Lecture 1



Class: FY BSc

Subject: Prompt Engineering 101

Subject Code:

Chapter: Unit 3

Chapter Name: Gen. Al and Prompt Design



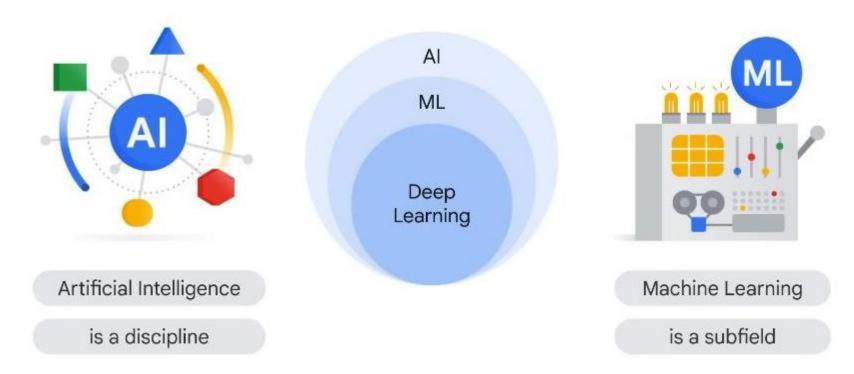
Today's Agenda

- 1. Define Generative Artificial Intelligence(AI)
- 2. Explain how Generative AI works
- 3. Describe Generative Al Model Types
- 4. Describe Generative Applications



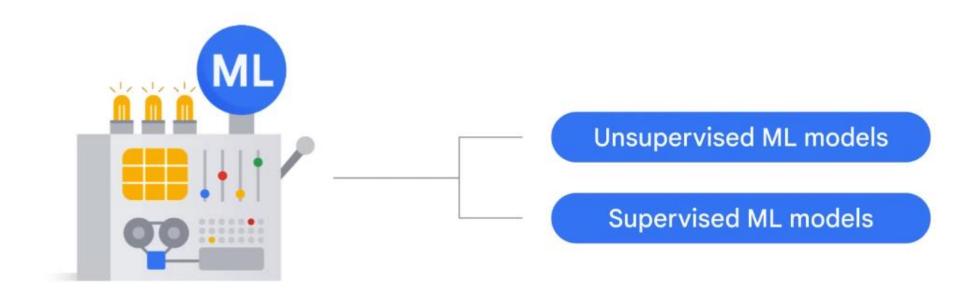
1.1 Al and Machine Learning

- Al is the theory and development of computer systems able to perform tasks normally requiring human intelligence
- Machine Learning gives computers the ability to learn without explicit programming





1.2 Machine Learning





1.2.1 Supervised Learning

- It implies the data is already labeled
- In supervised learning we are learning we are learning from past examples to predict future values





1.2.2 Unsupervised Learning

- It implies the data is not labeled
- Unsupervised problems are all about looking at the raw data and seeing if it naturally falls into groups

Income vs Job tenure

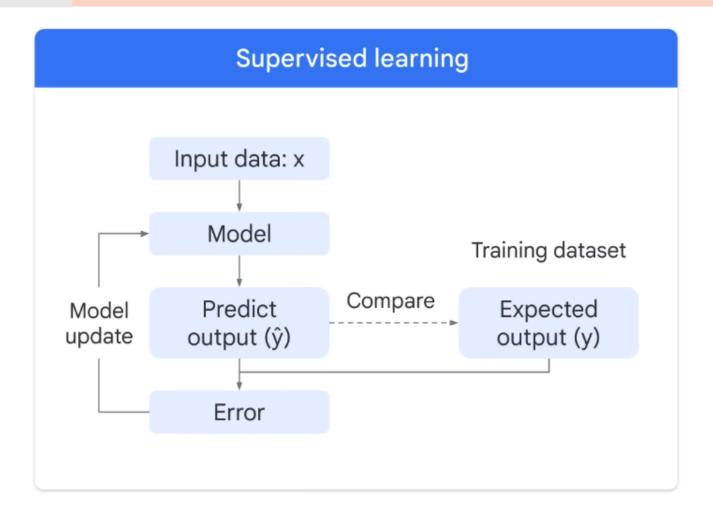


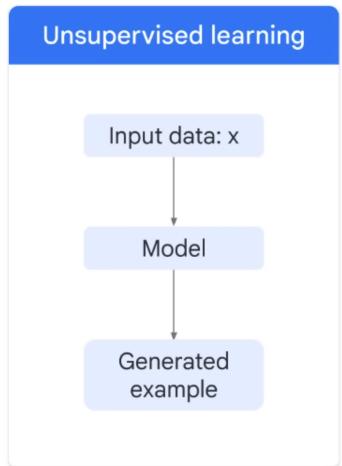
Example Model: Clustering

Is this employee on the "fast-track" or not?



