

Lecture Notes for **Machine Learning in Python**

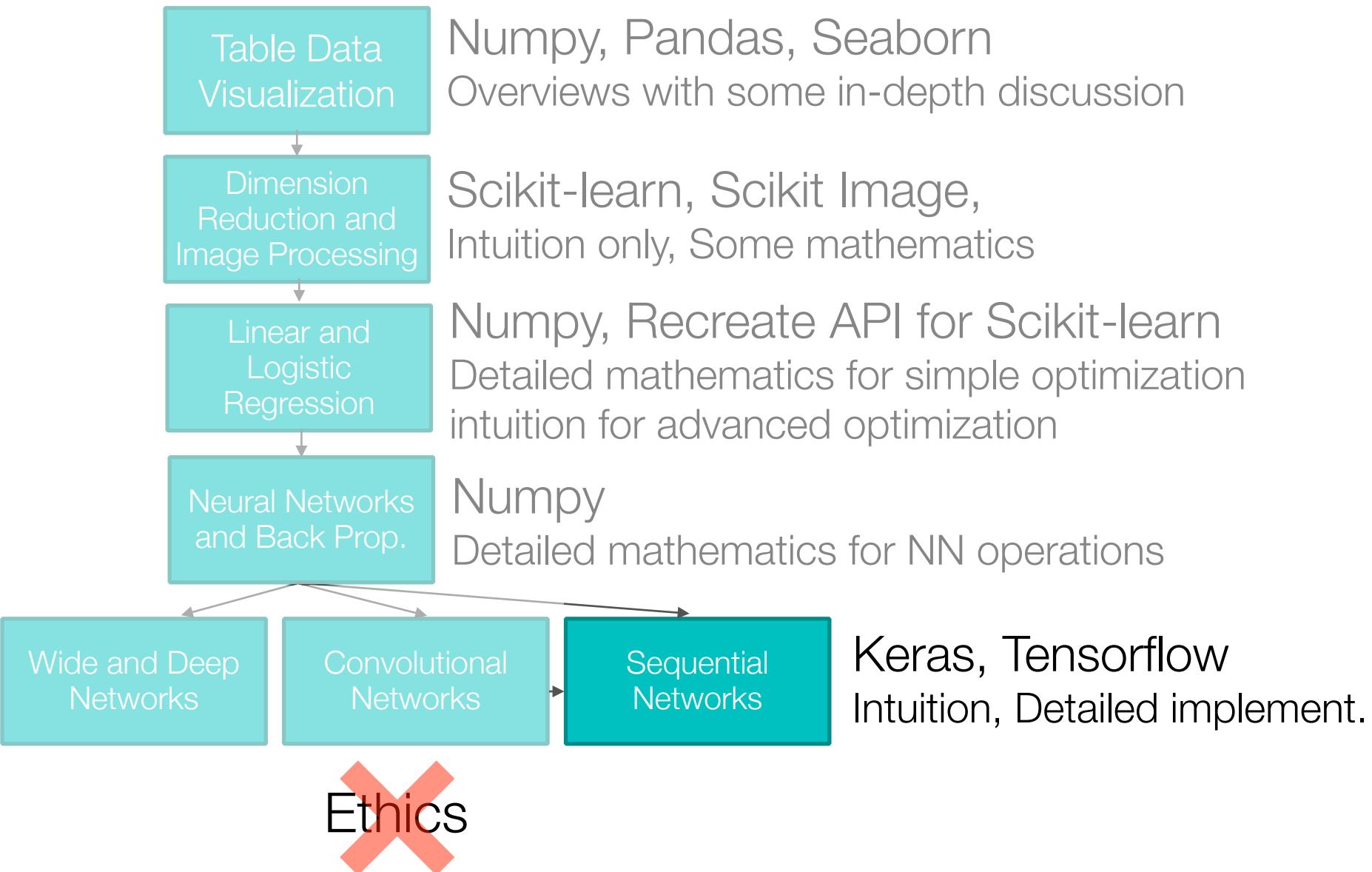
Professor Eric Larson

Transformer Demo + Positional Encoding

