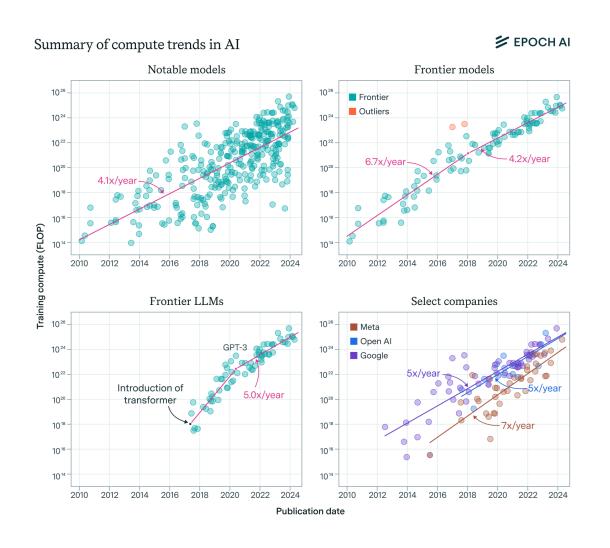
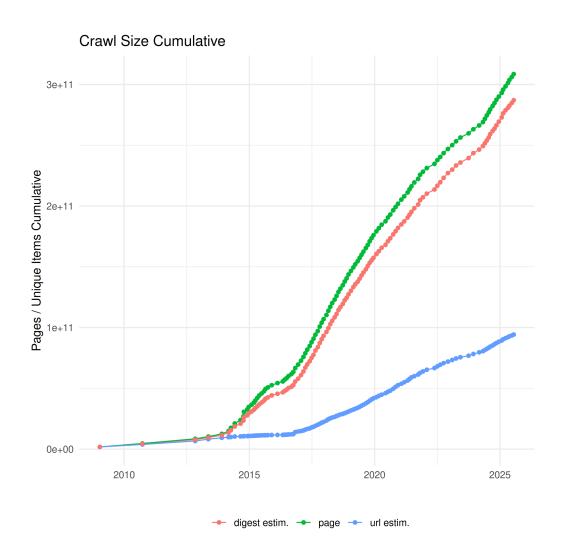
Presented by: Jinjie Ni

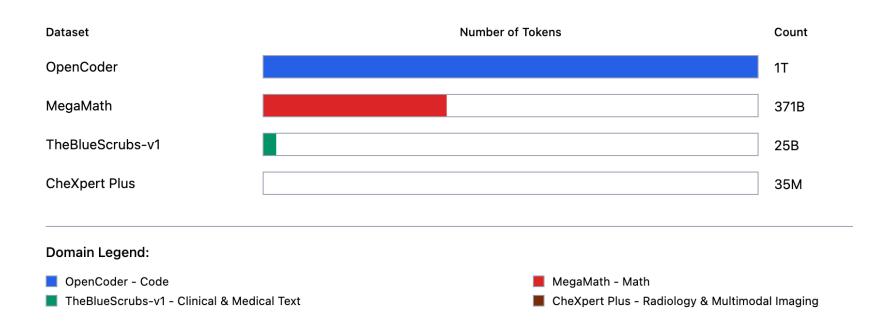
National University of Singapore



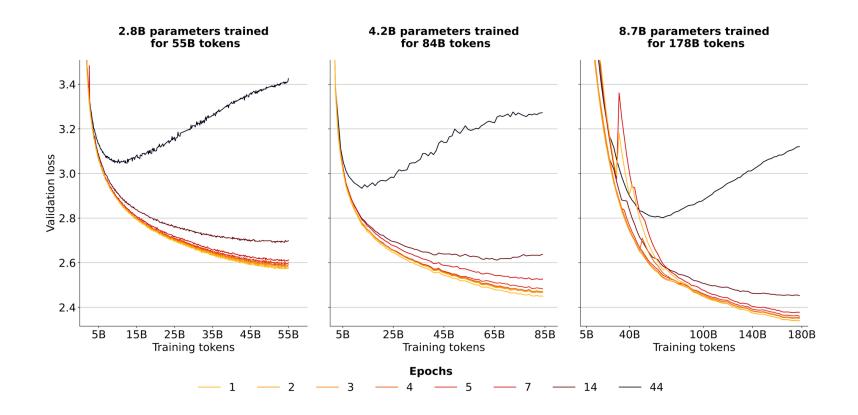
Exponential growth of compute



Linear growth of web data



Limited domain-specific data



Autoregressive LLMs diminish or overfit after a few epochs

# Why Autoregressive Receives its Popularity

Despite their quick overfitting, the state-of-the-art auto-regressive models are popular due to:

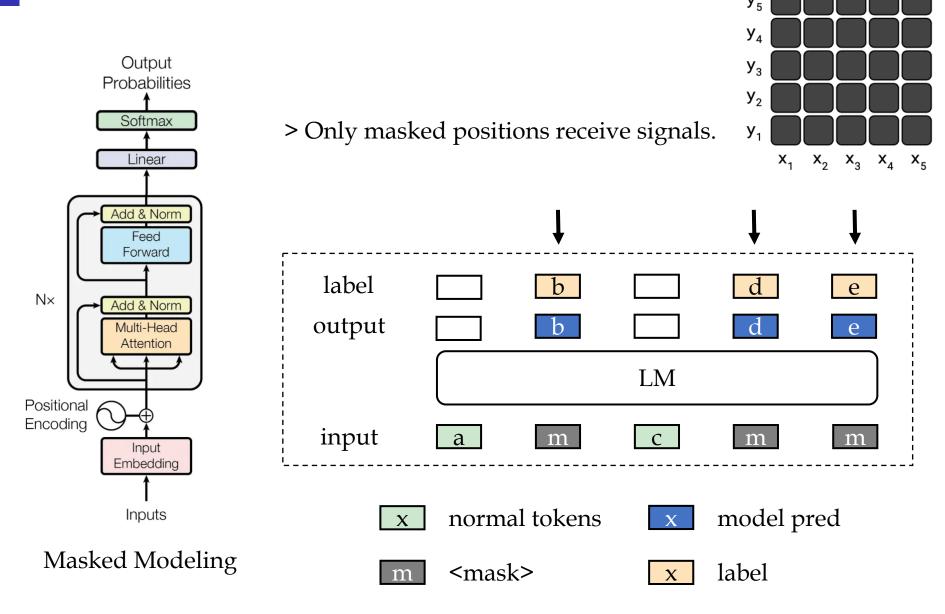
- > Optimal utilization of modern GPU architectures.
- > Natural language can be modeled in the left-to-right direction with low loss.

#### R1: Optimal utilization of modern GPU architectures

- > Decoder-only transformer
- > Causal masking
- > Teacher-forcing (training)
- > KV cache, Continuous batching, etc. (inference)

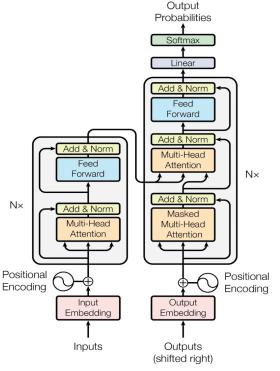
Algorithmically, the above combination maximizes the **training-time signal-to-FLOPs ratio** and **test-time efficiency.** 

# High Training-Time Signal-to-FLOPs Ratio



Fully-visible

# High Training-Time Signal-to-FLOPs Ratio

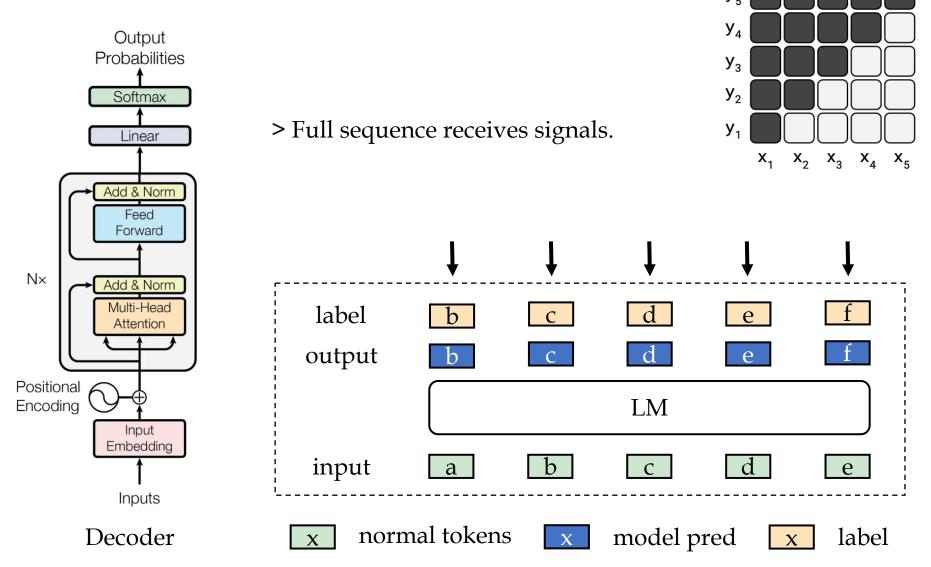


Encoder-decoder

> Prefix does not receive signals.  $X_2 X_3$ label output LM input e normal tokens model pred label

