

CS846
Machine Learning for Software Engineering

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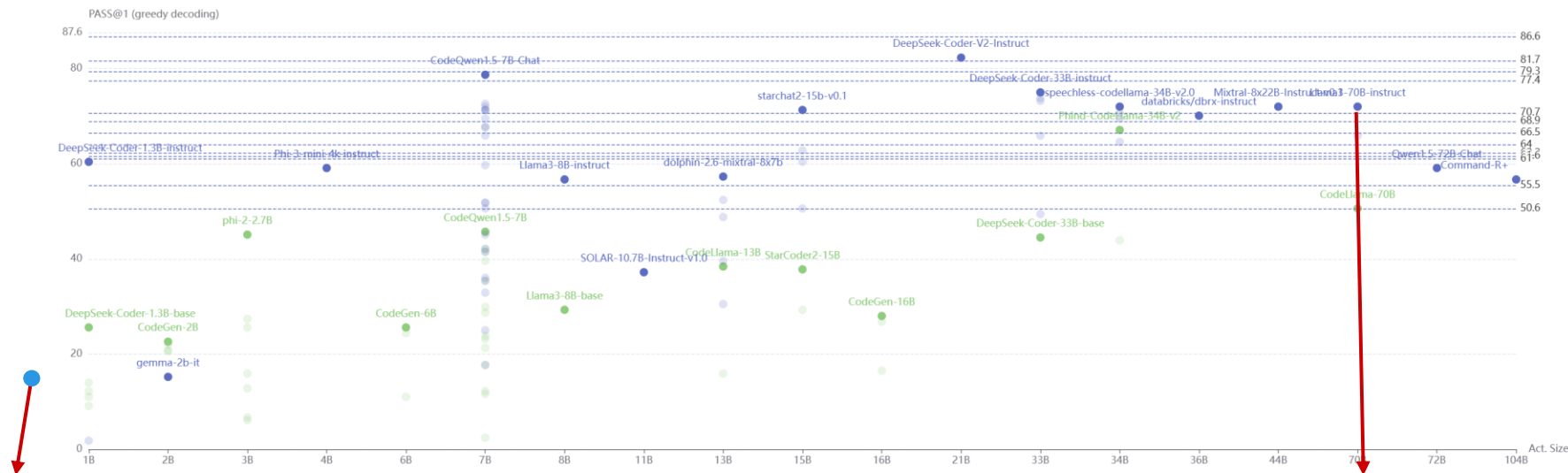
Large Language Models for Code

Training: pre-training, post-training

Inference: greedy/sampling, zero-shot/few-shot

Large Language Models

- Large transformers trained with massive amount of data



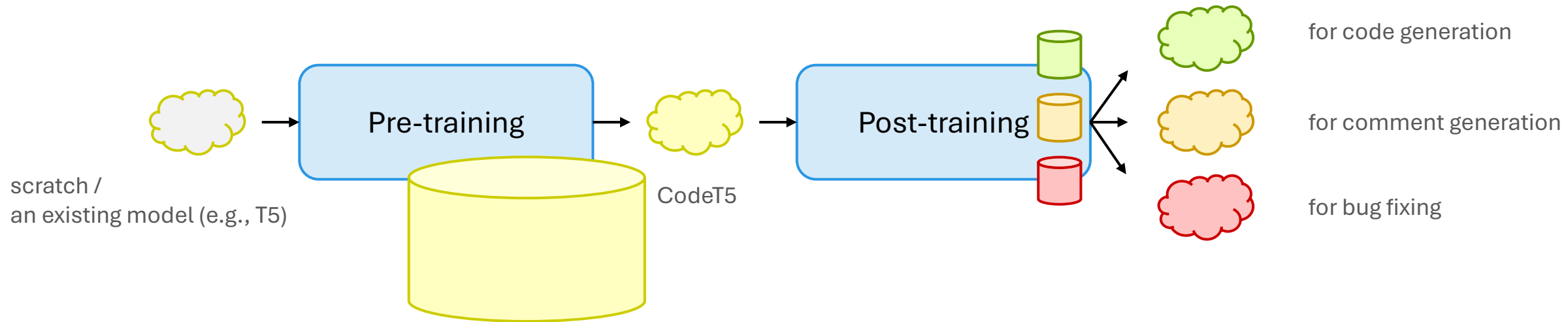
CodeT5, 2021-09-02

- model size: **220M** (2.2e8)
- training #tokens: **~4.1B** (4.1e9)
- training cost: **12d** on **16 x A100** GPUs
- context window: 512
- vocab size: 32K
- #layers: 12
- model dimension: 768
- attention head:

Llama3-70B-instruct, 2024-04-18

- model size: **70B** (7e10)
- training #tokens: **15T** (1.5e13)
- training cost: **54d** on **16,384 x H100** GPUs
- context window: up to 128K
- vocab size: 128K
- #layers: 80
- model dimension: 8K
- attention head: 64

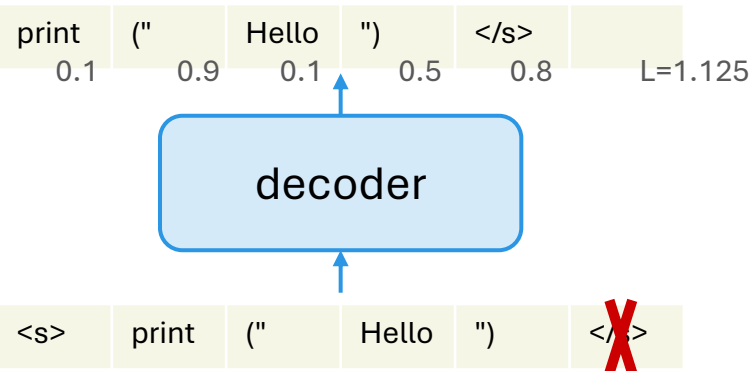
Training Overview



Pre-Training

- Massive dataset, self-supervised task(s)

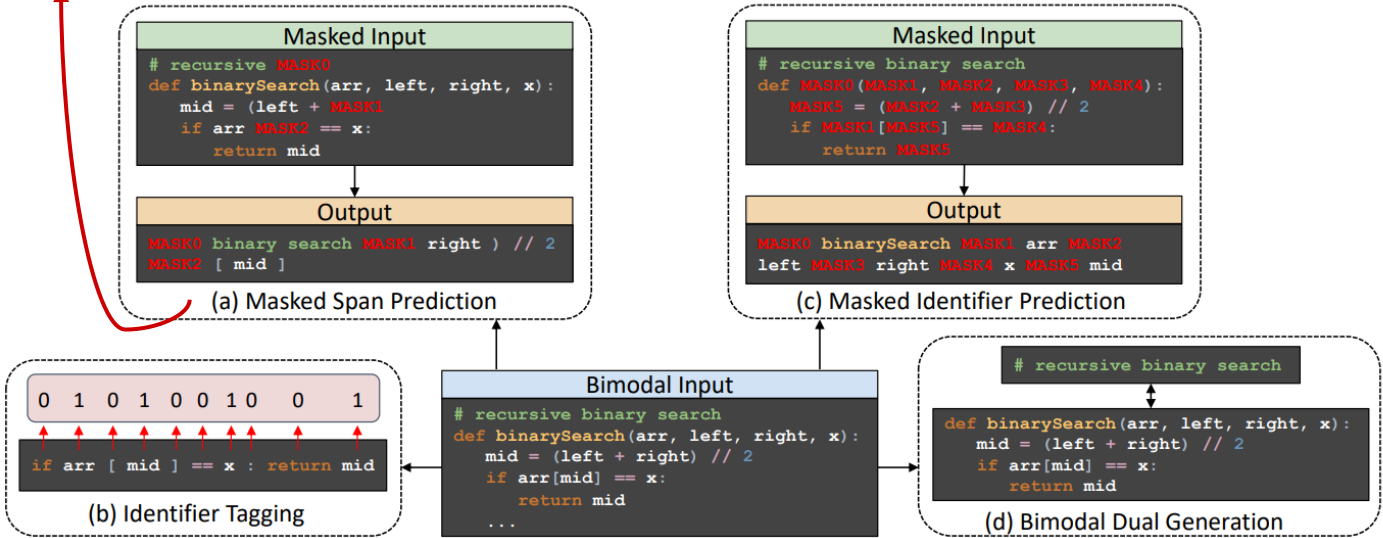
next-token prediction
(aka casual language modeling)



