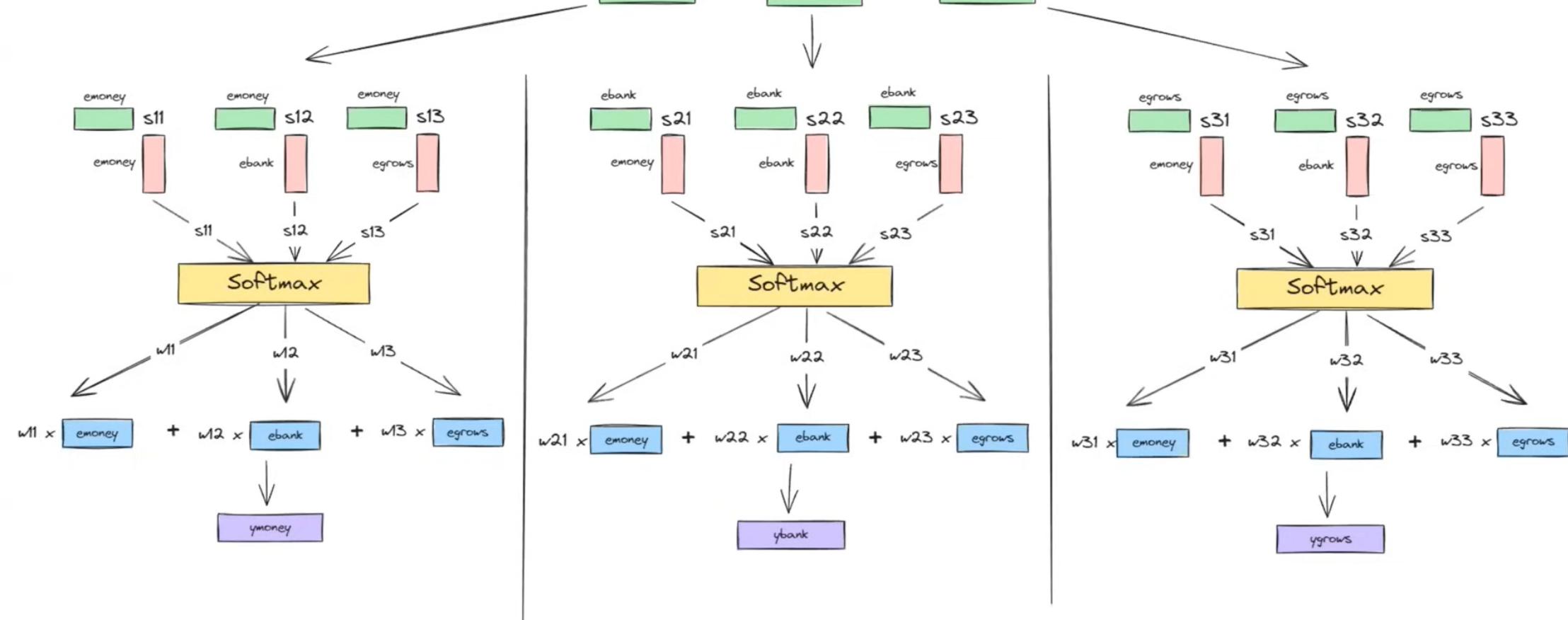


Task Specific Contextual Embeddings



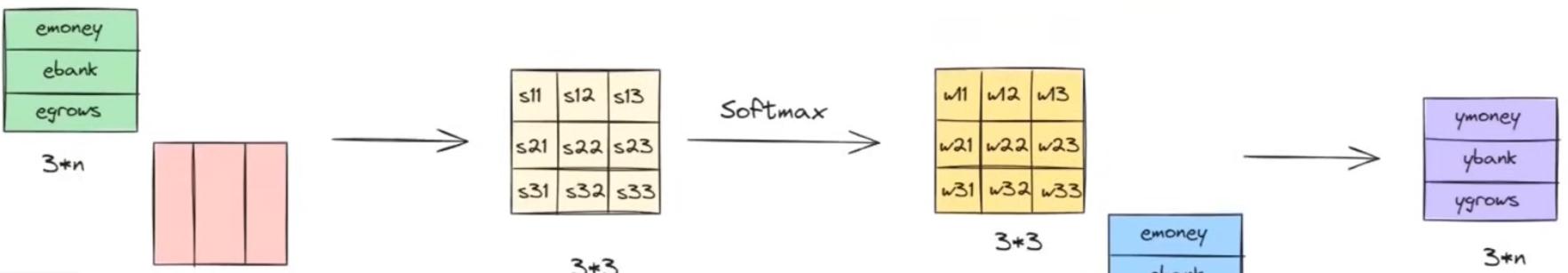
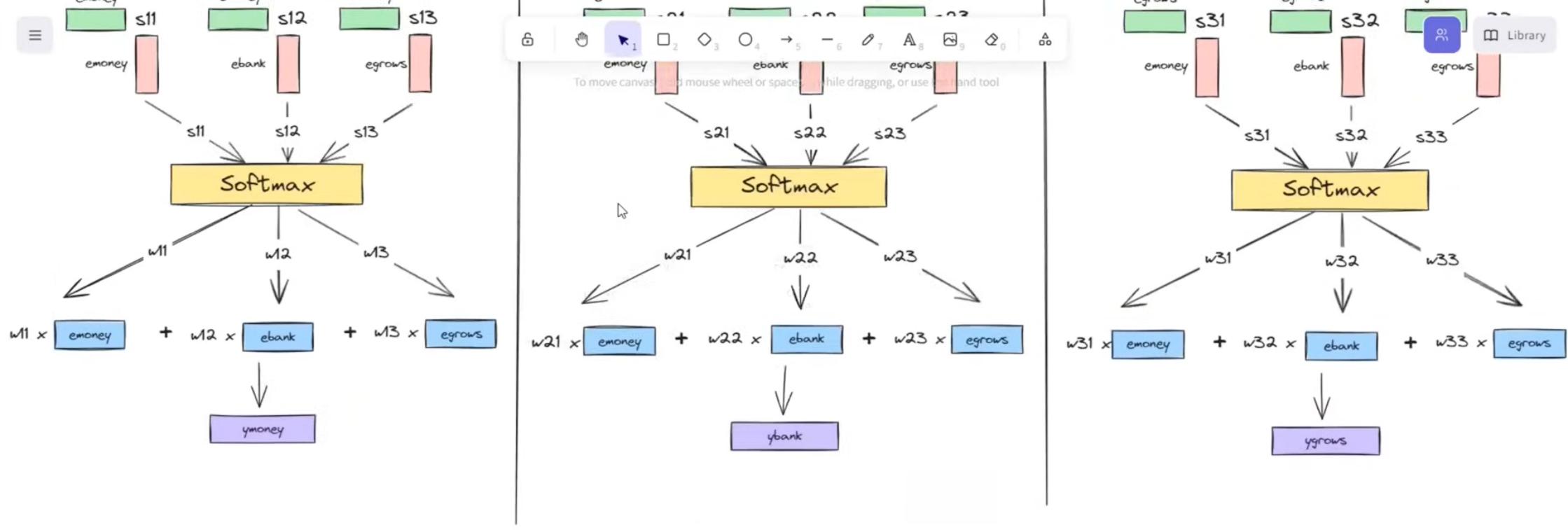


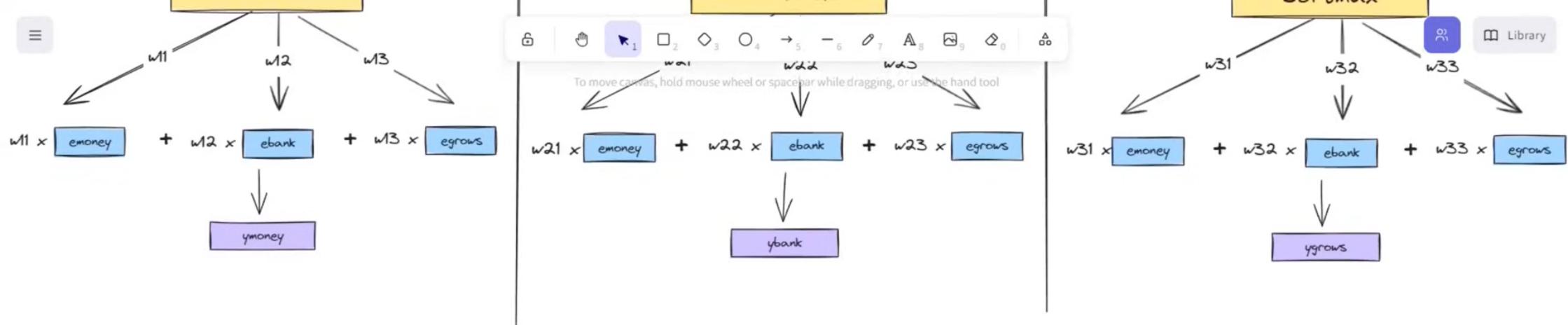
