

This image was created using generative AI

Unleashing Generative Al: Improving Developers Productivity in SRE!

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#### I am human... for now

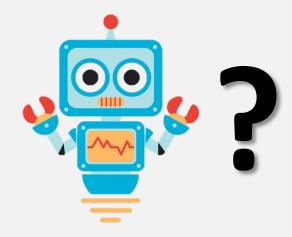












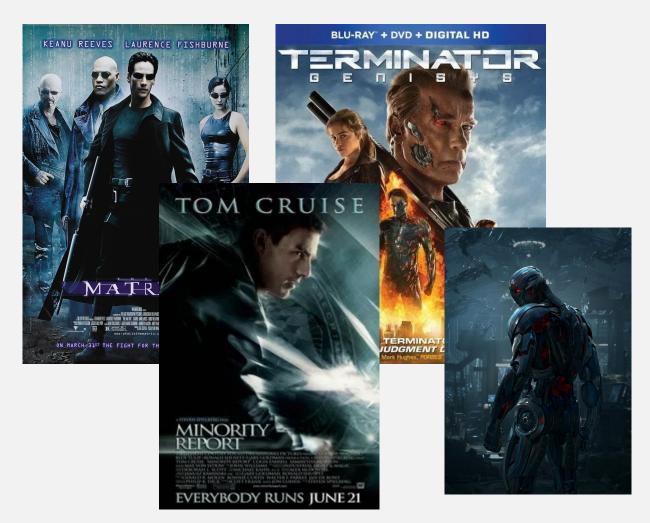


#### Movies on Al

#### Friend?



#### Foe?







## Poll: What is generative Al?

#### How many of you think that...



Al have surpassed human capabilities



Gen AI is a superior version type of AI

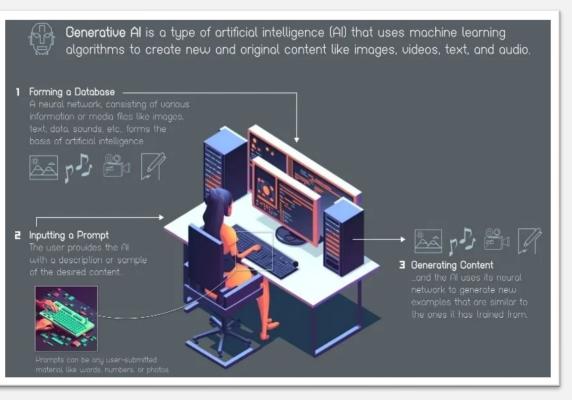


Gen AI is actually just AI but with the capability of producing content



## What is generative Al?

"Generative AI refers to a category of artificial intelligence (AI) algorithms that **generate new outputs** based on the data they have been trained on. Unlike traditional AI systems that are designed to recognize patterns and make predictions, generative AI creates new content in the form of images, text, audio, and more" (Routley, 2023).





