

INTELIGENȚĂ ARTIFICIALĂ



Sisteme inteligente

Sisteme care învață singure

– generative AI–

Laura Dioșan

Sumar

A. Scurtă introducere în Inteligența Artificială (IA)

C. Sisteme inteligente

■ Sisteme care învață singure

- Arbori de decizie
- **Rețele neuronale artificiale**
- kNN
- Algoritmi evolutivi
- Mașini cu suport vectorial

■ Sisteme bazate pe reguli

■ Sisteme hibride

B. Rezolvarea problemelor prin căutare

■ Definirea problemelor de căutare

■ Strategii de căutare

- Strategii de căutare neinformate
- Strategii de căutare informate
- Strategii de căutare locale (Hill Climbing, Simulated Annealing, Tabu Search, Algoritmi evolutivi, PSO, ACO)
- Strategii de căutare adversială

Materiale de citit și legături utile

- ❑ <https://www.tensorflow.org/text/tutorials/word2vec>
- ❑ <https://radimrehurek.com/gensim/models/word2vec.html>
- ❑ <https://www.ruder.io/word-embeddings-1/>
- ❑ <https://aylien.com/blog/a-review-of-the-recent-history-of-natural-language-processing?ref=ruder.io>
- ❑ <https://nlp.stanford.edu/~manning/> - *a lot of lectures about NLP*

De ce reprezentari vectoriale ale intelesului unui cuvant/text?

- Permit determinarea similaritatii intre cuvinte/texte
 - **fast** is similar to **rapid**
 - **tall** is similar to **height**

Question answering:

➤Q: "How **tall** is Mt. Everest?"

Candidate A: "The official **height** of Mount Everest is 29029 feet"

Intuitia din spatele similaritatii

□ Exemplu: Ce este o Sirrus X 3.0?

*The **Sirrus X 3.0** invites you to explore beyond boundaries. With confidence-inspiring tires, an upright riding position, and intuitive components, **Sirrus X 3.0** is your ticket to adventure.*

□ Din context, o persoana poate ghici ca Sirrus X 3.0 este un model de bicicleta

□ Pentru un algoritm, intuitia e ca **doua cuvinte sunt similar daca ele sunt folosite in context similar**

Diferite reprezentari vectoriale pentru text

□ Reprezentari rare (*sparse*):

1. Mutual-information weighted word co-occurrence matrices

□ Reprezentari dense (compacte) :

2. Singular Value Decomposition (si Latent Semantic Analysis)
3. Neural-network-inspired models (skip-grams, CBOW)
4. Altele (e.g. brown clusters)

Vectori rari vs. densi

- ❑ Vectorii → matricea de co-ocurență a termenilor
 - **lungi** (length $|V| = 20,000 \rightarrow 50,000$)
 - **rari** (f multe elemente sunt 0)
- ❑ Alternativa: vectori învățați (prin AI/ML)
 - scurți (length 200-1000)
 - **densi** (multe elemente nu sunt 0)
- ❑ De ce vectori densi?
 - Vectorii scurți → folosiți mai ușor ca și *features* în algoritmi de învățare (mai puțini coeficienți de învățat)
 - Vectorii densi pot generaliza mai bine, captând sinonimia termenilor
 - Bike – scooter
 - Car – automobile
 - House – apartment

Modele de predicție (învățare) a reprezentărilor

□ Evoluție

■ Word-level

- 2003 - N-gram Neural language model (Montreal - Bengio)
 - <https://www.jmlr.org/papers/volume3/bengio03a/bengio03a.pdf>
 - Probability of the target word based on previous k words
 - Estimation of the probability by an ANN -> prediction of the next word in a sequence
- 2008 - multi-task model (Princeton - Collobert)
 - https://ronan.collobert.com/pub/matos/2008_nlp_icml.pdf
 - Probability of MORE target words (a sequence of words)
 - Estimation of the probability by an ANN -similar to Bengio's model,
- 2013 - word2vec (Google - Mikolov)
 - <https://papers.nips.cc/paper/2013/file/9aa42b31882ec039965f3c4923ce901b-Paper.pdf>
 - Continuous BOW model -> try to predict a word based on its context (neighbours); input = neighbour words, output = target word
 - Skip-gram model -> try to predict context (neighbours) of a word; input = target word; output = neighbour words;
 - Visualisation of embeddings <https://ronxin.github.io/wevi/>
 - Trained vectors <https://radimrehurek.com/gensim/models/word2vec.html> or <https://github.com/3Top/word2vec-api#where-to-get-a-pretrained-models>

■ Sentence (document) level (2014 - ...)

