Encoder/Decoder architecture

Two RNN's

- ullet Encoder: takes input sequence ${f x}$
- Decoder: creates output sequence $\hat{\boldsymbol{y}}$

RNN's process sequences using the "loop architecture"

Consider the task of

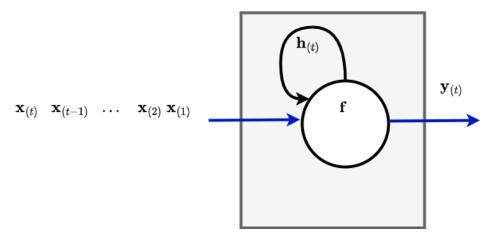
- constructing the <code>next</code> element $\hat{\mathbf{y}}_{(t)}$ of sequence \mathbf{y}
- conditioned on some input sequence $\mathbf{x}=\mathbf{x}_{(1)}\dots\mathbf{x}_{(t')}$ $p(\hat{\mathbf{y}}_{(t)}|\mathbf{x}_{(1)}\dots\mathbf{x}_{(t)})$

RNN Loop architecture

• Uses a "latent state" that is updated with each element of the sequence, then predict the output

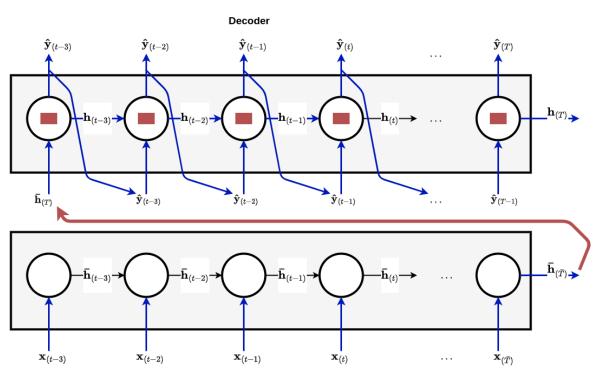
$$p(\mathbf{h}_{(t)}|\mathbf{x}_{(t)}, \mathbf{h}_{(t-1)})$$
 latent variable $\mathbf{h}_{(t)}$ encodes $[\mathbf{x}_{(1)} \dots \mathbf{x}_{(t)}]$ $p(\hat{\mathbf{y}}_{(t)}|\mathbf{h}_{(t)})$ prediction contingent on latent variable

Loop with latent state



Original Encoder/Decoder architecture

RNN Encoder/Decoder without Attention Bottleneck



Encoder

Critique

- bottleneck
 - all information about input x passes through out of Encoder (red line)
 - and must be carried over to every iteration of the Decoder loop (red box)
- loop architecture for Encoder and Decoder
 - dependency: horizontal line carrying latent state across time

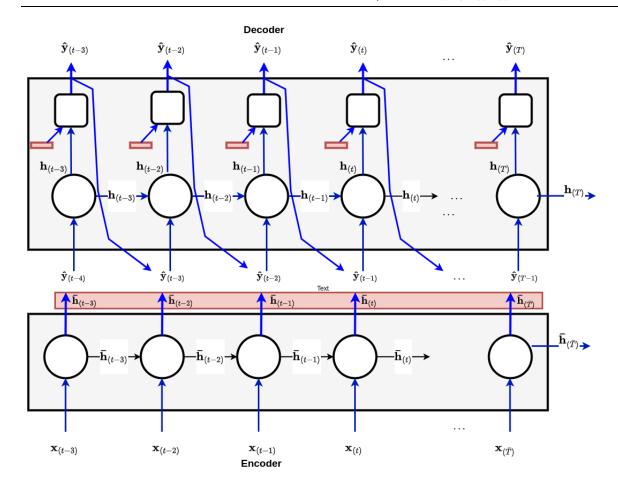
Cross-Attention: removing the bottleneck

We removed the bottleneck via Cross Attention

- Decoder has direct access to all outputs (i.e., Latent sates) of the Encoder
 - each Encoder output is proxy for a prefix of the input

The pink box is the sequent of Encoder outputs

$$ar{f h}_{(1:ar{T})}$$



Encoder Self-Attention: removing the Encoder loop

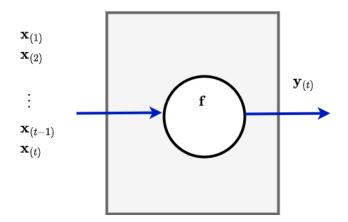
There is an alternative to the loop architecture for processing sequences

