

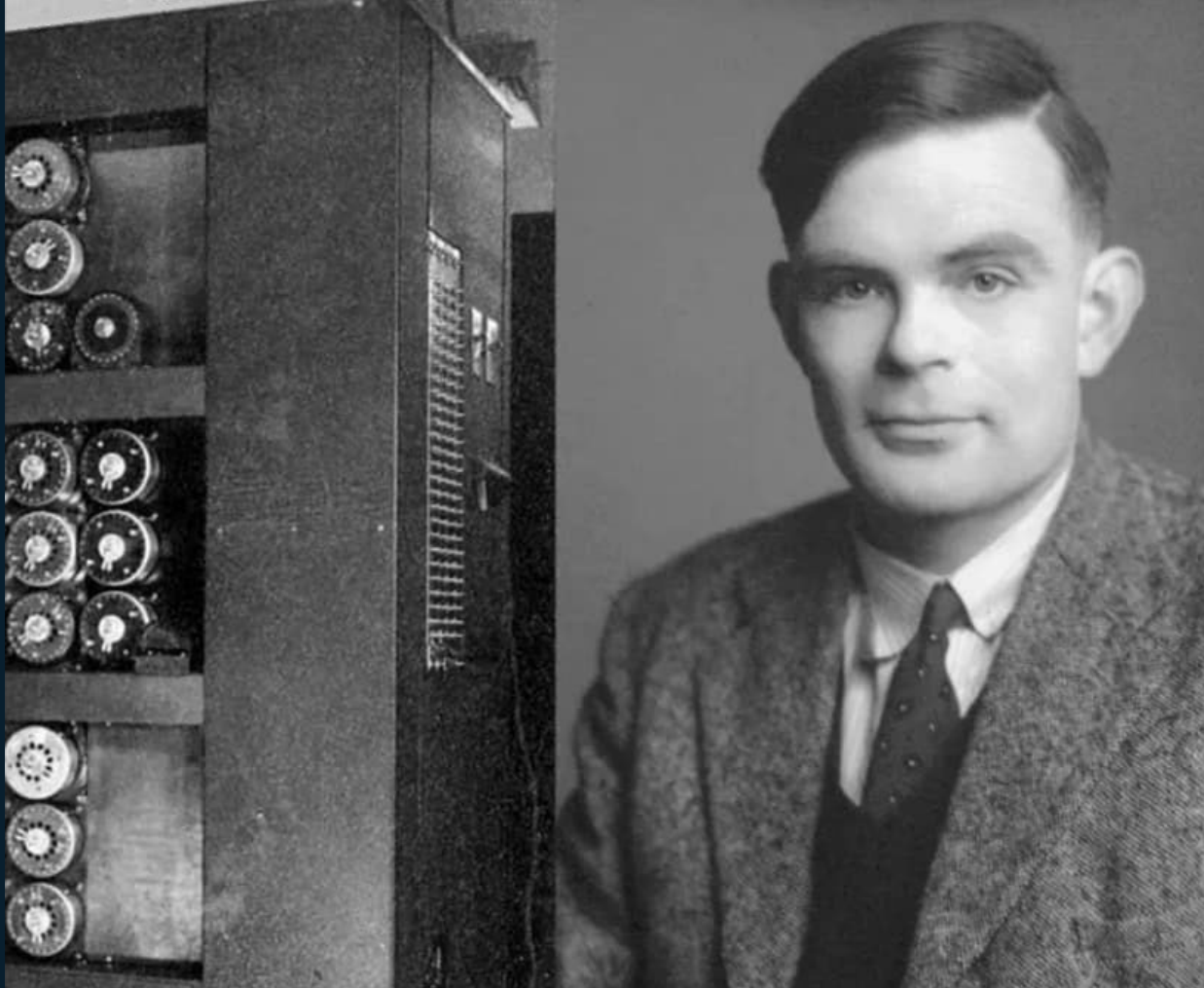


# Artificial Intelligence and Language Technologies

Elena González-Blanco García

31 May 2024, Fundación Ramón Areces

# Alan Turing | 1912 - 1954 "Turing Test"



VOL. LIX. No. 236.]