- 2014 - Paragraph embedding <https://arxiv.org/abs/1405.4053>

■ Contextual word-vectors (Word vectors compress all contexts into a *single vector*) (2016 - ...)

- 2016 context2vec <https://www.aclweb.org/anthology/K16-1006.pdf>
- 2017 tagLM <https://arxiv.org/abs/1705.00108>
- 2017 CoVe <https://papers.nips.cc/paper/2017/hash/20c86a628232a67e7bd46f76fba7ce12-Abstract.html>
- 2018 ELMo <https://www.aclweb.org/anthology/N18-1202/>
- 2018 ULMFiT <https://arxiv.org/abs/1801.06146>
- 2019 BERT <https://arxiv.org/abs/1810.04805>

Modele de predictive (invatare) a reprezentarilor

□ Modelul Word2vec

- **Skip-gram** (Mikolov et al. 2013a), **CBOW** (Mikolov et al. 2013b)
- Se invata reprezentari, numite embeddings, ca parte din procesul de predictive/generare a textului
- Se antreneaza o retea neuronală pentru prezicerea urmatorului cuvânt
- Avantaje
 - Rapid, simplu de antrenat
 - Modele gata antrente disponibile online

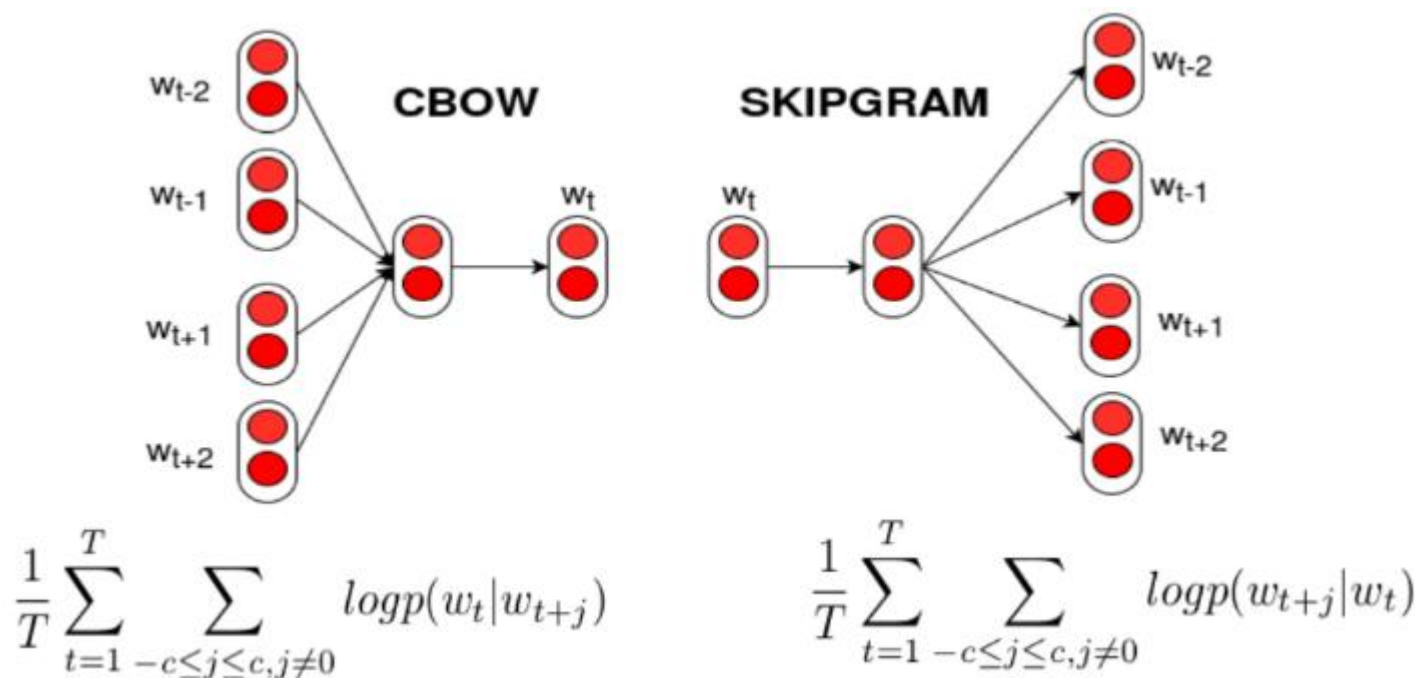
Invatare supervizata fara etichetare manuala de date

