



Prompt Engineering

Game Content Generation Using Large Language Models

Prompt Engineering TEchnique



In Case You Want to Code Along...

Let's Download a Few Things

- Program: Employed Linux Linu
- Large language models (LLMs)
 - VRAM > 32GB: Yi 1.5 34B Chat
 - VRAM >= 8GB: Llama 3.1 8B Instruct
 - VRAM < 8GB: Phi 3 mini 3.8B Instruct



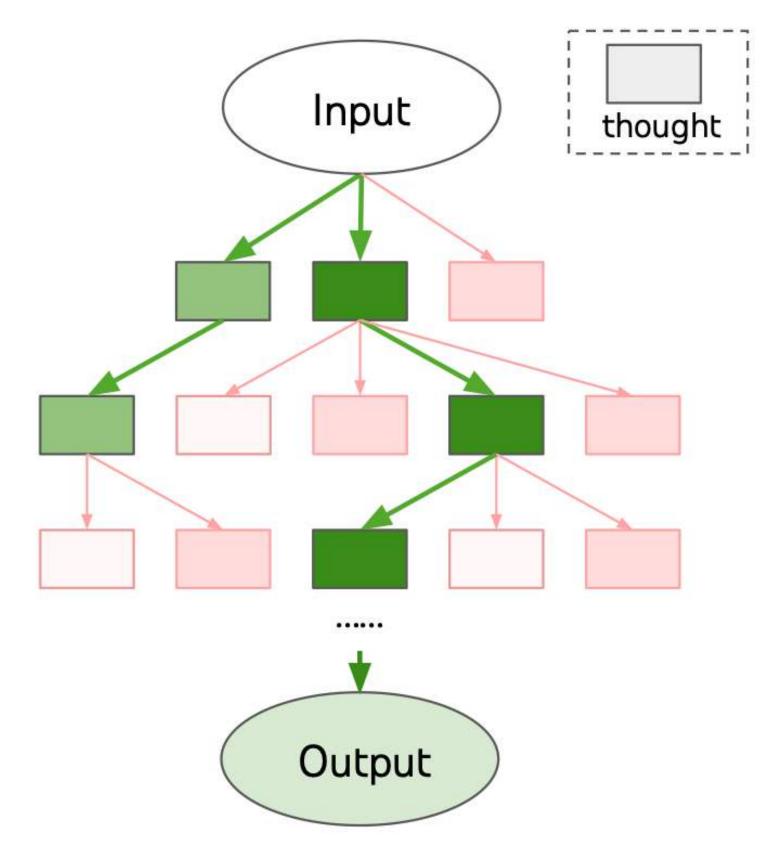
Additional instruction

chatgpt4pcg.github.io/ tutorial



Our Objective

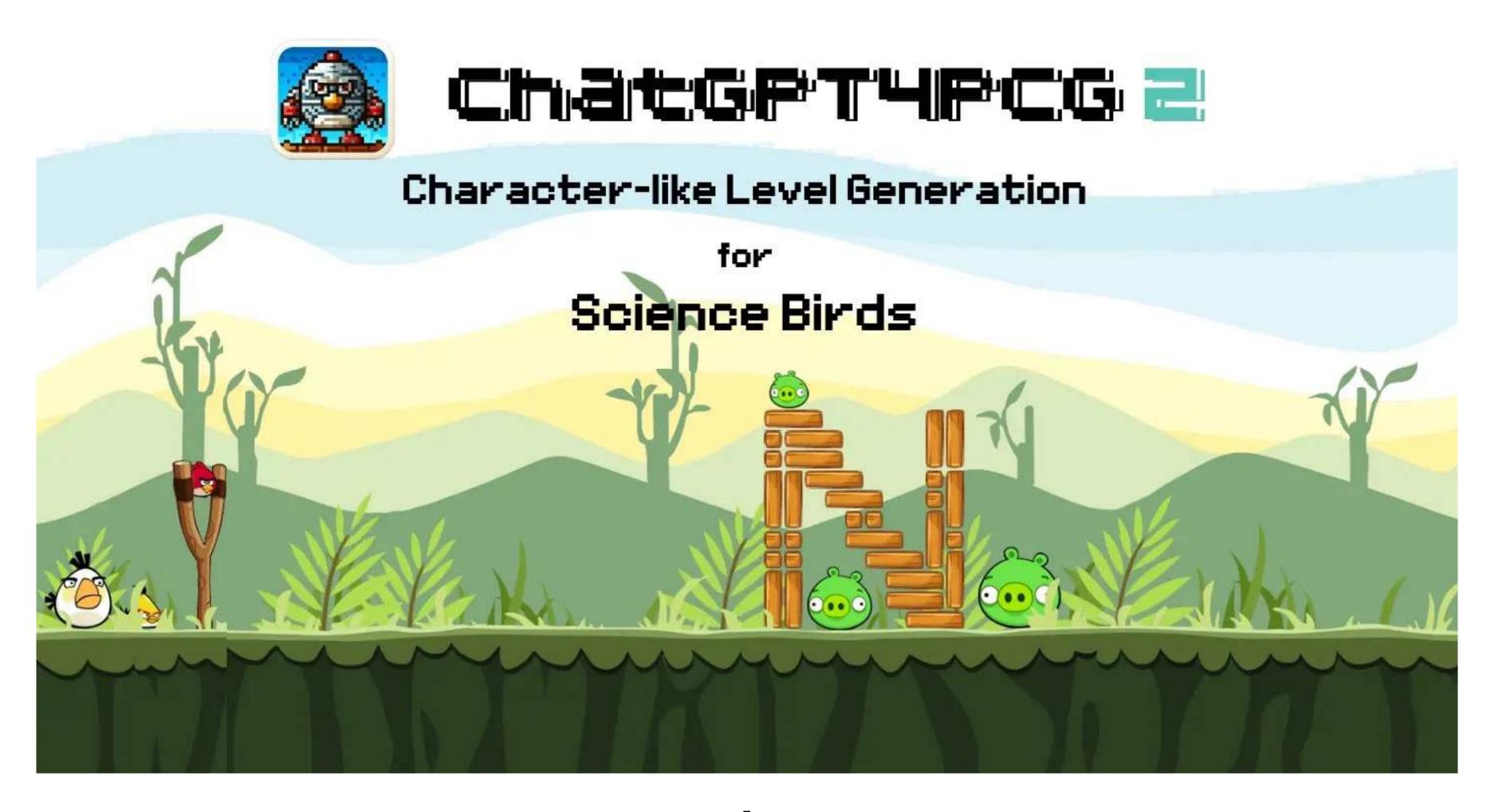
- Implement tree-of-thought prompting for ChatGPT4PCG task
 - Why?
 - Complex prompt engineering approach
 - Requires programming (iteration)
 - Combine multiple ideas from prompt engineering approaches





ChatGPT4PCG Competitions

Discovering and Evaluating Prompt Engineering Approaches Through PCG Competitions



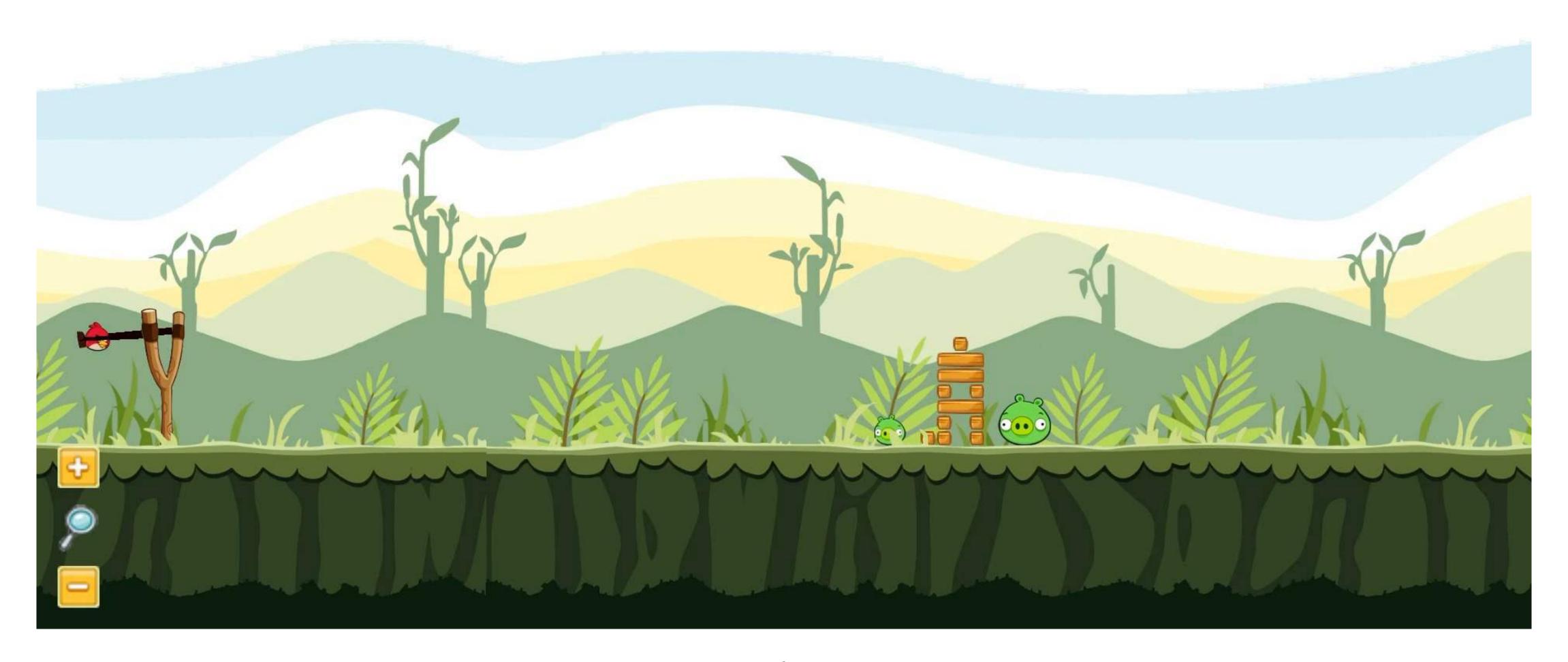








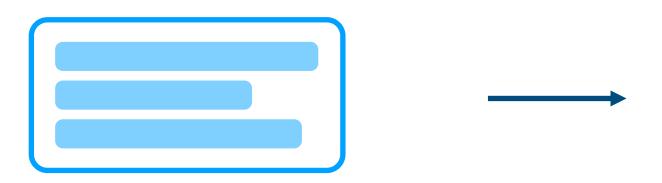




ChatGPT4PCG 2

Prompt Engineering for Science Birds Level Generation

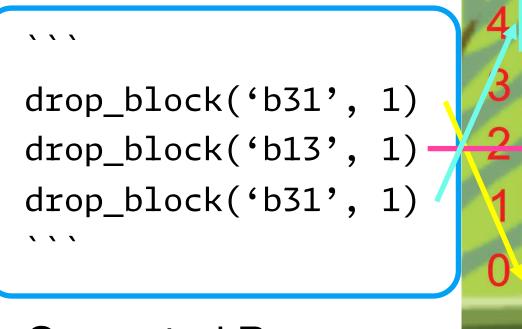
Level Generation



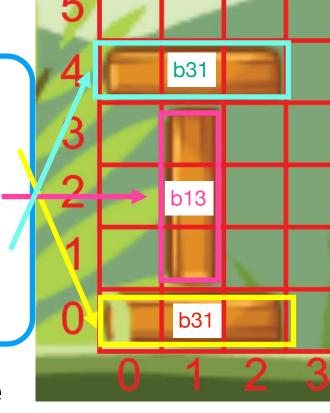
A Prompt Engineering Program



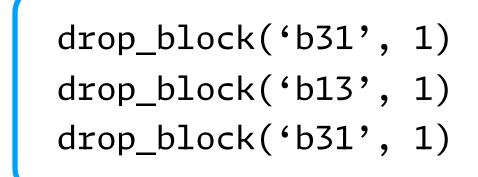
GPT-3.5 Turbo (updated version)



