



# NLP项目

## Attention

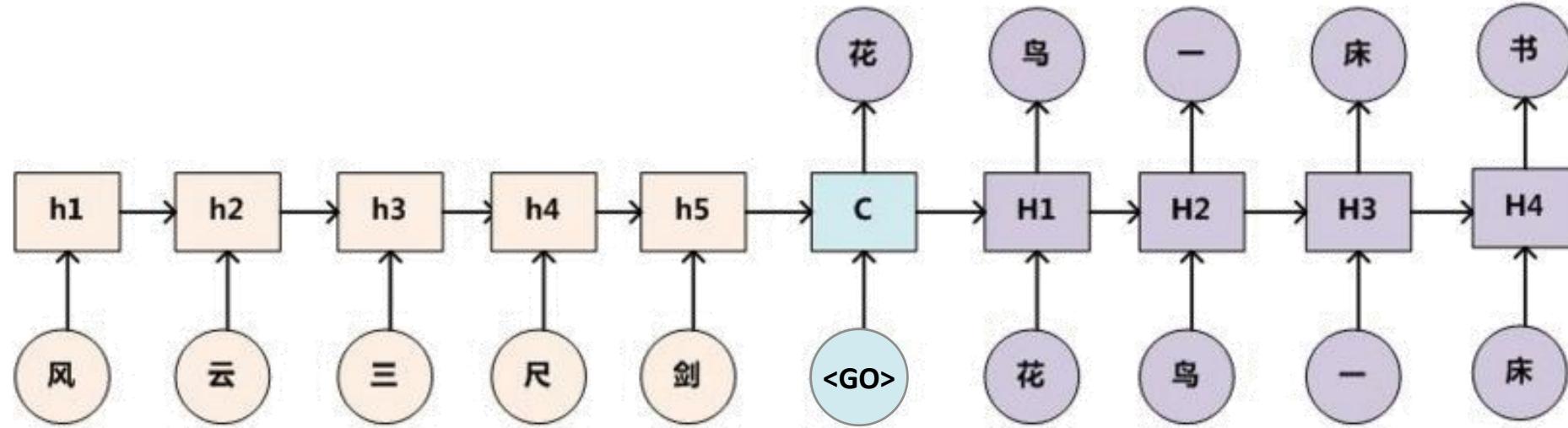
# 课程内容

▣ **Attention 结构讲解**

▣ **Seq2Seq+Attention**

# Seq2Seq问题

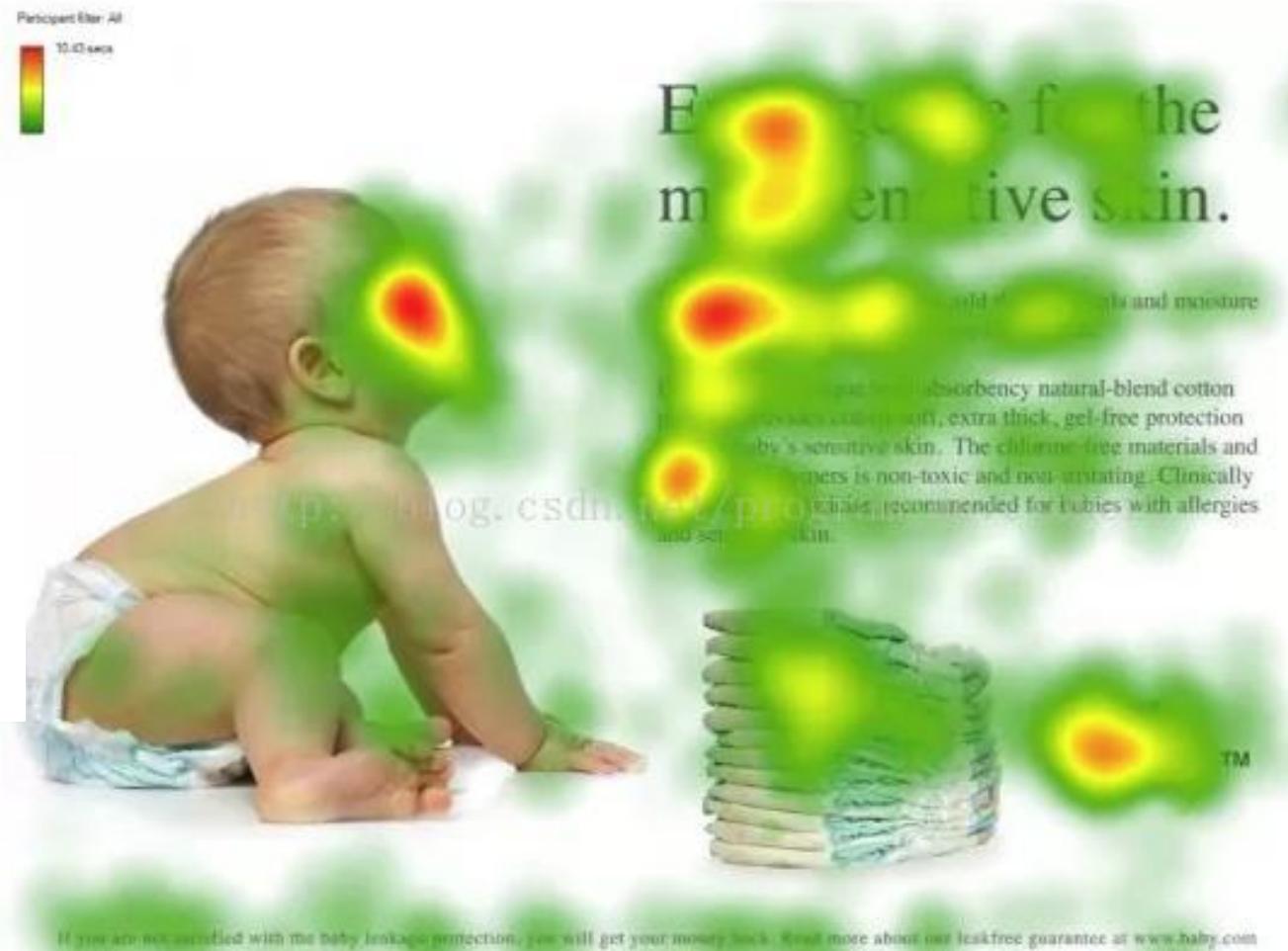
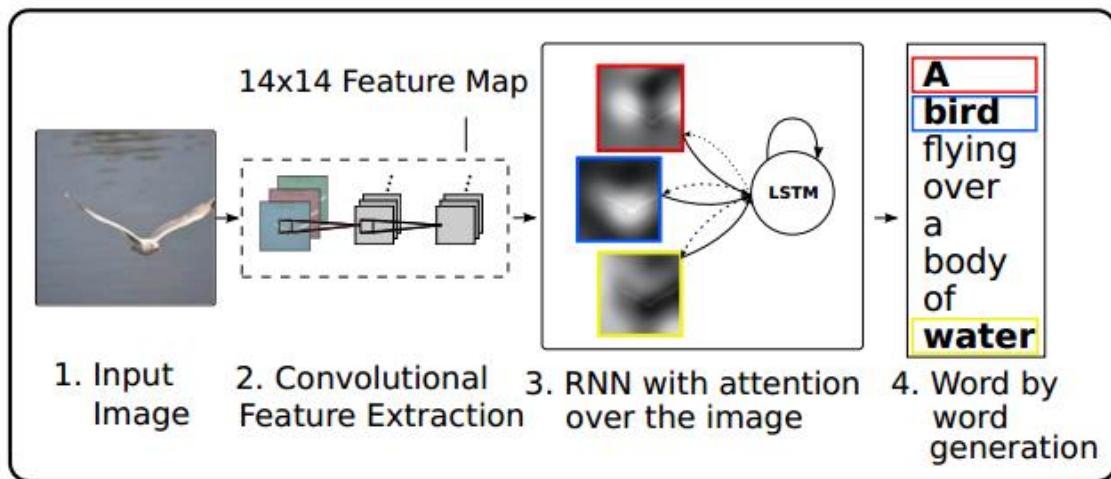
问题描述：“风”对应的特征对于下联的影响是最弱的。



下联生成的时候，不仅仅需要考虑上联的整个语义文本信息，针对下联里面的每个token(字)都需要和上联的对应位置的token(字)进行“关联”

1. 字句对等；
2. 词性对品；
3. 结构对应；
4. 节律对拍；
5. 平仄对立；
6. 形对意联；

# Attention



# Seq2Seq Attention

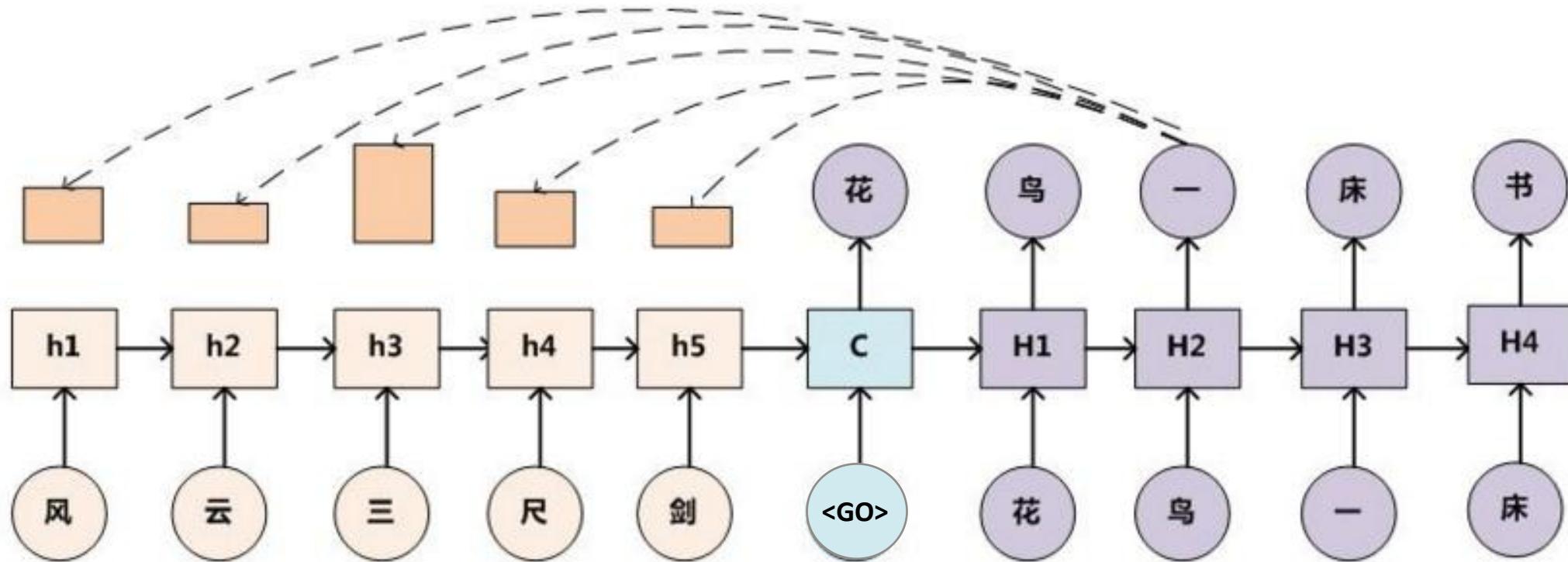
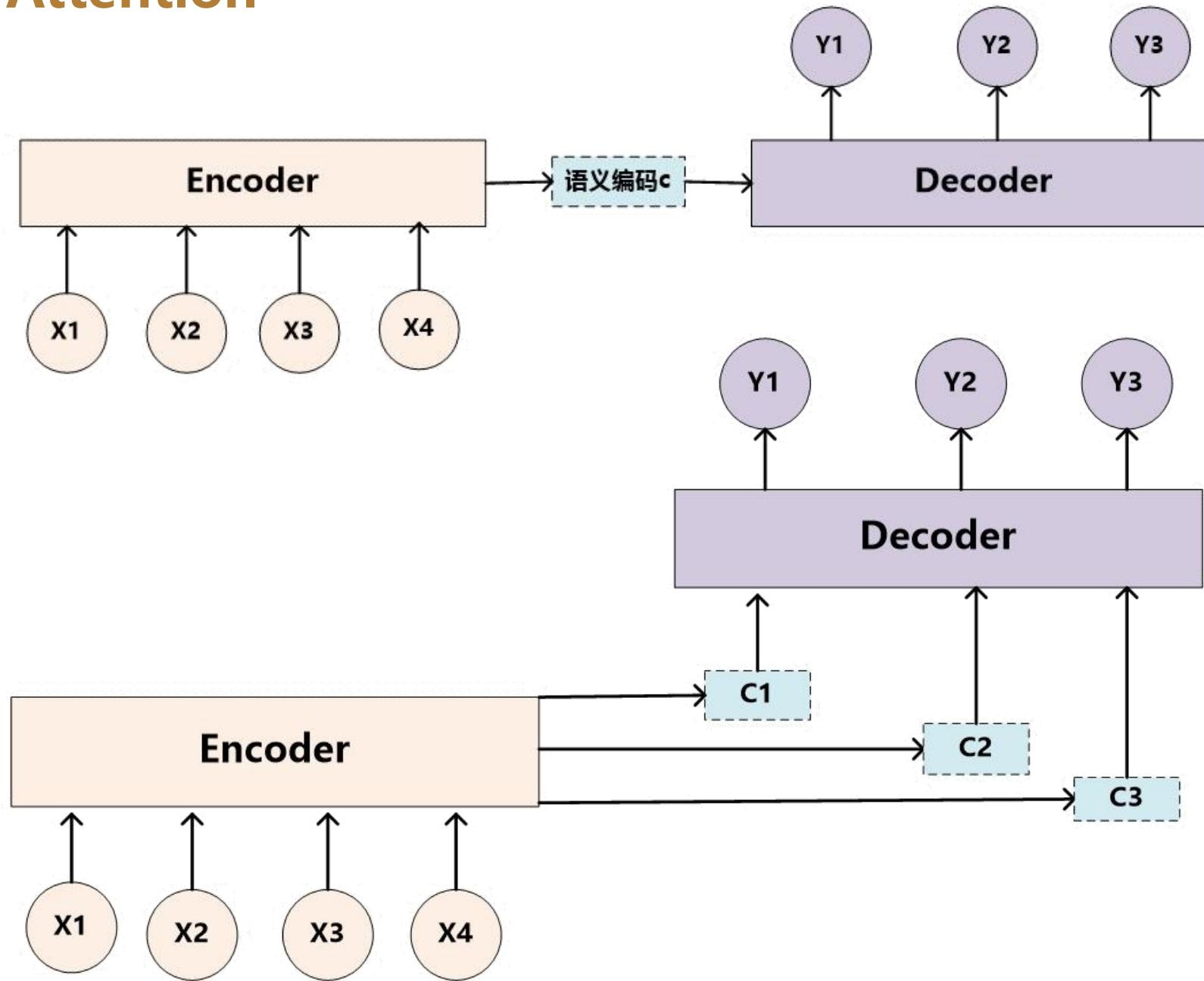


