

Lecture 05: Transformer overview & Positional encoding

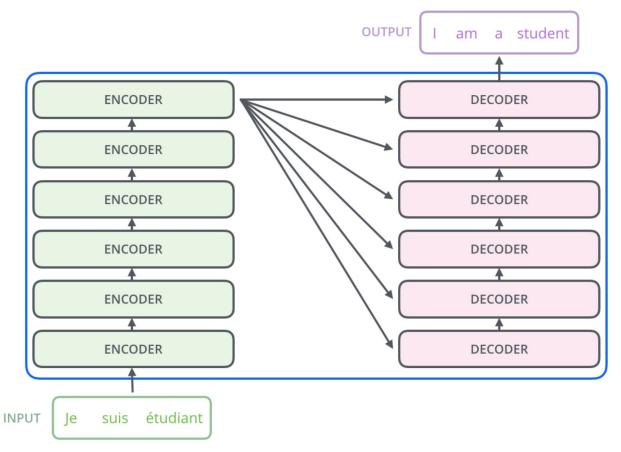
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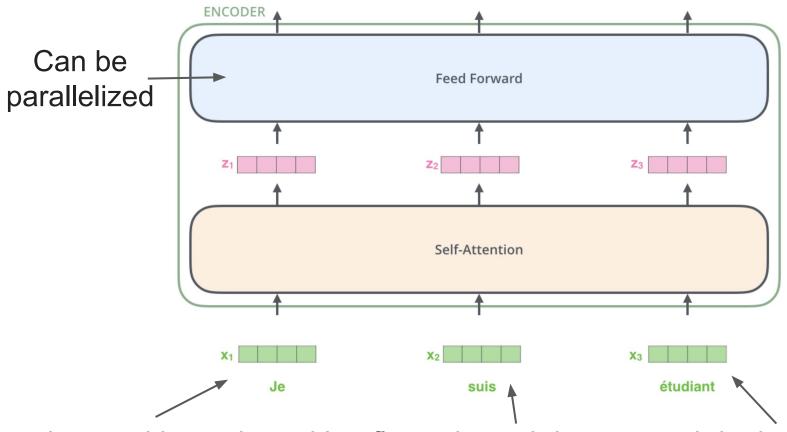
Outline

- 1. recap: Self-attention
- 2. Positional encoding
- 3. Layer normalization
- 4. Decoder in Transformer

