Computation of Self-Attention



Intuition behind Self Attention

"The kids were scared of the lions, so they left right away."





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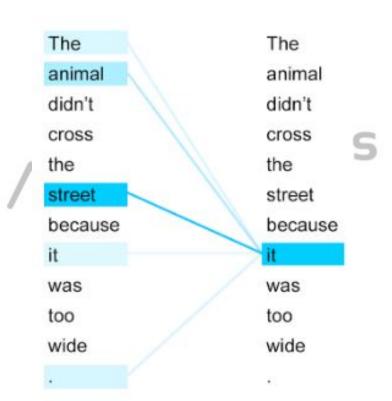


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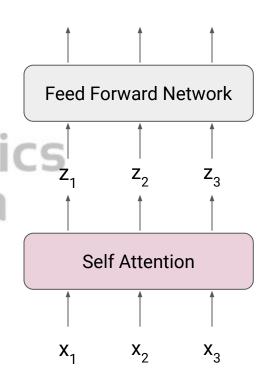


 Each encoder or decoder has a self attention layer and a feed forward network Feed Forward Network Self Attention X_1 X_2 X^3



 Each encoder or decoder has a self attention layer and a feed forward network

 Self attention layer encodes a token by incorporating information from other tokens

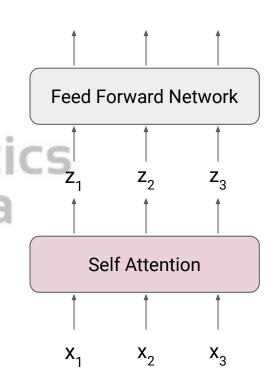




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 x_i are the input embeddings and z_i are the outputs of self attention layer





