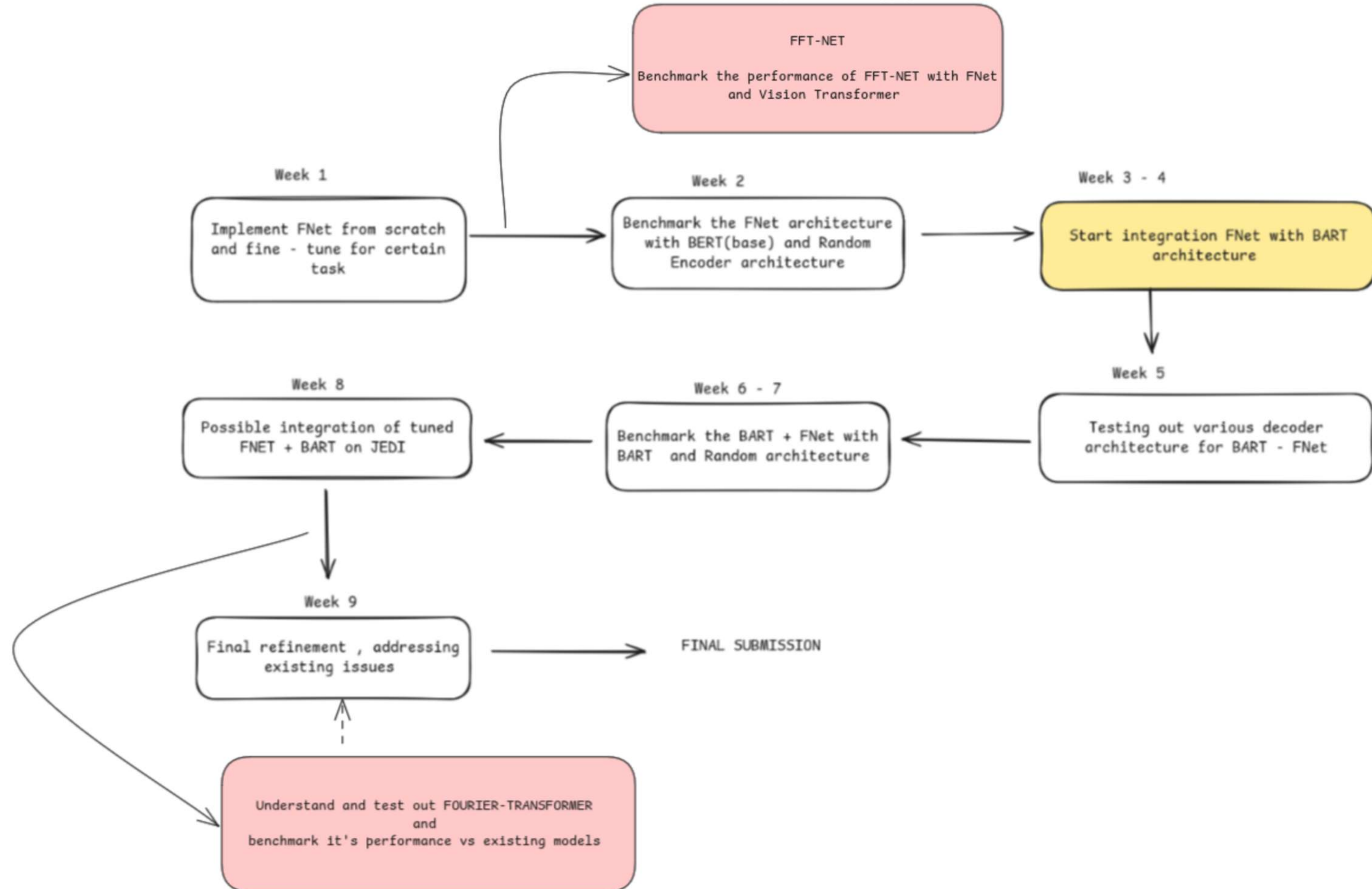


FNET + BART : IS FOURIER ALL YOU NEED ?

