



E-BUSINESS

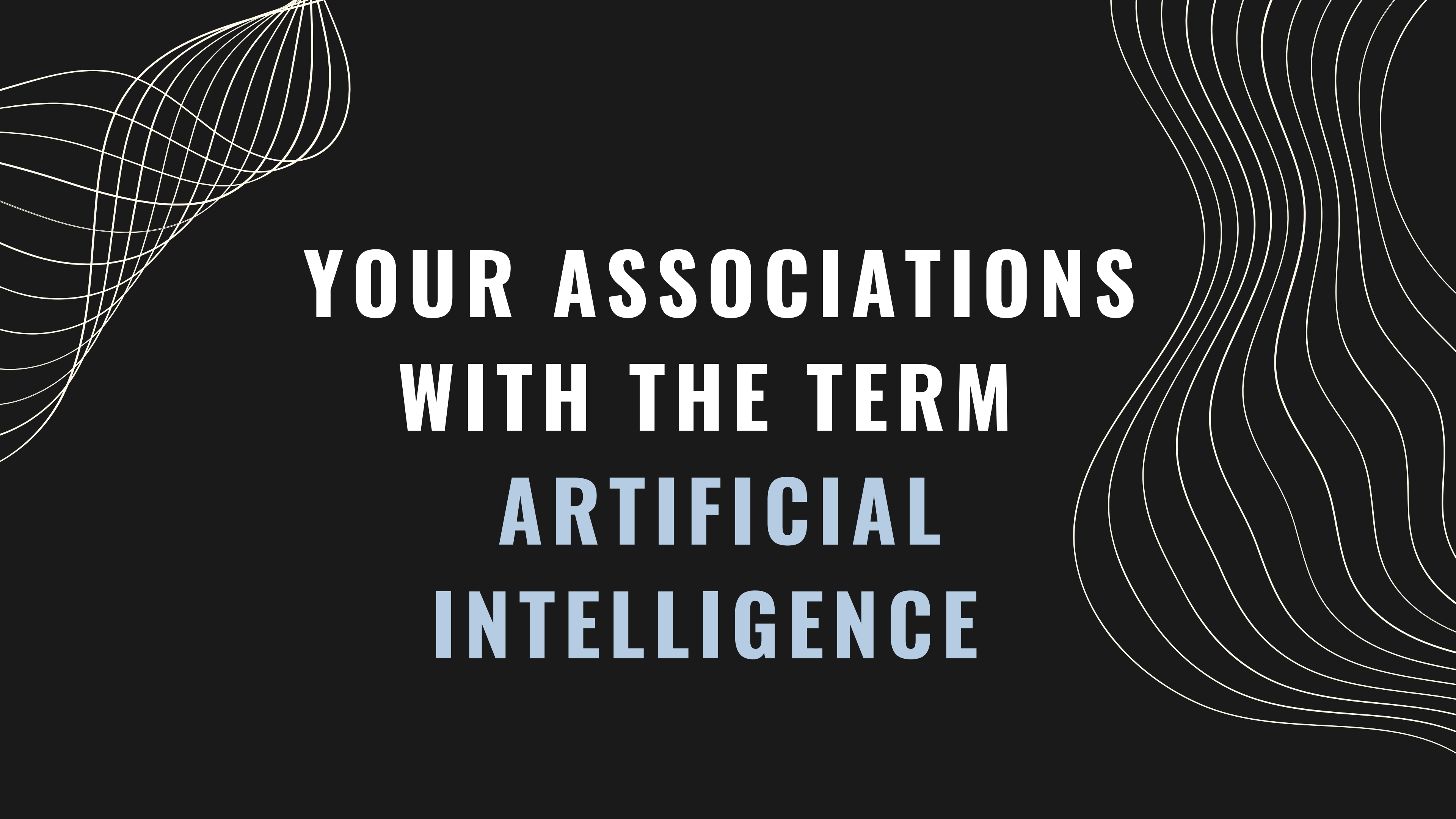
BACHELOR OF BUSINESS AND ADMINISTRATION

WINTER SEMESTER 2023/2024

MARIA DYMITRUK

**RESEARCH CENTER ON LEGAL AND ECONOMIC ISSUES OF
ELECTRONIC COMMUNICATION**

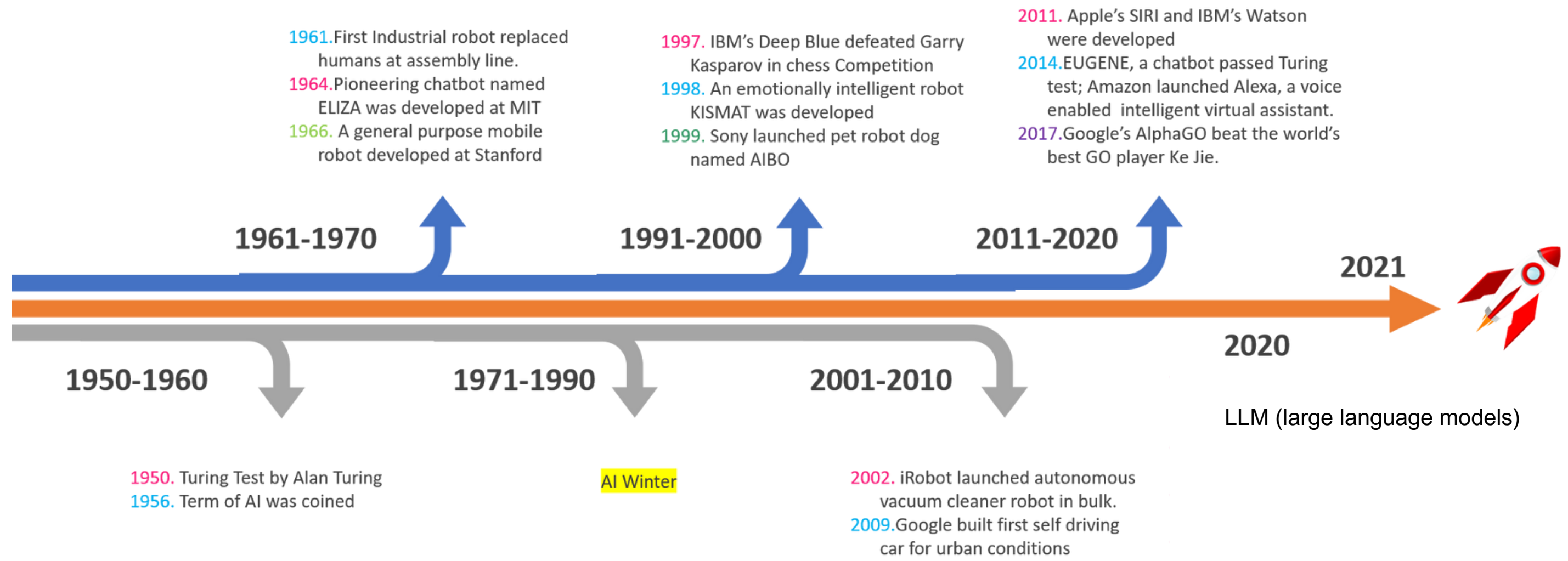




**YOUR ASSOCIATIONS
WITH THE TERM
ARTIFICIAL
INTELLIGENCE**

<p>Thinking Humanly</p> <p>“The exciting new effort to make computers think . . . <i>machines with minds</i>, in the full and literal sense.” (Haugeland, 1985)</p> <p>“[The automation of] activities that we associate with human thinking, activities such as decision-making, problem solving, learning . . .” (Bellman, 1978)</p>	<p>Thinking Rationally</p> <p>“The study of mental faculties through the use of computational models.” (Charniak and McDermott, 1985)</p> <p>“The study of the computations that make it possible to perceive, reason, and act.” (Winston, 1992)</p>
<p>Acting Humanly</p> <p>“The art of creating machines that perform functions that require intelligence when performed by people.” (Kurzweil, 1990)</p> <p>“The study of how to make computers do things at which, at the moment, people are better.” (Rich and Knight, 1991)</p>	<p>Acting Rationally</p> <p>“Computational Intelligence is the study of the design of intelligent agents.” (Poole <i>et al.</i>, 1998)</p> <p>“AI . . . is concerned with intelligent behavior in artifacts.” (Nilsson, 1998)</p>
<p>Figure 1.1 Some definitions of artificial intelligence, organized into four categories.</p>	

