<u>L1</u>

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Language Models

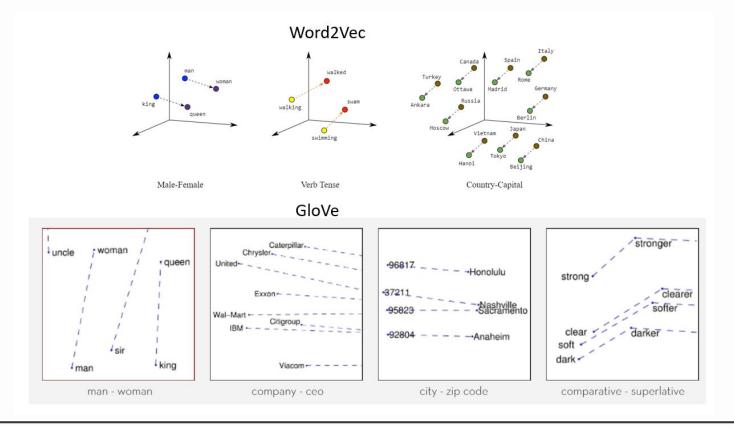
Lesson 1: Words as numbers and attention

Part 1: Words as numbers

Tokens

```
"hello world!"
original
text
tokens ['hello', 'world', '!']
    [7592, 2088, 999]
```

Vectors



Part 2: Intuition for Attention

A simple game

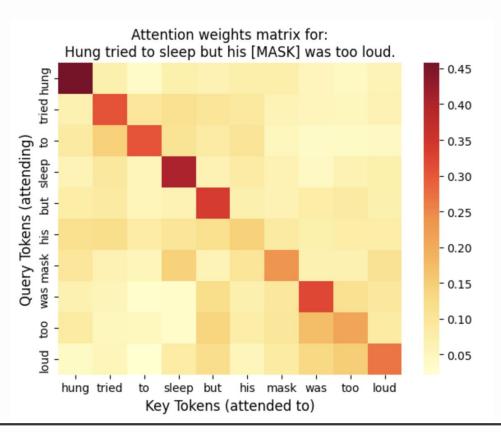
Guess what "[MASK]" is

- Hung tried to sleep, but his [MASK] was too loud
- Hung tried to sleep, but his [MASK] was talking to his girlfriend the whole night
- Hung tried to sleep, but his [MASK] kept barking at nothing
- Hung tried to sleep, but his [MASK] kept ringing

Machines can play this game, too

```
Sentence: Hung tried to sleep but his [MASK] was too loud.
Top 3 predictions:
1. voice (Probability: 0.1935)
2. breathing (Probability: 0.0887)
3. dream (Probability: 0.0768)
Sentence: Hung tried to sleep, but his [MASK] was talking to his girlfriend the whole night.
Top 3 predictions:
1. father (Probability: 0.2311)
2. dad (Probability: 0.2033)
3. brother (Probability: 0.1520)
Sentence: Hung tried to sleep, but his [MASK] kept barking at nothing.
Top 3 predictions:
1. dog (Probability: 0.4576)
2. mother (Probability: 0.0553)
3. stomach (Probability: 0.0393)
Sentence: Hung tried to sleep, but his [MASK] kept ringing.
Top 3 predictions:
1. ears (Probability: 0.6666)
2. phone (Probability: 0.2349)
3. head (Probability: 0.0517)
```

Attention Matrix



Part 3: Attention - the math

Queries, Keys, and Values - intuition

```
# If you know python, you're already familiar with some version of QKV: dictionaries

Q = "K2"

D = {
    "K1": "V1",
    "K2": "V2",
    "K3": "V3"
}

print(D[Q])
```

QKV math - scaled dot product attention

Questions?

Github with materials:

