CS 4644-DL / 7643-A: LECTURE 13
DANFEI XU

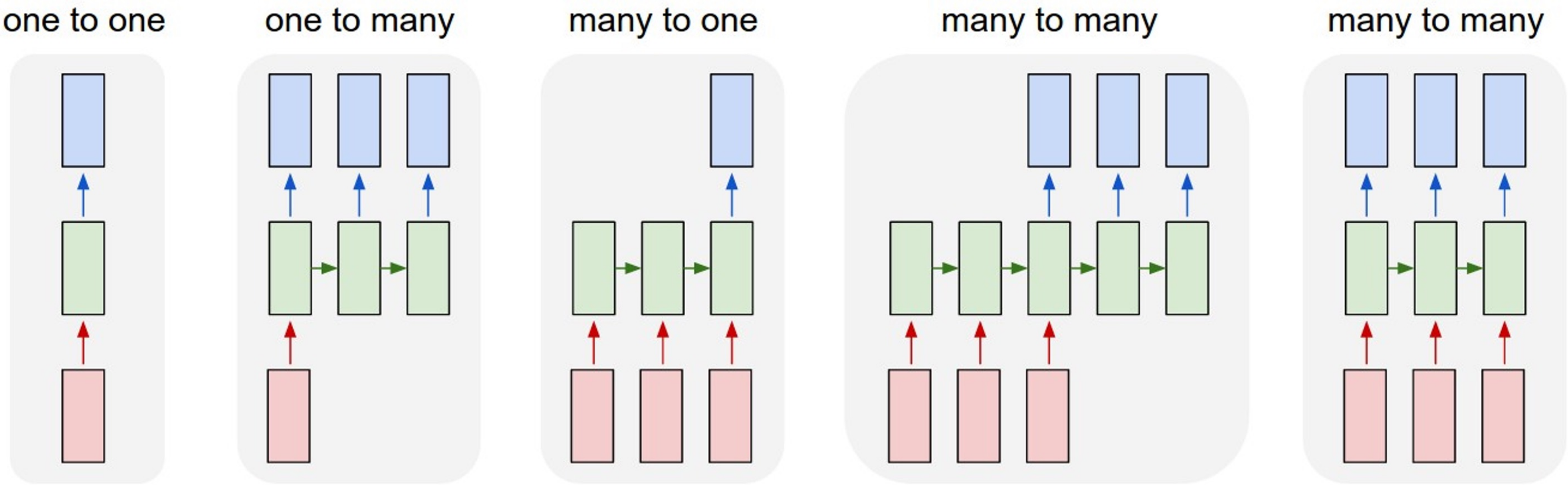
Attention for Sequence Modeling

Attention is (Mostly) All you Need: Transformers

Administrative:

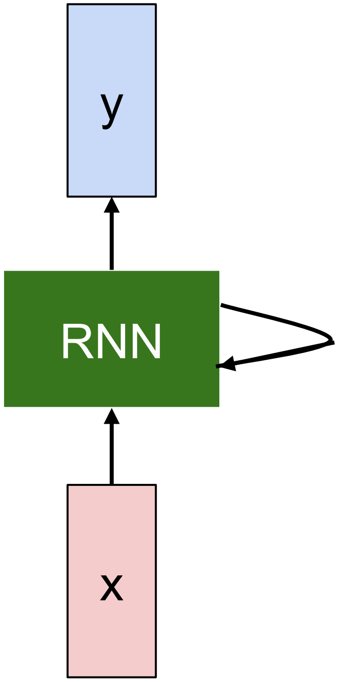
- HW2 due 10/05 11:59pm + 48hr grace period.
- No class this Thu (10/05)

Recurrent Neural Networks: Process Sequences



RNN hidden state update

We can process a sequence of vectors **x** by applying a **recurrence formula** at every time step:



$$h_t = f_W(h_{t-1}, x_t)$$

new state (vector)

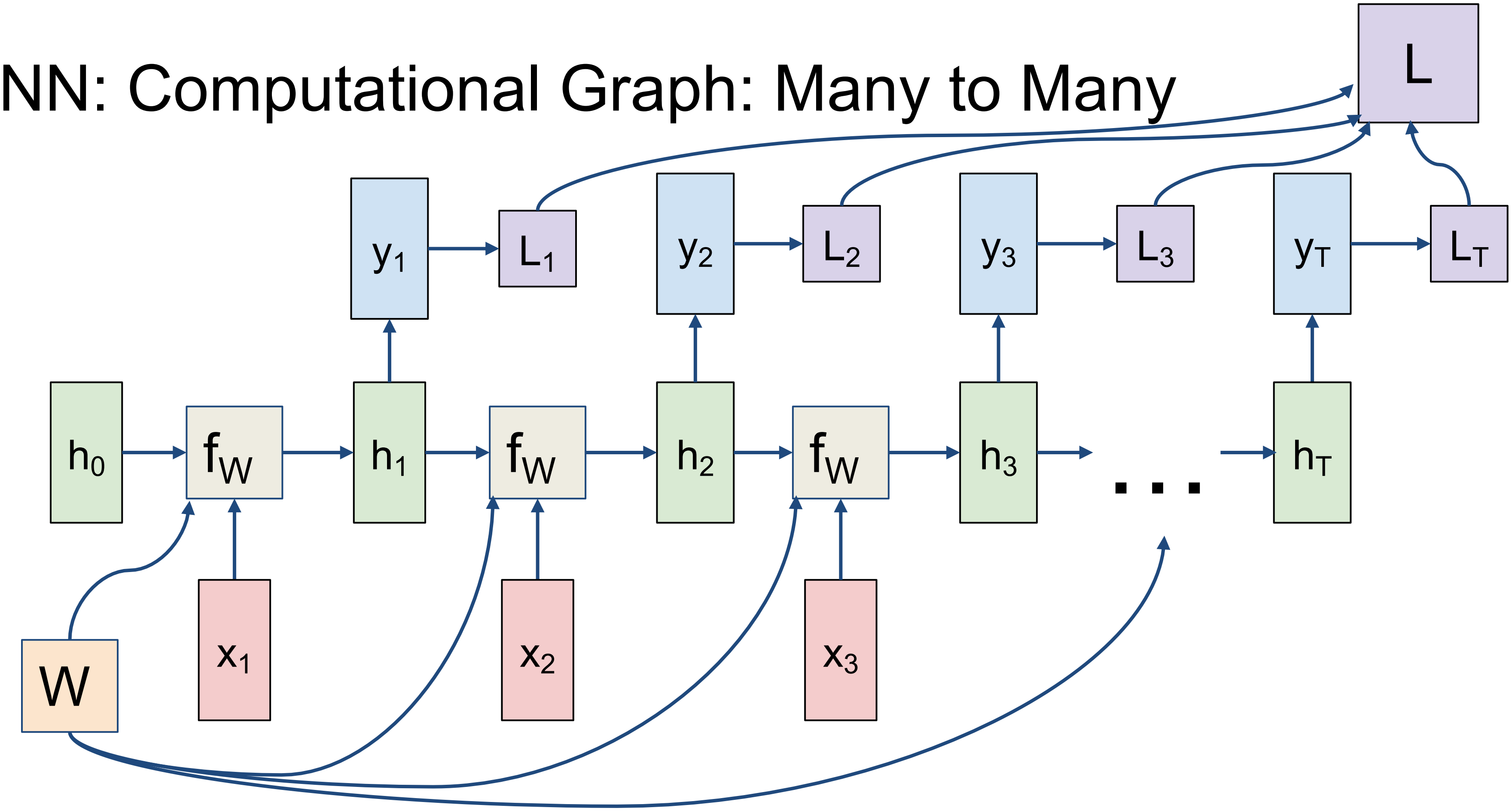
some function with parameters W

old state (vector)

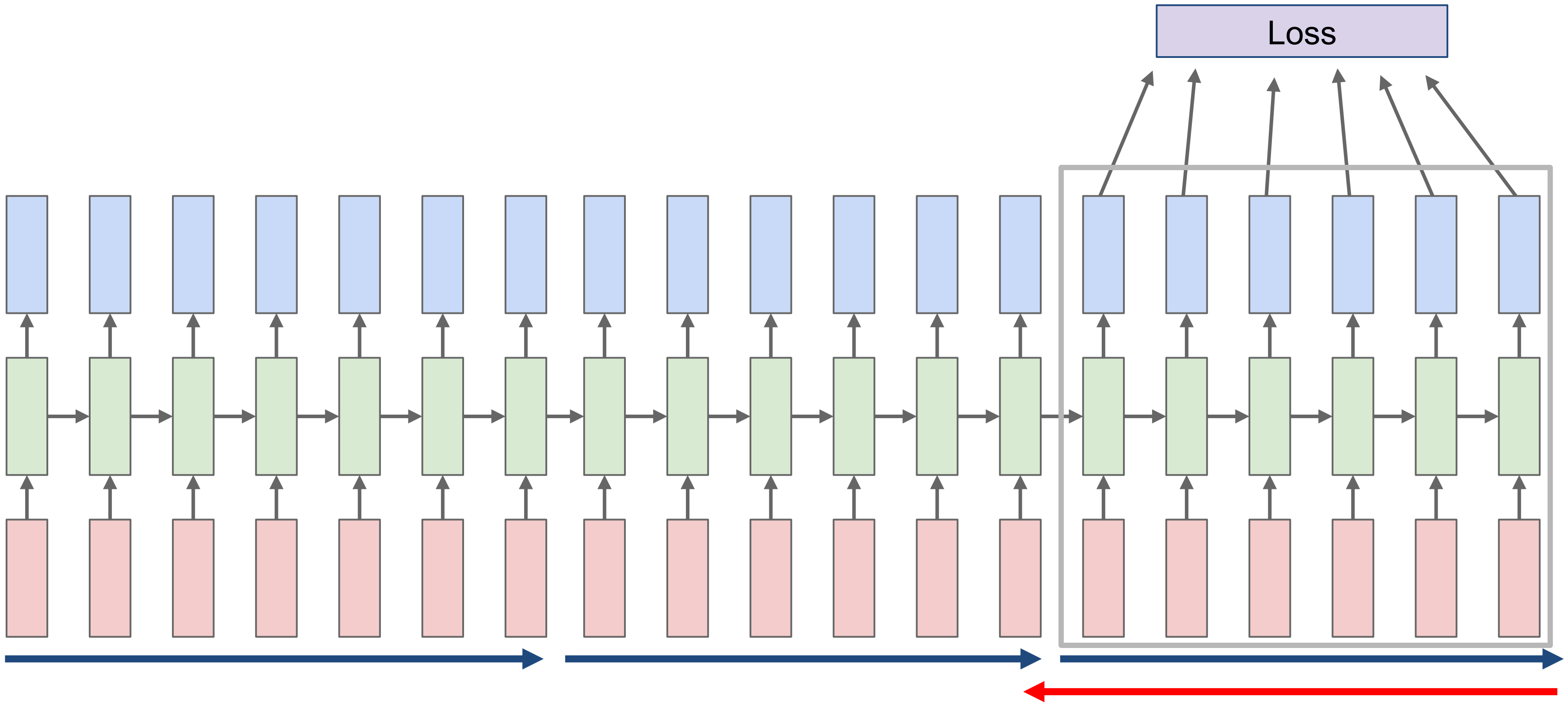
input vector at some time step

Can set initial state h_0 to all 0's

RNN: Computational Graph: Many to Many



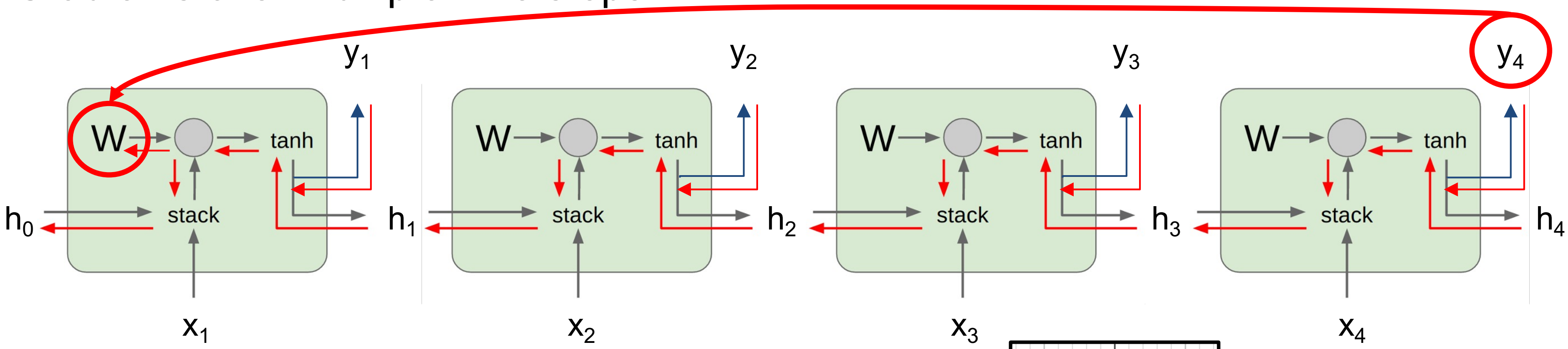
Truncated Backpropagation through time



Vanilla RNN Gradient Flow

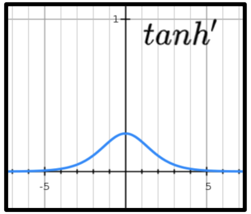
Bengio et al, "Learning long-term dependencies with gradient descent is difficult", IEEE Transactions on Neural Networks, 1994
Pascanu et al, "On the difficulty of training recurrent neural networks", ICML 2013

Gradients over multiple time steps:



$$\frac{\partial L}{\partial W} = \sum_{t=1}^{T} \frac{\partial L_t}{\partial W}$$

Always < 1
Vanishing gradients



$$\frac{\partial L_T}{\partial W} = \frac{\partial L_T}{\partial h_T} \left(\prod_{t=2}^{T} tanh'(W_{hh} h_{t-1} + W_{xh} x_t)\right) W_{hh}^{T-1} \frac{\partial h_1}{\partial W}$$

Vanilla RNN Gradient Flow

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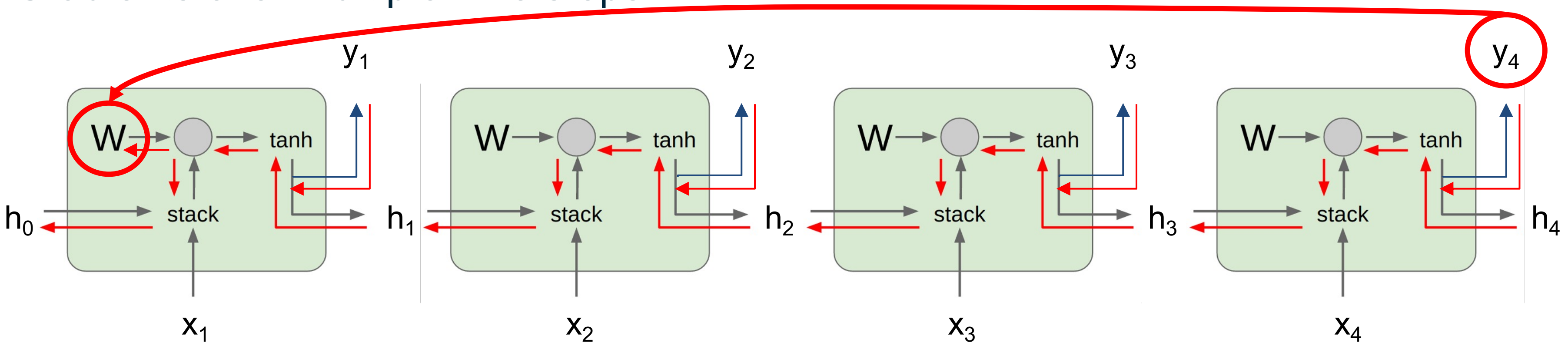
Gradients over multiple time steps:



What if we assumed no non-linearity?

$$\frac{\partial L}{\partial W} = \sum_{t=1}^{T} \frac{\partial L_t}{\partial W}$$

$$\frac{\partial L_T}{\partial W} = \frac{\partial L_T}{\partial h_T} W_{hh}^{T-1} \frac{\partial h_1}{\partial W}$$

Largest eigen value > 1:
Exploding gradients

Largest eigen value < 1:
Vanishing gradients

→ We need a new RNN architecture!

Long Short Term Memory (LSTM)

Vanilla RNN

$$h_t = \tanh\left(W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}\right)$$

LSTM

$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$

$$c_t = f \odot c_{t-1} + i \odot g$$

$$h_t = o \odot \tanh(c_t)$$

Learn to control information flow from previous state to the next state

Hochreiter and Schmidhuber, "Long Short Term Memory", Neural Computation 1997

Long Short Term Memory (LSTM)

Vanilla RNN

$$h_t = \tanh\left(W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}\right)$$

LSTM

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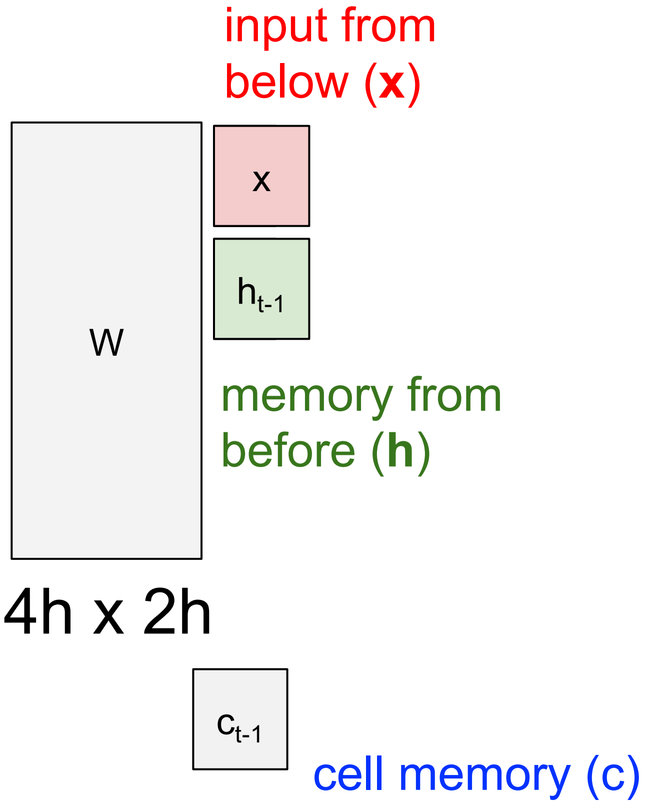
Long-term memory *c* determines how much information should go into the hidden state *h* (short-term memory)

Two “memory vectors”

Hochreiter and Schmidhuber, “Long Short Term Memory”, Neural Computation 1997

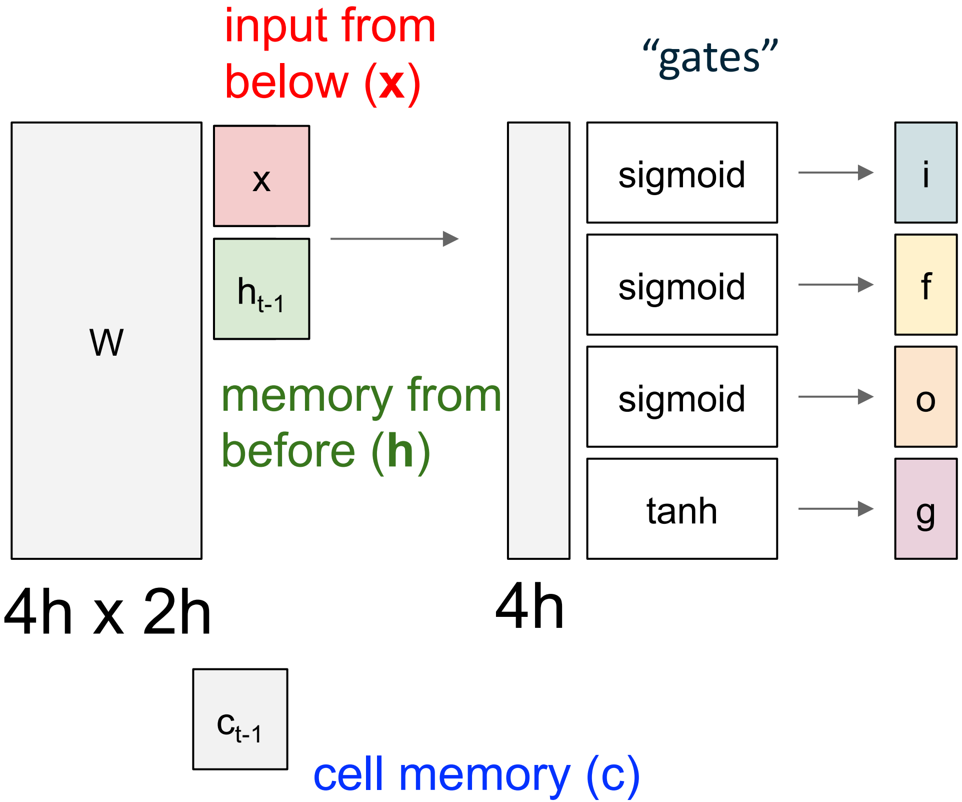
Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]



Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]



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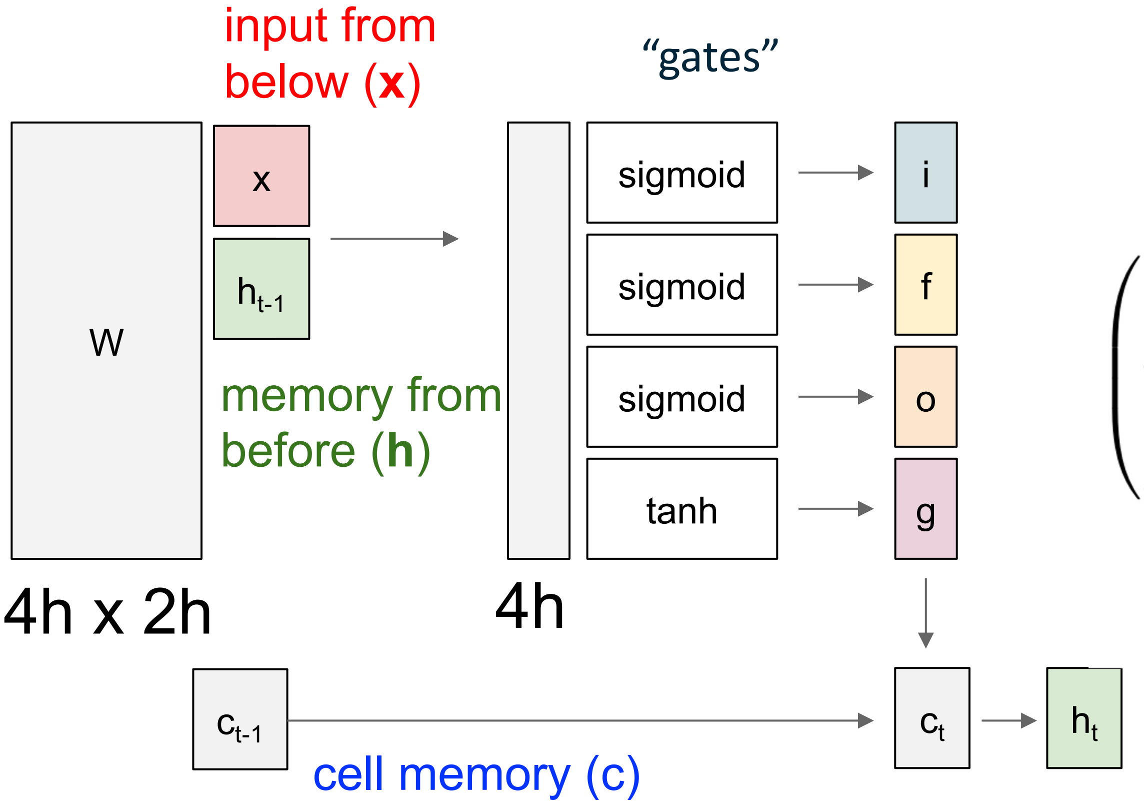
Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]



