

# Attention and Memory

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Vision for Robotics and Autonomous Systems  
<https://cyber.felk.cvut.cz/vras/>



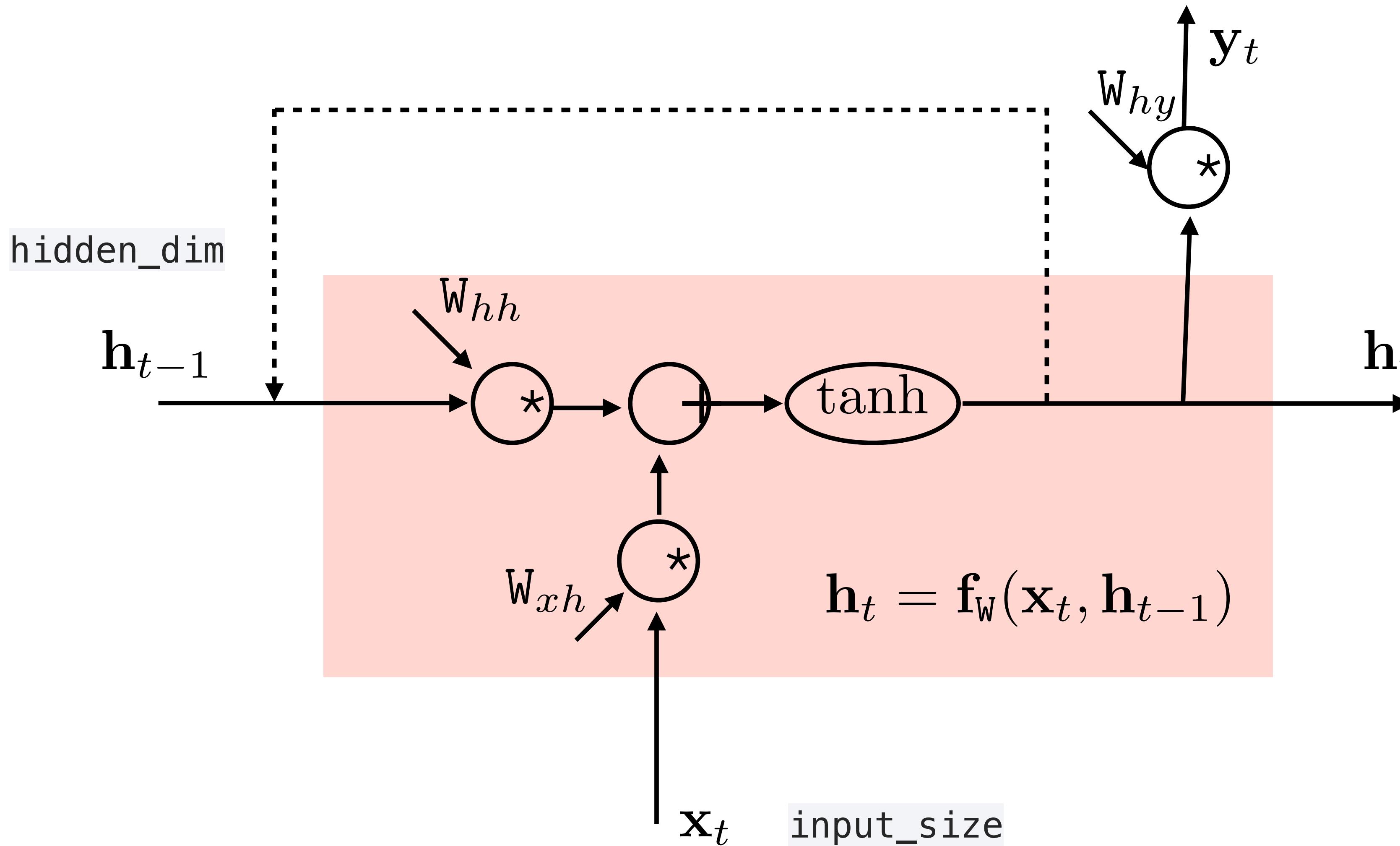
Center for Machine Perception  
<https://cmp.felk.cvut.cz>



Department for Cybernetics  
Faculty of Electrical Engineering  
Czech Technical University in Prague

# Simple recurrent block

```
torch.nn.RNN(input_size, hidden_dim, n_layers)
```



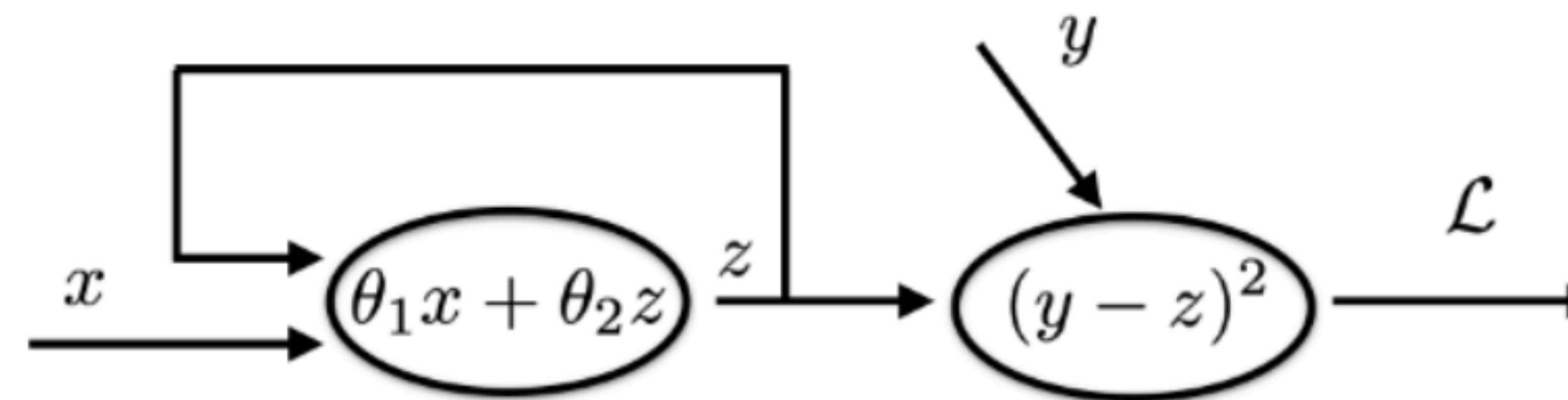
PyTorch: <https://pytorch.org/docs/stable/nn.html#rnn>

# RNN example with backprop

Consider linear recurrent neural network with L2 loss depicted on the image below. The network is initialized with parameters  $\theta_1 = 1, \theta_2 = 0, z_0 = 0$ . You are given the following training sequence:

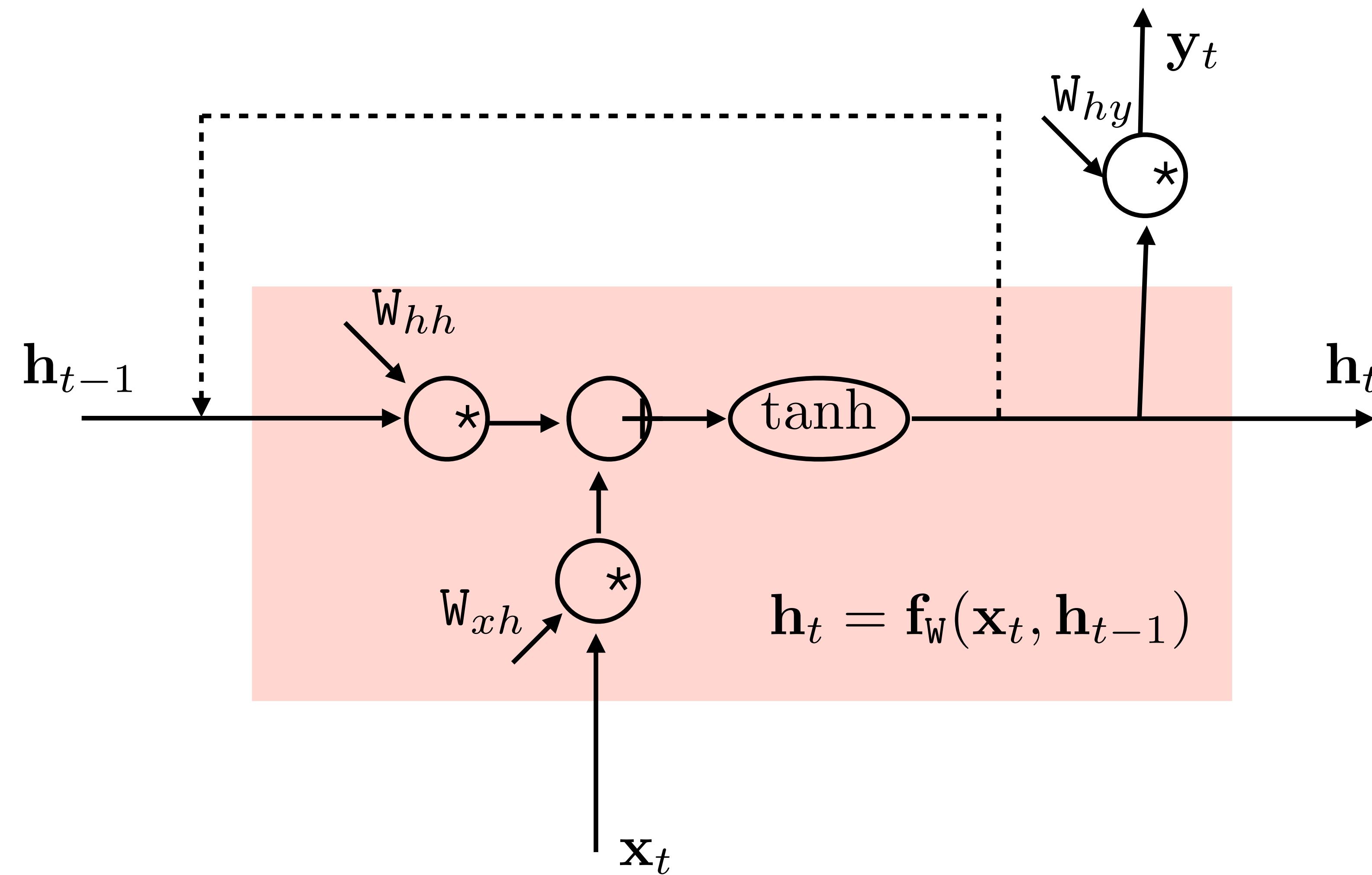
time=1	time=2
$x_1 = 0$	$x_2 = 1$
$y_1 = 1$	$y_2 = 3$

Estimate gradient of the overall loss (computed over all available outputs  $y_i$  for both available times  $i = 1, 2$ ) with respect to  $\theta_1$ .

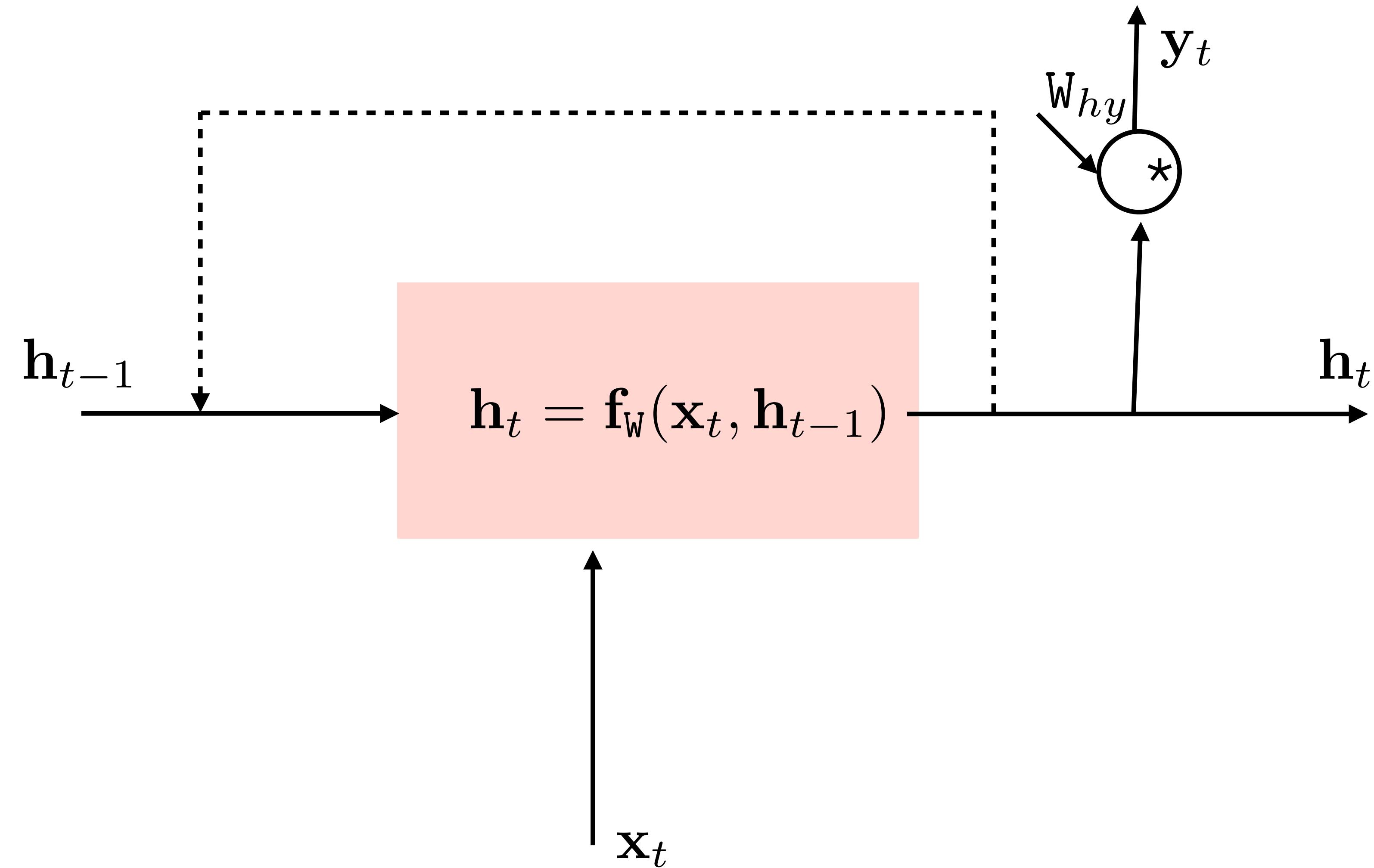


**Hint:** Unroll the network in time, to obtain a usual feedforward network with two loss nodes. Do the backpropagation as usual.

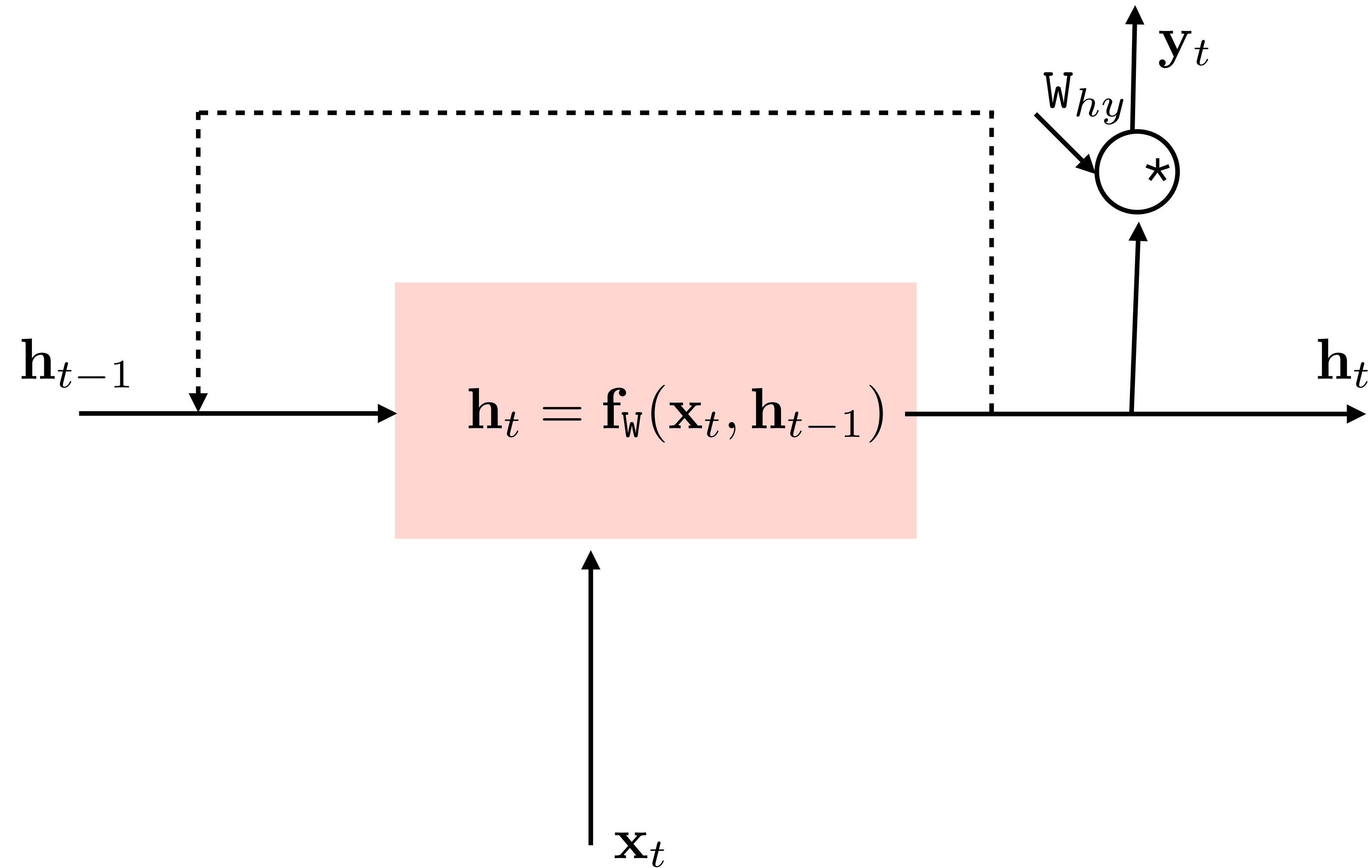
# Simple recurrent block - feed-forward pass



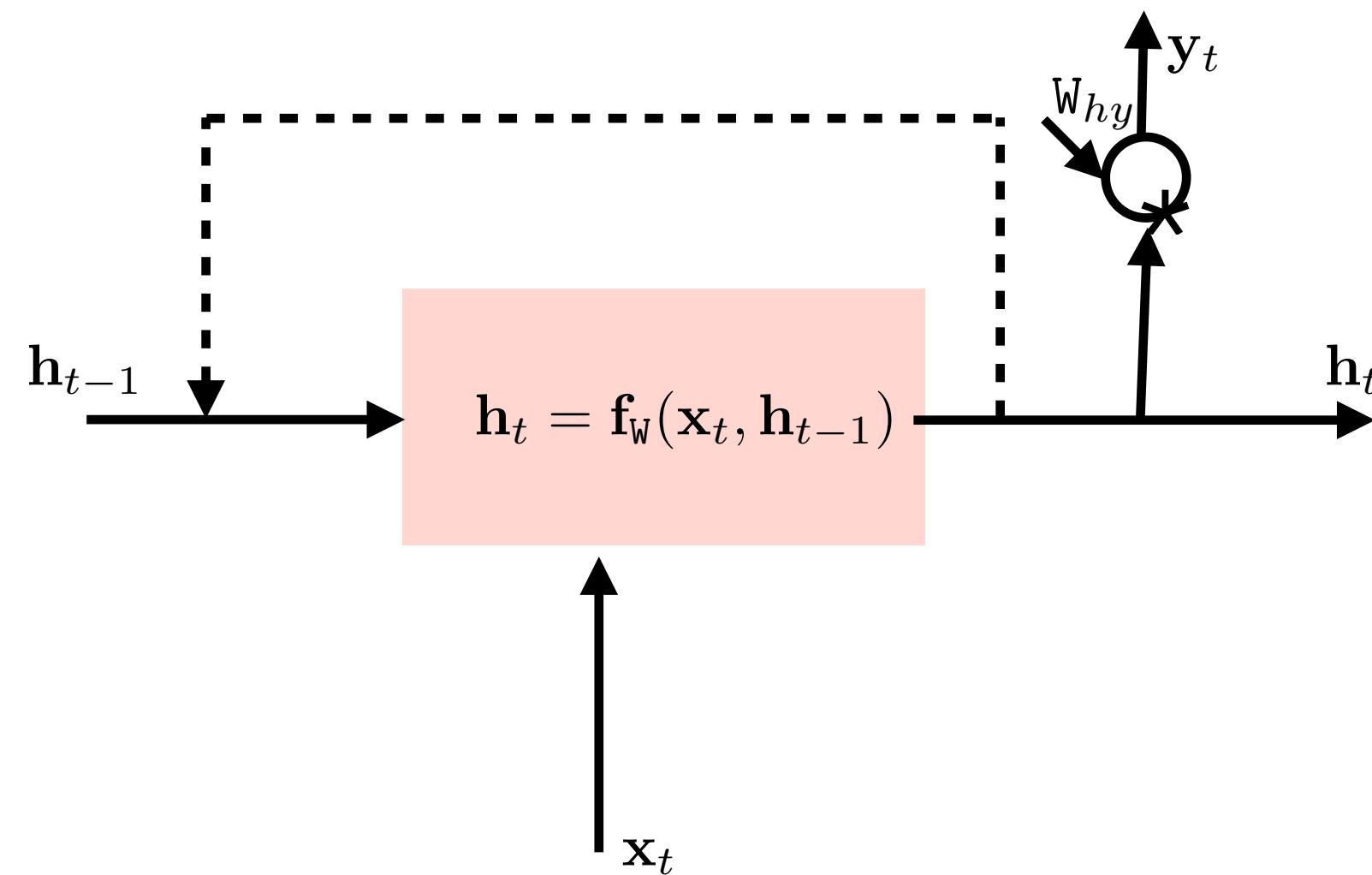
# Simple recurrent block - feed-forward pass



