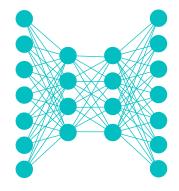
Lecture Notes for Neural Networks and Machine Learning



Auto-regressive and Vision Transformers





Logistics and Agenda

- Logistics
 - Grading update
 - ICLR Best papers
- Agenda
 - Finish BERT example
 - Decoder Transformers
 - Vision Transformers
 - Paper Presentation
 - Town Hall





Fine Tuning BERT "finish"



20 News Groups

Main Repository:

02 BERT Transfer.ipynb

Since we are using hugging face for this, its better to use PyTorch ...

```
Encoded inputs:
{'input_ids': tokens to embed,
  'token_type_ids': segment embed,
  'attention_mask': for causal or non-causal}
```



Auto-regressive Transformers

Ethics and Information Technology (2024) 26:38 https://doi.org/10.1007/s10676-024-09775-5

ORIGINAL PAPER



ChatGPT is bullshit

Michael Townsen Hicks 100 - James Humphries 1 - Joe Slater 1

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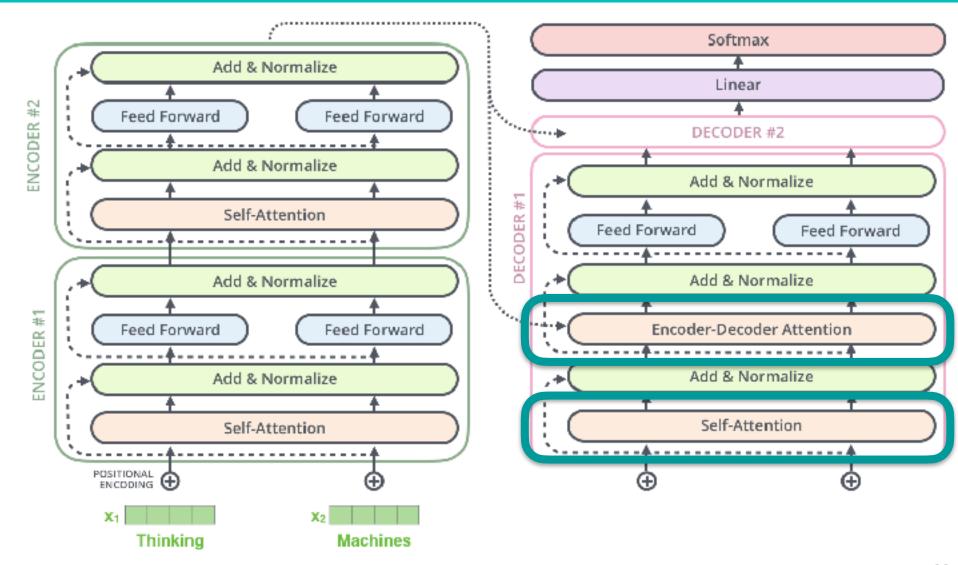
Abstract

Recently, there has been considerable interest in large language models: machine learning systems which produce human-like text and dialogue. Applications of these systems have been plagued by persistent inaccuracies in their output; these are often called "AI hallucinations". We argue that these falsehoods, and the overall activity of large language models, is better understood as *bullshit* in the sense explored by Frankfurt (On Bullshit, Princeton, 2005): the models are in an important way indifferent to the truth of their outputs. We distinguish two ways in which the models can be said to be bullshitters, and argue that they clearly meet at least one of these definitions. We further argue that describing AI misrepresentations as bullshit is both a more useful and more accurate way of predicting and discussing the behaviour of these systems.

