

Transformer → Interview  
↓  
(3 - 2 min)

→ Transformation Architecture →

- 1) Long term Dependencies
- 2) Context Embedding
- 3) Parallelism
- 4) Multimodality

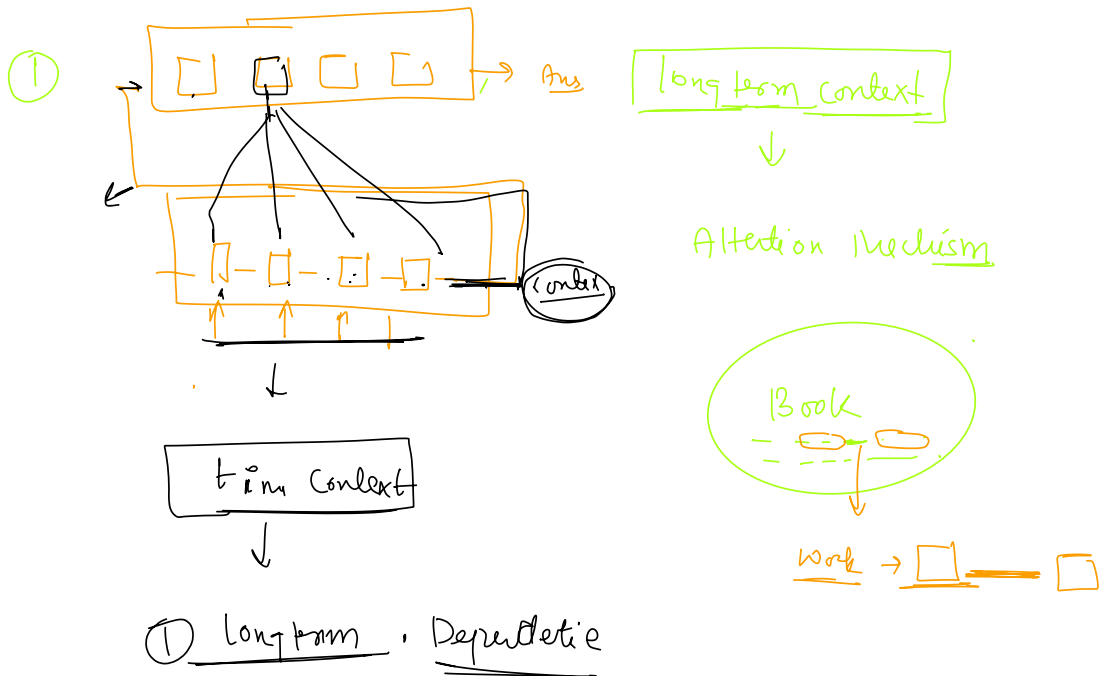
Self Attention ⇒

→ ANN → RNN → LSTM → GRU →

Encoder - Decoder →

↓  
Attention Mechanism

↓  
Self Attention



Encoder - Decoder → (long) - Attention Mechanism

↓  
long

↓  
X Parallelism

Self Attention

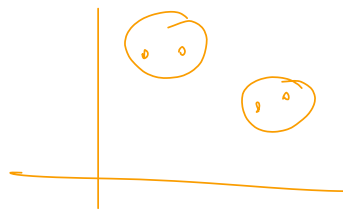


① Parallelism

