

LLAMA Classifier

Code Structure, Pooling, Feature Engineering

Changes

- Embedding Layer Forward 방식 변경

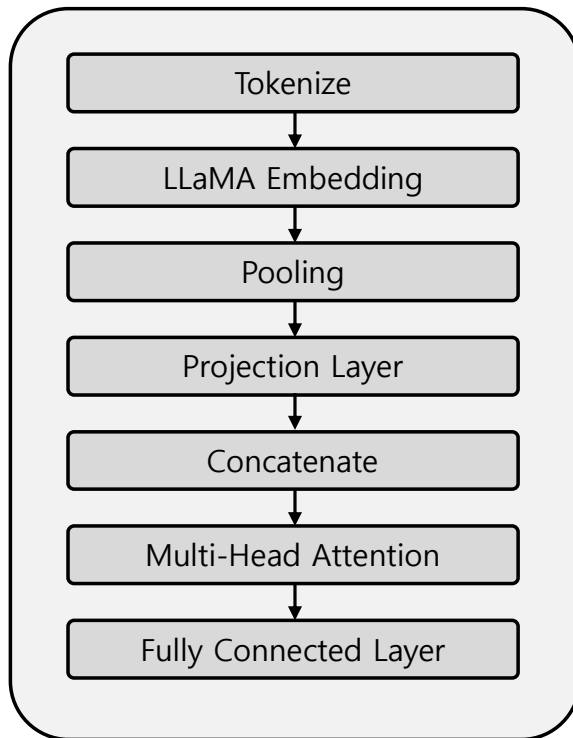
기존: Llama의 hidden state에서 첫 번째 토큰만 사용 → 수정: Pooling 방식으로 변경.

- Fully Connected Layer(fc_layer) 간소화

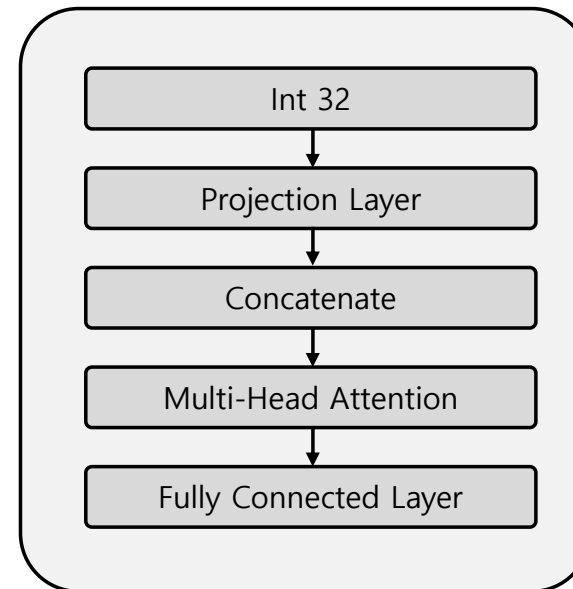
fc3 삭제 → 복잡성 최소화 : (1, 448) → fc1(64) → output(2)로 단순화

- Validation accuracy를 측정하기 위해, main.py의 로그 및 그래프 생성 수정
- Overfitting 줄이기 위해, Multi-Head Attention 과 FC layer에 dropout 적용

Structure of LLaMA Classify Model

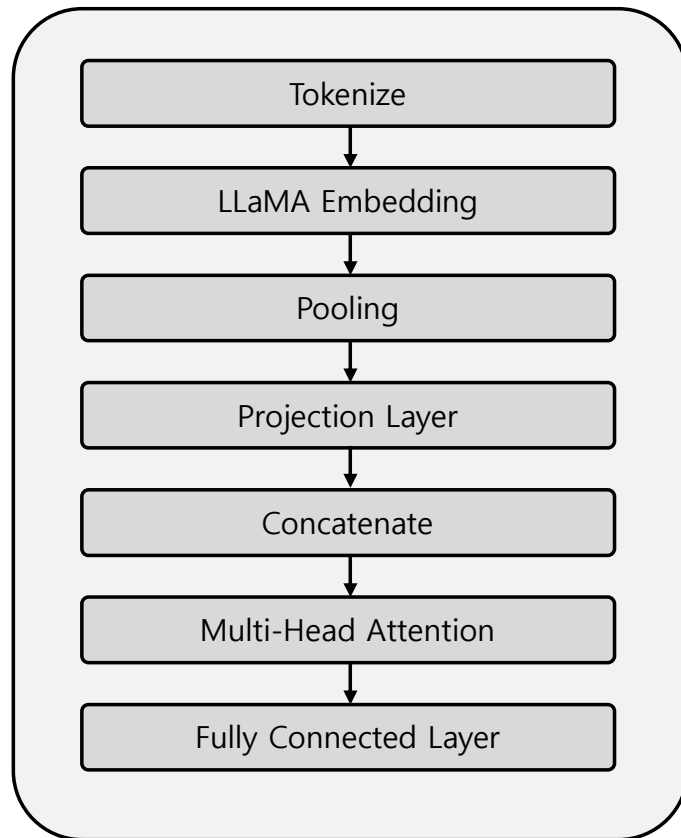


Text Feature



Int Feature

Structure of LLaMA Classify Model



input_ids : (1, 128), attention_mask : (1,128)

