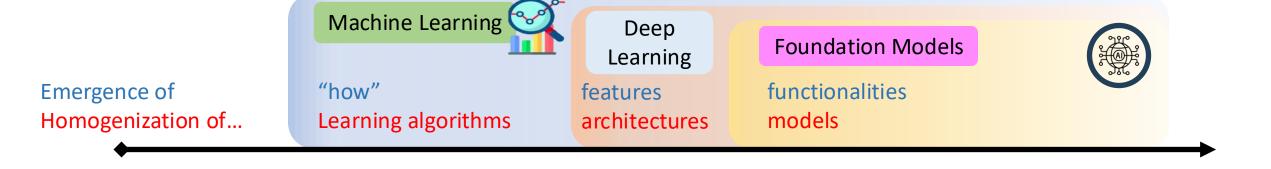
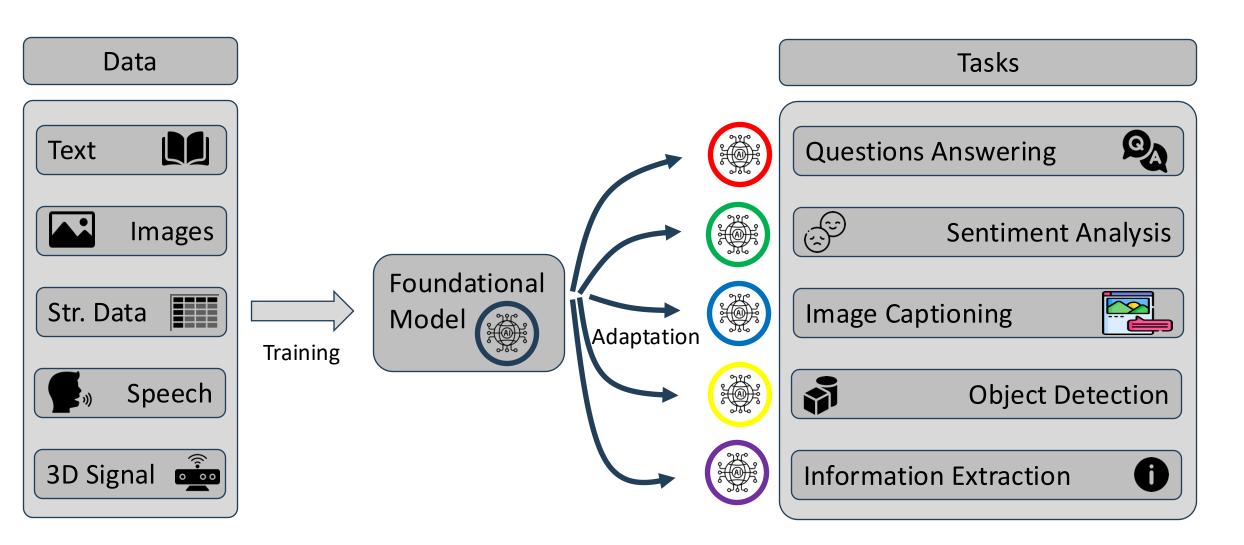
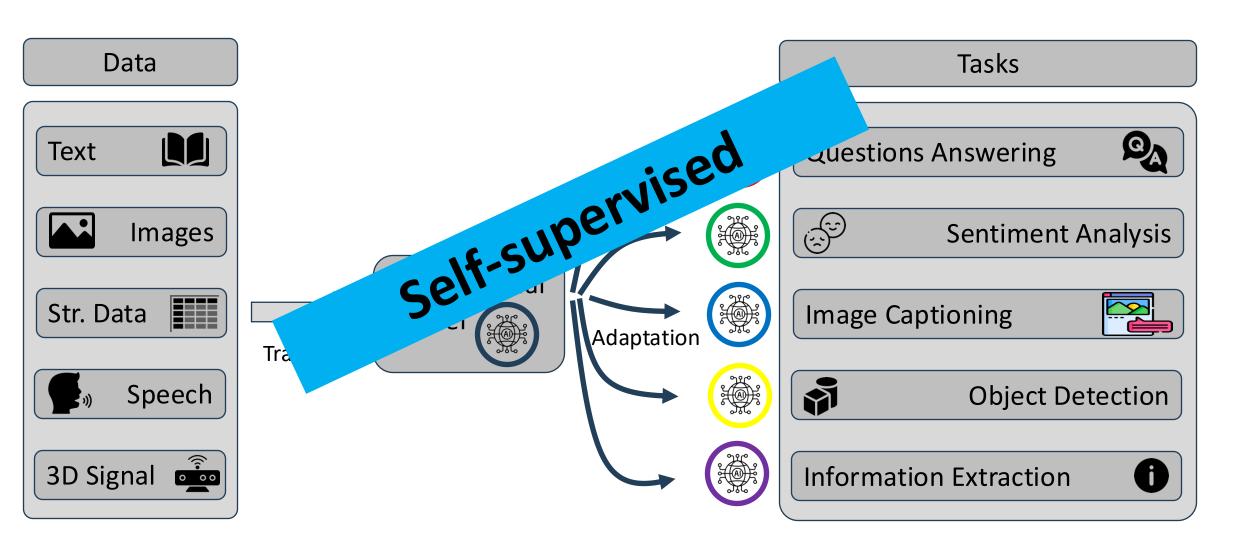
### **Chetan Arora**

Department of Computer Science and Engineering Joint Faculty: School of Artificial Intelligence Indian Institute of Technology Delhi



• Coined in 2021, it references the recent paradigm shift to develop a single model that can implicitly support many downstream tasks.





## **Beyond Pretraining and Fine-Tuning Paradigm**

#### **Pre-Training**

Large unlabelled datasets (e.g. Wikipedia, BookCorpus)

Self-supervised training (hours to days)



#### Fine-Tuning

Smaller labelled datasets (SQuAD, MNLI Similarity)

Task-specific fine-tuning (minutes to hours)

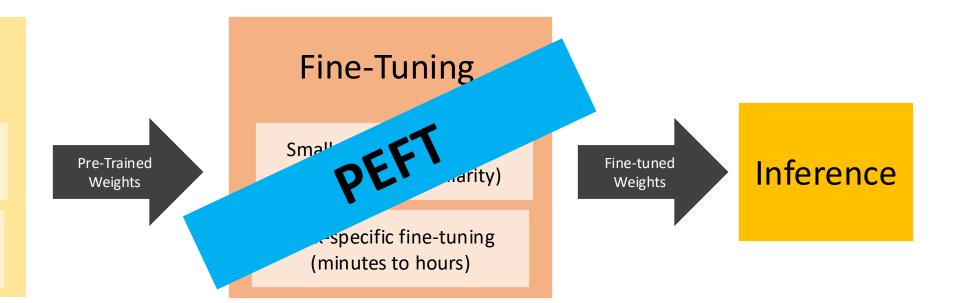


## **Beyond Pretraining and Fine-Tuning Paradigm**



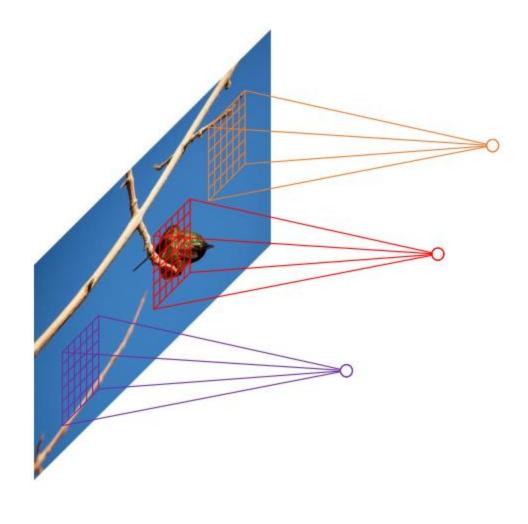
Large unlabelled datasets (e.g. Wikipedia, BookCorpus)

Self-supervised training (hours to days)



# Neural Architecture for Foundational Models Transformers

### **CNNs** as Pattern Detector



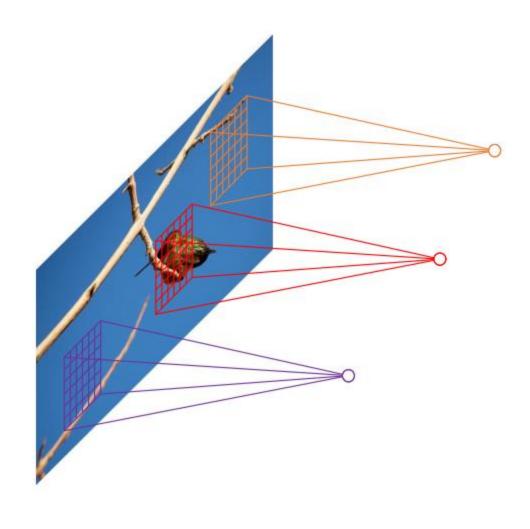
Convolutional layers are locally connected

 a filter/kernel/window slides on the image or the previous map

 the position of the filter explicitly provides information for localizing

local spatial information w.r.t. the window is encoded in the channels

### **CNNs for Translation Invariance Features**



 Convolutional layers share weights spatially leading to translation-invariant features

 Translation-invariance: a translated region will produce the same response at the correspondingly translated position

 A local pattern's convolutional response can be re-used by different candidate regions

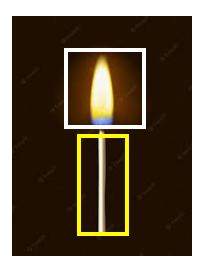
### **Limitations of CNN's Inductive Bias**

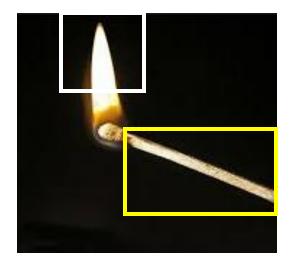


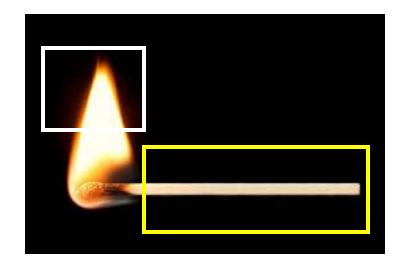




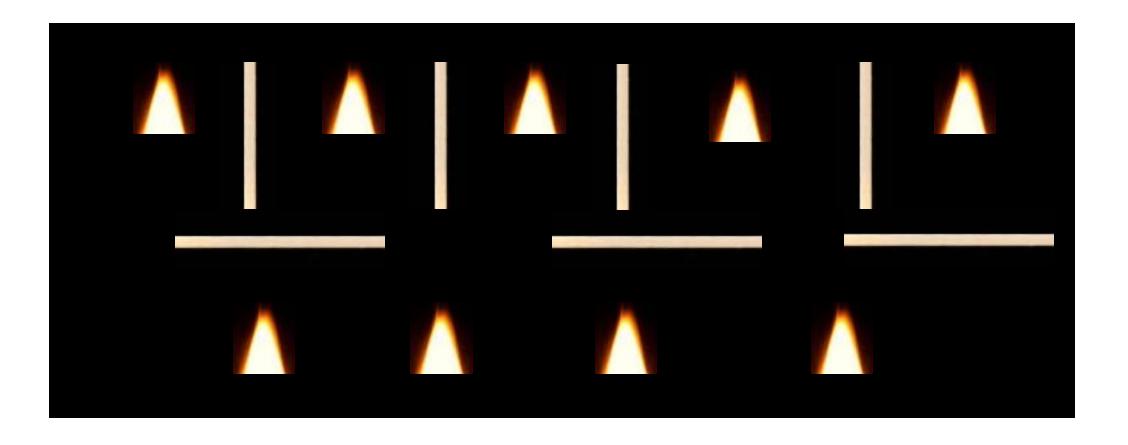
### **Limitations of CNN's Inductive Bias**



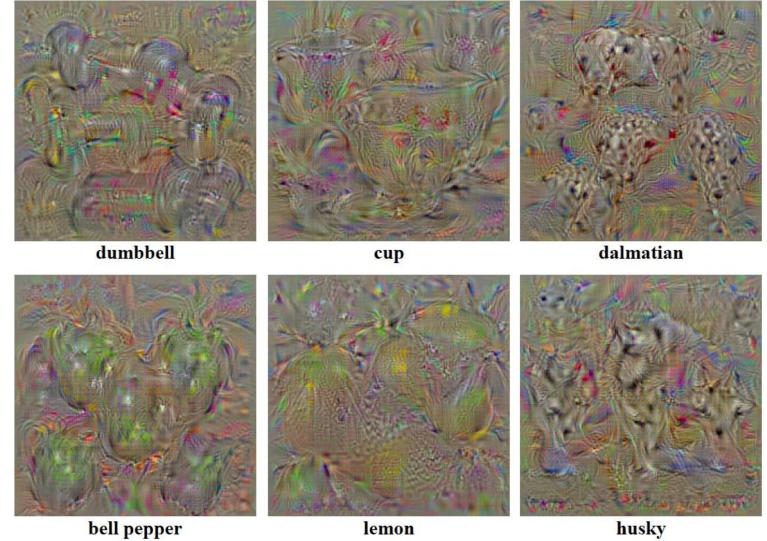




### **Limitations of CNN's Inductive Bias**



### What is a Class to a CNN



## **Alternate Paradigm: Attention**

#### What is attention

• In psychology attention is defined as the cognitive ability of humans to focus on the relevant things while processing a lot of information.

Attention mechanism in neural networks tries to do the same, by focusing on the few important things/regions among many.

### Inputs:

Query vector: Q (Shape:  $N_O \times D_O$ )

Input vectors: X (Shape:  $N_X \times D_O$ )

Key matrix:  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

### **Computation:**

**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QK^T}{\sqrt{D_Q}} \left( Shape: N_Q \times N_X \right), E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_Q}$ 

**Attention weights:**  $A = \operatorname{softmax}(E, \dim = 1)$  (Shape:  $N_O \times N_X$ )

Output vectors:  $Y = AV \left( Shape: N_Q \times D_X \right) Y_i = \Sigma_j A_{i,j} V_j$ 

 $X_1$ 

 $X_2$ 

 $X_3$ 

### Inputs:

Query vector: Q (Shape:  $N_Q \times D_Q$ )

Input vectors: X (Shape:  $N_X \times D_O$ )

Key matrix:  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

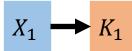
### **Computation:**

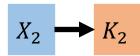
**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

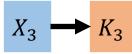
Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QK^T}{\sqrt{D_Q}} \left( Shape: N_Q \times N_X \right), E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_Q}$ 

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Input vectors: X (Shape:  $N_X \times D_O$ )

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Value matrix:  $W_V(Shape: D_X \times D_V)$ 

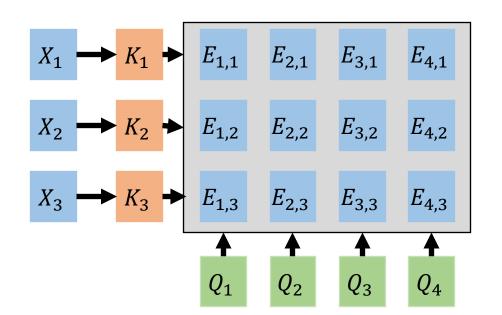
### **Computation:**

**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

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Value matrix:  $W_V(Shape: D_X \times D_V)$ 

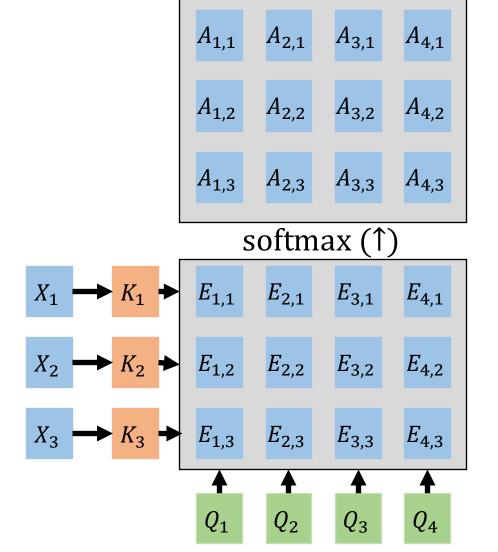
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**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

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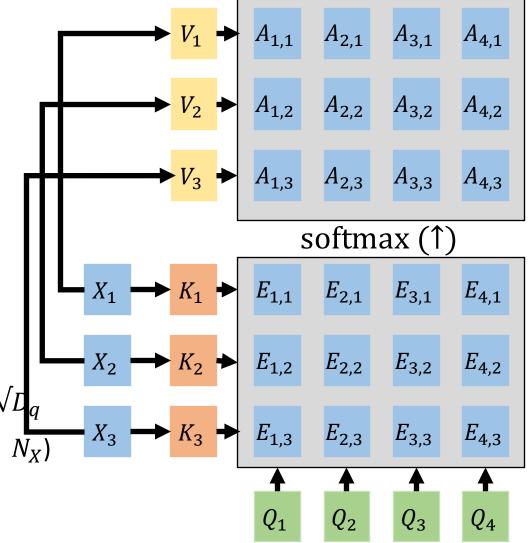
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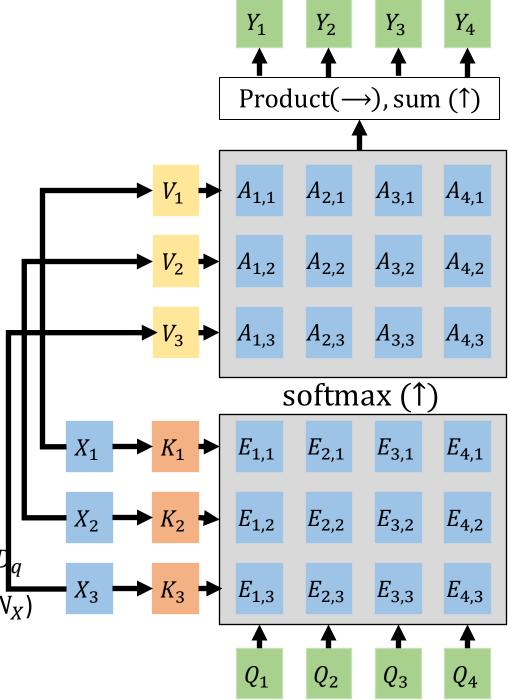
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**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

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**Attention weights:**  $A = \operatorname{softmax}(E, \dim = 1)$  (Shape:  $N_O \times N_X$ )



One query per input vector

### Inputs:

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Input vectors: X (Shape:  $N_X \times D_O$ )

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Output vectors:  $Y = AV \left( Shape: N_Q \times D_X \right) Y_i = \Sigma_j A_{i,j} V_j$ 

 $X_1$ 

 $X_2$ 

 $X_3$ 

One query per input vector

#### **Inputs:**

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

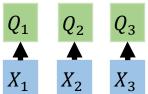
**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_Q}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

Attention weights:  $A = softmax(E, dim = 1) (Shape: N_X \times N_X)$ 

Output vectors:  $Y = AV (Shape: N_X \times D_V)Y_i = \Sigma_j A_{i,j}V_j$ 



One query per input vector

#### **Inputs:**

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

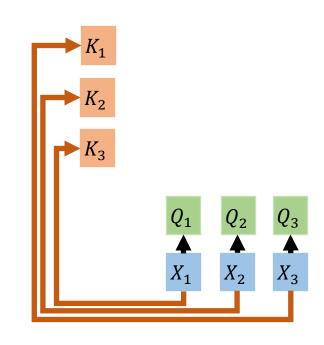
**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_Q}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

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One query per input vector

#### **Inputs:**

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

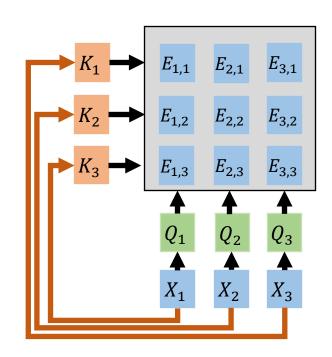
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Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

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One query per input vector

#### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

Key vectors:  $K = XW_K (Shape: N_X \times D_Q)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

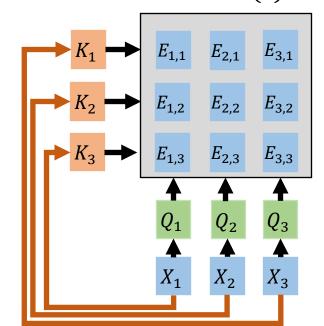
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softmax (↑)



One query per input vector

#### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

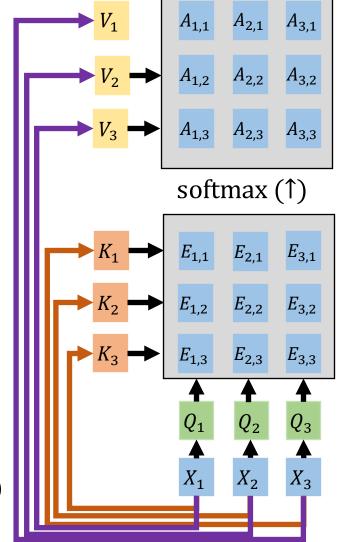
**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

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Similarities:  $E = \frac{QX^T}{\sqrt{D_Q}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

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One query per input vector

#### Inputs:

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Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_O$ 

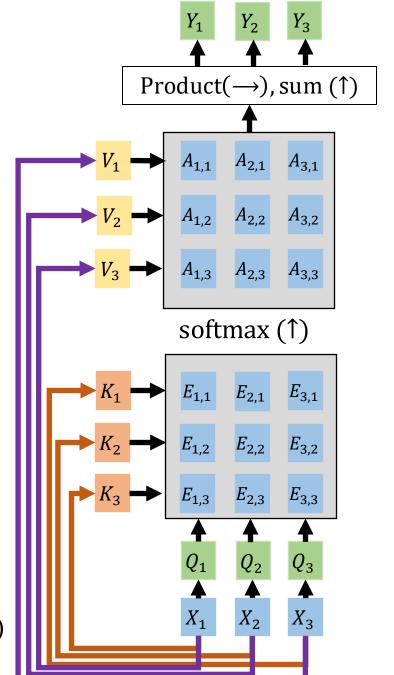
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Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

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### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

Key matrix:  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_Q}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

Attention weights:  $A = softmax(E, dim = 1) (Shape: N_X \times N_X)$ 

Output vectors:  $Y = AV (Shape: N_X \times D_V)Y_i = \Sigma_j A_{i,j}V_j$ 

 $X_1$ 

 $X_2$ 

X

### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

Key matrix:  $W_K(Shape: D_X \times D_Q)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_O}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

Attention weights:  $A = softmax(E, dim = 1) (Shape: N_X \times N_X)$ 

Output vectors:  $Y = AV (Shape: N_X \times D_V)Y_i = \Sigma_j A_{i,j}V_j$ 

 $X_{1,1}$   $X_{1,2}$   $X_{1,3}$ 

 $X_{2,1}$   $X_{2,2}$ 

 $X_{3,1}$   $X_{3,2}$ 

### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_O$ 

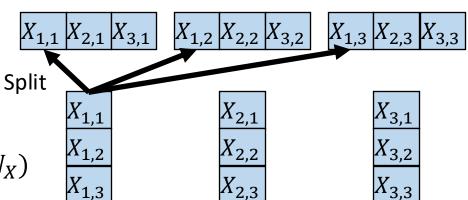
**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_O}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

Attention weights: A = softmax(E, dim = 1) (Shape:  $N_X \times N_X$ )

Output vectors:  $Y = AV (Shape: N_X \times D_V)Y_i = \Sigma_i A_{i,i} V_i$ 



### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

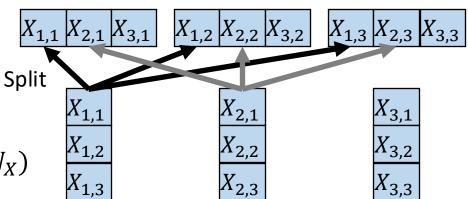
**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_O}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

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### Inputs:

Input vectors: X (Shape:  $N_X \times D_O$ )

**Key matrix:**  $W_K(Shape: D_X \times D_O)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_O$ 

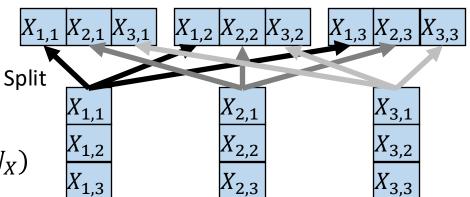
**Key vectors:**  $K = XW_K (Shape: N_X \times D_Q)$ 