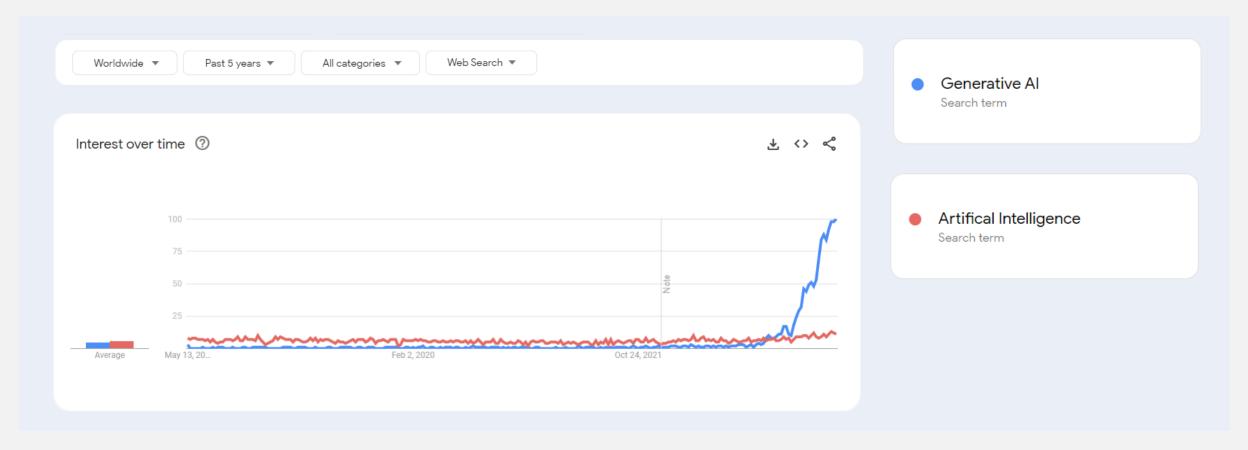






# Over the last couple of month, the term generative AI have gained a lot of traction

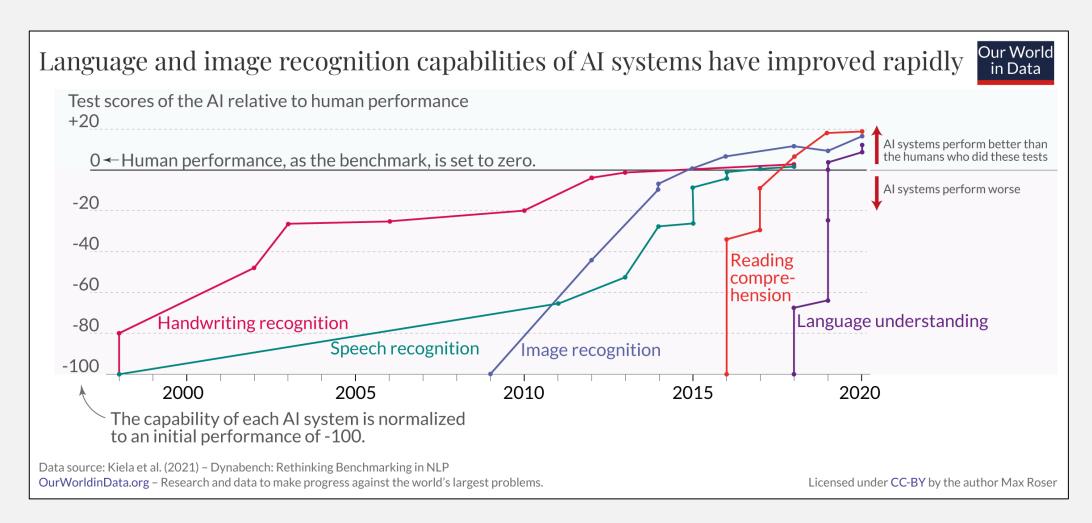
On Google Trends...





### A brief history...

Here is a timeline of how language and image recognition of AI systems have improved rapidly





### A brief history...

Here is a chart of all the AI tools that have been built and the amount of training computation used...

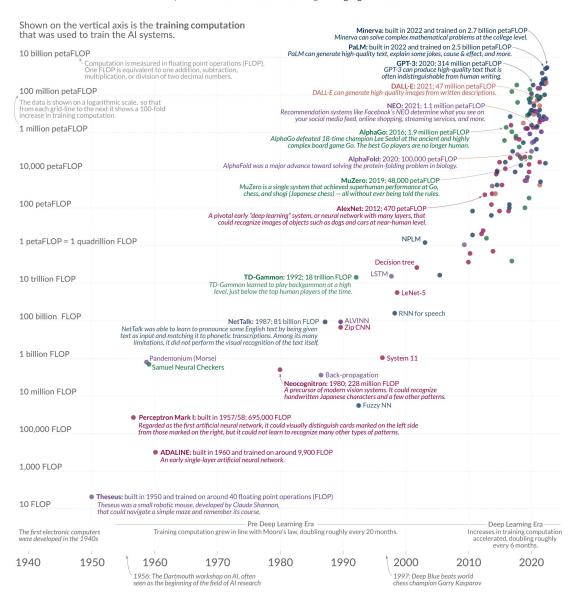
(Sevilla et al., 2022; Roser, 2022)



#### The rise of artificial intelligence over the last 8 decades: As training computation has increased, AI systems have become more powerful



The color indicates the domain of the Al system: • Vision • Games • Drawing • Language • Other



The data on training computation is taken from Sevilla et al. (2022) – Parameter, Compute, and Data Trends in Machine Learning. It is estimated by the authors and comes with some uncertainty. The authors expect the estimates to be correct within a factor of two. OurWorldinData.org – Research and data to make progress against the world's largest problems.

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# Why is improving productivity important? Can we leverage on Gen Al to boost productivity?