< D65 Transformers Part 1 ...

Points to consider

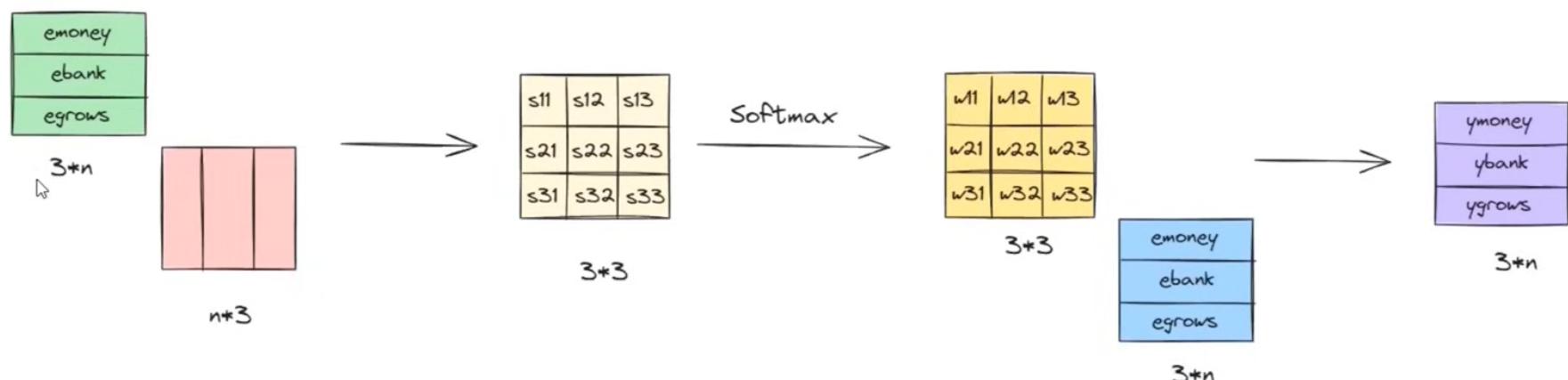
- This operation is a parallel operation
- There are no parameters involved