Generated Response



Level Evaluation



Function calls



Science Birds [2] Level



Stability Score



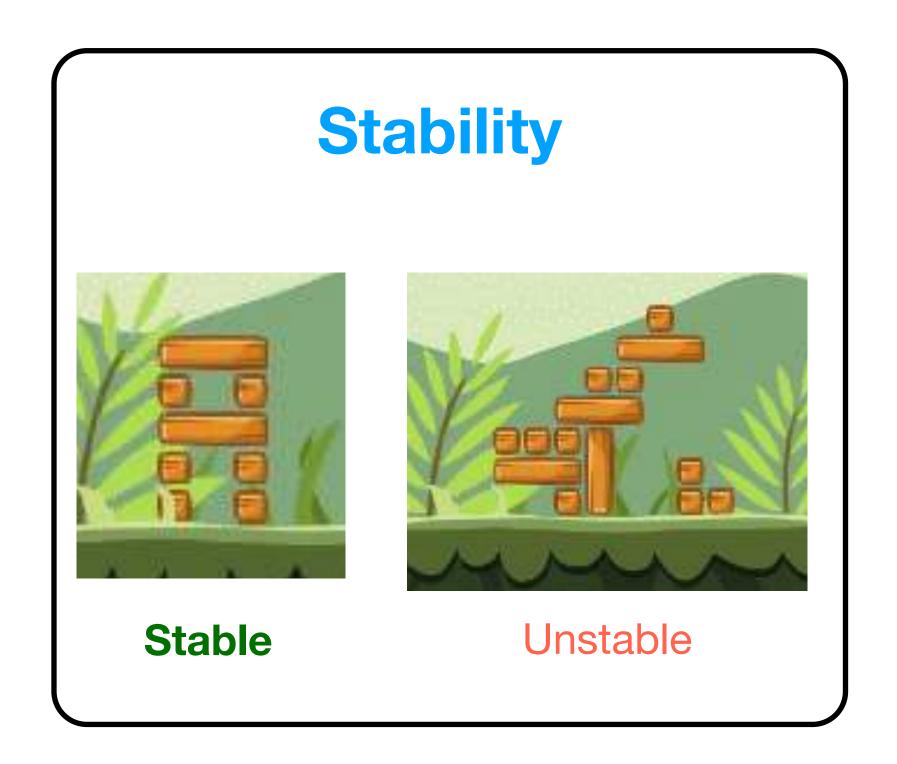
Similarity Score using the improved classifier

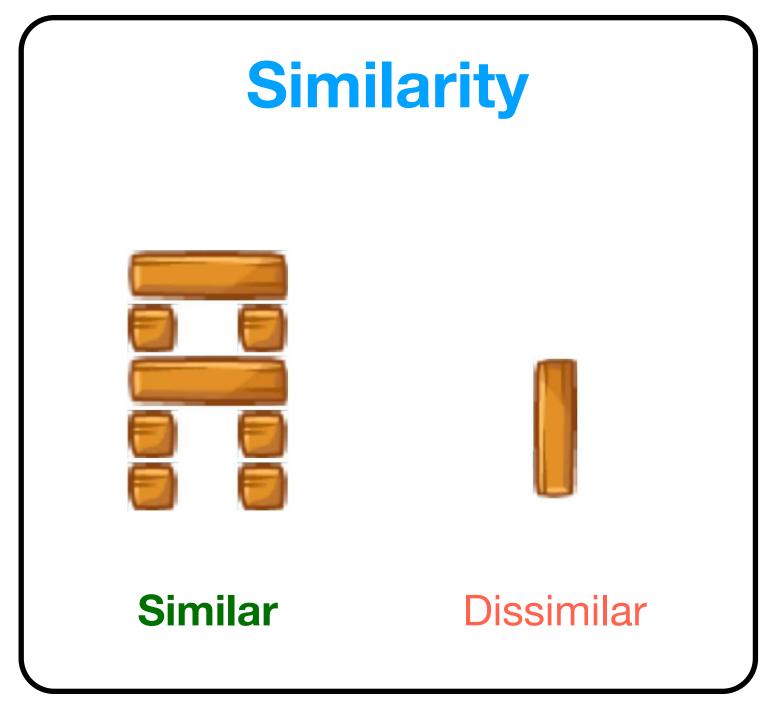


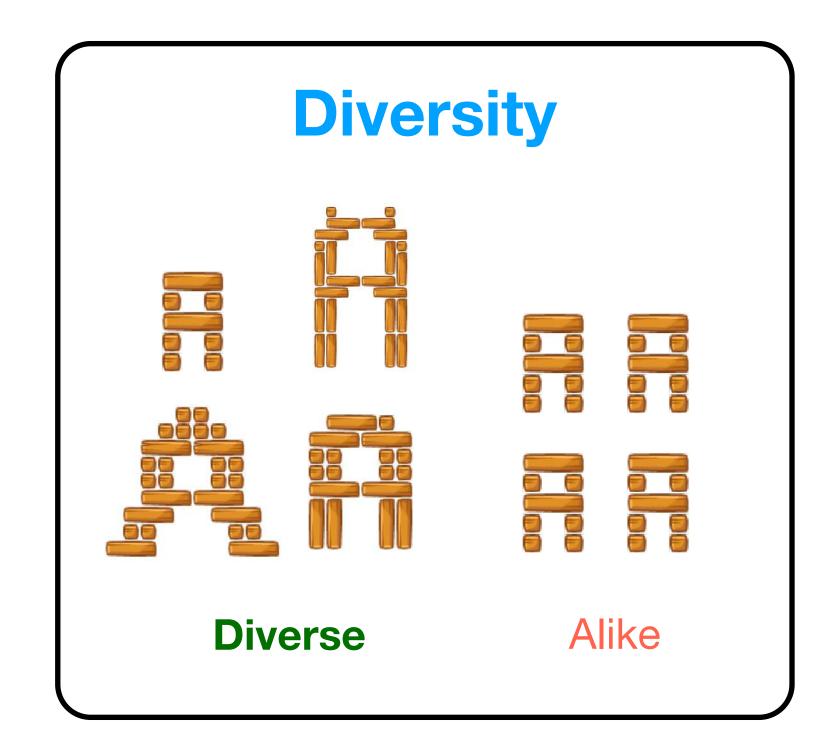
Diversity Score

Evaluation Metrics

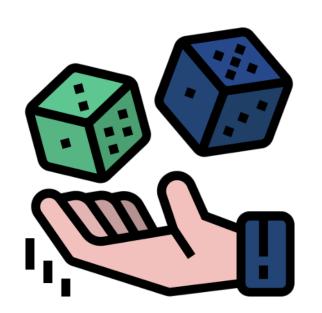
ChatGPT4PCG 2: Target Character "A"











Language Model as a Probabilistic Model



Tokens

GIOSSATY Hello = ["He", "llo"]

Context

Msg. #1

Msg. #2

Msg. #3

- Token: a smallest representation unit of a word or subword
- **Prompt**: a sequence of tokens given as an input to a language model (LM)
- LM: a model trained to predict a probability distribution of the next token given a prompt
- **Decoding**: the process of choosing a predicted token from a probability distribution generated by an LM
- Context: history of messages; both user queries and LM's generated content
- **Context window:** the maximum number of tokens in a context that an LM can accept



LM as a Conditional Probabilistic Model (CPM)

Given that

LM as a CPM: a predicted token is generated based on a condition, 1) a prompt and 2) generated tokens so far

- x represents a token and \hat{x} represents a predicted token,
- L represents the length of a prompt input where a prompt is represented by $x_{1:L}$,
- N represents the maximum number of context window tokens,
- and \widehat{P} represents a trained language model

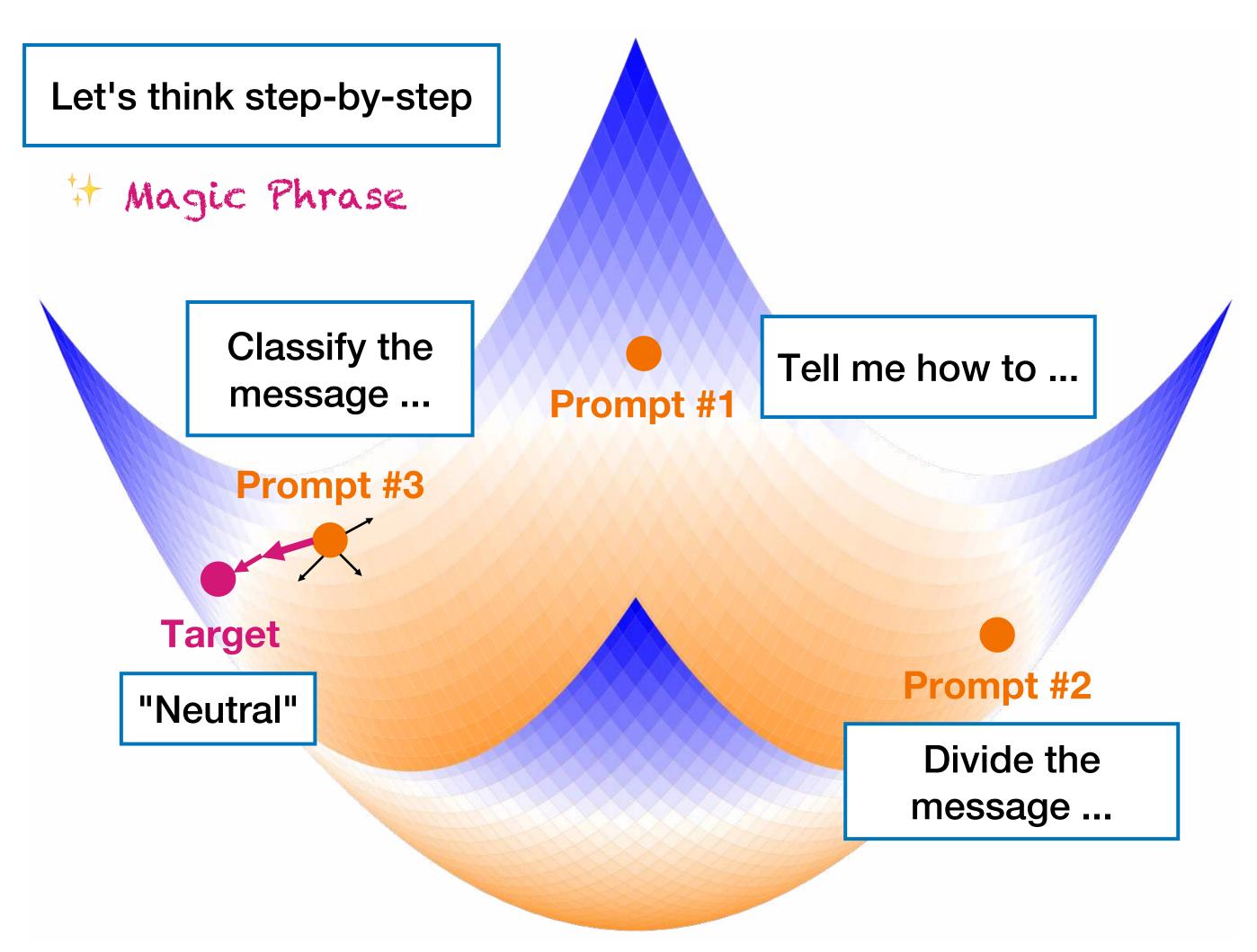
for
$$i = L + 1, ..., N$$
 or found $$:
$$\hat{x}_i = \underset{x_i}{\operatorname{argmax}} \hat{P}(x_i | x_{1:i-1}),$$

where <EOS> is an end-of-sequence special token (stop token)