Samkit Jain , Aryan Garg , Aniruth Suresh

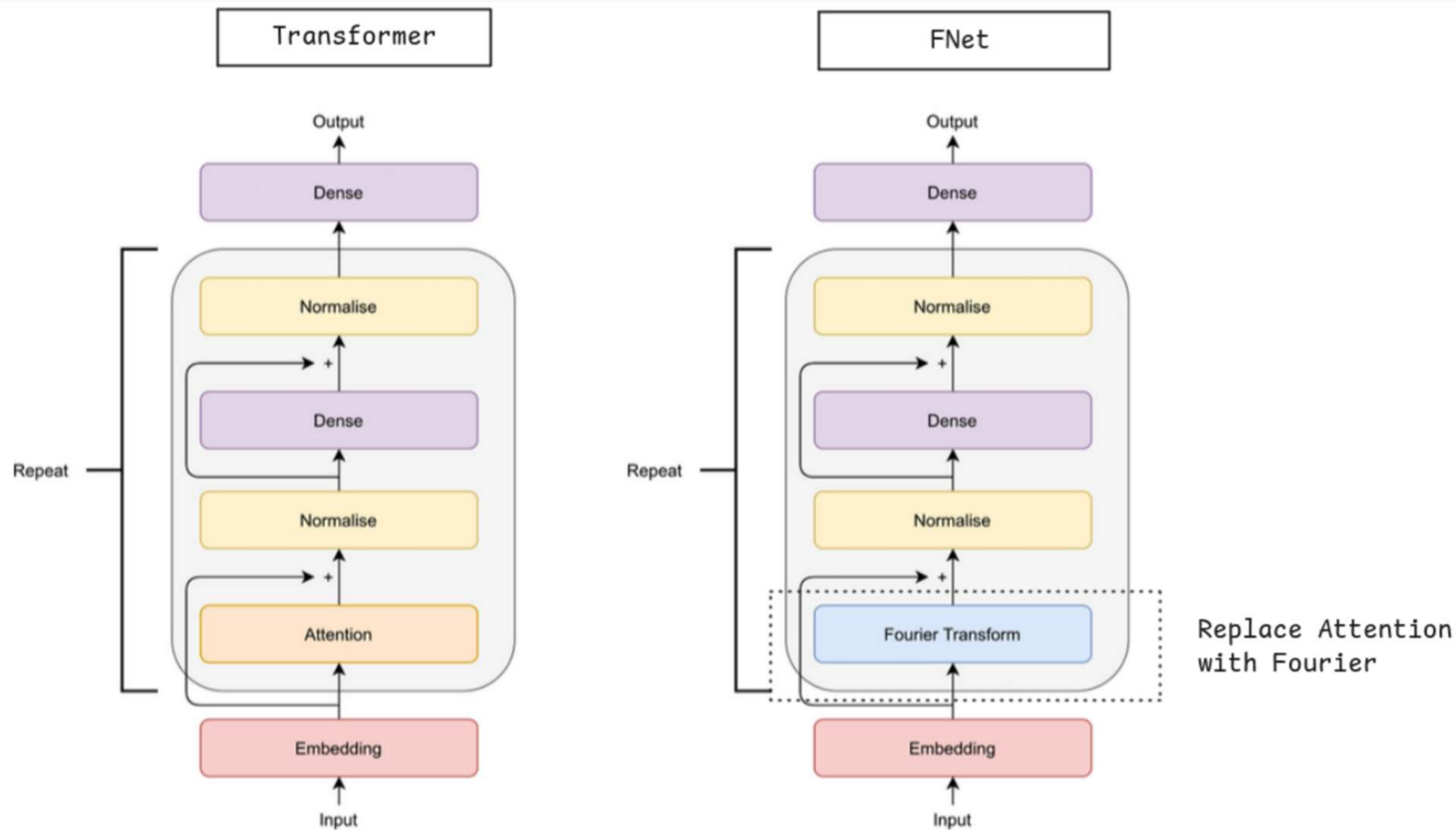


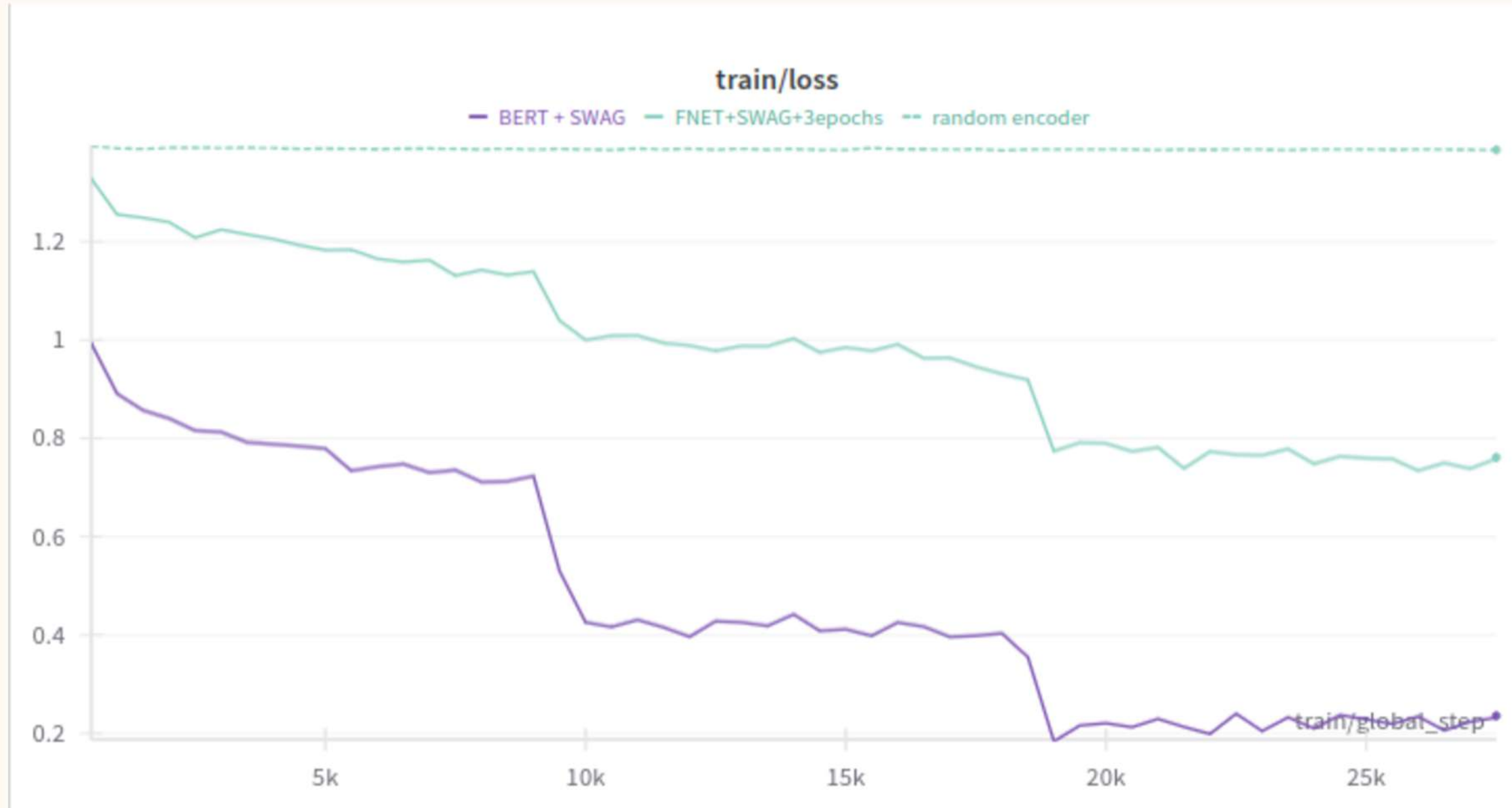
$$X(f) = \int_{-\infty}^{\infty} x(t)e^{-j2\pi ft} dt$$

F-Net swaps the standard, computationally heavy self-attention layers found in Transformers.

Uses DFT as the core operation for mixing of information. Capable of performing this mixing without the need for learnable parameters.