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Key matrix:  $W_K(Shape: D_X \times D_Q)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_O$ 

**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

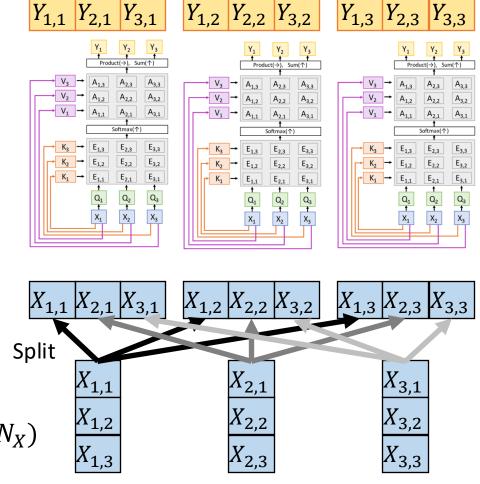
Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_O}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

Attention weights:  $A = softmax(E, dim = 1) (Shape: N_X \times N_X)$ 

Output vectors:  $Y = AV (Shape: N_X \times D_V)Y_i = \Sigma_j A_{i,j}V_j$ 

Run self-attention in parallel on each set of input vectors (different weights per head)



### Inputs:

Input vectors: X (Shape:  $N_X \times D_Q$ )

Key matrix:  $W_K(Shape: D_X \times D_Q)$ 

Value matrix:  $W_V(Shape: D_X \times D_V)$ 

Query matrix:  $W_Q$  (Shape:  $D_Q \times D_Q$ )

### **Computation:**

Query Vectors  $Q = XW_Q$ 

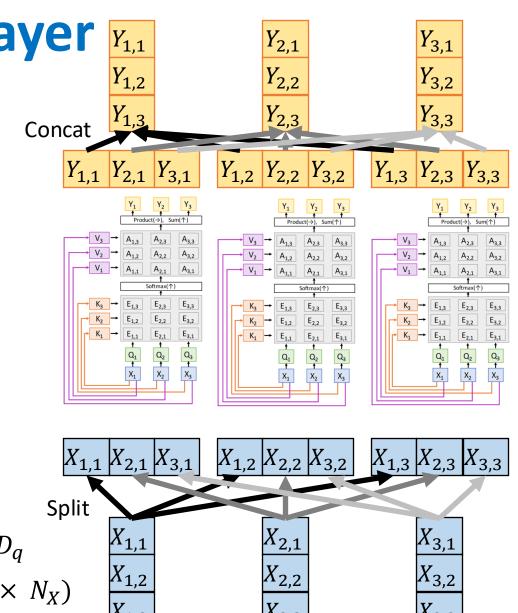
**Key vectors:**  $K = XW_K (Shape: N_X \times D_O)$ 

Value Vectors:  $V = XW_V (Shape: N_X \times D_V)$ 

Similarities:  $E = \frac{QX^T}{\sqrt{D_O}} (Shape: N_X \times N_X) E_{i,j} = (Q_i \cdot K_j) / \sqrt{D_q}$ 

Attention weights:  $A = softmax(E, dim = 1) (Shape: N_X \times N_X)$ 

Output vectors:  $Y = AV (Shape: N_X \times D_V)Y_i = \Sigma_j A_{i,j}V_j$ 



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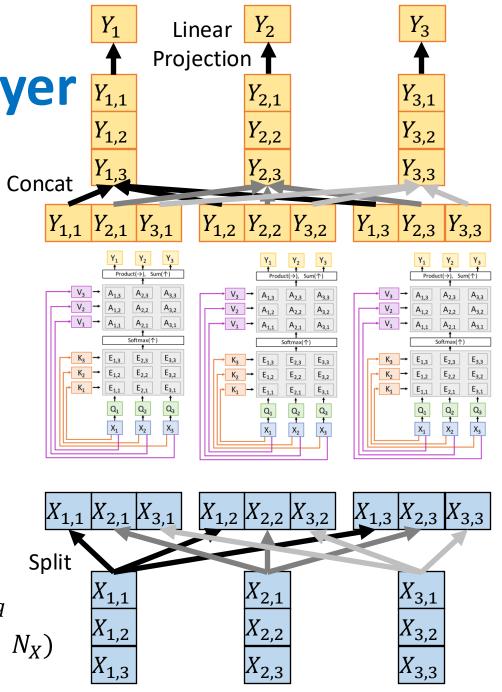
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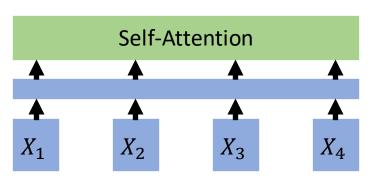
### **The Transformer**

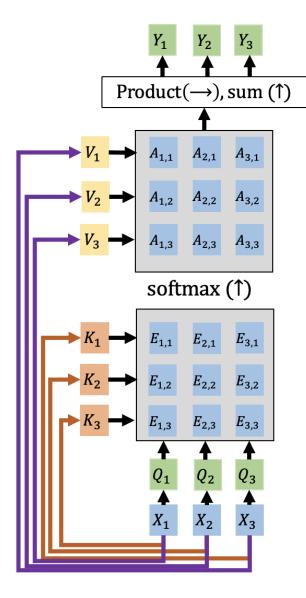
 $Y_1$ 

 $X_2$ 

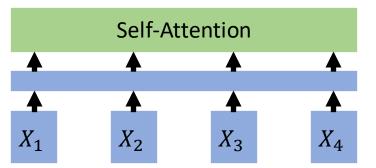
 $X_3$ 

 $X_4$ 

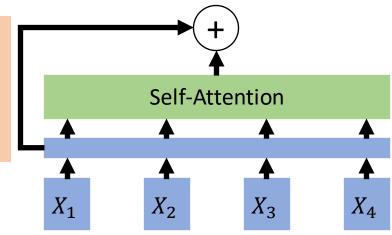




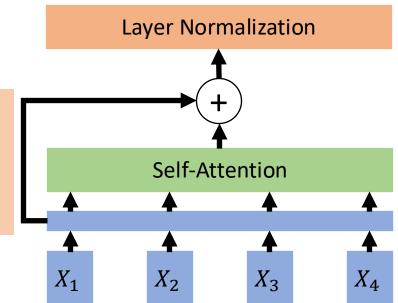
Self-Attention



Residual connection All vectors interact with each other



Residual connection All vectors interact with each other



#### **Layer Normalization:**

Given  $h_1, \dots, h_N$  (Shape: C)

scale:  $\gamma$  (Shape: C)

shift:  $\beta$  (Shape: C)

$$\mu_i = \frac{\Sigma_j h_{i,j}}{C}$$
 (scalar)

shift: 
$$\beta$$
 (Shape: C)
$$\mu_i = \frac{\sum_j h_{i,j}}{C} \text{ (scalar)}$$

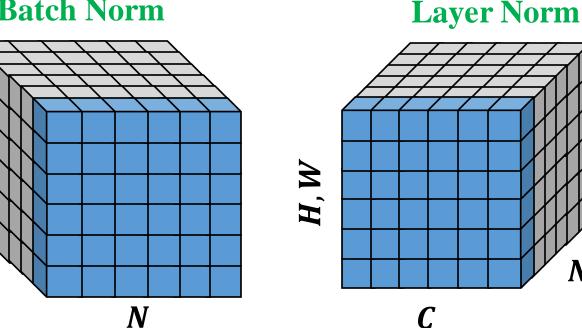
$$\sigma_i = \left(\frac{\sum_j (h_{i,j} - \mu_i)^2}{C}\right)^{1/2} \text{ (scalar)}$$

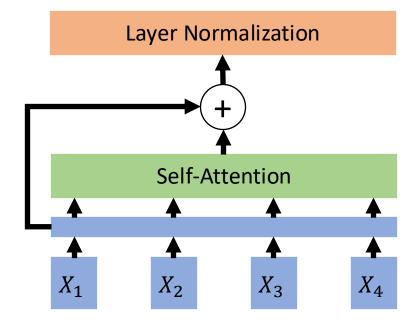
$$h_i - \mu_i$$

$$z_i = \frac{n_i - \mu_i}{\sigma_i}$$

$$z_{i} = \frac{h_{i} - \mu_{i}}{\sigma_{i}}$$
$$y_{i} = \gamma * z_{i} + \beta$$

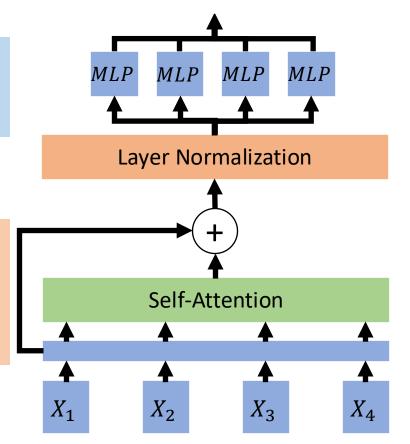
# **Batch Norm**

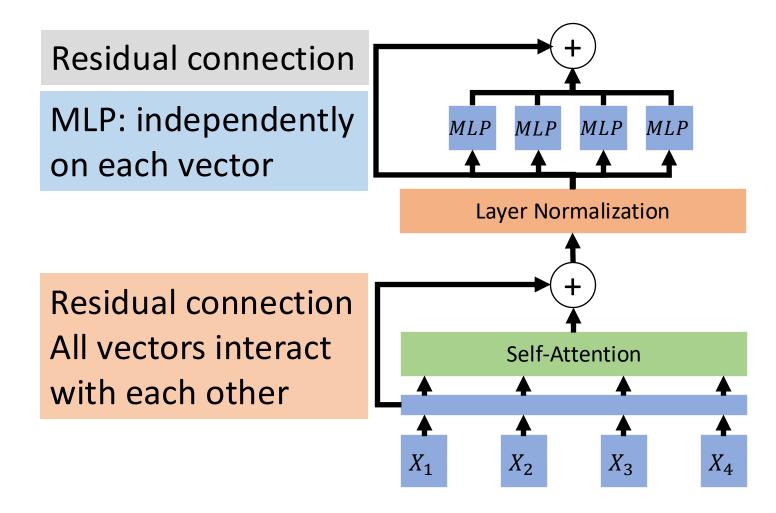


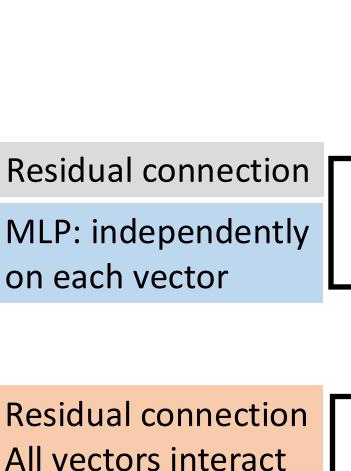


MLP: independently on each vector

Residual connection All vectors interact with each other







with each other

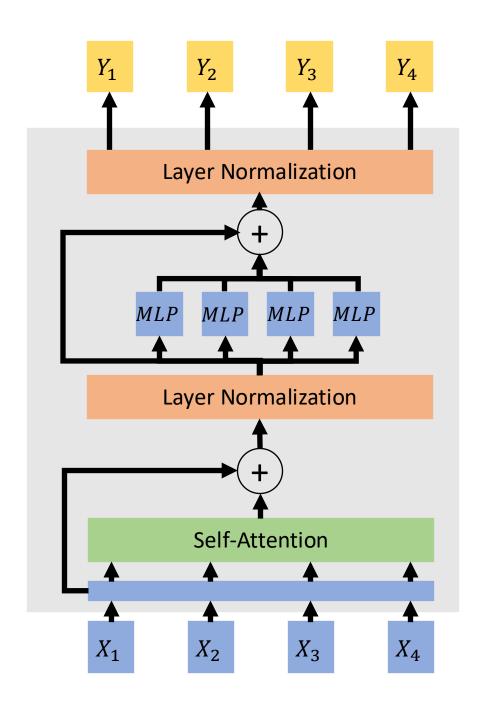
MLPMLPMLPMLP**Layer Normalization Self-Attention**  $X_1$  $X_2$ 