# Simple recurrent block - feed-forward pass



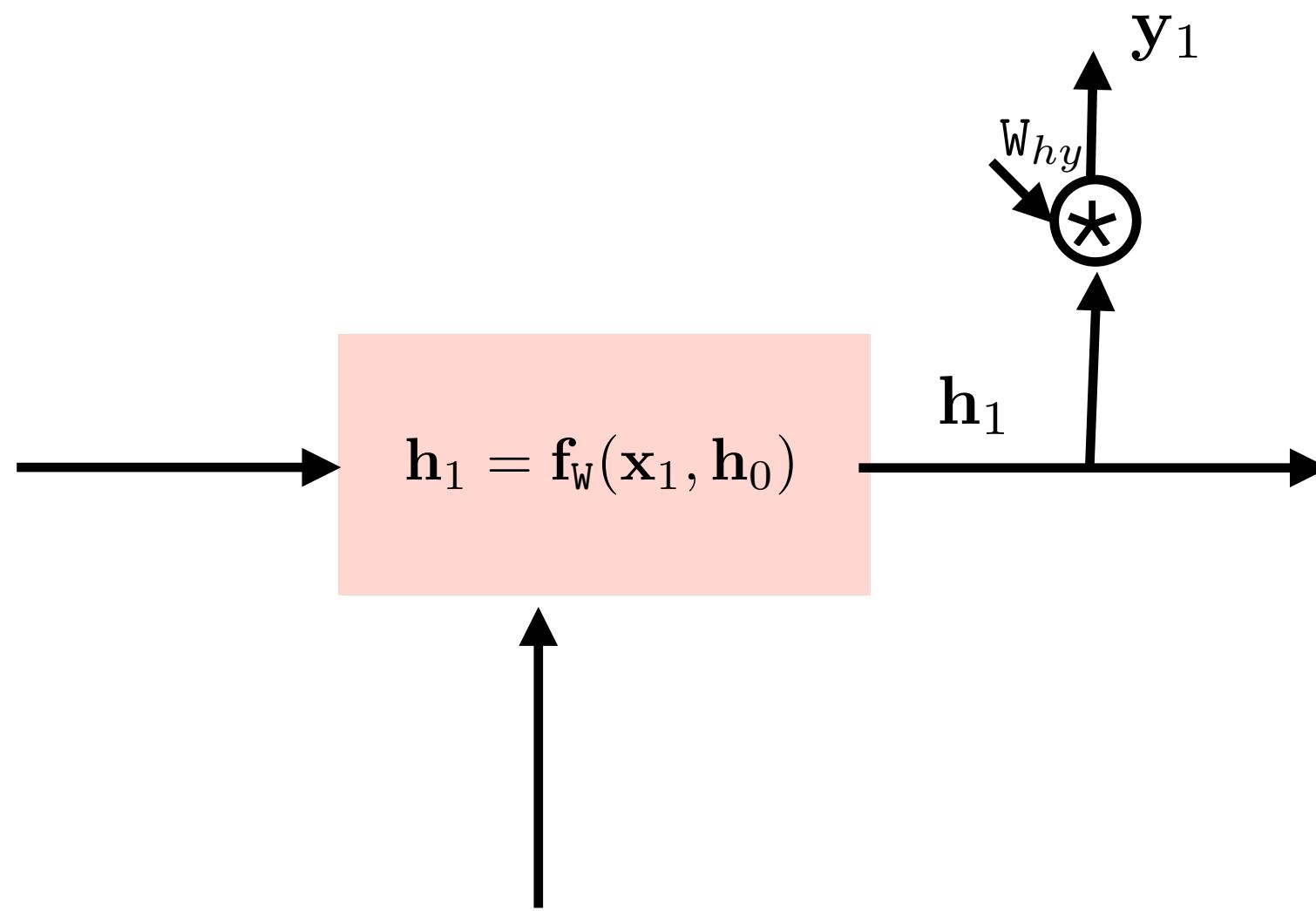
# Simple recurrent block - feed-forward pass



Given a finite input sequence:  
we remove the recurrent connection by:

- successive substitution of inputs and
- unrolling the net

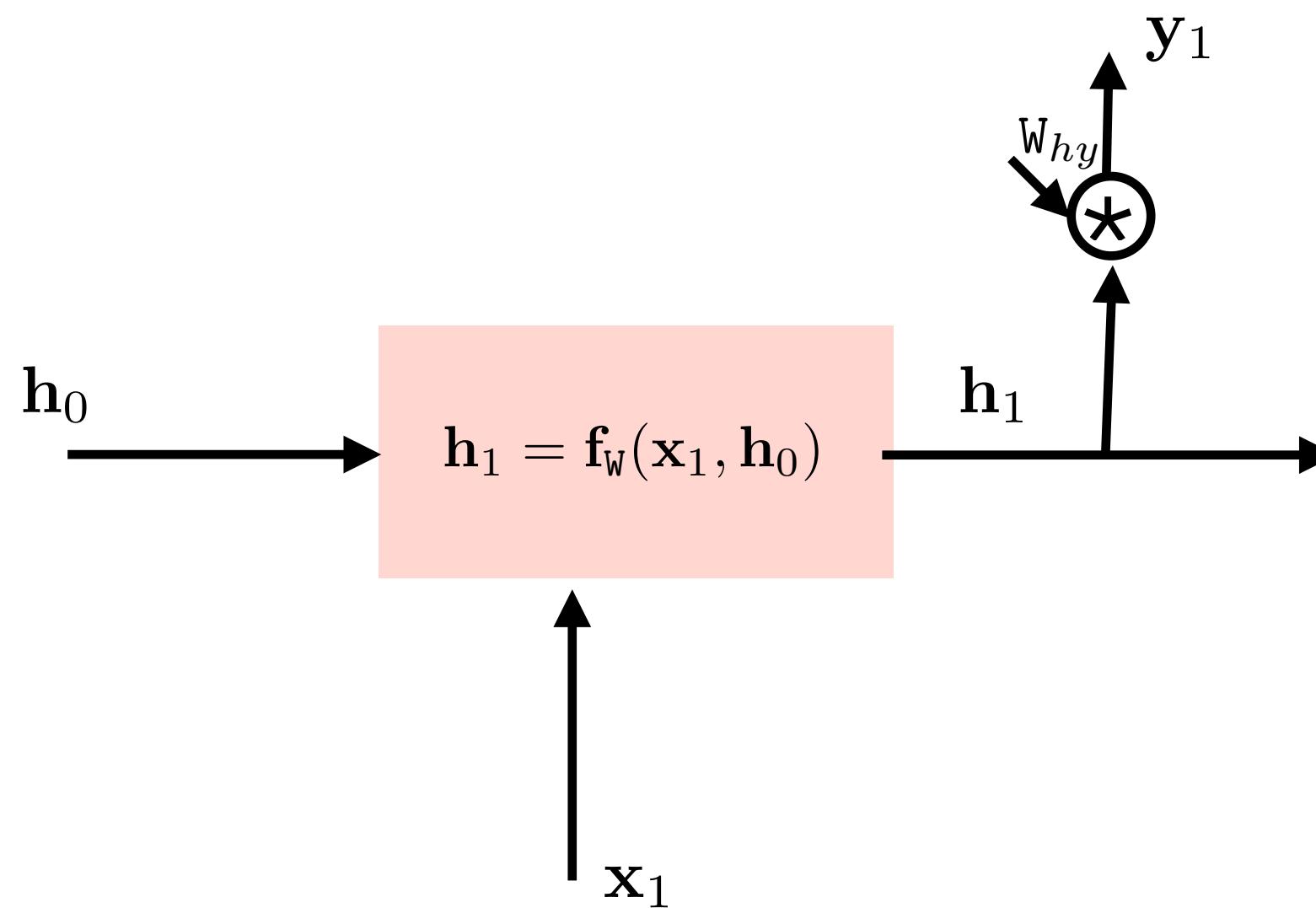
## Simple recurrent block - feed-forward pass



Given a finite input sequence:  
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- successive substitution of inputs and
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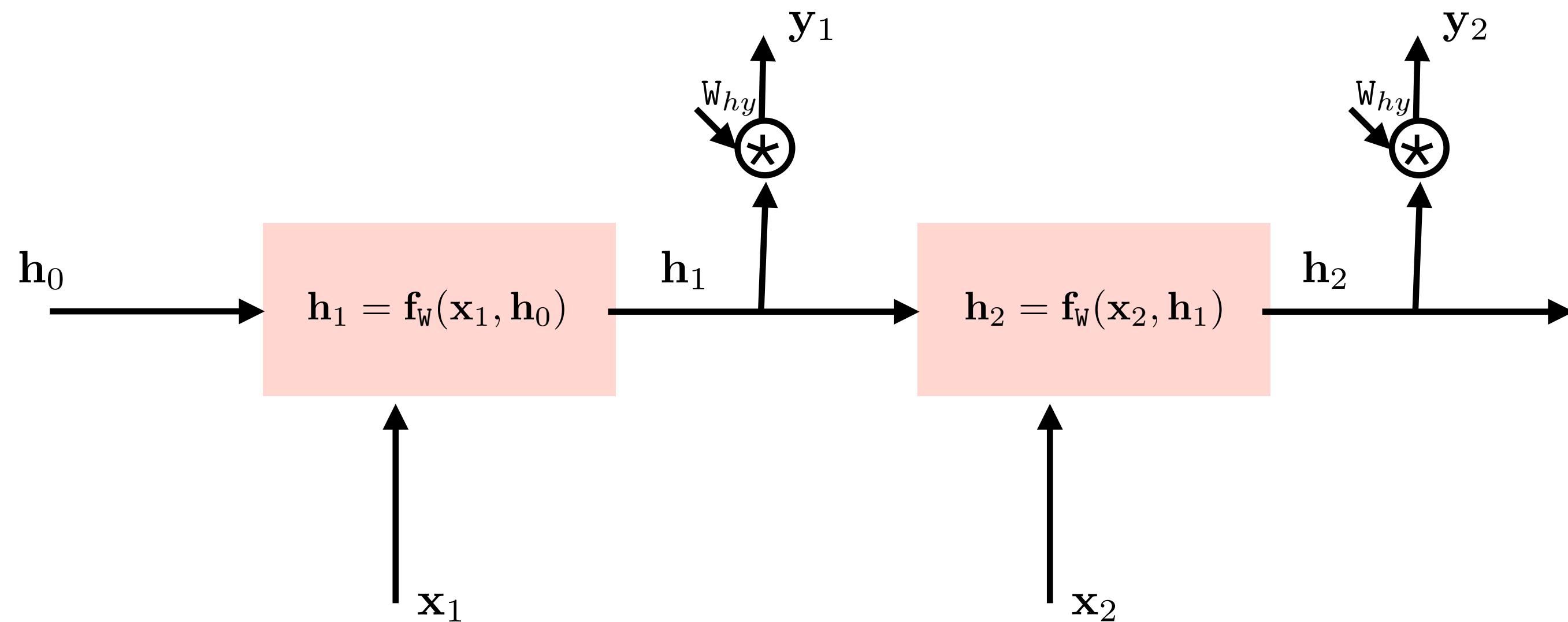
## Simple recurrent block - feed-forward pass



Given a finite input sequence:  
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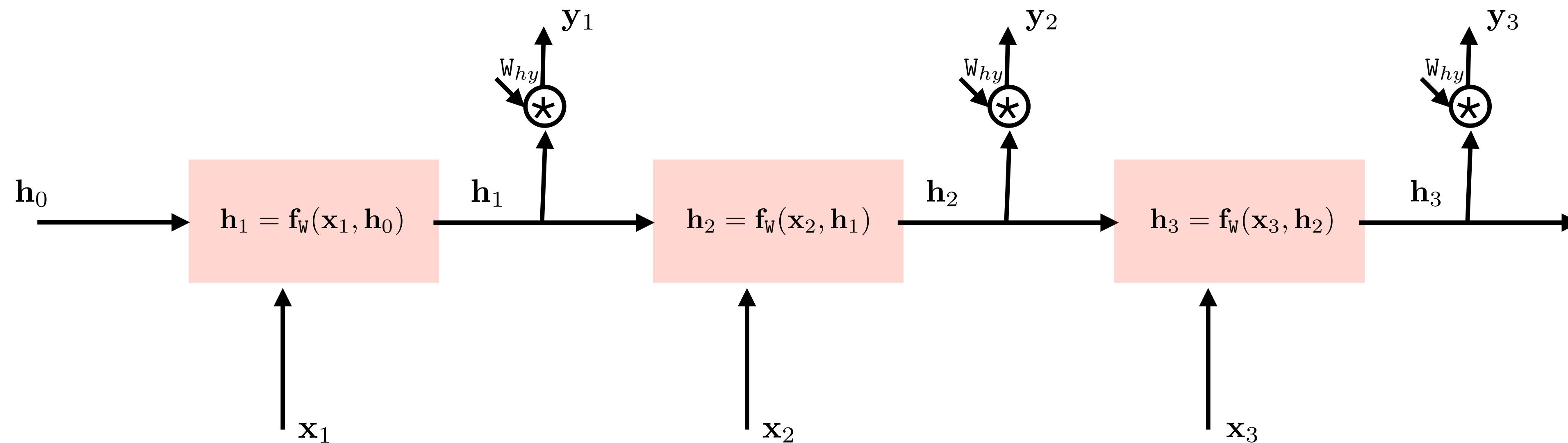
## Simple recurrent block - feed-forward pass



Given a finite input sequence:  
we remove the recurrent connection by:

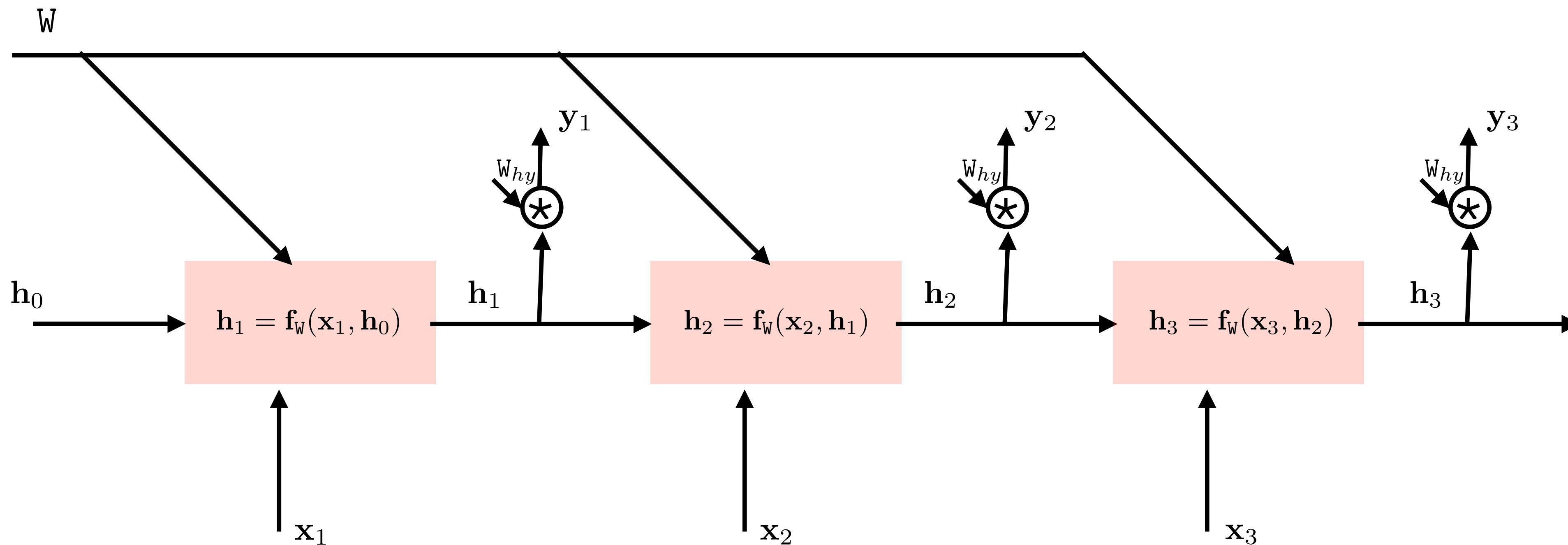
- successive substitution of inputs and
- unrolling the net

# Simple recurrent block - feed-forward pass



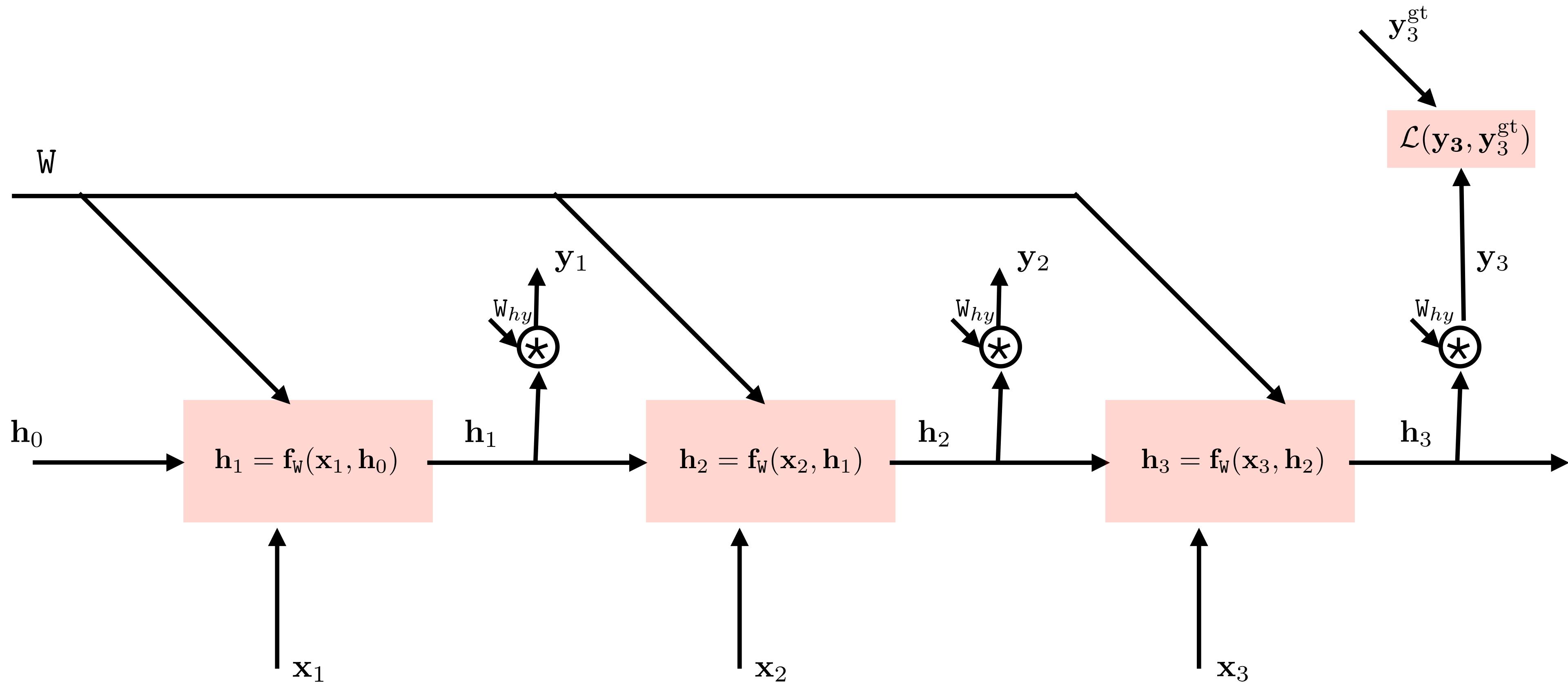
- Unrolled computational graph:
  - it is normal feedforward network

# Simple recurrent block - feed-forward pass



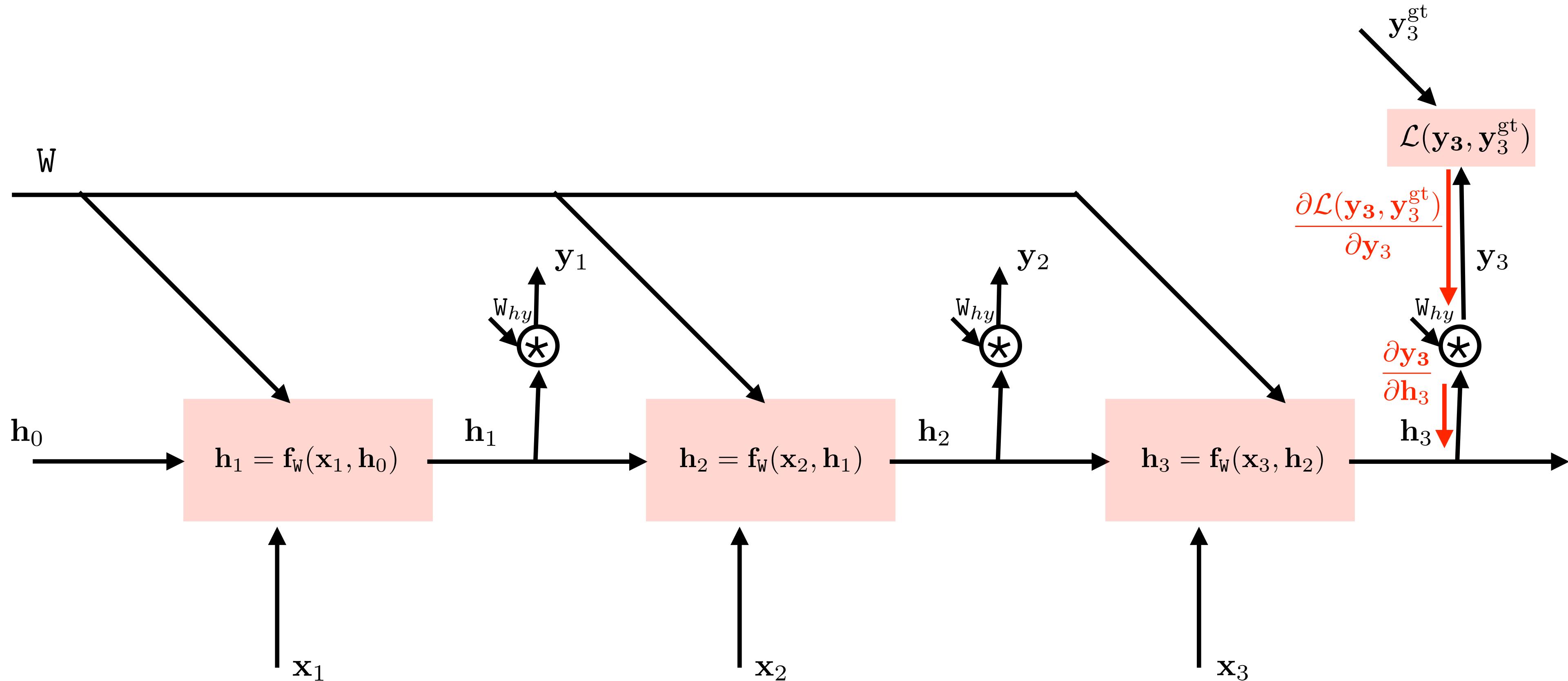
- Unrolled computational graph:
  - it is normal feedforward network
  - it consists of several same blocks with the same weights!

