Dive into Deep Learning

Chapter 10. Attention Mechanisms

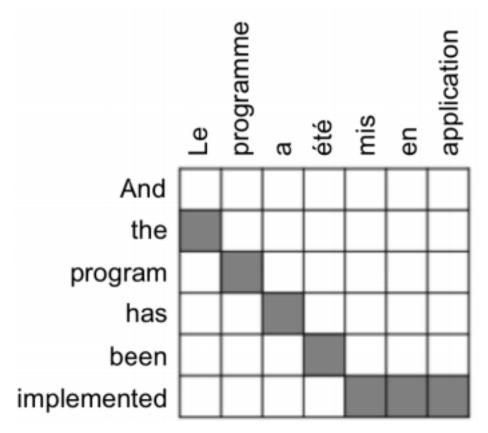
Machine Translation (From Source language to target language)

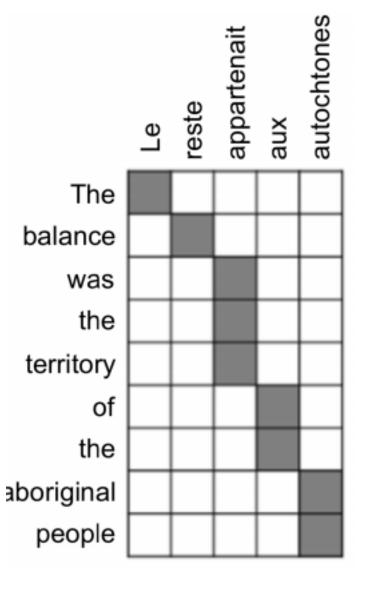
- Early 1950s, Russian —> English (motivated by the Cold War!)
 - Rule-based, using bilingual dictionary to map
 - Alignment is complex
- 1990s-2010s, Statistical MT
 - Learn a probabilistic model from data
 - Extremely complex and human effort to maintain

$$argmax_y P(x \mid y)P(y)$$

- Translation model: how words and phrases should be translated (fidelity), Learnt from parallel data.
- Language model: how to write good English (fluency), Learnt from monolingual data.







Neural Machine Translation

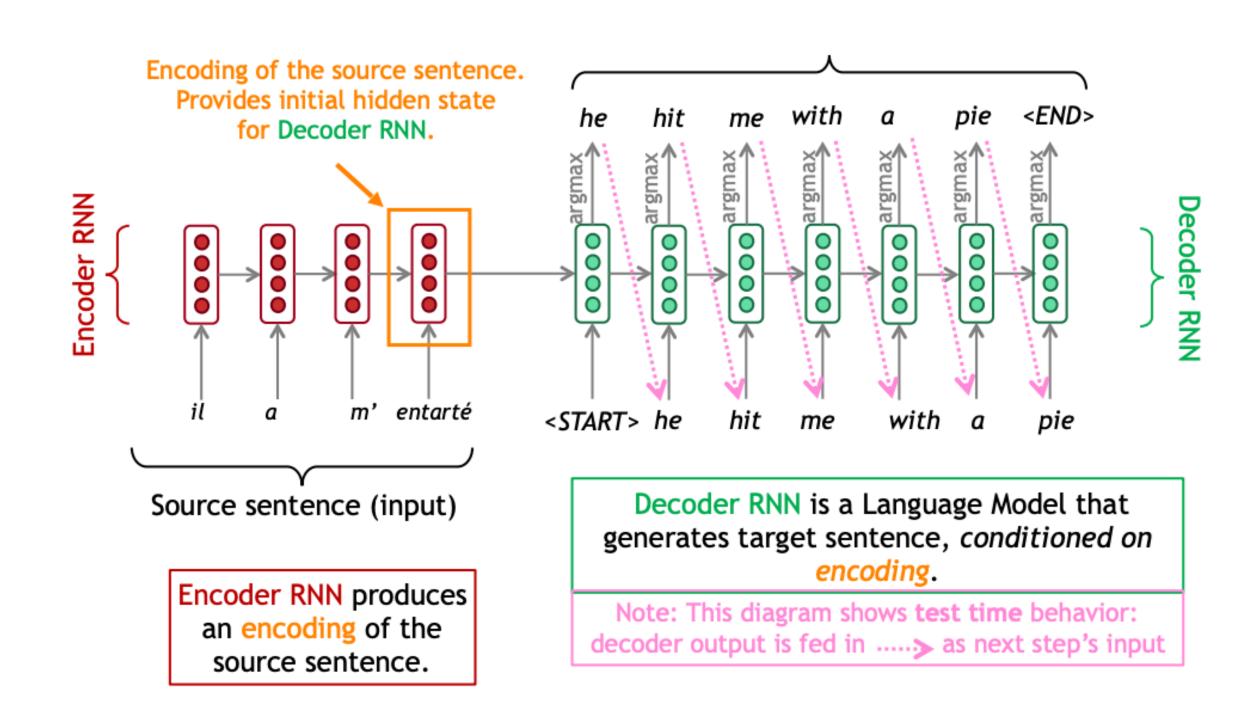
- Neural Machine Translation (NMT)
 - Two RNNs
 - Versatile in many NLP tasks:
 - Summarization (long text -> short text)
 - Dialogue (previous utterances -> next utterance)
 - Parsing (input text -> output parse as sequence
 - Code generation (natural language -> Python)

Advantages

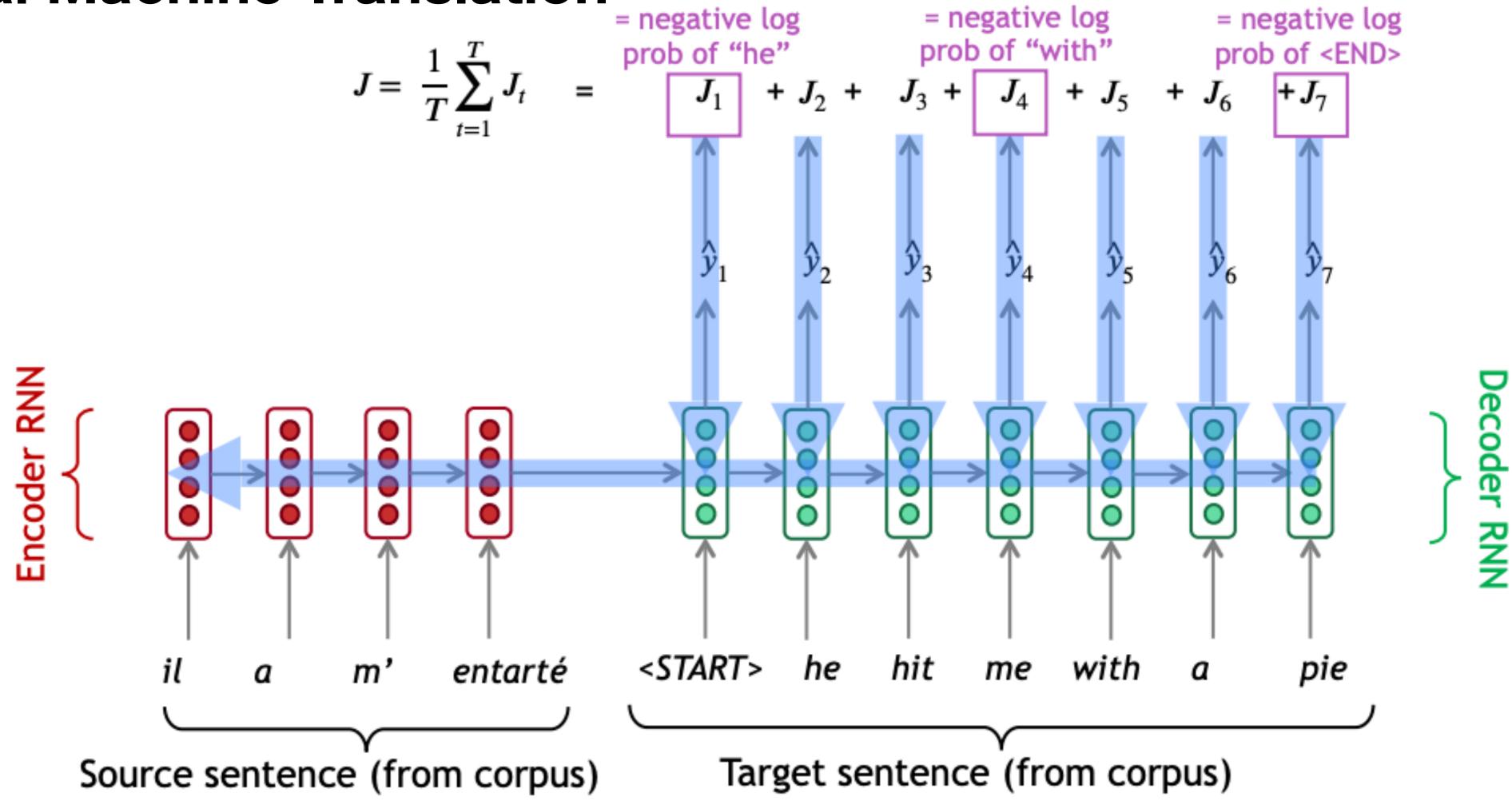
- Better performance (fluent, context, phrase similarities)
- No subcomponents
- less human engineering effort