The Transformer

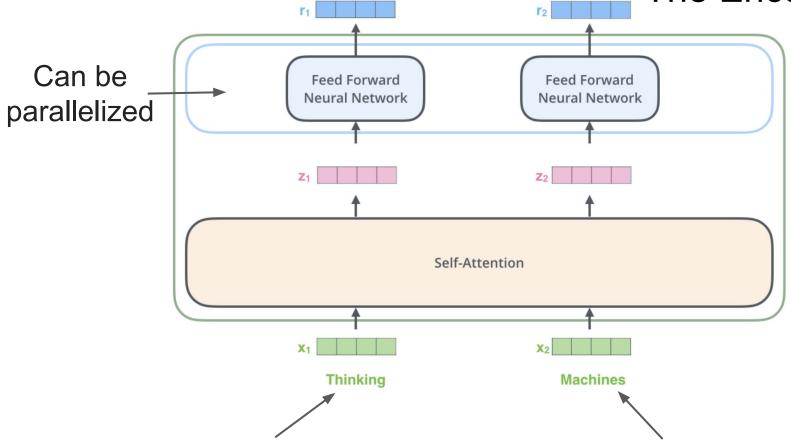


The Encoder Side

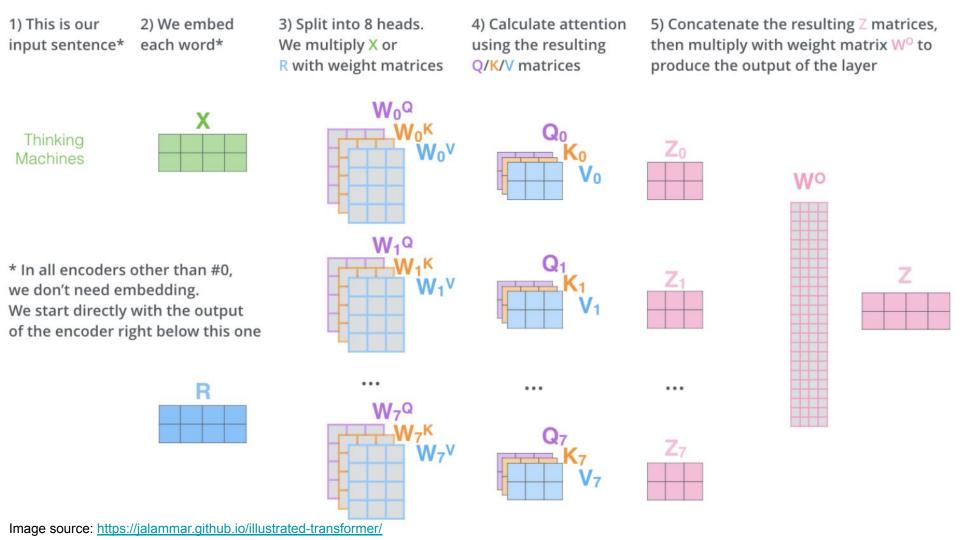


the word in each position flows through its own path in the encoder 4

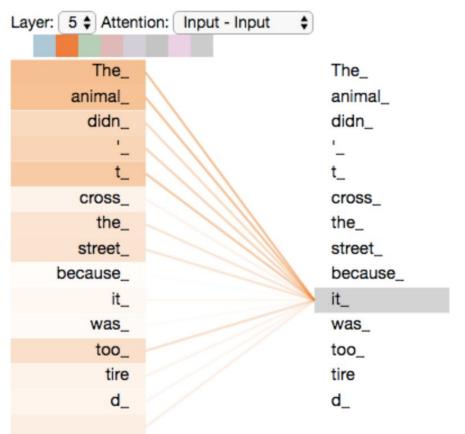
The Encoder Side

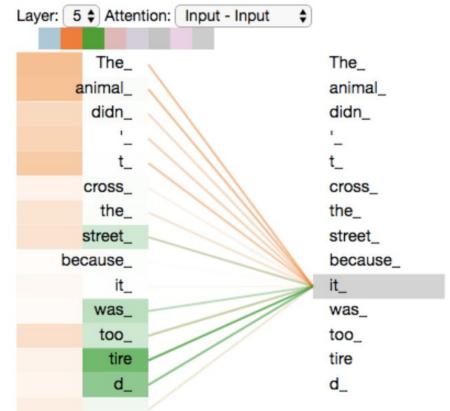


the word in each position flows through its own path in the encoder 5



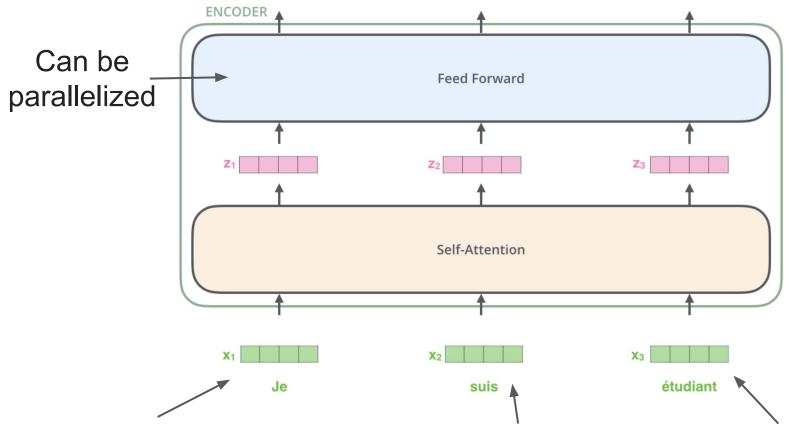
Multi-Head Attention





Positional Encoding

The Encoder Side

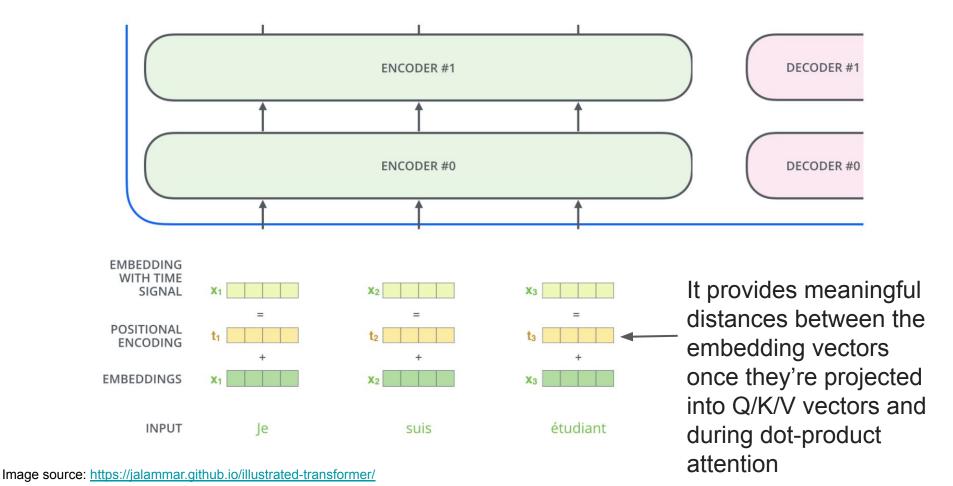


the word in each position flows through its own path in the encoder ₉

Positional encoding requirements

- Positional encoding should be unique for every position in the sequence
- Distance between two same positions should be preserved with sequences of different length