Word Embedding



Text  $\rightarrow$  Embedding



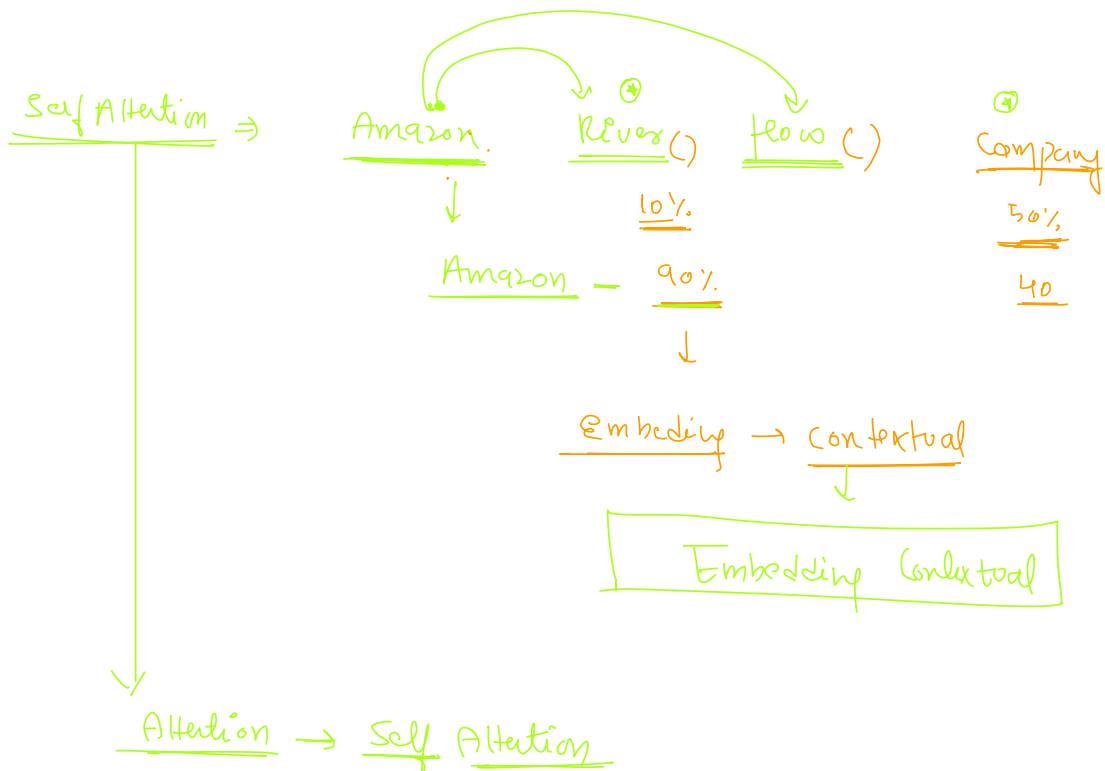
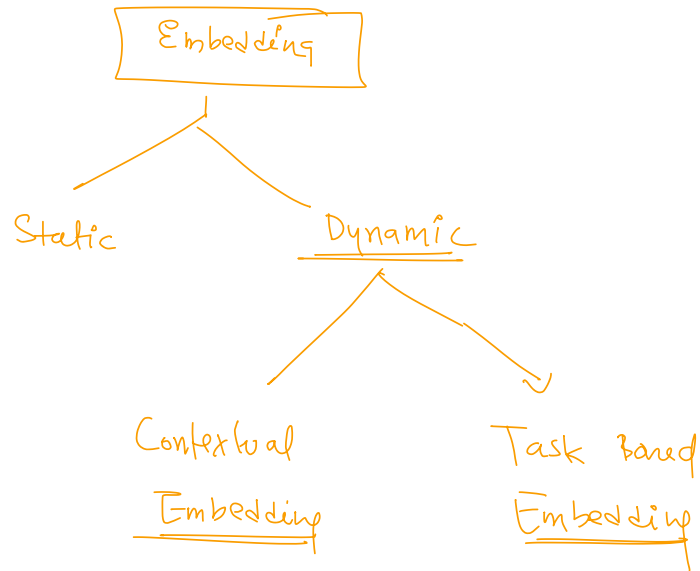
$70 > 30$



Amazon  $\rightarrow$  Company

Self Attention

- ← { 1) parallelism  
2) Average Embedding

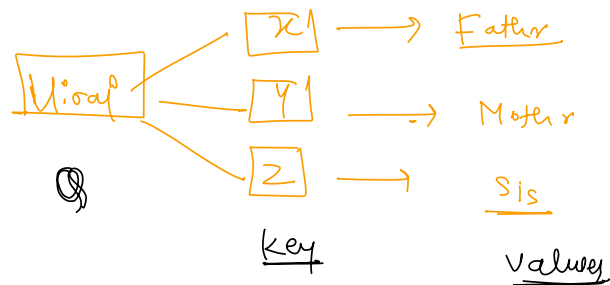


Cosine Similarity =  $\cos \theta = \frac{A \cdot B}{|A| |B|} \rightarrow$

Amazon  $\Rightarrow$   $0.3 \cdot (\text{River}) + 0.7 \cdot \text{Amazon} + 0.2 \cdot \text{flows}$

