

Transfer learning

pretrained models

+ use specific data for finetuning

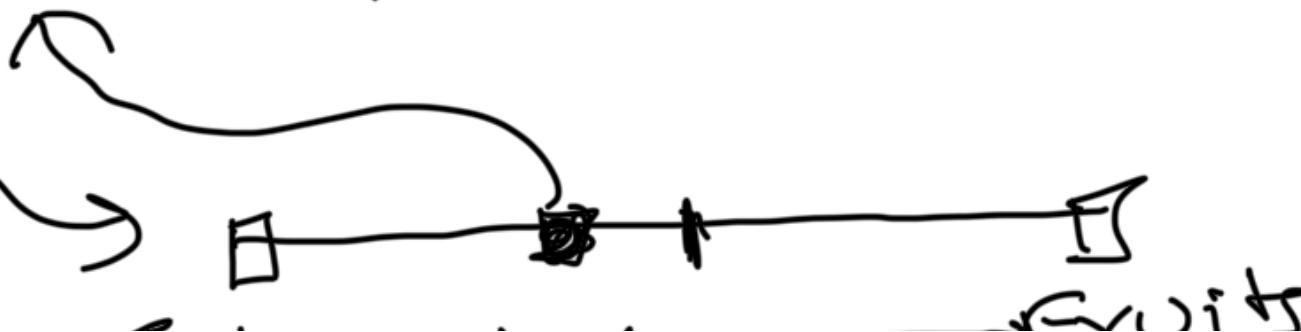
not in
Rao

Word Embeddings

Love apple phones.

$$\text{Apple} = 0.1 \times E_{\text{love}} + 0.5 \times E_{\text{Apple}} + 0.4 \times E_{\text{phones}}$$

Word Emb.
space

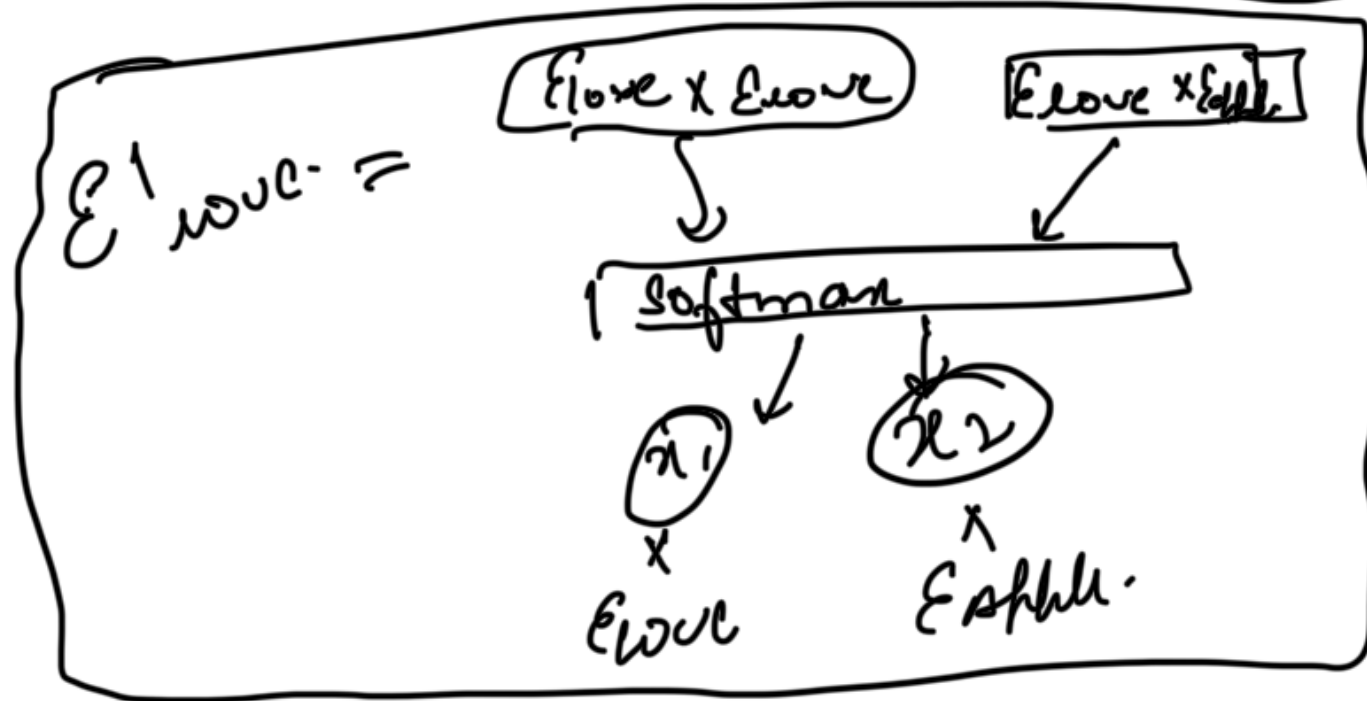


phoney d. Apple.
 ↑
 juice

Tech x \rightarrow $y > x \rightarrow$ more similar to tech.

0.1 \rightarrow relⁿ b/w apple & love
 \rightarrow {Apple, love} \rightarrow Softmax \rightarrow is passed to

to get the prob.



Similarity $\frac{0.1}{0.1}$

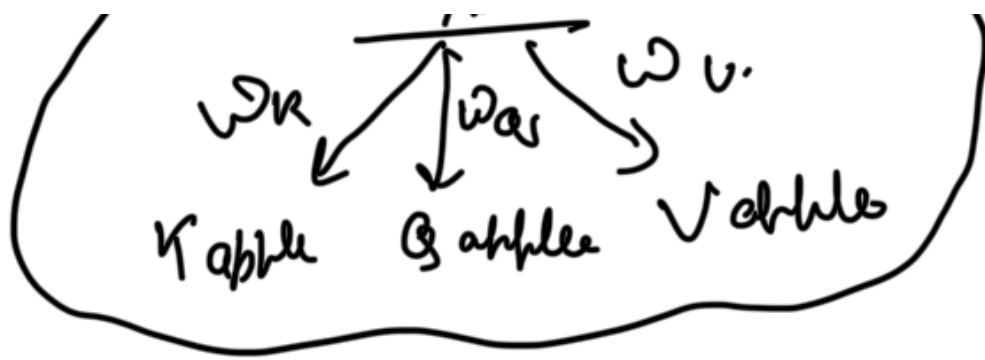
Problems

- \rightarrow No learnable Params
- \rightarrow Use of Same vector

To solve



Eapple

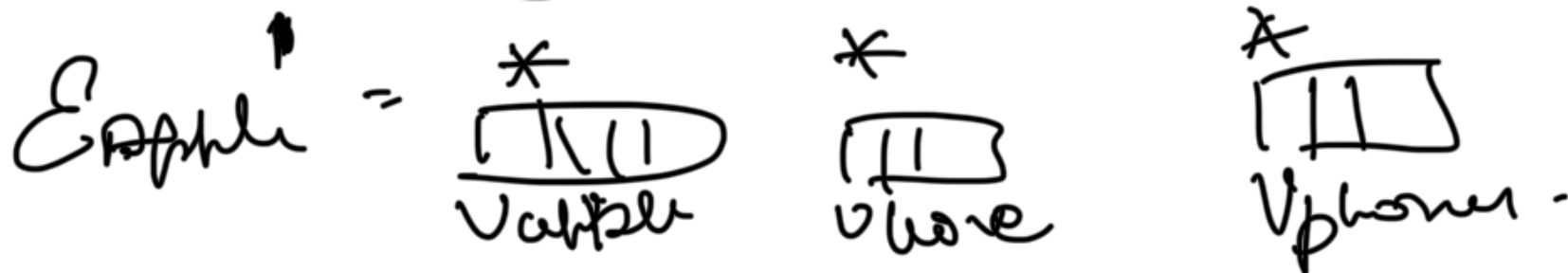


Eg →



Singular O/P.

Software



$$E_{Apple} = x_1 \cdot v_{apple} + x_2 \cdot v_{love} + x_3 \cdot v_{brown}$$

↓
no dependence of E of love & brown.
So, they eliminate sequential processing
& allows parallelization.

↓
long range dependencies

$\text{Softmax}(Q \cdot K^T) \cdot V$ → done to add learnable params in the matrices

(*) Linear Transformation → changes dimension
→ extracting such features
see .obser

• Juice

• Apple

very apart

• Watch

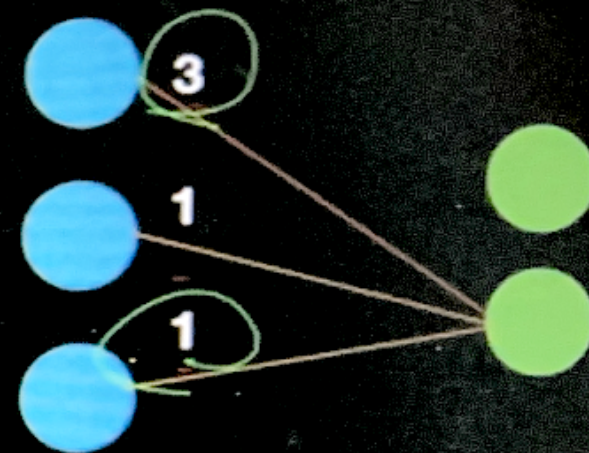
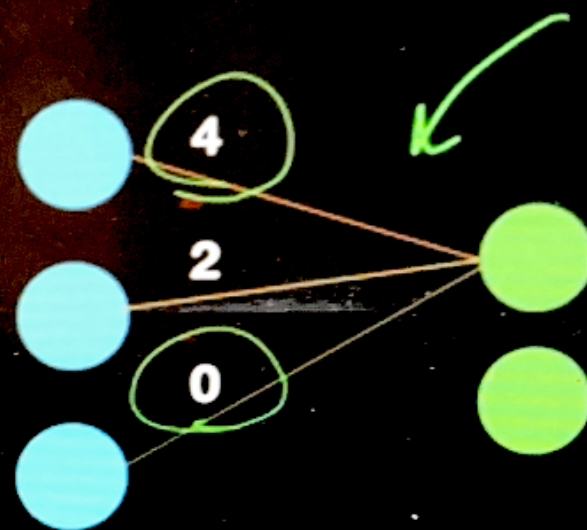
time

• Tech

in space so
not much relation can be captured.

Change dimension
↳ $y = w \cdot x$ is just like
ANN.

	Apple	Orange	Watch
isTech	2	0	1
isWatch	0	0	3
isFruit	2	3	0



$$\begin{bmatrix} 2 & 0 & 2 \end{bmatrix} \cdot \begin{bmatrix} 4 & 3 \\ 2 & 1 \\ 0 & 1 \end{bmatrix} = \begin{bmatrix} 8 & 8 \end{bmatrix}$$

$$2 \times 4 + 0 \times 2 + 2 \times 0$$

$$2 \times 3 + 0 \times 1 + 2 \times 1$$

↑
Apple

$$\begin{bmatrix} 0 & 0 & 3 \end{bmatrix} \cdot \begin{bmatrix} 4 & 3 \\ 2 & 1 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 3 \end{bmatrix}$$

↑
Orange

$$\begin{bmatrix} 1 & 3 & 0 \end{bmatrix} \cdot \begin{bmatrix} 4 & 3 \\ 2 & 1 \\ 0 & 1 \end{bmatrix}$$

$$\begin{bmatrix} 10 & 6 \end{bmatrix}$$

↑
Watch

(*)

