WEBVTT

1
00:00:27.770 --> 00:00:29.010
Hector Rogel Jr.: Hey? How's it going, Richard?

2
00:00:30.830 --> 00:00:33.890
Richard Hoehn: Good, good actor, how are you doing

3
00:00:33.890 --> 00:00:34.840
Hector Rogel Jr.: I'm doing good.

4
00:00:38.050 --> 00:00:40.695
Hector Rogel Jr.: Yeah, this is taking a lot longer than I thought

5
00:00:47.520 --> 00:00:48.070
Richard Hoehn: Don't worry.

6
00:00:48.070 --> 00:00:48.400
Isaiah: We all day

7
00:00:48.400 --> 00:00:49.000
Richard Hoehn: Library.

8
00:00:49.100 --> 00:00:51.110
Richard Hoehn: You in the library, too, Isaiah

9
00:00:51.383 --> 00:00:54.659
Isaiah: I'm in one of those little pod things that they have. Now.

10
00:00:55.030 --> 00:00:55.920
Richard Hoehn: Okay.

11
00:00:56.860 --> 00:01:01.300
Richard Hoehn: yeah, I probably should be in 1, 2. But I'm I'm way in the corner. What floor are you on?

12
00:01:01.878 --> 00:01:03.420
Isaiah: I'm on the second floor

13
00:01:03.420 --> 00:01:06.372
Richard Hoehn: Okay, yeah, I'm I'm all the way at the top kind of thing.

14
00:01:06.600 --> 00:01:07.430
Isaiah: Oh, okay.

15
00:01:15.450 --> 00:01:19.360
Richard Hoehn: Now let me make sure our AI companion is on.

16
00:01:24.490 --> 00:01:37.710
Richard Hoehn: Okay. It's all good. Oh, side comment. I. I went over to Dr. Wallen's office and kind of chatted with him, and he put a post and note on his computer to look at our

17
00:01:37.820 --> 00:01:39.370
Richard Hoehn: 1st grade. Kind of thing

18
00:01:39.370 --> 00:01:40.150
Isaiah: Perfect.

19
00:01:40.430 --> 00:01:43.475
Richard Hoehn: So we'll see.

20
00:01:44.490 --> 00:01:47.190
Richard Hoehn: I mean, it's hopefully, something will be better than nothing. Right?

21
00:01:47.510 --> 00:01:53.439
Richard Hoehn: Yeah, yeah. I've he's really really busy, he said, with all sorts of other classes. Kind of thing, so

22
00:01:53.680 --> 00:01:54.300
Isaiah: Sure.

23
00:01:55.410 --> 00:02:00.450
Richard Hoehn: But yeah, hopefully, hopefully, we'll get to it.

24
00:02:01.110 --> 00:02:01.550
Isaiah: Yeah.

25
00:02:03.440 --> 00:02:04.570
Richard Hoehn: All right.

26
00:02:06.680 --> 00:02:07.685
Richard Hoehn: Let me see.

27
00:02:10.930 --> 00:02:18.630
Richard Hoehn: I'm not too upset that we can't get to the results. By the way, guys, I mean, we're trying to compare ourselves to open AI right? A little bit.

28
00:02:18.750 --> 00:02:20.029
Richard Hoehn: Yeah. So

29
00:02:21.190 --> 00:02:23.059
Isaiah: Maybe just a little bit of hubris. There

30
00:02:26.080 --> 00:02:28.559
Richard Hoehn: Yeah, I mean, I got

31
00:02:29.040 --> 00:02:36.889
Richard Hoehn: it was done the 50,000 epochs. But that's still, you know, that's still 20 times away from a million. Right? So

32
00:02:37.290 --> 00:02:40.680
Isaiah: I mean, that's a lot. But that's not anywhere near enough

33
00:02:45.020 --> 00:02:50.979
Richard Hoehn: so maybe we write about that. And then you try to do something to hector just to see or

34
00:02:51.580 --> 00:02:56.079
Hector Rogel Jr.: I mean, like I'm I'm running it right now, right now. I'm at 32,000 epoch

35

00:02:56.580 --> 00:02:57.070
Isaiah: Oh, wow!

36
00:02:57.070 --> 00:02:57.600
Richard Hoehn: Okay.

37
00:02:58.970 --> 00:03:00.490
Isaiah: Where are you running that

38
00:03:00.490 --> 00:03:04.420
Hector Rogel Jr.: On my laptop. It has its own Gpu

39
00:03:04.800 --> 00:03:06.939
Isaiah: Oh, okay, that makes more sense

40
00:03:08.570 --> 00:03:10.339
Isaiah: Yeah, I haven't even tried it on mine.

41
00:03:11.470 --> 00:03:19.079
Richard Hoehn: Yeah, I don't. I don't have. I mean, I've got a macbook that I don't think they expose the Gpu or not. At least it's not a I don't think it's an Nvidia

42
00:03:19.310 --> 00:03:19.990
Hector Rogel Jr.: -

43
00:03:20.830 --> 00:03:21.420
Isaiah: Yeah.

