

# O que é IA?



- Aula 1
  - O que é IA?
  - Mapa da IA
  - Matemática?
  - Exemplos
- Aula 2 (em aberto)
  - LLMs
  - Transformers & Prompts
  - Exemplos (BERT?)
- Aula 3 (em aberto)
  - CNNs
  - Visão computacional
  - Exemplos (ResNet ou Yolo?)

# Mapa da IA

## Inteligência Forte

### O que é:

Sistema que não apenas **simula** inteligência, mas realmente “entende”.

Teria **consciência, intencionalidade, autoconsciência, experiência subjetiva**.

Capacidade de aprender qualquer coisa que um humano aprende.

É um conceito **hipotético**, não existe hoje.

**Seria um “ser” (artificial?) com mente própria.**

## Inteligência Fraca

### O que é:

Sistemas criados para executar **tarefas específicas**. Não possuem consciência, entendimento profundo ou intenção própria.

### Exemplos:

Chatbots

Sistemas de recomendação

Reconhecimento de fala

Modelos de visão (YOLO, ResNet)

LLMs atuais (GPT, LLaMA)

**É competente somente no domínio para o qual foi treinada. Também chamada de “inteligência estreita”.**

**Inteligência Forte**

Você!

**Inteligência Fraca**

Nossas aulas!

## Inteligência Forte

Você!

## Inteligência Fraca

Nossas aulas!

AGI?

### O que é AGI:

Uma IA capaz de **realizar qualquer tarefa intelectual** que um ser humano pode realizar.

Tem **generalização, razão, planejamento, aprendizado universal**.

Não necessariamente precisa ter “consciência” - isso pertence ao debate da *inteligência forte*.

**AGI ainda não existe**, embora alguns pesquisadores argumentem que estamos chegando perto.

## Inteligência Forte

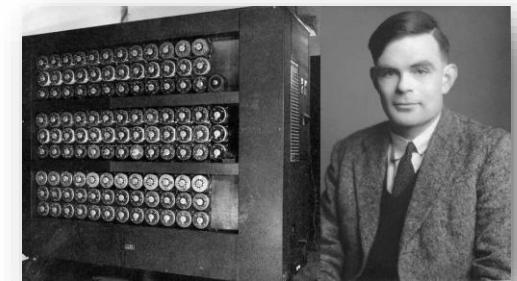
Você!

## Inteligência Fraca

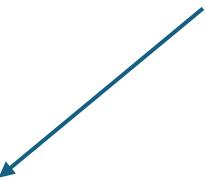
Nossas aulas!

**Alan Turing** propôs uma maneira chamada Teste de Turing, que também funciona como uma definição de inteligência.

Se um ser humano não conseguir distinguir entre uma pessoa real e um sistema de computador em um diálogo baseado em texto, o sistema é considerado inteligente.



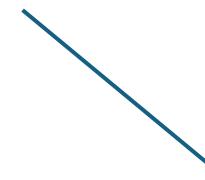
# Inteligência Forte



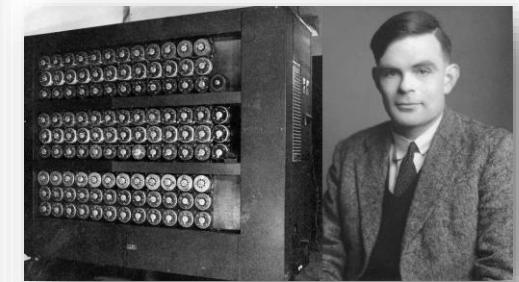
Você!



# Inteligência Fraca



Nossas aulas!



A. M. Turing (1950) Computing Machinery and Intelligence. *Mind* 49: 433-460.

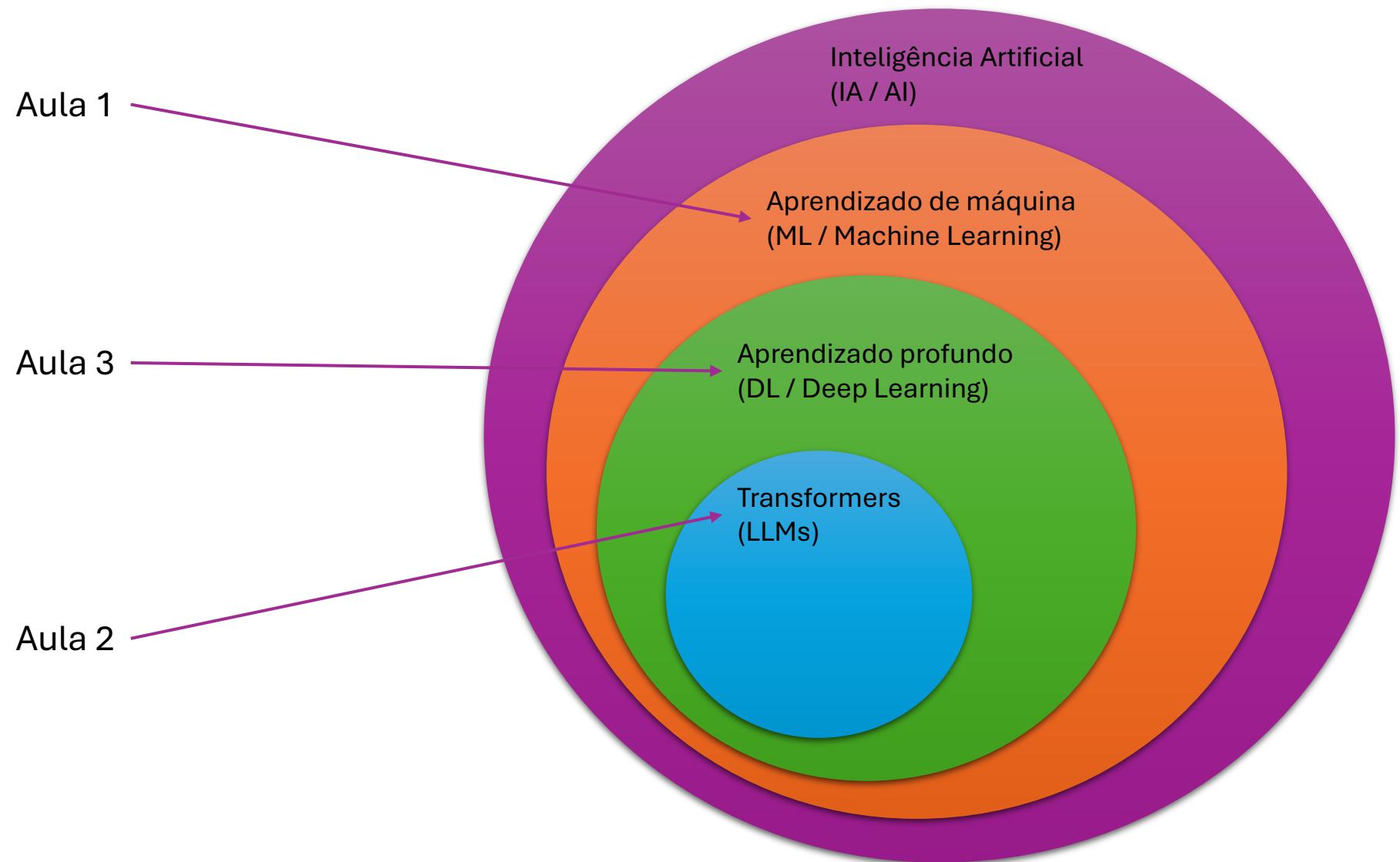
## COMPUTING MACHINERY AND INTELLIGENCE

By A. M. Turing

### 1. The Imitation Game

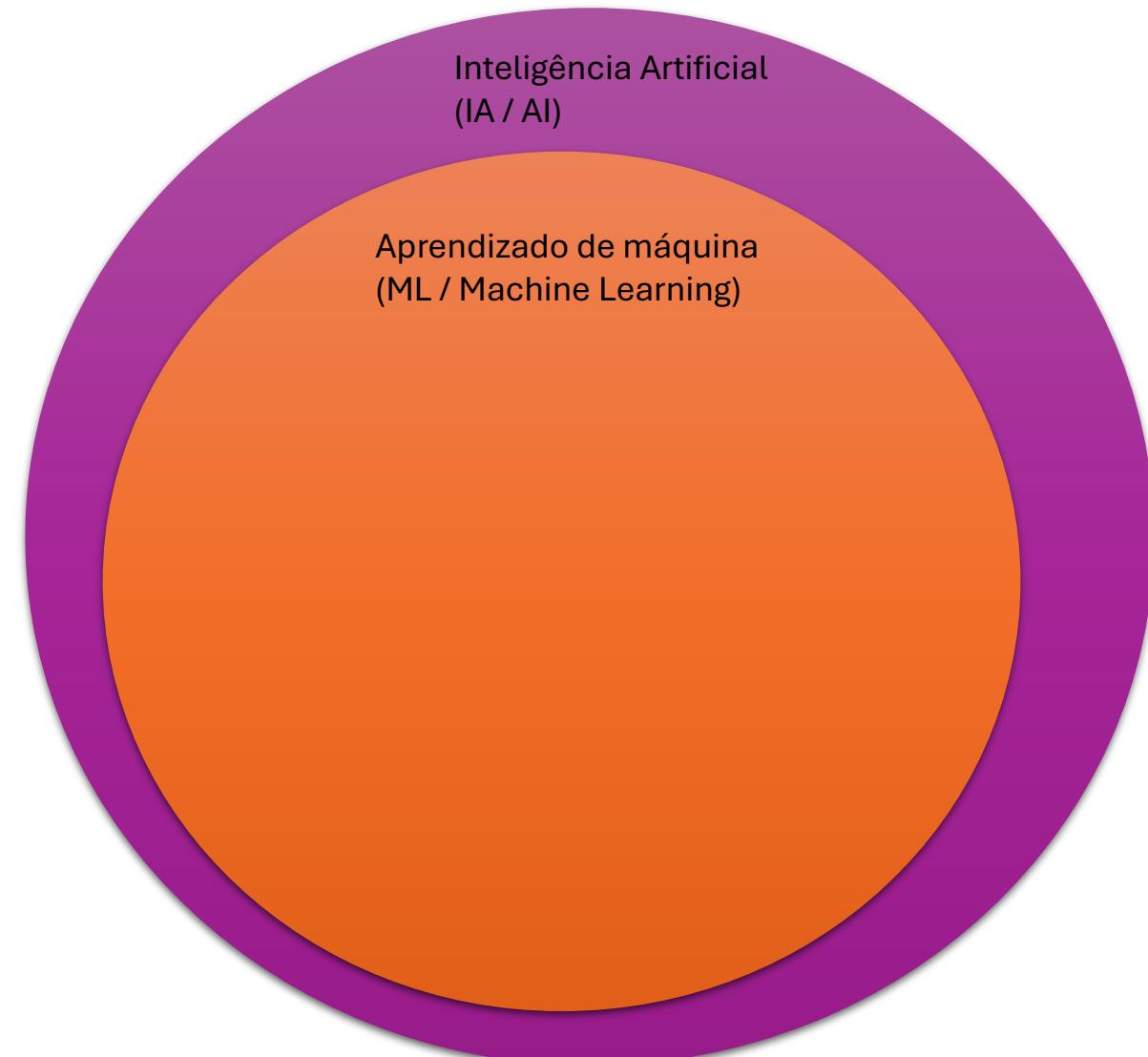
I propose to consider the question, "Can machines think?" This should begin with definitions of the meaning of the terms "machine" and "think." The definitions might be framed so as to reflect so far as possible the normal use of the words, but this attitude is dangerous. If the meaning of the words "machine" and "think" are to be found by examining how they are commonly used it is difficult to escape the conclusion that the meaning and the answer to the question, "Can machines think?" is to be sought in a statistical survey such as a Gallup poll. But this is absurd. Instead of attempting such a definition I shall replace the question by another, which is closely related to it and is expressed in relatively unambiguous words.

# Inteligência Fraca



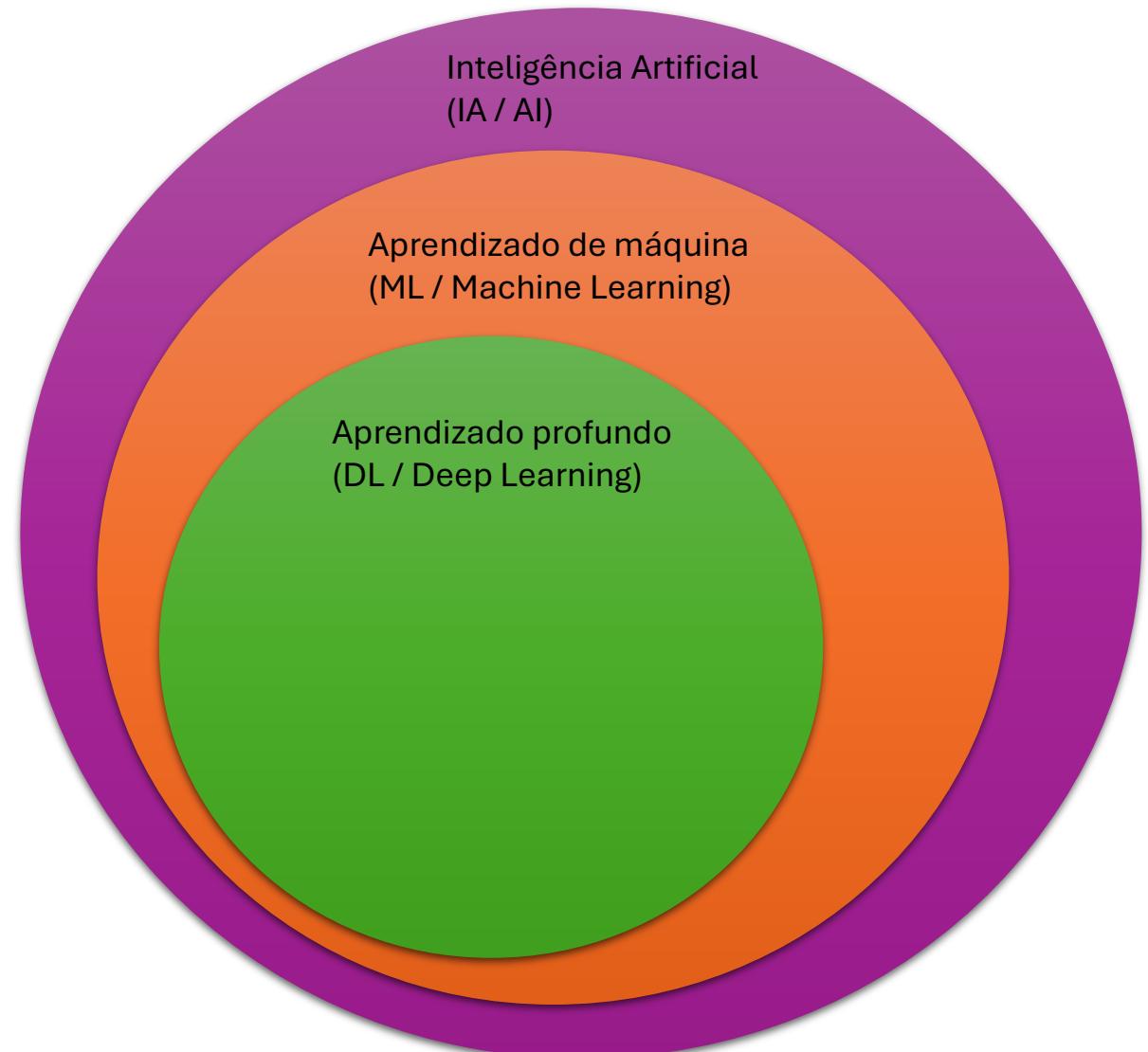
- Aprendizado de máquina
  - Regressão (Linear)
  - Classificação (SVM)
  - Clusterização (K-means)
  - Random Forest
  - GBDT / XGBoost
  - Reinforcement Learning  
(parte em ML, parte fora)