[October, 1950

MIND  
A QUARTERLY REVIEW  
OF  
PSYCHOLOGY AND PHILOSOPHY

I.—COMPUTING MACHINERY AND  
INTELLIGENCE

By A. M. TURING

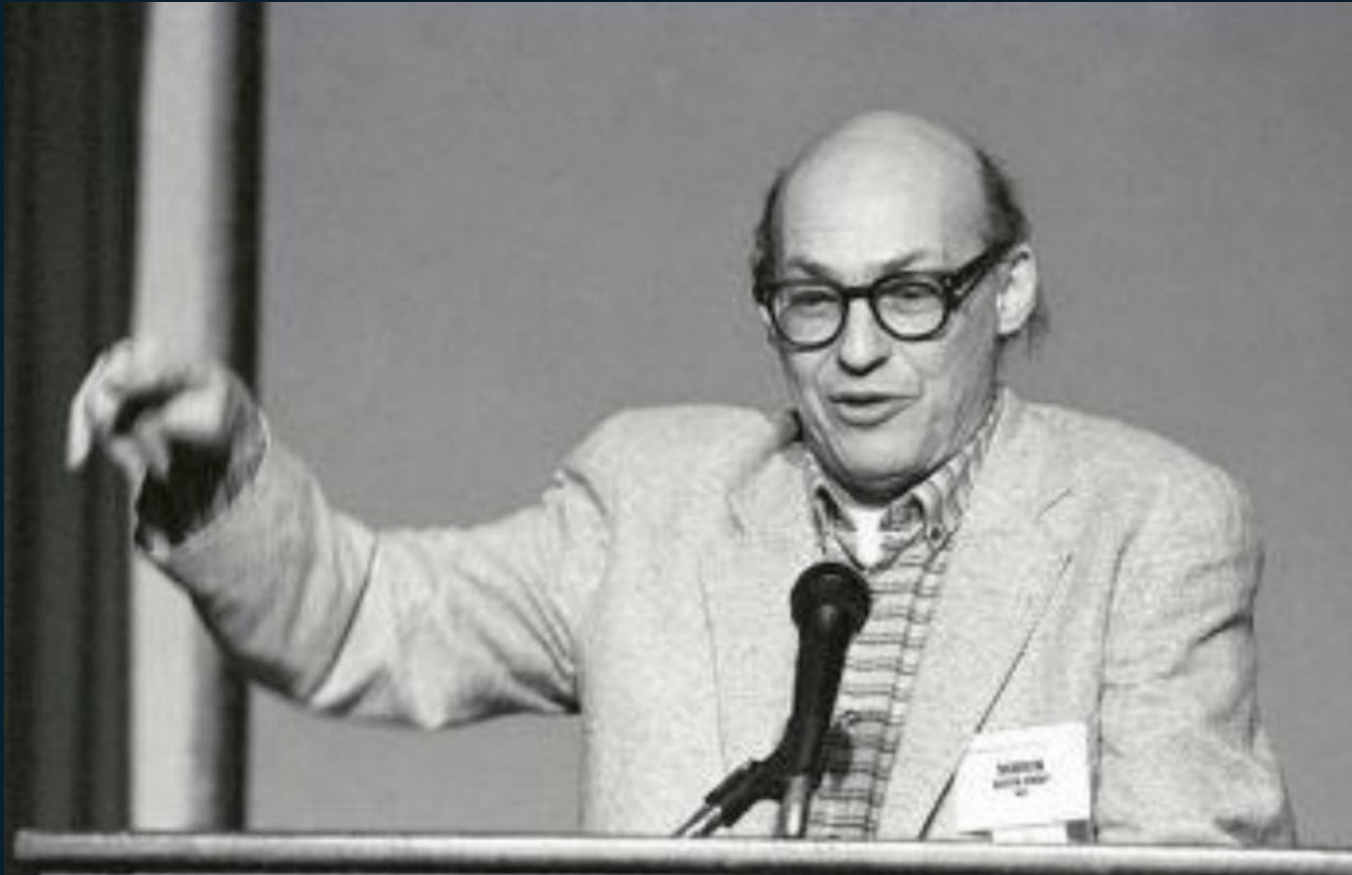
1. *The Imitation Game.*

I PROPOSE to consider the question, 'Can machines think?' This should begin with definitions of the meaning of the terms 'machine' and 'think'. The definitions might be framed so as to reflect so far as possible the normal use of the words, but this attitude is dangerous. If the meaning of the words 'machine' and 'think' are to be found by examining how they are commonly used it is difficult to escape the conclusion that the meaning and the answer to the question, 'Can machines think?' is to be sought in a statistical survey such as a Gallup poll. But this is absurd. Instead of attempting such a definition I shall replace the question by another, which is closely related to it and is expressed in relatively unambiguous words.

The new form of the problem can be described in terms of a game which we call the 'imitation game'. It is played with three people, a man (A), a woman (B), and an interrogator (C) who may be of either sex. The interrogator stays in a room apart from the other two. The object of the game for the interrogator is to determine which of the other two is the man and which is the woman. He knows them by labels X and Y, and at the end of the game he says either 'X is A and Y is B' or 'X is B and Y is A'. The interrogator is allowed to put questions to A and B thus:

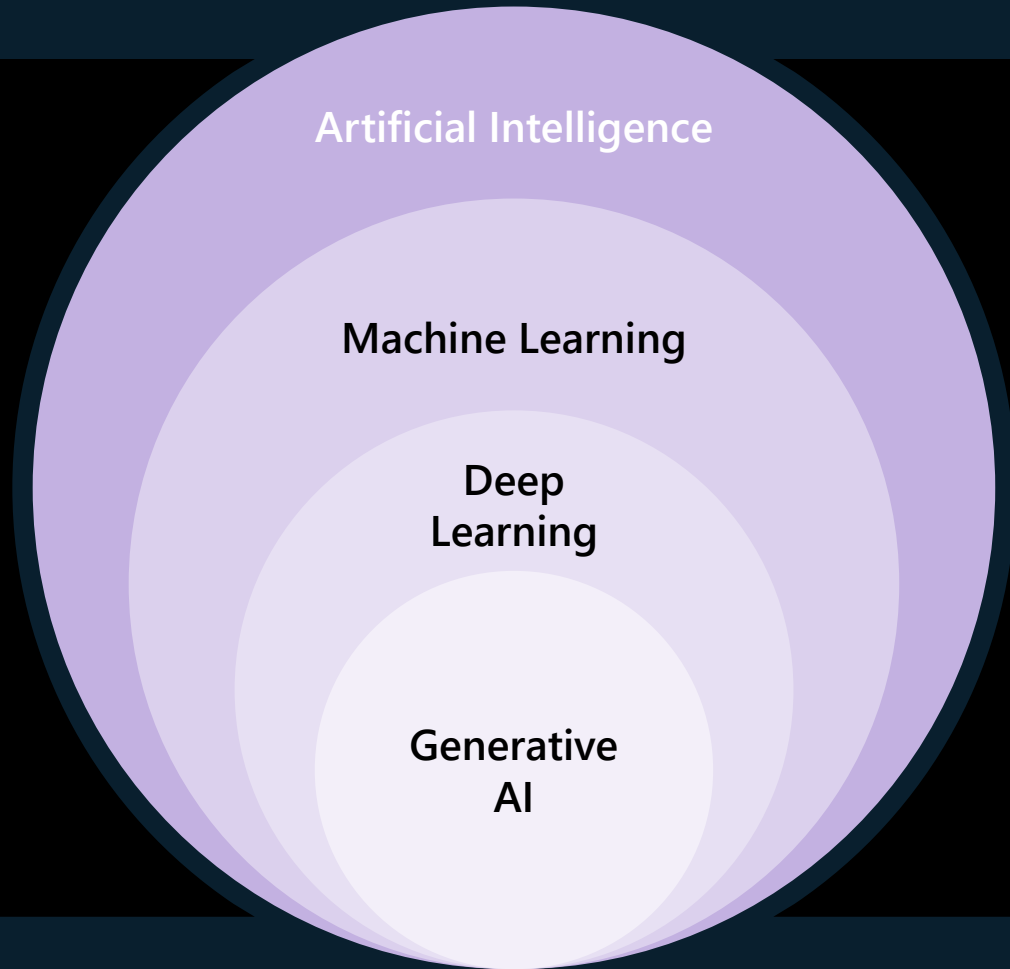
C: Will X please tell me the length of his or her hair?  
Now suppose X is actually A, then A must answer. It is A's

## Marvin Minsky | 1927 - 2016



- **Co-founder of the MIT AI Laboratory**
- **“AI brain”-convinced that machines could think like humans**
- **Foundational research for the creation of artificial neural networks.**
- **Advisor to Stanley Kubrick's “A Space Odyssey”, 2001**

