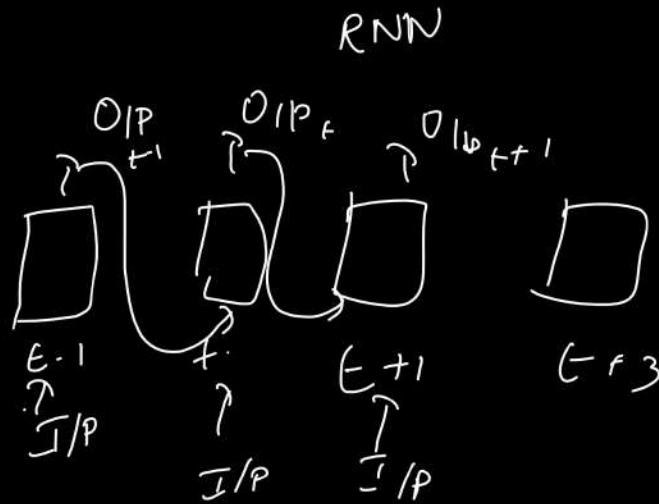


ATTENTION IS ALL YOU NEED PAPER EXPLANATION AND IMPLEMENTATION FROM SCRATCH

TABLE OF CONTENTS

1. Why Transformers over RNN

2. Transformers Introduction



I like eating **apple** but I like using mobile phones from the **apple** company more.

$\{ \text{apple} : [\overset{128}{- - -}]$
 $\text{orange} : [\quad] \}$

Disadvantage

1. No context awareness
2. Sequential processing _x
3. Long context failure

↳ Parallel processing

Advantages

1. Generate context rich vectors by using Attention
2. Parallel processing
3. It can handle long contexts.

TRANSFORMERS

→ Attention is All you Need - Google team

- 2017.