## Inteligência Fraca



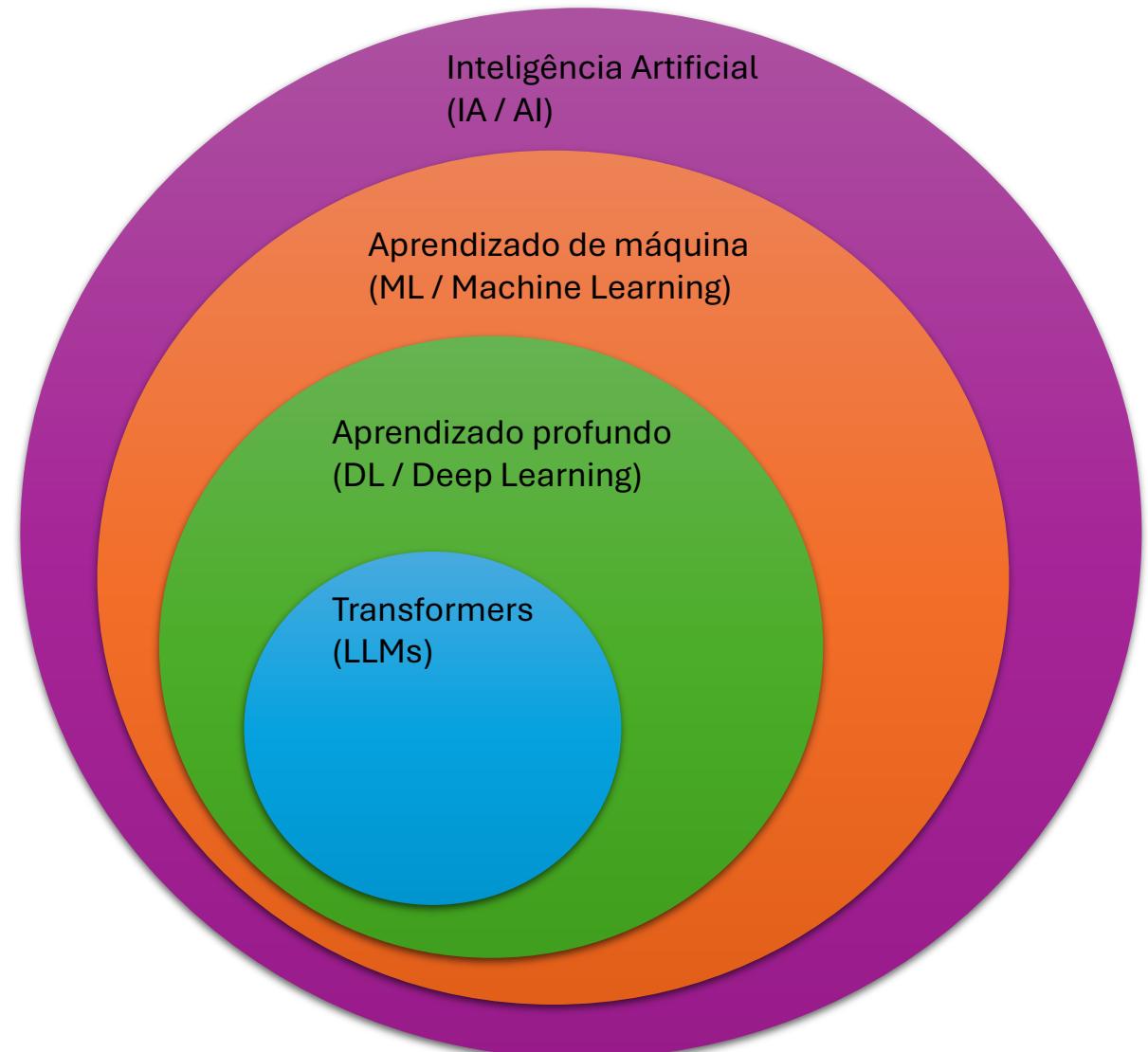
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(parte em ML, parte fora)
- Aprendizado profundo
  - CNNs (visão computacional)
  - RNNs, LSTMs, GRU
  - Transformers
  - Autoencoders
  - GANs

## Inteligência Fraca



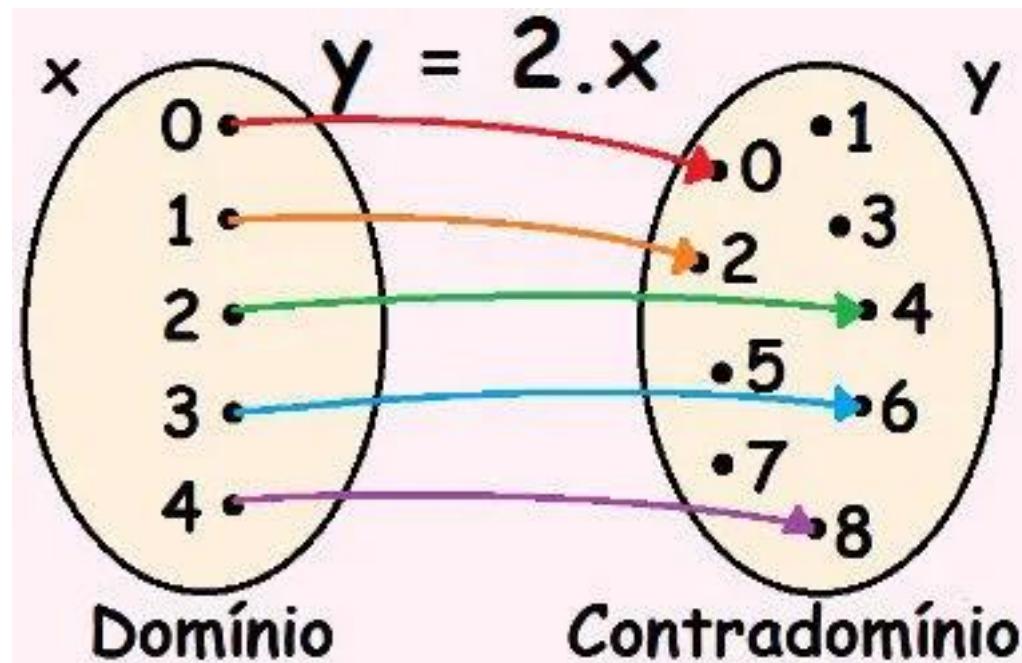
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- Transformers
  - GPT
  - BERT
  - LLaMA
  - Mistral

## Inteligência Fraca



Matemática?

$$f(x) = 2x$$

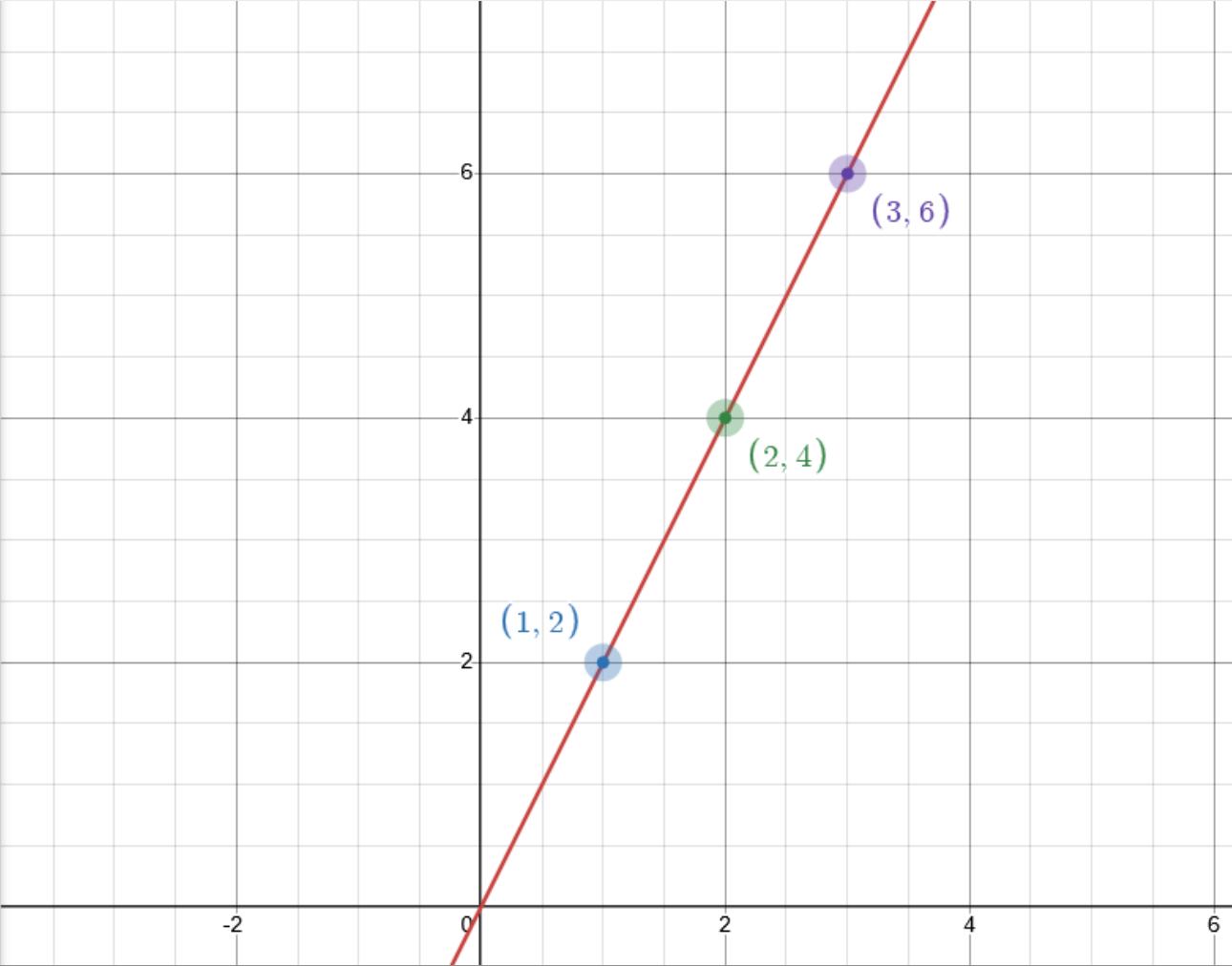


<https://brasilescola.uol.com.br/o-que-e/matematica/o-que-e-funcao.htm>

X	Y
0	0
1	2
2	4
3	6
4	8

$$f(x) = 2x$$

1		$f(x) = 2x$	<input type="checkbox"/>
2		$A = (1,2)$	<input type="checkbox"/>
3		$B = (2,4)$	<input checked="" type="checkbox"/> Legenda: _____
4		$C = (3,6)$	<input checked="" type="checkbox"/> Legenda: _____
5			