{MAX_TOKEN_SIZE = 4096} → hidden_states : (1, 128, 4096)

hidden_states : (1, 128, 4096) → Pooling : (1, 4096)

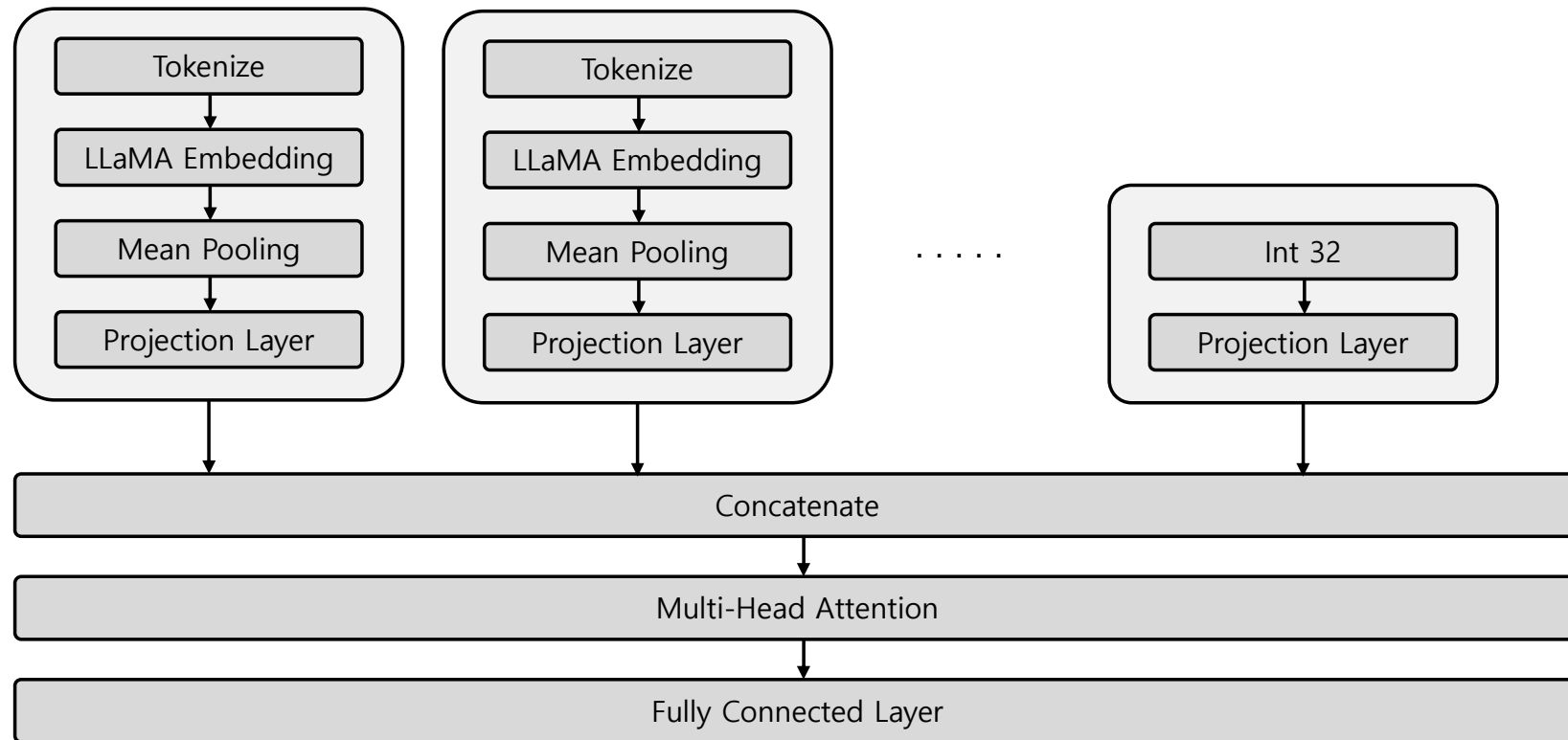
Linear (4096 → 64) : (1, 64) → Unsqueeze (1, 1, 64)

Concatenate Feature : (1, 7, 64)

