

UNIVERSITATEA BABEȘ-BOLYAI
Facultatea de Matematică și Informatică

INTELIGENȚĂ ARTIFICIALĂ



Studenti InfoRom2

și

Sara Boancă, Alexandru Manole, Sergiu Limboi, Ioan-Daniel
Pop, Mihai Nadăș, Bogdan Mursa, Laura Dioșan

Sumar

- ❑ Locație și cadre didactice
- ❑ Obiective
- ❑ Probleme administrative
- ❑ Resurse web și bibliografie

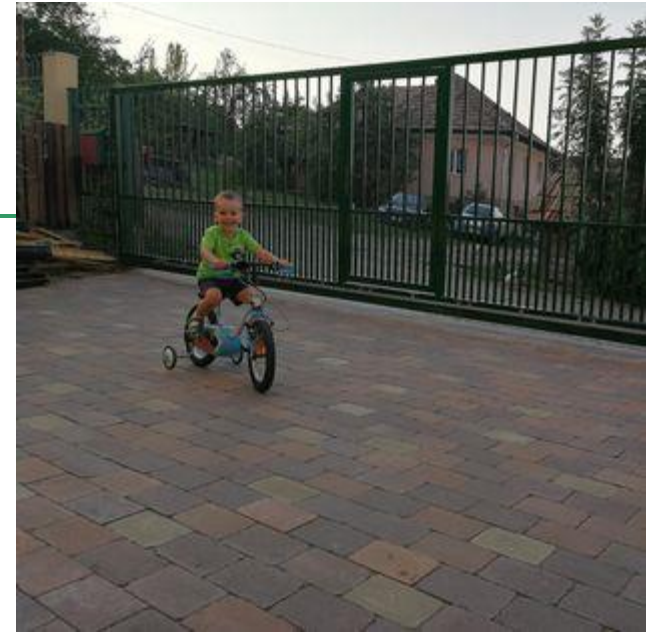
Locație și cadre didactice

- ❑ Locație curs
 - ?
- ❑ Orar
 - <https://www.cs.ubbcluj.ro/files/orar/2024-2/disc/MLR5029.html>
- ❑ Materiale utile
 - <https://github.com/lauradiosan/AI-UBB>
- ❑ Cadre didactice
 - Laura Dioșan (curs, lab)
 - Sara Boancă (lab)
 - Alexandru Manole (lab)
 - Sergiu Limboi (lab)
 - Mihai Nadăș (lab)
 - Bogdan Mursa (lab)

Level 0 – cineva iti face pofta!!!



Level 1 – baby steps



Level 2 – sometimes you need help

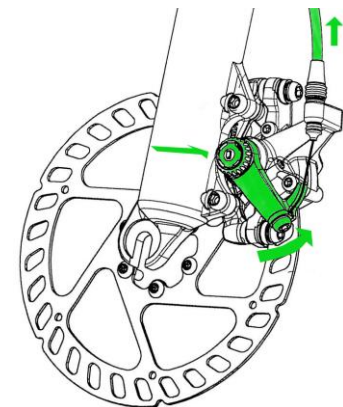
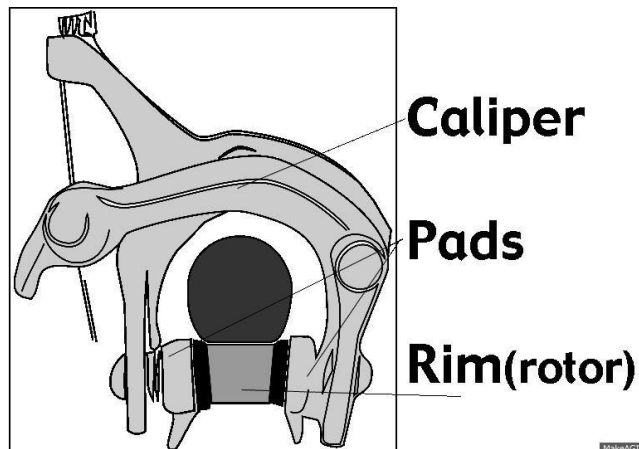
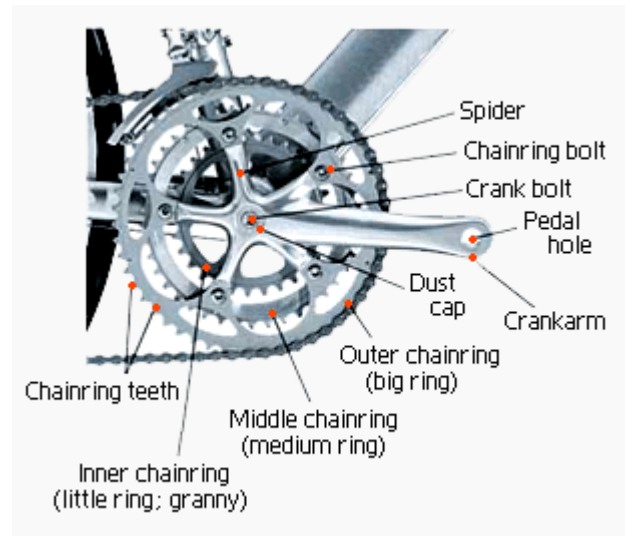
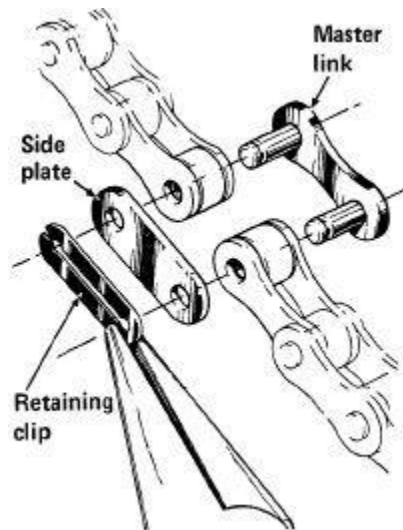


