

EEP 596: LLMs: From Transformers to GPT || Lecture

5.6

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Deep Learning References

Deep Learning

Great reference for the theory and fundamentals of deep learning: Book by Goodfellow and Bengio et al [Bengio et al](#)

[Deep Learning History](#)

Embeddings

[SBERT and its usefulness](#) [SBert Details](#)

Last lecture

- Training Deep Learning Model

Last lecture

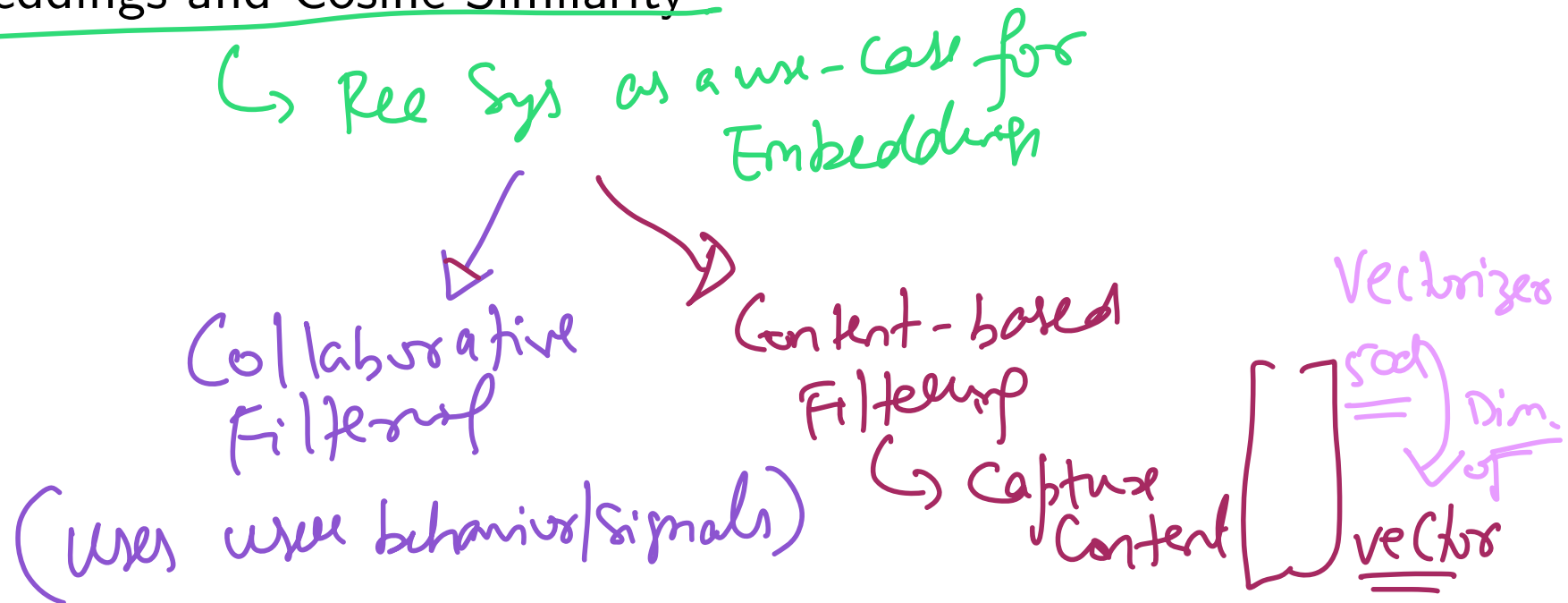
- Training Deep Learning Model
- Back-propagation as a way of computing gradients

Last lecture

- Training Deep Learning Model
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- Hyper-parameter tuning

Last lecture

- Training Deep Learning Model
- Back-propagation as a way of computing gradients
- Hyper-parameter tuning
- Embeddings and Cosine Similarity



Objects

Words

Sentences

Movies

Books

→ chunks

→ pages

Vectorizer

Glove

"eat" → []_{vec}

"I love chocolate"

→ []_{vec}

⇒ Open AI embedding

Sentence

Transformer

Verbs

Store in a vector DB → Retrieval

Semantic Search

Vector Search

Reference:-

Sentence

Candidates:-

words, pages, books, categories

Categories

Retrieval & Ranking

Last lecture

- Training Deep Learning Model ✓
- Back-propagation as a way of computing gradients ✓
- Hyper-parameter tuning ✓
- Embeddings and Cosine Similarity ✓
- Movie Recommendations, Cold Start and Content Based Recommendations ✓

Last lecture

- Training Deep Learning Model
- Back-propagation as a way of computing gradients
- Hyper-parameter tuning
- Embeddings and Cosine Similarity
- Movie Recommendations, Cold Start and Content Based Recommendations
- Search demo through web app ✓

The diagram shows the phrase "chocolate milk" in handwritten purple ink. Below the words, two empty square brackets are connected by a plus sign, with a large purple arrow pointing from the word "chocolate" to the first bracket and another arrow pointing from "milk" to the second bracket. A horizontal line is drawn under the brackets, with the number "2" centered below it. To the right of an equals sign, the phrase "milk chocolate" is written in green ink. Below it, two empty square brackets are connected by a plus sign, with a large purple arrow pointing from "milk" to the first bracket and another arrow pointing from "chocolate" to the second bracket. A horizontal line is drawn under the brackets, with the number "2" centered below it.

$$\text{"chocolate milk"} \rightarrow \frac{[] + []}{2} = \frac{\text{"milk chocolate"} \rightarrow [] + []}{2}$$

Today's Lecture

- Quick Recap of Embeddings and Cosine Similarity
- Glove Embeddings }
- Sentence Embeddings with Glove and Sentence Transformer
- In-Class Coding Exercise (second half)]

LLM Market-Disruption

DeepSeek developments shakes up stock prices

Benchmark performance of open-source DeepSeek matching that of top LLMs on reasoning with less cost, parameters, while also being open-source.



