



Transformers

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Computing Attention

Dot-product

$$\frac{h_t^T}{\circ \circ \circ \circ \circ} \times \left[\circ \atop \circ \atop \circ \atop \circ \right] s_k$$

$$score(h_t, s_k) = h_t^T s_k$$

Bilinear

$$\frac{h_t^T}{\circ \circ \circ \circ} \times \left[\mathbb{W} \right] \times \left[\mathbb{S}_k \right]$$

$$score(h_t, s_k) = h_t^T s_k$$
 $score(h_t, s_k) = h_t^T W s_k$

Multi-Layer Perceptron

$$\frac{h_t^T}{s_k} \times \left[\begin{array}{c} h_t^T \\ s_k \end{array} \right] \times \left[\begin{array}{c} h_t^T \\ s_k \end{array} \right] \times \left[\begin{array}{c} h_t^T \\ s_k \end{array} \right] \times \left[\begin{array}{c} h_t^T \\ s_k \end{array} \right]$$

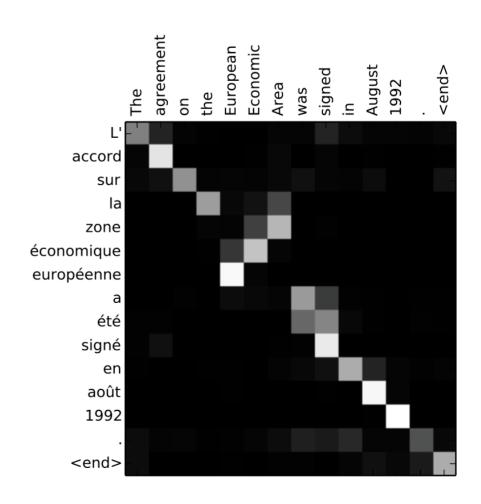
$$score(h_t, s_k) = w_2^T \cdot tanh(W_1[h_t, s_k])$$

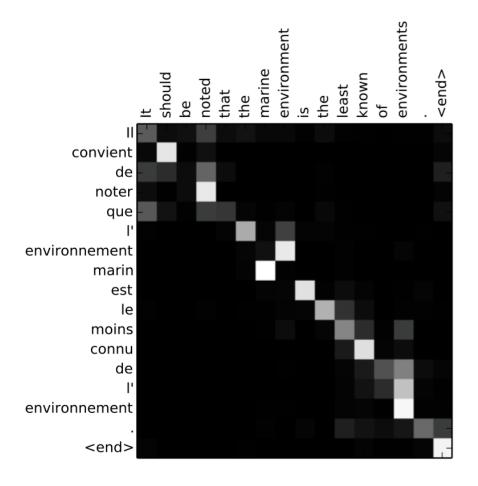
Softmax temperature

$$p_i = \frac{e^{z_i/T}}{\sum_j e^{z_j/T}}$$

- T == 1: normal softmax
- T >> 1: p closer to uniform distribution (flat)
- T << 1: p closer to one-hot distribution (peaky)

Attention Learns Alignment!





Show, Attend and Tell: Neural Image Caption Generation with Visual Attention

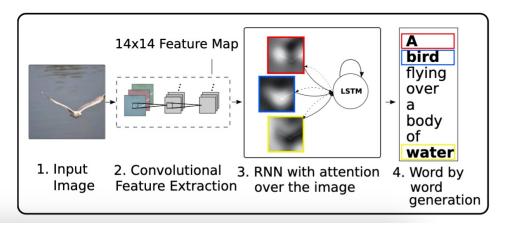
Kelvin Xu
Jimmy Lei Ba
Ryan Kiros
Kyunghyun Cho
Aaron Courville
Ruslan Salakhutdinov
Richard S. Zemel
Yoshua Bengio

