

Chapter BD+LT:I

I. Introduction

- ❑ Language Technologies
- ❑ Big Data Processing Architectures
- ❑ ML/AI/Data Tools Landscape

Goals of Language Technology

1. Aid humans in writing.

Correcting mistakes, formulating and paraphrasing text, transcription.

2. Identify texts related to spoken or written requests.

Text information retrieval, semantic text similarity, question answering.

3. Make sense of texts without reading the originals.

Categorization, information extraction, summarization, translation.

4. Instruct, and be advised by a computer.

Audio interfaces (e.g., dialog systems, robotics), learning and assessment.



5. Converse with computers as if they were human.

Turing test, conversational AI and chatbots, computational humor.

What is the nature of language and its relation to (artificial) intelligence?

Language Technologies

A Brief History

1940s Machine Translation (Shannon & Weaver, 1949)

1950s Turing Test (Turing, 1950)

Generative Grammars (Chomsky, 1957 & 1965)

1960s Chatbots: ELIZA (Weizenbaum, 1966), SHRDLU (Winograd, 1968)

1970s–80s Ontologies & Symbolic AI

1990s Statistical NLP

2000s Neural Language Models (Bengio et al., 2003)

IBM Watson (2006–2011)

Language Technologies

A Brief History (continued)

2010s Word Embeddings (Mikolov et al., 2013; Pennington et al., 2014)

Deep Recurrent & Convolutional Nets in NLP

(e.g. LSTM; Hochreiter & Schmidhuber, 1997)

Sequence-to-sequence models (Sutskever et al., 2014)

Attention (Bahdanau et al., 2015)

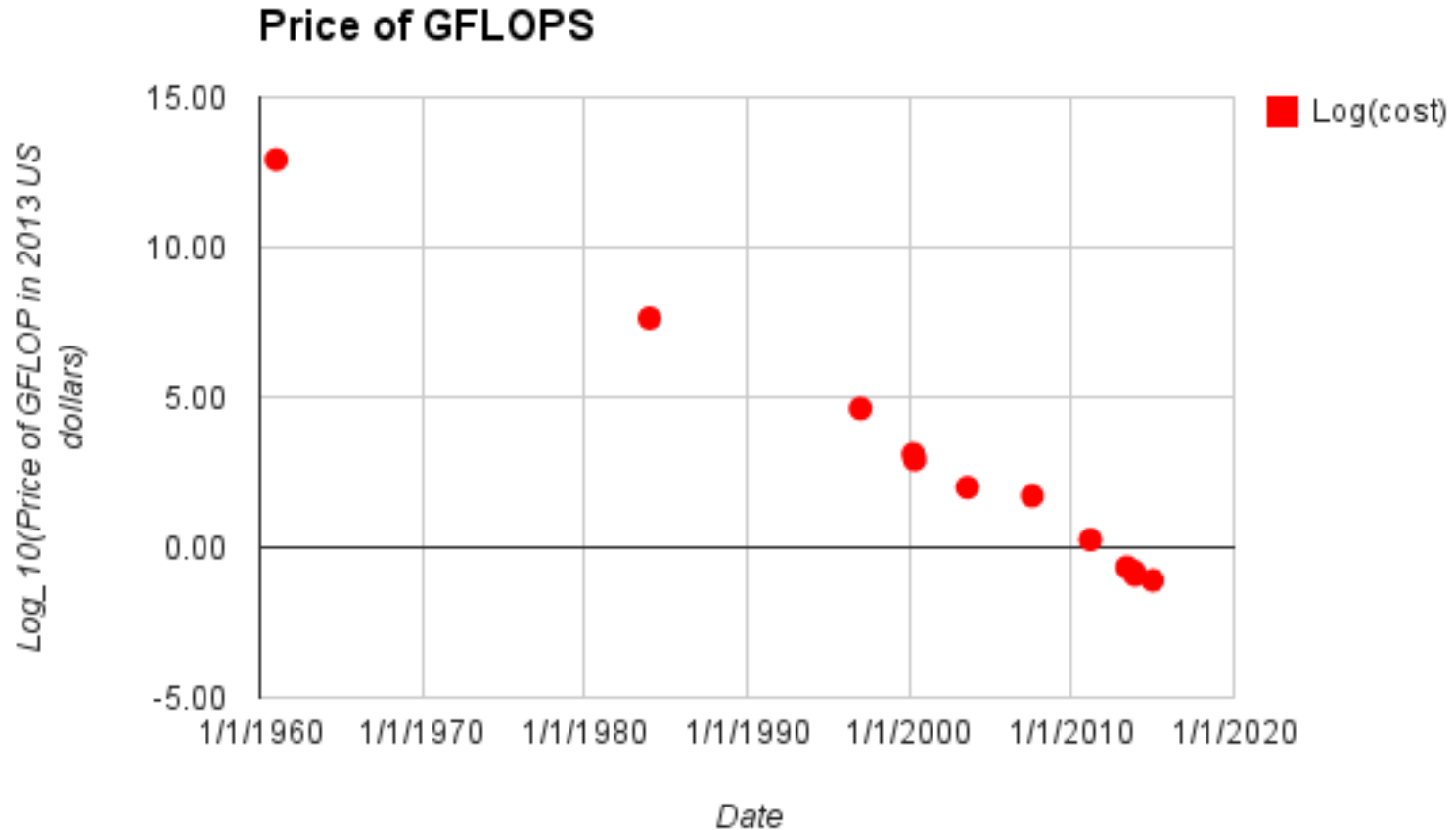
2017 Self-attention; Transformer (Vaswani et al., 2017)