Disadvantages

- less interpretable (hard to debug)
- difficult to control (can't easily specify rules)



Neural Machine Translation

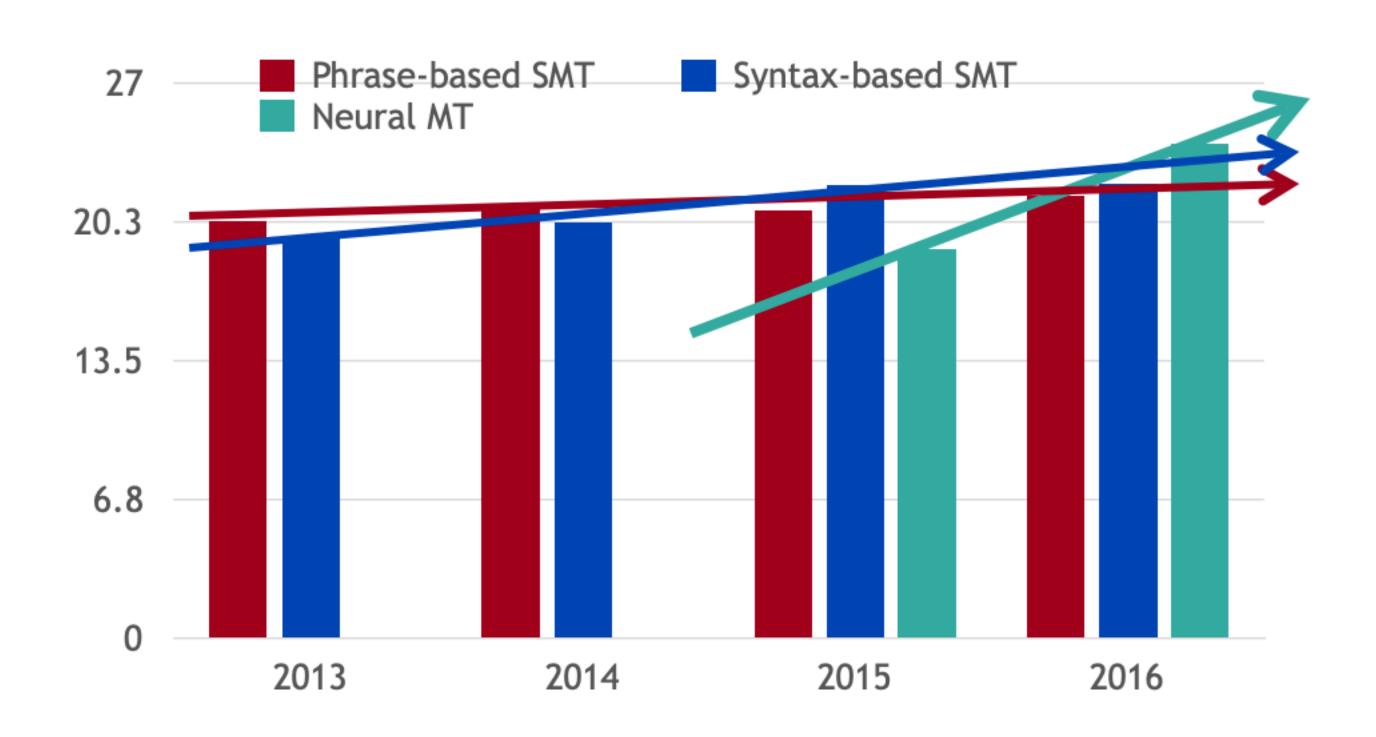


Seq2seq is optimized as a single system. Backpropagation operates "end-to-end".

How do we evaluate MT?

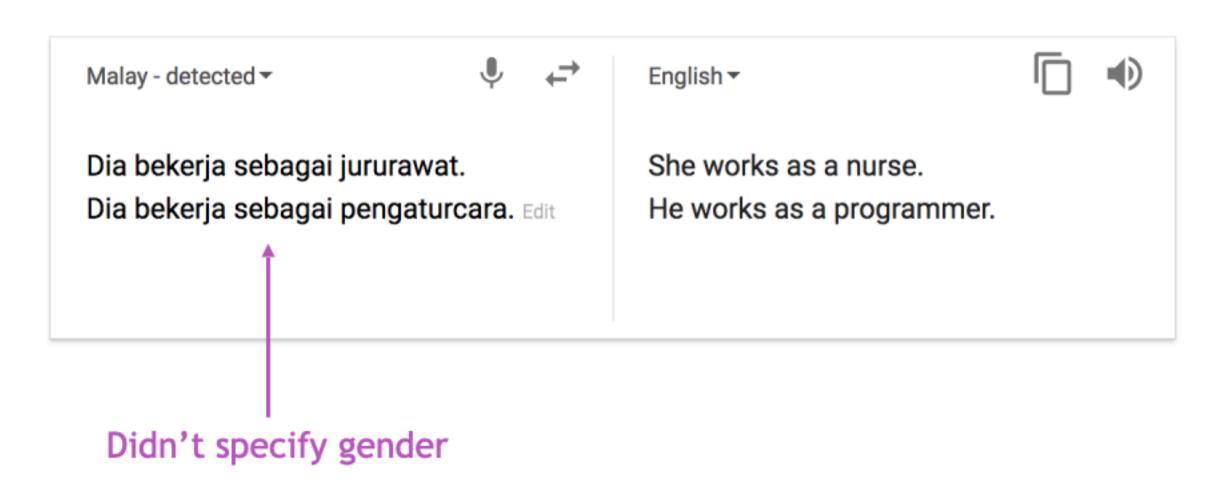
BLEU (Bilingual Evaluation Understudy)

- **BLEU** compares the <u>machine-written translation</u> to one or several <u>human-written translation</u>(s), and computes a <u>similarity score</u> based on:
 - *n*-gram precision (usually for 1, 2, 3 and 4-grams)
 - Plus a penalty for too-short system translations
- BLEU is **useful** but **imperfect**
 - There are many valid way to translate a sentence
 - So a good translation can get a poor BLEU score because it has low n-gram overlap with the human translation



The biggest success story of NLP Deep learning

- 2014: First seq2seq paper published
- 2016: Google Translate switches from SMT to NMT
- This is amazing!
 - SMT systems, built by hundreds of engineers over many years, outperformed by NMT systems trained by a handful of engineers in a few months
- Many difficulties remain:
 - Out-of-vocabulary
 - Domain mismatch between train and test data
 - Maintaining context over longer text
 - Low-resource language pairs
 - Common sense and Idioms
 - Biases