Embeddings



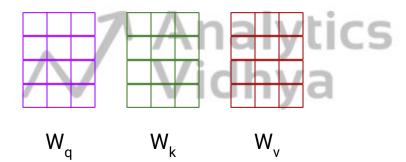




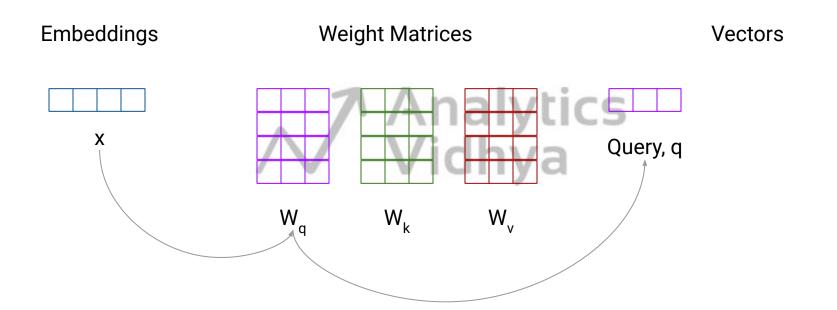
Embeddings

Weight Matrices

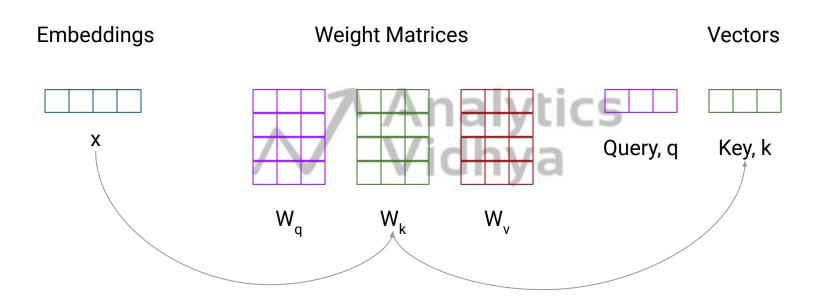




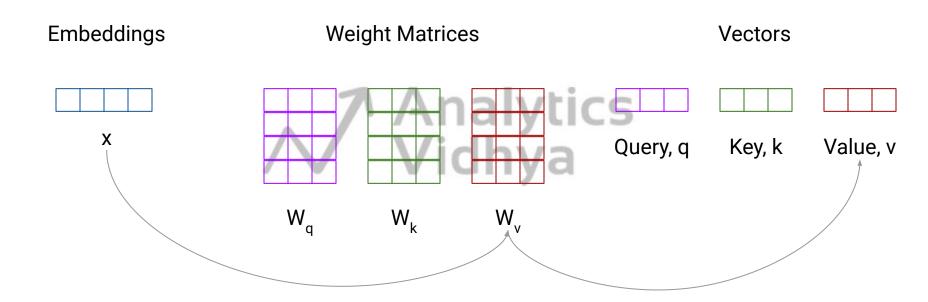




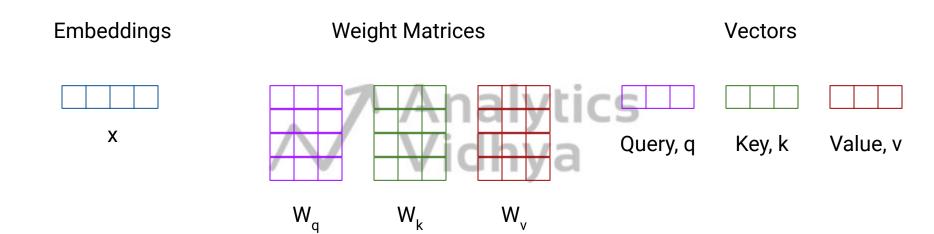






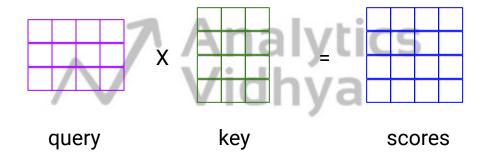






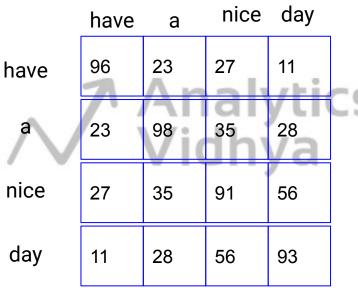


Concepts of Query, Key, and Value





Concepts of Query, Key, and Value







Word	q vector	k vector	v vector	score
Action	q_1	k ₁	V ₁	q ₁ .k ₁
gets		k ₂	V ₂	q ₁ .k ₂
results		k ₃	V ₃	q ₁ .k ₃



Word	q vector	k vector	v vector	score
Action		k ₁	V ₁	q ₂ .k ₁
gets	$q_{\scriptscriptstyle 2}$	K ₂	V ₂	q ₂ .k ₂
results		k ₃	V ₃	q ₂ .k ₃



Word	q vector	k vector	v vector	score
Action		k ₁	V ₁	q ₃ .k ₁
gets		k ₂	Vzic	q ₃ .k ₂
results	q ₃	k ₃	V ₃	q ₃ .k ₃



Word	q vector	k vector	v vector	score	score / 8
Action	q ₁	k ₁	V ₁	q ₁ .k ₁	q ₁ .k ₁ /8
gets		k ₂	V ₂	q ₁ .k ₂	q ₁ .k ₂ /8
results		k ₃	V ₃	q ₁ .k ₃	q ₁ .k ₃ /8



Word	q vector	k vector	v vector	score	score / 8	Softmax
Action	q ₁	k ₁	V ₁	q ₁ .k ₁	q ₁ .k ₁ /8	X ₁₁
gets		k ₂	V ₂	q ₁ .k ₂	q ₁ .k ₂ /8	X ₁₂
results		k ₃	V ₃	q ₁ .k ₃	q ₁ .k ₃ /8	X ₁₃



Word	q vector	k vector	v vector	score	score / 8	Softmax	Softmax * v	Sum
Action	q_1	k ₁	V ₁	q ₁ .k ₁	q ₁ .k ₁ /8	X ₁₁	x ₁₁ * v ₁	Z ₁
				A 10 -	- Ivehi			
gets		k ₂	V ₂	q ₁ .k ₂	q ₁ .k ₂ /8	x ₁₂	X ₁₂ * V ₂	
results		k ₃	v ₃	q ₁ .k ₃	q ₁ .k ₃ /8	X ₁₃	x ₁₃ * v ₃	