图3. Attention模型

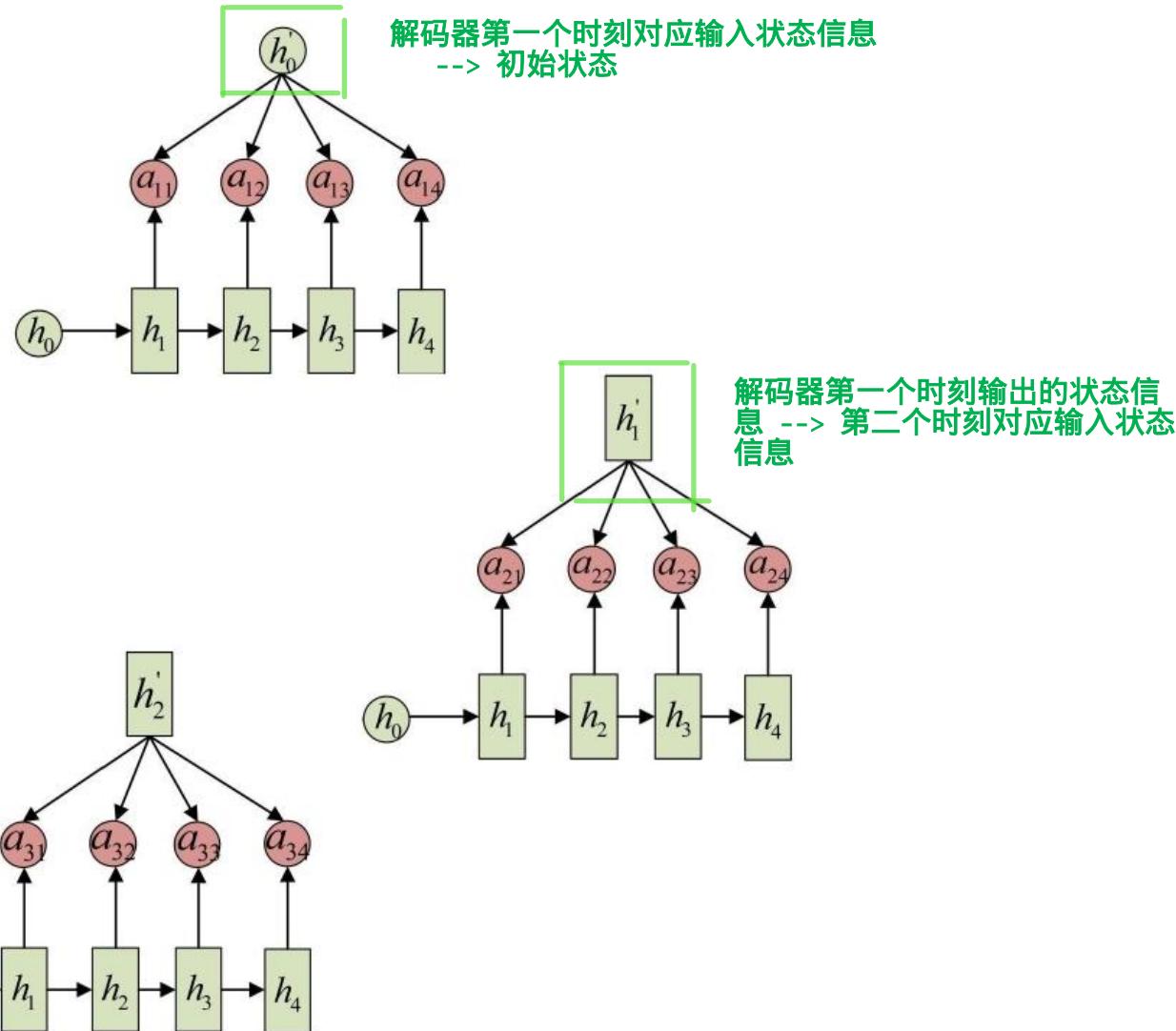
# Seq2Seq Attention



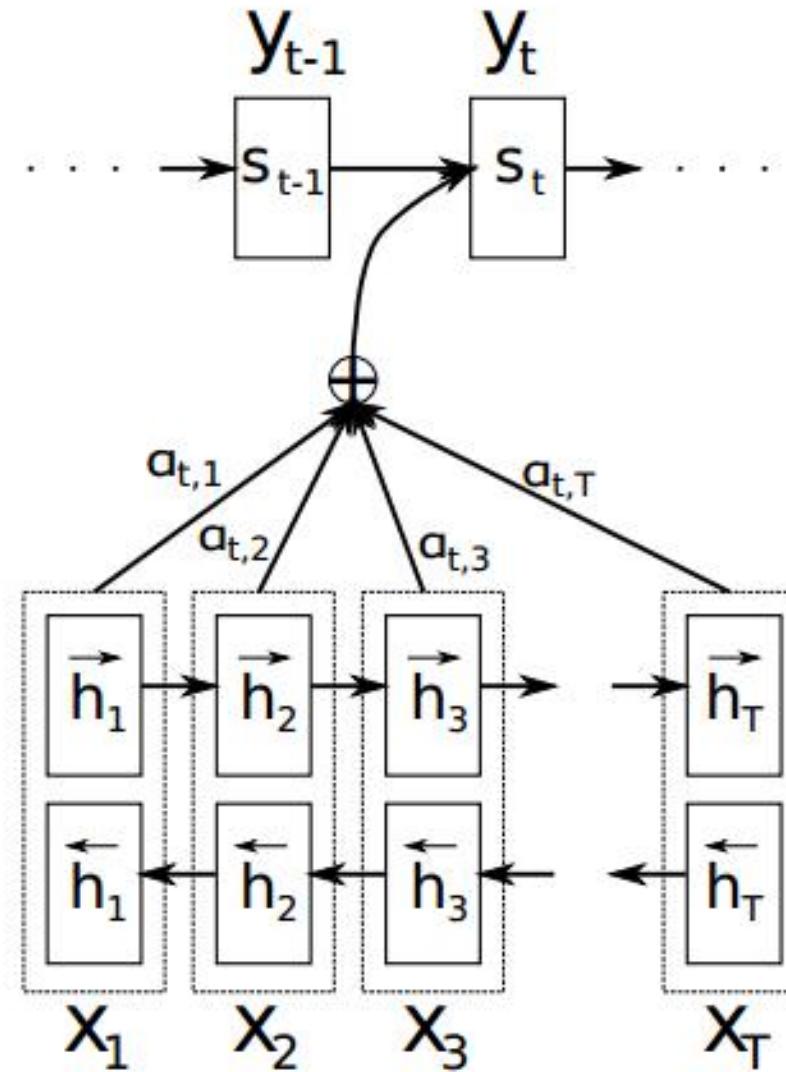
# Attention对齐机制(词对齐)

我 爱 中 国

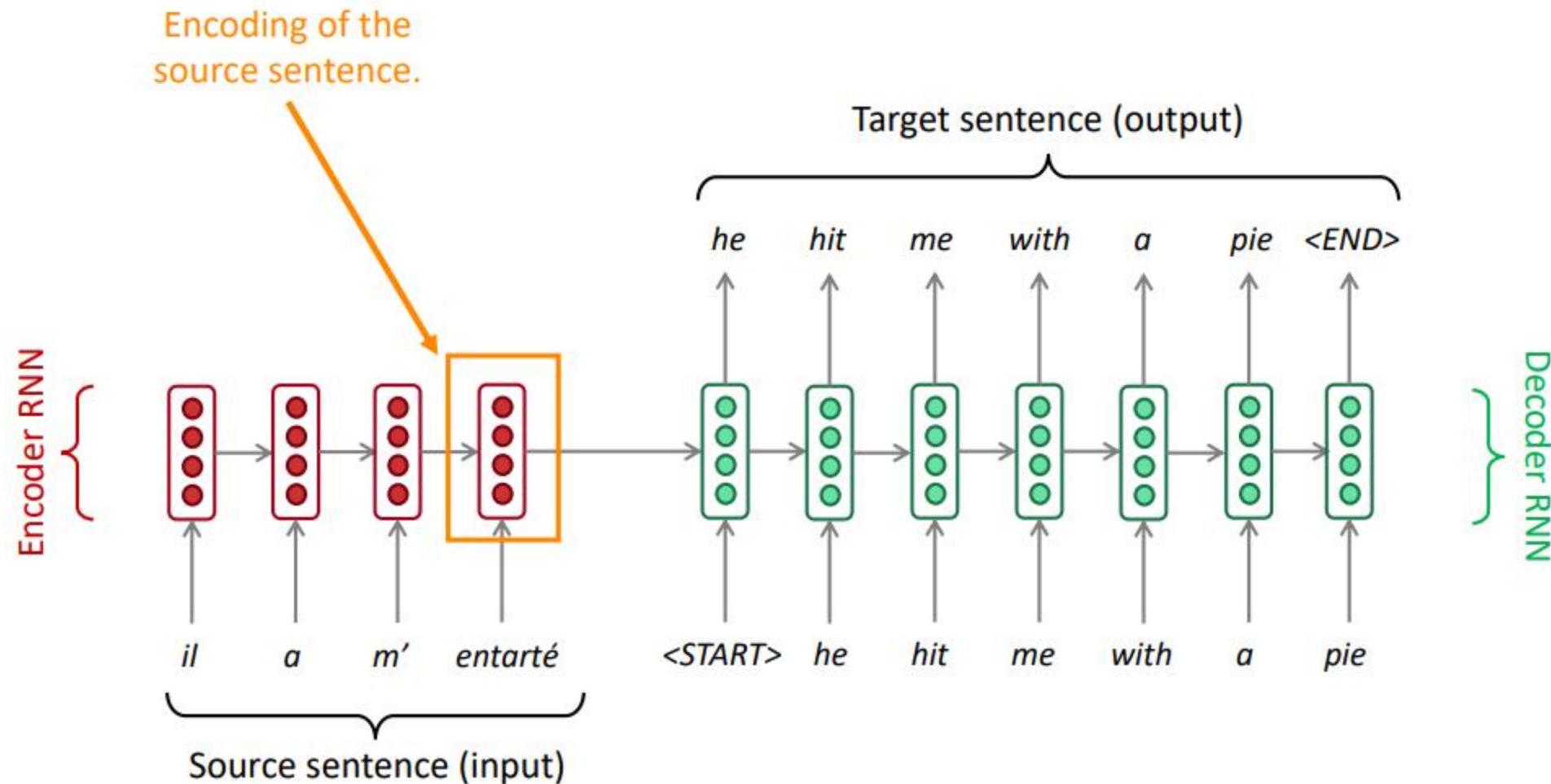
$$h_1 * a_{11} + h_2 * a_{12} + h_3 * a_{13} + h_4 * a_{14} = c_1 \longrightarrow I$$
$$h_1 * a_{21} + h_2 * a_{22} + h_3 * a_{23} + h_4 * a_{24} = c_2 \longrightarrow \text{Love}$$
$$h_1 * a_{31} + h_2 * a_{32} + h_3 * a_{33} + h_4 * a_{34} = c_3 \longrightarrow \text{China}$$



# Seq2Seq Attention

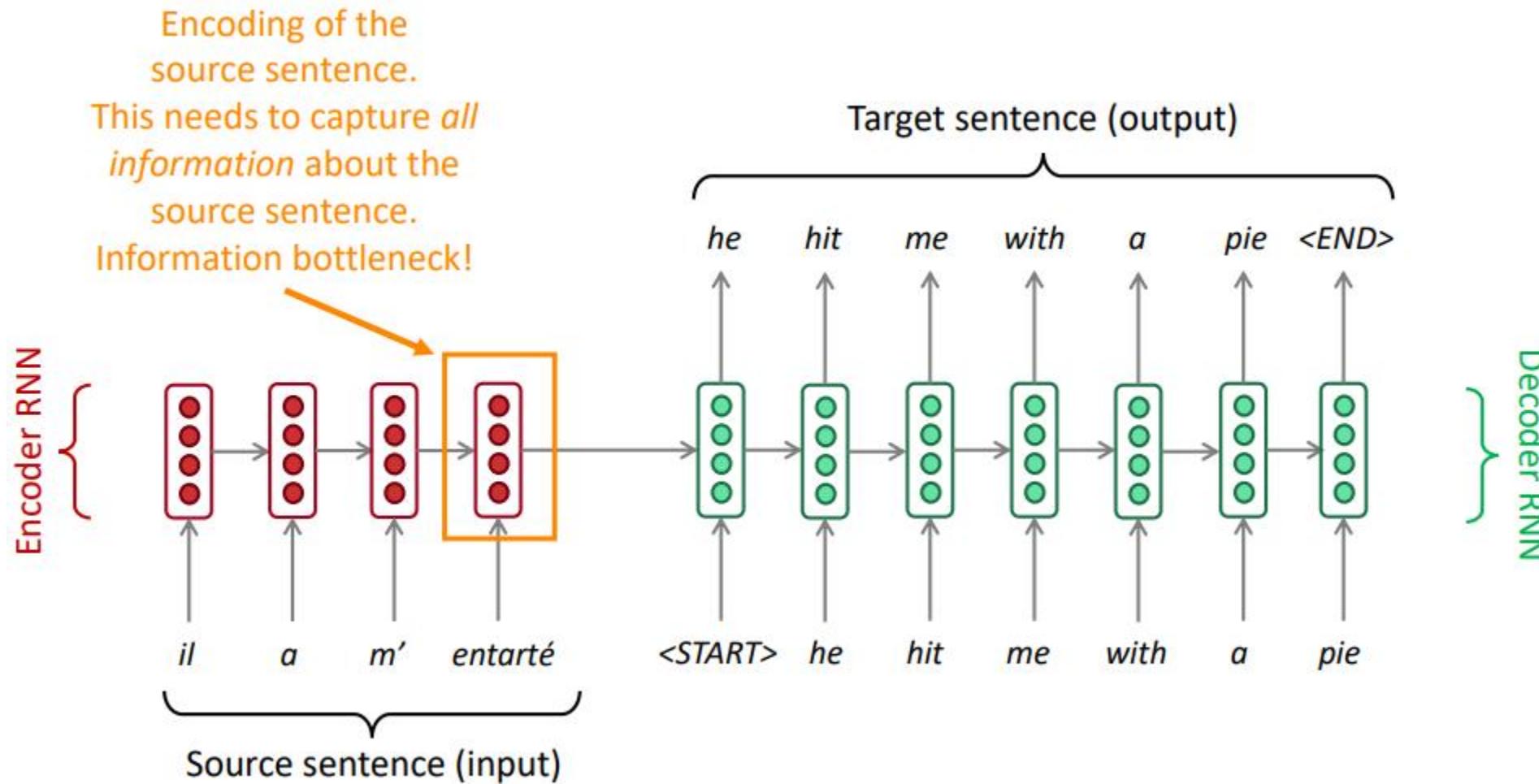


# Seq2Seq Attention计算过程

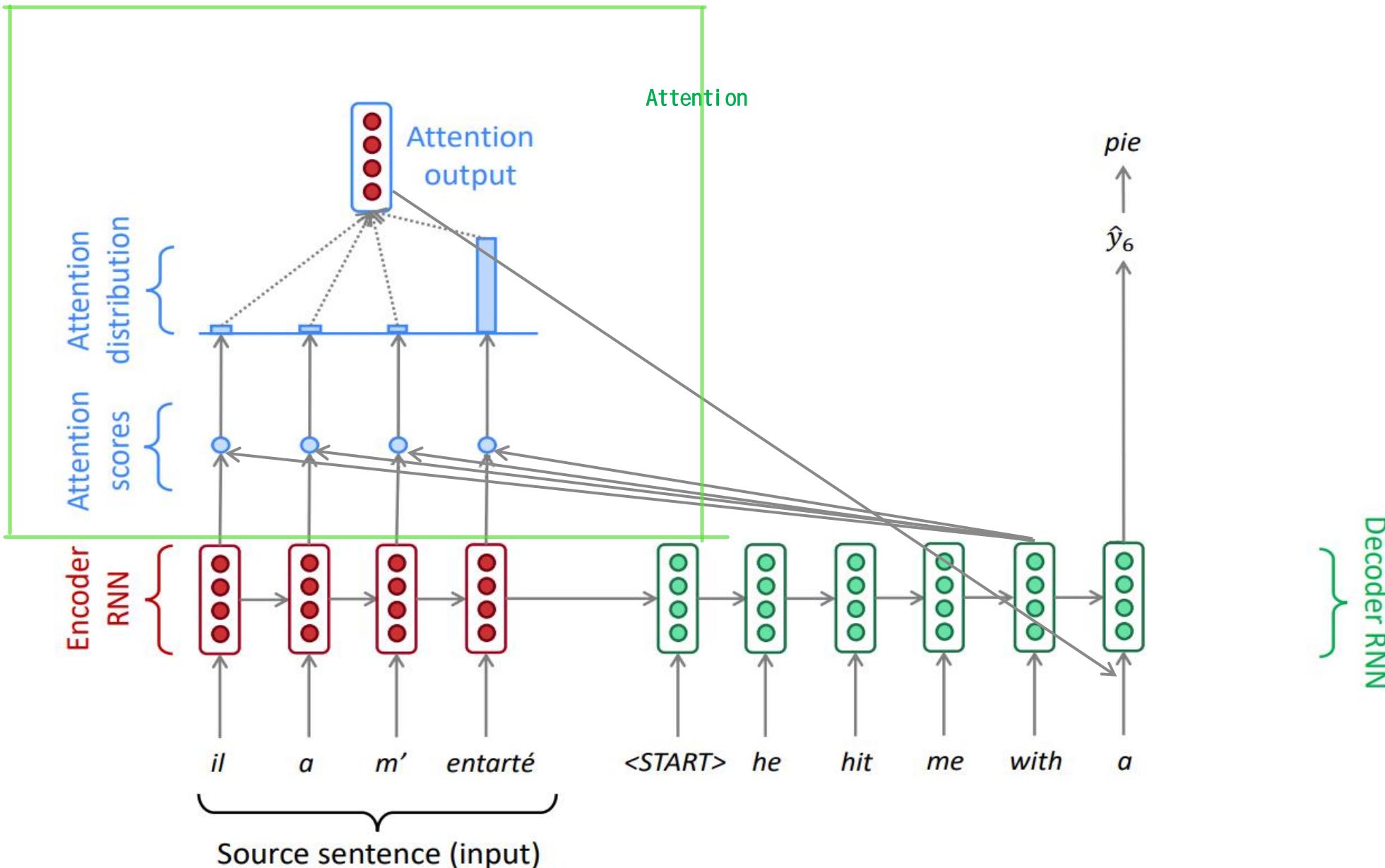


Problems with this architecture?

