

# **Deep Learning**

# **Transformer and Newer**

# **Architectures**

Hao Chen, Dareen Alharthi

**Fall 2024**

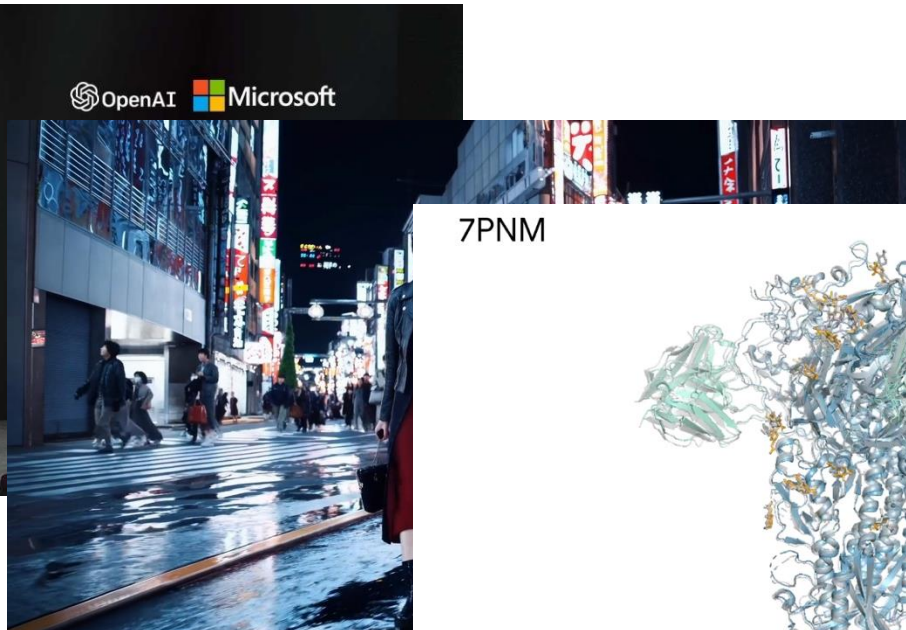
**Attendance: xxx**

# Content

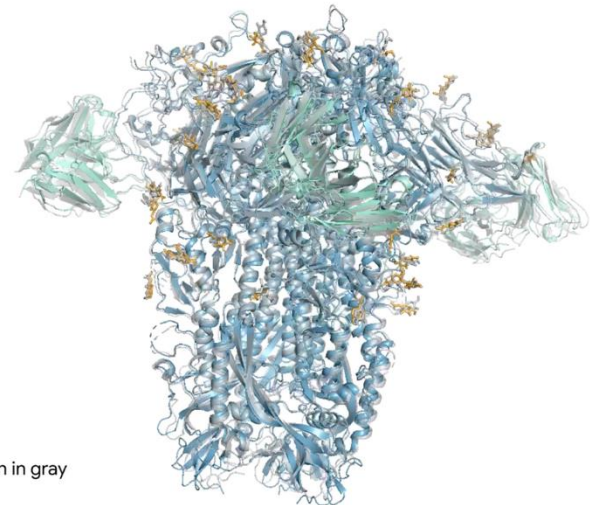
- Transformer Architecture
- Transformer in Language
- Transformer in Vision
- Transformer in Audio
- Parameter Efficient Tuning
- Scaling Laws

# Why Transformer?

- Almost everything today in deep learning is **Transformer**



Ground truth shown in gray



# But...Why Transformer?

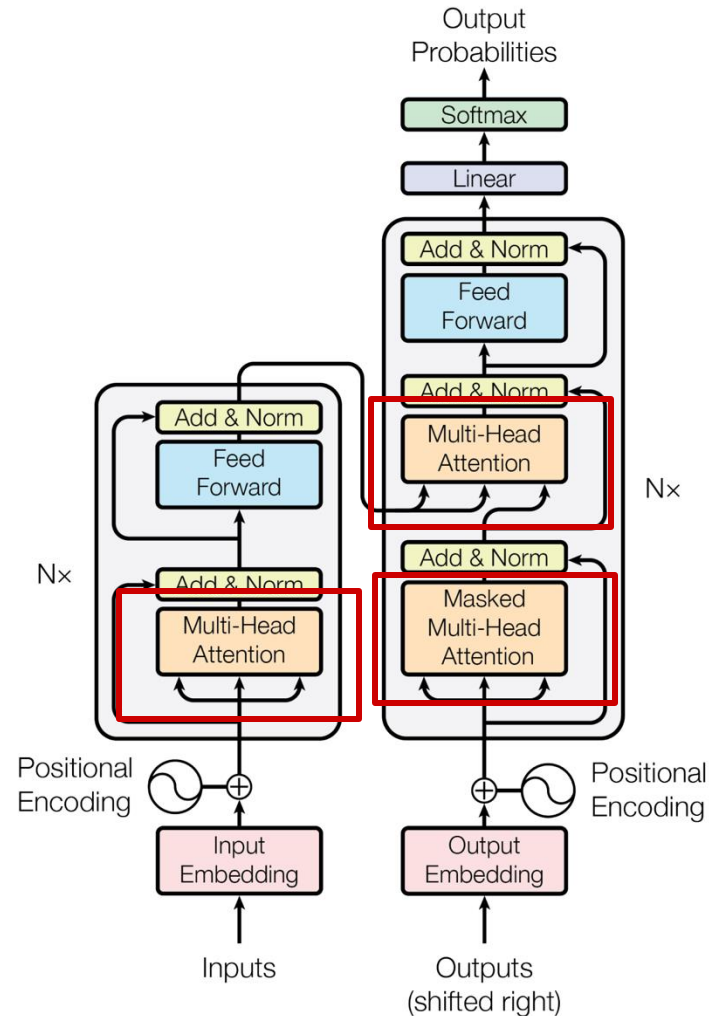
- Flexibility and universality of handling all modality
- Scaling with data and parameters
- “Emergent” capability and In-context Learning
- Parameter Efficient Tuning



# Transformer Architecture

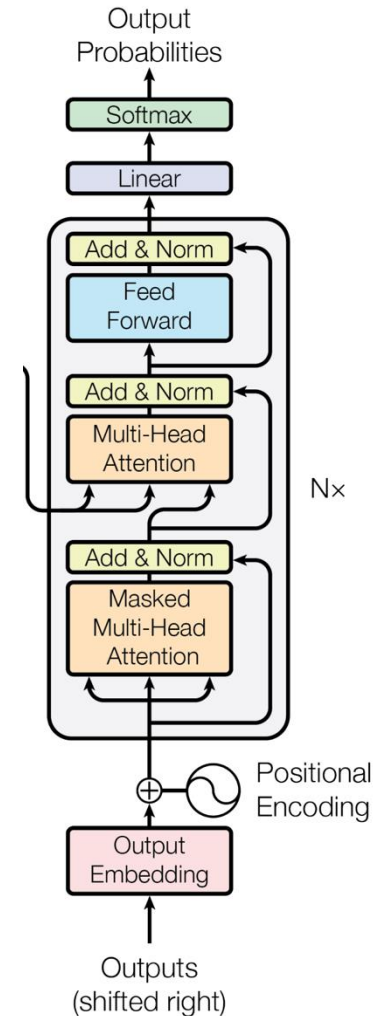
# Transformer Architecture

- overview



# Transformer Architecture

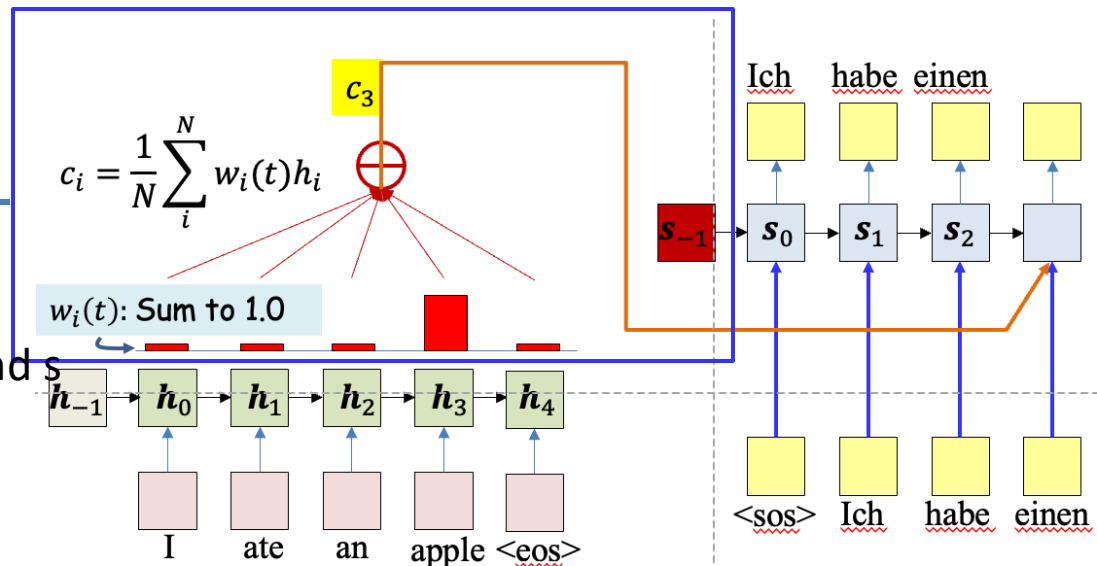
- Word Tokenization
- Word Embedding
- (Masked) Multi-Head Attention
- Position Encoding
- Feed-Forward
- Add & Norm
- Output Projection Layer



# Recap: Attention in Seq2Seq Models

## Attention

Weighted sum of  $h$   
Weights computed from  $h$  and  $s$



- Typical options for  $g()$  (**variables in red must be learned**)

$$g(h_i, s_{t-1}) = h_i^T s_{t-1}$$

$$g(h_i, s_{t-1}) = h_i^T \mathbf{w}_g s_{t-1}$$

$$g(h_i, s_{t-1}) = \mathbf{v}_g^T \tanh\left(\mathbf{w}_g \begin{bmatrix} h_i \\ s_{t-1} \end{bmatrix}\right)$$

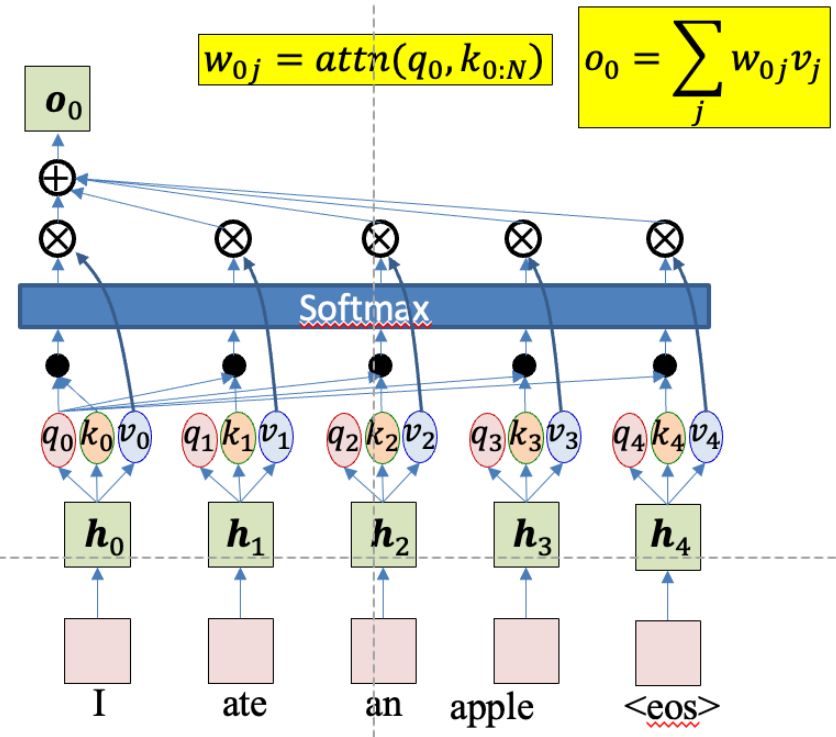
$$g(h_i, s_{t-1}) = \text{MLP}([h_i, s_{t-1}])$$

$$e_i(t) = g(h_i, s_{t-1})$$

$$w_i(t) = \frac{\exp(e_i(t))}{\sum_j \exp(e_j(t))}$$

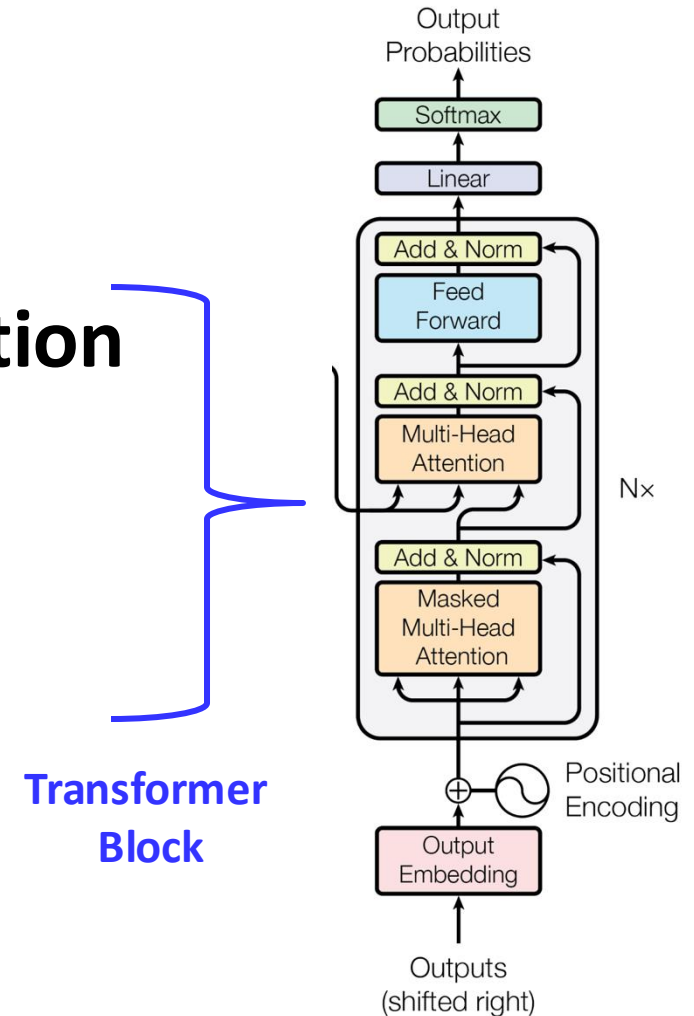
# Recap: Self-Attention

Weighted sum of v  
Weights computed from q and k  
q, k, v computed from inputs



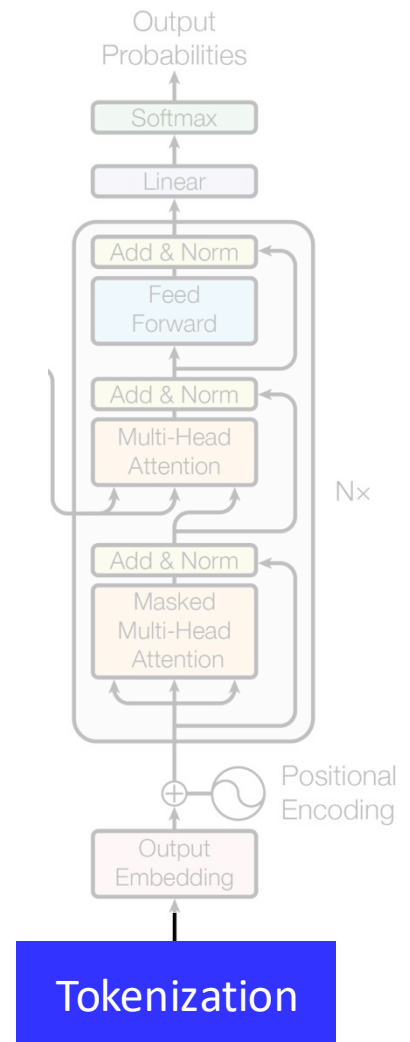
# Transformer Architecture

- Word Tokenization
- Word Embedding
- **(Masked) Multi-Head Attention**
- **Position Encoding**
- **Feed-Forward**
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# Transformer Architecture

- **Word Tokenization**
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# Tokenization

- Maps a word into one/multiple tokens
  - Each token represented as an index/class

Tokens 139 Characters 847

CMU's 11-785 Introduction to Deep Learning is a comprehensive course that offers students foundational knowledge and hands-on experience in deep learning. Designed to equip students with both theoretical concepts and practical skills, the course covers essential topics such as neural networks, convolutional neural networks (CNNs), recurrent neural networks (RNNs), generative models, and unsupervised learning techniques. It integrates mathematical foundations, optimization methods, and the latest advancements in model architectures, making it an ideal course for those interested in mastering deep learning applications across various domains. Students engage in coding assignments and projects that require implementing algorithms from scratch, giving them practical insight into real-world challenges and problem-solving with deep learning.

Text Token IDs

Tokens 139 Characters 847

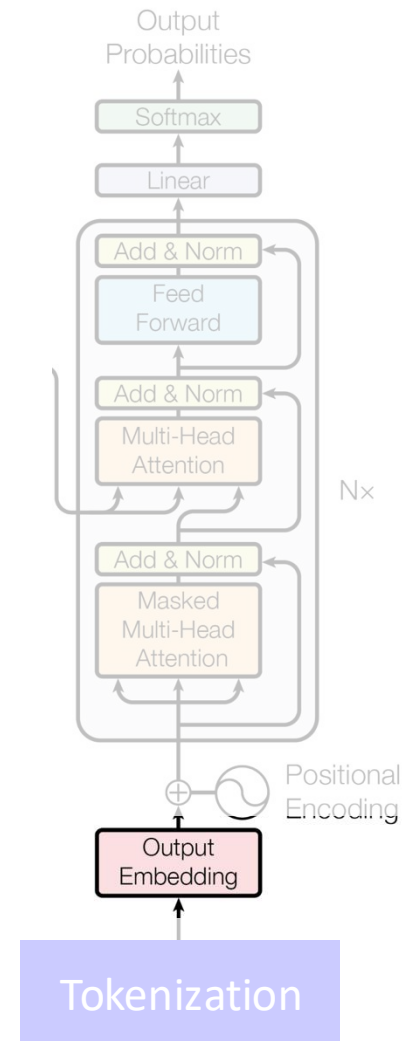
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Text Token IDs



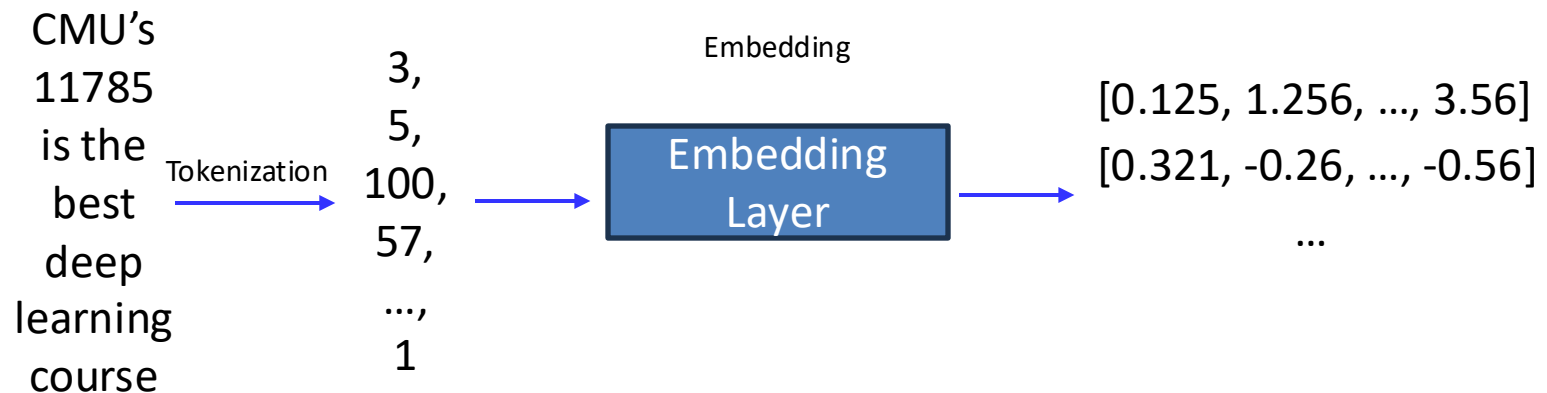
# Transformer Architecture

- Word Tokenization
- **Word Embedding**
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# Embedding

- Represents each discrete token index as continuous token embeddings



# Embedding Layer

- The embedding layer is a look-up table that converts token index to continuous vectors

Token Index	Token Embedding
0	[0.235, -1.256, 3.513, ..., -0.187]
1	[1.291, -2.012, 0.624, ..., -1.291]
2	[0.536, 0.012, -0.024, ..., 2.345]
...	...
Vocab Size $ V $	[0.131, 2.102, 0.935, ..., -0.125]

- In Pytorch, it is *nn.Embedding*

# Embedding Layer is a Linear Layer

- *nn.Embedding* is essentially a linear layer  $Y = XW$

$$\begin{array}{c}
 \text{One-Hot Vector} \\
 \text{Token Index } X \in \mathcal{R}^{N \times |V|}
 \end{array}
 \begin{array}{c}
 \text{Weight Matrix } W \in \mathcal{R}^{|V| \times D}
 \end{array}$$