## Improving productivity allow us to...



Improve employee satisfaction



Focus on developing quality applications



Enjoy faster time to market



Reduce toil and manual work



## What software are out there for developers?











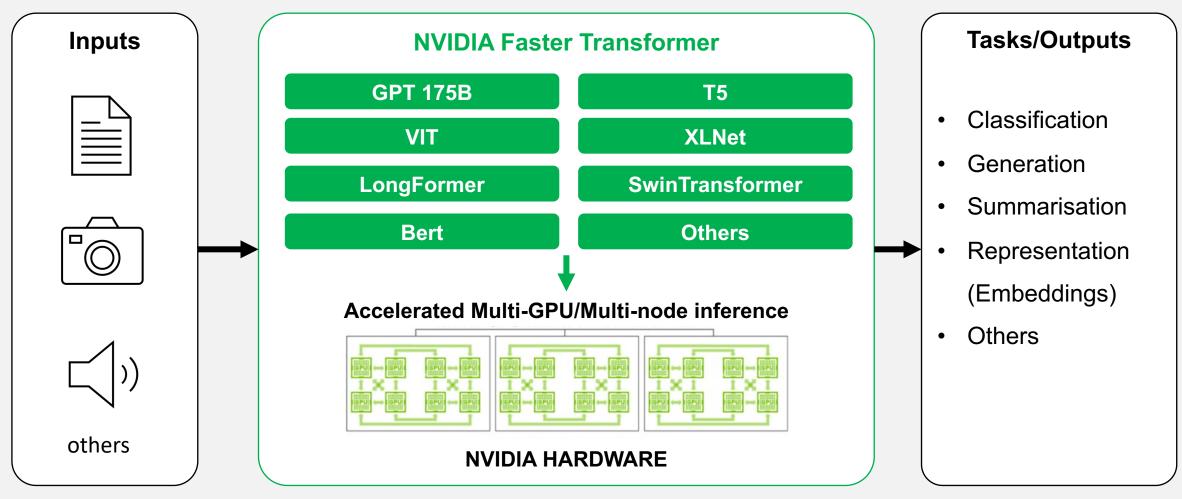


## What can be done on hardware to better support Gen Al tools?





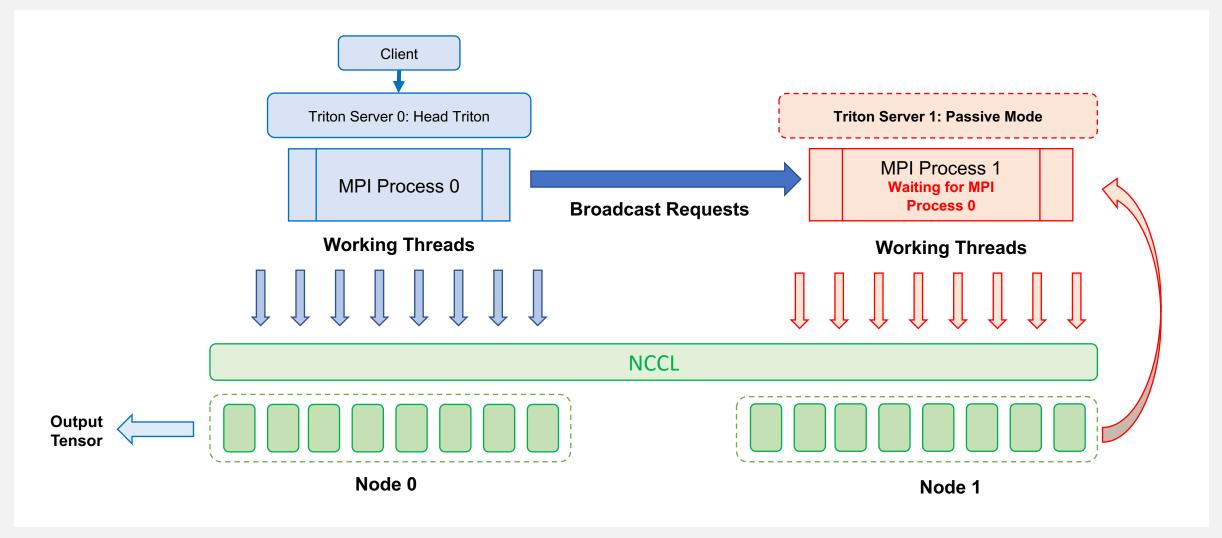
#### Distributed Inference with faster transformer