$$L_{CE} = -\frac{1}{n} \sum \log P(y_i)$$

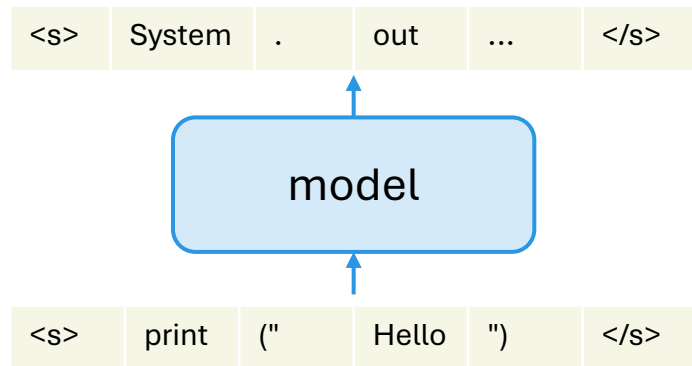
cross-entropy loss
stochastic gradient descent

(aka masked language modeling)



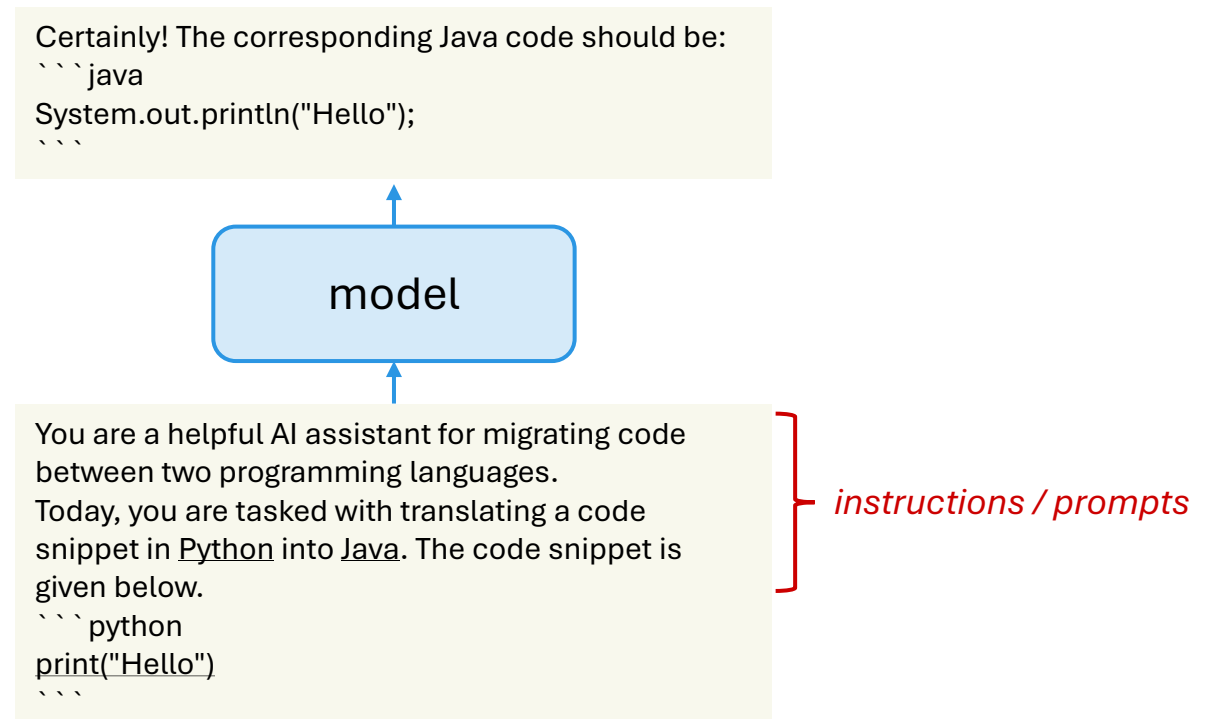
Post-Training / Supervised Finetuning

- Smaller dataset, usually labelled by human
- Cross-entropy loss + stochastic gradient descent (same as pre-training)



