

# Attentions Is All You Need

Transformers

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# Attentions Is All You Need

Part 1

# Tokenization

“Where can I find a pizzeria?”

## Word-Level Tokenization

[where, can, i, find, a, pizzeria]

- + Intuitive.
- Doesn't handle OOV words including new words, slang, play on words, misspellings, etc.
- Huge vocabulary for large corpora; especially for languages with rich morphology (e.g. Hungarian).
- Handling punctuation is challenging (e.g. “don’t” vs “N.Y.C”).

## Char-Level Tokenization

[a, c, d, e, f, h, i, n, p, r, w, z]

- + Small memory footprint.
- + Handles OOV words.
- Needs to go over all characters and learn a particular sequence for a given word.
- Loss of performance.

# Subword Tokenization

“where can I find a pizzeria?”

where, can, I, find, a, pi, zz, eria

listeria



[list, eria]

*Subword tokenization has a better chance of handling OOV words while reducing vocabulary size and maintaining performance.*

# Byte Pair Encoding (BPE)

“she sells seashells by the seashore”

## Corpus

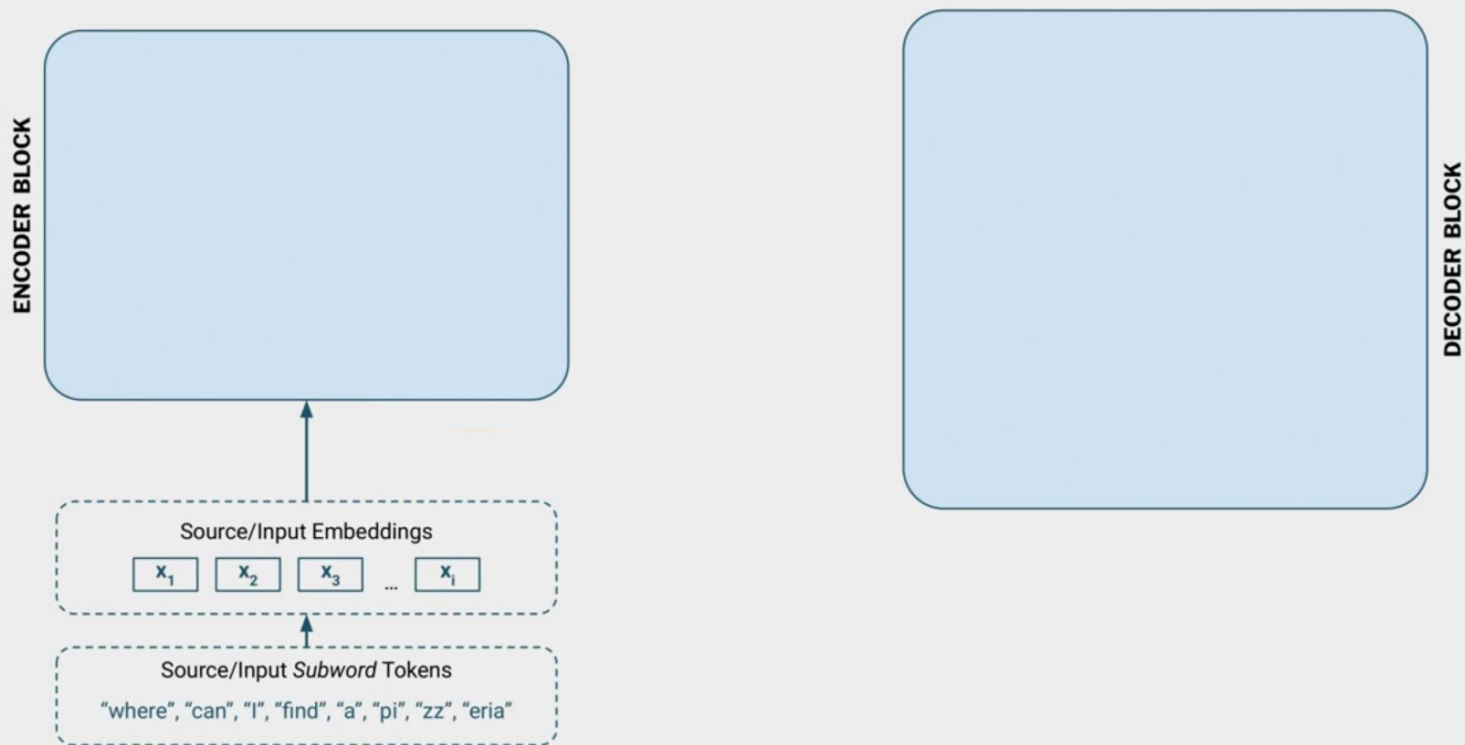
she\_  
sells\_  
seashells\_  
by\_  
the\_  
seashore\_

## Vocabulary

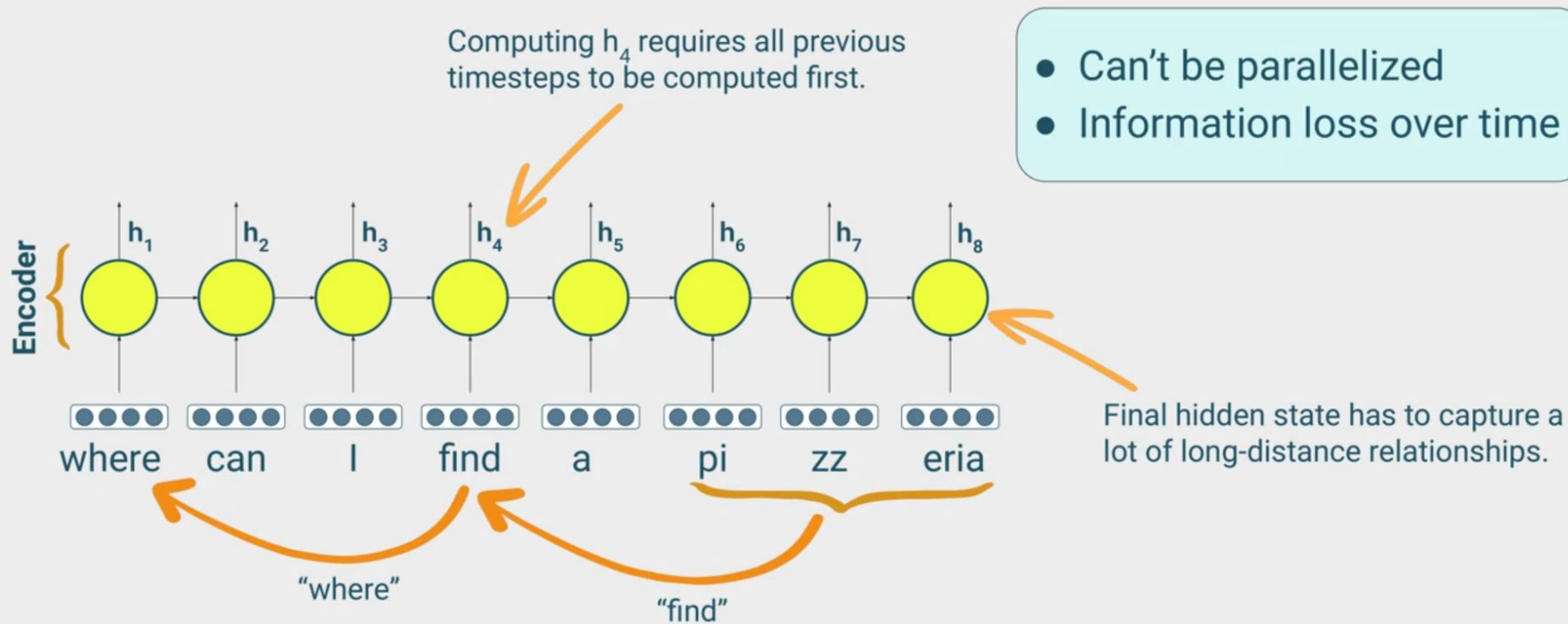
\_, a, b, e, h, l, o, r, s, t, y  
\_, a, b, e, h, l, o, r, s, t, y, sh  
\_, a, b, e, h, l, o, r, s, t, y, sh, he  
\_, a, b, e, h, l, o, r, s, t, y, sh, he, e\_  
\_, a, b, e, h, l, o, r, s, t, y, sh, he, e\_, se  
\_, a, b, e, h, l, o, r, s, t, y, sh, he, e\_, se, she  
.  
.  
.

continue until N merges are performed.

# Transformers

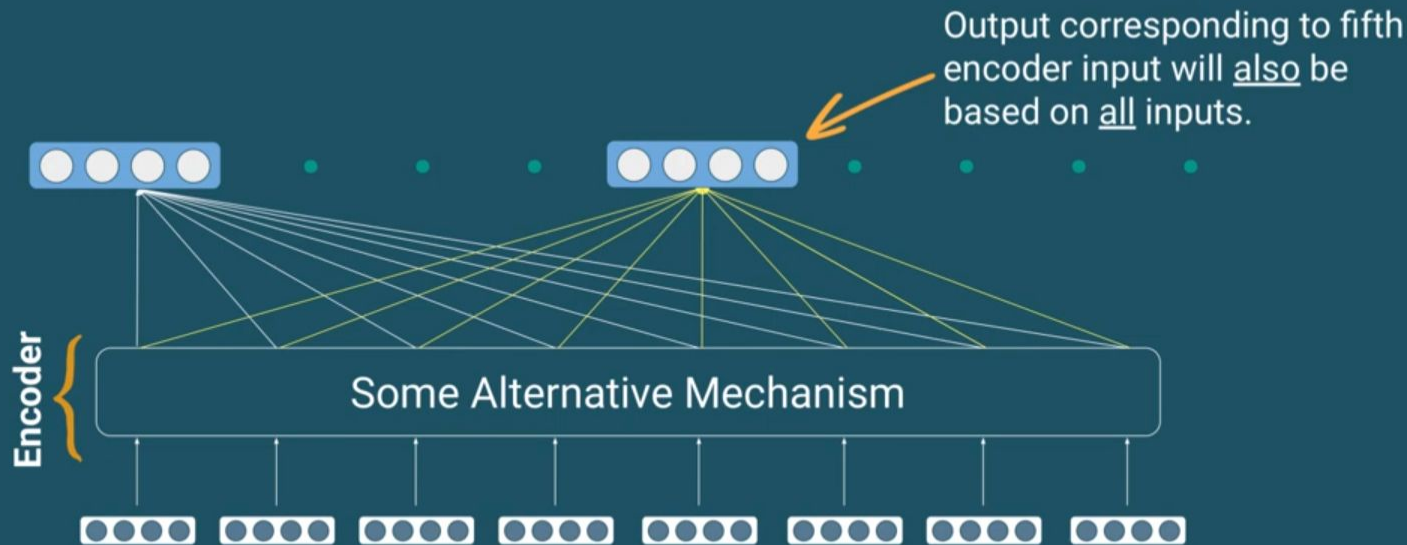


# Why Transformers





...throw away recurrence, and  
base EACH encoder OUTPUT  
on ALL the encoder INPUTS.

