

Transformers I

Dr. Parlett-Pelleriti

Transformers



Outline

- Encoder/Decoder Structure
- Transformer Intro
- Word Embeddings
- Positional Encoding

Sequence Models

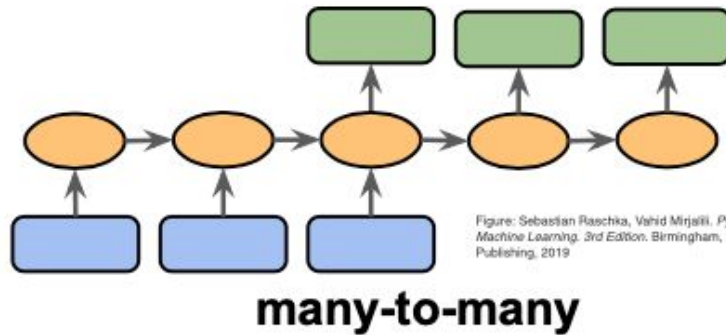
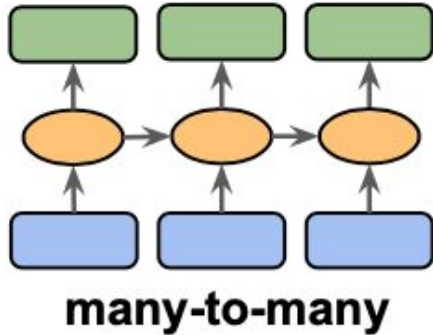
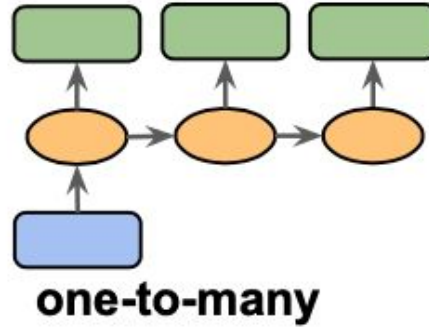
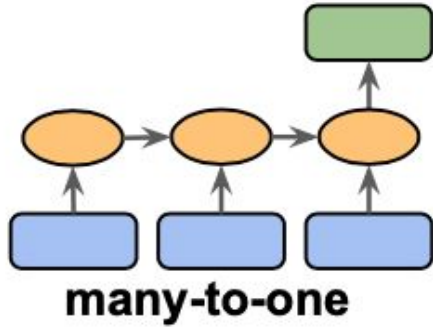
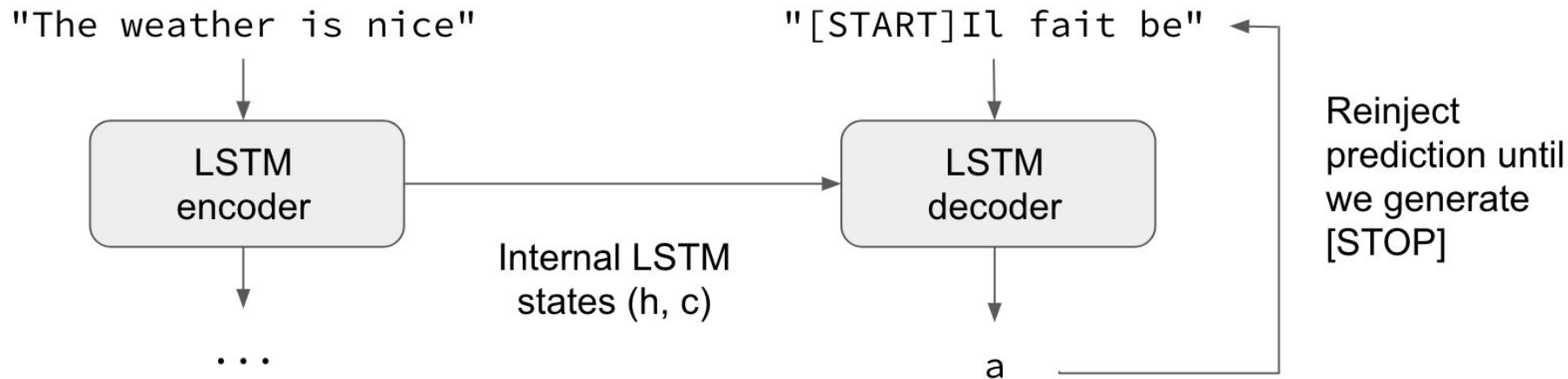
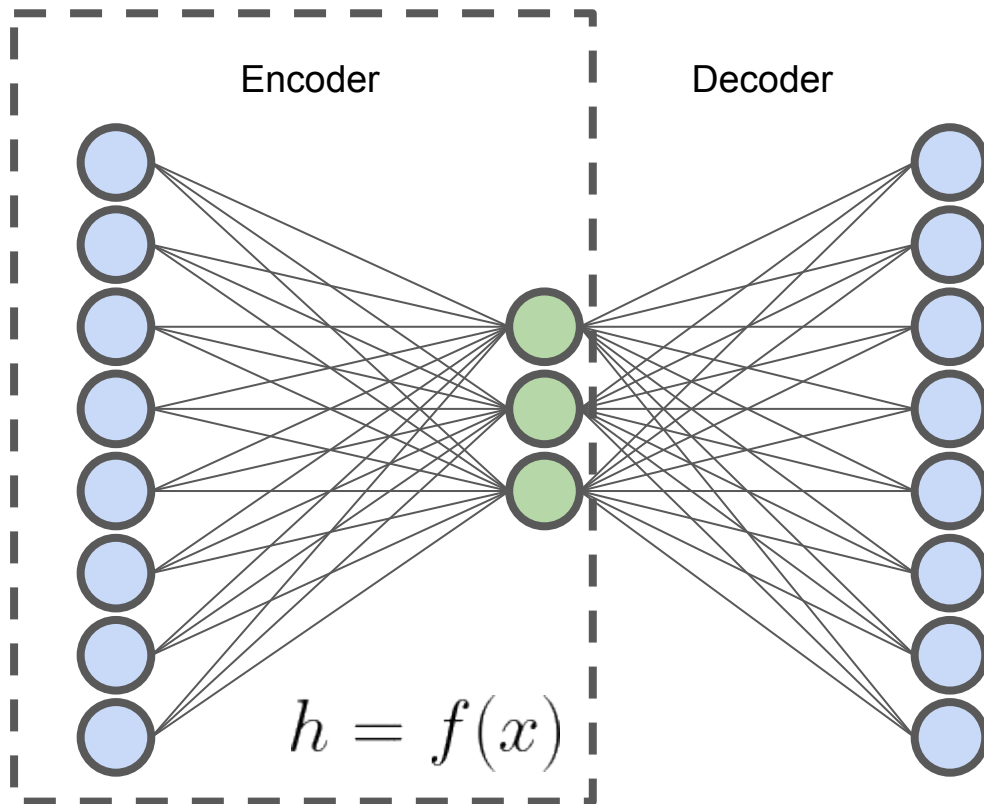


Figure: Sebastian Raschka, Vahid Mirjalili. *Python Machine Learning, 2nd Edition*. Birmingham, UK: Packt Publishing, 2019

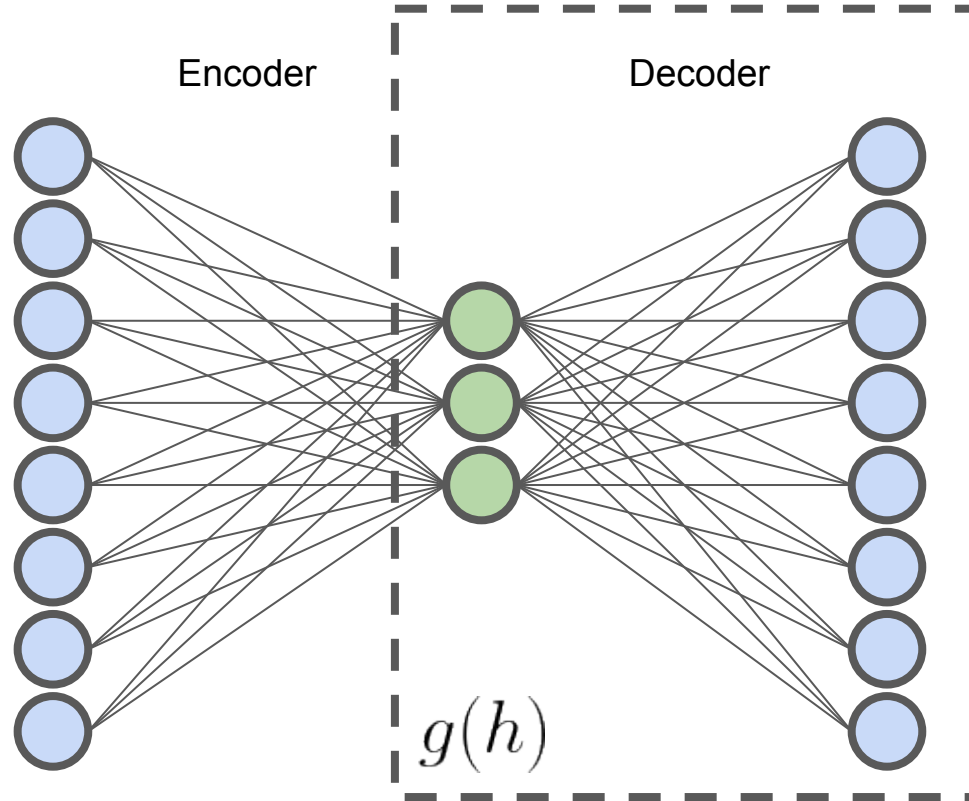
Seq-to-Seq Models



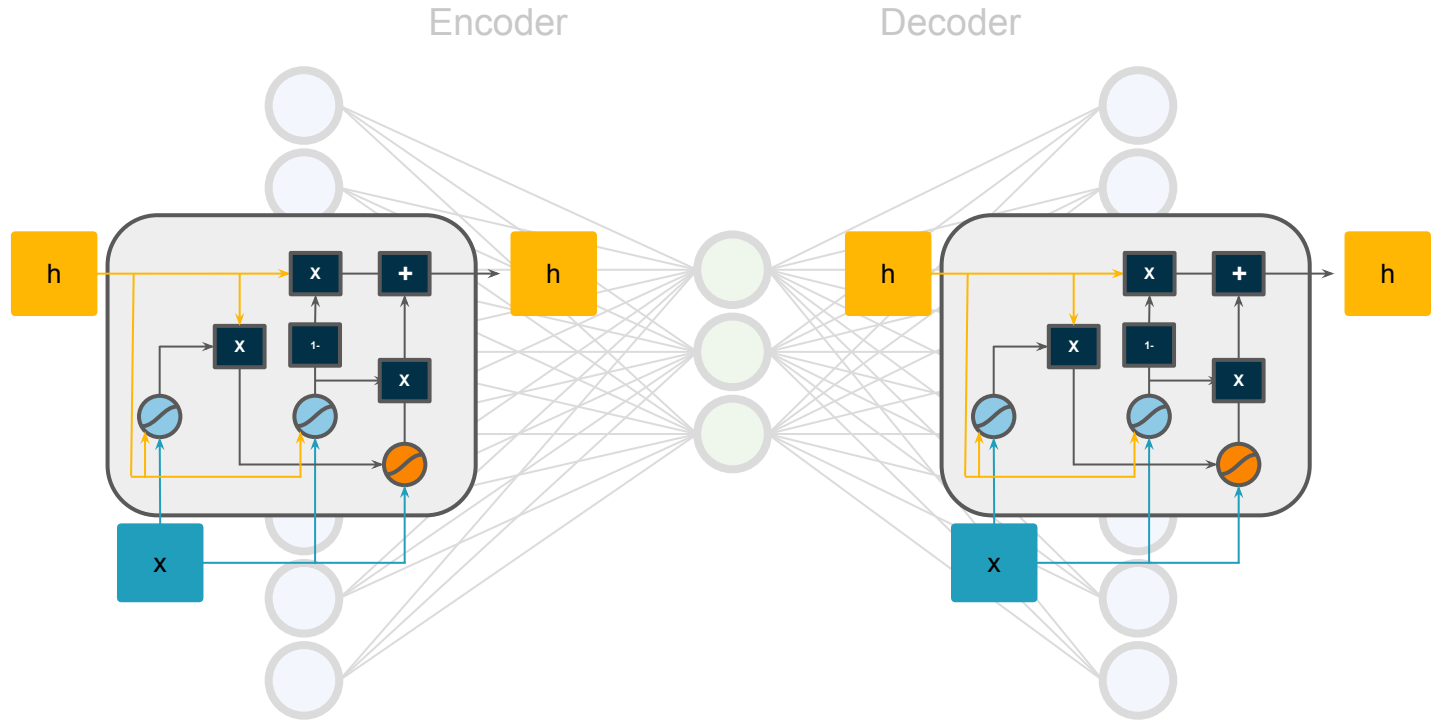
Autoencoder Architecture



Autoencoder Architecture

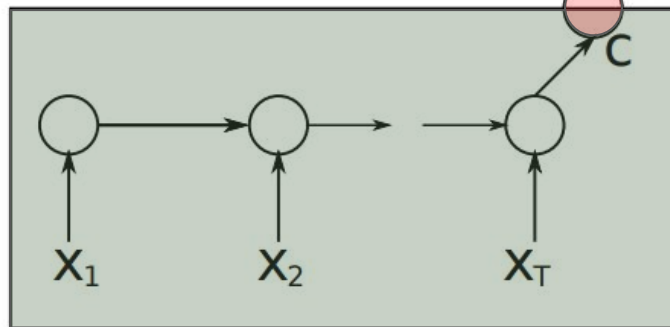
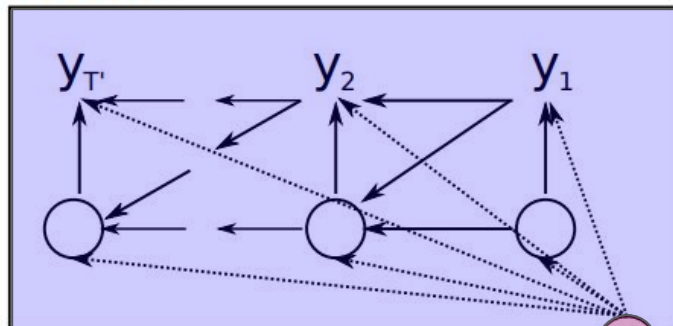