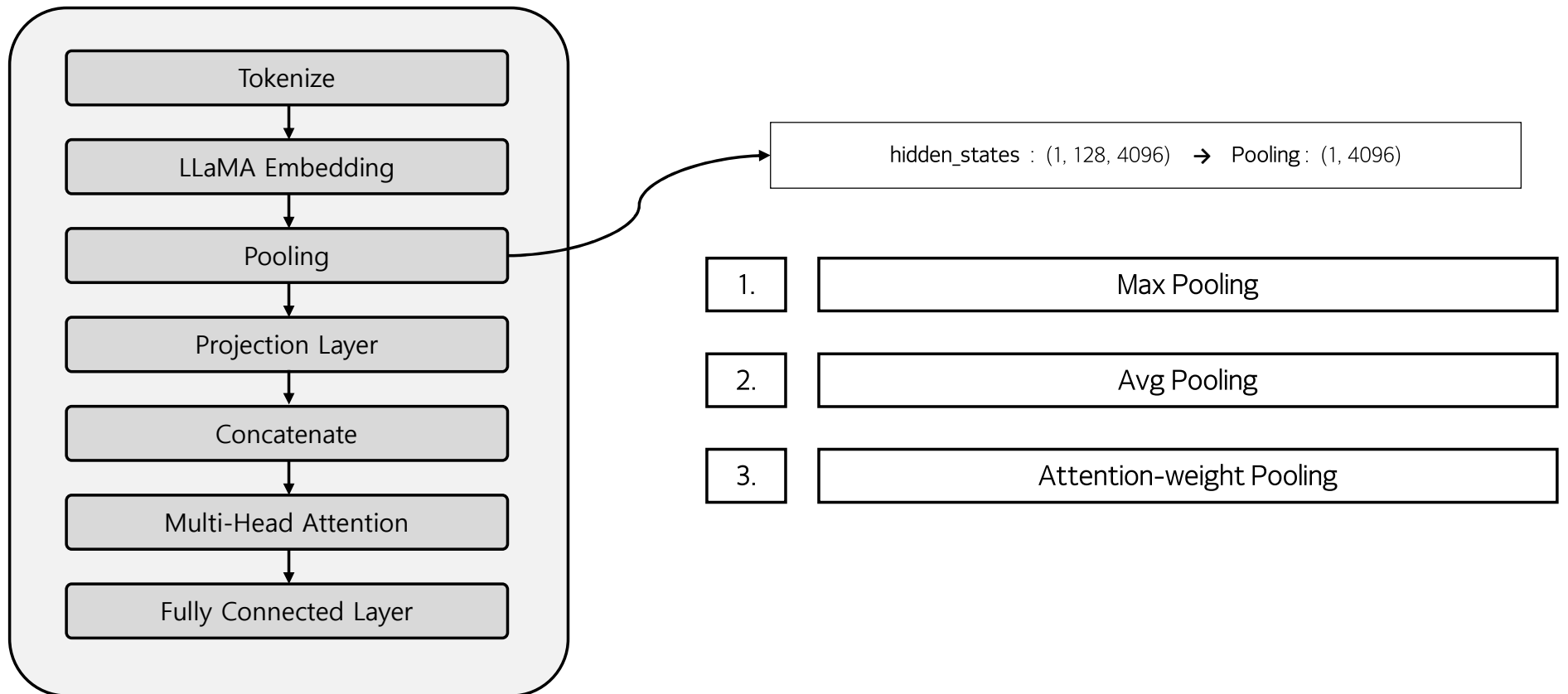
Multi-Head Attention : (1, 7, 64) → Flatten : (1, 448)

→ Fully Connected Layer: (1,64) → Fully Connected Layer : (1,2)

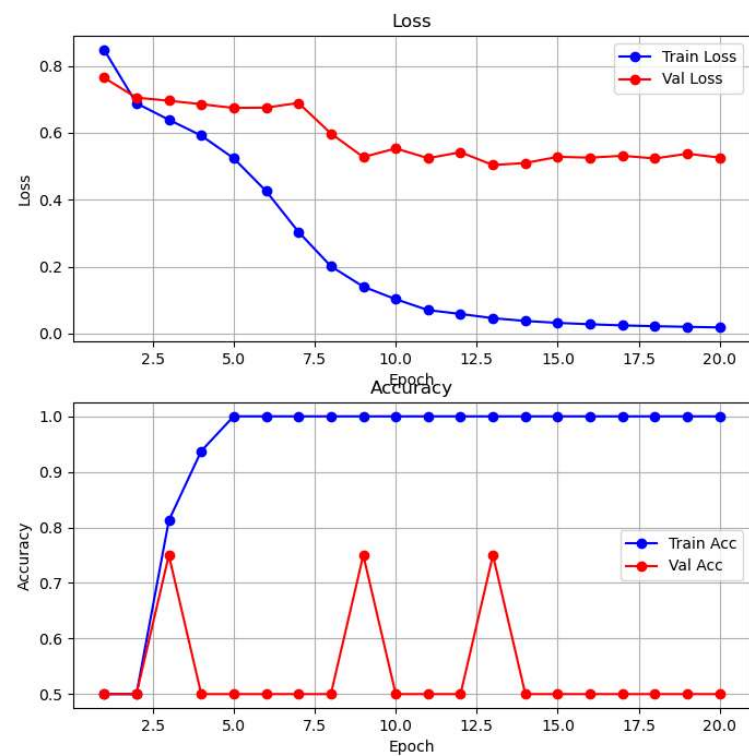
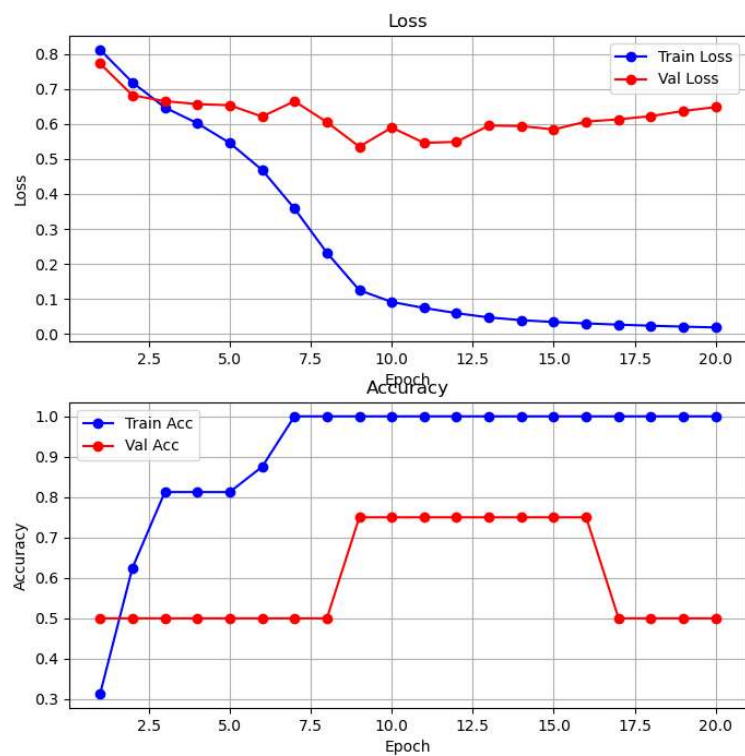
Structure of LLaMA Classify Model



