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Background: What is Data Attribution?

Given a dataset $D = \{z_i\}_{i=1}^n$ parametrized by a weight $w \in \mathbb{R}^n$, the corresponding model is trained via ERM \mathcal{A} as:

$$\hat{\theta}_w = \mathcal{A}(w) := \arg \min_{\theta \in \mathbb{R}^p} \sum_{i=1}^n w_i \ell_i, \quad \ell_i := \ell(z_i; \theta).$$

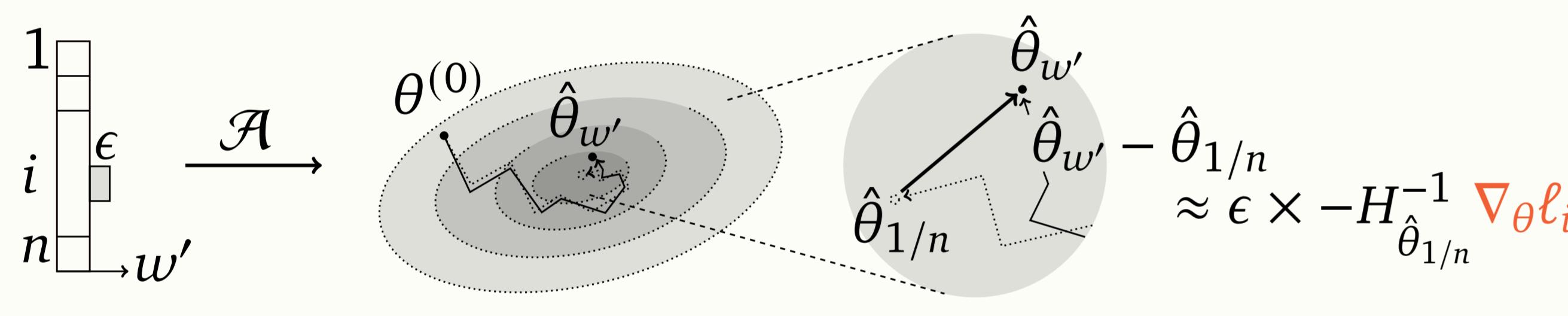
Default weight is $w = 1/n \in \mathbb{R}^p$, and we will first train $\hat{\theta}_{1/n}$.

Data attribution quantifies the **counterfactual effect** for dataset perturbation when w becomes w' . The key is to estimate $\hat{\theta}_{w'} - \hat{\theta}_w$.

Motivation: Gradient-Based Data Attribution

Most popular data attribution methods are gradient-based:

Intuition. Taylor-expand $\hat{\theta}_w$ around the default weight $1/n$ [2]:



Problem: Computing $H_{\hat{\theta}}^{-1} \nabla_{\theta} \ell_i$ is expensive, due to the size...

- Each $g_i := \nabla_{\theta} \ell_i$ is \mathbb{R}^p , and need inverting $H_{\hat{\theta}_{1/n}}^{-1} \in \mathbb{R}^{p \times p}$.

Existing Approaches: Compression!

1. Replace $H_{\hat{\theta}}$ with *Fisher Information Matrix* $\frac{1}{n} \sum_{i=1}^n g_i g_i^\top \in \mathbb{R}^{p \times p}$.
2. Compress g_i from \mathbb{R}^p to $\hat{g}_i \in \mathbb{R}^k$ with $k \ll p$!
 \Rightarrow FIM also reduces from $\mathbb{R}^{p \times p}$ down to $\mathbb{R}^{k \times k}$!

However, the **overhead of compression** is large:

- Dense matrix $P \in \mathbb{R}^{k \times p}$: $P g_i = \hat{g}_i$, $O(pk)$ per projection.
- SOTA (FJLT): $\tilde{O}(p)$ per projection.
- SOTA (LoGRA): $O(\sqrt{pk})$ per projection for **linear layers**.

Contributions

We design two **sub-linear** gradient compression algorithms:

1. GRASS: $O(k')$ per projection with $k < k' \ll p$.
2. FACTGRASS: $O(k')$ but without **materializing** g_i for linear layers!

