

Prompt Engineering

Understanding Advanced Prompting with LLMs



Agenda

In this session, we'll discuss:

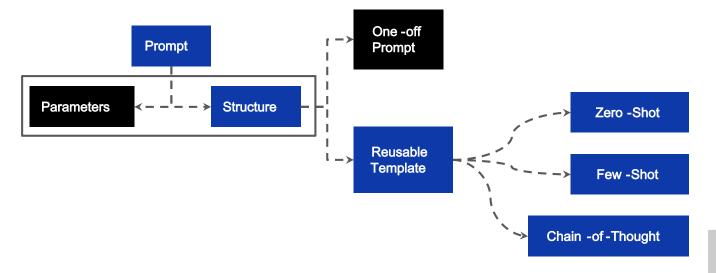
- Prompt Engineering Overview
- Reusable Prompt Templates
- What are AP Is?



Prompt Engineering Overview

Prompt = Specific set of instructions sent to a LLM to accomplish a task.

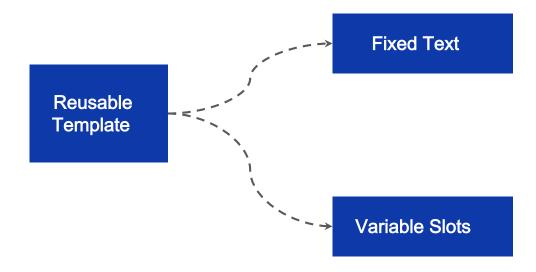
Engineering = Iteratively deriving a specific prompt for the task.





Reusable Prompt Templates

Components of a Prompt Template

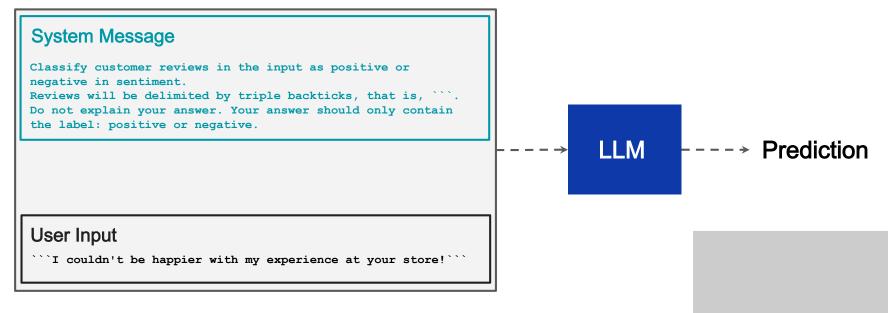


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Example of Zero -Shot Prompt Template - Sentiment Analysis



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Example of Few -Shot Prompt Template - Entity Extraction

System Message

Extract entities from customer reviews in the input. Reviews will be delimited by triple backticks, that is, ```. Do not explain your answer.

Few-Shot Examples

User: Ordered grey which advertises green lighting, when you're going for a cheap aesthetic, it's upsetting.
Mouse works fine.
Assistant: Entities: [Mouse]

User Input

```I bought one of these for PC gaming. Loved it, then bought another for work.

----> LLM ----> Prediction

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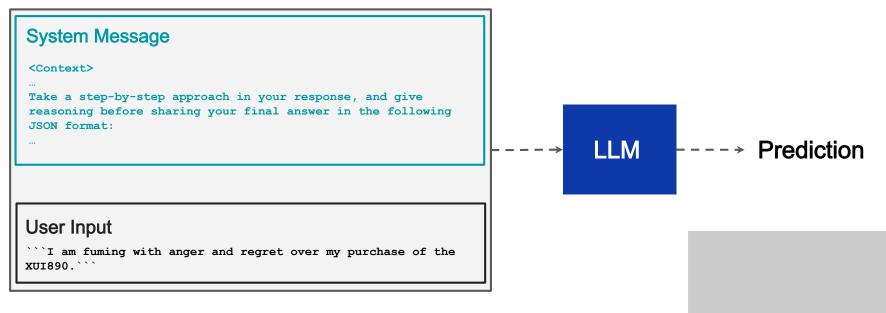
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## Reusable Prompt Templates

### Example of Chain -of-Thought Prompt Template

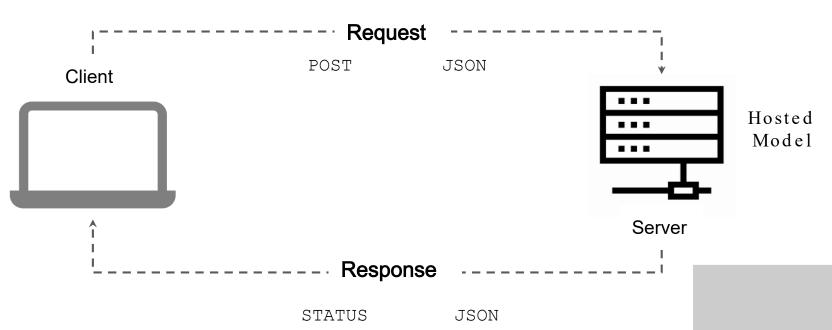


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Application Programming Interfaces (APIs) specify rules of exchange over a network.



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#### Here's a brief recap:

- The overview of prompt engineering with an emphasis on the advanced prompting techniques utilizing reusable prompt templates and comprehending their components.
- The types of reusable templates with a focus on Zero-Shot, Few-Shot, and Chain of-Thought prompting and highlighting the key structural differences between each.
- Insight into how curated prompts are employed as input to LLM via the API, elucidating the workflow of the API in delivering predictions.