

MICAS913 : Deep Learning

Transformers, prepared for Prof. Yousefi MANSOOR

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- 3 Self Attention Mechanism
- 4 Positional Encoding
- 5 Residual Connections
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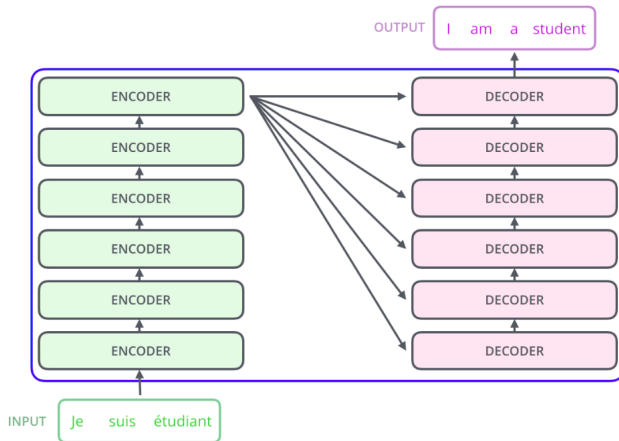
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Attention is All you Need (Google Brain 2017)

- Machine translation
- Attention Mechanism
- Encoder , Decoder
- Embedding
- Residual Connections
- Stack encoding decoding

Introduction - Global Concept



A very important note :

The number of encoder and decoders should be the same.

Outline

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Encoder

Each encoder consists of :

- Self attention layer
- Feed Forward Network

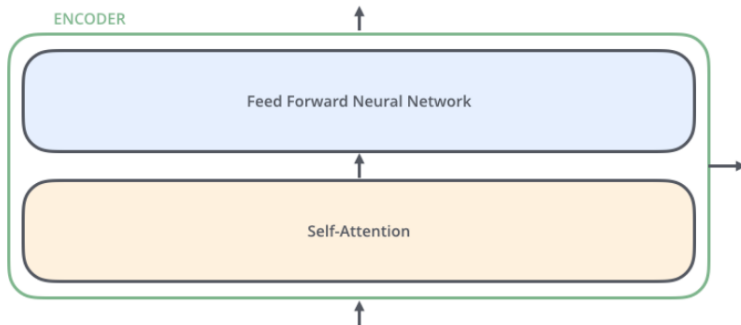


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Self Attention Mechanism

Motivation

Its job is to look at other words in the input sentence while it encodes a specific word of that sentence.

Example

The cat did not cross the road because it was afraid.

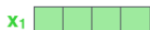
- Human's answer : "it" refers to "cat"
- Computer's answer : "it" can refer to "road"

Self Attention Mechanism - Analogy with Human brain

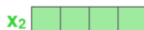


Self Attention Mechanism - Embedding

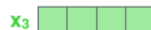
Similar to any NLP procedure , we embed our input words.



Je



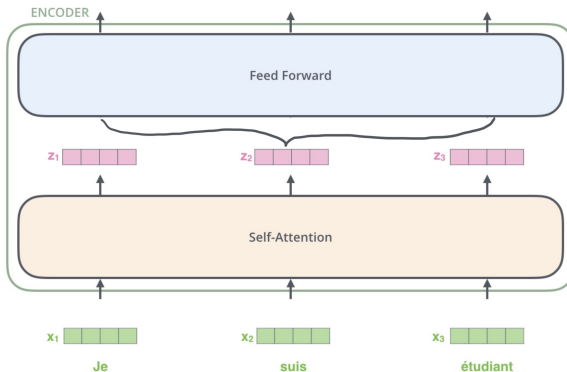
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Each word is embedded into a vector of size 512. We'll represent those vectors with these simple boxes.

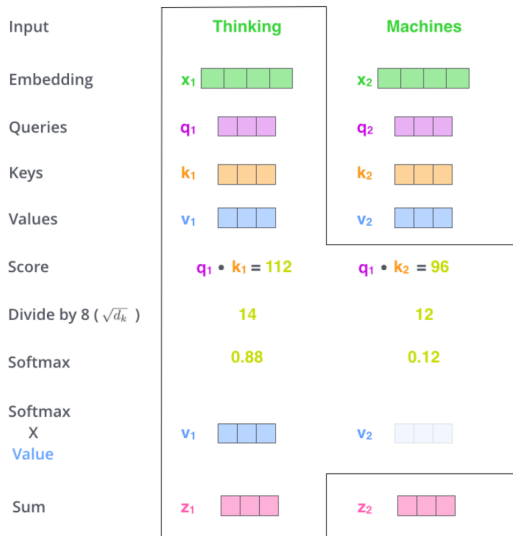
Self Attention Mechanism - Transformers Properties