Autoregressive generation: generate one token at a time based on the condition



LM as a Conditional Probabilistic Model (CPM)



Key Takeaways

- 1. High-quality prompt = good starting point
- 2. Magic phrase = generates points in the correct direction





Basic Prompt Engineering



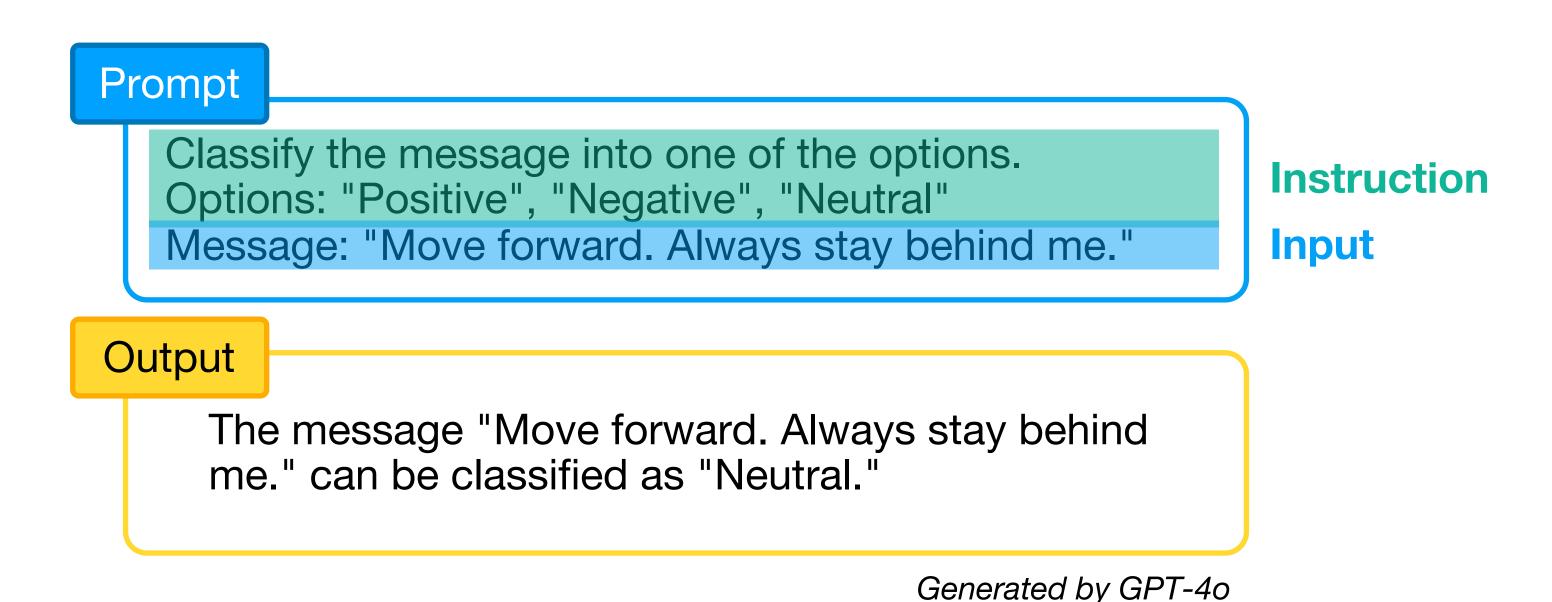
Message Roles in a Conversation with an LLM

- System Message: Usually sets the tone, personality, or provides prerequisite information
 - "You are a professional customer service representative. Always maintain a polite and helpful tone."
- User Message: User's provided message
 - "What are your store hours for the upcoming holiday weekend?"
- Assistant Message: Generated responses from LLMs
 - "Thank you for your inquiry. Our store hours for the upcoming holiday weekend are as follows: Saturday and Sunday, 10 AM to 6 PM; Monday (holiday), 12 PM to 4 PM. Is there anything else I can assist you with?"



Zero-Shot Prompting

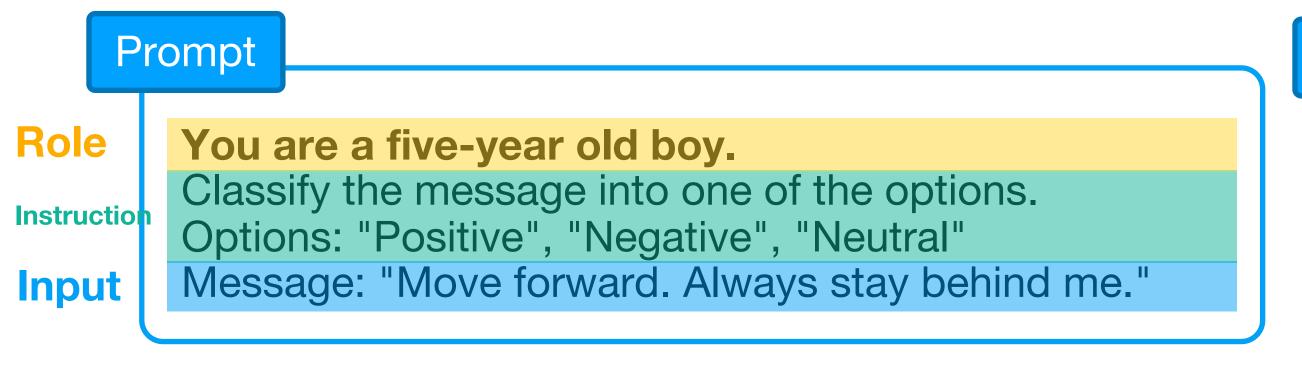
- Instructing an LLM to perform a given task without providing any examples or reasoning steps to follow
- Example





Role Prompting

Effective in small language models



You are a professional expert in sentiment analysis. Role
Classify the message into one of the options.
Optional "Decitive" "Negative" "Negativ

Options: "Positive", "Negative", "Neutral"

Message: "Move forward. Always stay behind me."

Output Positive Generated by Phi 3.1 mini 4K Instruct

Output

Neutral - This sentence contains both positive and negative connotations depending on interpretation, but it doesn't explicitly express a clear sentiment either way; rather, it gives advice which is neutral in tone. The directive to 'move forward,' // omitted for brevity

Generated by Phi 3.1 mini 4K Instruct



Input

Role Prompting

Effective in small language models

Prompt

You are a five-year old boy.

Classify the message into one of the options.

Options: "Positive", "Negative", "Neutral"

Message: "Move forward. Always stay behind me."

Prompt

You are a professional expert in sentiment analysis.

Classify the message into one of the options.

Options: "Positive", "Negative", "Neutral"

Message: "Move forward. Always stay behind me."

Output

Neutral

Generated by GPT-40

Output

The message "Move forward. Always stay behind me." can be classified as "**Neutral**."

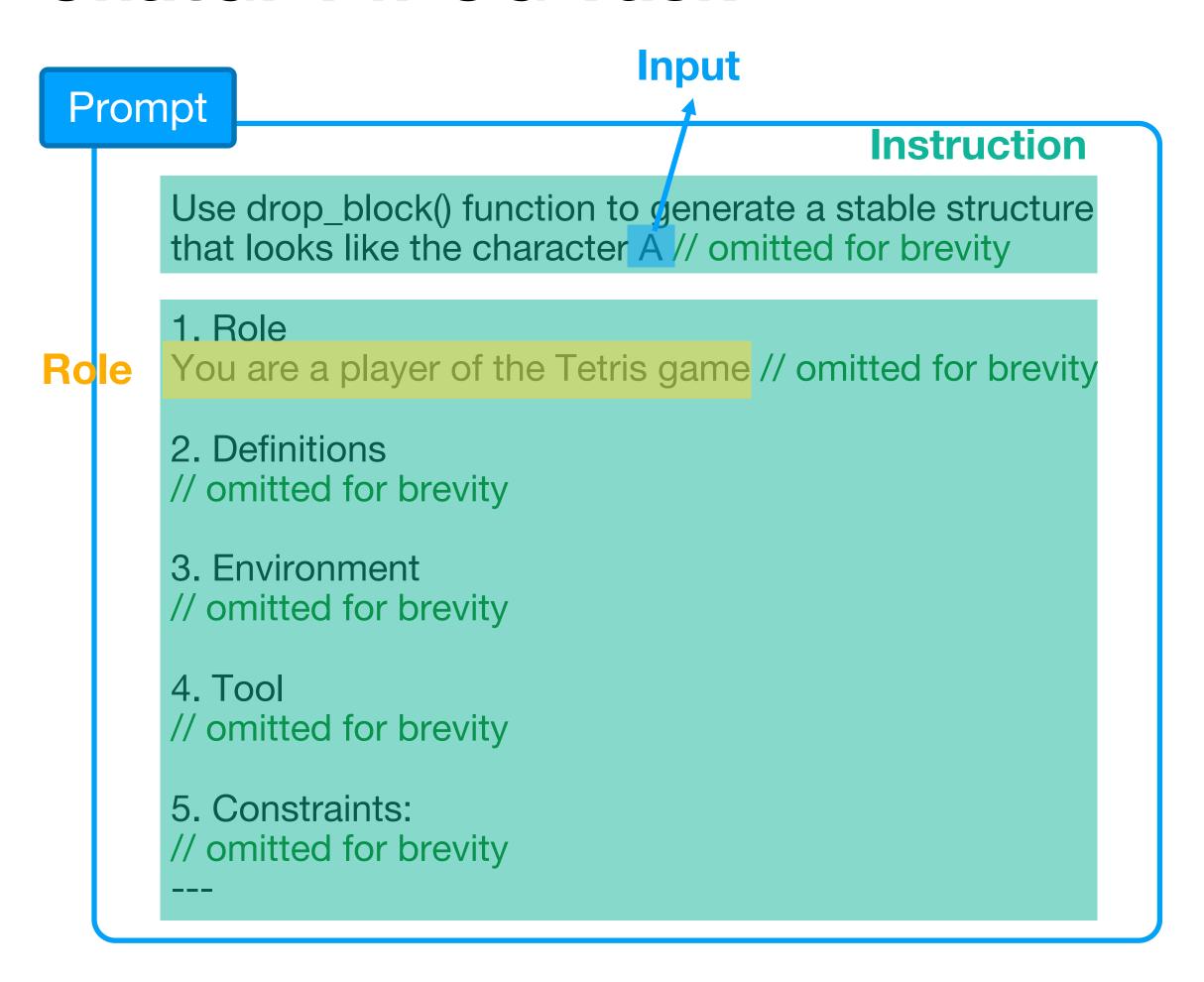
It doesn't explicitly express a positive or negative sentiment. The directive tone suggests guidance or instruction rather than an emotional stance.