Flow of Task Specific Contextual Embeddings





< D65 Transformers Part 1 ...

The What

First Principle Approach

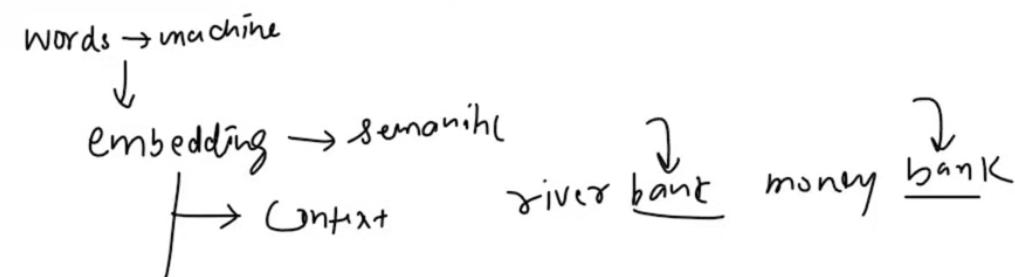
Points to consider

- This operation is a parallel operation
- There are no parameters involved

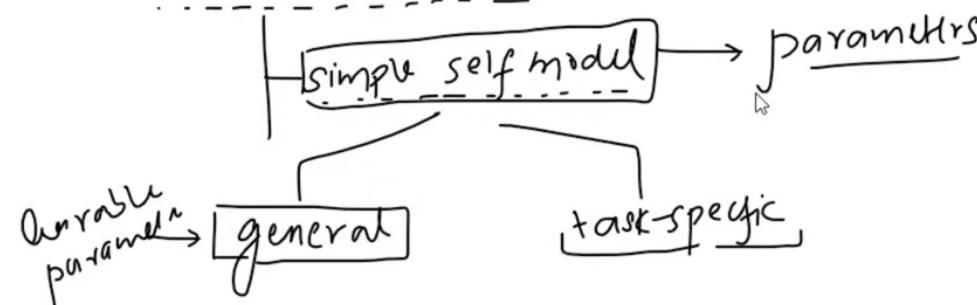


Progress

06 February 2024 00:42



→ contextual embeddings





< D65 Transformers Part 1 ...

