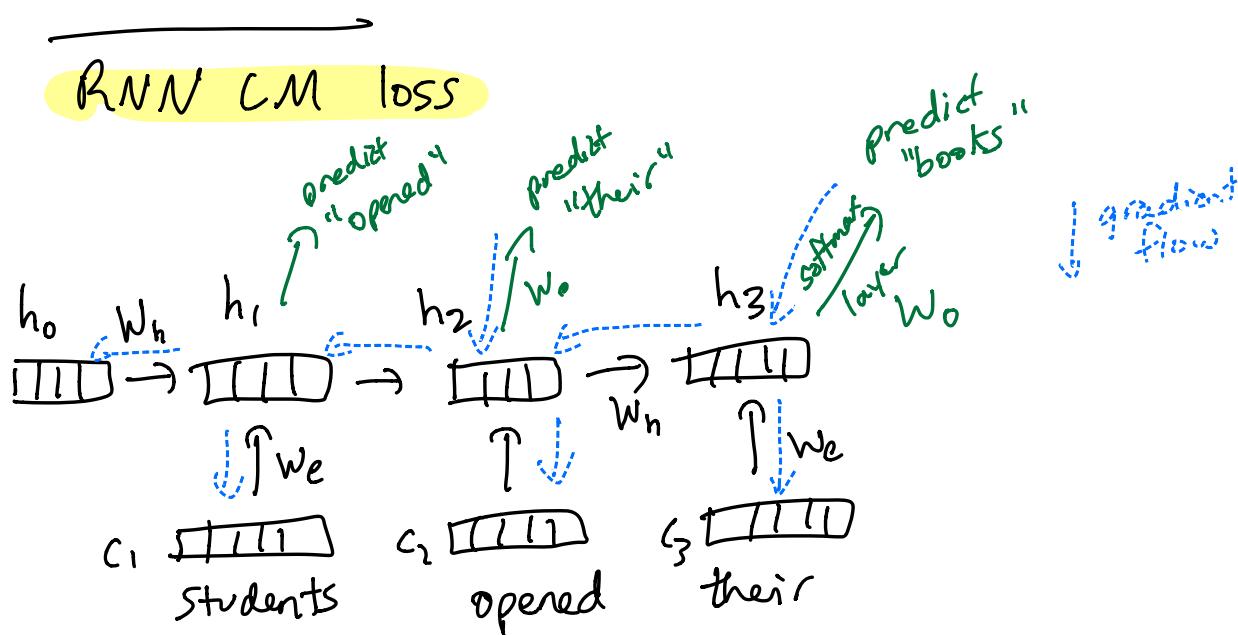


From RNNs to attention:

1. loss computation in RNN LMs
2. issues w/ RNN LM
 - ↳ bottleneck
 - ↳ cannot be parallelized across timesteps
3. self-attention