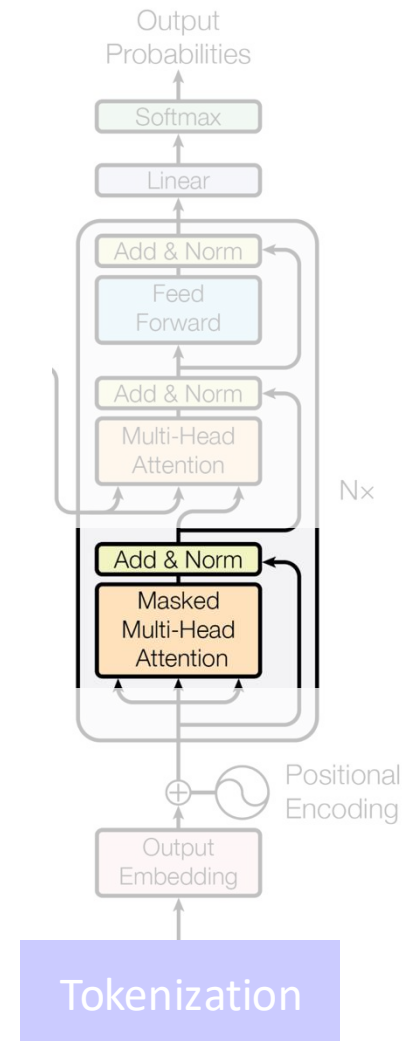
$$\begin{bmatrix} 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ 0 & 0 & 0 & \dots & 1 \end{bmatrix}
 \begin{bmatrix} 0.235 & -1.256 & 3.513 & \dots & -0.187 \\ 1.291 & -2.012 & 0.624 & \dots & -1.291 \\ 0.535 & 0.012 & -0.024 & \dots & 2.345 \\ \dots & \dots & \dots & \dots & \dots \\ 0.131 & 2.102 & 0.935 & \dots & -0.125 \end{bmatrix}$$

$$\begin{bmatrix} 1.291 & -2.012 & 0.624 & \dots & -1.291 \\ 0.535 & 0.012 & -0.024 & \dots & 2.345 \\ 0.131 & 2.102 & 0.935 & \dots & -0.125 \end{bmatrix}$$

$$\text{Token Embedding } Y \in \mathcal{R}^{N \times D}$$

# Transformer Architecture

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# Self-Attention

- Attention Operation

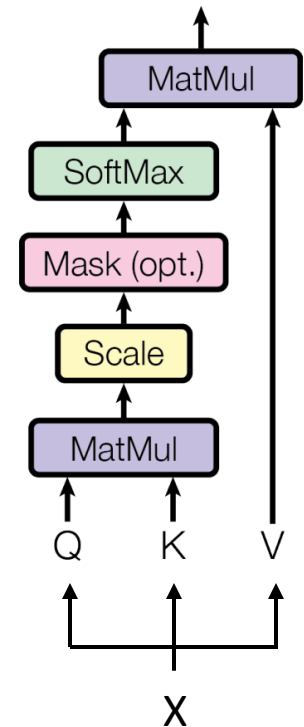
$$\text{Attention}(Q, K, V) = \text{softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right)V$$

Scaled Dot-Product Attention

- Query-Key-Value

- Linear affine from input X itself

- Weighted-sum of V based on similarity/correlation between Q and K
  - Each token's weights sum to one

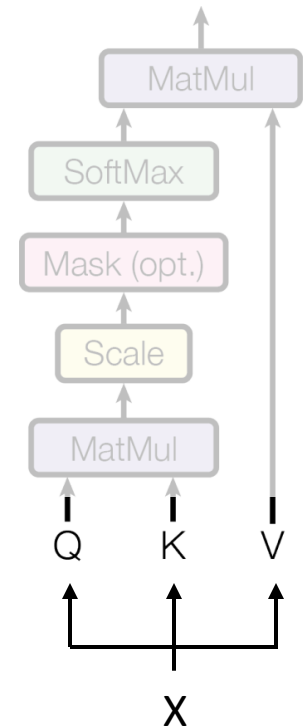


# Self-Attention

- Query-Key-Value from Three Linear Affine of X

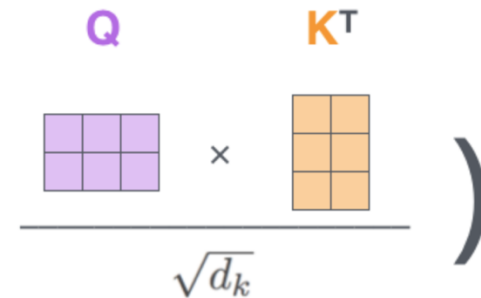


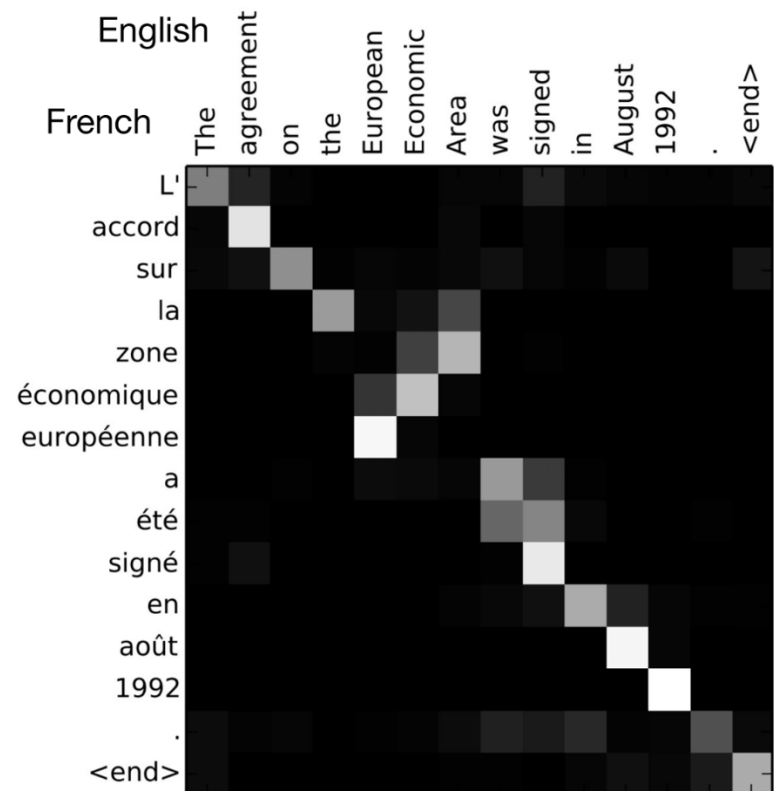
Scaled Dot-Product Attention



# Self-Attention

- Attention weights

$$\text{softmax} \left( \frac{\begin{matrix} \text{Q} \\ \text{K}^T \end{matrix}}{\sqrt{d_k}} \right)$$






# Self-Attention

- Output

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

=

$\text{Z}$

$\begin{array}{|c|c|c|} \hline \square & \square & \square \\ \hline \square & \square & \square \\ \hline \end{array}$

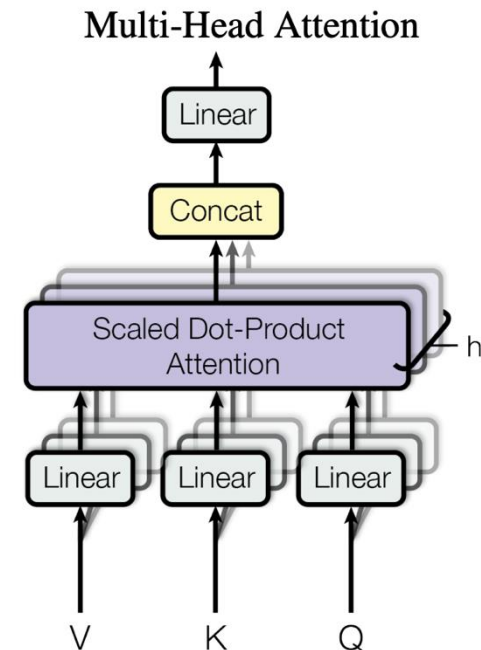
# Multi-Head Self-Attention

- Multiple self-attention operations over the **channel dimension**

$$\text{MultiHead}(Q, K, V) = \text{Concat}(\text{head}_1, \dots, \text{head}_h)W^Q$$

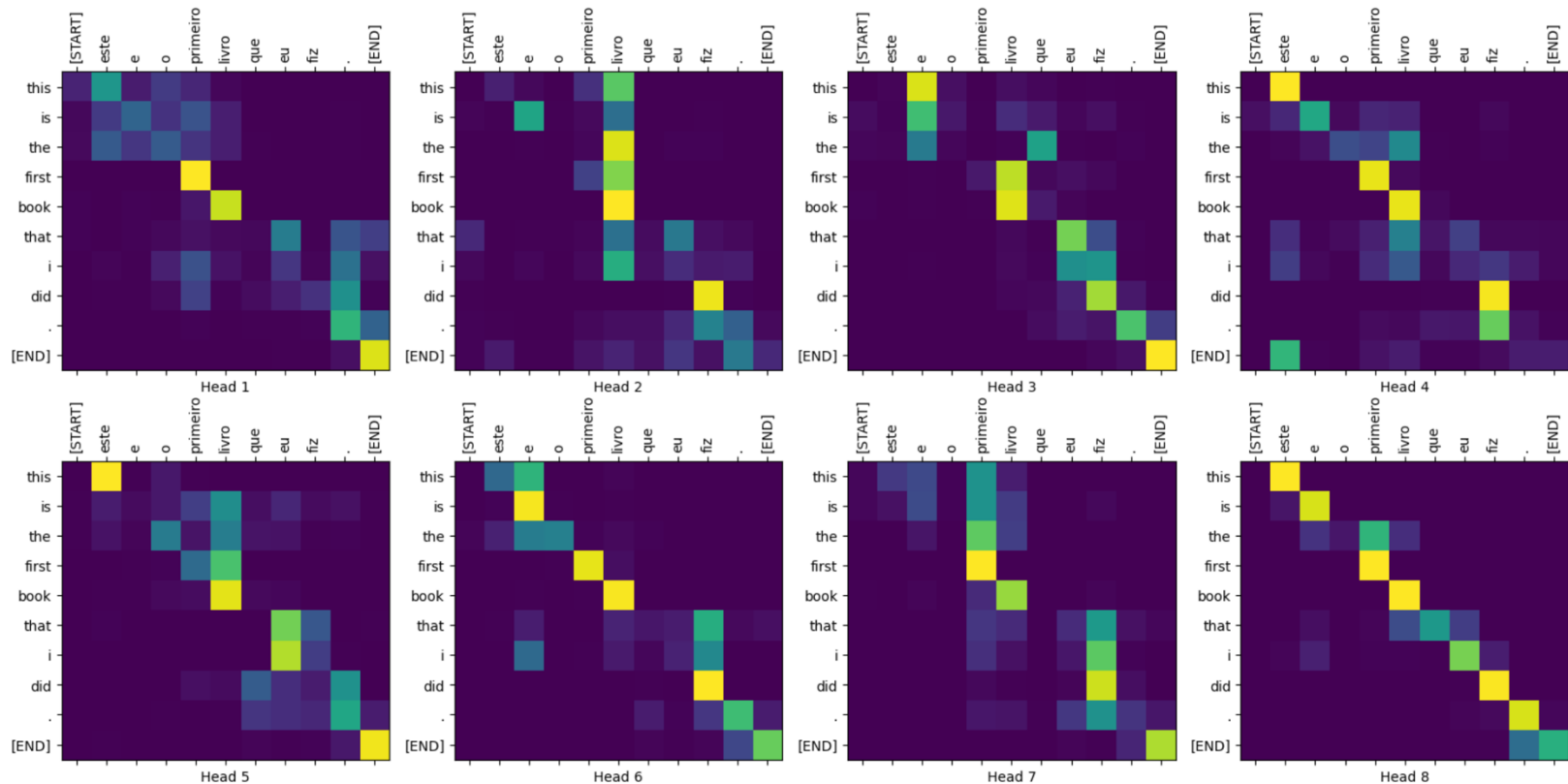
where  $\text{head} = \text{Attention}(QW_i^Q, KW_i^K, VW_i^V)$

- Different attention maps capture different relationships

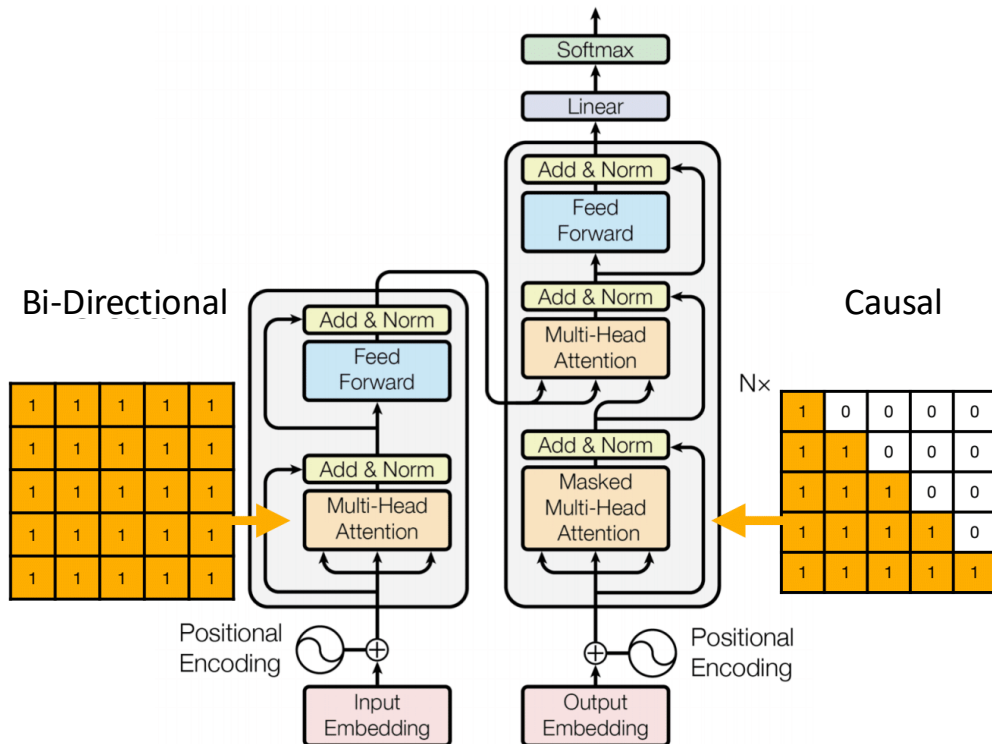


# Multi-Head Attention

- Each head captures different semantics

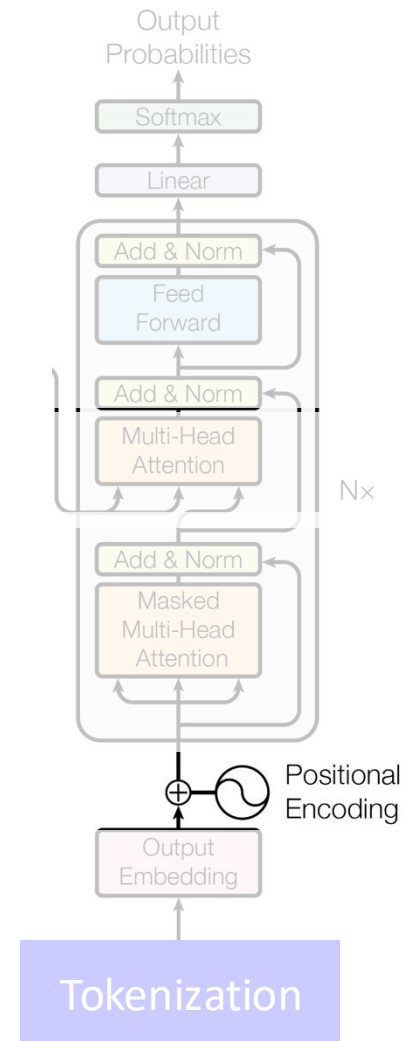


# Attention Masking



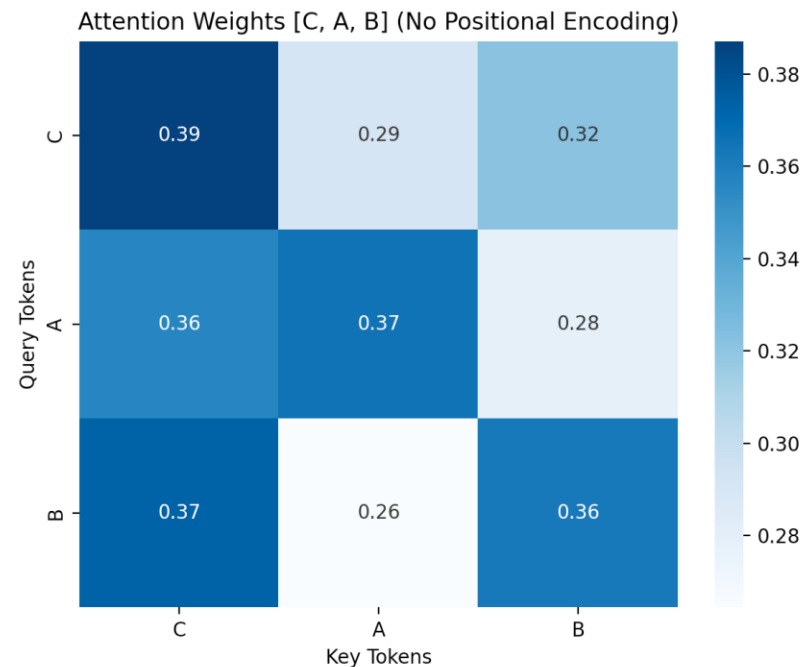
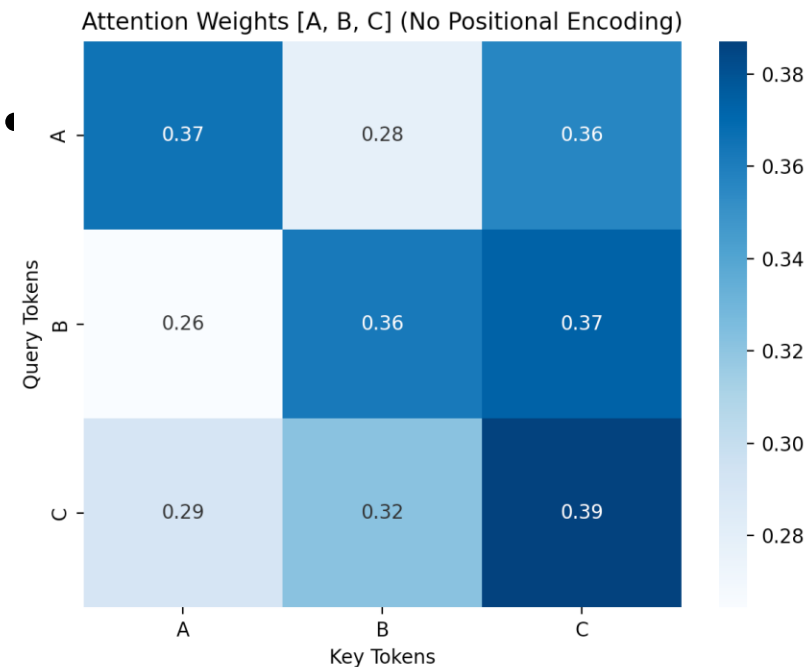
# Transformer Architecture

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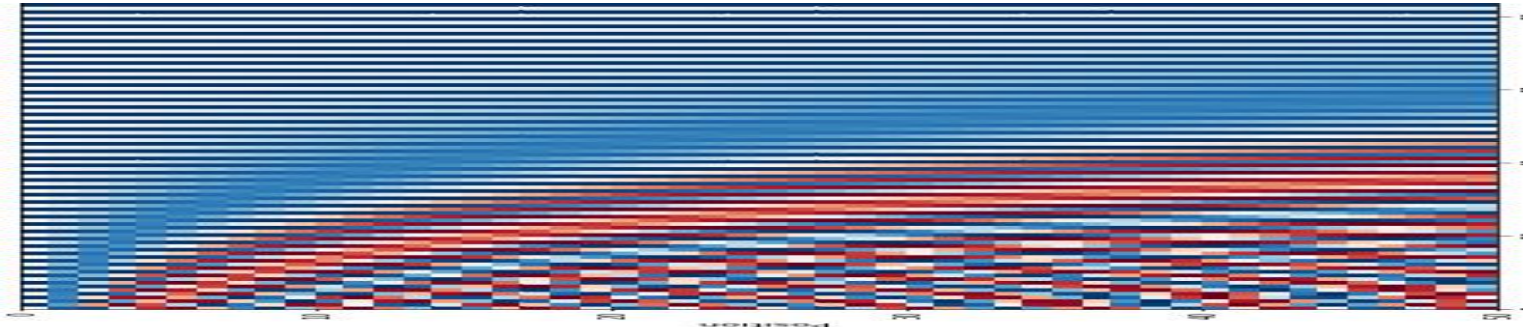
# Position Encoding