Query, Key & Value Vectors

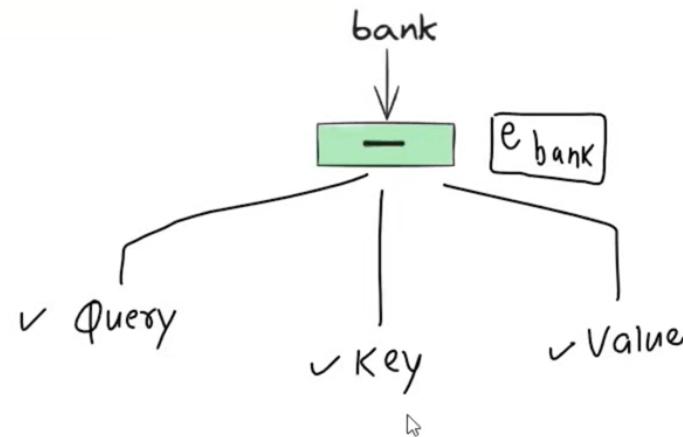
06 February 2024 13:32

The What

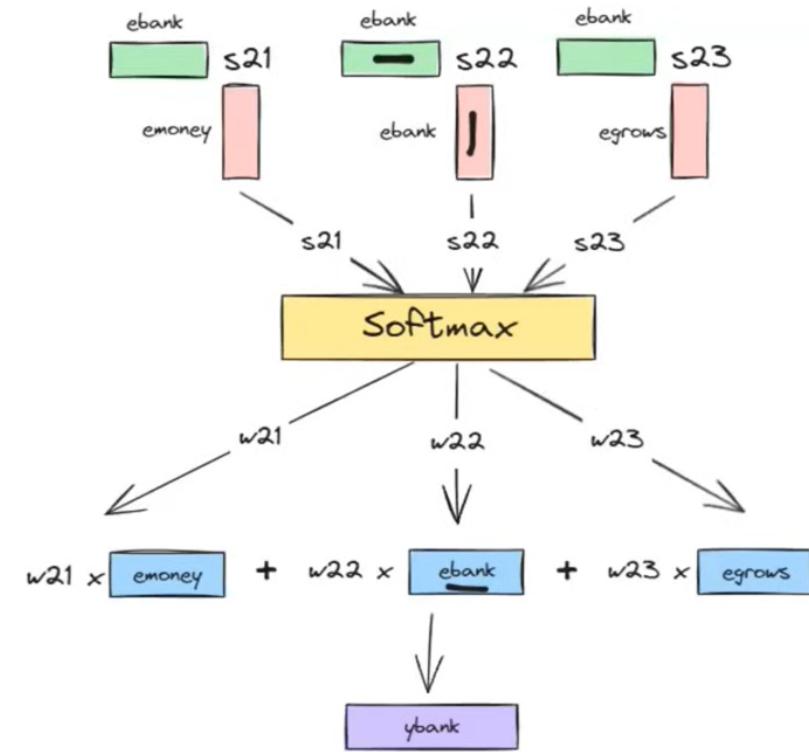
First Principle Approach

Progress

Query, Key & Value Vectors

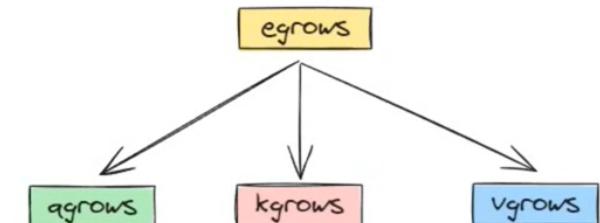
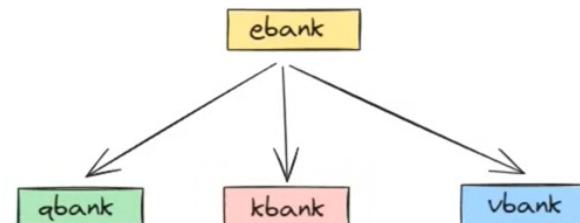
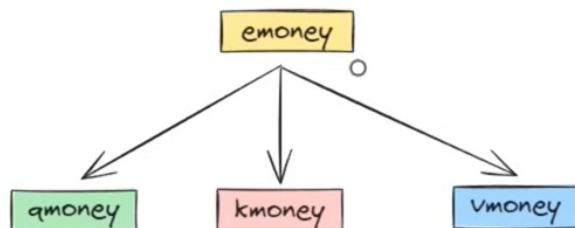


For Task Specific Embedding we have to find out this 3 vector





Hold Alt to revert the elements marked for deletion





Click and drag, release when you're finished

Stroke



Background



Fill



Stroke width



Opacity



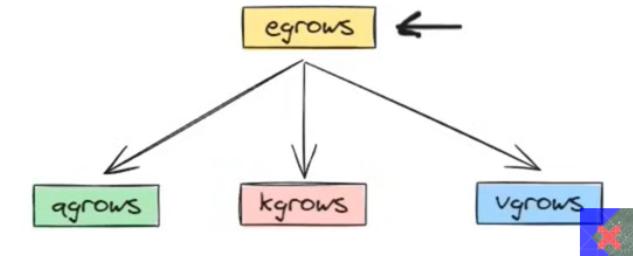
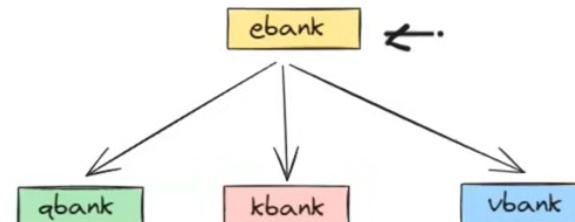
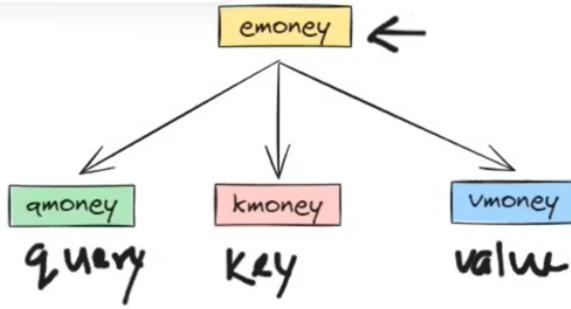
Layers