2018 Pre-training: ELMo (Peters et al., 2018), BERT (Devlin et al., 2018),
GPT (Radford et al., 2018)

2020 Large language models, zero-shot transfer:
GPT-3 (Brown et al., 2020), T-Zero (Sanh et al., 2021),
GPT-NeoX-20B (Black et al., 2022)

Language Technologies

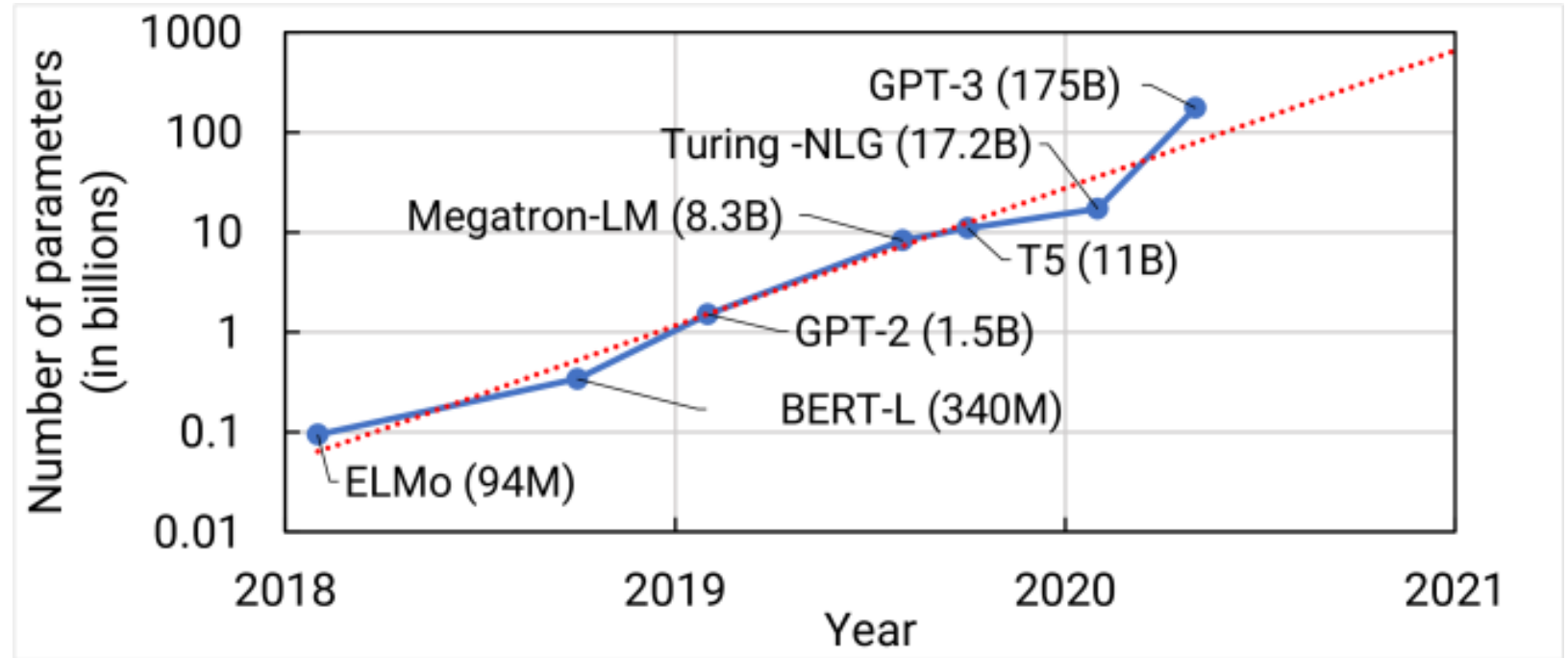