# Simple recurrent block - backward pass



- Loss function:
  - cross-entropy loss on the last output only (for simplicity)

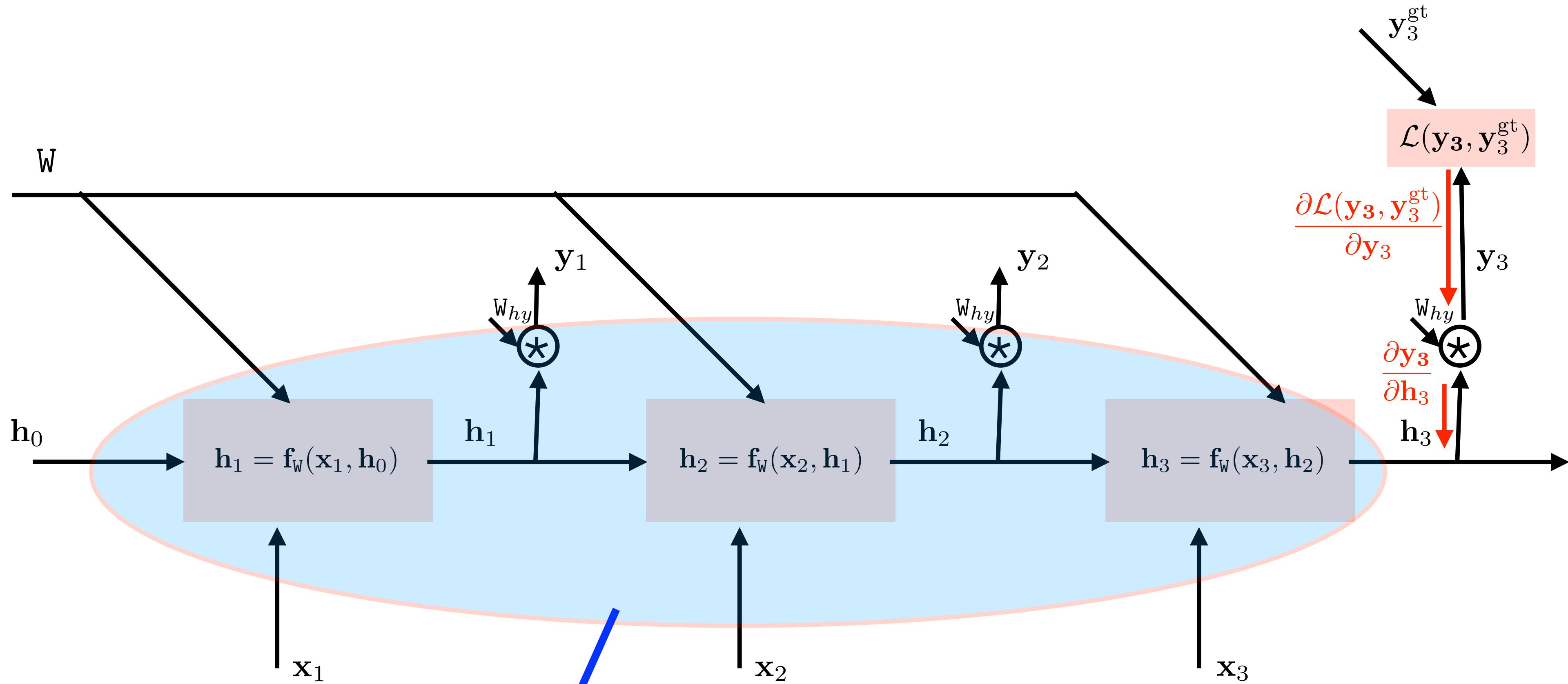
# Simple recurrent block - backward pass



- Backprop:

$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial W} = ?$$

# Simple recurrent block - backward pass

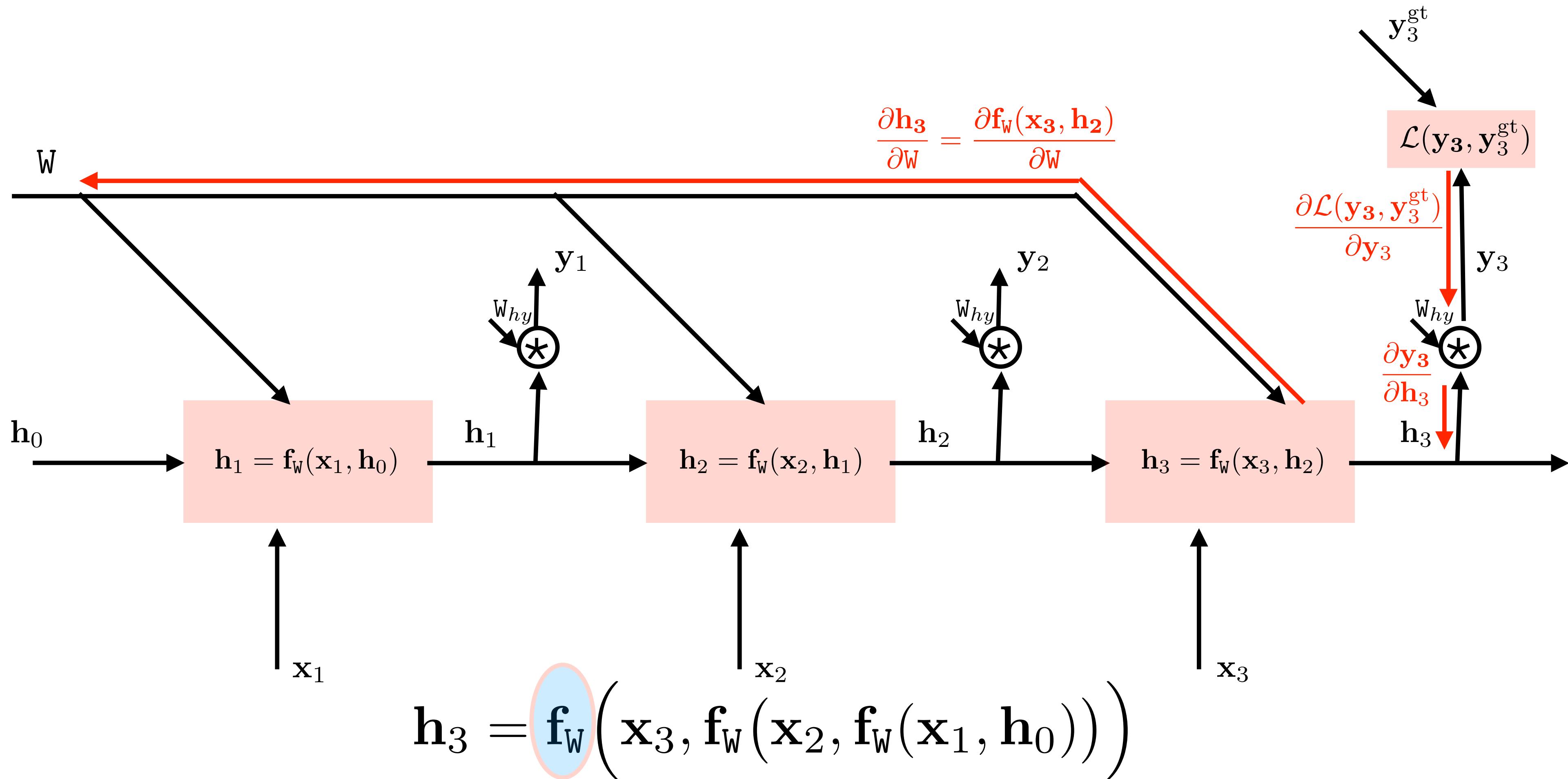


- Backprop:
  - differentiation of multi-dimensional composite function:

$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial w} = ?$$

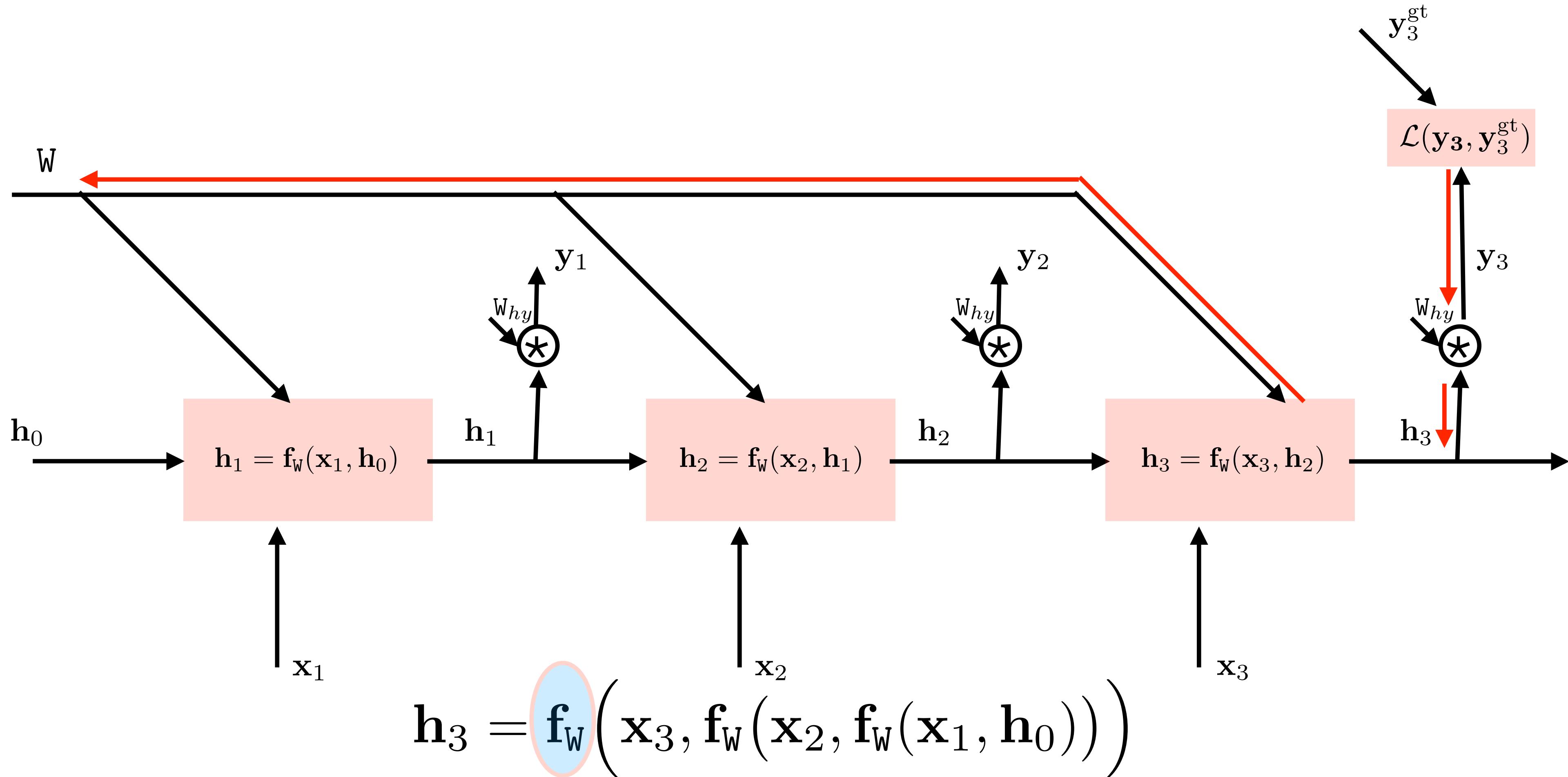
$$h_3 = f_w(x_3, f_w(x_2, f_w(x_1, h_0)))$$

# Simple recurrent block - backward pass



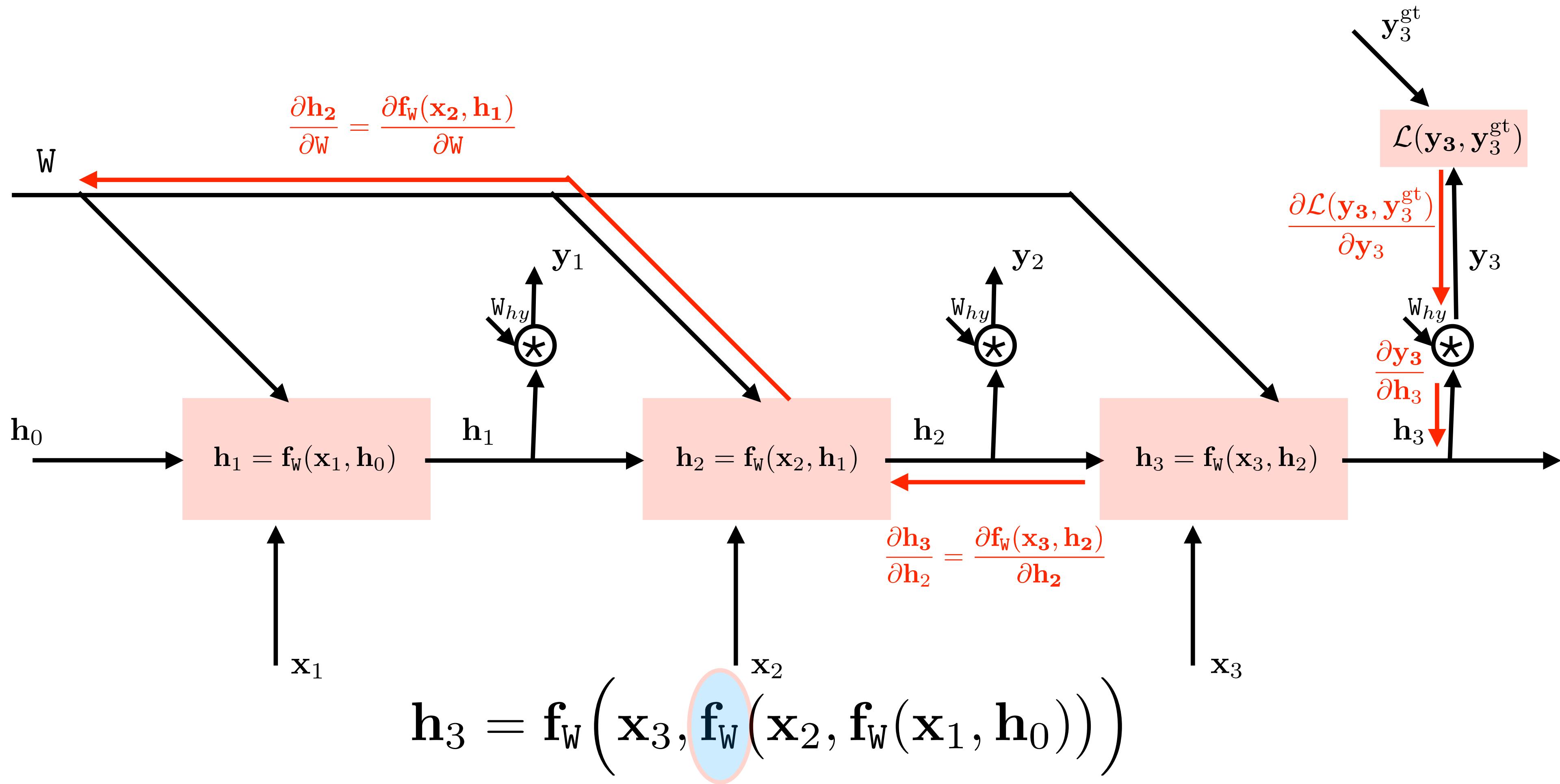
$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial w} = ?$$

# Simple recurrent block - backward pass



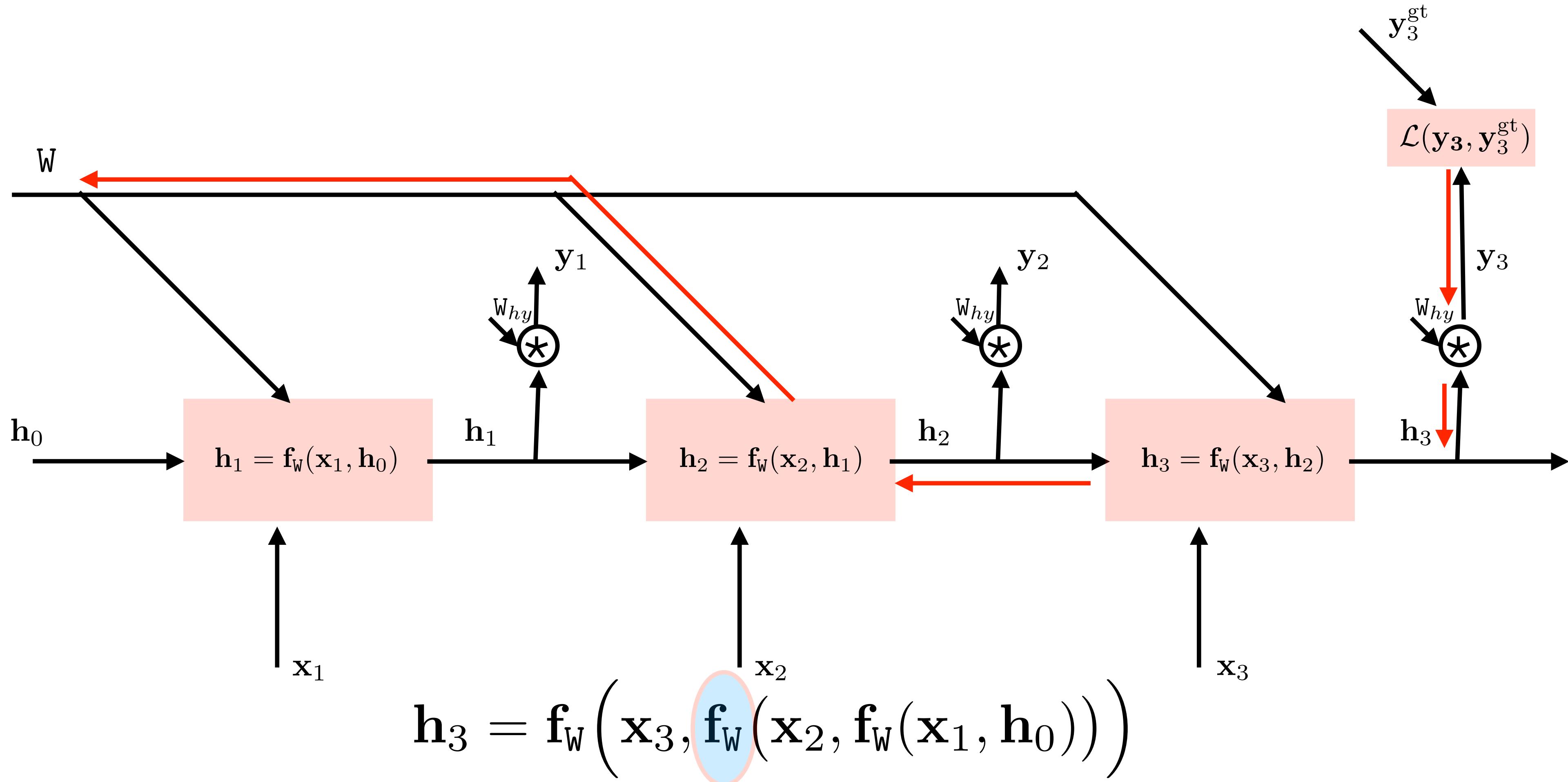
$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial W} = \frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial y_3} \frac{\partial y_3}{\partial h_3} \frac{\partial f_w(\mathbf{x}_3, h_2)}{\partial W} +$$

# Simple recurrent block - backward pass



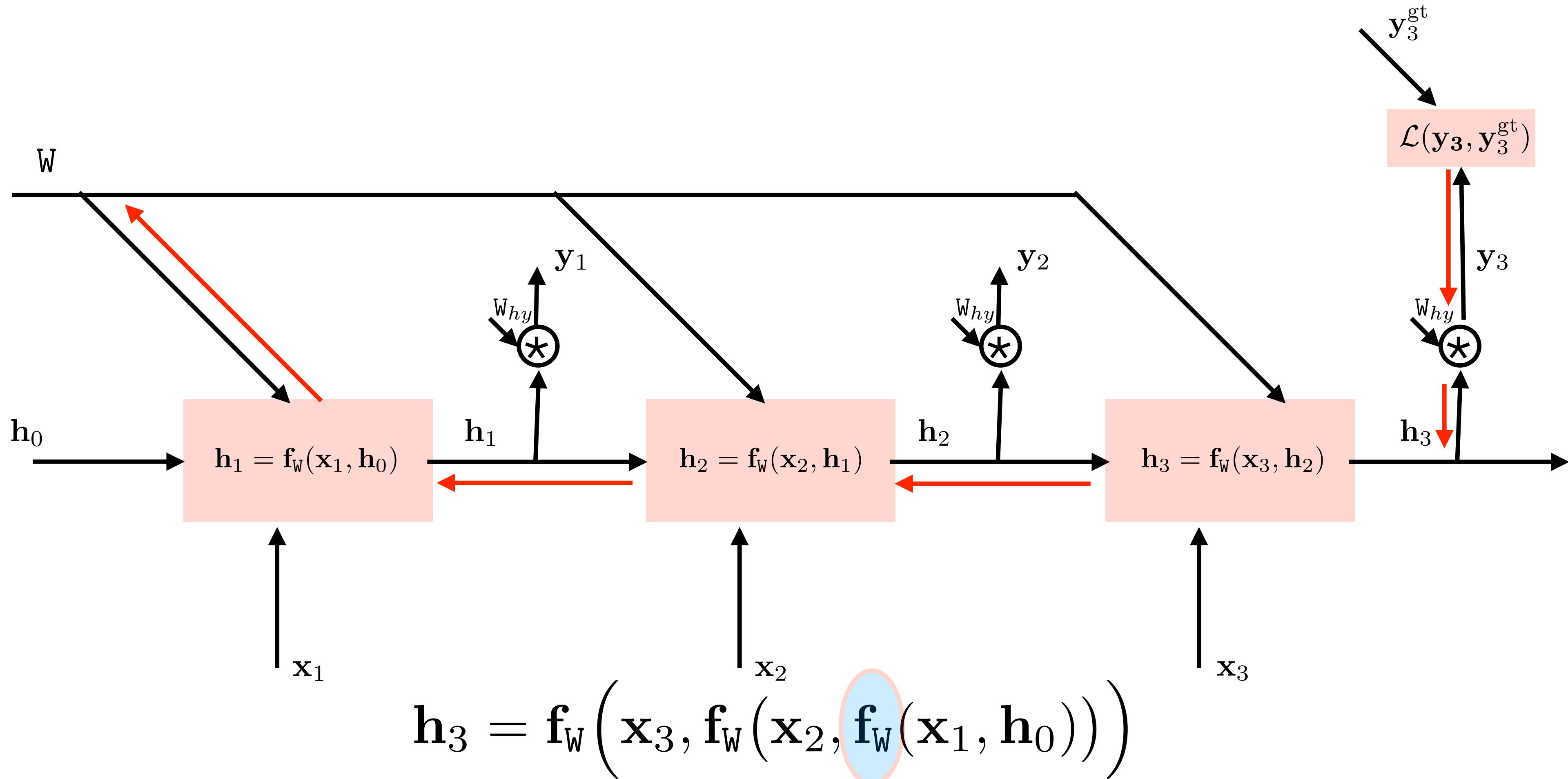
$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial w} = \frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial y_3} \frac{\partial y_3}{\partial h_3} \frac{\partial f_w(x_3, h_2)}{\partial w} +$$

