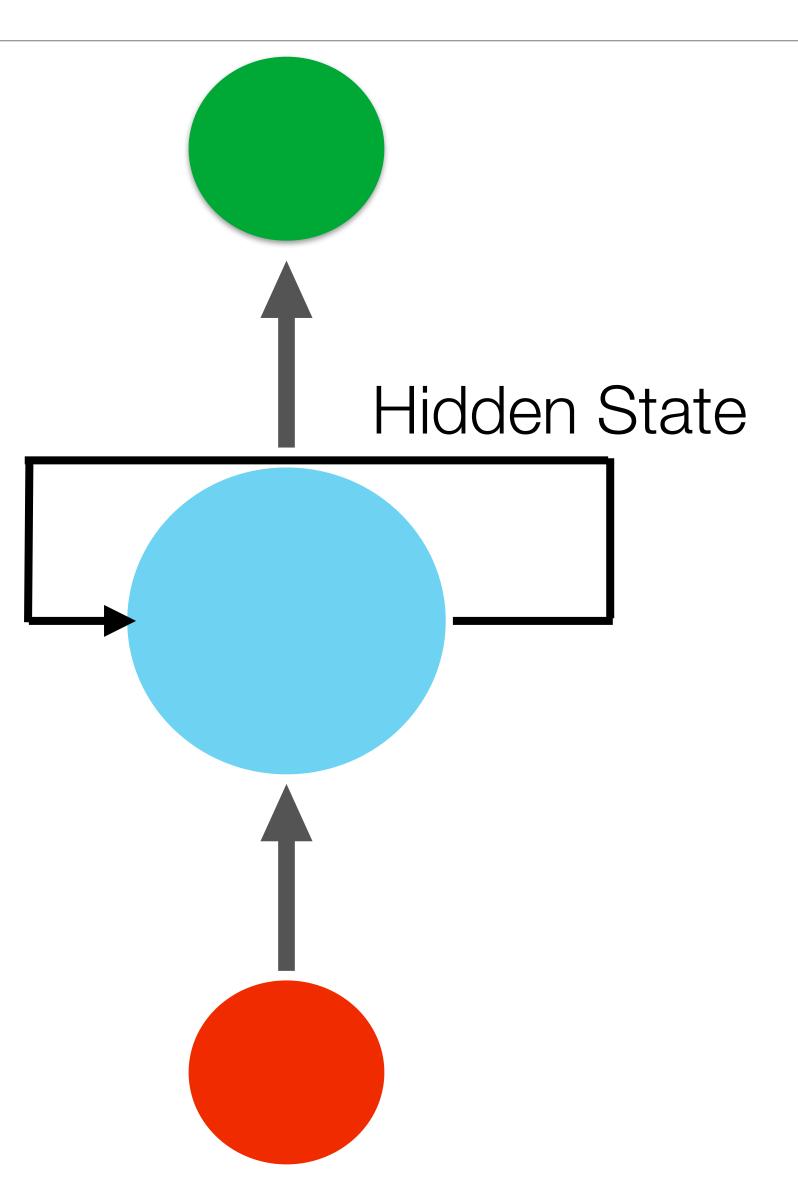


Attention Is All You Need

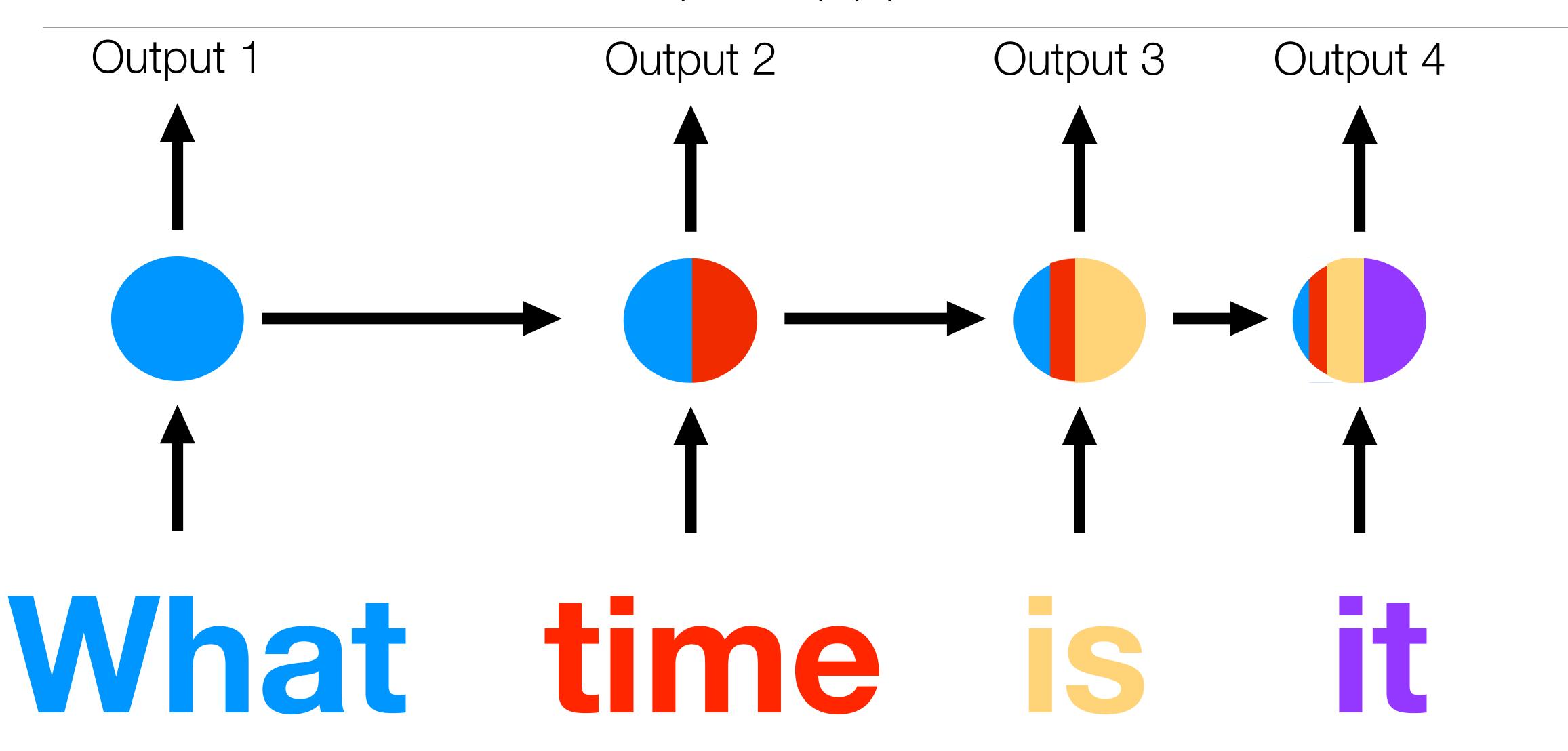
Matteo Omenetti

# 

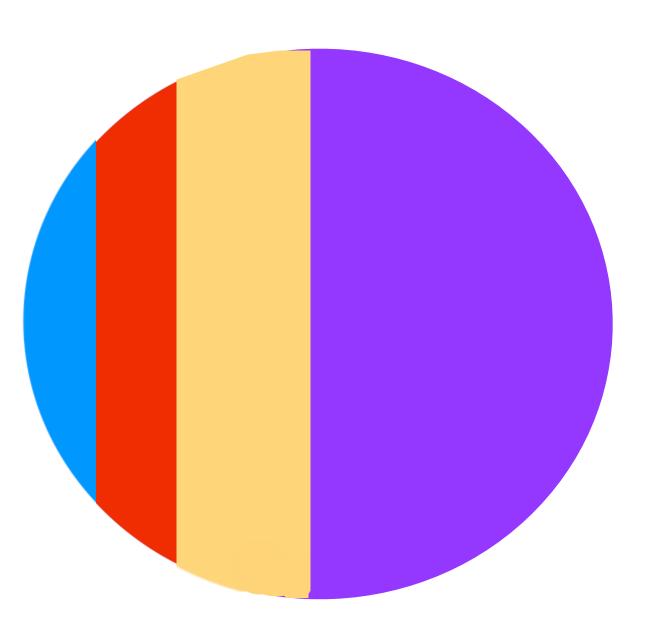
## Recurrent Neural Networks (RNNs) (1)



#### Recurrent Neural Networks (RNNs) (2)