- Text: "She rides a bike. He rides a scooter in park. My father drives a motorcycle. ..."
- Vocabular $V = \{she, ride, bike, he, scooter, park, my, father, drive, motorcycle\}$
- Perechi (context, cuvant)

Negative sampling

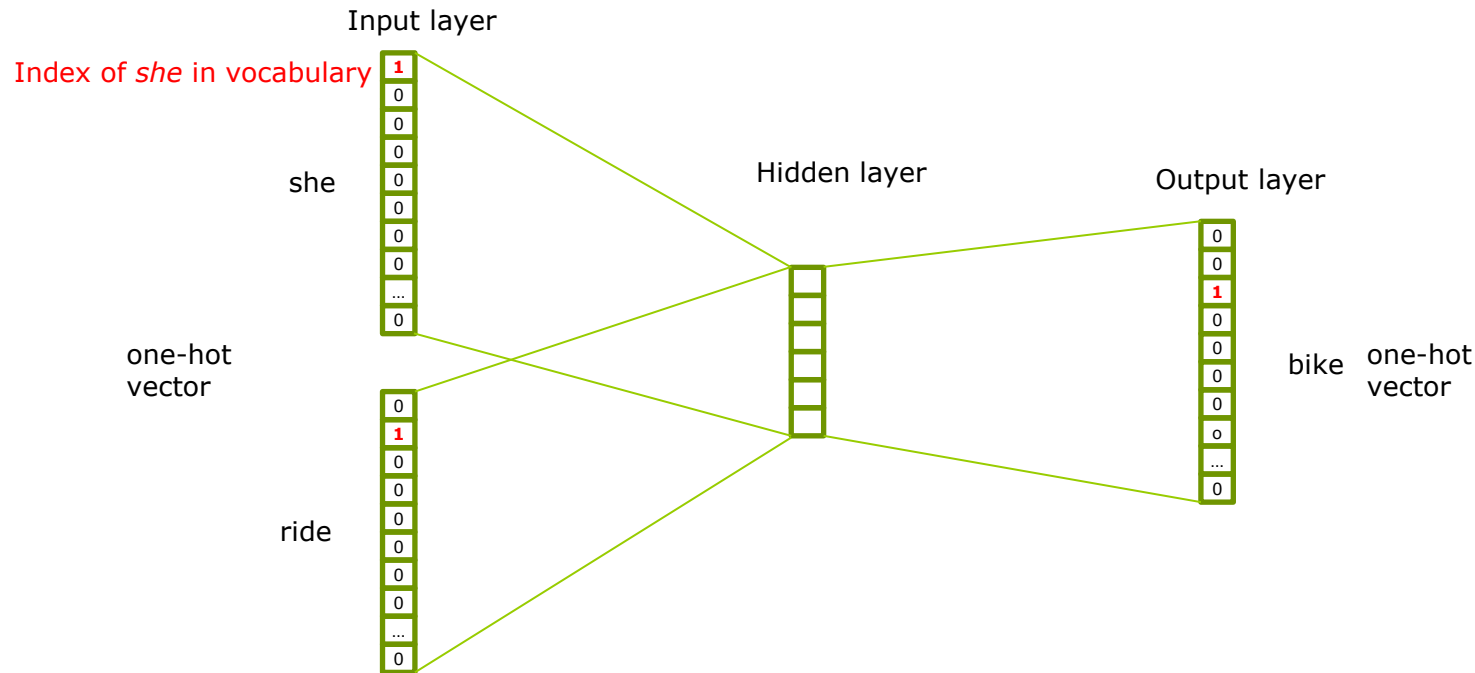
[she ride] bike	1		[she ride] he	0
[ride bike] he	1		[she ride] scooter	0
[he ride] scooter	1		[she ride] park	0
[ride scooter] park	1		[she ride] my	0
[my father] drive	1		[she ride] father	0
[father drive] motorcycle	1		[she ride] drive	0
			[ride bike] scooter	0
			[ride bike] park	0
			...	
			[father drive] she	0