# Seq2Seq Attention计算过程



# Seq2Seq Attention计算过程



## Seq2Seq Attention计算过程

- ⌚ Encoder hidden states/output values:  $h_i$ ; 总Encoder时刻n个。
- ⌚ 时刻t, Decoder hidden states:  $s_t$ ;
- ⌚ 基于每个时刻Encoder输出以及上一个时刻Decoder的状态来构建Attention Scores:  
$$e_{t,i} = F(h_i, s_{t-1}) \quad e_t = (e_{t,1}, e_{t,2}, \dots, e_{t,n})$$
- ⌚ 对 $e$ 进行softmax转换, 得到概率分布:  
$$\alpha_t = \text{softmax}(e_t)$$
- ⌚ 基于概率分布以及所有Encoder的输出计算出Attention值;  
$$a_t = \sum_{i=1}^n \alpha_{t,i} h_i$$
- ⌚ 将Decoder当前时刻的输入和Attention值结合形成新的输入数据, 然后进行普通的RNN Decoder操作。

$$y'_t = [y_t; a_t]$$

Attention

# Seq2Seq Attention计算过程

Attention Scores的计算函数F在不同论文中有很多形式，主要方式如下：

乘法Attention:  $e_{t,i} = s_{t-1}^T h_i$

$$e_{t,i} = s_{t-1}^T h_i / \sqrt{d}$$

现有的框架中应用最多的方式

加法Attention:  $e_{t,i} = s_{t-1}^T W h_i$

$$e_{t,i} = u^T \tanh(W_1 h_i + W_2 s_{t-1})$$

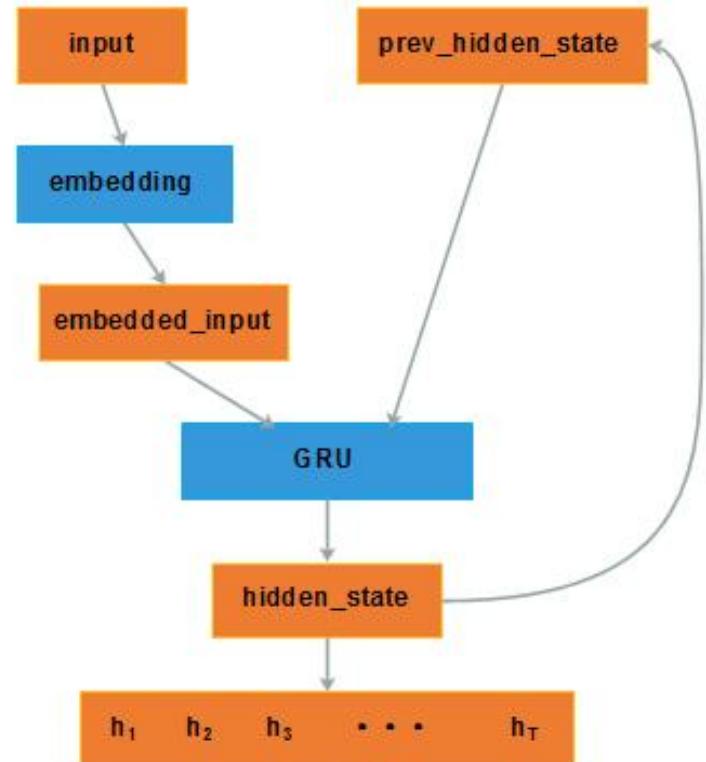
$$e_{t,i} = W_1 h_i + W_2 s_{t-1}$$

$$e_{t,i} = W h_i$$

TensorFlow默认

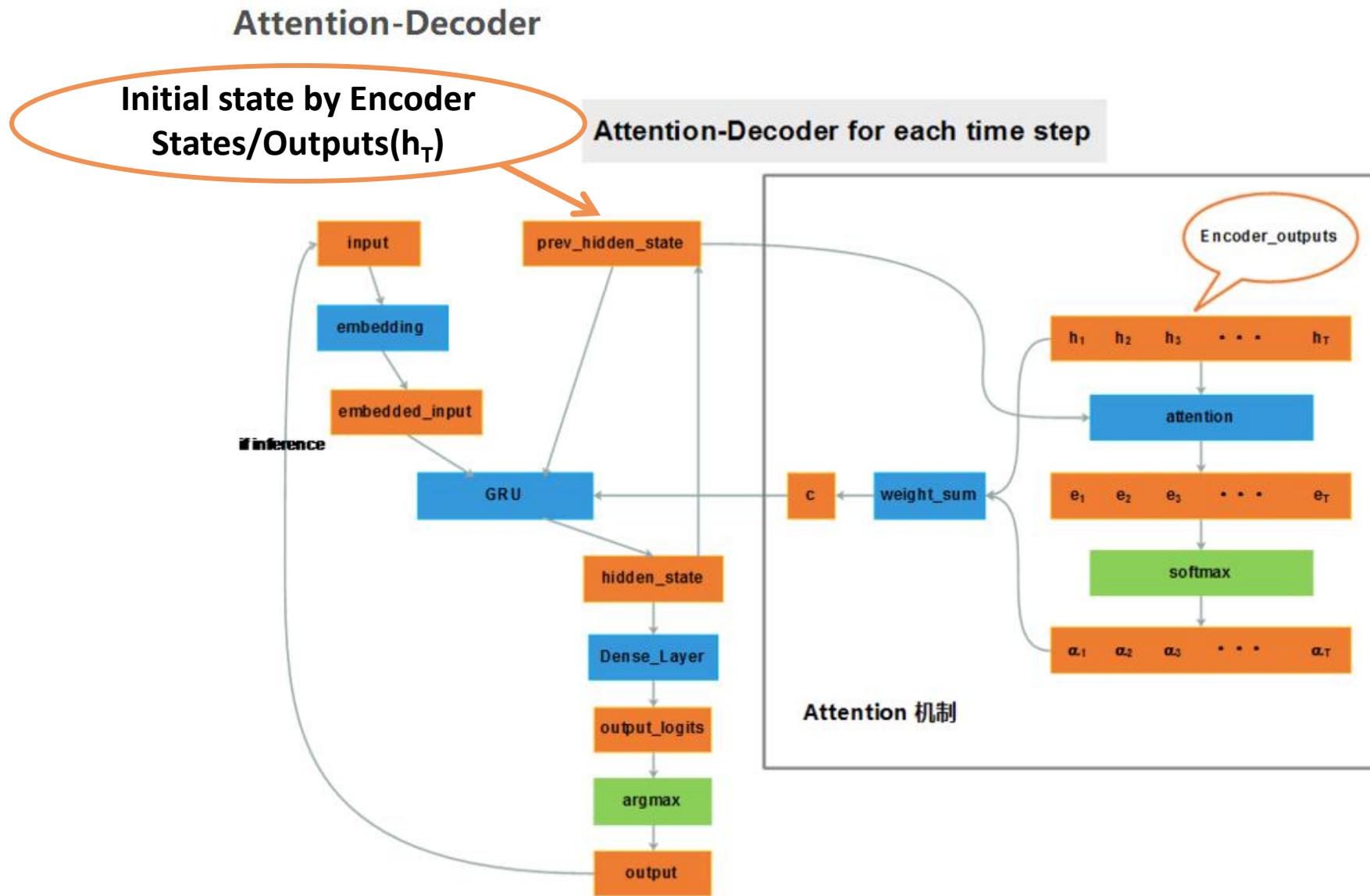
# Seq2Seq Attention计算过程

## Bi-RNN Encoder



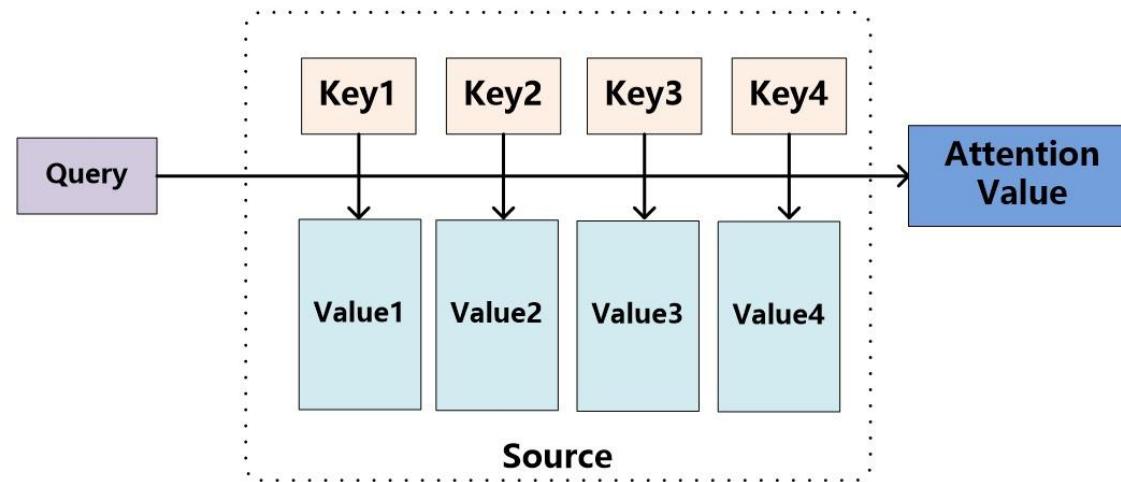
Encoder的流程如上图所示，最终的输出结果是每个时刻的hidden\_state  $h_1, h_2, h_3, \dots, h_T$ 。

# Seq2Seq Attention计算过程



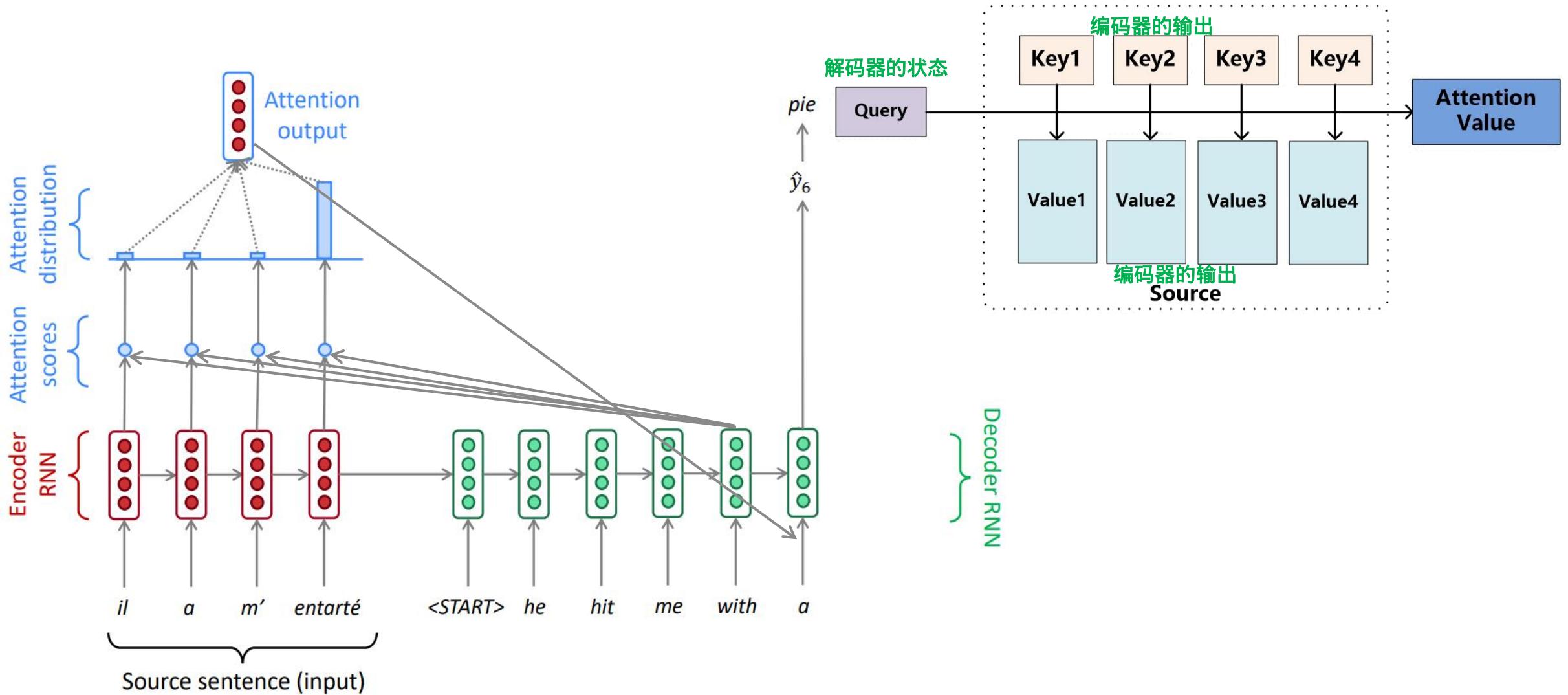
# Seq2Seq Attention计算过程(另一种理解方式)

此时给定Target中的某个元素Query，通过计算Query和各个Key的相似性或者相关性，得到每个Key对应Value的权重系数，然后对Value进行加权求和，即得到了最终的Attention数值。所以**本质上Attention机制是对Source中元素的Value值进行加权求和，而Query和Key用来计算对应Value的权重系数。**

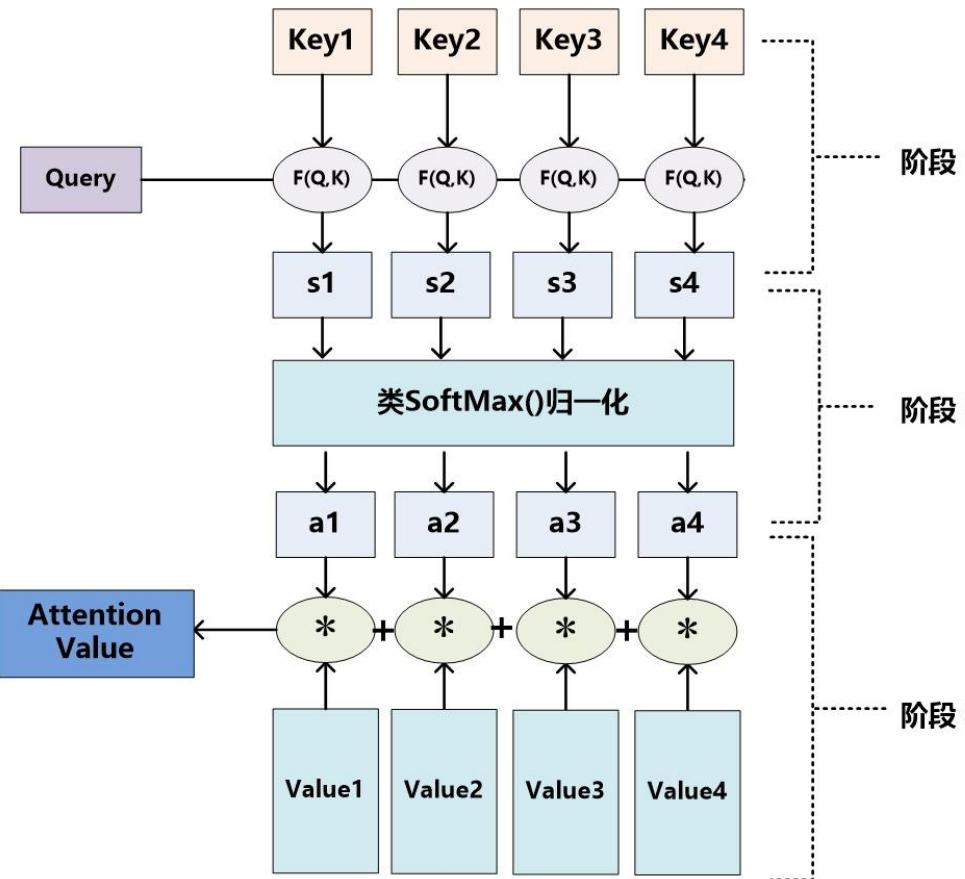


$$\text{Attention}(\text{Query}, \text{Source}) = \sum_{i=1}^{L_x} \text{Similarity}(\text{Query}, \text{Key}_i) * \text{Value}_i$$