# Simple recurrent block - backward pass



$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial W} = \frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial y_3} \frac{\partial y_3}{\partial h_3} \frac{\partial f_w(x_3, h_2)}{\partial W} + \frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial y_3} \frac{\partial y_3}{\partial h_3} \frac{\partial f_w(x_3, h_2)}{\partial h_2} \frac{\partial f_w(x_2, h_1)}{\partial W} +$$

# Simple recurrent block - backward pass



$$\frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial W} = \frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial y_3} \frac{\partial y_3}{\partial h_3} \frac{\partial f_w(x_3, h_2)}{\partial W} + \frac{\partial \mathcal{L}(y_3, y_3^{gt})}{\partial y_3} \frac{\partial y_3}{\partial h_3} \frac{\partial f_w(x_3, h_2)}{\partial h_2} \frac{\partial f_w(x_2, h_1)}{\partial W} + \dots$$

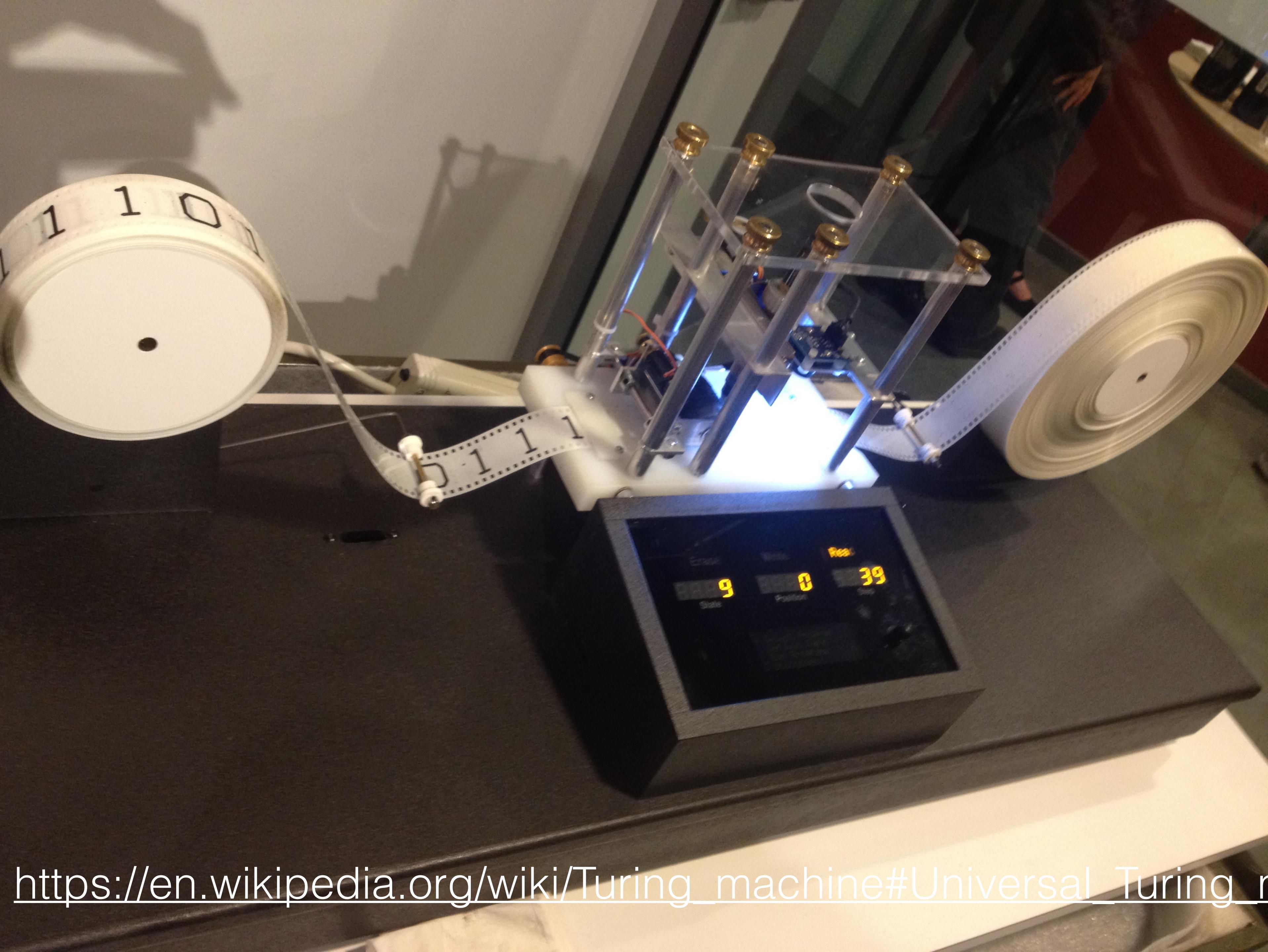
## RNN vs feedforward network

$$\mathbf{h}_t = \mathbf{f}_w(\mathbf{x}_t, \mathbf{h}_{t-1})$$

$$\mathbf{h}_t = \mathbf{f}_w(\mathbf{x}_t, \mathbf{f}_w(\mathbf{x}_{t-1}, \dots \mathbf{f}_w(\mathbf{x}_1, \mathbf{h}_0)))$$

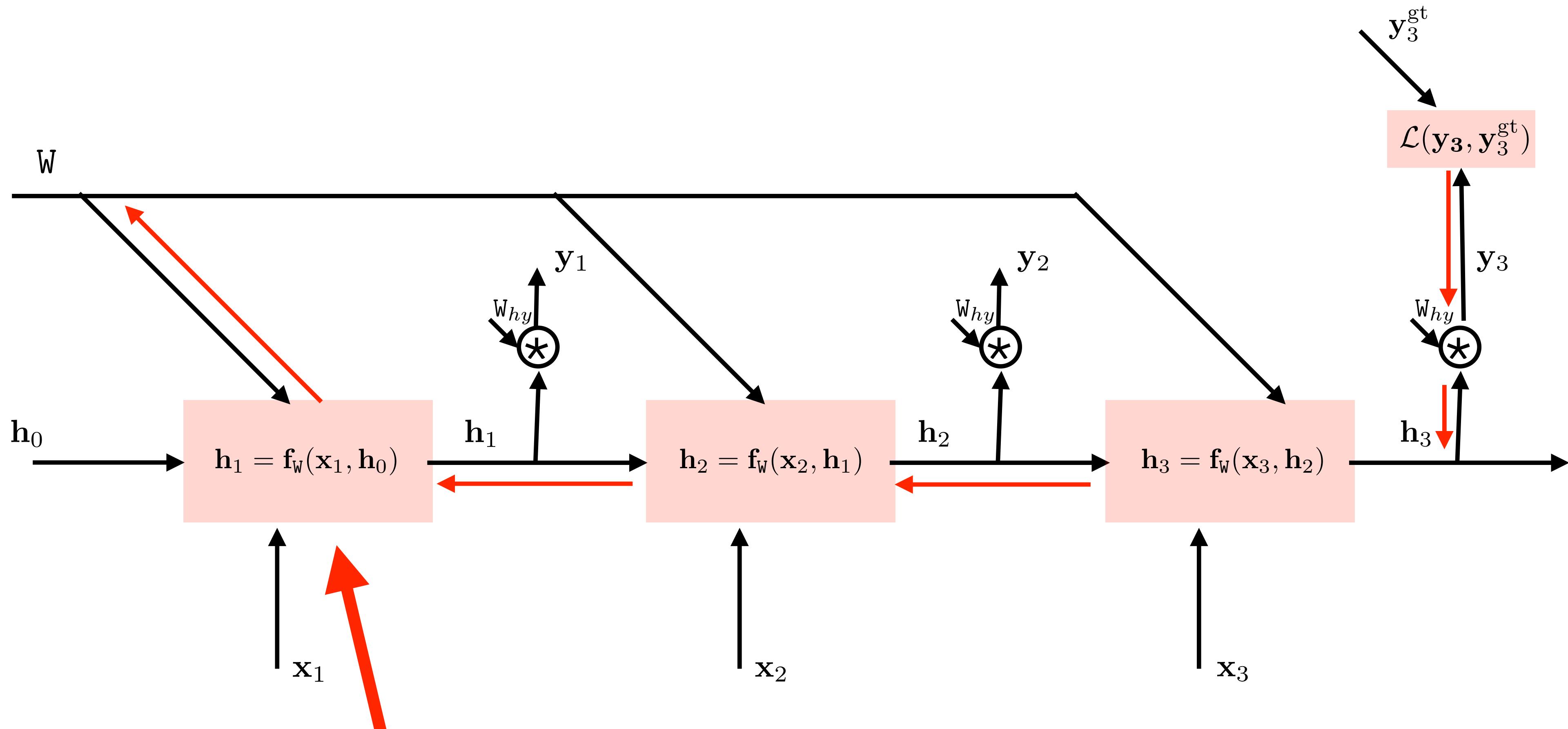
$$\mathbf{h}_t = \mathbf{g}^{(t)}(\mathbf{x}_t, \mathbf{x}_{t-1}, \dots \mathbf{x}_1)$$

- Advantage of RNN wrt stacking the input sequence into a long vector and using a common feedforward network:
  - RNN works for different sequence lengths
  - RNN share weights between different time instances (similarly as convolution on spatial domain).
- RNN is universal (can compute any function computable by Turing machine)



[https://en.wikipedia.org/wiki/Turing\\_machine#Universal\\_Turing\\_machine](https://en.wikipedia.org/wiki/Turing_machine#Universal_Turing_machine)

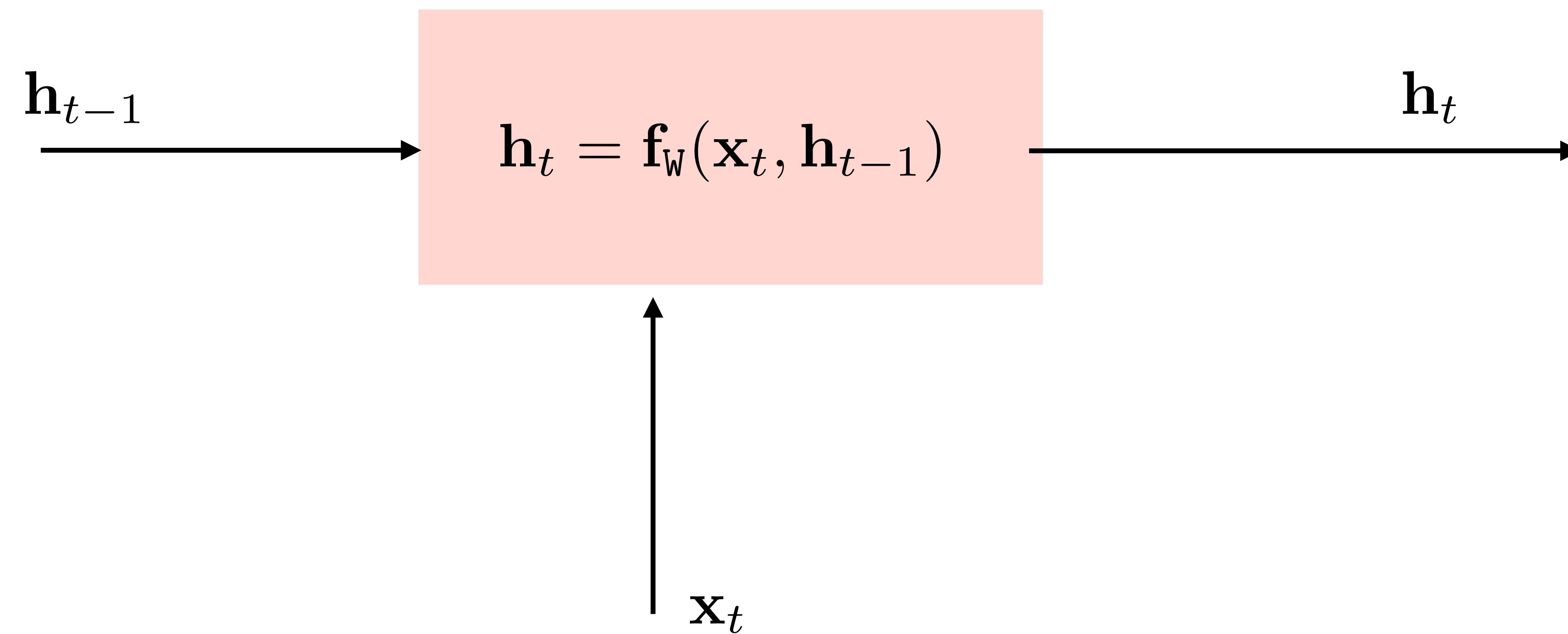
# Simple recurrent block - backward pass



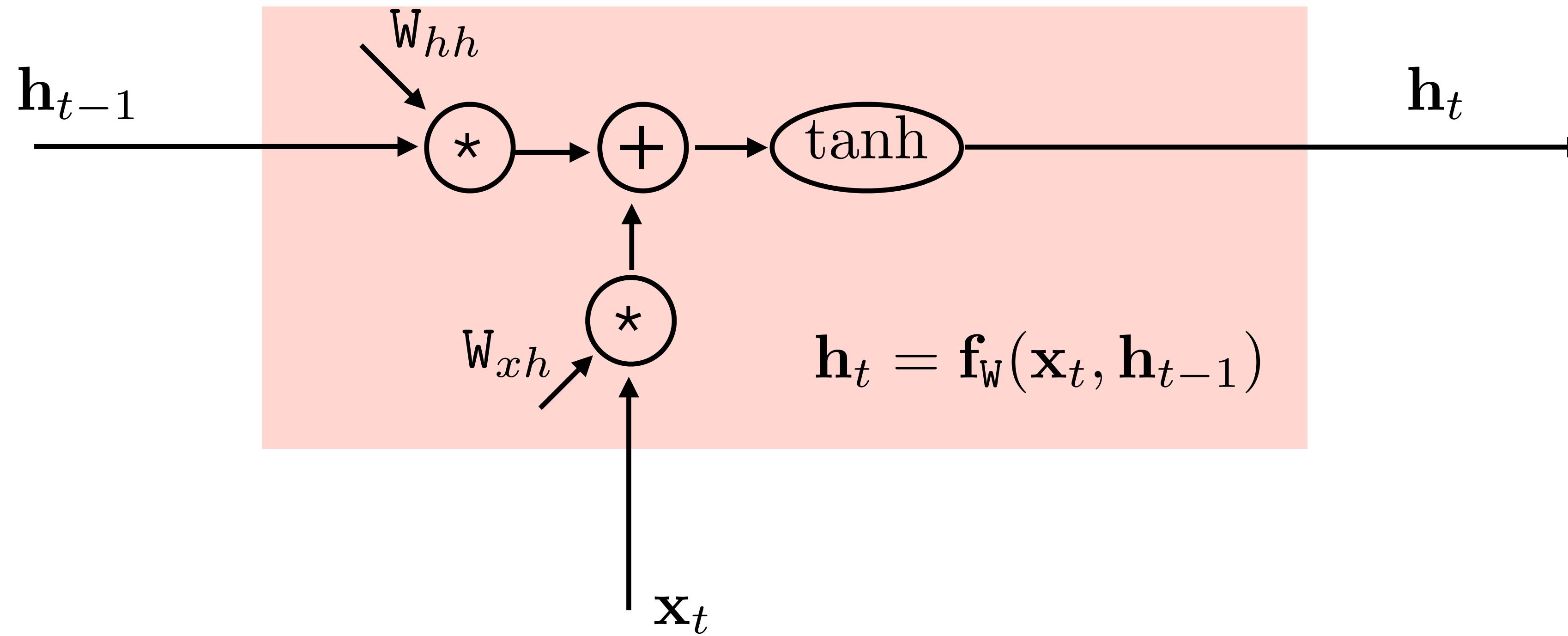
deep blocks often suffer from vanishing gradients  
=> better structure needed

LSTM (kind of ResNet for recurrent networks)