- The positional encoding should be deterministic
- It would be great if it would work with long sequences (longer than any sequence in the training set)

Positional Encoding

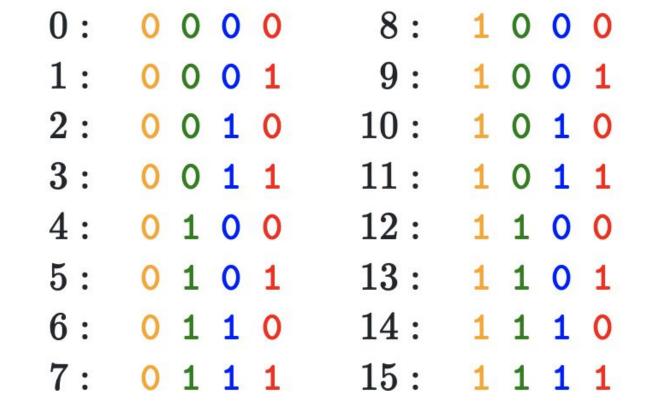


Positional Encoding: why sin and cos?

$$\vec{p_t}^{(i)} = f(t)^{(i)} = \begin{cases} \sin(\omega_k t), & \text{if } i = 2k \\ \cos(\omega_k t), & \text{if } i = 2k + 1 \end{cases}$$

$$\omega_k = \frac{1}{10000^{2k/d}} \qquad \vec{p_t} = \begin{cases} \sin(\omega_1 . t) \\ \cos(\omega_1 . t) \\ \sin(\omega_2 . t) \\ \cos(\omega_2 . t) \\ \vdots \\ \sin(\omega_{d/2} . t) \\ \cos(\omega_{d/2} . t) \\ \cos(\omega_{d/2} . t) \end{cases}$$
 t stays for position in the original sequence k is the index of the element in the positional vector

