

# SpaceByte: Towards Deleting Tokenization from Large Language Modeling

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# Motivation

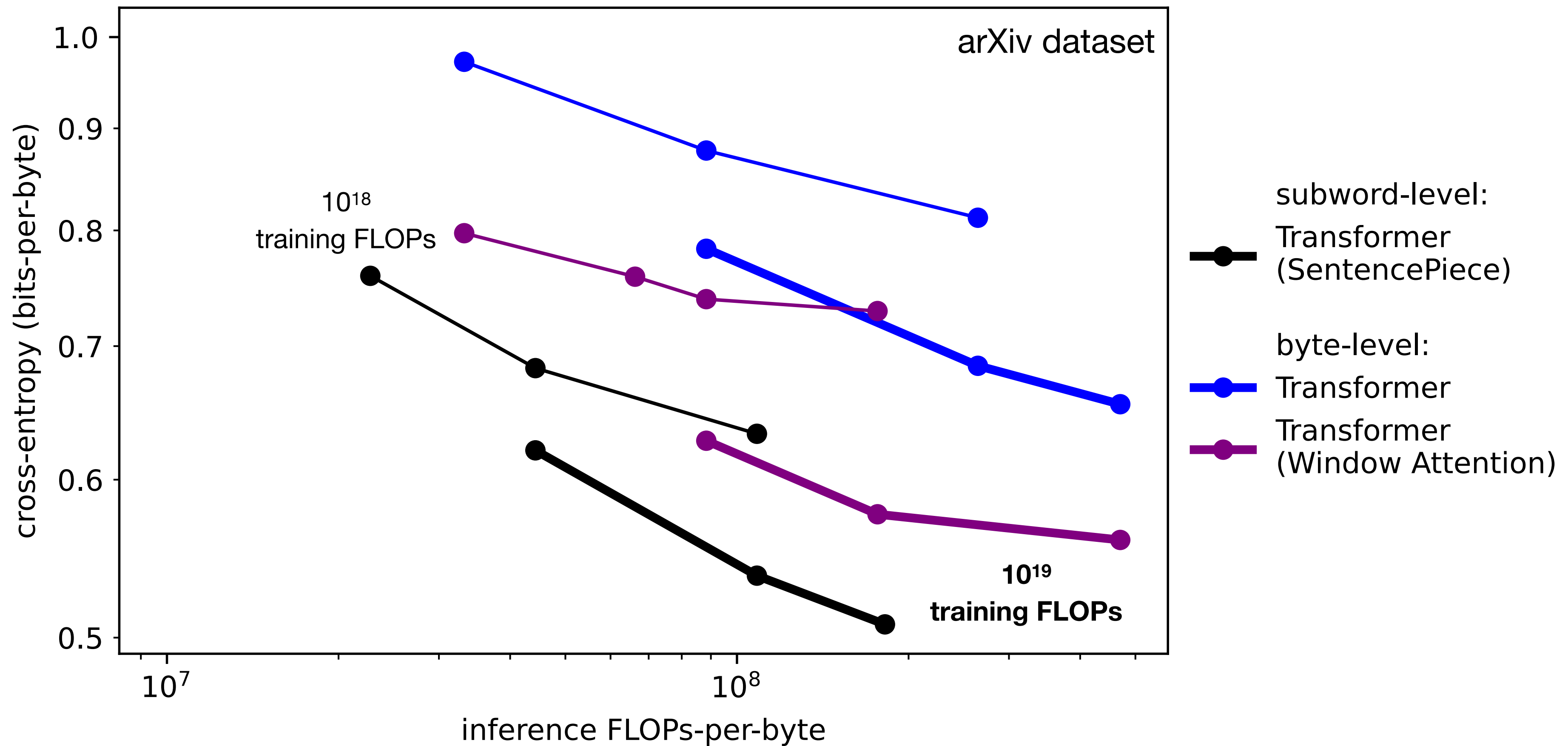
Tokens

12

Characters

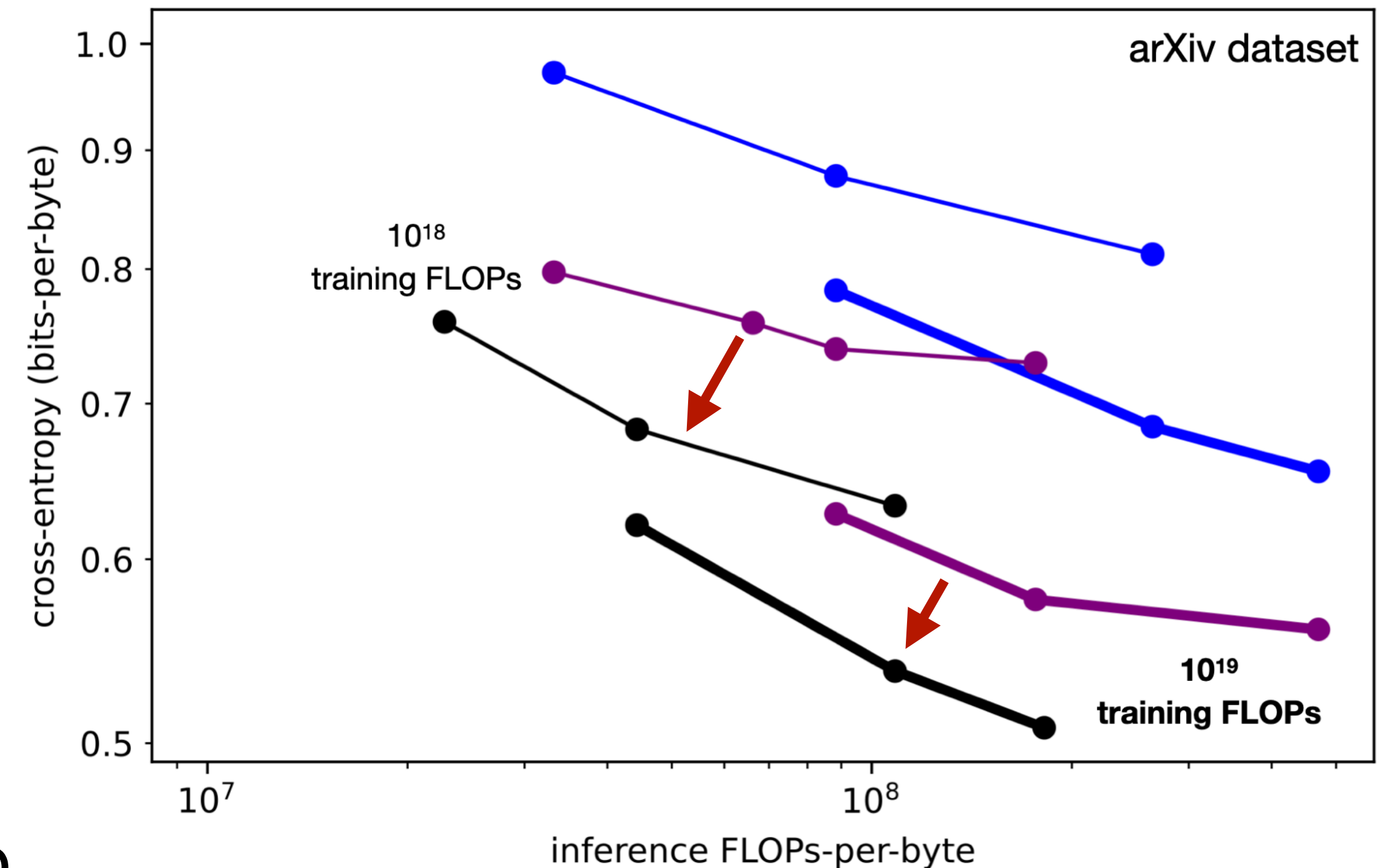
65