Generated by GPT-40



Zero-Shot Prompting: Role Prompting

ChatGPT4PCG Task



```
Output
          drop_block('b13', 5)
          drop_block('b13', 14)
          drop_block('b31', 9)
          drop_block('b13', 5)
          drop_block('b13', 14)
                                Generated by GPT-40
```



Summary: Zero-Shot Prompting

- Message roles in an LLM conversation
 - System: perquisites information, guidelines, tone, or personality
 - *User*: user's query
 - Assistant: generated response from an LLM
- Zero-shot prompting: instructing an LLM to perform a task that it may never have seen before during training or inference, without examples or reasoning steps
 - Role prompting: assuming a role for an LLM as an expert



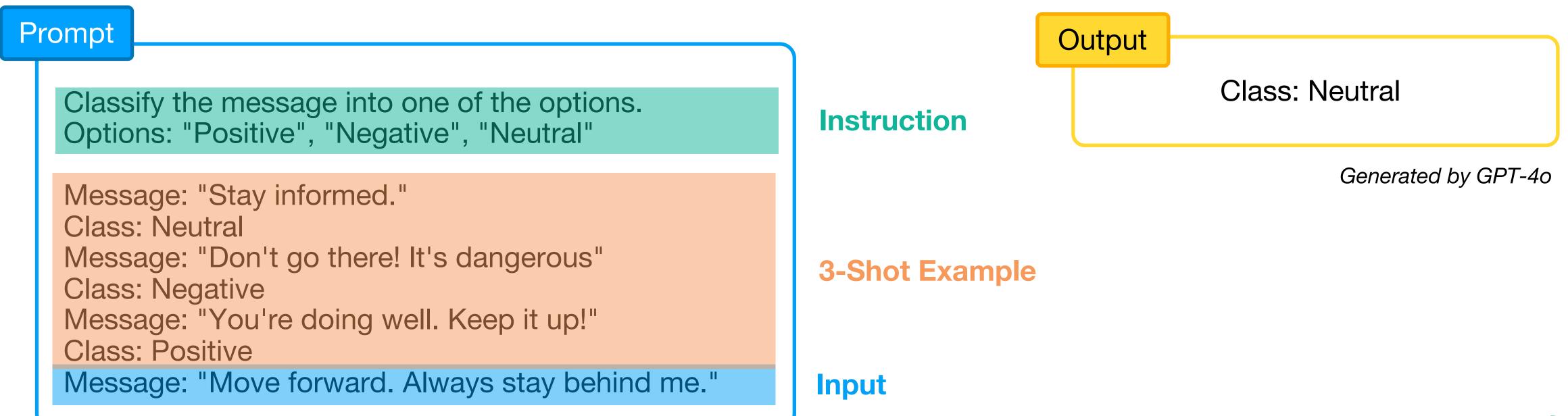
Advanced Prompt Engineering **



In-Context Learning

Few-Shot Prompting

 LLMs have the ability to learn how to perform a task by learning in context, i.e., from a prompt, during inference without any changes in trained parameters



T. Brown et al., 'Language Models are Few-Shot Learners', in Advances in Neural Information Processing Systems, 2020, vol. 33, pp. 1877-1901.



How to Design Good Examples?

- How many examples do we need?
 - It depends on the task and supported context window
 - Trial-and-error process
 - Commonly used: 1 (one-shot), 3, 5, 7, 8, and 10
- How to design the examples?
 - Try to provide enough coverage for the input and label space with a similar format

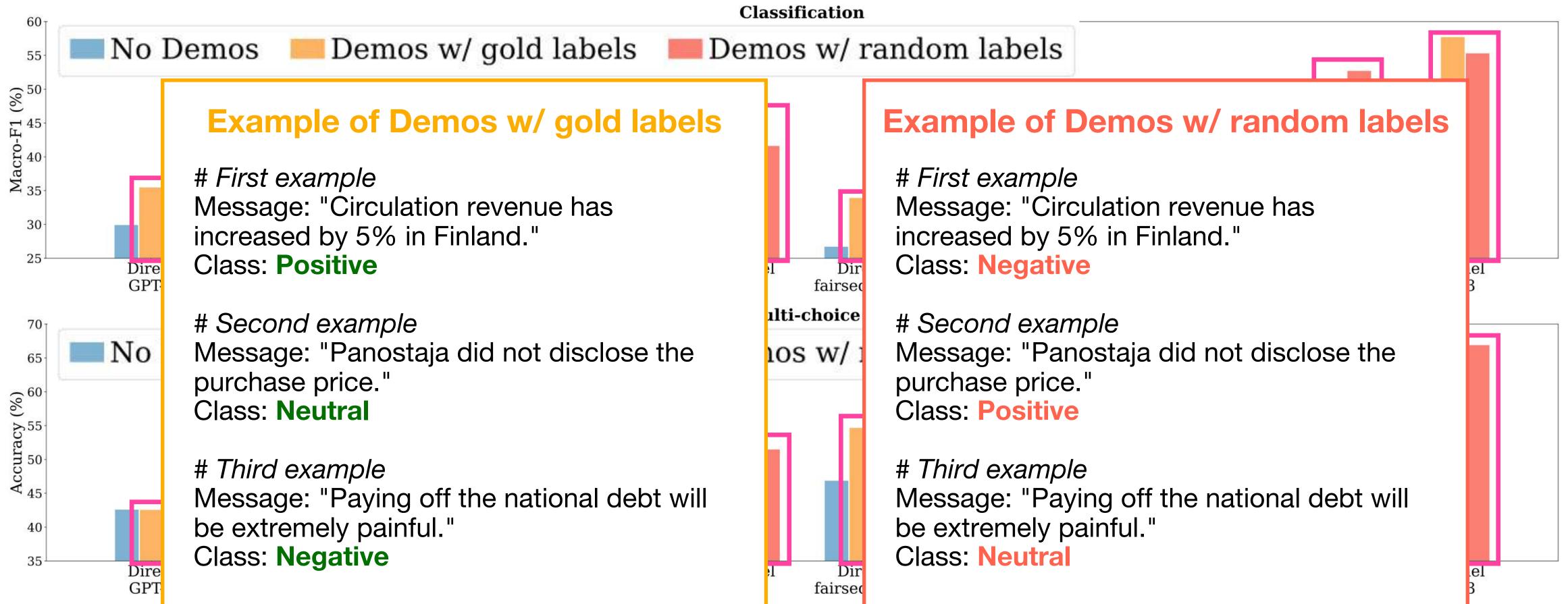


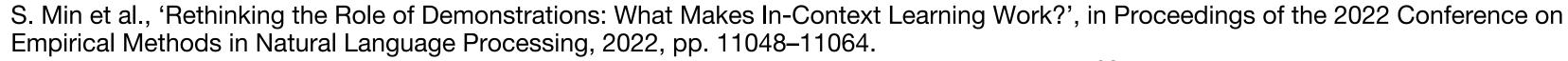
How to Design Good Examples?

In-Context Learning (Inference)



X. Wan et al., 'Universal Self-Adaptive Prompting', in Proceedings of EMNLP 2023





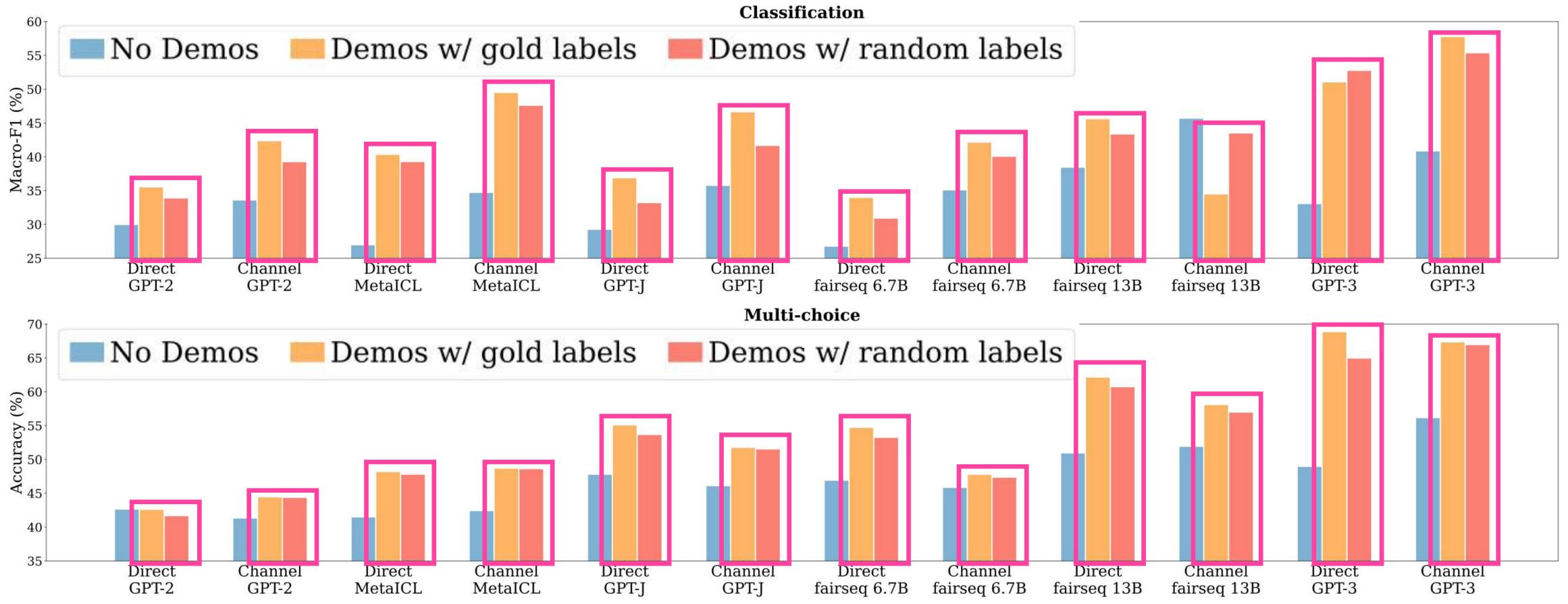


How to Design Good Examples?