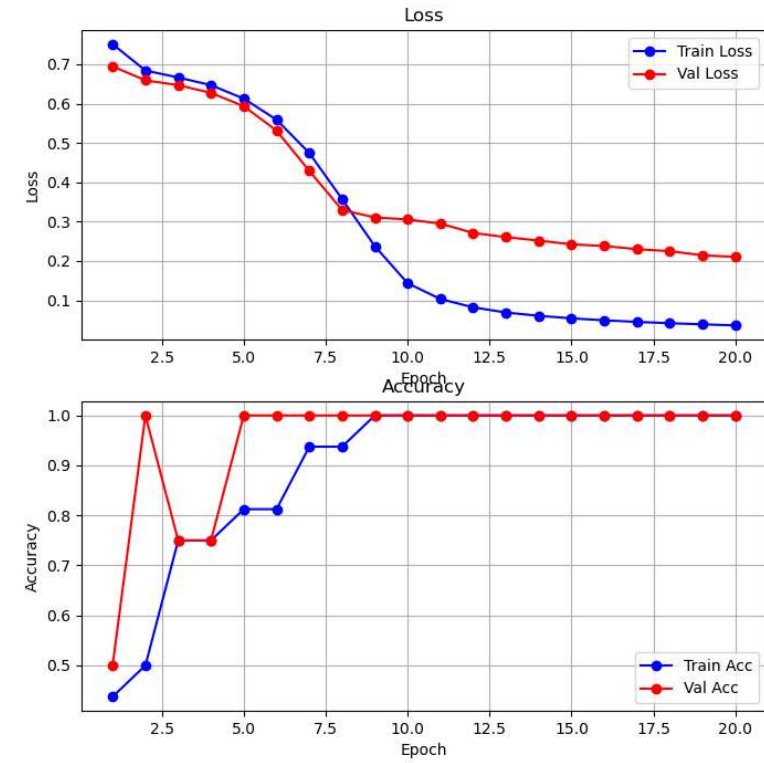
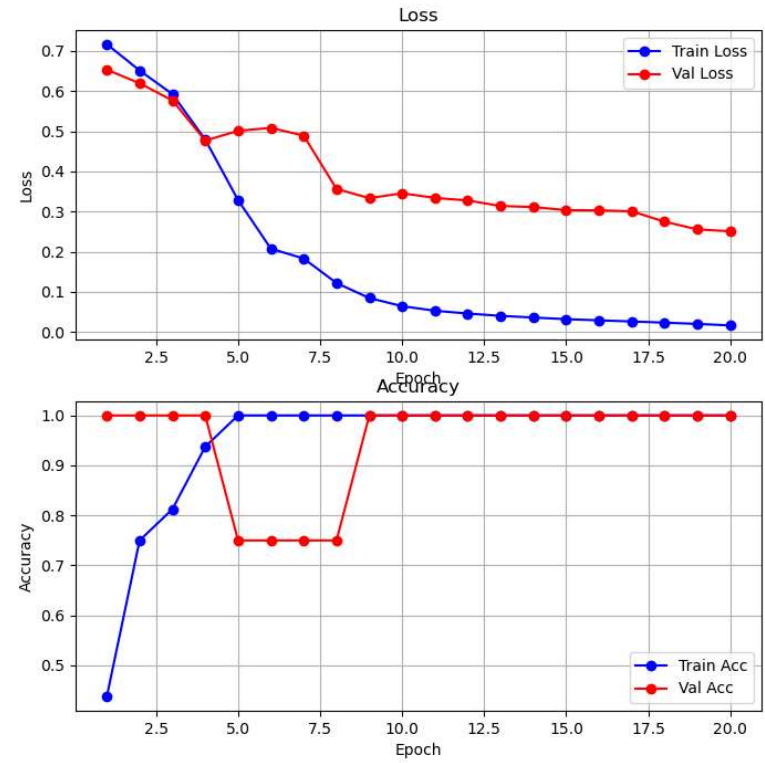
Pooling