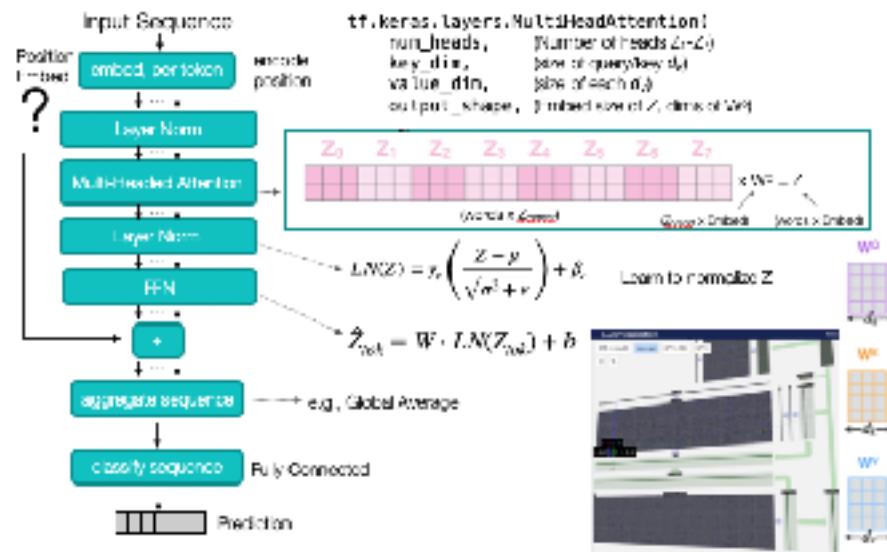
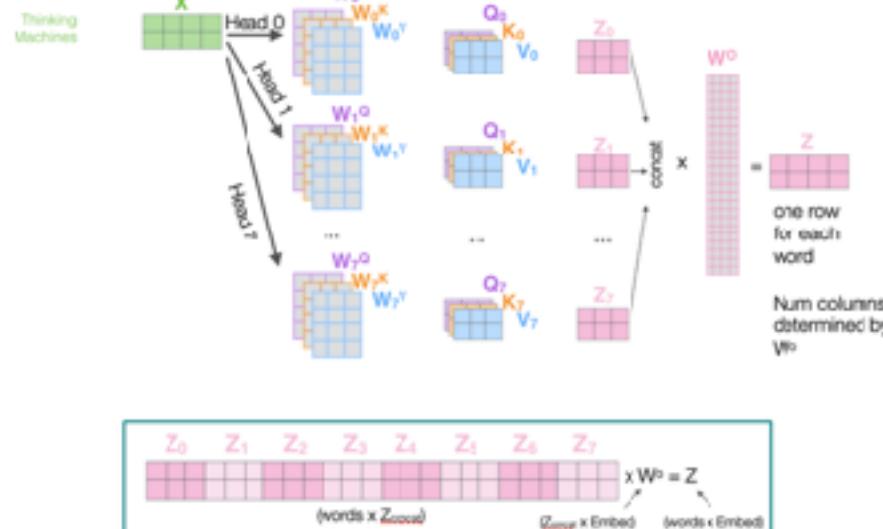
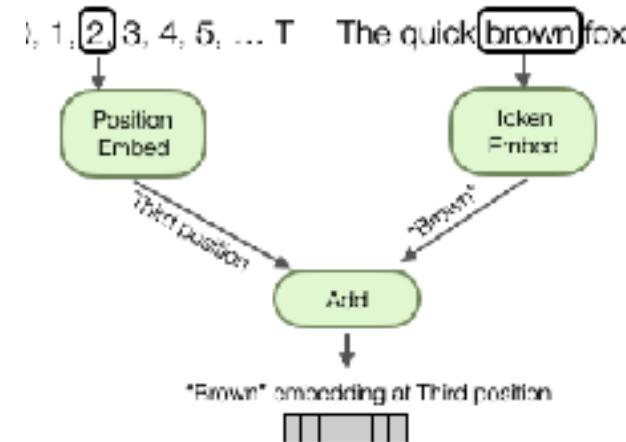
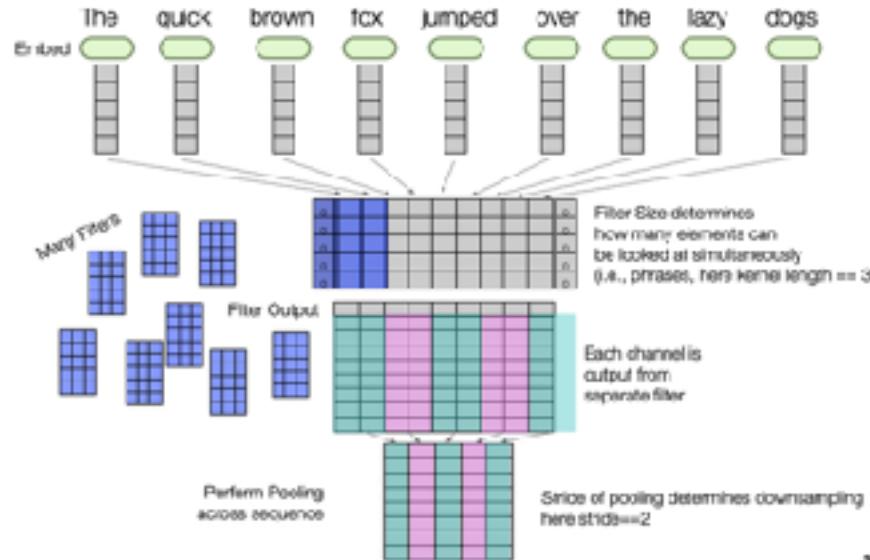
Lecture Agenda