Cost of Compute



Source: [\[aiimpacts.org\]](https://aiimpacts.org), pricing data from Wikipedia

Language Technologies

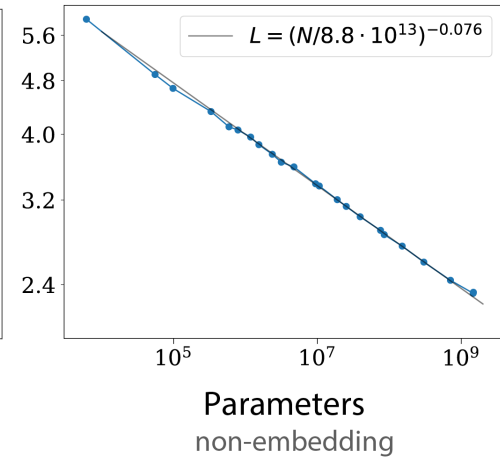
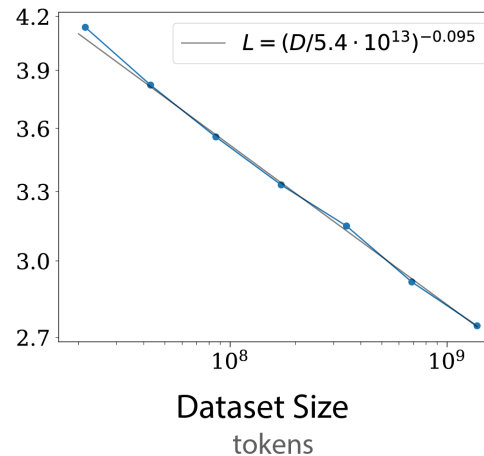
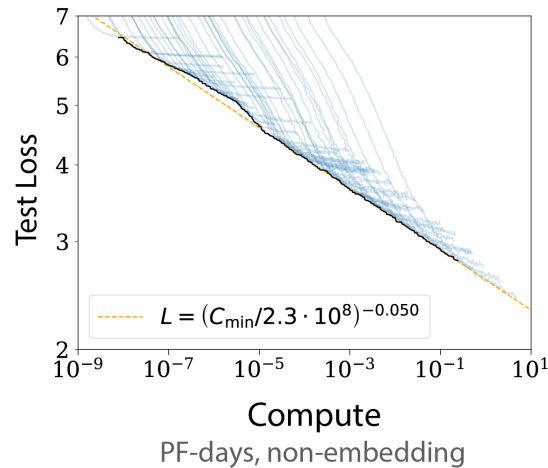
Language Model Size



(Narayanan, 2021)

