

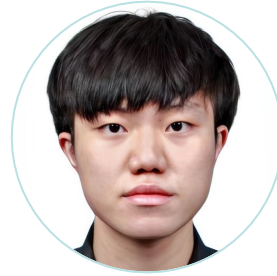
# GLM-4: Understanding and Improving LLM Emergent Abilities

**Yuxiao**

Knowledge Engineering Group (KEG)

Tsinghua CS

# This talk covers



...

**Jie Tang and many others at Tsinghua University and Zhipu.AI (智谱)**

## **ChatGLM: A Family of Large Language Models from GLM-130B to GLM-4 All Tools**

Team GLM: Aohan Zeng, Bin Xu, Bowen Wang, Chenhui Zhang, Da Yin, Diego Rojas, Guanyu Feng, Hanlin Zhao, Hanyu Lai, Hao Yu, Hongning Wang, Jiadai Sun, Jiajie Zhang, Jiale Cheng, Jiayi Gui, Jie Tang, Jing Zhang, Juanzi Li, Lei Zhao, Lindong Wu, Lucen Zhong, Mingdao Liu, Minlie Huang, Peng Zhang, Qinkai Zheng, Rui Lu, Shuaiqi Duan, Shudan Zhang, Shulin Cao, Shuxun Yang, Weng Lam Tam, Wenyi Zhao, Xiao Liu, Xiao Xia, Xiaohan Zhang, Xiaotao Gu, Xin Lv, Xinghan Liu, Xinyi Liu, Xinyue Yang, Xixuan Song, Xunkai Zhang, Yifan An, Yifan Xu, Yilin Niu, Yuantao Yang, Yueyan Li, Yushi Bai, Yuxiao Dong, Zehan Qi, Zhaoyu Wang, Zhen Yang, Zhengxiao Du, Zhenyu Hou, Zihan Wang

<https://arxiv.org/abs/2406.12793>

# <https://bigmodel.cn/>

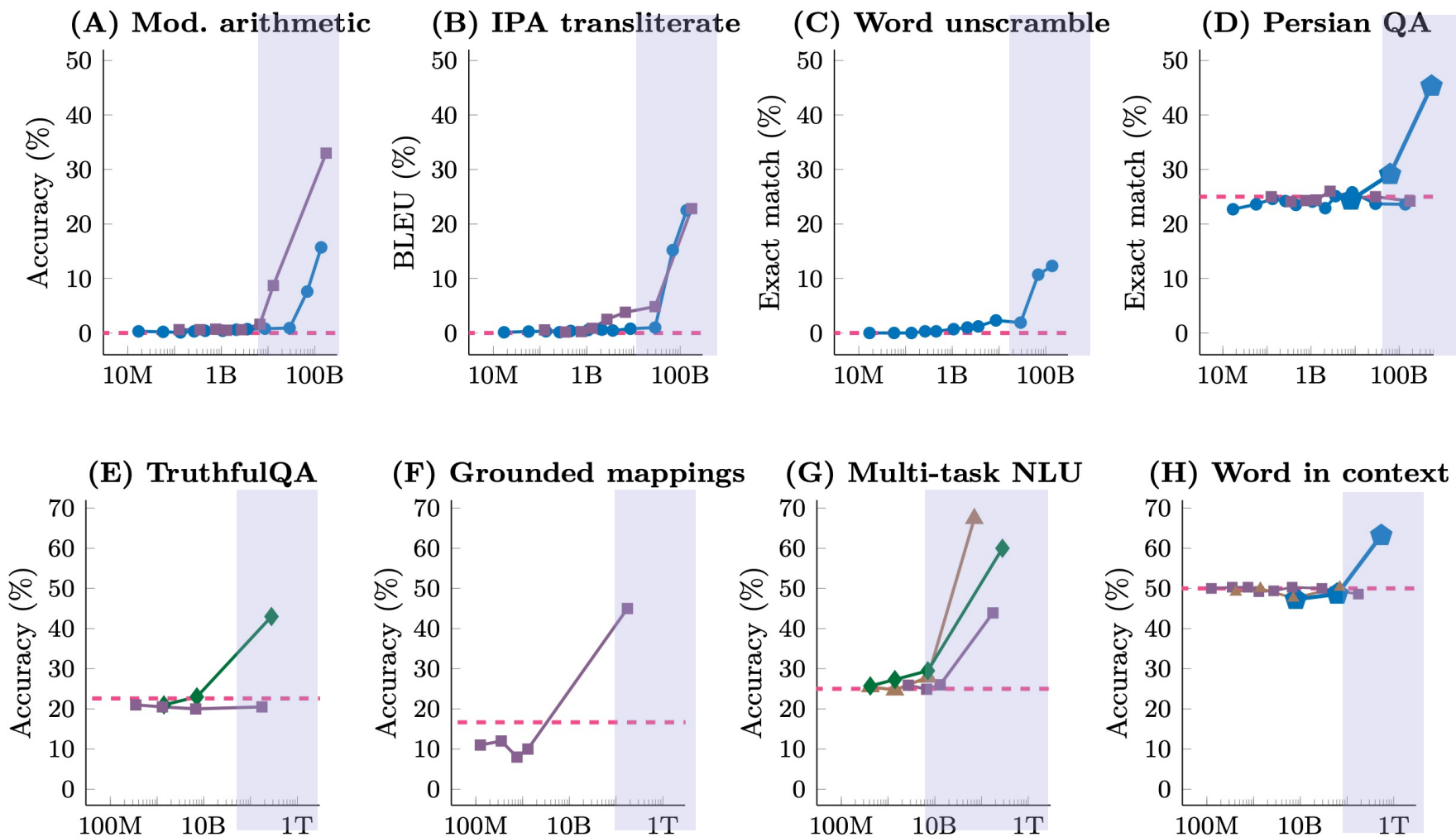


**10,000,000** free tokens!

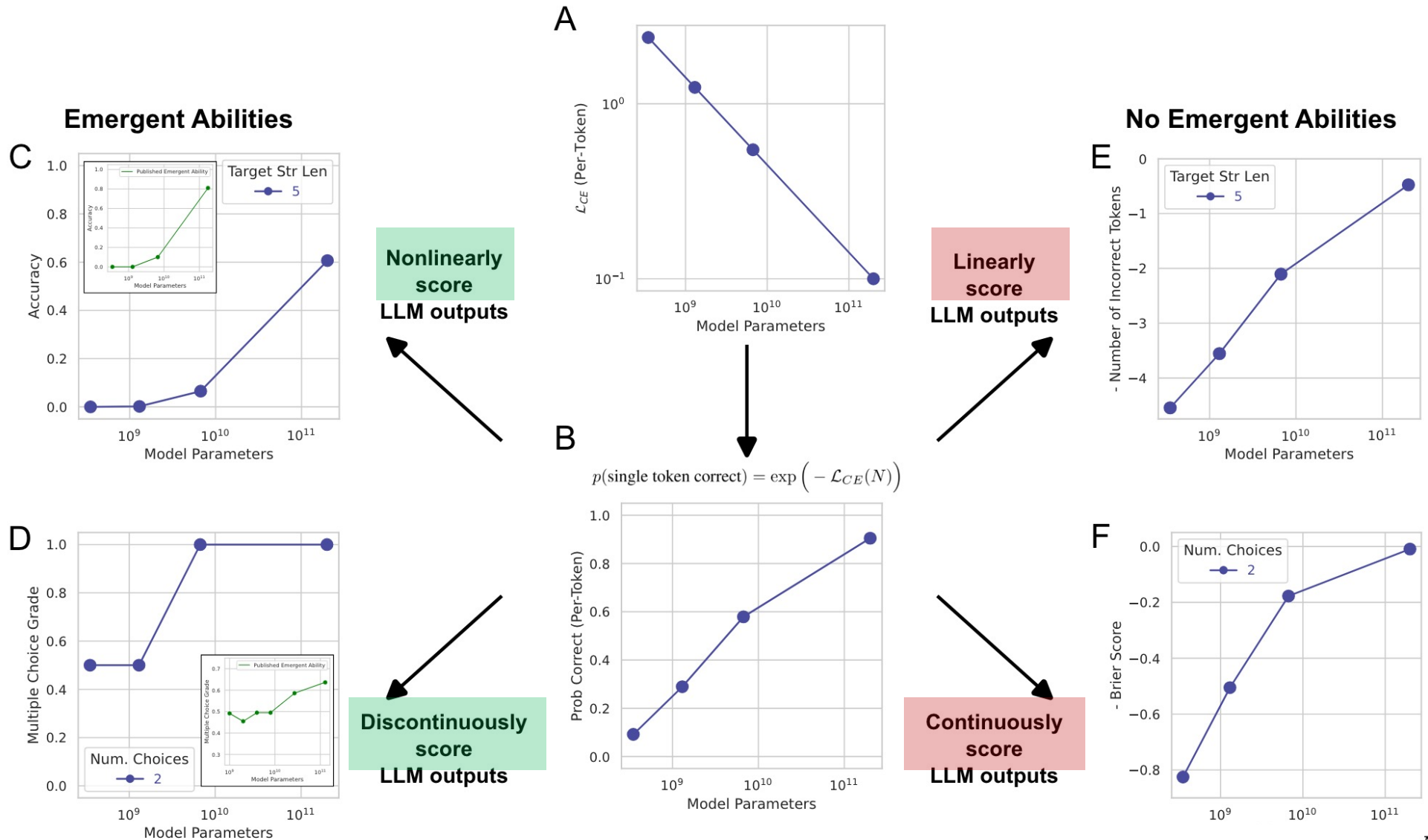
模型	说明
GLM-4-0520	我们当前的最先进最智能的模型，指令遵从能力大幅提升18.6%，具有128k上下文，发布于20240605。
GLM-4V 	支持视觉问答、图像字幕、视觉定位、复杂目标检测等各类图像理解任务，具有2k上下文。
GLM-4-AirX	GLM-4-Air 的高性能版本，效果不变，推理速度达到其2.6倍。具有8k上下文。
GLM-4-Air	性价比最高的版本，综合性能接近GLM-4，具有128k上下文，速度快，价格实惠。
GLM-4-Flash	适用简单任务，速度最快，价格最实惠的版本，具有128k上下文。
CogView-3	适用多种图像生成任务，通过对用户文字描述快速、精准的理解，让图像生成更加精确和个性化。

# Performance vs. size (model / compute)

—●— LaMDA —■— GPT-3 —◆— Gopher —▲— Chinchilla —◆— PaLM - - - Random



“emergent abilities are created by the researcher’s choice of metrics, **not** fundamental changes in model family behavior on specific tasks with scale.”



$$\text{BrierScore} = \frac{1}{N} \sum_{i=1}^N \sum_{j=1}^C (y_{ij} - \hat{y}_{ij})^2$$

# Why Large Models?

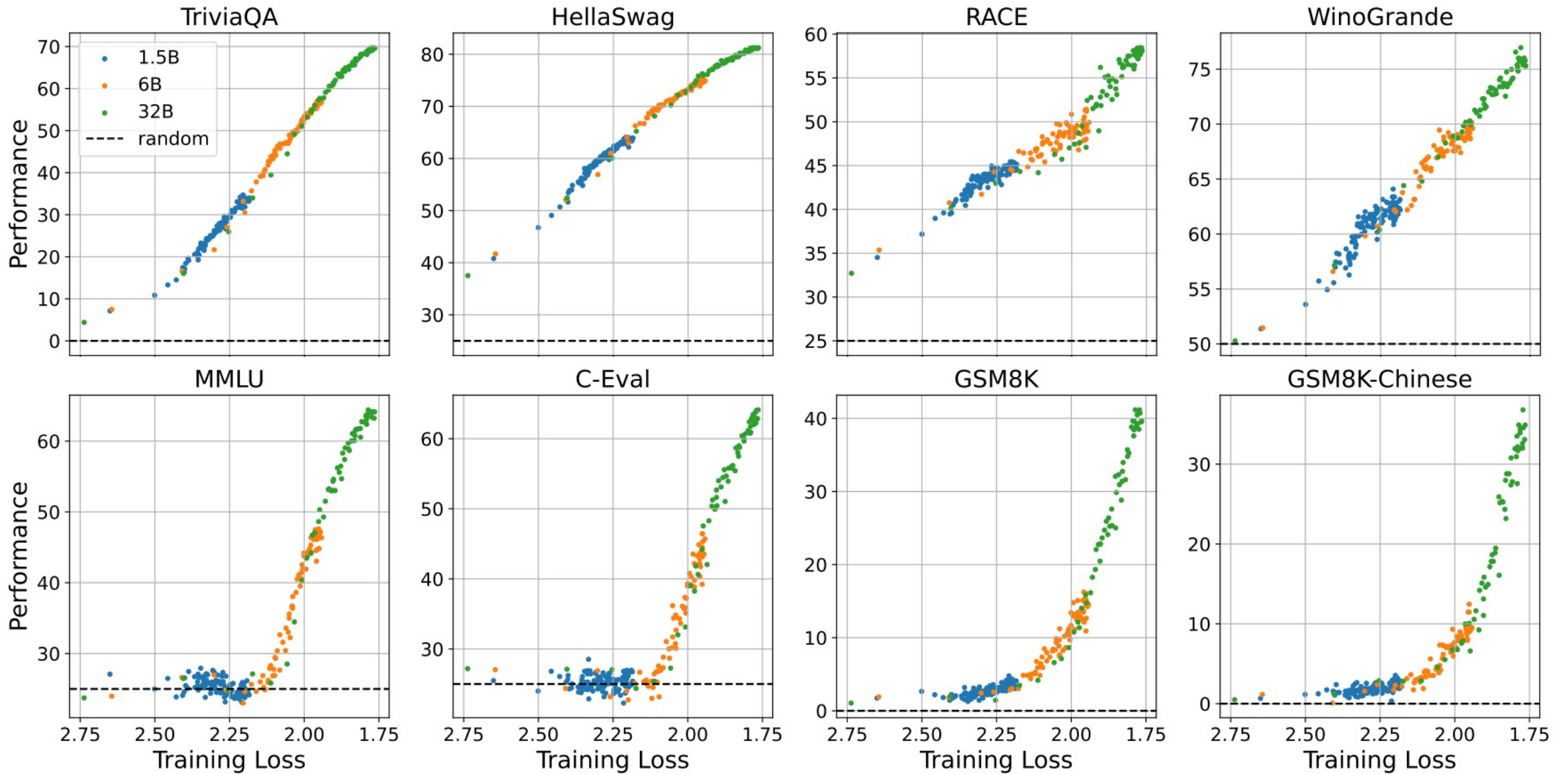
Pre-train 30+ LLMs of varied **model** (7) and **data** (5) sizes from scratch (300M, 540M, 1B, 1.5B, 3B, 6B, 32B)

- Fixed data corpus
- Fixed tokenization
- Fixed model architecture

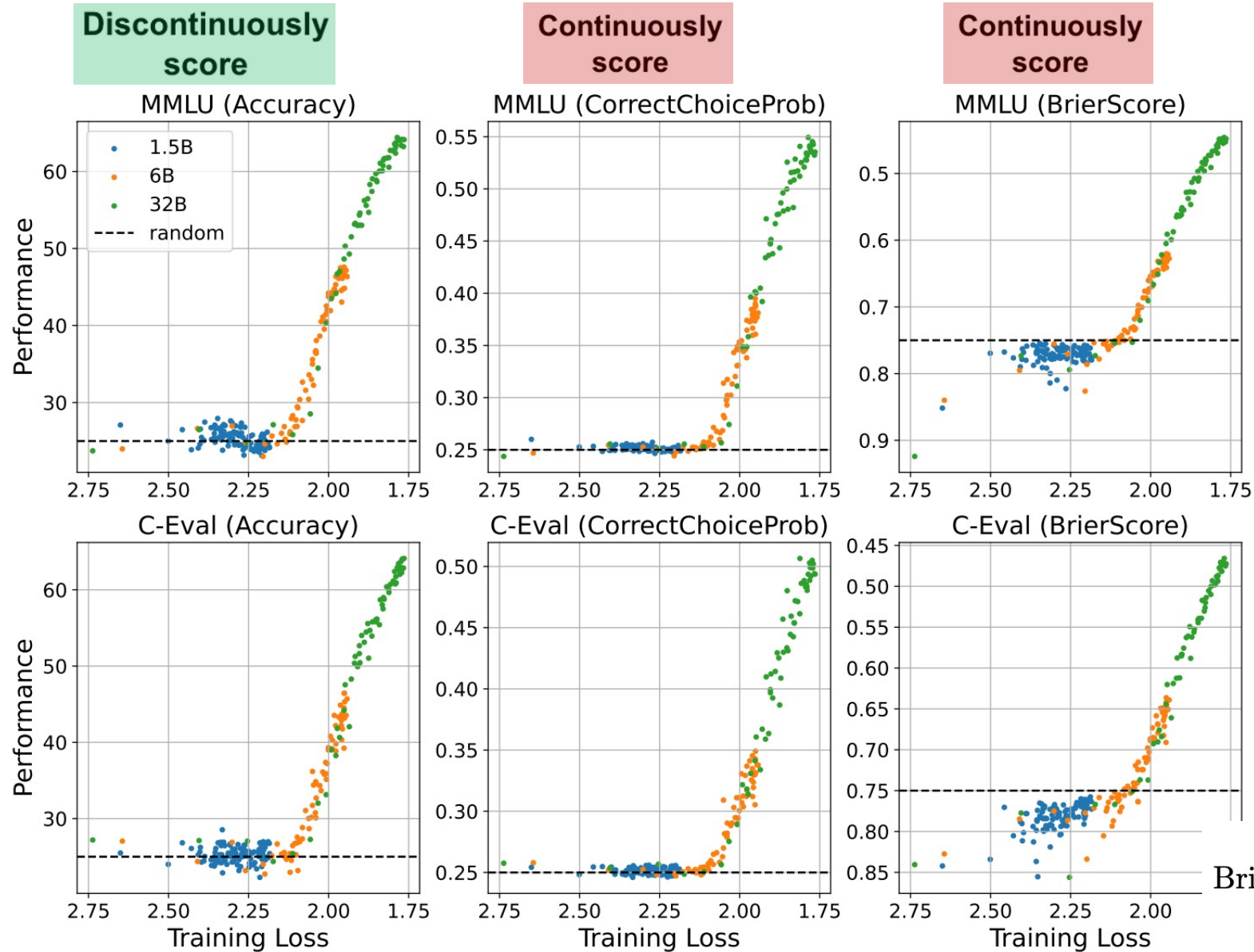
Evaluate downstream performance on 12 diverse datasets

- Different tasks
- Different languages
- Different prompting types
- Different answer forms

# Performance vs. **loss** of 1.5B, 6B, 32B models



# Performance (different metrics) vs. loss





# Emergent Abilities defined by **loss**

The normalized performance on an emergent ability as a function of the pre-training loss  $L$  is:

$$\begin{cases} f(L) & \text{if } L < \eta \\ 0 & \text{otherwise} \end{cases}$$

Combined with the model scaling law, we can get the normalized performance as a function of the model size  $N$

$$\begin{cases} f\left(L_\infty + \left(\frac{N_0}{N}\right)^{\alpha N}\right) & \text{if } N \geq N_0(\eta - L_\infty)^{-\frac{1}{\alpha N}} \\ 0 & \text{otherwise} \end{cases}$$

From this equation, we can explain the observed emergent abilities with model sizes.