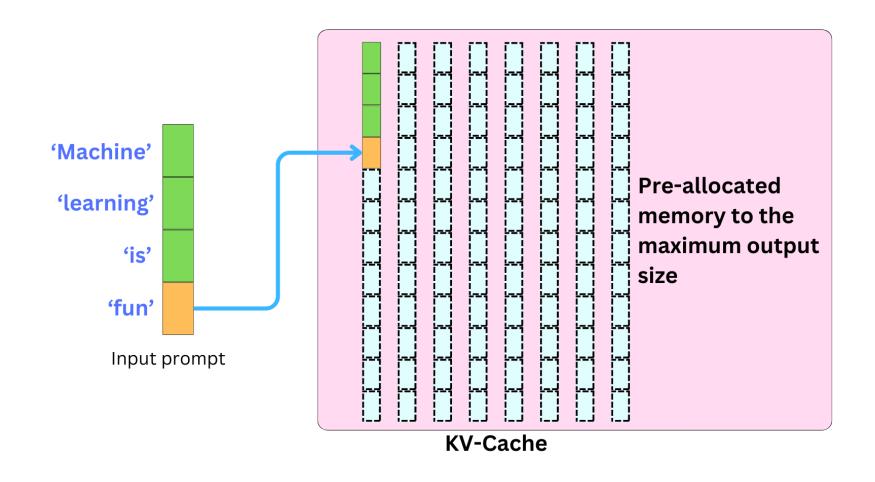
Causal with prefix

# High Training-Time Signal-to-FLOPs Ratio



Causal

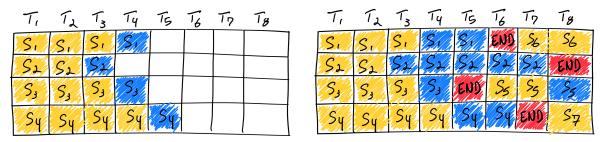
# High Inference Efficiency



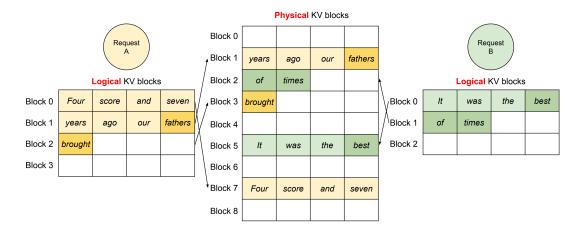
Causality enables KV cache

Inference FLOPs grow linearly!

# High Inference Efficiency



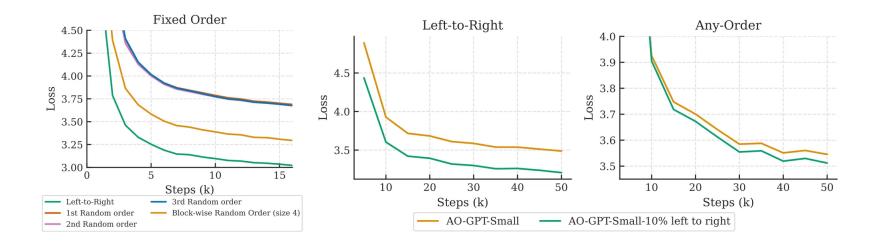
Continuous Batching



Paged Attention

Token-by-token generation enables fine-grained batching and memory strategies.

# R2: Web Text Can be Modeled Well in Left-to-Right



(a) Convergence speed with different fixed prediction orders: left-to-right, fixed random, and fixed block-wise random. (b) Impact of adding 10% left-to-right (L2R) data to AO-GPT training on its L2R and any-order loss.

#### Why?

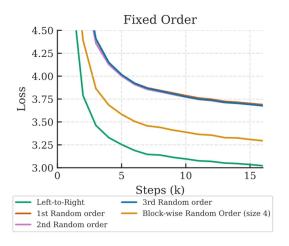
> Most text data are generated by humans, while humans are RNNs.

# Left-to-right Modeling is not Optimal

#### Not all web text are dominated by left-to-right.

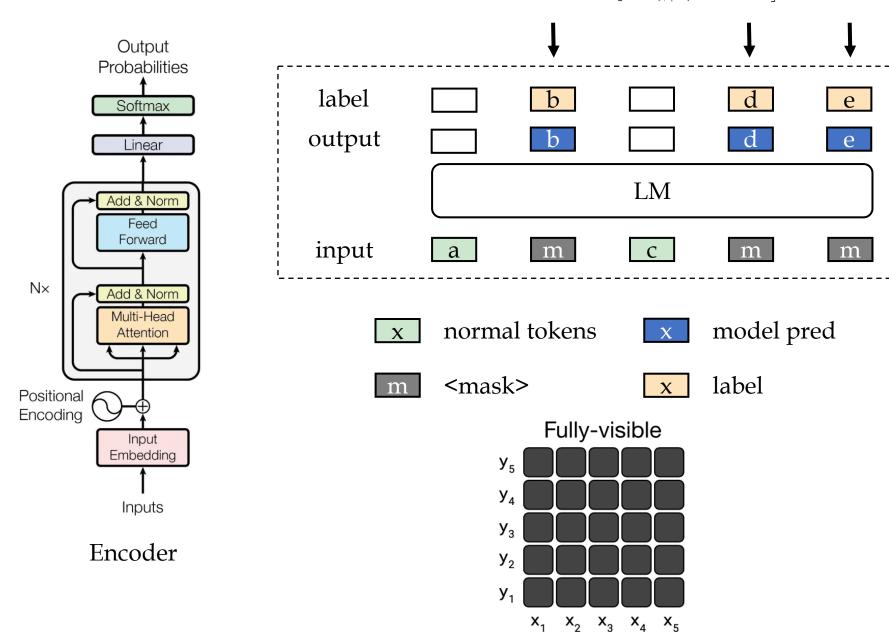
- > Code
- > Biology data
- > Database entries
- > Symbolic notations
- > etc.