Introduction → Architecture → Positional
Deep Dive encoding

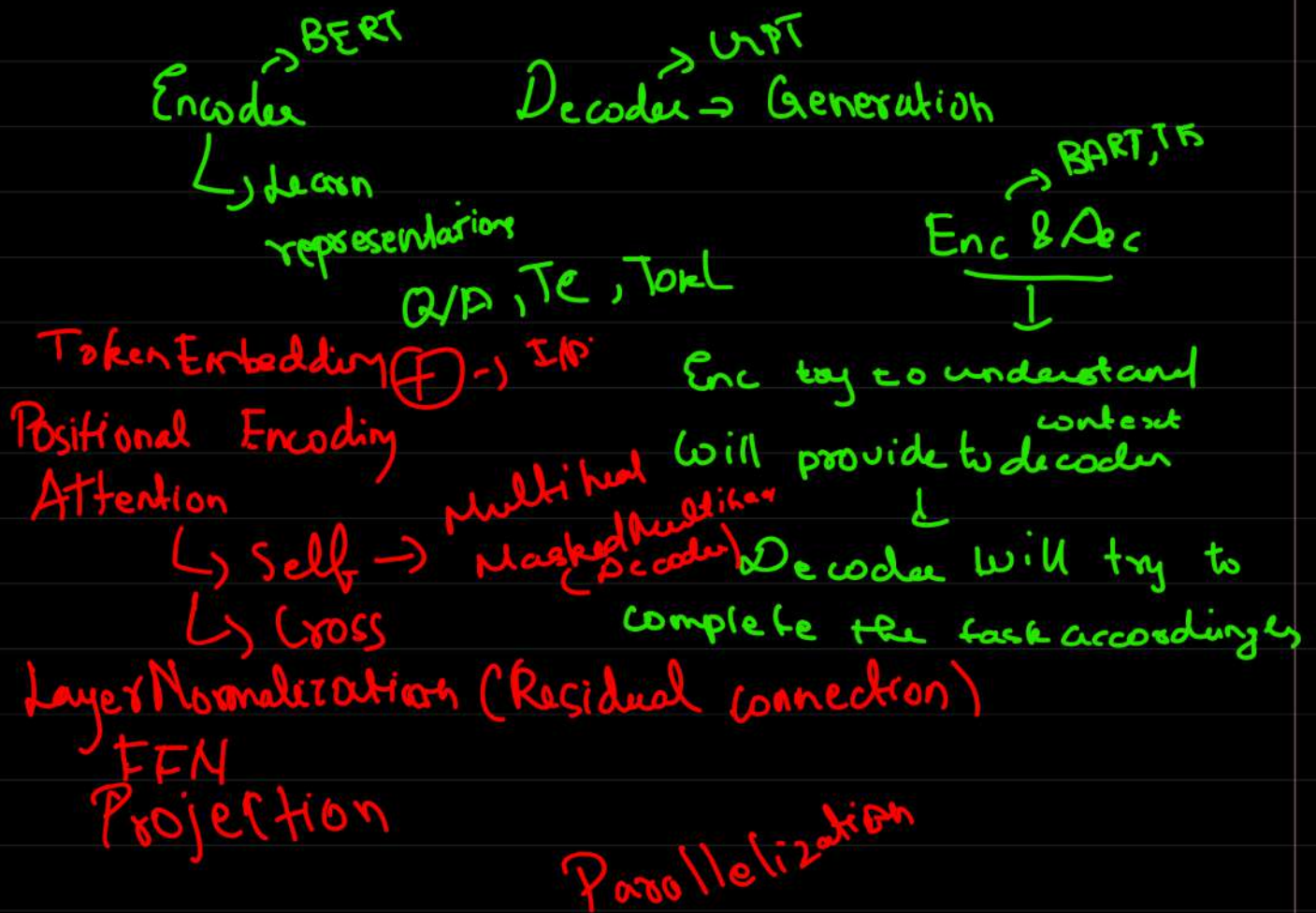
↓
Attention
↓

Decoder ← Encoder ← FFN ← Layer Normalization

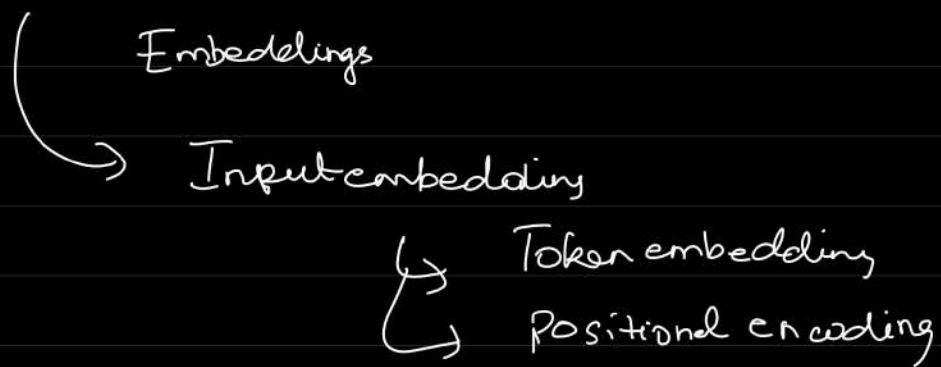
↓
Transformer → Dataset building → Tokenizes

↓
Decoding strategies ← Attention ← Training
Visualization → & Inference
How tokens are processed

2. TRANSFORMERS ARCHITECTURE IN DEPTH DEEP DIVE



POSITIONAL ENCODING



Token embedding: - Tokenizers.

$d_{model} = 512$

The apple is tasty \rightarrow bs \rightarrow 1, seq_len \rightarrow 4,

[The, apple, is, tasty]

$\frac{1}{1}$ $\frac{1}{10}$ $\frac{1}{8}$ $\frac{1}{4}$

{ 1: [

] $512 \rightarrow$ vectors / embeddings

}

[[[[[

]]]]] 512

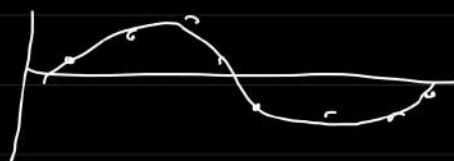
\rightarrow Token embedding

0 1 2 3 4 5 6 7
 I had two apples 1 orange apple and
 another 1 red apple where the second one
 was slightly faster it comes from Apple Inc.
 apple \rightarrow 6
 apples \rightarrow 11

Sinusoidal

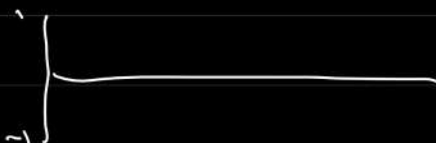
0, 1, 2, 3

512



→ Scaled
in nature.