# Seq2Seq Attention计算过程(另一种理解方式)



# Seq2Seq Attention计算过程(另一种理解方式)

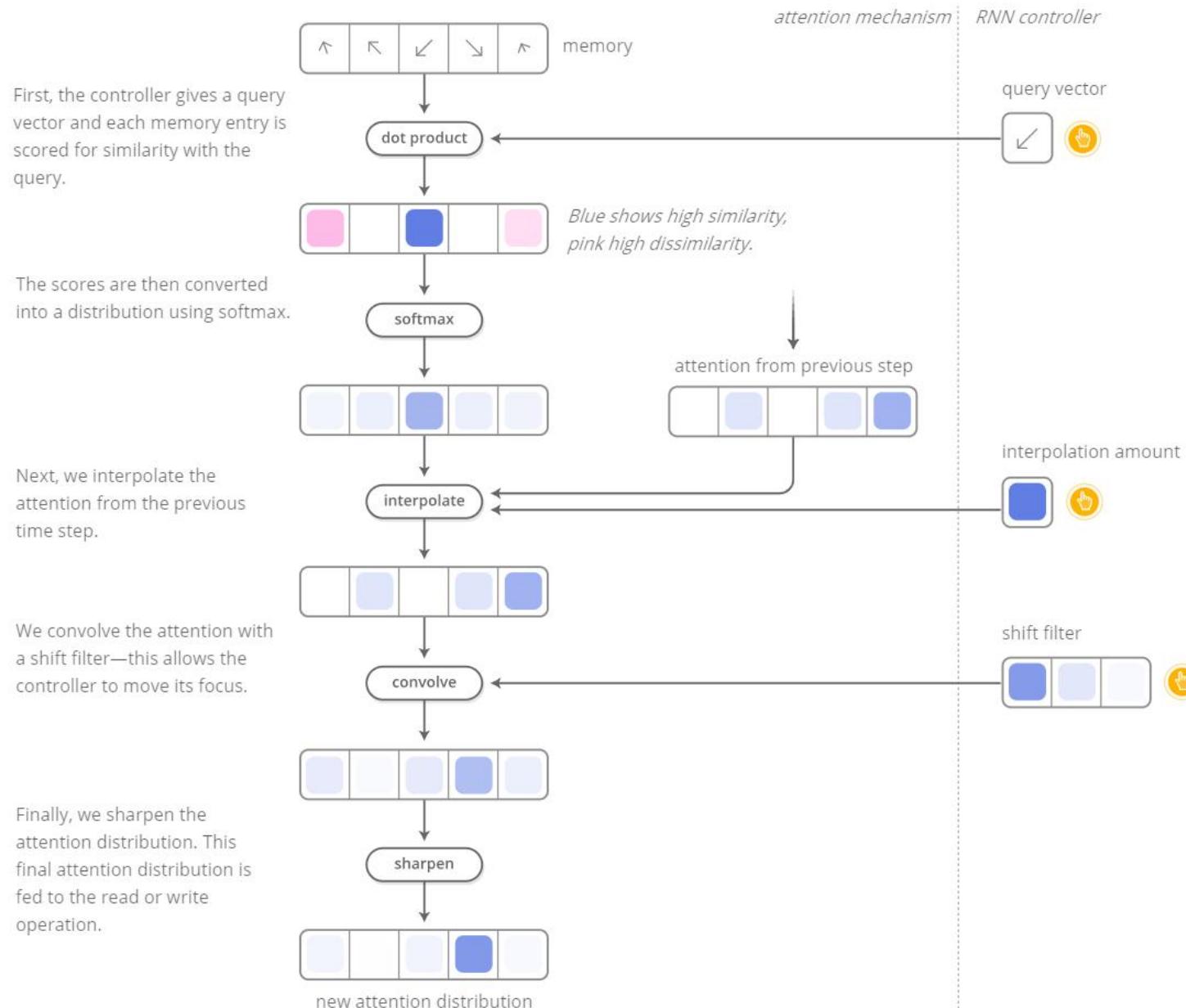


点积:  $\text{Similarity}(\text{Query}, \text{Key}_i) = \text{Query} \cdot \text{Key}_i$

Cosine 相似性:  $\text{Similarity}(\text{Query}, \text{Key}_i) = \frac{\text{Query} \cdot \text{Key}_i}{\|\text{Query}\| \cdot \|\text{Key}_i\|}$

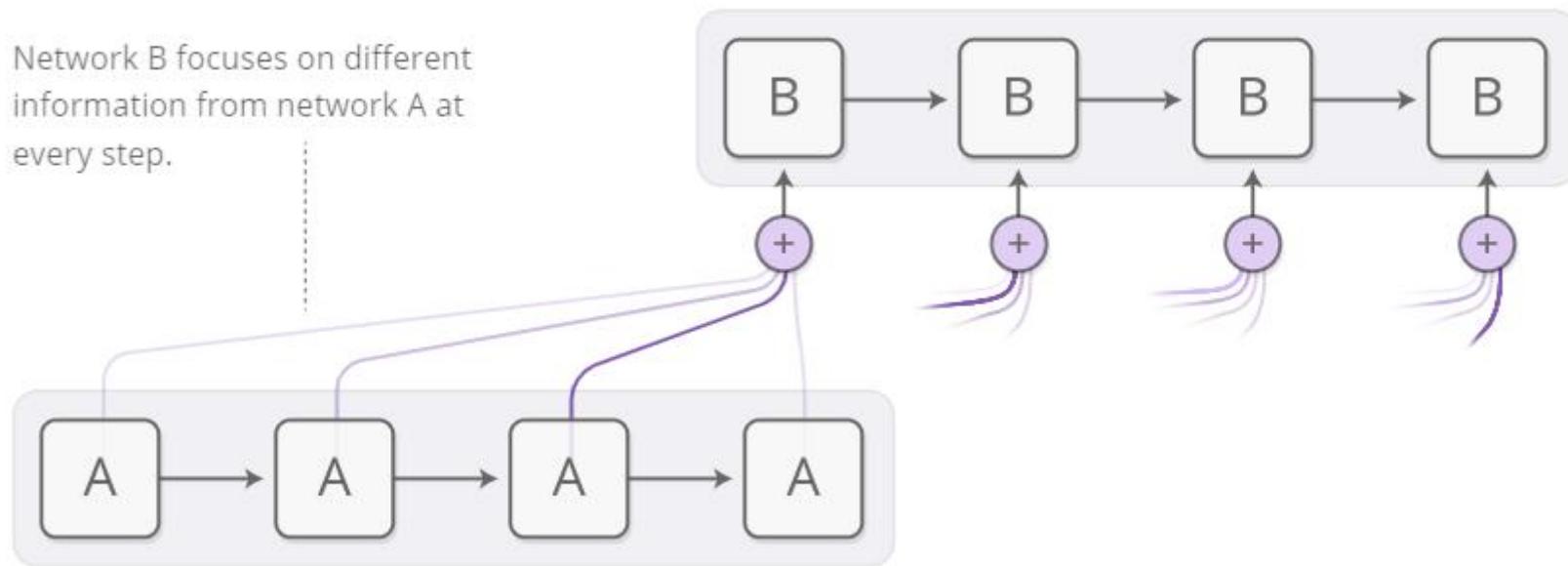
MLP 网络:  $\text{Similarity}(\text{Query}, \text{Key}_i) = \text{MLP}(\text{Query}, \text{Key}_i)$

# Seq2Seq Attention计算过程(另另一种理解方式)

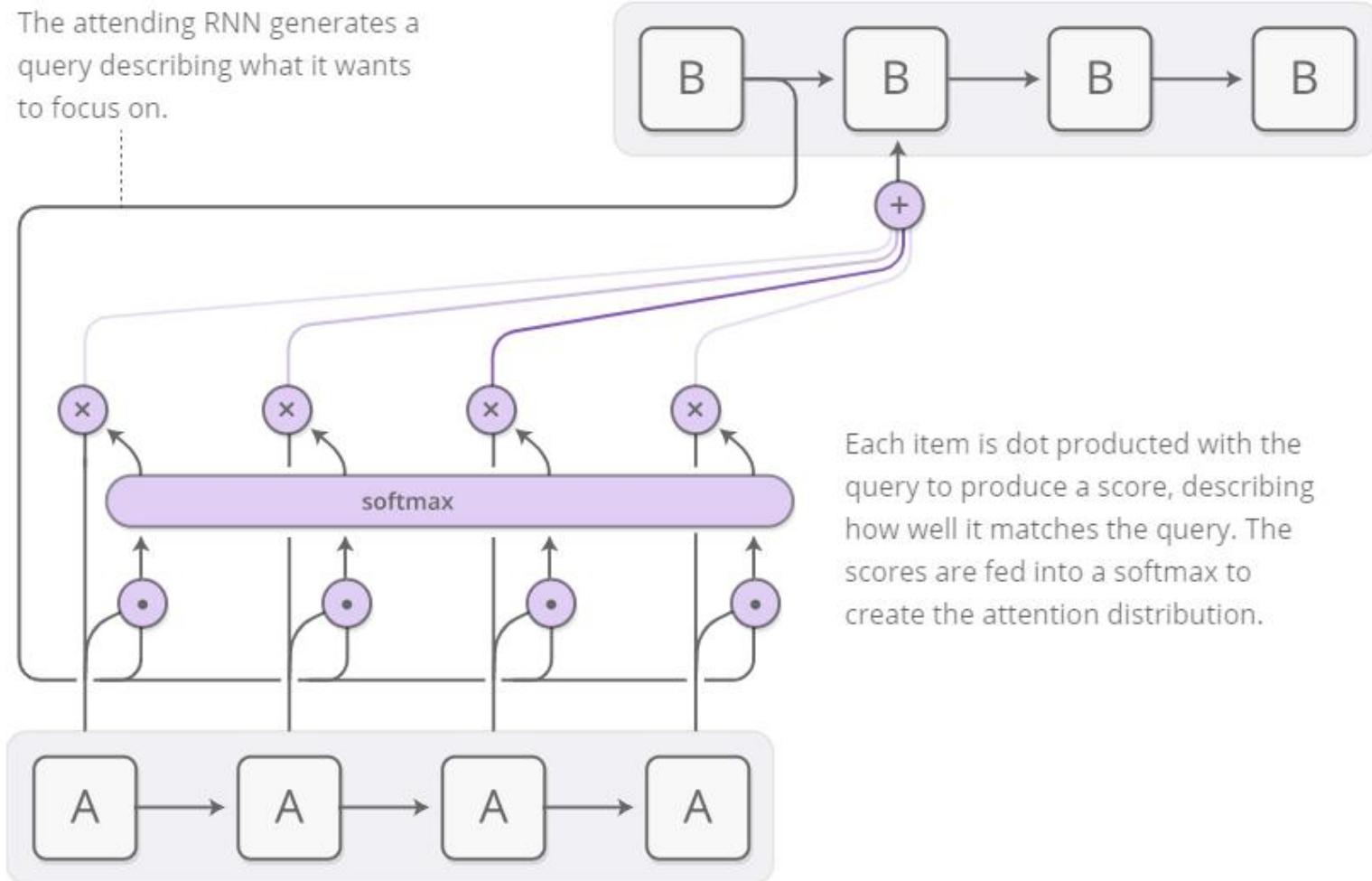


# Seq2Seq Attention计算过程(另另一种理解方式)

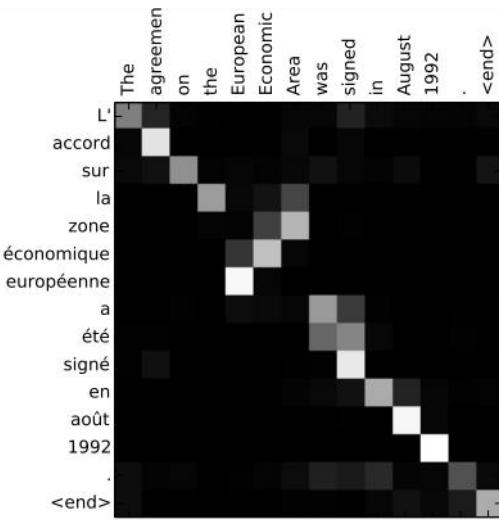
Network B focuses on different information from network A at every step.



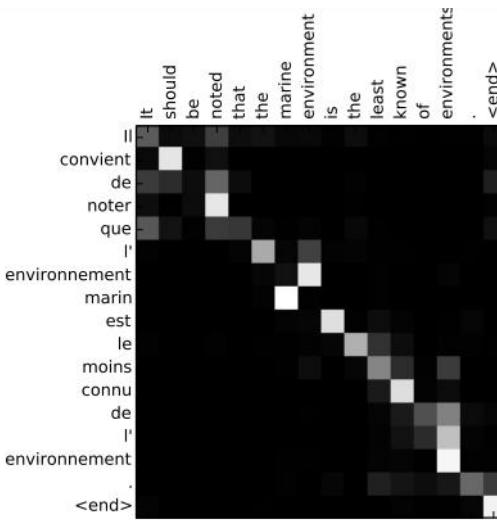
# Seq2Seq Attention计算过程(另另一种理解方式)



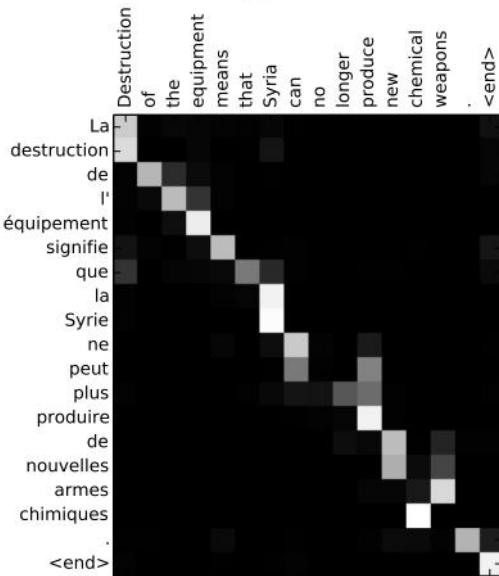
# Seq2Seq Attention效果



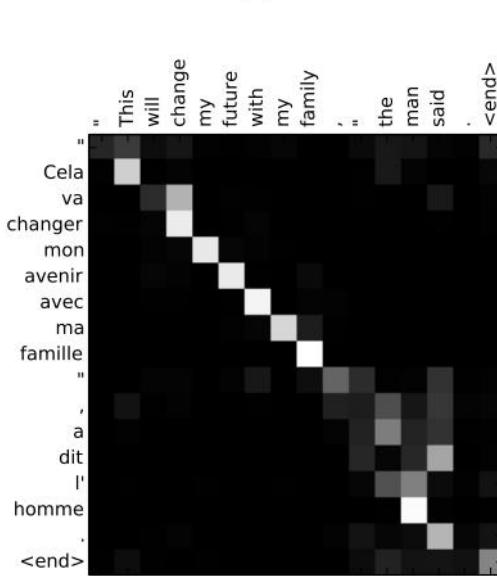
(a)



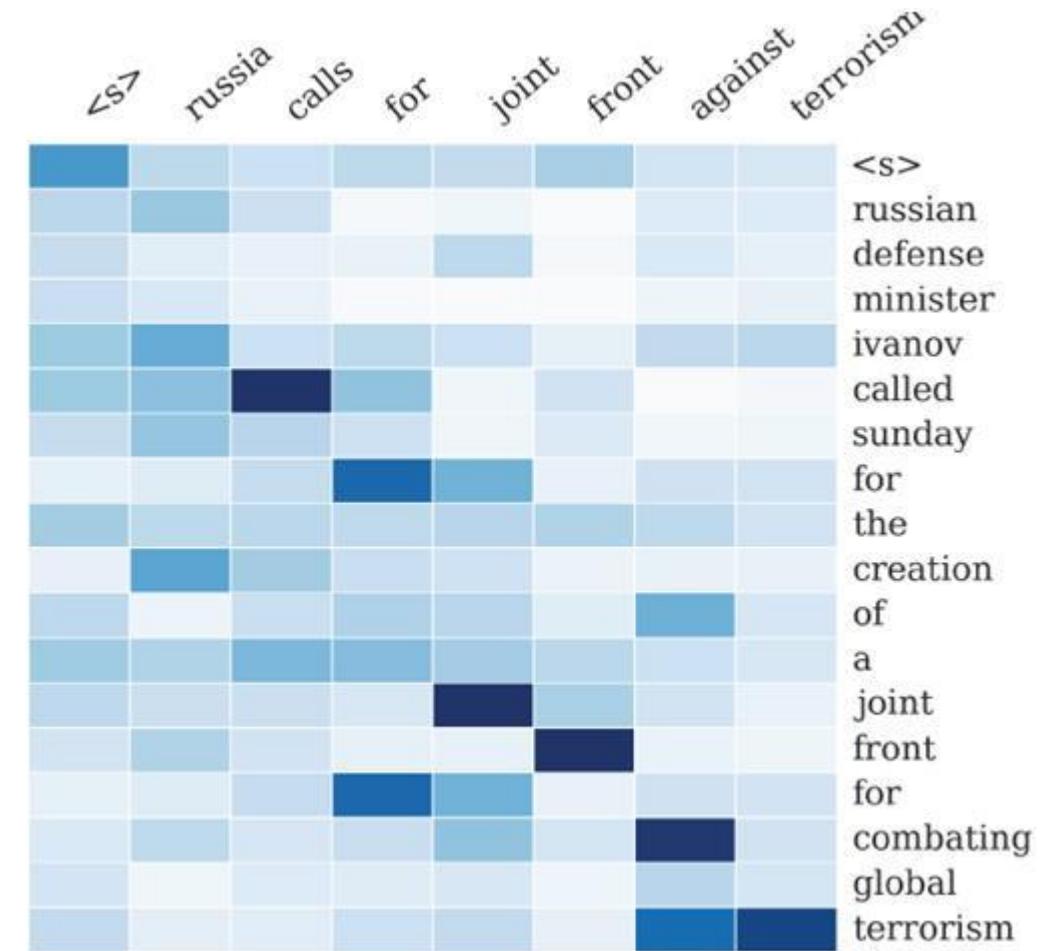
(b)



