

# Vision Transformer (ViT)

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# AN IMAGE IS WORTH 16X16 WORDS: TRANSFORMERS FOR IMAGE RECOGNITION AT SCALE

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# Introduction

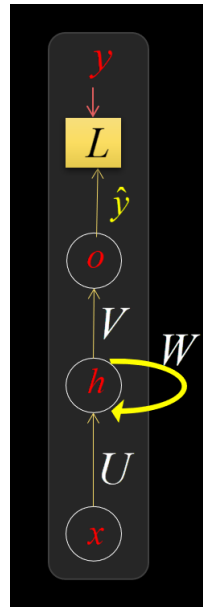
First, they project the input image to an embedding, then they apply self-transformer.

When trained on mid-sized datasets such as ImageNet, such models yield modest accuracies of a few percentage points below ResNets of comparable size. This seemingly discouraging outcome may be expected: Transformers lack some of the inductive biases inherent to CNNs, such as translation equivariance and locality, and therefore do not generalize well when trained on insufficient amounts of data.

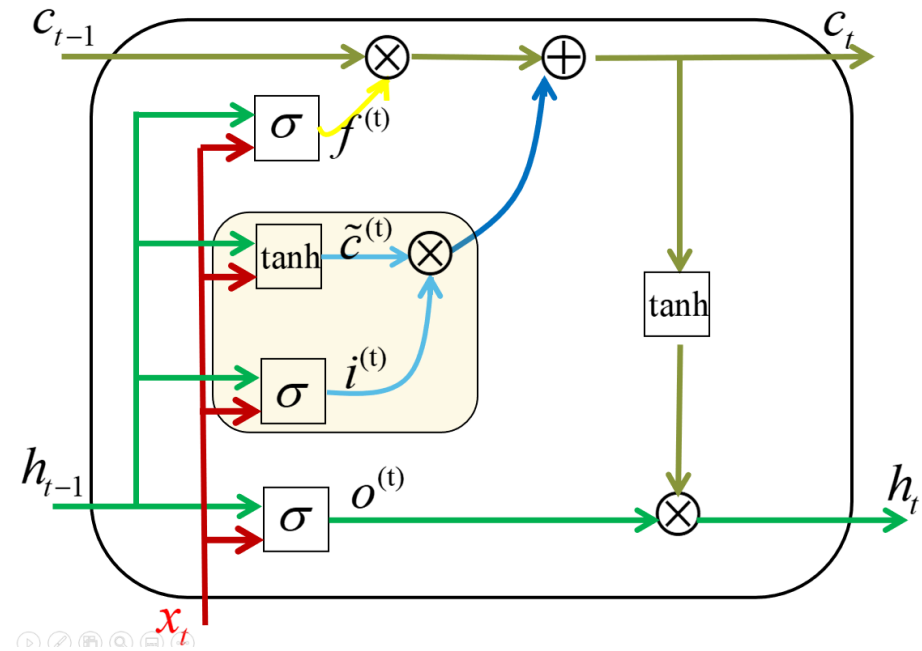
Why?

# RNNs and LSTMs

RNN



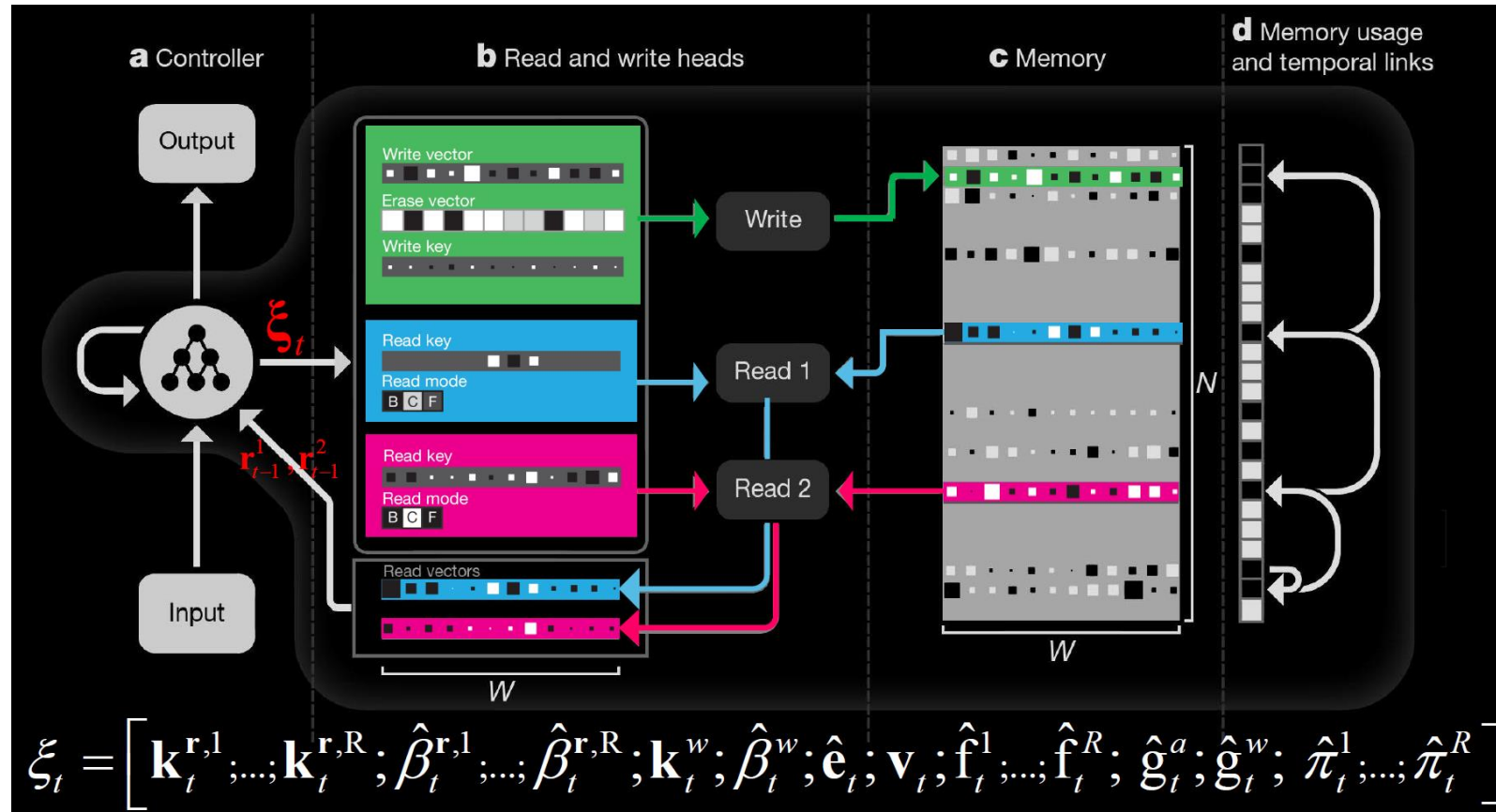
LSTM



See [this](#) for Arman's slides on RNN and LSTM.

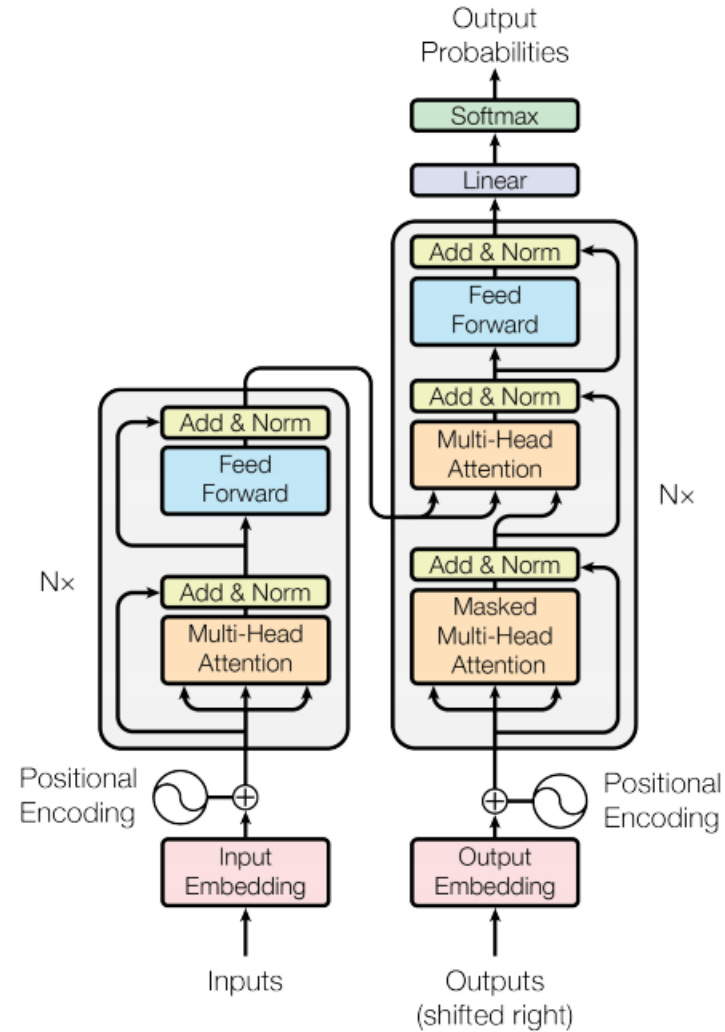
# Aim at moving forward with NTM

## Differentiable Neural Machines (Neural Turing Machines)



See [this](#) for Arman's slides on NTM.

# Keeping to move forward with Transformers



How?



