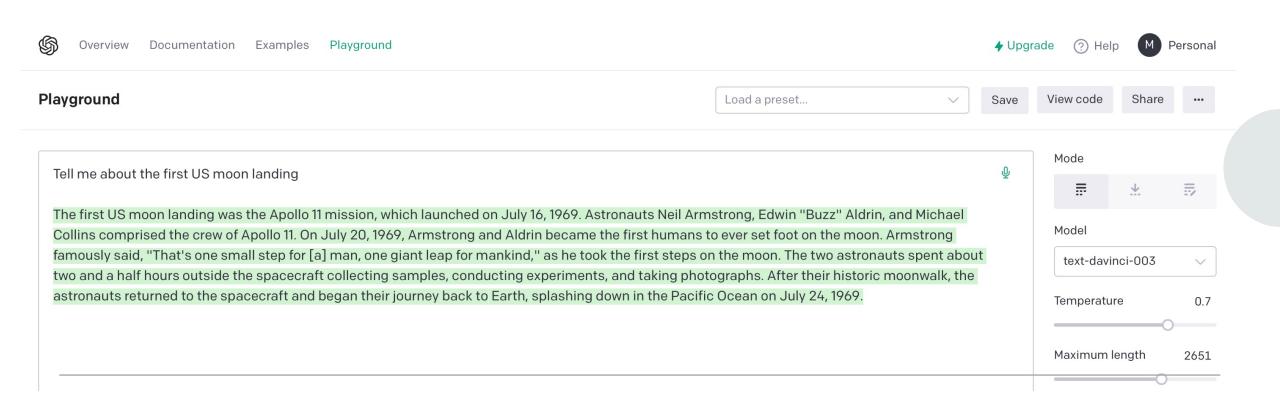


# **Generative AI Tools**

First ideas and experiences Michael A. Heroux

# What are Generative Al Tools?

- Produce content by
  - Accepting an input prompt
  - Producing human-like output in response to the prompt
- Example:
  - Prompt: Tell me about the first US moon landing
  - https://beta.openai.com

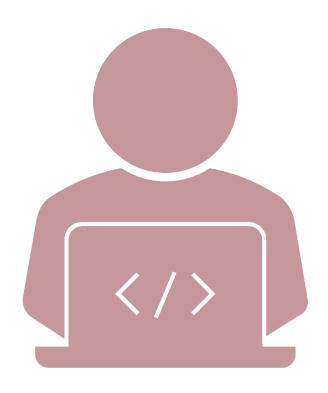


## **Tools I have used**

- OpenAl: Company producing most-used tools
  - GitHub Copilot:
    - Have been tracking since Dec 2021
    - Based on Codex: special OpenAl model for programming
    - Available as a plugin for VSCode (how I use it)
  - OpenAl Playground:
    - Like ChatGPT with more flexible, complicated API (to GPT3)
    - Less known, more available
  - ChatGPT:
    - Latest API (to GPT3.5)
    - Raised broad awareness.
- Not tried: Jasper (also based on GPT3), Code Whisperer (Amazon)

# Some ways to think about these tools

- College roommate English major who lives to help you with your writing assignments
- Programmer to produce code, scripts, templates as starting point for you to consider
- Administrative assistant to help with detailed content formatting tasks
- Elaborate auto-complete feature
- An on-demand intelligence



# **English major roommate**

- Authoring
  - Brainstorm topics
  - Generate outline
  - Recursively provide more detail
- Assessment
  - Request Al review of content
- Improvement
  - Steel-manning other perspectives
  - Refine content understandable by a novice, TL;DR, etc.

# What does it mean to be the author?

- Student essay due by midnight:
  - Written with copy-and-paste and "lite" editing after dinner
  - Is the student the author?
- Definition of author here:
  - Ability to explain, defend, and elaborate on written content?
  - True novelty seems unlikely
- How to assess knowledge:
  - Assessing quality of writing OK but not content knowledge
  - Assessment via dialogue seems essential

# **Skills impact**

- Low-level skills replaced by tools
  - Programming:
    - Syntax, formatting
    - Programming standards
    - Using APIs
- What to produce and how it's designed are relatively more important

## **Trends**

- Soft skills become relatively more important
  - Understanding the individual, teams, communities become more important that technical skills
- Domain knowledge relatively more important
  - What to produce Requirements
- Design become more important & easier
  - Rapid prototyping easier
- Al tools won't replace people
  - People who use AI tools will replace those who don't

### https://beta.openai.com/playground

Bootstrapping a scripting tool – Step 1: Ask for advice

What is a good way to extract metadata from a GitHub repo?

The best way to extract metadata from a GitHub repo is to use the GitHub API. It provides a range of endpoints that allow you to access information about the repo, such as the number of commits, pull requests, releases, and other metadata. You can also use the GitHub GraphQL API to query more specific information.

#### Write a script to extract basic activity information from the Trilinos GitHub repo

```
#!/usr/bin/env python3
import requests
# Enter your GitHub personal access token here
token = '<YOUR TOKEN HERE>'
# The GitHub repository to guery
repo = 'trilinos/Trilinos'
# Get the list of commits
url = f'https://api.github.com/repos/{repo}/commits'
headers = {'Authorization': f'token {token}'}
response = requests.get(url, headers=headers).json()
# Print the commit count
print(f'Commit count: {len(response)}')
# Get the list of pull requests
url = f'https://api.github.com/repos/{repo}/pulls'
headers = {'Authorization': f'token {token}'}
response = requests.get(url, headers=headers).json()
# Print the pull request count
print(f'Pull request count: {len(response)}')
# Get the list of releases
url = f'https://api.github.com/repos/{repo}/releases'
headers = {'Authorization': f'token {token}'}
response = requests.get(url, headers=headers).json()
# Print the release count
print(f'Release count: {len(response)}')
```

## https://beta.openai.com/playground Step 2: Generate script

## https://beta.openai.com/playground Step 3: Learn about token

How do I determine my github personal access token?