Reduces computational complexity from $O(n^*n)$ to $O(n\log n)$





👁 Name (2 visualized)	Runtime
👁 ● BERT + SWAG	2h 4m 15s
👁 ● FNET+SWAG+3epochs	46m 11s

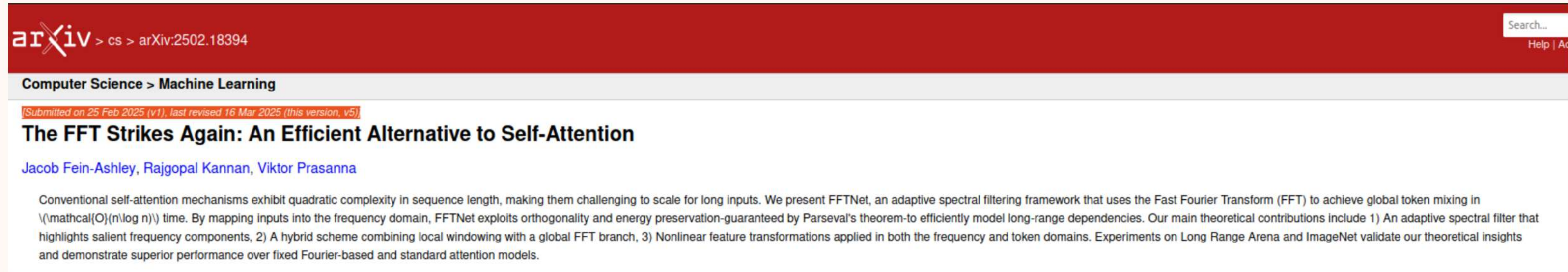
3 models :

1. Fnet + SWAG
2. BERT + SWAG
3. Random (replaces attention by fixed matrices)

OBSERVATIONS :

1. Clearly from the above graph , we observe that we can't just replace attention by any random fixed matrix .
2. This clearly signifies the importance using **Fourier Transform** .

Remember : FT has no learnable parameters !