Autoencoder Architecture



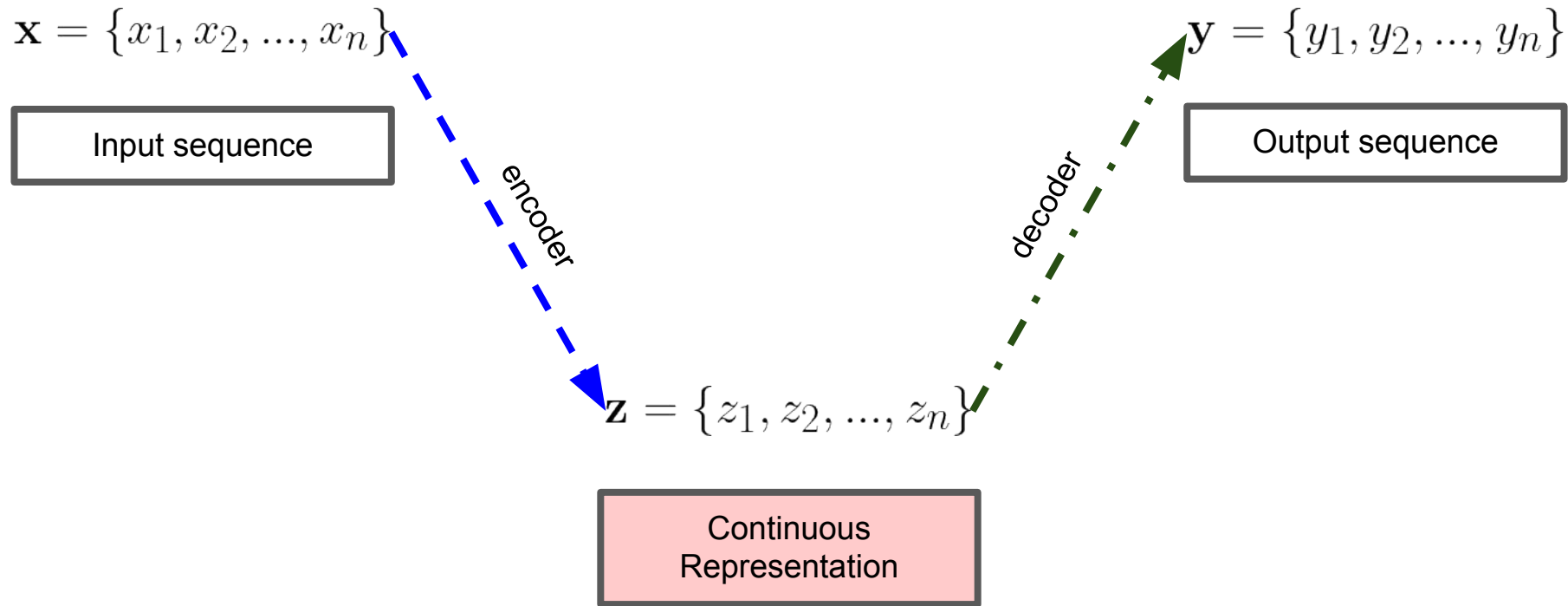
GRU Machine Translation

Decoder



Encoder

General Encoder/Decoder Model



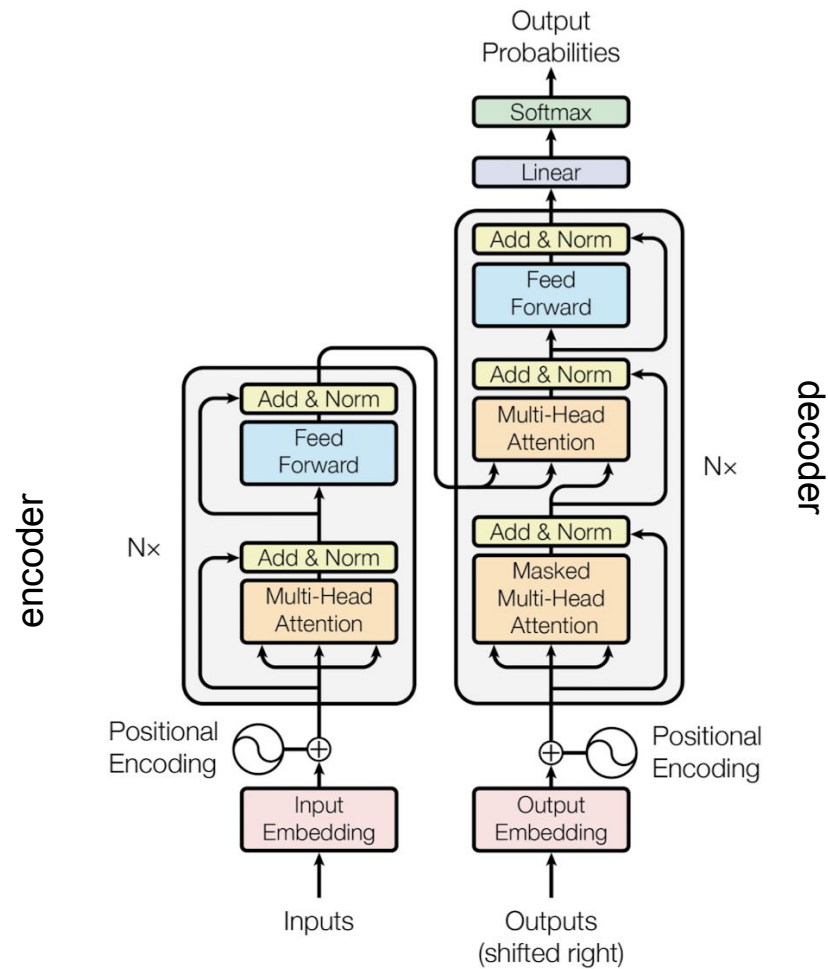


Figure 1: The Transformer - model architecture.

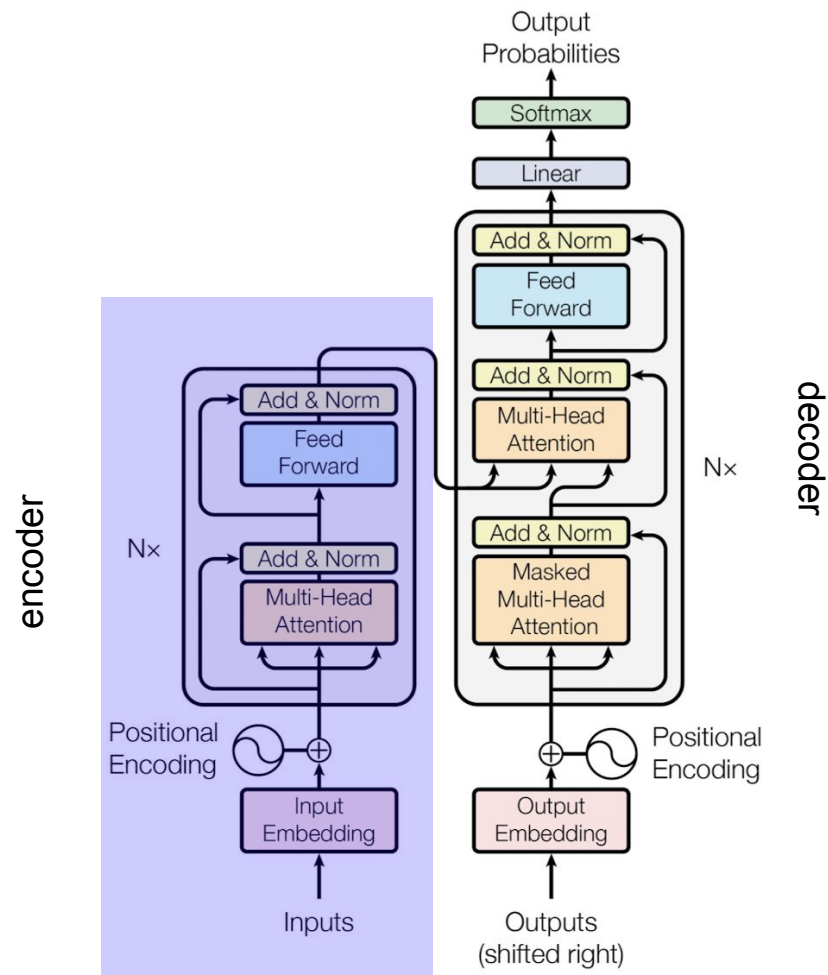


Figure 1: The Transformer - model architecture.

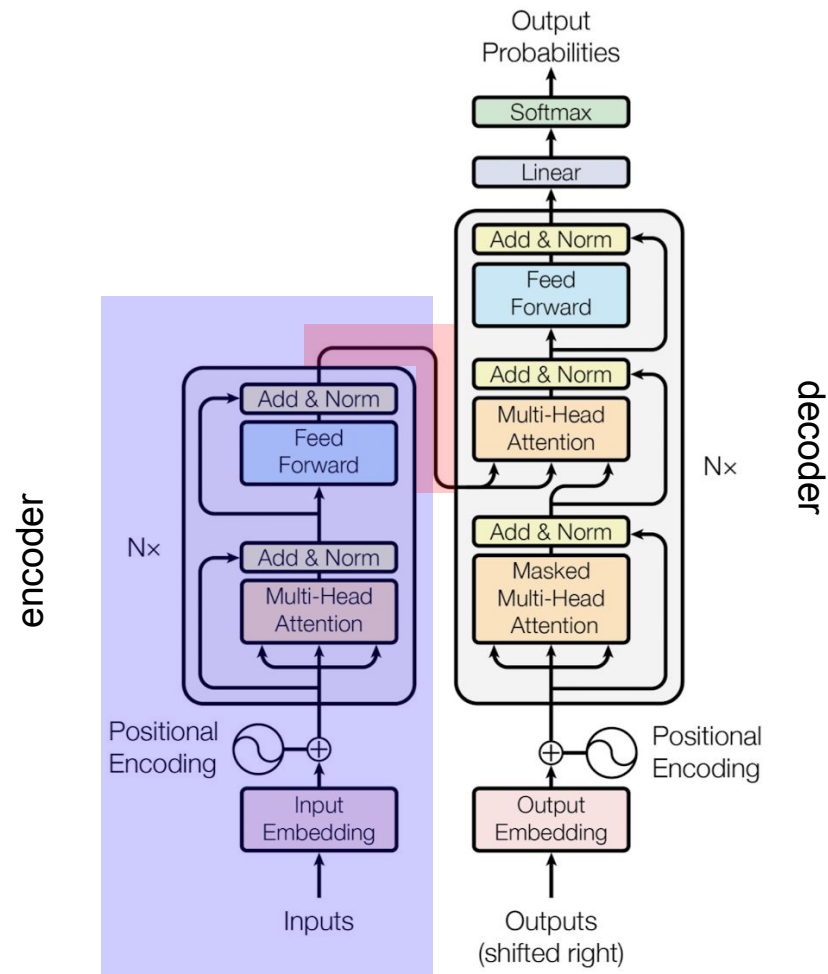


Figure 1: The Transformer - model architecture.