# Vision Transformer (ViT)


$$\mathbf{z}_0 = [\mathbf{x}_{\text{class}}; \mathbf{x}_p^1 \mathbf{E}; \mathbf{x}_p^2 \mathbf{E}; \cdots; \mathbf{x}_p^N \mathbf{E}] + \mathbf{E}_{pos},$$

$$\mathbf{z}'_\ell = \text{MSA}(\text{LN}(\mathbf{z}_{\ell-1})) + \mathbf{z}_{\ell-1},$$

$$\mathbf{z}_\ell = \text{MLP}(\text{LN}(\mathbf{z}'_\ell)) + \mathbf{z}'_\ell,$$

$$\mathbf{y} = \text{LN}(\mathbf{z}_L^0)$$

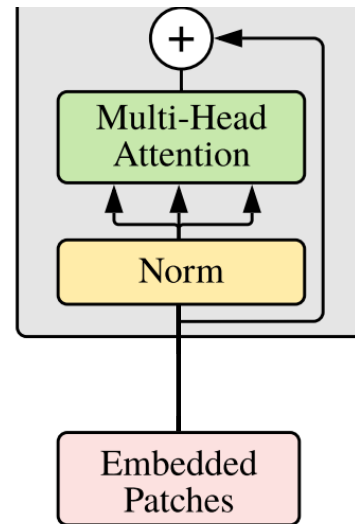
**Transformer Encoder**


$$\mathbf{E} \in \mathbb{R}^{(P^2 \cdot C) \times D}, \mathbf{E}_{pos} \in \mathbb{R}^{(N+1) \times D} \quad (1)$$

$$\ell = 1 \dots L \quad (2)$$

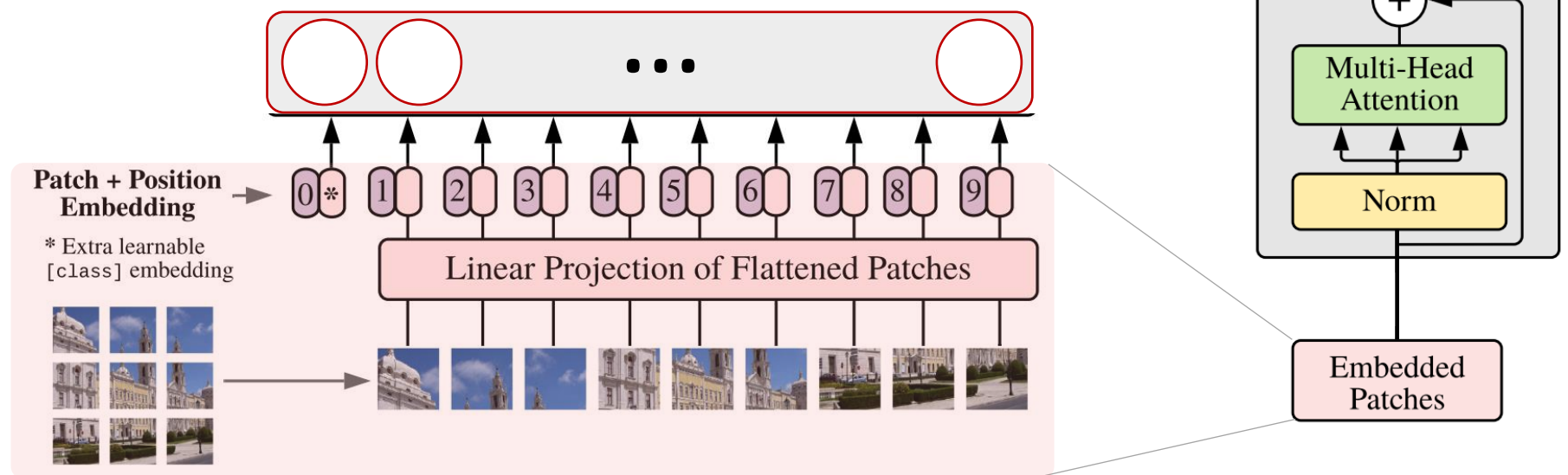
$$\ell = 1 \dots L \quad (3)$$

$$(4)$$



# Vision Transformer (ViT)

$$\mathbf{z}_0 = [\mathbf{x}_{\text{class}}; \mathbf{x}_p^1 \mathbf{E}; \mathbf{x}_p^2 \mathbf{E}; \cdots; \mathbf{x}_p^N \mathbf{E}] + \mathbf{E}_{pos}, \quad \mathbf{E} \in \mathbb{R}^{(P^2 \cdot C) \times D}, \mathbf{E}_{pos} \in \mathbb{R}^{(N+1) \times D} \quad (1)$$



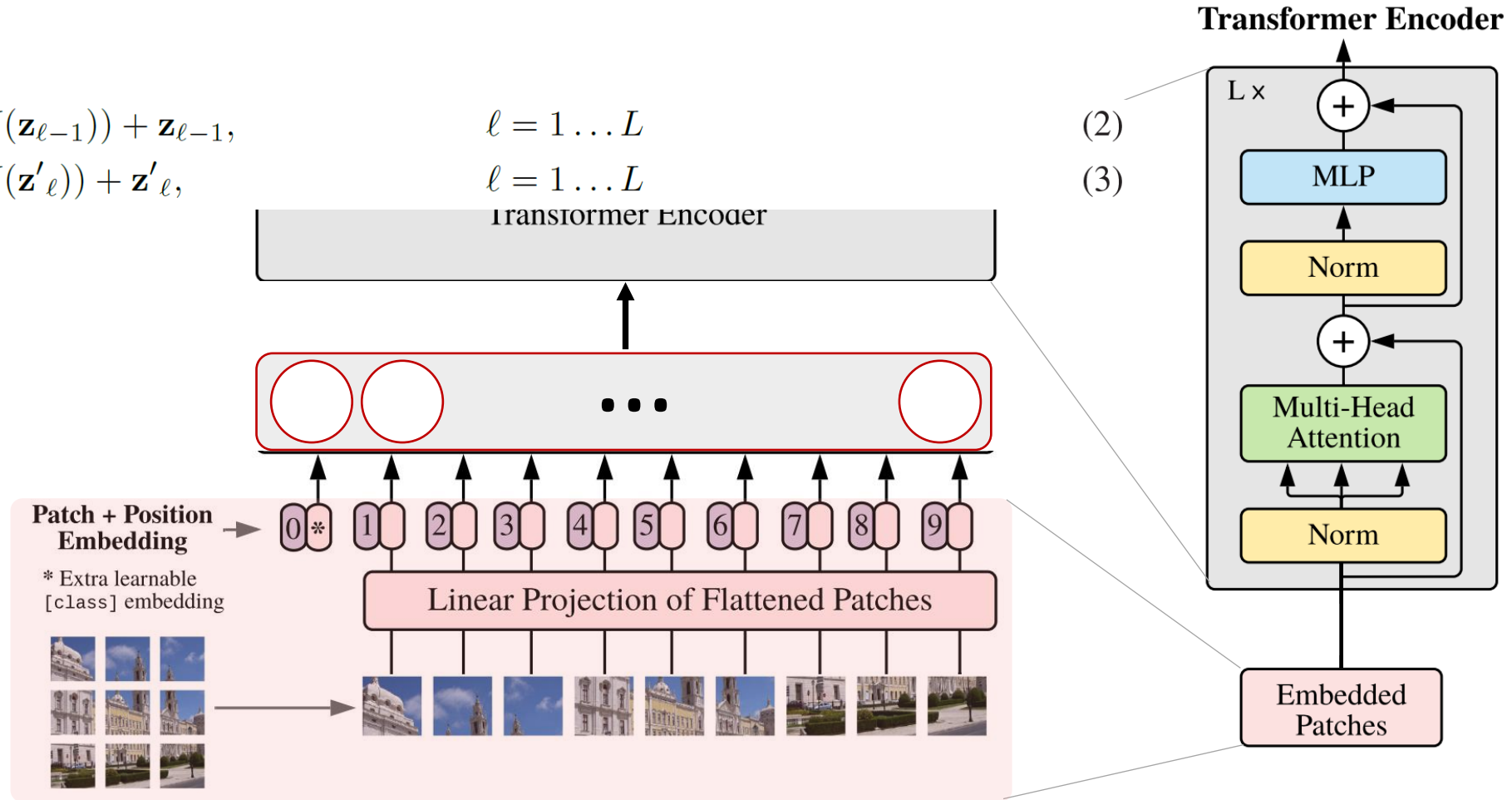
# Vision Transformer (ViT)

$$\mathbf{z}'_{\ell} = \text{MSA}(\text{LN}(\mathbf{z}_{\ell-1})) + \mathbf{z}_{\ell-1},$$