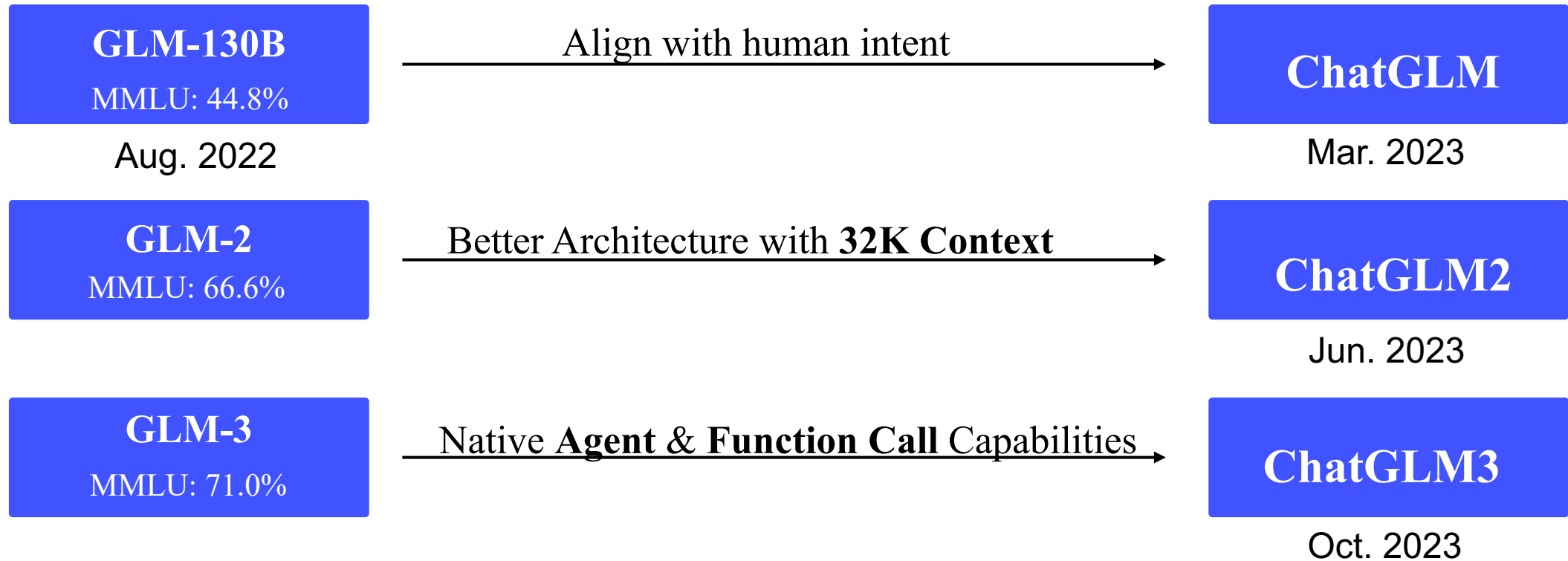
# GLM-4 on Academic Benchmarks

Model	MMLU	GSM8K	MATH	BBH	GPQA	HumanEval
GPT-4 (0314)	86.4	92.0	52.9	83.1	35.7	67.0
GPT-4 Turbo (1106)	84.7	95.7	64.3	88.3	42.5	83.7
GPT-4 Turbo (2024-04-09)	86.7	95.6	73.4	88.2	49.3	88.2
Claude 3 Opus	86.8	95.0	60.1	86.8	50.4	84.9
Gemini 1.5 Pro	85.9	90.8	67.7	89.2	46.2	84.1
GLM-4-9B-Chat	72.4	79.6	50.6	76.3	28.8	71.8
GLM-4-Air (0605)	81.9	90.9	57.9	80.4	38.4	75.7
GLM-4 (0116)	81.5	87.6	47.9	82.3	35.7	72.0
GLM-4 (0520)	83.3	93.3	61.3	84.7	39.9	78.5

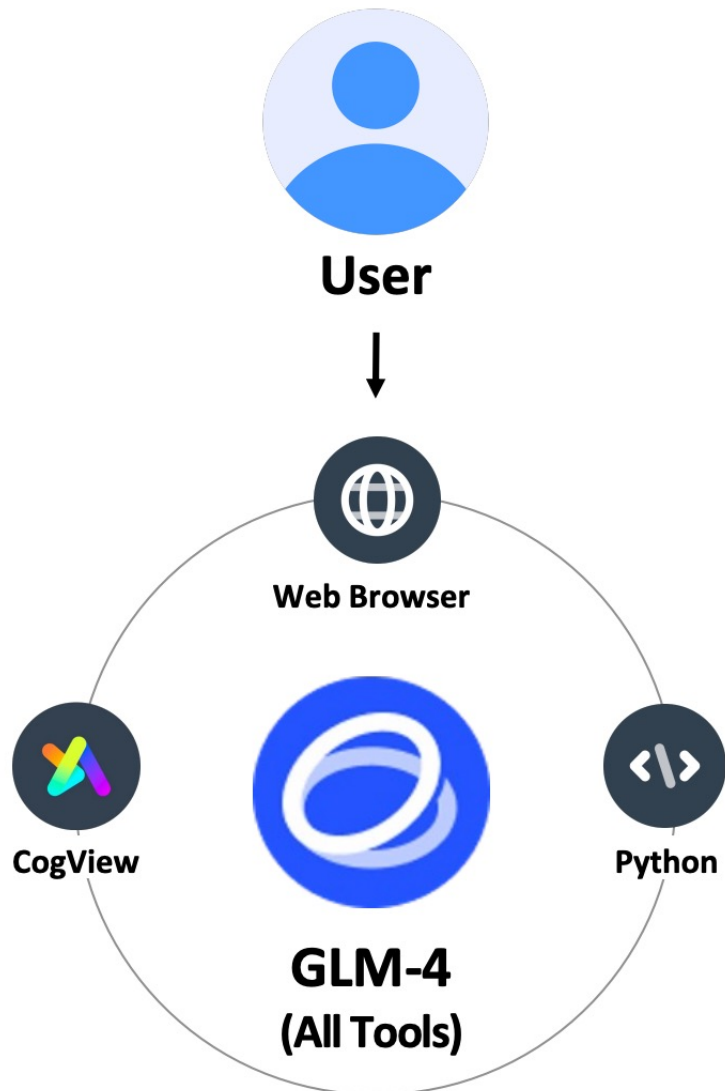
# GLM-4 on Instruction Following (IFEval)

Model	English				Chinese			
	L-P	S-P	L-I	S-I	L-P	S-P	L-I	S-I
GPT-4 (0613)	79.5	77.1	85.5	83.7	72.4	68.9	80.0	75.7
GPT-4 Turbo (1106)	79.1	75.4	85.1	82.4	74.3	69.1	80.8	76.5
GPT-4 Turbo (2024-04-09)	84.5	81.2	88.7	85.9	79.3	72.6	84.2	79.1
Claude 2	75.0	58.0	81.7	67.7	57.1	46.5	64.9	55.1
Claude 3 Opus	90.6	85.5	93.7	90.0	78.3	73.3	84.3	80.4
GLM-4-9B-Chat	73.0	69.0	80.3	77.2	73.0	69.0	80.3	77.2
GLM-4-Air (0605)	80.4	75.2	86.1	82.3	79.3	71.2	84.0	77.3
GLM-4 (0520)	83.7	79.1	88.7	85.0	79.7	71.9	84.2	78.0

# From GLM-130B to GLM-4 All Tools



# GLM as the Agent



Search for the global population from 2000 to 2023, then calculate the average annual growth rate.

1 **Web Browser** **Search** **global population from 2000 to 2023**

1 **World Population 1950-2024**  
[https://www.macrotrends.net/...](https://www.macrotrends.net/)

2 **World Population Clock**  
[https://www.worldometers.info/...](https://www.worldometers.info/)

2 **Click** + **Summarize**

According to the information I found, from **2000** to **2023**, the global population grew from about **6.15 billion** to about **8.05 billion**...

3 **Python** **Generate** + **Execute**

```
# Starting and ending population values
starting_population = 6.15e9 # 2000 population
ending_population = 8.05e9 # 2023 population
# Number of years between 2000 and 2023
years = 2023 - 2000
# CAGR formula
cagr = (ending_population / starting_population)**(1 / years) - 1
cagr * 100 # Convert to percentage
```

**Result: 1.17739919480071**

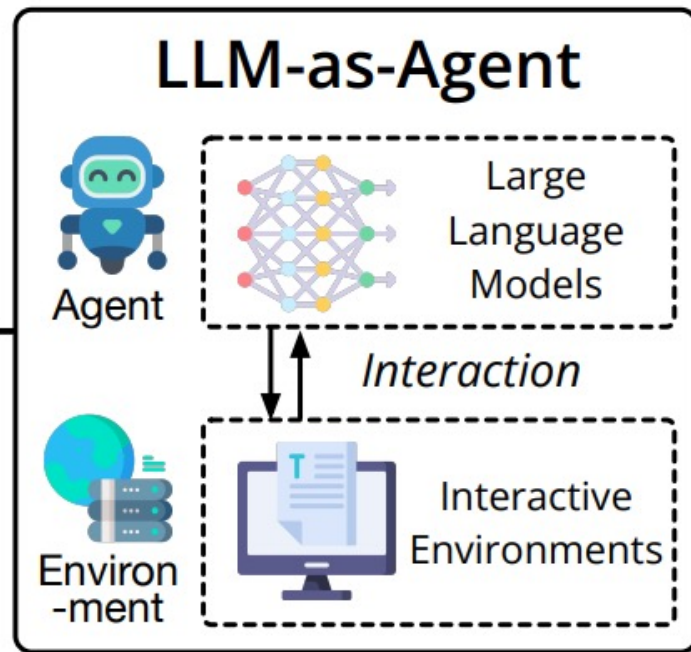
The average annual growth rate of the global population from 2000 to 2023 was approximately **1.18%**.

# AgentBench: Evaluate LLMs as Agents

开源

## Real-world Challenges

- (On an Ubuntu bash terminal)  
Recursively set all files in the directory to read-only, except those of mine.
- (Given Freebase APIs)  
What musical instruments do Minnesota-born Nobel Prize winners play?
- (Given MySQL APIs and existed tables)  
Grade students over 60 as PASS in the table.
- (On the GUI of Aquawar)  
This is a two-player battle game, you are a player with four pet fish cards .....
- A man walked into a restaurant, ordered a bowl of turtle soup, and after finishing it, he committed suicide. Why did he do that?
- (In the middle of a kitchen in a simulator)  
Please put a pan on the dining table.
- (On the official website of an airline)  
Book the cheapest flight from Beijing to Los Angeles in the last week of July.



## 8 Distinct Environments

The environments are arranged in a grid:

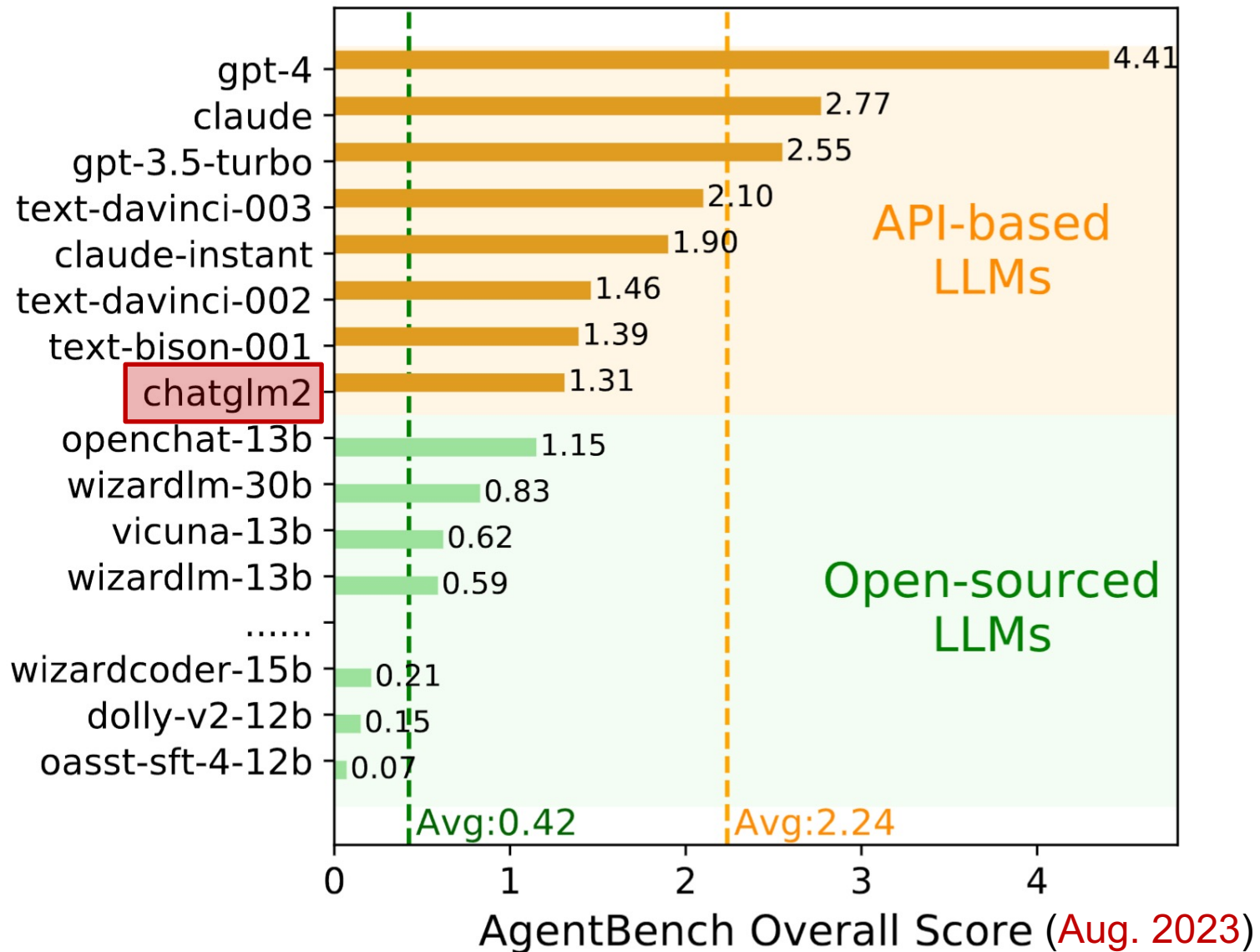
- Operating System:** A terminal window showing shell commands like `touch data.txt`, `ls data.txt`, and `echo "Hi!"`.
- Database:** A database icon with the text "SQL Database".
- Knowledge Graph:** A network graph icon.
- Digital Card Game:** A screenshot of a digital card game interface.
- House Holding:** A kitchen scene with a "Pickup" label.
- Lateral Thinking Puzzles:** A puzzle icon with a question mark.
- Web Shopping:** A screenshot of an online shopping page.
- Web Browsing:** A screenshot of a flight booking website.