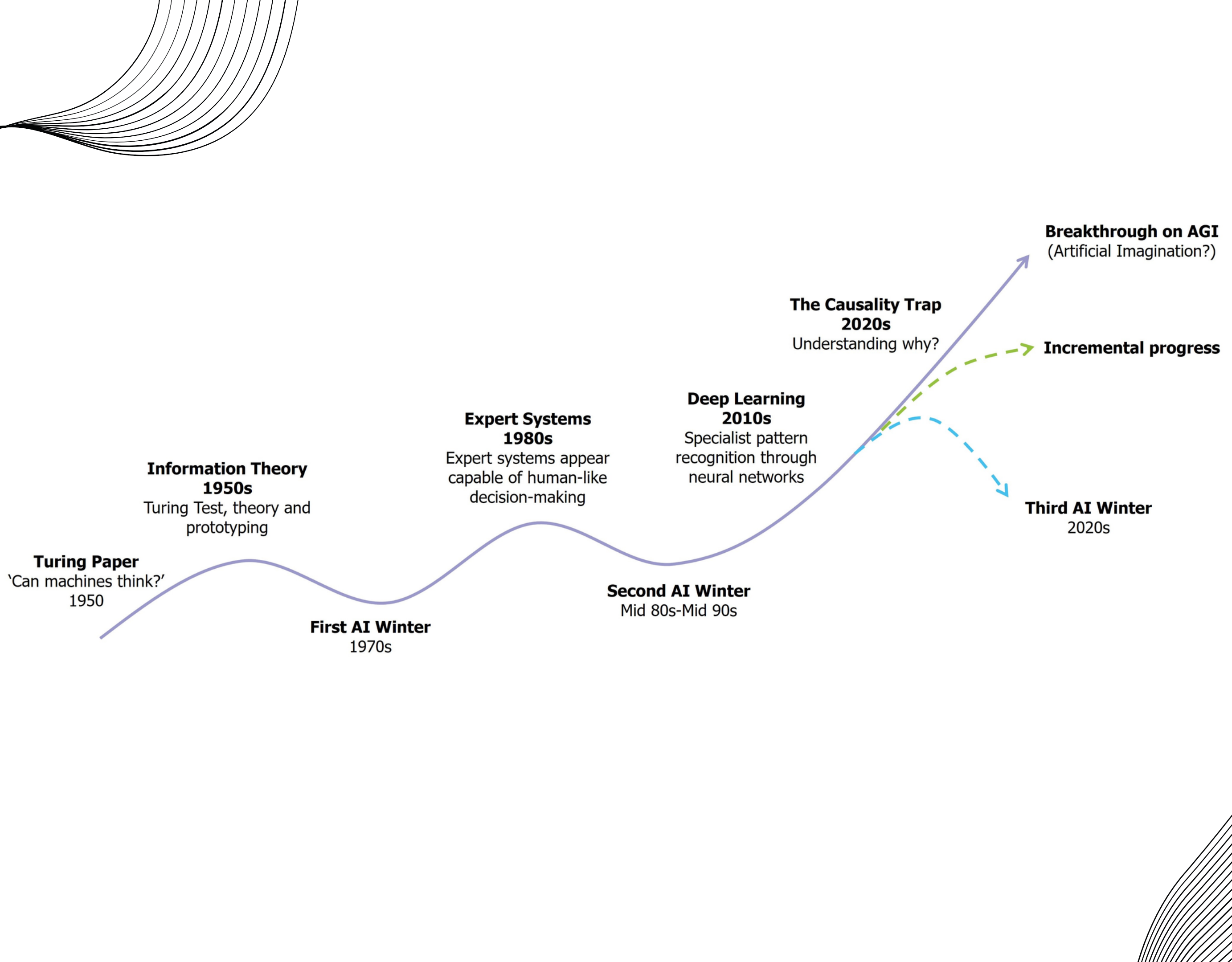
Artificial Intelligence: A Modern Approach, Stuart J. Russell and Peter Norvig (eds.)



DEEP BLUE VS GARRY KASPAROV

Pair of six-game chess matches between then-world chess champion Garry Kasparov and an IBM supercomputer called Deep Blue. Kasparov won the first match, held in Philadelphia in 1996, by 4–2. **Deep Blue won a 1997 rematch held in New York City by 3½–2½.** The second match was the first defeat of a reigning world chess champion by a computer under tournament conditions, and was the subject of a documentary film, *Game Over: Kasparov and the Machine*.