Arhitecturi



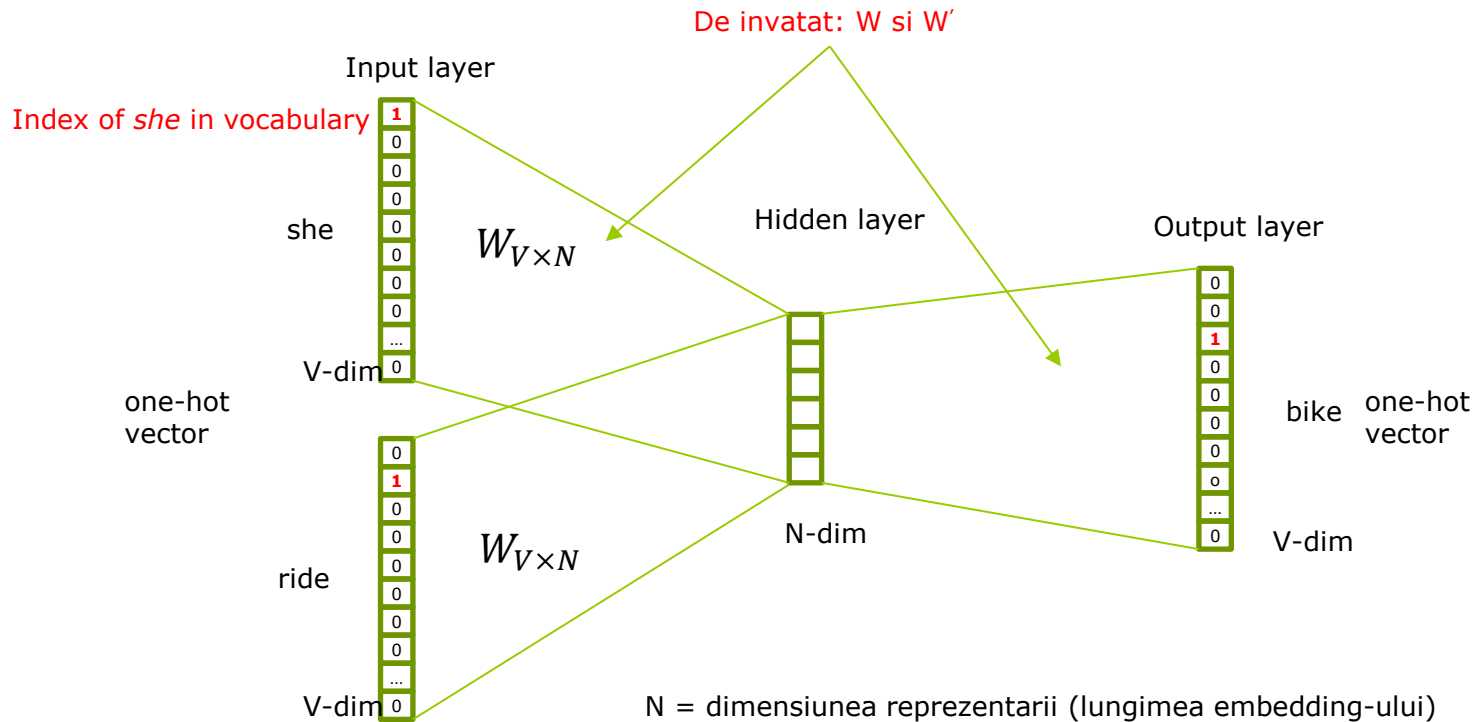
CBOW (Continuous Bag of Words)

	she	ride	bike	he	scooter	park	my	father	drive	motorcycle
She	1	0	0	0	0	0	0	0	0	0
Ride	0	1	0	0	0	0	0	0	0	0
Bike	0	0	1	0	0	0	0	0	0	0

