

# Goal Today: Different Approaches to Hyperparameter Tuning

How can we tune hyperparameters?

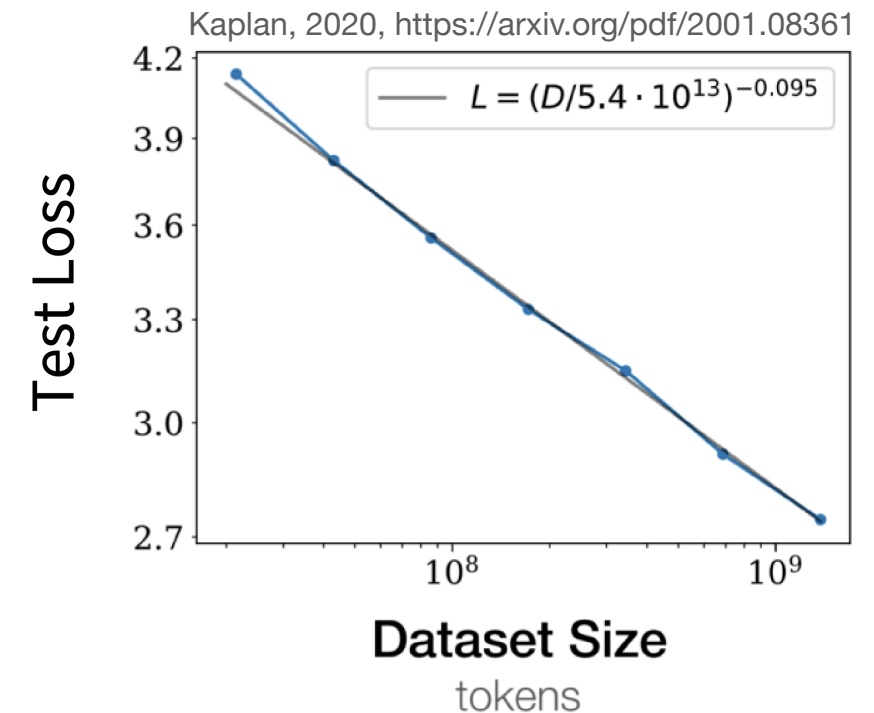
- Try and Pray
- Grid Search (costly)
- Do small-scale experiments. Then “extrapolate”

## 1. Draw a line: Scaling Law

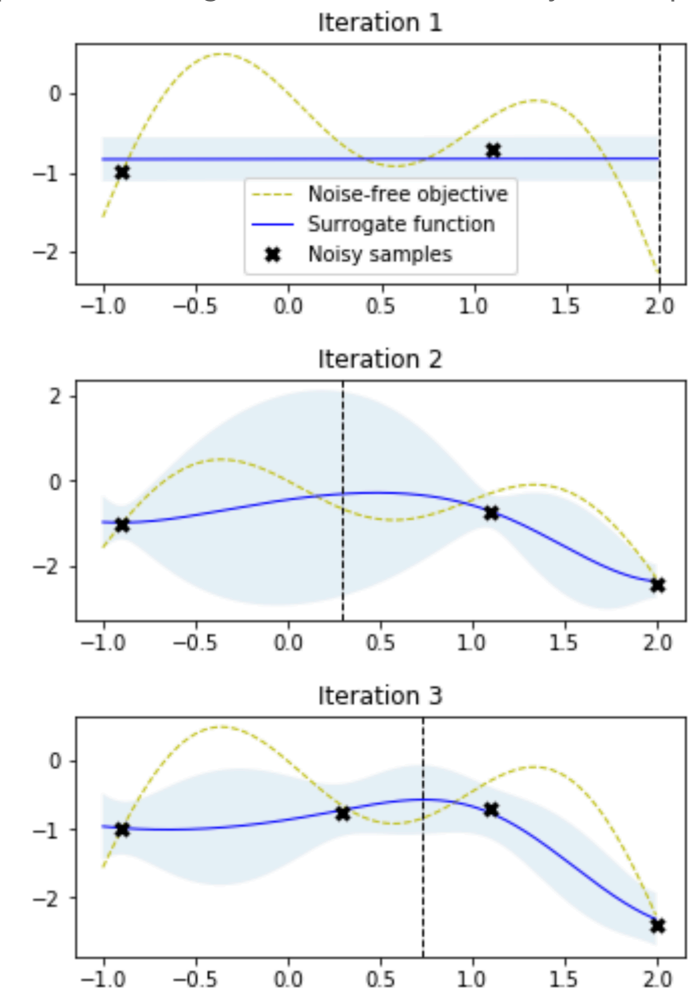
<https://stanford-cs324.github.io/winter2022/assets/pdfs/Scaling%20laws%20pdf.pdf>

## 2. (Multi-fidelity) Bayesian Optimization

## 3. Update hyperparameters online (specifically data)



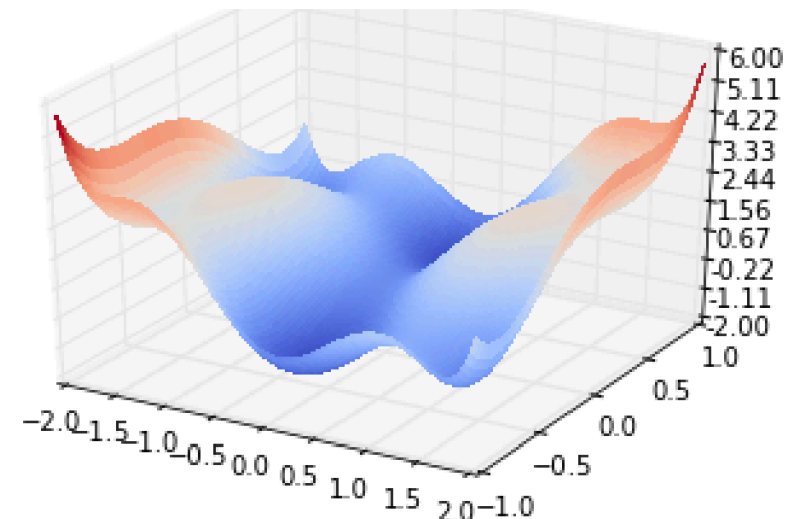
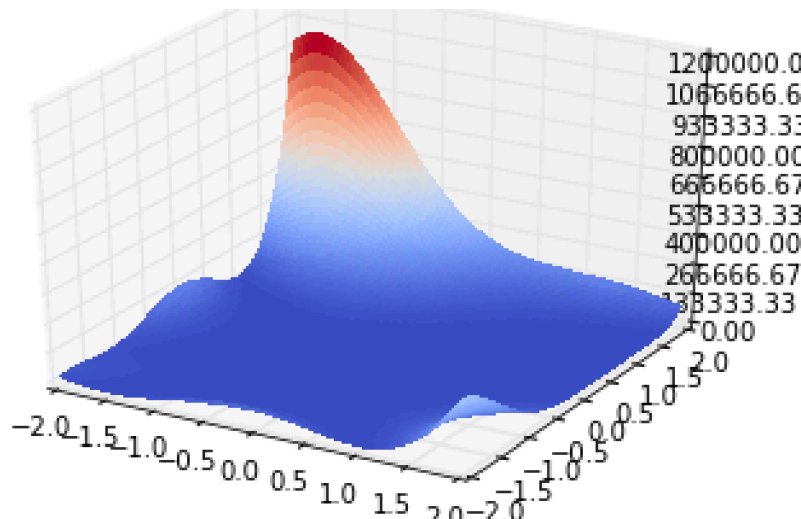
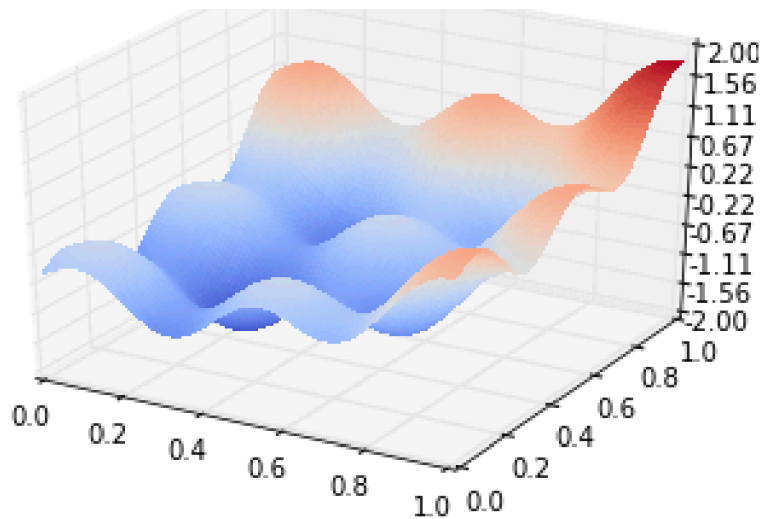
<https://krasserm.github.io/2018/03/21/bayesian-optimization/>



# Hyperparameter Optimization

Problem: which training parameters should I use?

- 0.01 or 0.001 learning rate?
- 0.9 or 0.99 momentum?
- 4 or 5 decoder blocks?



Evaluation of  $f$  is expensive

# Hyperparameter Tuning is Costly



Consumption	CO <sub>2</sub> e (lbs)
Air travel, 1 passenger, NY↔SF	1984
Human life, avg, 1 year	11,023
American life, avg, 1 year	36,156
Car, avg incl. fuel, 1 lifetime	126,000
<b>Training one model (GPU)</b>	
NLP pipeline (parsing, SRL)	39
w/ tuning & experimentation	78,468
Transformer (big)	192
w/ neural architecture search	626,155

Table 1: Estimated CO<sub>2</sub> emissions from training common NLP models, compared to familiar consumption.<sup>1</sup>

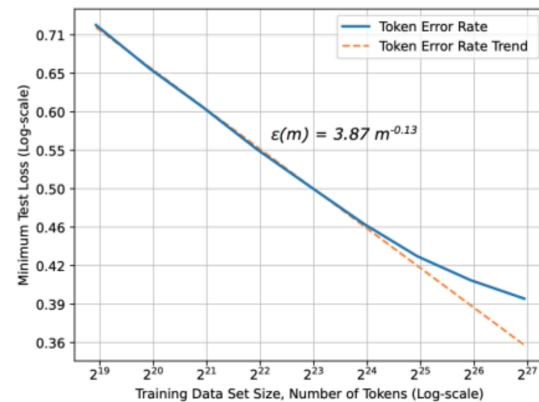


GPT-4 cost more than **100 Millions!**

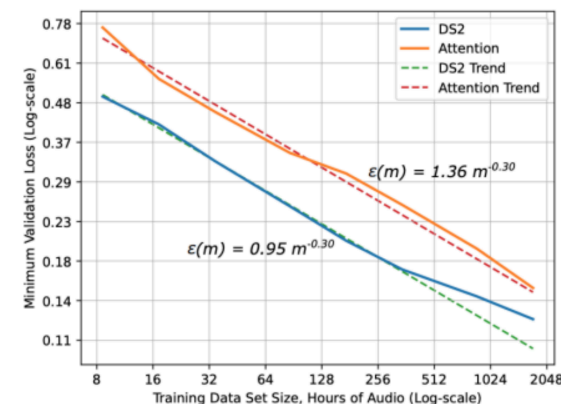
Infeasible to train many models

# Scaling Laws: An Interesting Phenomenon

## Scaling laws hold in many domains

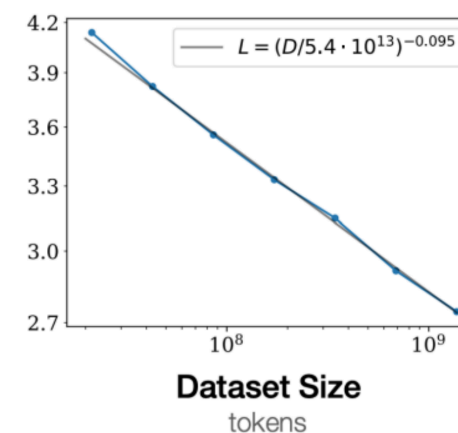


Machine translation



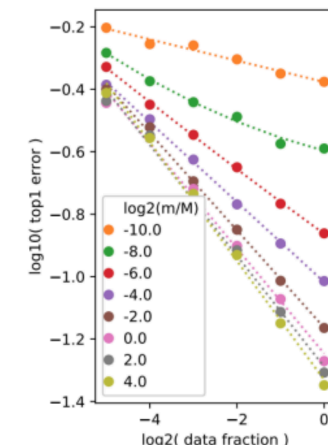
Speech

Hestness et al 2017.



Language modeling

Kaplan et al 2020.



Object recognition

Rosenfeld 2020.

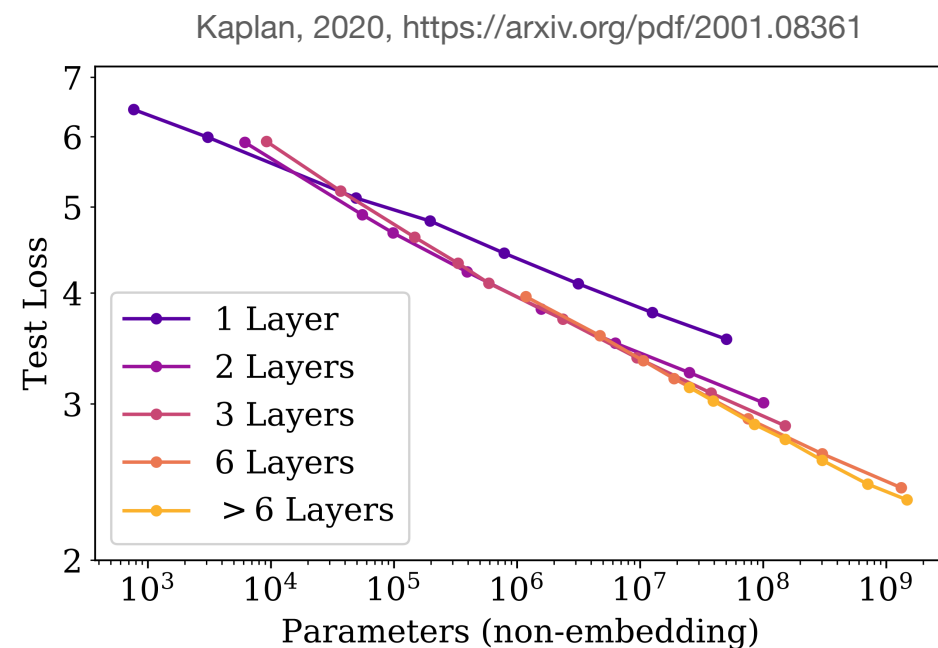
## Significance:

1. Predicting large-scale results => Efficient Design Choice
2. Allow low-budget contribution from research community
3. Enable resource allocation decisions (# of nuclear plants/gpus needed)

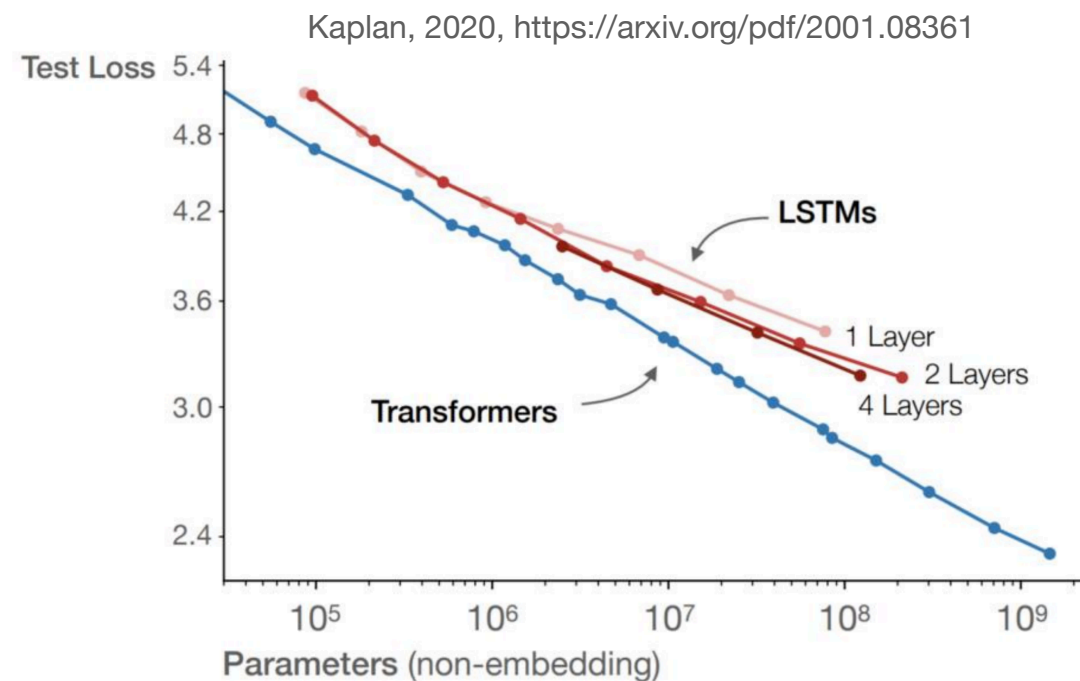


# Scaling Law: Identify Best Hyperparameters From Trend

Best # of layers?

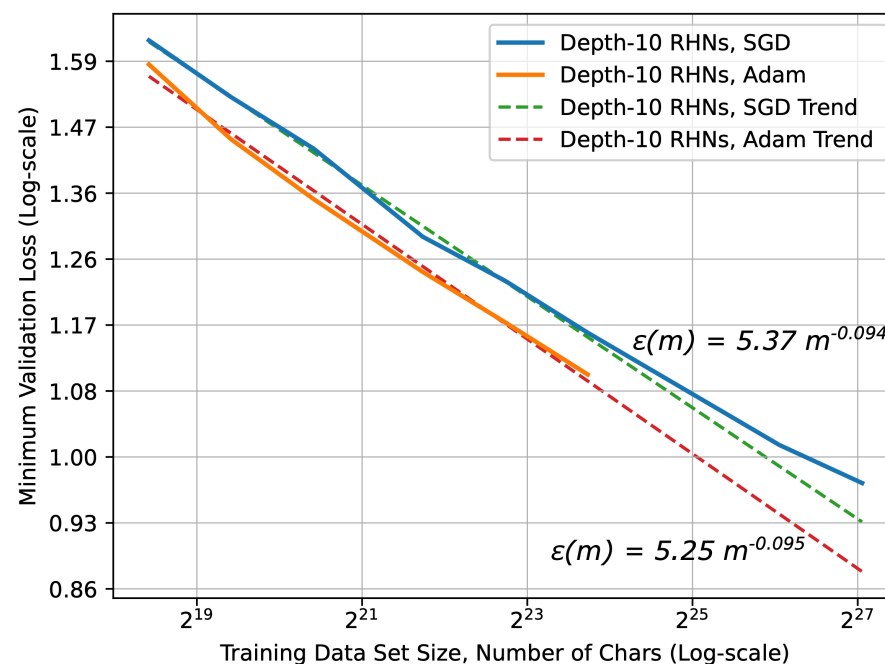


Best architecture?