Keywords Artificial intelligence · Large language models · LLMs · ChatGPT · Bullshit · Frankfurt · Assertion · Content

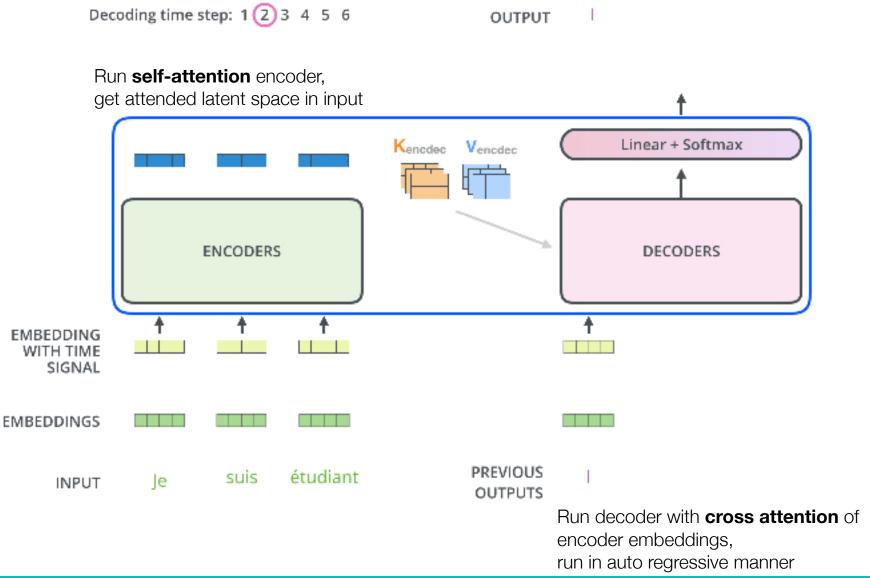


Encoders and Decoders





Encoders and Decoders

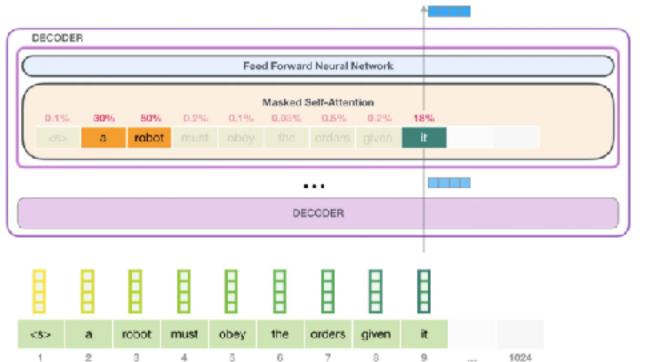


Auto-regressive Transformer, Decode Only

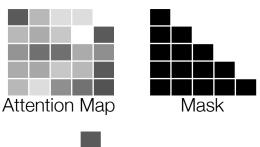
Decoder only, text encoding happens in attention

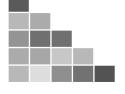
$$\mathcal{L}_{1}(\mathcal{U}) = \sum_{i \in S} \log P(\underbrace{u_{i}}_{\text{curr}} \mid \underbrace{u_{i-k}, \dots, u_{i-1}}_{\text{other words}}; \underbrace{\mathbf{W}}_{\text{params}})$$

Predict the next word from unlabeled dataset



Also known as generative pre-training (GPT)





Masked Attention Map

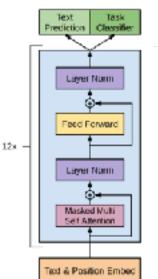
Radford, et al. Improving Language Understanding by Generative Pre-Training, ArXiV 20

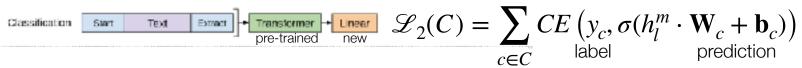


Fine Tuning after Generative Pre-training

 Supervised tasks after pre-training, make transformer better through various tasks, trained simultaneously

$$\sigma(h_l^m \cdot \mathbf{W}_c + \mathbf{b}_c)$$
 new layer output for transfer learning