↓  
① similarity

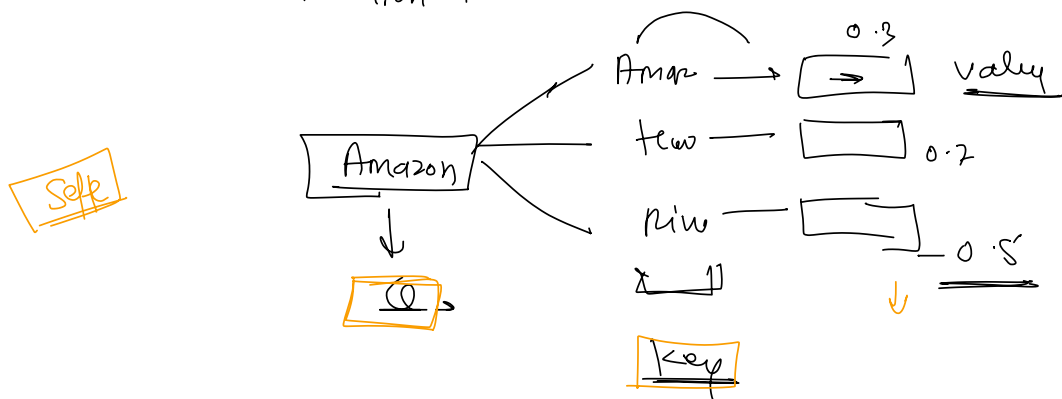
Ex ::



