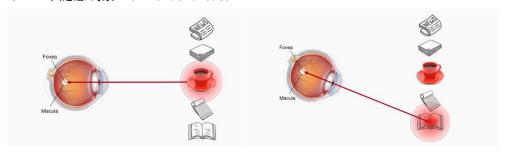
Source:

https://classic.d2l.ai/chapter_attention-mechanisms/attention-cues.html https://en.wikipedia.org/wiki/Kernel_regression Attention is all you need

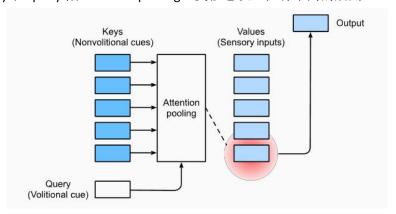
· attention mechanism 可见理解 or attention mechanism 可思想解 or attention mechanism 可思想 or attention mechanism 可能 or attention mechanism 可能 or attention mechanism 可能 or attention mechanism mechani
- affention mechanismos mech
- non-wlitional clues
- 里式考度随意转音, > query]- attention pooling - 环境輸入 Key - value
- st the san key - value - 1/1
- 历史: 非是注意为治此层 Nadaraya - Waston核四白.
一次是:非是是包力泡烧点、Nadaraya一Wastonia
《圣教化注色为加制(权重设计)。
·注意力到教。query和Kei)相似度
$f(x) = \sum_{i} \alpha(x_i, x_i) y_i = \sum_{i=1}^{n} softmax (-\frac{1}{2}(x_i - x_i)^2) y_i$
iol
- 拓展刘高维
- Q 编设设计?
- additive attention a(k, 2) = v ⁷ tanh (Wk K + Wf2)
- scaled dot-product attention a cq, ki) = <q, ki="">/Ja</q,>
· 校用 attention mechanism 的 seg 2 seg
一动机
- bo 2 attention mechanism
· 白注意力 (可略?)
H ROM
- 40 CNN, RNNED It.
一1三星三角石马。
- 12 A JAN 204 .
· Transformer - only based on attention mechanism.
· ransformer - oray
12 12 12 12 12 12 12 12 12 12 12 12 12 1
- 多头准备力
— masked 写来注意力
- marios y

- Attention mechanism 的直观理解
 - 心理学:分析两种线索选注意点
 - ◆ 随意线索 volitional cues
 - ◆ 不随意线索 non-volitional cues



https://classic.d2l.ai/chapter attention-mechanisms/attention-cues.html

- 显式考虑 volitional clues
 - ◆ 随意线索认为是 Query
 - ◆ key, value 认为是环境输入
 - ◆ Key 和 query 做 attention pooling(类似卷积,但有不同的规则)



https://classic.d2l.ai/chapter_attention-mechanisms/attention-cues.html 历史:

- ◆ 非参注意力池化层 Nadaraya-Waston 核回归 https://en.wikipedia.org/wiki/Kernel regression
- ◆ 参数化注意力机制 (what about 权重设计?)