

**ATTENTION IS ALL YOU NEED**

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# PAPER SUMMARY

- Introduces the Transformer model
- Solely based on attention mechanisms
- Eliminates RNN and CNN

# PAPER SUMMARY - THE TRANSFORMER MODEL

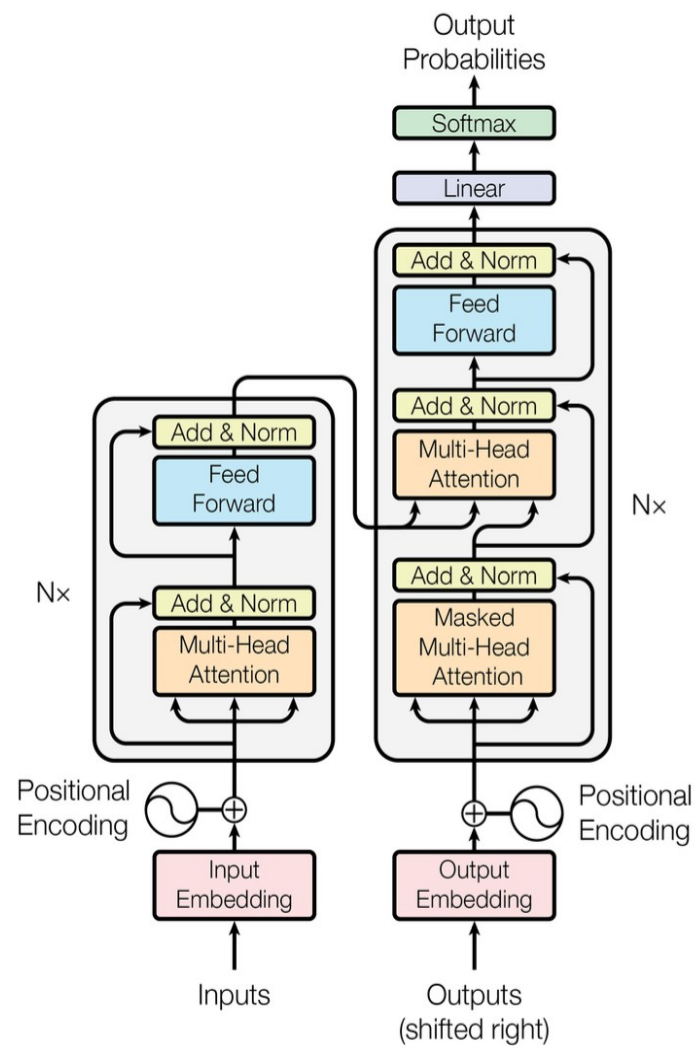
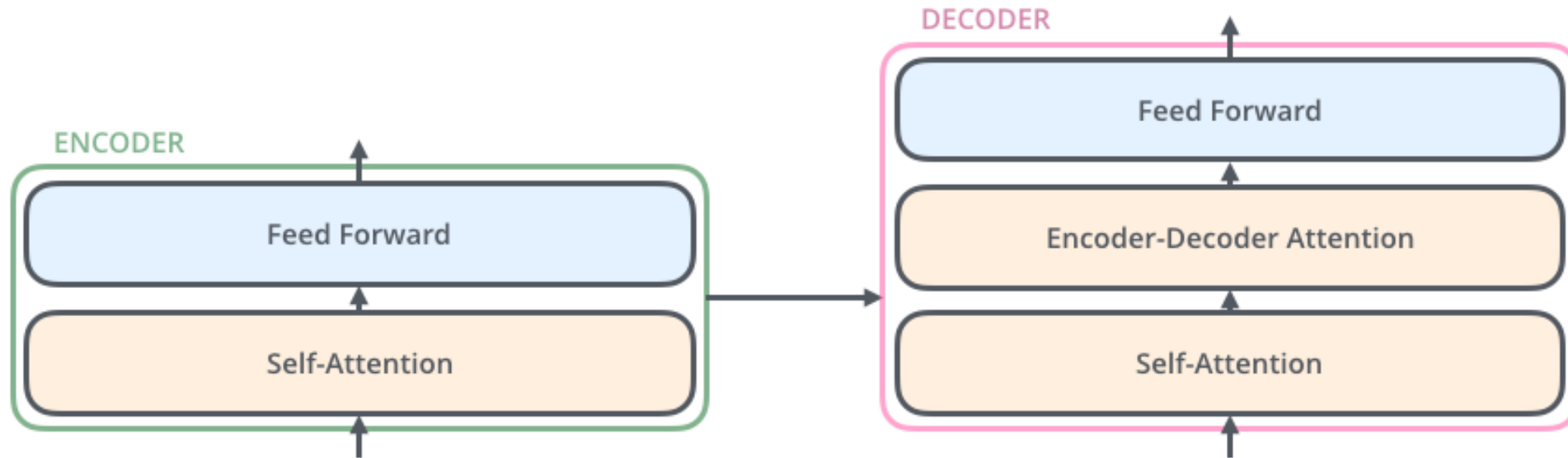