1.2.3 Supervised v/s Unsupervised Learning

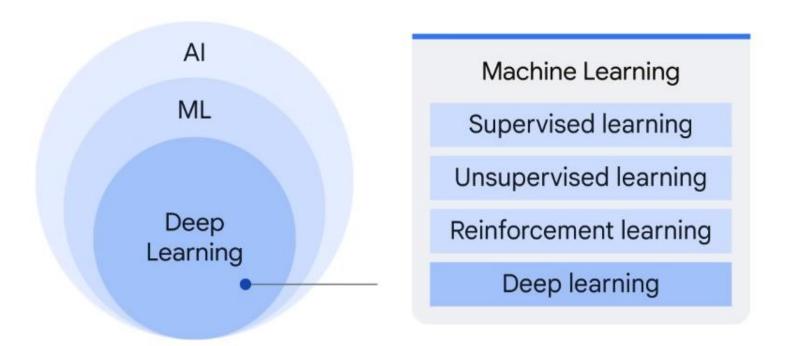






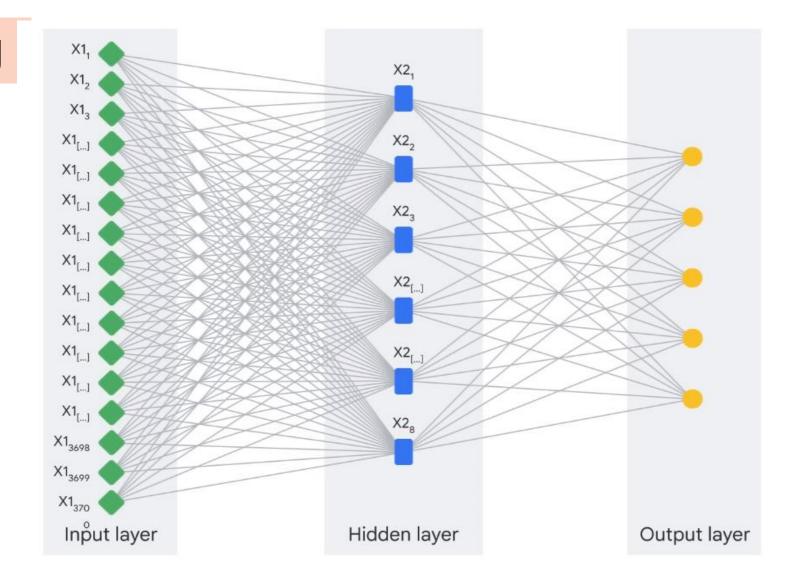
1.3 Deep Learning

 Deep Leaning uses Artificial Neural Networks – allowing them to process more complex patterns than traditional machine learning



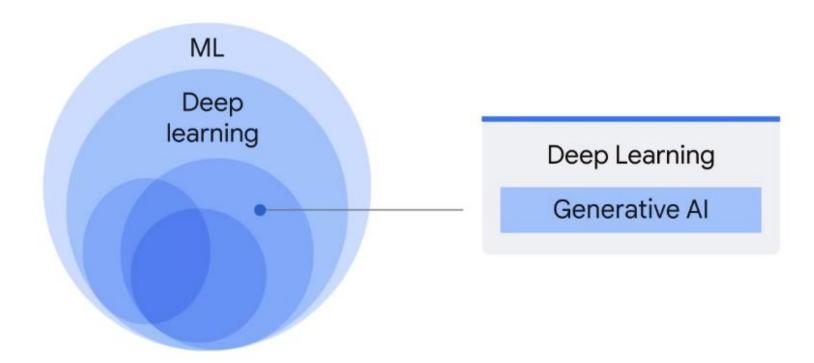


1.3 Deep Learning



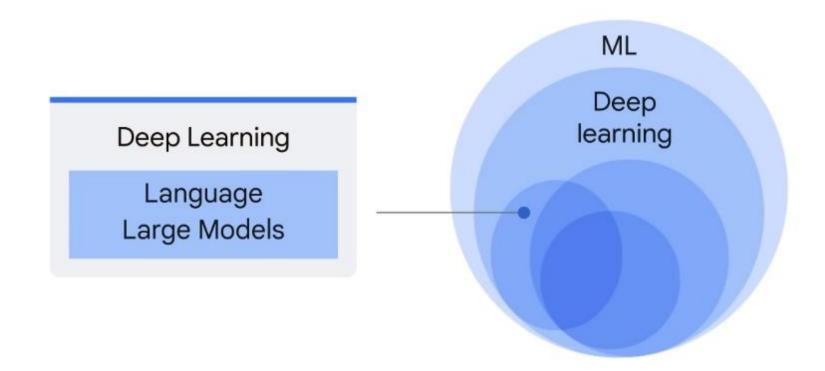


1.4 Generative Al



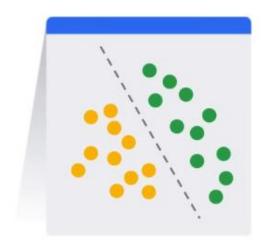


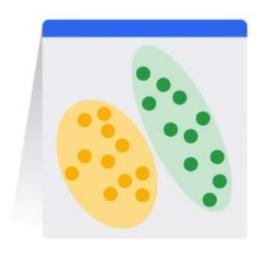
1.4 Large Language Models (LLMs)