- Logistics
 - Grading Update
 - Sequential Networks due **see canvas**
- Agenda
 - Sequential Networks Demo
 - Extended Demo
 - Final Town Hall
 - (if time) More effective position encoding
 - (if time) More efficient attention
 - Next time (if not behind):
 - Finish above lecture topics
 - Retrospective and Evaluations

Class Overview, by topic

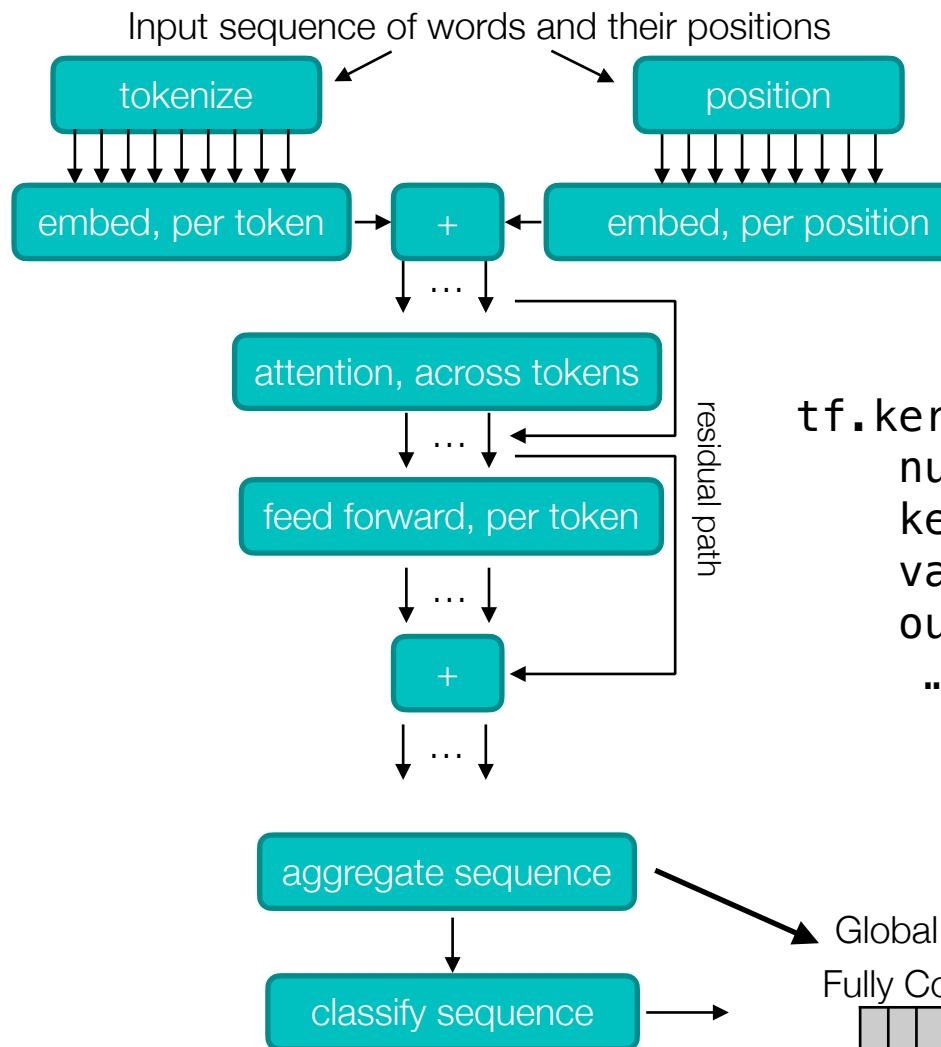


Last Time



Sequential Networks in Keras

Demo



```
tf.keras.layers.MultiHeadAttention(  
    num_heads,           (Number of heads  $Z_1-Z_7$ )  
    key_dim,             (size of query/key  $d_k$ )  
    value_dim,           (size of each  $d_v$ )  
    output_shape,        (Embed size of  $Z$ , dims of  $W^o$ )  
    ...
```

The Transformer and 20 news groups with GloVe
13a. Sequence Basics [Experimental].ipynb

