

# 10-301/601: Introduction to Machine Learning

## Lecture 30: Course Recap & Large Language Models

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8/9/23

# Front Matter

- Announcements
  - Final on 8/11, this Friday!
    - Today's lecture is out-of-scope for the Final
    - OH in lieu of recitation on 8/10 (tomorrow)
  - Please complete your course evals!
- Recommended Supplementary Material
  - Papers linked throughout the lecture slides

# Recall: What is Machine Learning 10-301/601?

- Supervised Models
  - Decision Trees
  - KNN
  - Naïve Bayes
  - Perceptron
  - Logistic Regression
  - Linear Regression
  - Neural Networks
- Deep Learning
- Unsupervised Models
  - K-means
  - PCA
- Graphical Models
  - Bayesian Networks
  - HMMs
- Learning Theory
- Reinforcement Learning
- Ensemble Methods
- Important Concepts
  - Feature Engineering
  - Regularization and Overfitting
  - Experimental Design

It was all a ruse!



- Linear Regression
- Neural Networks
- Deep Learning
- Unsupervised Models
  - K-means
  - PCA

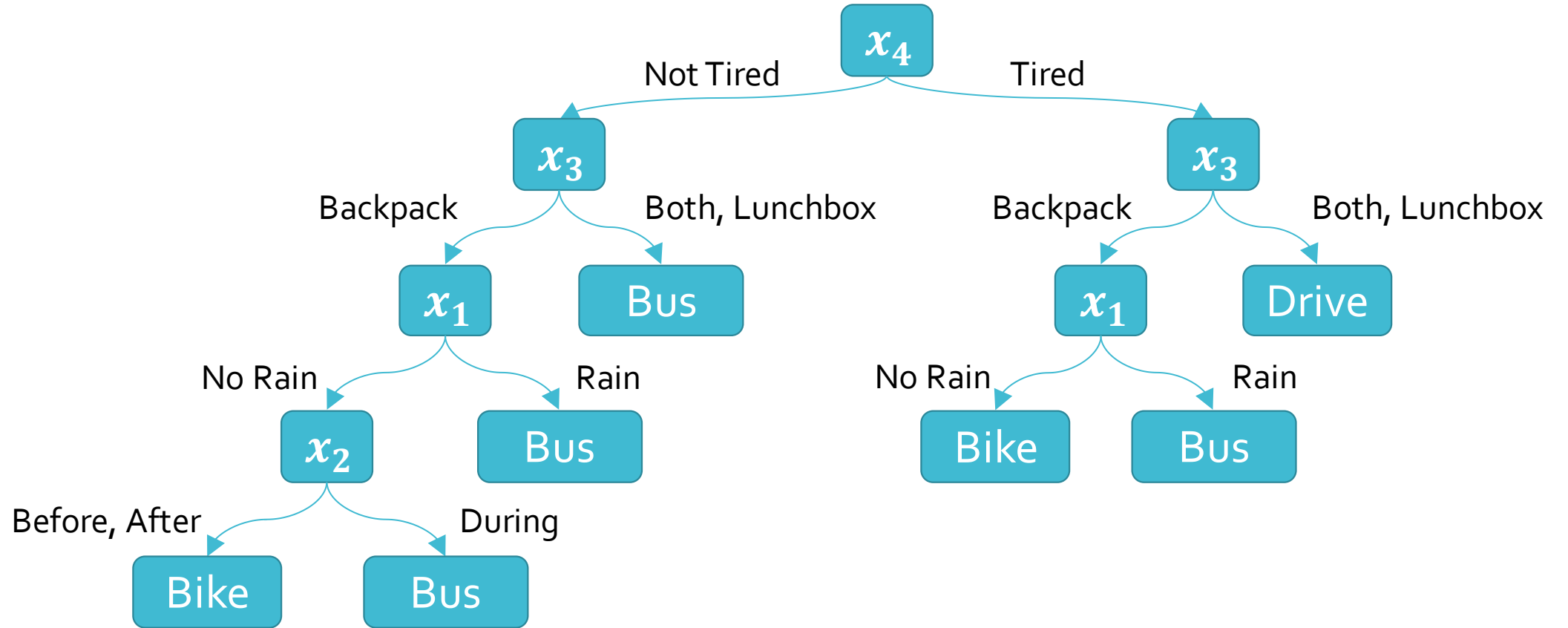
## Graphical Models

- Bayesian Networks
- HMMs

## Learning Theory

## Reinforcement Learning

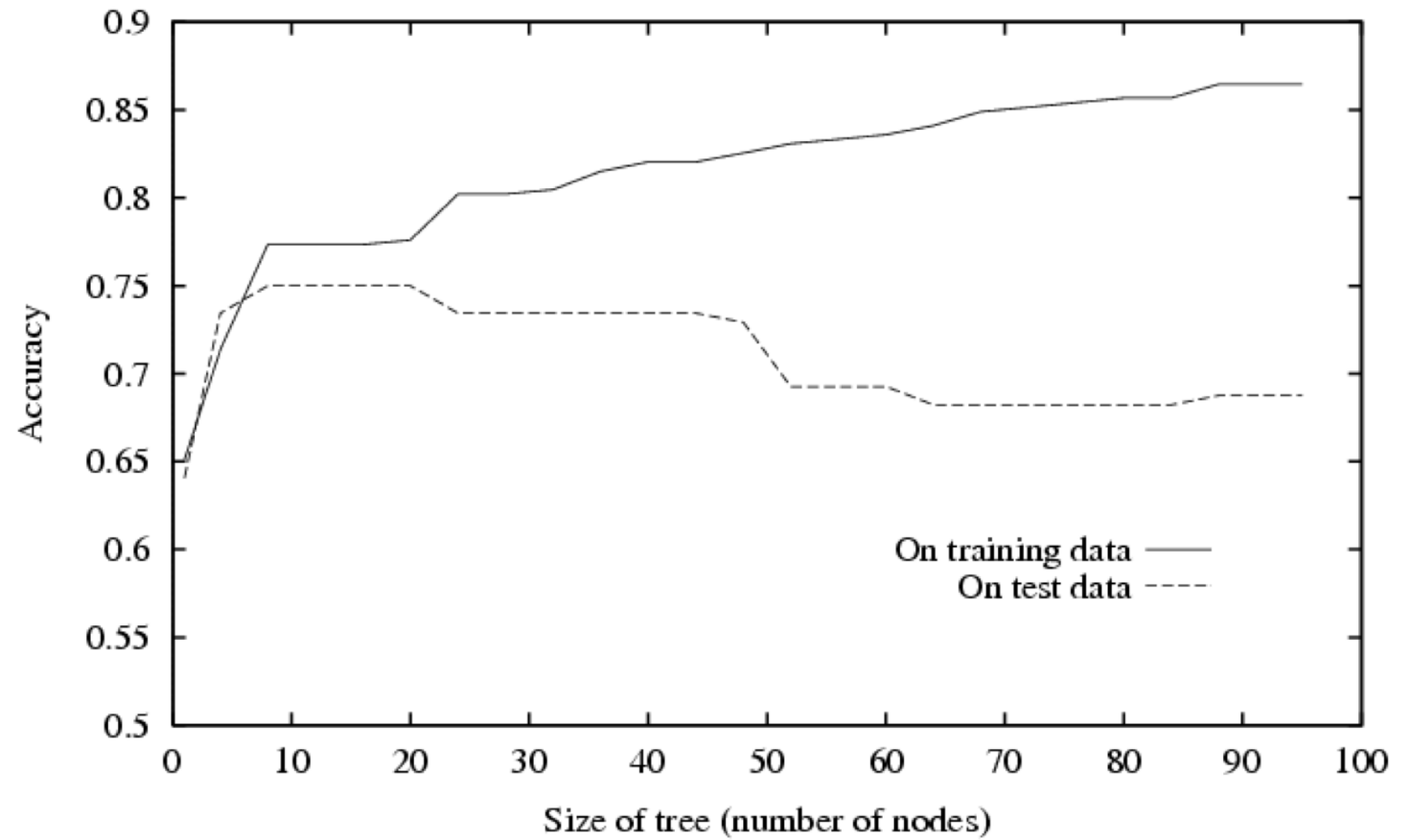




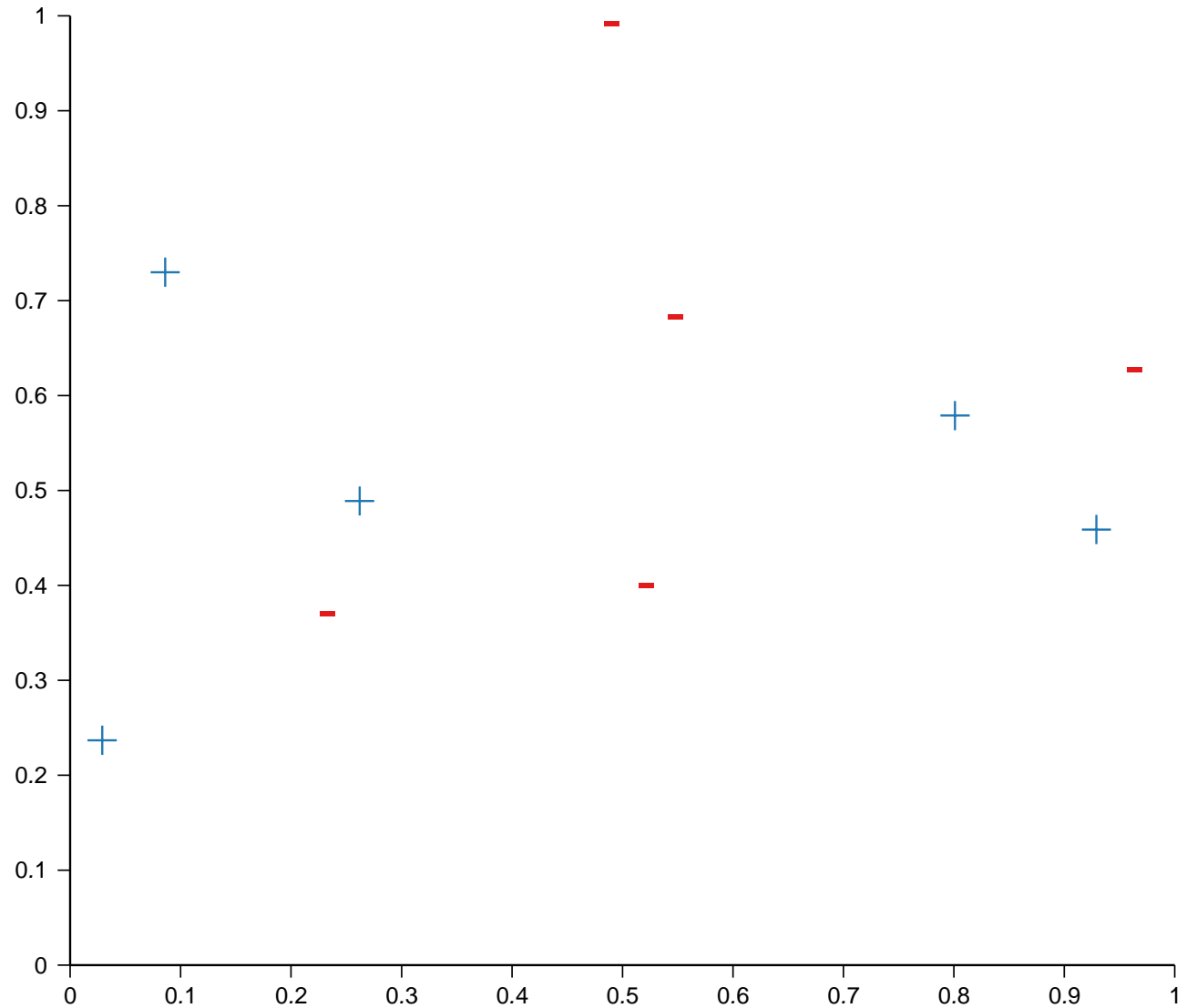
# Decision Trees: Inductive Bias

- The **inductive bias** of a machine learning algorithm is the principal by which it generalizes to unseen examples
- What is the inductive bias of the ID3 algorithm i.e., decision tree learning with mutual information maximization as the splitting criterion?
  - Try to find the smallest tree that achieves a **training error rate of 0** with high mutual information features at the top
- Occam's razor: try to find the "simplest" (e.g., smallest decision tree) classifier that explains the training dataset

