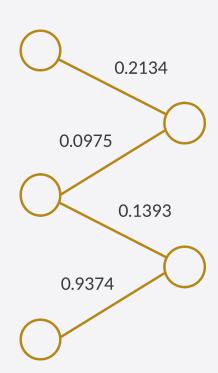
How to finetune an LLM with limited GPU resources

Quantization / PEFT / Unsloth

Speaker: Martin Pfister

HPC / Al Team, EuroCC Austria

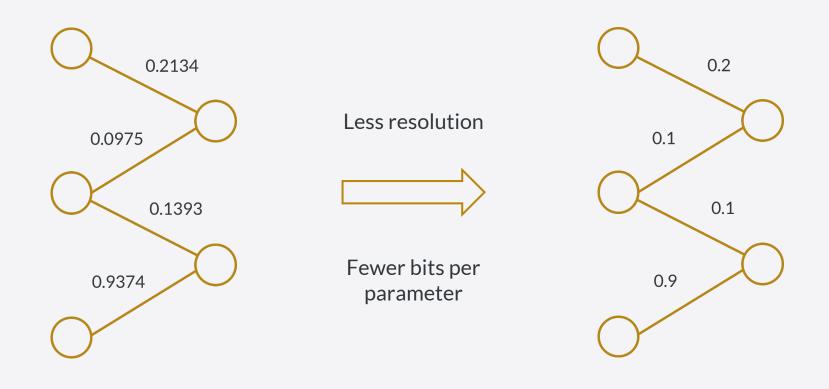




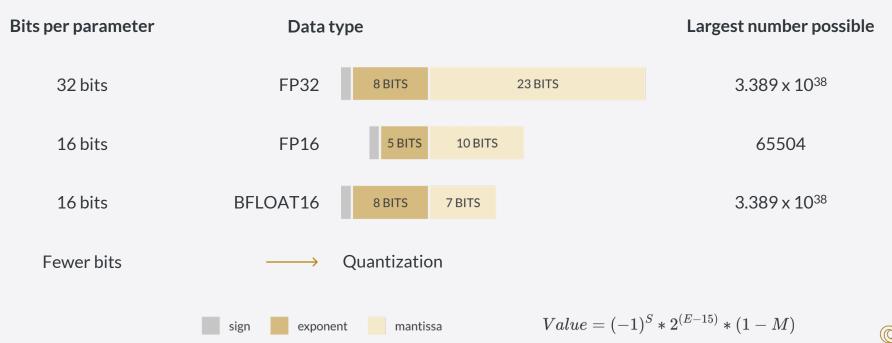




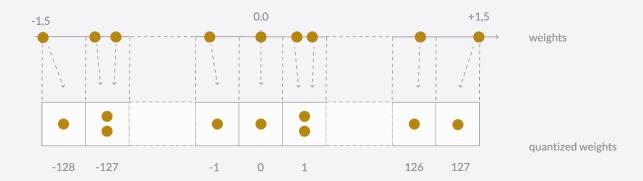




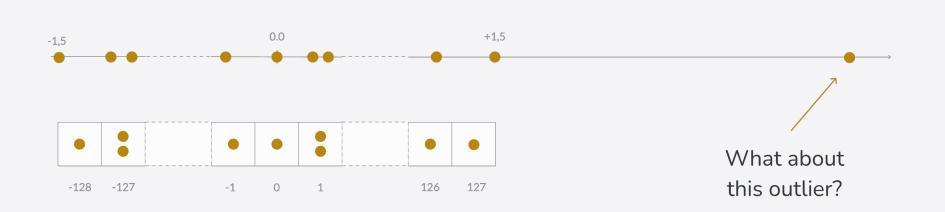




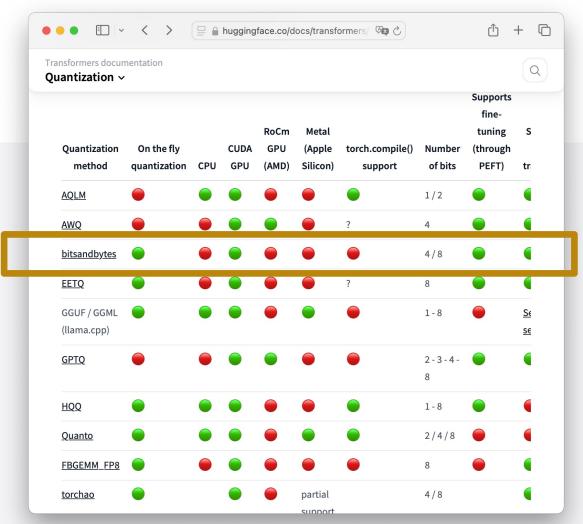












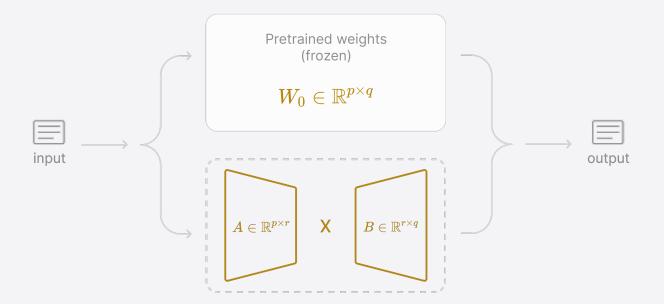
https://huggingface.co/docs/ transformers/main/quantiza tion/overview



Hands on time!



Low rank adapters (LoRA)





Low rank adapters (LoRA)

Hands on time!



unsloth

Unsloth

Optimized GPU kernels

created by manually deriving all compute heavy maths steps



Unsloth

Hands on time!



STAY IN TOUCH





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THANK YOU







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