किलना  $\rightarrow$

किलने  $\rightarrow$  0.3

Relation  $\rightarrow$

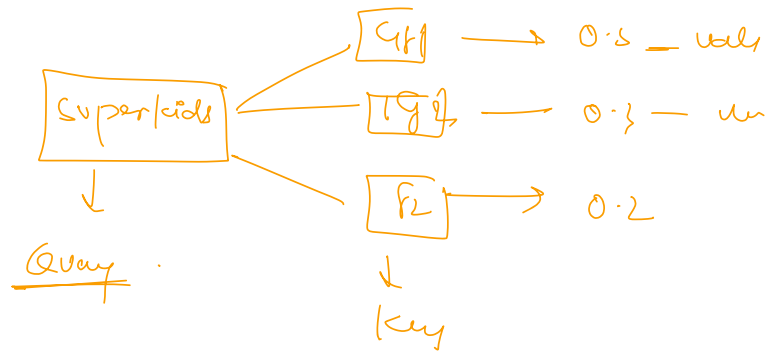


MCC  $\rightarrow$   $Q = \square$

MCC  $\rightarrow$   $- + - - -$

^

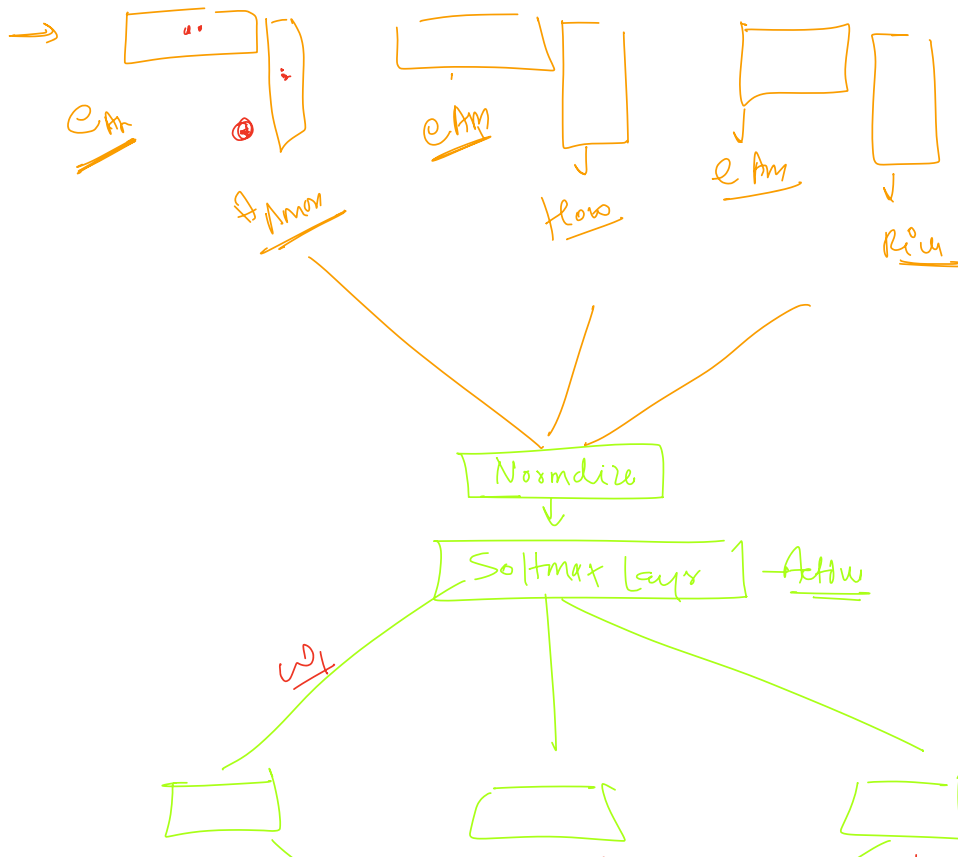
hp Val

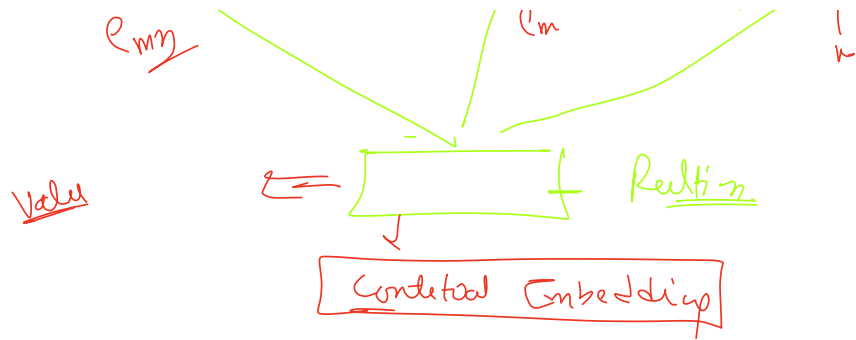


→

$$\text{Attention}(q, k, v) = \text{softmax}\left(\frac{q \cdot k^T}{\sqrt{d_k}}\right) \cdot v$$

↓





$$\underline{\text{Amazon}} = \text{Amro} \odot + \text{Am}(\text{River}) + \text{Am}(\text{Flow})$$

$\downarrow$   
Contextual Embedding

④ Idiom  $\rightarrow$  Kick the Bucket  $\rightarrow$

\*

- ① He painted house that is located near the park
- ② He did painting which being near park