\cos, \sin



Encodes relative
position word.

$\sin(\text{even})$
 $\cos(\text{odd})$

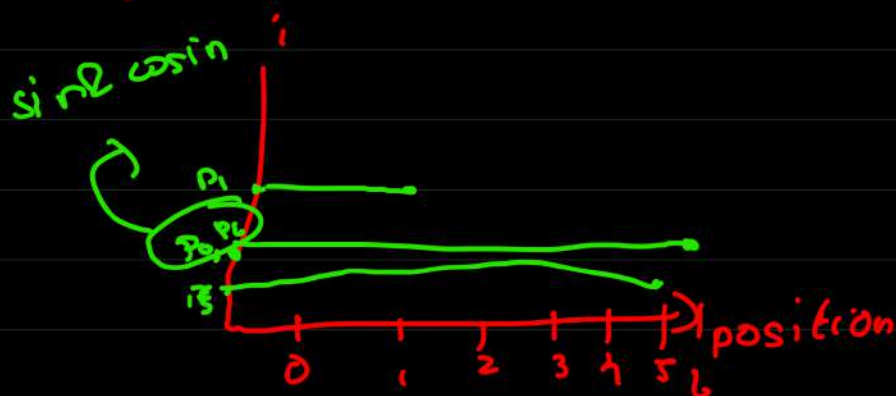
$$PE(\text{pos}, 2i) \rightarrow \sin\left(\text{pos} / \underbrace{10000^{\frac{2i}{d_{\text{model}}}}}_{\text{frequency } \omega}\right)$$

$$PE(\text{pos}, 2i+1) \rightarrow \cos\left(\text{pos} / 10000^{\frac{2i+1}{d_{\text{model}}}}\right)$$

Why Sinusoidal

- * Unique encoding of position of words
- * Encode relative to other position
- * Range → Normalized $[-1, 1]$

Why sin & cos



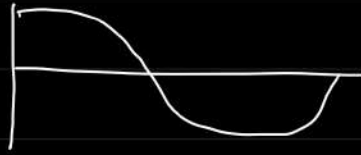
512 → embed
[]