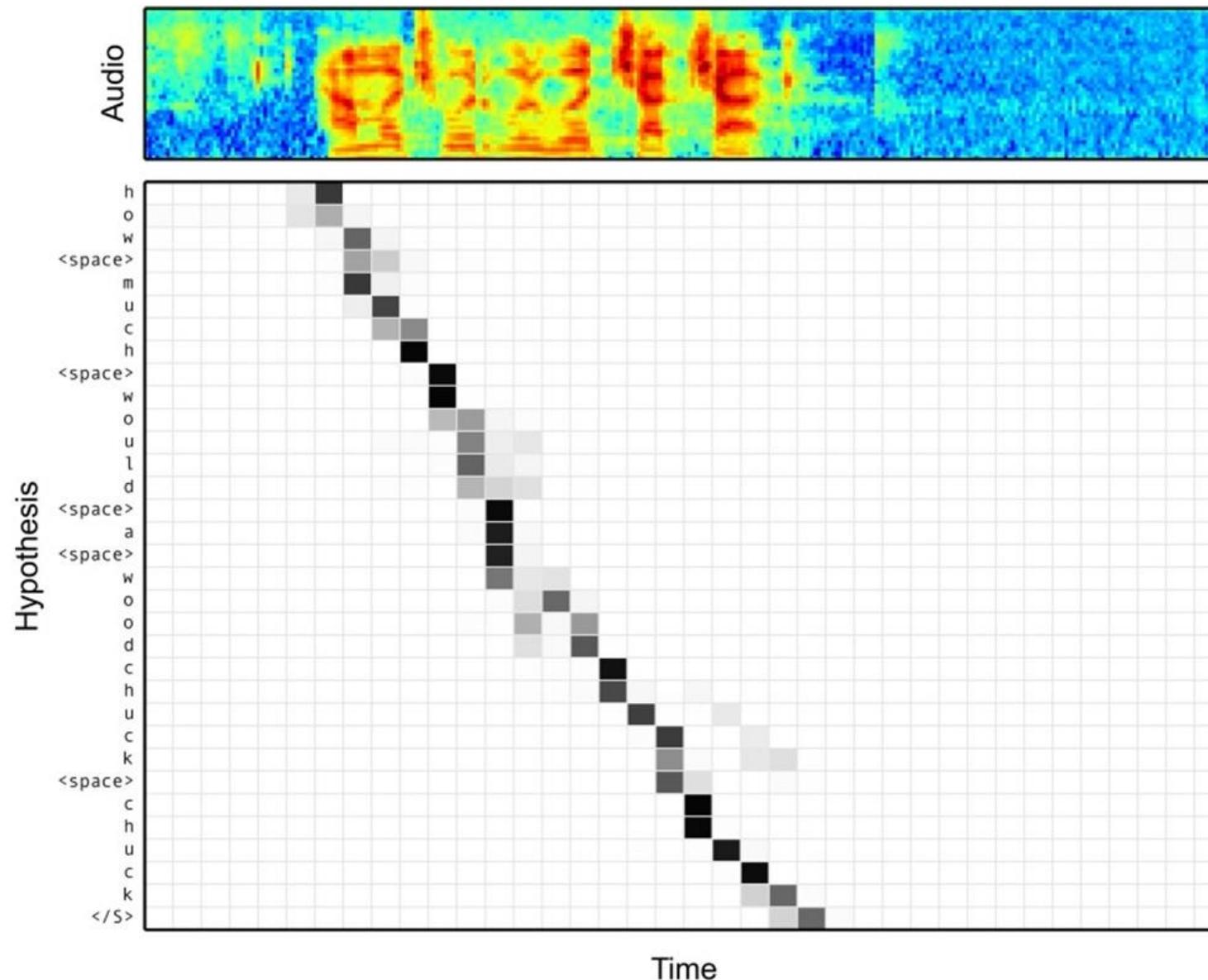
(c)



(d)



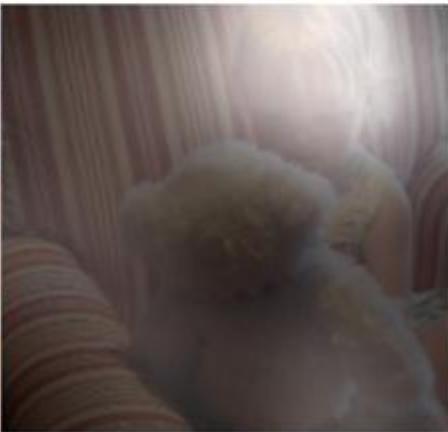
# Seq2Seq Attention效果



# Seq2Seq Attention效果

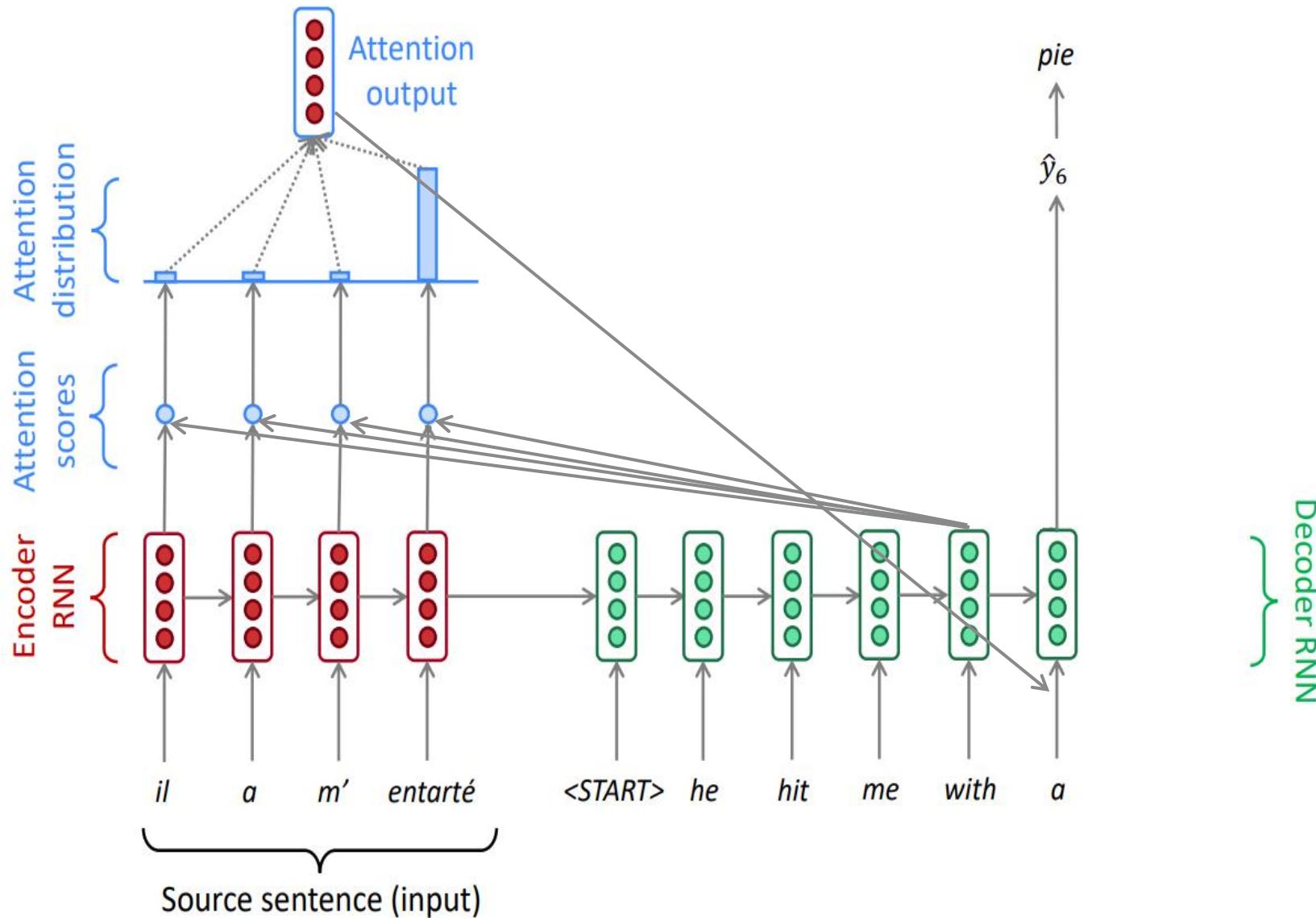


A woman is throwing a frisbee in a park.

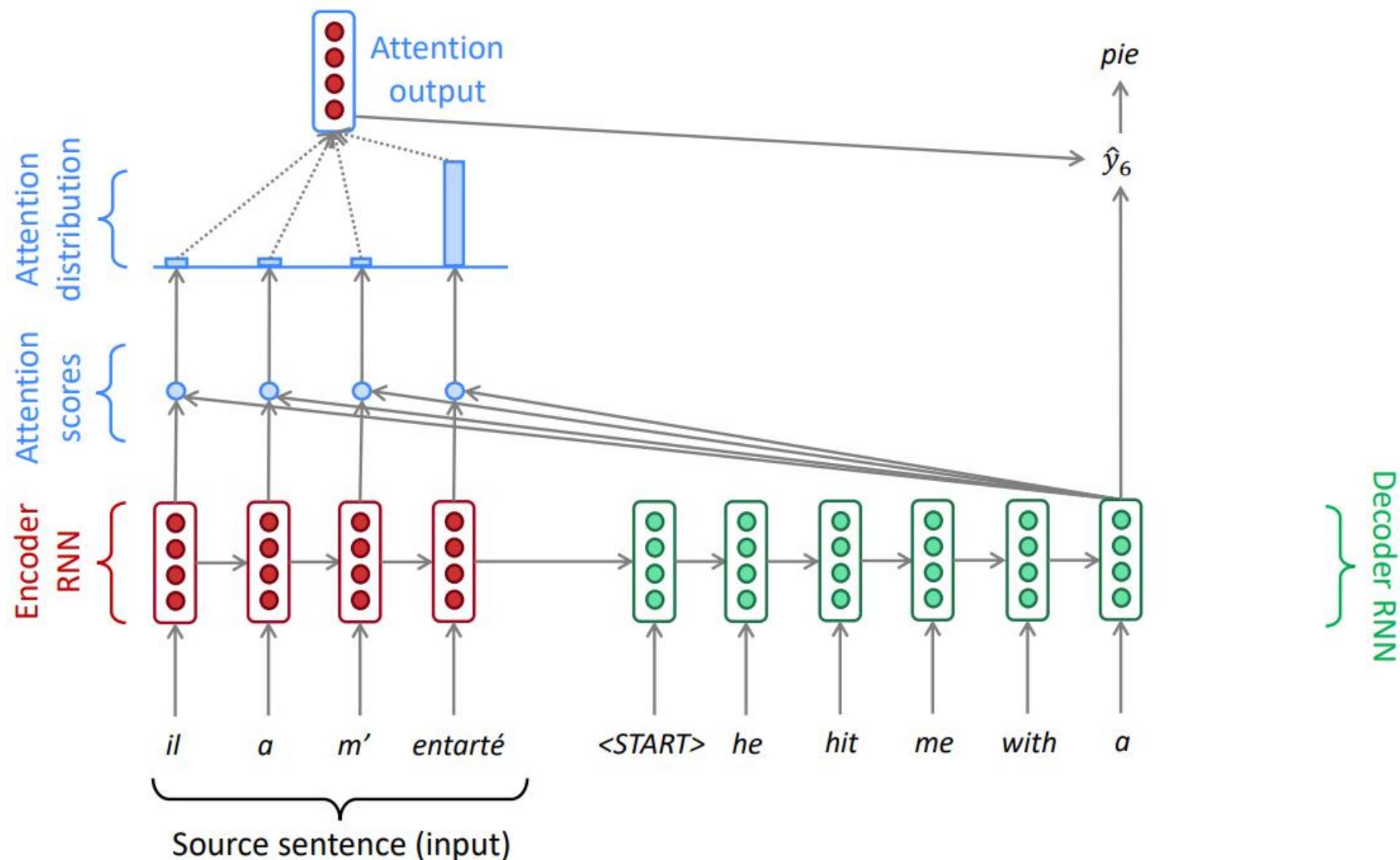


A little girl sitting on a bed with a teddy bear.

