



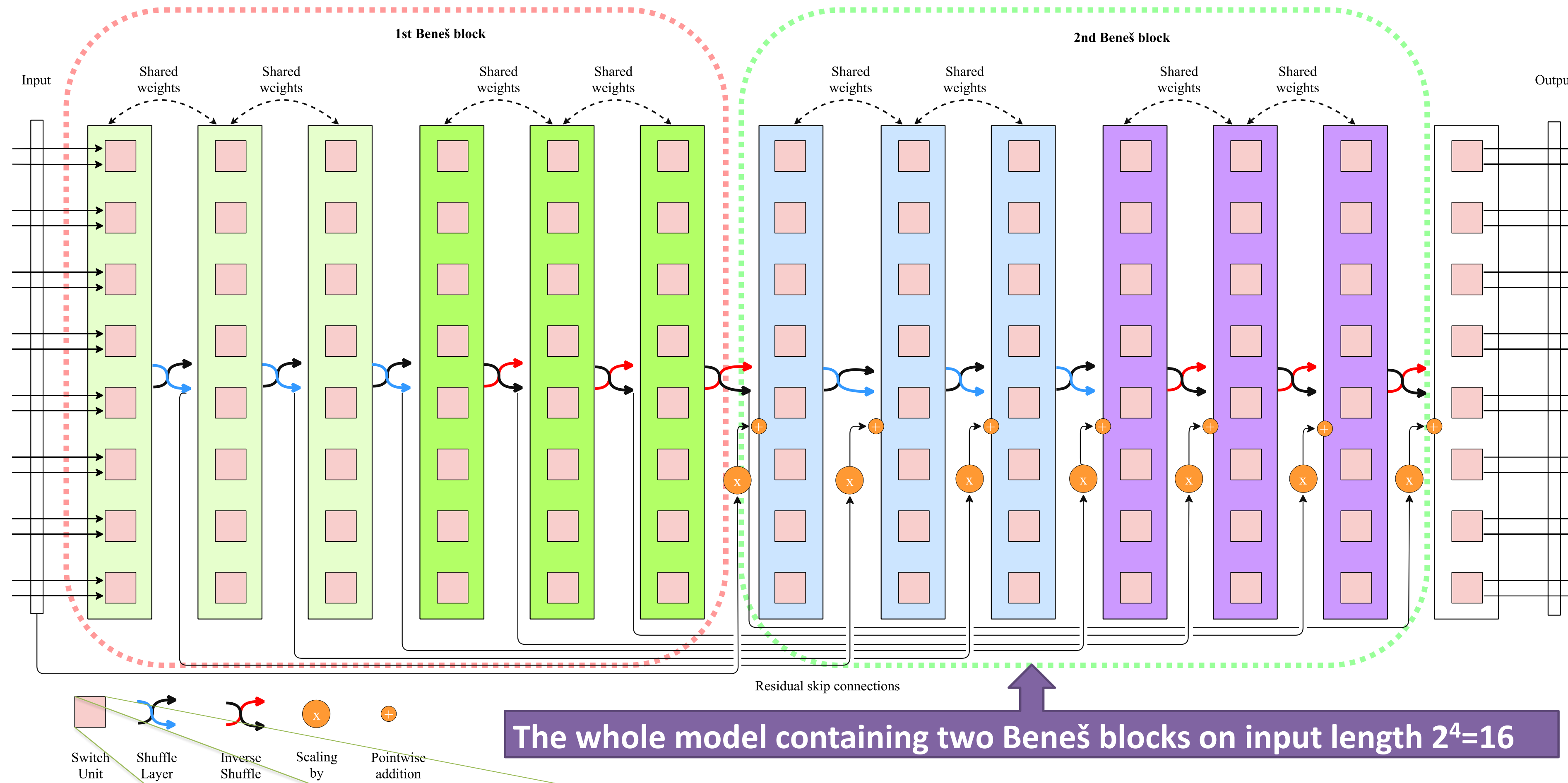
Neural Shuffle-Exchange Networks – Sequence Processing in $O(n \log n)$ Time