Language Technologies

Scaling Laws



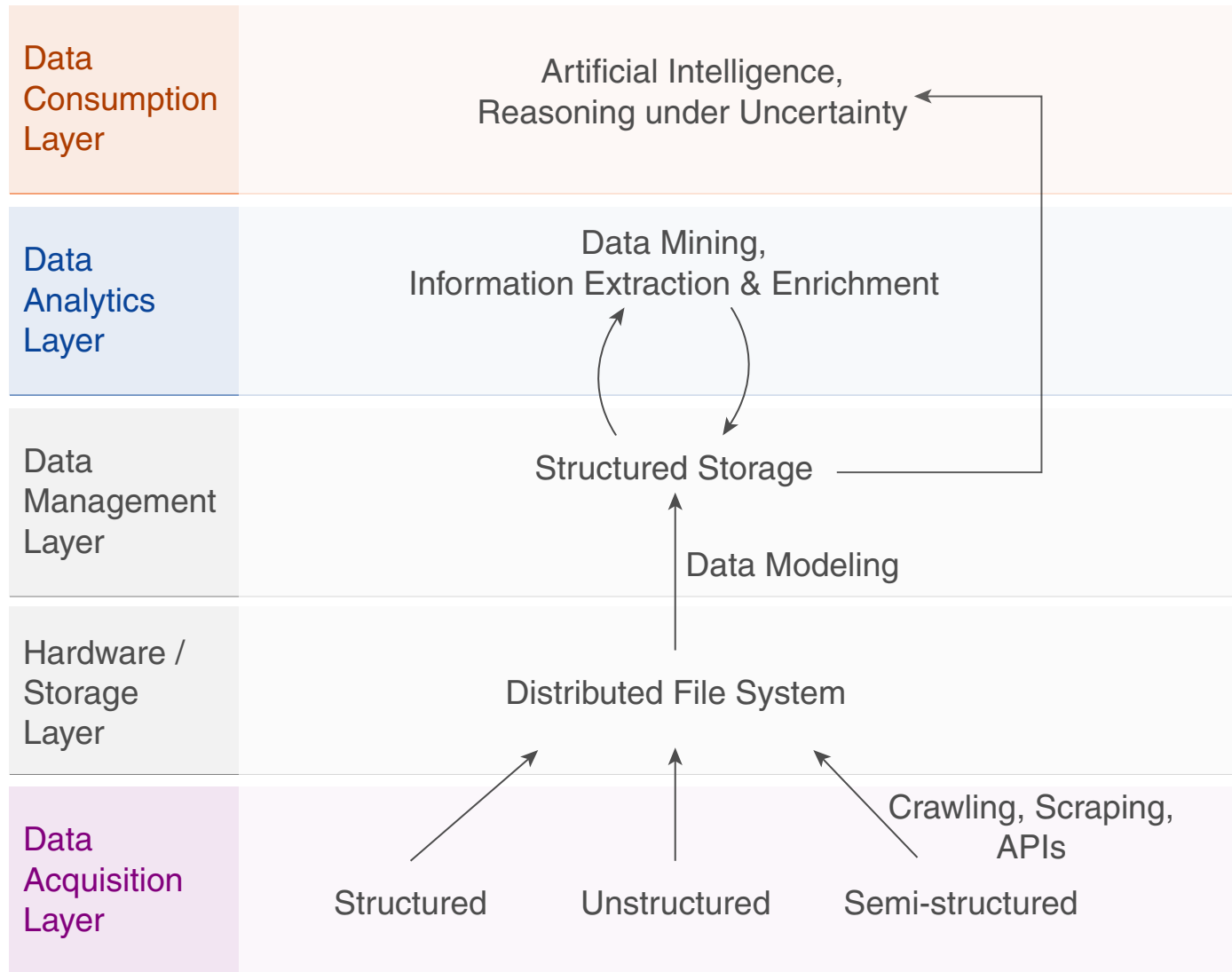
- ❑ More parameters as compute budget increases (Kaplan et al., 2020)
- ❑ Amount of training data needs to grow accordingly (Hoffmann et al., 2022)