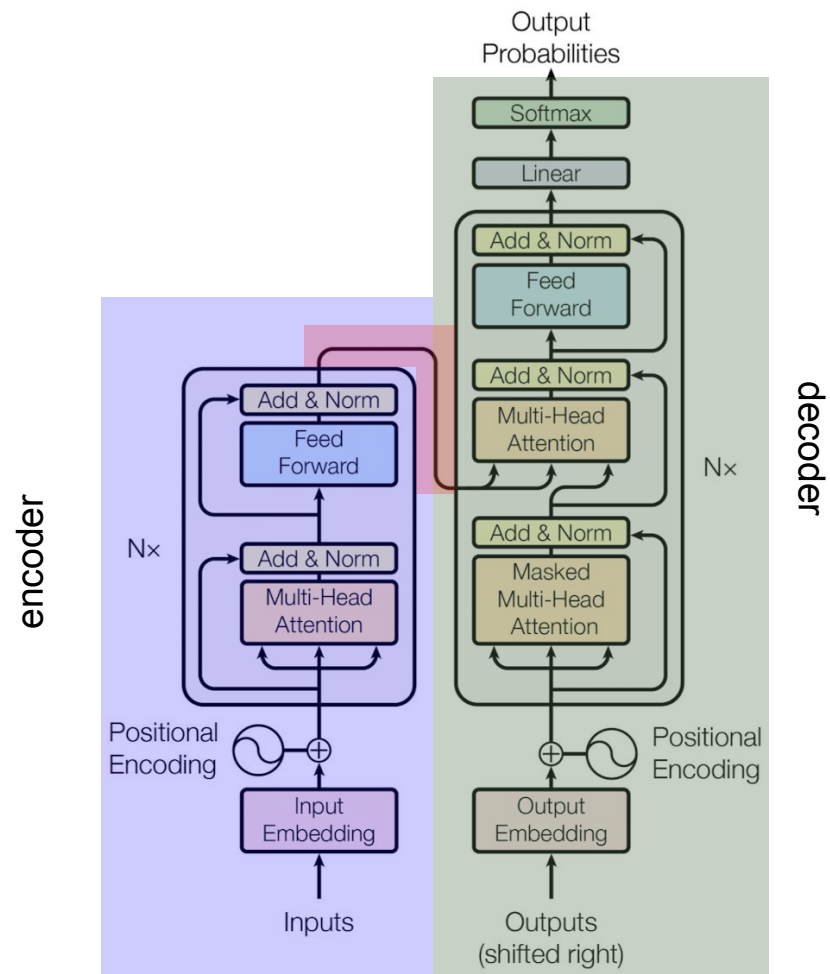


Figure 1: The Transformer - model architecture.

Attention Is All You Need

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Today's Focus

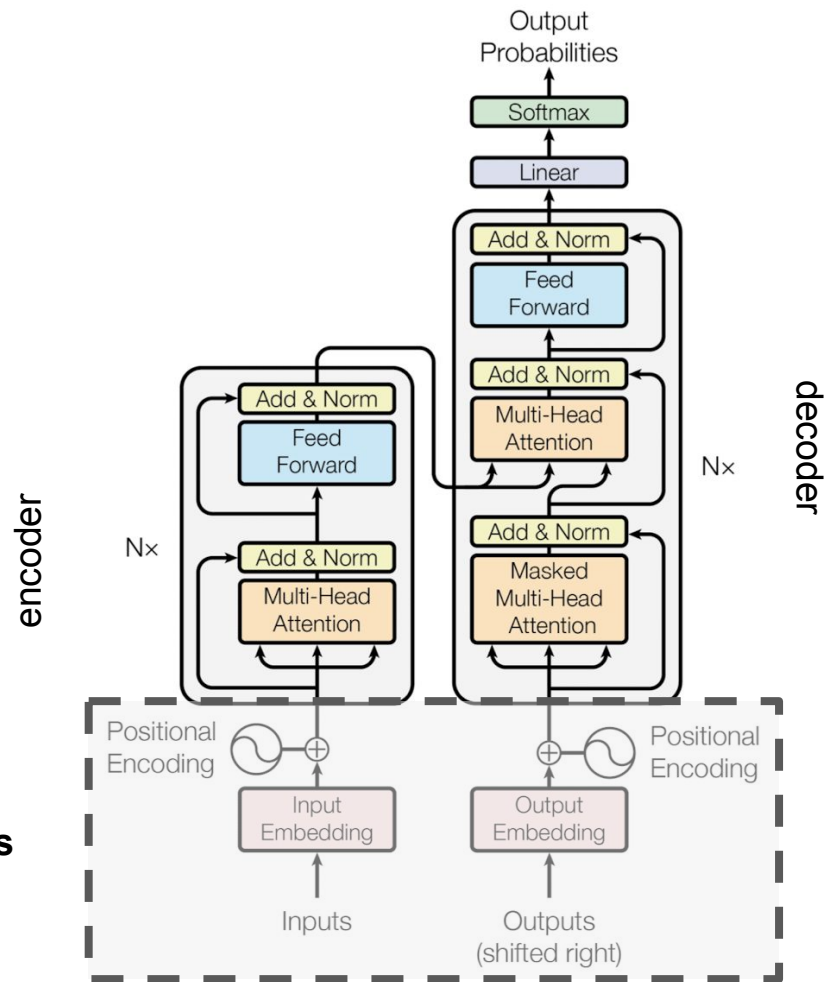


Figure 1: The Transformer - model architecture.

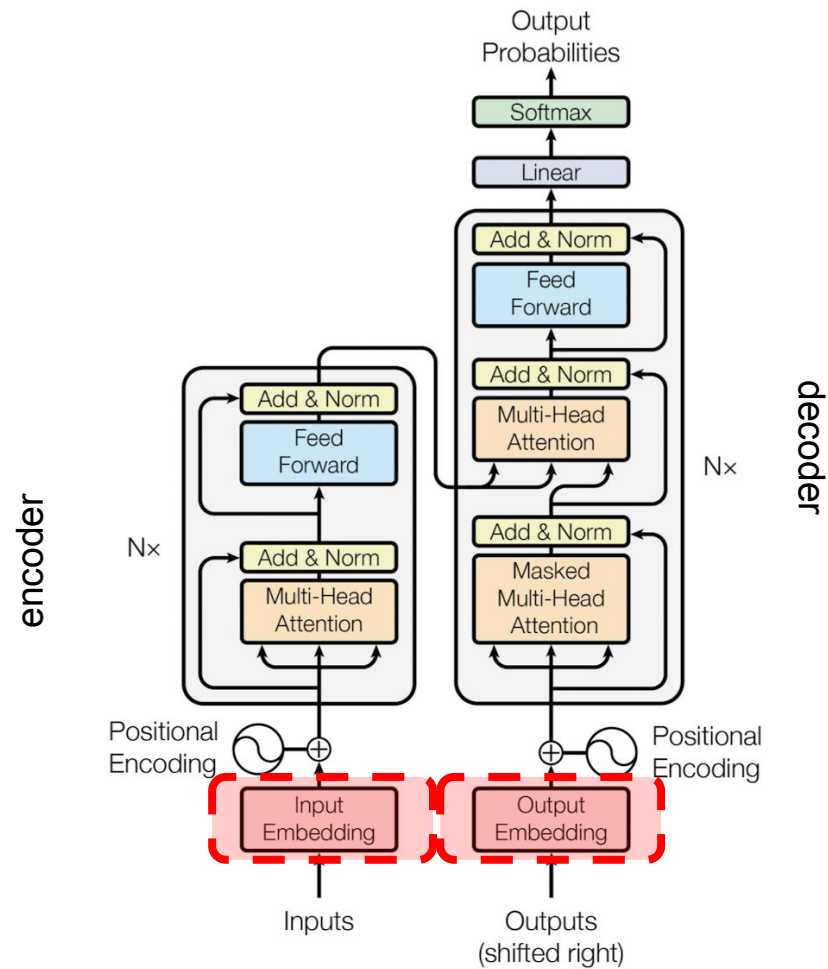


Figure 1: The Transformer - model architecture.

Word Embeddings

$$\begin{bmatrix} 0.1 \\ 0.2 \\ 0.4 \\ 0.2 \\ 0.6 \\ 0.1 \end{bmatrix}$$

gorgeous

$$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{bmatrix}$$

python

Word Embeddings

$$\mathbf{d}_{\text{model}} \left\{ \begin{bmatrix} 0.1 \\ 0.2 \\ 0.4 \\ 0.2 \\ 0.6 \\ 0.1 \end{bmatrix} \right.$$

gorgeous

$$\mathbf{d}_{\text{model}} \left\{ \begin{bmatrix} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{bmatrix} \right.$$

python

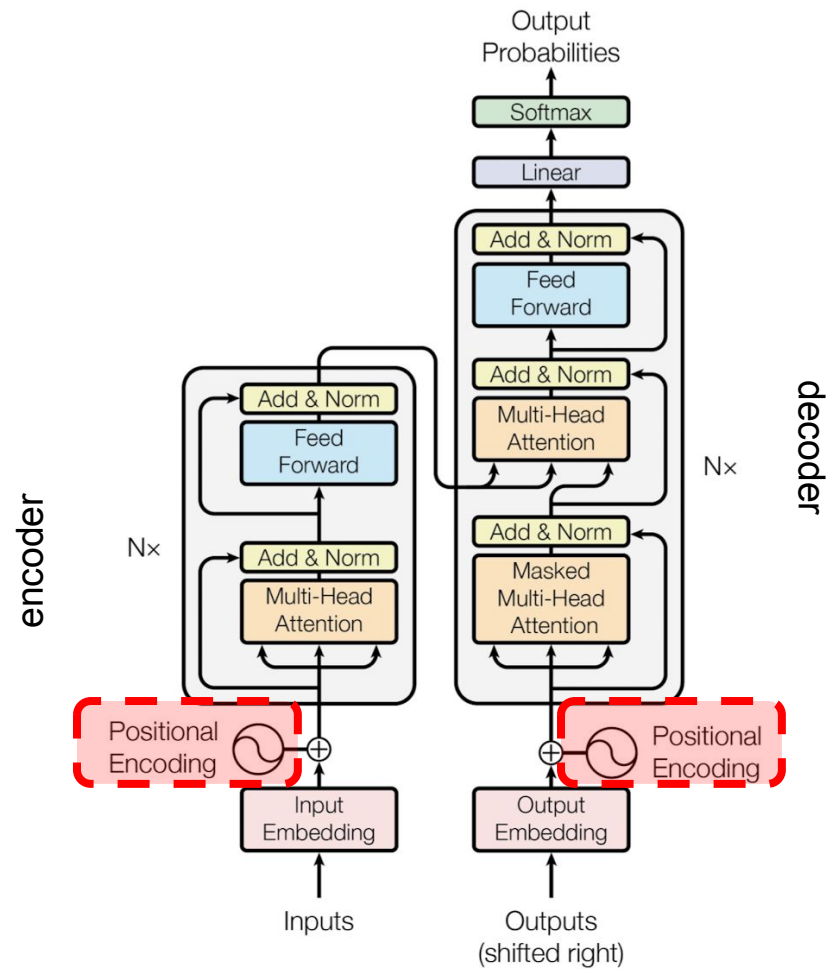
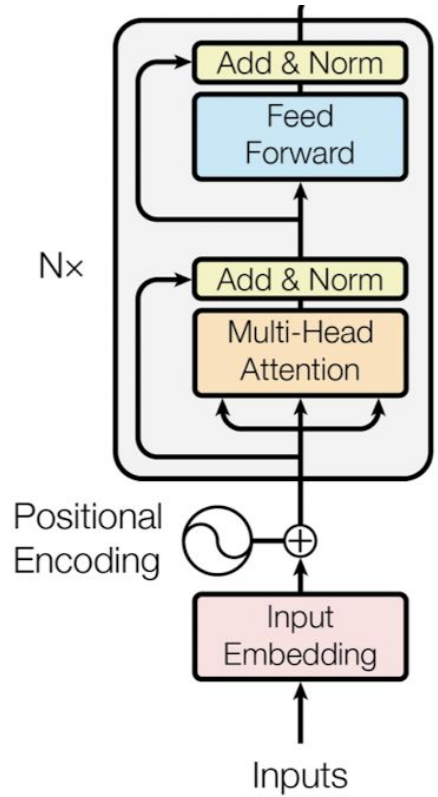


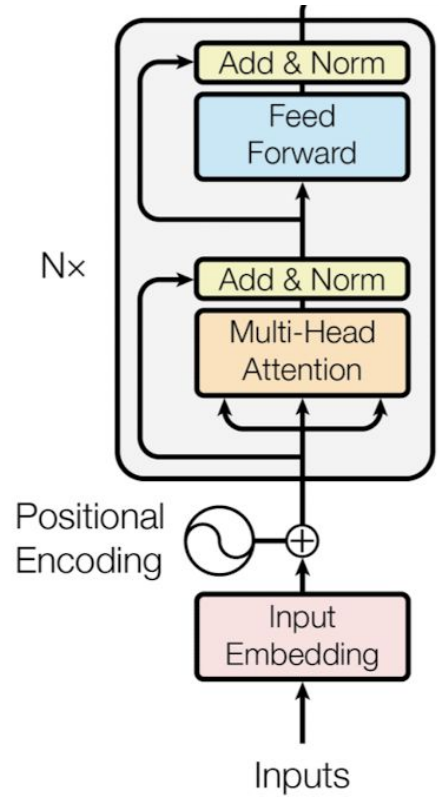
Figure 1: The Transformer - model architecture.

