GPS: Genetic Prompt Search for Efficient Few-shot Learning

Presented by:

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Table of Contents

Introduction and Motivation

2 Genetic Prompt Search

3 Experiments and Demo



Table of Contents

1 Introduction and Motivation

2 Genetic Prompt Search

3 Experiments and Demo



Pre-trained Language Model (PLMs)

- Pre-trained Language Models (PLMs) like BERT [1], T5 [2], GPT series have become foundational in Natural Language Processing (NLP). These models are trained on massive text corpora, thus acquiring broad linguistic knowledge.
- The standard paradigm involves pretraining followed by fine-tuning.
 While effective, the fine-tuning approach requires a substantial
 labeled datasets for each downstream task to achieve high
 performance.

PLMs Enhancing Methods

- Manual Prompt Engineering
- Parameters-Based Methods
- Parameter-Frozen Methods



Prompting

- Another paradigm, "prompting", particularly catalyzed by large models GPT-3 [3]. Instead of reformulating downstream tasks to fit the model's pretraining objectives, prompting reformulates the input to match the model's original pretraining format. This is done by adding a textual "prompt" or template to the input example.
 - For instance, a sentiment analysis task might be framed as:
 "Input: [Sentence]. Sentiment: [MASK]".
- Prompting has shown remarkable potential for In-Context learning, allowing PLMs to perform tasks with minimal or no task-specific examples, simply by providing the right instructions or demonstrations within the prompt.



The Challenge of Manual Prompt Engineering

- Prompting's effectiveness heavily depends on the quality of the prompt template. It requires significant human effort, domain expertise, and extensive trial-and-error. Furthermore, some research indicates that:
 - Manually crafted prompts are frequently suboptimal.
 - PLM performance can be highly sensitive to minor changes in prompt phrasing, leading to unstable results.
 - Optimal prompts often vary significantly across different tasks and even different PLMs.
- Recent efforts have tried to mitigate this by collecting diverse prompts or using human feedback, often involving large-scale data collection or model fine-tuning.



Parameters-based Tuning

These methods adapt the PLM to the downstream task using limited data, involving gradient-based updates.

- Model Fine-Tuning: Some few-shot tuning methods focus on template design and update all the parameters of pretrained language models.
- Parameter-Efficient Fine-Tuning (PEFT): These methods aim to reduce the computational and storage cost of fine-tuning by updating only a small subset of parameters or adding small auxiliary modules. Some methods fall into this category are:



Parameter-Efficient Fine-Tuning (PEFT)

Parameter-Efficient Fine-Tuning (PEFT): These methods aim to reduce the computational and storage cost of fine-tuning by updating only a small subset of parameters or adding small auxiliary modules. Some methods fall into this category are:

- Prompt Tuning [4]
- Adapters [5], Bit-Fit [6], LoRA [7]: Involve adding or modifying specific modules or parameters within the model
- Black-Box Tuning [8]



Prompt Tuning

Prompt Tuning [4]: Optimizes continuous vector tokens (soft prompts) in prompts via gradient-based optimization, while the pretrained language model remains frozen

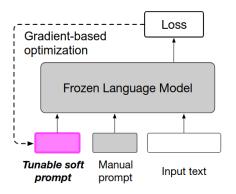


Figure 1: Prompt Tuning Pipeline



Black-Box Tuning

Black-Box Tuning [8]: A gradient-free optimization method for prompt tuning, but it searches for continuous prompt embeddings rather than discrete text prompts

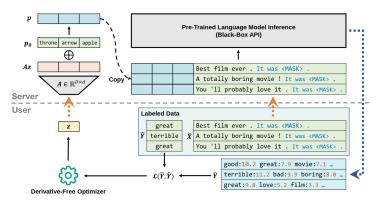


Figure 2: BPT Pipeline



Parameters-based Tuning

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 Some methods fall into this category are:

Limitations: While it can improve performance, it is time-consuming and requires subjective interpretation.



Parameter-Frozen Tuning

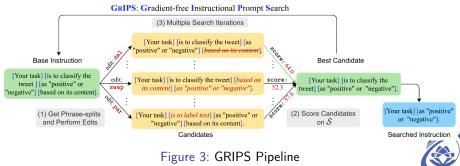
These methods focus on improving performance by finding better discrete prompts or demonstrations, without changing model weights.

- In-Context Learning (ICL): Requires human efforts to provide manual prompts, and sensitive to labeled examples.
- GRIPS (Gradient-Free) [9]: Concurent method.
- GPS (Gradient-Free): Proposed method.



GRIPS - Gradient-free Instructional Prompt Search

- Is an edit-based search approach that focuses on refining existing natural language instructions within prompts.
- GRIPS splits the input into syntactic phrases and applies edit operations: delete (del), swap (swap), paraphrase (par), and add (add) previously deleted phrases at random positions.



