

# Hyperparameter Optimization of LLM Fine-Tuning



Bayesian and Partition-based approaches


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# Summary

1. Introduction
2. Problem Definition
3. Design and Implementation
4. Computation Experiments
5. Conclusions and Perspectives

# 01 Introduction



# Large Language Models

## Summary

- ▶ State-of-the-art of Natural Language Processing (NLP) problems
- ▶ Architecture : Transformers block, mixed with classical layers (MLP, Conv)
- ▶ Huge size : Billions of parameters (1B to 405B for Llama 3)
- ▶ 2 phases of training : pre-training and **fine-tuning**

## Self Attention

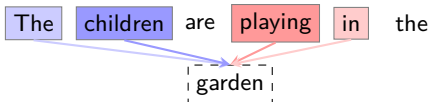


Figure: Self Attention mechanism illustration

Self attention is the key of LLM, used to compute the context of each token.

# Fine-Tuning

Following a first phase of pre-training, Fine-tuning is used to correct behavior or add in-domain data to a model, with limited resources.

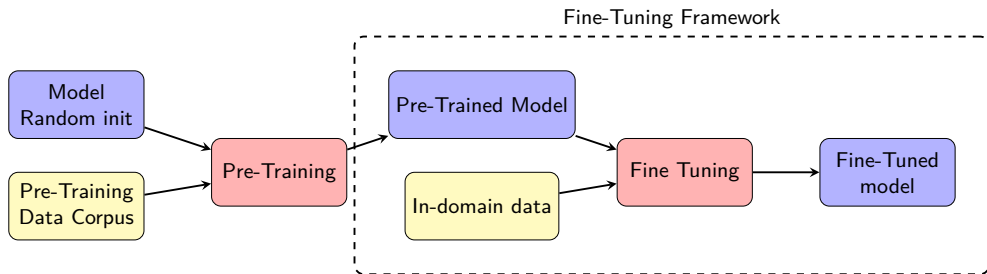


Figure: Pre-training and Fine-tuning generic workflow



## Parameters Efficient Fine-Tuning (PEFT)

Set of methods aims to reduce the computation cost of fine-tuning. 2 main approaches : *Additive* and **reparametrization**.

### **Reparametrization**

Use lower-cost proxy as trainable weights, and merge at the end.

### **Additive**

Add part of the model, often linear layer, to train these. One con is to add inference to generation.

### **Quantization**

To reduce further the cost of computing during the training, quantization can also be used. This can be combined with either of precedent approaches.



# Low Rank Adaptation (LoRA)

## Principle

Merging Fine-tuning layers with pre-trained ones can be written as  $W = W_0 + \Delta W$ , with  $W_0$  the pre-trained weights and  $\Delta W$  the fine-tuned ones. With LoRA,  $W = W_0 + \frac{\alpha}{r} B.A$

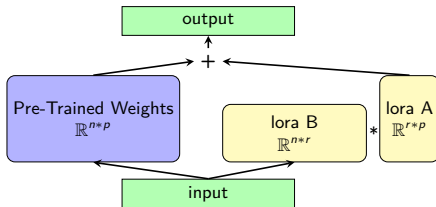


Figure: LoRA Decomposition

## LoRA hyperparameters

- ▶ rank  $r$  : the common dimension between  $A$  and  $B$ .
- ▶ alpha  $\alpha$  : apply a weighting between fine-tuning and pre-trained weights



# Hyperparameter Optimization (HPO)

## Objectives

- ▶ Better performance than manual tuning
- ▶ Ease popularization of the Fine Tuning