Positional Encoding



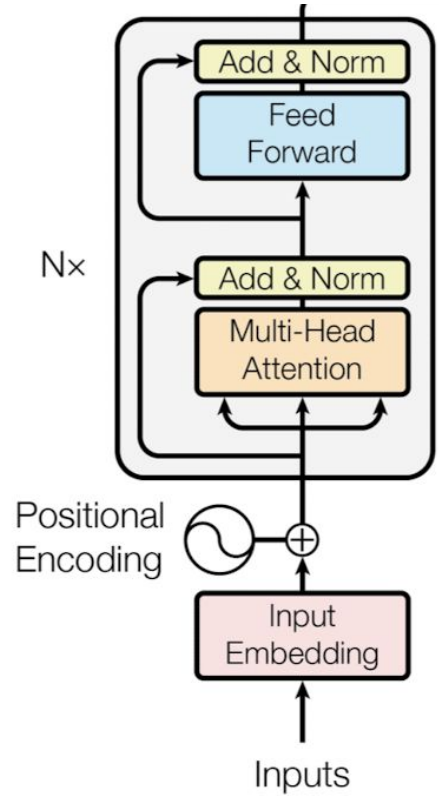
Positional Encoding

the cat ate the bat



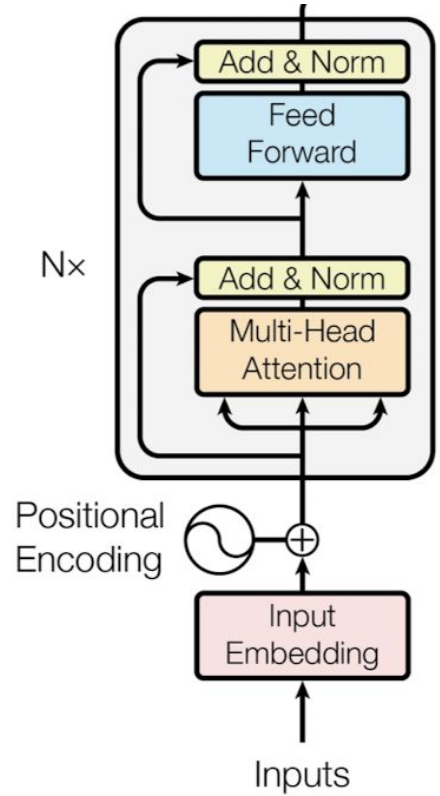
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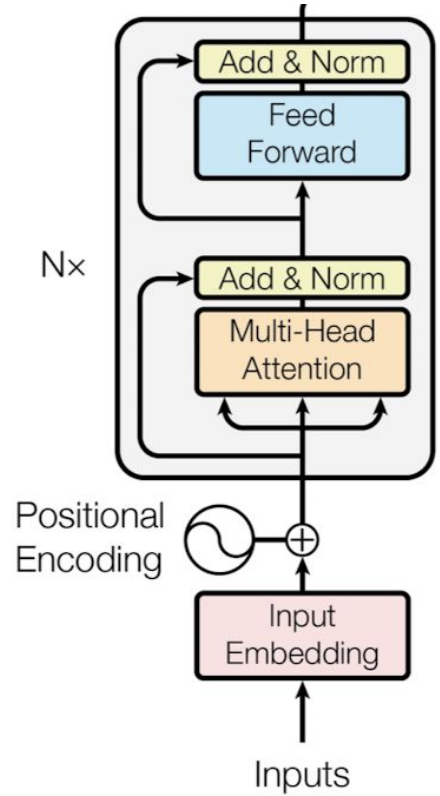
Positional Encoding

