

Sequence Models and Attention

CS280

Spring 2025

Angjoo Kanazawa

Next few lectures

- Today: Transformers / Attention
- Next: Vision Transformers, DINO
- Next Week: Diffusion Models

What is Attention

A Computer Vision perspective

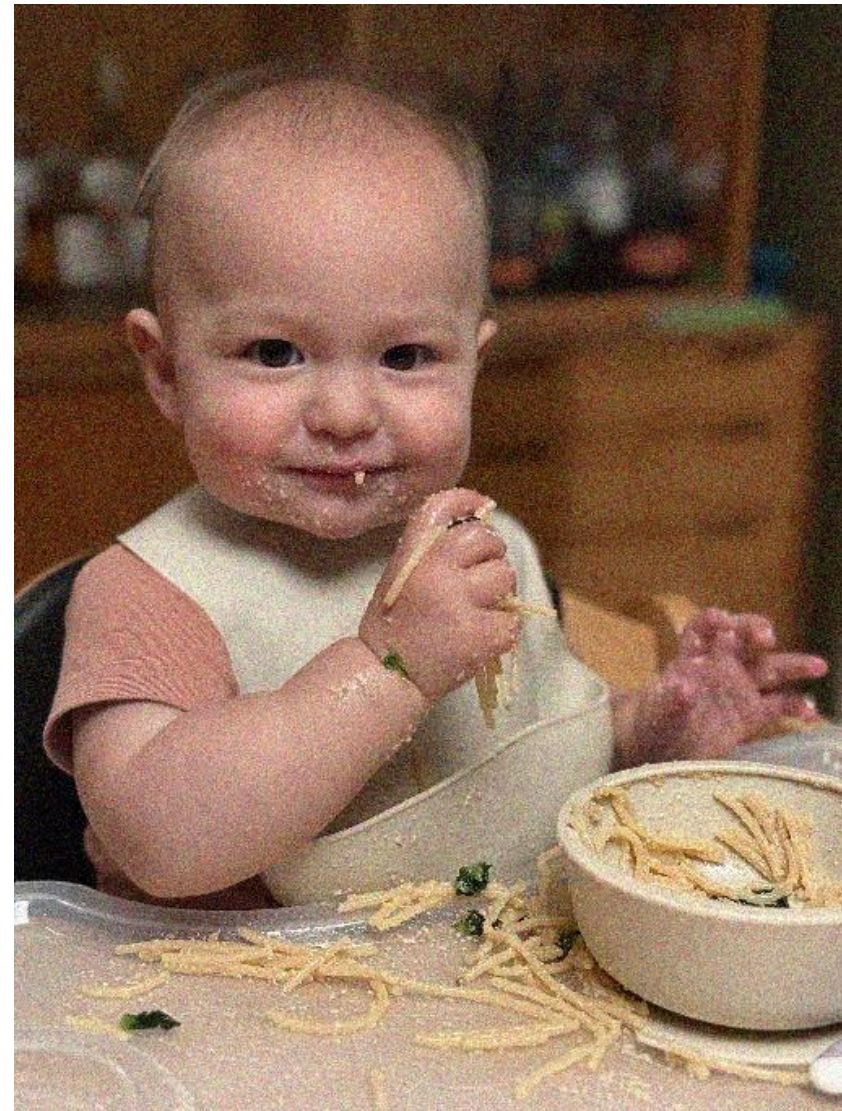
Computer Vision History on filtering

- Gaussian Filter
- Anisotropic Diffusion
- Bilateral Filter
- Non-Local Means

How to filter an image?

Gaussian filter

How to do edge preserving filter?



Physical analog: Heat diffusion



Heat Equation

$$\frac{\partial u}{\partial t} = c\Delta u = \operatorname{div}(c\nabla u)$$

Moving from higher to lower concentration of signal u

Physical analog: Heat diffusion



Heat Equation

$$\frac{\partial u}{\partial t} = c\Delta u = \operatorname{div}(c\nabla u)$$

Moving from higher to lower concentration of signal u

Solution is exactly convolution with a gaussian kernel!

Useful intuition for later...



Heat Equation $\frac{\partial u}{\partial t} = c\Delta u = \operatorname{div}(c\nabla u)$

SDE formulation (how each particle moves): $dx(t) = cdW(t)$

How to do edge preserving filter?

How do we keep the two soups separate?

Why does gaussian filter destroy the edges?



Anisotropic Diffusion Perona & Malik 1990

- Idea: Look to see if there is a wall, modulate diffusion across the edge!
- Anisotropic Diffusion:
 - Treats the edges in the image like this wall

$$\frac{\partial u}{\partial t} = \text{div}(c(|\nabla u|)\nabla u)$$

- Makes the diffusion process, edge dependent
- **→ Data dependent filtering**



Anisotropic Diffusion Results

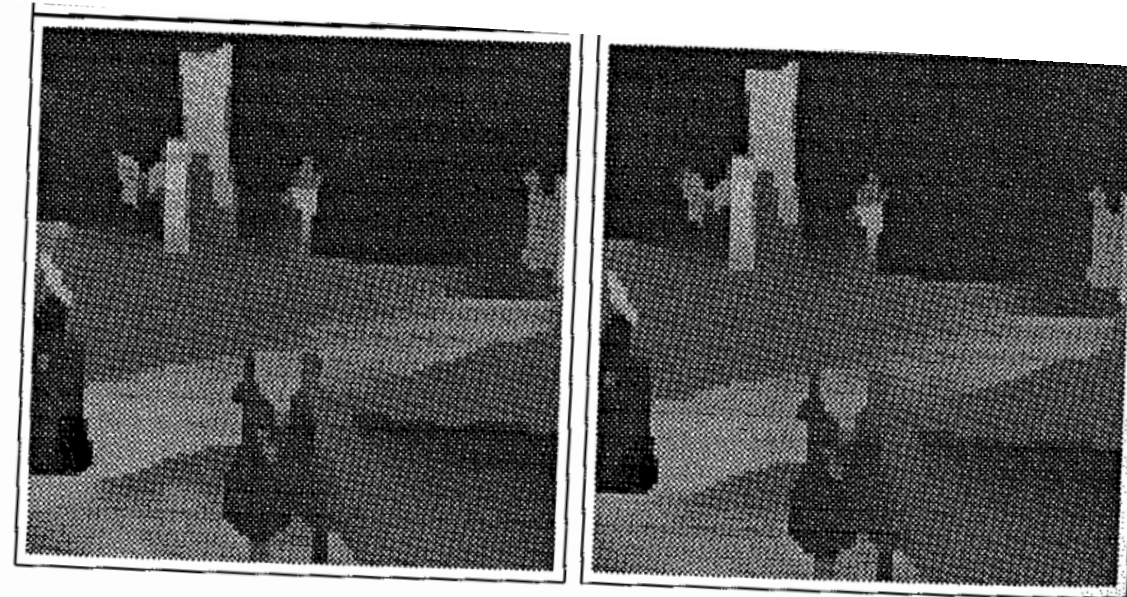
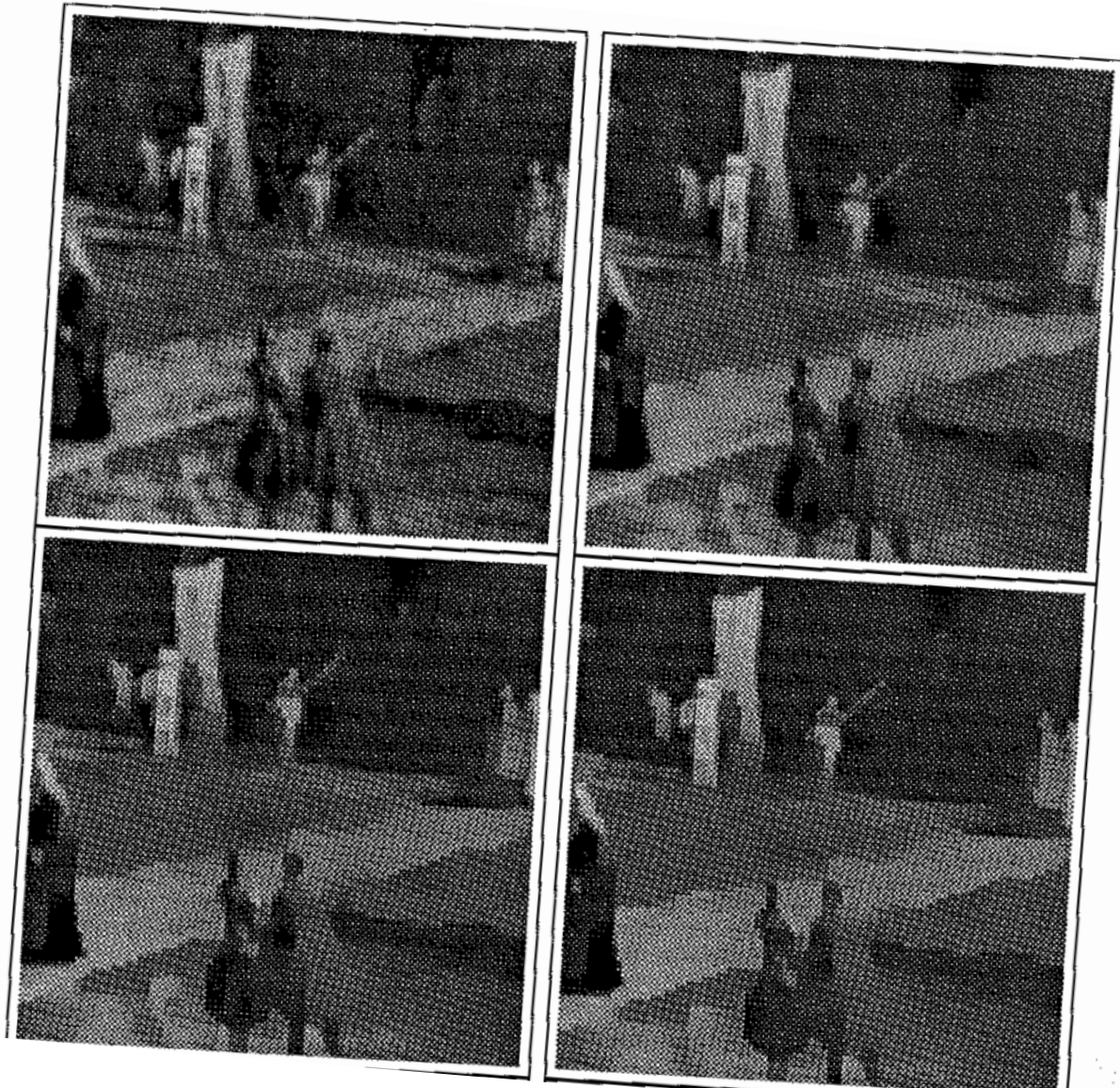


Figure 3.7. Sequence of images produced by anisotropic diffusion. The code presented in figure 3.5 was run on the image at the top-left corner for 10, 20, 30, 60, 100 iterations. The original image has pixel values between 0 (black) and 255 (white) and had a size of 100×100 pixels. The coefficient K was set equal to $K = 10$.

Aurich and Weule 1995
Tomasi and Manduchi 1998...

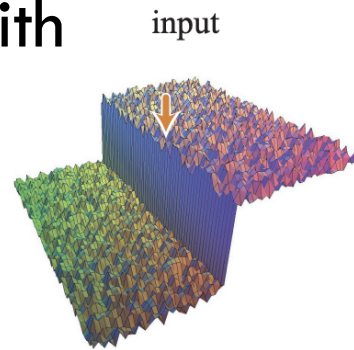
Bilateral Filter



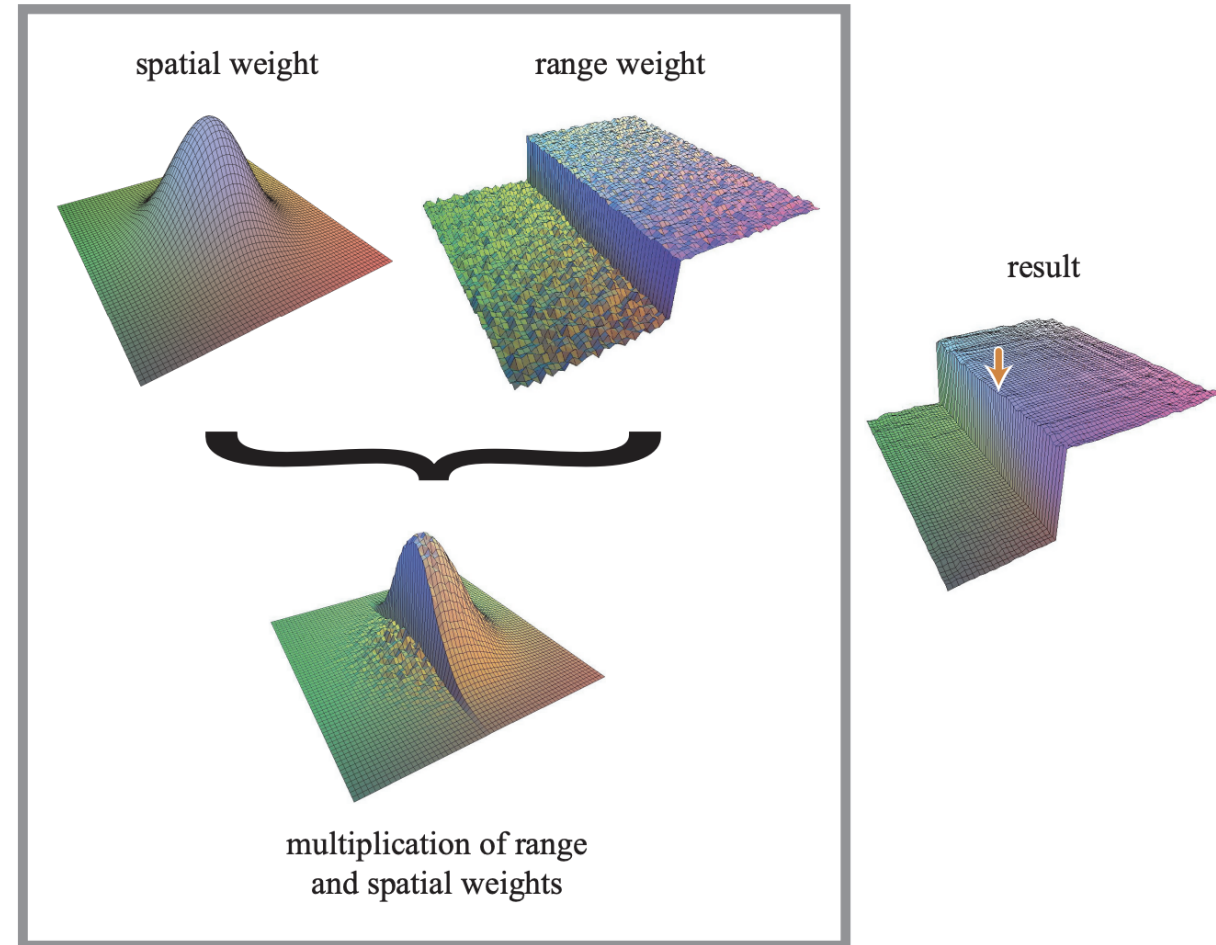
Photo from wikipedia

Bilateral Filter

- Inspired by Anisotropic Diffusion
- Weight gaussian kernel with pixel similarity
- Again data-dependent
- This is core idea of ROPE



bilateral filter weights of the central pixel



$$BF[I]_{\mathbf{p}} = \frac{1}{W_{\mathbf{p}}} \sum_{\mathbf{q} \in \mathcal{S}} \overbrace{G_{\sigma_s}(\|\mathbf{p} - \mathbf{q}\|)}^{\text{Distance Similarity}} \underbrace{G_{\sigma_r}(I_{\mathbf{p}} - I_{\mathbf{q}})}_{\text{Pixel Similarity}} I_{\mathbf{q}}$$

Bilateral Filter Results

$\sigma_s \backslash \sigma_r$

0.05

0.2

0.8

GB

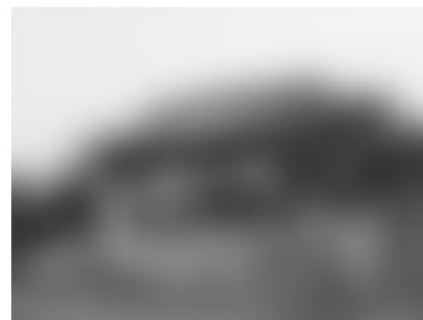
4



8

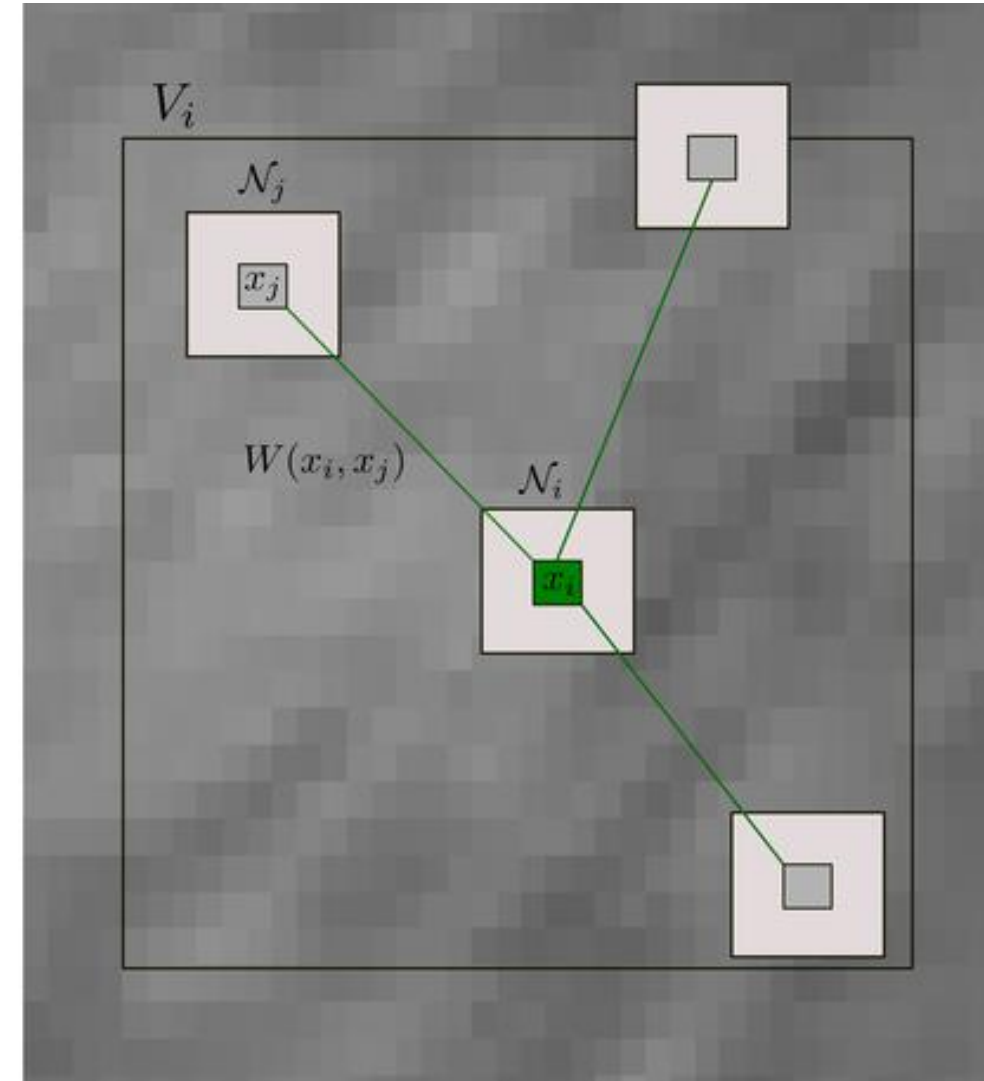


16



Non-local means Buades, Coll, and Morel 2005

- Idea of a filter is to denoise by averaging similar pixels
- Why look at near by pixels only? The similar pixels **can be anywhere!**
- Idea: filter by average of similar patches, **from everywhere in the image!**
- Data-driven weights (similarity) with large field of view.



noisy



non-local means



Non-local means

$$NL[v](i) = \sum_{j \in I} w(i, j) v(j),$$

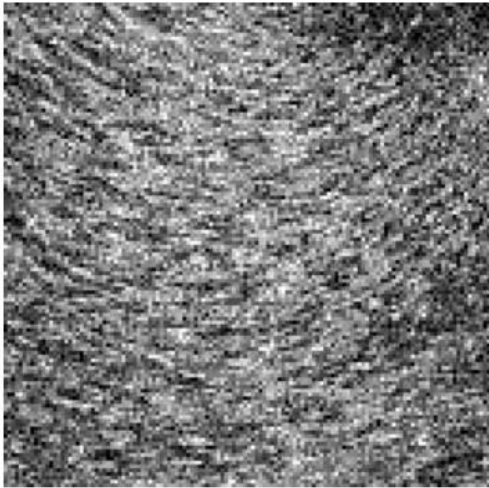
Weight is normalized affinity to all other pixels:

$$w(i, j) = \frac{1}{Z_i} e^{-\|v_i - v_j\|/\sigma^2} \quad Z_i = \sum_j e^{-\|v_i - v_j\|/\sigma^2}$$

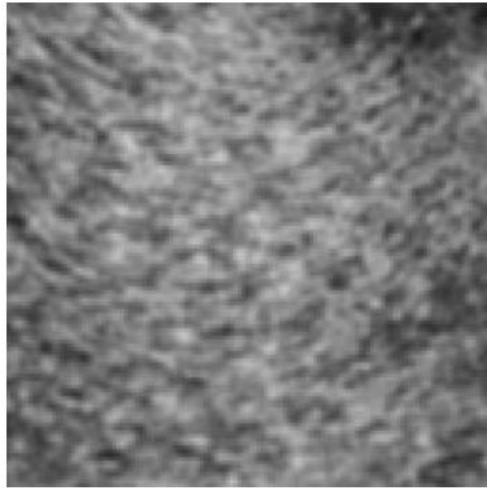
Softmax! In vectorized form, this is:

$$NL = \text{softmax}(\text{dist}(v_i, v_j))V$$

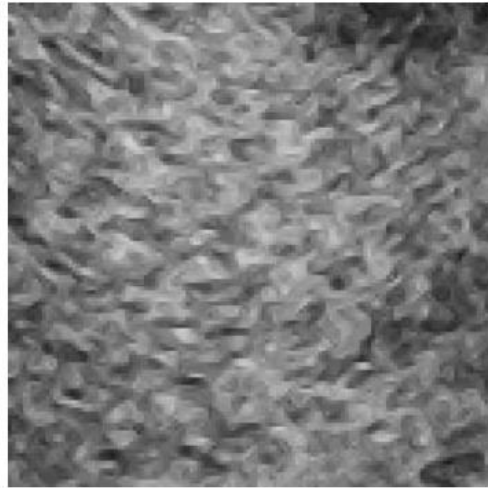
Results



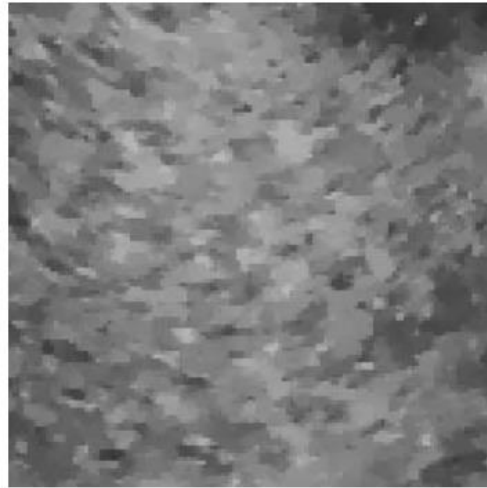
Input



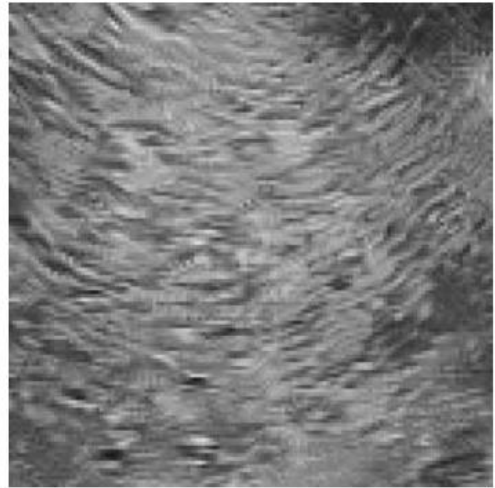
Gaussian Filter



Anisotropic Filter



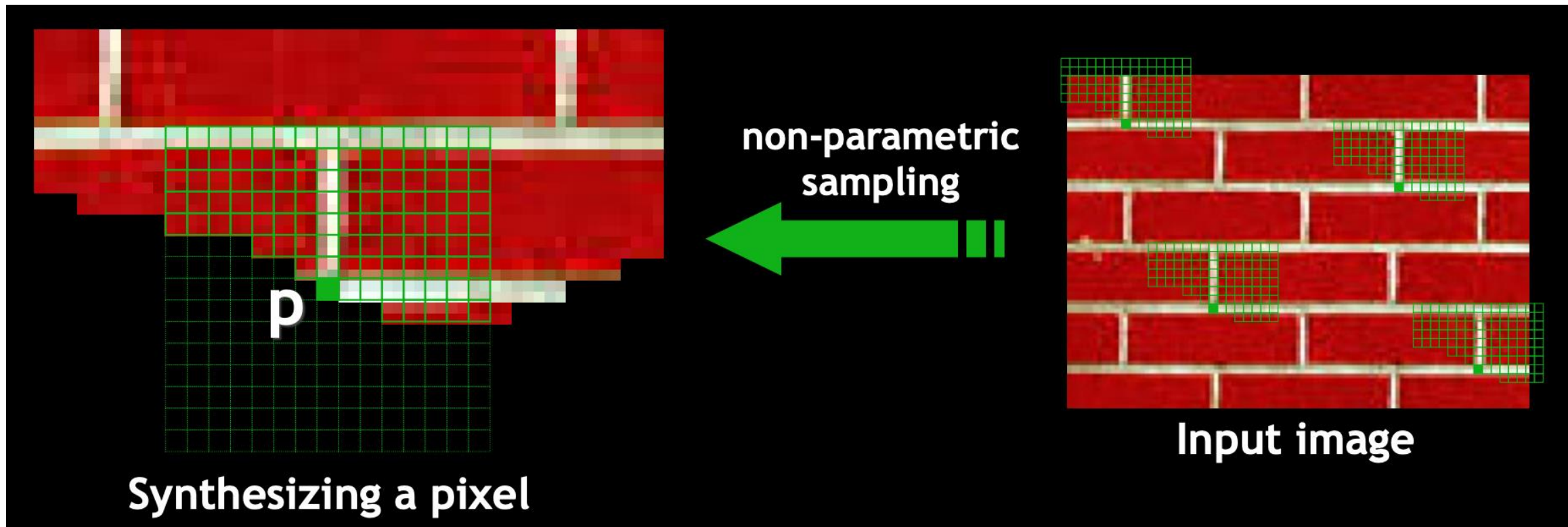
Total Variation



Non-local means

Aside Efros and Leung 1999

- Inspired non-local means



Two key ideas

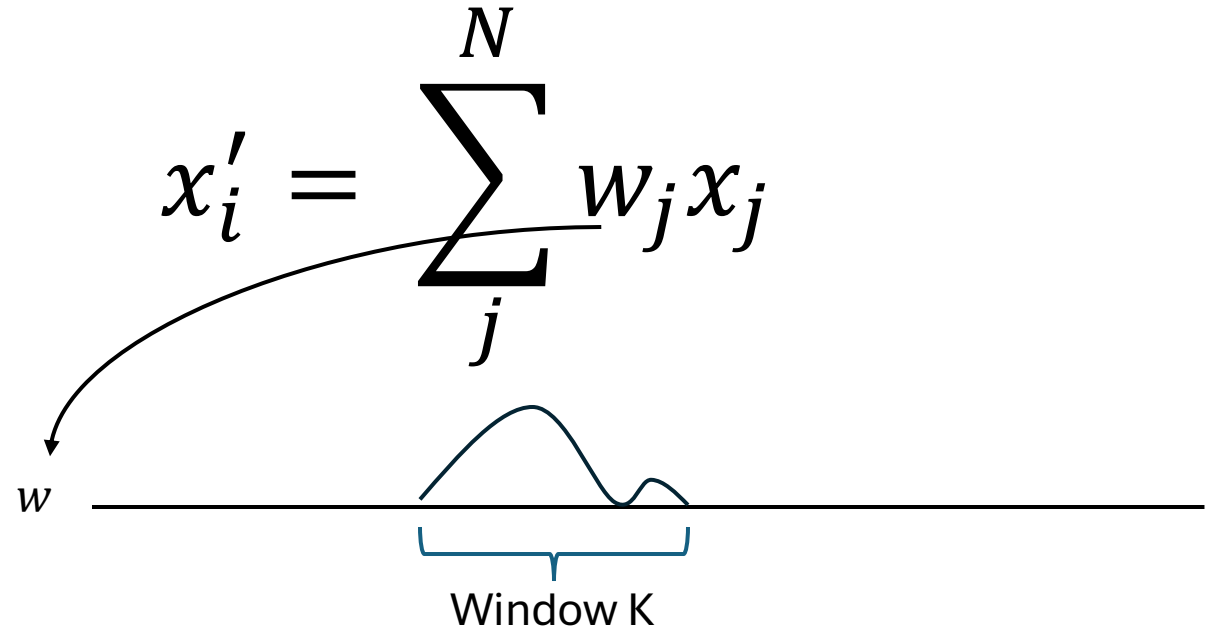
In contrast to ordinary convolution by a fixed kernel

1. **Data-driven kernel** → Weights conditioned on the data point
2. **Full field of view** → non-local connections

These are the key difference between convnets and transformers

Convolution:

$$\mathbf{x}' = W\mathbf{x} + \mathbf{b}$$

$$x'_i = \sum_j^N w_j x_j$$


The diagram shows a horizontal line representing the input vector x . A blue bracket labeled "Window K" is positioned below the line, indicating the range of indices j over which the summation is performed. A bell-shaped curve is drawn above the line, centered under the window, representing the weights w_j . An arrow points from the label w on the left to the curve, indicating that the weights are applied to the elements within the window.

Attention:

$$\text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

$$x'_i = \sum_j^N w_j (x_i, x_j) x_j$$

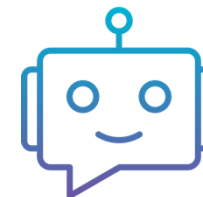
Transformer Architecture

Excellent slides from Jiabin Huang (UMD) for the rest

<https://www.youtube.com/watch?v=rcWMRA9E5RI>



Please explain
transformers like I am five



Sure! Let's break down what a transformer is in a way that's easy to understand.

Imagine you have a big book, and you want to summarize each chapter. A traditional way to do this might be to read each chapter from start to finish and write down the important points. But what if you could read the whole chapter at once and instantly understand which parts are important? That's kind of what a transformer does!

Key Parts of a Transformer

1. **Input Representation:** The text is turned into a form that the transformer can understand, usually a list of numbers.
2. **Attention Mechanism:** This is like a spotlight that shines on different parts of the text, helping the transformer focus on the important bits. The cool thing is, it can shine on multiple parts at once, not just one word at a time.
3. **Layers:** The transformer has several layers, and each layer helps it understand the text better. Think of these layers as levels in a video game, where each level makes you a bit stronger and better at the game.

How It Works

1. **Reading the Text:** When you give a transformer a sentence, it first converts each word into a number.
2. **Understanding Relationships:** The transformer then uses the attention mechanism to figure out how words in the sentence relate to each other. For example, in the sentence "The cat sat on the mat," it understands that "cat" and "sat" are related.
3. **Processing Layers:** The sentence goes through multiple layers, with each layer making the understanding of the sentence a bit clearer.
4. **Output:** Finally, the transformer gives its output. This could be a translation of the sentence into another language, a summary, or even the next word in a text you're writing.

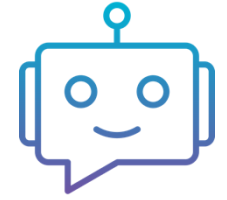
Why It's Cool

Transformers are powerful because they can handle long sentences and understand context really



Beautiful, snowy Tokyo city is bustling. The camera moves through the bustling city street, following several people enjoying the beautiful snowy weather and shopping at nearby stalls. Gorgeous sakura petals are flying through the wind along with snowflakes.

transformer

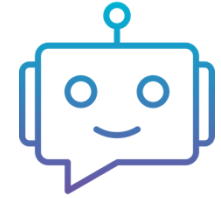




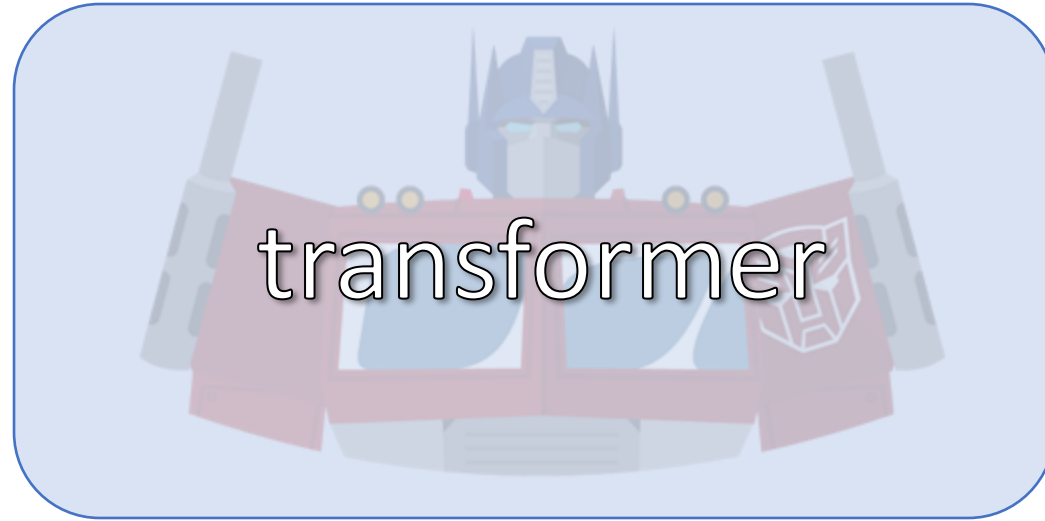
Which street was this photo taken on?



transformer



The photo was taken on Bourbon Street, which is located in the French Quarter of New Orleans, Louisiana.



What?



How?



Why?



Sequence-to-Sequence model



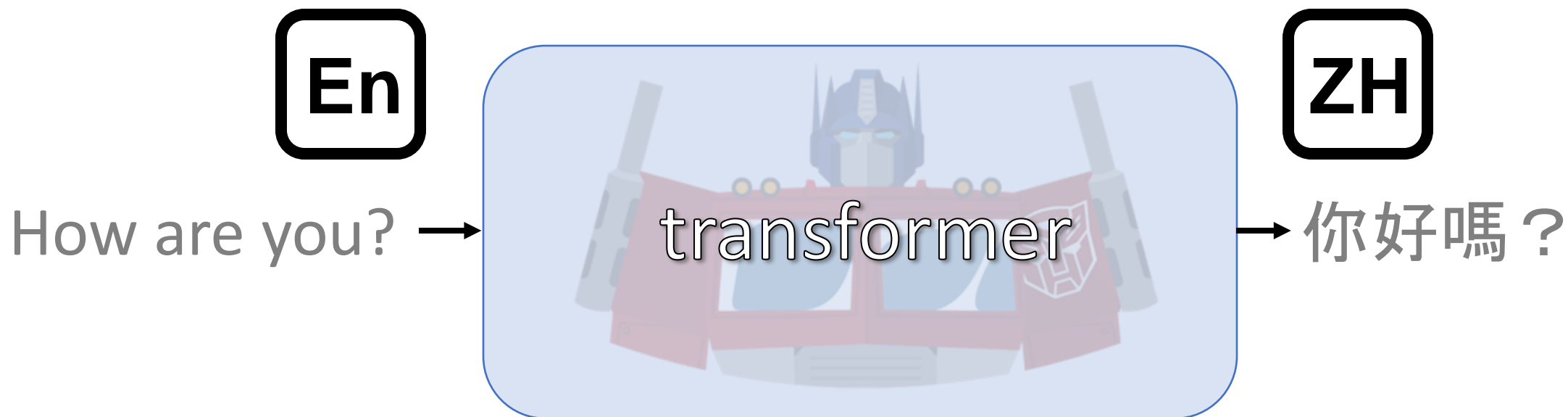
Sequence-to-Sequence model



Sequence-to-Sequence model

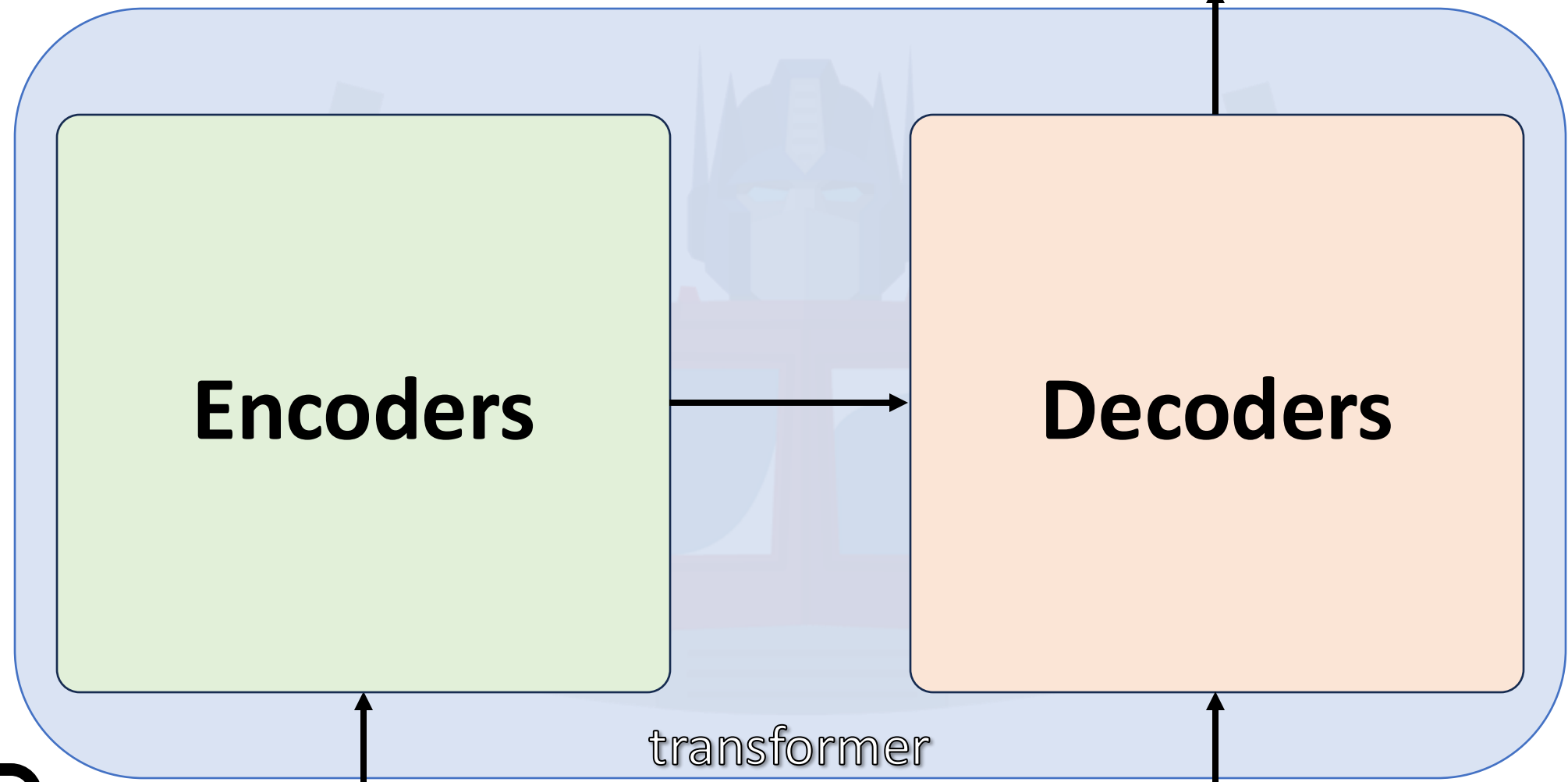
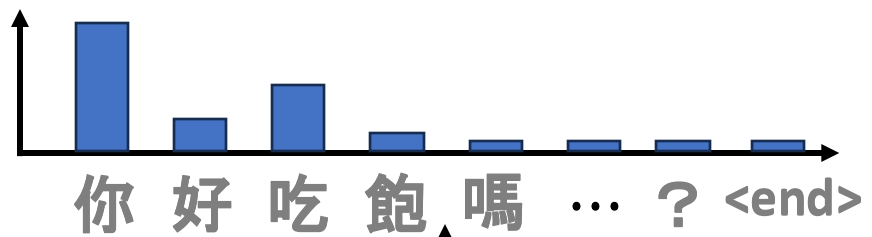


Sequence-to-Sequence model



Sequence-to-Sequence model

ZH



En

How are you?

<start>

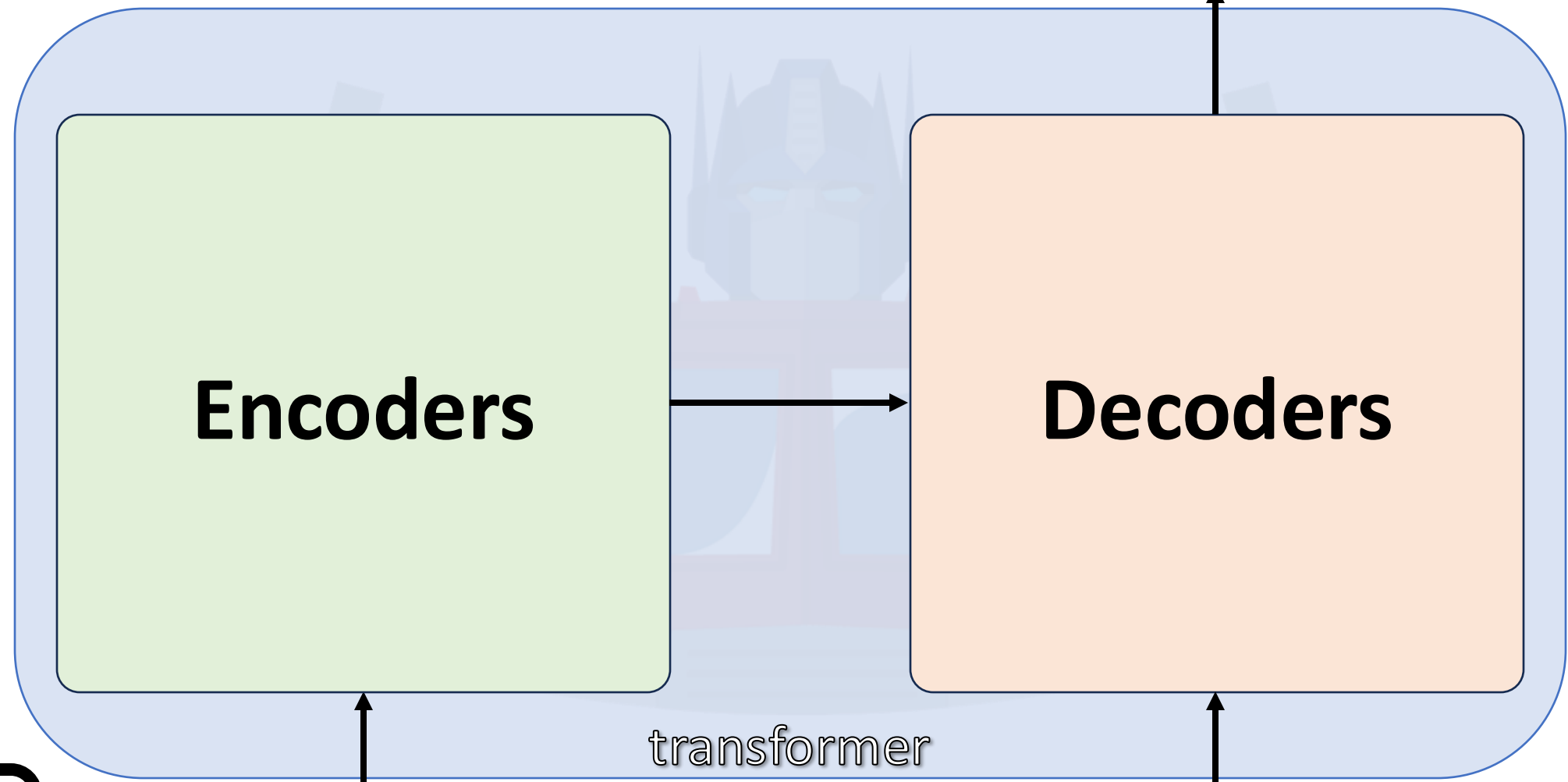
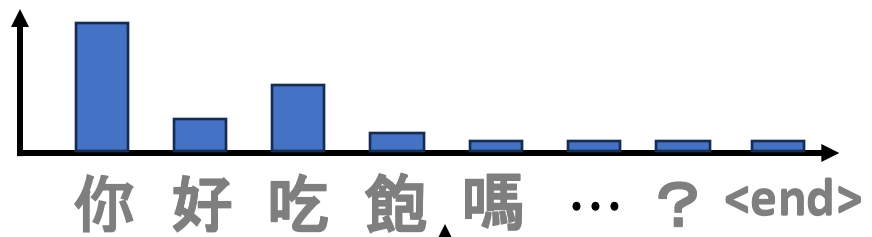
Encoders

Decoders

transformer

你 好 吃 飽 嗎 ... ? <end>

ZH

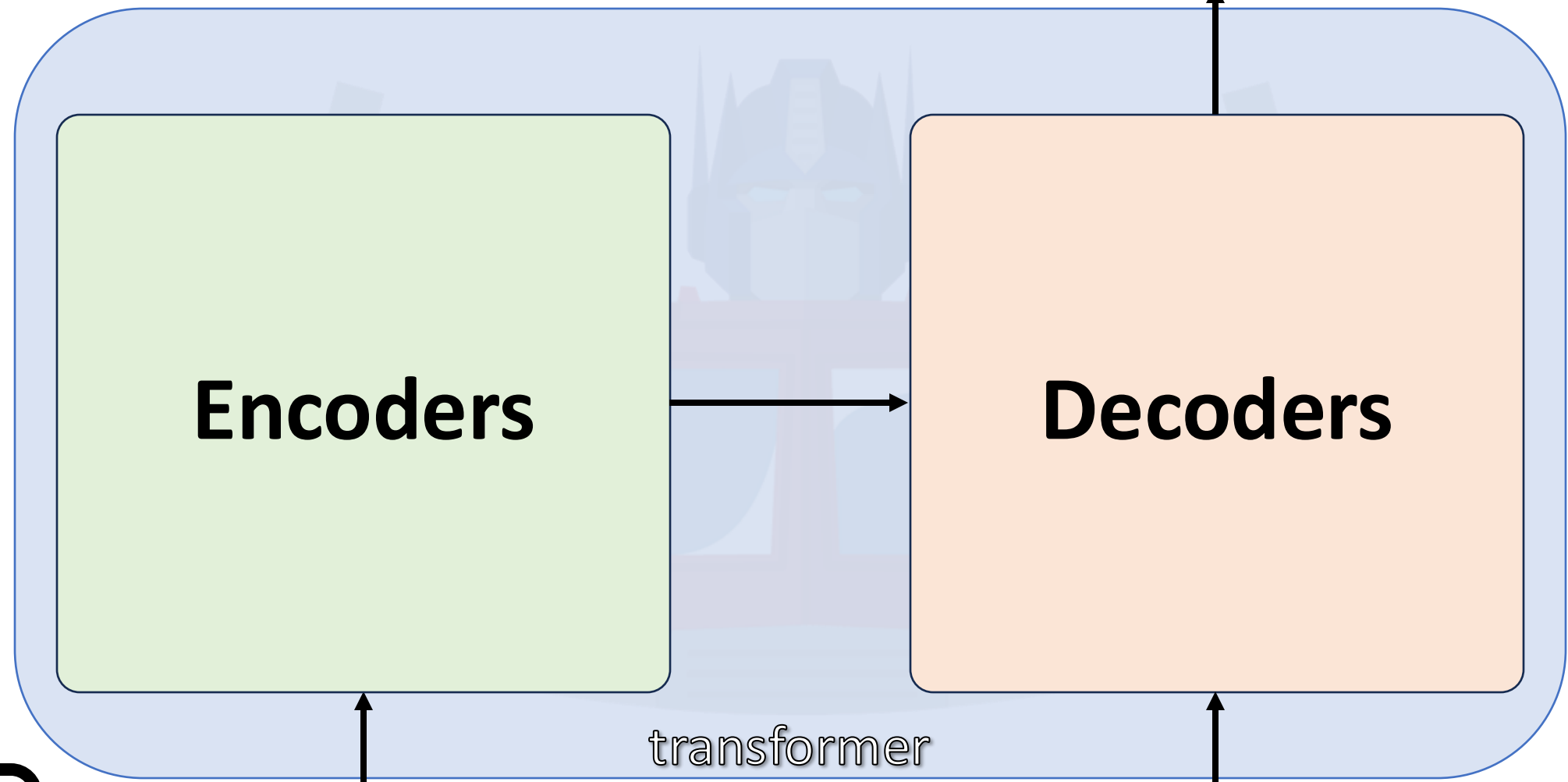
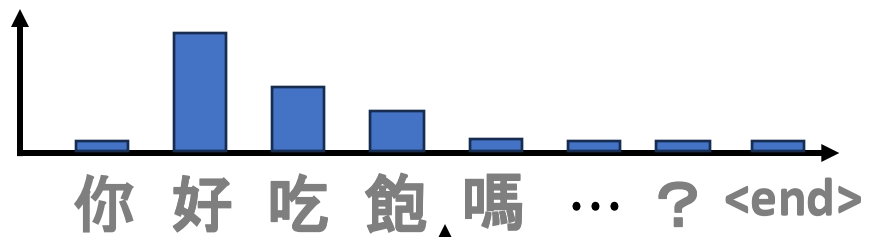


En

How are you?

<start> 你

ZH



transformer

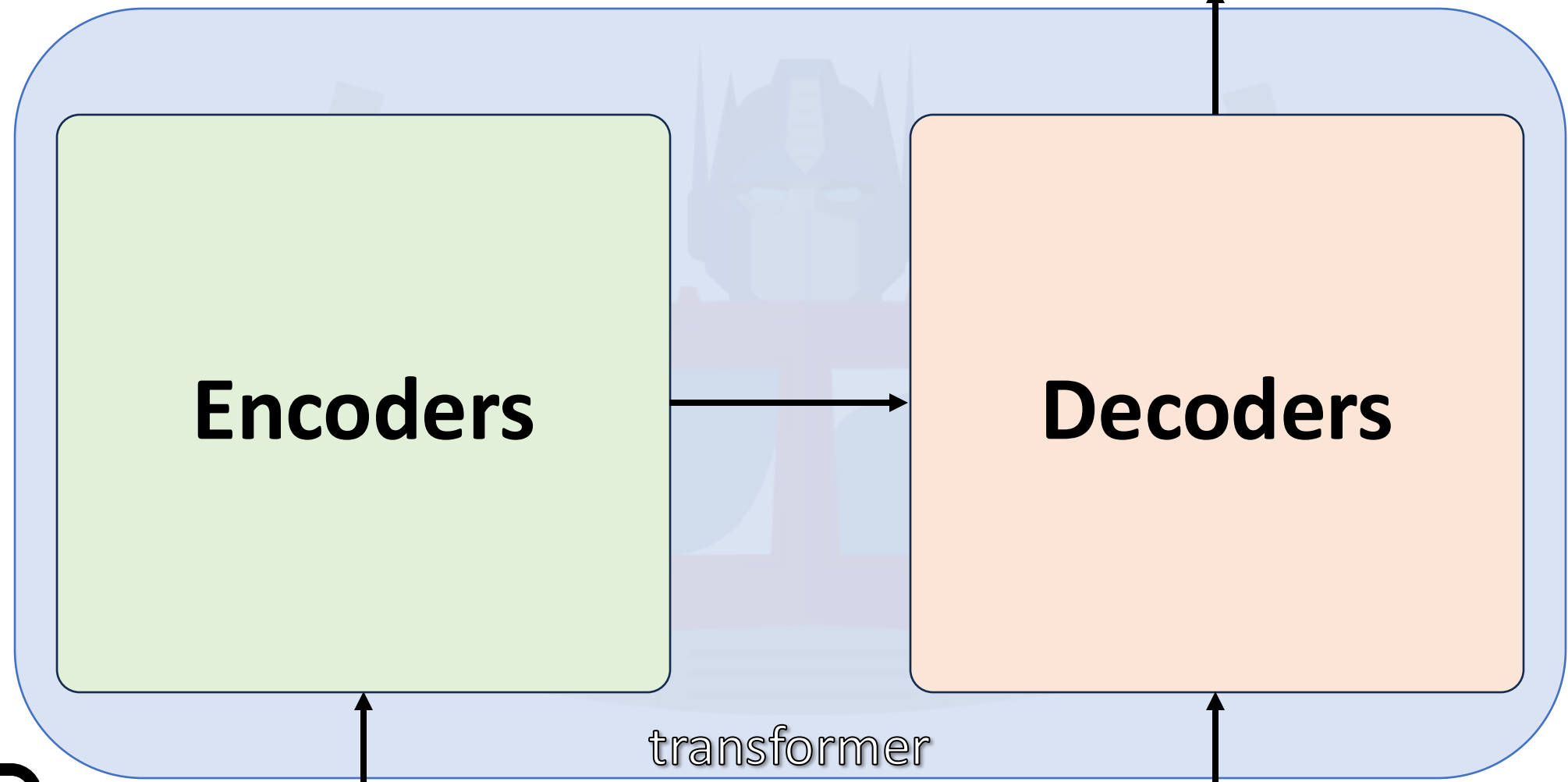
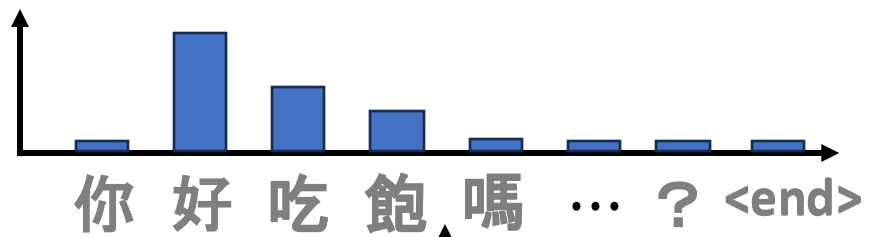
How are you?