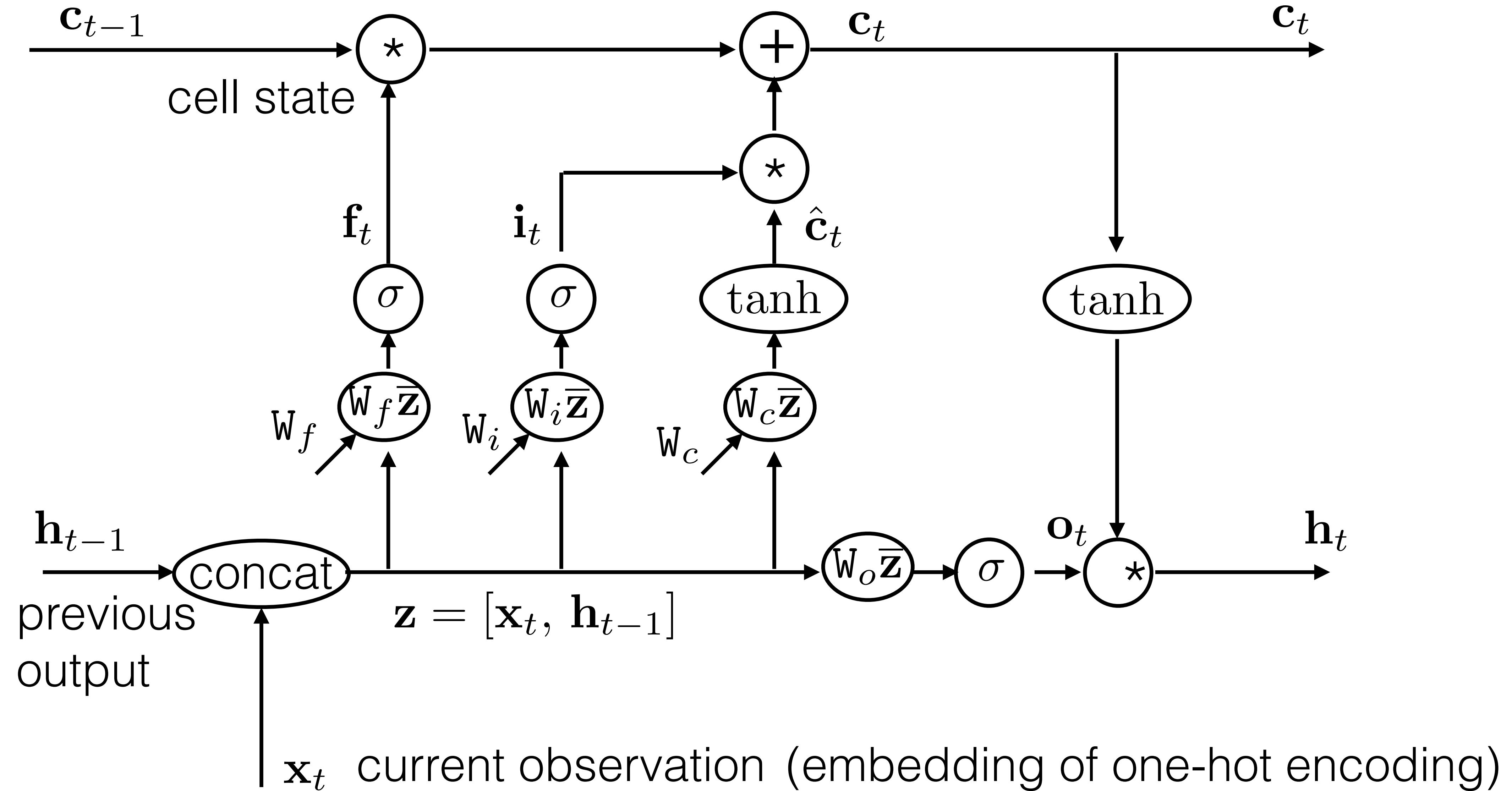
# Simple recurrent block



# Simple recurrent block

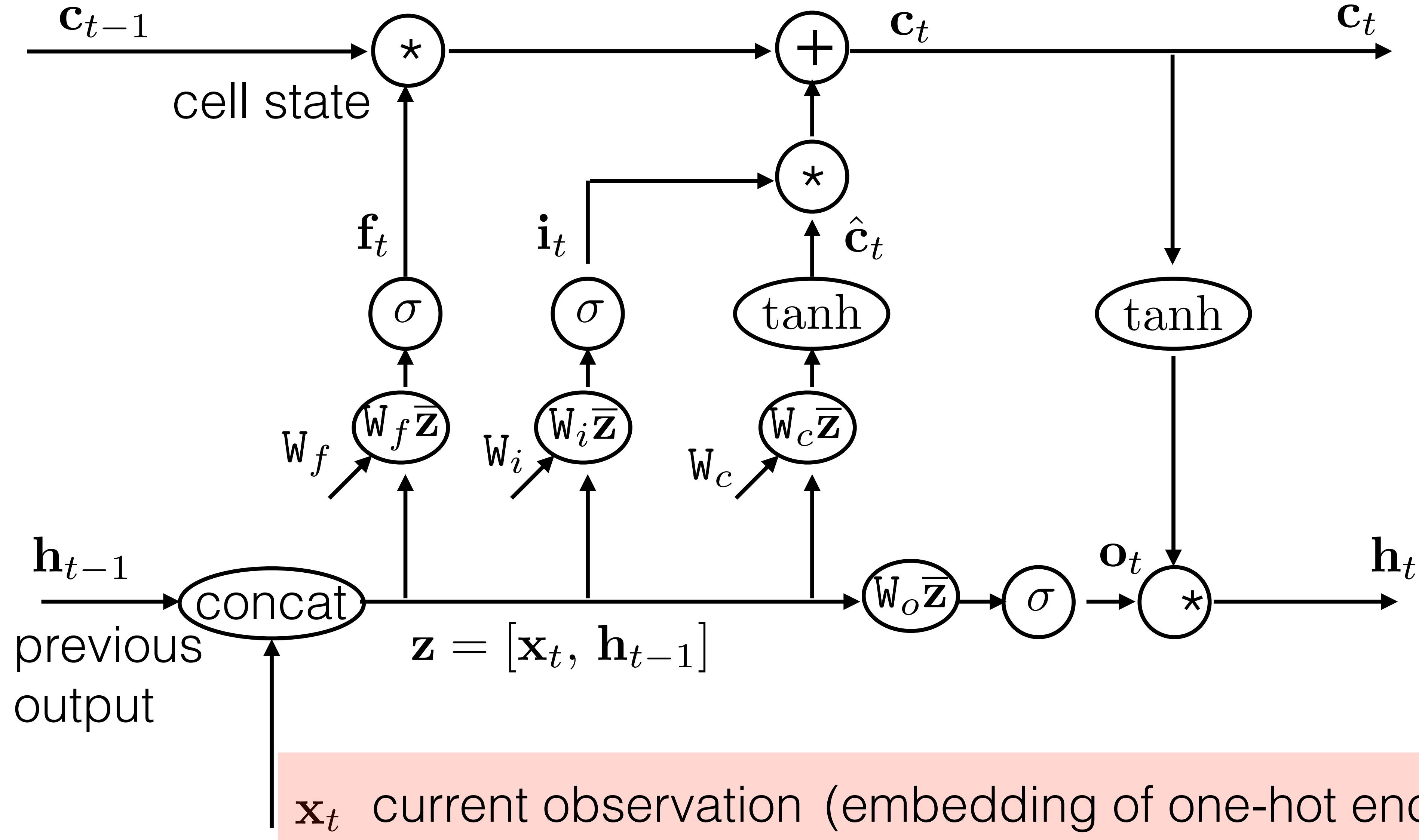


## LSTM block



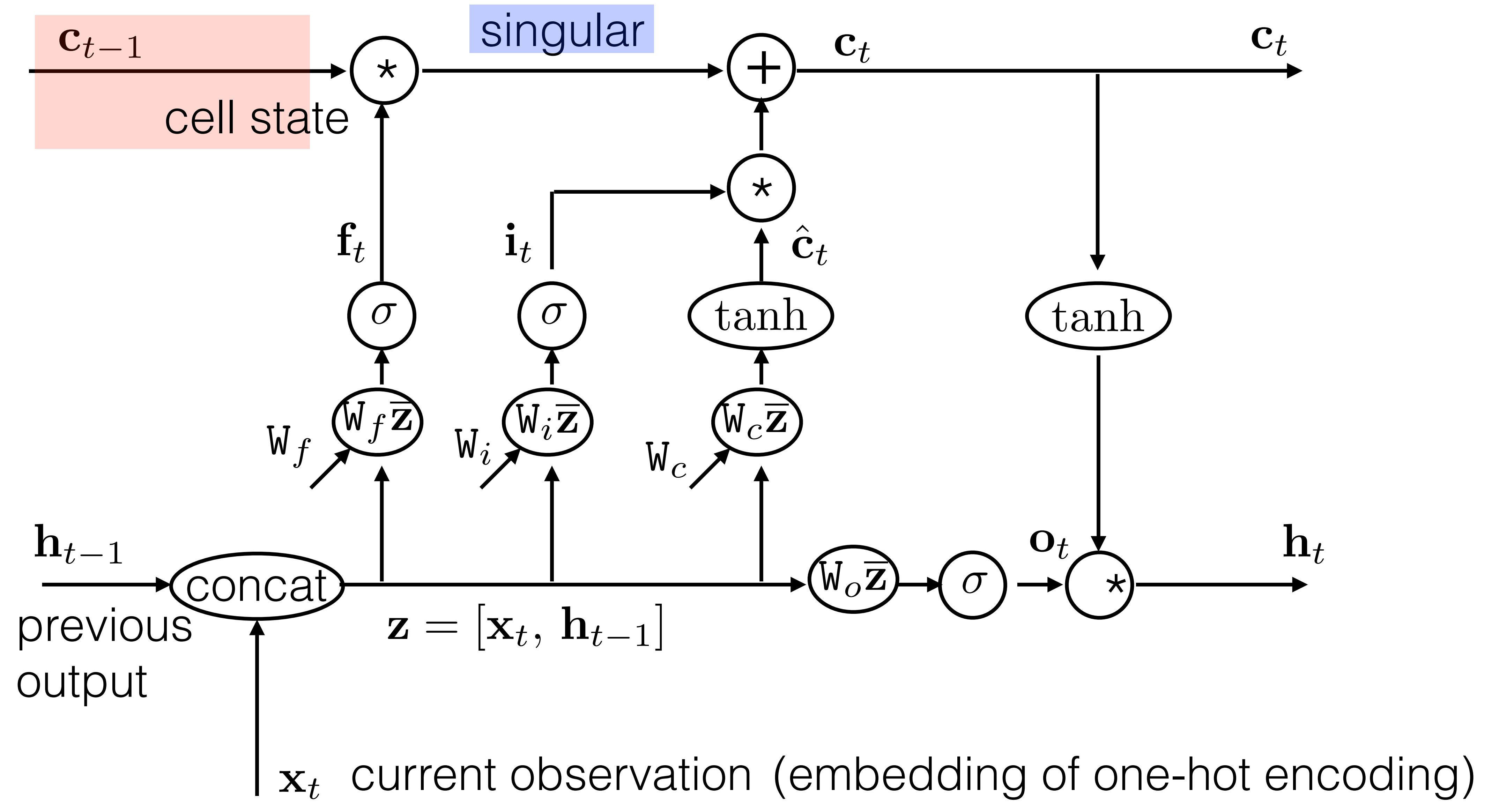
“I live with my parents, ...”

## LSTM block

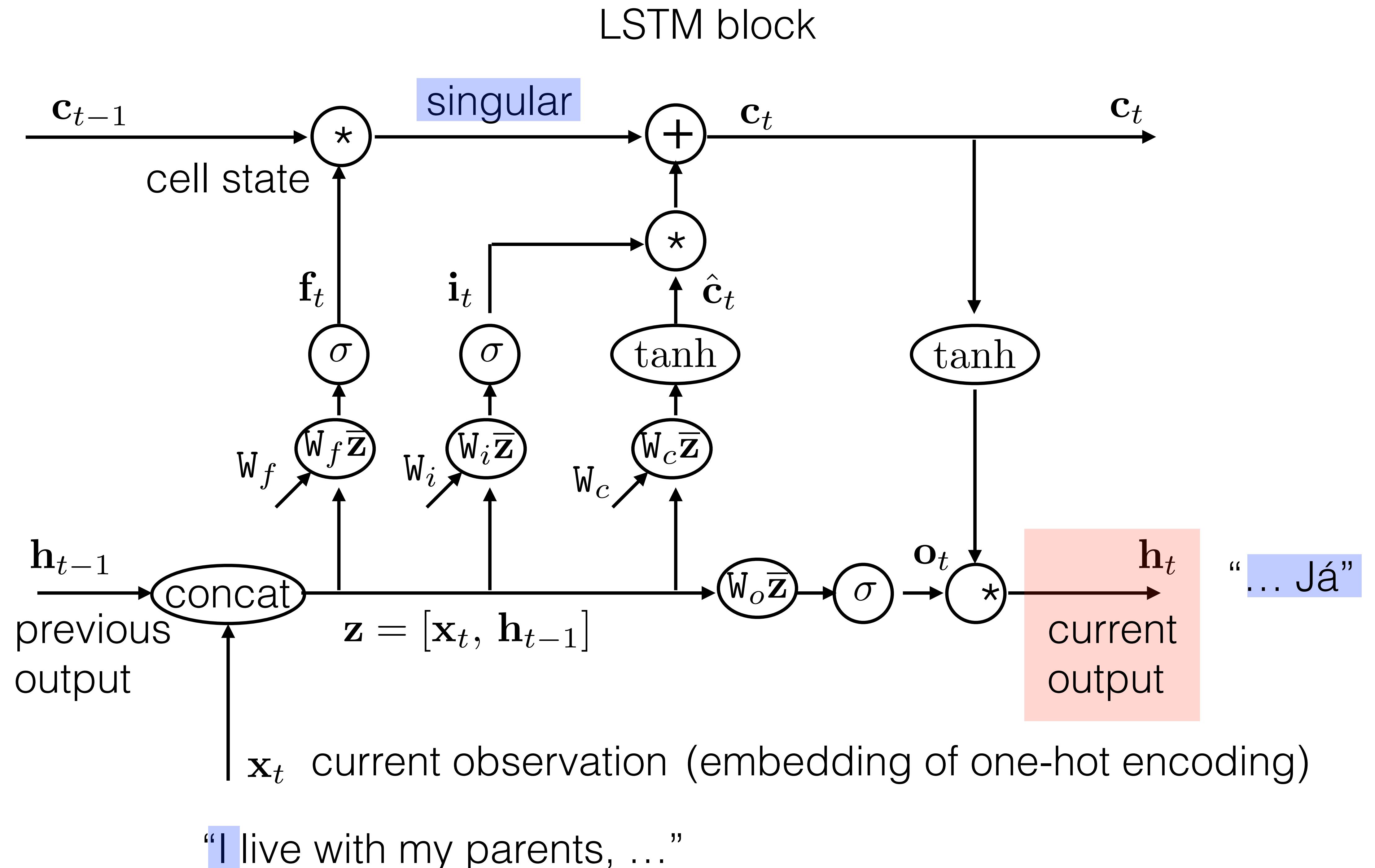


“I live with my parents, ...”

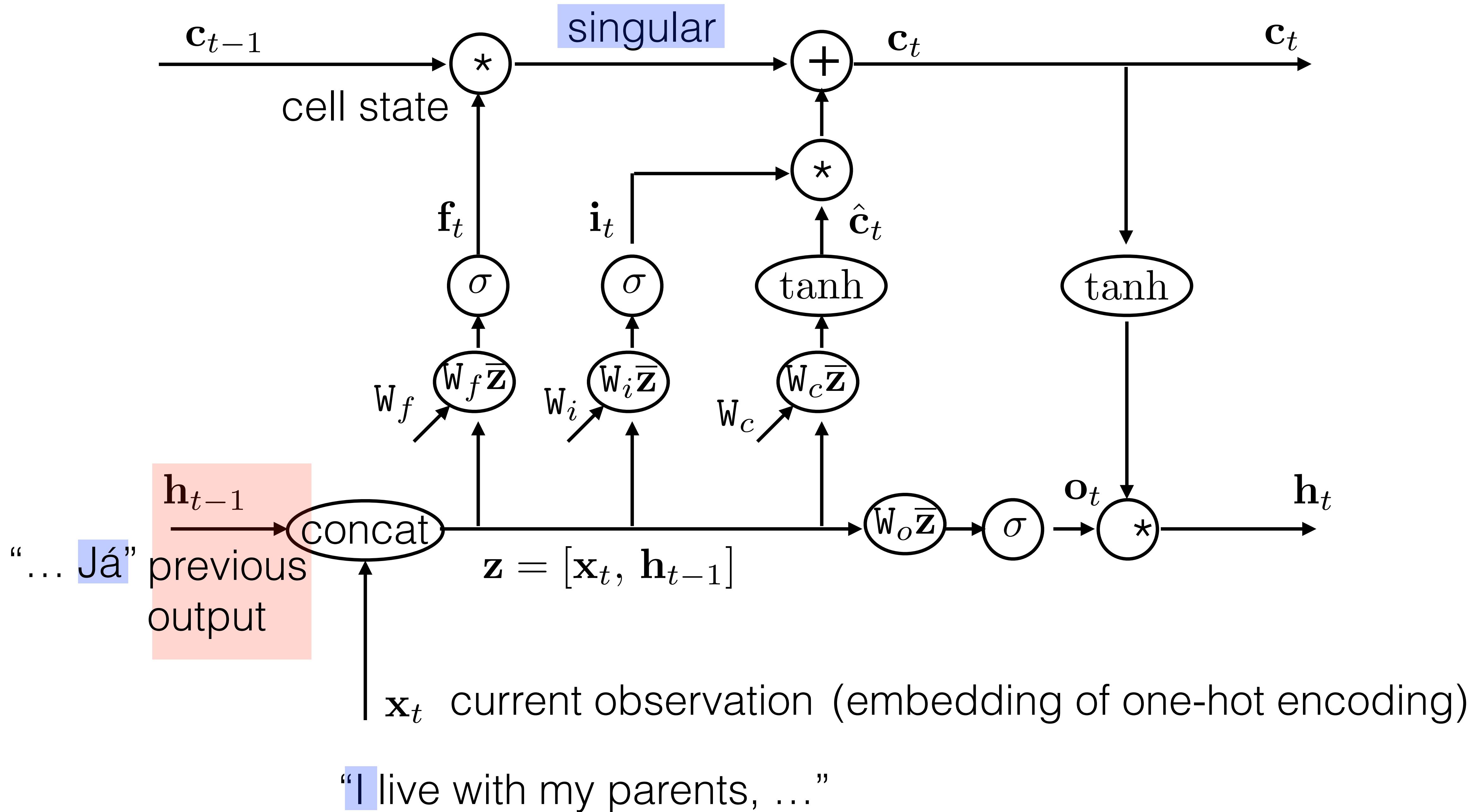
## LSTM block



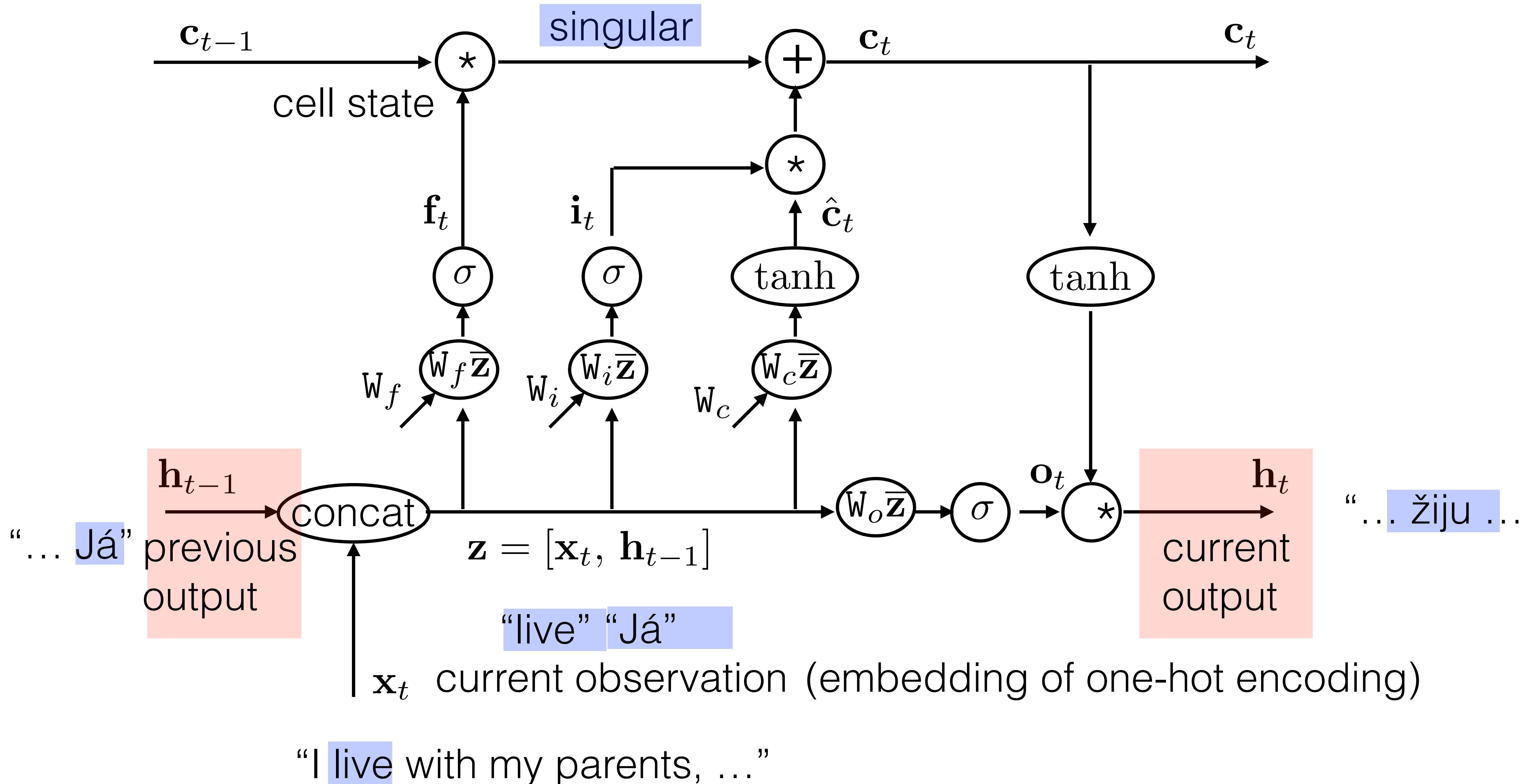
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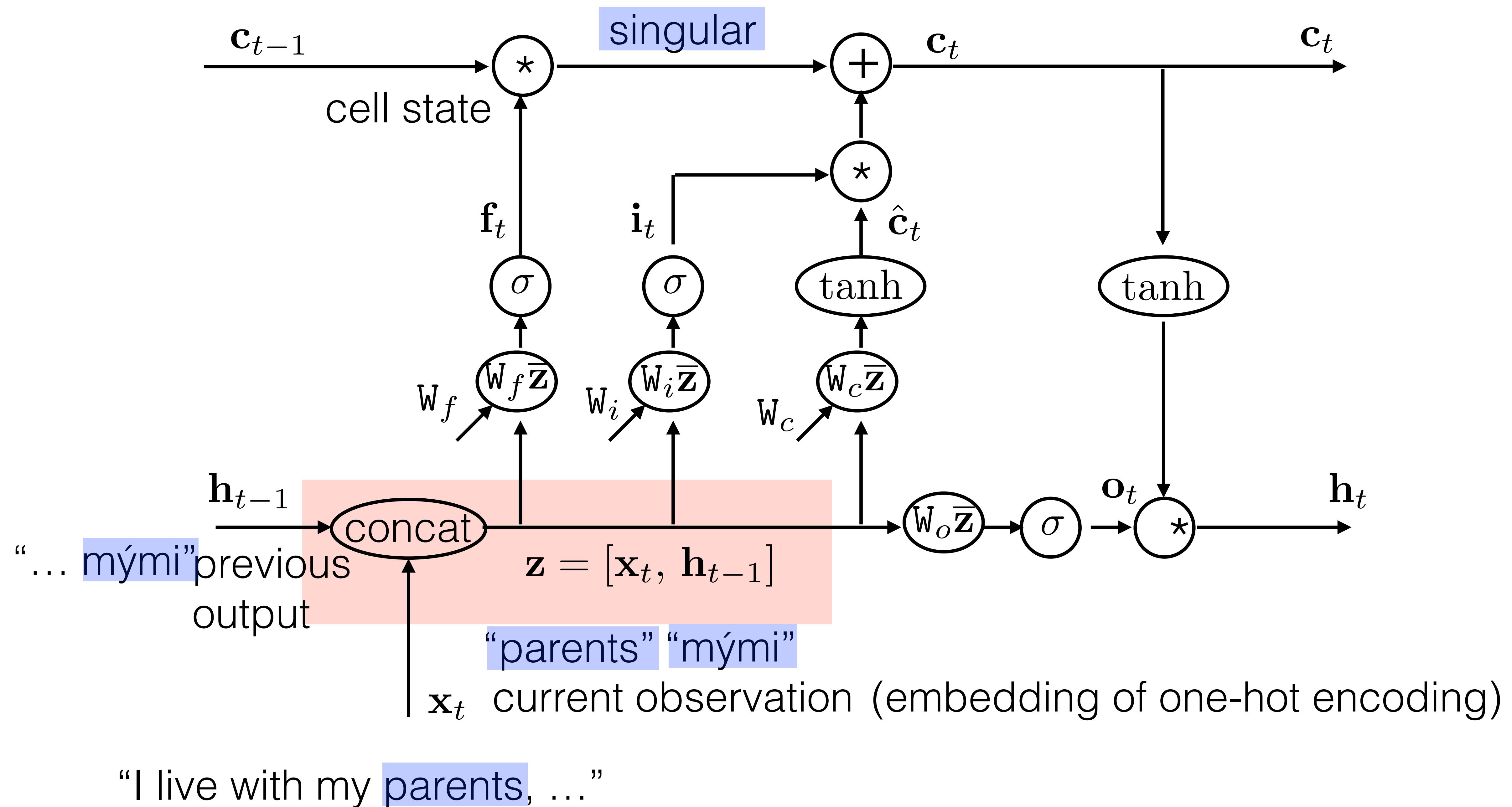
## LSTM block