Figure 1: The Transformer - model architecture.

source - <https://jalammar.github.io/illustrated-transformer/>

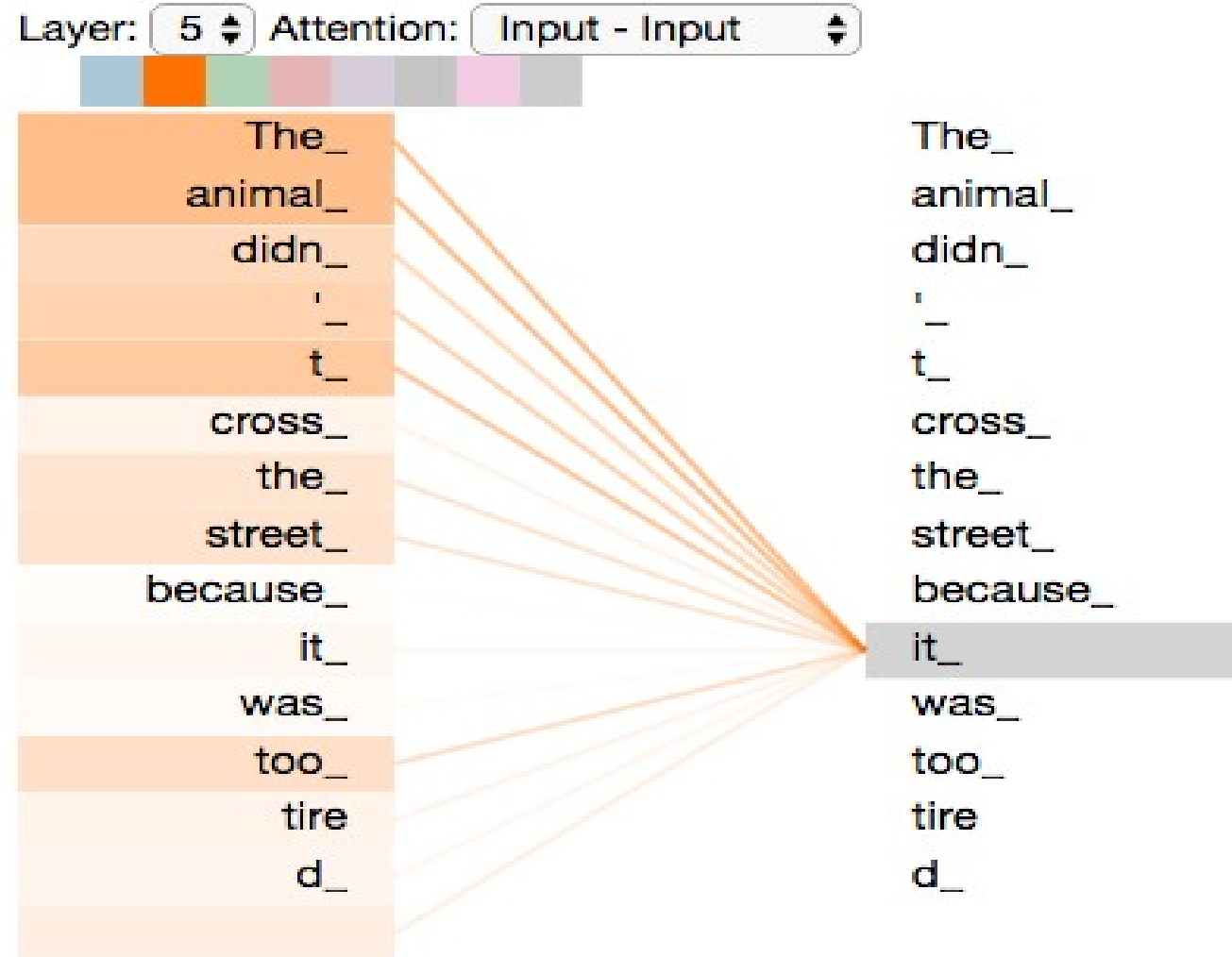
# PAPER SUMMARY - TRANSFORMER SIMPLIFIED



