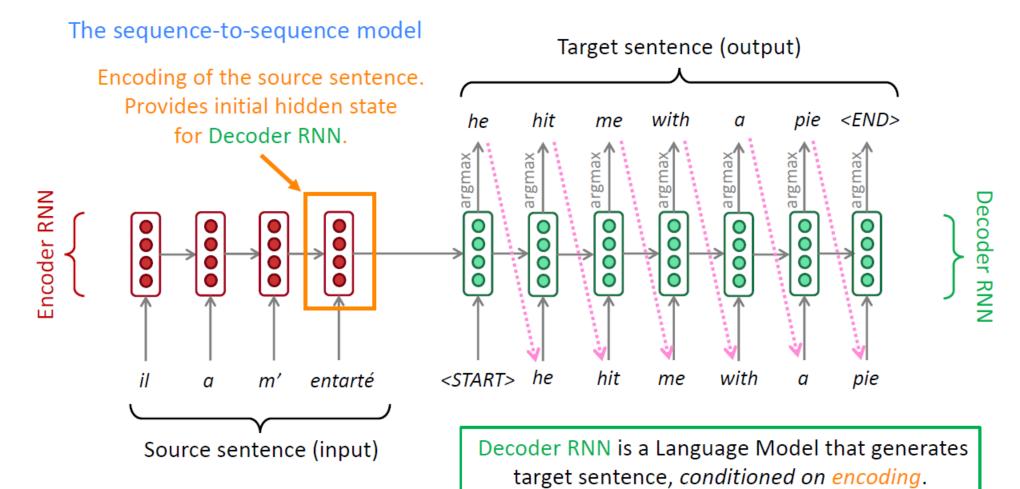
# Neural Machine Translation with Attention



#### Neural Machine Translation (NMT)

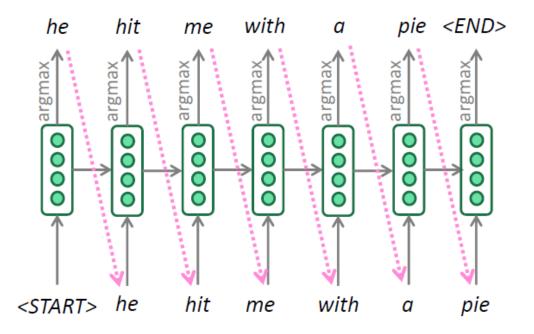


Encoder RNN produces an encoding of the source sentence.

Note: This diagram shows **test time** behavior: decoder output is fed in ••••• as next step's input

## **Greedy Decoding**

 We saw how to generate (or "decode") the target sentence by taking argmax on each step of the decoder



- This is greedy decoding (take most probable word on each step)
- Problems with this method?

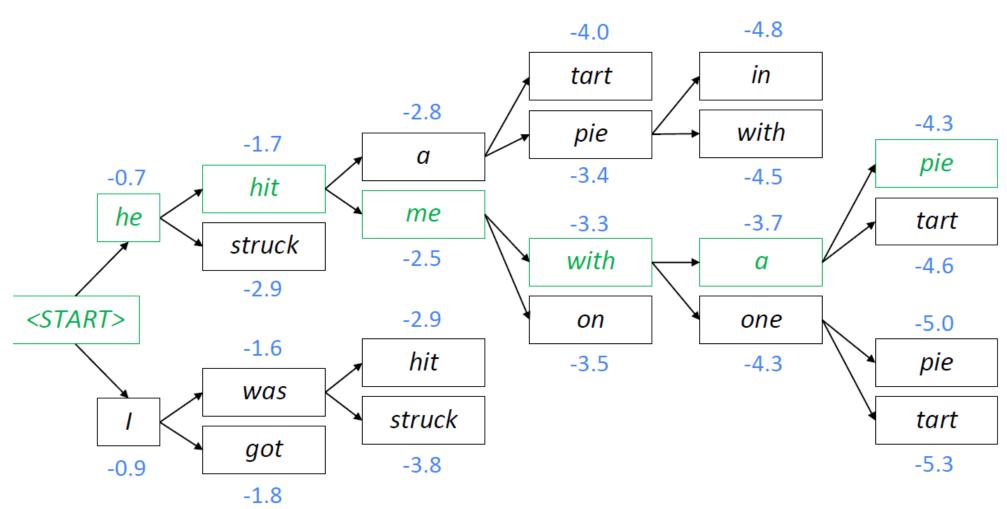
## Problems with Greedy Decoding

- Greedy decoding has no way to undo decisions!
  - <u>Input</u>: *il a m'entarté* (he hit me with a pie)
  - → he \_\_\_\_
  - $\rightarrow$  he hit \_\_\_\_
  - $\rightarrow$  he hit a \_\_\_\_ (whoops! no going back now...)

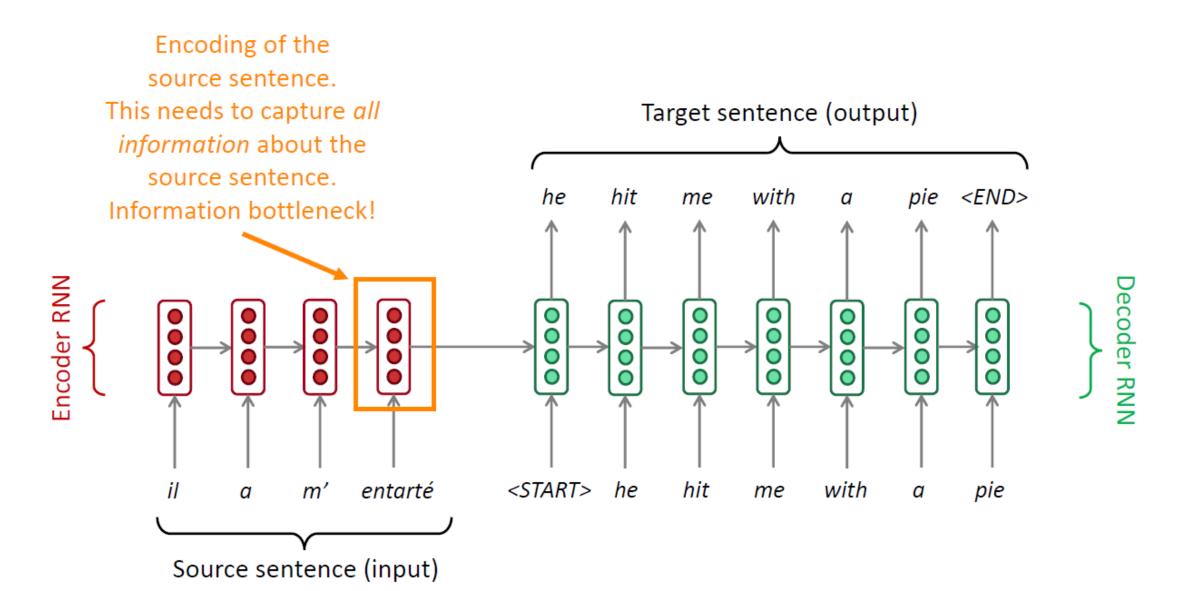
How to fix this?