Positional Encoding



Positional Encoding

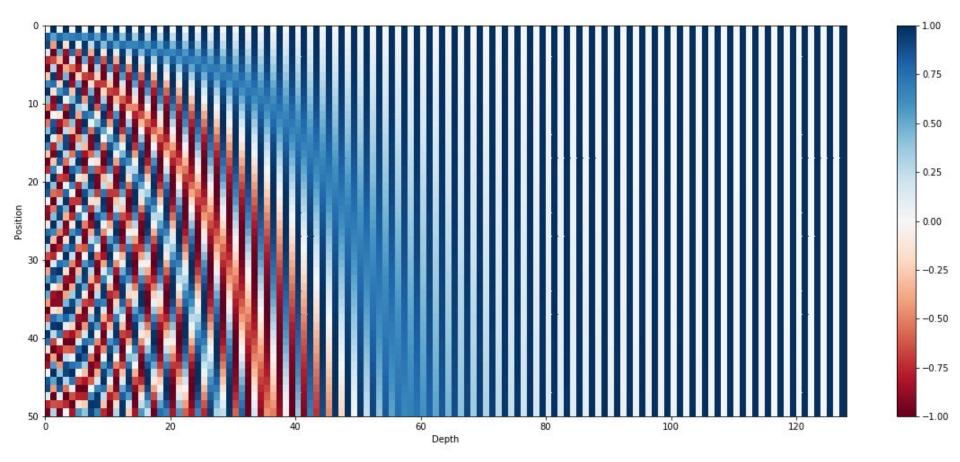


Image source: https://kazemnejad.com/blog/transformer_architecture_positional_encoding/

Positional Encoding: why sin and cos?

We chose this function because we hypothesized it would allow the model to easily learn to attend by relative positions, since for any fixed offset k, PEpos+k can be represented as a linear function of PEpos.

$$M \begin{bmatrix} \sin(\omega_k t) \\ \cos(\omega_k t) \end{bmatrix} = \begin{bmatrix} \sin(\omega_k (t + \phi)) \\ \cos(\omega_k (t + \phi)) \end{bmatrix}$$

Positional Encoding: why sin and cos?

$$\begin{bmatrix} u_1 & v_1 \\ u_2 & v_2 \end{bmatrix} \begin{bmatrix} \sin(\omega_k t) \\ \cos(\omega_k t) \end{bmatrix} = \begin{bmatrix} \sin(\omega_k (t + \phi)) \\ \cos(\omega_k (t + \phi)) \end{bmatrix}$$
$$\begin{bmatrix} u_1 & v_1 \\ u_2 & v_2 \end{bmatrix} \begin{bmatrix} \sin(\omega_k t) \\ \cos(\omega_k t) \end{bmatrix} = \begin{bmatrix} \sin(\omega_k t) \cos(\omega_k \phi) + \cos(\omega_k t) \sin(\omega_k \phi) \\ \cos(\omega_k t) \cos(\omega_k \phi) - \sin(\omega_k t) \sin(\omega_k \phi) \end{bmatrix}$$

$$M_{\phi,k} = \begin{bmatrix} \cos(\omega_k \phi) & \sin(\omega_k \phi) \\ -\sin(\omega_k \phi) & \cos(\omega_k \phi) \end{bmatrix}$$

Positional Encoding

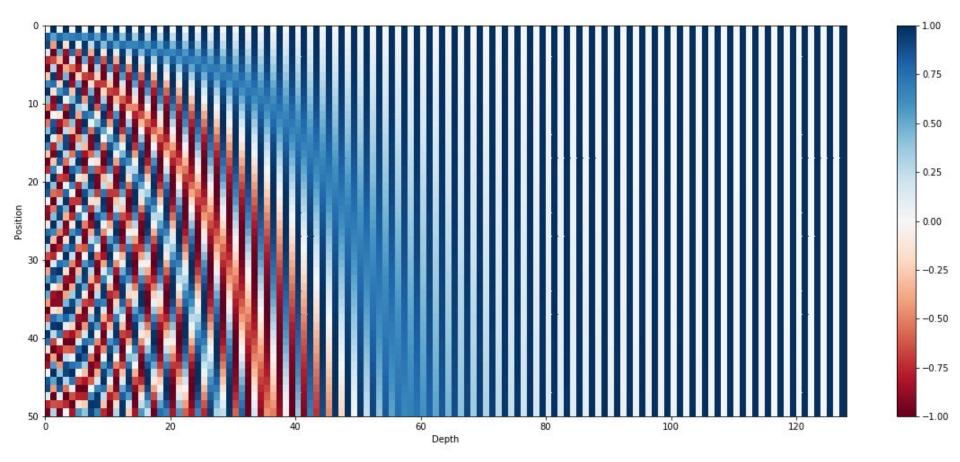
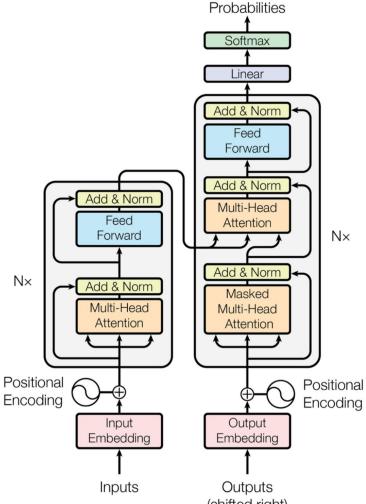


