Attention with a worked out example

We want the word walk to be more closely associated to birds in this specific text:

Birds sometimes walk

We want to do this because there are other examples in text:

Sometimes for walking birds use floppy feet...

OR But birds don't just walk they fly...

Lets say we have a poorly trained Value vector for V:

$$V = \begin{bmatrix} 0.1 & 0.2 & 0.3 \\ -0.8 & 0.3 & -0.1 \\ 0.5 & -0.1 & -0.4 \end{bmatrix}$$

where each token has a representation like:

$$v1(Birds) -> [0.1, 0.2, 0.3]$$

$$v2(sometimes) -> [-0.8, 0.3, -0.1]$$

$$v3(Walk) -> [0.5, -0.1, -0.4]$$

and say you have a reasonably good attention A matrix trained

$$A = \begin{bmatrix} 1 & 0 & 0 \\ 0.1 & 0.9 & 0 \\ 0.6 & 0.1 & 0.4 \end{bmatrix}$$

Initially the dot product of the representations is pretty low:

$$\vec{v3} \cdot \vec{v1} = 0.1 * 0.5 + 0.2 * -0.1 + 0.3 * -0.4 = 0.05 - 0.02 - 0.12 = -0.09$$

Now we want walk to pay more attention to bird and sometimes from a learnt ${\bf A}$

$$\hat{v_3} = \begin{bmatrix} a_{3,1} * v_{11} + a_{3,2} * v_{21} + a_{3,3} * v_{31} \\ a_{3,1} * v_{12} + a_{3,2} * v_{22} + a_{3,3} * v_{32} \\ a_{3,1} * v_{13} + a_{3,2} * v_{23} + a_{3,3} * v_{33} \end{bmatrix}$$

$$\hat{v_3} = \begin{bmatrix} a_{31} * v_1 1 + a_{32} * v_{21} + a_{33} * v_{31} & \text{(Attention paid by 'walk' to 'bird' and 'sometimes' *across* first colors of the second dimension)} \\ a_{31} * v_1 2 + a_{32} * v_{22} + a_{33} * v_{32} & \text{(Same thing but across the second dimension)} \\ a_{31} * v_1 3 + a_{32} * v_{23} + a_{33} * v_{33} & \text{(... And the third dimension)} \end{bmatrix}$$

$$\hat{v_3} = \begin{bmatrix} 0.6 * 0.1 + 0.1 * -0.8 + 0.4 * 0.5 \\ 0.6 * 0.2 + 0.1 * 0.3 + 0.4 * -0.1 \\ 0.6 * 0.3 + 0.1 * -0.1 + 0.4 * -0.4 \end{bmatrix}$$

$$\hat{v_3} = \begin{bmatrix} 0.06 - 0.08 + 0.2\\ 0.12 + 0.03 - 0.04\\ 0.18 - 0.01 - 0.16 \end{bmatrix}$$

It would seem that if we have learnt A well, i.e. bird is paying more attention to walk, then it seems to be now closer to walk in the embedded space.

$$\hat{v_3} = \begin{bmatrix} 0.18 \\ 0.11 \\ 0.01 \end{bmatrix}$$

Now:

$$\hat{v_3} \cdot v_3 = 0.18 * 0.1 + 0.11 * 0.2 + 0.01 * 0.3 = 0.018 + 0.022 + 0.003 = \mathbf{0.043}$$

i.e. a better association between walk and bird in the embedded space.

Thoughts on the Mathematics of this

- I think, we are saying that the word walk is a weighted combination of all the other word embeddings. And therefore I would conjecture that this may not be enough, linear functions are good but nonlinear are better so V will also be forward propagated to an MLP to learn any non linearity that's left.
- 2. Also notice that the final vector are three terms and over n-grams of differing sequence length. So perhaps the vector v_3 terms are these piecewise, auto regressive collection of terms each is a linear function. This kind of reminds me of interaction terms in linear regression and how indicator variables are used to capture non-linear relationships. Is this thought too clever by half in how I think about these things?

Thoughts on how does bird get attented to by flying in the same text where its associated with walking?

We might have other examples in the text of bird being associated with the words fly too in the text. How could the network learn about it and predict it? I think the answer is capacity which loosely translates to the number of parameters in the network we can use. Lets say we have a sentence:

But birds are good at ____.

And the word we likely want learnt is flying.

Capacity here would mean the opportunities for the word flying to learn the word association with the word bird and possibly but and good. Well if we consider just one attention head

- 1. There are n_{pad} parameters for each vector in V opportunities to learn these associations. Is there a "partition" of dimension of learn't v_i that is different for walk and flying?
- 2. Could it be that walk and fly i.e. the $a_{i,j}$ for ith token which are learnt via Q,K - are different for their preceeding phrases "birds sometimes
- ____" and "birds are good at ____"?
 3. In the Query matrix which has a n_head size vector Query for flying. Lets call this row q_k.
 - And Since we compute the attention row a i as a product of q k and V we have n_head*n_head parameters, which is typically 48,000 different parameters just for whatever flying needs to attend to! A big space indeed.
- 4. Not to mention more parameters in MLP and other heads that get learnt later.

Here is some matrix math for this stuff

$$A = \begin{bmatrix} . & . & . \\ . & a_{i,j} & . \\ . & . & . \end{bmatrix} V = \begin{bmatrix} . & v_0 & . \\ . & v_1 & . \\ . & v_2 & . \end{bmatrix} \hat{V} = A.V$$

where V are the old embeddings and A are the Attention dot product.

$$\hat{v_{i,j}} = \sum_{k=1}^{d_k} a_{i,k} v_{k,j}$$

$$\underline{\hat{v_i}} = \sum_{i=1}^{d_k} a_{i,j} * \underline{v_j}$$

So we are interacting previously independent $v_j s$ across the embedding.

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