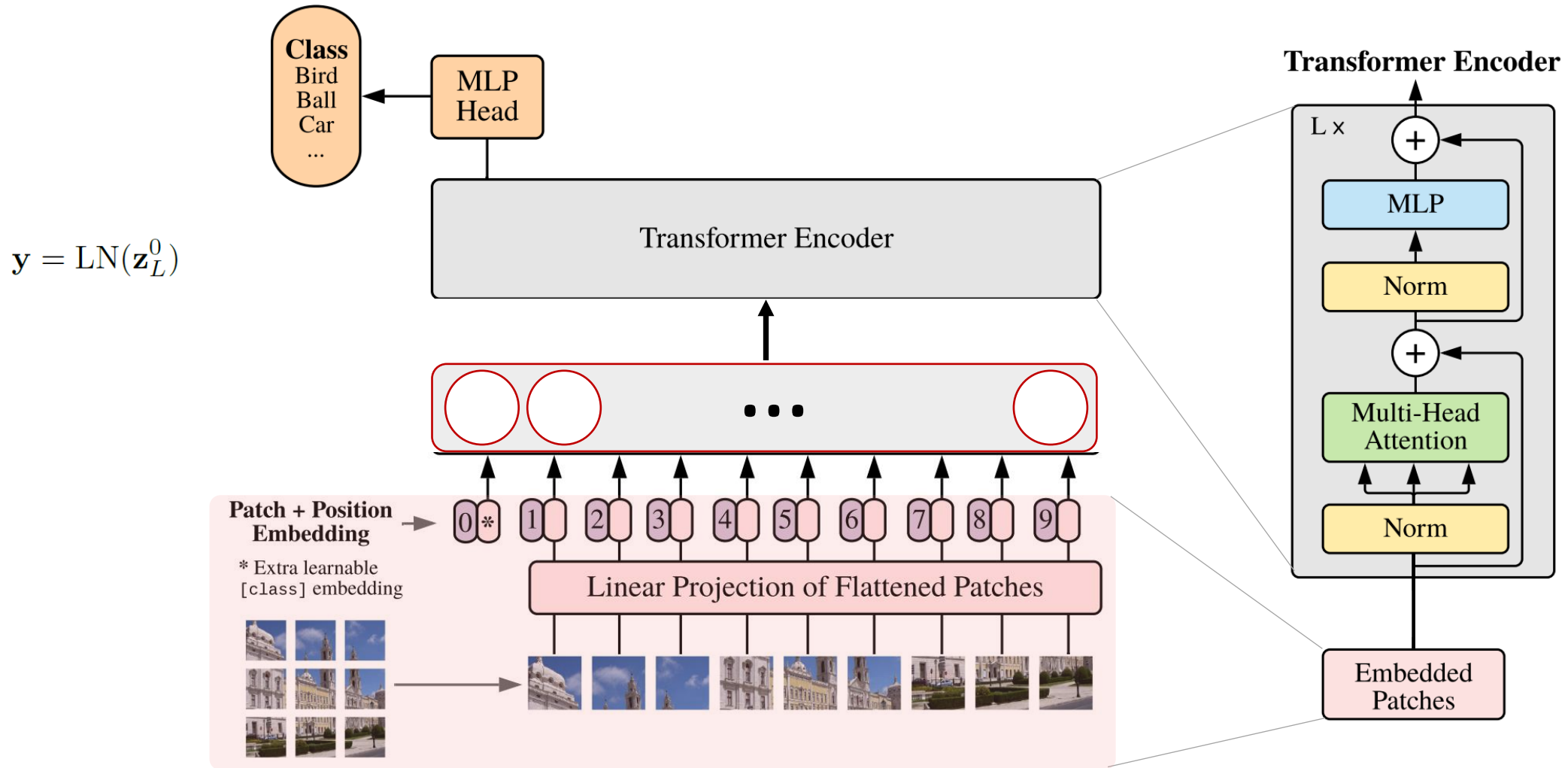
$$\mathbf{z}_{\ell} = \text{MLP}(\text{LN}(\mathbf{z}'_{\ell})) + \mathbf{z}'_{\ell},$$

$$\ell = 1 \dots L$$

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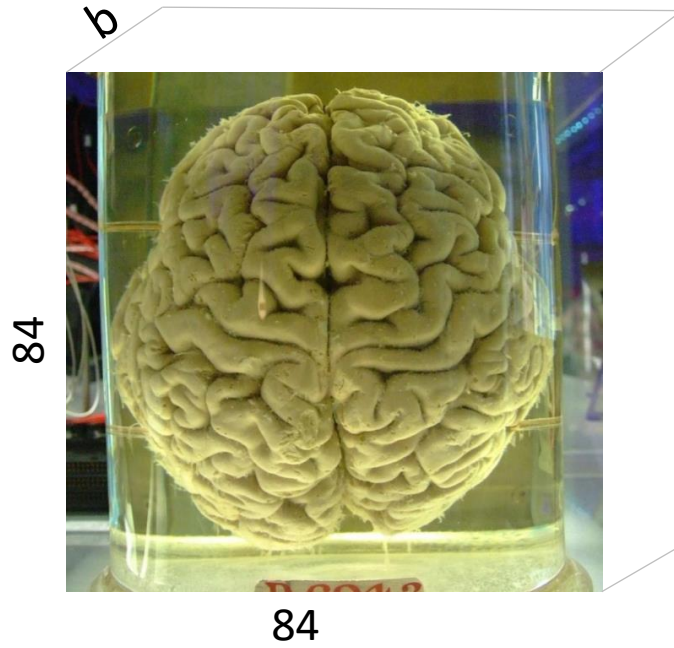


# Vision Transformer (ViT)



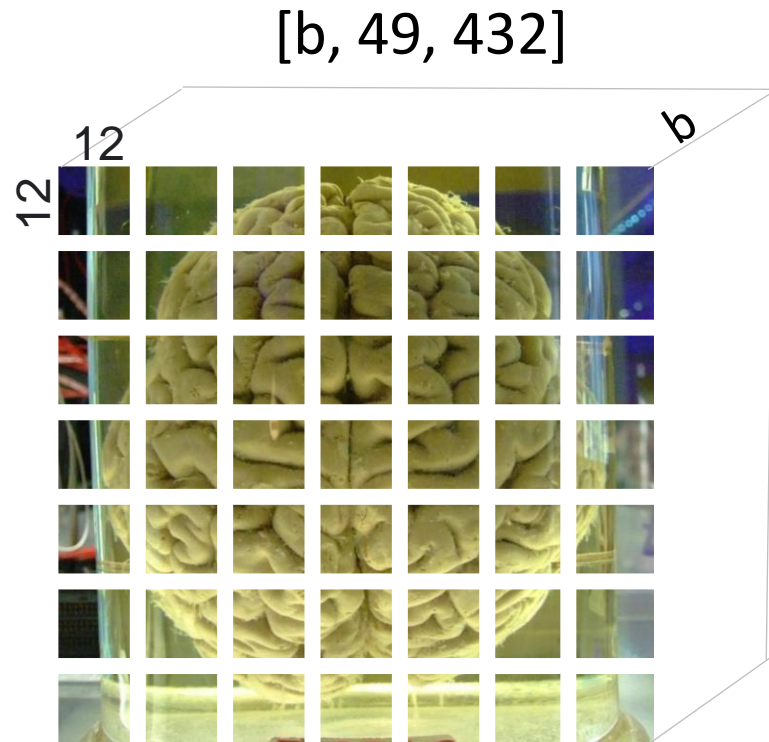
# Input image format

$[b, 3, 84, 84]$



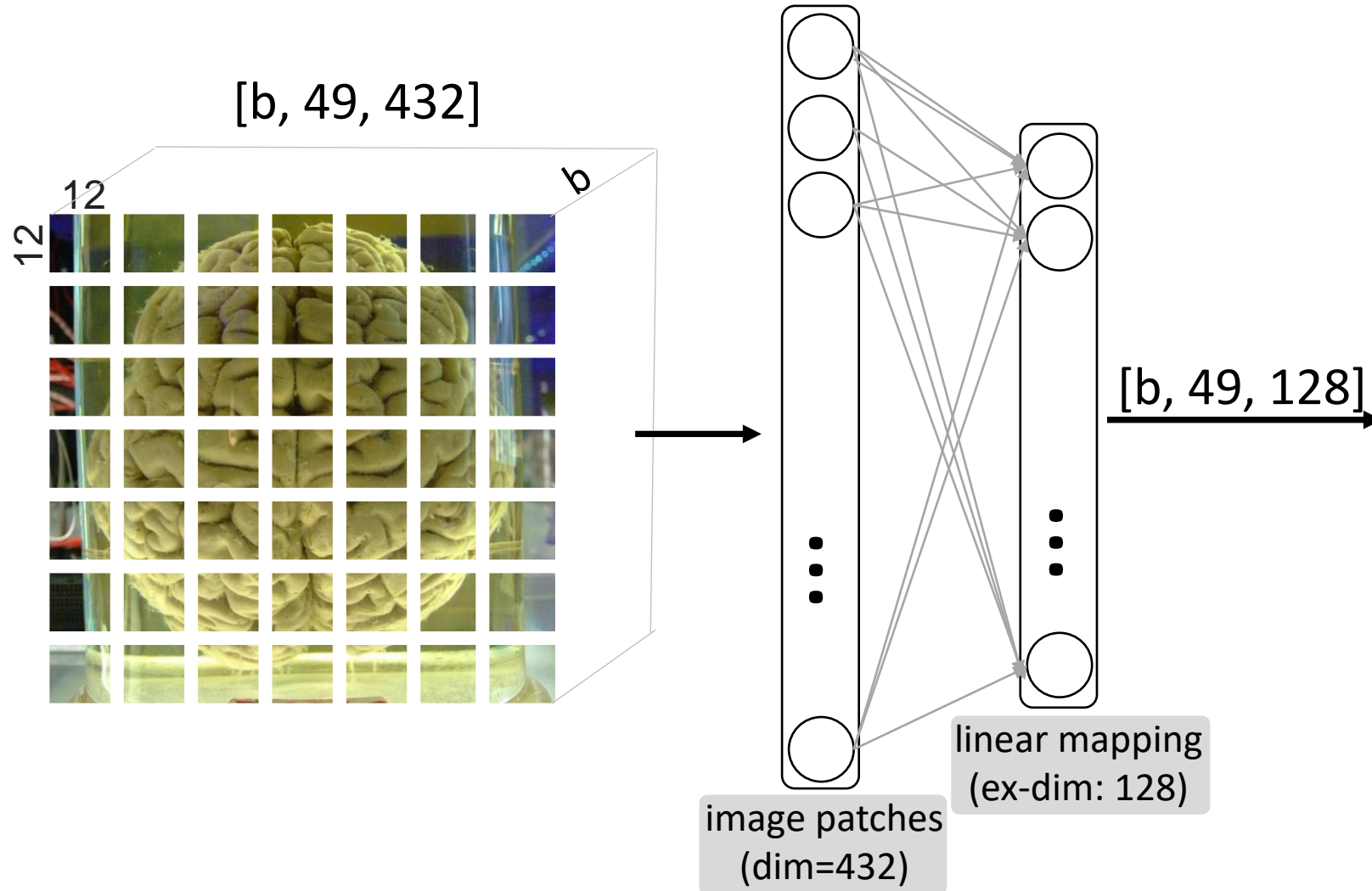
$$\mathbf{x} \in \mathbb{R}^{H \times W \times C}$$

