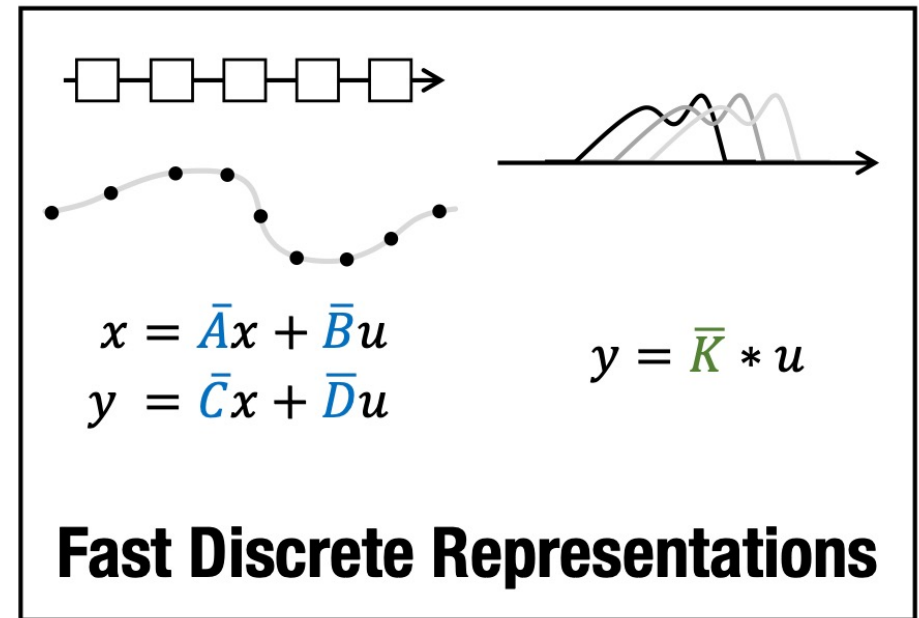
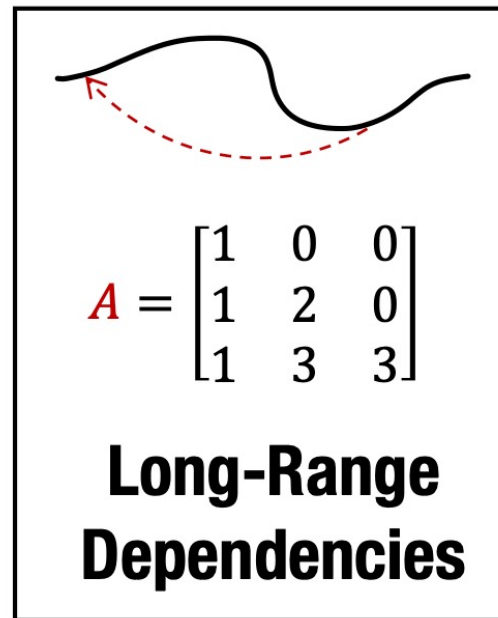
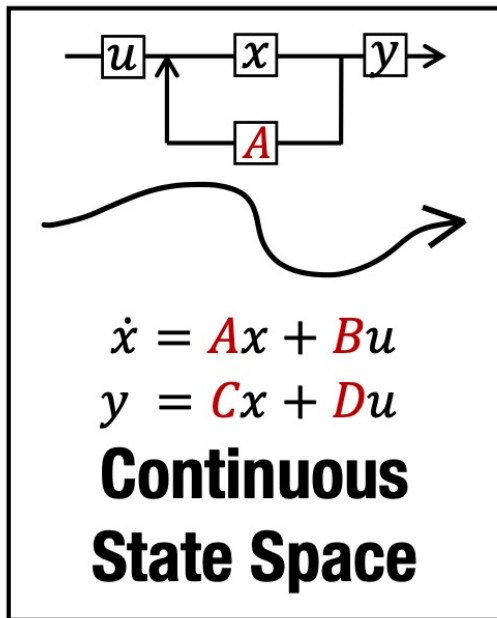


Mamba: Linear-Time Sequence Modeling with Selective State Spaces

S4 (easy mode)



Why S4? Not a basic SSM?