Query, Key, value
 $Q, k, v.$

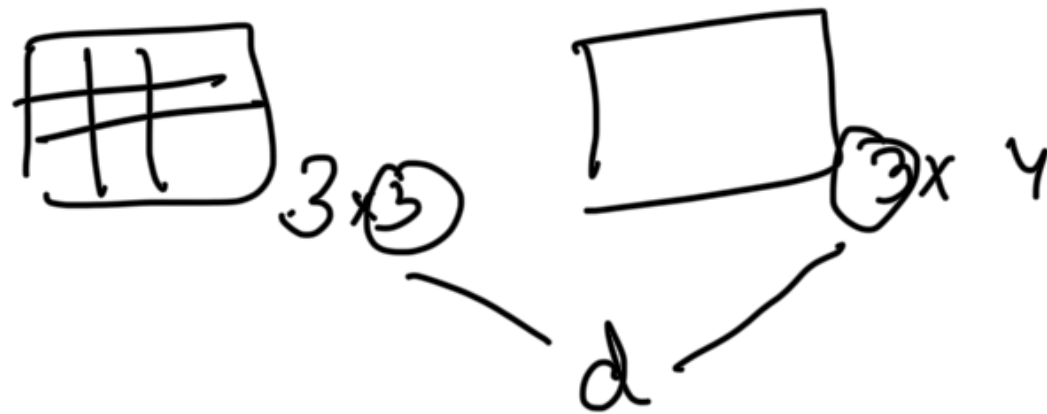
sound of [Dog] = Baw
↓ ↓
query key
value.

Query. ← Apple
↓
K love → Key
↓
value → value.

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

⑧ why $\sqrt{d_K} \rightarrow \text{dim. of } \mathcal{G}, K, \nu$ -
hyperparameter.

variance $(A \cdot B) \propto n$, $n = \text{common dim. of } A \& B$.



High var \rightarrow Vanishing grad
 \downarrow
 Hinder training
 \downarrow
 so we use $\sqrt{d_K}$

$$C = A \cdot B$$

$$\text{Var}(C) = n \cdot \text{Var}(A) \cdot \text{Var}(B)$$

\downarrow
 \rightarrow zero mean

\rightarrow Indep. random var.

\rightarrow Entries of $A \& B$ have identical values.

$X = Q \cdot K^T$ } To reduce variance
 $\text{var}(X) \propto d_k$ } we use $\sqrt{d_k}$ to keep $\text{var}(X)$ same.

$$\begin{aligned}
 X &\Rightarrow \text{var}(X) \\
 a \cdot X &\rightarrow a^2 \text{var}(X)
 \end{aligned}$$

(*) Multi-Head Attention

As complexity of model (↑) It is
 tough to capture the meaning of
 different words & other things