<start> 你

你 好 吃 飽 嗎 ... ? <end>

En

ZH



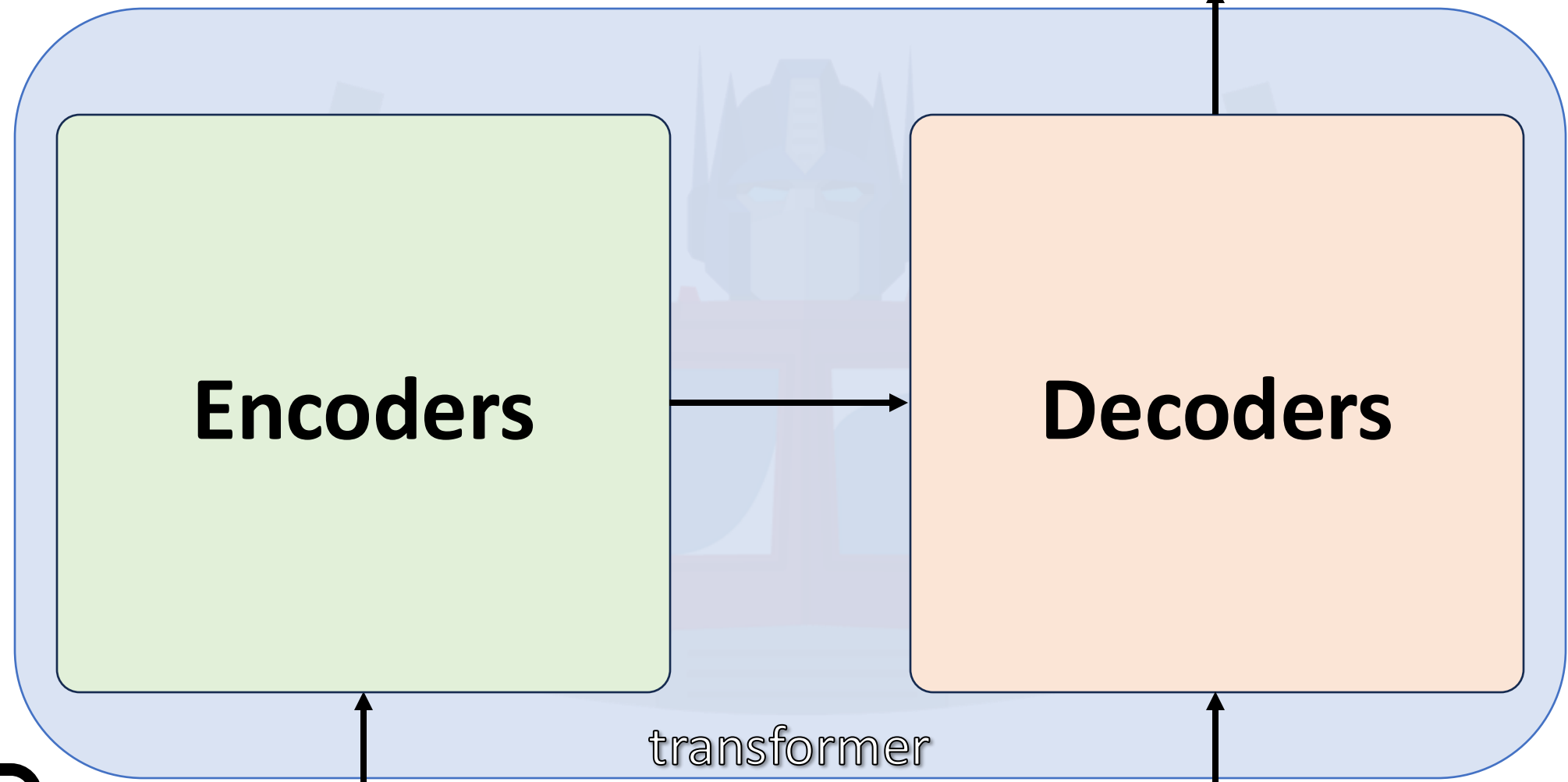
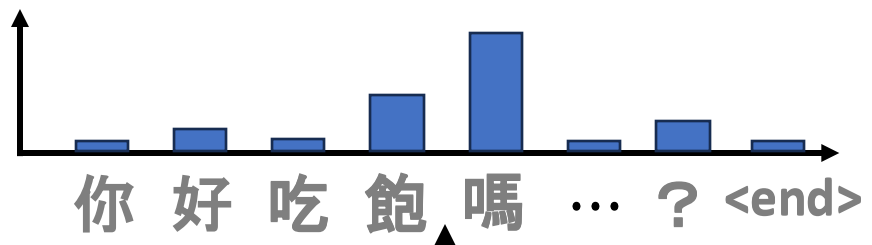
En

How are you?

<start> 你好

transformer

ZH



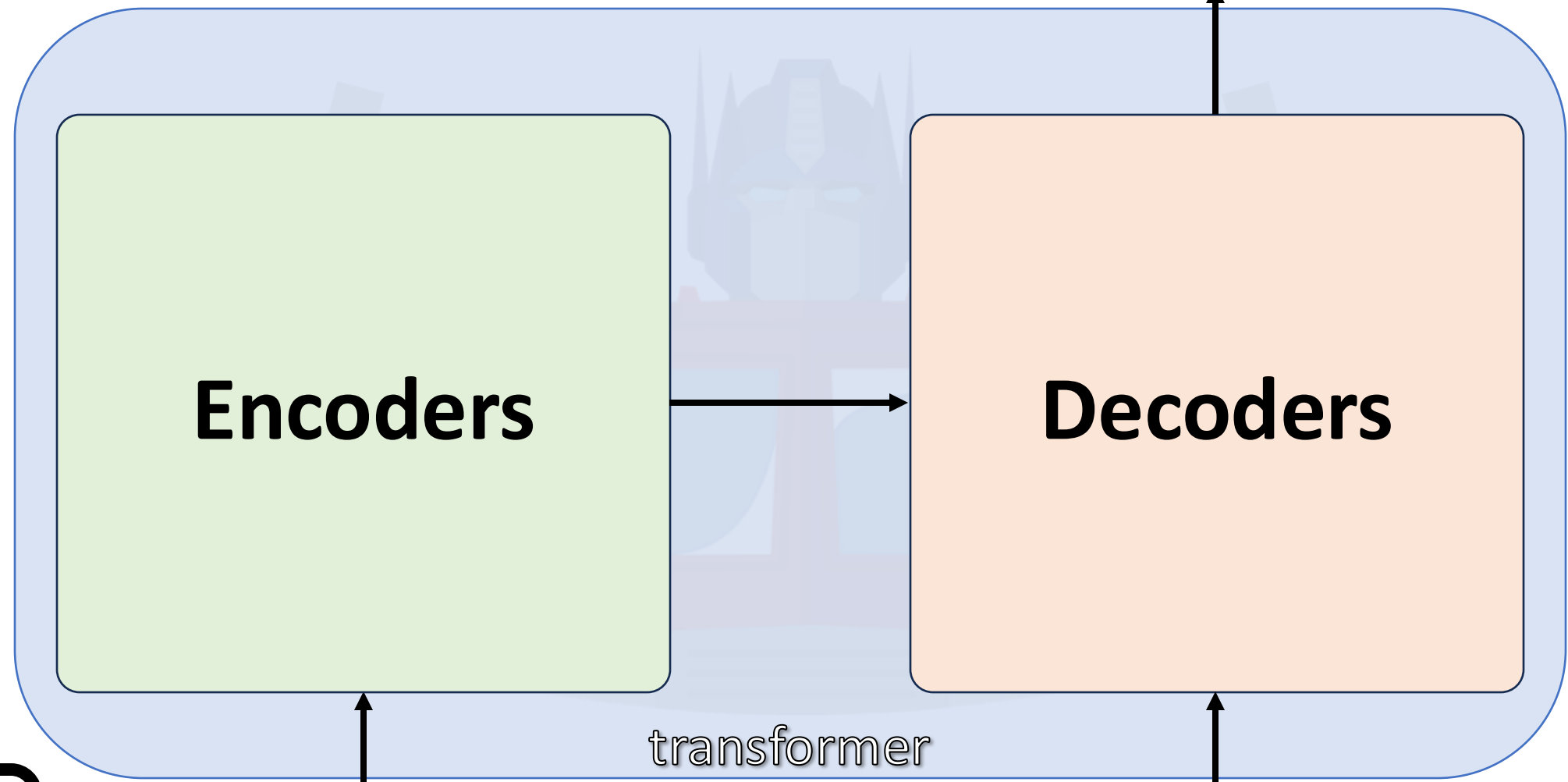
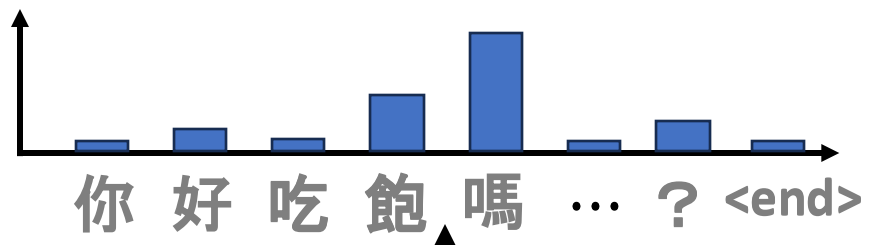
En

How are you?

<start> 你好

transformer

ZH

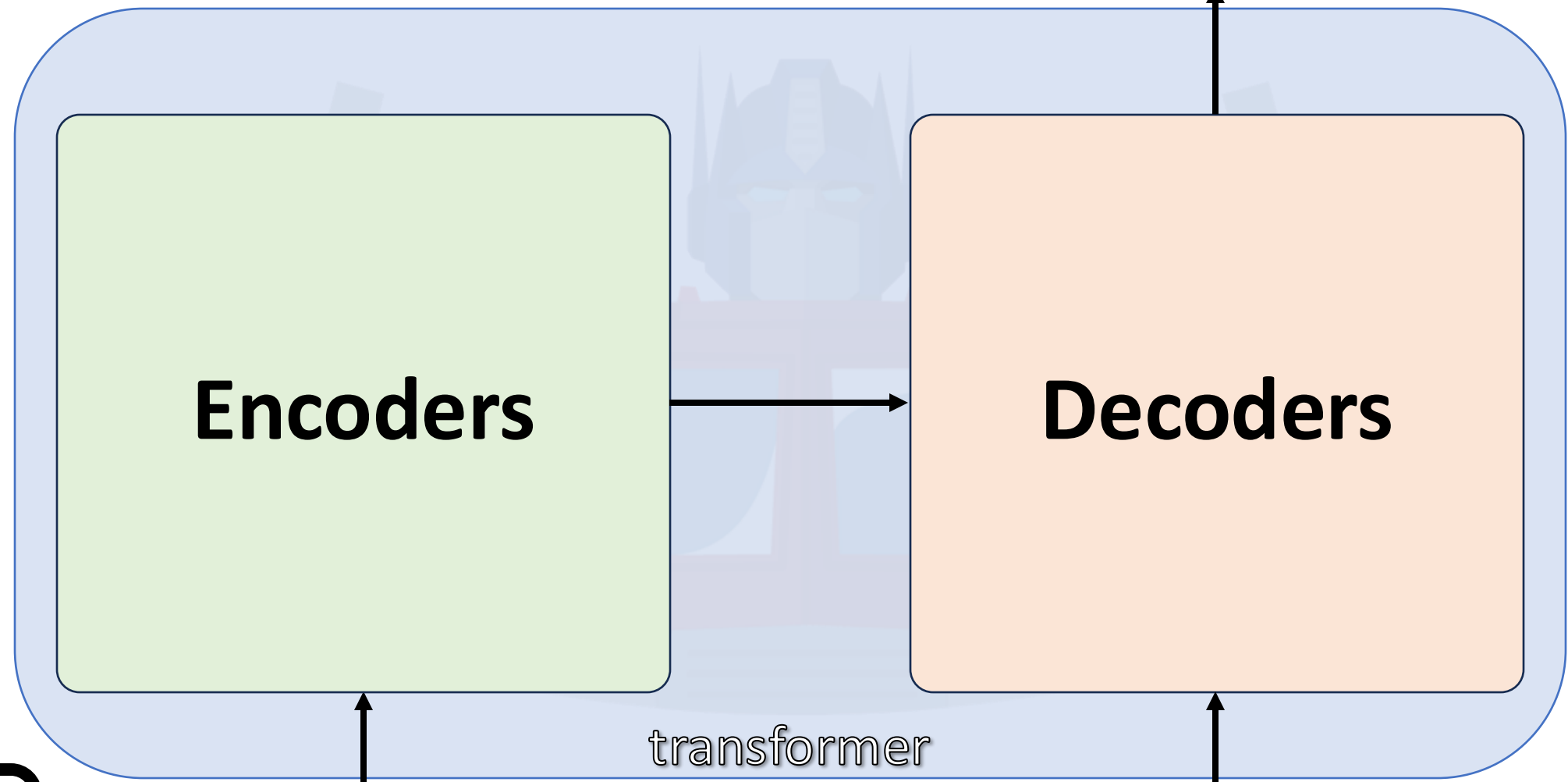
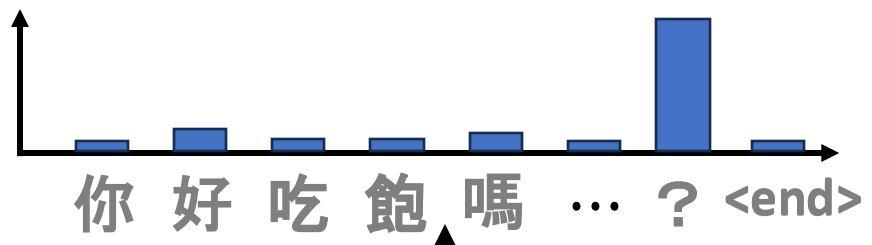


En

How are you?

<start> 你好嗎

ZH

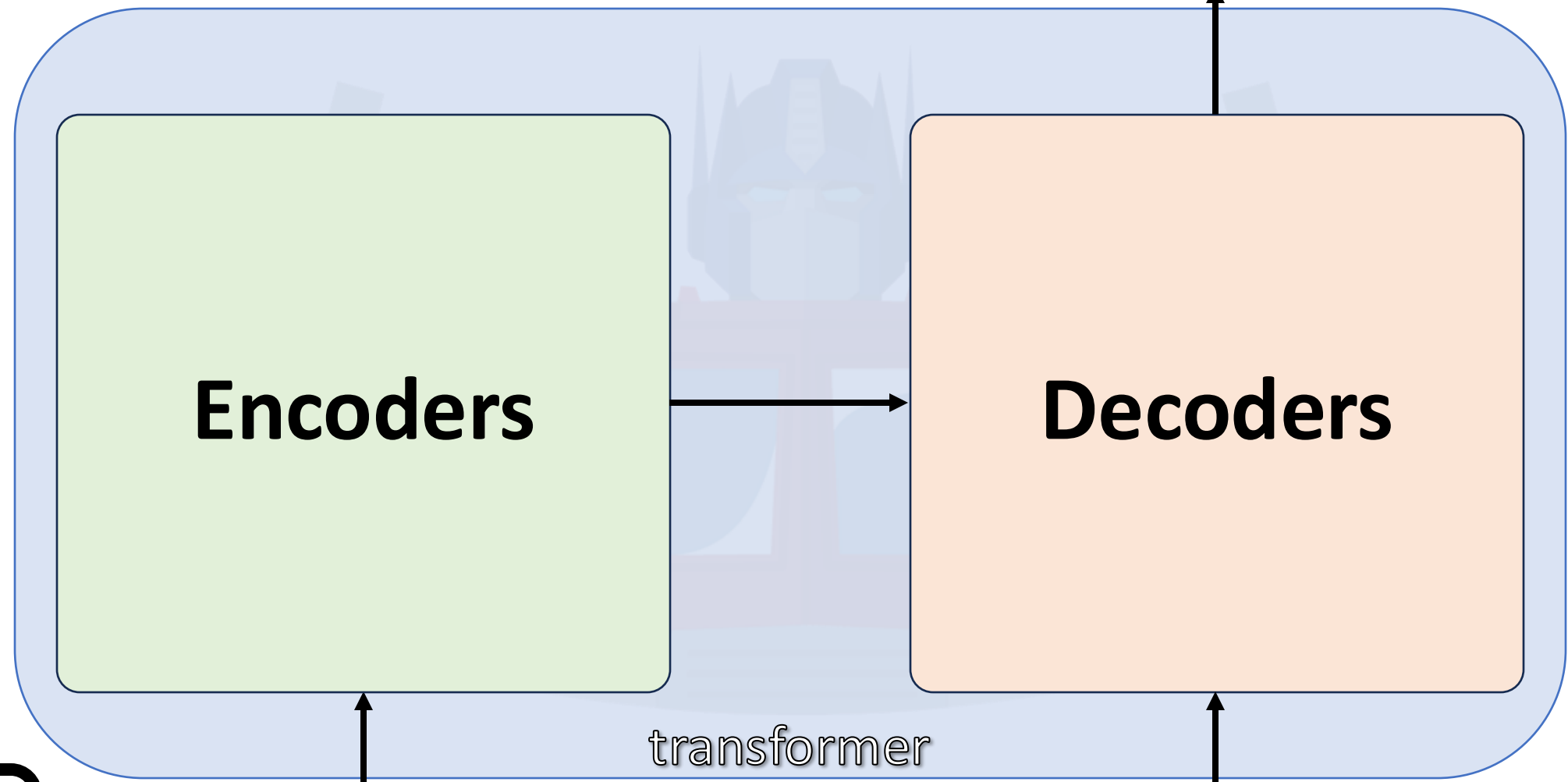
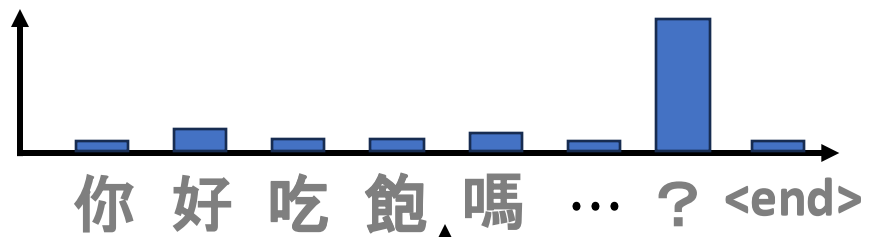


En

How are you?

<start> 你好嗎

ZH



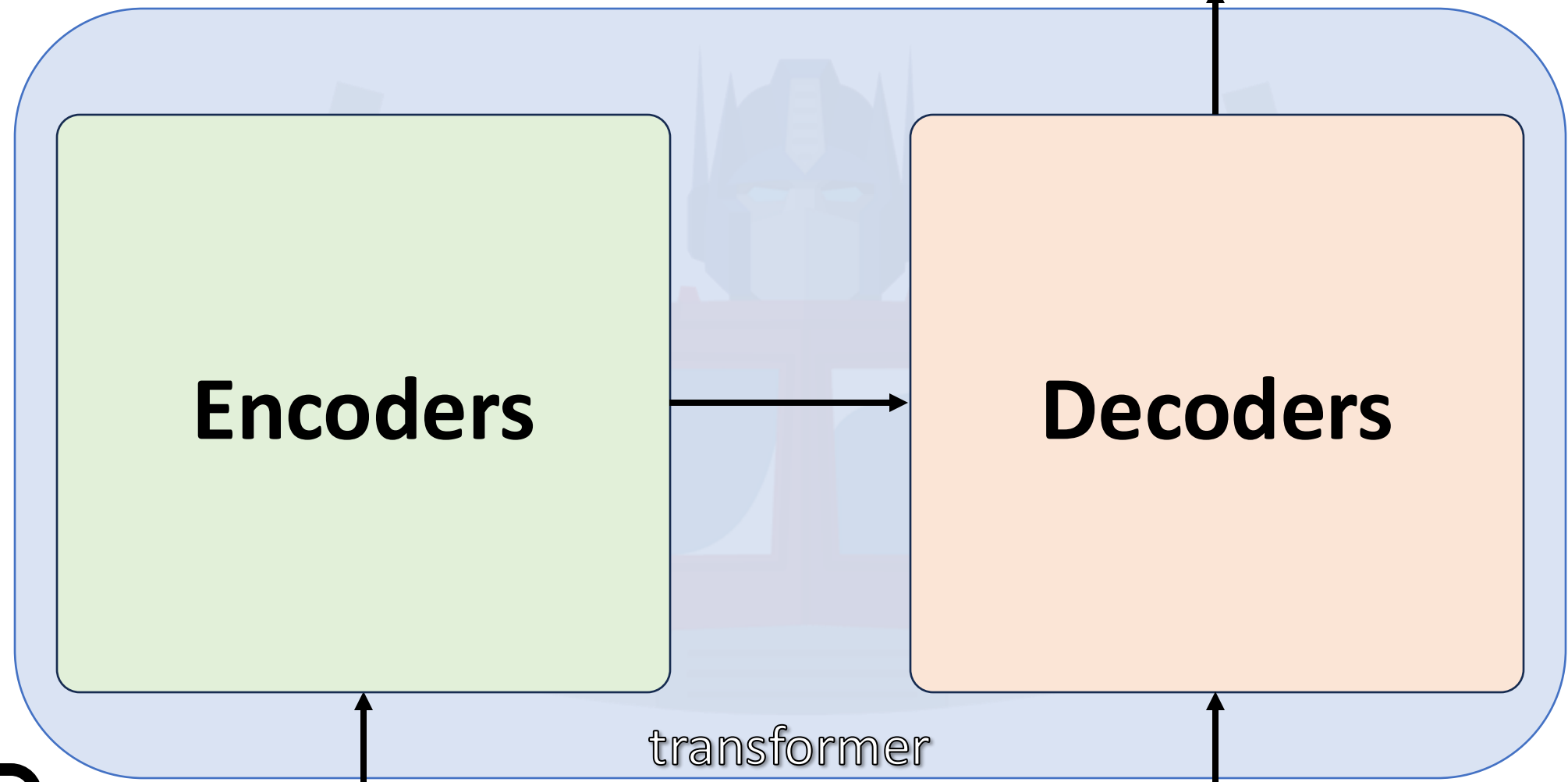
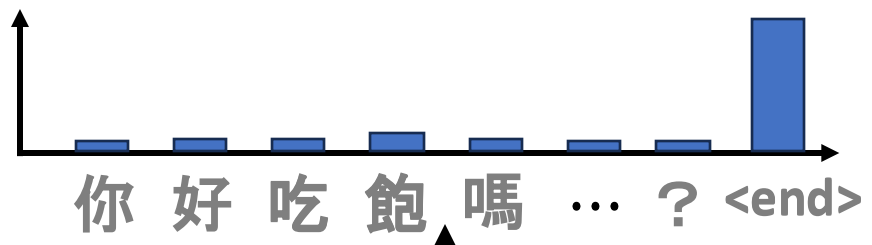
En

How are you?

<start> 你好嗎?

transformer

ZH



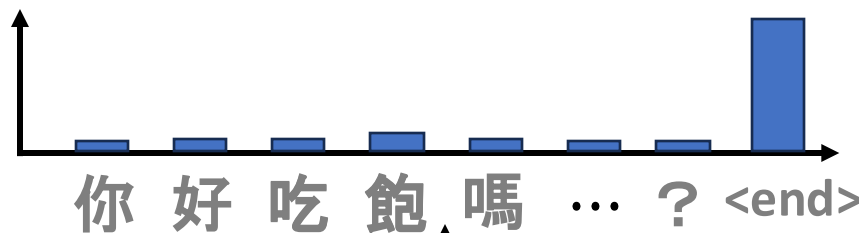
En

How are you?

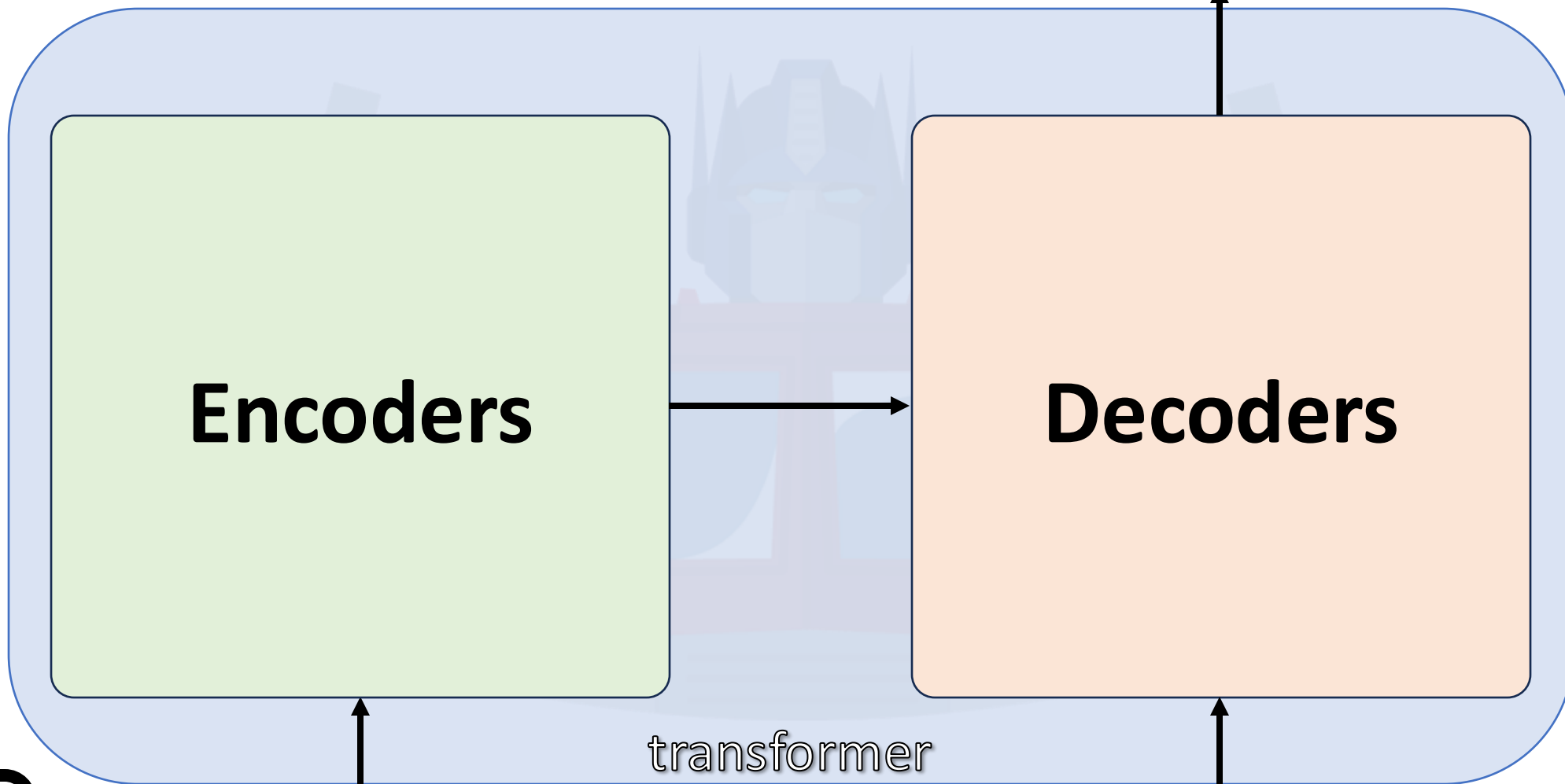
<start> 你好嗎?

transformer

AuTo-regressive



ZH



En

How are you?

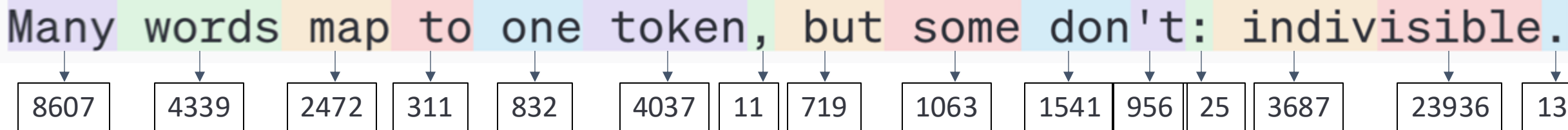
<start> 你好嗎? <end>

Encoders

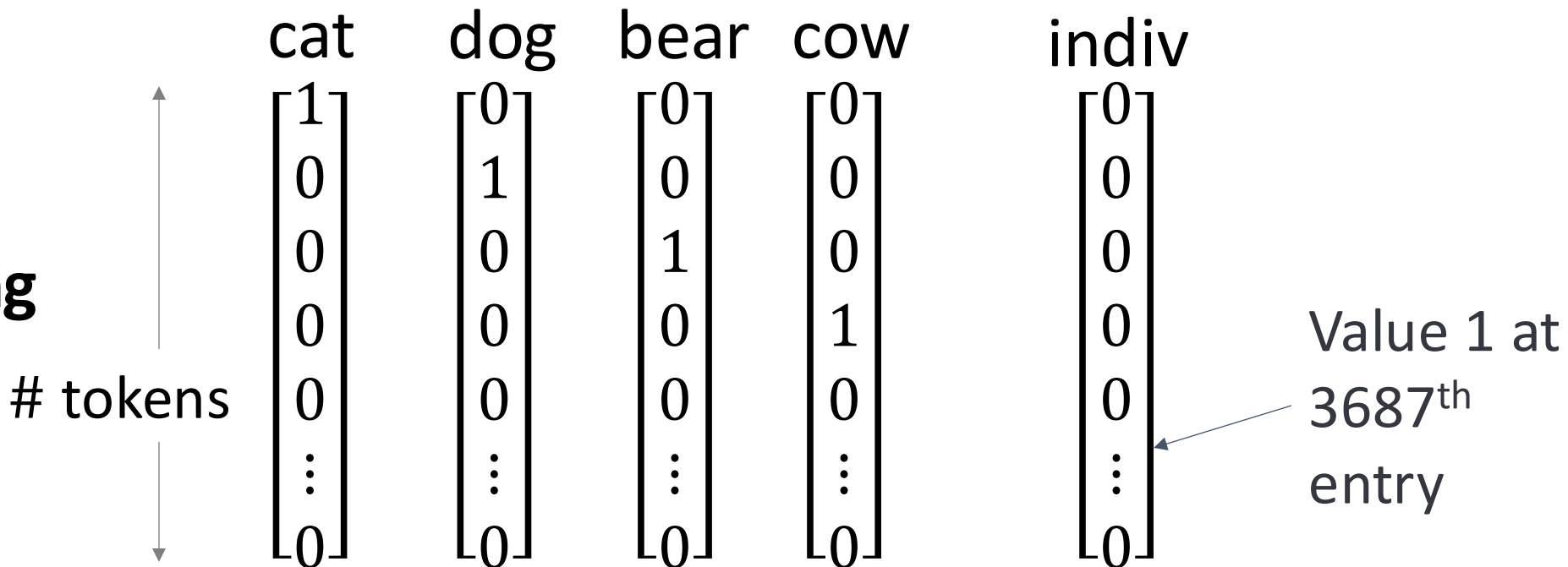


How are you?

Tokenization



One-hot encoding



TOKEN EMBEDDING

One-hot encoding



cat

dog

bear

cow

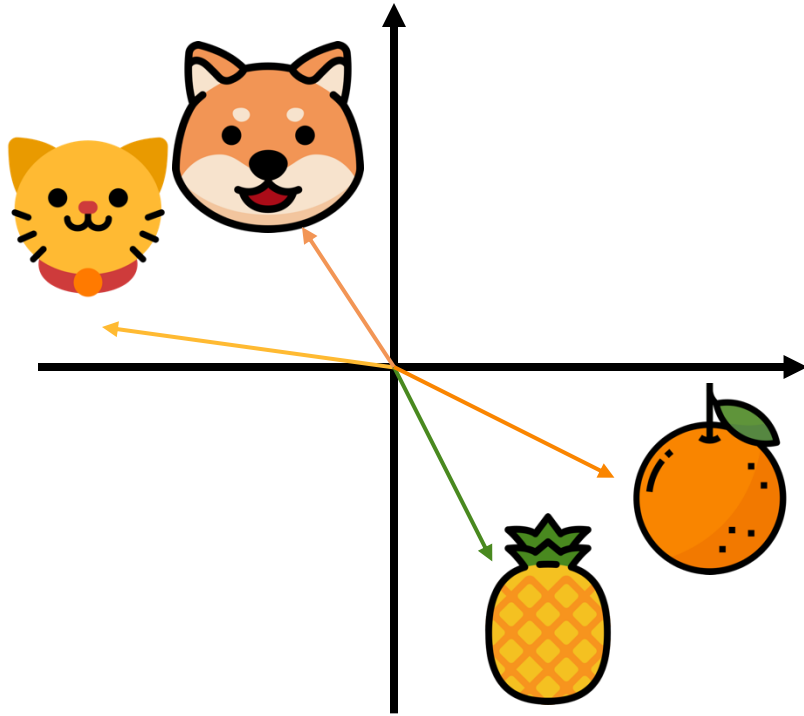
indiv

$$\begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$
$$\begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$
$$\begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$
$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$
$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

Value 1 at
3687th
entry



TOKEN EMBEDDING



Embedding Space

cat

$$\begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

dog

$$\begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

bear

$$\begin{bmatrix} 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

cow

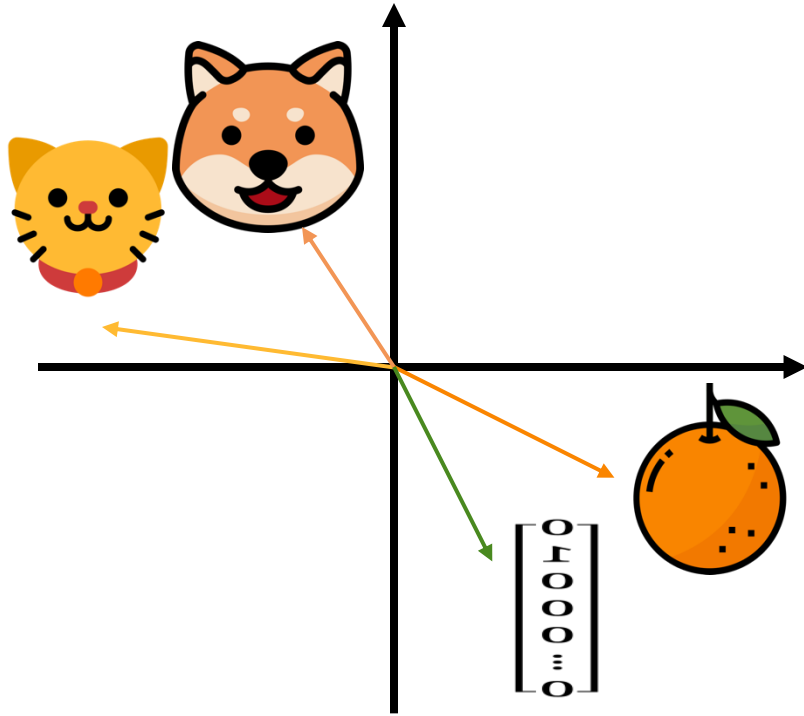
$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

indiv

$$\begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix}$$

Value 1 at
3687th
entry

TOKEN EMBEDDING



Embedding Space

$$d \begin{bmatrix} 0.5 \\ 2.7 \\ 1.2 \\ \vdots \\ 0.2 \end{bmatrix}$$

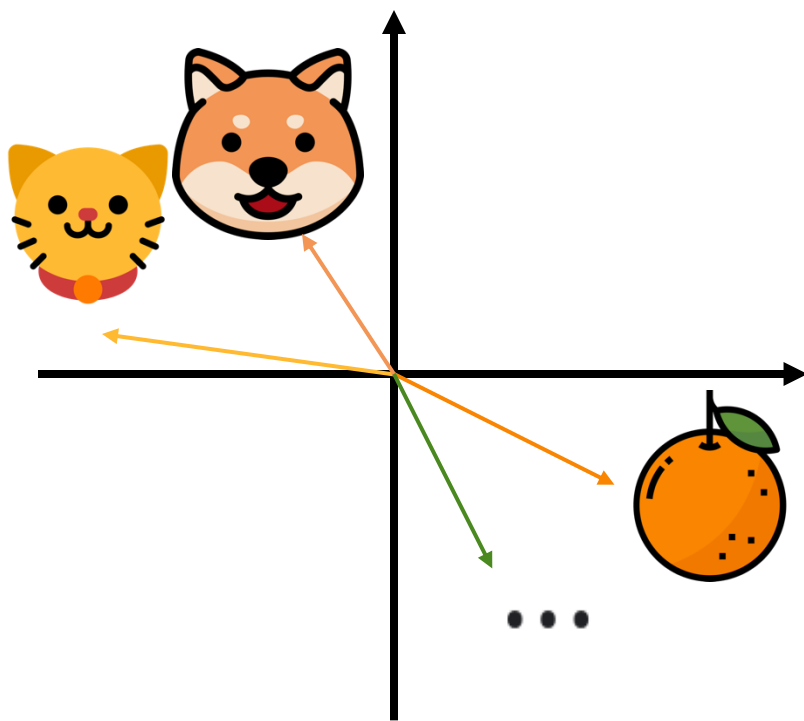
Embedded token

=

$$d \begin{bmatrix} \text{# tokens} \\ \mathbf{W} \mathbf{E} \\ \begin{bmatrix} 0 \\ 1 \\ 0 \\ 0 \\ 0 \\ 0 \\ \vdots \\ 0 \end{bmatrix} \end{bmatrix}$$

Embedding Matrix

TOKEN EMBEDDING

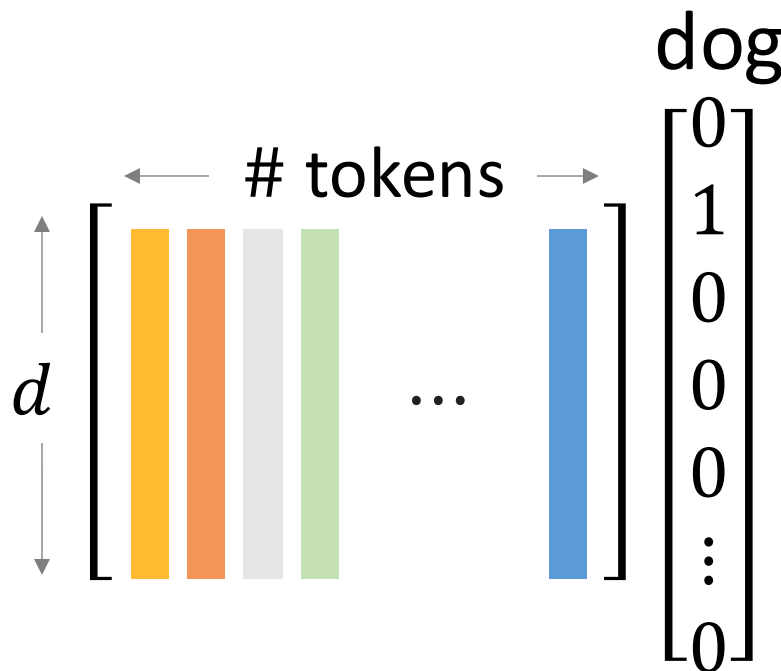


Embedding Space

$$d \begin{bmatrix} 0.5 \\ 2.7 \\ 1.2 \\ \vdots \\ 0.2 \end{bmatrix}$$

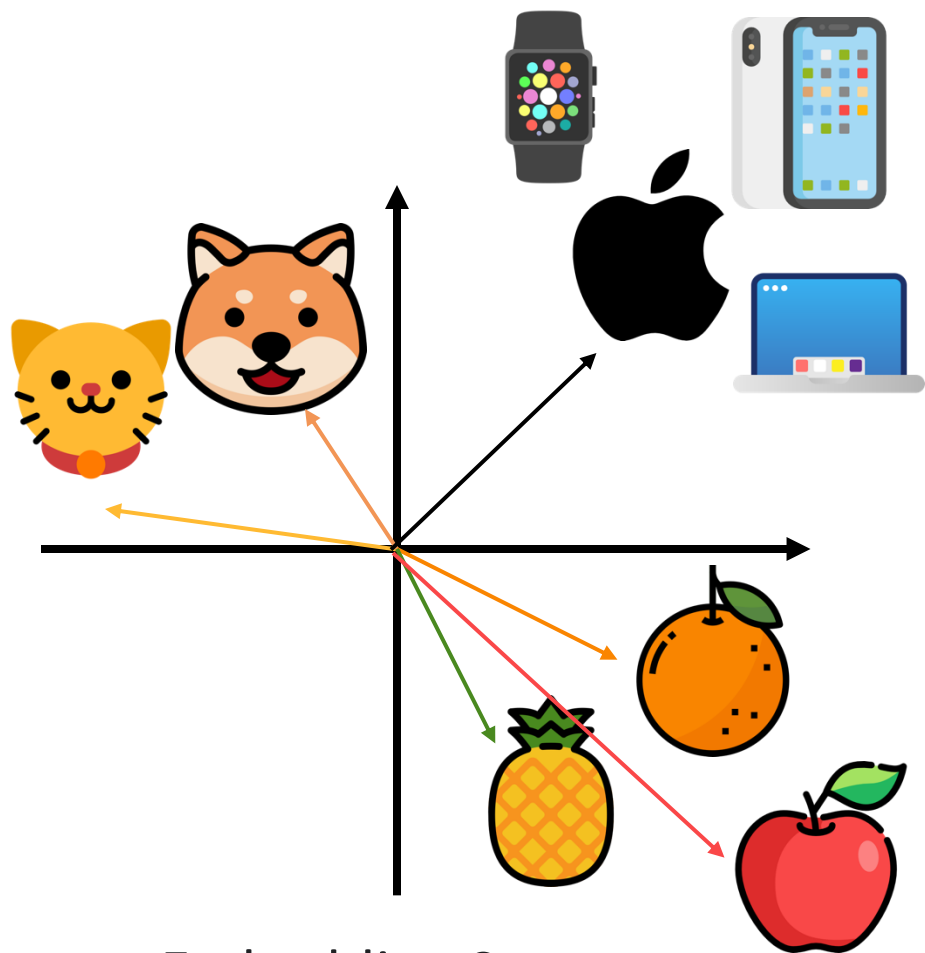
Embedded token

=



Embedding Matrix

TOKEN EMBEDDING



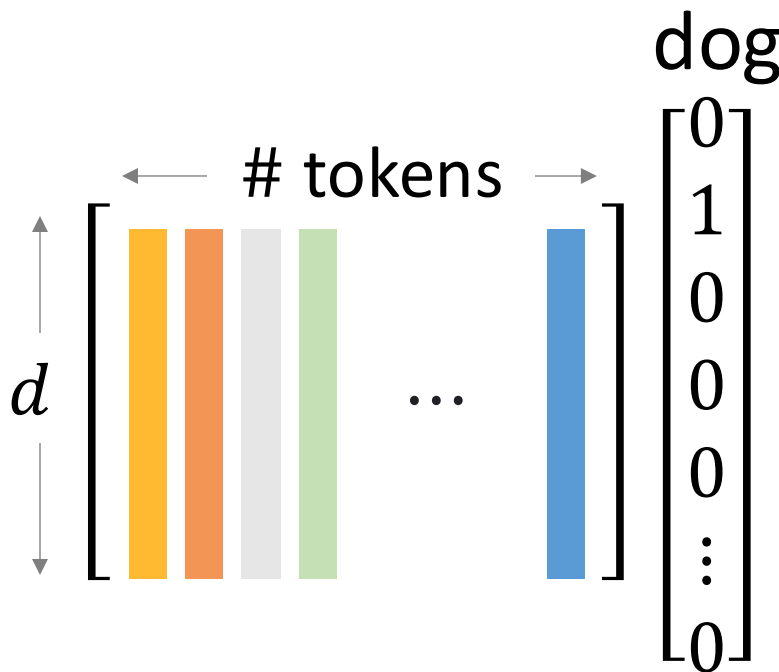
Embedding Space

Apple

$$d \begin{bmatrix} 0.5 \\ 2.7 \\ 1.2 \\ \vdots \\ 0.2 \end{bmatrix}$$

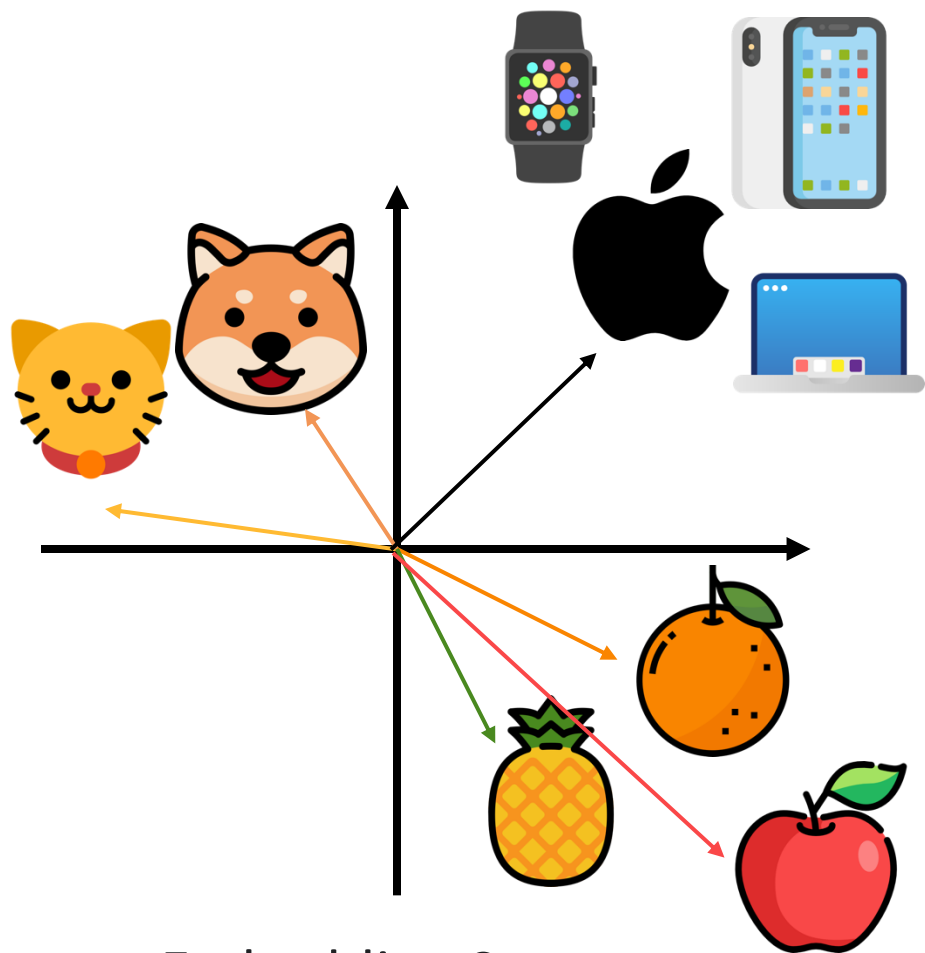
Embedded token

=



Embedding Matrix

TOKEN EMBEDDING



Embedding Space

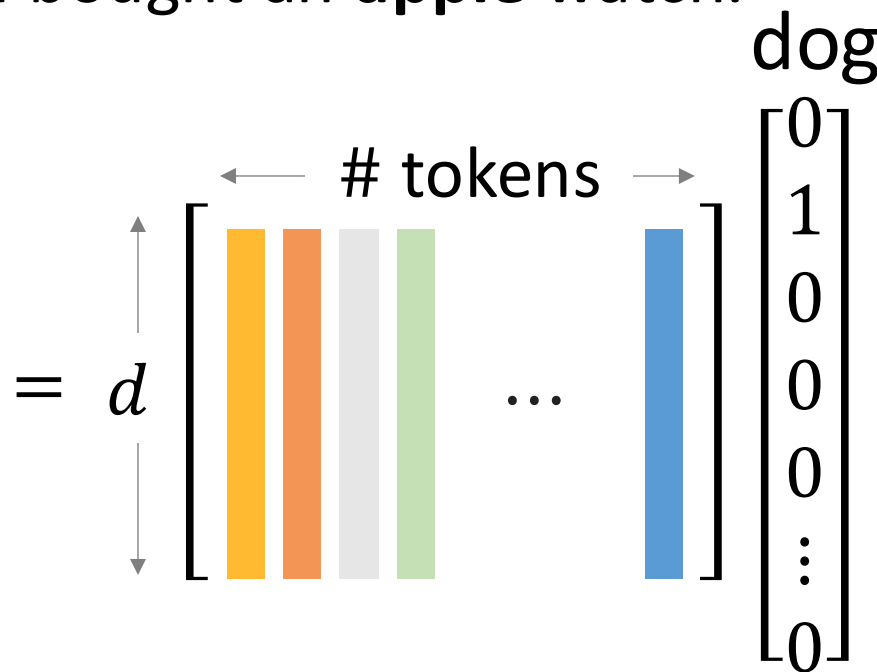
Apple

I bought an **apple** and an orange.