# The journey continues with generative AI



1956

Artificial Intelligence

1997

Machine Learning

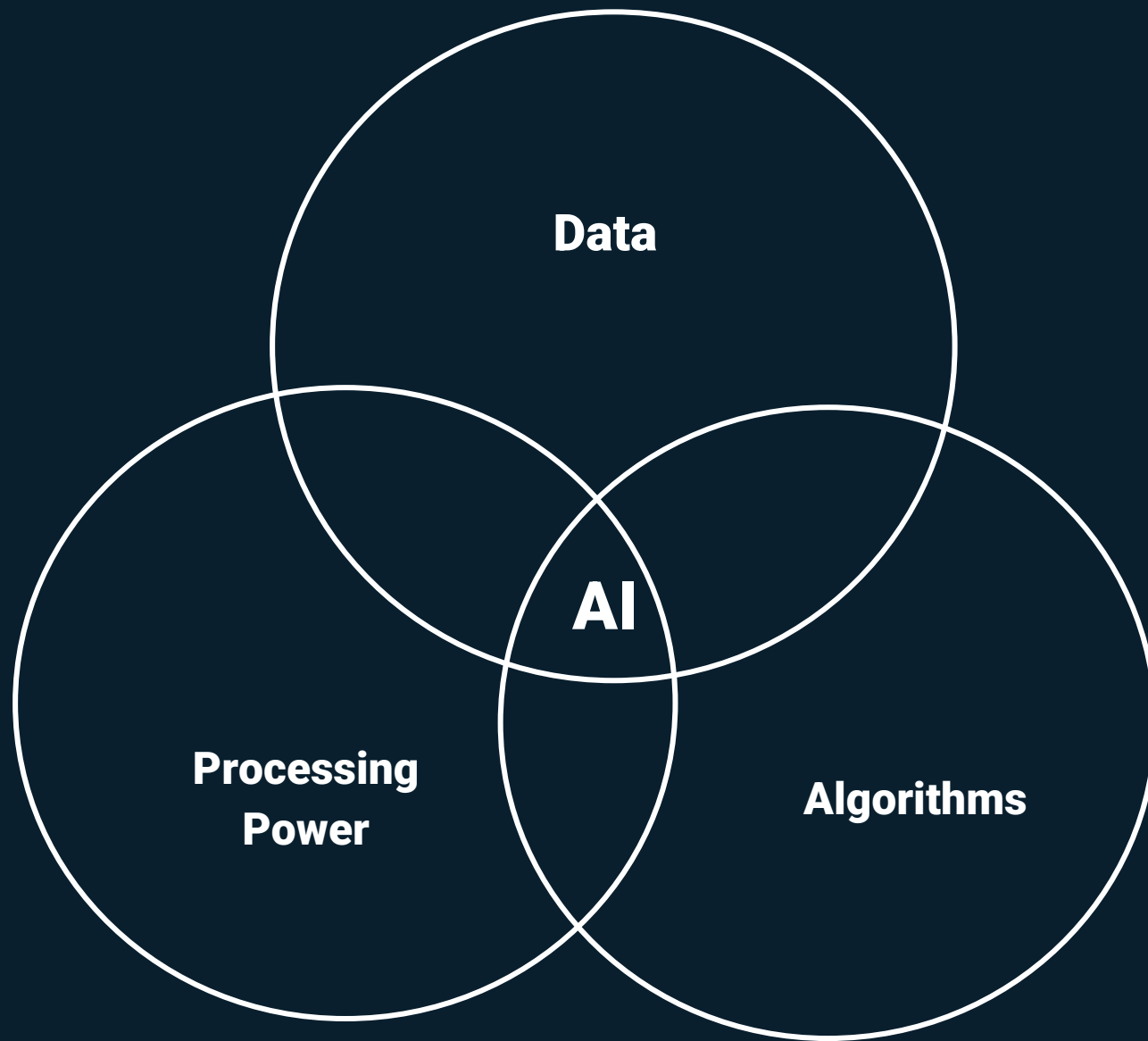
2012

Deep Learning

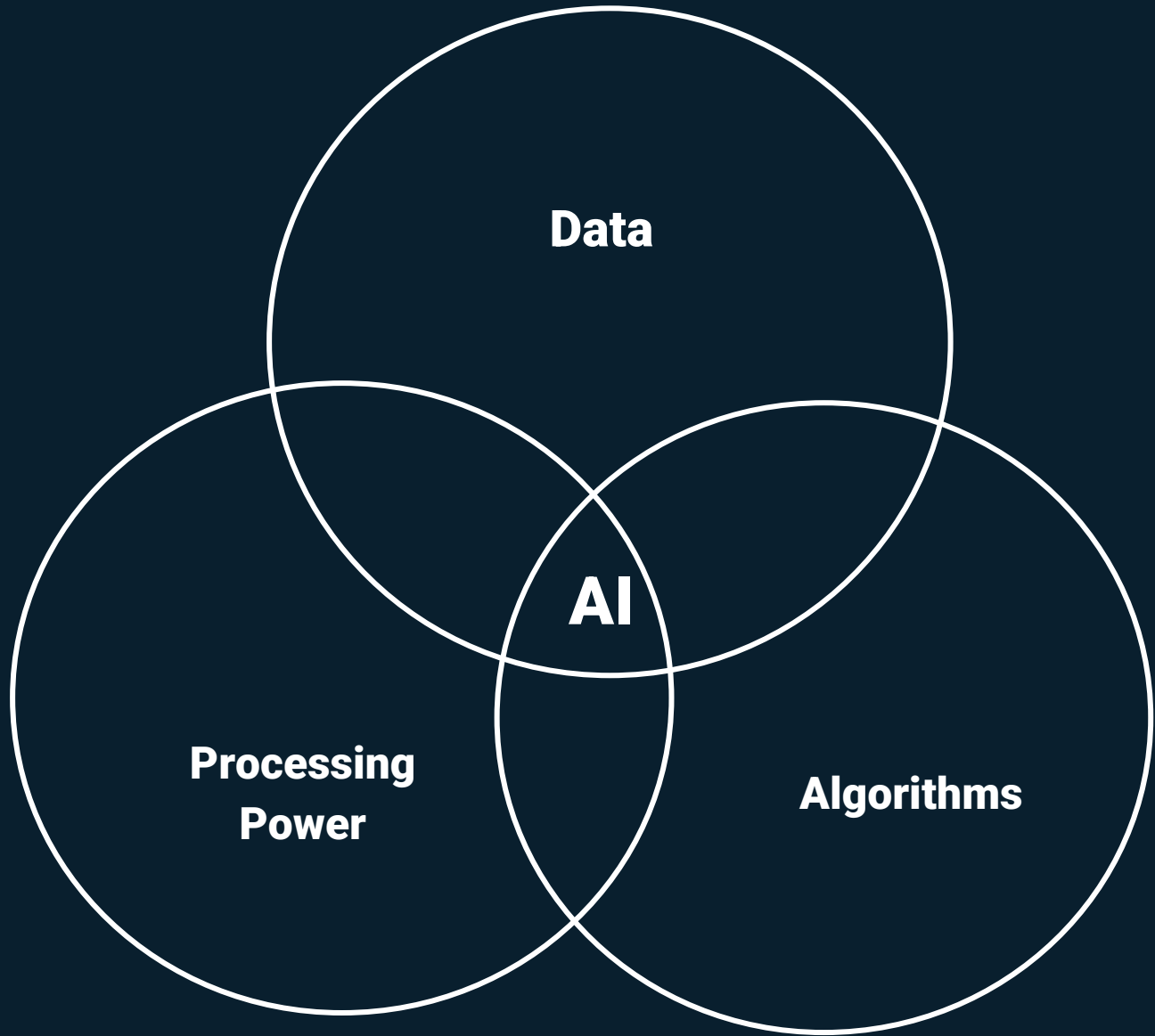
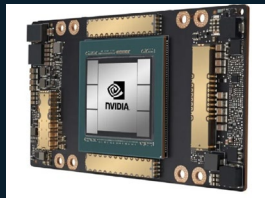
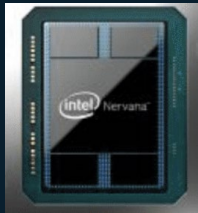
2021