money bank grows

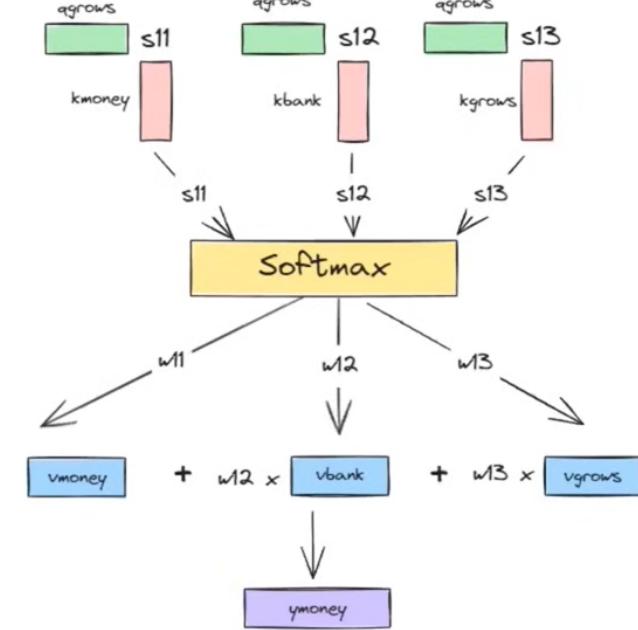
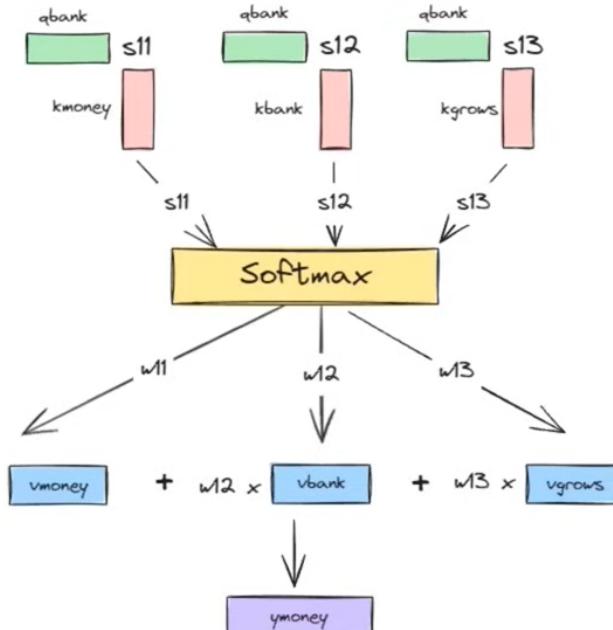
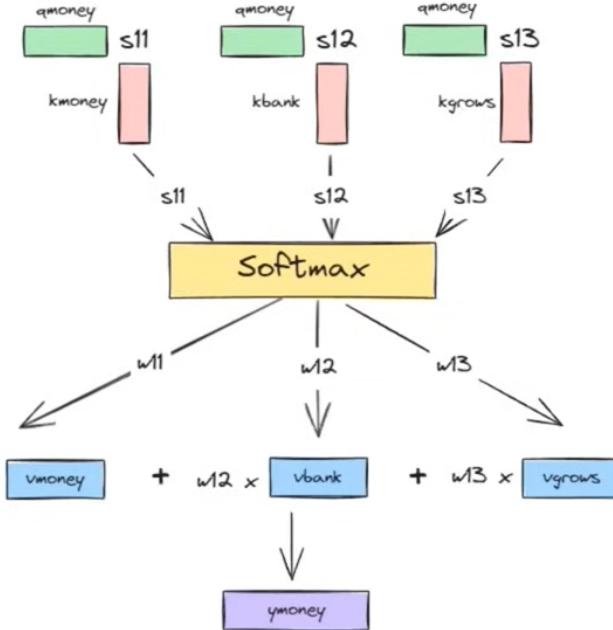
$$3 \times 3 \rightarrow 9$$

+





To move canvas, hold mouse wheel or spacebar while dragging, or use the hand tool





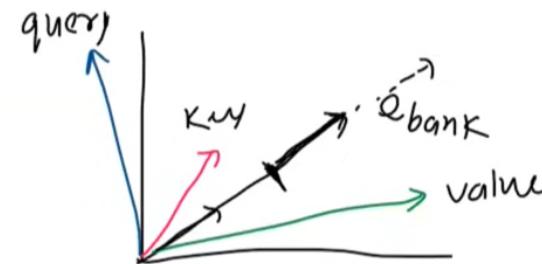
< D65 Transformers Part 1 ...