**Layer Normalization** 

#### **Transformer Block:**

- Input: Set of vectors x
- Output: Set of vectors y

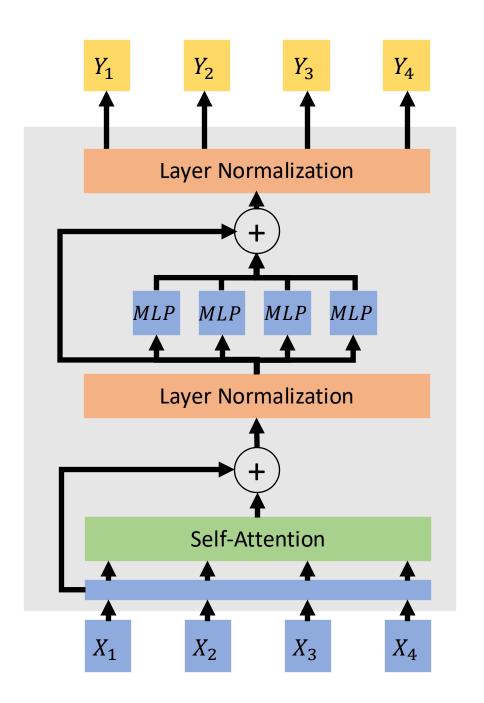
- Self-attention is the only interaction between vectors!
- Layer norm and MLP work independently per vector
- Highly scalable, highly parallelizable



#### **Post-Norm Transformer**

Layer Normalization is after the residual connections

Gives more stable training, commonly used in practice



#### **Transformer Block:**

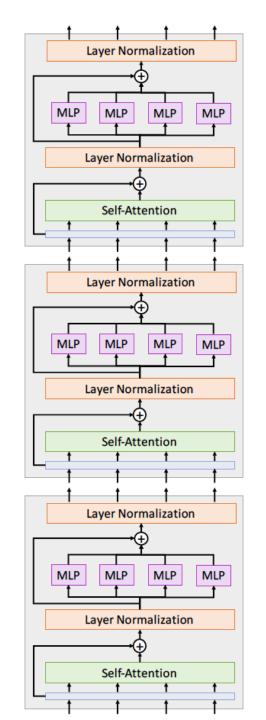
- Input: Set of vectors x
- Output: Set of vectors y

A **Transformer** is a sequence of transformer blocks

#### Vaswani et al:

12 blocks,  $D_Q = 512$ , 6 heads

- Self-attention is the only interaction between vectors!
- Layer norm and MLP work independently per vector
- Highly scalable, highly parallelizable



### The Transformer: Transfer Learning

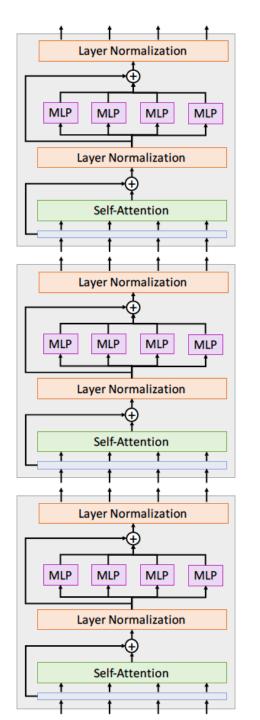
"ImageNet Moment for Natural Language Processing"

#### **Pretraining:**

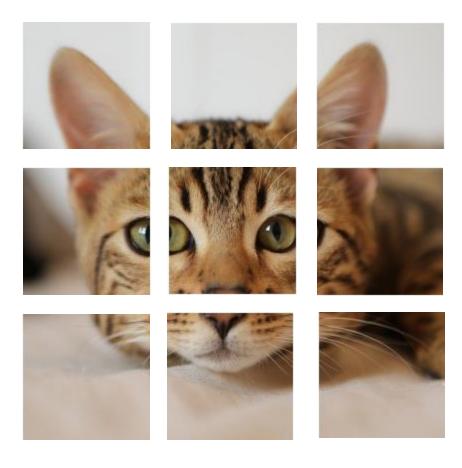
- Download a lot of text from the internet
- Train a giant Transformer model for language modeling