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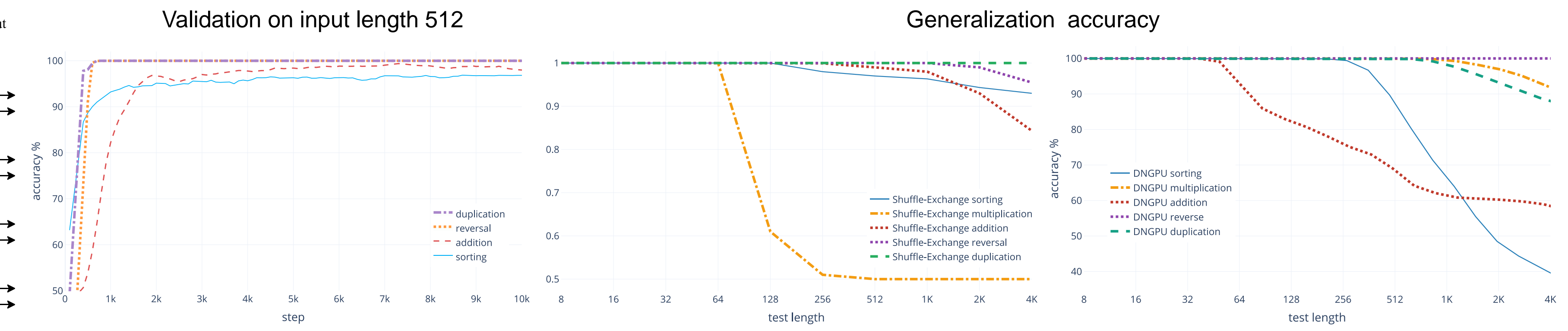
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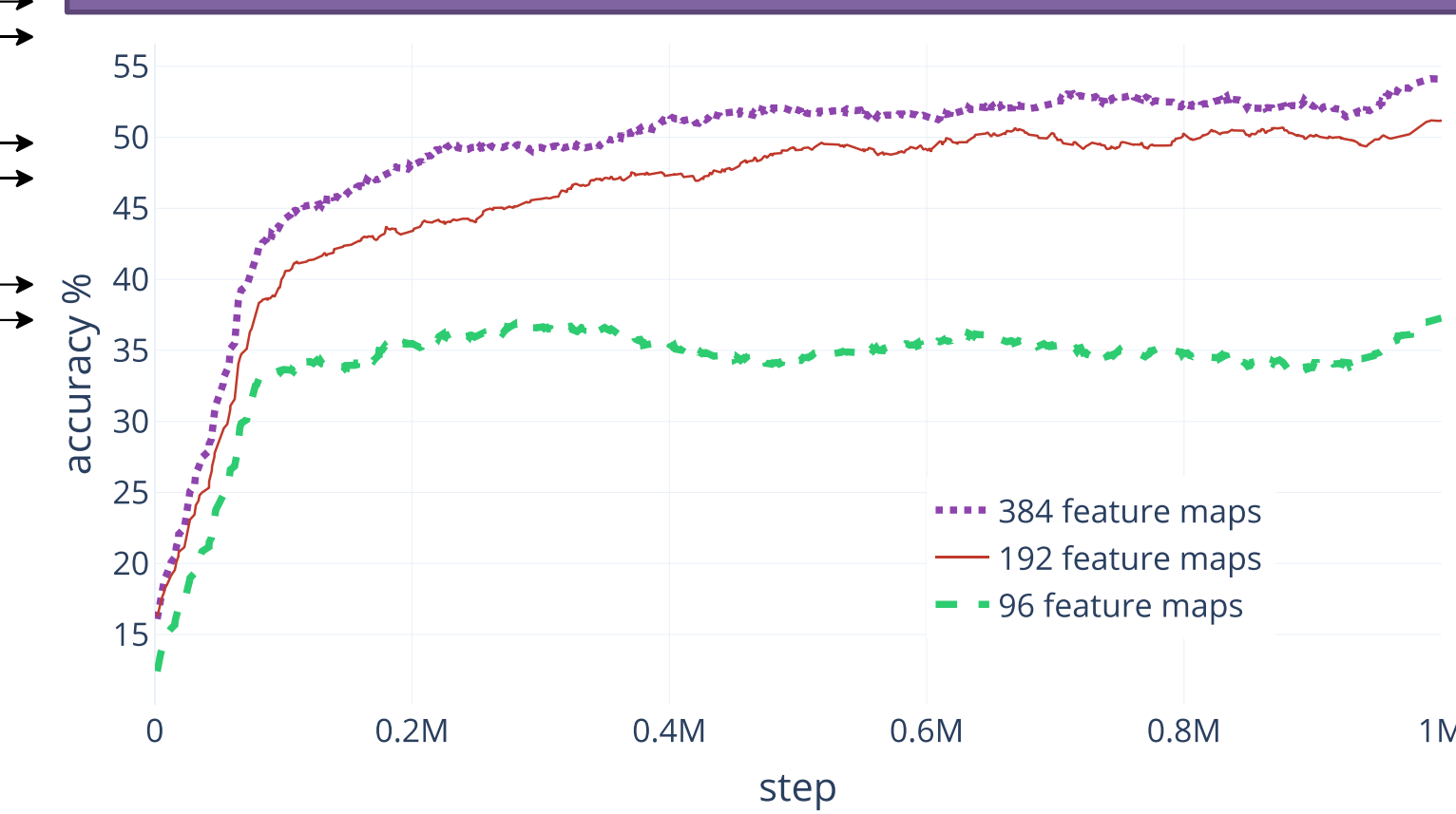
A key requirement in sequence to sequence processing is the modeling of long range dependencies. To this end, a vast majority of the state-of-the-art models use attention mechanism which is of $O(n^2)$ complexity that leads to slow execution for long sequences. We propose a new **differentiable architecture for sequence processing tasks that has $O(\log n)$ depth, $O(n \log n)$ total complexity**, and allows modeling of any dependencies in the sequence. We show that this model can successfully synthesize nontrivial $O(n \log n)$ time algorithms with good generalization.



