

Presenting...
Prompt Engineering in Emacs

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Following along

Repositories for following along

[github1s.com/mullikine/presentation-prompt-engineering-in-emacs](https://github.com/mullikine/presentation-prompt-engineering-in-emacs)
[github1s.com/semiosis/exemplary](https://github.com/semiosis/exemplary)
[github1s.com/semiosis/pen.el](https://github.com/semiosis/pen.el)
[github1s.com/semiosis/prompts](https://github.com/semiosis/prompts)
[github1s.com/semiosis/prompt-engineering-patterns](https://github.com/semiosis/prompt-engineering-patterns)
[github1s.com/minimaxir/gpt-3-client](https://github.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.

Characteristics

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

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>
```

Classification

- Tweet Sentiment
- Company categorization
- Labeling parts of speech
- <http://github.com/semiosis/prompts/blob/master/prompts/tweet-sentiment-classifier.prompt>
- <http://github.com/semiosis/prompts/blob/master/prompts/keyword-extraction.prompt>

Generation

- Tweet Sentiment
- Company categorization
- Labeling parts of speech

Design patterns

generate-vim-command.prompt

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```

Prompt YAML format Part 1

meeting-bullets-to-summary.prompt

```
1 title: "meeting bullet points to summary"
2 prompt: |+
3     Convert my short hand into a first-hand
4     account of the meeting:
5
6     <1>
7
8     Summary:
9 engine: "davinci-instruct-beta"
10 temperature: 0.7
11 max-tokens: 60
```


Prompt YAML format Part 2

meeting-bullets-to-summary.prompt

```
1 top-p: 1
2 frequency-penalty: 0.0
3 presence-penalty: 0.0
4 best-of: 1
5 stop-sequences:
6 - "\n\n"
7 conversation-mode: no
8 stitch-max: 0
```

stitch-max Keep stitching together until reaching this limit. This allows a full response for answers which may need $n \times \text{max-tokens}$ to reach the stop-sequence.

meeting-bullets-to-summary.prompt

```
1  vars:
2  - "notes"
3  examples:
4  - |+
5      Tom: Profits up 50%
6      Jane: New servers are online
7      Kjell: Need more time to fix software
8      Jane: Happy to help
9      Parkman: Beta testing almost done
```

Prompts as functions

```
pen-generate-prompt-functions
```

Generate prompt functions for the files in the prompts directory
Function names are prefixed with pen-pf- for easy searching.
<http://github.com/semiosis/prompts>

exemplary: examples as functions

An example-oriented DSL that can be used to construct and compose NLP tasks.

Why is a DSL needed for this? Just to make the code a little more terse.

Regex

<https://github.com/pemistahl/grex>

```
1 (def regex
2   "example 1\nexample2" "^example [12]$"
3   "example 2\nexample3" "^example [23]$"
4   "pi4\npi5" "^pi[45]$")
```

exemplary: examples as functions

Analogy

```
1 (def analogy
2   ;; Each line is a training example.
3   "NNs" "NNs are like genetic algorithms in
4   that both are systems that learn from
5   experience"
6   "Social media" "Social media is like a
7   market in that both are systems that
8   coordinate the actions of many
9   individuals.")
10
11 (def field
12   "chemistry" "study of chemicals"
13   "biology" "study of living things")
```

Something funny

Vexate a simple instruction

```
source › git › mullikine › prompt-engineer-mode › prompts › obfuscate-language.prompt
1 Prompt: |+
2 The human asks the AI to make a simple description more complicated. The AI responds by
3 writing a verbose response full of jargon to explain a simple concept.
4
5 Human: explain how to use a drinking fountain.
6
7 AI: To activate the mechanized dihydrogen monoxide dispensary service station, use the flanges
8 to provide a downward force to the simple circular activation console and continue to apply
9 force until the pneumatic system begins operating as intended, which can be surmised at a time
10 when the dihydrogen monoxide travels in a parabolic arc which at its greatest exceeds three
11 inches from the rounded excess liquid receptacle. Once hydration is completed, cease applying
12 force to the console and regard whether or not the dispensary has ceased expelling contents as
13 expected.
14
15 Human: explain how to play with a dog
16
17 AI: Being a typical domesticated animal, having been genetically selected for controllability,
18 trainability, and general anthropomorphic features and functions, the typical dog possesses
19 highly specialized and developed feeding behavior. The typical feeding behavior involves routine
20 sustenance intake which can be observed by monitoring changes in animal size. Routine sustenance
21 intake involves active and passive feeding habits, and one can gauge animal health by observing
22 the relative levels of hydration. During training, reward conditioned reinforcement is applied.
23 This involves the practice of rewarding targeted behaviors through the application of
24 reinforcers, with the provision that the targeted behavior is observed. Relevant to the
25 discussion at hand is the typical active and passive behavior exhibited by a typical dog.
26
27 Human: explain how to <1>
28
29 AI:
30 engine: "davinci"
31 temperature: 0.8
32 max-tokens: 100
33 top-p: 1
34 frequency-penalty: 0.2
35 presence-penalty: 0.4
36 best-of: 1
37 stop-sequences:
38   - "\n"
39 inject-start-text: yes
```

Something funny

How to crack an egg

how to crack an egg

Cracking an egg is a basic procedure which can be achieved by applying a downward force to the egg. Finding the correct force may require trial and error, but is essential to the procedure. A broken egg is an indication that the force may have been too high or too low. If it is too high, the shell will be broken, but the yolk intact. If it is too low, the force will not be sufficient to rupture the membrane of the shell, requiring that additional force be applied

Ask the audience

- What type of text to generate
 - Could be code, prose, etc.

Ruby

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