

Compression for AGI

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- Generative models are *Lossless* compressors
 - “ChatGPT Is a Blurry JPEG of the Web”? No!
- LLMs are *State-of-the-Art* text compressors
 - comparing to deflate(gzip), Zstd, etc.
- Re-think about the training objective of foundation models

Revisit the Training Process of LLMs

Compressors and Arithmetic Encoding

Why are LLMs *Lossless* compressors

Rethink the goal for foundation models

Revisit the Training Process of LLMs

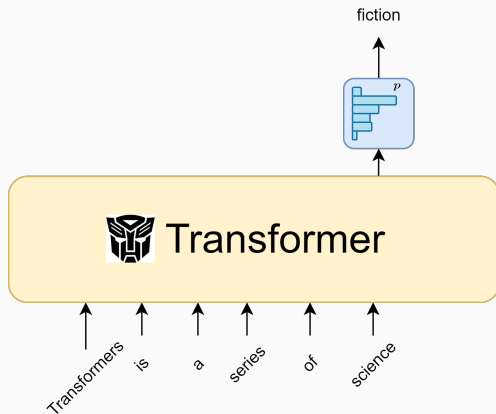


Figure 1: Transformer: A Black Box – step 1

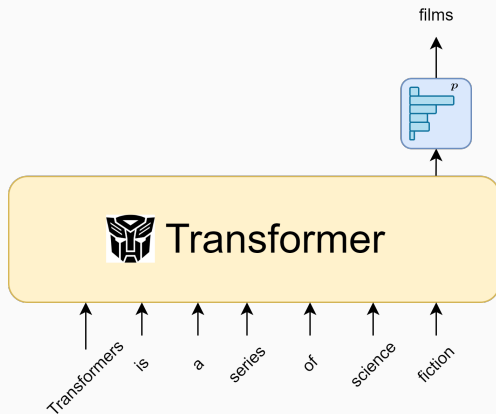


Figure 2: Transformer: A Black Box – step 2

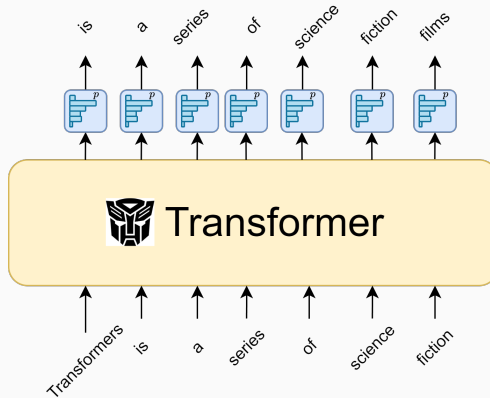


Figure 3: Transformer: A Black Box – training

- We have a sequence: $X = [x_1, x_2, \dots, x_n]$
- We put this sequence into LLM and get a sequence of probabilities:
 - $p_i = P(x_i | x_{<i})$
- We want p_i approaches 1, so we minimize the following loss during pre-training:
 - $L = \sum_{i=1}^n -\log P(x_i | x_{<i})$

Questions?

Compressors and Arithmetic Encoding

- Compressors aims to find a better (smaller) way to express the same thing
- ZIP, JPEG, MP4 (H.264, HEVC), MP3
- Lossy compressor:
 - Task-specific
 - CAN NOT be “decompress” back to the original data
 - Better compression rate while losing unimportant data
 - Image goes “blurry”
 - Video / Audio

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 - General
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 - for common cases, the mapped data is shorter
 - then there must be some cases that the mapped data is longer, i.e. the data is not compressable

- Use less bits for most frequent items
- For example, if we want to compress the result of an uneven distribution
 - Respectively 50%, 30%, 10%, 10% probability
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 - Naive encoding takes 2 bits
- Arithmetic encoding:
 - If something have a probability p
 - Represent it with $-\log p$ bits
 - Average of $\frac{1}{n} \sum_{i=1}^n -\log p_i$ bits
 - This is also the theoretical upper bound proved by Shannon's Information Theory (the "Entropy" of a distribution)

