PREBEN THORÖ

Code Evolution Day 2024

Opening talk: Demystifying LLMs





Preben Thorö

- **Professional and spare time geek** •
- CTO Trifork Group
- •
- Senior Developer

One of your hosts today

Leading the GOTO and YOW! Conferences programme work

















9.15 - 10.00: Introduction + LLMs Are Not Black Magic After All - Preben Thorö, Trifork

10.15 - 11.00: Introduction to Github Copilot and Github Advanced Security Features - Karl Krukow, Github

11.15 - 12.00: How to Lead Your Organisation's AI Transformation: Strategies, Skills, Structure - or How to Skip the Platform Trap and Deliver Business With Al - Rasmus Lystrøm, Microsoft

12.45 - 13.30: JetBrains IDE Developer Productivity and Code Generation Support

- Garth Gilmour, JetBrains

13.45 - 14.30: Refactoring vs. Refuctoring: Code Quality in the AI Age - Peter Anderberg & Enys Mones, CodeScene

15.00 - 15.30: Considerations About the Governance Impact - Chresten Plinius, Trifork

15.30 - 16:00: Where To Go From Here - All



The next 30 mins or so

- **Basics of neural networks** •
- **Recognising features in images** •
- Learning text rules
- GPT-x (and ChatGPT)
- Summing up





Al and neural networks/deep learning



ARTIFICIAL INTELLIGENCE

A technique which enables machines to mimic human behaviour

MACHINE LEARNING

Subset of AI technique which use statistical methods to enable machines to improve with experience

DEEP LEARNING

Subset of ML which make the computation of multi-layer neural network feasible

(from https:// www.edureka.co/ blog/ ai-vs-machine-learning-vs-deep-learning/)



Al is an attempt to replicate the brain



Output/ Action/ **Reaction**/ Decision



The Neurone



When the inputs are stimulated enough, the outputs will fire

(from wikipedia)



(www.verywellmind.com)





Exercise: Eat outside?





Classification

Is the weather so good that we can eat outside?

Input 1: Sunshine?

Input 2: Temperature?

Input 3: Wind?



Please note, the output was based on some kind of interpretation (weights, bias) TRIFORK



Before we continue: How we perceive the world around us.







Max Wertheimer

Kurt Kofta

Wolfgang Kohler











Closure





Continuity, closure, proximity and similarity







(https://internet.com/website-building)

ucytpft udbbaxls

Hello, I'm Firran and my hundworthy is fewrole.

(http://www.themaninblue.com/)











"The whole is other than the sum of the elements"

– Kurt Kofta

(which is not restricted to seeing)





18





Inspired by the Gestalt Psychology principles











20 x 20 matrix











The *input layer* identifies how much of each pixel has been filled out



0

2



The middle layer or hidden layer neurones assigns a probability to patterns defined by the input layer values





The output layer assigns probabilities to more advanced patterns based on the values from the hidden layer. It ends up giving a probability for each of the digits 0...9

 \mathbf{O}

2

9



Each individual little building block outputs a certain probability based on the specific inputs it had. These building blocks have all been ordered in ways that allow the next group(s) of blocks to combine the probabilities to an aggregated probability for a more complicated pattern.

This is exactly what we did in the initial weather exercise. We could have done the handwriting exercise as a similar group exercise too.





But please note: The structure, number of neurones, groups, etc. is strongly defined by the exact use case.







Vertical edges



Horizontal edges

(from https://datahacker.rs)





(https://shafeentejani.github.io/)





(https://cambridgespark.com)



The positions of vertical and horizontal lines, shadows, colour transitions, etc







The probability of having recognised a dog, chair, building, tree, etc.







More Complicated Pictures But please help me...there must be an enormous number of neurones and layers.

How do we program the rules? **Remember the weights and biases?** How do we adjust it all?

Answer: With training. Lots of training!



Doing the correct training - this is a dog











How do we recognise objects we haven't seen during the training?





How do we recognise object we haven't seen during the training?

We don't! This is not intelligence. The ability to draw associations is 100% absent.





We recognise patterns and nothing else!





The right training...

The Pentagon Tank Case

- **Preconditions: 100 positives, 100 negaitves.** 50 positives + 50 negatives used for training.
- The remaining 50 positives and negatives used for verification with a 100% success rate!
 - Applied into real life the success rate was 0%.



The right training...

The Pentagon Tank Case

The system could with almost 100% confidentiality recognise the shadows of the trees in the landscape TRIFORK

- **Preconditions: 100 positives, 100 negaitves.** 50 positives + 50 negatives used for training.
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But wait...

... if we can recognise patterns in pictures, we might also do so in text...

...which would lead to rules for the order of the words



- The quick brown fox jumped over the lazy dog
- The brown quick fox jumped over the lazy dog

Only one of them is syntactically/grammatically correct







- The quick brown fox jumped over the lazy dog
- The brown quick fox jumped over the lazy dog •

Only one of them is syntactically/grammatically correct







The correct order of adjectives:

- **Quantity or order**
- Quality or opinion + •
- Size
- Age
- Shape
- brown Colour
- **Purpose or qualifier**



quick

Proper adjective (often nationality, other place of origin, or material)



The correct order of adjectives:

- Quantity or order
- Quality or officer would you ever solve
- Size
- Age
- Shape
- Colour
- **Purpose or qualifier**



this using conventional programming?

Proper adjective (often nationality, other place of origin, or material)



We assign each word a number/value

2 3 4 5 6 1 7 The quick brown fox jumped over the lazy dog 10 1 11 3 9 We painted the house brown

8

- which we use to setup probabilities for the order of the words...given that we use the words again and again (large training set)





...we should be able to predict the probability of a given word given the context so far...