# Overfitting in Decision Trees



# Nearest Neighbor: Example

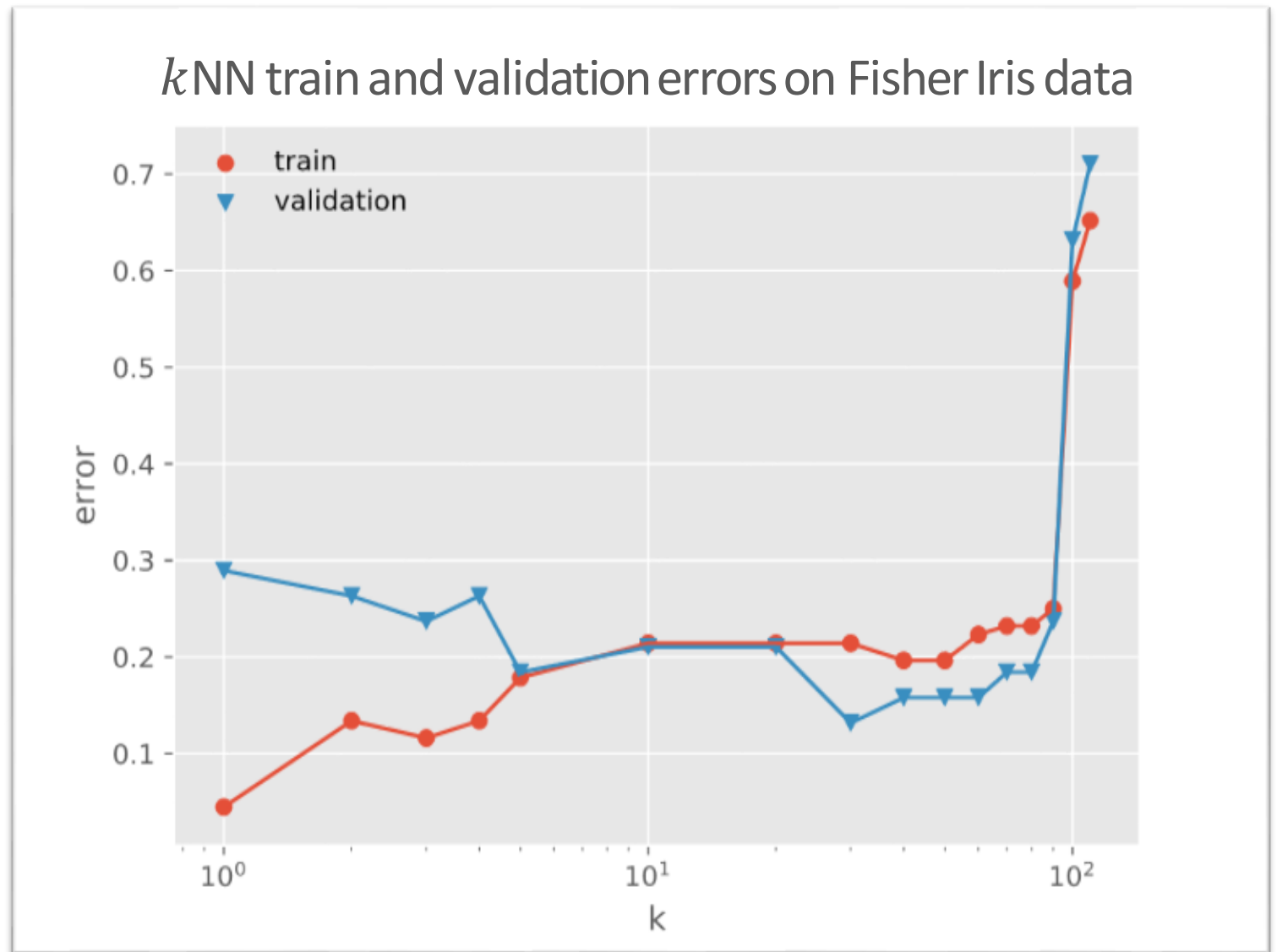




# Setting $k$

- When  $k = 1$ :
  - many, complicated decision boundaries
  - may overfit
- When  $k = N$ :
  - no decision boundaries; always predicts the most common label in the training data
  - may underfit
- $k$  controls the complexity of the hypothesis set  $\implies k$  affects how well the learned hypothesis will generalize

# Setting $k$ for $k$ NN with Validation Sets



# Recipe for Linear Regression

- Define a model and model parameters
  - Assume  $y = \mathbf{w}^T \mathbf{x}$
  - Parameters:  $\mathbf{w} = [w_0, w_1, \dots, w_D]$

- Write down an objective function
  - Minimize the squared error

$$\ell_{\mathcal{D}}(\mathbf{w}) = \sum_{n=1}^N \ell^{(n)}(\mathbf{w}) = \sum_{n=1}^N (\mathbf{w}^T \mathbf{x}^{(n)} - y^{(n)})^2$$

- Optimize the objective w.r.t. the model parameters
  - Solve in *closed form*: take partial derivatives, set to 0 and solve

# Minimizing the Squared Error

$$\ell_{\mathcal{D}}(\mathbf{w}) = \sum_{n=1}^N (\mathbf{w}^T \mathbf{x}^{(n)} - y^{(n)})^2 = \sum_{n=1}^N (\mathbf{x}^{(n)T} \mathbf{w} - y^{(n)})^2$$

$$= \|\mathbf{X}\mathbf{w} - \mathbf{y}\|_2^2 \text{ where } \|\mathbf{z}\|_2 = \sqrt{\sum_{d=1}^D z_d^2} = \sqrt{\mathbf{z}^T \mathbf{z}}$$

$$= (\mathbf{X}\mathbf{w} - \mathbf{y})^T (\mathbf{X}\mathbf{w} - \mathbf{y})$$

$$= (\mathbf{w}^T \mathbf{X}^T \mathbf{X} \mathbf{w} - 2\mathbf{w}^T \mathbf{X}^T \mathbf{y} + \mathbf{y}^T \mathbf{y})$$

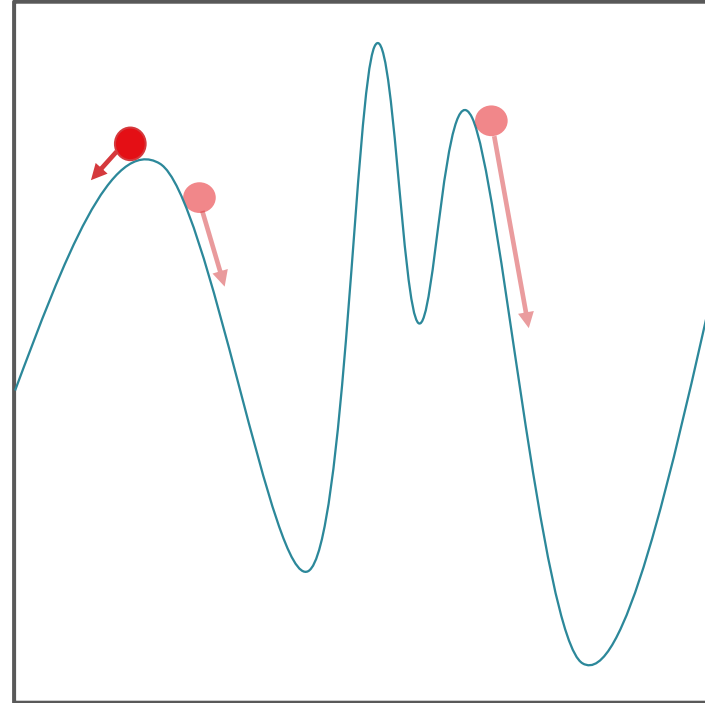
$$\nabla_{\mathbf{w}} \ell_{\mathcal{D}}(\hat{\mathbf{w}}) = (2\mathbf{X}^T \mathbf{X} \hat{\mathbf{w}} - 2\mathbf{X}^T \mathbf{y}) = 0$$

$$\rightarrow \mathbf{X}^T \mathbf{X} \hat{\mathbf{w}} = \mathbf{X}^T \mathbf{y}$$

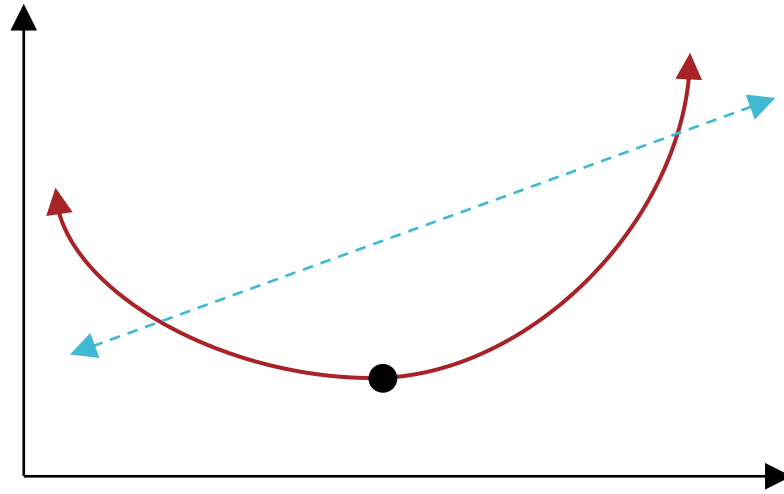
$$\rightarrow \hat{\mathbf{w}} = (\mathbf{X}^T \mathbf{X})^{-1} \mathbf{X}^T \mathbf{y}$$

# Gradient Descent: Intuition

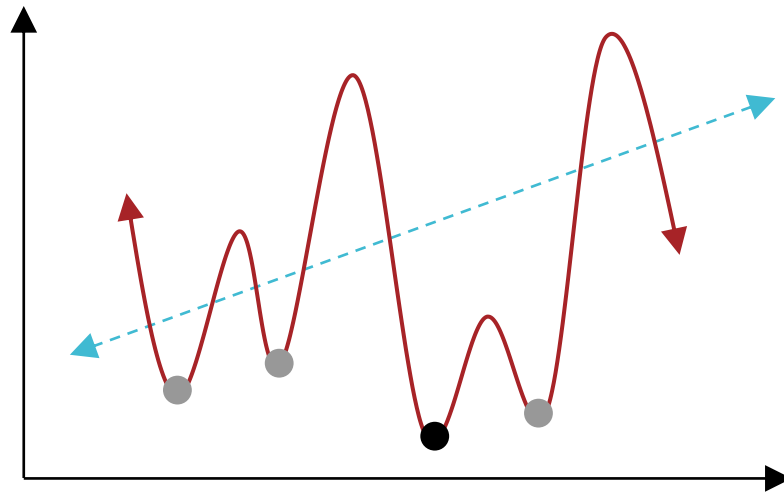
- An iterative method for minimizing functions
- Requires the gradient to exist everywhere