The What

First Principle Approach

Progress

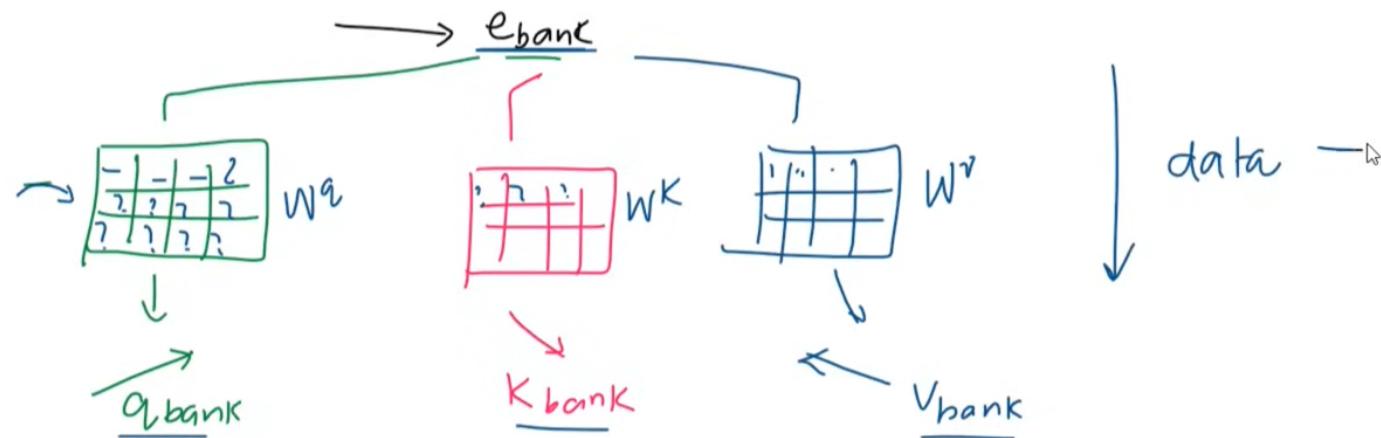
Query, Key & Value Vectors



d magnitude (Scaling)
 → linear transform



Vector -> query ,key , an
value





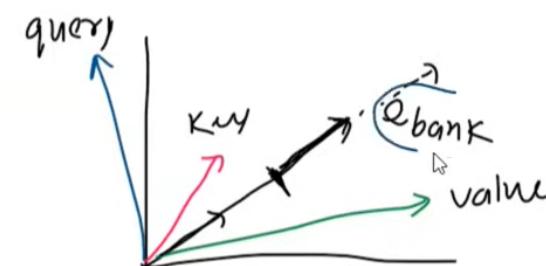
< D65 Transformers Part 1 ...

The What

First Principle Approach

Progress

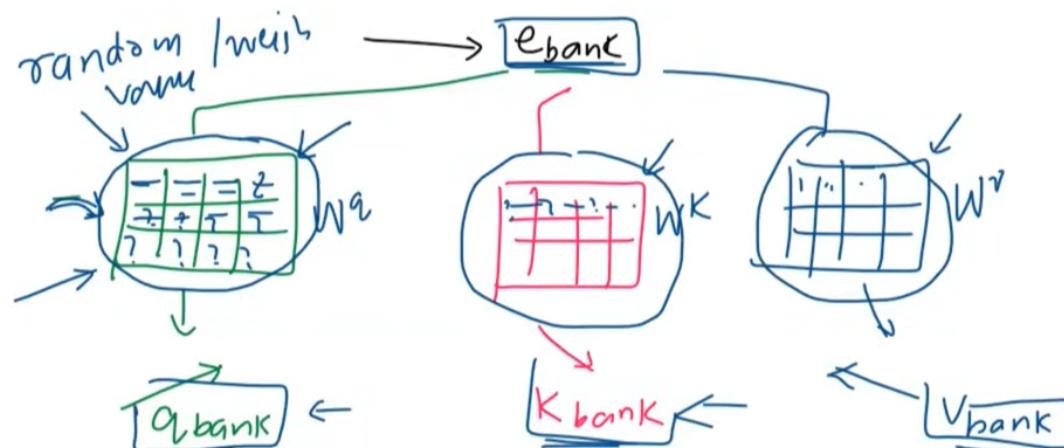
Query, Key & Value Vectors

d magnitude (Scaling)