the cat ate the bat



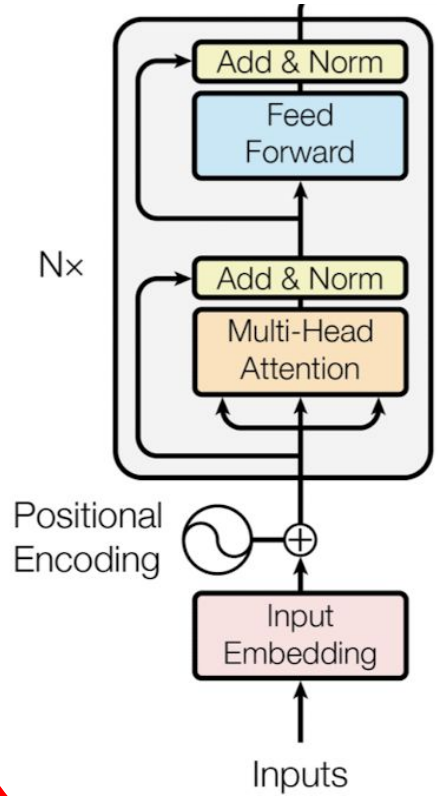
Positional Encoding

the cat ate the bat

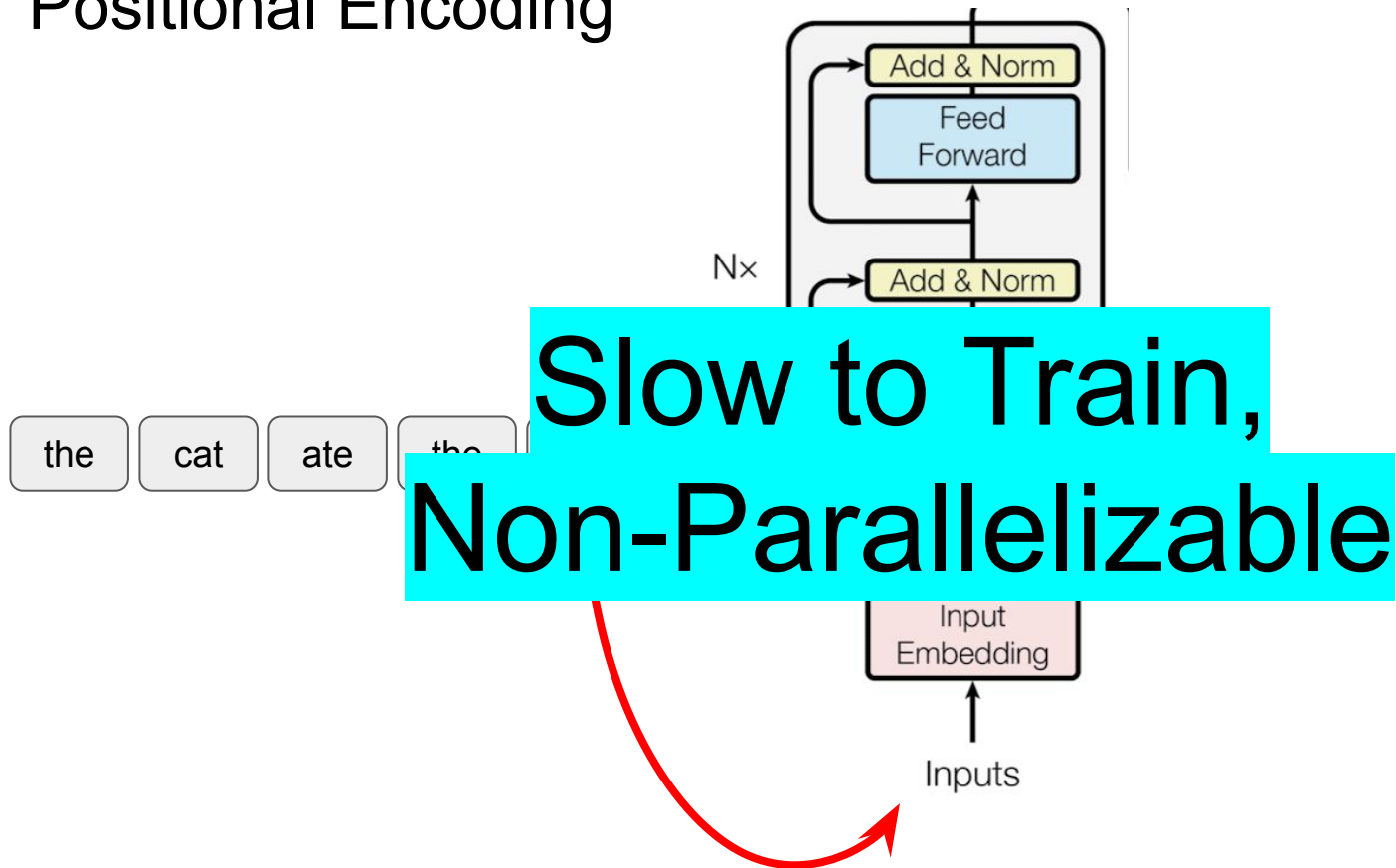


Positional Encoding

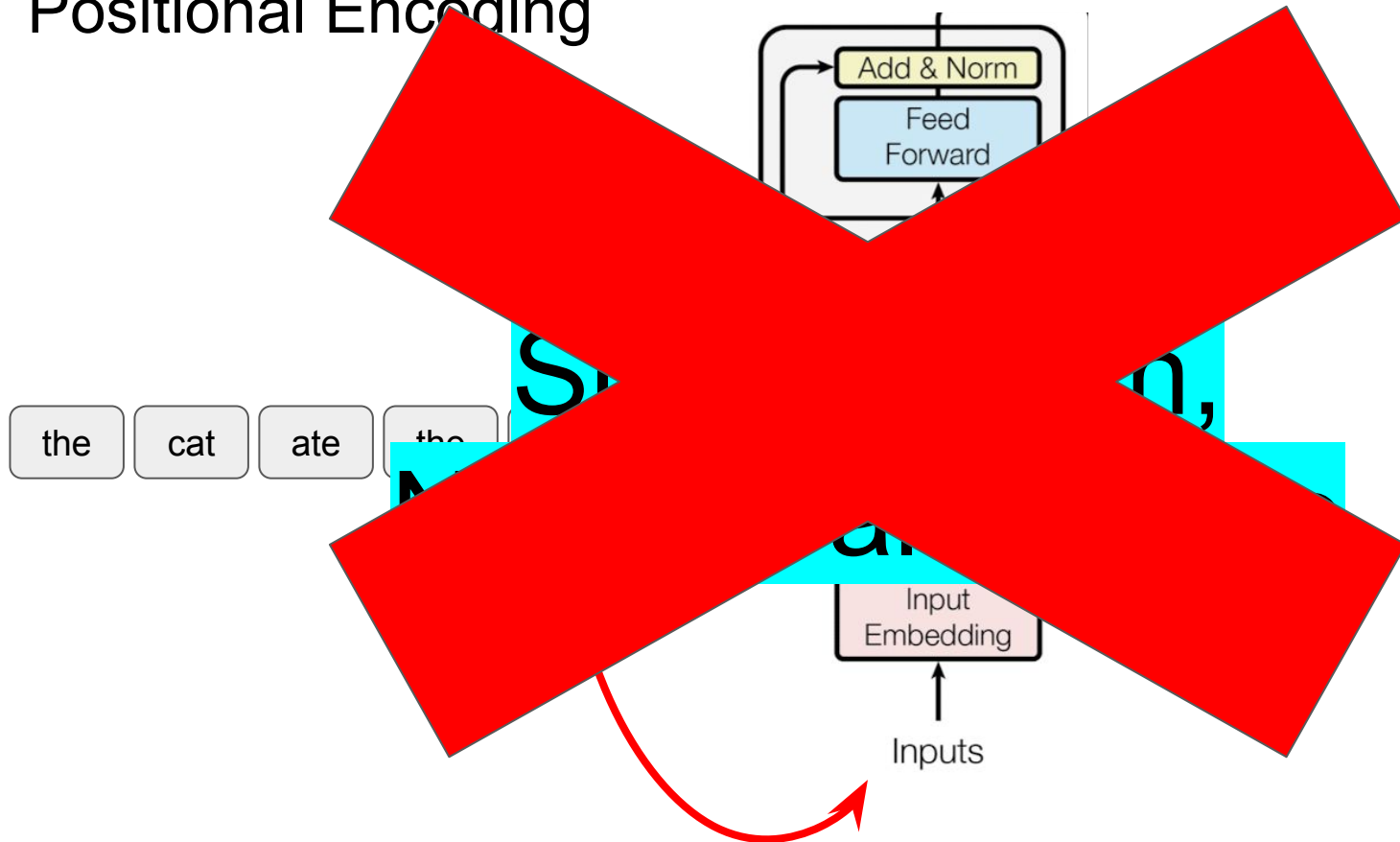
the cat ate the bat



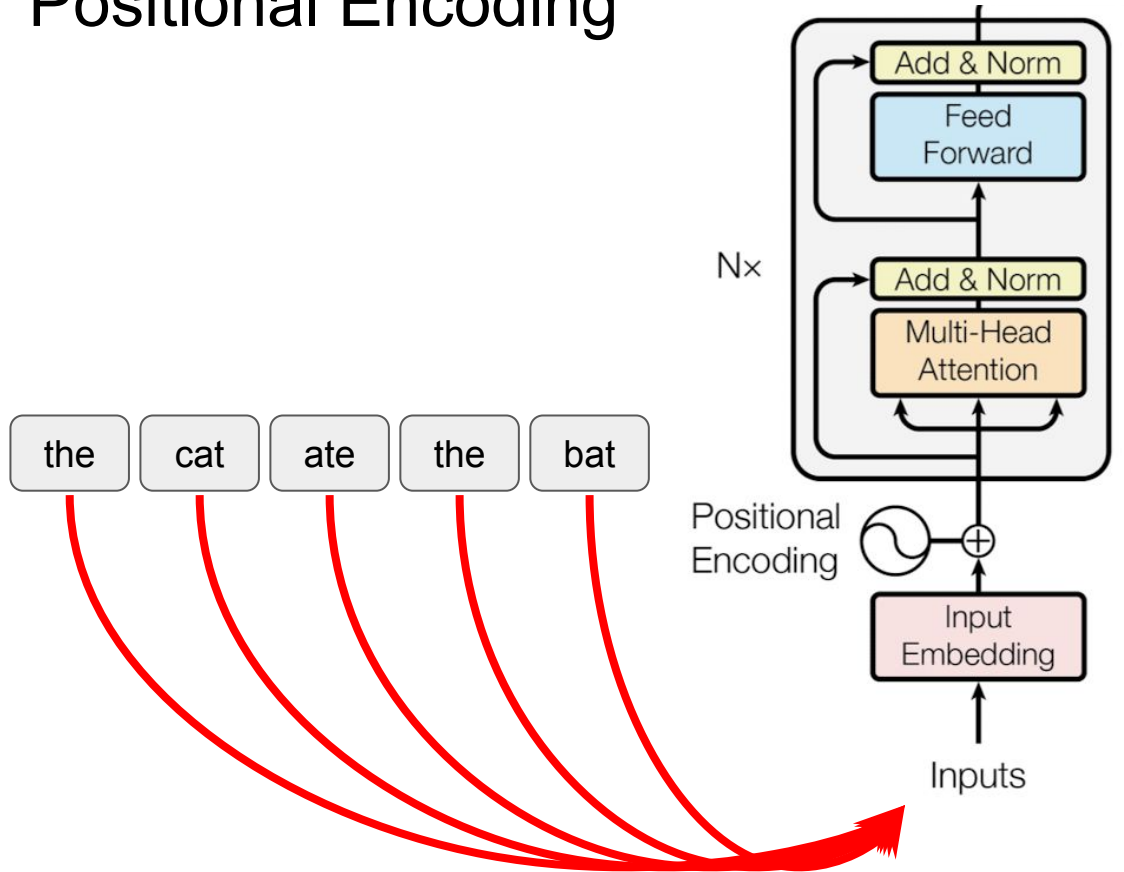
Positional Encoding



Positional Encoding



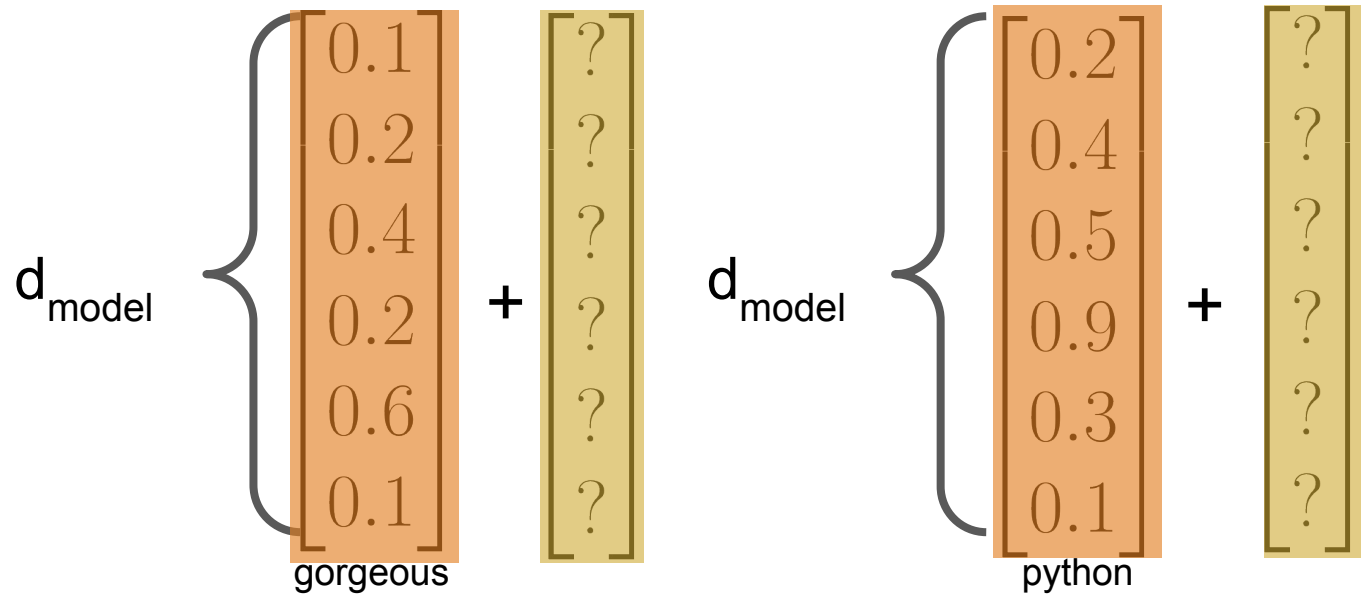
Positional Encoding



Word Embeddings + Positional Encoding

$$\begin{array}{cc} \text{d}_{\text{model}} \left\{ \begin{array}{c} 0.1 \\ 0.2 \\ 0.4 \\ 0.2 \\ 0.6 \\ 0.1 \end{array} \right\} + \begin{array}{c} ? \\ ? \\ ? \\ ? \\ ? \\ ? \end{array} & \text{gorgeous} \\ \text{d}_{\text{model}} \left\{ \begin{array}{c} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{array} \right\} + \begin{array}{c} ? \\ ? \\ ? \\ ? \\ ? \\ ? \end{array} & \text{python} \end{array}$$

Word Embeddings + Positional Encoding

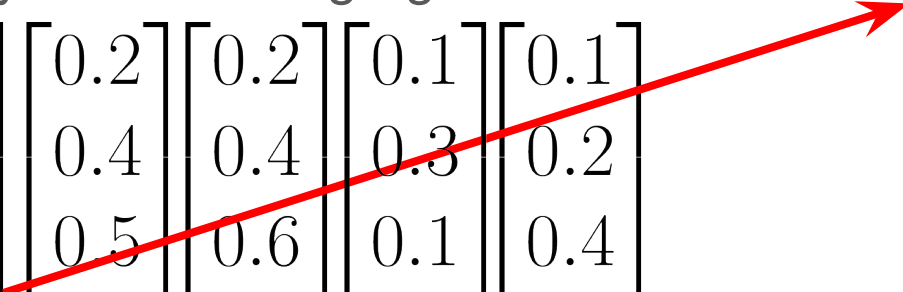


Generating Positional Encodings

Positional Encodings

your python code is gorgeous

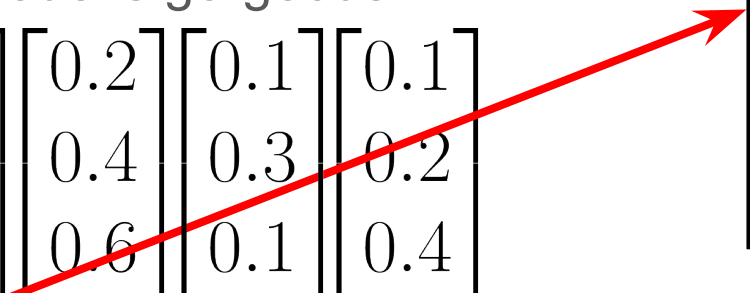
0.1	0.2	0.2	0.1	0.1
0	0.4	0.4	0.3	0.2
0.2	0.5	0.6	0.1	0.4
0.1	0.9	1	0	0.2
0.6	0.3	0.2	0	0.6
0.2	0.1	0.1	0.7	0.1
your	python	code	is	gorgeous


$$\begin{bmatrix} 0.1 \\ 0 \\ 0.2 \\ 0.1 \\ 0.6 \\ 0.2 \end{bmatrix}_{\text{your}} + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}_{\text{position}} = \begin{bmatrix} 0.1 \\ 0 \\ 0.2 \\ 0.1 \\ 0.6 \\ 0.2 \end{bmatrix}$$

Positional Encodings

your python code is gorgeous

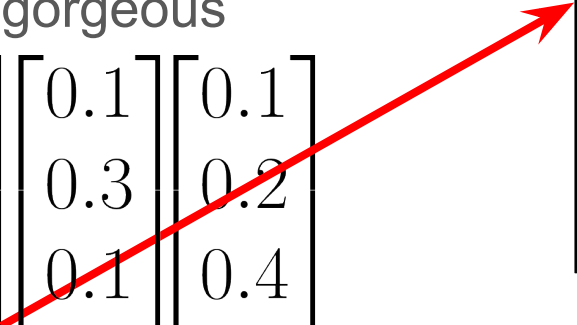
$\begin{bmatrix} 0.1 \\ 0 \\ 0.2 \\ 0.1 \\ 0.6 \\ 0.2 \end{bmatrix}$	$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{bmatrix}$	$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.6 \\ 1 \\ 0.2 \\ 0.1 \end{bmatrix}$	$\begin{bmatrix} 0.1 \\ 0.3 \\ 0.1 \\ 0 \\ 0 \\ 0.7 \end{bmatrix}$	$\begin{bmatrix} 0.1 \\ 0.2 \\ 0.4 \\ 0.2 \\ 0.6 \\ 0.1 \end{bmatrix}$
your	python	code	is	gorgeous


$$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{bmatrix}_{\text{python}} + \begin{bmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{bmatrix}_{\text{position}} = \begin{bmatrix} 1.2 \\ 1.4 \\ 1.5 \\ 1.9 \\ 1.3 \\ 1.1 \end{bmatrix}$$

Positional Encodings

your python code is gorgeous

0.1	0.2	0.2	0.1	0.1
0	0.4	0.4	0.3	0.2
0.2	0.5	0.6	0.1	0.4
0.1	0.9	1	0	0.2
0.6	0.3	0.2	0	0.6
0.2	0.1	0.1	0.7	0.1
your	python	code	is	gorgeous


$$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.6 \\ 1 \\ 0.2 \\ 0.1 \end{bmatrix}_{\text{code}} + \begin{bmatrix} 2 \\ 2 \\ 2 \\ 2 \\ 2 \\ 2 \end{bmatrix}_{\text{position}} = \begin{bmatrix} 2.2 \\ 2.4 \\ 2.6 \\ 3 \\ 2.2 \\ 2.1 \end{bmatrix}$$

Positional Encodings

Instead of:

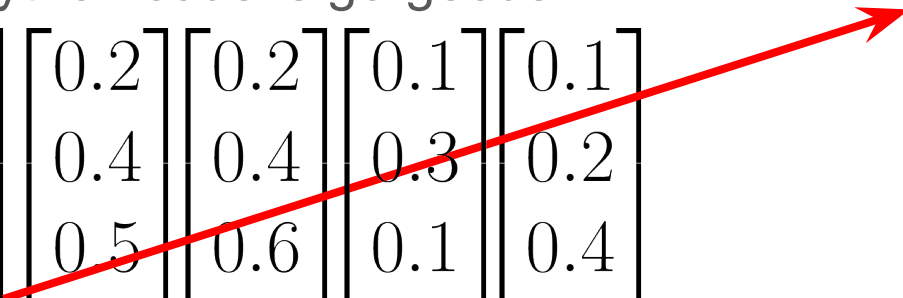
0	1	2	3	4
0	0.25	0.5	0.75	1

Use:

Positional Encodings

your python code is gorgeous

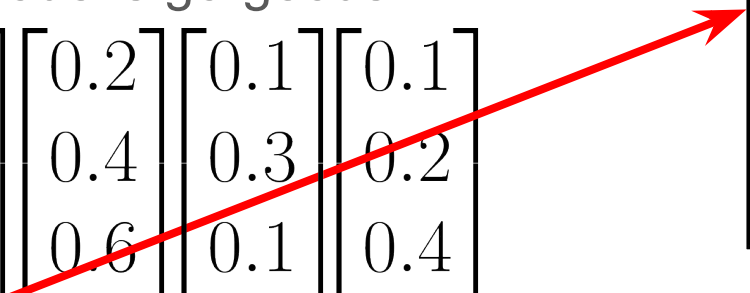
0.1	0.2	0.2	0.1	0.1
0	0.4	0.4	0.3	0.2
0.2	0.5	0.6	0.1	0.4
0.1	0.9	1	0	0.2
0.6	0.3	0.2	0	0.6
0.2	0.1	0.1	0.7	0.1
your	python	code	is	gorgeous


$$\begin{bmatrix} 0.1 \\ 0 \\ 0.2 \\ 0.1 \\ 0.6 \\ 0.2 \end{bmatrix}_{\text{your}} + \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}_{\text{position}} = \begin{bmatrix} 0.1 \\ 0 \\ 0.2 \\ 0.1 \\ 0.6 \\ 0.2 \end{bmatrix}$$

Positional Encodings

your python code is gorgeous

0.1	0.2	0.2	0.1	0.1
0	0.4	0.4	0.3	0.2
0.2	0.5	0.6	0.1	0.4
0.1	0.9	1	0	0.2
0.6	0.3	0.2	0	0.6
0.2	0.1	0.1	0.7	0.1
your	python	code	is	gorgeous