- Discriminative
- Used to classify or predict Typically trained on a dataset of labelled data
- Learns the relationship between the features of the data points and the labels
- Generative
- Generates new data that is similar to data it was trained on
- Understands distribution of data and how likely a given example is • Predict next word in a sequence







Discriminative technique



Classify

Discriminative model (classify as a dog or a cat)



Generative technique

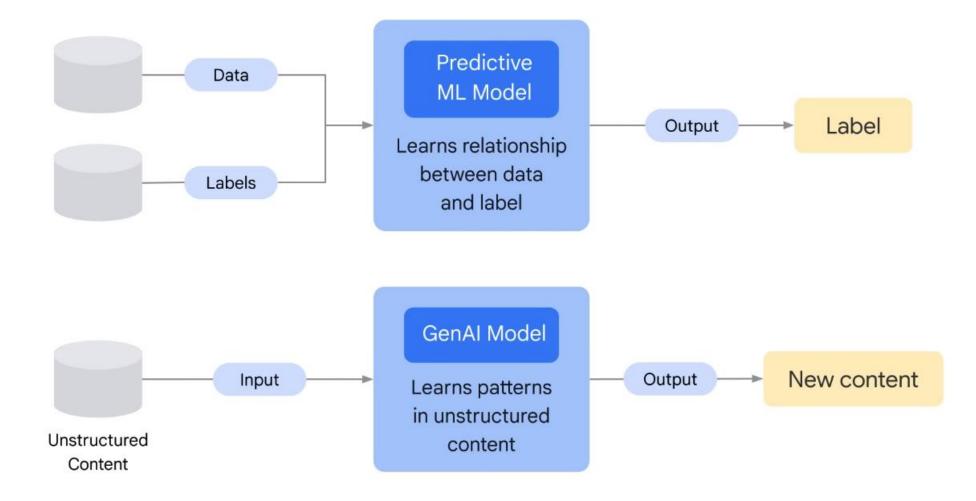


Generate

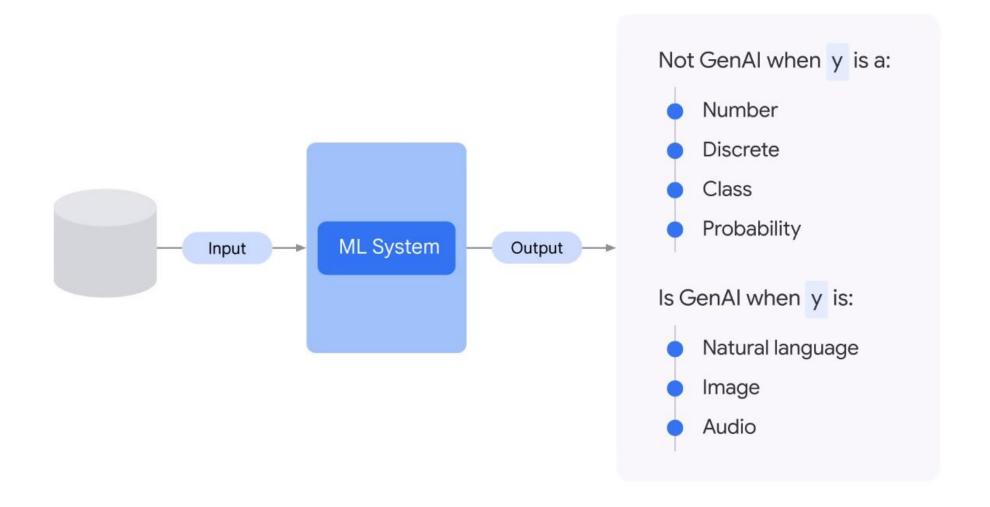
Generative model (generate dog image)