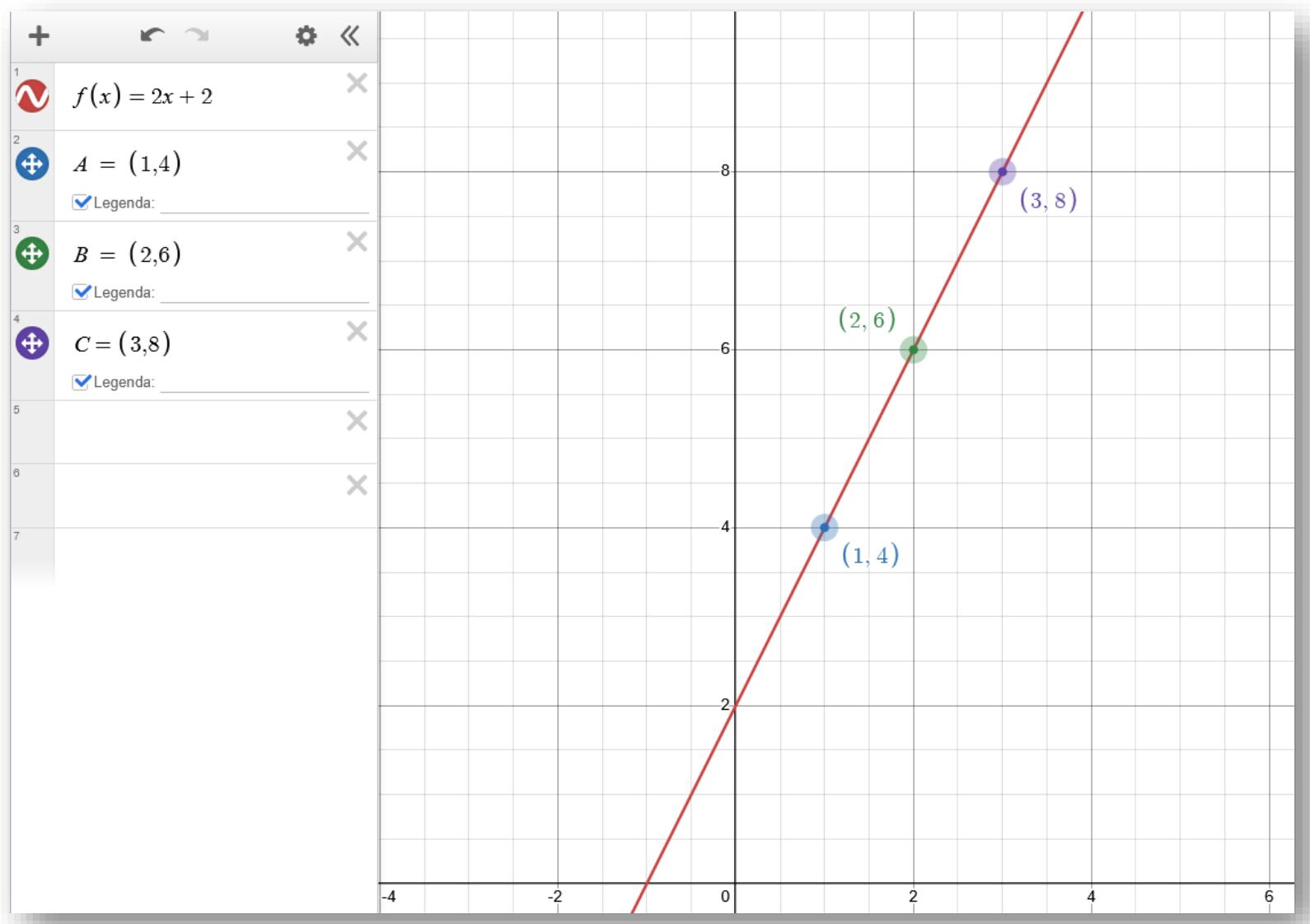


X	Y
0	0
1	2
2	4
3	6
4	8

$$f(x) = ?$$

X	f(x)	Y
0	?	2
1	?	4
2	?	6
3	?	8
4	?	10

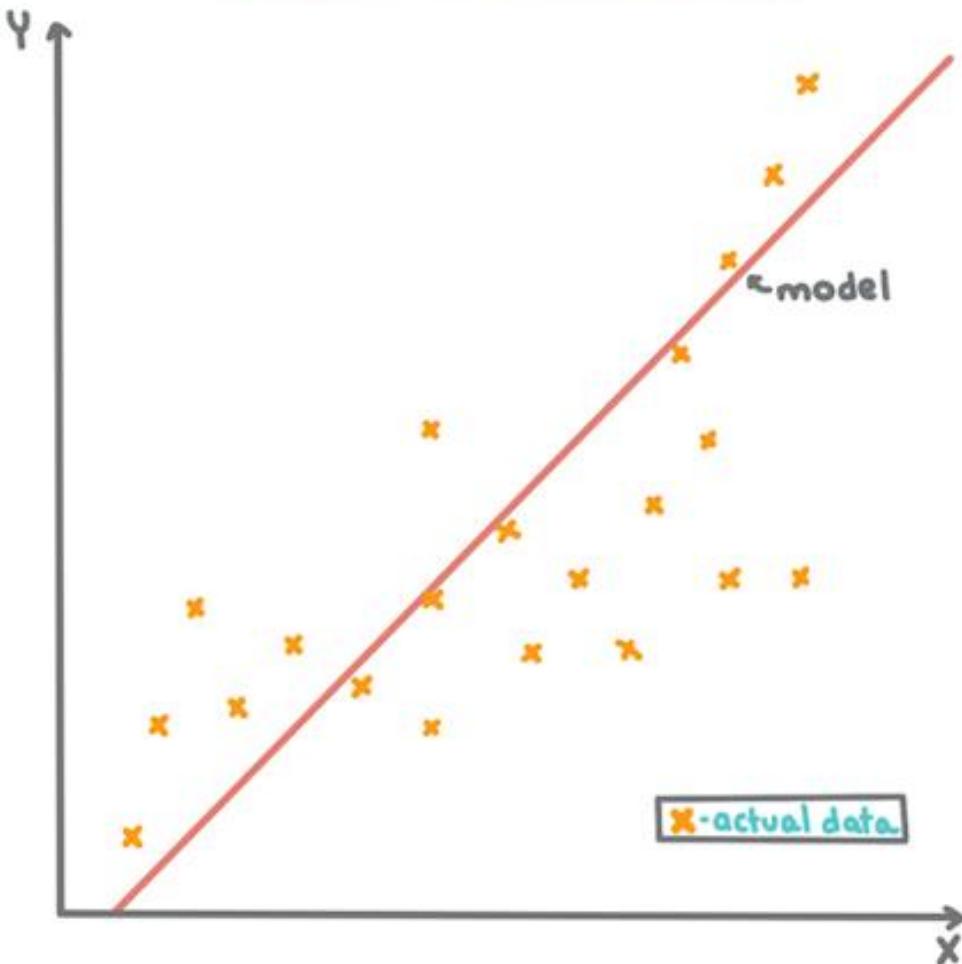
$$f(x) = 2x + 2$$



X	f(x)	Y
0	$2x+2$	2
1	$2x+2$	4
2	$2x+2$	6
3	$2x+2$	8
4	$2x+2$	10

# Regressão

## LINEAR REGRESSION



### HOW IT WORKS

establishes a relationship  
between X and Y.

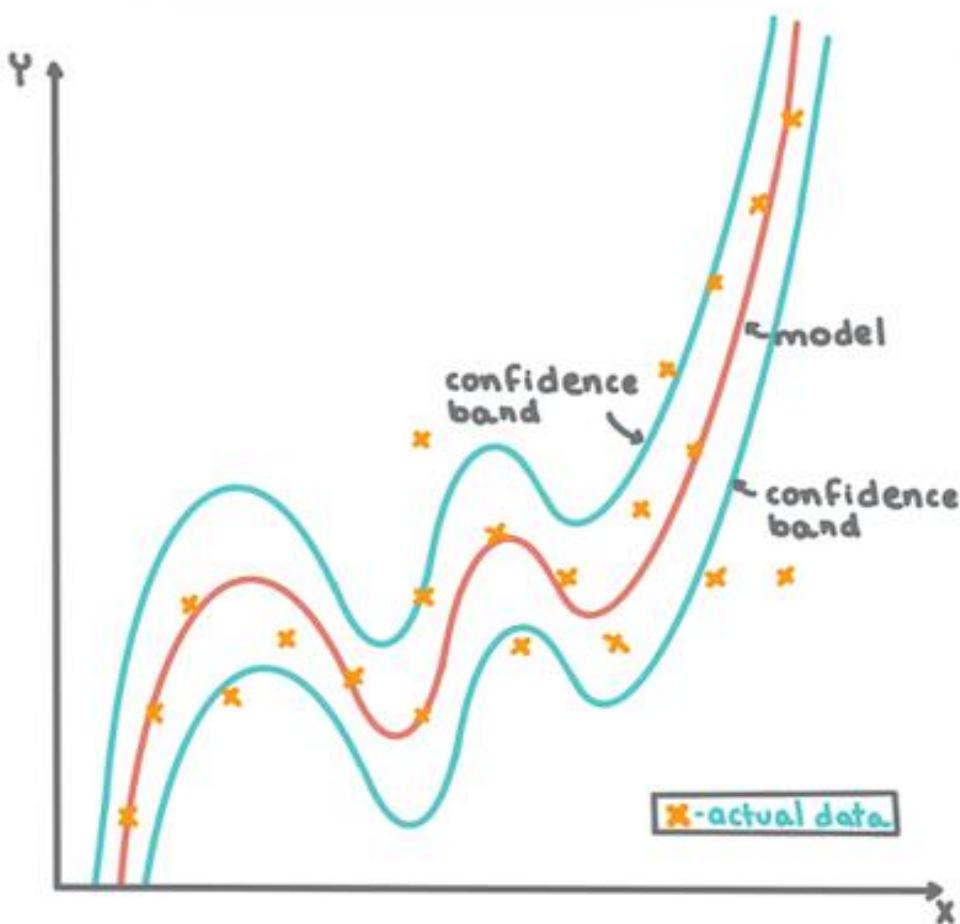
### EXAMPLE

$$Y = b + mX$$

### GOAL

optimize the slope ( $m$ )  
to reduce loss

## POLYNOMIAL REGRESSION



### HOW IT WORKS

type of linear regression where  
Y is modeled as an  $n^{\text{th}}$  degree  
polynomial of X.

### EXAMPLE

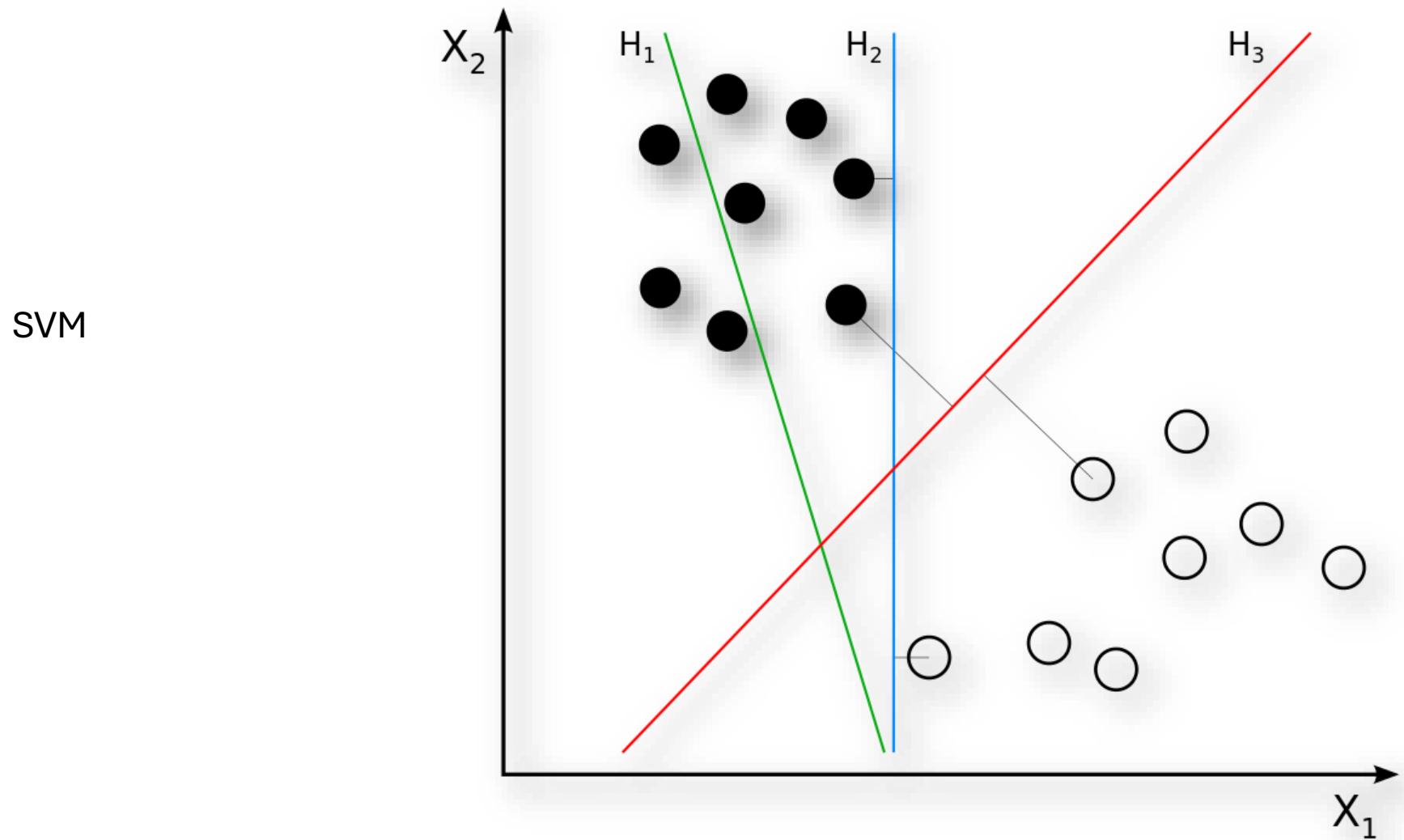
$$Y = b + m_1X + m_2X^2 + \dots + m_nX^n$$

### GOAL

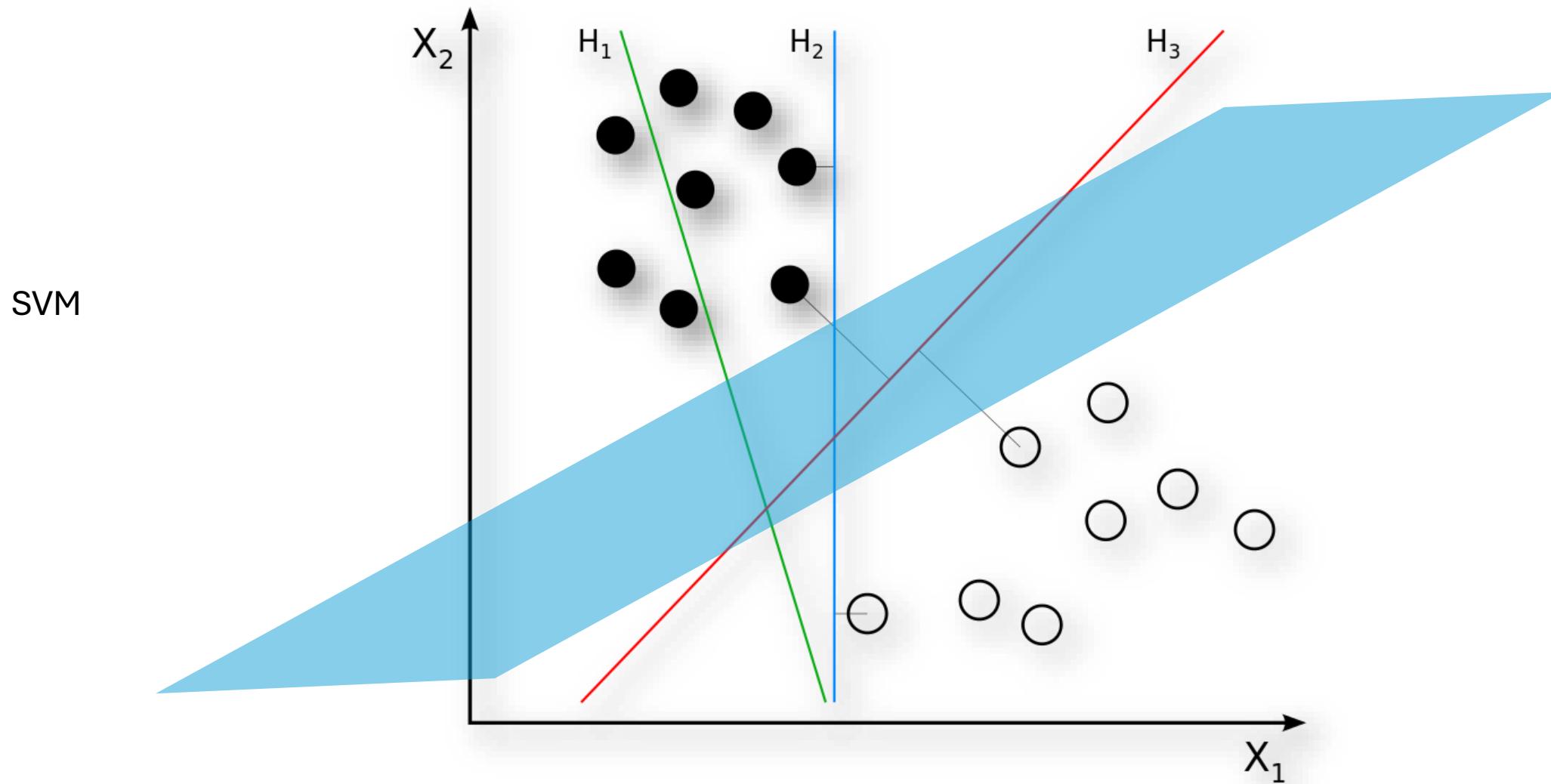
optimize the coefficients  
[ $m_1 + m_2 + \dots + m_n$ ] to reduce loss.

@DASANI\_DECODED

# Classificação



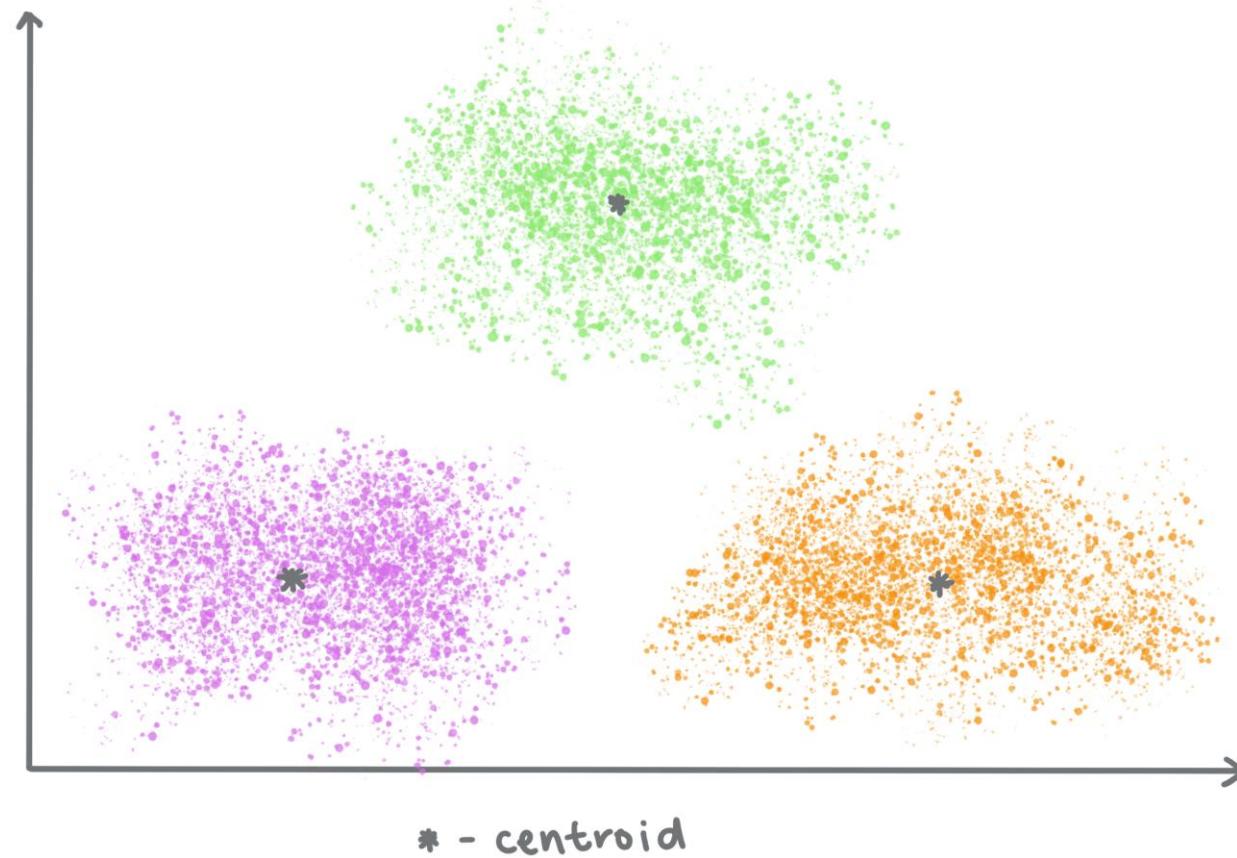
<https://github.com/microsoft/ML-For-Beginners/blob/main/4-Classification/3-Classifiers-2/images/svm.png>