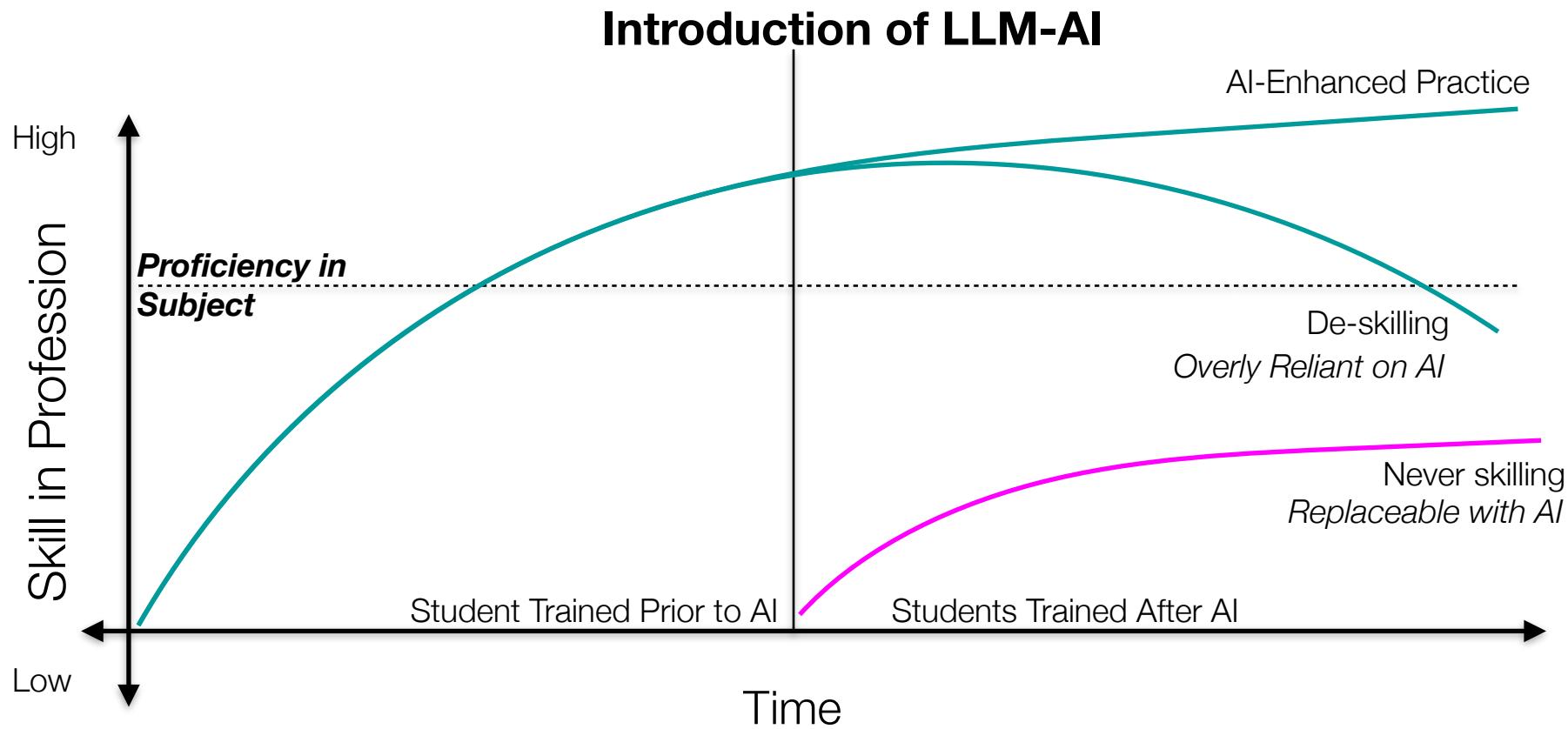
Sequential Networks Town Hall

CNN, RNN, LSTM, GAN,
Test time data,
Early stopping,
Data augmentation,
Dropout, Batch norm,
Gradient clipping