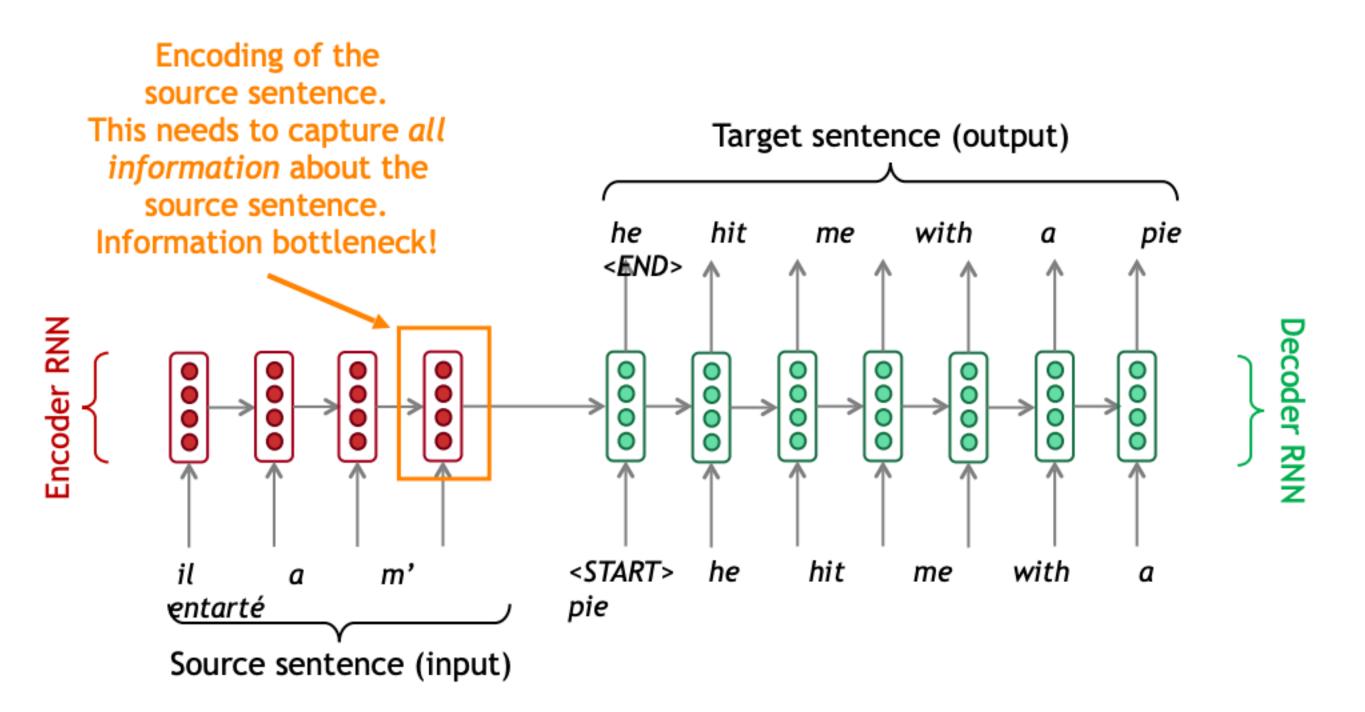


NMT research continues

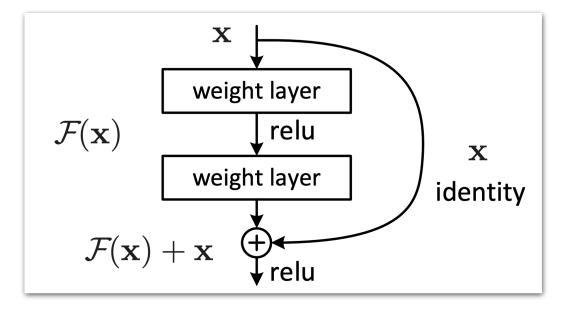
NMT is the flagship task for NLP Deep Learning

- NMT research has pioneered many of the recent innovations of NLP Deep Learning
- In 2019: NMT research continues to thrive
 - Researchers have found many, many improvements to the "vanilla" seq2seq NMT system we've presented today
 - But one improvement is so integral that it is the new vanilla ...

Attention Mechanisms Seq2Seq



- Attention provides a solution to the bottleneck problem.
- Core idea: on each step of the decoder, use direct connection to the encoder to focus on a particular part of the source sequence



Visualizing a NMT

Neural Machine Translation SEQUENCE TO SEQUENCE MODEL Encoding Stage Decoding Stage Decoder RNN Decoder RNN Decoder RNN Decoder RNN Decoder RNN