Best optimizer?

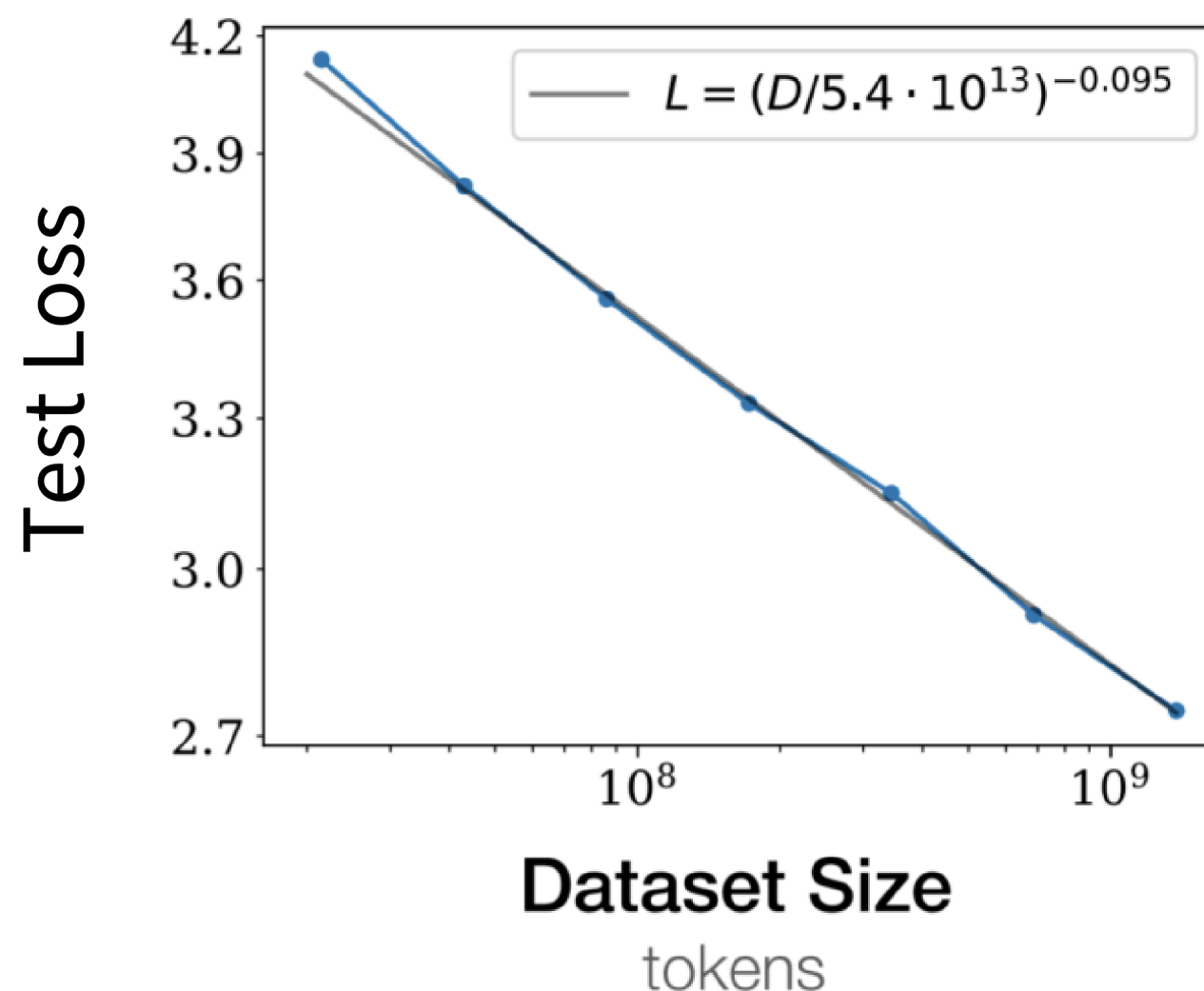
Hestness, 2017, <https://arxiv.org/pdf/1712.00409>



# Data Scaling Laws for Language Models

An empirical observation:

**Loss and dataset size is linear on a log-log plot**



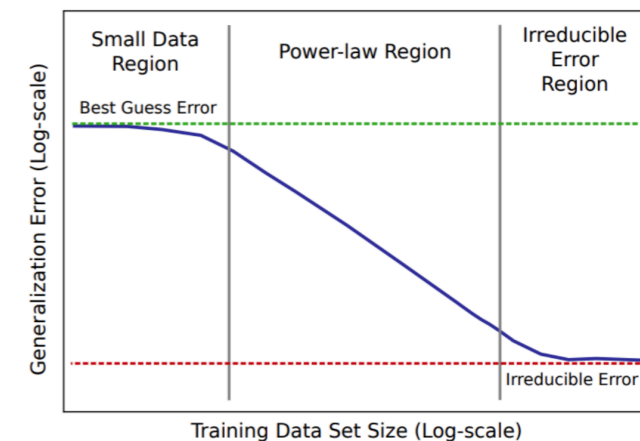
Kaplan, 2020, <https://arxiv.org/pdf/2001.08361>

# Conceptual foundations of data scaling laws.

**Q:** Why do scaling laws show up?

We know error should be monotone

But why is it a power law / linear in log-log?



**A:** Estimation error naturally decays polynomially.

But this answer may take a moment to understand. Let's work through an example.

**Example:** If our task is to estimate the mean of a dataset, what's the scaling law?

# Toy example: mean estimation

**Input:**  $x_1 \dots x_n \sim N(\mu, \sigma^2)$

**Task:** estimate the average as  $\hat{\mu} = \frac{\sum_i x_i}{n}$

**What's the error?** By standard arguments..

$$E[(\hat{\mu} - \mu)^2] = \frac{\sigma^2}{n}$$

**This is a scaling law!!**

$$\log(\text{Error}) = -\log n + 2 \log \sigma$$

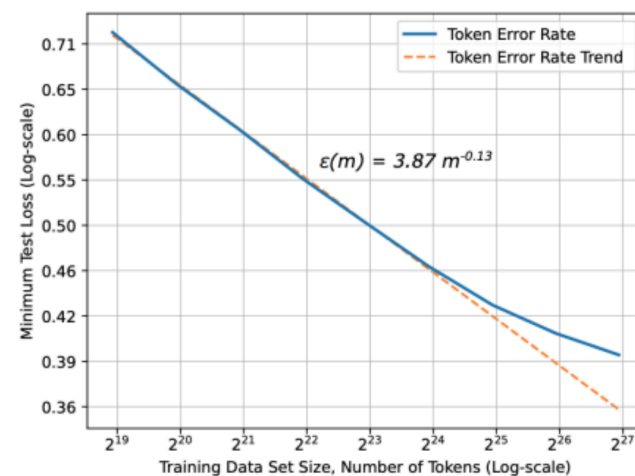
More generally, any polynomial rate  $1/n^\alpha$  is a scaling law

# Scaling law exponents: an intriguing mystery

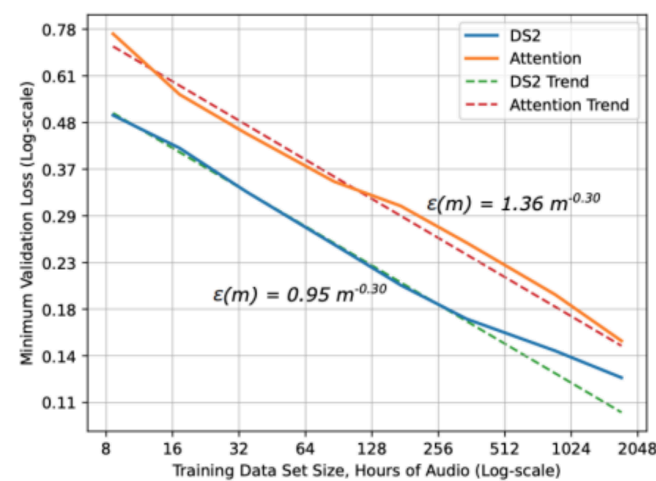
**Fact:** Similar arguments show most ‘classical’ models (regression, etc) have  $\frac{1}{n}$  scaling

This means we should see  $y = -x + C$

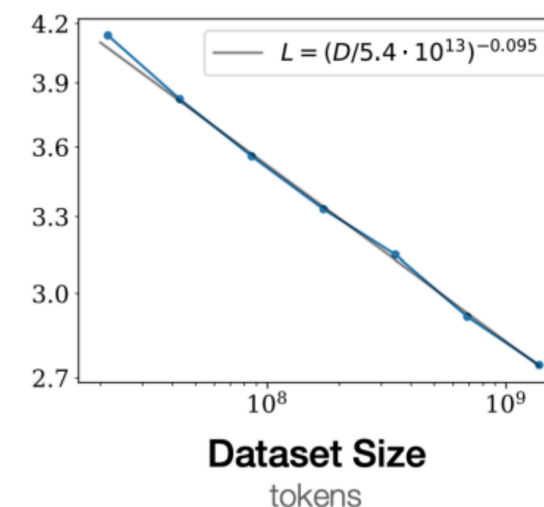
What do we find in neural scaling laws?



Machine translation



Speech



Language modeling

Very different from predictions.. Why might this be?



# Detour: scaling laws for (nonparametric) learning

Neural nets can approximate arbitrary functions. Lets turn that into an example.

**Input:**  $x_1 \dots x_n$  uniform in 2D unit box.  $y_i = f(x_i) + N(0,1)$

**Task:** estimate  $f(x)$

**Approach:** cut up the 2D space into boxes with length  $n^{-\frac{1}{4}}$ , average in each box

**What's our estimation error?**

Informally, we have  $\sqrt{n}$  boxes, each box gets  $\sqrt{n}$  samples.

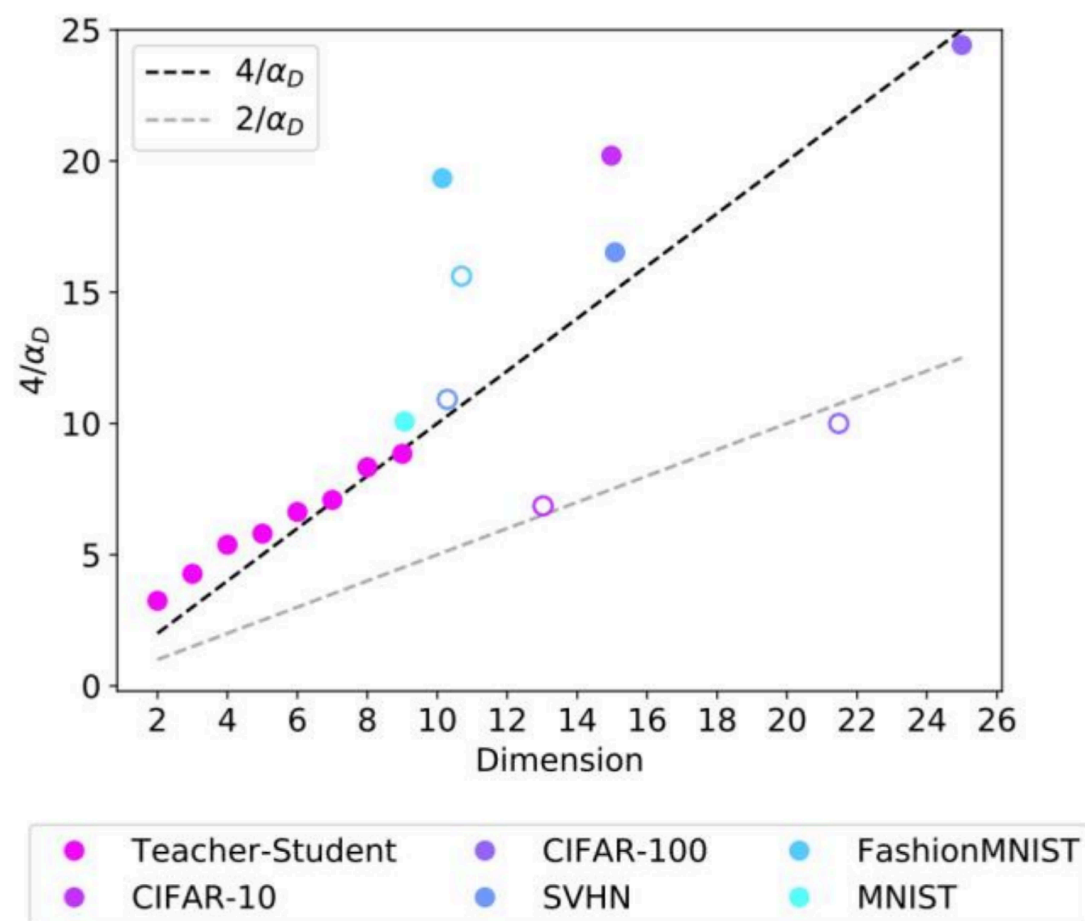
$$Error \approx \frac{1}{\sqrt{n}} + (\text{other smoothness terms})$$

In  $d$ -dimensions, this becomes  $Error = n^{-1/d}$  - **This means scaling is  $y = -\frac{1}{d}x + C$**

**Takeaway:** flexible 'nonparametric' learning has dimension dependent scaling laws.

# Intrinsic dimensionality theory of data scaling laws

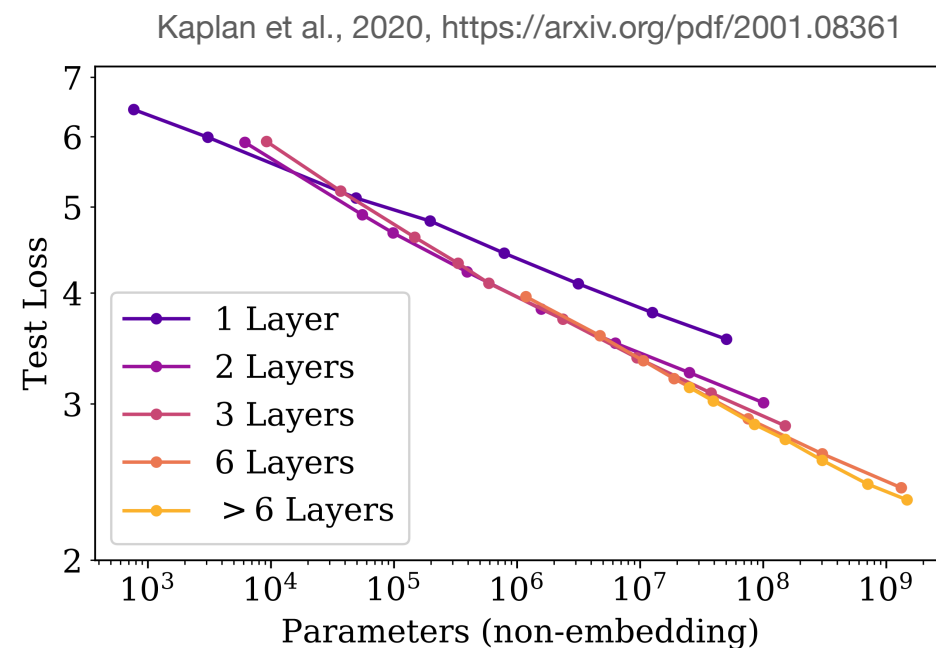
1. Scaling laws arise due to polynomial rates of learning  $\frac{1}{n^\alpha}$
2. The slope  $\alpha$  is closely connected to the *intrinsic dimensionality* of the data.



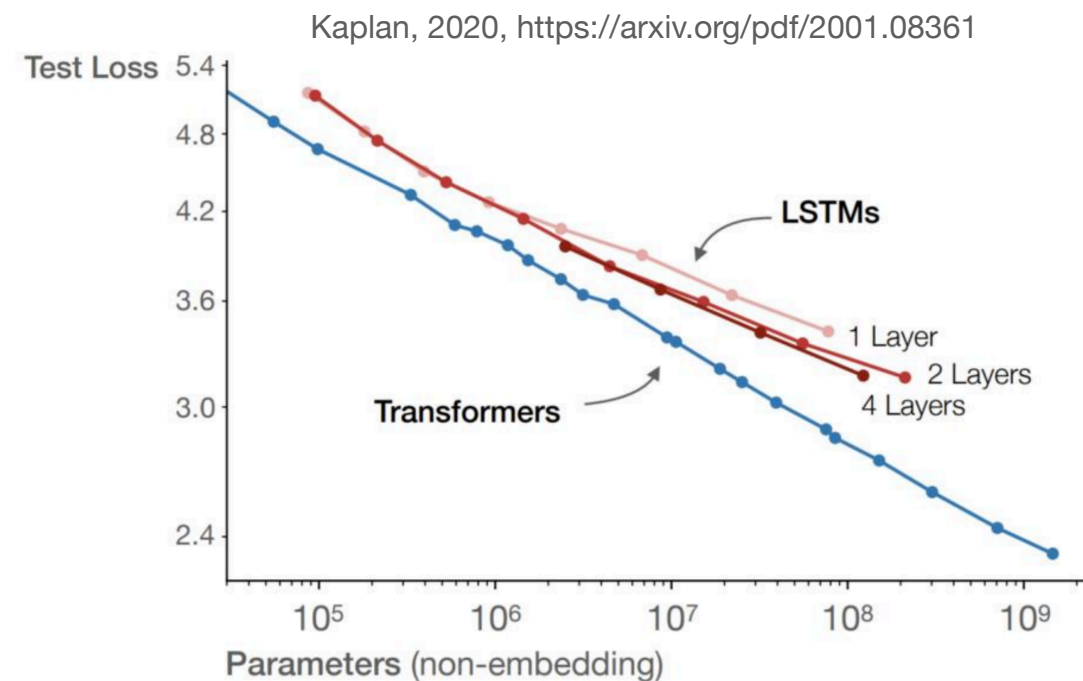
Some recent work (Bahri+ 2021) have tried to verify this empirically

# X-axis of Scaling Laws Can Be Different (# of parameters)

Best # of layers?

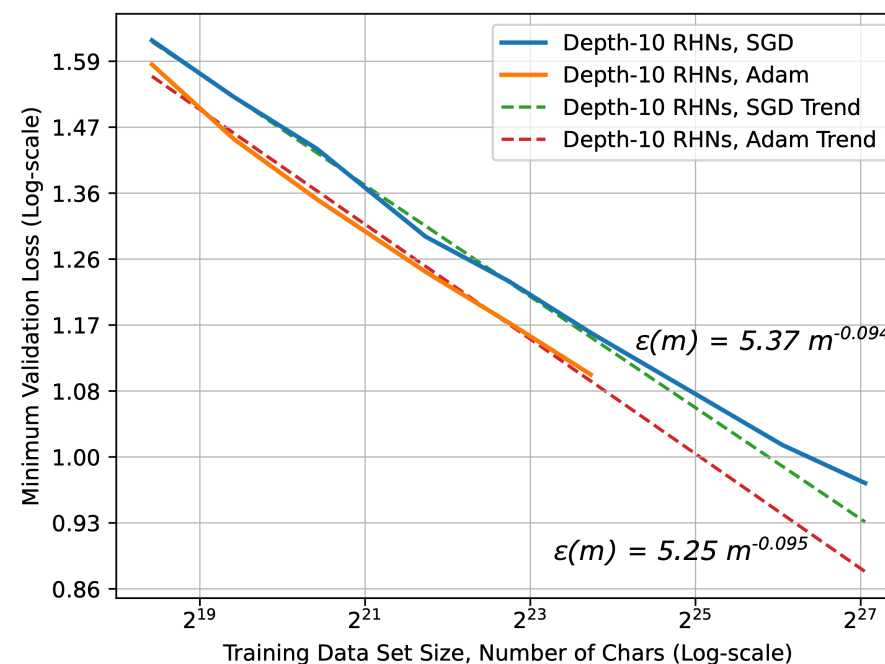


Best architecture?



Best optimizer?

Hestness, 2017, <https://arxiv.org/pdf/1712.00409>



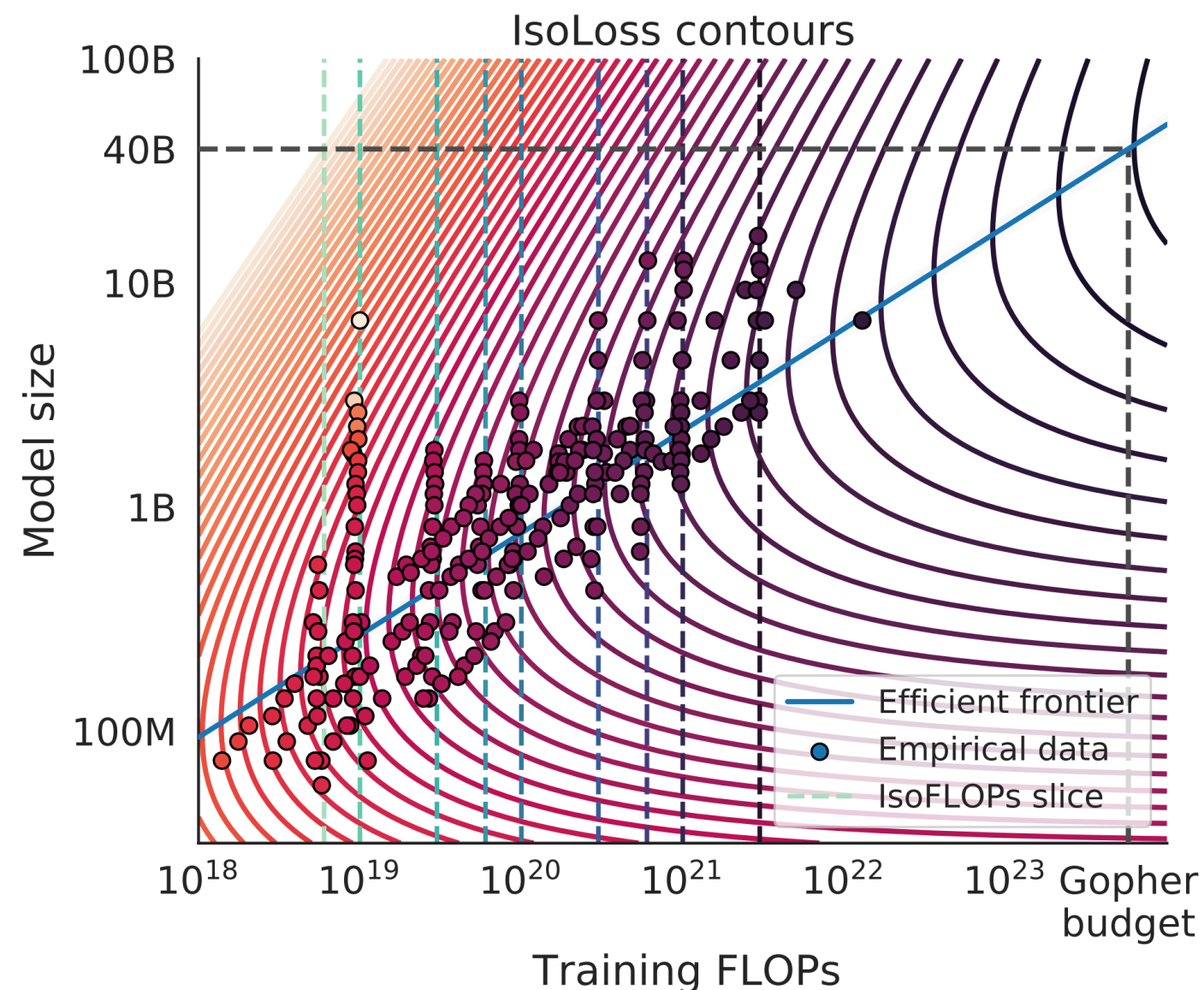
# Joint parameter-data scaling Law. How to scale?

$$\hat{L}(N, D) \triangleq E + \frac{A}{N^\alpha} + \frac{B}{D^\beta}$$

$N$  Number of Tokens

$D$  Number of Parameters

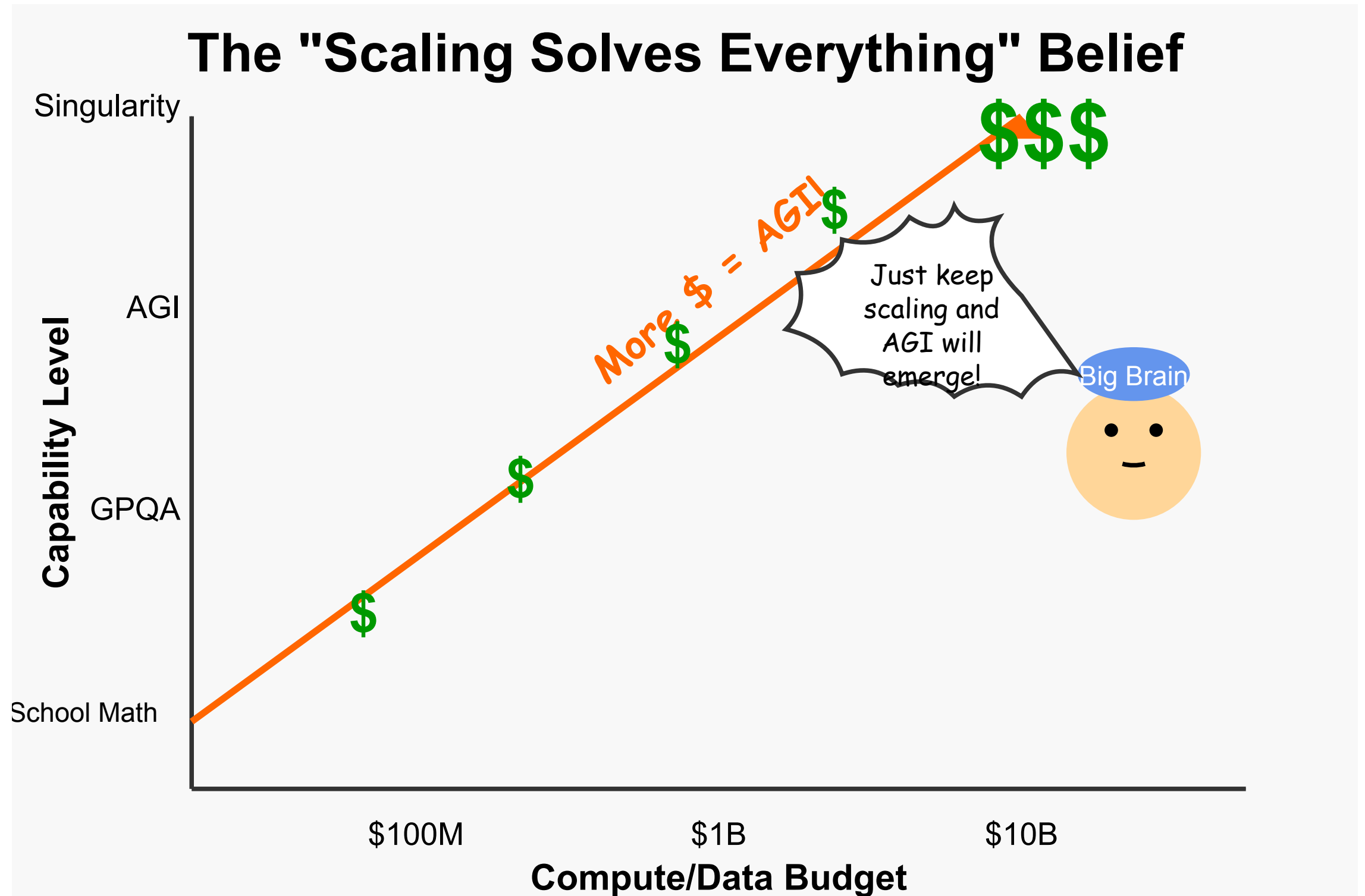
Hoffmann, 2022, <https://arxiv.org/pdf/2203.15556>



Empirically  $\alpha \approx \beta$

Scale data and model size **proportionally**

# AGI Soon?





## Putting on reviewer 2's hat:

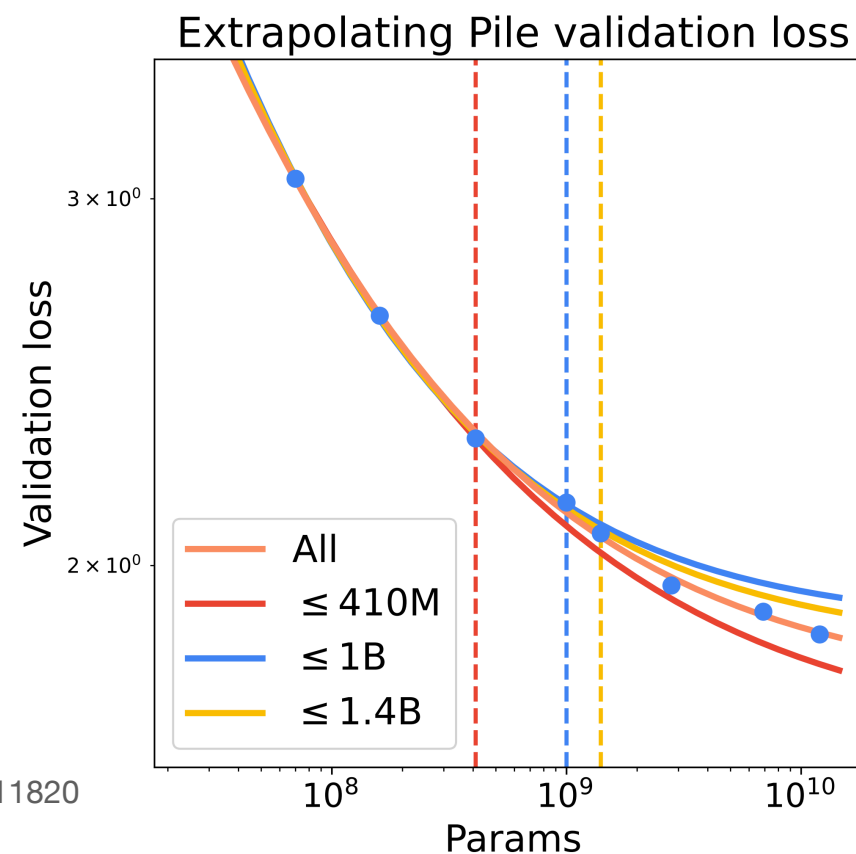
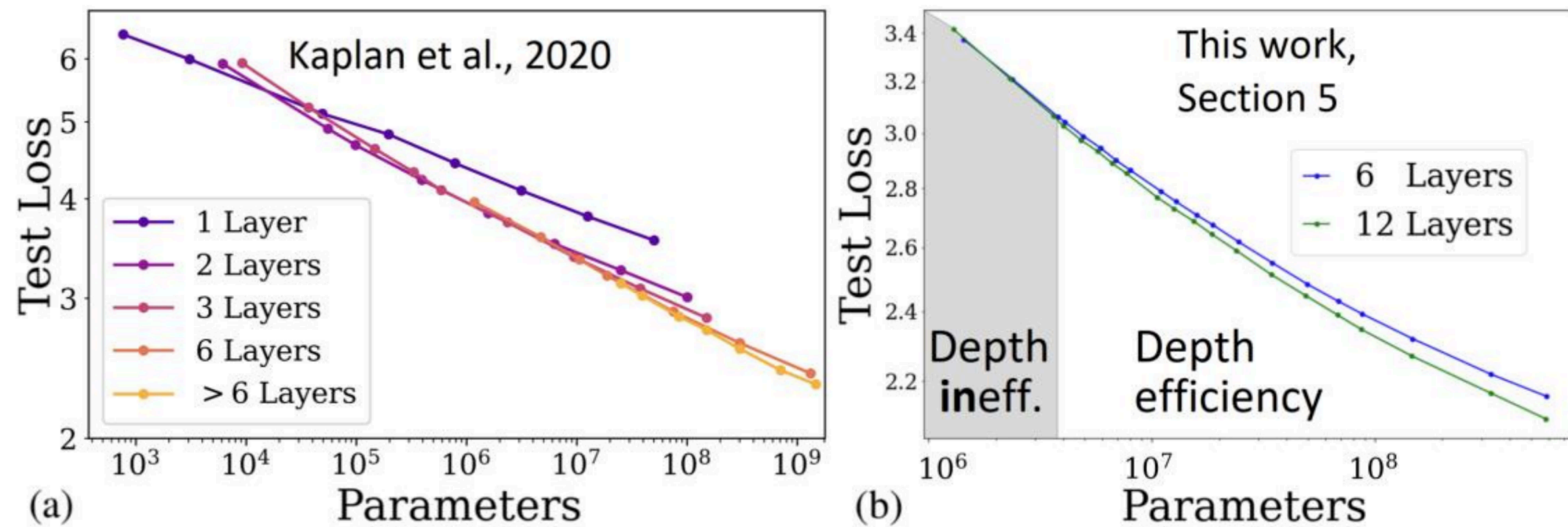
1. How well does it extrapolate? Does best parameter remain fixed at all scale?
2. What is  $x$ ? Are all parameters/data equal?
3. What is  $y$ ? What's the scaling behaviour on task accuracy? Or on OOD data
4. How do parameters of scaling law depend on architecture, or on the relationship between train/test data?

$$L = L_{\epsilon} + \beta n^{-\alpha}$$

$$\alpha = f(\text{architecture, relevance of train to test data})?$$

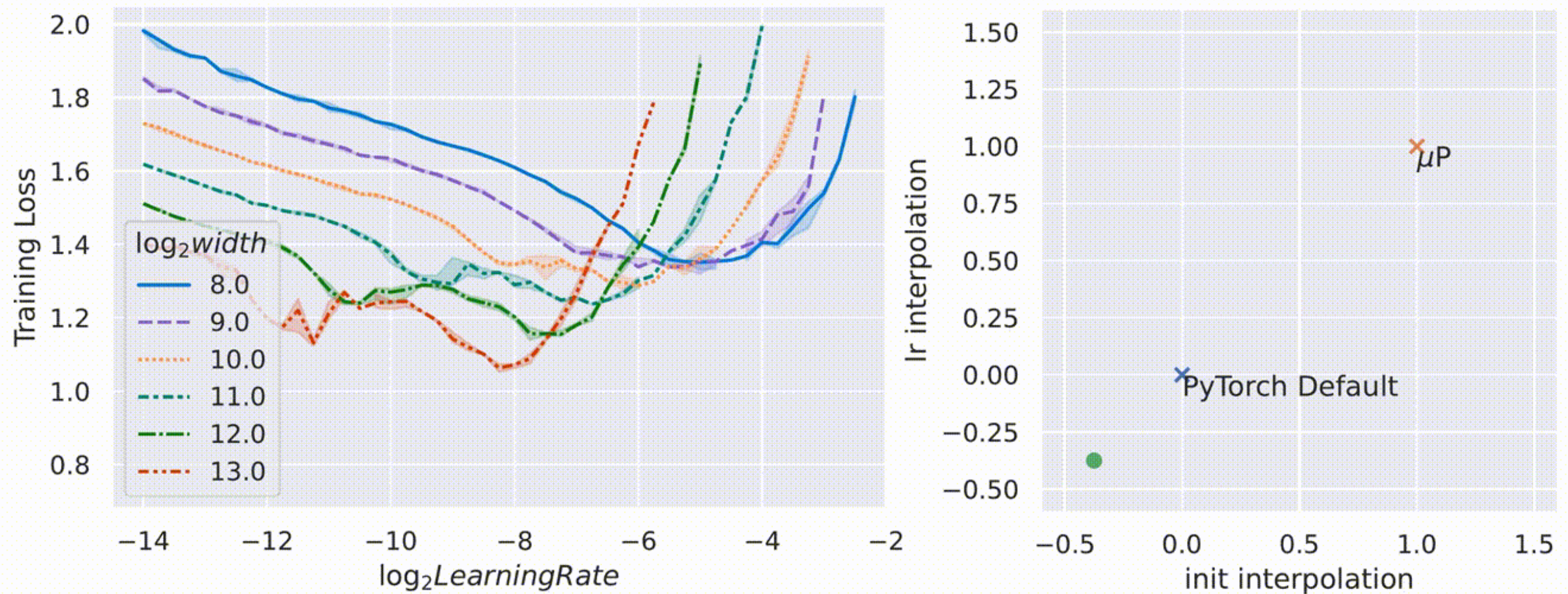
# Scaling Law's extrapolation can lead you astray

Levine et. al, 2021



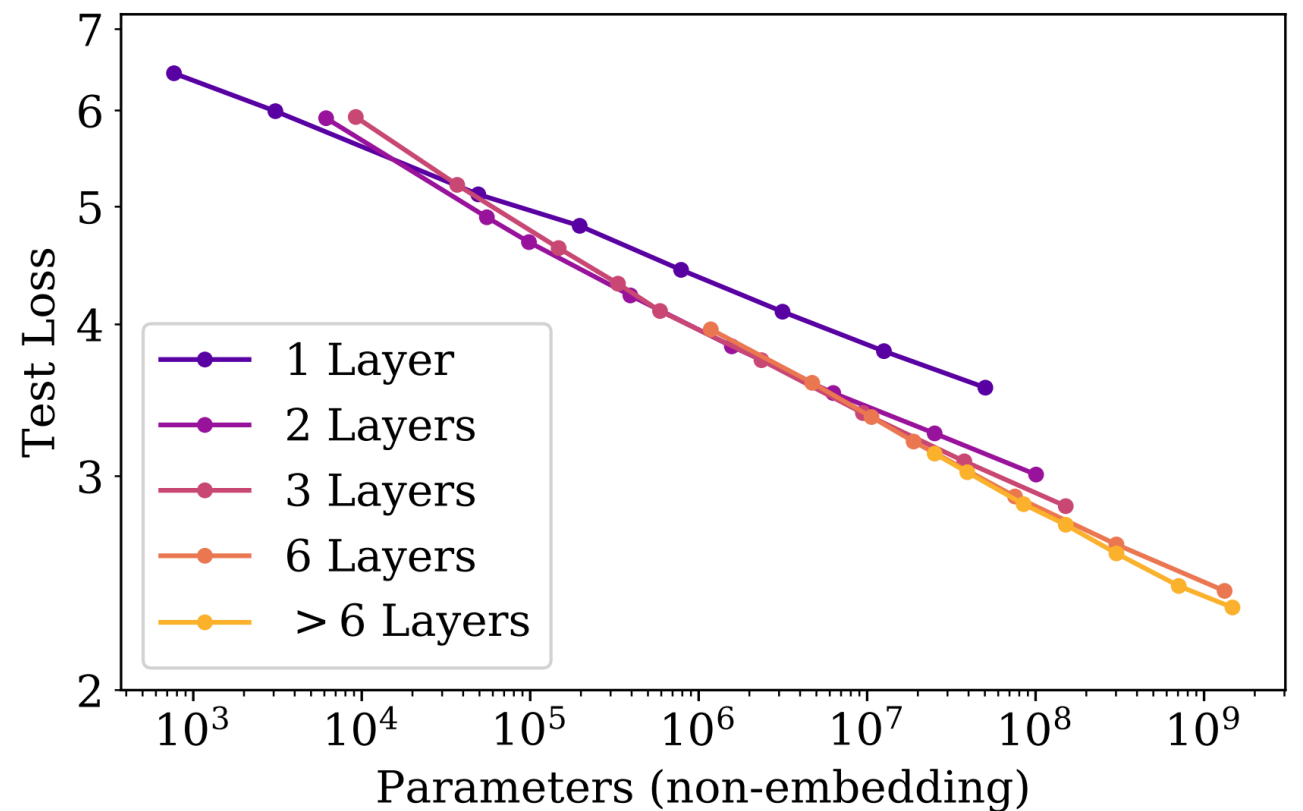
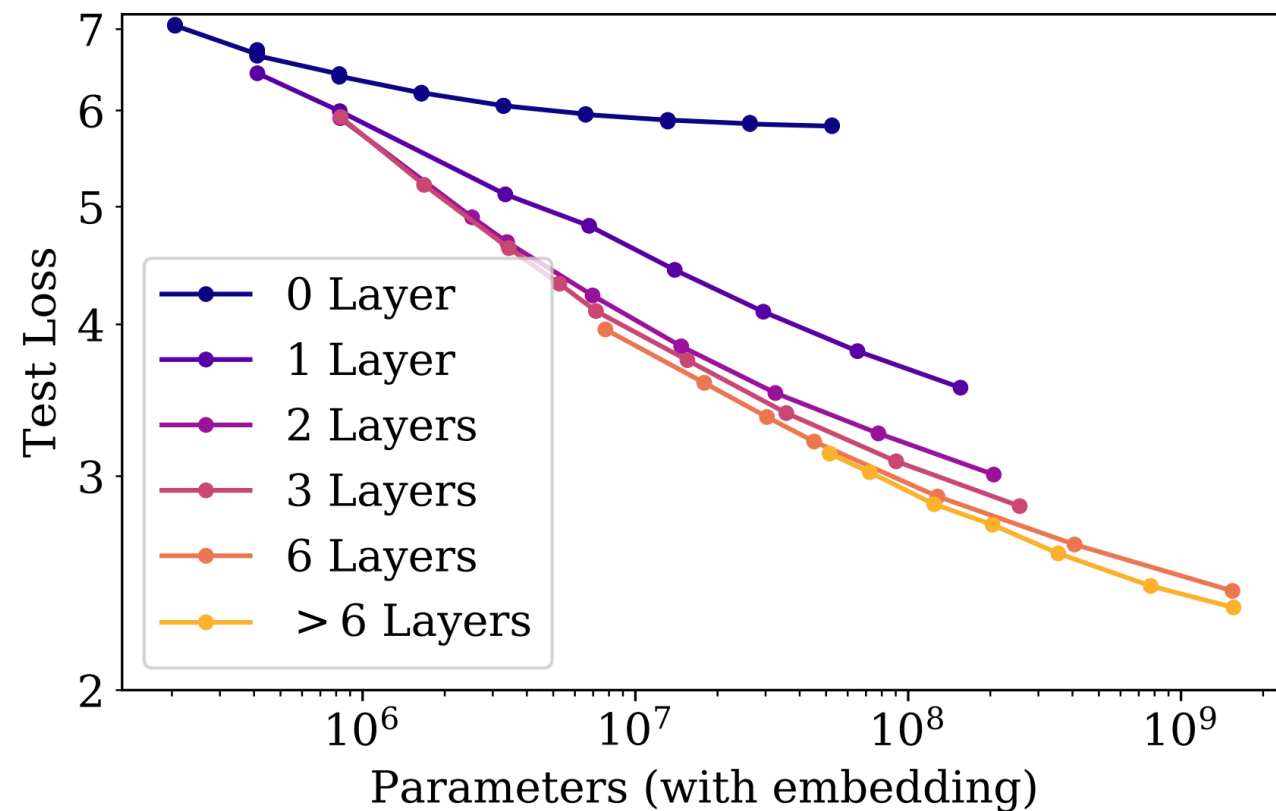
# Scaling Law's extrapolation can lead you astray

<https://www.microsoft.com/en-us/research/blog/μtransfer-a-technique-for-hyperparameter-tuning-of-enormous-neural-networks/>



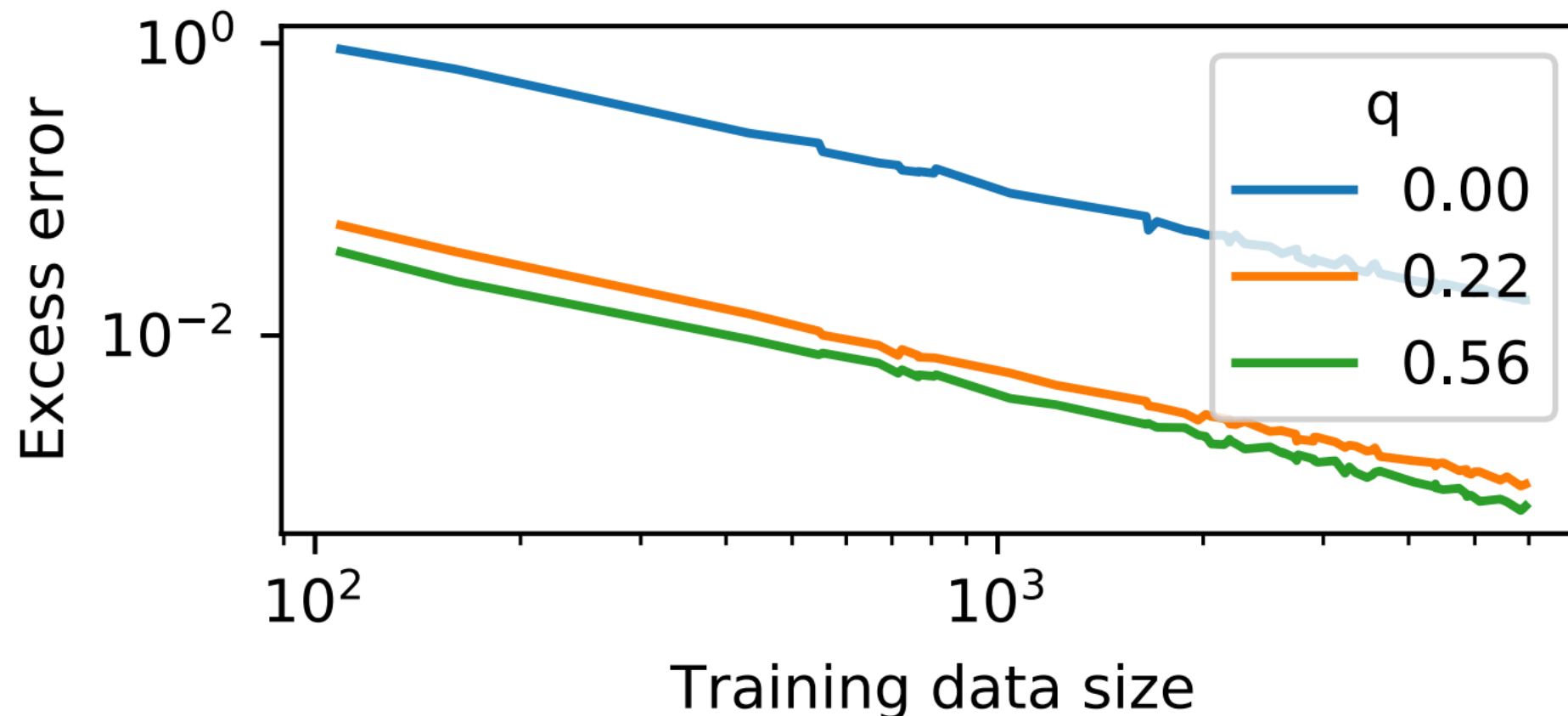
# Are all parameters equal?

Kaplan, 2020, <https://arxiv.org/pdf/2001.08361>



# Are all data equal? Intercept changes but exponent does not

Hashimoto, 2021, <https://proceedings.mlr.press/v139/hashimoto21a/hashimoto21a.pdf>



$q$ : proportion of one of the two training data

$$\log(L(n, q)) \approx \log(V(n, q)) := \alpha(q) \log(n) + C(q). \quad \text{✗}$$

$$\log(L(n, q)) \approx \log(V(n, q)) := -\alpha \log(n) + \log(C(q)). \quad \text{✓}$$

Data composition does not affect the slope?



# Are all data equal? Different data sources changes exponent

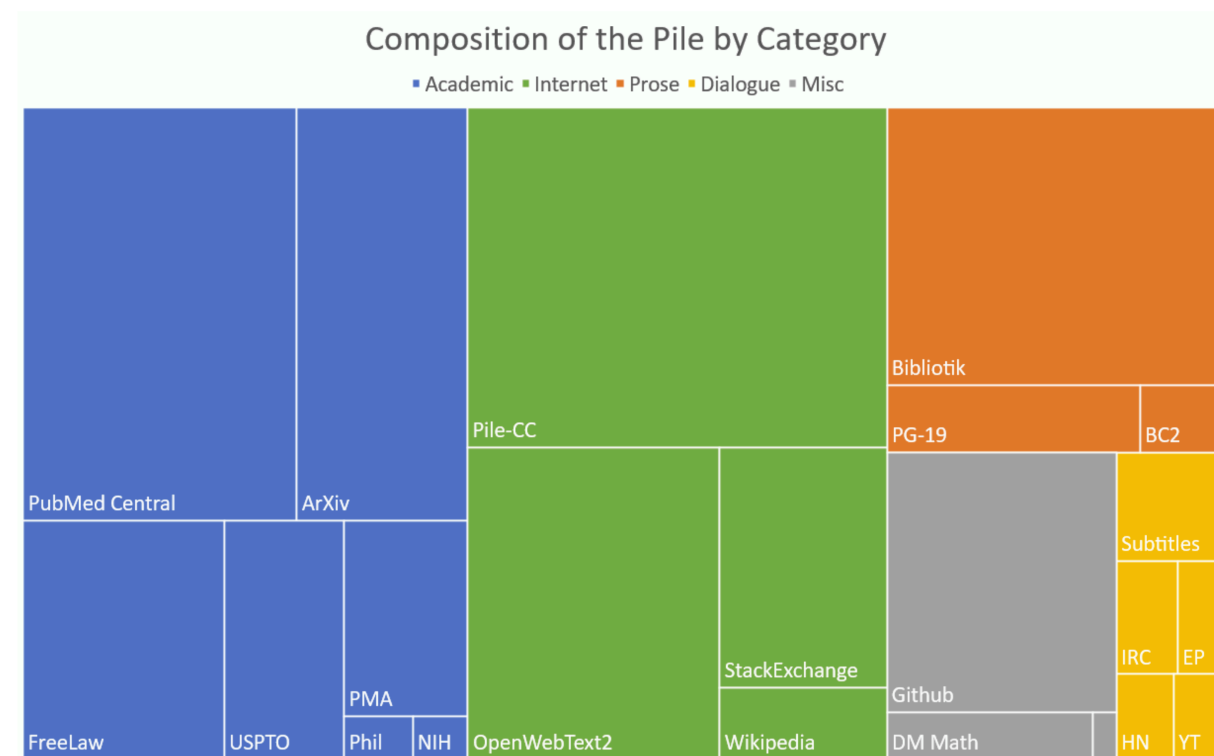


Figure 1: Treemap of Pile components by effective size.

$$L_i(r_{1...M}) = c_i + k_i \exp \left( \sum_{j=1}^M t_{ij} r_j \right)$$

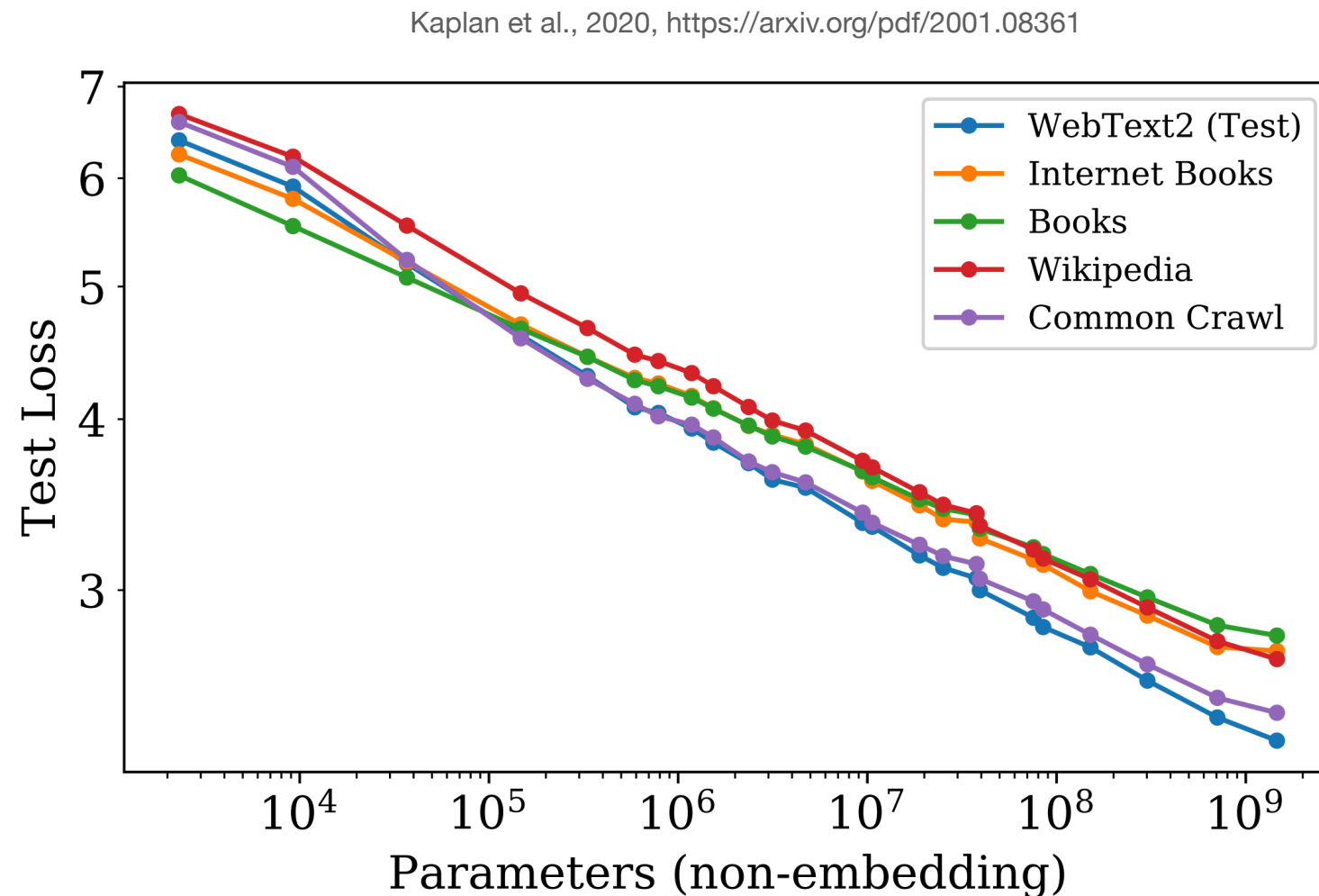
i: Domain of validation data

j: Domain of training data

r\_j: Proportion of training data from domain j

t\_ij: How much does training domain j helps validation domain I

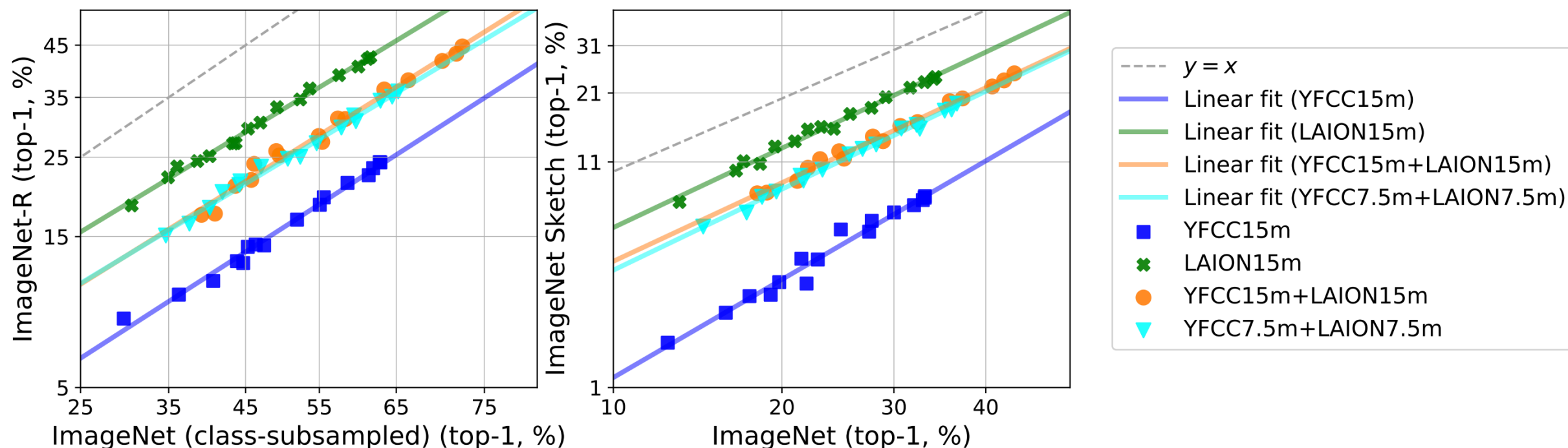
# Are all data equal? Different target data changes exponent