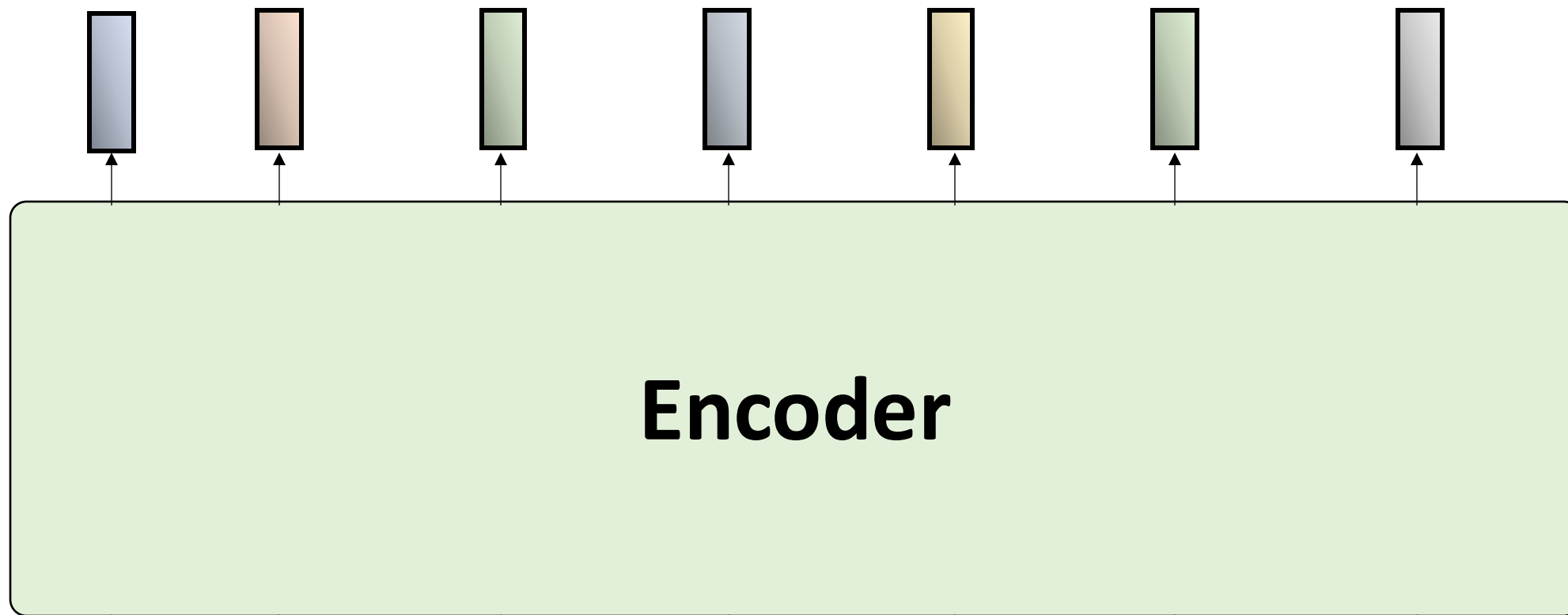
I bought an **apple** watch.

$$d \begin{bmatrix} 0.5 \\ 2.7 \\ 1.2 \\ \vdots \\ 0.2 \end{bmatrix}$$

Embedded token



Embedding Matrix



Embedded
Tokens

Token
Embedding

Tokens

I

bought

an

apple

and

an

orange

Encoder

W_E

W_E

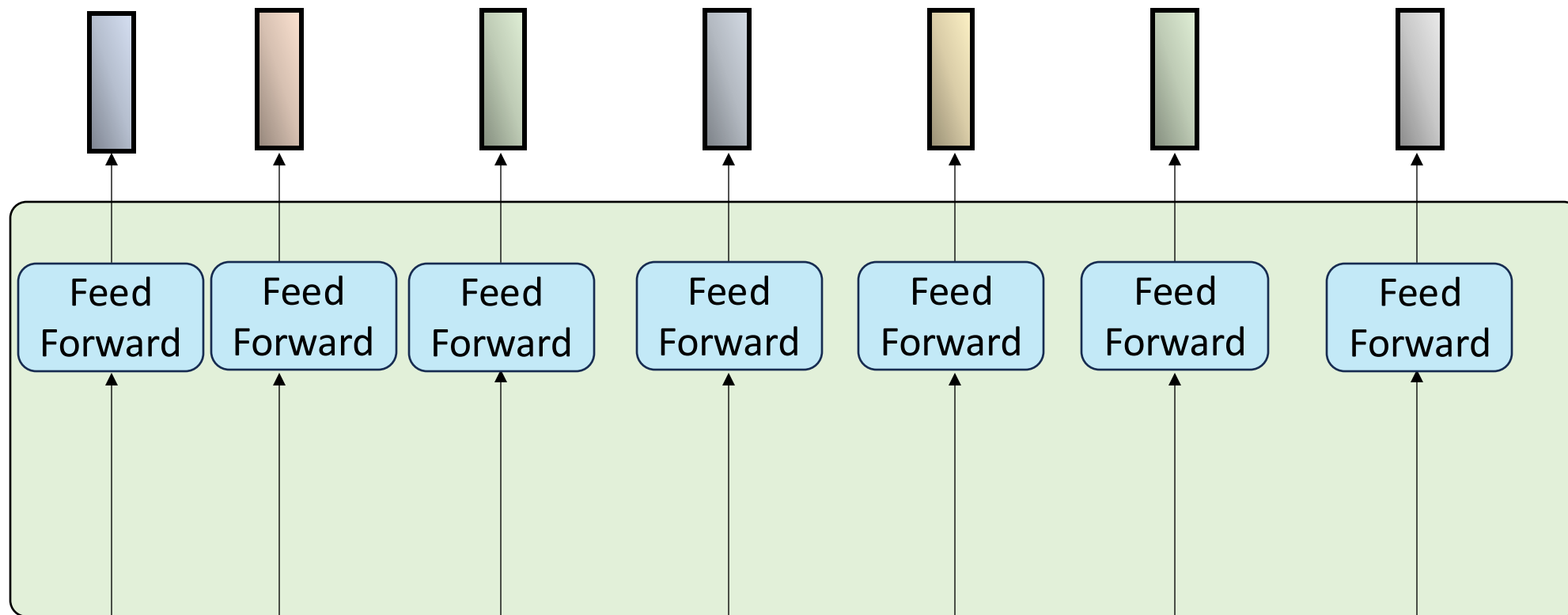
W_E

W_E

W_E

W_E

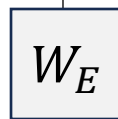
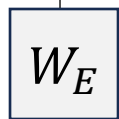
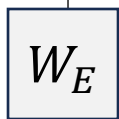
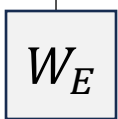
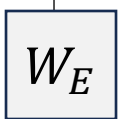
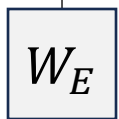
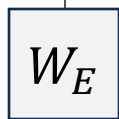
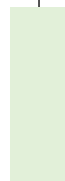
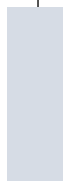
W_E



Embedded
Tokens

Token
Embedding

Tokens



I

bought

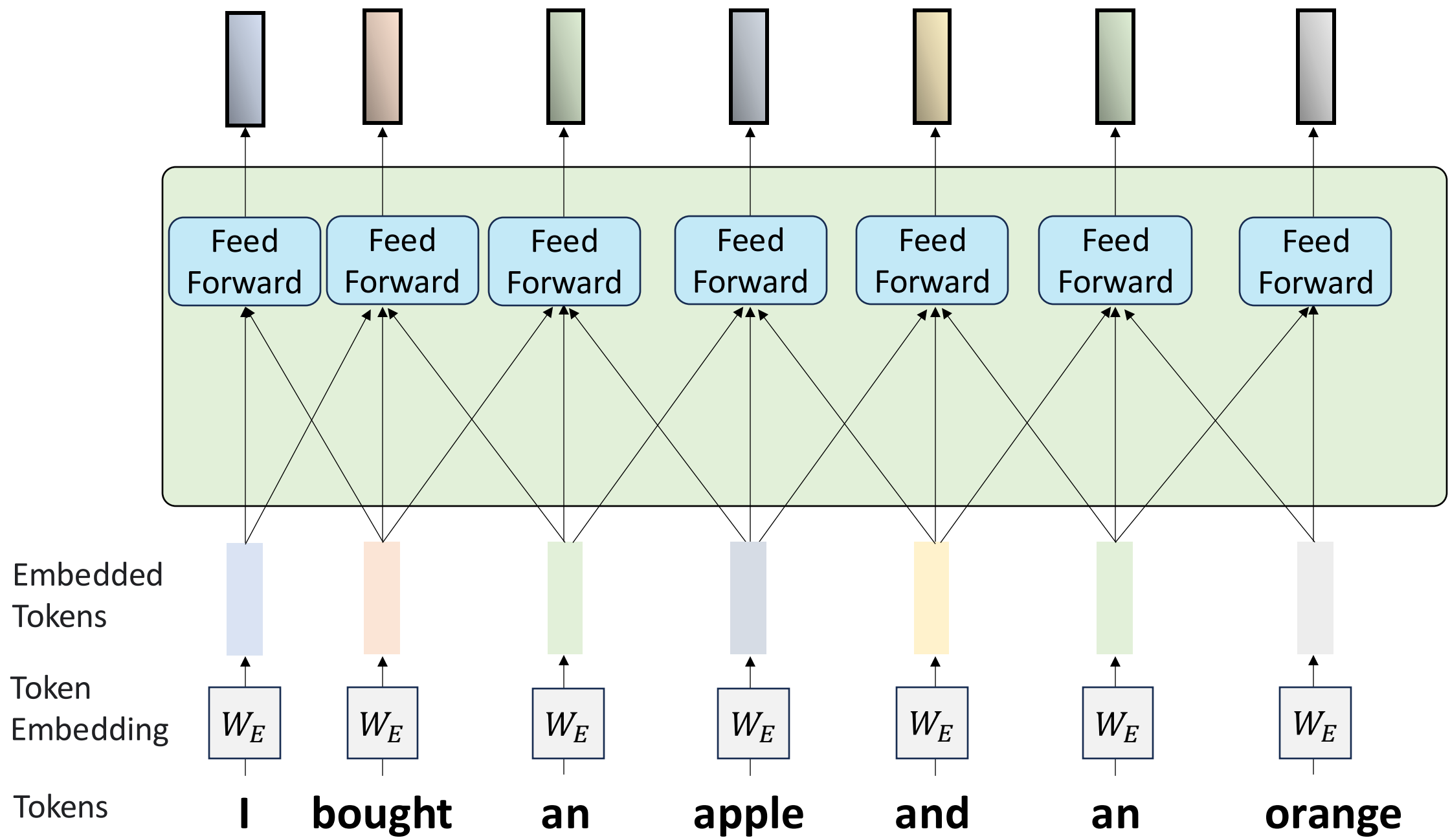
an

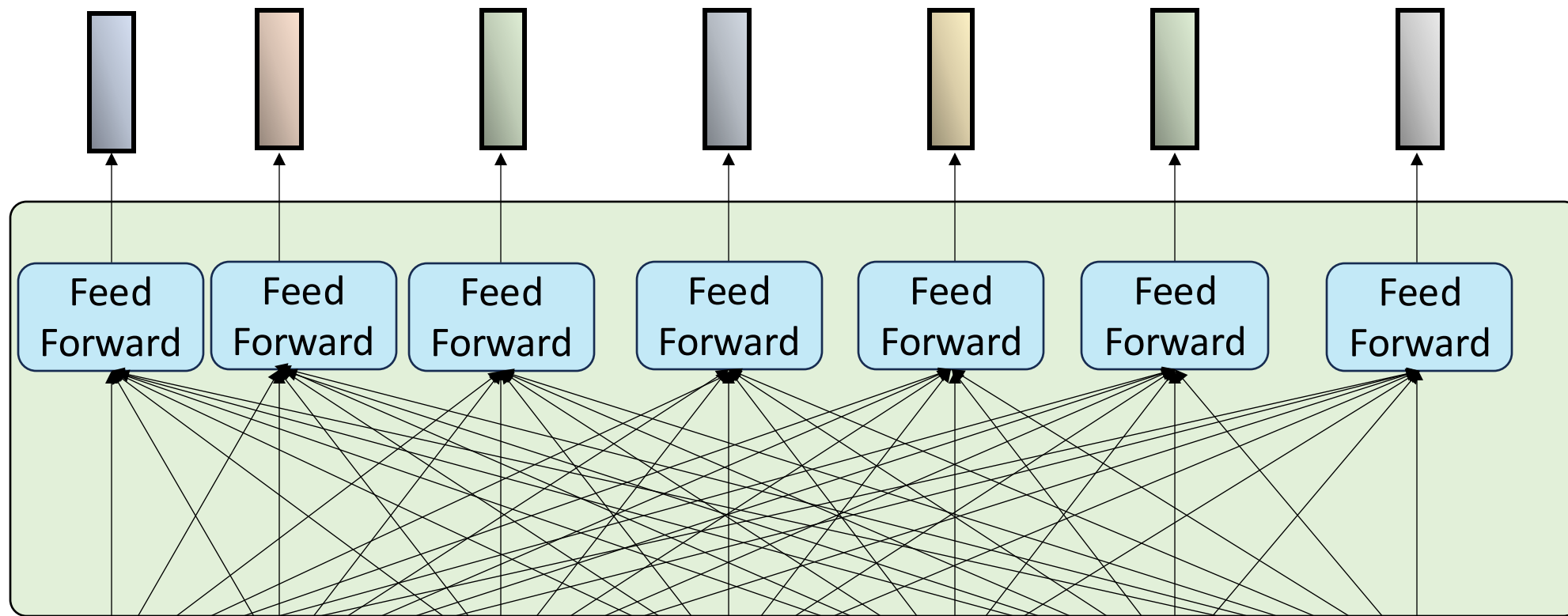
apple

and

an

orange

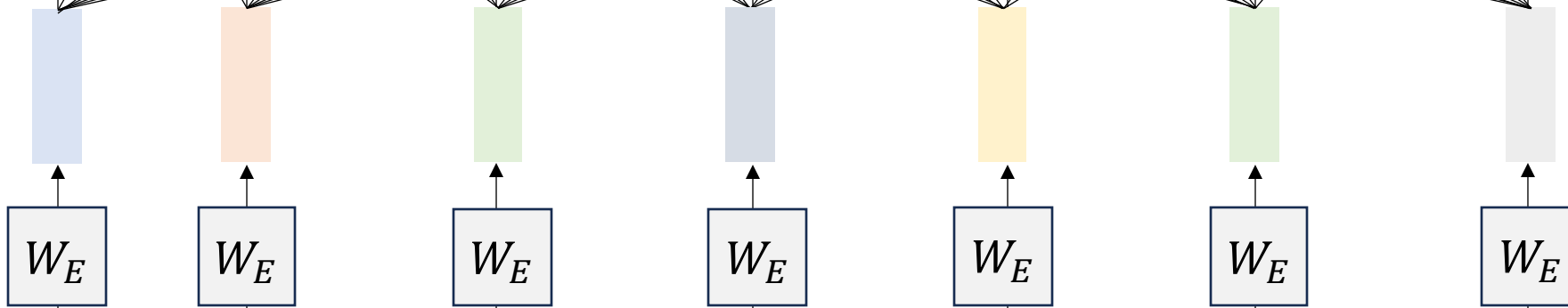




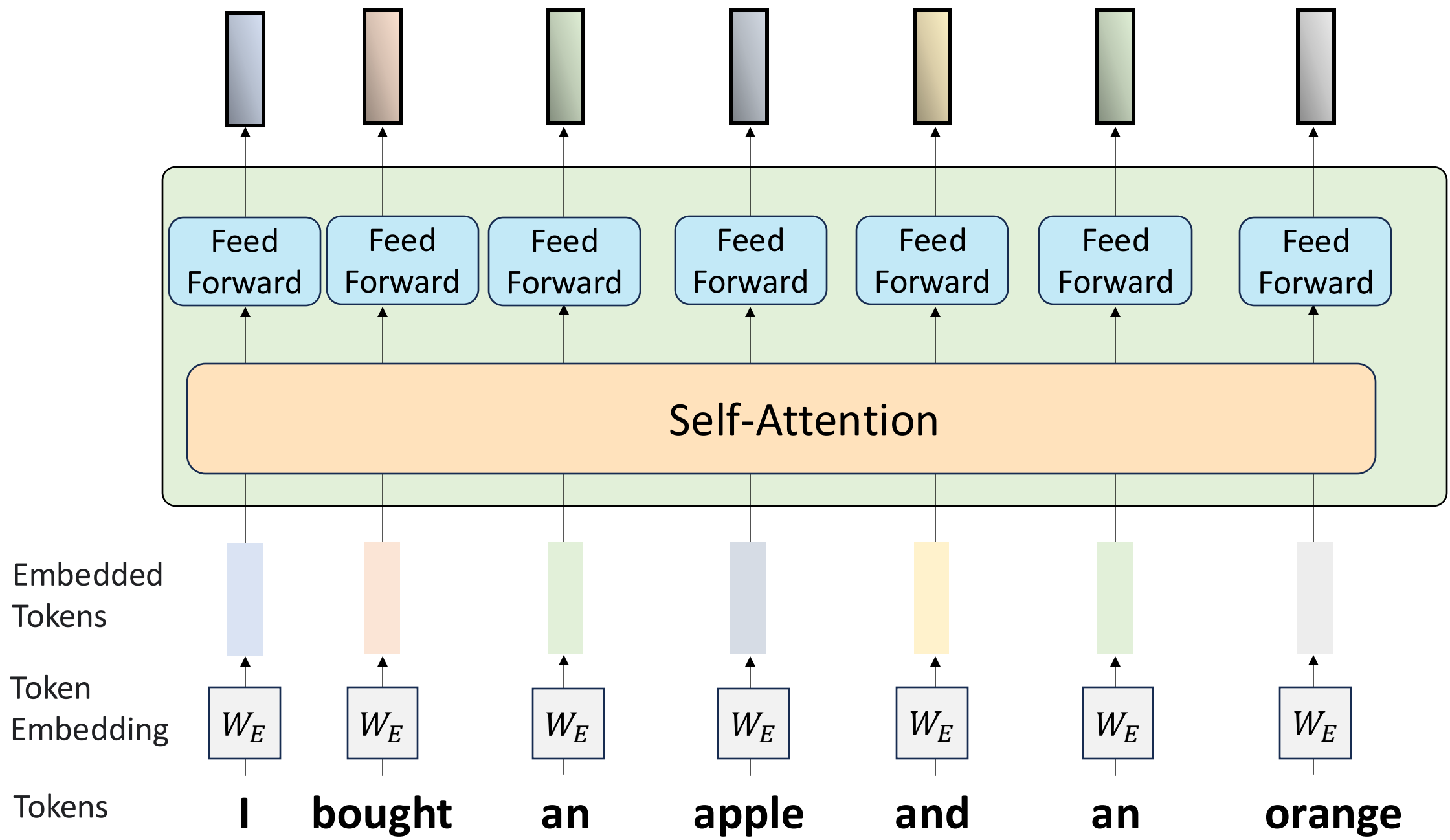
Embedded
Tokens

Token
Embedding

Tokens



I **bought** **an** **apple** **and** **an** **orange**



Embedded
Tokens

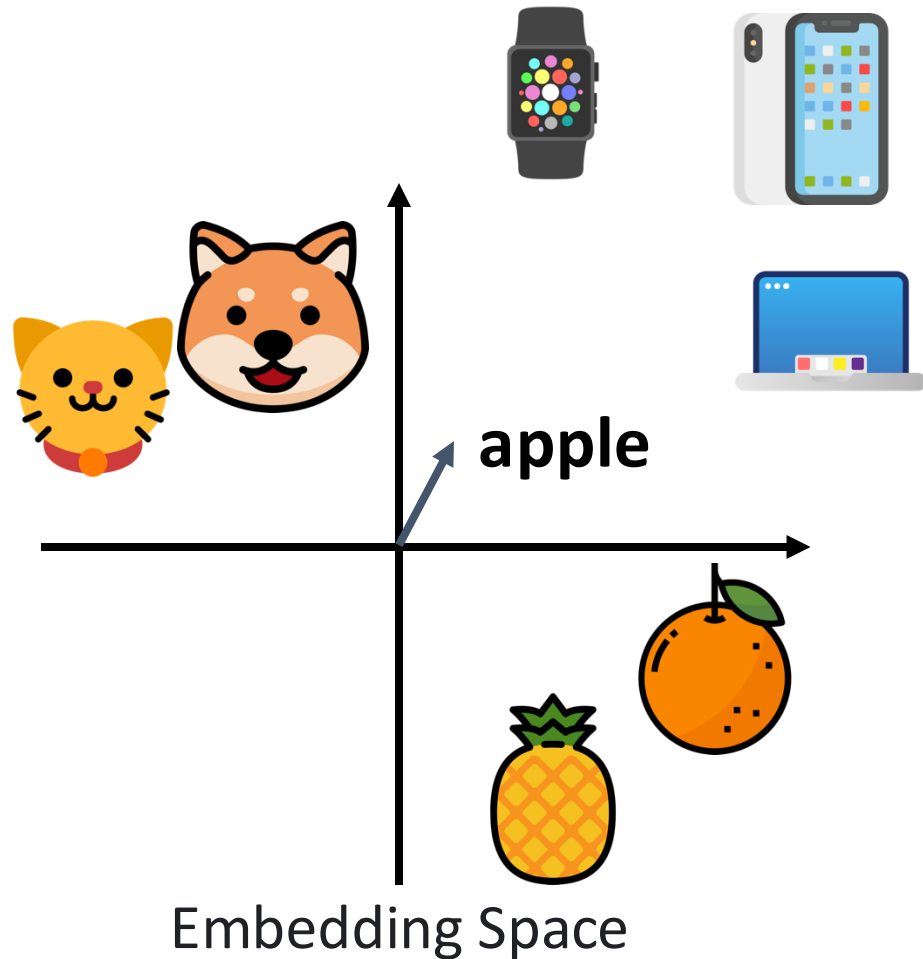
Token
Embedding

Tokens

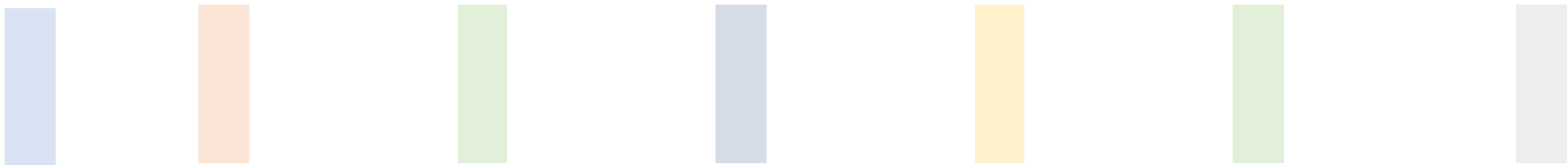
W_E W_E W_E W_E W_E W_E W_E

I **bought** **an** **apple** **and** **an** **orange**

Self-Attention



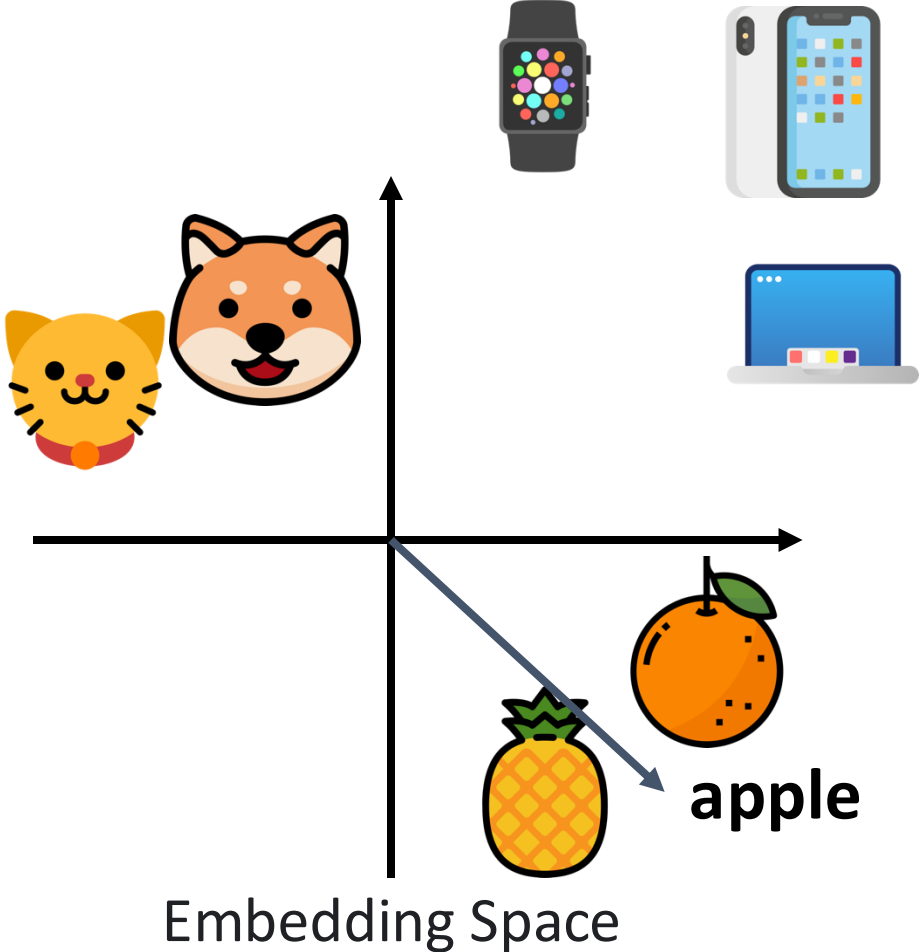
Embedded
Tokens



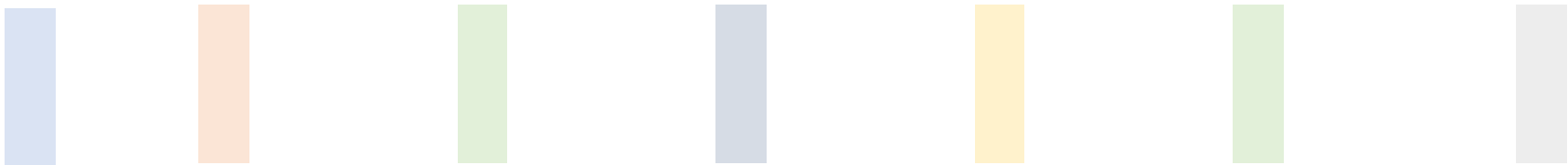
Tokens

I **bought** **an** **apple** **and** **an** **orange**

Self-Attention



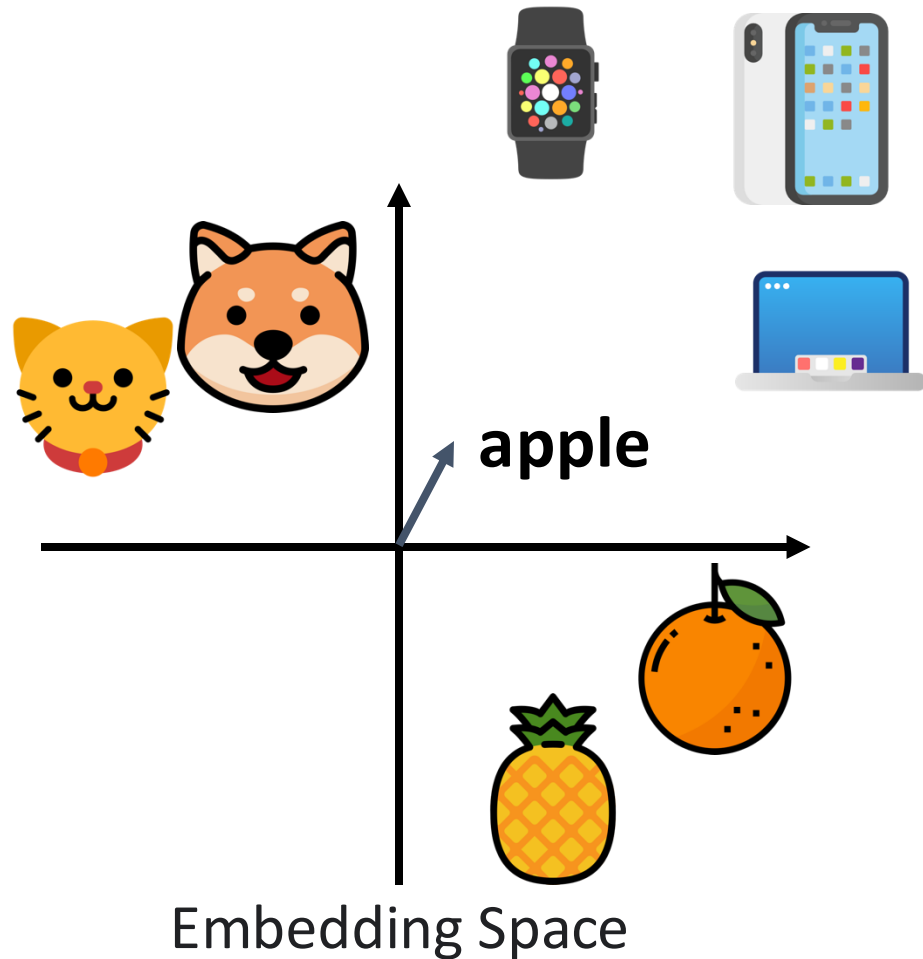
Embedded
Tokens



Tokens

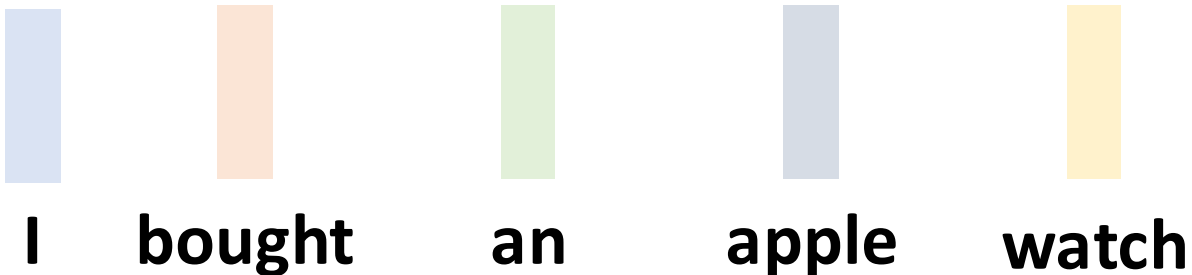
I **bought** **an** **apple** **and** **an** **orange**

Self-Attention

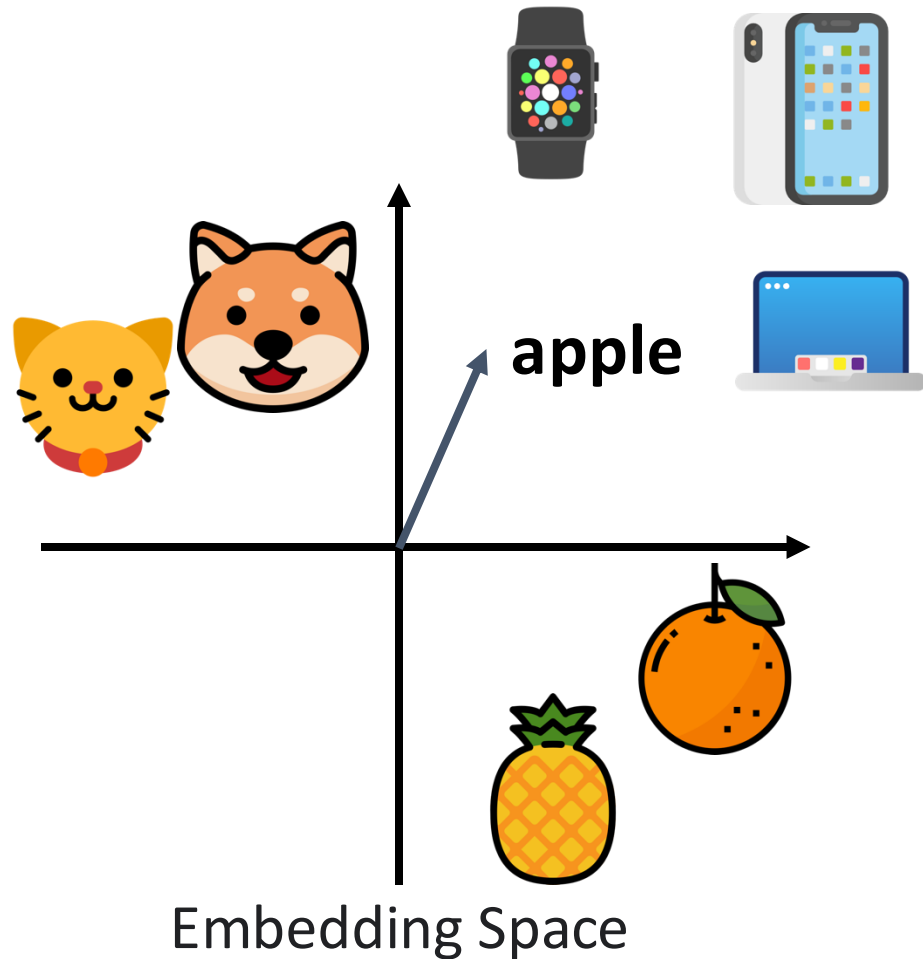


Embedded
Tokens

Tokens

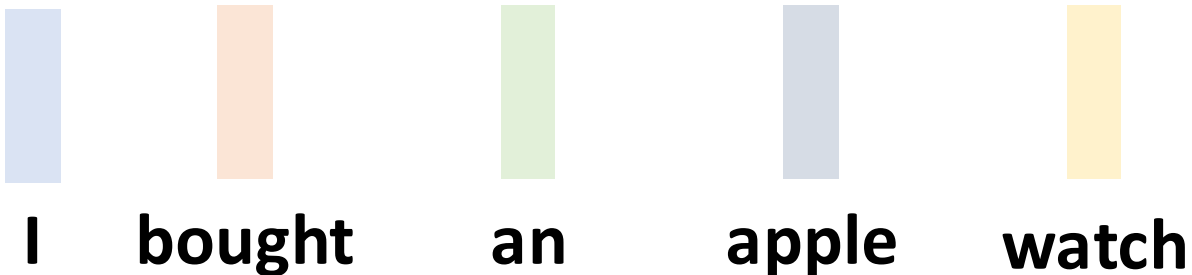


Self-Attention

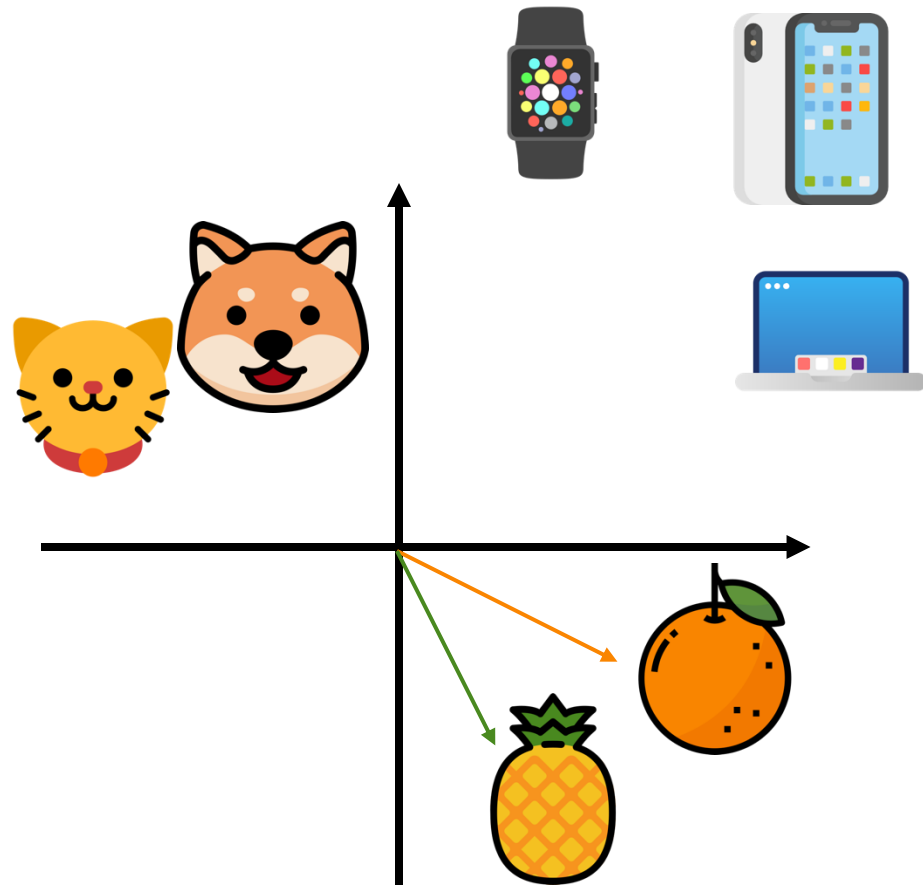


Embedded
Tokens

Tokens

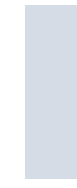


Self-Attention



Embedding Space

Embedded
Tokens



Tokens

I

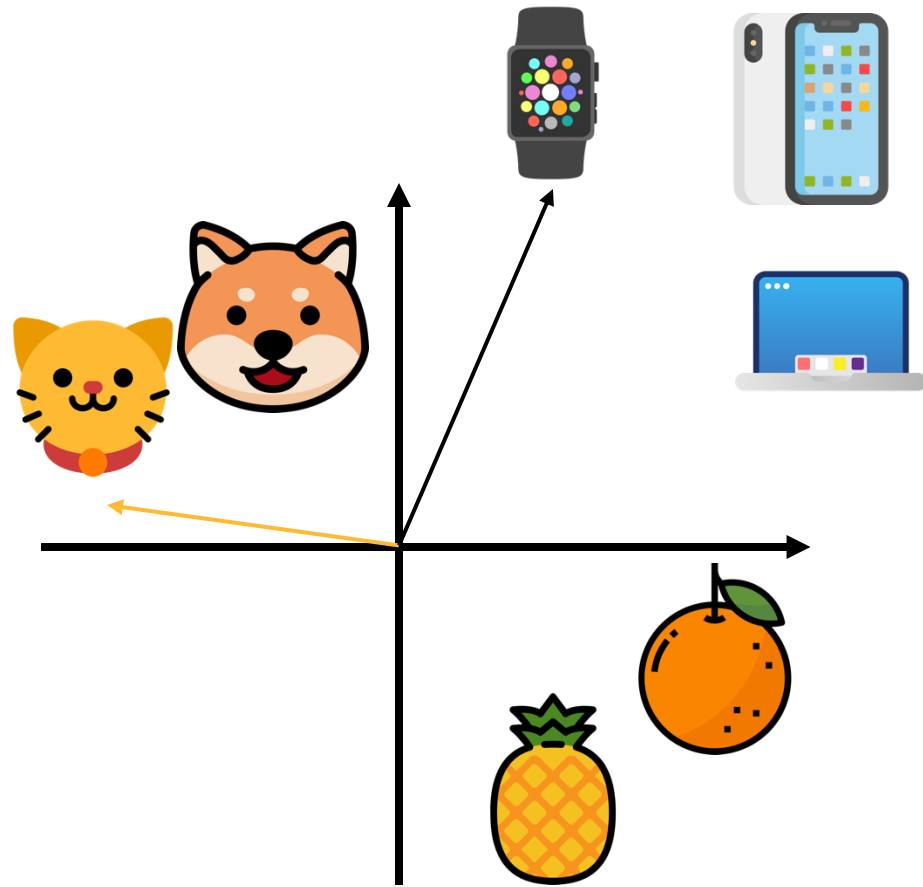
bought

an

apple

watch

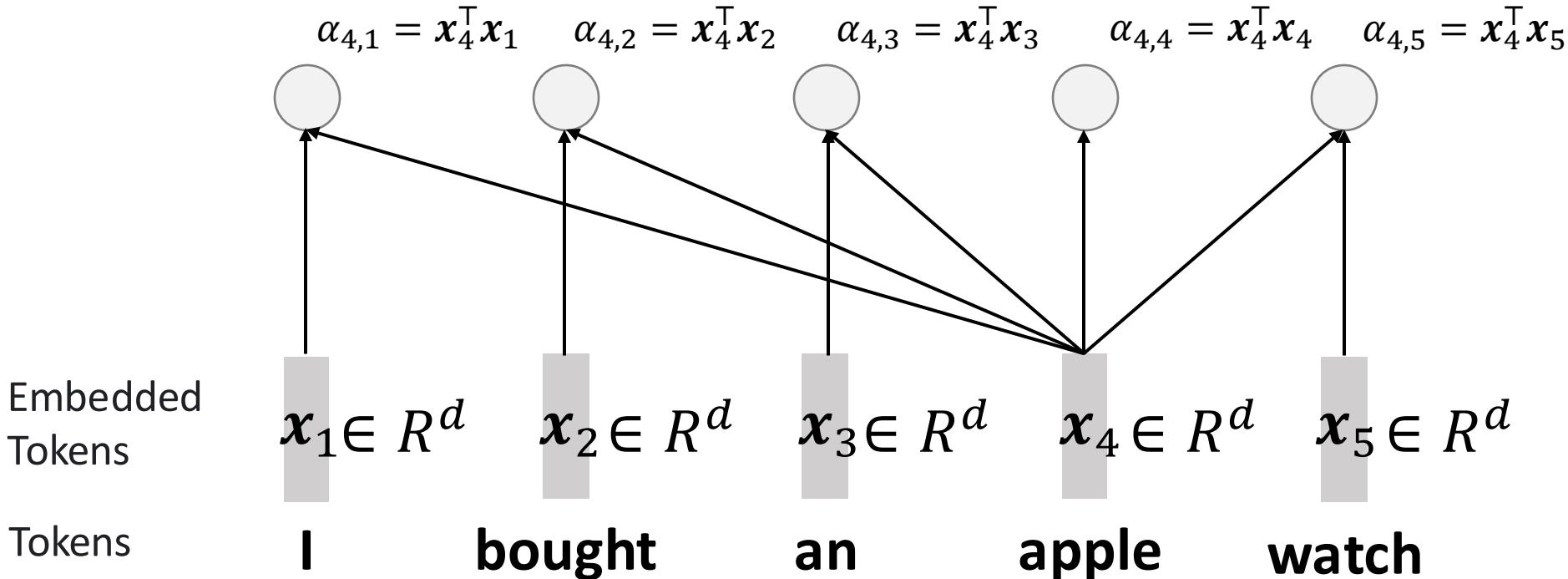
Self-Attention

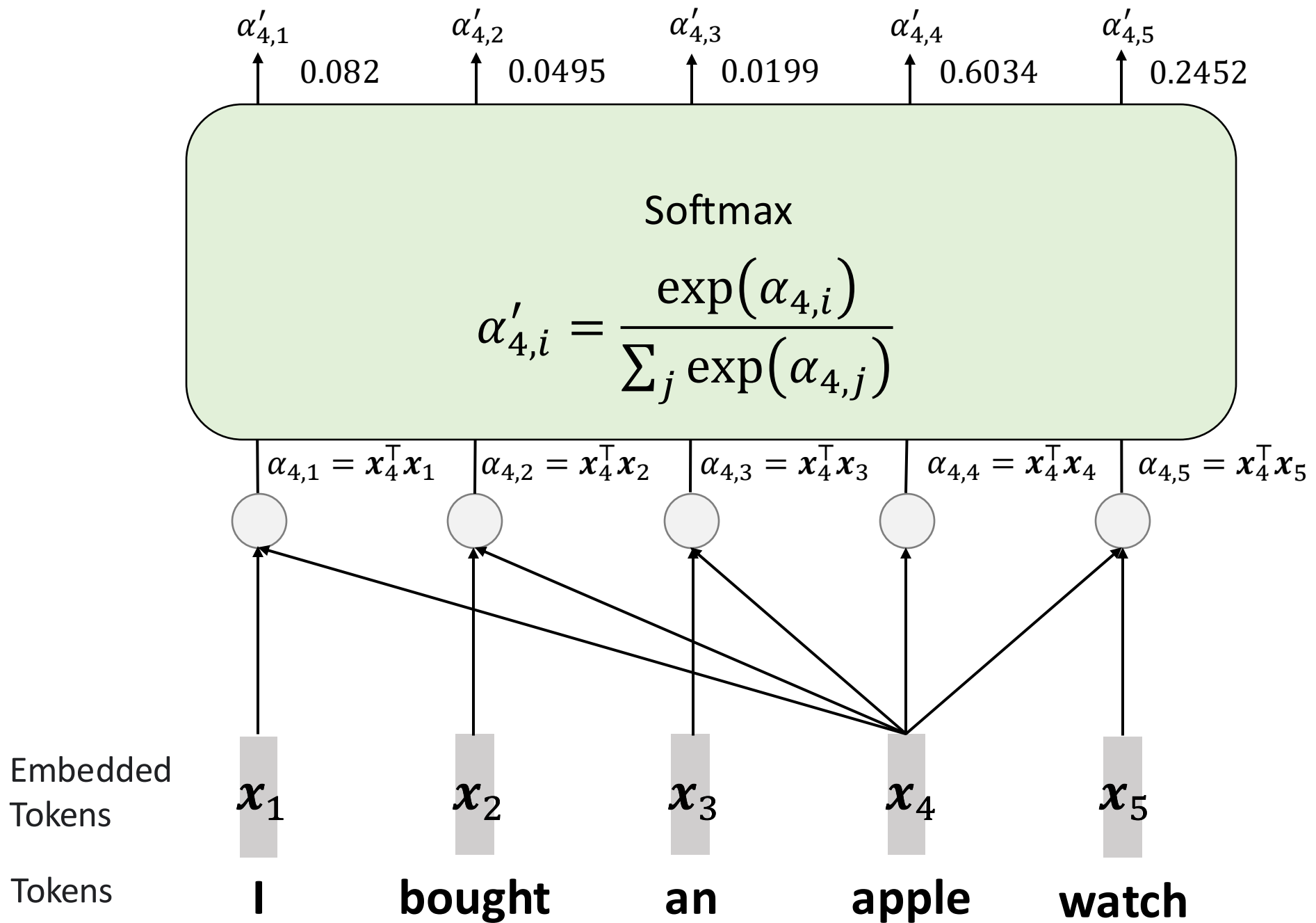


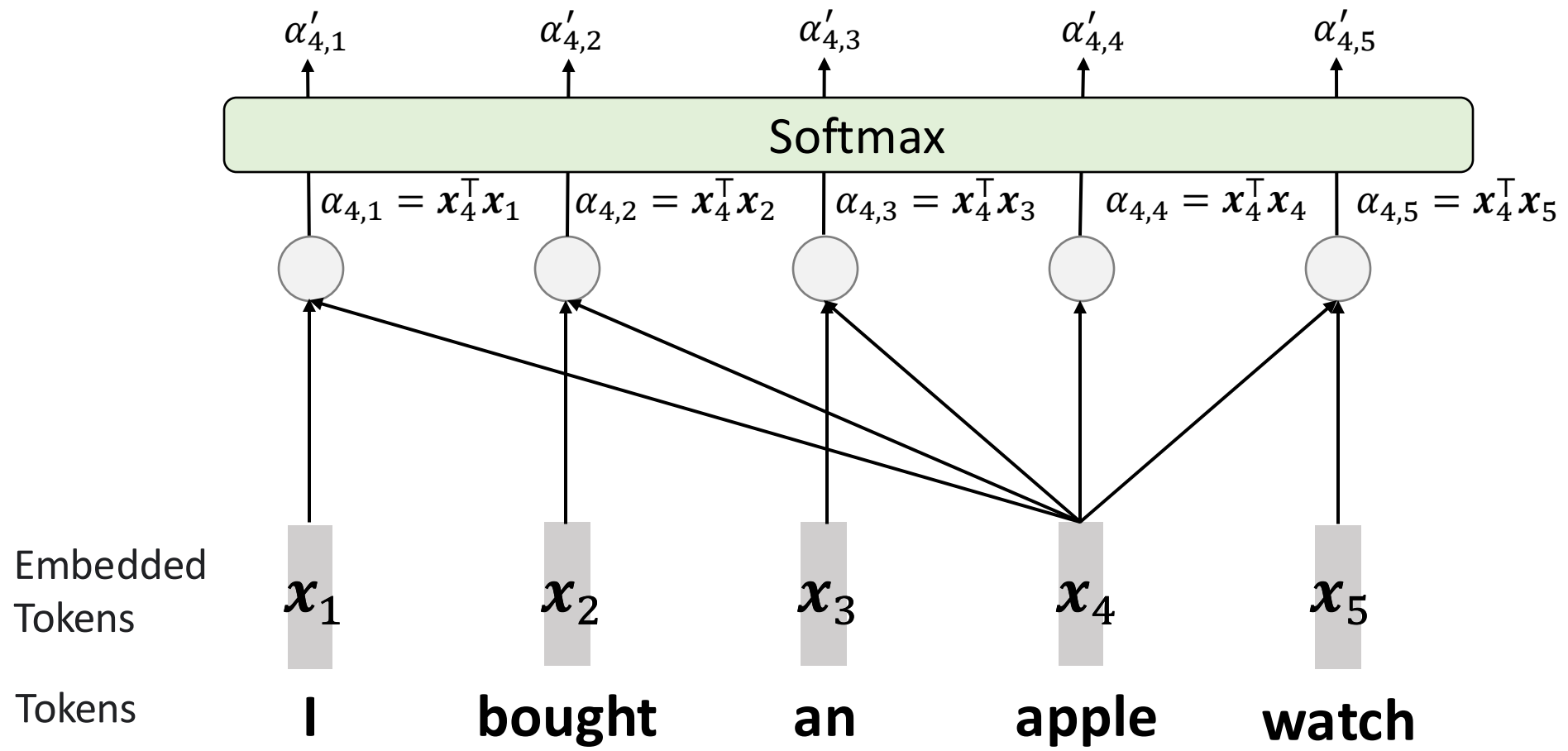
Embedding Space

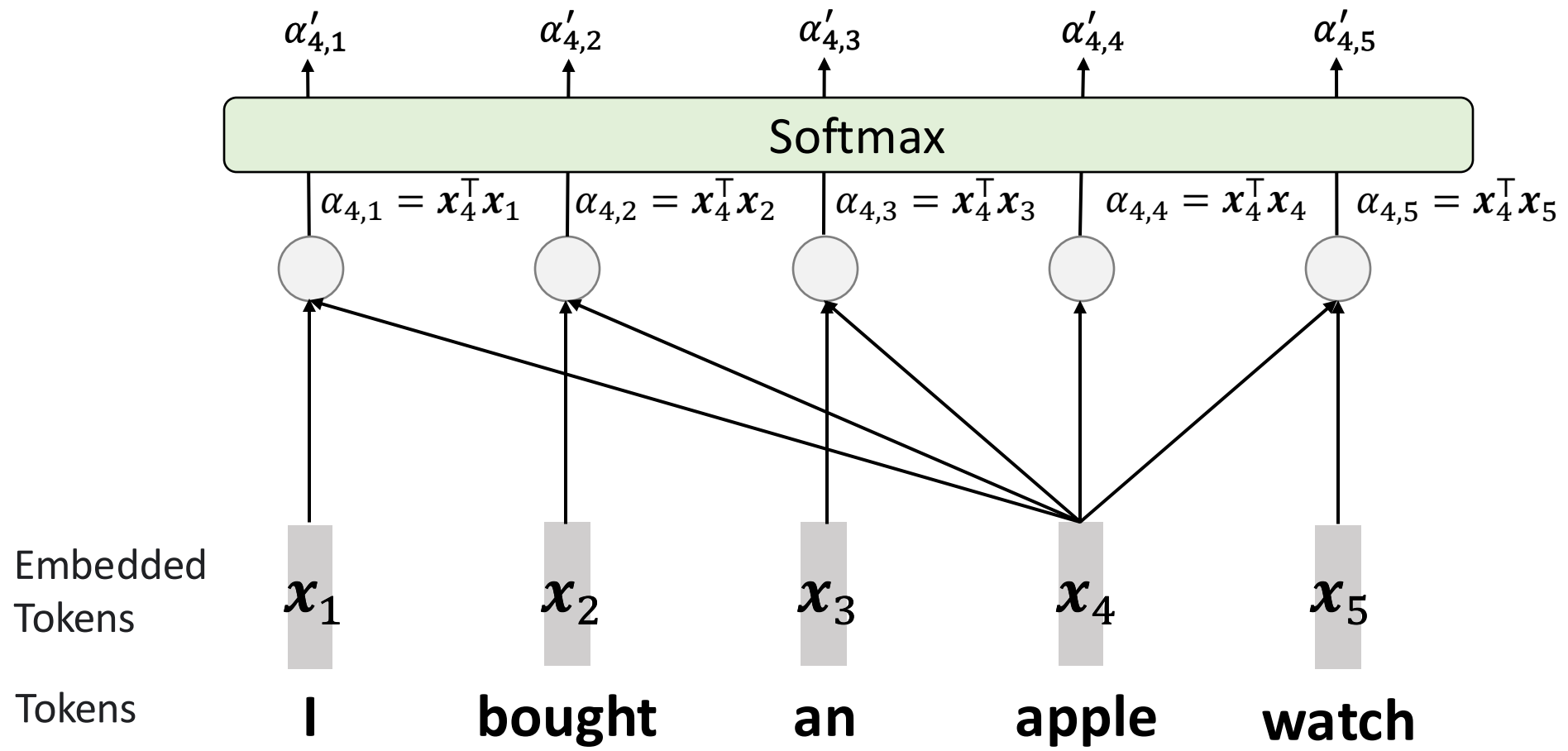


Self-Attention

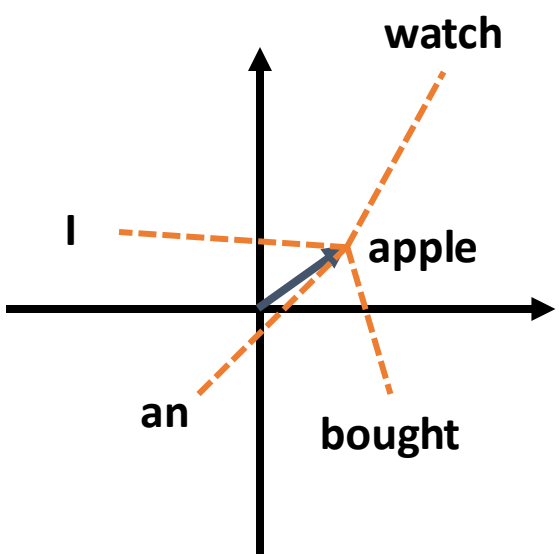






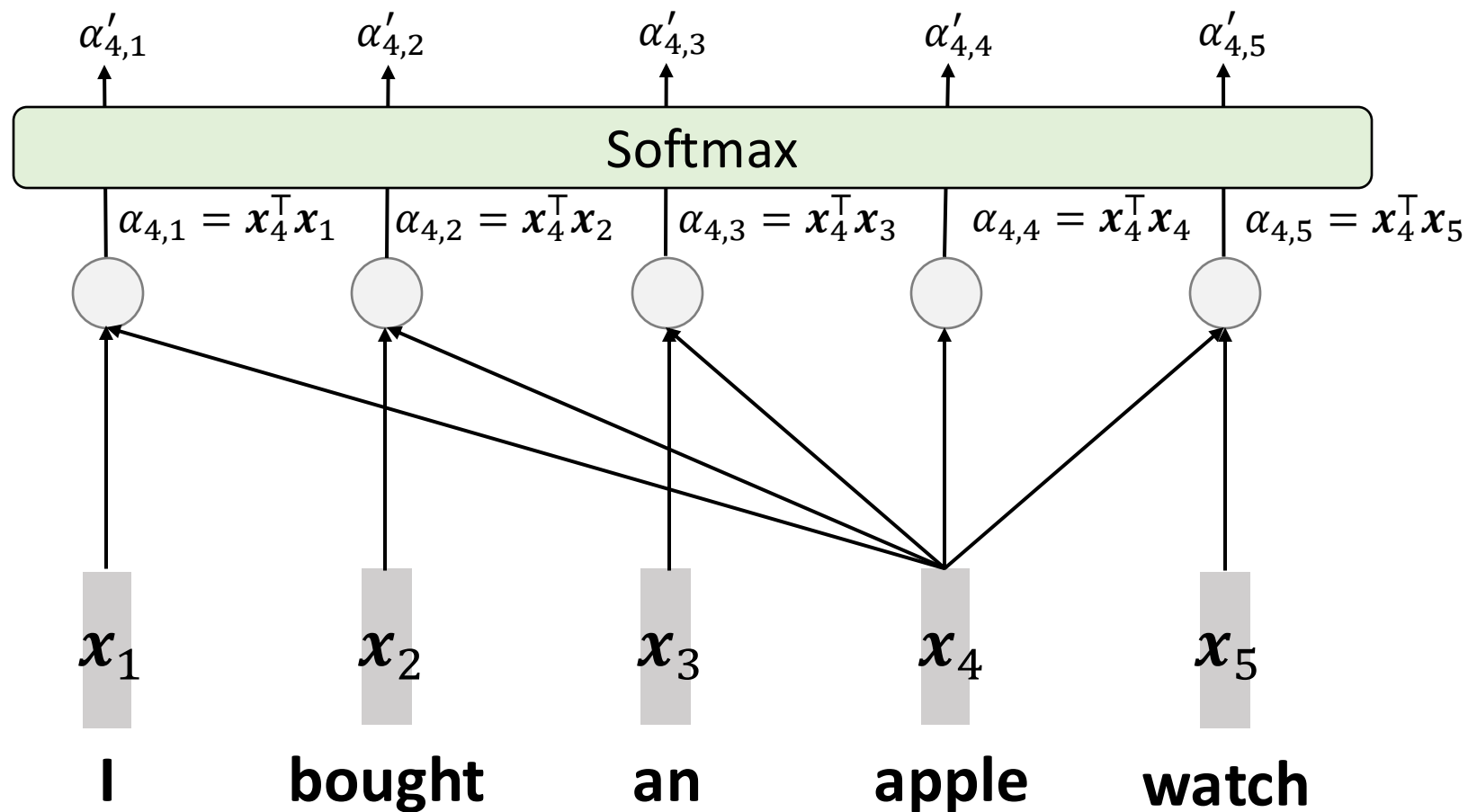


$$\text{Updated feature } \mathbf{x}'_4 = \alpha'_{4,1} \mathbf{x}_1 + \alpha'_{4,2} \mathbf{x}_2 + \alpha'_{4,3} \mathbf{x}_3 + \alpha'_{4,4} \mathbf{x}_4 + \alpha'_{4,5} \mathbf{x}_5$$