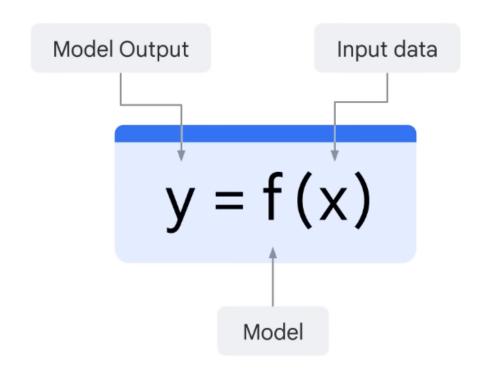


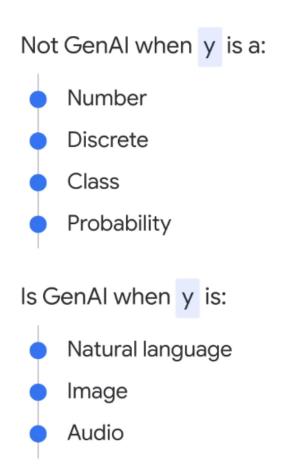






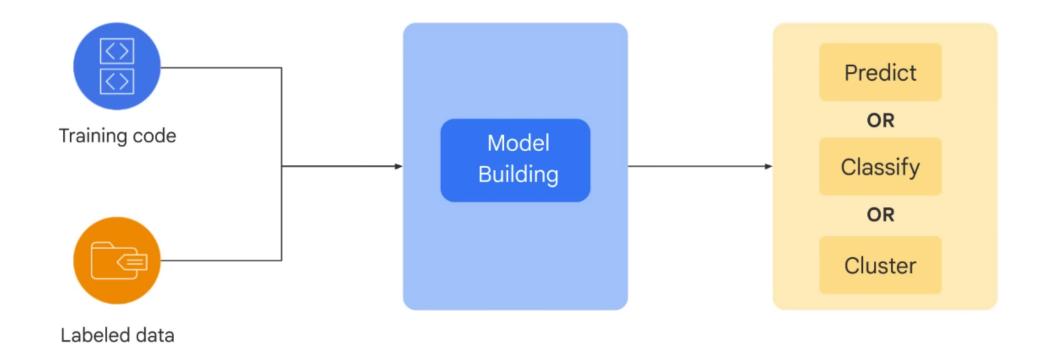






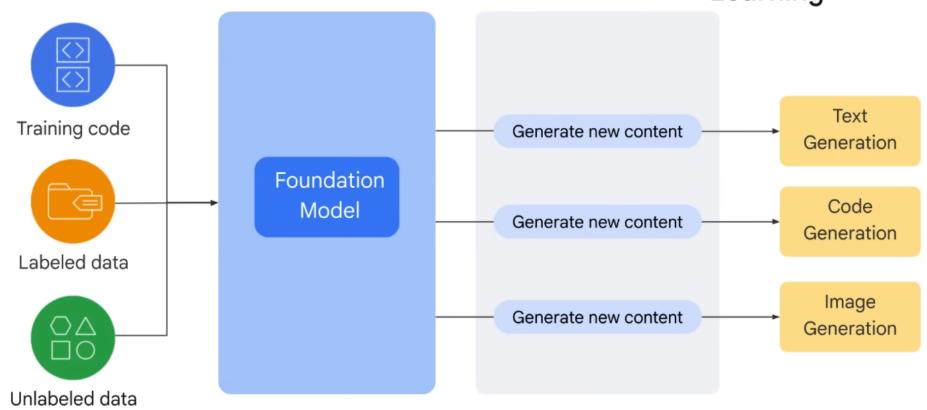


Classical Supervised & Unsupervised Learning





Gen AI Supervised, Semi-Supervised & Unsupervised Learning

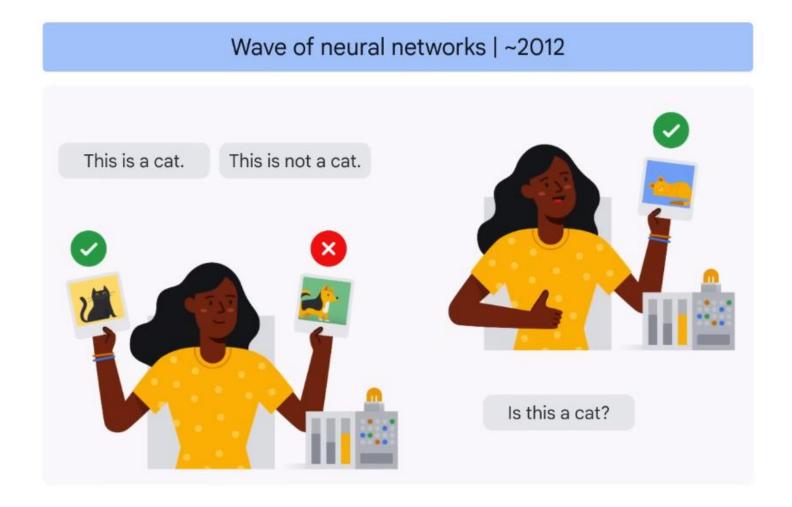




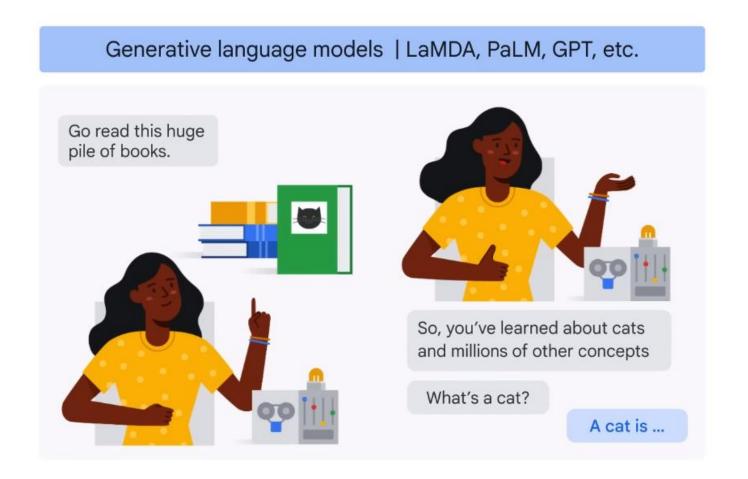
Traditional programming













1.6 Generative Al

- GenAl is a type of Artificial Intelligence that creates new content based on what it has learned from existing content.
- The process of learning from existing content is called training and results in the creation of a statistical model.