- Why do we need them?
  - Self-attention is permutation-invariant!
- Considering a sequence of
  - [A, B, C] vs. [C, A, B]



# Position Encoding

- Captures the abs./relative distance between tokens



$$P_t = \begin{bmatrix} \sin \omega_1 t \\ \cos \omega_1 t \\ \sin \omega_2 t \\ \cos \omega_2 t \\ \vdots \\ \sin \omega_{d/2} t \\ \cos \omega_{d/2} t \end{bmatrix}$$

$$\omega_l = \frac{1}{10000^{2l/d}}$$

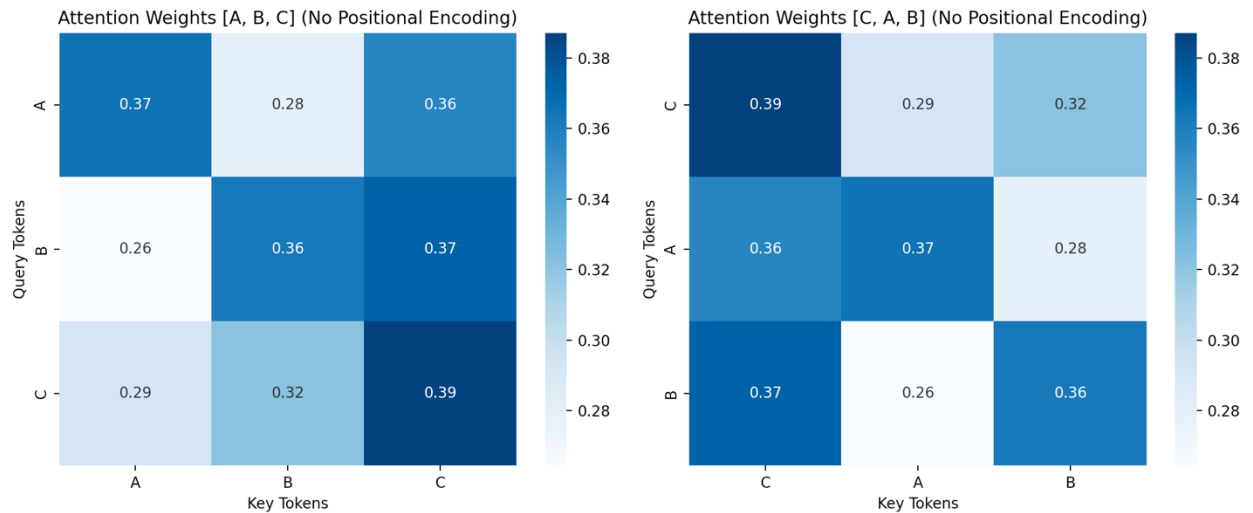
$$P_{t+\tau} = M_\tau P_t$$

$$M_\tau = \text{diag} \left( \begin{bmatrix} \cos \omega_l \tau & \sin \omega_l \tau \\ -\sin \omega_l \tau & \cos \omega_l \tau \end{bmatrix}, l = 1 \dots d/2 \right)$$

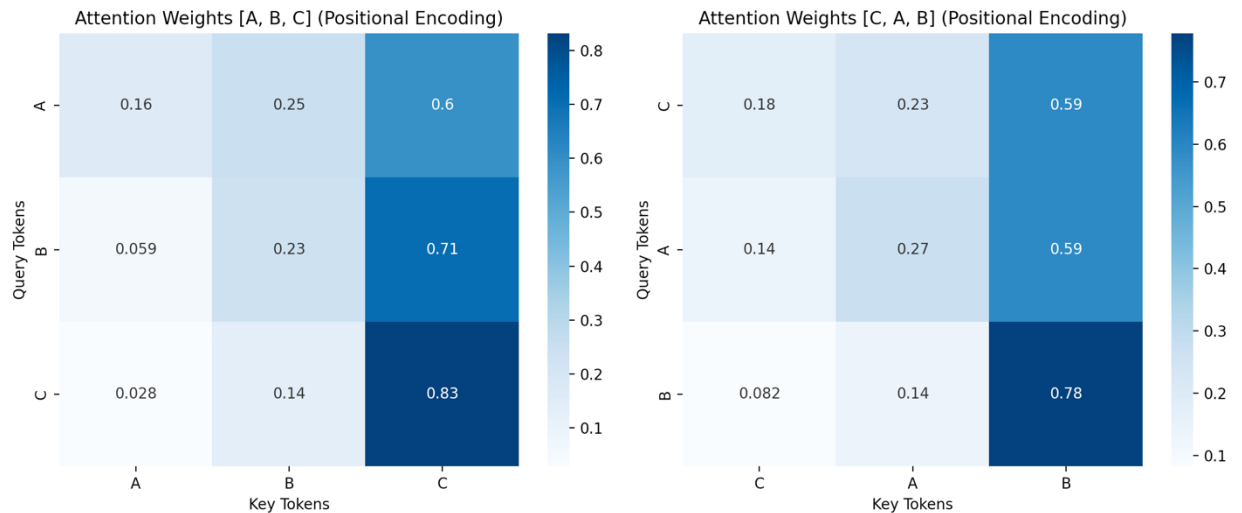
- A vector of sines and cosines of a harmonic series of frequencies
- Never Repeats

# Position Encoding

No Position Info.



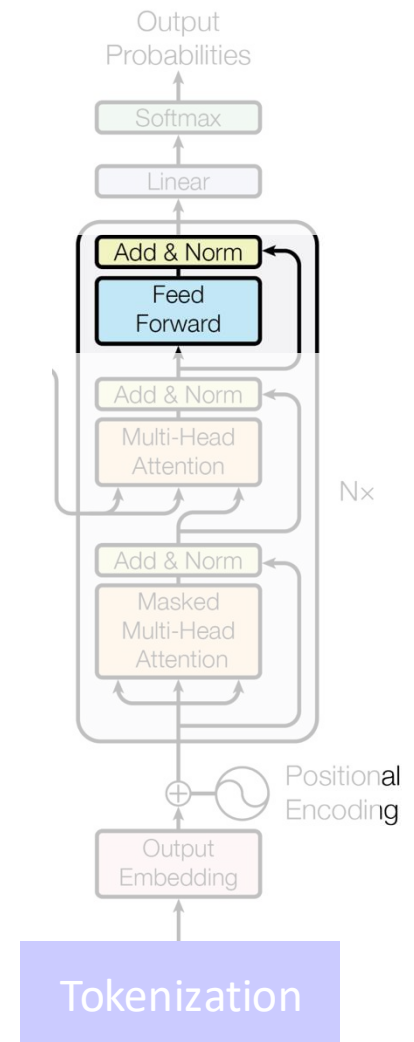
With Position Info.





# Transformer Architecture

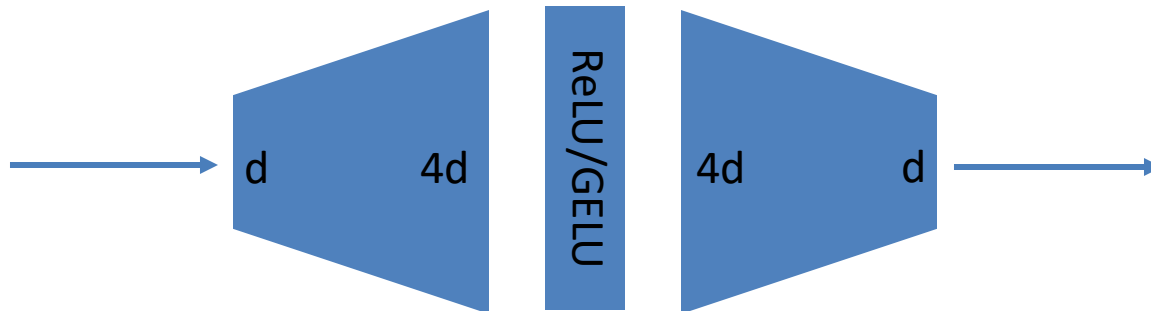
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# Feed-Forward Block

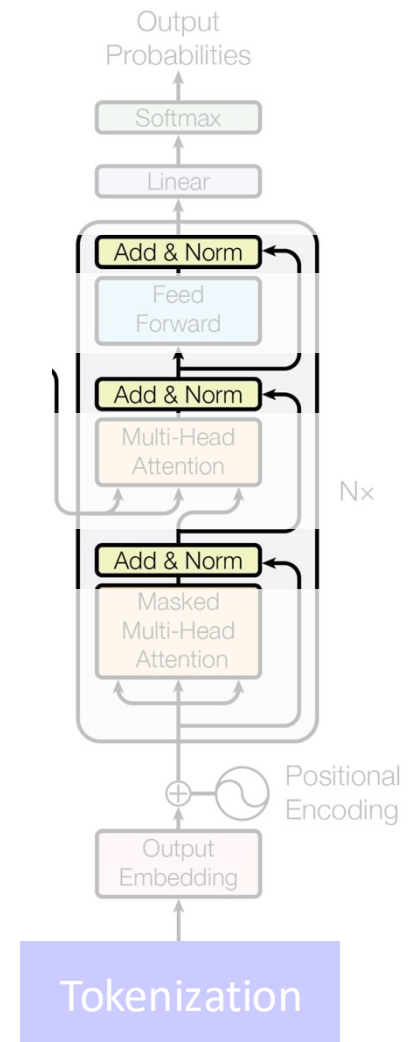
- Just a MLP!

$$\text{FFN}(x) = \max(0, xW_1 + b_1)W_2 + b_2$$



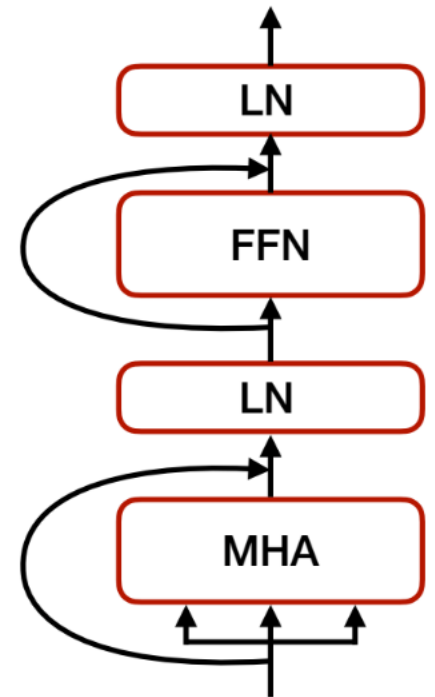
# Transformer Architecture

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# Residual and Normalization

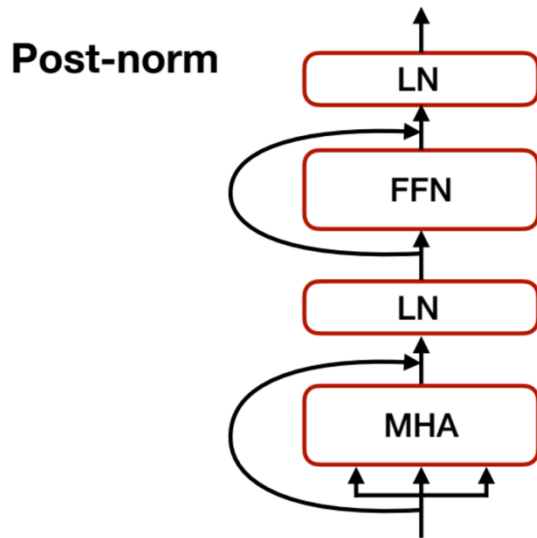
- Each layer in Transformer has:
  - A residual connection
  - A normalization layer
- Layer Norm. normalize each token by its embedding size dimension
  - For more stable training



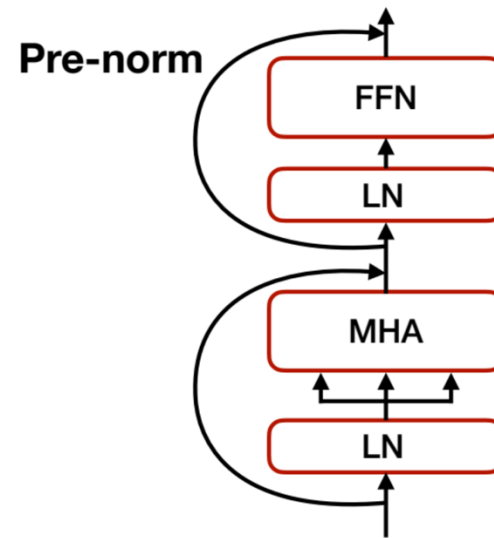
# Position of Normalization

- Post-Norm vs Pre-Norm

$$\mathbf{x}_{t+1} = \text{Norm}(\mathbf{x}_t + F_t(\mathbf{x}_t))$$



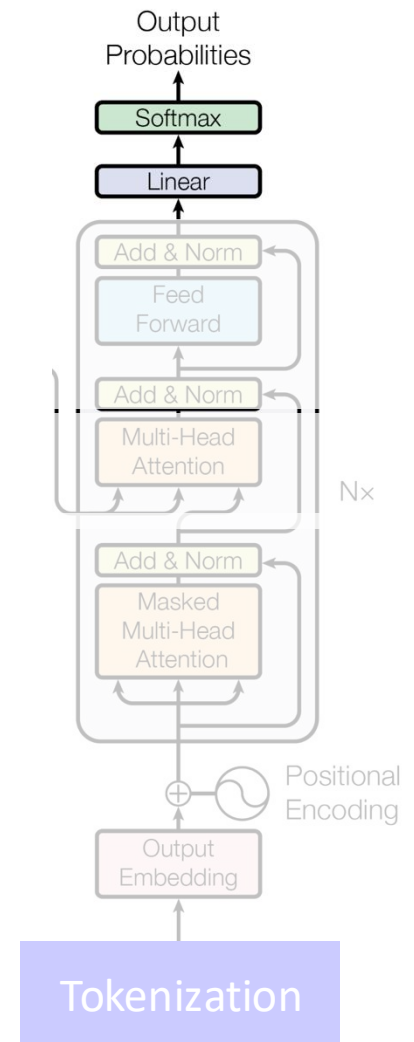
$$\mathbf{x}_{t+1} = \mathbf{x}_t + F_t(\text{Norm}(\mathbf{x}_t))$$



- Pre-Norm is easier and more stable to train
- Post-Norm tends to present better performance if properly trained

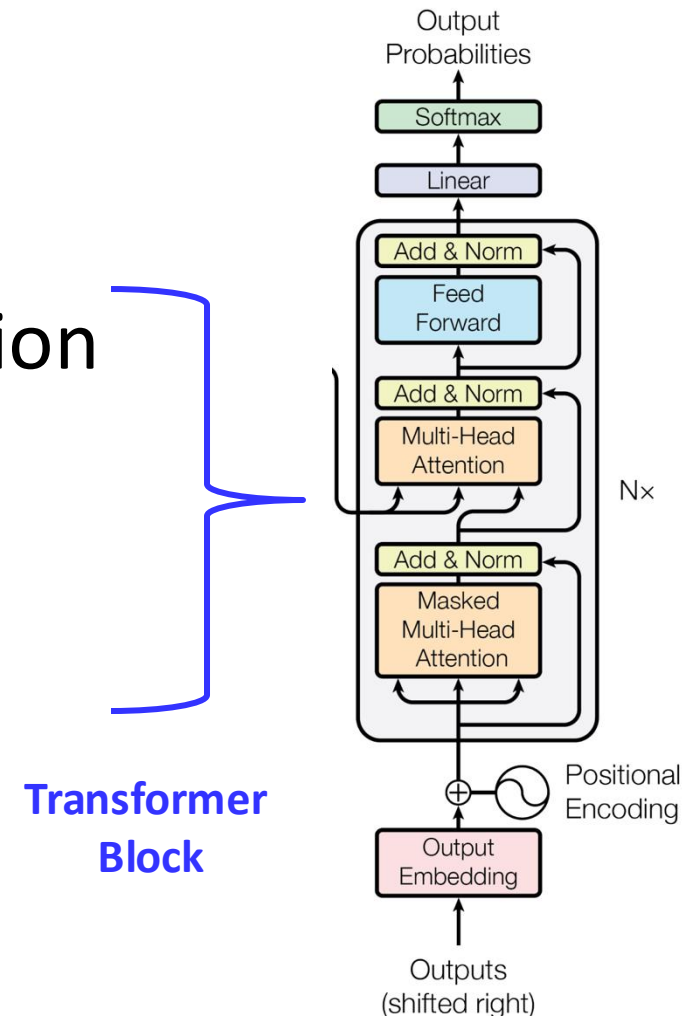
# Transformer Architecture

- Word Tokenization
- Word Embedding
- (Masked) Multi-Head Attention
- Feed-Forward
- Add & Norm
- Position Encoding
- **Output Projection Layer**
  - Just a linear layer



# Putting Them Together - Transformer

- Word Tokenization
- Word Embedding
- (Masked) Multi-Head Attention
- Position Encoding
- Feed-Forward
- Add & Norm
- Output Projection Layer



# Poll



# Transformer in NLP

# NLP Tasks with Transformer

- Question Answering.
- Machine Translation.
- Summarization.
- Code Generation.
- Text Completion.
- Sentiment Analysis.
- Dialogue Generation and Conversational AI.
- Semantic Search.
- Text Anonymization.
- .....

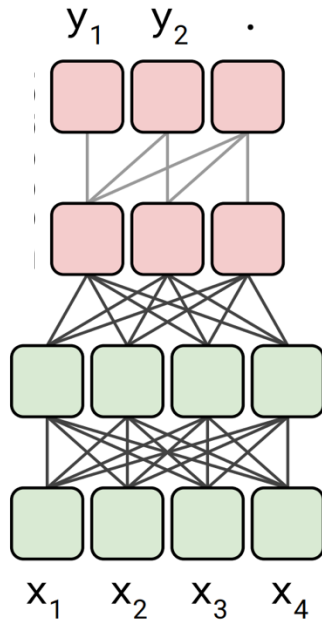
# Overview

- Architecture
  - Encoder-Decoder
  - Encoder-Only
  - Decoder-Only
- Position Encoding
  - Relative Position Encoding
  - Rotary Position Encoding
- Efficient Attention Mechanism

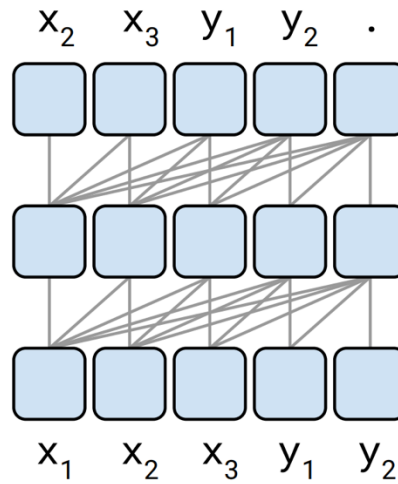
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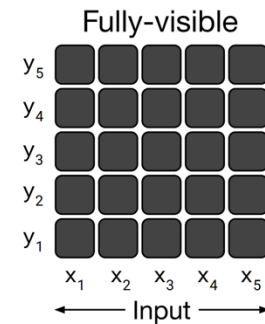
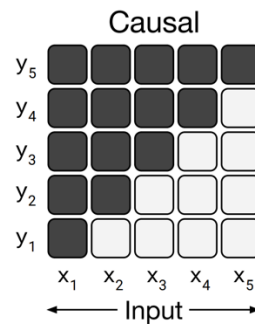
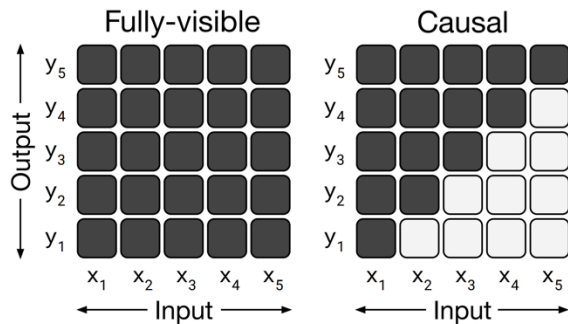
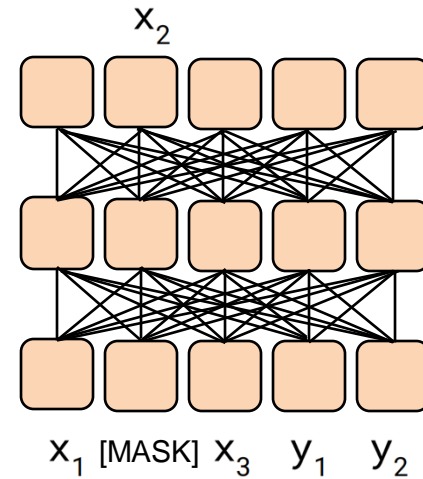
Encoder-Decoder