Abstract

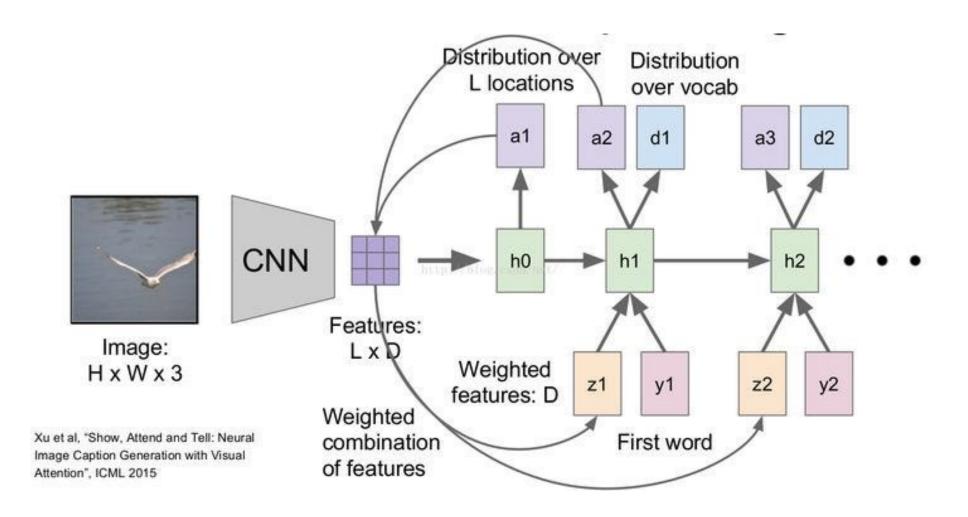
Inspired by recent work in machine translation and object detection, we introduce an attention based model that automatically learns to describe the content of images. We describe how we can train this model in a deterministic manner using standard backpropagation techniques and stochastically by maximizing a variational lower bound. We also show through visualization how the model is able to automatically learn to fix its gaze on salient objects while generating the cor-

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Figure 1. Our model learns a words/image alignment. The visualized attentional maps (3) are explained in section 3.1 & 5.4



Architecture Details



Show and Tell \rightarrow Show, <u>Attend</u>, and Tell



A woman is throwing a frisbee in a park.



A <u>dog</u> is standing on a hardwood floor.



A <u>stop</u> sign is on a road with a mountain in the background.



A little <u>girl</u> sitting on a bed with a teddy bear.



A group of <u>people</u> sitting on a boat in the water.



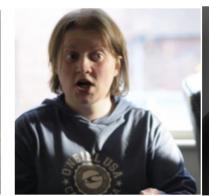
A giraffe standing in a forest with <u>trees</u> in the background.

Understanding when things go wrong

Figure 5. Examples of mistakes where we can use attention to gain intuition into what the model saw.



A large white bird standing in a forest.



A woman holding a <u>clock</u> in her hand.



A man wearing a hat and a hat on a skateboard.

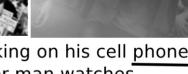


A person is standing on a beach with a surfboard.



A woman is sitting at a table with a large pizza.





A man is talking on his cell phone while another man watches.

Source

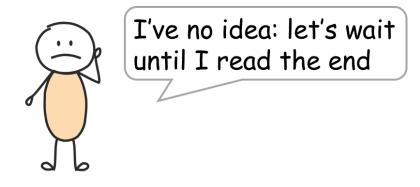
 https://lenavoita.github.io/nlp course/seq2seq and attention.html#transformer intro

Continuing this very nice blog from last time! Please do read

RNNs -> Transformers

I arrived at the bank after crossing the street? ...river?

What does **bank** mean in this sentence?



RNNs

O(N) steps to process a sentence with length N



Transformer

Constant number of steps to process any sentence

Attention is All You Need!

