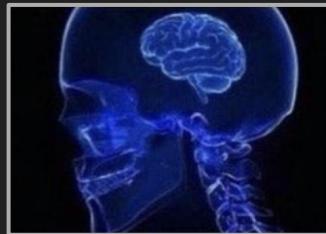


Scaling paradigms for large language models

Jason Wei
Research Scientist
OpenAI

(Opinions are my own and do not reflect my employer.)

2019



- Can barely write a coherent paragraph
- Can't do any reasoning

2024



- Can write an essay about almost anything
- Competition-level programmer and mathematician

Scaling has been the engine of progress in AI and will continue to dictate how the field advances.

Outline

What is scaling and why do it?

Paradigm 1: Scaling next-word prediction

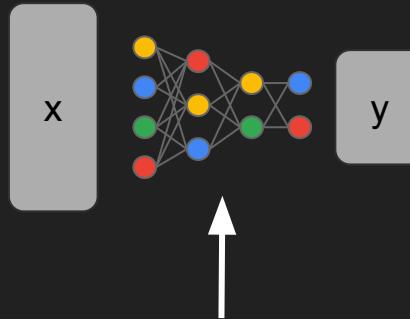
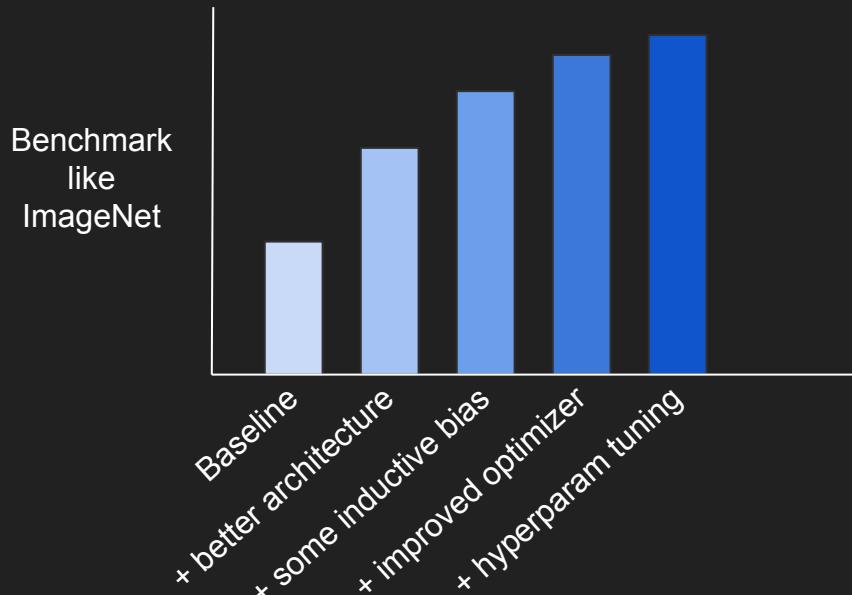
The challenge with next-word prediction

Paradigm 2: Scaling RL on chain-of-thought

How scaling changed AI culture & what's next?

“Studying the past tells you what’s special about the current moment.”

How we made progress,
early 2010s to 2017
(pre-transformer deep learning)



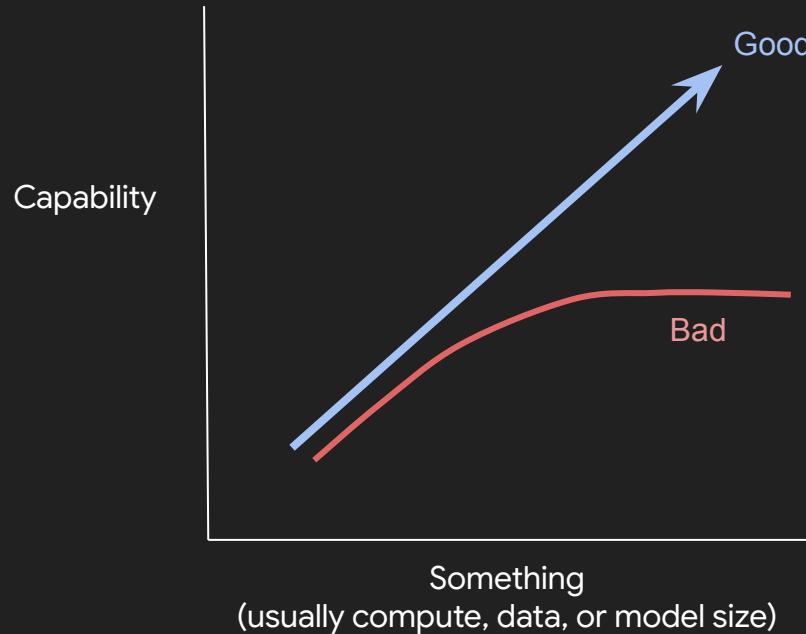
Make this as good as possible.

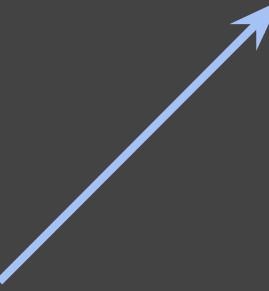
Success looks like “On the ImageNet dataset, our method outperforms the baseline by 10% using less computation.”



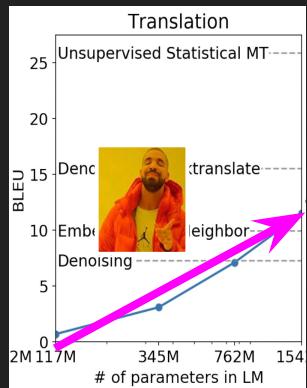
What is scaling?

Scaling is when you put yourself in a situation where you move along a continuous axis and expect sustained improvement.

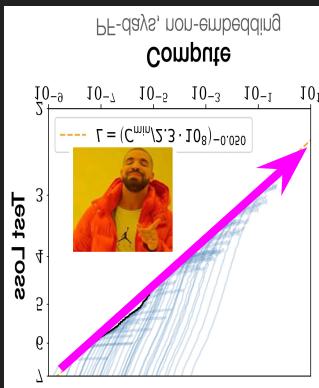




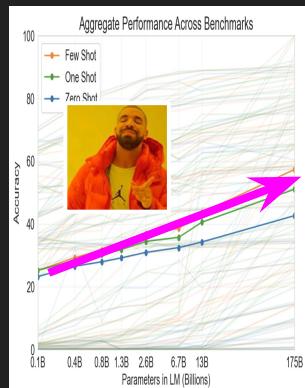
Scaling is everywhere



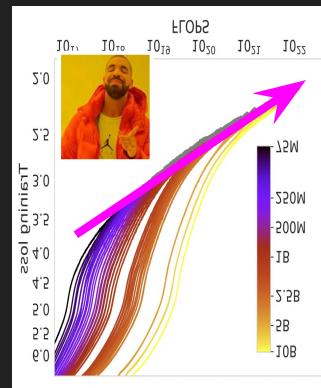
GPT-2 (2019)