# Image to Patches



$$\mathbf{x}_p \in \mathbb{R}^{N \times (P^2 \cdot C)}$$

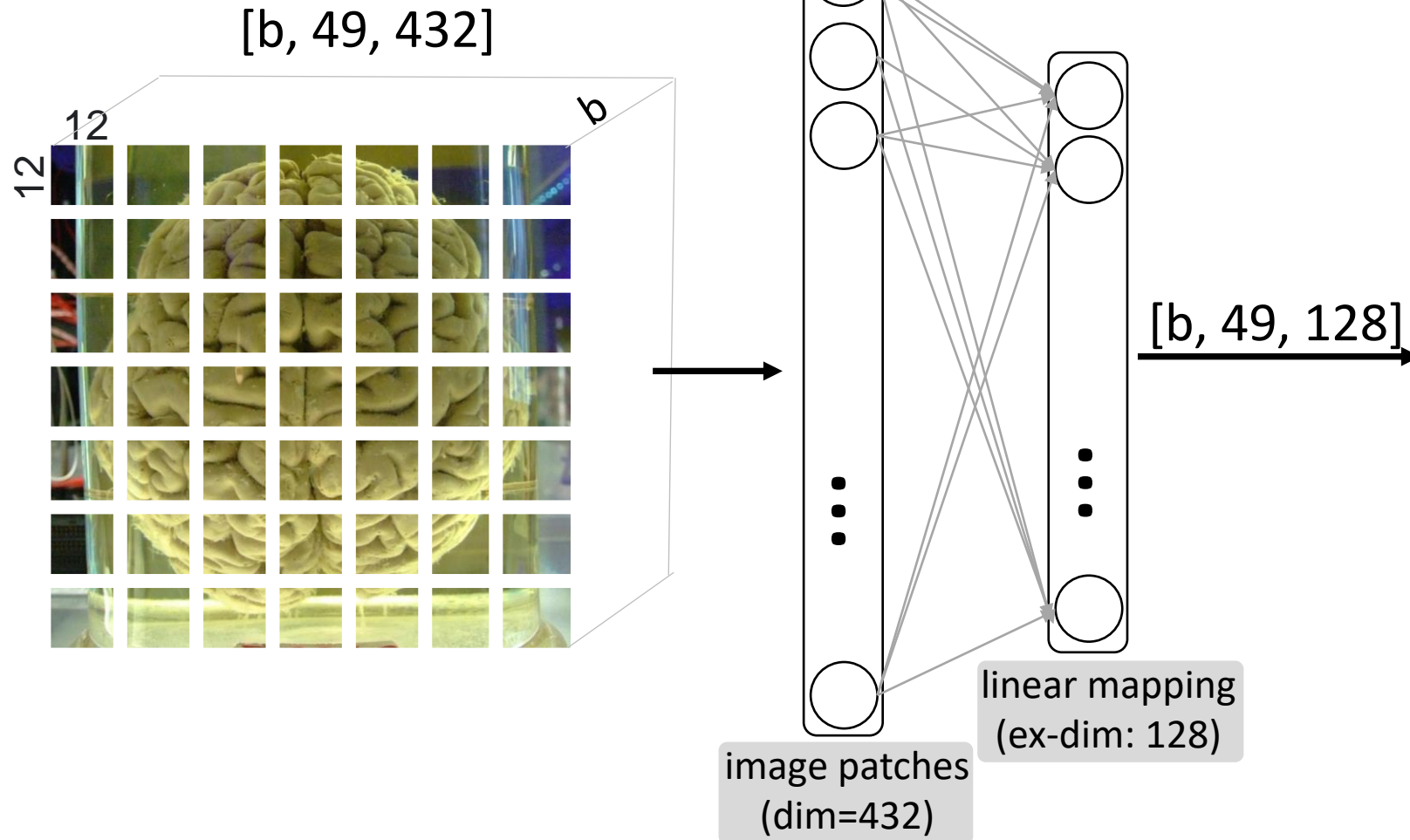
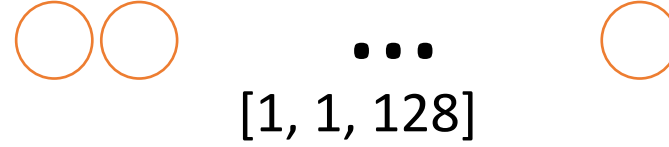
# Patch to Token



# Concat. of the Learnable Class Token

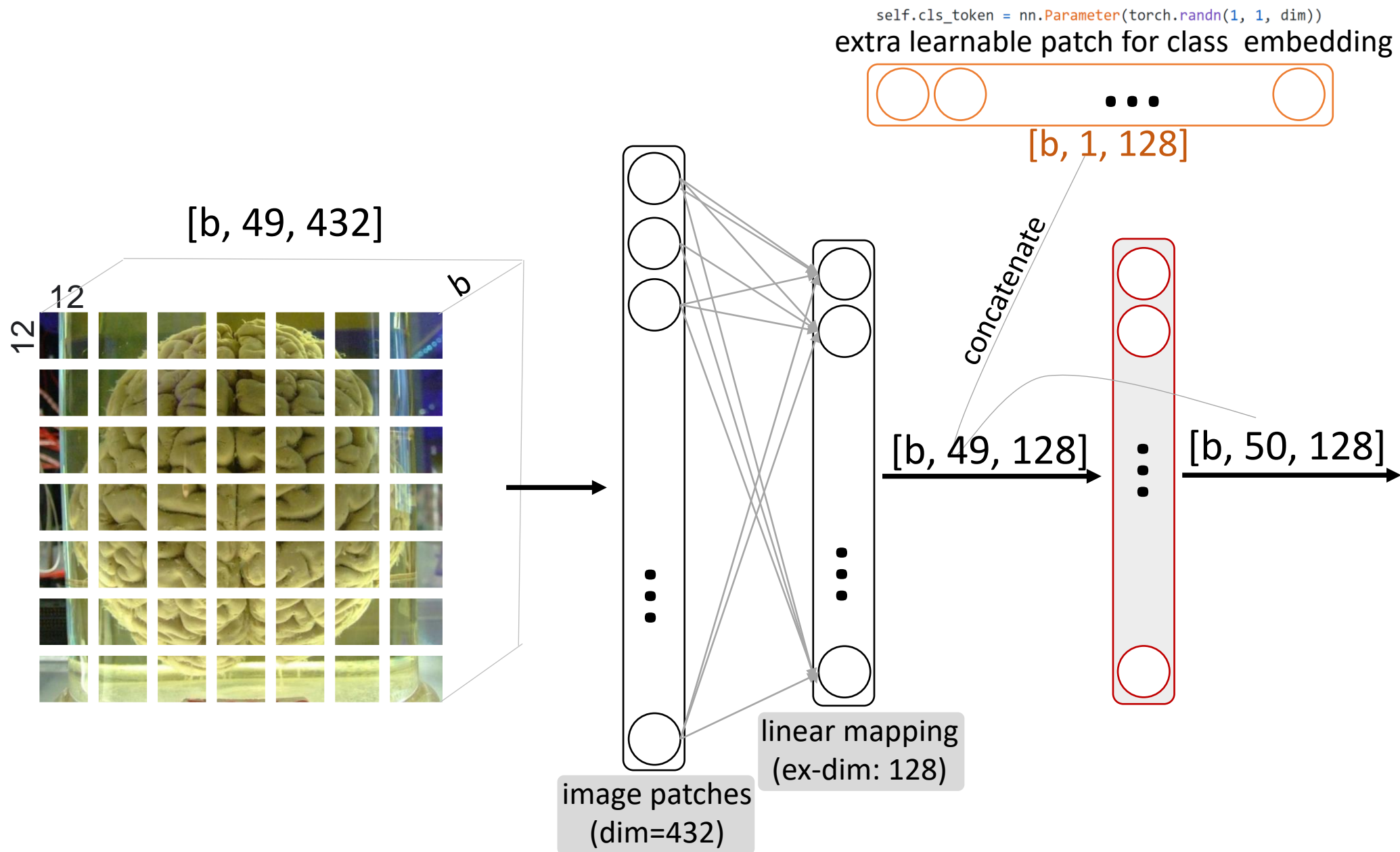
```
self.cls_token = nn.Parameter(torch.randn(1, 1, dim))
```