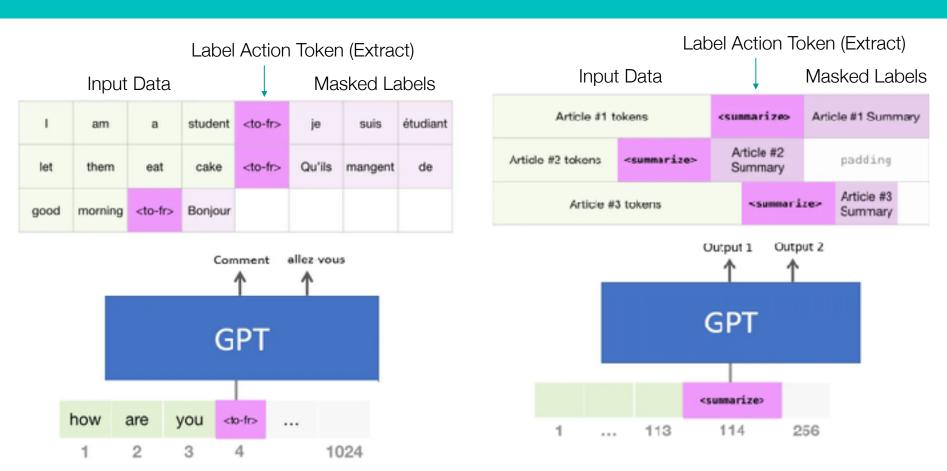
For each task, C

$$\mathcal{L}_{Total} = \sum_{C \in \mathscr{C}} \mathcal{L}_2(C) + \lambda \cdot \mathcal{L}_1(C)$$
prediction next word (same as GPT)

Radford, et al. Improving Language Understanding by Generative Pre-Training, ArXiV 20



Providing labels to a decoder-only model



Fine Tune with "Extract" Tokens and training examples.



Improving LLMs with Reinforcement Learning

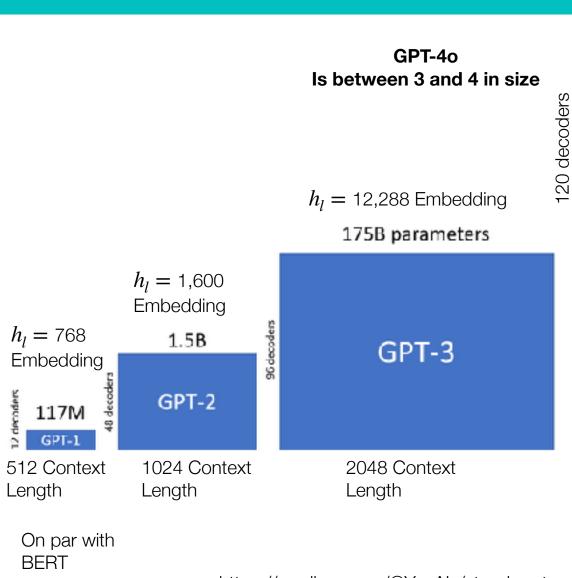
- Generative pre-training allows for text generation in many different applications
- Some tasks it is not trained for, it can still generate plausible outcomes (called emergent abilities)
 - Many arguments exist for this being a result of natural language as input,
 which generalizes well to unseen classification tasks
- To further fine tune and make answers more relevant, reinforcement learning is often used:
 - Game systems: known optimal outputs, like playing chess, can be rewarded systematically
 - Human feedback: various tasks (like dialogue) with rewards for relevant responses and punishment for poor responses. Used for Chat.
- **ChatGPT**: uses various proximal policy networks (agents) that guide next generation based on current state, needs periodic human supervision
- **DeepSeek**: mitigates human supervision in RL, opting for group sampling that balances reference distribution divergence.
 - One Insight: It helps to have many chain-of-thought examples in circulation



