

Exploring User Prompting Behavior in LLM Interactions

Maximilian Slapnik
Maximilian.Slapnik@campus.lmu.de
LMU Munich
Munich, Germany

ABSTRACT

Artificial Intelligence (AI) plays an increasingly important role in the daily lives of millions of people. Large Language Models (LLMs) are the most prominent implementation of AI that is used not only by experts, but equally by ordinary users as well. LLMs can respond to any textual input (prompts) with human-like answers, leveraging the training data that was used to implement the model. Even though prompting LLMs seems very straightforward, the question arises if it is possible to streamline the interactions with said models in order to optimize outputs. We explore the behavior of a randomized trial of 100 interactions of users with LLMs that are publicly available on ShareGPT. The goal of this investigation is the discovery of recurring patterns in behavior and the evaluation of human tendencies as well as biases of users when interacting with AI models in order to understand current behaviors and propose optimization opportunities.

CCS CONCEPTS

• **Human-centered computing** → **Interaction design**; • **Information systems** → *Information retrieval*; • **Computing methodologies** → *Natural language processing*.

KEYWORDS

Large Language Models, user behavior, prompting, interaction patterns

1 INTRODUCTION

2 BACKGROUND AND RELATED WORK

2.1 Large Language Models (LLMs)

◦ General information on LLMs, such as their workings, training data, text generation, real world usage, and current limitations

2.2 User Interaction with LLMs

◦ Explanation of Prompting
◦ Description of LLM use cases and related work, primarily paying attention to ordinary frequent users (and not only experts)

3 STUDY ON USAGE PATTERNS OF LLM USERS

3.1 Intro and Research Objective

◦ Overview of the study goal, the methodology, and the individual steps that will be taken

3.2 Research Method: ShareGPT

◦ Information on the ShareGPT platform, its user base, its suitability for the study, and which data we are going to use

3.3 Study Results

3.3.1 *Findings*. ◦ Listing of the results of the study, potentially segregated into categories that can be defined in advance

3.3.2 *Observable Trends*. ◦ Objective analysis of results with a particular focus on observable trends in user behavior and data patterns (including visualizations such as charts)

4 DISCUSSION

4.1 Observed Behaviour (Synthesis)

◦ Subjective evaluation of findings

4.1.1 *Why do users interact with LLMs the way they do?* ◦ Reasoning and informed assumptions on the causes of observed behavior

4.1.2 *Prompt Improvement Possibilities*. ◦ Proposition of ways to enhance prompts as well as associated results based on findings from related research

4.2 Outlook and Future Developments

4.2.1 *Auto-GPT*. ◦ Introduction to future developments in the realm of LLM interaction, such as AI-based agents which may execute prompts autonomously in the future

4.2.2 *Prompt Engineering*. ◦ Focus on the newly emerging discipline of prompt engineering which is a direct result of the increased significance of LLMs and required competencies for successful interaction

5 CONCLUSION

This paper is published under the Creative Commons Attribution 4.0 International (CC-BY 4.0) license. Authors reserve their rights to disseminate the work on their personal and corporate Web sites with the appropriate attribution.

© 2023 IW3C2 (International World Wide Web Conference Committee), published under Creative Commons CC-BY 4.0 License.

6 INTRODUCTION

Artificial Intelligence (AI) -based tools continually gain prominence as regularly leveraged tools in the daily lives of millions of people. In addition to typical AI applications such as recommendation systems or autonomous agents, generative models are notably increasing in popularity as well. One of the most widely used implementations of generative models are Large Language Models (LLMs), with the most popular example being OpenAI's ChatGPT [2] at the moment. Such models mainly come in the form of text generating chatbots that can answer seemingly any question a user might pose. Nevertheless, it is challenging to optimize the output of the model, since it can vary depending on the user input. Any request to an LLM, whether it is in the form of a task or a question, is commonly referred to as "prompting" the model. Due to the vast application possibilities and promising future developments of LLMs, an exploration of user prompting behavior in interactions with these models is of particular interest.

In this paper, we are going to explain the workings of LLMs and prompting, describe related research in the realm of user - LLM exchange, and perform our own investigation of user behavior in these interactions. This investigation will provide an improved understanding of existing challenges users face when dealing with such models, as well as highlight optimization potential in order to enhance generated output.

Plenty of research has been conducted in the field of user interactions with LLMs.

Since the main part of this work will contain an analysis of real world examples, the reader can expect to gain a better understanding of user prompting behavior. To obtain these insights, we will leverage input data mainly obtained from the website ShareGPT, which stores voluntarily shared conversations of users with the ChatGPT model.

In the concluding section of this paper we will summarize our findings and explain how and in which way we can recognize findings from related research in our own data samples.