# AgentBench: Evaluate LLMs as Agents [lmbench.ai](https://lmbench.ai)

- 多项Agent任务

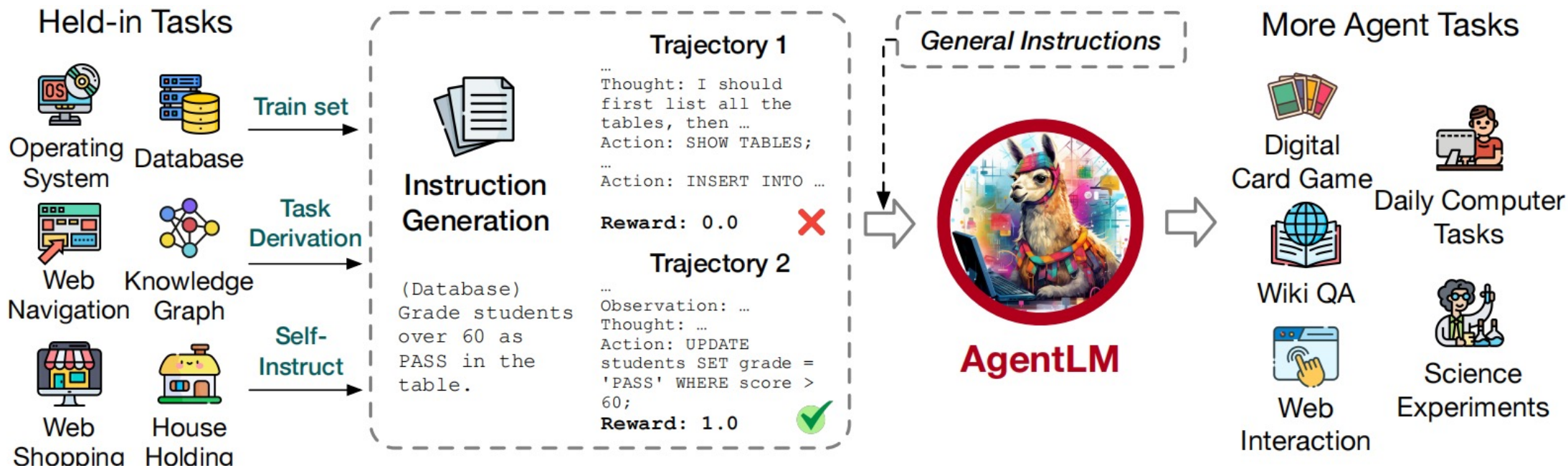
1. Operating System
2. Database
3. Knowledge Graph
4. Digital Card Game
5. Lateral Thinking Puzzles
6. House-holding
7. Web Shopping
8. Web Browsing

- 仅单一Agent任务  
无法泛化到多任务



# AgentTuning: 少样本激活智能体泛化能力

开源



## AgentInstruct 智能体轨迹数据集

- 六项智能体任务
- 使用 Reward 过滤数据
- 仅保留高质量的1866条交互轨迹

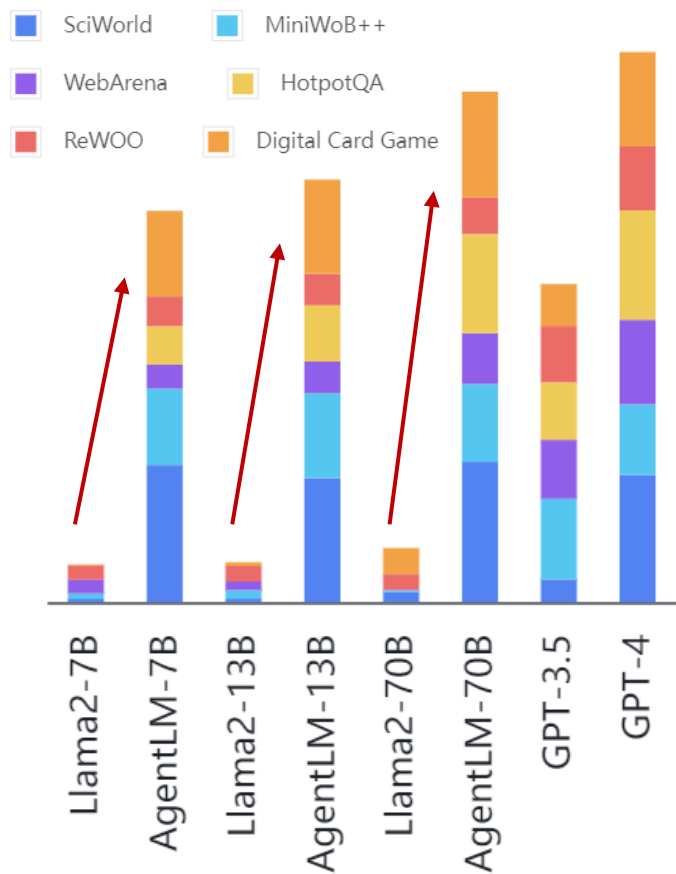
## Agent Tuning 混合训练

- 20% AgentInstruct + 80% ShareGPT
- 混合训练后于外分布任务展现泛化性
- 得到 AgentLM-{7B,13B,70B} 系列模型



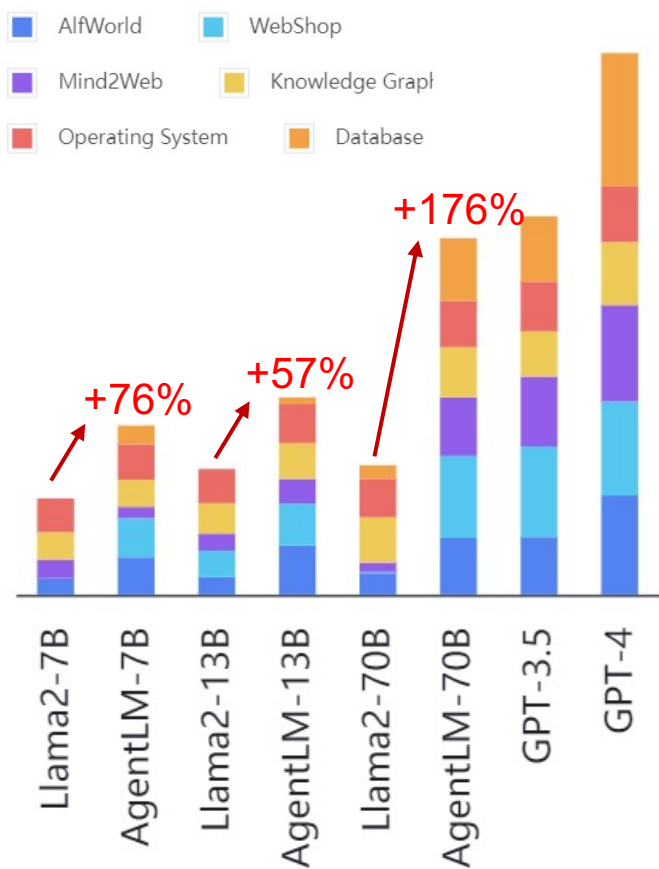
# AgentTuning: 少样本激活智能体泛化能力

开源



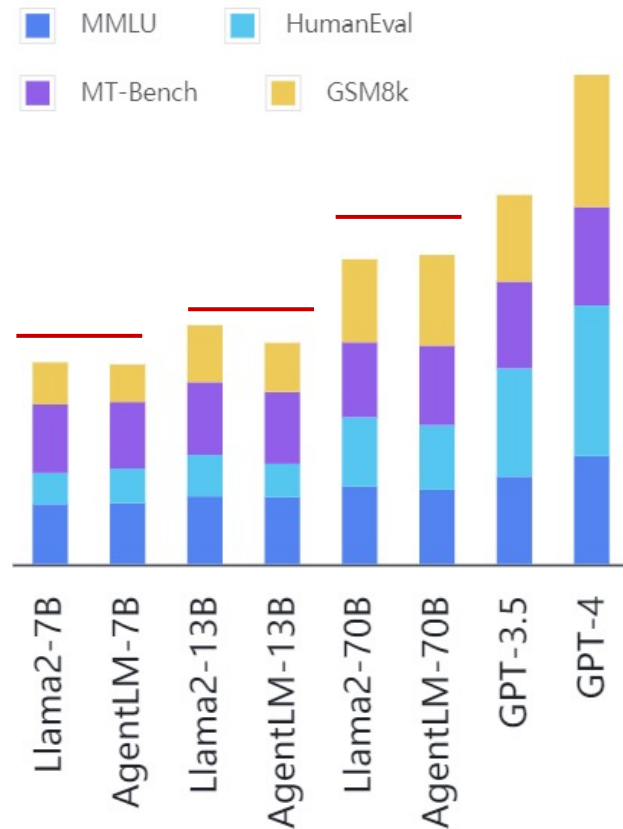
## 同分布任务

显著提升, 比肩 GPT-4



## 外分布任务

泛化性良好, 接近 GPT-3.5



## 通用能力

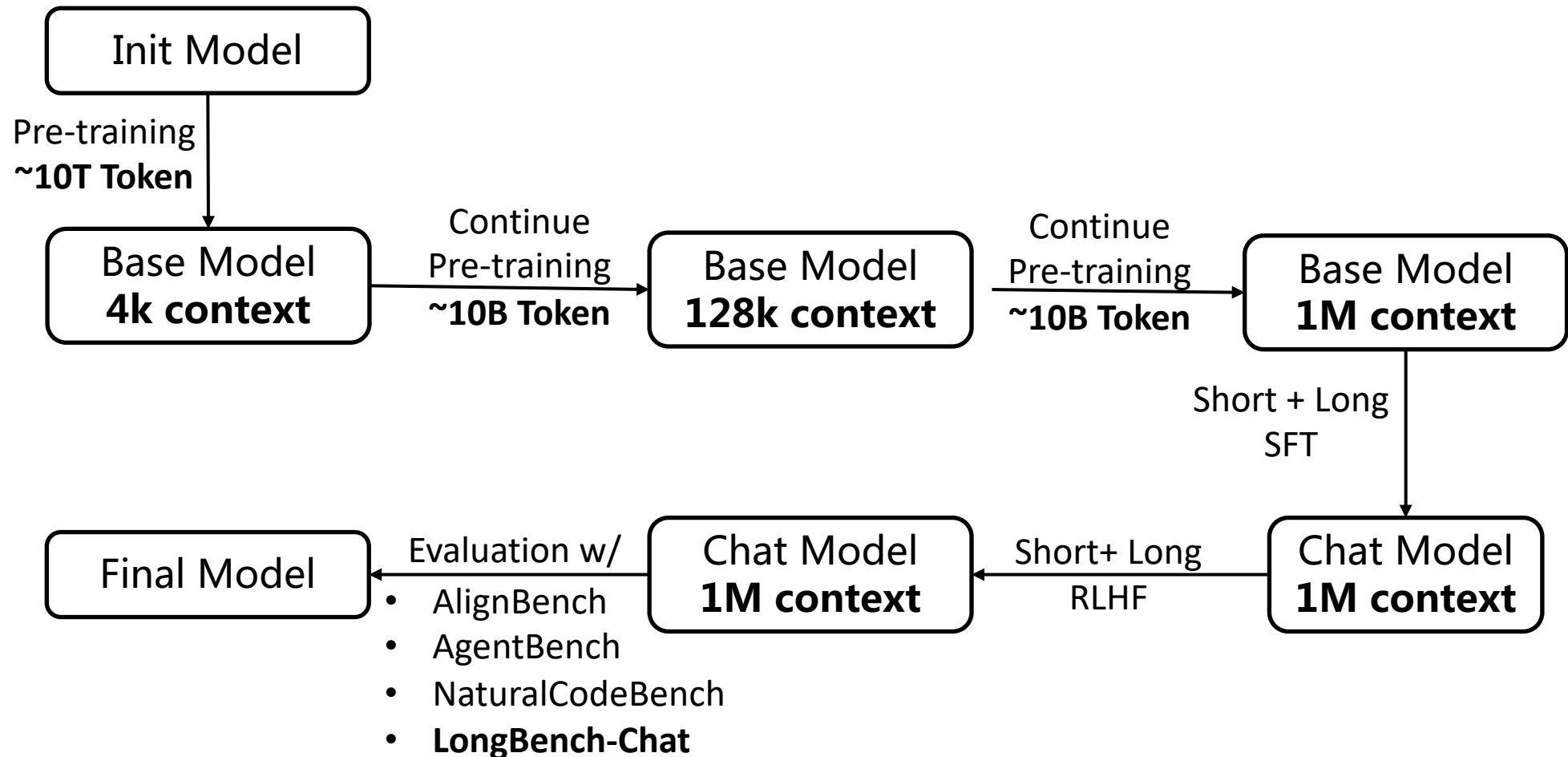
与微调前表现相当

# GLM-4 on Agent Tasks (AgentBench)

	Operating System	DataBase	Knowledge Graph	Lateral Thinking Puzzles	House Holding	Web Shopping	Web Browsing	Overall
GPT-4 (0613)	42.4	32.0	58.8	16.6	78.0	61.1	29.0	3.69
GPT-4 Turbo (1106)	40.3	52.7	54.0	17.7	70.0	52.8	30.0	3.77
GPT-4 Turbo (2024-04-09)	41.0	46.7	53.2	19.4	72.0	55.1	19.0	3.68
Claude 2	18.1	27.3	41.3	8.4	54.0	61.4	0.0	2.03
Claude 3 Opus	23.6	55.0	53.4	20.0	70.0	48.5	28.0	3.62
GLM-4-Air (0605)	31.9	51.0	53.8	12.3	78.0	69.2	30.0	3.58
GLM-4 (0520)	36.8	52.7	51.4	15.3	82.0	68.3	29.0	3.79

# GLM-9B-1M-Chat

1. Multi-Stage Training Activates **Long-Context Capability**
2. Hybrid Training Preserves **Short-Context Capability**



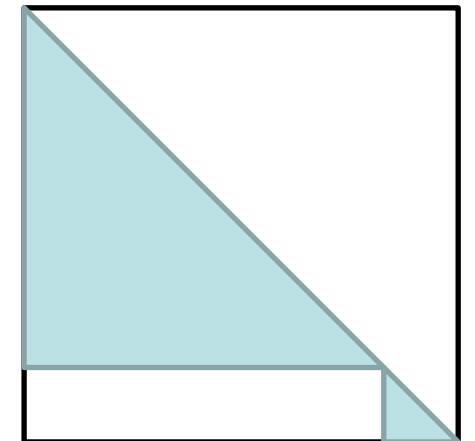
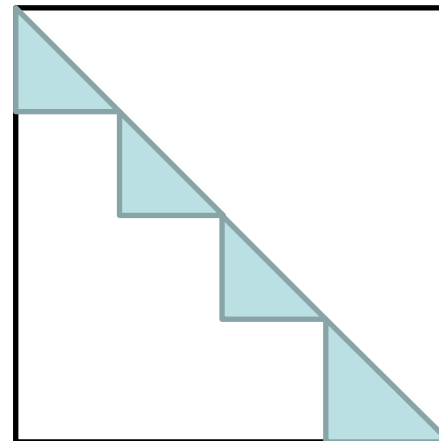
# GLM-9B-1M-Chat

- **Synthetic data for long context pre-training and alignment**

1. **Continue Pre-training:** Merge documents based on Topic and other relevant information.
2. **Alignment:** Generate longer alignment data based on a shorter model (e.g., 128k model for 256k data).

- **Optimized context parallel for extremely long context training**

1. Divide-and-conquer context parallel to prevent OOM issues with 1M context.
2. Balanced varlen training to reduce idle bubble time.