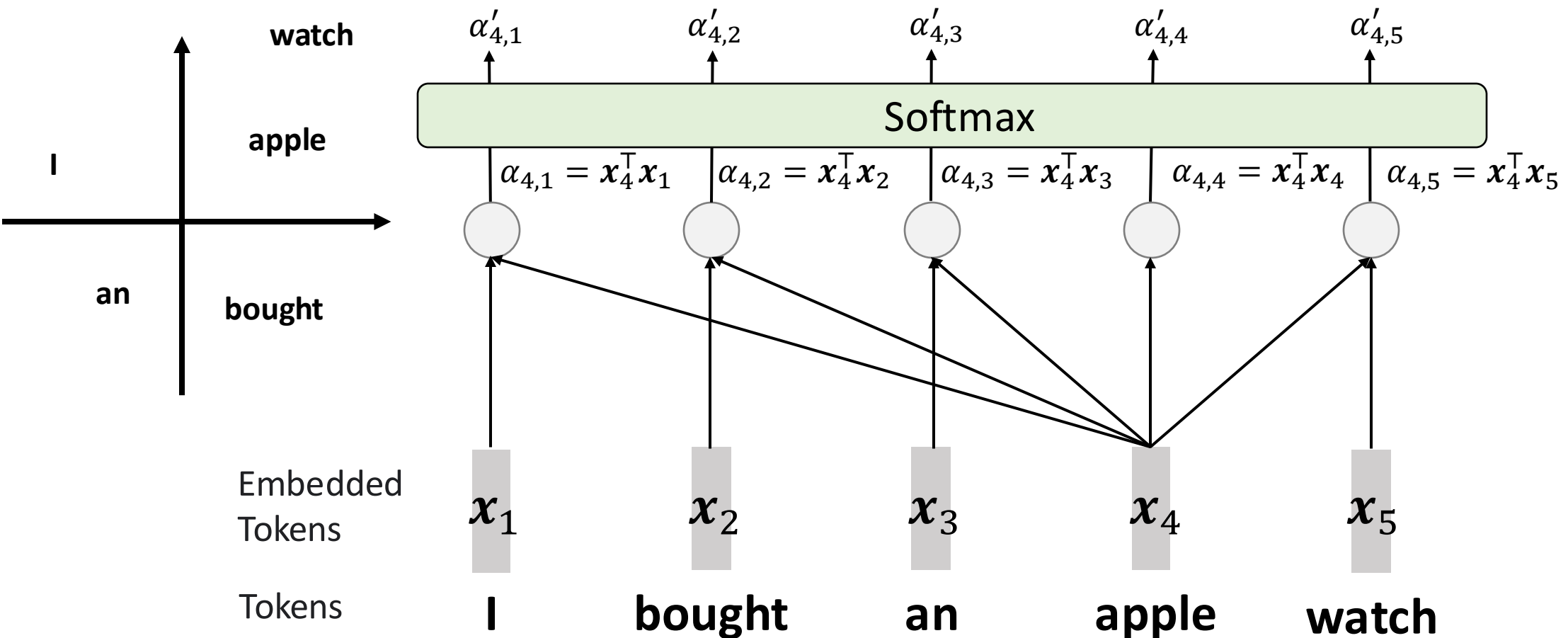


Embedded
Tokens

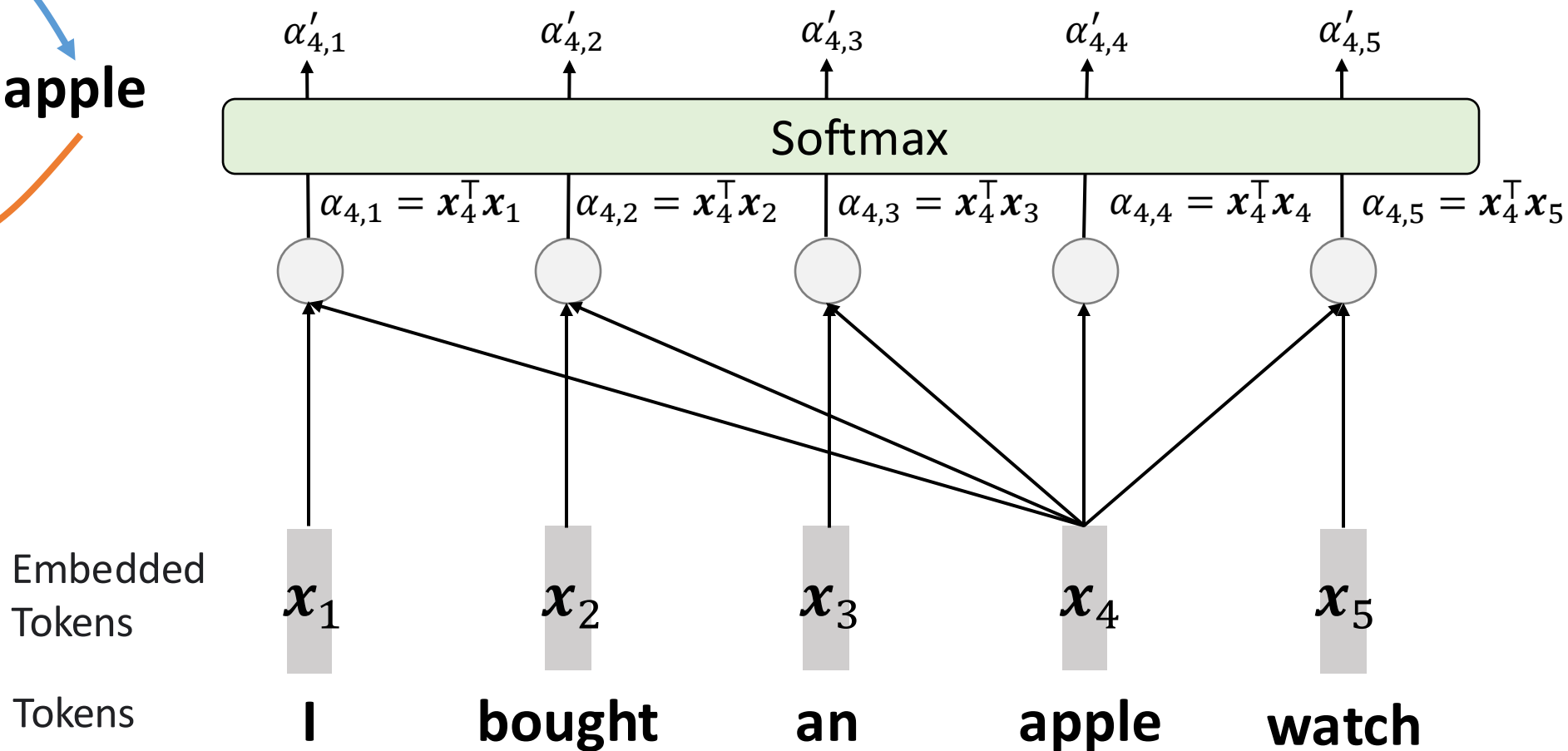
Tokens

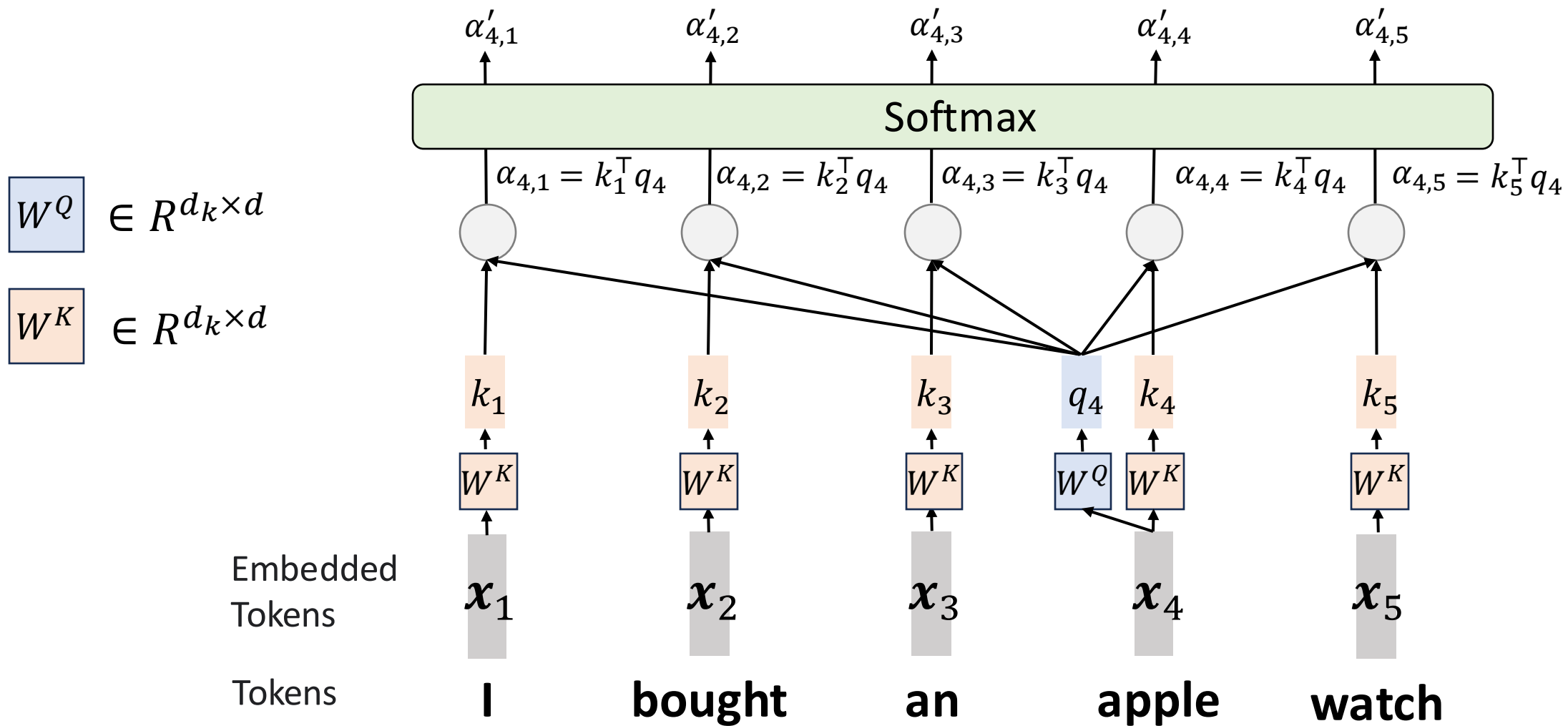


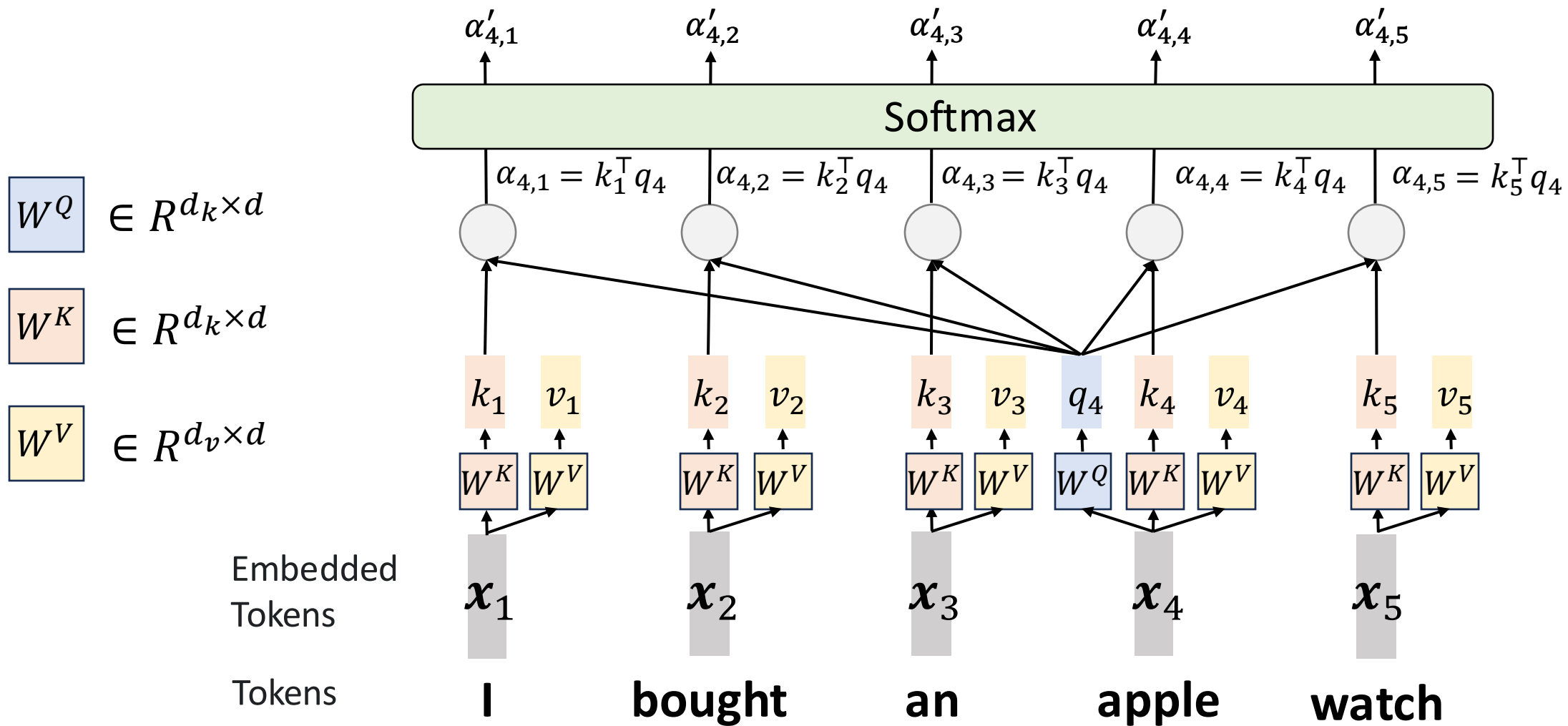
$$\text{Updated feature } \mathbf{x}'_4 = \alpha'_{4,1} \mathbf{x}_1 + \alpha'_{4,2} \mathbf{x}_2 + \alpha'_{4,3} \mathbf{x}_3 + \alpha'_{4,4} \mathbf{x}_4 + \alpha'_{4,5} \mathbf{x}_5$$



Updated feature $\mathbf{x}'_4 = \alpha'_{4,1} \mathbf{x}_1 + \alpha'_{4,2} \mathbf{x}_2 + \alpha'_{4,3} \mathbf{x}_3 + \alpha'_{4,4} \mathbf{x}_4 + \alpha'_{4,5} \mathbf{x}_5$







Updated feature

$$\mathbf{x}'_4 = \alpha'_{4,1} \mathbf{v}_1 + \alpha'_{4,2} \mathbf{v}_2 + \alpha'_{4,3} \mathbf{v}_3 + \alpha'_{4,4} \mathbf{v}_4 + \alpha'_{4,5} \mathbf{v}_5$$

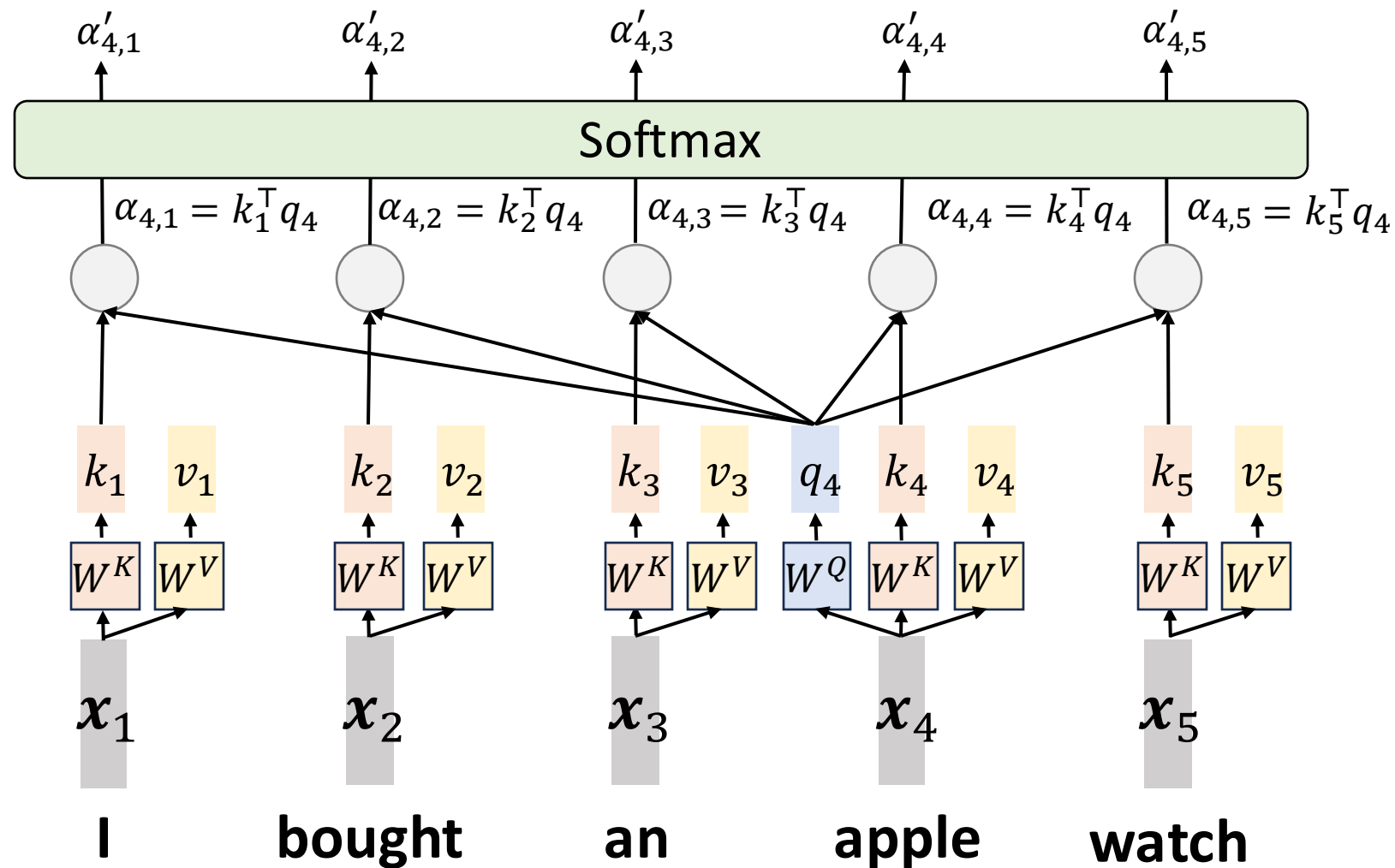
$$W^Q \in R^{d_k \times d}$$

$$W^K \in R^{d_k \times d}$$

$$W^V \in R^{d_v \times d}$$

Embedded
Tokens

Tokens



$$\text{Updated feature } \mathbf{x}'_4 = W^O \left(\alpha'_{4,1} v_1 + \alpha'_{4,2} v_2 + \alpha'_{4,3} v_3 + \alpha'_{4,4} v_4 + \alpha'_{4,5} v_5 \right)$$

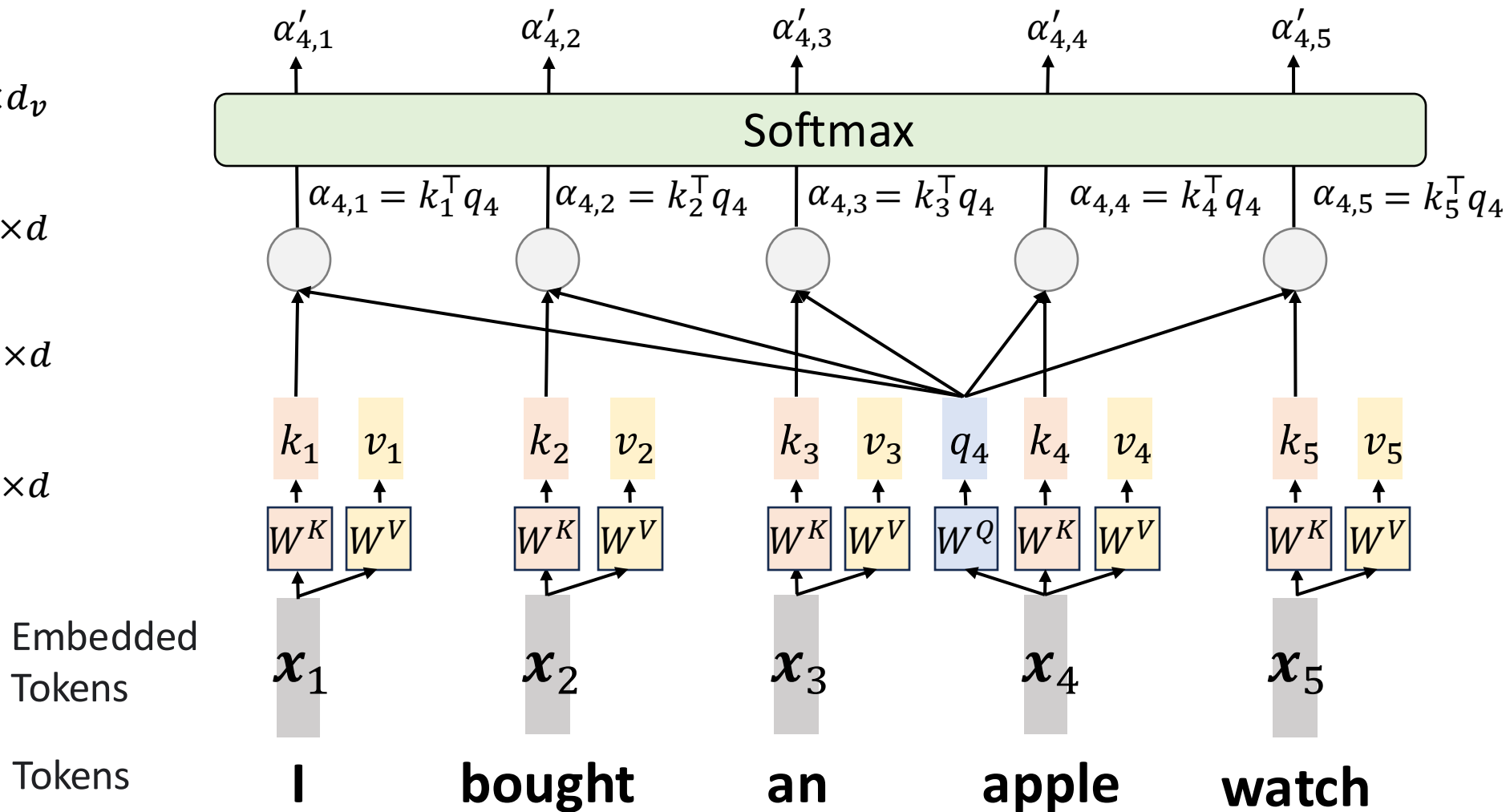
$$= \sum_i \alpha'_{4,i} W^O W^V x_i$$

$$W^O \in R^{d \times d_v}$$

$$W^Q \in R^{d_k \times d}$$

$$W^K \in R^{d_k \times d}$$

$$W^V \in R^{d_v \times d}$$



$$\text{Updated feature } \mathbf{x}'_4 = W^O \left(\alpha'_{4,1} v_1 + \alpha'_{4,2} v_2 + \alpha'_{4,3} v_3 + \alpha'_{4,4} v_4 + \alpha'_{4,5} v_5 \right)$$

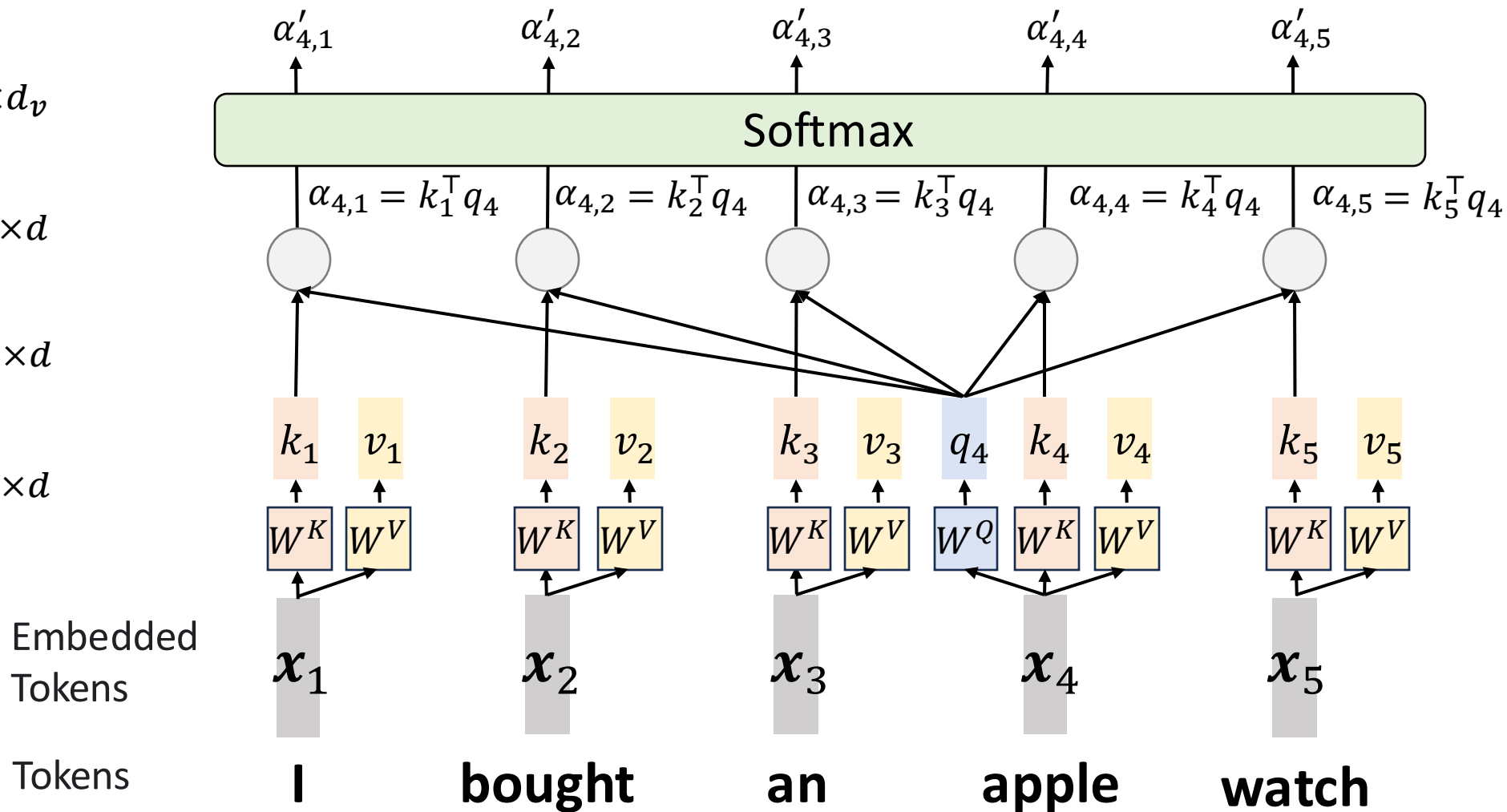
$$= \sum_i \alpha'_{4,i} \left(W^O W^V \right) \mathbf{x}_i$$

$$W^O \in R^{d \times d_v}$$

$$W^Q \in R^{d_k \times d}$$

$$W^K \in R^{d_k \times d}$$

$$W^V \in R^{d_v \times d}$$



$$W^O \in R^{d \times d_v}$$

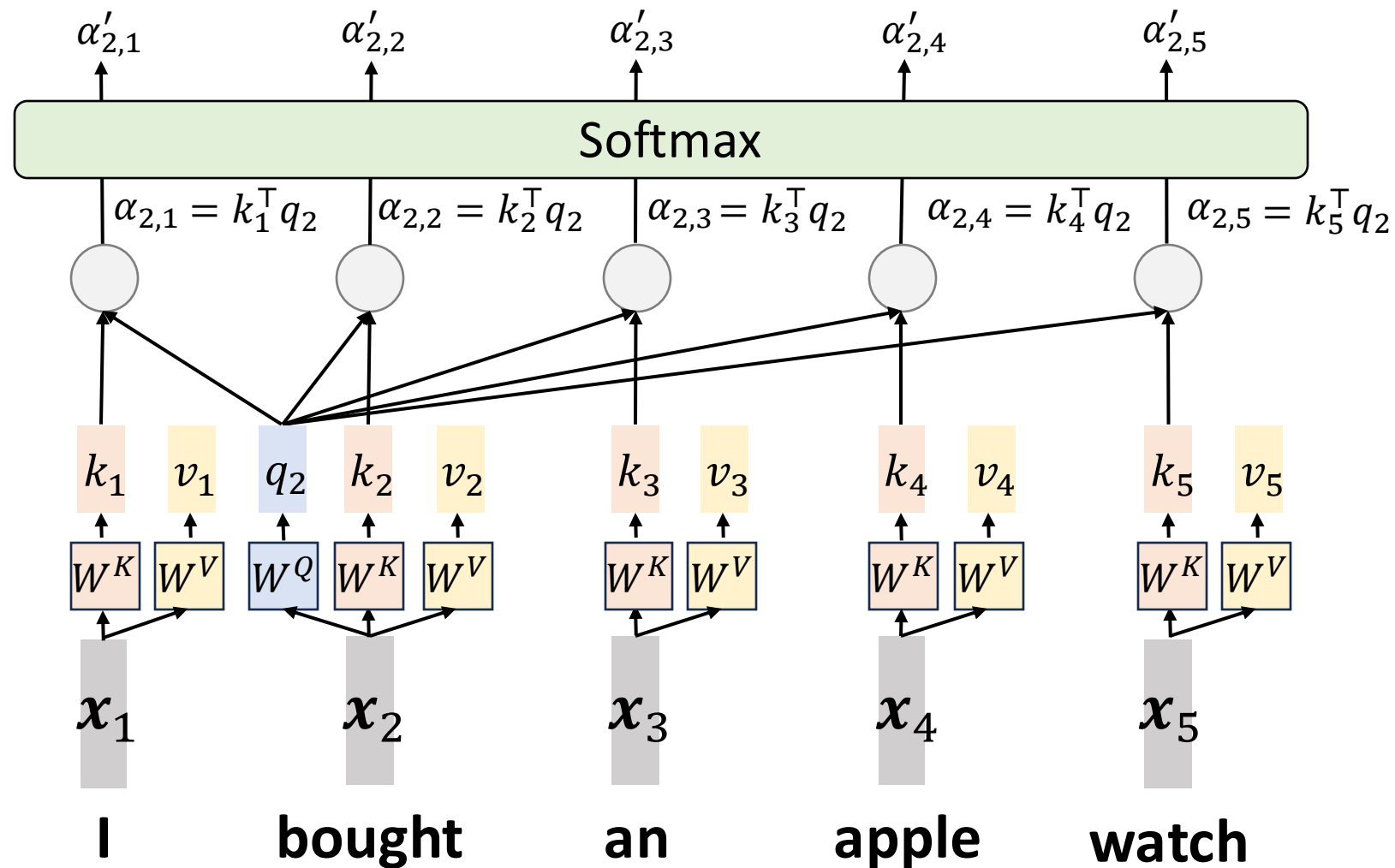
$$W^Q \in R^{d_k \times d}$$

$$W^K \in R^{d_k \times d}$$

$$W^V \in R^{d_v \times d}$$

Embedded
Tokens

Tokens



$$W^O \in R^{d \times d_v}$$

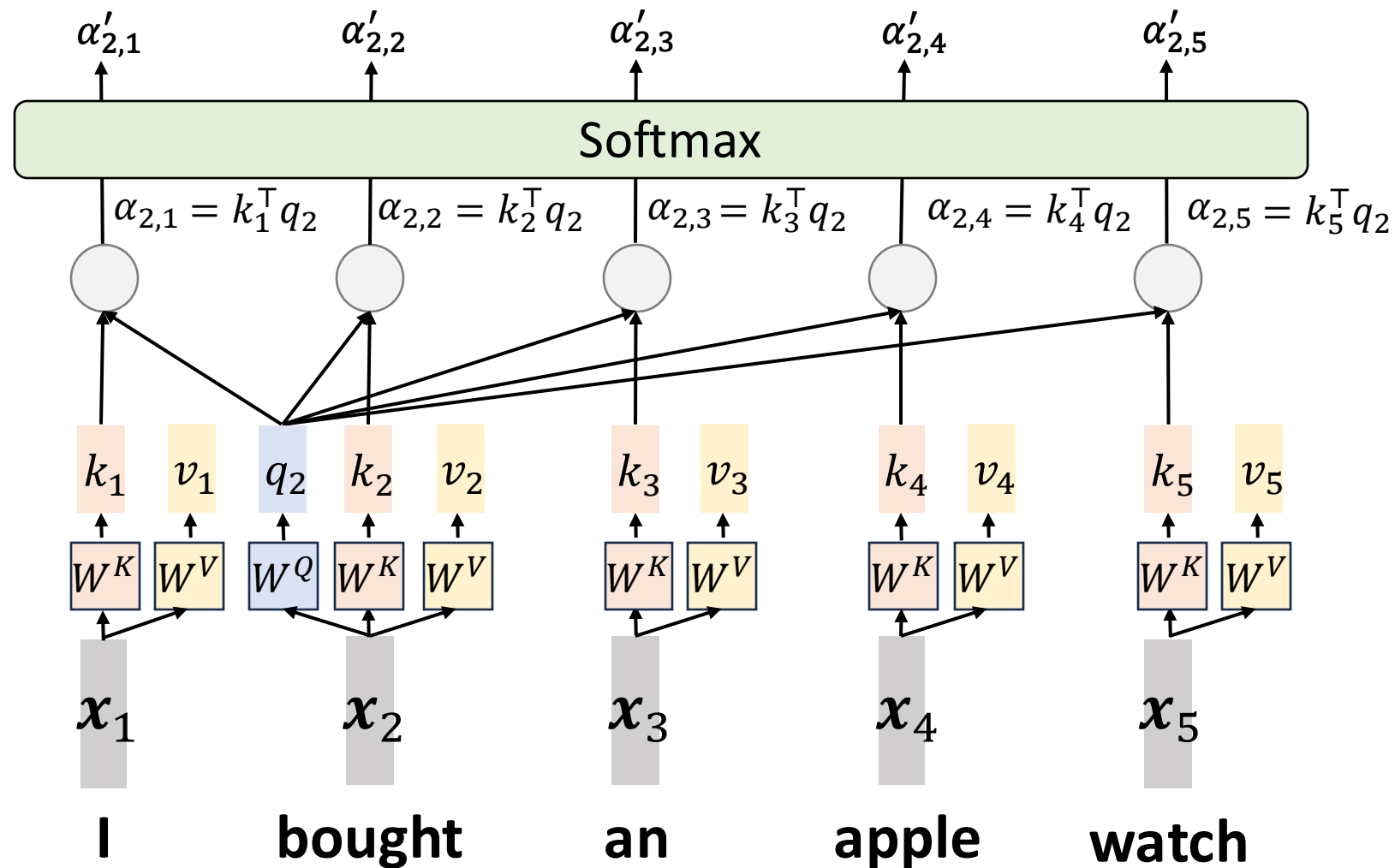
$$W^Q \in R^{d_k \times d}$$

$$W^K \in R^{d_k \times d}$$

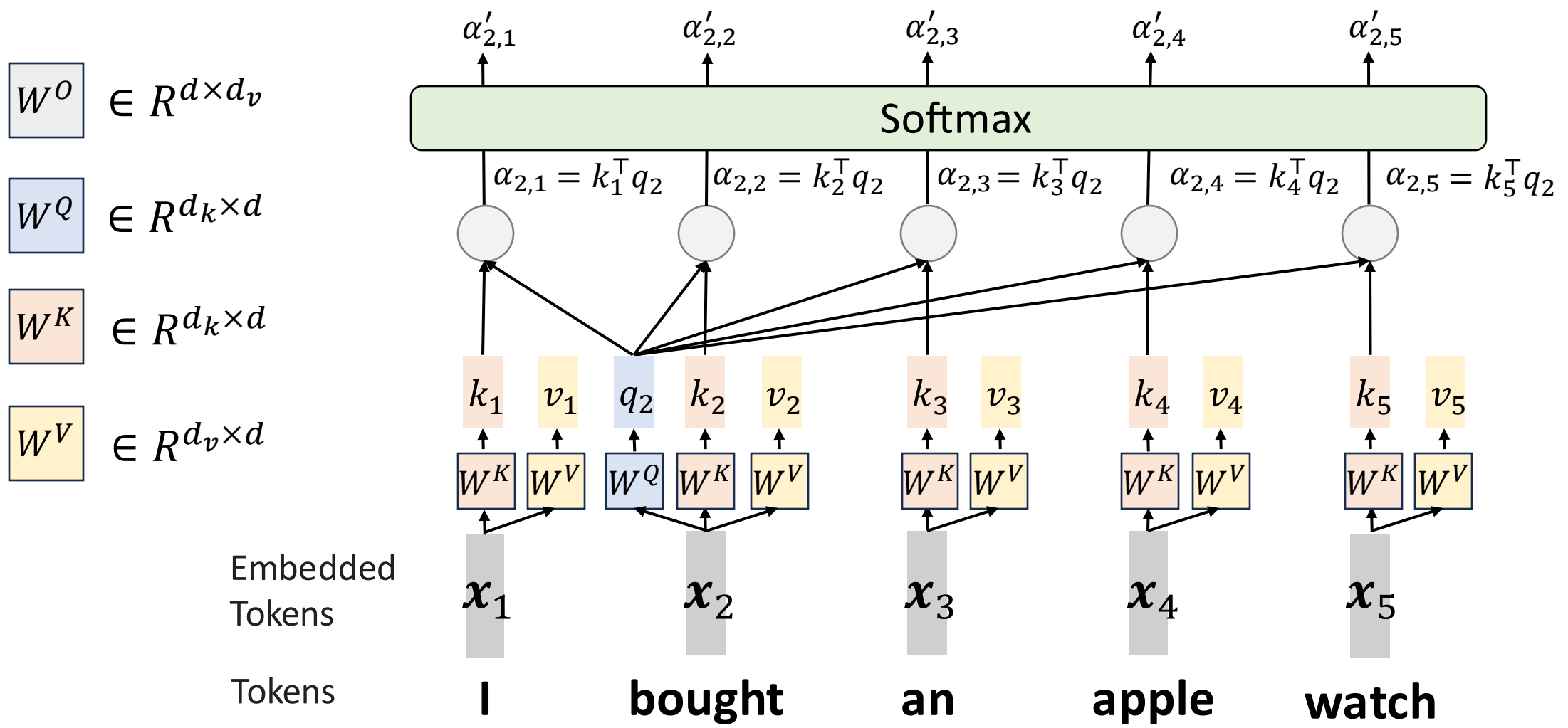
$$W^V \in R^{d_v \times d}$$

Embedded
Tokens

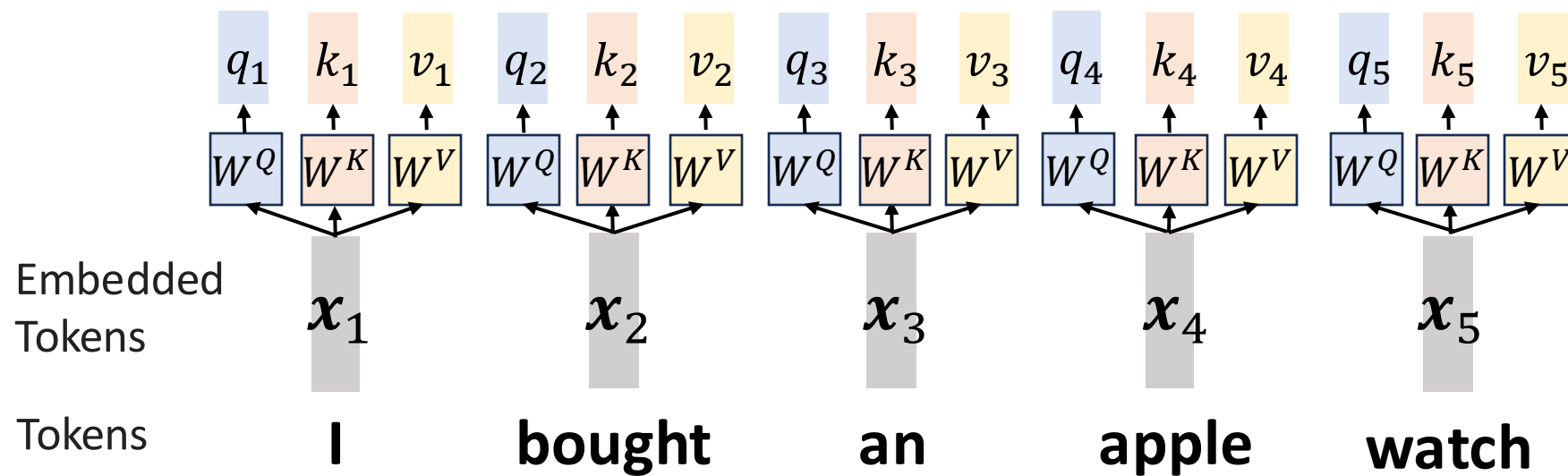
Tokens



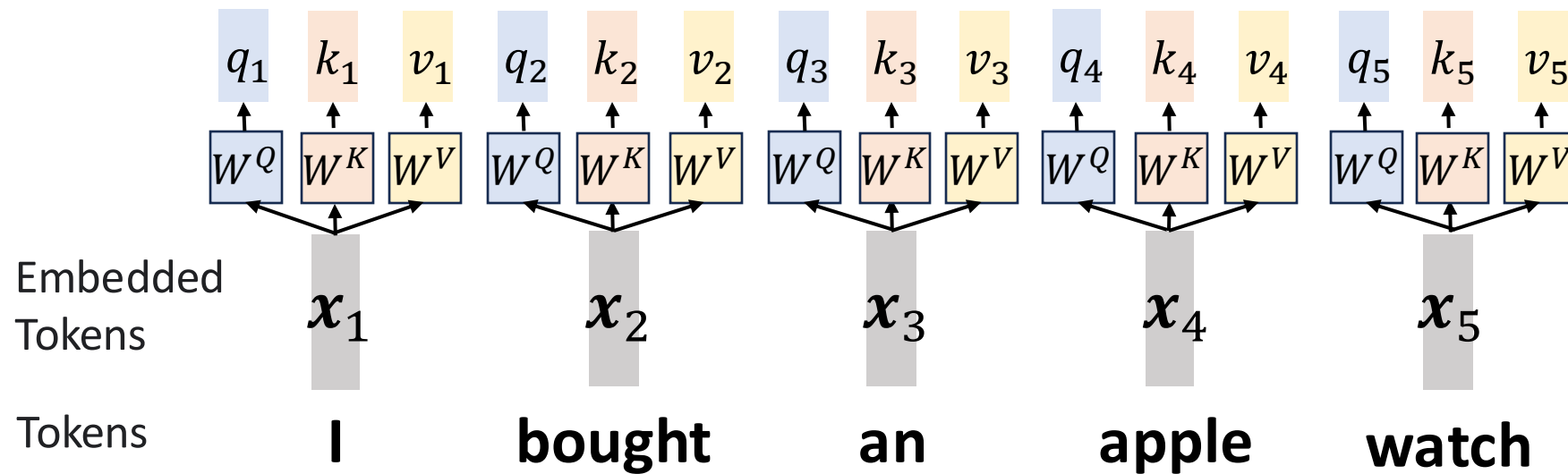
Updated feature $\mathbf{x}'_2 = W^O (\alpha'_{2,1} \mathbf{v}_1 + \alpha'_{2,2} \mathbf{v}_2 + \alpha'_{2,3} \mathbf{v}_3 + \alpha'_{2,4} \mathbf{v}_4 + \alpha'_{2,5} \mathbf{v}_5)$

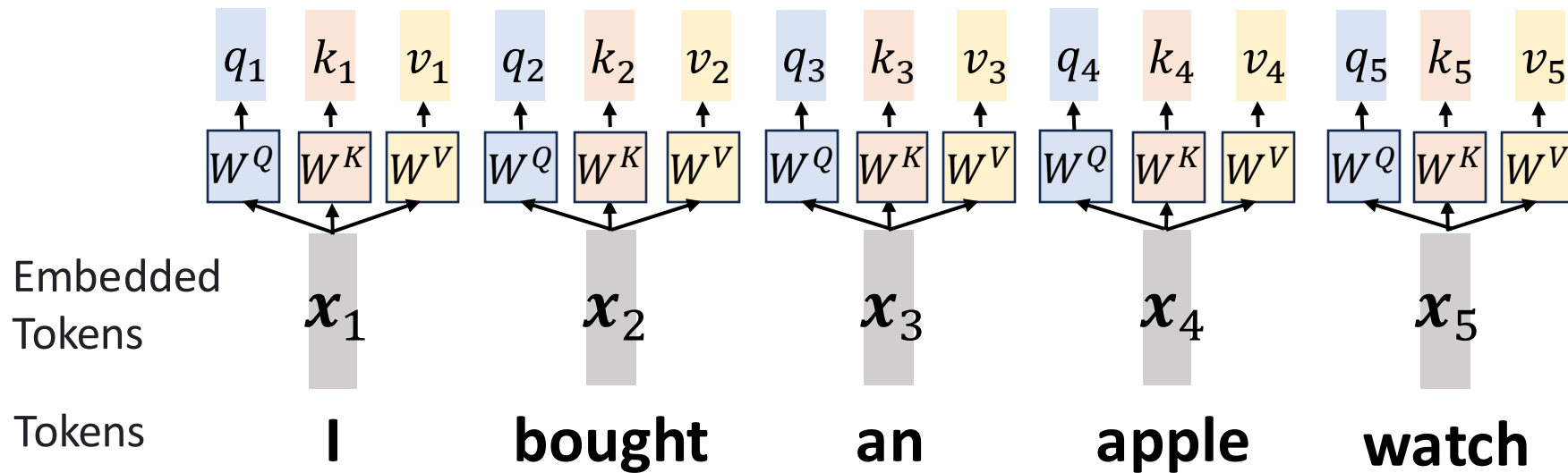
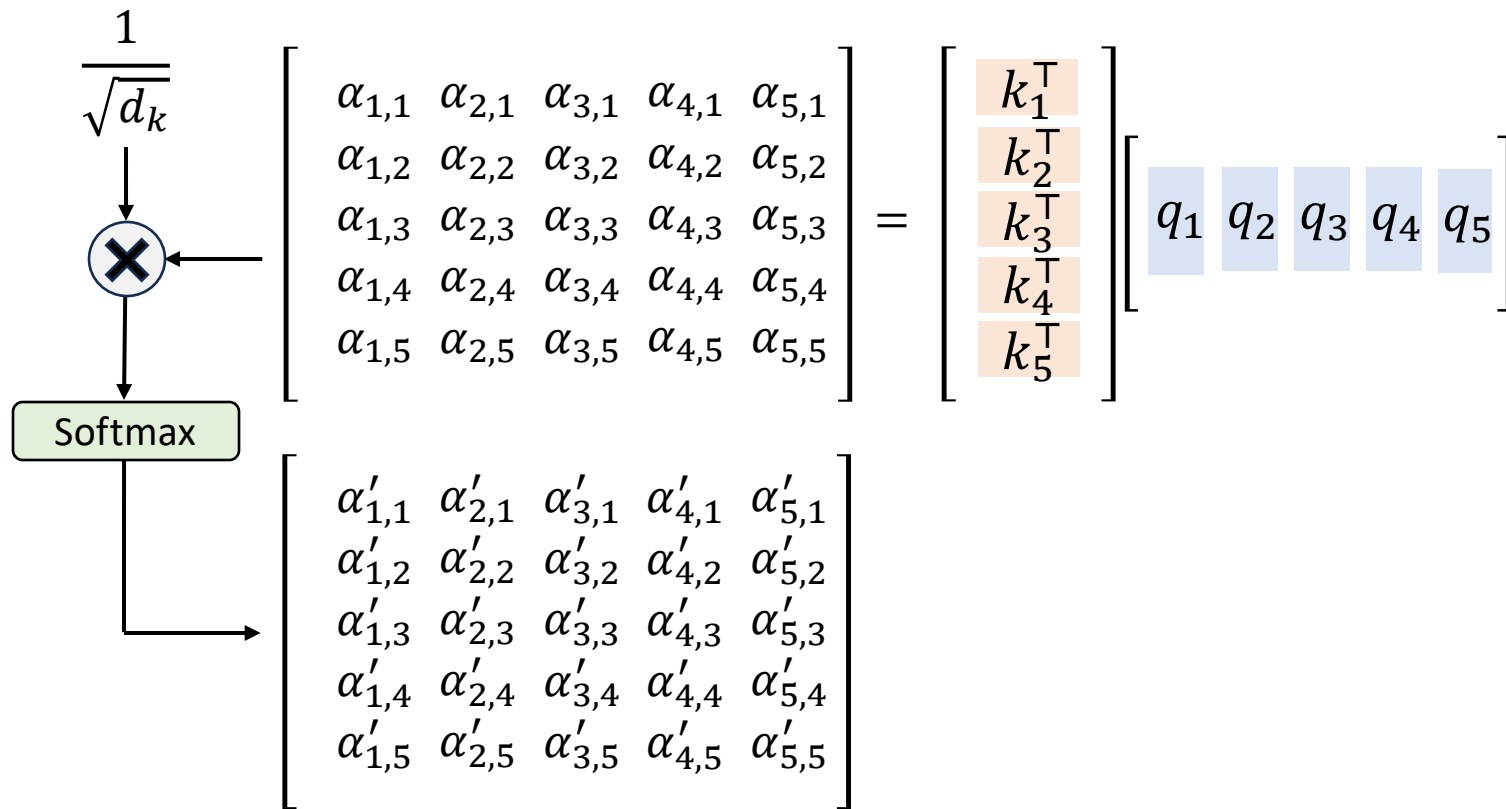


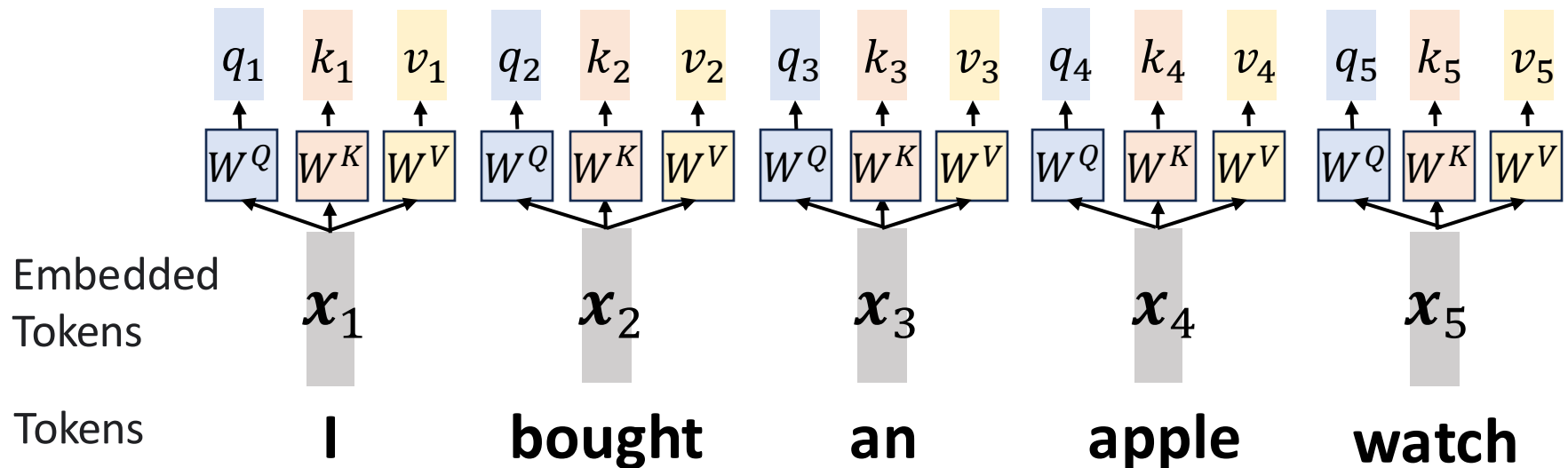
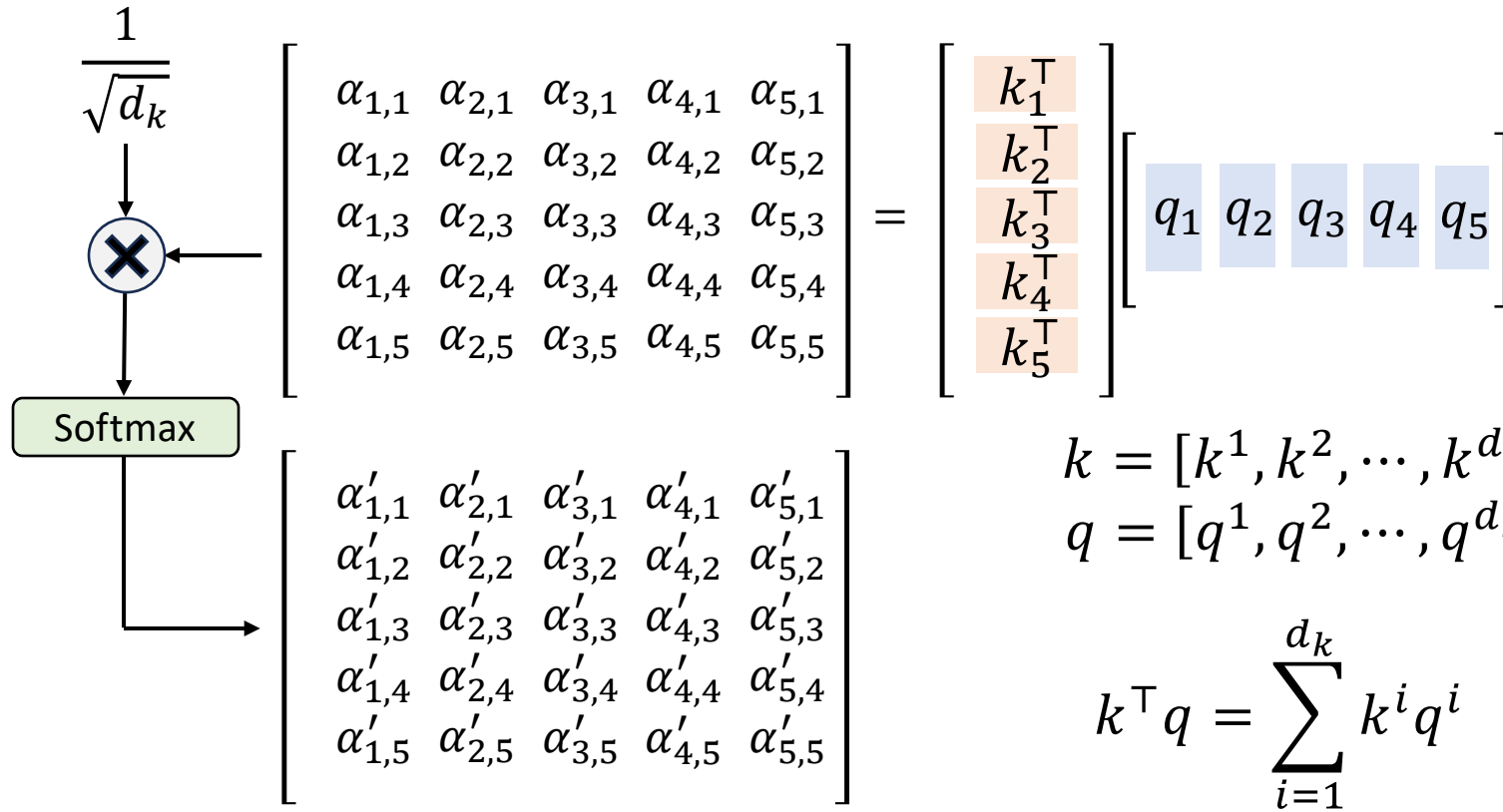
$$\alpha_{1,1} = k_1^T q_1$$
$$\alpha_{1,2} = k_2^T q_1$$
$$\alpha_{1,3} = k_3^T q_1$$
$$\alpha_{1,4} = k_4^T q_1$$
$$\alpha_{1,5} = k_5^T q_1$$