# Clusterização

# CENTROID CLUSTERING

K-means



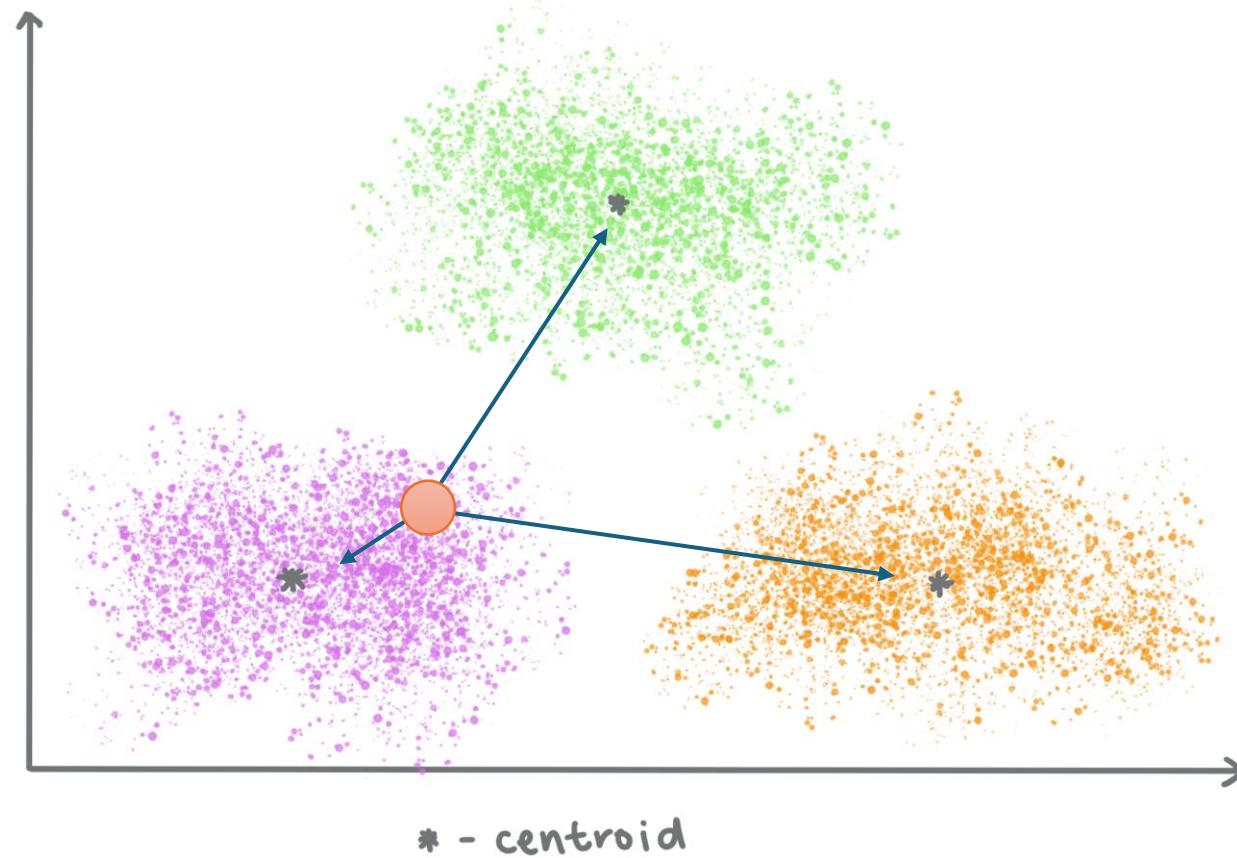
@DASANI\_DECODED

<https://github.com/microsoft/ML-For-Beginners/blob/main/translations/br/5-Clustering/1-Visualize/README.md>

[https://x.com/dasani\\_decoded](https://x.com/dasani_decoded)

# CENTROID CLUSTERING

K-means



@DASANI\_DECODED

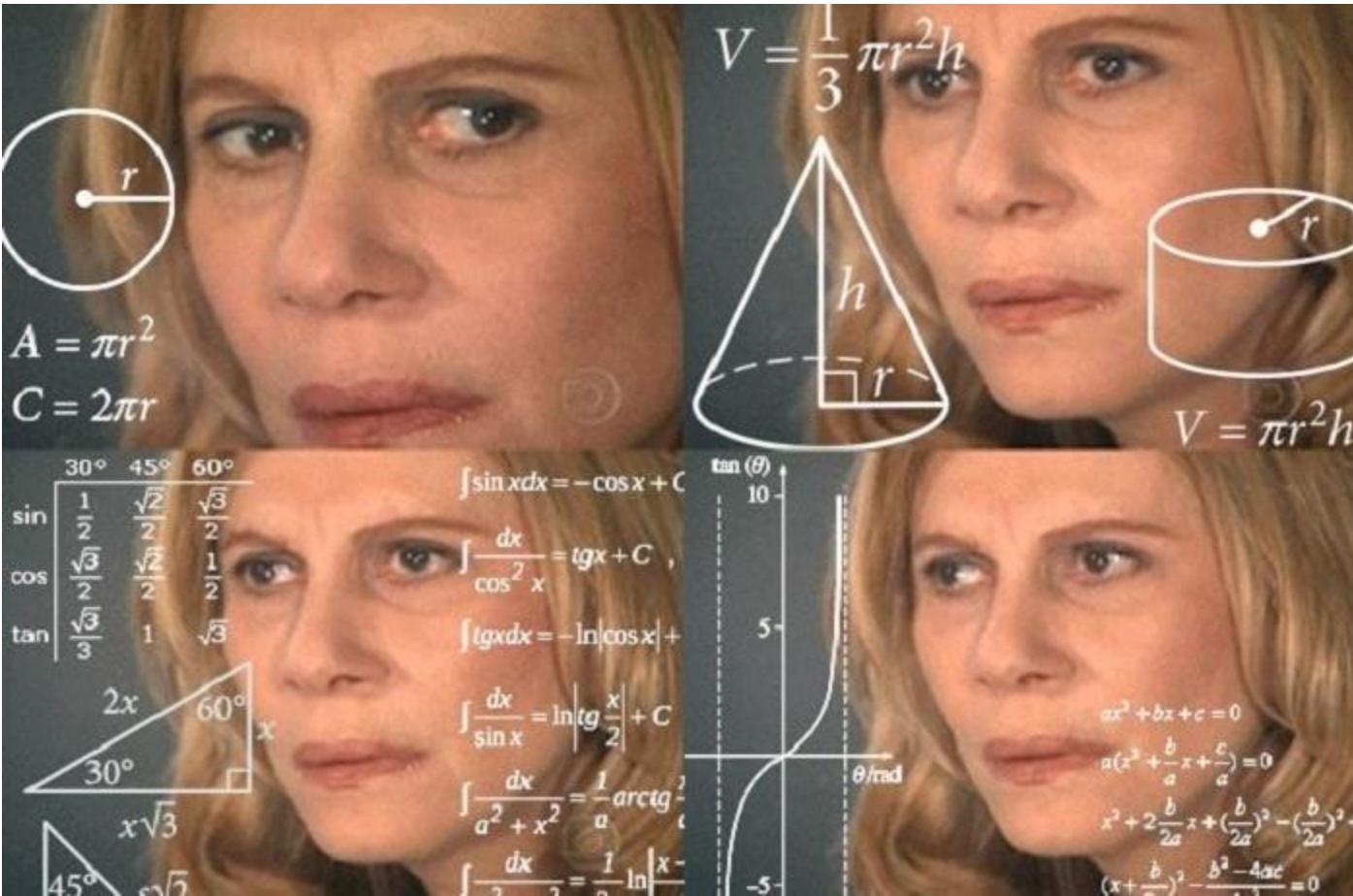
<https://github.com/microsoft/ML-For-Beginners/blob/main/translations/br/5-Clustering/1-Visualize/README.md>

[https://x.com/dasani\\_decoded](https://x.com/dasani_decoded)

**É tudo número?**

Textos que uso na escola?

E meu GPT que  
disse que quer  
namorar comigo?



Meu aspirador robô  
que me reconhece?

E isso aqui?

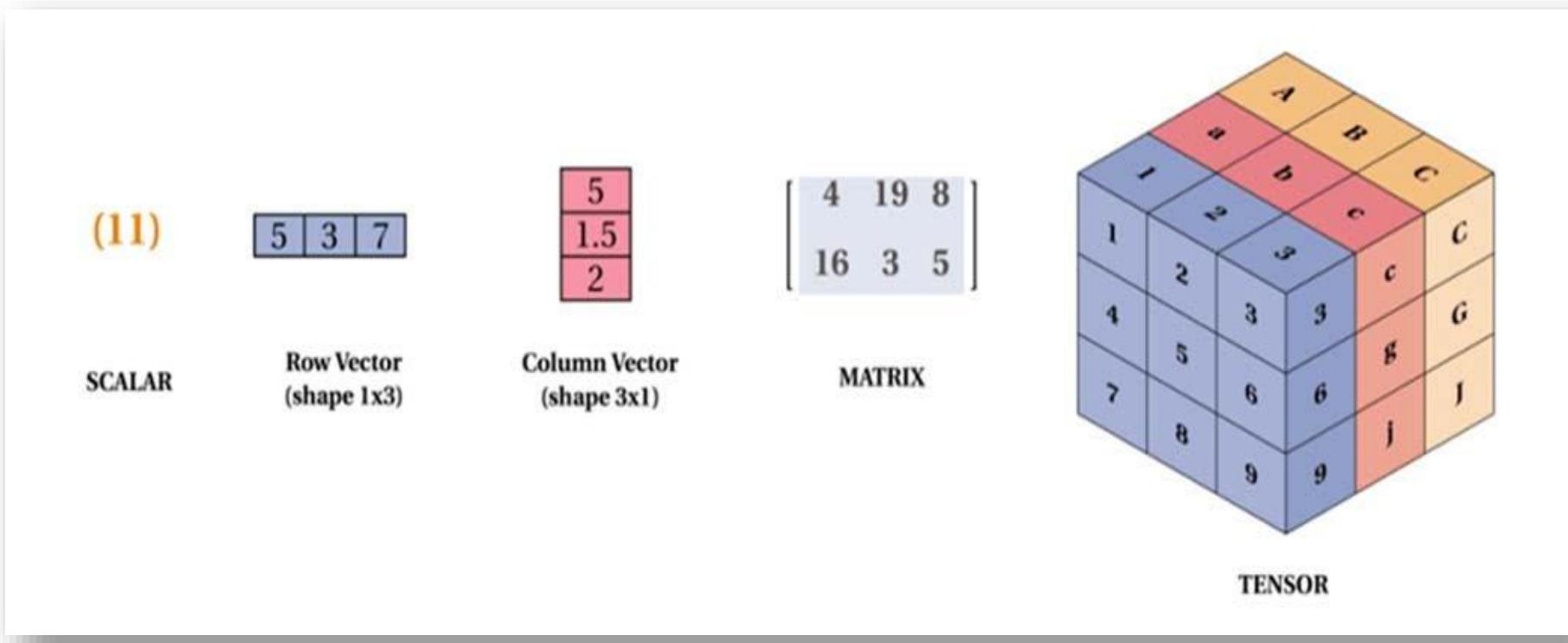
Ou isso?

**É tudo número?**

Sim

Matriz?

$$f(x) = y$$

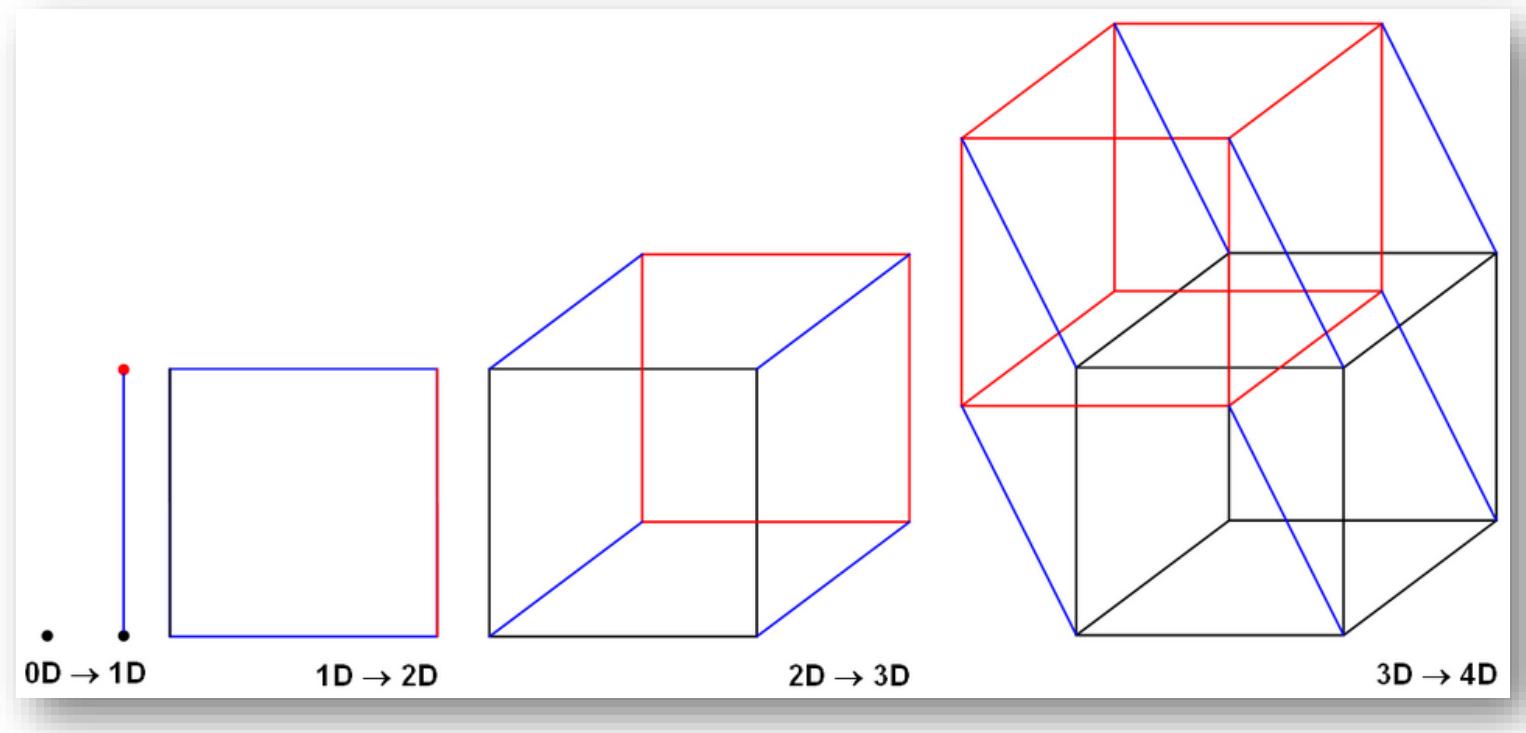


<https://medium.com/@fathahka/scalar-vector-matrix-tensor-in-linear-algr-f1bc673fa4eb>