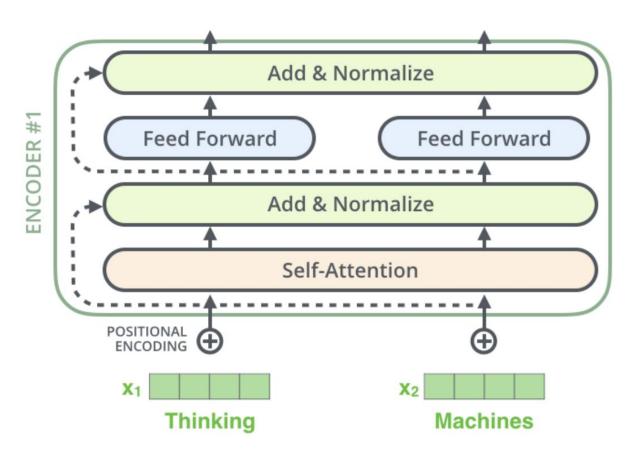
Image source: https://kazemnejad.com/blog/transformer_architecture_positional_encoding/



Output

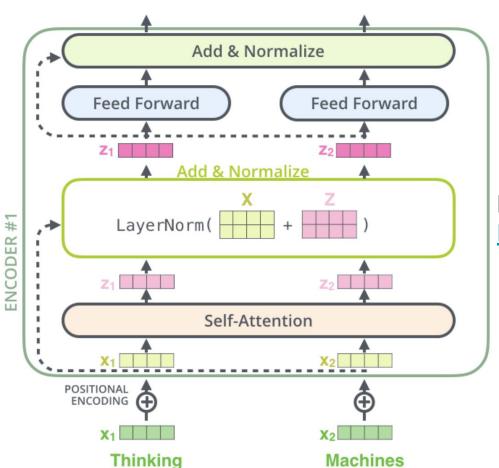
The Transformer: recap

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Like BatchNorm

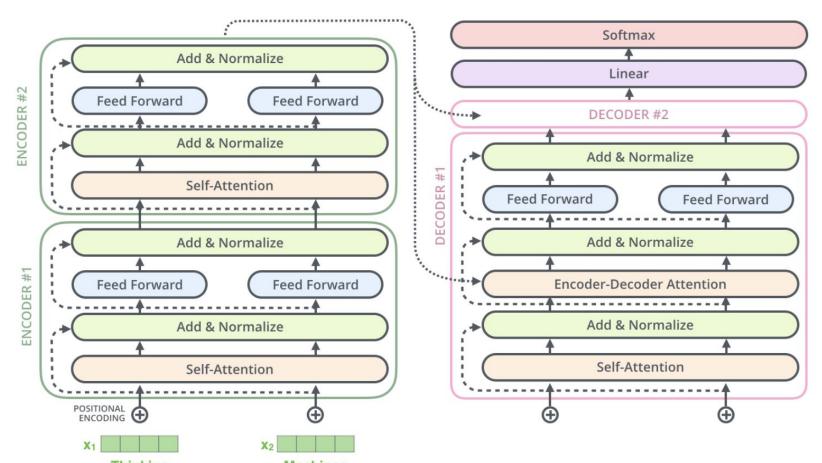
but normalize along all features representing latent vector