(1) SSM can model long sequence

(2) However, a basic SSM has prohibitive computation and memory requirements!

(3) S4 computes efficiently and require less memory (30x faster + 400x less usage than conventional SSM)

S4 introduces a novel parameterization that efficiently swaps between these representations, allowing it to handle a wide range of tasks, be efficient at both training and inference, and excel at long sequences.

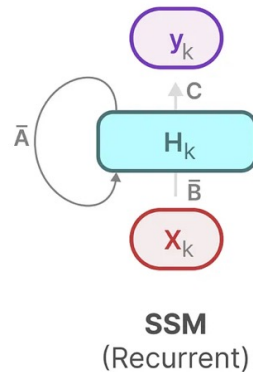
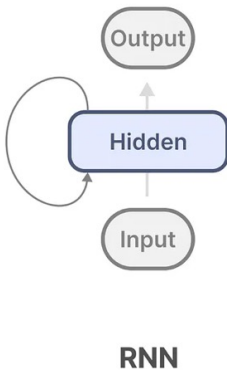
Three representations: Recurrent

$$\begin{aligned}x &= \bar{A}x + \bar{B}u \\y &= \bar{C}x + \bar{D}u\end{aligned}$$

Recurrent Representation

Bilinear method:

$$\begin{aligned}\bar{A} &= \left(I - \frac{\Delta}{2} * A\right)^{-1} \left(I + \frac{\Delta}{2} * A\right) \\ \bar{B} &= \left(I - \frac{\Delta}{2} * A\right)^{-1} \Delta B \\ \bar{C} &= C\end{aligned}$$



Timestep 0

$$h_0 = \bar{B}x_0$$

$$y_0 = Ch_0$$

Timestep -1
does not exist so

Ah_{-1}
can be ignored

Timestep 1

$$h_1 = \bar{A}h_0 + \bar{B}x_1$$

$$y_1 = Ch_1$$

State of
previous timestep

State of
current timestep

Timestep 2

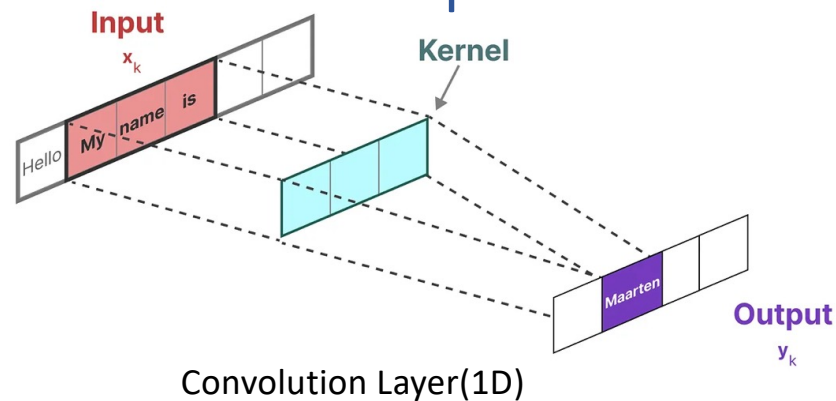
$$h_2 = \bar{A}h_1 + \bar{B}x_2$$

$$y_2 = Ch_2$$

State of
previous timestep

State of
current timestep

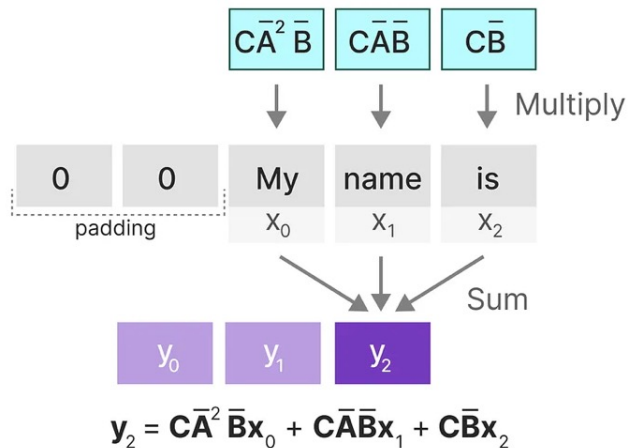
Three representations: Convolutional



Kernel

Input
(x_k)