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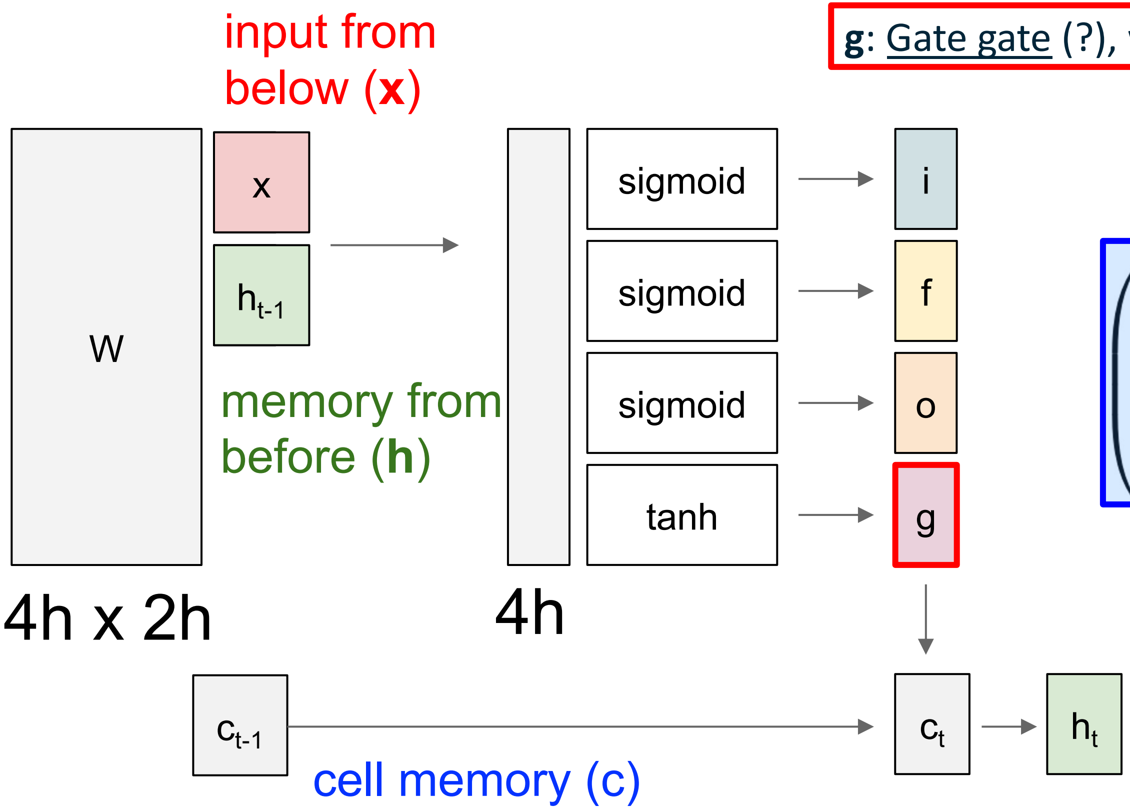
Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]

g: Gate gate (?), what to write to cell



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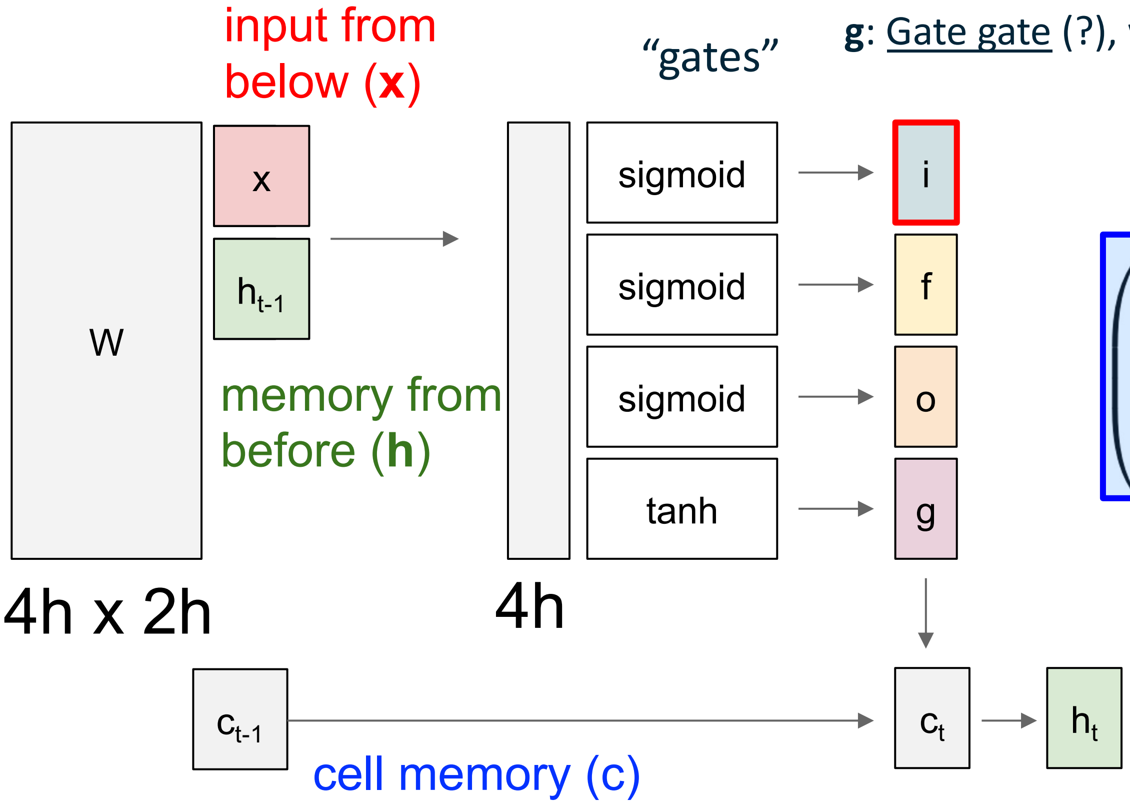
Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]

i: Input gate, whether to write to cell

g: Gate gate (?), what to write to cell



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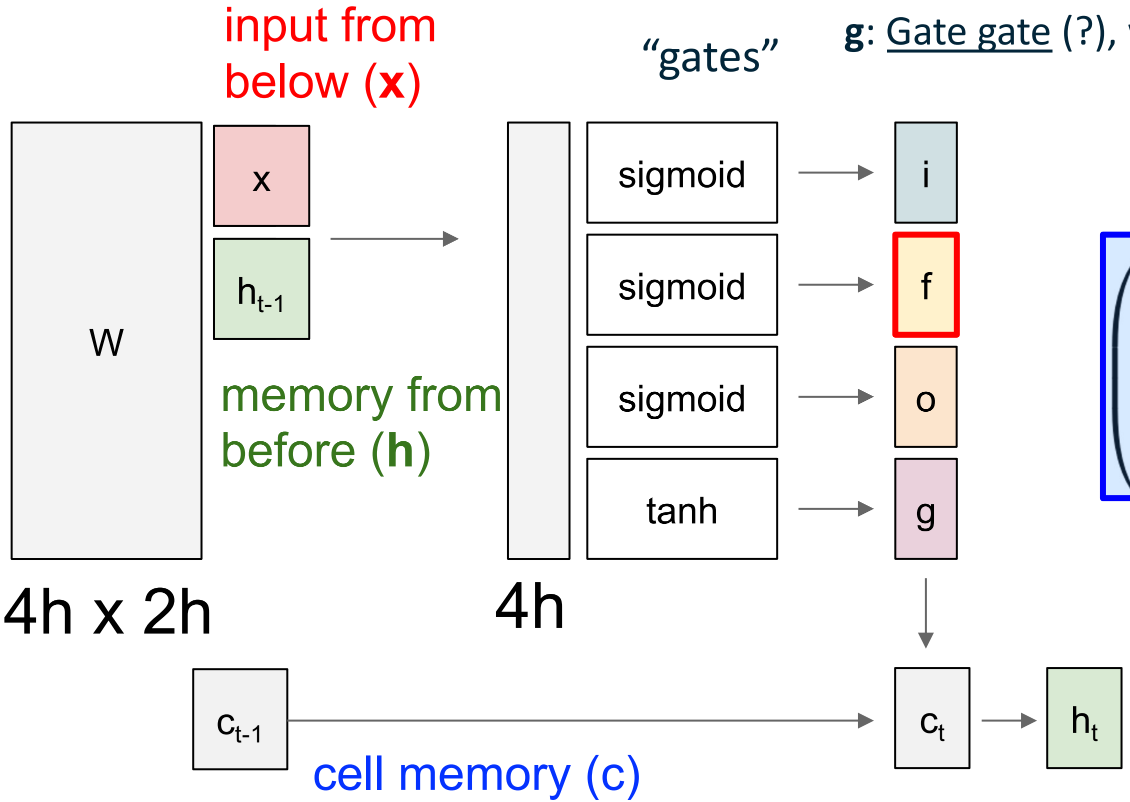
Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]

i: Input gate, whether to write to cell

f: Forget gate, whether to erase cell

g: Gate gate (?), what to write to cell



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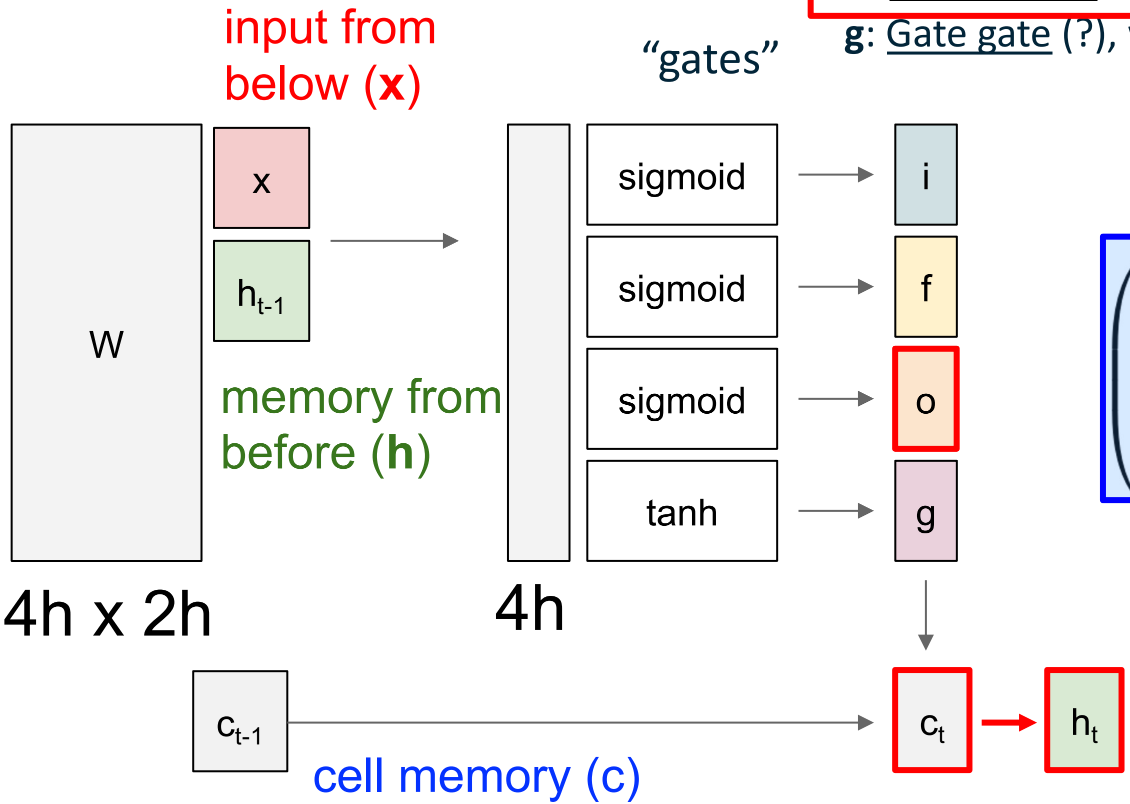
Long Short Term Memory (LSTM)

[Hochreiter et al., 1997]

- **i**: Input gate, whether to write to cell
- **f**: Forget gate, whether to erase cell
- **o**: Output gate, how much to reveal cell
- **g**: Gate gate (?), what to write to cell



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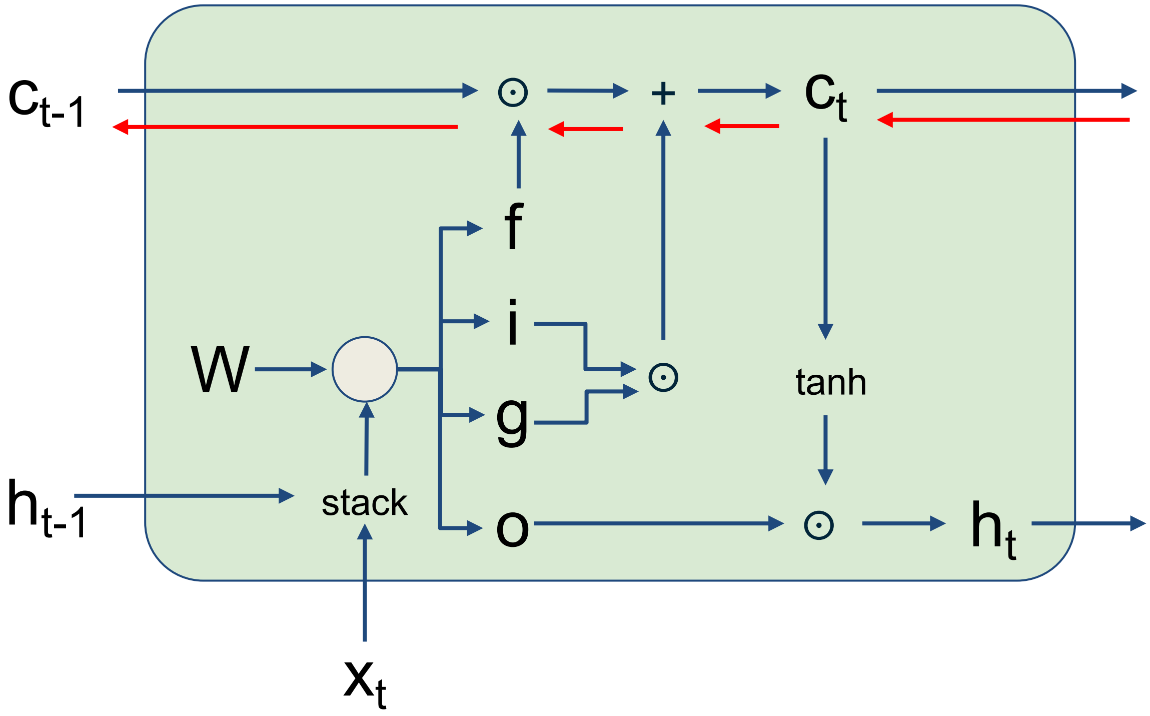
Long Short Term Memory (LSTM): Gradient Flow

[Hochreiter et al., 1997]



Backpropagation from c_t to c_{t-1} only elementwise multiplication by f (forget gate), no matrix multiply with a fixed W

$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$

$$c_t = f \odot c_{t-1} + i \odot g$$

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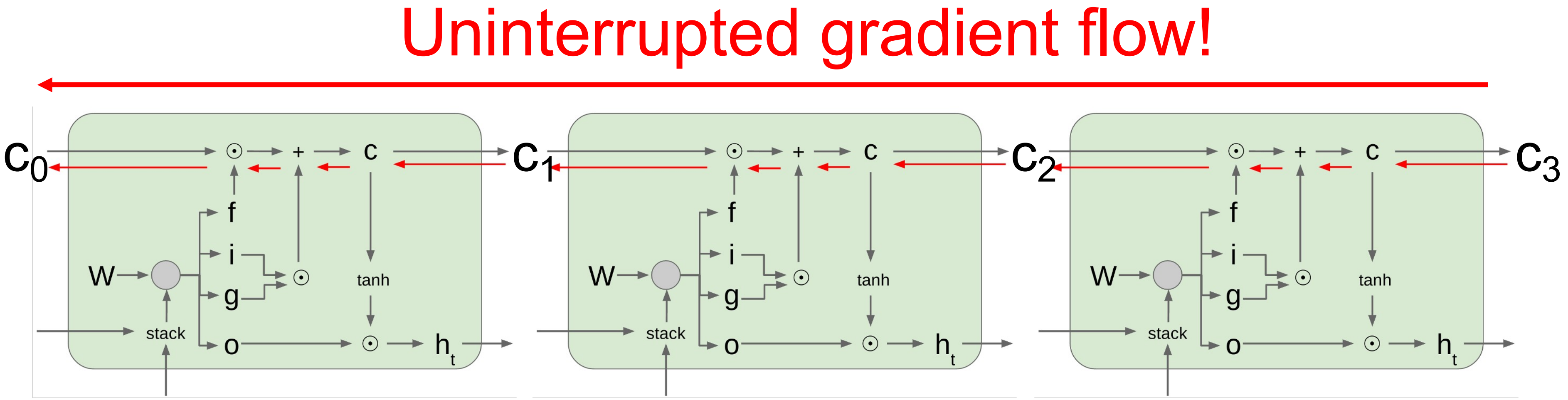
Long Short Term Memory (LSTM): Gradient Flow

[Hochreiter et al., 1997]



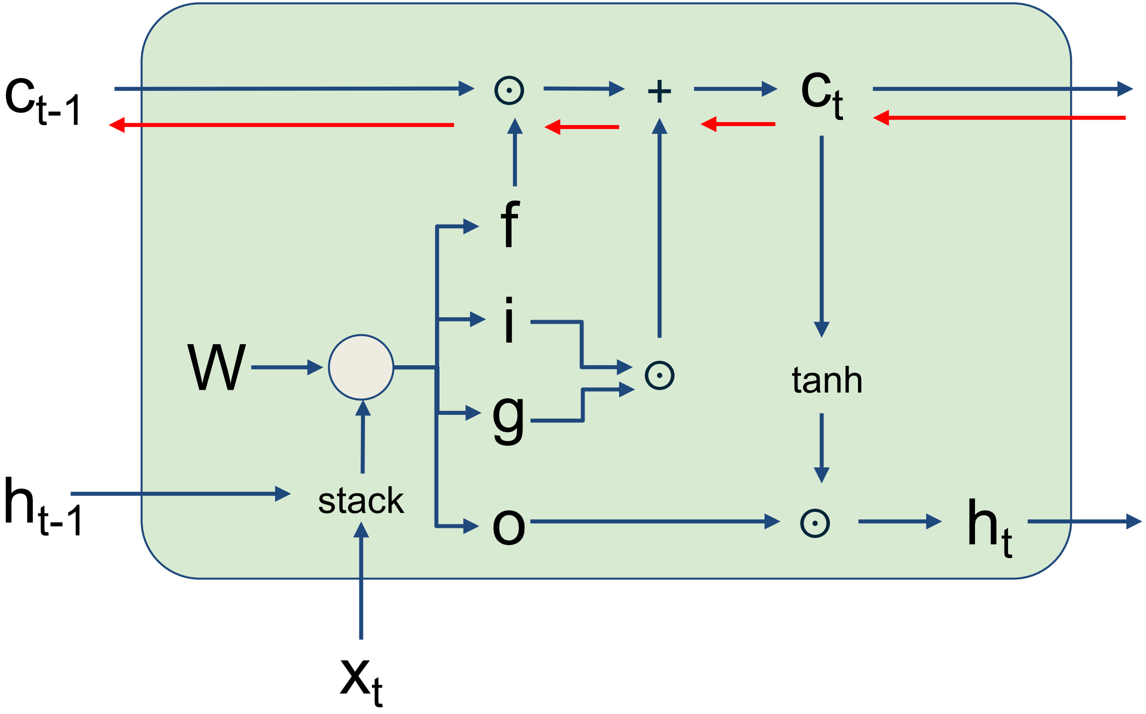
Notice that the gradient contains the **f** gate's vector of activations

- allows better control of gradients values, using suitable parameter updates of the forget gate.

The hidden state is emitted from *c* with an output gate (o), instead of recurrent multiplication with a weight vector.

Long Short Term Memory (LSTM): Gradient Flow

[Hochreiter et al., 1997]



Q: What if f = 1 and i = 0?

$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$

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Long Short Term Memory (LSTM): Gradient Flow

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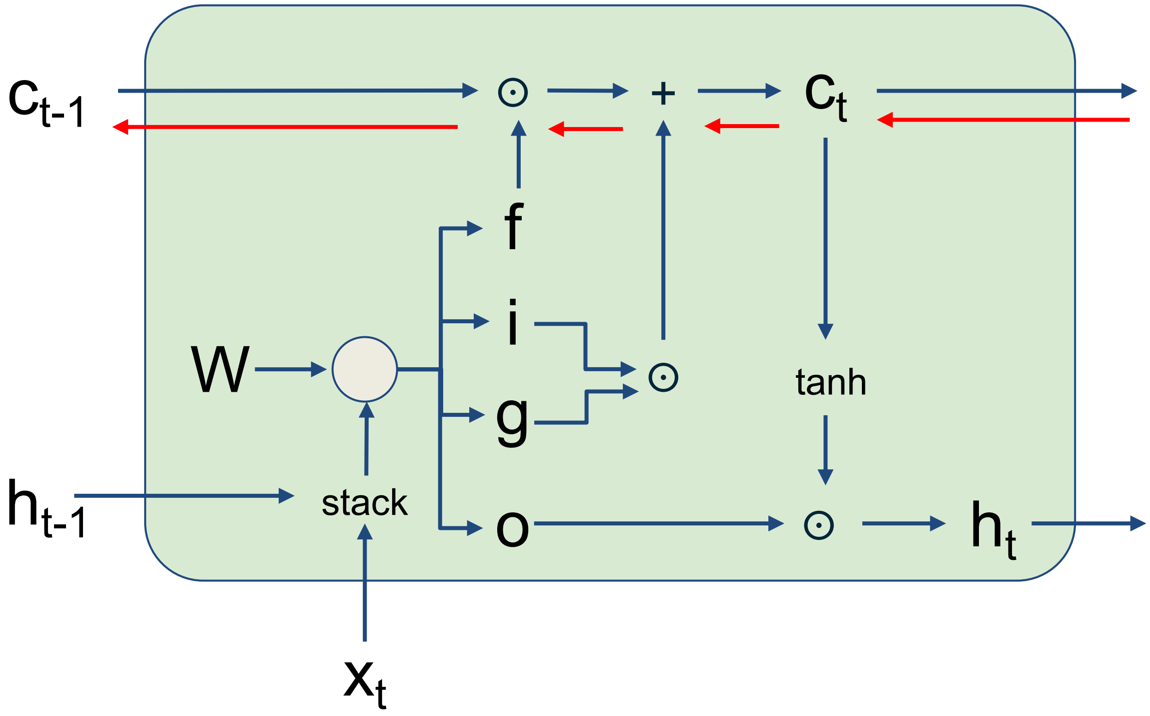

Q: What if f = 1 and i = 0?

A: LSTM doesn't forget / take in new information!

$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$

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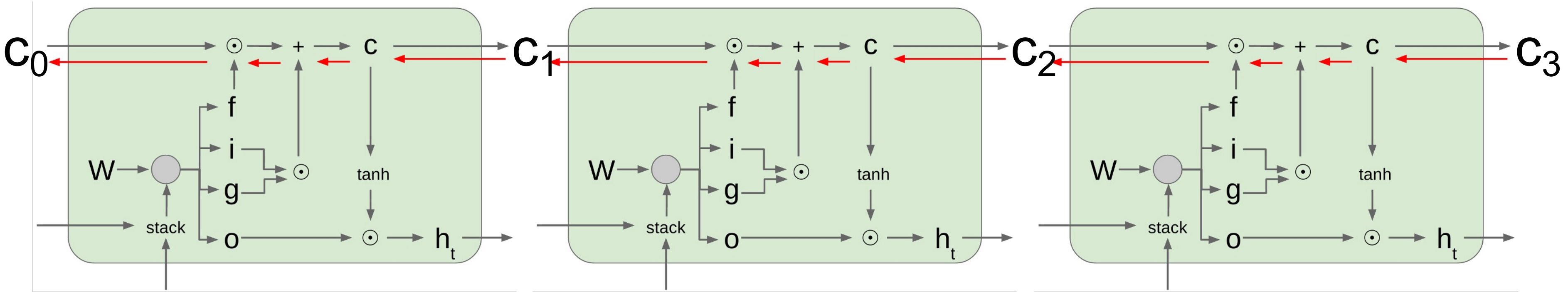
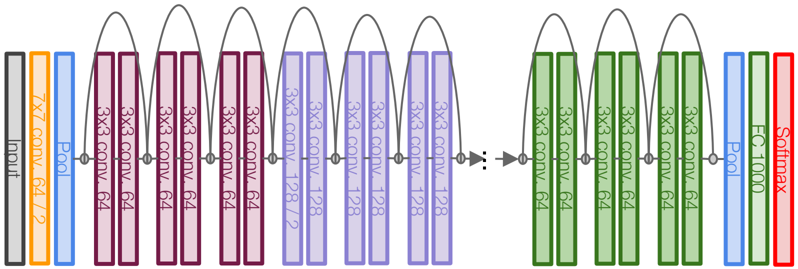
Long Short Term Memory (LSTM): Gradient Flow

[Hochreiter et al., 1997]

Uninterrupted gradient flow!



Similar to ResNet!



Possible to learn to set f = 1 and use i and g to learn "memory residual"

Summary: LSTM

The LSTM architecture makes it easier for the RNN to preserve information over many timesteps

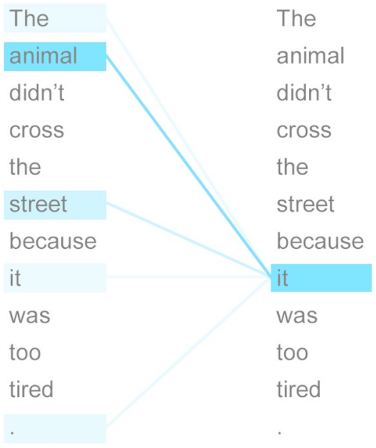
- e.g. if the f = 1 and the i = 0, then the information of that cell is preserved indefinitely.
- By contrast, it's harder for vanilla RNN to learn a recurrent weight matrix Wh that preserves info in hidden state

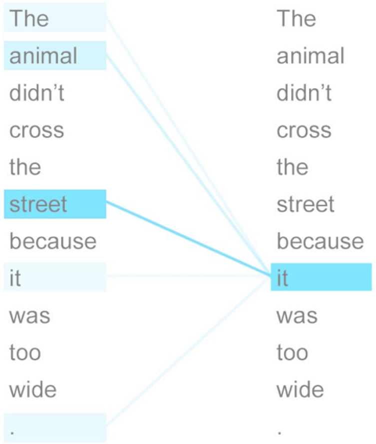
LSTM **doesn't guarantee** that there is no vanishing/exploding gradient, but it does provide an easier way for the model to learn long-distance dependencies.

Possible to mitigate vanishing / exploding gradient by learning suitable i and f.