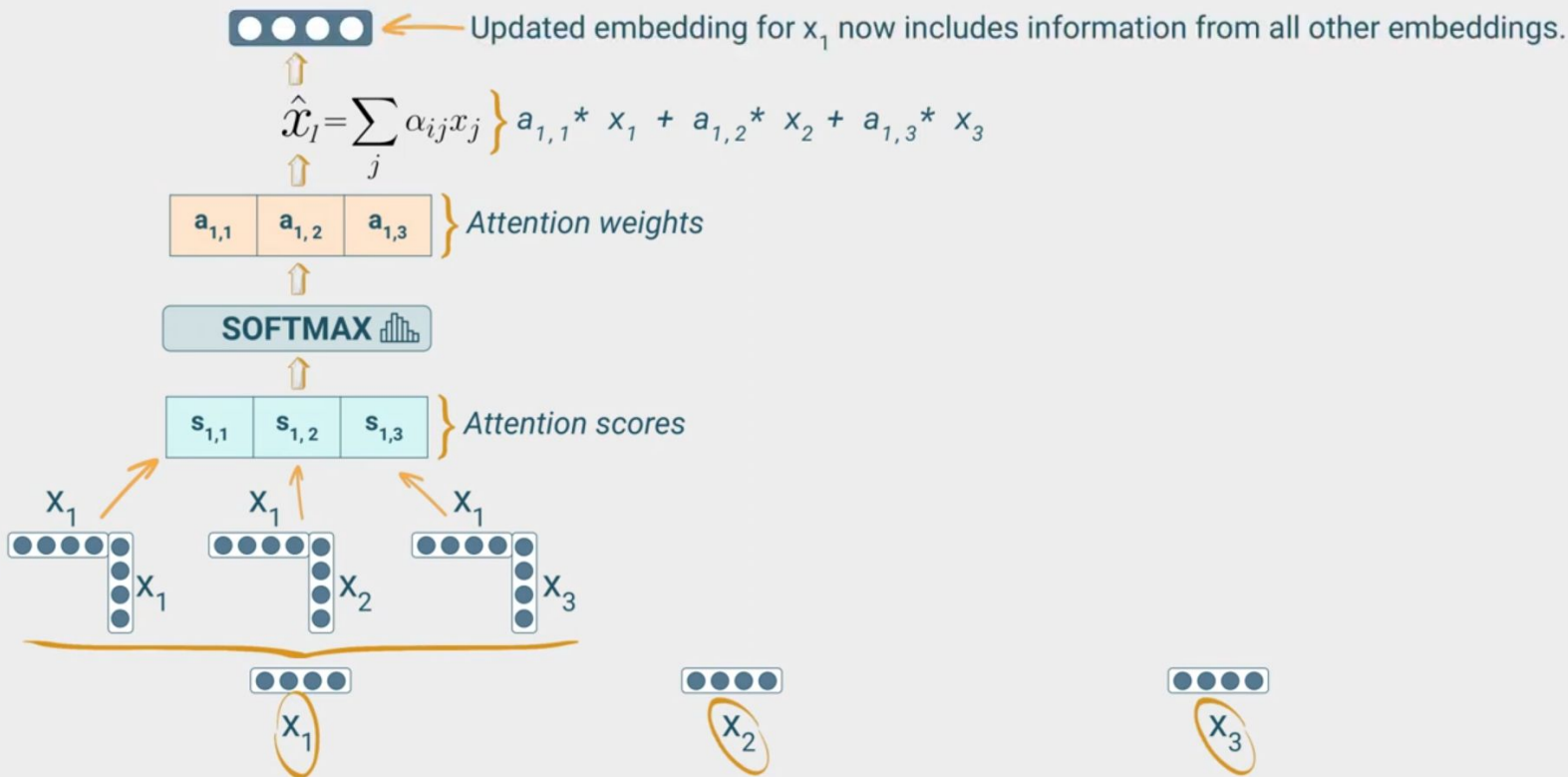


Do this by having the encoder perform attention on itself.