Almost there ... but, before that

Attention Is All You Need

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Abstract

The dominant sequence transduction models are based on complex recurrent or convolutional neural networks that include an encoder and a decoder. The best performing models also connect the encoder and decoder through an attention mechanism. We propose a new simple network architecture, the Transformer, based solely on attention mechanisms, dispensing with recurrence and convolutions

Information Flow

Auto-regressive decoding, Seq2Seq

Encoder

Who is doing:

all source tokens

What they are doing:

- look at each other
- update representations

repeat N times

Decoder

Who is doing:

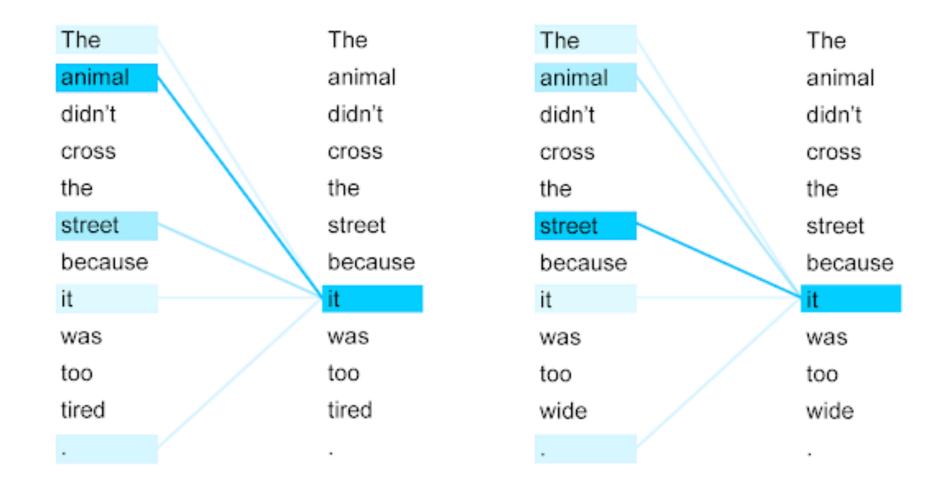
target token at the current step

What they are doing:

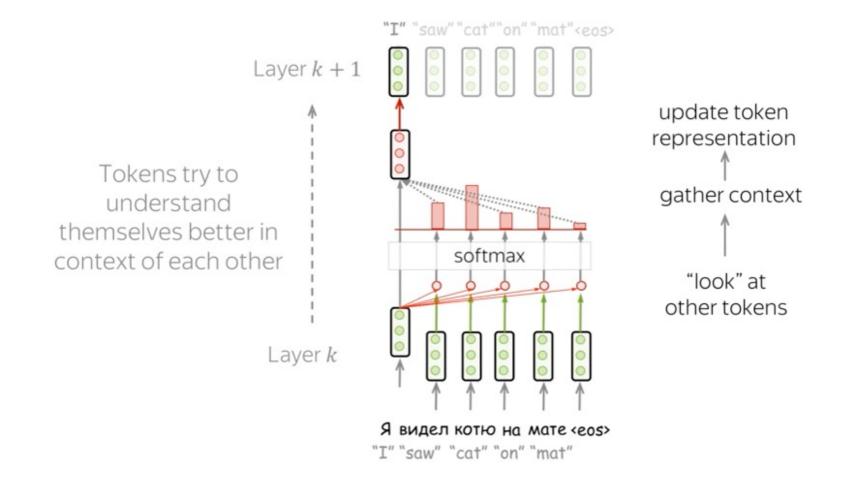
- looks at previous target tokens
- looks at source representations
- update representation

repeat N times

Self-attention

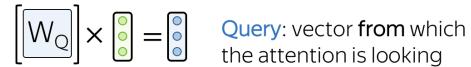


Encoder Self-attention



Self-Attention

Each vector receives three representations ("roles")