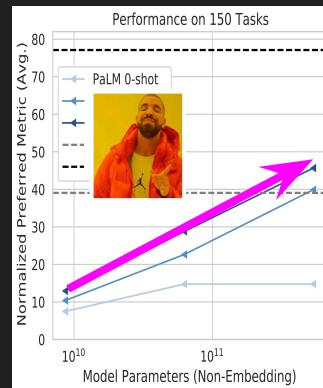
Scaling laws (2020)



GPT-3 (2021)



Chinchilla (2022)



PaLM (2022)

Scaling is hard and was not obvious at the time

Technical & operational challenges



(1) Distributed training requires a lot of expertise

[Image source: HF](#)

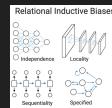


(2) Loss divergences and hardware failures are hurdles



(3) Compute is expensive

Psychological challenges



(1) Researchers like inductive biases

[Image source](#)



(2) Scaling is different from human learning



(3) Scientific research incentives don't match engineering work ("novelty")

Why scale?

Not scaling

Each improvement in the model requires ingenuity on a new axis

There are a lot of tasks that we want AI to do

Scaling-centric AI

You can reliably improve capability (even if it's expensive)

If your measure of capability is very general, extreme investment is justified

The Bitter Lesson of AI

General methods that leverage compute are the most effective

Things that scale will ultimately win out

The Bitter Lesson

Rich Sutton

March 13, 2019

The biggest lesson that can be read from 70 years of AI research is that general computation are ultimately the most effective, and by a large margin. The ultimate generalization of Moore's law, or rather its generalization of continued exponentially falling costs, is that computation is the most effective way to improve AI performance. Most AI research has been conducted as if the computation available to the algorithm were the limiting factor. In fact, the case leveraging human knowledge would be one of the only ways to improve performance in a slightly longer time than a typical research project, massively more computation is available. Seeking an improvement that makes a difference in the shorter term requires leveraging their human knowledge of the domain, but the only thing that matters is the leveraging of computation. These two need not run counter to each other, but they do. Time spent on one is time not spent on the other. There are psychological costs to one approach or the other. And the human-knowledge approach tends to come at a cost that make them less suited to taking advantage of general methods leveraging computation. Many examples of AI researchers' belated learning of this bitter lesson, and it is one of the most prominent.

In computer chess, the methods that defeated the world champion, Kasparov, were massive, deep search. At the time, this was looked upon with dismay by the researchers who had pursued methods that leveraged human understanding of chess. When a simpler, search-based approach with special hardware and software was effective, these human-knowledge-based chess researchers were not good losers. "Blind force" search may have won this time, but it was not a general strategy, and

Paradigm 1: Scaling next-word prediction

Started in 2018, still ongoing

Get really, really good at predicting the next word.

Why do you get so much from “just” predicting the next word?
Next-word prediction is massively multi-task learning.

Review: next-word prediction



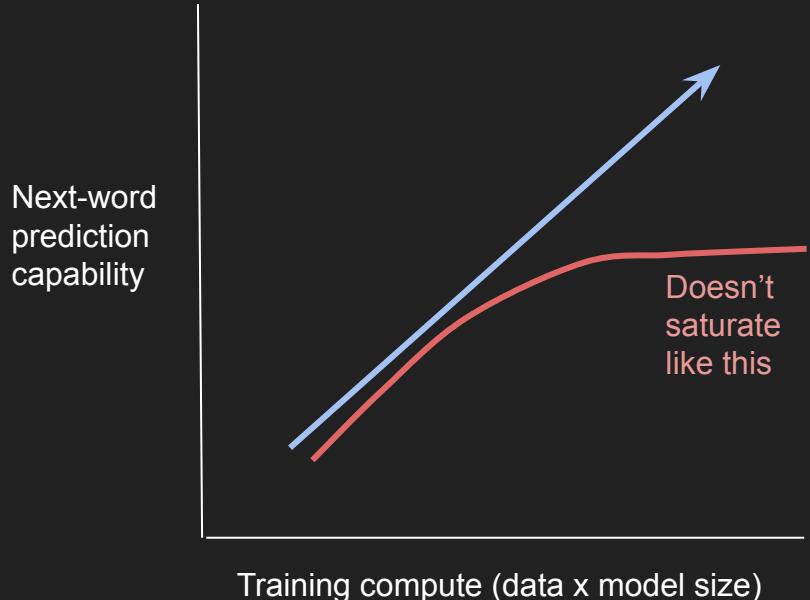
Example “tasks” from next-word prediction

<u>Task</u>	<u>Example sentence in pre-training that would teach that task</u>
Grammar	In my free time, I like to { code , banana }
World knowledge	The capital of Azerbaijan is { Baku , London }
Sentiment analysis	Movie review: I was engaged and on the edge of my seat the whole time. The movie was { good , bad }
Translation	The word for “neural network” in Russian is { нейронная сеть , привет }
Spatial reasoning	Iroh went into the kitchen to make tea. Standing next to Iroh, Zuko pondered his destiny. Zuko left the { kitchen , store }
Math question	Arithmetic exam answer key: $3 + 8 + 4 = \{15, 11\}$

[millions more]

Extreme multi-task learning!

Scaling predictably improves performance (“scaling laws”)



Kaplan et al., 2020:

“Language modeling performance improves smoothly as we increase the model size, dataset size, and amount of compute for training.”

Jason’s rephrase: You should expect to get a better language model if you scale up compute.

Why does scaling work?

Hard to answer, but here is a hand-wavy explanation

<u>Small language model</u>	<u>Large language model</u>
Memorization is costly	More generous with memorizing tail knowledge
First-order correlations	Complex heuristics