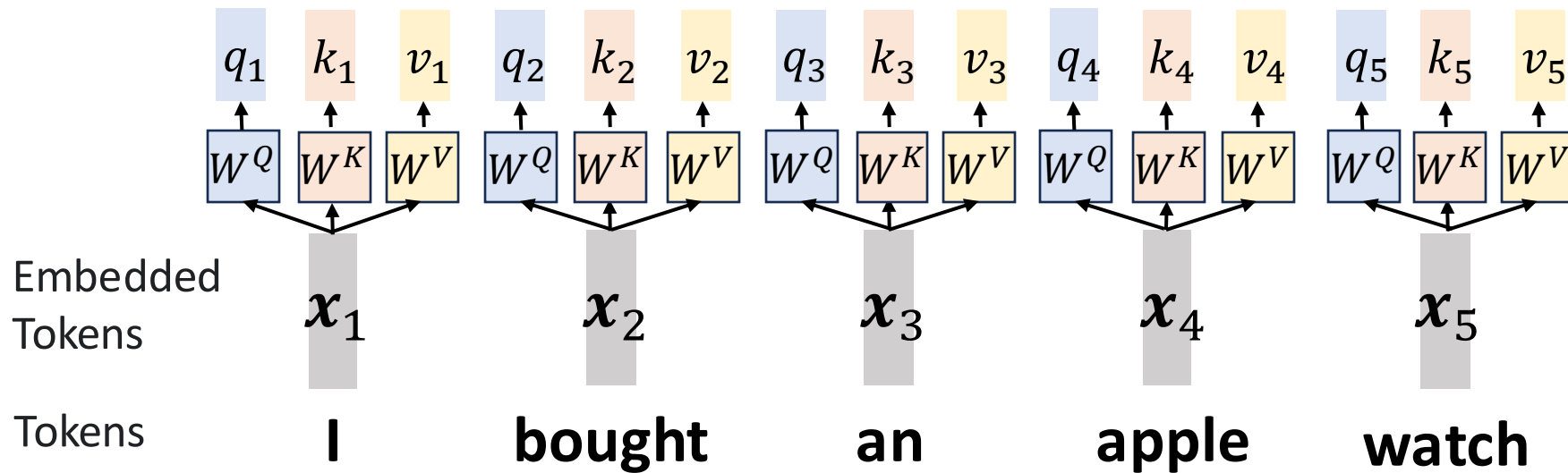
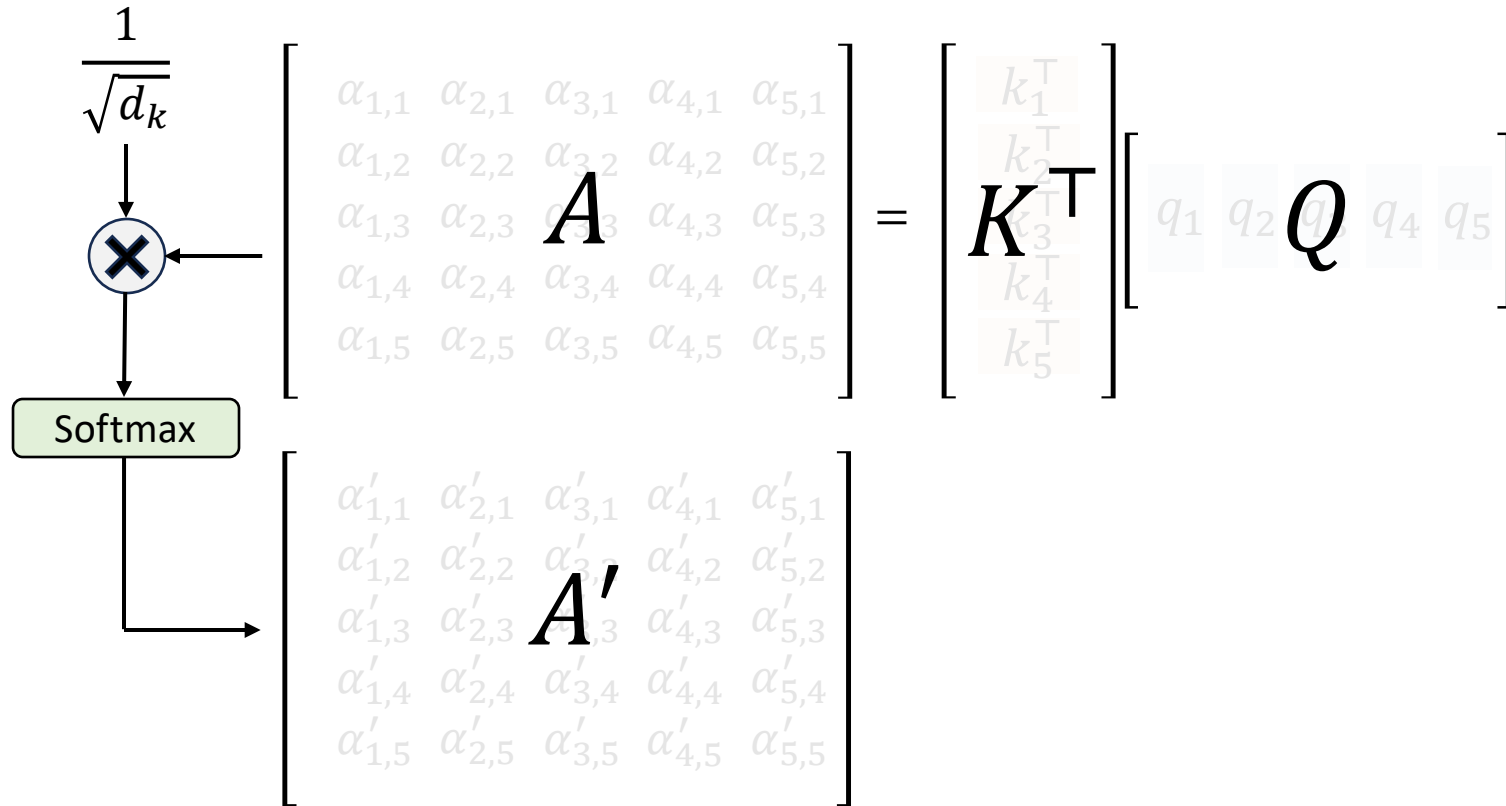


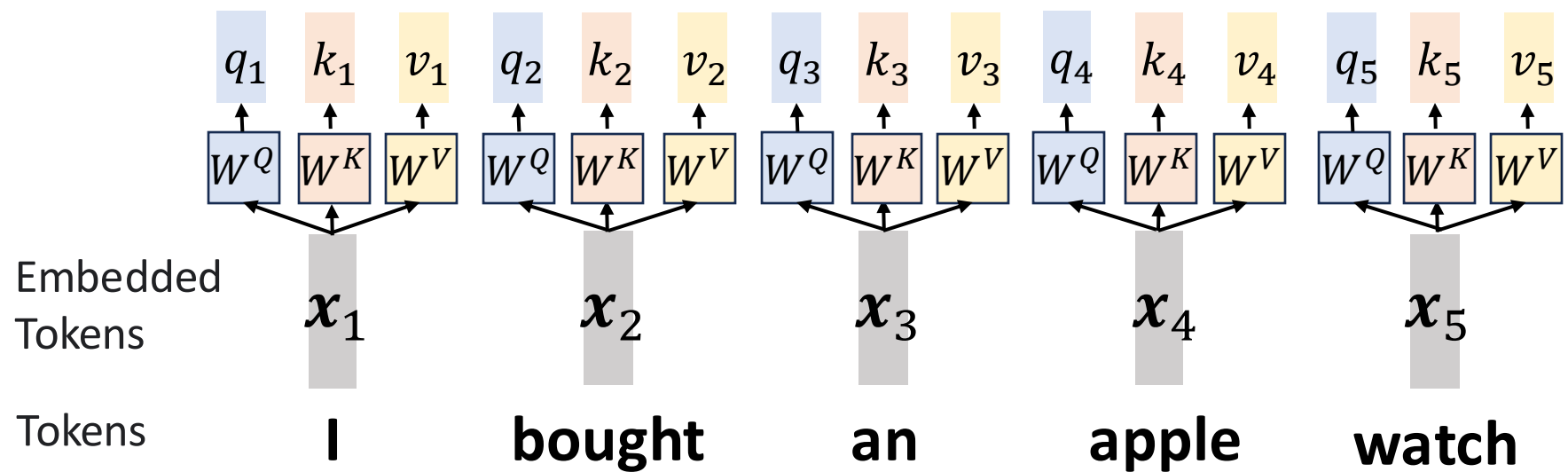
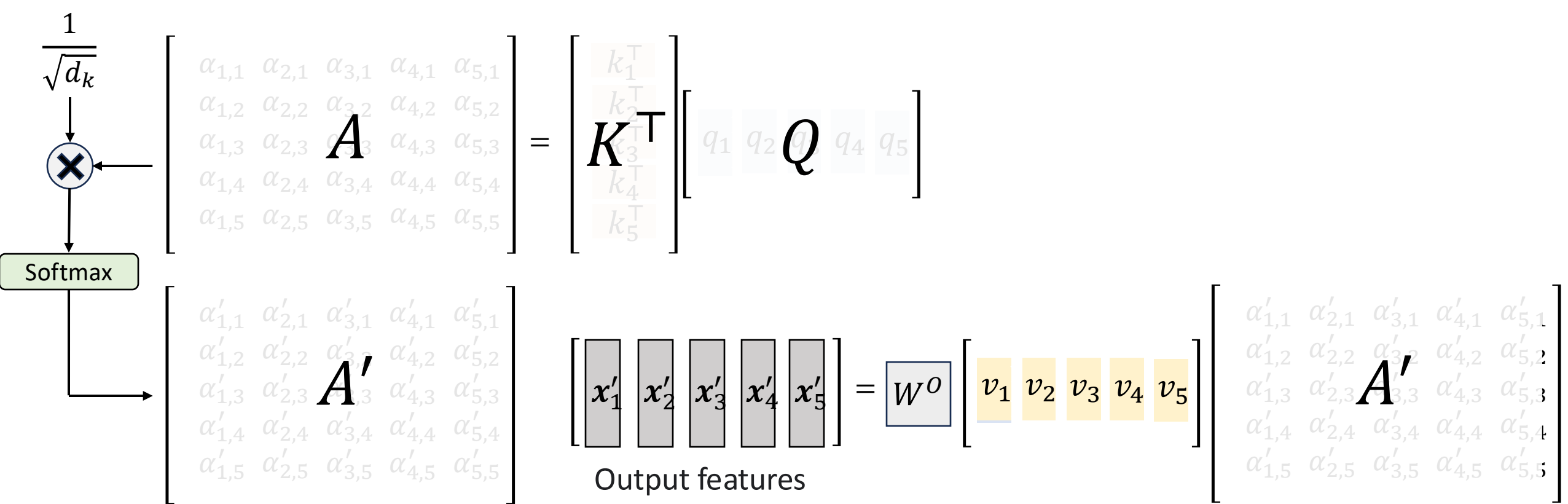
$$\begin{matrix}
 \alpha_{1,1} & \alpha_{2,1} & \alpha_{3,1} & \alpha_{4,1} & \alpha_{5,1} \\
 \alpha_{1,2} & \alpha_{2,2} & \alpha_{3,2} & \alpha_{4,2} & \alpha_{5,2} \\
 \alpha_{1,3} & \alpha_{2,3} & \alpha_{3,3} & \alpha_{4,3} & \alpha_{5,3} \\
 \alpha_{1,4} & \alpha_{2,4} & \alpha_{3,4} & \alpha_{4,4} & \alpha_{5,4} \\
 \alpha_{1,5} & \alpha_{2,5} & \alpha_{3,5} & \alpha_{4,5} & \alpha_{5,5}
 \end{matrix}
 =
 \begin{bmatrix}
 k_1^T \\
 k_2^T \\
 k_3^T \\
 k_4^T \\
 k_5^T
 \end{bmatrix}
 \begin{matrix}
 q_1 & q_2 & q_3 & q_4 & q_5
 \end{matrix}$$

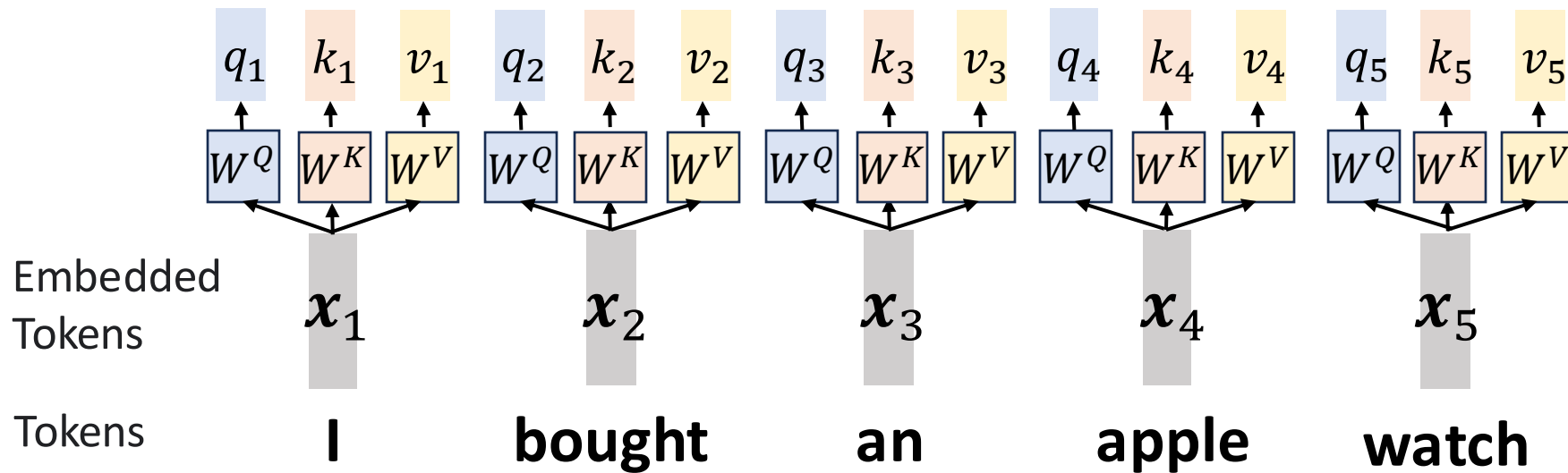
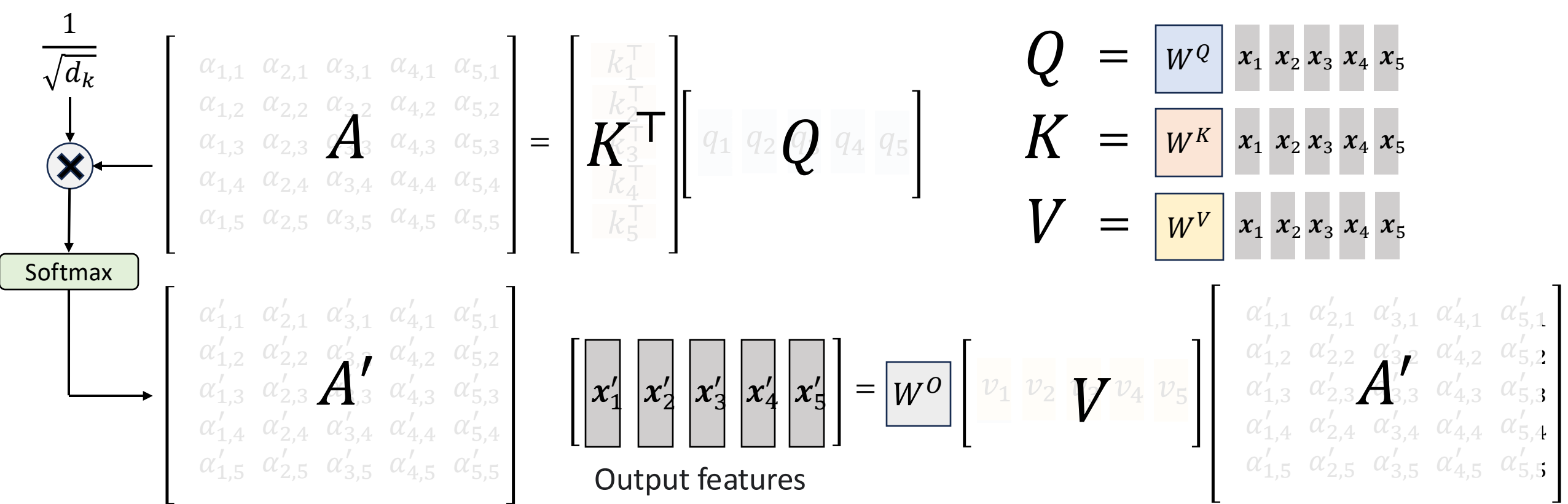










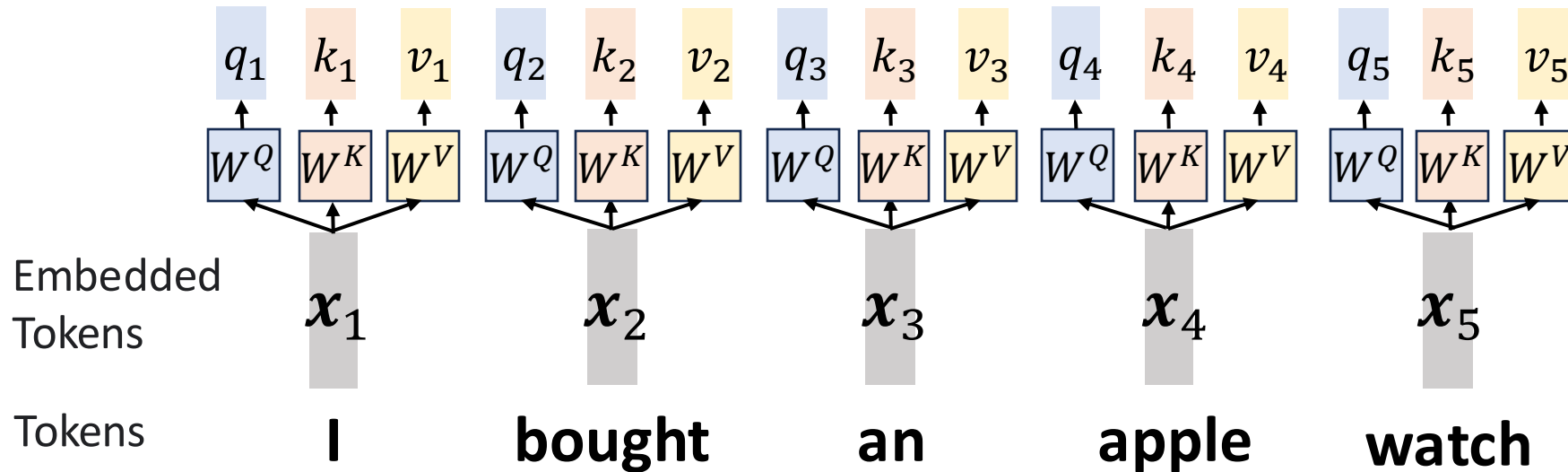




Single-head attention

$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^T Q}{\sqrt{d_k}}\right)$$

$$Q = W^Q \begin{matrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{matrix}$$
$$K = W^K \begin{matrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{matrix}$$
$$V = W^V \begin{matrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{matrix}$$



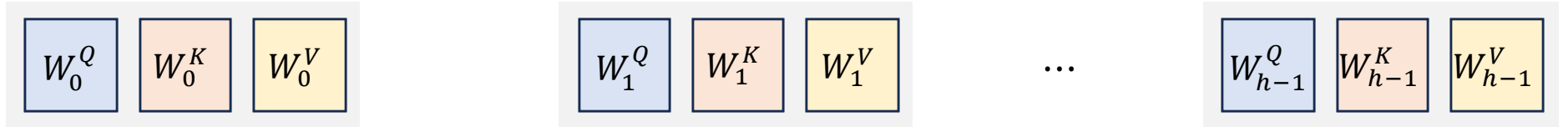
Single-head attention

$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^\top Q}{\sqrt{d_k}}\right)$$

$$Q = W^Q \begin{matrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{matrix}$$

$$K = W^K \begin{matrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{matrix}$$

$$V = W^V \begin{matrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{matrix}$$



$$W_i^Q \in R^{d_k \times d}$$

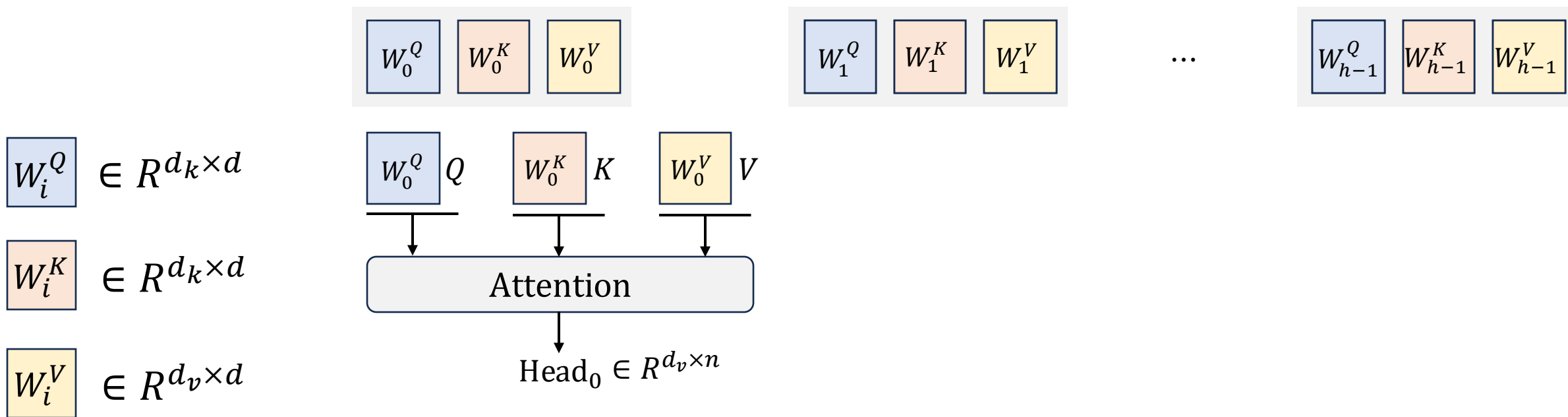
$$W_i^K \in R^{d_k \times d}$$

$$W_i^V \in R^{d_v \times d}$$

Single-head attention

$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^\top Q}{\sqrt{d_k}}\right)$$

$$Q = W^Q \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$
$$K = W^K \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$
$$V = W^V \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$



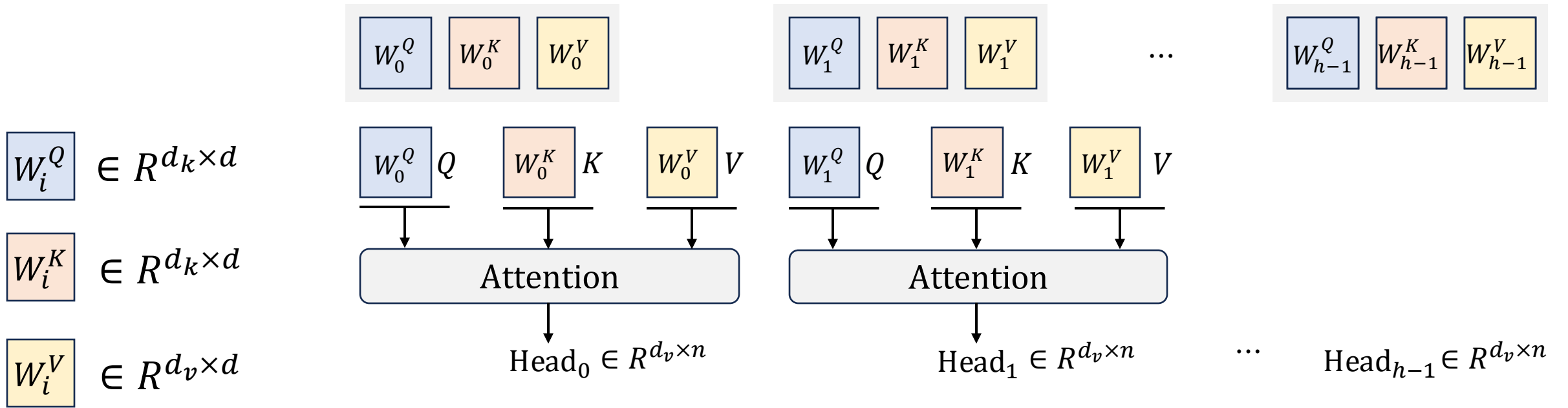
Single-head attention

$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^\top Q}{\sqrt{d_k}}\right)$$

$$Q = W^Q \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

$$K = W^K \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

$$V = W^V \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$



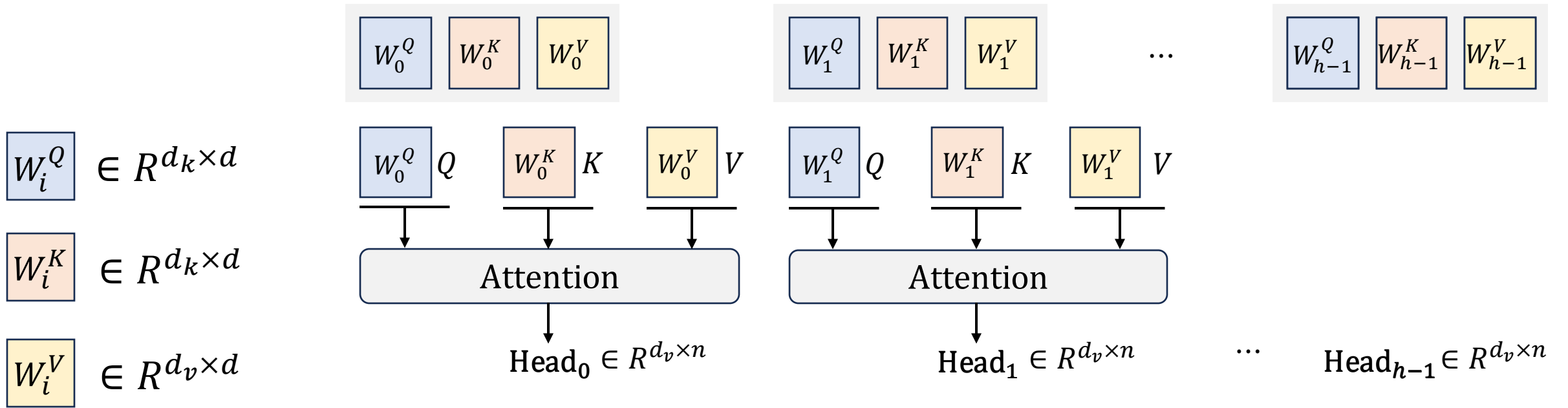
Single-head attention

$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^\top Q}{\sqrt{d_k}}\right)$$

$$Q = W^Q \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

$$K = W^K \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

$$V = W^V \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$



Single-head attention

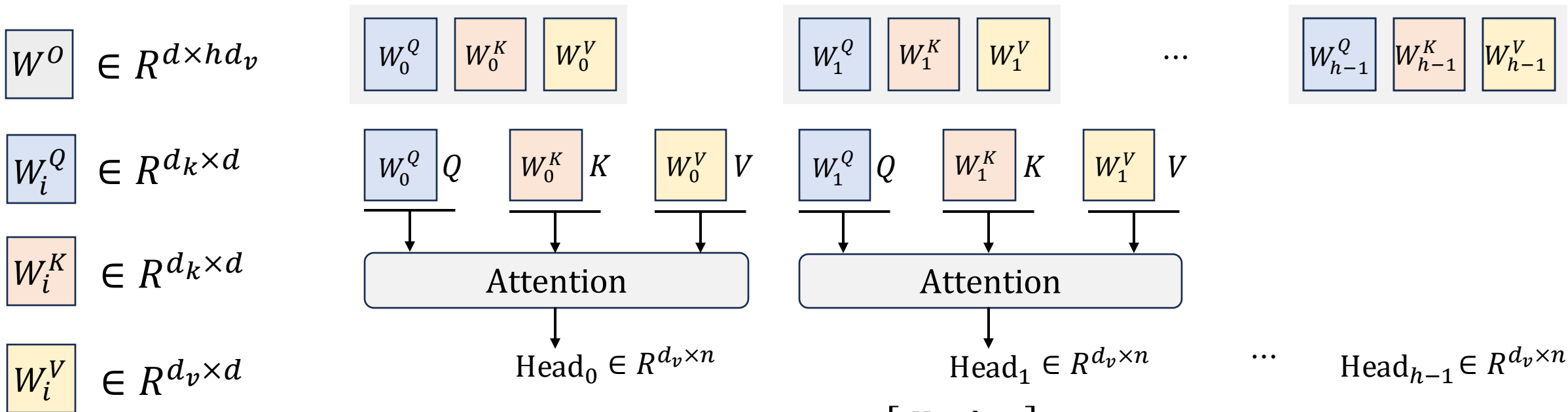
$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^T Q}{\sqrt{d_k}}\right)$$

$$Q = W^Q \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

$$K = W^K \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

$$V = W^V \begin{bmatrix} x_1 & x_2 & x_3 & x_4 & x_5 \end{bmatrix}$$

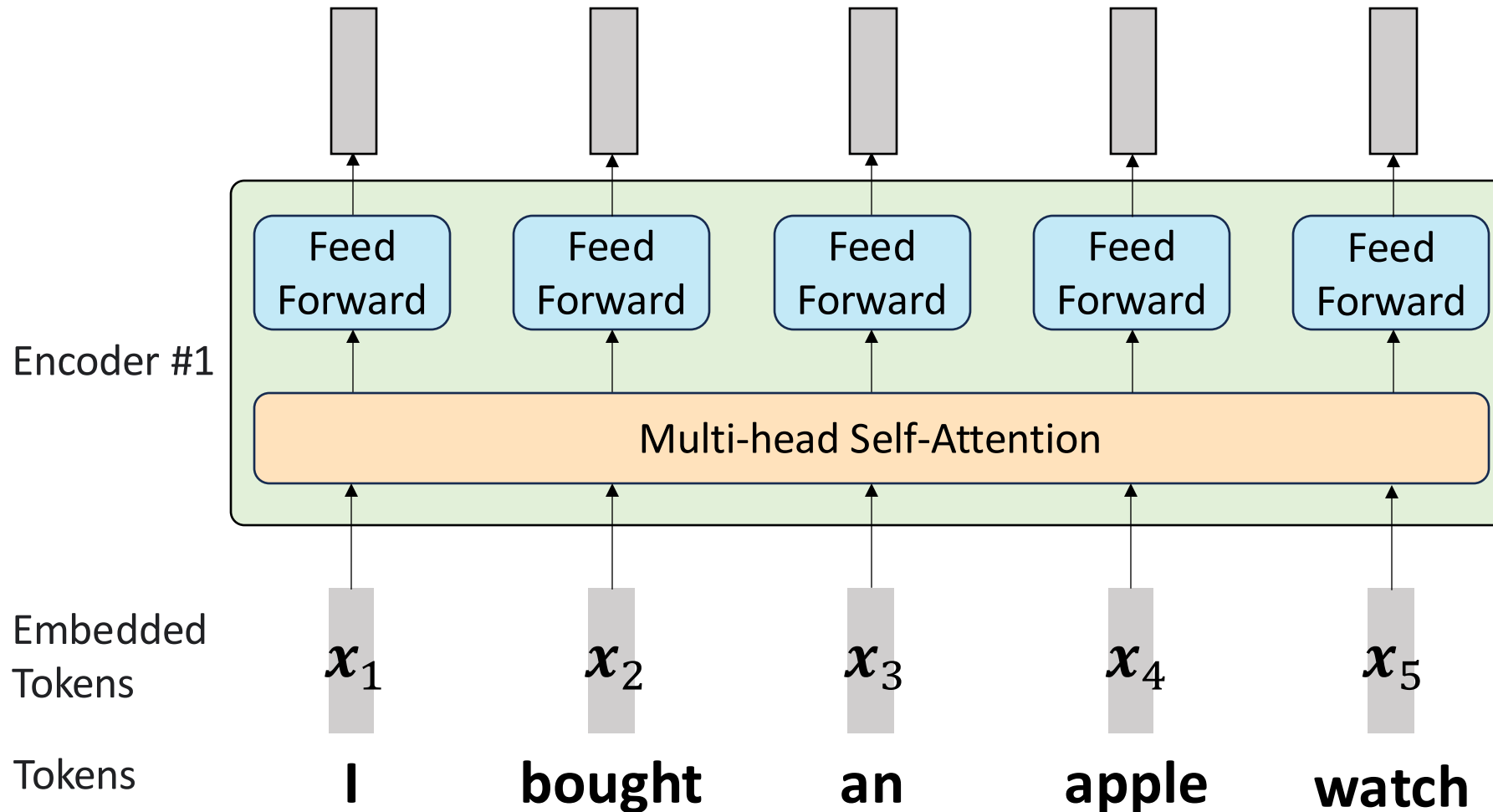
Multi-head attention



$$\text{MultiHeadedAttention}(Q, K, V) = W^O \begin{bmatrix} \text{Head}_0 \\ \text{Head}_1 \\ \vdots \\ \text{Head}_{h-1} \end{bmatrix}$$

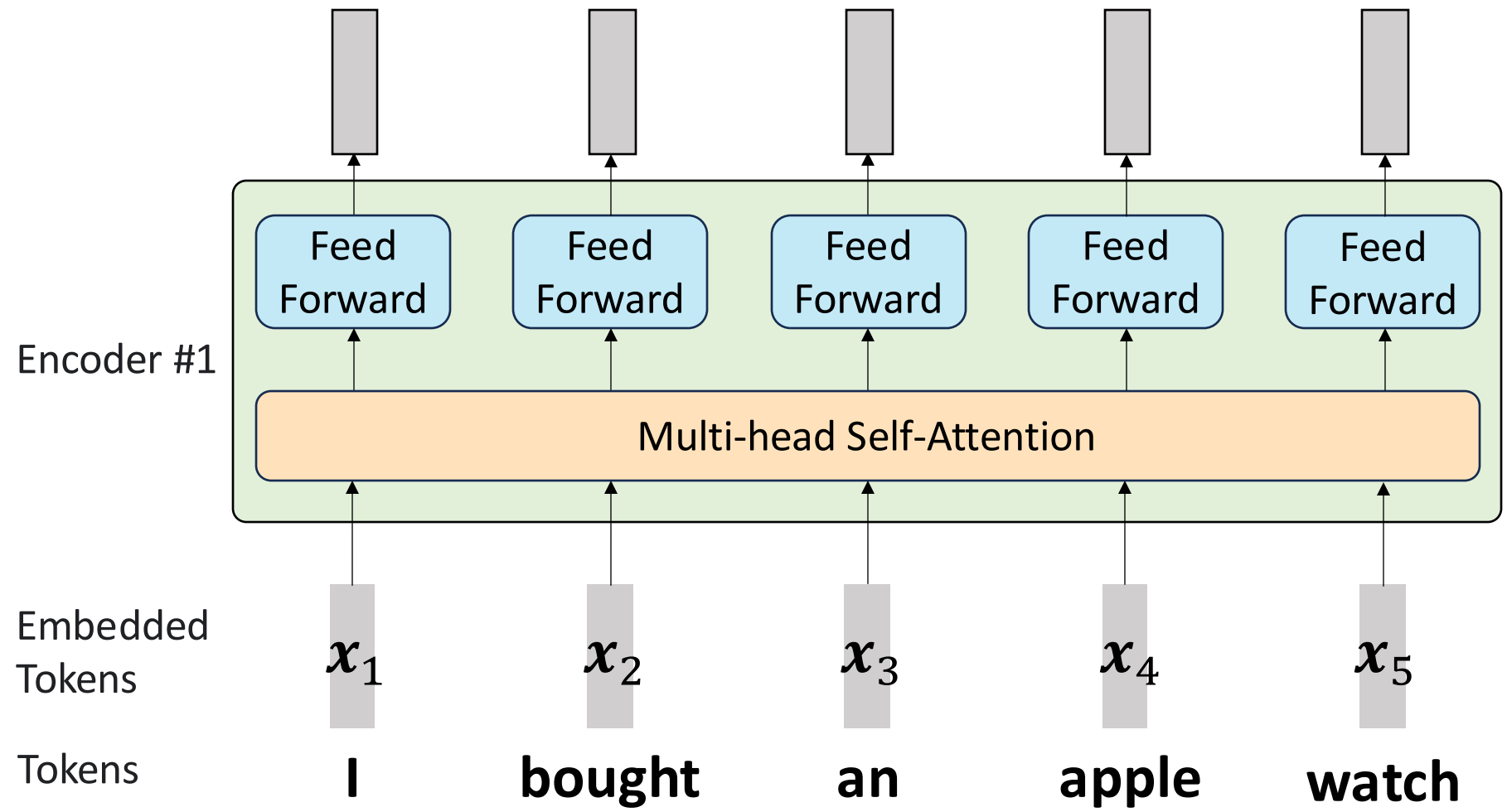
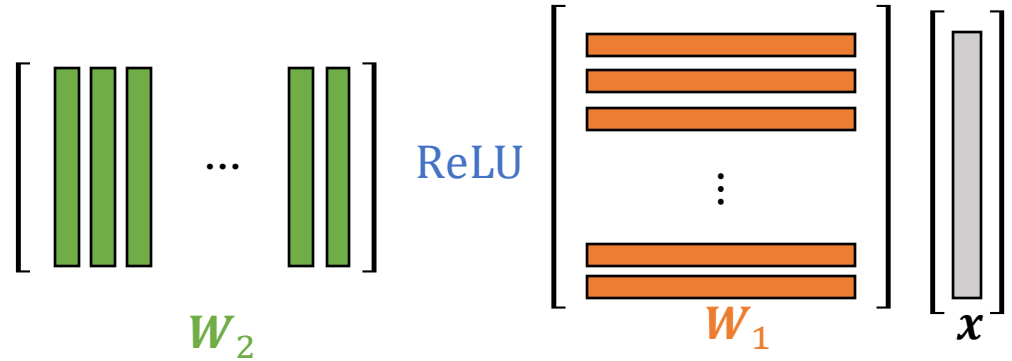
Feed Forward Network (FFN)

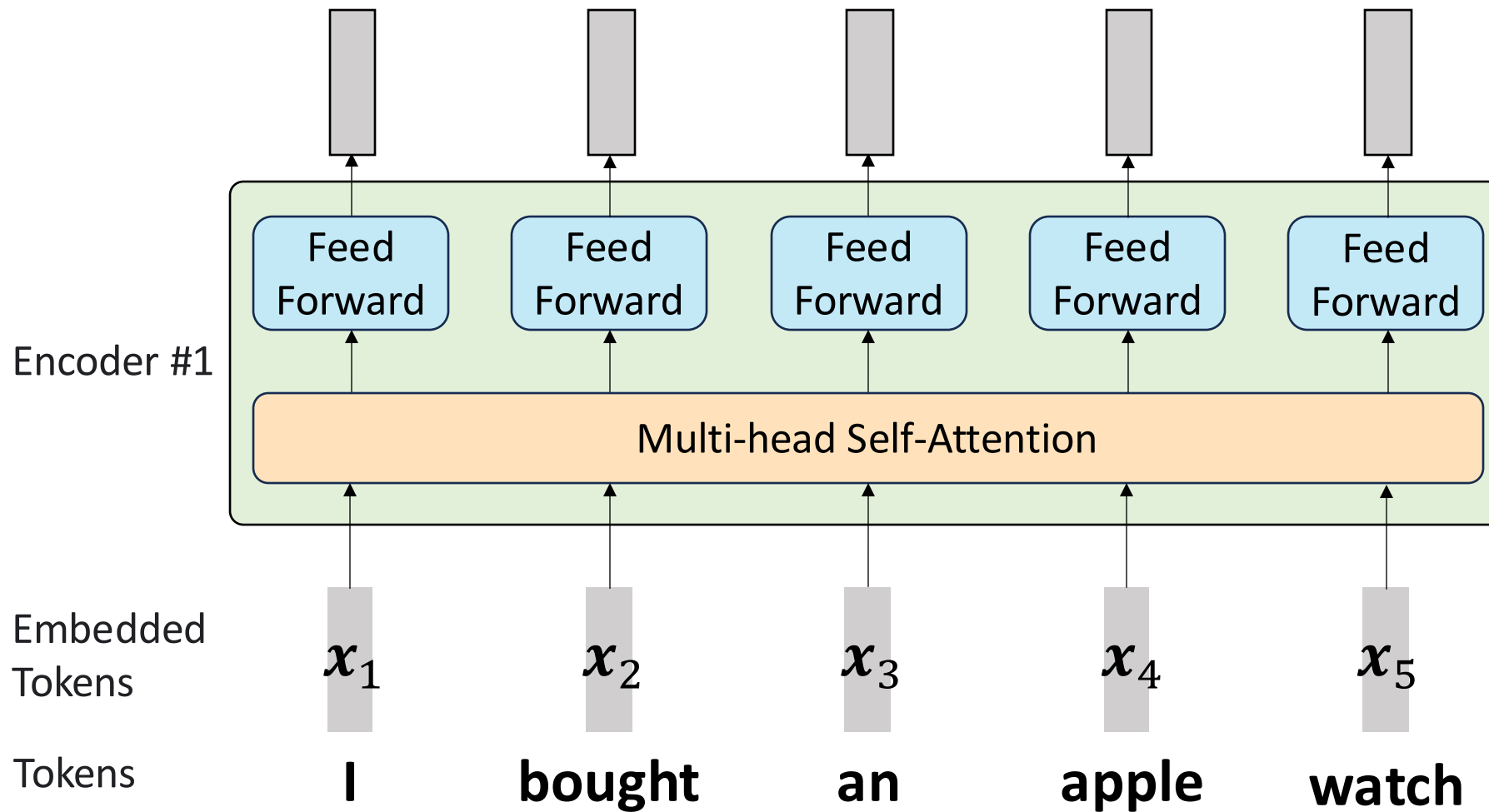
$$FFN(\mathbf{x}) = \mathbf{W}_2 \text{ReLU}(\mathbf{W}_1 \mathbf{x} + \mathbf{b}_1) + \mathbf{b}_2$$

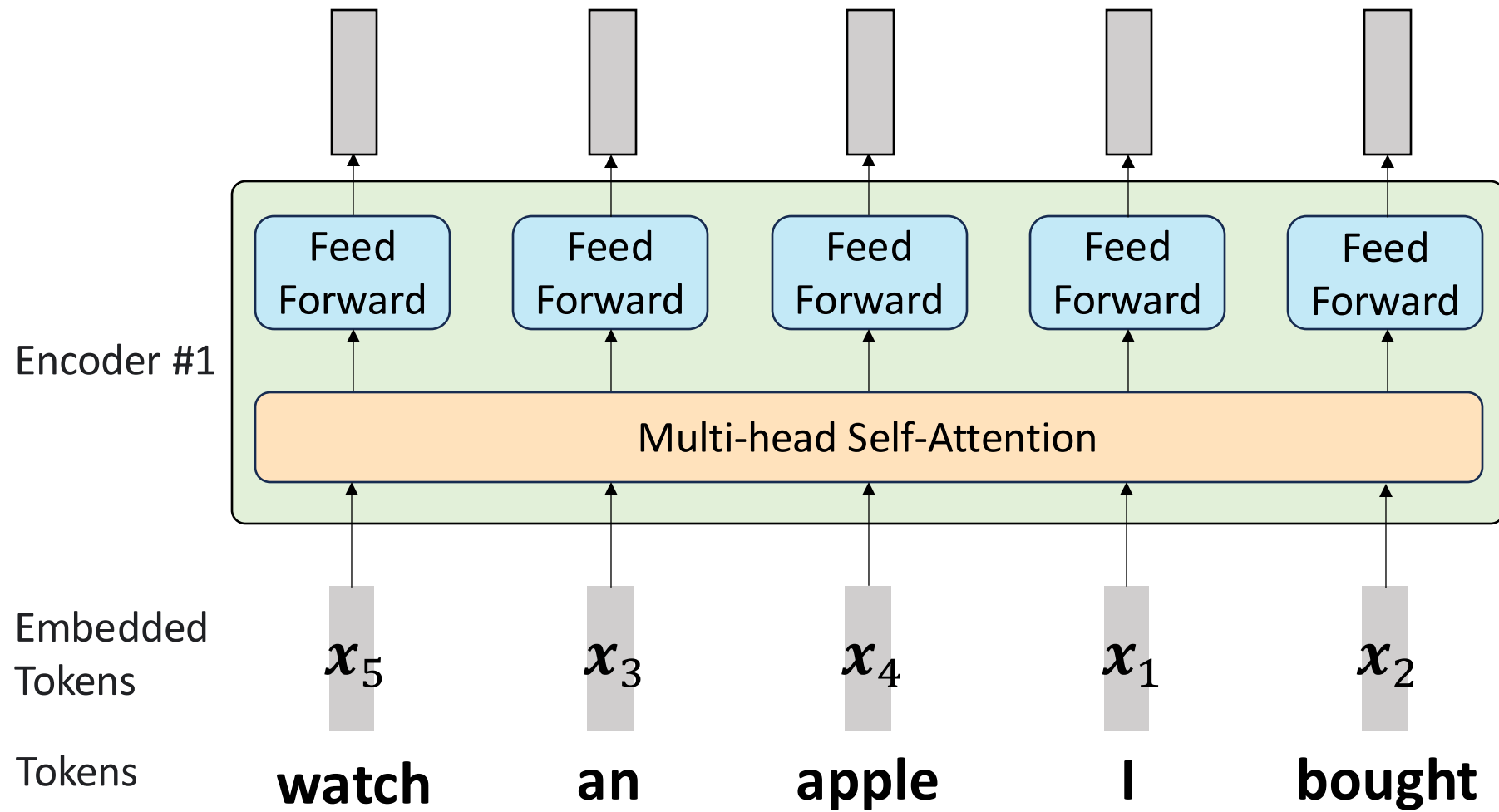


Feed Forward Network (FFN)

$$FFN(x) = W_2 \text{ReLU}(W_1 x + b_1) + b_2$$

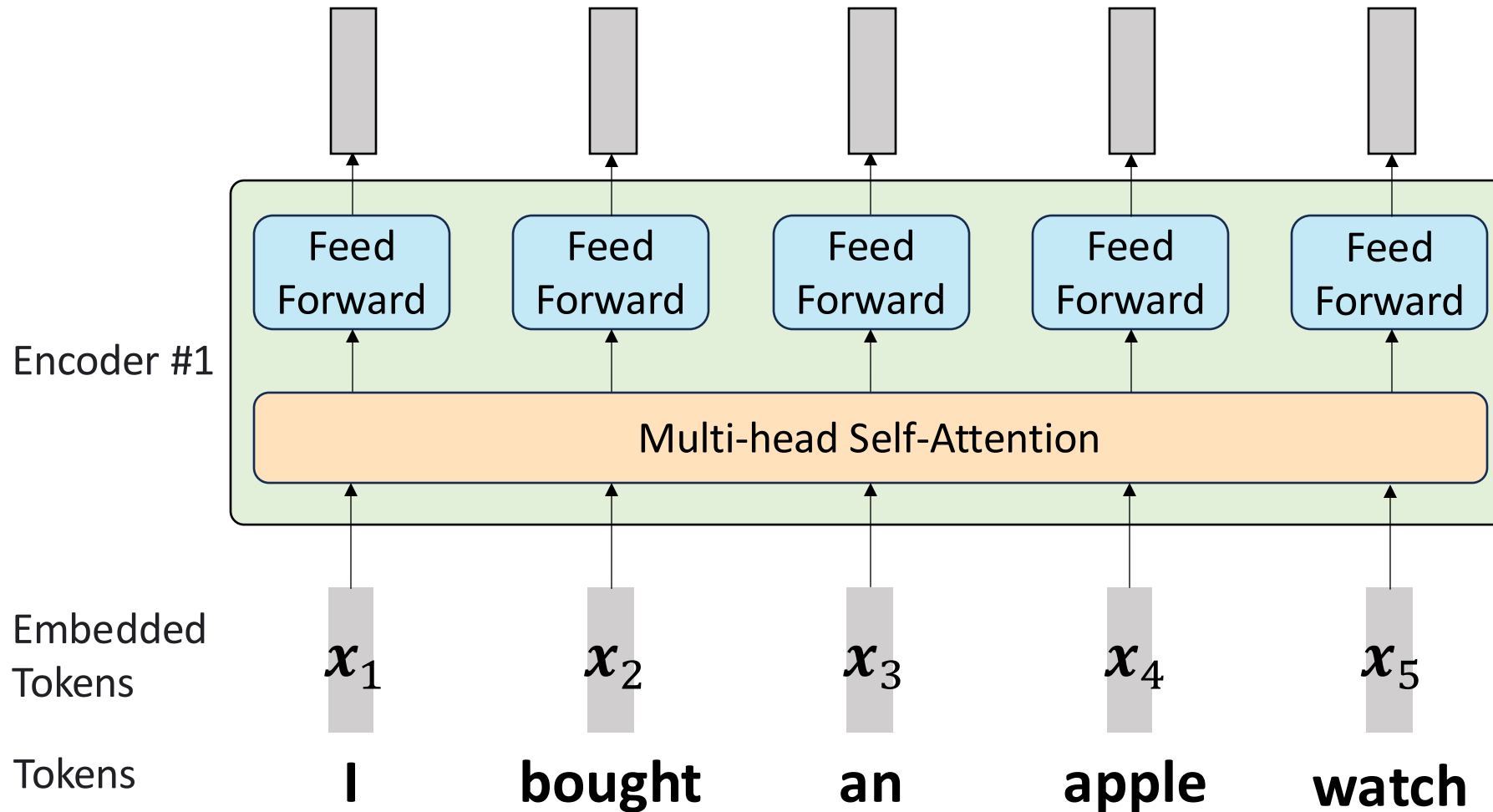








Positional encoding



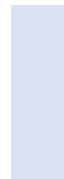
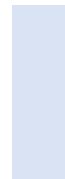
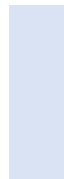
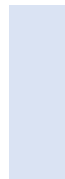


Positional encoding

Position k	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Dimension 2^3	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	← Slow oscillating
2^2	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	
2^1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	
2^0	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	← Fast oscillating

Positional embedding

d



Embedded Tokens

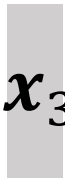
d



x_1



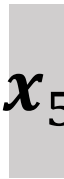
x_2



x_3



x_4



x_5

Tokens

I

bought

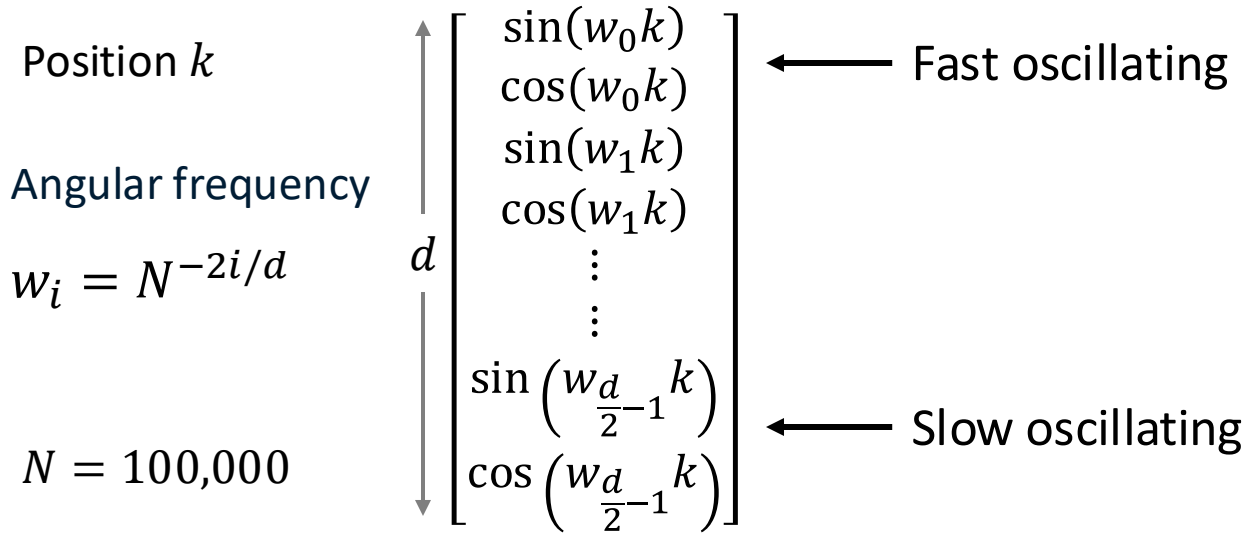
an

apple

watch

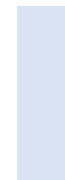
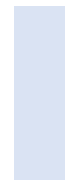
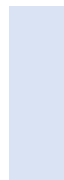
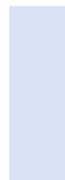


Positional encoding



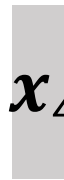
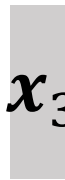
Positional embedding

d



Embedded Tokens

d



Tokens

I

bought

an

apple

watch



Positional encoding

Position k

Angular frequency

$$w_i = N^{-2i/d}$$

$$N = 100,000$$

$$\begin{bmatrix}
 \sin(w_0 k) \\
 \cos(w_0 k) \\
 \sin(w_1 k) \\
 \cos(w_1 k) \\
 \vdots \\
 \vdots \\
 \sin\left(w_{\frac{d}{2}-1} k\right) \\
 \cos\left(w_{\frac{d}{2}-1} k\right)
 \end{bmatrix}$$



Normalized Range



Unique identifier, unlimited length

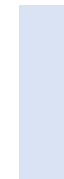
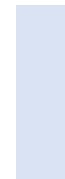
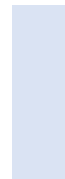
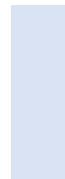


Relative positions as linear transform

$$\begin{bmatrix}
 \sin(w_i(k + \Delta k)) \\
 \cos(w_i(k + \Delta k))
 \end{bmatrix}
 =
 \begin{bmatrix}
 \sin(w_i k) \cos(w_i \Delta k) + \cos(w_i k) \sin(w_i \Delta k) \\
 \cos(w_i k) \cos(w_i \Delta k) - \sin(w_i k) \sin(w_i \Delta k)
 \end{bmatrix}$$

Positional embedding

d



Embedded Tokens

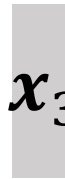
d



x_1



x_2



x_3



x_4



x_5

Tokens

I

bought

an

apple

watch



Positional encoding

Position k

Angular frequency

$$w_i = N^{-2i/d}$$

$$N = 100,000$$

$$\begin{matrix} \uparrow \\ d \\ \downarrow \end{matrix}
 \begin{bmatrix} \sin(w_0 k) \\ \cos(w_0 k) \\ \sin(w_1 k) \\ \cos(w_1 k) \\ \vdots \\ \vdots \\ \sin(w_{\frac{d}{2}-1} k) \\ \cos(w_{\frac{d}{2}-1} k) \end{bmatrix}$$



Normalized Range



Unique identifier, unlimited length



Relative positions as linear transform

$$\begin{bmatrix} \sin(w_i(k + \Delta k)) \\ \cos(w_i(k + \Delta k)) \end{bmatrix} = \begin{bmatrix} \sin(w_i k) \cos(w_i \Delta k) + \cos(w_i k) \sin(w_i \Delta k) \\ \cos(w_i k) \cos(w_i \Delta k) - \sin(w_i k) \sin(w_i \Delta k) \end{bmatrix}$$

$$= \begin{bmatrix} \cos(w_i \Delta k) & \sin(w_i \Delta k) \\ -\sin(w_i \Delta k) & \cos(w_i \Delta k) \end{bmatrix} \begin{bmatrix} \sin(w_i k) \\ \cos(w_i k) \end{bmatrix}$$