- Large Language Models (LLMs) tokenize text for better performance



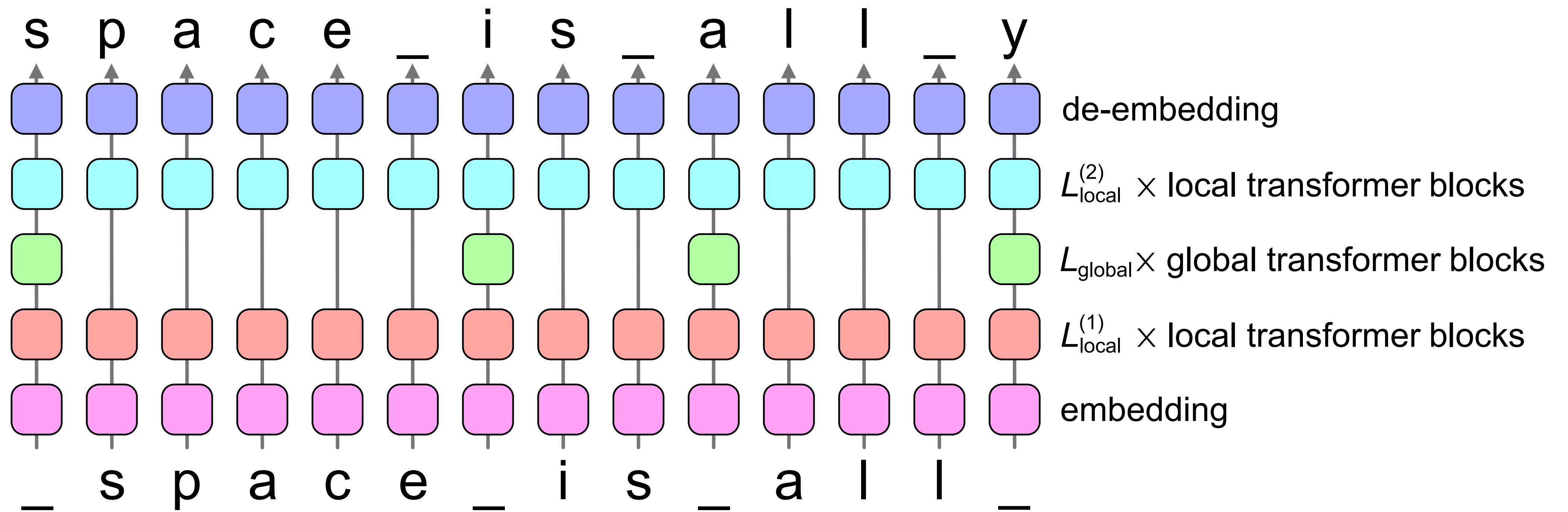
# Motivation

- Large Language Models (LLMs) tokenize text for better performance
- We would like to avoid tokenization
  - Less modeling complexity