extra learnable patch for class embedding





# Concat. learnable Class Token

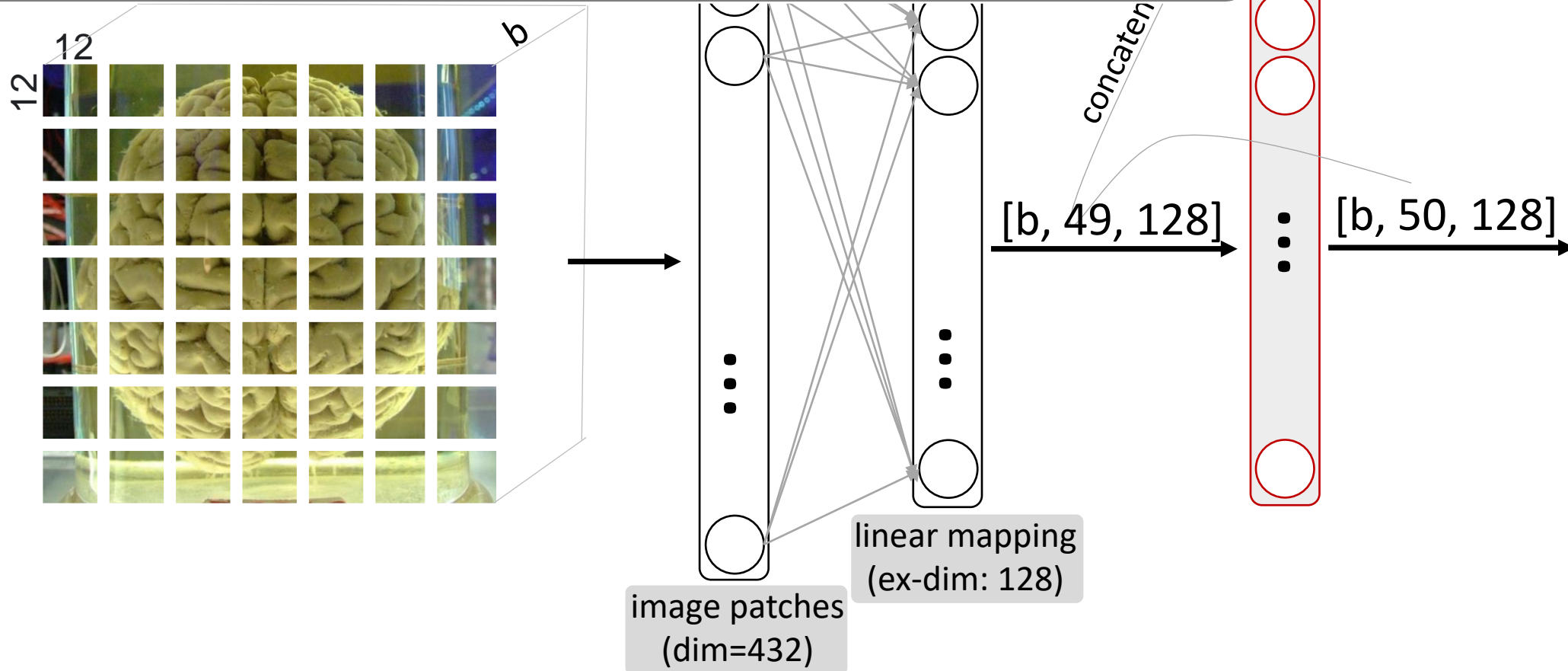


# Concat. learnable Class Token

```
self.cls_token = nn.Parameter(torch.randn(1, 1, dim))
```

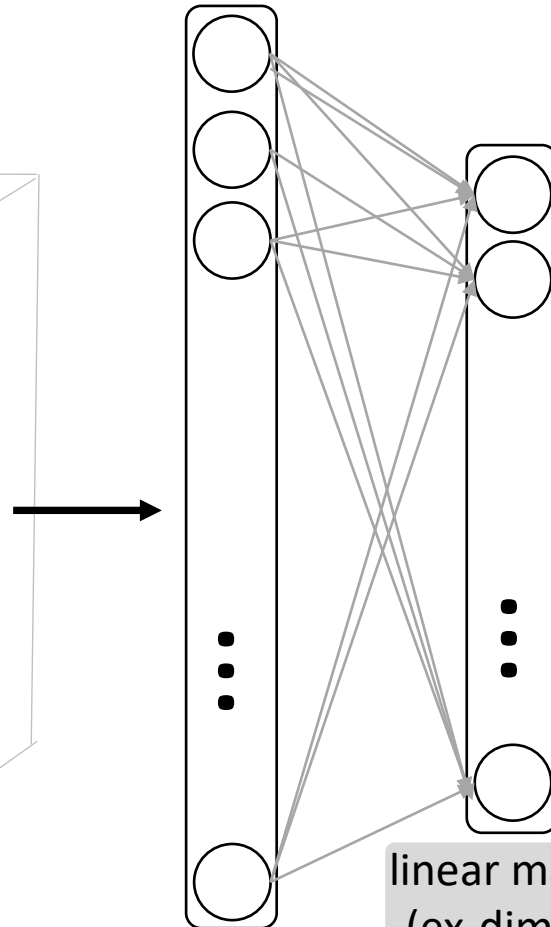
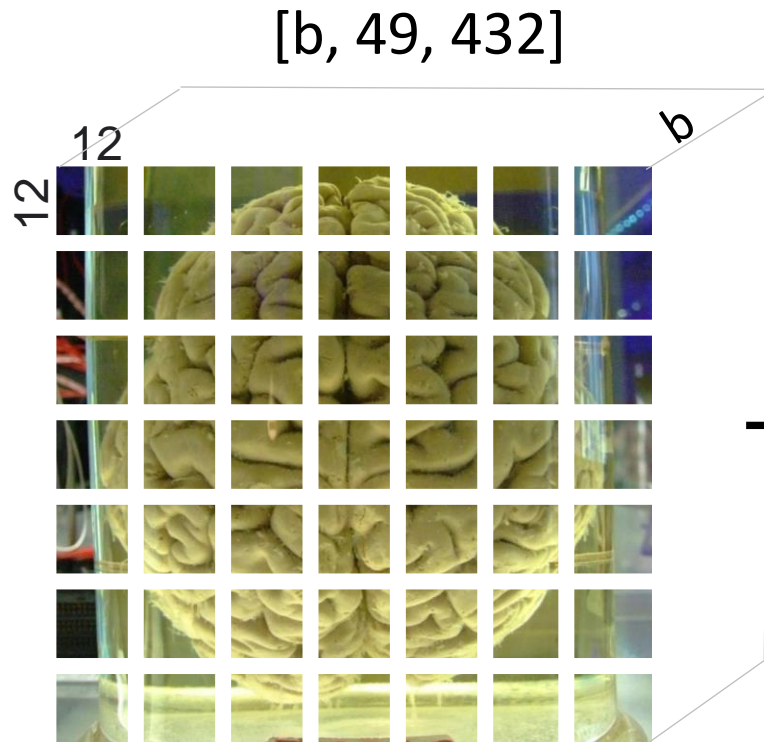
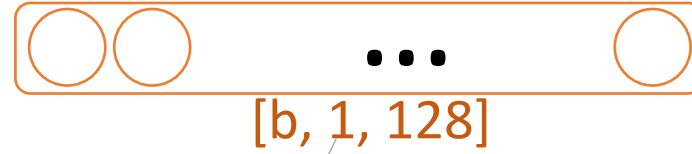
extra learnable patch for class embedding

$$\mathbf{z}_0 = [\mathbf{x}_{\text{class}}; \mathbf{x}_p^1 \mathbf{E}; \mathbf{x}_p^2 \mathbf{E}; \cdots; \mathbf{x}_p^N \mathbf{E}] + \mathbf{E}_{\text{pos}}, \quad \mathbf{E} \in \mathbb{R}^{(P^2 \cdot C) \times D}, \mathbf{E}_{\text{pos}} \in \mathbb{R}^{(N+1) \times D} \quad (1)$$



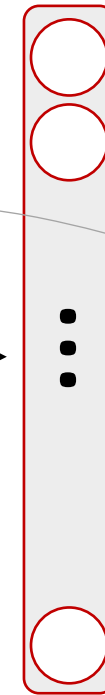
# Adding position embeddings

`cls_token = nn.Parameter(torch.randn(1, 1, dim))`  
extra learnable patch for class embedding



$[b, 49, 128]$

concatenate



$[b, 50, 128]$

image patches  
(dim=432)

linear mapping  
(ex-dim: 128)

$[1, 50, 128]$

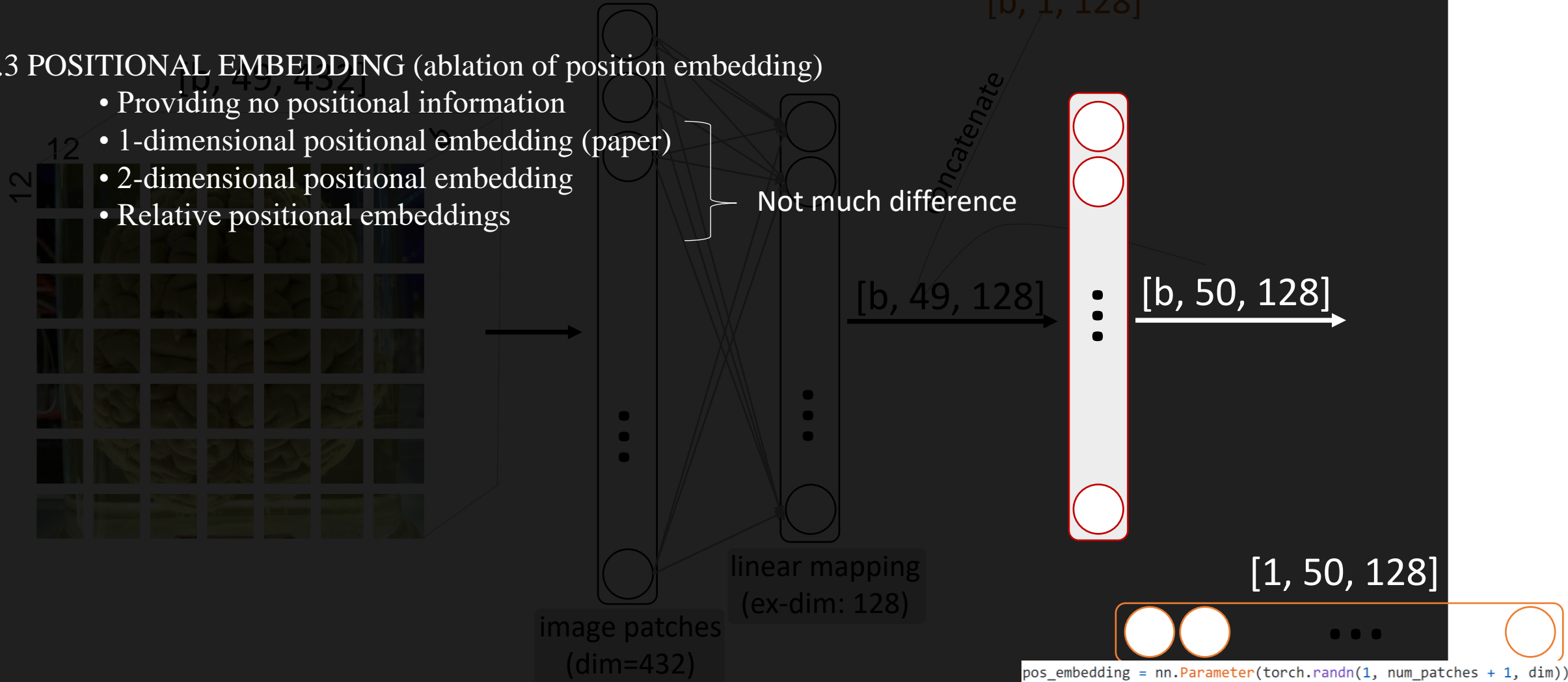


`pos_embedding = nn.Parameter(torch.randn(1, num_patches + 1, dim))`

# Adding position embeddings

## D.3 POSITIONAL EMBEDDING (ablation of position embedding)

- Providing no positional information
- 1-dimensional positional embedding (paper)
- 2-dimensional positional embedding
- Relative positional embeddings