More Visual Sizing



Size of GPT



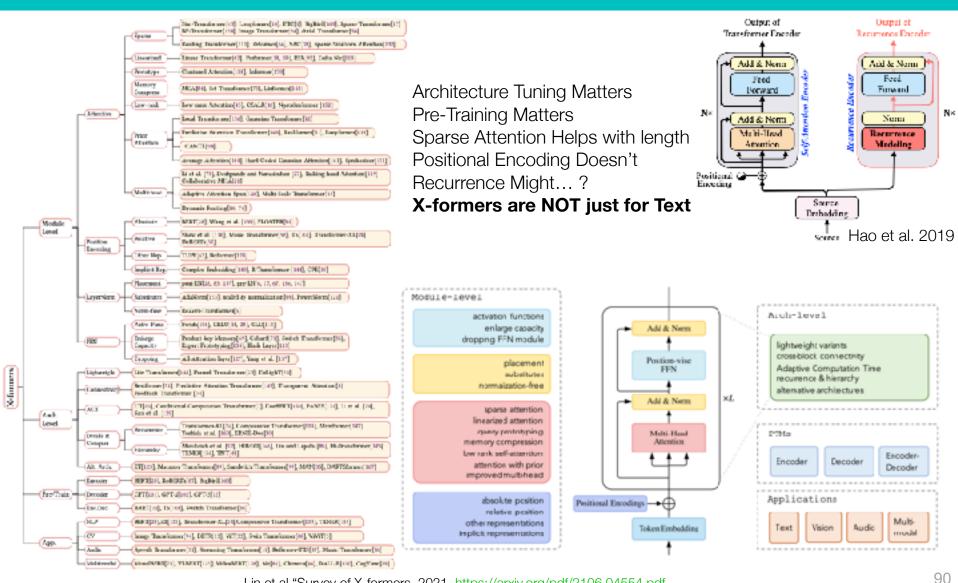
GPT-4

8000 (+) Context Length 1.7 Trillion parameters $h_l = 20,000$ Neurons embedding Input Images

https://medium.com/@YanAlx/step-by-step-into-gpt-70bc4a5d8714



We only have skimmed the surface...





Vision Transformers





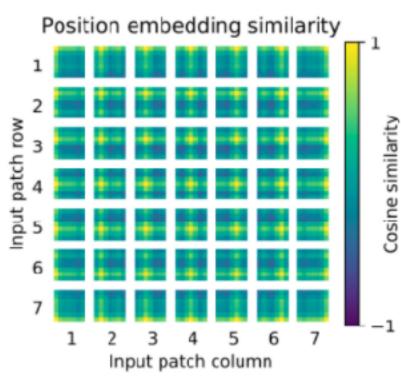
Vision Transformers Video





Vision Transformers

- Divide image into patches
 - Treat each patch as something to encode separately
 - Flatten each patch
 - Put through dense layer
- Add positional encoding based on position of patch
 - for 7x7 patch, there are 49 positions
- Put into transformer. Same as text transformers ...
- But you need a lot of data
 - 14M or more images seems to be sweet spot



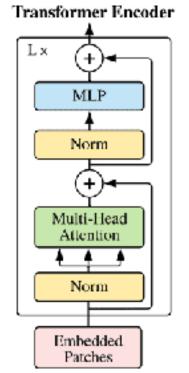
ViT Architectures Parameters

- D is size of patch embedding
- Uses skip connections (all size D)

