E. A. León-Gómez 1

ealeon@unal.edu.co¹ Universidad Nacional de Colombia

May 30, 2023

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 - Input embedding
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Introduction

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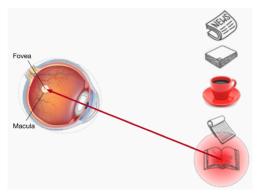
Introduction
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What is Attention?

Introduction

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Attention is a critical mechanism in deep learning that enables models to concentrate on the **most relevant parts** of input data for the given task at hand

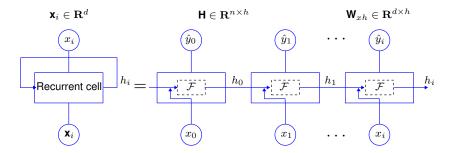


Credit:http://d21.ai/

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Recurrent Neural Networks (RNN)



$$\hat{y}_i = \mathcal{F}(x_i, h_{i-1}) \tag{1}$$

Problems

- Distant positions in the sequence can be disregarded
- Parallelizing the work is challenging because it processes variables sequentially

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Attentions mechanism

Introduction

Attention

$$\begin{aligned} \{\mathbf{x}_i\}_{i=1}^n &= \{\mathbf{x}_1, \mathbf{x}_2, \dots, \mathbf{x}_d\} \; ; \; \mathbf{x}_i \in \mathcal{R}^d \\ &\qquad \qquad \mathbf{h} = \mathbf{x}_1 \alpha_1 + \mathbf{x}_2 \alpha_2 + \dots + \mathbf{x}_d \alpha_d \; ; \mathbf{h} \in \mathcal{R}^n \\ &\qquad \qquad \mathbf{H} \in \mathcal{R}^{n \times d} \end{aligned}$$

Self-attention computes the output sequence **H** from **X** as follows:

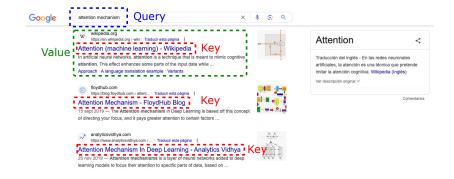
- Projection the input into diferrent subspaces
- Computing the output as a weighted average
- Multi-Head Attention

References

Attention as search

Introduction

Attention

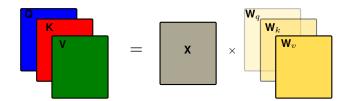


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Projection the input into diferrent subspaces

The input **X** is transformed into the query matrix **Q**, the key matrix **K**, and the value matrix V via three linear transformations:

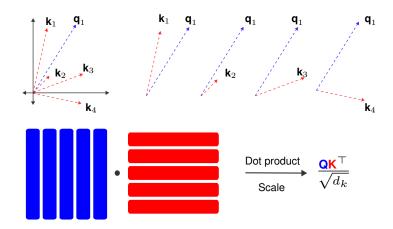
$$\begin{aligned} \mathbf{Q} &= \mathbf{X} \mathbf{W}_Q^\top & \mathbf{K} &= \mathbf{X} \mathbf{W}_K^\top & \mathbf{V} &= \mathbf{X} \mathbf{W}_V \top \\ \mathbf{Q} &\in \mathcal{R}^{n \times d_k}, \mathbf{W}_Q \in \mathcal{R}^{d \times d_k} & \mathbf{K} \in \mathcal{R}^{n \times d_k}, \mathbf{W}_K \in \mathcal{R}^{d \times d_k} & \mathbf{V} \in \mathcal{R}^{n \times d_v}, \mathbf{W}_V \in \mathcal{R}^{d \times d_v} \end{aligned}$$



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Interpretability of query arrays, keys, and values

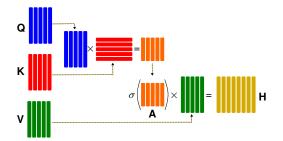
Query arrays, keys, and values can be considered an "information retrieval" system



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Random Feature Attention

Computing the output as a weighted average



$$\mathbf{H} = \underbrace{softmax\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_k}}\right)}_{\mathbf{A}}\mathbf{V}$$