  - Less adversarial vulnerability
  - Better character-level performance
- Requires closing the performance gap

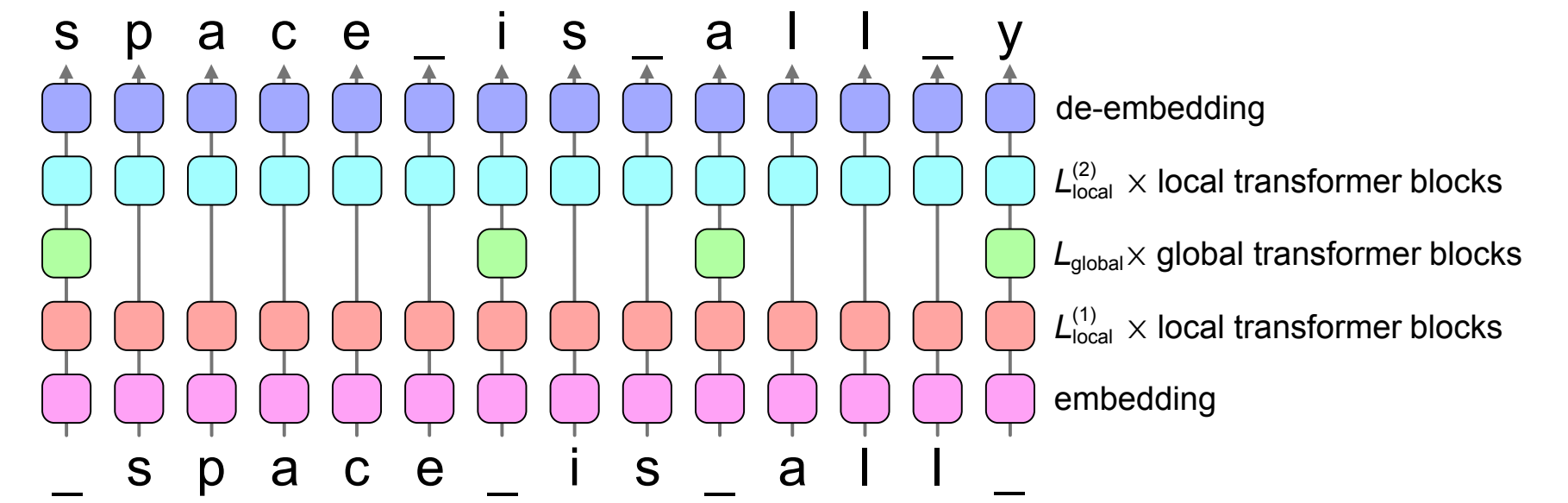


# SpaceByte Model

- Insert large transformer blocks after “spacelike” characters
  - spacelike ~ not a letter or number



