Title: Vicuna LLM

URL: https://en.wikipedia.org/wiki/Vicuna\_LLM

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Categories: Category:2023 in artificial intelligence, Category:2023 software, Category:Generative pre-trained transformers, Category:Large language models, Category:Natural language processing

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Supervised learning

Unsupervised learning

Semi-supervised learning

Self-supervised learning

Reinforcement learning

Meta-learning

Online learning

Batch learning

Curriculum learning

Rule-based learning

Neuro-symbolic Al

Neuromorphic engineering

Quantum machine learning

Classification

Generative modeling

Regression

Clustering

Dimensionality reduction

Density estimation

Anomaly detection

Data cleaning

AutoML

Association rules

Semantic analysis

Structured prediction

Feature engineering

Feature learning

Learning to rank

Grammar induction

Ontology learning

Multimodal learning
Apprenticeship learning
Decision trees
Ensembles Bagging Boosting Random forest
Bagging
Boosting
Random forest
k -NN
Linear regression
Naive Bayes
Artificial neural networks
Logistic regression
Perceptron
Relevance vector machine (RVM)
Support vector machine (SVM)
BIRCH
CURE
Hierarchical
k -means
Fuzzy
Expectation-maximization (EM)
DBSCAN
OPTICS
Mean shift
Factor analysis
CCA
ICA
LDA
NMF
PCA
PGD
t-SNE
SDL
Graphical models Bayes net Conditional random field Hidden Markov
Bayes net
Conditional random field
Hidden Markov
RANSAC

k -NN
Local outlier factor
Isolation forest
Autoencoder
Deep learning
Feedforward neural network
Recurrent neural network LSTM GRU ESN reservoir computing
LSTM
GRU
ESN
reservoir computing
Boltzmann machine Restricted
Restricted
GAN
Diffusion model
SOM
Convolutional neural network U-Net LeNet AlexNet DeepDream
U-Net
LeNet
AlexNet
DeepDream
Neural field Neural radiance field Physics-informed neural networks
Neural radiance field
Physics-informed neural networks
Transformer Vision
Vision
Mamba
Spiking neural network
Memtransistor
Electrochemical RAM (ECRAM)
Q-learning
Policy gradient
SARSA
Temporal difference (TD)
Multi-agent Self-play
Self-play Self-play
Active learning
Crowdsourcing

Human-in-the-loop Mechanistic interpretability **RLHF** Coefficient of determination Confusion matrix Learning curve **ROC** curve Kernel machines Bias-variance tradeoff Computational learning theory Empirical risk minimization Occam learning **PAC** learning Statistical learning VC theory Topological deep learning **AAAI ECML PKDD NeurIPS ICML ICLR IJCAI** ML **JMLR** Glossary of artificial intelligence List of datasets for machine-learning research List of datasets in computer vision and image processing List of datasets in computer vision and image processing Outline of machine learning t Vicuna LLM is an omnibus large language model used in Al research. [1] Its methodology is to enable the public at large to contrast and compare the accuracy of LLMs "in the wild" (an example of citizen science ) and to vote on their output; a question-and-answer chat format is used. At the beginning of each round two LLM chatbots from a diverse pool of nine are presented randomly and anonymously, their identities only being revealed upon voting on their answers. The user has the option of either replaying ("regenerating") a round, or beginning an entirely fresh one with new

LLMs. [2] (The user also has the option of choosing which LLMs to do battle.) Based on Llama 2, [3] [4] it is an open source project, [5] [6] and it itself has become the subject of academic research in the burgeoning field. [7] [8] A non-commercial, public demo of the Vicuna-13b model

is available to access using LMSYS. [ 9 ]
References
External links
[1] Test bed
This large language model -related article is a stub . You can help Wikipedia by expanding it .
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