## Recurrent Neural Networks (RNNs) (3)

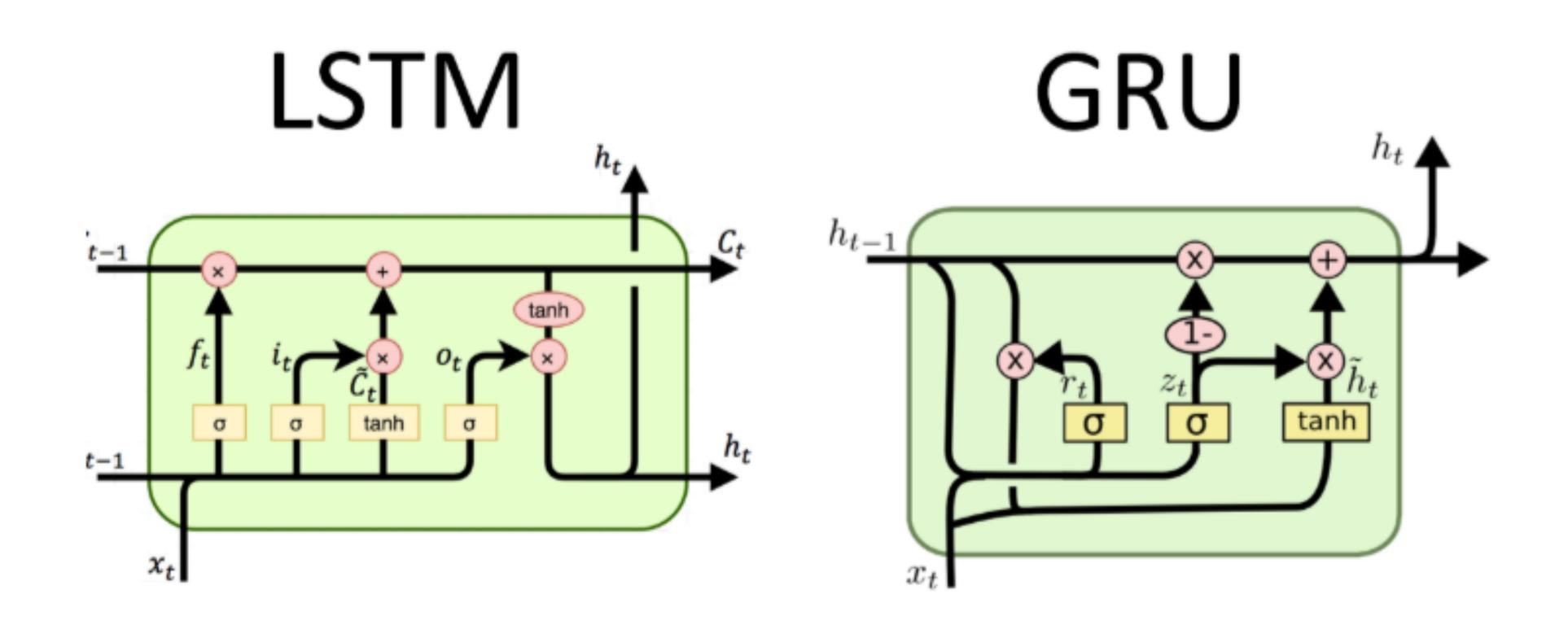


#### Recurrent Neural Networks (RNNs) (3)

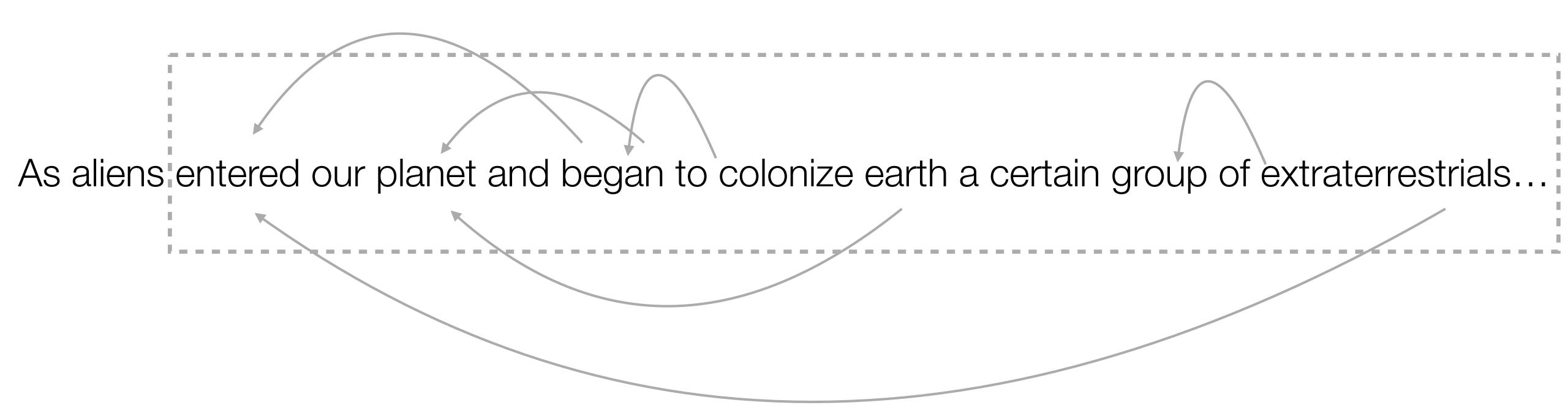
HOT ONLY IS MY SHORT As aliens entered ou BUT SO IS MY SHORT TERM MEMORY

of extraterrestrials...