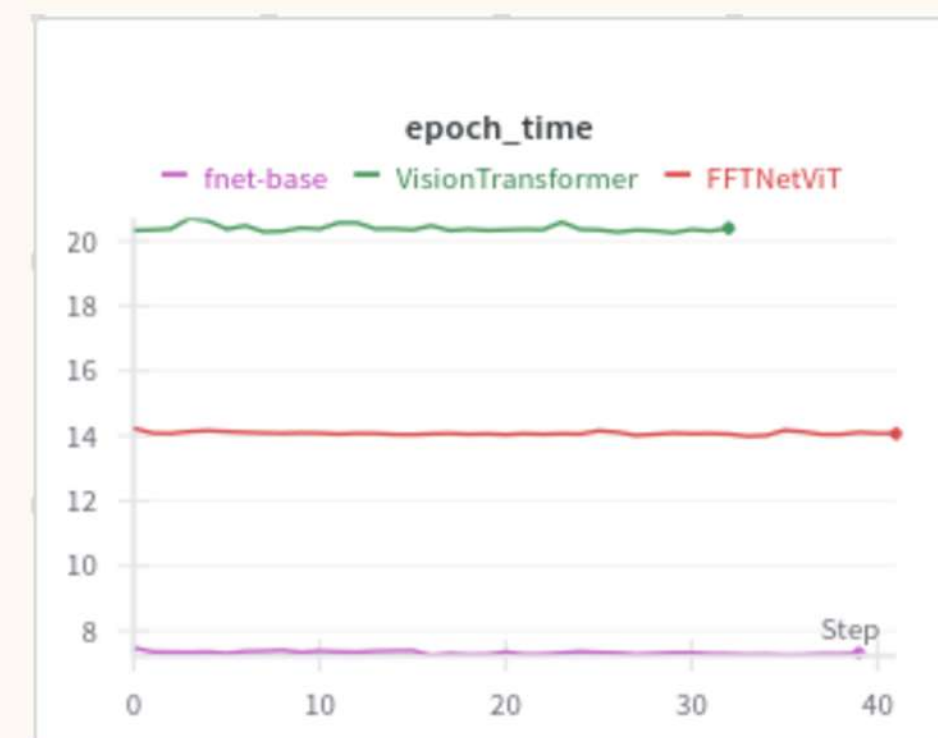
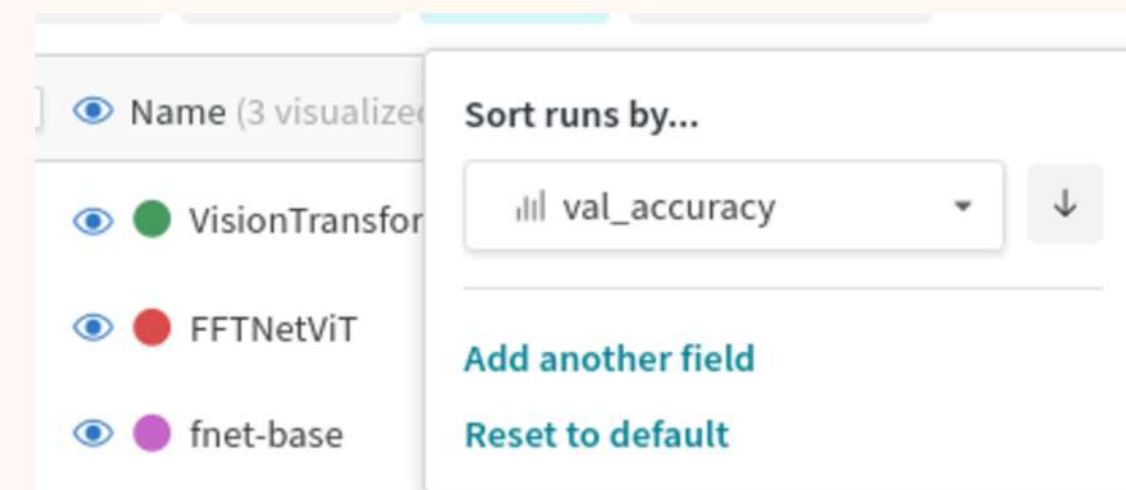
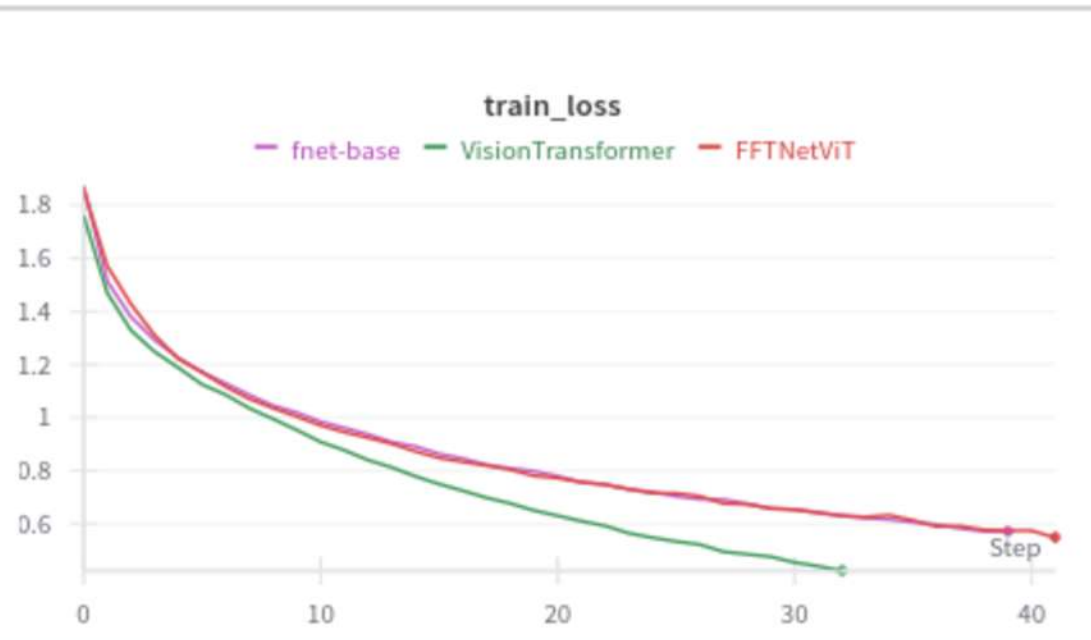
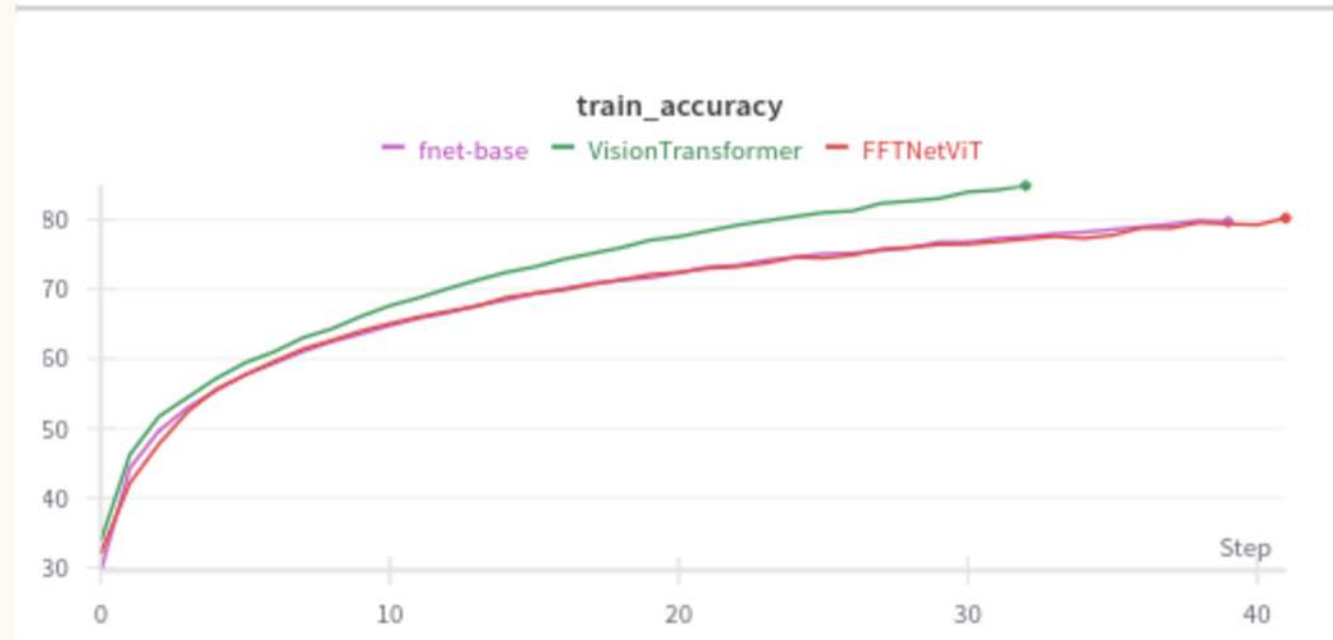
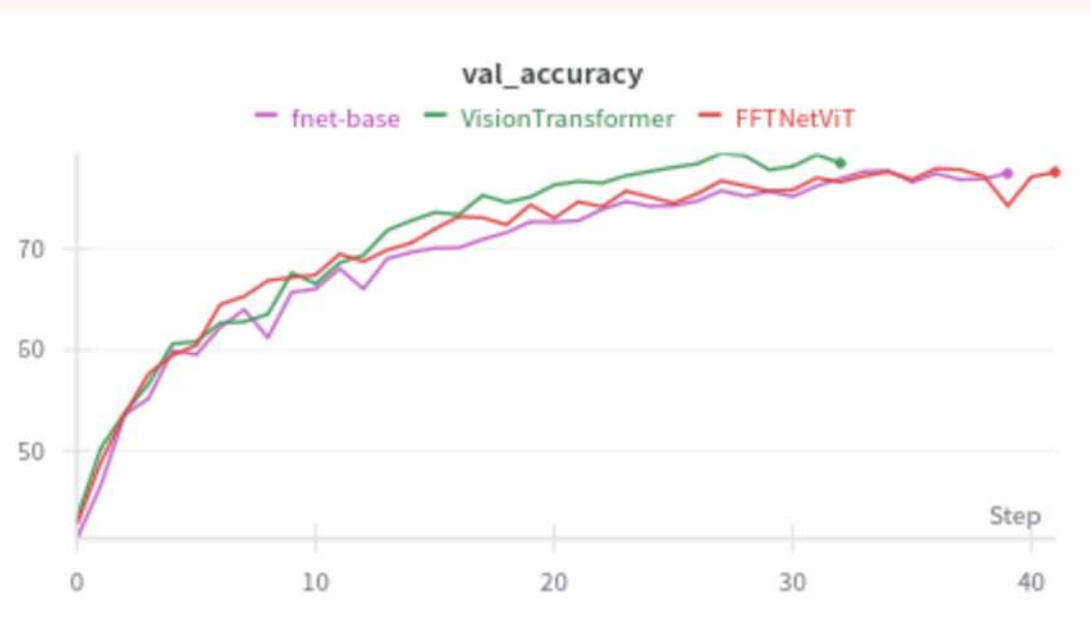
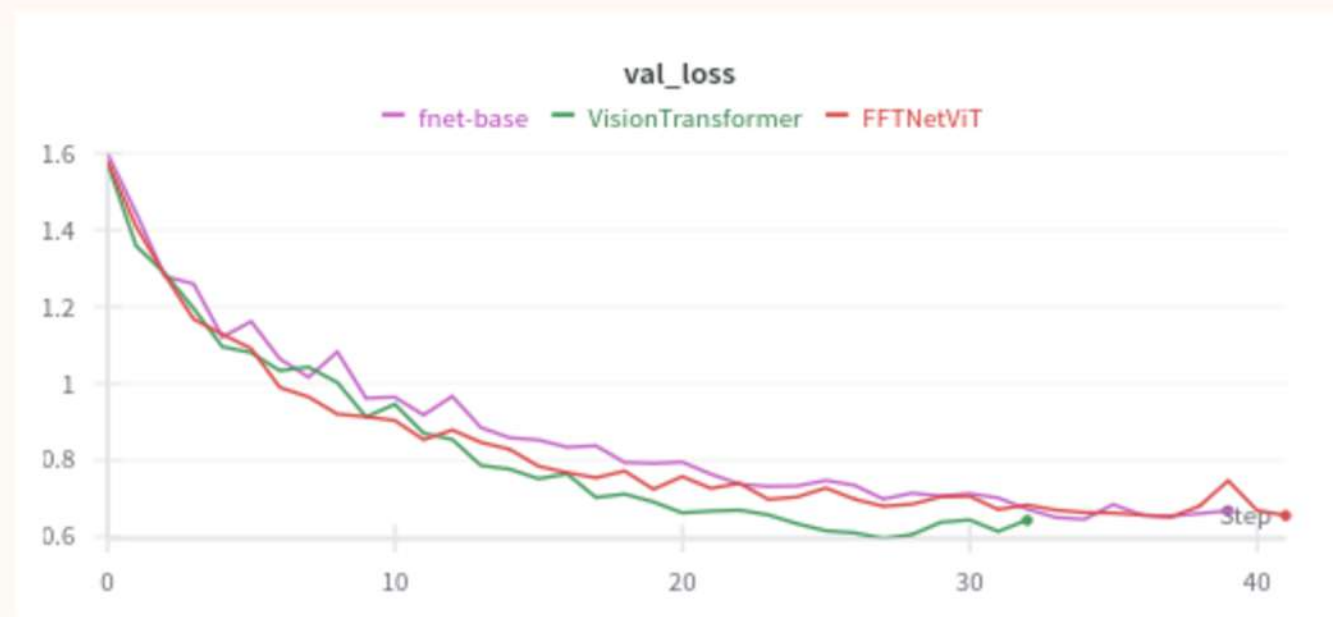
Paper published on **16th March 2025** that builds on the idea of F-Net.