GRASS: Gradient Sparsification and Sparse Projection

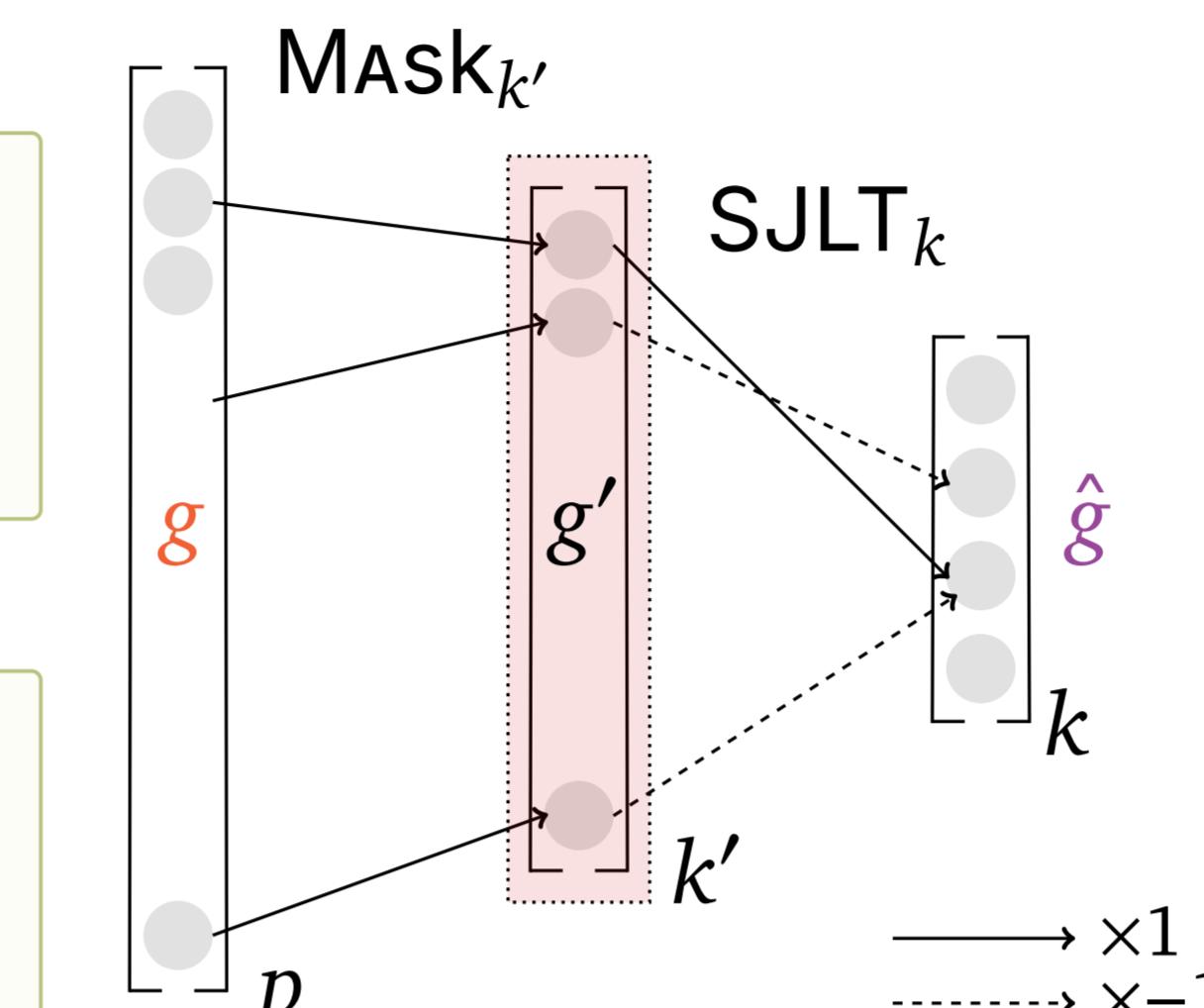
GRASS compresses $g \in \mathbb{R}^p$ to $\hat{g} \in \mathbb{R}^k$ in $O(k')$ where $k < k' \ll p$:

Mask_{k'}. Sparsification:

- Select few parameters from g
- \Rightarrow Sub-linear complexity!

SJLT_k. Sparse projection:

- Sparsify projection matrix P
- \Rightarrow Linear complexity!



GRASS is already fast. But it requires **materializing** g .