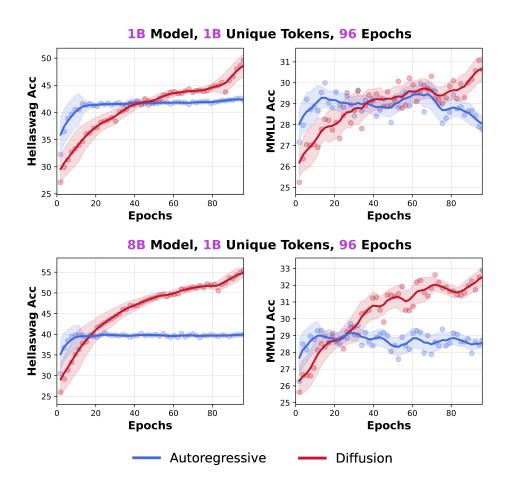
# Even general web data can also be modeled in other directions, evidence:



#### (Masked) Diffusion Language Models

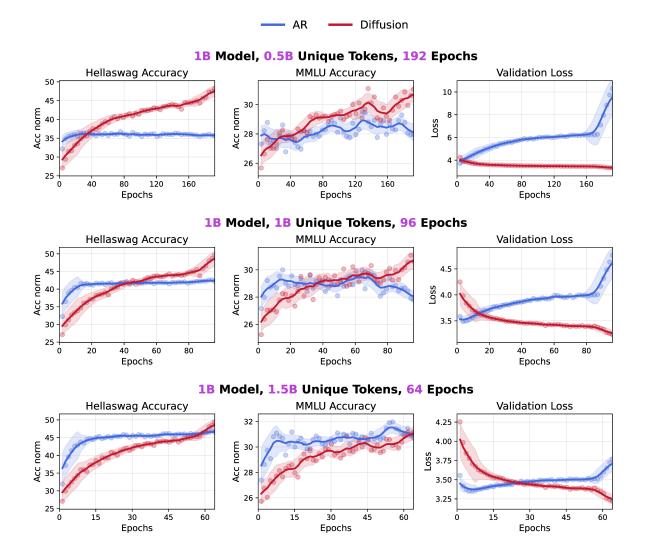
$$\mathcal{L} riangleq \mathbb{E}_{t,q(m{x}_t | m{x}_0)} \left[ rac{lpha_t'}{1-lpha_t} \sum_{\{i | m{x}_t^i = m\}} -\log p_ heta(m{x}_0^i \mid m{x}_t) 
ight] \geq -\log p_ heta(m{x}_0),$$