- When given a prompt, GenAl uses this
- statistical model to predict what an expected
- response might be-and this generates new content.

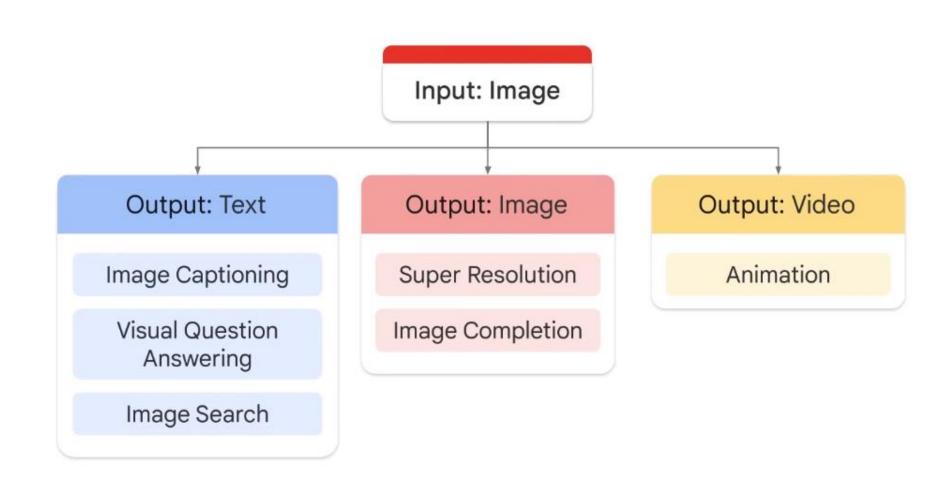
1.7 Generative Models

- Generative language models:
- o Generative language models learns about patterns in language through training data.
- Then, given some text, they predict what comes next.

- Generative image models:
- Generative image models produce new images using techniques like diffusion.
- Then, given a prompt or related imagery, they transform random noise into images or generate images from prompts.