All levels – keep training!!!

Level 3 – happy kids!



Next levels



Objective

- ❑ Rezolvarea problemelor reale cu metode inteligente
 - Înțelegerea problemei și a problematicii științifice
 - Utilizarea (adaptarea) unei metode inteligente pentru rezolvarea problemei

- ❑ Prezentarea activității desfășurate pentru rezolvarea unei probleme
 - Rezolvări de probleme prin dezvoltarea și proiectarea unor aplicații complexe
 - ❑ Limbaje de programare folosite – oricare 😊

Scop

- A înțelege în ce constă IA
 - Scop
 - Abilități
 - Metodologie
 - Algoritmi
 - Aplicativitate

- A acumula informații despre metode noi de rezolvare a problemelor prin:
 - dezvoltarea de aplicații/mașini inteligente
 - introducerea conceptelor și tehnicilor de bază din IA
 - înțelegerea problemelor și a dificultăților întâlnite în rezolvarea lor
 - cunoașterea avantajelor și dezavantajelor unei anumite tehnici de rezolvare a problemelor
 - exprimarea unor opinii critice asupra ceea ce IA poate să facă

Cerințe preliminare

- ❑ Familiarizați cu dezvoltarea algoritmilor necesari rezolvării unei probleme
 - Specificare
 - Proiectare
 - Structuri de date și implementare
 - Complexități

- ❑ Familiarizați cu programarea :D

TO DO-uri

- ❑ Participarea activă și “pregătită” la activitățile didactice (curs, laborator)
- ❑ Adresarea unor întrebări pertinente
- ❑ Formularea unor răspunsuri clare și precise
- ❑ Va rog nu dormiți în timpul orelor 😊
- ❑ Efectuarea temelor în termenele specificate

Câteva momente importante

- ❑ 1943 - Warren McCulloch & Walter Pitts
- ❑ 1945 - von Neumann model & Touring test

Jeremy Norman's
HistoryofInformation.com
Exploring the History of Information and Media through Timelines

Home Maps Tour Recent Addition

Bulletin of Mathematical Biology Vol. 52, No. 1/2, pp. 99-115, 1990.
Printed in Great Britain.

0092-8240/90\$3.00 + 0.00
Pergamon Press plc
Society for Mathematical Biology

A LOGICAL CALCULUS OF THE IDEAS IMMANENT IN NERVOUS ACTIVITY*

■ WARREN S. MCCULLOCH AND WALTER PITTS
University of Illinois, College of Medicine,
Department of Psychiatry at the Illinois Neuropsychiatric Institute,
University of Chicago, Chicago, U.S.A.