More info:

<u>Layer Normalization</u>

Image source: https://jalammar.github.io/illustrated-transformer/



Thinking Machines Image source: https://jalammar.github.fo/illustrated-transformer/

The Decoder

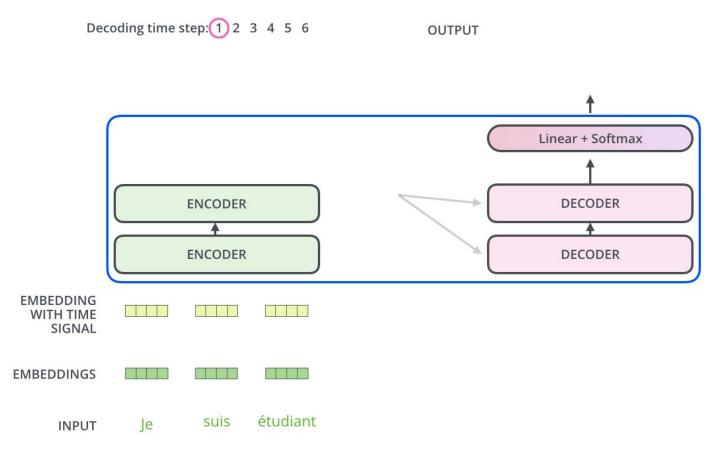


Image source: https://jalammar.github.io/illustrated-transformer/

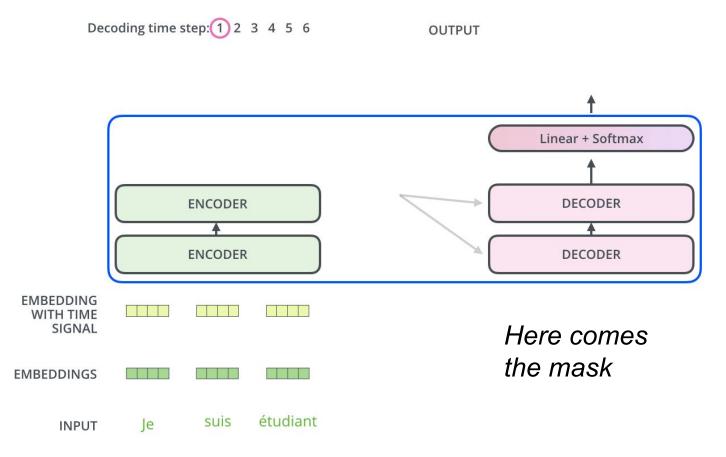
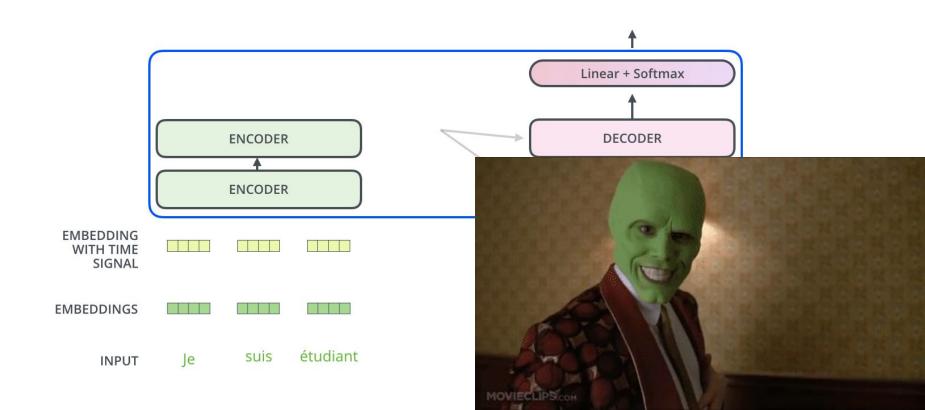
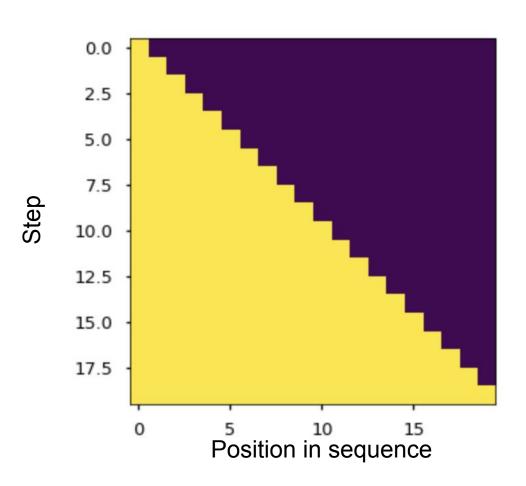