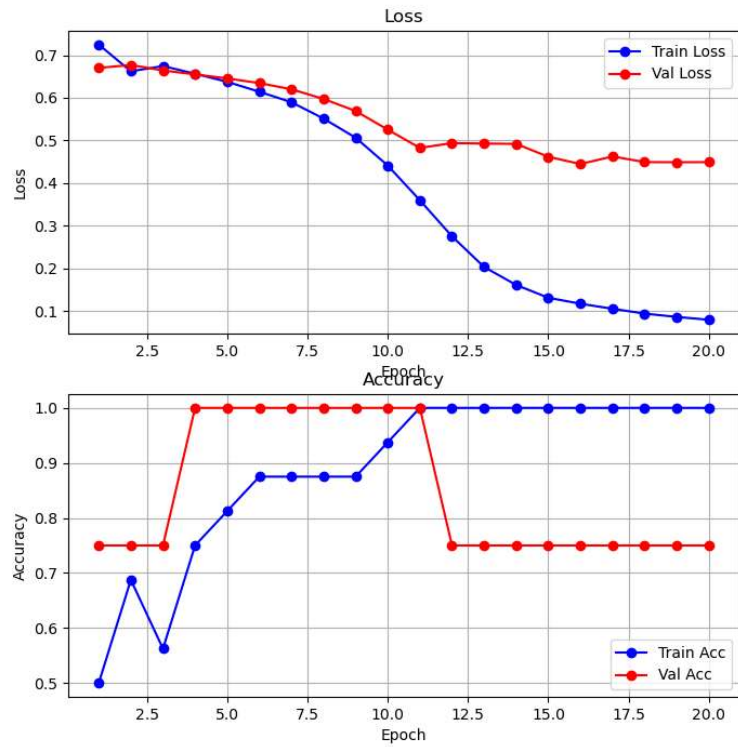
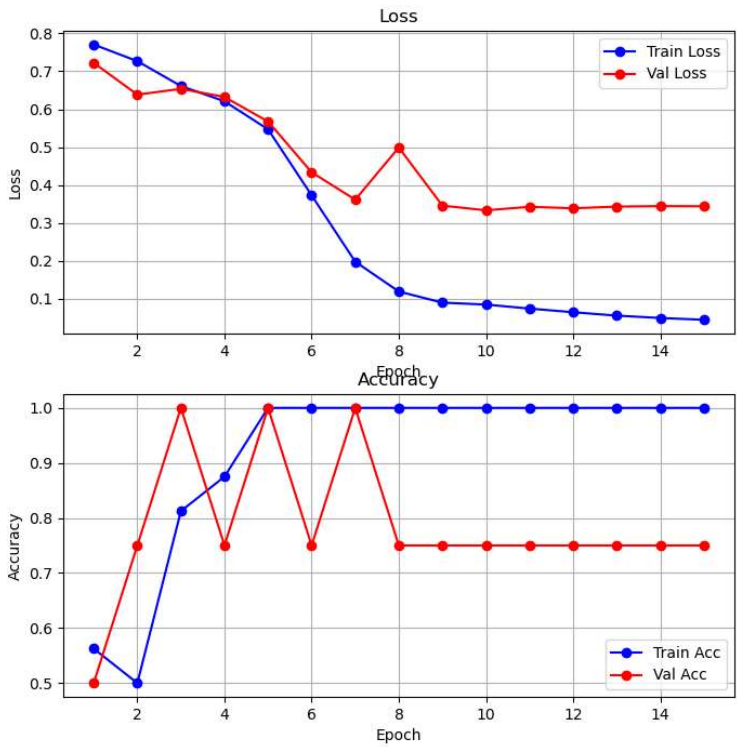
Max Pooling