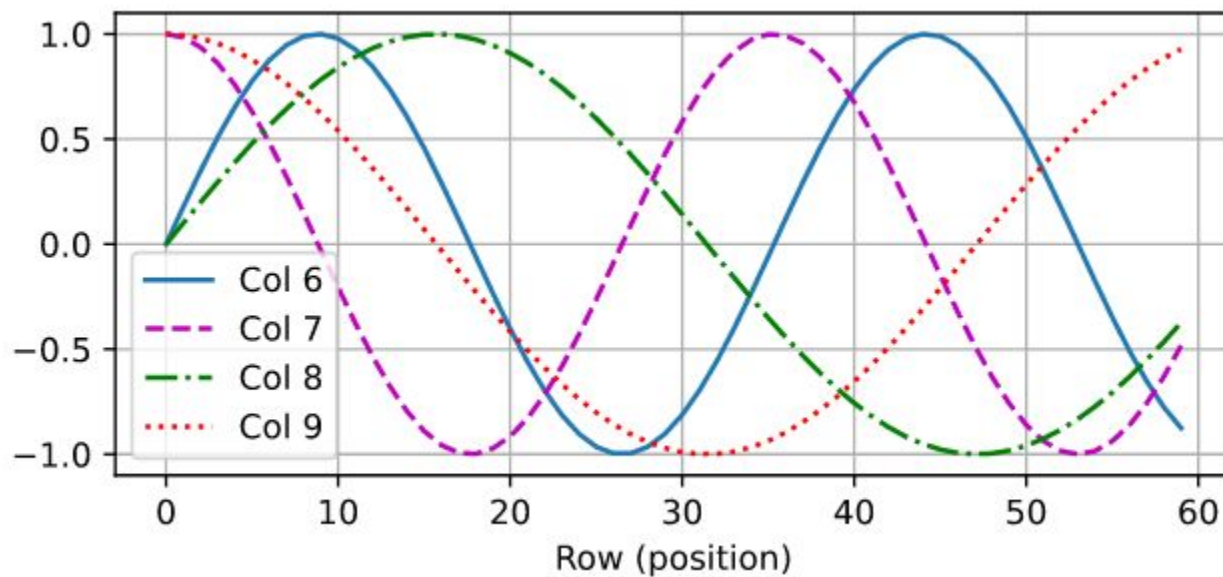

$$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{bmatrix}_{\text{python}} + \begin{bmatrix} 0.25 \\ 0.25 \\ 0.25 \\ 0.25 \\ 0.25 \\ 0.25 \end{bmatrix}_{\text{position}} = \begin{bmatrix} 0.45 \\ 0.65 \\ 0.75 \\ 1.15 \\ 0.55 \\ 0.35 \end{bmatrix}$$

Positional Encoding

Things we want:

- Encode position
- No large numbers
- Allow for variable sequence length

Positional Encodings



Positional Encoding

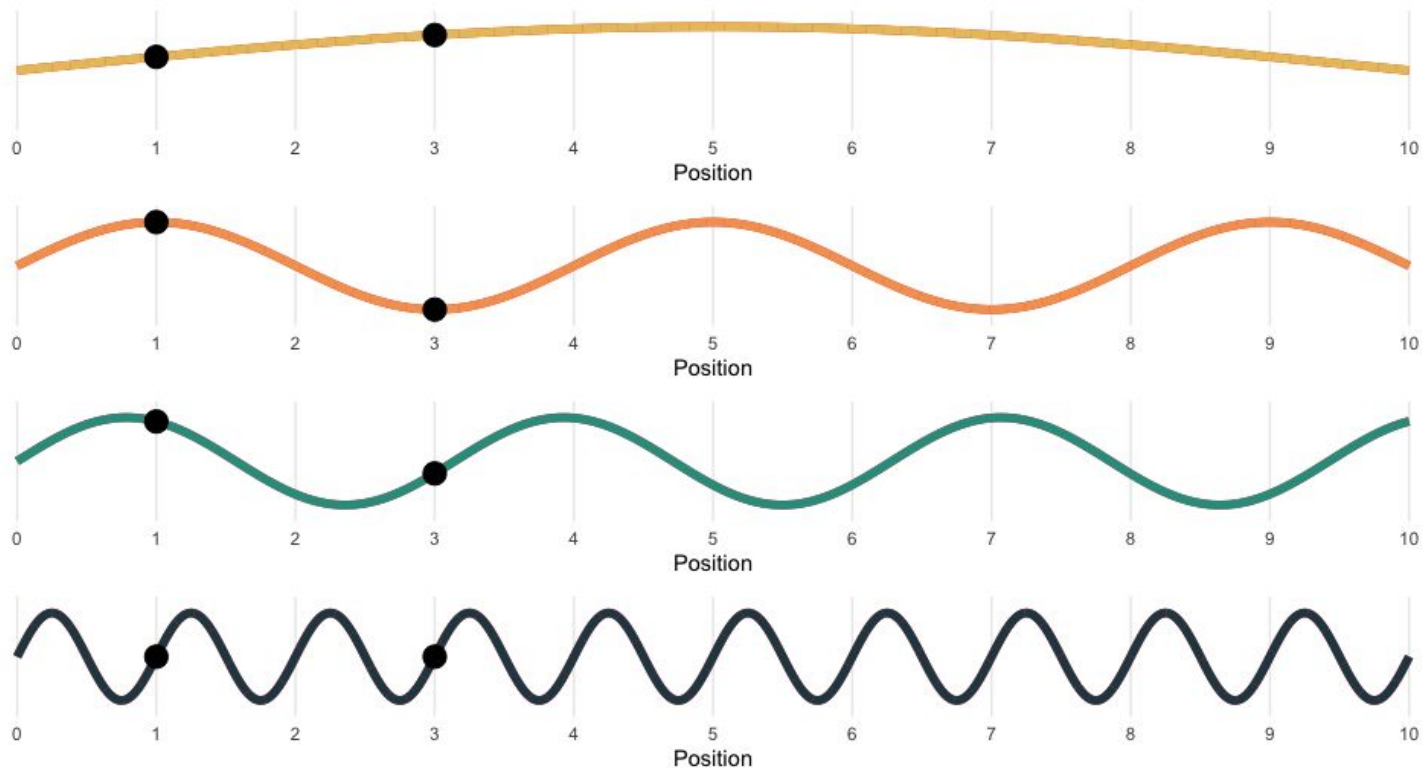
Pros

- $\sin()$ and $\cos()$ are bounded between -1, 1
- $\sin()$ and $\cos()$ can go on forever

Cons

- $\sin()$ and $\cos()$ are periodic

Positional Encoding



Positional Encoding

$$\sin(\text{pos} / 10000^{\frac{2*i}{d}})$$
$$\cos(\text{pos} / 10000^{\frac{2*i}{d}})$$

Positional Encoding

$$\begin{aligned} \sin\left(\frac{pos}{10000^{\frac{2*i}{d}}}\right) \\ \cos\left(\frac{pos}{10000^{\frac{2*i}{d}}}\right) \end{aligned}$$

Positional Encoding

$$\begin{aligned} \sin\left(\frac{pos}{10000^{\frac{2*i}{d}}}\right) \\ \cos\left(\frac{pos}{10000^{\frac{2*i}{d}}}\right) \end{aligned}$$

Positional Encoding

$$\mathbf{d}_{\text{model}} \left\{ \begin{bmatrix} \sin(pos/10000^{\frac{2*0}{d}}) \\ \cos(pos/10000^{\frac{2*0}{d}}) \\ \\ \sin(pos/10000^{\frac{2*1}{d}}) \\ \cos(pos/10000^{\frac{2*1}{d}}) \\ \\ \dots \\ \\ \sin(pos/10000^{\frac{2*j}{d}}) \\ \cos(pos/10000^{\frac{2*j}{d}}) \end{bmatrix} \right.$$

$$j = d_{\text{model}} // 2$$

Positional Encoding

```
pos = 0
```

```
d = 6
```

```
pos_encoding = np.zeros(d)
```

```
for i in range(d//2):
```

```
    pos_encoding[2*i] = sin(pos/100002*(i/d))
```

```
    pos_encoding[2*i + 1] = cos(pos/100002*(i/d))
```

$$\begin{bmatrix} \sin(pos/10000^{\frac{2*0}{d}}) \\ \cos(pos/10000^{\frac{2*0}{d}}) \\ \\ \sin(pos/10000^{\frac{2*1}{d}}) \\ \cos(pos/10000^{\frac{2*1}{d}}) \\ \\ \dots \\ \\ \sin(pos/10000^{\frac{2*j}{d}}) \\ \cos(pos/10000^{\frac{2*j}{d}}) \end{bmatrix}$$

