

# 走近 NLP

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# Chapter 1

## NLP 团队总览

### 1.1 HuggingFace 抱抱脸

Hugging face 是一家总部位于纽约的聊天机器人初创服务商，开发的应用在青少年中颇受欢迎，相比于其他公司，Hugging Face 更加注重产品带来的情感以及环境因素。但更令它广为人知的是 Hugging Face 专注于 NLP 技术，拥有大型的开源社区。尤其是在 github 上开源的自然语言处理，预训练模型库 Transformers，已被下载超过一百万次，[HuggingFace repo](#)

- 2019 Oct, *Distill Bert* [1]

### 1.2 DeepMind

### 1.3 Google AI 谷歌人工智能

- 2017 Jun, *Transformer* [2]
- 2018 Apr, *Adafactor* [3]
- 2018 Oct, *Bert* [4]
- 2019 Sep, *Albert* [5]
- 2019 Oct, *T5* [6]
- 2020 Jan, *Reformer* [7]
- 2020 Feb, *GLU-Variants* [8] 各种门控线性单元变体
- 2020 Feb, *SimCLR* [9]
- 2021 Aug, *Sentence T5 (ST5)* [10]

### 1.4 FAIR facebook 人工智能研究院

- 2019 Apr, *Poly-Encoders* [11]
- 2019 Jul, *Roberta* [12]

- 2019 Aug, *Vilbert* [13]
- 2019 Nov, *MoCo* [14]
- 2020 Mar, *MoCo-2* [15]

## 1.5 OpenAI

- 2018, *GPT-1* [16]
- 2019, *GPT-2* [17]
- 2019 Apr, *Sparse Transformer* [18]
- 2020 May, *GPT-3* [19]
- 2021 Feb, *CLIP* [20]

## 1.6 Microsoft Research 微软研究院

- 2017 Dec, *LightGBM* [21]
- 2019 Jan, *Multi-Task DNN* [22]
- 2019 May, *UniLM* [23]

## 1.7 AllenAI

- 2016 Feb, *Weight Normalization* [24]
- 2020 May, *UnifiedQA* [25]
- 2021 Mar, *Unicorn* [26]

## 1.8 Tsinghua

- 2020 Dec, *CPM-1* [27]
- 2021 Jun, *CPM-2* [28]
- 2021 Mar, *M6* [29]
- 2021 Apr, *SimCSE* [30]

## 1.9 BAAI 北京智源人工智能研究院

- 2021 Jun, *CPM-2* [28]

## 1.10 Alibaba 阿里巴巴

- 2021 Mar, *M6* [29]

## 1.11 Baidu AIG 百度人工智能研究院

- 2019 Apr, *ERNIE-1.0* [31]
- 2019 Jul, *ERNIE-2.0* [32]
- 2019 Oct, *PLATO-1* [33]
- 2020 Jun, *PLATO-2* [34]
- 2020 Jun, *ERNIE-vil* [35]
- 2021 Feb, *Knover* [36]

## 1.12 IFlyTek 科大讯飞

- 2019 Jun, *Bert-wum* [37]
- 2020 Mar, *Electra* [38]
- 2020 Apr, *MacBert* [39]