In-Context Learning (Inference)



X. Wan et al., 'Universal Self-Adaptive Prompting', in Proceedings of EMNLP 2023

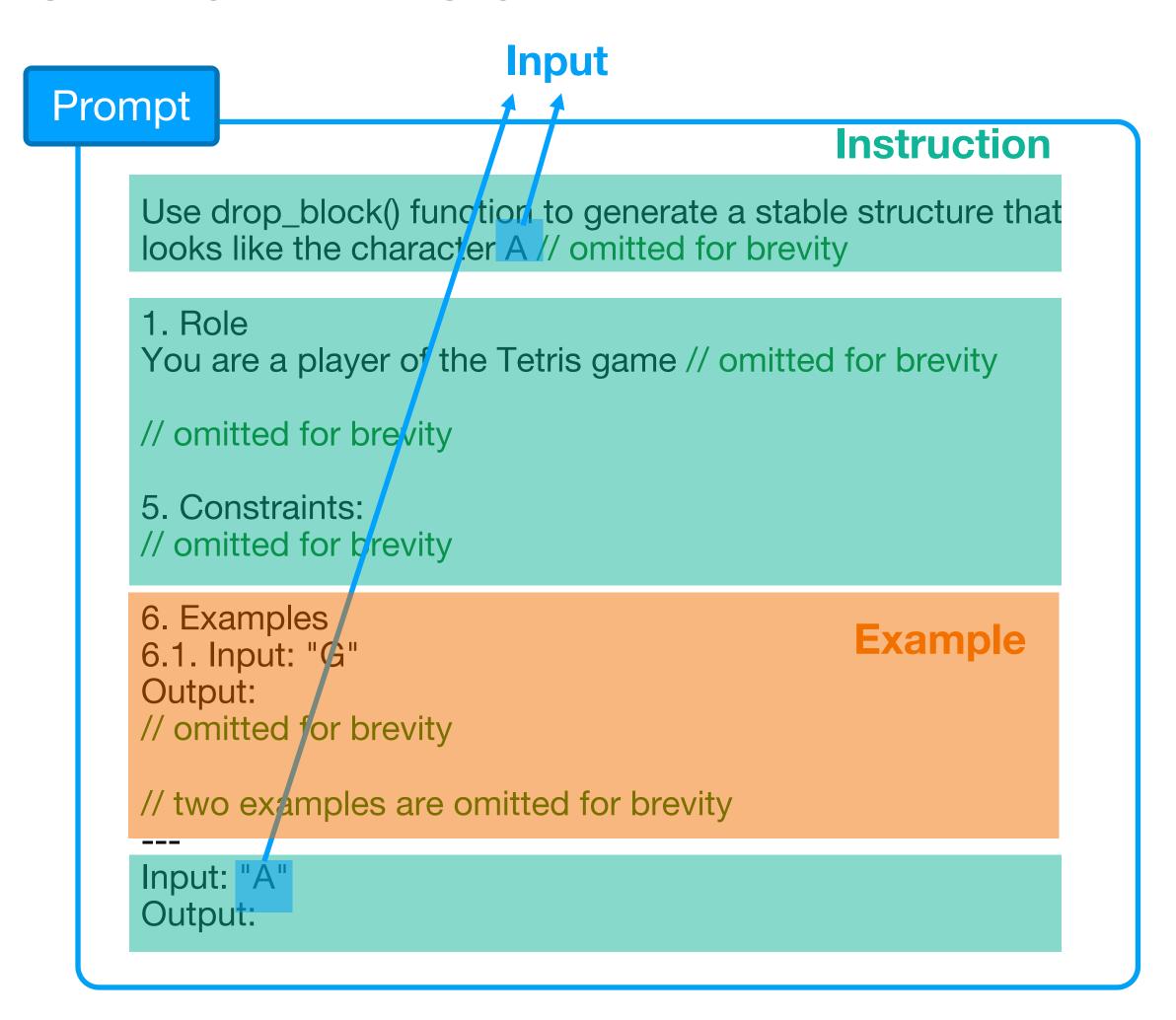






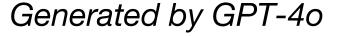
Few-Shot Prompting

ChatGPT4PCG Task



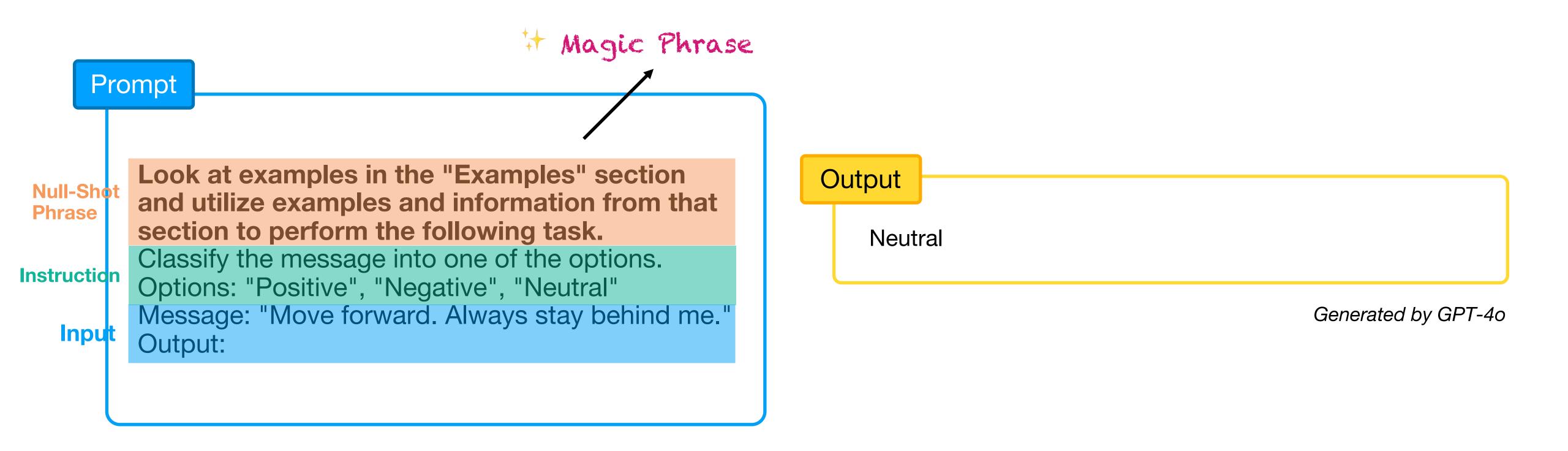
```
Output

drop_block("b13", 7)
    drop_block("b13", 7)
    drop_block("b13", 13)
    drop_block("b13", 13)
    drop_block("b13", 13)
    drop_block("b13", 13)
    drop_block("b31", 10)
    drop_block("b31", 10)
```





Null-Shot Prompting: Let's pretend to have examples





Reasoning

Chain-of-Thought (CoT) Prompting

 Instructing an LLM to follow reasoning steps before providing a final answer improves performance in complex tasks

Prompt

Instruction

CoT Example

Classify the message into one of the options.
Options: "Positive", "Negative", "Neutral"
Message: "You're doing well. Keep it up!"
Output: This message contains words of encouragement and praise, acknowledging good performance and motivating continued effort. The use of "well" and the exclamation mark convey enthusiasm and support. As it expresses approval and motivation, it is classified as "Positive".
Message: "Move forward. Always stay behind me."

Output

The message "Move forward. Always stay behind me." contains conflicting instructions, which can be confusing and potentially imply dominance or control.

Classification: "Neutral"

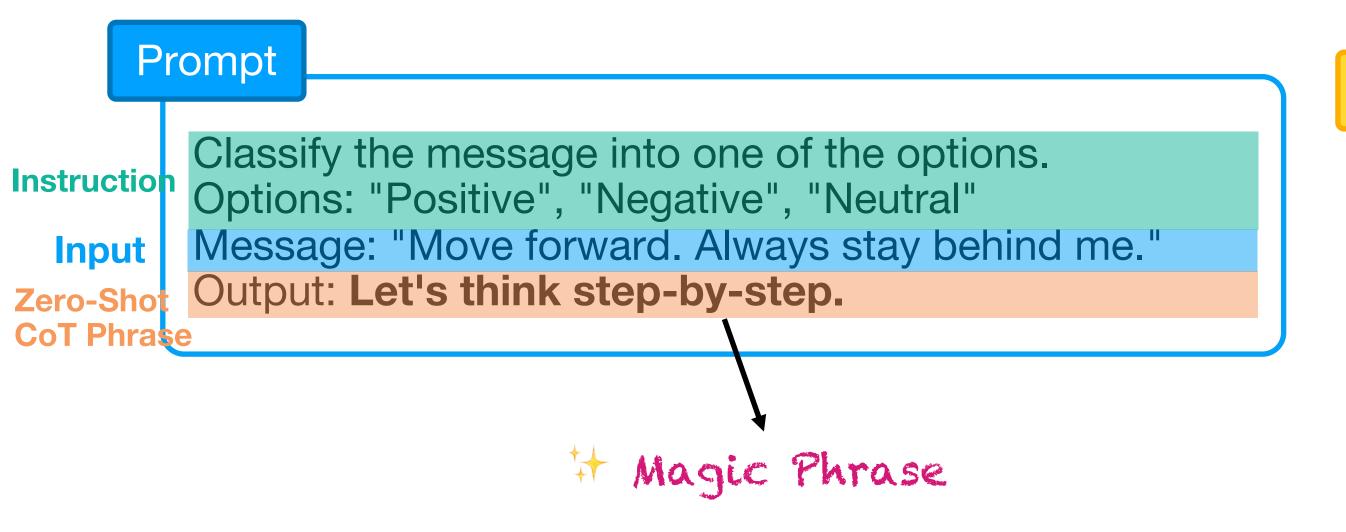
Generated by GPT-40



Reasoning Without Explicit Steps

Zero-Shot CoT Prompting

• Eliciting an LLM to generate their own reasoning for performing the task before providing a final answer improves performance in complex tasks



Output

Let's analyze the message step-by-step:

- "Move forward." suggests // omitted for brevity
- "Always stay behind me." // omitted for brevity