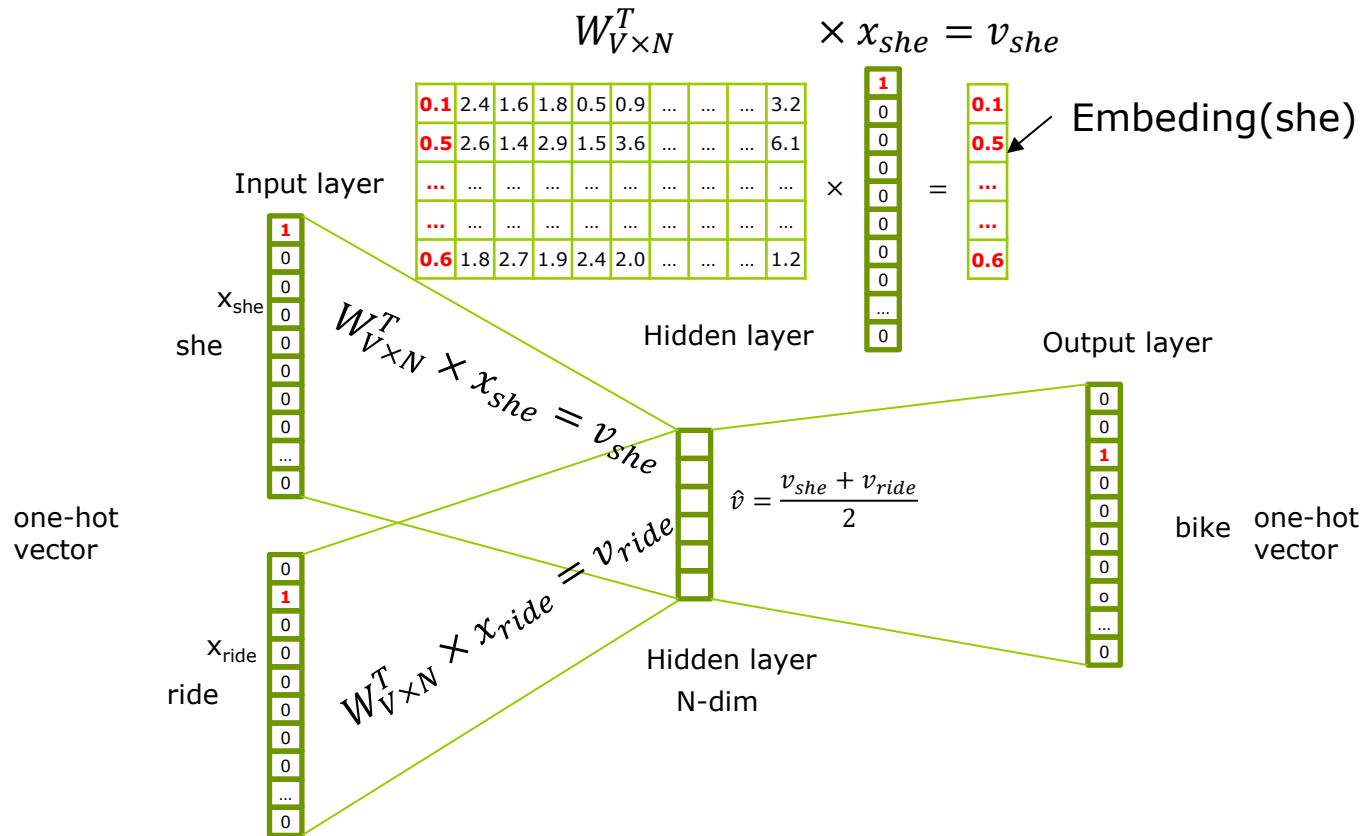


CBOW (Continuous Bag of Words)