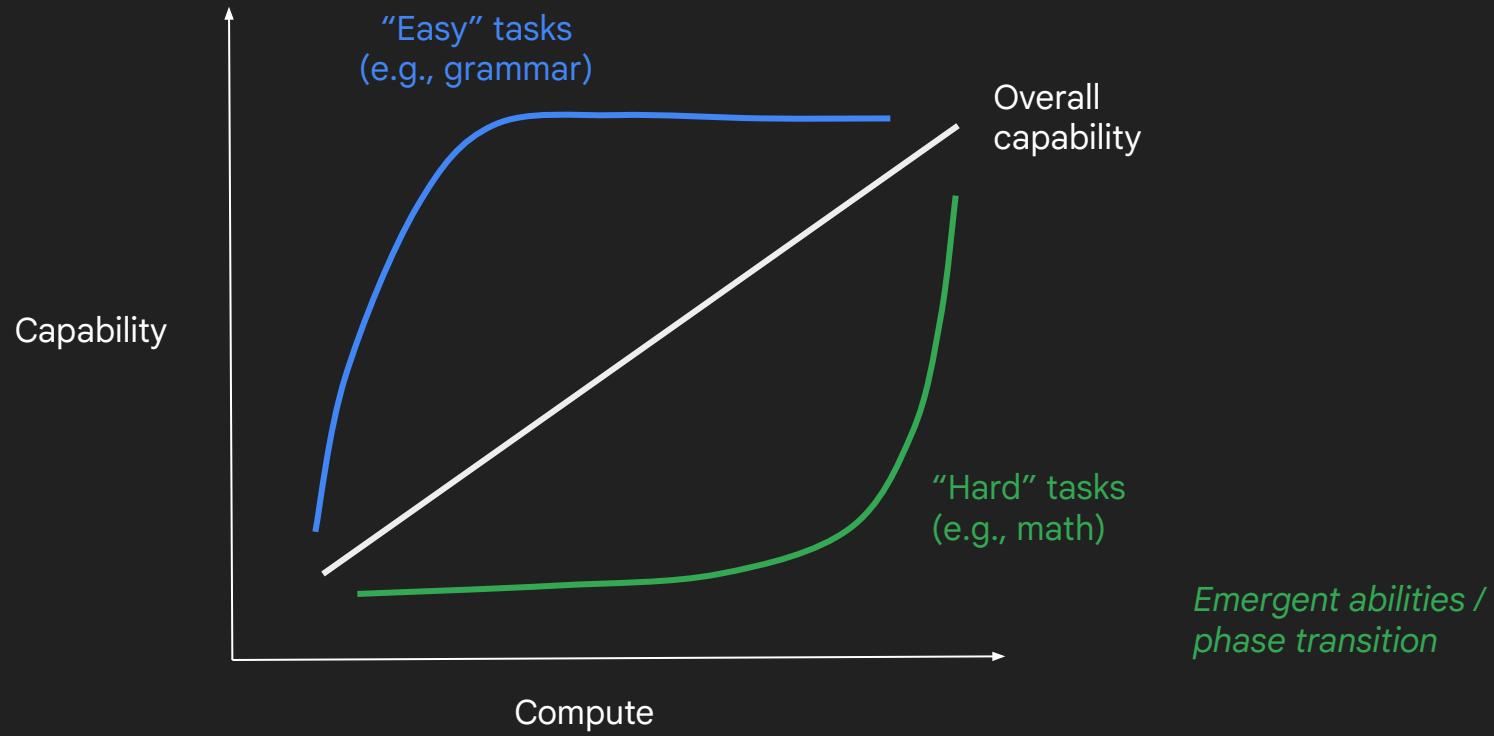
If scaling was so predictable, why was the success of this paradigm so surprising?

Next-word prediction is secretly massively multi-task, and performance on different tasks arise at different rates

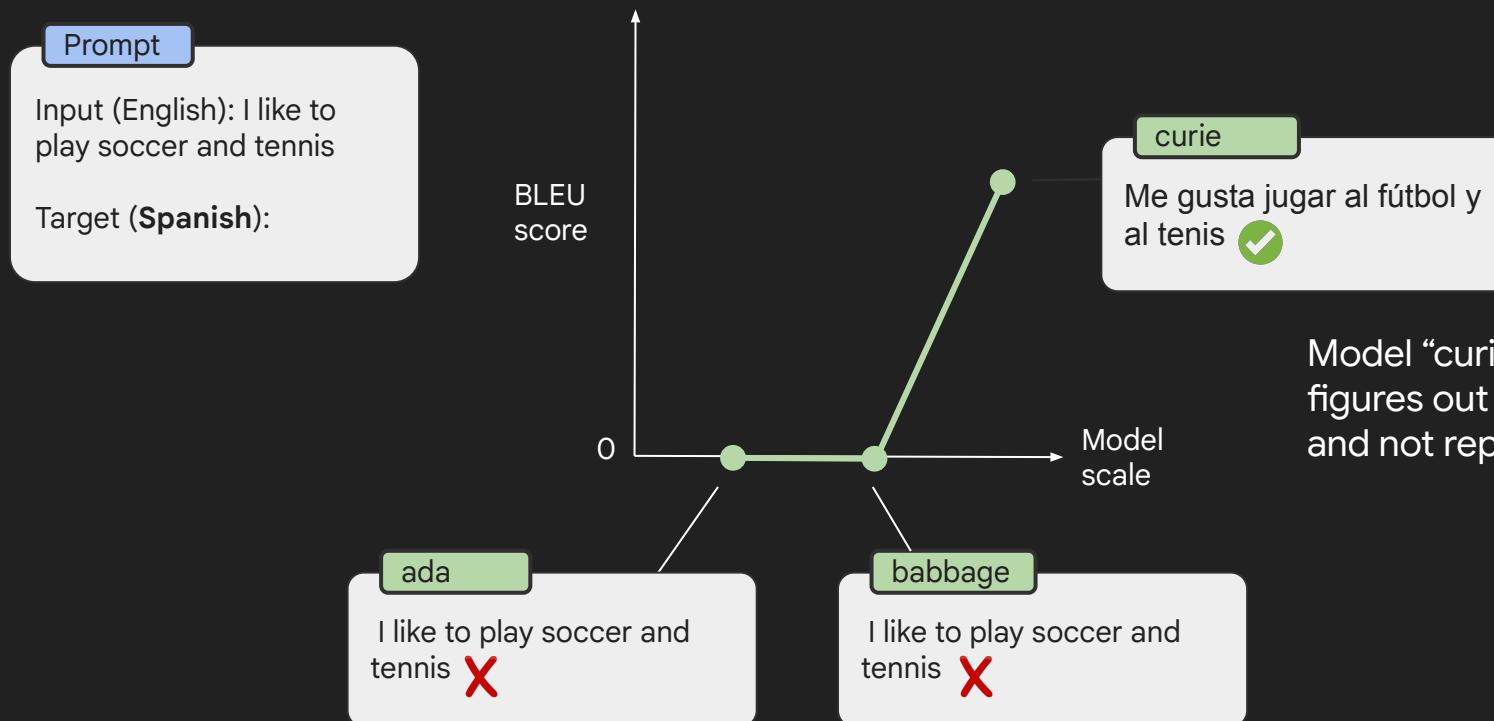
Let's take a closer look at next-word prediction accuracy. Consider that