AI PARADIGMS

SYMBOLIC AI

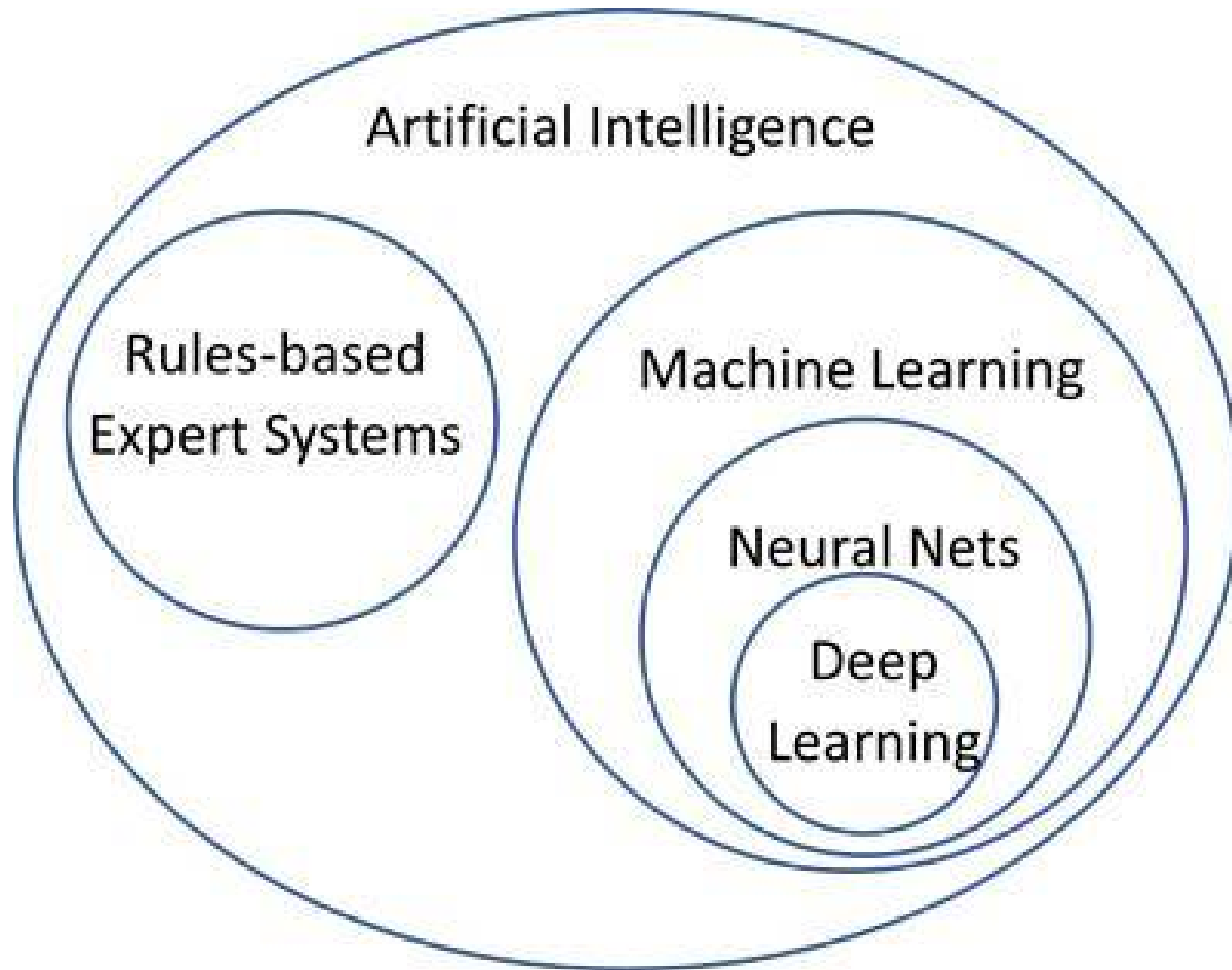


- Symbolic AI is the term for the collection of all methods in artificial intelligence research that are based on high-level symbolic representations of problems, logic and search.
- Symbolic AI developed applications such as knowledge-based systems (in particular, expert systems), ontologies, the semantic web.
- Symbolic AI was the dominant paradigm of AI research from the mid-1950s until the mid-1990s.

- Subsymbolic AI is a field of study in AI concerned with the development and study of statistical algorithms that can effectively generalize and thus perform tasks without explicit instructions.
- Machine learning (ML), deep learning (DL), neural nets, data mining, NLP, language models
- Subsymbolic approach, had been pursued from early days and was to reemerge strongly in 2012. Neural networks were not viewed as successful until Big Data became commonplace.

SUBSYMBOLIC AI







EXPERT SYSTEM



MACHINE LEARNING



LARGE LANGUAGE MODELS



A large language model (LLM) is a large-scale language model notable for its ability to achieve general-purpose language understanding and generation. LLMs acquire these abilities by using massive amounts of data to learn billions of parameters during training and consuming large computational resources during their training and operation. LLMs are artificial neural networks (mainly transformers) and are (pre)trained using self-supervised learning and semi-supervised learning.



Multimodality means "having several modalities", and a "modality" means a type of input, such as video, image, audio, text, etc.

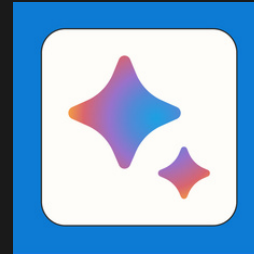


EXAMPLES OF LLMS



GPT-3
GPT-3.5
GPT-4

OPENAI



LaMDA
PaLM
Gemini

GOOGLE



OPT-175B
LLaMA

META

GENERATIVE ADVERSARIAL NETWORK



(GAN) is a class of machine learning frameworks and a prominent framework for approaching generative AI.