# Convexity

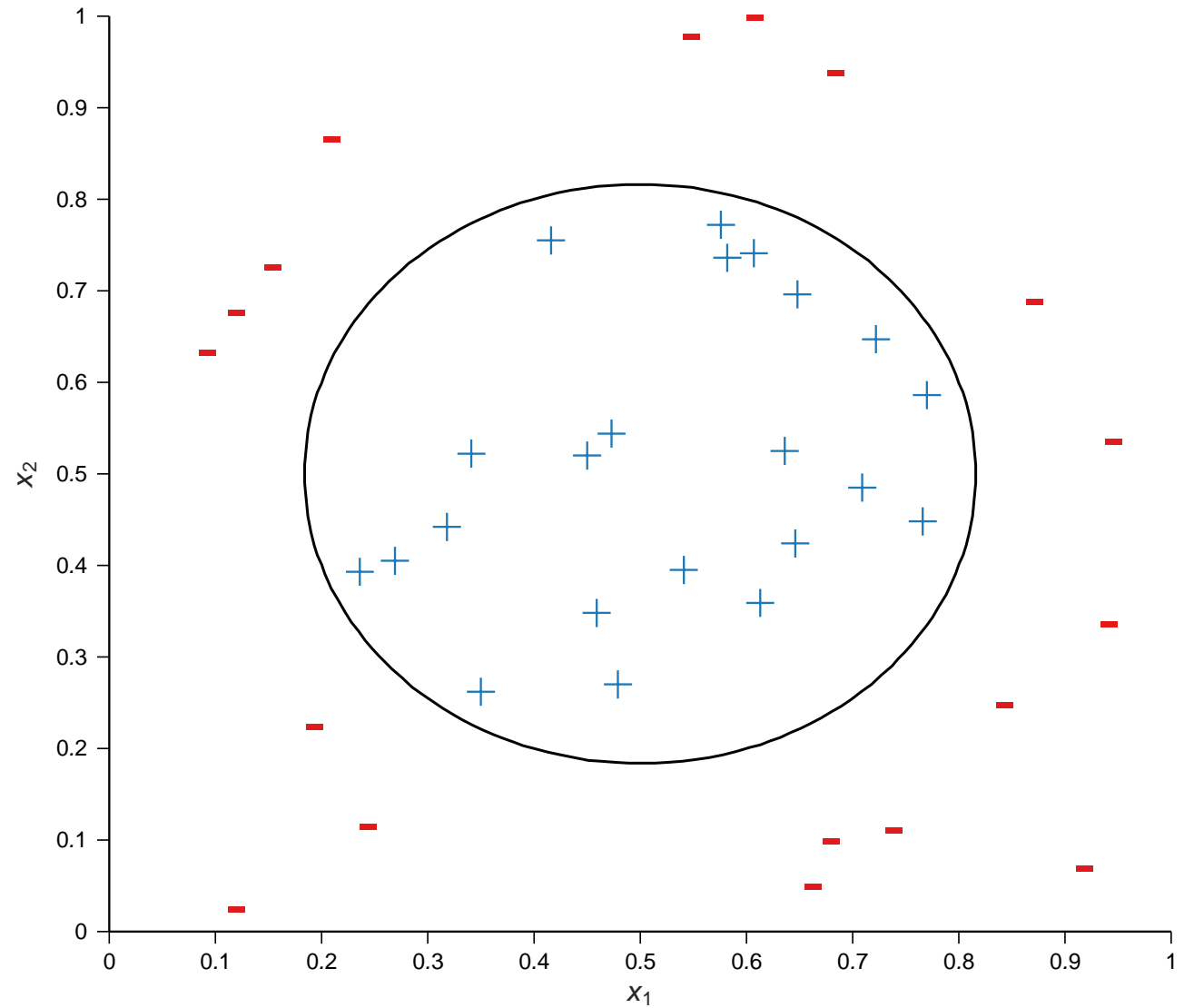


Strictly convex functions:  
There exists a unique global minimum!

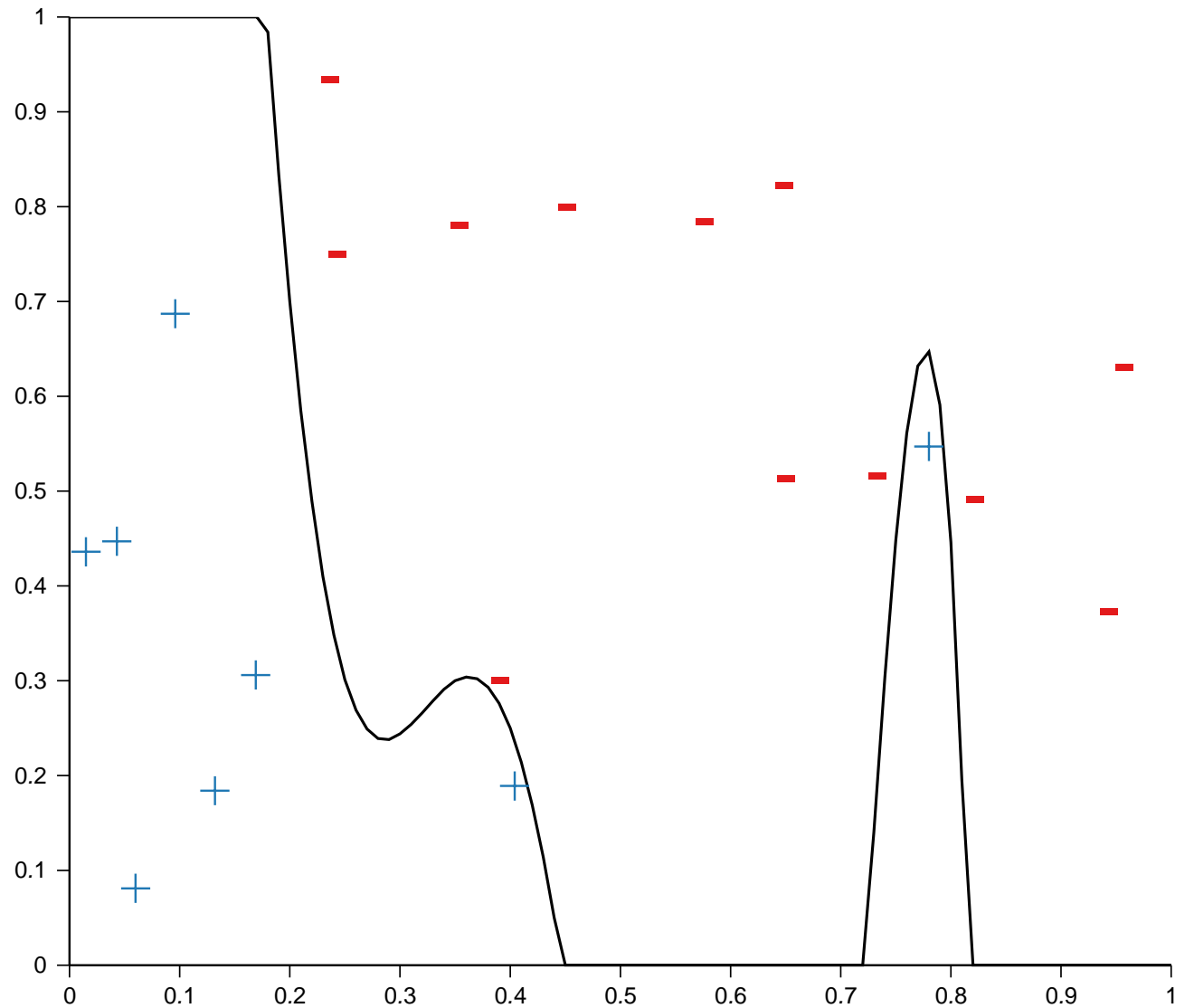


Non-convex functions:  
A local minimum may or may not be a global minimum...

# Nonlinear Models



# Nonlinear Models?





# Soft Constraints

$$\text{minimize } \ell_{\mathcal{D}}(\boldsymbol{\omega}) = (\mathbf{X}\boldsymbol{\omega} - \mathbf{y})^T (\mathbf{X}\boldsymbol{\omega} - \mathbf{y})$$

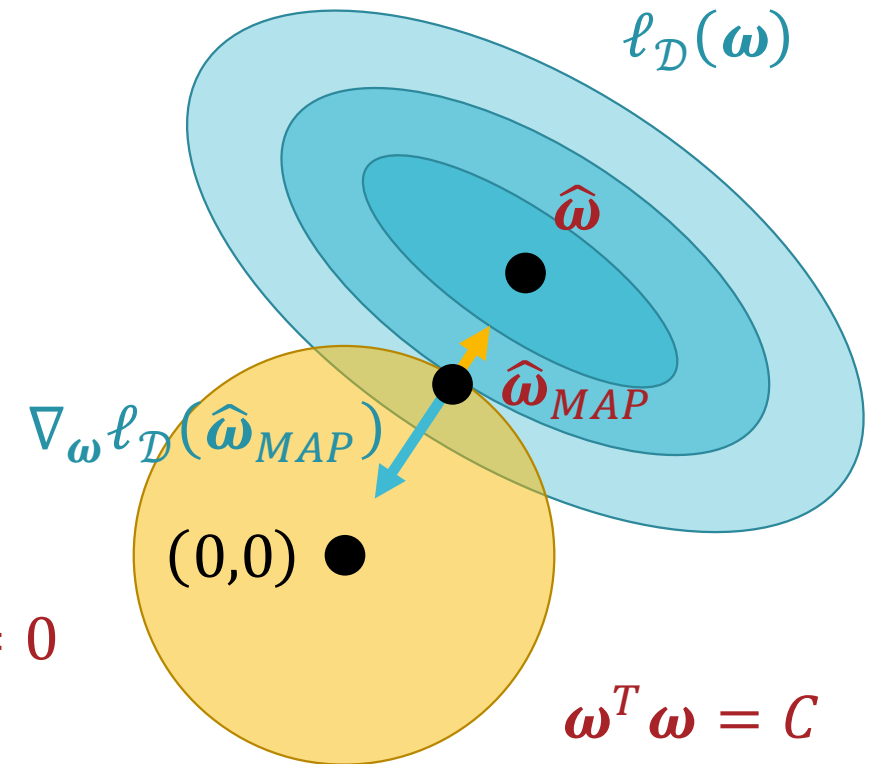
$$\text{subject to } \boldsymbol{\omega}^T \boldsymbol{\omega} \leq C$$

$$\nabla_{\boldsymbol{\omega}} \ell_{\mathcal{D}}(\hat{\boldsymbol{\omega}}_{MAP}) \propto -2\hat{\boldsymbol{\omega}}_{MAP}$$

$$\nabla_{\boldsymbol{\omega}} \ell_{\mathcal{D}}(\hat{\boldsymbol{\omega}}_{MAP}) = -2\lambda_C \hat{\boldsymbol{\omega}}_{MAP}$$

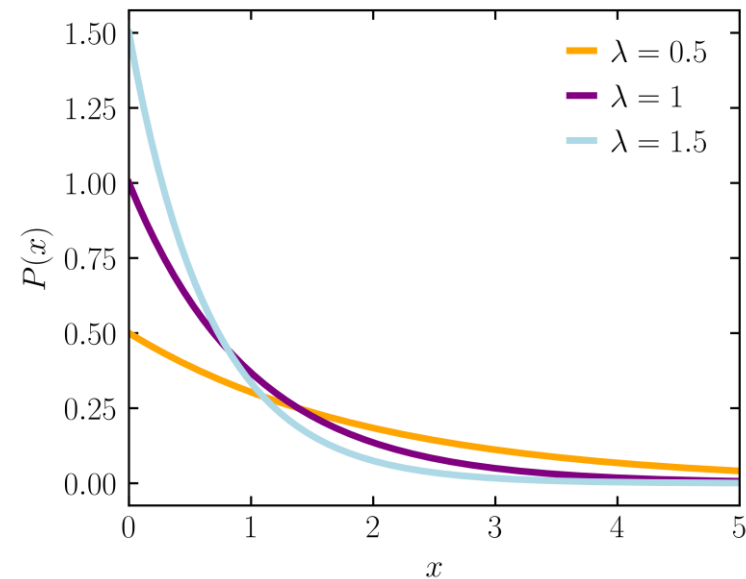
$$\nabla_{\boldsymbol{\omega}} \ell_{\mathcal{D}}(\hat{\boldsymbol{\omega}}_{MAP}) + 2\lambda_C \hat{\boldsymbol{\omega}}_{MAP} = 0$$

$$\nabla_{\boldsymbol{\omega}} (\ell_{\mathcal{D}}(\hat{\boldsymbol{\omega}}_{MAP}) + \lambda_C (\hat{\boldsymbol{\omega}}_{MAP})^T \hat{\boldsymbol{\omega}}_{MAP}) = 0$$



# Maximum Likelihood Estimation (MLE)

- Insight: every valid probability distribution has a finite amount of probability mass as it must sum/integrate to 1
- Idea: set the parameter(s) so that the likelihood of the samples is maximized
- Intuition: assign as much of the (finite) probability mass to the observed data *at the expense of unobserved data*
- Example: the exponential distribution