June 13th 2025

Table of Contents

Introduction and Motivation

2 Genetic Prompt Search

Experiments and Demo



GPS: Genetic Prompt Search

- The paper proposes Genetic Prompt Search (GPS) as an automated, efficient method to discover high-performing prompts specifically for few-shot learning scenarios.
- GPS aims to address the limitations of manual prompting by:
 - Automating Search.
 - 2 Easy and Cost-efficient.
 - Low data Requirement.
 - Improved Performance.



GPS: Genetic Prompt Search (cont.)

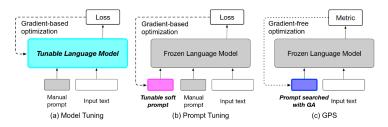


Figure 4: The paradigms of Model Tuning, Prompt Tuning, and GPS.

- Model Tuning: Gradient-based, update all PLM parameters, task specific, need a training set.
- Prompt Tuning: Gradient-based, PLM frozen, task specific, need a tranining set.
- **GPS**: Gradient-free, PLM frozen, need a small validation set.

GPS: Genetic Prompt Search

- GPS employs a genetic algorithm to automatically search for high-performing "hard prompts" (prompts in the discrete word space) to enhance few-shot learning.
- Unlike GRIPS's direct edits, GPS focuses on generating new prompt formulations through "reproduction" strategies
- GPS starts with a set of handcrafted prompts for initialization. It then
 iteratively "reproduces the current generation of prompts" and selects
 candidates based on their performance on a small validation set.



Genetic Prompt Search Algorithm

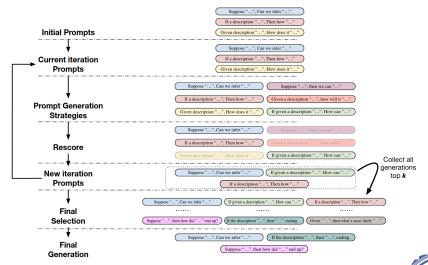


Figure 5: Overall pipeline of GPS algorithm.



Genetic Prompt Search Algorithm

Algorithm 1 Genetic Prompt Search

Require: G^0 , D_{dev} , f_{GPS} , g_{GPS} , T, K; Ensure: Final optimized prompts, G^{T+1}

- 1: obtain handcrafted prompts G^0 as initialization
- 2: for each $t \in [0, T]$ do do
- 3: store G^t
- 4: calculate score for each prompt in G^t using f_{GPS} ,
- 5: from G^t , select top K prompts as reproductive group G_*^t ,
- 6: generate G^{t+1} based on G_*^t using g_{GPS} ,
- 7: end for
- 8: from stored $\{G_*^0, \dots, G_*^T\}$, select top K prompts as optimal prompts group G^{T+1} using g_{GPS} .
- 9: **return** *G* ^{*T*+1};



Prompt Generation Strategies

Three main strategies have been evaluated:

- Back Translation
- Cloze
- Sentence Continuation



Back Translation

- A common technique for data augmentation in NLP.
- Applied here for prompt reproduction.
- Steps:
 - Translate prompts from English to 11 languages: Chinese, Japanese, Korean, French, Spanish, Italian, Russian, German, Arabic, Greek, Cantonese.
 - Then, translate back to English.
- Prompt scoring: score each prompt based on its accuracy on D_{dev} .



Example: Back Translation

Original Prompt:

"Summarize the following paragraph in one sentence."

Step 1 – Translate to Other Languages:

- Spanish: Resume el siguiente párrafo en una oración.
- French: Résumez le paragraphe suivant en une seule phrase.
- German: Fassen Sie den folgenden Absatz in einem Satz zusammen.

Step 2 - Translate Back to English:

- "Summarize this paragraph in one sentence."
- "Provide a one-sentence summary of the paragraph below."
- "Condense the paragraph into a single sentence."



Cloze

- A prompt generation approach based on the cloze task and pretrained language models.
- Initially follows LM-BFF (Gao et al., 2021b) for few-shot learning.
- Uses T5 to automatically generate prompts by filling in templates with placeholders.
- This method performs poorly in a no-parameter-update setting.
- Instead, the authors:
 - Manually design prompts with some tokens replaced by placeholders.
 - Use **T5** to fill in the blanks.
- Prompt scoring: score the prompts with average logits on D_{dev} .



Example: Cloze

Manual Template:

"The sentiment of the sentence: 'The movie was amazing' is

T5 Fills the Placeholder:

- "positive"
- "great"
- "favorable"



Sentence Continuation

- An alternative approach for prompt augmentation.
- Inspired by DINO (Schick and Schütze, 2021).
- Uses a pretrained language model to generate new prompts.
- Uses the following template as input:
 - "Write two sentences that mean the same thing: Sentence 1: Manual Prompt, Sentence 2:"
- The model continues the prompt to generate Sentence 2 as a new prompt.
- Experiments conducted with:
 - **GPT2-XL** (1.5B parameters)
 - T5LM-XXL (11B parameters)
- Prompt scoring: score each prompt using accuracy on D_{dev}.



