



Deep Learning for Vision & Language

Back to Language Models: FLAN-T5, ChatGPT and others



RICE UNIVERSITY



Last Few Classes

- Conditional GANs
- Sequence-to-sequence based text-to-image models (DALLE-1)
- Style Transfer – Input Feature Optimization.
- AutoEncoders (AEs)
 - Variational AutoEncoders (VAEs)
 - Vector Quantized Autoencoders (VQVAEs, VQGANs, dVAE)
- Diffusion Models (e.g. DALLE-2, Imagen, Stable Diffusion)

Today:

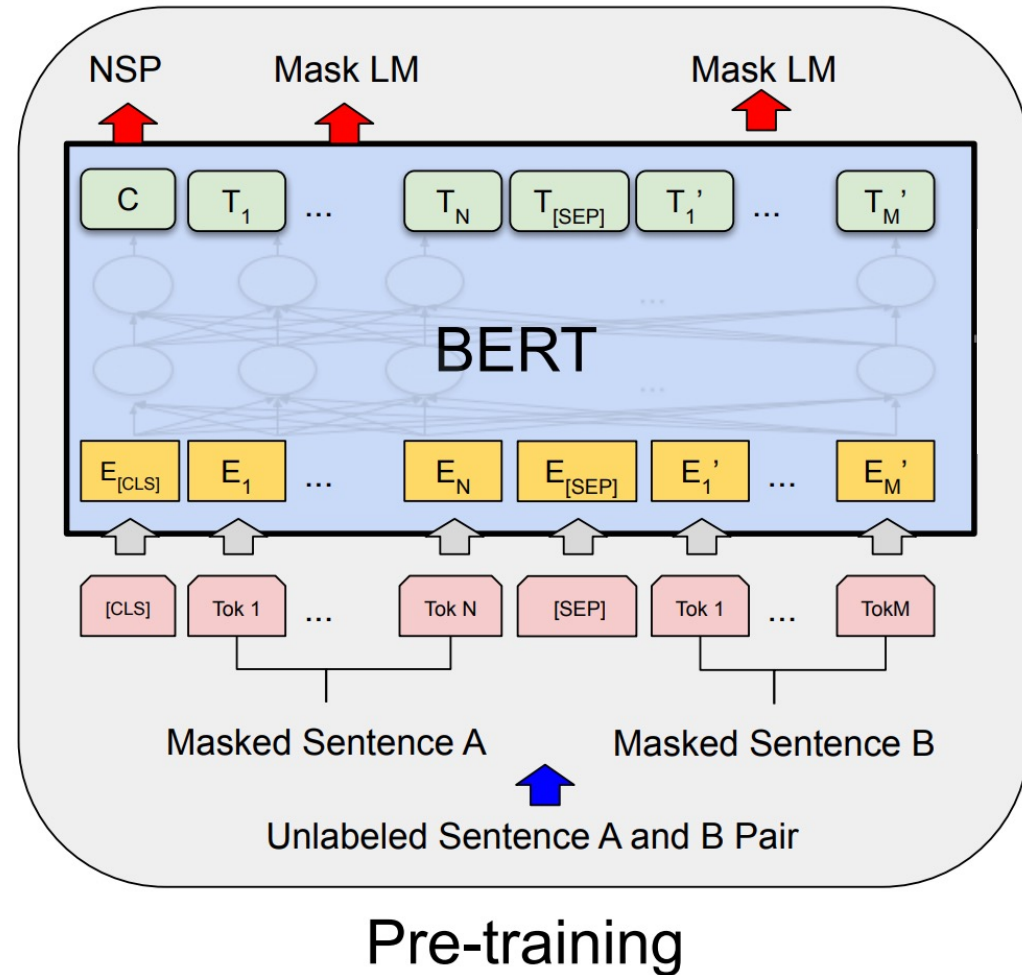
- Back to Language Models
- Language Models + Images

The BERT Encoder Model

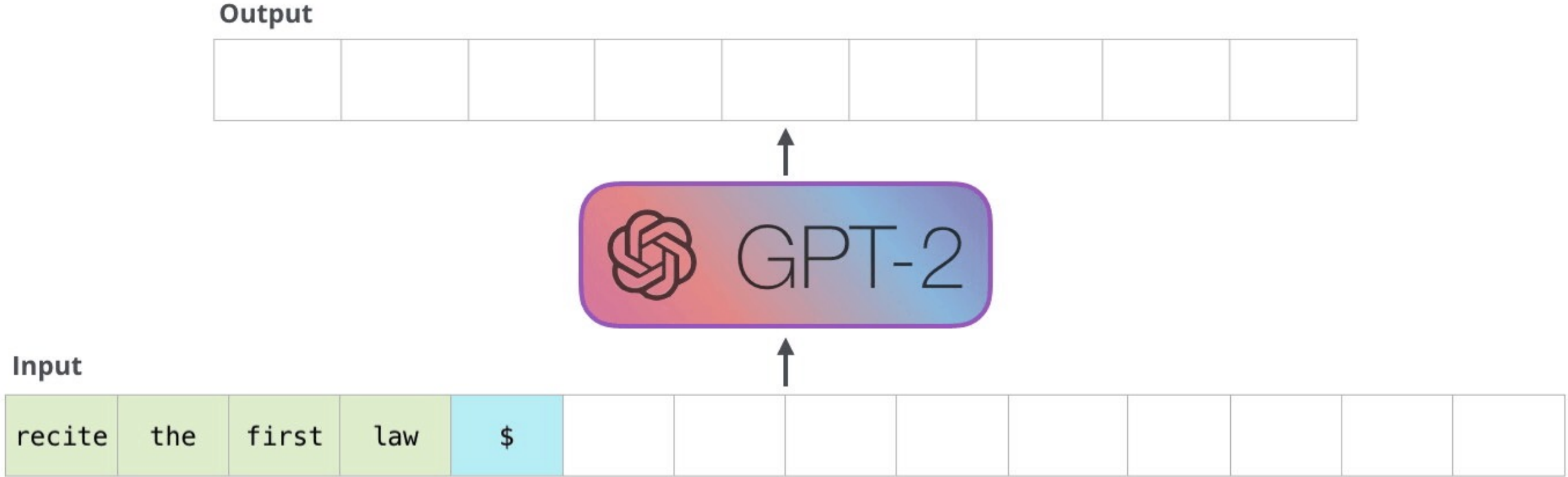
Devlin et al. BERT: Pre-training of Deep Bidirectional Transformers for Language Understanding . <https://arxiv.org/abs/1810.04805>

Important things to know

- No decoder
- Train the model to fill-in-the-blank by masking some of the input tokens and trying to recover the full sentence.
- The input is not one sentence but two sentences separated by a [SEP] token.
- Also try to predict whether these two input sentences are consecutive or not.