Positional embedding

d

P_1

P_2

P_3

P_4

P_5

$$P_{k+\Delta k} = M P_k$$

Embedded Tokens

d

x_1

x_2

x_3

x_4

x_5

Tokens

I

bought

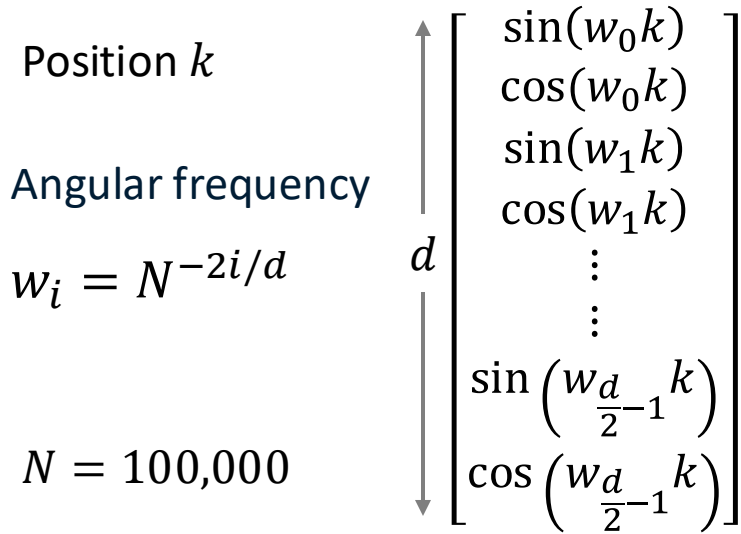
an

apple

watch



Positional encoding



Sinusoidal positional encoding

Relative positional encoding

KERPLE

RoPE

CoPE

NoPE

YaRN

FIRE

Positional embedding

d

P_1

P_2

P_3

P_4

P_5

Embedded Tokens

d

x_1

x_2

x_3

x_4

x_5

Tokens

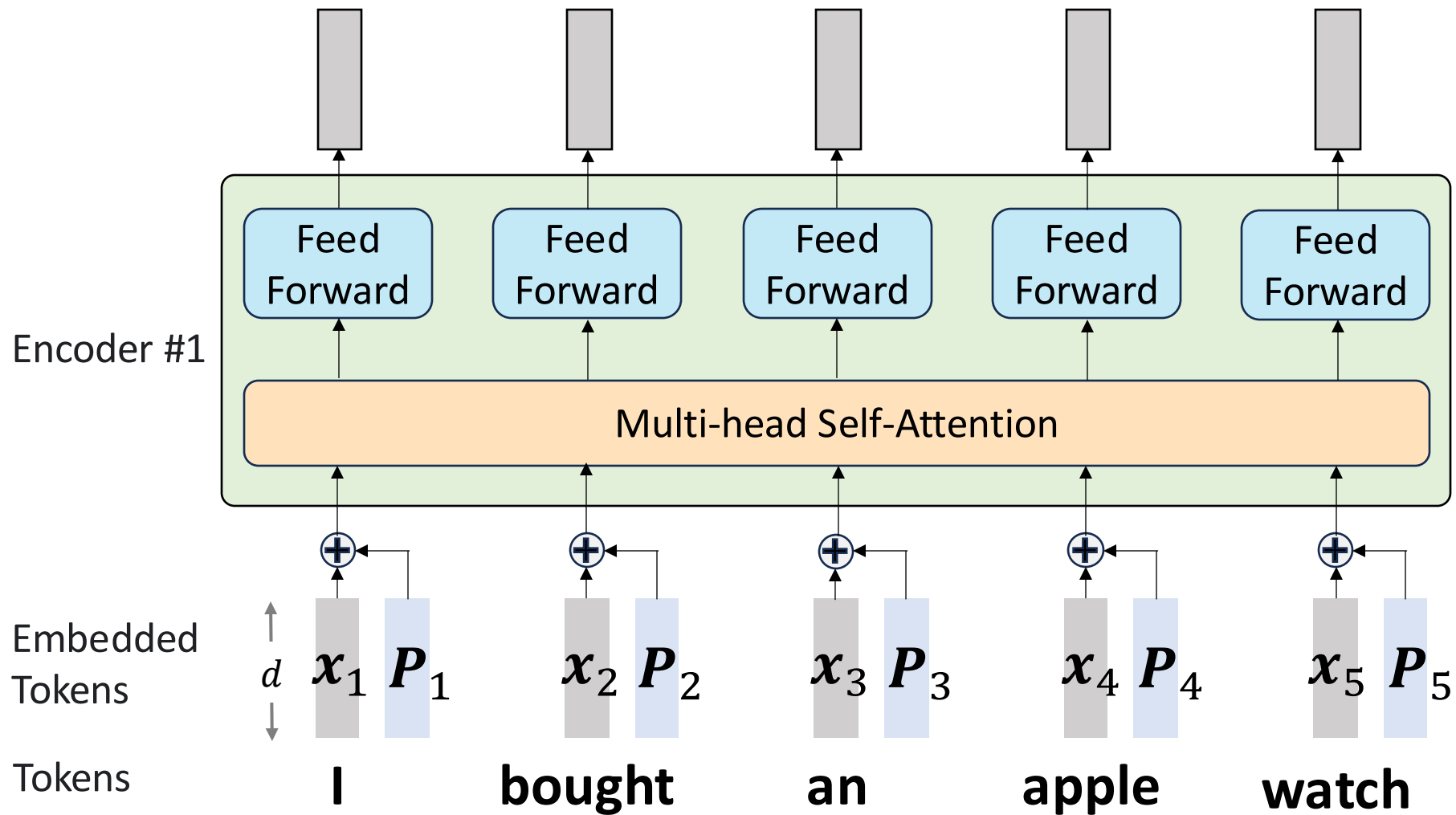
I

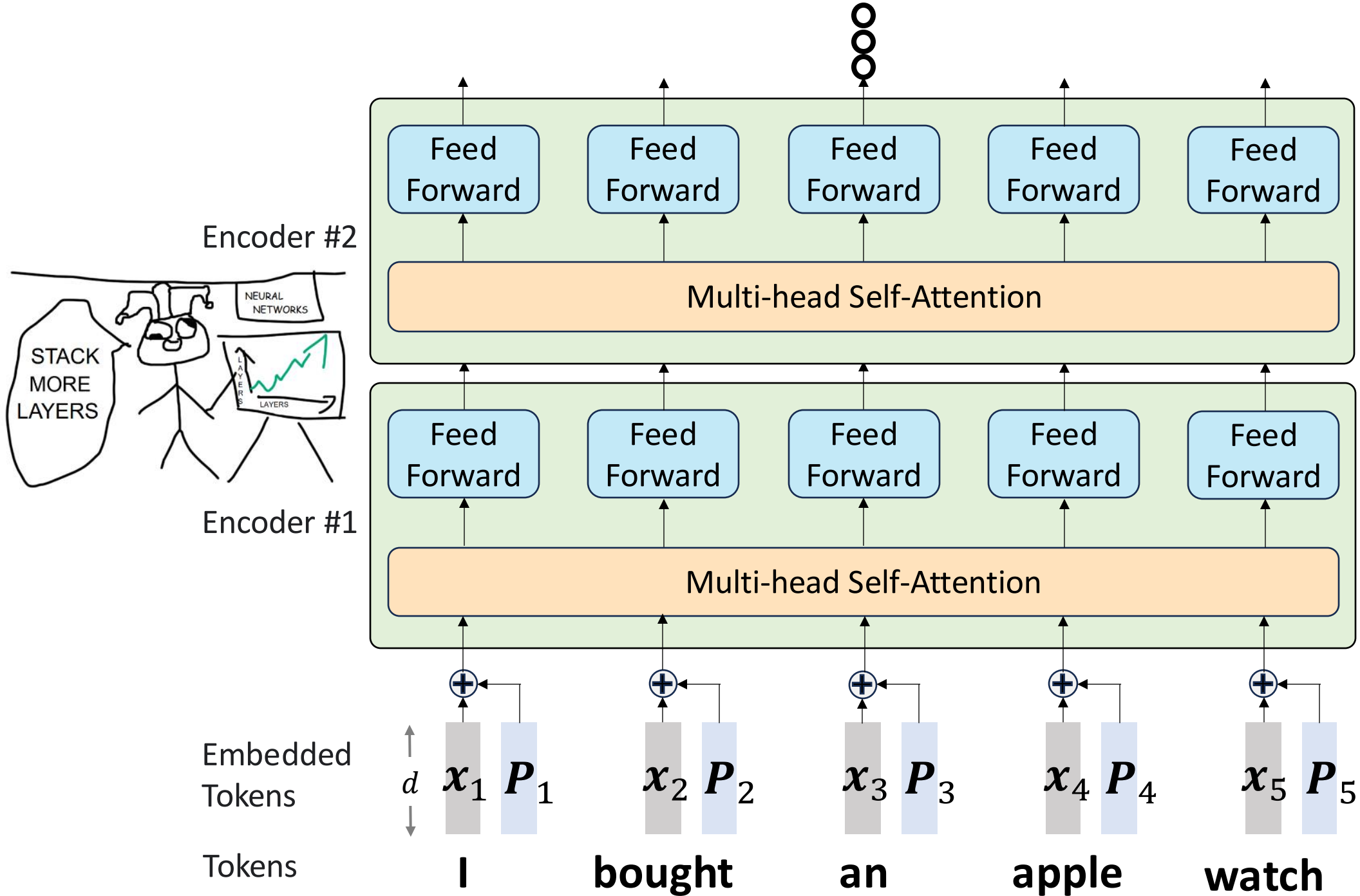
bought

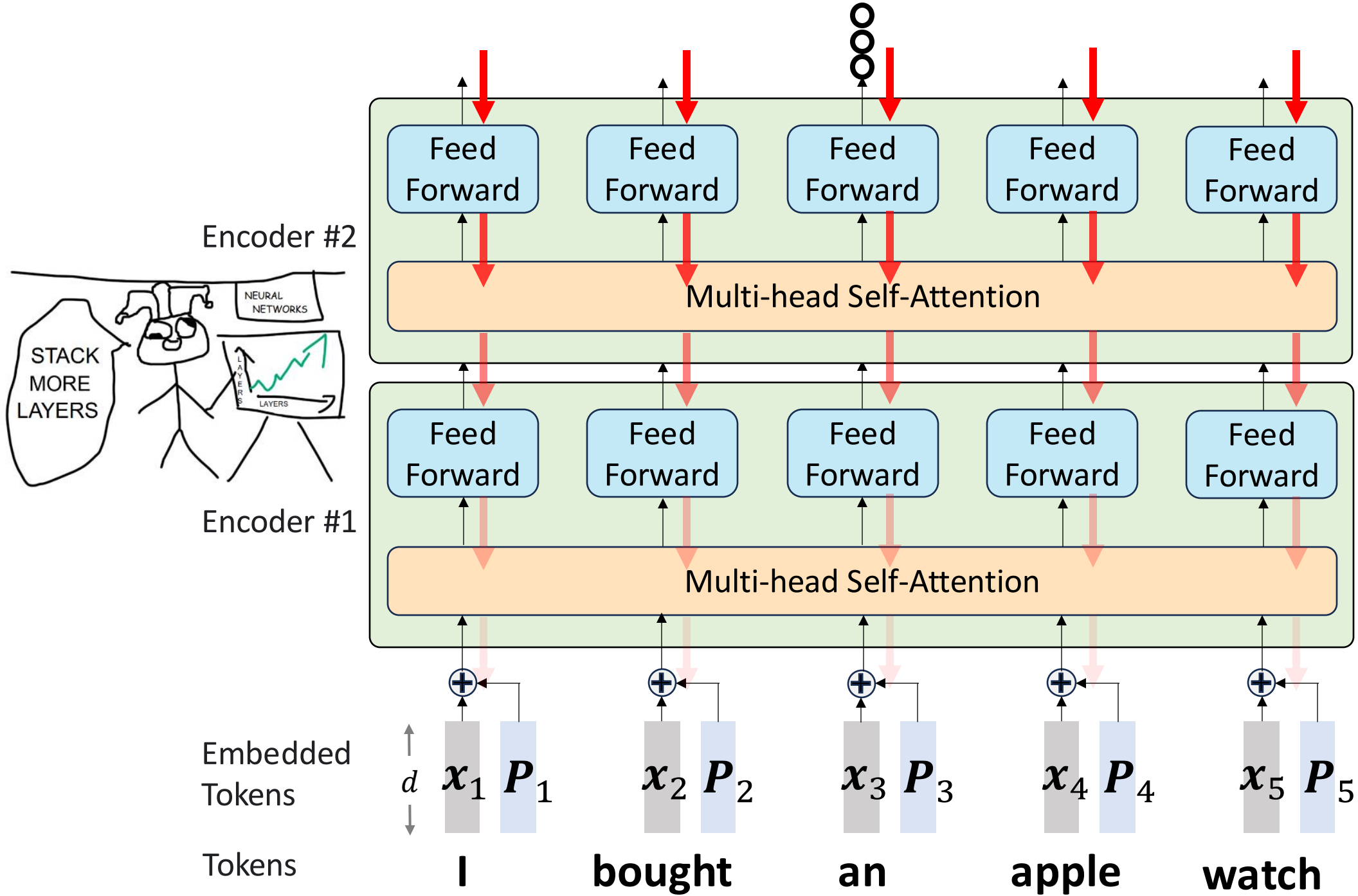
an

apple

watch

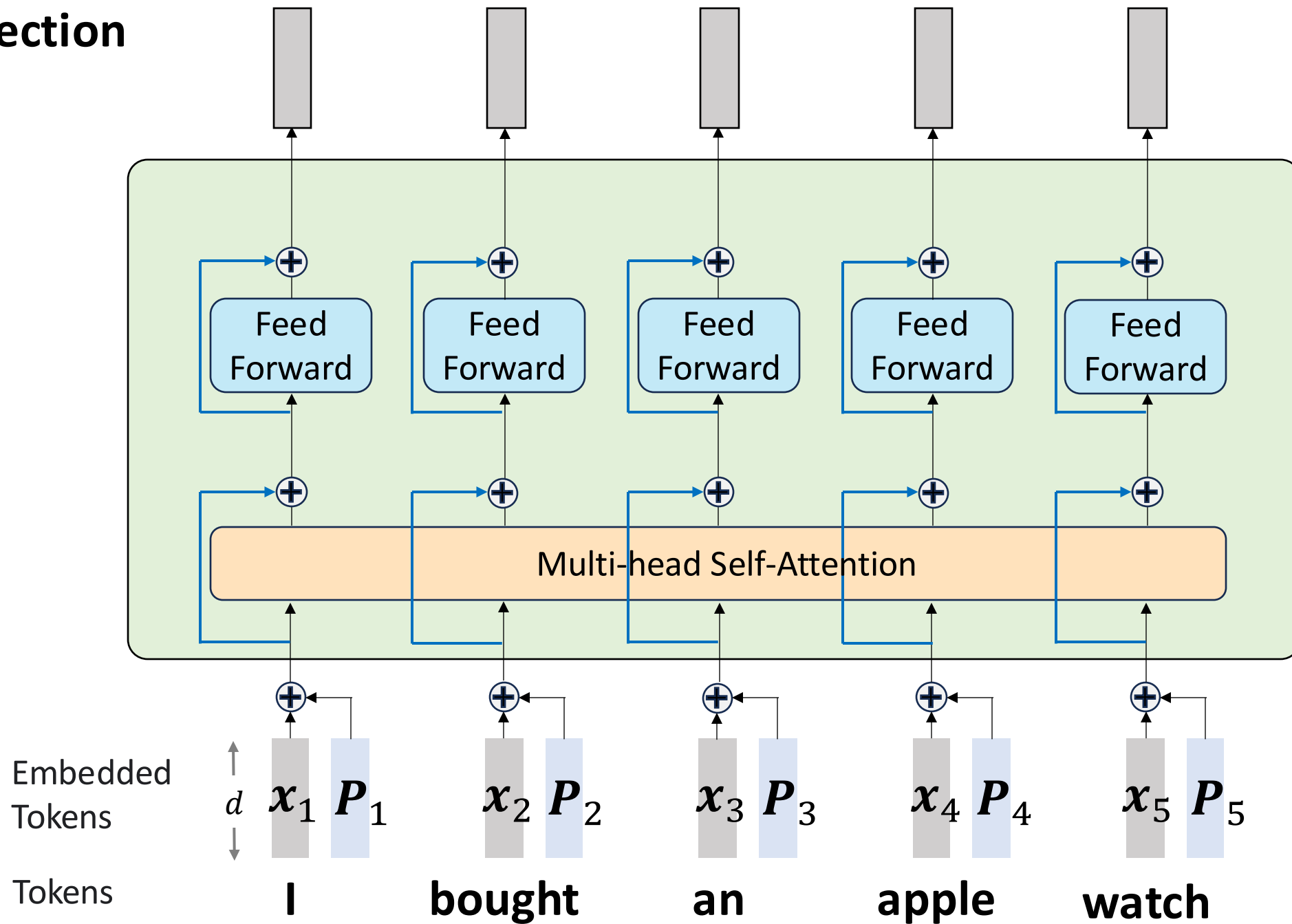






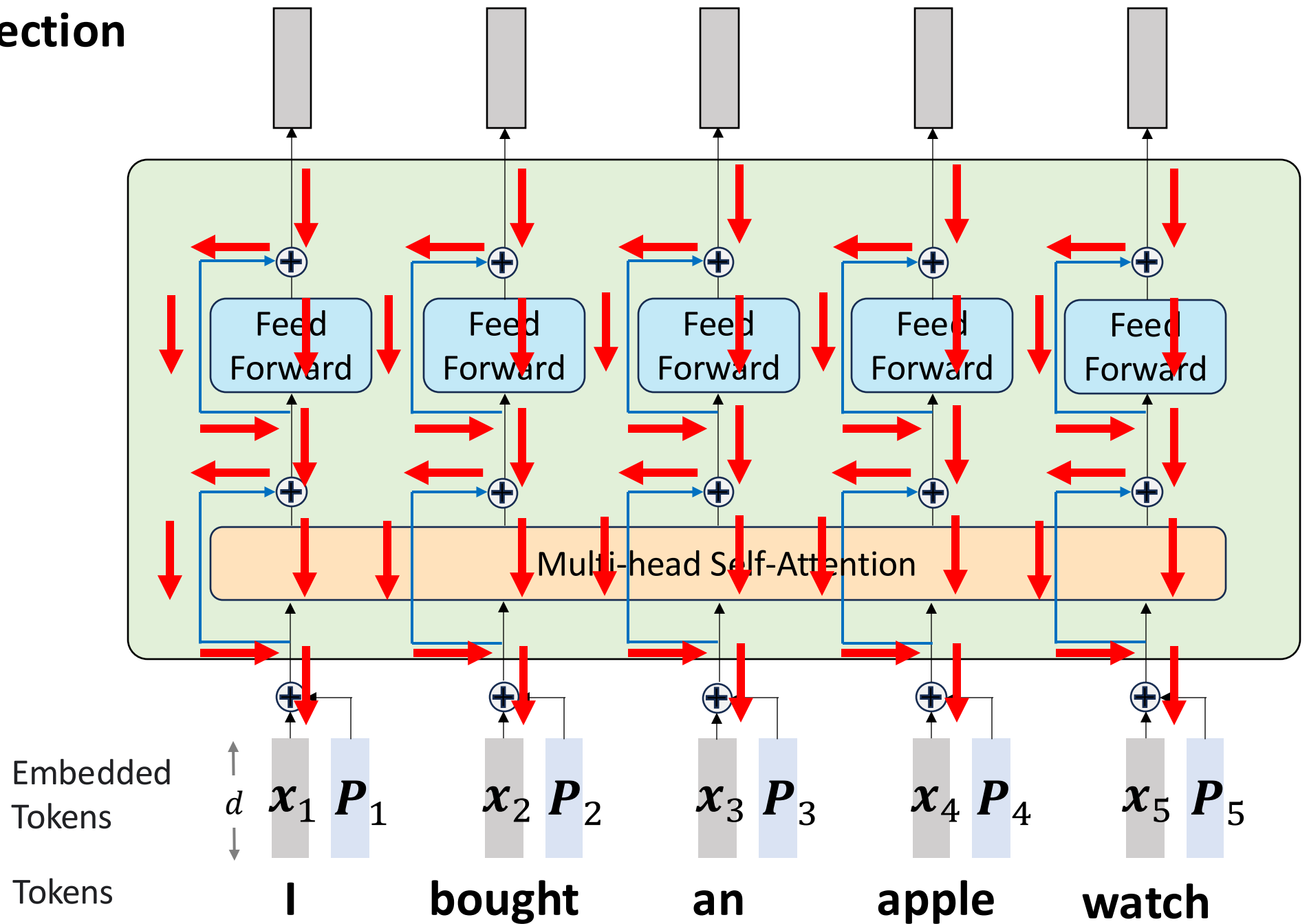


Residual connection





Residual connection

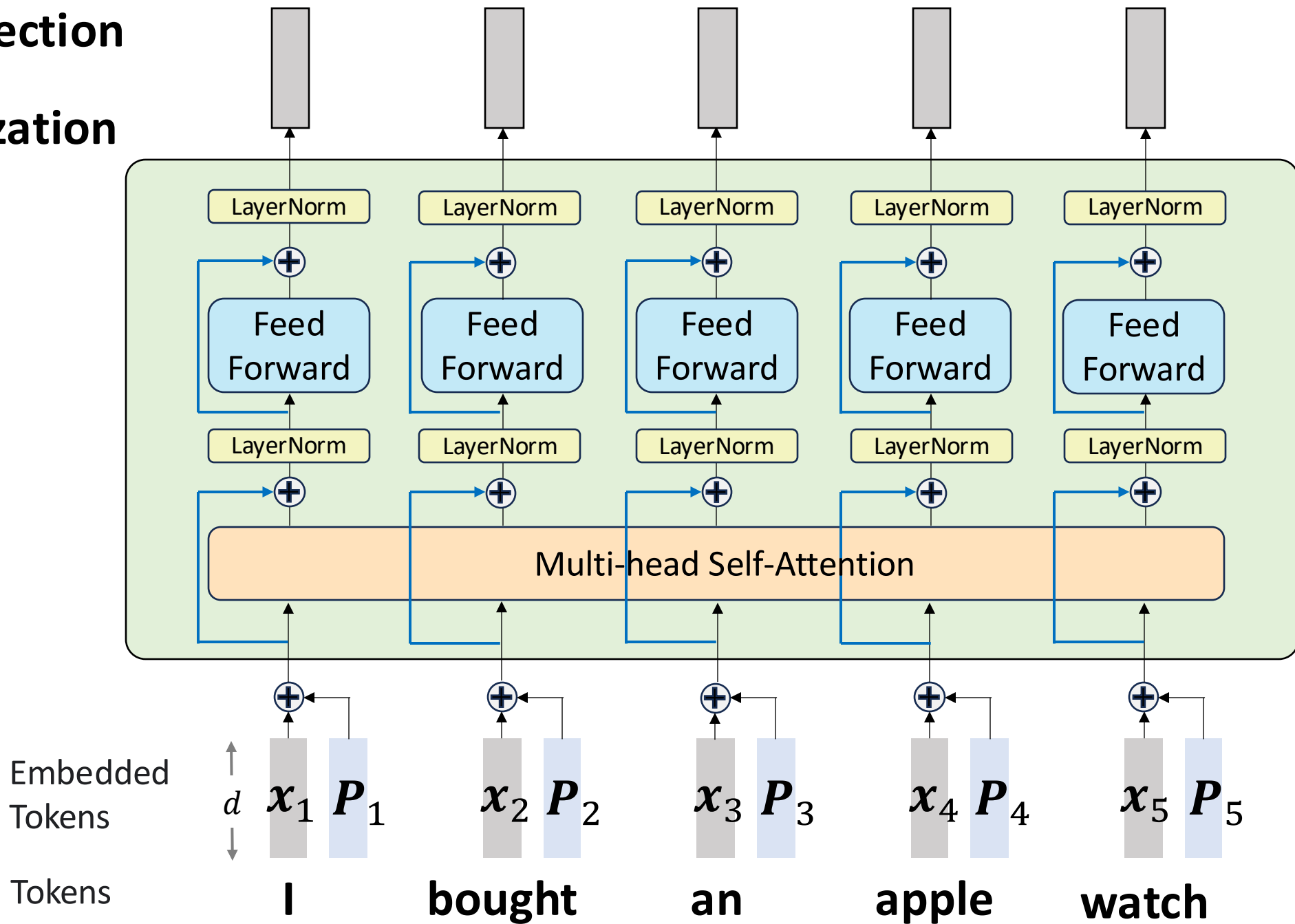




Residual connection



Layer normalization





Residual connection



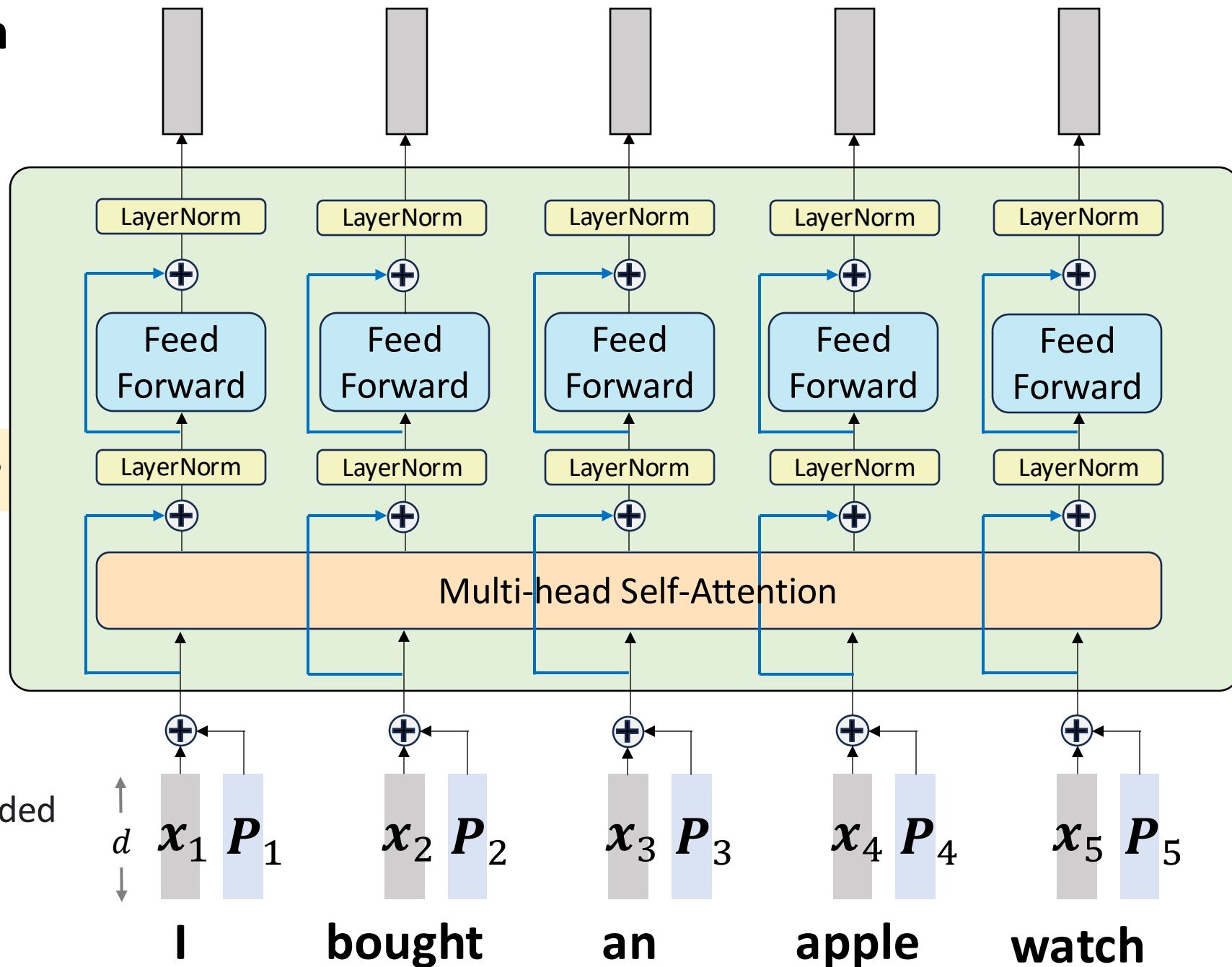
Layer normalization

$\text{LayerNorm}(\mathbf{x}) =$

$$\gamma \left(\frac{\mathbf{x} - \text{mean}(\mathbf{x})}{\sqrt{\text{Variance}(\mathbf{x}) + \epsilon}} \right) + \beta$$

$\gamma, \beta \in R$

Learnable parameters





Residual connection



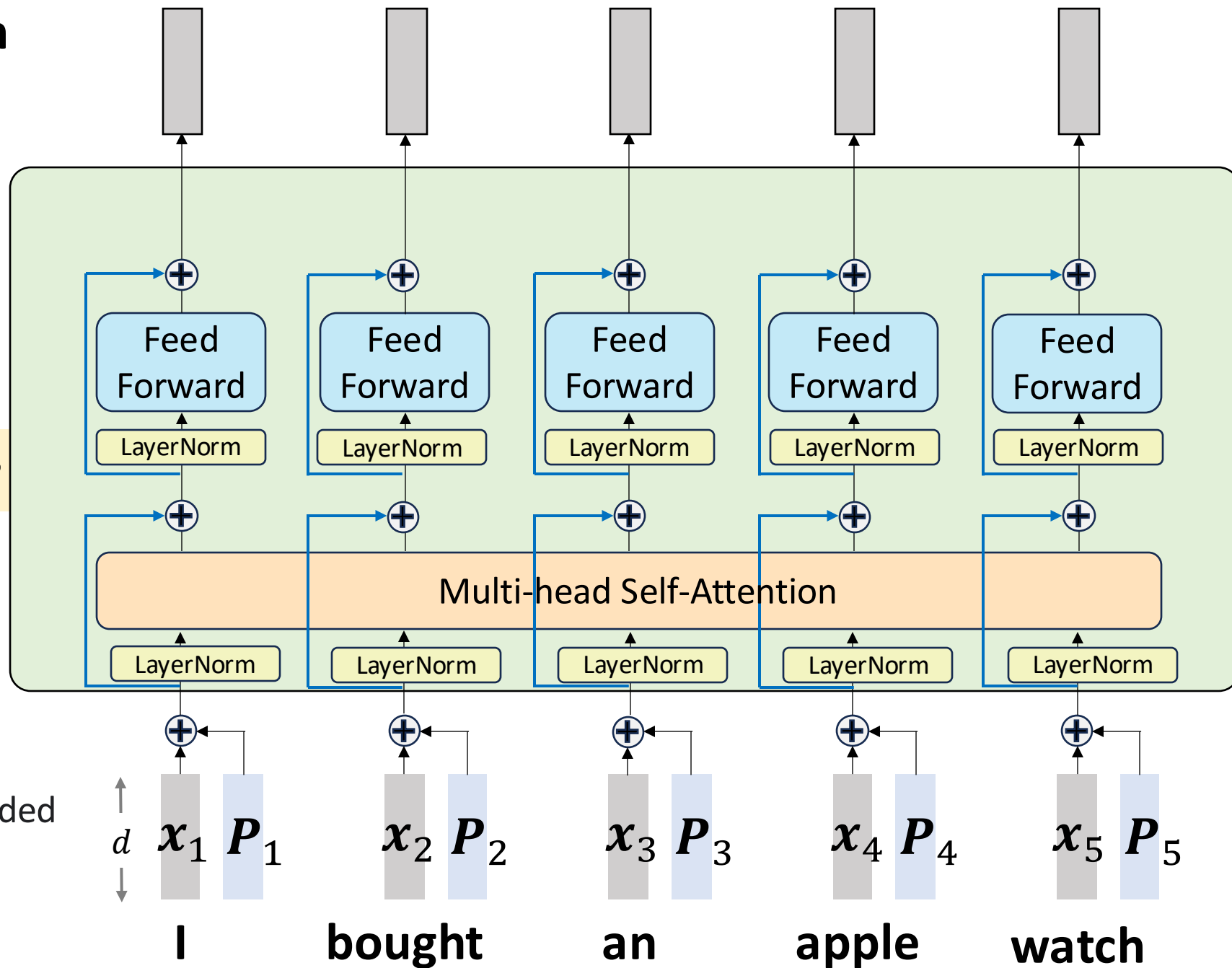
Layer normalization

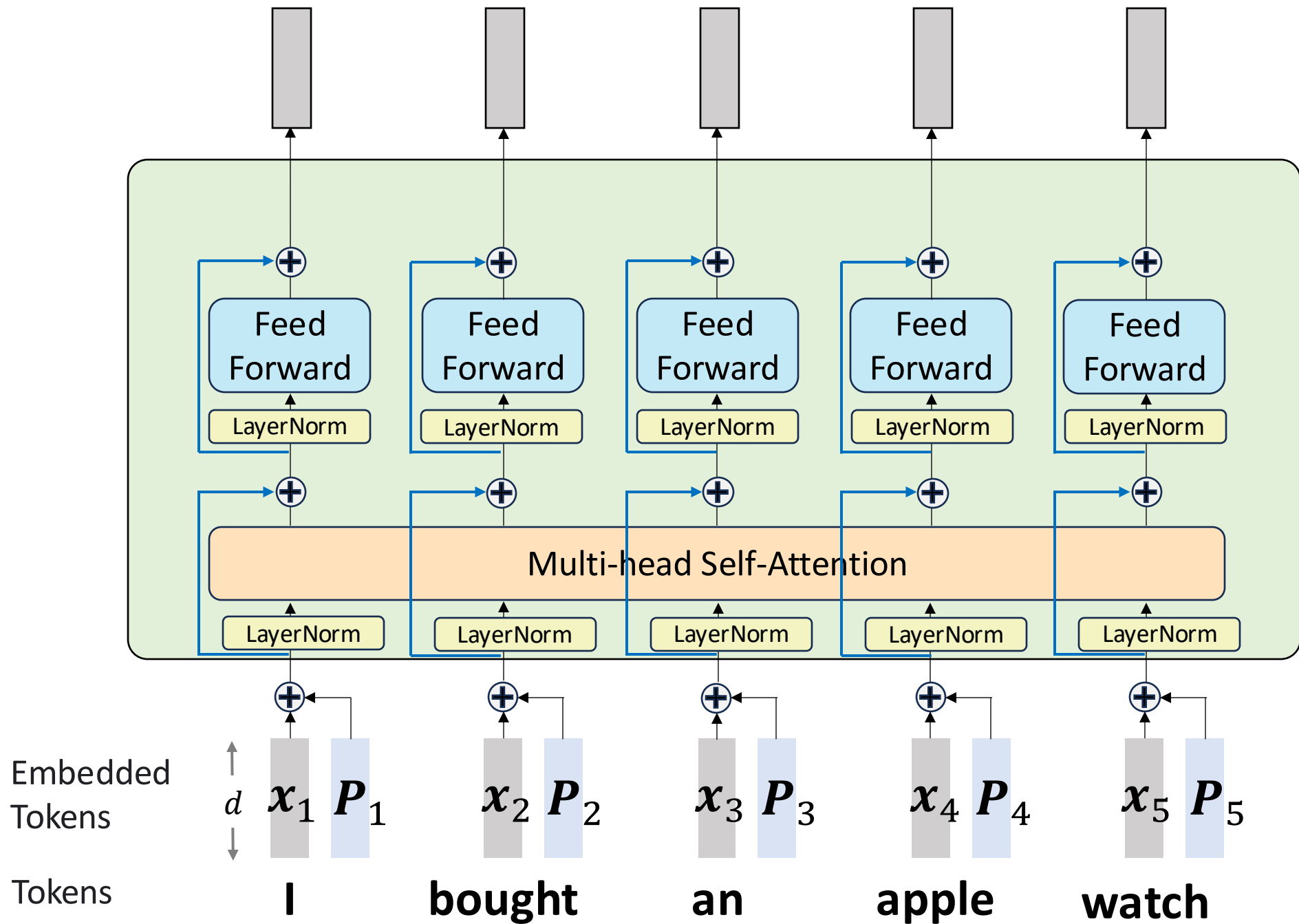
LayerNorm(\mathbf{x}) =

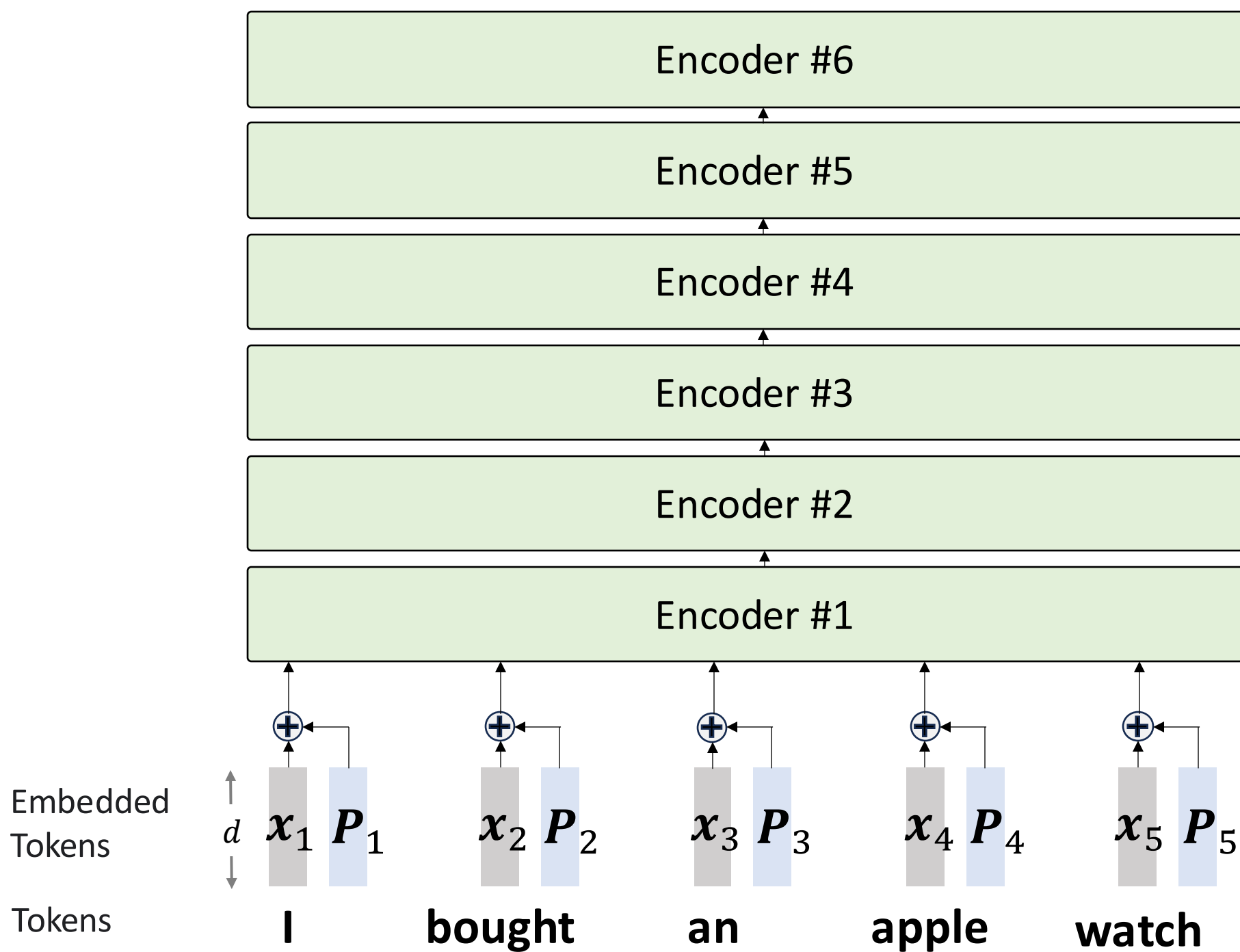
$$\gamma \left(\frac{\mathbf{x} - \text{mean}(\mathbf{x})}{\sqrt{\text{Variance}(\mathbf{x}) + \epsilon}} \right) + \beta$$

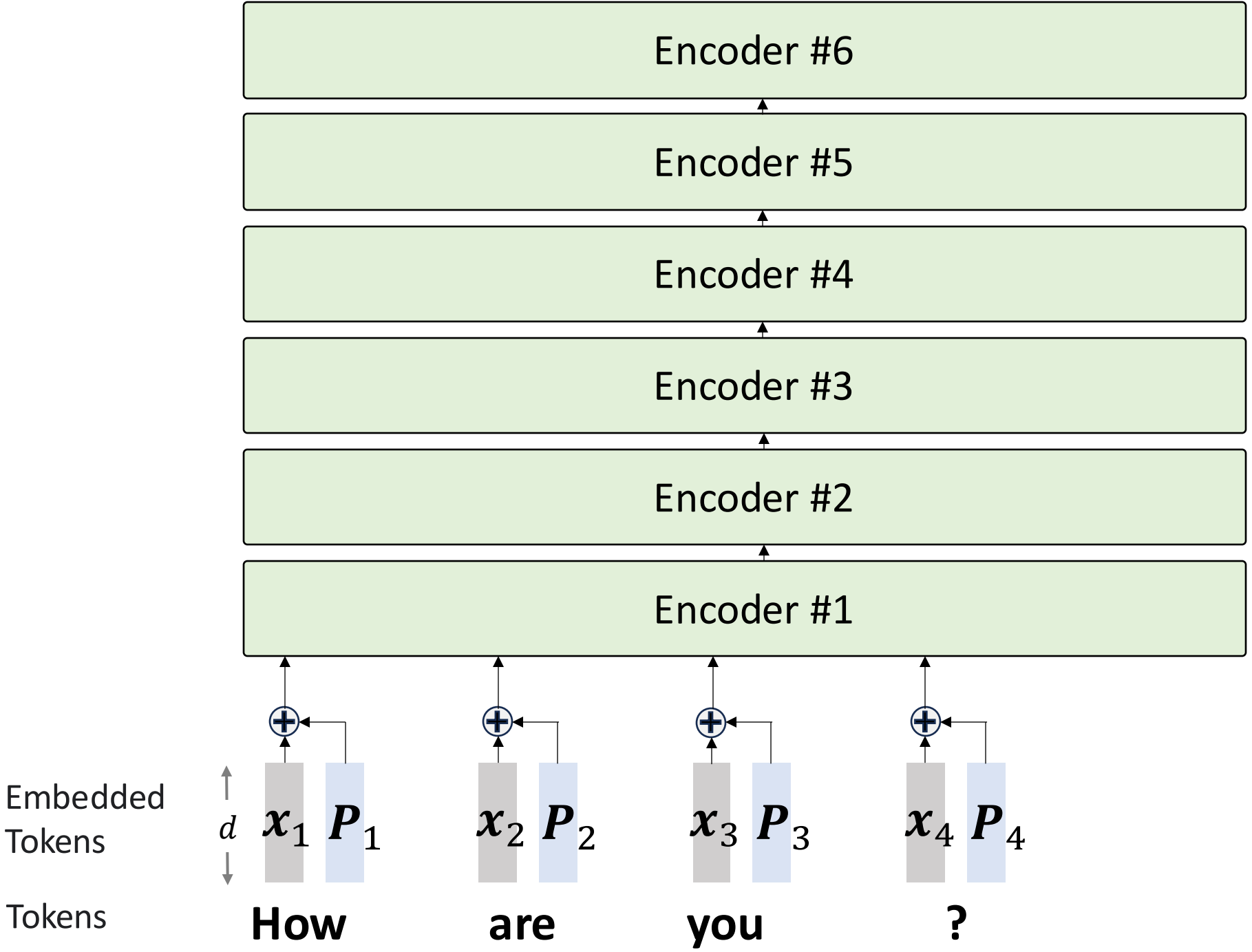
$\gamma, \beta \in R$

Learnable parameters



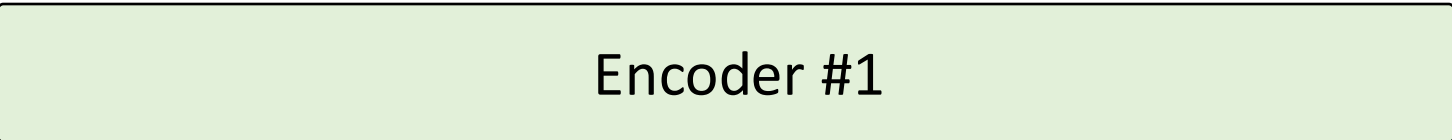






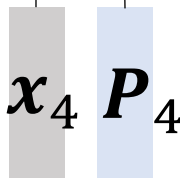
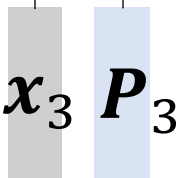
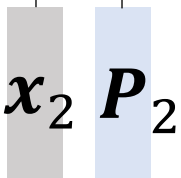
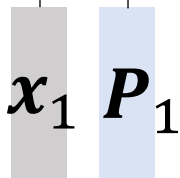


⋮



Embedded
Tokens

d



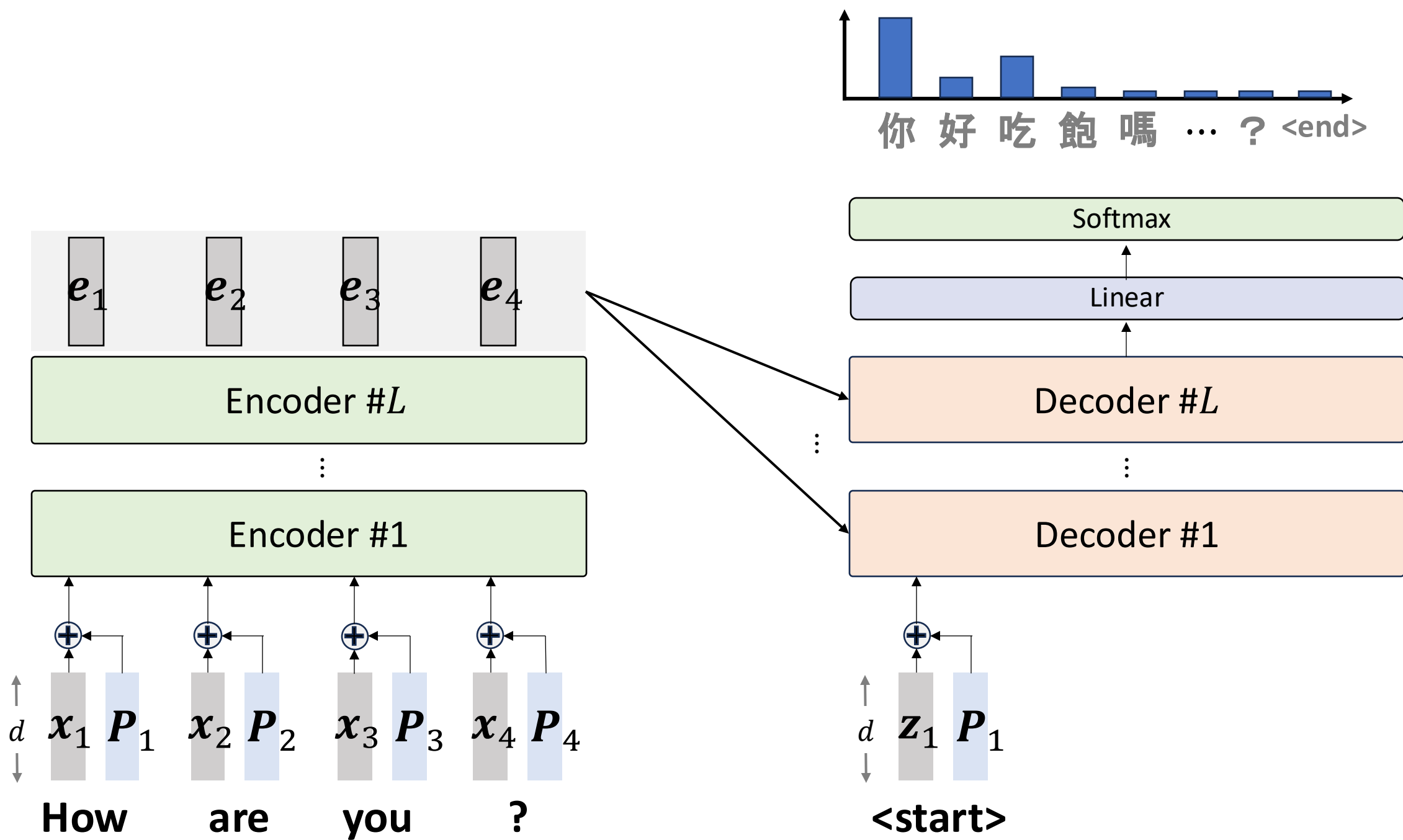
Tokens

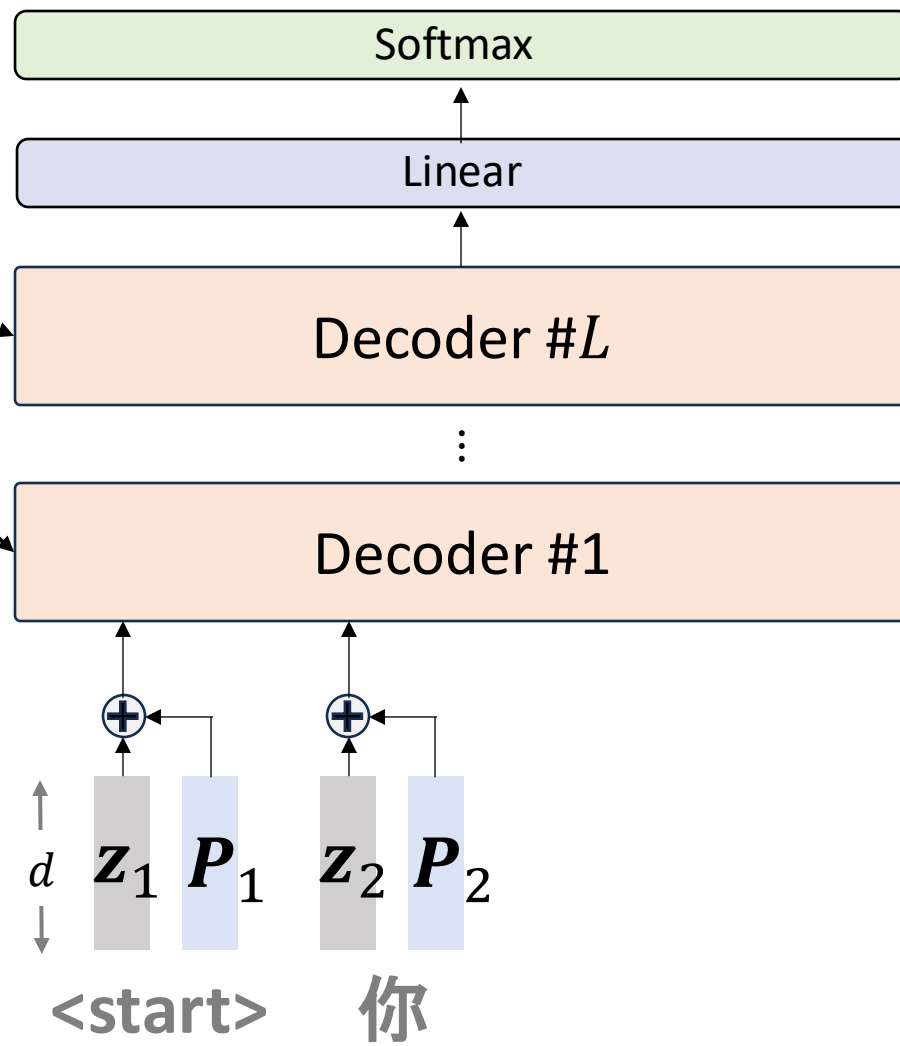
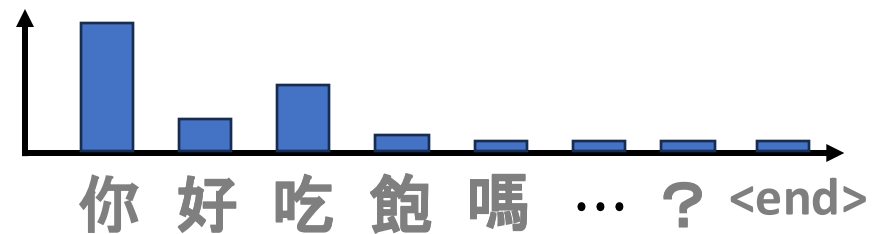
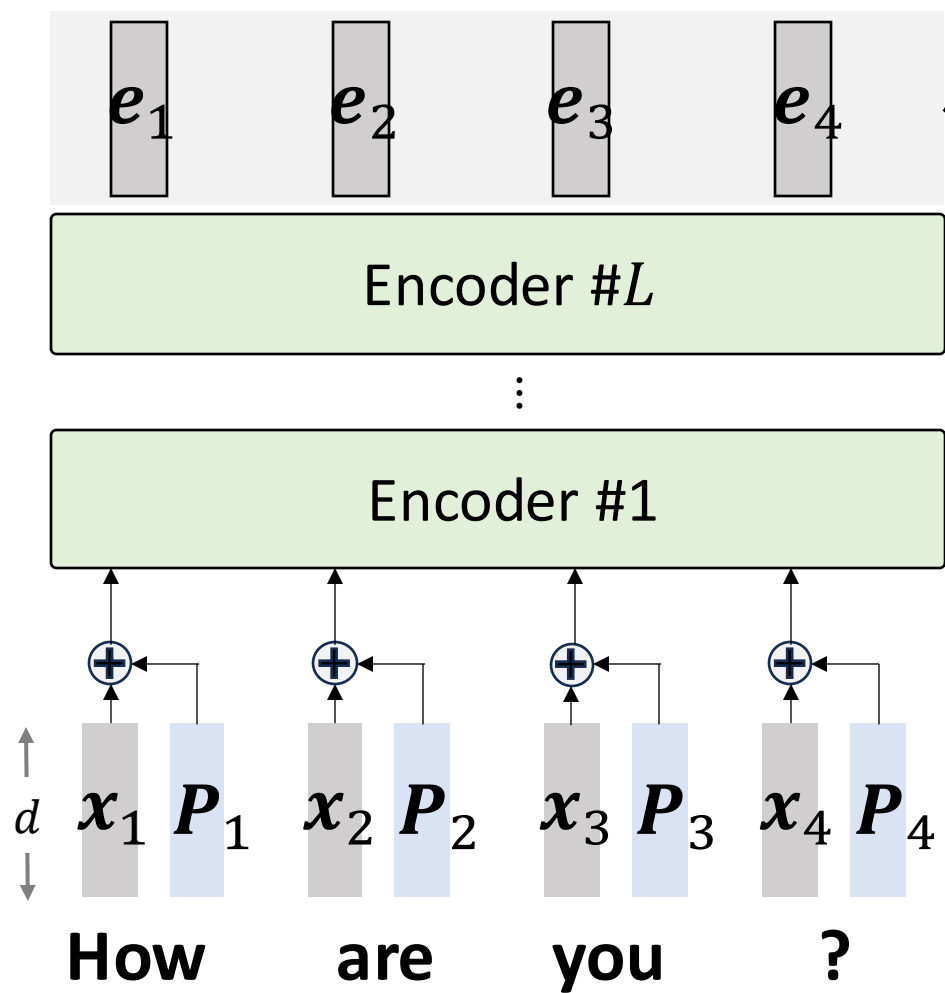
How

