

Engineering Generative AI-Based Software

Engineering Generative-AI Based Software discusses both the process of developing this kind of AI-based software and its architectures, combining theory with practice. Sections review the most relevant models and technologies, detail software engineering practices for such systems, e.g., eliciting functional and non-functional requirements specific to generative AI, explore various architectural styles and tactics for such systems, including different programming platforms, and show how to create robust licensing models. Finally, readers learn how to manage data, both during training and when generating new data, and how to use generated data and user feedback to constantly evolve generative AI-based software.

As generative AI software is gaining popularity thanks to such models as GPT-4 or Llama, this is a welcomed resource on the topics explored. With these systems becoming increasingly important, Software Engineering Professionals will need to know how to overcome challenges in incorporating GAI into the products and programs they develop.

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