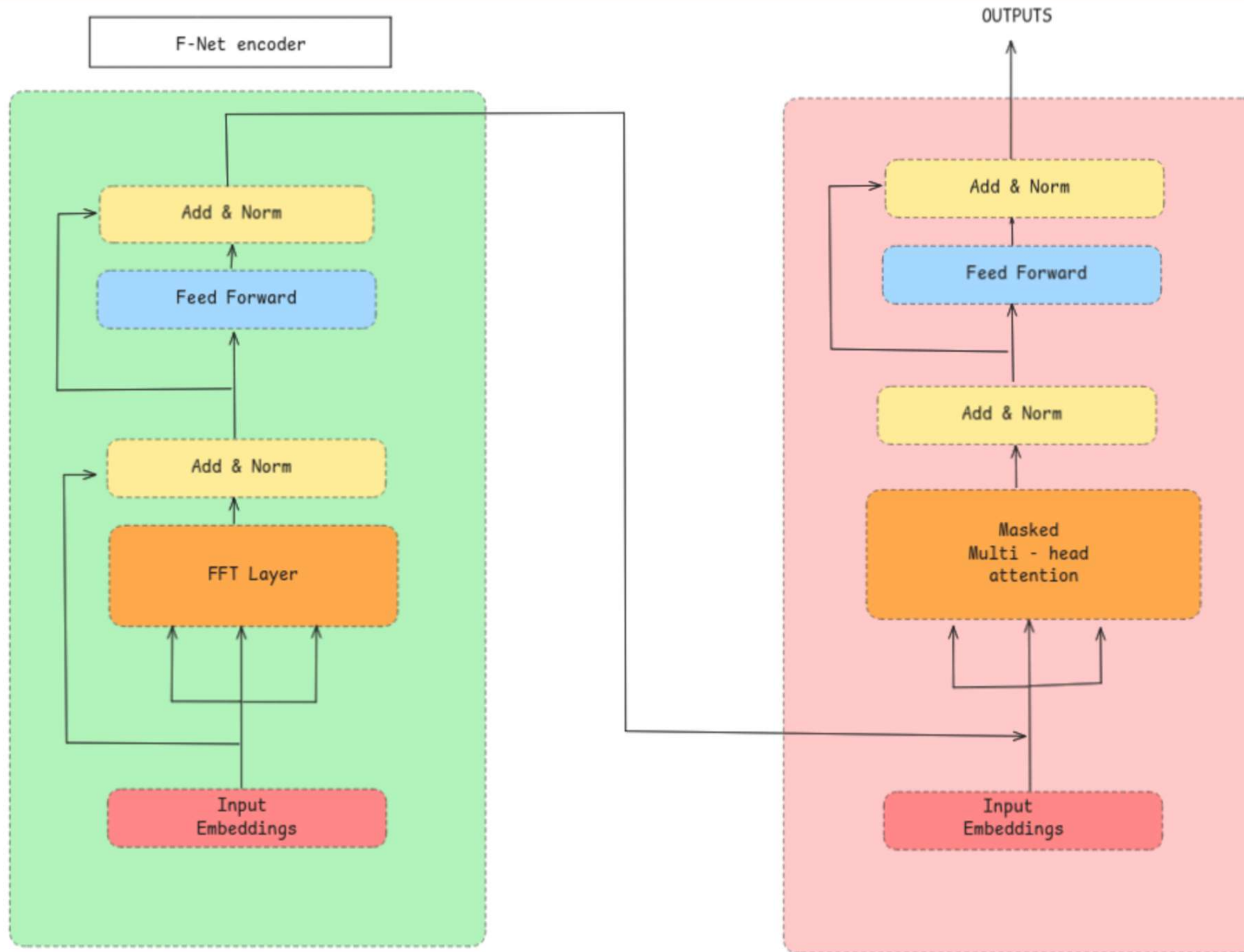
It introduces a learnable, context dependent filter in the frequency domain to dynamically emphasize or attenuate required frequency components, enhancing its performance over the fixed parameters of F-Net.