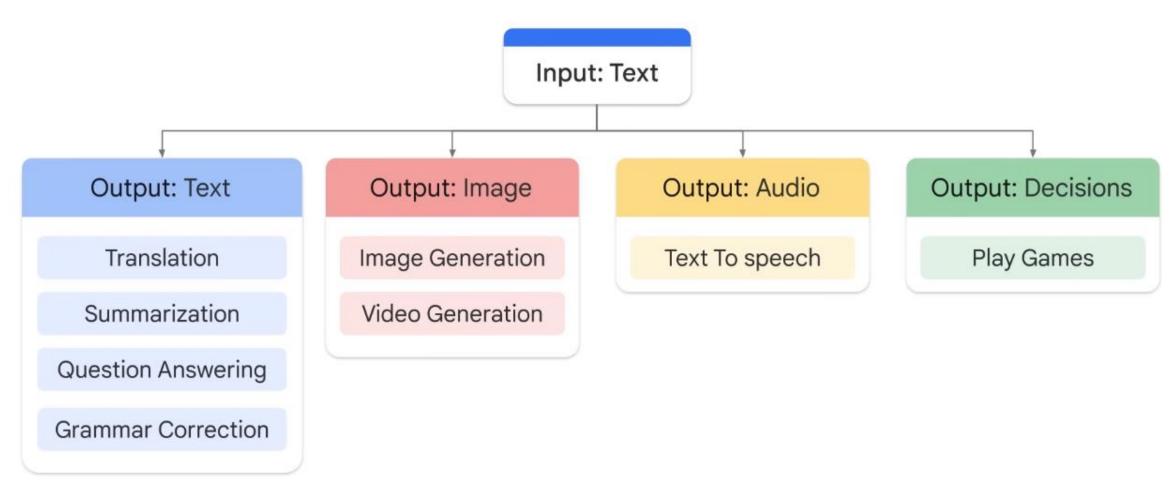


1.8 Types of Generative Al Based on Data



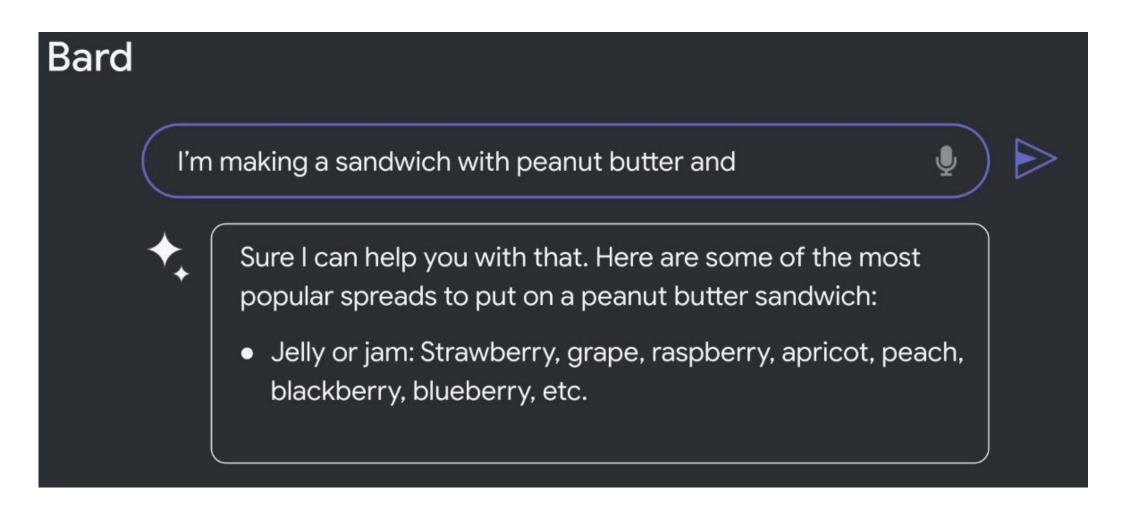


1.8 Types of Generative Al Based on Data



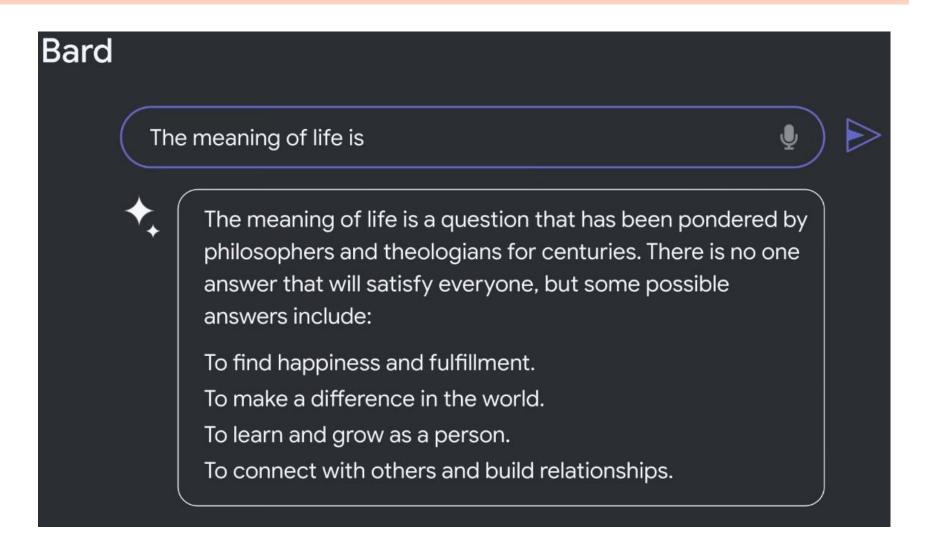


1.9 Examples of Generative language Models





1.9 Examples of Generative language Models

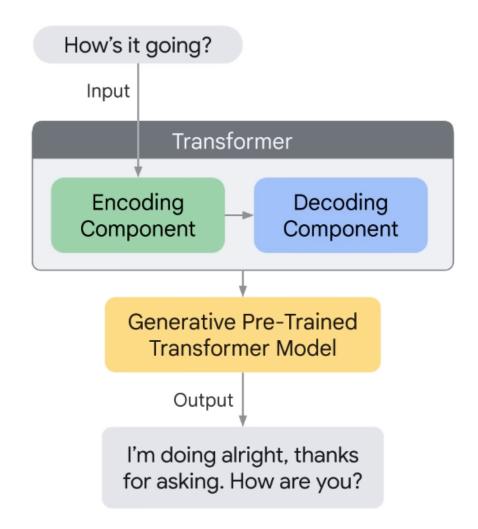




1.10 How it works?

Pre Training:

- Large amount of data
- Billions of parameter
- Unsupervised learning





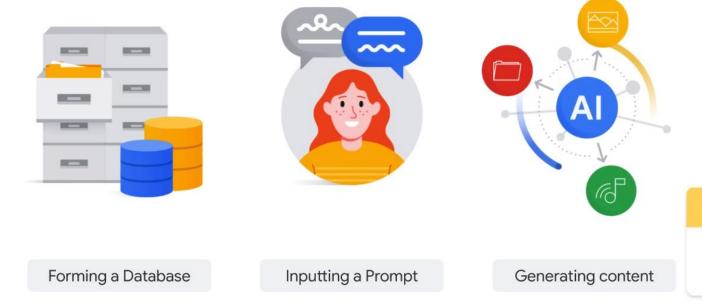
1.11 Hallucinations

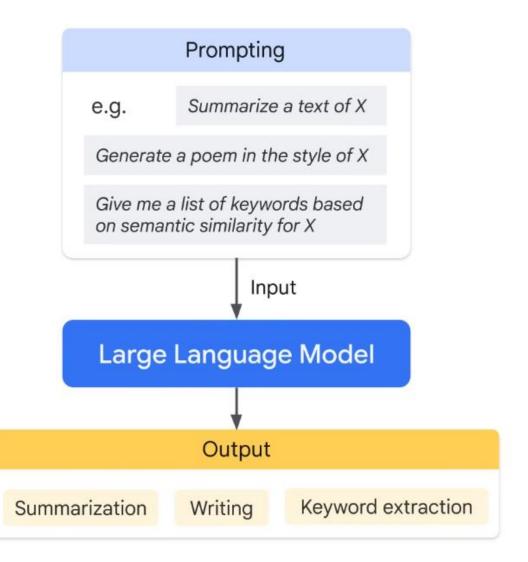
- These are words or phrases that are generated by the model that are often nonsensical or grammatically incorrect
- Challenges:
- The model is not trained on enough data
- The model is trained on noisy or dirty data
- The model is not given enough context
- The model is not given enough constraints



1.12 Prompt Design

 The quality of the input determines the quality of the output

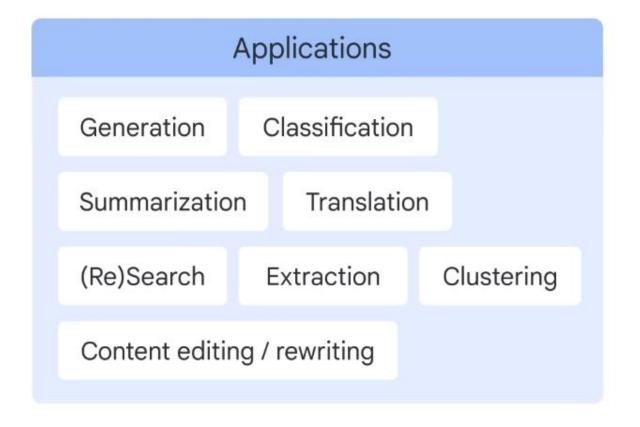






1. Text-to-text

 Text-to-text models take a natural language input and produce text output. These models are trained to learn the mapping between a pair of texts (e.g. translation from one language to another).





2. Text-to-image

 Text-to-image models are relatively new and are trained on a large set of images, each captioned with a short text description. Diffusion is one method used to achieve this. Applications

Image generation

Image editing



- 3. Text-to-video/ Text-to-3D
- Text-to-video models aim to generate a video representation from text input. The input text can be anything from a single sentence to a full script, and the output is a video that corresponds to the input text. Similarly Text-to-3D models generate threedimensional objects that correspond to a user's text description (for use in games or other 3D worlds).

Applications

Video generation

Video editing

Game assets



1. Text-to-task

 Text-to-task models are trained to perform a specific task or action based on text input. This task can be a wide range of actions such as answering a question, performing a search, making a prediction, or taking some sort of action. For example, a text-to-task model could be trained to navigate web UI or make changes to a doc through the GUI.