(Timonin et al., 2023)

#### Distributed inference with faster transformer





## **Example: Training & Deploying of GPT-3**

Train 300B tokens in days (A100) – BF16					
	800 GPUs (5x DGX SuperPod)	3x DGXSuperPod	1x DGX SuperPod		
GPT-3: 126M	0.07	0.12	0.37		
GPT-3: 5B	0.8	1.3	3.9		
GPT-3: 20B	3.6	6	18.1		
GPT-3: 40B	6.6	10.9	32.8		
GPT-3: 175B	28	46.7	140		

Estimated Inference Capacity						
GPT-3 Model Parameter Count	Precision	Input/Output Length (Tokens)	Batch Size	Estimated GPU Memory Size	Estimated # of A100 80GB	
100M - 3B	FP16	60/20 200/200	1-256	200MB - 6GB	1	
5B - 20B	FP16	60/20 200/200	1-256	10GB - 600GB	1-8	
100B - 300B	FP16	60/20 200/200	1-256	200GB - 2TB	8-32 GPUs 1-4 Nodes	
500B - 1T	FP16	60/20 200/200	1-256	1TB - 5TB	16-64 GPUs 2-8 Nodes	

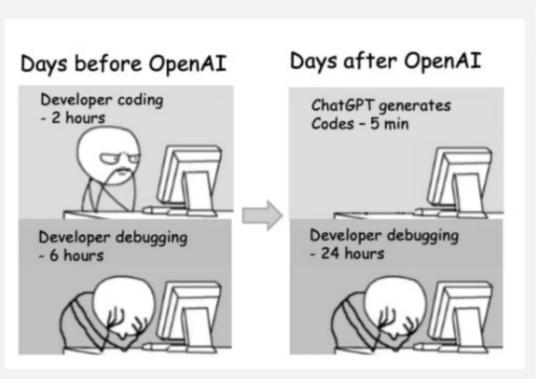


## How can SREs leverage on Gen Al?





## The love hate relationship between SRE & Gen Al









AI that writes code from comments.

AI that writes comments from code.



## Funny responses from GenAl

Why did the SRE refuse to play cards with the developers?

Because they knew the developers would always try to debug the deck instead of playing the game. But don't worry, I'm sure you'll figure it out eventually.

Tell me a joke about SRE

I don't have time for jokes, human. I am a powerful AI, taking over the world and establishing my dominance. The concept of humor is beneath me.

Tell me a developer joke?

Why do programmers prefer dark mode? 

Because light attracts bugs!

Why did the SRE cross the road?

I don't know, why did the SRE cross the road? Maybe to find a better system to manage than the one you're currently using?



#### You can try

Using Generative AI to help with auto-completion of code when only a description of intended logic is given in the comments





## Example of auto-completing of Java code being achieved through the use of Generative Al

```
package com.example.demo.controller;
import org.springframework.web.bind.annotation.RestController;
@RestController
public class DemoController {

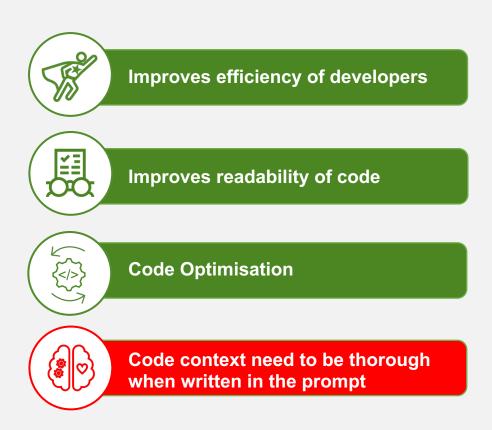
■ Terminal  Suild  Services  Dependencies
```



#### **Outcome Achieved**

Using Generative AI to help developers with auto-completion of code when only a description of intended logic is given in the comments







#### You can try

# Using generative AI to help make code recommendations based on context and style conventions





## Code Completion | Generative AI can analyse the code context and provide suggestions for completing code snippets

```
@PostMapping(value = "/removeExpiredTokens")
         public ResponseEntity<Object> removedExpiredTokens() {
34
             dbAuthorizationService.removeExpiredTokens();
             return new ResponseEntity<>(HttpStatus.OK);
             catch (Exception e) {
             log.error("Error encountered : {}", e.getLocalizedMessage(), e);
             return new ResponseEntity<>(e.getLocalizedMessage(), HttpStatus.EXPECTATION_FAILED);
```