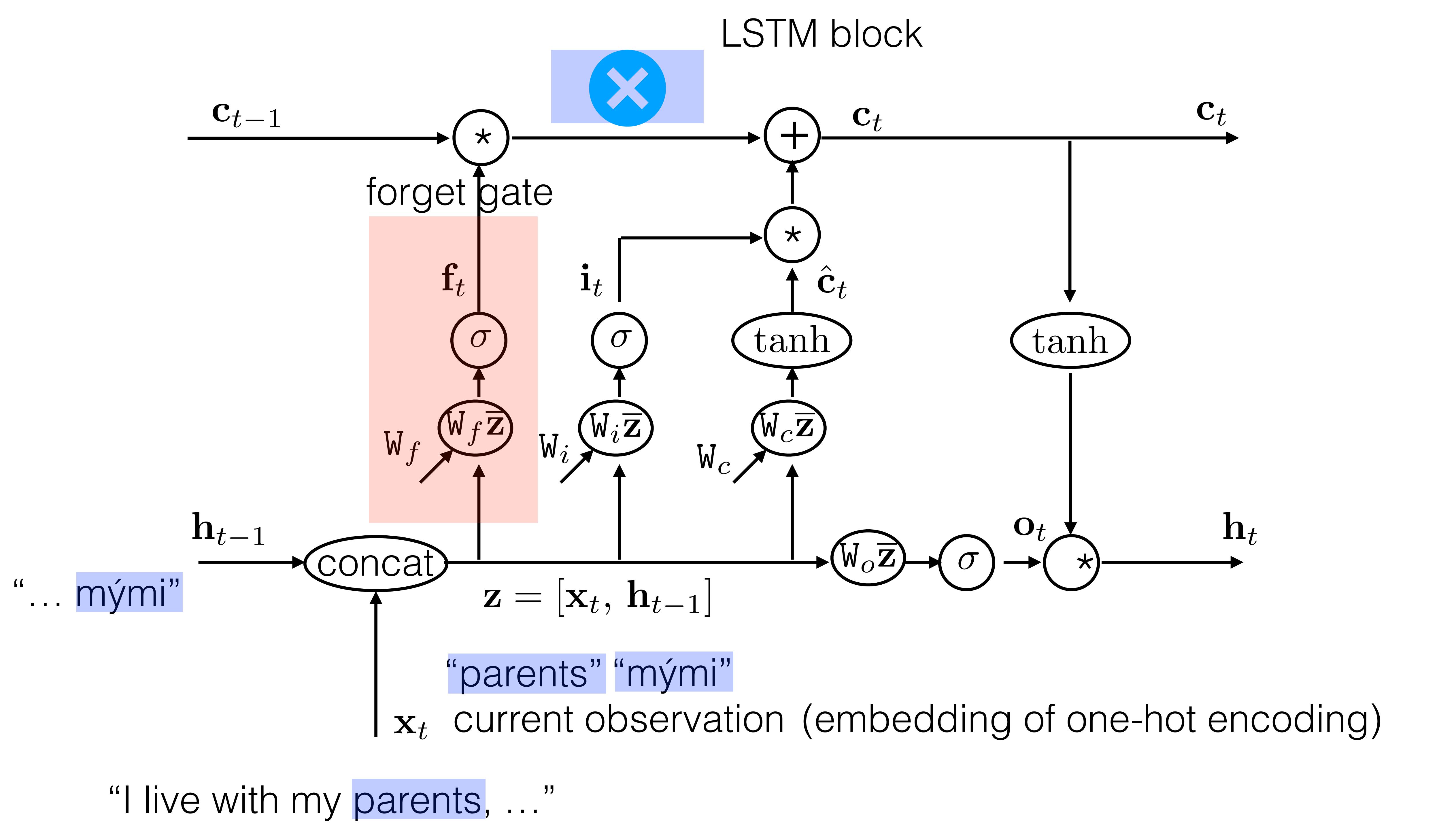


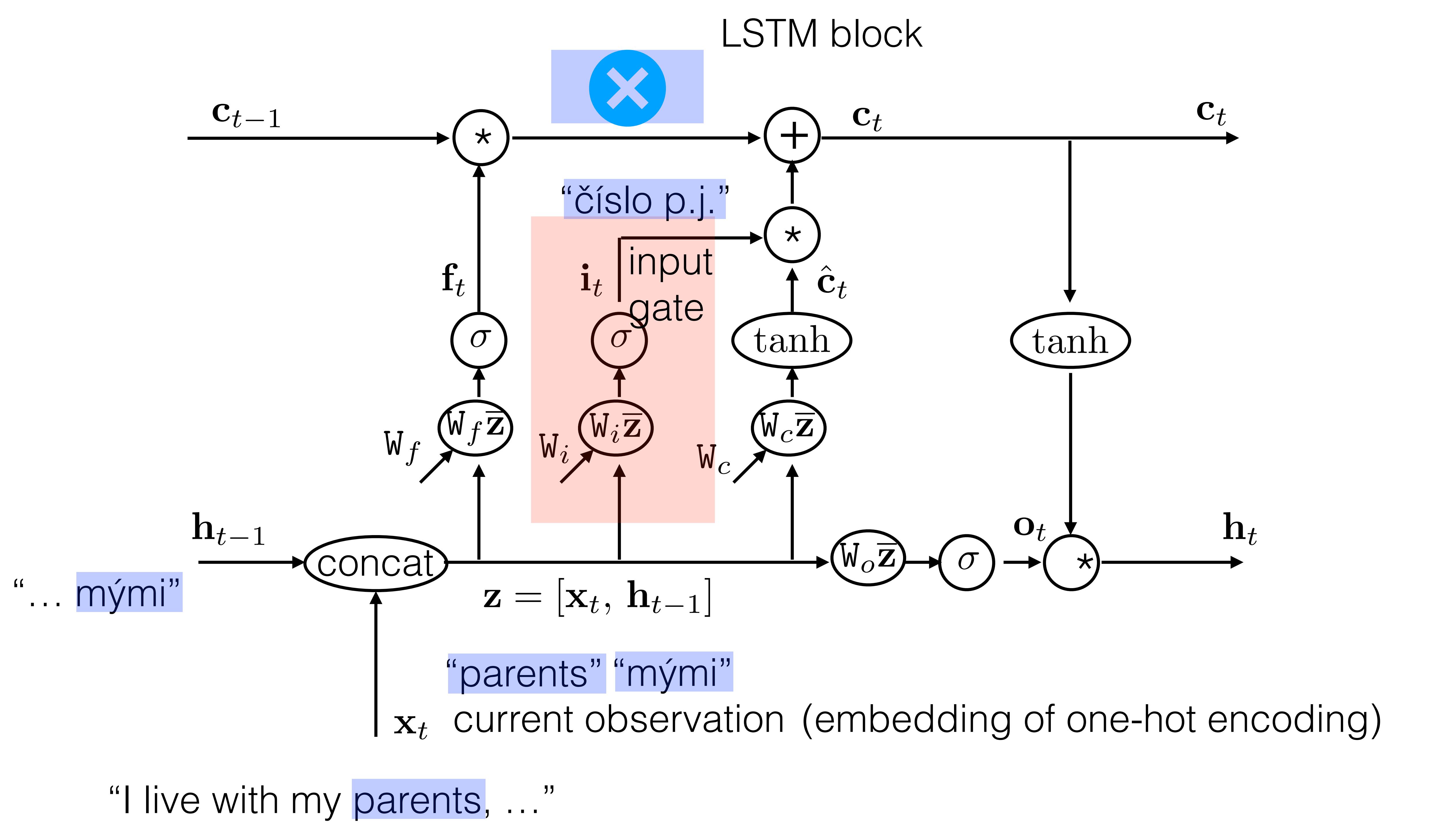
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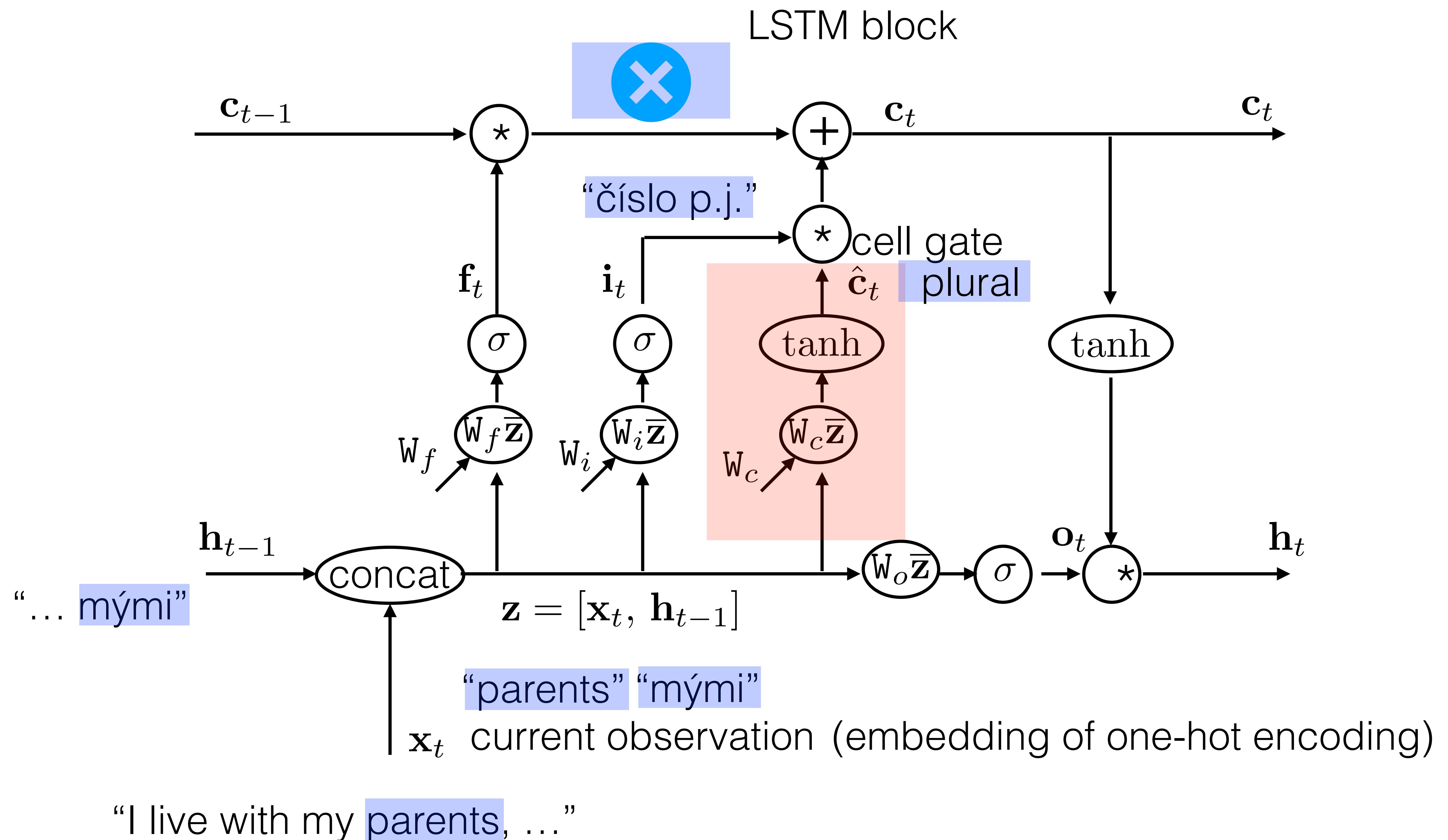