Sin



$$\sin(0) = 0$$

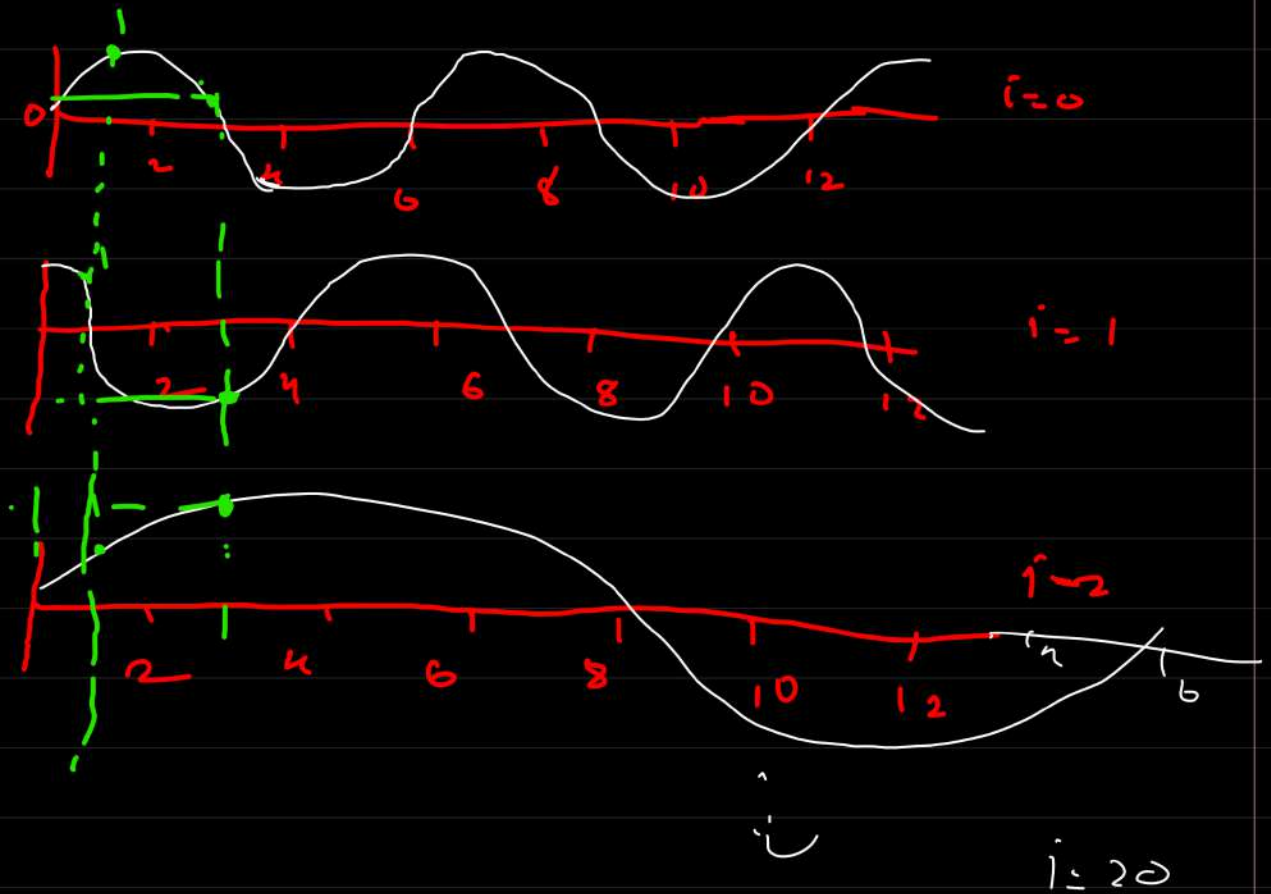
cos



$$\cos(0) = 1$$

seq. \rightarrow 1
①

DIMENSIONAL DEPENDENCY:-



Formula: -

$$\rightarrow E(pos, 2i) \rightarrow \sin(pos / \underbrace{1000}_{n}^{2i} / d_{model})$$

$$E(pos, 2i+1) \rightarrow \cos(\underbrace{2i}_{2i+1})$$

The water is 1 act, $\rightarrow pos[0, 3]$

$$d_{max} = 4.$$

	0	0	1	1
i				
$n \rightarrow 100$				
pos = 0 The	$\sin(0)$ = 0	$\cos(0)$ = 1	$\sin(0)$ = 0	$\cos(0)$ = 1
1 water	$\sin(1/10)$ = 0.098	$\cos(1/1)$ = 0.51	$\sin(1/10)$ 0.10	$\cos(1/10)$ = 1.0

2 'u

3 'a'z

$$pos = 0 \quad i = 1$$

$$(0 / \dots) \rightarrow 0$$

$$pos = 1 \quad i = 0 \rightarrow i = 1$$

$$i = 0, pos = 1$$

$$\sin(1/1)$$

$$\cos(1/1)$$

$$\sin\left(\frac{1}{100} \cdot 2 \cdot 1\right) \rightarrow \sin\left(\frac{1}{100} \cdot 2\right)$$

$$= \sin\left(\frac{1}{10}\right)$$

$$\cos\left(\frac{1}{100} \cdot \frac{2 \cdot 1 + 1}{2}\right) \rightarrow \cos\left(\frac{1}{10}\right) = 0.98$$

S12 \rightarrow [seq len, embed dim]

[]

I/D \rightarrow Token Embed + Pos Encoding.