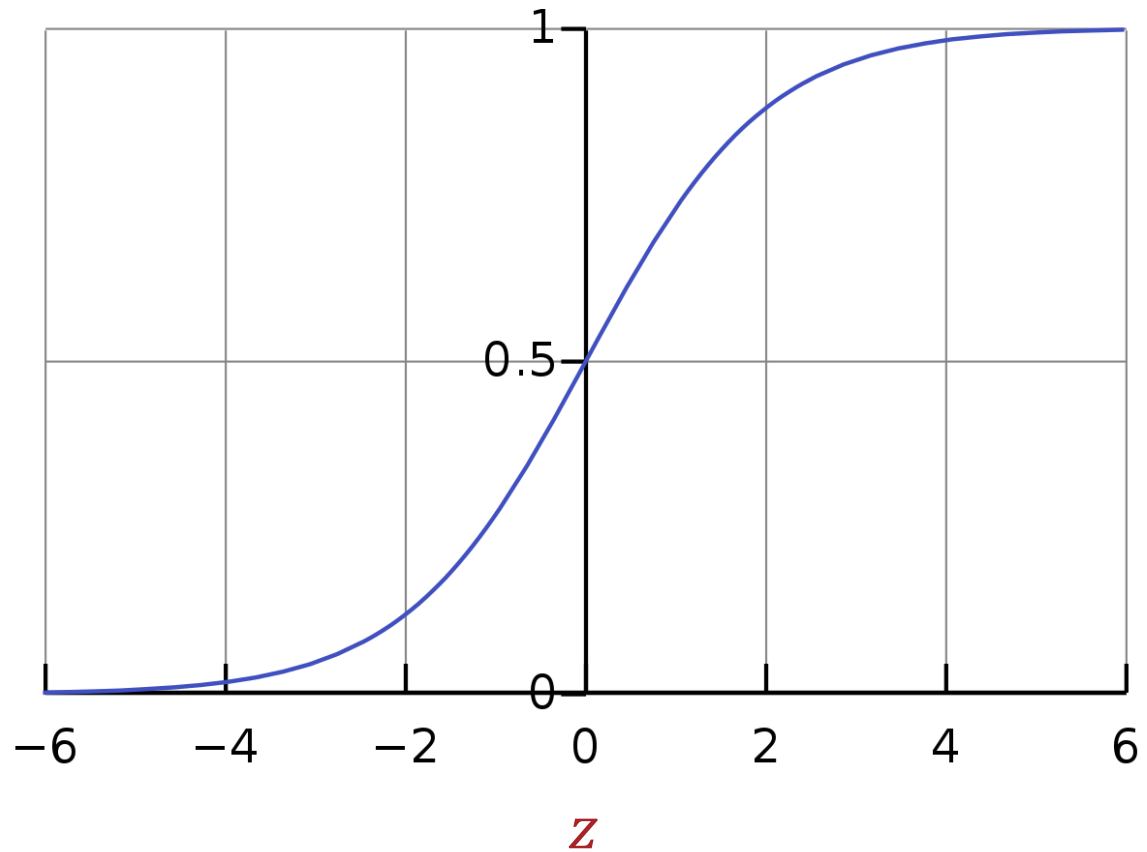
# Building a Probabilistic Classifier

- Define a decision rule
  - Given a test data point  $\mathbf{x}'$ , predict its label  $\hat{y}$  using the *posterior distribution*  $P(Y = y|X = \mathbf{x}')$
  - Common choice:  $\hat{y} = \underset{y}{\operatorname{argmax}} P(Y = y|X = \mathbf{x}')$
- Model the posterior distribution
  - Option 1 - Model  $P(Y|X)$  directly as some function of  $X$  (today!)
  - Option 2 - Use Bayes' rule (later):

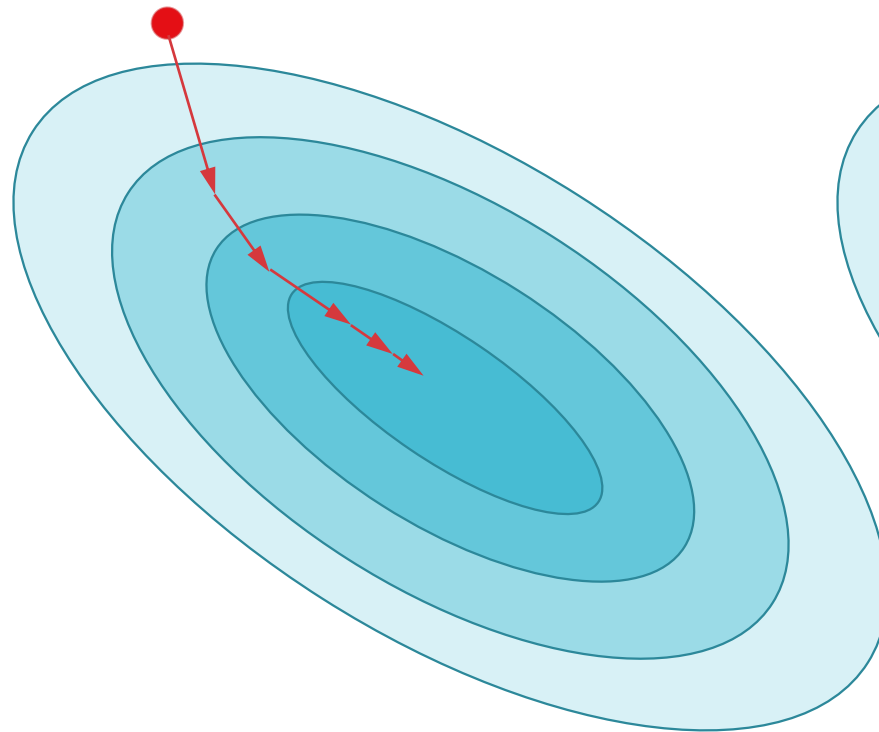
$$P(Y|X) = \frac{P(X|Y) P(Y)}{P(X)} \propto P(X|Y) P(Y)$$

# Logistic Function

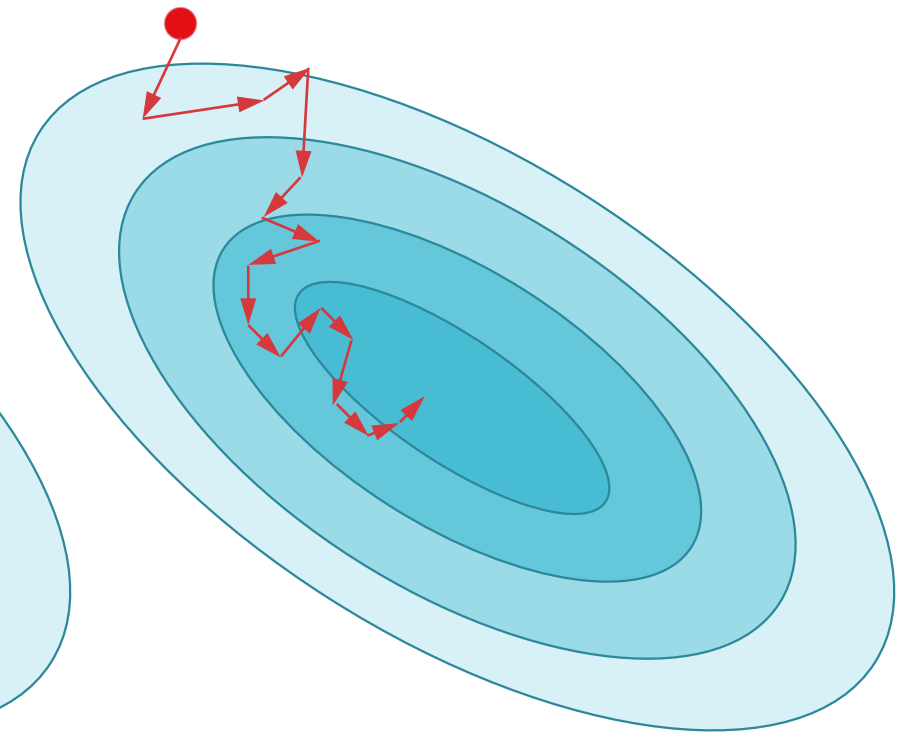
$$\text{logit}(z) = \frac{1}{1 + e^{-z}}$$