- Lossy compression take advantage of “knowing” the data
 - Loss unimportant part to provide better compression rate
- Lossless compression aim to be general
- Frequent items can be represented with fewer bits with Arithmetic Encoding

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Why are LLMs *Lossless* compressors

- Naturally, you would assume an LLM is a *lossy* compressor
 - That turns training corpus to model parameters
 - For LLaMa, the training dataset is 5.6TB
 - And the 65 billion parameters takes about 130GB of storage
 - So 43x compression rate?
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 - Lossy!
- Actually, LLaMa can compress the entire 5.6TB of training corpus to 397.3 GB losslessly
 - 14x compression
 - Best text compressor: 8.7x compression

- To compress the *entire training corpus* \mathcal{C} *losslessly*, we only need *the CODE to train the models* and $\sum_{i \in \mathcal{C}} -\log P(x_i | x_{<i})$ bits of information.
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- But, HOW?

- Imagine Alice is trying to send some text to Bob through a telephone wire
- Sending the raw text is very expensive
 - too large
- So Alice need to find a way to compress the data losslessly
- Alice needs to encode the data to “something”
- Bob needs to decode the “something” back to data
- So we need an “encoding” algorithm and a “decoding” algorithm

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- ... and update the model to minimize the loss, and repeat these steps for every data

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- And he can initialize the exact same model (with random seed defined in the code)
- So he will have the *exact same distribution p* for the first token
 - He then can decode the token with p and z_1 with arithmetic decoding, get x_1
- And he will run the training loop to update the model with x_1
- Note that the model parameters isn't transmitted through the phone wire

- By sharing the same code, Bob can initialize the same model as Alice's
- With arithmetic encoding and decoding, Bob can decode the token with the same probability distribution produced by the model and the encoding transmitted from Alice
- And by training at the same time, the model is always synced between Alice and Bob

- With arithmetic encoding, we can use fewer bits to encode something have a higher probability in a distribution.
 - If the distribution is uniform, $-\log_2 p_{x_i} = -\log_2 \frac{1}{|\mathcal{V}|}$, which is same as naive storage
 - And as the model is continually training, it can predict the next token with higher and higher probability.
- Bob can re-construct the entire training corpus \mathcal{C} with $\sum_{i \in \mathcal{C}} -\log P(x_i | x_{<i})$ bits of information
 - Which is exactly the same with the sum of training loss on all tokens!

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Rethink the goal for foundation models

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 - Does it have understanding of translation?
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- What if it do it by a set of rules?
 - It have *some* understanding of translation.
- If we can make the rule set smaller, it will generalise better.

- “Lossy” compression means the model “remembers” everything in the training dataset
 - BAD generalization
 - that’s why we don’t often see the term “epoch” in LLM training
- “Lossless” compression means the model can better predict unseen data samples
 - Better compression means GOOD generalization
 - Because *EVERY* example is unseen

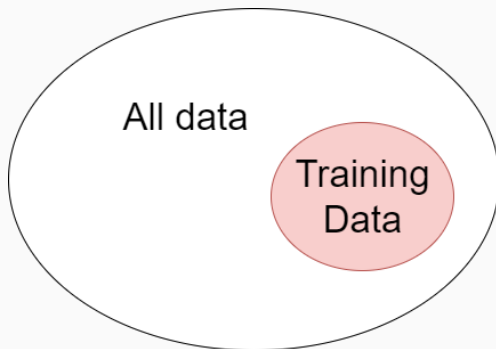


Figure 4: All data V.S. Training Data

- For foundation models, what we want is good generalization ability
 - i.e. ability to generate or write *UNSEEN* samples.

A recipe for perception

- Collect all useful perceptual information
- Learn to compress it as best as possible with a powerful foundation model
 - Better architecture
 - Scale
 - Tool use
 - ...

- How LLM works
- How LLM works as a compressor
 - And how should we use LLM
 - LLM isn't a search engine
- How compressor generates intelligence

Questions?