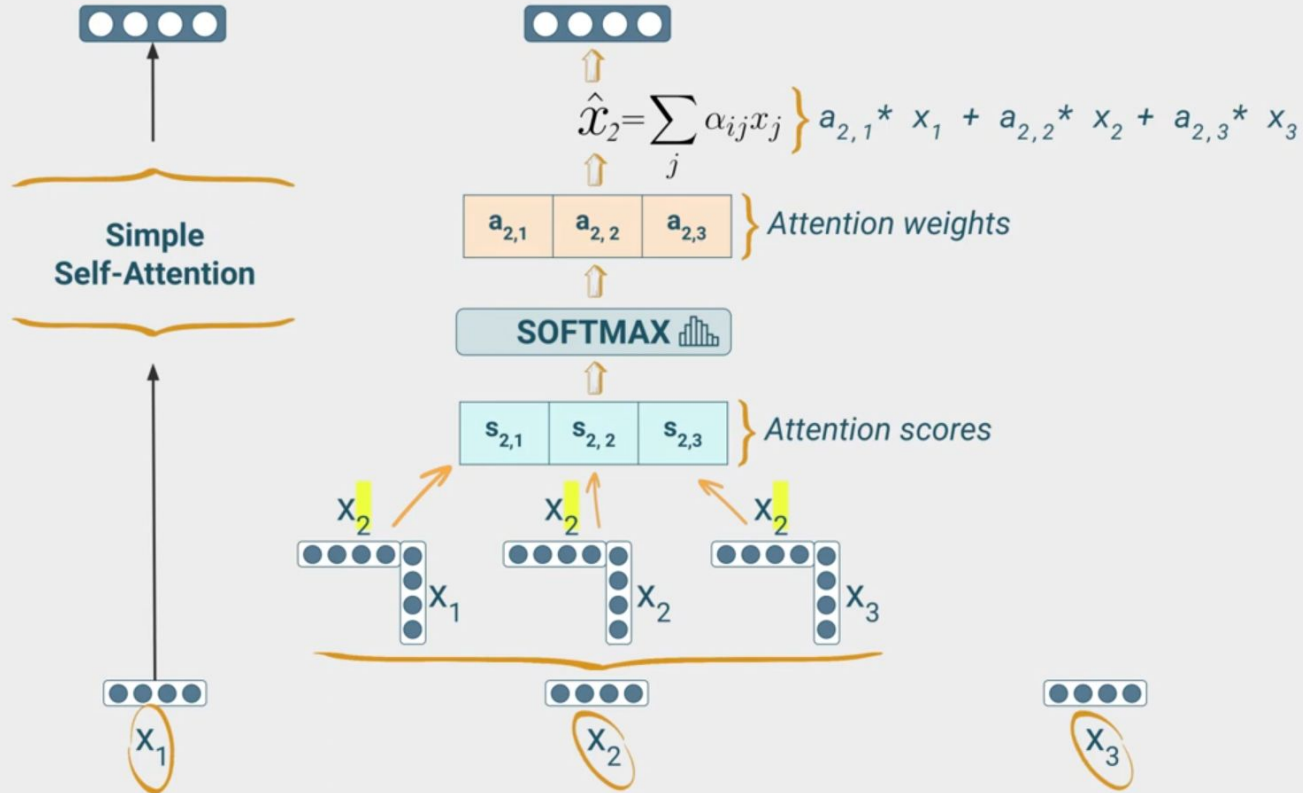
***“Self-Attention”***



# Self-Attention

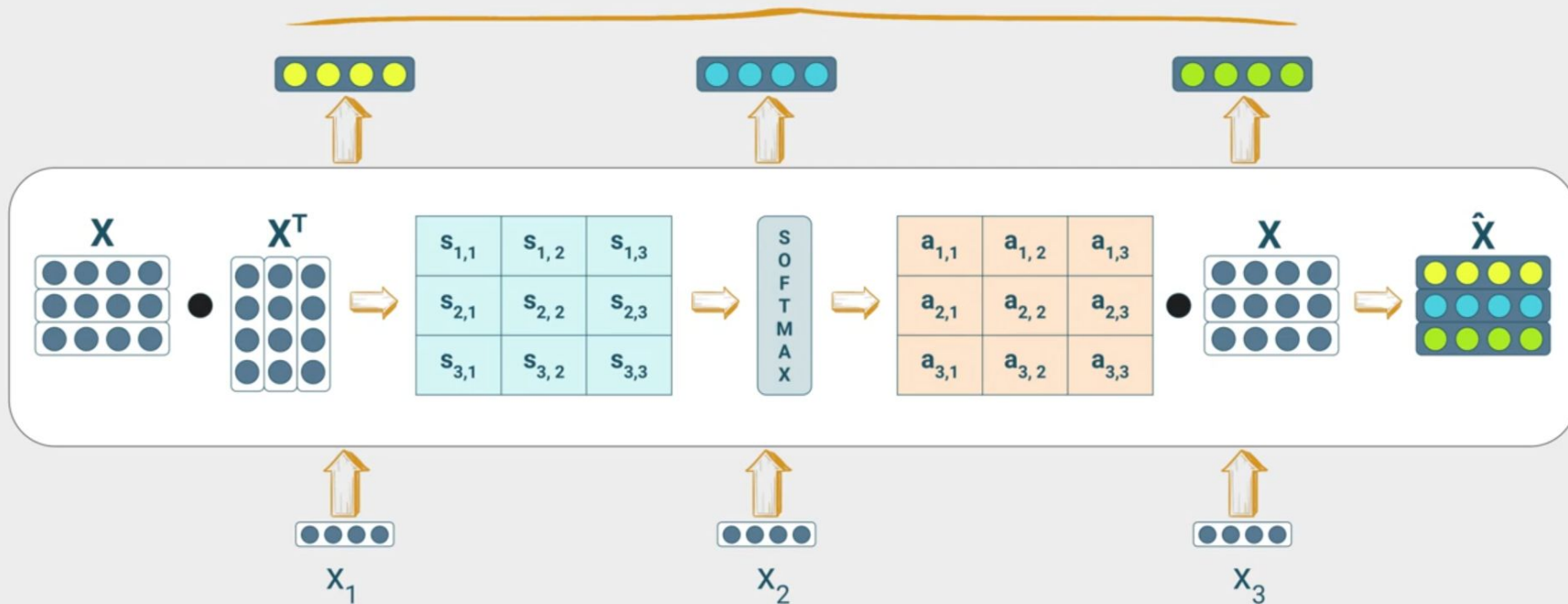


# Self-Attention



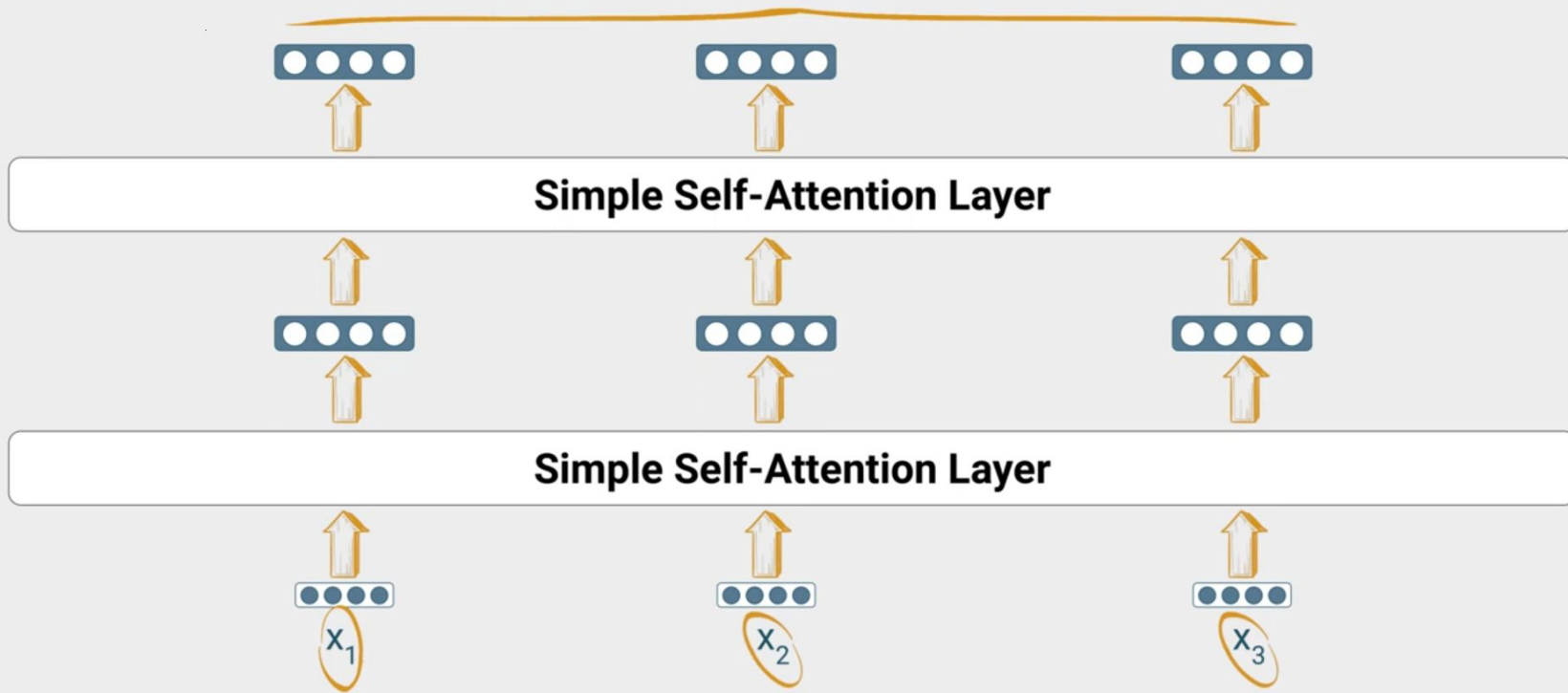
# Self-Attention

Each updated embedding now includes information from all other embeddings.

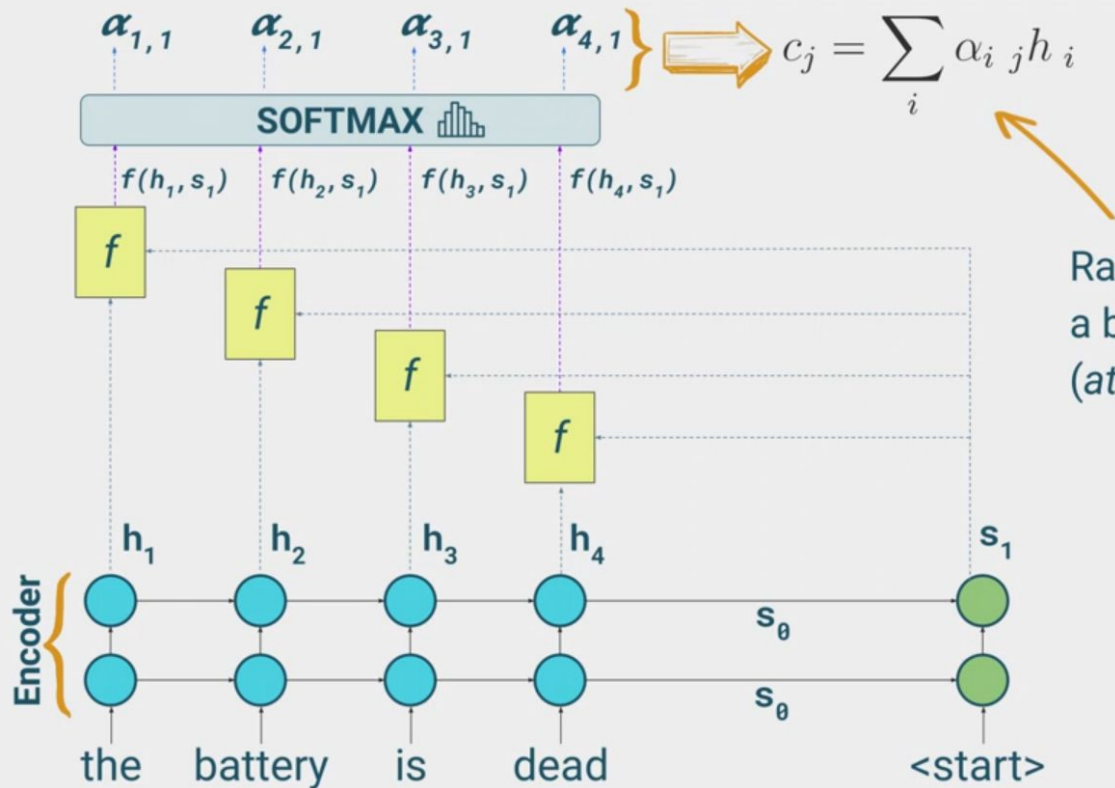


# Self-Attention

Each updated embedding now includes information from all other embeddings.