Language Technologies

Compute & Data Requirements

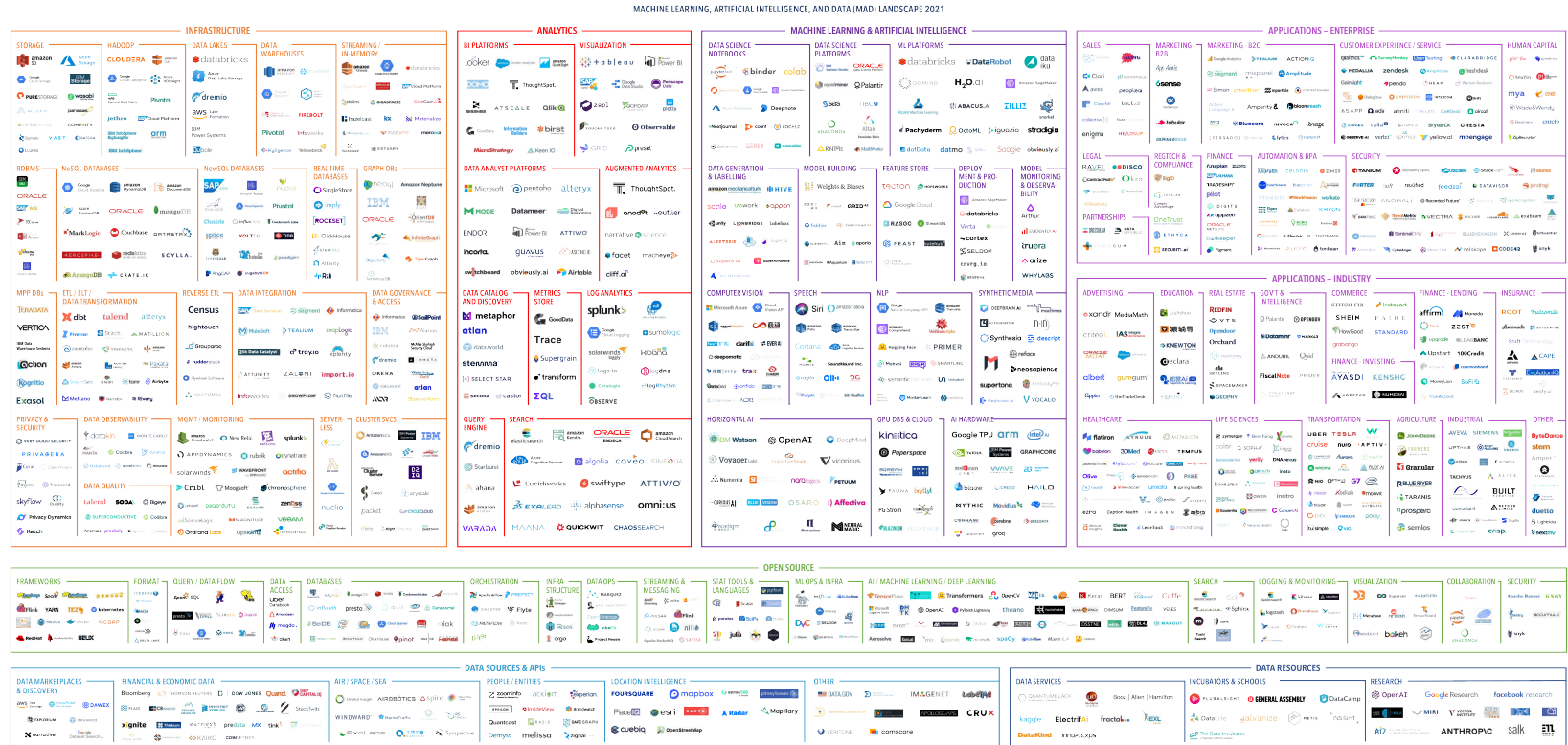
- ❑ **GPT-NeoX-20B**: Open-source autoregressive language model, trained for 2.5 months on 96 Nvidia A-100 GPUs (Black et al., 2022)
- ❑ **The Pile**: 825GiB open-source curated text dataset (Gao et al., 2020)