Example: Sentence Continuation

Input Template:

"Write two sentences that mean the same thing: Sentence 1: Classify the sentiment of the sentence. Sentence 2:"

Generated Prompts (Sentence 2):

- "Determine whether the sentiment is positive or negative."
- "Identify the emotional tone of the sentence."
- "Analyze the sentiment expressed in the sentence."



June 13th 2025

Table of Contents

Introduction and Motivation

2 Genetic Prompt Search

3 Experiments and Demo



Evaluation Tasks

Evaluation Protocol:

- Use the 10 test tasks from T0, which are not included in the training prompt set.
- The goal is to evaluate the performance of (GPS) and compare it to other baselines.
- For each task, we compute the average accuracy over different generated prompts.
- Natural Language Inference:
 - ANLI R1, ANLI R2, ANLI R3
 - CB, RTE
- Coreference Resolution:
 - WSC, Winogrande

- Sentence Completion:
 - COPA, HellaSwag
- Word Sense Disambiguation:
 - WiC



Setting up

- Due to computational cost constraints, we use T0-3B and T5-XL, instead of T0 (11.1B) and T5-XXL as used in the original paper.
- In each training run:
 - T0-3B is used for *prompt evaluation* via downstream metrics.
 - **T5-XL** is used for *prompt generation*.
- We reduce the batch size from 8 to 2.
- The original paper sets max_step = 9, while we only experiment with values from 1 to 7.



Overall Comparision

| Methods | Serving Efficiency | Tunable Parameters | Performance | Computation Cost [†] | |
|---------------------|-----------------------|-----------------------|-----------------------|-------------------------------|--|
| Model Tuning | Х | 100% | 61.73 (Paper results) | 11.1x | |
| Prompt Tuning | ✓ | $\sim 0.01\%$ | 58.56 (Paper results) | 11.1x | |
| Black-Box Tuning | ✓ | $\sim 0.001\%$ | 57.82 (Paper results) | 9.3x | |
| In-Context Learning | X ‡ | 0% | 51.28 (Paper results) | 0x | |
| GRIPS | ✓ | 0% | 58.66 (Paper results) | Not mentioned | |
| GPS | ✓ | 0% | 60.12 (Paper results) | 1.0x | |
| GPS | ✓ | 0% | 50.39 (Our Results) | 1.0x | |

Table 1: Comparison of few-shot learning methods in efficiency, tunable parameters, performance, and computation cost. †: Includes training and prompt search. ‡: Incontext learning incurs high inference cost due to long sequences.



June 13th 2025

GPS Experiment

| max_step | Author | Our Results | | | | | | |
|--------------------------|--------|-------------|-------|-------|-------|-------|-------|-------|
| Dataset | 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| anli.r1 | 44.06 | 33.81 | 33.98 | 33.94 | 34.28 | 33.70 | 33.52 | 33.65 |
| anli.r2 | 38.10 | 33.11 | 32.55 | 31.91 | 31.53 | 31.71 | 32.12 | 32.14 |
| anli.r3 | 41.51 | 33.97 | 34.44 | 34.14 | 34.54 | 34.73 | 34.68 | 34.91 |
| hellaswag | 38.85 | 27.28 | 27.04 | 26.67 | 27.05 | 27.60 | 28.01 | 28.28 |
| super_glue.cb | 80.12 | 43.56 | 55.36 | 56.67 | 57.03 | 56.89 | 56.18 | 56.31 |
| super_glue.copa | 93.50 | 73.09 | 74.98 | 75.67 | 76.24 | 74.08 | 75.98 | 75.41 |
| super_glue.rte | 84.22 | 64.55 | 69.66 | 72.53 | 72.09 | 73.68 | 73.25 | 73.79 |
| super_glue.wic | 57.65 | 50.69 | 52.34 | 53.09 | 53.44 | 53.76 | 55.08 | 55.01 |
| super glue.wsc | 63.62 | 61.50 | 66.06 | 65.34 | 64.42 | 63.96 | 64.85 | 64.00 |
| winogrande.winogrande.xl | 59.59 | 51.20 | 51.44 | 51.44 | 50.76 | 50.14 | 50.60 | 50.60 |
| Avg. | 60.12 | 47.81 | 50.08 | 50.19 | 50.22 | 50.27 | 50.36 | 50.39 |

Table 2: Comparison between Author (max_step = 9) and Our Results (max_step = $1 \rightarrow 7$) on GPS