# SpaceByte Model



- Insert large transformer blocks after “spacelike” characters

PG-19:

the enemy!" he exclaimed. "Their capture must be prevented. Come with

large blocks here

arXiv:

where  $q_1=q_2=\dots=q_\kappa$  and  $V_1=V_2=\dots=V_\kappa$ . In this way,

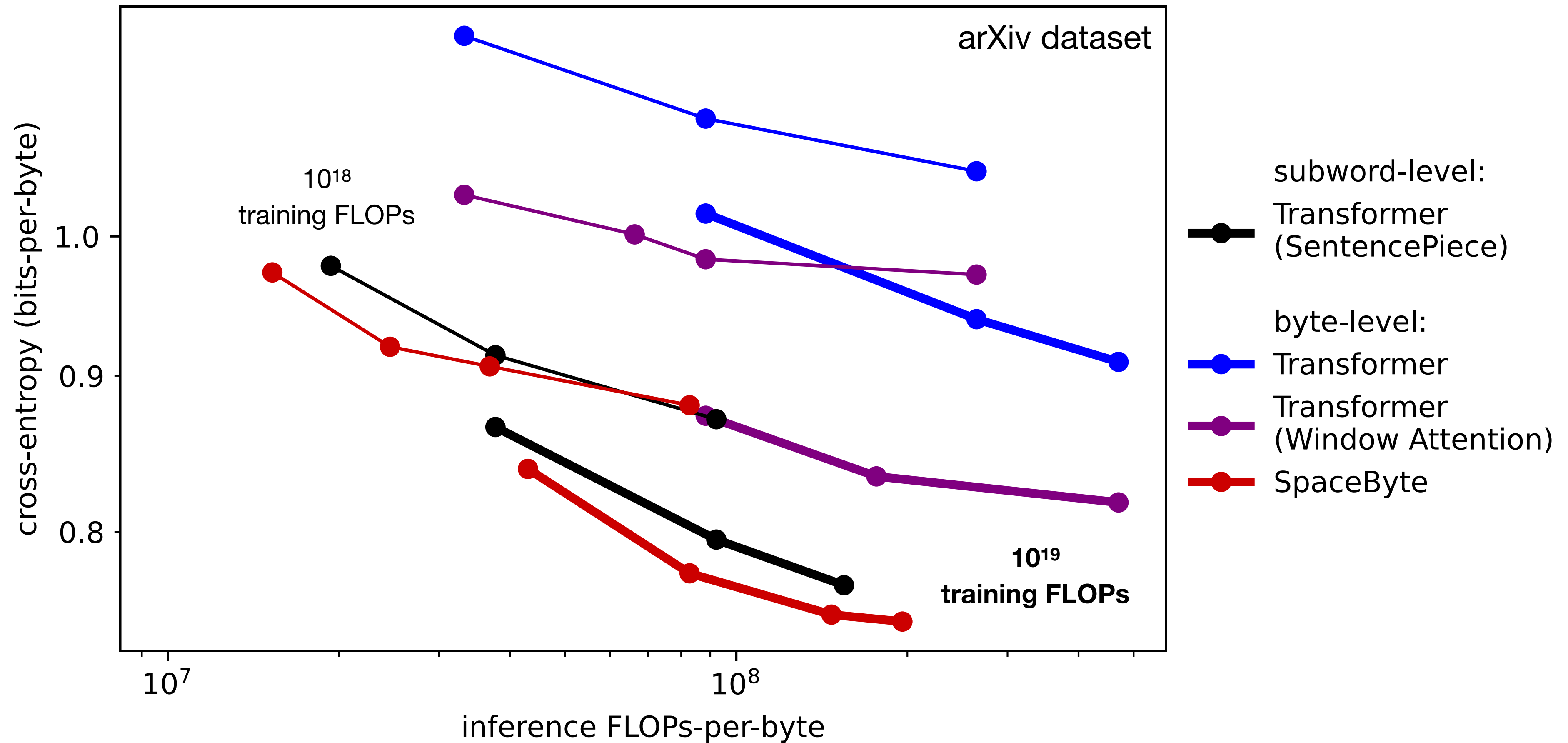
Github:

`exp += 2; mbf[3] = exp; mbf[2] = sign | (ieee[2] & 0x7f);`

spacelike

# Scaling Analysis

- SpaceByte performs slightly better than subword models!