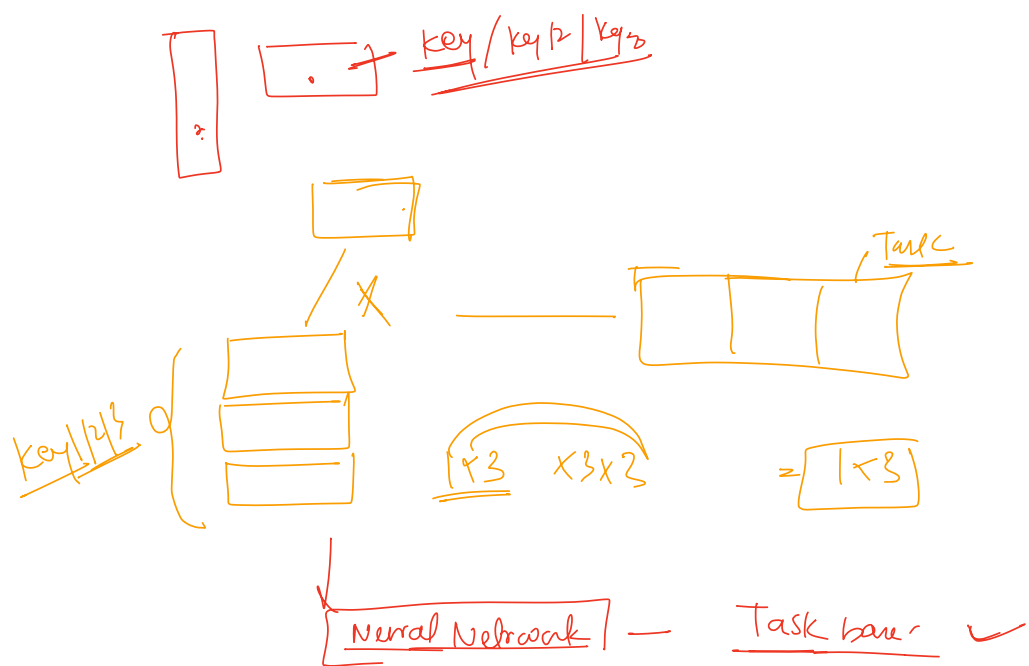
Contextual Embedding  $\rightarrow$  Fail



Task Based Sentence



Task Based Embedding

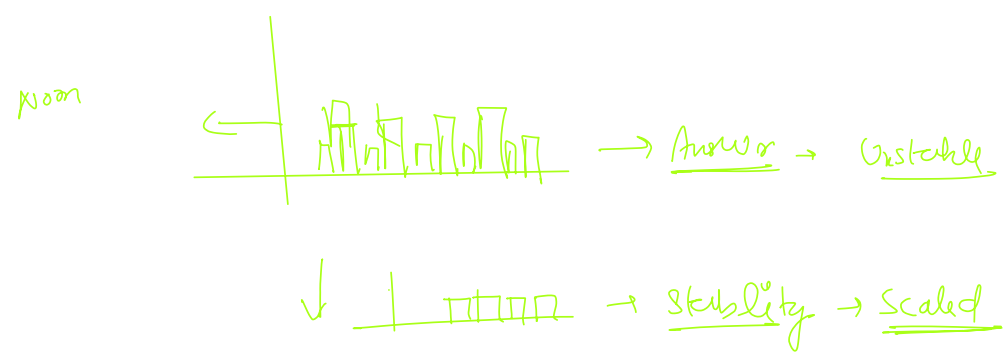


⊗ →

$$\leftarrow \text{Softmax} \left( \frac{Q \cdot K^T}{\sqrt{d_k}} \right) V$$

Annotations:

- $\downarrow$  Max/min
- $\sqrt{d_k}$  dimensionality of vector





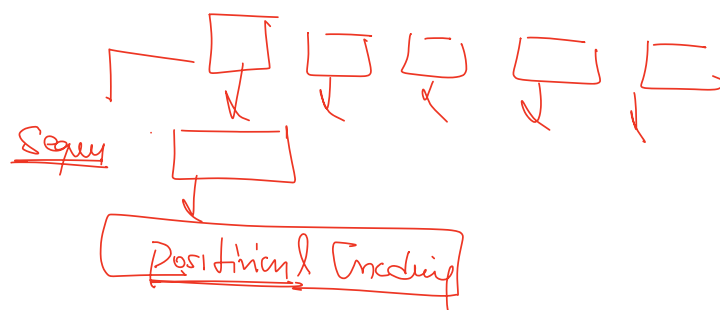
Q →  $\sqrt{d_k} = \text{stability / scaled}$

Q + why self Attnr called = Scaled Dot Product =

normalizing

$$\frac{\text{Norm} \times \text{Softmax}(Q_k K^T) \cdot V}{\sqrt{d_k}}$$

Self - parallelism ⇒ ① ← ② Parallel



1) Normalisation

2) Batch Normalisation

3) Layer Normalisation

Goal

Variance

- 2) Exp
- 3) Convent
- 4) Stability