#### Finetuning:

Fine-tune the Transformer on your own NLP task







*N* input patches, each of shape  $3 \times 16 \times 16$ 









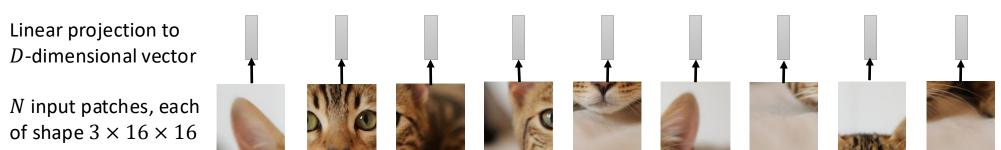


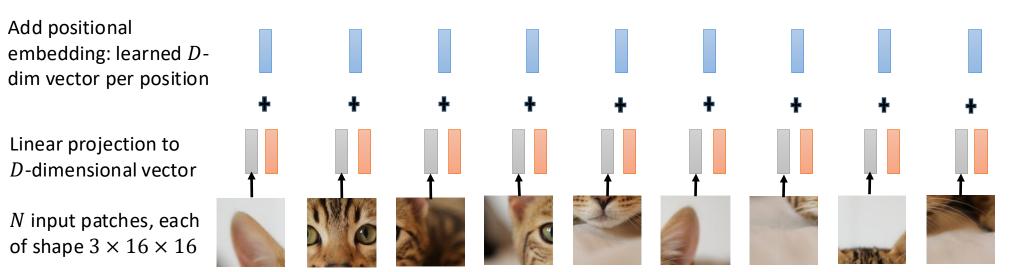


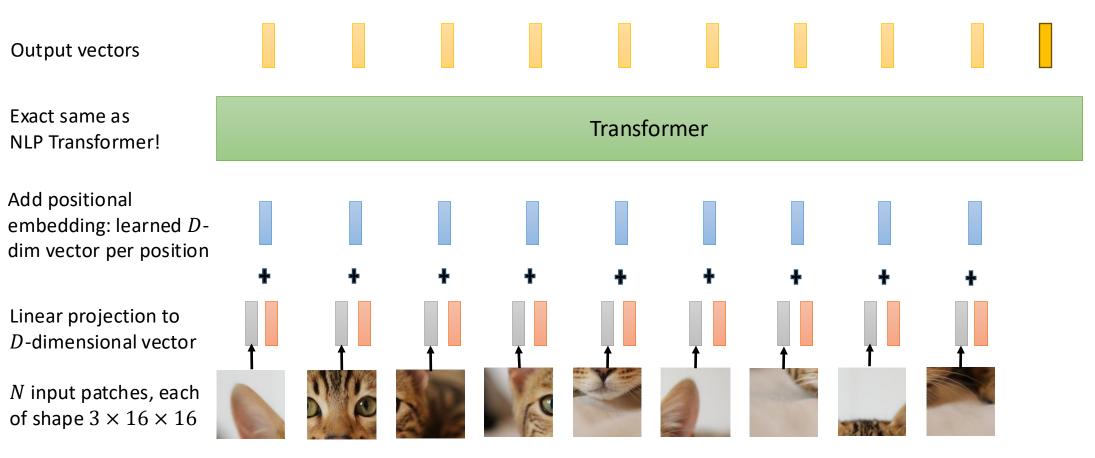


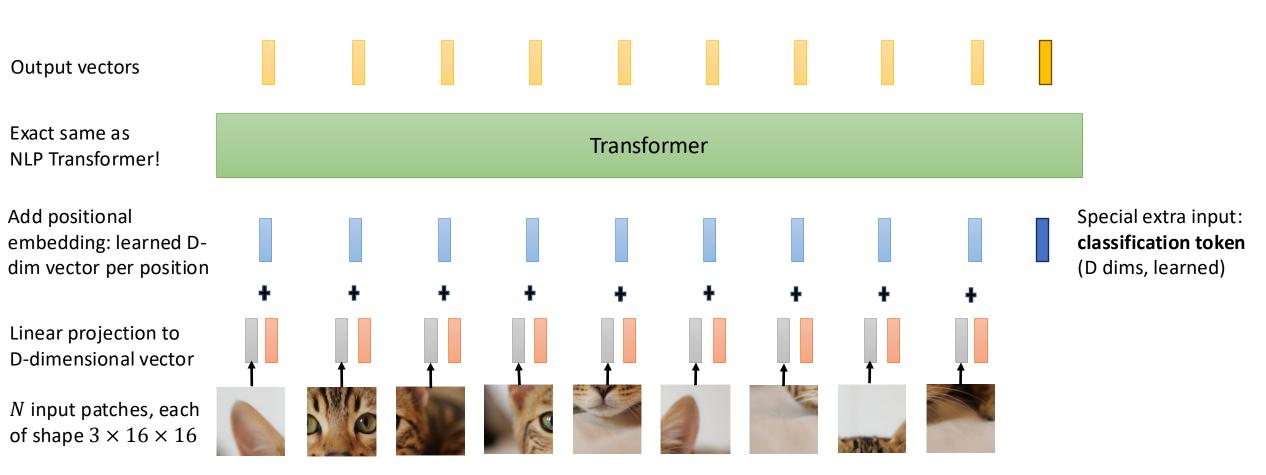


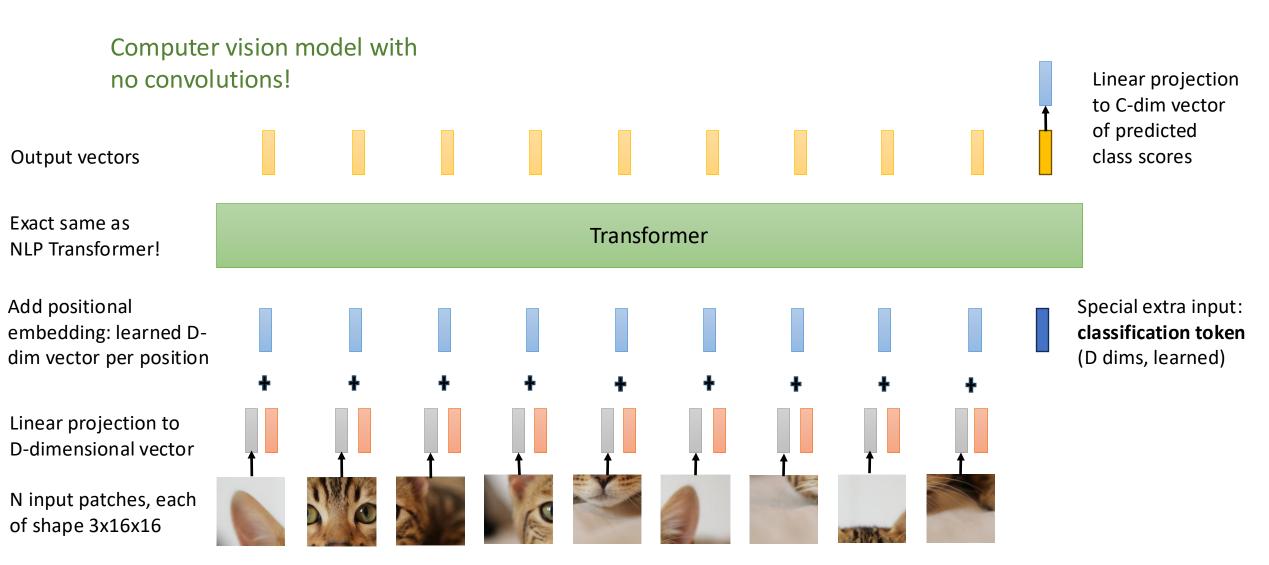




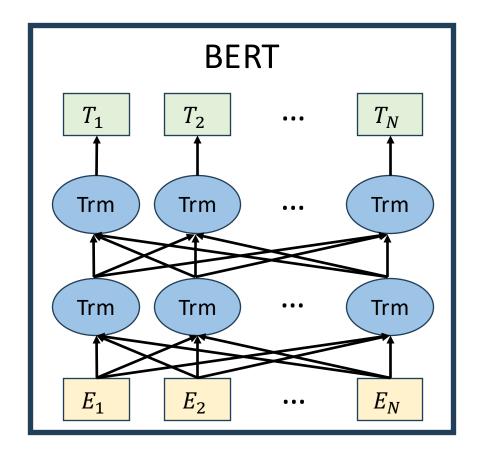


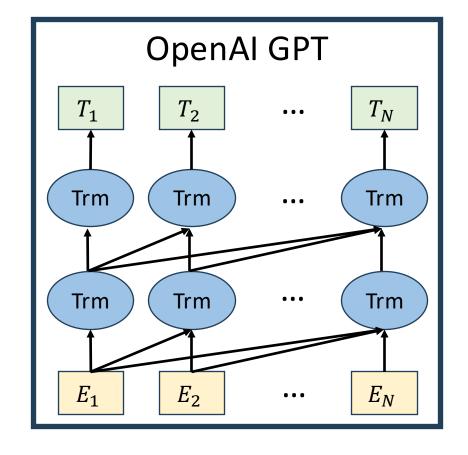






#### **Pretraining Transformers: BERT Vs GPT**



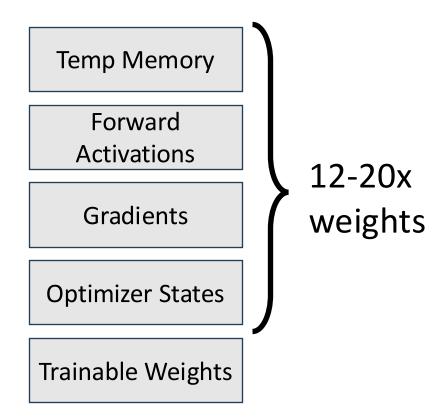


# Parameter Efficient Fine-Tuning (PEFT)

# Full Fine-tuning in Foundational Models

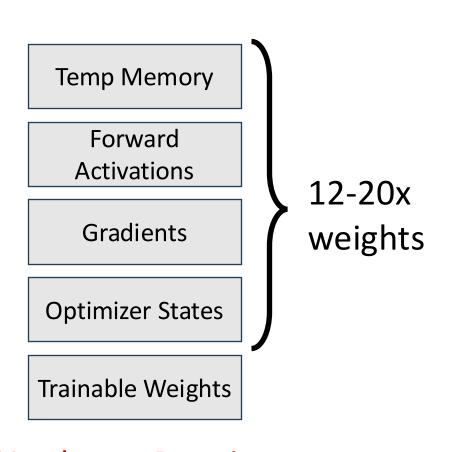
Model Name	$\eta_{params}$	$\eta_{layers}$	$d_{model}$	η <sub>heads</sub>	d <sub>head</sub>	Batch Size	Learning Rate
GPT-3 Small	125M	12	768	12	64	0.5M	$6.0  X 10^{-4}$
GPT-3 Medium	350M	24	1024	16	64	0.5M	$3.0 X 10^{-4}$
GPT-3 Large	760M	24	1536	16	96	0.5M	$2.5 X 10^{-4}$
GPT-3 XL	1.3B	24	2048	24	128	IM	$2.0 X 10^{-4}$
GPT-3 2.7B	2.7B	32	2560	32	80	IM	$1.6 X 10^{-4}$
GPT-3 6.7B	6.7B	32	4096	32	128	2M	$1.2 X 10^{-4}$
GPT-3 13B	13.0B	40	5140	40	128	2M	$1.0 X 10^{-4}$
GPT-3 175B or "GPT-3"	175.0B	96	12288	96	128	3.2M	$0.6 X 10^{-4}$

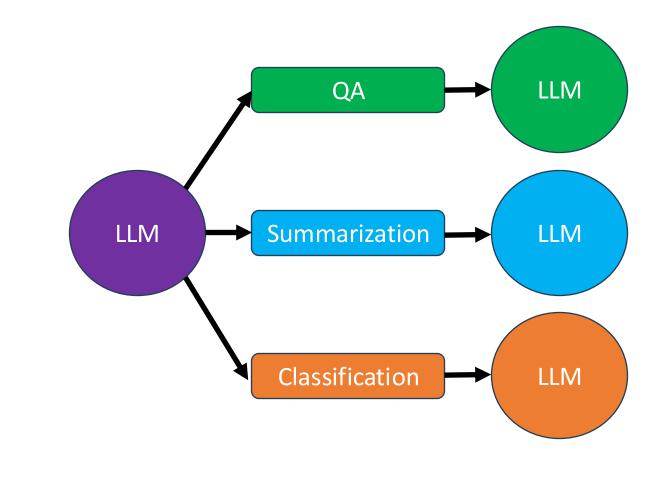
### **Full Fine-tuning in Foundational Models**



1. Hardware Requirements

# Full Fine-tuning in Foundational Models

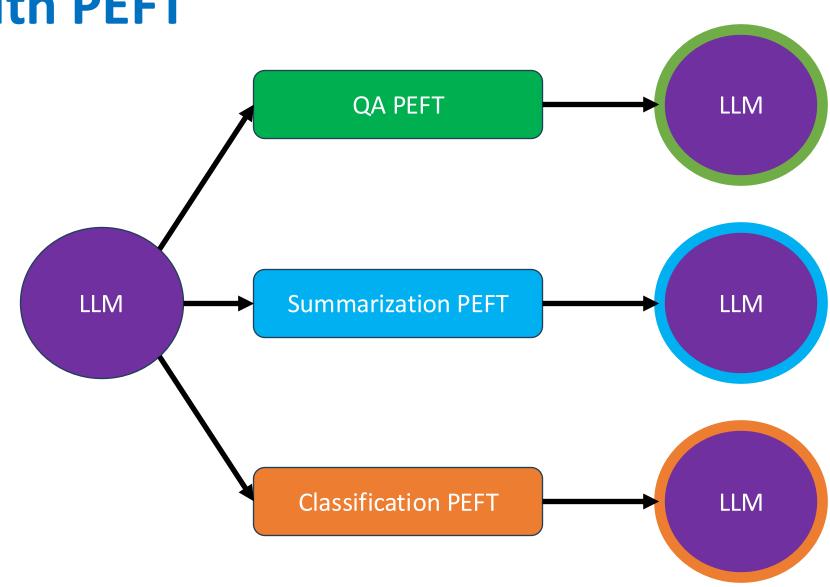




1. Hardware Requirements

2. Storage

#### With PEFT



#### **PEFT Benefits**

- Reduced computational costs
  - Requires fewer GPUs and GPU time

- Lower hardware requirements
  - Works with smaller GPUs & less memory

- Better modelling performance
  - Reduces overfitting by preventing catastrophic forgetting

- Less storage
  - Majority of weights can be shared across different tasks

#### **Prompts**

 Prompts include instructions and, optionally, examples (latter called "In-Context Learning")

• Zero Shot: The model predicts the answer given only a natural language description of the task. No gradient updates are performed.

Translate English to French:

cheese =>

#### **Prompts**

 Prompts include instructions and, optionally, examples (latter called "In-Context Learning")

• Single Shot: In addition to the task description, the model sees a single example of the task. No gradient updates are performed.

```
Translate English to French:
sea otter => loutre de mer
cheese =>
```

#### **Prompts**

 Prompts include instructions and, optionally, examples (latter called "In-Context Learning")

• Few Shot: In addition to the task description, the model sees a <u>few</u> examples of the task. No gradient updates are performed.

```
Translate English to French:
sea otter => loutre de mer
peppermint => menthe poivre
plush giraffe => giraffe peluche
cheese =>
```

# What Prompts to Use?

 Chain-of-thought (COT) prompting can help by guiding model to show its intermediate reasoning steps!

#### **Standard Prompting**

#### **Model Input**

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

#### Model Output

The answer is 27.



#### **Chain of Thought Prompting**

#### Model Input

Q: Roger has 5 tennis balls. He buys 2 more cans of tennis balls. Each can has 3 tennis balls. How many tennis balls does he have now?

A: Roger started with 5 balls. 2 cans of 3 tennis balls each is 6 tennis balls. 5 + 6 = 11. The answer is 11.

Q: The cafeteria had 23 apples. If they used 20 to make lunch and bought 6 more, how many apples do they have?

#### Model Output

The cafeteria had 23 apples originally. They used 20 to make lunch. So they had 23 - 20 = 3. They bought 6 more apples, so they have 3 + 6 = 9. The answer is 9.

# **Challenge: What Prompts to Use?**

Why COT prompting works? Examples may reveal the target output format as performance still improves with invalid examples; e.g.

#### COT

Originally, Leah had 32 chocolates and her sister had 42. So in total they had 32 + 42 = 74. After eating 35, they had 74 - 35 = 39 pieces left in total. The answer is 39.

Julie is reading a 120-page book. Yesterday, she read 12 pages and today, she read 24 pages. So she read a total of 12 + 24 = 36 pages. Now she has 120 - 36 = 84 pages left. Since she wants to read half of the remaining pages, she should read 84 / 2 = 42 pages. The answer is 42

# Invalid Reasoning

Yet, correct answer

Originally, Leah had 32 chocolates, and her sister had 42. So her sister had 42 – 32 = 10 chocolates more than Leah had. After eating 35, since 10 + 35 = 45, they had 45 – 6 = 39 pieces left in total. The answer is 39.

Yesterday, Julie read 12 pages. Today, she read 12 \* 2 = 24 pages. So she read a total of 12 + 24 = 36 pages. Now she needs to read 120 - 36 = 84 more pages. She wants to read half of the remaining pages tomorrow, so she needs to read 84/2 = 42 pages tomorrow. The answer is 42.

# **PEFT Techniques**

P-Tuning

Prefix Tuning

Adapters

Low Rank Adaptation

# **PEFT Techniques**

P-Tuning

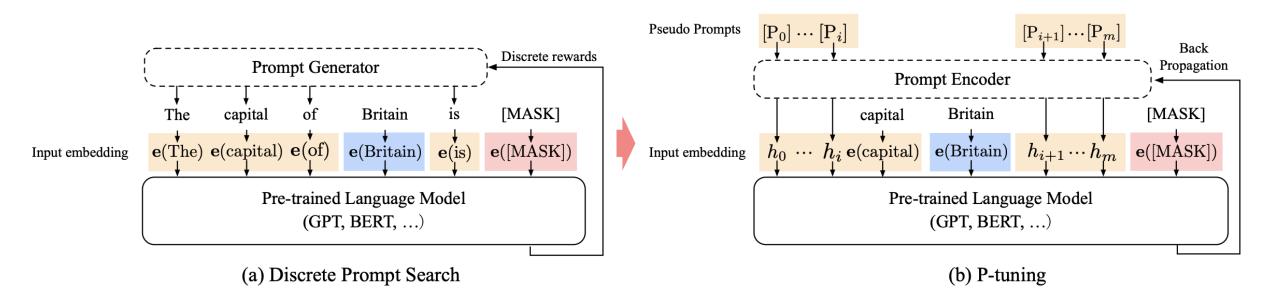
Prefix Tuning

Adapters

Low Rank Adaptation

#### **P-Tuning**

- Appends a trainable tensor to the model's input embeddings, creating a soft prompt.
- The model weights of the LLM are frozen.
- In contrast to the regular (hard) prompt tuning, in (soft) prompt tuning the prompts are vectors instead of discrete prompts.



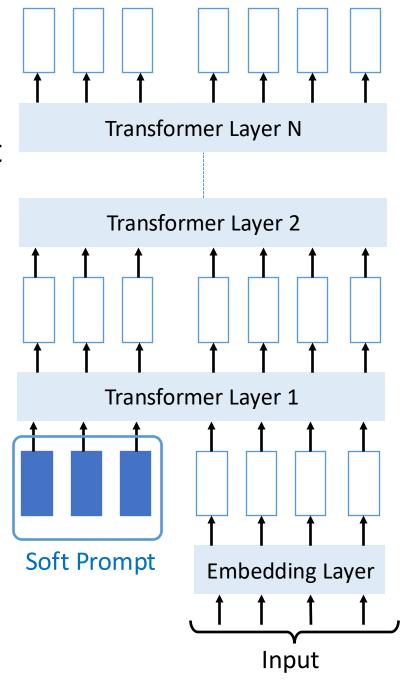
### **P-Tuning**

• Treats prompt as a set of learnable parameters that are updated by backpropagation.