Big Data Architecture Stack



Big Data Tools

ML, AI, and Data (“MAD”) Landscape



Version 3.0 - November 2021

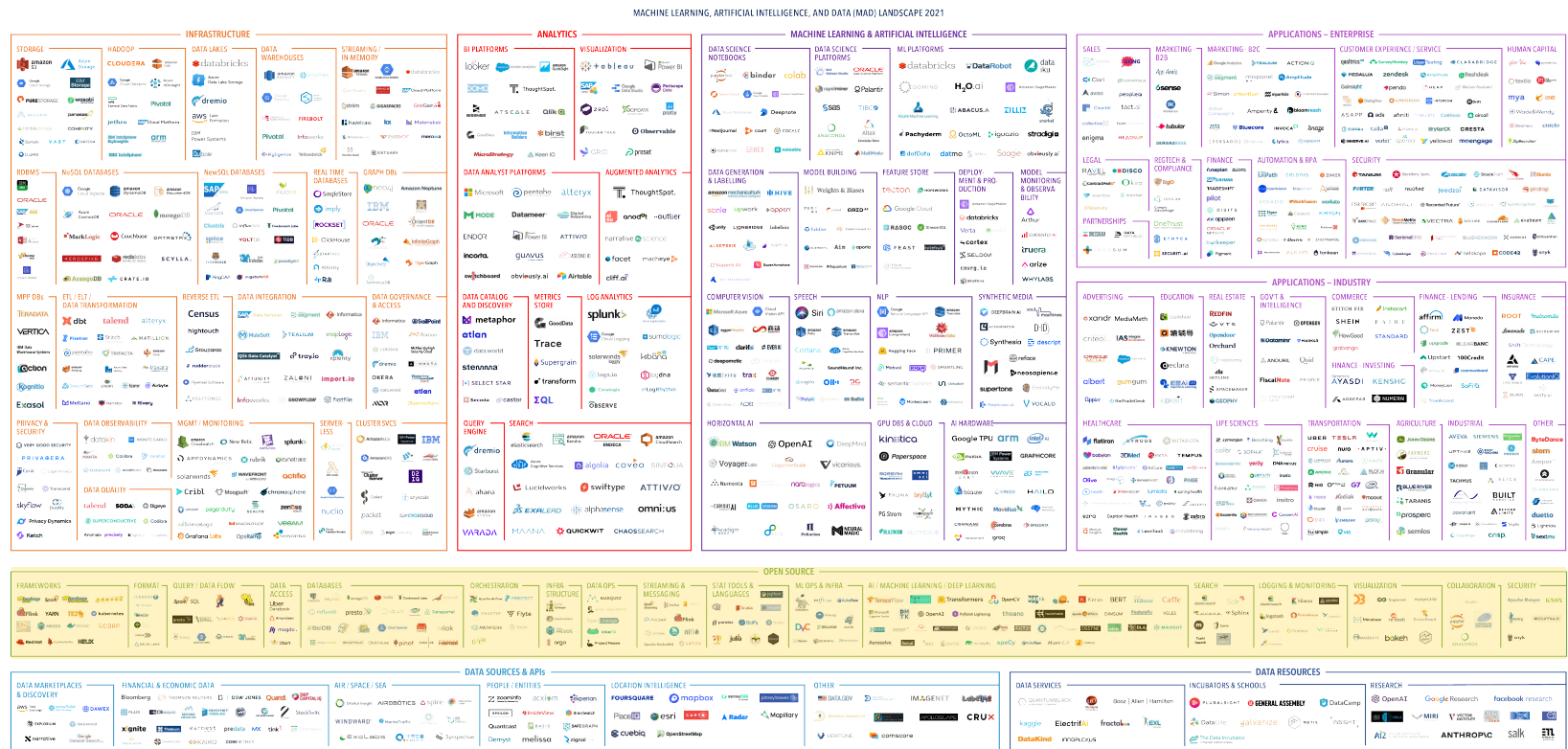
© Matt Turck (@mattturck), John Wu (@john_d_wu) & FirstMark (@firstmarkcap)

mattturck.com/data2021

[mattturck.com/data2021]

FIRSTMARK
EARLY-STAGE VENTURE CAPITAL

ML, AI, and Data (“MAD”) Landscape



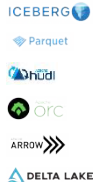
ML, AI, and Data (“MAD”) Landscape

Open Source Tools

FRAMEWORKS



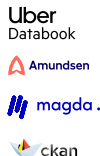
FORMAT



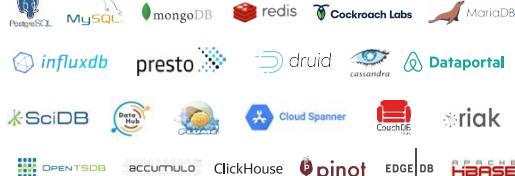
QUERY / DATA FLOW



DATA ACCESS



DATABASES



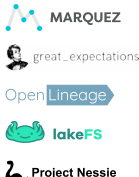
ORCHESTRATION



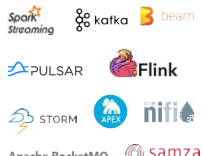
INFRA-STRUCTURE



DATA OPS



STREAMING & MESSAGING



STAT TOOLS & LANGUAGES



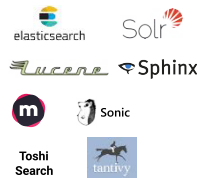
ML OPS & INFRA



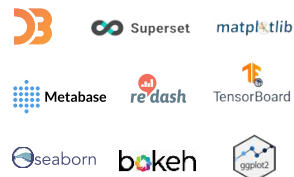
AI / MACHINE LEARNING / DEEP LEARNING



SEARCH



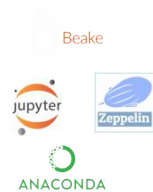
VISUALIZATION



LOGGING & MONITORING



COLLABORATION



SECURITY



[mattturck.com/data2021]