## Beam Search Decoding

Beam size = k = 2. Blue numbers = 
$$score(y_1, \dots, y_t) = \sum_{i=1}^t log P_{LM}(y_i|y_1, \dots, y_{i-1}, x)$$



#### Sequence-to-Sequence: the Bottleneck Problem



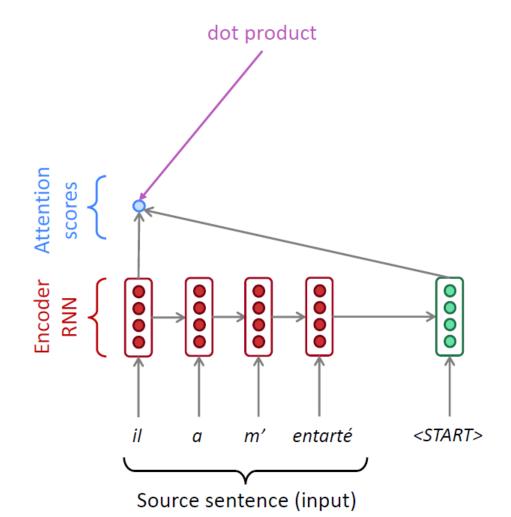
#### Attention

Attention provides a solution to the bottleneck problem.

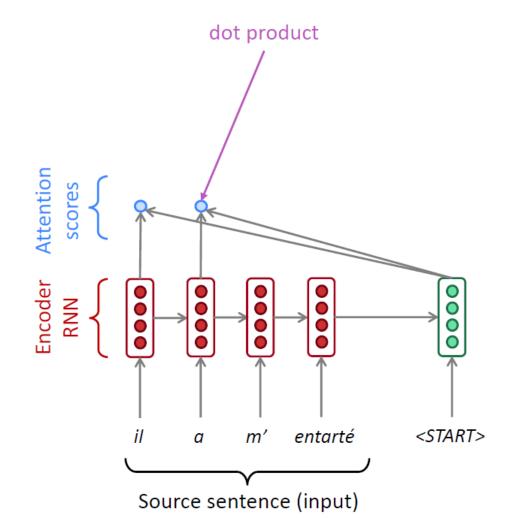
 Core idea: on each step of the decoder, use direct connection to the encoder to focus on a particular part of the source sequence



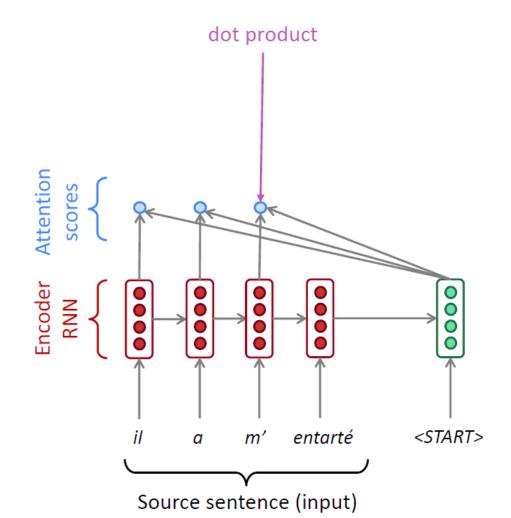
 First we will show via diagram (no equations), then we will show with equations