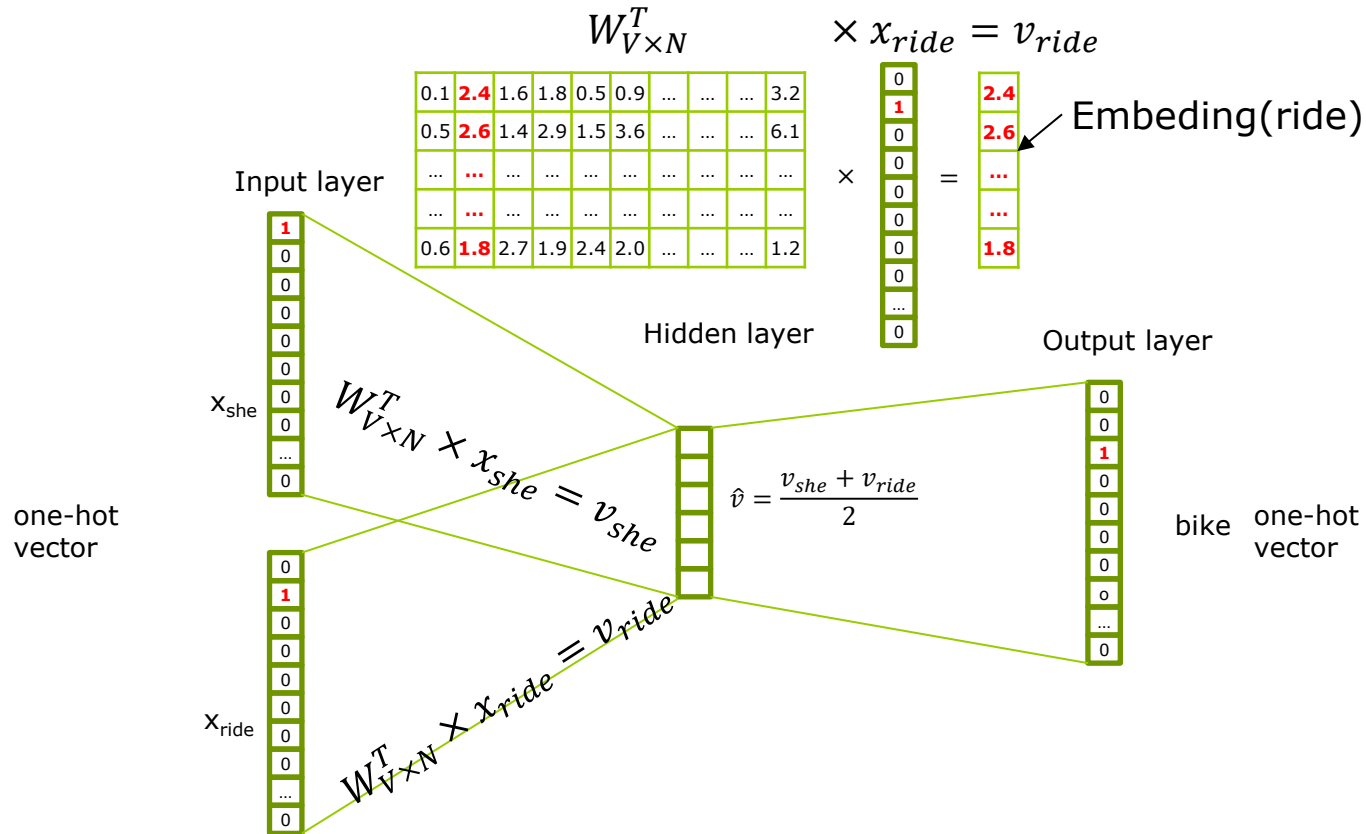
	she	ride	bike	he	scooter	park	my	father	drive	motorcycle
She	1	0	0	0	0	0	0	0	0	0
Ride	0	1	0	0	0	0	0	0	0	0
Bike	0	0	1	0	0	0	0	0	0	0