# Position embeddings depends on hyperparameters

```
cls_token = nn.Parameter(torch.randn(1, 1, dim))  
extra learnable patch for class embedding
```

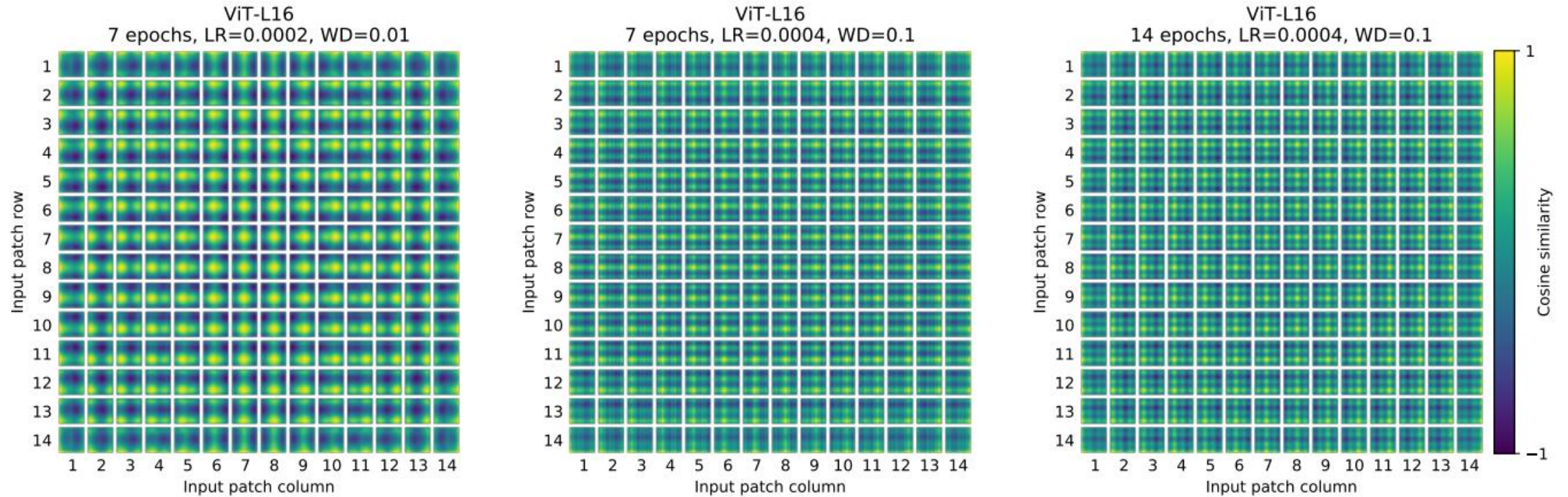


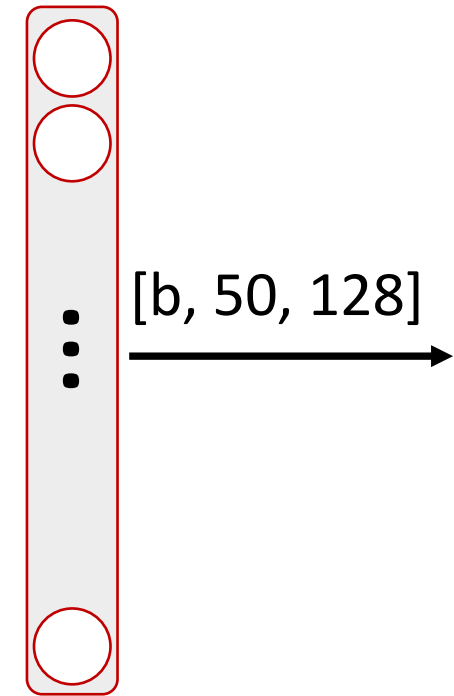
Figure 9: Position embeddings of models trained with different hyperparameters.

image patches  
(dim=432)

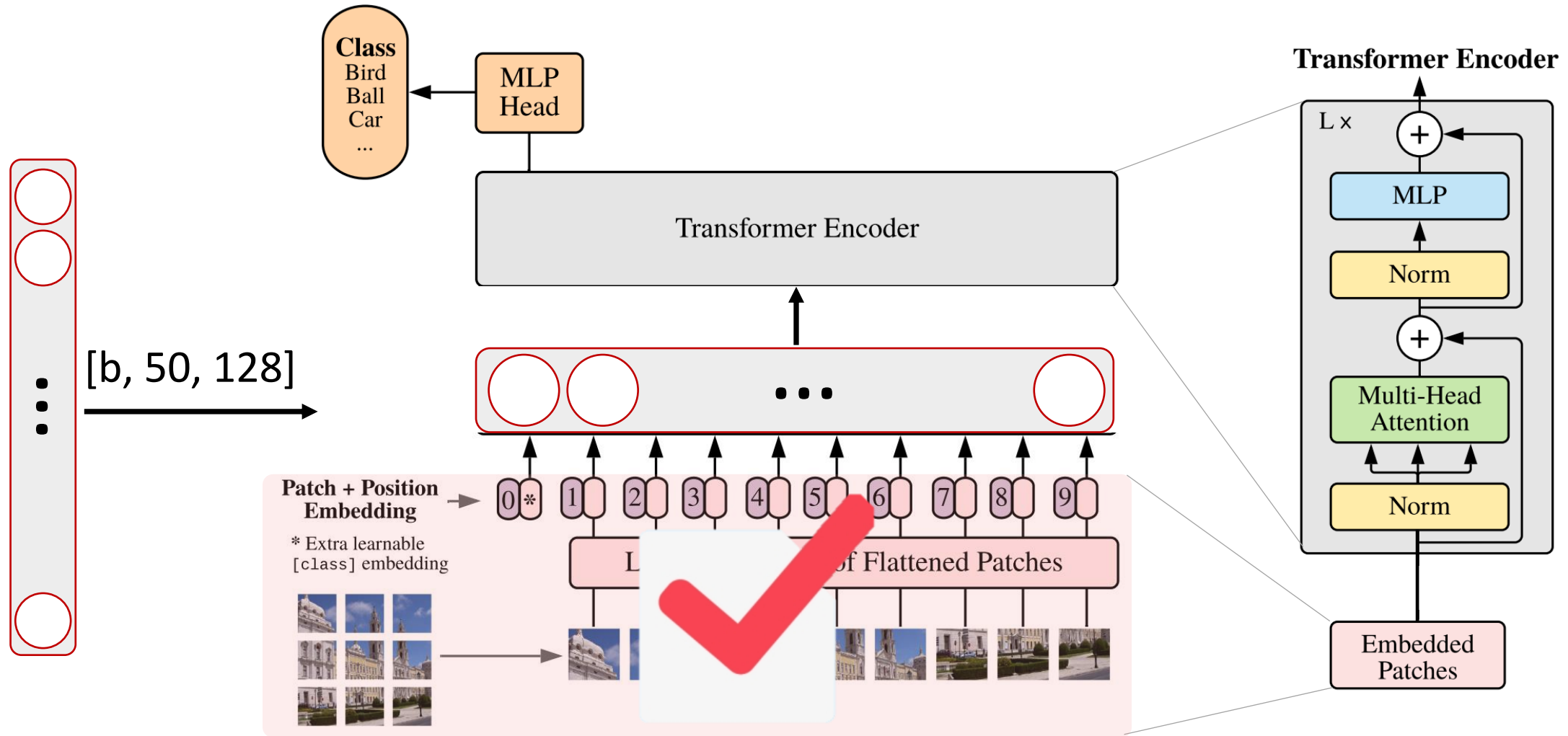
linear mapping  
(ex-dim: 128)

```
pos_embedding = nn.Parameter(torch.randn(1, num_patches + 1, dim))
```

# Patch embedding



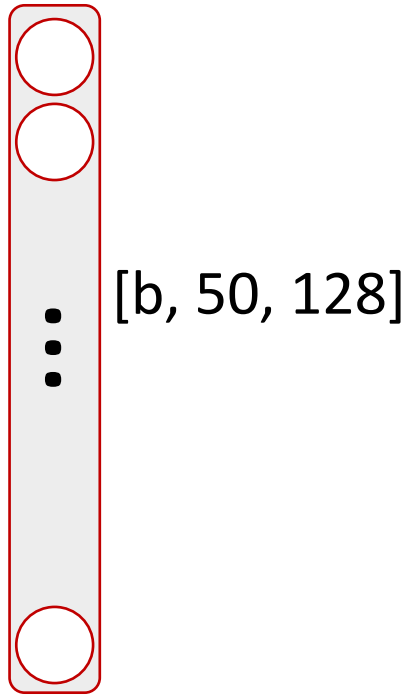
# Big picture



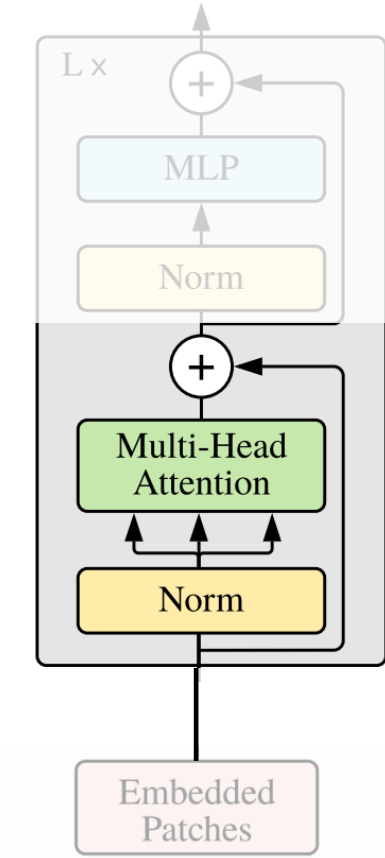
# Transformer: MH-Self Attention (MSA)