RNNs / LSTMs are still forgetful. Hard to represent a long sequence with a compact memory vector

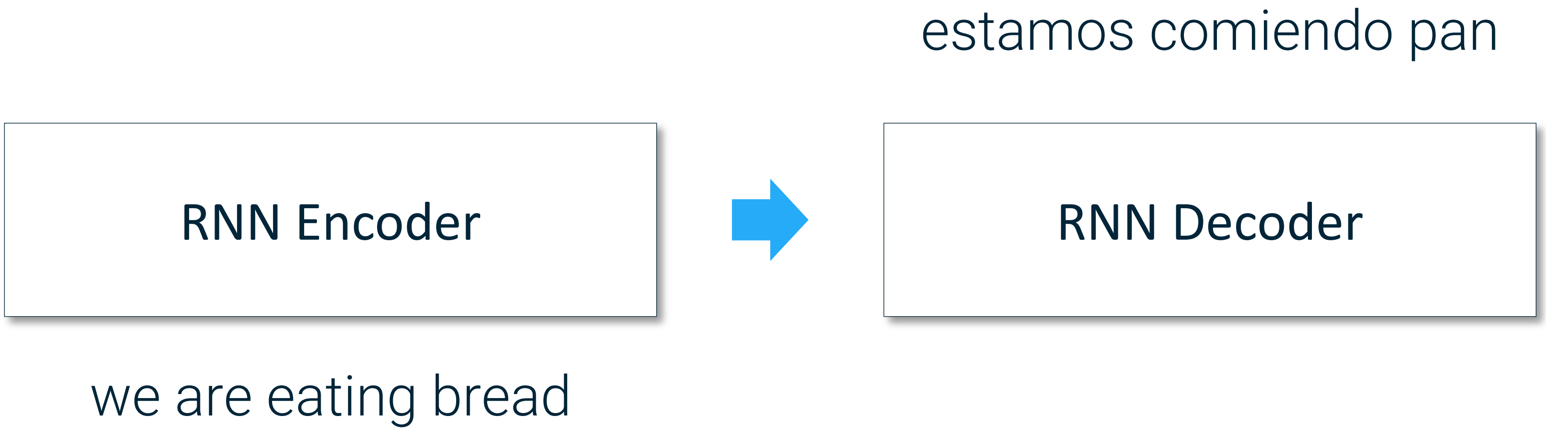
Attention Mechanism





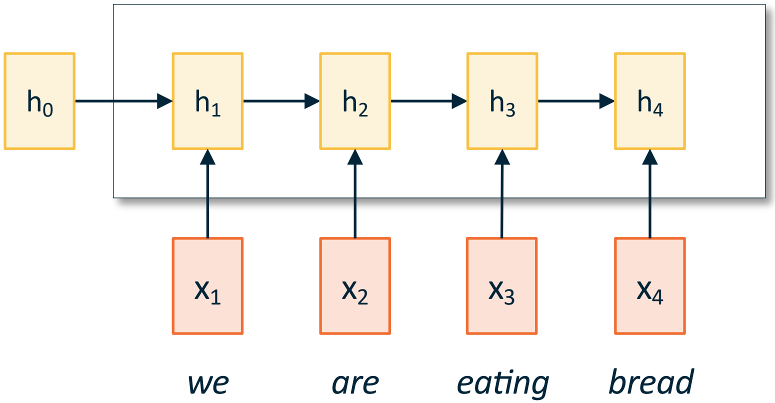
https://blog.research.google/2017/08/transformer-novel-neural-network.html?m=1

Example: Machine Translation



Machine Translation with RNNs

Encoder: $h_t = f_W(x_t, h_{t-1})$



Slide credit: Justin Johnson

Machine Translation with RNNs

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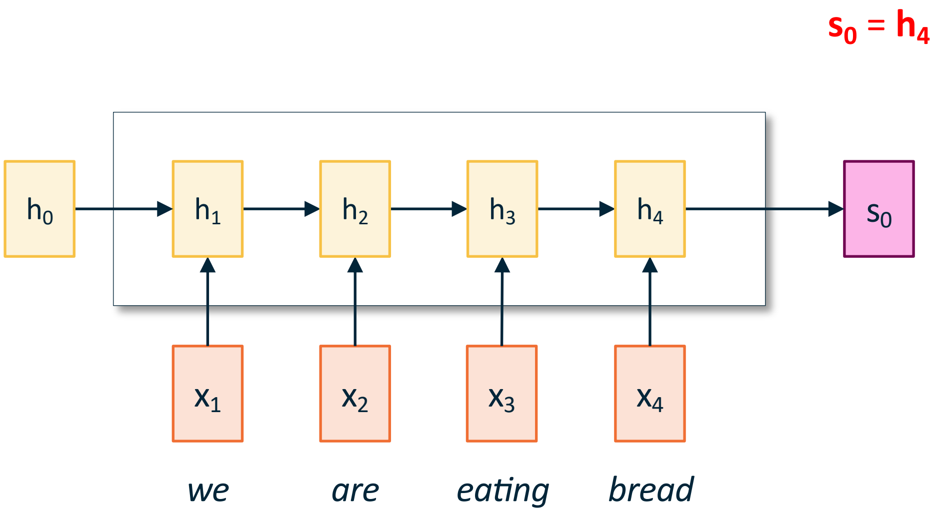
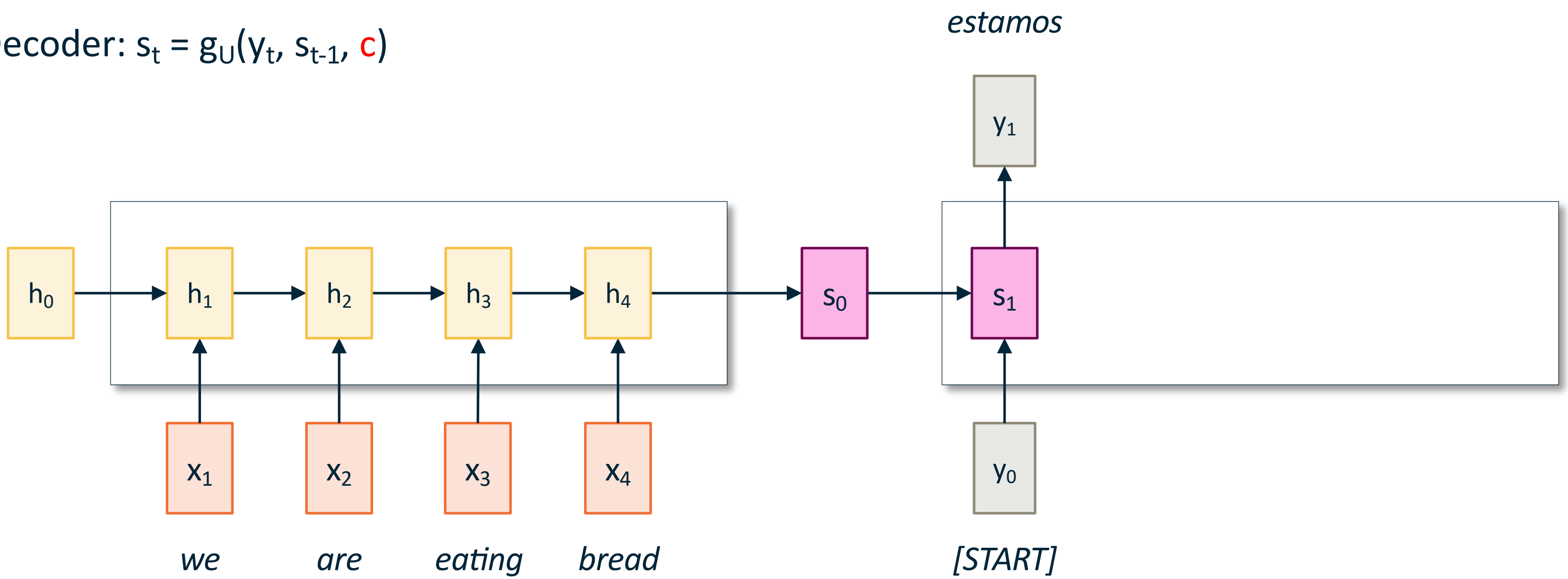


Slide credit: Justin Johnson

Machine Translation with RNNs

Encoder: $h_t = f_W(x_t, h_{t-1})$

Decoder: $s_t = g_U(y_t, s_{t-1}, c)$



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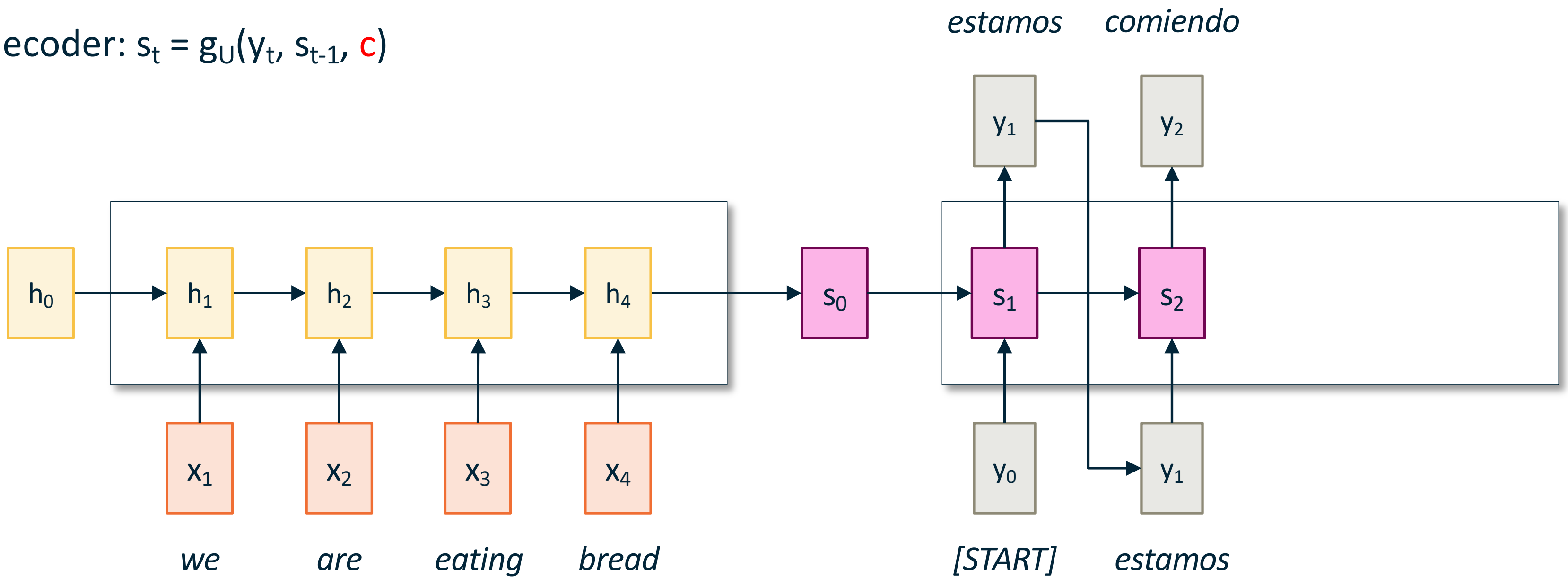

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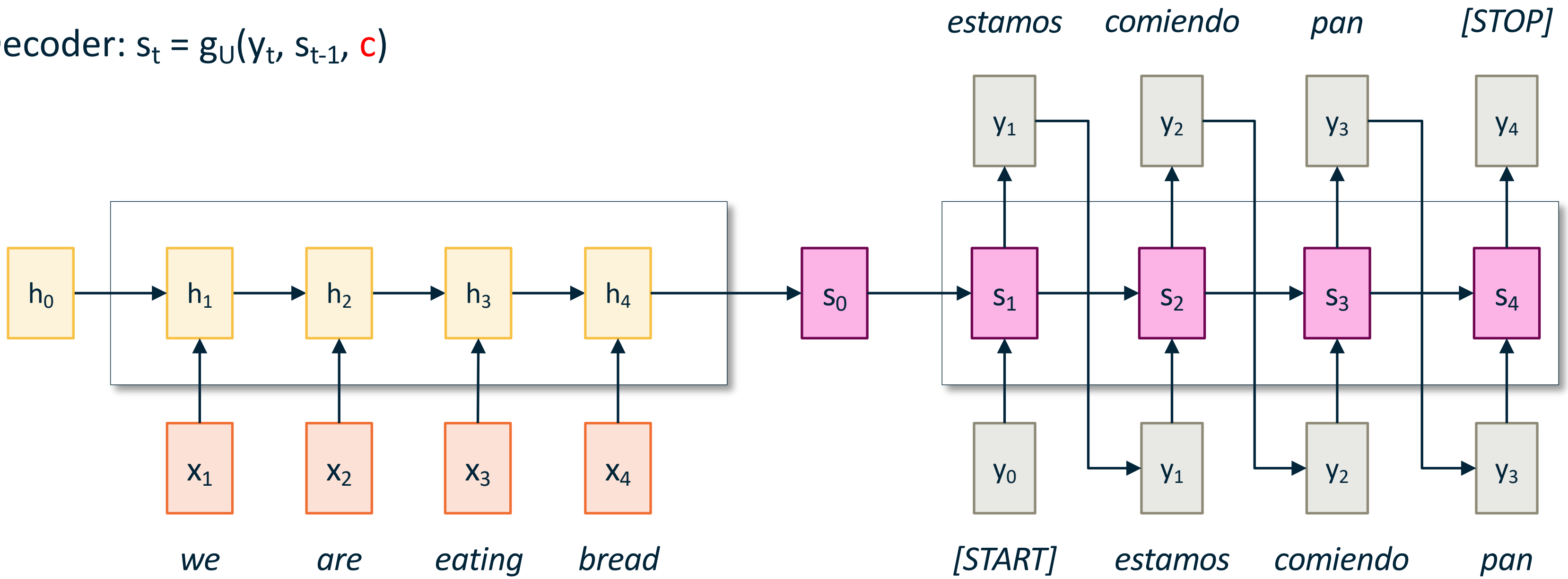


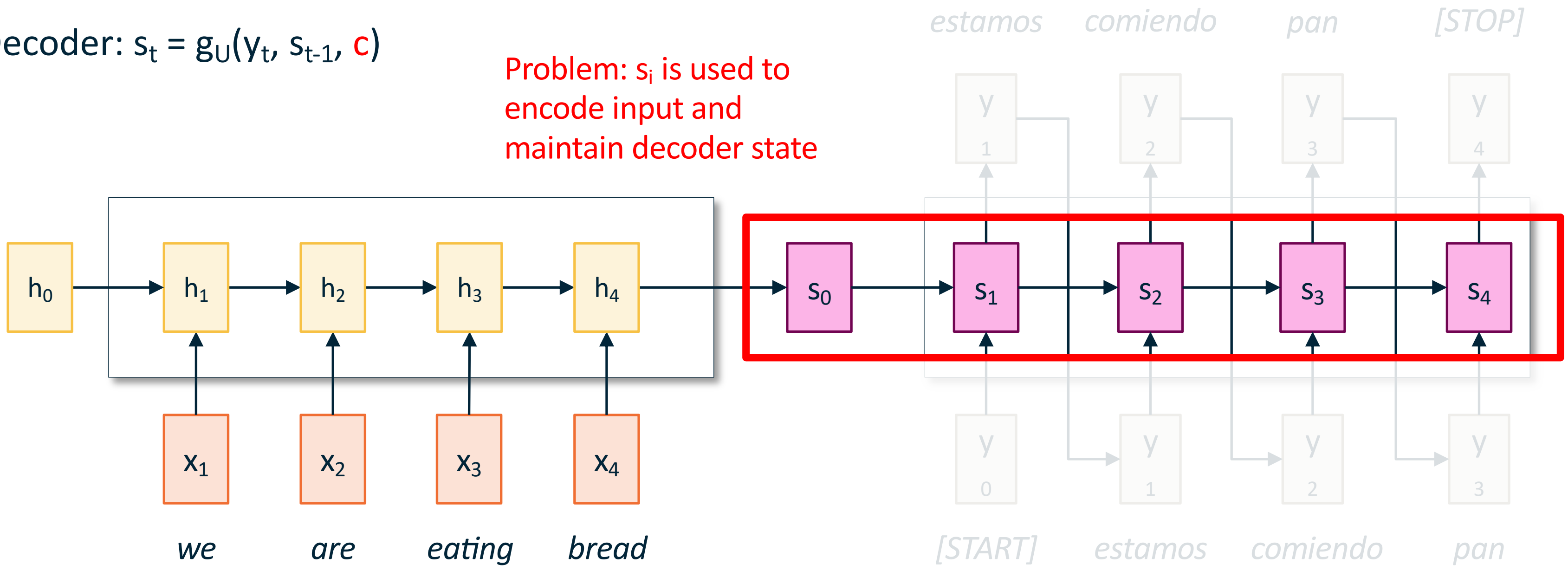
Slide credit: Justin Johnson

Machine Translation with RNNs

Encoder: $h_t = f_W(x_t, h_{t-1})$

Decoder: $s_t = g_U(y_t, s_{t-1}, c)$

Problem: s_i is used to encode input and maintain decoder state



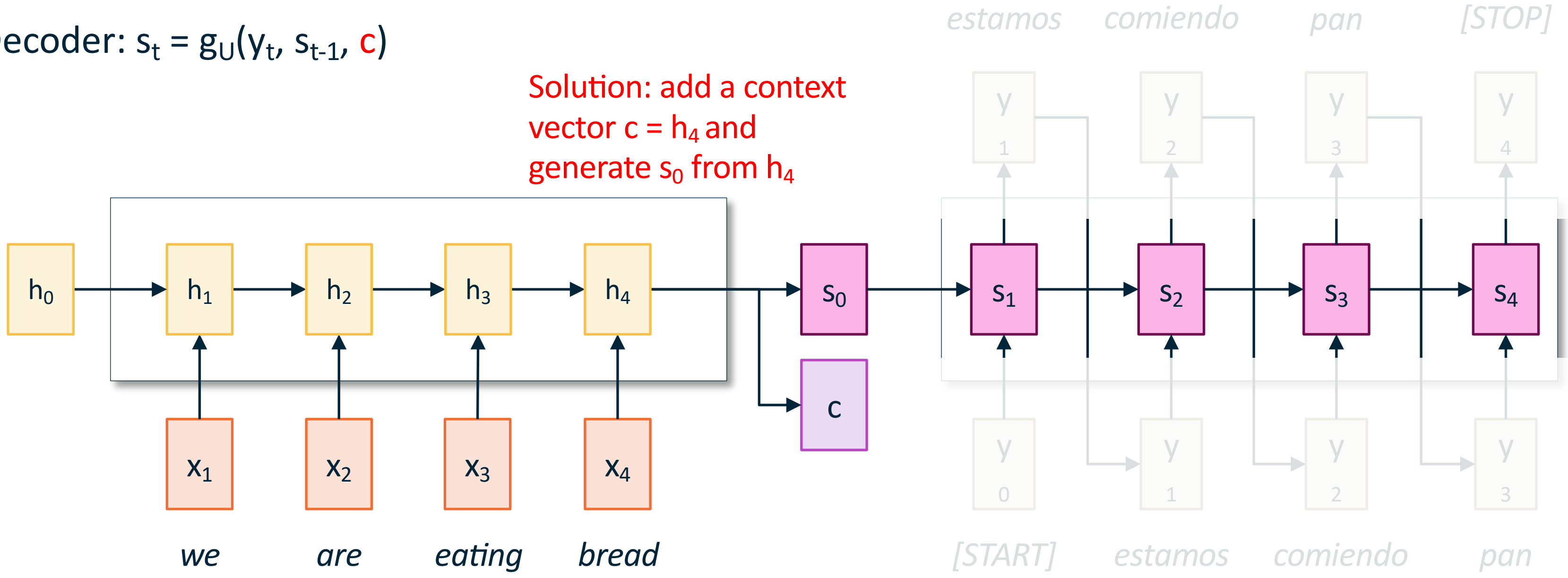
Slide credit: Justin Johnson

Machine Translation with RNNs

Encoder: $h_t = f_W(x_t, h_{t-1})$

Decoder: $s_t = g_U(y_t, s_{t-1}, c)$

Solution: add a context vector $c = h_4$ and generate s_0 from h_4



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Machine Translation with RNNs

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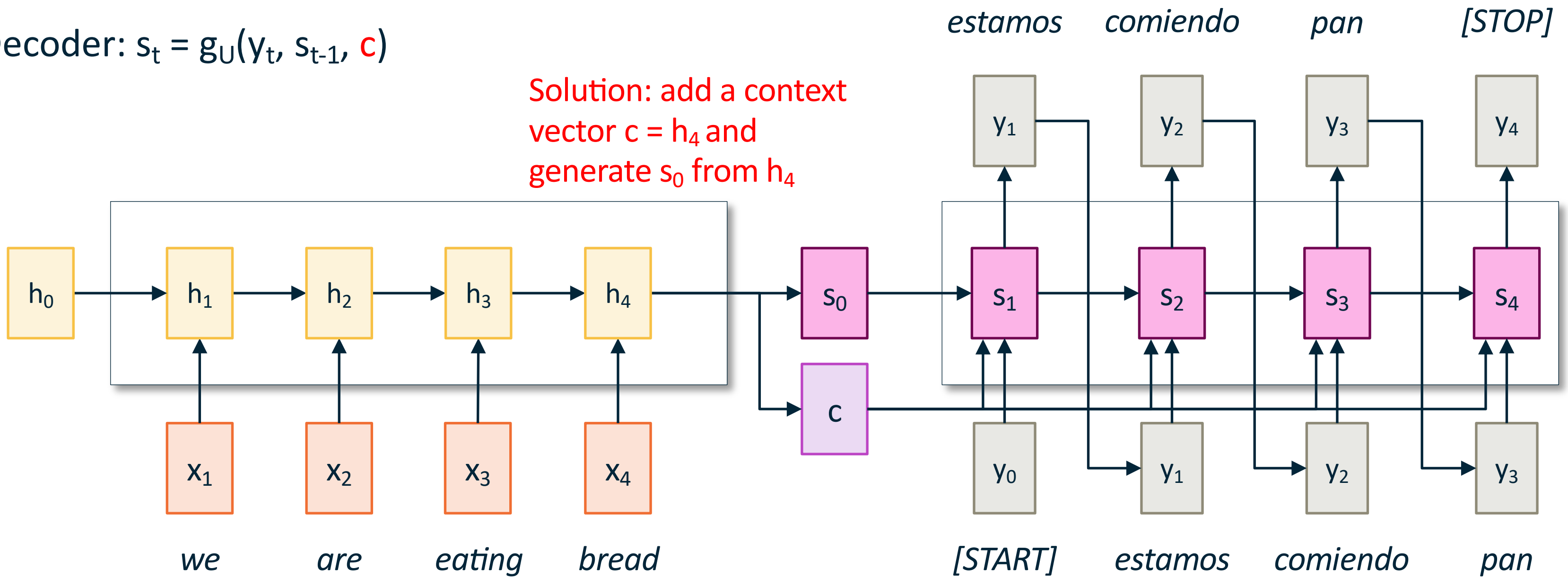

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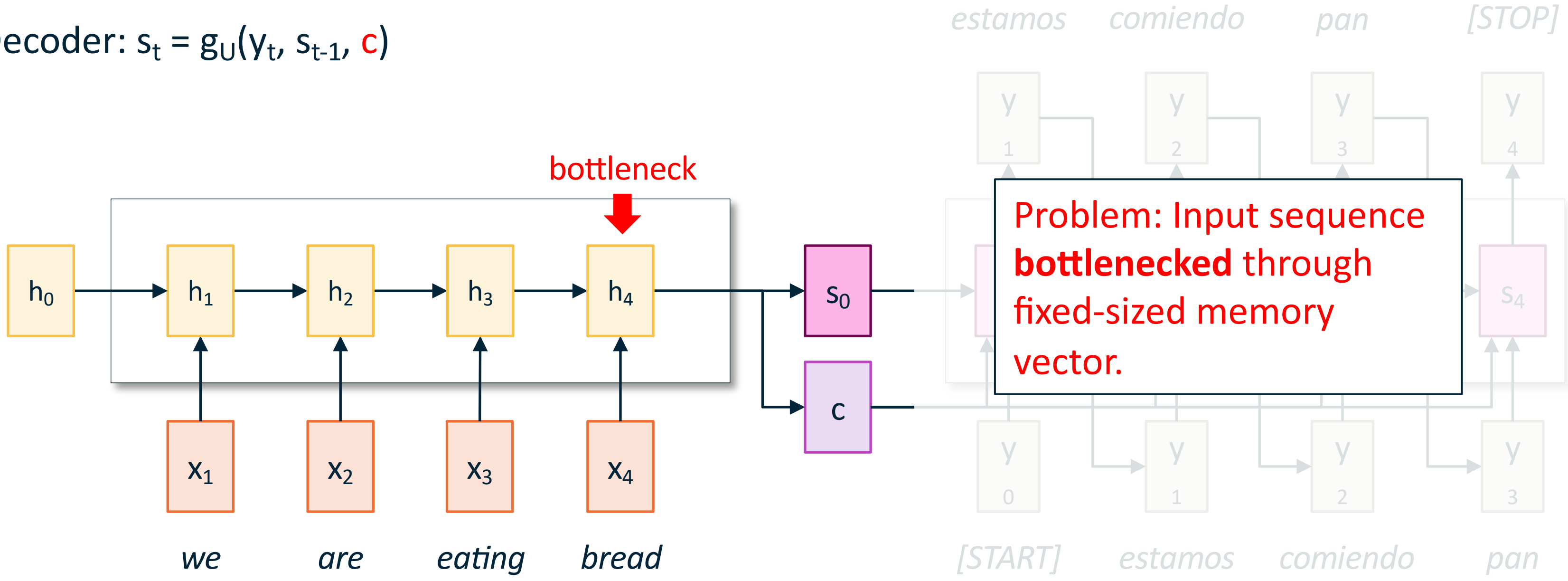

Problem: Input sequence **bottlenecked** through fixed-sized memory vector.

Slide credit: Justin Johnson

Machine Translation with RNNs

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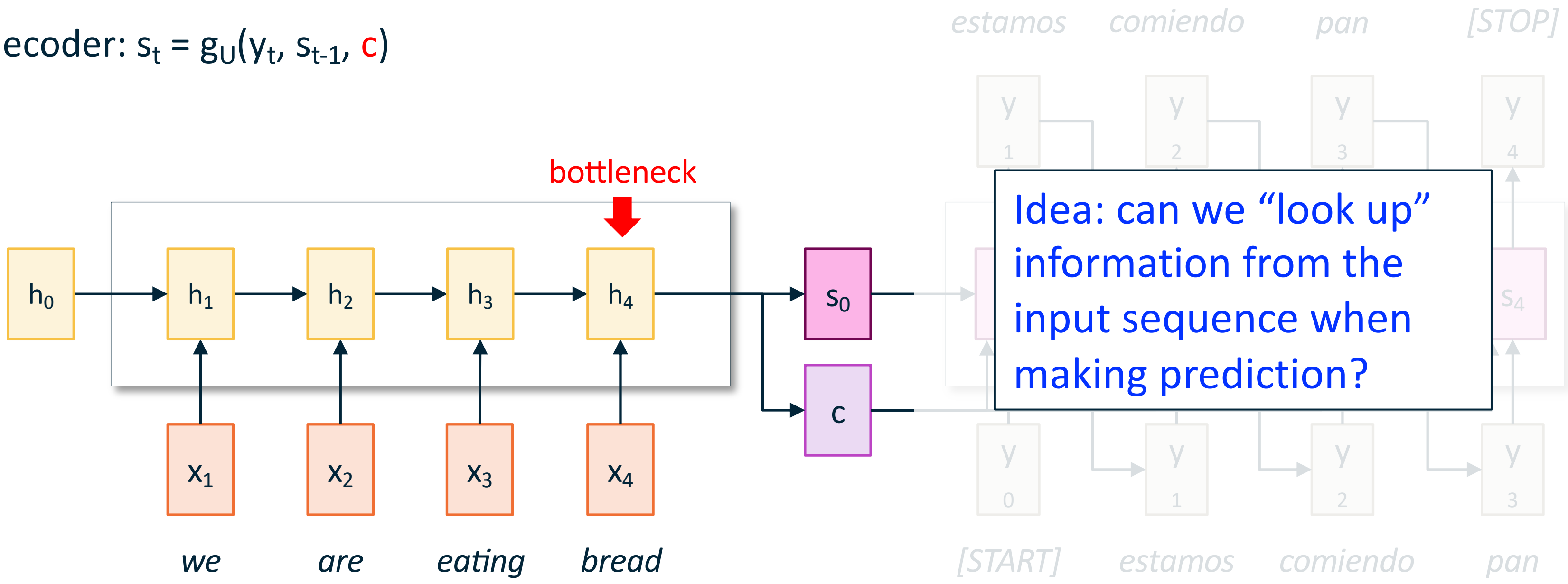
Decoder: $s_t = g_U(y_t, s_{t-1}, c)$

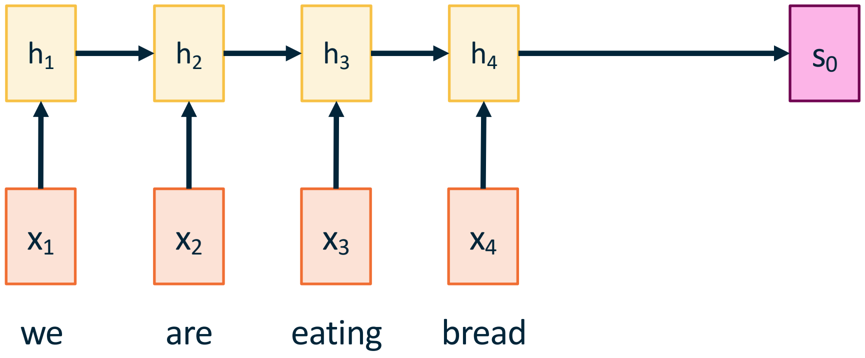


Idea: can we “look up” information from the input sequence when making prediction?

