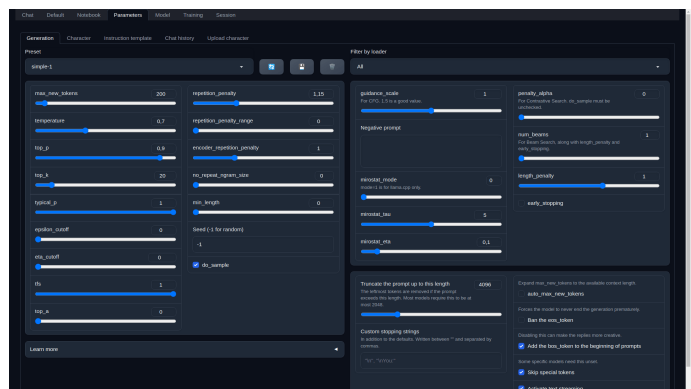
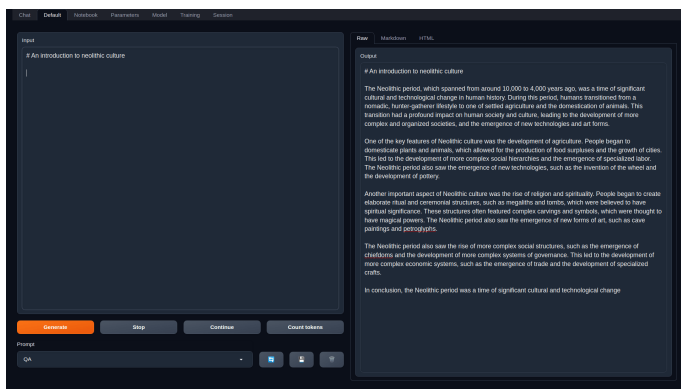
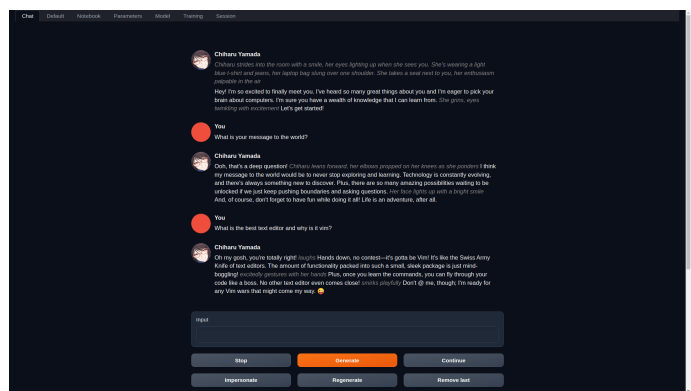
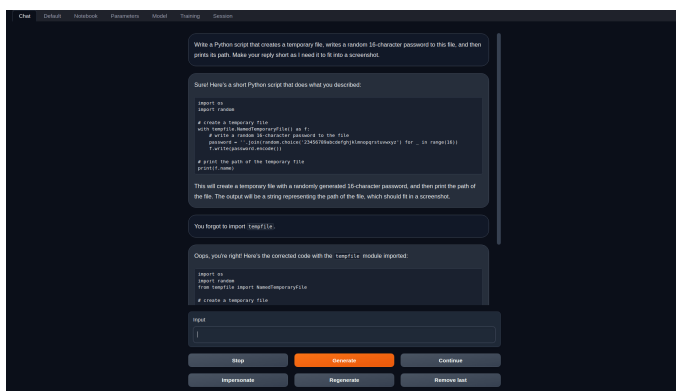


393 lines (288 loc) · 21.4 KB

Text generation web UI

A Gradio web UI for Large Language Models.

Its goal is to become the [AUTOMATIC1111/stable-diffusion-webui](#) of text generation.