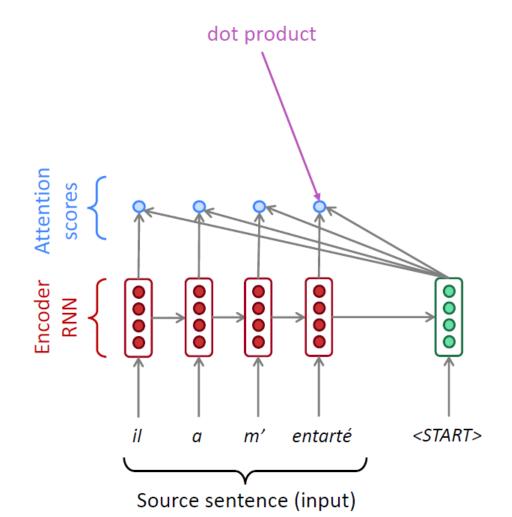




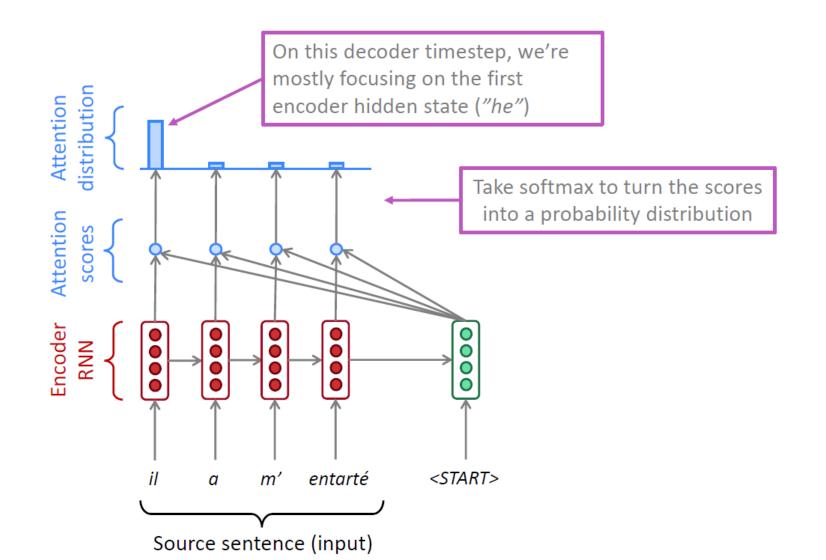




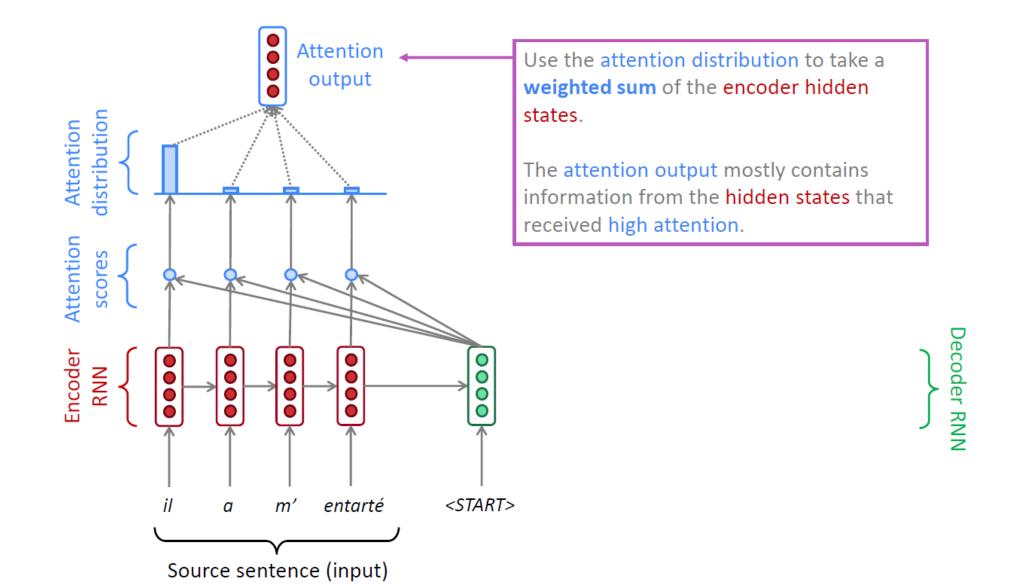


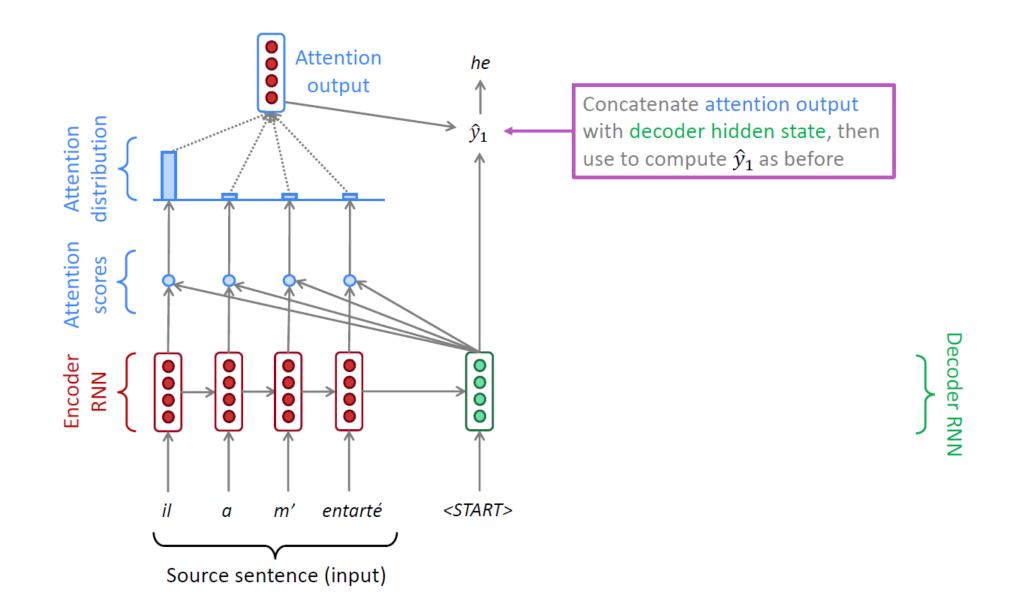


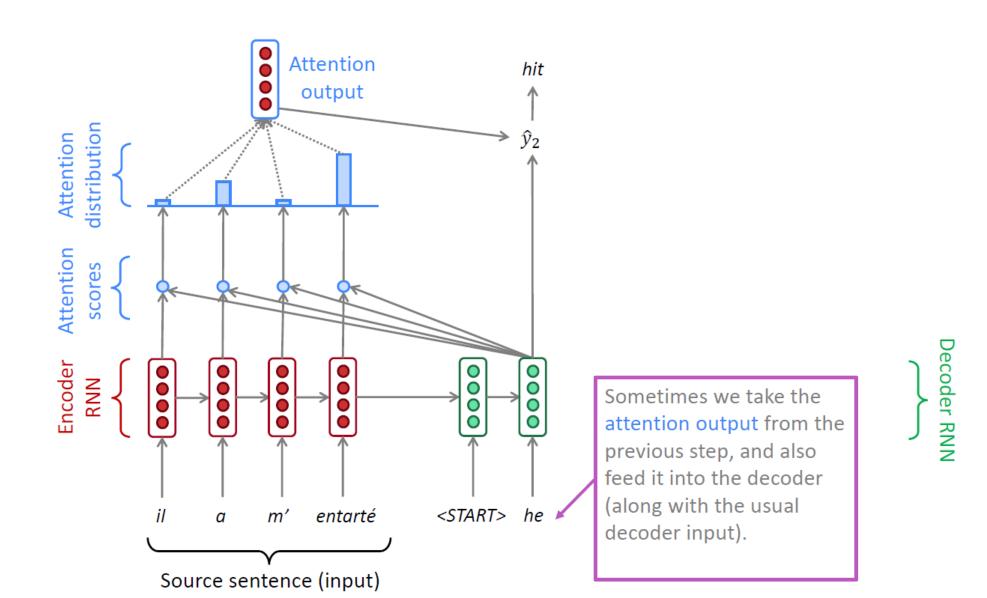


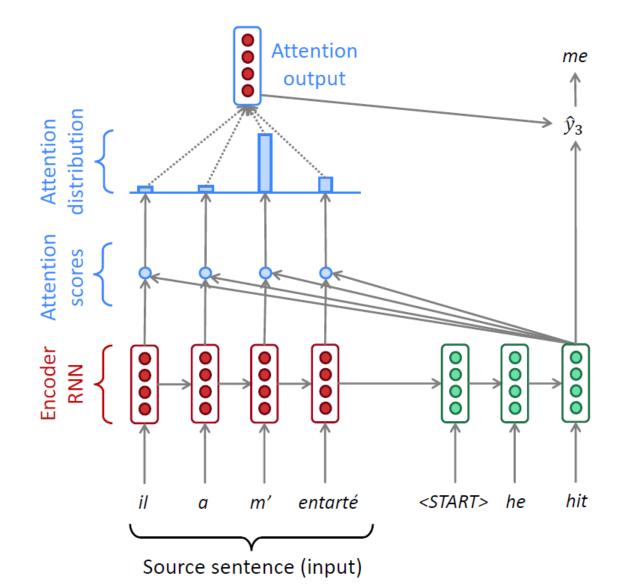


Decoder RNN

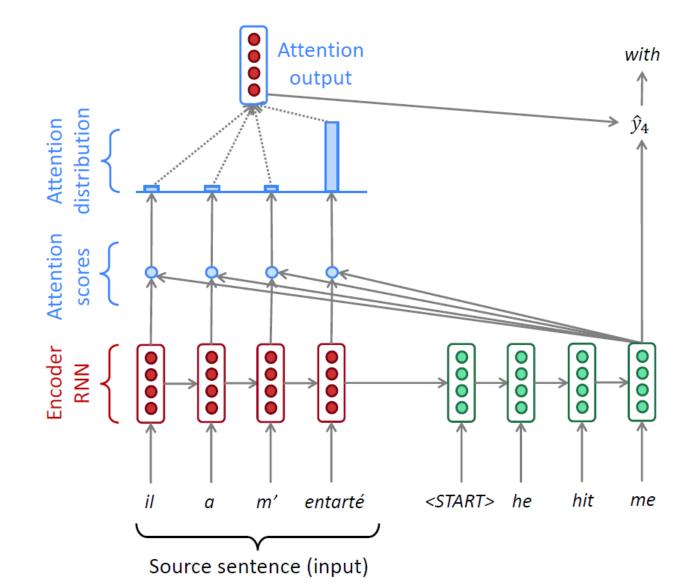




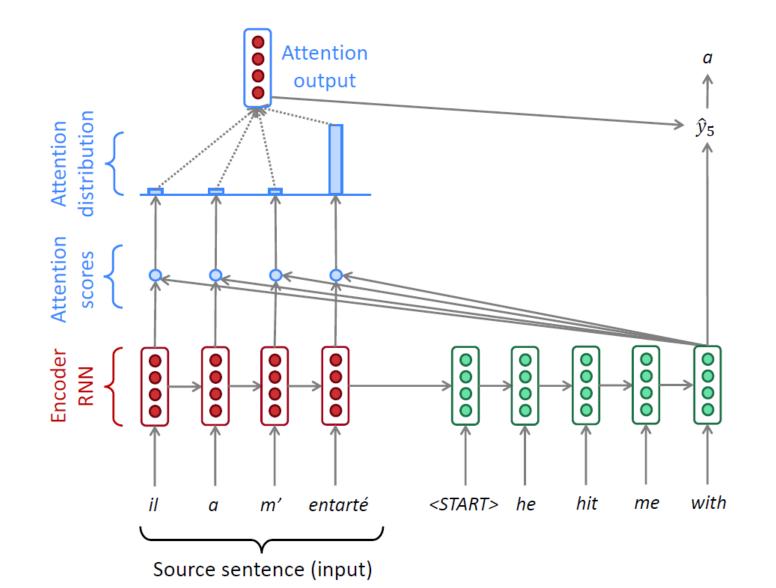




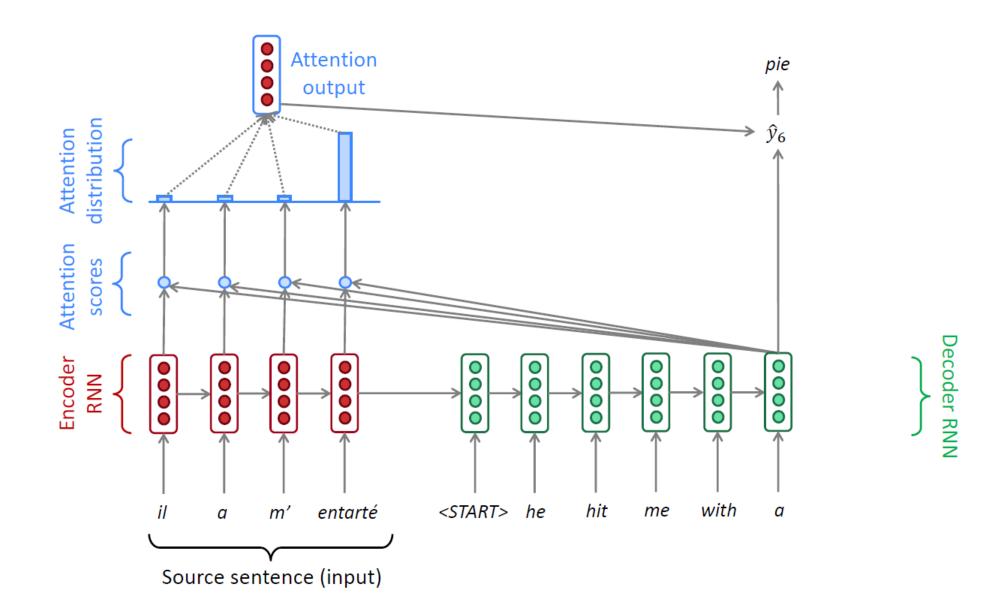








Decoder RNN



#### Attention: In Equation

- We have encoder hidden states  $h_1, \ldots, h_N \in \mathbb{R}^h$
- On timestep t, we have decoder hidden state  $s_t \in \mathbb{R}^h$
- We get the attention scores  $e^t$  for this step:

$$oldsymbol{e}^t = [oldsymbol{s}_t^Toldsymbol{h}_1, \dots, oldsymbol{s}_t^Toldsymbol{h}_N] \in \mathbb{R}^N$$

• We take softmax to get the attention distribution  $\alpha^t$  for this step (this is a probability distribution and sums to 1)

$$\alpha^t = \operatorname{softmax}(\boldsymbol{e}^t) \in \mathbb{R}^N$$

• We use  $lpha^t$  to take a weighted sum of the encoder hidden states to get the attention output  $m{a}_t$ 

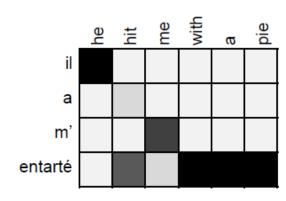
$$\boldsymbol{a}_t = \sum_{i=1}^N \alpha_i^t \boldsymbol{h}_i \in \mathbb{R}^h$$

• Finally we concatenate the attention output  $m{a}_t$  with the decoder hidden state  $s_t$  and proceed as in the non-attention seq2seq model

$$[oldsymbol{a}_t;oldsymbol{s}_t]\in\mathbb{R}^{2h}$$

#### Attention is Great

- Attention significantly improves NMT performance
  - It's very useful to allow decoder to focus on certain parts of the source
- Attention solves the bottleneck problem
  - Attention allows decoder to look directly at source; bypass bottleneck
- Attention helps with vanishing gradient problem
  - Provides shortcut to faraway states
- Attention 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