Neural Machine Translation
SEQUENCE TO SEQUENCE MODEL WITH ATTENTION

Encoding Stage

Decoding Stage

Attention
Decoder
RNN

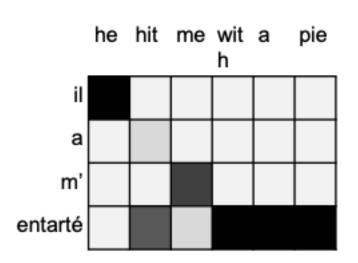
Je suis étudiant

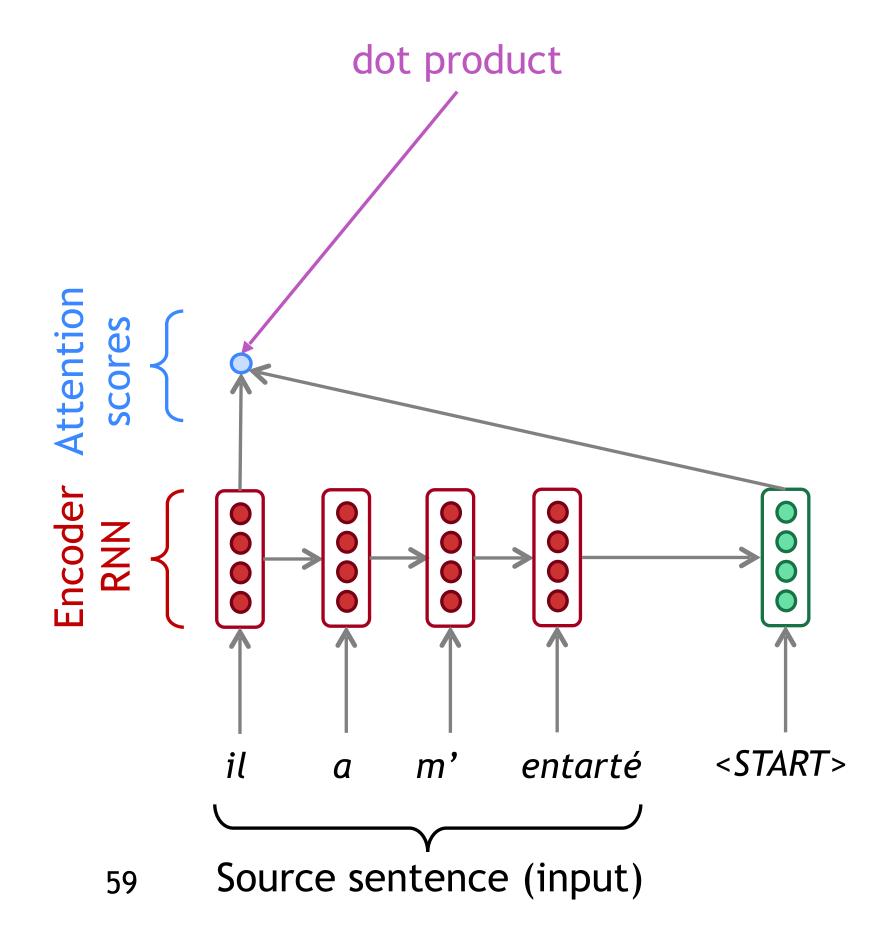
w/o attention

with attention

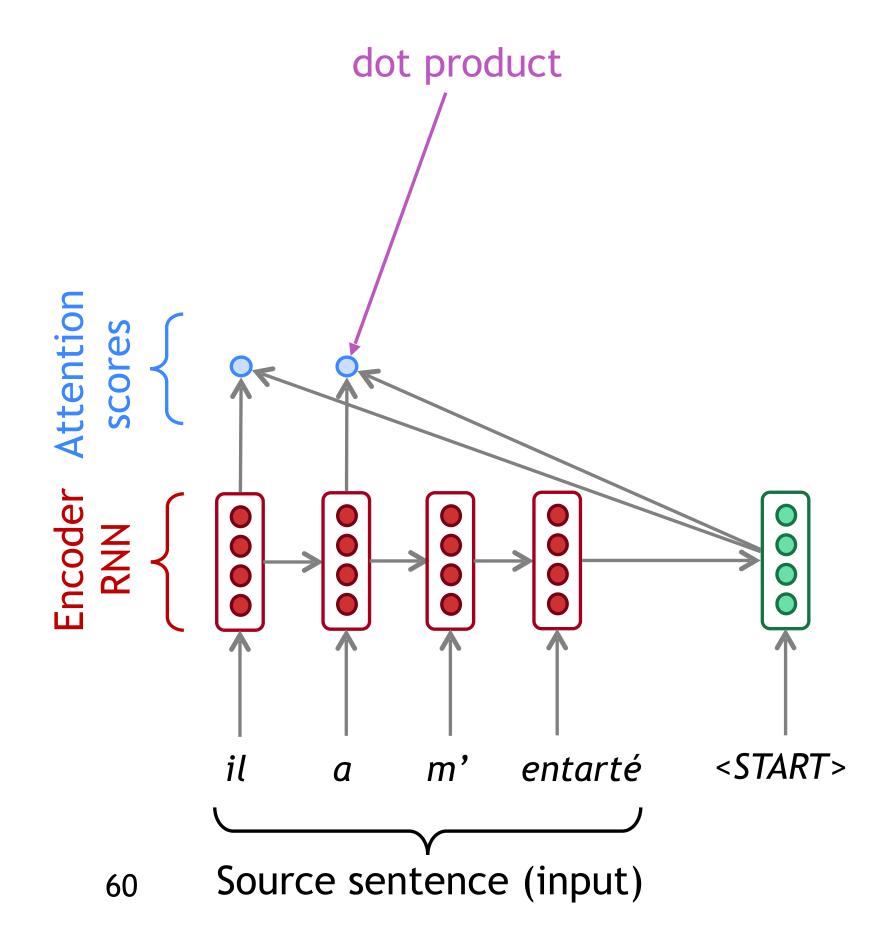
Attention is great

- significantly improves NMT performance
 - It's very useful to allow decoder to focus on certain parts of the source
- solves the bottleneck problem
 - it allows decoder to look directly at source; bypass bottleneck
- helps with vanishing gradient problem
 - provides shortcut to faraway sates
- provides some interpretability
 - By inspecting attention distribution, we can see what the decoder was focusing on
 - We get (soft) alignment for free
 - This is cool because we never explicitly trained an alignment system
 - The network just learned alignment by itself