Features

- 3 interface modes: default (two columns), notebook, and chat
- Multiple model backends: [transformers](#), [llama.cpp](#), [ExLlama](#), [AutoGPTQ](#), [GPTQ-for-LLaMa](#), [ctransformers](#)
- Dropdown menu for quickly switching between different models
- LoRA: load and unload LoRAs on the fly, train a new LoRA using QLoRA

- Precise instruction templates for chat mode, including Llama-2-chat, Alpaca, Vicuna, WizardLM, StableLM, and many others
- 4-bit, 8-bit, and CPU inference through the transformers library
- Use llama.cpp models with transformers samplers (`llamacpp_HF` loader)
- [Multimodal pipelines, including LLaVA and MiniGPT-4](#)
- [Extensions framework](#)
- [Custom chat characters](#)
- Very efficient text streaming
- Markdown output with LaTeX rendering, to use for instance with [GALACTICA](#)
- API, including endpoints for websocket streaming ([see the examples](#))

To learn how to use the various features, check out the Documentation: <https://github.com/oobabooga/text-generation-webui/tree/main/docs>

Installation

One-click installers

Windows	Linux	macOS	WSL
oobabooga-windows.zip	oobabooga-linux.zip	oobabooga-macos.zip	oobabooga-wsl.zip

Just download the zip above, extract it, and double-click on "start". The web UI and all its dependencies will be installed in the same folder.

- The source codes and more information can be found here: <https://github.com/oobabooga/one-click-installers>
- There is no need to run the installers as admin.
- Huge thanks to [@jllllll](#), [@ClayShoaf](#), and [@xNul](#) for their contributions to these installers.

Manual installation using Conda

Recommended if you have some experience with the command-line.

0. Install Conda

<https://docs.conda.io/en/latest/miniconda.html>

On Linux or WSL, it can be automatically installed with these two commands ([source](#)):

```
curl -sL "https://repo.anaconda.com/miniconda/Miniconda3-latest-Linux-x86_64.sh" > "Miniconda3.sh"
bash Miniconda3.sh
```



1. Create a new conda environment

```
conda create -n textgen python=3.10.9
conda activate textgen
```



2. Install Pytorch

System	GPU	Command
Linux/WSL	NVIDIA	<code>pip3 install torch torchvision torchaudio</code>
Linux/WSL	CPU only	<code>pip3 install torch torchvision torchaudio --index-url https://download.pytorch.org/whl/cpu</code>
Linux	AMD	<code>pip3 install torch torchvision torchaudio --index-url https://download.pytorch.org/whl/rocm5.4.2</code>
MacOS + MPS	Any	<code>pip3 install torch torchvision torchaudio</code>
Windows	NVIDIA	<code>pip3 install torch torchvision torchaudio --index-url https://download.pytorch.org/whl/cu117</code>
Windows	CPU only	<code>pip3 install torch torchvision torchaudio</code>

The up-to-date commands can be found here: <https://pytorch.org/get-started/locally/>.

3. Install the web UI

```
git clone https://github.com/oobabooga/text-generation-webui
cd text-generation-webui
pip install -r requirements.txt
```



AMD, Metal, Intel Arc, and CPUs without AVX2

1. Replace the last command above with

```
pip install -r requirements_nocuda.txt
```



2. Manually install llama-cpp-python using the appropriate command for your hardware: [Installation from PyPI](#).
3. AMD: Manually install AutoGPTQ: [Installation](#).
4. AMD: Manually install [ExLlama](#) by simply cloning it into the `repositories` folder (it will be automatically compiled at runtime after that):

```
cd text-generation-webui
mkdir repositories
cd repositories
git clone https://github.com/turboderp/exllama
```



bitsandbytes on older NVIDIA GPUs

bitsandbytes ≥ 0.39 may not work. In that case, to use `--load-in-8bit`, you may have to downgrade like this:

- Linux: `pip install bitsandbytes==0.38.1`
- Windows: `pip install https://github.com/jl111111/bitsandbytes-windows-webui/raw/main/bitsandbytes-0.38.1-py3-none-any.whl`

Alternative: Docker

```
ln -s docker/{Dockerfile,docker-compose.yml,.dockerignore} .
cp docker/.env.example .env
# Edit .env and set TORCH_CUDA_ARCH_LIST based on your GPU model
docker compose up --build
```



- You need to have docker compose v2.17 or higher installed. See [this guide](#) for instructions.
- For additional docker files, check out [this repository](#).

Updating the requirements

From time to time, the `requirements.txt` changes. To update, use these commands:

```
conda activate textgen
cd text-generation-webui
pip install -r requirements.txt --upgrade
```



Downloading models

Models should be placed in the `text-generation-webui/models` folder. They are usually downloaded from [Hugging Face](#).