44
00:03:22.870 --> 00:03:23.630
Richard Hoehn: And

45
00:03:24.160 --> 00:03:29.420
Isaiah: It's a if it's a m. Series map book. It might not do badly, but I thought it was gonna do any better than

46
00:03:29.770 --> 00:03:31.559
Richard Hoehn: Like what we had on the cluster.

47
00:03:32.540 --> 00:03:37.120
Richard Hoehn: Yeah, yeah, let me see what I even have

48
00:03:41.860 --> 00:03:45.570
Isaiah: But you know, I think for the report. We just stay like

49
00:03:46.840 --> 00:03:52.730
Isaiah: they say you can run it on a single Gpu, and you technically can.

50
00:03:56.720 --> 00:03:58.030
Isaiah: Yeah, exactly.

51
00:04:01.220 --> 00:04:04.009
Isaiah: I mean, I guess it technically, if it's on a single Gpu like

52
00:04:04.440 --> 00:04:07.469
Isaiah: training, Gpt, 4 would not fit on a single Gpu

53
00:04:07.650 --> 00:04:08.090
Hector Rogel Jr.: -

54
00:04:10.040 --> 00:04:10.770
Isaiah: I don't know

55
00:04:16.839 --> 00:04:22.670
Richard Hoehn: I think we maybe spend more time on just writing. You know what we did, you know.

56
00:04:22.930 --> 00:04:24.860
Richard Hoehn: Do a good job of kind of

57
00:04:25.030 --> 00:04:32.530
Richard Hoehn: listing, you know all the steps we did, and the little gotchas we had here and there, and then

58
00:04:32.530 --> 00:04:35.580
Isaiah: Like, make sure our methodology is really sound.

59
00:04:35.910 --> 00:04:36.620
Richard Hoehn: Hmm.

60
00:04:37.650 --> 00:04:42.219
Richard Hoehn: Then then say, you know, hey couldn't get to it. Kind of thing. This is our graph.

61
00:04:42.860 --> 00:04:43.700
Richard Hoehn: So

62
00:04:44.331 --> 00:04:46.549
Isaiah: Yeah, I'll pretty that graph up. Make it look slightly better

63
00:04:51.920 --> 00:04:55.520
Hector Rogel Jr.: Were you supposed to write any code because I did everything within the Powershell

64
00:04:56.852 --> 00:05:01.049
Isaiah: Yeah, like, I don't know for this, we're not really writing like a ton of code

65
00:05:01.710 --> 00:05:08.510
Richard Hoehn: No, no, I put. I put their code in our

66
00:05:09.080 --> 00:05:13.840
Richard Hoehn: repo, although I kind of made it a module, so it doesn't really show up

67
00:05:14.400 --> 00:05:15.419
Isaiah: I saw that. Yes.

68
00:05:15.420 --> 00:05:15.960
Richard Hoehn: So we

69
00:05:15.960 --> 00:05:16.630
Isaiah: Whatever

70

00:05:16.780 --> 00:05:17.400
Richard Hoehn: Hmm!

71
00:05:18.100 --> 00:05:22.450
Richard Hoehn: Maybe just even though that's the way to do it. Maybe we should just kind of

72
00:05:26.520 --> 00:05:29.359
Richard Hoehn: we could copy and paste that code in there

73
00:05:29.570 --> 00:05:30.230
Isaiah: Yeah.

74
00:05:30.370 --> 00:05:34.540
Richard Hoehn: And then I don't know. Maybe we do.

75
00:05:35.120 --> 00:05:41.080
Richard Hoehn: You know, if we have code making the graphics that might be, you know, some code we could put in

76
00:05:41.580 --> 00:05:42.829
Isaiah: Yeah, I have that in there.

77
00:05:45.770 --> 00:05:47.620
Richard Hoehn: Gonna read me or so

78
00:05:48.180 --> 00:05:48.710
Isaiah: Yeah.

79
00:05:56.240 --> 00:05:58.529
Isaiah: But yeah, I feel like it looks pretty good right now.

80
00:05:59.200 --> 00:06:01.269
Isaiah: we just need to focus on our write up now.

81
00:06:01.750 --> 00:06:02.610
Richard Hoehn: Okay.

82

00:06:02.610 --> 00:06:03.890
Isaiah: Get that squared away

83
00:06:04.570 --> 00:06:05.120
Richard Hoehn: No.

84
00:06:10.360 --> 00:06:14.510
Karson Woods: How do you want to do that, then, for the write up in terms of split it up

85
00:06:15.640 --> 00:06:17.270
Isaiah: That's a good question.

86
00:06:21.218 --> 00:06:23.180
Isaiah: I'm just looking at what we have right now.

87
00:06:24.550 --> 00:06:30.060
Isaiah: I can talk about the environment setup cause

88
00:06:31.200 --> 00:06:33.350
Isaiah: I spent a while getting that figured out

89
00:06:37.030 --> 00:06:39.060
Richard Hoehn: Yeah, that would be good.

90
00:06:46.760 --> 00:06:55.229
Richard Hoehn: I mean, I could. I could. We could talk about results. I guess we talk about the ethics, repress challenges. That's an easy one.