# Stochastic Gradient Descent vs. Gradient Descent

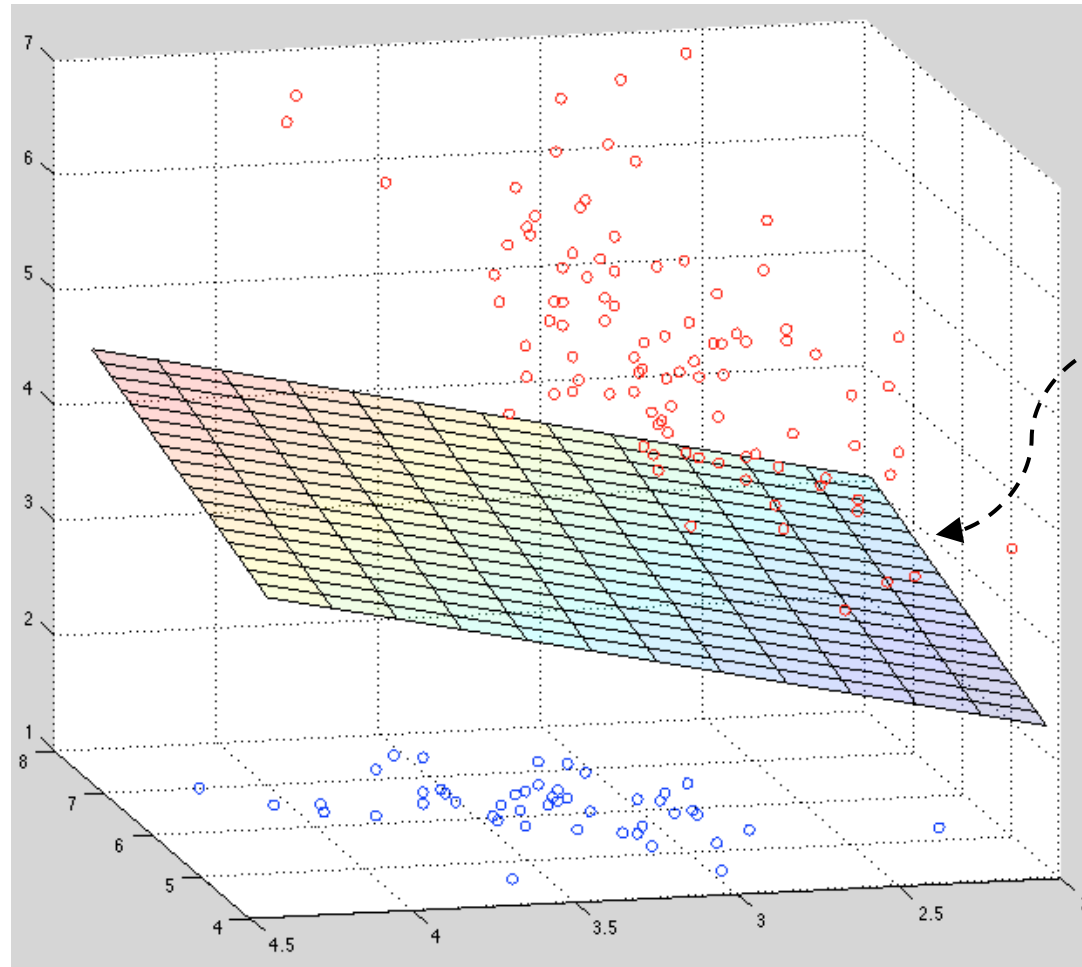


Gradient Descent



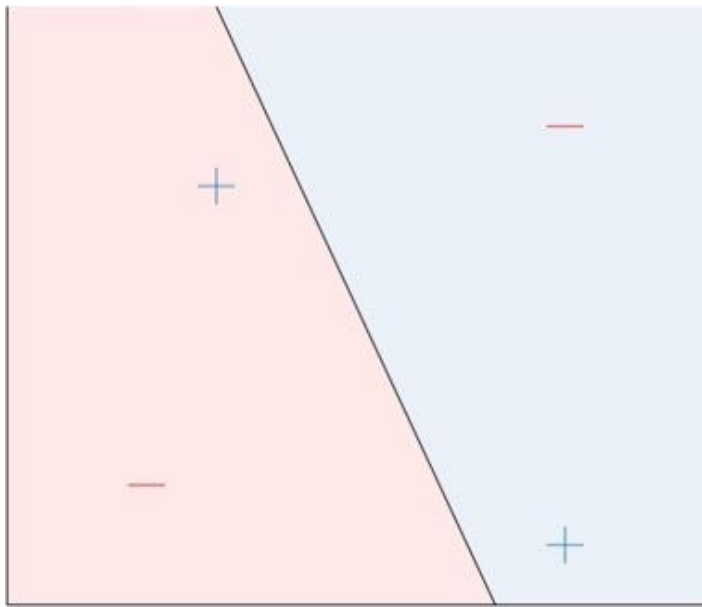
Stochastic Gradient Descent

# Linear Decision Boundaries: Example

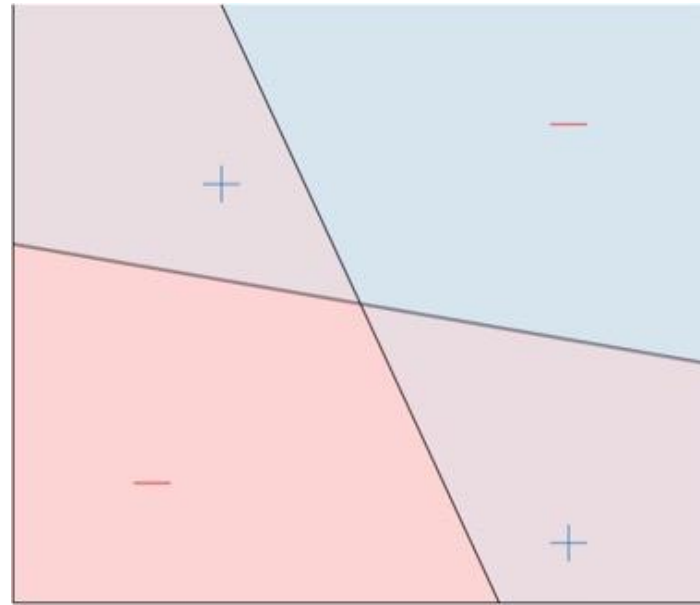


Goal: learn classifiers of the form  $h(\mathbf{x}) = \text{sign}(\mathbf{w}^T \mathbf{x} + b)$  (assuming  $y \in \{-1, +1\}$ )

Key question: how do we learn the parameters,  $\mathbf{w}$ ?

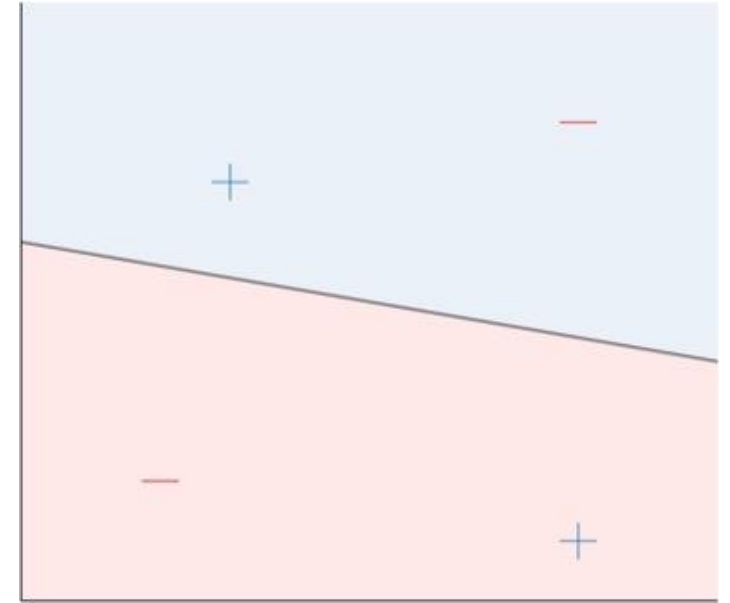


$h_1$



$h_1$

$h_2$

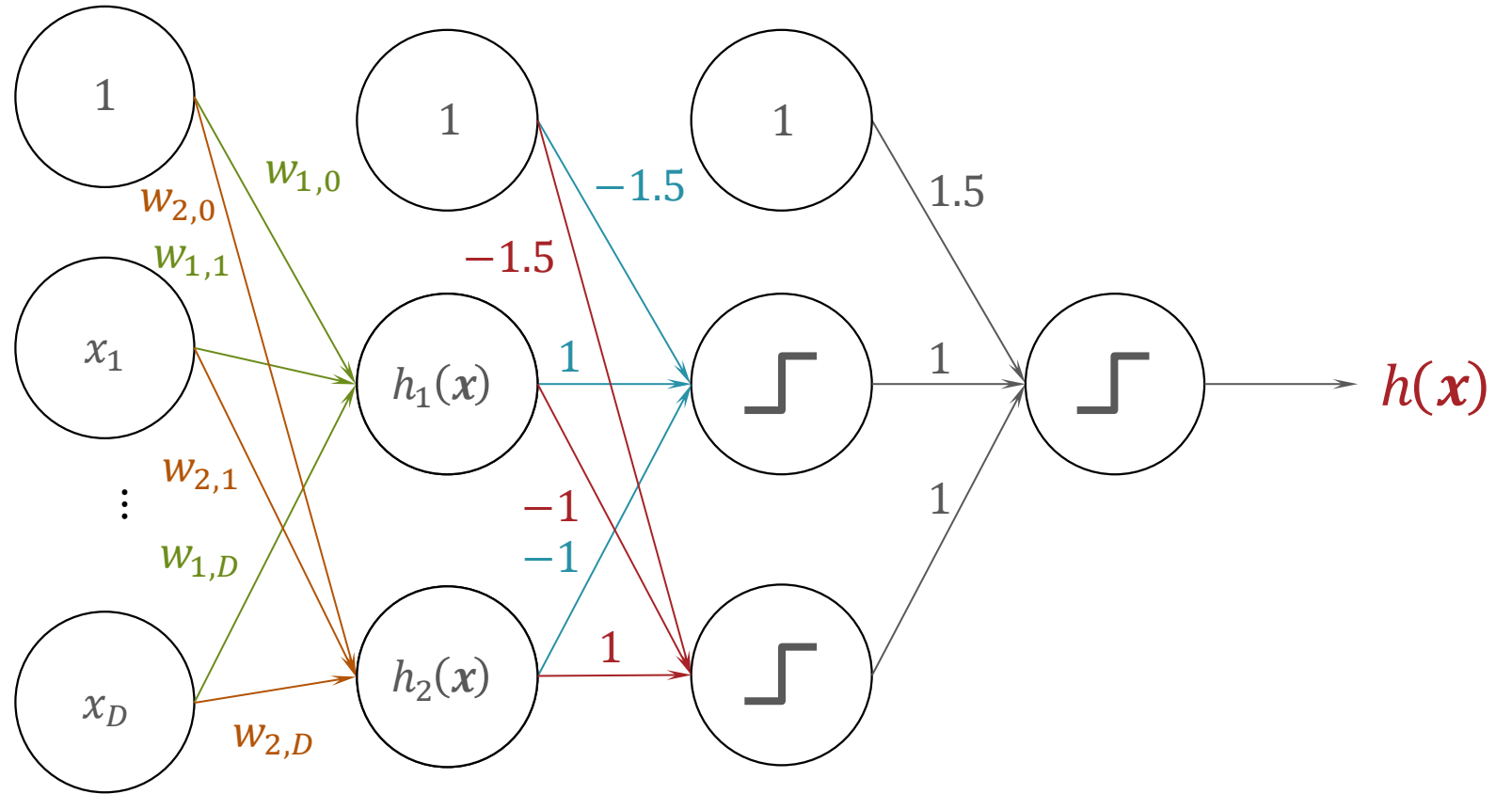


$h_2$

# Combining Perceptrons

# Building a Network

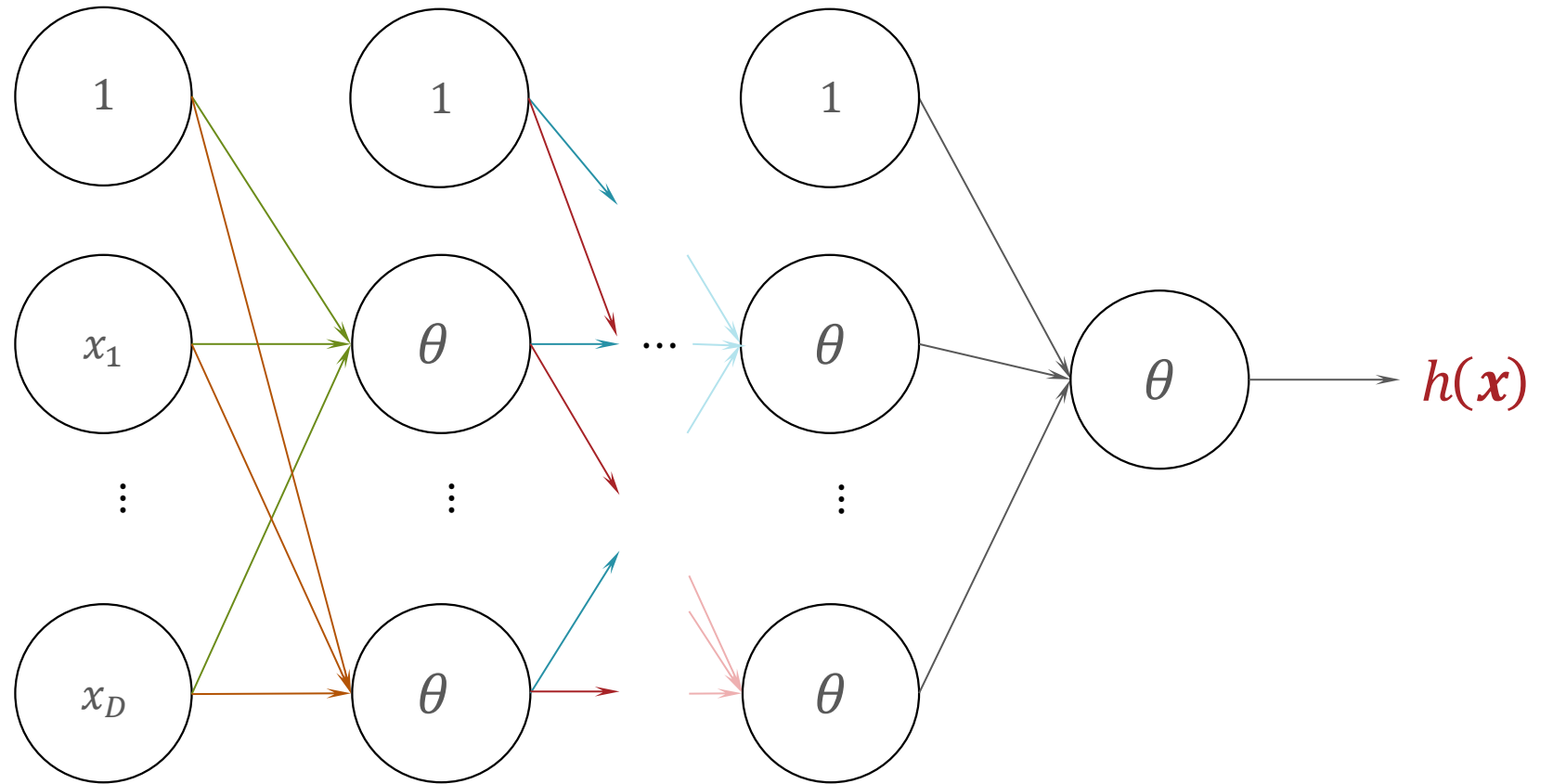
$$h(\mathbf{x}) = \text{OR} \left( \text{AND}(h_1(\mathbf{x}), \neg h_2(\mathbf{x})), \text{AND}(\neg h_1(\mathbf{x}), h_2(\mathbf{x})) \right)$$



$$h(\mathbf{x}) = \text{sign}(\text{sign}(\text{sign}(\mathbf{w}_1^T \mathbf{x}) - \text{sign}(\mathbf{w}_2^T \mathbf{x}) - 1.5) + \text{sign}(-\text{sign}(\mathbf{w}_1^T \mathbf{x}) + \text{sign}(\mathbf{w}_2^T \mathbf{x}) - 1.5) + 1.5)$$