Shuffle-Exchange network can infer $O(n \log n)$ time algorithms from input-output examples.



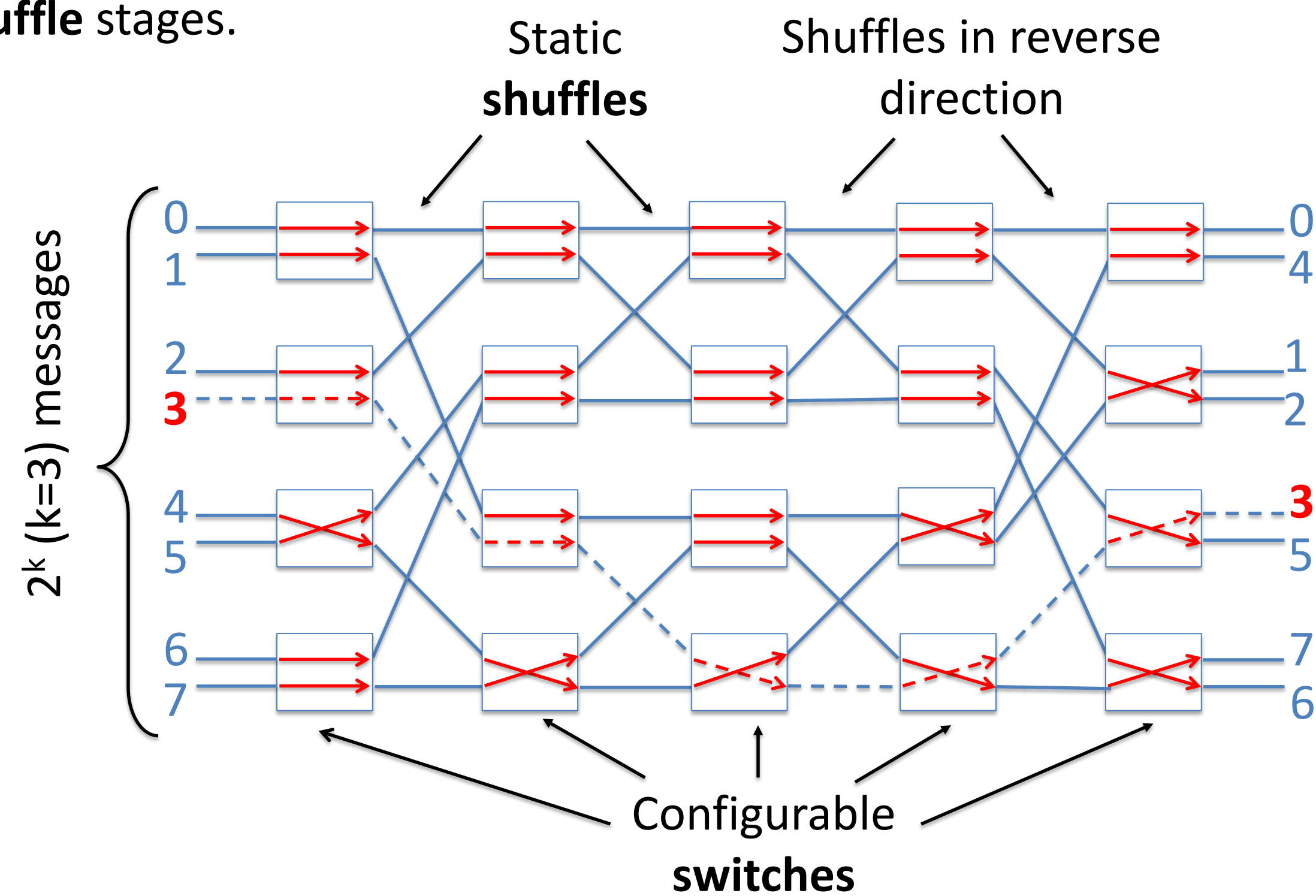
Achieves competitive accuracy on real-world tasks, LAMBADA word prediction.