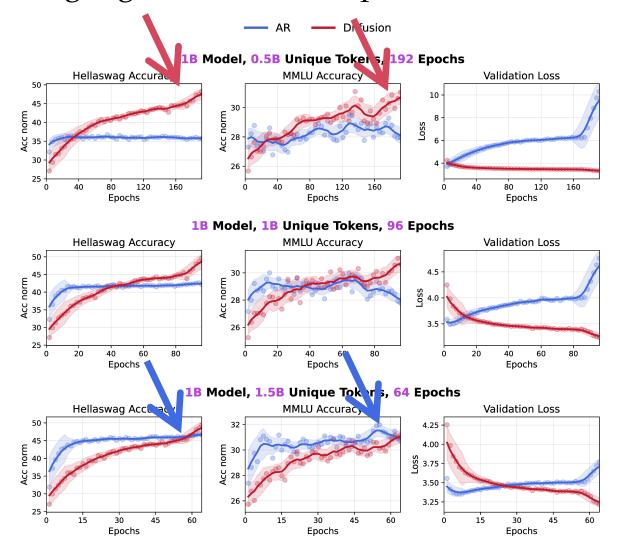


#### Overall Setup:

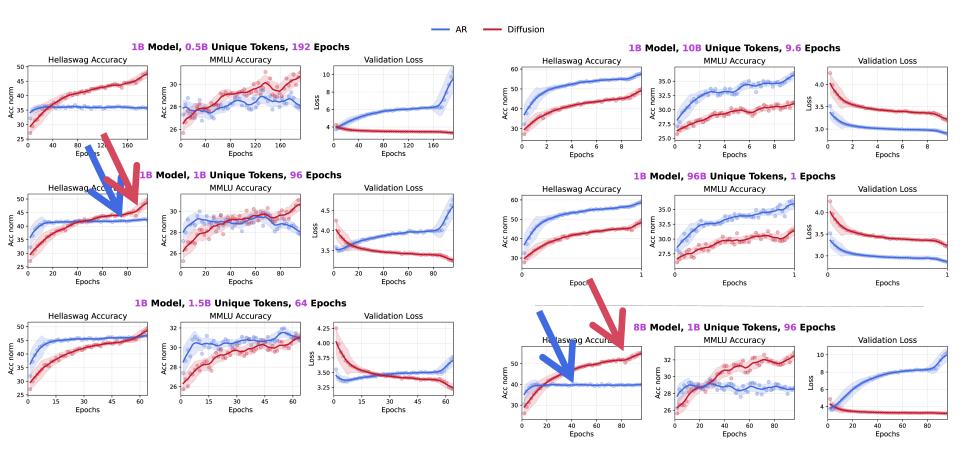
- > Dense **1B**/**8B** models trained on a fixed **96B**-token budget, varying unique tokens from **0.5B** to **96B**.
- > A **1B** DLM was also trained for **480** epochs on **1B** unique tokens.



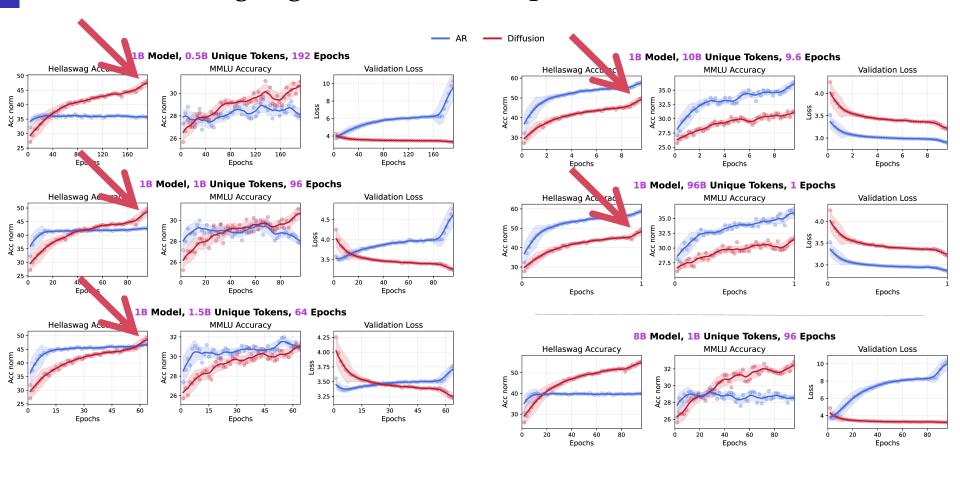
With fixed data budget, DLM clearly **crossover** the AR counterparts at some point by repeating the data.



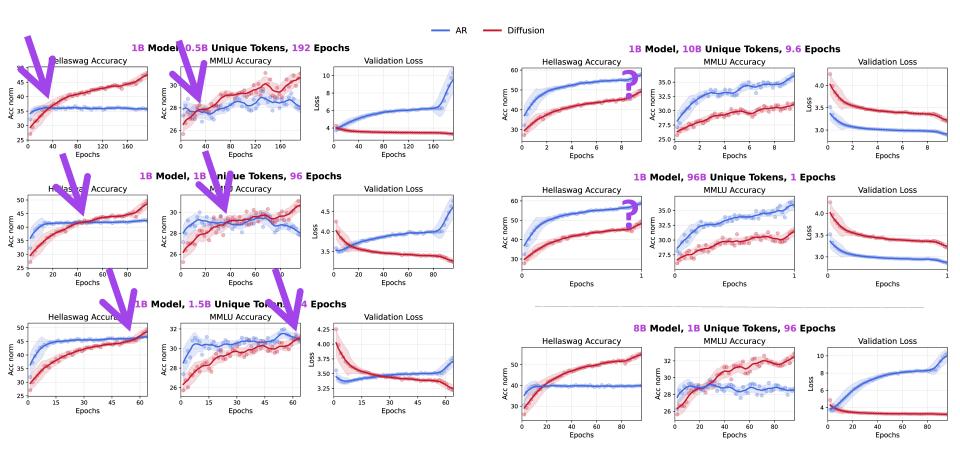
DLMs exhibit >3x data potential compared to autoregressive models.