4) RL Dr train as SFT

Reasons
Dip :-

- 1) Low Budget \$GMM
- 2) Hype
- 3) open source

Recap of Cosine Similarity in Embeddings

In-Class Exercise 1 on Cosine Similarity - Work in groups of 3

$$\cos(v_1, v_2) = \frac{v_1 \cdot v_2}{\|v_1\|_2 \|v_2\|_2}$$

Let's reference back to the last lecture. Let's consider three dimensional embeddings for movies. Say we have 3 movies: Avatar, Ironman and Rainman. Given that you like Avatar, which movie would be good to recommend between Ironman and Rainman and why? Use the concept of embeddings and cosine similarity to derive your result.

Let's say Avatar's embedding is $e_1 = [1, 2, 2]$, Ironman's embedding is $e_2 = [3, 7, 8]$ and Rainman's embedding is $e_3 = [1, -2, 6]$.

$$e_1 = \begin{bmatrix} 1 \\ 2 \\ 2 \end{bmatrix}_{3d} \quad \text{A}$$

$$e_2 = \begin{bmatrix} 2 \\ 7 \\ 8 \end{bmatrix}_{3d} \quad \|e_2\|_2 = \sqrt{4+49+64} = \sqrt{122}$$

$$\|e_1\|_2 = \sqrt{1+4+4} = \sqrt{17}$$

$$e_3 = \begin{bmatrix} 1 \\ -2 \\ 6 \end{bmatrix}_R$$

$$\|e_3\|_2 = \sqrt{1^2 + (-2)^2 + 6^2} = \sqrt{41}$$

$$\cos \angle(e_1, e_2) =$$

$$\frac{e_1 \cdot e_2}{\|e_1\|_2 \|e_2\|_2}$$

$$= \frac{33}{\sqrt{17} \sqrt{122}}$$



$$\cos \angle(e_1, e_3) = \frac{e_1 \cdot e_3}{(\quad)(\quad)}$$

$$= \frac{1 \cdot 1 - 2 \cdot 2 + 6 \cdot 2}{(\quad)(\quad)}$$

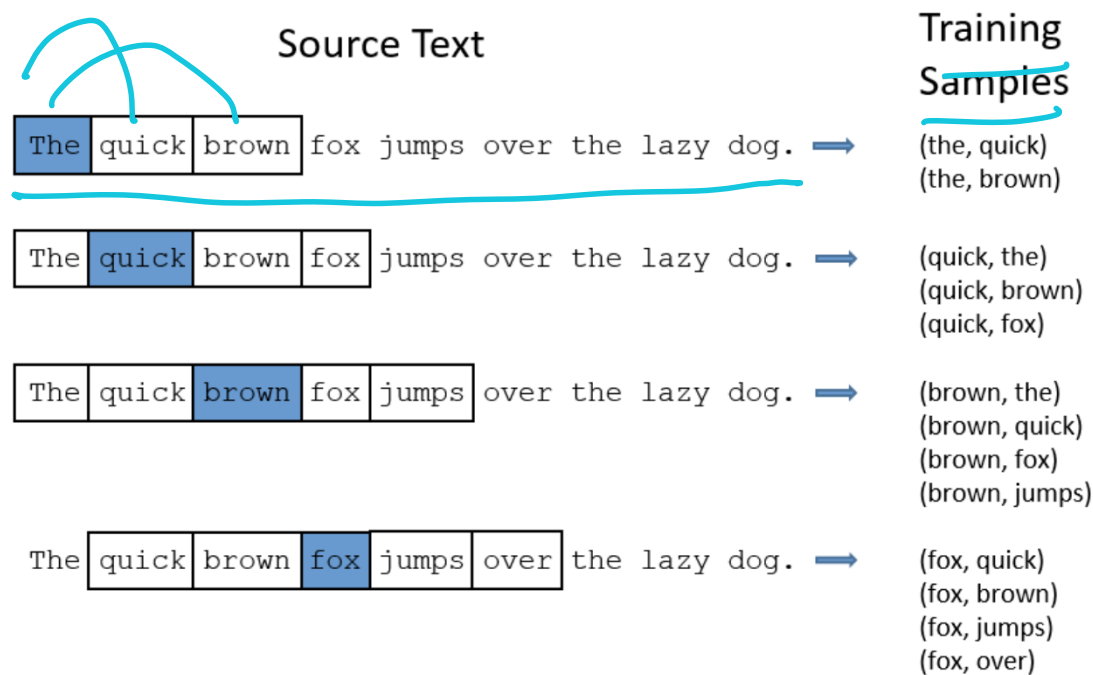
$$= \frac{9}{\sqrt{17} \sqrt{41}}$$

Word2Vec

~ one of the first "rechner" model

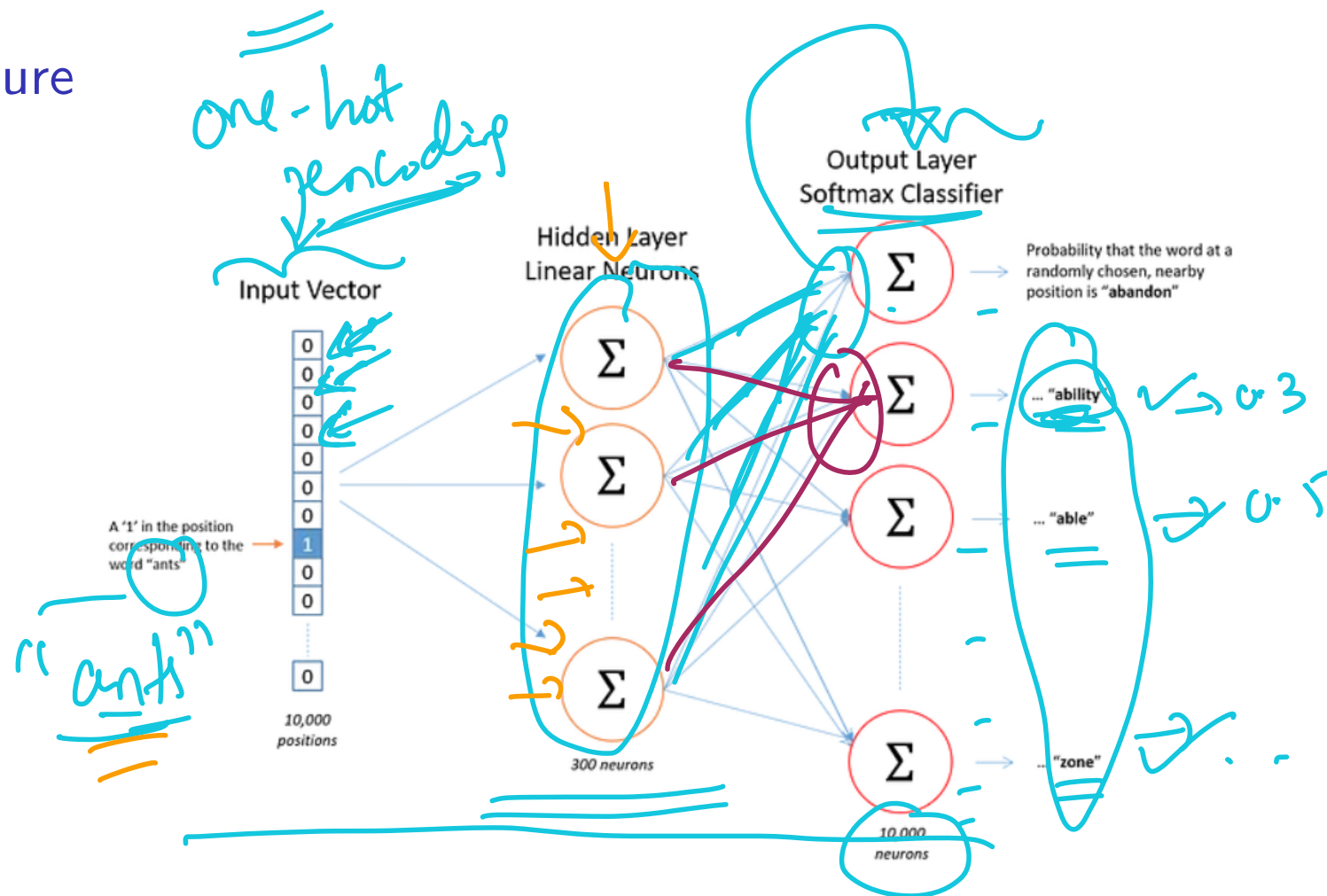
Skip Gram Model

Is based on the skip-gram model! How is training done? It's semi-supervised!!