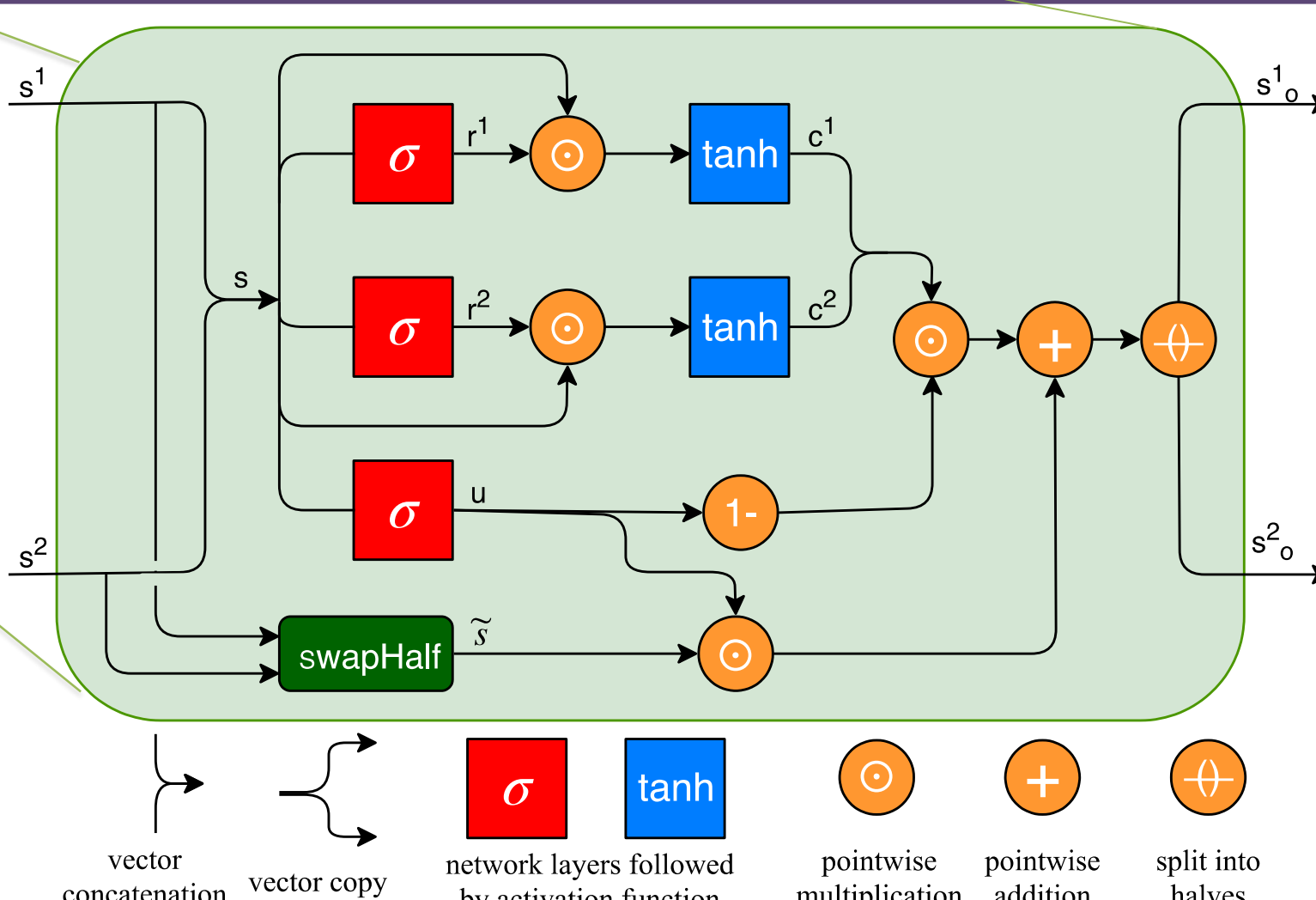
Model	Test accuracy (%)
Random word from passage	1.60
Gated-Attention Reader	49.00
Shuffle-Exchange Network	52.28
Universal Transformer	56.00
Human performance	86.00

Beneš Network

Beneš network can route 2^k messages in any input-to-output permutation. Beneš network has $2k-1$ exchange stages and $2k-2$ shuffle stages.