# (Fully-Connected) Feed Forward Neural Network



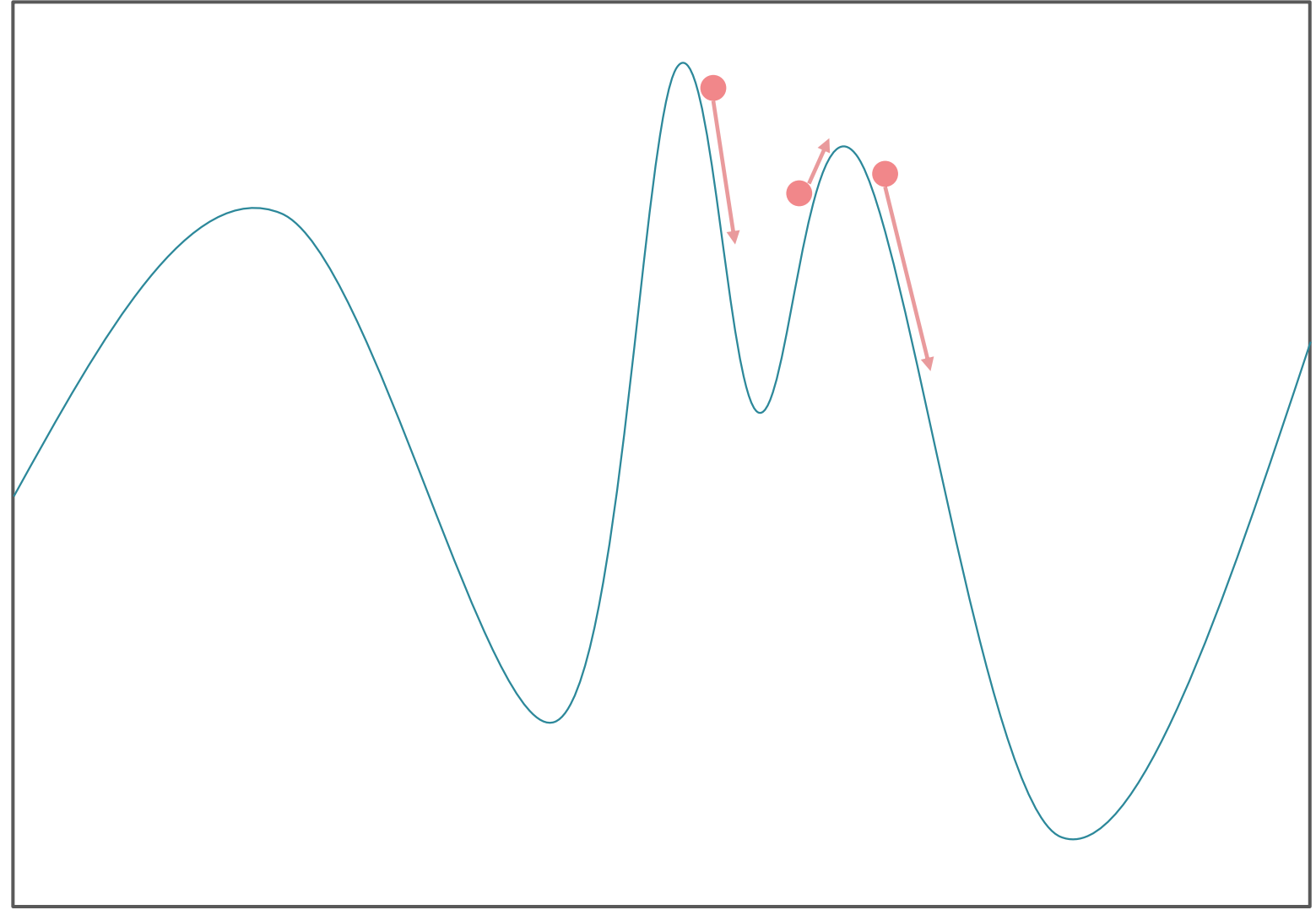
# Back- propagation

- Input:  $W^{(1)}, \dots, W^{(L)}$  and  $\mathcal{D} = \{(\mathbf{x}^{(n)}, y^{(n)})\}_{n=1}^N$
- Initialize:  $\ell_{\mathcal{D}} = 0$  and  $G^{(l)} = 0 \odot W^{(l)} \forall l = 1, \dots, L$
- For  $n = 1, \dots, N$ 
  - Run forward propagation with  $\mathbf{x}^{(n)}$  to get  $\mathbf{o}^{(1)}, \dots, \mathbf{o}^{(L)}$
  - (Optional) Increment  $\ell_{\mathcal{D}}$ :  $\ell_{\mathcal{D}} = \ell_{\mathcal{D}} + (o^{(L)} - y^{(n)})^2$
  - Initialize:  $\delta^{(L)} = 2(o_1^{(L)} - y^{(n)}) \left(1 - (o_1^{(L)})^2\right)$
  - For  $l = L - 1, \dots, 1$ 
    - Compute  $\delta^{(l)} = W^{(l+1)T} \delta^{(l+1)} \odot (1 - \mathbf{o}^{(l)} \odot \mathbf{o}^{(l)})$
    - Increment  $G^{(l)}$ :  $G^{(l)} = G^{(l)} + \delta^{(l)} \mathbf{o}^{(l-1)T}$
- Output:  $G^{(1)}, \dots, G^{(L)}$ , the gradients of  $\ell_{\mathcal{D}}$  w.r.t  $W^{(1)}, \dots, W^{(L)}$

# Three Approaches to Differentiation

- Given  $f: \mathbb{R}^D \rightarrow \mathbb{R}$ , compute  $\nabla_{\mathbf{x}} f(\mathbf{x}) = \partial f(\mathbf{x}) / \partial \mathbf{x}$ 
  1. Finite difference method
    - Requires the ability to call  $f(\mathbf{x})$
    - Great for checking accuracy of implementations of more complex differentiation methods
    - Computationally expensive for high-dimensional inputs
  2. Symbolic differentiation
    - Requires systematic knowledge of derivatives
    - Can be computationally expensive if poorly implemented
  3. Automatic differentiation (reverse mode)
    - Requires systematic knowledge of derivatives *and* an algorithm for computing  $f(\mathbf{x})$
    - Computational cost of computing  $\partial f(\mathbf{x}) / \partial \mathbf{x}$  is proportional to the cost of computing  $f(\mathbf{x})$

# Mini-batch Stochastic Gradient Descent with Momentum for Neural Networks



# Mini-batch Stochastic Gradient Descent with Adaptive Gradients for Neural Networks

- Input:  $\mathcal{D} = \{(\mathbf{x}^{(n)}, y^{(n)})\}_{n=1}^N, \eta_{MB}^{(0)}, B, \epsilon$
- 1. Initialize all weights  $W_{(0)}^{(1)}, \dots, W_{(0)}^{(L)}$  to small, random numbers and set  $t = 0, S_{-1}^{(l)} = 0 \odot W^{(l)} \forall l = 1, \dots, L$
- 2. While TERMINATION CRITERION is not satisfied
  - a. Randomly sample  $B$  data points from  $\mathcal{D}, \{(\mathbf{x}^{(b)}, y^{(b)})\}_{b=1}^B$
  - b. Compute the gradient w.r.t. the sampled *batch*,

$$G_t^{(l)} = \frac{1}{B} \sum_{b=1}^B \nabla_{W^{(l)}} e(\mathbf{o}^{(L)}, y^{(b)}) \quad \forall l$$

- c. Update  $S^{(l)}$ :  $S_t^{(l)} = S_{t-1}^{(l)} + G_t^{(l)} \odot G_t^{(l)} \quad \forall l$
- d. Update  $W^{(l)}$ :  $W_{t+1}^{(l)} \leftarrow W_t^{(l)} - \frac{\eta_{MB}^{(0)}}{\sqrt{S_t^{(l)} + \epsilon}} \odot G_t^{(l)} \quad \forall l$
- e. Increment  $t$ :  $t \leftarrow t + 1$

- Output:  $W_t^{(1)}, \dots, W_t^{(L)}$

# What is Machine Learning 10-301/601?

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  - KNN
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  - Perceptron
  - Logistic Regression
  - Linear Regression
  - Neural Networks
- Deep Learning
- Unsupervised Models
  - K-means
  - PCA
- Graphical Models
  - Bayesian Networks
  - HMMs
- Learning Theory
- Reinforcement Learning
- Ensemble Methods
- Important Concepts
  - Feature Engineering and Kernels
  - Regularization and Overfitting
  - Experimental Design

Q: Why did we cover so many unrelated topics in the second half of the semester?

A: You never know where the next big thing in machine learning is going to come from!

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# What is ChatGPT?

- Chatbot built on GPT 3.5 (or 4)



# What is ~~ChatGPT~~ GPT?

- Chatbot built on GPT 3.5 (or 4)
  - GPT 3.5 is a large language model

# What is ~~ChatGPT~~ ~~GPT~~ a language model?

- Chatbot built on GPT 3.5 (or 4)
  - GPT 3.5 is a large language model
    - A language model is just a **probability distribution** over **sequences of words** (e.g., sentences)

# Recall: 3 Inference Questions for Hidden Markov Models

1. Marginal Computation:  $P(Y_t = s_j | \mathbf{x}^{(n)})$  (or  $P(Y | \mathbf{x}^{(n)})$ )

$$P(Y | \mathbf{x}^{(n)}) = \frac{P(\mathbf{x}^{(n)} | Y)P(Y)}{P(\mathbf{x}^{(n)})} = \frac{\prod_{t=1}^T P(\mathbf{x}_t^{(n)} | Y_t) P(Y_t | Y_{t-1})}{P(\mathbf{x}^{(n)})}$$

2. Decoding:  $\hat{Y} = \operatorname{argmax}_Y P(Y | \mathbf{x}^{(n)})$

3. Evaluation:  $P(\mathbf{x}^{(n)})$

$$P(\mathbf{x}^{(n)}) = \sum_{\mathcal{Y} \in \{\text{all possible sequences}\}} P(\mathbf{x}^{(n)} | \mathcal{Y})P(\mathcal{Y})$$

# What is ~~ChatGPT~~ ~~GPT~~ a *large* language model?

Name	Release date <sup>[a]</sup>	Developer	Number of parameters <sup>[b]</sup>	Corpus size
BERT	2018	Google	340 million <sup>[105]</sup>	3.3 billion words <sup>[105]</sup>
XLNet	2019	Google	~340 million <sup>[109]</sup>	33 billion words
GPT-2	2019	OpenAI	1.5 billion <sup>[112]</sup>	40GB <sup>[113]</sup> (~10 billion tokens) <sup>[114]</sup>
GPT-3	2020	OpenAI	175 billion <sup>[37]</sup>	300 billion tokens <sup>[114]</sup>
GPT-4	March 2023	OpenAI	Exact number unknown <sup>[f]</sup>	Unknown
PaLM 2 (Pathways Language Model 2)	May 2023	Google	340 billion <sup>[162]</sup>	3.6 trillion tokens <sup>[162]</sup>

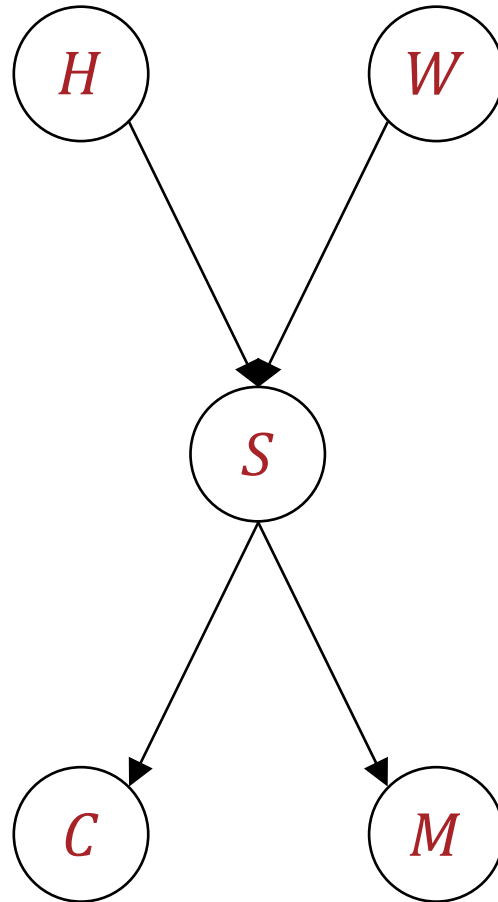
# What is ~~ChatGPT~~ GPT?