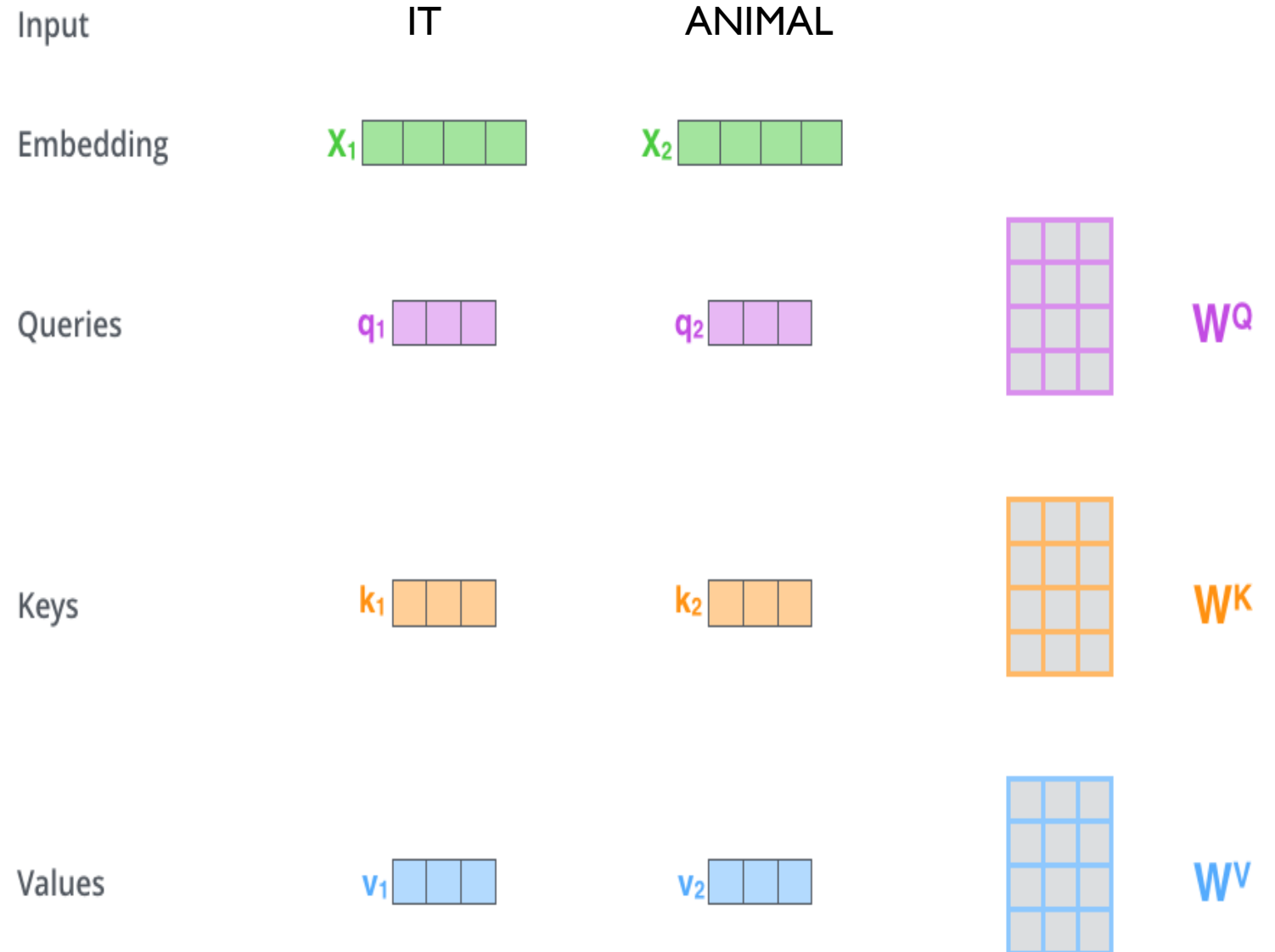
## KEY INNOVATIONS - ATTENTION MECHANISM