$$\mathbf{z}'_{\ell} = \text{MSA}(\text{LN}(\mathbf{z}_{\ell-1})) + \mathbf{z}_{\ell-1},$$

$$\ell = 1 \dots L$$

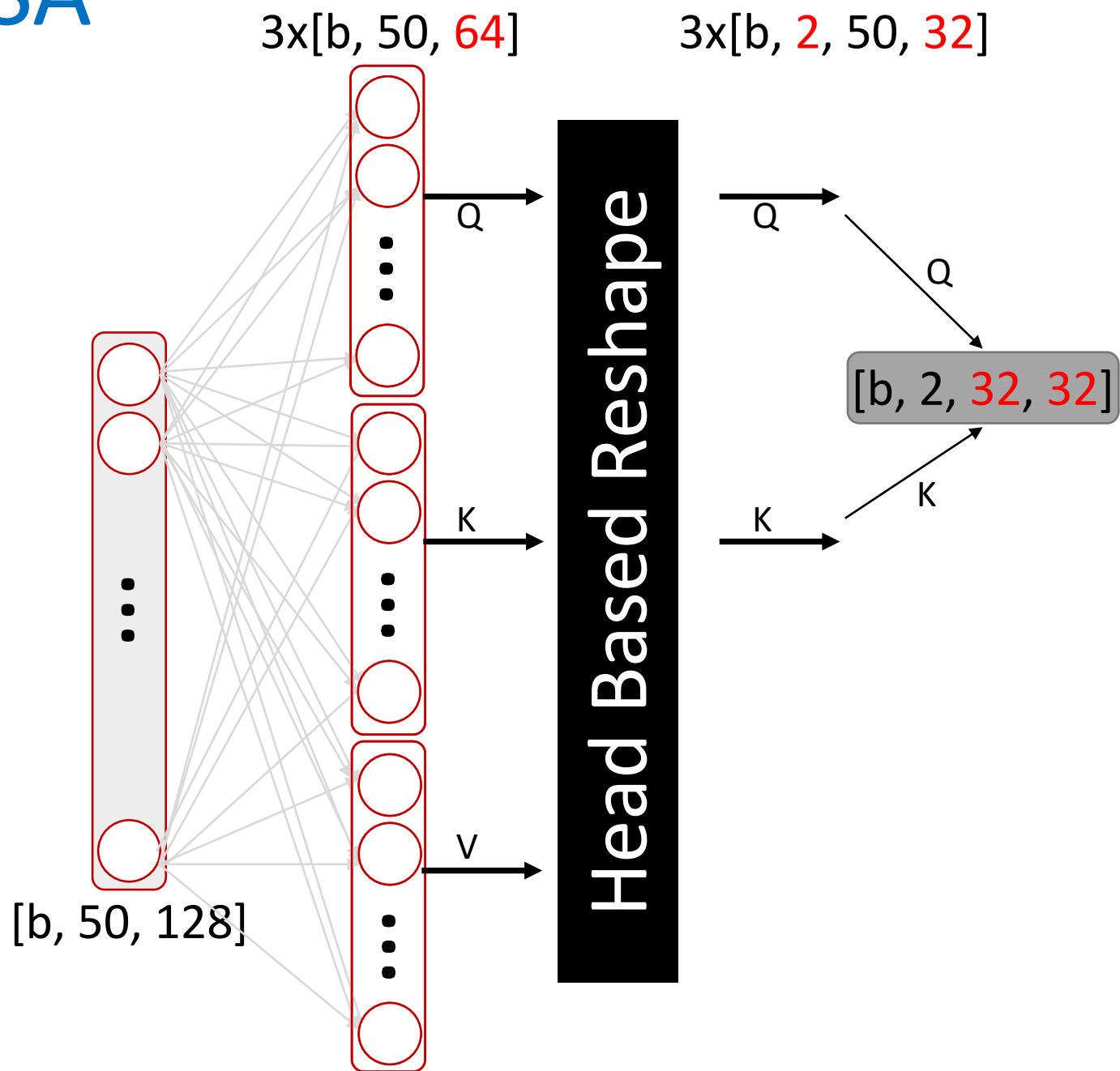


Transformer Encoder



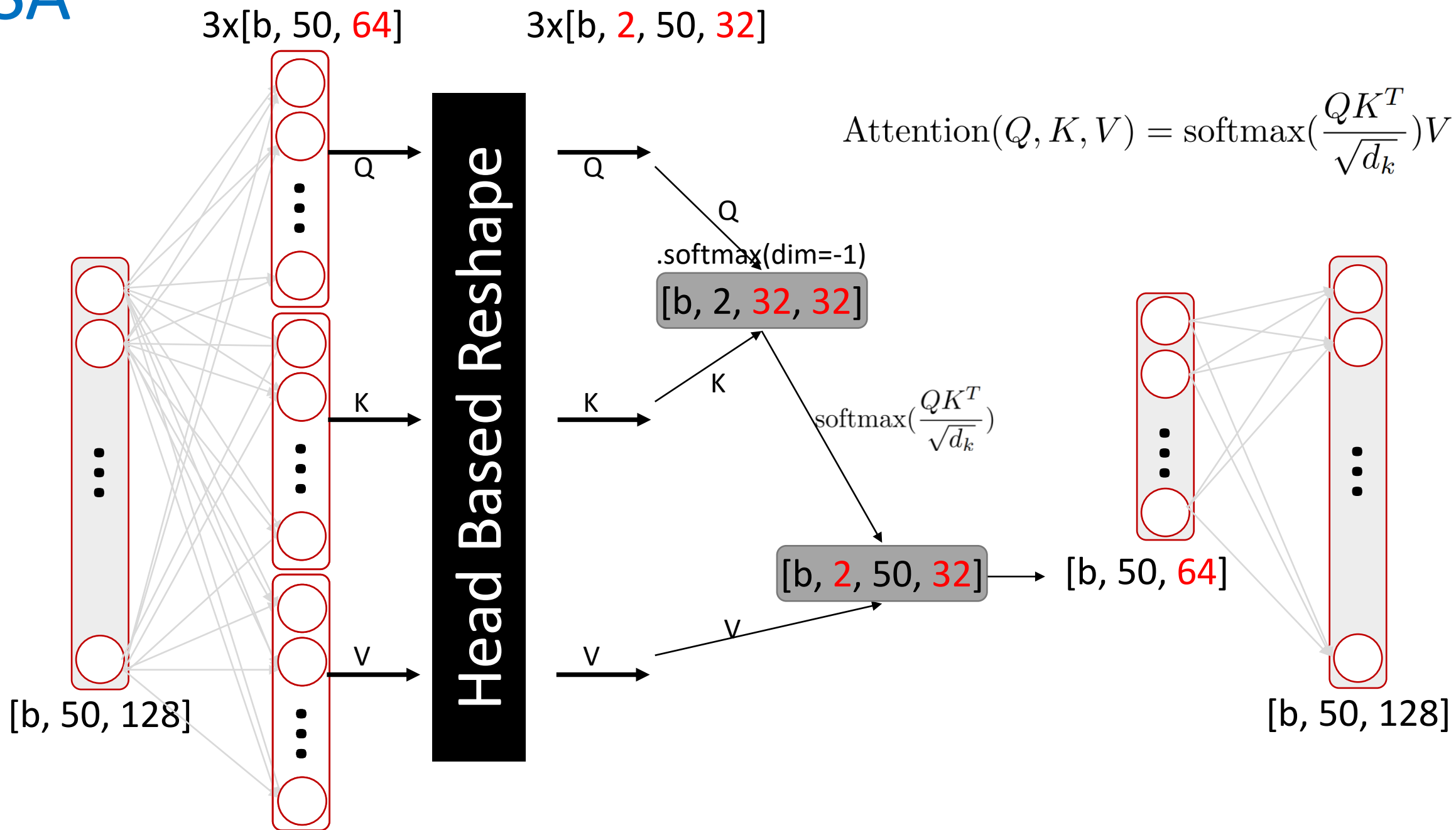