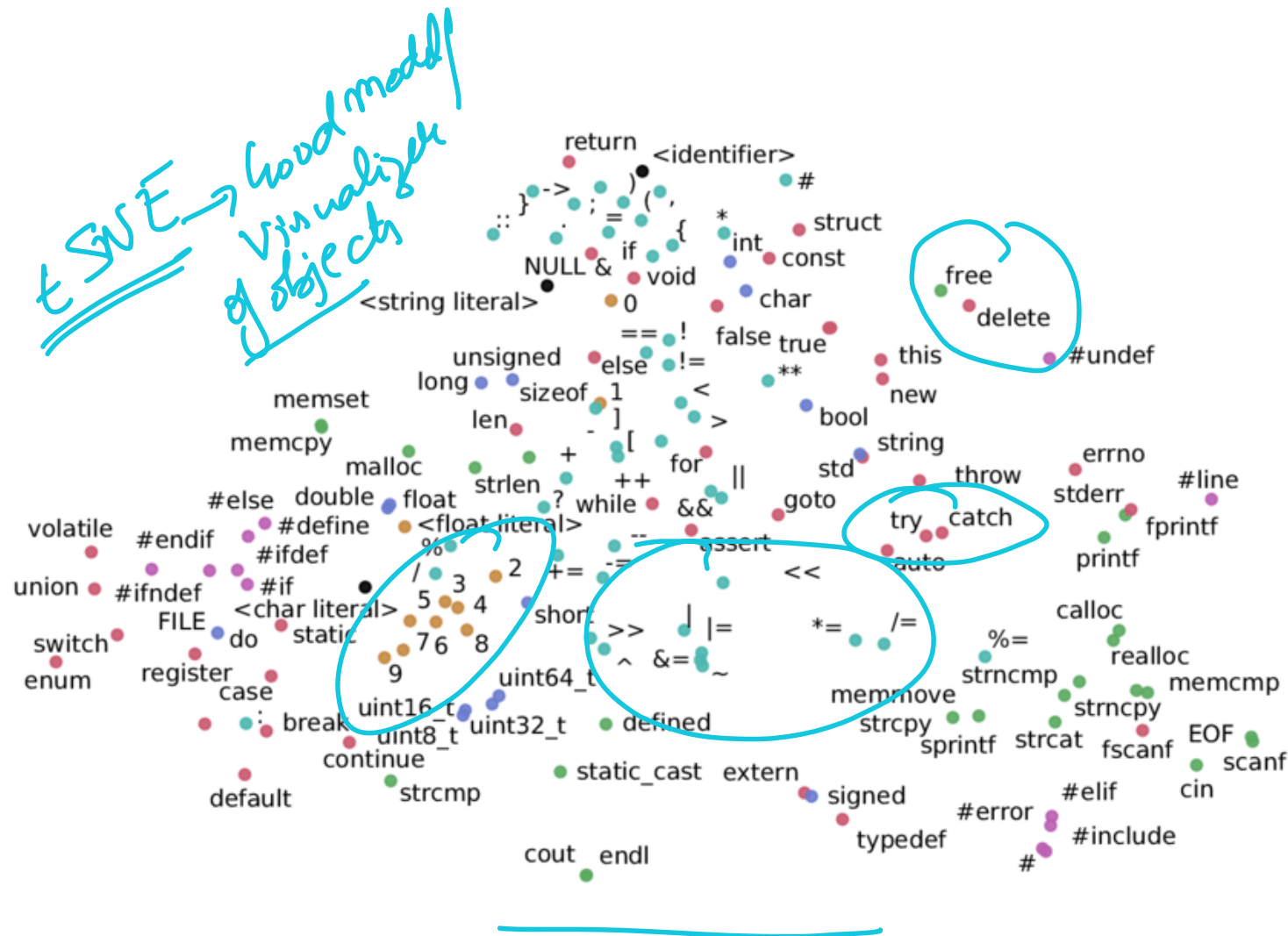


Word2Vec

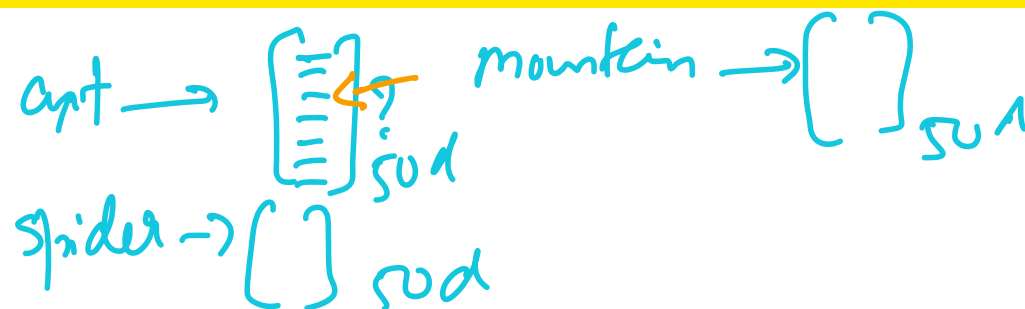
Architecture



Word2Vec representation



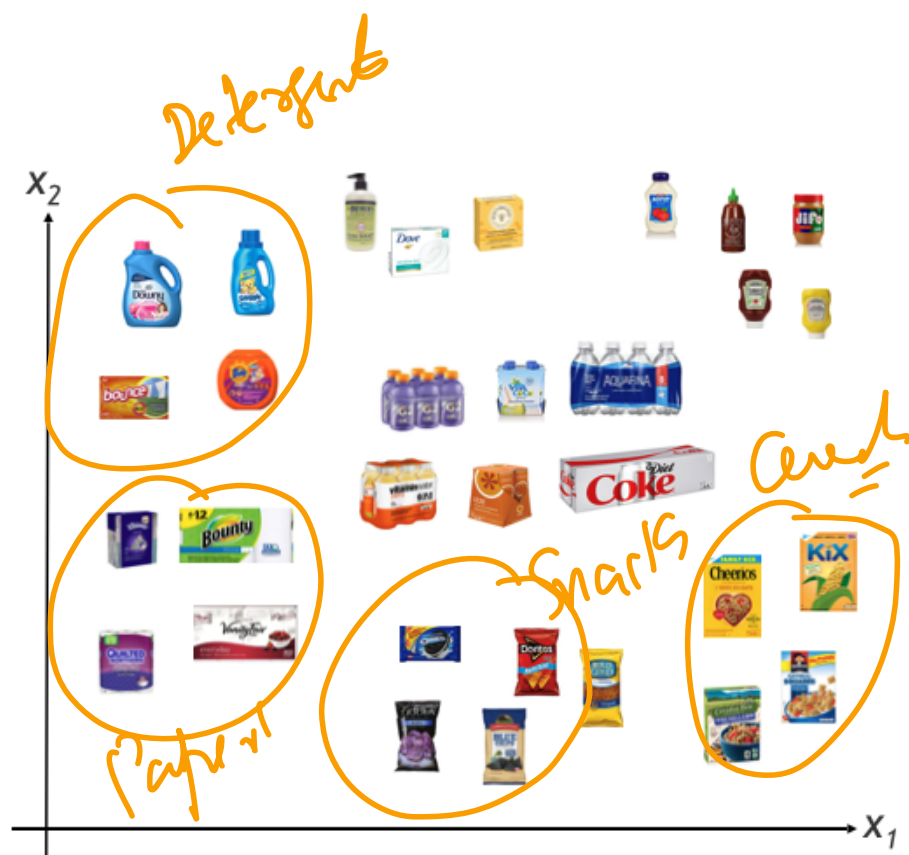
ICE #2



What do the embedding dimensions of word2vec represent?

