RAGwarts: Harnessing RAG for Harry Potter Question Answering

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Results:



RAGwarts is a specialized question-answering model designed for Harry Potter enthusiasts, offering accurate responses to enrich engagement with the franchise. · It integrates RAG[1] (Retrieval-Augmented Generation) to

merge retrieval-based and generative methods for more insightful answers. Multiple small language models, ranging from 1-3 billion parameters, are fine-tuned using Instruction Tuning to enhance their performance in answering Harry Potter

The project addresses the challenge of understanding domain-specific language and context within the Harry

(Enables efficient similarity search tasks.)

Background:

Instruction Tuning: Fine-tunes language models for specific tasks by providing examples, enhancing their ability to understand domain-specific

The instruction tuned Phi-2[3] and Tiny-Llama[4] outperforms pretrained models Statistical metrics: BLEU, METEOR, ROUGE, and cosine similarity. Oualitative Human evaluation

Methods:

Retriever: Find top k similar documents from vector DB.



2) Large Language Model (Tuning): Instruction tuning using LoRA[2].











 Approximates parameters for faster, efficient inference.

 Adjust only subset of narameters. Reduces resource demands

Data

Task 1 (Vector Database Creation): - Purpose: To provide text data for the retriever part of RAG. - Data Sources: Harry Potter novels, screenplays. and movie transcripts sourced from the

text passages and a generator to produce coherent and

internet. (2.05 million tokens) Task 2 (Instruction Tuning of Language Models): - Purpose: To fine-tune small language models

on Harry Potter trivia. - Data Source: HuggingFace dataset of Harry Potter trivia questions and answers. (3.000 pairs in the train set and 500 pairs in the test set.)

Conclusion:

for training

Developed a tailored question-answering model for Harry Potter enthusiasts using advanced NLP techniques like RAG and instruction tuning. Experimented with various fine-tuning methods and evaluated model performance using BLEU, METEOR, ROUGE, and Cosine Similarity metrics.

 Achieved valuable insights and enhancements in model capabilities, but faced challenges in balancing computational demands and effectiveness. Our project laws a foundation for continued exploration and improvement at the intersection

of NLP and fandom engagement. Moving forward, we aim to refine our approach and address computational limitations to further enhance model performance and user experience.

References: