VITMO

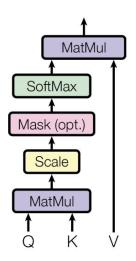
Современные архитектуры нейронных сетей

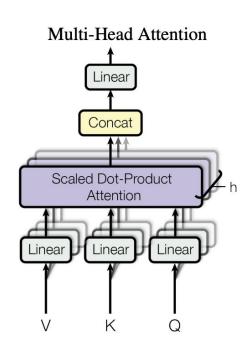
Эффективное внимание

Проблемы qkv-внимания



Scaled Dot-Product Attention









Проблемы qkv-внимания



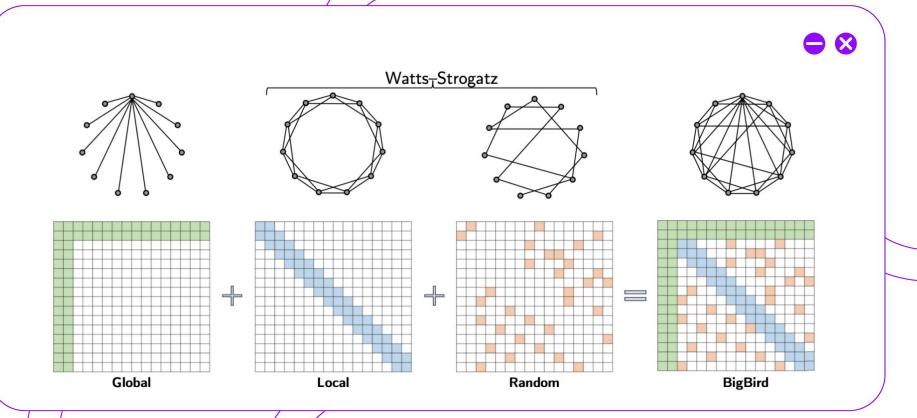




- Квадратичная сложность
- Необходимо много памяти
- Много вычислений

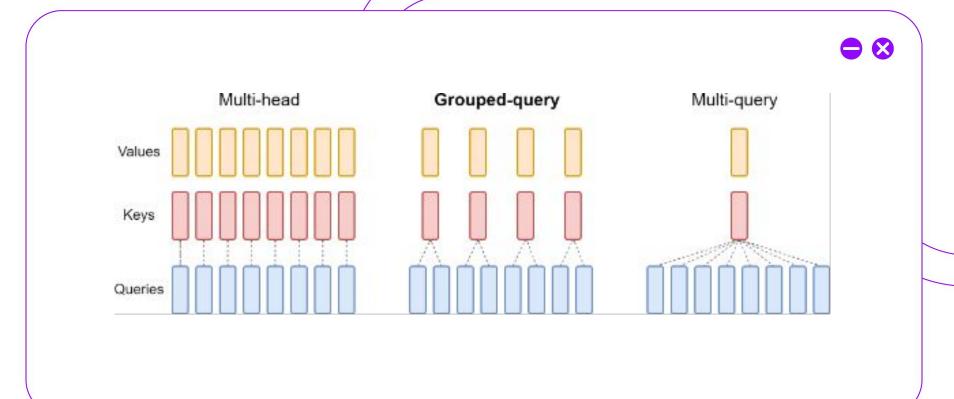
Sparse Attention





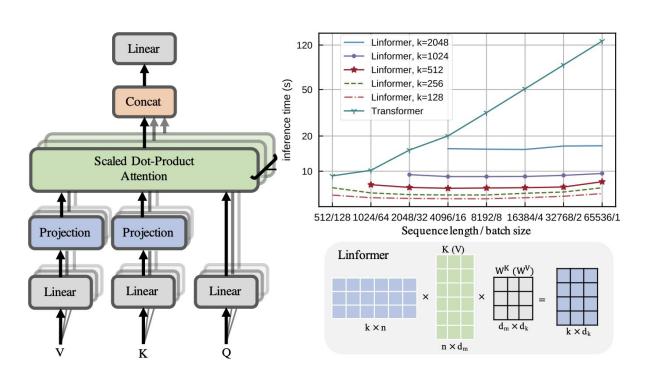