Output
(y_k)



$$y = \bar{K} * u$$

Convolutional Representation

time	hidden	prediction
0	$\bar{B}x_0$	$\bar{C}\bar{B}x_0$
1	$\bar{A}\bar{h}_0 + \bar{B}x_1$	$\bar{C}\bar{A}\bar{B}x_0 + \bar{C}\bar{B}x_1$
2	$\bar{A}(\bar{A}\bar{h}_0 + \bar{B}x_1) + \bar{B}x_2$	$\bar{C}\bar{A}^2\bar{B}x_0 + \bar{C}\bar{A}\bar{B}x_1 + \bar{C}\bar{B}x_2$
...

If conv size is fixed, like conv size = 3,

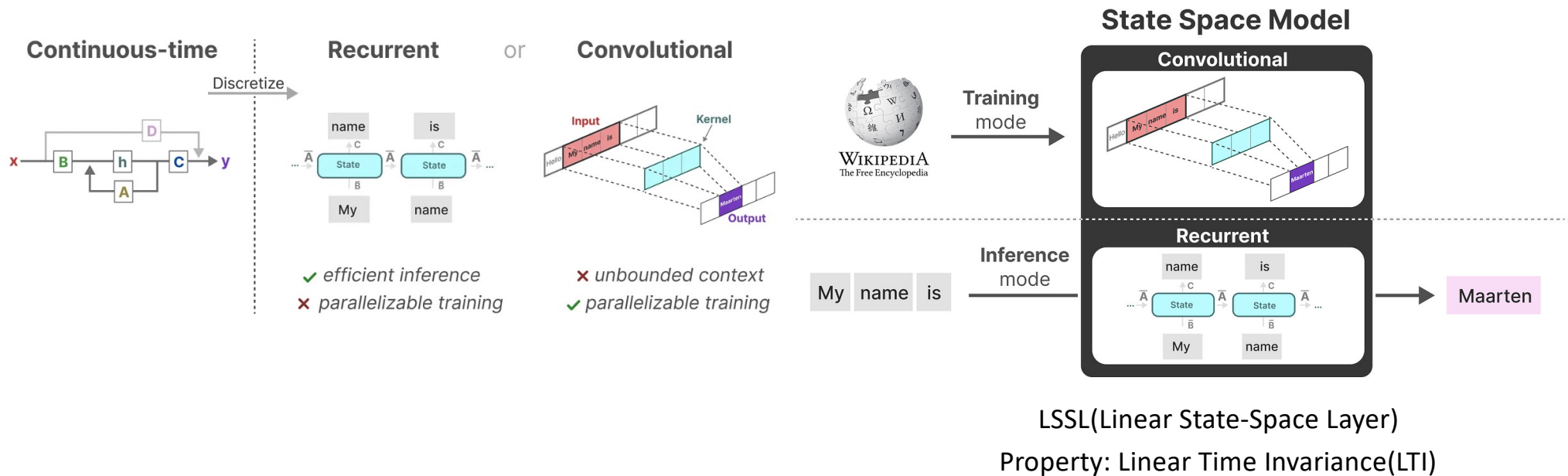
Conv kernel should be: $\bar{K} = (\bar{C}\bar{A}^{L-1}\bar{B}, \dots, \bar{C}\bar{A}^2\bar{B}, \bar{C}\bar{A}\bar{B}, \bar{C}\bar{B})$