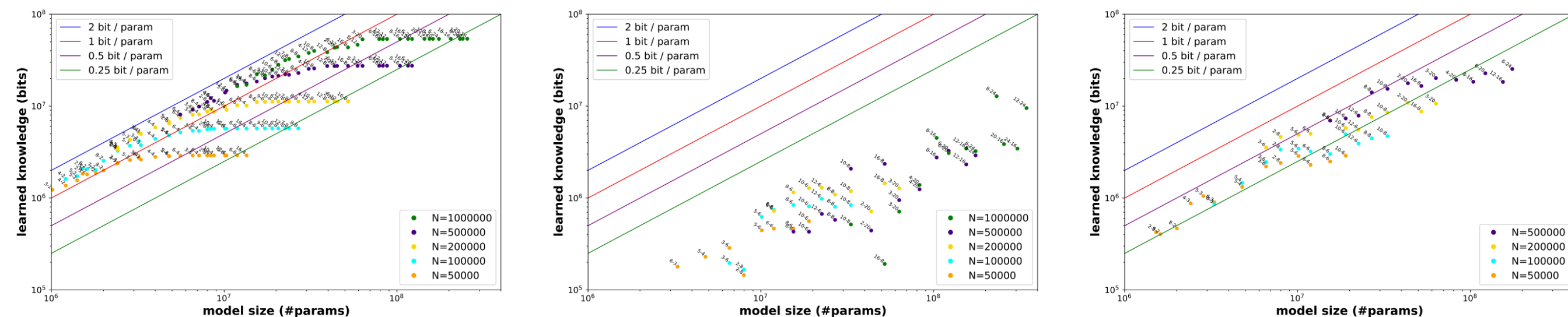
Clearly Webtext & Common Crawl have slopes different from Book's

# Are all data equal? Bad data can worsen your model

Nguyen et al., 2022, <https://arxiv.org/pdf/2208.05516>



Zhu et al., 2024, <https://arxiv.org/pdf/2404.05405>



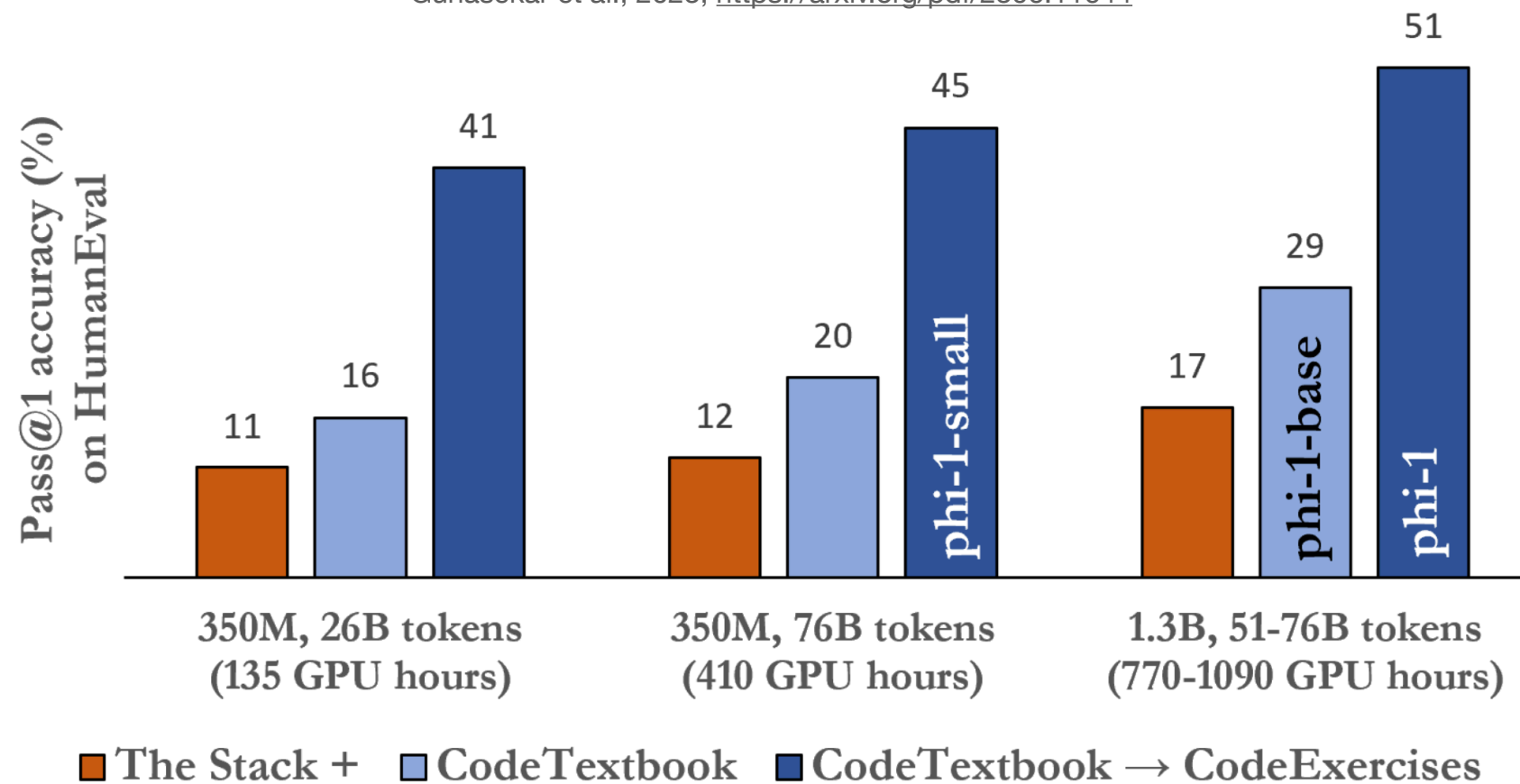
(a) no junk, 100 exposures

(b) 7/8 junk, 100 exposures

(c) 7/8 junk, 300 exposures

# Are all data equal? High-quality data gives you a lot more

Gunasekar et al., 2023, <https://arxiv.org/pdf/2306.11644>



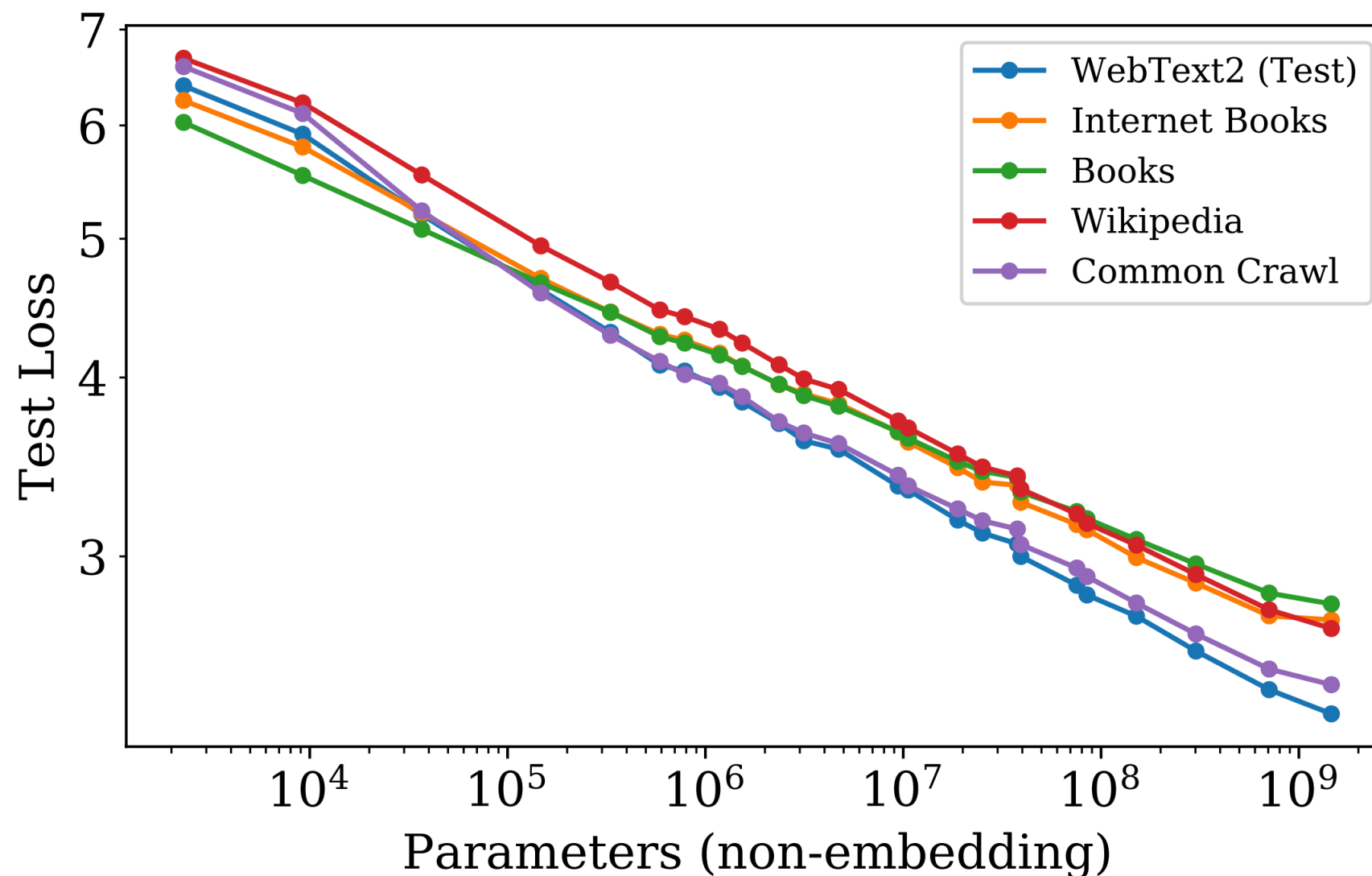
Tiny Stories: 10M-sized model can generate coherent English  
when 125M models (GPT-Neo, GPT-2) cannot.

Eldan et al., 2023, <https://arxiv.org/pdf/2305.07759>

# Does Scaling Law work out of distribution?

Trained on WebText. Evaluate on the rest.

Kaplan, 2020, <https://arxiv.org/pdf/2001.08361>



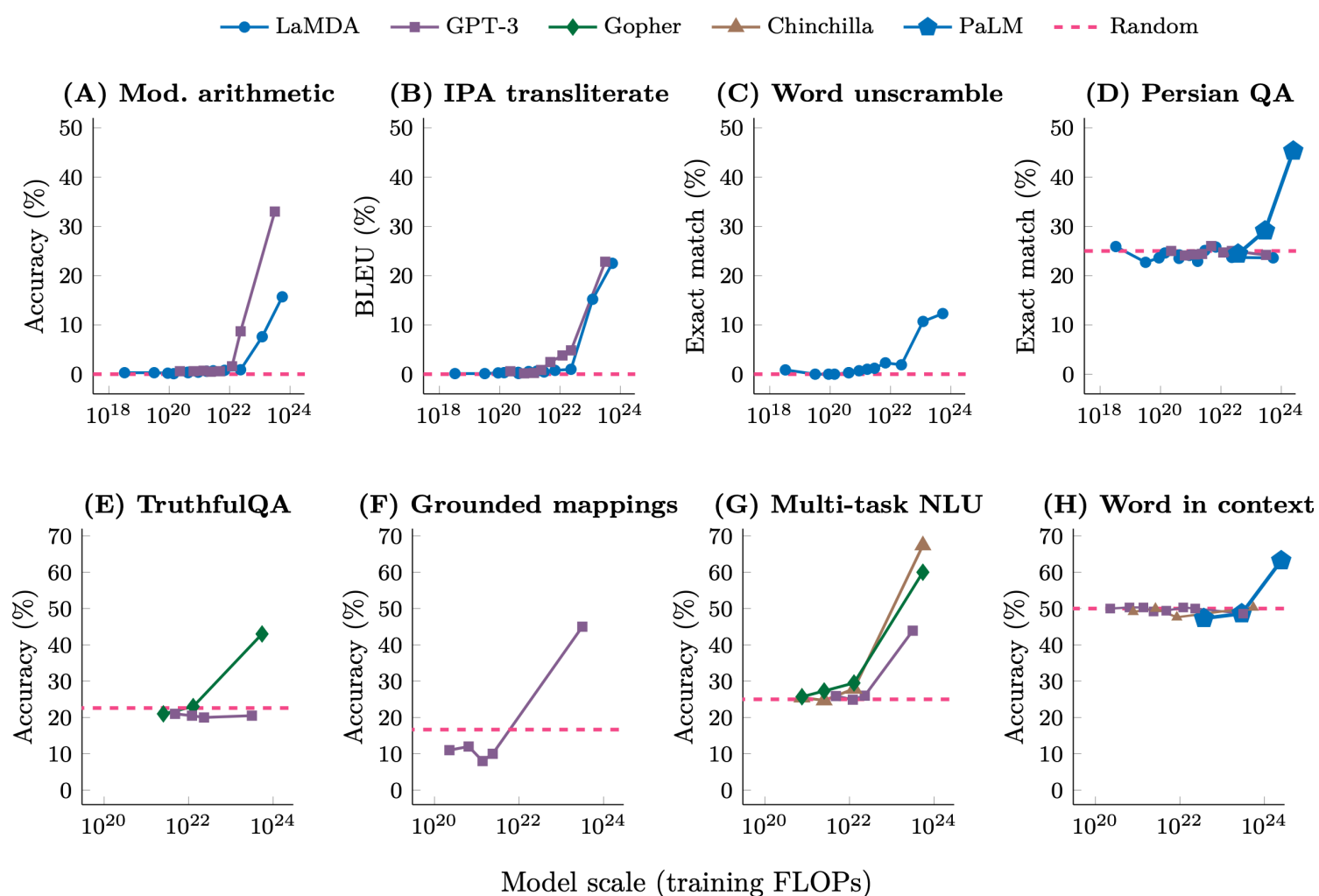
Scaling Law still holds, albeit with different intercept (and slope?)



# Does Scaling Law work for downstream tasks?

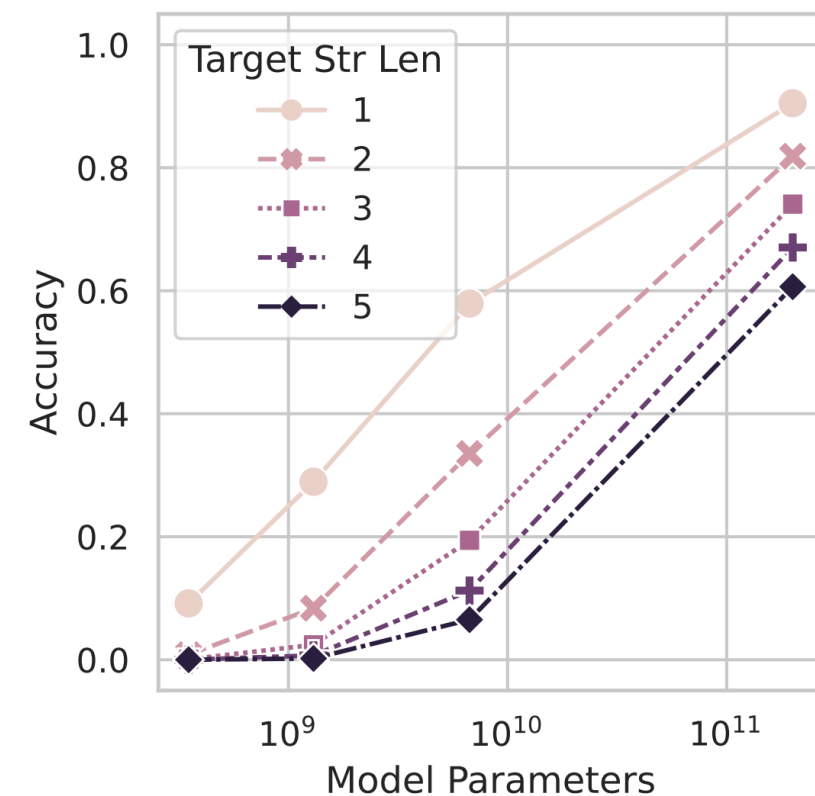
No, at first glance...

**Emergent Behaviour**

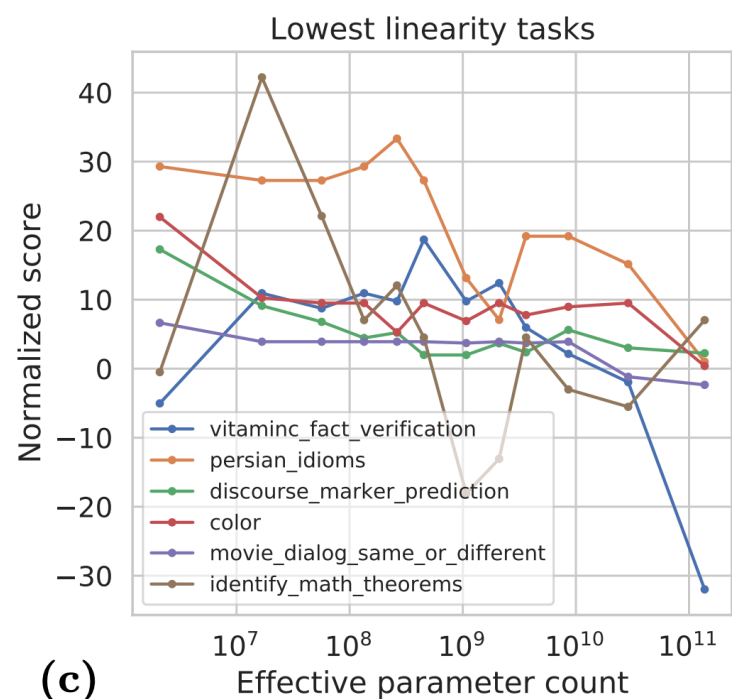
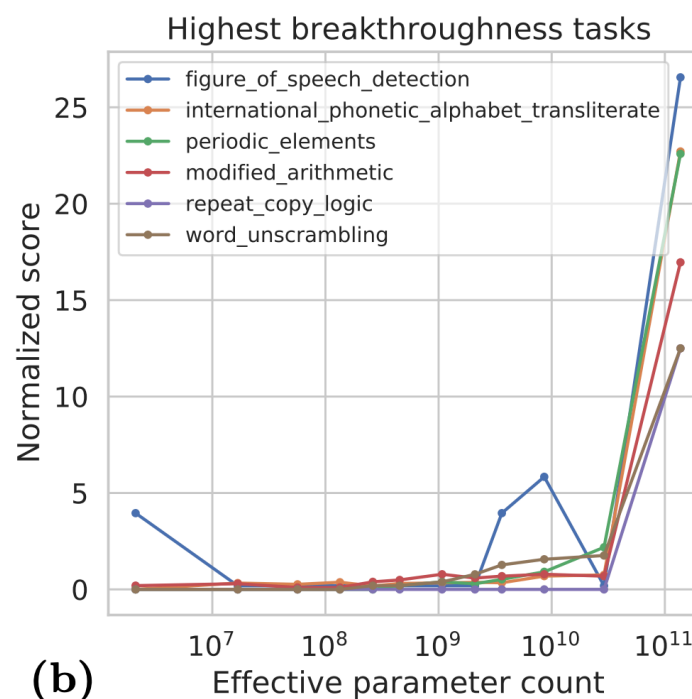
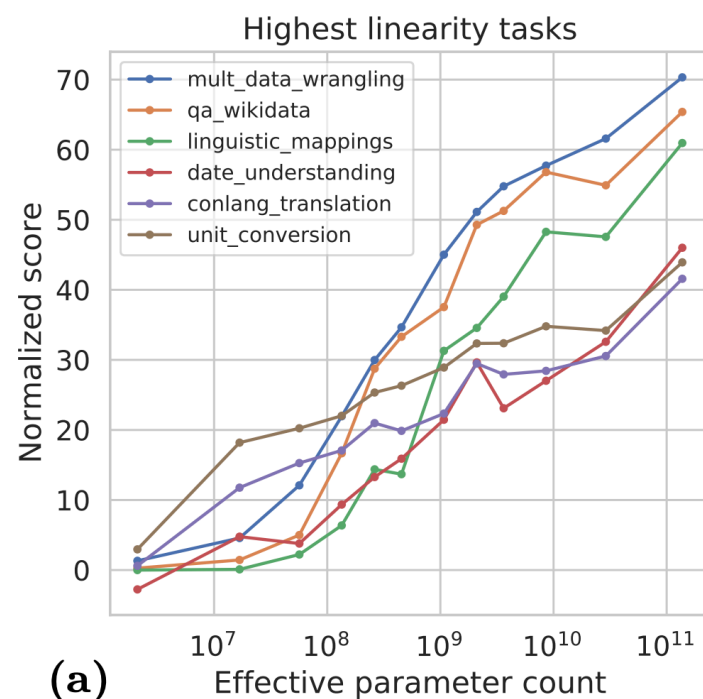


