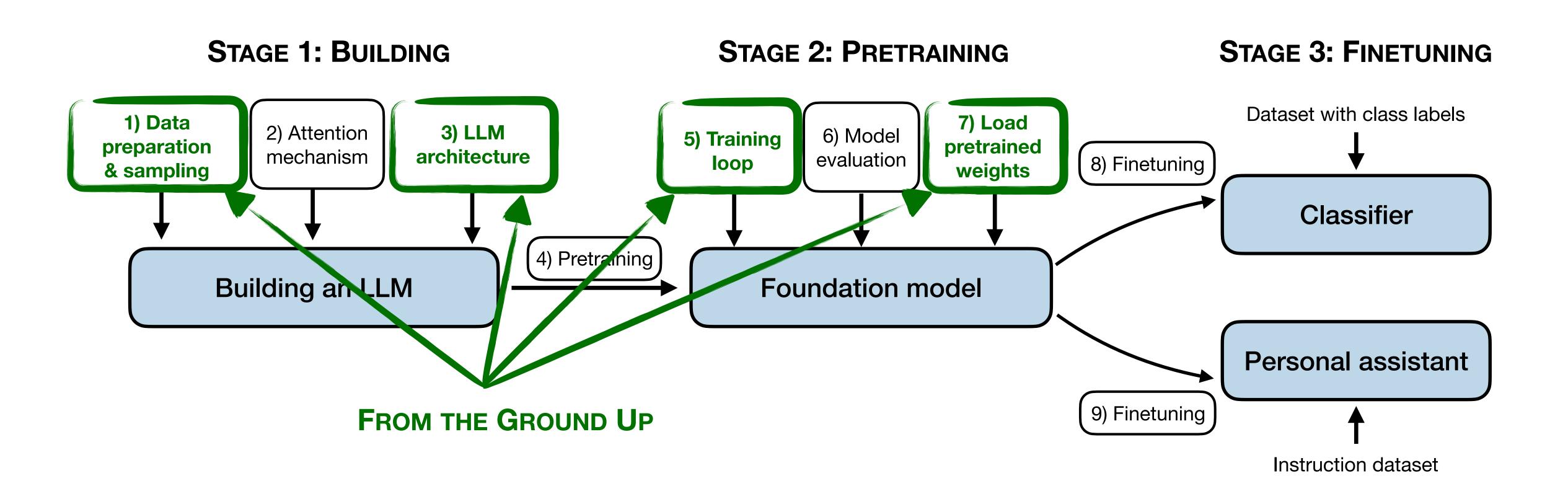
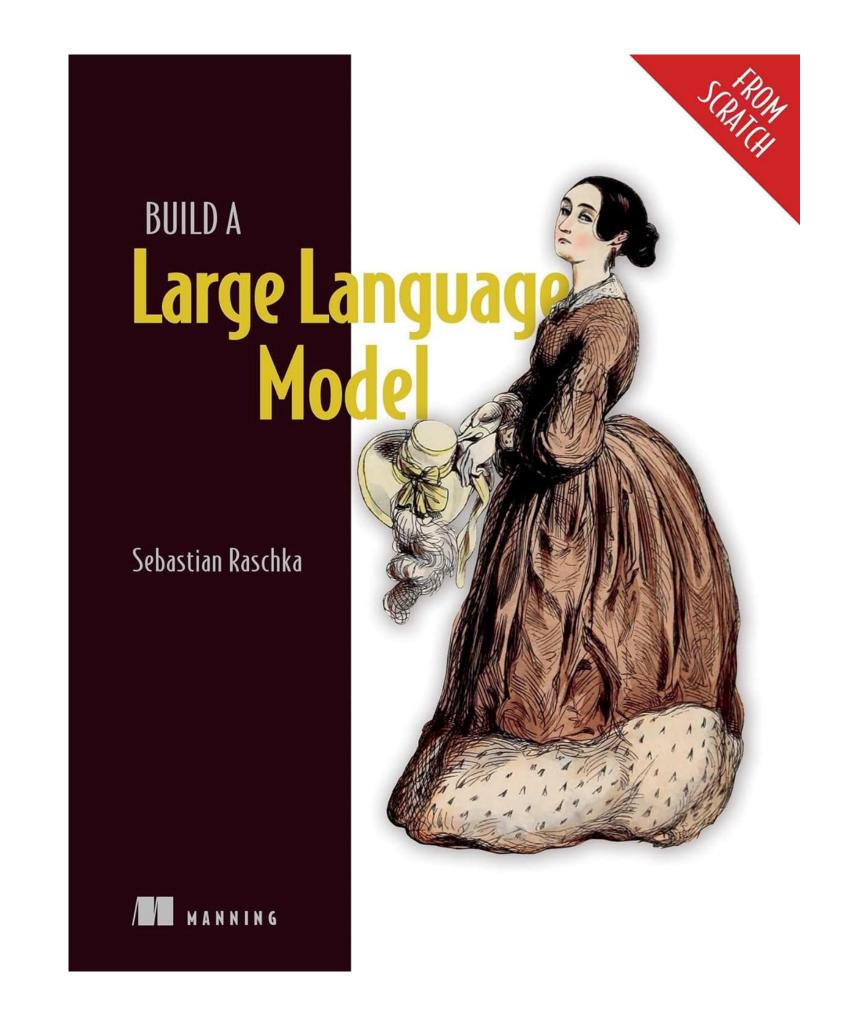
	Workshop topics
1	Introduction to LLMs
2	Understanding LLM input data
3	Coding an LLM architecture
4	Pretraining LLMs
5	Loading pretrained weights
6	Finetuning LLMs