Decoder-Only

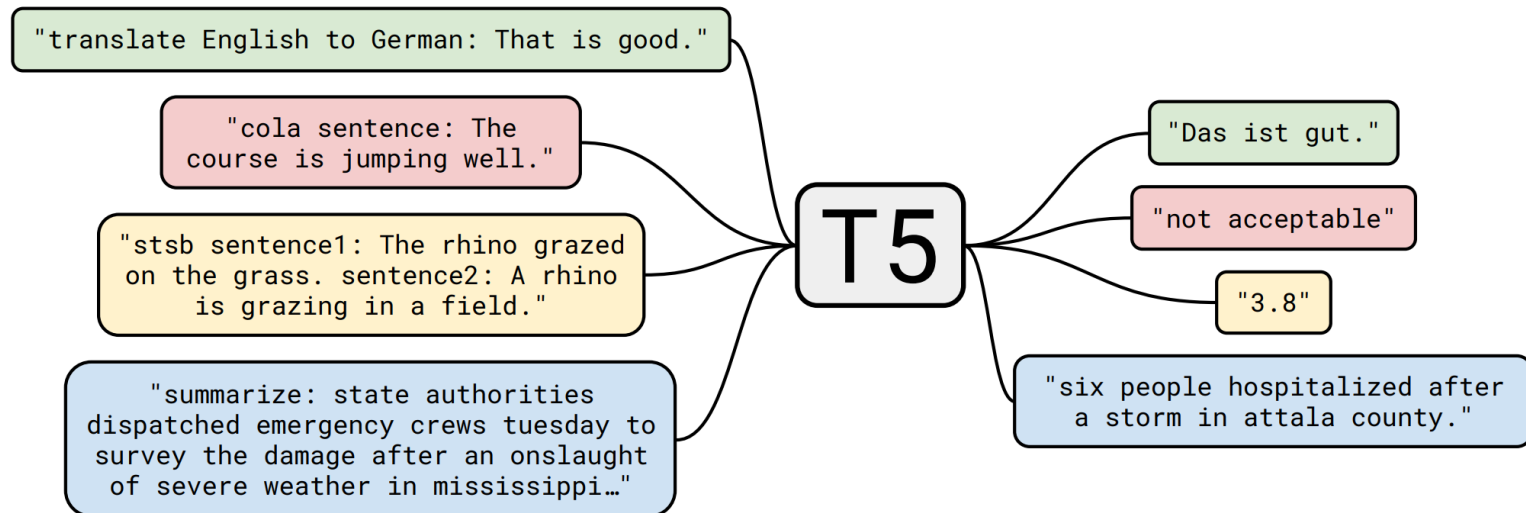


Encoder-Only



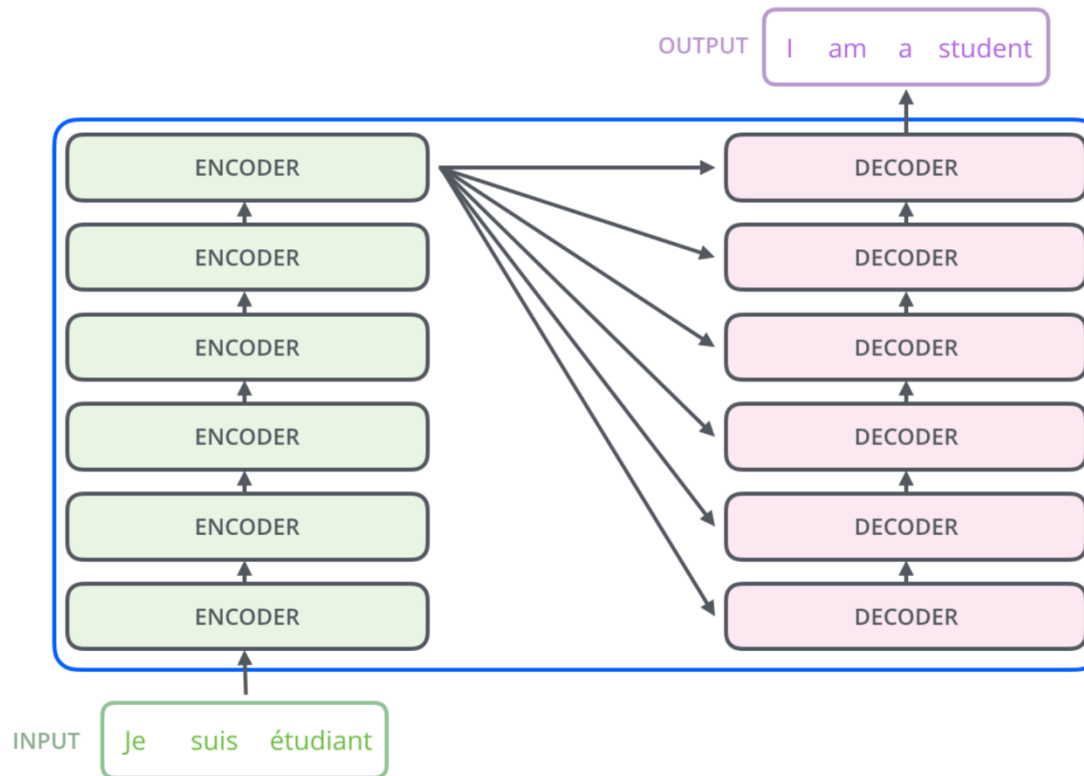
# Encoder-Decoder - T5

- Encoder-Decoder architecture as in the original transformer paper
- A text-to-text model on various NLP tasks



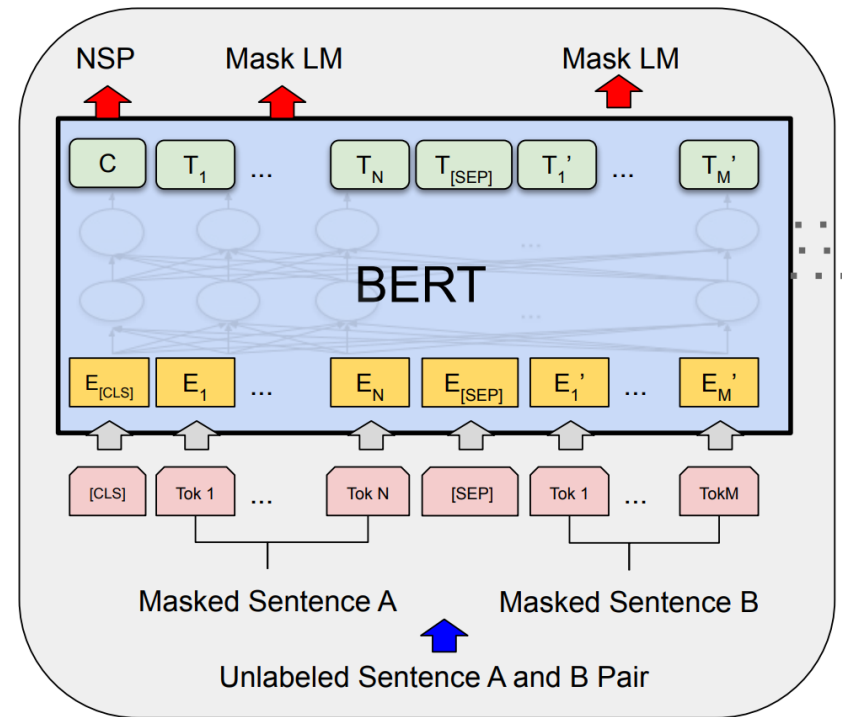
# Encoder-Decoder - T5

- The prompt is fed into encoder, and the decoder generates answer



# Encoder-Only - BERT

- Bidirectional Encoder Representations from Transformers (BERT)
  - Encoder-only arch.
- Trained with
  - Mask token prediction
  - Next sentence prediction





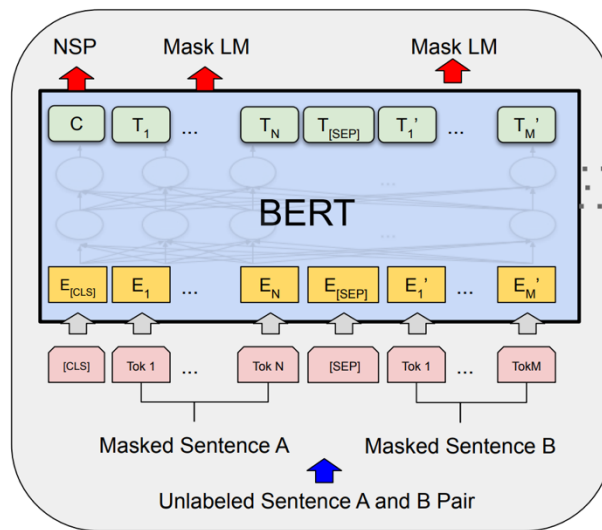
# Pre-training and then Fine-Tuning

Pre-training on a proxy task

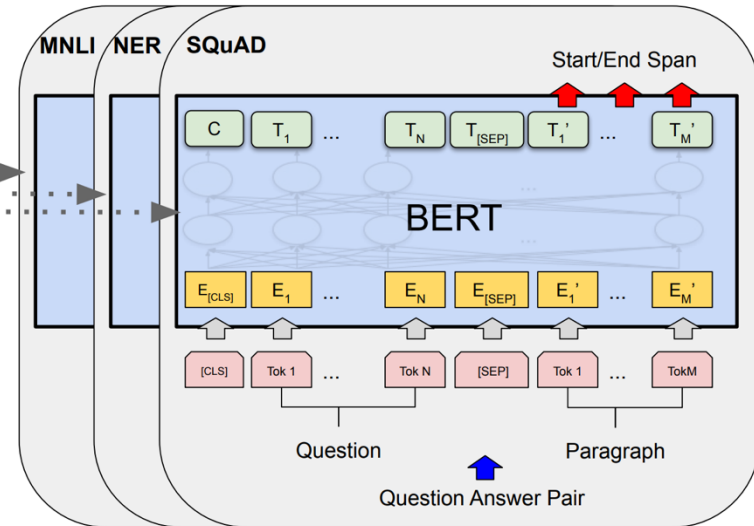
- Masked token prediction
- Next sentence prediction

Fine-tuning on specific downstream tasks

- Machine translation
- Question answering



Pre-training



Fine-Tuning

# Decoder-Only - GPT

- Generative Pre-training (GPT)
  - Decoder-only
- Trained with next token prediction
  - A language model!

$$L_1(\mathcal{U}) = \sum_i \log P(u_i \mid u_{i-k}, \dots, u_{i-1}; \Theta)$$



# Large Language Model

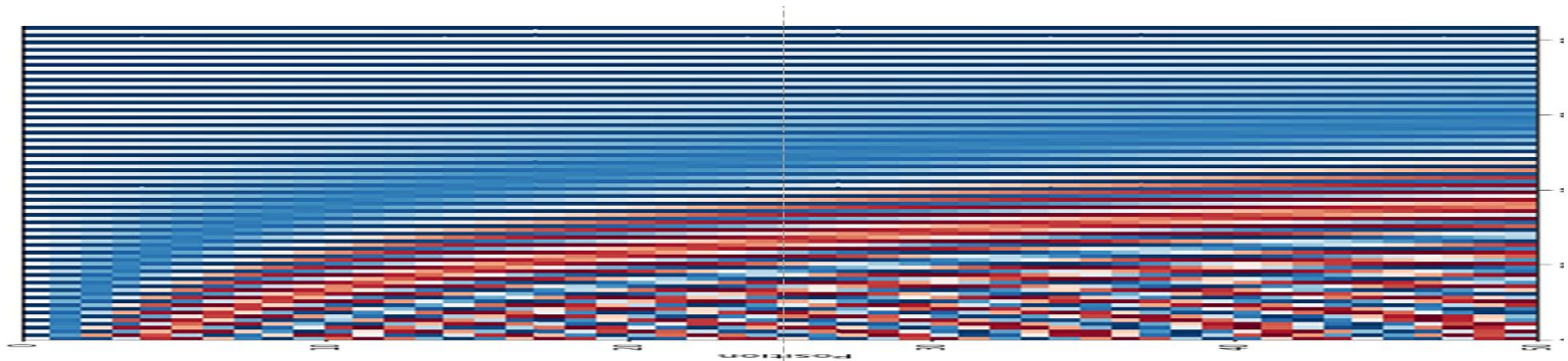
- GPT-2
  - Pre-training and fine-tuning on specific tasks
- GPT-3
  - zero-shot capability
  - in-context learning
  - ChatGPT!
- GPT-4

# Overview

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  - Relative Position Encoding
  - Rotary Position Encoding
- Efficient Attention Mechanism

# Absolute Position Encoding

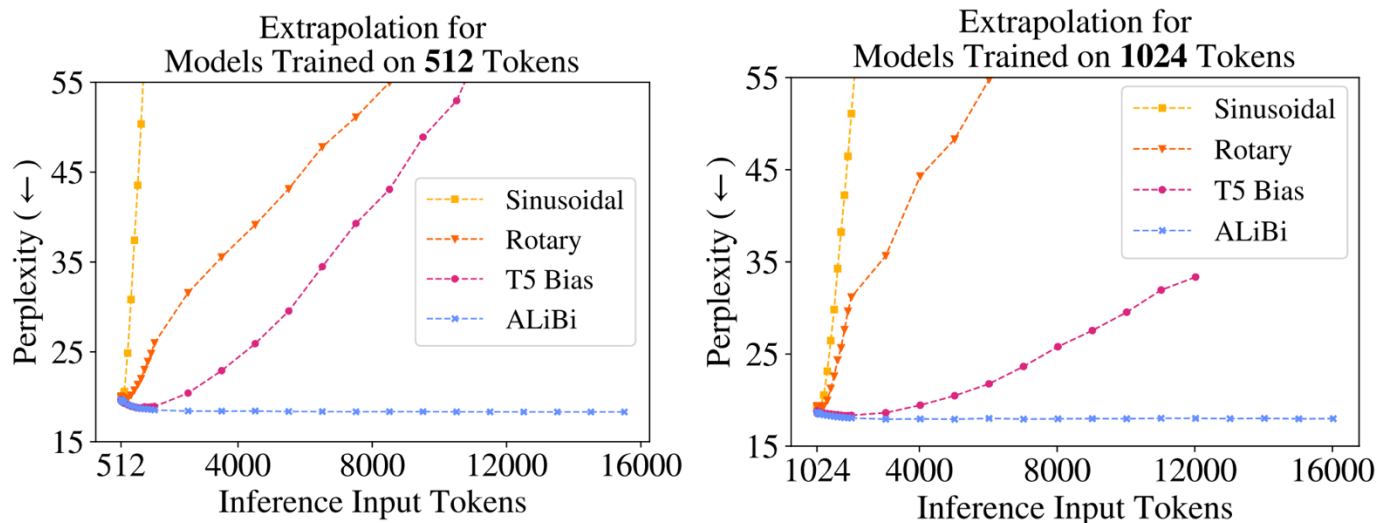
- Absolute position embedding fuses the position information into input embeddings



- Fixed length! Not generalize to longer input sequence

# Relative Position Encoding

- Relative position embedding fuses position information into attention matrices
- Attention with linear bias
  - Input length extrapolation!



# Relative Position Encoding

Attention Weights

$q_1 \cdot k_1$				
$q_2 \cdot k_1$	$q_2 \cdot k_2$			
$q_3 \cdot k_1$	$q_3 \cdot k_2$	$q_3 \cdot k_3$		
$q_4 \cdot k_1$	$q_4 \cdot k_2$	$q_4 \cdot k_3$	$q_4 \cdot k_4$	
$q_5 \cdot k_1$	$q_5 \cdot k_2$	$q_5 \cdot k_3$	$q_5 \cdot k_4$	$q_5 \cdot k_5$

+

Relative Position as Bias

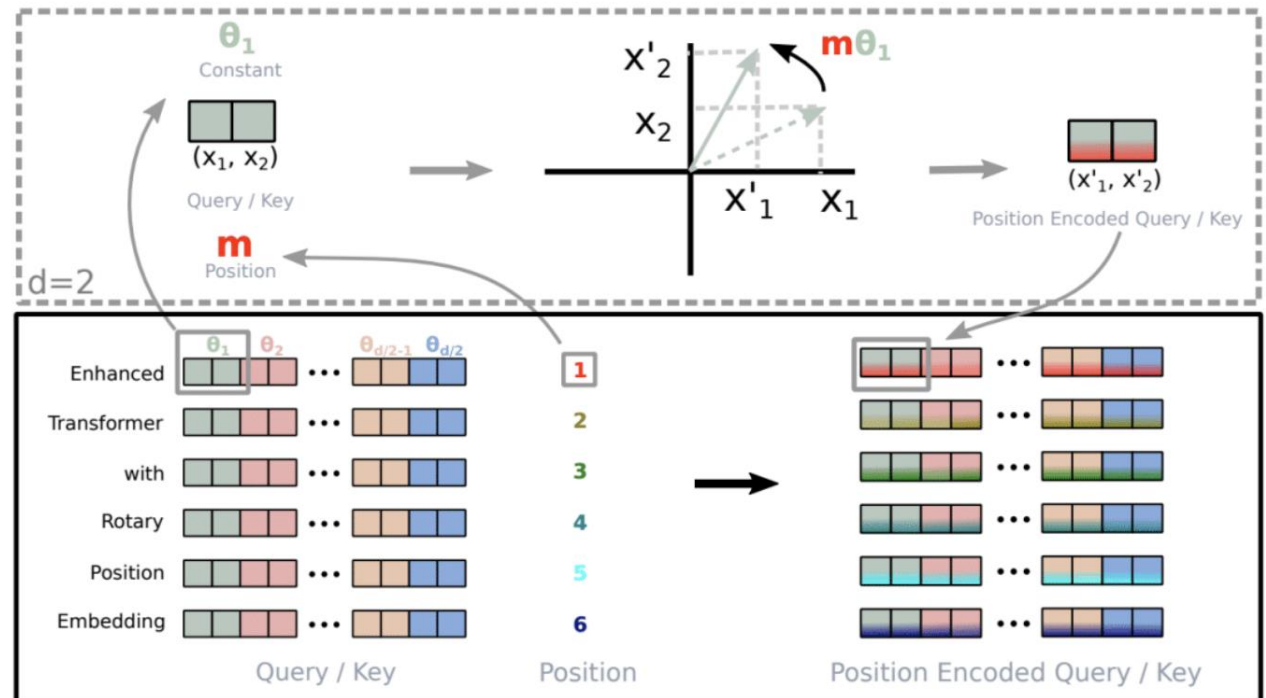
0				
-1	0			
-2	-1	0		
-3	-2	-1	0	
-4	-3	-2	-1	0

$\cdot m$

- Relative distance as offset added to attention matrix
- Absolute position embedding not needed

# Rotary Position Encoding

- Used in Large Language Models such as LLAMA
- Rotate the embedding in 2D space





# Rotary Position Encoding

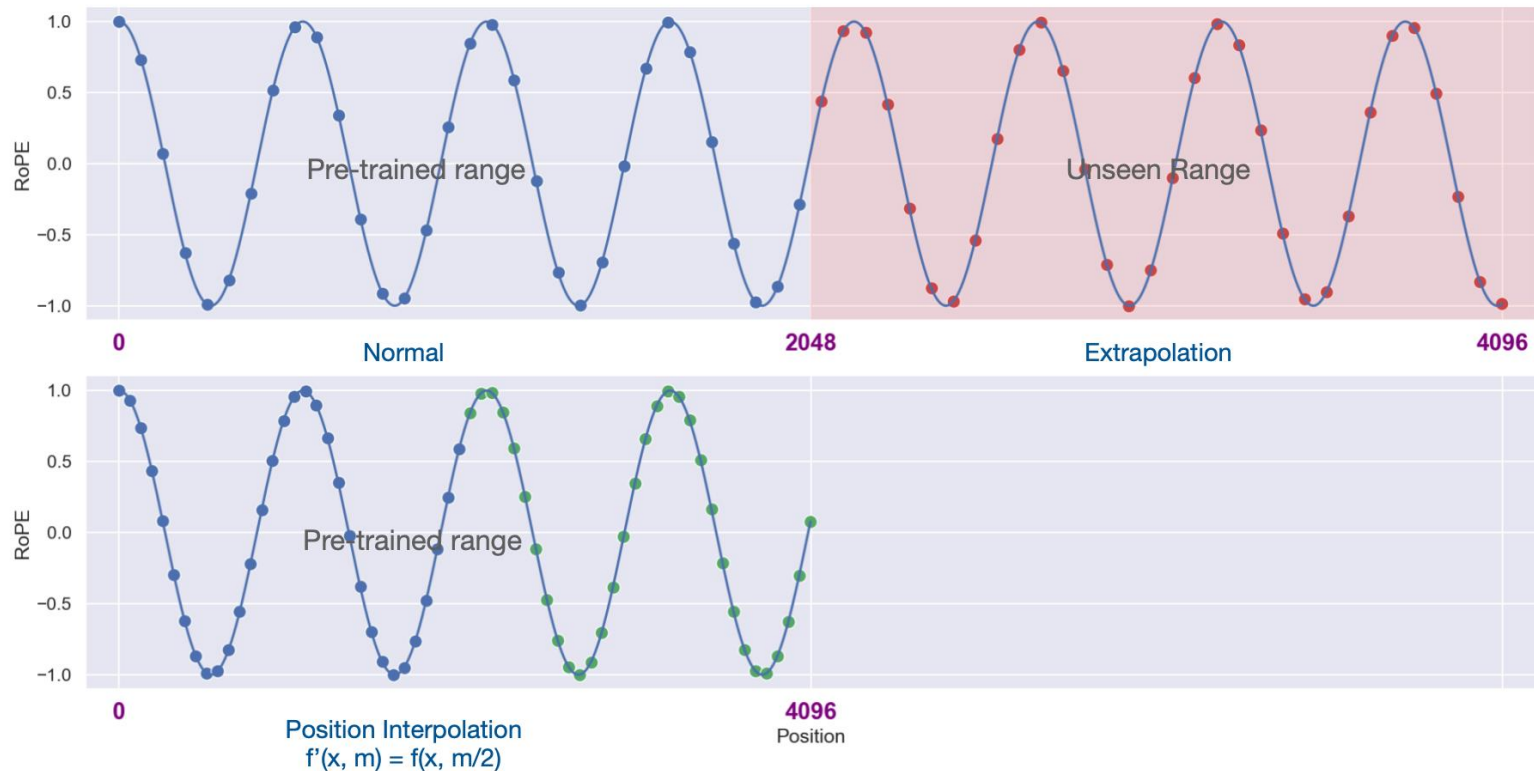
- General form

$$f_{\{q,k\}}(\mathbf{x}_m, m) = \mathbf{R}_{\Theta, m}^d \mathbf{W}_{\{q,k\}} \mathbf{x}_m$$

$$\mathbf{R}_{\Theta, m}^d = \begin{pmatrix} \cos m\theta_1 & -\sin m\theta_1 & 0 & 0 & \cdots & 0 & 0 \\ \sin m\theta_1 & \cos m\theta_1 & 0 & 0 & \cdots & 0 & 0 \\ 0 & 0 & \cos m\theta_2 & -\sin m\theta_2 & \cdots & 0 & 0 \\ 0 & 0 & \sin m\theta_2 & \cos m\theta_2 & \cdots & 0 & 0 \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & 0 & 0 & 0 & \cdots & \cos m\theta_{d/2} & -\sin m\theta_{d/2} \\ 0 & 0 & 0 & 0 & \cdots & \sin m\theta_{d/2} & \cos m\theta_{d/2} \end{pmatrix}$$