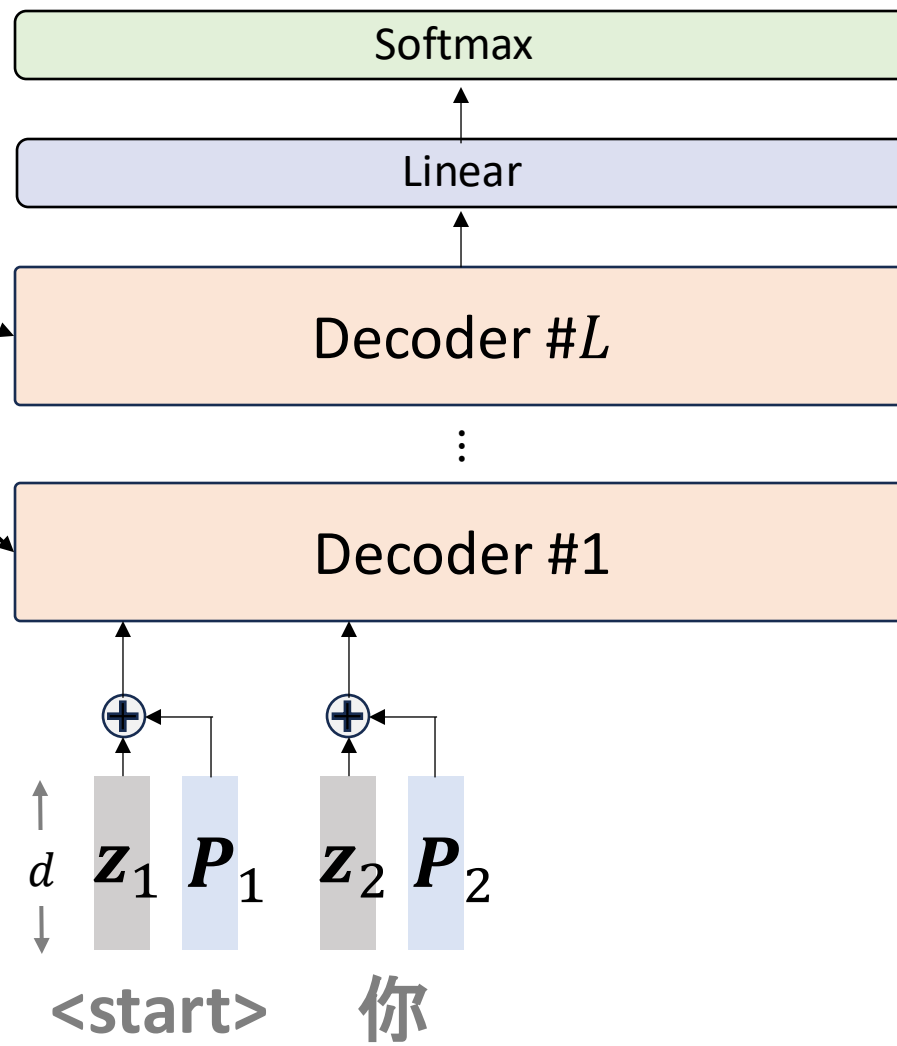
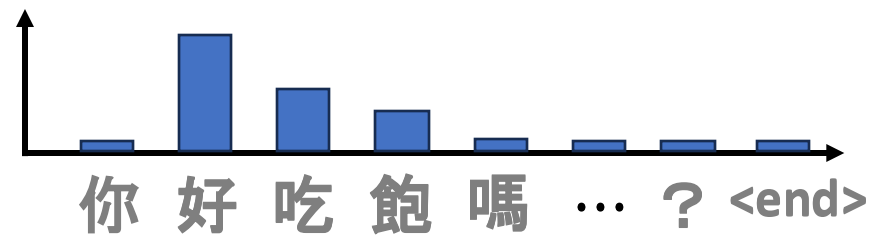
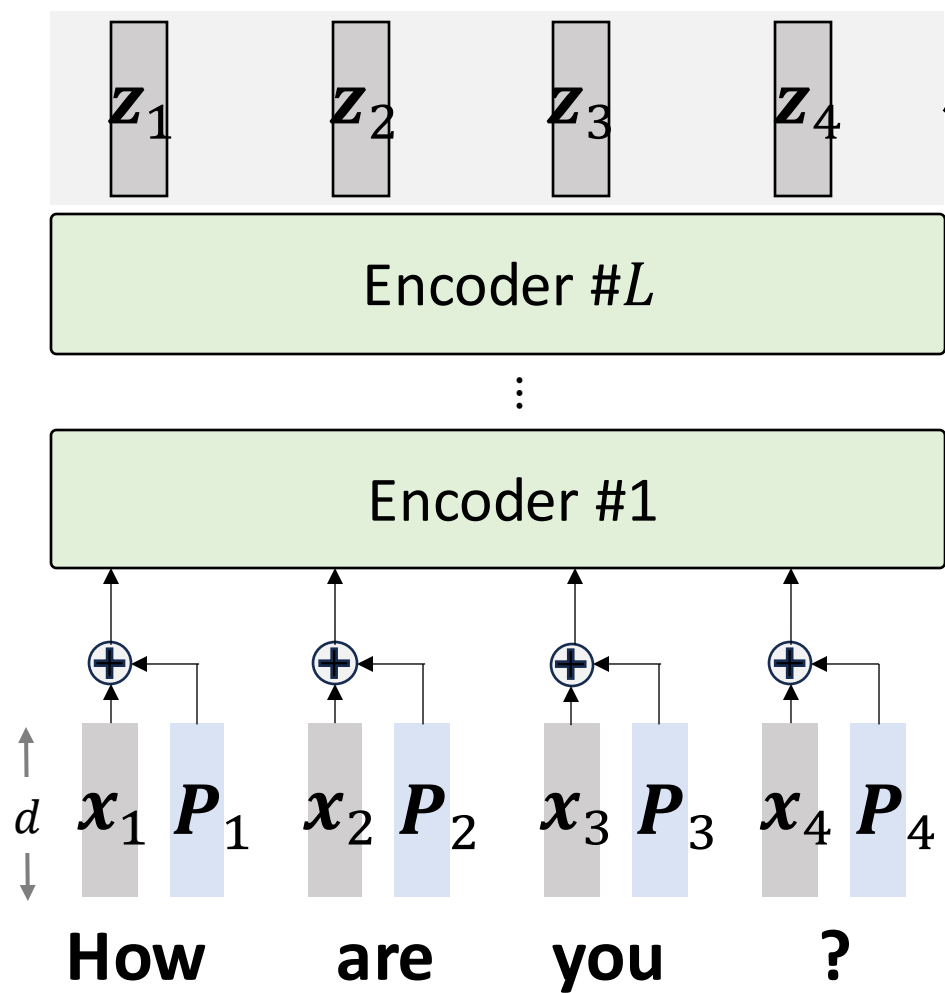
are

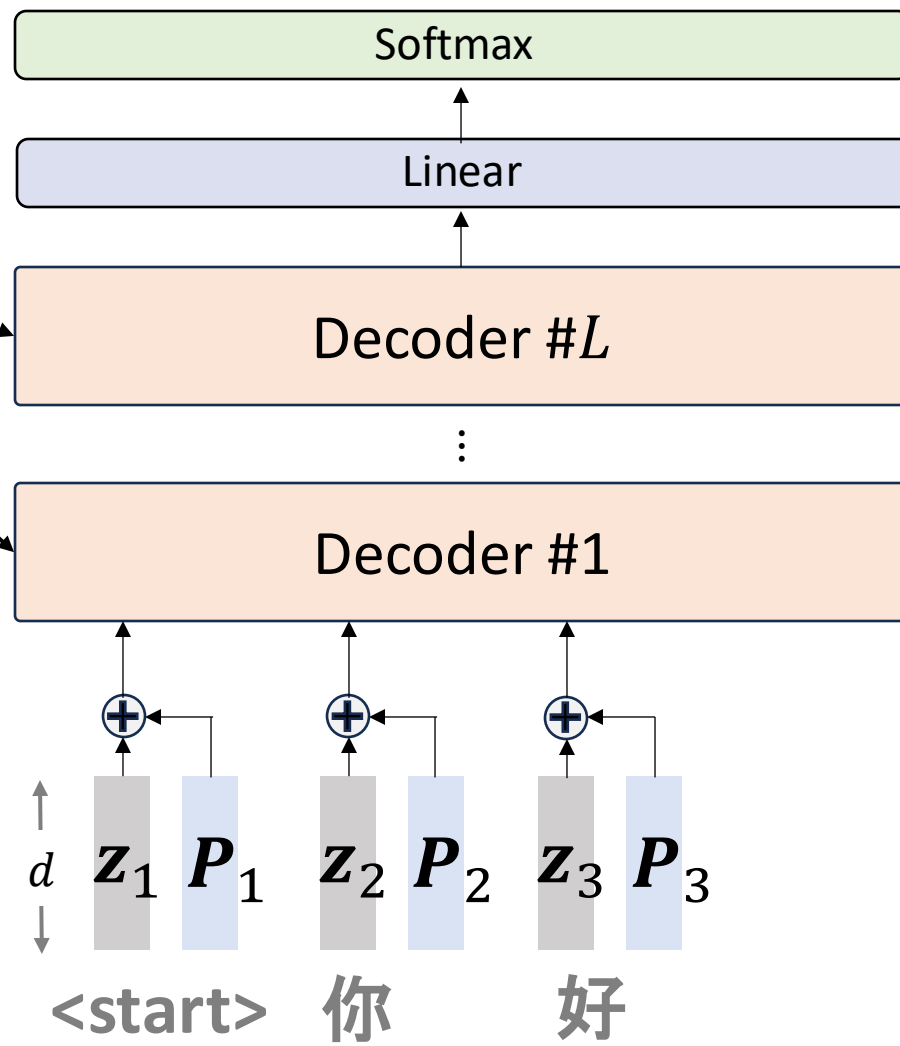
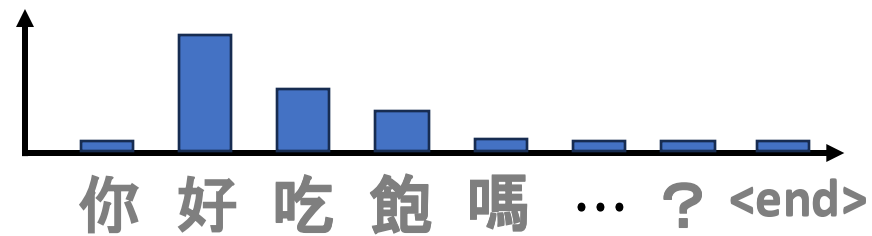
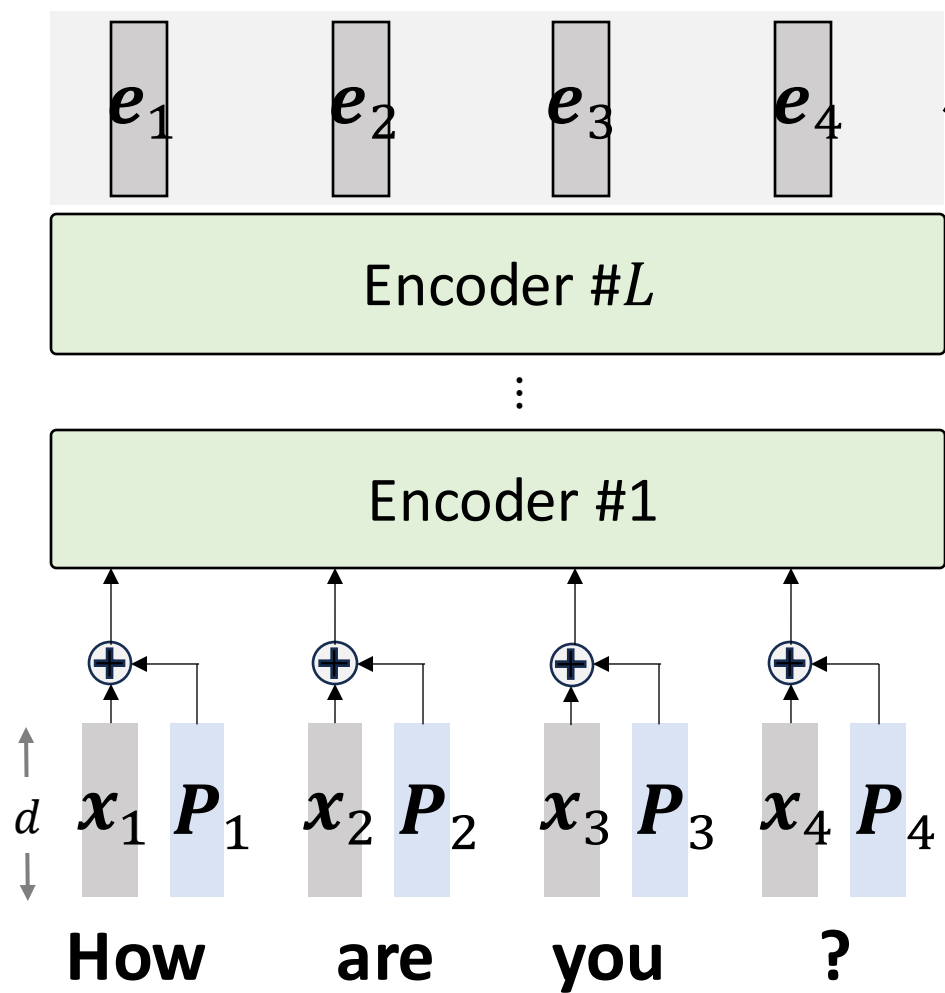
you

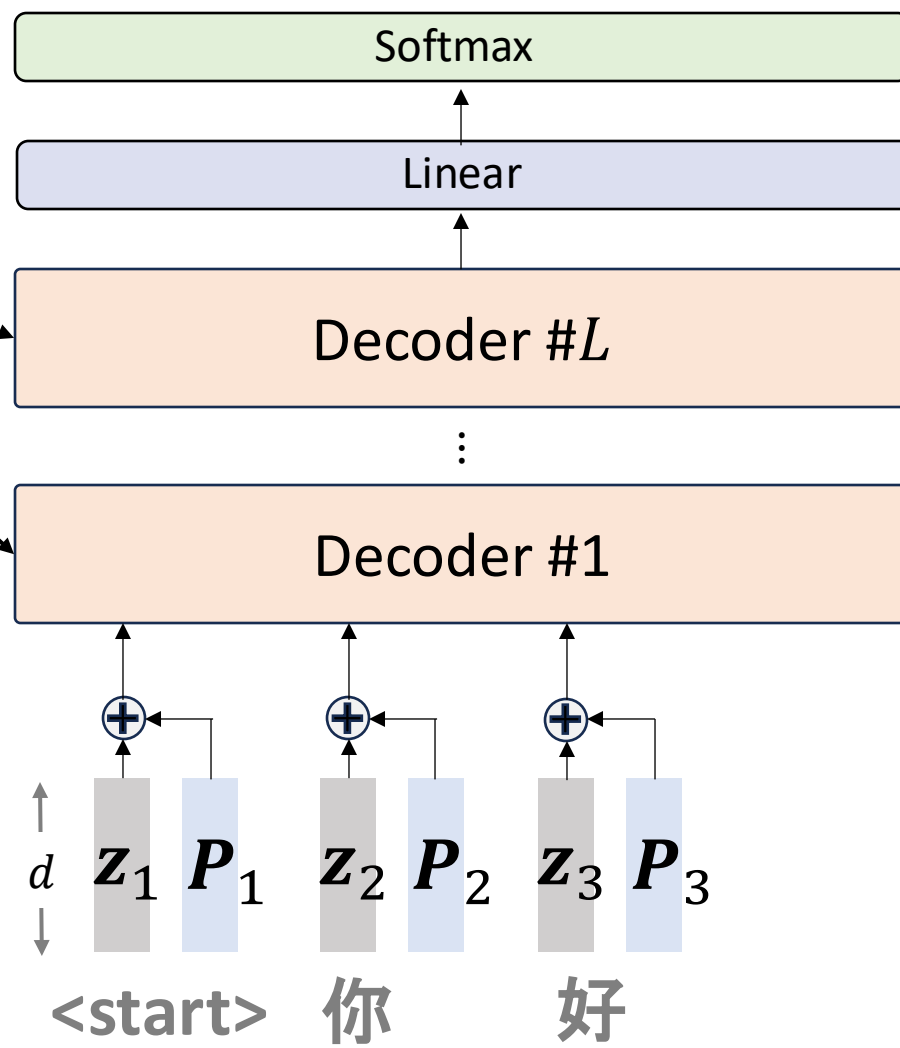
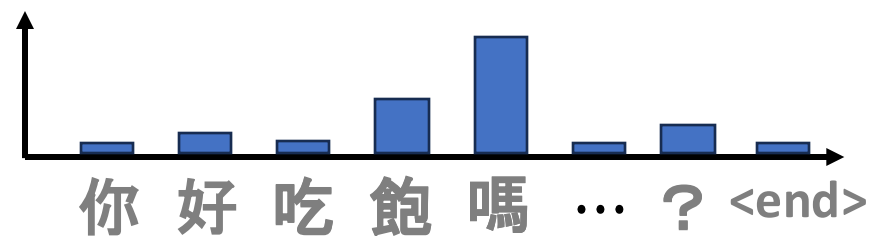
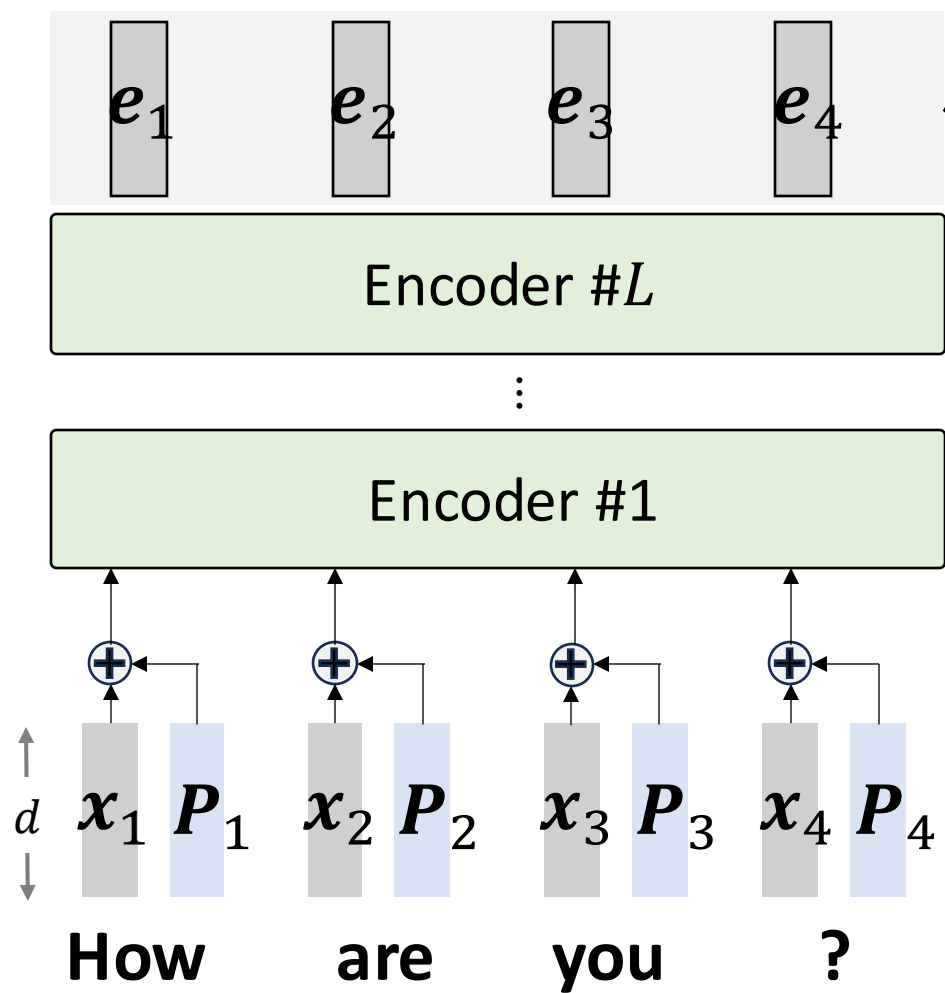
?

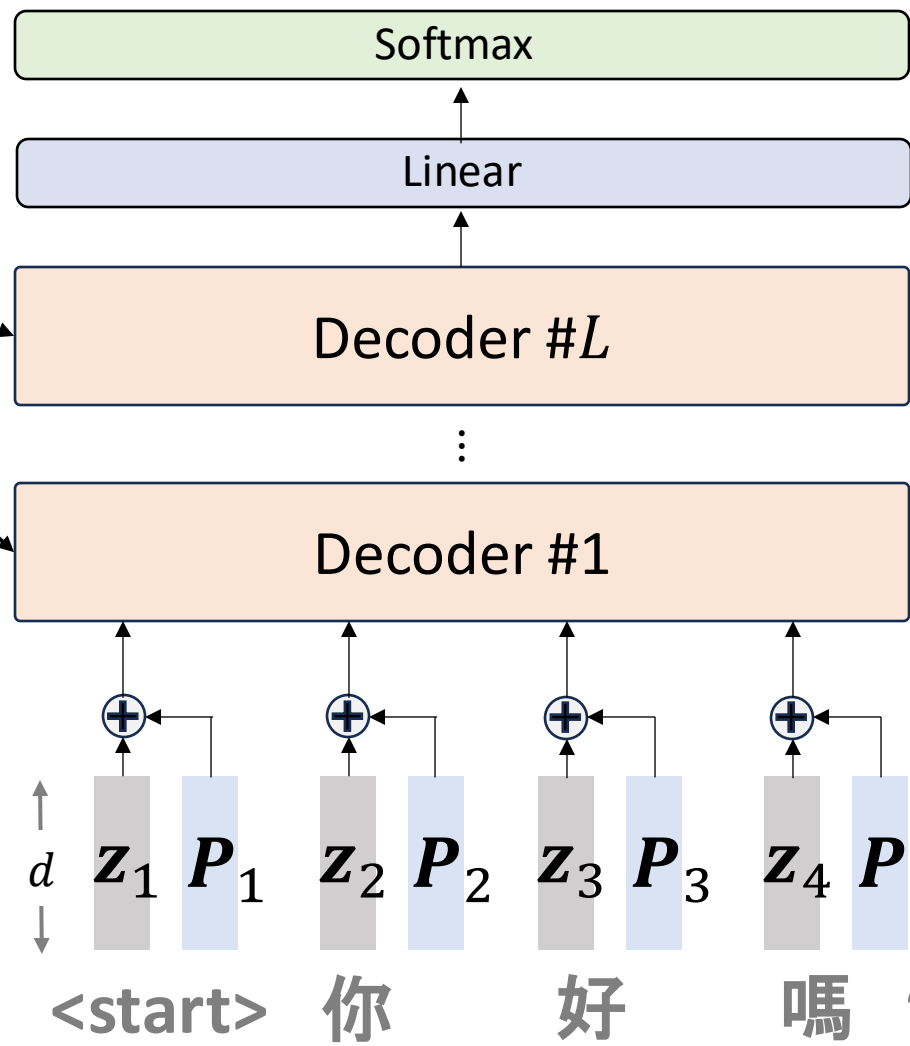
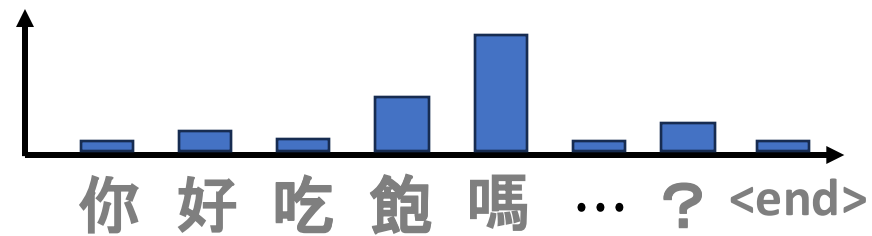
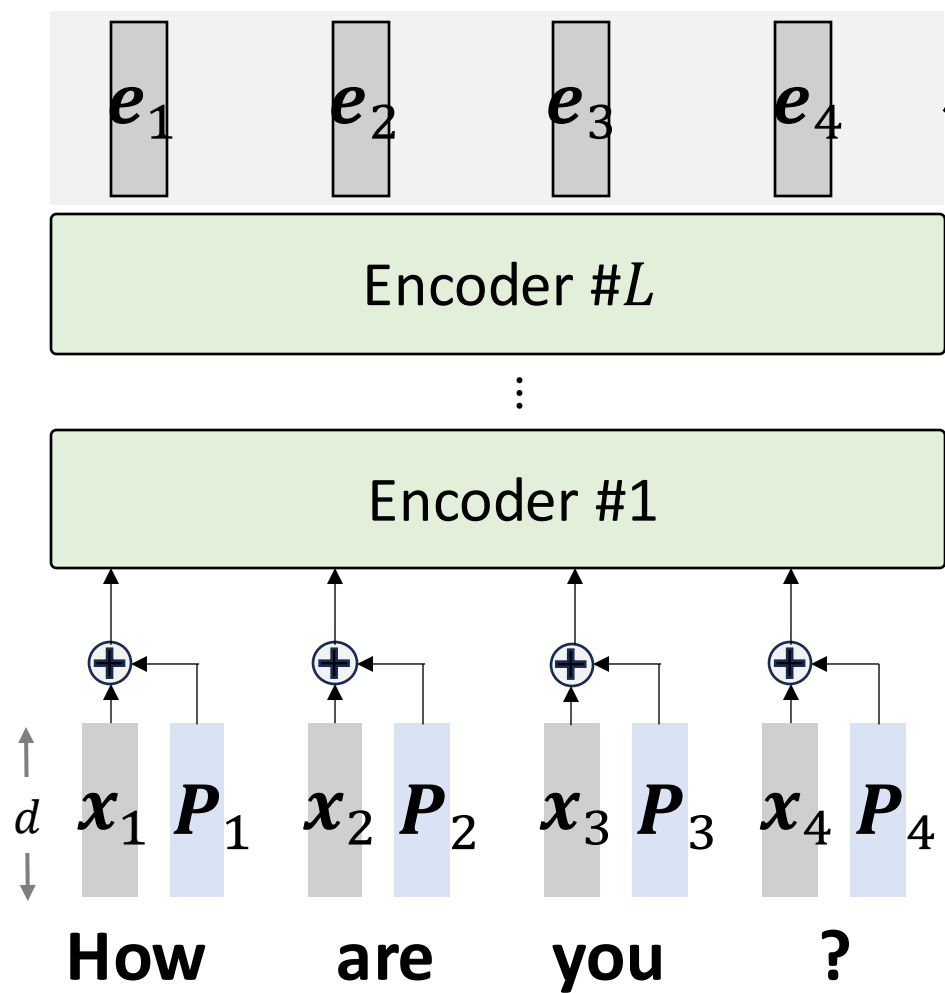


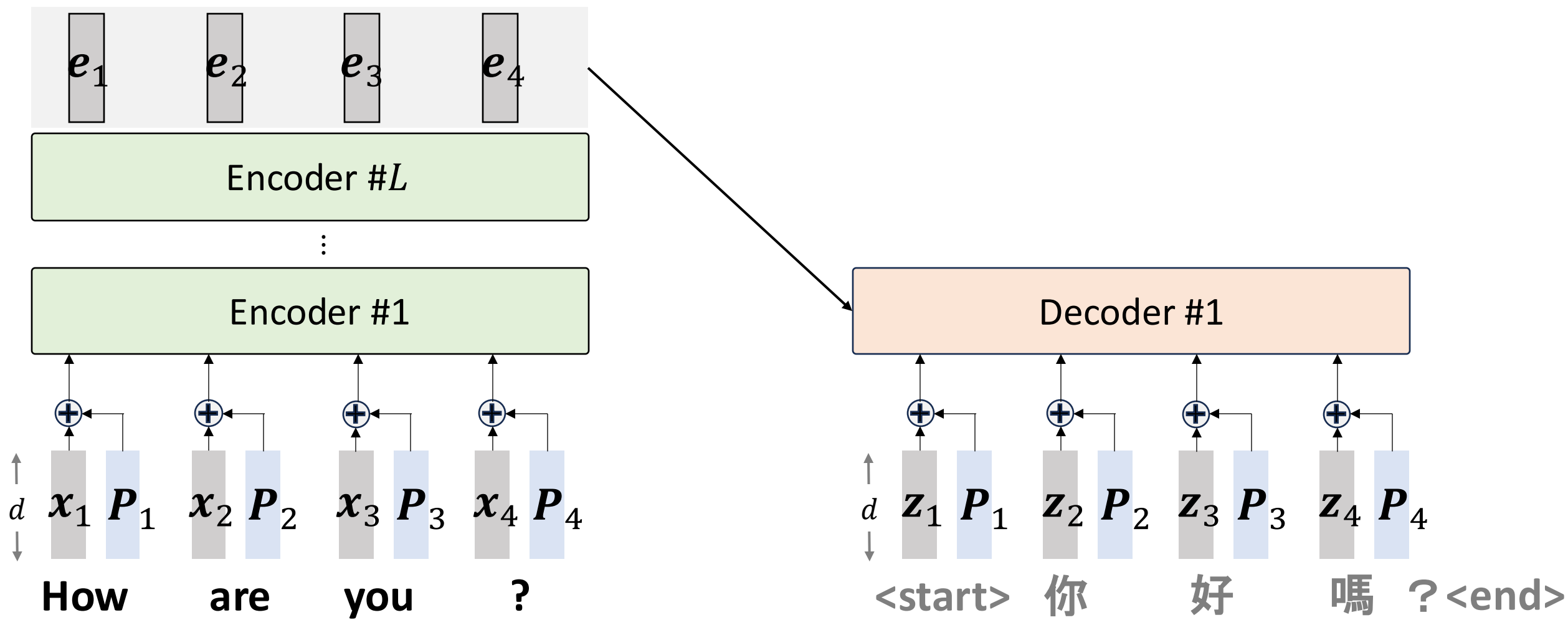


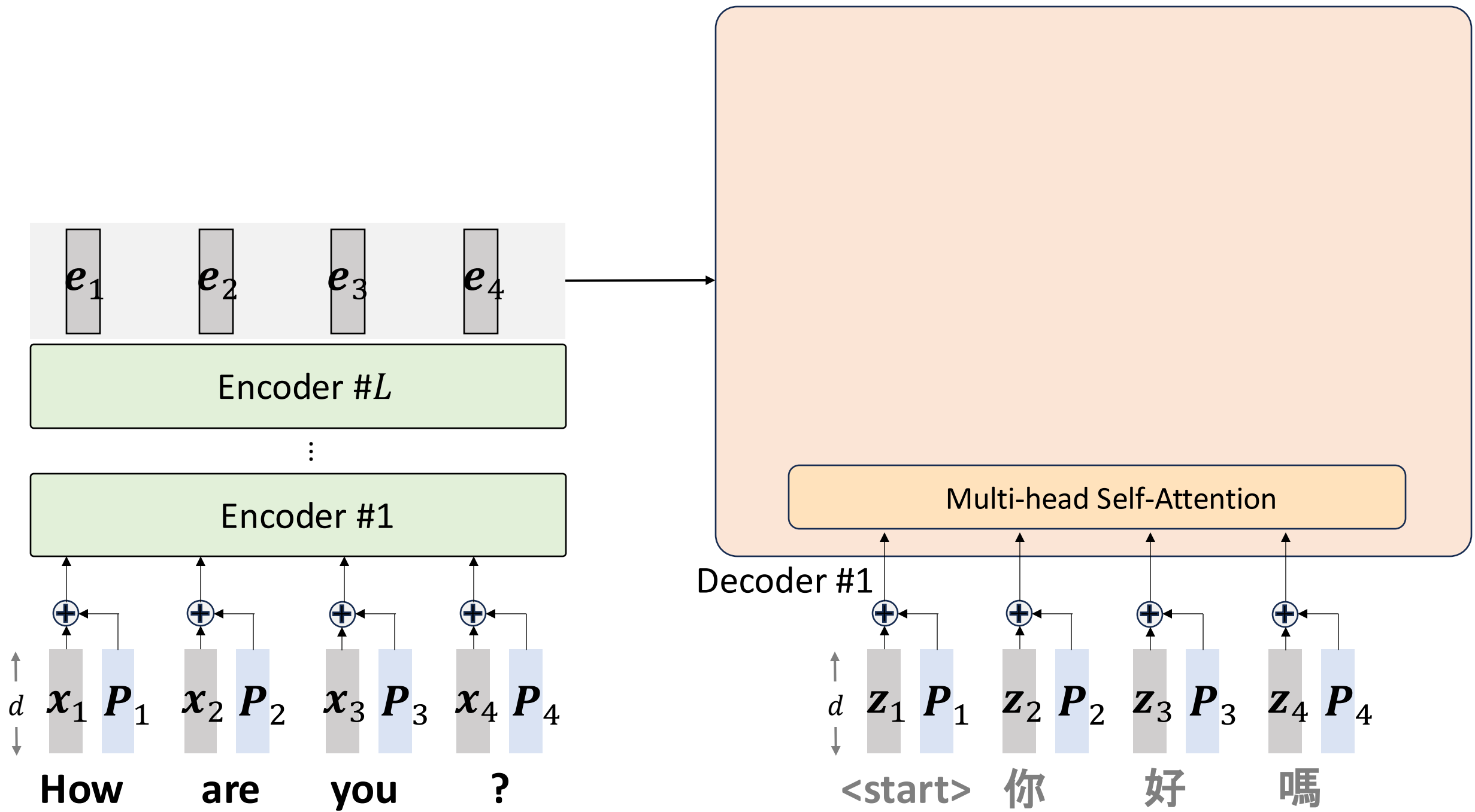


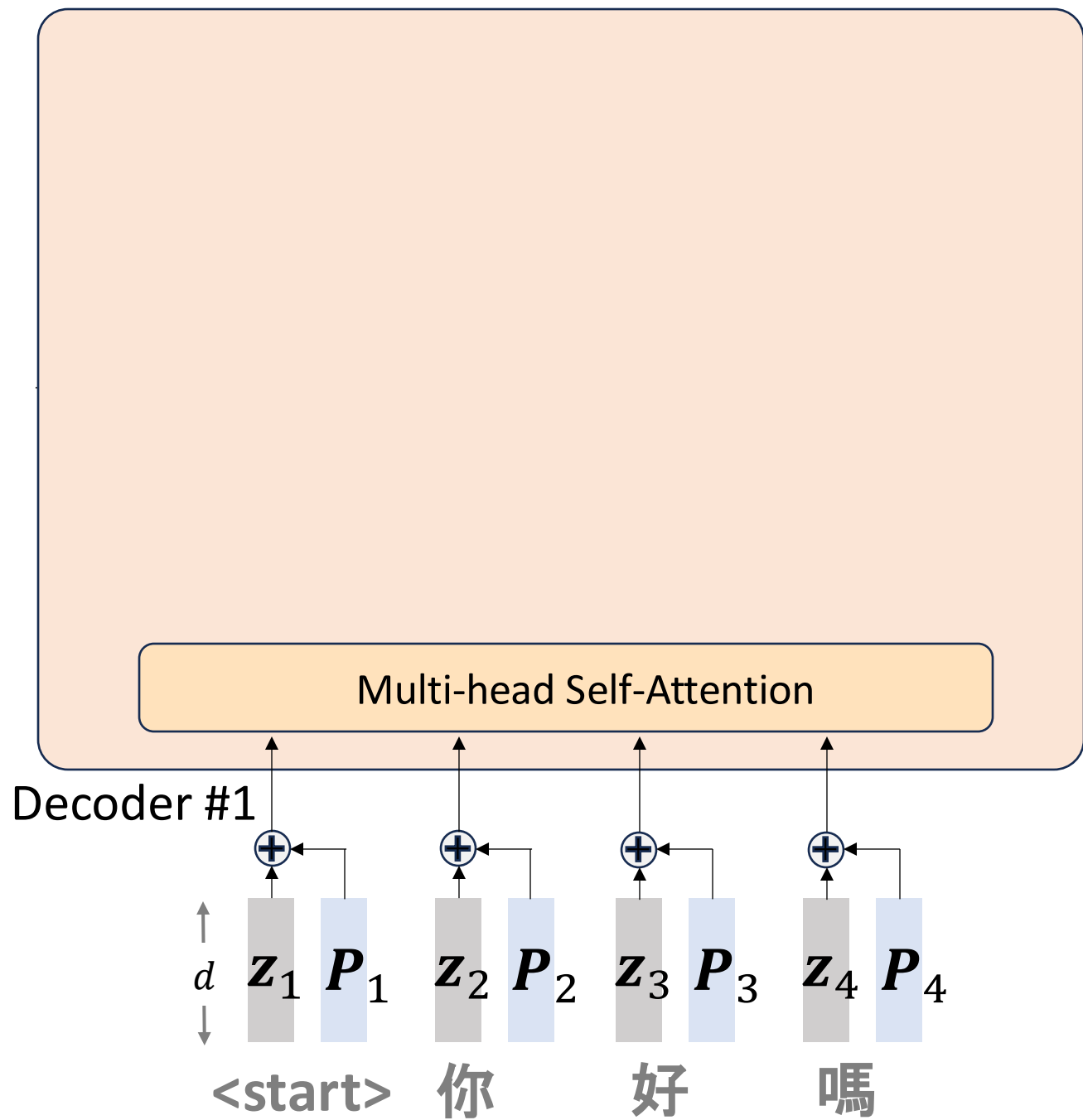
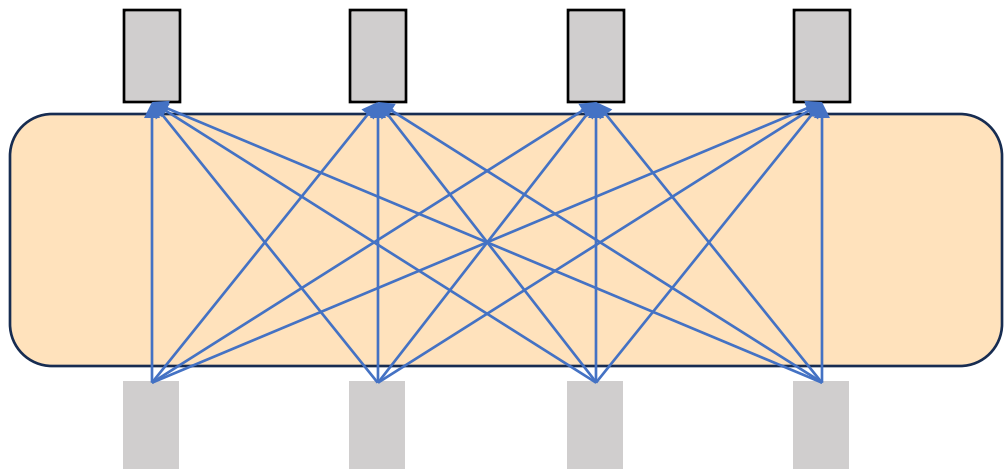


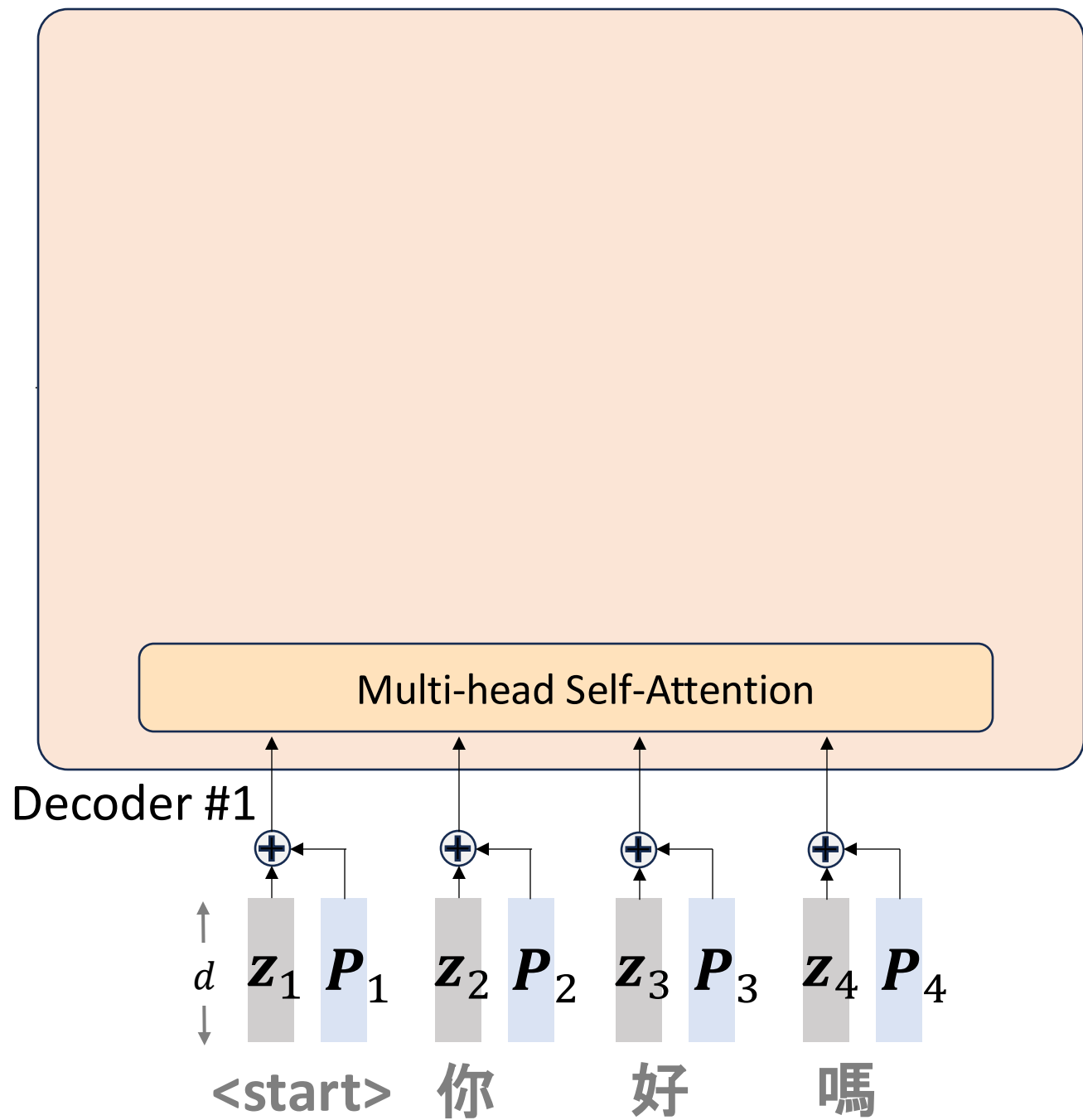
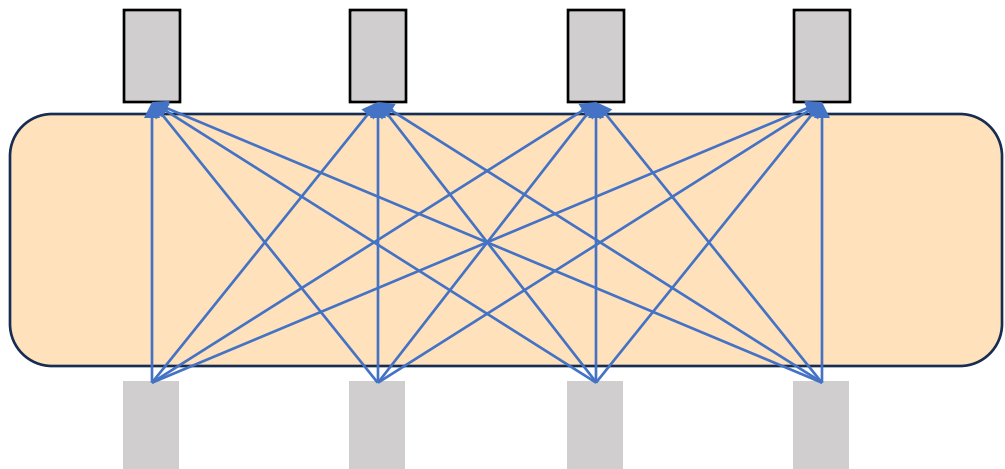


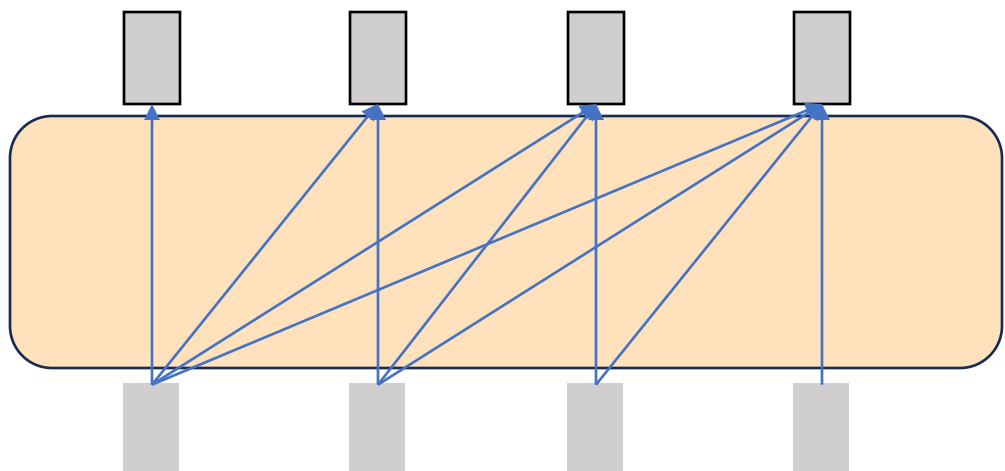










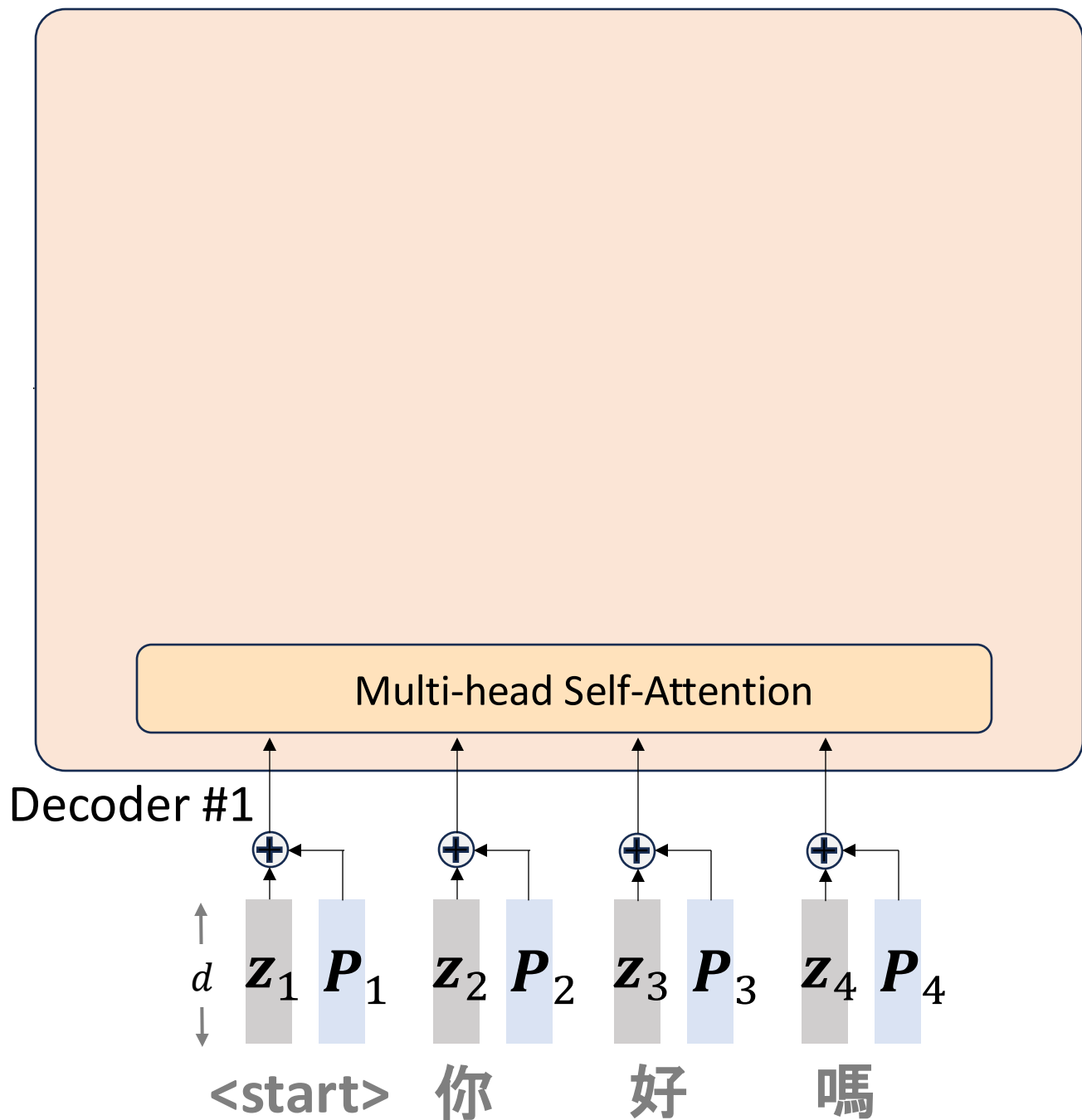


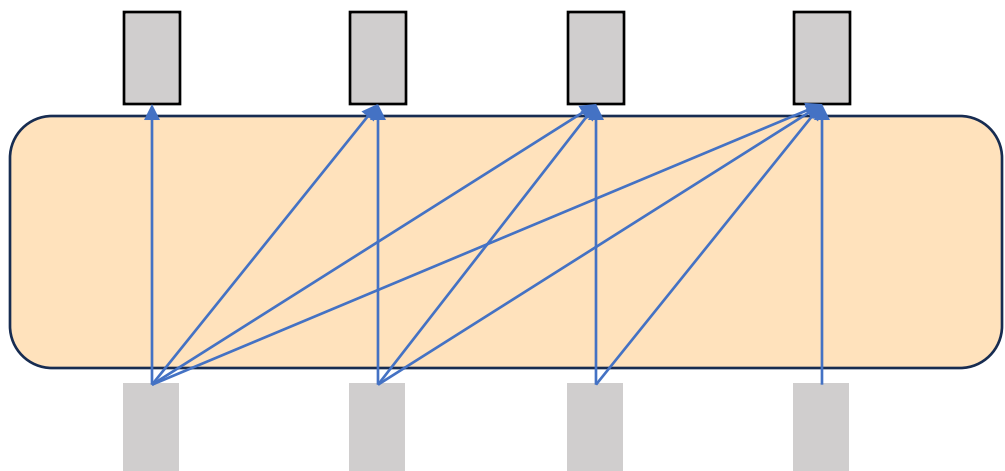
$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^T Q}{\sqrt{d_k}}\right)$$

$$\text{MaskedAttention}(Q, K, V) = V \text{softmax}\left(\frac{K^T Q}{\sqrt{d_k}} + M\right)$$

$M =$

0	0	0	0	0
$-\infty$	0	0	0	0
$-\infty$	$-\infty$	0	0	0
$-\infty$	$-\infty$	$-\infty$	0	0
$-\infty$	$-\infty$	$-\infty$	$-\infty$	0