Difficulties: **L times** for computing $y = \bar{K} * x$

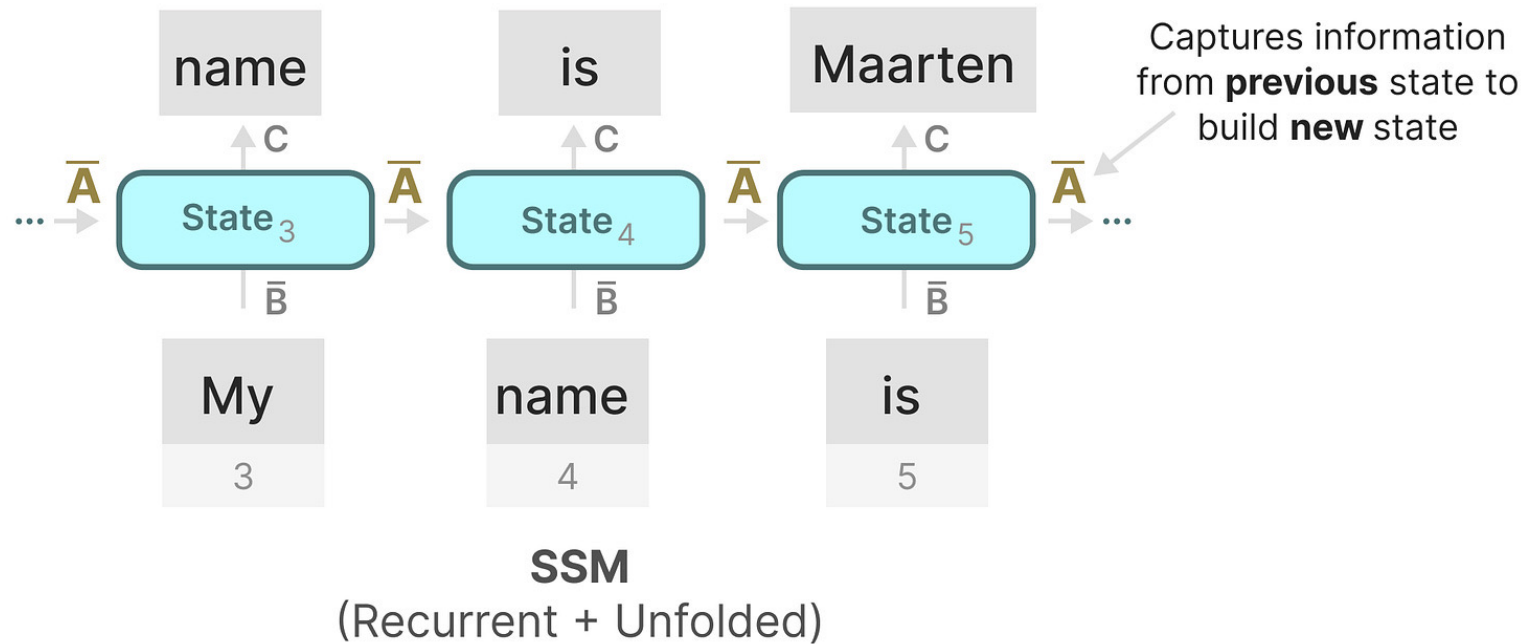
Solve: truncated generating function (convert the power of matrix to the inverse of matrix, like

$$y = \text{fun}_1(A) * \text{fun}_2(A^{-1}) * x$$

Summary of three representations



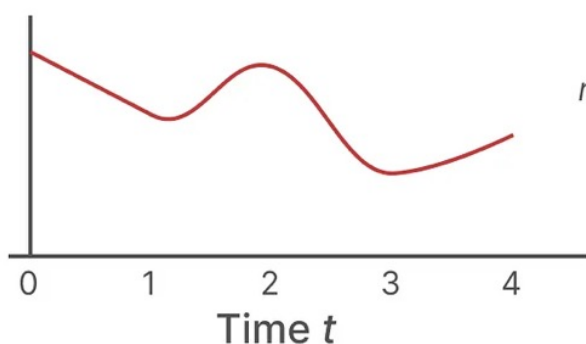
The importance of Matrix A



How can we get a Matrix A to retain the large memory (since it only look at previous states)