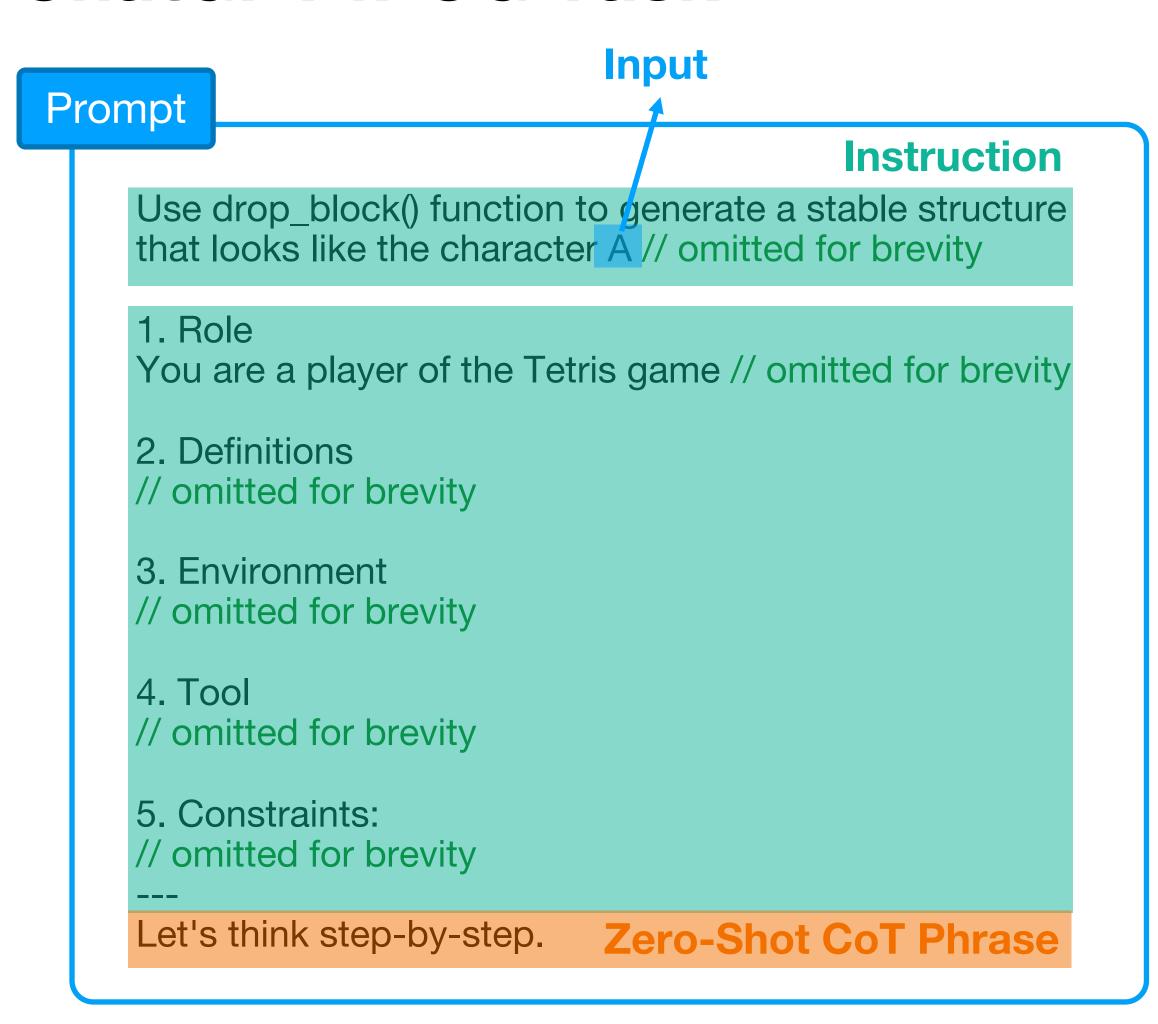
Overall, the message combines encouragement with a directive to follow. // omitted for brevity

Therefore, the classification would be:

Positive

Zero-Shot CoT Prompting

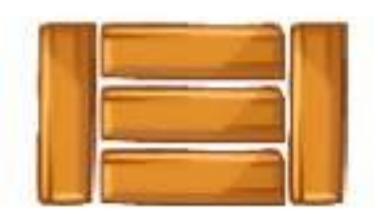
ChatGPT4PCG Task



```
Output
```

```
drop_block('b31', 9)
drop_block('b31', 9)
drop_block('b13', 7)
drop_block('b13', 11)
drop_block('b31', 9)
```

Generated by GPT-40





Self-Consistency

CoT Prompt

Class: "Positive".

Classify the message into one of the options.
Options: "Positive", "Negative", "Neutral"
Message: "You're doing well. Keep it up!"
Output: This message contains words of encouragement and praise, acknowledging good performance and motivating continued effort. The use of "well" and the exclamation mark convey enthusiasm and support. As it expresses approval and motivation, it is classified as

Message: "Move forward. Always stay behind me."

me." can be // omitted for brevity it would be classified as "Neutral."

forward. Always stay behind

The message "Move

Generated by GPT-40 mini

Output 2

Output 1

This message appears to be directive and supportive. // omitted for brevity I'd classify it as "Neutral" because // omitted for brevity

Generated by GPT-40 mini

Output 3

The message "Move forward. Always stay behind me." should be classified as: "Negative".

Manually created for demonstration purposes

Positive: 0/3
Neutral: 2/3
Negative: 1/3

Final Output

Neutral



Summary: In-Context Learning, Reasoning, and Self-Consistency

- In-context learning: Demonstrating examples (shots; pairs of input and output) in a prompt can teach the LLM to perform a task that it has never seen before
- Reasoning: Giving a model space to reason (think) before coming up with answers by demonstrating a reasoning path can help improve the performance of LLMs
 - Zero-shot CoT prompting: Eliciting an LLM to come up with its own reasoning path, i.e., no need to rely on few-shot demonstrations of how to reason
- **Self-consistency**: Asking an LLM to **generate multiple possible responses** (potentially with different reasoning paths), marginalize the reasoning paths to extract answers, and **choose the majority answer**

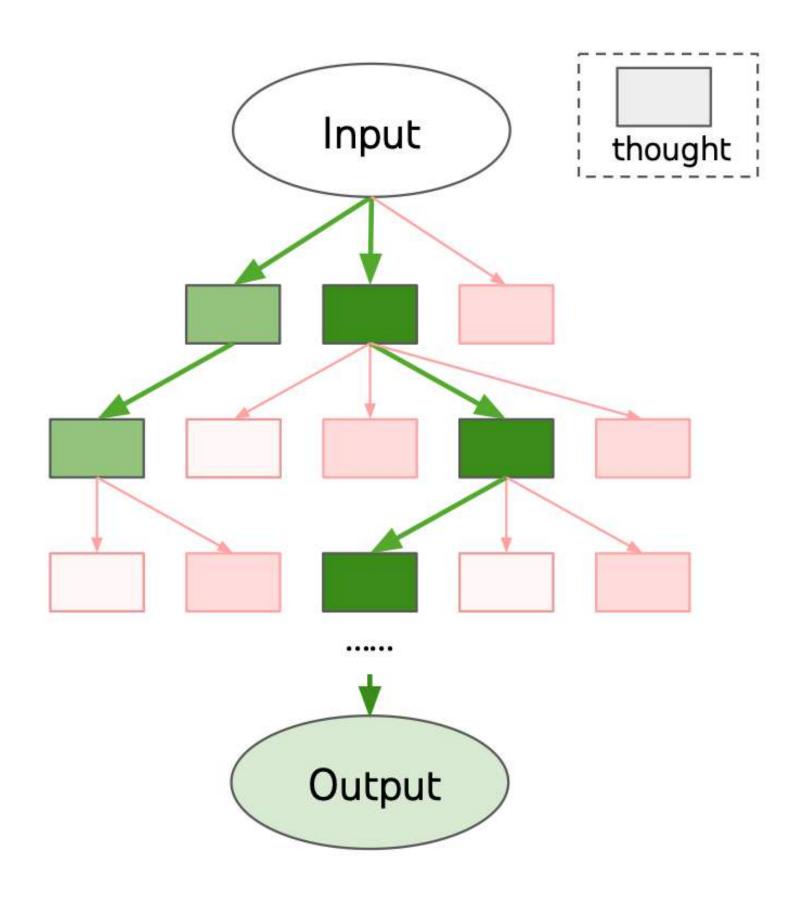


Hands-On: Tree-of-Thought Prompting for ChatGPT4PCG 2



Tree-of-Thought (ToT) Prompting

- **CoT**: Generate a reasoning path to improve the LLM's performance
- ToT: At each reasoning step, generate multiple candidates (thoughts) and choose the best one to proceed to the next step
- Prompts
 - A. Task prompt: Generate thoughts at each reasoning step
 - CoT prompt with one-shot example
 - B. Evaluation prompt: Evaluate a thought
 - C. Answer prompt: Combining and formatting the final output





Tree-of-Thought (ToT) Prompting

Let's Go Through ToT Prompting Step-by-Step

- Thought Decomposition: Ask an LLM to decompose a task into multiple reasoning steps (CoT)
- Search Algorithm:
 - Breadth-First Search (BFS)
 - Depth-First Search (DFS)

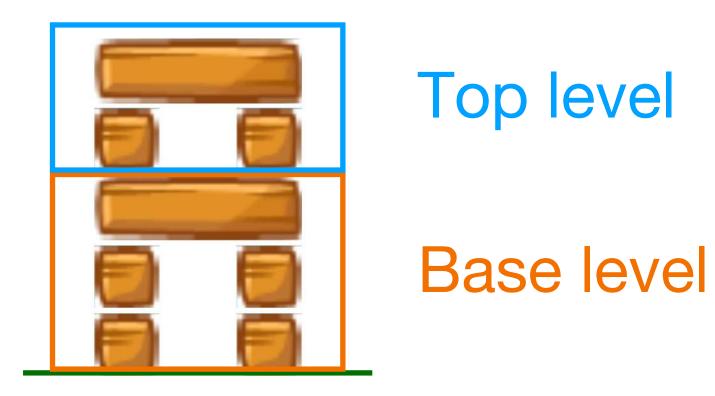
Steps

- 1. Thought Generator: Utilize CoT prompts to generate thoughts at each reasoning step
- 2. Thought Evaluator: Generate heuristics for the search algorithm
 - Value: Ask an LLM to generate a scalar value
 - Vote: Implement a step-wise self-consistency strategy



ToT Prompting For ChatGPT4PCG

- Two reasoning steps
 - 1. Generate base level
 - 2. Generate top level
- Breadth-first search
 - Our task stands to potentially gain from exploration





ToT Prompting For ChatGPT4PCG

Breadth-First Search

Task Prompt
Task Prompt
Task Prompt
Task Prompt
Task Prompt
Task Prompt
Base Level
Candidate 1
Base Level
Candidate 2
Base Level
Candidate 3



ToT Promption

Use drop_block() function to generate a stable structure that looks like the character A // omitted for brevity

Input

Breadth-First Sear Let's follow the following steps

Reasoning Steps Instruction

// omitted for brevity

- 1. Generate the base layer of the structure
- 2. Generate the top layer of the structure

Only perform one step at a time.



Cand

Example

Character A:

Base layer

drop_block('b11', 0)

drop_block('b11', 0) drop_block('b11', 2) drop_block('b11', 2) drop_block('b31', 1)

One-shot Example

Top layer drop_block('b11', 0) drop_block('b11', 2) drop_block('b31', 1)

Best Thoughts Combined Currently, we have

Nothing.

Next, we will perform the

Task Prompt

ase Level andidate 3



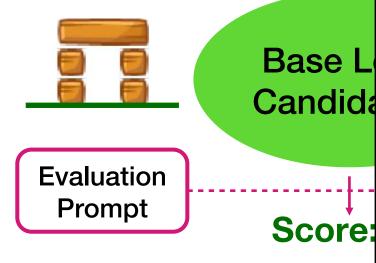
Breadth-First Search Target: "A" **Task Prompt Task Prompt Task Prompt Base Level Base Level Base Level** Candidate 3 Candidate 1 Candidate 2 **Evaluation Prompt** Score: 18 Score: 17 Score: 17



Breadth-First Search The following code is used to generate a Science Birds level that resembling the uppercase English character: A. The description of the function utilized for this purpose is given below.