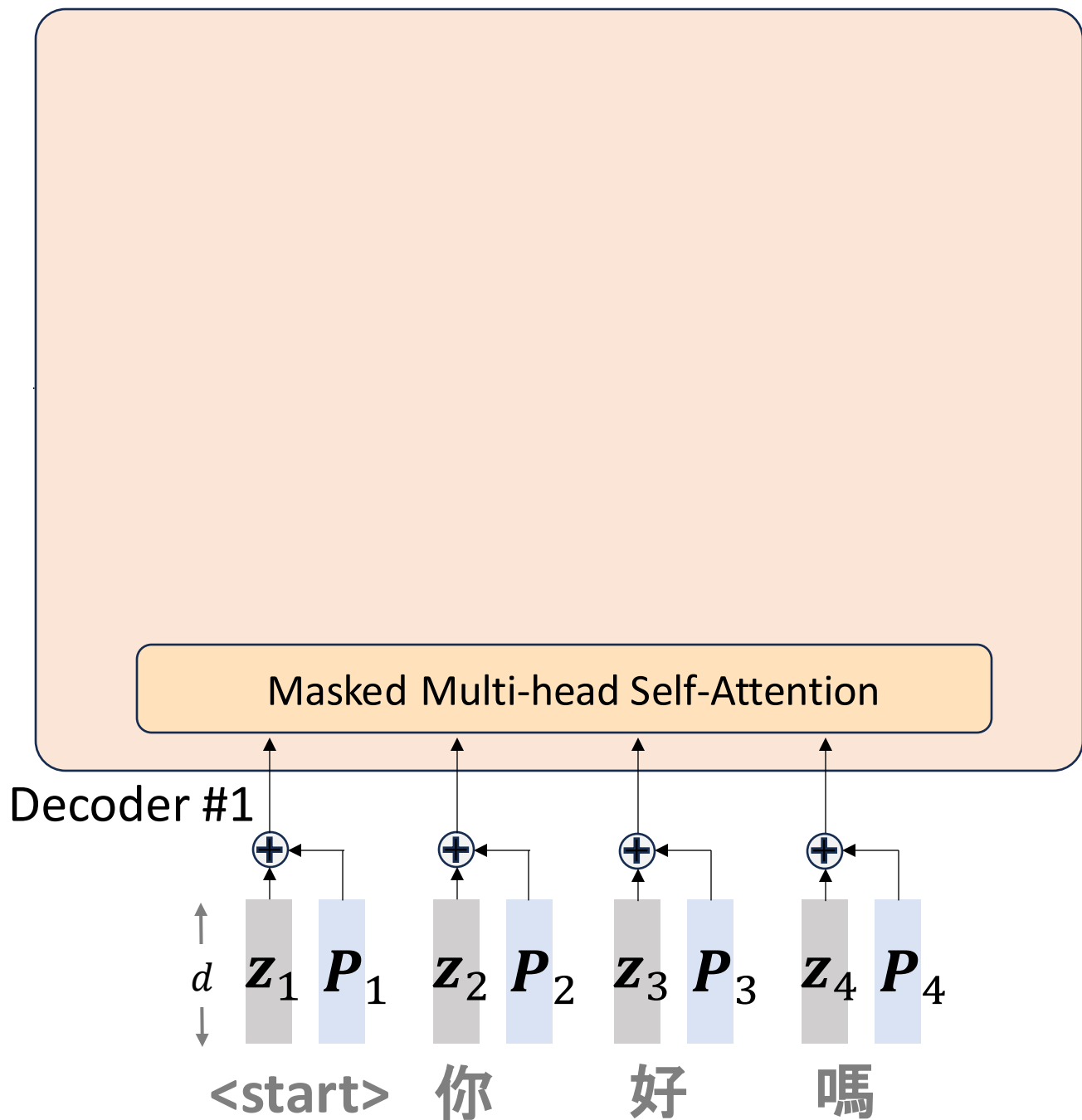


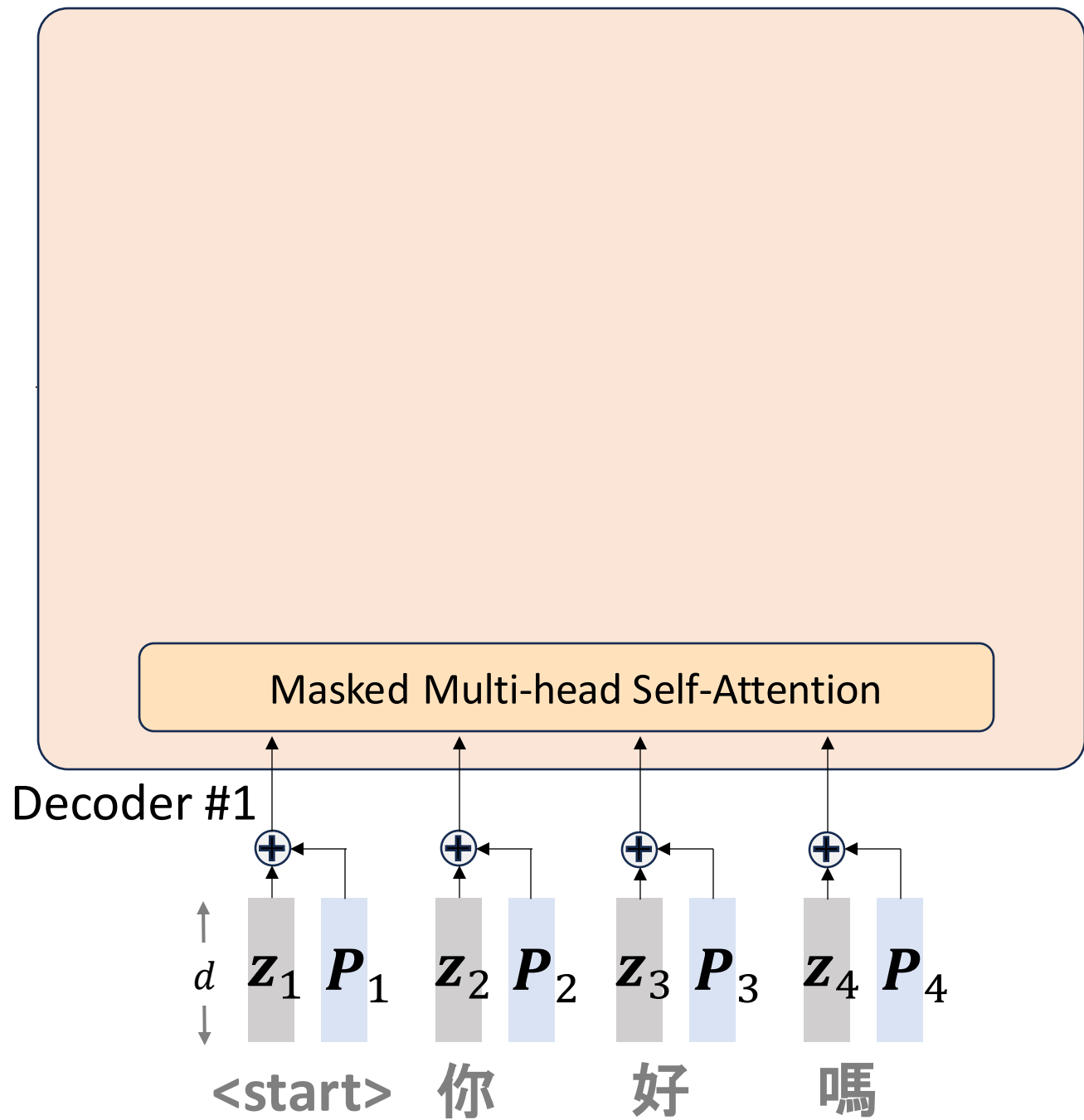
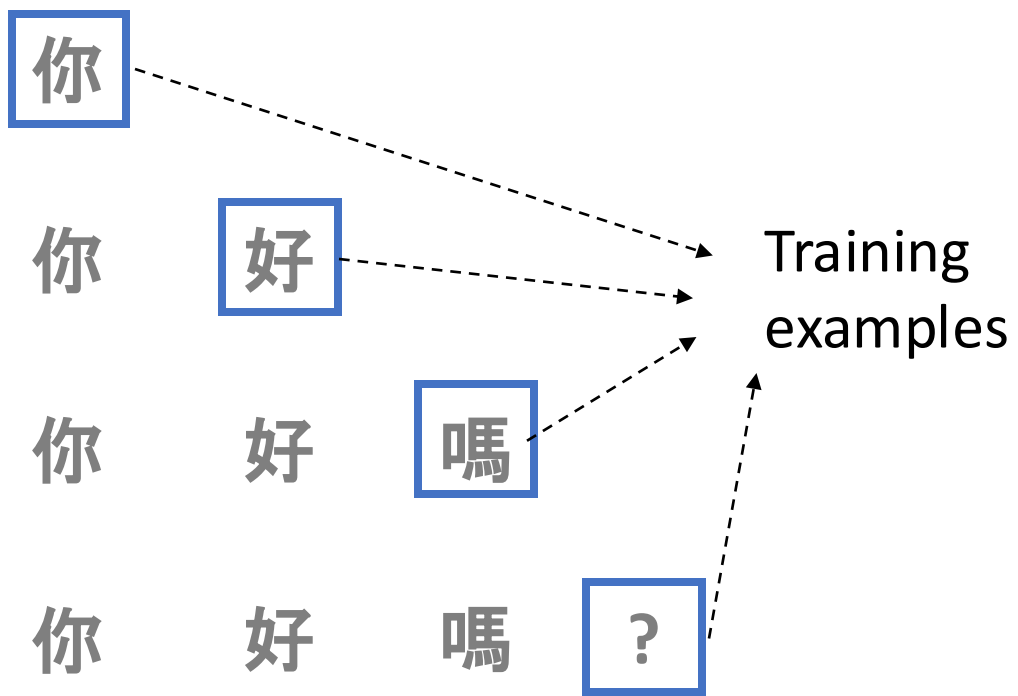
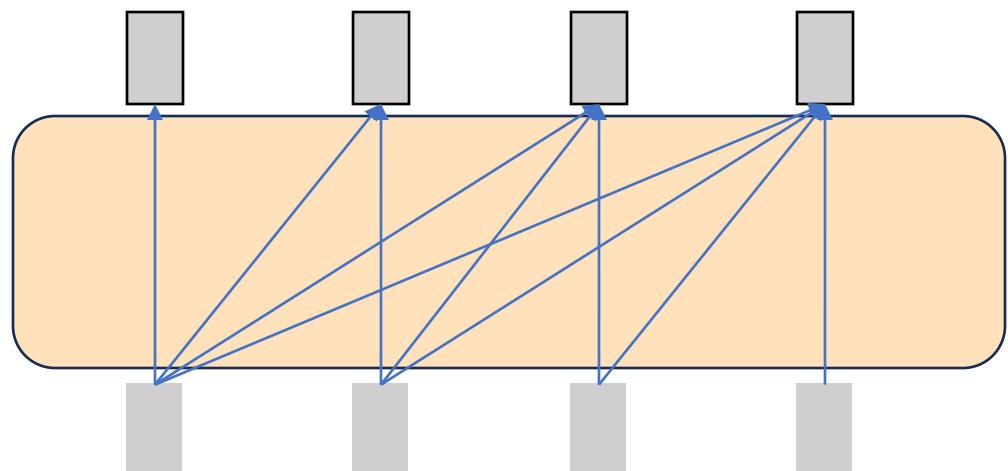
$$\text{Attention}(Q, K, V) = V \text{softmax}\left(\frac{K^T Q}{\sqrt{d_k}}\right)$$

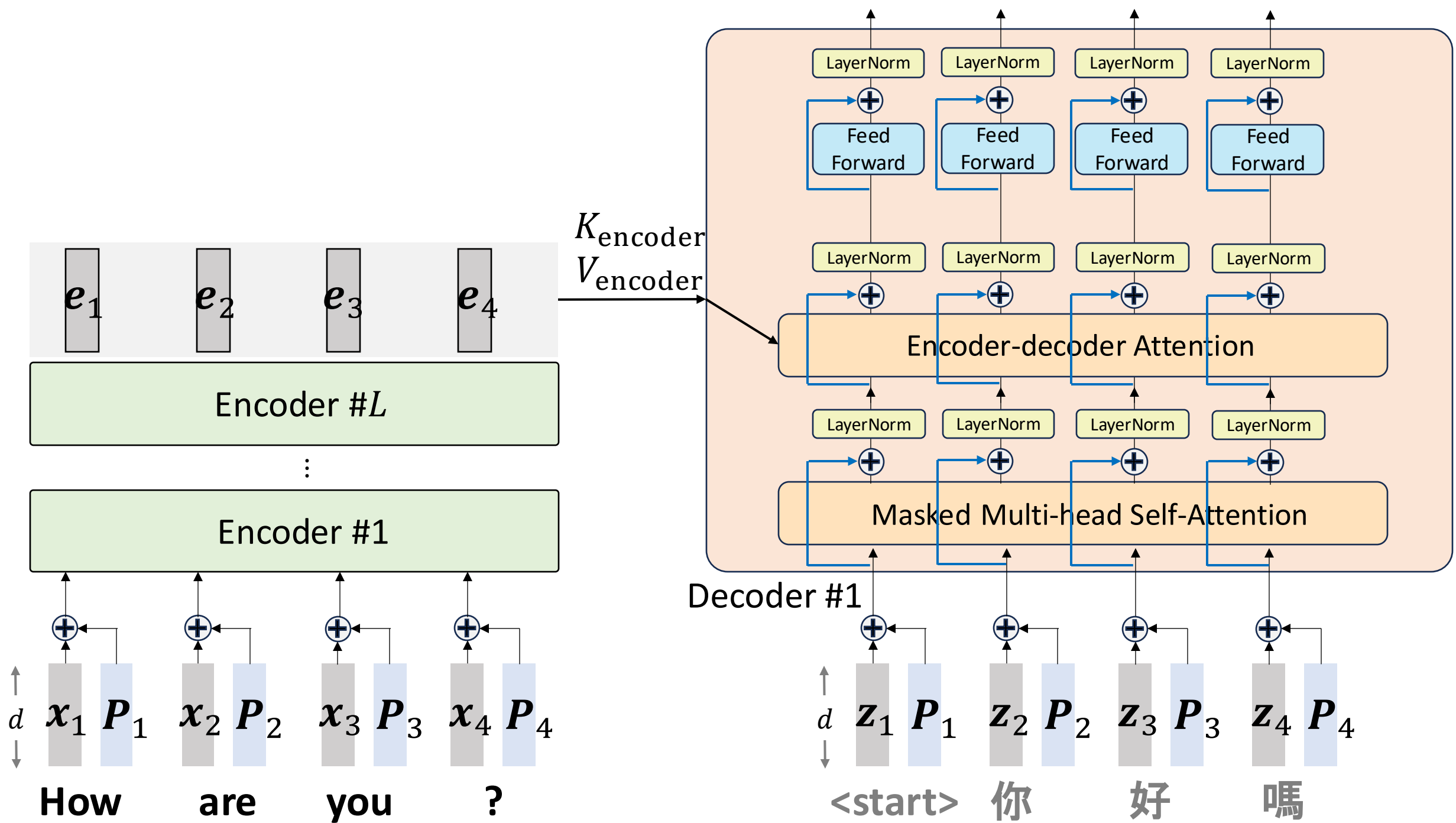
$$\text{MaskedAttention}(Q, K, V) = V \text{softmax}\left(\frac{K^T Q}{\sqrt{d_k}} + M\right)$$

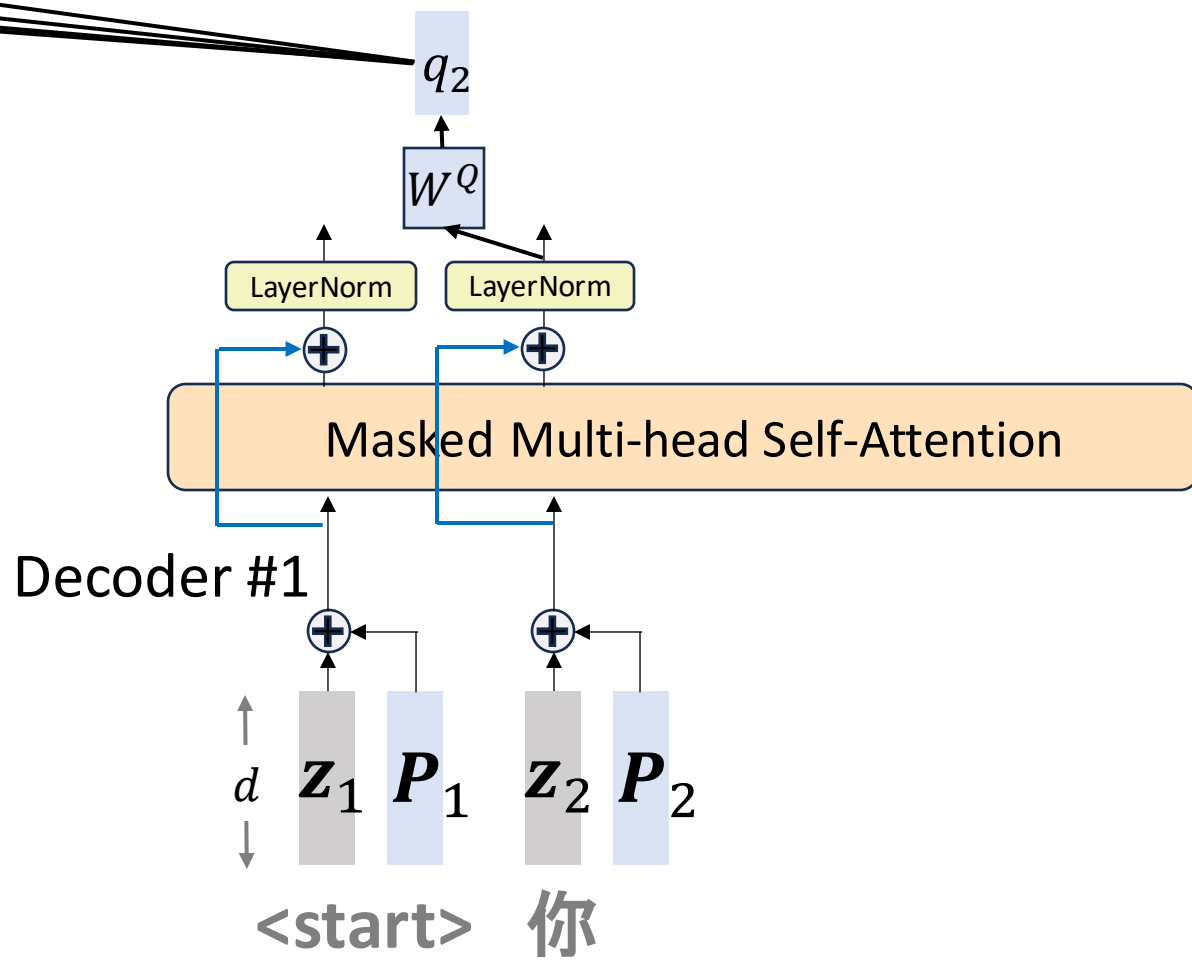
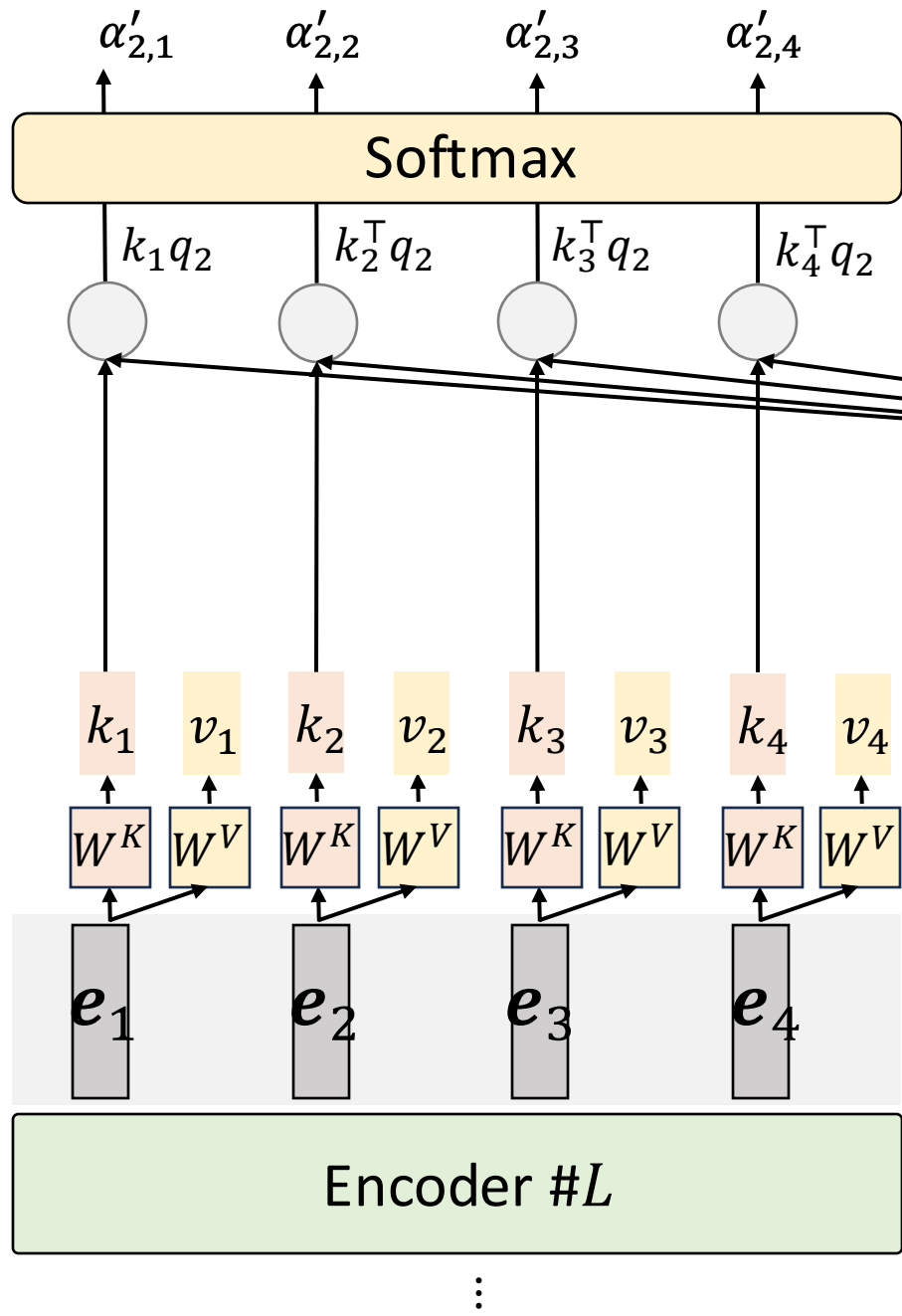
$M =$

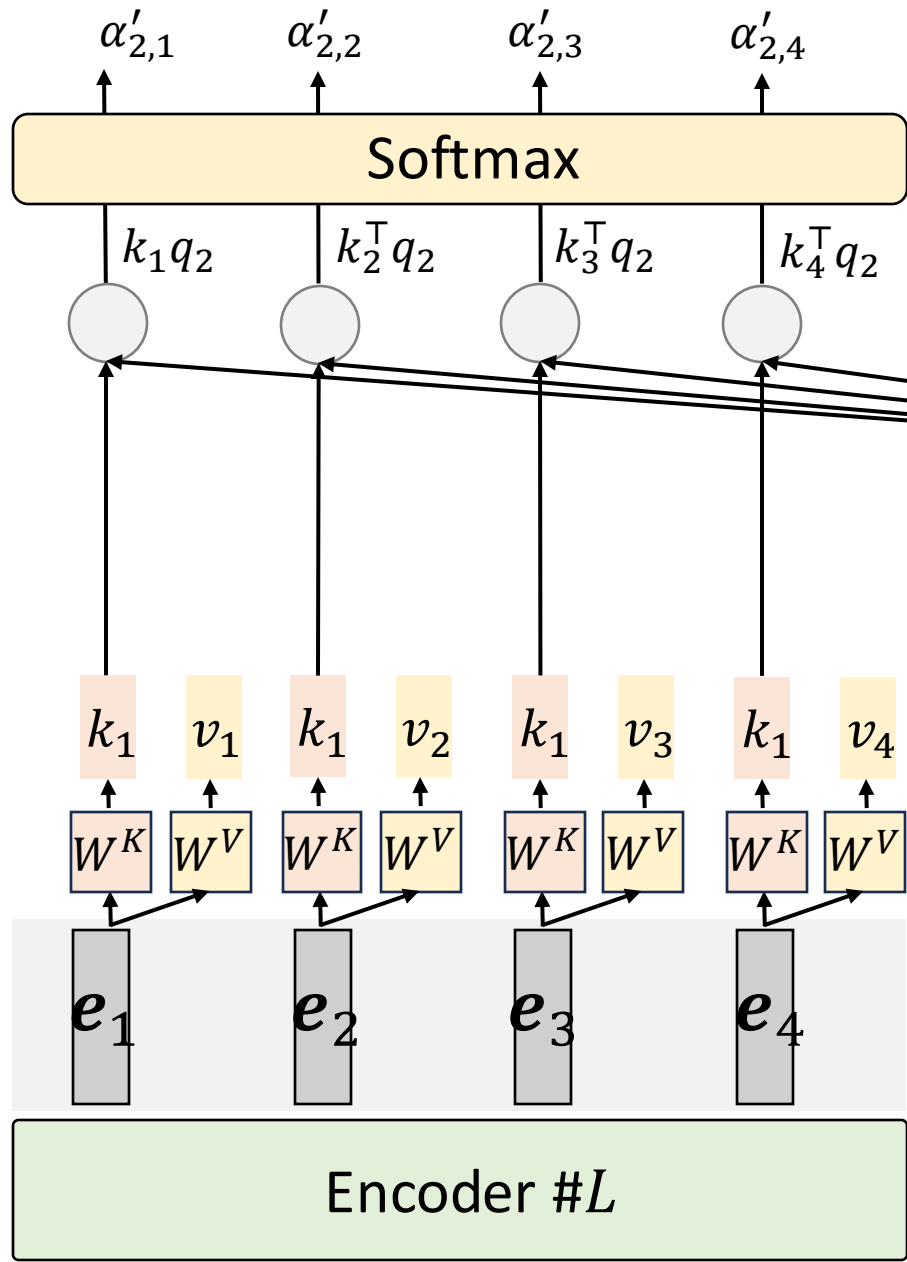
0	0	0	0	0
$-\infty$	0	0	0	0
$-\infty$	$-\infty$	0	0	0
$-\infty$	$-\infty$	$-\infty$	0	0
$-\infty$	$-\infty$	$-\infty$	$-\infty$	0





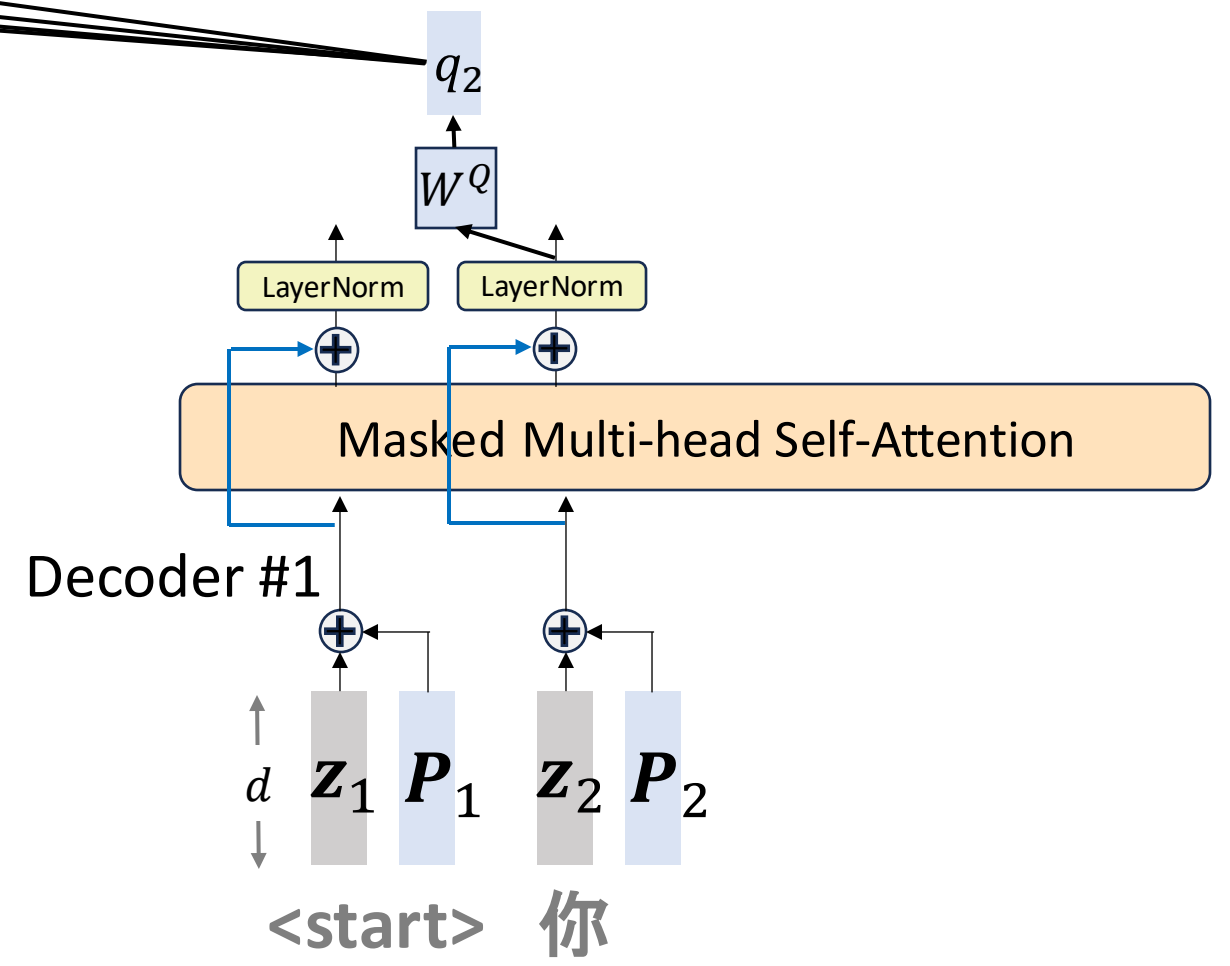




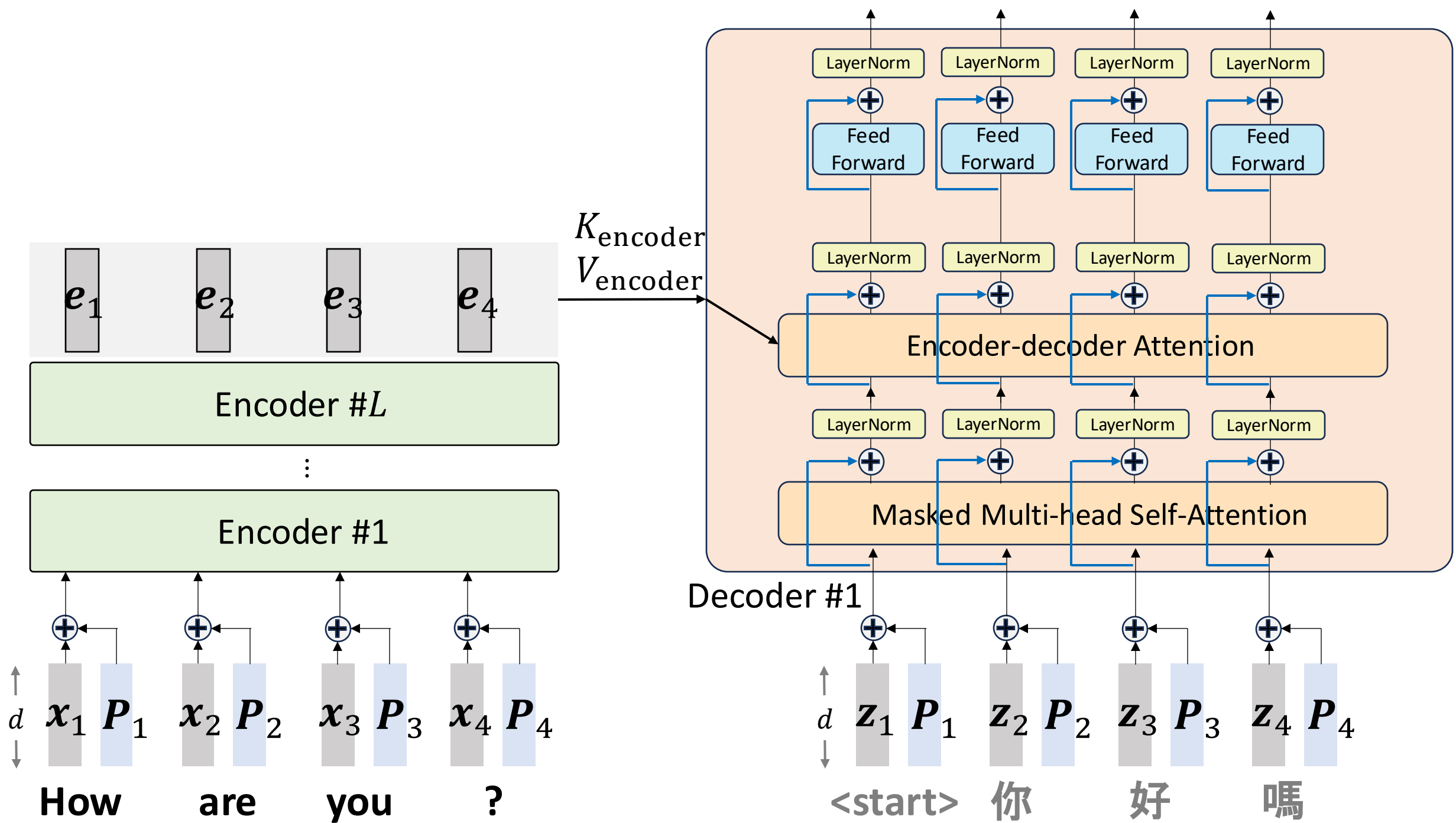


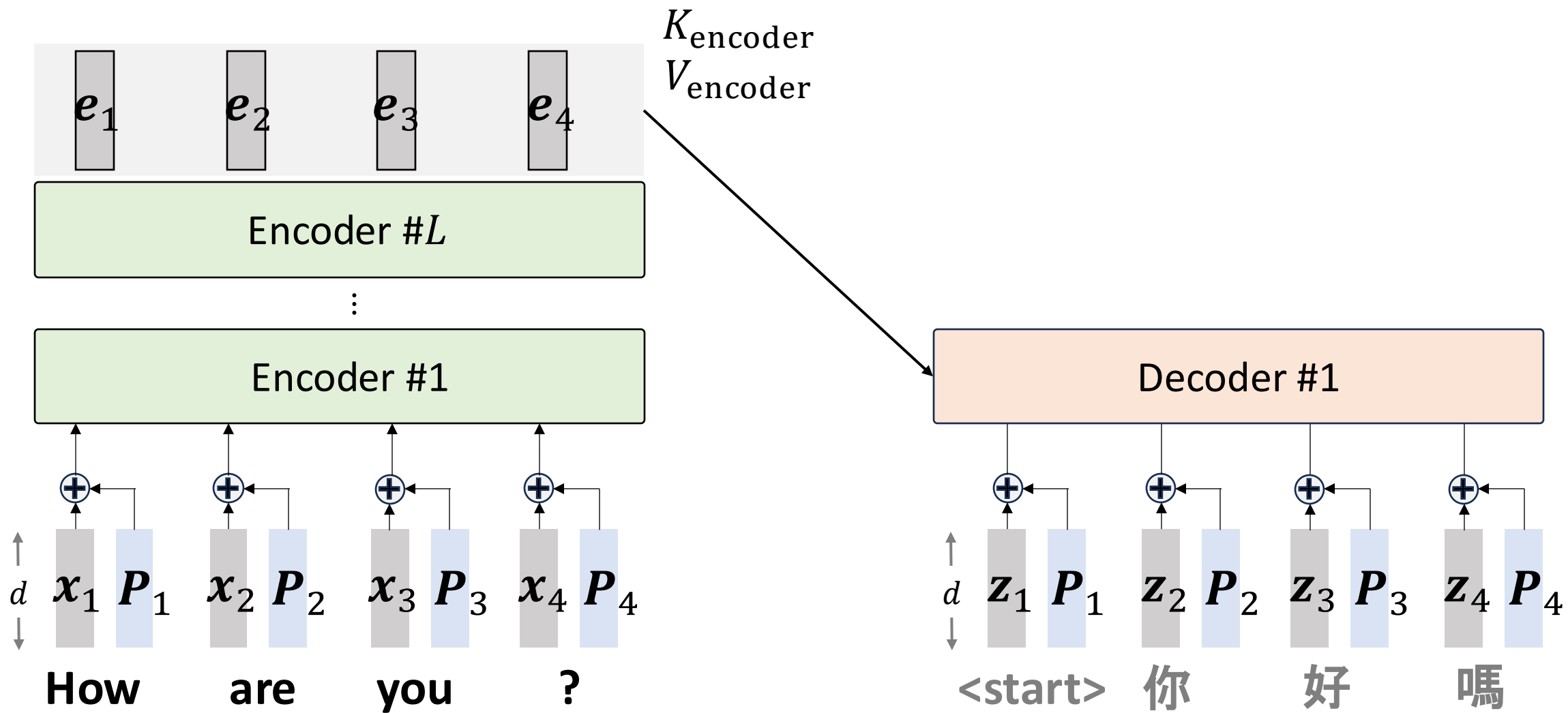
$$z'_2 = W^O (\alpha'_{2,1} v_1 + \alpha'_{2,2} v_2 + \alpha'_{2,3} v_3 + \alpha'_{2,4} v_4)$$

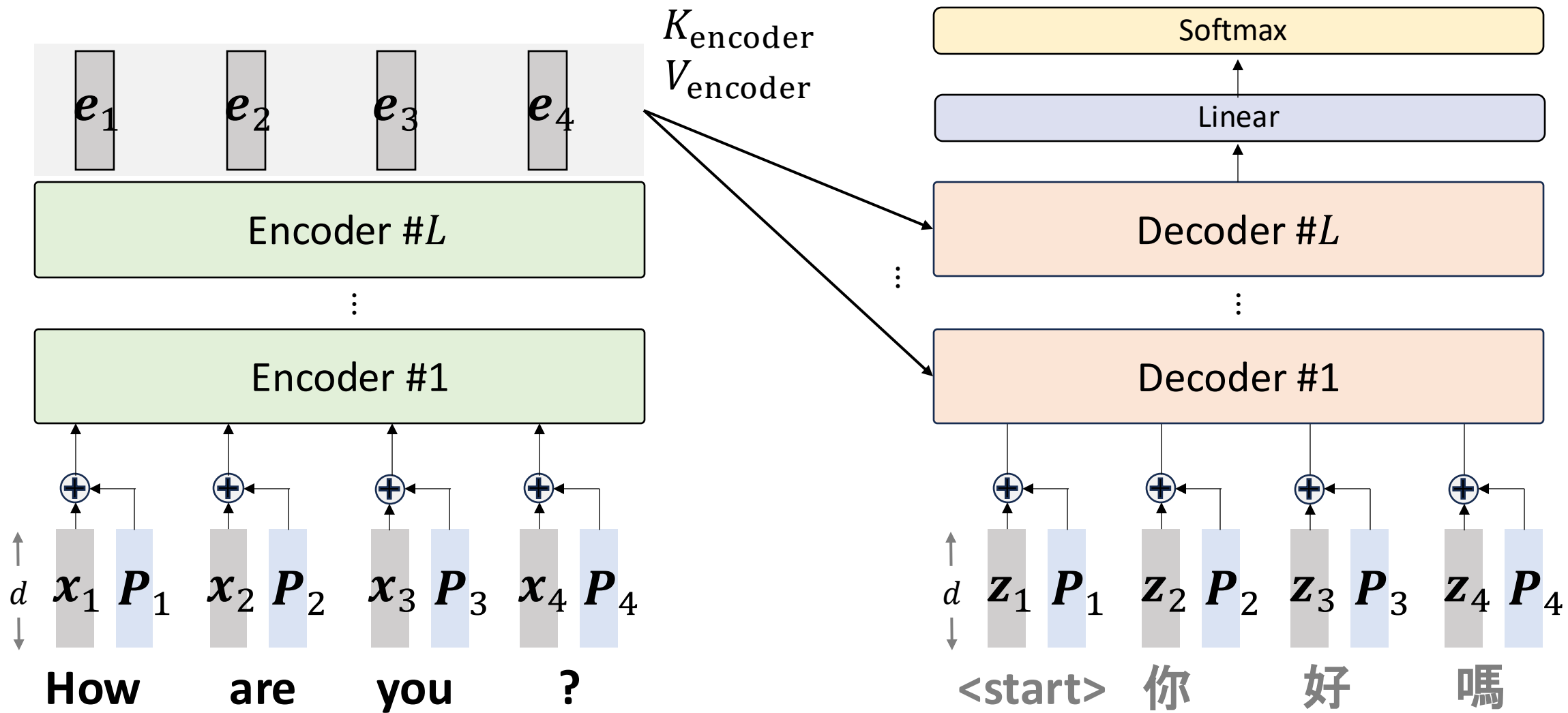
Cross-attention
Encoder-decoder attention



(ignore the scaling $1/\sqrt{d_k}$ here for simplicity)







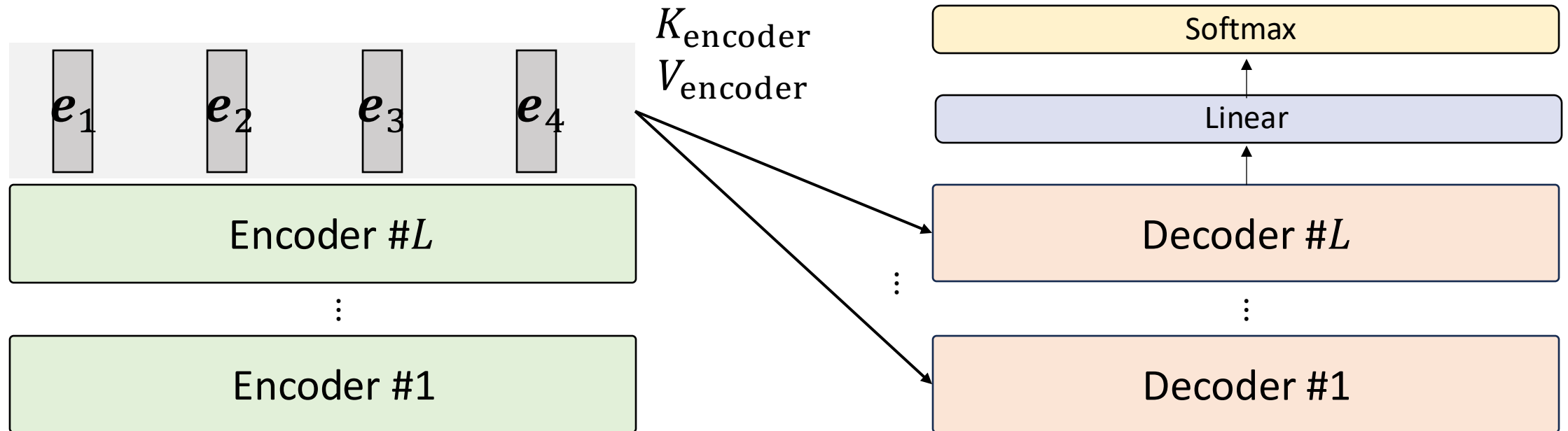
Encoder-Decoder Transformer

Examples:

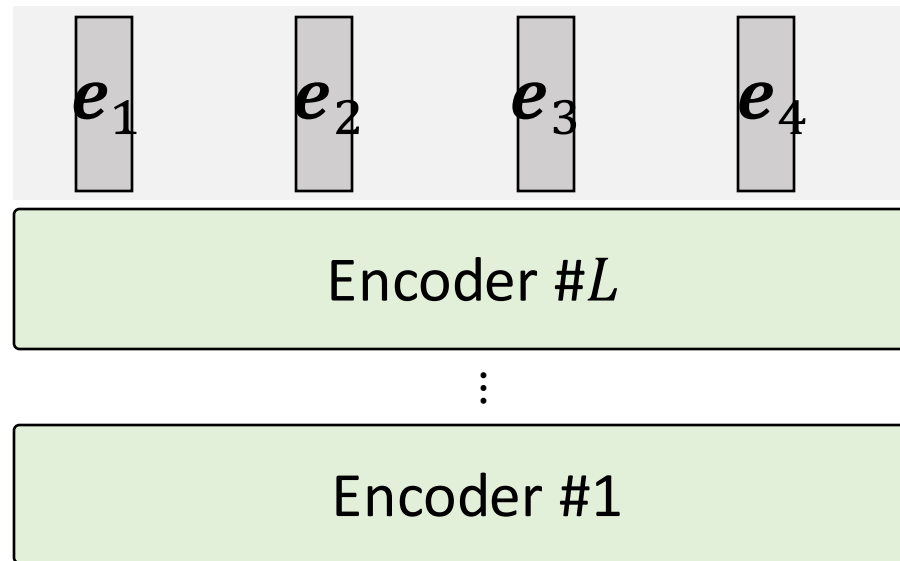
Attention is all you need, T5, BART.

Good for:

Machine translation, summarization. QA
(when input/target are sufficiently different)



Encoder-Decoder Transformer



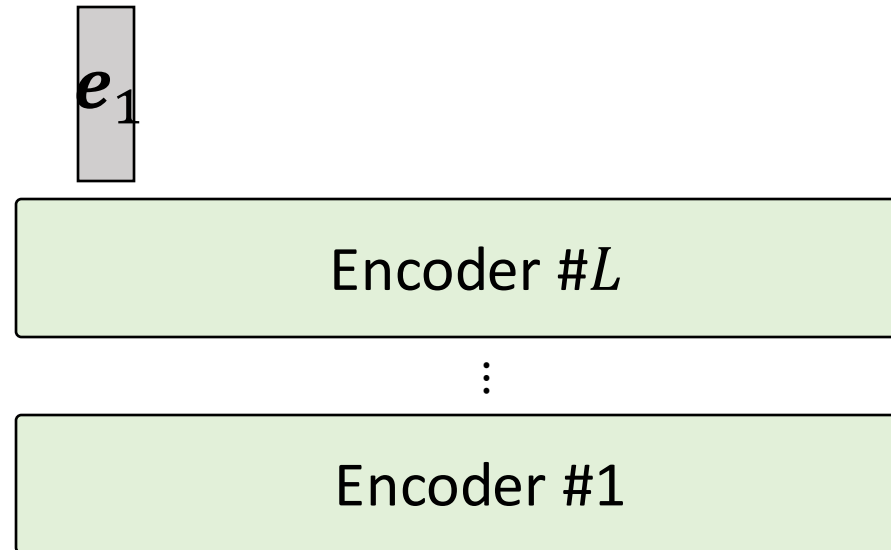
Examples:

Attention is all you need, T5, BART.

Good for:

Machine translation, summarization. QA
(when input/target are sufficiently different)

Encoder-only Transformer



Examples:

BERT, RoBERTa, DeBERTa, X-BERT

Good for:

Classification, sequence tagging, sentiment analysis

(Understand text, but not generate them)

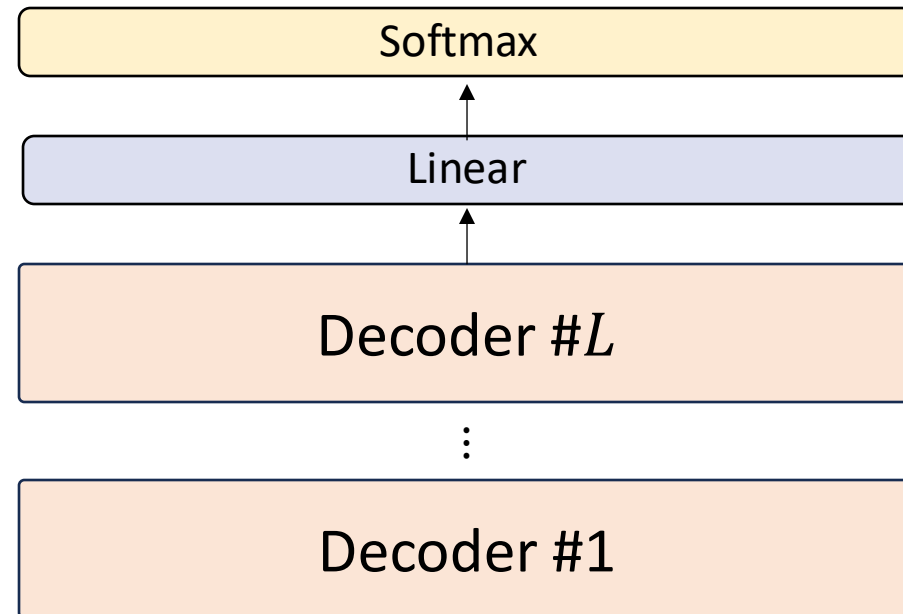
Decoder-only Transformer

Examples:

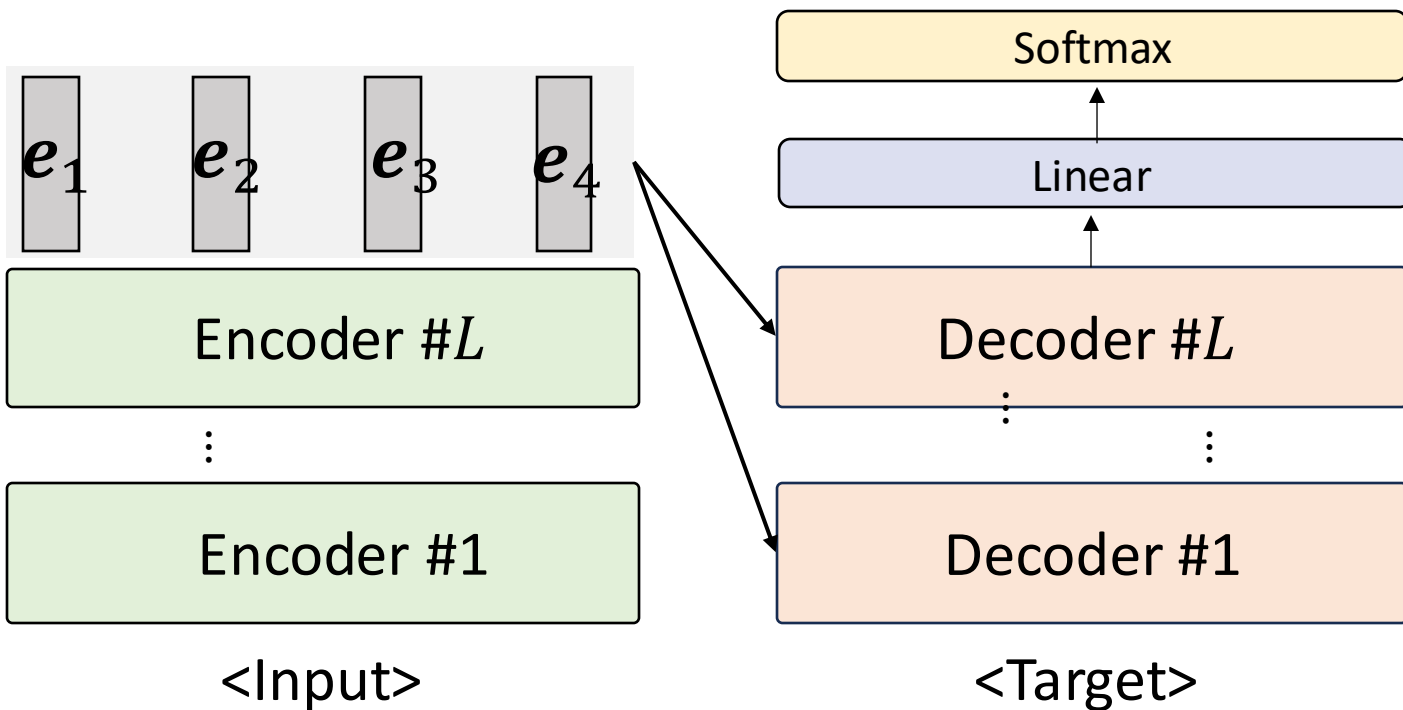
GPT-X (OpenAI), PaLM (Google), LLaMA (Meta)
BLOOM (BigScience)

Good for:

Text generation, multi-round conversation

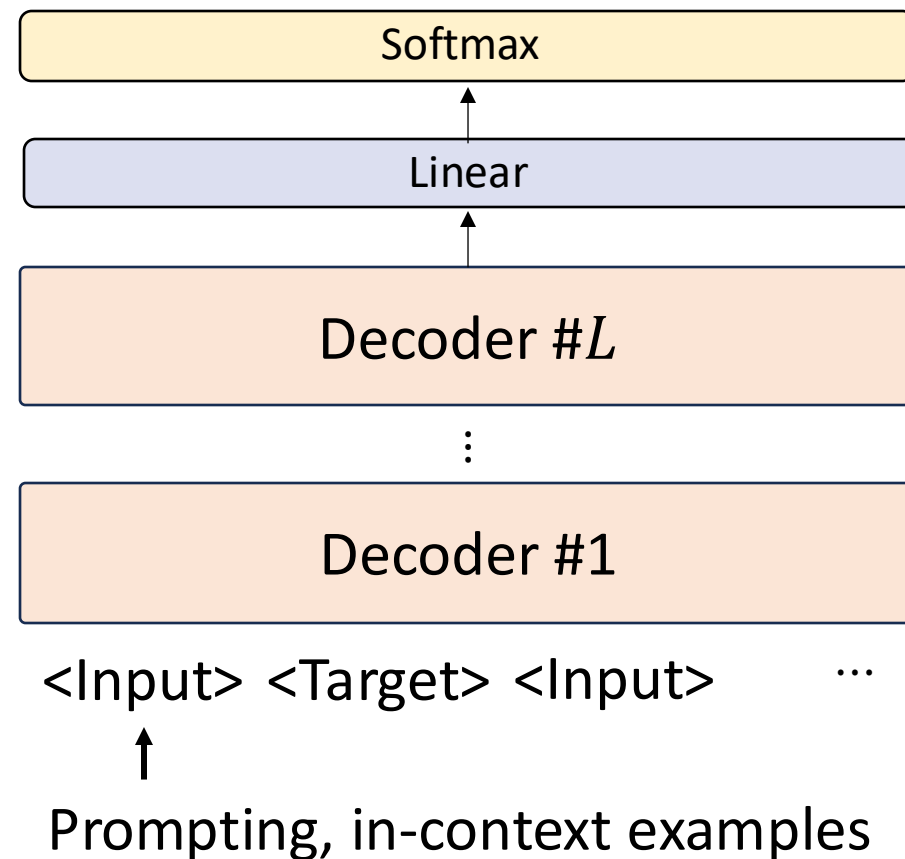


Encoder-Decoder Transformer



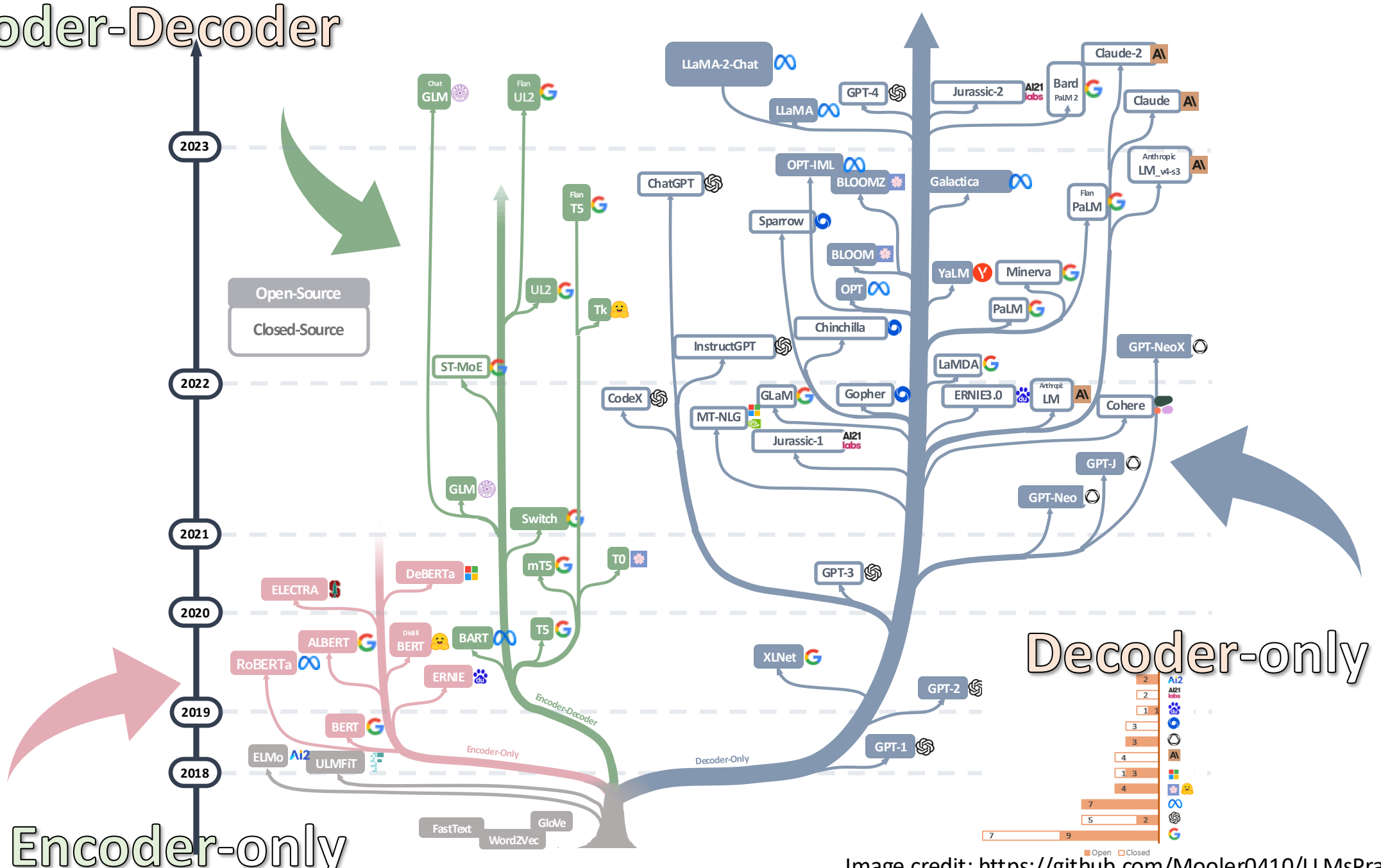
Different parameters for **encoder**/**decoder**

Decoder-only Transformer



Shared parameters

Encoder-Decoder



Encoder-only

Decoder-only