It also applies a non-linear activation function (modReLU) directly to the complex FT coefficients after filtering, resulting in better representation of token dependencies.

Even though this adds some computational overhead compared to the base F-Net, the complexity is still about $O(n \log n)$. Better benchmarks on datasets are also observed on finetuning.

Task : CIFAR - 10 classification





FFT mixing incorporated in BART by replacing the attention heads by FFT Layers. (currently , we have tested replacing it in encoder . We further plan to extrapolate it to decoder stage as well) .



Time (5 visualized)	Runtime
bart-base-sst2	13m 33s
base-fnet-sst2	22m 52s

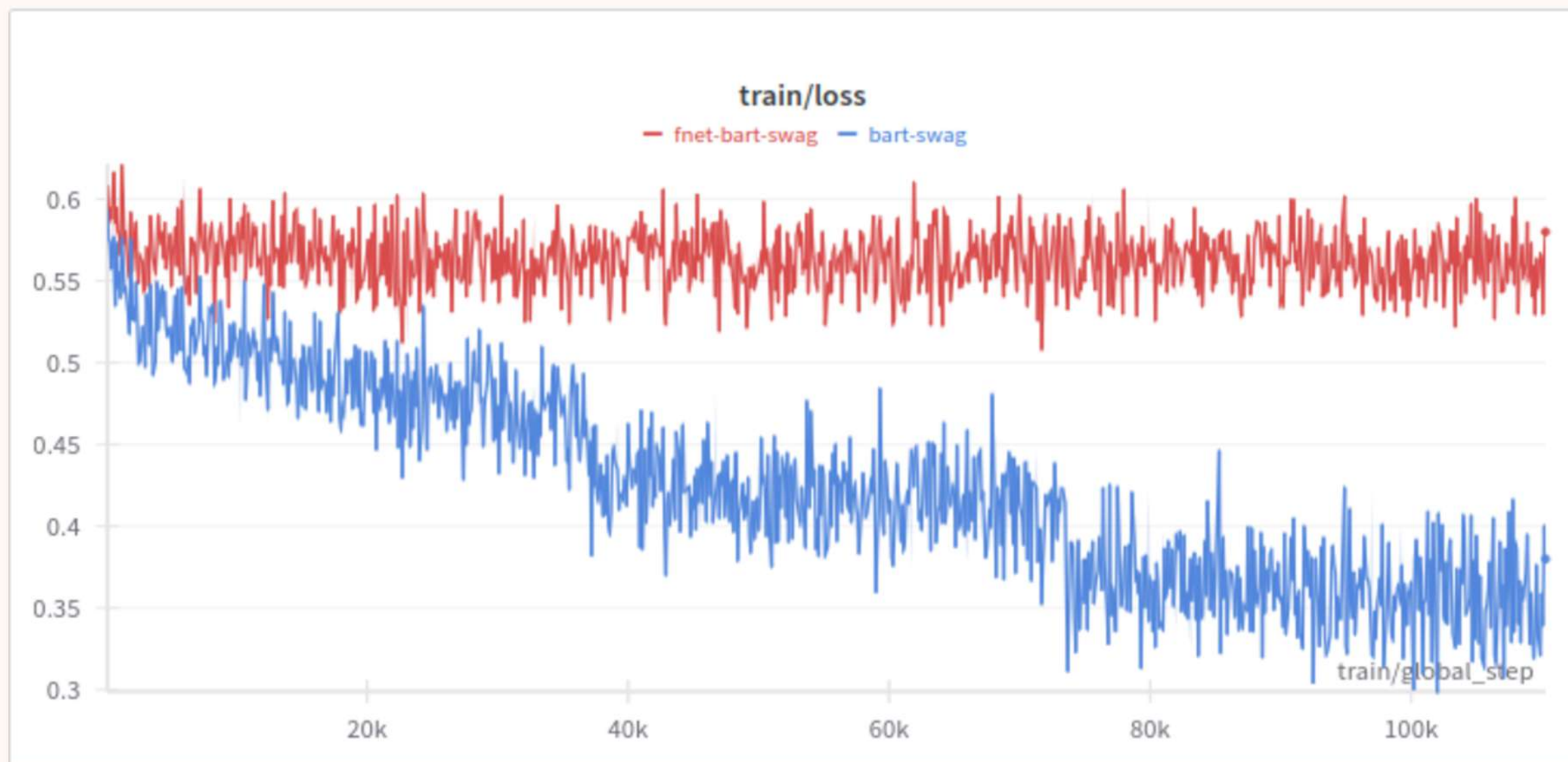
We train on the **SST-2 Dataset** which performs well for both regular BART and BART with FNet layers .