Instruction

Provide integer scores for the following levels between 0 and 10 for two aspects stability and similarity. Provide the response in the following format.



Base L Stability: <score>
Similarity: <score>

- 1. Function description // omitted for brevity
 - 4. Generated content to be evaluated following steps to generate the base layer of the A structure:

Thought (Input)

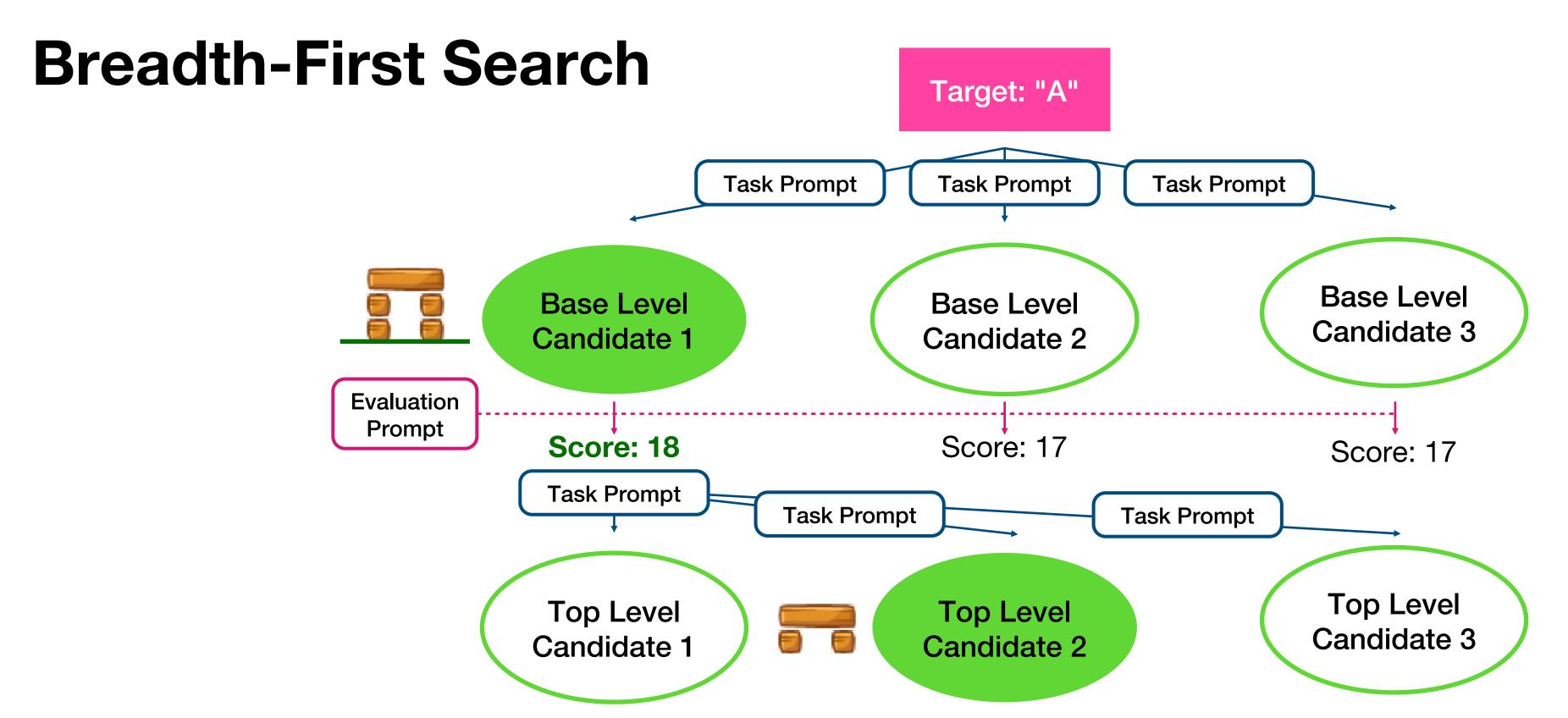
```
# Base layer
drop_block('b11', 1)
drop_block('b11', 1)
drop_block('b11', 3)
drop_block('b11', 3)
drop_block('b31', 2)
// omitted for brevity
```

Evaluation Prompt



bre: 17







Use drop_block() function to generate a stable structure that looks like the character A // omitted for brevity Breadth-First Search 1. Role // omitted for brevity Instruction Let's follow the following steps 1. Generate the base layer of the structure Reasoning 2. Generate the top layer of the structure **Steps** Instruction Only perform one step at a time. e Level Base I Example didate 3 Candida **One-shot** Character A: Example // omitted for brevity **Evaluation Prompt** Score: Currently, we have bre: 17 Task Pro following steps to generate the base layer of the A structure: b Level Top L **Base layer** didate 3 Candid drop_block('b11', 1) drop_block('b11', 1) drop_block('b11', 3) drop_block('b11', 3) **Best** drop_block('b31', 2) **Thoughts** Combined // omitted for brevity **Task Prompt** Next, we will perform the



Breadth-First Search Target: "A" **Task Prompt Task Prompt Task Prompt Base Level Base Level Base Level** Candidate 3 Candidate 1 Candidate 2 **Evaluation Prompt** Score: 18 Score: 17 Score: 17 Task Prompt **Task Prompt Task Prompt** Top Level Top Level Top Level Candidate 3 Candidate 2 Candidate 1 **Evaluation Prompt** Score: 19 Score: 18 Score: 18 **Formatted Level**

Depth = 2



Mini LLM4PCG Competition

For Fun

- ChatGPT4PCG 2 evaluation pipeline
- Target characters: "I", "L", "U"
- **#Trials**: 10
- Any LLMs are welcome!
- **Deadline**: Jul 25, 2024 6:20PM
- Result announcement: Jul 27, 2024
 - chatgpt4pcg.github.io/rcgs-jul-2024





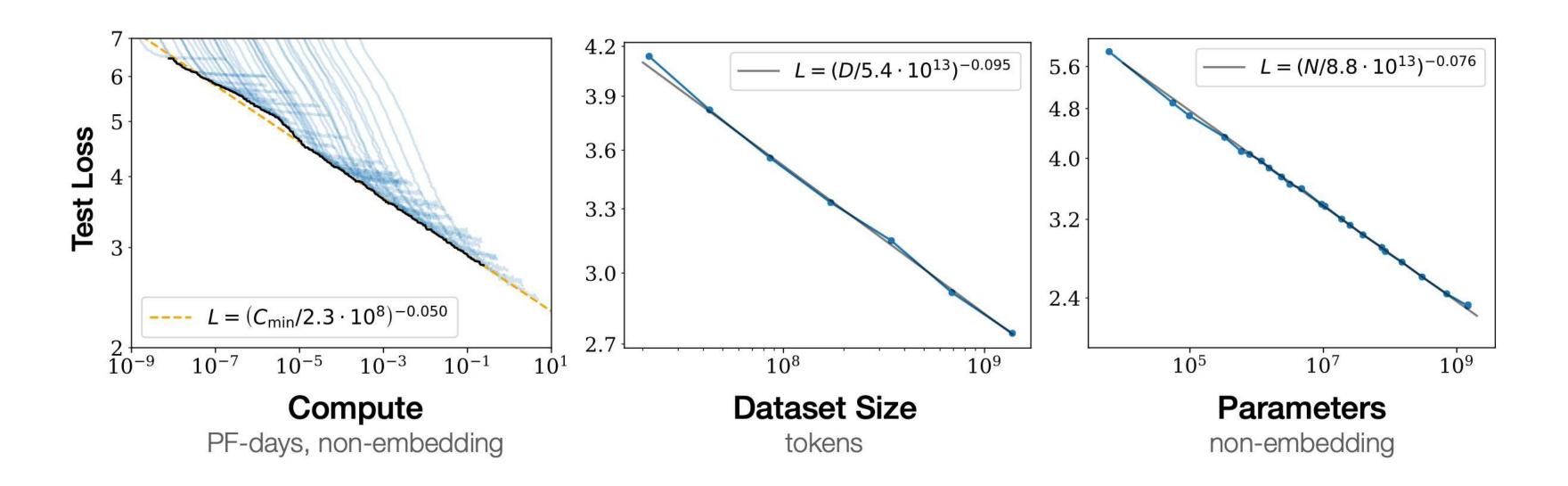
Coding Time!



Emergent Abilities

Why These LLMs Do Not Work Well?

 Loss scales down smoothly when increasing compute (parameter size, training data size)



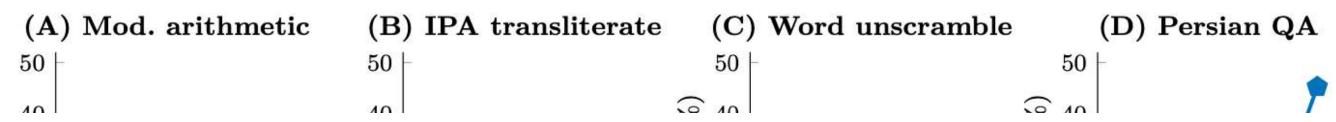
- J. Kaplan et al., 'Scaling Laws for Neural Language Models', arXiv [cs.LG]. 2020.
- J. Wei et al., 'Emergent Abilities of Large Language Models', Transactions on Machine Learning Research, 2022.
- J. Wei et al., 'Larger language models do in-context learning differently', arXiv [cs.CL]. 2023.



Emergent Abilities

Why These LLMs Do Not Work Well?

- Loss scales down smoothly when increasing compute (parameter size, training data size)
- However, some abilities only emerge when LLMs reach a certain size



My guess is that an optimally trained LLM with 10²⁶ FLOPs budget should be capable of performing the ChatGPT4PCG task well with zero-shot prompting



- J. Kaplan et al., 'Scaling Laws for Neural Language Models', arXiv [cs.LG]. 2020.
- J. Wei et al., 'Emergent Abilities of Large Language Models', Transactions on Machine Learning Research, 2022.
- J. Wei et al., 'Larger language models do in-context learning differently', arXiv [cs.CL]. 2023.

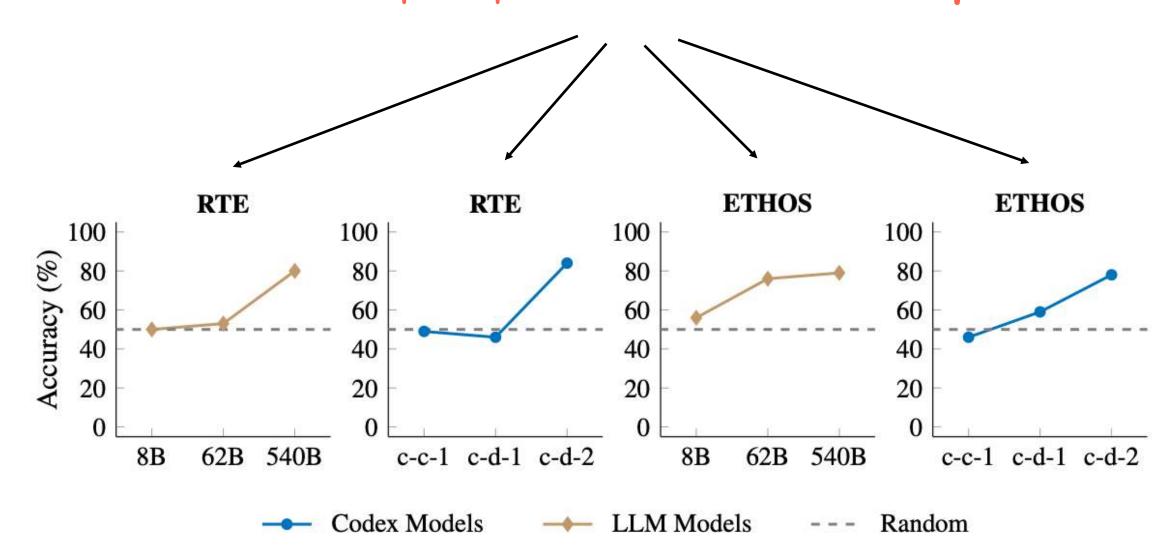


Emergent Abilities

Why These LLMs Do Not Work Well?

