#### Let's build the GPT Tokenizer

Based on Andrej Karpathy's Let's build the GPT Tokenizer, a 02h13min34sec video published on 2024-02-21.

```
Let's build the GPT Tokenizer

Tokenization

Decoding

Encoding

Forced splits using regex patterns (GPT series)

Special tokens

minbpe exercise

1 begin
2 using PlutoUI
3 PlutoUI. TableOfContents (indent=true, depth=4, aside=true)
4 end

1 using Printf
```

#### **Tokenization**

1 using JSON

**≡** Table of Contents

Tokenization is at the heart of much weirdness of LLMs. Do not brush it off.

- Why can't LLM spell words? **Tokenization**.
- Why can't LLM do super simple string processing tasks like reversing a string? **Tokenization**.
- Why is LLM worse at non-English languages (e.g. Japanese)? **Tokenization**.
- Why is LLM bad at simple arithmetic? **Tokenization**.
- Why did GPT-2 have more than necessary trouble coding in Python? **Tokenization**.
- Why did my LLM abruptly halt when it sees the string <|endoftext|> **Tokenization**.
- What is this weird warning I get about a trailing whitespace? **Tokenization**.
- Why the LLM break if I ask it about "SolidGoldMagikarp"? **Tokenization**.
- Why should I prefer to use YAML over JSON with LLMs? Tokenization.
- Why is LLM not actually end-to-end language modeling? **Tokenization**.
- What is the real root of suffering? **Tokenization**.

Good tokenization web app: https://tiktokenizer.vercel.app

```
base_sentence = "こにちは (Hello, Good day in Japanese)"

1 base_sentence = "こにちは (Hello, Good day in Japanese)"

▶ [12371, 12395, 12385, 12399, 32, 40, 72, 101, 108, 108, 111, 44, 32, 71, 111, 111, 100, 32, 100, 97, 121, 32, 1

1 [Int(x) for x ∈ base_sentence]

▶ [0xe3, 0x81, 0x93, 0xe3, 0x81, 0xab, 0xe3, 0x81, 0xa1, 0xe3, 0x81, 0xaf, 0x20, 0x28, 0x48, 0x65, 0x6c, 0x6c,
```

```
1 begin
                       # text from https://www.reedbeta.com/blog/programmers-intro-to-unicode/
                         text = """Unicode! @@@@@@@!? UNICODE! @ The very name strikes fear and awe into the hearts of
                         programmers worldwide. We all know we ought to "support Unicode" in our software (whatever that
                         means—like using wchar_t for all the strings, right?). But Unicode can be abstruse, and diving into
                         the thousand-page Unicode Standard plus its dozens of supplementary annexes, reports, and notes can
                         be more than a little intimidating. I don't blame programmers for still finding the whole thing
                         mysterious, even 30 years after Unicode's inception."""
                         tokens = (collect o codeunits)(text)
                                                                                                                                                                                 # raw bytes utf-8
                         tokens = map(x \rightarrow Int(x), tokens) |> collect # convert to a list of integers in range 0..255 for
                        convenience
                         println("---\n$(text)\nlength: $(length(text))\n---\n")
                         println("$(tokens)\nlength: $(length(tokens))")
>_
              Unicode! @@@@@@@? UNICODE! & The very name strikes fear and awe into the hearts of programmer s worldwide. We all know we ought to "support Unicode" in our software (whatever that means—like u
             sing wchar_t for all the strings, right?). But Unicode can be abstruse, and diving into the thousa nd-page Unicode Standard plus its dozens of supplementary annexes, reports, and notes can be more than a little intimidating. I don't blame programmers for still finding the whole thing mysterious
                , even 30 years after Unicode's inception.
               length: 533
             0, 101, 46, 32, 87, 101, 32, 97, 108, 108, 32, 107, 110, 111, 119, 32, 119, 101, 32, 111, 117, 103, 104, 116, 32, 116, 111, 32, 226, 128, 156, 115, 117, 112, 112, 111, 114, 116, 32, 85, 110, 105, 99, 111, 100, 101, 226, 128, 157, 32, 105, 110, 32, 111, 117, 114, 32, 115, 111, 102, 116, 119, 97, 114, 101, 32, 40, 119, 104, 97, 116, 101, 118, 101, 114, 32, 116, 104, 97, 116, 32, 109, 101, 97, 110, 115, 226, 128, 148, 108, 105, 107, 101, 32, 117, 115, 105, 110, 103, 32, 119, 99, 104, 97, 114, 95, 116, 32, 102, 111, 114, 32, 97, 108, 108, 32, 116, 104, 101, 32, 115, 116, 114, 105, 110, 103, 115, 44, 32, 114, 105, 103, 104, 116, 63, 41, 46, 32, 66, 117, 116, 32, 85, 110, 105, 99, 111, 100, 101, 32, 99, 97, 110, 32, 98, 101, 32, 97, 98, 115, 116, 114, 117, 115, 101, 44, 32, 97, 11, 100, 32, 100, 105, 118, 105, 110, 103, 32, 105, 110, 116, 111, 32, 116, 104, 101, 32, 116, 104, 111, 117, 115, 97, 110, 100, 45, 112, 97, 103, 101, 32, 85, 110, 105, 99, 111, 100, 101, 32, 83, 116, 97, 110, 100, 97, 114, 100, 32, 112, 108, 117, 115, 32, 105, 116, 115, 32, 100, 111, 122, 101, 110, 115, 32, 111, 102, 32, 115, 117, 112, 112, 108, 101, 109, 101, 110, 116, 97, 114, 121, 32, 97, 110, 110, 101, 120, 101, 115, 44, 32, 114, 101, 112, 111, 114, 116, 115, 44, 32, 97, 110, 100, 3
get_stats (generic function with 1 method)
    1 function get_stats(ids::Vector{<: Integer})::Dict{Tuple, Integer}</pre>
                        counts = Dict()
                         for pair ∈ zip(ids, ids[2:end])
                                      counts[pair] = get(counts, pair, 0) + 1
                        counts
    7 end
stats =
 ▶ Dict((32, 84) \Rightarrow 1, (108, 100) \Rightarrow 1, (104, 105) \Rightarrow 1, (99, 97) \Rightarrow 2, (104, 101) \Rightarrow 6, (32, 118) \Rightarrow 1, (101, 44)
    1 stats = get_stats(tokens)
Dict{Tuple, Integer}
     1 typeof(stats)
  \blacktriangleright [ (101, 32) \Rightarrow 20, (240, 159) \Rightarrow 15, (105, 110) \Rightarrow 12, (226, 128) \Rightarrow 12, (32, 97) \Rightarrow 10, (97, 110) \Rightarrow 10, (115, 110) \Rightarrow 10, (11
```