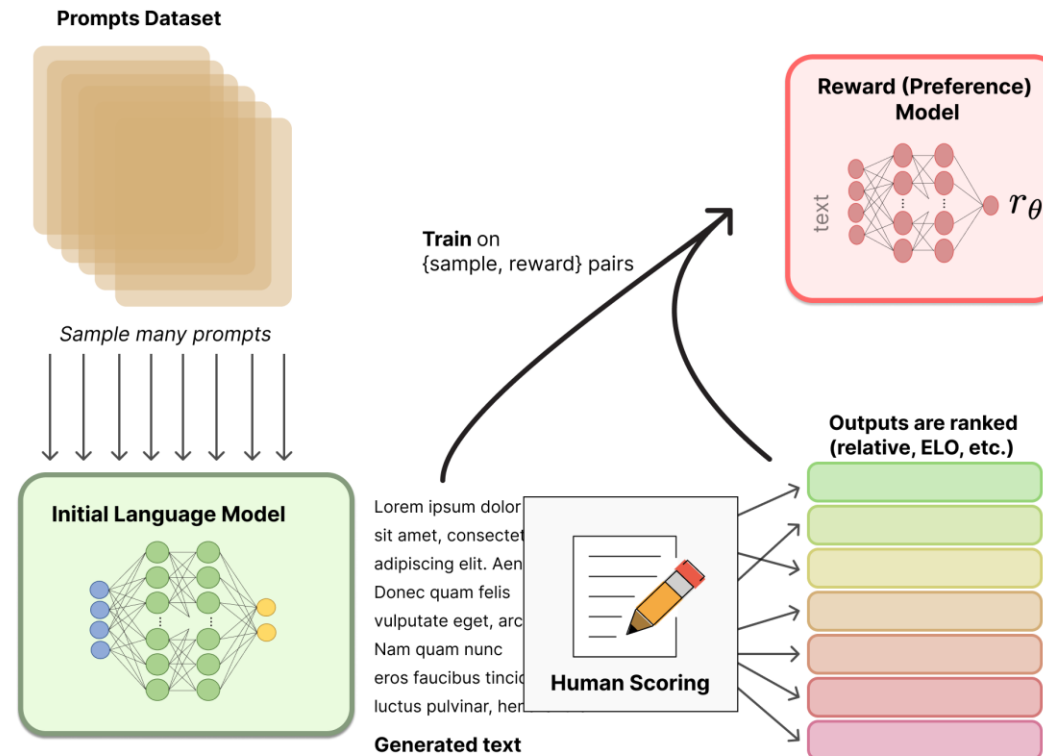
$$L_{CE} = -\frac{1}{n} \sum \log P(y_i)$$

Variant: **instruction finetuning**



Post-Training / Reinforcement Learning with Human Feedback

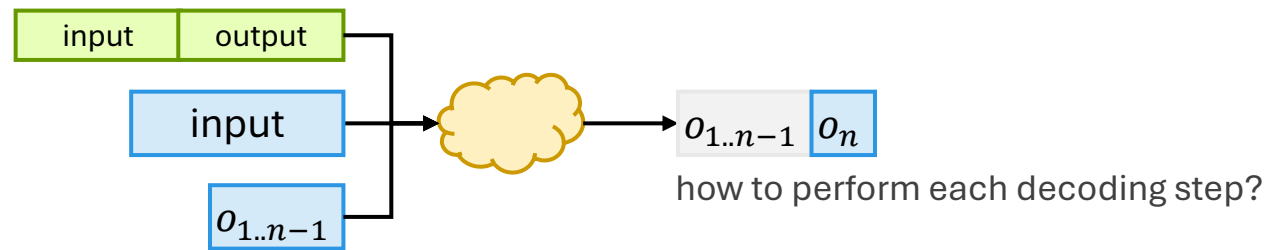
- For improving instruction-following capabilities "alignment" with human preferences