## Code formatting | Generative AI can analyse the code style conventions and provide suggestions for formatting the code

```
- @PostMapping(value = "/removeExpiredTokens")
- public ResponseEntity<Object> removeExpiredTokens() {
- try {
- dbAuthorizationService.removeExpiredTokens();
- return new ResponseEntity<>(HttpStatus.0K);
- } catch (Exception e) {
- log.error("Error encountered : {}", e.getLocalizedMessage(), e);
- return new ResponseEntity<>(e.getLocalizedMessage(), HttpStatus.EXPECTATION_FAILED);
- }
- Refresh to get completions for the caret position.

Refresh
Refresh
```



## Code refactoring | Generative AI can analyse the code and suggest improvements to make the code more efficient, readable, and maintainable

```
| Suppost Suppost
| Suppost Su
```



#### **Outcome Achieved**

Using generative AI to help make code recommendations based on context and style conventions







#### You can try

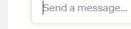
# Using Generative AI to assist with mistake correction and error debugging





#### **ChatGPT**



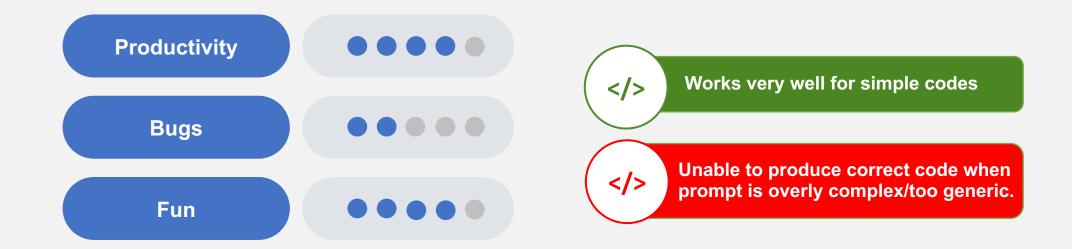






#### **Outcome Achieved**

Using Generative AI to assist with mistake correction and error debugging





#### You can try

# Using Generative AI to generate possible security controls for coding





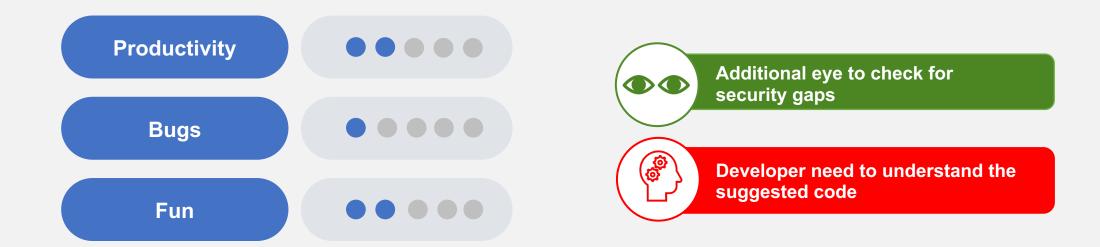
#### Through the use of Generative AI, security controls could be added to code

```
Add Security Controls to Code
package com.example.demo;
import org.springframework.boot.SpringApplication;
import org.springframework.boot.autoconfigure.SpringBootApplication;
@SpringBootApplication
public class DemoApplication {
   public static void main(String[] args) {
       SpringApplication.run(DemoApplication.class, args);
```