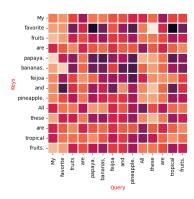
- The self-attention capture the intra-correlation of a given input X
- Where $\mathbf{A} \in \mathcal{R}^{n \times n}$ is a probability distribution over the element of \mathbf{K}

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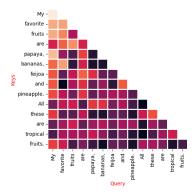
Masked attention

$$\mathbf{H} = softmax\left(\frac{\mathbf{Q}\mathbf{K}^{\top} + \mathbf{M}}{\sqrt{d_k}}\right)\mathbf{V}$$

$$\mathbf{M} \in \mathbb{R}^{n \times n} ; M_{i,j} = \{0 \text{ if } i \leq j, -\infty ifi > j\}$$



$$\mathbf{M} = \begin{bmatrix} 0 & -\infty & -\infty & \dots & -\infty \\ 0 & 0 & -\infty & \dots & -\infty \\ 0 & 0 & 0 & \dots & -\infty \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & 0 \end{bmatrix}$$



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Multi-Head Attention

Each output sequence ${\bf H}$ forms an attention head. Multi-head attention concatenates multiple heads to compute the final output.

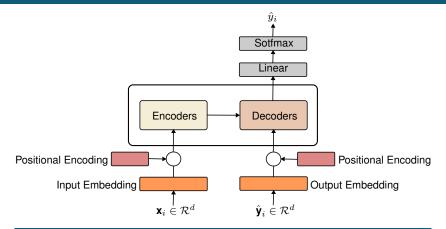
$$MultiHead\left(\left\{\mathbf{Q},\mathbf{K},\mathbf{V}\right\}_{i=1}^{H}\right) = Concat\left(\mathbf{H}_{1},\mathbf{H}_{2},\ldots,\mathbf{H}_{h}\right)\mathbf{W}^{O}$$
 (2)

$$\begin{bmatrix} \mathbf{Q}_1 \\ \vdots \\ \mathbf{Q}_h \\ \mathbf{K}_1 \\ \vdots \\ \mathbf{K}_h \\ \mathbf{V}_1 \\ \vdots \\ \mathbf{V}_h \end{bmatrix} = \begin{bmatrix} \mathbf{W}q_1 \\ \vdots \\ \mathbf{W}_{Q_h} \\ \mathbf{W}_{K_1} \\ \vdots \\ \mathbf{W}_{W_h} \\ \mathbf{W}_{V_1} \\ \vdots \\ \mathbf{W}_{V_h} \end{bmatrix}$$

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Transformers

How deep learning can have attention?



Why?

Introduction

- Distinct parts of the input convey unique information
- Retain memories of specific, interconnected events from the past

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Word Embeddings for NLP

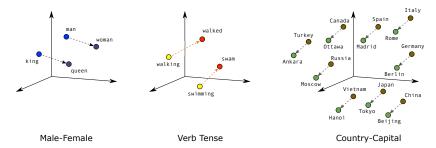


Figure: Embeddings representation ¹

Word embeddings models

- Bag of words(BOW)
- Word2Vec
- GloVe: Global Vector for word representation

https://developers.google.com/machine-learning/crash-course/embeddings/translating-to-a-lower-dimensional-space

Intuition

Introduction

Transformers use wave frequency to find positional information

$$\mathbf{p}_{pos,t} = \begin{cases} \sin(w_k t), & \text{if } pos = 2k \\ \cos(w_k t), & \text{if } pos = 2k+1 \end{cases} \quad \mathbf{w}_k :$$

$$\mathbf{p}_{os} : \text{Position of input in the sequence}$$

$$w_k = \frac{pos}{10000^{\frac{2k}{d}}}$$

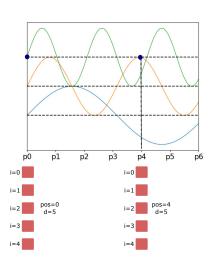
$$\mathbf{w}_k$$

■ d: size of input/word/token

i: Individual dimension of the embedding

Example

$$\mathbf{p}_t = \begin{bmatrix} \sin(w_1 t) \\ \cos(w_1 t) \\ \sin(w_2 t) \\ \cos(w_2 t) \\ \vdots \\ \sin\left(w_{\frac{d}{2}} t\right) \\ \cos\left(w_{\frac{d}{2}} t\right) \end{bmatrix}_{d \times d}$$