Word	q vector	k vector	v vector	score	score / 8	Softmax	Softmax * v	Sum [#]
Action		k ₁	V ₁	q ₂ .k ₁	q ₂ .k ₁ /8	x ₂₁	x ₂₁ * v ₁	
			7	A m	N/hi			
gets	q_2	k ₂	V_2	q ₂ .k ₂	q ₂ .k ₂ /8	x ₂₂	$x_{22}^{*} v_{2}$	z_2
			V	VIU	IIVd			
results		k ₃	V_3	q ₂ .k ₃	q ₂ .k ₃ /8	x ₂₃	$X_{23}^* V_3$	

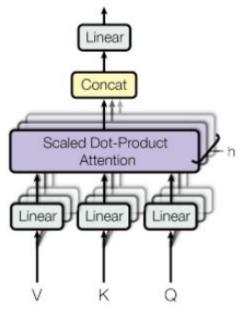


Word	q vector	k vector	v vector	score	score / 8	Softmax	Softmax * v	Sum [#]
Action		k ₁	v ₁	q ₃ .k ₁	q ₃ .k ₁ /8	X ₃₁	x ₃₁ * v ₁	
			7	An.	Slyti	00		
gets		k ₂	V_2	q ₃ .k ₂	q ₃ .k ₂ /8	x ₃₂	$X_{32}^* V_2$	
			V	VIU	NVd			
results	q_3	k ₃	V ₃	q ₃ .k ₃	q ₃ .k ₃ /8	x ₃₃	$x_{33}^* v_3$	z ₃



 Multiple sets of W_q, W_k, W_v and query, key and value vectors..

Analytics
Vidhya

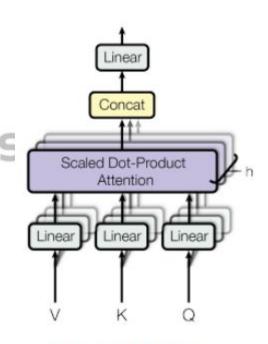


Multi-Head Attention



 Multiple sets of W_q, W_k, W_v and query, key and value vectors.

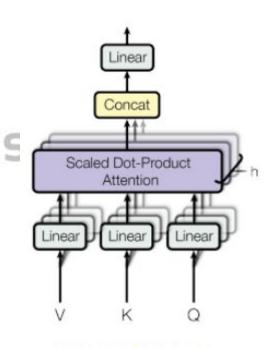
Transformer uses 8 self-attention heads.



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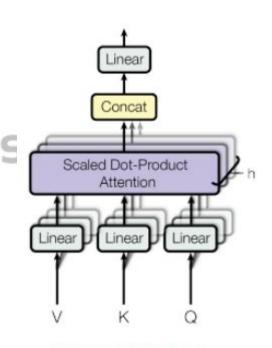
- Multiple sets of W_q, W_k, W_v and query, key and value vectors.
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- Each head represents the input embeddings into a different representation space.



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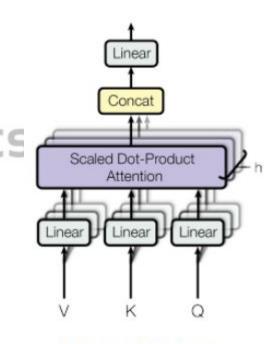
- Multiple sets of W_q, W_k, W_v and query, key and value vectors.
- Transformer uses 8 self-attention heads.
- Each head represents the input embeddings into a different representation space.
- $(q_0, k_0, v_0), (q_1, k_1, v_1), (q_2, k_2, v_2), ..., (q_7, k_7, v_7)$



Multi-Head Attention



- Each head produces a Z-score matrix (Z₀, Z₁, Z₂,..., Z₇)
- These Z matrices are concatenated and multiplied with another weight matrix W to arrive at the final Z_f matrix.



Multi-Head Attention