- Chatbot built on GPT 3.5 (or 4)
  - GPT 3.5 is a large language model
    - A language model is just a probability distribution over sequences of words (e.g., sentences)
    - GPT is short for generative pre-trained transformer

# What is ~~ChatGPT~~ GPT?

- Chatbot built on GPT 3.5 (or 4)
  - GPT 3.5 is a large language model
    - A language model is just a probability distribution over sequences of words (e.g., sentences)
  - GPT is short for *generative* pre-trained transformer
    - Generative means the model can create new sequences by **sampling** from the distribution

# Sampling for Bayesian Networks



- Sampling from a Bayesian network is easy!

1. Sample all free variables ( $H$  and  $W$ )
2. Sample any variable whose parents have already been sampled
3. Stop once all variables have been sampled

$$P(S = 1) \approx \frac{\text{\# of samples w/ } S = 1}{\text{\# of samples}}$$

# What is ~~ChatGPT~~ GPT?

- Chatbot built on GPT 3.5 (or 4)
  - GPT 3.5 is a large language model
    - A language model is just a probability distribution over sequences of words (e.g., sentences)
    - GPT is short for generative *pre-trained* transformer
      - Pre-training is the process of initializing some or all model parameters using a dataset or objective function other than the actual task
      - Pre-trained parameters are then *fine-tuned* to the actual task

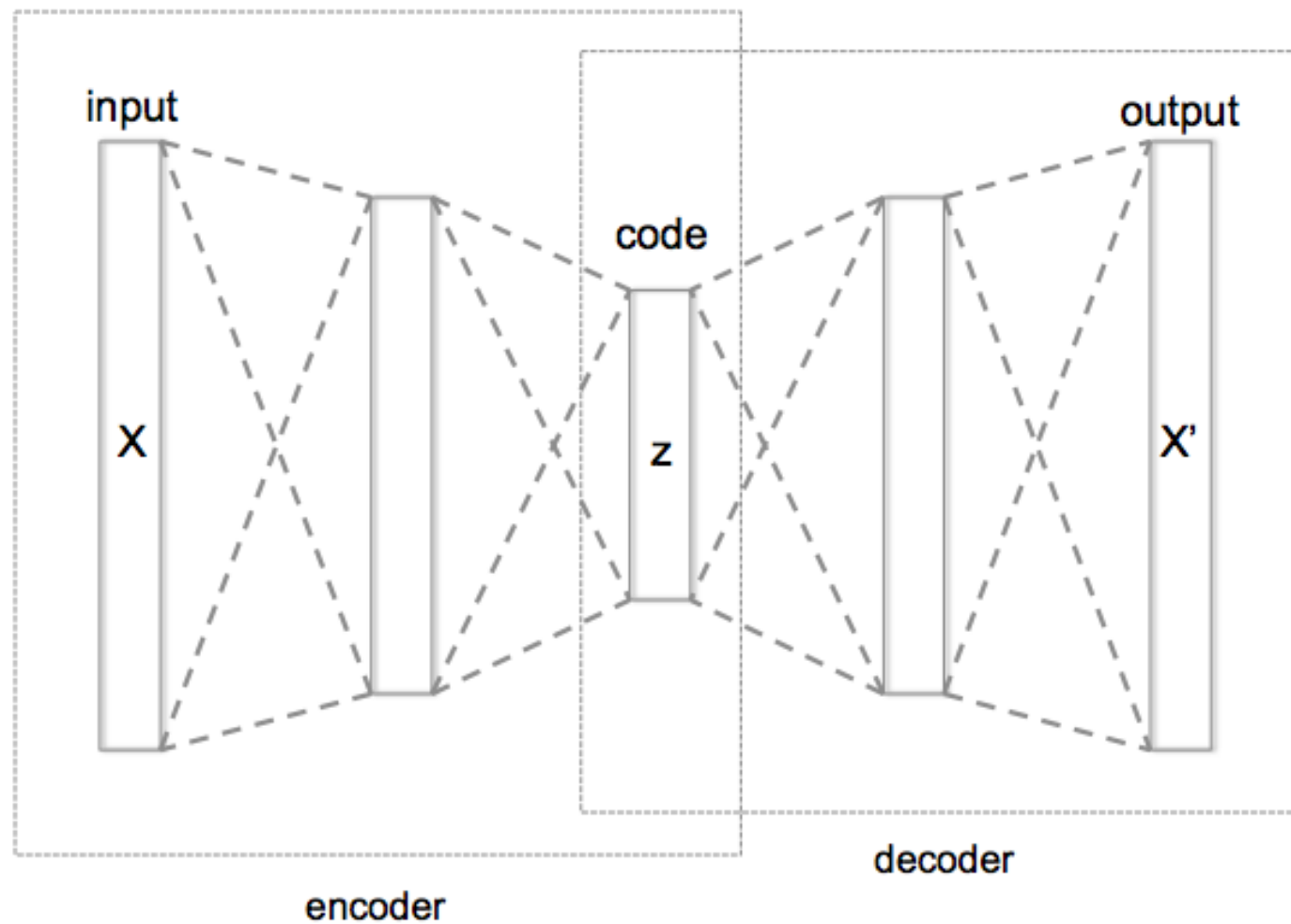


# Pre-training (Bengio et al., 2006)

	Train	Val.	Test
Deep net, auto-associator pre-training	0%	1.4%	1.4%
Deep net, supervised pre-training	0%	1.7%	2.0%
Deep net, no pre-training	.004%	2.1%	2.4%
Shallow net, no pre-training	.004%	1.8%	1.9%

- Error rates on MNIST
- Primary finding: pre-training is crucial to unlock the benefits of deep learning!
- Auto-associator is another word for **autoencoder**

# Deep Autoencoders



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  - GPT is short for generative *pre-trained* transformer
    - GPT parameters are fine-tuned in part using *reinforcement learning with human feedback*

# Reinforcement Learning with Human Feedback (RLHF)

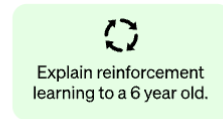
- Insight: for many machine learning tasks, there is no universal ground truth, e.g., there are lots of possible ways to respond to a question or prompt.
- Idea: solve the problem using reinforcement learning and use human feedback as the reward function by having people determine how good or bad some action is.
- Issue: if the state/action space is huge, in order to train a good model, we would need tons and tons of feedback and human annotation is expensive...
- Idea: use a small number of annotations to learn a reward function!

# Reinforcement Learning with Human Feedback (RLHF)

## Step 1

**Collect demonstration data and train a supervised policy.**

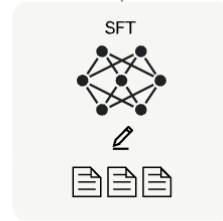
A prompt is sampled from our prompt dataset.



A labeler demonstrates the desired output behavior.



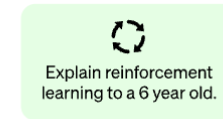
This data is used to fine-tune GPT-3.5 with supervised learning.



## Step 2

**Collect comparison data and train a reward model.**

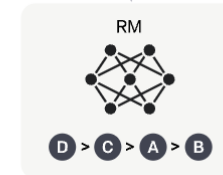
A prompt and several model outputs are sampled.



A labeler ranks the outputs from best to worst.



This data is used to train our reward model.



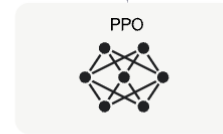
## Step 3

**Optimize a policy against the reward model using the PPO reinforcement learning algorithm.**

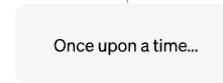
A new prompt is sampled from the dataset.



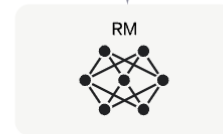
The PPO model is initialized from the supervised policy.



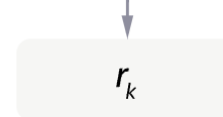
The policy generates an output.



The reward model calculates a reward for the output.



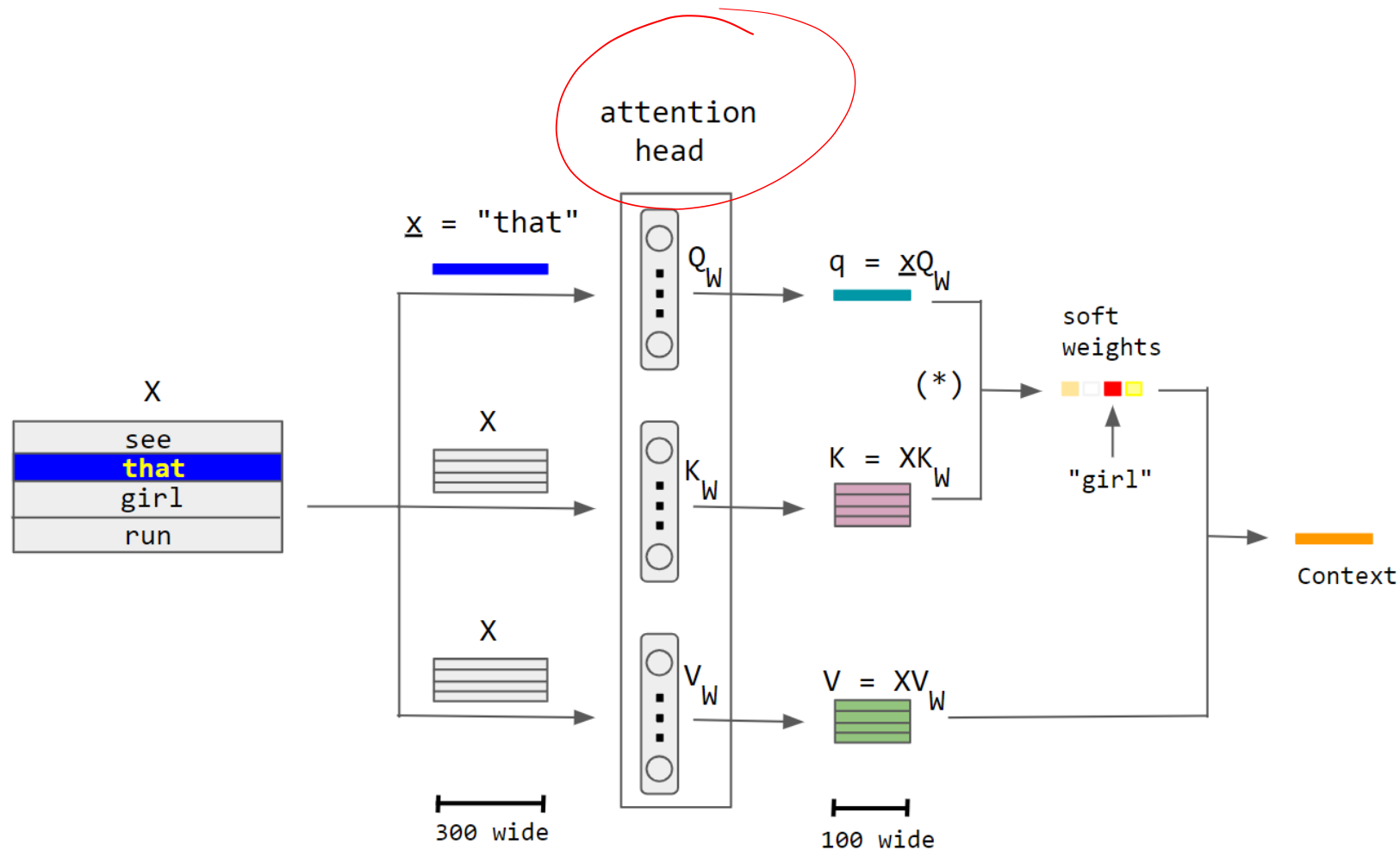
The reward is used to update the policy using PPO.



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    - GPT is short for generative pre-trained *transformer*
      - A transformer is a **neural network architecture** that uses just *attention* mechanisms to model sequences (“attention is all you need”).