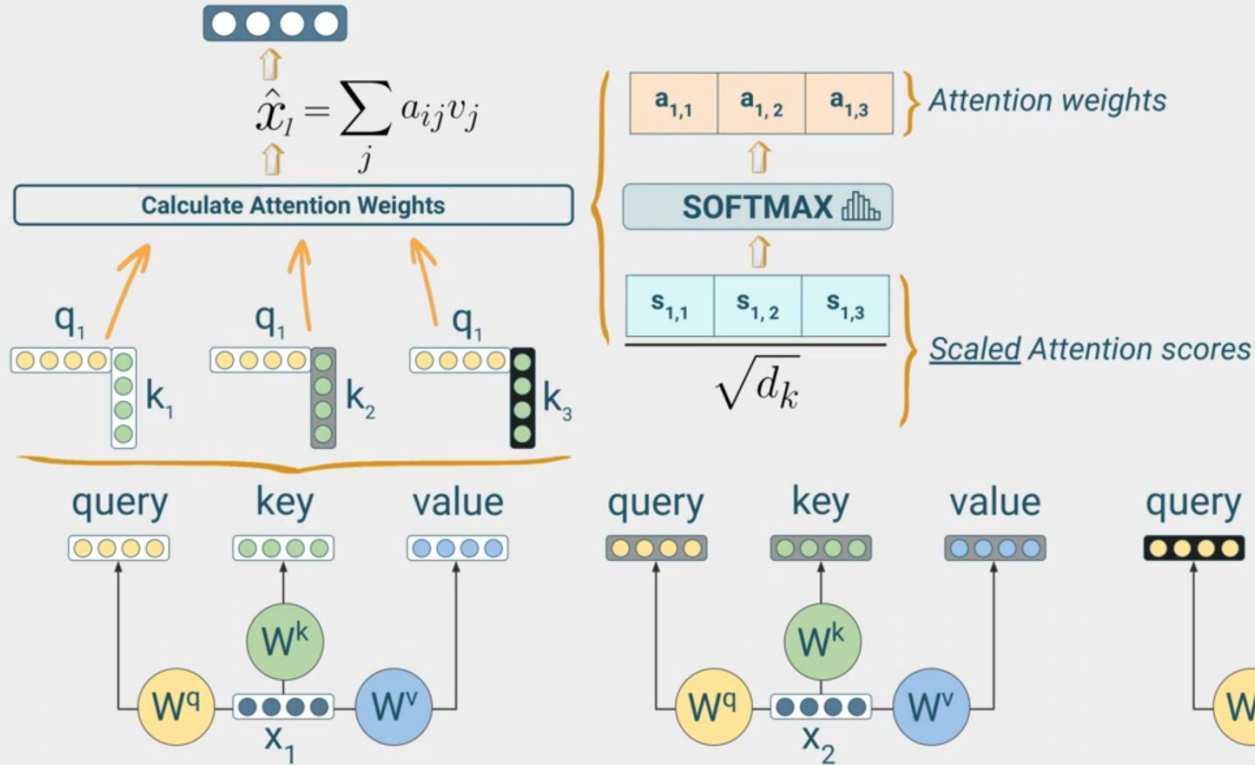


# RNNs (Encoder-Decoder)

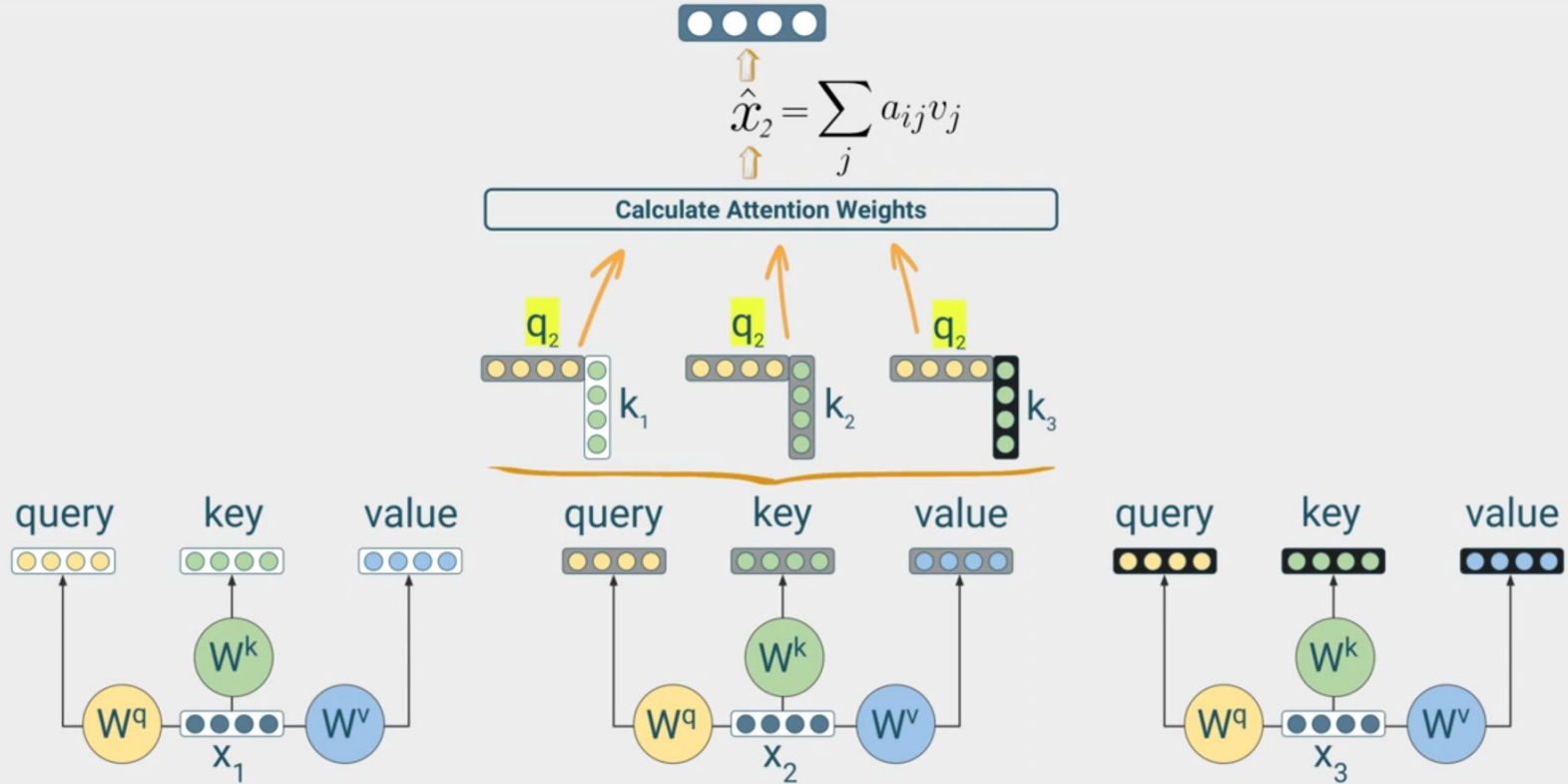


Rather than returning a single value, a blend of ALL values is returned (*attention* is more like mixing paint).