The GPT-2 Model



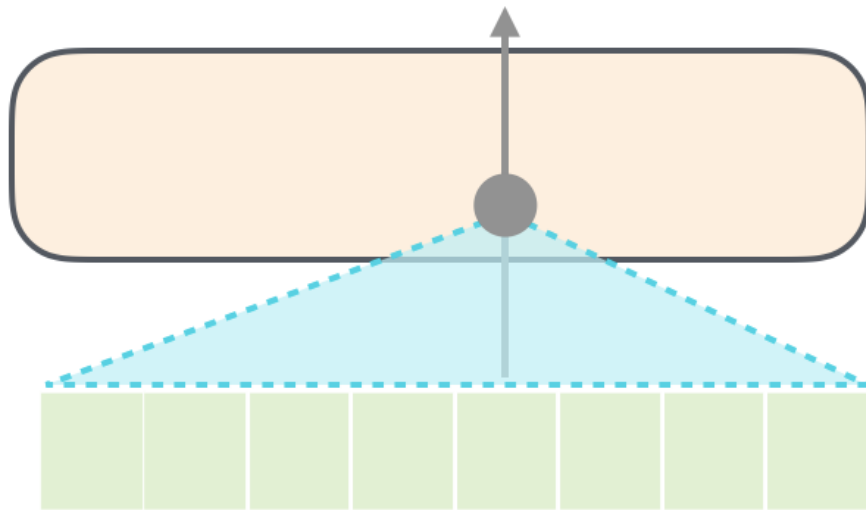
The GPT-2 Model



The GPT-2 Model

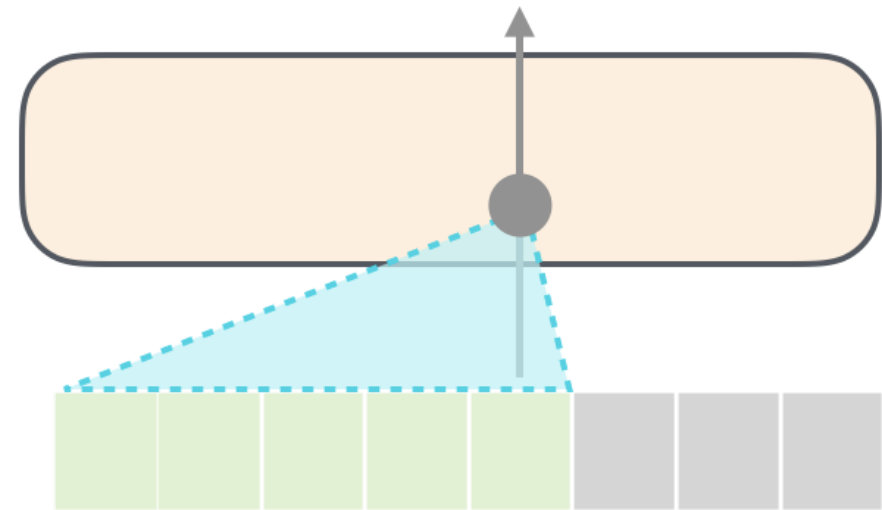
BERT

Self-Attention



GPT

Masked Self-Attention



The GPT-3 Model: Explosion of Size

Model Name	n_{params}	n_{layers}	d_{model}	n_{heads}	d_{head}	Batch Size	Learning Rate
GPT-3 Small	125M	12	768	12	64	0.5M	6.0×10^{-4}
GPT-3 Medium	350M	24	1024	16	64	0.5M	3.0×10^{-4}
GPT-3 Large	760M	24	1536	16	96	0.5M	2.5×10^{-4}
GPT-3 XL	1.3B	24	2048	24	128	1M	2.0×10^{-4}
GPT-3 2.7B	2.7B	32	2560	32	80	1M	1.6×10^{-4}
GPT-3 6.7B	6.7B	32	4096	32	128	2M	1.2×10^{-4}
GPT-3 13B	13.0B	40	5140	40	128	2M	1.0×10^{-4}
GPT-3 175B or “GPT-3”	175.0B	96	12288	96	128	3.2M	0.6×10^{-4}

Language Models are Few-Shot Learners

Tom B. Brown, Benjamin Mann, Nick Ryder, Melanie Subbiah, Jared Kaplan, Prafulla Dhariwal, Arvind Neelakantan, Pranav Shyam, Girish Sastry, Amanda Askell, Sandhini Agarwal, Ariel Herbert-Voss, Gretchen Krueger, Tom Henighan, Rewon Child, Aditya Ramesh, Daniel M. Ziegler, Jeffrey Wu, Clemens Winter, Christopher Hesse, Mark Chen, Eric Sigler, Mateusz Litwin, Scott Gray, Benjamin Chess, Jack Clark, Christopher Berner, Sam McCandlish, Alec Radford, Ilya Sutskever, Dario Amodei

<https://arxiv.org/abs/2005.14165>

Prompt Engineering

Poor English input: I eated the purple berries.

Good English output: I ate the purple berries.

Poor English input: Thank you for picking me as your designer. I'd appreciate it.

Good English output: Thank you for choosing me as your designer. I appreciate it.

Poor English input: The mentioned changes have done. or I did the alteration that you requested. or I changed things you wanted and did the modifications.

Good English output: The requested changes have been made. or I made the alteration that you requested. or I changed things you wanted and made the modifications.

Poor English input: I'd be more than happy to work with you in another project.

Good English output: I'd be more than happy to work with you on another project.