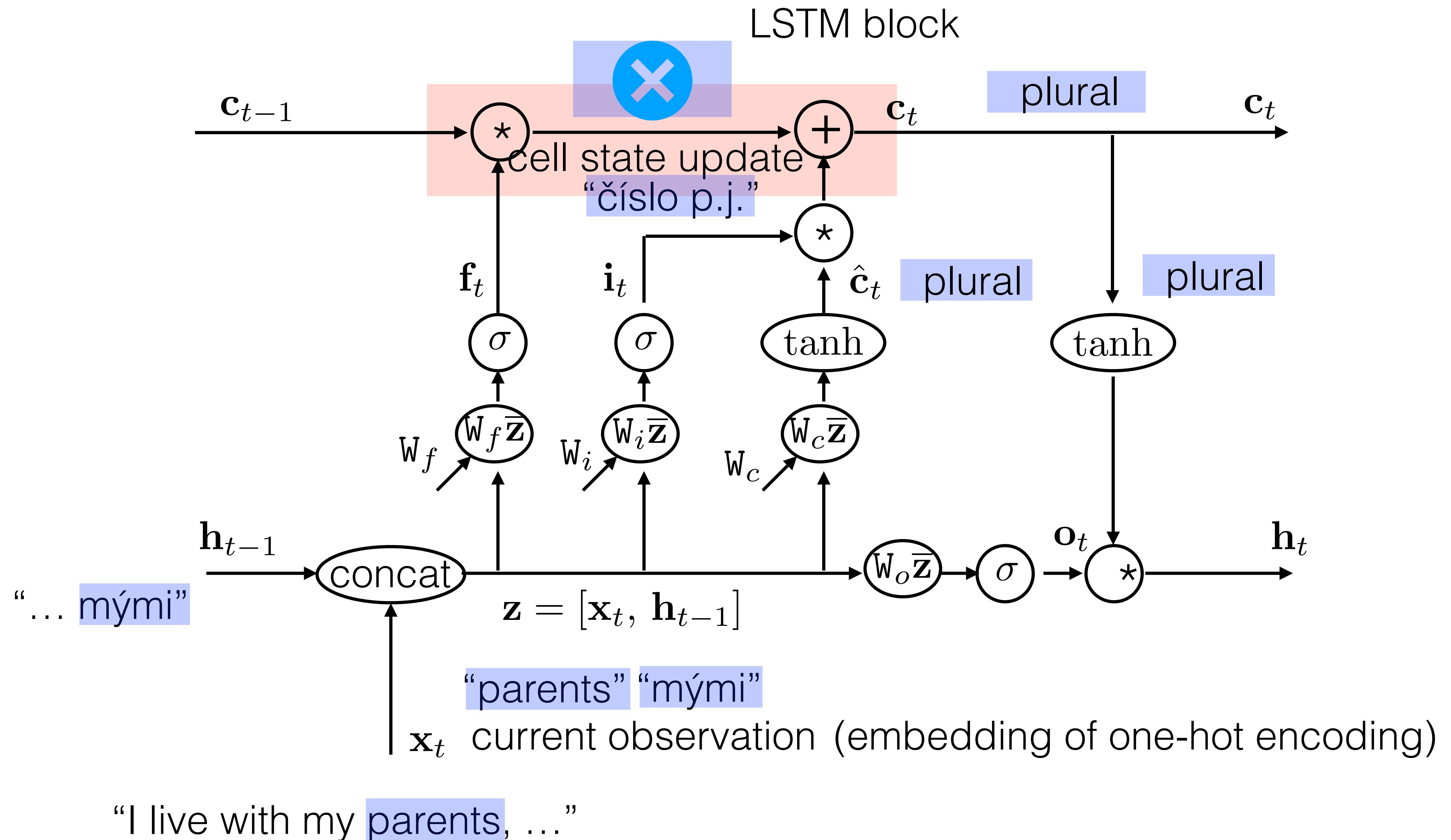
## LSTM block

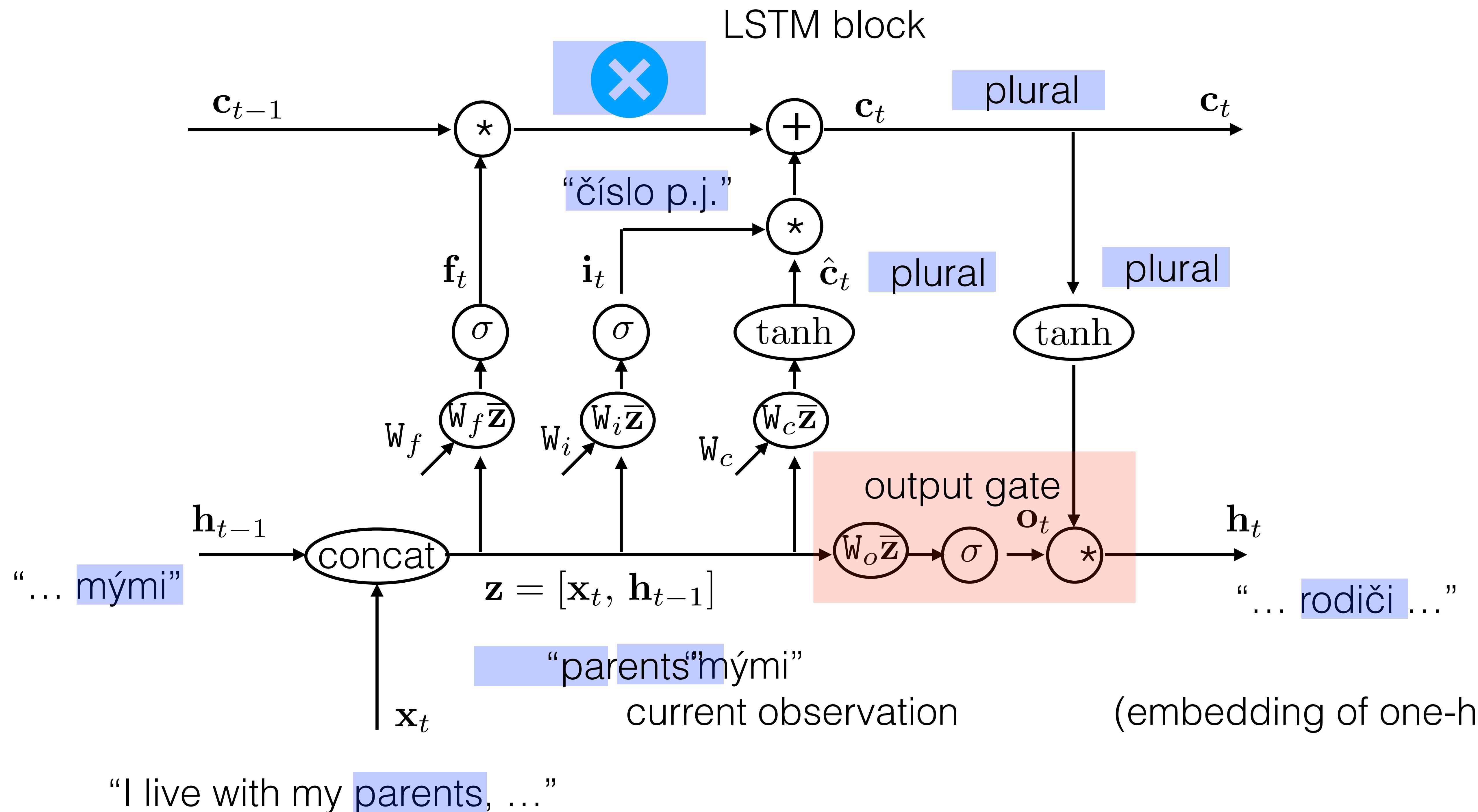






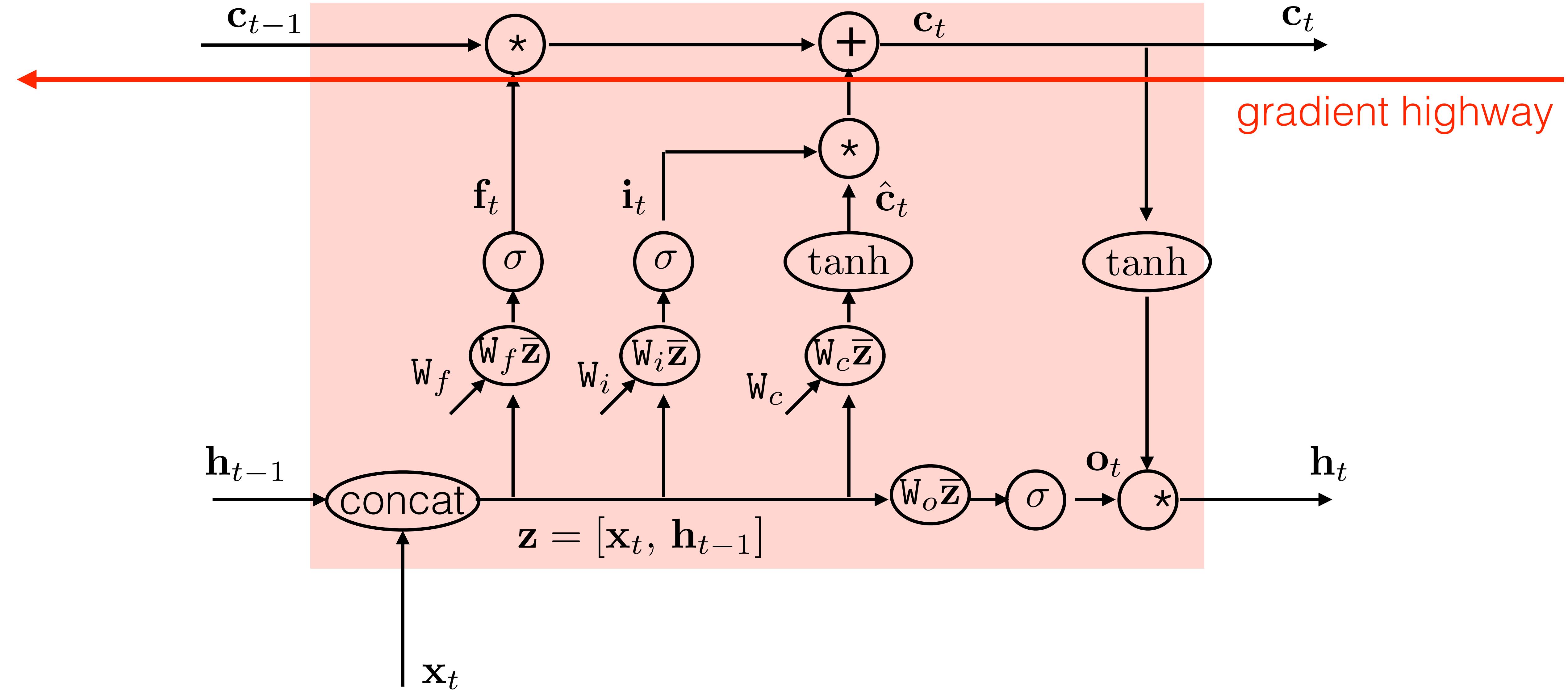




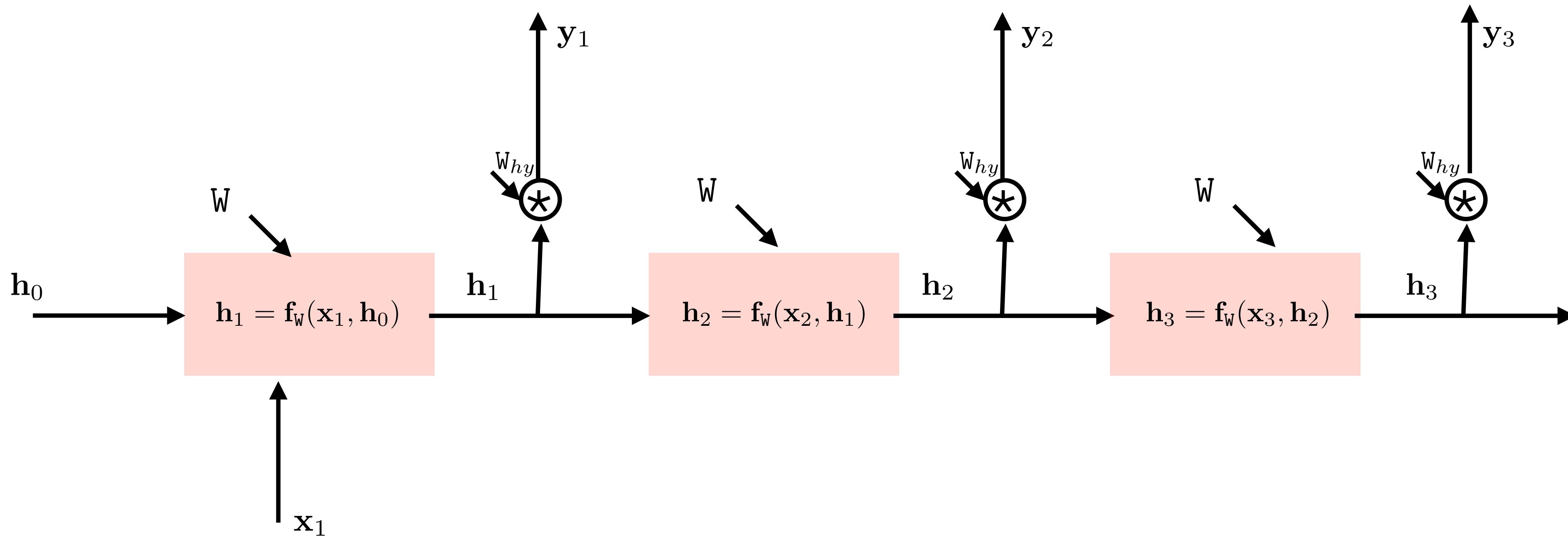


## LSTM block

```
torch.nn.LSTM(input_size, hidden_dim, n_layers)
```

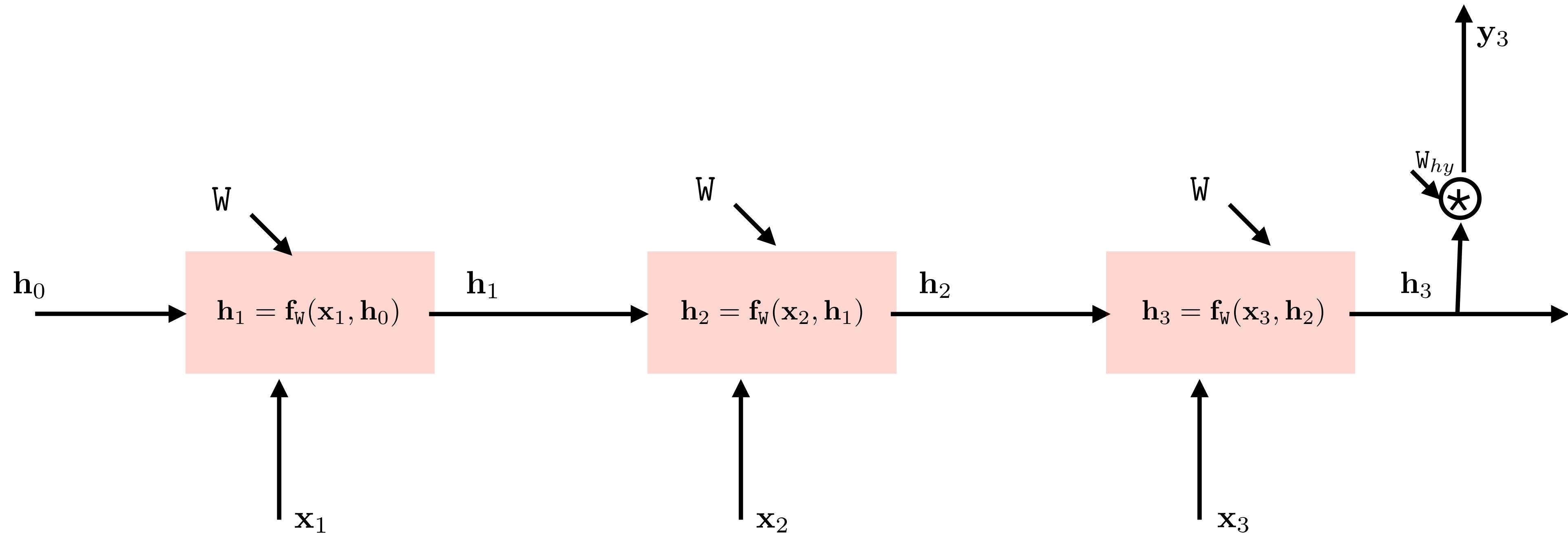


# RNN architectures: one-to-many



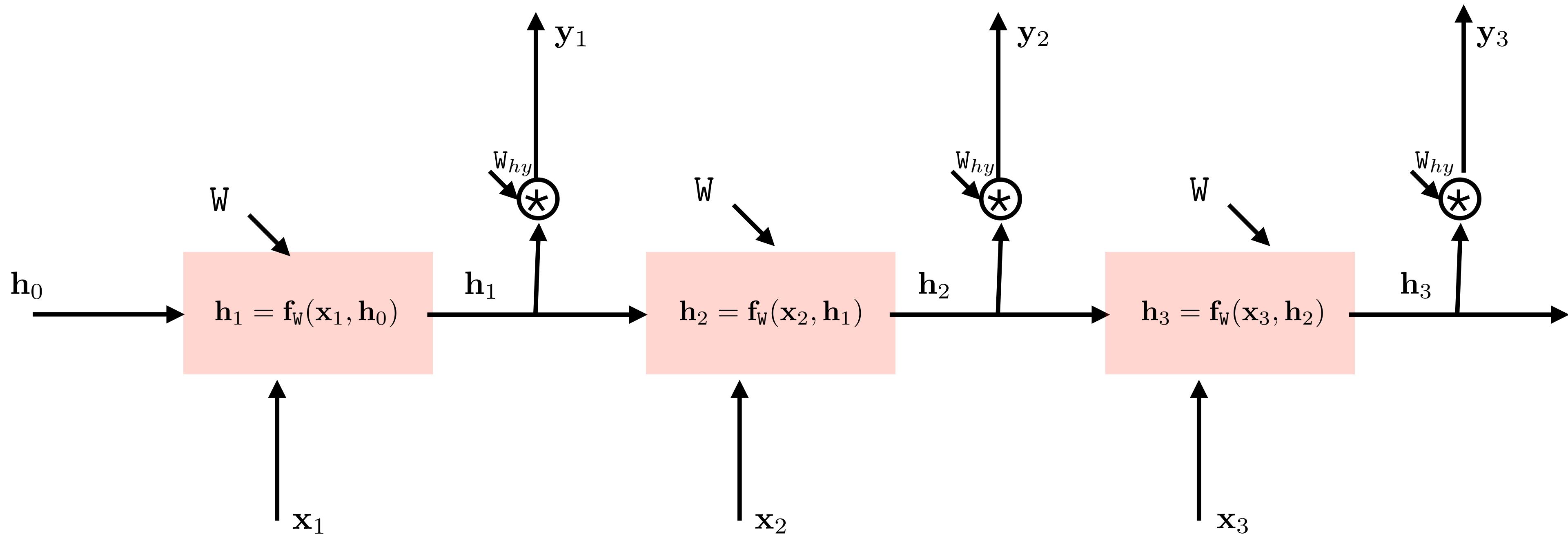
- Music generation
- Image captioning

# RNN architectures: many-to-one



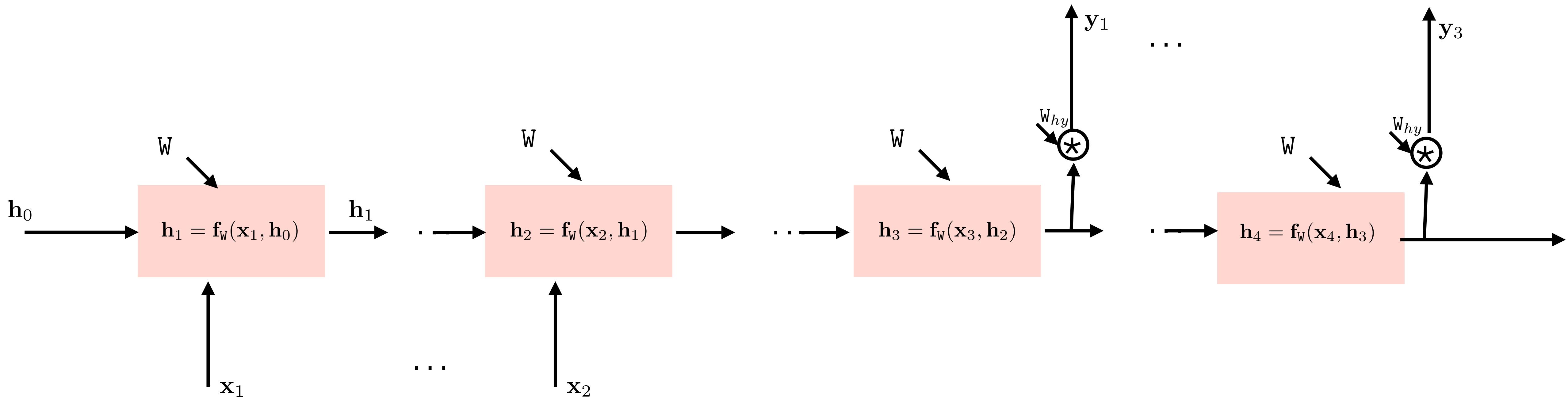
- Sentiment classification
- Action recognition

# RNN architectures: many-to-many



- Named-entity recognition
- Speech recognition

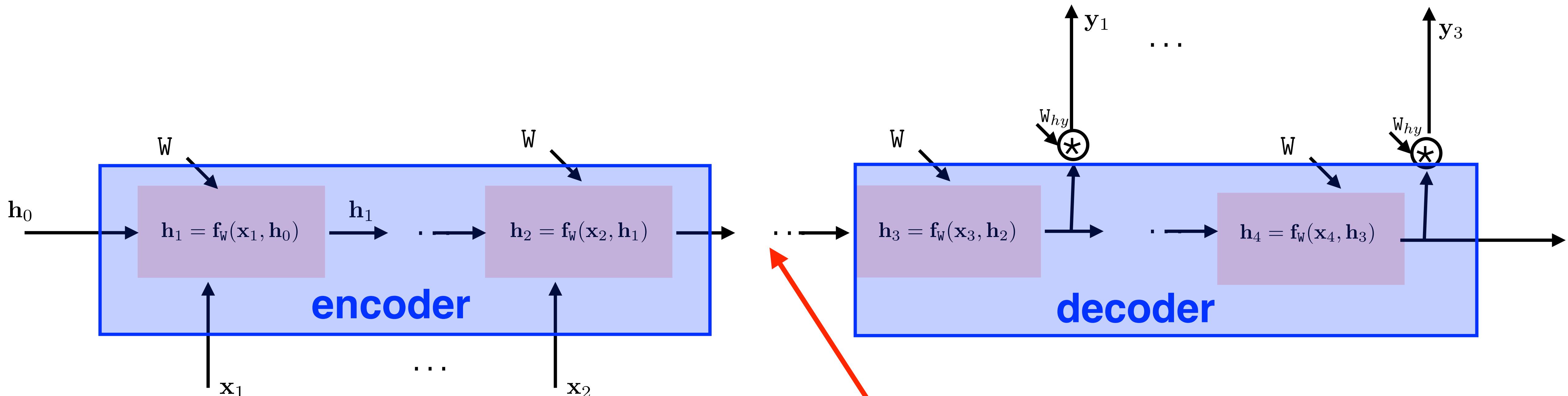
# RNN architectures: many-to-many



- Machine translation
- Question answering

# RNN architectures: many-to-many

**output:** variable-size sequence

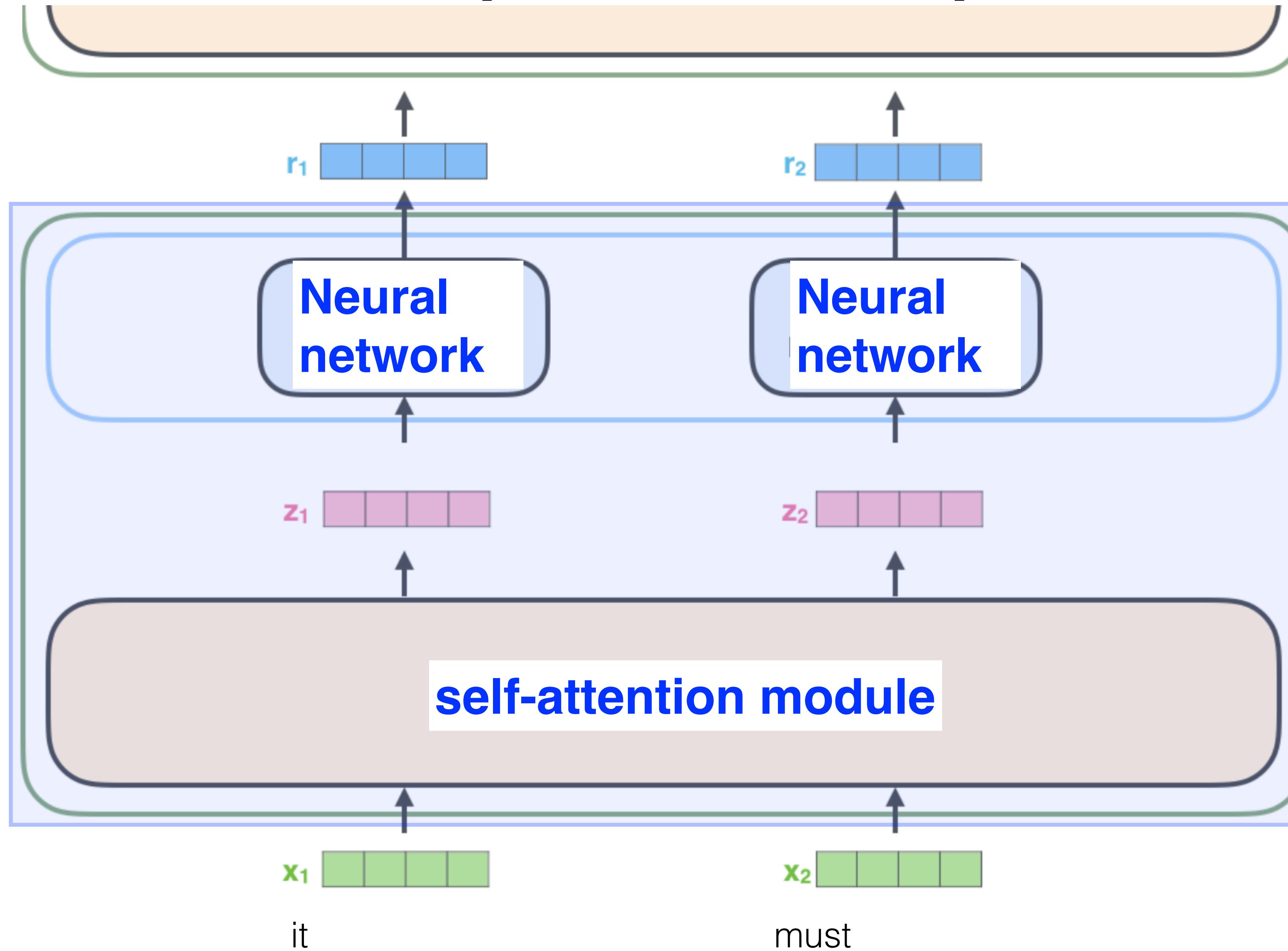


**input:** variable-size sequence

**context:** fixed-size semantic summary of input sequence

encoder #2

encoder #1



it

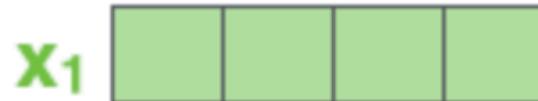
must

# self-attention module

Input

it

Embedding

$x_1$  

Queries

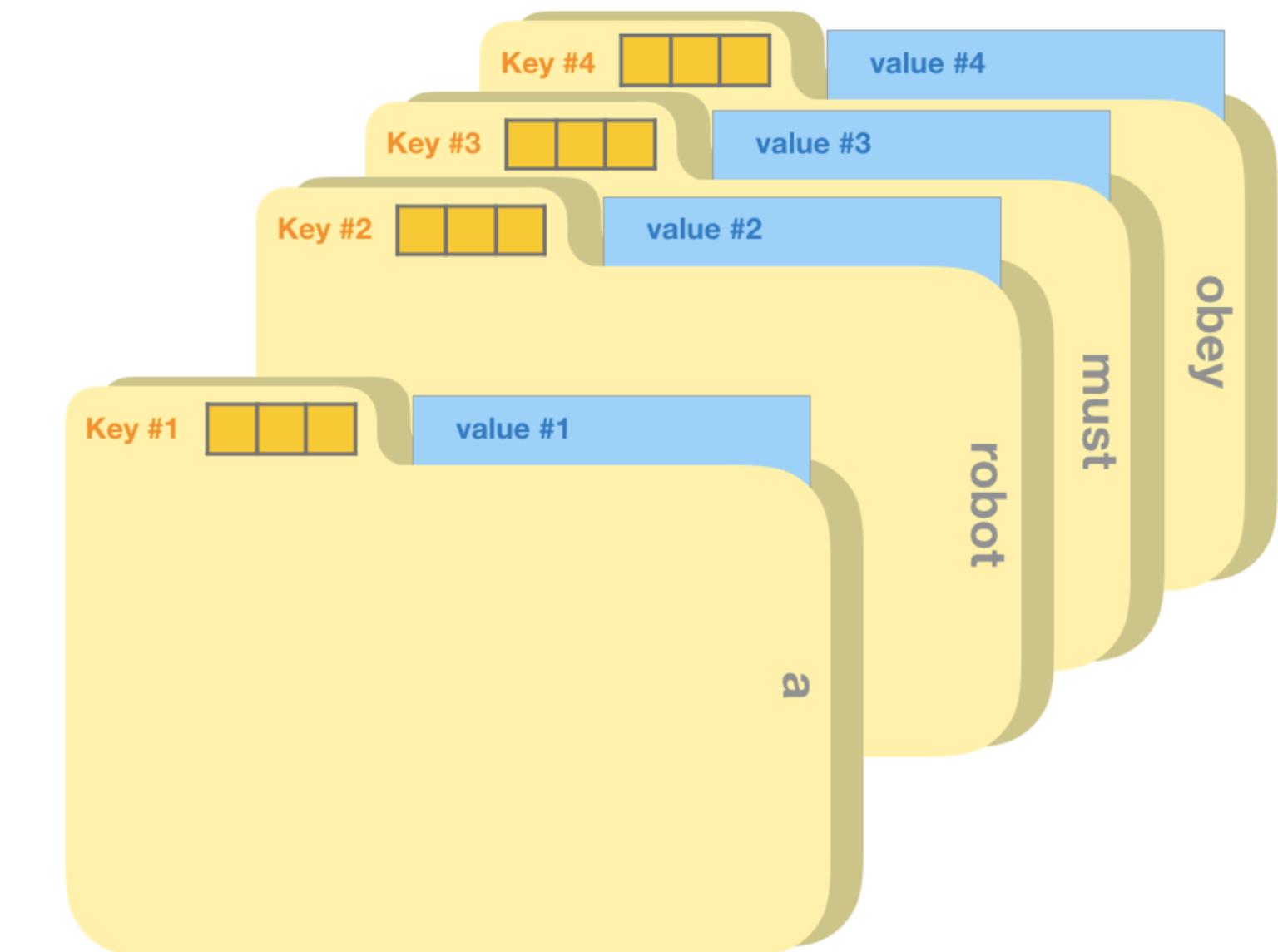
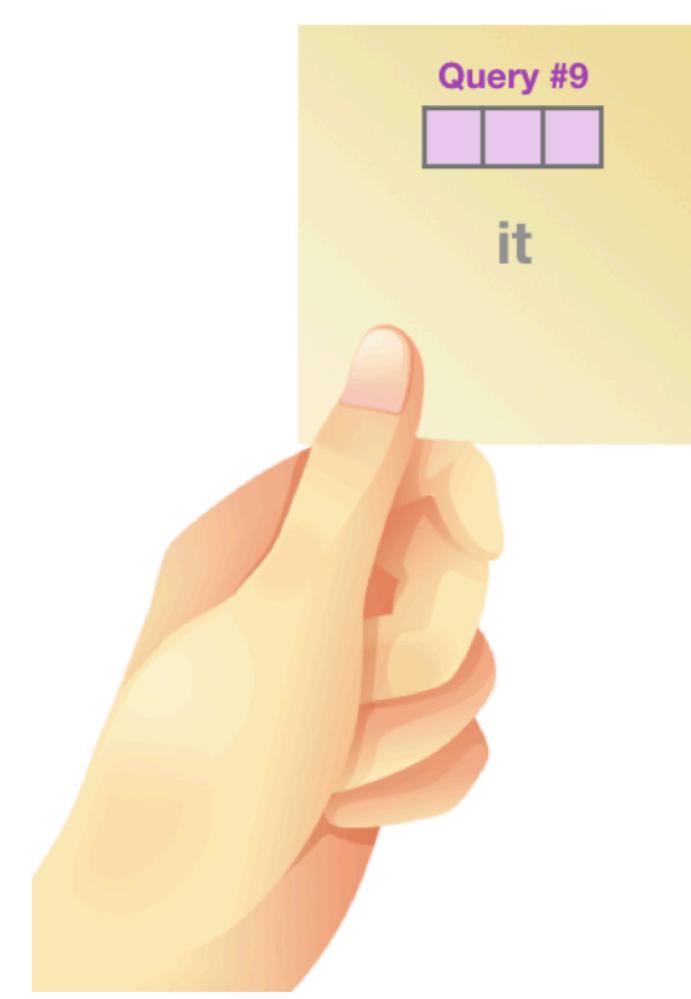
$q_1$  