91
00:06:55.380 --> 00:06:56.340
Isaiah: Yeah.

92
00:06:56.340 --> 00:07:02.349
Richard Hoehn: Resource consideration. We've got a good one there. Scientific integrity implications, I guess. Could

93
00:07:02.970 --> 00:07:11.630
Richard Hoehn: we could be like, well, yeah, it it is a Gpu, and if we

wait, you know 20 days we we might be done. But that that seems unrealistic.

94
00:07:11.890 --> 00:07:12.450
Isaiah: Yeah.

95
00:07:12.450 --> 00:07:12.870
Richard Hoehn: So.

96
00:07:12.870 --> 00:07:18.789
Isaiah: Yeah, I find it especially concerning how it looks like it's not scaling linearly

97
00:07:20.900 --> 00:07:24.870
Isaiah: with, like, you know, for the number of epochs it gets gets slower as it goes.

98
00:07:25.410 --> 00:07:26.400
Isaiah: They didn't mention

99
00:07:26.400 --> 00:07:26.860
Karson Woods: I'm anywhere.

100
00:07:26.860 --> 00:07:27.840
Isaiah: And the paper

101
00:07:28.760 --> 00:07:29.390
Richard Hoehn: Then.

102
00:07:30.410 --> 00:07:40.240
Richard Hoehn: yeah, the code seemed to kind of do like a logarithmic step. Did you see that in the code? Some like they had 1,000

103
00:07:40.240 --> 00:07:41.270
Isaiah: Oh, yeah, they're like.

104
00:07:41.270 --> 00:07:41.669
Richard Hoehn: That is right.

105
00:07:41.670 --> 00:07:42.340
Isaiah: Right.

106
00:07:42.580 --> 00:07:43.420
Richard Hoehn: Yeah.

107
00:07:43.420 --> 00:07:47.469
Isaiah: Oh, so their learning rate probably just gets like Super Tiny at the end

108
00:07:48.370 --> 00:07:49.530
Isaiah: All those epochs.

109
00:07:50.290 --> 00:07:52.619
Richard Hoehn: That's maybe why it slows down

110
00:07:52.620 --> 00:07:54.700
Isaiah: Oh, yeah, that would make sense.

111
00:07:55.050 --> 00:07:57.260
Isaiah: because you're just doing so. So little

112
00:07:58.190 --> 00:07:58.860
Richard Hoehn: And

113
00:08:01.240 --> 00:08:06.080
Isaiah: You have to wonder if you're doing a logarithmic rate out to a million epochs like, are you even like

114
00:08:06.270 --> 00:08:10.260
Isaiah: still within precision of your numbers at the end of that

115
00:08:11.070 --> 00:08:11.880
Richard Hoehn: Hmm.

116
00:08:14.540 --> 00:08:17.819
Isaiah: I don't know. I think that they would be smart about that. But who knows

117
00:08:24.780 --> 00:08:25.290
Karson Woods: Yes.

118
00:08:25.290 --> 00:08:32.609
Richard Hoehn: No, I mean, we chose a little bit of a paper right? I mean, I'm not quite sure I see the practical applications of this.

119
00:08:33.233 --> 00:08:38.879
Richard Hoehn: You know, training something fairly simple a million a million times seems a little

120
00:08:40.110 --> 00:08:41.260
Isaiah: A little overkill

121
00:08:41.260 --> 00:08:42.799
Richard Hoehn: What are you going to use it for

122
00:08:50.830 --> 00:08:53.479
Isaiah: It's an interesting concept, though I really like the idea

123
00:08:55.520 --> 00:08:56.380
Richard Hoehn: Yeah.

124
00:08:59.990 --> 00:09:09.289
Richard Hoehn: So I'm on the Google, Doc, did we want to just assign maybe our initials to certain sections here that we have. And then we just crank through it. Guys.

125
00:09:09.660 --> 00:09:11.209
Richard Hoehn: yeah, in fact, of that. Yeah.

126
00:09:11.210 --> 00:09:12.200
Karson Woods: That works.

127
00:09:12.200 --> 00:09:18.000
Richard Hoehn: Yeah. So environment setup, I kind of made a header. So that's you, Isaiah

128
00:09:20.310 --> 00:09:24.969
Richard Hoehn: data processing steps. What do you think he means by that

129
00:09:26.057 --> 00:09:33.189
Isaiah: So I think I don't think we really need that step because our code was unique is that the data was like contained with

130
00:09:34.630 --> 00:09:39.229
Isaiah: I mean, if we were having to like download Csvs and like, do data cleaning and stuff, I think that's probably what we got there

131
00:09:39.513 --> 00:09:43.479
Richard Hoehn: So we could maybe write that we didn't have to do that. I'll just

132
00:09:44.410 --> 00:09:44.840
Isaiah: Yeah.

133
00:09:44.840 --> 00:09:45.830
Richard Hoehn: Okay.

134
00:09:45.830 --> 00:09:47.850
Isaiah: Make a note that we didn't have to

135
00:09:52.790 --> 00:09:54.380
Richard Hoehn: Okay, results.