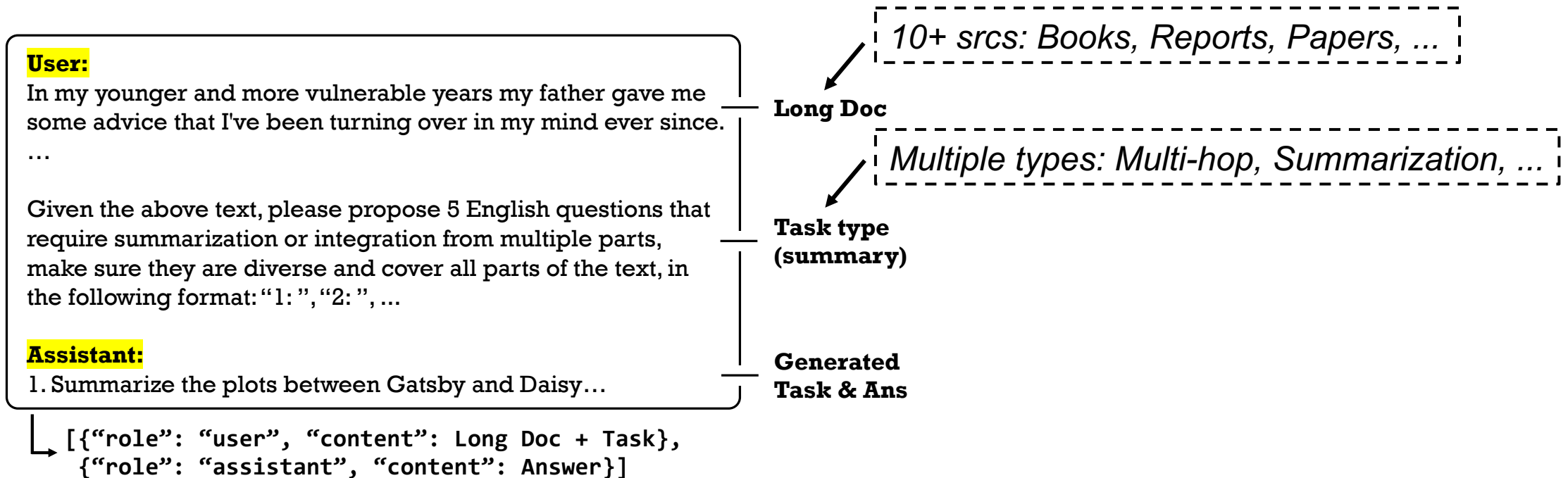


# LongAlign: 64K, 128K and 1M context

开源

Instruction fine-tune on long instruction data is crucial! Long context performance down 40% when only fine-tuned on short data (ShareGPT)

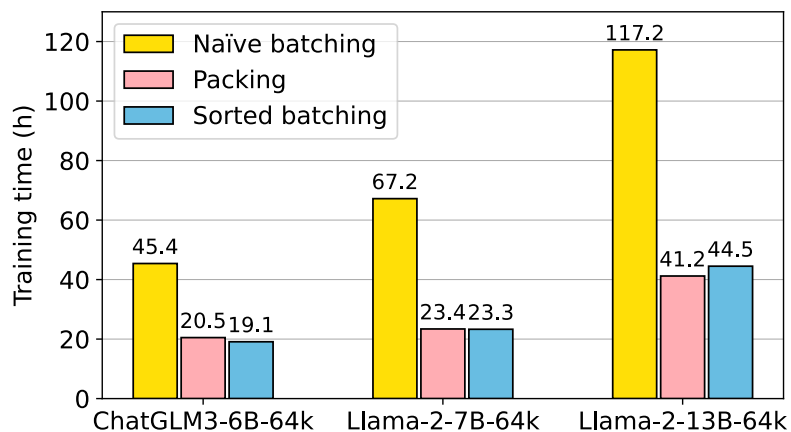
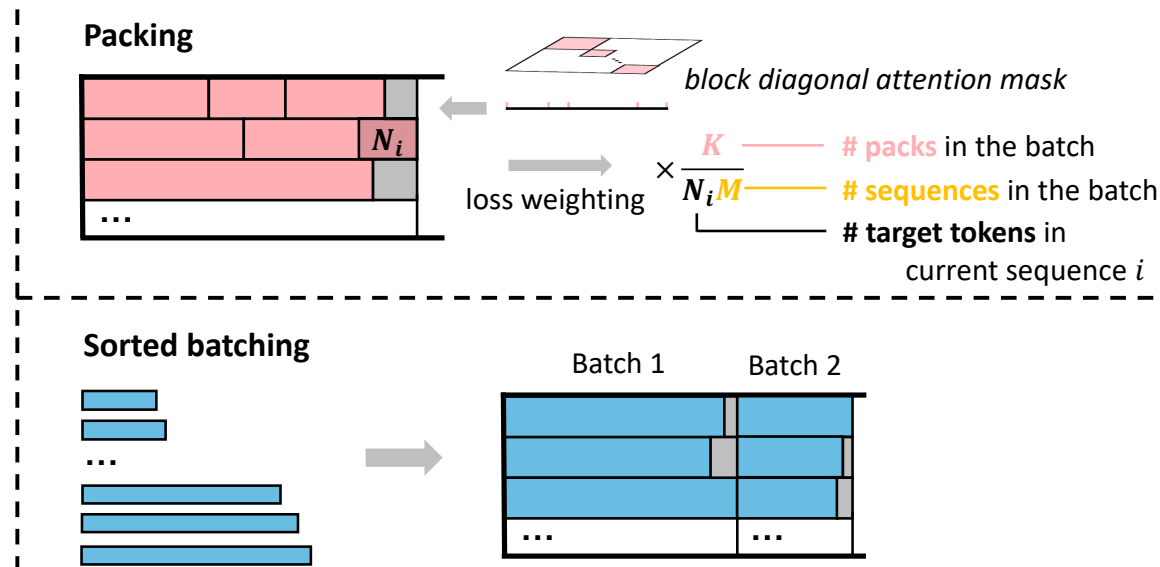
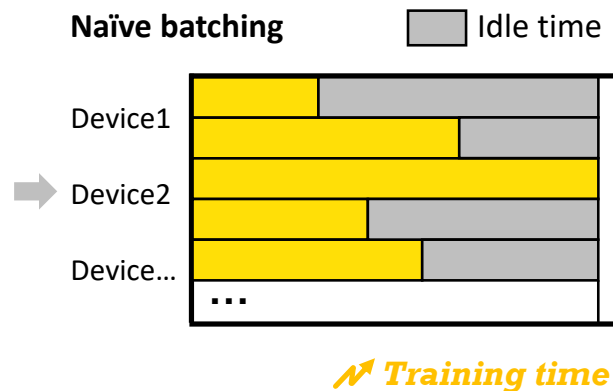
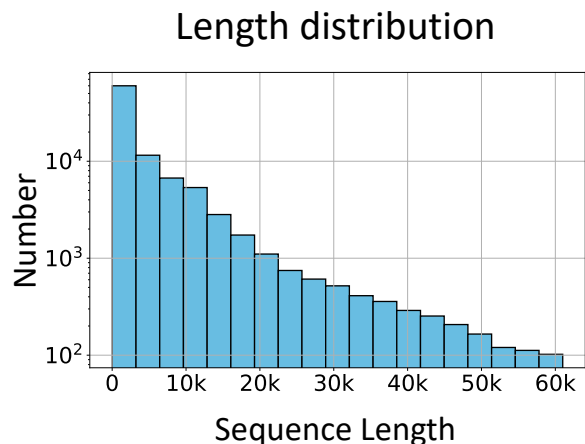
- Long Instruction Data Construction (LongAlign-10k)



# LongAlign: 64K, 128K and 1M context



- Efficient training: Packing & Sorted batching + loss weighting

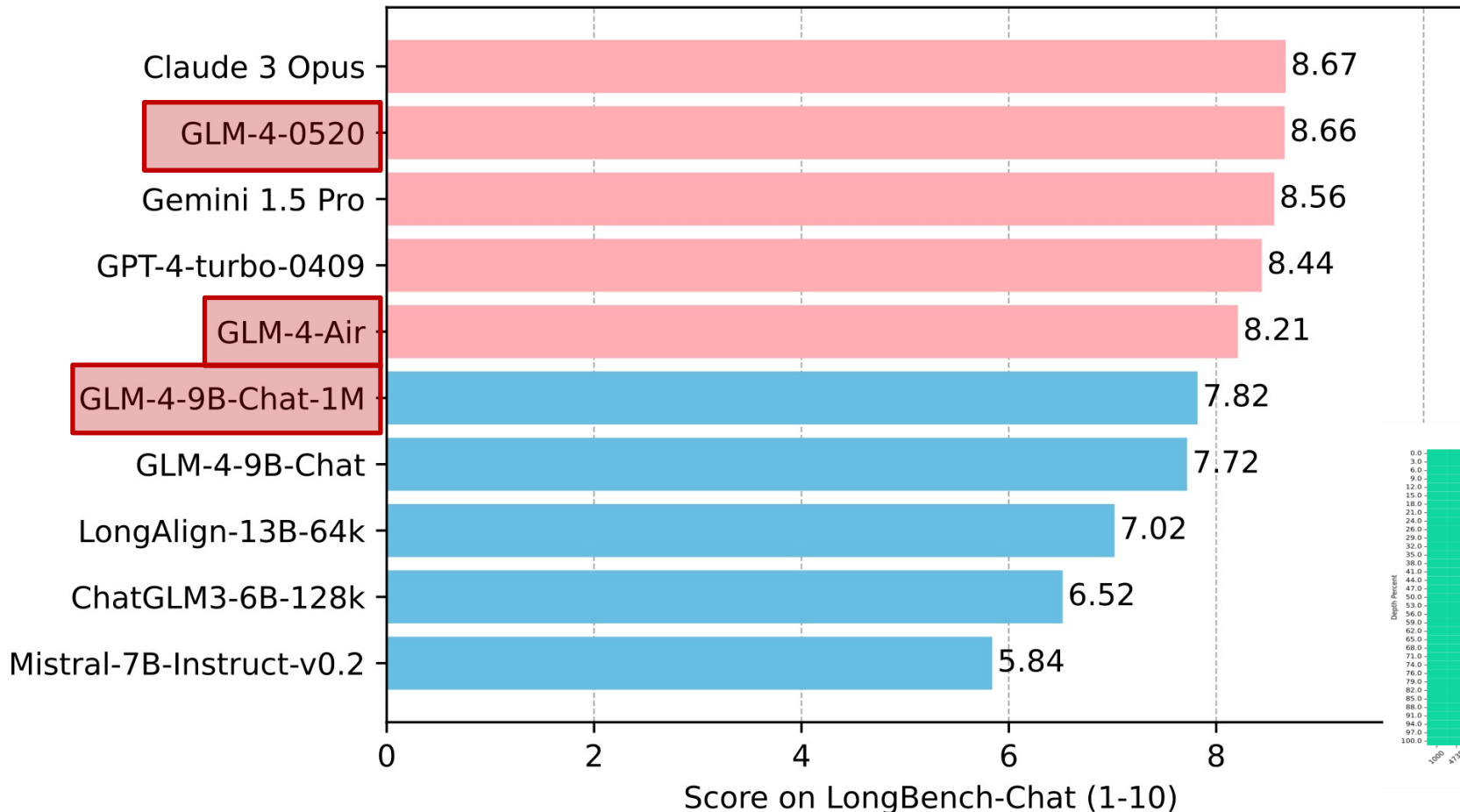


By reducing idle time across samples within the same batch, our two efficient training methods achieve 2~3x speed up

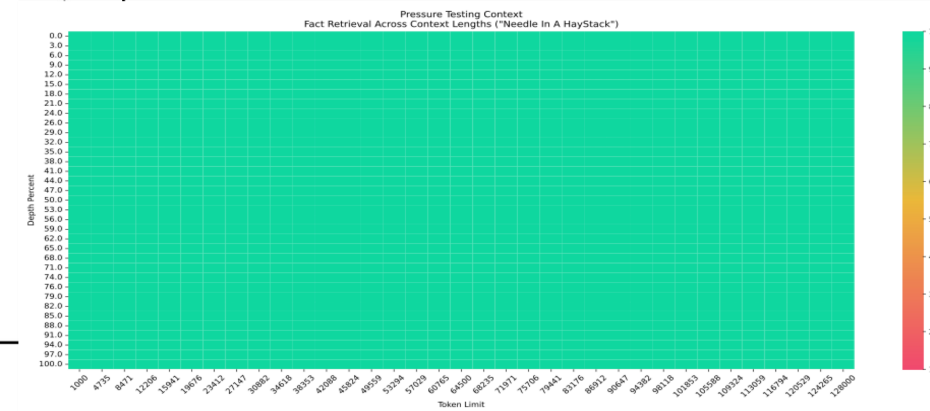
# LongAlign: 64K, 128K and 1M context

开源

- LongBench-Chat Benchmark: Real-world queries of 10k-100k length, more challenging and discerning than Needle-in-a-haystack



“Needle in HayStack”



# GLM-4 on Long Context Tasks (LongBench)

Model	English	Chinese
GPT-4 Turbo (1106)	87.2	71.4
GPT-4 Turbo (2024-04-09)	85.0	82.1
Claude 2	81.3	76.2
Claude 3 Opus	87.7	82.7
GLM-4-9B-Chat	76.8	79.0
GLM-4-Air (0605)	82.4	81.0
GLM-4 (0520)	87.3	84.0



# Inference: Auto-Parallel Auto-Regressive (APAR)

## 自回归 (AR)

给大学生活提供一些建议:

1. 规划时间:在大学里,时间管理至关重要。制定一个时间表或计划,确保时间得到充分利用。包括安排时间来完成课程作业、参加课外活动、社交和休息,以及时间学习、锻炼和放松。
2. 确立目标:在大学期间,确立一个清晰的目标是非常重要的。目标可以是学术、职业、社交、兴趣爱好等等。制定目标可以帮助更好地规划时间并更有动力去追求自己想要的东西。
3. 维护健康:在大学

## 自并行自回归 (APAR)

给大学生活提供一些建议:

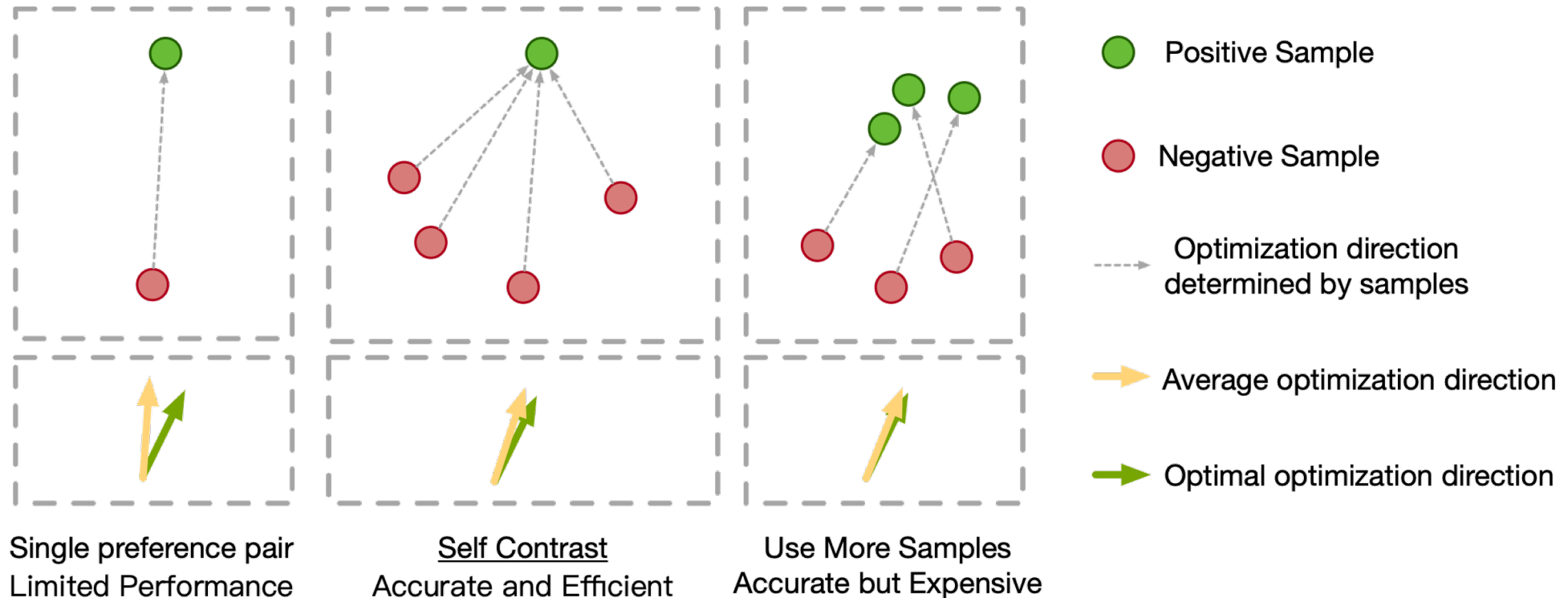
1. 规划时间:在大学里,时间管理至关重要。制定一个时间表或计划,确保时间得到充分利用。包括安排时间来完成课程作业、参加课外活动、社交和休息,以及时间学习、锻炼和放松。
2. 确立目标:在大学期间,确立一个清晰的目标是非常重要的。目标可以是学术、职业、社交、兴趣爱好等等。制定目标可以帮助更好地规划时间并更有动力去追求自己想要的东西。
3. 维护健康:在大学里,保持良好的生活习惯对身心健康至关重要。建议保持良好的饮食习惯、适量的运动和充足的睡眠,这些习惯有助于保持身体健康和积极心态。
4. 培养兴趣:大学生活是一个探索自我的过程。尝试新事物,参加社交活动、社团和组织,结交新朋友,拓展自己的兴趣爱好。这样可以让你找到自己的兴趣点,并有更多的机会交流、学习和成长。
5. 确立学习计划:制定一个学习计划,包括课程计划、学术计划和职业计划等,更好地规划未来,并在大学里取得更好的成绩。
6. 发展实用技能:大学生活不仅关注学术成绩,也应该注重发展实用技能。参加实习、工作经历、志愿服务等活动,可以增强自己的专业技能和职业素养,提高未来就业竞争力。
7. 管理时间:在大学里,时间管理至关重要。学会合理规划时间,避免拖延、错过截止日期和重要活动。合理安排时间可以让你有更多的时间投入学习、社交
8. 寻求帮助:遇到学习难题和疑惑,不要犹豫,可以向老师、同学或辅导员寻求帮助。同时,可以积极参加相关的学生组织、社团和活

以上是一些通用的建议,希望能有所帮助。

# Self-Contrast: Feedback-Free Alignment

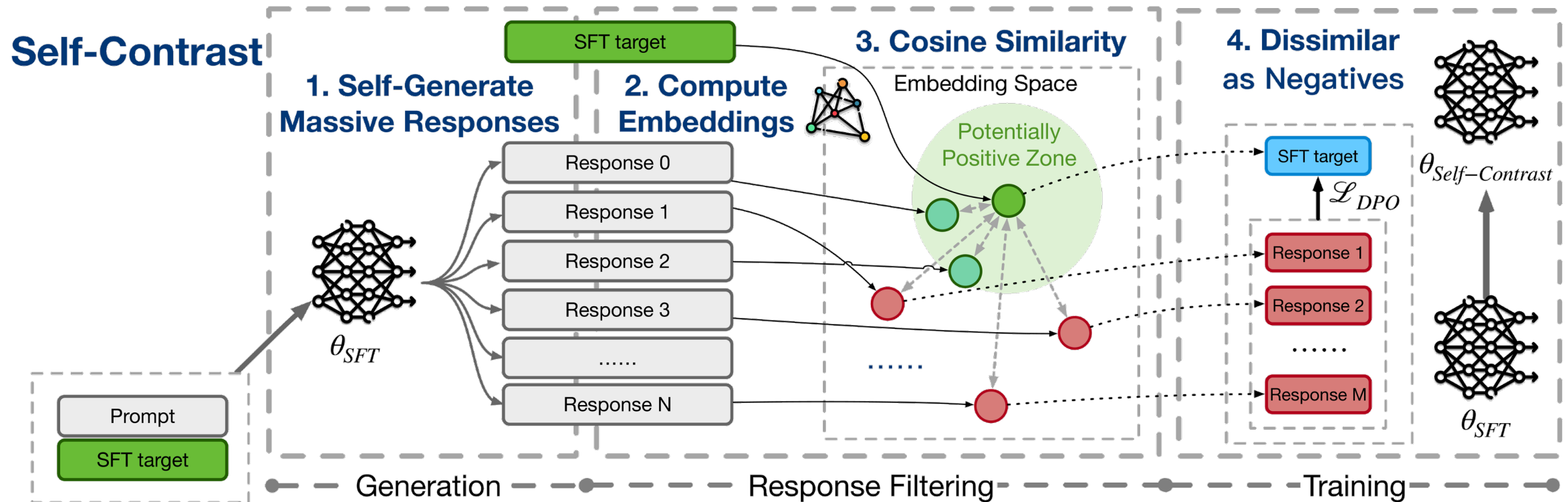
Obtaining preference data pairs is costly. In contrast, negative samples are massively cheap to obtain.

