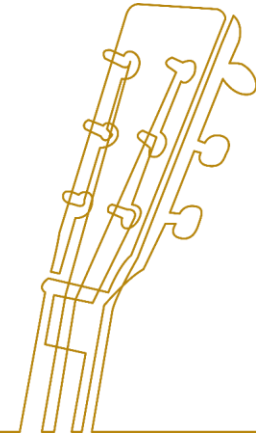




Foundations of LLM Mastery: Fine-tuning with one GPU

22 January 2025
ONLINE

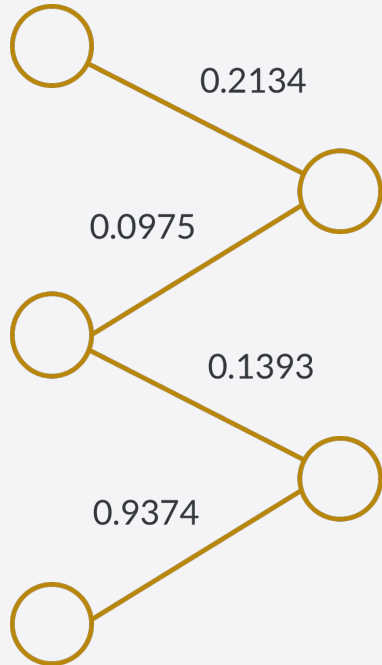


How to finetune an LLM with limited GPU resources

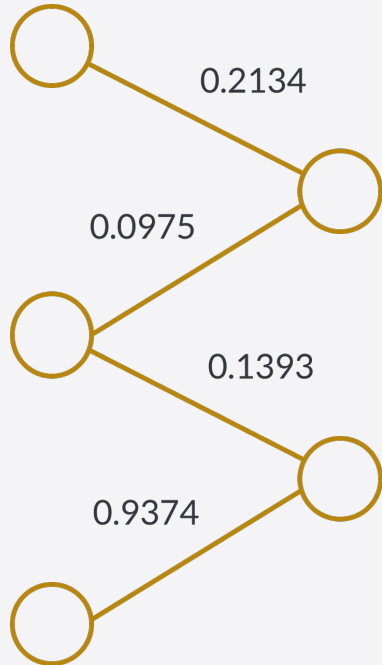
Quantization / PEFT / Unsloth

Speaker: Martin Pfister
HPC / AI Team, EuroCC Austria

Limited GPU memory



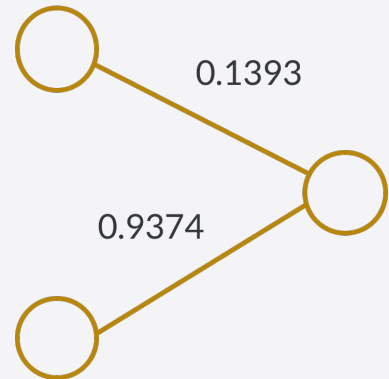
Limited GPU memory



Fewer parameters



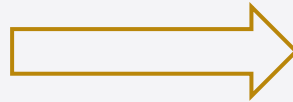
e.g. Llama 7B
instead of 70B



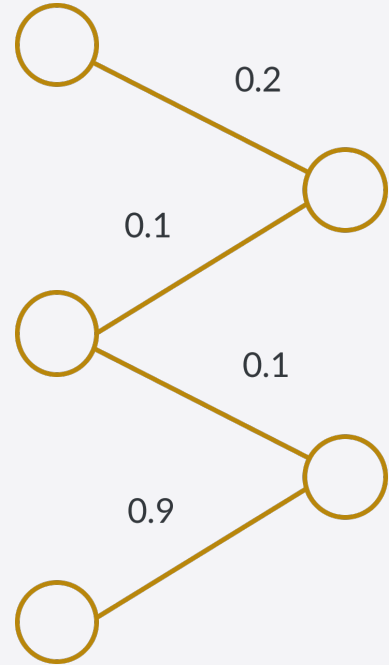
Limited GPU memory






Less resolution



Fewer bits per parameter






Limited GPU memory

Bits per parameter	Data type	Largest number possible
32 bits	FP32 	3.389×10^{38}
16 bits	FP16 	65504
16 bits	BFLOAT16 	3.389×10^{38}