136
00:10:09.070 --> 00:10:12.760
Richard Hoehn: I can write about this reproducibility

137
00:10:21.530 --> 00:10:26.620
Karson Woods: I guess I can do resource considerations and scientific scientific integrity. Then maybe

138
00:10:27.270 --> 00:10:29.520
Richard Hoehn: Something else, if need be.

139

00:10:29.520 --> 00:10:30.590
Isaiah: Yeah, sounds good.

140
00:10:34.240 --> 00:10:35.910
Richard Hoehn: Okay, so let's here.

141
00:10:41.960 --> 00:10:44.130
Richard Hoehn: discrepancy analysis.

142
00:10:44.460 --> 00:10:47.530
Richard Hoehn: That's also a short one. I would think right

143
00:10:48.640 --> 00:10:51.240
Isaiah: I mean the discrepancy is, it just doesn't work.

144
00:10:55.820 --> 00:10:58.400
Isaiah: I think this is probably gonna be on the shorter end

145
00:10:58.560 --> 00:11:00.799
Richard Hoehn: For our reports. Honestly.

146
00:11:09.880 --> 00:11:14.389
Richard Hoehn: Victor, do you want to do this best practices or process improvements

147
00:11:14.735 --> 00:11:17.499
Hector Rogel Jr.: Yeah, I'll go ahead and do those, too.

148
00:11:17.500 --> 00:11:18.349
Richard Hoehn: Yeah, yeah.

149
00:11:18.350 --> 00:11:18.980
Isaiah: Yeah, cool.

150
00:11:20.580 --> 00:11:25.270
Richard Hoehn: So description is, should I just do like it? Didn't work kind of thing

151

00:11:25.430 --> 00:11:26.060
Isaiah: Basically

152
00:11:26.060 --> 00:11:29.630
Richard Hoehn: And okay, okay.

153
00:11:38.450 --> 00:11:42.099
Isaiah: I can do the like. The paper, summary and introduction. If you all want me to

154
00:11:44.250 --> 00:11:45.050
Richard Hoehn: Okay.

155
00:11:51.570 --> 00:11:52.860
Richard Hoehn: Oh, okay.

156
00:11:54.190 --> 00:11:55.460
Richard Hoehn: Cool. Yeah.

157
00:12:03.330 --> 00:12:06.560
Hector Rogel Jr.: Like. Don't we also have to document the steps that we went through

158
00:12:08.280 --> 00:12:13.850
Richard Hoehn: Yeah, that's the environment setup, I think is, is, was was the big one. I would say

159
00:12:14.030 --> 00:12:14.790
Isaiah: Yeah.

160
00:12:15.040 --> 00:12:18.312
Richard Hoehn: And maybe the data data processing steps.

161
00:12:20.180 --> 00:12:26.620
Richard Hoehn: you know, maybe maybe I could put a screenshot the small one of the Hpc. What we did. Did I read in 48 h

162
00:12:27.283 --> 00:12:28.290
Richard Hoehn: or so

163
00:12:28.800 --> 00:12:30.050
Isaiah: Yeah, we could do that

164
00:12:30.230 --> 00:12:30.900
Richard Hoehn: Yeah.

165
00:12:32.080 --> 00:12:40.120
Richard Hoehn: I I think there's 1 of these. No, quite right, answers right? We just show what we did and talk about it. And and I bet we're

166
00:12:40.290 --> 00:12:44.199
Richard Hoehn: we're doing pretty good, I mean. So he was saying, you know, like

167
00:12:44.470 --> 00:12:59.162
Richard Hoehn: and I, you know, what are there? 24 students, 25 in our class. I mean, you know, he said it. It takes him forever to grade the the tests. He he's not done with it, you know, I said, Hey, are you done even with this stuff? And he's like, No.

168
00:13:00.450 --> 00:13:01.110
Richard Hoehn: there's no way.

169
00:13:01.630 --> 00:13:02.440
Richard Hoehn: Yeah.

170
00:13:03.190 --> 00:13:06.410
Richard Hoehn: So oh, yeah.

171
00:13:08.250 --> 00:13:10.839
Isaiah: Yeah, I'm sure grading takes forever.

172
00:13:10.990 --> 00:13:14.219
Isaiah: especially with all the short answer questions that we have to do and everything

173
00:13:14.840 --> 00:13:15.265
Karson Woods: Hmm!

174
00:13:23.350 --> 00:13:27.570
Karson Woods: Oh, did you ever get the project one? Did we ever get that figured out

175
00:13:28.020 --> 00:13:28.400
Richard Hoehn: Oh!

176
00:13:28.400 --> 00:13:29.080
Karson Woods: Serious.

177
00:13:29.080 --> 00:13:39.849
Richard Hoehn: Yeah, you you weren't on. So I I went actually to his office today, like, literally this afternoon. And he put a post it note on his computer to look at it. So

178
00:13:40.480 --> 00:13:45.560
Richard Hoehn: so hope so. I think he went. He might. Here, we'll see. Yeah.