ATTENTION

* Generation of context rich vectors

* Parallelization

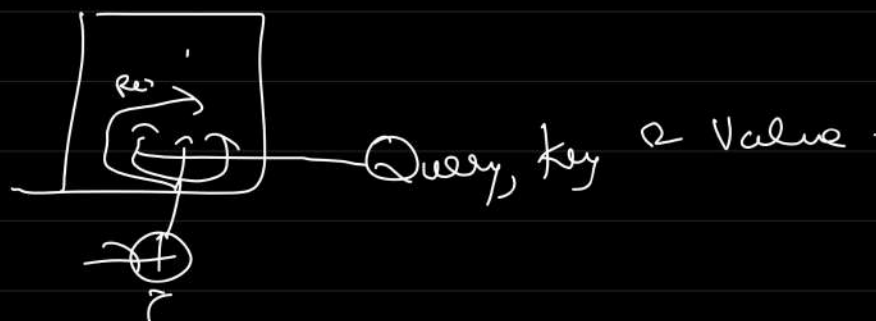
My name is Vasanth \rightarrow Scaled Dot Product Attention

	My	name	is	Vasanth
My	*	*	-	+
name	*	*	-	*
is	-	+	*	*
Vasanth	*	*	-	*

Increase ^{seq length} \uparrow Use \uparrow

\rightarrow Generating context rich vectors

\hookrightarrow Encoder \rightarrow Decoder (Generate)



Query :-

Represents what you want

Key :-

The location of the answer you want

Value: -

The answer.

Eg:

Context: Vasanth is a Youtuber who has bad handwriting → Encoder.
 Question: Who has a bad handwriting?

Encoder

Query

Decoder →

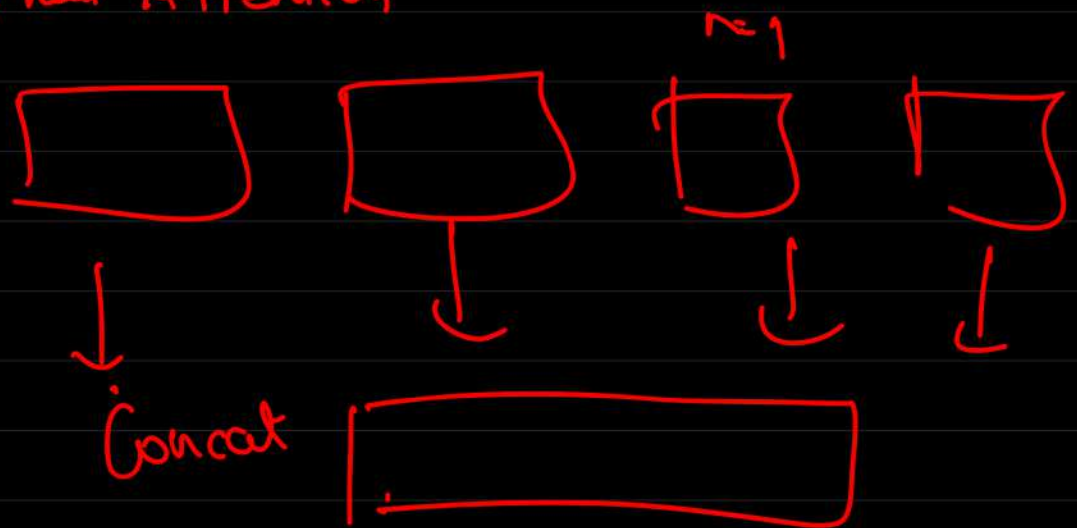
Question: Who has a bad handwriting?