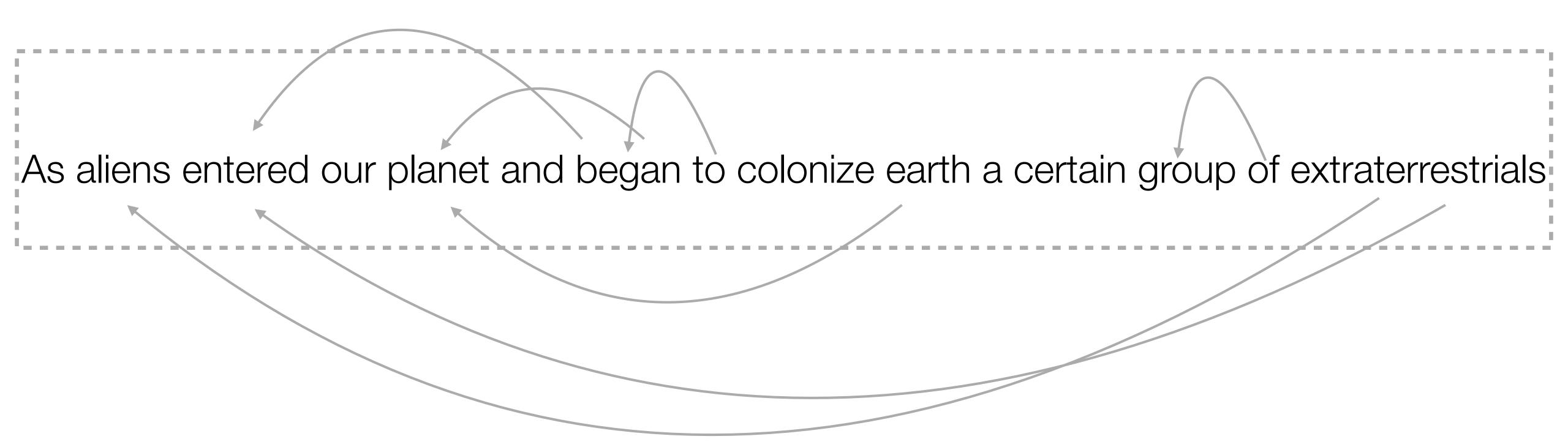
#### Recurrent Neural Networks (RNNs) (4)



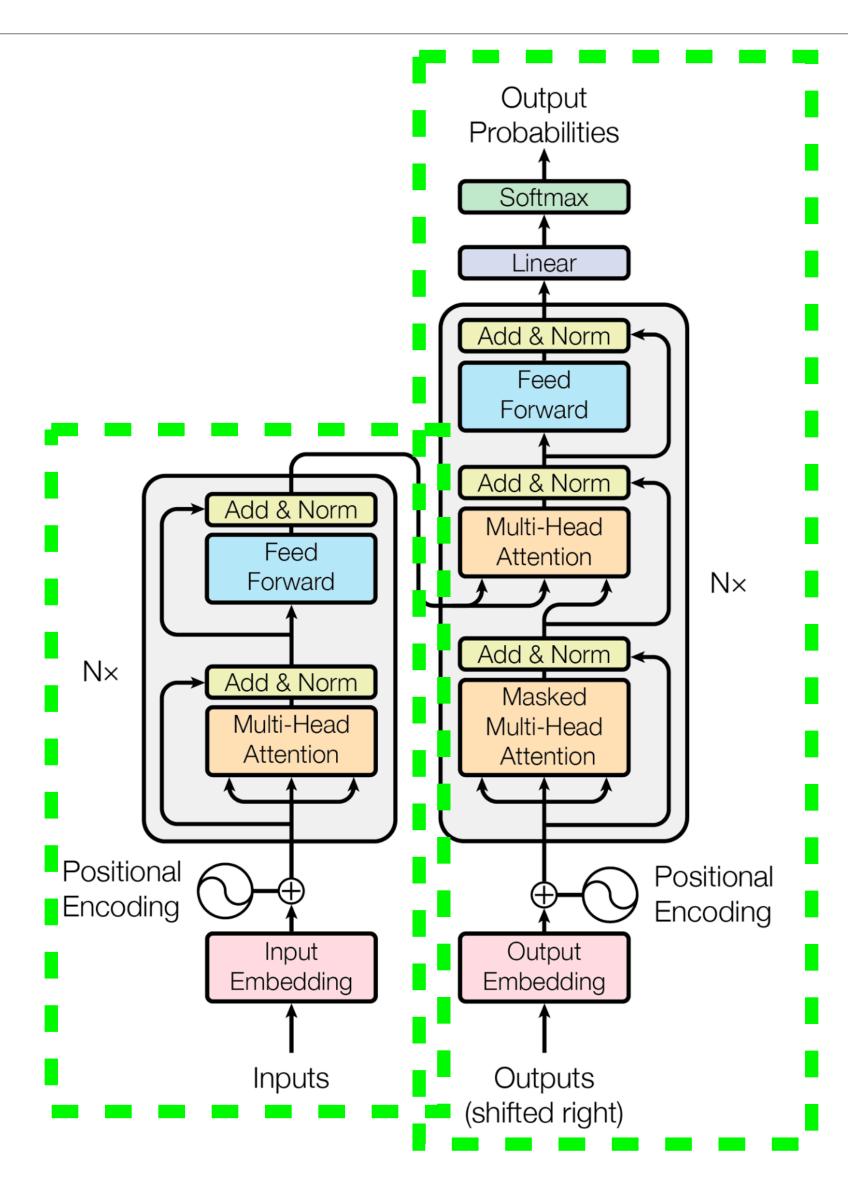
#### Recurrent Neural Networks (RNNs) (5)