Espaço?

$$f(x) = y$$

?



$$v = (x_1, x_2, x_3, x_4)$$



$$\mathbb{R}^4 = \{(x_1, x_2, x_3, x_4) \mid x_i \in \mathbb{R}\}$$

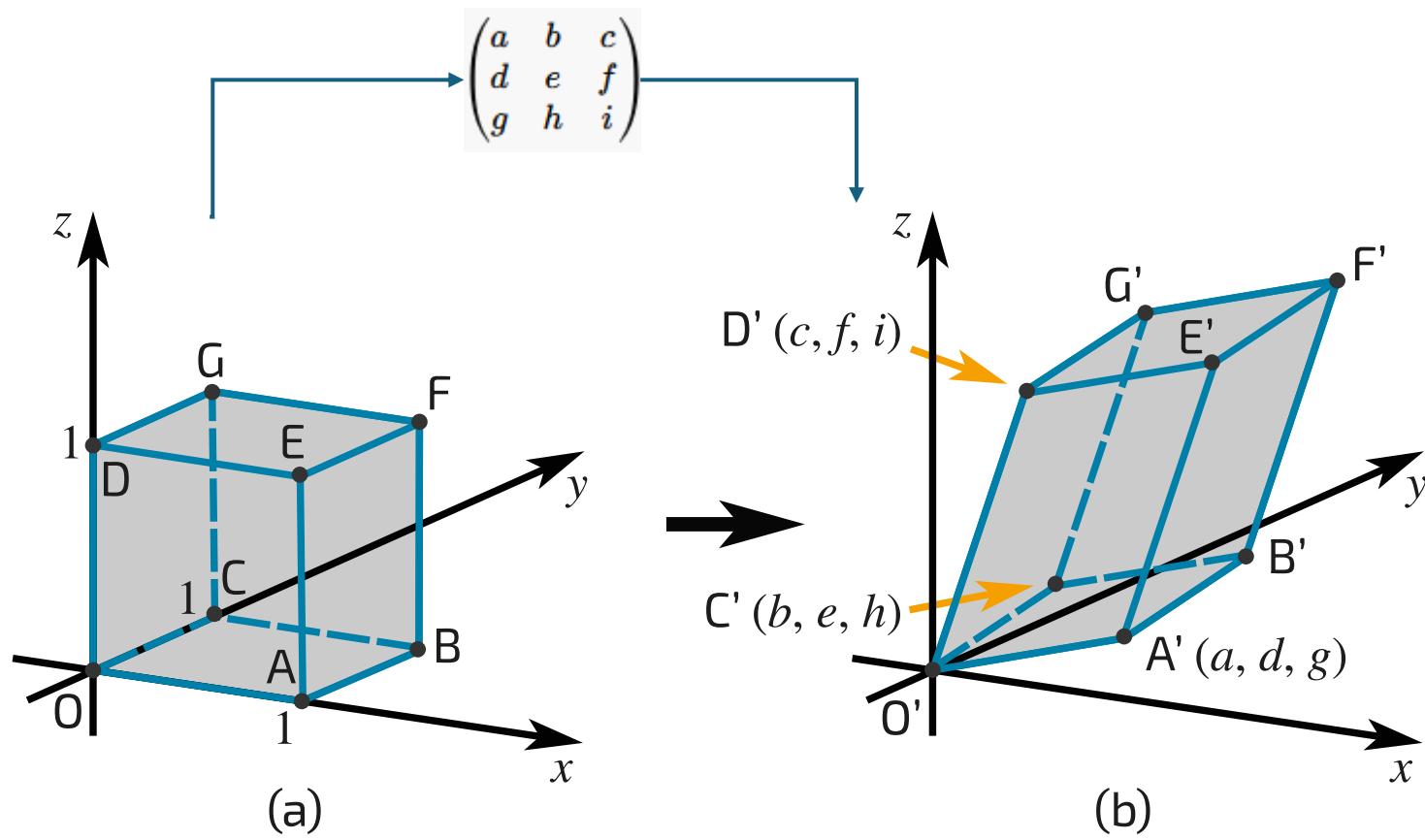


$$\begin{bmatrix} 5 \\ -2 \\ 0.7 \\ 11 \end{bmatrix}$$

<https://commons.wikimedia.org/wiki/File:Hypercube-construction-4d.png>

Transformação?

$$f(x) = y$$



$$v = (x_1, x_2, x_3, x_4)$$

$$\mathbb{R}^4 = \{(x_1, x_2, x_3, x_4) \mid x_i \in \mathbb{R}\}$$

$$\begin{bmatrix} 5 \\ -2 \\ 0.7 \\ 11 \end{bmatrix}$$

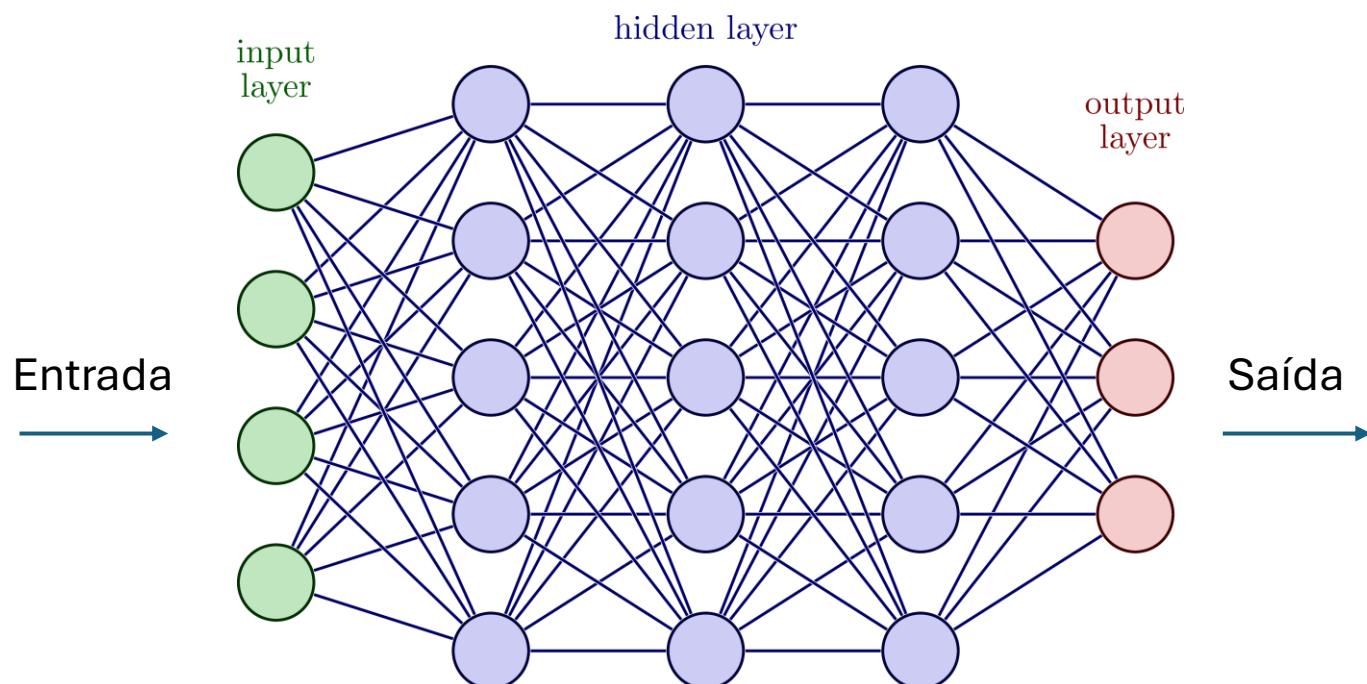
Rede neural?

$$f(x) = y$$

$$T : V \rightarrow W$$

$$T(u + v) = T(u) + T(v)$$

$$T(\alpha v) = \alpha T(v)$$



Uma rede neural é uma composição de várias transformações afins (Álgebra Linear) combinadas com funções não lineares

[https://tikz.net/neural\\_networks/](https://tikz.net/neural_networks/)

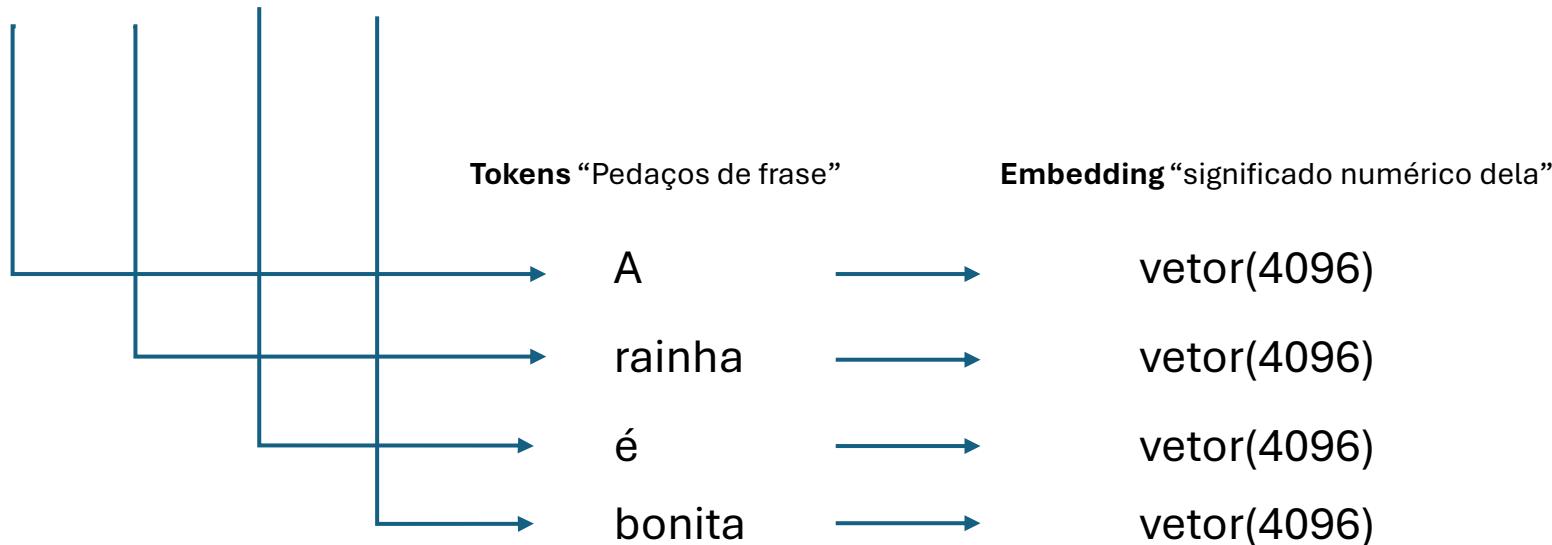
$$f(x) = Wx + b$$

$$y = \sigma(Wx + b)$$

Textinho?

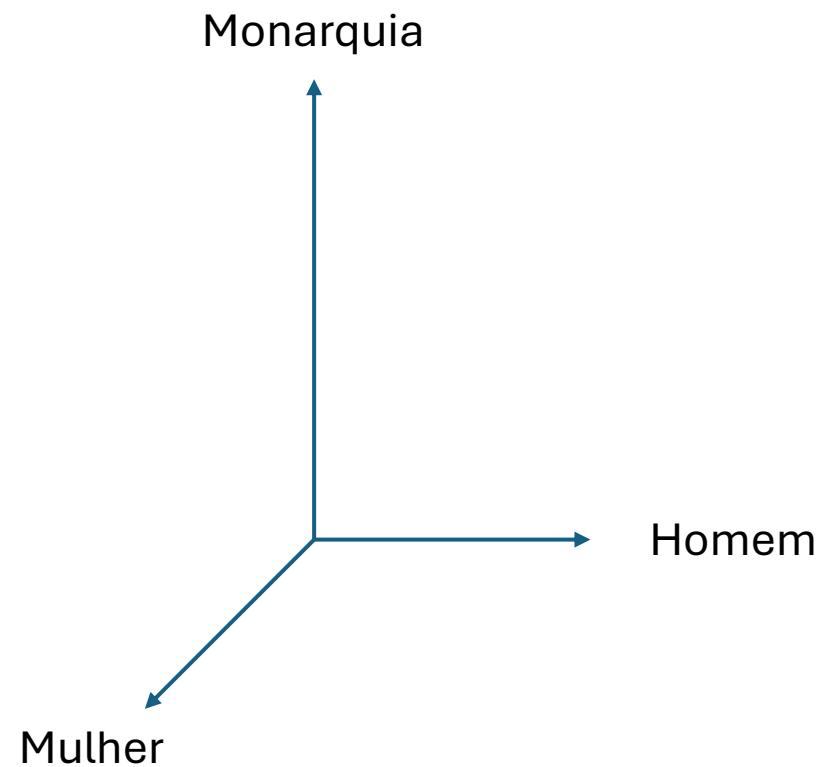
# E meus textinhos?