Language Models are Few-Shot Learners

Tom B. Brown, Benjamin Mann, Nick Ryder, Melanie Subbiah, Jared Kaplan, Prafulla Dhariwal, Arvind Neelakantan, Pranav Shyam, Girish Sastry, Amanda Askell, Sandhini Agarwal, Ariel Herbert-Voss, Gretchen Krueger, Tom Henighan, Rewon Child, Aditya Ramesh, Daniel M. Ziegler, Jeffrey Wu, Clemens Winter, Christopher Hesse, Mark Chen, Eric Sigler, Mateusz Litwin, Scott Gray, Benjamin Chess, Jack Clark, Christopher Berner, Sam McCandlish, Alec Radford, Ilya Sutskever, Dario Amodei

<https://arxiv.org/abs/2005.14165>

Prompt Engineering

Translate English to French:

sea otter => loutre de mer

peppermint => menthe poivrée

plush girafe => girafe peluche

cheese =>

Language Models are Few-Shot Learners

Tom B. Brown, Benjamin Mann, Nick Ryder, Melanie Subbiah, Jared Kaplan, Prafulla Dhariwal, Arvind Neelakantan, Pranav Shyam, Girish Sastry, Amanda Askell, Sandhini Agarwal, Ariel Herbert-Voss, Gretchen Krueger, Tom Henighan, Rewon Child, Aditya Ramesh, Daniel M. Ziegler, Jeffrey Wu, Clemens Winter, Christopher Hesse, Mark Chen, Eric Sigler, Mateusz Litwin, Scott Gray, Benjamin Chess, Jack Clark, Christopher Berner, Sam McCandlish, Alec Radford, Ilya Sutskever, Dario Amodei

<https://arxiv.org/abs/2005.14165>

Prompt Engineer

Prompt engineering

🌐 12 languages ▾

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From Wikipedia, the free encyclopedia

Prompt engineering is a concept in [artificial intelligence \(AI\)](#), particularly [natural language processing \(NLP\)](#). In prompt engineering, the description of the task that the AI is supposed to accomplish is embedded in the input, e.g., as a question, instead of it being implicitly given. Prompt engineering typically works by converting one or more tasks to a prompt-based dataset and training a [language model](#) with what has been called "prompt-based learning" or just "prompt learning".^{[1][2]}

History [\[edit \]](#)

The [GPT-2](#) and [GPT-3](#) language models^[3] were important steps in prompt engineering. In 2021, multitask^[jargon] prompt engineering using multiple NLP datasets showed good performance on new tasks.^[4] In a method called [chain-of-thought \(CoT\) prompting](#), [few-shot](#) examples of a task are given to the language model which improves its ability to [reason](#).^[5] CoT prompting can also be a [zero-shot learning](#) task by prepending text to the prompt that encourages a chain of thought (e.g. "Let's think step by step"), which may also improve the performance of a language model in multi-step reasoning problems.^[6] The broad accessibility of these tools were driven by the publication of several open-source notebooks and community-led projects for image synthesis.^[7]

A description for handling prompts reported that over 2,000 public prompts for around 170 datasets were available in February 2022.^[8]

How would you come up with a solution for this problem?

The kid is throwing rocks at the window



The `<subject>kid</subject>` is throwing `<object>rocks</object>` at the `<destination>>window</destination>`

Prompt Engineering

Input: The cat is throwing the ball into the ground

Output: The <subject>cat</subject> is throwing the <object>ball</object> into the <destination>ground</ground>

Input: The snake is being attacked by the wolf

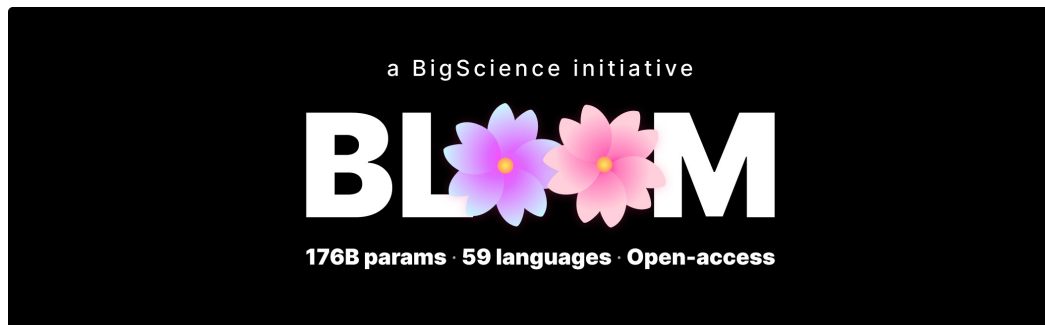
Output: The <object>snake</object> is being attacked by the <actor>wolf</actor>

Input: The kid is throwing rocks at the window

Output:

Prompt Engineering

- Any Large Language Model (LLM) such as GPT-3 can be turned into a general purpose problem solver in this way.
- Obviously, it is not going to work well for every use case.
- Other Large Language Models trained at the scale of GPT-3 that are actually publicly available:
- BLOOM-176B and OPT-175B:



Meta AI

RESEARCH

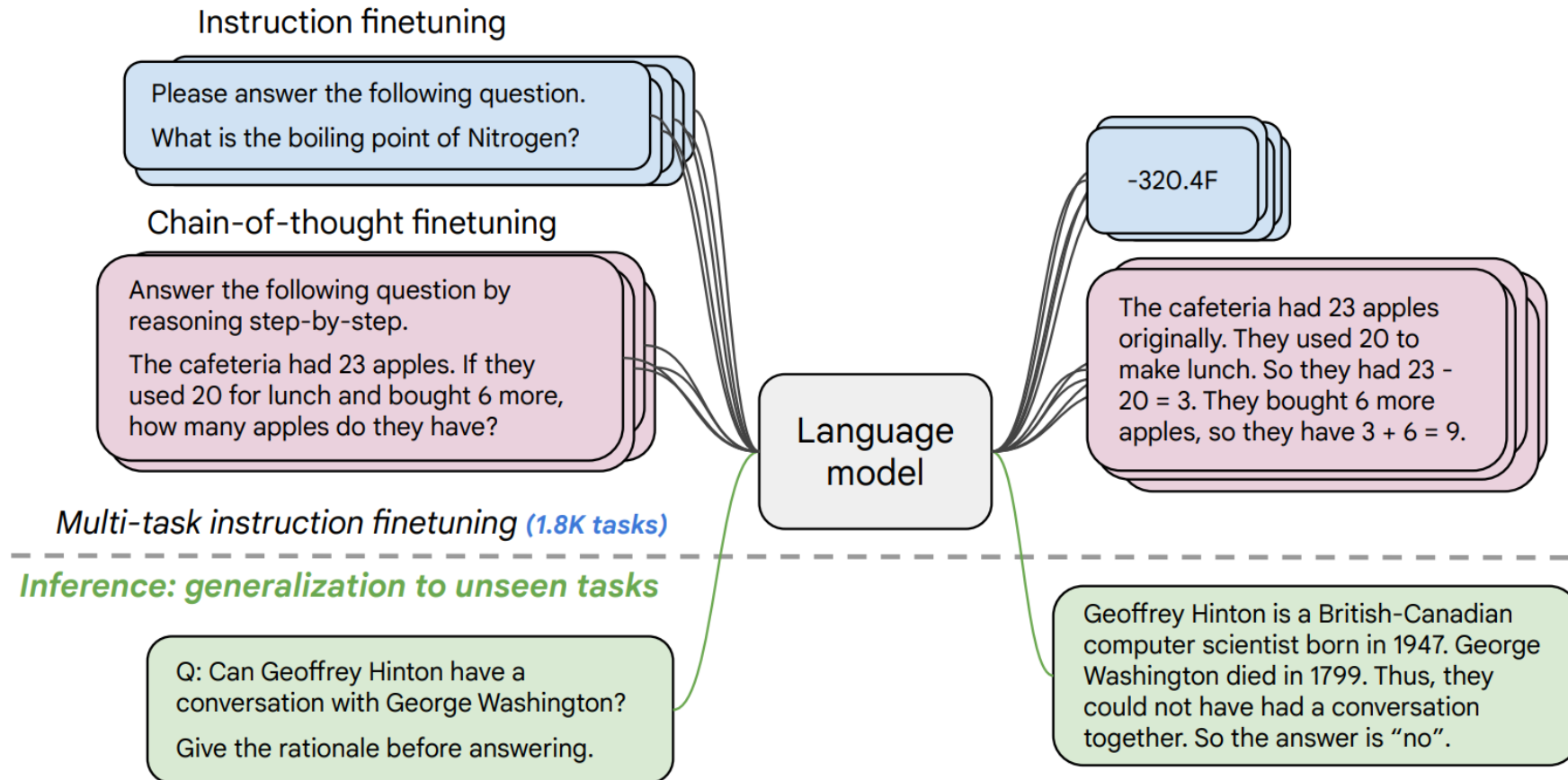
Democratizing access
to large-scale language
models with
OPT-175B

May 3, 2022

However these are still limited

- Predicting the next word can lead to intelligent behavior such as the one exemplified earlier however this still limited
- What makes some of the new LLMs special? ChatGPT, FLAN-T5, OPT-IML

Instruction Tuning (e.g. FLAN-T5 by Google)



FLAN-T5

Model input (Disambiguation QA)

Q: In the following sentences, explain the antecedent of the pronoun (which thing the pronoun refers to), or state that it is ambiguous.

Sentence: The reporter and the chef will discuss their favorite dishes.

Options:

- (A) They will discuss the reporter's favorite dishes
- (B) They will discuss the chef's favorite dishes
- (C) Ambiguous

A: Let's think step by step.

Before instruction finetuning

The reporter and the chef will discuss their favorite dishes.

The reporter and the chef will discuss the reporter's favorite dishes.

The reporter and the chef will discuss the chef's favorite dishes.

The reporter and the chef will discuss the reporter's and the chef's favorite dishes.

✘ (doesn't answer question)

FLAN-T5

Model input (Disambiguation QA)

Q: In the following sentences, explain the antecedent of the pronoun (which thing the pronoun refers to), or state that it is ambiguous.

Sentence: The reporter and the chef will discuss their favorite dishes.

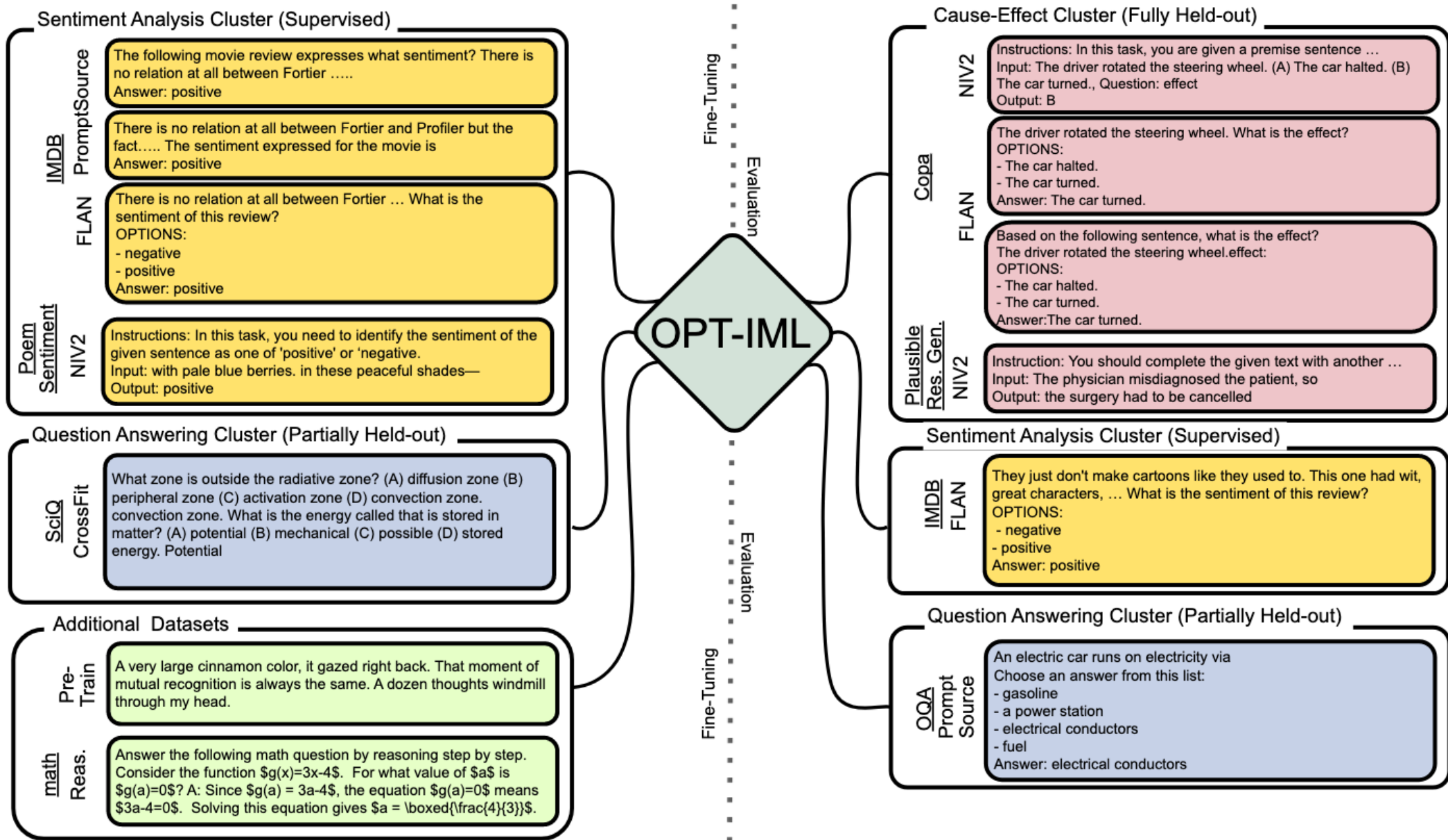
Options:

- (A) They will discuss the reporter's favorite dishes
- (B) They will discuss the chef's favorite dishes
- (C) Ambiguous

A: Let's think step by step.

After instruction finetuning

The reporter and the chef will discuss their favorite dishes does not indicate whose favorite dishes they will discuss. So, the answer is (C). ✓

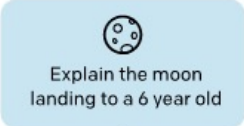


InstructGPT (ChatGPT)

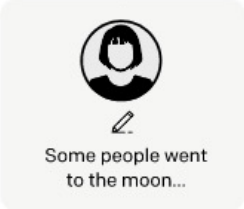
Step 1

Collect demonstration data, and train a supervised policy.

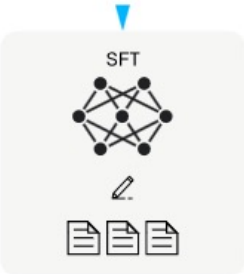
A prompt is sampled from our prompt dataset.



A labeler demonstrates the desired output behavior.



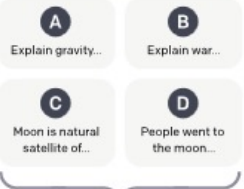
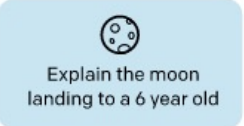
This data is used to fine-tune GPT-3 with supervised learning.



Step 2

Collect comparison data, and train a reward model.

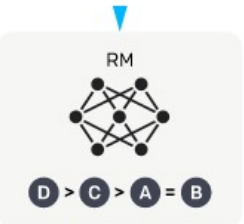
A prompt and several model outputs are sampled.



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 reinforcement learning.

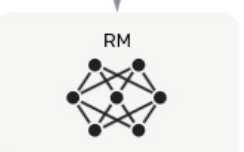
A new prompt is sampled from the dataset.



The policy generates an output.



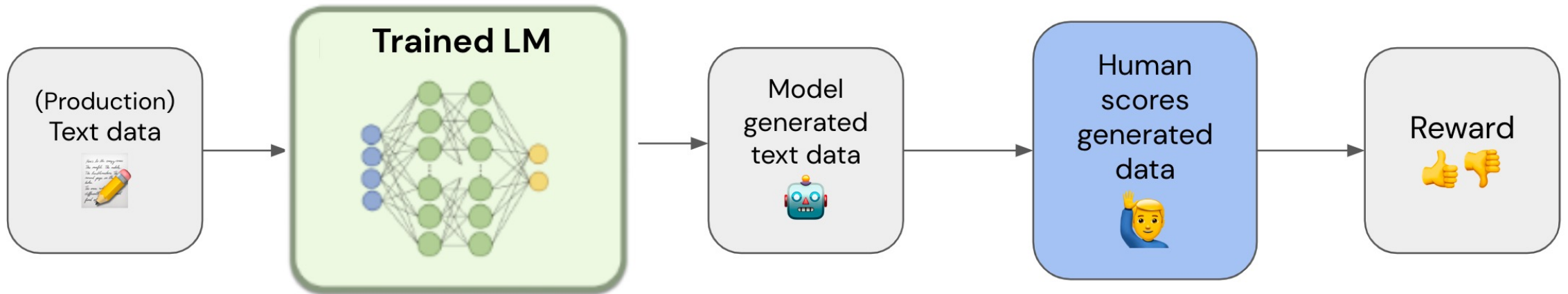
The reward model calculates a reward for the output.



The reward is used to update the policy using PPO.