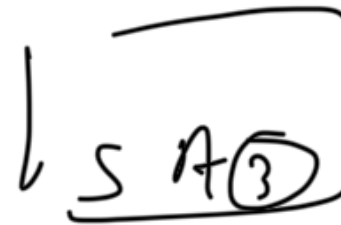
Spatial Relⁿ



Sub-viewing



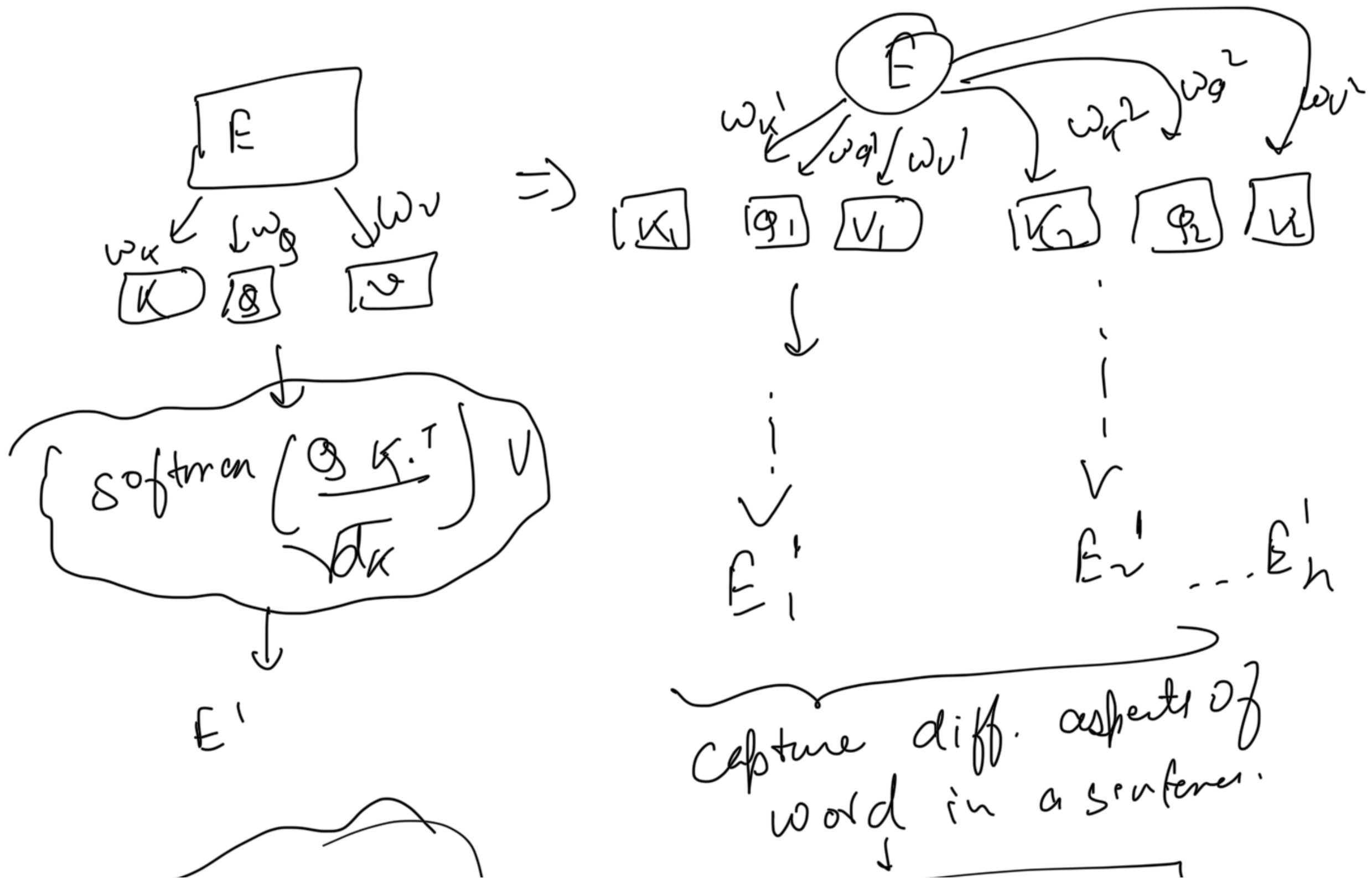
Time →



↑



to provide diverse content
just like CNN



In GPT2

96

Attention
heads

96 diff perspective

keeps only
the relevant
features

$$[E'_1 | E'_2 | \dots | E'_n]$$

$\downarrow * \odot \rightarrow$ learn
parameters
 \downarrow

Linear transformation

(*)

Positional Encoding

\hookrightarrow due to lack of sequential
understanding.

If individually \sin/\cos is used
then \rightarrow due to periodicity 2 words

may be identical

use $\sin(x) \cos(x)$
together

In OG transformer

512 dim \rightarrow 256 pairs of \sin and \cos

$$\left[\sin(x) \cos(x) \sin\left(\frac{x}{2}\right) \cos\left(\frac{x}{2}\right) \right] \dots$$