A **rainha** é bonita



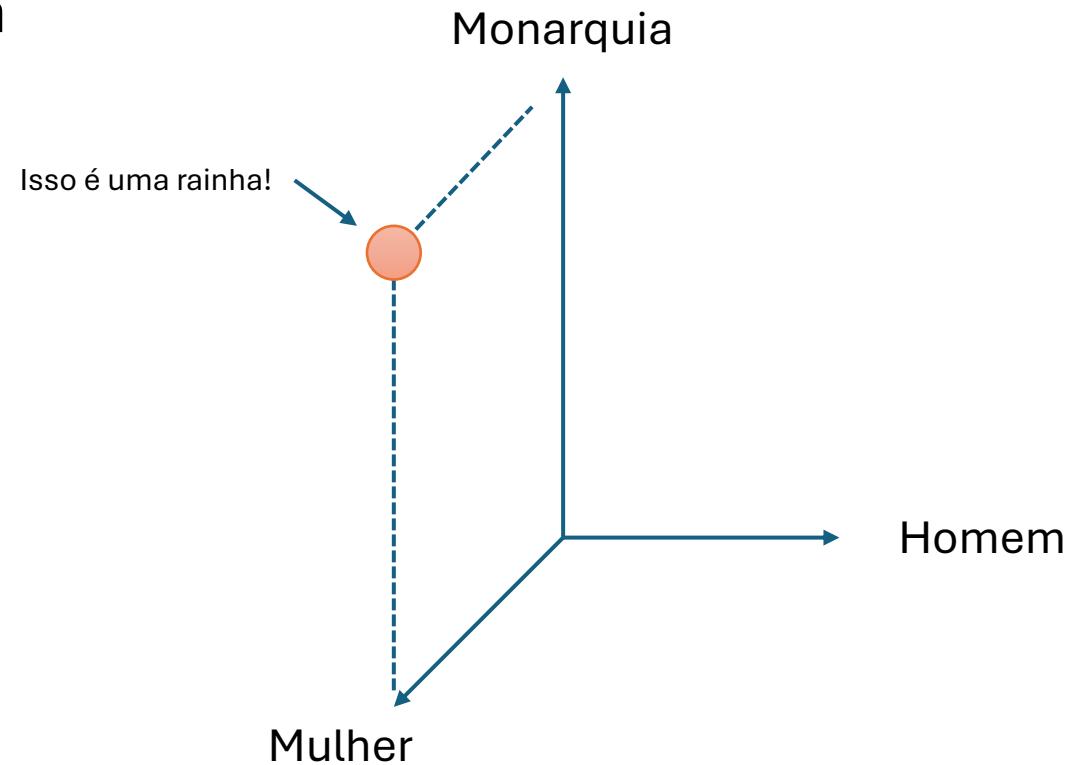
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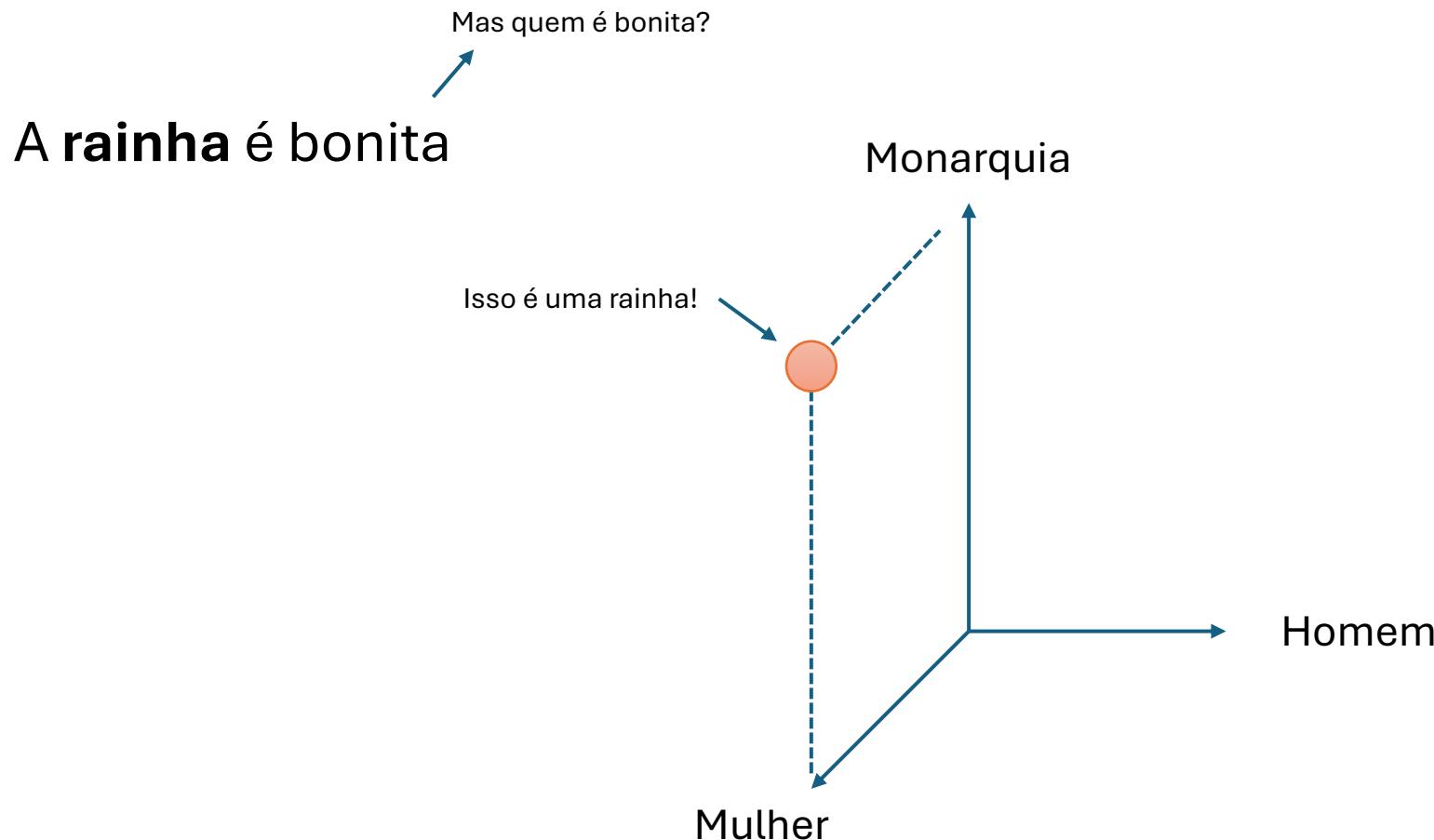


# E meus textinhos?

A **rainha** é bonita



# E meus textinhos?



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## Attention Is All You Need

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### Abstract

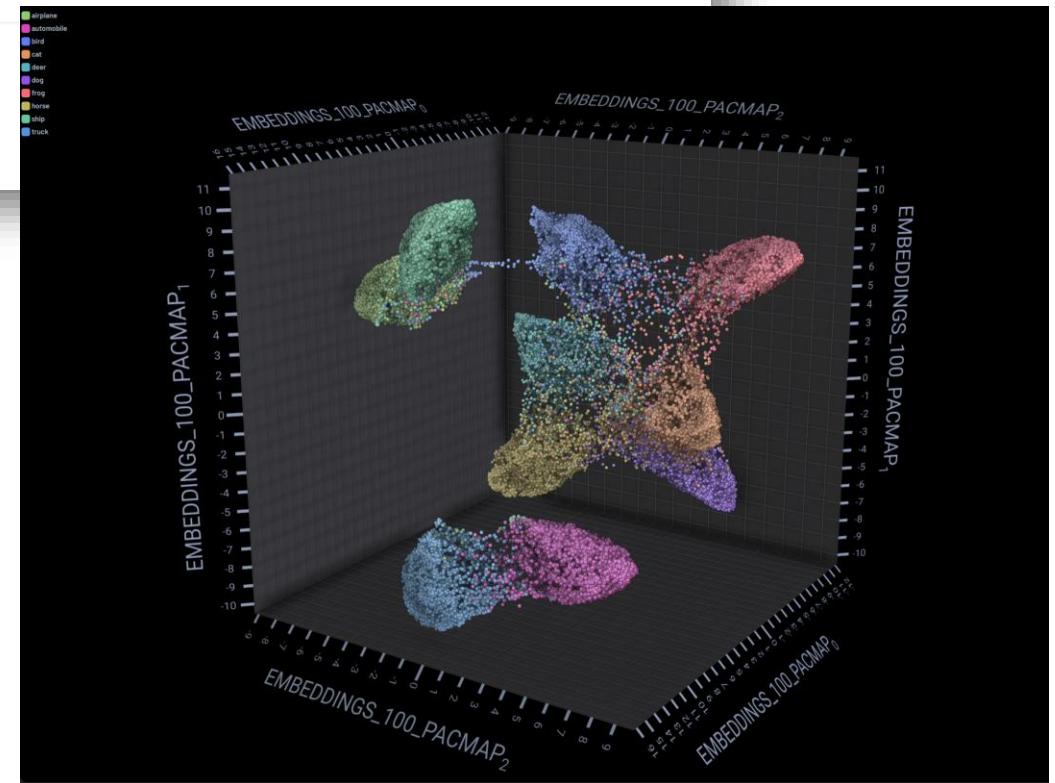
The dominant sequence transduction models are based on complex recurrent or convolutional neural networks that include an encoder and a decoder. The best performing models also connect the encoder and decoder through an attention mechanism. We propose a new simple network architecture, the Transformer, 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 English-to-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 41.8 after training for 3.5 days on eight GPUs, a small fraction of the training costs of the best models from the literature. We show that the Transformer generalizes well to other tasks by applying it successfully to English constituency parsing both with large and limited training data.

# E meus textinhos?

GPT-3.5 Turbo	2022	4096	100k	~6–20B (estimado)
GPT-4 (base)	2023	~12k (estimado)	>100k	~200B+ (estimado)
GPT-4 Turbo / GPT-4.1	2024	não divulgado, estimado 8k–10k	>100k	não divulgado, estimado >100B

# E meus textinhos?

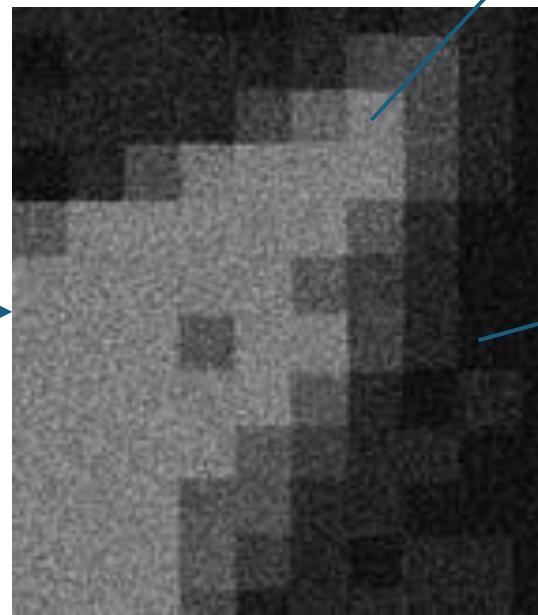
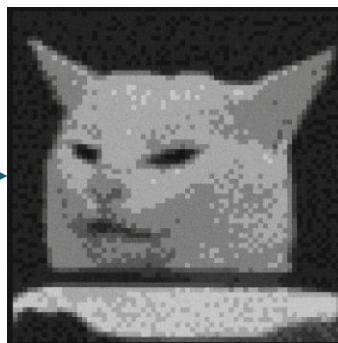
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<https://docs.3lc.ai/3lc/latest/user-guide/python-package/embeddings.html>

Gatinho?

# E meus gatinhos?



0.99

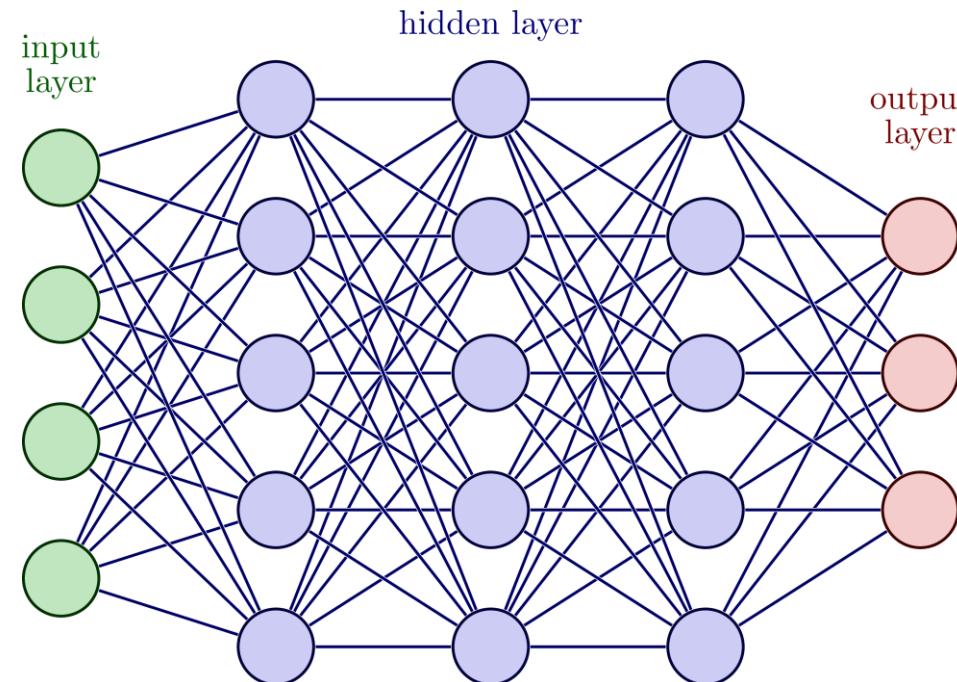
0.01

**ResNet50**

3 canais (Red, Green, Blue)  
 $224 \times 224$  pixels

[0.73, 0.41, 0.88, 0.56, 0.92, 0.37, 0.64, 0.29, 0.77, 0.53, 0.18, 0.94, ...]

# E meus gatinhos?



[0.73, 0.41, 0.88, 0.56, 0.92, 0.37, 0.64, 0.29, 0.77, 0.53, 0.18, 0.94, ...]



[https://tikz.net/neural\\_networks/](https://tikz.net/neural_networks/)

# E meus gatinhos?

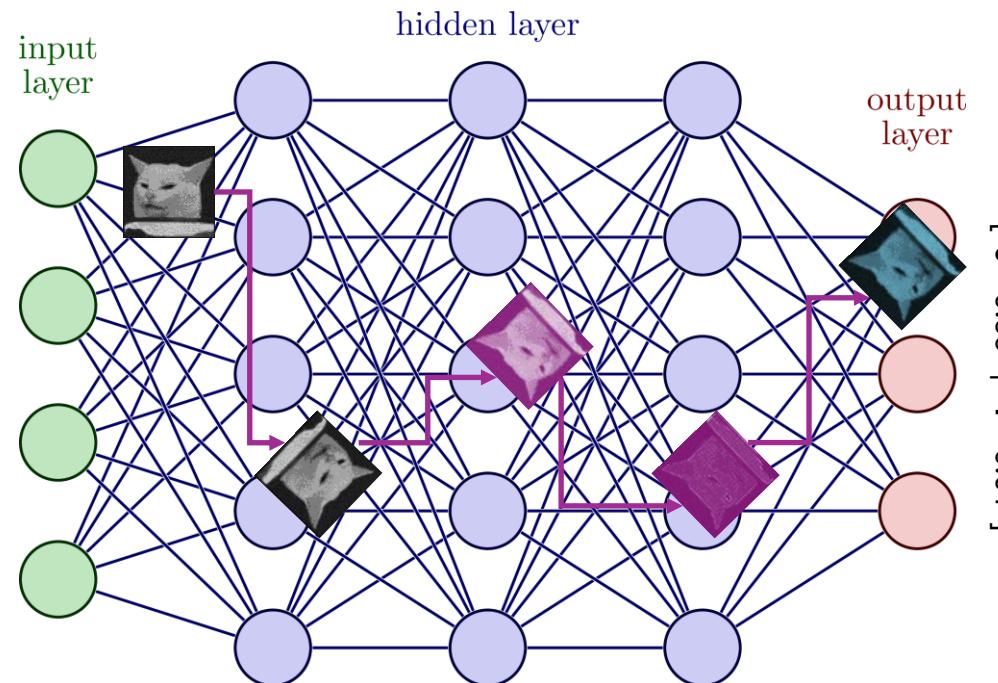


0



1

[0.73, 0.41, 0.88, 0.56, 0.92, 0.37, 0.64, 0.29, 0.77, 0.53, 0.18, 0.94, ...]



[https://tikz.net/neural\\_networks/](https://tikz.net/neural_networks/)

[ 0 = 0.99 | 1 = 0.01 ]

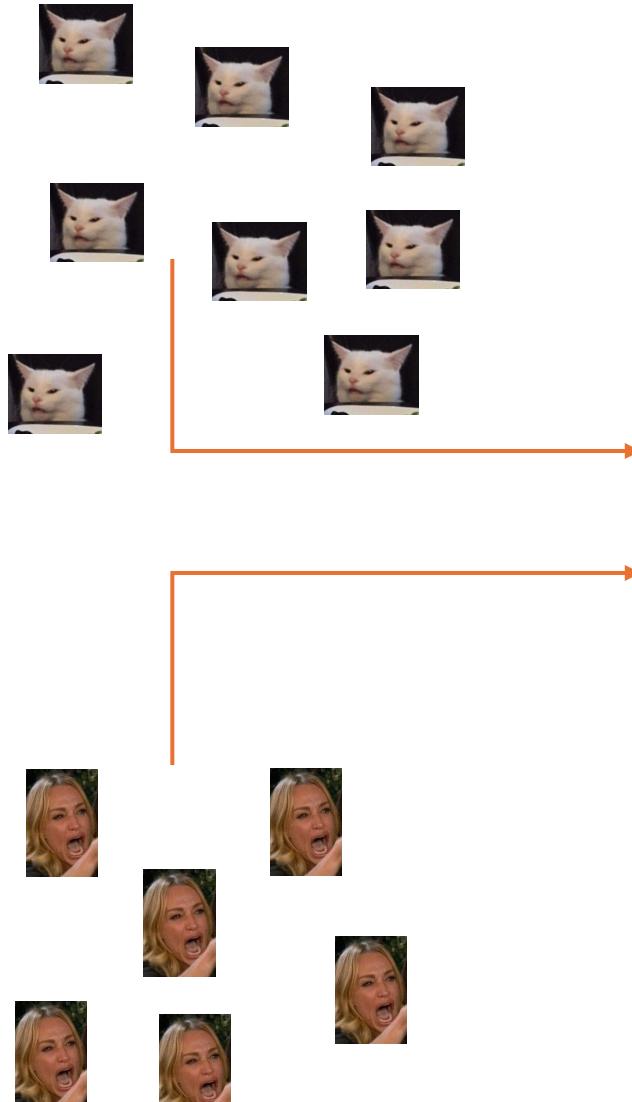
Isso é um gato!