#### Transformers



#### The Architecture

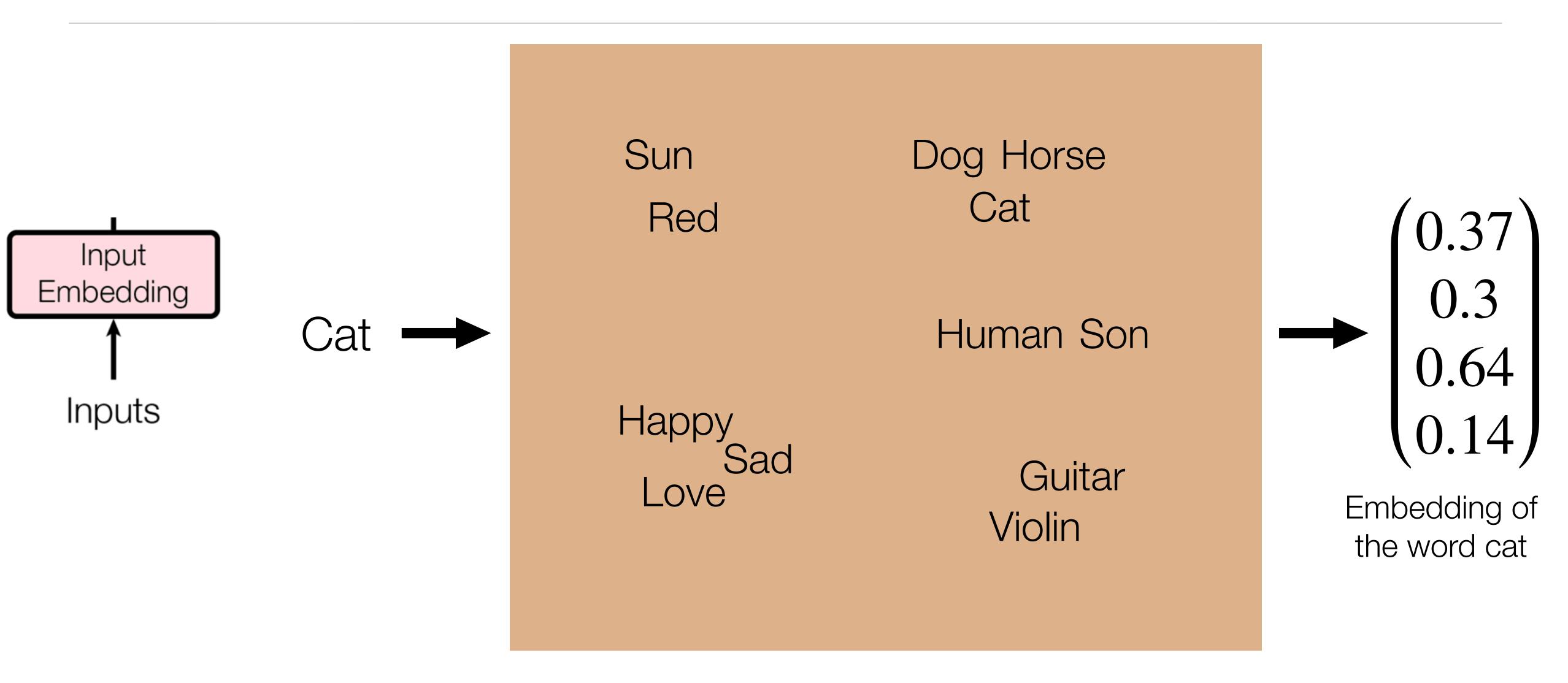


#### The Example

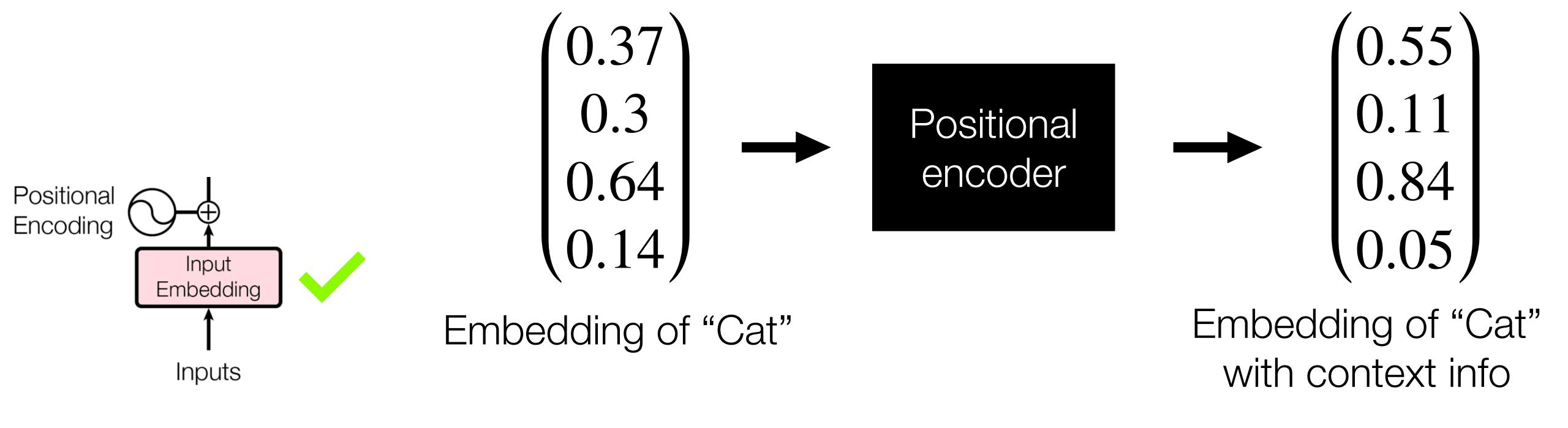




#### Input Embedding



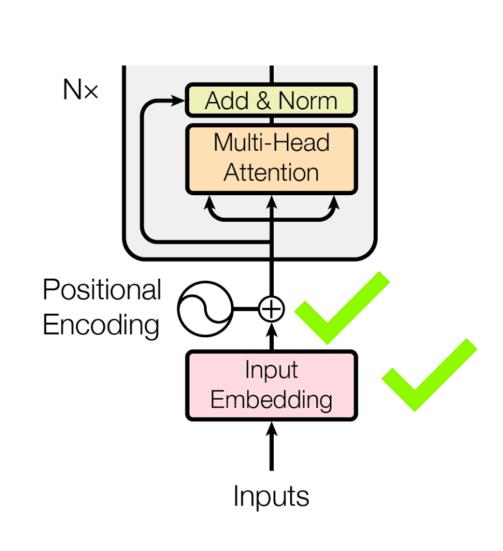