- 1 Fixed words decided by word2vec
- 2 Topics that are common among the words ✓
- 3 Parts of speech of the words (nouns, adjectives, etc)
- 4 Book titles that these words came from

Product2Vec

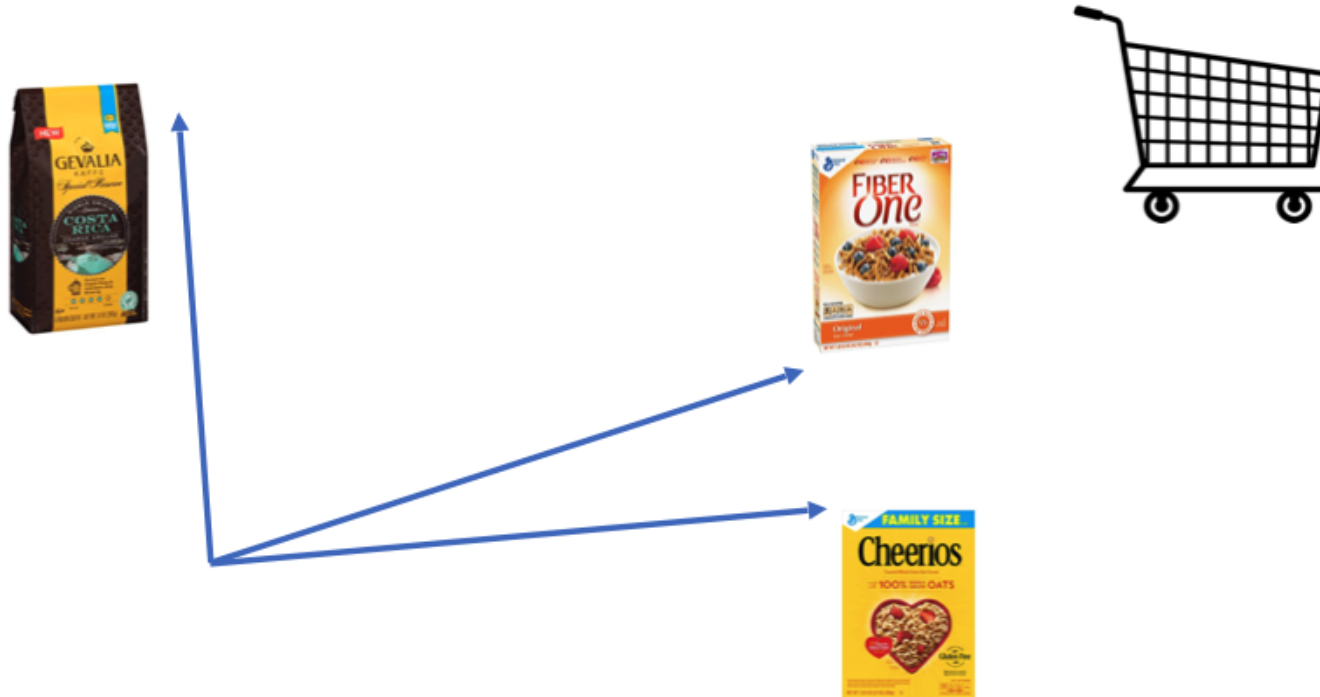


Represent products in product space with a large matrix of embedding coordinate vectors " L "

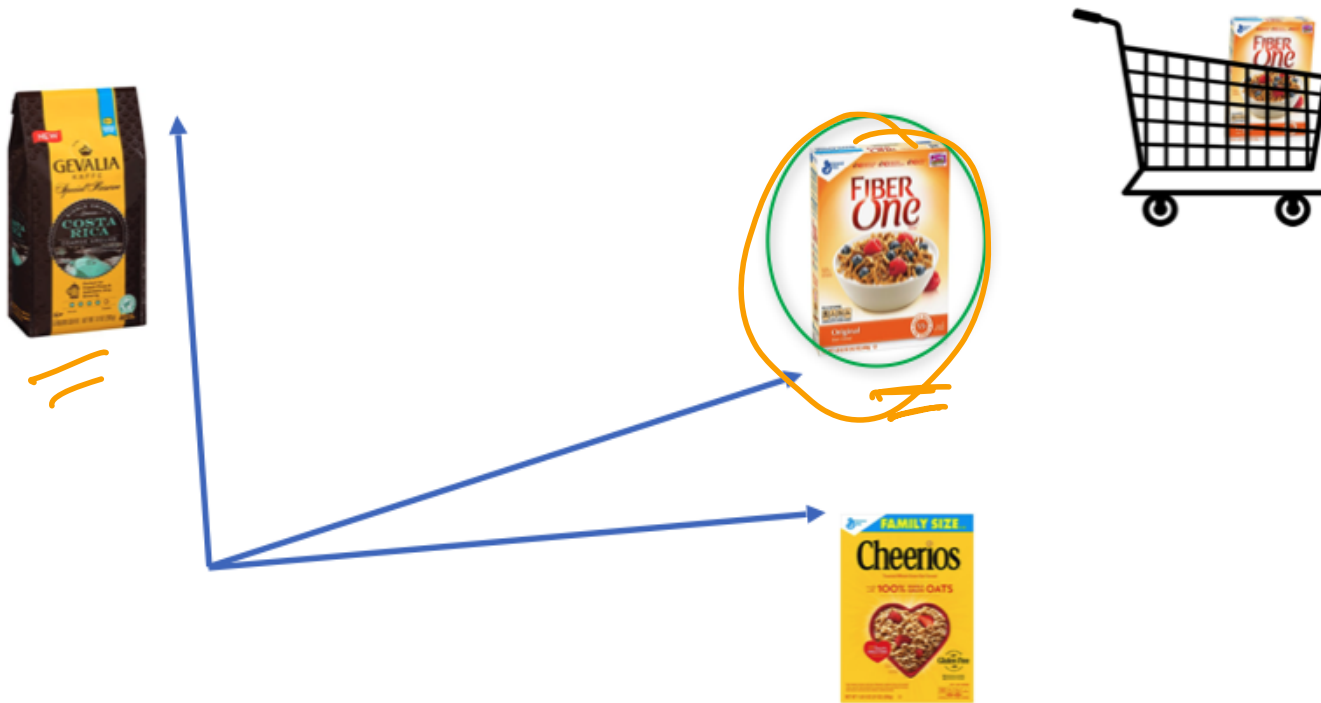
$$L = \begin{pmatrix} 1.5 & 1.9 & 1.8 & 1.4 & \dots & 0.4 \\ 0.6 & 0.1 & 1.0 & 1.6 & \dots & 1.9 \\ 0.6 & 1.6 & 1.6 & 1.6 & \dots & 1.8 \\ 0.6 & 1.0 & 0.1 & 1.6 & \dots & 0.6 \\ 0.8 & 1.4 & 1.9 & 0.8 & \dots & 0.7 \end{pmatrix}$$

We obtain these embedding vectors from the Product2Vec service [London et al, 2017]