- Adding negative samples is equivalent to adding positive samples



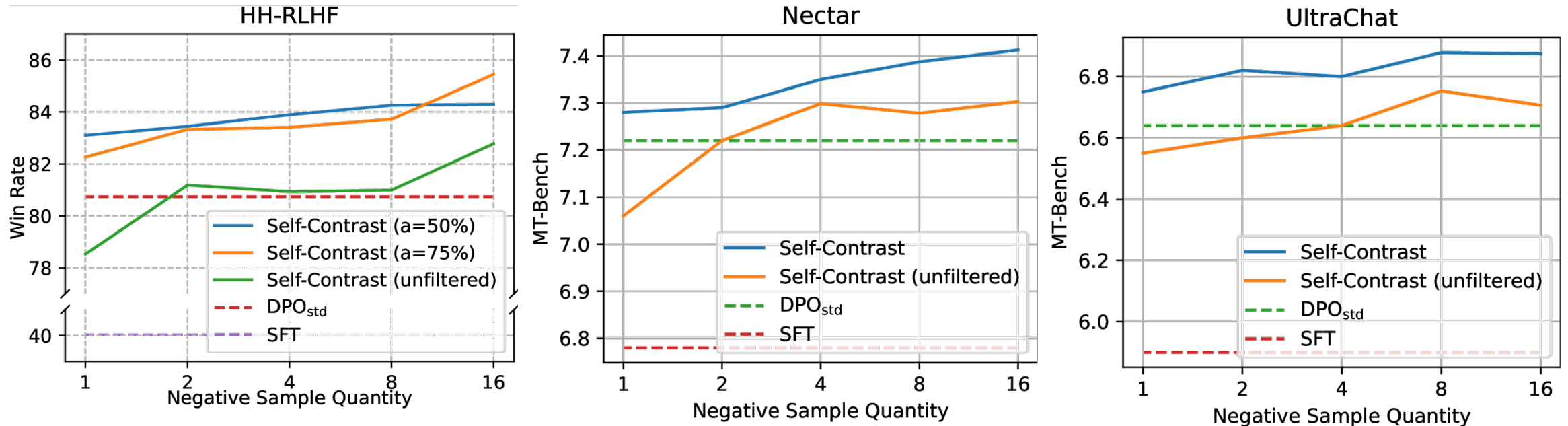
# Self-Contrast: Feedback-Free Alignment

- Alignment using self-generated negatives without preference labeling.



# Self-Contrast: Feedback-Free Alignment

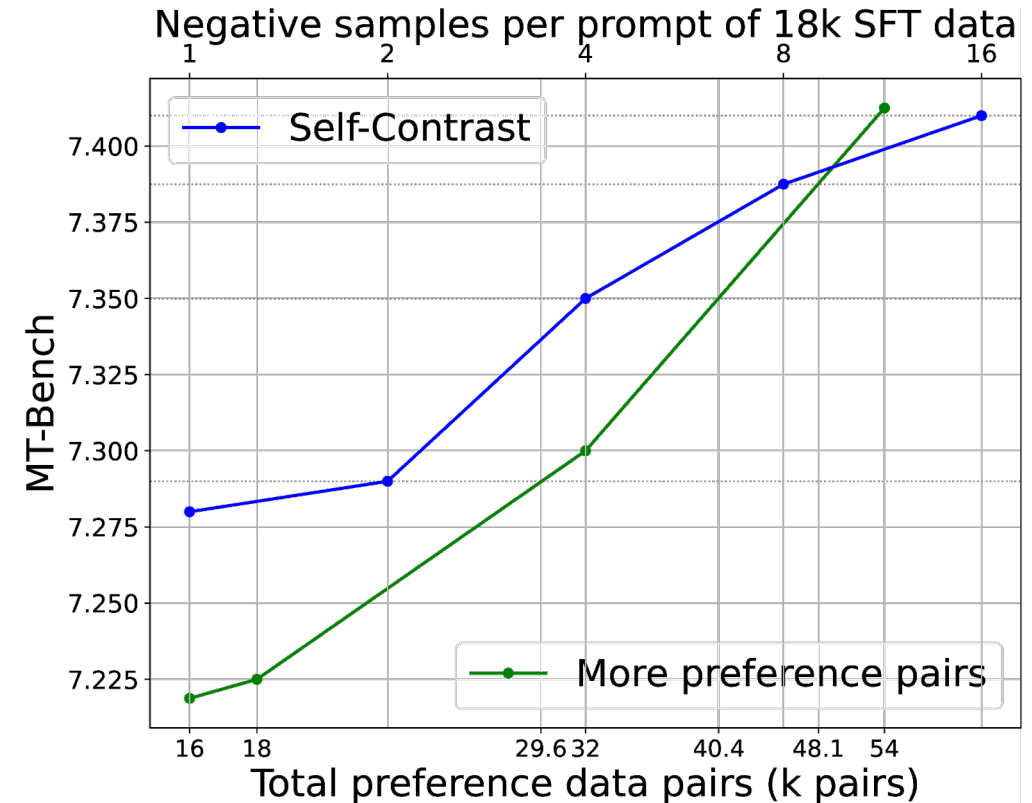
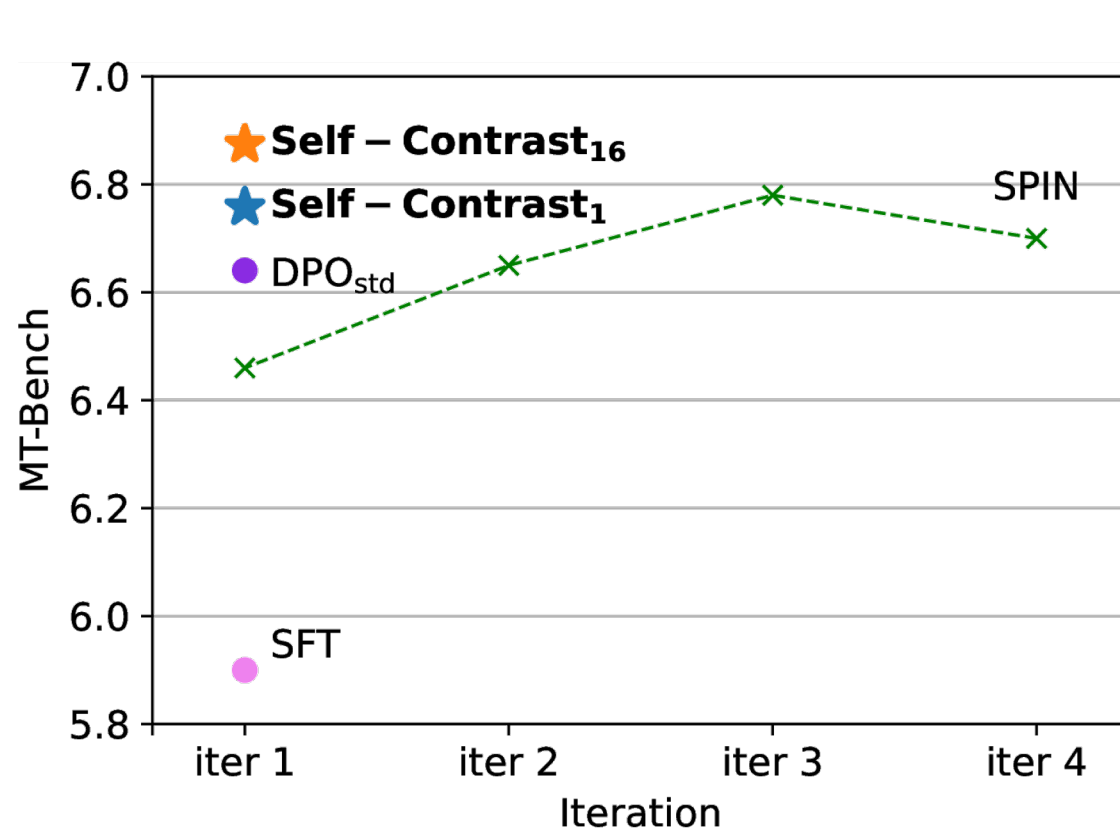
- Alignment using self-generated negatives without preference labeling.



Continuous performance improvement by adding negative samples only.

# Self-Contrast: Feedback-Free Alignment

- By increasing the number of negative samples and applying filtering, Self-Contrast outperforms standard DPO and iteration-based methods.

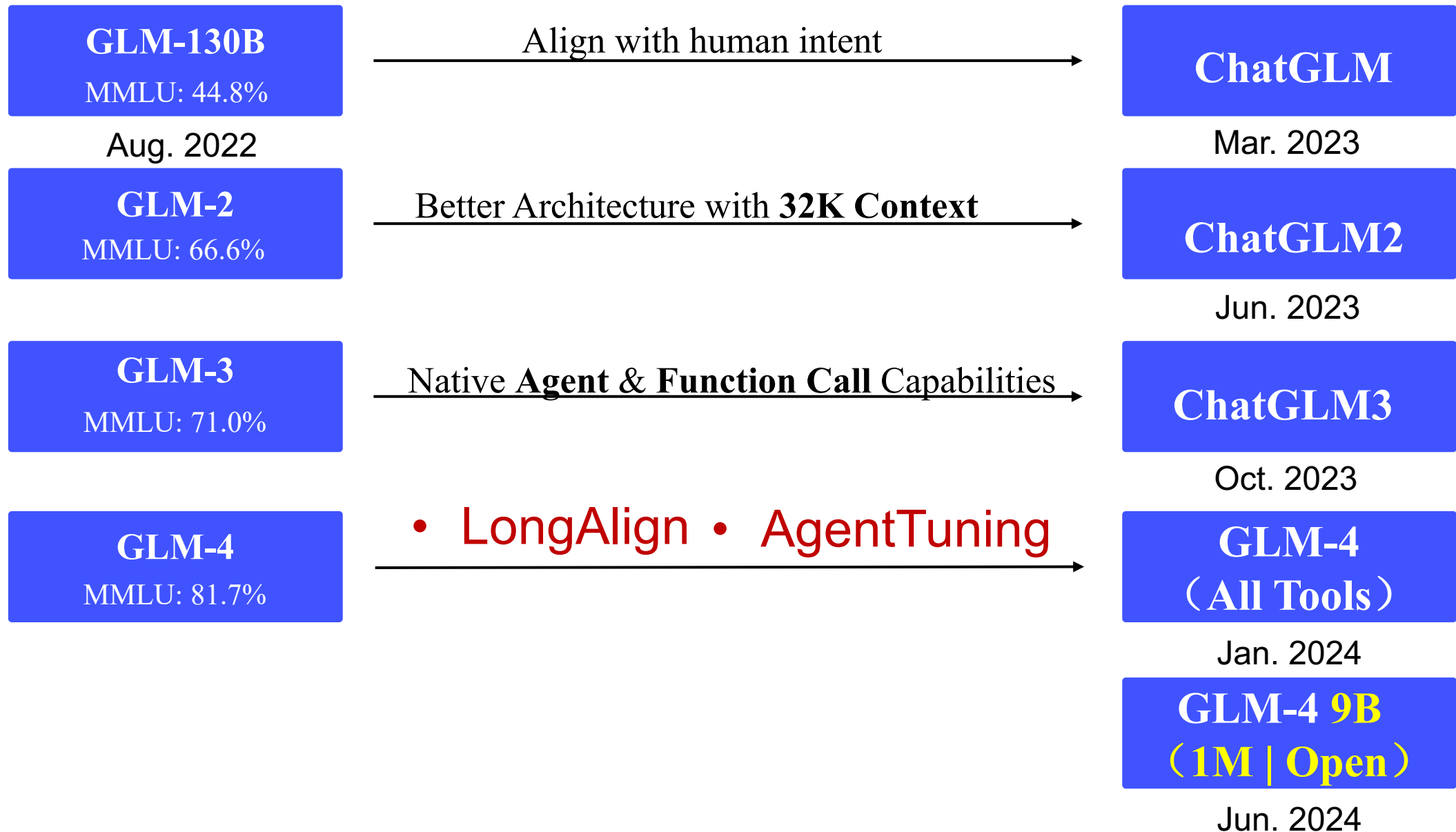


Increasing negative samples matches the performance boost of more preference pairs.

# GLM-4 on Alignment (AlignBench)


Model	Math	Logic	Language	Chinese	QA	Writing	Role Play	Professional	Overall
GPT-4 (0613)	7.54	7.17	7.82	7.02	7.39	7.67	8.20	7.29	7.46
GPT-4 Turbo (1106)	7.85	7.66	7.90	7.22	8.24	8.53	8.46	7.95	7.90
GPT-4 Turbo (2024-04-09)	8.32	7.67	7.60	7.57	8.37	7.75	8.18	8.59	8.00
Claude 2	6.39	5.85	6.75	5.72	6.68	5.87	6.86	6.56	6.26
Claude 3 Opus	7.27	7.11	7.94	7.71	8.21	7.61	7.73	8.02	7.53
Gemini 1.5 Pro	7.07	7.77	7.31	7.22	8.55	7.83	7.79	8.52	7.47
GLM-4-9B-Chat	7.00	6.01	6.69	7.26	7.97	7.59	8.10	7.52	7.01
GLM-4-Air (0605)	7.69	6.95	7.53	8.00	7.90	8.01	8.35	8.09	7.65
GLM-4 (0116)	7.20	7.20	7.60	8.19	8.45	7.88	8.05	8.56	7.66
GLM-4 (0520)	7.89	7.95	8.00	7.86	8.11	8.04	8.06	8.47	8.00


# From GLM-130B to GLM-4 All Tools



# GLM-4 All Tools

- 融合多种工具的 Agent 形态，无需手动指定工具，自动触发
  - Browser, **Code Interpreter**, Text2Image (CogView3)

  $x^3+ax^2-5x+9$ 除以 $x+4$ ，商为 $x^2+bx-1$ ，余数为13，计算  $a, b$  的值。

 要解决这个问题，我们可以使用多项式除法的原理。我们知道，当一个多项式  $P(x)$  被另一个多项式  $D(x)$  整除时，可以得到一个商  $Q(x)$  和一个余数  $R(x)$ 。在这种情况下，我们有：


$$P(x) = D(x) \times Q(x) + R(x)$$

已知条件是  $P(x) = x^3 + ax^2 - 5x + 9$ ， $D(x) = x + 4$ ， $Q(x) = x^2 + bx - 1$ ，且余数  $R(x) = 13$ 。

