

INT426 (Generative AI)

Section:

CA-2

Roll No:

Max Marks: 30

Duration: 40 mins

Instructions

1. Each questions carries 2 mark, wrong answer will deduct 0.5 marks.
2. Overwriting of answer will not be considered.
3. Choose the correct answer and write in the cell given below

Q1		Q6		Q11	
Q2		Q7		Q12	
Q3		Q8		Q13	
Q4		Q9		Q14	
Q5		Q10		Q15	

1. How does the question refinement pattern contribute to the user experience when interacting with large language models?

- a) By limiting the user's ability to ask questions freely
- b) By encouraging users to provide more context in their queries
- c) By automating the process of generating questions without user input
- d) By decreasing the responsiveness of the language model to user queries

2. What is the purpose of the cognitive verifier pattern described ?

- a) To verify the accuracy of information provided by the language model.
- b) To encourage users to think critically about their questions.
- c) To generate additional questions that aid in problem-solving.
- d) To limit the scope of questions asked to the language model.

3. How does the audience persona pattern differ from the persona pattern in interacting with large language models?

- a) The persona pattern focuses on the identity of the user, while the audience persona pattern focuses on the identity of the audience.
- b) The persona pattern tailors the output based on the user's characteristics, while the audience persona

pattern tailors the output based on the intended audience's characteristics.

- c) The persona pattern restricts the types of questions that can be asked, while the audience persona pattern restricts the types of responses that can be generated.
- d) The persona pattern automates the process of generating user-specific content, while the audience persona pattern automates the process of generating audience-specific content.

4. How does the flipped interaction pattern differ from traditional interaction with large language models?

- a) It places the user in a passive role, answering questions posed by the language model.
- b) It encourages users to dictate the specific outputs generated by the language model.
- c) It facilitates collaborative problem-solving by allowing users to provide guidance to the language model.
- d) It restricts the language model's ability to ask questions and obtain information from the user.

5. During prompt execution in template generation, which component is commonly substituted?

- a. Placeholders
- b. Keywords
- c. Variables
- d. Punctuations

6. How does the approach of few-shot prompting diverge from traditional methods in training large language models?

- a) It hinges on furnishing instances of inputs and anticipated outcomes.
- b) It engrosses the model in generating responses devoid of external input.
- c) It depends on explicit rules and guidelines for task execution.
- d) It concentrates on circumscribing the model's autonomy in output generation.

7. How does the inclusion of contextual information impact the effectiveness of few-shot examples?

- a) It confuses the model by providing irrelevant details
- b) It enhances the model's ability to derive underlying processes
- c) It limits the model's flexibility in generating diverse outputs
- d) It reduces the model's reliance on prior knowledge for decision-making

8. Scenario: You are designing a language learning app that offers personalized exercises based on users' proficiency levels and learning preferences. Which prompt pattern would be most suitable for creating dynamic and adaptive learning prompts?

- A) The Fact check Pattern
- B) The Combining Pattern
- C) The Review Pattern
- D) The Context Manager Pattern

9. Which of the following best describes the purpose of chain of thought prompting in training large language models?

- a) To challenge the model with ambiguous tasks for better learning
- b) To present questions and answers without context or explanation
- c) To demonstrate the step-by-step reasoning behind a solution
- d) To structure prompts with complex vocabulary to test comprehension

10. . Which of the following is NOT a typical application of prompt engineering in programming assistance systems?

- a. Debugging
- b. Software documentation
- c. Code optimization
- d. Test case generation

11. Which of the following is NOT a typical application of prompt engineering in speech recognition systems?

- a. Automatic speech recognition
- b. Voice command recognition
- c. Speaker diarization
- d. Audio segmentation

12. How does incorporating specific words like "title" and "author" in a prompt influence the output of large language models?

- A) It guides the model towards generating output in a structured format
- B) It introduces variability in model responses
- C) It restricts the model's creativity
- D) It has no effect on the model's output

13.) Scenario: You are designing prompts to guide users in learning a new language through vocabulary exercises. Which prompt pattern would be most effective in this context?

- A) The Game play Pattern
- B) The Problem-Solution Pattern
- C) The Scaffolded Learning Pattern
- D) The Storytelling Pattern

14) Scenario: You are creating prompts to teach users how to bake a classic chocolate chip cookie from scratch. Which prompt pattern would be most aligned with this objective?

- A) The Argumentation Pattern
- B) The Context Manager Pattern
- C) The Recipe Pattern
- D) The Review Pattern

15) Scenario: You are creating a virtual assistant application designed to provide users with personalized recommendations for leisure activities based on their preferences and past interactions. To make the recommendations more engaging, you decide to incorporate a feature that generates whimsical stories or scenarios related to each recommended activity. Which prompt pattern would be most appropriate for generating these tail-end additions to the recommendations?

- A) The Tail Generation Pattern
- B) The Semantic Filter Pattern
- C) The Menu Action Pattern
- D) The Recipe Pattern