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**

From final hidden state:
Initial decoder state s_0



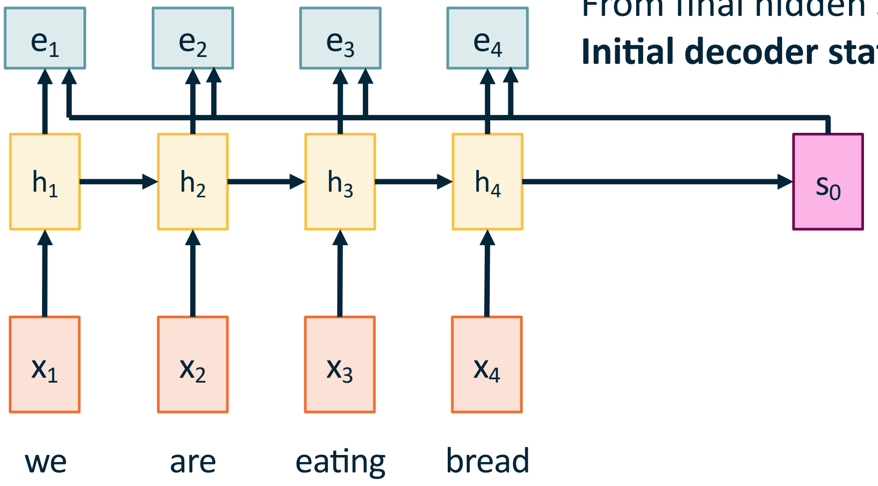
Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**

Compute **affinity scores**

$e_{t,i} = f_{att}(s_{t-1}, h_i)$ (f_{att} is an MLP)



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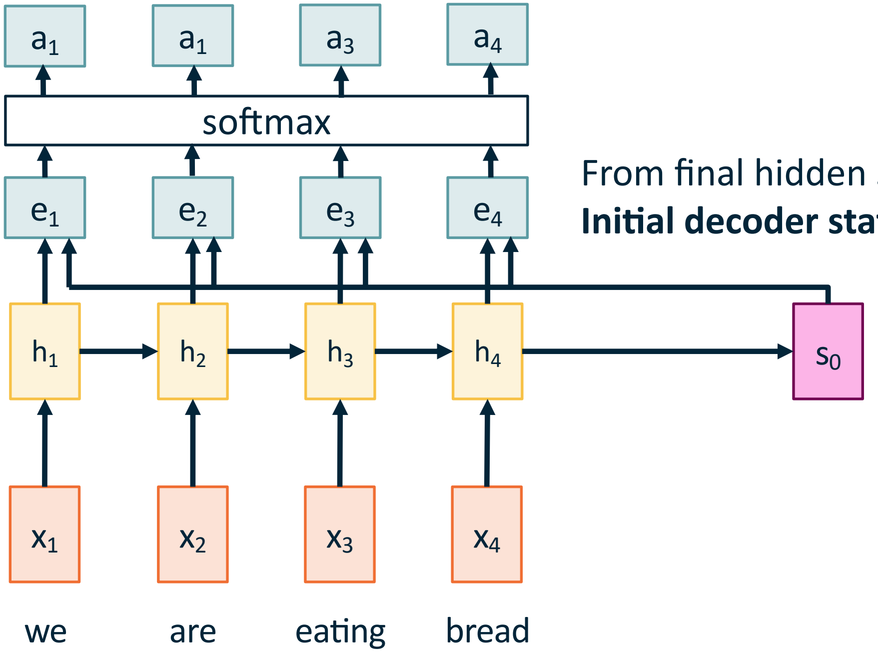
Machine Translation with RNNs **and Attention**



From final hidden state:
Initial decoder state s_0

Compute **affinity scores**

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Normalize to get

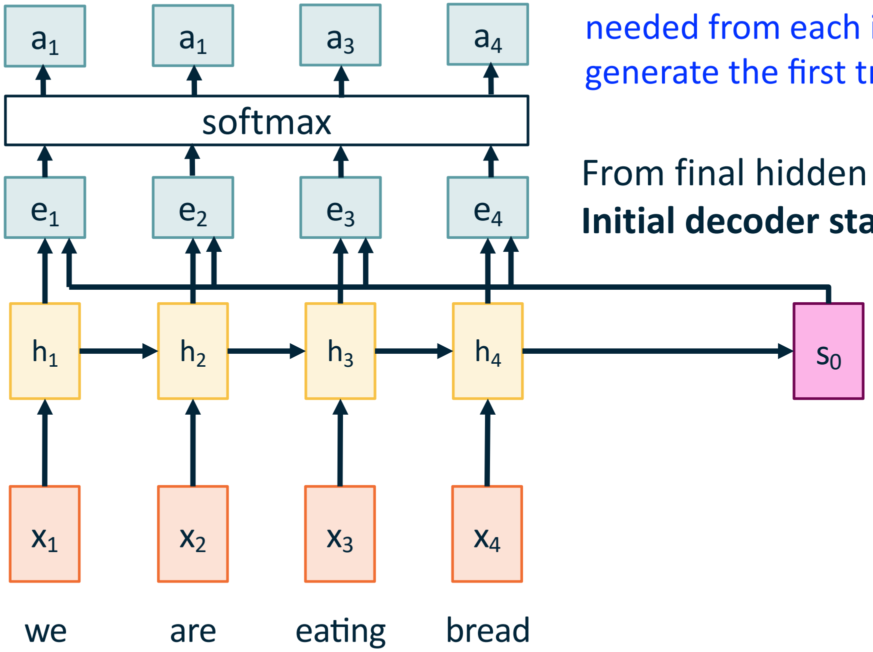
attention weights

$0 < a_{t,i} < 1$ $\sum_i a_{t,i} = 1$

Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**



Think of how much information needed from each input word to generate the first translated word

From final hidden state:
Initial decoder state s_0

Compute **affinity scores**

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Normalize to get **attention weights**

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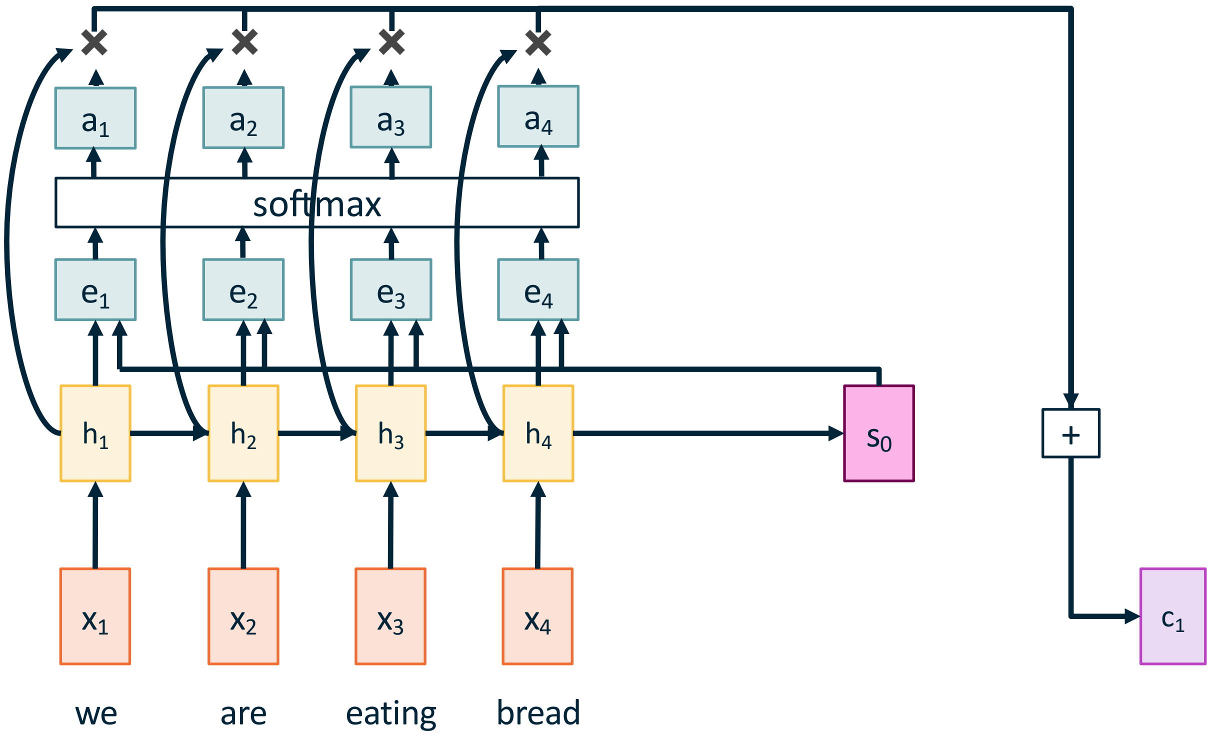
Machine Translation with RNNs **and Attention**



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Normalize to get **attention weights**

$0 < a_{t,i} < 1 \quad \sum_i a_{t,i} = 1$

Set context vector **c** to a linear combination of hidden states

$c_t = \sum_i a_{t,i} h_i$

Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

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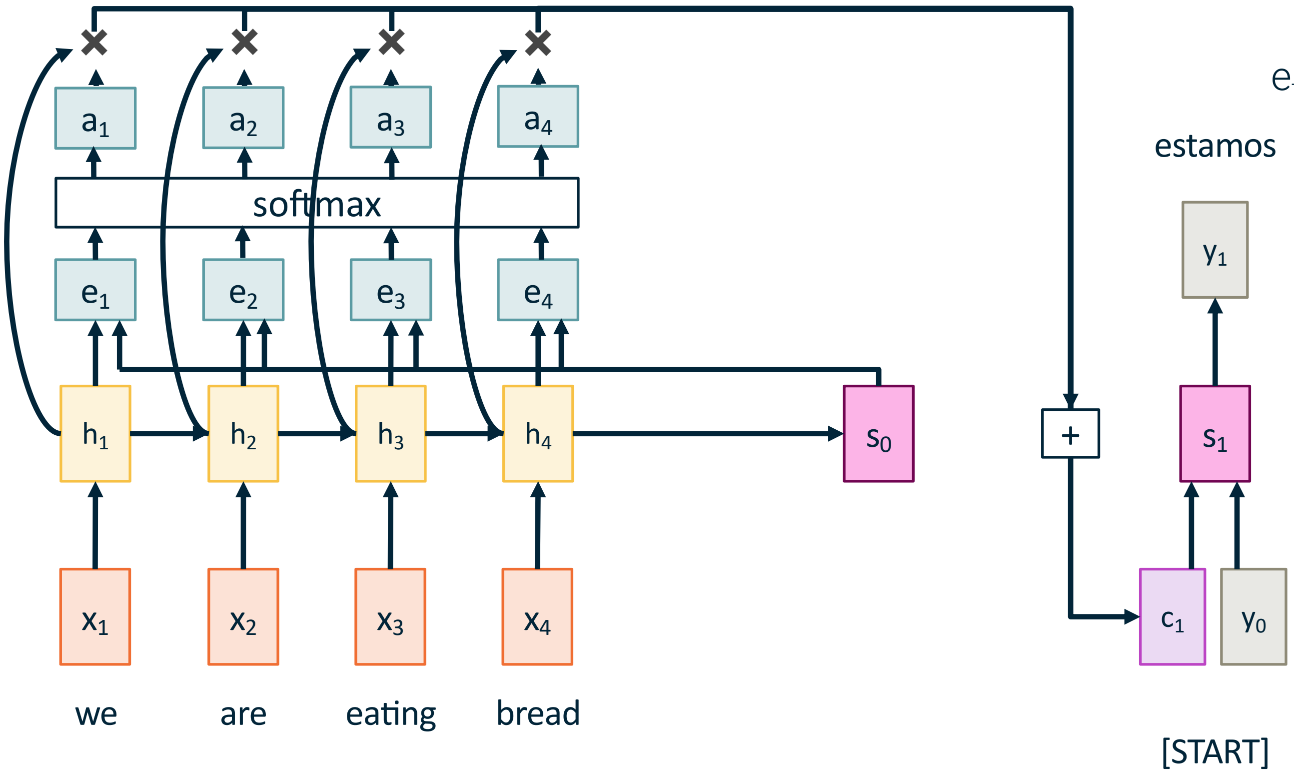
Machine Translation with RNNs **and Attention**



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Normalize to get **attention weights**

$0 < a_{t,i} < 1 \quad \sum_i a_{t,i} = 1$

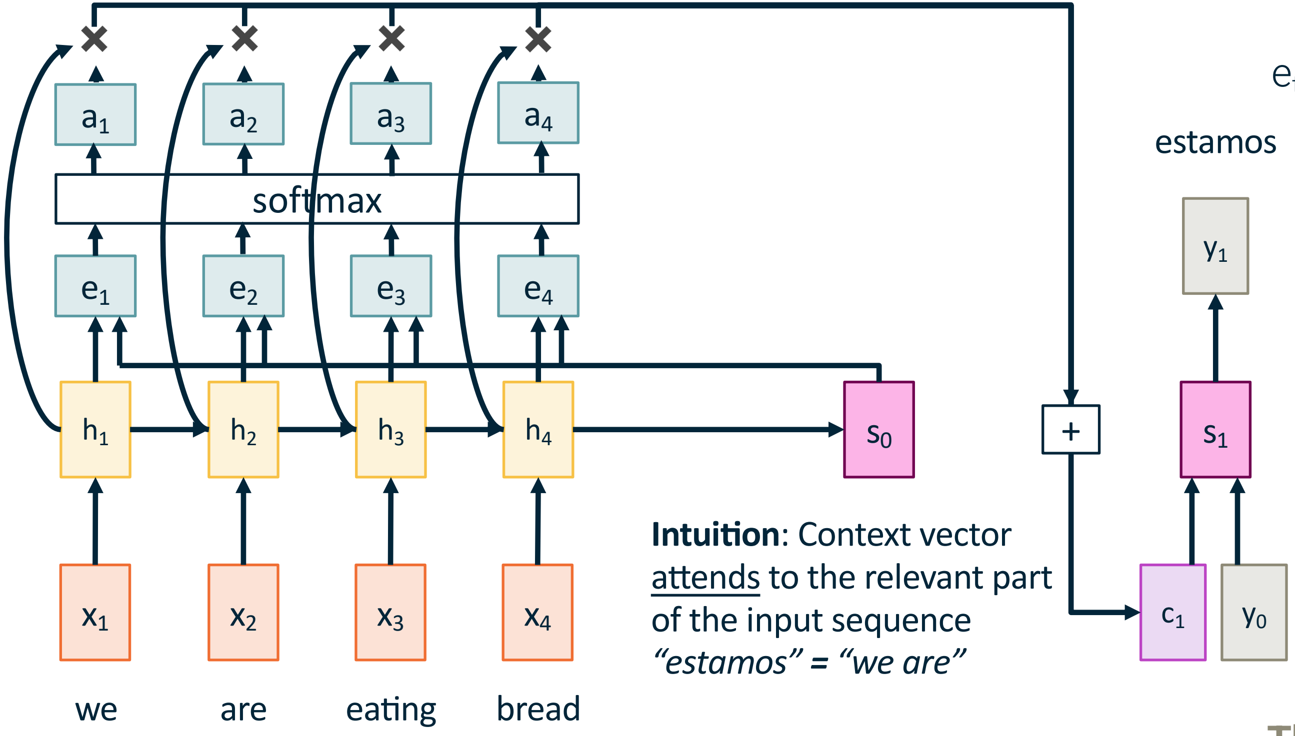
Set context vector **c** to a linear combination of hidden states

$c_t = \sum_i a_{t,i} h_i$

Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**



Compute **affinity scores**

$e_{t,i} = f_{att}(s_{t-1}, h_i)$ (f_{att} is an MLP)

Normalize to get **attention weights**

$0 < a_{t,i} < 1 \quad \sum_i a_{t,i} = 1$

Set context vector **c** to a linear combination of hidden states

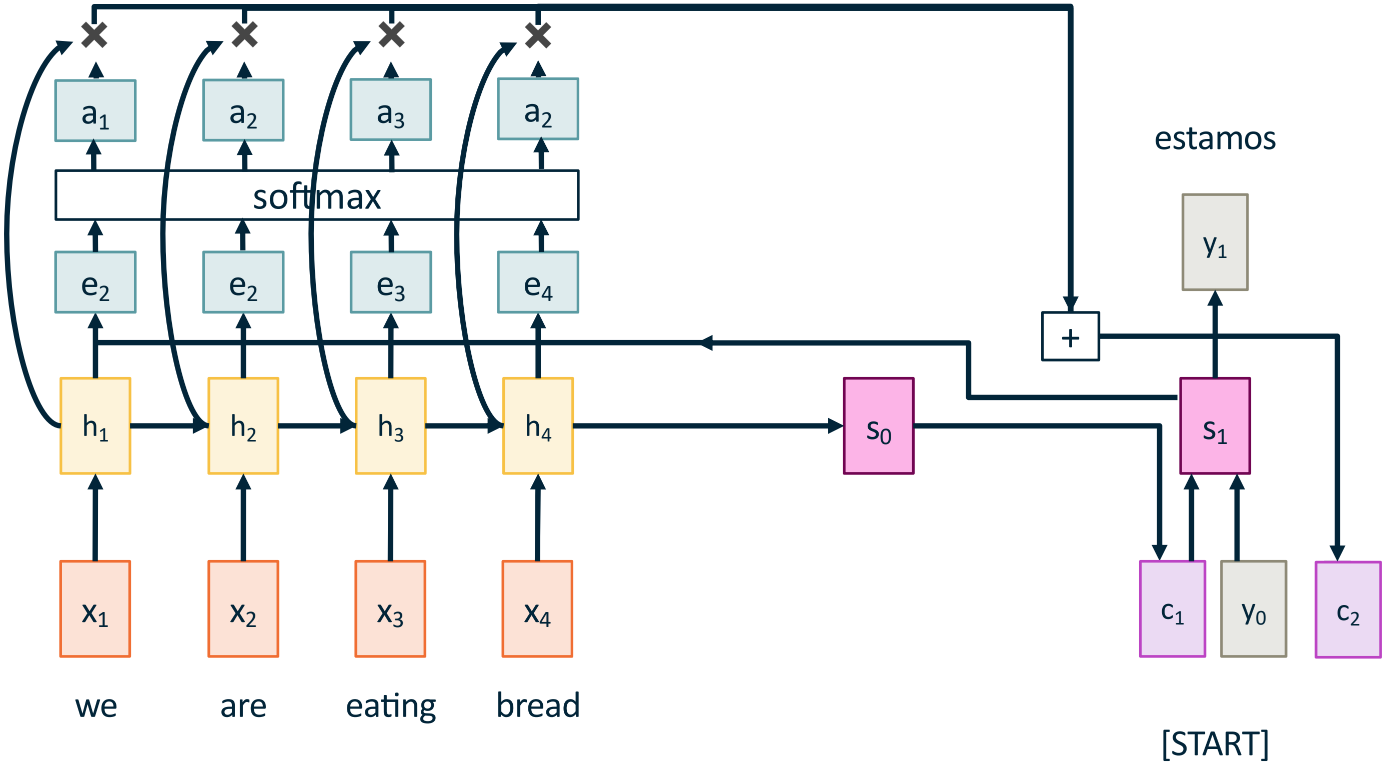
$c_t = \sum_i a_{t,i} h_i$

Intuition: Context vector attends to the relevant part of the input sequence
"estamos" = "we are"

This is all differentiable! Do not supervise attention weights – backprop through everything

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**

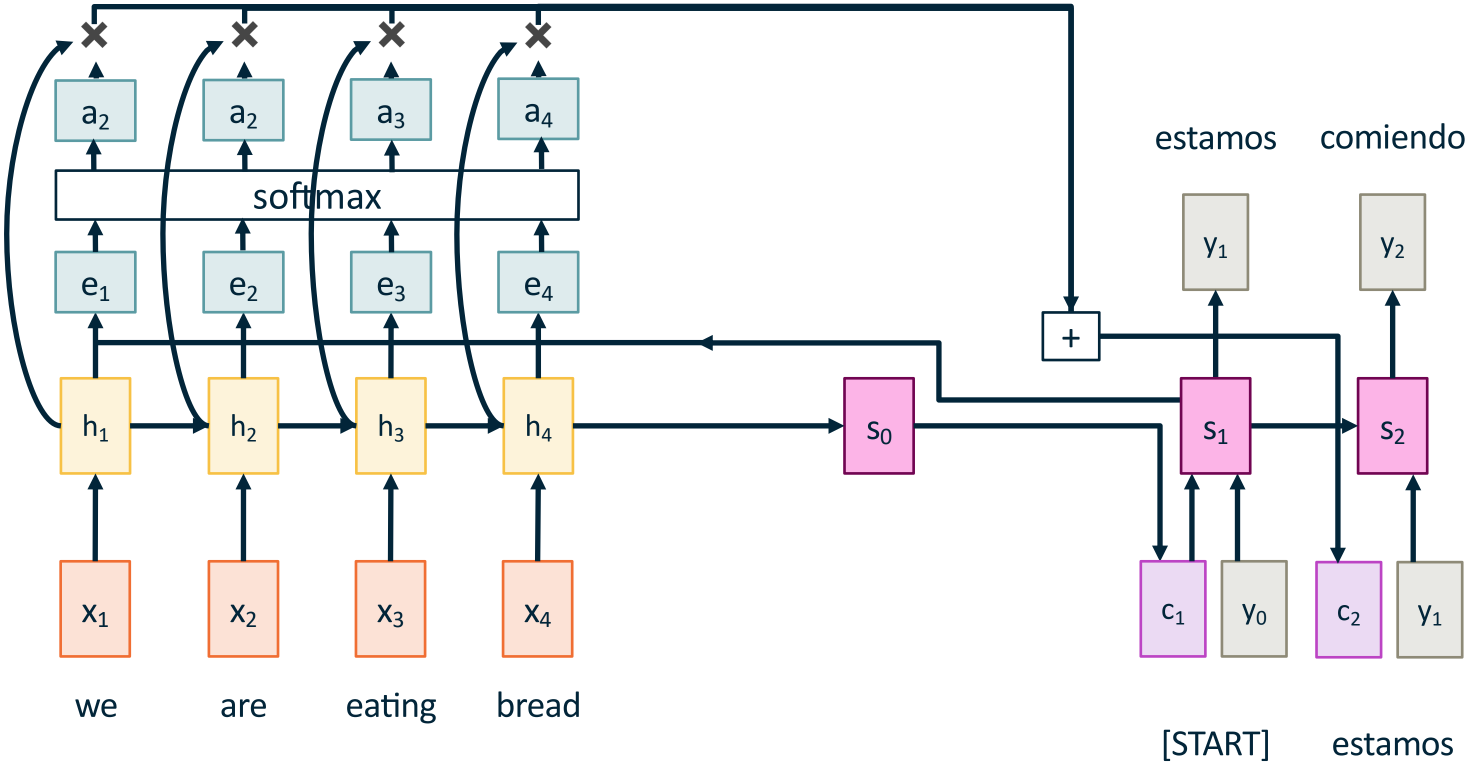


Repeat: Use s_1 to compute attention and get the new context vector c_2

Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**



Repeat: Use s_1 to compute attention and get the new context vector c_2

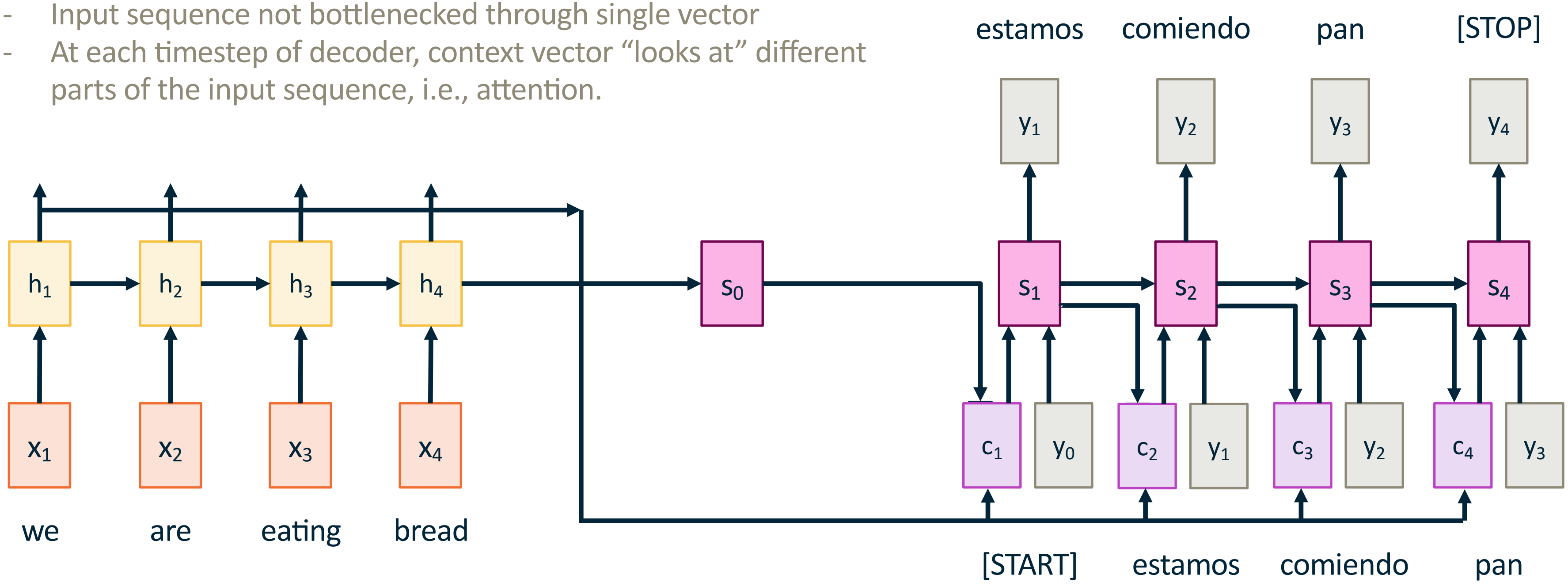
Use c_2 to compute s_2, y_2

Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**

Use a different context vector in each timestep of decoder
- Input sequence not bottlenecked through single vector
- At each timestep of decoder, context vector "looks at" different parts of the input sequence, i.e., attention.



Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

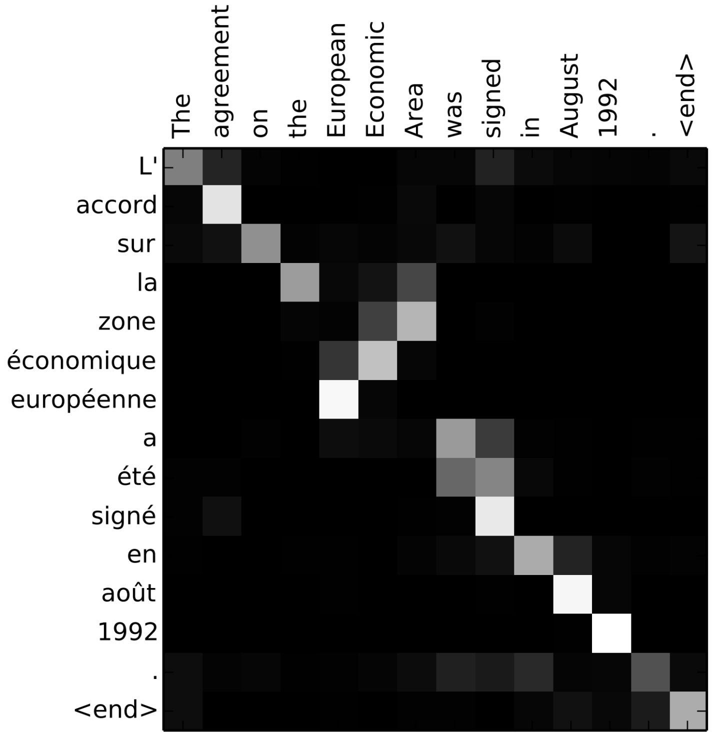
Machine Translation with RNNs **and Attention**

Example: English to French translation

Input: “The agreement on the European Economic Area was signed in August 1992.”

Output: “L’accord sur la zone économique européenne a été signé en août 1992.”

Visualize attention weights $a_{t,i}$



Bahdanau et al, “Neural machine translation by jointly learning to align and translate”, ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**

Example: English to French translation

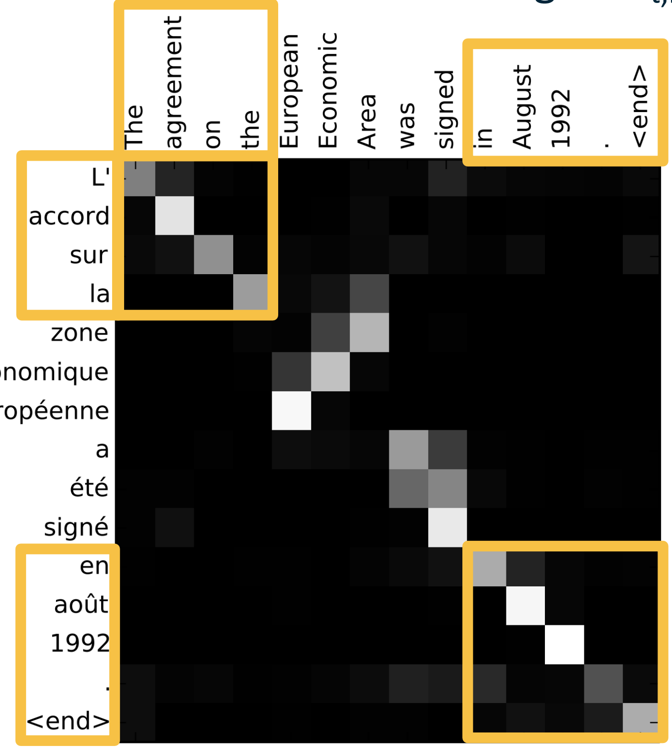
Input: "**The agreement on the** European Economic Area was signed **in August 1992**."

Output: "**L'accord sur la** zone économique européenne a été signé **en août 1992**."

Visualize attention weights $a_{t,i}$

Diagonal attention means words correspond in order

Diagonal attention means words correspond in order



Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Machine Translation with RNNs **and Attention**

Example: English to French translation

Input: "The agreement on the European Economic Area was signed in August 1992."

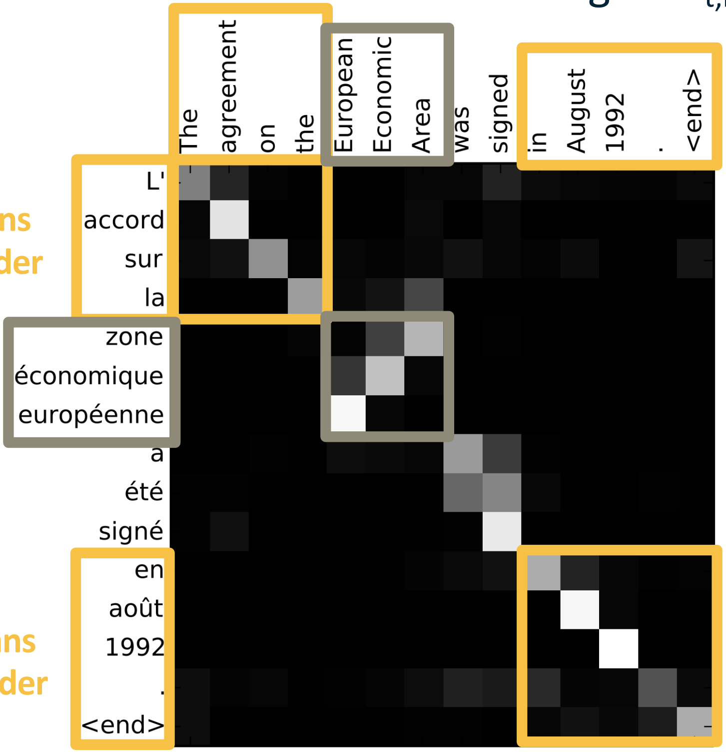
Output: "L'accord sur la zone économique européenne a été signé en août 1992."

Visualize attention weights $a_{t,i}$

Diagonal attention means words correspond in order

Attention figures out different word orders

Diagonal attention means words correspond in order

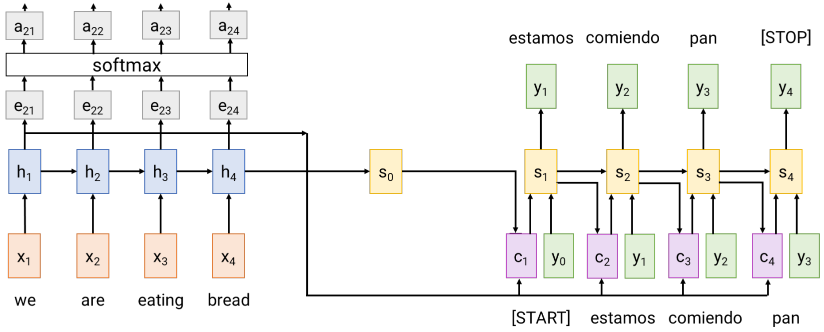


Bahdanau et al, "Neural machine translation by jointly learning to align and translate", ICLR 2015

Slide credit: Justin Johnson

Attention Layer

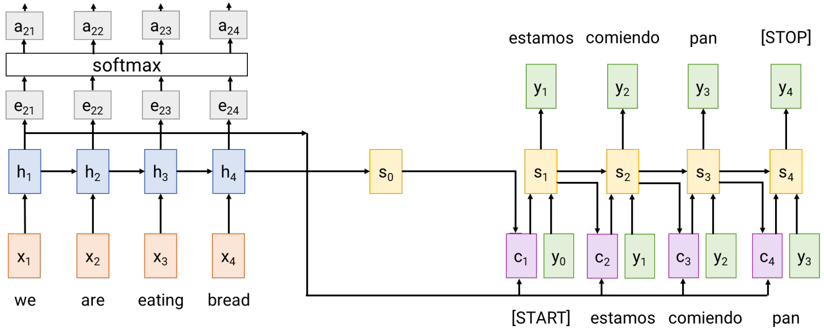
Inputs:
State vector: s_i (Shape: D_Q)
Hidden vectors: h_i (Shape: N_X x D_H)
Similarity function: f_{att}



Computation:
Similarities: e (Shape: N_X) $e_i = f_{att}(s_{t-1}, h_i)$
Attention weights: a = softmax(e) (Shape: N_X)
Output vector: $y = \sum_i a_i h_i$ (Shape: D_X)

Slide credit: Justin Johnson

Attention Layer



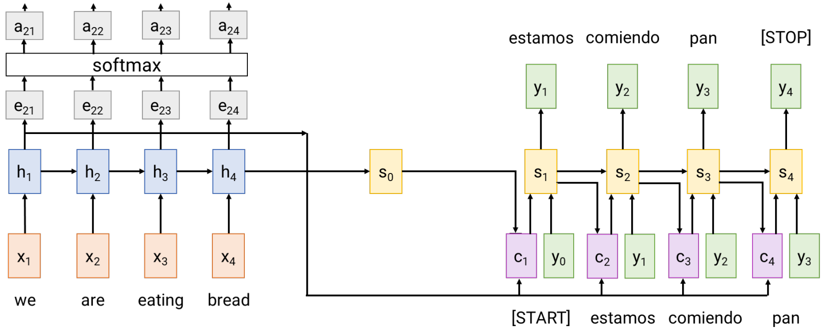
Inputs:
Query vector: **q** (Shape: D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Similarity function: f_{att}

Computation:
Similarities: e (Shape: N_X) $e_i = f_{att}(\mathbf{q}, \mathbf{X}_i)$
Attention weights: a = softmax(e) (Shape: N_X)
Output vector: $y = \sum_i a_i \mathbf{X}_i$ (Shape: D_X)

Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vector: **q** (Shape: D_Q)
Input vectors: **X** (Shape: N_X x D_Q)
Similarity function: dot product



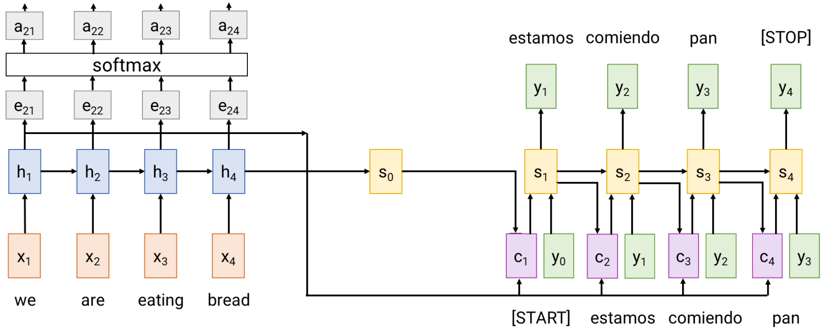
Computation:
Similarities: e (Shape: N_X) $e_i = \mathbf{q} \cdot \mathbf{X_i}$
Attention weights: a = softmax(e) (Shape: N_X)
Output vector: $y = \sum_i a_i \mathbf{X_i}$ (Shape: D_X)

Changes:
- Use dot product for similarity

Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vector: **q** (Shape: D_Q)
Input vectors: **X** (Shape: N_X x D_Q)
Similarity function: scaled dot product



Computation:
Similarities: e (Shape: N_X) $e_i = \mathbf{q} \cdot \mathbf{X}_i / \text{sqrt}(D_Q)$
Attention weights: a = softmax(e) (Shape: N_X)
Output vector: $y = \sum_i a_i \mathbf{X}_i$ (Shape: D_X)

Changes:
- Use **scaled** dot product for similarity

Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: Q (Shape: N_Q x D_Q)
Input vectors: X (Shape: N_X x D_Q)

Computation:
Similarities: E = QX^T / sqrt(D_Q) (Shape: N_Q x N_X)
Attention matrix: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: Y = AX (Shape: N_Q x D_X) $Y_i = \sum_j A_{i,j} X_j$

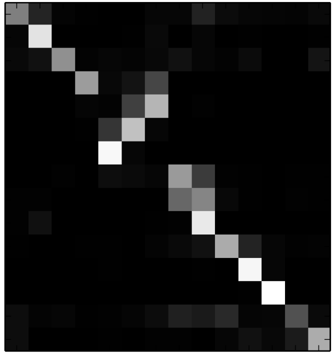
Changes:
- Use dot product for similarity
- Multiple **query** vectors

Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: Q (Shape: N_Q x D_Q)
Input vectors: X (Shape: N_X x D_Q)

Attention matrix (A)
Each row sums up to 1



Computation:
Similarities: E = QX^T / sqrt(D_Q) (Shape: N_Q x N_X)
Attention matrix: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: Y = AX (Shape: N_Q x D_X) $Y_i = \sum_j A_{i,j} X_j$

Changes:
- Use dot product for similarity
- Multiple **query** vectors

Slide credit: Justin Johnson

Attention Layer

Problem: use the same set of input vectors to compute both affinity and output

Solution: project input to two sets of vectors: Keys (K) and Values (V).

Q,K,V attention: Compute attention matrix using Queries (Q) and Keys (K). Then compute output using attention and Values (V).

Inputs:
Query vectors: Q (Shape: N_Q x D_Q)
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)

Computation:
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: $Y = AV$ (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$

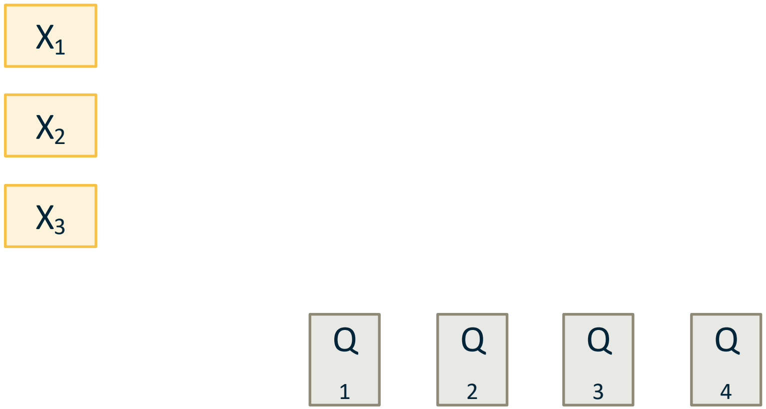
Changes:
- Use dot product for similarity
- Multiple **query** vectors
- Separate **key** and **value**

Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: Q (Shape: N_Q x D_Q)
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)

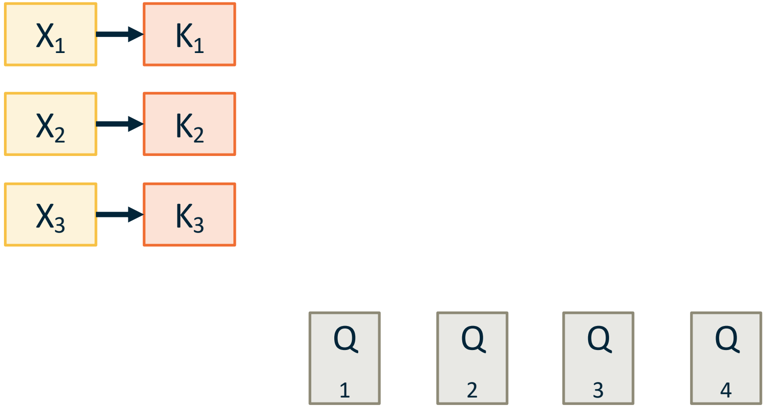
Computation:
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_Q x N_X)
Output vectors: $Y = AV$ (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$



Attention Layer

Inputs:
Query vectors: **Q** (Shape: N_Q x D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Key matrix: **W_K** (Shape: D_X x D_Q)
Value matrix: **W_V** (Shape: D_X x D_V)

Computation:
Key vectors: **K** = **XW_K** (Shape: N_X x D_Q)
Value vectors: **V** = **XW_V** (Shape: N_X x D_V)
Similarities: E = **QK^T** (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: Y = A**V** (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$

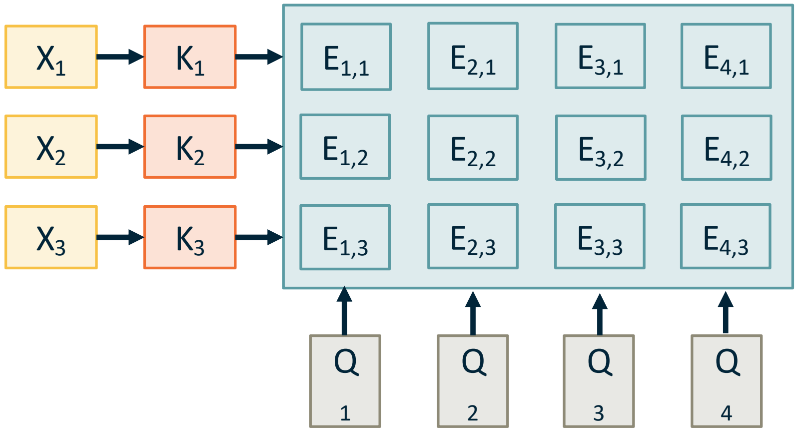


Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: **Q** (Shape: N_Q x D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Key matrix: $\mathbf{W_K}$ (Shape: D_X x D_Q)
Value matrix: $\mathbf{W_V}$ (Shape: D_X x D_V)

Computation:
Key vectors: $\mathbf{K} = \mathbf{XW_K}$ (Shape: N_X x D_Q)
Value vectors: $\mathbf{V} = \mathbf{XW_V}$ (Shape: N_X x D_V)
Similarities: $E = \mathbf{QK}^T$ (Shape: N_Q x N_X) $E_{i,j} = \mathbf{Q_i} \cdot \mathbf{K_j} / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: $Y = A\mathbf{V}$ (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} \mathbf{V_j}$

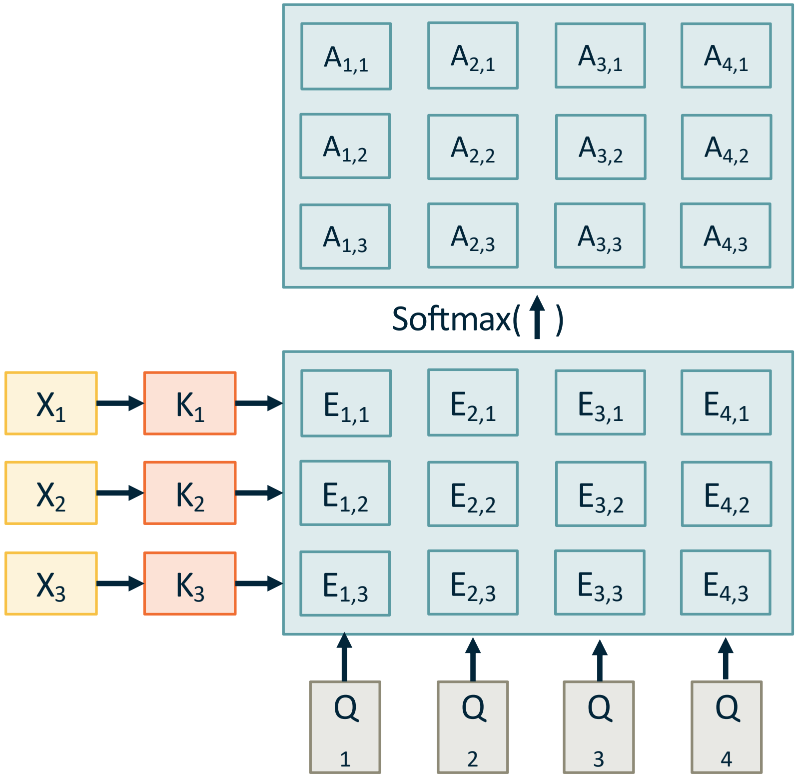


Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: Q (Shape: N_Q x D_Q)
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)

Computation:
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: $Y = AV$ (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$

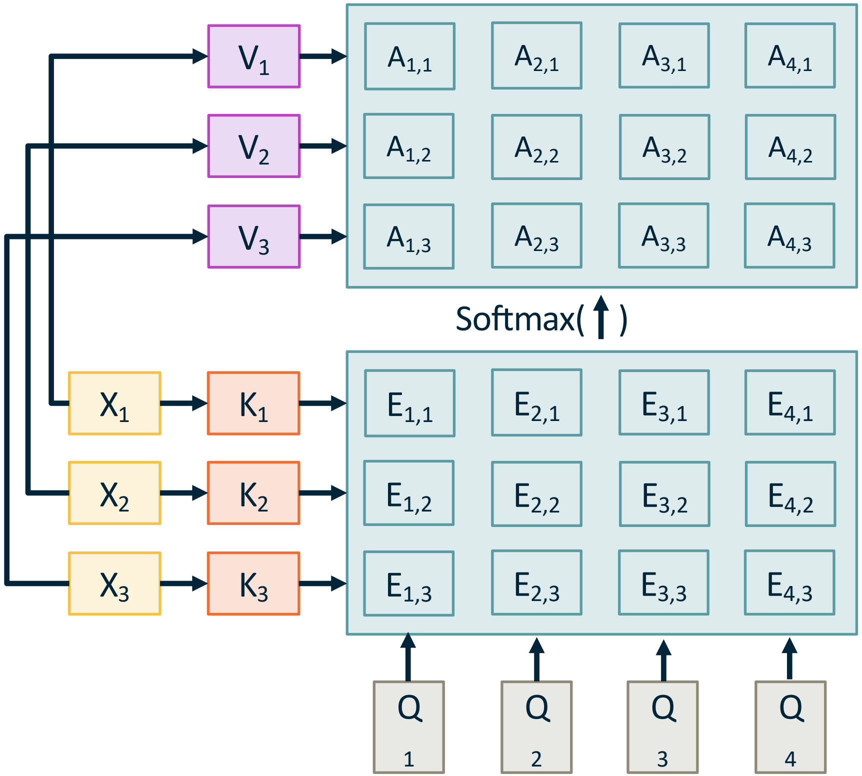


Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: **Q** (Shape: N_Q x D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Key matrix: $\mathbf{W_K}$ (Shape: D_X x D_Q)
Value matrix: $\mathbf{W_V}$ (Shape: D_X x D_V)

Computation:
Key vectors: **K** = $\mathbf{XW_K}$ (Shape: N_X x D_Q)
Value vectors: **V** = $\mathbf{XW_V}$ (Shape: N_X x D_V)
Similarities: E = $\mathbf{QK^T}$ (Shape: N_Q x N_X) $E_{i,j} = \mathbf{Q_i} \cdot \mathbf{K_j} / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: Y = A**V** (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} \mathbf{V_j}$

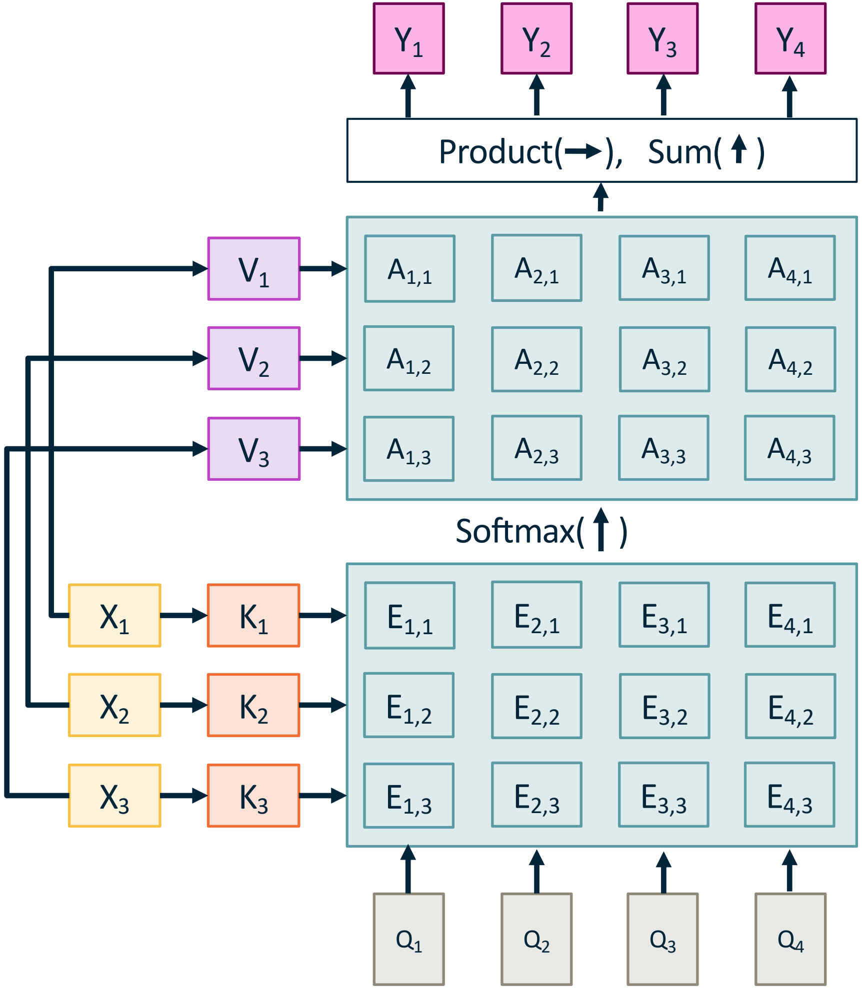


Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: **Q** (Shape: N_Q x D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Key matrix: **W_K** (Shape: D_X x D_Q)
Value matrix: **W_V** (Shape: D_X x D_V)

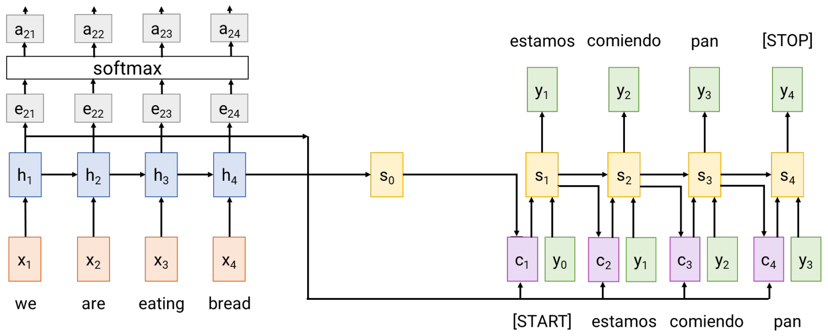
Computation:
Key vectors: **K** = **XW_K** (Shape: N_X x D_Q)
Value vectors: **V** = **XW_V** (Shape: N_X x D_V)
Similarities: E = **QK^T** (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: Y = AV (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

Attention Layer

Inputs:
Query vectors: **Q** (Shape: N_Q x D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Key matrix: $\mathbf{W_K}$ (Shape: D_X x D_Q)
Value matrix: $\mathbf{W_V}$ (Shape: D_X x D_V)

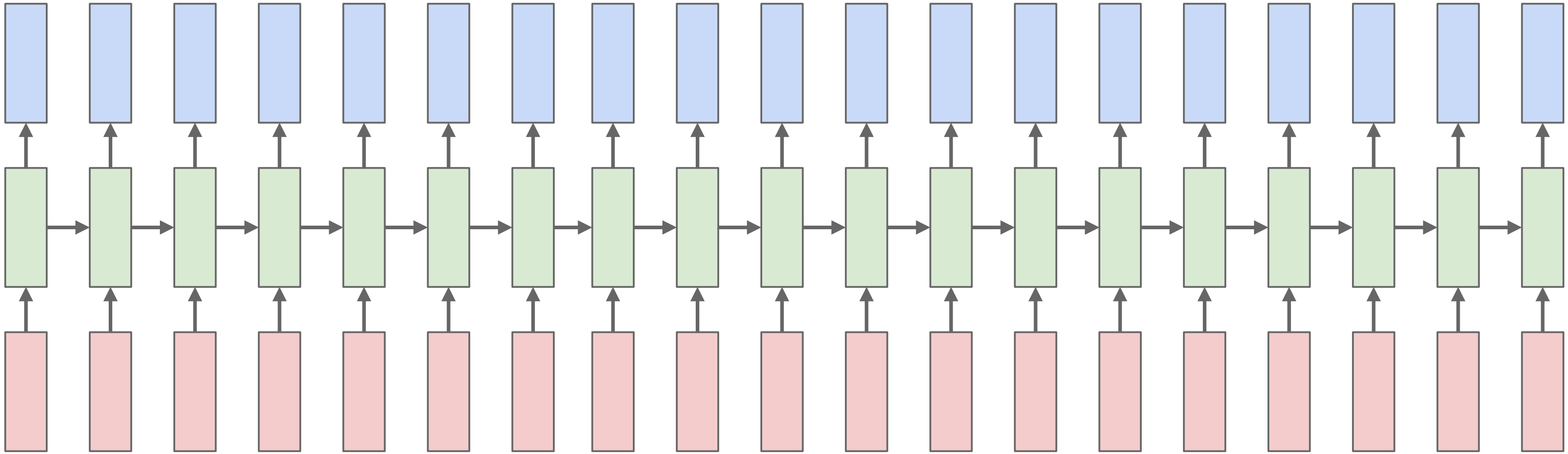


Attention seems to be really powerful …
Do we still need RNN?