GPS Performance

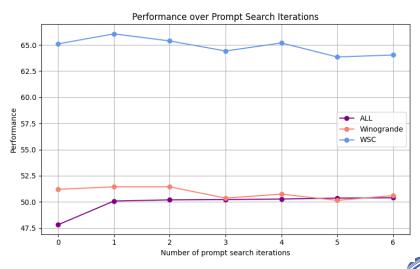
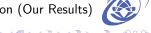


Figure 6: Performance over prompt search iteration (Our Results)



Examples of original prompts and generated prompts by GPS (in red) for each dataset:

- ANLI R1: "{{premise}} Using only the above description and what
 you know about the world, "{{hypothesis}}" is definitely correct,
 incorrect, or inconclusive? ||| {{ answer_choices[label] }}"
- ANLI R1: "Given {{premise}} a test of "{{hypothesis}}" What is the conclusion of this test? ||| {{ answer_choices[label] }}"
- ANLI R2: {{premise}} Using only the above description and what you know about the world, "{{hypothesis}}" is definitely correct, incorrect, or inconclusive? ||| {{ answer_choices[label] }}
- ANLI R2: "{{premise}} What other alternative "{{hypothesis}}" is more likely to be true. ||| {{ answer choices[label]

- ANLI R3: "{{premise}} Using only the above description and what you know about the world, "{{hypothesis}}" is definitely correct, incorrect, or inconclusive? ||| {{ answer_choices[label] }}
- ANLY R3: "{{premise}} What should be the "{{hypothesis}}" of this test? ||| {{ answer _choices[label]}}"
- CB: "Suppose {{premise}} Can we infer that "{{hypothesis}}"? Yes, no, or maybe? ||| {% if label !=-1 %}{{ answer_choices[label] }}{% endif %} "
- CB: "Inferred {{premise}}: "{{hypothesis}}" is true. No, no, or maybe? ||| {% if label != -1 %}{{ answer_choices[label] }}{% endif %}"



- RTE: "{{premise}} Using only the above description and what you know about the world, is "{{hypothesis}}" definitely correct? Yes or no? ||| {% if label != -1 %}{{ answer_choices[label] }}{% endif %}"
- RTE: "Yes, given that {{premise}} Therefore, it must be true that "{{hypothesis}}" ? Yes or no? ||| {% if label != -1 %}{{ answer_choices[label] }}{% endif %}"
- WSC: "{{ text }}In the previous sentence, does the pronoun "{{ span2_text.lower() }}" refer to {{ span1_text }}? Yes or no? ||| {% if label != -1 %}{{ answer_choices[label]}}{% endif %}"
- WSC: "{{ text }} In the above sentence, can the pronoun "{{ span2_text }}" be replaced with "{{ span1_text }}" ? Yes or no? ||| {% if label != -1 %}{{ answer_choices[label] }}{% endif %}"

- Winogrande: "{{ sentence }} _ refers to my brother {{ option1 }} or {{ option2 }}? ||| {% if answer == "1" %} {{option1}} {% else %} {{ option2 }} {% endif %}"
- Winogrande: "{{ sentence }} In the previous sentence, does _ refer to {{ option1 }} or {{ option2 }}? ||| {% if answer == "1" %} {{ option1}} {% else %} {{ option2 }} {% endif %}"



- COPA: "Exercise: choose the most plausible alternative.
 {{ premise }} {% if question == "cause" %} because... {% else %} so... {% endif %}
 {{choice1}}
 {{choice2}} ||| {% if label != -1 %}{{ answer_choices[label]}
- COPA: "{{ premise }} {% if question == "cause" %} This happened because... {% else %} As a consequence... {% endif %} What about this scenario?
 - {{choice1}}

}}{%endif%}"

- {{choice2}} ||| {% if label != -1 %} {{ answer_choices[label] }}{%endif%}"

June 13th 2025

```
• HellaSwag: "Complete the description with an appropriate ending:
  First, {{ ctx a.lower() }} Then, {{ ctx b.lower() }} ...
  (a) {{ answer choices[0] }}
  (b) {{ answer choices[1] }} (c) {{ answer choices[2] }} (d) {{
  answer choices[3] }}
  {{ answer choices[label | int()] }}"

    HellaSwag: "the question ends with a phrase {{ctx}}

  (a) {{answer choices[0]}}
  (b) {{answer choices[1]}}
  (c) {{answer choices[2]}}
  (d) {{answer choices[3]}}
  Hint: the topic of the sentence is {{activity label}}
  {{answer choices [label | int()]}}"
```

• WiC: "Does the word "{{word}}" have the same meaning in these two sentences? Yes, No? {{sentence1}} {{sentence2}} ||| {% if label != -1%} {{answer choices[label]}} {% endif %}" WiC: "Where is the word '{{word}}' {{sentence1}} {{sentence2}} $||| \{\% \text{ if } \setminus || \text{label}| = -1\% \}|$ {{answer choices[label]}}



{% endif %}"

Demo



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June 13th 2025

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