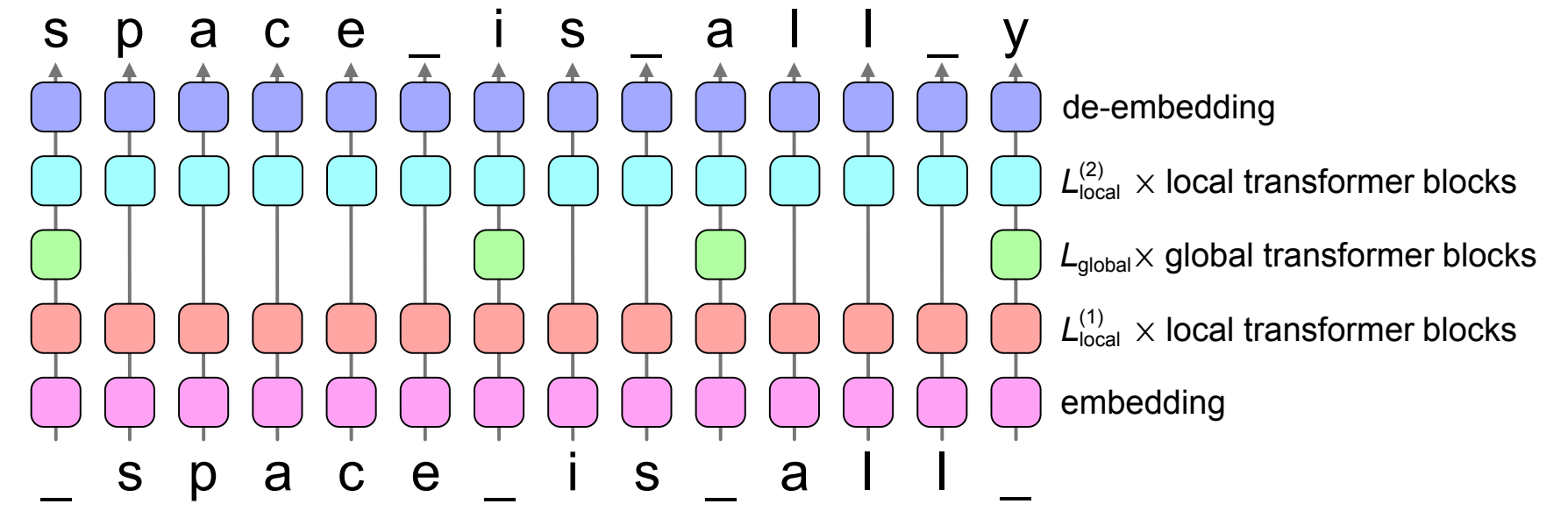
# Comparison with Other Works

- SpaceByte is competitive with subword Transformer and MambaByte

	Model	Context size	Data trained	Test bits-per-byte ↓			
				PG-19	Stories	arXiv	Github
subword	Transformer-1B	2048 tokens ~ 8192 bytes	≈ 30B* bytes	<b><u>0.908</u></b>	<b><u>0.809</u></b>	<b>0.666</b>	<b><u>0.400</u></b>
byte-level	Transformer-320M [7]	1024	80B	1.057	1.064	0.816 <sup>†</sup>	0.575 <sup>†</sup>
	PerceiverAR-248M [7]	8192	80B	1.104	1.070	0.791 <sup>†</sup>	0.546 <sup>†</sup>
	MegaByte-758M+262M [7]	8192	80B	1.000	0.978	<b>0.678<sup>†</sup></b>	<b>0.411<sup>†</sup></b>
	MambaByte-353M [6]	8192	30B*	<b>0.930</b>	0.908 <sup>†</sup>	<b><u>0.663<sup>†</sup></u></b>	<b>0.396<sup>†</sup></b>
	SpaceByte-793M+184M	8192 (bytes)	30B* (bytes)	<b>0.918</b>	<b>0.833</b>	<b><u>0.663</u></b>	<b>0.411</b>

6.5x10<sup>19</sup> training FLOPs

# Conclusion



- We introduce SpaceByte:
  - A multi-scale transformer architecture
  - Models byte-level language (rather than tokens) w/o performance penalty
- Limitations and future work:
  - Languages that don't use space characters (e.g. Chinese)?
  - Batched inference is more complicated
  - Multiscale modeling at larger scales?
    - E.g. sentence-level rather than world-level