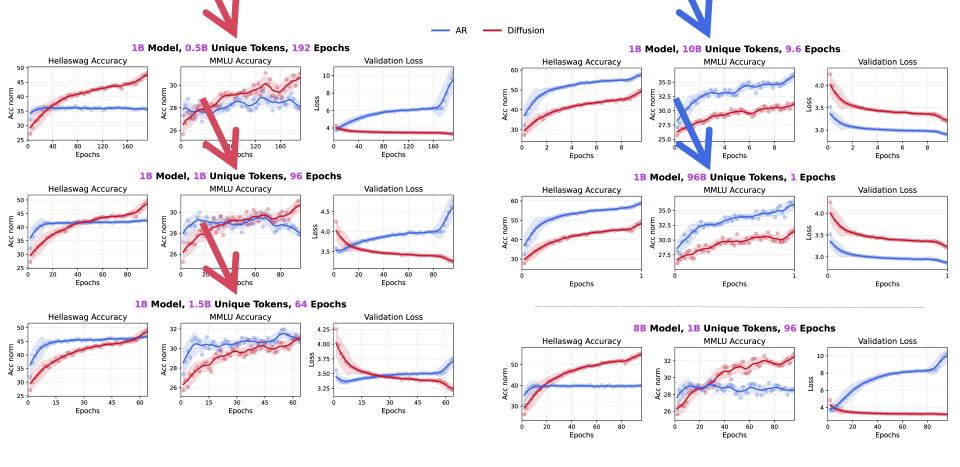
- > Increasing the model size from 1B to 8B further unleashes the data potential
- > While AR doesn't benefit from a larger model size under data constraint.



- > DLMs show **negligible performance degradation** when drastically reducing unique data from **96B** to **0.5B** tokens.
- > Its data potential is higher than we imagine.

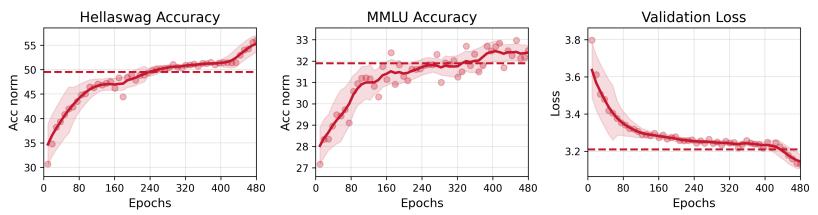


- > The crossover point on different evals are similar.
- > More unique tokens, later it crossovers.



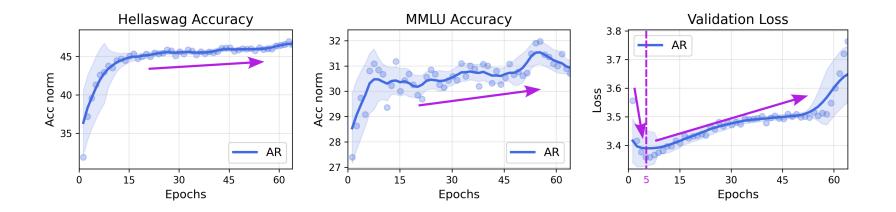
- > Under compute-constrained settings, AR fits the data faster;
- > Under data-constrained settings, DLM achieves a higher performance.





- > On only 1B unique tokens, it achieves ~56% accuracy on HellaSwag and ~33% on MMLU, significantly outperforming AR's ~41% and ~29%, respectively
- > Even under such extreme repetition, **performance did not saturate**, suggesting that DLMs can extract substantially more signal from a fixed 1B-token corpus

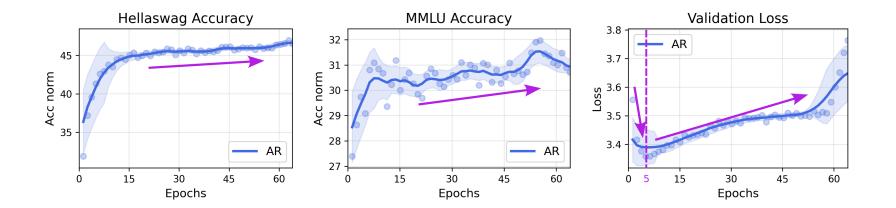
# High Validation Loss ≠ Degraded Intelligence



Is val loss a good metric to monitor "overfitting" performance?

- > When models get "overfit" on validation subsets, their performance on down-stream evaluations **doesn't necessarily drop**, and may keep improving till the end of training.
- > AR is measuring exact negative likelihood, while DLM optimizes an upper bound.

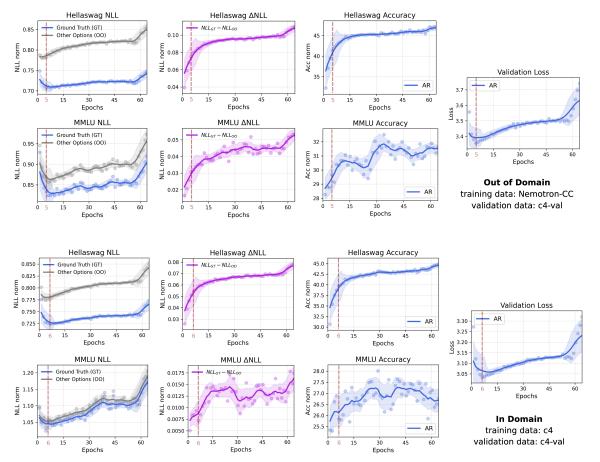
# High Validation Loss ≠ Degraded Intelligence



Why?