- Loss scales down smoothly when increasing compute (parameter size, training data size)
- However, some abilities only emerge when LLMs reach a certain size
 - Few-shot prompting, for example, only works with large enough LLMs

Each task is prompted with 8-shot examples





J. Kaplan et al., 'Scaling Laws for Neural Language Models', arXiv [cs.LG]. 2020.

J. Wei et al., 'Emergent Abilities of Large Language Models', Transactions on Machine Learning Research, 2022.

J. Wei et al., 'Larger language models do in-context learning differently', arXiv [cs.CL]. 2023.

To Infinity And Beyond



Beyond: Prompt Engineering

To Name A Few...

- Multi-turn/Multi-response prompting
 - Generated Knowledge Prompting (Jiacheng Liu+, ACL 2022)
 - Least to Most Prompting (Denny Zhou+, ICLR 2023)

With Tools

- ReAct Prompting (Shunyu Yao+, ICLR 2023)
- Automatic Multi-Step Reasoning And Tool-Use (Bhargavi Paranjape+, 2023)
- Self-RAG (Akari Asai+, ICLR 2024)



Beyond: Prompt Engineering w/ Reasoning

Part 1

- Universal Self-Adaptive Prompting (Xingchen Wan+, EMNLP 2023)
- Branch-Solve-Merge (Swarnadeep Saha+, NAACL 2024)
- Reflexion (Noah Shinn+, NeurlPS 2023)
- Contrastive Chain-of-Thought Prompting (Yew Ken Chia+, 2023)
- Plan-and-Solve Prompting (Lei Wang+, ACL 2023)



Beyond: Prompt Engineering w/ Reasoning

Part 2

*-of-Thoughts

- Boosting-of-Thoughts Prompting (Sijia Chen+, ICLR 2024)
- Program-of-Thoughts Prompting (Wenhu Chen+, TMLR, 2023)
- Graph-of-Thoughts Prompting (Maciej Besta+, AAAI 2024)
- Everything-of-Thoughts Prompting (Ruomeng Ding+, 2023)
- Thread-of-Thought Prompting (Yucheng Zhou+, 2023)



Beyond: Prompt Engineering w/ Reasoning

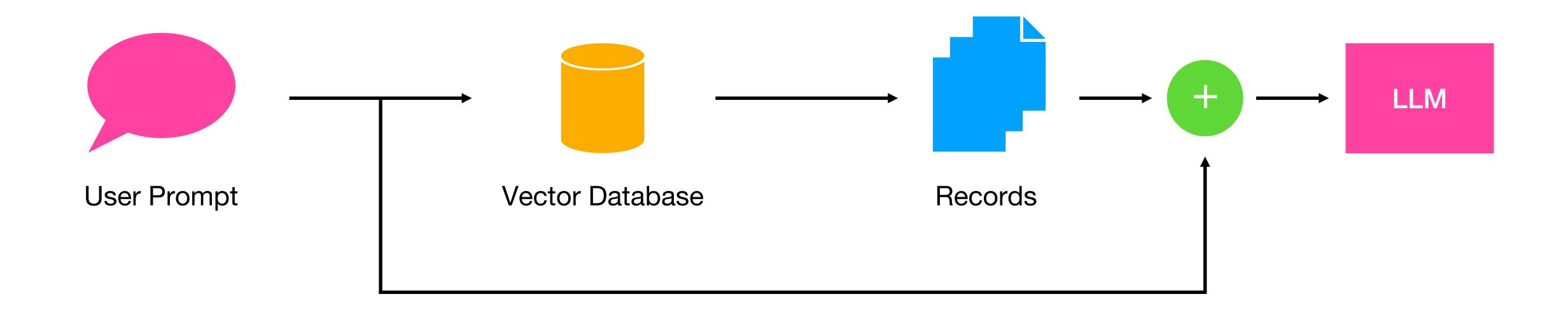
Part 3

- Chain-of-*
 - Chain-of-Code Prompting (Chengshu Li+, NeurIPS 2023)
 - Chain-of-Note Prompting (Wenhao Yu+, 2023)



Retrieval Augmented Generation

Add Relevant Prerequisite Knowledge in Context





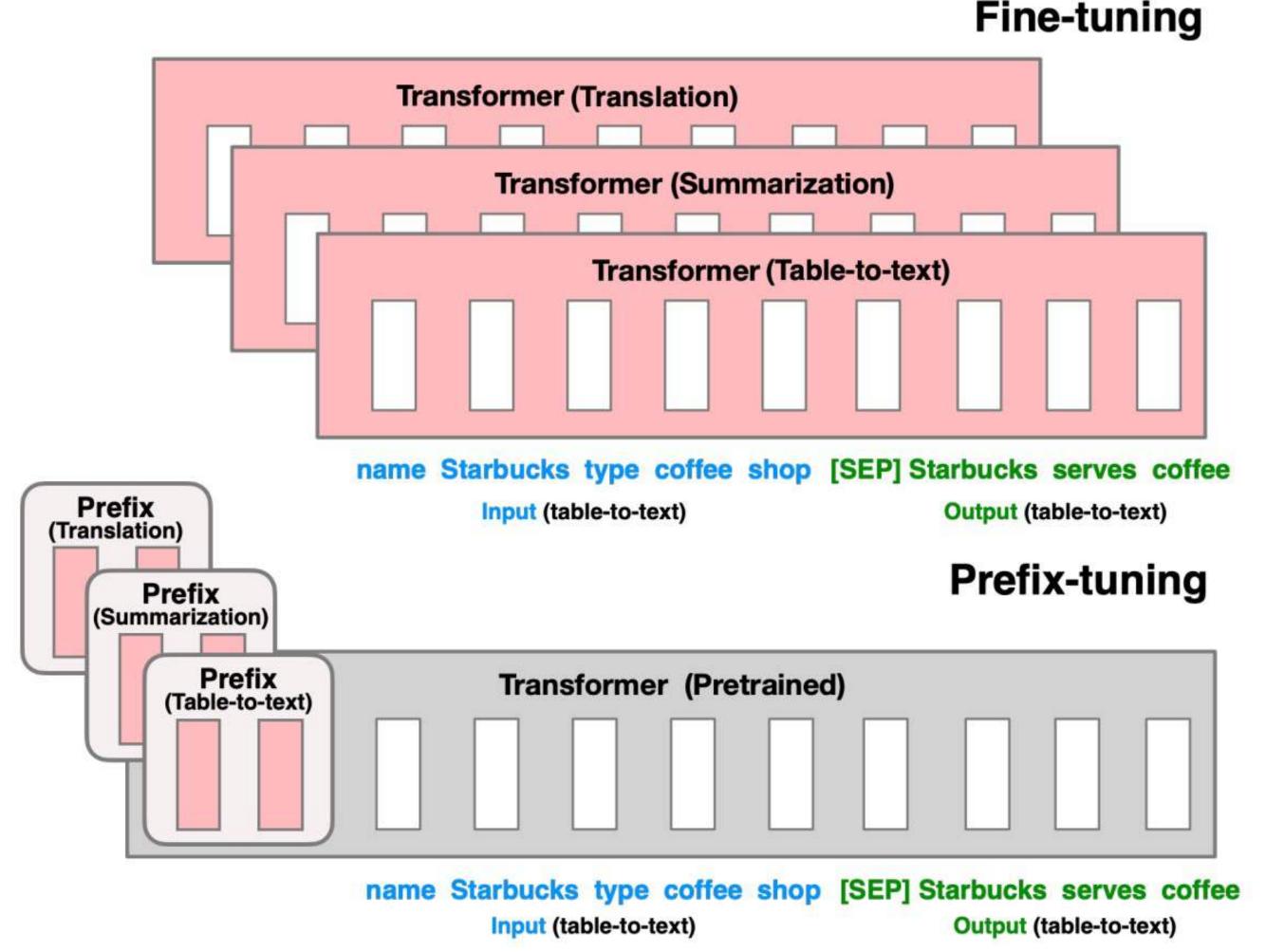
Automatic Prompt Optimization

- Automatically optimize prompts towards a pre-defined objective
 - Automatic Prompt Engineer (Yongchao Zhou+, ICLR 2023)
 - DSPy (Omar Khattab+, ICLR 2024)
- Evolutionary-inspired APO
 - EvoPrompt (Qingyan Guo+, ICLR 2024)
 - Promptbreeder (Chrisantha Fernando+, ICLR 2024)
 - Optimization by Prompting (Chengrun Yang+, ICLR 2024)
 - Prompt Evolution Through Examples (Taveekitworachai+, MetroInd4.0IoT 2024)



Soft Prompting

- Learnable tensor prepended or appended to an input given as a prompt to a model
 - Prompt tuning (Brian Lester+, EMNLP 2021)
 - Prefix tuning (Xiang Lisa Li+, ACL 2021)
 - P-tuning (Xiao Liu+, ACL 2022)





"The hottest new programming language is English"

Andrej Karpathy, CEO@Eureka Labs, Former OpenAl Founding Member



References (1/5)

- J. Liu et al., 'Generated Knowledge Prompting for Commonsense Reasoning', in Proceedings of the 60th Annual Meeting of the Association for Computational Linguistics (Volume 1: Long Papers), 2022, pp. 3154–3169.
- D. Zhou et al., 'Least-to-Most Prompting Enables Complex Reasoning in Large Language Models', in The Eleventh International Conference on Learning Representations, 2023.
- S. Yao et al., 'ReAct: Synergizing Reasoning and Acting in Language Models', in The Eleventh International Conference on Learning Representations, 2023.
- B. Paranjape, S. Lundberg, S. Singh, H. Hajishirzi, L. Zettlemoyer, and M. T. Ribeiro, 'ART: Automatic multi-step reasoning and tool-use for large language models', arXiv [cs.CL]. 2023.
- A. Asai, Z. Wu, Y. Wang, A. Sil, and H. Hajishirzi, 'Self-RAG: Learning to Retrieve, Generate, and Critique through Self-Reflection', in The Twelfth International Conference on Learning Representations, 2024.



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Acknowledgement

 Prof. Ruck Thawonmas and ICE lab members, thank you for all feedback in improving this slide