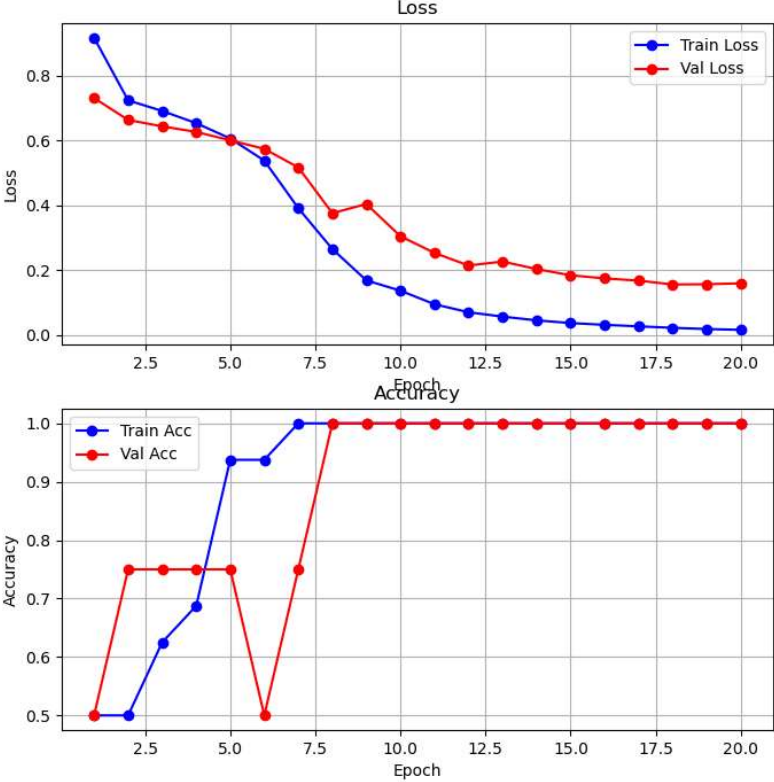
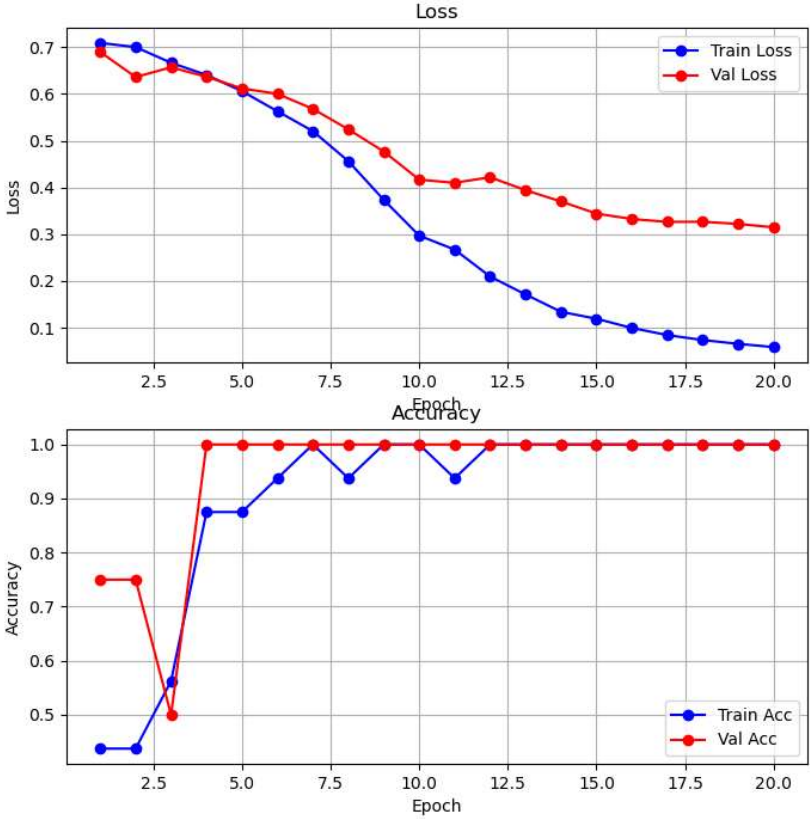
Attention-based weighted Pooling