## Chapter 2

# 基于 Encoder 的模型





## Chapter 3

# 基于 Decoder 的模型



# Chapter 4

## 基于 Encoder-Decoder 的模型

### 4.1 Transformer

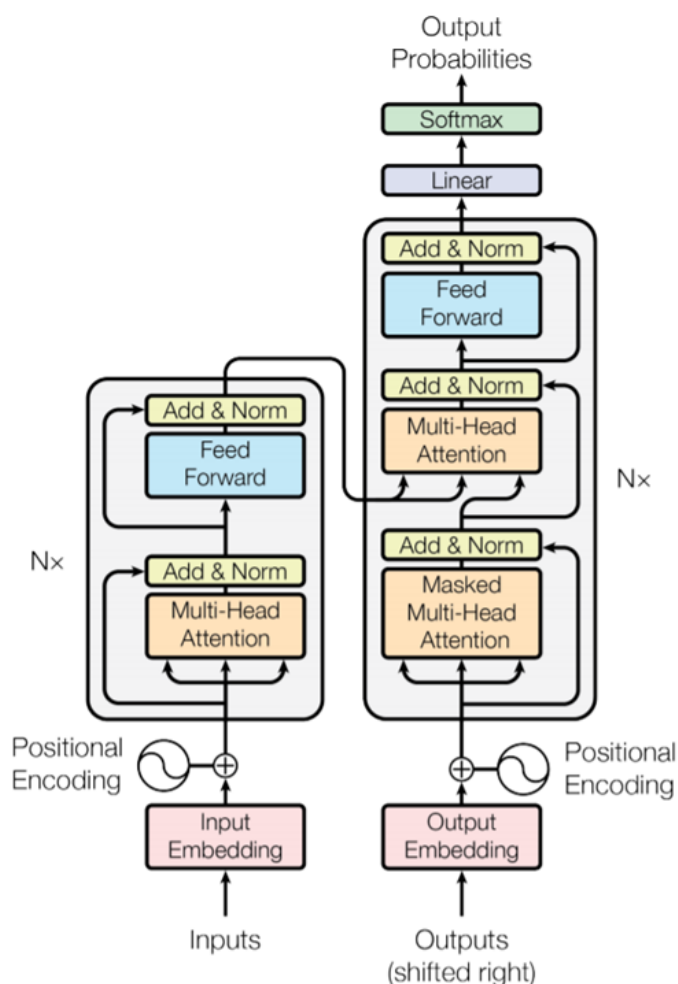


图 4.1: Transformer 模型架构

- Input Embedding: 输入的 token sequence embedding
- Positional Encoding 位置编码满足下列特性 1) 每个位

置有唯一的位置编码

$$PE(pos, 2i) = \sin\left(\frac{pos}{1000^{\frac{2i}{d_{model}}}}\right) \quad (4.1)$$

$$PE(pos, 2i + 1) = \cos\left(\frac{pos}{1000^{\frac{2i}{d_{model}}}}\right) \quad (4.2)$$

2) 由三角函数加法公式可求得相对距离  $|pos_1 - pos_2|$ , 但无法确定两个位置谁处于前面

$$\begin{aligned} \cos((pos_1 - pos_2) * i) &= \cos(pos_1 * i) \cos(pos_2 * i) \\ &\quad + \sin(pos_1 * i) \sin(pos_2 * i) \end{aligned} \quad (4.3)$$

- Multi-Head Attention, 多头注意力模型

1.  $Q_t = XW_Q, K_t = YW_K, V_t = ZW_V$ ; 一般 Y, Z 相同, 若 X 也相同则称为自注意力,  $\langle bs, seq, d \rangle$
2.  $Q_t.reshape(bs, n, seq, d/n), K_t.reshape(bs, n, seq, d/n), V_t.reshape(bs, n, seq, d/n)$ ;  $n = \#heads$
3.  $Attention(Q_t, K_t, V_t) = \text{softmax}\left(\frac{Q_t K_t^T + \text{mask}}{\sqrt{d_k}}\right) V_t$ ; softmax 用于归一化权重, 分母用于归一化协方差, mask 矩阵中负无穷元素值表示 masked token 或 pad;
4.  $Attention.reshape(bs, seq, d)$

- FNN 前向回馈网络:  $activate(xW_1 + b_1)W_2 + b_2$

$$\triangleright W_1, \langle d, d_{ff} \rangle$$

$$\triangleright W_2, \langle d_{ff}, d \rangle$$

- Output Embedding: 同语种时与 Input Embedding 一致, 不同语种时 (如处理翻译任务) 则是另一 Learnable Embedding

## 4.2 T5

## 4.3 Sentence T5 (ST5)

## Chapter 5

## 对比学习



## Chapter 6

## 多模态





## Chapter 7

## 提升技巧



## Chapter 8

# Optimizer 优化器



## Chapter 9

# 集成学习



# 参考文献

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