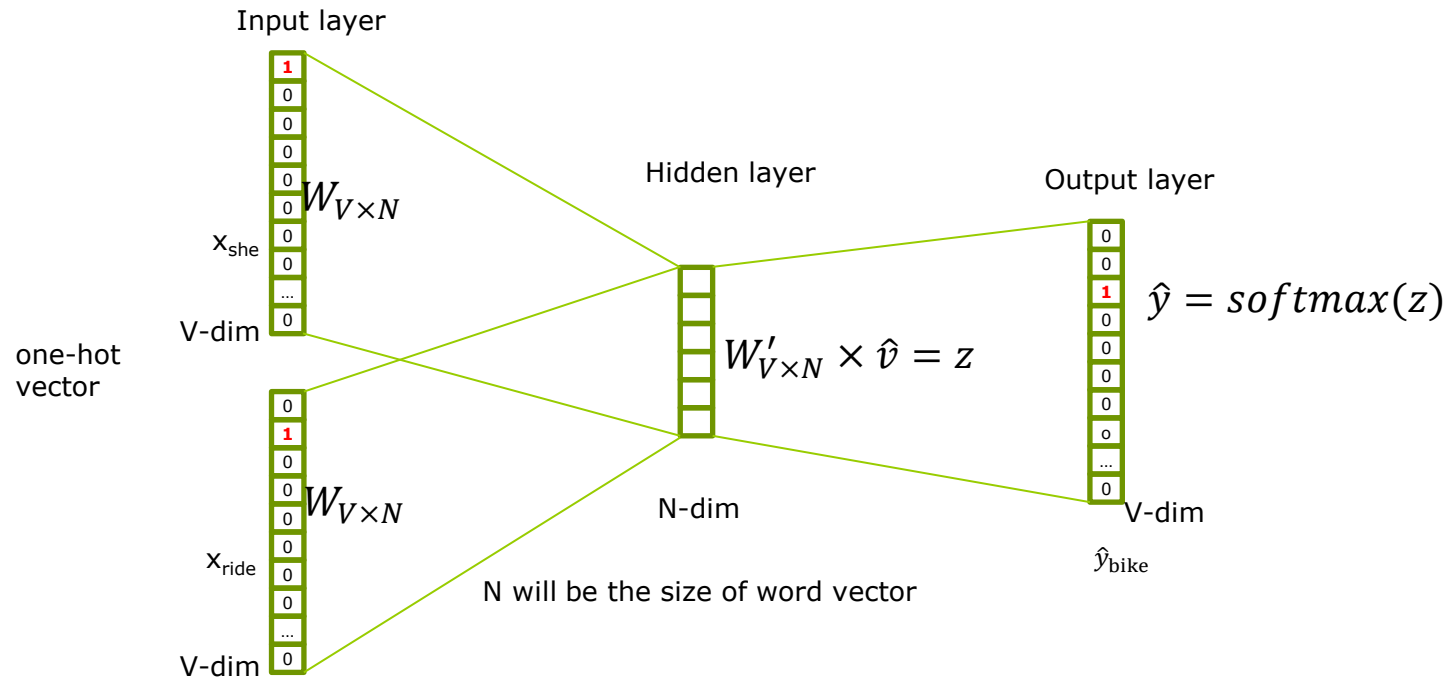
CBOW (Continuous Bag of Words)