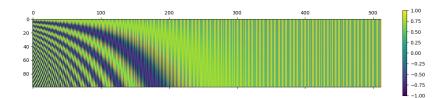


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Introduction

Positional encoding 2

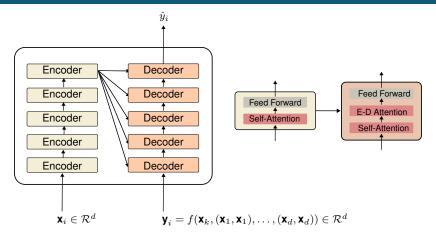
Positional encoding for a sentence of 100 words and dimension embedding of 500



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Transformers



Features

Introduction

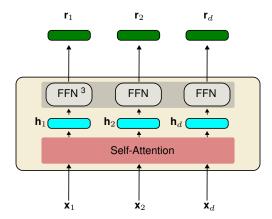
Encoder

- The encoders are equal but with different weights
- **E-D Attention**: Allows you to focus on relevant parts of the input

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The Encoder Block

Encoder



³Feed-Forward Networks

Introduction

Encoder

The dot-product attention fail to capture the correlations between these features

Transformers

$$\mathbf{v}_{Q} \\ \mathbf{v}_{1} \\ \mathbf{v}_{2} \\ \mathbf{v}_{3} \\ \mathbf{v}_{3} \\ \mathbf{v}_{4} \\ \mathbf{v}_{V} \\ \mathbf{v}_{3} \\ \mathbf{v}_{V} \\ \mathbf{v}_{1} \\ \mathbf{v}_{K} \\ \mathbf{v}_{K}$$

Where $\mathbf{W}_{O}, \mathbf{W}_{K} \in \mathcal{R}^{d_{k} \times n}$ and $\mathbf{W}_{Q} \in \mathcal{R}^{d_{v} \times n}$ are represent learnable weight matrices.

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Multi-Head Self-Attention

Introduction

Encoder

The multi-head attention Self-Attention consists of multiple attention operators with different similarity function determined by different groups of weight matrices.

$$\mathbf{z}_{j} = \mathbf{h}_{j} \mathbf{w}_{j}^{o}$$
 (3)
$$\mathbf{h}_{j} \in \mathcal{R}^{t \times d} \qquad \mathbf{w}_{j}^{o} \in \mathcal{R}^{d \times d} \qquad \mathbf{z}_{j} \in \mathcal{R}^{t \times d}$$

The multi-head attention allows each head to attend different locations based on the similarity in different representation subspaces.

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Layer normalization

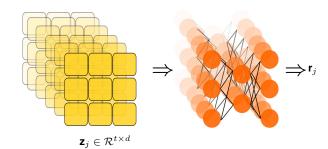
$$\mathbf{z}_j' = LayerNorm(\mathbf{z}_j + \mathbf{x}_j)$$
 $\mathbf{x}' = \delta(W_1^\top + b_1)$

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 $\mathbf{z}_j' = \gamma_1 \left(\frac{\mathbf{x} - \mu_1}{\sigma} \right) + \beta_1$

Full connected network

$$FFN(\mathbf{h}_j) = \mathbf{r}_j = ReLU(\mathbf{h}_j \mathbf{W}^1 + \mathbf{b}^1)\mathbf{W}^2 + \mathbf{b}^2$$



- Where \mathbf{W}^1 , \mathbf{W}^2 , \mathbf{b}^1 and \mathbf{b}^2 are parameters.
- The feed-forward layer is connected back-to-back with residual connections and normalization layers.

■ The output of an encoder block is used as an input for the next encoder block.

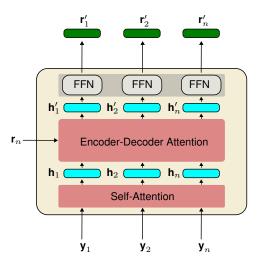
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The Decoder Block

Introduction

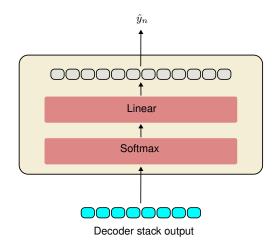
Decoder

Each decoder block consists of similar layers and operations as the encoder block.