$$L_1 = -\log P(\text{opened} | \dots)$$

$$L_2 = -\log P(\text{their})$$

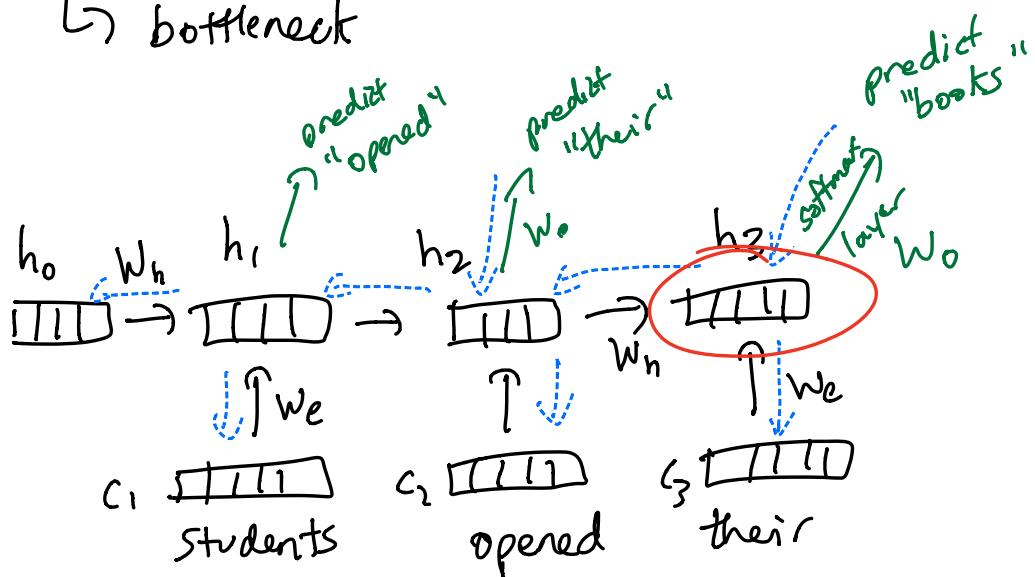
$$L_3 = -\log P(\text{books})$$

$$L = \frac{L_1 + L_2 + L_3}{3}$$

avg. neg. log likelihood
of the ground-truth next word
over all tokens in the batch

Issues of RNNs:

↳ bottleneck



h_3 is required to encode ALL of the useful info from the prefix to predict the next word

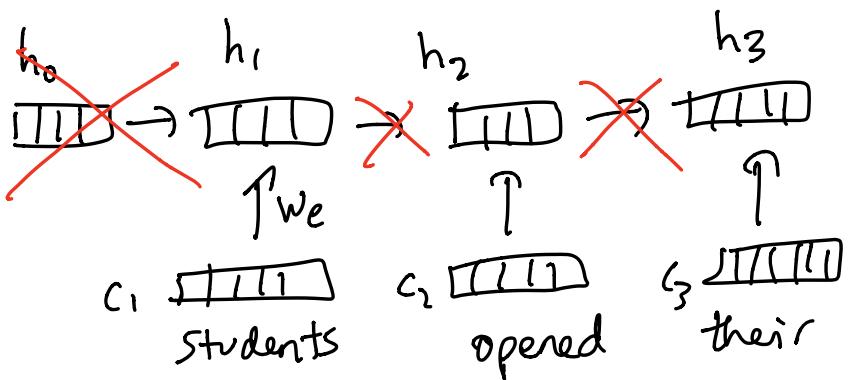
↳ with long, complex prefixes, this is an unreasonable expectation

↳ RAY MOONEY: (~2014)

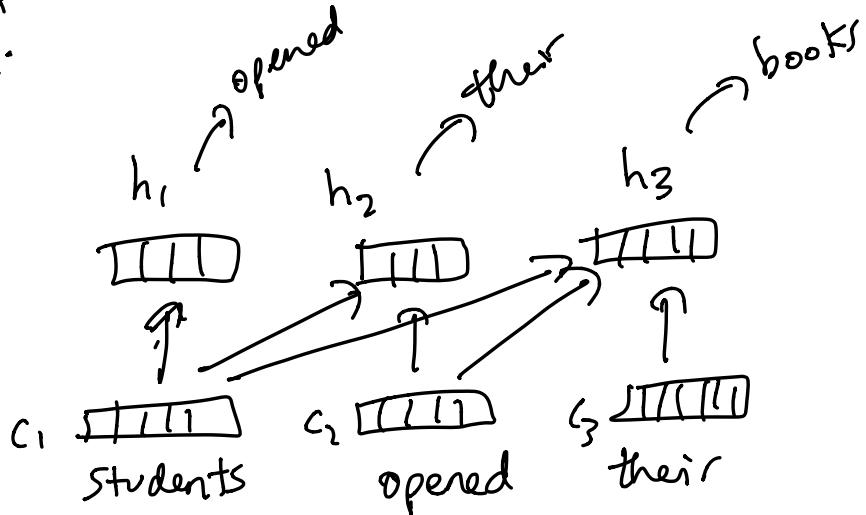
"you can't represent the meaning of a sentence in a BLEEPING vector"

attention mechanism

- ↳ a way to get around the bottleneck in neural LMs
- ↳ intuition: attention provides a way to access hidden states that are far away
- ↳ history: developed initially for RNNs ~2014, Bahdanau, Cho
- ↳ now: "self-attention", core module of the Transformer LM
 - ↳ introduced by Google in 2017
 - ↳ reduces bottleneck effect
 - ↳ fully parallelizable across timesteps
 - ↳ hidden state at each timestep is independent of prev. hidden states



goal:

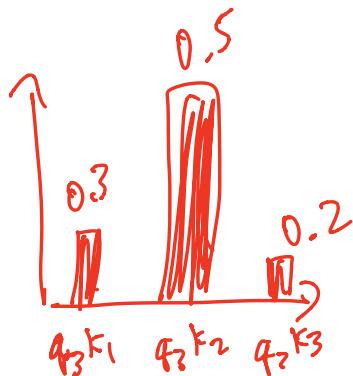


Computation of hidden state at timestep 3:

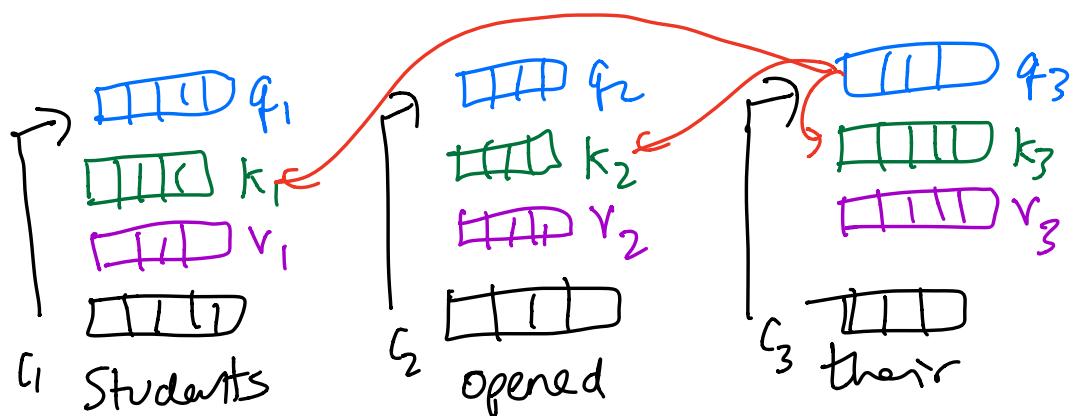
$$h_3 = \underline{0.3}v_1 + \underline{0.5}v_2 + \underline{0.2}v_3$$



↳ predict
softmax
layer
"books"



$$\text{attn: } \text{softmax}(\langle q_3 \cdot k_1, q_3 \cdot k_2, q_3 \cdot k_3 \rangle)$$



$$\begin{aligned} q_1 &= f(W_q c_1) \Rightarrow \text{query} \\ k_1 &= f(W_k c_1) \Rightarrow \text{key} \\ v_1 &= f(W_v c_1) \Rightarrow \text{value} \end{aligned}$$