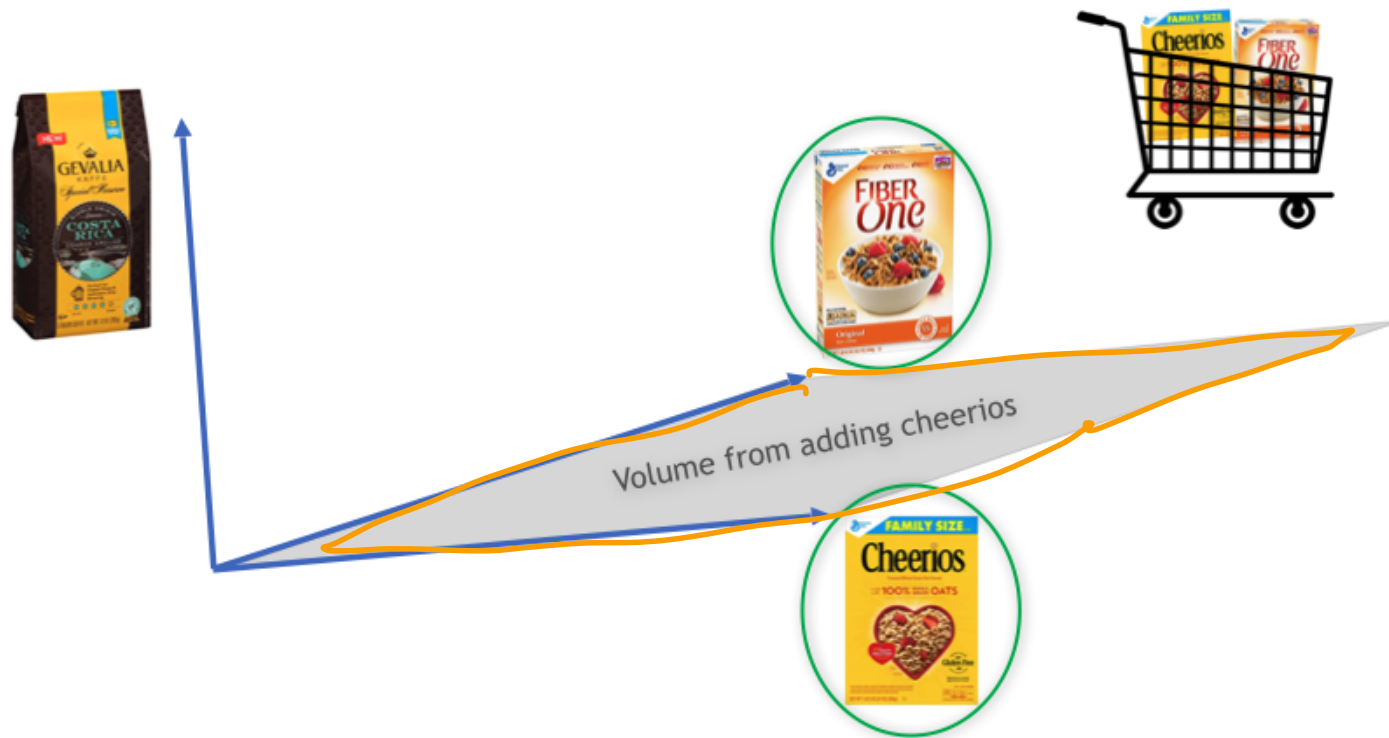
Product2Vec application



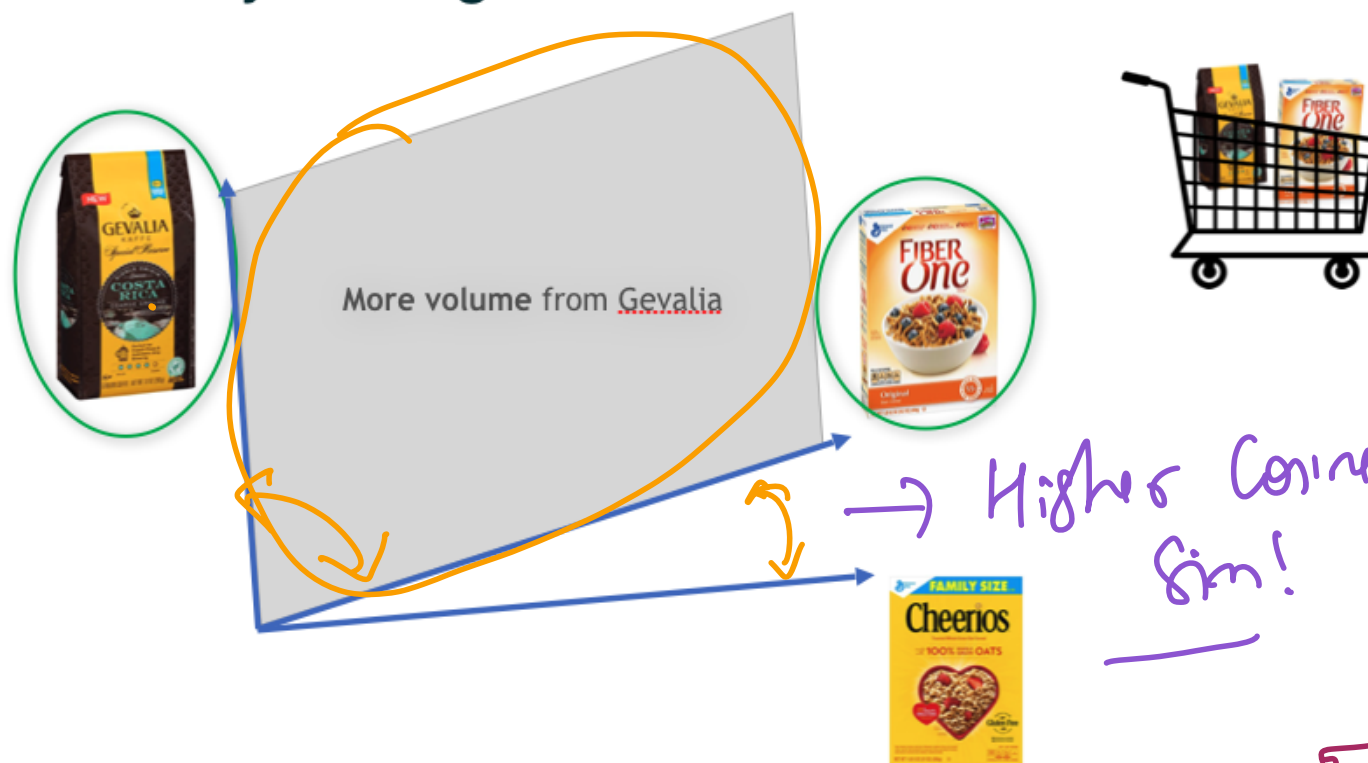
Product2Vec application



Product2Vec application



Product2Vec application



Breakout 1: Discuss your favorite X2Vec!

X2Vec

In your group - Discuss an application that requires machine learning. Be specific about it - Example, data, features, the type of problem (classification, clustering, etc). Can you see how X2Vec would benefit your application. What would be your X in this case? How would you learn X2vec for your application? And how would you use it?

Let's list out some X's in X2Vec!