#### Positional Encoding

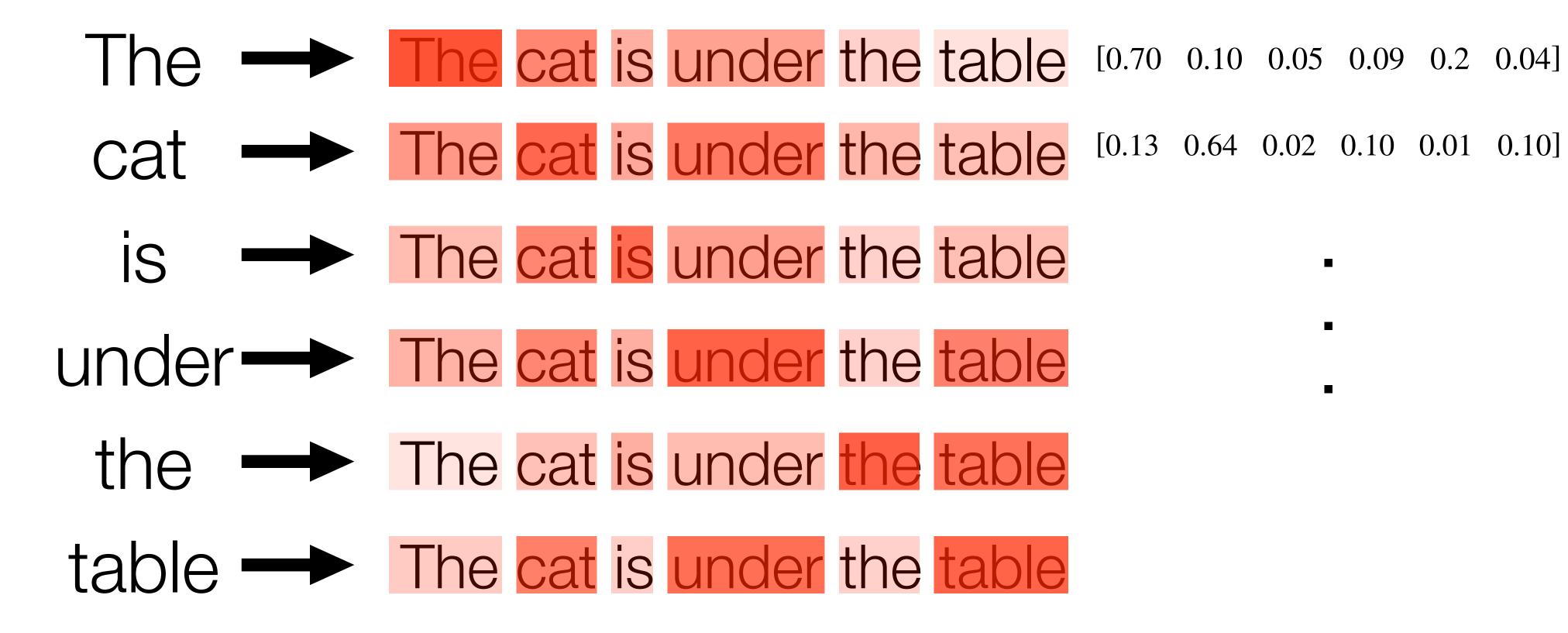


$$PE_{(pos,2i)} = sin(pos/10000^{2i/d_{\text{model}}})$$
  
 $PE_{(pos,2i+1)} = cos(pos/10000^{2i/d_{\text{model}}})$ 

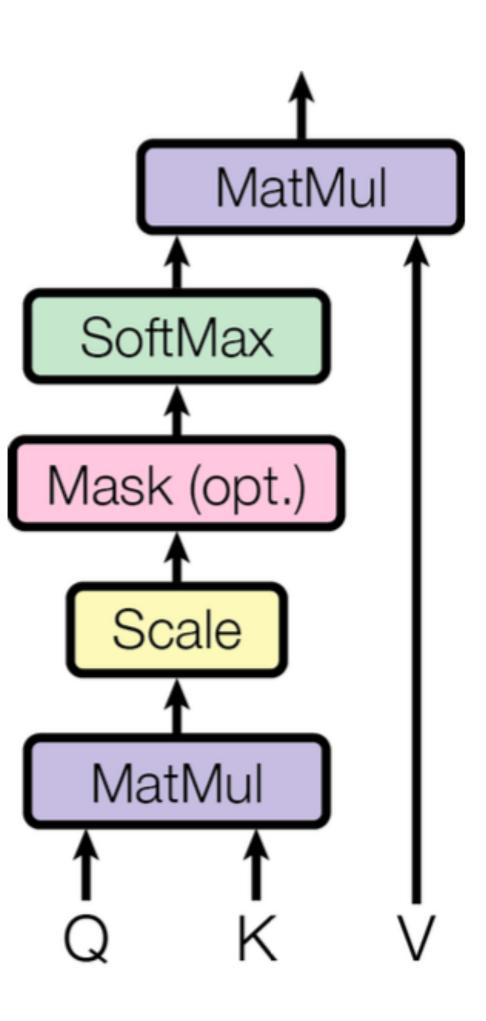
#### Multi-Head Attention (1)