• the direct function approach

The alternative to the loop was to create a "direct function"

- Taking a **sequence** $\mathbf{x}_{(1...t)}$ as input
- Outputting $\hat{\mathbf{y}}_{(t)}$

Direct function



Can output all elements of sequence $\hat{\mathbf{y}}$ simultaneously

- each output position is independent of previous output
- only dependent on input

We removed the "loop" architecture of the Encoder by using the direct function approach

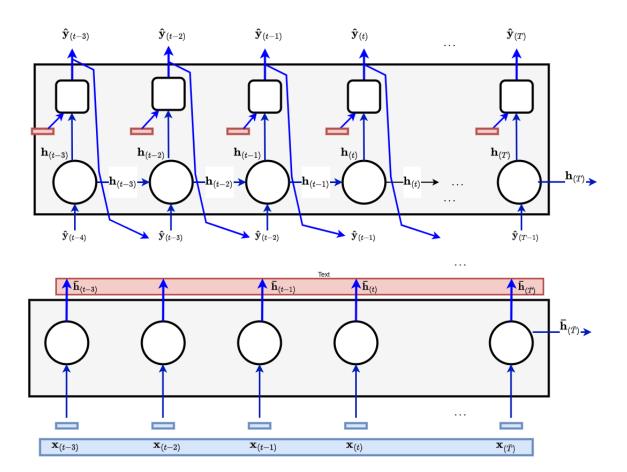
- ullet the mechanism enabling each position of the Encoder output to *attend* to the entire sequence x is called *Self-Attention*
 - Notice: no dependency arrow between circles in the Encoder
- Encoder output is a direct function of **all** positions in the input
 - all Encoder output positions can be computed in parallel

The blue box represents the entire input sequence

$$\mathbf{x}_{(1:\bar{T})}$$

We no longer refer to the Encoder output as a Latent state

no more loop!

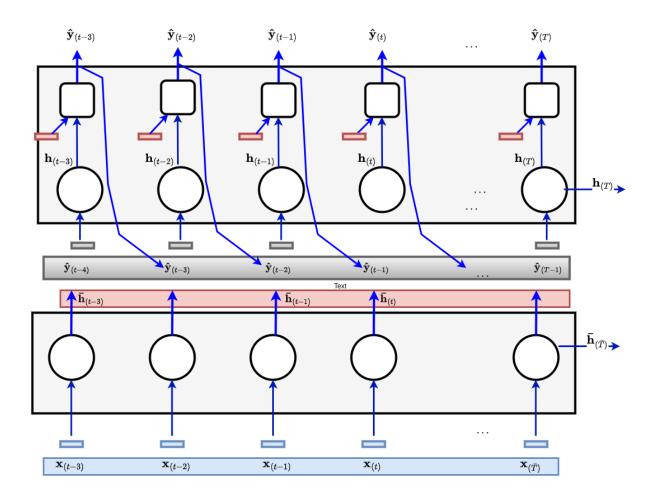


Decoder Masked Self Attention: removing the Decoder loop

Finally we remove the loop architecture for the Decoder as well using Self-Attention

The grey box represents the *entire* output sequence

$$\hat{\mathbf{y}}_{(1:T)}$$



Now

- the output sequence $\hat{\mathbf{y}}$ is built iteratively (auto-regressively)
- units work in parallel
- each iteration outputs *all* positions

$$\hat{\mathbf{y}}_{(1:T)}$$

- including ones whose full inputs have not been defined yet!
- $oldsymbol{\hat{y}}_{(t)}$ is not defined until iteration t

This is confusing!

The point is we don't output position t to the user until iteration t

We certainly don't want $\hat{\mathbf{y}}_{(t)}$ to change on iterations t'>t

- ullet don't want future outputs $\hat{\mathbf{y}}_{(t')}$ for $t' \geq t$ to affect $\hat{\mathbf{y}}_{(t)}$
- $\hat{\mathbf{y}}_{(t)}$ depends only on $\hat{\mathbf{y}}_{(1:t-1)}$

We can ensure this by using **Masked Self Attention**

 $oldsymbol{\circ}$ position t can only access positions t' < t $\hat{oldsymbol{y}}_{(1:t-1)}$

This means that outputs after iteration t can't effect $\hat{\mathbf{y}}_{(t)}$

```
In [2]: print("Done")
```

Done