



UNIVERSITÄT
ZU KÖLN

Recap and Consequences

HS In Context Learning (ICL) (Summer term 2024)

Nils Reiter,

`nils.reiter@uni-koeln.de`

July 11, 2024

IDH Summer Party 2024

Do. 11.07., 19 Uhr

Uniwiese, zwischen Mensa und IDH

"Digital art of a group of students having a barbecue and enjoying life"



Section 1

Recap

What Happened So Far

- ▶ 16.05. ICL Overview
- ▶ 06.06. Manual Template Engineering
- ▶ 13.06. Automated Template Engineering
- ▶ 20.06. Answer Space Design Methods
- ▶ 27.06. Prompt Ensembling
- ▶ 04.07. Prompt Augmentation

What Happened So Far

- ▶ 16.05. ICL Overview
- ▶ 06.06. Manual Template Engineering
- ▶ 13.06. Automated Template Engineering
- ▶ 20.06. Answer Space Design Methods
- ▶ 27.06. Prompt Ensembling
- ▶ 04.07. Prompt Augmentation
- ▶ A developing field
 - ▶ No clear nomenclature
 - ▶ Liu et al. (2023): One attempt to structure things (and a good one, I think)
 - ▶ Experiments rarely focus on a single aspect
 - ▶ Experimental setup difficult to control

Prompting Scenarios

- ▶ Interactive in a chat bot: **↑**Manual prompt engineering
 - ▶ Direct use and implicit validation
 - ▶ Results don't have to be perfect to be useful
 - ▶ Users make connections and fill holes
 - ▶ Strategies involve different components (e.g., examples)

Prompting Scenarios

- ▶ Interactive in a chat bot: **↑**Manual prompt engineering
 - ▶ Direct use and implicit validation
 - ▶ Results don't have to be perfect to be useful
 - ▶ Users make connections and fill holes
 - ▶ Strategies involve different components (e.g., examples)
- ▶ 'Batch use' for automatic classification (i.e., use LLM-prompting to analyse large quantities of data)
 - ▶ Builds on top of traditional ML applications and assumptions
 - ▶ No immediate validation during application, therefore evaluation on test set
 - ▶ Subsequent applications rely on measured correctness

Prompting Scenarios

- ▶ Interactive in a chat bot: ⬆️ Manual prompt engineering
 - ▶ Direct use and implicit validation
 - ▶ Results don't have to be perfect to be useful
 - ▶ Users make connections and fill holes
 - ▶ Strategies involve different components (e.g., examples)
- ▶ 'Batch use' for automatic classification (i.e., use LLM-prompting to analyse large quantities of data)
 - ▶ Builds on top of traditional ML applications and assumptions
 - ▶ No immediate validation during application, therefore evaluation on test set
 - ▶ Subsequent applications rely on measured correctness
- ▶ LLM-prompting likely well suited for “human-in-the-loop” approaches
- ▶ But interactively developed prompts likely do not generalize well

Prompting Steps

- ▶ Prompt template: $t = [X]$ Overall, it was a $[Z]$ movie.
 - ▶ ⬆️ Template engineering: Choose among alternative formulations (e.g., $[X]$ The movie was $[Z]$.)
 - ▶ ⬆️ Prompt augmentation: Add additional contexts to the prompt (e.g., $[X1]$ The movie was $[Z1]$. $[X2]$ The movie was $[Z2]$. $[X]$ the movie was $[Z]$.)