Generating Sentence Embeddings from Glove

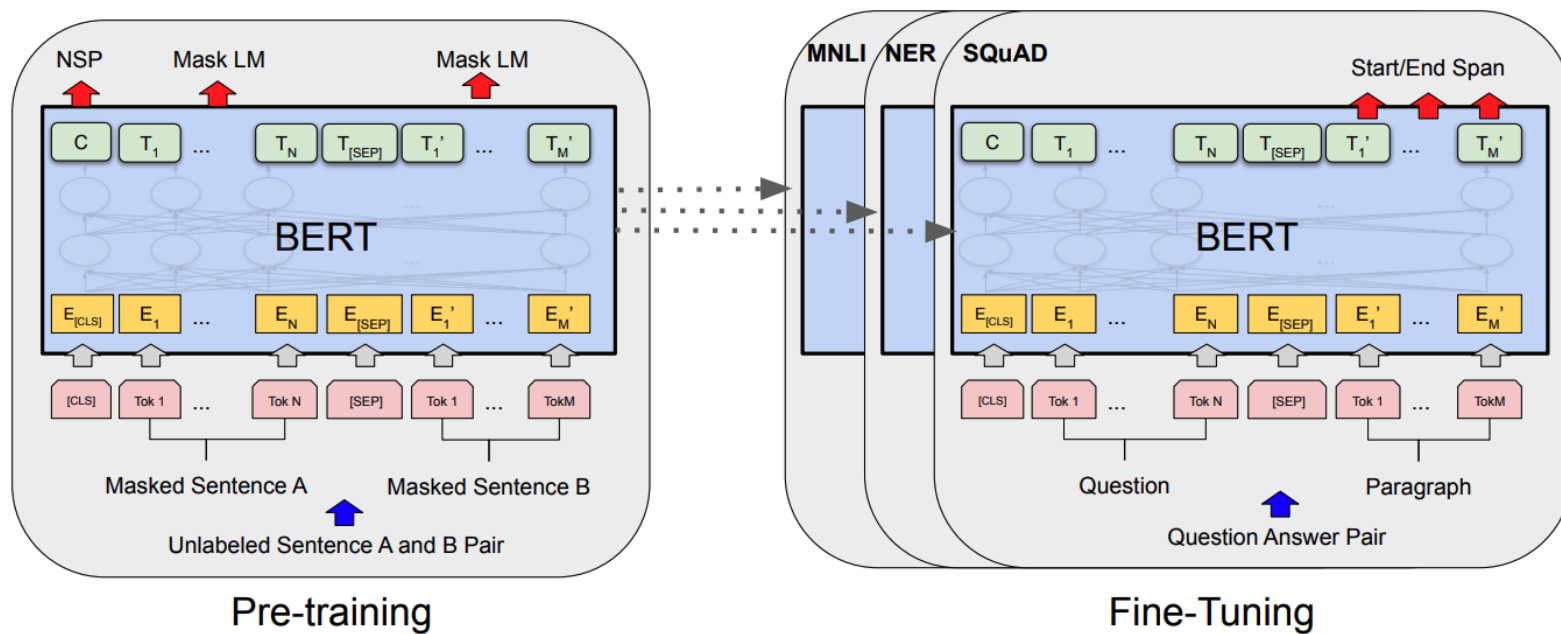
Averaging embeddings of words: If we have a word embedding, how do we generate the sentence embedding?

Generating Sentence Embeddings from Glove

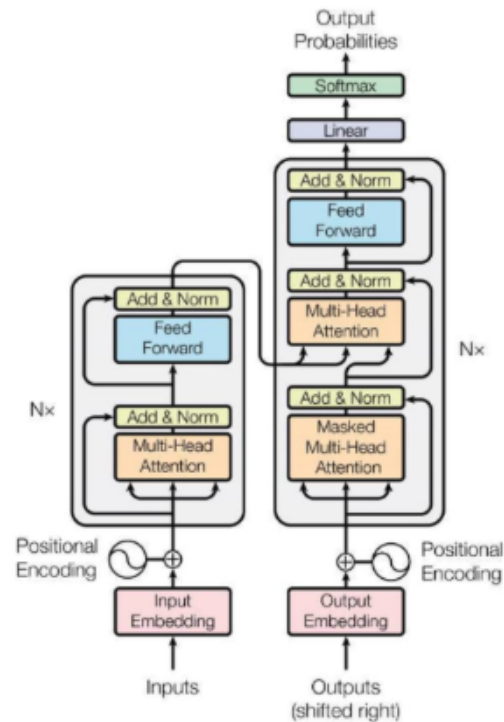
Averaging embeddings of words: If we have a word embedding, how do we generate the sentence embedding?

Simple Solution: Just average the word embeddings

BERT - Bi-directional Encoders from Transformers



BERT Embeddings



Input	[CLS]	my	dog	is	cute	[SEP]	he	likes	play	##ing	[SEP]
Token Embeddings	$E_{[CLS]}$	E_{my}	E_{dog}	E_{is}	E_{cute}	$E_{[SEP]}$	E_{he}	E_{likes}	E_{play}	$E_{\# \# ing}$	$E_{[SEP]}$
	+	+	+	+	+	+	+	+	+	+	+
Segment Embeddings	E_A	E_A	E_A	E_A	E_A	E_A	E_B	E_B	E_B	E_B	E_B
	+	+	+	+	+	+	+	+	+	+	+
Position Embeddings	E_0	E_1	E_2	E_3	E_4	E_5	E_6	E_7	E_8	E_9	E_{10}

BERT pre-training

Two Tasks

- ① **Masked LM Model:** Mask a word in the middle of a sentence and have BERT predict the masked word
- ② **Next-sentence prediction:** Predict the next sentence - Use both positive and negative labels. How are these generated?

BERT pre-training

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ICE: Supervised or Un-supervised?

- 1 Are the above two tasks supervised or un-supervised?

BERT pre-training

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ICE: Supervised or Un-supervised?

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Data set!

English Wikipedia and book corpus documents!

BERT - Bi-directional Encoders from Transformers

System	MNLI-(m/mm) 392k	QQP 363k	QNLI 108k	SST-2 67k	CoLA 8.5k	STS-B 5.7k	MRPC 3.5k	RTE 2.5k	Average -
Pre-OpenAI SOTA	80.6/80.1	66.1	82.3	93.2	35.0	81.0	86.0	61.7	74.0
BiLSTM+ELMo+Attn	76.4/76.1	64.8	79.8	90.4	36.0	73.3	84.9	56.8	71.0
OpenAI GPT	82.1/81.4	70.3	87.4	91.3	45.4	80.0	82.3	56.0	75.1
BERT _{BASE}	84.6/83.4	71.2	90.5	93.5	52.1	85.8	88.9	66.4	79.6
BERT _{LARGE}	86.7/85.9	72.1	92.7	94.9	60.5	86.5	89.3	70.1	82.1

Let's work on an in-class coding exercise