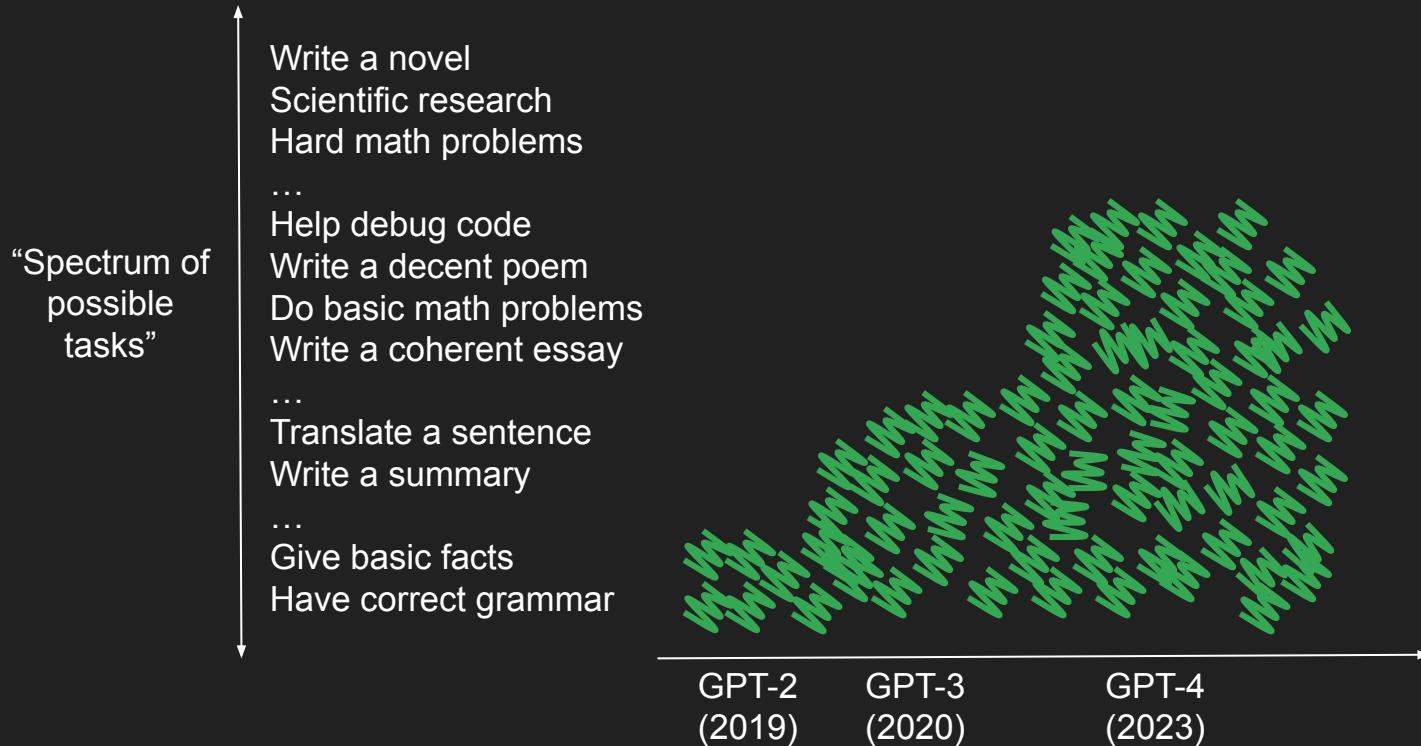
Overall accuracy = $0.002 * \text{accuracy_grammar} +$
 $0.005 * \text{accuracy_knowledge} +$
 $0.000001 * \text{accuracy_sentiment_analysis} +$
...
 $0.0001 * \text{accuracy_math_ability} +$
 $0.000001 * \text{accuracy_spatial_reasoning}$
...

 If accuracy goes from 70% to
80%, do all tasks get better uniformly?
...probably not.



Emergence ability example





 If next-word prediction works so well,
can we scale it to reach AGI?

Maybe (it would be hard), but
there is a bottleneck:

*Some words are super hard to
predict and take a lot of work*

When next-word prediction works fine

The screenshot shows the Playground interface with a dark theme. At the top, there's a "Playground" header with a "Complete" dropdown and a "Your presets" dropdown. Below that are buttons for "Save", "View code", "Share", and three more options. The main area displays a text input: "My name is Jason Wei and I am a researcher at OpenAI working on large language models.". A tooltip-like box is overlaid on the text, showing the following breakdown of logprobs:

Category	Value
models	63.28%
modeling	11.41%
model	5.72%
understanding	3.98%
datasets	3.93%

Below the text input, a message says "Total: -0.46 logprob on 1 tokens (88.31% probability covered in top 5 logits)". At the bottom, there are "Submit", "↻", "⟳", and "19" buttons.

When next-word prediction becomes very hard

The screenshot shows the same dark-themed Playground interface. The main area displays a math question: "Question: What is the square of ((8-2)*3+4)^3 / 8?". Below it are three options: (A) 1,483,492, (B) 1,395,394, and (C) 1,771,561. The answer is marked as "(C)". A tooltip-like box is overlaid on the text, showing the following breakdown of logprobs:

Category	Value
C	32.09%
B	29.98%
A	27.97%
D	8.15%
c	0.27%

Below the text input, a message says "Total: -1.14 logprob on 1 tokens (98.44% probability covered in top 5 logits)". At the bottom, there are "Submit", "↻", "⟳", and "19" buttons.