Time - Accuracy Tradeoff

Model	Eval Accuracy	Eval Loss	Total time taken
Base BART	92.231%	0.40153	22m 52s
BART + FNet	83.37%	0.559	13m 33s

```
warnings.warn(
{'eval_loss': 0.4015326499938965, 'eval_accuracy': 0.9231651376146789, 'eval_runtime': 1.4848, 'eval_samples_per_second': 587.272, 'eval_steps_per_second': 73.409, 'epoch': 3.0}
{'train_runtime': 1430.5598, 'train_samples_per_second': 141.236, 'train_steps_per_second': 17.655, 'train_loss': 0.21926027940411502, 'epoch': 3.0}
100%|██████████| 109/109 [00:01<00:00, 75.65it/s]
{'eval_loss': 0.35456112027168274, 'eval_accuracy': 0.9277522935779816, 'eval_runtime': 1.4543, 'eval_samples_per_second': 599.621, 'eval_steps_per_second': 74.953, 'epoch': 3.0}
```

```
warnings.warn(
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{'train_runtime': 1249.9381, 'train_samples_per_second': 161.646, 'train_steps_per_second': 20.207, 'train_loss': 0.38505867073455396, 'epoch': 3.0}
100%|██████████| 109/109 [00:01<00:00, 86.53it/s]
{'eval_loss': 0.5593359470367432, 'eval_accuracy': 0.8337155963302753, 'eval_runtime': 1.2711, 'eval_samples_per_second': 685.997, 'eval_steps_per_second': 85.75, 'epoch': 3.0}
wandb:
```

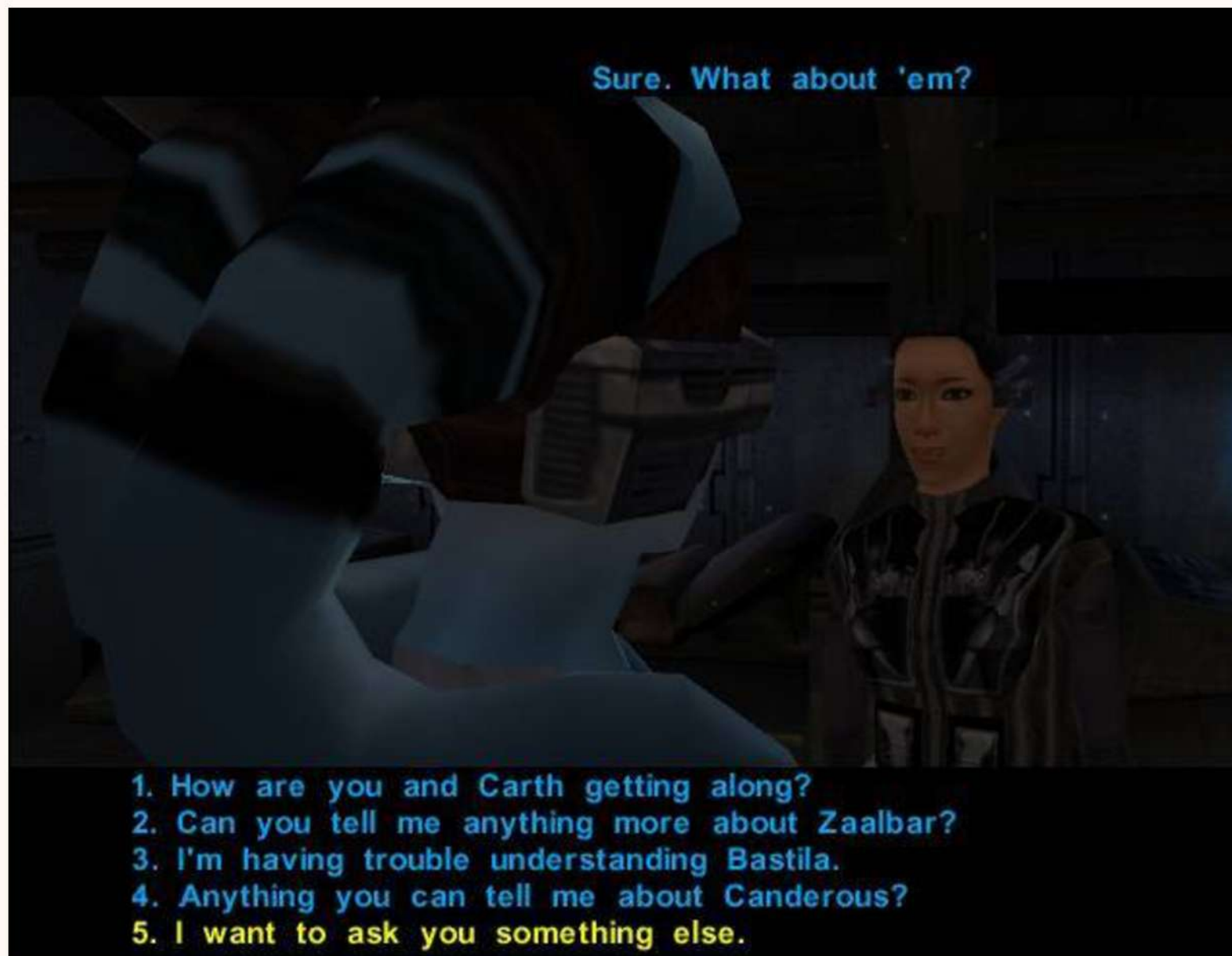



Reasons for poor performance :
SWAG depends heavily on understanding context and making inferences, which often benefits from attention. By replacing the self-attention layer with Fourier Transforms the model may be **losing important semantic information** required for accuracy.

CLAIM : Implementing F-Net on BART encoder seems to perform well on simple tasks like sst-2 , MNIST and CIFAR but fails to generalize to heavy complex task like SWAG which requires context !!