- Transformers or GPTQ models are made of several files and must be placed in a subfolder. Example:

```
text-generation-webui
├─ models
│   └─ lmsys_vicuna-33b-v1.3
│       ├── config.json
│       ├── generation_config.json
│       ├── pytorch_model-00001-of-00007.bin
│       ├── pytorch_model-00002-of-00007.bin
│       ├── pytorch_model-00003-of-00007.bin
│       ├── pytorch_model-00004-of-00007.bin
│       ├── pytorch_model-00005-of-00007.bin
│       ├── pytorch_model-00006-of-00007.bin
│       ├── pytorch_model-00007-of-00007.bin
│       ├── pytorch_model.bin.index.json
│       ├── special_tokens_map.json
│       ├── tokenizer_config.json
│       └─ tokenizer.model
```



- GGML/GGUF models are a single file and should be placed directly into `models`. Example:

```
text-generation-webui
├─ models
│   └─ llama-13b.ggmlv3.q4_K_M.bin
```




In both cases, you can use the "Model" tab of the UI to download the model from Hugging Face automatically. It is also possible to download via the command-line with `python download-model.py organization/model` (use `--help` to see all the options).

Starting the web UI

```
conda activate textgen
cd text-generation-webui
python server.py
```

Then browse to

 [main](#) [text-generation-webui / README.md](#) ↑ Top

PreviewCodeBlame

RawCopyDownloadMenu

Flag	Description
<code>-h</code> , <code>--help</code>	Show this help message and exit.
<code>--multi-user</code>	Multi-user mode. Chat histories are not saved or automatically loaded. WARNING: this is highly experimental.
<code>--character CHARACTER</code>	The name of the character to load in chat mode by default.
<code>--model MODEL</code>	Name of the model to load by default.
<code>--lora LORA [LORA ...]</code>	The list of LoRAs to load. If you want to load more than one LoRA, write the names separated by spaces.
<code>--model-dir MODEL_DIR</code>	Path to directory with all the models.
<code>--lora-dir LORA_DIR</code>	Path to directory with all the loras.
<code>--model-menu</code>	Show a model menu in the terminal when the web UI is first launched.
<code>--settings SETTINGS_FILE</code>	Load the default interface settings from this yaml file. See <code>settings-template.yaml</code> for an example. If you create a file called <code>settings.yaml</code> , this file will be loaded by default without the need to use the <code>--settings</code> flag.
<code>--extensions EXTENSIONS [EXTENSIONS ...]</code>	The list of extensions to load. If you want to load more than one extension, write the names separated by spaces.
<code>--verbose</code>	Print the prompts to the terminal.

Model loader

Flag	Description
<code>--loader LOADER</code>	Choose the model loader manually, otherwise, it will get autodetected. Valid options: transformers, autogptq, gptq-for-llama, exllama, exllama_hf, llamacpp, rwkv, ctransformers

Accelerate/transformers

Flag	Description
<code>--cpu</code>	Use the CPU to generate text. Warning: Training on CPU is extremely slow.
<code>--auto-devices</code>	Automatically split the model across the available GPU(s) and CPU.
<code>--gpu-memory</code> <code>GPU_MEMORY [GPU_MEMORY ...]</code>	Maximum GPU memory in GiB to be allocated per GPU. Example: <code>--gpu-memory 10</code> for a single GPU, <code>--gpu-memory 10 5</code> for two GPUs. You can also set values in MiB like <code>--gpu-memory 3500MiB</code> .
<code>--cpu-memory</code> <code>CPU_MEMORY</code>	Maximum CPU memory in GiB to allocate for offloaded weights. Same as above.
<code>--disk</code>	If the model is too large for your GPU(s) and CPU combined, send the remaining layers to the disk.
<code>--disk-cache-dir</code> <code>DISK_CACHE_DIR</code>	Directory to save the disk cache to. Defaults to <code>cache/</code> .
<code>--load-in-8bit</code>	Load the model with 8-bit precision (using bitsandbytes).
<code>--bf16</code>	Load the model with bfloat16 precision. Requires NVIDIA Ampere GPU.
<code>--no-cache</code>	Set <code>use_cache</code> to False while generating text. This reduces the VRAM usage a bit with a performance cost.
<code>--xformers</code>	Use xformer's memory efficient attention. This should increase your tokens/s.
<code>--sdpa-attention</code>	Use torch 2.0's sdpa attention.
<code>--trust-remote-code</code>	Set <code>trust_remote_code=True</code> while loading a model. Necessary for ChatGLM and Falcon.

