# NGF Benchmarking Baseline — Handoff

#### **Environment**

- Model: GPT-2 Medium (24 layers) - Tap:  $-9 \rightarrow$  maps to layer index 15 - Frameworks: - torch 2.x - transformers 4.30+ - datasets 2.x

### **Scripts**

- Harness: basic\_script\_ngf\_v8.py - Supports --mode stock|ngf - Correctly scores P(ending | context) with cross-entropy over ending tokens only. - Robust truncation, attention masks, duplication-safe prefix. - JSON summary + progress meter. - Debug flags: --debug (per-item dumps), --debug\_counts (token counts). - Hook adapter: ngf\_hooks.py - Provides attach\_ngf\_hooks(model, ...). - Currently a NO-OP (hidden states passed through unchanged). - Prints layer index + cfg when attached. - Ready to receive warp → detect → denoise logic.

### Default NGF Config (v4b T4/L4 geo)

 $tap = -9 \ alpha0 = 0.05 \ alpha\_min = 0.006 \ trend\_tau = 0.35 \ k\_tr = 12 \ use\_detect = 1 \ detect\_width = 24 \ detect\_sigma = 5.0 \ null\_K = 32 \ null\_q = 0.92 \ k\_det = 7 \ s\_latch = 0.30 \ linger = 2 \ ema\_center\_beta = 0.05 \ gen\_mode = "geo"$ 

#### **Baseline Results**

Run: python3 basic\_script\_ngf\_v8.py --mode stock --model gpt2-medium --split validation --n 200 --max\_length 768 --device auto python3 basic\_script\_ngf\_v8.py --mode ngf --ngf\_import ngf\_hooks:attach\_ngf\_hooks --model gpt2-medium --split validation --n 200 --max\_length 768 --device auto - Accuracy (200 val ex, CPU run): ~0.23–0.27 (near chance, as expected for GPT-2 medium). - Stock vs NGF (NO-OP) behave identically — this is the baseline.

## **Next Steps**

1. Seed control: add deterministic seeding for A/B comparability. 2. Metrics logging: extend JSON output (accuracy, F1, hallucination, etc.). 3. Hook body: implement NGF warp/detect/denoise inside ngf\_hooks.attach\_ngf\_hooks. 4. Scale runs: 1k–5k HellaSwag items for lower variance. 5. Additional tasks: replicate harness for PIQA, LAMBADA, etc. ■ This document establishes the baseline harness and results. From here, all NGF modifications should show lift relative to this control.