Generative AI

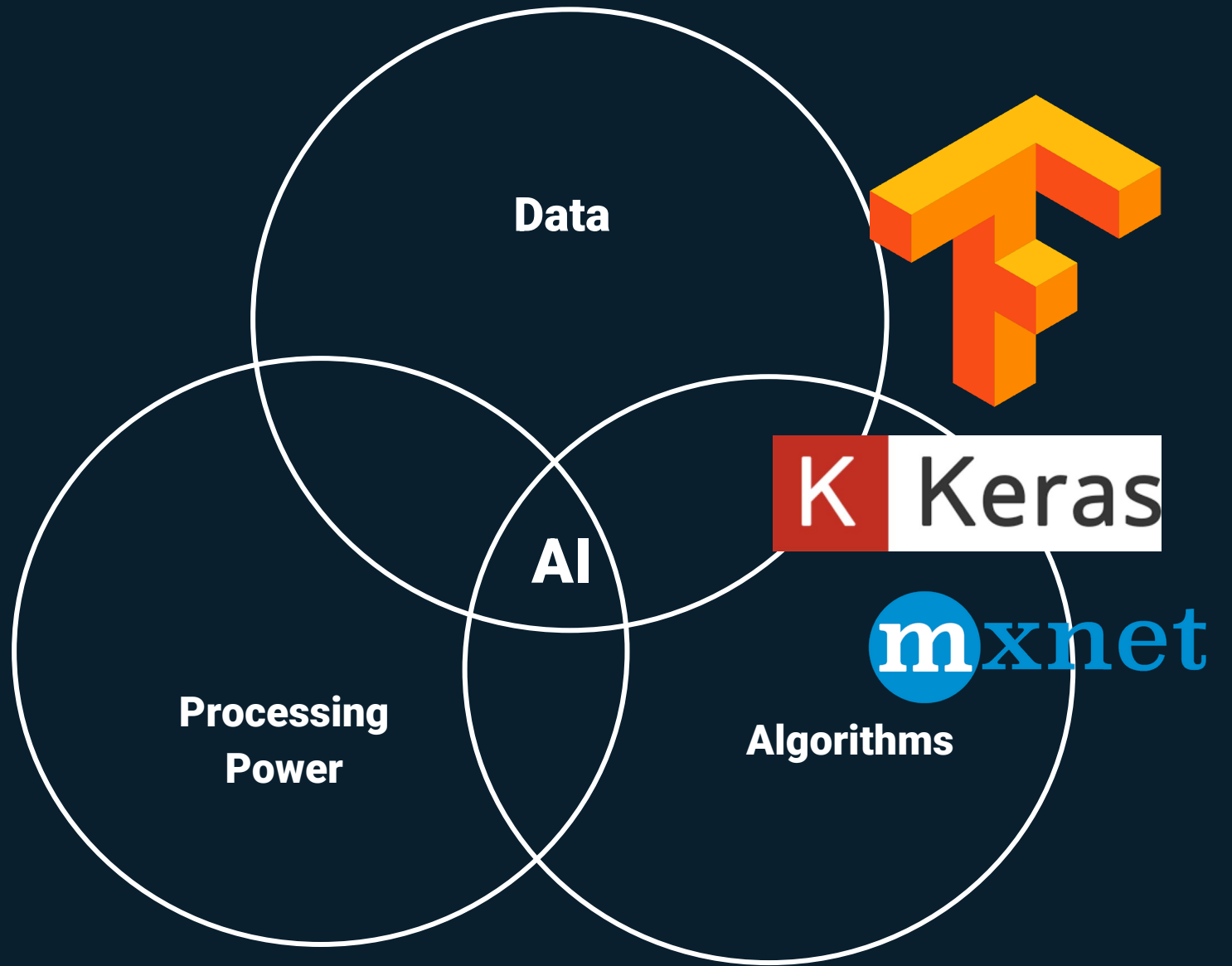
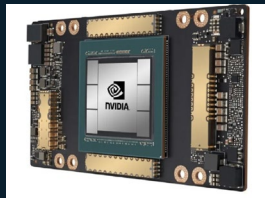
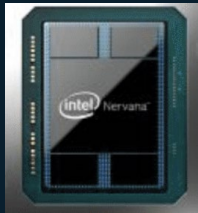
# The time for AI has arrived