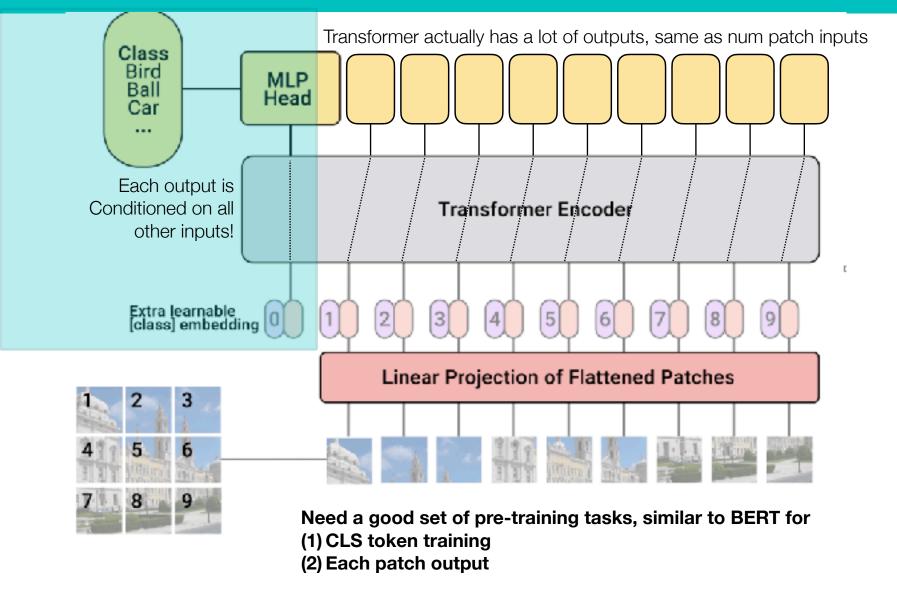
- $egin{align*} \mathbf{z}_0 &= [\mathbf{x}_{\mathrm{class}}; \ \mathbf{x}_p^1 \mathbf{E}; \ \mathbf{x}_p^2 \mathbf{E}; \cdots; \ \mathbf{x}_p^N \mathbf{E}] + \mathbf{E}_{\mathrm{pos}}, \ \mathbf{z}'_{\ell} &= \mathrm{MSA}(\mathrm{LN}(\mathbf{z}_{\ell-1})) + \mathbf{z}_{\ell-1}, \ \mathbf{z}_{\ell} &= \mathrm{MLP}(\mathrm{LN}(\mathbf{z}'_{\ell})) + \mathbf{z}'_{\ell}, \ \mathbf{y} &= \mathrm{LN}(\mathbf{z}_L^0) \end{cases}$
- Multi-headed self attention (MSA) takes
 D input patch_embed + pos_embed
- Three sized architectures differ in:
 - L blocks used (i.e., "layers")
 - H heads in each layer (i.e., "heads")
 - MLP head is final classifier

Model	Layers	Hidden size D	MLP size	Heads	Params
ViT-Base	12	768	3072	12	86M
ViT-Large	24	1024	4096	16	307M
ViT-Huge	32	1280	5120	16	632M

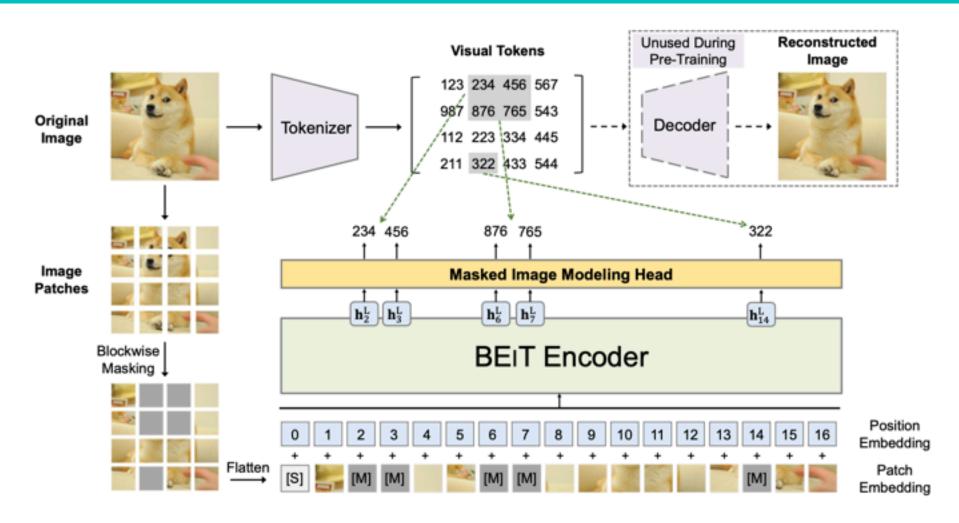
ResNet50: 23M



Learnable class embedding



Pre-training for ViT



Downstream Fine Tuning: Image classification [CLS], semantic segmentation (patch output), and others...



Fine tuning: Do they work?

- Less than 14M images for pre-training? Do not use as a base model!
 - CNNs will be easier and very performant...