Computation:
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \mathrm{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: $Y = AV$ (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$

Slide credit: Justin Johnson

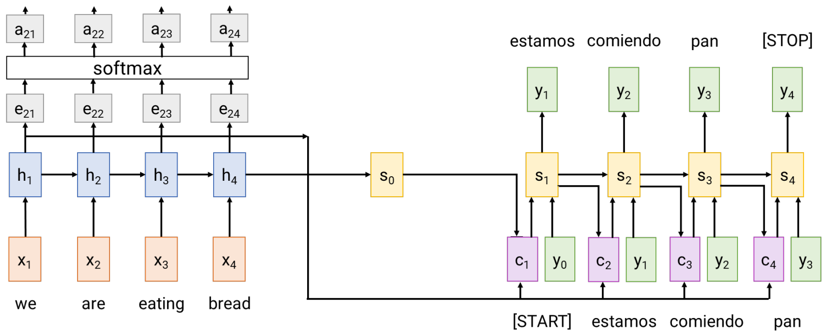
RNN is bad at encoding long-range relationships!



Recurrent update can easily "forget" information

Attention Layer

<u>Inputs</u>:
Query vectors: **Q** (Shape: N_Q x D_Q)
Input vectors: **X** (Shape: N_X x D_X)
Key matrix: **W_K** (Shape: D_X x D_Q)
Value matrix: **W_V** (Shape: D_X x D_V)



<u>Computation</u>:
Key vectors: **K** = **XW_K** (Shape: N_X x D_Q)
Value vectors: **V** = **XW_V** (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_Q x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_Q x N_X)
Output vectors: Y = A**V** (Shape: N_Q x D_V) $Y_i = \sum_j A_{i,j} V_j$

Attention seems to be really powerful …
Do we still need RNN?

Can we use **only attention layers** to encode an entire sequence?

Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: $N_X \times D_X$)
Key matrix: W_K (Shape: $D_X \times D_Q$)
Value matrix: W_V (Shape: $D_X \times D_V$)
Query matrix: W_Q (Shape: $D_X \times D_Q$)

Goal: encode the input sequence with only attention, without a recurrent network.

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: $N_X \times D_Q$)
Value vectors: $V = XW_V$ (Shape: $N_X \times D_V$)
Similarities: $E = QK^T$ (Shape: $N_X \times N_X$) $E_{i,j} = Q_i \cdot K_j / \mathrm{sqrt}(D_Q)$
Attention weights: $A = \mathrm{softmax}(E, \mathrm{dim}=1)$ (Shape: $N_X \times N_X$)
Output vectors: $Y = AV$ (Shape: $N_X \times D_V$) $Y_i = \sum_j A_{i,j} V_j$

Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$

Goal: encode the input sequence with only attention, without a recurrent network.

Encoding only -> no external queries
Use each element to query other elements

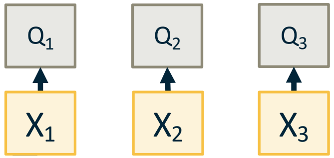
Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: $N_X \times D_X$)
Key matrix: W_K (Shape: $D_X \times D_Q$)
Value matrix: W_V (Shape: $D_X \times D_V$)
Query matrix: W_Q (Shape: $D_X \times D_Q$)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: $N_X \times D_Q$)
Value vectors: $V = XW_V$ (Shape: $N_X \times D_V$)
Similarities: $E = QK^T$ (Shape: $N_X \times N_X$) $E_{i,j} = Q_i \cdot K_j / \mathrm{sqrt}(D_Q)$
Attention weights: $A = \mathrm{softmax}(E, \mathrm{dim}=1)$ (Shape: $N_X \times N_X$)
Output vectors: $Y = AV$ (Shape: $N_X \times D_V$) $Y_i = \sum_j A_{i,j} V_j$



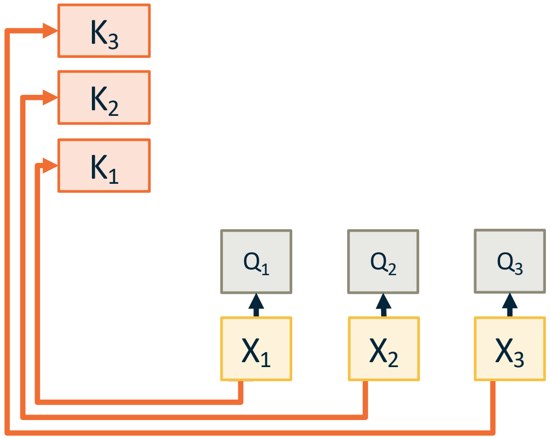
Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



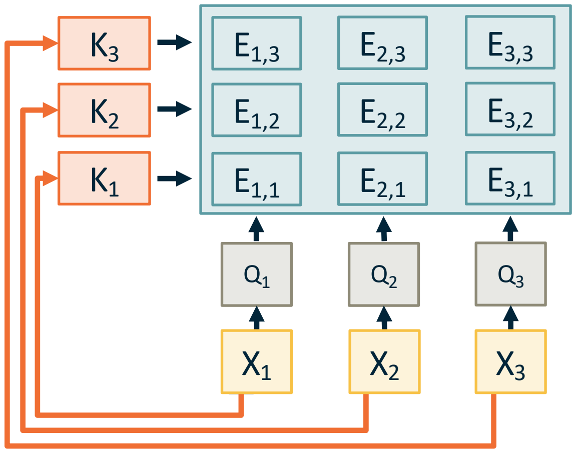
Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \mathrm{sqrt}(D_Q)$
Attention weights: $A = \mathrm{softmax}(E, \mathrm{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
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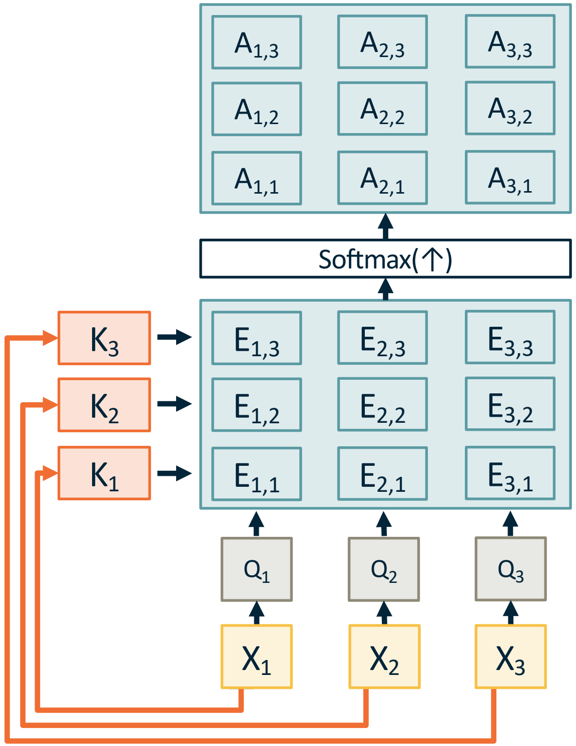

Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
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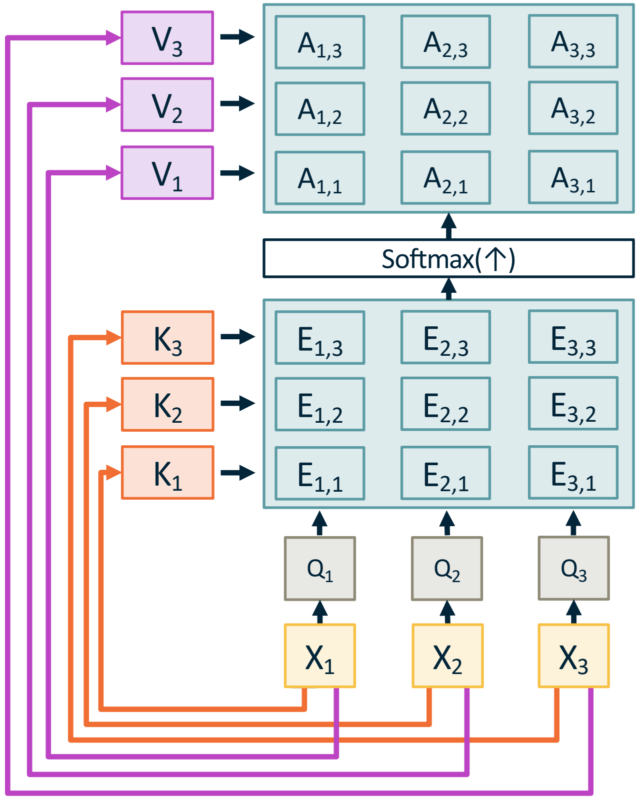


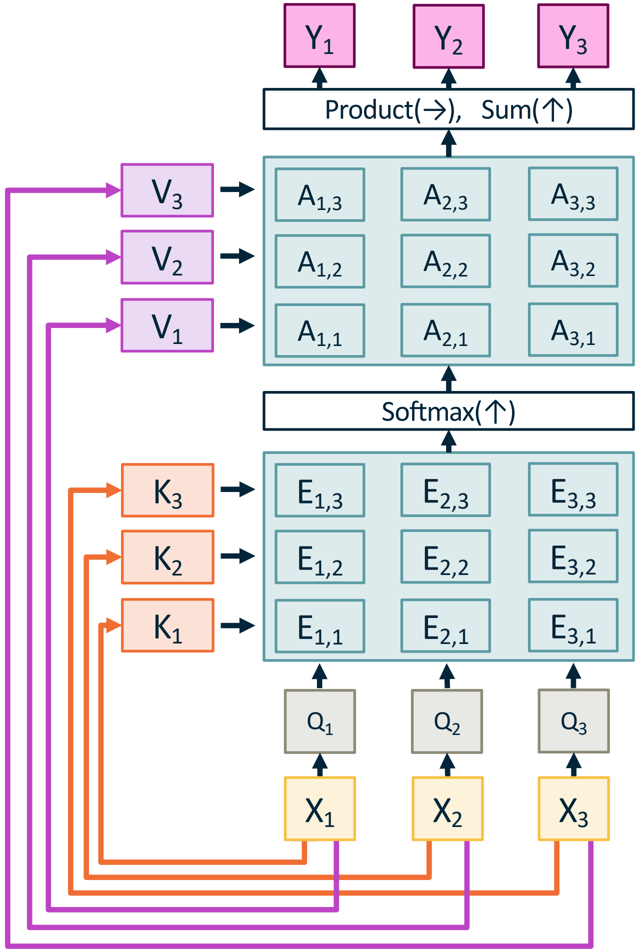
Slide credit: Justin Johnson

Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

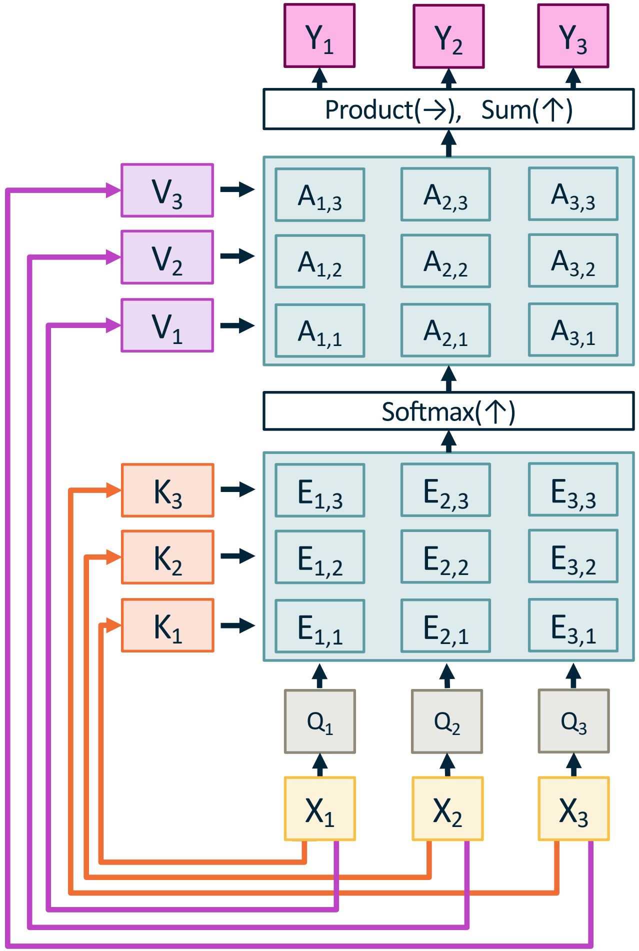
Self-Attention Layer

Sequence encode -> use each input element as query!

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Q: Can we use self-attention to encode an input with specific sequential ordering?

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



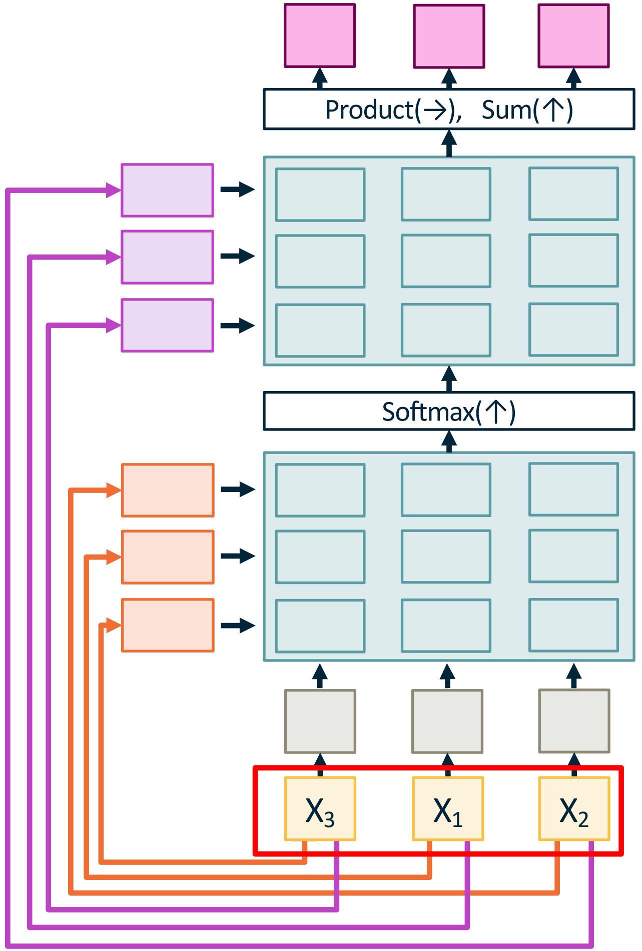
Slide credit: Justin Johnson

Self-Attention Layer

Consider **permuting** the input vectors:

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

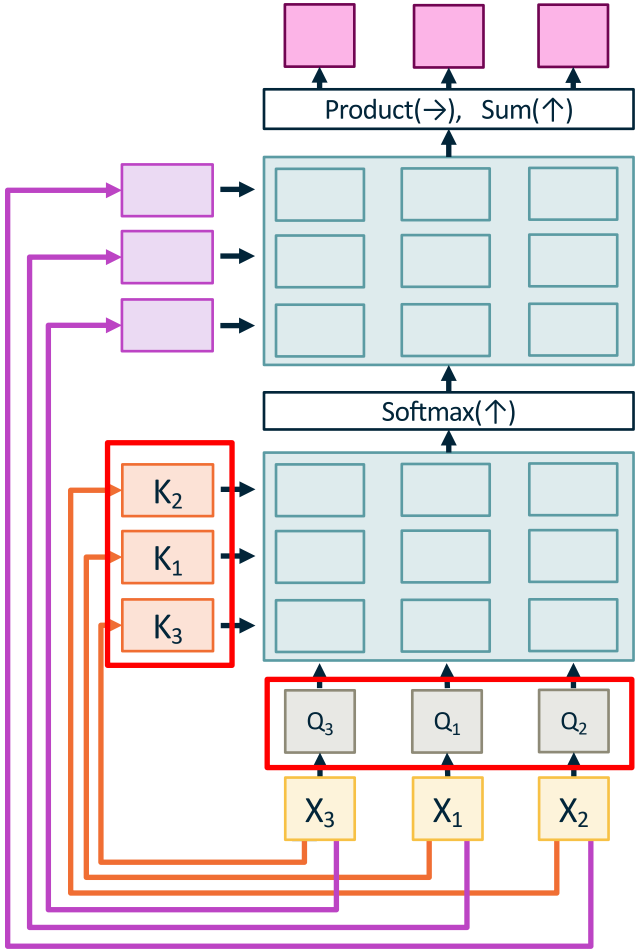
Self-Attention Layer

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Consider **permuting** the input vectors:

Queries and Keys will be the same, but permuted

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value Vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

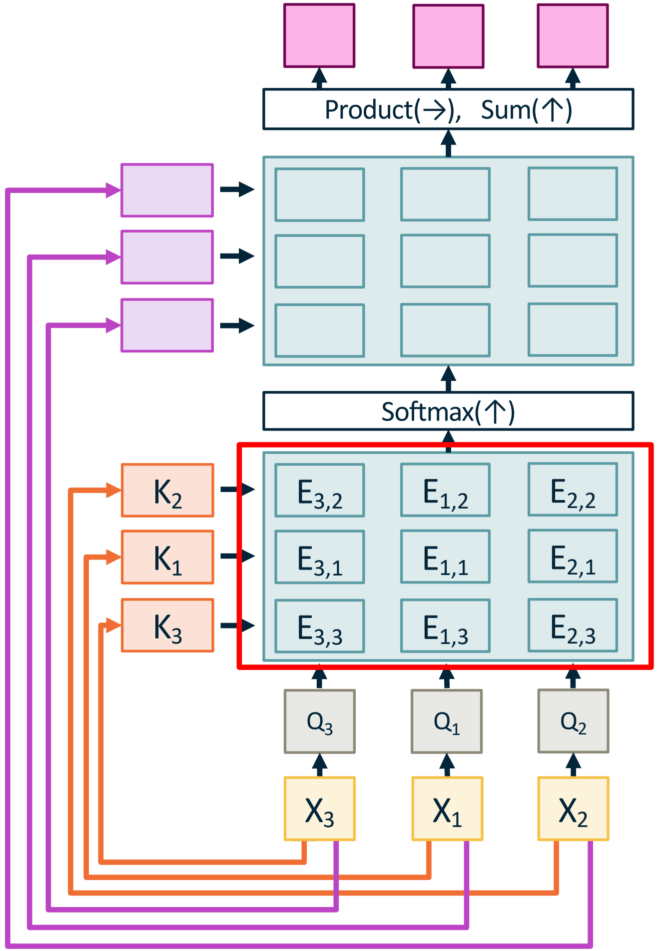
Self-Attention Layer

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Consider **permuting** the input vectors:

Similarities will be the same, but permuted

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

Self-Attention Layer

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Consider **permuting** the input vectors:

Attention weights will be the same, but permuted

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
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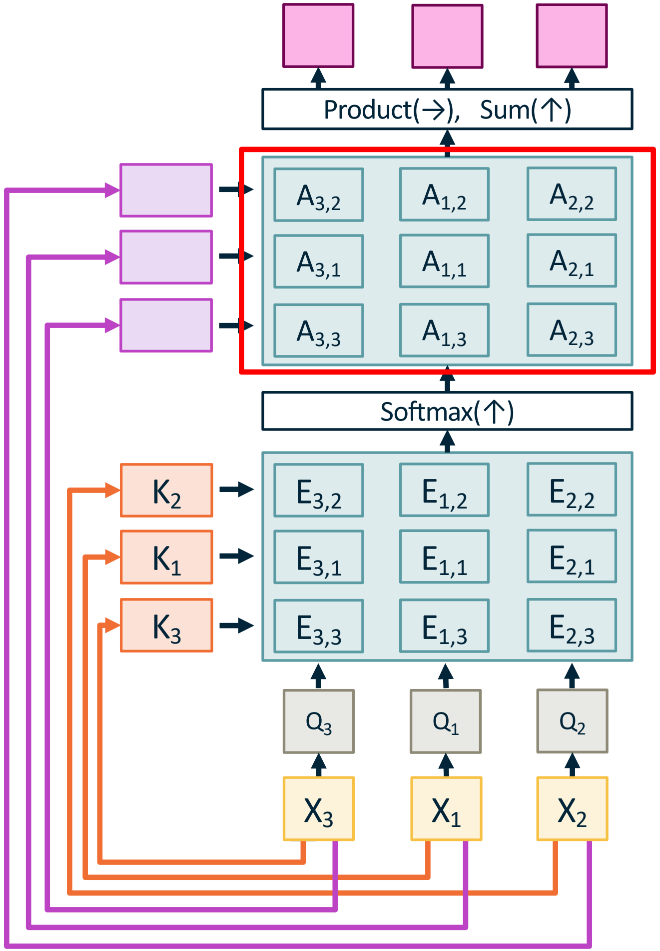


Slide credit: Justin Johnson

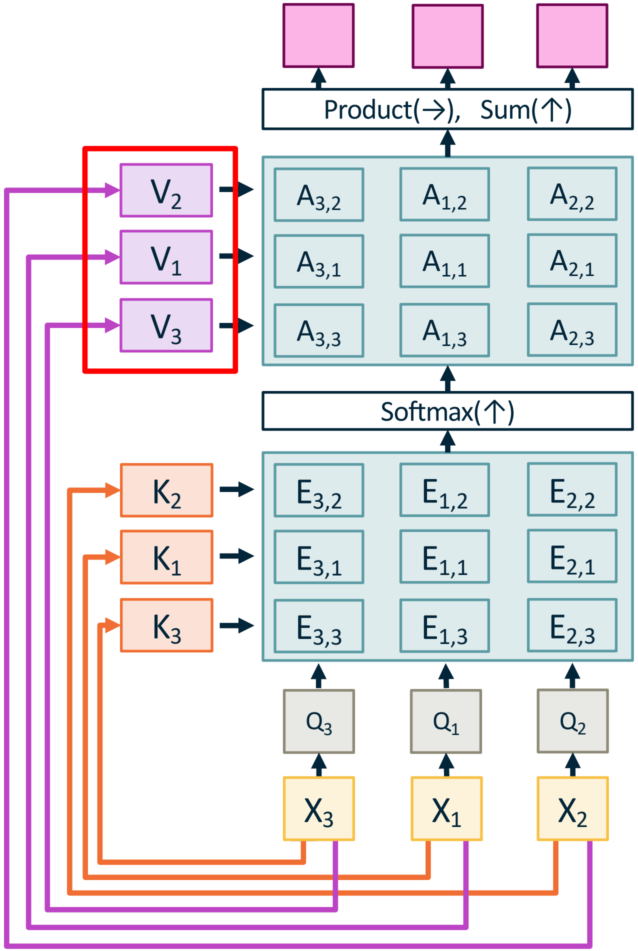
Self-Attention Layer

<u>**Inputs**</u>:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Consider **permuting** the input vectors:

Values will be the same, but permuted

<u>**Computation**</u>:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$



Slide credit: Justin Johnson

Self-Attention Layer

Inputs:
Input vectors: X (Shape: $N_X \times D_X$)
Key matrix: W_K (Shape: $D_X \times D_Q$)
Value matrix: W_V (Shape: $D_X \times D_V$)
Query matrix: W_Q (Shape: $D_X \times D_Q$)

Consider **permuting** the input vectors:

Outputs will be the same, but permuted

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: $N_X \times D_Q$)
Value vectors: $V = XW_V$ (Shape: $N_X \times D_V$)
Similarities: $E = QK^T$ (Shape: $N_X \times N_X$) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
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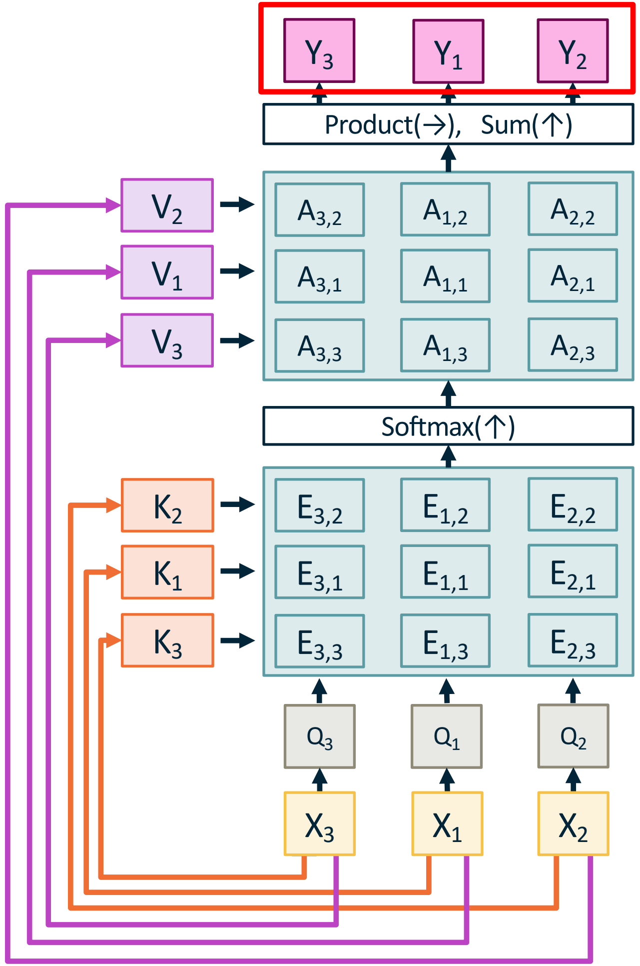

Slide credit: Justin Johnson

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Inputs:
Input vectors: X (Shape: $N_X \times D_X$)
Key matrix: W_K (Shape: $D_X \times D_Q$)
Value matrix: W_V (Shape: $D_X \times D_V$)
Query matrix: W_Q (Shape: $D_X \times D_Q$)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: $N_X \times D_Q$)
Value vectors: $V = XW_V$ (Shape: $N_X \times D_V$)
Similarities: $E = QK^T$ (Shape: $N_X \times N_X$) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
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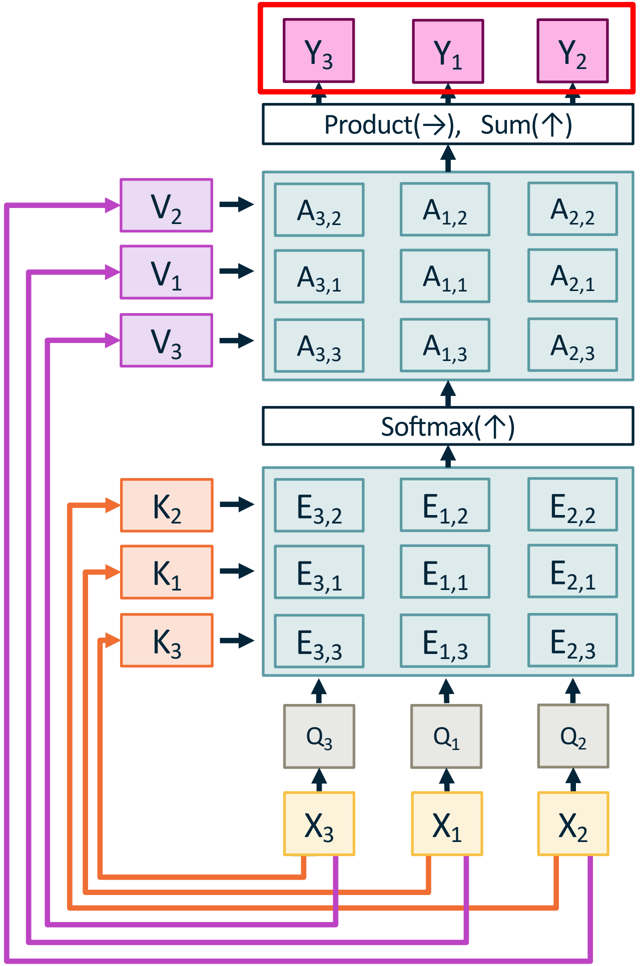
Output vectors: $Y = AV$ (Shape: $N_X \times D_V$) $Y_i = \sum_j A_{i,j} V_j$

Consider **permuting** the input vectors:

Outputs will be the same, but permuted

Self-attention layer is **Permutation Equivariant** $f(s(x)) = s(f(x))$



Slide credit: Justin Johnson

Self-Attention Layer

Inputs:
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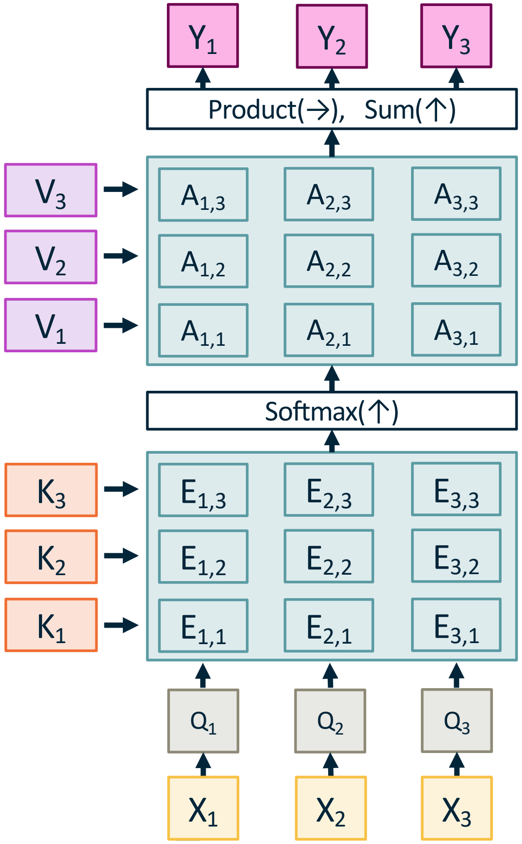
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$

Self attention doesn't "know" the order of the vectors it is processing! Not good for sequence encoding.



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Input vectors: X (Shape: N_X x D_X)
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Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
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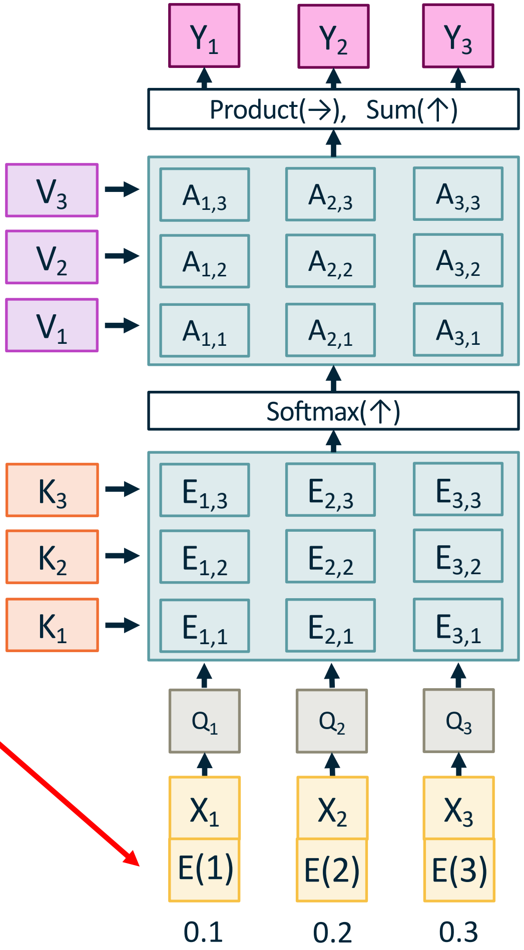
In order to make processing position-aware, concatenate input with **positional encoding E**

E(i) encodes the position of the i-th element in a sequence

E() can be a simple function (e.g., linear or sin functions) or a learned lookup table.



Slide credit: Justin Johnson

Aside: Positional Encoding (PE) for Self-Attention

Motivation: Maintain the order of input data since attention mechanisms are permutation invariant. PEs are shared across all input sequences.

Linear Positional Encoding: $PE(pos) = a \cdot pos + b$.
Problem: encoding increases with the sequence length, causing gradient problem for long sequences.

Sin/cos Positional Encoding (Default):

$$PE_{(pos,2i)} = sin(pos/10000^{2i/d_{model}})$$

$$PE_{(pos,2i+1)} = cos(pos/10000^{2i/d_{model}})$$

PE for each dimension (i) repeats periodically, combine different waveforms at each dimension to get a unique embedding.

Learned Positional Encoding: $PE_\theta(pos, i)$.
Learn the most suitable position embedding for the training set.

Slide credit: Justin Johnson

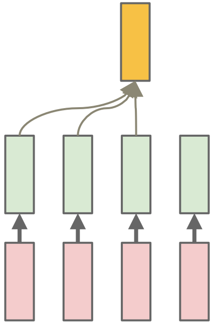
Masked Self-Attention Layer

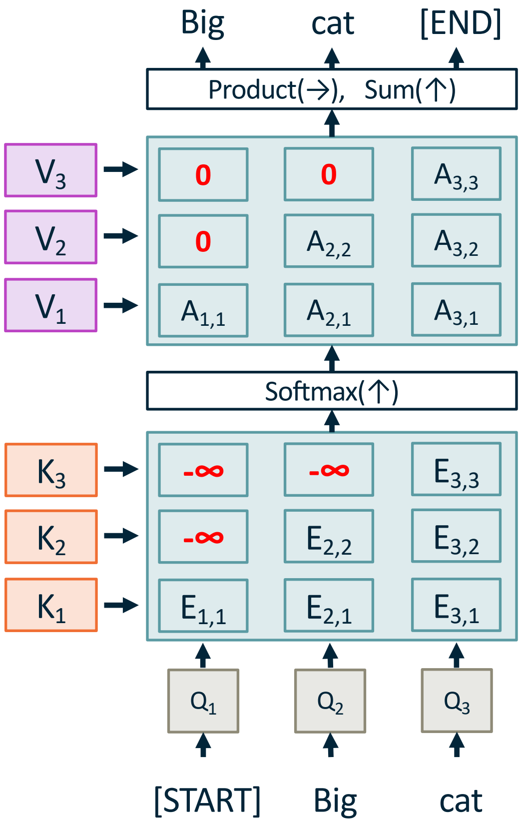
Inputs:
Input vectors: X (Shape: $N_X \times D_X$)
Key matrix: W_K (Shape: $D_X \times D_Q$)
Value matrix: W_V (Shape: $D_X \times D_V$)
Query matrix: W_Q (Shape: $D_X \times D_Q$)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: $N_X \times D_Q$)
Value vectors: $V = XW_V$ (Shape: $N_X \times D_V$)
Similarities: $E = QK^T$ (Shape: $N_X \times N_X$) $E_{i,j} = Q_i \cdot K_j / \mathrm{sqrt}(D_Q)$
Attention weights: $A = \mathrm{softmax}(E, \mathrm{dim}=1)$ (Shape: $N_X \times N_X$)
Output vectors: $Y = AV$ (Shape: $N_X \times D_V$) $Y_i = \sum_j A_{i,j} V_j$

Don't let vectors "look ahead" in the sequence

Used for sequence decoding (predict next word)





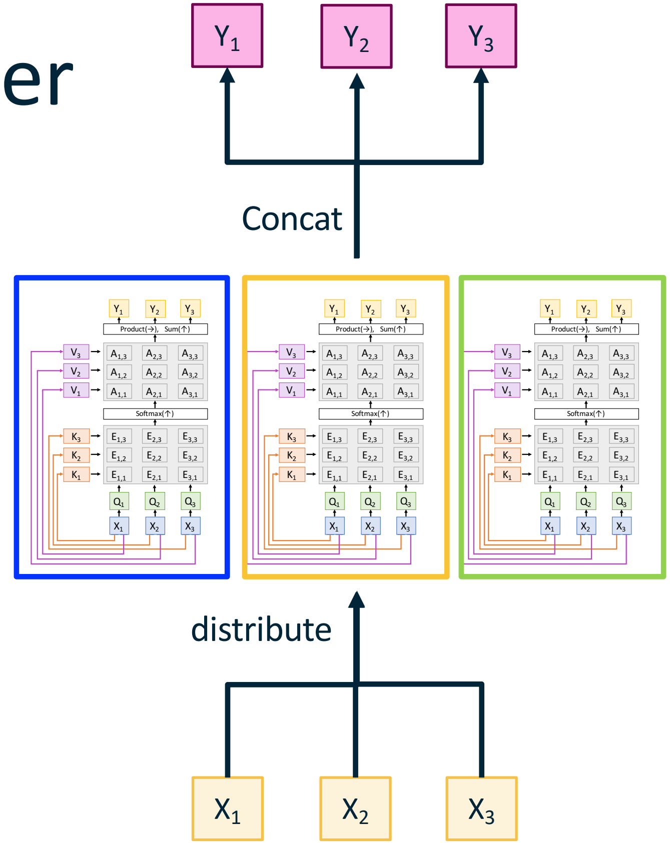
Slide credit: Justin Johnson

Multi-headed Self-Attention Layer

Inputs:
Input vectors: X (Shape: N_X x D_X)
Key matrix: W_K (Shape: D_X x D_Q)
Value matrix: W_V (Shape: D_X x D_V)
Query matrix: W_Q (Shape: D_X x D_Q)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: N_X x D_Q)
Value vectors: $V = XW_V$ (Shape: N_X x D_V)
Similarities: $E = QK^T$ (Shape: N_X x N_X) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: A = softmax(E, dim=1) (Shape: N_X x N_X)
Output vectors: $Y = AV$ (Shape: N_X x D_V) $Y_i = \sum_j A_{i,j} V_j$

Use H independent "Attention Heads" in parallel

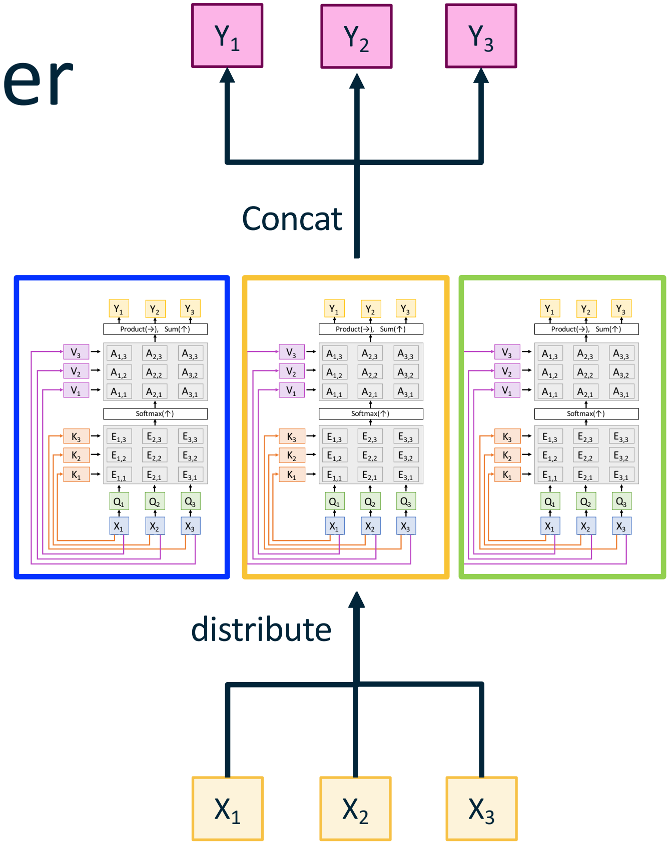


Multi-headed Self-Attention Layer

Inputs:
Input vectors: X (Shape: $N_X \times D_X$)
Key matrix: W_K (Shape: $D_X \times D_Q$)
Value matrix: W_V (Shape: $D_X \times D_V$)
Query matrix: W_Q (Shape: $D_X \times D_Q$)

Computation:
Query vectors: $Q = XW_Q$
Key vectors: $K = XW_K$ (Shape: $N_X \times D_Q$)
Value vectors: $V = XW_V$ (Shape: $N_X \times D_V$)
Similarities: $E = QK^T$ (Shape: $N_X \times N_X$) $E_{i,j} = Q_i \cdot K_j / \text{sqrt}(D_Q)$
Attention weights: $A = \text{softmax}(E, \text{dim}=1)$ (Shape: $N_X \times N_X$)
Output vectors: $Y = AV$ (Shape: $N_X \times D_V$) $Y_i = \sum_j A_{i,j} V_j$

Use H independent "Attention Heads" in parallel

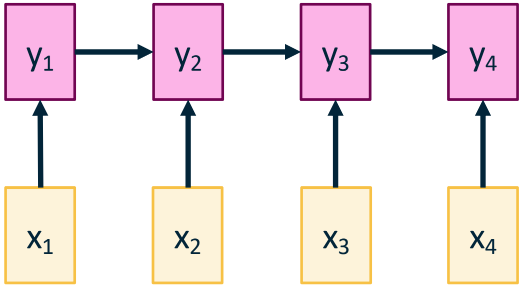


Highly parallelizable: Can compute attentions for all input element from all head in parallel!

Slide credit: Justin Johnson

Three Ways of Processing Sequences

Recurrent Neural Network



Works on **Ordered Sequences**

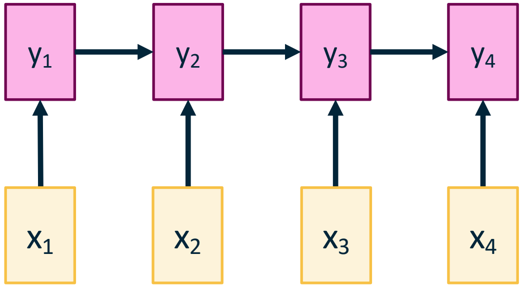
(+) Natural sequential processing: "sees" the input sequence in its original ordering

(-) Forgetful: difficult to handle long-range dependencies.

(-) Not parallelizable: need to compute hidden states sequentially

Three Ways of Processing Sequences

Recurrent Neural Network



Works on **Ordered Sequences**

(+) Natural sequential processing: "sees" the input sequence in its original ordering

(-) Forgetful: difficult to handle long-range dependencies.

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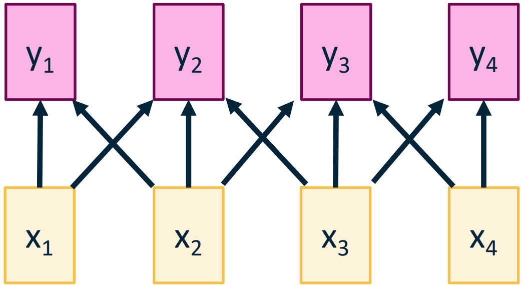
1D Convolution



Works on **Multidimensional Grids**

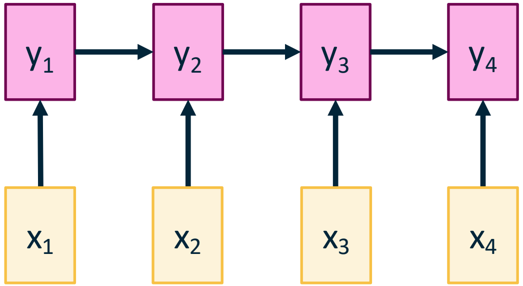
(-) Bad at long sequences: Need to stack many conv layers for outputs to "see" the whole sequence

(+) Highly parallel: Each output can be computed in parallel

Slide credit: Justin Johnson

Three Ways of Processing Sequences

Recurrent Neural Network



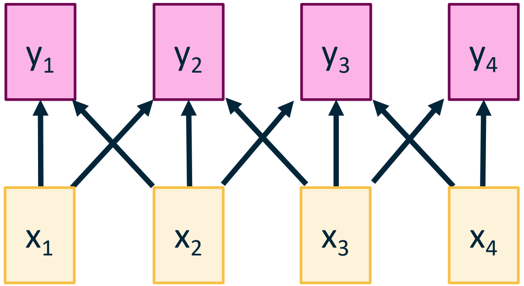
Works on **Ordered Sequences**

(+) Natural sequential processing: "sees" the input sequence in its original ordering

(-) Forgetful: difficult to handle long-range dependencies.

(-) Not parallelizable: need to compute hidden states sequentially

1D Convolution

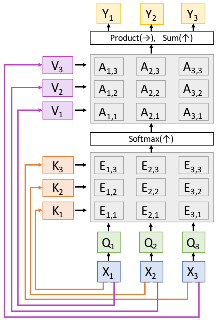


Works on **Multidimensional Grids**

(-) Bad at long sequences: Need to stack many conv layers for outputs to "see" the whole sequence

(+) Highly parallel: Each output can be computed in parallel

Self-Attention



Works on **Sets of Vectors**

(+) Good at long sequences: after one self-attention layer, each output "sees" all inputs!

(+) Highly parallel: Each output can be computed in parallel

(-) Very memory intensive

(-) Requires positional encoding

Slide credit: Justin Johnson

Three Ways of Processing Sequences

Recurrent Neural Network | 1D Convolution | Self-Attention

Attention is all you need

Vaswani et al, NeurIPS 2017

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Slide credit: Justin Johnson

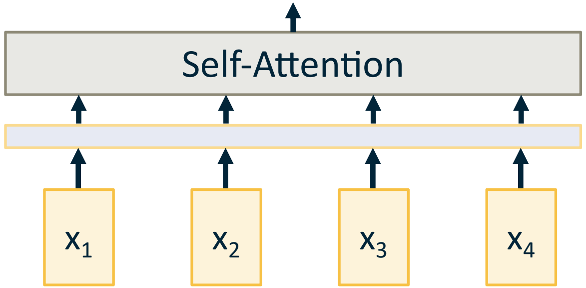
The Transformer Block

Vaswani et al, “Attention is all you need”, NeurIPS 2017

Slide credit: Justin Johnson

The Transformer Block

All vectors interact with each other



Vaswani et al, "Attention is all you need", NeurIPS 2017

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The Transformer Block

MLP independently on each vector

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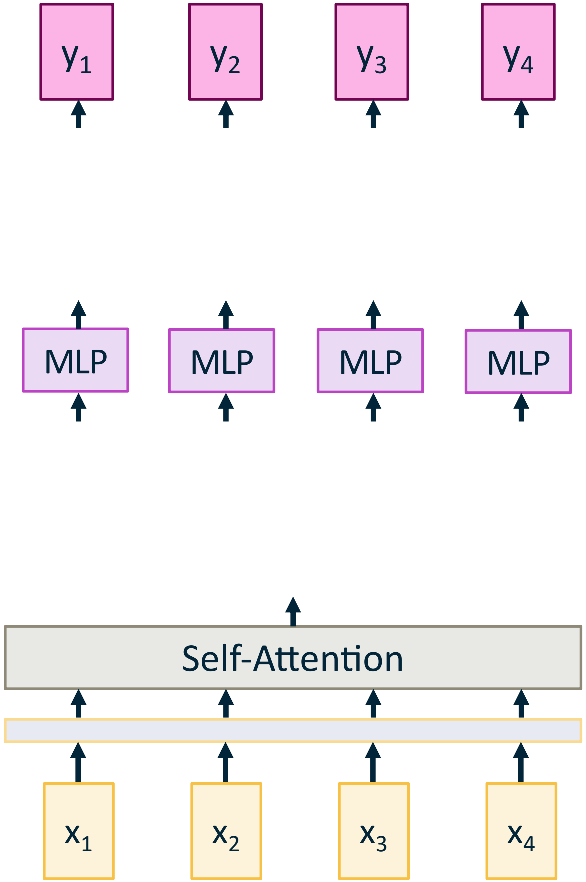

Vaswani et al, "Attention is all you need", NeurIPS 2017

The Transformer Block

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Residual connection

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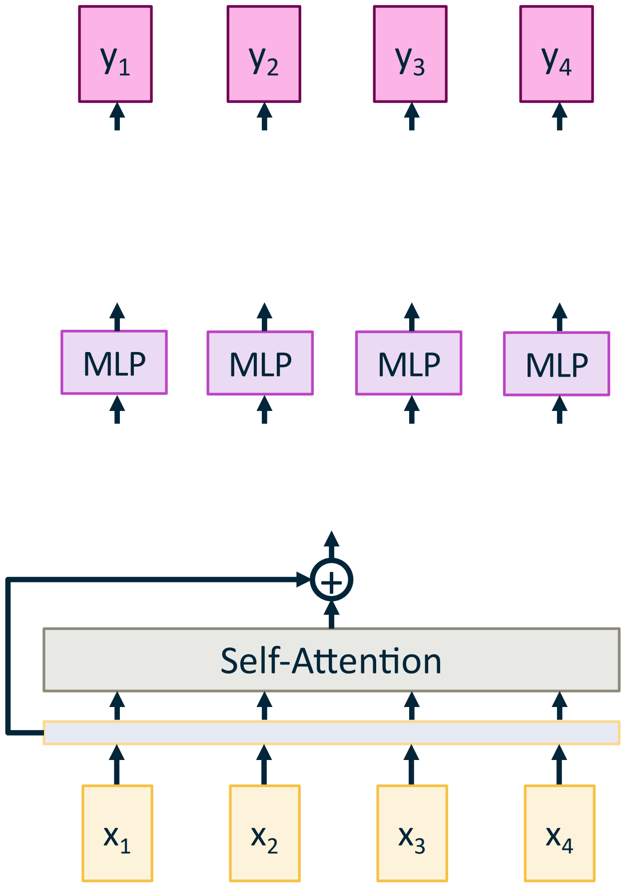


Vaswani et al, "Attention is all you need", NeurIPS 2017

Slide credit: Justin Johnson

The Transformer Block

Recall **Layer Normalization**:

Given $h_1, \ldots, h_N$ (shape: D)

scale: γ (shape: D)

shift: β (shape: D)

$\mu_i = (1/D)\sum_j h_{i,j}$ (scalar)

$\sigma_i = (\sum_j (h_{i,j} - \mu_i)^2)^{1/2}$ (scalar)

$z_i = (h_i - \mu_i) / \sigma_i$ (shape: D)