Attention is All You Need(NIPS 2017, Google)

Add & Norm
Feed
Forward

Add & Norm

Multi-Head

Attention

Add & Norm

Masked

Multi-Head

Attention

Output Embedding

Outputs (shifted right)

 $N \times$ 

Positional

Encoding



 $N \times$ 

Positional

Encoding

Add & Norm

Feed

Forward

Add & Norm

Multi-Head

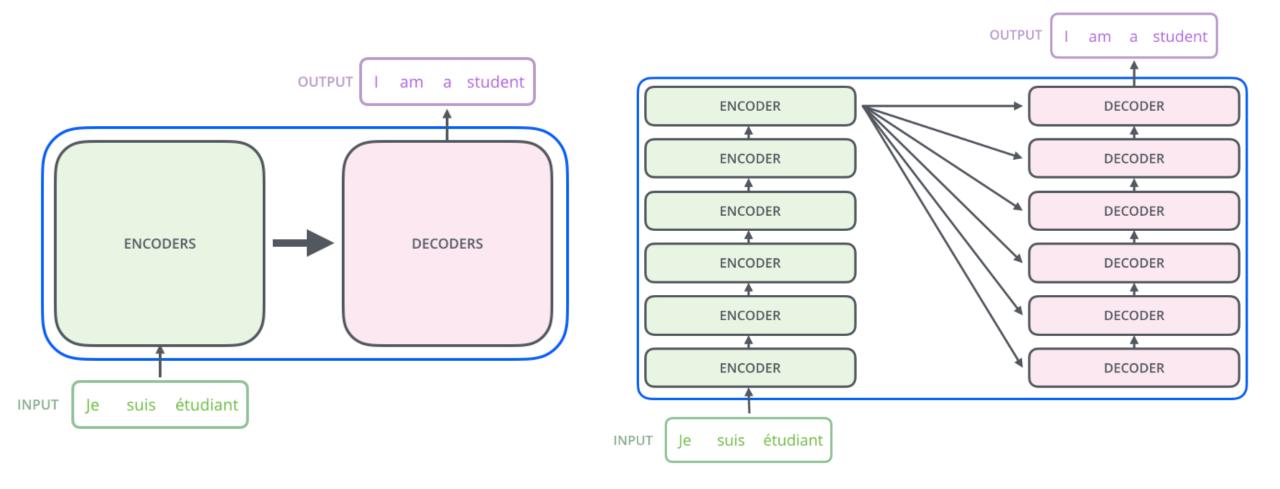
Attention

Input

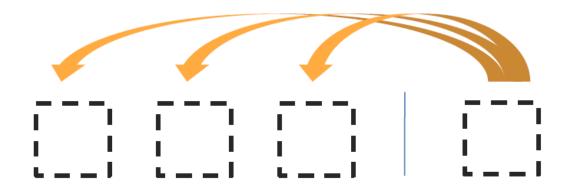
Embedding

Inputs

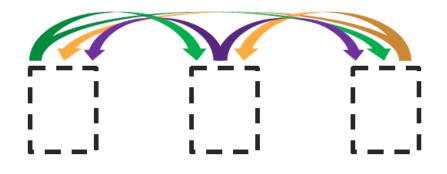
### Seq2Seq vs Transformer



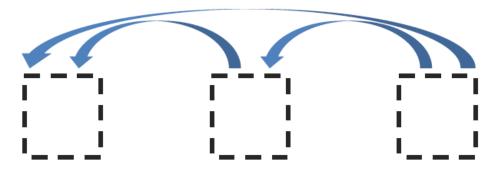
# 3 Types of Attention



**Encoder-Decoder Attention** 

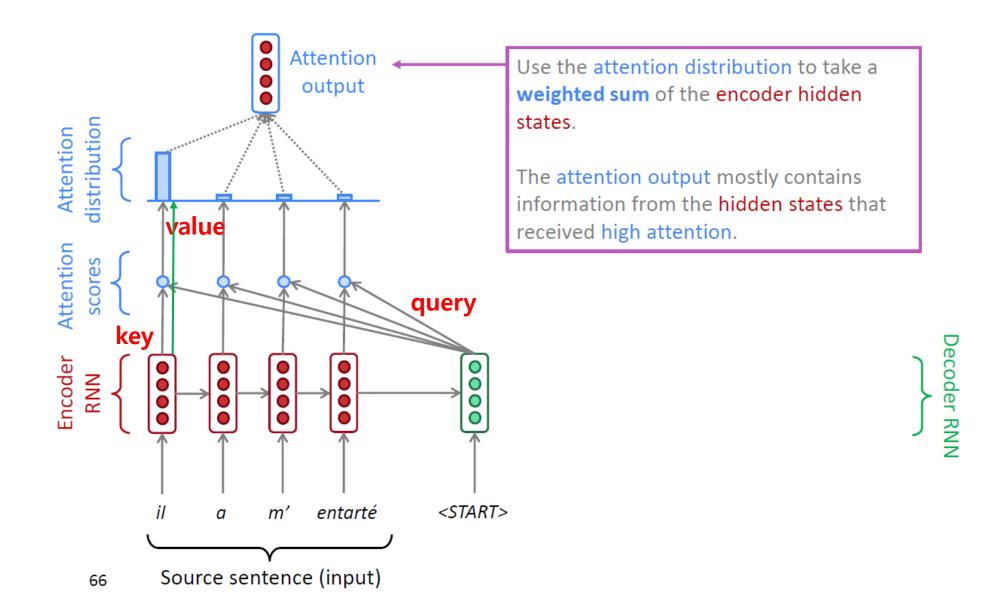


**Encoder Self-Attention** 

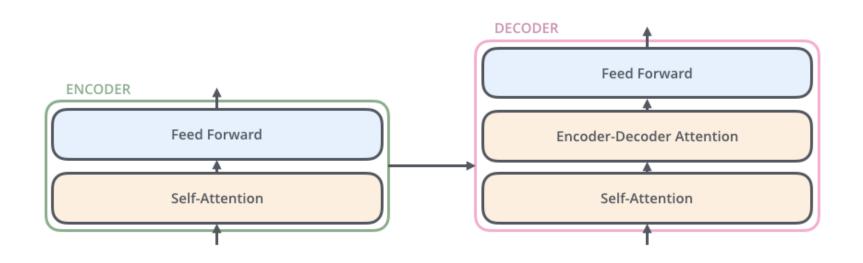


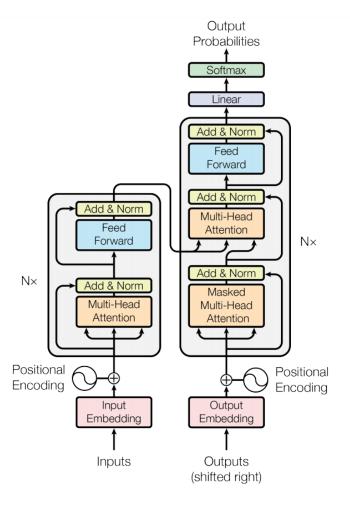
MaskedDecoder Self-Attention

### Query, Key, Value

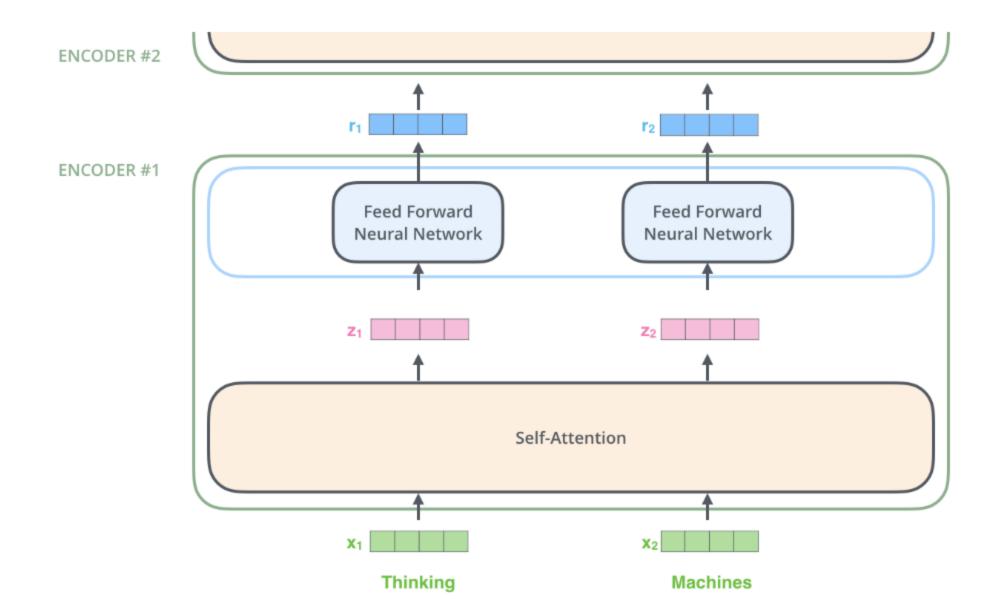


#### Encoder-Decoder of Transformer

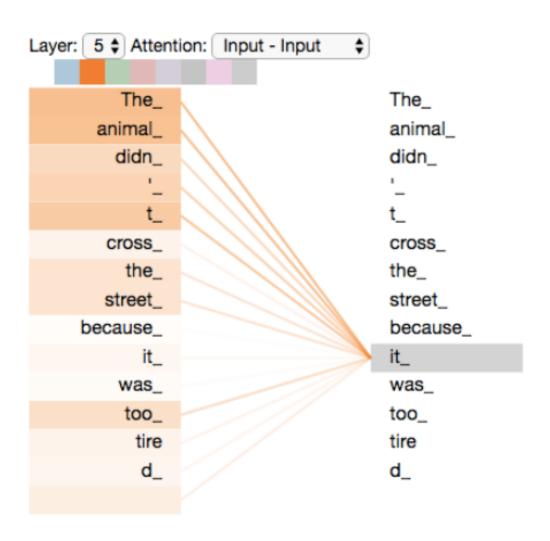