Multi-Query Attention





LinFormer



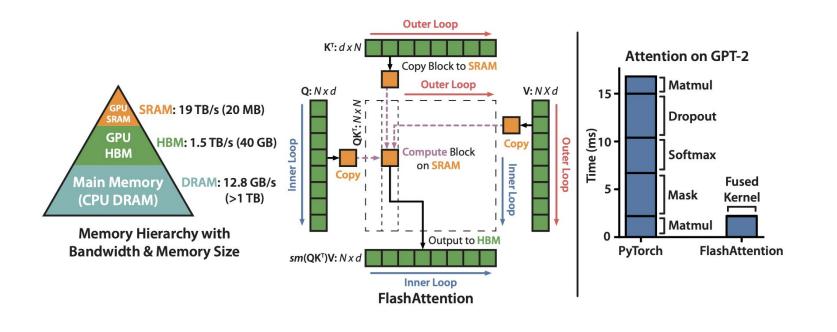






FlashAttention





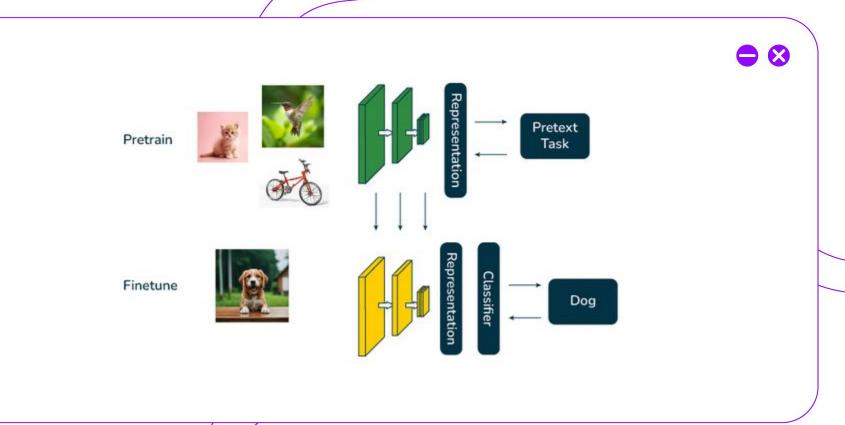
VITMO

Современные архитектуры нейронных сетей

Self-supervised learning

Self-supervised learning





Типы архитектур трансформеров

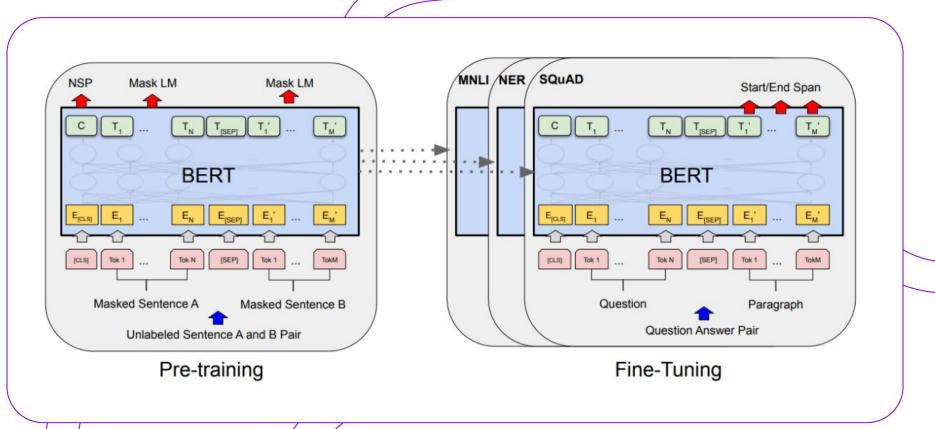




- Encoder-Decoder (Оригинальная архитектура трансформера)
- Encoder (ViT)
- **Decoder** (Пока не встречали таких)