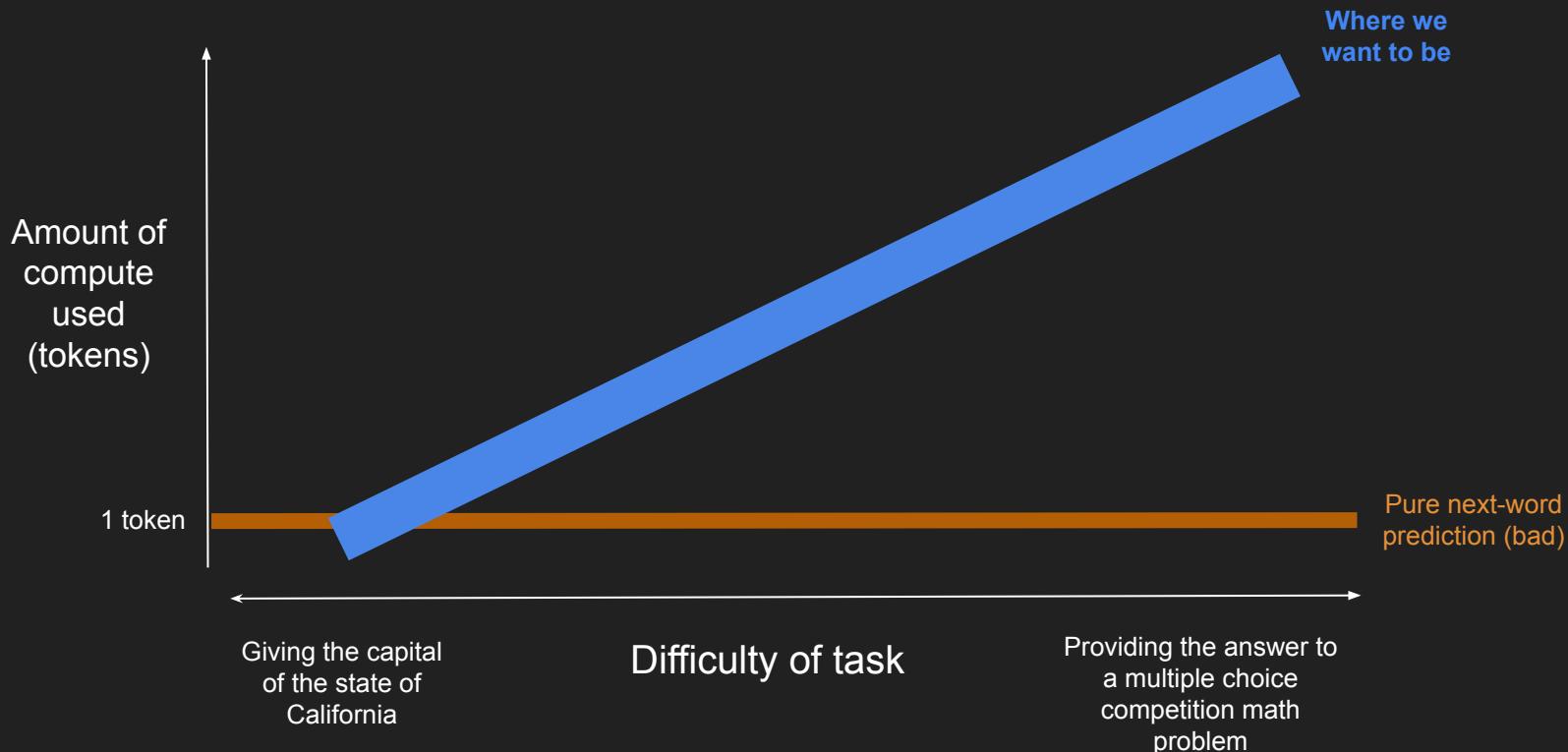
Pretend you're ChatGPT. As soon as you see the prompt you have to immediately start typing... go!

*Question: What is the square of
 $((8-2)*3+4)^3 / 8?$*

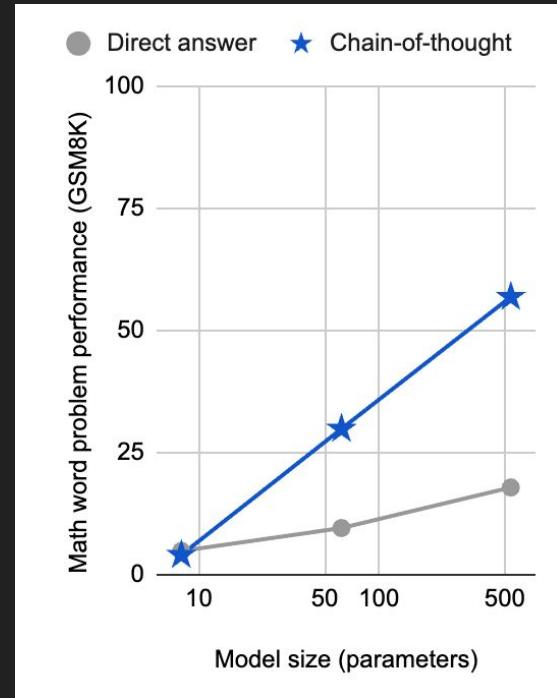
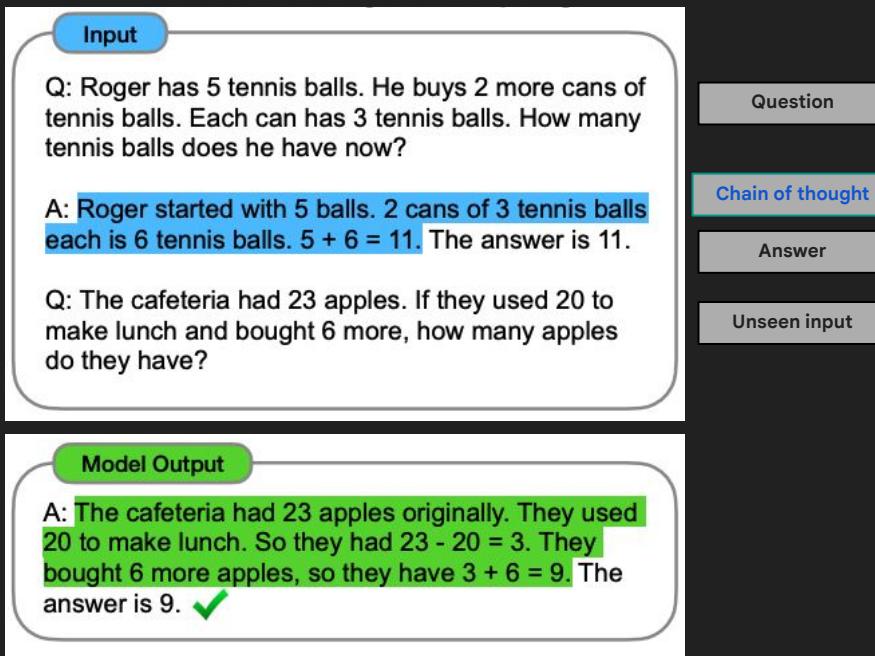
- (A) 1,483,492
- (B) 1,395,394
- (C) 1,771,561

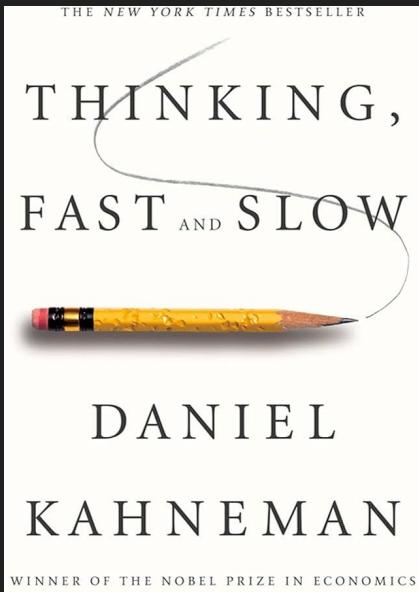
...

Tough right?