Because of the "all-or-none" character of nervous activity, neural events and the relations among them can be treated by means of propositional logic. It is found that the behavior of every net can be described in these terms, with the addition of more complicated logical means for nets containing circles; and that for any logical expression satisfying certain conditions, one can find a net behaving in the fashion it describes. It is shown that many particular choices among possible neurophysiological assumptions are equivalent, in the sense that for every net behaving under one assumption, there exists another net which behaves under the other and gives the same results, although perhaps not in the same time. Various applications of the calculus are discussed.

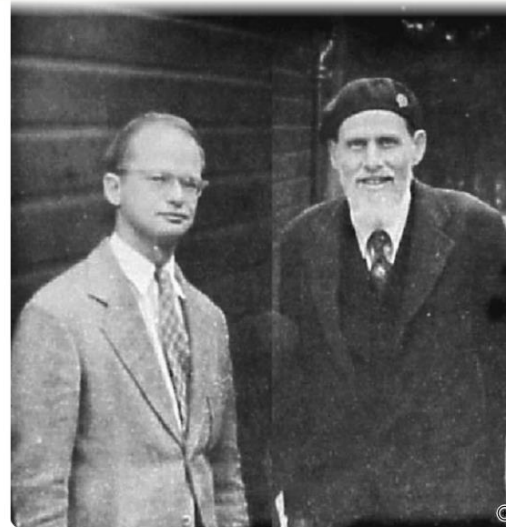


Image Source: www.semanticscholar.org

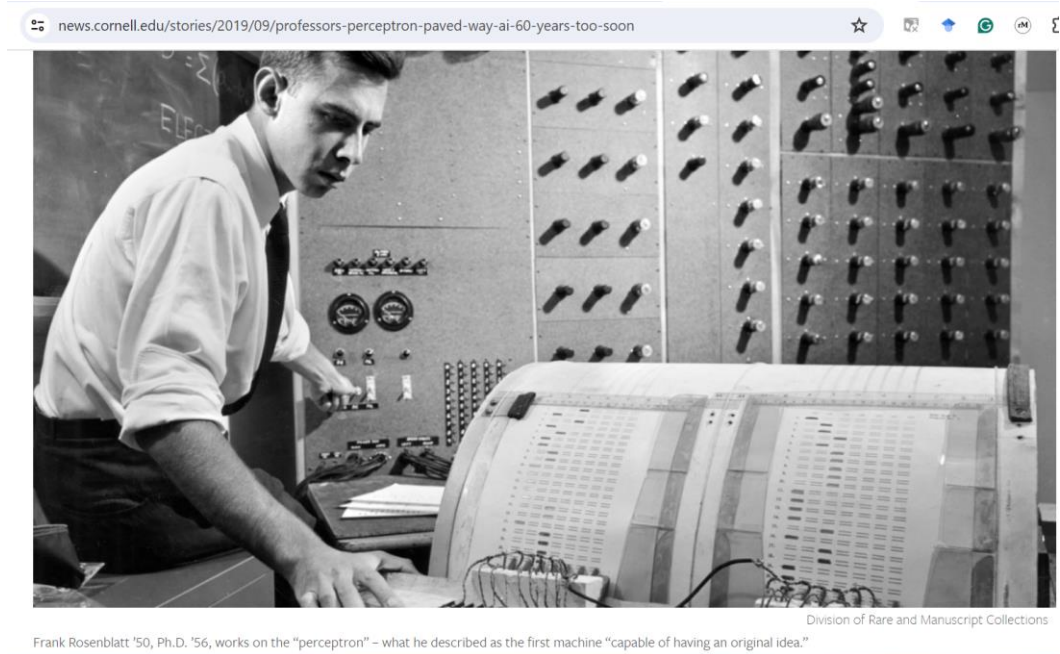
McCulloch (right) and Pitts (left) in 1949

In 1943 American neurophysiologist and cybernetician of the [University of Illinois at Chicago](#)[Ⓔ] [Warren McCulloch](#)[Ⓔ] and self-taught logician and cognitive psychologist [Walter Pitts](#)[Ⓔ] published "A Logical Calculus of the ideas Immanent in Nervous Activity"[Ⓔ], describing the "McCulloch - Pitts neuron"[Ⓔ], the first mathematical model of a neural network.