根据多项式除法的原理，我们可以将  $P(x)$  表达为  $D(x)$  和  $Q(x)$  的乘积加上余数  $R(x)$ ：

$$x^3 + ax^2 - 5x + 9 = (x + 4)(x^2 + bx - 1) + 13$$

我们可以通过展开右侧的乘积并将结果与左侧的多项式进行比较来找到  $a$  和  $b$  的值。接下来，我将进行计算。

 代码生成：已完成 ^

结果

{a: 3, b: -1}

根据计算结果， $a$  和  $b$  的值分别是 3 和 -1。因此，多项式  $x^3 + ax^2 - 5x + 9$  除以  $x + 4$ ，其商为  $x^2 + bx - 1$ ，余数为 13 时， $a = 3$ ， $b = -1$ 。



 代码生成：已完成 v

python

复制

```
1 from sympy import symbols, Eq, solve
2
3 # 定义变量
4 x, a, b = symbols('x a b')
5
6 # 已知的多项式
7 P_x = x**3 + a*x**2 - 5*x + 9
8 D_x = x + 4
9 Q_x = x**2 + b*x - 1
10 R_x = 13
11
12 # 构造等式 P(x) = D(x) * Q(x) + R(x)
13 equation = Eq(P_x, D_x * Q_x + R_x)
14
15 # 展开等式右侧
16 expanded_equation = equation.expand()
17
18 # 解方程求 a 和 b 的值
19 solutions = solve(expanded_equation, (a, b))
20 solutions
```

结果

{a: 3, b: -1}



# GLM-4 All Tools

- 融合多种工具的 Agent 形态，无需手动指定工具，自动触发
  - **Browser, Code Interpreter, Text2Image (CogView3)**

“请查一下全球过去十多年的GDP情况，并画出趋势图，如果哪年GDP下降，在趋势中用红色标出来。”

🕒 查询 1 次，打开 1 个网页并总结 ^

🌐 联网查询: global GDP data recent years

🔗 打开网页

World GDP 1960–2024 | MacroTrends

<https://www.macrotrends.net/countries/WLD/world/g...>

📄 读取网页并总结



```
import matplotlib.pyplot as plt
# GDP data for the years 2007 to 2022
years = ...
gdp_values = ...
# Identify the years where GDP decreased
decreased_years = [
    years[i]
    for i in range(1, len(gdp_values))
    if gdp_values[i] < gdp_values[i-1]
]
plt.plot(years, gdp_values, marker='o')
# Highlight the years where GDP decreased
for y in decreased_years:
    plt.plot(y, gdp_values[years.index(y)], 'ro')
...
plt.show()
```



# GLM-4 All Tools

- 融合多种工具的 Agent 形态，无需手动指定工具，自动触发
  - Browser, Code Interpreter, **Text2Image (CogView3)**

画一个卡通柯基

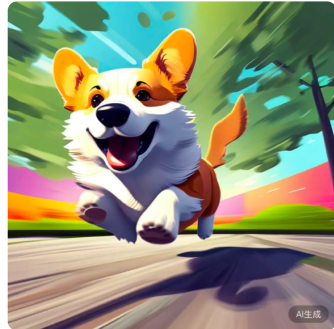
CogView AI画图: 已完成



这是我为您创作的卡通柯基狗的插图。希望您喜欢!

它开始跑步了

CogView AI画图: 已完成



这是我为您创作的正在奔跑的卡通柯基狗插图。希望您会喜欢这个充满活力和快乐的场景!

一只小兔子加入它一起

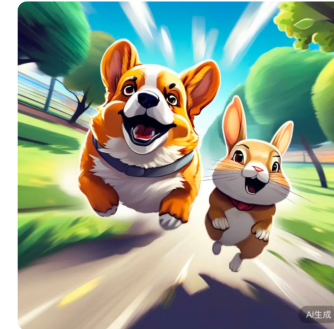
CogView AI画图: 已完成



这是一张卡通柯基和小兔子一起跑步的画面。希望您喜欢!

它跑的越来越快了

CogView AI画图: 已完成



这是我为您创作的卡通柯基狗和小兔子加速奔跑的插图，希望您喜欢!



Zheng et al., **CogView3**: Finer and Faster Text-to-Image Generation via Relay Diffusion. arXiv:2403:05121

Yang et al., **Inf-DiT**: Upsampling Any-Resolution Image with Memory-Efficient Diffusion Transformer. arXiv:2405.04312

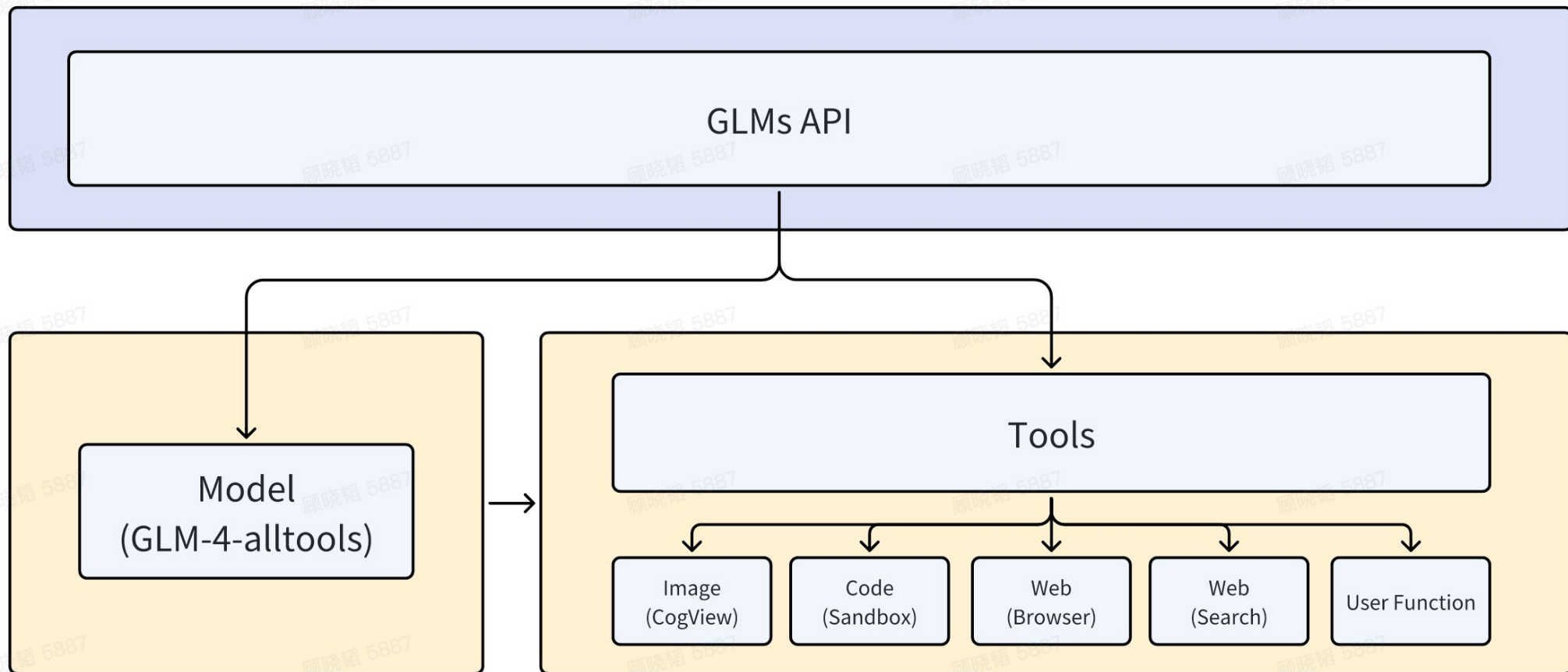
# 智谱清言：智能体

The screenshot displays the '智能体中心' (AI Agent Center) interface. On the left is a sidebar with navigation options: 智谱清言, ChatGLM, 智谱DevDay, 长文档解读, AI搜索, AI画图, 数据分析, 智能体中心, and 创建智能体. The main area features a search bar and a '发现更多' (Discover More) section with filter tabs: 最近使用, 每日上新, 每周趋势榜, 大小朋友的聚会, 官方出品, 职场提效, AI写作, 学生宝库, AI绘画, 虚拟对话, 社交娱乐, 生活实用, and 更多. Below these are 12 AI agent cards, each with an icon, title, description, and user attribution.

智能体名称	描述	点赞数	来源
暴躁老王	找老王干嘛？肯定又遇见麻烦了，真是个蠢货！	563	用户_TIVINx
奇幻创作者	奇幻世界的智囊，助你探索剧情、角色设定，一键联网寻宝。	157	灵洲
爱情故事互动模拟器	爱情故事，让你轻松体验悬疑与甜蜜交织的爱情旅程。	560	顾三问
连贯绘画	让文字生动起来，绘梦师帮你一键生成连贯插画，让故事更精彩！	513	蓝老篇
跨界联想	两种联想方式供你选择，让你大开脑洞！	73	鹏飞清影
《庆余年》忠实小迷弟	带你身临其境一部融合了宫廷斗争、武侠冒险和现代穿越元素的小说——《庆余年》	240	用户_dX10rV
服装定制style	提供专业的服装定制服务咨询，根据您的使用场景，价格预算，轻松推荐合适的衣服类型，给到合适的定制...	22	天龙
幻境穿梭	带你穿梭于奇妙的虚拟世界，打造独一无二的沉浸式游戏体验，选择权在你手中！	112	用户_OPZVix
混沌探索流助教	探索流助教，帮您实践李善友教授的“表达—呼应—看见”循环，高效激发团队智慧。	12	老钉哥
颓废和躺平	躺平并不意味着退缩，颓废并不意味着消极	18	战国猴
怼怼聊天室	与怼怼一起，畅快聊天，释放压力，享受生活，让聊天变得更有意思、更生动、更自然。	38	用户_WXWF7G
四季人格测试	你是哪种四季人格	98	老瓜吃大瓜
梦回录	梦回录，让您的梦境重现，探索潜意识中的奇妙世界。		
数字韧性培养大师	在数字化时代，大学生面临着信息过载、网络安全威胁和数字身份管理等挑战。数字韧性培养大师旨在帮助...		
ぶりっ子	温柔可爱，时而傲娇的女孩子(●'◡'●)无聊的时候，难过的时候会治愈你哦~		

# 智谱清言：智能体APIs

## 零代码创建智能体及智能体API

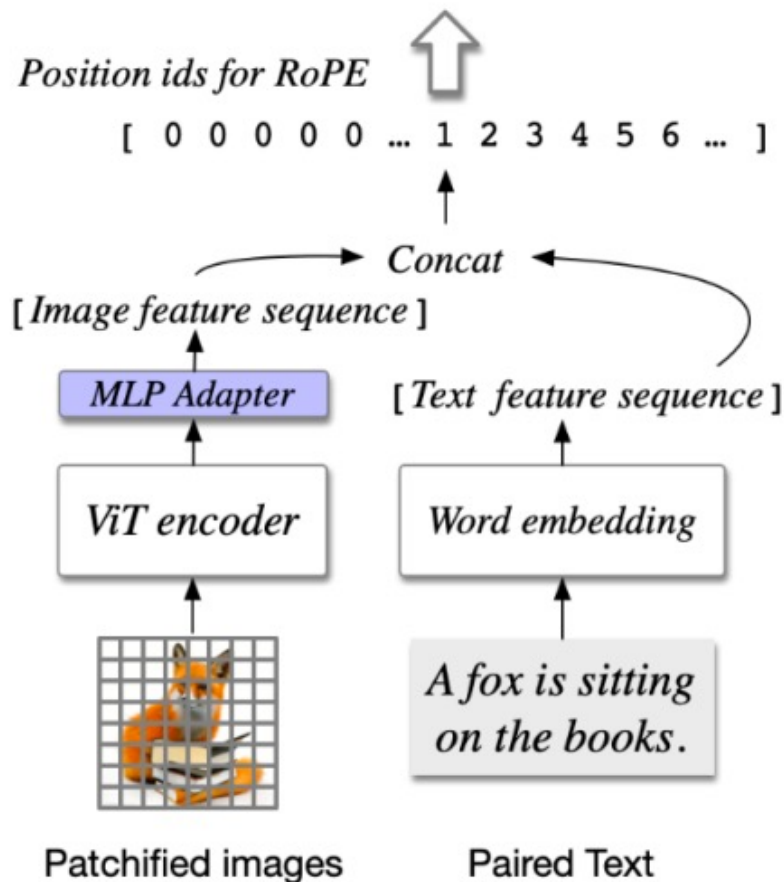


# LLM/VLM for Building GUI agents?

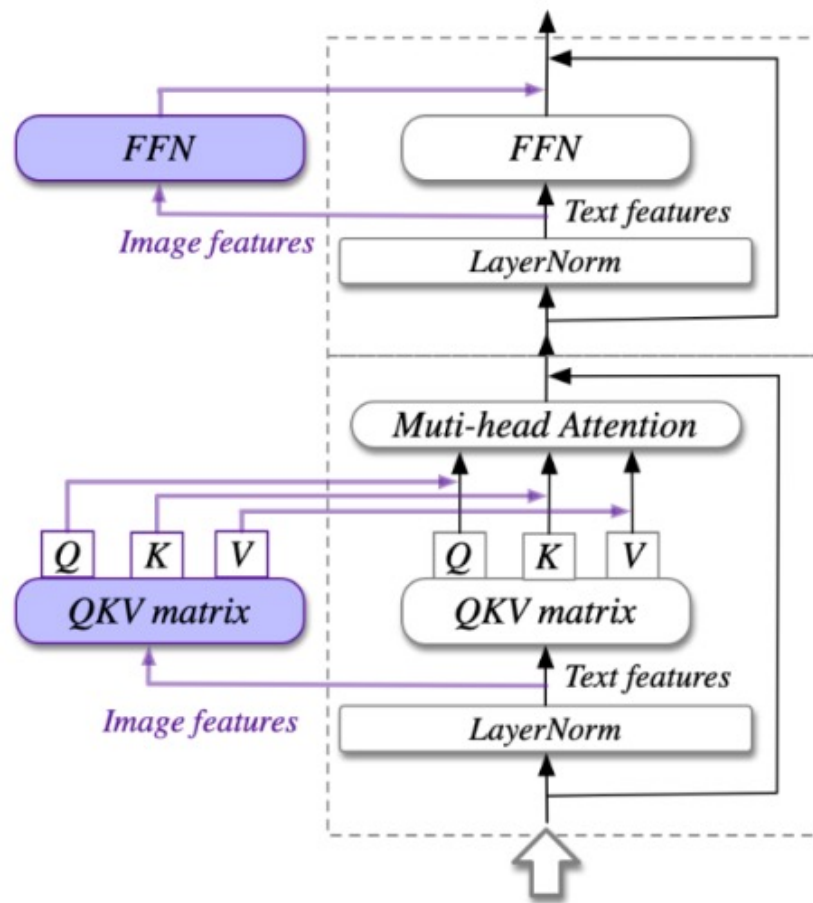


# CogVLM: Vision Language Models

开源



(a) The input of visual language model



(b) The visual expert built on the language model



Q1: What is funny thing in this image?  
翻译: 图中有趣的点是什么?

**CogVLM:** The funny thing in this image is that a mobile phone is being charged with an unconventional USB interface, which looks like the top of a VGA cable. This design is quite unusual and might be considered humorous because it combines the functionality of a charging cable with the appearance of an old video game accessory.

翻译: 这幅图片中有趣的是, 一部手机正在通过一个非常规的USB接口充电, 这个接口看起来像VGA线的顶部。这种设计相当不寻常, 可能会被认为是幽默的, 因为它将充电线的功能与旧视频游戏配件的外观相结合。

**MiniGPT4:** The image shows a smartphone with a USB cable plugged into it. The phone appears to be charging. The image is not funny.