# Seq2Seq Attention常规形状一

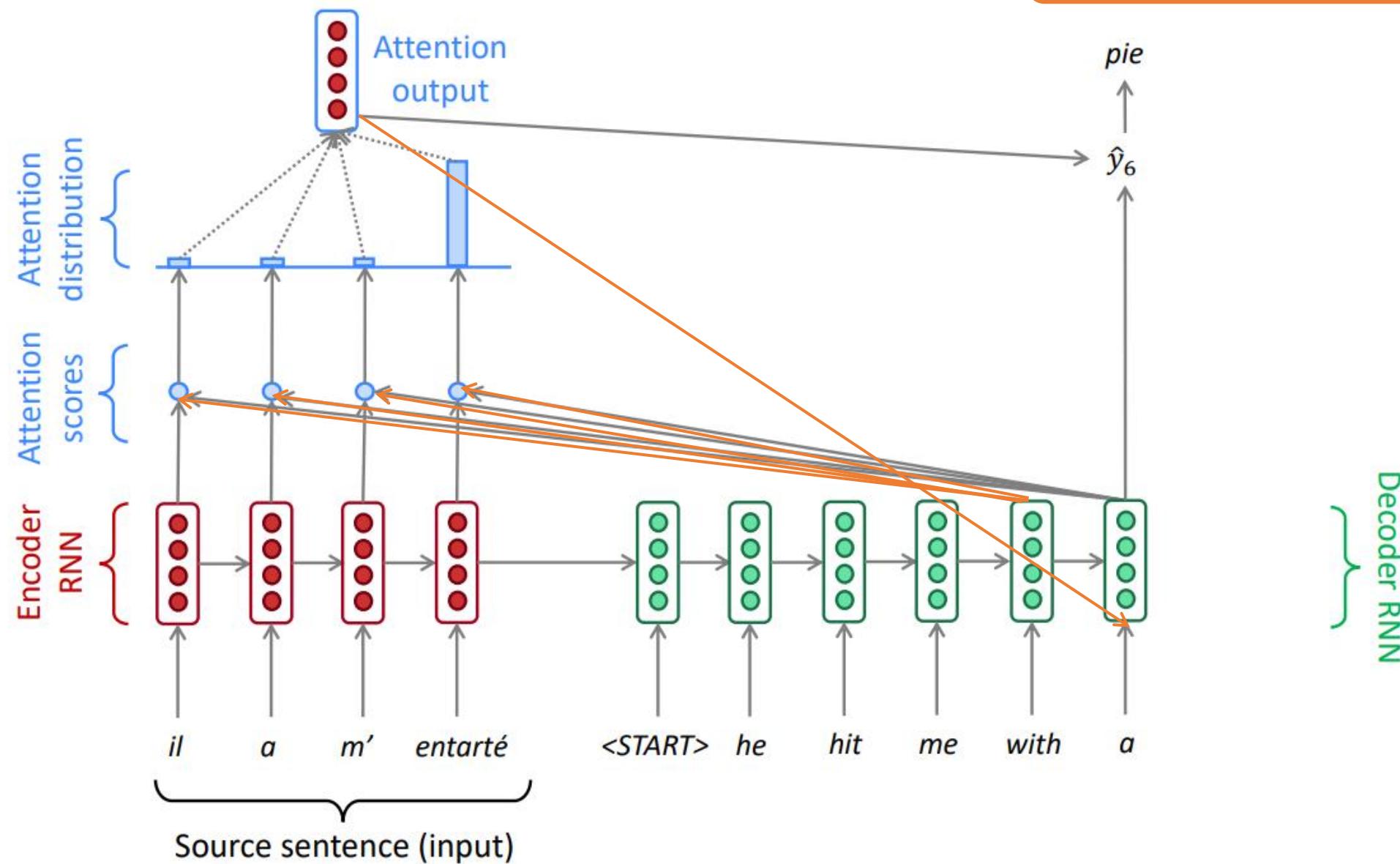


# Seq2Seq Attention 常规形状二



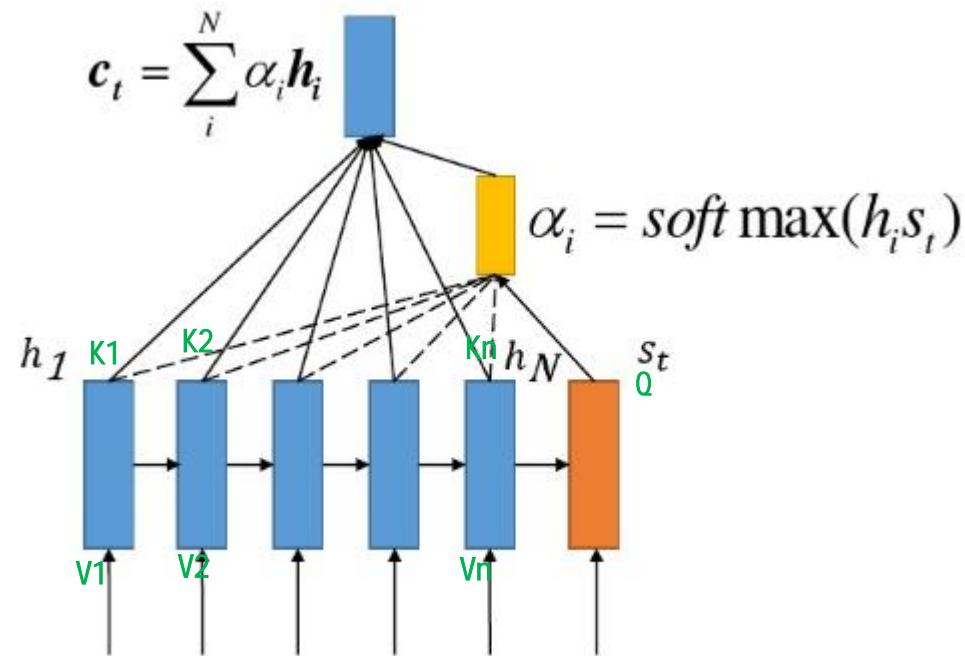
# Seq2Seq Attention常规形状三

TensorFlow内部实现结构



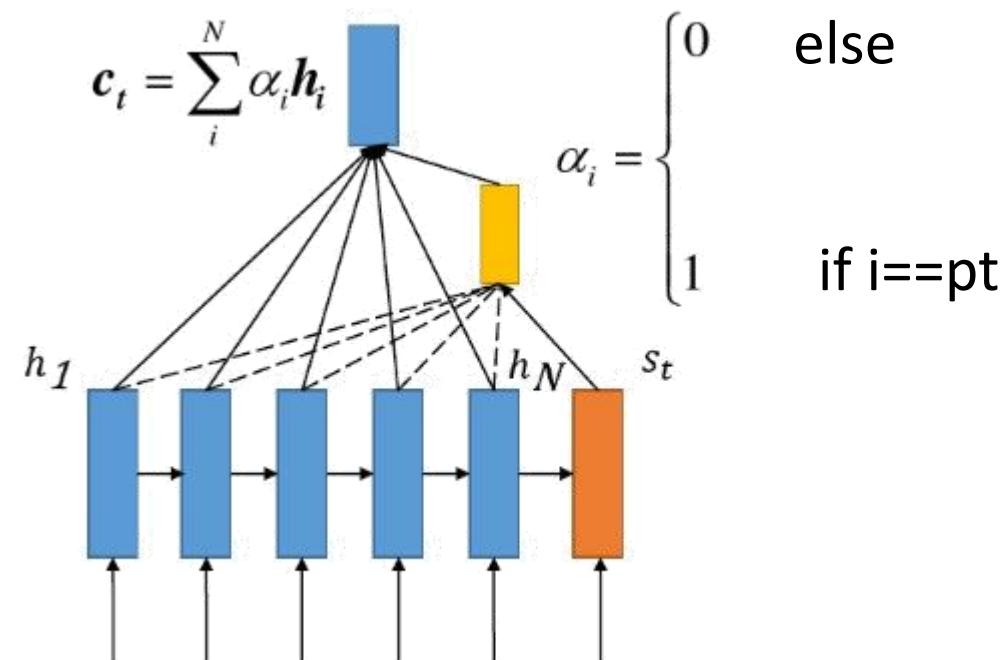
# Seq2Seq Attention Soft Attention

💡 15年被提出于《Show, Attend and Tell: Neural Image Caption Generation with Visual Attention, Kelvin Xu》



## Seq2Seq Attention Hard Attention

- 和Soft Attention在15年同时在同一篇论文中被提出；
- Soft Attention中是对于每个Encoder的Hidden State会match一个概率值，而在Hard Attention会直接找一个特定的单词概率为1，而其它对应概率为0.



# Seq2Seq Attention Global Attention

在15年被提出于《Effective Approaches to Attention-based Neural Machine Translation, Minh-Thang Luong》，和Soft Attention类似。

$$\mathbf{h}_j = f(\mathbf{h}_{j-1}, \mathbf{s})$$

$$\tilde{\mathbf{h}}_t = \tanh(\mathbf{W}_c[\mathbf{c}_t; \mathbf{h}_t])$$

$$p(y_t | y_{<t}, x) = \text{softmax}(\mathbf{W}_s \tilde{\mathbf{h}}_t)$$

$$\begin{aligned} \mathbf{a}_t(s) &= \text{align}(\mathbf{h}_t, \bar{\mathbf{h}}_s) \\ &= \frac{\exp(\text{score}(\mathbf{h}_t, \bar{\mathbf{h}}_s))}{\sum_{s'} \exp(\text{score}(\mathbf{h}_t, \bar{\mathbf{h}}_{s'}))} \end{aligned}$$

$$\text{score}(\mathbf{h}_t, \bar{\mathbf{h}}_s) = \begin{cases} \mathbf{h}_t^\top \bar{\mathbf{h}}_s & dot \\ \mathbf{h}_t^\top \mathbf{W}_a \bar{\mathbf{h}}_s & general \\ \mathbf{v}_a^\top \tanh(\mathbf{W}_a[\mathbf{h}_t; \bar{\mathbf{h}}_s]) & concat \end{cases}$$

$$\mathbf{a}_t = \text{softmax}(\mathbf{W}_a \mathbf{h}_t) \quad location$$

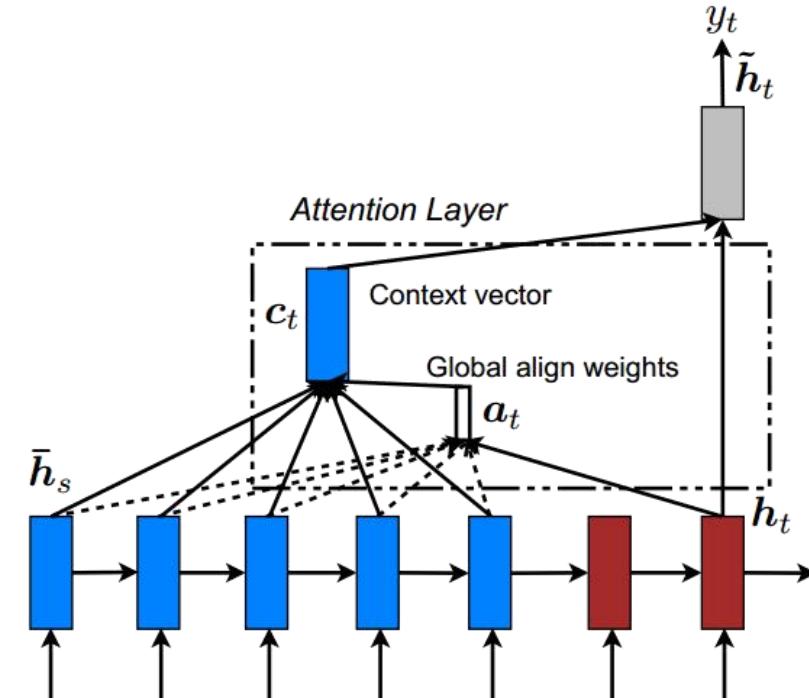
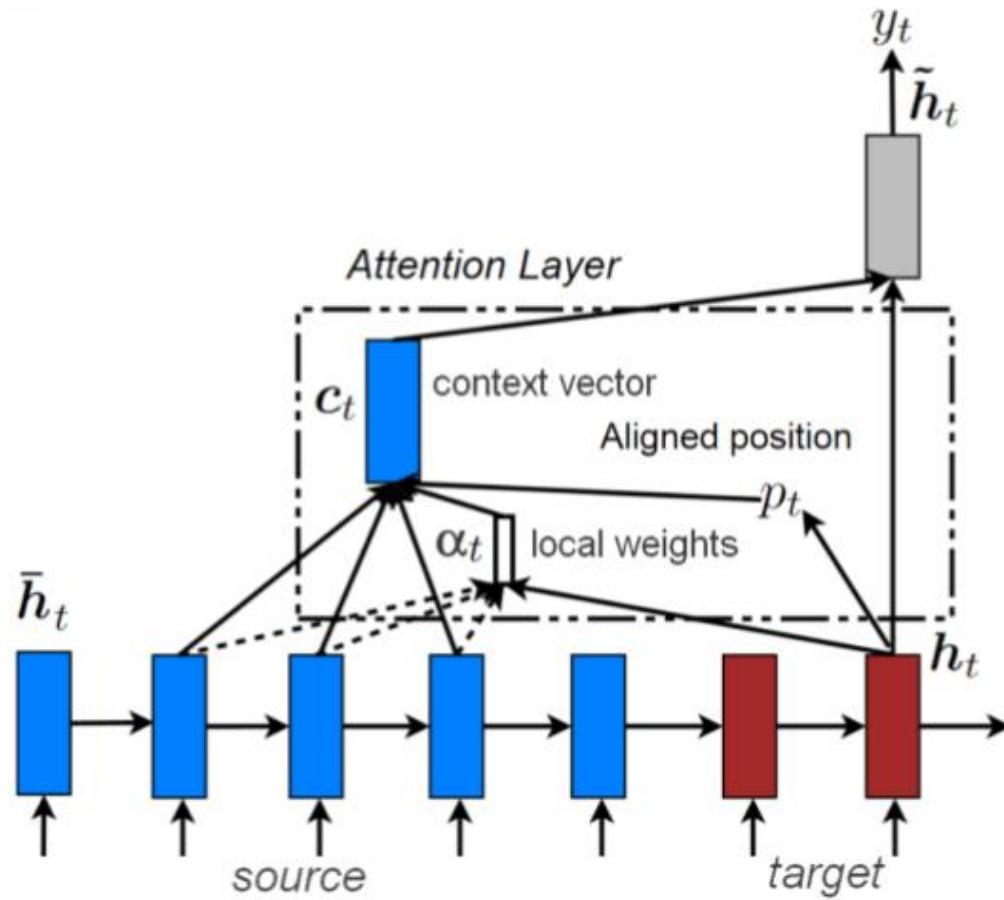


Figure 2: **Global attentional model** – at each time step  $t$ , the model infers a *variable-length* alignment weight vector  $\mathbf{a}_t$  based on the current target state  $\mathbf{h}_t$  and all source states  $\bar{\mathbf{h}}_s$ . A global context vector  $\mathbf{c}_t$  is then computed as the weighted average, according to  $\mathbf{a}_t$ , over all the source states.

## Seq2Seq Attention Local Attention

- 和Global Attention在同一篇论文中被提出；相当于Soft Attention和Hard Attention中间状态(半硬半软Attention)
- 对于时刻t的词汇，模型首先产生一个对齐位置pt(aligned position), context vector(c)由编码器中的隐状态计算得到，编码器的隐状态不是所有的隐状态，而是在区间 $[pt-D, pt+D]$ 中，D的大小由经验给定。

# Seq2Seq Attention Local Attention



$$P[y_t | \{y_1, \dots, y_{t-1}\}, c_t] = \text{softmax}(W_s \tilde{h}_t)$$

attentional hidden state

$$\tilde{h}_t = \tanh(W_c [c_t; h_t])$$

decoder hidden state

context vector

$$p_t = T_x \cdot \sigma(v_p^\top \tanh(W_p h_t))$$

$i^{\text{th}}$  encoder hidden state

$$c_t = \sum_{i=p_t-D}^{p_t+D} \alpha_{t,i} \bar{h}_i$$

alignment vector

$$\alpha_{t,i} = \frac{\exp(\text{score}(h_t, \bar{h}_i))}{\sum_{i'=p_t-D}^{p_t+D} \exp(\text{score}(h_t, \bar{h}_{i'}))} \exp\left(-\frac{(i - p_t)^2}{2(D/2)^2}\right)$$

$\text{score}(h_t, \bar{h}_i) = h_t^\top W_\alpha \bar{h}_i$

Figure showing a bell-shaped curve representing the alignment vector  $\alpha_{t,i}$  versus position  $i$ . The peak is at  $i = p_t$ , with width  $D$ .

# Seq2Seq Attention Self Attention

- 在17年被提出于《Attention Is All You Need, Ashish Vaswani》，也称为Transformer结构；内部包含Multi-Head Attention以及Res<sup>残差</sup>结构。
- Transformer是Bert、LLM等网络结构的基础。

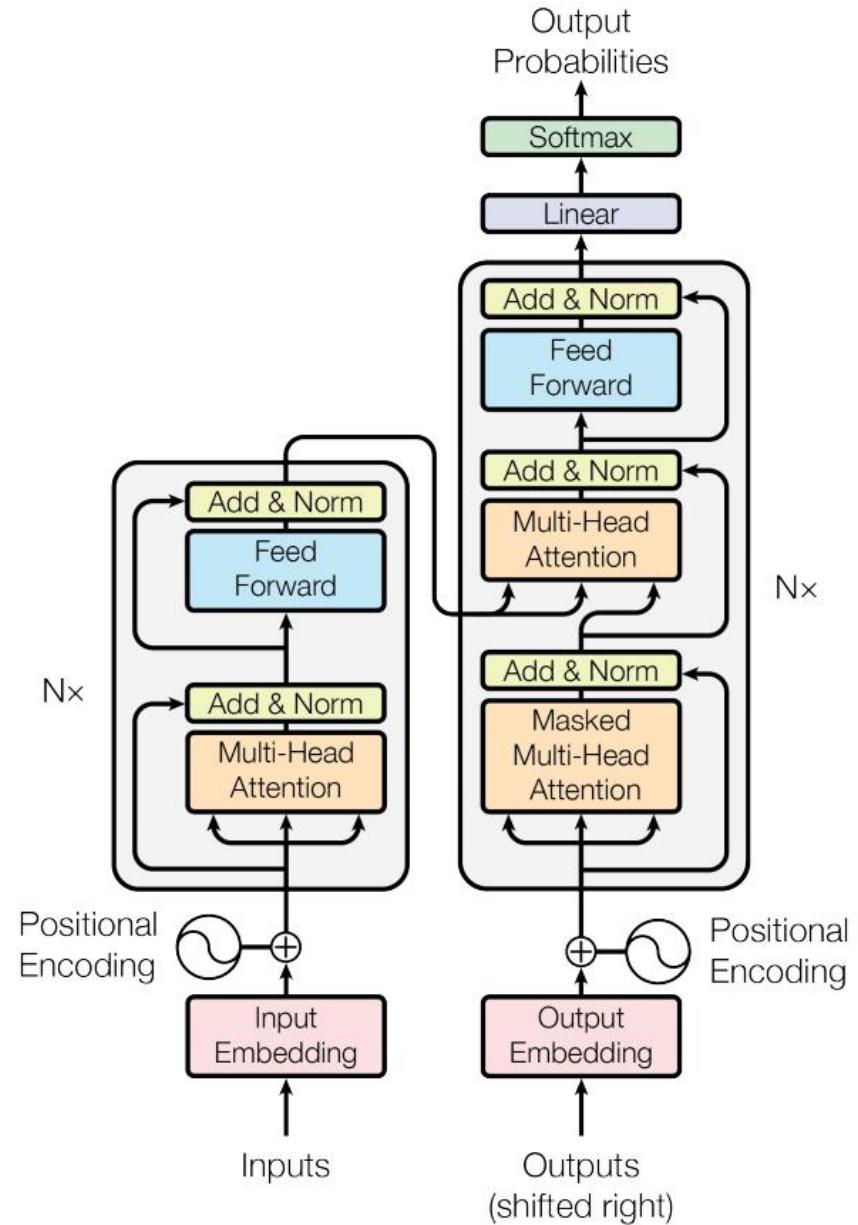
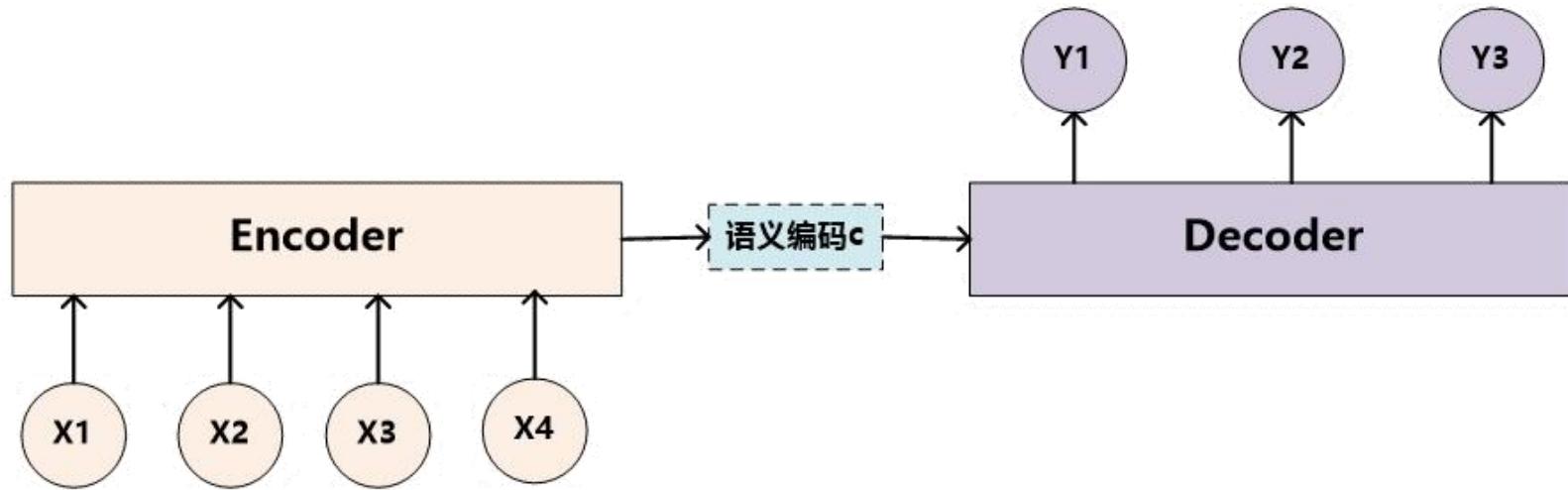


Figure 1: The Transformer - model architecture.