Building on ideas in Alan Turing's "On Computable Numbers", McCulloch and Pitts's paper provided a way to describe brain functions in abstract terms, and showed that simple elements connected in a neural network can have immense computational power. The paper received little attention until its ideas were applied by [John von Neumann](#)[Ⓔ], [Norbert](#)

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- ❑ 1958 - Frank Rosenblatt - perceptronul



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- ❑
- ❑ 2004 - John Koza & Genetic Programming

Welcome to

`www.genetic-programming.org`

(a source of information about the field of genetic programming and the field of genetic and evolutionary computation)



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- ❑ 2004 - John Koza & Genetic Programming
- ❑ 2005 - HOG

Navneet Dalal



I am motivated and passionate about building products which just work, are useful and bring delight to customers, however enabled by use and development of real hard technology (things which most experts would classify as "can't be done" but most people would simply label as "magic").

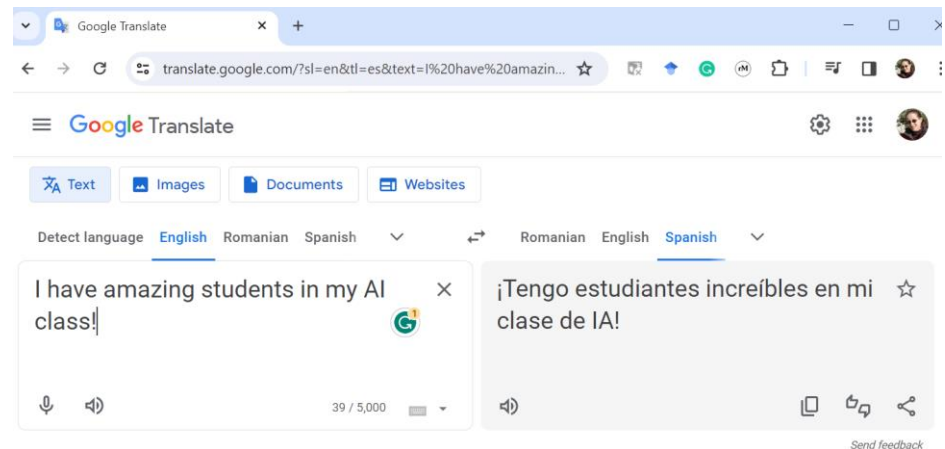
The inspiration for my (mis-)steps is most succinctly put in this famous third law and quote by Arthur C. Clarke, "Any sufficiently advanced technology is indistinguishable from magic."

ABOUT

Navneet's cofounder & CEO of Matician, a startup building CV+ML+AI led truly autonomous robots that save people time & energy.