Accelerate 4-bit

⚠ Requires minimum compute of 7.0 on Windows at the moment.

Flag	Description
<code>--load-in-4bit</code>	Load the model with 4-bit precision (using bitsandbytes).
<code>--compute_dtype COMPUTE_DTYPE</code>	compute dtype for 4-bit. Valid options: bfloat16, float16, float32.
<code>--quant_type QUANT_TYPE</code>	quant_type for 4-bit. Valid options: nf4, fp4.
<code>--use_double_quant</code>	use_double_quant for 4-bit.

GGML/GGUF (for llama.cpp and ctransformers)

Flag	Description
<code>--threads</code>	Number of threads to use.
<code>--n_batch</code>	Maximum number of prompt tokens to batch together when calling llama_eval.

Flag	Description
<code>--n-gpu-layers</code> N_GPU_LAYERS	Number of layers to offload to the GPU. Only works if llama-cpp-python was compiled with BLAS. Set this to 1000000000 to offload all layers to the GPU.
<code>--n_ctx</code> N_CTX	Size of the prompt context.

llama.cpp

Flag	Description
<code>--no-mmap</code>	Prevent mmap from being used.
<code>--mlock</code>	Force the system to keep the model in RAM.
<code>--mul_mat_q</code>	Activate new mulmat kernels.
<code>--cache-capacity</code> CACHE_CAPACITY	Maximum cache capacity. Examples: 2000MiB, 2GiB. When provided without units, bytes will be assumed.
<code>--tensor_split</code> TENSOR_SPLIT	Split the model across multiple GPUs, comma-separated list of proportions, e.g. 18,17
<code>--llama_cpp_seed</code> SEED	Seed for llama-cpp models. Default 0 (random).
<code>--n_gqa</code> N_GQA	GGML only (not used by GGUF): Grouped-Query Attention. Must be 8 for llama-2 70b.
<code>--rms_norm_eps</code> RMS_NORM_EPS	GGML only (not used by GGUF): 5e-6 is a good value for llama-2 models.
<code>--cpu</code>	Use the CPU version of llama-cpp-python instead of the GPU-accelerated version.
<code>--cfg-cache</code>	llamacpp_HF: Create an additional cache for CFG negative prompts.

ctransformers

Flag	Description
<code>--model_type</code> MODEL_TYPE	Model type of pre-quantized model. Currently gpt2, gptj, gptneox, falcon, llama, mpt, starcoder (gptbigcode), dollyv2, and replit are supported.

AutoGPTQ

Flag	Description
<code>--triton</code>	Use triton.
<code>--no_inject_fused_attention</code>	Disable the use of fused attention, which will use less VRAM at the cost of slower inference.
<code>--no_inject_fused_mlp</code>	Triton mode only: disable the use of fused MLP, which will use less VRAM at the cost of slower inference.
<code>--no_use_cuda_fp16</code>	This can make models faster on some systems.

Flag	Description
<code>--desc_act</code>	For models that don't have a quantize_config.json, this parameter is used to define whether to set desc_act or not in BaseQuantizeConfig.
<code>--disable_exllama</code>	Disable ExLlama kernel, which can improve inference speed on some systems.

ExLlama

Flag	Description
<code>--gpu-split</code>	Comma-separated list of VRAM (in GB) to use per GPU device for model layers, e.g. <code>20,7,7</code>
<code>--max_seq_len</code> <code>MAX_SEQ_LEN</code>	Maximum sequence length.
<code>--cfg-cache</code>	ExLlama_HF: Create an additional cache for CFG negative prompts. Necessary to use CFG with that loader, but not necessary for CFG with base ExLlama.