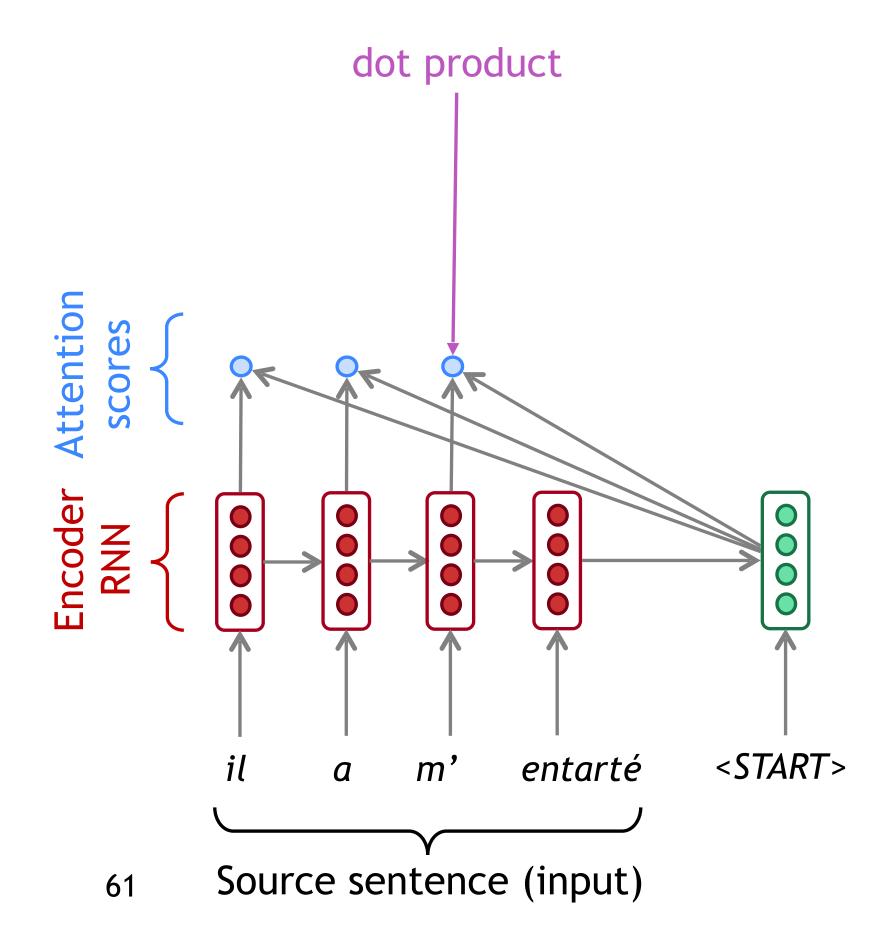




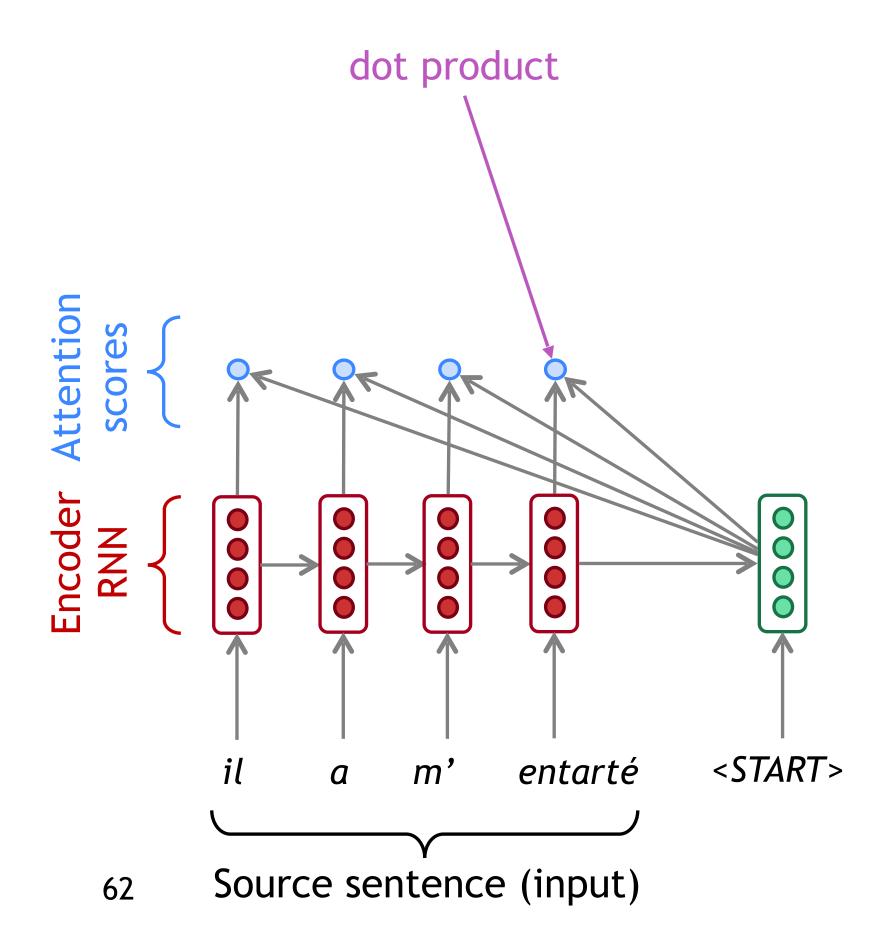




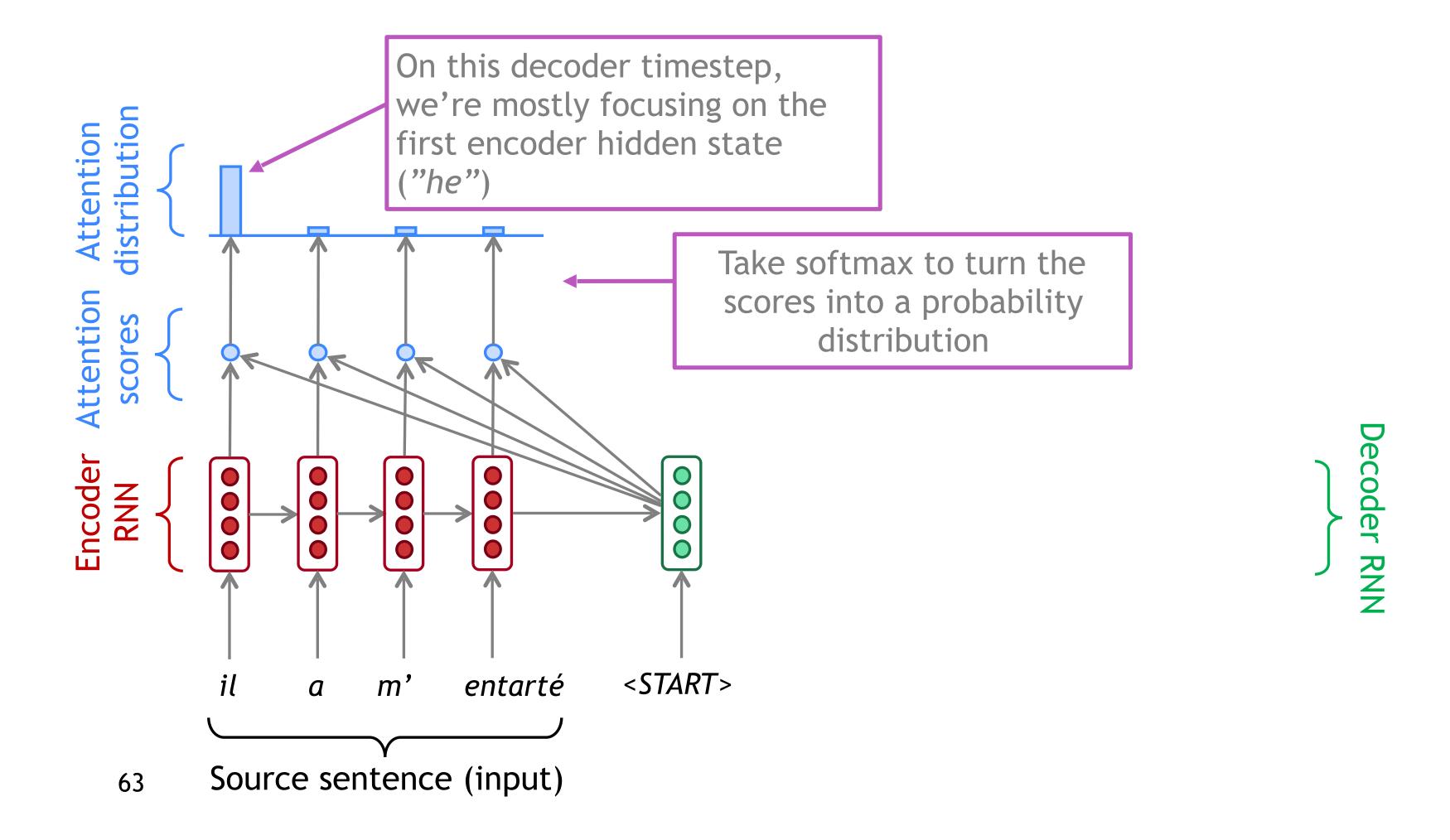


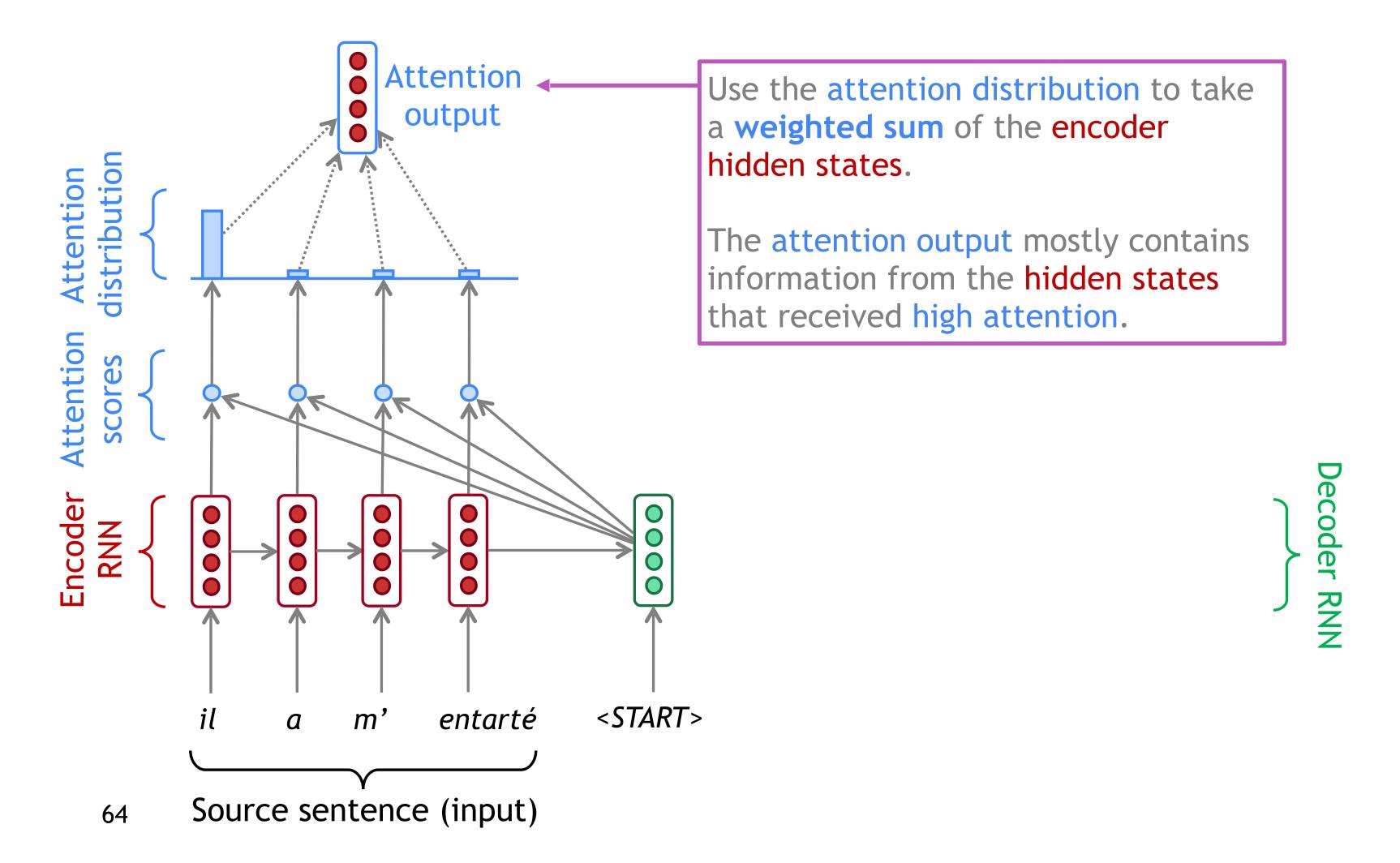


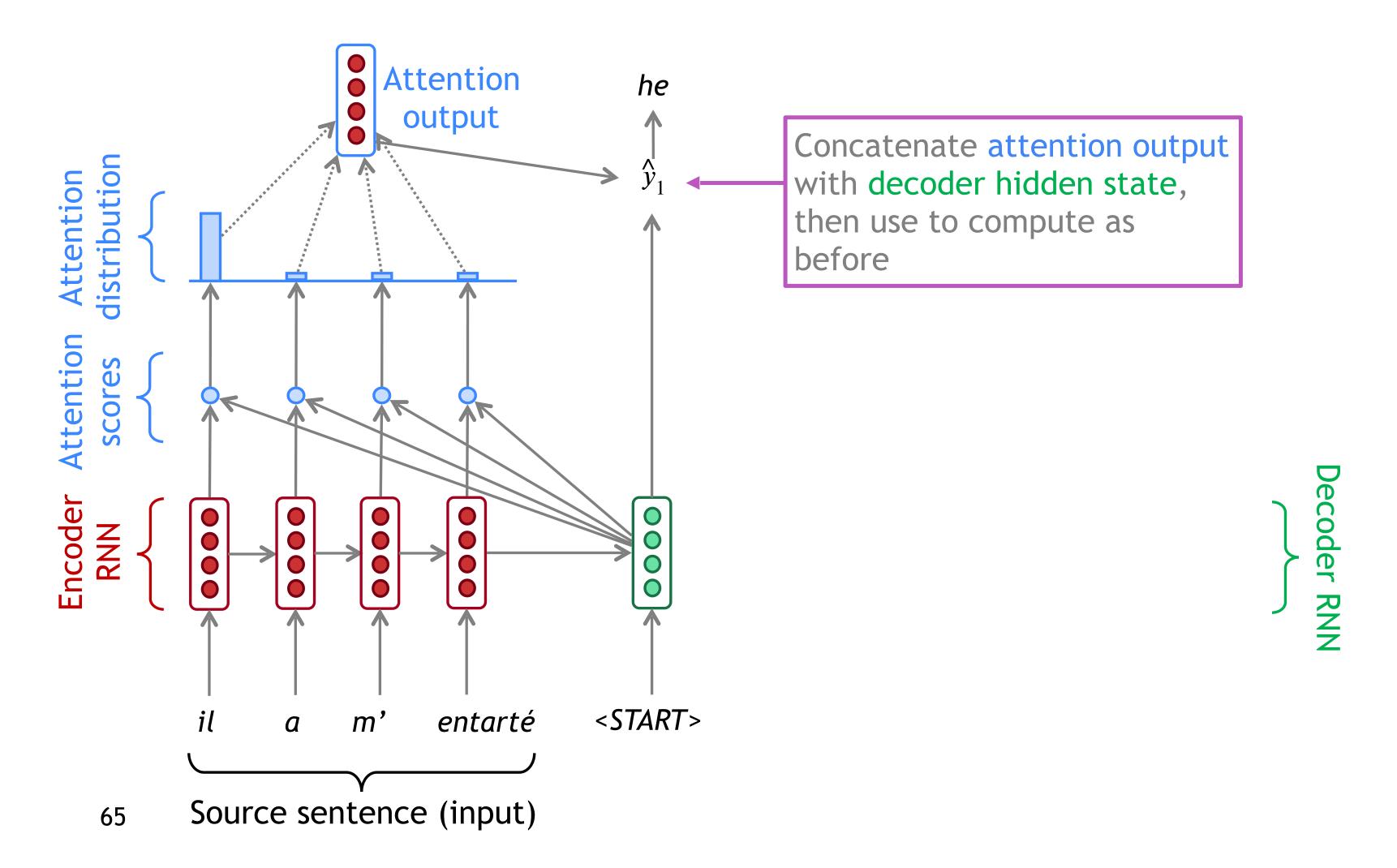


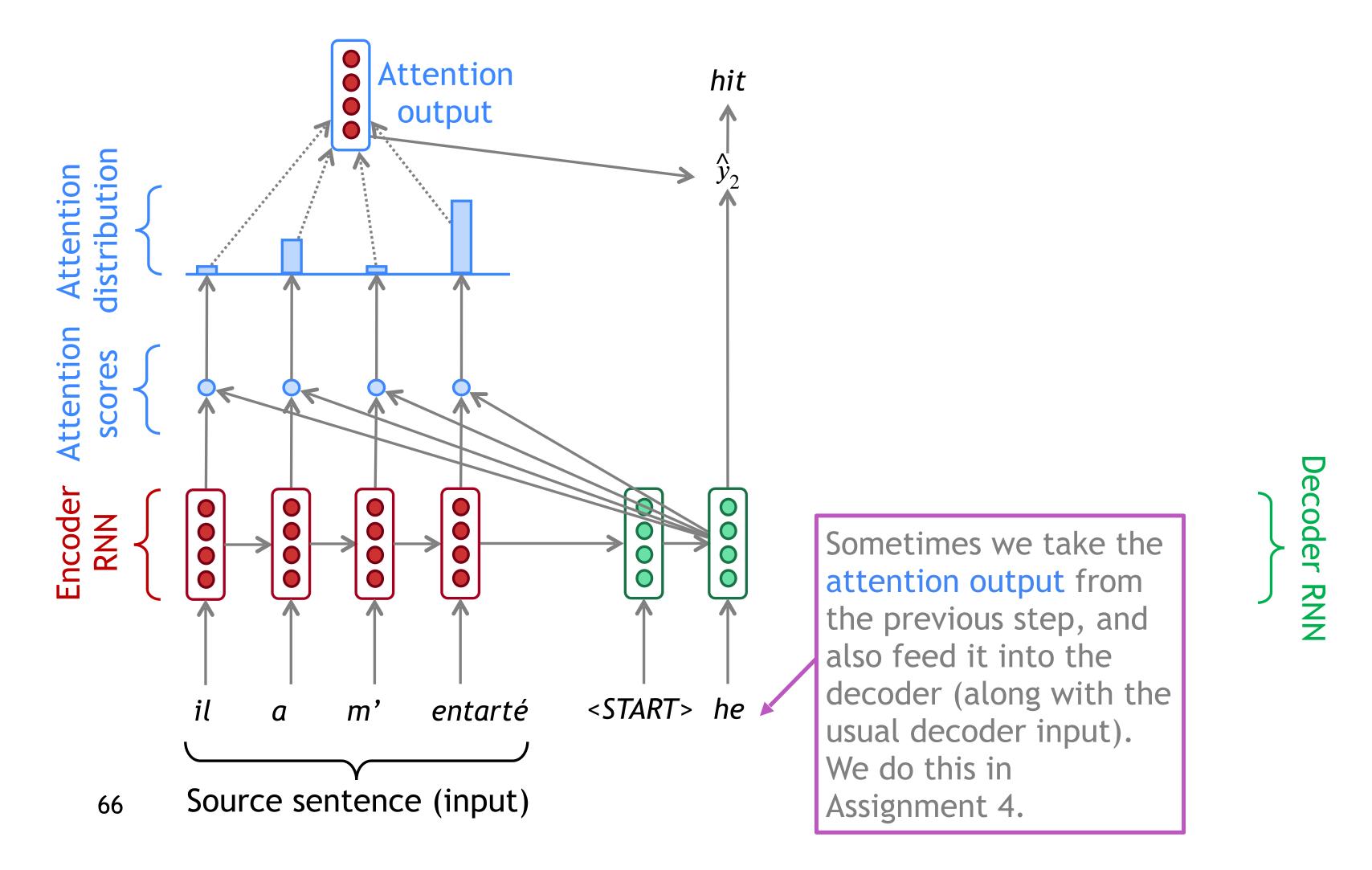


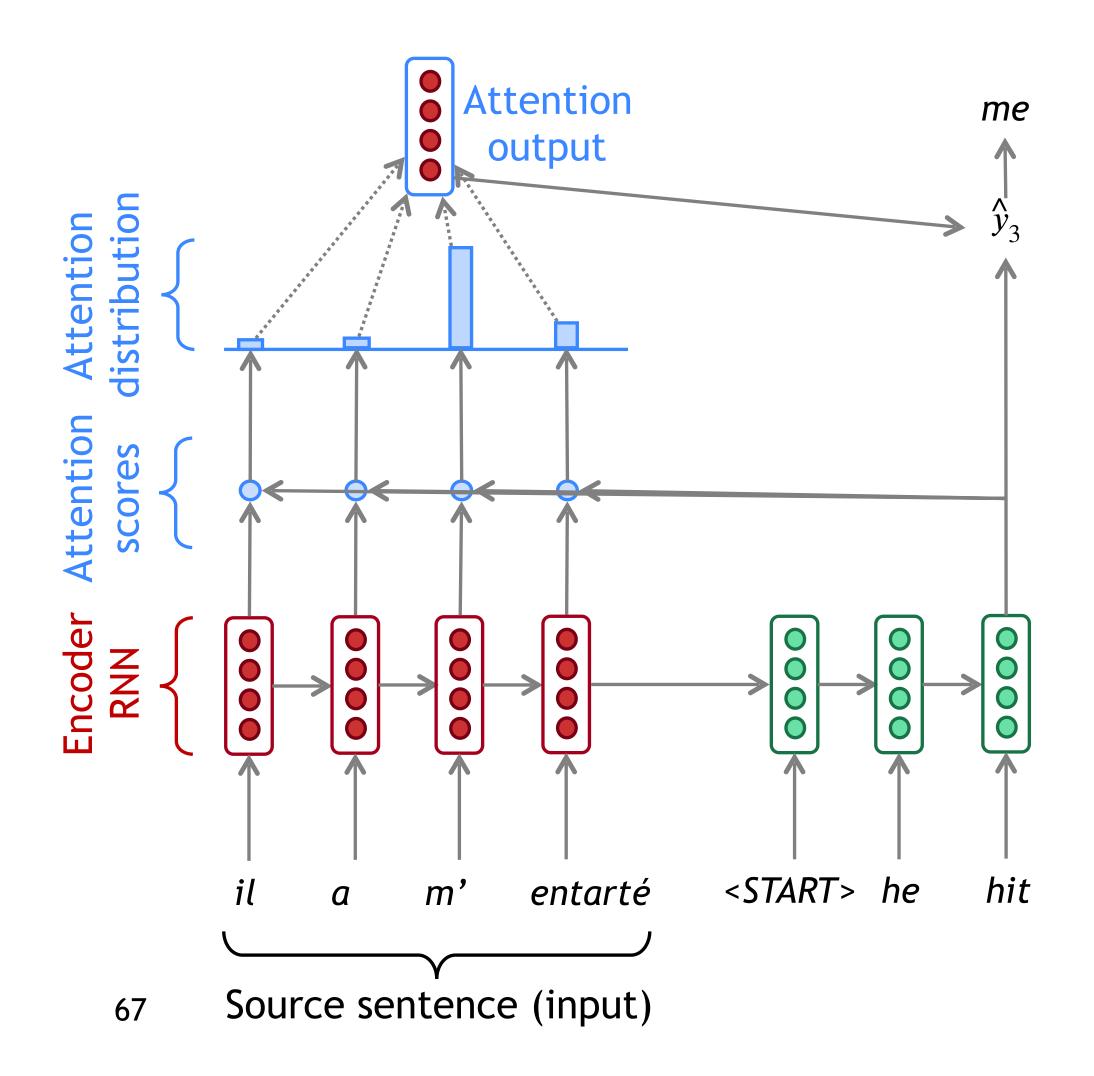




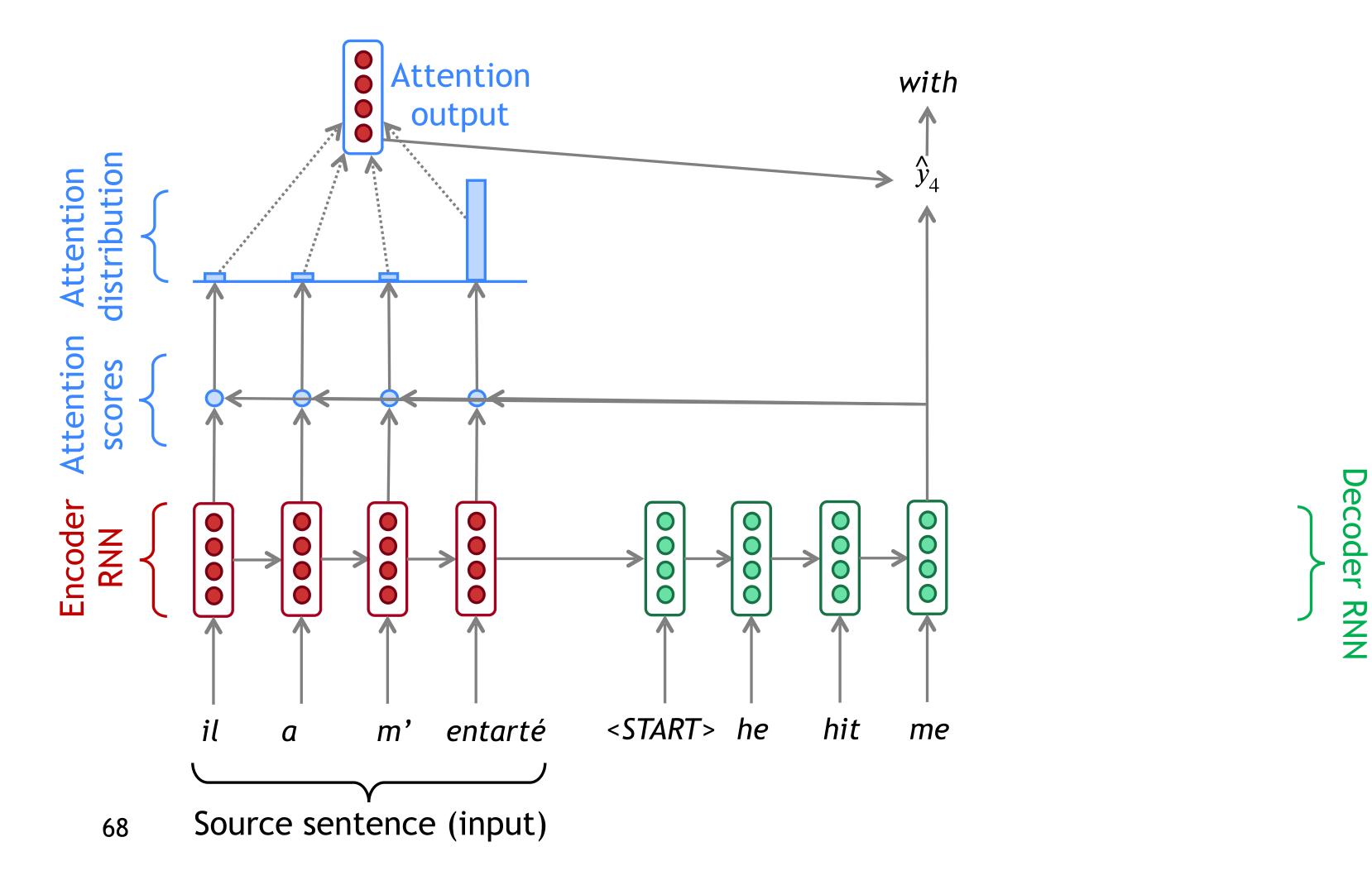