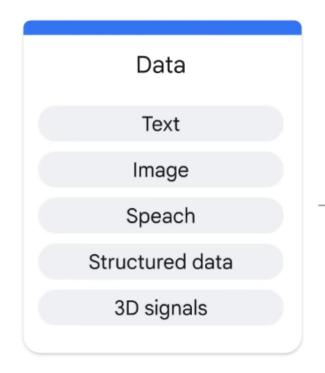
Applications

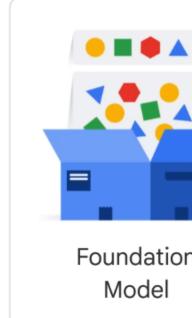
Software agents

Virtual assistants

Automation







Training

Foundation

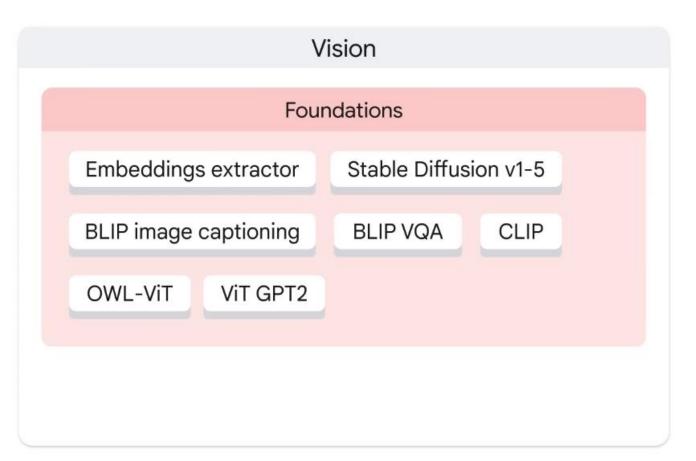
Adaption

Tasks Question answering Sentiment analysis Information extraction Image captioning Object recognition Instruction following



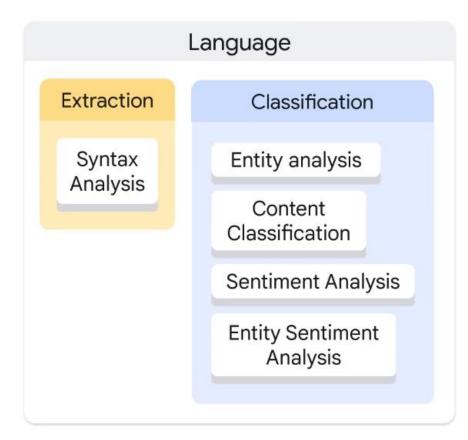
Model Garden: Vertex Al Foundation Models

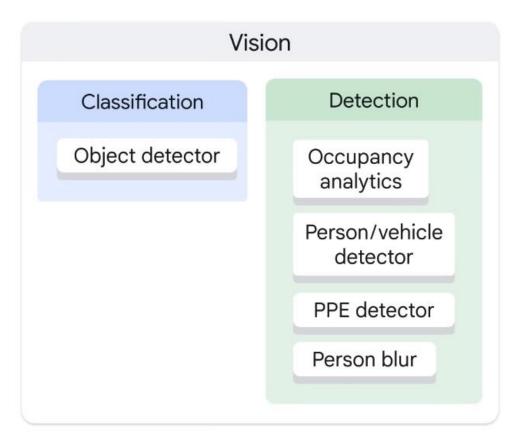






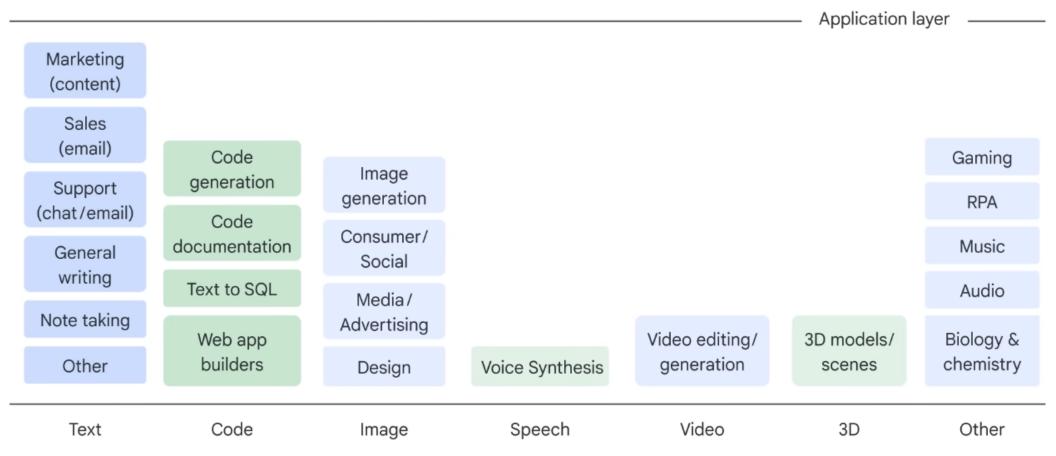
Model Garden Task Specific Models







The generative Al Application Landscape



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GenAl Studio











Language

Test, tune, and deploy generative AI language models. Access the PaLM API for Chat for content generation, chat, summarization, and more.

Vision

Write text prompts to generate new images or generate new areas of an existing image.