Image source: https://jalammar.github.io/illustrated-transformer/

Decoding time step: 1 2 3 4 5 6 OUTPUT



The masked decoder input



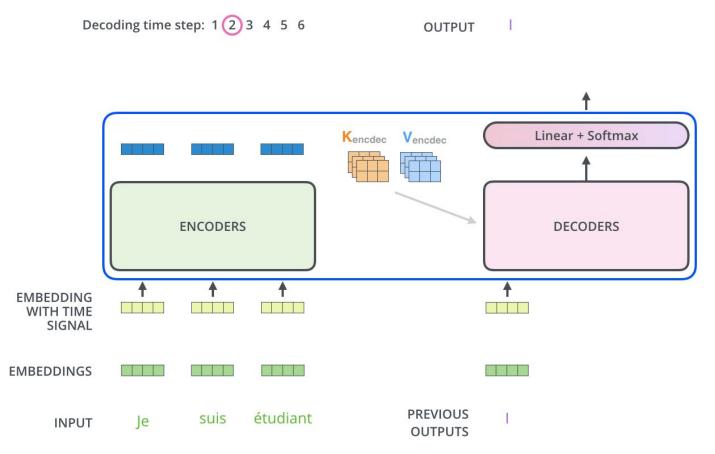


Image source: https://jalammar.github.io/illustrated-transformer/

Final Linear and Softmax Layer

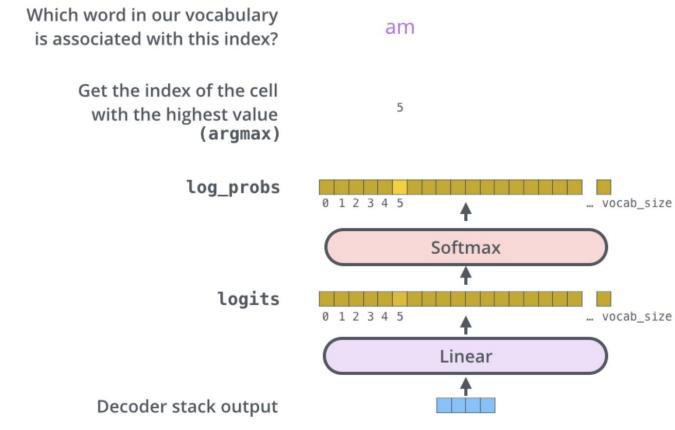
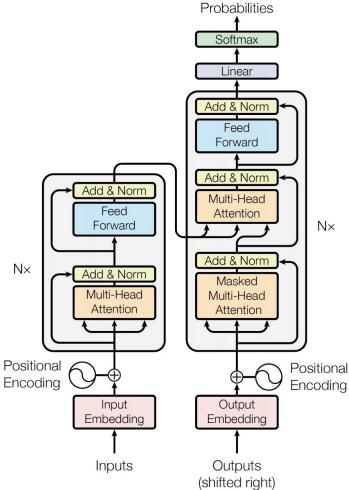


Image source: https://jalammar.github.io/illustrated-transformer/

The Transformer



Output

Image source: Attention Is All You Need, Neural Information Processing Systems 2017

Outro and Q&A

- Transformer is novel and very powerful architecture
- It is worth it to understand how Self-Attention works
- Physical analogues can help you

Further readings are available in the repo