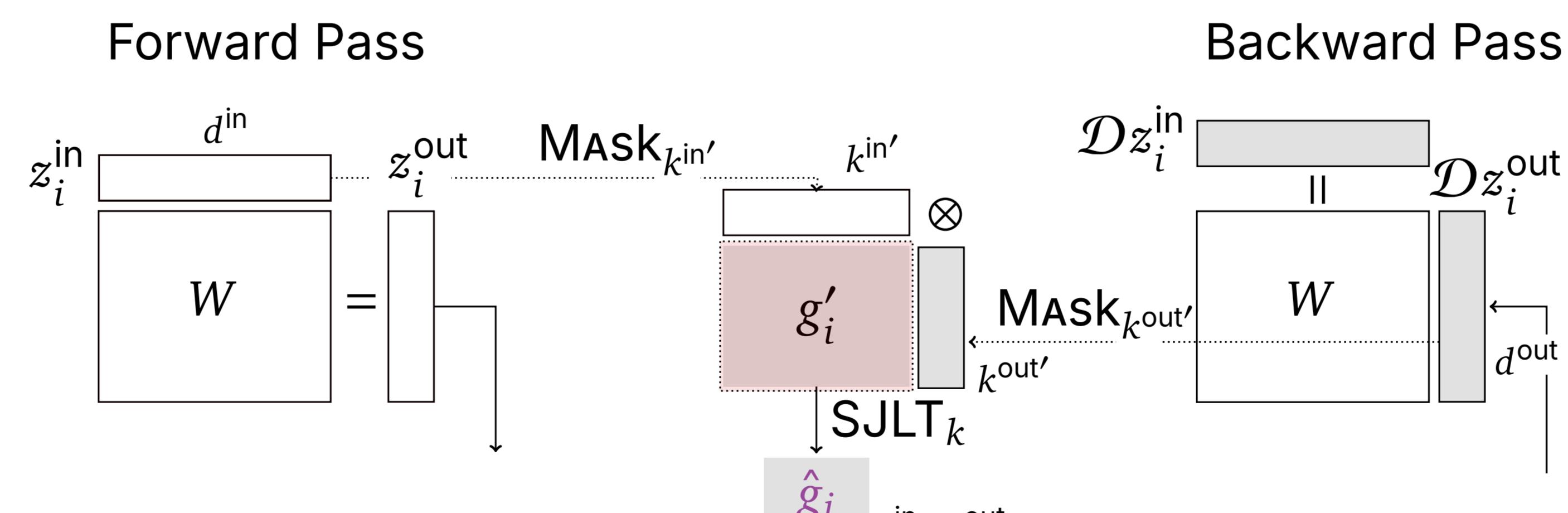
Q: Is this even a concern? **A:** Sadly, yes... Consider linear layers:

$$g_i = \frac{\partial \ell_i}{\partial W} = \frac{\partial \ell_i}{\partial z_i^{\text{out}}} \frac{\partial z_i^{\text{out}}}{\partial W} = z_i^{\text{in}} \otimes \frac{\partial \ell_i}{\partial z_i^{\text{out}}}$$

Previous SOTA gradient compression, LoGRA [1], exploits this.

GRASS can also exploit this structure cleverly!

(1) Factorized Mask \Rightarrow (2) Reconstruct \Rightarrow (3) SJLT!