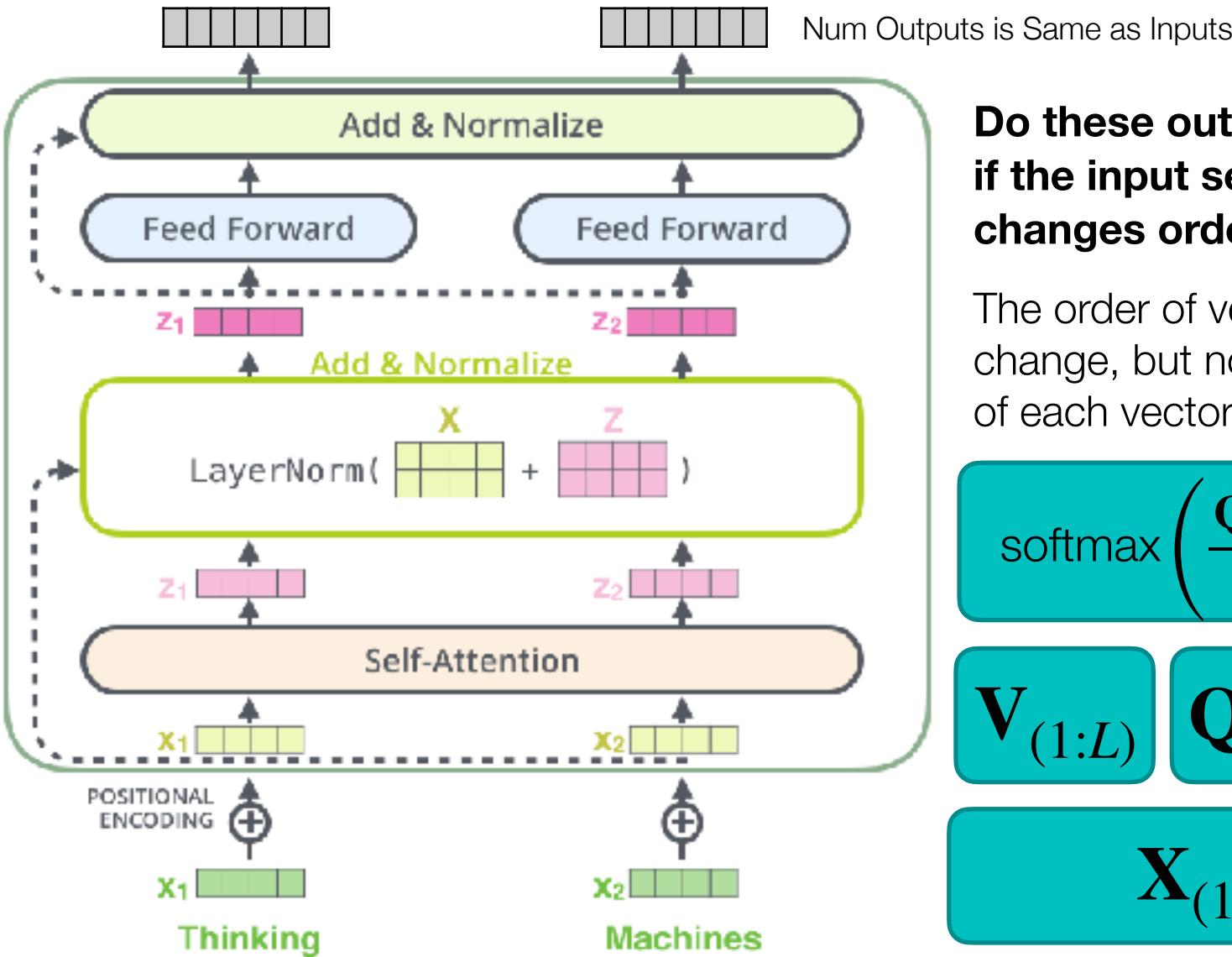
Attention



Positional Encoding



Transformer for Sequence Classification



Do these outputs change, if the input sequence changes order?