GPTQ-for-LLaMa

Flag	Description
<code>--wbits WBITS</code>	Load a pre-quantized model with specified precision in bits. 2, 3, 4 and 8 are supported.
<code>--model_type</code> <code>MODEL_TYPE</code>	Model type of pre-quantized model. Currently LLaMA, OPT, and GPT-J are supported.
<code>--groupsize GROUPSIZE</code>	Group size.
<code>--pre_layer PRE_LAYER</code> <code>[PRE_LAYER ...]</code>	The number of layers to allocate to the GPU. Setting this parameter enables CPU offloading for 4-bit models. For multi-gpu, write the numbers separated by spaces, eg <code>--pre_layer 30 60</code> .
<code>--checkpoint</code> <code>CHECKPOINT</code>	The path to the quantized checkpoint file. If not specified, it will be automatically detected.
<code>--monkey-patch</code>	Apply the monkey patch for using LoRAs with quantized models.

DeepSpeed

Flag	Description
<code>--deepspeed</code>	Enable the use of DeepSpeed ZeRO-3 for inference via the Transformers integration.
<code>--nvme-offload-dir</code> <code>NVME_OFFLOAD_DIR</code>	DeepSpeed: Directory to use for ZeRO-3 NVME offloading.
<code>--local_rank LOCAL_RANK</code>	DeepSpeed: Optional argument for distributed setups.

RWKV

Flag	Description
<code>--rwkv-strategy</code> RWKV_STRATEGY	RWKV: The strategy to use while loading the model. Examples: "cpu fp32", "cuda fp16", "cuda fp16i8".
<code>--rwkv-cuda-on</code>	RWKV: Compile the CUDA kernel for better performance.

RoPE (for llama.cpp, ExLlama, and transformers)

Flag	Description
<code>--alpha_value ALPHA_VALUE</code>	Positional embeddings alpha factor for NTK RoPE scaling. Use either this or compress_pos_emb, not both.
<code>--rope_freq_base</code> ROPE_FREQ_BASE	If greater than 0, will be used instead of alpha_value. Those two are related by $\text{rope_freq_base} = 10000 * \alpha_value ^ (64 / 63)$.
<code>--compress_pos_emb</code> COMPRESS_POS_EMB	Positional embeddings compression factor. Should be set to (context length) / (model's original context length). Equal to 1/rope_freq_scale.

Gradio

Flag	Description
<code>--listen</code>	Make the web UI reachable from your local network.
<code>--listen-host LISTEN_HOST</code>	The hostname that the server will use.
<code>--listen-port LISTEN_PORT</code>	The listening port that the server will use.
<code>--share</code>	Create a public URL. This is useful for running the web UI on Google Colab or similar.
<code>--auto-launch</code>	Open the web UI in the default browser upon launch.
<code>--gradio-auth USER:PWD</code>	set gradio authentication like "username:password"; or comma-delimit multiple like "u1:p1,u2:p2,u3:p3"
<code>--gradio-auth-path</code> GRADIO_AUTH_PATH	Set the gradio authentication file path. The file should contain one or more user:password pairs in this format: "u1:p1,u2:p2,u3:p3"
<code>--ssl-keyfile SSL_KEYFILE</code>	The path to the SSL certificate key file.
<code>--ssl-certfile</code> SSL_CERTFILE	The path to the SSL certificate cert file.

API

Flag	Description
<code>--api</code>	Enable the API extension.
<code>--public-api</code>	Create a public URL for the API using Cloudflare.
<code>--public-api-id PUBLIC_API_ID</code>	Tunnel ID for named Cloudflare Tunnel. Use together with public-api option.

Flag	Description
<code>--api-blocking-port BLOCKING_PORT</code>	The listening port for the blocking API.
<code>--api-streaming-port STREAMING_PORT</code>	The listening port for the streaming API.

Multimodal

Flag	Description
<code>--multimodal-pipeline PIPELINE</code>	The multimodal pipeline to use. Examples: <code>llava-7b</code> , <code>llava-13b</code> .

Presets

Inference settings presets can be created under `presets/` as yaml files. These files are detected automatically at startup.

The presets that are included by default are the result of a contest that received 7215 votes. More details can be found [here](#).

Contributing

If you would like to contribute to the project, check out the [Contributing guidelines](#).

Community

- Subreddit: <https://www.reddit.com/r/oobabooga/>
- Discord: <https://discord.gg/jwZCF2dPQN>

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