Developing an LLM



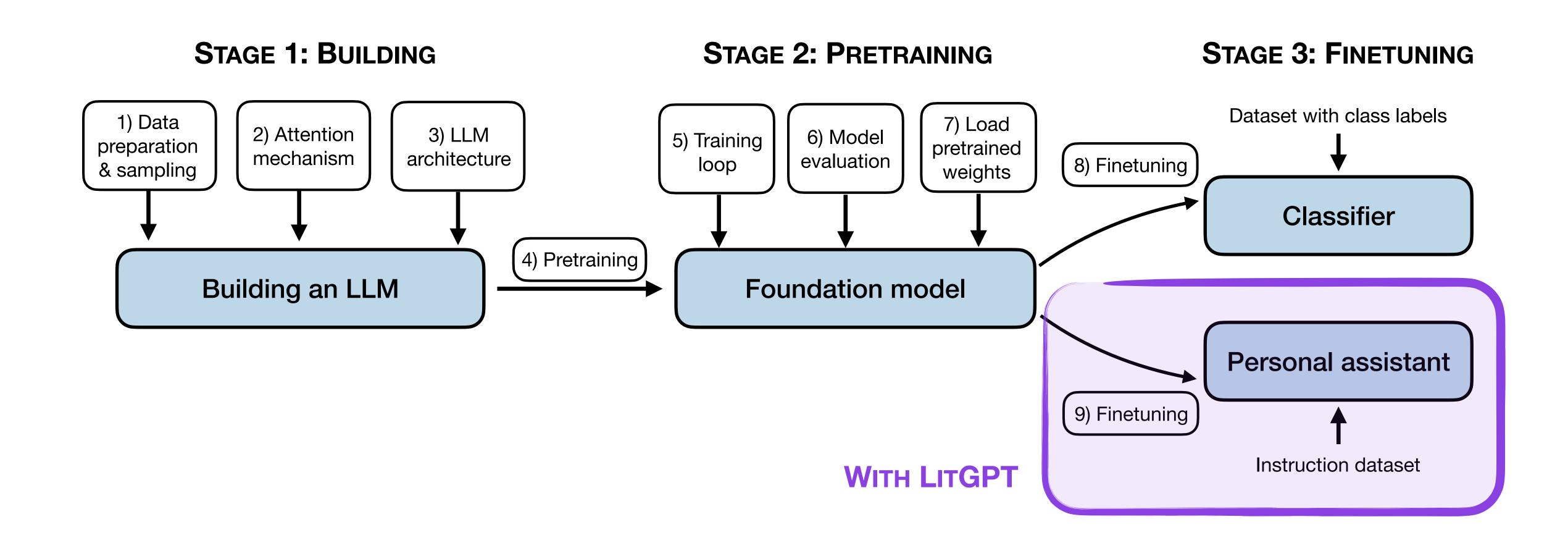


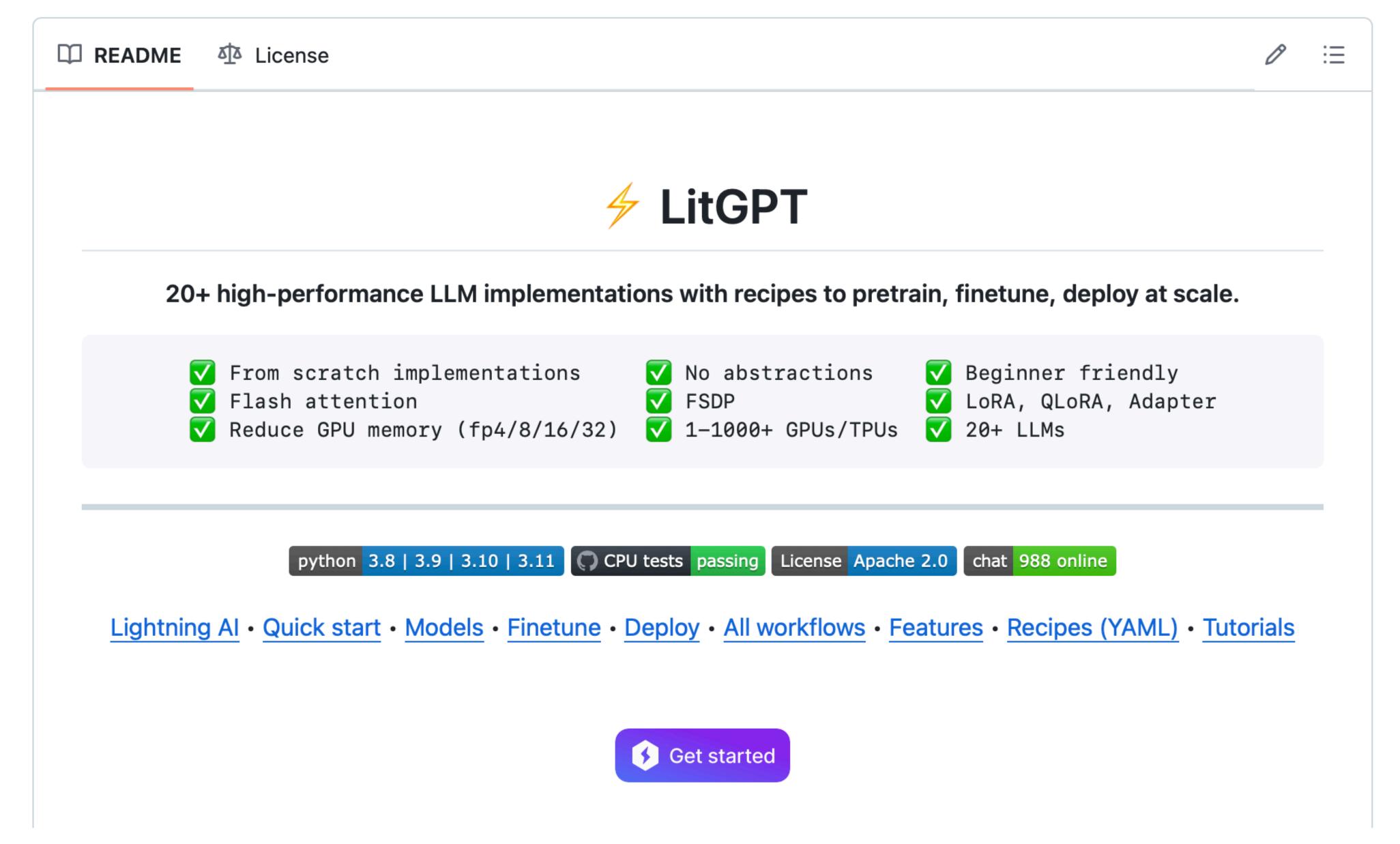
https://mng.bz/lrp2

https://github.com/rasbt/LLMs-from-scratch

(Source for most figures and code)

Developing an LLM





https://github.com/Lightning-Al/litgpt



Simple. Powerful.