Q → $Q^T \cdot K(\text{Vasanth}) \rightarrow 0.8$
 $Q^T \cdot K(\text{is}) \rightarrow 0.01$
 \vdots
 $Q^T \cdot K(\text{handwriting}) \rightarrow 0.05$

$$\text{Attention} = \text{Softmax} \left(\frac{QK^T}{\sqrt{d_{\text{model}}}} \right) * V$$

Vasanth.
 0.1 0.01 0.05 0.02 0.02
 $\frac{Q \cdot K^T}{\sqrt{d_{\text{model}}}}$ $\frac{Q \cdot K^T}{\sqrt{d_{\text{model}}}}$ $\frac{Q \cdot K^T}{\sqrt{d_{\text{model}}}}$ $\frac{Q \cdot K^T}{\sqrt{d_{\text{model}}}}$ $\frac{Q \cdot K^T}{\sqrt{d_{\text{model}}}}$ →
 → 1 head.

Multihead Attention



→ VASANTH

Why we divide σ_{model} by Variance σ^2
↳ To reduce variances

MASKED MULTIHEAD ATTENTION

↳ Autoregressive

Vasanth has bad handwriting

$[\overset{\text{Emb}}{\underbrace{[1, 0, 0, 0]}}, \rightarrow \text{Teacher forcing}]$