The order of vectors will change, but not the values of each vector...

$$\text{softmax} \left(\frac{\mathbf{Q} \cdot \mathbf{K}^T}{\sqrt{d_k}} \right) \cdot \mathbf{V}$$

$\mathbf{V}_{(1:L)}$

$\mathbf{Q}_{(1:L)}$

$\mathbf{K}_{(1:L)}$

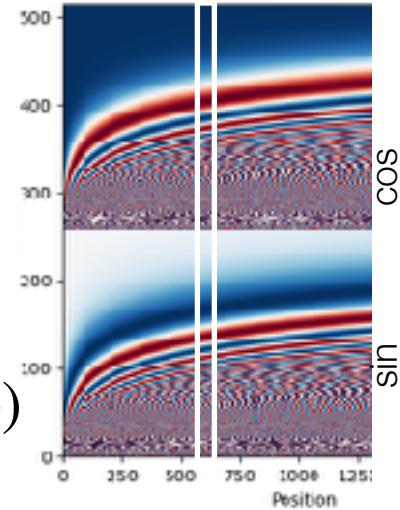
$\mathbf{X}_{(1:L)}$

Transformer: First Positional Encoding

- Objective: add notion of position to embedding
- Attempt in paper: add sin/cos to embedding

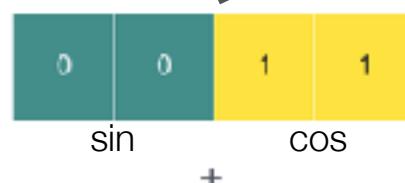
p : in sequence
 d_m : 1/2 dim of embed
 i = index in vector

$$PE_{(p,i \in 0 \dots d_m-1)} = \sin(p/10000^{i/d_m})$$
$$PE_{(p,i \in d_m \dots 2d_m)} = \cos(p/10000^{(i-d_m)/d_m})$$

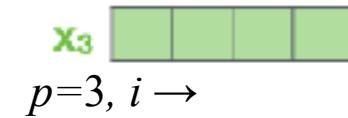
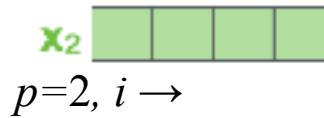
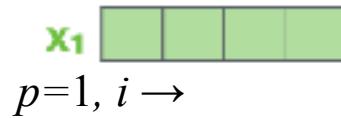