179
00:13:46.320 --> 00:13:50.280
Richard Hoehn: He he didn't forget. Well, he had forgotten until I told, but

180
00:13:50.620 --> 00:13:51.800
Isaiah: He knew he was going to

181
00:13:52.702 --> 00:14:00.687
Richard Hoehn: Yeah. And I just said, Hey, look, our group knows you're really busy. We didn't want to hound you on it, you know.

182
00:14:01.550 --> 00:14:02.779
Richard Hoehn: so so we don't want

183
00:14:02.780 --> 00:14:06.149
Isaiah: We thank you, but we would also like a better grade

184
00:14:06.150 --> 00:14:09.920
Richard Hoehn: Yeah, yeah, sure.

185
00:14:11.520 --> 00:14:15.280
Richard Hoehn: Yeah, cool.

186
00:14:20.770 --> 00:14:29.700
Richard Hoehn: yeah. And he kind of asked me how it's going. I said, I don't know. Like the last one I didn't think was very interesting. I think I don't think we

187
00:14:30.300 --> 00:14:35.529
Richard Hoehn: had a good time doing that housing bias stuff, but this one was more fun

188
00:14:39.350 --> 00:14:40.030
Richard Hoehn: No.

189
00:14:47.070 --> 00:14:57.009
Karson Woods: Oh, yeah, I might need to ask about the resource considerations like later, if that's fine, I guess either your Isaiah, Richard Isaiah. So I wasn't too sure what you'll

190
00:14:57.150 --> 00:14:59.120
Karson Woods: did for that, for the Hpc.

191
00:15:00.318 --> 00:15:01.669
Richard Hoehn: Tell me what? What?

192
00:15:01.810 --> 00:15:04.300
Karson Woods: For the resource. Considerations like

193
00:15:04.890 --> 00:15:09.469
Richard Hoehn: Oh, okay, yeah. What? I what I used as to say.

194
00:15:09.470 --> 00:15:09.940
Karson Woods: Yeah.

195
00:15:09.940 --> 00:15:10.650
Richard Hoehn: But

196
00:15:14.700 --> 00:15:17.629
Karson Woods: Well, like, send me an email or something with it.

197
00:15:17.800 --> 00:15:18.630
Richard Hoehn: Okay.

198
00:15:18.850 --> 00:15:19.320
Isaiah: Yeah.

199
00:15:19.320 --> 00:15:25.759
Richard Hoehn: You know, or just put some notes like I think, with under the ethics discussion. It's a little bit more, you know.

200
00:15:27.277 --> 00:15:30.379
Richard Hoehn: You know it works on a Gpu, but

201
00:15:30.680 --> 00:15:31.100
Karson Woods: Have to

202
00:15:31.100 --> 00:15:32.820
Richard Hoehn: Wait 20 days.

203
00:15:32.820 --> 00:15:36.190
Karson Woods: Okay, yeah, it just seems like ridiculous. Yeah.

204
00:15:36.640 --> 00:15:38.619
Karson Woods: okay, that makes a bit more sense.

205
00:15:38.620 --> 00:15:42.640
Richard Hoehn: Yeah, I am actually not quite sure how I know.

206
00:15:48.620 --> 00:15:55.260
Richard Hoehn: Dart. I don't know how I know what the resources are that I got

207
00:15:57.045 --> 00:16:03.220
Isaiah: You can do. If you're logged in, you can do like Nvidia Smi, or something on your command line

208
00:16:03.220 --> 00:16:04.700
Richard Hoehn: Yeah, let me see here.

209
00:16:04.840 --> 00:16:09.330
Richard Hoehn: So you just so, this is, this is the Hpc cluster. Right? So

210
00:16:16.320 --> 00:16:20.530
Richard Hoehn: I did this research 48 h. This is

211
00:16:20.640 --> 00:16:23.999
Richard Hoehn: my old, old deep learning account, I guess.

212
00:16:25.860 --> 00:16:28.400
Richard Hoehn: So you should launch it and see what happens.

213
00:16:29.620 --> 00:16:30.370
Isaiah: Sure. That's fine.

214
00:16:31.170 --> 00:16:32.340
Richard Hoehn: Cute.

215
00:16:38.100 --> 00:16:40.099
Richard Hoehn: Okay? So now I can.

216
00:16:46.120 --> 00:16:49.199
Richard Hoehn: And you say, with the terminal, I can figure that out

217
00:16:49.815 --> 00:16:55.190
Isaiah: Yeah, here's the command for it, I think

218
00:16:59.560 --> 00:17:01.900
Richard Hoehn: Oh, yeah, yeah, there you go.

219
00:17:03.370 --> 00:17:06.510
Richard Hoehn: so I can. If you want, I'll make a screenshot

220
00:17:07.280 --> 00:17:08.650
Karson Woods: Yeah, that works

221
00:17:09.950 --> 00:17:15.400
Richard Hoehn: Like this, maybe good, and I'll just

222
00:17:19.940 --> 00:17:22.289
Isaiah: I mean, it's got a fairly decent gpu on it.