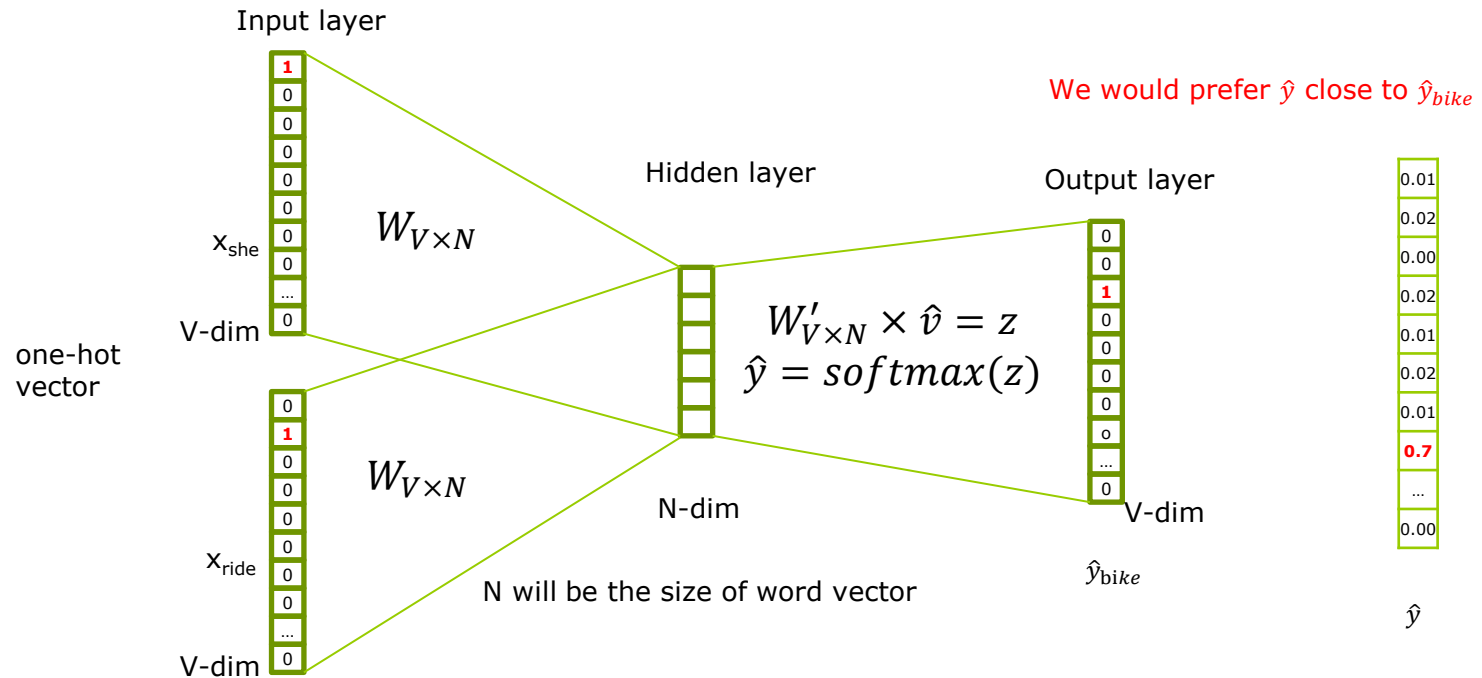
CBOW (Continuous Bag of Words)



CBOW (Continuous Bag of Words)



CBOW (Continuous Bag of Words)



Cursul următor

A. Scurtă introducere în Inteligența Artificială (IA)

B. Sisteme inteligente

■ **Sisteme care învață singure**

- Arbori de decizie
- Rețele neuronale artificiale - transformers
- Mașini cu suport vectorial
- Algoritmi evolutivi

■ Sisteme bazate pe reguli

■ Sisteme hibride

C. Rezolvarea problemelor prin căutare

■ Definirea problemelor de căutare

■ Strategii de căutare

- Strategii de căutare neinformate
- Strategii de căutare informate
- Strategii de căutare locale (Hill Climbing, Simulated Annealing, Tabu Search, Algoritmi evolutivi, PSO, ACO)
- Strategii de căutare adversială

❑ Informațiile prezentate au fost colectate din diferite surse de pe internet, precum și din cursurile de inteligență artificială ținute în anii anteriori de către:

- Conf. Dr. Mihai Oltean – www.cs.ubbcluj.ro/~moltean
- Lect. Dr. Crina Groșan – www.cs.ubbcluj.ro/~cgrosan
- Prof. Dr. Horia F. Pop – www.cs.ubbcluj.ro/~hfpop
- Prof. Dr. Radu Ionescu – <https://raduionescu.herokuapp.com/>