1 sort(stats |> collect, by=p -> p[2], rev=true)

 $top_pair = (101, 32)$ 

1 top\_pair = argmax(stats)

merge (generic function with 1 method)

```
function merge(ids::Vector{<: Integer}, pair::Tuple{<: Integer}, idx::Integer)
newids = Vector{Integer}() # == Integer[]
ix = 1
while ix ≤ length(ids)
if ix < length(ids) && ids[ix] == pair[1] && ids[ix + 1] == pair[2]
push!(newids, idx)
ix += 2
else
push!(newids, ids[ix])
ix += 1
end
newids
newids</pre>
```

```
▶[5, 6, 99, 9, 1]

1 merge([5, 6, 6, 7, 9, 1], (6, 7), 99)
```

```
begin
tokenso = merge(tokens, top_pair, 256)
println(tokenso, "\nlength: ", length(tokenso))
end
```

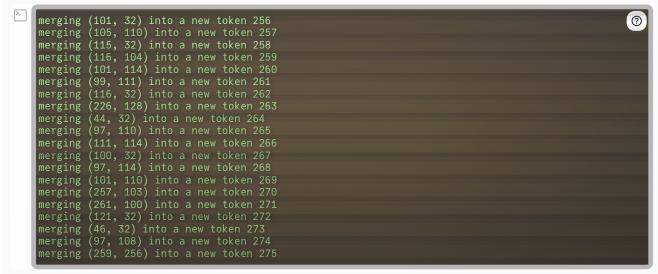
```
text<sub>1</sub> =
```

"A Programmer's Introduction to Unicode March 3, 2017 · Coding · 22 Comments Unicode! ◎◎◎◎◎◎◎◎ Ū\u200cN\u20

```
▶ [65, 32, 80, 114, 111, 103, 114, 97, 109, 109, 101, 114, 226, 128, 153, 115, 32, 73, 110, 116, ... more ,111, 10

1 begin
2 tokens₁ = (collect ∘ codeunits)(text₁) # raw bytes utf-8
3 tokens₁ = map(x -> Int(x), tokens₁) |> collect # convert to a list of integers in range 0..255 for convenience
```

```
1 begin
      const N = 256
      vocab_size = 276
                                         # the desired final vocabulary size
     num_merges = vocab_size - N
     ids_1 = collect(tokens_1)
                                        # copy so we don't destroy the original list
     merges<sub>1</sub> = Dict{Tuple{<: Integer, <: Integer}, Integer}()</pre>
      for ix ∈ 1:num_merges
            stats<sub>1</sub> = get_stats(ids<sub>1</sub>)
            pair = argmax(stats<sub>1</sub>) # new pair
           idx = N + ix - 1
                                   # new token value
            println("merging $(pair) into a new token $(idx)")
           global ids<sub>1</sub> = merge(ids<sub>1</sub>, pair, idx) # perform merge by replacing co-occ with the new token
14 value for pair
            merges<sub>1</sub>[pair] = idx
      end
   end
```



```
Dict{Tuple{Integer, Integer}, Integer}

1 merges1 |> typeof
```

```
begin
println("tokens length: $(length(tokens1))")
println("ids length: $(length(ids1))")
println("compression ratio: %.2fx\n" length(tokens1) / length(ids1)
end
```



#### Note

The Tokenizer is a completely separate, independent module from the LLM. It has its own training dataset of text (which could be different from that of the LLM), on which you train the vocabulary using the Byte Pair Encoding (BPE) algorithm. It then translates back and forth between raw text and sequences of tokens. The LLM later only ever sees the tokens and never directly deals with any text.