# Rotary Position Encoding

- Allows extension of the context window



# Overview

- Architecture
  - Encoder-Decoder
  - Encoder-Only
  - Decoder-Only
- Position Encoding
  - Relative Position Encoding
  - Rotary Position Encoding
- **Efficient Attention Mechanism**

# Quadratic Complexity

- Self-attention has quadratic complexity to input length

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

- $O(L^2d)$  FLOPS
- Many attempts for reducing the quadratic complexity to linear
  - Linear Attention
  - Other Variants

# Linear Attention

- Modification on Softmax

$$\text{Softmax}(QK^T)V = \frac{\exp(QK^T)}{\sum_{i=1}^L \exp(QK_i^T)}V \longrightarrow \frac{\text{sim}(Q, K)}{\sum_{i=1}^L \text{sim}(Q, K_i)}V$$

- Kernel function

$$\text{sim}(Q, K) = \phi(Q) \cdot \phi(K) = \phi(Q)\phi(K)^T$$

- Linear form of attention

$$O(L^2) \swarrow \frac{\boxed{\phi(Q)\phi(K)^T}}{\sum_{i=1}^L \phi(Q)\phi(K_i)^T}V = \frac{\phi(Q) \boxed{(\phi(K)^TV)}}{\phi(Q) \sum_{i=1}^L \phi(K_i)^T} \searrow O(d'd)$$

# Poll

# Transformer in Computer Vision

# CV Tasks with Transformer

- Classification
- Segmentation
- Detection
- Depth Prediction
- 3D Reconstruction
- Image/Video Generation
- ...



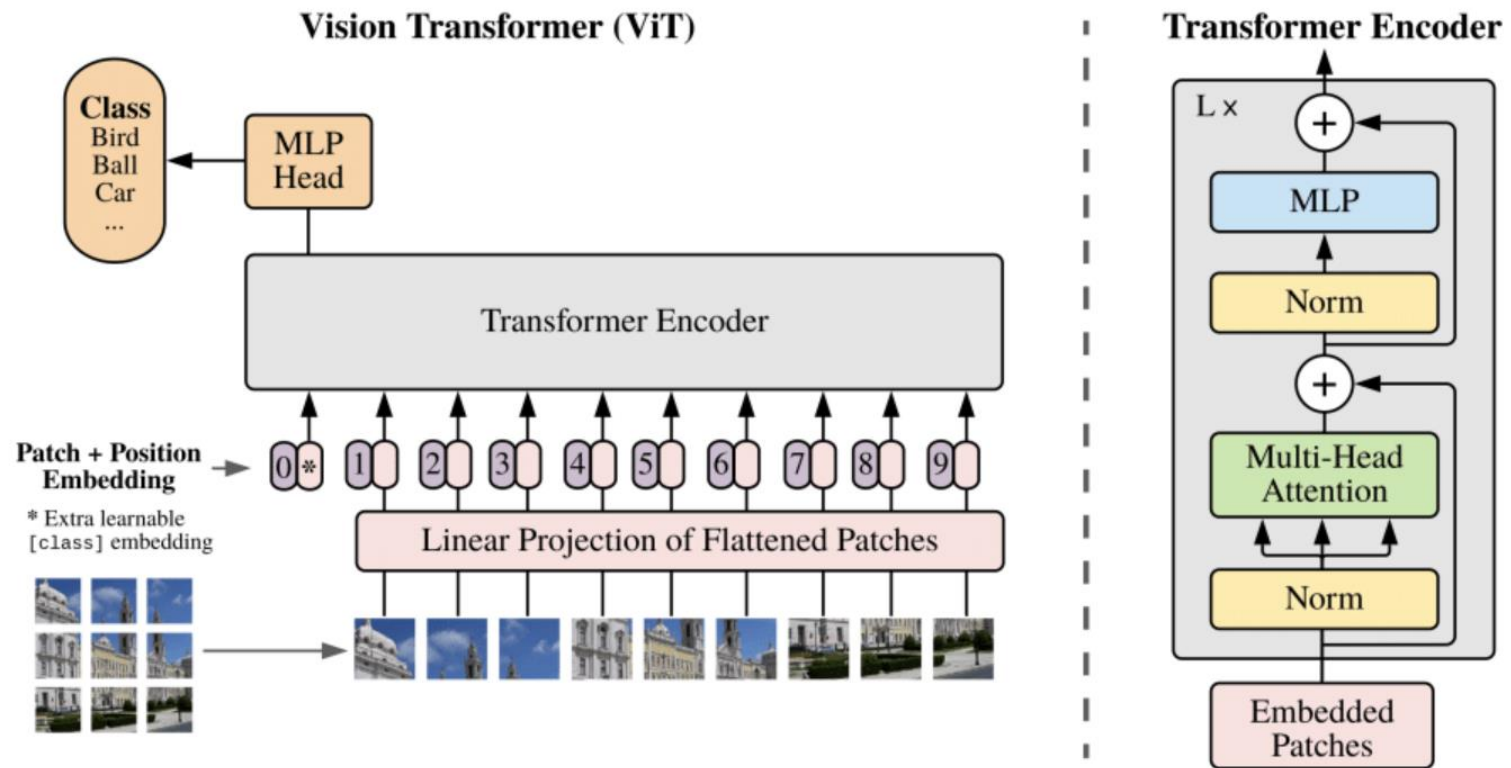
# Overview

- Vision Transformer Architecture
- Efficient ViT
- Connection with Convolution
- Transformer Architectures in Vision

# Overview

- Vision Transformer Architecture
- Efficient ViT (Training and Modeling)
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- Transformer Architectures in Vision

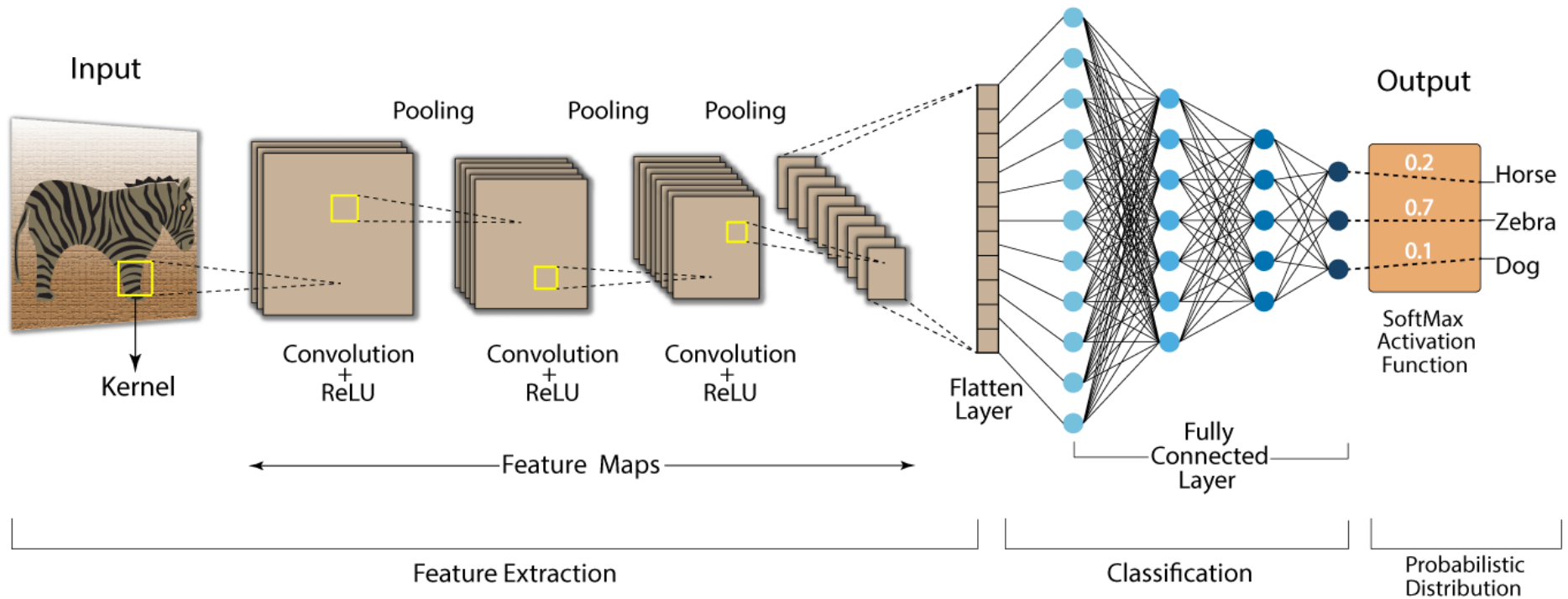
# Vision Transformer (ViT)



- Transformer architecture can also be used for images
- How do we process an image into tokens?

# CNN

## Convolution Neural Network (CNN)



- Naturally fits to 2D images

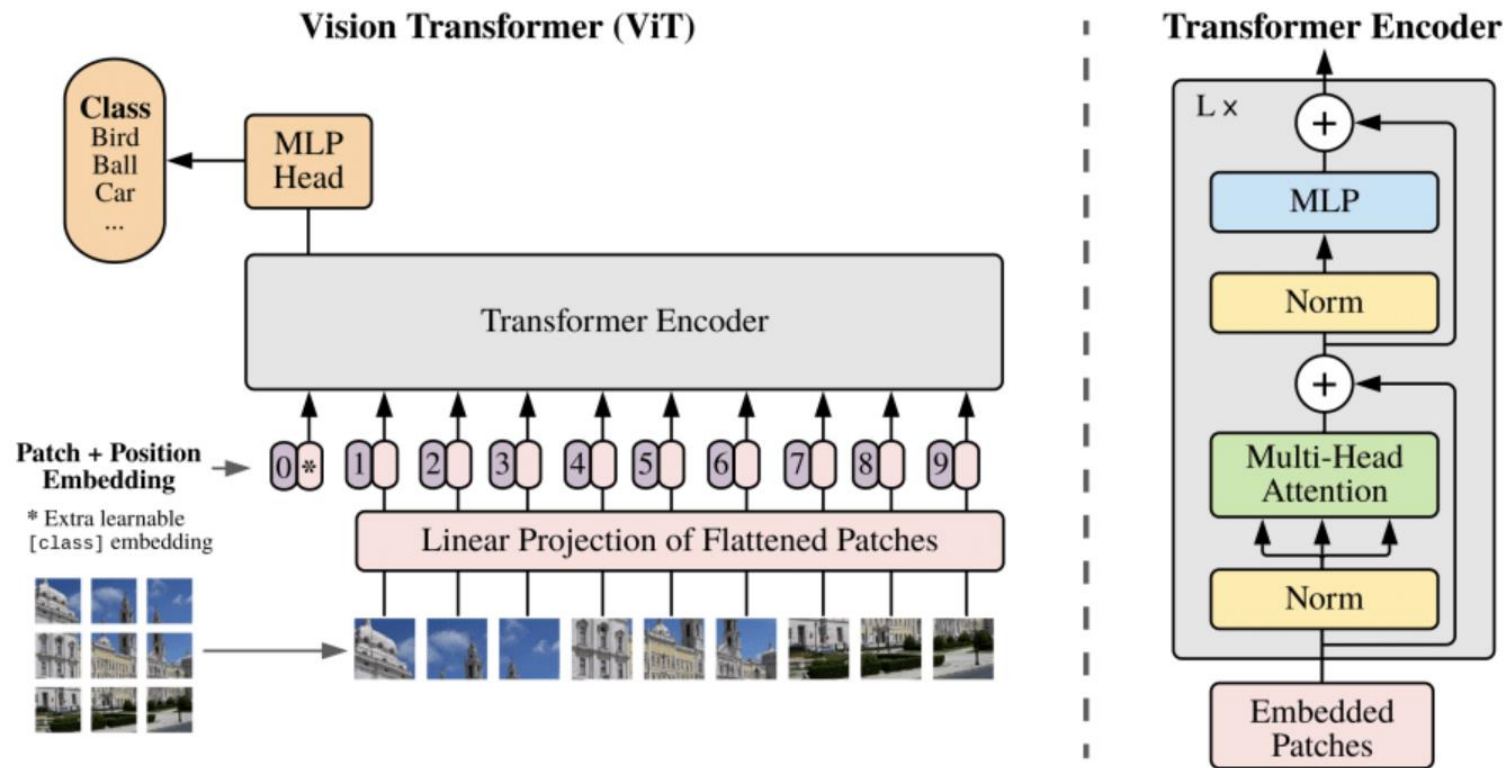
# ViT

- Split images into a sequence of **patches**



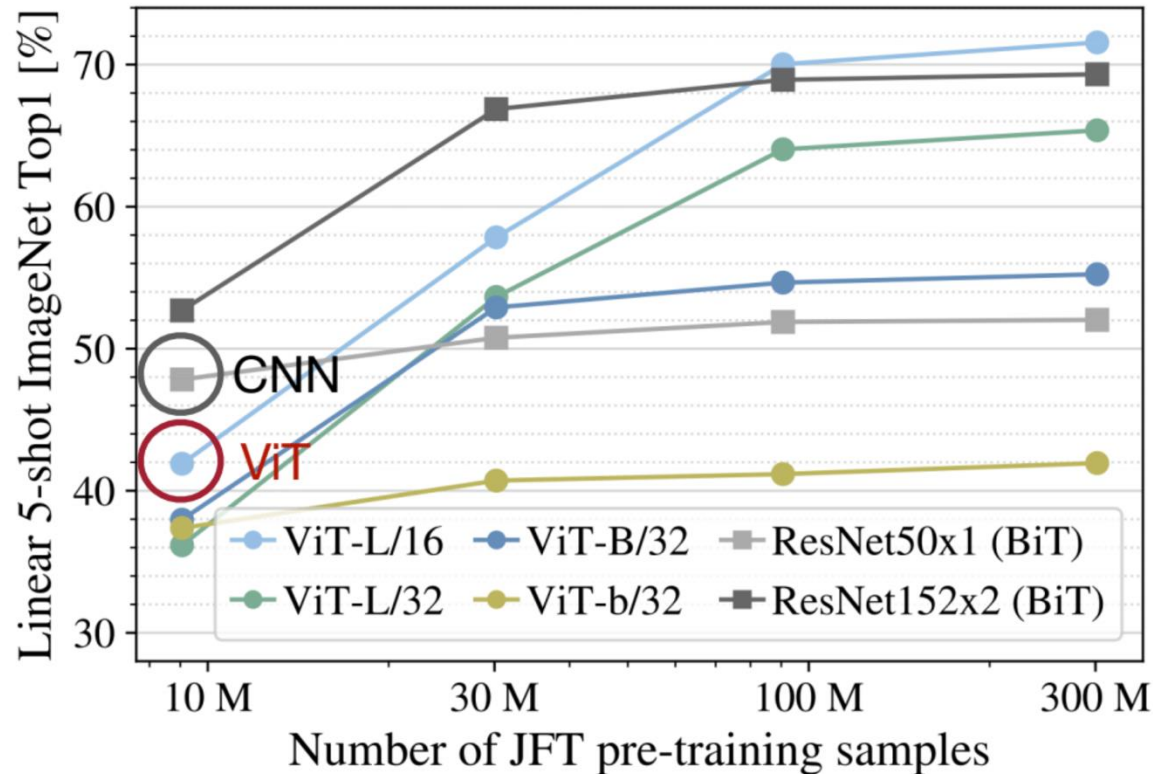
- Each patch is treated as one token as input to ViT
  - A convolution layer with kernel  $P$  and stride  $P$ !
  - Or a linear layer on the flattened pixels

# ViT



- The remaining is same as Transformer
  - As an encoder-only model

# Image Classification

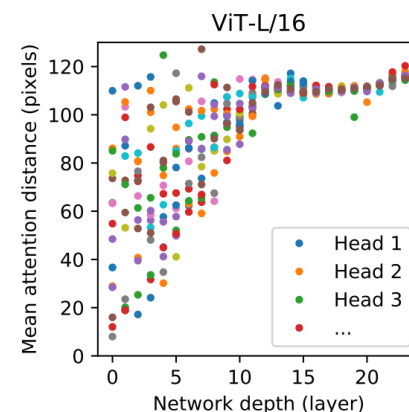
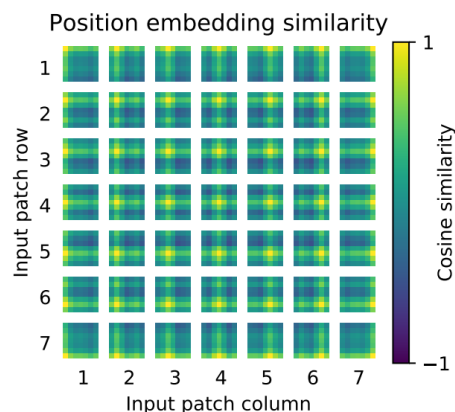
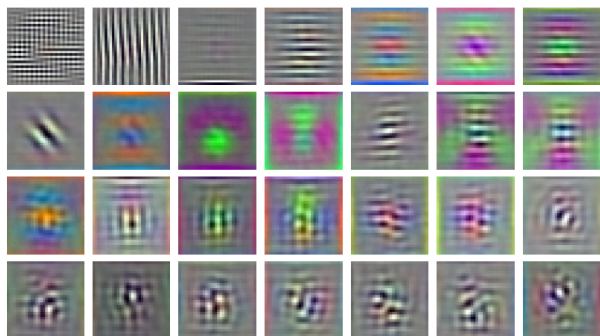


- Inferior performance compared to CNN when dataset size is limited – Why?

# Inductive Bias

- Convolutional Neural Networks
  - Locality
  - Sharing weights
- Vision Transformer
  - None!
  - Has to learn locality and dependency from data!
  - A lot lot lot lot lot lot lot of data!