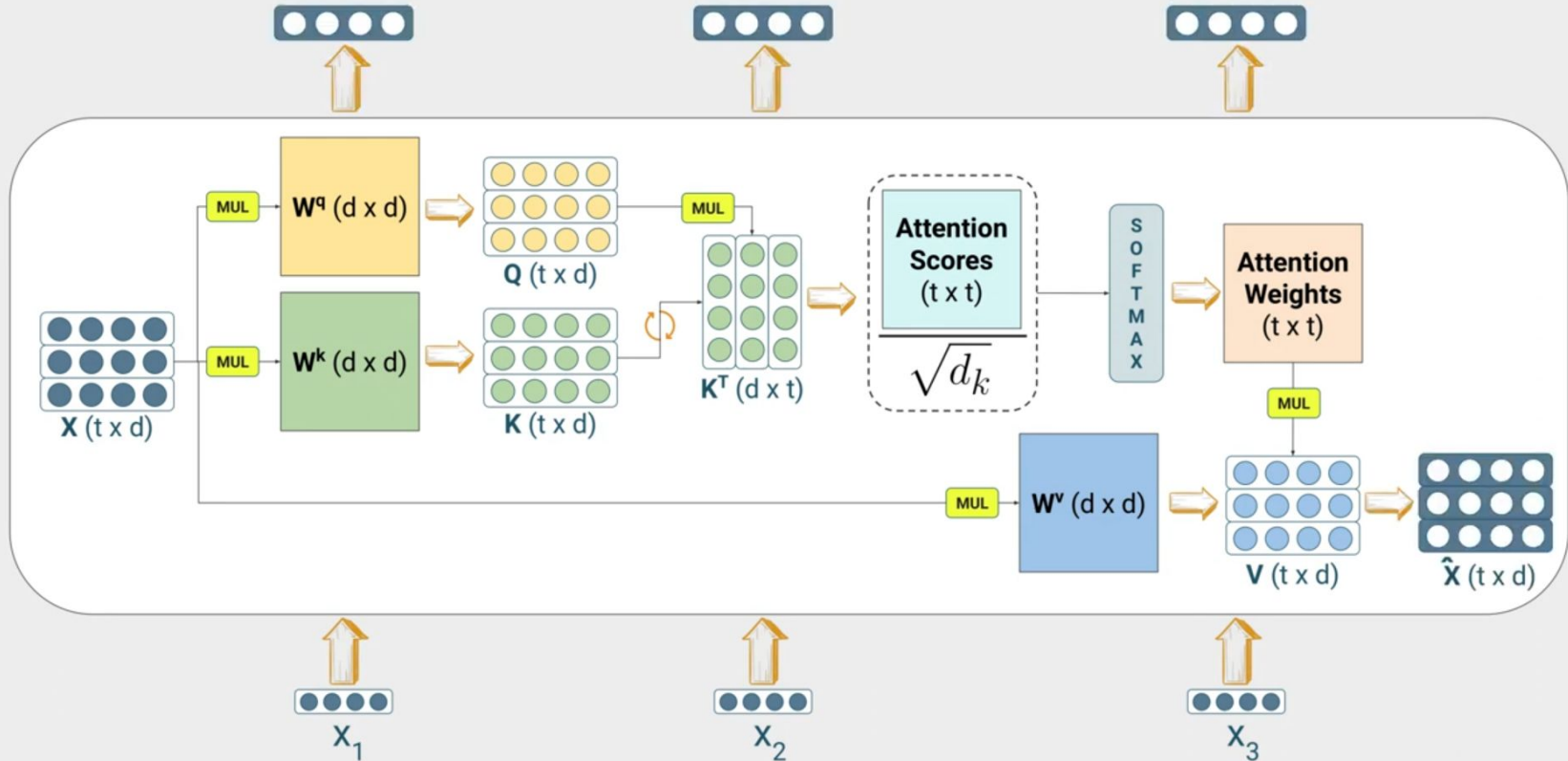
# Scale Dot Product



# Scale Dot Product

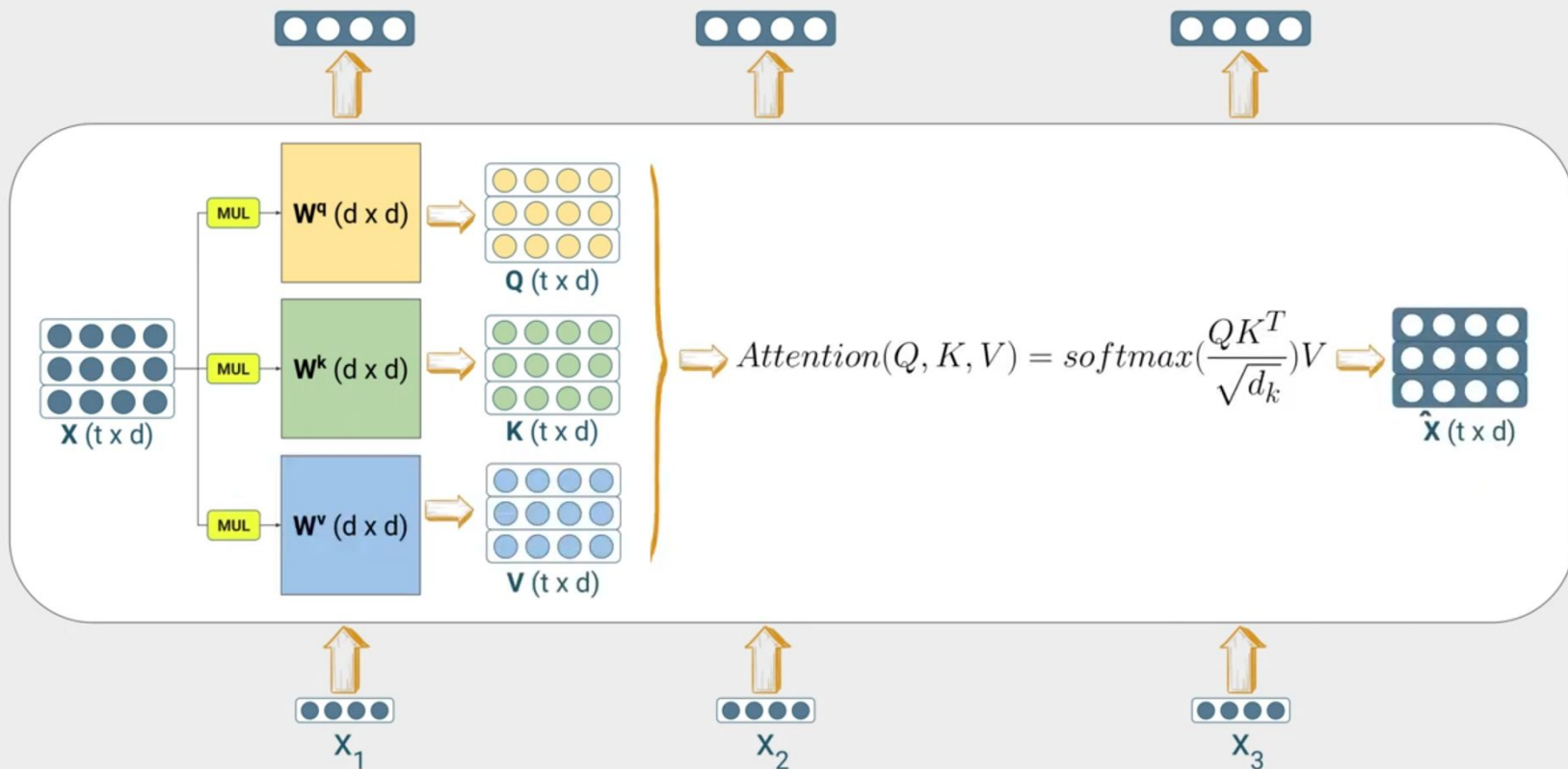


# Scale Dot Product Self-Attention





# Attention Head



“Sarah went to a restaurant to meet her friend that night.”

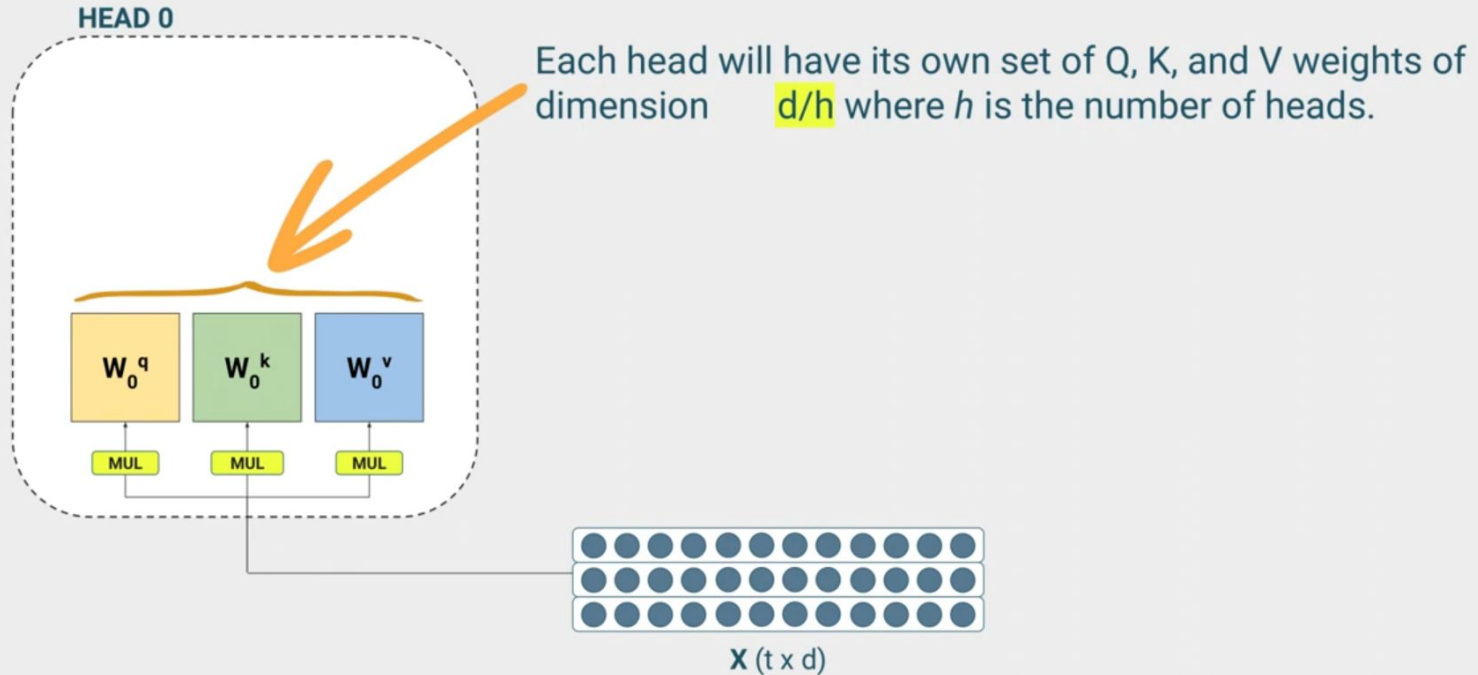
- What?

- Where?

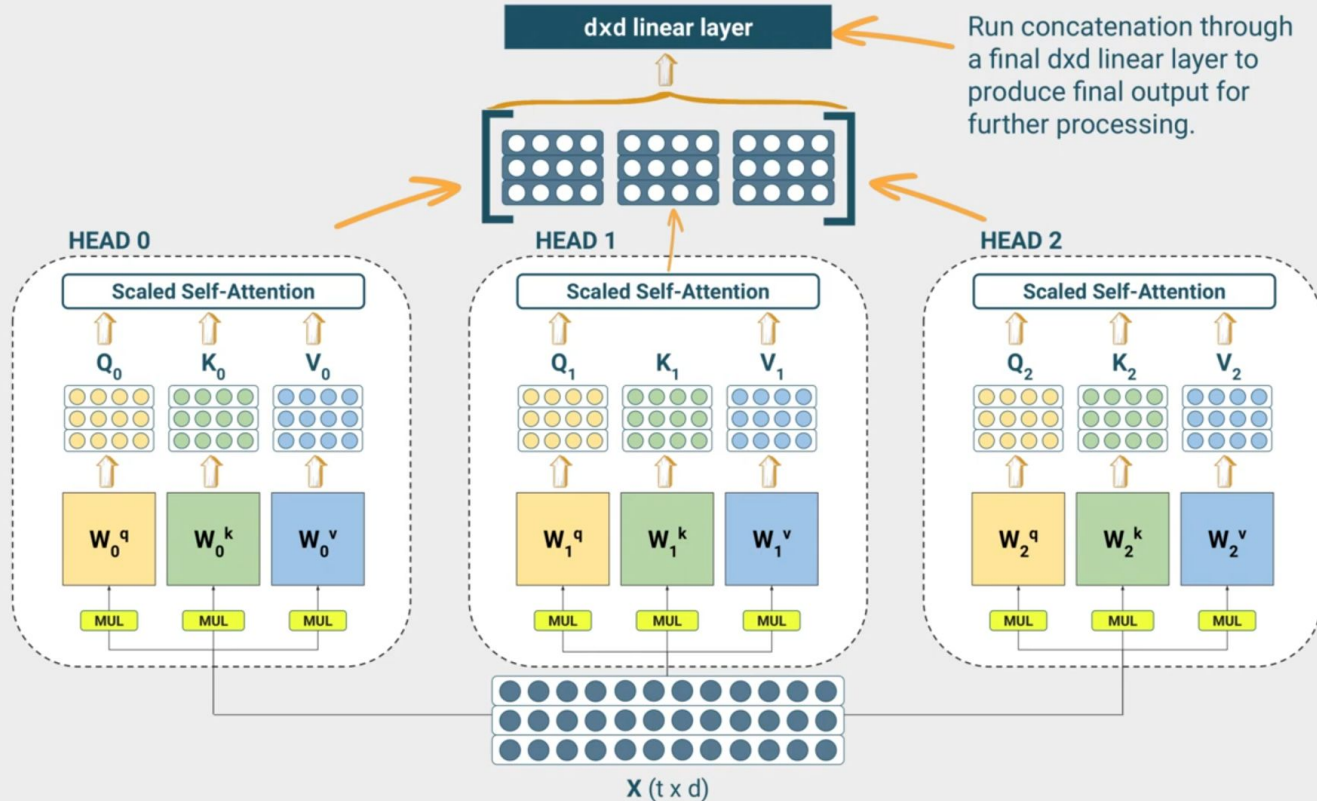
- Who?

- When?