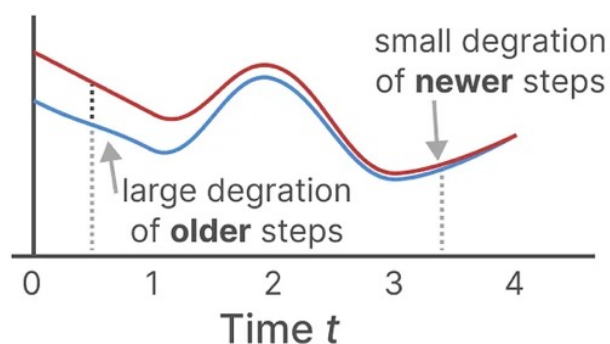
HIPPO Matrix

Input Signal



HiPPO
(compress and
reconstruct signal
information)

Reconstructed Signal



Mathematically, it does so by tracking the coefficients of a Legendre polynomial which allows it to approximate all of the previous history.

(HiPPO Matrix)
$$A_{nk} = - \begin{cases} (2n+1)^{1/2}(2k+1)^{1/2} & \text{if } n > k \\ n+1 & \text{if } n = k \\ 0 & \text{if } n < k \end{cases}$$

<https://hazyresearch.stanford.edu/blog/2020-12-05-hippo>

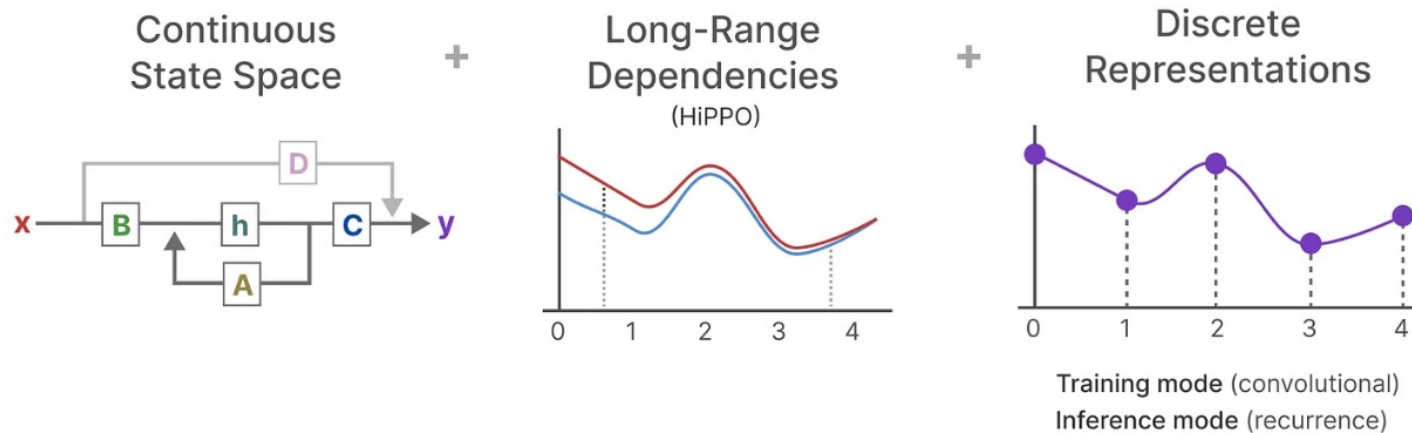
<https://proceedings.neurips.cc/paper/2019/hash/952285b9b7e7a1be5aa7849f32ffff05-Abstract.html>

Summary of S4

- State Space Model
- HiPPO for handling long-range dependencies
- Discretization for creating recurrent and convolution representations

Structured State Spaces for Sequences (S4)

||



Differ from basic SSMs:

- (1) Modeling challenge for LRD: using a special formula for the A matrix (HiPPO).
- (2) Computational Challenge: introducing a special representation and algorithm to be able to work with this matrix (truncated generating function)