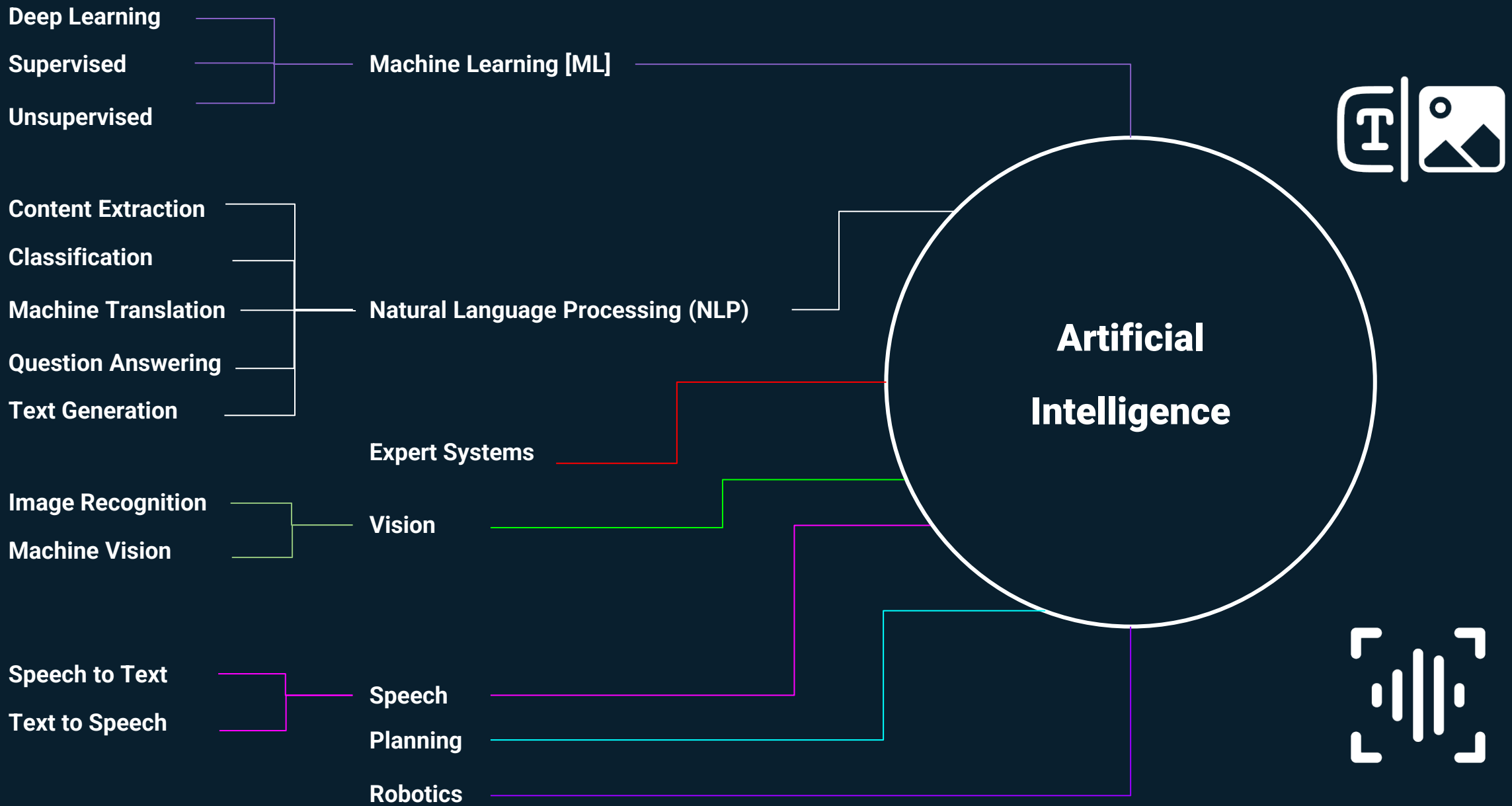


# The time for AI has arrived



# The time for AI has arrived







**How do machines learn  
to speak?**

**How do machines learn  
to speak?**

Juancomiounamanzana

**How do machines learn  
to speak?**

Juan comió una manzana

# How do machines learn to speak?

Juan

pos=n  
type=proper  
num=s  
gen=m

comió

pos=v  
num=s  
person=3  
tense=past

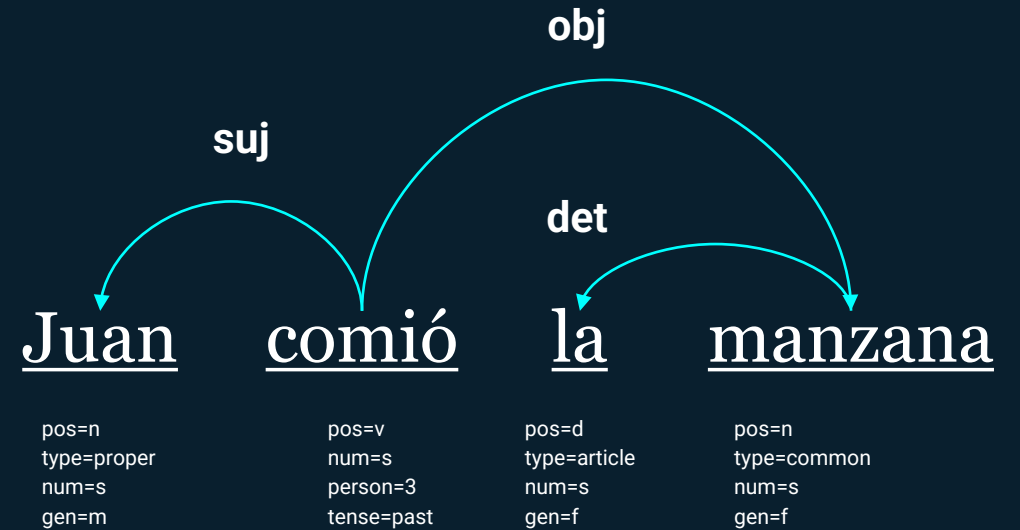
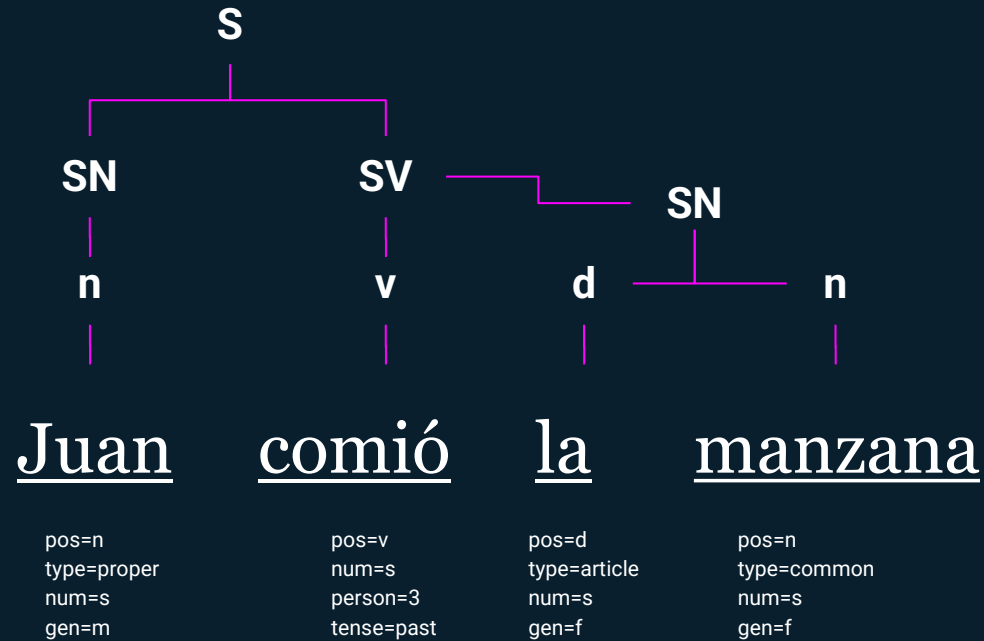
la

pos=d  
type=article  
num=s  
gen=f

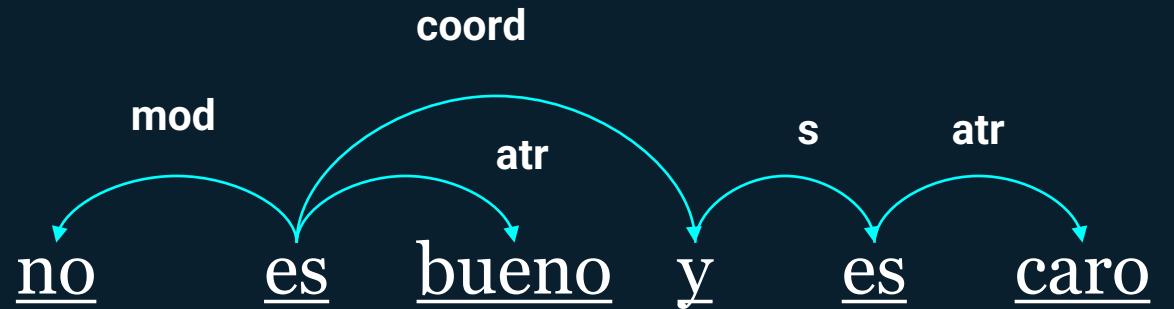
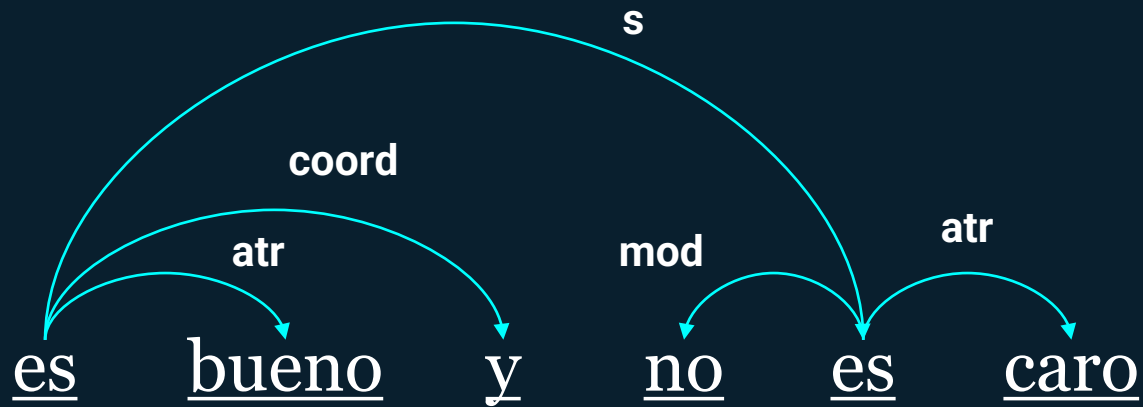
manzana

