Presenting. . .
Prompt Engineering in Emacs

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Following along

Repositories for following along

github1s.com/mullikine/presentation-prompt-engineering-in-emacs
github1s.com/semiosis/examplary
github1s.com/semiosis/pen.el
github1s.com/semiosis/prompts
github1s.com/semiosis/prompt-engineering-patterns
github1s.com/minimaxir/gpt-3-client

Demo

```
1  ssh -oBatchMode=no shane@124.197.60.232 -p 9922
```

Text Generator

Background knowledge

- `GPT-3` is a `seq2seq` model (a text generator)
  - It's stochastic but can be configured to be deterministic.

Key concepts

- prompt,
- completion, and
- tokens

Limitations

Combined, the text prompt and generated completion must be below 2048 tokens (roughly ~1500 words).

context-stuffing With only 2048 tokens, you need to make use of your real estate by providing instructions and making implicit information explicit.

Prompt Engineering

Characteristics

- declarative, like `html`
- stochastic, like `problog`
- Unlocks new types of applications
- Speeds up development

Prompts as functions

Some prompts I've made

generate-vim-command.prompt

```
 1  Vim
 2
 3  Insert "Q: " at the start of the line
 4  :%s/^/Q: /g.
 5  ###
 6  Remove whitespace from the start of each line
 7  :%s/^\s*/\1/g
 8  ###
 9  Join each line with the next line
10  :1,$j
11  ###
12  Make all occurrences of Steve lowercase
13  :%s/Steve/steve/g
14  ###
15  <1>
```

Create a prompt

Ask the audience

Tutorials

Ruby

https://www.twilio.com/blog/generating-cooking-recipes-openai-gpt3-ruby