2 properties :

- Path dependencies in self attention
- Path independencies in feed forward network

Self Attention Mechanism - In detail



Self Attention Mechanism - In detail (2)

Of course we use MATRICES

$$\begin{matrix} \text{X} \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} \times \begin{matrix} W^Q \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} = \begin{matrix} Q \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix}$$

$$\begin{matrix} \text{X} \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} \times \begin{matrix} W^K \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} = \begin{matrix} K \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix}$$

$$\begin{matrix} \text{X} \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} \times \begin{matrix} W^V \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} = \begin{matrix} V \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix}$$

$$\text{softmax} \left(\frac{\begin{matrix} Q \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix} \times \begin{matrix} K^T \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix}}{\sqrt{d_k}} \right) \begin{matrix} V \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix}$$
$$= \begin{matrix} Z \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix}$$

The self-attention calculation in matrix form

Remark

The complexity of the self-attention mechanism is $O(n^2 \cdot d)$

Self Attention Mechanism - Multi Head Attention

Motivation

- It expands the model's ability to focus on different positions.
- It gives the attention layer multiple representation subspaces.

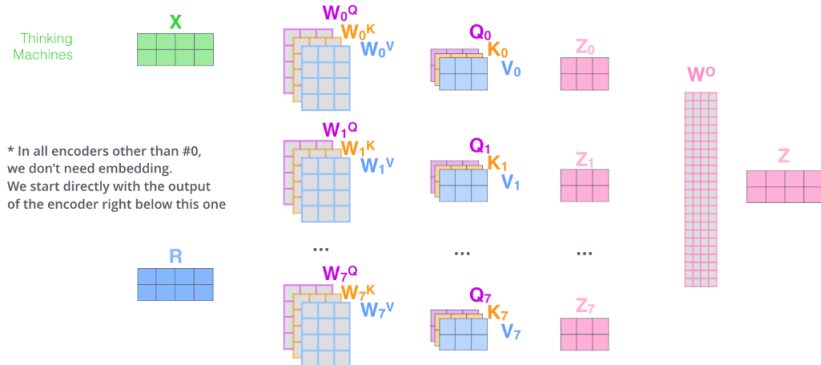


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Positional Encoding



A real example of positional encoding with a toy embedding size of 4

Function of PE used in Attention is all you need :

$$PE(pos, i) = \begin{cases} \sin(\omega_k \cdot pos) & \text{if } i = 2k \\ \cos(\omega_k \cdot pos) & \text{if } i = 2k + 1 \\ s.t. & \omega_k = 10000^{-2k/d} \end{cases}$$

d is the size of the embeddings, pos is the position of the word in the sentence and i is the position of the embedding of the word pos .

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Residual Connections - Recap Encoder

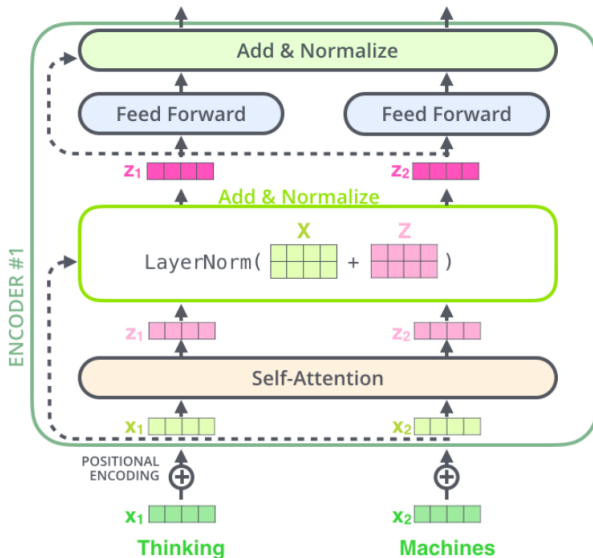
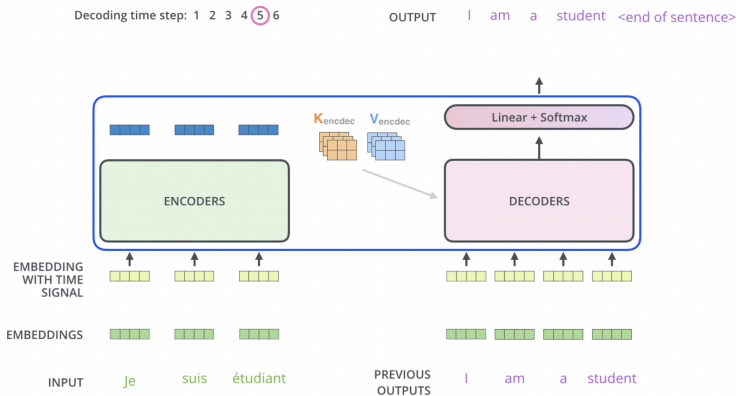


