Final projects 6) language-related Lo code / multimodal otay & vision
Lo lunguage + & audio
interaction 1) high-level topic ideas 1, "improve LM on task X" Ly open-weight LMs 4 Lluma, Quen, 1-7B param 4 collect a dataset by run baselines Lytrain LM on task X 4) fine tuning & LORA

RLORA 5 RL Gpanet optimization b) measure improvement b) detailed error analysis 1) systematic error types

Ly"tool-using LLM agents" build a system that interacts will the external environment 4 generally using closed models via API by try open models La evaluation is challenging L) "interpreting LM's behavior on some task" Li identify layers heurons / Circuits b) interventions La model unlearning, steering L) "implement new training method for LMs" 6) "reproduce a recent paper" b) efficient inference b) increase decoding speed but preserve quality by kV cache optimization Ly LLM safety | Security | jail breaking

Self-addention:

La training time: parallelize hidden state computation

L) test-time: sequential

b) we can only parallelize computations when we know the full sequence ahead of time

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Favorite LLM 12 is 13

Self-alto requires injecting position info

KV cache

1) Stoing prev. computed they halves
So we don't have to recompute
Them at every step
1) test time

Transformer

- Greural LM built on multi-head self-attr
- L) deep network with many stacked MHSA layers ("blocks")
- 6 Vaswani et al. 2017

intuition:

- b) let's have multiple sets of Q,K,V for each token
 - b) then, each cet (or "head") can learn
 to tocus on a specific linguistic property
 b) syntax (e.g. all verbs in prefix)
 L) activate on certain words) phrases
 b) entities) dates
 b) position