The concept was initially developed by Ian Goodfellow and his colleagues in June 2014.

In a GAN, two neural networks contest with each other in the form of a zero-sum game, where one agent's gain is another agent's loss.

GENERATED BY A.I.





EXAMPLE

<https://www.youtube.com/watch?v=F4G6GNFz0O8>

Jarosław Kuźniar wykorzystuje sztuczną inteligencję. „Zaczynamy się dobrze dogadywać”

Część podcastów studia Jarosława Kuźniara od dwóch miesięcy jest czytana przez sztuczną inteligencją wykorzystującą głos dziennikarza. W rozmowie z Wirtualnedia.pl Kuźniar zapowiada użycie AI także w innych formatach. - Ciekawy eksperyment, ale czy ma szansę zrewolucjonizować rynek? - zastanawia się Wojtek Kardyś.

Sztuczna inteligencja



komentarze 23

autor:
jsx



2023-04-11



Jarosław Kuźniar (fot. materiały prasowe)

polecamy

Spółka związana z Play i UPC



Dzisiejsza gazeta (e-wydanie)

wyborcza.biz

Zaloguj się



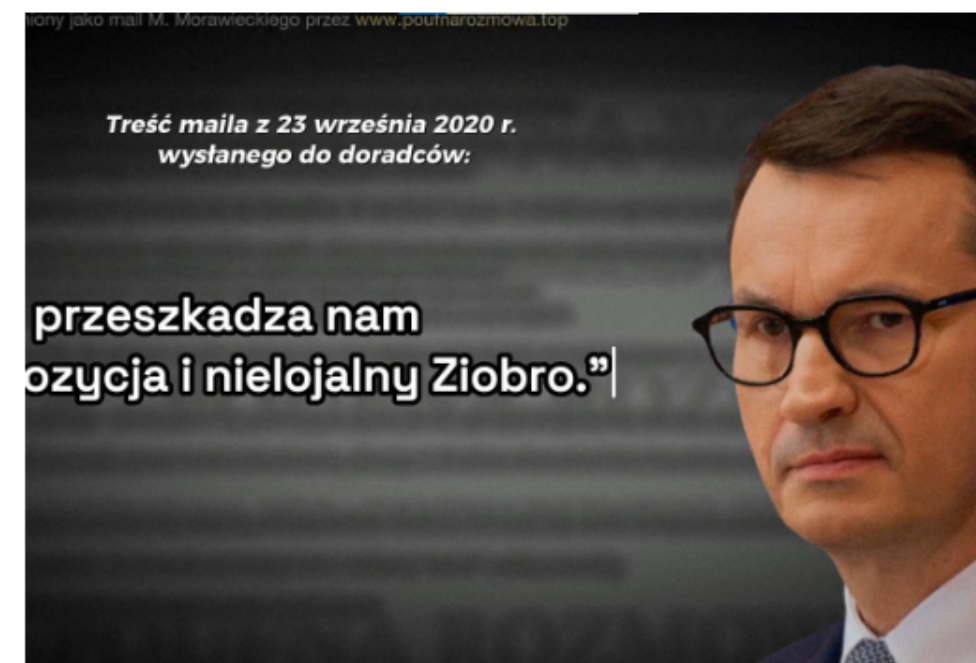
← WYBORCZA.PL TECH MOTORYZACJA PRACA ENERGIA MÓJ BIZNES EMERYTURY FINANSE OSZCZĘDNIK NIERUCHOMOŚCI KOMUNIKATY.PL WIĘCEJ

Deepfaki w kampanii wyborczej. PO stworzyła głos Morawieckiego przy pomocy AI. Otwiera się nowy etap walki politycznej

DEEPFAKE 24.08.2023, 12:36



Bolesław Brezko



- Fragment wideo wyborczego Platformy Obywatelskiej z głosem Mateusza Morawieckiego wygenerowanego przez sztuczną inteligencję (Twitter/Platforma_org)

HOW TO DETECT AI-GENERATED CONTENT?



[Research](#) ▾ [Product](#) ▾ [Developers](#) ▾ [Safety](#) [Company](#) ▾

New AI classifier for indicating AI- written text

We're launching a classifier trained to distinguish between AI-written and human-written text.

THANK YOU

Maria Dymitruk
maria.dymitruk@uwr.edu.pl

*Faculty of Law, Administration and
Economics*
University of Wrocław