Attention-based weighted Pooling

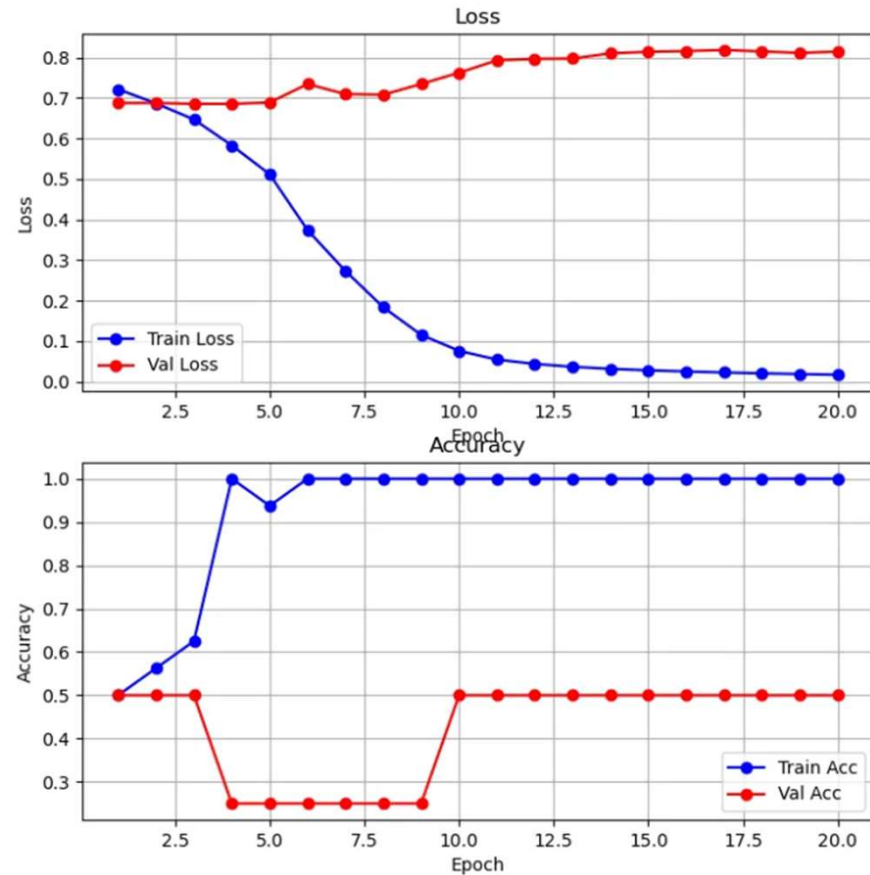


Avg Pooling



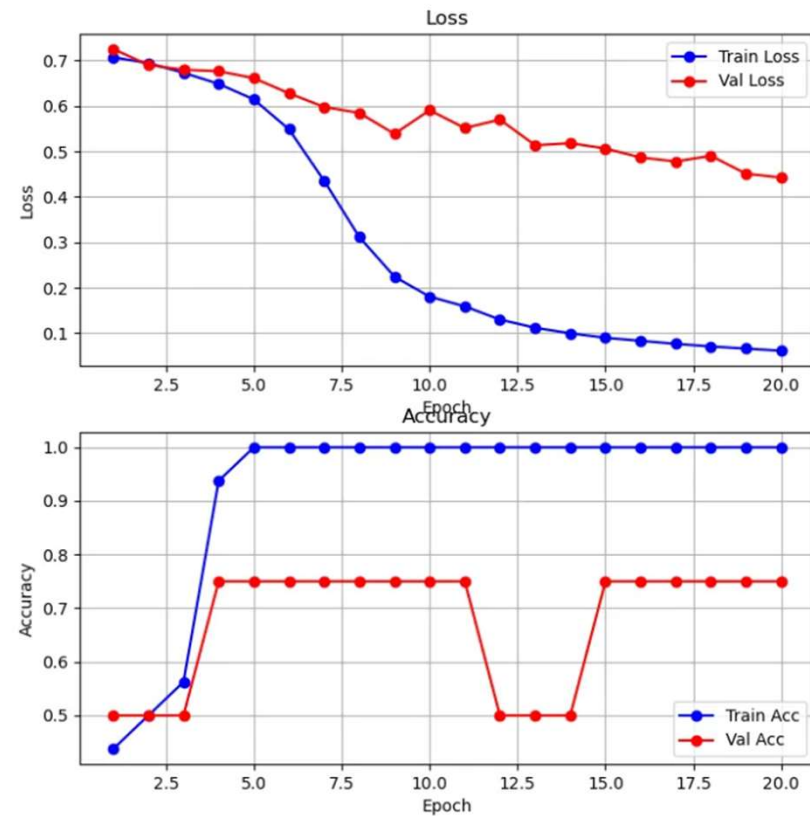
Feature Engineering

```
FEATURES = [  
    "Patient_ID", # for logging  
    "Age",  
    "Main Complaints",  
    "Memory",  
    "Language",  
    "Orientation",  
    "Judgment and Problem Solving",  
    "Social Activities",  
    "Home and Hobbies",  
    "Daily Living",  
    "Personality and Behavior",  
]
```