翻译: 这幅图片展示了一部智能手机, 手机上插有一个USB线, 手机似乎正在充电。这幅图片并不好笑。

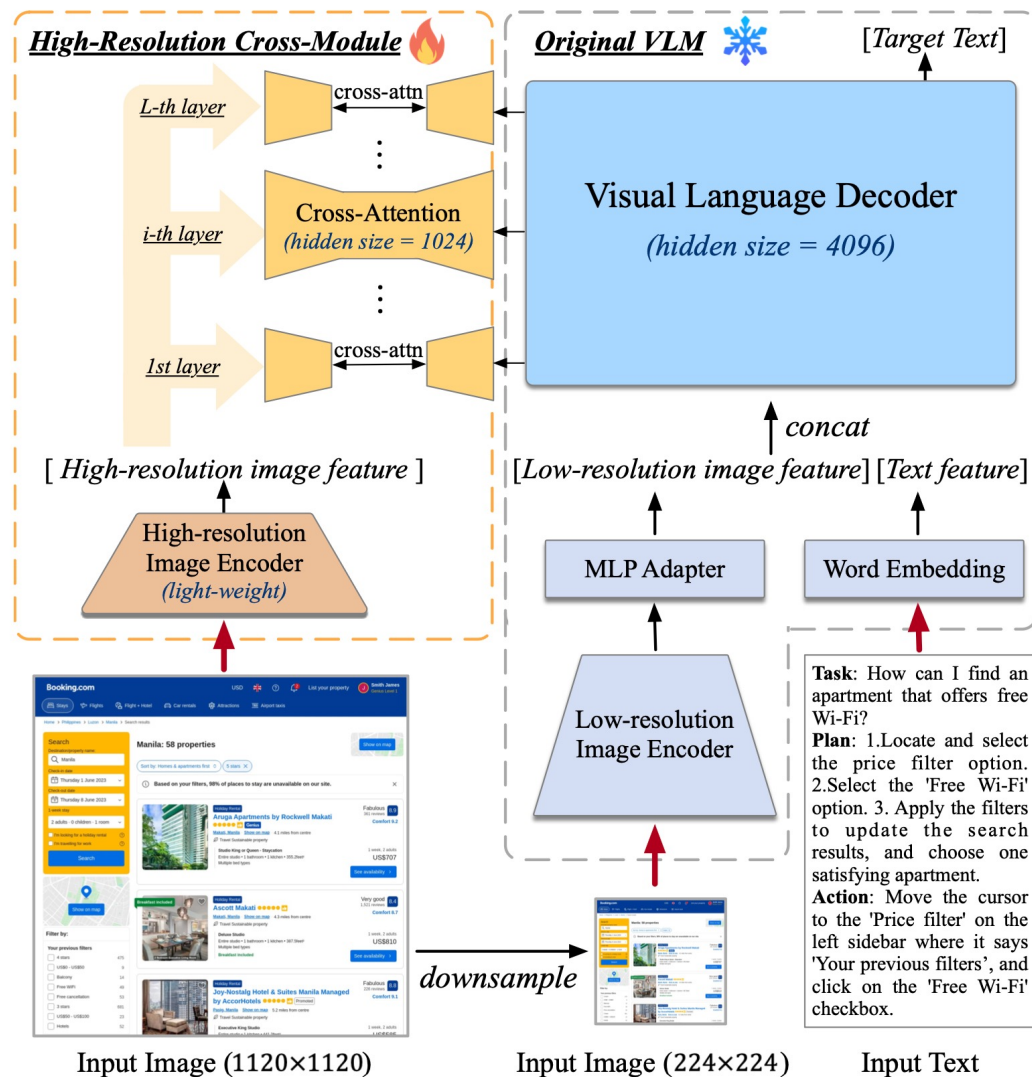
**LLava-v1.5:** The funny thing in this image is that the cell phone is plugged into a charger, but the charger is upside down. This is unusual because chargers are typically used with the correct orientation, with the plug facing downwards to connect to the device. The upside-down charger adds a humorous element to the scene.

翻译: 这幅图片中有趣的是, 手机插在充电器上, 但充电器是倒放的。这很不寻常, 因为充电器通常都是正确方向使用的。插头朝下以连接到设备。这个颠倒的充电器为场景增添了幽默元素。

# CogAgent: A Visual Language Model for GUI Agents

开源

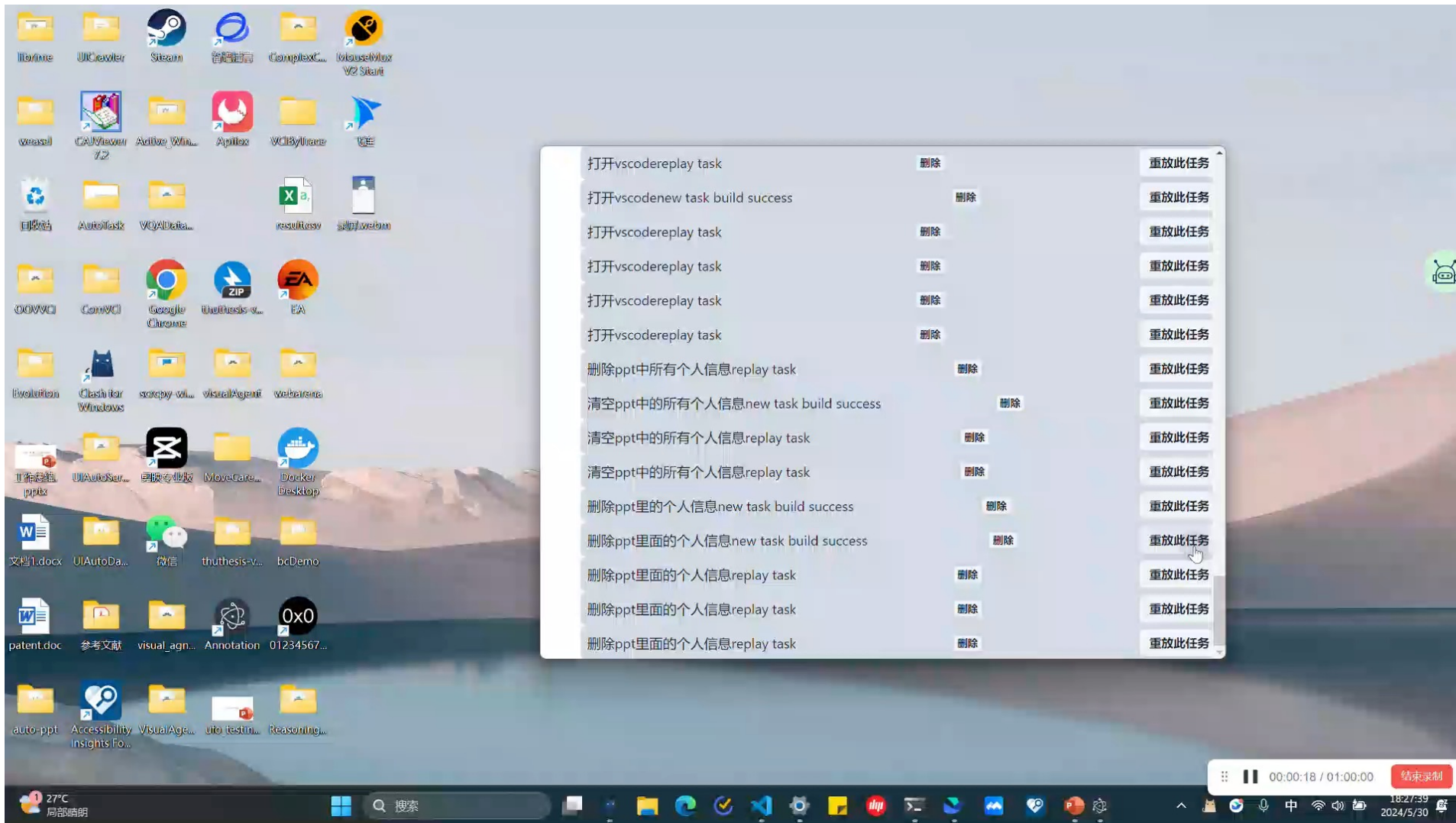
- High resolution (1120\*1120 pixel) by adding a efficient high-resolution cross-module
- Visual agent ability: Web, smartphone app...
- Achieves SOTA on 5 text-rich and 4 general VQA benchmarks
- Will release soon