An approach: chain-of-thought prompting



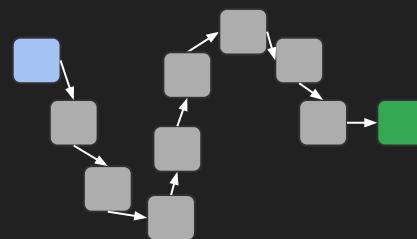


<u>System 1: Fast, intuitive thinking</u>	<u>System 2: Slow, deliberate thinking</u>
Automatic Effortless Intuitive Emotional	Conscious Effortful Controlled Logical
Recognizing faces Repeating basic facts Reacting to something	Solving math problems Planning a detailed agenda Making a thoughtful decision

Next-word
prediction



Chain of thought



The limitation with CoT prompting

Most reasoning on the internet looks like this...

17-3: Formally prove Theorem 17.3.2.

Theorem 17.3.2. A one-pass algorithm for FREQUENCY-ESTIMATION parameter ϵ must use $\Omega(\min\{m, n, \epsilon^{-1}\})$ space. In particular, in order to get ϵ -accuracy with $m = n$, the space required must use $\Omega(\min\{m, n\})$ space.

Proof. We will prove the stronger result that the simpler FREQUENCY-ESTIMATION problem which asks whether the input stream contains a token whose frequency is at least ϵn requires space in the deterministic setting. Since the cost of the randomized problem is at most twice that of the deterministic algorithm, this will prove the theorem as a whole.

Let \mathcal{A} be a one-pass S -space deterministic algorithm for FREQUENCY-ESTIMATION. Alice sends a query (x, y) to Bob. Bob runs \mathcal{A} on the input stream (x, y) for the IDX_N . Alice creates a stream $\sigma_1 = (a_1, a_2, \dots, a_N)$ where $a_i = 1$ if $x_i = y$ and 0 otherwise. Bob creates a stream $\sigma_2 = (b, b, \dots, b)$ of length $k - 1$ for $k \geq 2$ where $b = 2y - 1$. Bob runs \mathcal{A} on the combined stream $\sigma_1 \circ \sigma_2$ with parameter k .

The output of $\text{IDX}_N(x, y)$ is 1 iff \mathcal{A} produces b as output. This is so because \mathcal{A} is deterministic and will be the unique entry with $f_b = k \geq k$. Thus Alice and Bob can solve the FREQUENCY-ESTIMATION problem by Alice sending her query to Bob using \mathcal{A} .

By the lower bound result of $\Omega(N)$ for IDX_N , $S = \Omega(N)$. By construction, $N + k - 1 \geq N + 1$. Therefore, we have proven a lower bound of $\Omega(\min\{m, n\})$ space for the problem and $n \geq N + 1$. We have thus proven that $S = \Omega(\min\{m, n, \epsilon^{-1}\})$, since $\epsilon^{-1} \leq 1$.

What we actually want is the inner “stream of thought”

Hm let me first see what approach we should take...

Actually this seems wrong

No that approach won't work, let me try something else

Let me try computing this way now

OK I think this is the right answer!

Paradigm 2: Scaling RL on chain-of-thought

Train language models to “think” before giving an answer

In addition to scaling compute for training, there is a second axis here: scaling how long the language model can think at inference time.

OpenAI o1 (work of most of the company)

The screenshot shows the official OpenAI website. At the top, there's a navigation bar with the OpenAI logo, Research, Products, Safety, Company, and a search icon. Below the navigation is a large, dark header section featuring the text "September 12, 2024" and "Learning to Reason with LLMs" in large white font. Underneath this, a paragraph describes the new model: "We are introducing OpenAI o1, a new large language model trained with reinforcement learning to perform complex reasoning. o1 thinks before it answers —it can produce a long internal chain of thought before responding to the user." A "Contributions" button is visible below this text. At the bottom of the page, a dark footer contains the text: "OpenAI o1 ranks in the 89th percentile on competitive programming questions (Codeforces), places among the top 500 students in the US in a qualifier for the USA Math Olympiad (AIME), and exceeds human PhD-level accuracy on a".

A chain of thought from OpenAI o1

First, let's understand what is being asked.

A

So both NH_4^+ and F^- can react with

W

V

of

F

N

G

th

Gi

b

Ka(

E

s

Gi

s

N

S

W $\text{Ka}\{\text{right})$

$$F \quad 10^{-2}) = -1.5800$$

Le

p

Then:

gi

s

pH = 7 + 0.5 × (-1.5800) = 7 -

0.79 = 6.21

So

Therefore, the pH is approximately 6.21.

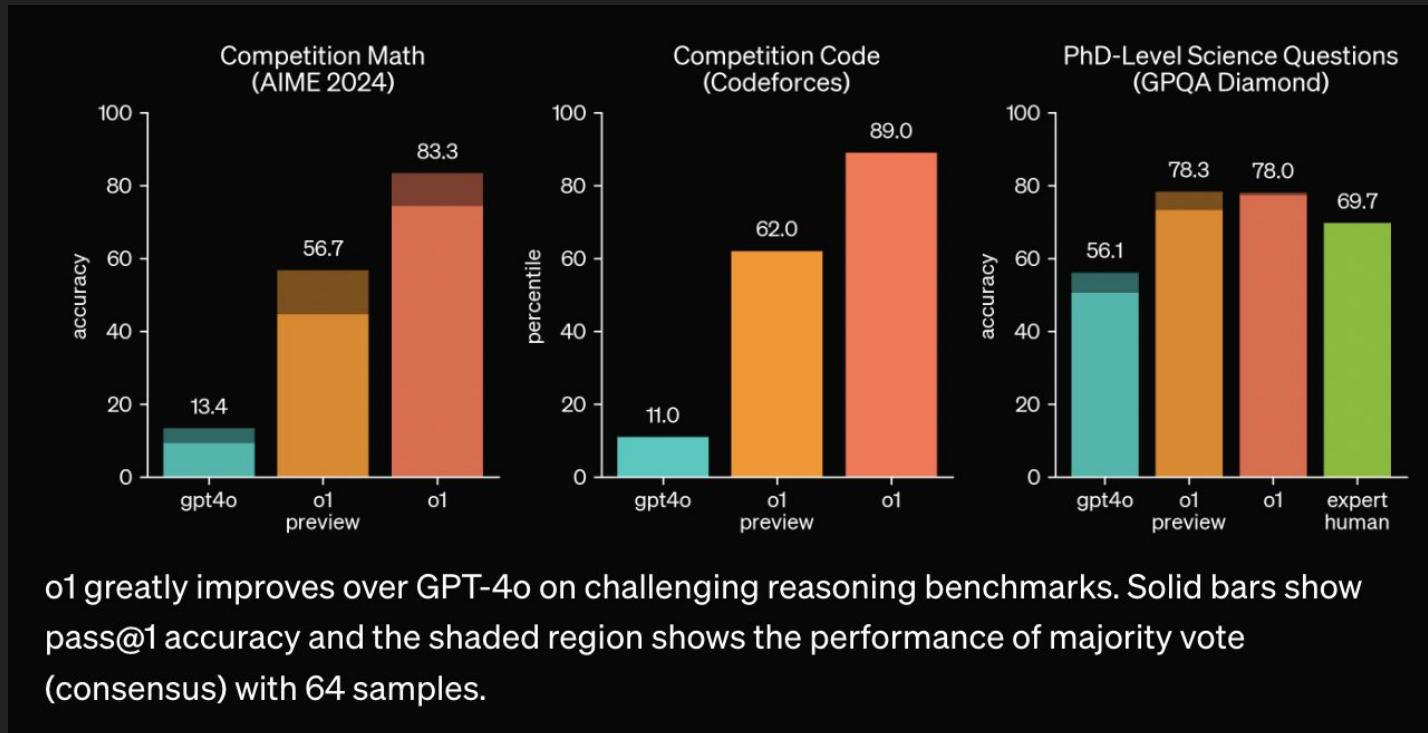
CoT allows models to leverage asymmetry of verification