RGB embedding filters  
(first 28 principal components)



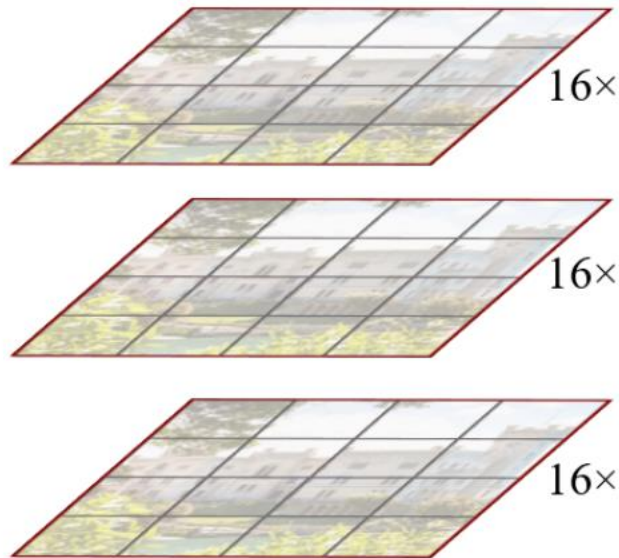


# Overview

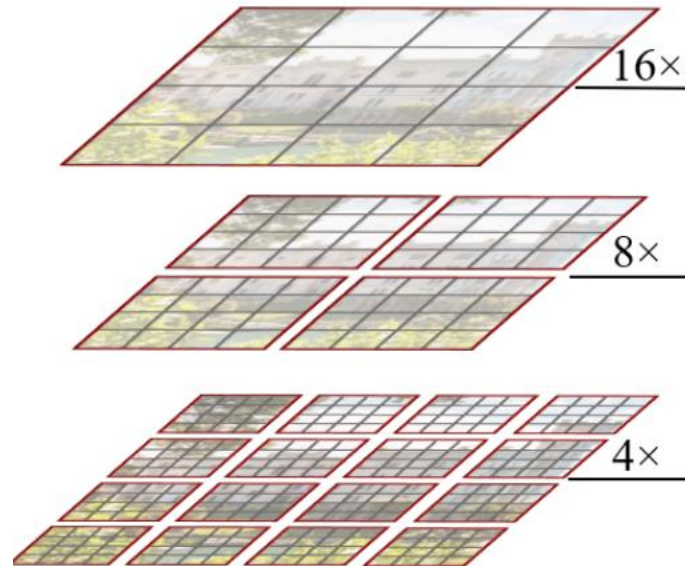
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# Swin-Transformer

- Window Attention
  - Restricts attention within a window of tokens
  - Brings locality back to transformer



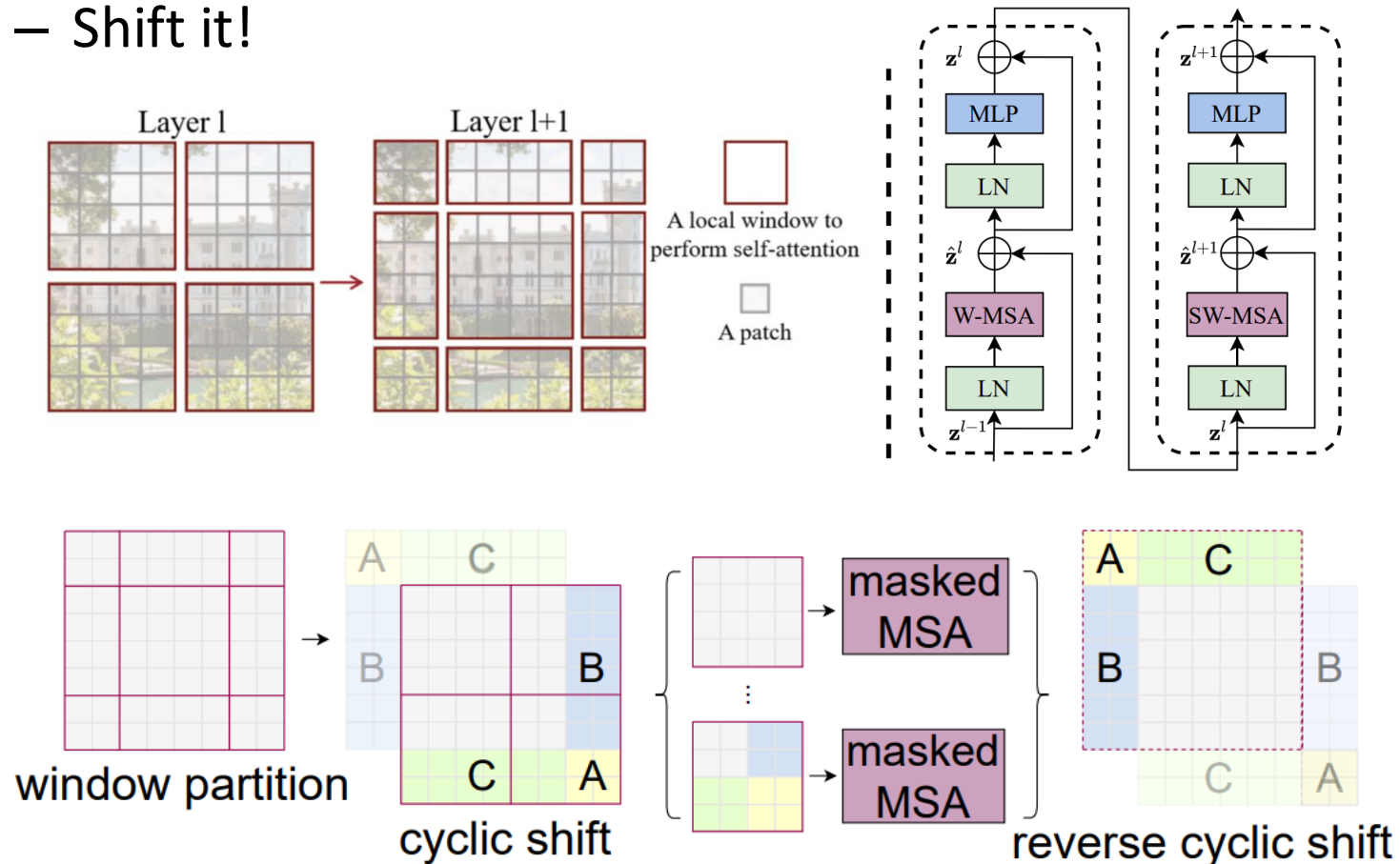
ViT



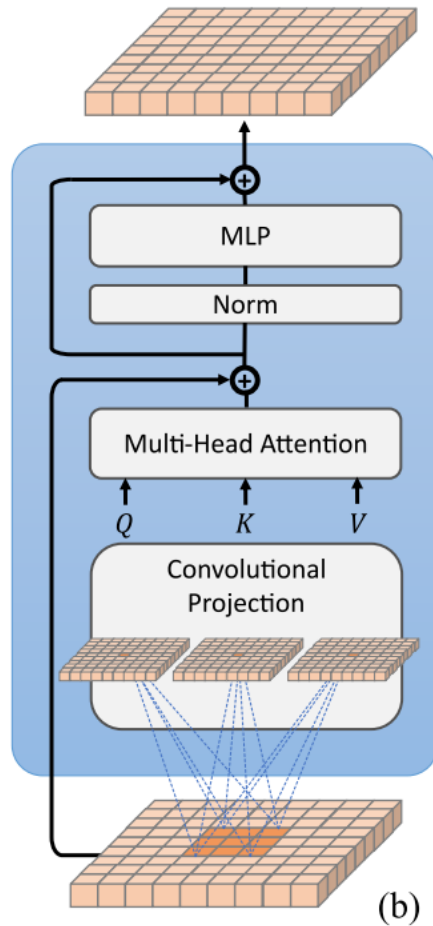
Swin

# Swin-Transformer

- How to compute attention across the windows?
  - Shift it!

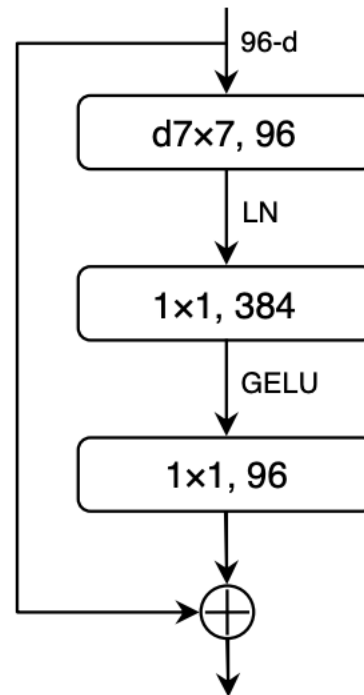


# More Variants

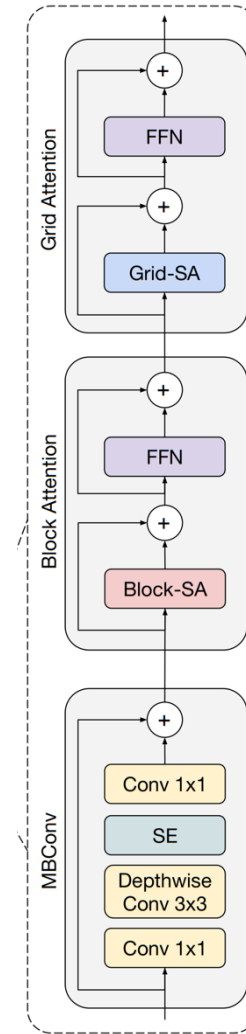


CvT

## ConvNeXt Block



ConvNext



MaxViT

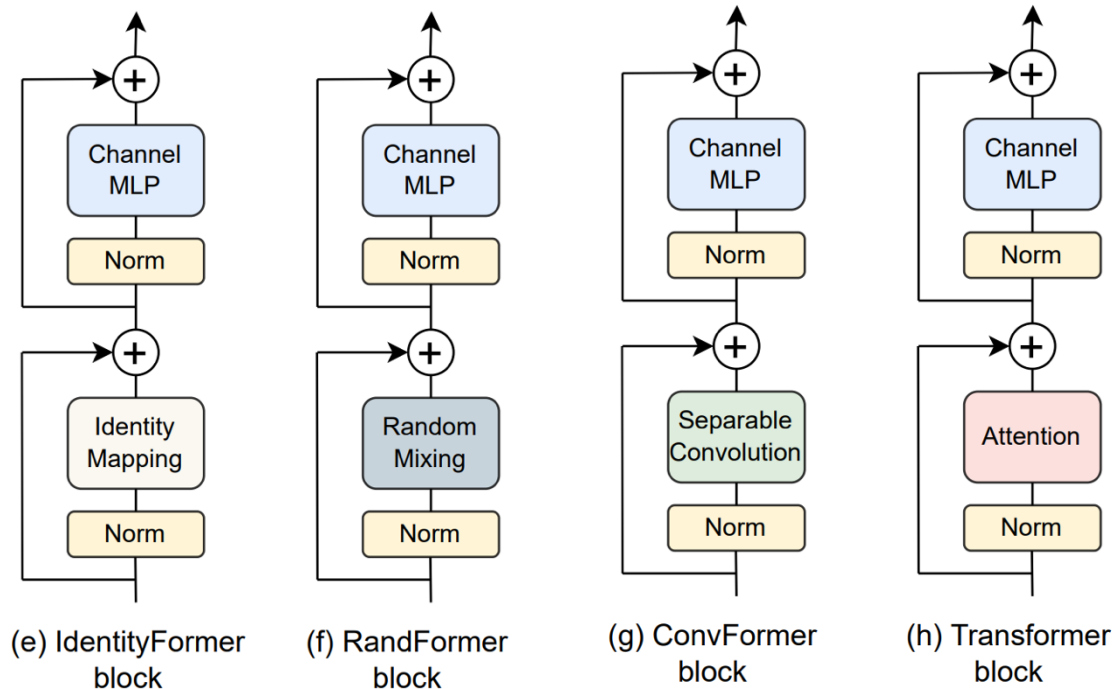
Wu et al. CvT: Introducing Convolutions to Vision Transformers. 2021.

Liu et al. A ConvNet for the 2020s. 2022.

Tu et al. MaxViT: Multi-Axis Vision Transformer. 2022

# Metaformer

- Meta architecture of transformer matters



- These variants produce similar classification results
- In practice, select the best one for your task

# Overview

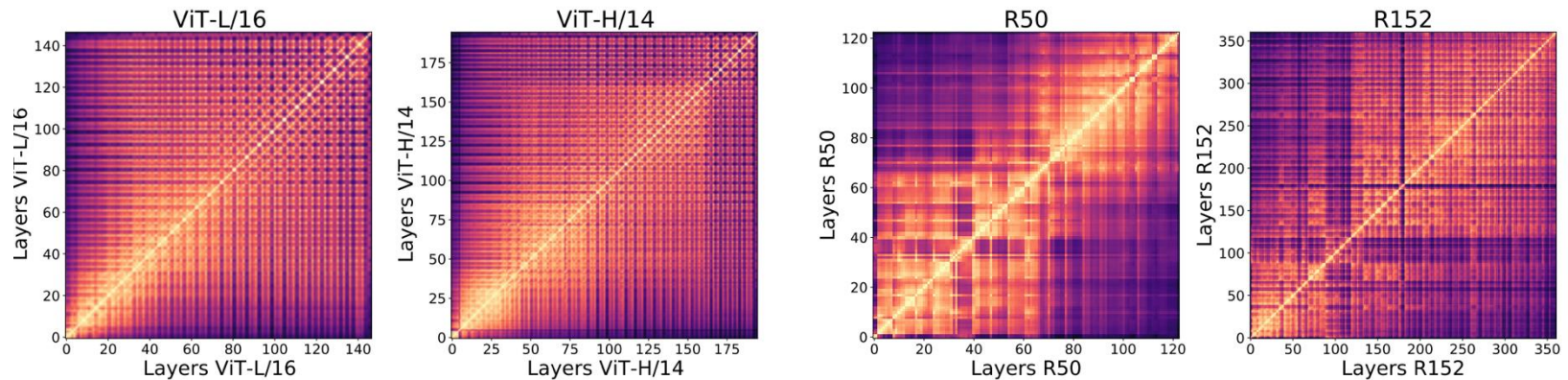
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# CNN and Transformer

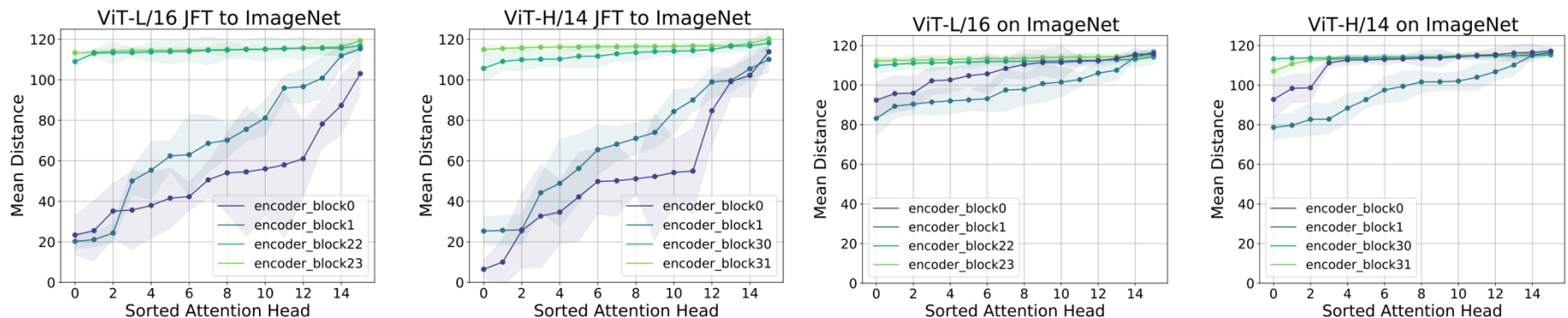
- Convolutional Neural Networks
  - Locality
  - Sharing weights
- Vision Transformer
  - Learns global dependency from data
  - Dynamic weights from data
- But...are they really un-related?

# ViT Learns Different Features

- Self-attention in ViT learns more uniform features across layers



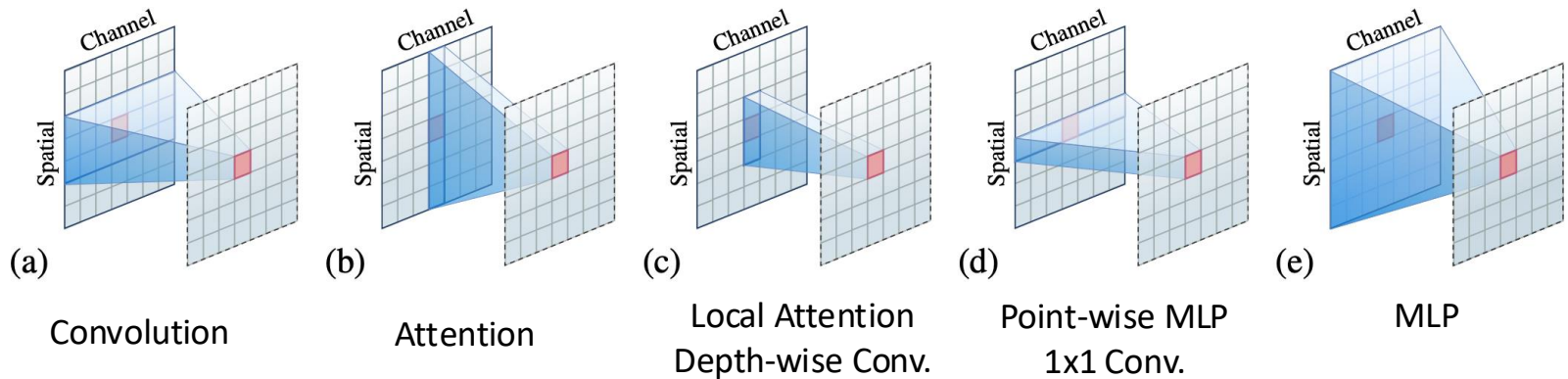
- Lower layers attend locally and globally, higher layers mainly attend globally
- Less data do not learn local attention at lower layers well





# Convolution -> Self-attention

- Difference
  - Locality vs. Global Dependency
  - Weight sharing vs. Dynamic weights



# Large-Kernel CNN

- Scaling up kernel size to 31x31

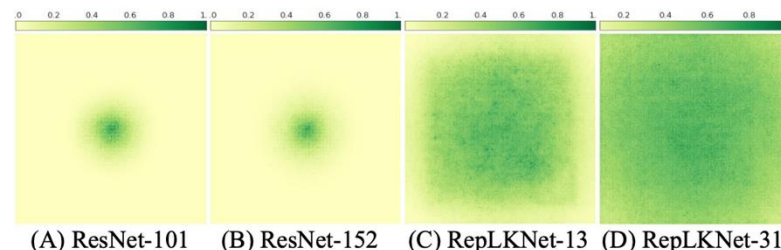
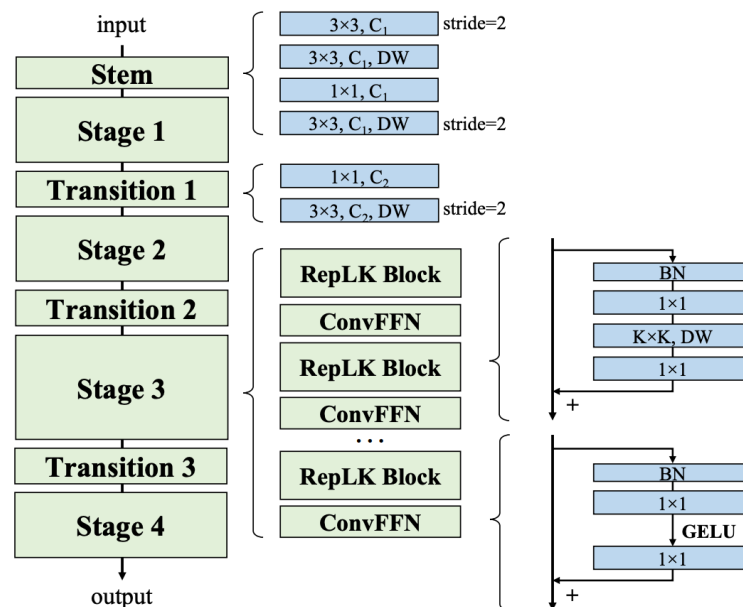


Table 5. RepLKNet with different kernel sizes. The models are pretrained on ImageNet-1K in 120 epochs with  $224 \times 224$  input and finetuned on ADE20K with UperNet in 80K iterations. On ADE20K, we test the *single-scale* mIoU, and compute the FLOPs with input of  $2048 \times 512$ , following Swin.

Kernel size	ImageNet			ADE20K		
	Top-1	Params	FLOPs	mIoU	Params	FLOPs
3-3-3-3	82.11	71.8M	12.9G	46.05	104.1M	1119G
7-7-7-7	82.73	72.2M	13.1G	48.05	104.6M	1123G
13-13-13-13	83.02	73.7M	13.4G	48.35	106.0M	1130G
25-25-25-13	83.00	78.2M	14.8G	48.68	110.6M	1159G
31-29-27-13	83.07	79.3M	15.3G	49.17	111.7M	1170G

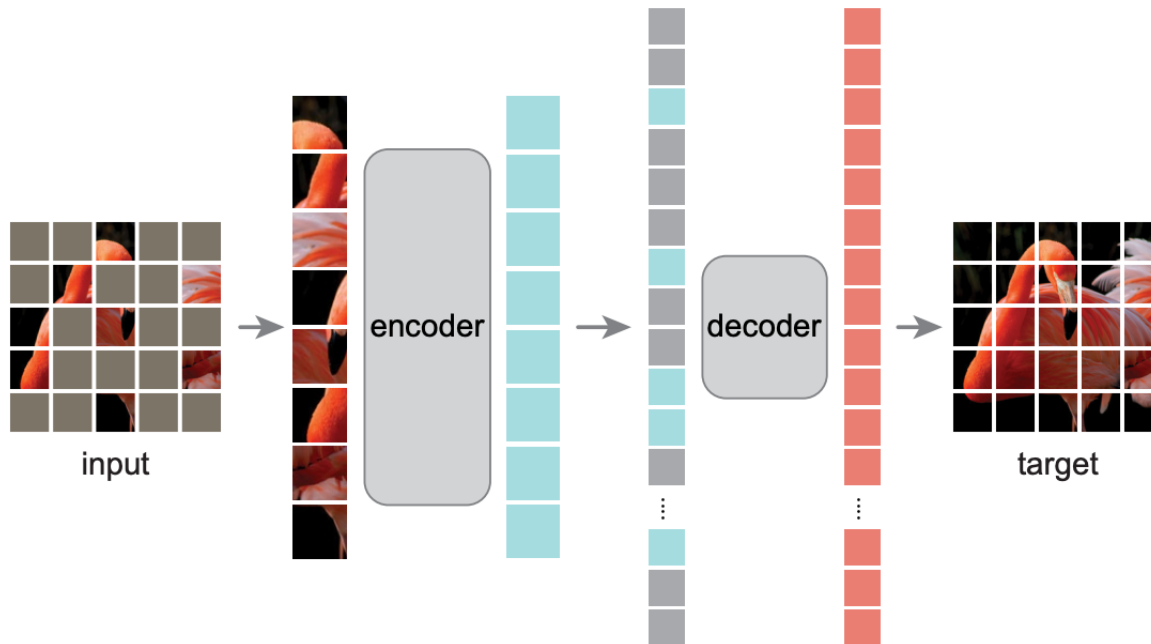


# Overview

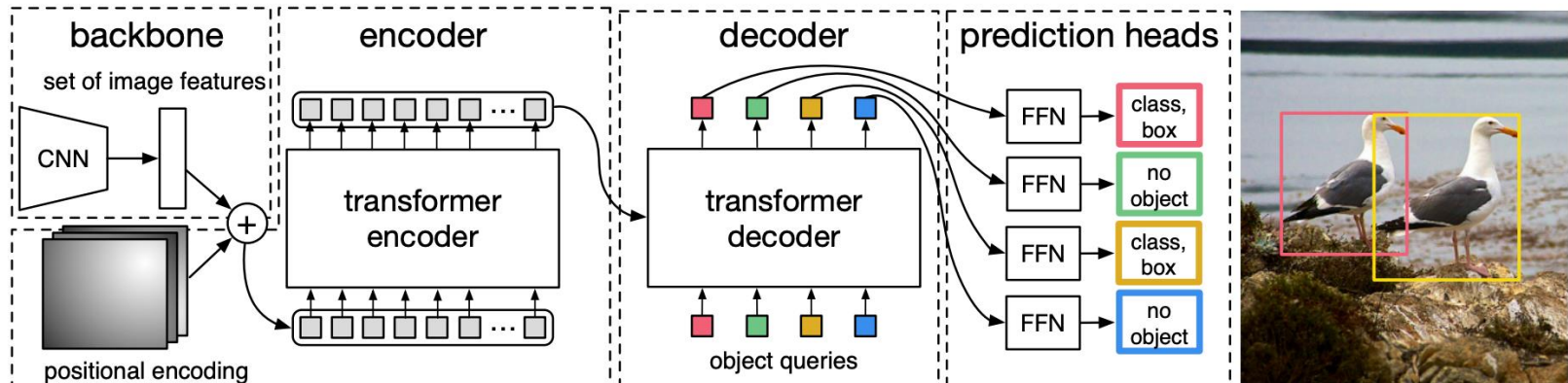
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# Encoder-Decoder - MAE

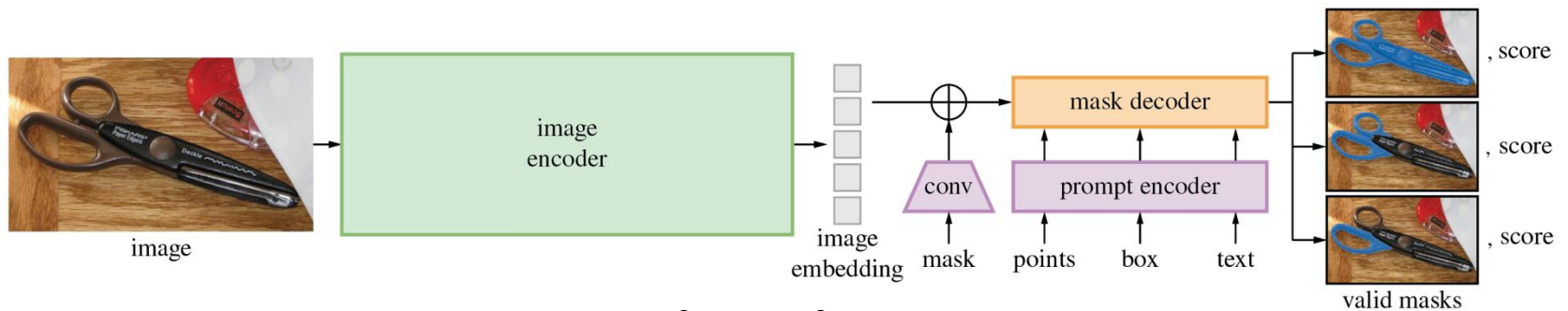
- Masked Auto-Encoder (MAE)



# Encoder-Decoder – DETR/SAM/etc.



DETR – Transformer for detection

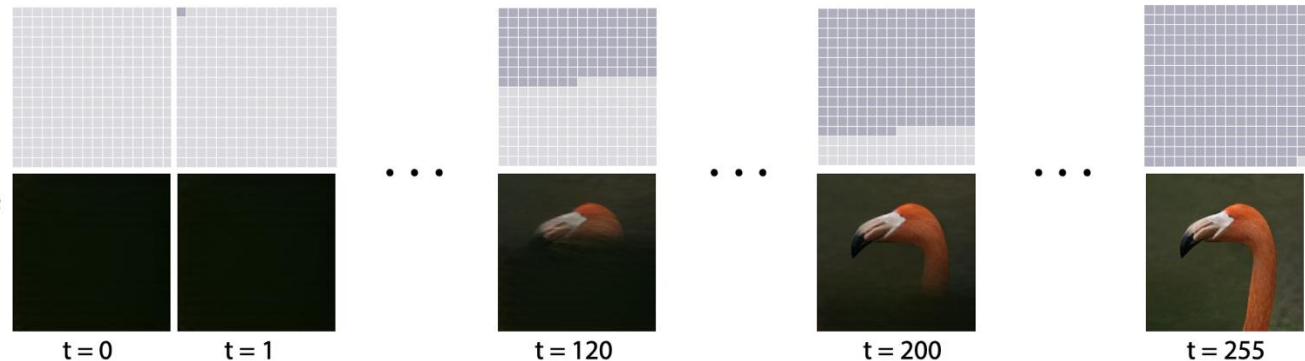


SAM – Transformer for segmentation

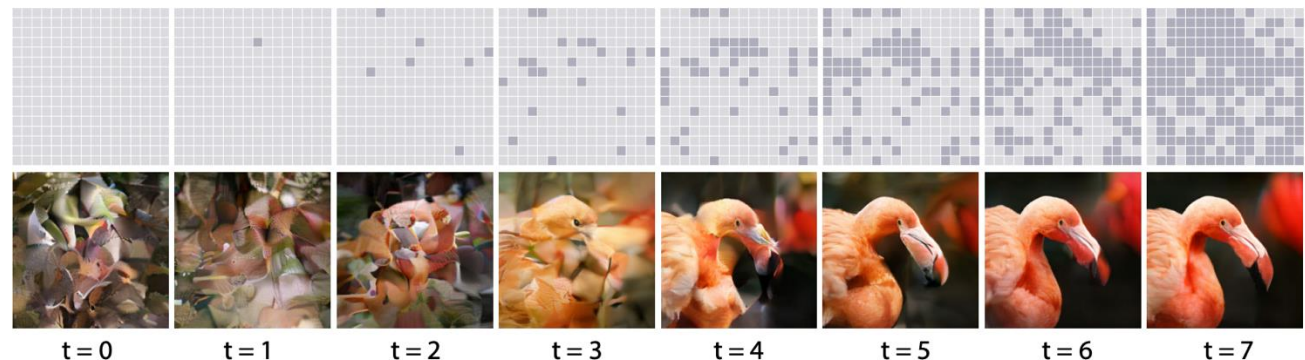
# Decoder-Only - MaskGiT

- Masked Generative Image Transformer (MaskGiT)
  - Image Generation with decoder-only arch.
  - Trained with masked token prediction

Sequential  
Decoding  
with Autoregressive  
Transformers



Scheduled  
Parallel  
Decoding  
with MaskGIT

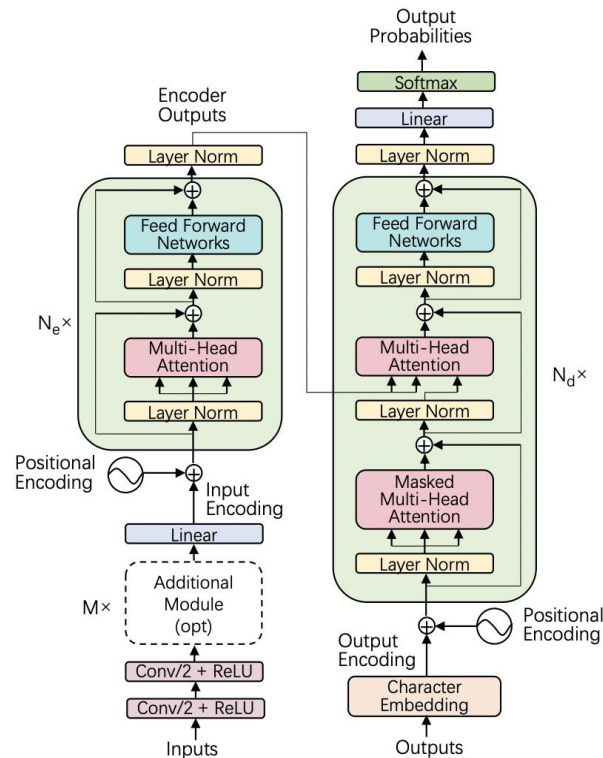


# Poll

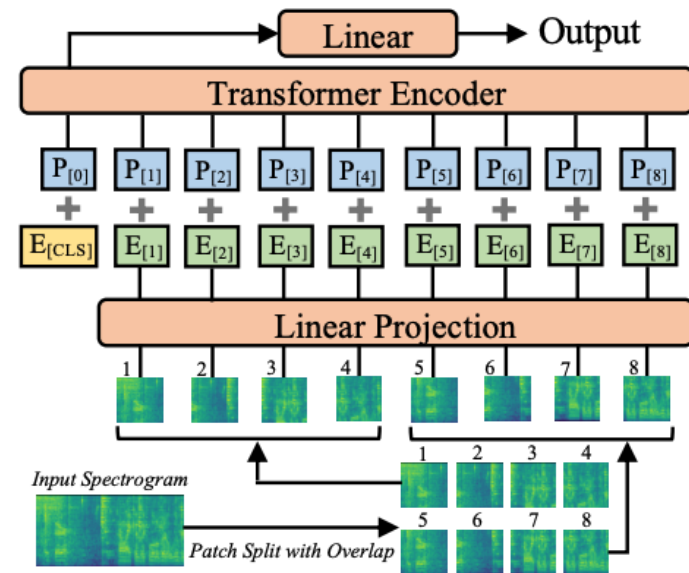
# Transformer in Audio



# Transformer in Audio



Speech Transformer for ASR

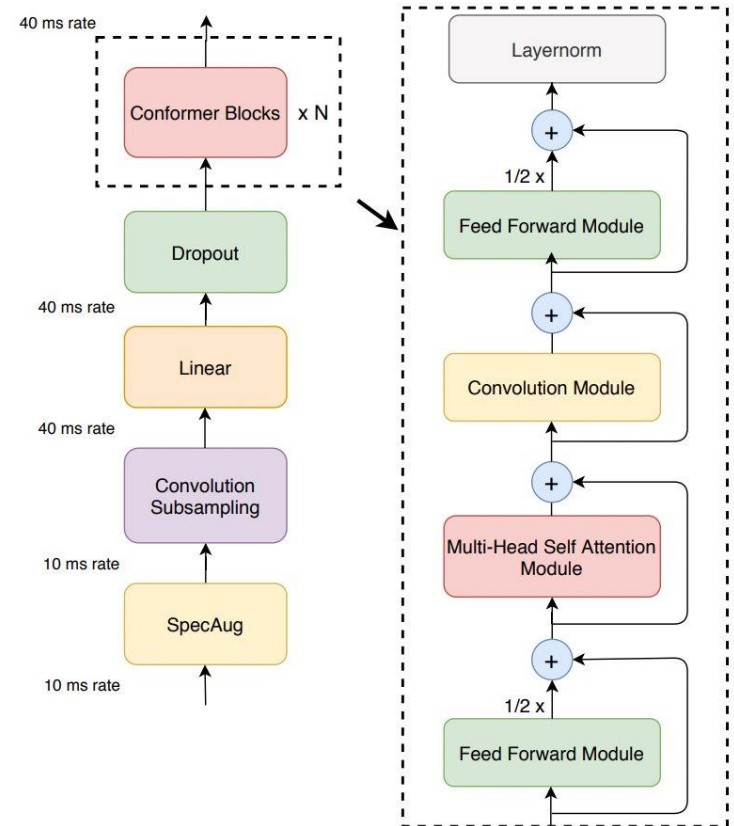


Audio Spectrogram Transformer

- [1] Dong, Linhao, Shuang Xu, and Bo Xu. "Speech-transformer: a no-recurrence sequence-to-sequence model for speech recognition." *2018 IEEE international conference on acoustics, speech and signal processing (ICASSP)*. IEEE, 2018.
- [2] Gong, Yuan, Yu-An Chung, and James Glass. "Ast: Audio spectrogram transformer." *arXiv preprint arXiv:2104.01778* (2021).

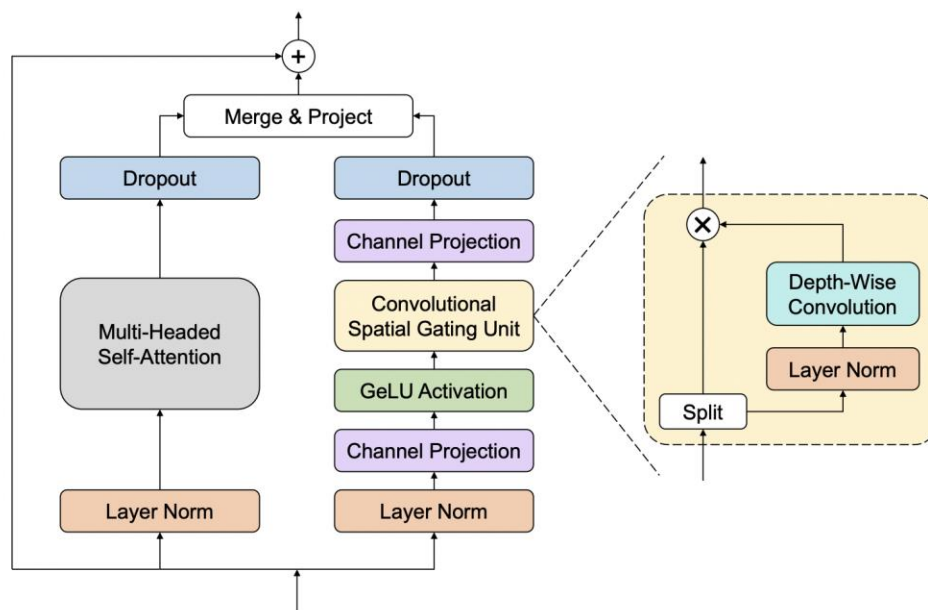
# Conformer

- The Conformer architecture augments a transformer by embedding convolution layers within the transformer blocks.
- Transformers capture global dependencies, CNNs capture local features efficiently.



# Branchformer

- Branchformer introduces a parallel-branch layer.
- One branch uses self-attention, while the other branch employs a convolutional-gated MLP (cgMLP).
- The two branches are merged using either concatenation or weighted average.
- The branch weights reveal how global and local relationships are utilized across layers.



# Parameter Efficient Tuning

# Overview

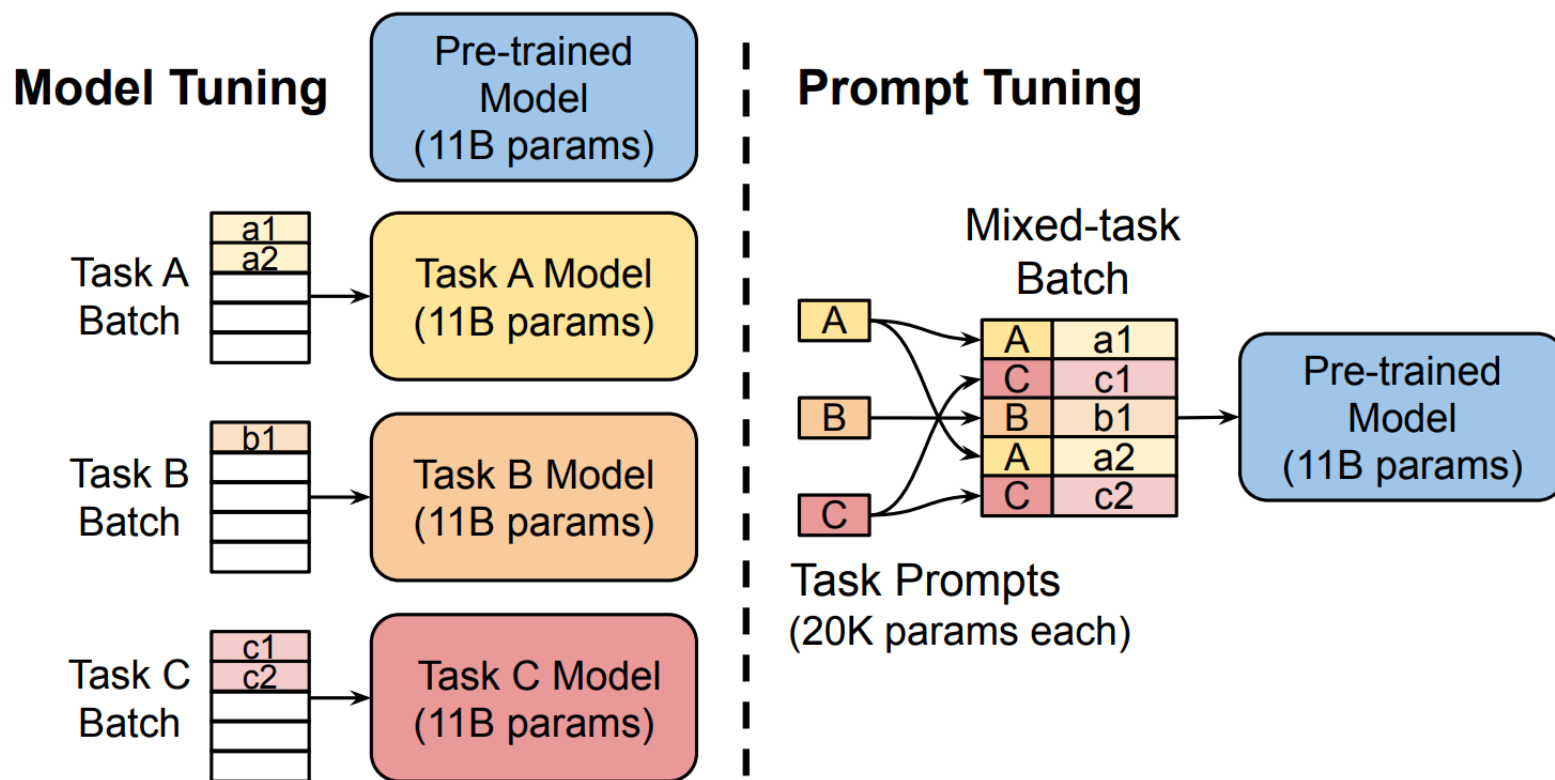
- Parameter Efficient Tuning Methods
  - Prompt Tuning
  - Adapter
  - LoRA
- Interpretation

# Parameter Efficient Tuning

- Traditionally, you need to fine-tune entire network on specific downstream tasks
- **Parameter Efficient Tuning** – Only tune a small proportion of parameters of the pre-trained transformer
  - Prompt tuning
  - Adapter
  - LoRA

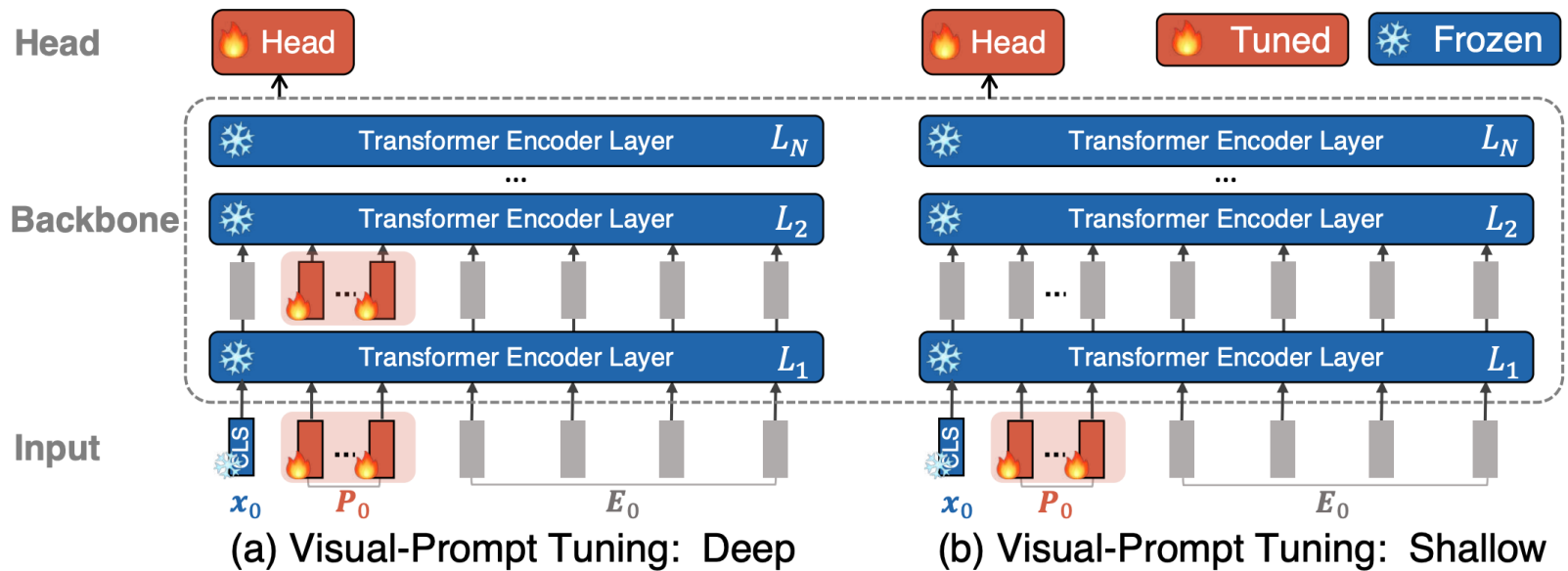
# Prompt Tuning

- Only learns a set of 'prompt' or 'token' for each task



# Visual Prompt Tuning

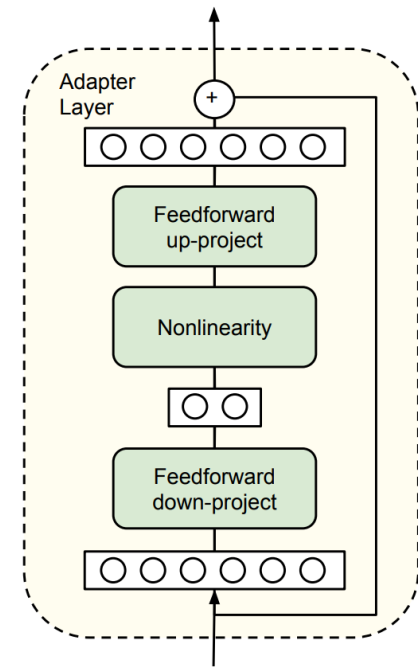
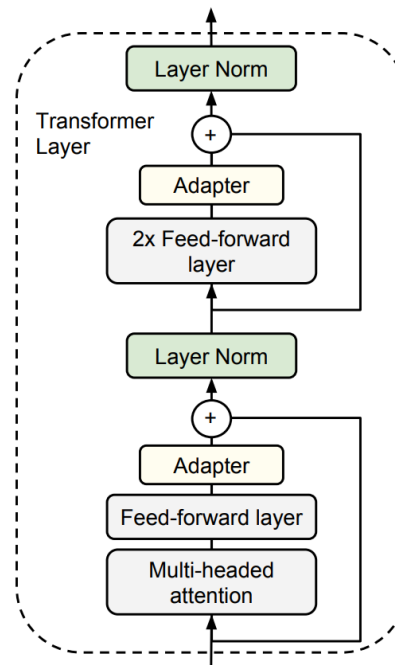
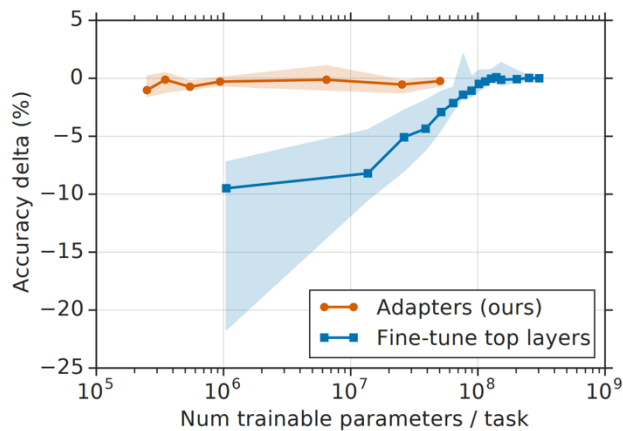
- Prompt tuning also applicable to vision transformers





# Adapter

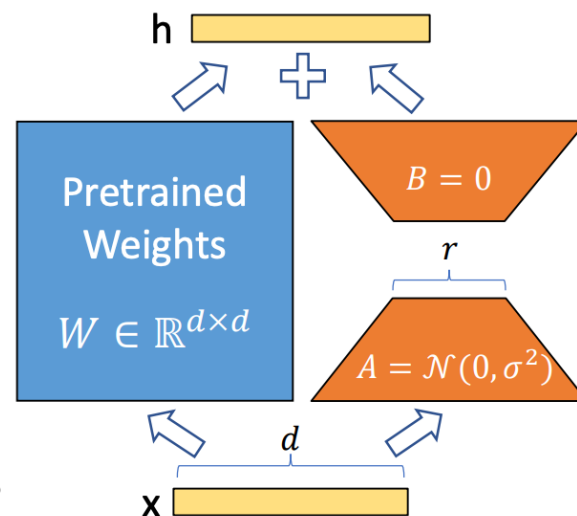
- Insert MLP at Feed-forward layers



# LoRA

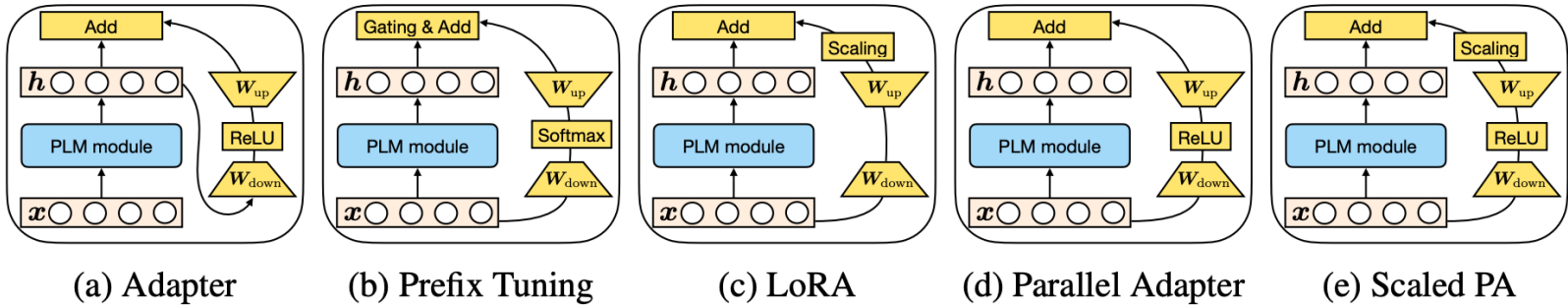
- Low-rank Adaptation (LoRA)
- No activation in-between
- A and B can be fused into W

$$h = W_0x + \Delta Wx = W_0x + BAx$$



# Interpretation

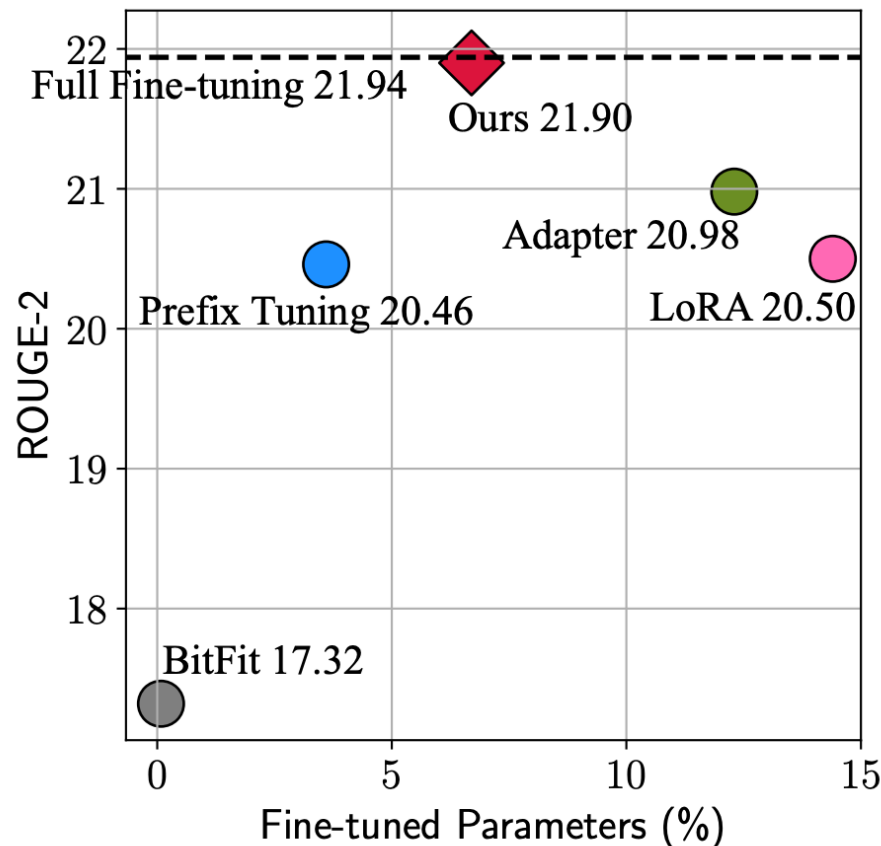
- Essentially, all parameter efficient tuning methods do the same thing – modifying pre-trained features with minimal amount of parameters



Method	$\Delta h$ functional form	insertion form	modified representation	composition function
<b>Existing Methods</b>				
Prefix Tuning	$\text{softmax}(xW_q P_k^\top) P_v$	parallel	head attn	$h \leftarrow (1 - \lambda)h + \lambda \Delta h$
Adapter	$\text{ReLU}(hW_{\text{down}})W_{\text{up}}$	sequential	ffn/attn	$h \leftarrow h + \Delta h$
LoRA	$xW_{\text{down}}W_{\text{up}}$	parallel	attn key/val	$h \leftarrow h + s \cdot \Delta h$

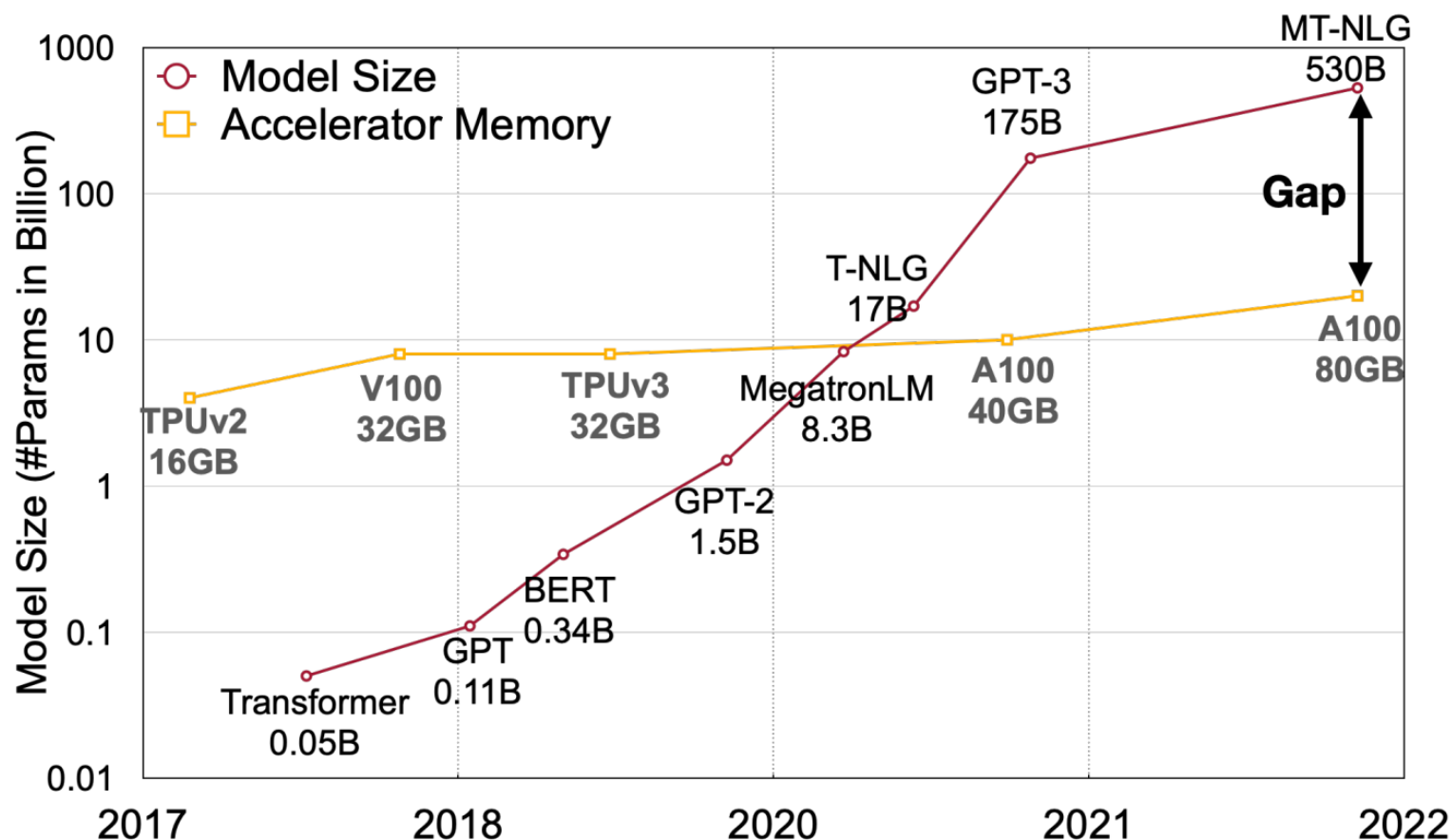
# Parameter-Efficient Tuning

- Performance close to full fine-tuning while just train less than 15% of original parameters



# Scaling Laws

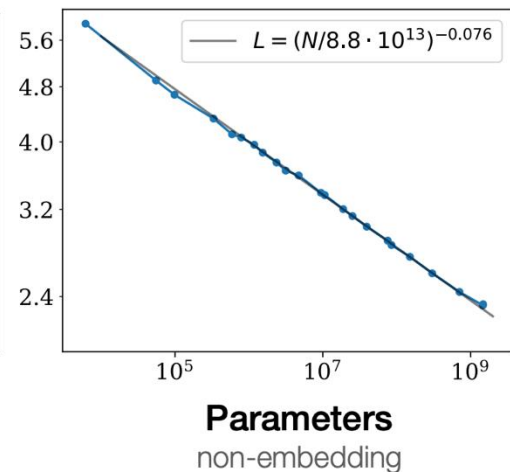
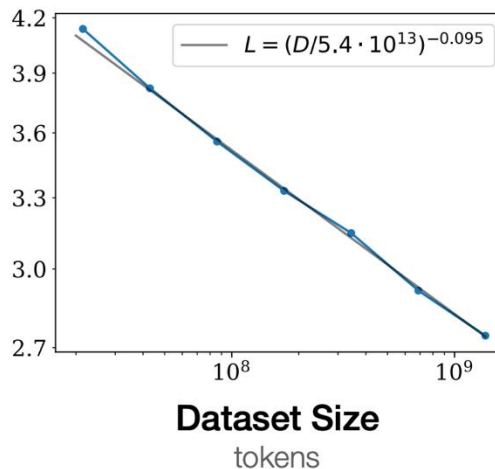
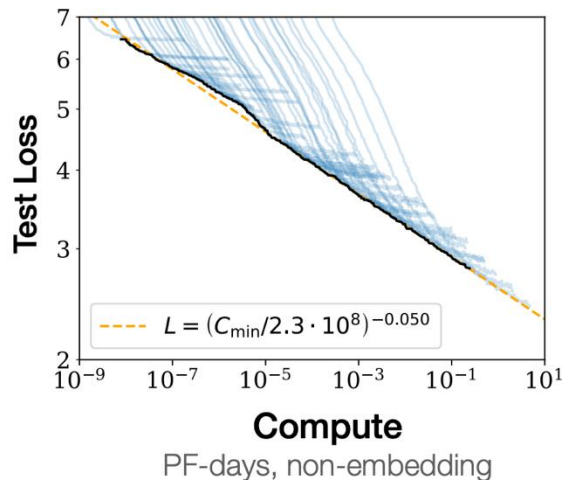
# “Magic” of Transformer - Scaling



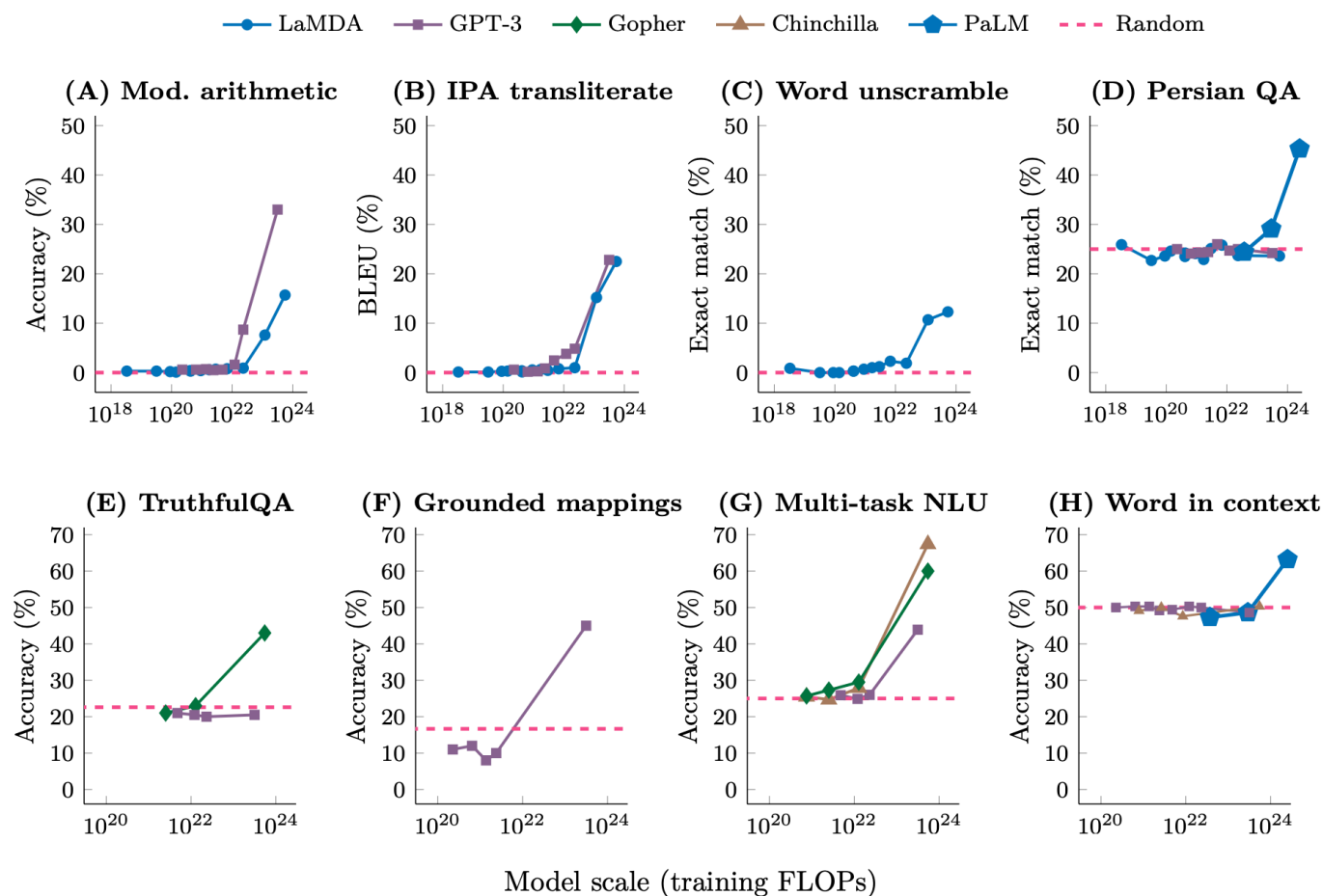
- Performance gets better as transformer scales up

# Scaling Law

- For decoder-only models, the final performance is only related to **Compute**, **Data Size**, and **Parameter Size**
  - power law relationship for each factor
  - w/o constraints by the others



# “Emergent” Capability





# In-Context Learning

- Scaled models can generalize to new tasks without fine-tuning!
  - Zero-shot
  - Few-shot

## Zero-shot

The model predicts the answer given only a natural language description of the task. No gradient updates are performed.

```
1 Translate English to French: ← task description
2 cheese => ..... ← prompt
```

## Few-shot

In addition to the task description, the model sees a few examples of the task. No gradient updates are performed.

```
1 Translate English to French: ← task description
2 sea otter => loutre de mer ← examples
3 peppermint => menthe poivrée ←
4 plush girafe => girafe peluche ←
5 cheese => ..... ← prompt
```

# We learned...

- Transformer Architecture
- Transformer in Language
- Transformer in Vision
- Transformer in Audio
- Parameter Efficient Tuning
- Scaling Laws