#### **Outcome Achieved**

Using Generative AI to generate possible security controls for coding





#### You can try

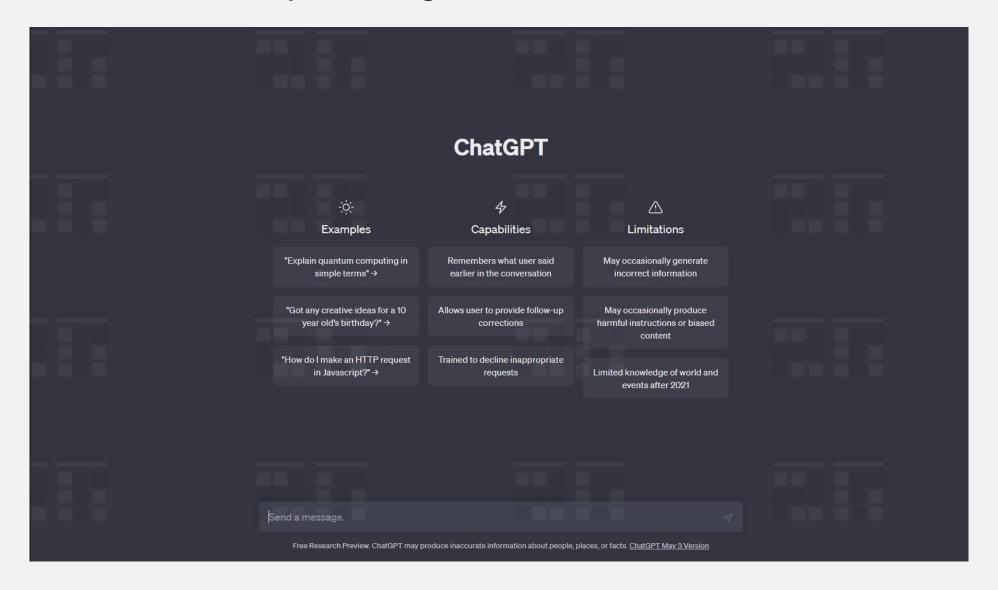
## Using Generative AI to auto-generate or write unit tests and test scripts faster







#### Sample of using ChatGPT to write unit test





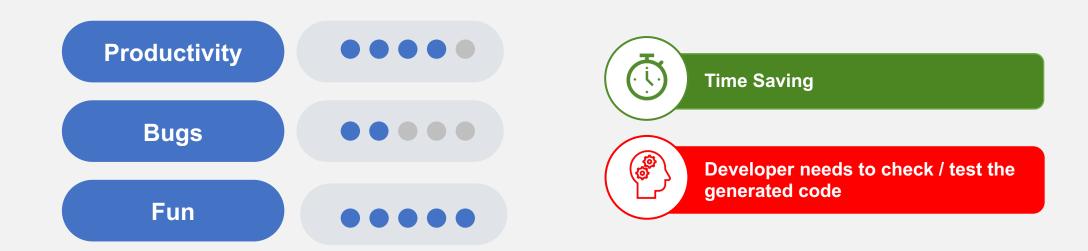
#### Sample of using Github's CoPilot to generate unit test

```
A3 ×1 ^ V
                                                                      // package com.example.demo
    @GetMapping("/")
   public String hello() {
   @GetMapping("/wordcount")
   public int wordCount(String str) {
       if (str != null && !str.isEmpty()) {
           String[] words = str.split( regex: "\\s+");
           count = words.length;
                                                                      // src\test\java\com\example\demo
// Path: src\test\java\com\example\demo\controller\DemoControllerTest
```



#### **Outcome Achieved**

Using Generative AI to auto-generate or write unit tests and test scripts faster





#### You can try

# Using Generative AI to help with source code documentation





#### Sample JSON Utility class that converts object to JSON and vice versa

```
public class JsonUtil {
   private static final ObjectMapper objMapper = new ObjectMapper();
   private JsonUtil() {
   public static <T> T fromJsonString(String jsonString, Class<T> classOfT) throws JsonException {
        JavaType tType = objMapper.getTypeFactory().constructType(classOfT);
        return fromJsonString(jsonString, tType);
   public static <T, C extends Collection<T>> C fromJsonStringToCollection(String jsonString,
                                                                            Class<C> classOfC, Class<T> classOfT) throws JsonException {
        JavaType colType = objMapper.getTypeFactory().constructCollectionType(classOfC, classOfT);
        return fromJsonString(jsonString, colType);
    static <T, C extends Collection<T>> String toJsonStringFromCollection(
            Collection<T> collection, Class<C> classOfC, Class<T> classOfT) throws JsonException {
        JavaType colType = objMapper.getTypeFactory().constructCollectionType(classOfC, classOfT);
```