The Output

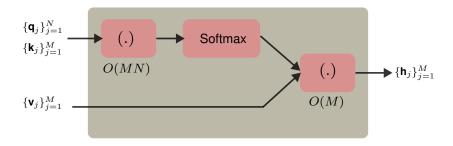
Decoder



Random Feature Attention

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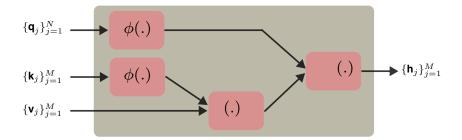


$$\mathbf{h} = \mathbf{D}^{-1} \exp \underbrace{\left(\frac{\mathbf{Q} \mathbf{K}^{\top}}{\sqrt{d_k}}\right)}_{\hat{\mathbf{A}} \in \mathcal{R}^{n \times n}} \mathbf{V} = \mathbf{D}^{-1} \hat{\mathbf{A}} \mathbf{V} \; ; \mathbf{D} = diag\left(\hat{\mathbf{A}} \mathbf{1}\right)$$

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Objetive

$$\exp\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_k}}\right) \approx \phi(\mathbf{Q})\phi(\mathbf{K})^{\top}$$



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Attention in kernel machine I

Theorem: Random Fourier Features 4

Let $\phi: \mathcal{R}^d \to \mathcal{R}^{2D}$ be transformation:

$$\phi(\mathbf{x}) = \sqrt{\frac{1}{D}} \left[\sin(\mathbf{w}_1 \mathbf{x}), \dots, \sin(\mathbf{w}_D \mathbf{x}), \dots, \cos(\mathbf{w}_1 \mathbf{x}), \dots, \cos(\mathbf{w}_1 \mathbf{x}) \right]^{\top}$$

When d-dimensional random vectors \mathbf{w}_i are independently sampled from $\mathcal{N}(0, \sigma^2 \mathbf{I}_d)$

$$\begin{split} \mathbf{h} &= softmax \left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_k}} \right) \mathbf{V}; \ softmax(\mathbf{a}) = \frac{\exp(\mathbf{a}_i)}{\sum_k \exp(\mathbf{a}_k)} \\ \mathbf{h} &= \frac{\exp\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_k}} \right)}{\sum_{j=1}^n \exp\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_k}} \right)} \mathbf{V} \end{split}$$

//proceedings.neurips.cc/paper/2007/hash/013a006f03dbc5392effeb8f18fda755-Abstract.html

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⁴https:

Attention in kernel machine II

Introduction

$$\begin{split} \mathbf{D} &= \sum_{j=1}^{n} \underbrace{\exp\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_{k}}}\right)}_{\hat{\mathbf{A}}} = \sum_{j=1}^{n} \hat{\mathbf{A}} = diag(\hat{\mathbf{A}}\mathbf{1}^{\top}) \\ \mathbf{h} &= \frac{\exp\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_{k}}}\right)}{\mathbf{D}} \mathbf{V} \\ &\exp\left(\frac{\mathbf{Q}\mathbf{K}^{\top}}{\sqrt{d_{k}}}\right) \approx \phi(\mathbf{Q})\phi^{\top}(\mathbf{K}) \end{split}$$

 $\mathbf{h} = \mathbf{D}^{-1}\phi(\mathbf{Q})\phi^{\top}(\mathbf{K})\mathbf{V}$

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Illustrated transformer/

https://jalammar.github.io/illustrated-transformer/.



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Rahimi, Ali and Recht, Benjamin Random features for large-scale kernel machines Advances in neural information processing systems.

Transformers

Introduction

- Self-attention https://github.com/ealeongomez/Machine-Learning/blob/ master/Attention-mechanisms/1_selfAttention.ipynb
- Multi Head Attention: https://github.com/ealeongomez/Machine-Learning/blob/master/ Attention-mechanisms/2-TensorFlow_MultiHeadAttention.ipynb

Thank you!