The **animal** didn't cross the street because **it** was too tired

# KEY INNOVATIONS - ATTENTION MECHANISM



# KEY INNOVATIONS - ATTENTION MECHANISM



# KEY INNOVATIONS - ATTENTION MECHANISM

Input

Embedding

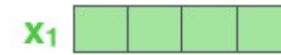
Queries

Keys

Values

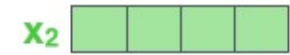
Score

IT



$$q_1 \cdot k_1 = 112$$

ANIMAL



$$q_1 \cdot k_2 = 96$$



# KEY INNOVATIONS - ATTENTION MECHANISM

Input

Embedding

Queries

Keys

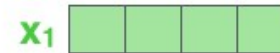
Values

Score

Divide by 8 ( $\sqrt{d_k}$ )

Softmax

IT

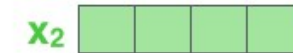


$q_1 \cdot k_1 = 112$

14

0.88

ANIMAL



$q_1 \cdot k_2 = 96$

12

0.12

# KEY INNOVATIONS - ATTENTION MECHANISM

Input

IT

ANIMAL

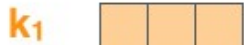
Embedding



Queries



Keys



Values



Score

$q_1 \cdot k_1 = 112$

$q_1 \cdot k_2 = 96$

Divide by 8 ( $\sqrt{d_k}$ )

14

12

Softmax

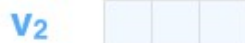
0.88

0.12

Softmax

X

Value



Sum



# MATRIX CALCULATION OF SELF- ATTENTION



# MATRIX CALCULATION OF SELF-ATTENTION

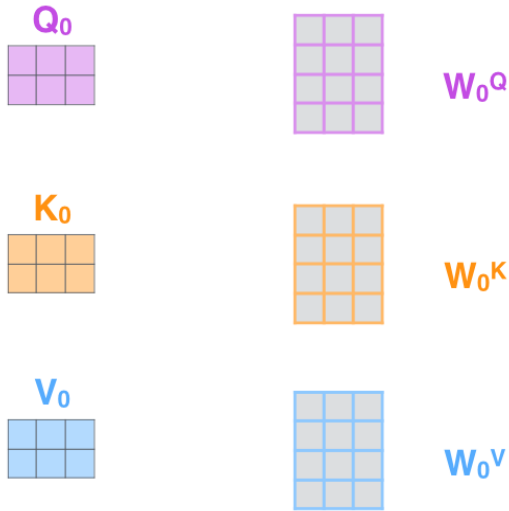
$$\text{softmax} \left( \frac{\begin{matrix} \text{Q} \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix} \times \begin{matrix} \text{K}^T \\ \begin{array}{|c|c|} \hline \square & \square \\ \hline \square & \square \\ \hline \end{array} \end{matrix} \right) \begin{matrix} \text{V} \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix}$$
$$= \begin{matrix} \text{Z} \\ \begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array} \end{matrix}$$