pos=n  
type=common  
num=s  
gen=f

# How do machines learn to speak?



# How do machines learn to speak?



**How do we  
teach all this  
to a  
computer?**

## **Levels of language**

**Phonetics, Phonology**

**Morphology**

**Syntax**

**Semantics**

**Pragmatics**

**All sounds,  
System sounds**

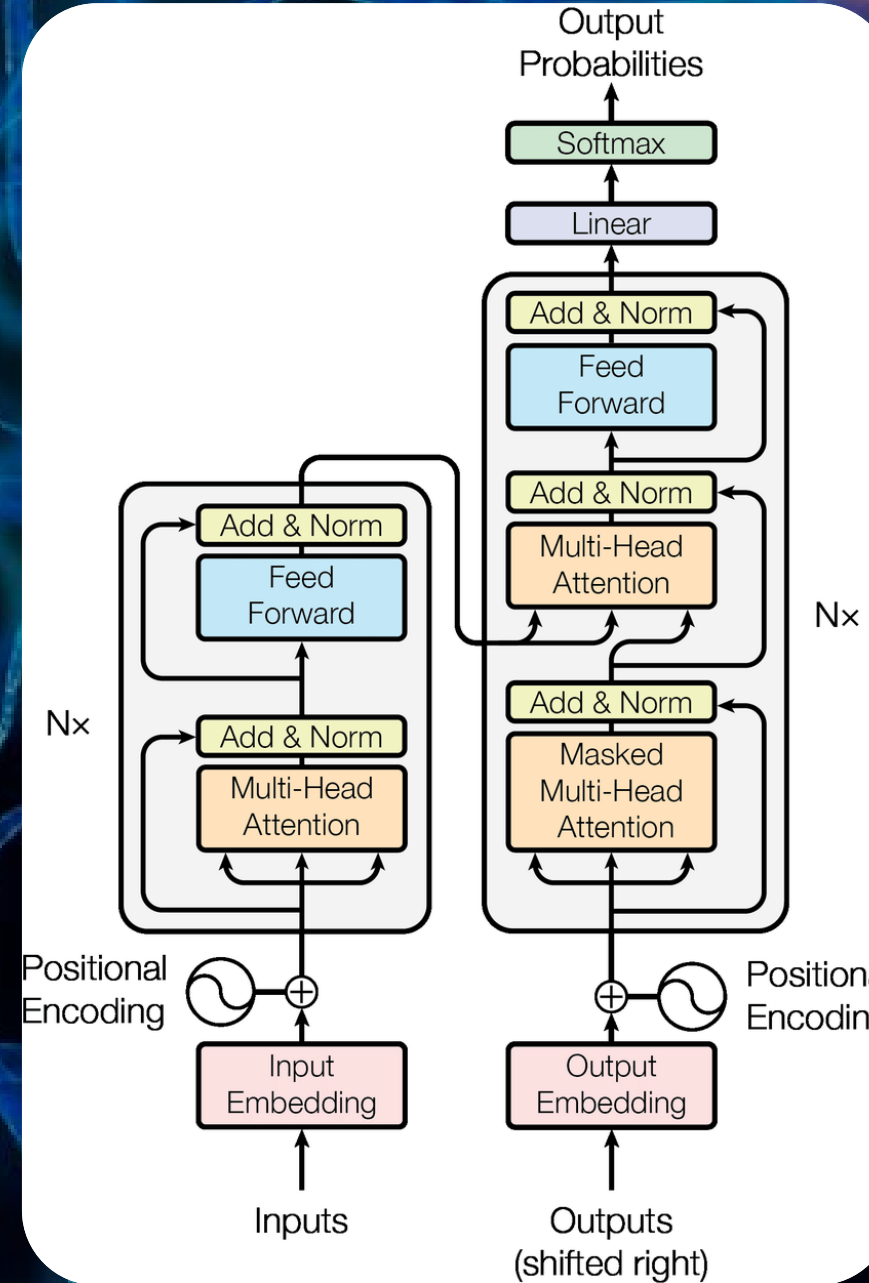
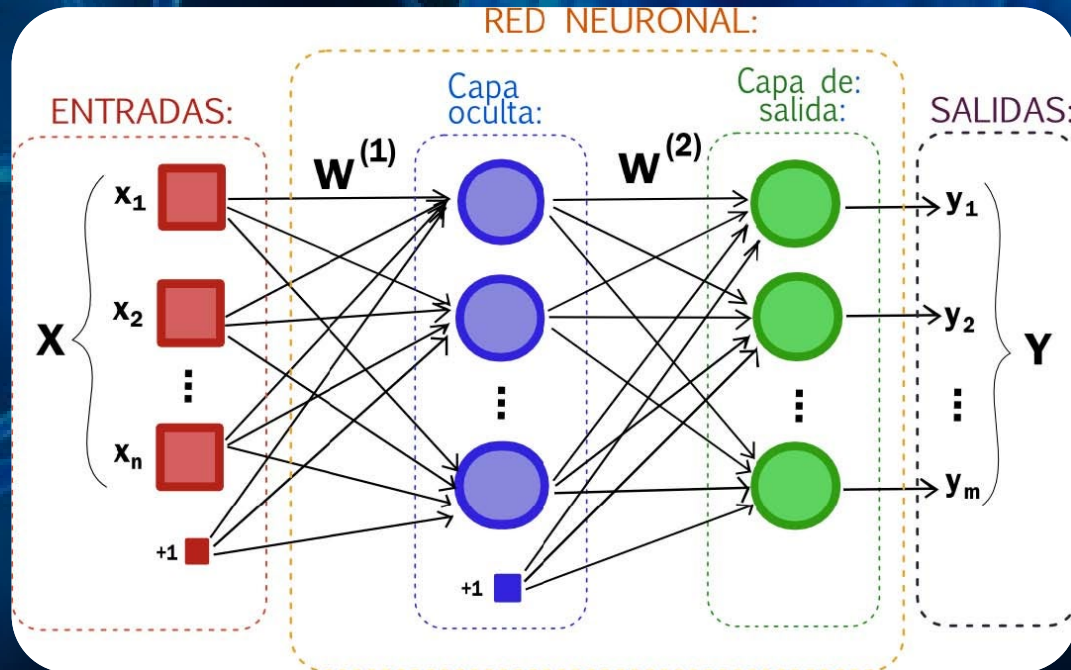
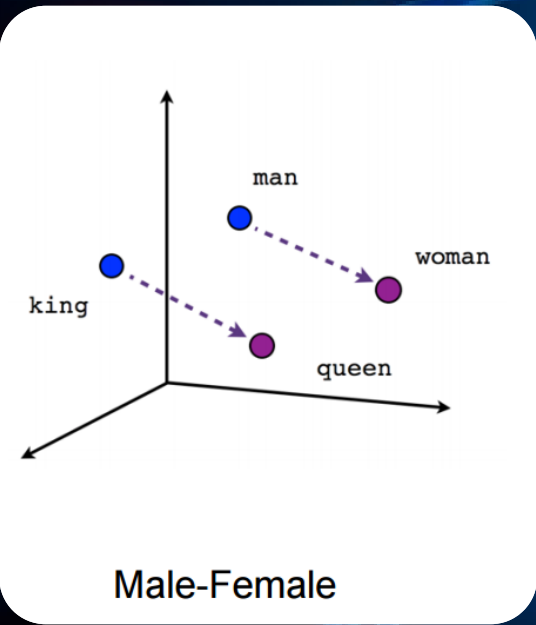
**Forms and  
Words**