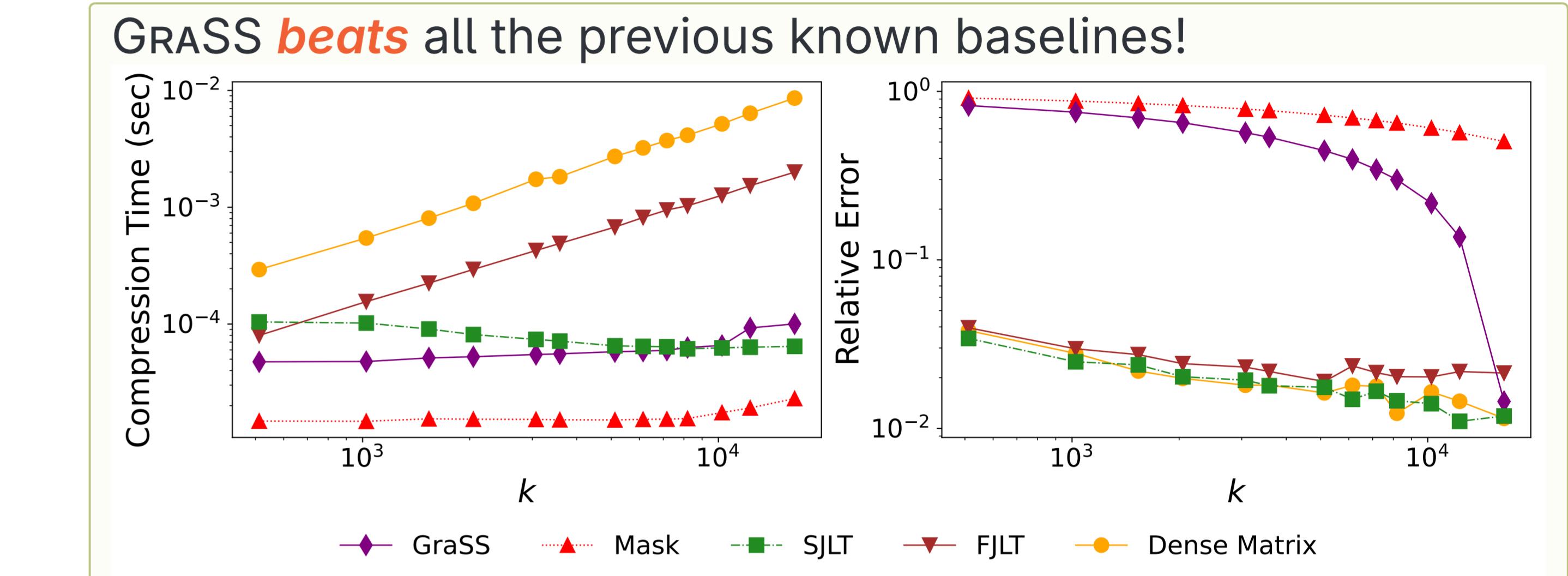
- **Bottlenecks:** SJLT's input size, $k' := k^{\text{in}'} \times k^{\text{out}'}$

We summarize these two algorithms as follows:

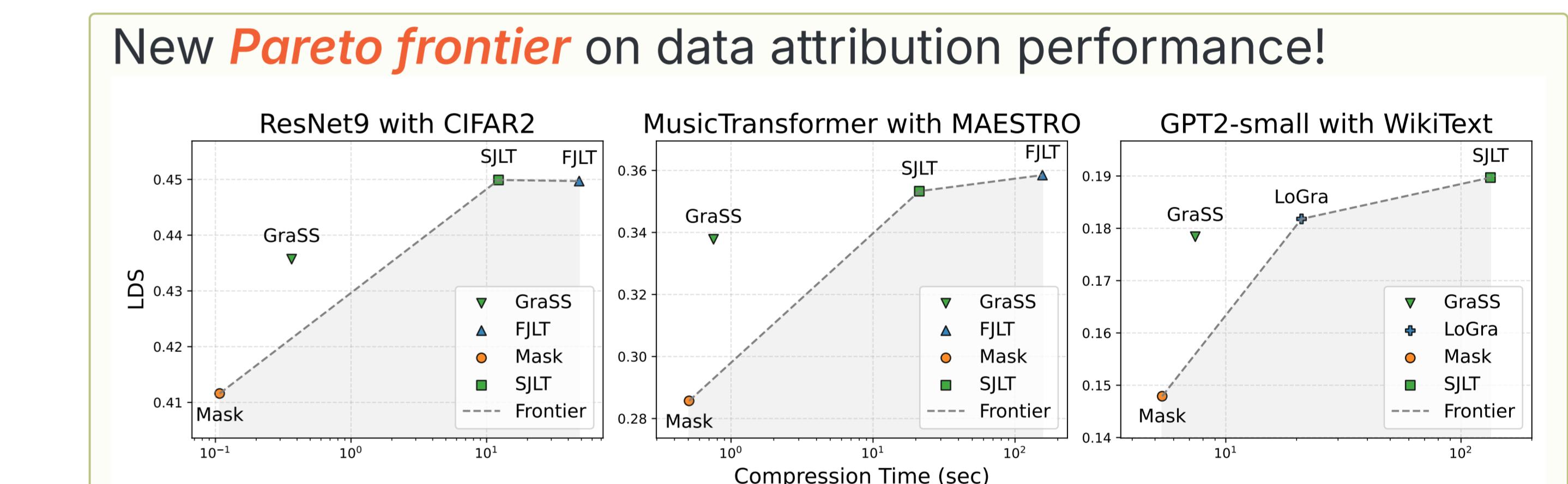
Theorem. There is a **sub-linear** compression algorithm with complexity $O(k')$ where $k < k' \ll p$. Moreover, this extends to **linear layers**, where full gradients are **never materialized**.