Inference Overview

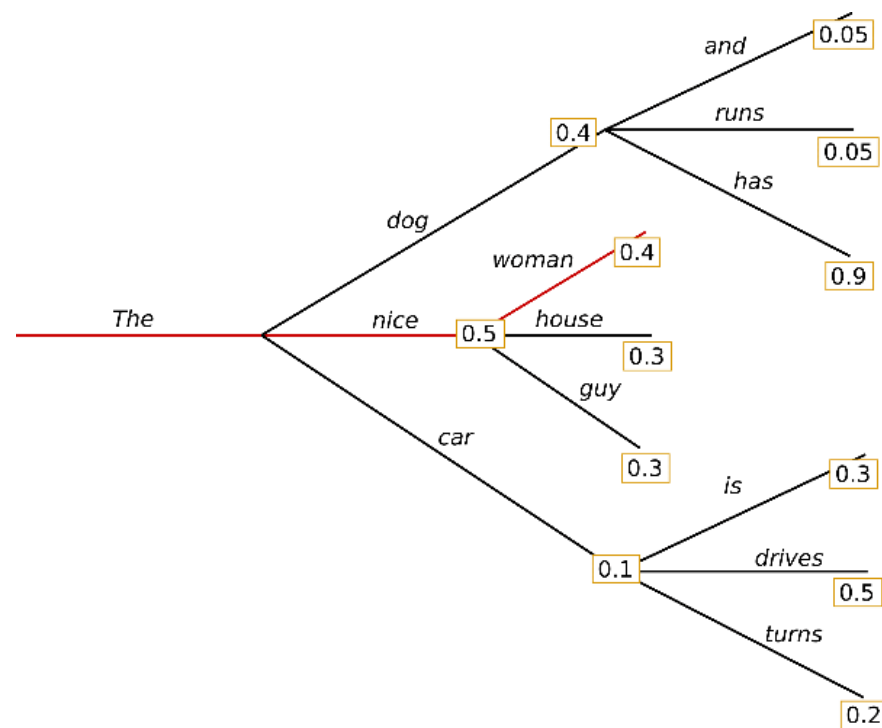


provide input-output examples?



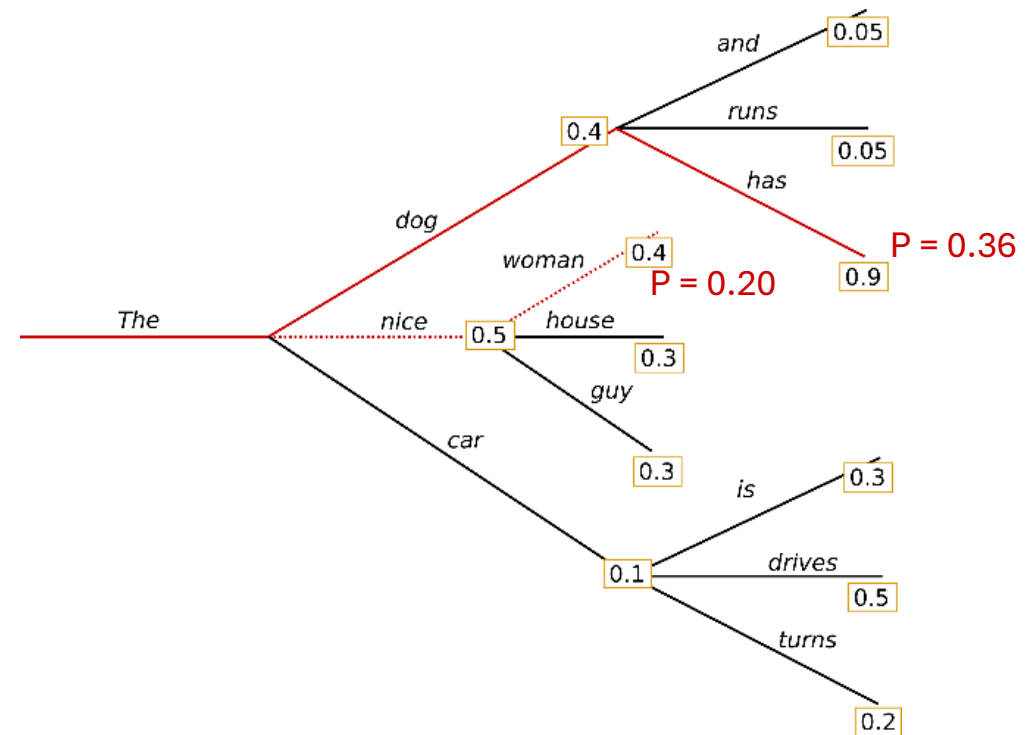
Greedy Decoding

- Choose the token with highest probability at each step
- Local maximum
- Deterministic