# 总结\_Seq2Seq\_Attention

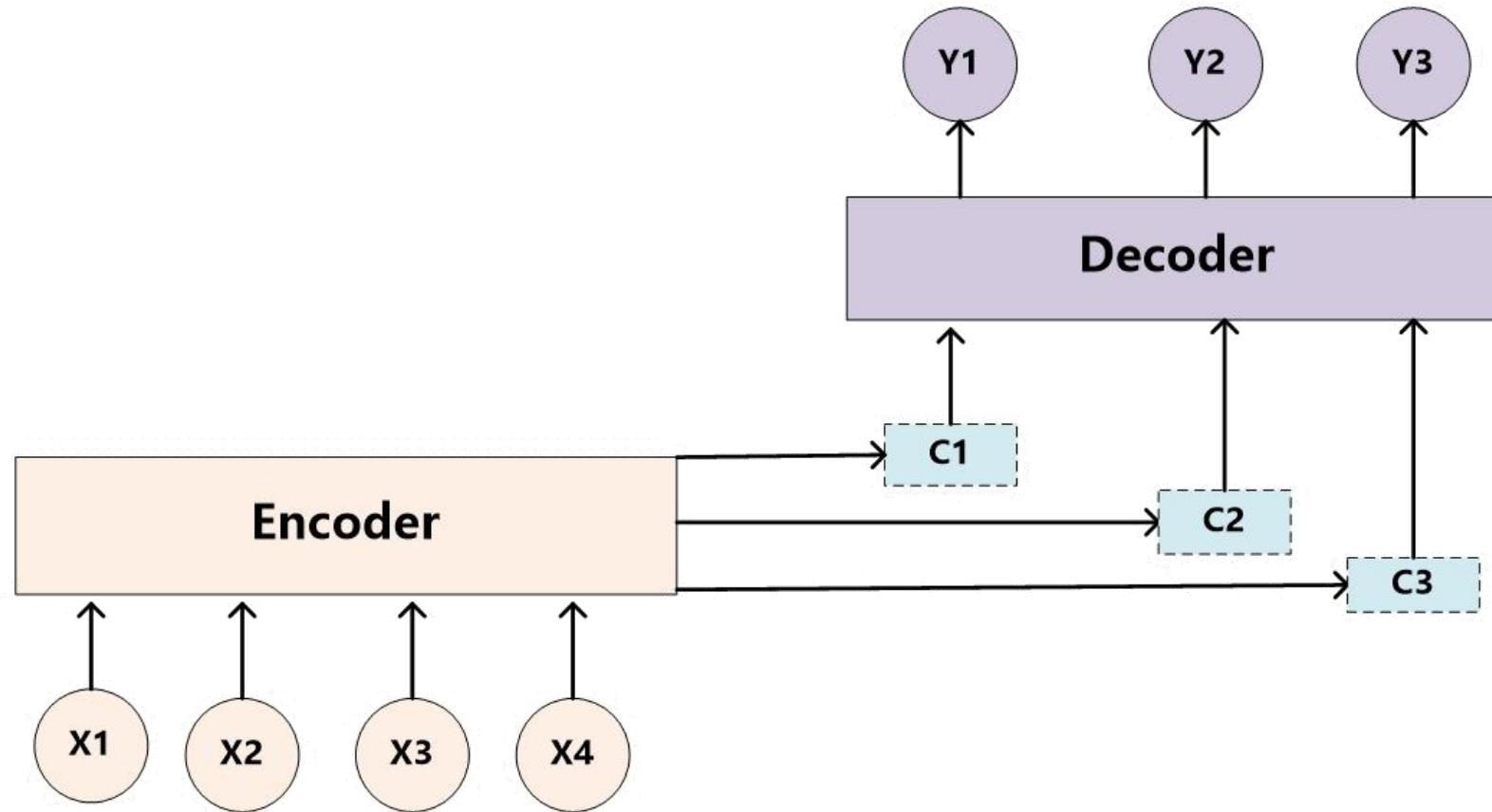


$$Y_1 = f(C)$$

$$Y_2 = f(C, Y_1)$$

$$Y_3 = f(C, Y_1, Y_2)$$

# 总结\_Seq2Seq\_Attention

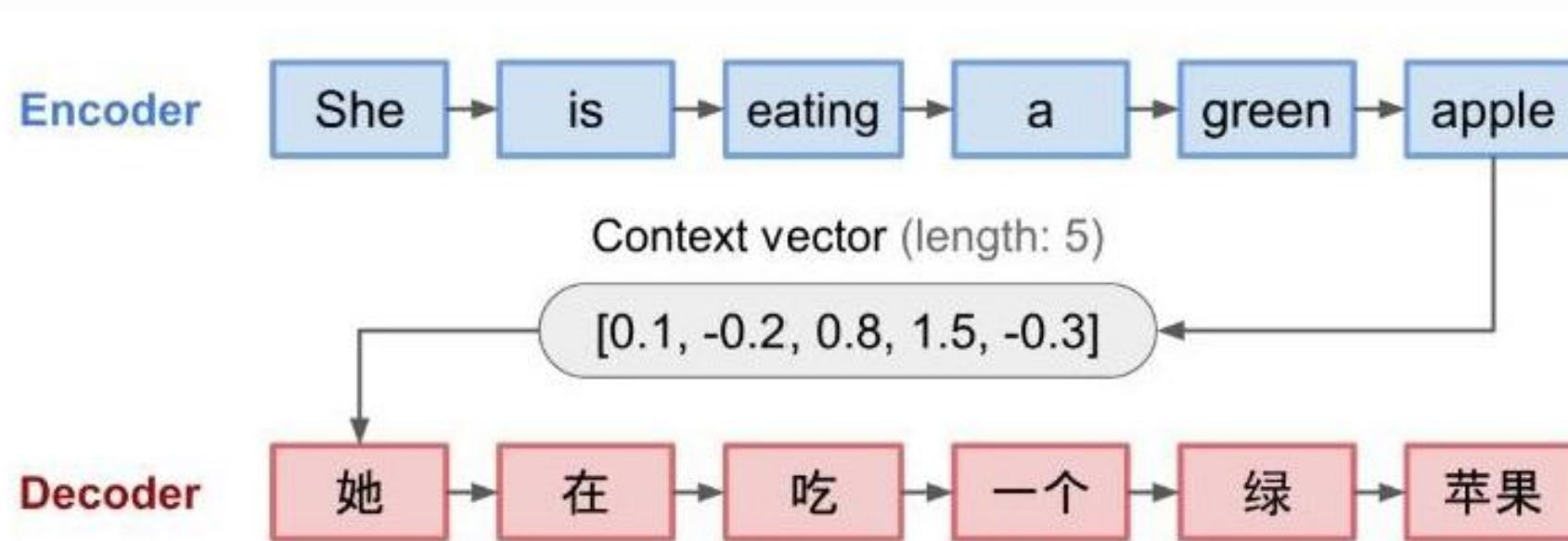


$$Y_1 = f(C_1)$$

$$Y_2 = f(C_2, Y_1)$$

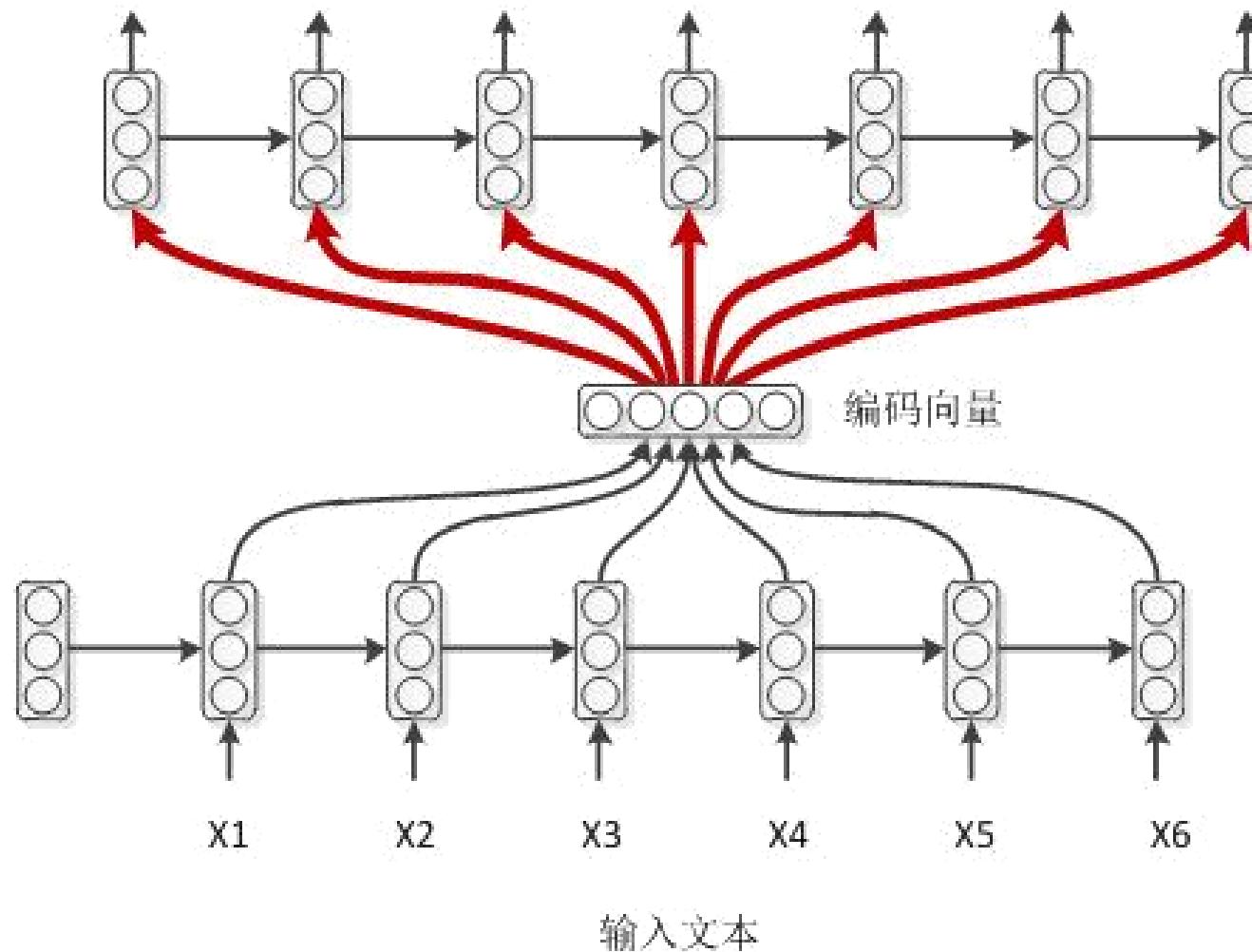
$$Y_3 = f(C_3, Y_1, Y_2)$$

# 总结\_Seq2Seq\_Attention



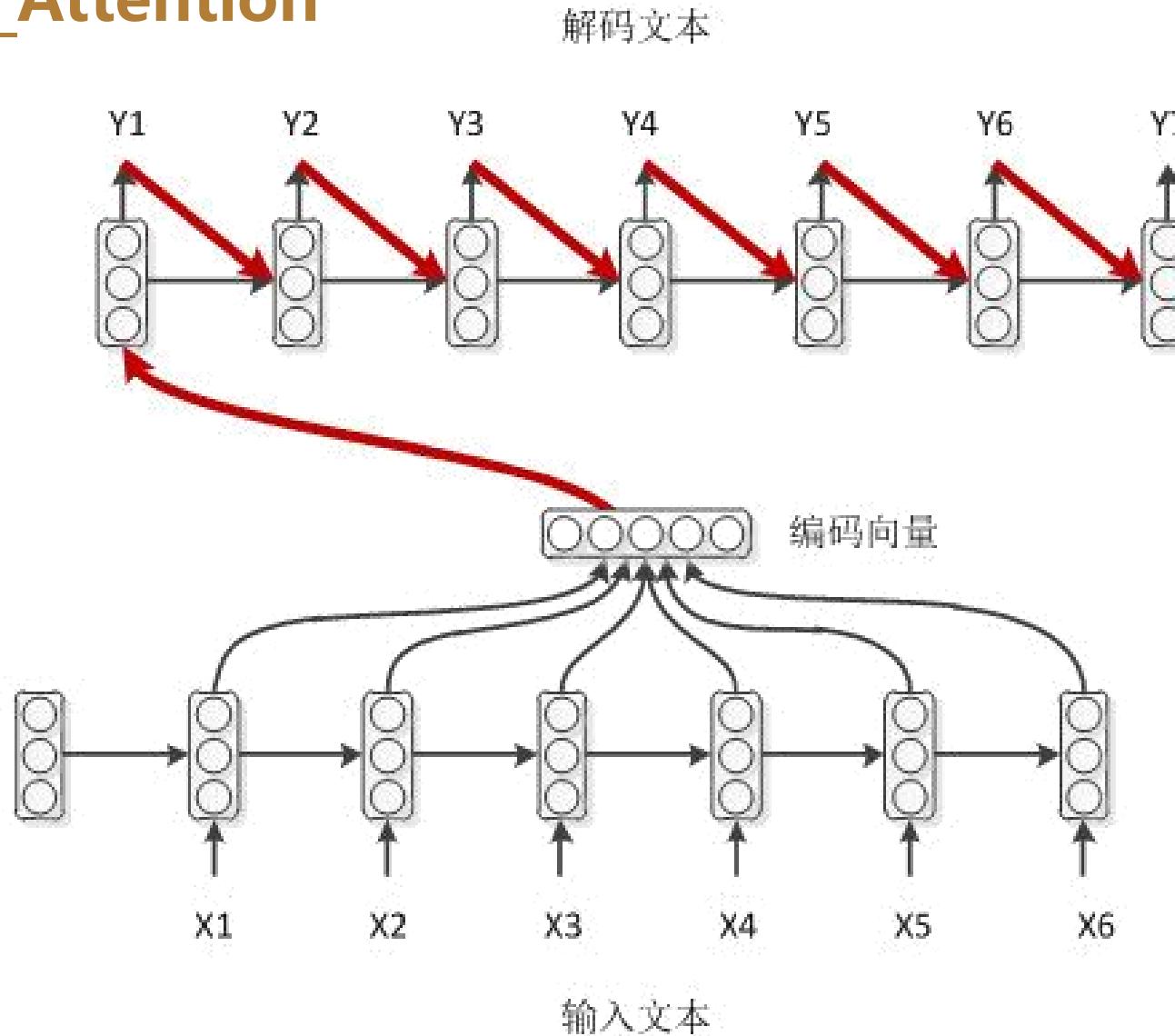
# 总结\_Seq2Seq\_Attention

解码文本



- **最简单的解码模式 – Decoder 1**

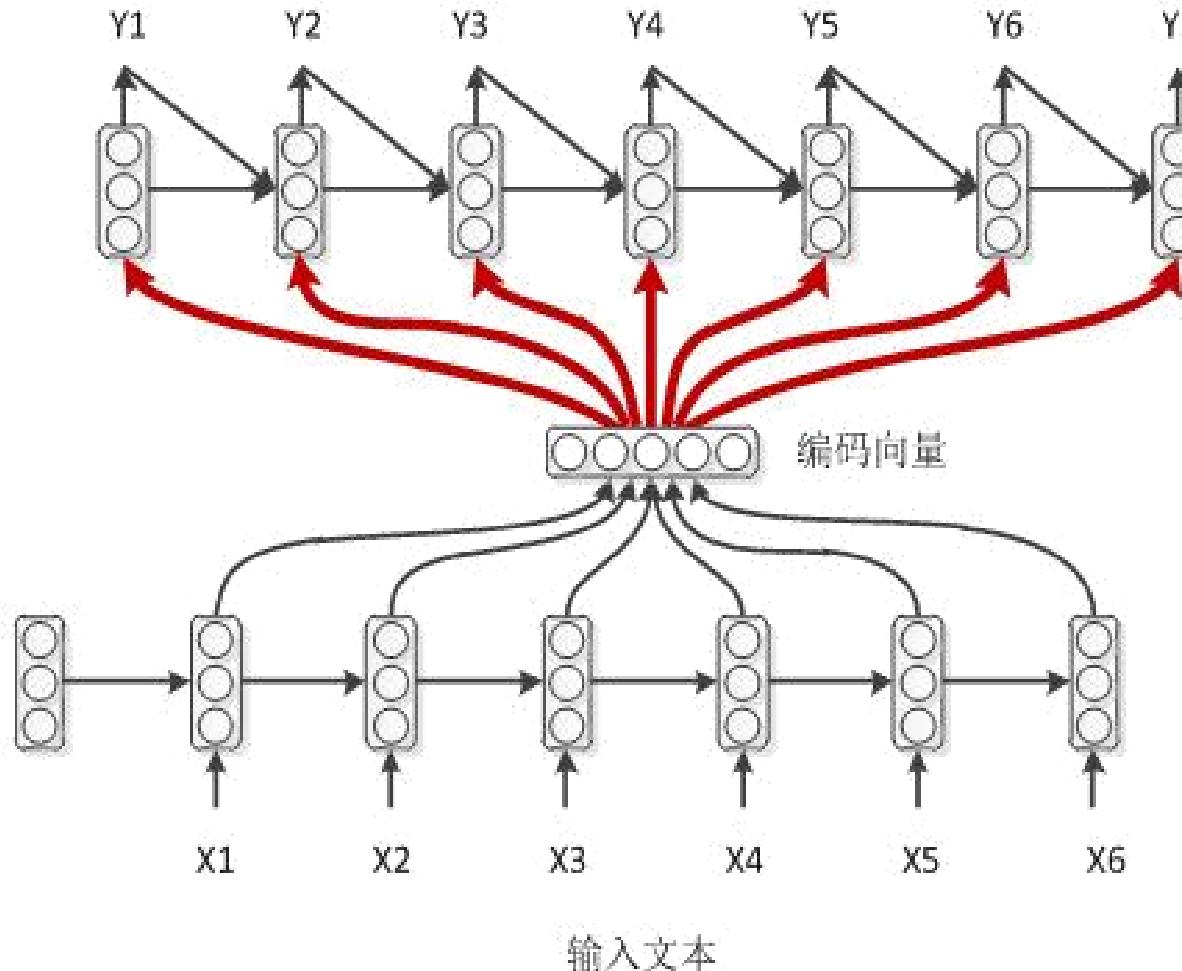