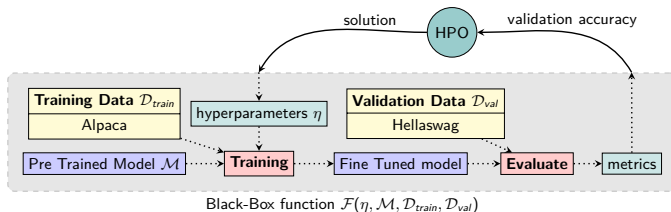


Figure: HPO workflow



## Related Works

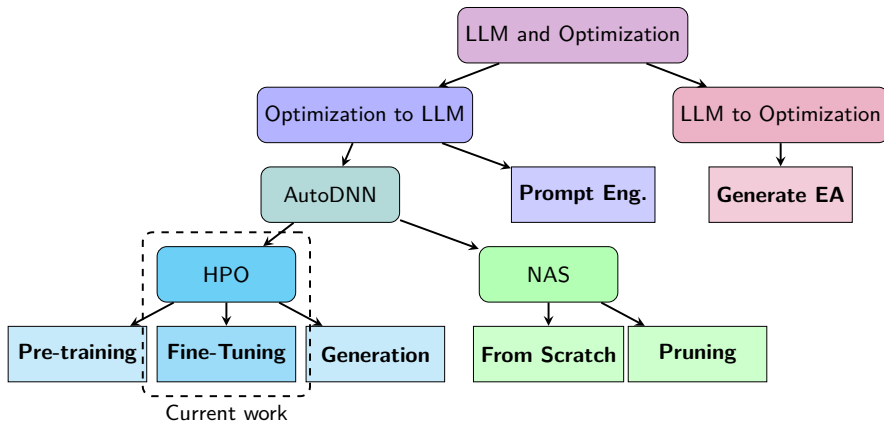


Figure: Summary of links between LLM and Optimization

# 02

## Problem Definition





# Problem Definition

## Problem Formulation

The HPO problem can be defined as

$$\eta^* \in \arg \min_{\eta \in \mathcal{H}} \mathcal{F}(\eta) \quad (1)$$

This function can be characterized as an **expensive, mixed-variable, noisy, blackbox** function.

## 3 phases of an optimization problem

- ▶ **Search Space  $\mathcal{H}$**  : all variables and how to handle them
- ▶ **Search Strategy**  $\arg \min$  : how to search for the minimum of the function
- ▶ **Performance Evaluation Strategy  $\mathcal{F}(\cdot)$**  : how to evaluate a given solution

# Search Space

## Hyperparameters

Hyperparameters	Optimization range		Type	Conversion
	Lower Bound	Upper Bound		
Learning Rate	-10	-1	log.	$f(x) = 10^x$
LoRA Rank	1	64	int.	$f(x) = \text{round}(x)$
LoRA scale ( $\alpha$ )	1	64	int.	$f(x) = \text{round}(x)$
LoRA Dropout	0	0.5	cont.	$f(x) = x$
Weight Decay	-3	-1	log.	$f(x) = 10^x$

Table: Summary of Hyperparameter Search Space

- ▶ Conversion and naming convention is taken from LitGPT framework.
- ▶ Variable conversion for handling mixed-variables with continuous algorithms
- ▶ No *A-priori* knowledge on hyperparameters importance

## Search Strategy

Algorithms for LLM HPO are *Global Optimization* algorithms. Can be classified as :

- ▶ **Exploratory**(GS, Random Search, LHS) : sample the search space  
no exploitation, give a lower bound
- ▶ **Metaheuristics** (Genetic Algorithm, ILS, PSO) : bio-inspired heuristics  
evaluation greedy, cannot be used for expensive function
- ▶ **Surrogate-Model based Optimization** (Bayesian Optimization with Gaussian Process, TS) :  
Use a surrogate to enhance exploitation - innate sequential nature, strong exploitation
- ▶ **Partition-Based Optimization**(FDA, SOO, DiRect) : partition the search space  
massively parallel, slow convergence



# Performance Evaluation Strategy

## Evaluation context

In this part, there are many options, like the number of epochs (if not an hyperparameters), the precision of the model, the datasets of training or evaluation.