...which would allow us to construct our own text and sentences



He drives

his red iphone walks car



0.3 0.1 0.01 0.002 0.05



He drives his

red paper tv runs



0.3 0.05 0.01 0.002



He drives his red

car



XXX





0.7 0.05 0.01 0.002





He drives his red car





A machine learning (AI) model trained with incredibly huge data sets allowing it to generate relevant and both syntactically and semantically correct sentences.



2018: GPT-1 Training set: Lots of web pages + 11000 books

117 mill parameters

Too limited and not really capable of producing meaningful sentences



2019: GPT-2 **Trained on even larger data sets.**

1.5 bill parameters.

Much more advanced and realistic sentences but still unable to "understand" the context



2020: GPT-3 Even more training data consisting of web pages, books, wikipedia, articles. 175 bill parameters (100 x GPT-1, 10 x GPT-2) 96 layers of neurones

More advanced and sophisticated language ChatGPT was based on this



Generative Pre-Trained Transformers 2023: GPT-4 An improvement of GPT-3, more exact details not known

Most likely several 100s of billions, maybe even +1000 billions of parameters



ChatGPT

Advanced software based on GPT-3.5 or 4.0

With a set of filters to prevent biased and politically incorrect output, cannot encourage to violent behaviour, etc.





The training set is still a significant limitation

No updated knowledge since the training

Still fundamental rules defined by humans (example: Biden - Trump)



It is frightening how realistic it seems.

It refers to itself as "I" You usually call it "you" and you are tempted to add a "please" to your input.



what does this code line do? my_func() -> L = 6, <<<<(rand:uniform(\$9 - \$0 + 1) - 1 + \$0):8/unsigned-integer>> || _ <- lists:seq(1, L)>>.



This code line defines a function named `my_func` and uses list comprehension to generate a binary string of length 6.

Here's a breakdown of what the code does:

- L = 6 assigns the value 6 to the variable L.
- `lists:seq(1, L)`generates a list `[1, 2, 3, 4, 5, 6]`.
- number.
- 8-bit binary value from the random number, representing an unsigned integer.
- concatenating the generated binary values together using the ` | | ` operator.

• `rand:uniform(\$9 - \$0 + 1) - 1 + \$0` generates a random number between 0 and 9 (inclusive) by subtracting the ASCII value of '0' (`\$0`) from the ASCII value of '9' (`\$9`), adding 1, and then subtracting 1 again to get a number between 0 and 8. Finally, the ASCI value of 'O' is added to the result to convert it back to the character representing the

* `<<(rand:uniform(\$9 - \$0 + 1) - 1 + \$0):8/unsigned-integer>>` generates an

• `<<<<(rand:uniform(\$9 - \$0 + 1) - 1 + \$0):8/unsigned-integer>> || _ <-</pre>

lists:seq(1, L)>>` repeats the previous step `L` times (in this case, 6 times),



In summary, the code generates a binary string of length 6, where each digit is a random number between 0 and 9.





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PT





Certainly! Here's the equivalent code in Elixir:

elixir

def my_func do 6 Enum.map(1..l, fn $_{->}$



<<(Enum.random(0..9) + ?0)::size(8)>>



enu)

end

range `1..1` and generate the binary strings. Inside the `<<>>` is used to generate the binary string of size 8.

The resulting list of binary strings is returned as the result of the `my_func` function.

- In Elixir, the `Enum.map/2` function is used to iterate over the anonymous function, `Enum.random/1` is used to generate a random number between 0 and 9, and then `?0` is added to convert it to the character representing the number. Finally,



(defun my-func () (let* ((l 6)

 $(random-digit (lambda () (char (random 10) #\0)))$ (loop repeat 1 collect (make-array 8 :element-type 'unsigned-byte :initial-contents (loop repeat 8 collect (funcall random-digit)))))





program my func implicit none

integer, parameter :: l = 6character(8) :: binary string integer :: i

call random seed() do i = 1, 1call random number (binary string) kind=char)

write(*, '(a)') binary string end do

end program my func

Fortran

binary string = char(int(binary string*10, kind=char),



my func:

- LDA #\$06 ; Set L to 6
- STA L
- LDY #0
- JSR RAND

- ; Initialize Y as the counter

generate string: LDA RAND RESULT ; Load the random number ADC #'0' ; Add the ASCII value of '0' to convert to character STA (RESULT PTR), Y ; Store the character in the result string ; Increment the counter INY CPY L ; Compare the counter with L BNE generate string ; If not equal, continue generating the string

RTS

RAND:

- ; Implement your random number generation routine here
- Store the result in the RAND RESULT variable
- ; Ensure that the result is between 0 and 9

6502 Assembler

; Generate a random number between 0 and 9





A fruit fly brain with its 100000 neurones (from Youtube). The human brain has estimated 100 bill neurones.



Al is pattern recognition

Our brain:

- 100 bill neurones

- The neurone can fire in 26 different ways
- Connections can come and go
- The transmission time corresponds to a clock freq. of 200 Hz
- The total effect equals 20w



Each of them is connected to 100s, 1000s of other neurones Neurones not ordered in layers as we do in our solutions



Al is pattern recognition

The brain is an incredible 20w computer ticking at 0,0000002 GHz, with millions of cores and transmission patterns in more dimensions

It is estimated that a computer consumes around 50 mill times more energy than the brain to solve simple tasks

Most likely limiting the brain size





If GPT had been trained on code









If GPT had been trained on code

Karl, please take it from here...





Thank you