Now use the new embeddings, with position, into transformer architecture

POSITIONAL ENCODING



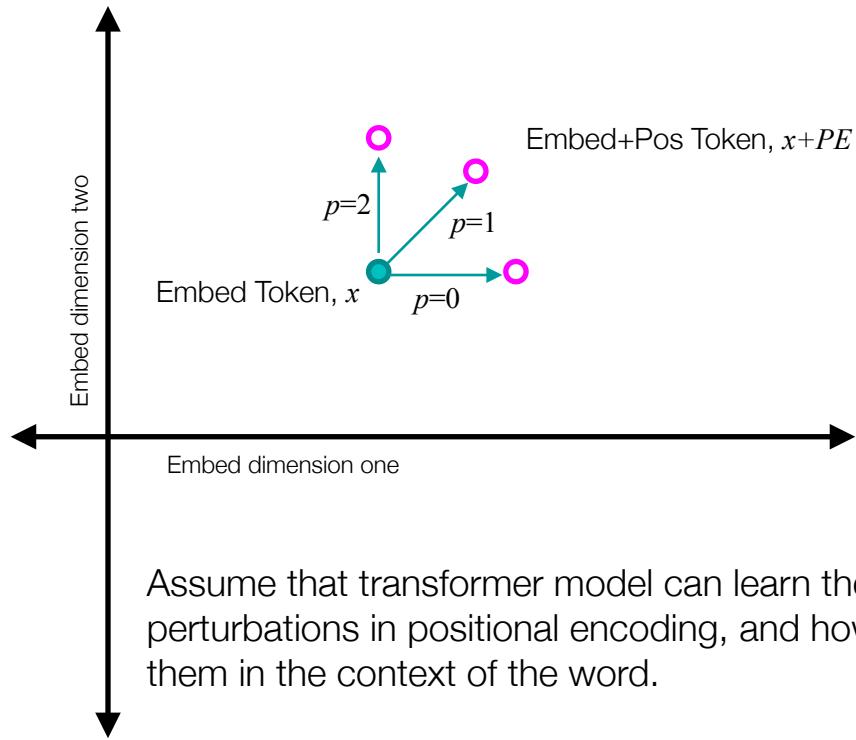
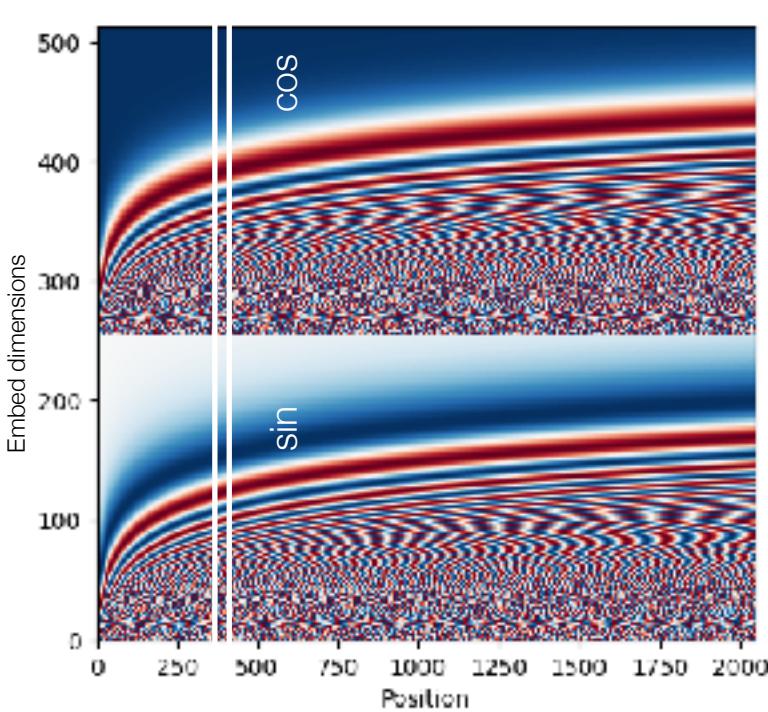
EMBEDDINGS



Hypothesis: Now the word proximity is encoded in the embedding matrix, with other pertinent information. Well, it does help... so it could be true that this is a good way to do it.

Excellent Blog on Transformers: <http://jalammar.github.io/illustrated-transformer/>

Positional Intuition, Geometrically

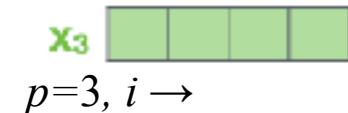
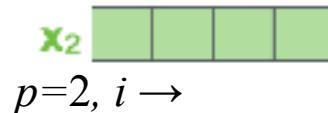
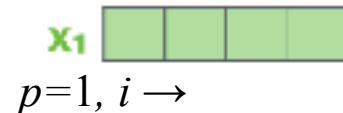


Assume that transformer model can learn the small perturbations in positional encoding, and how to use them in the context of the word.