 For a specific task, only a small task-specific soft prompt needs to be stored

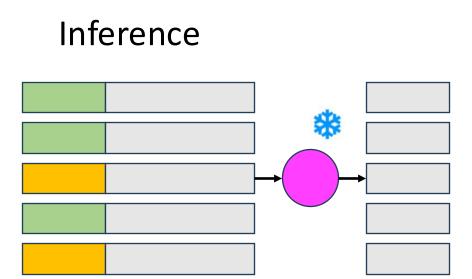
 Significantly more parameter-efficient than fullfinetuning

 Additionally, a prompt encoder can also be used which can be an LSTM or a Multi-Layer Perceptron.



# **P-Tuning**

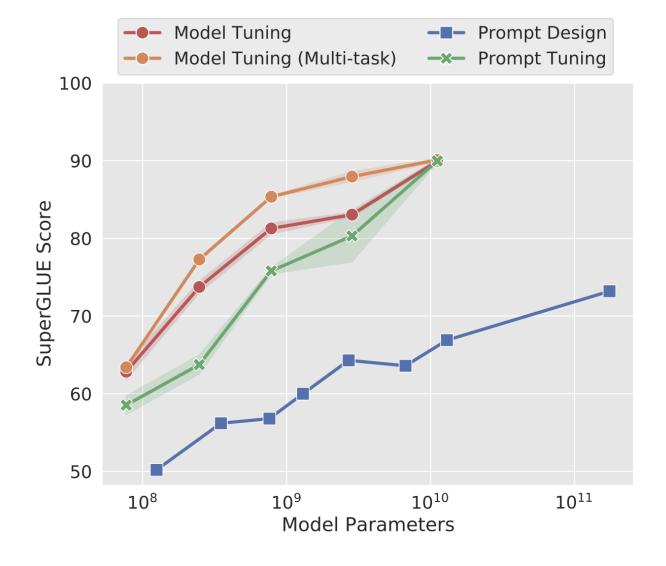
# **Training** Task A \* Task B \*



### (Soft) Prompt Tuning: Pros and Cons

 May perform poorly at smaller model sizes and on harder tasks.

 Increasing prompt length improves the performance but increasing beyond 20 tokens may only yield marginal gains.



### **PEFT Techniques**

P-Tuning

Prefix Tuning

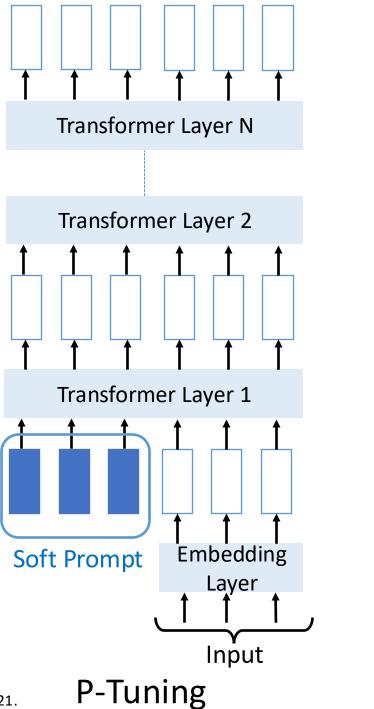
Adapters

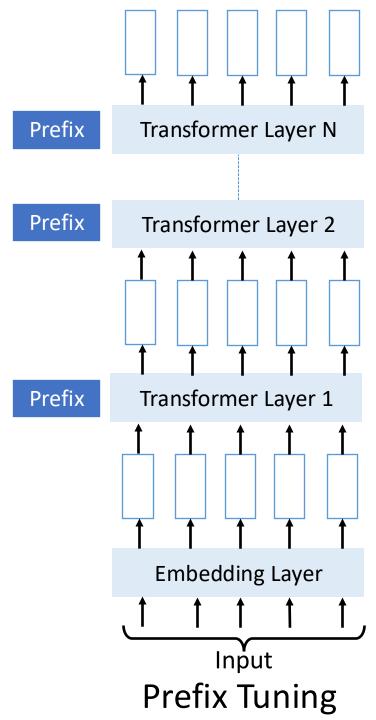
Low Rank Adaptation



### **Prefix Tuning**

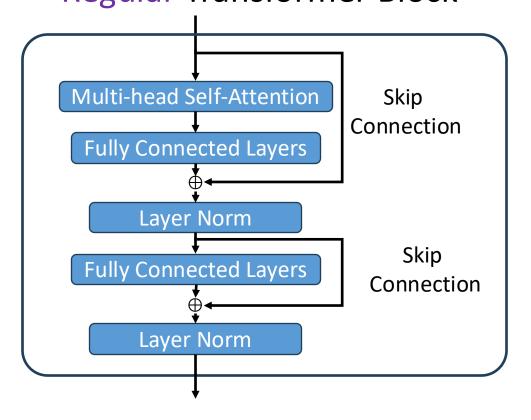
- Add a trainable tensor to <u>each</u> transformer block instead of only the input embeddings, as in soft prompt tuning.
- Add learnable component to each K/V vectors.



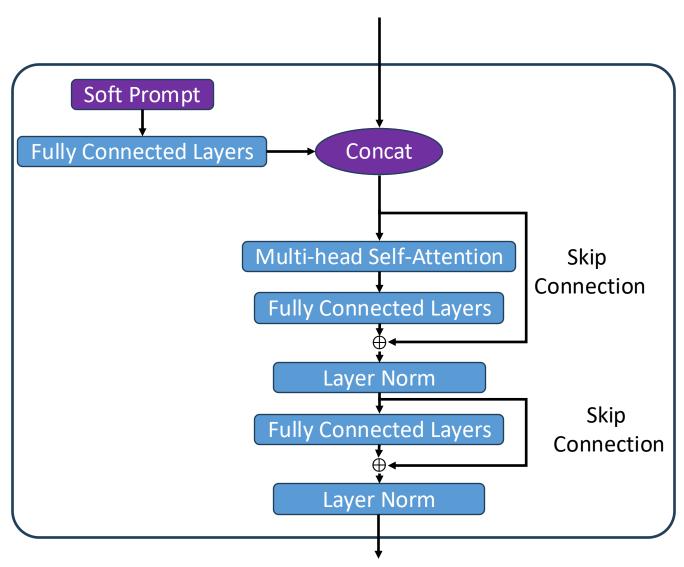


### **Prefix Tuning**

# Regular Transformer Block



#### Transformer Block with Prefix



### **PEFT Techniques**

P-Tuning

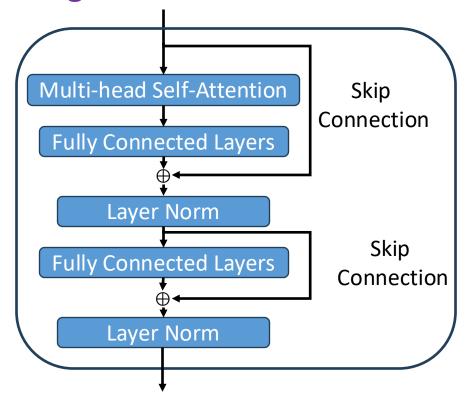
Prefix Tuning

Adapters

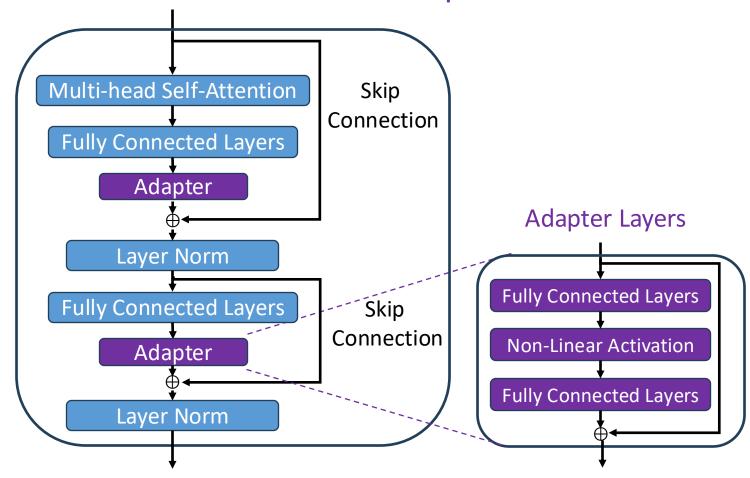
Low Rank Adaptation

### **Adapter**

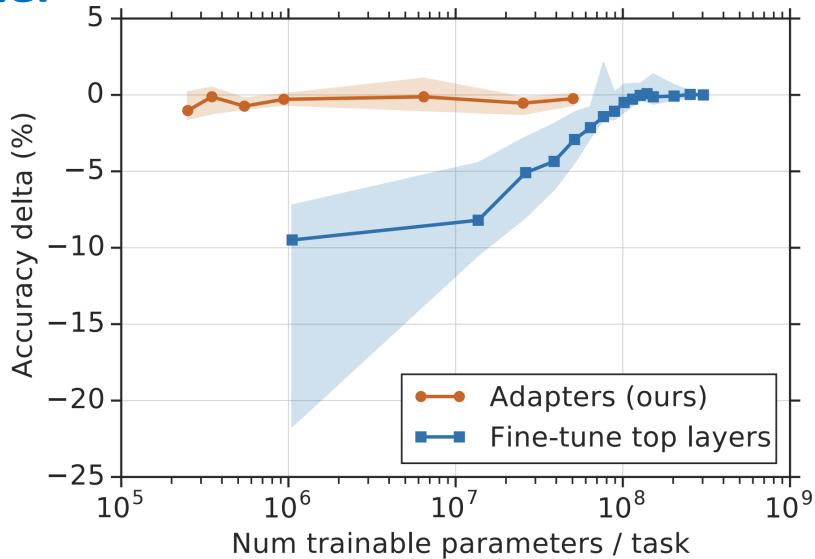
#### **Regular Transformer Block**



#### **Transformer Block with Adapters**



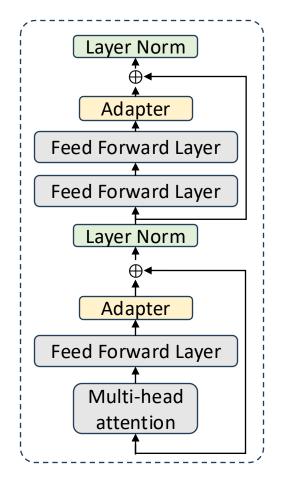
**Adapter** 

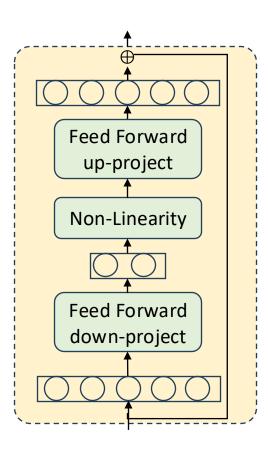


#### **Adapter: Architecture**

#### **Bottleneck Structure**

- Reduces the number of parameters
- Reduces d-dimensional features into a smaller m-dimensional vector
  - Example: d = 1024 and m = 24
  - $1024 \times 1024$  requires 1,048,576 parameters
  - $2 \times (1024 \times 24)$  requires 49,152 parameters





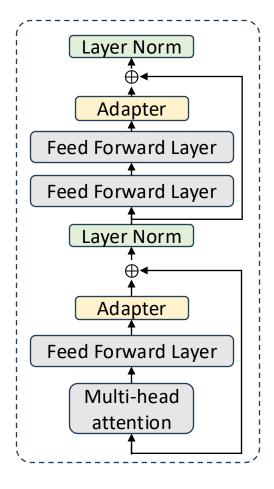
• *m* determines the number of optimizable parameters and hence poses a parameter vs performance tradeoff.

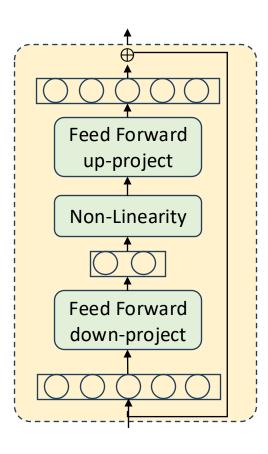
### **Adapter: Architecture**

#### **Inference Overhead**

 Additional adapter in each transformer layer increases the inference latency

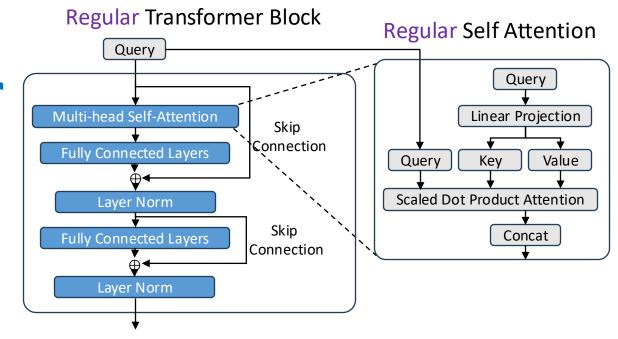
 Unlike Prompt tuning, same pretrained model can't be used when fine-tuned with an adapter layer.



