EXPLORING GENERATIVE AI

Prof. Dr. Jan Kirenz

THE IMPACT OF GENERATIVE AI

FORRESTER*

GENERATIVE AI IS THE MOST IMPACTFUL TECHNOLOGICAL ADVANCEMENT SINCE THE INTERNET



Source: Forrester (2023). Forrester's Predictions 2024.



FORRESTER

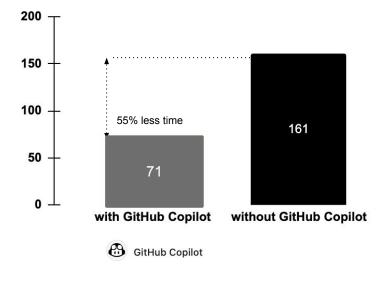
GENERATIVE AI INITIATIVES WILL BOOST PRODUCTIVITY BY 50%



Source: Forrester (2023). Forrester's Predictions 2024.



IMPACT OF GENERATIVE AI ON TASK PRODUCTIVITY





Task: Implement an HTTP server in JavaScript



Skills: Software development

Source: Peng et al. (2023). The Impact of Al on Developer Productivity: Evidence from GitHub Copilot



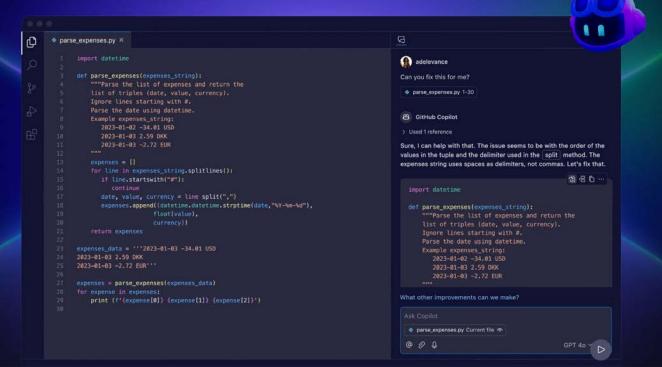


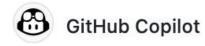
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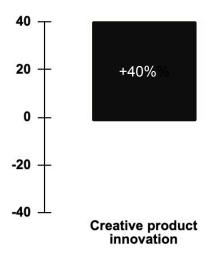




boost developer efficiency and productivity as much as 40%



IMPACT OF GEN AI ON CREATIVE PRODUCT INNOVATION





Task: Brainstorm ideas for new products



Skill: Creativity

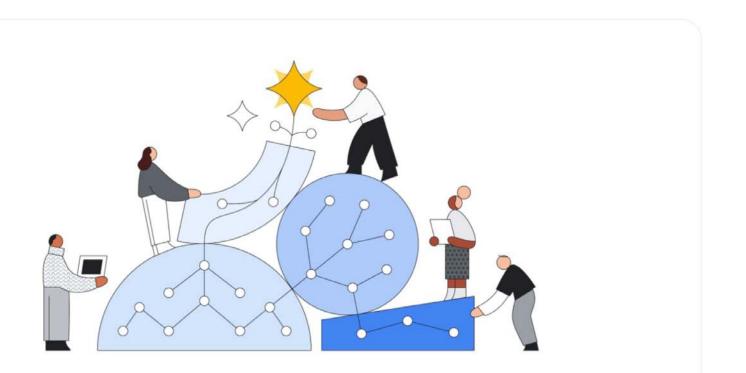
source: Dell'Acqua et al. (2023). Navigating the Jagged Technological Frontier: Field Experimental Evidence of the Effects of Al on Knowledge Worker Productivity and Quality.