## Objective function

2 ways to evaluate LLM Fine-Tuning :

- ▶ **Loss (validation/test)** : dataset and model dependant, difficult to compare to other models.
- ▶ **Accuracy on Benchmark dataset (GLUE, MMLU)** : can be used to compare to other models throughout the training.

## Complementary approaches

- ▶ **Multi-fidelity** : reduce the cost and the reliability of early evaluations. (ex : BOHB algorithm)

# 03

## Design and Implementation





## Evaluate the solution

Use LitGPT framework with it's CLI to perform an evaluation of a solution. All models and datasets are taken from HuggingFace Hub.

### Training

- ▶ Model : Llama-3.2-1B
- ▶ dataset : Alpaca
- ▶ 1 epochs of training
- ▶ Fully Sharded Data Parallelism (FSDP) as distributed strategy

### Evaluating

Based on lm\_eval library

- ▶ validation dataset : Hellaswag
- ▶ testing dataset : MMLU



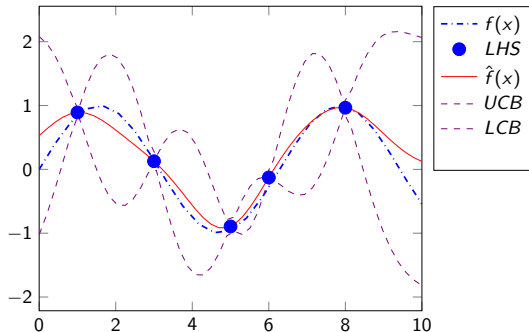


## SMBO : Bayesian-Optimization based on Gaussian-Process (BO-GP)

### Principe :

Iterate these two steps over budget :

1. Build a surrogate of the objective function
2. Optimize the surrogate to find the most promising point to evaluate



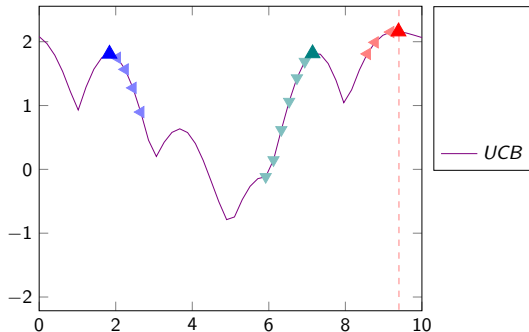


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## PBO : Simultaneous Optimistic Optimization(SOO)

### Principe :

- ▶ K-inary partition of the space
- ▶ Evaluate the center of each partition
- ▶ Expand a maximum of one node by iteration / by depth

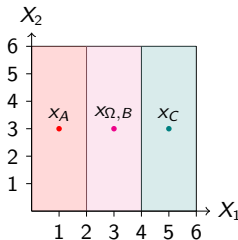


Figure: SOO Partition

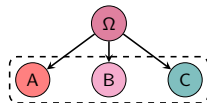


Figure: SOO Tree

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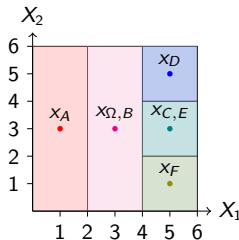


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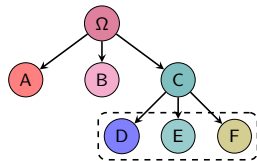


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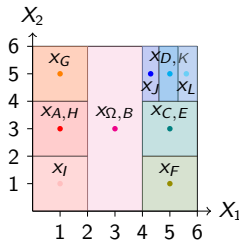


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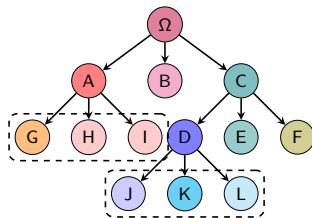


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# Hybridization : Bayesian Multi-Scale Optimistic Optimization (BaMSOO)