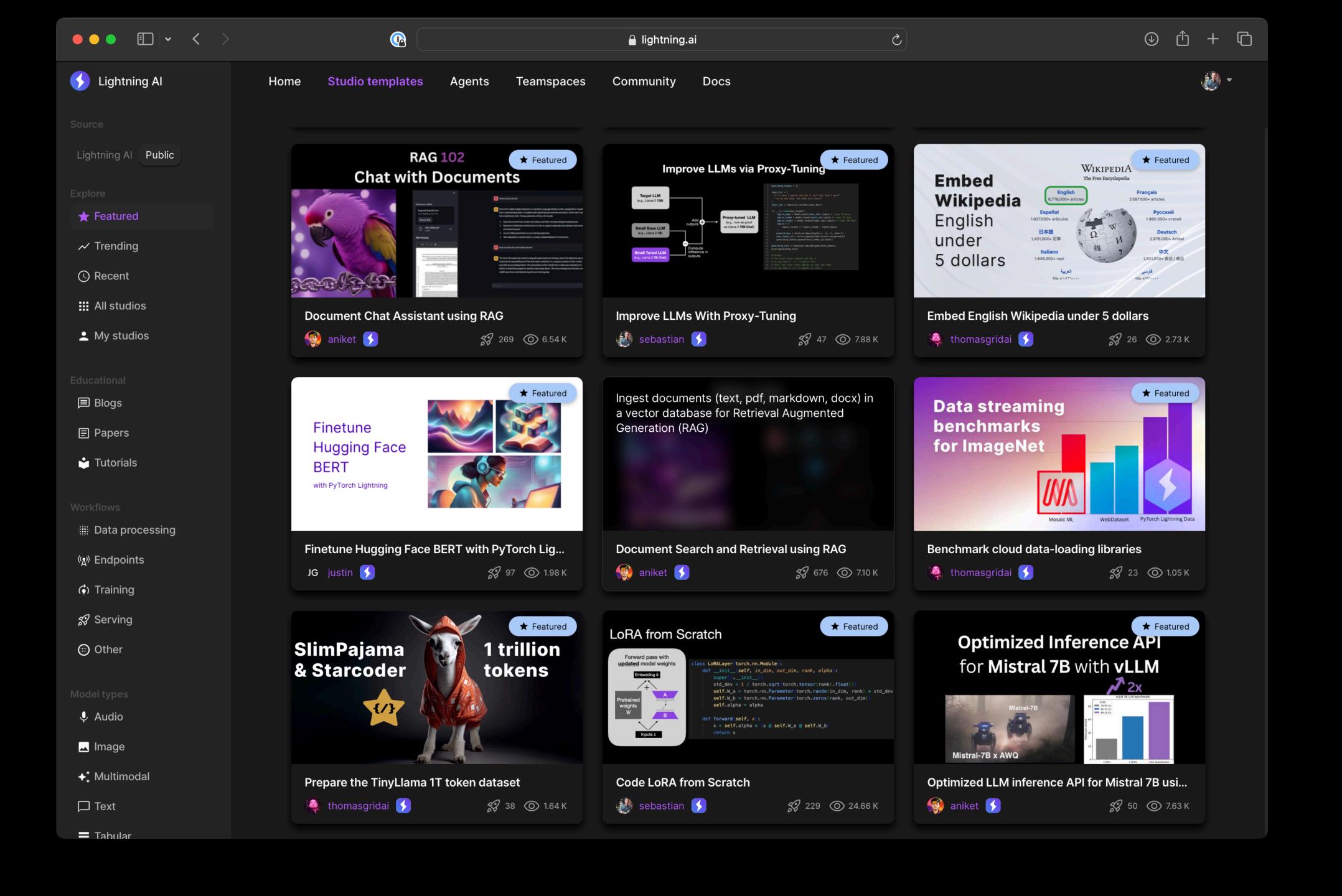
Zero setup. Persistent. Always ready.

Studio marries the simplicity of a **local development experience** with the power of **1,000s of cloud GPUs**, unlimited storage and multiplayer collaboration.



- ★ No environment setup.
- Code in the browser or connect your local IDE.
- Switch from CPU to GPU with zero environment changes.
- Host and share Al apps. Streamlit. Gradio. React JS.
- **23** Code together.
- Infinite storage. Upload, share files and connect S3 buckets.

https://lightning.ai/



Contact

- @rasbt in/sebastianraschka
- https://sebastianraschka.com/contact/
- https://lightning.ai