POSITIONAL ENCODING

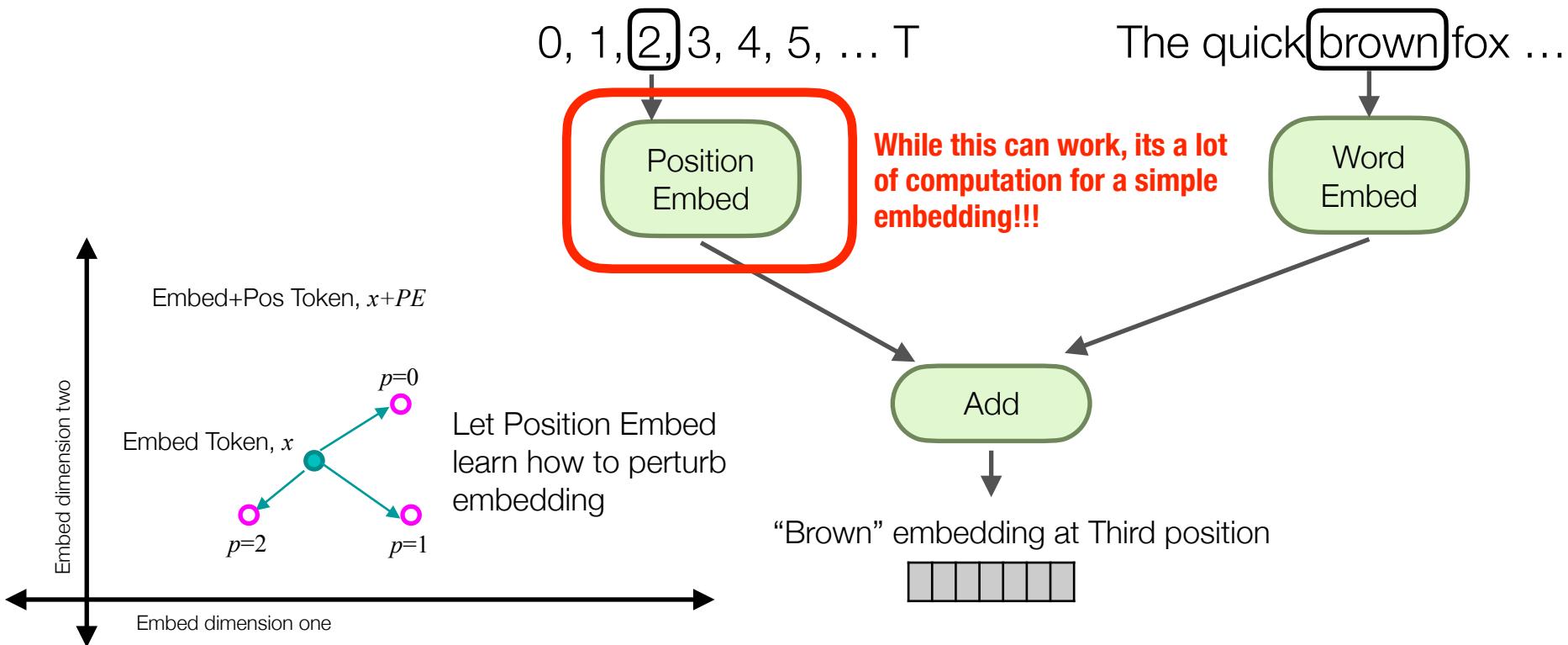


EMBEDDINGS



Transformer: Positional Embedding

- Objective: add notion of position to embedding
- Attempt in original paper: add sin/cos to embedding
- **But could be anything that encodes position, like:**



Excellent Blog on Transformers: <http://jalammar.github.io/illustrated-transformer/>

Relative Positional Encoding

- Relative position encoding:

add relative words differences into $\mathbf{Q} \cdot \mathbf{K}^T$

$$\mathbf{Q} \cdot \mathbf{K}^T + \text{Relative Positional bias}$$

The diagram illustrates the addition of relative positional bias to the product of query and key matrices. On the left, a 9x9 matrix $\mathbf{Q} \cdot \mathbf{K}^T$ is shown with dark red blocks forming a diagonal pattern. A plus sign (+) is placed to its right. To the right of the plus sign is a 9x9 matrix labeled "Relative Positional bias" with rows labeled p0 through p7. The matrix contains labels p0, p1, p2, p3, p4, p5, p6, p7 and various shades of gray. The labels are: p0, p1, p2, p3, p4, p5, p6, p7, p1; p1, p0, p1, p2, p3, p4, p5, p6, p0; p2, p1, p0, p1, p2, p3, p4, p5, p1; p3, p2, p1, p0, p1, p2, p3, p4, p2; p4, p3, p2, p1, p0, p1, p2, p3, p1; p5, p4, p3, p2, p1, p0, p1, p2, p0; p6, p5, p4, p3, p2, p1, p0, p1, p0; p7, p6, p5, p4, p3, p2, p1, p0, p0.

- (+) nicely structured position information
- (-) Slow, lots more memory
- (-) fragments ops further, more KV cache misses

- **How might we still encode relative position, without all the overhead?**