Validation loss computes an **absolute** cross-entropy loss (NLL); multichoice evals are decided by **relative** cross-entropy losses ( $\triangle$ NLL).

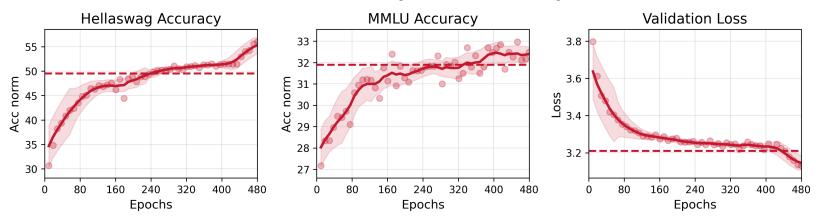
# High Validatio Loss ≠ Degraded Intelligence



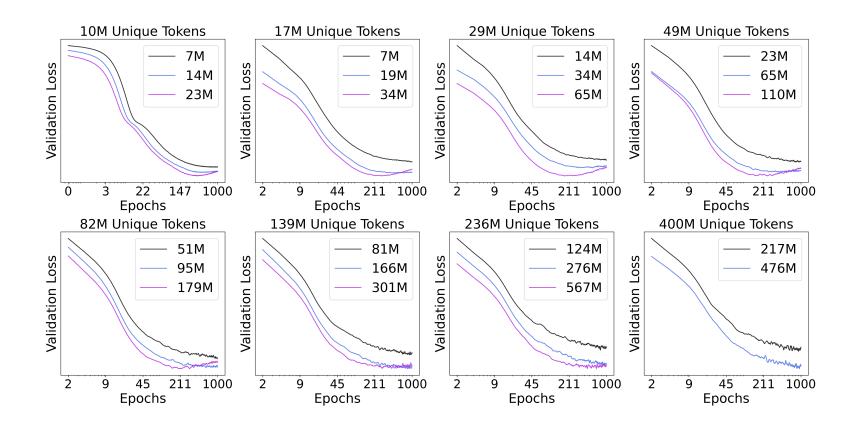
- > **NLL**: Negative log-likelihood on the ground-truth and other options of multiple-choice evals (NLLs on other options are averaged).
- > **\( \Delta NLL**: The differences between the NLLs on ground-truth and other options, which keeps growing.

# When Does Diffusion Language Models Saturate?

#### 1B Model, 1B Unique Tokens, 480 Epochs



### Diffusion Language Models also Overfit the Data



- > Overfitting eventually emerges after prolonged training.
- > Larger unique data size delay overfitting, while larger models accelerate its onset.

# What is the Real Advantage of Diffusion Language Models?

Three angles to interpret:

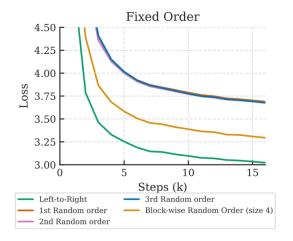
- > Reduced Inductive Bias via **Bidirectional Modeling**.
- > Super-Density: more training and test time FLOPs per task.
- > **Data augmentation** via injecting noise.

# Reduced Inductive Bias via Any-Order Modeling

#### Not all web text are dominated by left-to-right.

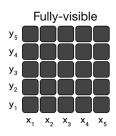
- > Code
- > Biology data
- > Database entries
- > Symbolic notations
- > etc.

# Even general web data can also be modeled in other directions, evidence:



$$\mathcal{L} riangleq \mathbb{E}_{t,q(m{x}_t | m{x}_0)} \left[ rac{lpha_t'}{1 - lpha_t} \sum_{\{i | m{x}_t^i = m\}} -\log p_ heta(m{x}_0^i \mid m{x}_t) 
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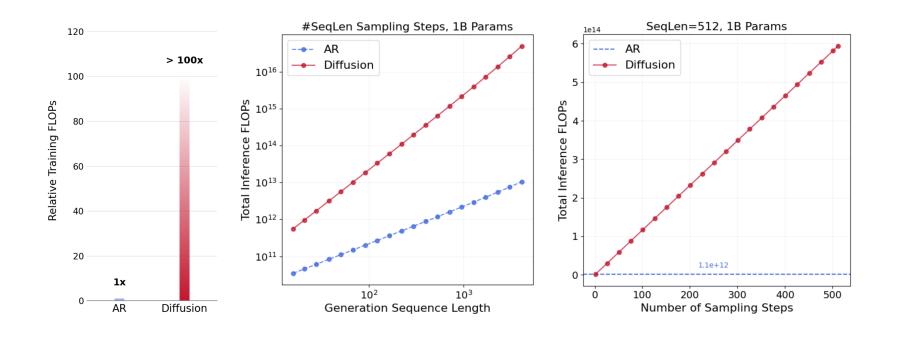
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**Any-Order Modeling** 