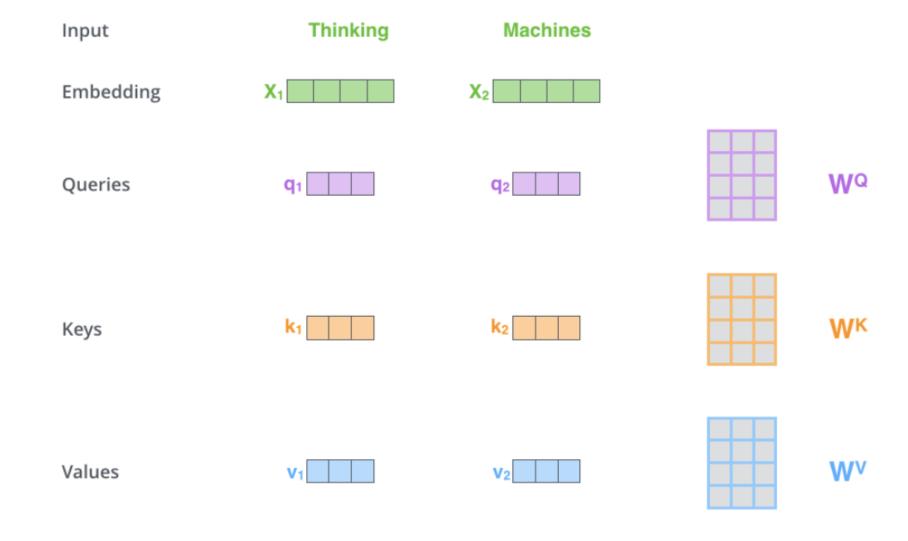
#### Encoder



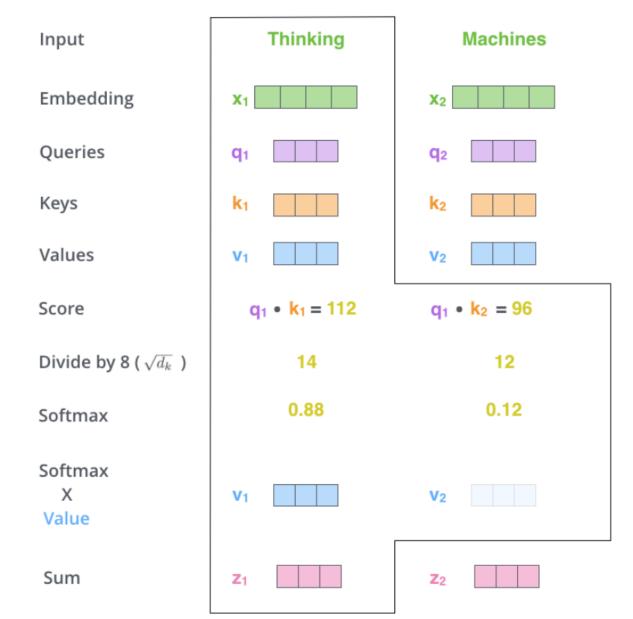
#### **Self Attention**



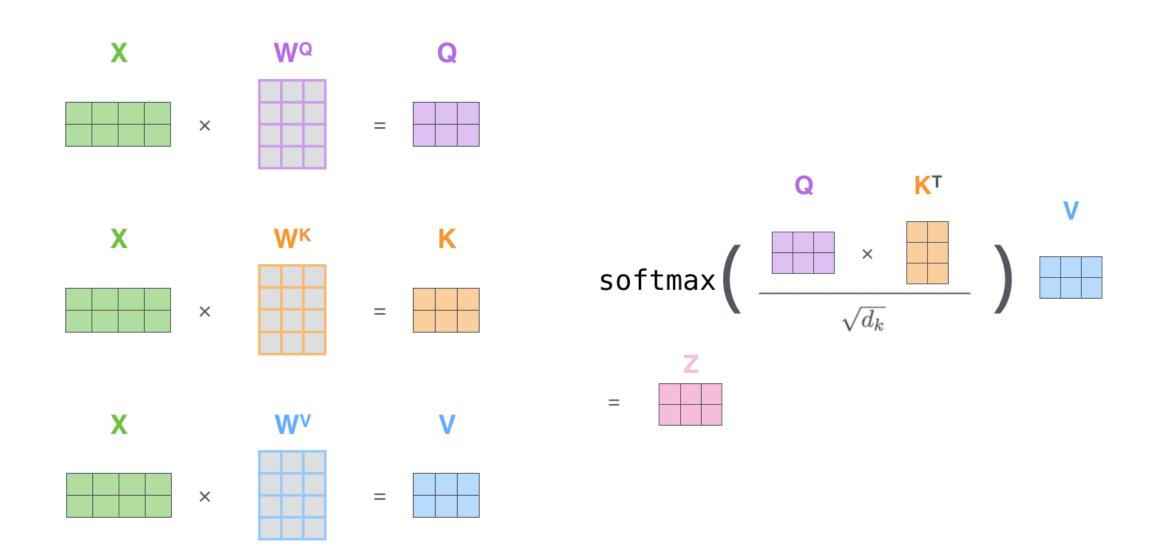
#### **Self Attention**



#### **Self Attention**



#### Matrix Calculation of Self-Attention



#### Multi-head Attention

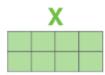
1) This is our input sentence\*

2) We embed each word\*

3) Split into 8 heads. We multiply X or R with weight matrices 4) Calculate attention using the resulting Q/K/V matrices

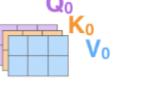
5) Concatenate the resulting Z matrices, then multiply with weight matrix W<sup>o</sup> to produce the output of the layer

Thinking Machines



W<sub>1</sub>Q

 $\mathbf{W}_0^{\mathbf{Q}}$ 









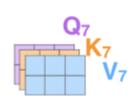




\* In all encoders other than #0, we don't need embedding. We start directly with the output of the encoder right below this one