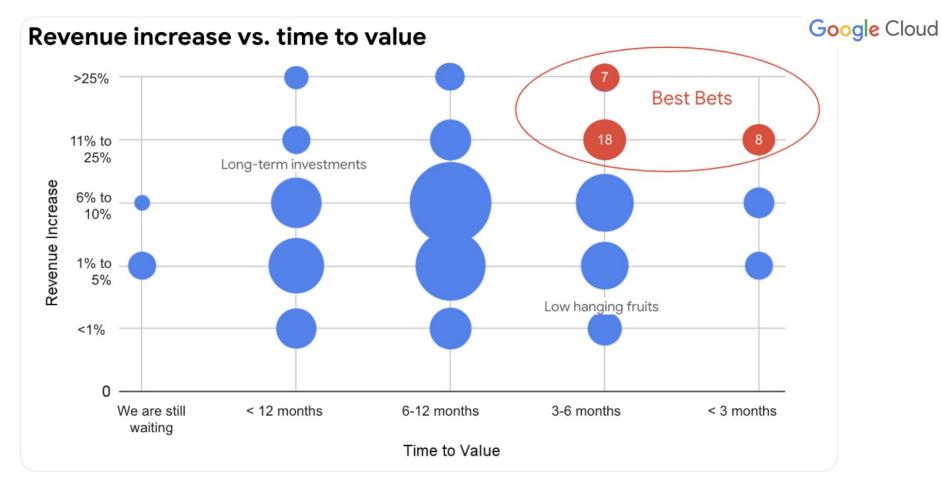


Al's Business Value: Lessons from Enterprise Success

January 13, 2025



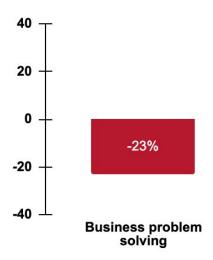








IMPACT OF GEN AI ON BUSINESS PROBLEM SOLVING





Task: Optimize revenue and profitability



Skill: Critical judgement

Source: Dell'Acqua et al. (2023). Navigating the Jagged Technological Frontier: Field Experimental Evidence of the Effects of Al on Knowledge Worker Productivity and Quality.



THE LIMITS OF GENERATIVE AI



Factual errors: Creating information that is wrong.

Hallucinations: Generating information that is entirely made up.



Bias: Al can inherit biases from training data.





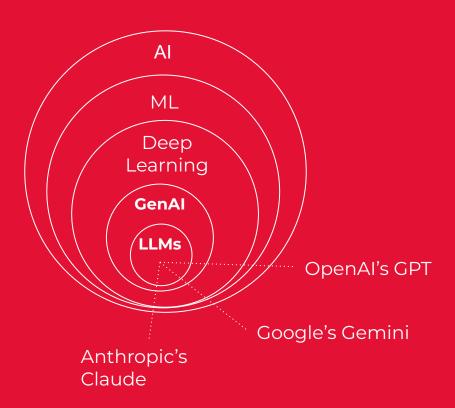
FROM THIS POINT ON, ARTIFICIAL INTELLIGENCE WILL ONLY CONTINUE TO IMPROVE

Source: McAleese et al. (2024). LLM Critics Help Catch LLM Bugs. arXiv:2407.00215



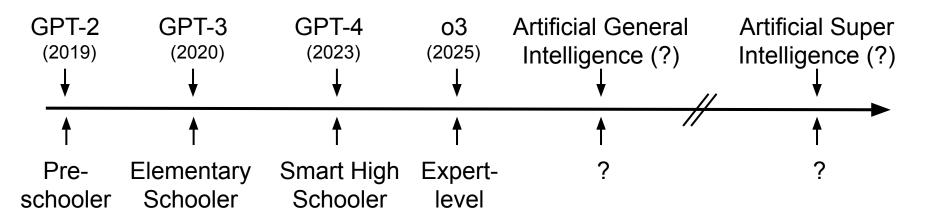
O2 THE WORLD OF AI

UNDERSTANDING THE AI HIERARCHY



THE SCALE OF (ARTIFICIAL) INTELLIGENCE

Progress over just a few years





THE TRANSFORMER ARCHITECTURE ENABLED LLMS

Attention Is All You Need

Ashish Vaswani' Google Brain avaswani@google.com Noam Shazeer* Google Brain

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Abstract

The dominant sequence transduction models are based on complex recurrent or convolutional neural networks that include an encoder and a decoder. The best performing models also connect the encoder and decoder through an attention mechanism. We propose a new simple network architecture, the Transformer, based solely on attention mechanisms, dispensing with recurrence and convolutions entirely. Experiments on two machine translation tasks show these models to be superior in quality while being more parallelizable and requiring significantly less time to train. Our model achieves 28.4 BLEU on the WMT 2014 Englishto-German translation task, improving over the existing best results, including ensembles, by over 2 BLEU. On the WMT 2014 English-to-French translation task. our model establishes a new single-model state-of-the-art BLEU score of 41.0 after training for 3.5 days on eight GPUs, a small fraction of the training costs of the best models from the literature

1 Introduction

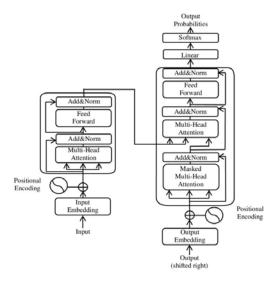
Recurrent neural networks, long short-term memory [12] and gated recurrent [7] neural networks in particular, have been firmly established as state of the art approaches in sequence modeling and transduction problems such as language modeling and machine translation [29, 2, 5]. Numerous efforts have since continued to push the boundaries of recurrent language models and encoder-decoder architectures [31, 21, 13].