Prompting Steps

- ▶ Prompt template: $t = [X]$ Overall, it was a $[Z]$ movie.
 - ▶ **↑**Template engineering: Choose among alternative formulations (e.g., $[X]$ The movie was $[Z]$.)
 - ▶ **↑**Prompt augmentation: Add additional contexts to the prompt (e.g., $[X1]$ The movie was $[Z1]$. $[X2]$ The movie was $[Z2]$. $[X]$ the movie was $[Z]$.)
- ▶ Three steps
 - ▶ Apply template $f(x, t) =$ I love this movie. Overall, it was a $[Z]$ movie.
 - ▶ Answer search: Select the best z to fill in the template
 - ▶ **↑**Answer space design: Define potential answers
 - ▶ **⚠**Different options **↓**
 - ▶ Answer mapping: Map most probable answer z to output y
 - ▶ **↑**Answer space design: ...and how to map them

Prompting Steps

- ▶ Prompt template: $t = [X]$ Overall, it was a $[Z]$ movie.
 - ▶ **↑**Template engineering: Choose among alternative formulations (e.g., $[X]$ The movie was $[Z]$.)
 - ▶ **↑**Prompt augmentation: Add additional contexts to the prompt (e.g., $[X1]$ The movie was $[Z1]$. $[X2]$ The movie was $[Z2]$. $[X]$ the movie was $[Z]$.)
- ▶ Three steps
 - ▶ Apply template $f(x, t) =$ I love this movie. Overall, it was a $[Z]$ movie.
 - ▶ Answer search: Select the best z to fill in the template
 - ▶ **↑**Answer space design: Define potential answers
 - ▶ **⚠**Different options **↓**
 - ▶ Answer mapping: Map most probable answer z to output y
 - ▶ **↑**Answer space design: ...and how to map them
- ▶ **↑**Prompt ensembling
 - ▶ Do everything with multiple prompts
 - ▶ Options to combine their answers (e.g., majority vote)

Getting LLM Answers

- ▶ Two options
 - 1 Let the model generate something, map it onto the target label (answer mapping)
 - ▶ Sometimes difficult to restrict output to defined vocabulary, need to interpret model output (which is yet another NLP task)
 - ▶ E.g., asking the model to only produce a single token

Getting LLM Answers

- ▶ Two options
 - 1 Let the model generate something, map it onto the target label (answer mapping)
 - ▶ Sometimes difficult to restrict output to defined vocabulary, need to interpret model output (which is yet another NLP task)
 - ▶ E.g., asking the model to only produce a single token
 - 2 Ask the model for the label with the highest probability
 - ▶ Easier task
 - ▶ Labels are pre-defined, but best label may not be what the model would have produced

Getting LLM Answers

- ▶ Two options
 - 1 Let the model generate something, map it onto the target label (answer mapping)
 - ▶ Sometimes difficult to restrict output to defined vocabulary, need to interpret model output (which is yet another NLP task)
 - ▶ E.g., asking the model to only produce a single token
 - 2 Ask the model for the label with the highest probability
 - ▶ Easier task
 - ▶ Labels are pre-defined, but best label may not be what the model would have produced
- ▶ Often underspecified in research literature!
- ▶ Huggingface blog post: huggingface.co

Section 2

Consequences

Discussion Groups

- ▶ How does prompting (as a machine learning paradigm) in interactive and batch use change the way things are done (in your opinion and according to what we know now)
 - ▶ in natural language processing
 - ▶ in the humanities
 - ▶ in academia in general
 - ▶ in industry (IT/other)
 - ▶ in the (German/Western) society
- ▶ What will remain the same after all?
- ▶ Which new possibilities are opened up? Which activity/method goes away?
- ▶ What will become easier, what will become harder?
- ▶ What do we need to find out next?

Discussion Groups

- ▶ How does prompting (as a machine learning paradigm) in interactive and batch use change the way things are done (in your opinion and according to what we know now)
 - ▶ in natural language processing
 - ▶ in the humanities
 - ▶ in academia in general
 - ▶ in industry (IT/other)
 - ▶ in the (German/Western) society
- ▶ What will remain the same after all?
- ▶ Which new possibilities are opened up? Which activity/method goes away?
- ▶ What will become easier, what will become harder?
- ▶ What do we need to find out next?

Procedure

- ▶ Split up into groups of 3-4 people
- ▶ Discuss for about 30 minutes, take notes in Google Slides →
- ▶ Present in plenary session