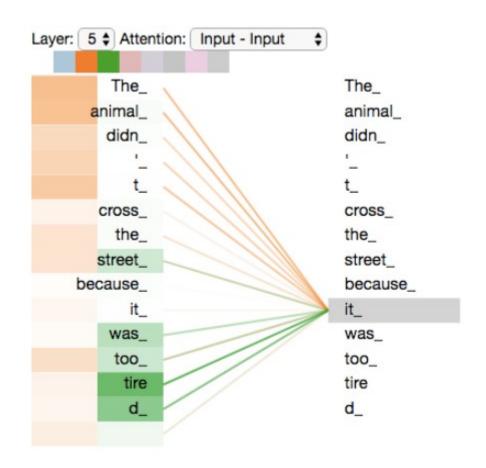


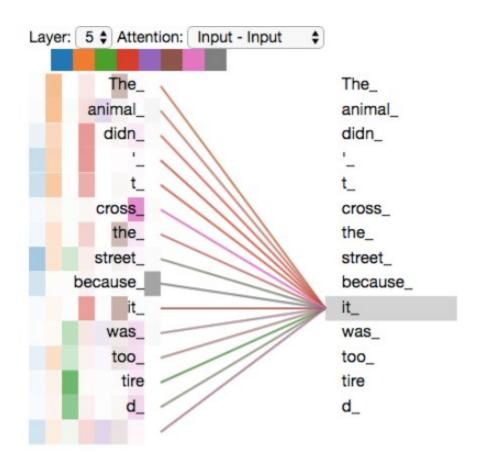






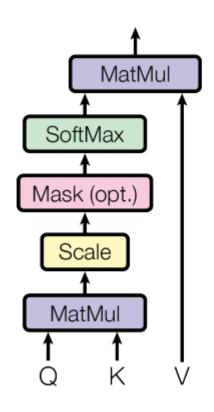
#### Multi-head Attention

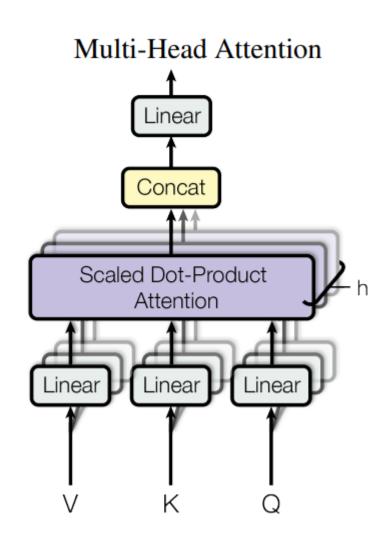




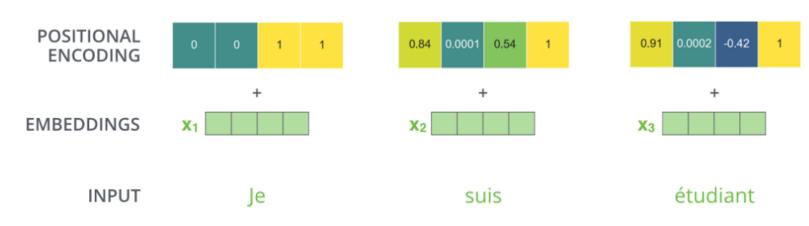
#### Self-Attention of Transformer

Scaled Dot-Product Attention

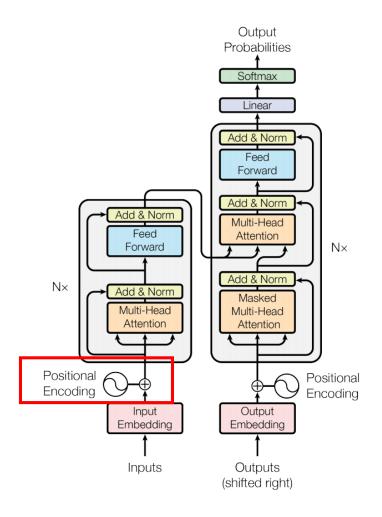




### Positional Encoding



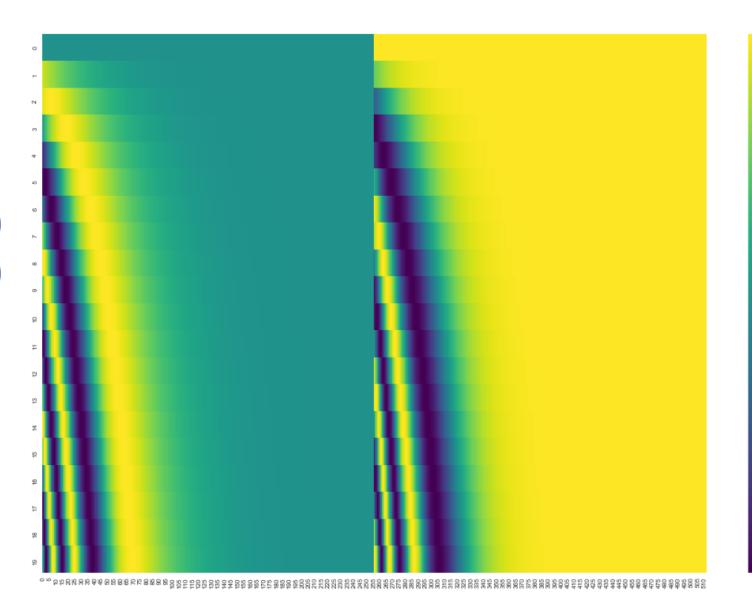
A real example of positional encoding with a toy embedding size of 4



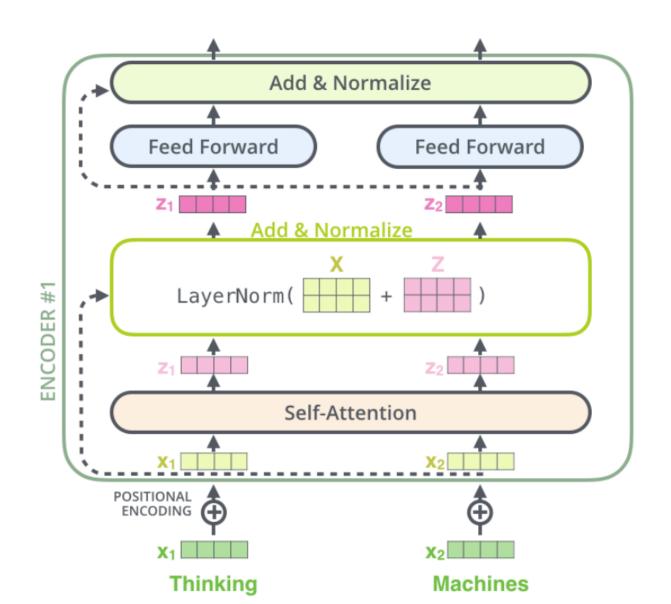
# Positional Encoding

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