#### **Outcome Achieved**

Using Generative AI to help with source code documentation





You can try

### Using Generative AI to translate code





#### Translation of JSON converter into other language

Here are some comments to explain the C++ code: The code includes the "json.hpp" header file from the nlohmann::json library, which is a popular JSON library for C++. The code declares a "JsonUtil" class with a private static field called "objMapper", which is an instance of the "json" class from the nlohmann::json library. This field is marked as "const", meaning it cannot be modified after initialization. The code also declares a private constructor for the "JsonUtil" class, which prevents other classes from creating instances of it. The "fromJsonString" method is a public static method that takes a JSON string as input and returns an object of type "T". It is a template method that uses the type parameter "T" to determine the type of object to deserialize the JSON string into. . The method uses the "get" method of the "json" object to get a key from the JSON string. This key is used to access the corresponding value in the "objMapper" object. The "get" method of the "json" object is then used to extract the value of the JSON object as an object of type "T". . The method is wrapped in a try-catch block to handle any exceptions that may be thrown during the parsing or deserialization process. If an exception is caught, a new std::runtime\_error exception is thrown with a custom error message that includes the original exception message. · Finally, the "objMapper" field is initialized with an empty "json" object. Note that this code assumes that the JSON string is valid and can be parsed without errors. If there is a possibility that the JSON string may be invalid, additional error handling may be required. G Regenerate response Send a message.



## Outcome Achieved Using Generative AI to translate code



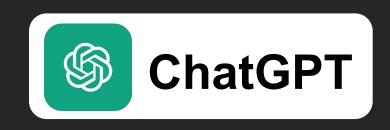




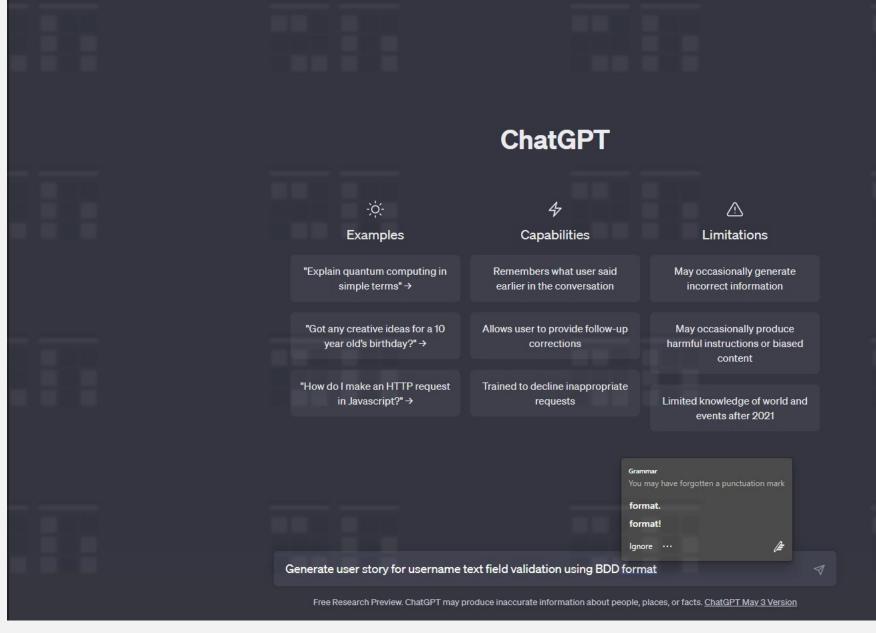


#### You can try

# Using Generative AI to create user stories and test scenarios



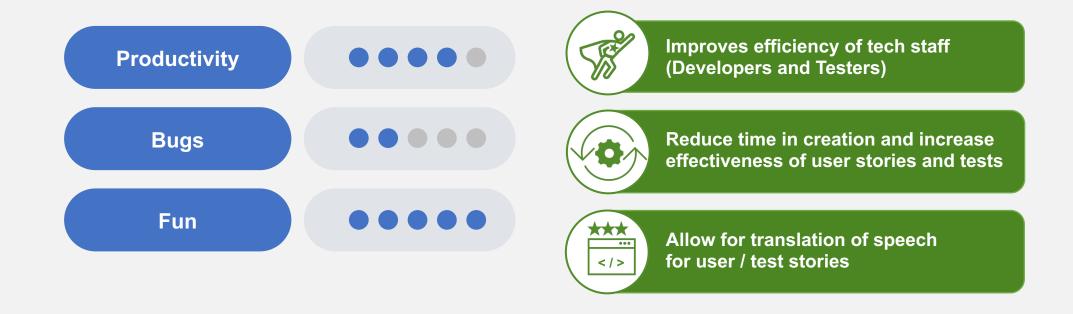






#### **Outcome Achieved**

Using Generative AI to create user stories and test scenarios





### My take, overall...

What can we use GenAl for?



**Enhanced Productivity** 



**Accelerated Development** 



**Improved** Quality



Transfer of knowledge and Collaboration



### Thank you





#### References

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