#### Super-Density: More Training & Test Time FLOPs Per Task



- > Two orders of magnitude (>100×) more training FLOPs than AR to achieve full data potential.
- > Sequence length 16 -> 4096, inference FLOPs 16× -> 4700× of AR.
- > Equals to AR's inference FLOPs when diffusion **sampling steps = 1**.

### Data Augmentation via Injecting Noise

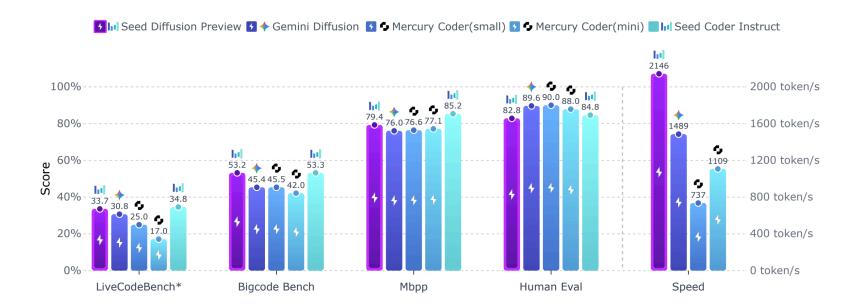
- > When we do multi-epoch training, we are augmenting the data by injecting different noise into each data point.
- > A training sequence of length N can be corrupted into 2<sup>N</sup> data samples at most.
- > A 1B dataset of 2048 sequence lengths will be expanded into  $488281.25 \times 2^{2048} \sim = 1.6 \times 10^{2119}$  TB tokens at most, which is more than enough to fully fit the data.

### Insights Behind the Data Augmentation

$$\mathcal{L} riangleq \mathbb{E}_{oldsymbol{t},oldsymbol{q}(oldsymbol{x}_t | oldsymbol{x}_0)} \left[ rac{lpha_t'}{1-lpha_t} \sum_{\{i | oldsymbol{x}_t^i = m\}} -\log p_ heta(oldsymbol{x}_0^i \mid oldsymbol{x}_t) 
ight]$$

- > The objective function explicitly requires each data point in the pretraining dataset to be corrupted at **multiple masking ratios and combinations** for more effective training.
- > The more Monte Carlo sampling, the more precise the expectation.
- > Therefore, "data augmentation" is just approaching the true expectation. The true higher limit arises from the **bi-directional modeling** and the **super density**.

# Efficient Serving of DLMs (batch-size = 1)



### Efficient Serving of DLMs (batch-size = 1)

First of all, under this condition, it will be tricky for AR to use tensor core (requiring bsz >= 16), which makes it much slower.

However, we can suppose it can use the tensor core to simplify the problem.

Suppose we are doing tensor production of shape [4096, 4096] with [4096, N]:

To fully utilize the 132 SMs of an H100 GPU without getting bounded by throughput, we got  $N \sim 128$  at most to not drastically increasing the latency.

In this condition, we assume latency  $(N=1) \sim = latency (N=128)$ , roughly.

### Efficient Serving of DLMs (batch-size = 1)

Suppose we are generating 512 tokens, each with 4096 dimension:

AR requires **512 steps**, each step forwarding **1** tensor; DLM requires **≤ 512 steps**, each step forwarding **512 / n\_step** tensors.

#### To achieve comparable / lower latency than AR, we can either:

- > Forwarding one block at a time, **blk\_size** < **128**, sampling 512 times (block diffusion with kv cache);
- > Forwarding 512 tokens per step (consume 4x time), **predicting > 4 tokens per step** (multi-token prediction);
  - > It could be much faster as we are saving more time on moving the data between HBM and SMs;
- > Combining them.

### Efficient Serving of DLMs (batch-size > 1)

It's now throughput bound, i.e., throughput scales linearly with input batch size.

Suppose we are generating 512 tokens, to achieve comparable/higher throughput (toks/s) than AR, we can either:

- > Use block diffusion with kv cache, **block size = 1**.
- > Generate **512** tokens in one step.
- > Use block diffusion and multi-token prediction, generate **512** tokens in **512/blk\_size** steps.

The third strategy is more acceptable.

On more memory bounded devices, DLM throughput > AR.

# Why diffusion language models?

- **1. Higher data potential**, i.e., given the same amount of data, it achieves a higher performance via repeating on it.
- 2. More training and test-time scaling.
- 3. Much lower inference latency than AR.
- **4.** Comparable or higher throughput compared with AR.