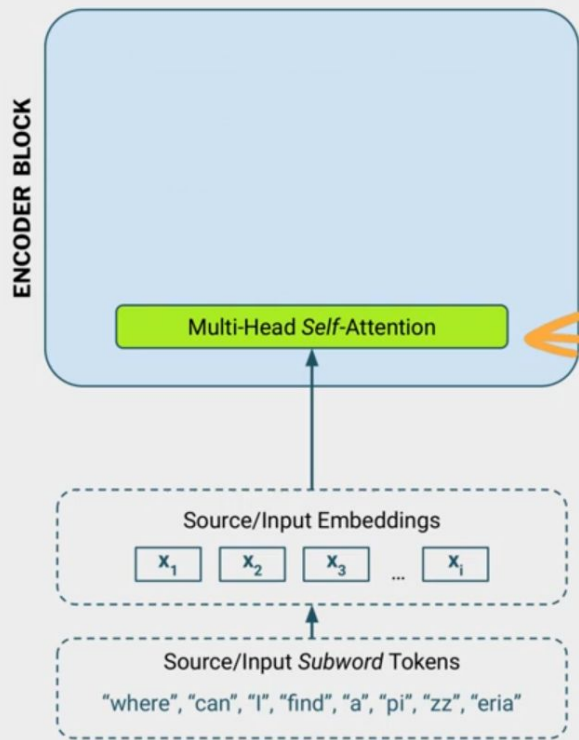
# Multi-Head Self-Attention



# Multi-Head Self-Attention



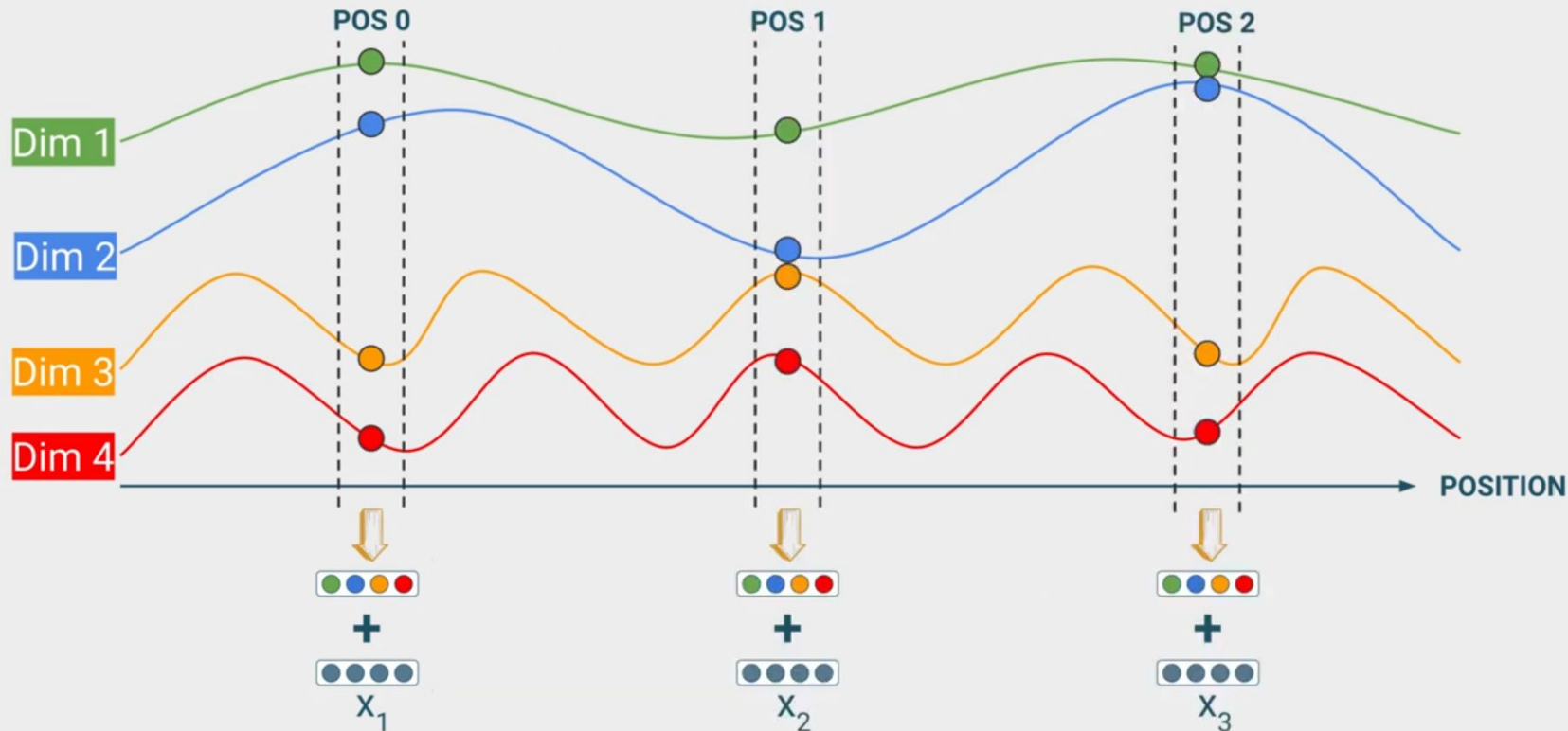
# Paper



## Original Transformer Dimensions:

- Embedding dimension of 512. This is known as the *model dimension* ( $d_{\text{model}}$ ).
- 8 attention heads, so  $d/h = 64$ .

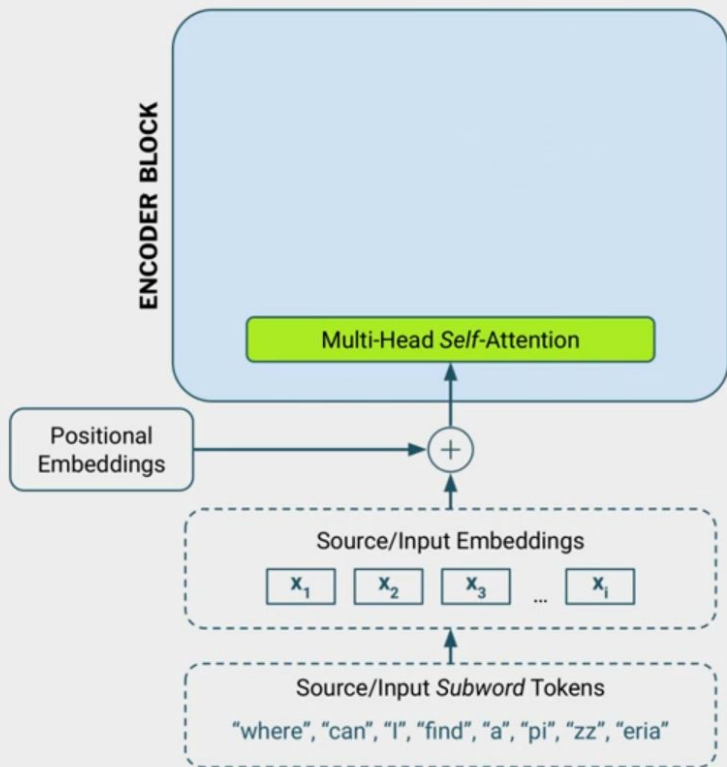
# Add Positional Information



$$PE_{(pos,2i)} = \sin(pos/10000^{2i/d_{model}})$$

$$PE_{(pos,2i+1)} = \cos(pos/10000^{2i/d_{model}})$$

# Transformers

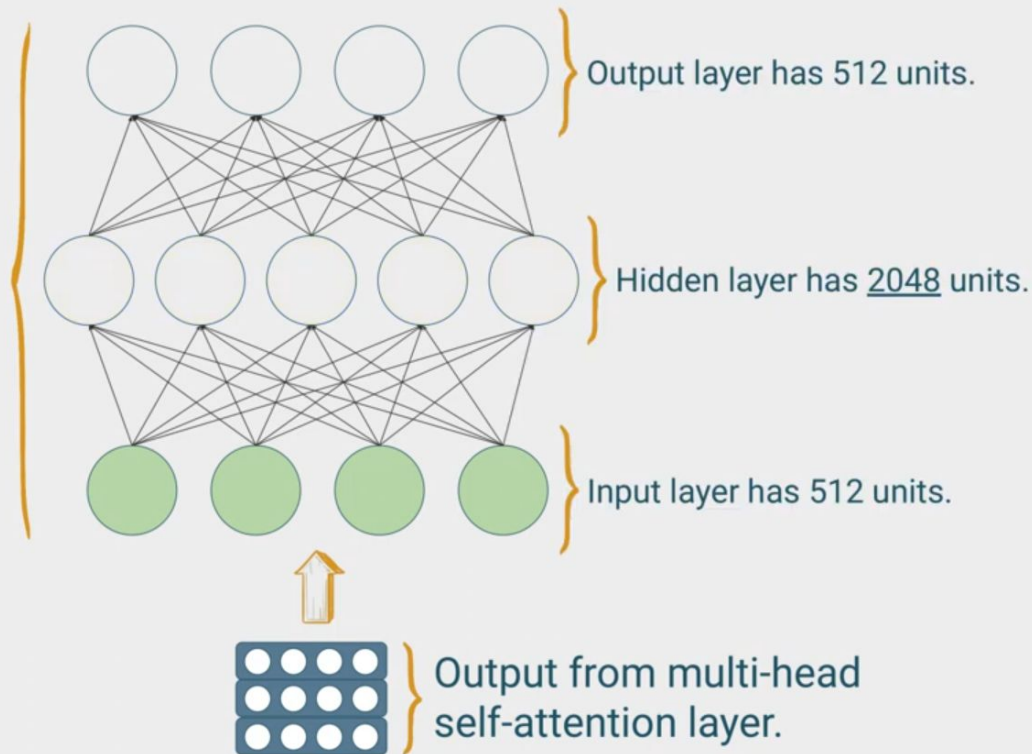


We added a number of learnable weights but there's still no non-linearity...