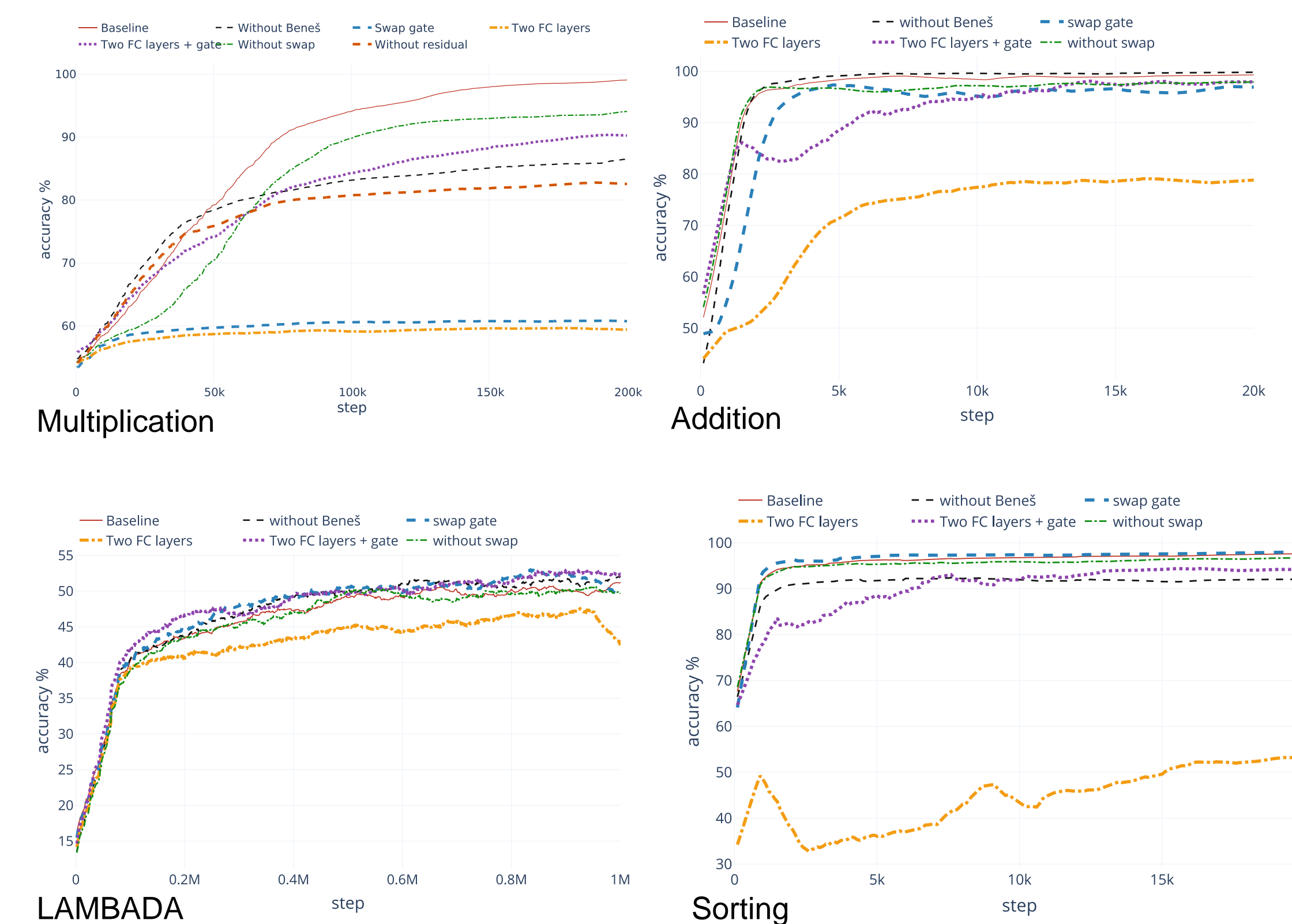
Switch Unit



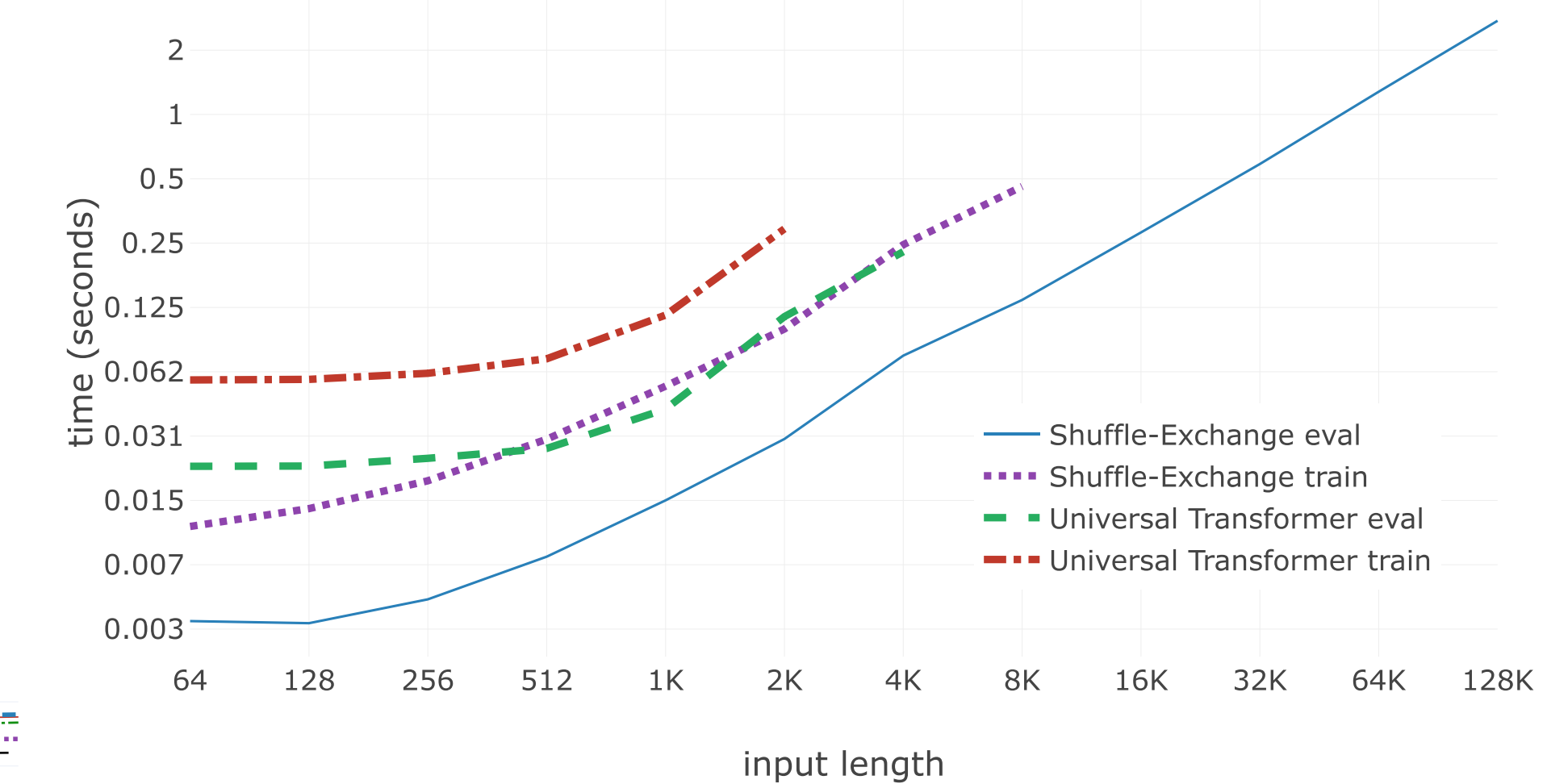
$$\begin{aligned}
 s &= [s^1, s^2] \\
 r^1 &= \sigma(W_r^1 s + B_r^1) \quad r^2 = \sigma(W_r^2 s + B_r^2) \\
 c^1 &= \tanh(W_c^1 (r^1 \odot s) + B_c^1) \\
 c^2 &= \tanh(W_c^2 (r^2 \odot s) + B_c^2) \\
 u &= \sigma(W_u s + B_u) \\
 \tilde{s} &= \text{swapHalf}(s^1, s^2) \\
 [s_o^1, s_o^2] &= u \odot \tilde{s} + (1 - u) \odot [c^1, c^2]
 \end{aligned}$$

$$\text{swapHalf} \begin{pmatrix} a \\ b \end{pmatrix} \begin{pmatrix} c \\ d \end{pmatrix} \Rightarrow \begin{pmatrix} a \\ d \end{pmatrix} \begin{pmatrix} c \\ b \end{pmatrix}$$

All the introduced features contribute to the models performance



A faster alternative to the attention mechanism feasible for longer sequences



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<https://github.com/LUMII-Syslab/shuffle-exchange>