223
00:17:26.770 --> 00:17:32.699
Richard Hoehn: And then can I just put it in our repo? Is that okay?

224
00:17:33.010 --> 00:17:35.340
Isaiah: Yeah, that works Google, Doc.

225
00:17:35.540 --> 00:17:36.359
Karson Woods: Oh, yeah.

226
00:17:36.480 --> 00:17:39.659
Richard Hoehn: Okay, yeah, where is my Google? Doc.

227
00:17:40.220 --> 00:17:44.600
Hector Rogel Jr.: How long did it take to run the 50 50,000 epochs

228
00:17:45.240 --> 00:17:47.728
Richard Hoehn: Oh, like a a good day

229
00:17:48.800 --> 00:17:54.270
Richard Hoehn: So I started it with Isaiah. What? Maybe 4 the afternoon

230
00:17:54.557 --> 00:17:57.140
Isaiah: You know, we could probably go back and look.

231
00:17:59.290 --> 00:18:04.660
Isaiah: I think it was a little earlier, but like well, on Sunday afternoon.

232
00:18:10.220 --> 00:18:19.489
Richard Hoehn: yeah, so does it even show me? So I'm on a, i'm on this G force here, okay, so that's whatever this is the rtx

233
00:18:20.050 --> 00:18:24.379
Isaiah: Yeah, you got your 12 GB of vram, or whatever

234
00:18:26.890 --> 00:18:28.664
Richard Hoehn: Yeah. Where do you see that

235
00:18:28.960 --> 00:18:31.999
Isaiah: Oh, over in that second column, like the 0 Mega

236
00:18:32.000 --> 00:18:33.149
Richard Hoehn: There it is. Oh, yeah, yeah.

237
00:18:33.150 --> 00:18:33.960
Isaiah: Yeah, yeah.

238
00:18:35.790 --> 00:18:39.349
Richard Hoehn: I guess. Should we try and run this thing again? Let's see

239
00:18:40.082 --> 00:18:42.497
Richard Hoehn: do. Do you remember by heart?

240
00:18:46.237 --> 00:18:50.499
Isaiah: If you yeah, go up a little bit more.

241
00:18:52.720 --> 00:18:55.259
Isaiah: I think if you go into the Grok folder.

242
00:18:56.054 --> 00:18:56.310
Isaiah: Alright.

243
00:18:56.310 --> 00:18:58.510
Isaiah: Yeah, you need to source your environment first.st

244
00:18:58.510 --> 00:19:01.860
Richard Hoehn: Yeah, how did that do? You were just? If not, I can go and look

245
00:19:01.860 --> 00:19:04.470
Isaiah: Of course. Hold on, I think I remember.

246
00:19:08.450 --> 00:19:10.169
Isaiah: and then you should just be able to do

247
00:19:10.170 --> 00:19:11.120
Richard Hoehn: Oh, yeah.

248
00:19:11.440 --> 00:19:13.749
Isaiah: Python script straight. Okay.

249
00:19:19.230 --> 00:19:23.100
Isaiah: yeah. Okay. And then if you go into your rock folder, I think you can do the

250
00:19:23.260 --> 00:19:24.830
Isaiah: scripts train people.

251
00:19:26.230 --> 00:19:28.780
Isaiah: You could just run that trained at py script, and it'll

252
00:19:29.290 --> 00:19:30.949
Isaiah: take care of the rest of it. I think

253
00:19:41.940 --> 00:19:45.269
Richard Hoehn: There. Okay. So now, if I do this, guys

254
00:19:47.500 --> 00:19:48.760
Isaiah: Yeah, so we're just using it.

255
00:19:55.510 --> 00:19:59.500
Richard Hoehn: 21%, only a 16.

256
00:20:01.110 --> 00:20:04.850
Richard Hoehn: Okay. Here, I'll make a nice screenshot of this, too. This might be kind of cool.

257
00:20:07.320 --> 00:20:11.729
Isaiah: Oh, yeah, to show that like, it's not as efficient as it could be with your

258
00:20:13.100 --> 00:20:16.269
Isaiah: Resources like he could be using more

259
00:20:20.220 --> 00:20:27.000
Richard Hoehn: Yeah, I'll just put this in a Google Doc. And you can, one of us can decide, okay.

260
00:20:27.110 --> 00:20:29.940
Hector Rogel Jr.: What, did you not increase your batch? Size.

261
00:20:31.910 --> 00:20:36.779
Isaiah: Can you increase your batch size, cause I haven't.

262
00:20:37.240 --> 00:20:39.229
Isaiah: I haven't messed around in any. That's just

263
00:20:39.230 --> 00:20:45.779
Richard Hoehn: I haven't. I didn't. I didn't touched a code, you know, Hector, so I would. I mean

264
00:20:47.290 --> 00:20:51.290
Isaiah: Are you getting it to run fast? Well, I mean, I guess the bigger bat size would run faster

265
00:20:52.850 --> 00:20:54.190
Hector Rogel Jr.: And that's what I did

266
00:20:54.440 --> 00:20:58.779
Isaiah: Okay, I think it's in that training. Dot.