Câteva momente importante

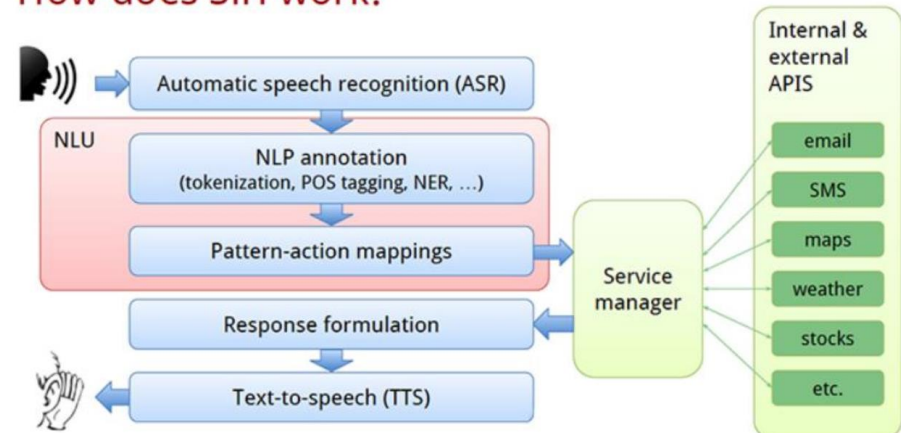
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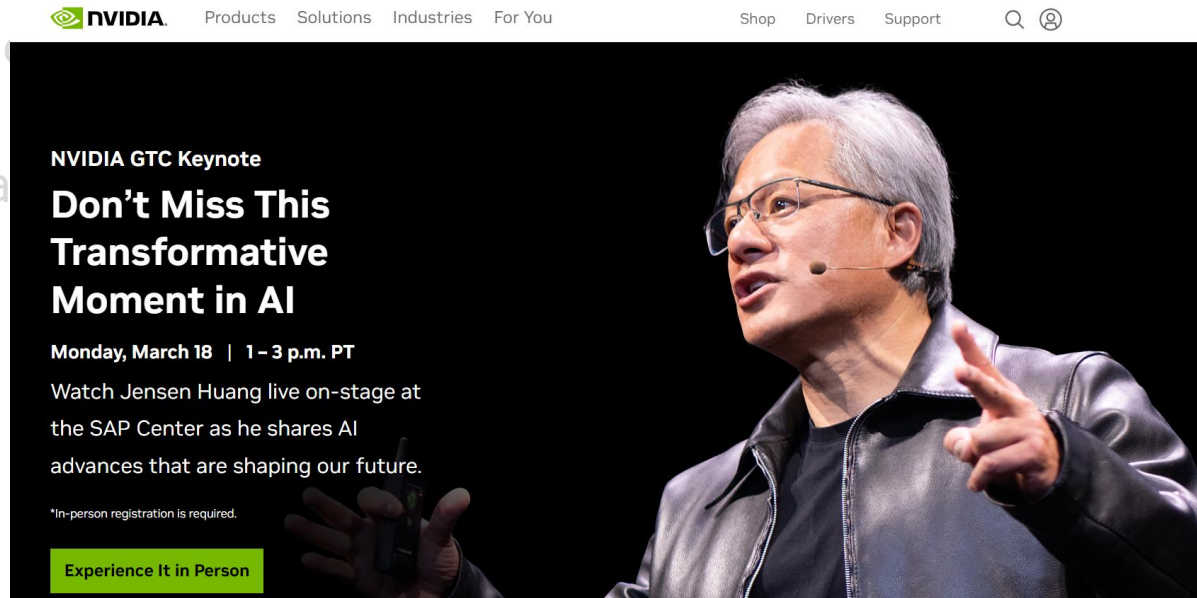
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- ❑ 2005 - HOG
- ❑ 2006 - Google Translate
- ❑ 2011 - Siri ("beautiful victory")

How does Siri work?



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- ❑ 2011 - Siri
- ❑ 2012 - GPU - Nvidia



The image is a promotional banner for the NVIDIA GTC Keynote. It features a photograph of Jensen Huang, CEO of NVIDIA, speaking on stage. He is wearing a black leather jacket and glasses, and is gesturing with his right hand. The background is dark. On the left side of the banner, there is white text that reads: "NVIDIA GTC Keynote", "Don't Miss This Transformative Moment in AI", "Monday, March 18 | 1 - 3 p.m. PT", "Watch Jensen Huang live on-stage at the SAP Center as he shares AI advances that are shaping our future.", and "*In-person registration is required." Below this text is a green button with the text "Experience It in Person". At the top of the banner, there is a navigation bar with the NVIDIA logo and links for "Products", "Solutions", "Industries", "For You", "Shop", "Drivers", and "Support". There are also search and user icons on the right side of the navigation bar.

NVIDIA GTC Keynote

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Experience It in Person

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- ❑ 2006 - Google Translate
- ❑ 2011 - Siri
- ❑ 2012 - GPU - Nvidia
- ❑ 2017 - Transformer Era
 - Iunie 2018 - GPT
 - Octombrie 2018 - BERT
 - Februarie 2019 - GPT-2
 - Octombrie 2019 - BART
 - Mai 2020 - GPT-3
 - 2023 - GPT-4, Gemini
 - 2024 - SORA (sky is the limit)

Attention Is All You Need

Ashish Vaswani* Google Brain avaswani@google.com	Noam Shazeer* Google Brain noam@google.com	Niki Parmar* Google Research nikip@google.com	Jakob Uszkoreit* Google Research usz@google.com
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Auto-regressive Transformers

Auto-encoding Transformers

Sequence-to-sequence Transformers

Sa ne amintim si de

□ Impactul asupra mediului



A ChatGPT query takes 100x more energy to execute than a Google Search query



Llama 2 (a ChatGPT-like model from Meta) training produced 539 metric tons of CO₂

Larger models use more energy during their deployment!

- please check <https://mlco2.github.io/impact/#compute>

Bibliografie

- ❑ <https://github.com/lauradiosan/AI-UBB>
- ❑ www.google.com