#### Attention Vectors

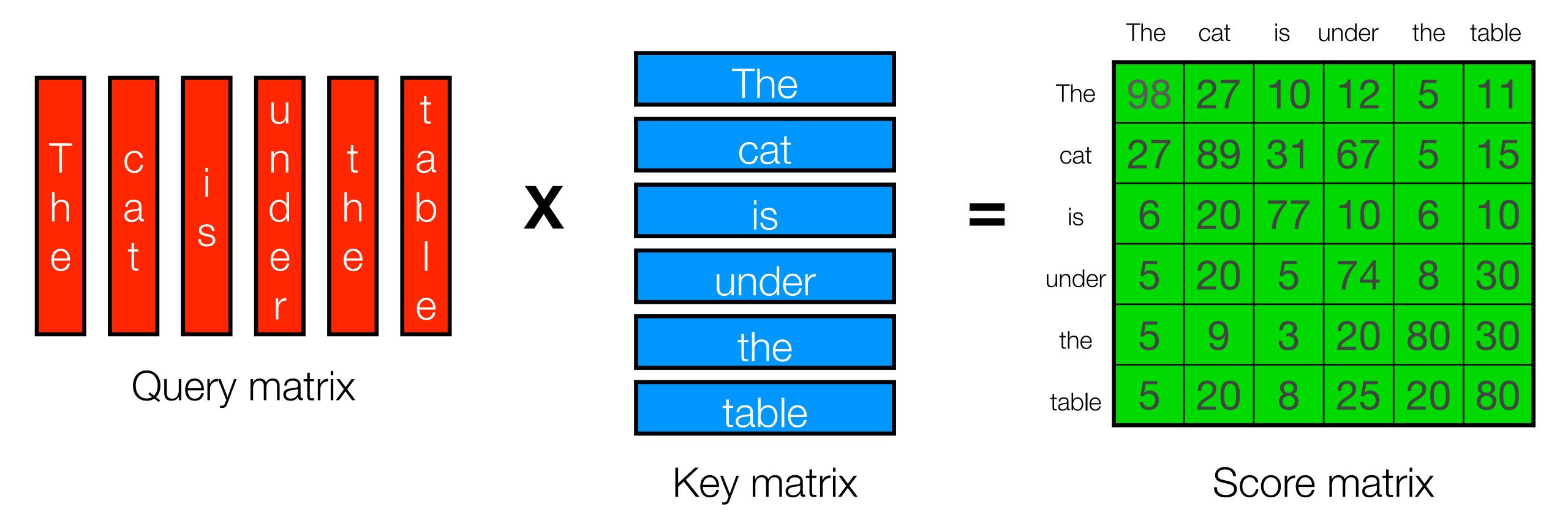




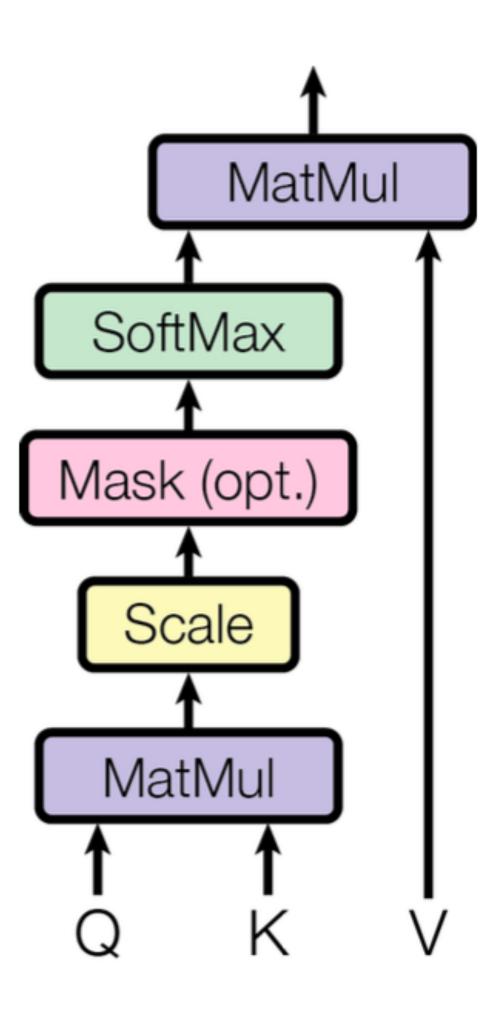
## Multi-Head Attention (4)



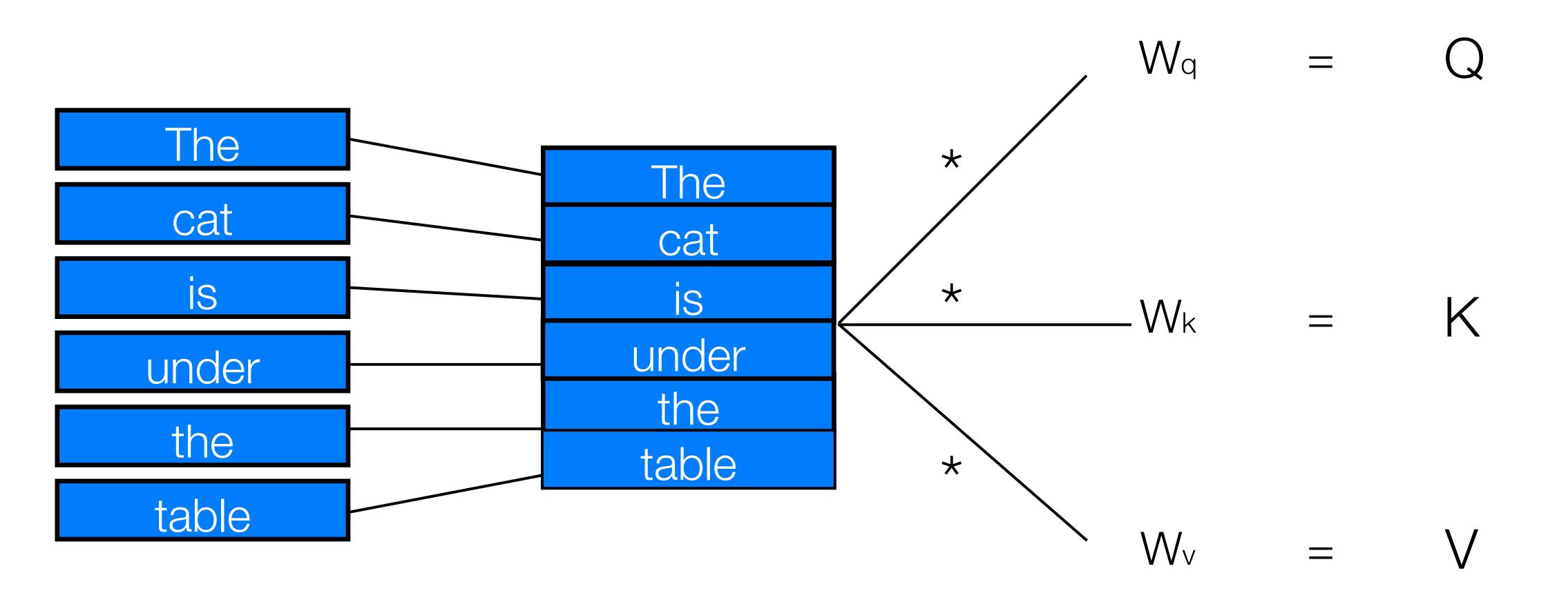
#### Multi-Head Attention (3)