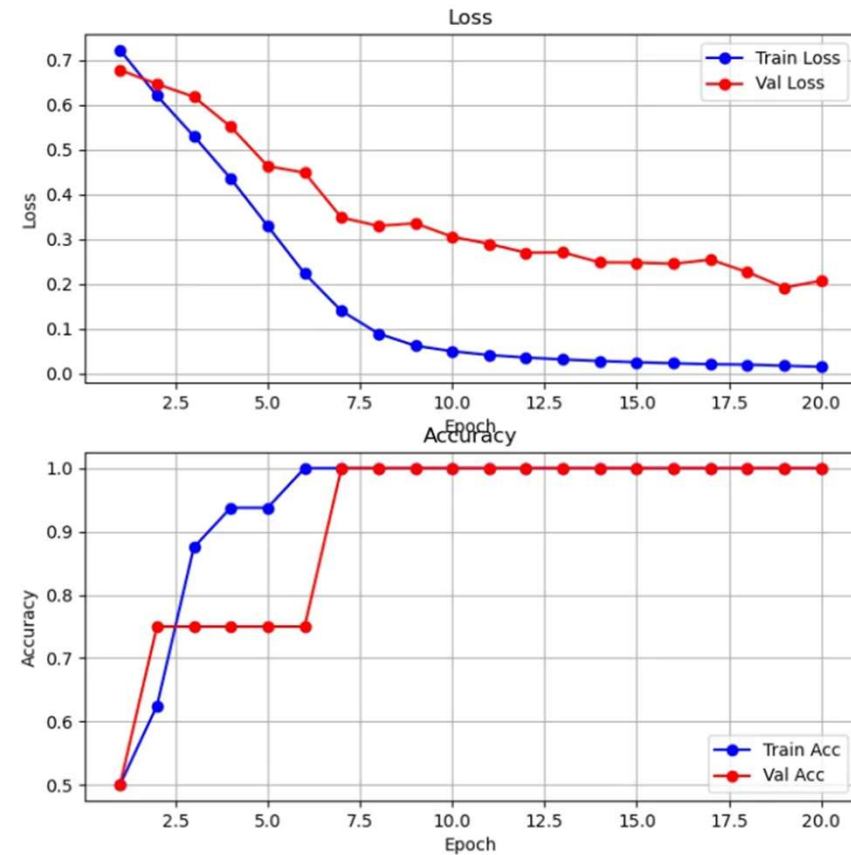
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]
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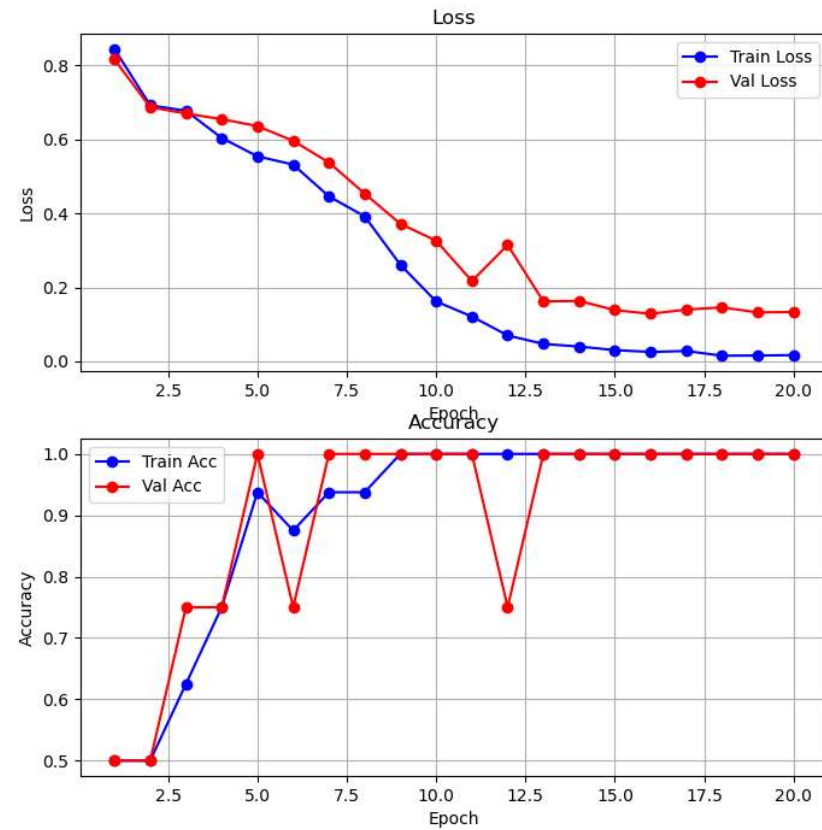
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]
```



~ h1 =

Optimized Model : Dropout(0.2)



Result

```
Epoch 15/20
Train Loss: 0.0303, Train Acc: 1.0000
Val Loss: 0.1385, Val Acc: 1.0000
Rank 0 Epoch 15 (Train): 100%|
Rank 0 Epoch 15 (Val): 100%|

Epoch 16/20
Train Loss: 0.0255, Train Acc: 1.0000
Val Loss: 0.1286, Val Acc: 1.0000
Rank 0 Epoch 16 (Train): 100%|
Rank 0 Epoch 16 (Val): 100%|

Epoch 17/20
Train Loss: 0.0280, Train Acc: 1.0000
Val Loss: 0.1401, Val Acc: 1.0000
Rank 0 Epoch 17 (Train): 100%|
Rank 0 Epoch 17 (Val): 100%|
```

```
[00:12<00:00, 1.32it/s]
[00:01<00:00, 3.05it/s]
```

학습 속도 : 1.32it/s → 1 Epoch에 12sec 소요

예측 속도 : 3.05it/s → 1 Epoch에 1sec 소요

→ Data 1000개로 증강 시 1 Epoch 20~30min 예상

→ 적은 Epoch 수로 결과 확인 가능할 것이라 판단

Batch Size를 늘리면, GPU Out of Memory(OOM) 발생.