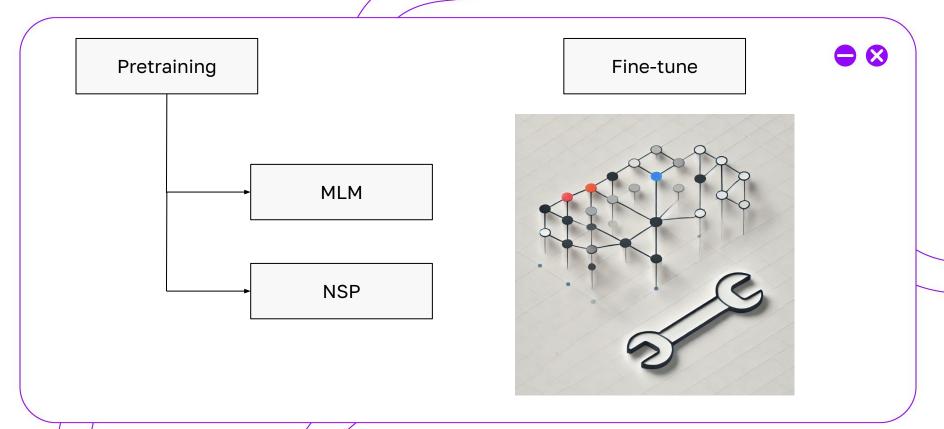
BERT





Обучение BERT



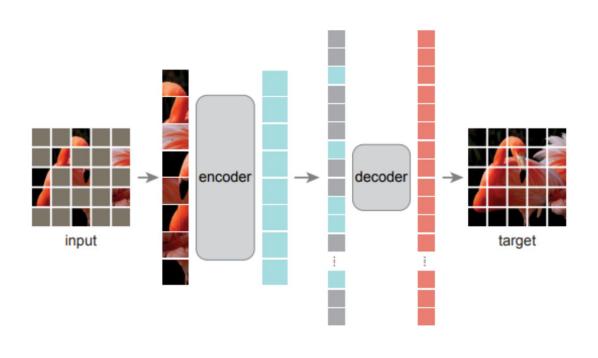


VITMAE

VİTMO

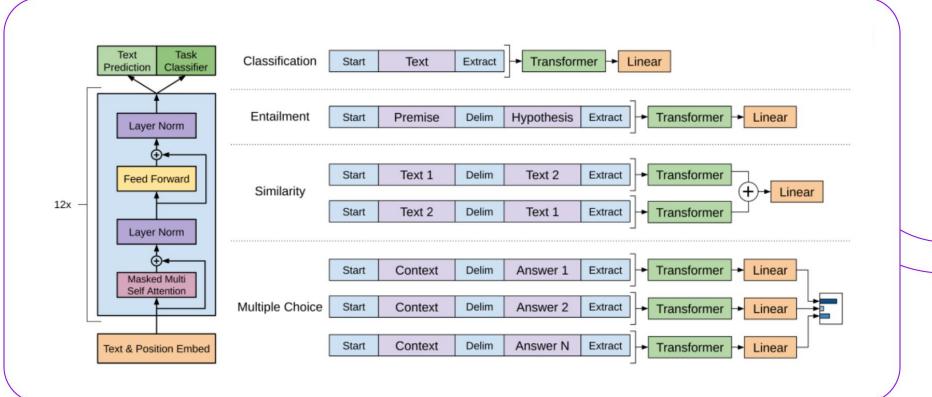






GPT





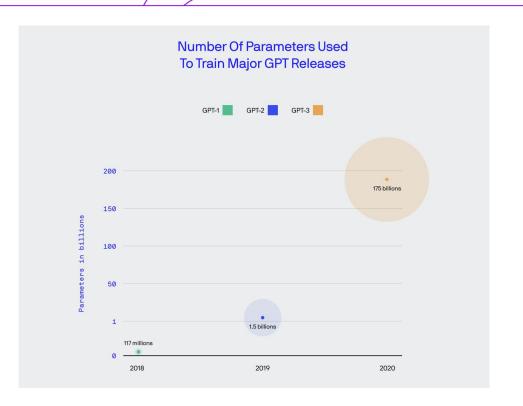
VITMO

Современные архитектуры нейронных сетей

Большие языковые модели

Эволюция моделей **GPT**









RL по обратной связи от человека





Collect demonstration data and train a supervised policy.

A prompt is sampled from our prompt dataset.

A labeler demonstrates the desired output behavior.

This data is used to fine-tune GPT-3.5 with supervised learning.





This data is used to train our reward model.

Step 2

Collect comparison data and train a reward model.

A prompt and several model outputs are sampled.



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0

A labeler ranks the outputs from best to worst.



Step 3

Optimize a policy against the reward model using the PPO reinforcement learning algorithm.

A new prompt is sampled from the dataset.



The policy generates an output.

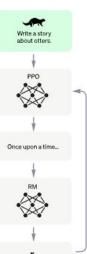
The reward model calculates a reward for the output.

The reward is used to update the policy using PPO.