To generate a GitHub personal access token, you must first log in to your GitHub account. Once logged in, go to your Settings page, select "Developer settings" from the left sidebar, and then "Personal access tokens". On the next page, click "Generate new token". You will then be prompted to give your token a name and select the scopes for which the token will be granted access. Once you have set your token's name and scopes, click "Generate token". Your token will then be displayed on the next page.

# https://beta.openai.com/playground

### Step 4: Experiment

Write a github API python script to list the contributors and number of commits to a github repo with user provided name

```
import requests
import json
# Get the user input
user input = input("Please enter the GitHub repo name: ")
# API call to get the list of contributors
url = "https://api.github.com/repos/{}/contributors".format(user input)
r = requests.qet(url)
# Parse the response
data = json.loads(r.text)
# Print the result
print("List of Contributors and Number of Commits to {}".format(user input))
for contributor in data:
    print("{}: {}".format(contributor['login'], contributor['contributions']))
```

```
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G Apple_ComputeWAXPBY_ref.cpp 9+, U
src > 🚭
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                                                                 Apple_ComputeWAXPE
       STC > 6 Intel ComputeWAXPRY cnn
          Apple_ComputeWAXF
          src >
                C Kokkos_ComputeWAXPBY.cpp 1, U ● C Apple_ComputeWAXPBY_ref.cpp 9+, U
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                 --- \ 6. Kaldes O-----talk/AVDDV -
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50
                 src > 🕒 Kokkos_ComputeWAXPBY.cpp > 😭 ComputeWAXPBY(const local_int_t, const double, const Ved
52
                        G Apple_ComputeWAXPBY_ref.cpp 9+, U X
G Intel_ComputeWAXPBY.cpp 9+, U ●
                                                                                            ComputeW
                        src > G Apple_ComputeWAXPBY_ref.cpp
 54
           10
                              int ComputeWAXPBY_ref(const local_int_t n, const double alpha, const Vector & x,
                          2
           11
                                  const double beta, const Vector & v, Vector & w)
           12
           13
                                assert(x.localLength>=n); // Test vector lengths
                                assert(y.localLength>=n);
                   10
                   11
                                const double * const xv = x.values;
                   12
                                const double * const yv = y.values;
                   13
                                double * const wv = w.values;
64
                         10
                         11
           20
                         12
                                if (alpha==1.0) {
 66
           21
                         13
                                  if (beta==1.0) {
 67
                   17
                         14
           23
                                   for (local_int_t i=0; i<n; i+=4) {</pre>
                                     __builtin_prefetch(&xv[i+16], 0, 0);
70
                         16
                   20
           25
                                     __builtin_prefetch(&yv[i+16], 0, 0);
                         17
71
                   21
                                     builtin_prefetch(&wv[i+16], 1, 1);
           27
                                     const vector double vx = vec_ld(0, &xv[i]);
                   23
                                     const vector double vy = vec_ld(0, &yv[i]);
                   24
                         21
                                     const vector double vw = vec add(vx, vy);
                   25
           30
                                      voc ct/vay 0 Svav[i]).
```

#### VSCode+Copilot HPCG Benchmark WAXPBY Kernel





Build a te

params.s

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Playground



Load a preset...



View code

Save

Share

#### OpenAl Playground **AztecOO Belos Parameters**

### Playgroun Playo ger syr // i #in #in // c Teι ifpa

Build a teuchos parameterlist to solve an ill-conditioned non-symmetric linear system using muelu and belos

Teuchos::ParameterList MueLuList; Teuchos:: // MueLu preconditioner parameters // MueLu MueLuList.set("max levels", 10); MueLuLis MueLuList.set("prec type", "MGV"); MueLuLis MueLuList.set("aggregation: type", "uncoupled"); MueLuLis MueLuList.set("aggregation: damping factor", 0.5); MueLuLis MueLuList.set("aggregation: max agg size", 3); MueLuLis MueLuList.set("aggregation: min agg size", 2); MueLuLis MueLuList.set("smoother: type", "Chebyshev"); MueLuLis MueLuList.set("smoother: sweeps", 5); MueLuLis MueLuList.set("smoother: pre or post", "both"); MueLuLis MueLuList.set("coarse: type", "Amesos-KLU"); ifpa MueLuLis ifpa // Belos solver parameters // Belos s ifpa Teuchos::ParameterList BelosList; Teuchos:: BelosList.set("Maximum Iterations", 500); BelosList BelosList.set("Convergence Tolerance", 1e-10); // c BelosList BelosList.set("Verbosity", 33); BelosList Teι BelosList.set("Output Frequency", 10); BelosList azt BelosList.set("Output Style", 1); **BelosList** BelosList.set("Implicit Residual Scaling", "Norm of Initial Residual"); azt BelosList azt // Combine MueLu and Belos parameter lists // Combin azt Teuchos::ParameterList params; Teuchos:: params.set("Preconditioner", MueLuList); params.s

params.set("Solver", BelosList);