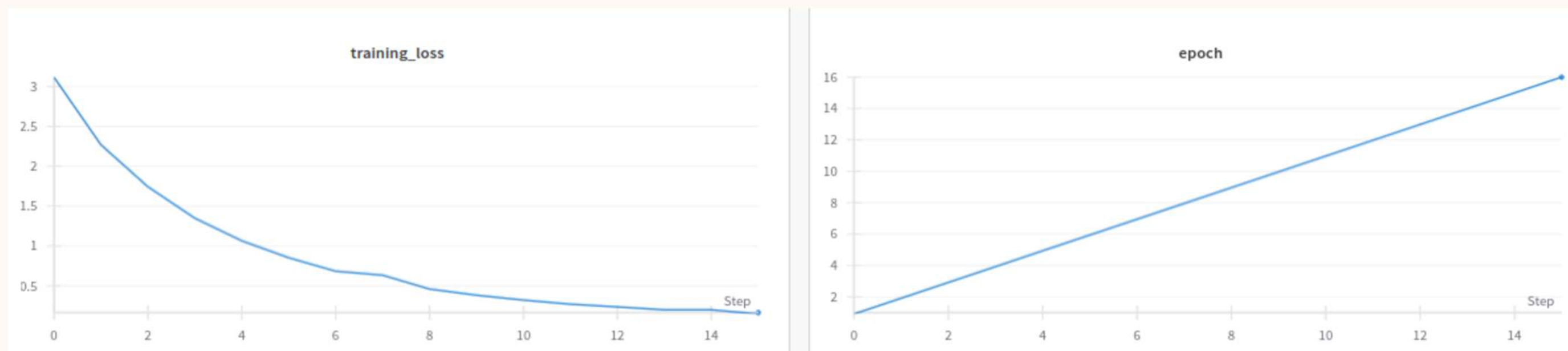
Not a simple one - to - one fixed conversations => it depends on player choices, character stats, and game states

Star Wars: "Knights of the Old Republic" (KOTOR)



Key idea : Represent "Dialogue as a graph"

1. **Nodes** = individual dialogue utterances and **Edges** = transitions between utterances, which are determined by the game state
2. Similar dialogue nodes are grouped using clustering algorithms (A basic threshold F1 score based algo is implemented) .
3. Graph is linearized
4. During training, one utterance is masked at a time within this sequence. The model is asked to predict the masked line given the other lines in the cluster and the current game state !



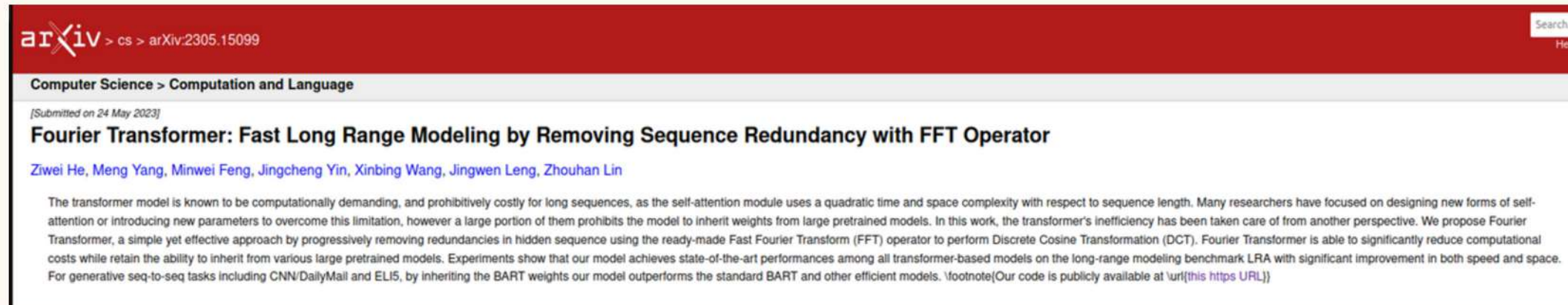
```
Average Precision: 0.8625  
Average Recall: 0.8591  
Average F1 Score: 0.8606
```

```
DialogRPT Score: 0.6154  
Average DialogRPT Score: 0.5027941809351749  
(fart) aniruth.suresh@gnode076:~/JEDI$
```

$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

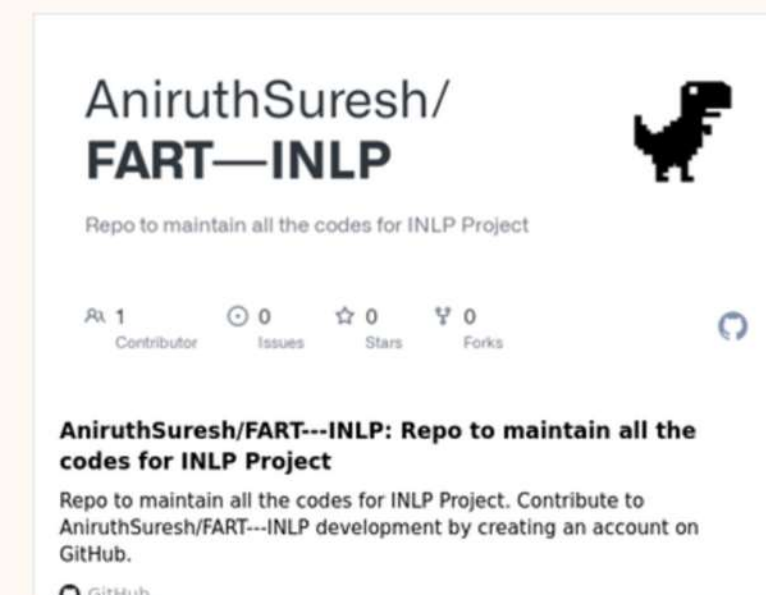
1. Q = current dialogue input
2. K, V = representation of the game state
3. QK^T = computes how well each element in the dialogue input (query) matches each element in the game state (similarity score)

1. Plan on implementing **adaptive filtering techniques** similar to that used in FFTNet to make use of complex information from FFT instead of just taking real part .
2. Setup and benchmark Fourier Transformer which uses spectral filtering using Fourier Transform .



3. Plan to modify the decoder architecture of BART and analyze the performance .
4. Integrate the FNet BART models on JEDI and compare and analyze the results .

All active code, results, and run details are documented.
(As of mid-submission, there are 6 active branches.)



THANK YOU

FOR YOUR **ATTENTION:)**