$[1, 1, 0, 0]$

$[1, 1, 1, 0]$

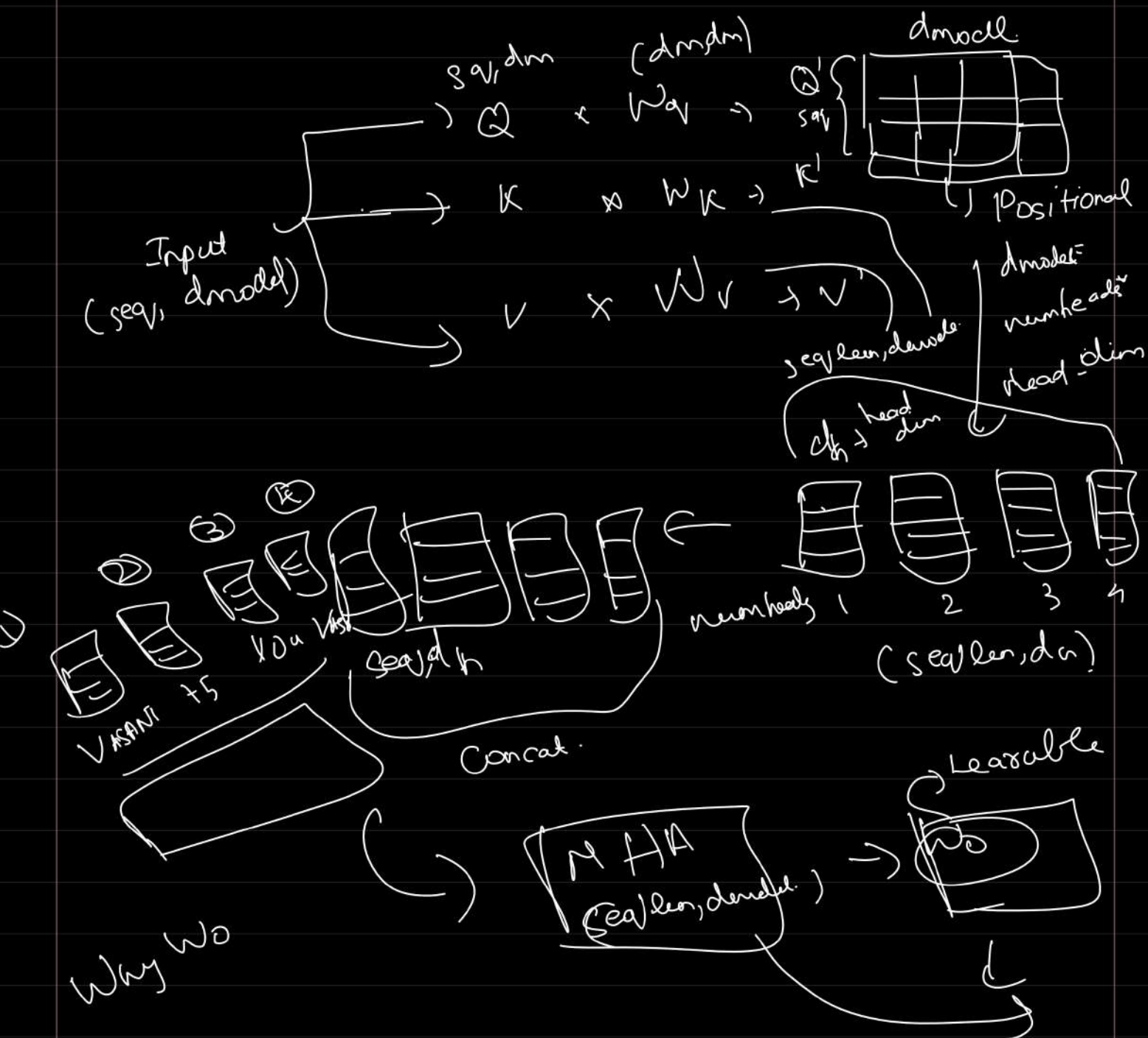
$[1, 1, 1, 1]$

LOOK AHEAD MASK

PADDING MASK

10 → 1, 8, 7, 17, 170
170, 170

Self Attention → Cross Attention → Decoder Architecture



Flow

Input \rightarrow Query $\times W_q$
 \rightarrow Key $\times W_k$
 \rightarrow Value $\times W_v$

\downarrow
 Split among heads

Scaled dot product attention

At each head.
 $\text{softmax}\left(\frac{QK^T}{\sqrt{d_{\text{model}}}}\right)$

\downarrow
 Concat o/p of each head

\downarrow
 Project / learn the concatenation

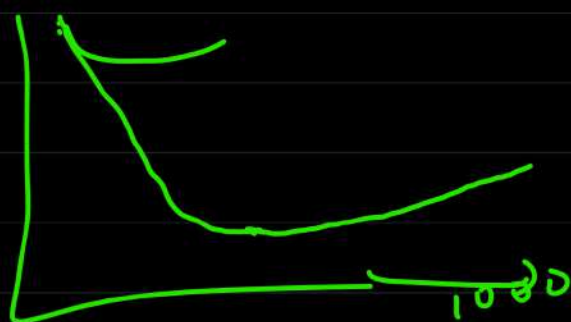
\downarrow
 ATTENTION OUTPUT
 (Context rich vectors)

RESIDUAL CONNECTION AND LAYER NORMALIZATION

Add & Layer Norm \rightarrow Paper \rightarrow ①

ResNet \rightarrow ②

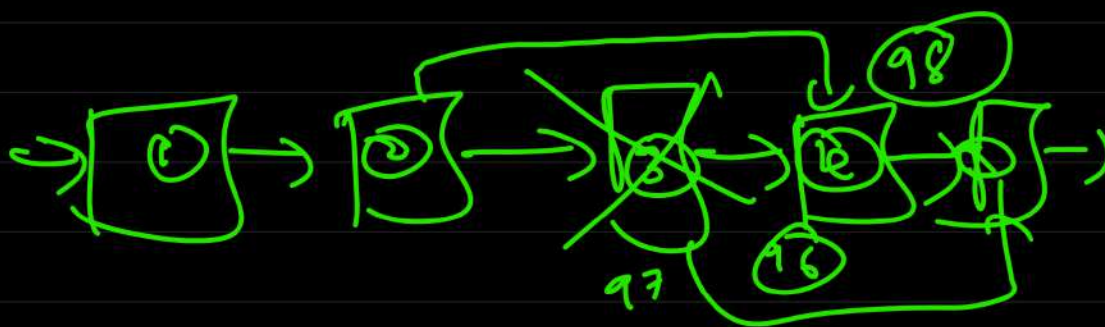
VGG19, 16 \rightarrow Image Net \rightarrow CNN.