**Clauses and  
sentences**

**Meanings  
of various kinds**

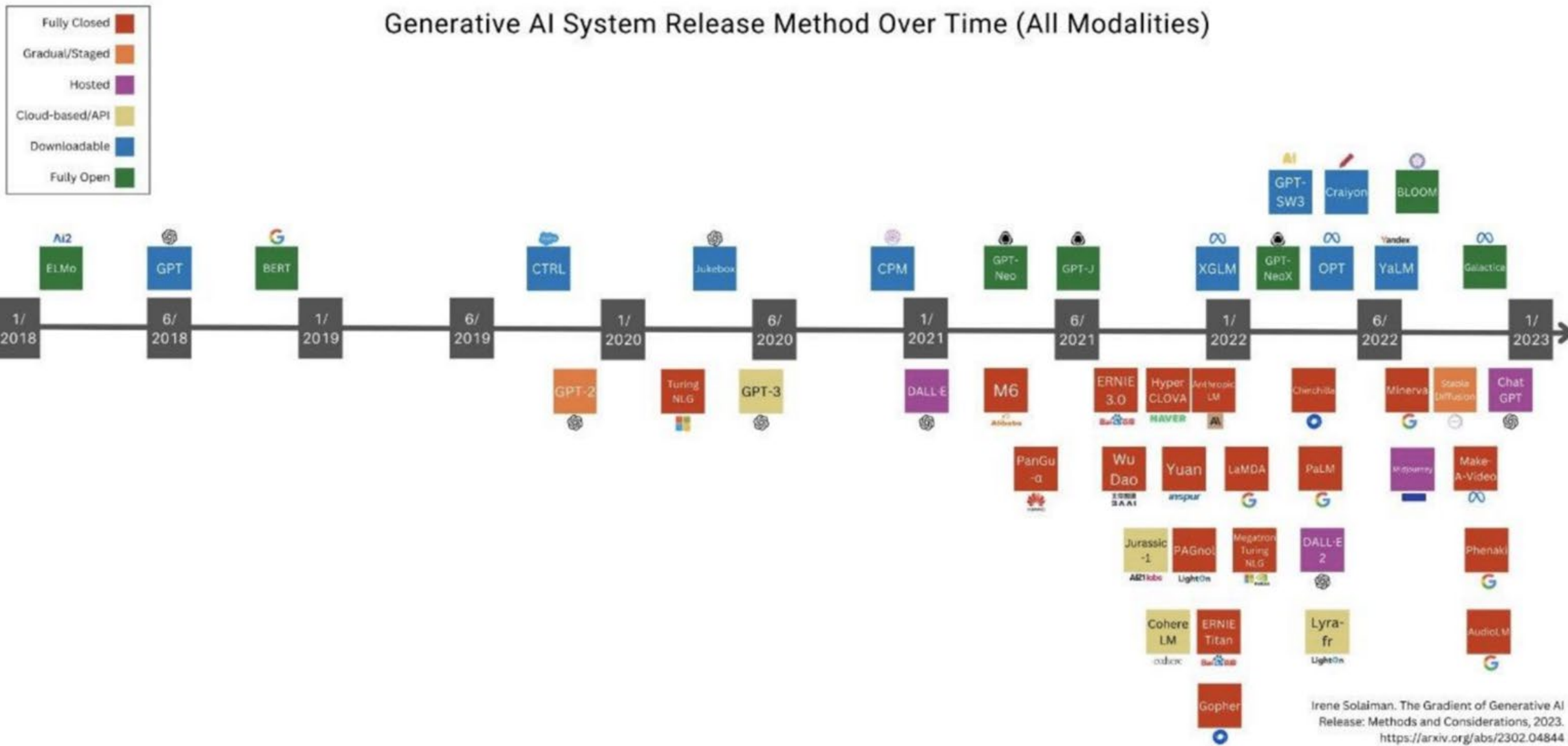
**Language  
use**

# How does AI work?





# Generative AI System Release Method Over Time (All Modalities)



Irene Solaiman. The Gradient of Generative AI Release: Methods and Considerations, 2023. <https://arxiv.org/abs/2302.04844>

# Azure AI Services

## Applications



Partner Solutions

## Application Platform AI Builder



Power BI



Power Apps



Power Automate



Copilot Studio

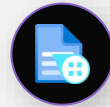
## Scenario-Based Services



Bot Service



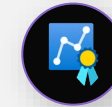
AI Search



Document Intelligence



Video Indexer



Metrics Advisor



Immersive Reader

## Customizable AI Models



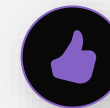
Vision



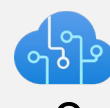
Speech



Language



Decision



Azure OpenAI Service

## ML Platform & Infrastructure



Azure Machine Learning



Business Users



Developers & Data Scientists



A **large language model** is a type of artificial intelligence that can process and produce natural language texts.

It **learns** from a **large amount of text data**, such as books, articles, and web pages, and discovers the patterns and rules of language from them.

It can **perform various tasks**, such as answering questions, summarizing texts, writing essays, and more.

**Prompt:**

In 100 words or less, please tell me what a large language model is

**Prompt:**

A futuristic abstract rendering of a large language model



# Tokens – What are they?

- A token - A basic unit of text, such as a word, part of a word, or a punctuation mark, that the model processes as part of its input or output



Text

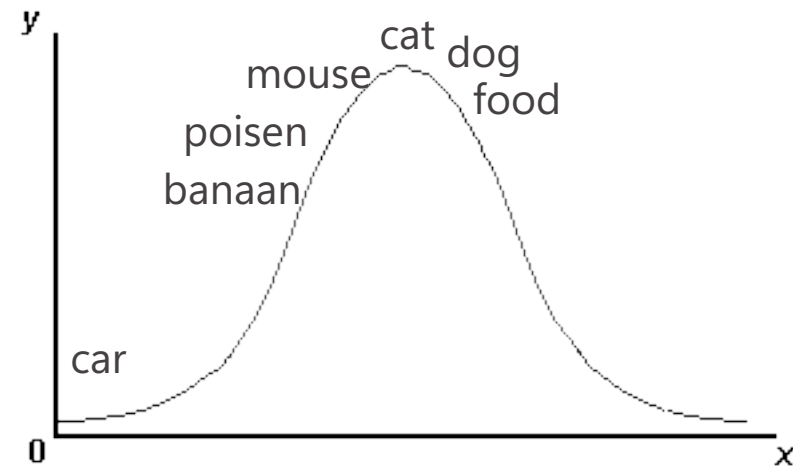


Tokens

			# tokens
The dog ate a cat	[791, 5679, 30912, 264, 8415]		5
The dogi ate a cat	[791, 5679, 72, 30912, 264, 8415]		6
Der Hund hat eine Katze gefressen	[22960, 99014, 9072, 10021, 17816, 3059, 28784, 676, 268]		9
dog ate a cat	[18964, 30912, 264, 8415]		4