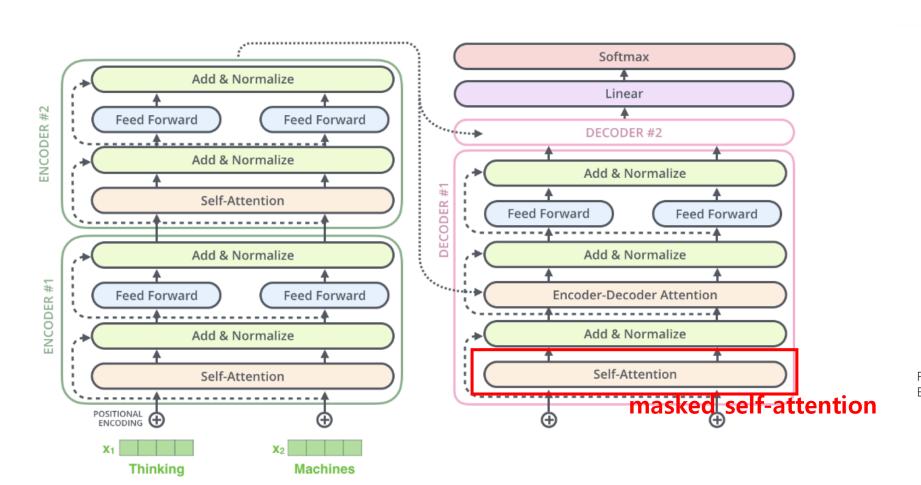
$$PE_{(pos,2i+1)} = cos(pos/10000^{2i/d_{\rm model}})$$

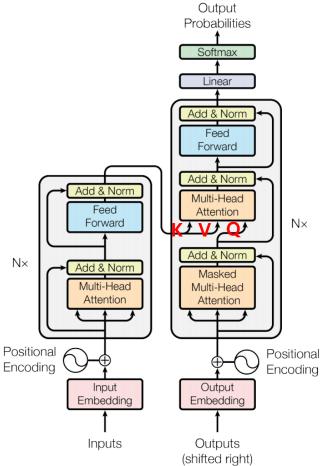


### Skip Connection & Layer Norm

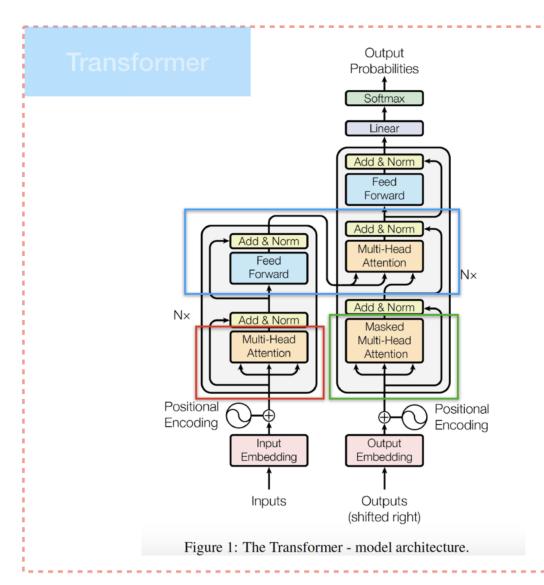


#### Decoder





#### Transformer



#### encoder self attention

- 1. Multi-head Attention
- 2. Query=Key=Value

#### decoder self attention

- 1. Masked Multi-head Attention
- 2. Query=Key=Value

#### encoder-decoder attention

- 1. Multi-head Attention
- 2. Encoder Self attention=Key=Value
- 3. Decoder Self attention=Query