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Ai dungeon tips for the/ remember command

Ai dungeon tips. Memory plays a crucial role in AI Dungeon's promise of ultimate freedom to be who you want to be and meaningful choices that matter. However, if the AI forgets those choices after processing thousands of tokens, they become meaningless. To address this issue, we've introduced the Memory System, which allows the AI to more reliably recall important details of your plot and story. The Memory System is built upon two main features: Auto Summarization and the Memory Bank. This system has been adapted from Heroes and leverages various AI technologies such as summarization models, embeddings, vectors, and embedding models. One significant limitation of using large language models is limited context length, which refers to the amount of information the AI can process when generating its next output. Each model has its own max context length limit, and we've implemented tier limits in AI Dungeon to ensure that the AI generates a response that's relevant to your story. To construct the context we send to the AI, we combine text from your story with AI Instructions, Plot Essentials (formerly "Memory"), Author's Note, and relevant Story Cards. The AI processes this information and generates the next action in your adventure. As the amount of content in your story exceeds the amount of text we can send to the AI, we have to cut portions of text, usually by removing the oldest parts of your story text. This can give the impression that the AI is "forgetting" important details of your story since those details couldn't be sent to the AI. The Memory System aims to combat these context length technical constraints and provide you with a better AI experience during your adventures. When designing the Memory System, we drew inspiration from how the human brain works. Humans use two strategies for storing and recalling information: compressing memories, where we distill large chunks of information to remember only the most important parts, and memory retrieval, where some stored memories come to mind when they're relevant to our current context. For instance, after finishing a blog post, you might not be able to recall it word-for-word, but you'll likely recall high-level concepts, big changes, and parts that matter. This is compressed memory. Memory retrieval brings important memories to your mind when they're relevant, such as the word "fire hydrant," which could trigger memories about its color, shape, function, or specific experiences involving one. Both memory compression and retrieval are crucial for enabling your AI adventures in AI Dungeon. To effectively recall information and contextualize it when needed, our Memory System features two key elements: compression and retrieval of memories. These capabilities are particularly useful in AI Dungeon, as they enable the AI to condense a story into a concise summary and retrieve specific details relevant to the current context. The purpose of the Memory System is to compress, store, and retrieve memories to provide both a high-level perspective and the ability to recall specific details. In AI Dungeon, Memories are generated summaries of your previous actions and the AI's responses. A new Memory is created by summarizing four of your previous actions using an AI-trained story summary model. When starting a new adventure, we'll wait until you've taken 8 actions and then summarize the oldest 4 actions into your first Memory. The Memory System consists of two major features: Auto Summarization and the Memory Bank. These features work together to recall important information, providing the AI with the ability to remember both high-level overviews and specific relevant details. Auto Summarization keeps a running overview of your story's plot by appending new memories to the Story Summary, which helps the AI track the overall direction of your story. The Memory Bank stores and intelligently retrieves relevant memories, dynamically inserting them into the context when they're relevant to your current action. These features enable the AI to recall important details like character names, plot twists, or specific events, much like our brains do. By compressing a story and retrieving specific details, the Memory System helps the AI stay on track and maintain a high-level overview of your adventure. For your Adventure, you can add a Story Summary Plot Component to manually curate a summary of your story or scenario. This component can be used by content creators for scenarios and provides backstory information for players. The Story Summary will also be utilized by the Auto Summarization feature if enabled in the Adventure. When creating a scenario, you can add the Story Summary as a Plot Component. Additionally, we've added the Story Summary to the Context Viewer, allowing you to track how many tokens it uses. Remember that the Story Summary is part of the total context and will take up more tokens for longer summaries. With Auto Summarization enabled, each new memory created will be appended to the Story Summary Plot Component. The AI will then compress the summary to ensure it remains an information-dense overview of the entire story plot. This process will continue throughout your adventure. For new Adventures, the Auto Summarization feature will dynamically