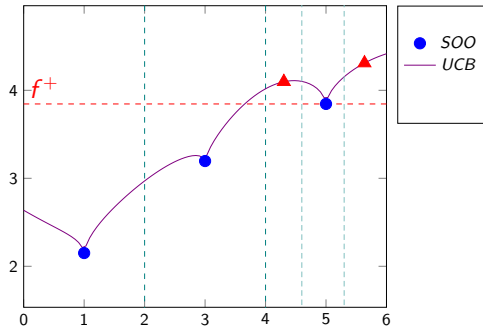
## Principe :

- ▶ SOO partitionning
- ▶ Use a Gaussian process to enhance the scoring

Objective : prevent unpromising evaluations

## BaMSOO Scoring $g(x)$ :

- ▶ If  $UCB(x) > f^+$  : //  $x$  has potential to beat  $f^+$ 
  - $g(x) = f(x)$  // score  $x$  using  $f(x)$
- ▶ Else :
  - $g(x) = LCB(x)$  // score  $x$  using  $LCB(x)$





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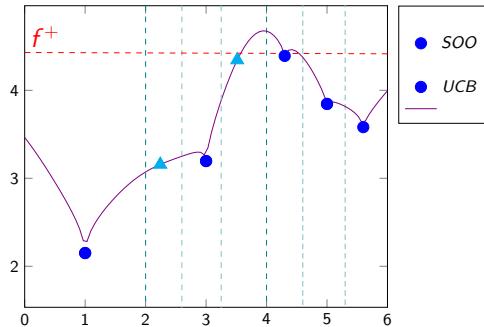
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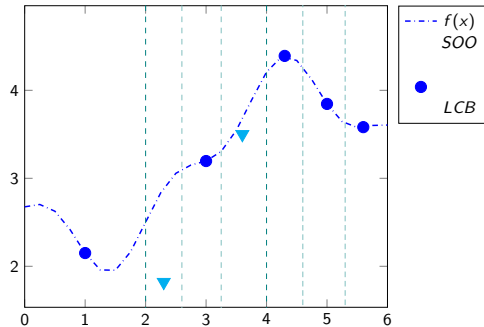
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# 04

## Computation Experiments





# Experimental Setup

## Experimental testbed

Experiments presented in this paper were carried out using the Grid'5000 testbed, supported by a scientific interest group hosted by Inria and including CNRS, RENATER and several Universities as well as other organizations (see <https://www.grid5000.fr>).

## Hardware and budget allocated

One evaluation on chuc cluster, using 4\*A100 40G of VRAM GPU, is taking around 40 minutes. Each algorithms have a budget of 50 evaluations, including the 10 sampling evaluation of BO.

# Sampling experiment : Latin Hypercube Sampling

Objective : Explore the space and define a lower bound for next experiments

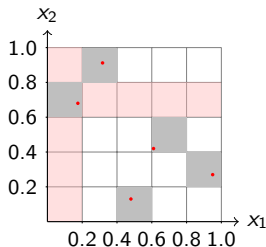


Figure: LHS illustration with  $g = 5$  samples

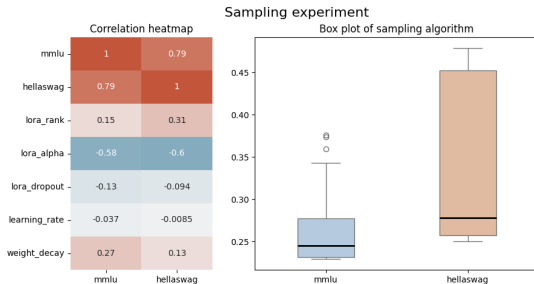


Figure: Results of LHS Experiment<sup>5</sup>

<sup>5</sup>At left : correlation between metrics and hyperparameters // At right : metrics distribution



