Questions

Natural Language Processing

- 1. Text feature extraction: Bag of Words, Bag of Ngrams, Tf-Idf. Normalization techniques.
- 2. Word embeddings. Word2Vec. CBOW, Skip-Gram.
- 3. Word embeddings: Matrix factorization, PPMI. GloVe algorithm.
- 4. Metric learning, DSSM. Semantic search.
- 5. Sequence-to-sequence models. Seq2seq training. Decoding strategies (beam search, greedy, sampling).
- 6. Attention in seq2seq.
- 7. Machine translation task. MT metrics, training pipeline.
- 8. Transformer architecture. Self-attention. Transformer block structure. Positional encoding.
- 9. Transfer learning idea. Contextual pretrained representations (CoVe, ELMo).
- 10. Transfer learning with pretrained models. GPT-1, BERT.
- 11. Generative pretraining. T5, GPT-2/3/4. Zero-shot and few-shot inference. Prompting strategies (chain-of-thought, self-consistency).
- 12. LLM Alignment. Instruction tuning, RLHF.
- 13. LLM Alignment. Contrastive learning: SLiC, DPO.
- 14. PEFT: Sparse methods. Pruning, sparse fine-tuning.
- 15. PEFT: loRA, prompt-tuning, multilayer prompt-tuning.
- 16. PEFT: function composition (adapters, routing).

Reinforcement learning

- 1. RL problem statement. MDP formalism. Crossentropy method.
- 2. Model-based RL. Bellman equations. Policy iteration with dynamic programming.
- 3. Value-based RL. Model-free prediction (Monte-Carlo vs. Temporal Difference).
- 4. Value-based RL. Model-free control. Q-Learning, SARSA, EV-SARSA.
- 5. Approximate value-based methods. DQN.
- 6. Policy-based RL. REINFORCE (with loss derivation).
- 7. Actor-critic policy gradient. Baselines, Advantage, A2C.
- 8. Exploration strategies. Eps-greedy, UCB, Thompson sampling.
- 9. Reinforcement learning for seg2seg. Self-critical Sequence Training.

Theoretical minimum

- 1. Embedding layer structure. How does backprop through embedding layer work?
- 2. Word2Vec main idea.
- 3. Triplet loss, contrastive learning.
- 4. Metric learning, DSSM main idea.
- 5. Seq2seq architecture.
- 6. Autoregressive decoding strategies: greedy, sampling, beam search.
- 7. Attention mechanism.
- 8. Transfer learning main idea. BERT pretraining objectives.
- 9. Generative pretraining, GPT.
- 10. Why do we need to use human preferences instead of supervised FT in LLM alignment?
- 11. RL problem statement (environment, agent, state, action). Reward, discounted reward.
- 12. MDP model and its assumptions.
- 13. Model-free and model-based RL difference.
- 14. On-policy and off-policy RL difference.
- 15. Value function and q-function. Relationship between them.
- 16. Exploration / exploitation tradeoff. Describe any exploration tactic.
- 17. Policy-based RL idea. REINFORCE idea (without derivation).
- 18. How to frame seq2seq decoding as an RL problem?