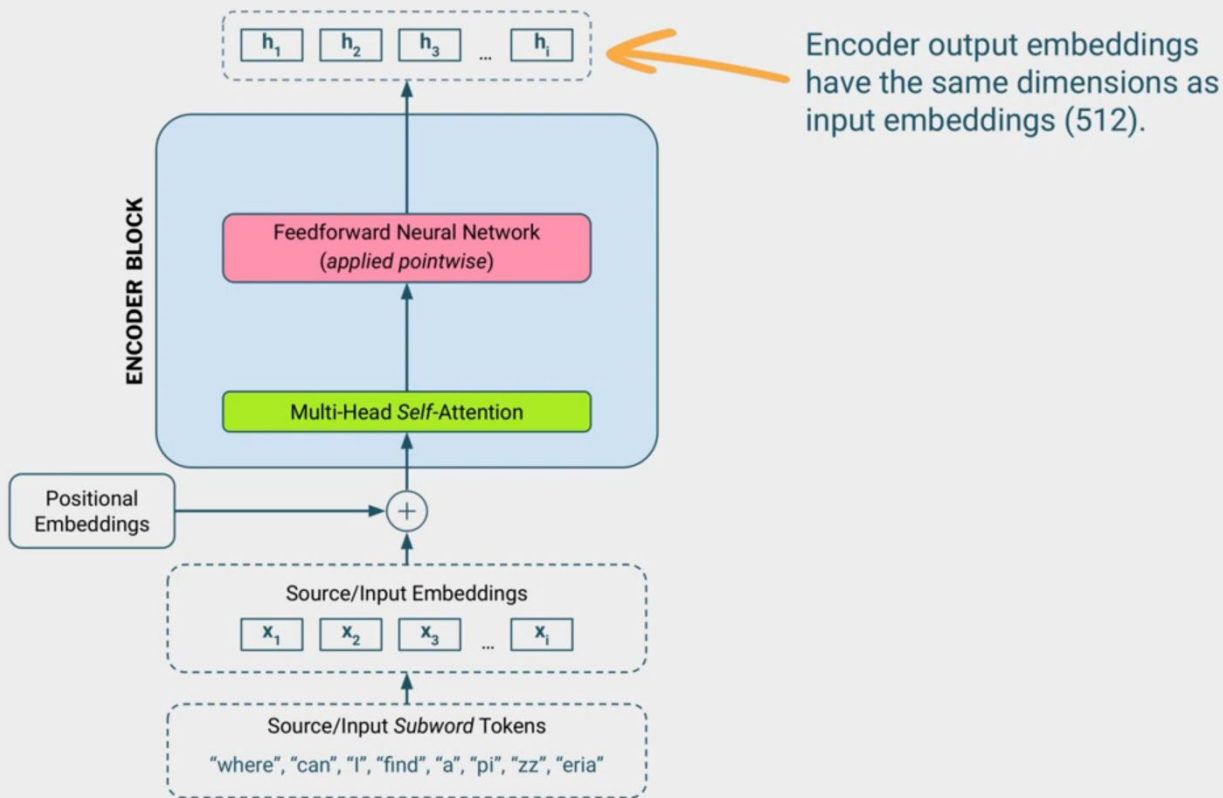


# Adding Non-Linearity

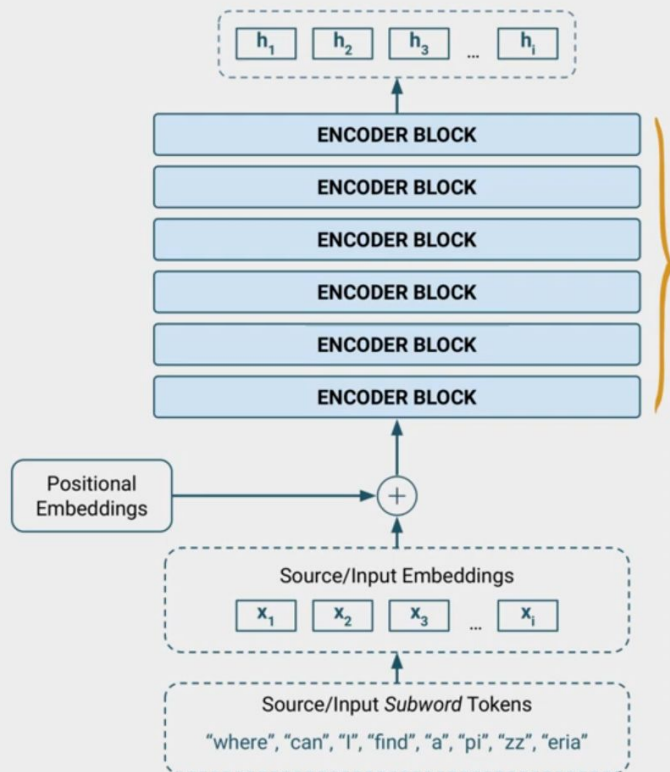
Original transformer used a two-layer network with a ReLU activation in the hidden layer.



# Transformers



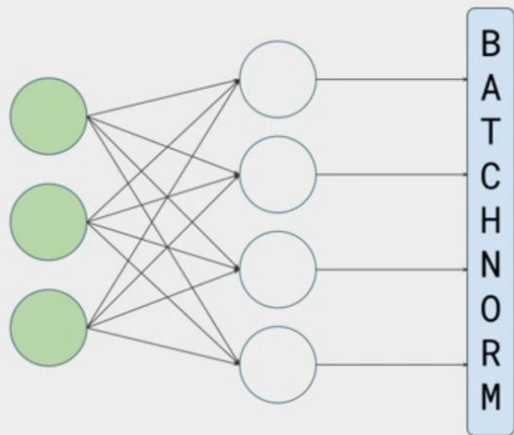
# Transformers



Two potential issues:

1. Shifting inputs from earlier encoder blocks add noise.
2. Depth leads to earlier information (e.g. positional embeddings) being "forgotten" over blocks, and vanishing gradients.

# Batch Normalization



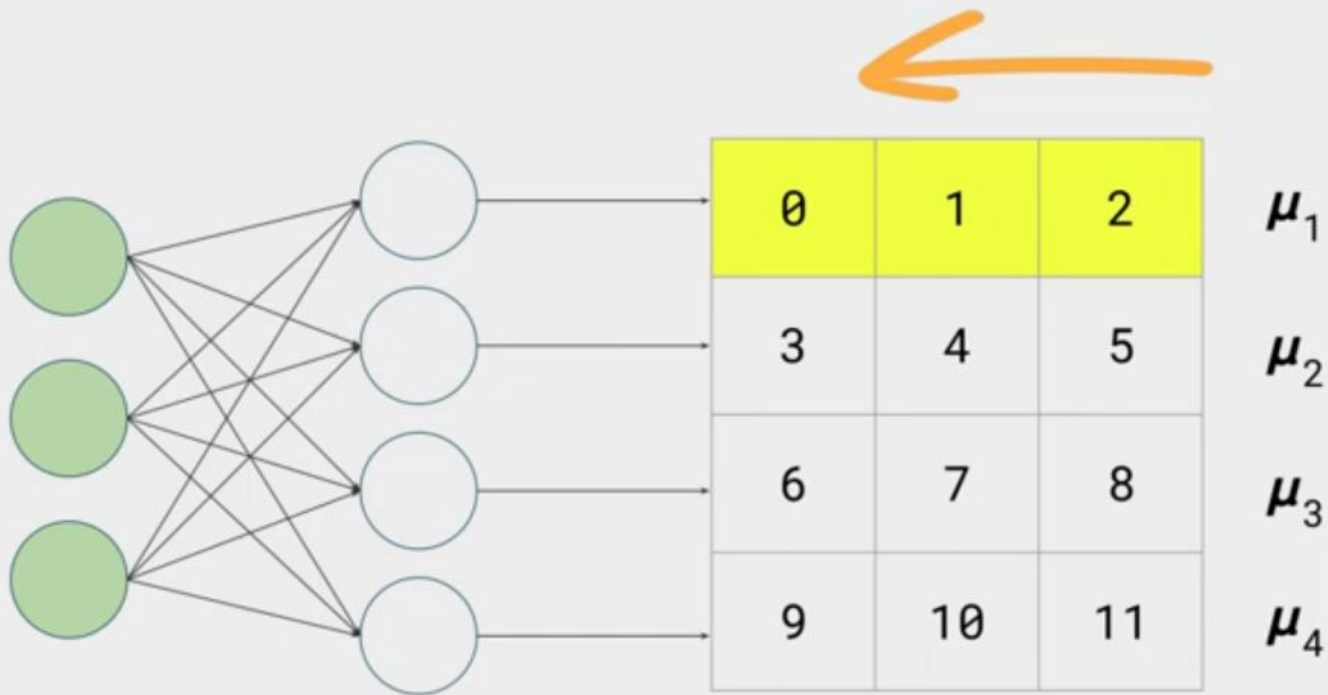
$$\mu_b = \frac{1}{m_b} \sum_{i=1}^{m_b} \mathbf{h}_i \quad \left. \vphantom{\sum_{i=1}^{m_b}} \right\} \text{Vector of mini-batch output means.}$$

$$\sigma_b^2 = \frac{1}{m} \sum_{i=1}^{m_b} (\mathbf{h}_i - \mu_b)^2 \quad \left. \vphantom{\sum_{i=1}^{m_b}} \right\} \text{Vector of mini-batch output standard deviations.}$$

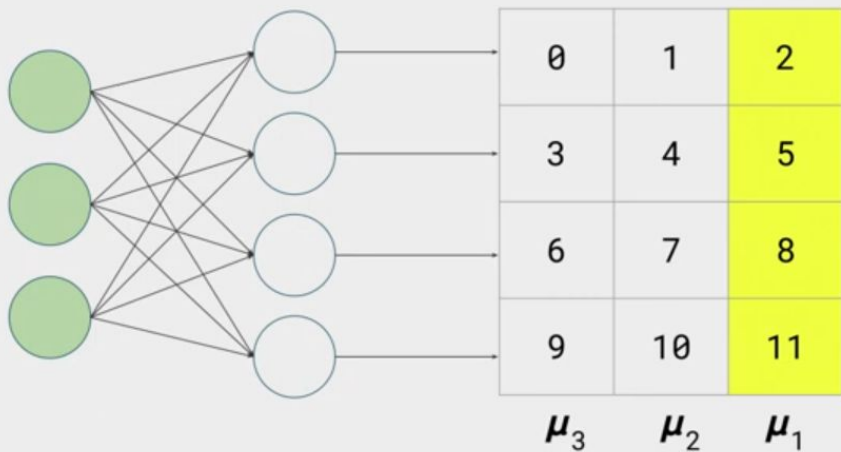
$$\hat{\mathbf{h}}_i = \frac{\mathbf{h}_i - \mu_b}{\sqrt{\sigma_b^2 + \epsilon}} \quad \left. \vphantom{\sum_{i=1}^{m_b}} \right\} \text{Vector of standardized outputs.}$$

$$\mathbf{z}_i = \gamma \odot \hat{\mathbf{h}}_i + \beta \quad \left. \vphantom{\sum_{i=1}^{m_b}} \right\} \text{Vector of scaled and shifted outputs.}$$