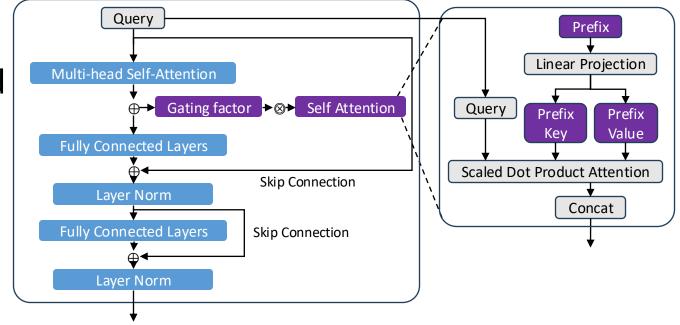


#### **Example: Llama Adapter**

- Prepends tunable prompt tensors to the embedded inputs.
- The prefix is learned and maintained within an embedding table rather than being provided externally.
- Each transformer block in the model has its own distinct learned prefix, allowing for more tailored adaptation across different model layers.

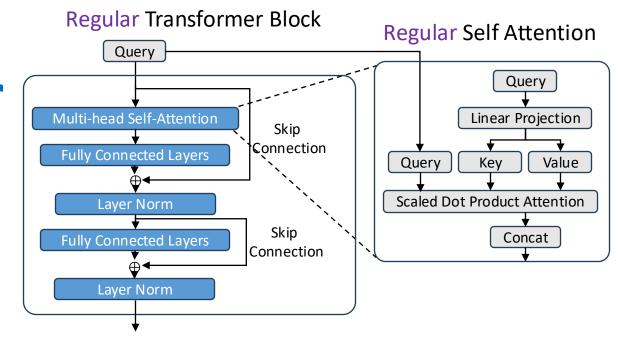


#### Transformer Block with LLAMA Adapter

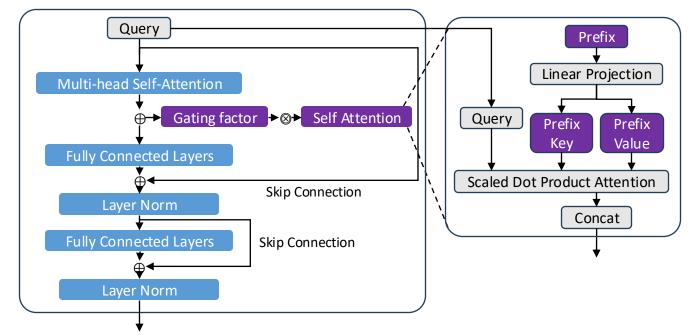


#### **Example: Llama Adapter**

- Introduces a zero-initialized attention mechanism coupled with gating.
- Prevents adapters and prefix tuning from potentially disrupting the linguistic knowledge of the pretrained LLM during initial training phases.
- Adds the learnable adaption prompts only to the L topmost transformer layers instead of all transformer layers.



#### Transformer Block with LLAMA Adapter



### **PEFT Techniques**

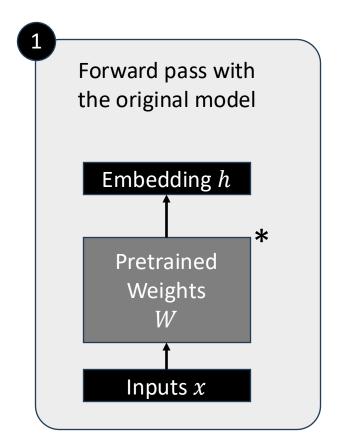
P-Tuning

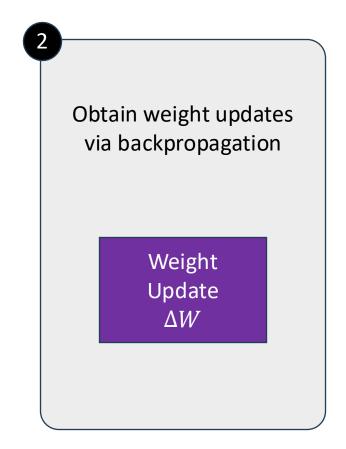
Prefix Tuning

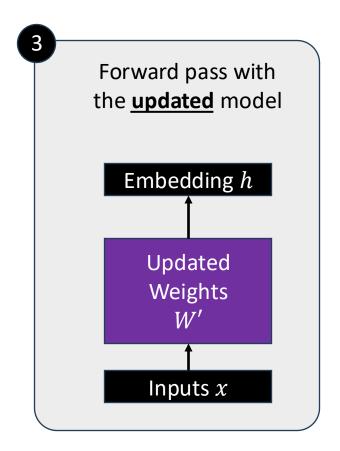
Adapters

Low Rank Adaptation

#### **Regular Finetuning**

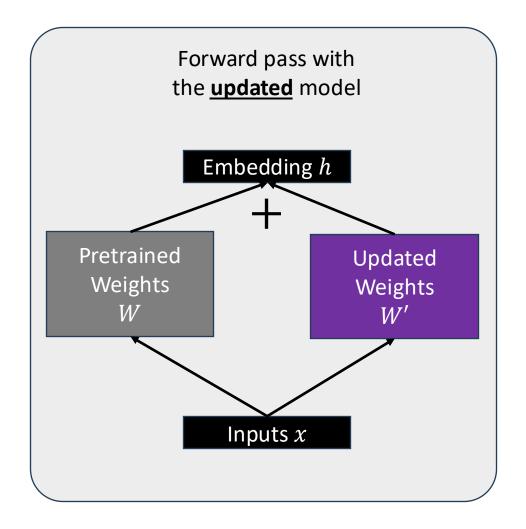






<sup>\*</sup> The pretrained model could be any LLM, e.g. an encoder-style LLM (Like BERT) or a generative decoder-style LLM (like GPT)

#### Regular Finetuning: Alternate Visualization



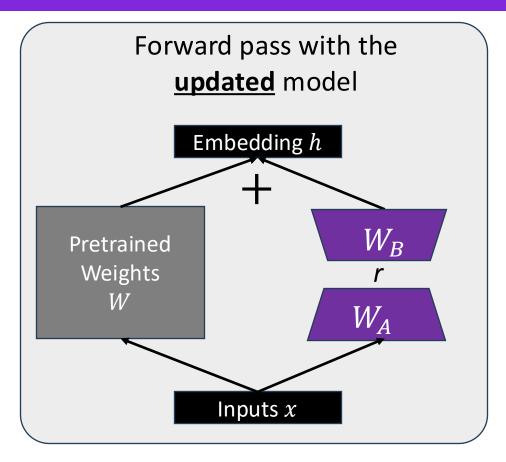
#### **Intrinsic Dimension**

 While the weights of a pretrained model have full rank on the pretrained tasks, pretrained large language models have a low "intrinsic dimension" when they are adapted to a new task.

- By optimizing only 200 trainable parameters randomly projected back into the full space, one can tune a RoBERTa model to achieve 90% of the full parameter performance.
- Intrinsic dimension of a task: Minimum dimension/number-of-parameters where a model achieves within 90% of the full-parameter model performance

### Low Rank Adaptation (LoRA)

#### LoRA weights $W_A$ and $W_B$ represent $\Delta W$



$$h = W_0 x + \Delta W x = W_0 x + BAx$$

Learns two low-rank matrices A and B that are applied to the self-attention weights

Rank r is a hyperparameter that is used to specify the rank of the low-rank matrices used for adaptation

#### **LoRA: Choosing Rank**

#### Smaller Rank r

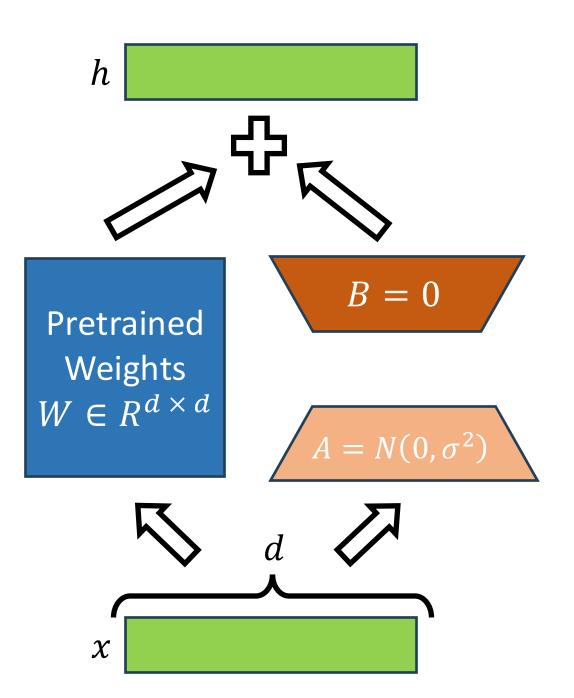
- Simpler low-rank matrix, and fewer parameters to learn during adaptation.
- Faster training and reduced computational requirements.
- Decreased capacity of the low-rank matrix to capture task-specific information. Lower adaptation quality. Inferior performance

- Rank in LoRA represents trade-off between model complexity, adaptation capacity, and the risk of underfitting or overfitting.
- Important to experiment with different rank values to find the right balance to achieve the desired performance on the new task.

#### **LoRA** Weight Initialization

• By setting B to zero, the product  $\Delta W = BA$  initially equals zero. This preserves the behavior of the original model at the start of fine-tuning

• Gaussian distribution helps ensure that the values in A are neither too large nor too biased in any direction, which could lead to disproportionate influence on the updates when B begins to change.



#### **LoRA Variants**

#### QLoRA [Dettmers et al., 2023]

 Backpropagates gradients through 4-bit quantized model for reducing memory usage.

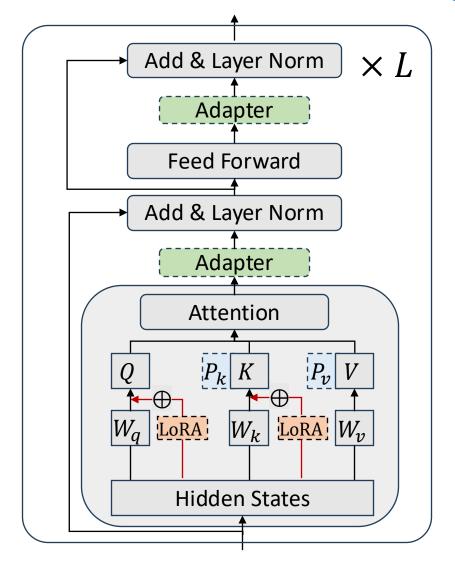
#### LoRA+ [Hayou et al., 2024]

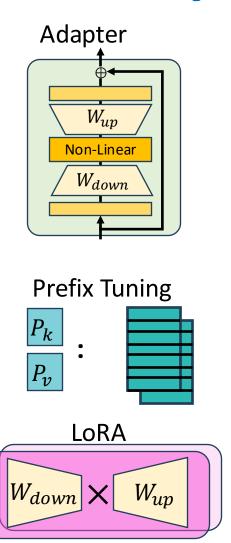
• Different learning rates for the LoRA adapter matrices A and B. Improves finetuning speed.

#### DyLoRA [Valipou et al., 2023]

Selects rank without requiring multiple runs of training.