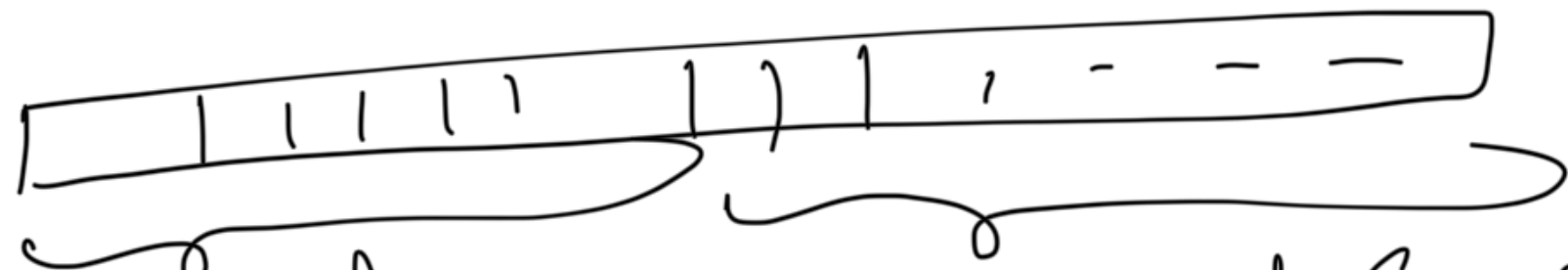
\rightarrow reduced frequency

$$\begin{aligned} PE(pos, 2i) &= \sin(pos / 10000^{\frac{2i}{d_{model}}}) \\ PE(pos, 2i+1) &= \cos(pos / 10000^{\frac{2i}{d_{model}}}) \end{aligned}$$

If we know

$PE_{pos} \rightarrow PE_{pos+k} \rightarrow$ offset
 can be calculated
 as there is a Transformation
 matrix T_k .

$$PE_{pos+k} = T_k \times PE_{pos}$$



Word
 Embedding
 (v_2)

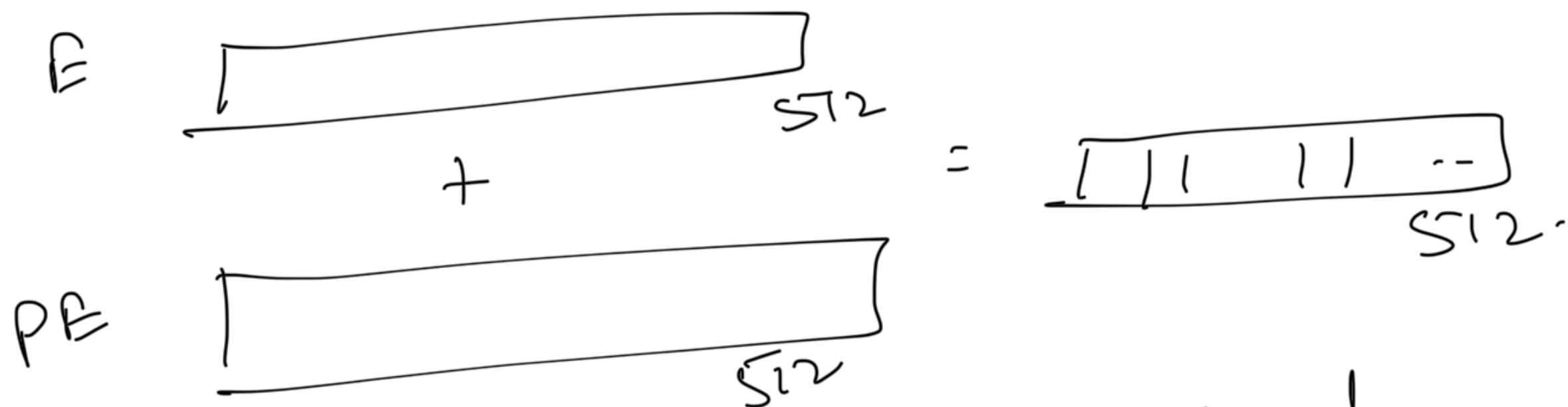
Positional Encoder
 (PE)

$Input \rightarrow (E + PE) * \omega$

So, dim of ω
 increased

... (F) Additional

Hence we use \odot operation



$\odot \Rightarrow$ reduces computational overhead