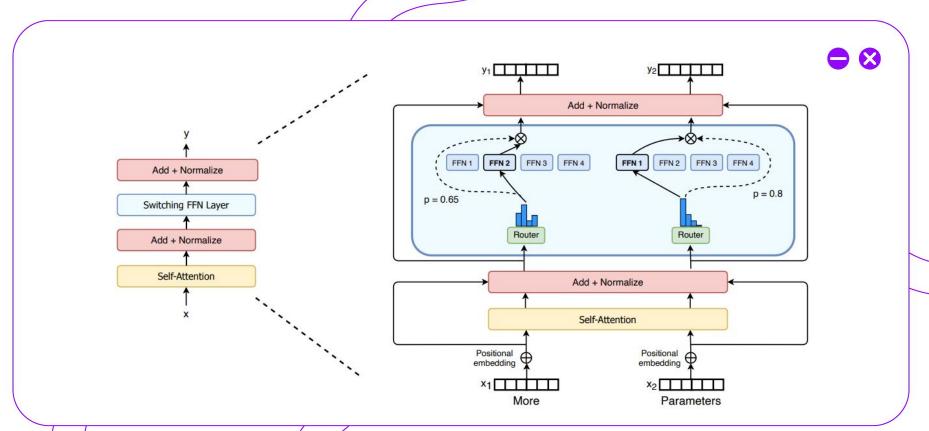






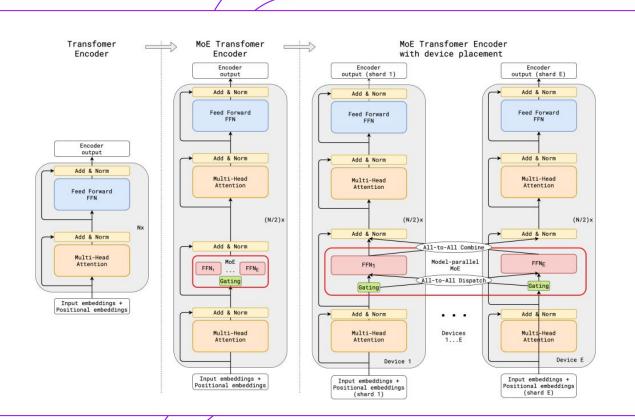
Mixture of Experts (MoE)





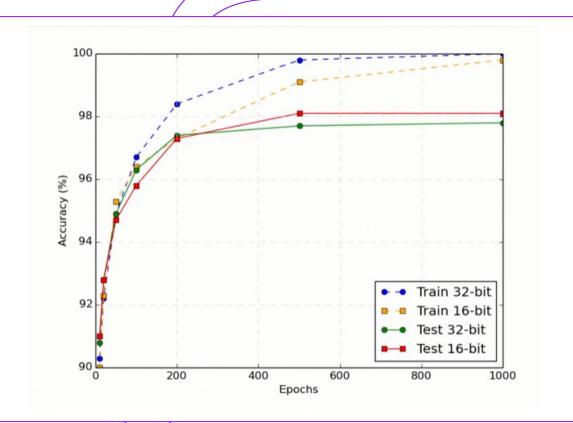
Mixture of Experts (MoE)

LITMO



Половинная точность

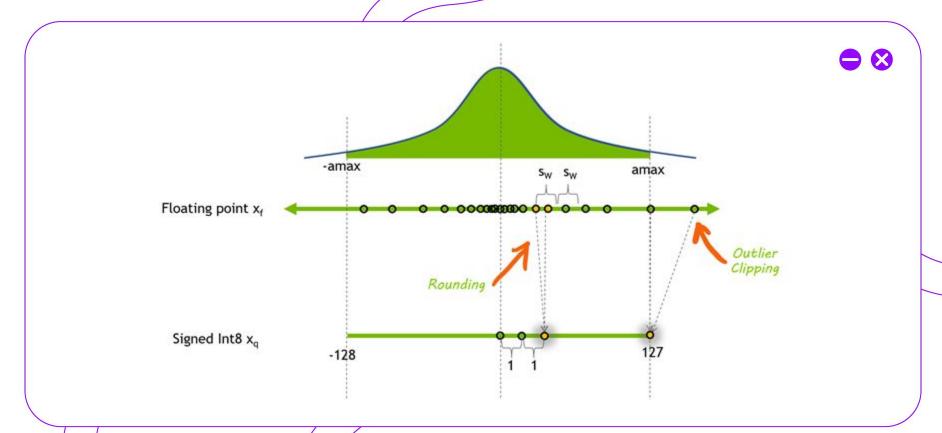
VITMO





Квантизация

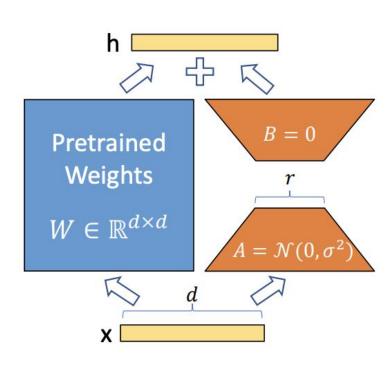




LoRA







RAG

VİTMO