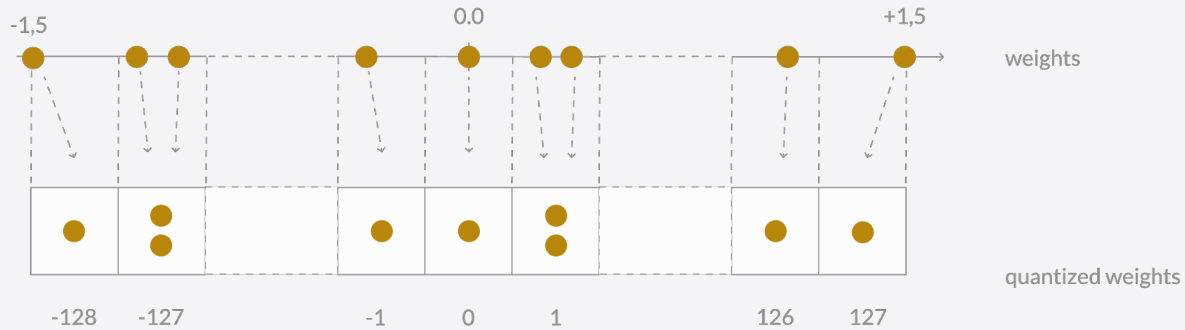
Fewer bits

→ Quantization

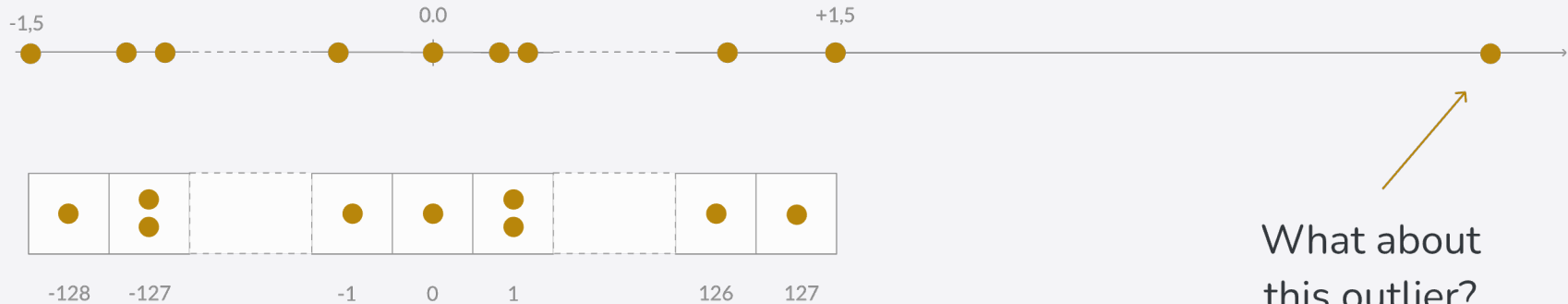
 sign  exponent  mantissa

$$Value = (-1)^S * 2^{(E-15)} * (1 - M)$$

Quantization



Quantization



What about
this outlier?

Quantization

Transformers documentation
Quantization ▾

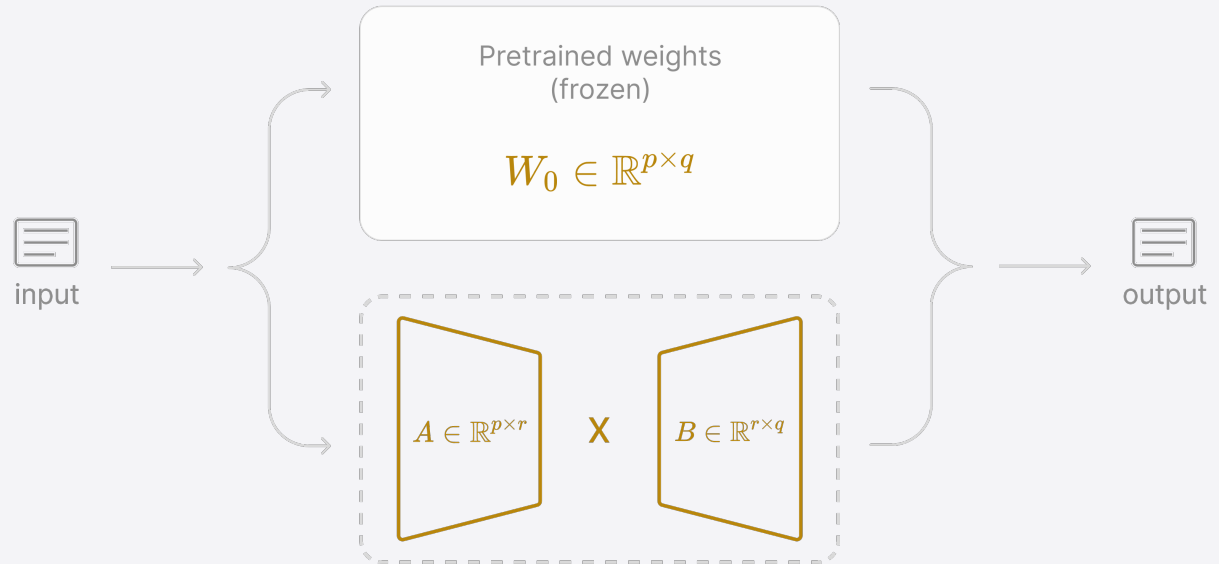
Quantization method	On the fly quantization	CPU	CUDA GPU	RoCm GPU (AMD)	Metal (Apple Silicon)	torch.compile() support	Number of bits	Supports fine-tuning (through PEFT)	S tr
AQLM	●	●	●	●	●	●	1 / 2	●	●
AWQ	●	●	●	●	●	?	4	●	●
bitsandbytes	●	●	●	●	●	●	4 / 8	●	●
EETQ	●	●	●	●	●	?	8	●	●
GGUF / GGML (llama.cpp)	●	●	●	●	●	●	1 - 8	●	Se se
GPTQ	●	●	●	●	●	●	2 - 3 - 4 - 8	●	●
HQQ	●	●	●	●	●	●	1 - 8	●	●
Quanto	●	●	●	●	●	●	2 / 4 / 8	●	●
FBGEMM_FP8	●	●	●	●	●	●	8	●	●
torchao	●		●	●	partial support		4 / 8		●

<https://huggingface.co/docs/transformers/main/quantization/overview>

Quantization

Hands on time!

Low rank adapters (LoRA)



**Low rank
adapters
(LoRA)**

Hands on time!

Unslot



unslot

Optimized GPU kernels

created by manually deriving all
compute heavy maths steps

Unslow

Hands on time!

STAY IN TOUCH



EuroCC Austria



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THANK YOU



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