

Attention Mechanism: Mathematical Formulas

Compute Attention Scores

Similarity

1

$$e_{t,i} = \text{score}(s_t, h_i) = s_t^T W_a h_i$$

Calculate similarity between decoder state s_t and each encoder hidden state h_i using learnable weight matrix W_a

Compute Attention Weights

Softmax

2

$$\alpha_{t,i} = \exp(e_{t,i}) / \sum_j \exp(e_{t,j})$$

Normalize scores using softmax to obtain attention weights that sum to 1. Higher scores \rightarrow higher attention weights

Compute Context Vector

Weighted Sum

3

$$c_t = \sum_i \alpha_{t,i} \times h_i$$

Weighted sum of encoder hidden states using attention weights. More relevant states contribute more to the context

Generate Output

Prediction

4

$$\hat{y}_t = \text{softmax}(W_o [s_t; c_t] + b_o)$$

Concatenate decoder state and context vector, then pass through output layer to predict next token

Key Components Summary

Input Dimensions

$$s_t \in \mathbb{R}^d$$
$$h_i \in \mathbb{R}^d$$
$$W_a \in \mathbb{R}^{d \times d}$$

Attention Properties

$$\sum_i \alpha_{t,i} = 1$$
$$\alpha_{t,i} \in [0, 1]$$
$$0 \leq \alpha_{t,i} \leq 1$$

Output

$$c_t \in \mathbb{R}^d$$

Dynamic context
Per time step

s_t : Decoder hidden state h_i : Encoder hidden state $e_{t,i}$: Attention score $\alpha_{t,i}$: Attention weight c_t : Context vector
 W_a : Alignment weight matrix



Concrete Example with 3D Vectors

 **Setup:** $d = 3$ (vector dimension), using 2 encoder hidden states (h_1, h_2).

1 Given Input Data

Decoder hidden state (s_t):

$$s_t = [1, 2, 1]^T$$

Encoder hidden states:

$$h_1 = [2, 0, 1]^T$$

$$h_2 = [1, 1, 2]^T$$

Weight matrix (W_a) $\in \mathbb{R}^{3 \times 3}$:

$$W_a = \begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

(Using Identity Matrix for simplicity)

2

Compute Attention Scores

📌 Formula: $e_{t,i} = s_t^T W_a h_i$

• Score for h_1 :

$$\begin{aligned} e_{t,1} &= s_t^T W_a h_1 = [1, 2, 1] \cdot [2, 0, 1]^T \\ &= (1 \times 2) + (2 \times 0) + (1 \times 1) \\ &= 2 + 0 + 1 \\ &= 3 \end{aligned}$$

• Score for h_2 :

$$\begin{aligned} e_{t,2} &= s_t^T W_a h_2 = [1, 2, 1] \cdot [1, 1, 2]^T \\ &= (1 \times 1) + (2 \times 1) + (1 \times 2) \\ &= 1 + 2 + 2 \\ &= 5 \end{aligned}$$



Attention Scores:

$$e_{t,1} = 3, e_{t,2} = 5$$

3

Compute Attention Weights (Softmax)



Formula: $\alpha_{t,i} = \exp(e_{t,i}) / \sum_j \exp(e_{t,j})$

- **Exponential calculation:**

$$\exp(e_{t,1}) = \exp(3) \approx 20.09$$

$$\exp(e_{t,2}) = \exp(5) \approx 148.41$$

- **Sum:**

$$\sum \exp(e_{t,j}) = 20.09 + 148.41 = 168.50$$

- **Attention Weights:**

$$\alpha_{t,1} = 20.09 / 168.50 \approx 0.119$$

$$\alpha_{t,2} = 148.41 / 168.50 \approx 0.881$$

- **Verification:**

$$\alpha_{t,1} + \alpha_{t,2} = 0.119 + 0.881 = 1.000 \checkmark$$



Attention Weights:

$$\alpha_{t,1} \approx 0.119 \text{ (11.9\%)}, \alpha_{t,2} \approx 0.881 \text{ (88.1\%)}$$

💡 **Interpretation:** h_2 receives about 88% attention because it's more similar to s_t !

4

Compute Context Vector

📐 **Formula:** $c_t = \sum_i \alpha_{t,i} \times h_i$

- **Weighted sum calculation:**

$$c_t = \alpha_{t,1} \times h_1 + \alpha_{t,2} \times h_2$$

- **First term:**

$$\begin{aligned}\alpha_{t,1} \times h_1 &= 0.119 \times [2, 0, 1]^T \\ &= [0.238, 0.000, 0.119]^T\end{aligned}$$

- **Second term:**

$$\begin{aligned}\alpha_{t,2} \times h_2 &= 0.881 \times [1, 1, 2]^T \\ &= [0.881, 0.881, 1.762]^T\end{aligned}$$

- **Final Context Vector:**

$$\begin{aligned}c_t &= [0.238, 0.000, 0.119]^T + [0.881, 0.881, 1.762]^T \\ &= [1.119, 0.881, 1.881]^T\end{aligned}$$



Final Context Vector:

$$c_t = [1.119, 0.881, 1.881]^T$$

🌟 **Result Interpretation:** The context vector is formed closer to h_2 (88.1% weight). This means the current decoder state is more relevant to h_2 .

🎓 Key Takeaways

1. Attention Score measures similarity via dot product between two vectors
2. Softmax normalizes scores into probabilities between 0 and 1
3. Context Vector is a weighted average, focusing on important information
4. High similarity → high attention weight → greater influence