Positional Encoding

`pos = 0`

`d = 6`

`pos_encoding = np.zeros(d)`

`for i in range(d//2):`

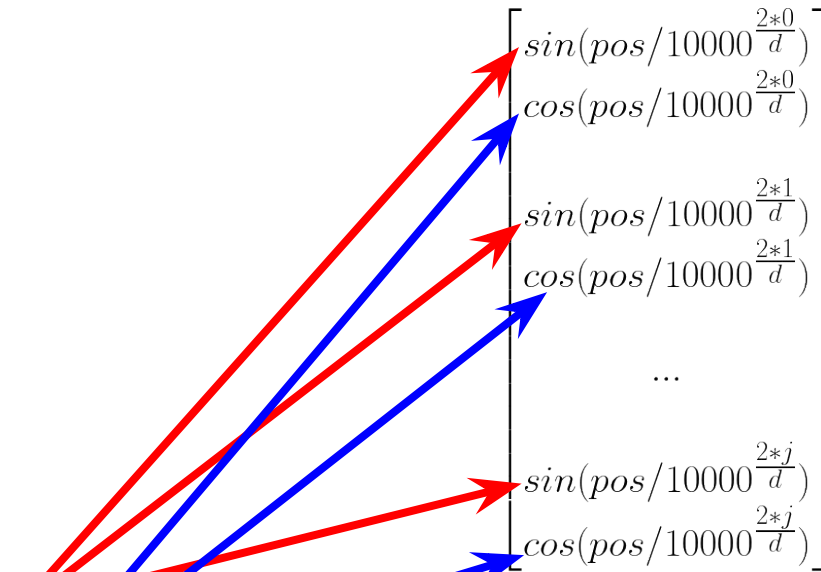
`pos_encoding[2*i]`

`pos_encoding[2*i + 1]`

$= \sin(pos/10000^{2*i/d})$

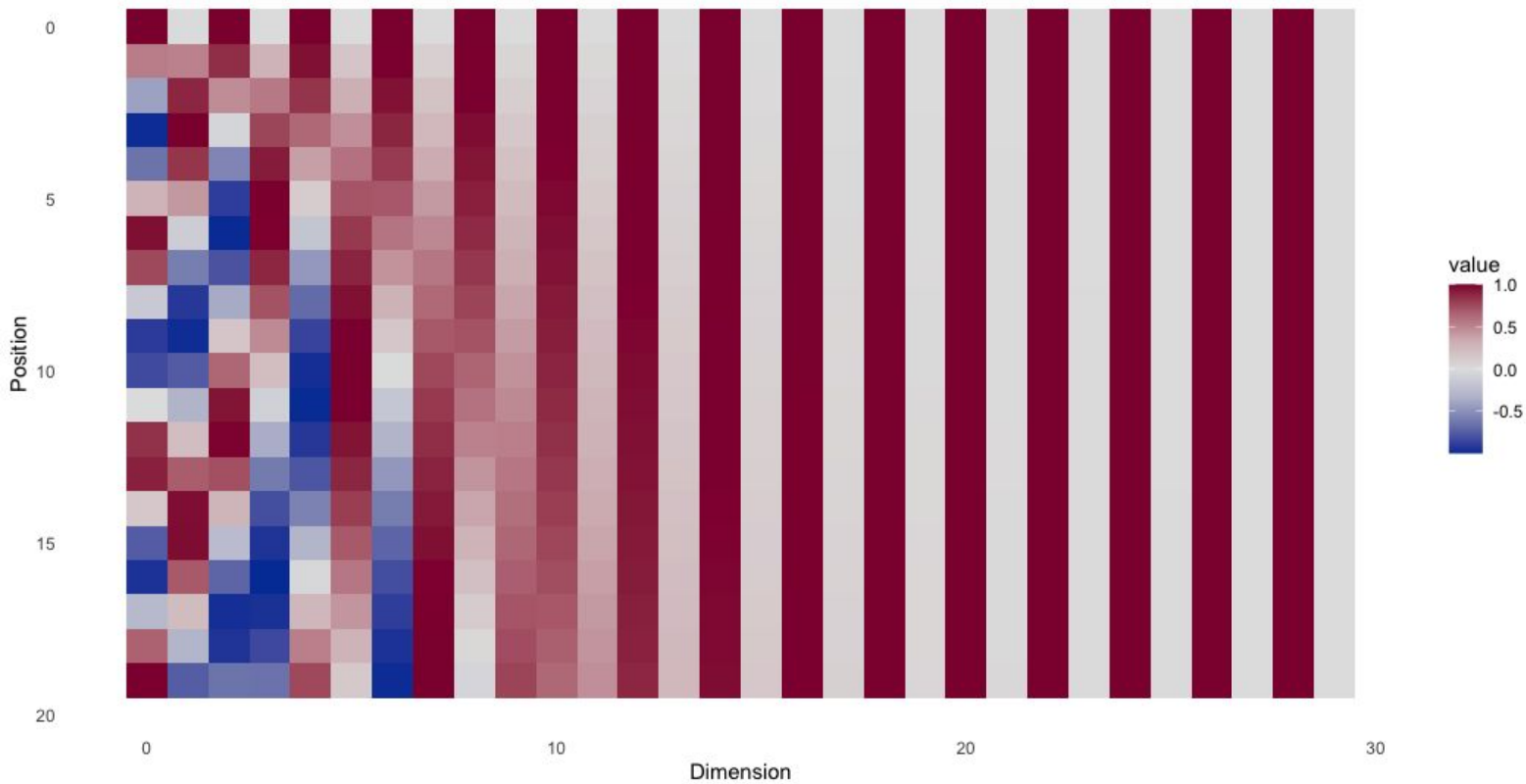
$= \cos(pos/10000^{2*i/d})$

$j = d_{model}/2$



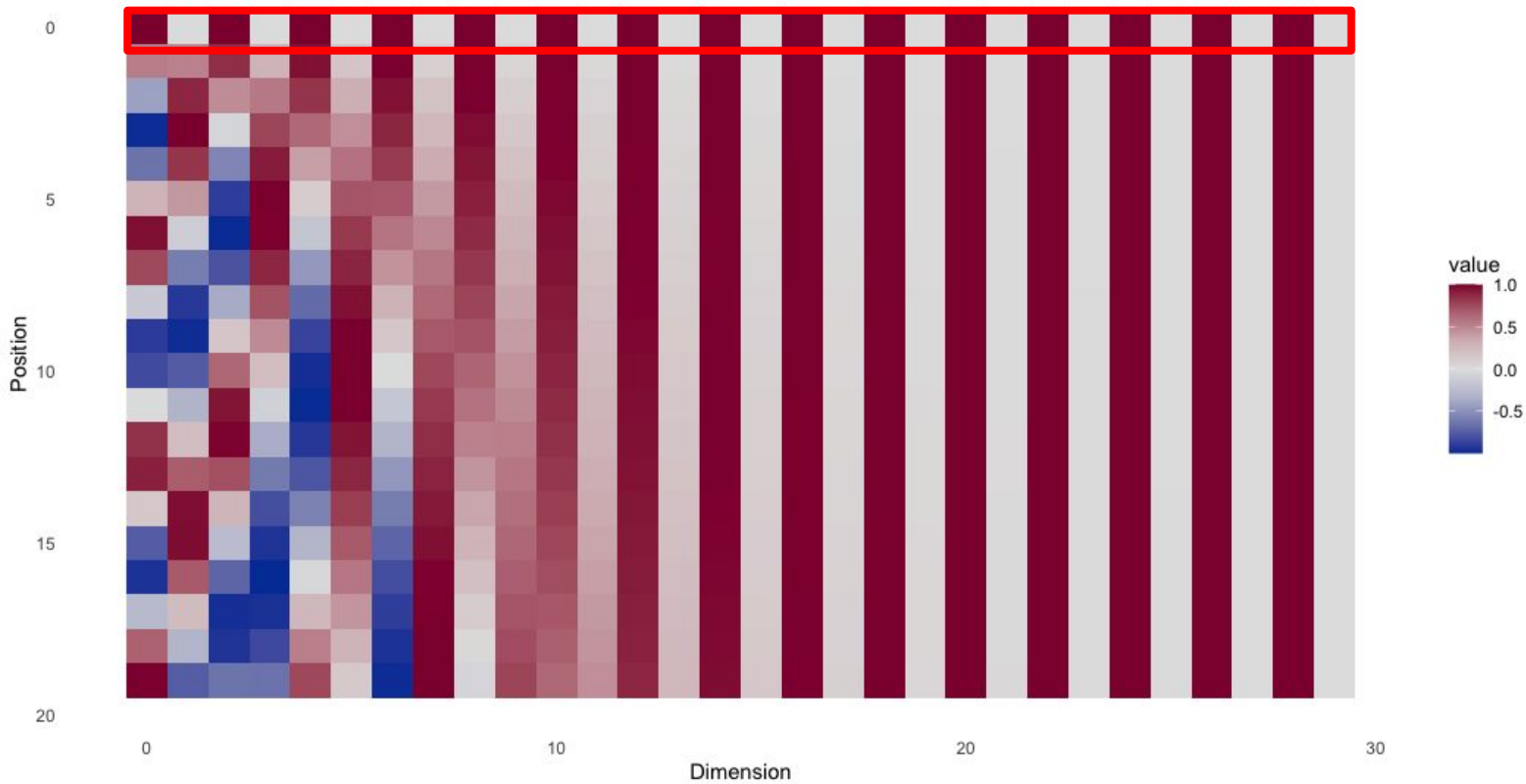
Positional Encoding

Positional Encoding



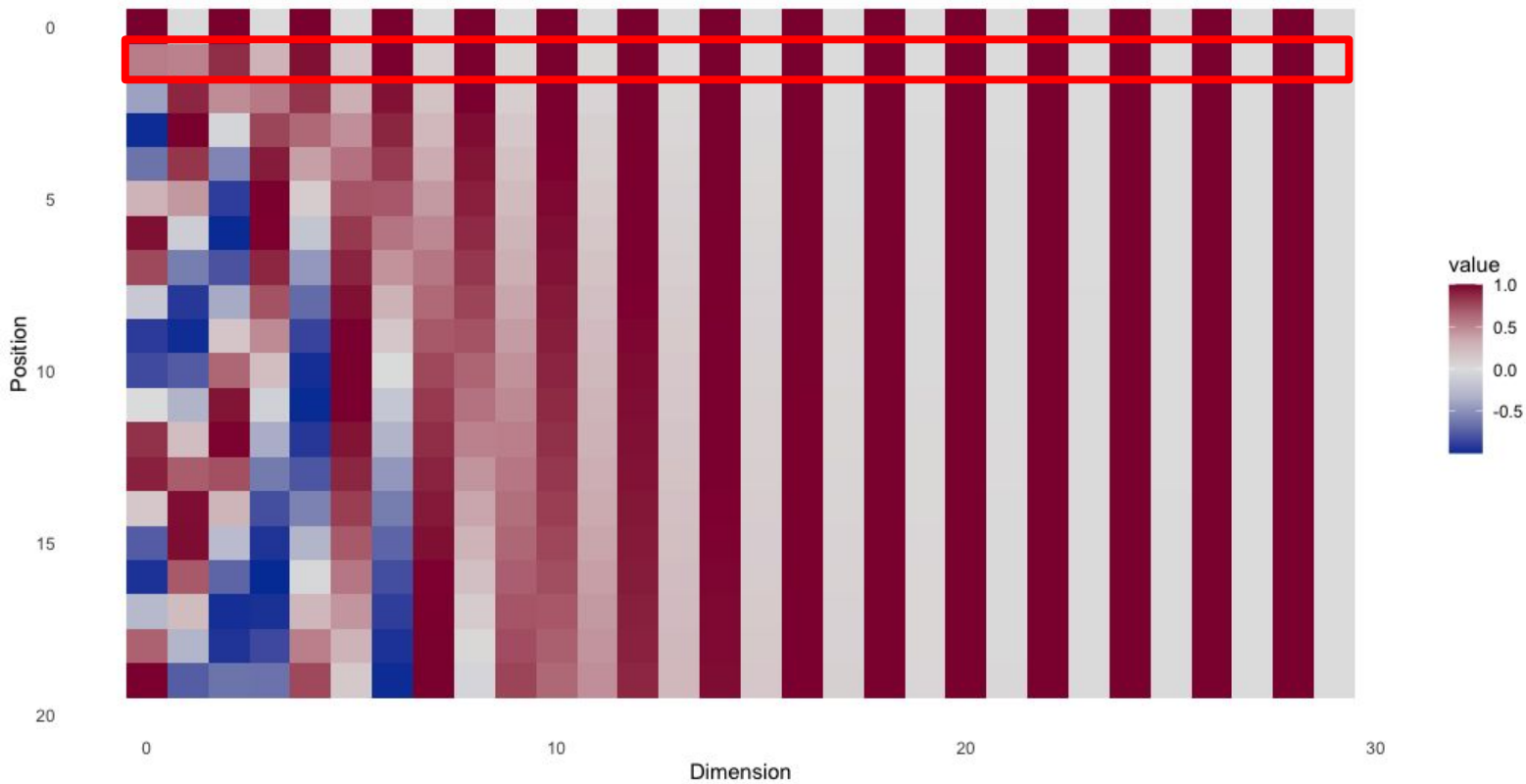
Positional Encoding

Positional Encoding



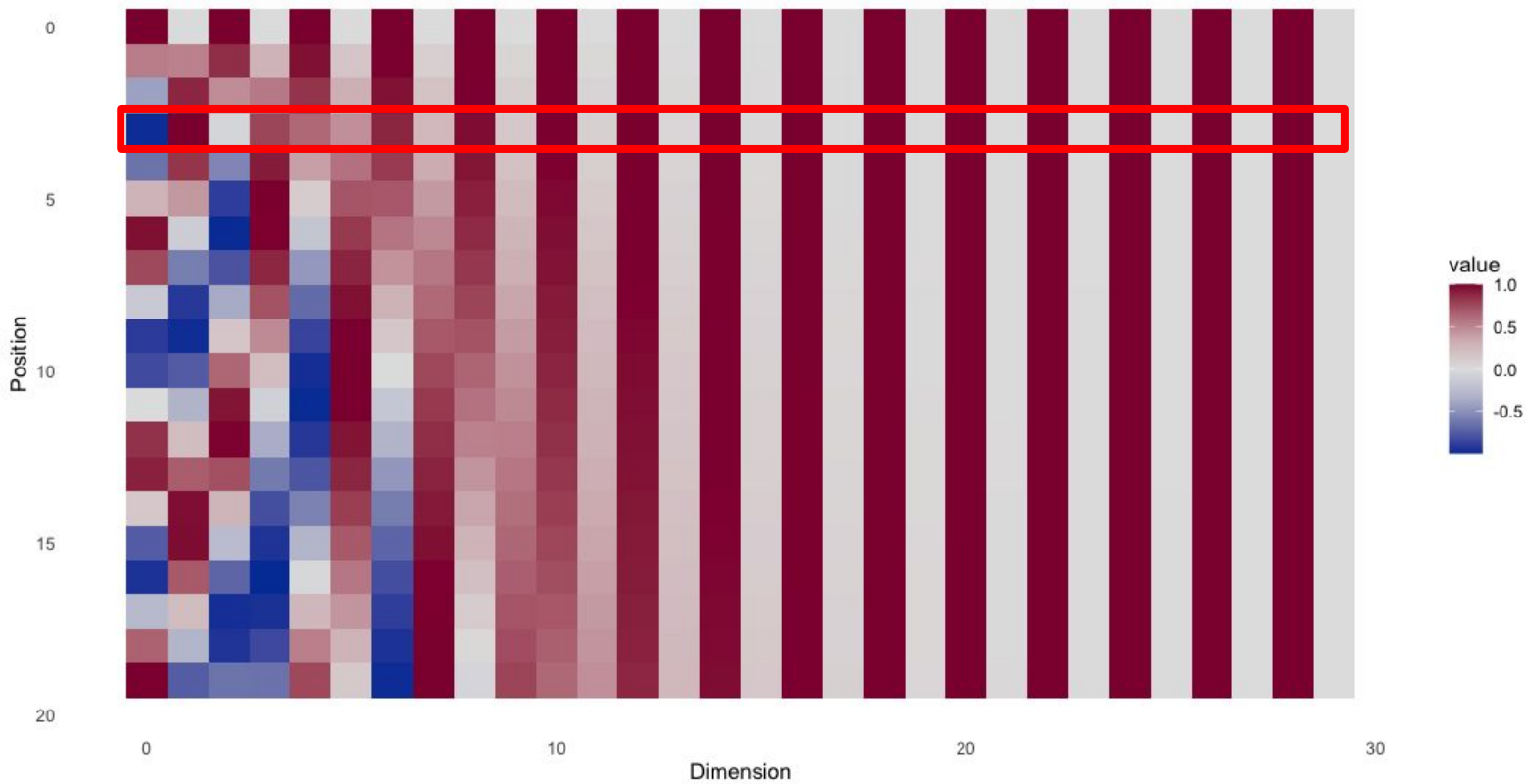
Positional Encoding

Positional Encoding



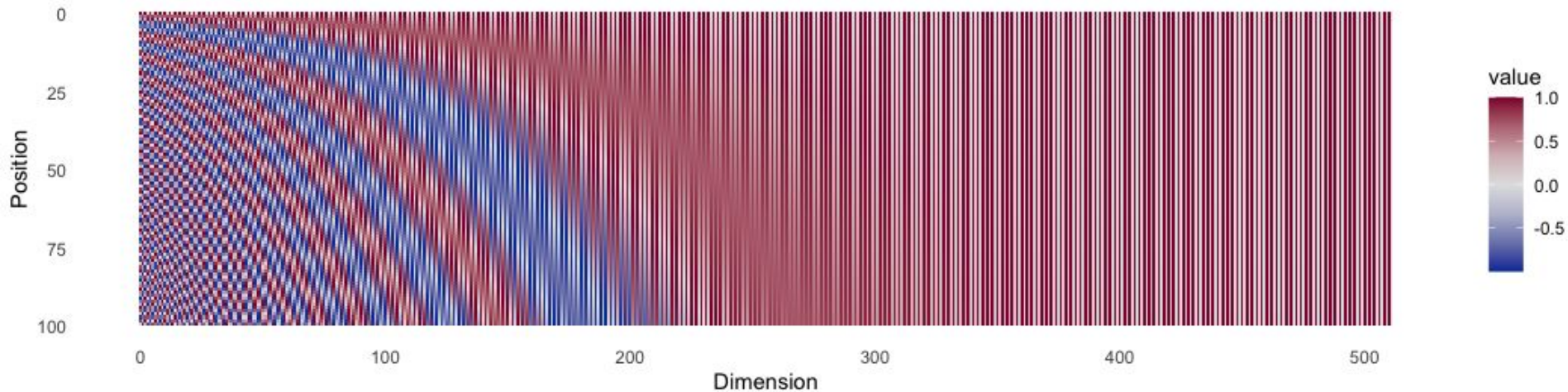
Positional Encoding

Positional Encoding



Positional Encoding

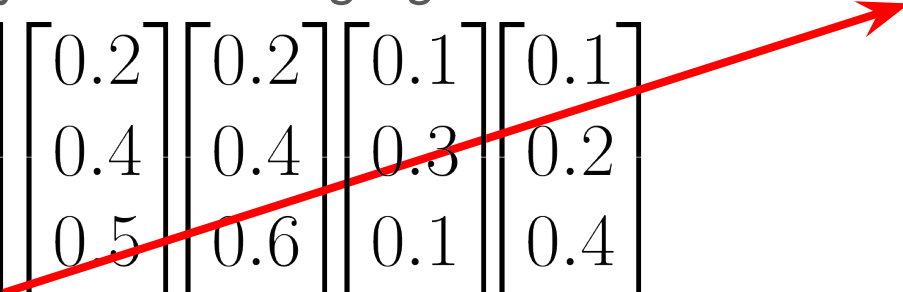
Positional Encoding



Positional Encodings

your python code is gorgeous

0.1	0.2	0.2	0.1	0.1
0	0.4	0.4	0.3	0.2
0.2	0.5	0.6	0.1	0.4
0.1	0.9	1	0	0.2
0.6	0.3	0.2	0	0.6
0.2	0.1	0.1	0.7	0.1
your	python	code	is	gorgeous


$$\begin{bmatrix} 0.1 \\ 0 \\ 0.2 \\ 0.1 \\ 0.6 \\ 0.2 \end{bmatrix}$$

your

+