267

00:20:59.750 --> 00:21:00.550
Isaiah: PY,

268
00:21:00.550 --> 00:21:01.320
Richard Hoehn: Down here.

269
00:21:01.320 --> 00:21:04.379
Isaiah: Yeah, or where? Where did you change it? Hector?

270
00:21:06.590 --> 00:21:10.570
Hector Rogel Jr.: I mean. I did it all all through the Powershell prompt in anaconda.

271
00:21:11.290 --> 00:21:12.870
Hector Rogel Jr.: It wasn't really cold

272
00:21:13.280 --> 00:21:17.590
Isaiah: Sure sure you didn't have to mess with any of the code itself.

273
00:21:17.800 --> 00:21:20.379
Hector Rogel Jr.: Not really no just like 2 lines.

274
00:21:21.760 --> 00:21:25.570
Richard Hoehn: Yeah, let me see where I found that did. It slows, though

275
00:21:25.740 --> 00:21:27.668
Isaiah: Well, you know it could be

276
00:21:28.350 --> 00:21:32.989
Isaiah: That could be something else that we put in our report is

277
00:21:33.560 --> 00:21:35.910
Isaiah: they don't tell you how to change any of the options

278
00:21:36.050 --> 00:21:36.620
Hector Rogel Jr.: Hmm.

279

00:21:37.920 --> 00:21:41.579
Isaiah: There's not a lot of transparency about what's actually going on when you run this

280
00:21:41.750 --> 00:21:42.430
Richard Hoehn: Yeah.

281
00:21:43.760 --> 00:21:46.050
Isaiah: Which isn't particularly helpful

282
00:21:58.420 --> 00:22:02.070
Richard Hoehn: Yeah, I cannot remember.

283
00:22:02.520 --> 00:22:07.739
Richard Hoehn: Here, see this, this is this is that that thing that goes up and up and up

284
00:22:07.800 --> 00:22:09.090
Isaiah: Yeah, okay.

285
00:22:17.130 --> 00:22:19.390
Isaiah: I don't know. This is the messy code base.

286
00:22:19.870 --> 00:22:24.430
Isaiah: I I somehow expected open AI's code would be a little easier to work with

287
00:22:25.690 --> 00:22:26.390
Karson Woods: Hmm.

288
00:22:27.150 --> 00:22:28.490
Isaiah: Buffets, you know.

289
00:22:31.710 --> 00:22:36.609
Richard Hoehn: Yeah, so it's running here right

290
00:22:39.380 --> 00:22:41.030
Isaiah: Yeah. And you can see that it is running

291
00:22:48.630 --> 00:22:50.179
Richard Hoehn: Yeah, it's even going down on

292
00:22:52.160 --> 00:22:55.780
Hector Rogel Jr.: But it it's in the 2080, from 2018

293
00:22:57.080 --> 00:22:59.950
Isaiah: Yeah, it's it's not a new

294
00:23:00.300 --> 00:23:01.090
Richard Hoehn: Hmm.

295
00:23:01.090 --> 00:23:02.730
Isaiah: It's not a new gpu, for sure.

296
00:23:06.540 --> 00:23:08.499
Isaiah: It's not like a 30, 90, or whatever.

297
00:23:18.380 --> 00:23:23.920
Isaiah: But what's also disappointing is they have one of these cluster ones with like a a 100 or something.

298
00:23:24.370 --> 00:23:27.029
Isaiah: and it doesn't run any faster on the

299
00:23:27.550 --> 00:23:28.330
Hector Rogel Jr.: Does it?

300
00:23:28.520 --> 00:23:35.939
Isaiah: - now you might be able to like like you were saying mess with the batch size and get it to run a lot faster, just because you have so much more

301
00:23:36.550 --> 00:23:40.090
Isaiah: vram or whatever. But it's it's hard

302
00:23:40.484 --> 00:23:42.849
Hector Rogel Jr.: But isn't RAM also a problem

303
00:23:43.800 --> 00:23:48.030
Isaiah: Yeah, like, it's just

304
00:23:50.330 --> 00:23:51.720
Hector Rogel Jr.: Because right now, like you.

305
00:23:51.930 --> 00:23:53.150
Richard Hoehn: I'm sorry. Go ahead.

306
00:23:53.150 --> 00:23:53.490
Isaiah: Good.

307
00:23:53.490 --> 00:23:56.560
Hector Rogel Jr.: So right now, I'm running on 80% on on my RAM.

308
00:23:56.710 --> 00:23:57.859
Hector Rogel Jr.: So that's kind of

309
00:23:58.410 --> 00:23:58.900
Isaiah: Oh, wow!

310
00:23:58.900 --> 00:24:02.679
Hector Rogel Jr.: Going up, because my, my vram is just at point 8

311
00:24:03.680 --> 00:24:05.539
Isaiah: Huh! Well, that's interesting.

312
00:24:07.990 --> 00:24:12.080
Richard Hoehn: Yeah, I mean, according to this, there's plenty of RAM left here

313
00:24:12.480 --> 00:24:13.190
Isaiah: Yeah.