# 总结\_Seq2Seq\_Attention



- 带输出回馈的解码模式 – Decoder 2

# 总结\_Seq2Seq\_Attention

解码文本

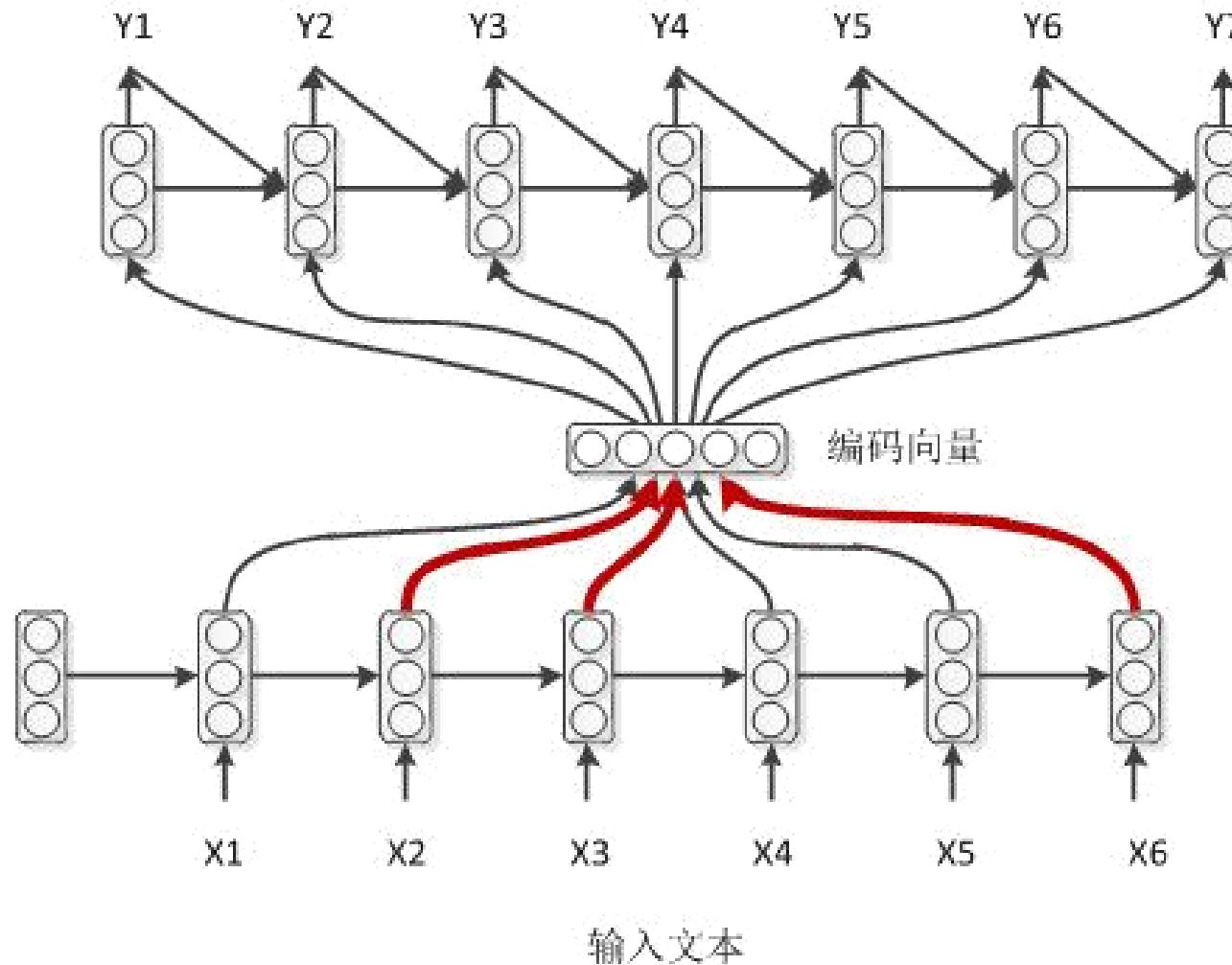


输入文本

- 带编码向量的解码模式- Decoder 3

# 总结\_Seq2Seq\_Attention

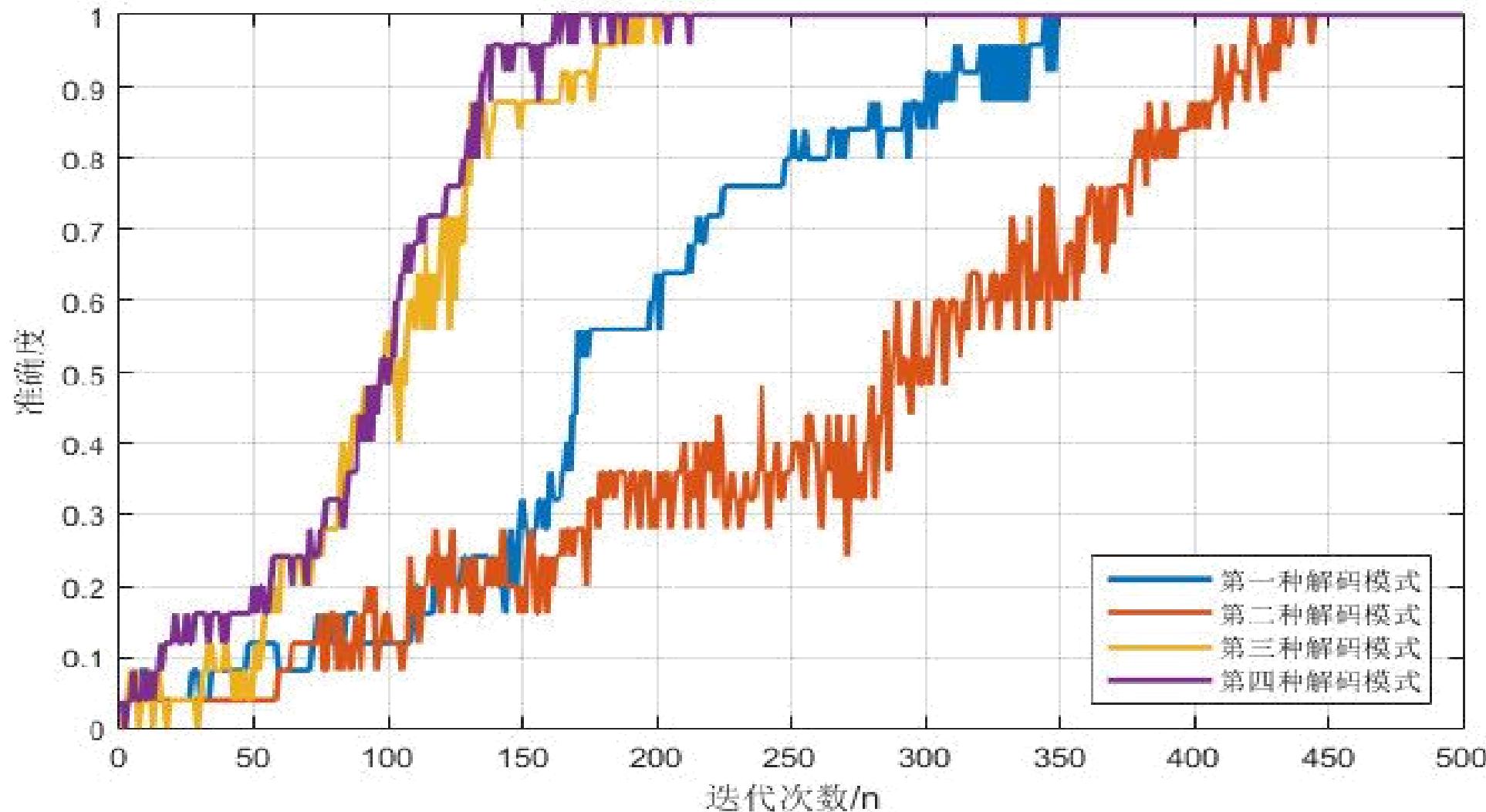
解码文本



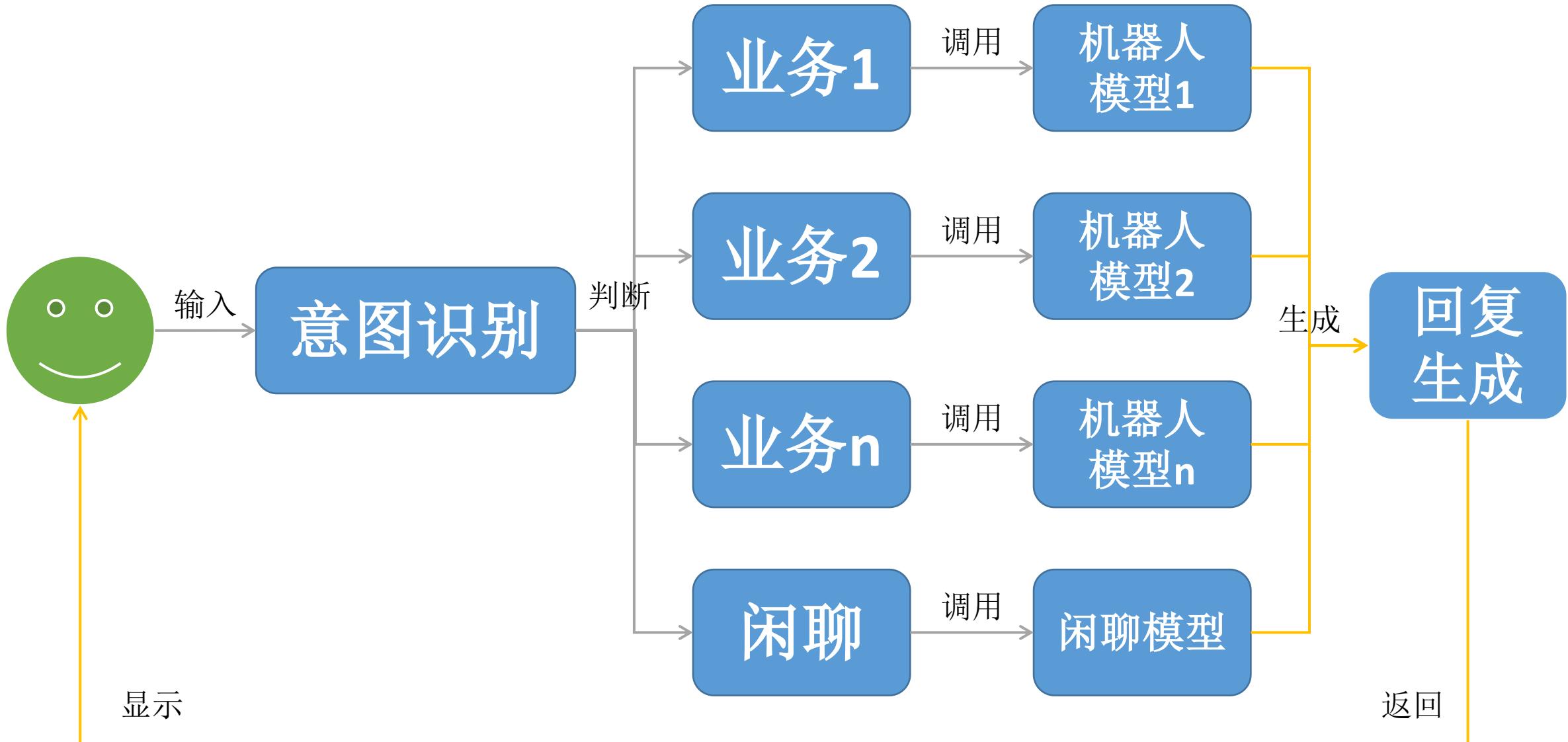
输入文本

- 带注意力的解码模式- Decoder 4

# 总结\_Seq2Seq\_Attention



# Seq2Seq+Attention项目\_聊天机器人



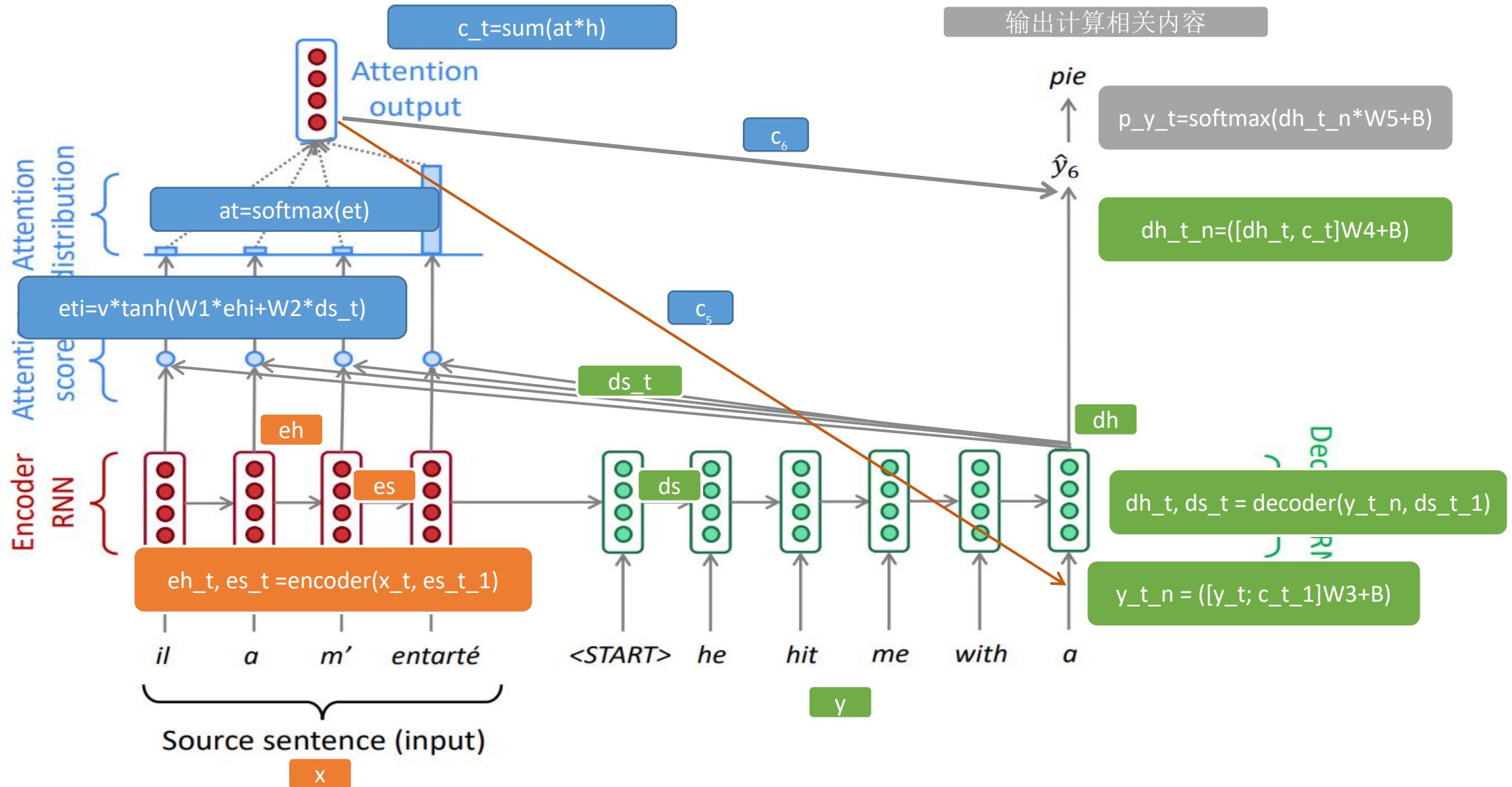
# Seq2Seq Attention实现

编码器相关内容

解码器相关内容

Attention计算相关内容

输出计算相关内容



THANKS!