# Does Scaling Law work for downstream tasks?

Just because LLM needs to be correct multiple times



Task dependent:



# Recap on Scaling Law

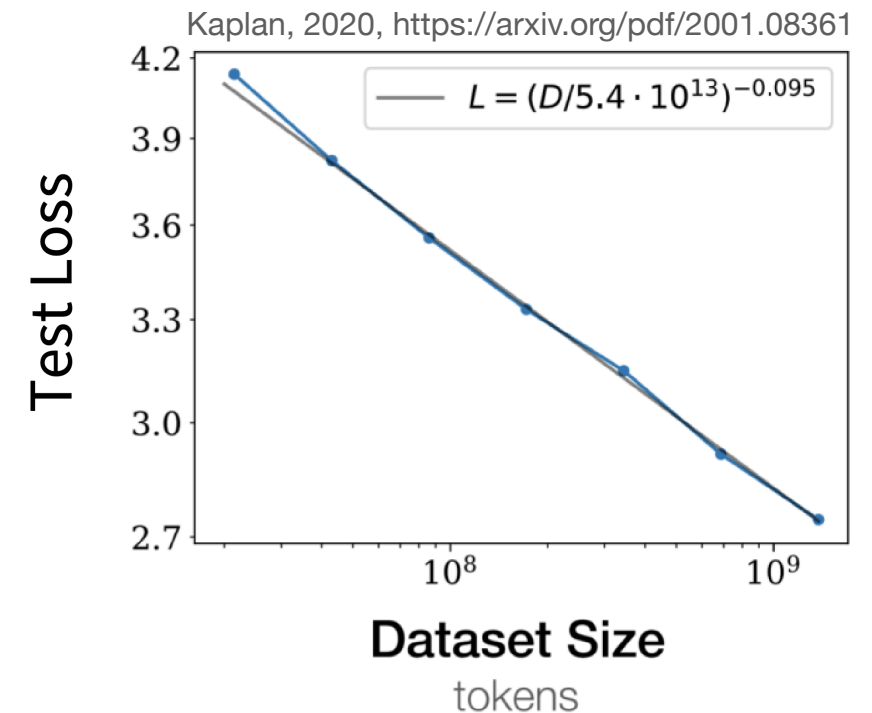
- Surprisingly robust pattern. Has theoretical foundation.
- Doesn't always work. Need to carefully think about the axis.

# Motivating problem: hyperparameter costs

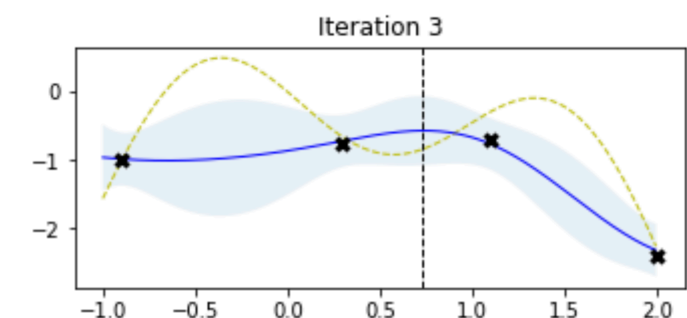
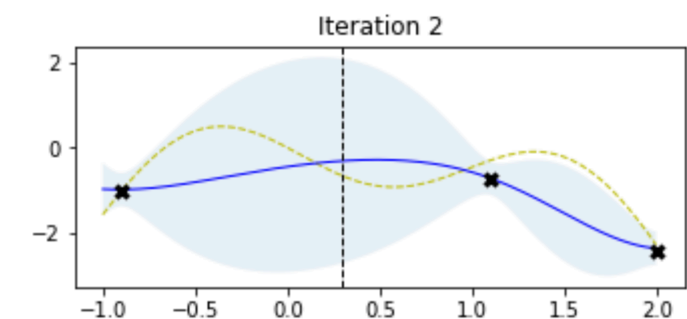
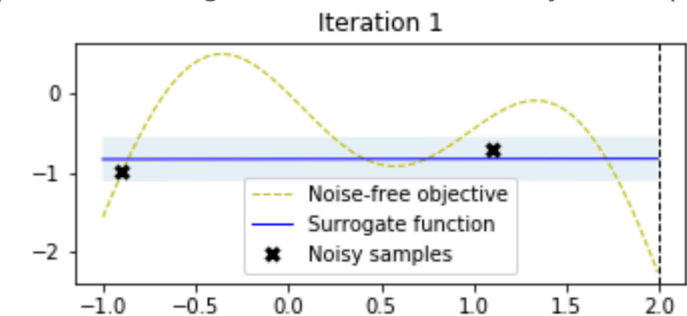
How can we solve this?

- Guess
- Grid Search
- Do small-scale experiments. Then “extrapolate”
  1. Draw a line: **Scaling Law**
  2. (Multi-fidelity) Bayesian Optimization
  3. Update hyperparameters (specifically data) online

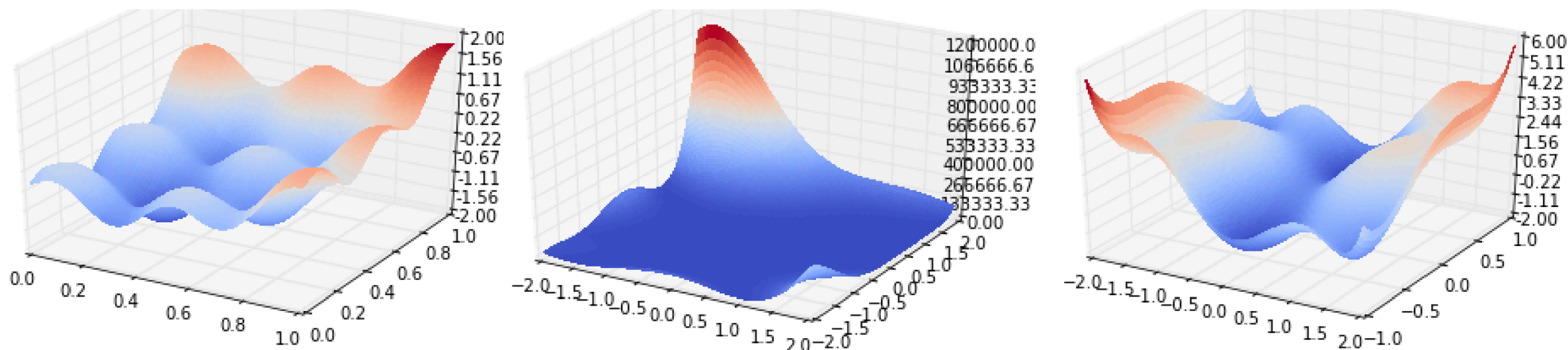
<https://stanford-cs324.github.io>



<https://krasserm.github.io/2018/03/21/bayesian-optimization/>



# Hyperparameter Optimization



$$x^* = \arg \min f(x)$$

- $f$  is unknown (performance of data)
- $x$  is hyperparameter (data mixture, optimizer, learning rate etc.)
- No gradients
- Evaluation of  $f$  is expensive

# Bayesian Optimization - Bayesian Statistics

Likelihood

Prior

The diagram illustrates Bayes' theorem. At the top, 'Likelihood' (in blue) and 'Prior' (in green) have arrows pointing to the numerator of the equation  $P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$ . The term  $P(D|\theta)$  is in blue, and  $P(\theta)$  is in green. Below the equation, an arrow points from  $P(\theta|D)$  to the word 'Posterior' (in red), and another arrow points from  $P(D)$  to the word 'Evidence' (in black).

$$P(\theta|D) = \frac{P(D|\theta)P(\theta)}{P(D)}$$

Posterior

Evidence

$D$  data     $\theta$  something we do not observe

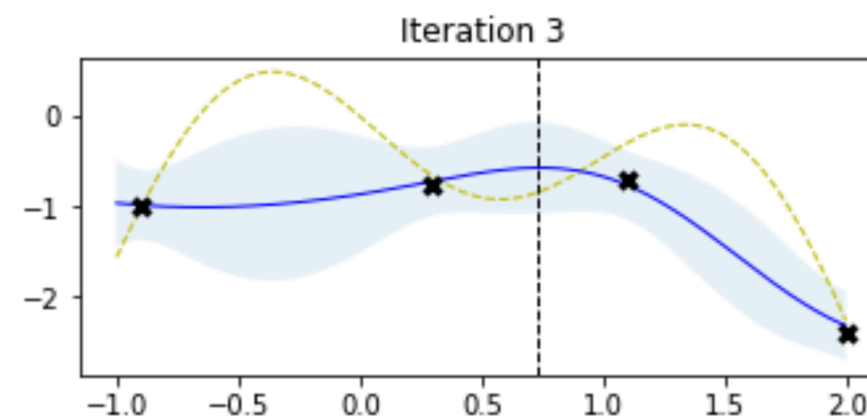
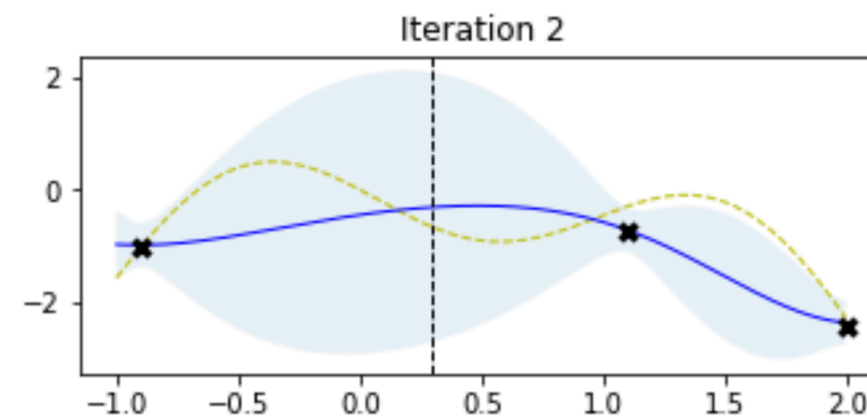
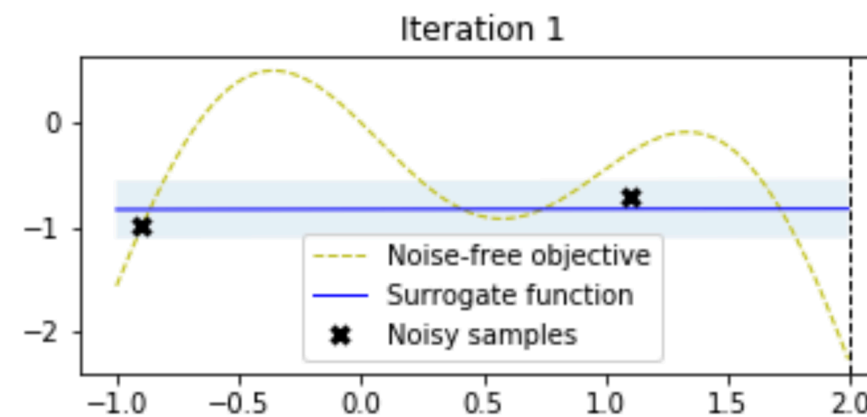
$P(\theta)$  initial belief of distribution of what we don't know

$P(D|\theta)$  the data generative process

# Bayesian Optimization - Distribution of Function Given Data

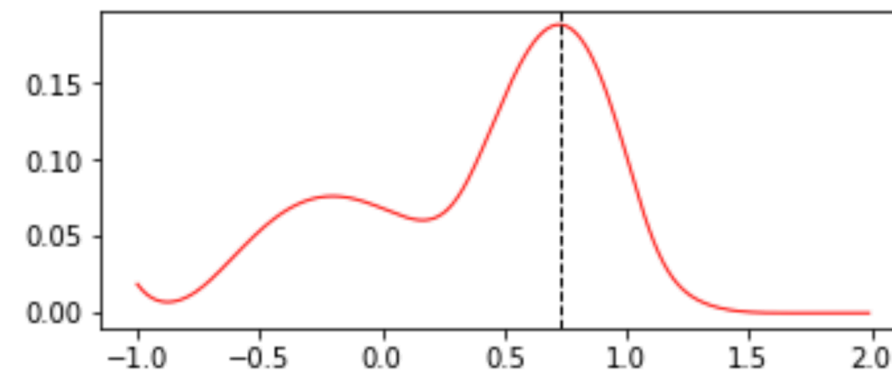
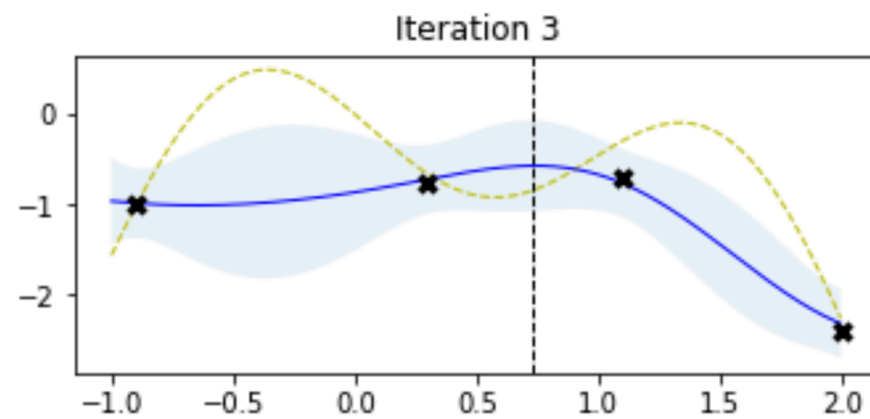
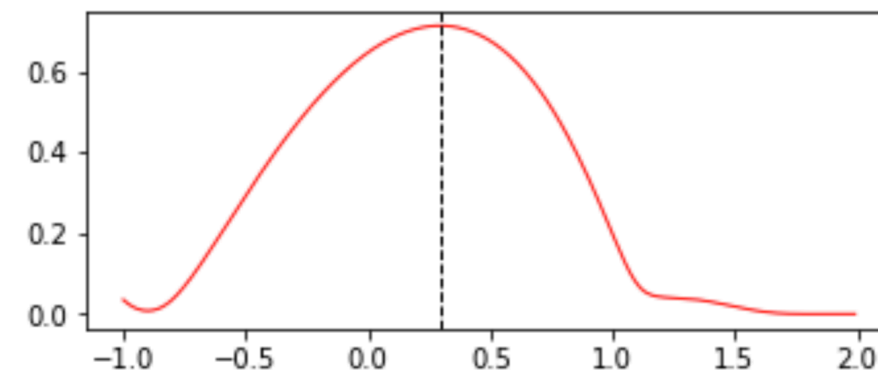
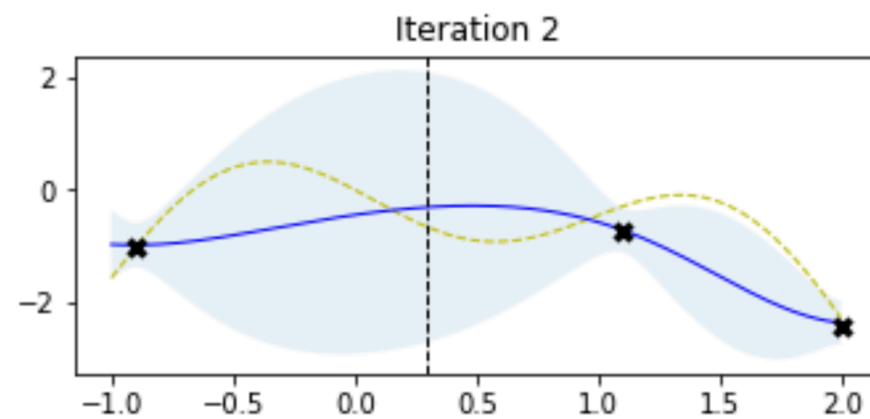
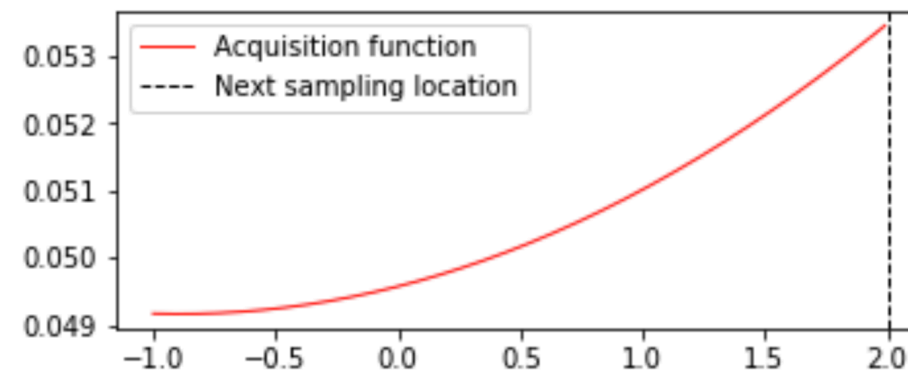
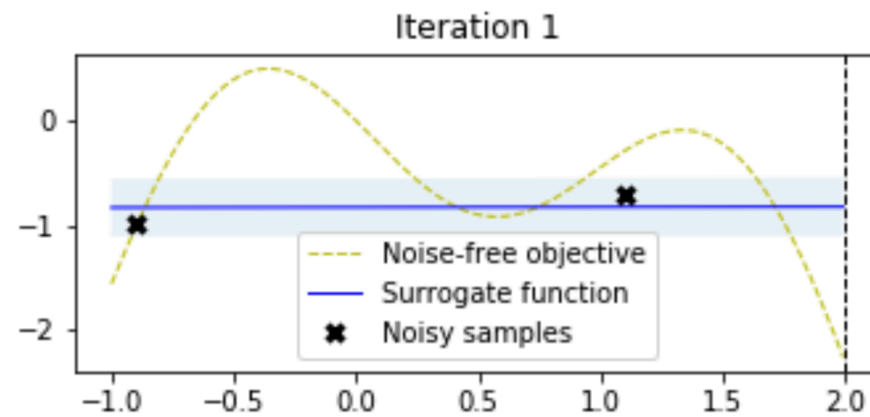
$D$  data       $\theta$  functions

