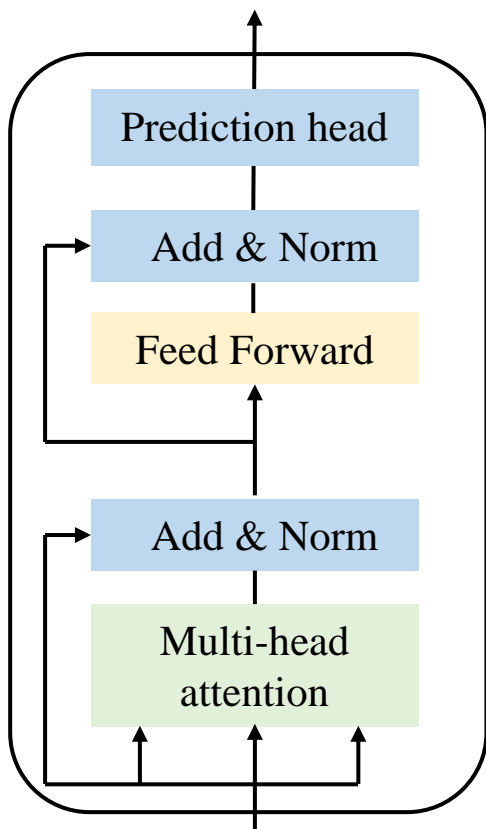


y_1, y_2, y_3, y_4, y_5



Pos Encoding

Input
embedding

$x_{1.1}$

$x_{1.2}$

$x_{1.3}$

...

...

$x_{n.m}$