314
00:24:16.820 --> 00:24:19.070
Richard Hoehn: I mean, we're not really using that much.

315
00:24:20.910 --> 00:24:23.900
Richard Hoehn: We're actually not really using this card much right? But I guess

316
00:24:23.900 --> 00:24:24.320
Isaiah: -

317
00:24:24.320 --> 00:24:24.880
Richard Hoehn: Now.

318
00:24:28.010 --> 00:24:28.690
Richard Hoehn: So

319
00:24:33.370 --> 00:24:36.000
Richard Hoehn: okay, let me see if I can kill this

320
00:24:42.700 --> 00:24:45.889
Isaiah: But I think either way we've given it a we've given it a nice solid try

321
00:24:47.280 --> 00:24:47.880
Karson Woods: Hmm.

322
00:24:52.220 --> 00:24:54.660
Hector Rogel Jr.: And finally I had 38,008 buck

323
00:24:55.480 --> 00:24:56.400
Isaiah: You're what

324
00:24:56.400 --> 00:24:57.529
Hector Rogel Jr.: 38,000,

325
00:24:58.760 --> 00:25:02.089
Isaiah: Yeah. Just takes forever.

326
00:25:02.940 --> 00:25:03.450
Richard Hoehn: Yeah.

327
00:25:06.060 --> 00:25:07.699
Isaiah: How long have you been running it, Hector?

328
00:25:08.640 --> 00:25:12.910
Isaiah: Well, I ran at 10 o'clock in the morning. Well, the thing is like I didn't realize that I wasn't

329
00:25:13.720 --> 00:25:21.409
Hector Rogel Jr.: Using my gpu to its fullest potential. So like I had it. So I had to mess with it a little bit to speed it up because it was slow

330
00:25:21.670 --> 00:25:24.590
Isaiah: Oh, yeah, it was. It's ridiculous.

331
00:25:24.840 --> 00:25:26.340
Hector Rogel Jr.: But now it's going a lot faster

332
00:25:27.710 --> 00:25:28.300
Isaiah: Yeah.

333
00:25:35.460 --> 00:25:42.190
Richard Hoehn: Well, let's see. So I I think we've got it marked on our word document. Pretty good.

334
00:25:42.800 --> 00:25:43.760
Richard Hoehn: We'll give it a

335
00:25:43.760 --> 00:25:44.280
Isaiah: Be good.

336
00:25:44.280 --> 00:25:47.640
Richard Hoehn: Good go make it pretty. And

337
00:25:48.240 --> 00:25:58.119
Richard Hoehn: and then we do, we want to just kind of do our usual. We'll kind of meet up per se by 10 on Wednesday we need everything done. Button up

338
00:25:59.440 --> 00:26:00.250
Isaiah: Yeah, I'm fine with that

339
00:26:00.250 --> 00:26:00.800
Karson Woods: Yes.

340
00:26:01.620 --> 00:26:02.190
Richard Hoehn: Time.

341
00:26:05.990 --> 00:26:14.270
Richard Hoehn: Okay, yeah. I'll be one more down, I think. Then we've got 2 more or 3 more to go

342
00:26:15.120 --> 00:26:15.540
Karson Woods: This

343
00:26:15.540 --> 00:26:16.190
Hector Rogel Jr.: A few more.

344
00:26:16.190 --> 00:26:18.030
Richard Hoehn: 2 more. Now I see

345
00:26:18.030 --> 00:26:18.959
Isaiah: 6 and 7.

346
00:26:19.170 --> 00:26:19.880
Isaiah: What are they?

347
00:26:20.990 --> 00:26:24.170
Karson Woods: The last one's AI. I don't remember what the 6th one was

348
00:26:24.170 --> 00:26:26.489
Isaiah: Oh, yeah, the last one's AI. That's gonna be fun.

349
00:26:27.030 --> 00:26:30.720
Richard Hoehn: Yeah, he doesn't even know what he wants to do yet. Right? He said on that. So

350
00:26:30.970 --> 00:26:34.350
Karson Woods: Yeah, I just see.

351
00:26:34.740 --> 00:26:35.729
Isaiah: Oh, that'd be fun!

352
00:26:44.486 --> 00:26:44.963
Isaiah: Cool.

353
00:26:49.200 --> 00:26:50.040
Richard Hoehn: Right.

354
00:26:53.580 --> 00:26:54.930
Karson Woods: I guess that's it.

355
00:26:55.300 --> 00:26:56.410
Isaiah: Yeah, I think so.

356
00:26:56.950 --> 00:26:57.690
Karson Woods: Alright!

357
00:26:59.930 --> 00:27:07.850
Richard Hoehn: Okay, I guess we'll talk talk. Wednesday. We can kind of chat on our discussion thing and then see how we do it. Okay.

358
00:27:08.030 --> 00:27:08.810
Isaiah: All right.

359
00:27:08.810 --> 00:27:09.430
Karson Woods: That's good. Guys.

360
00:27:09.890 --> 00:27:11.190
Karson Woods: Take care, guys, bye.