Probabilidade de ser 0 = 0.99%

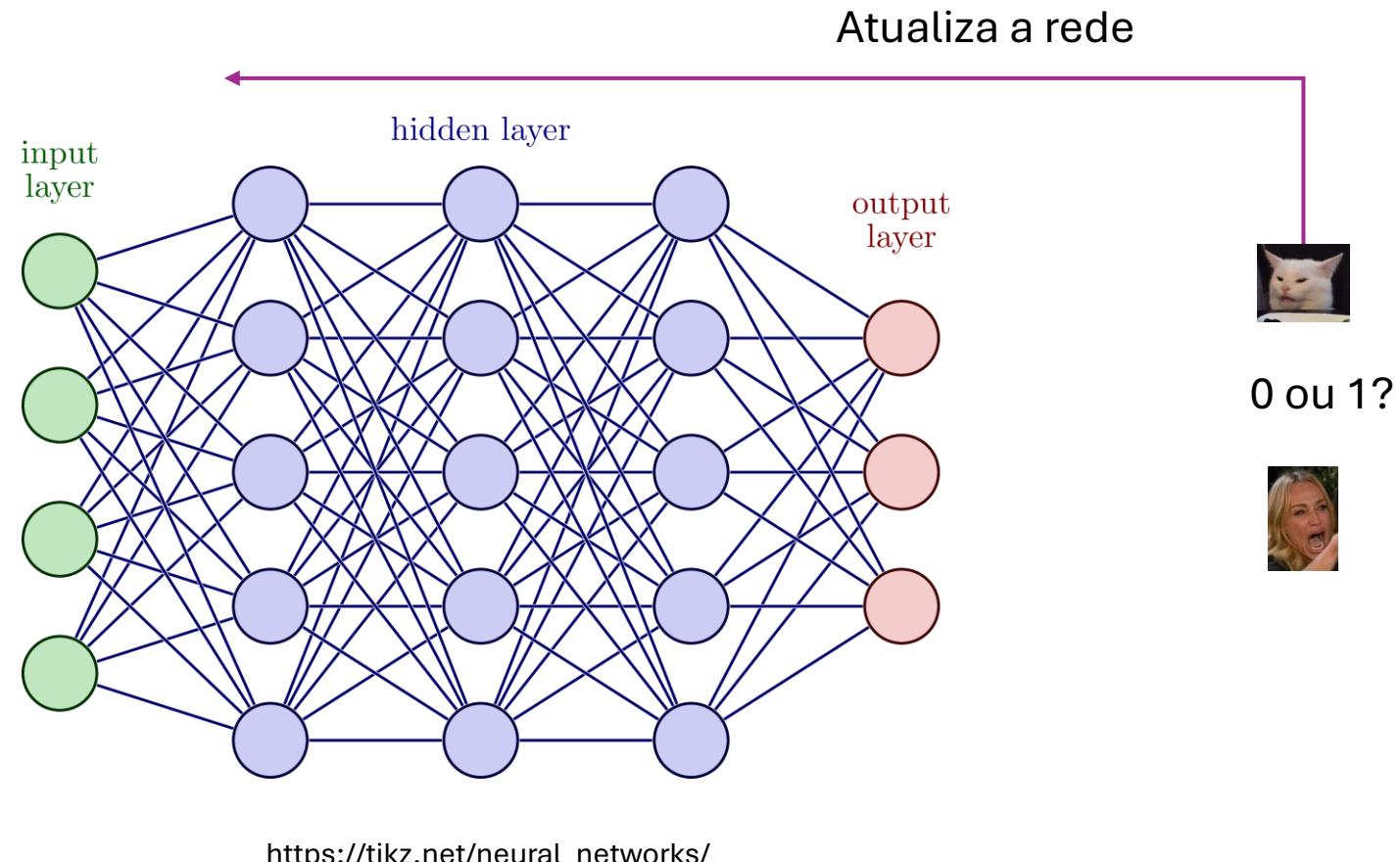
Probabilidade de ser 1 = 0.01%

Aqui é tudo 0

# E meus gatinhos?

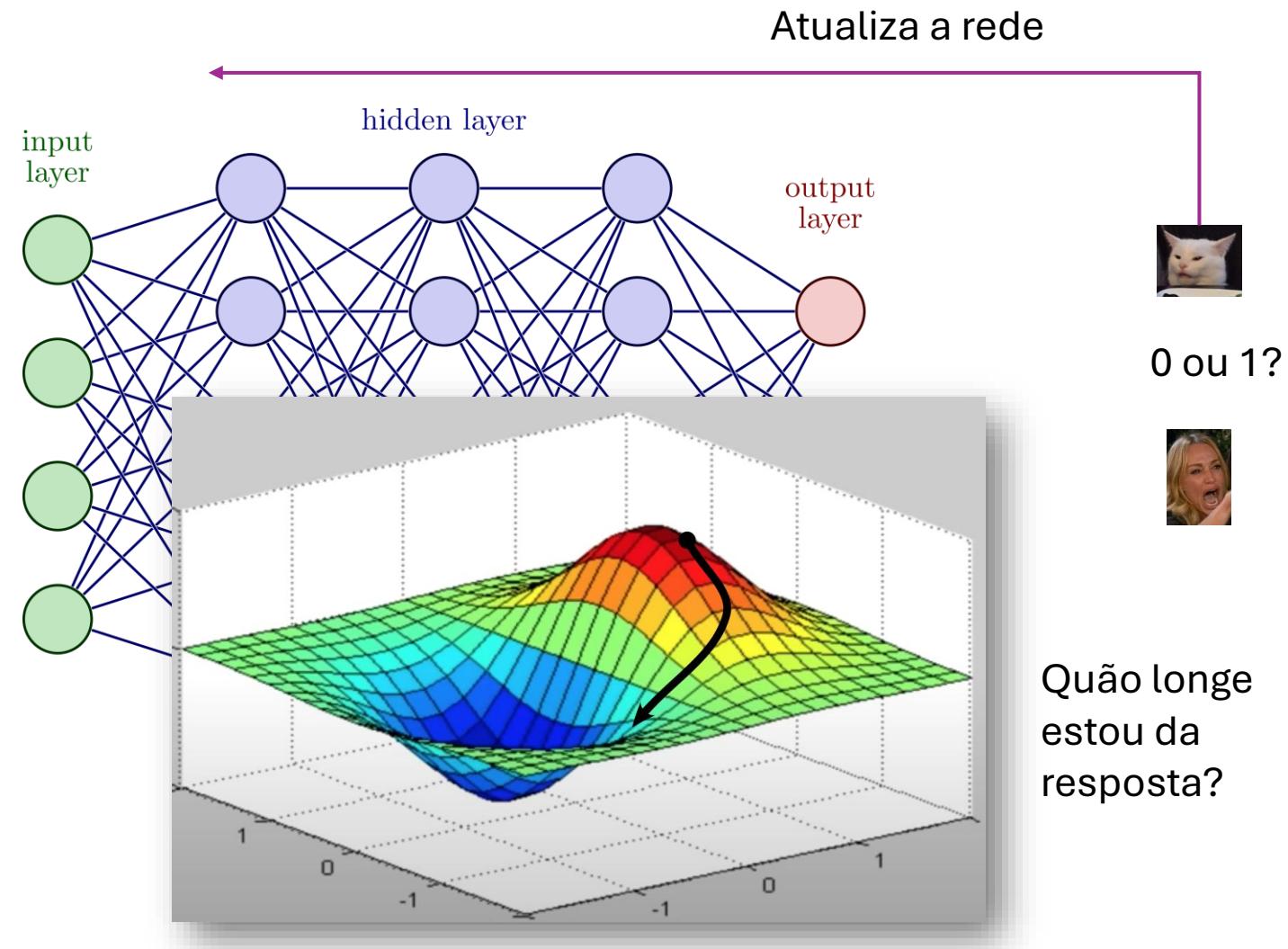
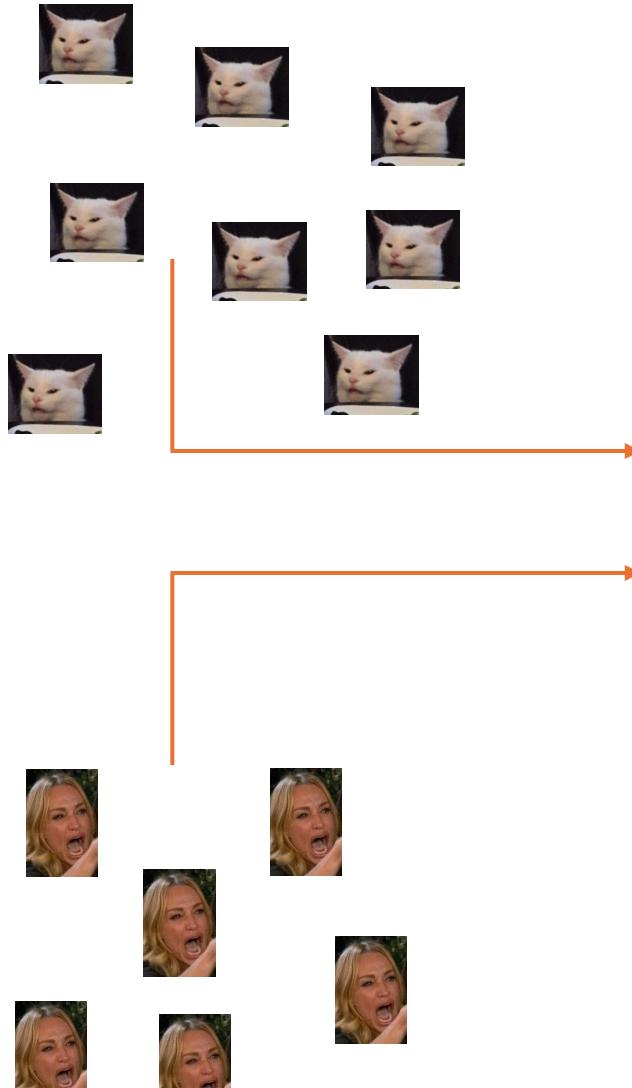


Aqui é tudo 1



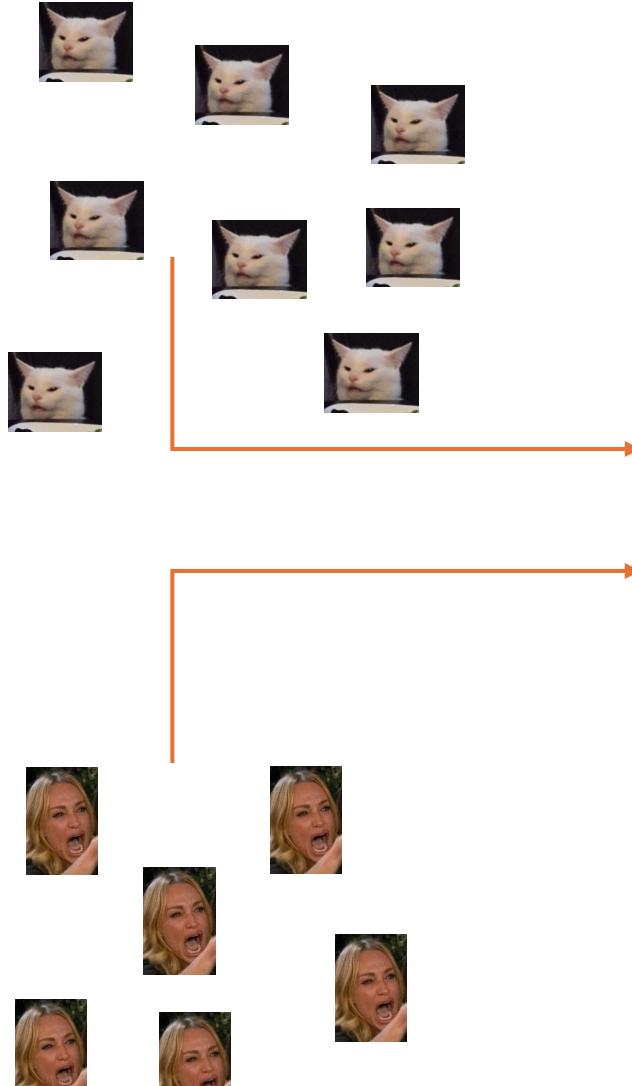
Aqui é tudo 0

# E meus gatinhos?

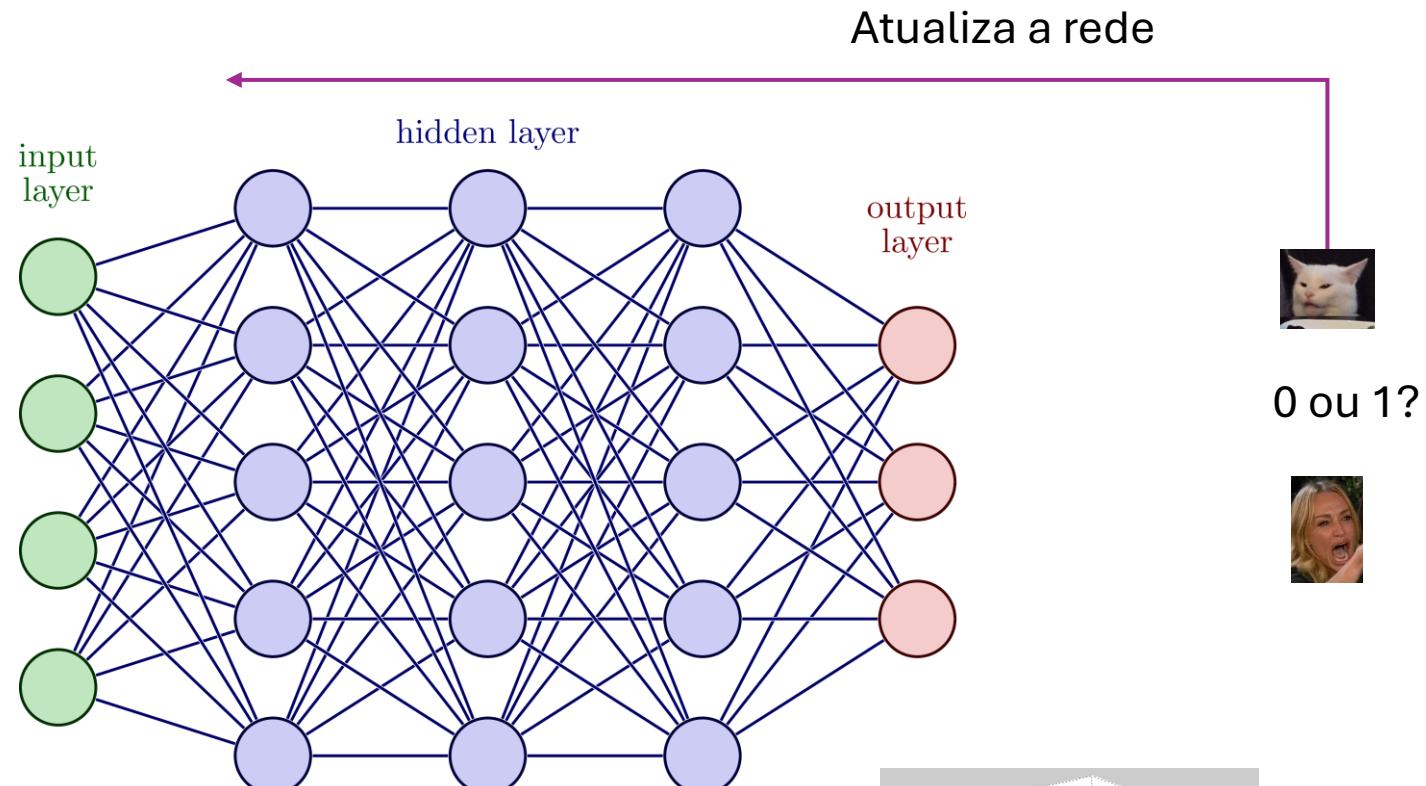


Aqui é tudo 0

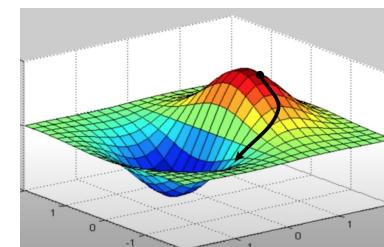
# E meus gatinhos?