A class of problems has “asymmetry of verification”, which means it’s easier to verify a solution than to generate one

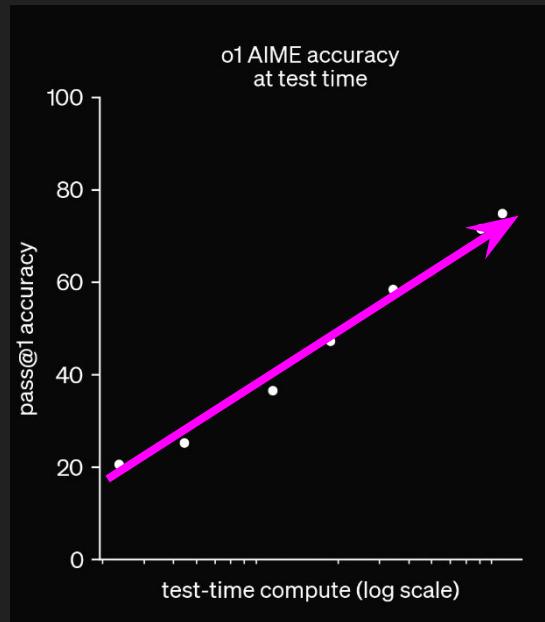
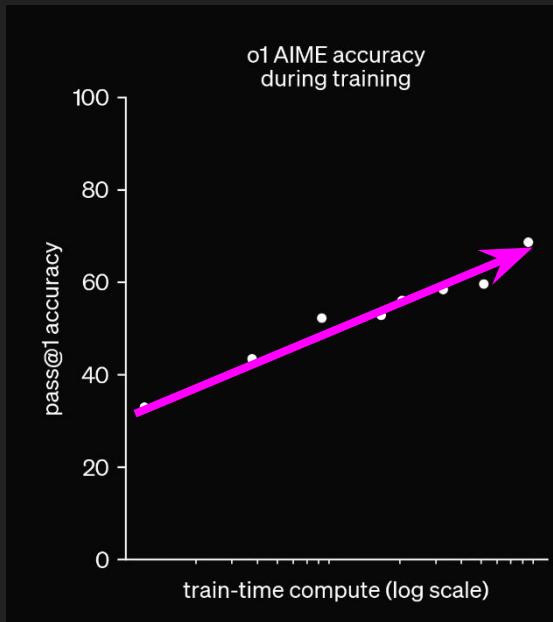
For example, a crossword puzzle, sudoku, or writing a poem that fits constraints

Solve the crossword		Across	Down
PlainText	1. Event 2. On 3. More 4. Initialize 5. Name 6. Missing 7. Down: 8. A 9. B 10. C 11. D 12. E 13. F	1. Event 2. On 3. More 4. Initialize 5. Name 6. Missing 7. Down: 8. A 9. B 10. C 11. D 12. E 13. F	Now let's look at Down clues. 1 Down: _____ car (station wagon) (6 letters) Possible words: - ESTATE car (6 letters) In British English, 'Estate car' is a term for station wagon. Since 'station wagon' is called 'estate car' in the UK. Therefore 'ESTATE' fits. Also aligns with ESCAPE as Across 1.
		1 Across: Possib	
		ESCAF	
		AVOID	
		DODG	
		ELUDE	
		Maybe	
		But let	
		6. Deletes	

Scale RL on chain-of-thought



Scale inference-time compute



Why is this special: one day we may want AI to solve very challenging problems

Prompt

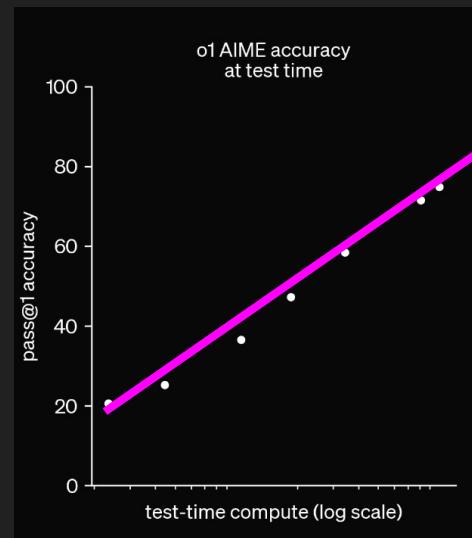
Write the code, documentation, and research paper for the best way to make AI safe

Hypothetical response

Let me think very hard about this...

[Researches all the existing literature]
[Data analysis] [Conducts new experiments]