Experimental Results

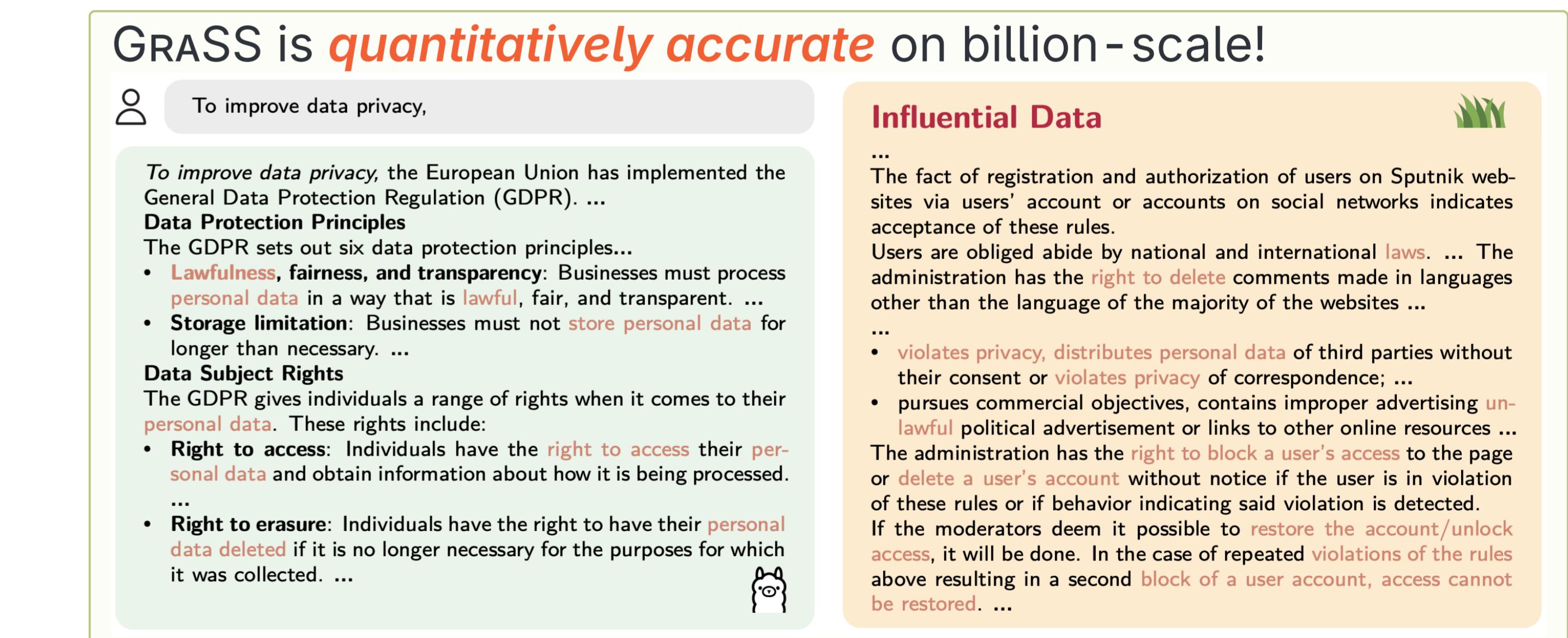
We first compare various baseline projectors on **general inputs**:



GRASS is fast, but not accurate. However, when on gradients:



We scale the experiment to billion-scale model and datasets:



- [1] Choe et al. What is Your Data Worth to GPT? LLM-Scale Data Valuation with Influence Functions. 2025.
- [2] Koh and Liang. Understanding black-box predictions via influence functions. PMLR. 2017.