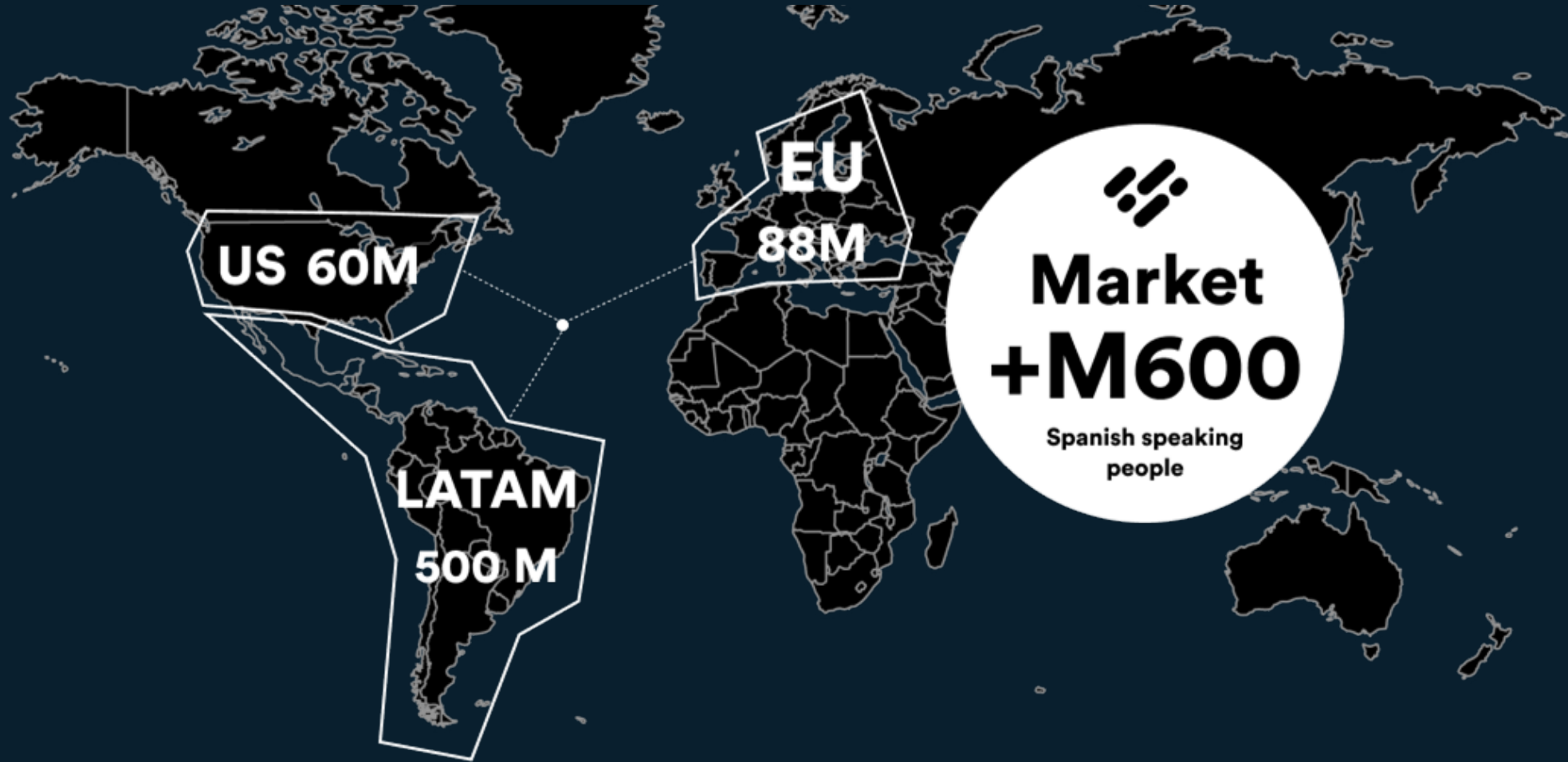
# How a model works: prediction of the following token

- They use the "context" (the previous tokens) to predict the next probable one

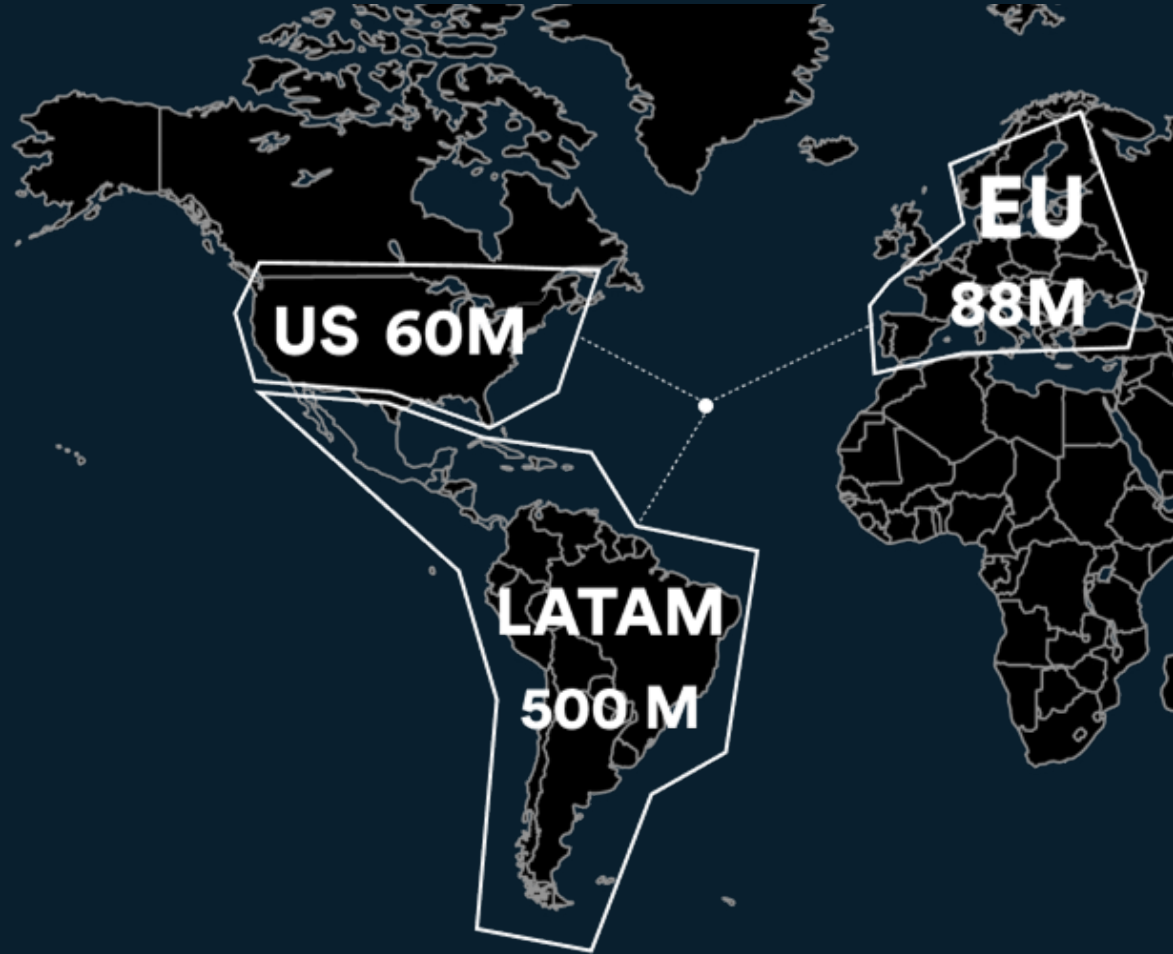




# Great market opportunity



# Great market opportunity



## ¿CÓMO SE DICE AMIGO EN TU PAÍS?

 Argentina <b>Che</b>	 Guatemala <b>Patojo</b>
 Colombia <b>Parcero</b>	 Honduras <b>Alero</b>
 Chile <b>Yunta</b>	 México <b>Cuate</b>
 Cuba <b>Acere</b>	 Perú <b>Pata</b>
 España <b>Colega</b>	 Venezuela <b>Pana</b>







**“Will robots inherit the earth?  
Yes, but they will be our children”.**

Marvin Minsky, Scientific American  
(October 1994)

# Thank You



[elenagon@microsoft.com](mailto:elenagon@microsoft.com)

[@elenagbg](https://twitter.com/elenagbg)