# Batch Normalization



# Layer Normalization



$$\mu = \frac{1}{d_h} \sum_{i=1}^{d_h} x_i$$

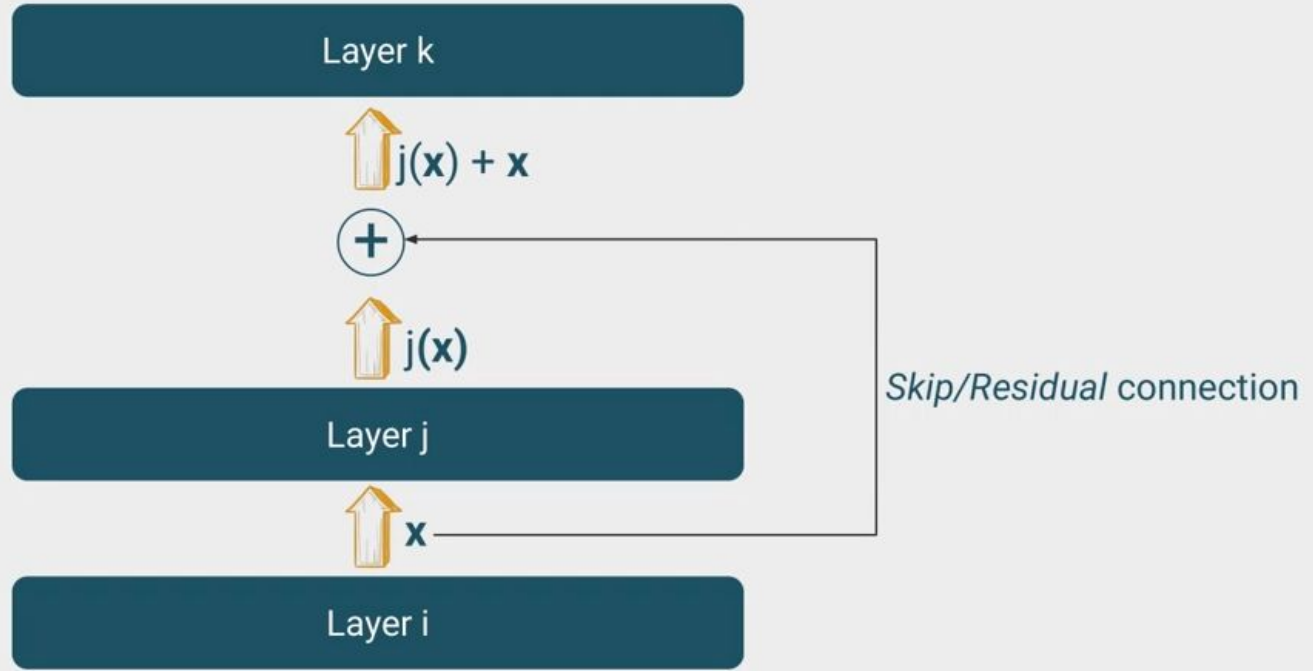
$$\sigma = \sqrt{\frac{1}{d_h} \sum_{i=1}^{d_h} (x_i - \mu)^2}$$

$$\hat{\mathbf{x}} = \frac{\mathbf{x} - \mu}{\sigma}$$

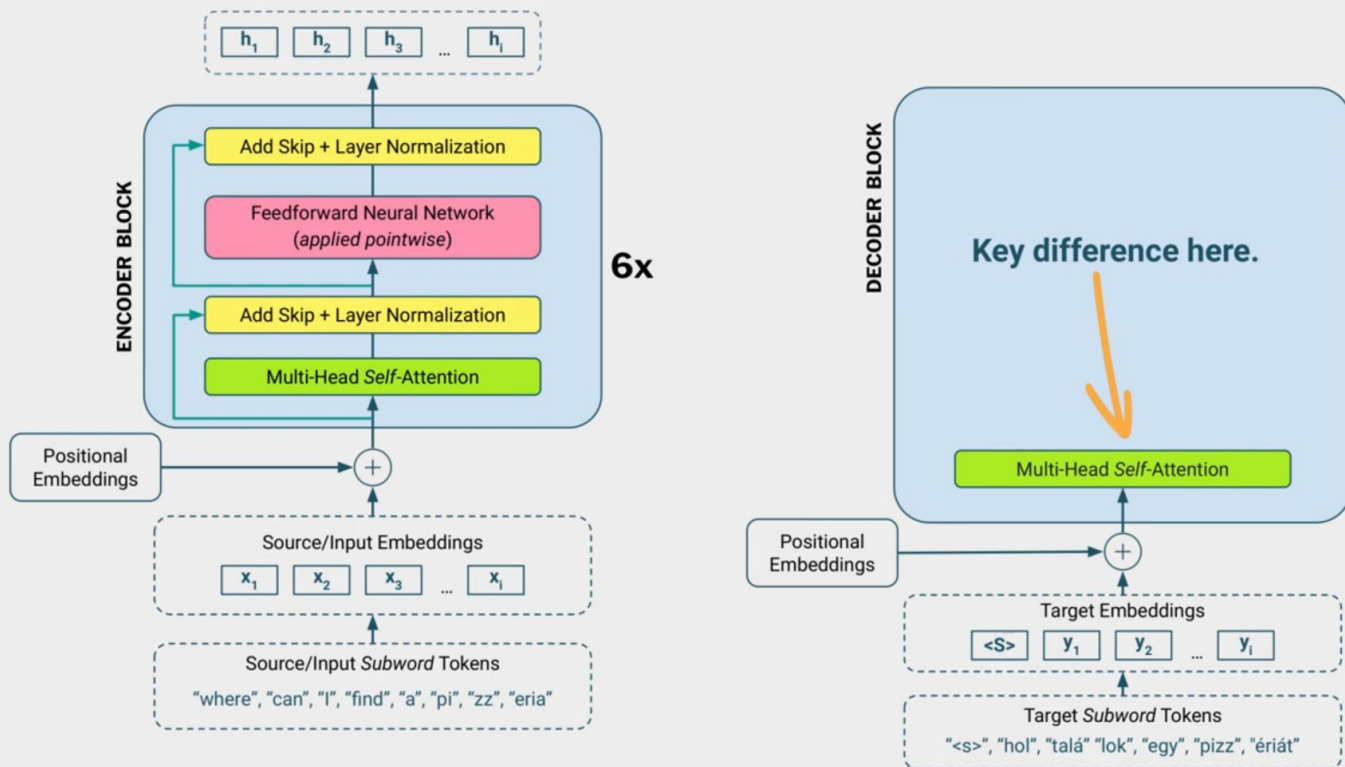
Learnable parameters to scale and shift as needed.

$$\mathbf{z} = \gamma \hat{\mathbf{x}} + \beta$$

# Skip\Residual Connection

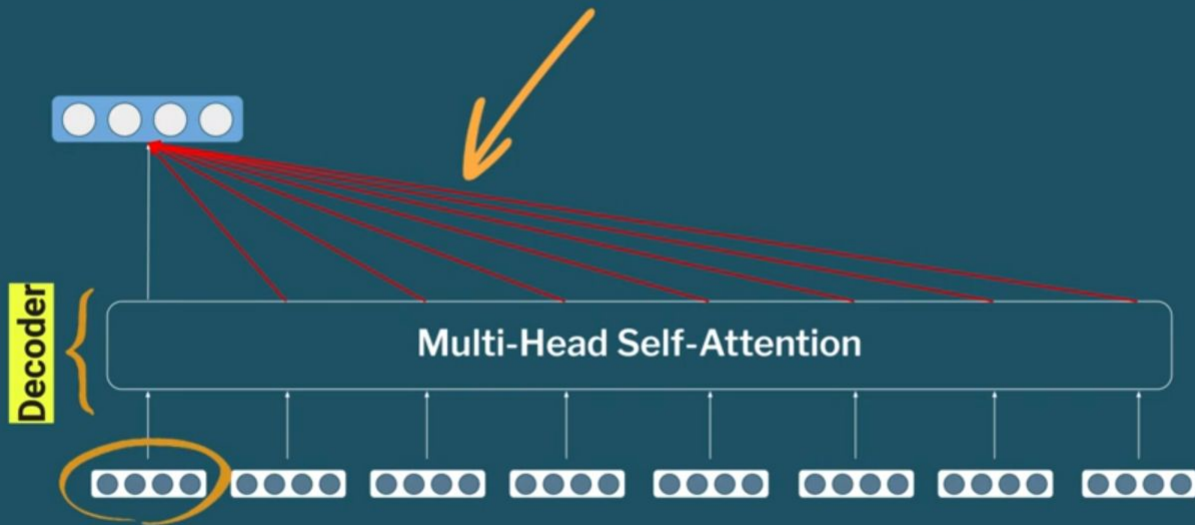


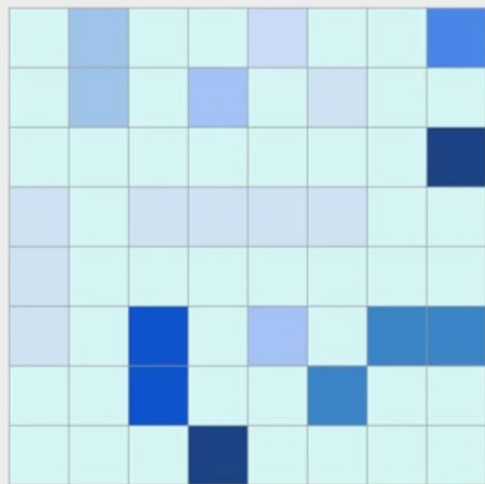
# Transformers



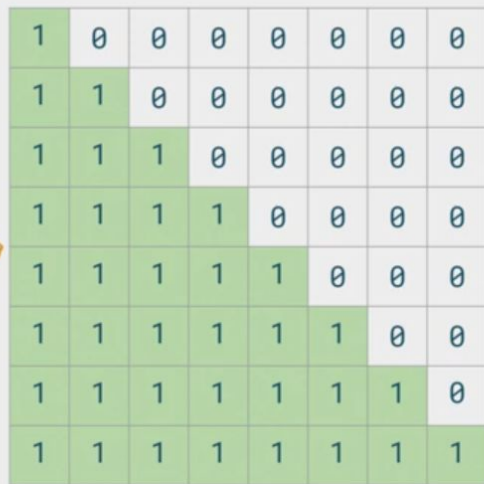


We need to block decoder from accessing any future parts of the sequence.

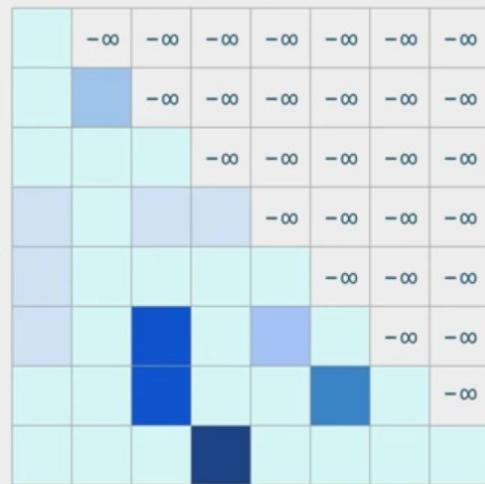




Attention scores



Attention mask



Masked Attention scores



S  
O  
F  
T  
M  
A  
X