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Decoders



Masking in self-attention calculation

The decoded embedding at position i can only see the decoded words from position 0 to $i-1$. We attribute $-\infty$ value to none visible positions before the Softmax.

Decoders - The Final Layer

Which word in our vocabulary
is associated with this index?

Get the index of the cell
with the highest value
(argmax)

am

5

log_probs



Softmax

logits



Linear

Decoder stack output



This figure starts from the bottom with the vector produced as the output of the decoder stack. It is then turned into an output word.



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Conclusion

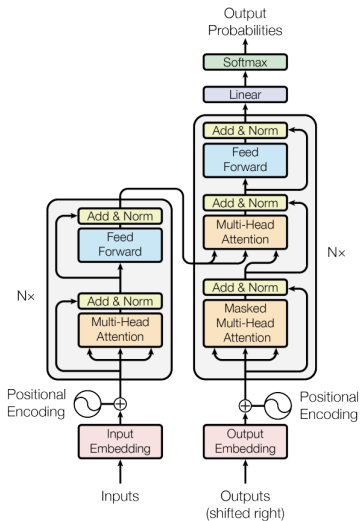


Figure 1: The Transformer - model architecture.

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Implementation

Now we go to our notebook ...



Appendix - Proof of positional encoding

We want to prove that For every sine-cosine pair corresponding to frequency ω_i , there is a linear transformation $M \in \mathbb{R}^{2 \times 2}$ (indep of t) where the following equation holds:

$$M \cdot \begin{pmatrix} \sin(\omega_k \cdot pos) \\ \cos(\omega_k \cdot pos) \end{pmatrix} = \begin{pmatrix} \sin(\omega_k(pos + \alpha)) \\ \cos(\omega_k(pos + \alpha)) \end{pmatrix}$$

Proof :

We can extend the sinus and cosinus :

$$\begin{pmatrix} \sin(\omega_k(pos + \alpha)) \\ \cos(\omega_k(pos + \alpha)) \end{pmatrix} = \begin{pmatrix} \sin(\omega_k \cdot pos) \cos(\omega_k \cdot \alpha) + \cos(\omega_k \cdot pos) \sin(\omega_k \cdot \alpha) \\ \cos(\omega_k \cdot pos) \cos(\omega_k \cdot \alpha) - \sin(\omega_k \cdot pos) \sin(\omega_k \cdot \alpha) \end{pmatrix}$$
$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} \cdot \begin{pmatrix} \sin(\omega_k \cdot pos) \\ \cos(\omega_k \cdot pos) \end{pmatrix} = \begin{pmatrix} \sin(\omega_k \cdot pos) \cos(\omega_k \cdot \alpha) + \cos(\omega_k \cdot pos) \sin(\omega_k \cdot \alpha) \\ \cos(\omega_k \cdot pos) \cos(\omega_k \cdot \alpha) - \sin(\omega_k \cdot pos) \sin(\omega_k \cdot \alpha) \end{pmatrix}$$

By identification :

$$a = \cos(\omega_k \cdot \alpha), b = \sin(\omega_k \cdot \alpha), c = -\sin(\omega_k \cdot \alpha), d = \cos(\omega_k \cdot \alpha)$$



- Ashish Vaswaniet al. *Attention Is All You Need*, 12 Jun 2017
- Qiang Wang et al., *Learning Deep Transformer Models for Machine Translation*
- Bryan Lim et al., *Temporal Fusion Transformers for interpretable multi-horizon time series forecasting*
- Jay Alammar, *The Illustrated Transformer*
- Amirhossein Kazemnejad, *Blog*