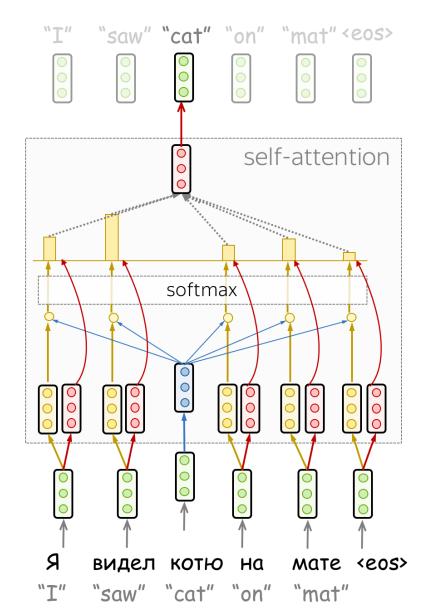
"Hey there, do you have this information?"



"Hi, I have this information - give me a large weight!"



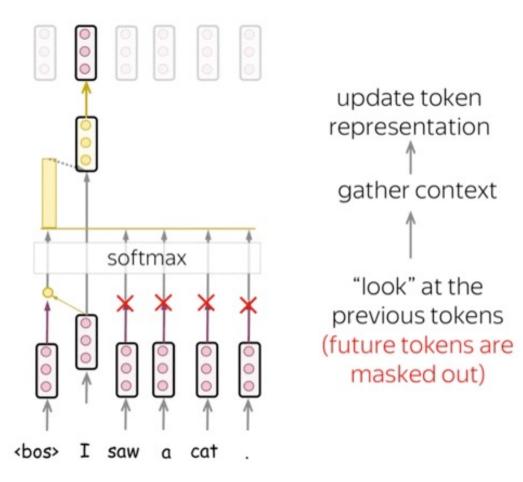
"Here's the information I have!"



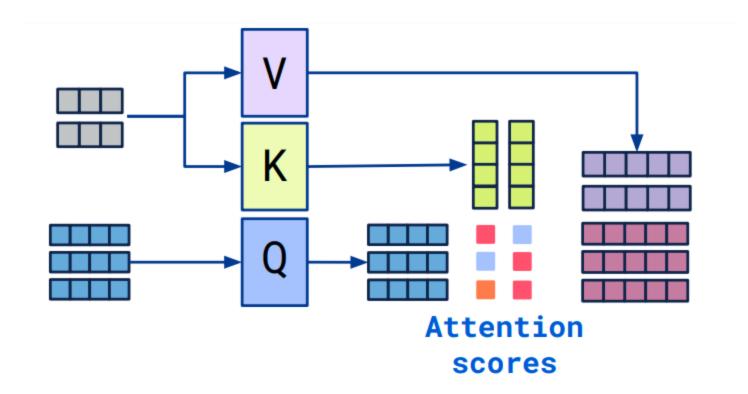
Attention computation

$$Attention(q, k, v) = softmax \left(\frac{qk^T}{\sqrt{d_k}}\right)v$$
 from to vector dimensionality of K, V