$P(\theta)$   $P(D|\theta)$  determined by Gaussian process

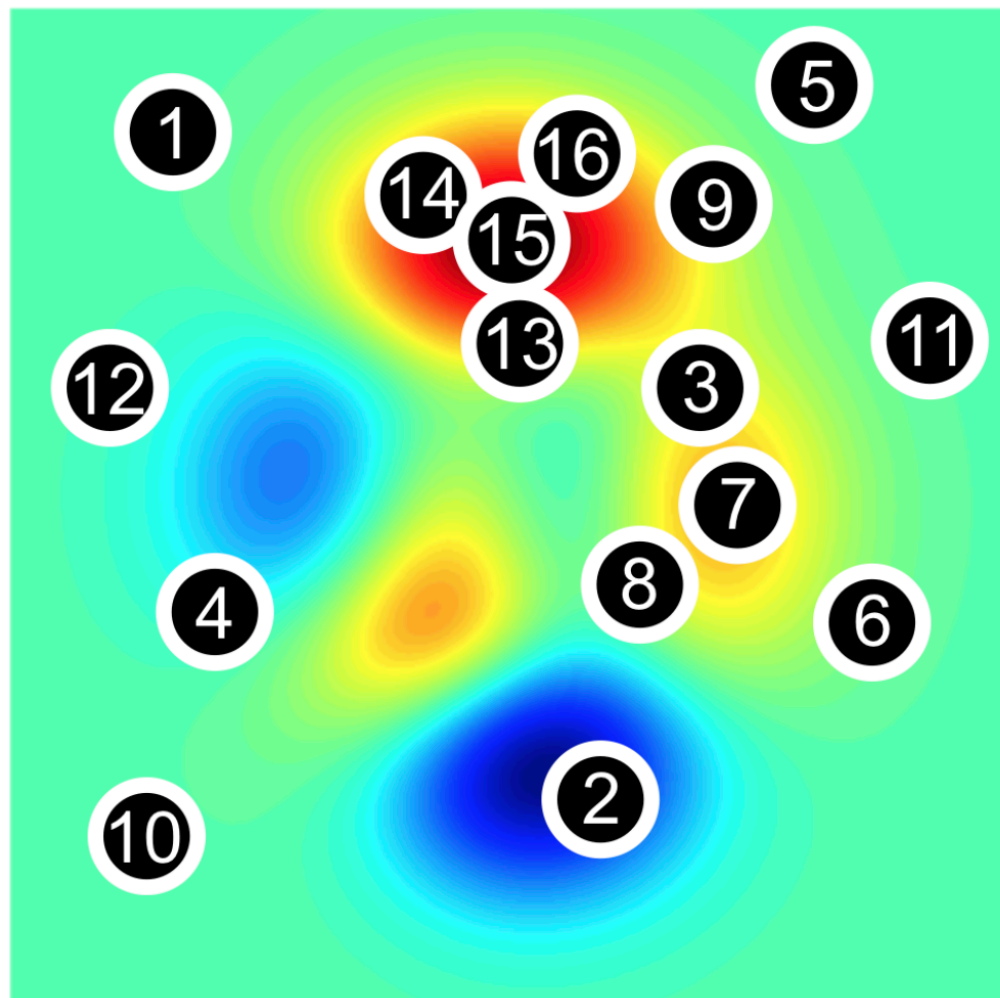




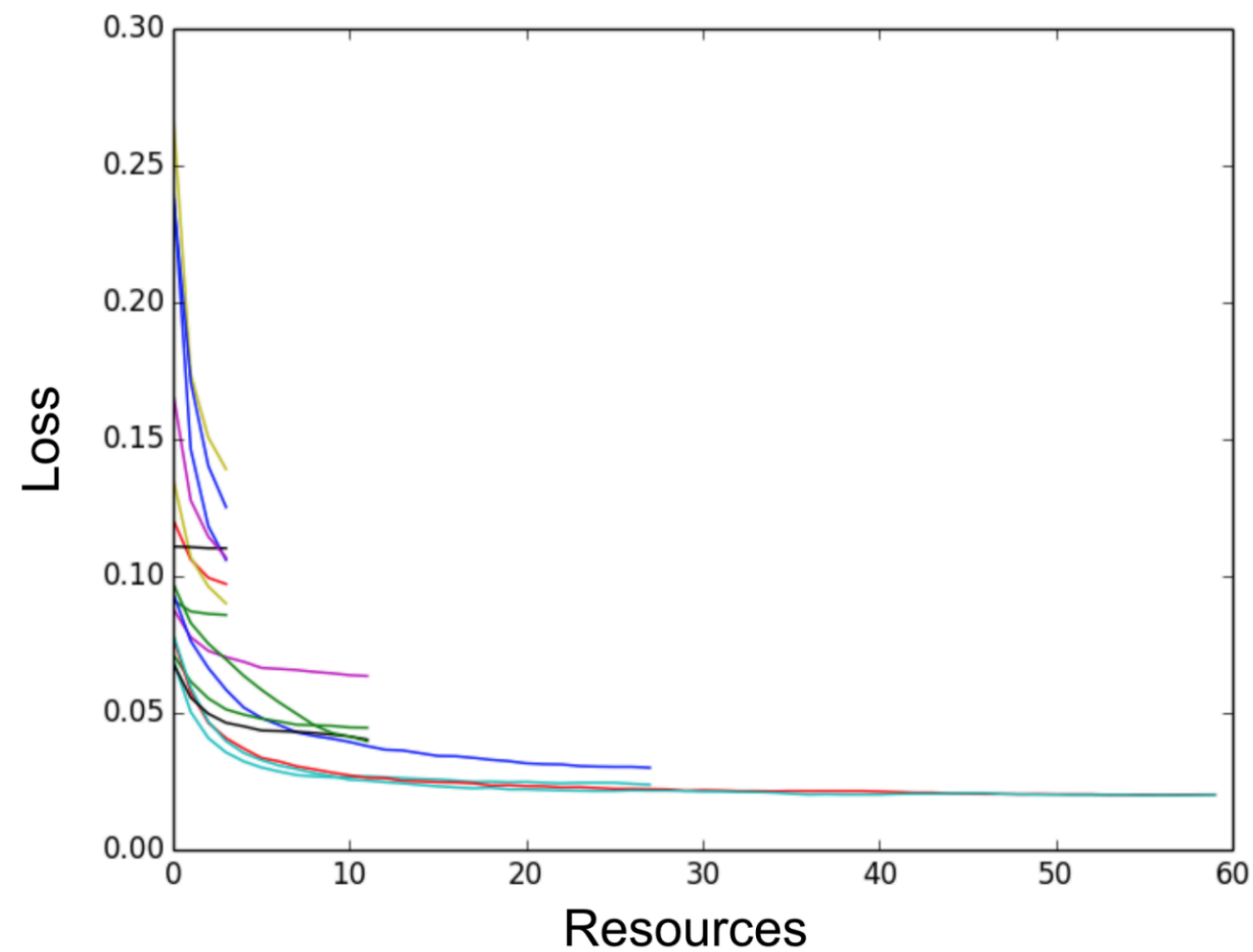
# Bayesian Optimization - What's the next point I should choose?



# Separate Idea: Multi-fidelity



(a) Configuration Selection



(b) Configuration Evaluation

# Multi-fidelity Bayesian Optimization

$$x^* = \arg \min f(x, s^*)$$

e.g. I want to train the best model for  $s^*=100$  steps

I can train any  $x$  with  $s < s^*$  steps with cost  $c(s)$

# Multi-fidelity Multi-scale Bayesian Optimization

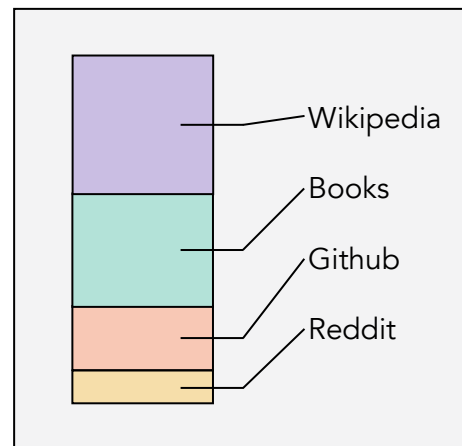
$$x^* = \arg \min f(x, s^*, m^*)$$

e.g. I want to train the best 1B model for  $s^*=100$  steps

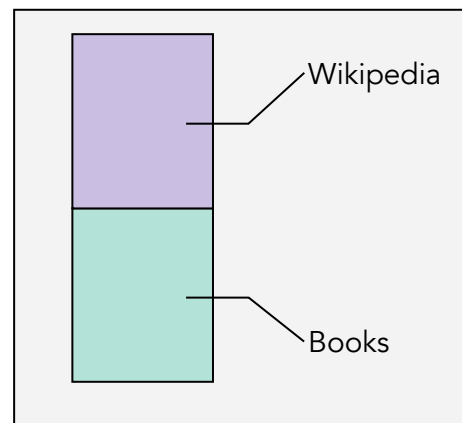
I can train any  $x$  with  $s < s^*$  steps and any smaller model  $m < 1B$

The cost is  $c(s, m)$

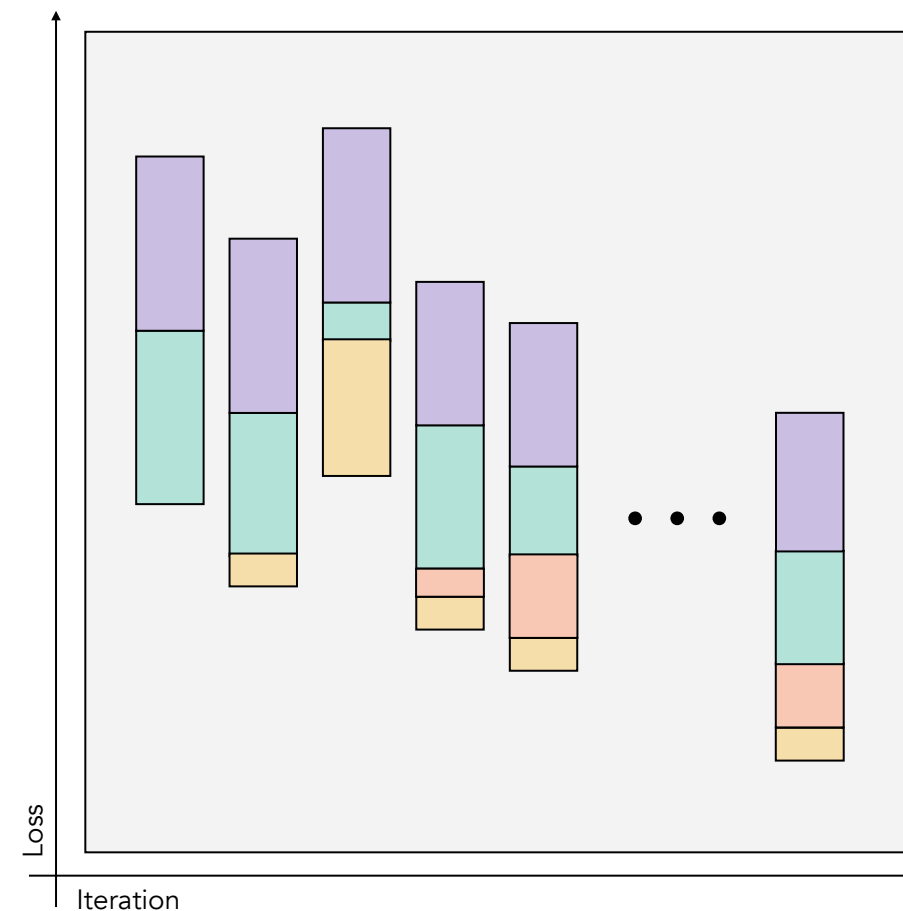
# Multi-fidelity Multi-scale Bayesian Optimization (Data Mixing)



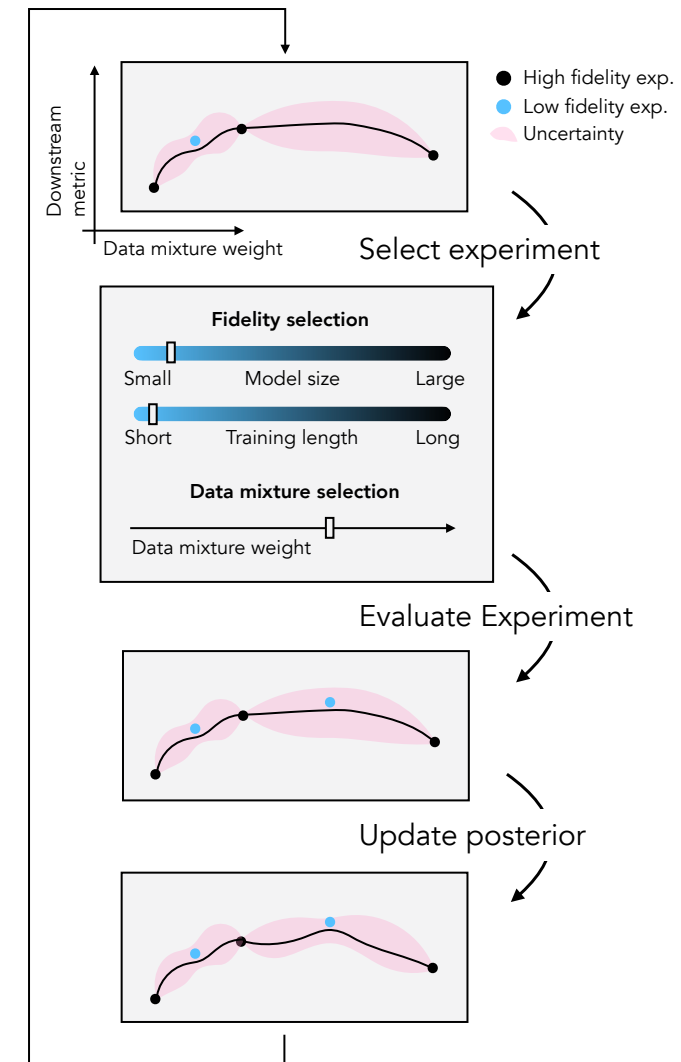
(a) Optimal Training Data Distribution



(b) Training Data Distribution with Heuristics-based Filtering



(c) Data mixture as an adaptive optimization problem

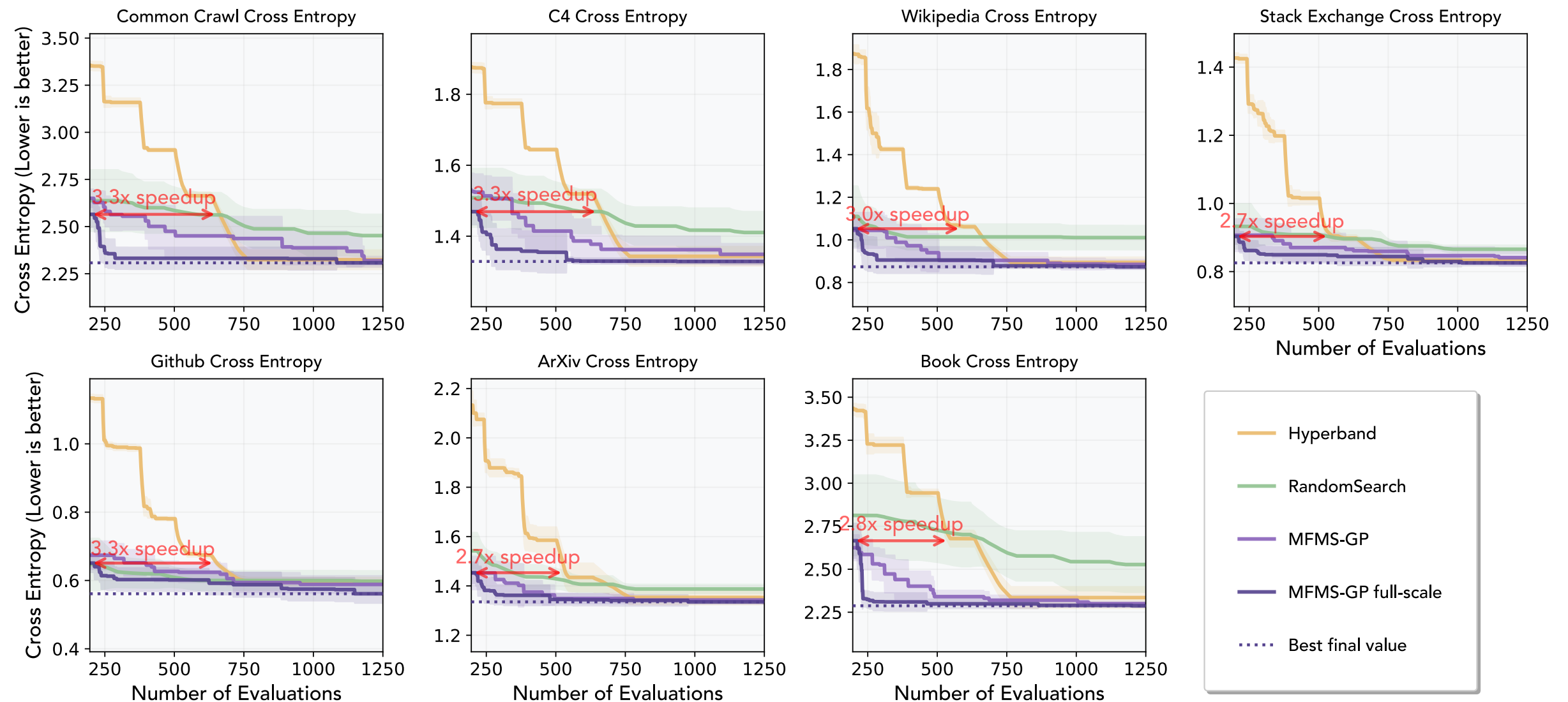


(d) Our multi-scale multi-fidelity bayesian optimization setup

At any iteration, I can train with data mixture  $x$ , model scale  $m$ , steps  $s$

# Multi-fidelity Multi-scale Bayesian Optimization (Data Mixing)

Extremely simple implementation of GP (using EI) works



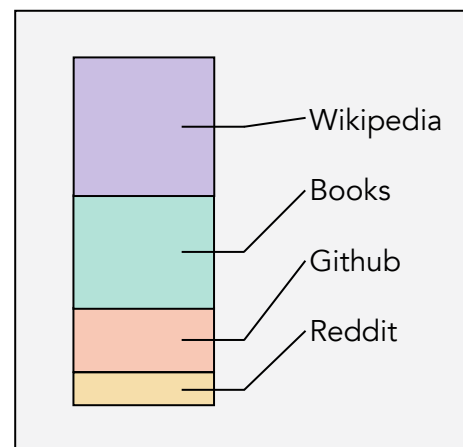
# Recap on Bayesopt

- Instead of believing in a line, we can use Bayesian optimization
- Data mixing coefficients (could) transfer better from smaller scale experiments
- Difference between model scale and steps provide rich structure for future work