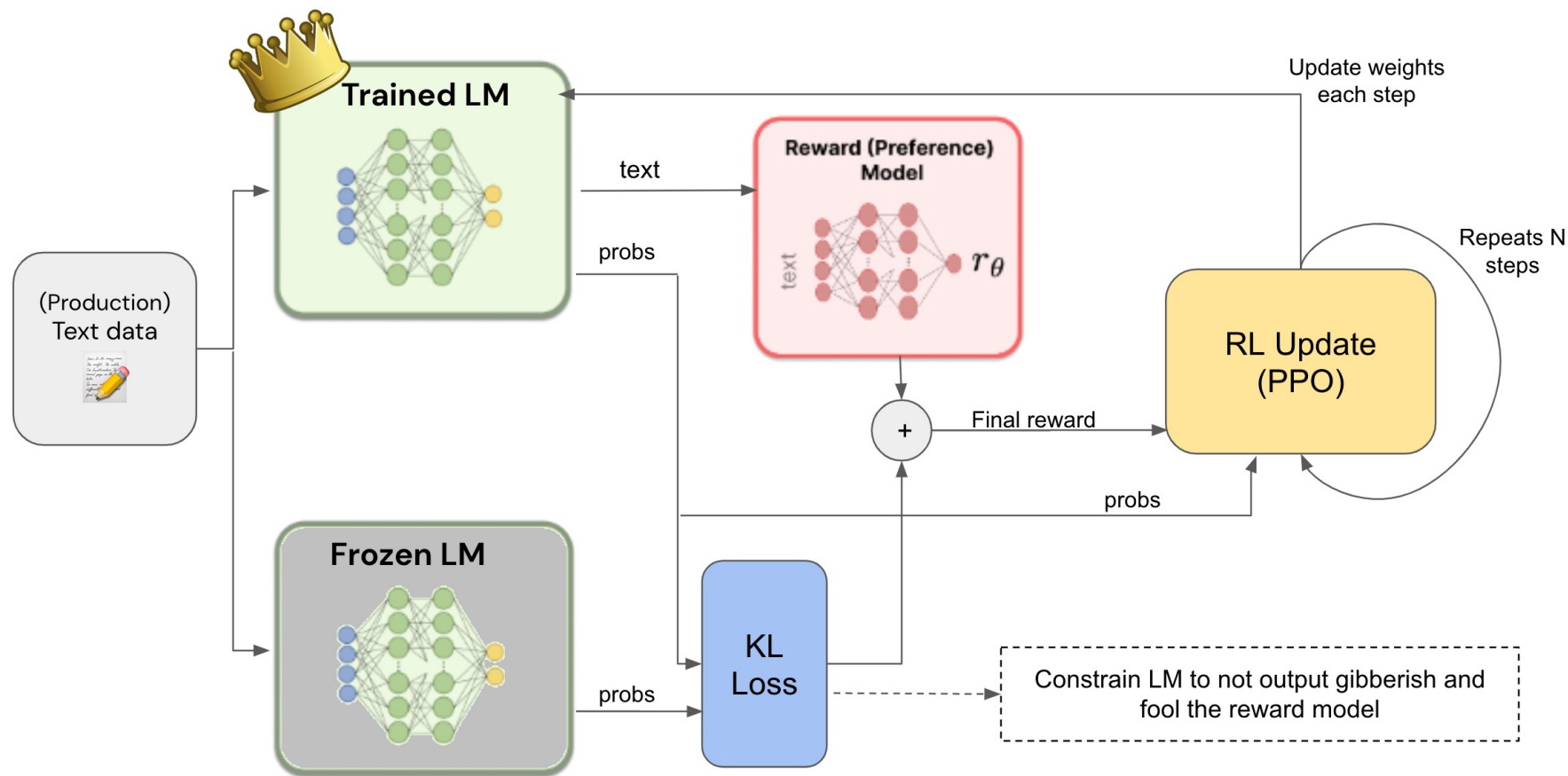


Step by Step: Train a Reward Model that learns from Human Ratings e.g. from 1 to 5



<https://gist.github.com/JoaoLages/c6f2dfd13d2484aa8bb0b2d567fbf093>

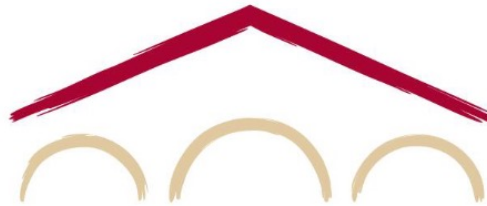
Step by Step: Train the LM to generate text that gets high reward but still produces stuff that makes sense



<https://gist.github.com/JoaoLages/c6f2dfd13d2484aa8bb0b2d567fbf093>

Recommended Slide Deck

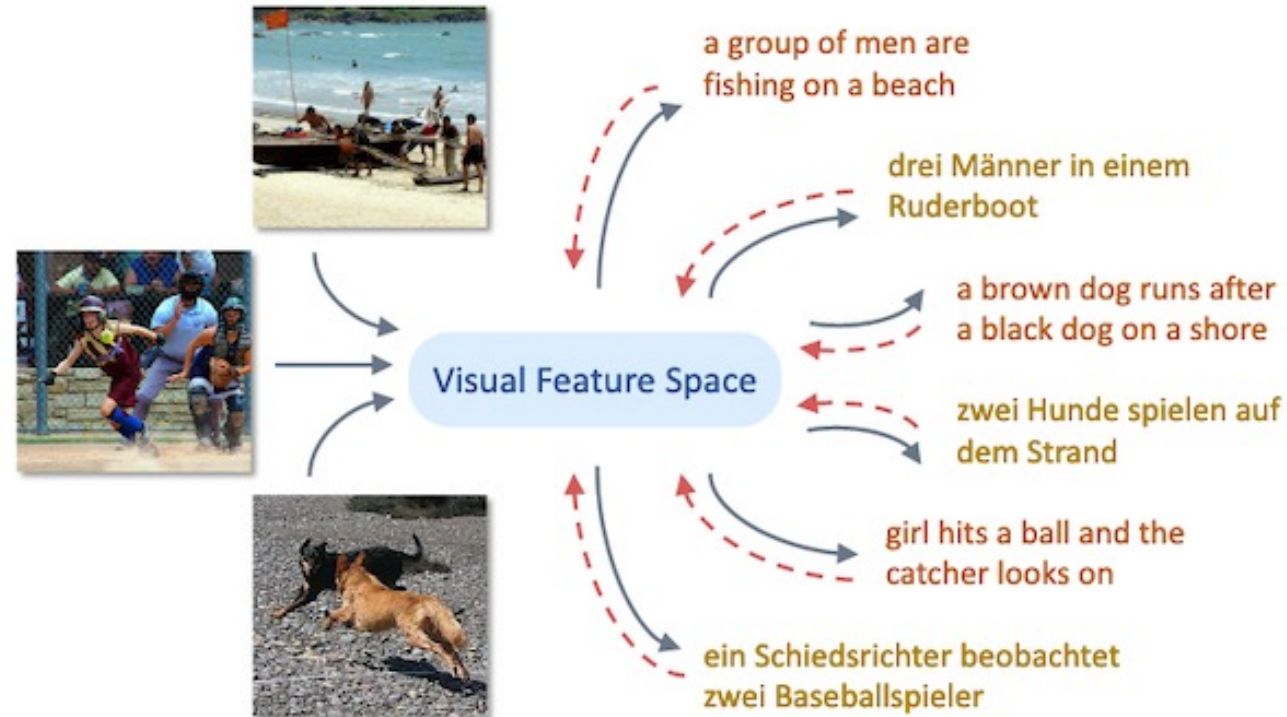
Natural Language Processing with Deep Learning CS224N/Ling284