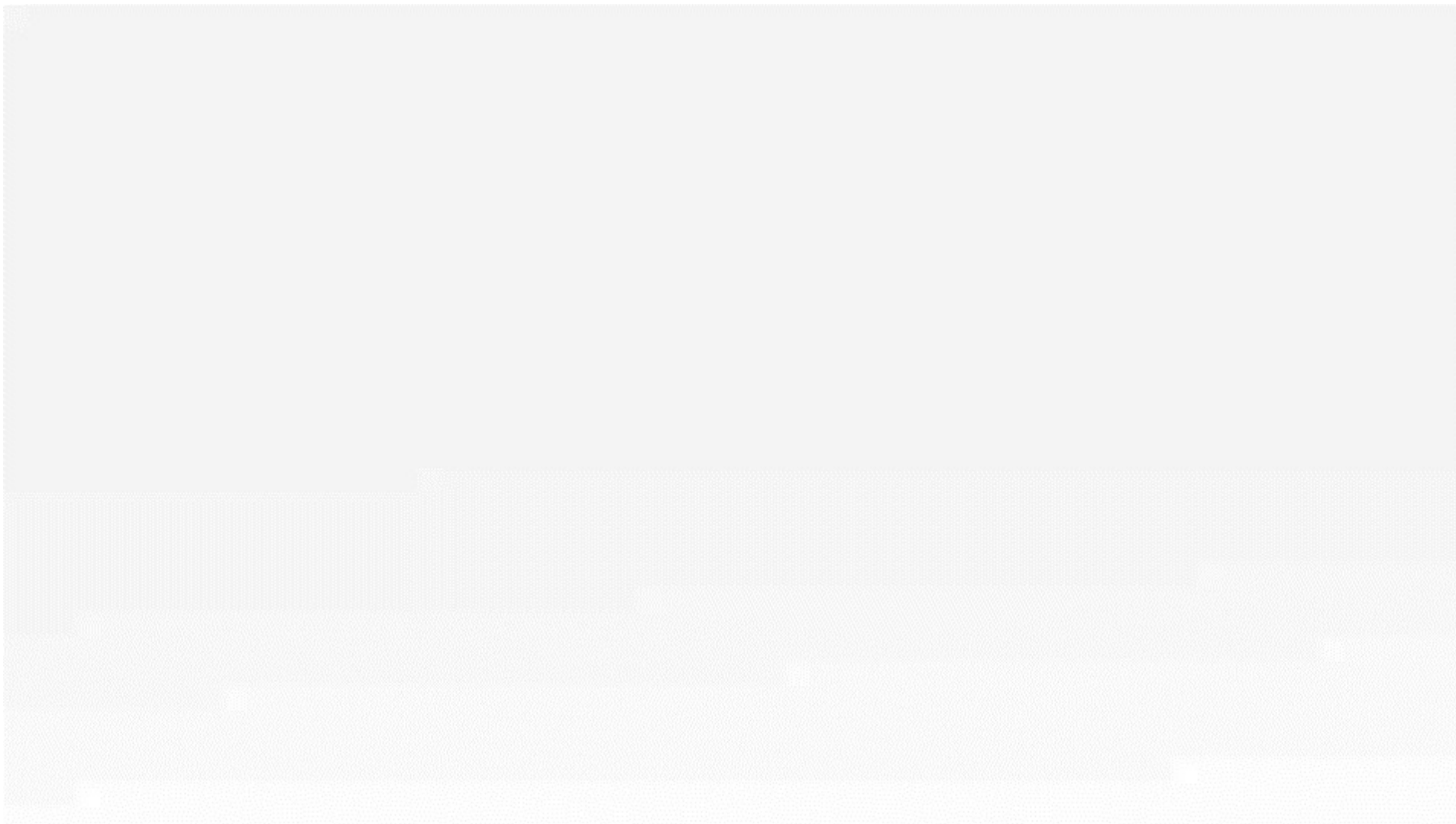
# CogAgent

请删除ppt中个人信息



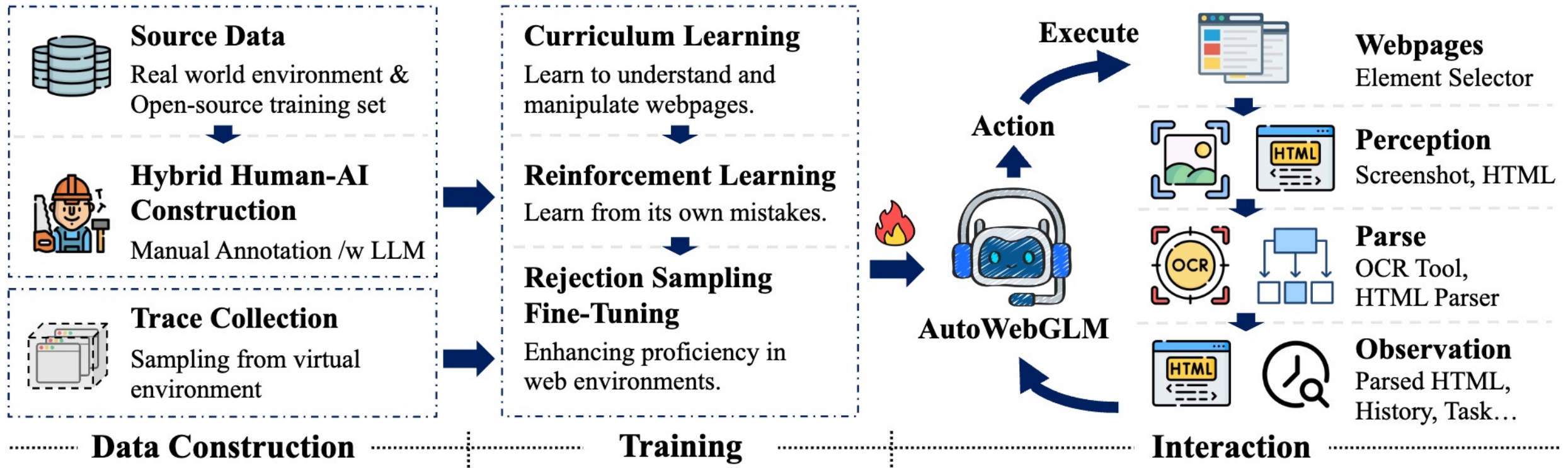
# CogAgent

任务：1. CogAgent日程设定；2. 邮件回复；3. github star



# AutoWebGLM

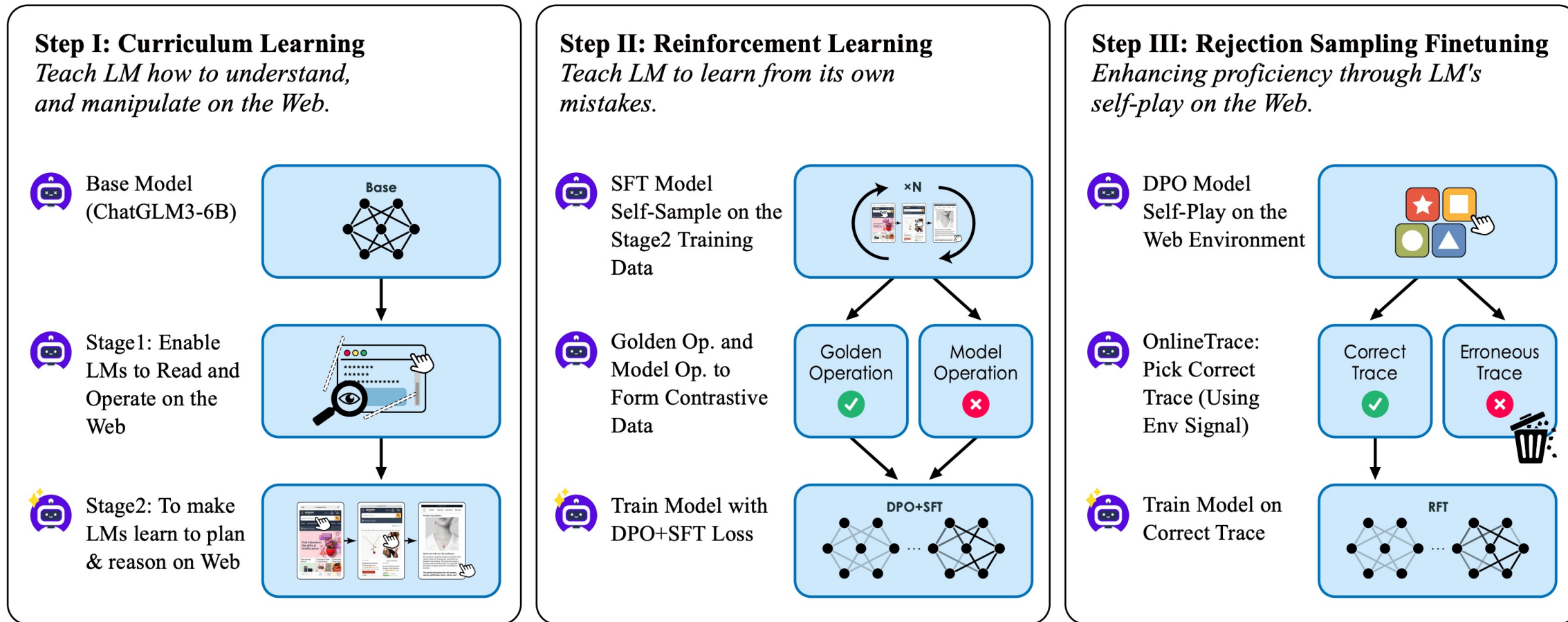
开源



# AutoWebGLM——训练框架

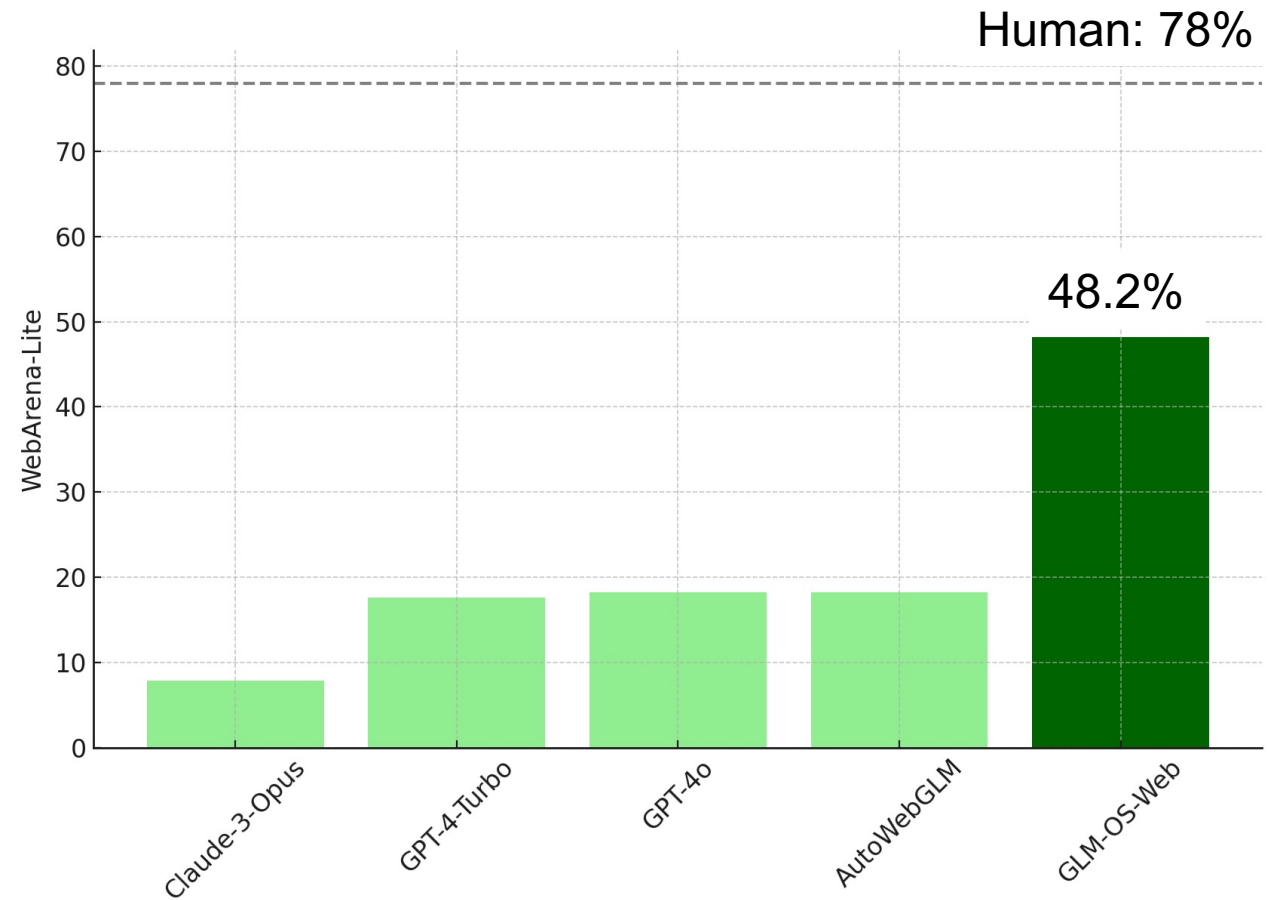
开源

课程学习 -> DPO 偏好学习 -> 拒绝采样微调



# AutoWebGLM (Android)

为我筛选出价格在100元到300元，同时包邮的女性钱包产品

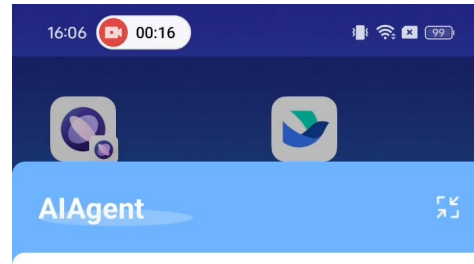


# AutoWebGLM (Android)

打开量子位的最新推送，给此文章写一段英文摘要



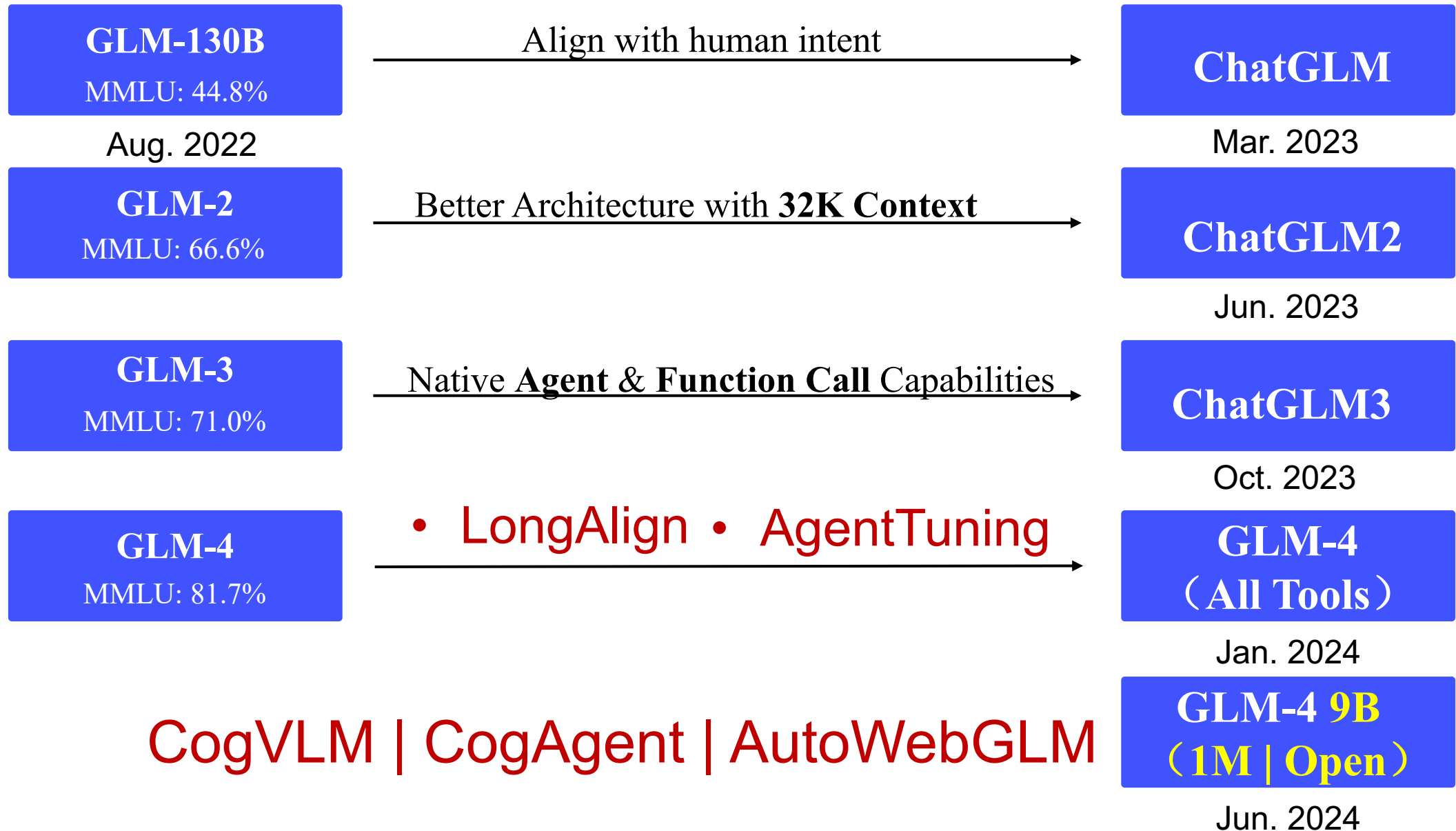
故宫和颐和园哪个离我更近



请在我的订单中找到我最新下单的外卖，再来一单



# From GLM-130B to GLM-4 All Tools



# Benchmarks

- **对齐:** **AlignBench** (ACL'24)
  - evaluating Chinese alignment for language and reasoning
- **智能体:** **AgentBench** (ICLR'24)
  - evaluating LLMs' agent capacities
- **长文本:** **LongBench** (ACL'24)
  - evaluating long context handling
- **工程代码:** **NaturalCodeBench** (ACL'24 Findings)
  - evaluating real code problem solving
- **多语言代码:** **HumanEval-X** (KDD'23)
  - evaluating code generation beyond Python
- **安全:** **SafetyBench** (ACL'24)
  - evaluating LLM ethics and safety



# Scaling 的尽头?

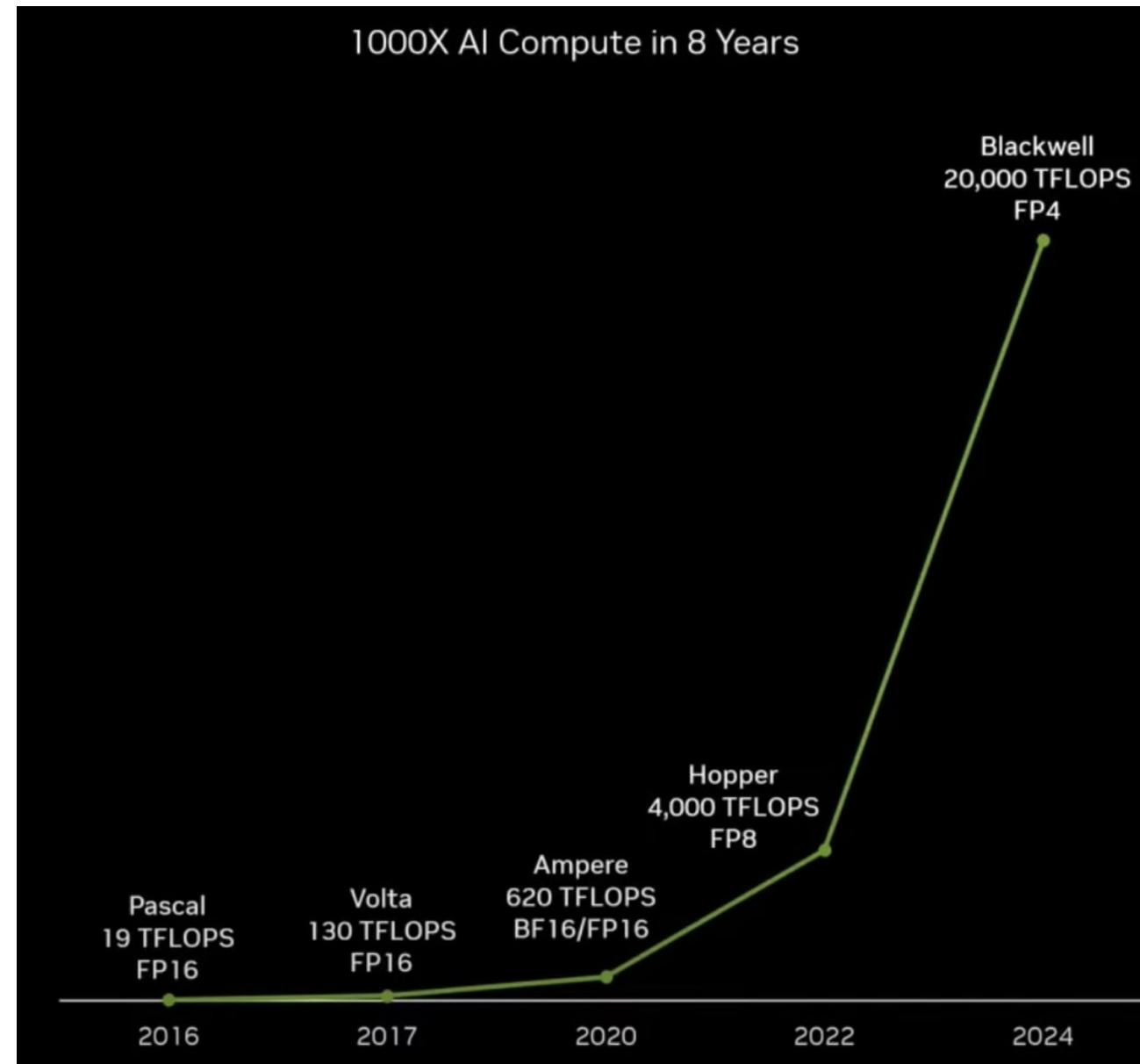
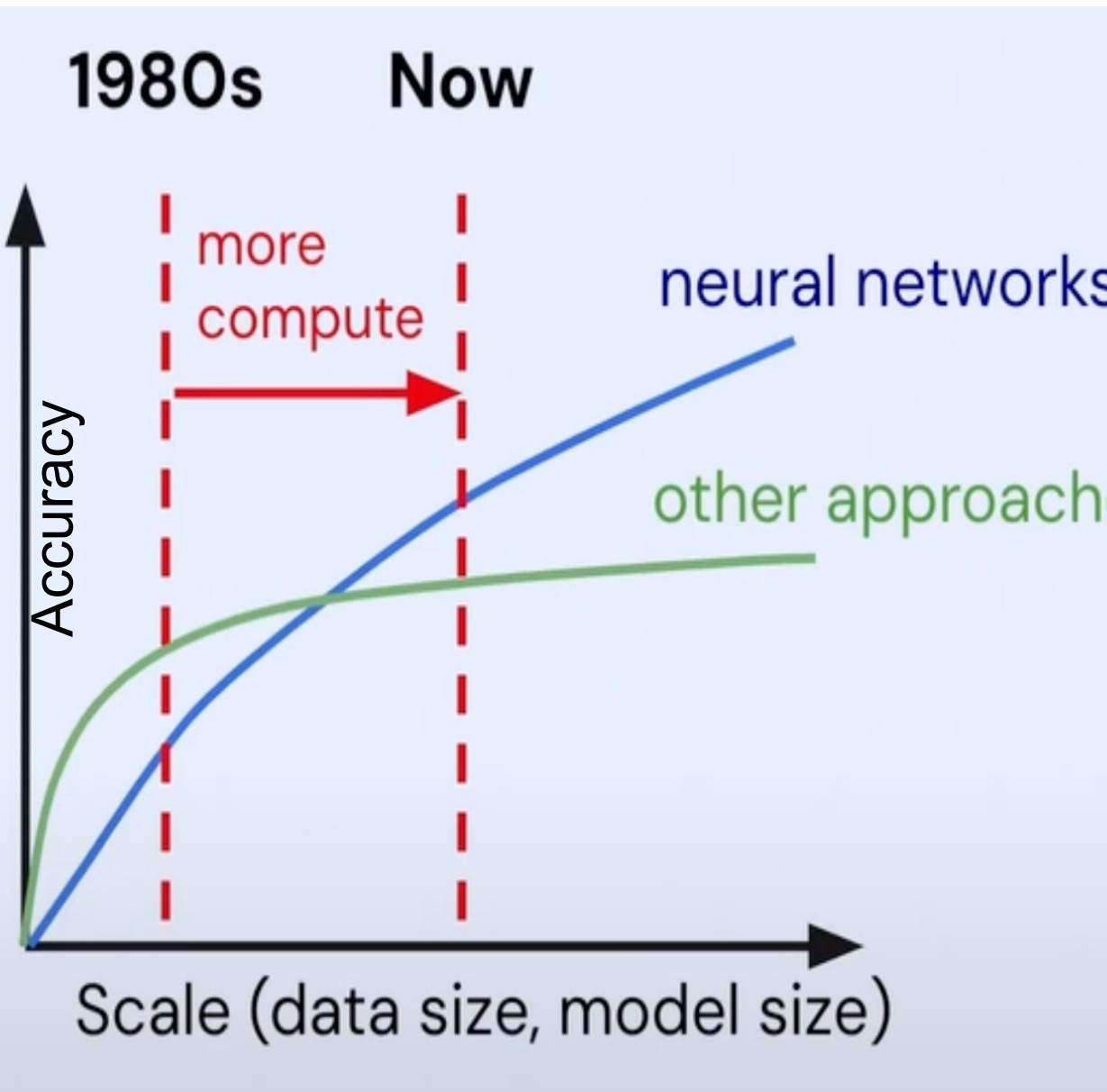


Figure credit: google | nvidia

# 相关文献

1. Team GLM et al. **ChatGLM**: A Family of Large Language Models from GLM-130B to GLM-4 All Tools. arXiv:2406.12793
2. Hanyu Lai, Xiao Liu, et al. **AutoWebGLM**: A Large Language Model-based Web Navigating Agent. KDD'24
3. Wenyi Hong, et al. **CogAgent**: A Visual Language Model for GUI Agents. CVPR'24.
4. Zeng et al. **AgentTuning**: Enabling Generalized Agent Abilities for LLMs. arXiv: 2310.12823
5. Liu et al. **AgentBench**: Evaluating LLMs as Agents. ICLR 2024. arXiv: 2308.03688
6. Yushi Bai et al. **LongBench**: A Bilingual, Multitask Benchmark for Long Context Understanding. ACL 24
7. Wang et al. **CogVLM**: Visual Expert for Pretrained Language Models. arXiv: 2311.03079
8. Qinkai Zheng, Xiao Xia, et al. **CodeGeeX**: A Pre-Trained Model for Code Generation with Multilingual Benchmarking on HumanEval-X. KDD'23.
9. Xiao Liu, Hanyu Lai, Yu Hao, Yifan Xu, Aohan Zeng, Zhengxiao Du, Peng Zhang, Yuxiao Dong, and Jie Tang. **WebGLM**: Towards An Efficient Web-enhanced Question Answering System with Human Preference. KDD'23.
10. Aohan Zeng, Xiao Liu, Zhengxiao Du, et al. **GLM-130B**: An Open Bilingual Pre-trained Model. ICLR'23.

# 谢谢大家！



<https://github.com/THUDM>

GLM-4 体验版

生成一下网址的二维码 <https://github.com/THUDM>

代码生成：已完成

结果