Aqui é tudo 1



<https://mriquestions.com/back-propagation.html>



# CALC III

Greens' Theorem

$$\iint_D \left( \frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y} \right) dx dy = \oint_C P dx + Q dy$$

$$\iint_D \left( \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} \right) dx dy = \oint_C P dy - Q dx$$

Curl

$$\nabla \times \vec{F} = \left( \frac{\partial R}{\partial y}, \frac{\partial Q}{\partial z}, \frac{\partial P}{\partial x}, \frac{\partial R}{\partial x}, \frac{\partial Q}{\partial y}, \frac{\partial P}{\partial z} \right)$$

Laplacian

$$\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$$

Gradient

$$\nabla f = \left( \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$

Stokes' Theorem

$$\iint_S (\nabla \times \vec{F}) \cdot \hat{n} dS = \oint_C \vec{F} \cdot d\vec{r}$$

Divergence

$$\nabla \cdot \vec{F} = \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} + \frac{\partial R}{\partial z}$$

Generalized Stokes' Theorem

$$\int_M d\omega = \int_{\partial M} \omega$$

Gauss' Theorem

$$\iiint_V \nabla \cdot \vec{F} dV = \iint_S \vec{F} \cdot \hat{n} dS$$

Parametric Surface Formula

$$A = \iint_S \|\vec{r}_u \times \vec{r}_v\| dS$$

# CALC III

Greens' Theorem

$$\iint_D \left( \frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y} \right) dx dy = \oint_C P dx + Q dy$$

$$\iint_D \left( \frac{\partial P}{\partial x} + \frac{\partial Q}{\partial y} \right) dx dy = \oint_C P dy - Q dx$$

Curl

$$\nabla \times \vec{F} = \left( \frac{\partial R}{\partial y}, \frac{\partial Q}{\partial z}, \frac{\partial P}{\partial x}, \frac{\partial R}{\partial x}, \frac{\partial Q}{\partial y}, \frac{\partial P}{\partial z} \right)$$

Laplacian

$$\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2} + \frac{\partial^2 f}{\partial z^2}$$

Gradient

$$\nabla f = \left( \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z} \right)$$

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Gauss' Theorem

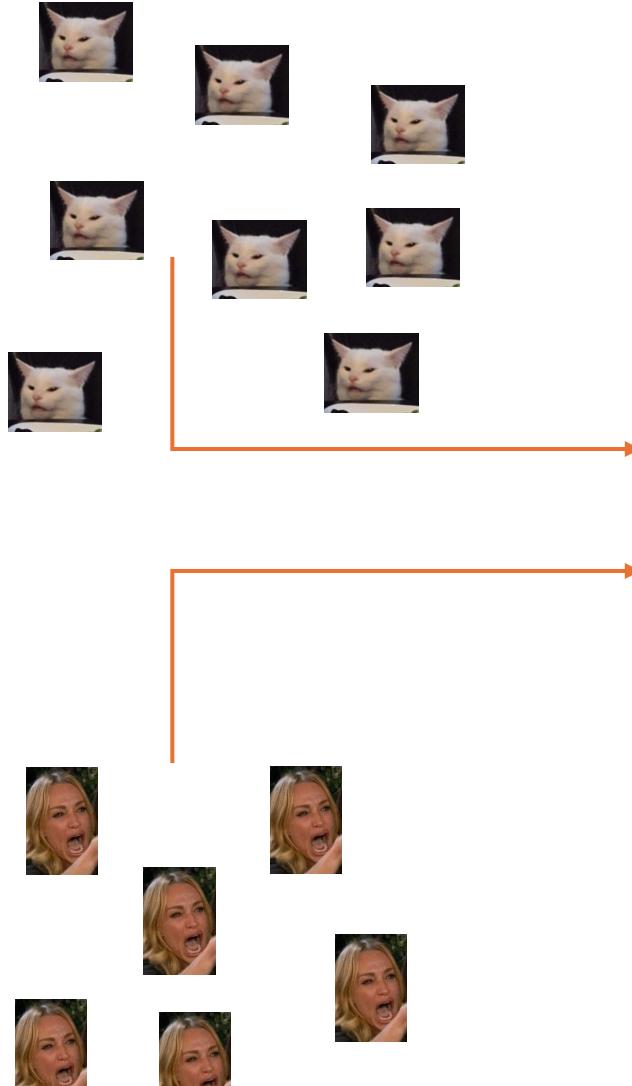
$$\iiint_V \nabla \cdot \vec{F} dV = \iint_S \vec{F} \cdot \hat{n} dS$$

Parametric Surface Formula

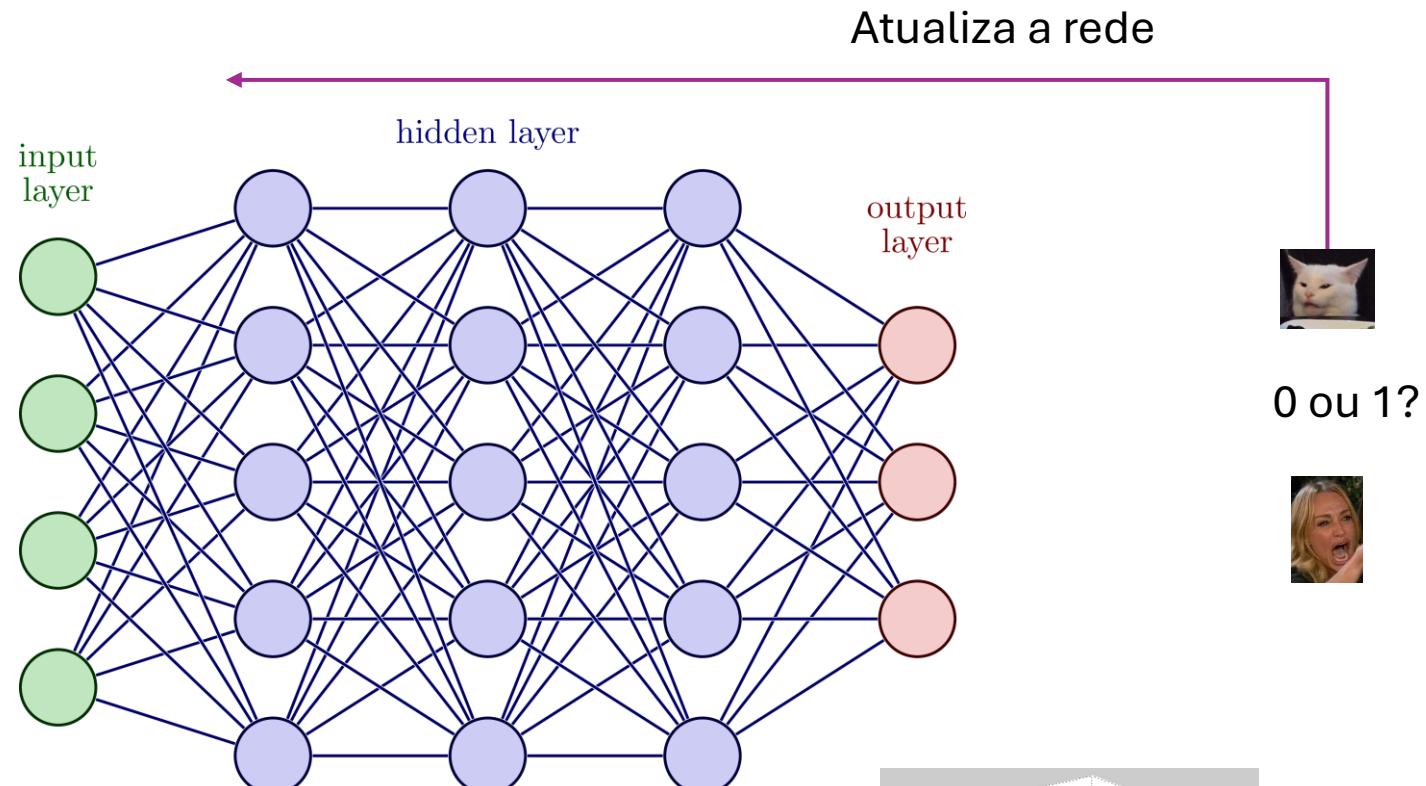
$$A = \iint_S \|\vec{r}_u \times \vec{r}_v\| dS$$

Aqui é tudo 0

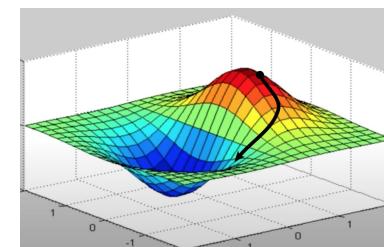
# E meus gatinhos?



Aqui é tudo 1

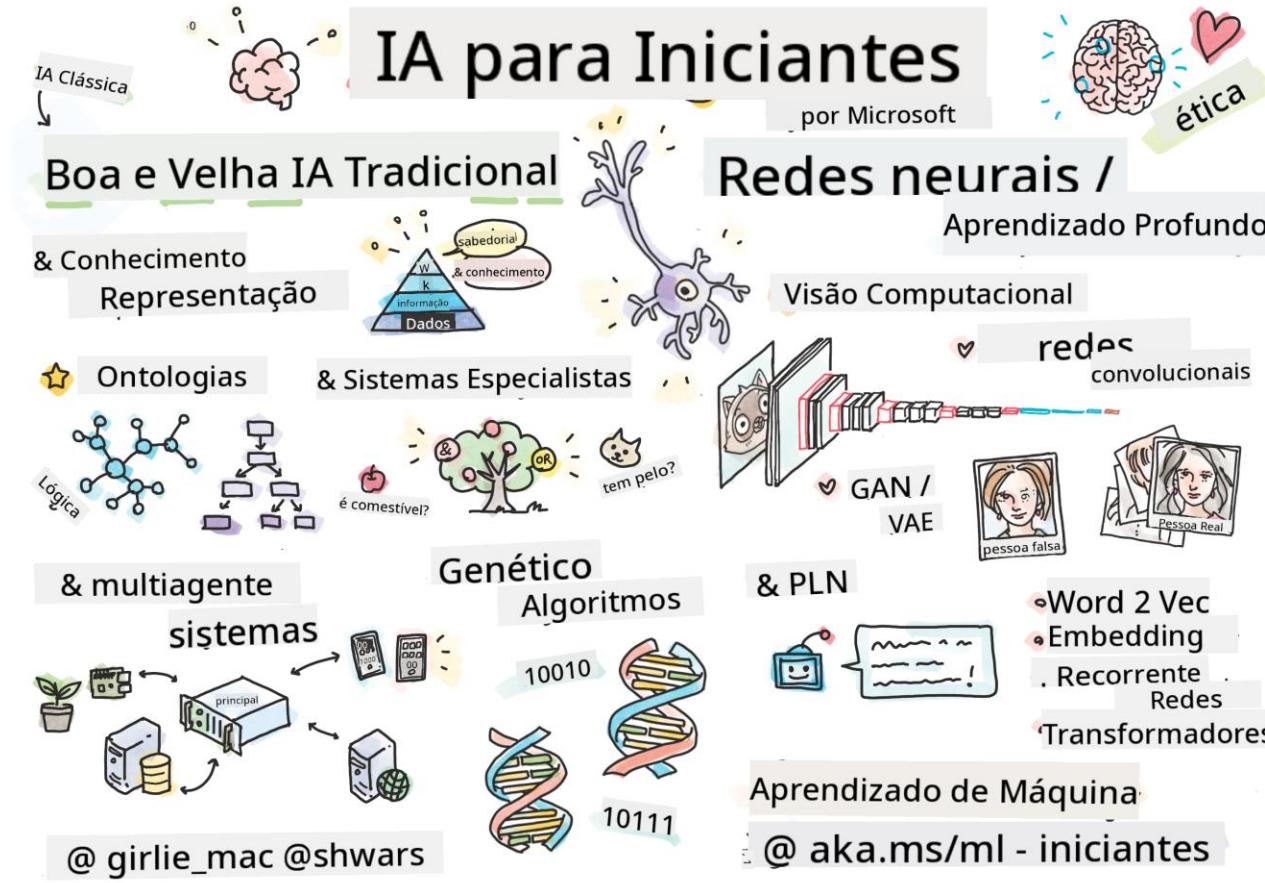


<https://mriquestions.com/back-propagation.html>



**É tudo número?**

Sim



<https://github.com/microsoft/AI-For-Beginners>

<https://github.com/microsoft/AI-For-Beginners/blob/main/translations/br/README.md>



<https://github.com/microsoft/Data-Science-For-Beginners>

<https://github.com/microsoft/Data-Science-For-Beginners/blob/main/translations/br/README.md>

**Version 2**

# AI Agents

For Beginners

Intro to Agents

Agentic RAG

Metacognition

Agentic Memory

Agentic Frameworks

Trustworthy Agents

Production Agents

Agent Evals

Design Patterns

Planning Design

Agentic Protocols

Computer Use

Tool Use

Multi-Agents

Context Engineering

Agent Deployment

Local Agents

Secure Agents

**aka.ms/ai-agents-beginners**



<https://github.com/microsoft/ai-agents-for-beginners>

<https://github.com/microsoft/ai-agents-for-beginners/blob/main/translations/br/README.md>

# Aprenda Machine Learning - Um Currículo

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💡  Viaje pelo mundo enquanto exploramos Machine Learning por meio de culturas globais 

Os Cloud Advocates da Microsoft têm o prazer de oferecer um currículo de 12 semanas e 26 lições sobre **Machine Learning**. Neste currículo, você aprenderá sobre o que às vezes é chamado de **machine learning clássico**, utilizando principalmente a biblioteca Scikit-learn e evitando aprendizado profundo, que é abordado em nosso [currículo de IA para Iniciantes](#). Combine essas lições com nosso currículo '[Ciência de Dados para Iniciantes](#)', também!

Viaje conosco pelo mundo enquanto aplicamos essas técnicas clássicas a dados de várias regiões do mundo. Cada lição inclui questionários antes e depois da aula, instruções escritas para completar a lição, uma solução, uma tarefa e muito mais. Nossa pedagogia baseada em projetos permite que você aprenda enquanto constrói, uma maneira comprovada de fixar novas habilidades.

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<https://github.com/microsoft/ML-For-Beginners/>

<https://github.com/microsoft/ML-For-Beginners/blob/main/translations/br/README.md>



[github.com/lnncrs](https://github.com/lnncrs)