LLM token sequence

token sequence

Tokenizer

raw text (Unicode code point sequence)

```
1 md"""LLM and tokens (_from Andrej Karpathy presentation_) $(LocalResource("./tokenization_1.png"))"""
```

### **Decoding**

Given a sequence of integers in the range [0, vocab\_size], what is the corresponding text?

```
decode_hof
```

Create a closure decode which given ids (list of integers), returns the corresponding string

```
Create a closure 'decode' which given ids (list of integers), returns the corresponding string
function decode_hof(merges::Dict{Tuple{Integer, Integer}, Integer})::Function
    vocab = Dict{Integer, Vector{UInt8}}(idx => UInt8[idx] for idx ∈ 0:255)

# And now we extend the dictionary, but we need to do in order from 256..278
for ((po, p1), idx) ∈ sort(merges |> collect, by=p -> p[2], rev=false)
    vocab[idx] = vocab[po] + vocab[p1]
end

function decode_fn(ids::Vector{UInt8})::String
    collect(
    vocab[idx][1] for idx ∈ ids
    ) |> String
end
end
end
```

```
decode =
  (::Main.var"workspace#230".var"#decode_fn#6"{Dict{Integer, Vector{UInt8}}}) (generic function with 1 method)
  1 # vocabo
  2 decode = decode_hof(merges1)
```

# **Encoding**

Now the other way around. Given a string, what are the tokens?

```
encode (generic function with 1 method)

1 # closure over merges1
2 function encode(text::String)::Vector{<: Integer}
3   tokens = (collect o codeunits)(text)
4   while length(tokens) > 2
5     stats = get_stats(tokens)
6     pair = argmin(stats)
7     pair \notin keys(merges1) && break
8     idx = merges1[pair]
9     tokens = merge(tokens, pair, idx)
10   end
11   tokens
12   end
```

```
"hello world"

1 (decode • encode)("hello world") # decode(encode("hello world", merges<sub>1</sub>), vocab<sub>0</sub>)
```

```
text2 =
"A Programmer's Introduction to Unicode March 3, 2017 · Coding · 22 Comments Unicode! **ooeooo**P** **Quantiform** **Quantiform*
```

# Forced splits using regex patterns (GPT series)

Reference paper Language Models are Unsupervised Multitask Learners, which uses Byte Pair Encoding (BPE).

```
gpt2pat = r"'s|'t|'re|'ve|'m|'ll|'d| ?\p{L}+| ?\p{N}+| ?[^\s\p{L}\p{N}]+|\s+(?!\S)|\s+"

1 gpt2pat = r"""'s|'t|'re|'ve|'m|'ll|'d| ?\p{L}+| ?\p{N}+| ?[^\s\p{L}\p{N}]+|\s+(?!\S)|\s+"""

matches = ▶["Hello", "'ve", " world", "123", " how", "'s", " are", " you", "!!!?"]

1 matches = [m.match for m ∈ eachmatch(gpt2pat, "Hello've world123 how's are you!!!?")]
```

Reference the GPT-2 encoder.py Download the vocab.bpe and encoder.json files.

```
download (generic function with 1 method)

1 function download(file_url::String)
2   local_file = split(file_url, '/')[end]
3   if !isfile(local_file)
4         println("File does not exist $(local_file), downloading it with wget...")
5         run('wget -0 $local_file $file_url')
6   end
7 end
```

```
download("https://openaipublic.blob.core.windows.net/gpt-2/models/1558M/vocab.bpe")
```

```
download("https://openaipublic.blob.core.windows.net/gpt-2/models/1558M/encoder.json")
```

```
▶[(["Ġ", "t"]), (["Ġ", "a"]), (["h", "e"]), (["i", "n"]), (["r", "e"]), (["o", "n"]), (["Ġt", "he"]), (["e", "r

1 begin
2 bpe_data = open("vocab.bpe", "r") do file
3 read(file, String)
4 end
5
6 # Process the file content into a list of tuples
7 bpe_merges = [
8 tuple(split(merge_str)) for merge_str ∈ split(bpe_data, '\n')[2:end-1]
9 ]
10 end
```

```
Vector{Tuple{Vector{SubString{String}}}} (alias for Array{Tuple{Array{SubString{String}, 1}}, 1})

1 typeof(bpe_merges)
```

```
Dict{Tuple{Integer, Integer}, Integer}

1 typeof(merges1)
```

#### Special tokens

```
50257

1 length(encoder) # 256 raw byte tokens + 50,000 merges + 1 special token

50256

1 encoder["<|endoftext|>"] # the only special token in use for the GPT-2 base model
```

# minbpe exercise

At this point we have everything we need to build our own GPT-4 tokenizer. This is part of the minbpe repo, which is the solution to that exercise, and is a cleaned up version of the code presented in the original notebook (i.e python implementation).

Check original exercise and implemnetation: Build your own GPT-4 Tokenizer!