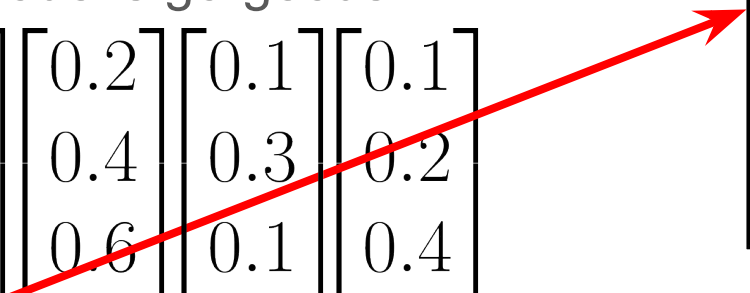
$$\begin{bmatrix} \sin(0/10000 \frac{2*1}{6}) \\ \cos(0/10000 \frac{2*1}{6}) \\ \sin(0/10000 \frac{2*2}{6}) \\ \cos(0/10000 \frac{2*2}{6}) \\ \sin(0/10000 \frac{2*3}{6}) \\ \cos(0/10000 \frac{2*3}{6}) \end{bmatrix}$$

position

Positional Encodings

your python code is gorgeous

0.1	0.2	0.2	0.1	0.1
0	0.4	0.4	0.3	0.2
0.2	0.5	0.6	0.1	0.4
0.1	0.9	1	0	0.2
0.6	0.3	0.2	0	0.6
0.2	0.1	0.1	0.7	0.1
your	python	code	is	gorgeous


$$\begin{bmatrix} 0.2 \\ 0.4 \\ 0.5 \\ 0.9 \\ 0.3 \\ 0.1 \end{bmatrix}$$

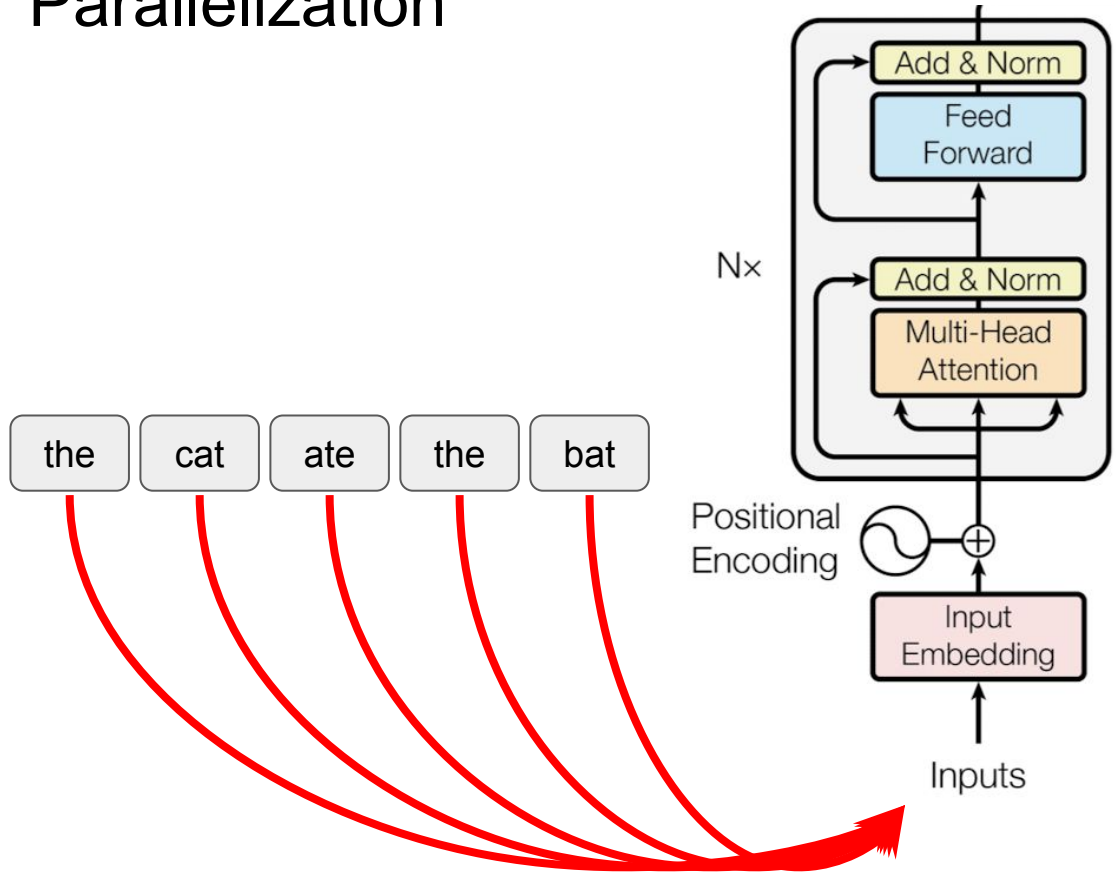
python

+

$$\begin{bmatrix} \sin(1/10000 \frac{2*1}{6}) \\ \cos(1/10000 \frac{2*1}{6}) \\ \sin(1/10000 \frac{2*2}{6}) \\ \cos(1/10000 \frac{2*2}{6}) \\ \sin(1/10000 \frac{2*3}{6}) \\ \cos(1/10000 \frac{2*3}{6}) \end{bmatrix}$$

position

Parallelization



Today's Focus

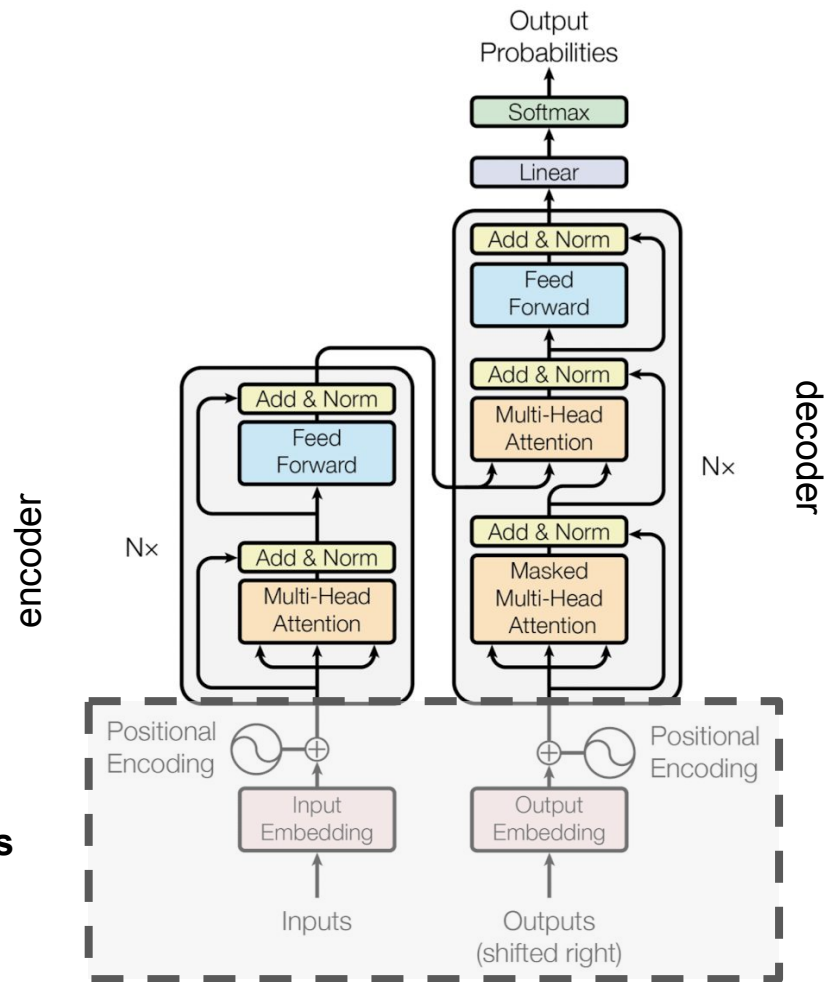


Figure 1: The Transformer - model architecture.

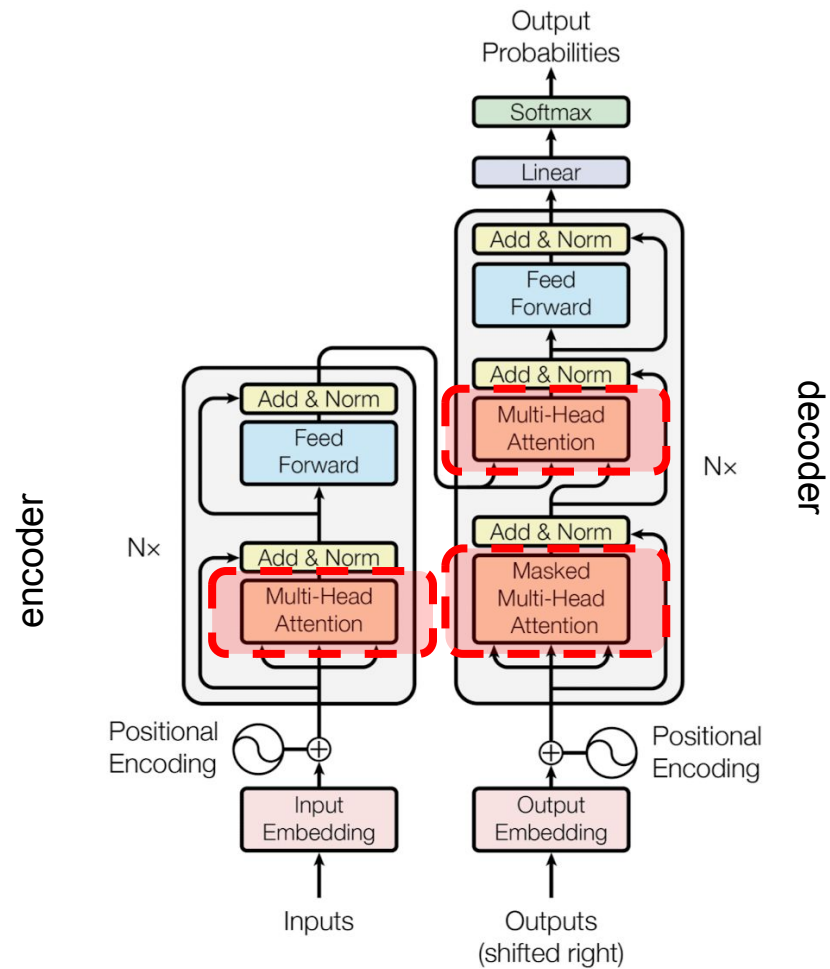


Figure 1: The Transformer - model architecture.