# MULTI HEAD ATTENTION

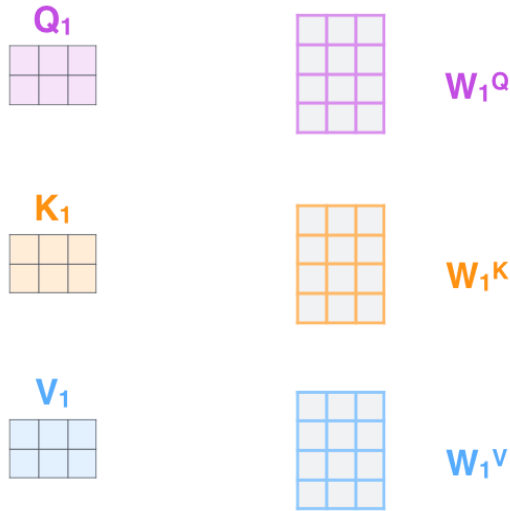
X  
Thinking  
Machines



ATTENTION HEAD #0



ATTENTION HEAD #1

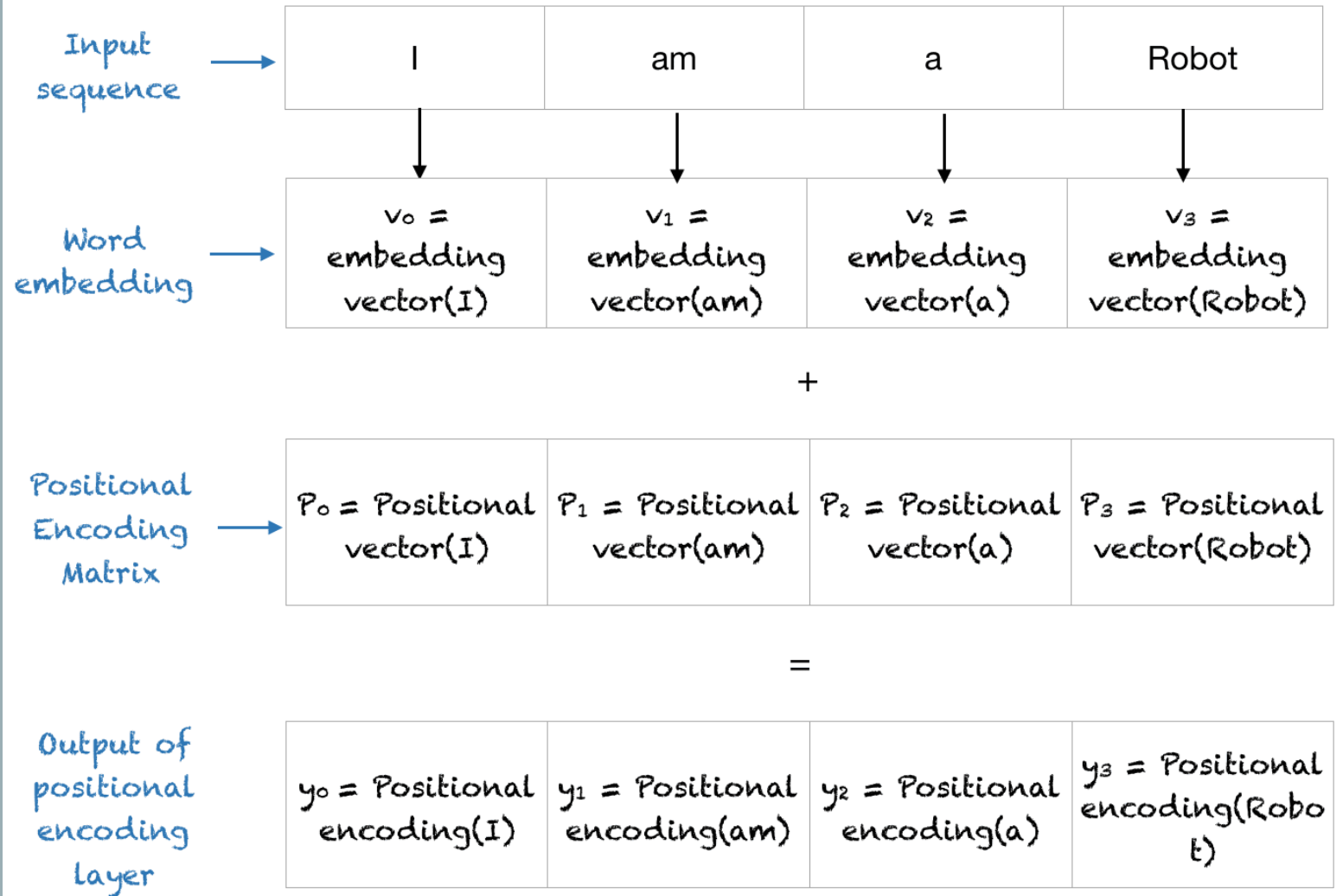


# POSITIONAL ENCODING



Positional Encoding Matrix for the sequence 'I am a robot'

# POSITIONAL ENCODING



## STRENGTHS

- Achieves state-of-the-art performance on translation tasks
- Parallelizable, reducing training time
- Captures long-range dependencies effectively
- Interpretability through attention visualizations



# **WEAKNESSES**

- Computationally intensive for very long sequences
- Lack of inherent sequence order modeling (mitigated by positional encoding)
- Potential overfitting on small datasets

## RELATION TO STORY GENERATION

- Can generate coherent and contextually relevant text
- Attention mechanism allows for better understanding of context and relationships between words/ideas
- Potential for generating diverse and creative storylines

## APPLICATION TO INTERACTIVE FICTION

- Can be used to generate dynamic responses to user inputs
- Attention mechanism helps maintain consistency in long-term narrative
- Potential for creating more engaging and personalized interactive experiences

## FUTURE DIRECTIONS

- Exploring Transformer variants for specific story generation tasks
- Investigating methods to control and guide the generation process
- Combining Transformer models with other techniques for enhanced storytelling

# CONCLUSION

- Transformer revolutionizes sequence modeling with attention.
- Excels in translation tasks and trains faster than previous models.
- Challenges remain for very long sequences and small datasets.
- Potent for story generation and interactive fiction.
- Transformer, a cornerstone of modern NLP.

## REFERENCES

- <https://arxiv.org/pdf/1706.03762>
- <https://jalammar.github.io/illustrated-transformer/>