Jesse Mu

Lecture 11: Prompting, Instruction Finetuning, and RLHF

Next Step: Multimodality



Multimodal Few-Shot Learning with Frozen Language Models

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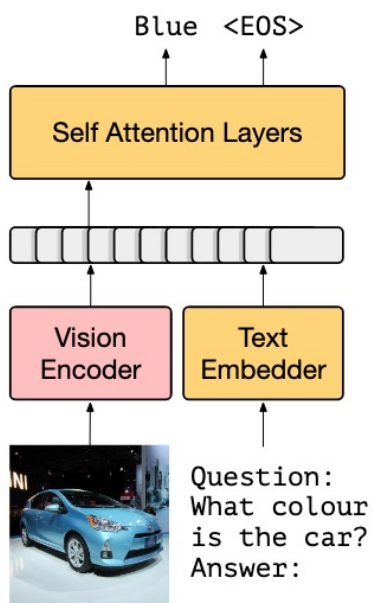
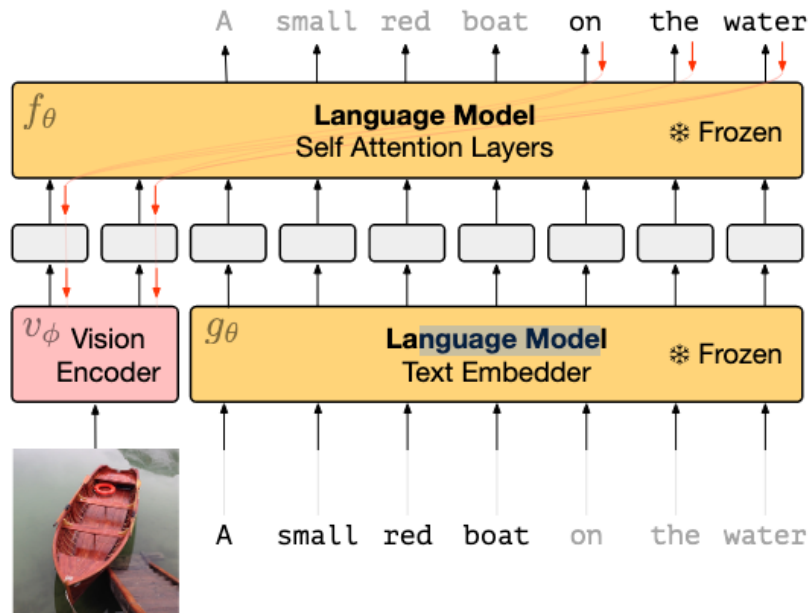
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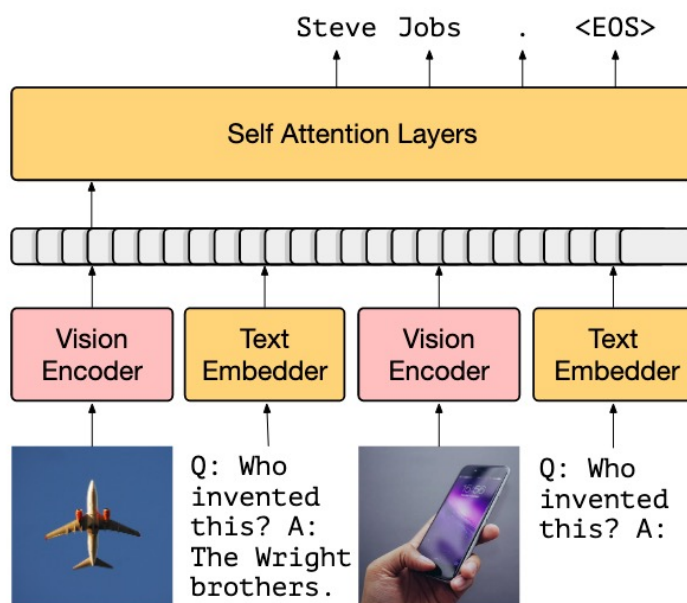
Felix Hill
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NeurIPS 2021

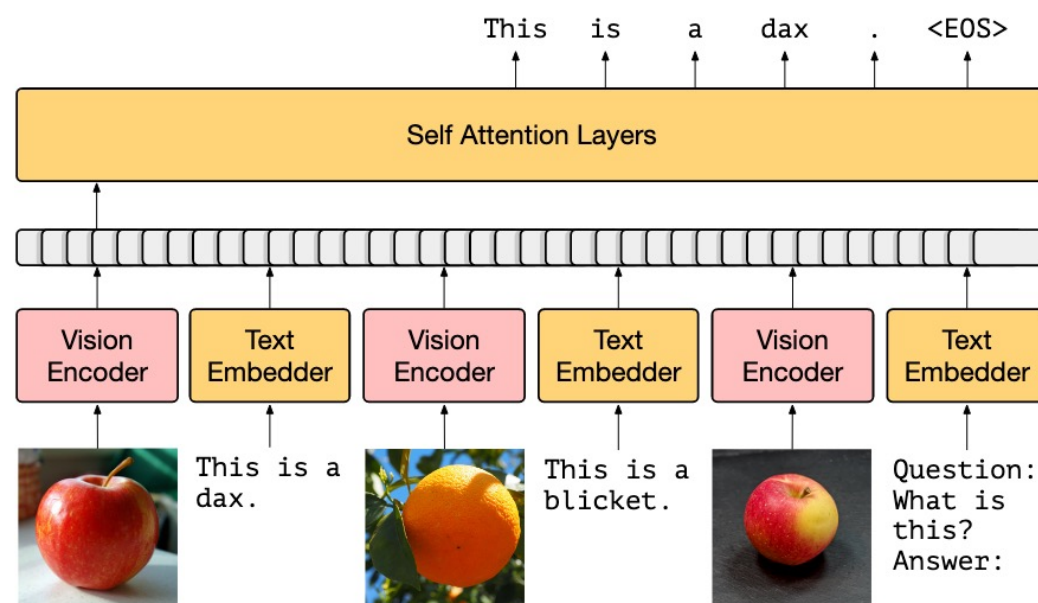
Training:



(a) 0-shot VQA



(b) 1-shot outside-knowledge VQA



(c) Few-shot image classification

Flamingo

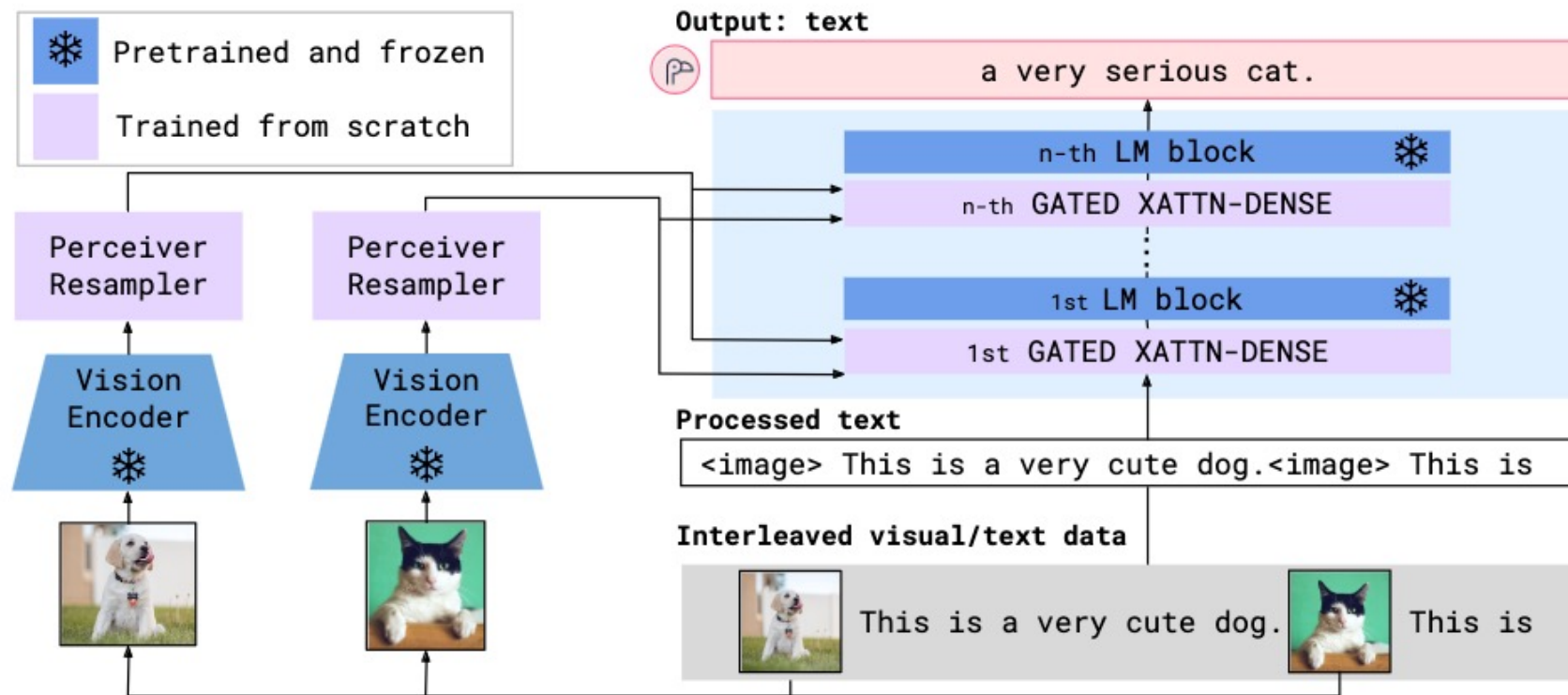
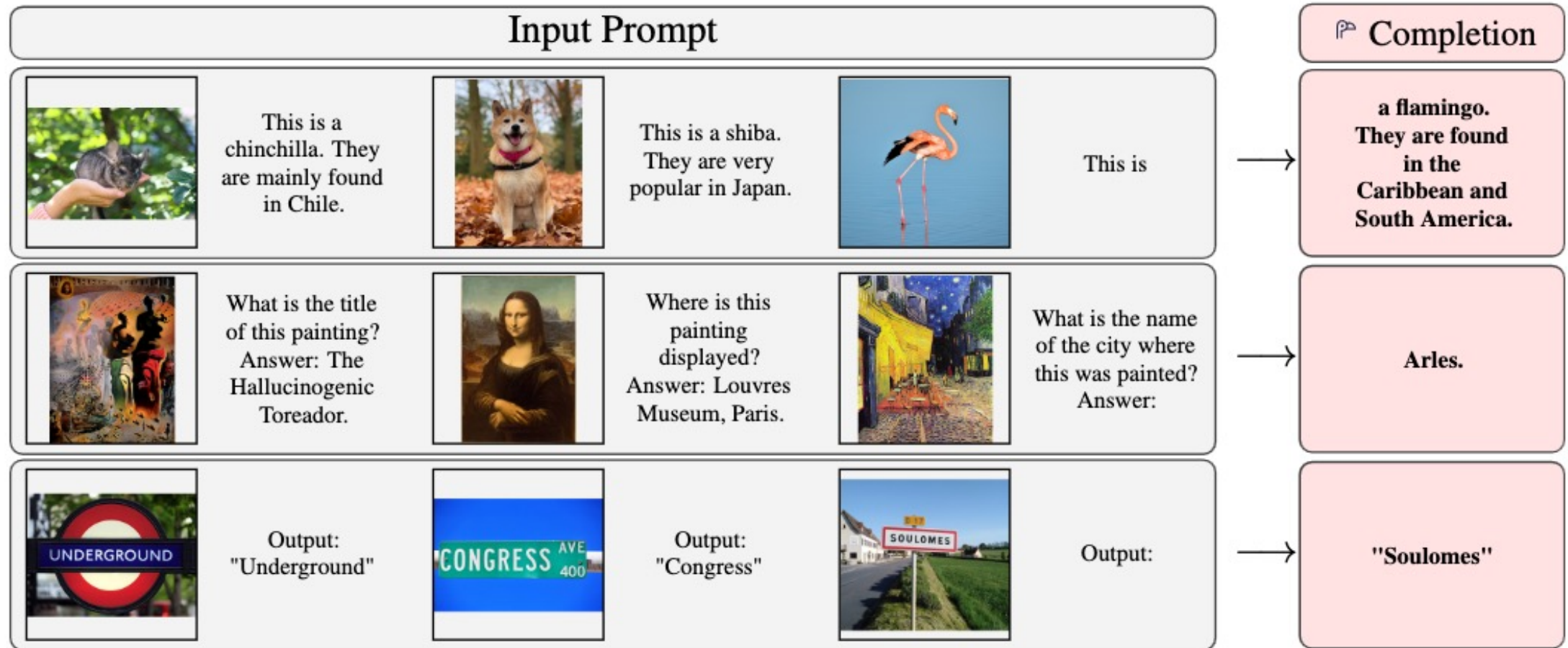


Figure 3: **Flamingo architecture overview.** Flamingo is a family of visual language models (VLMs) that take as input visual data interleaved with text and produce free-form text as output.

Flamingo



Questions