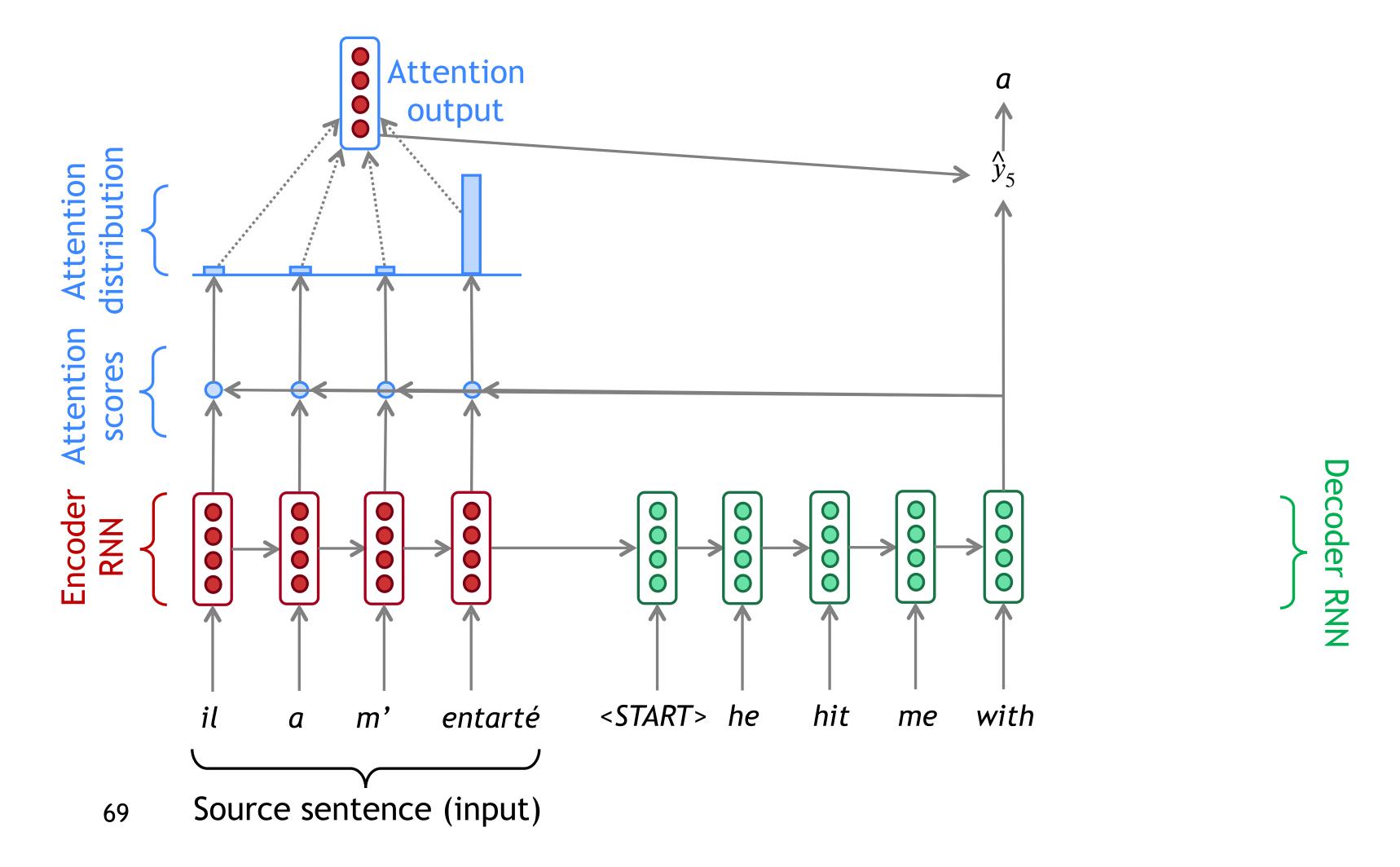


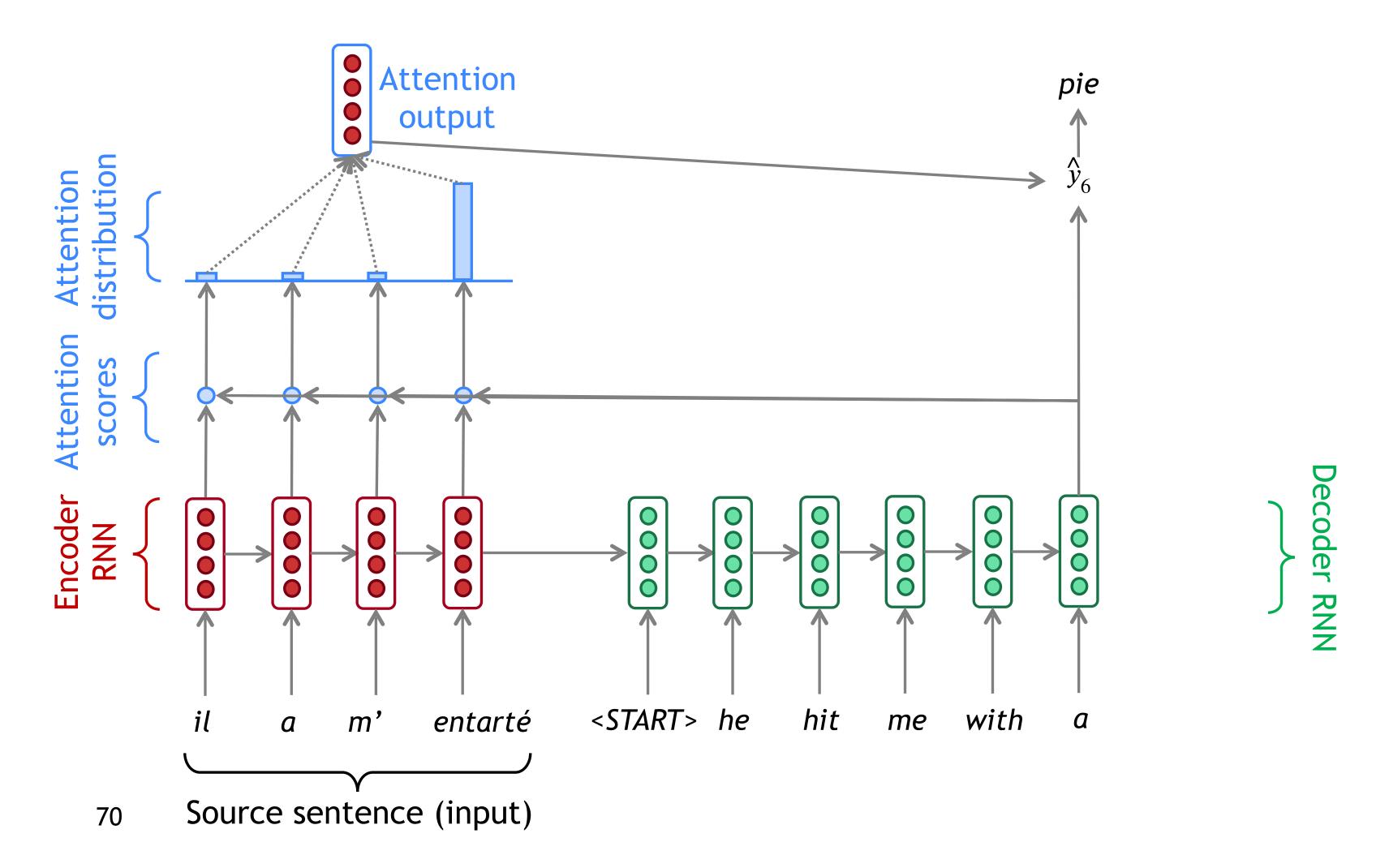












Dot Product

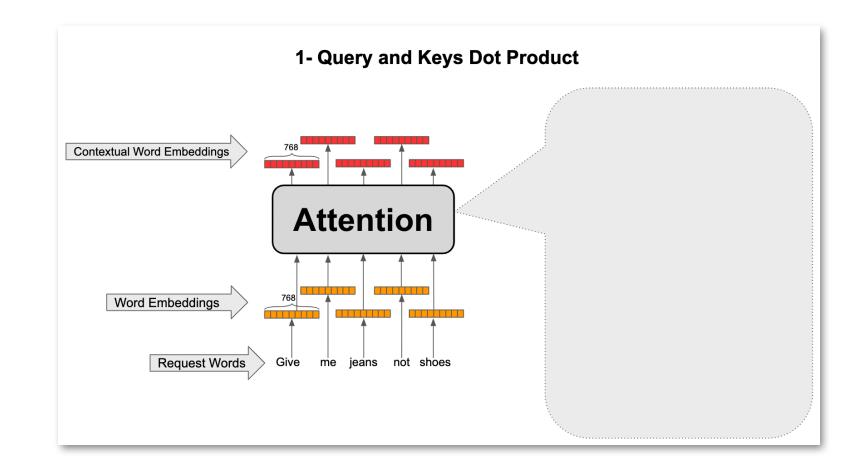
- $\mathbf{q}, \mathbf{k}_i \in \mathbb{R}^d$ for all i
- dot product between the query and a key, which is then divided by \sqrt{d} to minimize the unrelated influence of the dimension d on the scores.

$$\alpha(\mathbf{q}, \mathbf{k}) = \langle \mathbf{q}, \mathbf{k} \rangle / \sqrt{d}$$
.

• $\mathbf{Q} \in \mathbb{R}^{m \times d}$ contains m queries and $\mathbf{K} \in \mathbb{R}^{n \times d}$ has all the n keys. We can compute all mn scores by $\alpha(\mathbf{Q}, \mathbf{K}) = \mathbf{Q}\mathbf{K}^{\top}/\sqrt{d}$.

MLP

- Both Query and keys into \mathbb{R}^h by learnable weights parameters.
- Learnable weights are $\mathbf{W}_k \in \mathbb{R}^{h \times d_k}$, $\mathbf{W}_q \in \mathbb{R}^{h \times d_q}$, and $\mathbf{v} \in \mathbb{R}^h$.
- $\alpha(\mathbf{k}, \mathbf{q}) = \mathbf{v}^{\mathsf{T}} \tanh(\mathbf{W}_k \mathbf{k} + \mathbf{W}_q \mathbf{q})$.



1- Query and Keys Dot Product