Problem:
increased

On an extended training, loss

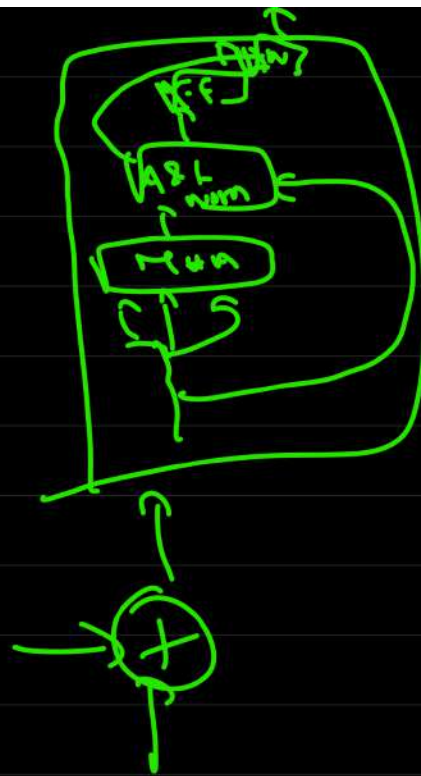
Soln: ResNet \rightarrow Residual Network \rightarrow Skip connection



if accuracy \geq layer is considered
else
skip layer

Add & Layer Norm

Add :-



Layer Normalization

Formula: $X \rightarrow \text{Layer Norm} [\text{Sublayer}(x) + \text{Output}]$

What?

Normalization is a process of scaling the values close to zero & around

$$[-3, 3] \rightarrow [0, 1]$$

Why?

→ Stable training

→ Reach the global minimum

(optimum

value) faster.

→ Training becomes faster.



Layer Norm:

$$x_i^1 = f[W^T x_i + b_i] \rightarrow \text{Forward pass}$$

Model will calc.

$$y = \gamma_i \left[\frac{x_i^1 - \mu_i}{\sigma_i + \epsilon} \right] + \beta_i$$

$$\rightarrow \left(\begin{array}{c|c} W^T x_i + b_i & \text{Add()} \end{array} \right) \rightarrow x_i^1$$

Standardization

$\gamma_i, \beta_i \rightarrow \text{learnable}$

Result

All the values in this layer will become $[-3 \text{ to } 3]$
mean = 0, std = 1

tokens $\rightarrow 2$ xemb $\rightarrow 3$

$$\begin{bmatrix} 0.1 & 0.2 & 0.3 \\ 0.4 & 0.2 & 0.3 \end{bmatrix}$$

$$\mu_{11} = \frac{1}{3} [0.1 + 0.2 + 0.3] = 0.2$$

$$\mu_{22} = \frac{1}{3} [0.2] = 0.3$$

$$\begin{aligned}\sigma_{11} &= \sqrt{\frac{1}{3} \left[(0.1 - 0.2)^2 + (0.2 - 0.2)^2 + (0.3 - 0.2)^2 \right]} \\ &= \sqrt{\frac{1}{3} [0.02]} = \sqrt{0.0066} \\ &= 0.08\end{aligned}$$

$$\sigma_{21} = 0.08$$

$$\text{mean } \mu = \begin{bmatrix} \mu_{11} \\ \mu_{21} \end{bmatrix} = \begin{bmatrix} 0.2 \\ 0.3 \end{bmatrix}$$

$$\text{std } \sigma = \begin{bmatrix} \sigma_{11} \\ \sigma_{21} \end{bmatrix} = \begin{bmatrix} 0.08 \\ 0.08 \end{bmatrix}$$

$\sigma Y = \gamma Y + \beta$

$$\gamma = \begin{bmatrix} \frac{0.1 - 0.2}{0.08} & \frac{0.2 - 0.2}{0.08} & \frac{0.3 - 0.2}{0.08} \\ \frac{0.4 - 0.3}{0.08} & \frac{0.2 - 0.3}{0.08} & \frac{0.3 - 0.3}{0.08} \end{bmatrix}$$

$$\gamma = \begin{bmatrix} -1.2248 & 0 & 1.2248 \\ 1.2248 & -1.2248 & 0 \end{bmatrix}$$