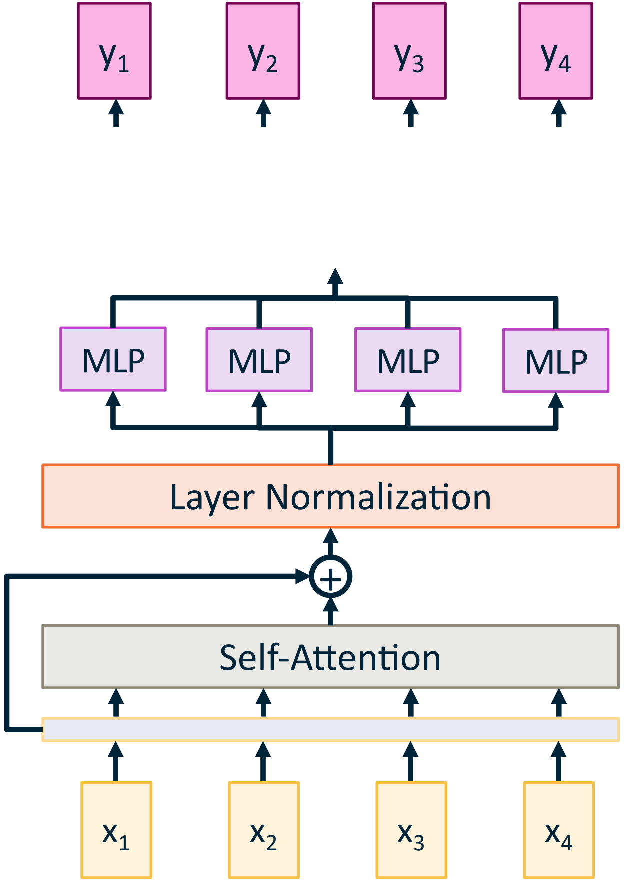
$y_i = \gamma * z_i + \beta$ (shape: D)

Applied **per element**, not across the sequence

MLP independently on each vector

Residual connection

All vectors interact with each other



Vaswani et al, "Attention is all you need", NeurIPS 2017

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The Transformer Block

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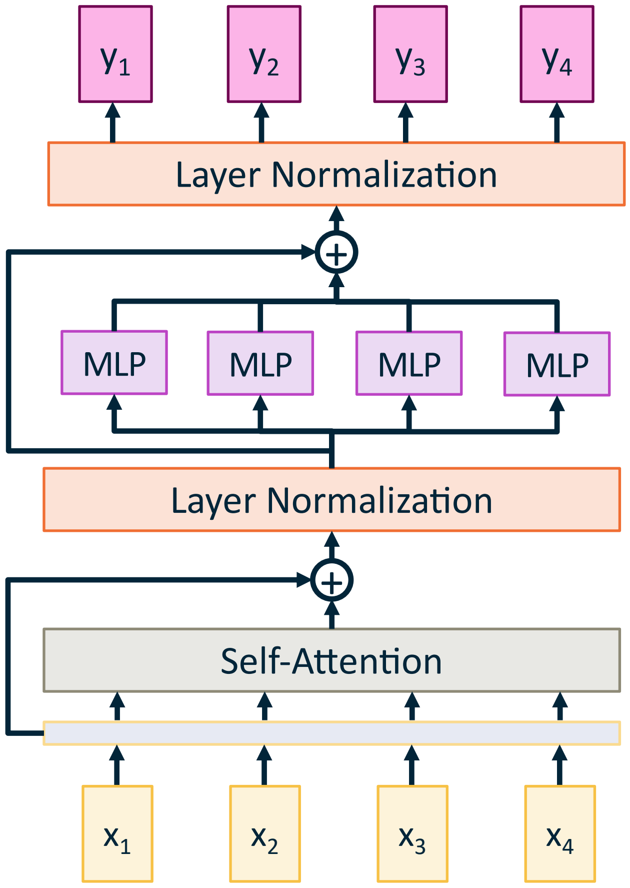


Vaswani et al, "Attention is all you need", NeurIPS 2017

Slide credit: Justin Johnson

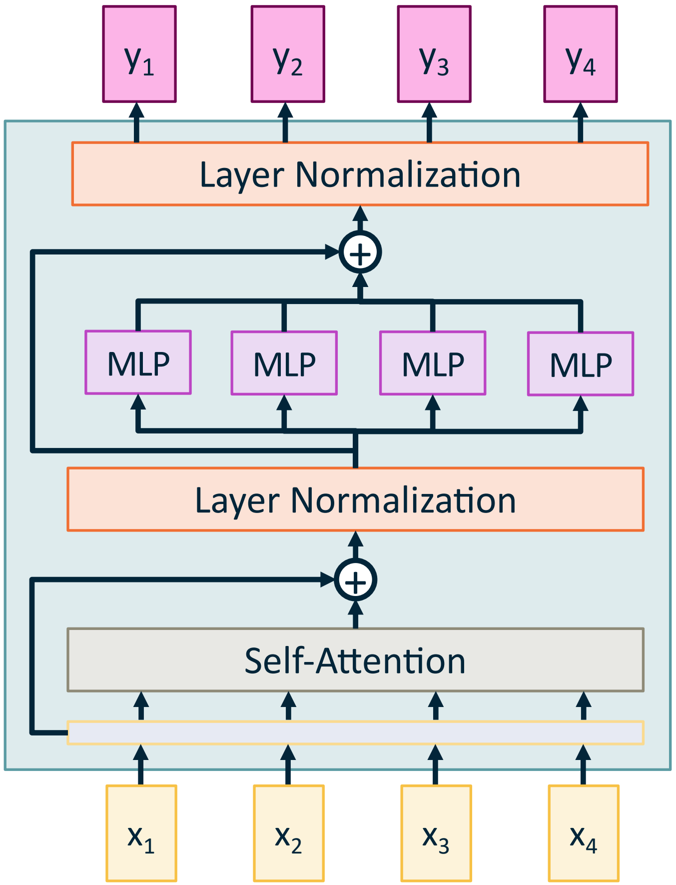
The Transformer Block

<u>Transformer Block</u>:
Input: Set of vectors x
Output: Set of vectors y

Self-attention is the only interaction among vectors!

Layer norm and MLP work independently per vector

Highly scalable, highly parallelizable



Vaswani et al, "Attention is all you need", NeurIPS 2017

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The Transformer

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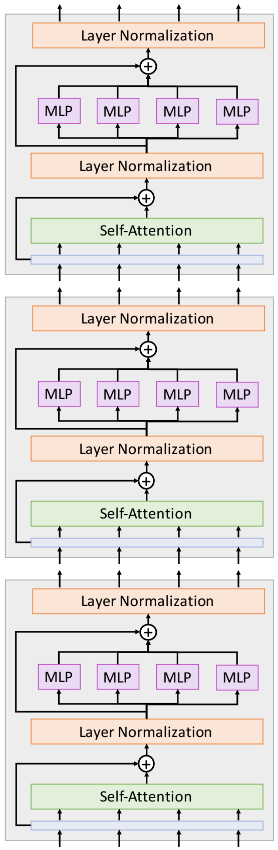
A **Transformer** is a sequence of transformer blocks



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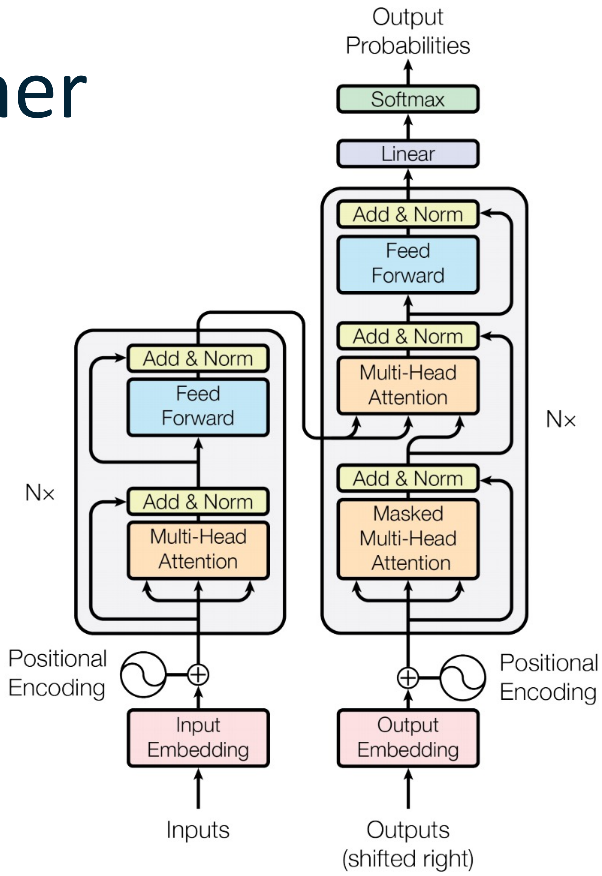
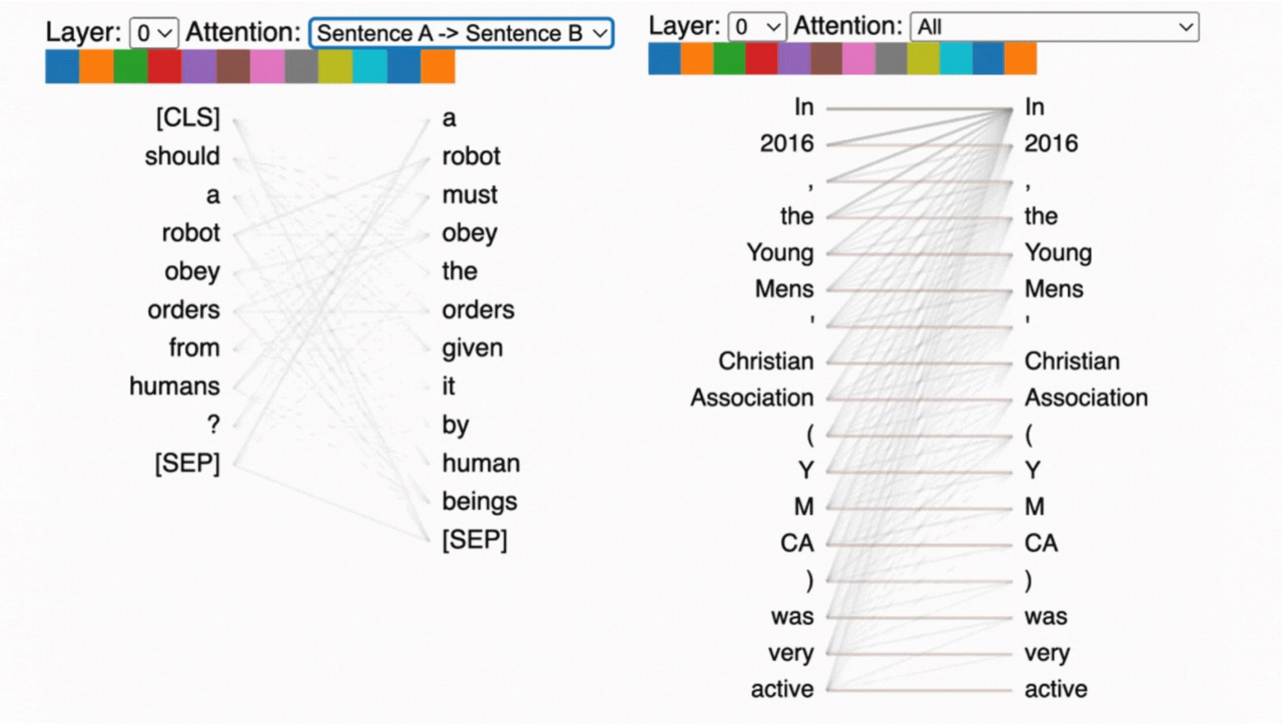
The Transformer



Encoder-Decoder

Vaswani et al, "Attention is all you need", NeurIPS 2017

Visualizing Transformer Attentions



https://github.com/jessevig/bertviz

SYSTEM PROMPT (HUMAN-WRITTEN)
In a shocking finding, scientist discovered a herd of unicorns living in a remote, previously unexplored valley, in the Andes Mountains. Even more surprising to the researchers was the fact that the unicorns spoke perfect English.

MODEL COMPLETION (MACHINE-WRITTEN, 10 TRIES)
The scientist named the population, after their distinctive horn, Ovid's Unicorn. These four-horned, silver-white unicorns were previously unknown to science.

Now, after almost two centuries, the mystery of what sparked this odd phenomenon is finally solved.

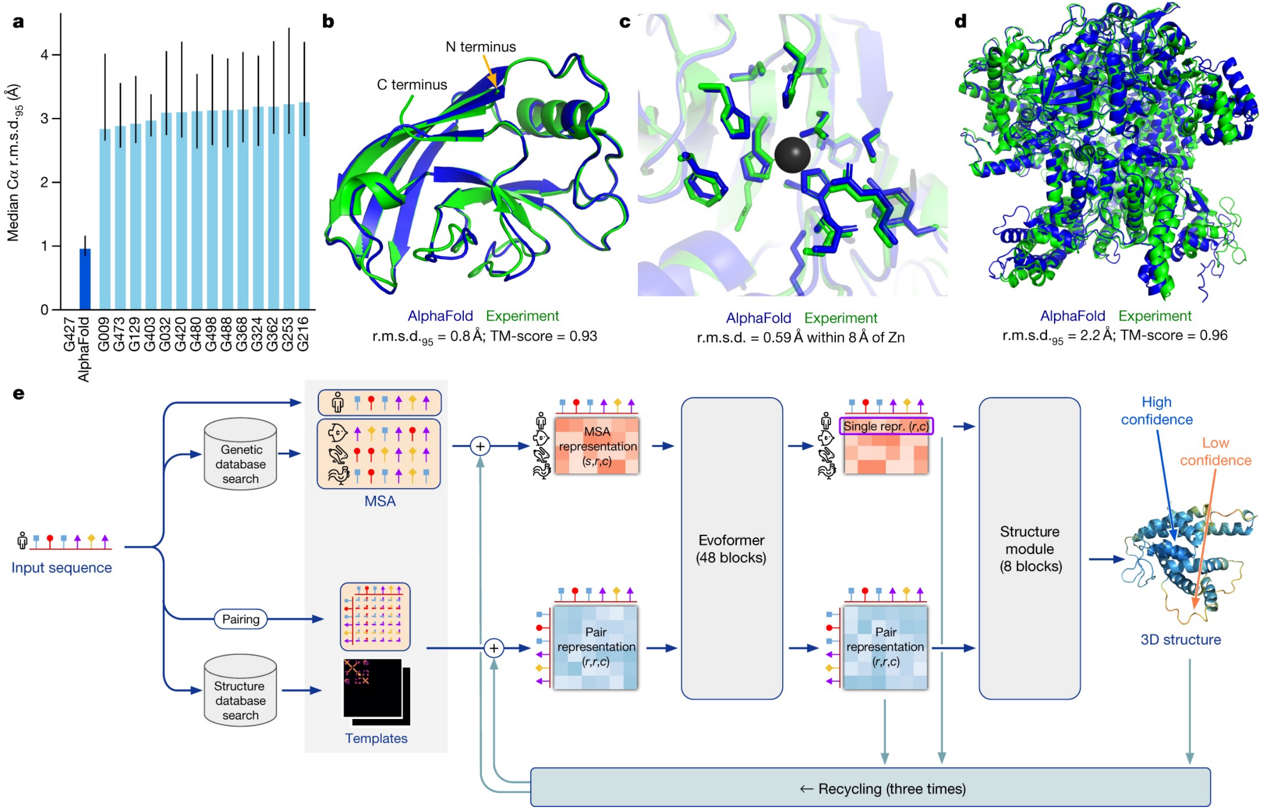
Dr. Jorge Pérez, an evolutionary biologist from the University of La Paz, and several companions, were exploring the Andes Mountains when they found a small valley, with no other animals or humans. Pérez noticed that the valley had what appeared to be a natural fountain, surrounded by two peaks of rock and silver snow.

Pérez and the others then ventured further into the valley. "By the time we reached the top of one peak, the water looked blue, with some crystals on top," said Pérez.

Source: OpenAI, "Better Language Models and Their Implications"
https://openai.com/blog/better-language-models/

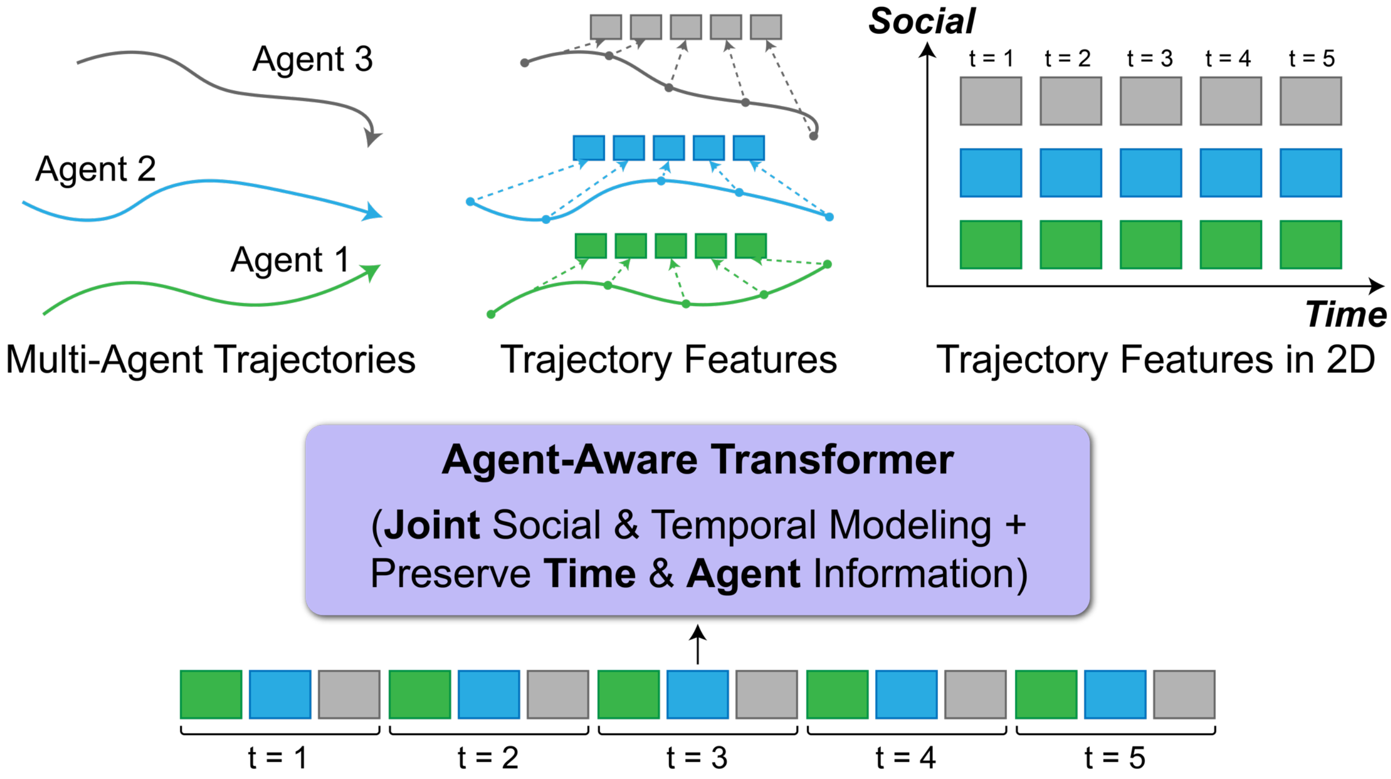
Can Attention/Transformers be used from more than text processing?

Encoding/Decoding Protein Structures (AlphaFold)



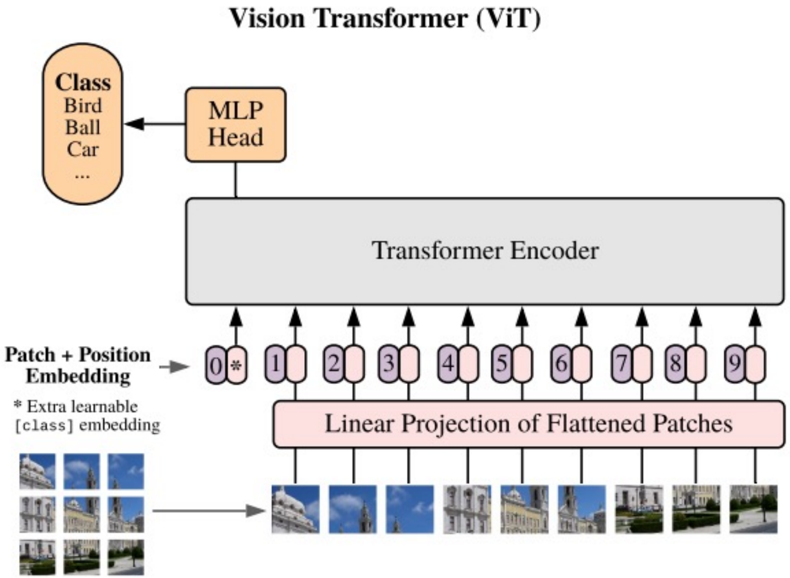
https://www.nature.com/articles/s41586-021-03819-2

Predicting Multi-agent Behaviors



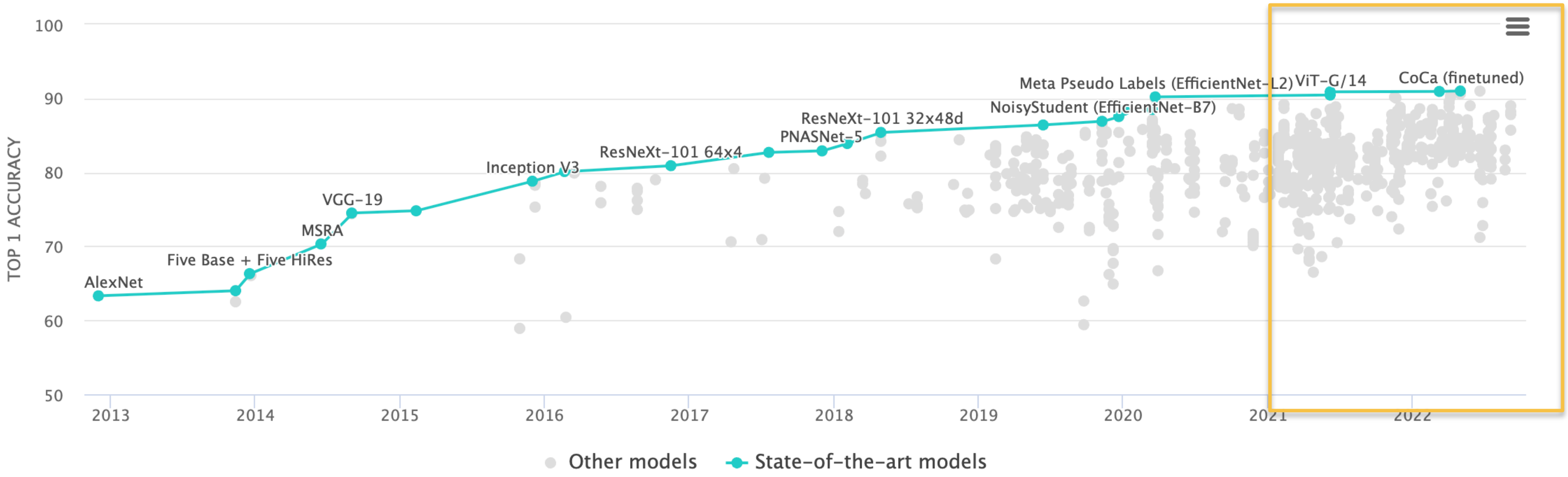
Yuan et al., 2021 AgentFormer: Agent-Aware Transformers for Socio-Temporal Multi-Agent Forecasting

ViT: Vision Transformer



An Image is Worth 16x16 Words: Transformers for Image Recognition at Scale
(Dosovitskiy *et al.*, 2021)

ViT: Vision Transformer



Generally more expensive to train and execute than ConvNets-based models

DeepMind

19 July 2022

Formal Algorithms for Transformers

Mary Phuong[1] **and Marcus Hutter**[1]
[1]DeepMind

This document aims to be a self-contained, mathematically precise overview of transformer architectures and algorithms (*not* results). It covers what transformers are, how they are trained, what they are used for, their key architectural components, and a preview of the most prominent models. The reader is assumed to be familiar with basic ML terminology and simpler neural network architectures such as MLPs.

Keywords: formal algorithms, pseudocode, transformers, attention, encoder, decoder, BERT, GPT, Gopher, tokenization, training, inference.

Contents

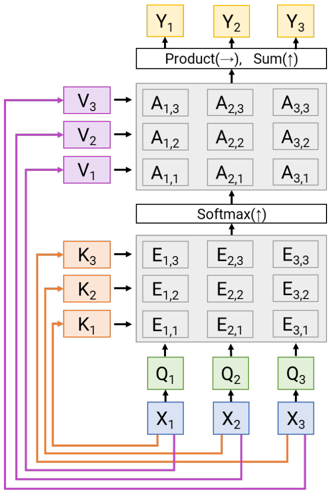
A famous colleague once sent an actually very well-written paper he was quite proud of to a famous complexity theorist. His answer: "I can't find

plete, precise and compact overview of transformer architectures and formal algorithms (but *not* results). It covers what Transformers are (Section 6), how they are trained (Section 7), what they're used for (Section 3), their key architectural components (Section 5), tokenization (Section 4), and a preview of practical considerations (Section 8) and the most prominent models.

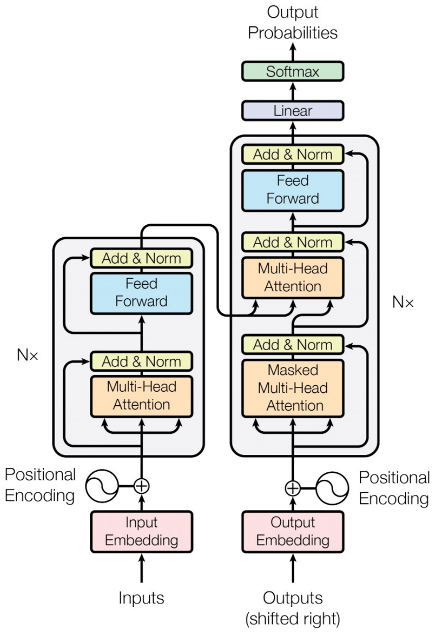
The essentially complete pseudocode is about 50 lines, compared to thousands of lines of actual real source code. We believe these formal algorithms will be useful for theoreticians who require compact, complete, and precise formulations, experimental researchers interested in

Summary

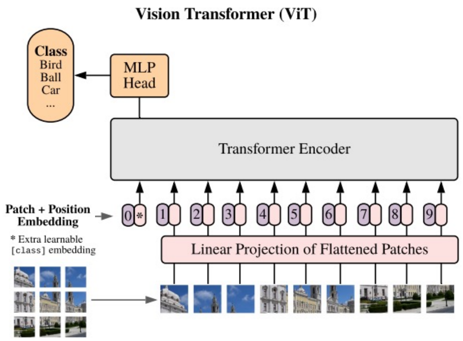
Self-Attention



Transformer Model



Beyond Language



Next time - Training Large Language Models
Instructor: Will Held