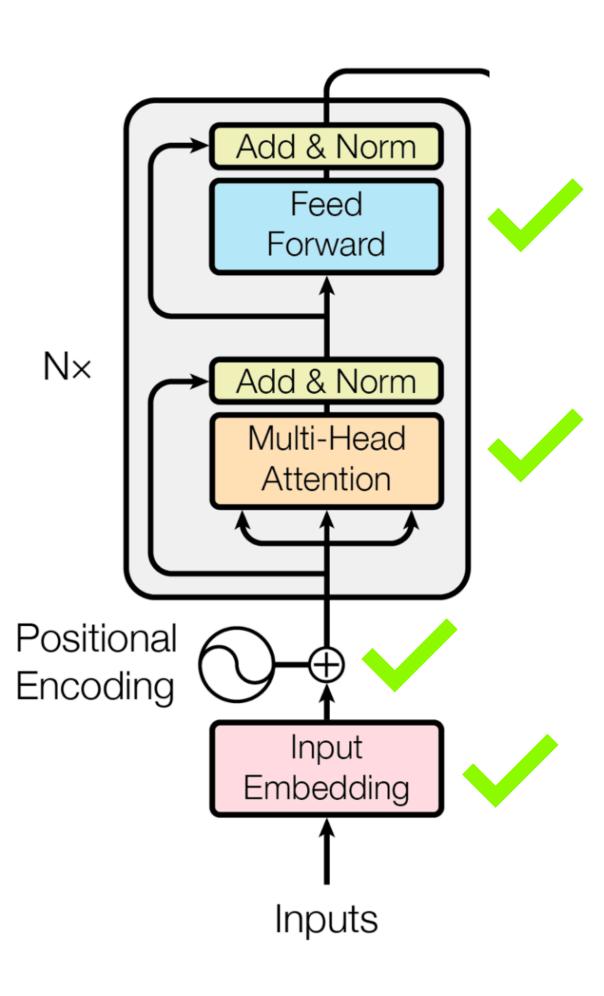
## Multi-Head Attention (4)



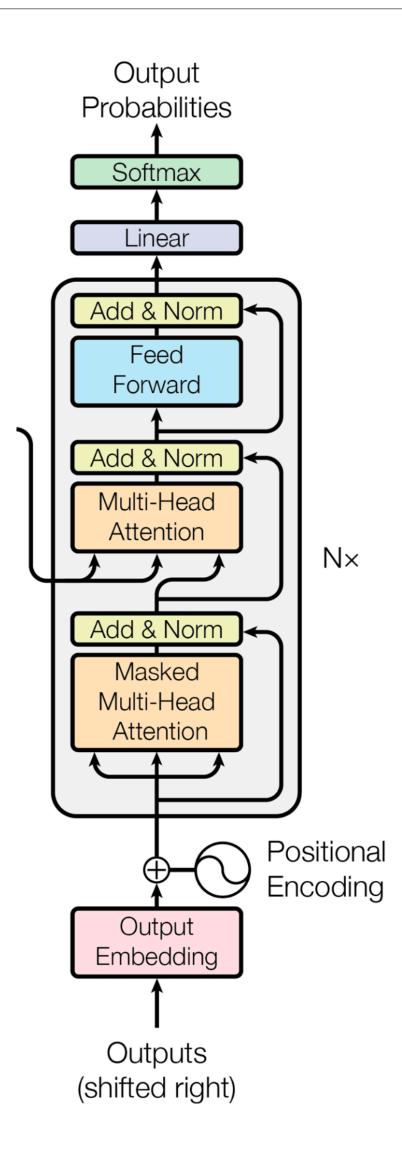
#### Multi-Head Attention (5)