→ linear transform



training

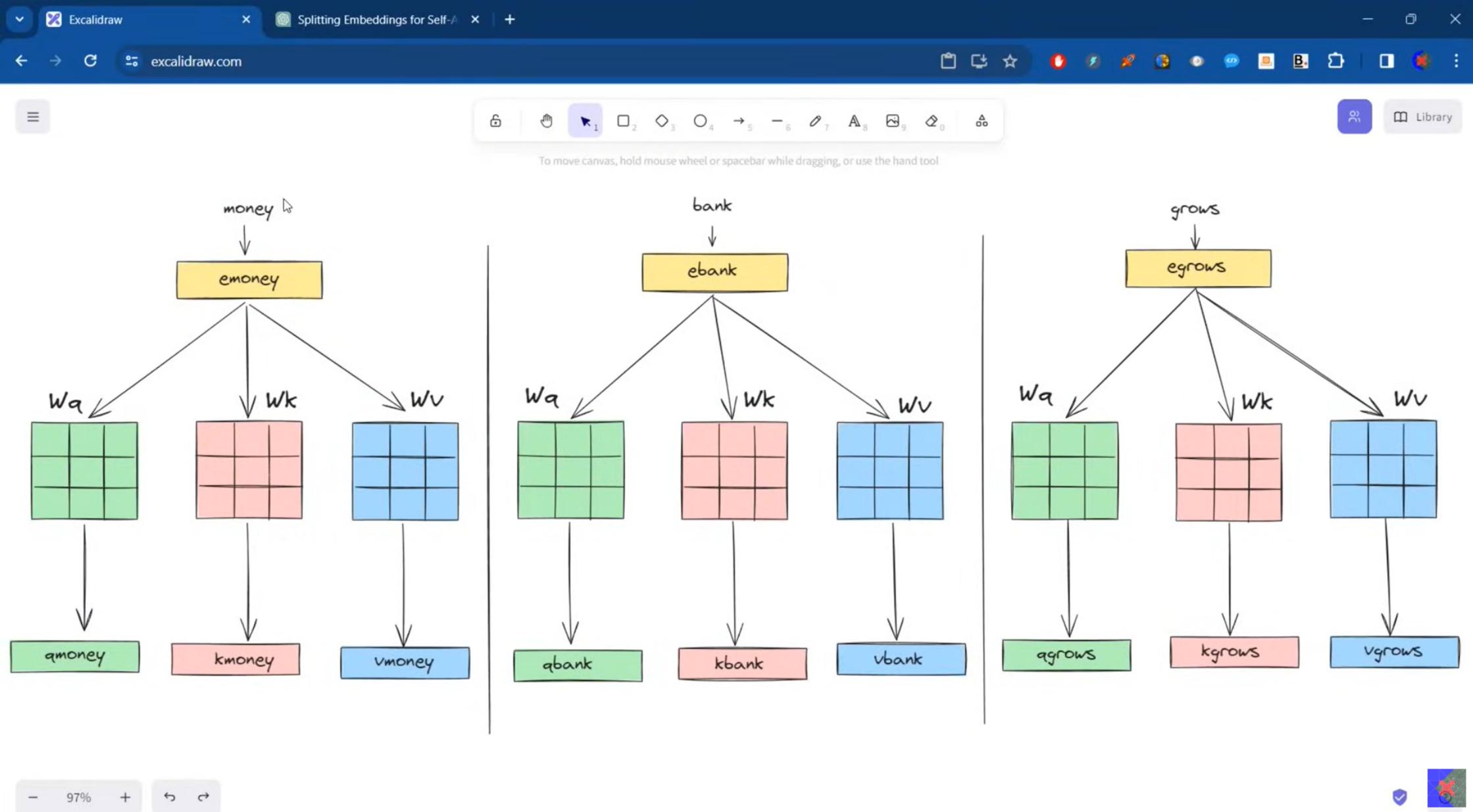


↓

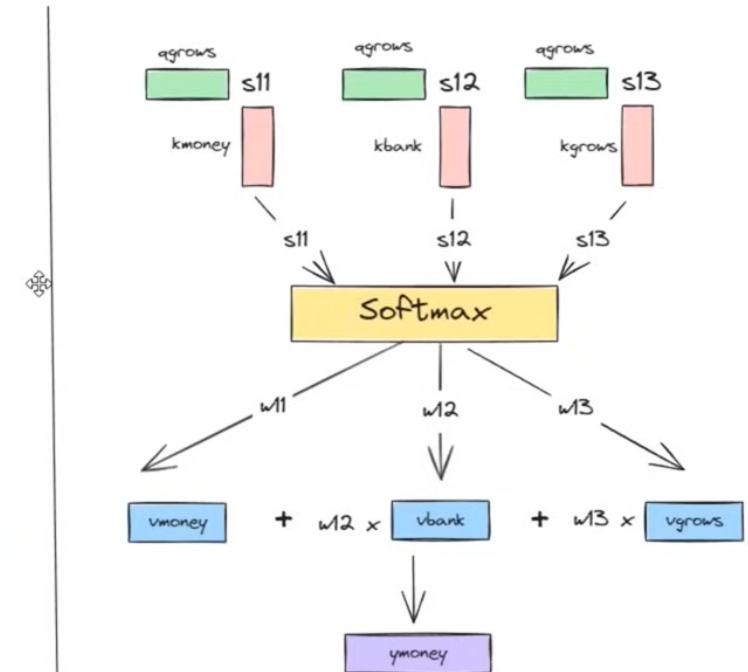
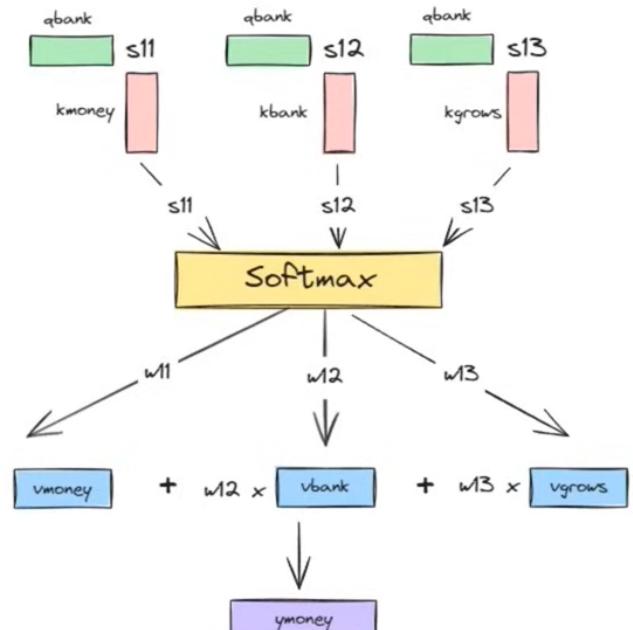
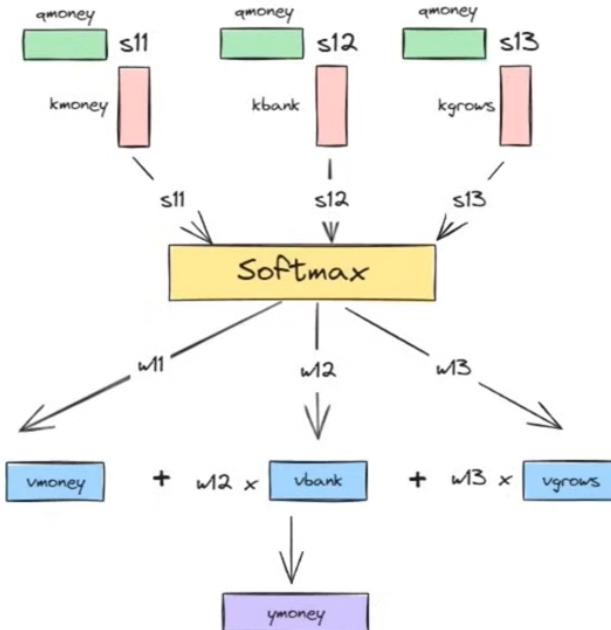
data → machine
transf

