

# PB-LLM: PARTIALLY BINARIZED LARGE LANGUAGE MODELS

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## A SUPPLEMENTAL MATERIALS

### A.1 EXISTING BINARIZATION METHODS ON LLM QUANTIZATION

Method	BoolQ	PIQA	HellaSwag	WinoGrande	ARC-Easy	ARC-Challenge	OBQA	Mean
Random Performance	0.5	0.5	0.25	0.5	0.25	0.25	0.25	0.36
FP	0.595	0.63	0.415	0.595	0.54	0.22	0.25	0.46
BNN	0.38	0.545	0.235	0.46	0.195	0.165	0.15	0.30
XNOR	0.37	0.525	0.265	0.49	0.195	0.165	0.16	0.31
Bi-Real	0.395	0.5	0.25	0.505	0.235	0.185	0.165	0.32
ReCU	0.39	0.515	0.24	0.51	0.255	0.185	0.175	0.32
FDA	0.39	0.485	0.265	0.49	0.265	0.19	0.17	0.32

Table 1: Table corresponds to Figure 2 in the main paper: We implement five renowned binarization methods on LLMs and assess the resultant binarized LLMs across seven zero-shot common sense reasoning tasks.

We first investigate the possibility of implementing binarization to LLM quantization. Specifically, following the binarization benchmark in BiBench [Qin et al., 2023], we generalize some representative binarization methods into LLM quantization scenarios. BNN [Hubara et al., 2016], XNOR [Rastegari et al., 2016], Bi-Real [Liu et al., 2020], ReCU [Xu et al., 2021a] and FDA [Xu et al., 2021b] are re-implemented to quantize LLMs, particularly to OPT [Zhang et al., 2022]. Training details are illustrated in the Sec. 4. The results evaluated on seven zero-shot common sense reasoning tasks are shown in the above table. We can see that the LLMs binarized via the existing popular binarization algorithms perform worse than random guesses, showing that the existing binarization methods are not suitable for LLM binarization.

### A.2 CODES

Codes can be found anomalously in [PB-LLM](#).

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