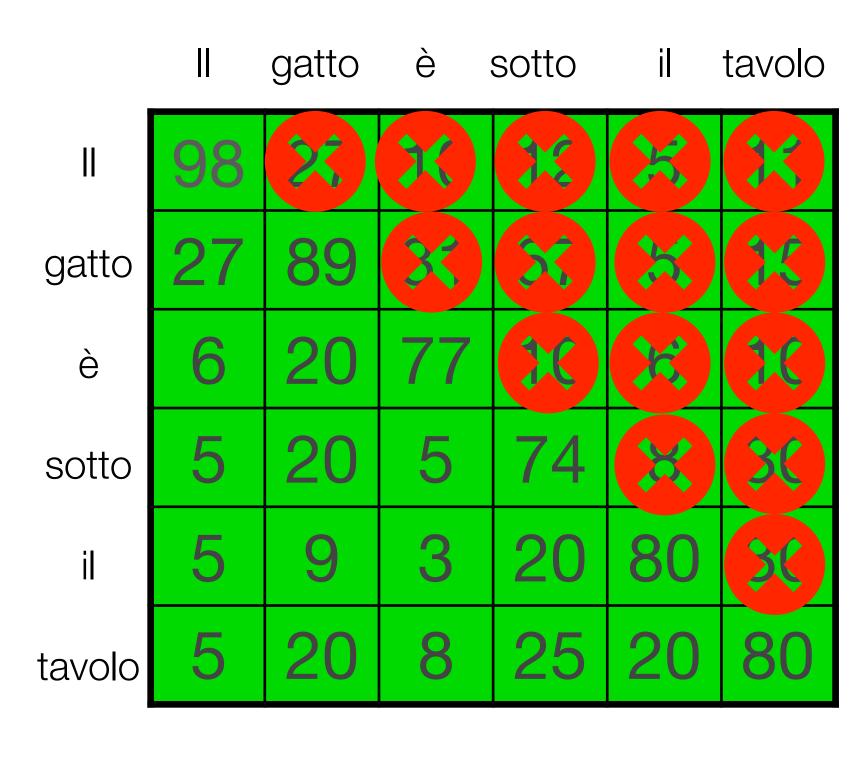
#### Feed Forward



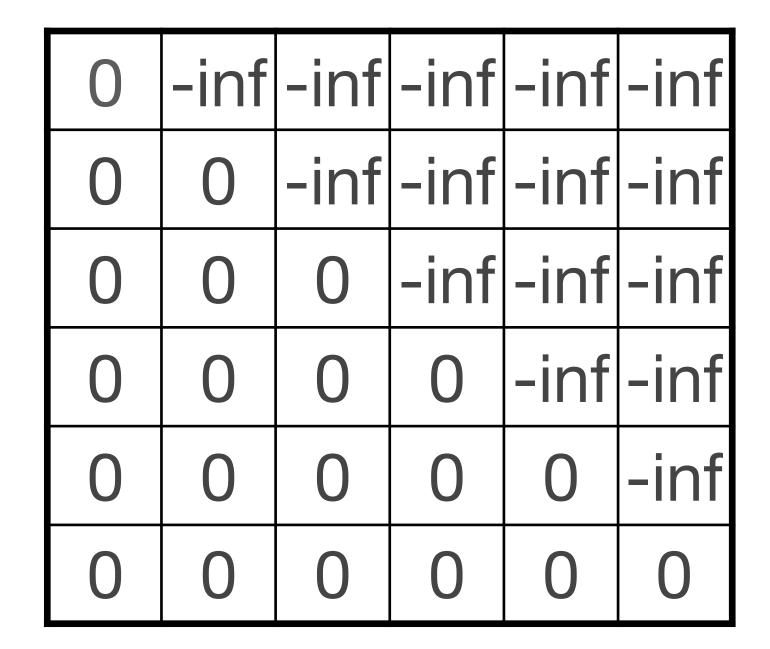
#### Decoder



#### Masked Multi-Head Attention

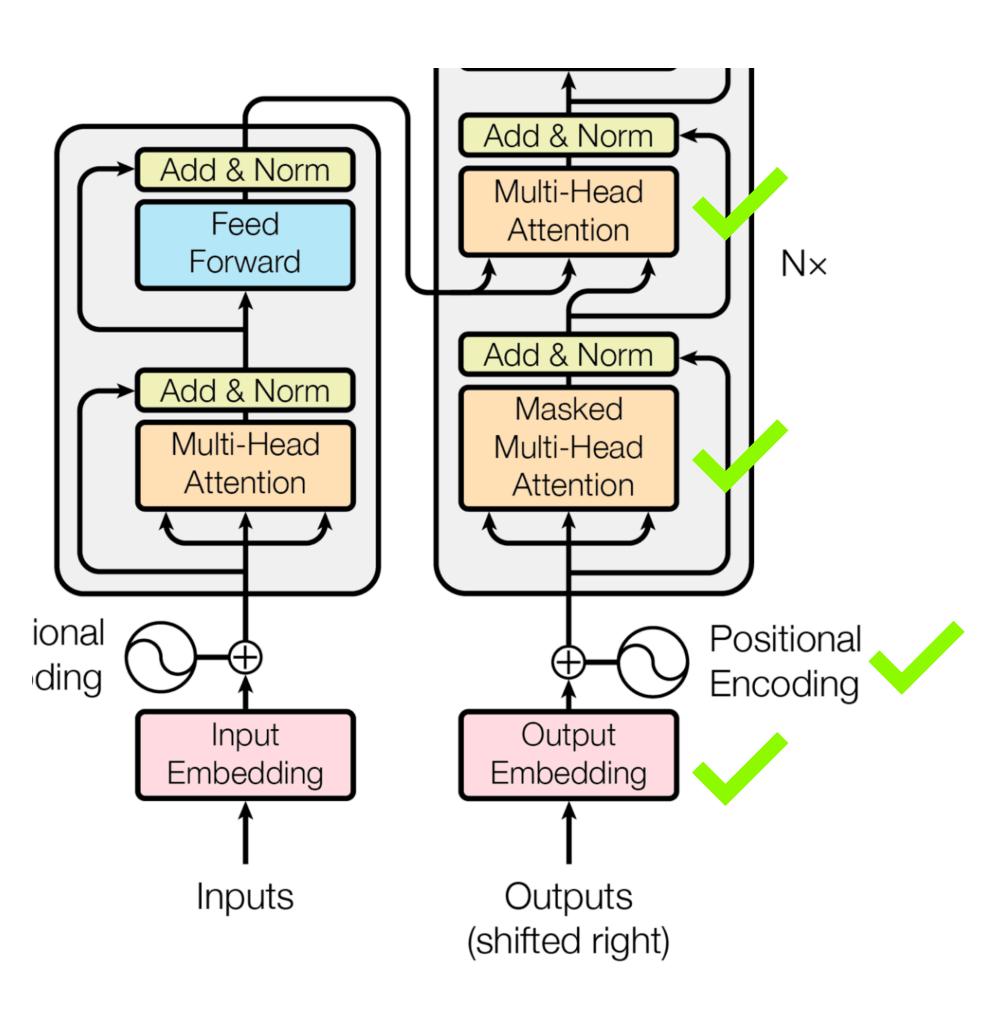


Score matrix

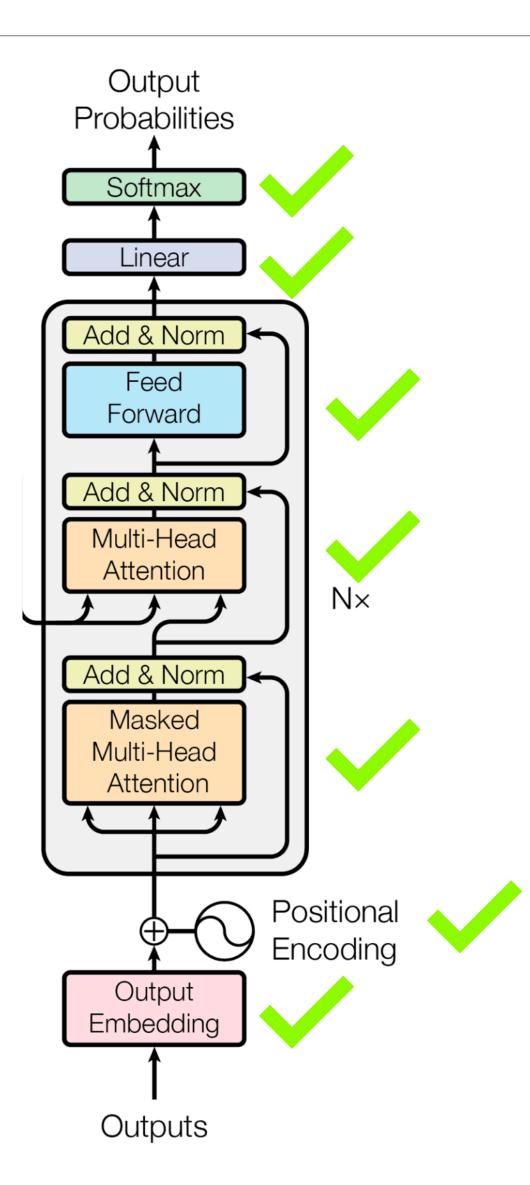


Mask matrix

#### Multi-Head Attention



#### Multi-Head Attention



#### Results

Model	BLEU		Training Cost (FLOPs)	
	EN-DE	EN-FR	EN-DE	EN-FR
ByteNet [18]	23.75			
Deep-Att + PosUnk [39]		39.2		$1.0\cdot 10^{20}$
$\overline{GNMT} + RL$ [38]	24.6	39.92	$2.3\cdot 10^{19}$	$1.4\cdot 10^{20}$
ConvS2S [9]	25.16	40.46	$9.6\cdot 10^{18}$	$1.5\cdot 10^{20}$
MoE [32]	26.03	40.56	$2.0\cdot 10^{19}$	$1.2\cdot 10^{20}$
Deep-Att + PosUnk Ensemble [39]		40.4		$8.0\cdot 10^{20}$
GNMT + RL Ensemble [38]	26.30	41.16	$1.8\cdot 10^{20}$	$1.1\cdot 10^{21}$
ConvS2S Ensemble [9]	26.36	41.29	$7.7\cdot 10^{19}$	$1.2\cdot 10^{21}$
Transformer (base model)	27.3	38.1	$\boldsymbol{3.3\cdot 10^{18}}$	
Transformer (big)	28.4	41.8	$2.3\cdot 10^{19}$	



## Thanks for your attention

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