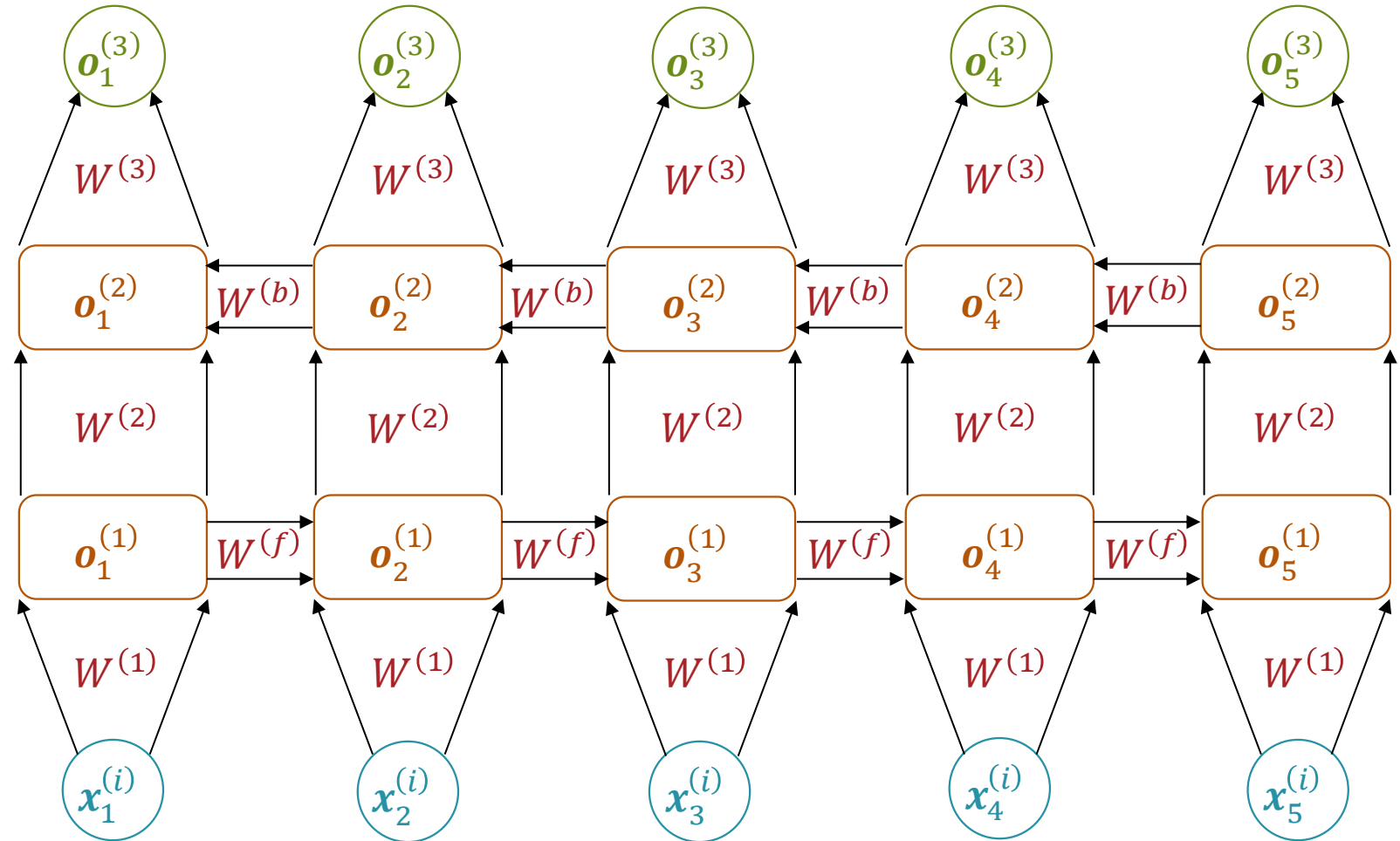
# Attention



$$\text{Context} = \text{softmax} \left( \frac{xQ_W * XK_W^T}{\sqrt{100}} \right) * XV_W$$

# Bidirectional Recurrent Neural Networks

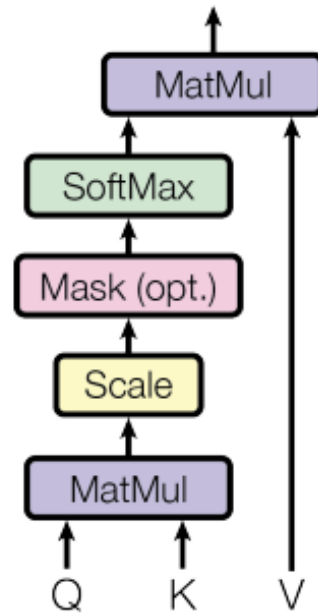
$$\mathbf{o}_t^{(1)} = \left[1, \theta \left(W^{(1)} \mathbf{x}_t^{(i)} + W^{(f)} \mathbf{o}_{t-1}^{(1)}\right)\right]^T \text{ and } \mathbf{o}_t^{(2)} = \left[1, \theta \left(W^{(2)} \mathbf{o}_t^{(1)} + W^{(b)} \mathbf{o}_{t+1}^{(2)}\right)\right]^T$$



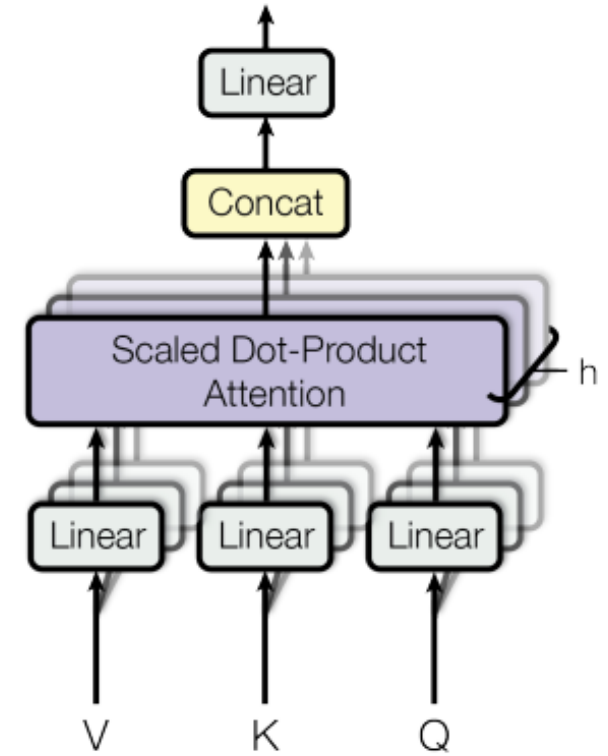


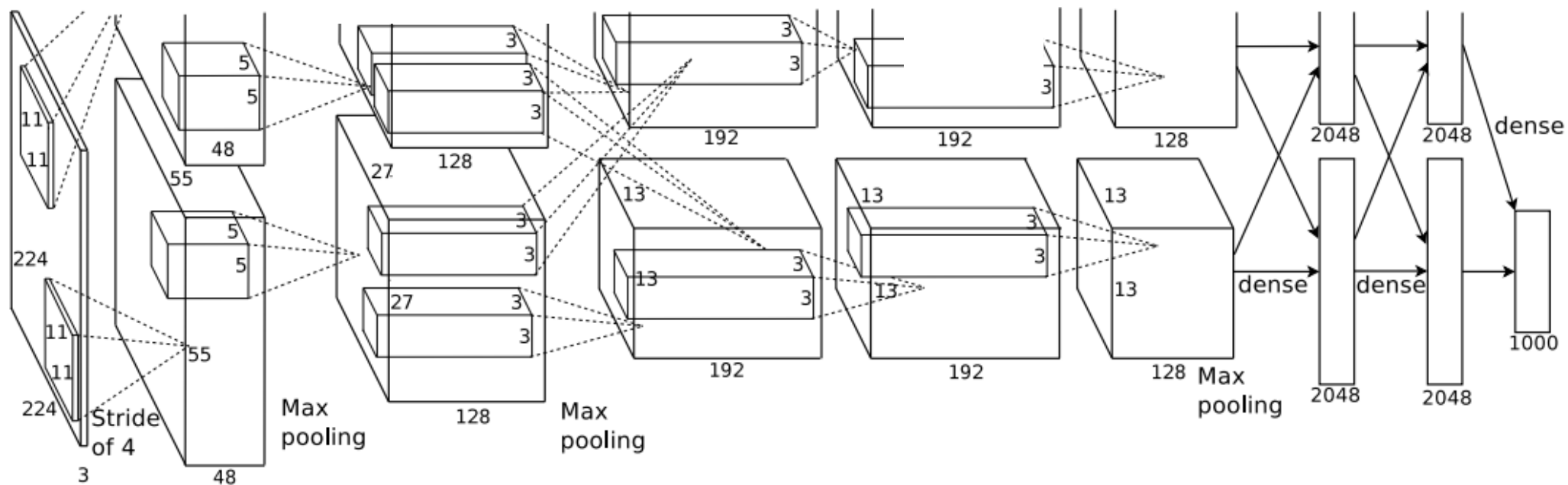
# Multi-headed Attention

## Scaled Dot-Product Attention



## Multi-Head Attention





# AlexNet (Krizhevsky et al., 2012)

# Transformers

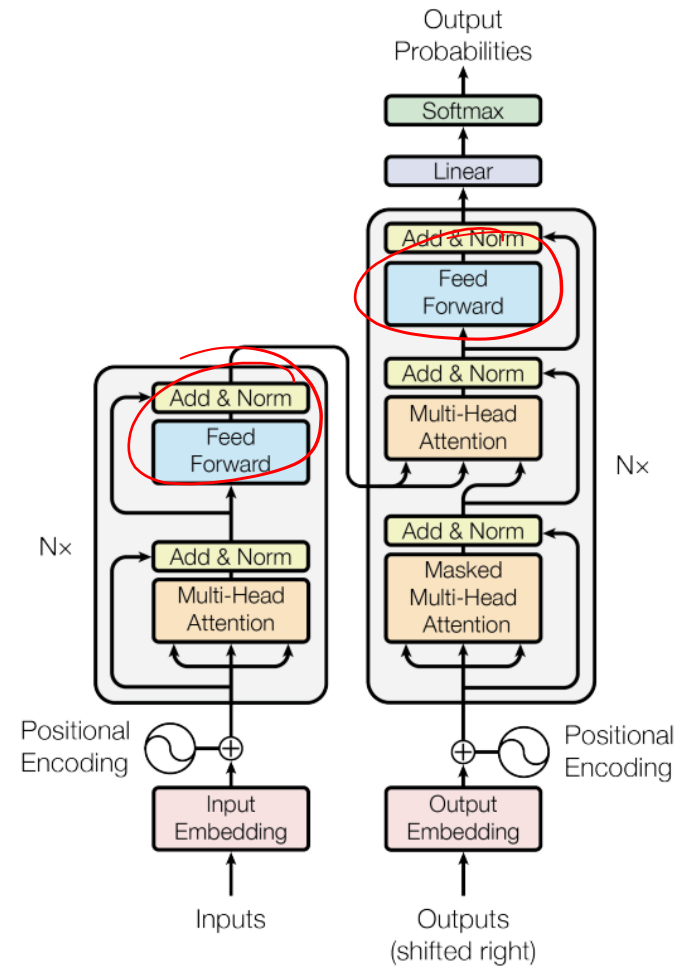


Figure 1: The Transformer - model architecture.

# What is ~~ChatGPT~~ GPT?

- Chatbot built on GPT 3.5 (or 4)
  - GPT 3.5 is a large language model
    - A language model is just a probability distribution over sequences of words (e.g., sentences)
  - GPT is short for generative pre-trained *transformer*
    - Lots of other relevant implementation details:
      - Optimizer: Adam = **SGD** with **Momentum** + RMSprop (variant of **AdaGrad**)
      - Regularization: Normalized weight decay (variant of **L2 regularization**)
      - Hyperparameter tuning, bias mitigation, etc...

# Key Takeaways

- You are ready (at least in theory) to go out and learn about the latest machine learning models/concepts
  - You're also equipped to succeed in subsequent machine learning courses you might take
- You all have been a great class, thanks for an amazing summer!