7 BACKGROUND

7.1 Large Language Models (LLMs)

One of the most widely used applications areas of generative AI today are Large Language Models. Among LLMs, the most widely adopted is ChatGPT [2], which is a conversational model being developed by OpenAI. The model is currently publicly accessible free of charge.

LLMs can be leveraged for a variety of tasks, but their main focus area is Natural Language Processing (NLP). Therefore, most LLMs designed for end users are implemented as chatbots, as is the case with ChatGPT for example. They typically consist of an interface made up of an input field for the user to type in arbitrary text, as well as an output section that displays generated responses of the model.

Large Language Models gained traction after the development of the original transformer architecture, which is a deep learning approach first introduced by researchers in 2017 [6]. Based on this architecture, the Generative Pre-Training (GPT) [3] approach was developed for text-based models in particular, which is the foundation for today's most popular conversational LLMs, such as ChatGPT. Since our research revolves around user interaction with dialog-focused models, we will not go into more detail about other application and development areas of LLMs. In addition to ChatGPT, there are also a variety of similar other models focused on text generation, such as LaMDA [5], Sparrow [1], or BlenderBot 3 [4].

7.1.1 One-Shot Learning.

7.1.2 Few-Shot Learning.

REFERENCES

- [1] Amelia Glaese, Nat McAleese, Maja Trębacz, John Aslanides, Vlad Firoiu, Timo Ewalds, Maribeth Rauh, Laura Weidinger, Martin Chadwick, Phoebe Thacker, Lucy Campbell-Gillingham, Jonathan Uesato, Po-Sen Huang, Ramona Comanescu, Fan Yang, Abigail See, Sumanth Dathathri, Rory Greig, Charlie Chen, Doug Fritz, Jaume Sanchez Elias, Richard Green, Soňa Mokrá, Nicholas Fernando, Boxi Wu, Rachel Foley, Susannah Young, Iason Gabriel, William Isaac, John Mellor, Demis Hassabis, Koray Kavukcuoglu, Lisa Anne Hendricks, and Geoffrey Irving. 2022. Improving alignment of dialogue agents via targeted human judgements. <http://arxiv.org/abs/2209.14375> arXiv:2209.14375 [cs].
- [2] OpenAI. 2023. ChatGPT. <https://chat.openai.com/auth/login>
- [3] Alec Radford, Karthik Narasimhan, Tim Salimans, and Ilya Sutskever. 2018. Improving Language Understanding by Generative Pre-Training. (2018).
- [4] Kurt Shuster, Jing Xu, Mojtaba Komeili, Da Ju, Eric Michael Smith, Stephen Roller, Megan Ung, Moya Chen, Kushal Arora, Joshua Lane, Morteza Behrooz, William Ngan, Spencer Poff, Naman Goyal, Arthur Szlam, Y.-Lan Boureau, Melanie Kambadur, and Jason Weston. 2022. BlenderBot 3: a deployed conversational agent that continually learns to responsibly engage. <http://arxiv.org/abs/2208.03188> arXiv:2208.03188 [cs].
- [5] Romal Thoppilan, Daniel De Freitas, Jamie Hall, Noam Shazeer, Apoorv Kulshreshtha, Heng-Tze Cheng, Alicia Jin, Taylor Bos, Leslie Baker, Yu Du, YaGuang Li, Hongrae Lee, Huaixiu Steven Zheng, Amin Ghafouri, Marcelo Menegali, Yanping Huang, Maxim Krikun, Dmitry Lepikhin, James Qin, Dehao Chen, Yuanzhong Xu, Zhifeng Chen, Adam Roberts, Maarten Bosma, Vincent Zhao, Yanqi Zhou, Chung-Ching Chang, Igor Krivokon, Will Rusch, Marc Pickett, Pranesh Srinivasan, Laichee Man, Kathleen Meier-Hellstern, Meredith Ringel Morris, Tulsee Doshi, Renelito Delos Santos, Toju Duke, Johnny Soraker, Ben Zevenbergen, Vinodkumar Prabhakaran, Mark Diaz, Ben Hutchinson, Kristen Olson, Alejandra Molina, Erin Hoffman-John, Josh Lee, Lora Aroyo, Ravi Rajakumar, Alena Butryna, Matthew Lamm, Viktoriya Kuzmina, Joe Fenton, Aaron Cohen, Rachel Bernstein, Ray Kurzweil, Blaise Agüera-Arcas, Claire Cui, Marian Croak, Ed Chi, and Quoc Le. 2022. LaMDA: Language Models for Dialog Applications. <http://arxiv.org/abs/2201.08239> arXiv:2201.08239 [cs].
- [6] Ashish Vaswani, Noam Shazeer, Niki Parmar, Jakob Uszkoreit, Llion Jones, Aidan N Gomez, Łukasz Kaiser, and Illia Polosukhin. 2017. Attention is All you Need. 30 (2017).