# **Parameter Efficient Tuning: Summary**

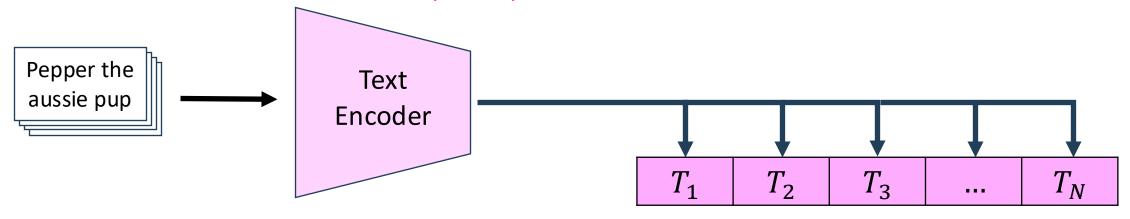


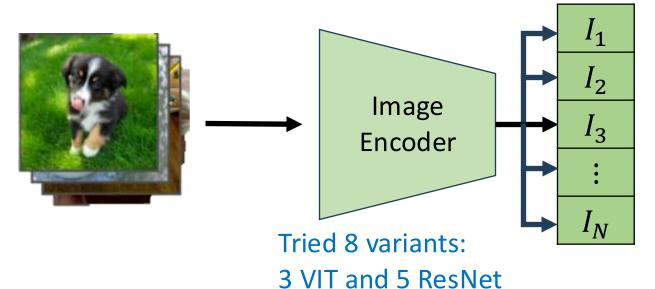


# **Computer Vision Applications**

### **Contrastive Language Image Pre-training (CLIP)**

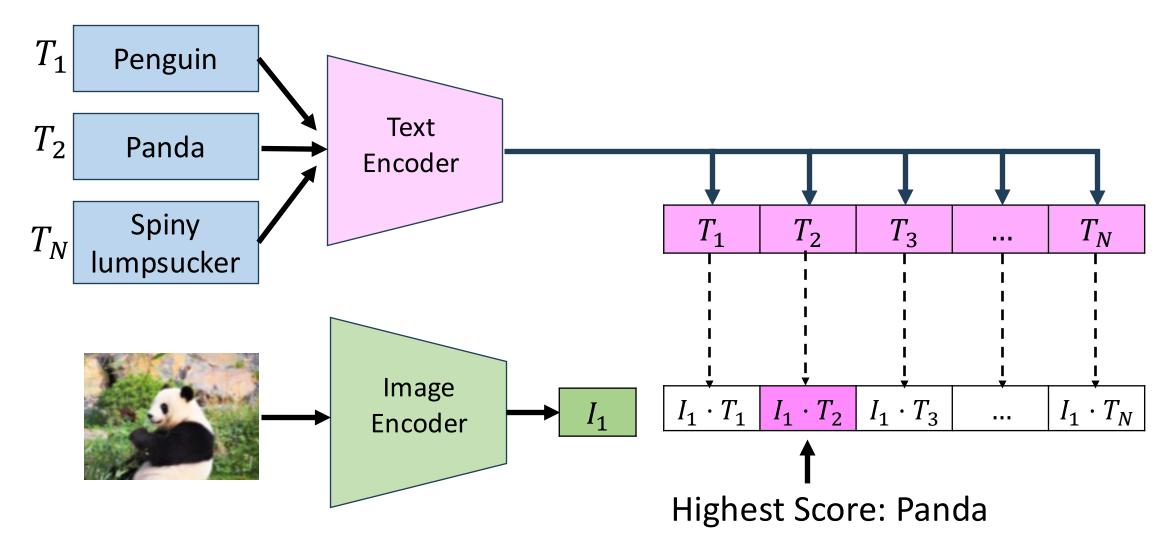




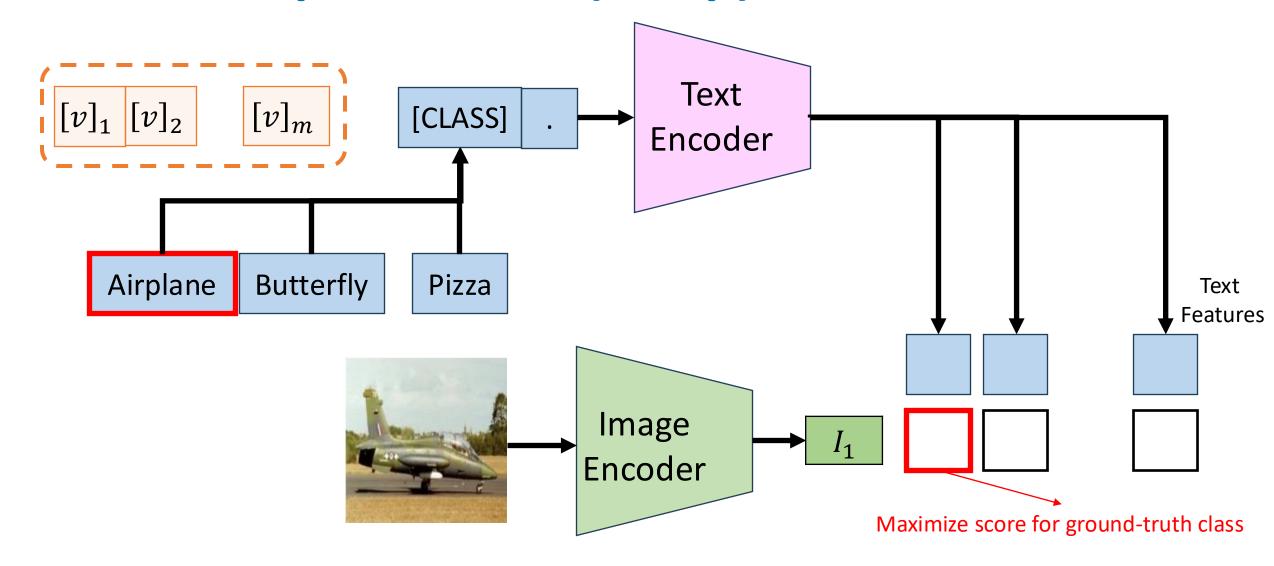


$I_1 \cdot T_1$	$I_1 \cdot T_2$	$I_1 \cdot T_3$	•••	$I_1 \cdot T_N$
$I_2 \cdot T_1$	$I_2 \cdot T_2$	$I_2 \cdot T_3$	•••	$I_2 \cdot T_N$
$I_3 \cdot T_1$	$I_3 \cdot T_2$	$I_3 \cdot T_3$		$I_3 \cdot T_N$
•	•	•	•.	•
$I_N \cdot T_1$	$I_N \cdot T_2$	$I_N \cdot T_3$		$I_N \cdot T_N$

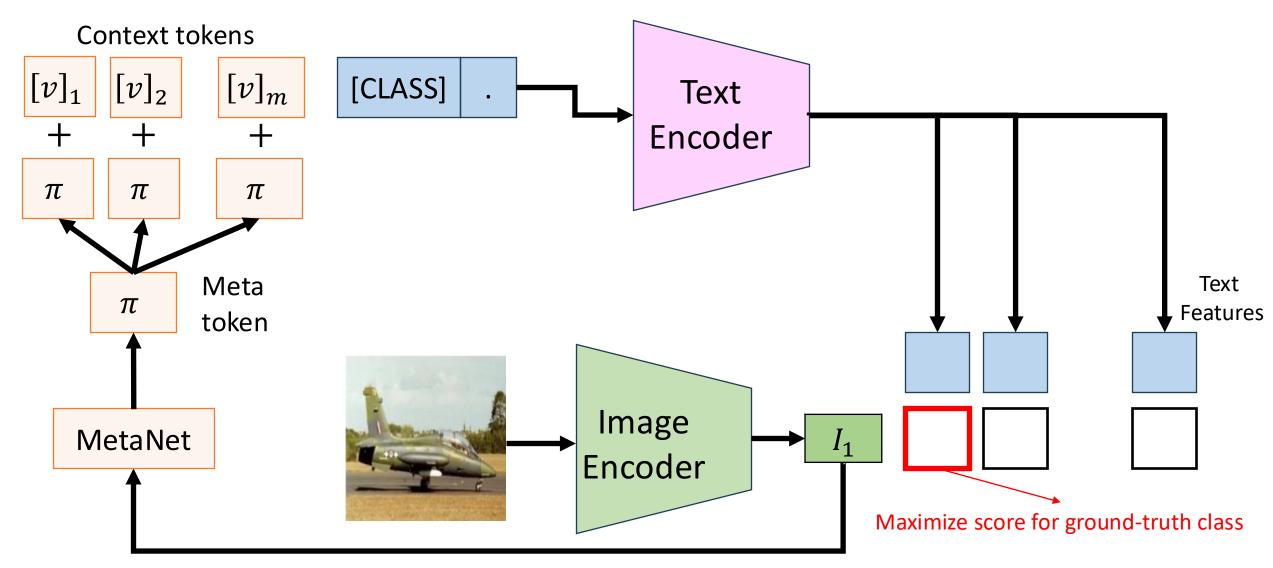
#### **CLIP Inference**



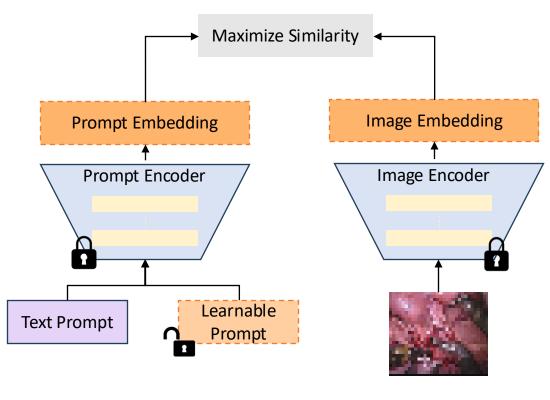
### **Context Optimization (CoOp)**



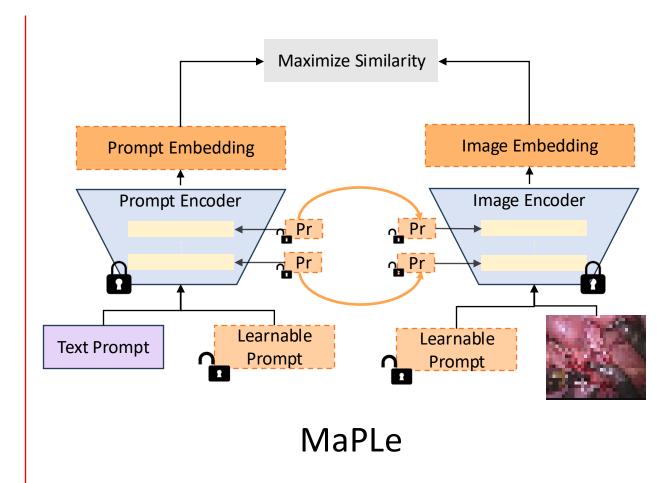
### **Conditional Context Opt. (CoCoOp)**



# Multi-modal Prompt Learning (MaPLe)

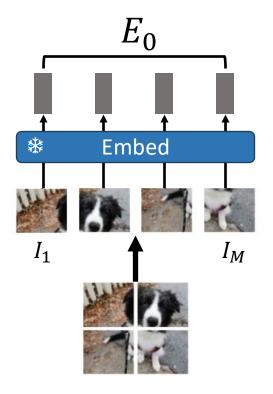


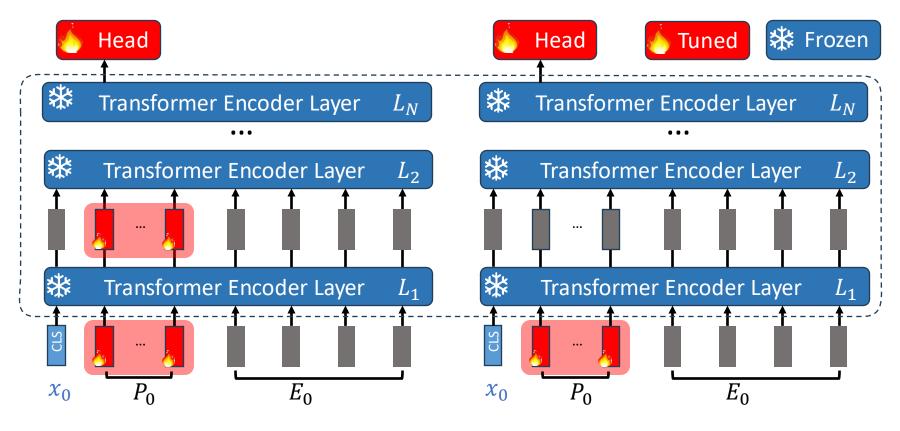
**Classical CLIP** 



#### **Visual Prompt Tuning**

• Learned prompts adapt frozen model (e.g., no fine-tuning required) to different target tasks.





Visual-Prompt Tuning: Deep

Visual-Prompt Tuning: Shallow