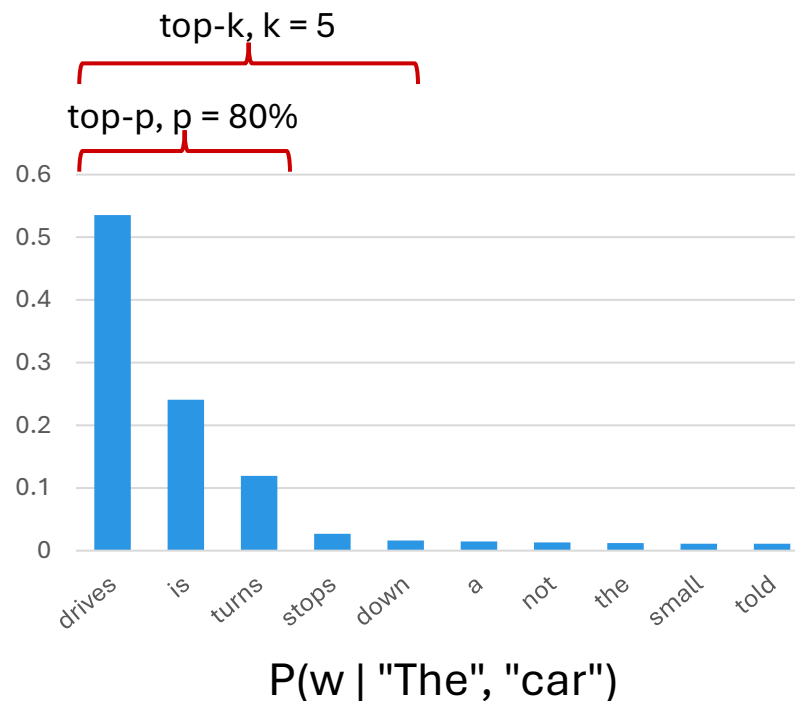
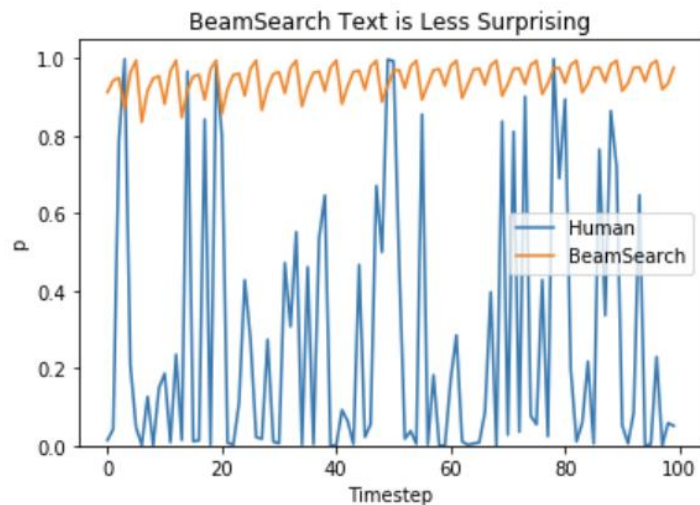
Beam Search Decoding

- Search for highest probability sequences, with keeping top-k most likely "hypotheses" at each time step
- Closer to global maximum
- Deterministic

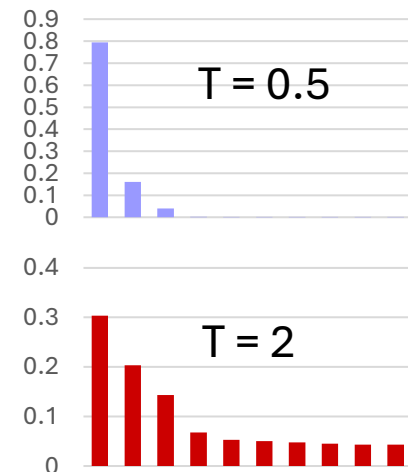


Top-K / Top-P Sampling Decoding

- Beam search generated text/code does not look like human written ones, because they are "boring"
- Sample next token according to probability – constrained by top-k / top-p
- Random – randomness controlled by temperature



$$p_i = \text{softmax}\left(\frac{o_i}{T}\right) = \frac{\exp\frac{o_i}{T}}{\sum \exp\frac{o_i}{T}}$$



Zero-Shot, Few-Shot

- Zero-shot learning:
ask the model to do something unseen during training or inference
- Few-shot learning (aka in-context learning):
give the model a few input-output examples during inference

```
You are a helpful AI assistant for migrating code between two programming languages. Today, you are tasked with translating a code snippet in Python into Java. The code snippet is given below.
```python
print("Hello")
```

Please output only the code in the target programming language and nothing else.
```

```
Certainly! The corresponding Java code should be:
```java
System.out.println("Hello");
```
```

```
You are a helpful AI assistant for migrating code between two programming languages. Today, you are tasked with translating a code snippet in Python into Java. Please output only the code in the target programming language and nothing else.
```

For example:

Input:

```
```python
l = [1, 2, 3]
```
```

Output:

```
```java
List<Integer> l = List.of(1, 2, 3);
```
```

few-shot examples / demos

Now it is your turn

Input:

```
```python
print("Hello")
```
```

Output:

```
```java
System.out.println("Hello");
```
```