→ translation



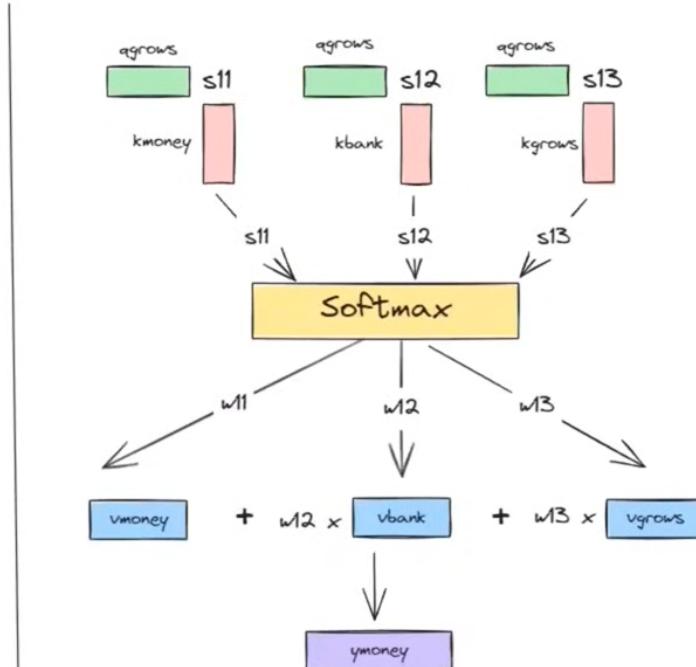
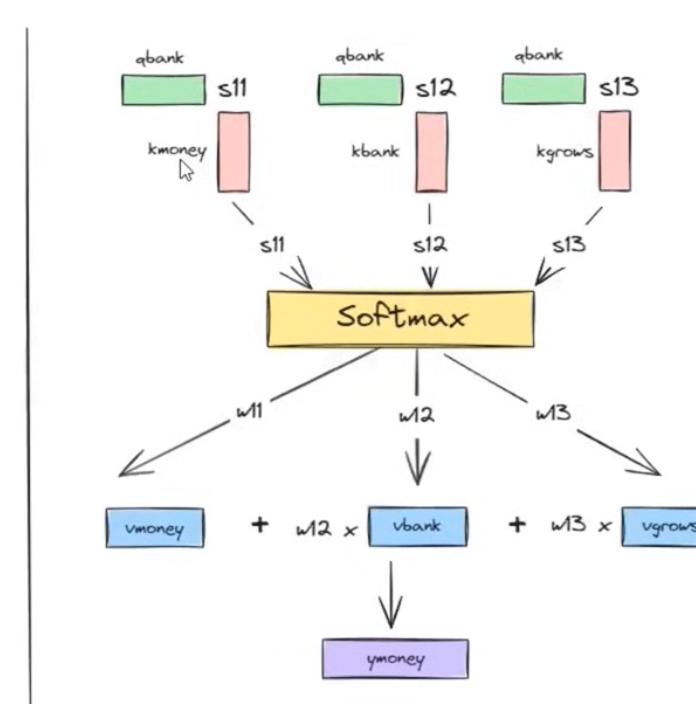
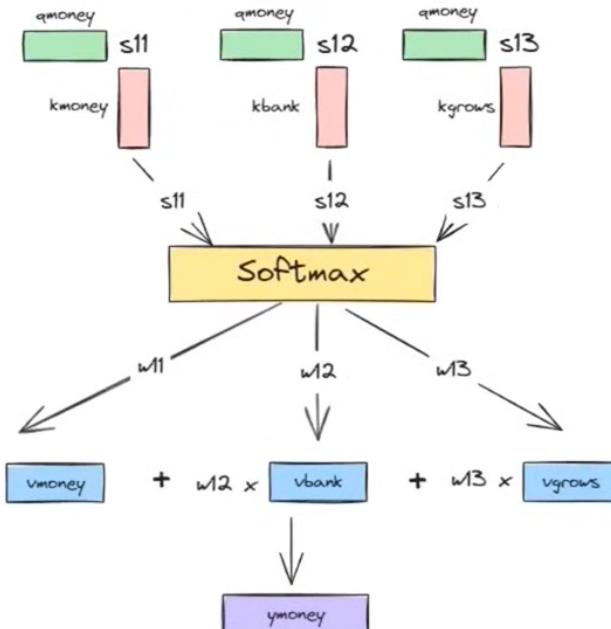


To move canvas, hold mouse wheel or spacebar while dragging, or use the hand tool



Flow of Task Specific
Contextual
Embeddings

To move canvas, hold mouse wheel or spacebar while dragging, or use the hand tool



Flow of Task Specific
Contextual
Embeddings



To move canvas, hold mouse wheel or spacebar while dragging, or use the hand tool