# MSA

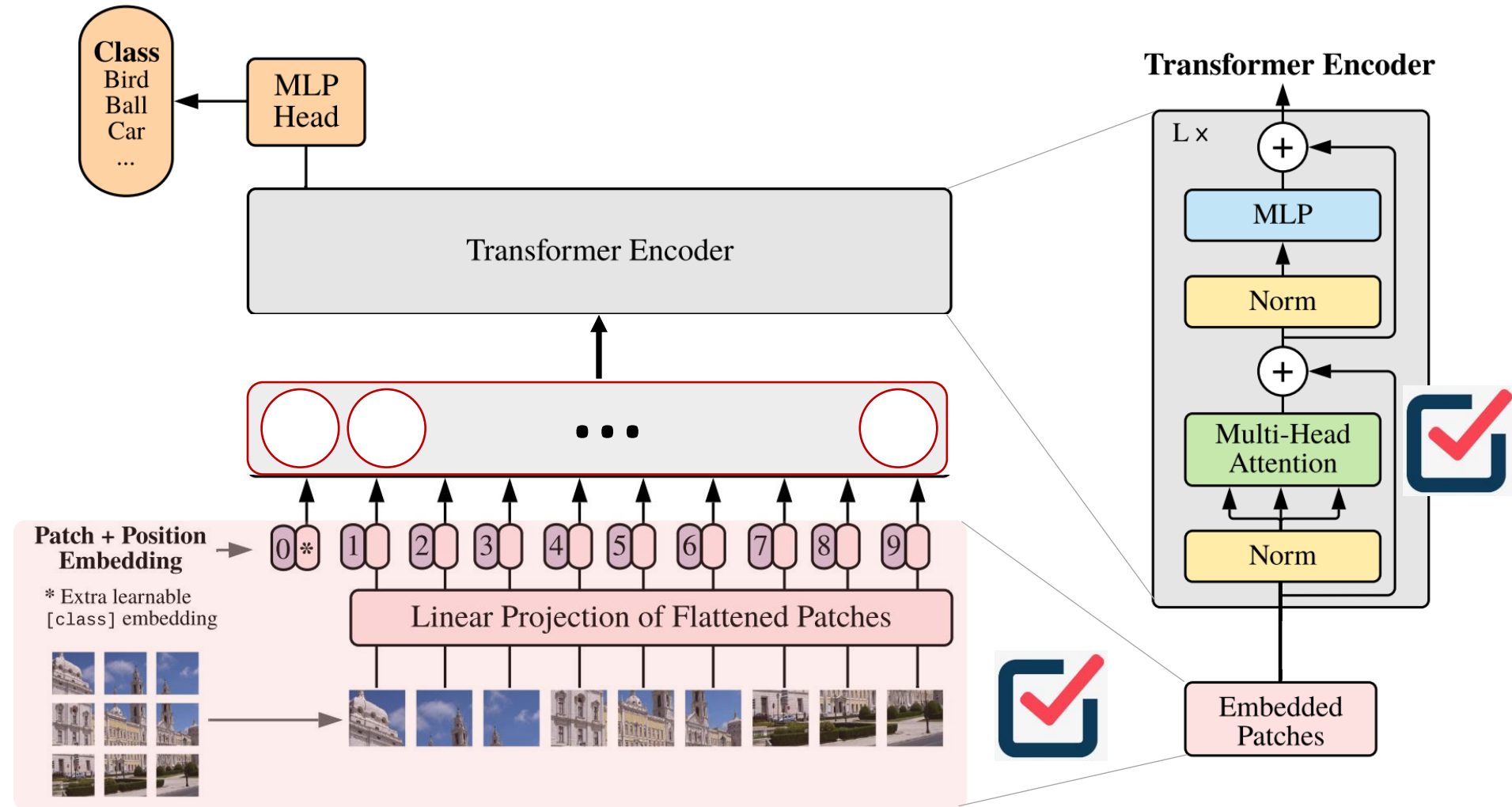


$$\text{softmax}(\frac{QK^T}{\sqrt{d_k}})$$

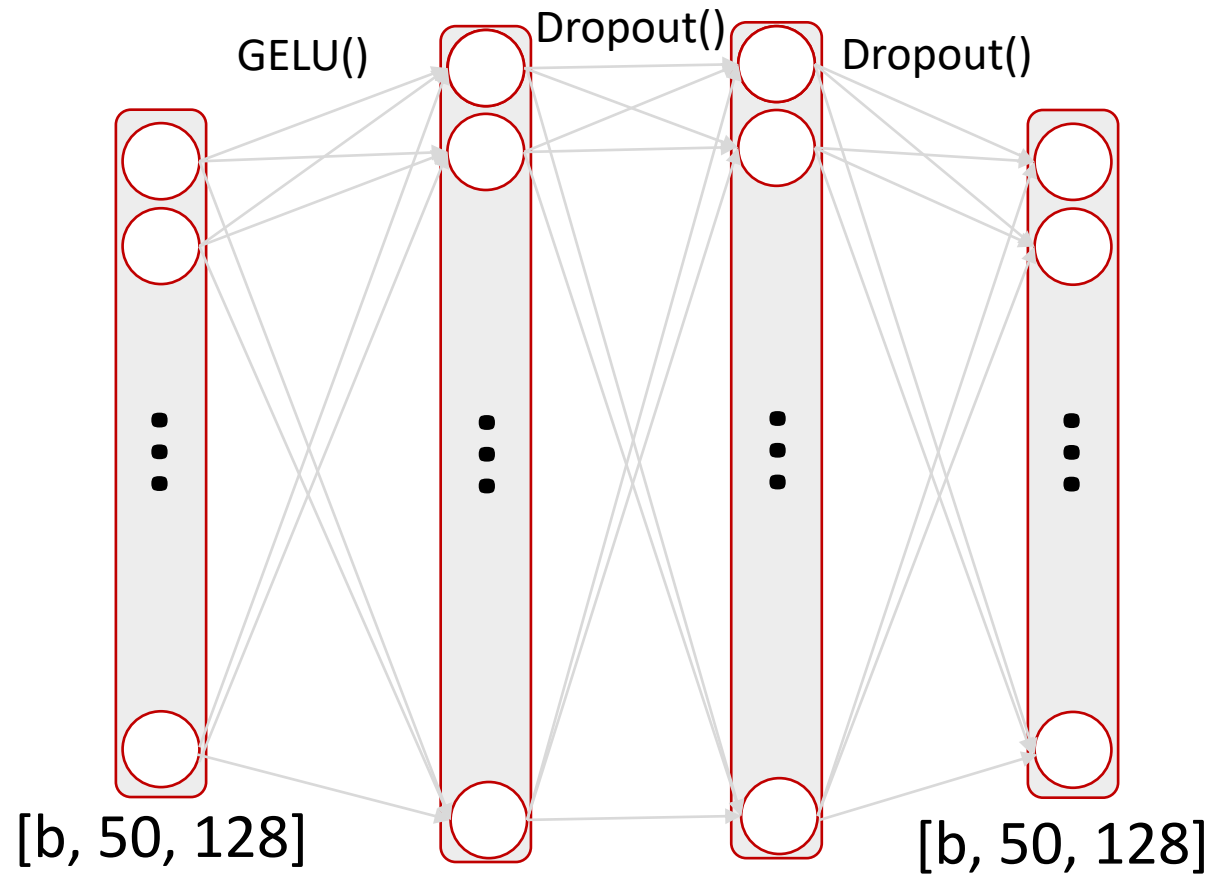
# MSA



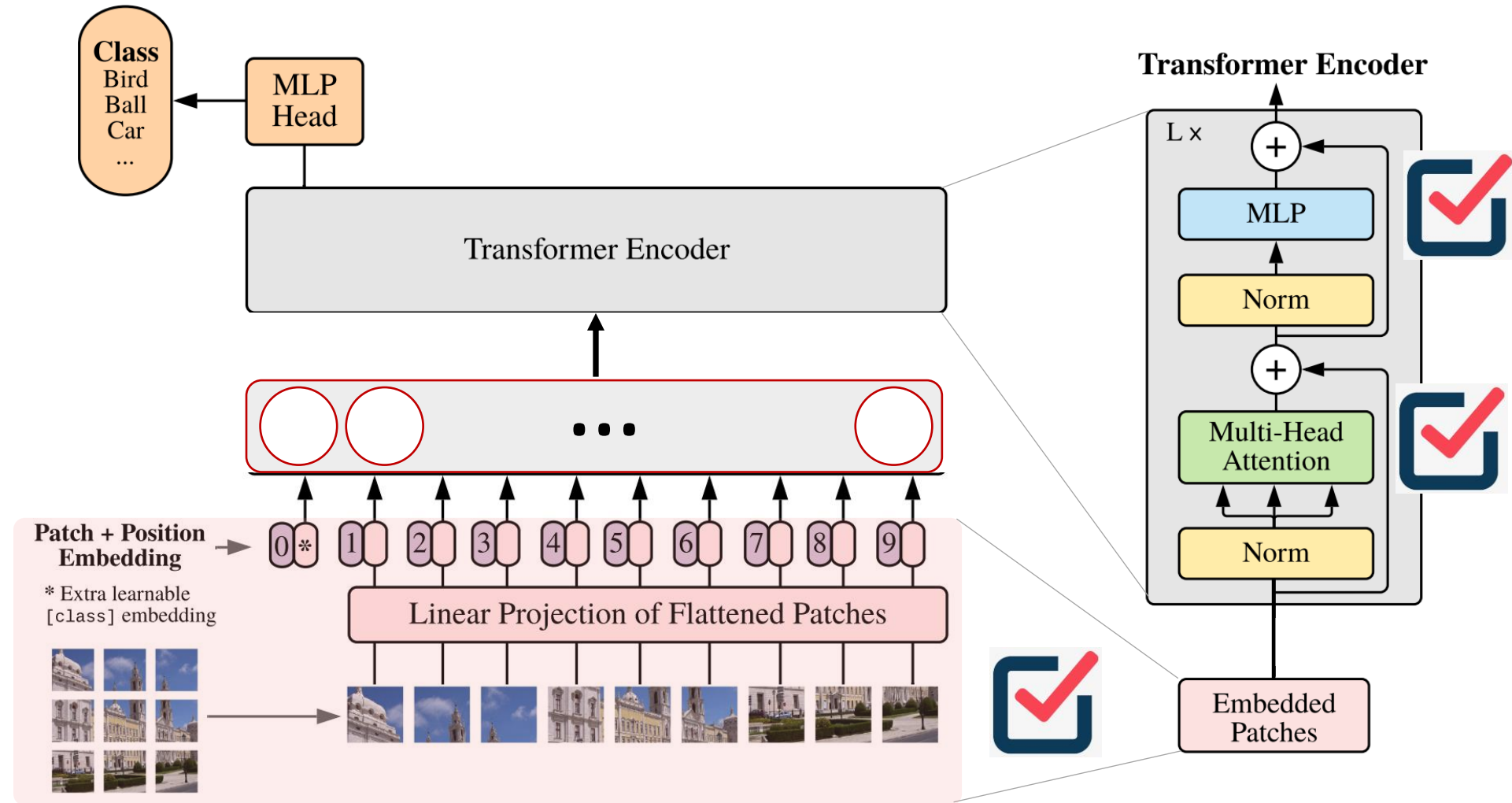
# Big picture



# Transformer: MLP



# Big picture



# Transformers