OK, here is a body of work on how to make AI safe

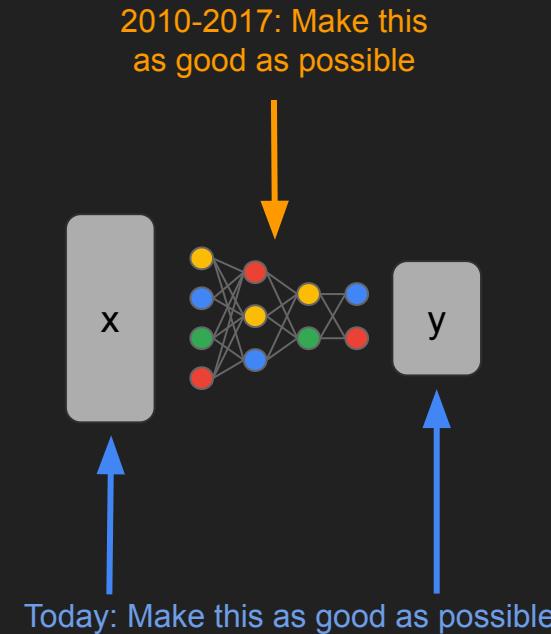


seconds minutes hours days weeks **months**

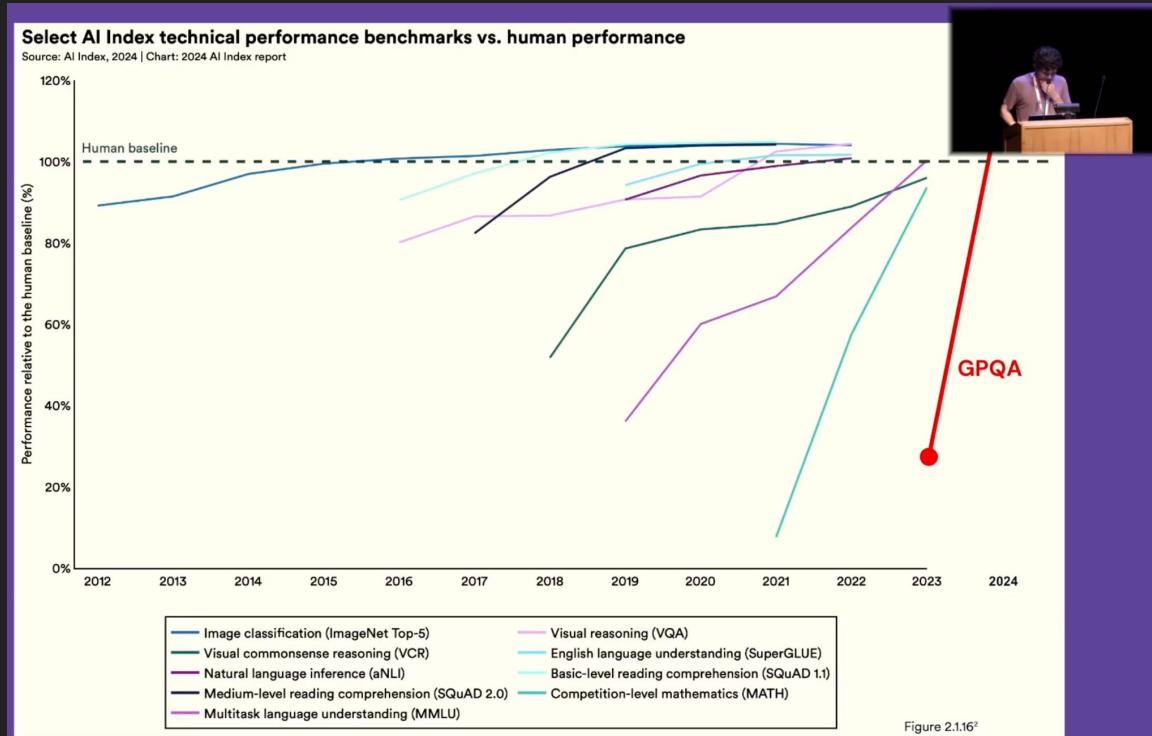


How has scaling changed the culture around doing AI research?

Changes in AI research culture: shift to data

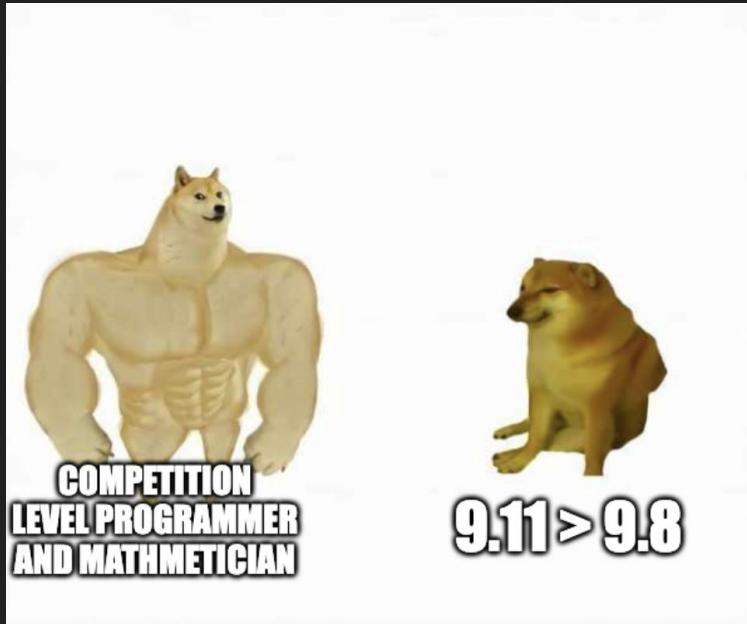


Changes in AI culture: we desperately need evals



"People ask me if I'm making an even harder version of GPQA... [well] we set out to make the hardest science benchmark that we could"
- David Rein

Changes in AI culture: highly multi-task models



Language models must be measured on many dimensions

Hard to say that one model is strictly better than another

AI doesn't need to human-level on everything

Intelligence != user experience

Changes in AI culture: bigger working teams



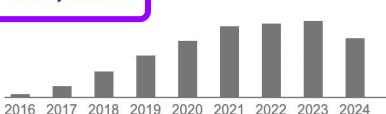
Adam: A method for stochastic optimization

Authors Diederik Kingma, Jimmy Ba

Publication date 2015

Conference International Conference on Learning Representations

Total citations Cited by 197418



Project: Computation and Language (cs.CL); Artificial Intelligence (cs.AI); Computer Vision and Pattern Recognition (cs.CV)
arXiv:1312.3140v1 [cs.LG] for this version

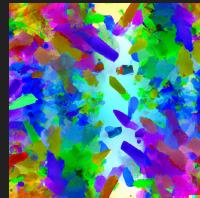
See also 2312.1185v4 Jis-CLX for the version
<https://idm.anglo20.48550/jisw/2312.11805>

Where will AI continue to progress?



AI for science and healthcare

As an assistant in scientific and medical innovation



Tool use

Goal: enable AI to interact with the world



More factual AI

Reduced hallucinations, cite sources, calibration



AI applications

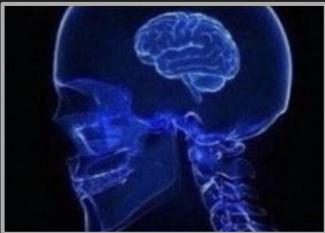
More ubiquitous use of AI



Multimodality

AI to see, hear, and speak

2019



2024



2029



- Can barely write a coherent paragraph
- Can't do any reasoning

- Can write an essay about almost anything
- Competition-level programmer and mathematician

?

Scaling has been the engine of progress in AI and will continue to dictate how the field advances.



X / Twitter: @_jasonwei
OpenAI roles: jasonwei@openai.com

Feedback? <https://tinyurl.com/jasonwei>