used to compute "attention score", we dot product $q \cdot k$

encode the information used to compute the hidden state

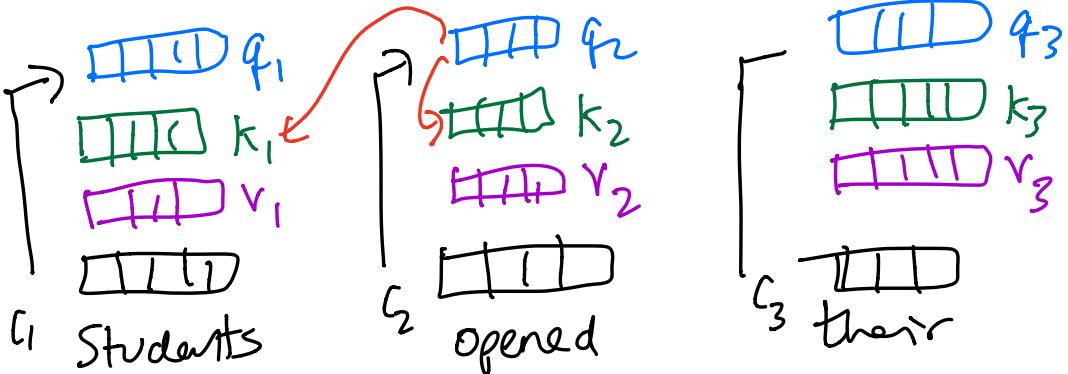
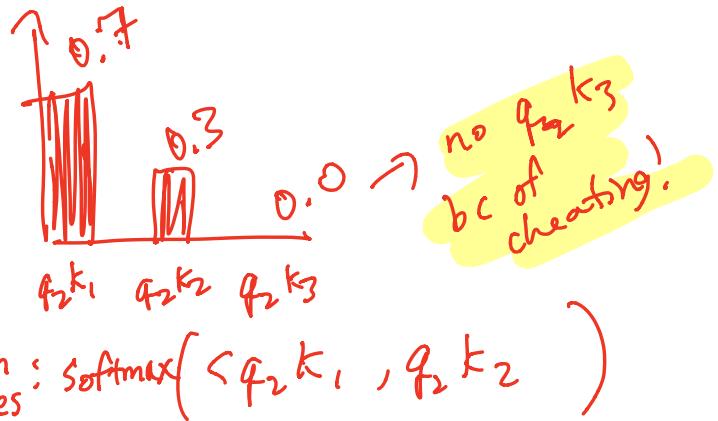
$$q_2 = f(W_q c_2)$$

↑
weight matrices
that are parameters
of the model

Second timestep:

$$h_2 = 0.7v_1 + 0.3v_2$$

=  ↳ predict "their"



there are no dependencies between h_1, h_2, h_3 !

↳ can parallelize

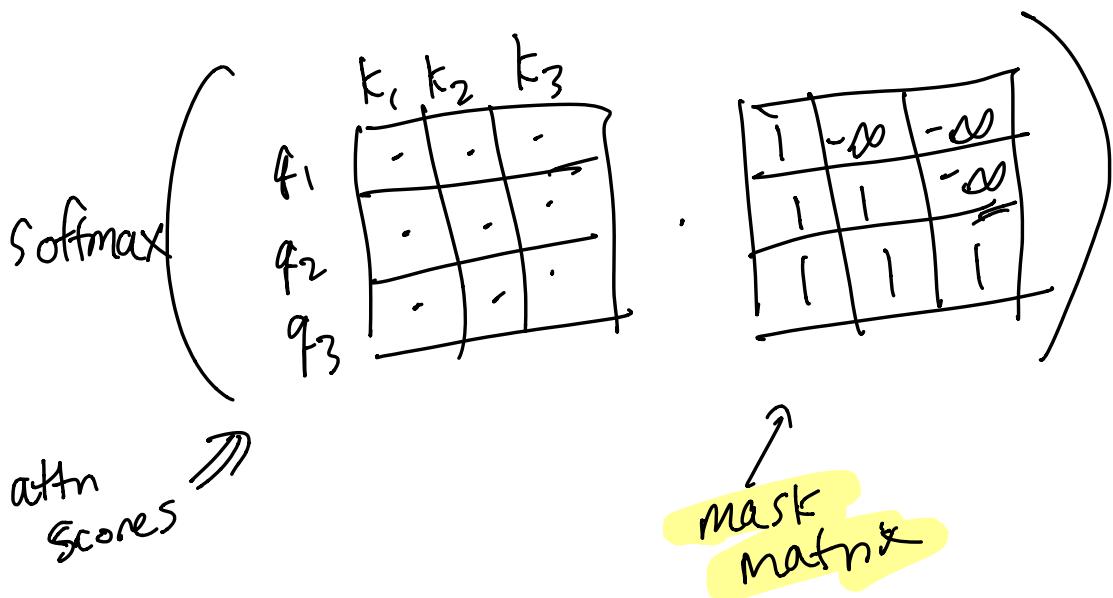
↳ reduced bottleneck

q_1		 k_1	$\underbrace{\text{attn scores}}$ $a_1 = \langle q_1, k_1 \rangle$
q_2		 k_2	$a_2 = \langle q_2, k_1, q_2, k_2 \rangle$
q_3		 k_3	$a_3 = \langle q_3, k_1, q_3, k_2, q_3, k_3 \rangle$

