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

Demo

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

- GPT-3 is a seq2seq model A text generator.
  - It's stochastic but configurable to be deterministic.

Key concepts

- prompt,
- completion, and
- tokens

Limitation

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

```
1  context-stuffing
2      [#prompt engineering]
3
4      With only 2048 tokens, you need to make
5      use of your real estate by providing
6      instructions and making implicit
7      information explicit.
```

- declarative
  - Like html
- stochastic
  - Like problog
- Unlocks new types of applications

"Probabilistic and information theoretic methods are used to make results better anyway. Compromises are made anyway. Query reformulation, drift, etc. So it is just a natural progression to use NNs for some of these components? Am I right." – *A quote from myself.*