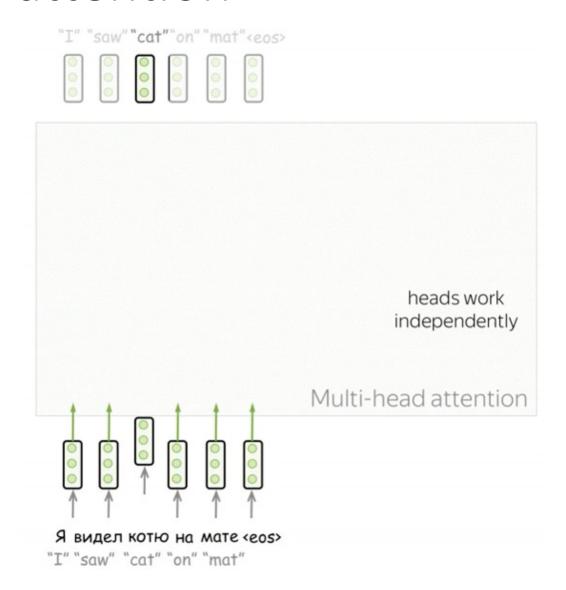
Masked self-attention



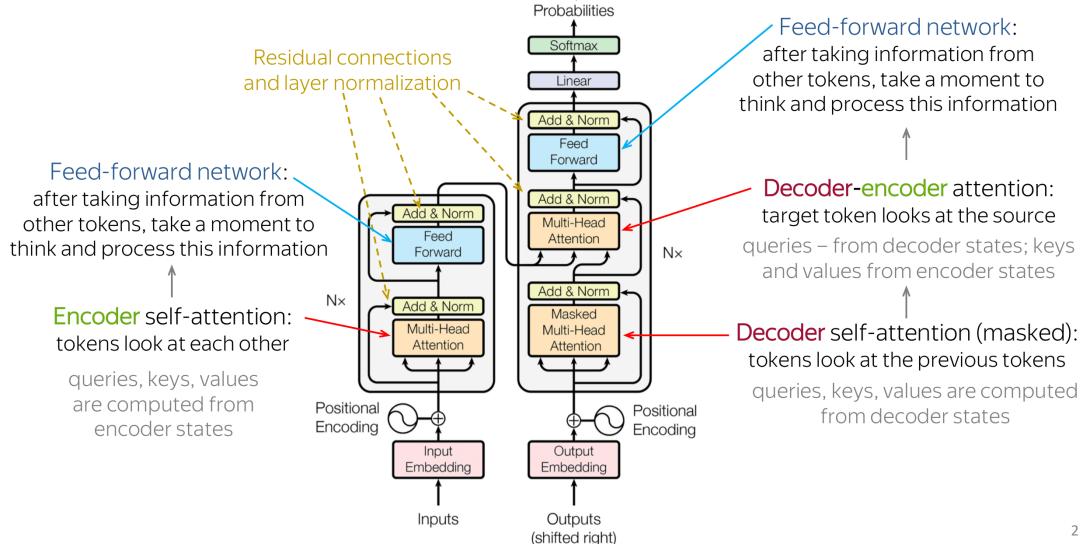
Cross-attention



Multi-head attention

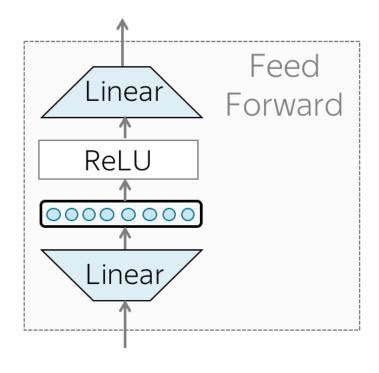


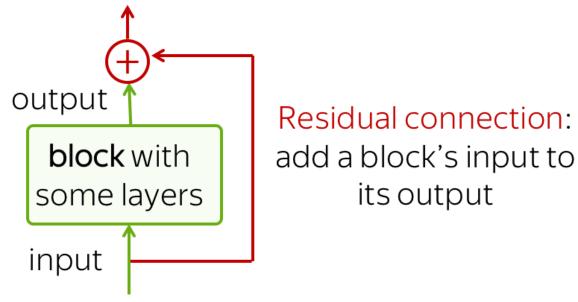
Overall architecture

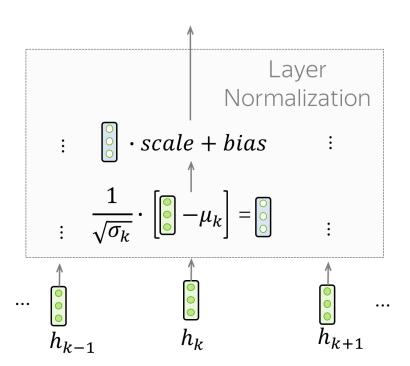


Output

Blocks







Permutations

- (encoder)
- Shuffling order of input tokens shuffles representations!
- Attention is permutation "invariant" to order

Position encoding / embedding