update from the beginning. For existing stories, we'll summarize the last 8000 tokens when you take your first action with Auto Summarization enabled. You can manually edit the Story Summary at any time to correct errors or add clarifying details. Although the Auto Summarization overwrites your existing summary, your edits will be sent to the summarization AI and incorporated in the new summary. Note that only changes made within the last four actions, including erases and undos, will be considered by the AI for the Auto Summarization. Any changes to previous actions will not update the summary. If you make significant changes early in your adventure, you'll need to manually update the Story Summary. This is due to the limitations of the summarization AI model. To explain how the Memory Bank stores and retrieves relevant memories, you'll need a basic understanding of embeddings, vectors, and embedding models. In a complex dimensional framework, AI-generated memories are created by feeding text into advanced language models. These models generate numerical vectors as outputs, which can be compared using simple arithmetic operations to determine their similarity. For instance, "water" is more akin to "liquid" than it is to "solid." This enables the development of a memory retrieval system. Initially, memories are stored in the Memory Bank along with their text and corresponding vector representations. When seeking relevant memories, a query's embedding vector is obtained, and all vectors in the memory bank are compared to determine relevance scores. A higher score indicates greater similarity, while a lower score suggests lesser similarity. This enables the selection of pertinent memories based on the current narrative context. With AI Dungeon's new Memory Bank Feature, each memory (a summary of the user's four past actions) is embedded and stored. As users take more actions, their Memory Bank fills with additional memories. When starting a new story, the Memory Bank begins empty, but as the adventure unfolds, memories are created and stored. Once the narrative context exceeds the available space, memories from the Memory Bank are retrieved based on relevance to the current story. Users can view their Memory Bank through the Context Viewer, where memories are displayed in a list or ranked by relevance using the Timeline or Relevance tabs. Before including a memory in the context, its full text is checked against the Story Summary to prevent duplication. The allocated space for the Memory Bank within the narrative context window ensures that only a portion of each memory is included, similar to other contextual elements like Plot Essentials, Author's Note, and Story Cards. Your Memory Bank holds cherished moments from your adventures. As you fill it with new memories, older ones might fade away to make room for new additions. These forgotten memories remain in the bank if they're frequently used, just like human memory. The larger your Memory Bank, the more space you have to store memories that can be used in your story, improving the AI's storytelling accuracy. The Memory System and Auto Summarization are initially turned off; toggle them on under Game Settings > Gameplay > AI Models > Memory System. Once enabled for one Adventure, they'll remain active until you turn them off again. Make sure to enable these features before playing. Note that it may take a few turns for the Story Summary to appear as a Plot Component after enabling Auto Summarization, and even longer for memories to start being stored or used from the Memory Bank. All players have access to Auto Summarization, while each tier of the Memory Bank has a set number of memories that can be stored. The new Memory System draws inspiration from Heroes' memory system, but with important differences and adaptations for AI Dungeon. AI Dungeon's Memory System replaces traditional RPG stats like health, quests, and inventory, as it focuses on collaborative storytelling. It also supports editing, which is crucial in AI Dungeon due to its unique gameplay. By editing Story Cards and Plot Components, you can ensure important story details are included in the context. The new Story Summary Plot Component, supported by Auto Summarization, can be added and edited like other elements. Information from AI Instructions, Story Summary, Plot Essentials, and Author's Note will always be included in the context. Story Cards are triggered by keywords and added to the context accordingly. Discovering the perfect balance of tokens for each element in AI Dungeon is crucial. While there are no strict guidelines, experimenting with various components can help you find what works best for your unique writing style. For instance, understanding how the Context Viewer displays token usage per element is essential. To take your writing to the next level, this comprehensive guide offers expert advice on crafting compelling stories using AI Dungeon, whether you're creating original works or fan fiction. Dive into the world of "Prompt," "Memory," and "World Information" formats to unlock better results with any AI model. As you navigate the intricacies of AI Dungeon's underlying systems, this guide aims to empower you to produce consistent outputs and stories worth sharing on the platform. Keep in mind that this guide is a work in progress, and updates will be made as needed.