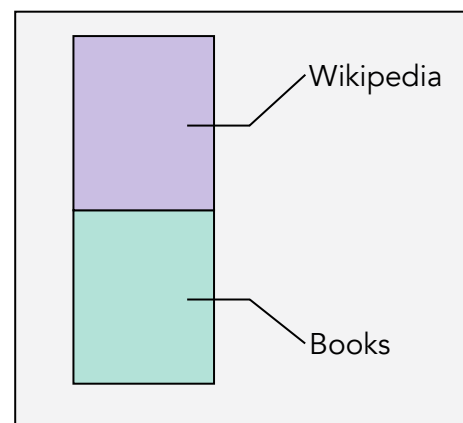


# Something we've been missing: change data mixture on the fly

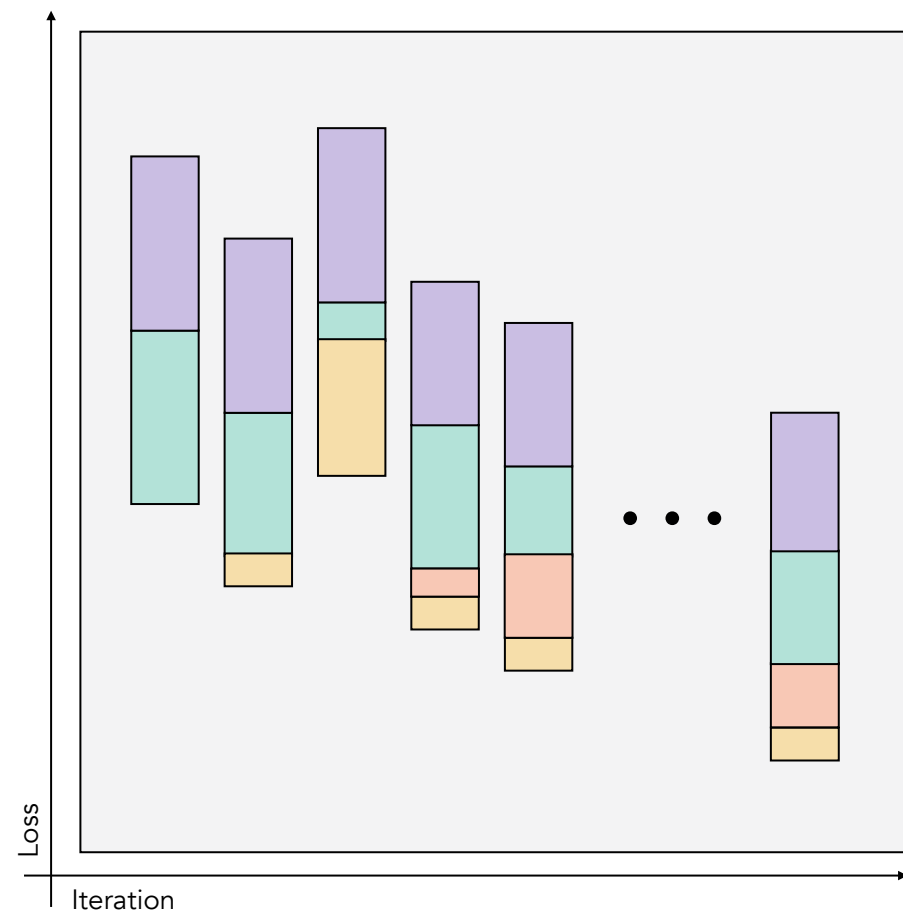
Akin to Curriculum learning: learn easy then hard



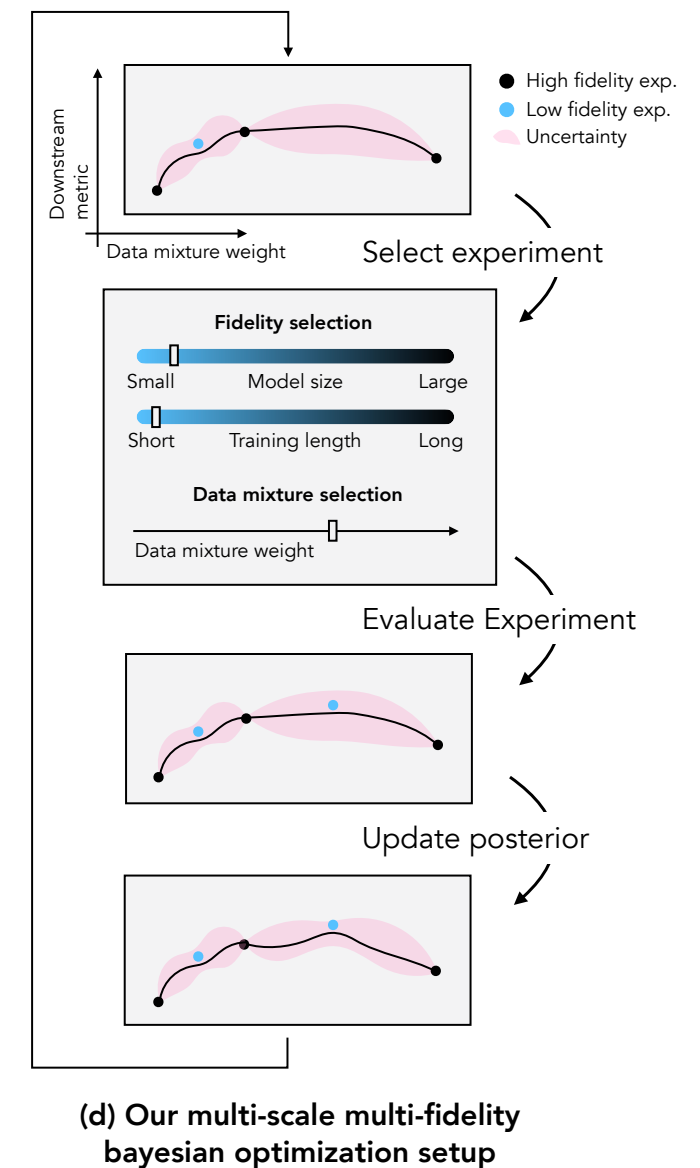
(a) Optimal Training Data Distribution



(b) Training Data Distribution with Heuristics-based Filtering



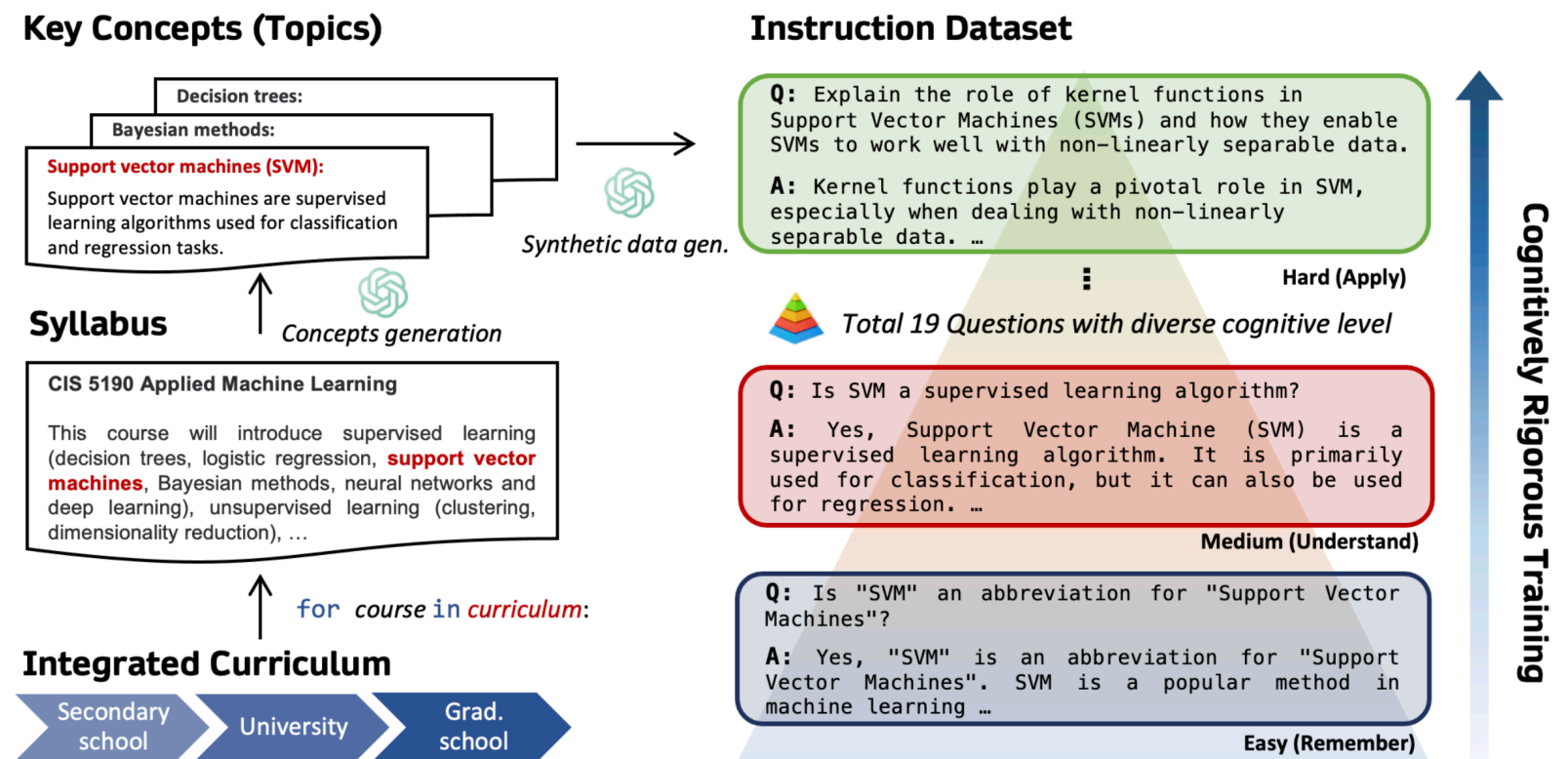
(c) Data mixture as an adaptive optimization problem



# Some heuristic curriculum training

Lee et al., 2023, <https://arxiv.org/pdf/2310.09518>

## Human Curriculum



## Sequence-length

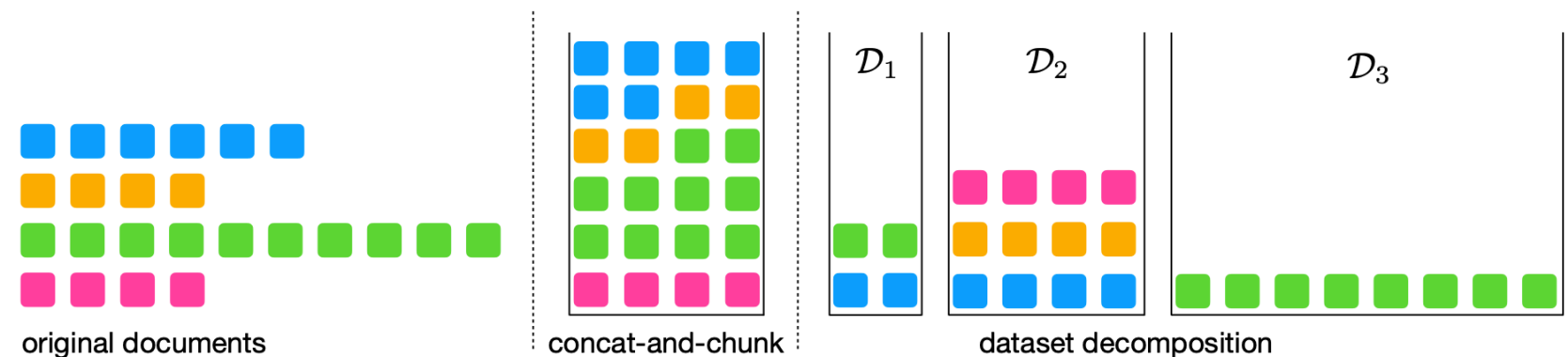


Figure 2: Each cell in the figure represents a token. **Left:** Original documents with variable lengths. **Middle:** Concat-and-chunk baseline to form sequences with a fixed target length (here = 4). **Right:** Dataset decomposition method with  $\mathcal{D}_1$ ,  $\mathcal{D}_2$ , and  $\mathcal{D}_3$  buckets .

Pouransari et al., 2024, <https://arxiv.org/pdf/2405.13226>

# Training-dynamic-based approaches

Train more on higher loss

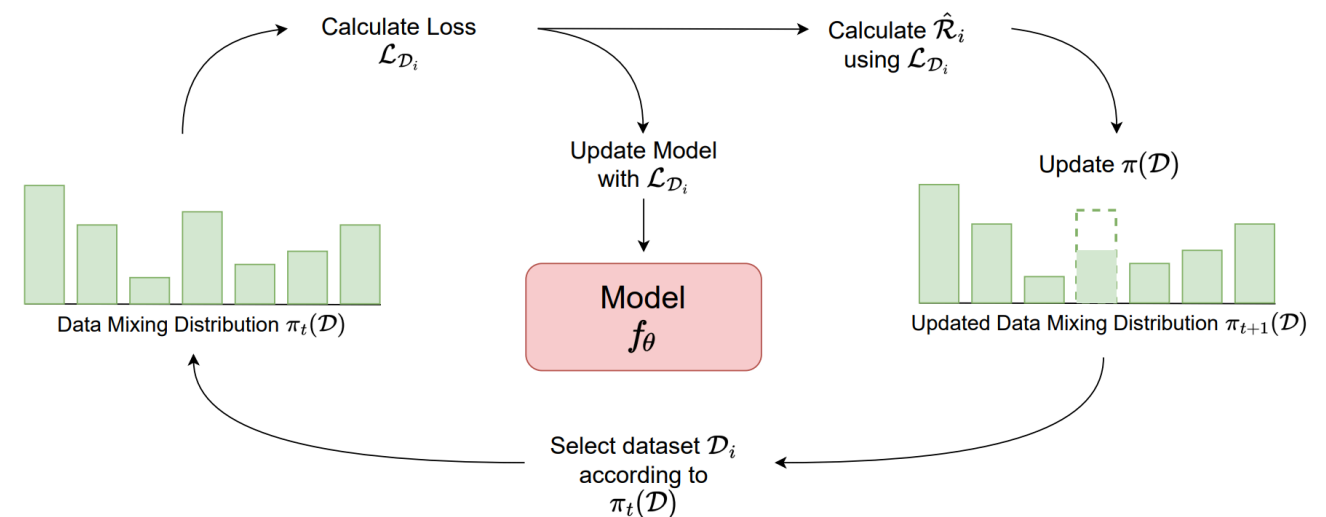


Figure 2: **Overview of Online Data Mixing (ODM) as a multi-armed bandit.** At each iteration of training,  $t$ , a dataset  $\mathcal{D}_i$  is sampled according to the data mixing distribution  $\pi$ . The loss  $\mathcal{L}_{\mathcal{D}_i}$  is calculated w.r.t the model  $f_\theta$  and subsequently used to update the model. Simultaneously, a reward  $\hat{\mathcal{R}}_i$  is calculated and used to update  $\pi$  for the next iteration,  $i + 1$ .

Albalak et al., 2024, <https://arxiv.org/pdf/2312.02406>

Use (domain-specific)  
Scaling Law to tell which  
is more learnable

$$\frac{d\hat{\mathcal{L}}_k(n)}{dn} = \frac{-\alpha_k \beta_k n^{-\alpha_k}}{n} = -\frac{1}{n} \quad \alpha_k \quad (\hat{\mathcal{L}}_k(n) - \varepsilon_k) .$$

Learning speed      Reducible loss

Jiang et al., 2024, <https://arxiv.org/pdf/2410.11820>

# Training-dynamic-based approaches

$$U^{(t)}(S; z^{(\text{val})}) := \ell(w_t, z^{(\text{val})}) - \ell(\tilde{w}_{t+1}(S), z^{(\text{val})})$$

(which data improves validation loss the most)

Expensive to compute.

Applicable only for selecting a mini batch from a batch

## **Recap on adaptive data mixing:**

- Ongoing research. Extremely simple heuristics at the moment
- Likely a lot to do here

# Data Categories

Coarse categories

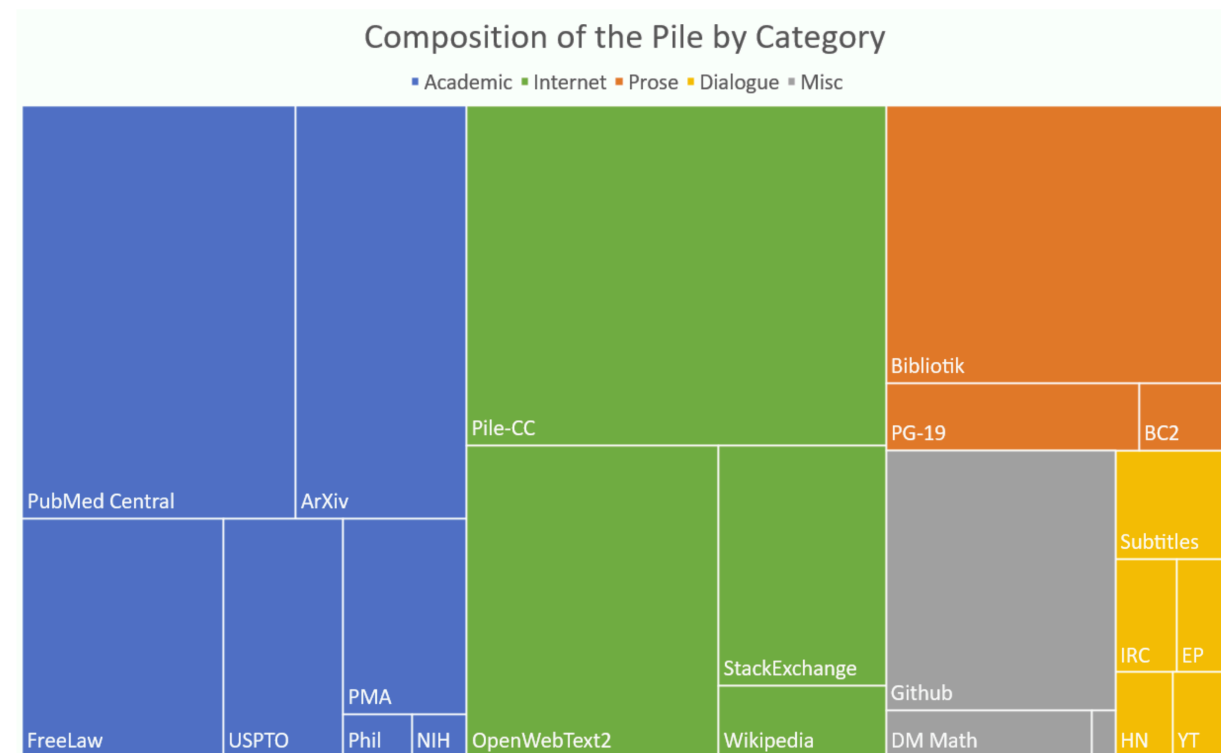


Figure 1: Treemap of Pile components by effective size.

Is there anything better?