*Equal contribution. Listing order is random. Jakob proposed replacing RNNs with self-attention and started the effort to evaluate this idea. Ashish, with Illia, designed and implemented the first Transformer models and has been crucially involved in every aspect of this work. Noam proposed scaled dot-product attention, multi-head attention and the parameter-free position representation and became the other person involved in nearly every detail. Niki designed, implemented, tuned and evaluated countless model variants in our original codebase and tensor2tensor. Llion also experimented with novel model variants, was responsible for our initial codebase, and efficient inference and visualizations. Lukasz and Aidan spent countless long days designing various parts of and implementing tensor2tensor, replacing our earlier codebase, greatly improving results and massively accelerating our research.

Work performed while at Google Brain. Work performed while at Google Research.

31st Conference on Neural Information Processing Systems (NIPS 2017), Long Beach, CA, USA.

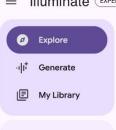
Source: Vaswani et al. (2017). Attention is all you need. Advances in neural information processing systems, 30,



An illustration of main components of the transformer model





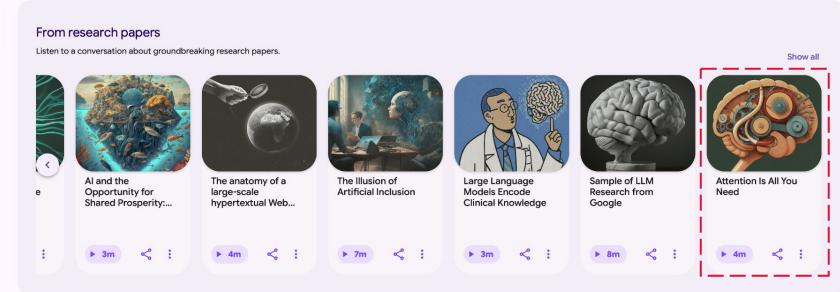


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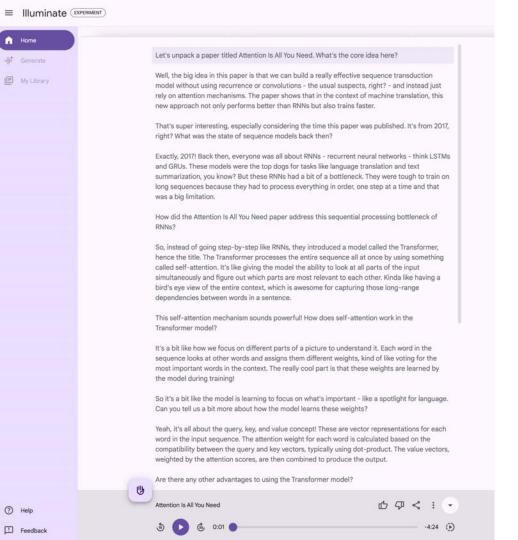
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Announcements

Claude 3.7 Sonnet and Claude Code

24. Feb. 2025 • 5 min read



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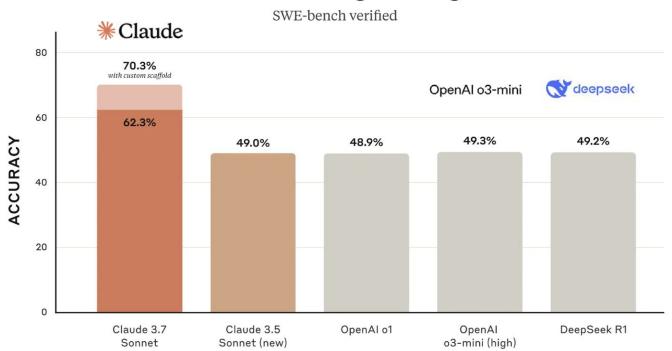
Released Claude 3.7 Sonnet 24. Feb. 2025



SOFTWARE ENGINEERING

SWE-bench evaluates AI models' ability to solve real-world software issues. SWE-bench

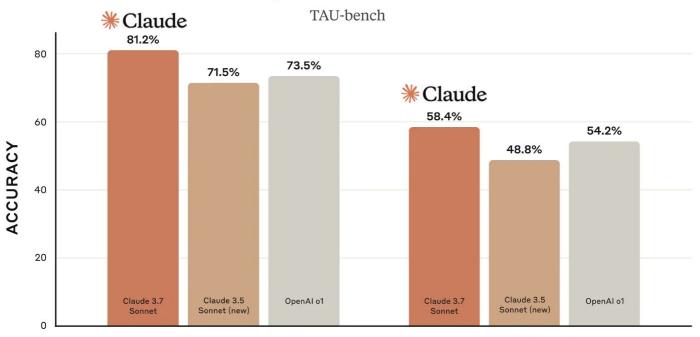
Software engineering



AGENTIC TOOL USE

TAU-bench, a framework that tests AI agents on complex real-world tasks with user and tool interactions. TAU-bench

Agentic tool use



TAU-bench (retail)

TAU-bench (airline)