## Results : Bayesian Optimization

### Score over time

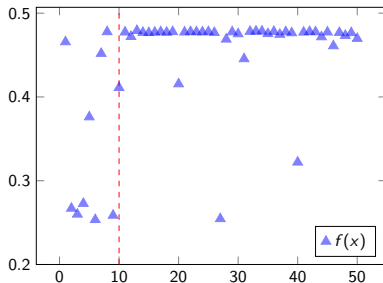


Figure: Results on validation dataset for BO-GP Algorithm

### Results

Hellaswag( $D_{val}$ ) Best score : 47,91%

### Behavior

- Fast convergence after sampling phase
- Few shots emphasizing exploration with lower score



## Results : SOO

### Score over time

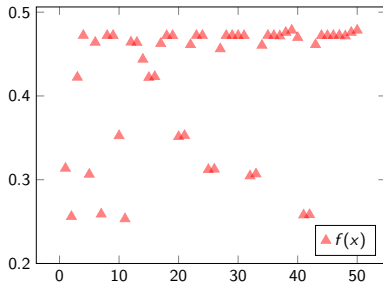


Figure: Results on validation dataset for SOO Algorithm

### Results

Hellaswag( $D_{val}$ ) Best score : 47.84%

### Behavior

- ▶ A lot of low score evaluation, due to one hyperparameter
- ▶ maximum depth of 8 (only 2 points with depth = 8)



## Results : BaMSOO

### Score over time

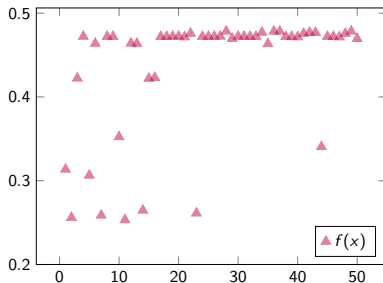


Figure: Results on validation dataset for BaMSOO Algorithm

### Results

Hellaswag( $D_{val}$ ) Best score : 47.84%  
Do not achieve to overperform SOO  
best score

### Behavior

- ▶ Prevent SOO unpromising evaluation (16 approximated evaluations)
- ▶ maximum depth of 8 (8 points with depth = 8)



## Comparison and analysis

### Analysis

- ▶ Upper Bound on Hellaswag is irrelevant
- ▶ Only BO-GP beat LHS
- ▶ with more high-performing solution, BaMSOO overperform SOO on MMLU

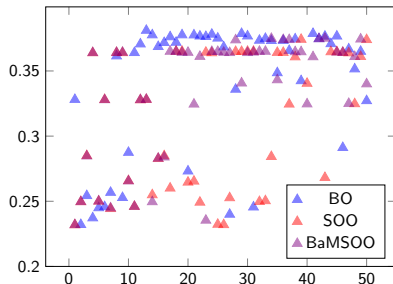
### Results

	Hellaswag	MMLU
Lower Bnd <sup>1</sup>	47.90	37.61
Upper Bnd <sup>2</sup>	41.5	49.3
BO-GP	<b>47.91</b>	<b>38.11</b>
SOO	47.84	37.42
BaMSOO	47.84	37.50

**Table:** Bound and best score for datasets (val and test)

1 : LHS results; 2 : Meta Fine tuning

### Score over time on testing dataset



**Figure:** Results on testing dataset for the three algorithms

# 05

## Conclusions and Perspectives







# Conclusion

## review

On a sequential comparison, BO-GP algorithms is the most efficient between these 3 algorithms, even considering the exploitation made by BamSOO algorithms. But this kind of performance needs to efficiently scale to be able to be usable with very expensive function, especially if the evaluation can't be distributed.

With its acceleration using GP, BaMSOO keeps most of the SOO abilities, in particular its parallelism innate abilities, but achieves to be efficient with a smaller number of evaluations.

To be able to effectively compare these approaches, it's necessary to look at higher dimensional problems.

## Perspective

- ▶ Expand search space : add dimensions (Adam momentum, precision, matrices to apply LoRA)
- ▶ use more training datasets
- ▶ make a distributed implementation



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*Thank You.*