$$\begin{array}{c}
 \begin{matrix} q_1 & q_2 & q_3 \end{matrix} \\
 \times
 \begin{matrix} k_1 & k_2 & k_3 \\ \hline \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{matrix}
 \end{array} =
 \begin{array}{c}
 \begin{matrix} k_1 & k_2 & k_3 \\ \hline \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{matrix} \\
 \begin{matrix} q_1 & q_2 & q_3 \end{matrix}
 \end{array}$$

One matrix product to compute all attn scores

$$\begin{array}{c}
 \begin{matrix} q_1 & q_2 & q_3 \end{matrix} \\
 \times
 \begin{matrix} k_1 & k_2 & k_3 \\ \hline \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{matrix}
 \end{array} \rightarrow \begin{matrix} \text{these cells} \\ \text{have info} \\ \text{about the future.} \\ \text{need to exclude} \end{matrix}$$



$$\begin{matrix} q_1 & q_2 & q_3 \end{matrix} \times \begin{matrix} v_1 \\ v_2 \\ v_3 \end{matrix} = \text{result}$$

1	0	0
0.3	0.7	0
0.1	0.5	0.4

h_1			
h_2			
h_3			

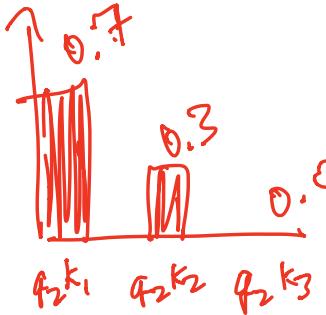
we just computed all three hidden states
w/ just a couple matrix products

word order:

Second timestep:

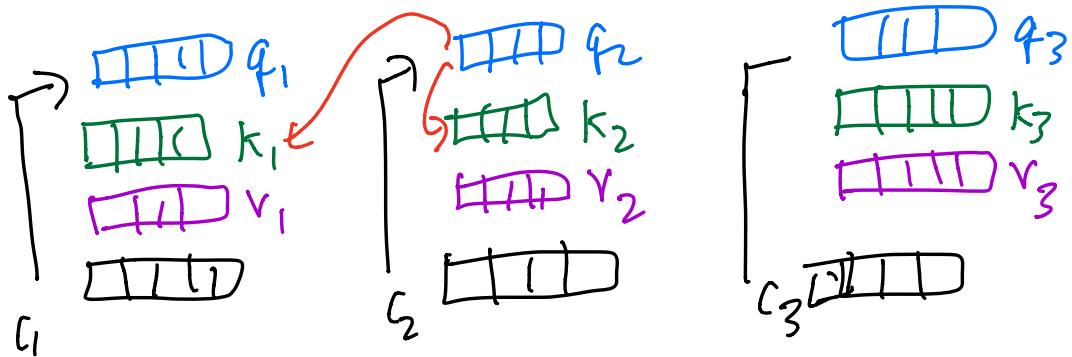
$$h_2 = 0.7v_1 + 0.3v_2$$

=  ↳ predict "their"



no $q_2 k_3$
bc of cheating.

$$\text{attn Scores} : \text{softmax}(q_2 k_1, q_2 k_2)$$



$$+ p_1 \quad p_2 \quad p_3$$

↳ positional embeddings \Rightarrow learned params

↳ p_1 is the same vector for the first pos. of every seq

↳ p_2 is the same vec for the second pos. of every seq

$$emb = c_1 + \rho,$$