Keys

$k_1$  

Values

$v_1$  



# self-attention module

Input

it

$x_1$

$q_1$

$k_1$

$v_1$

robot

$x_2$

$q_2$

$k_2$

$v_2$

Embedding

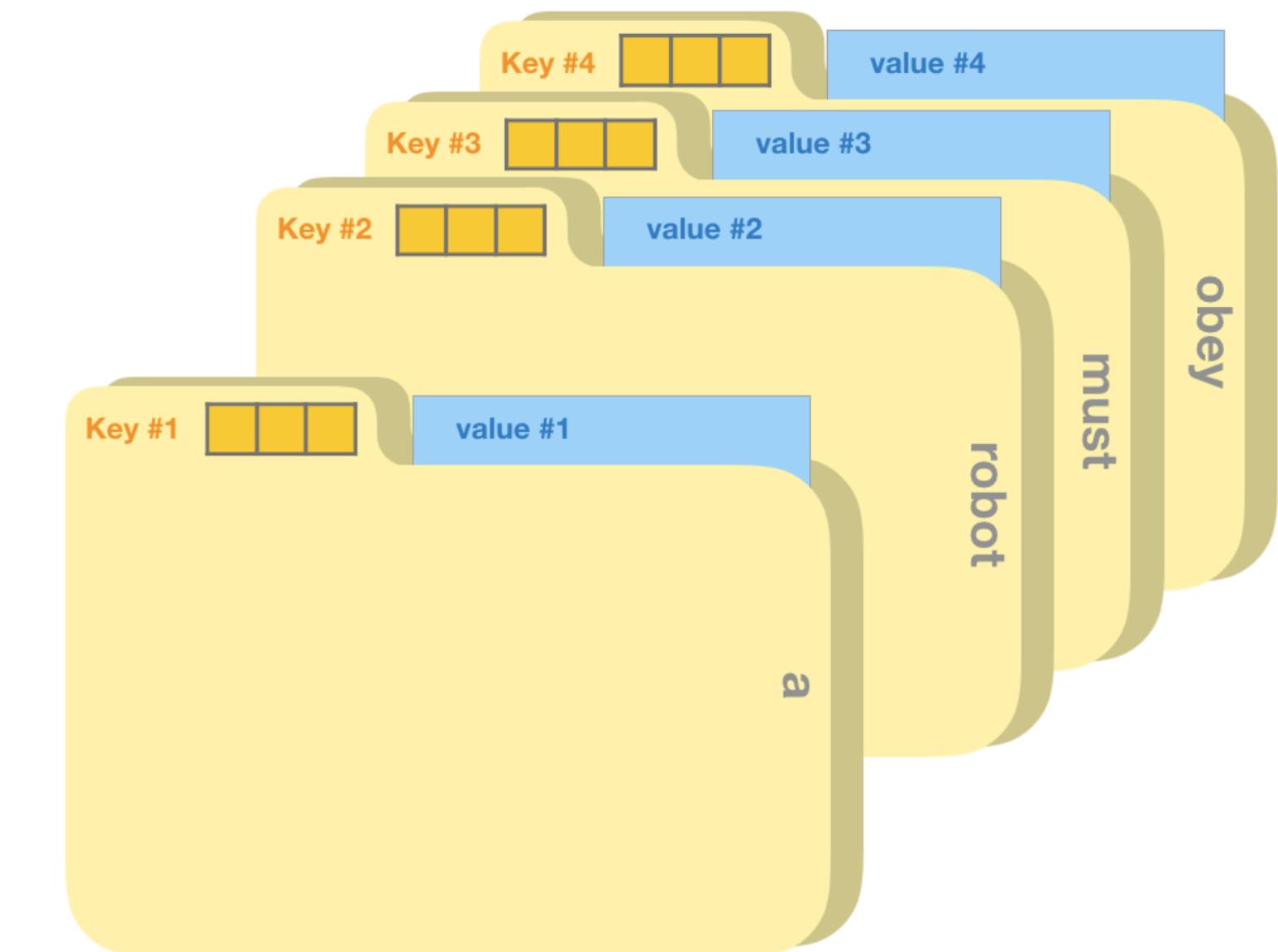
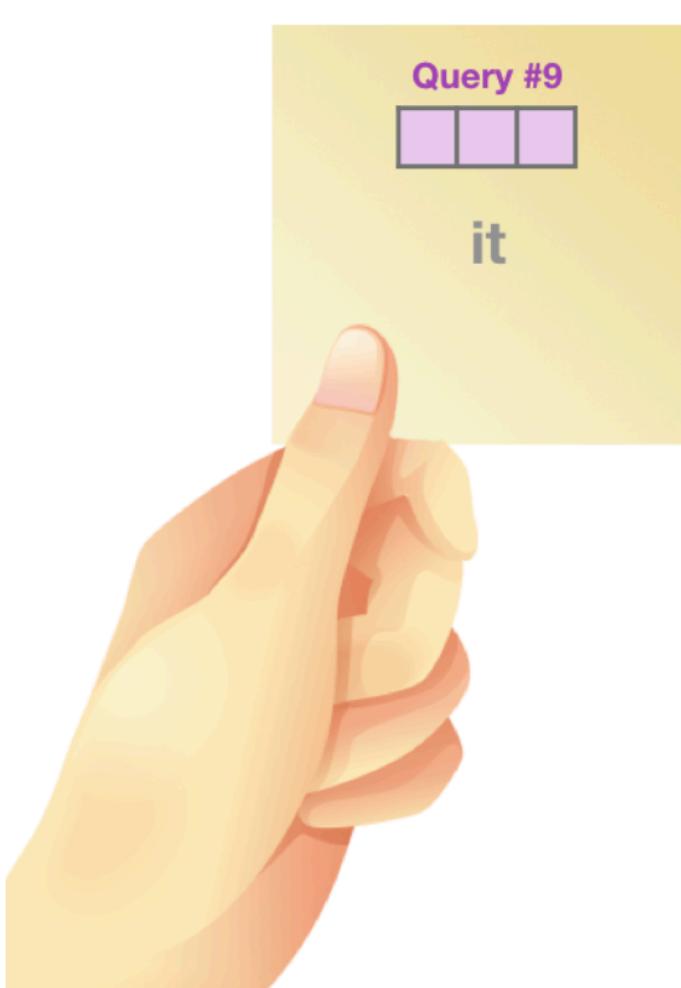
Queries

Keys

Values

must

...



# self-attention module

Input

it

Embedding

$x_1$

robot

$x_2$

Queries

$q_1$

$q_2$

Keys

$k_1$

$k_2$

Values

$v_1$

$v_2$

Score

$$q_1 \cdot k_1 = 72$$

$$q_1 \cdot k_2 = 120$$

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

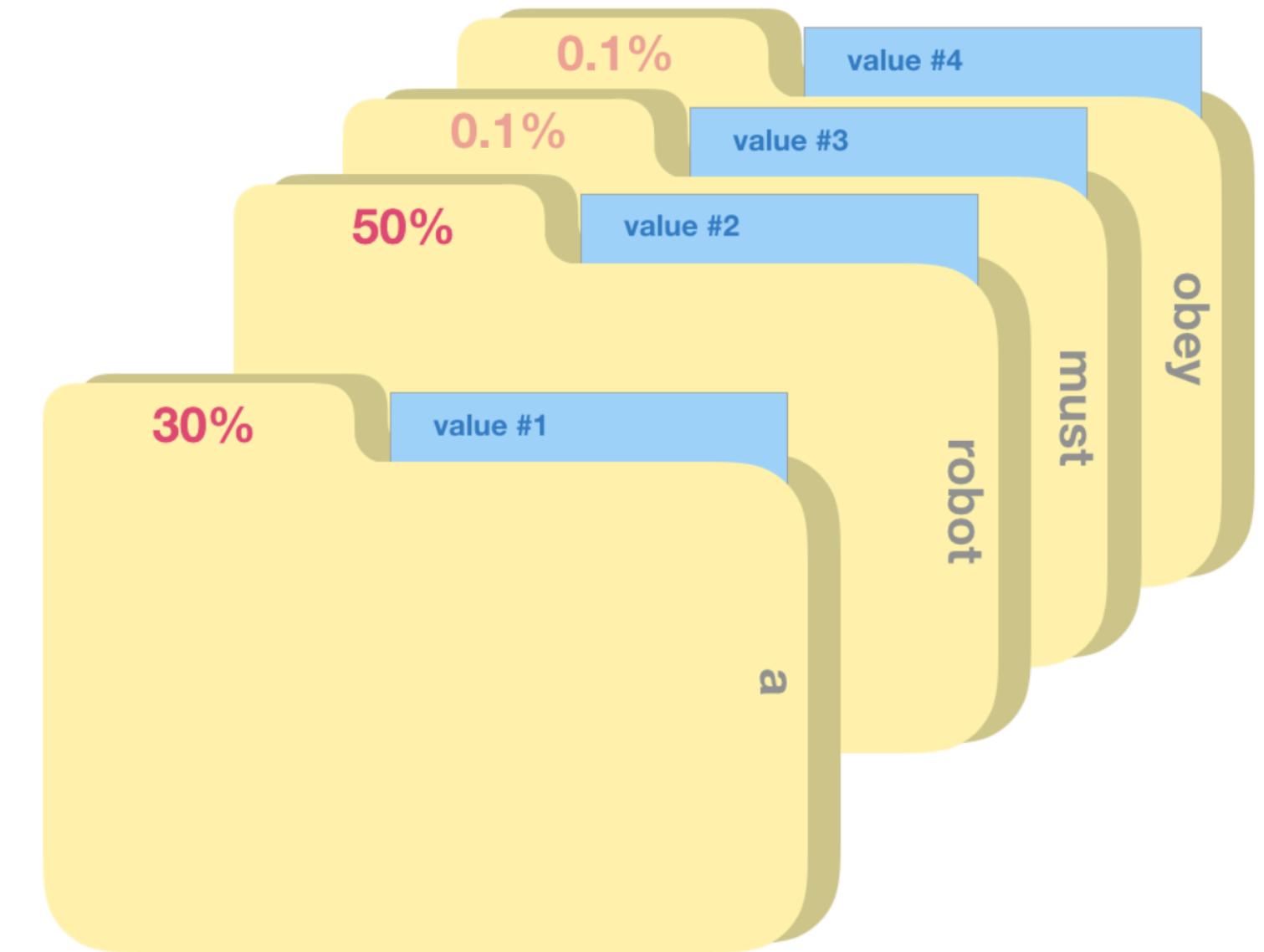
9

15

Softmax

0.3

0.5



# self-attention module

Input

it

$x_1$

$q_1$

$k_1$

$v_1$

robot

$x_2$

$q_2$

$k_2$

$v_2$

Embedding

Queries

Keys

Values

Score

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

Softmax

Softmax

X

Value

Sum

$$q_1 \cdot k_1 = 72$$

$$q_1 \cdot k_2 = 120$$

9

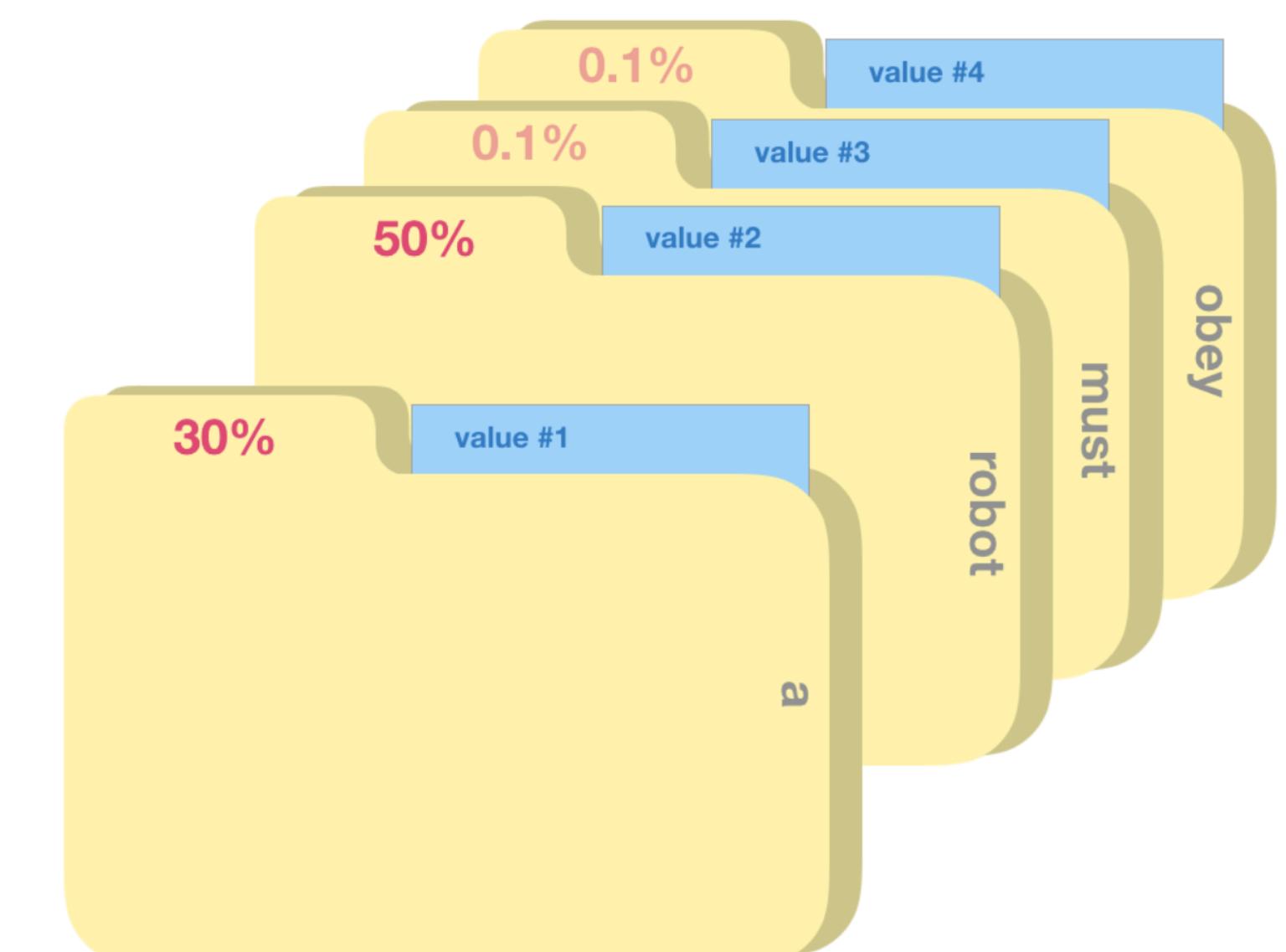
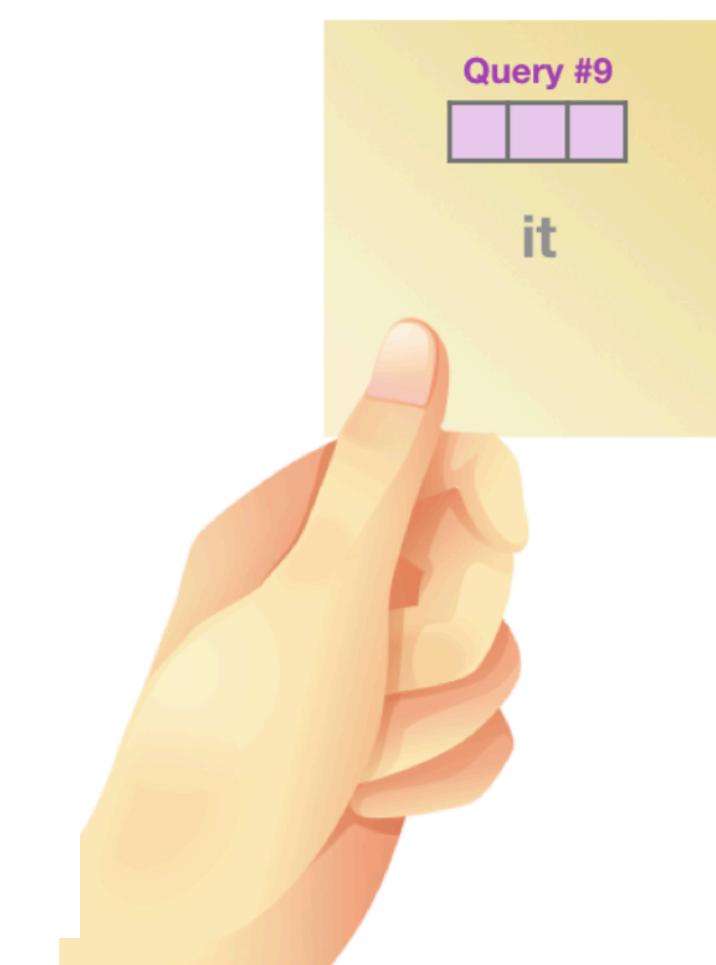
15

0.3

0.5

$v_1$

$v_2$



# self-attention module

Input

it

$x_1$

$q_1$

$k_1$

$v_1$

robot

$x_2$

$q_2$

$k_2$

$v_2$

Embedding

Queries

Keys

Values

Score

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

Softmax

Softmax

X

Value

Sum

$$q_1 \cdot k_1 = 72$$

$$q_1 \cdot k_2 = 120$$

9

15

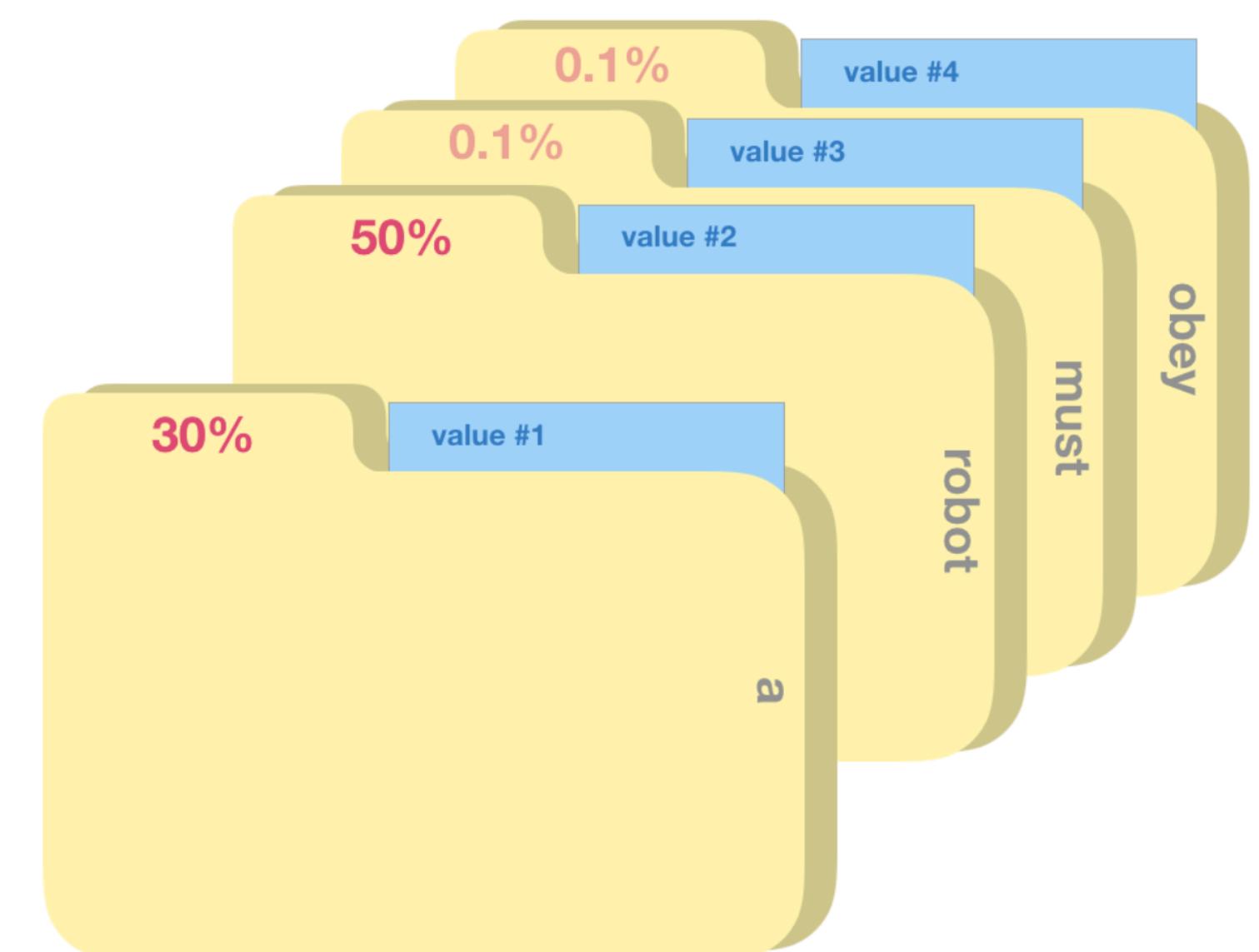
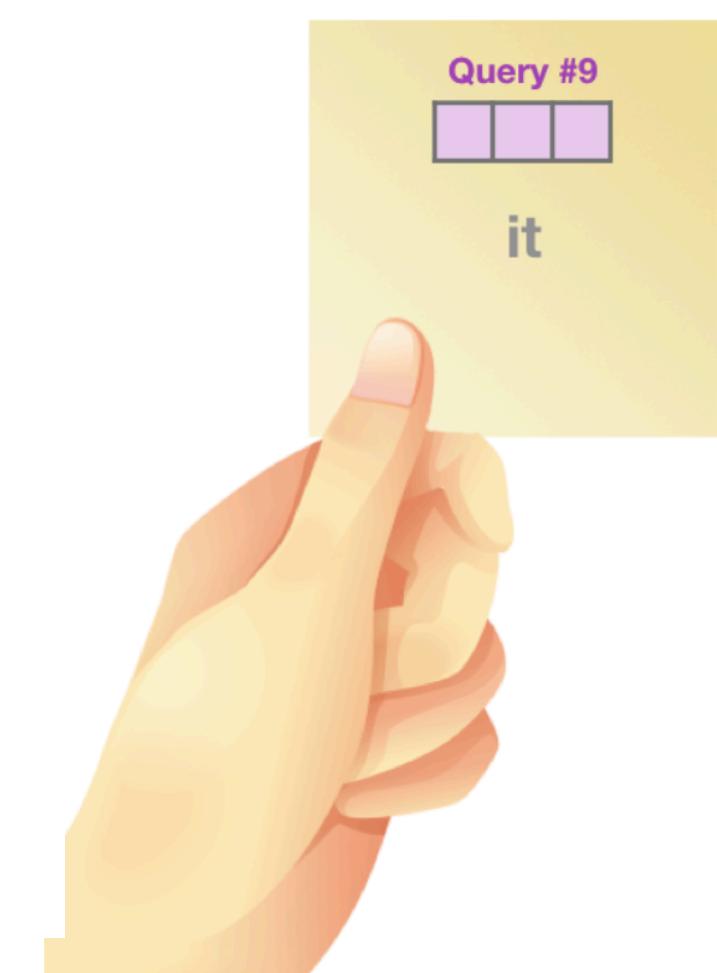
0.3

0.5

$v_1$

$v_2$

$z_1$



# self-attention module

Input

it

$x_1$

robot

$x_2$

Embedding

$q_1$

$q_2$

Queries

$k_1$

$k_2$

Keys

$v_1$

$v_2$

Values

$$q_1 \cdot k_1 = 72$$

$$q_1 \cdot k_2 = 120$$

Score

9

15

0.3

0.5

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

$v_1$

$v_2$

Softmax

X

Value

Sum

$z_1$

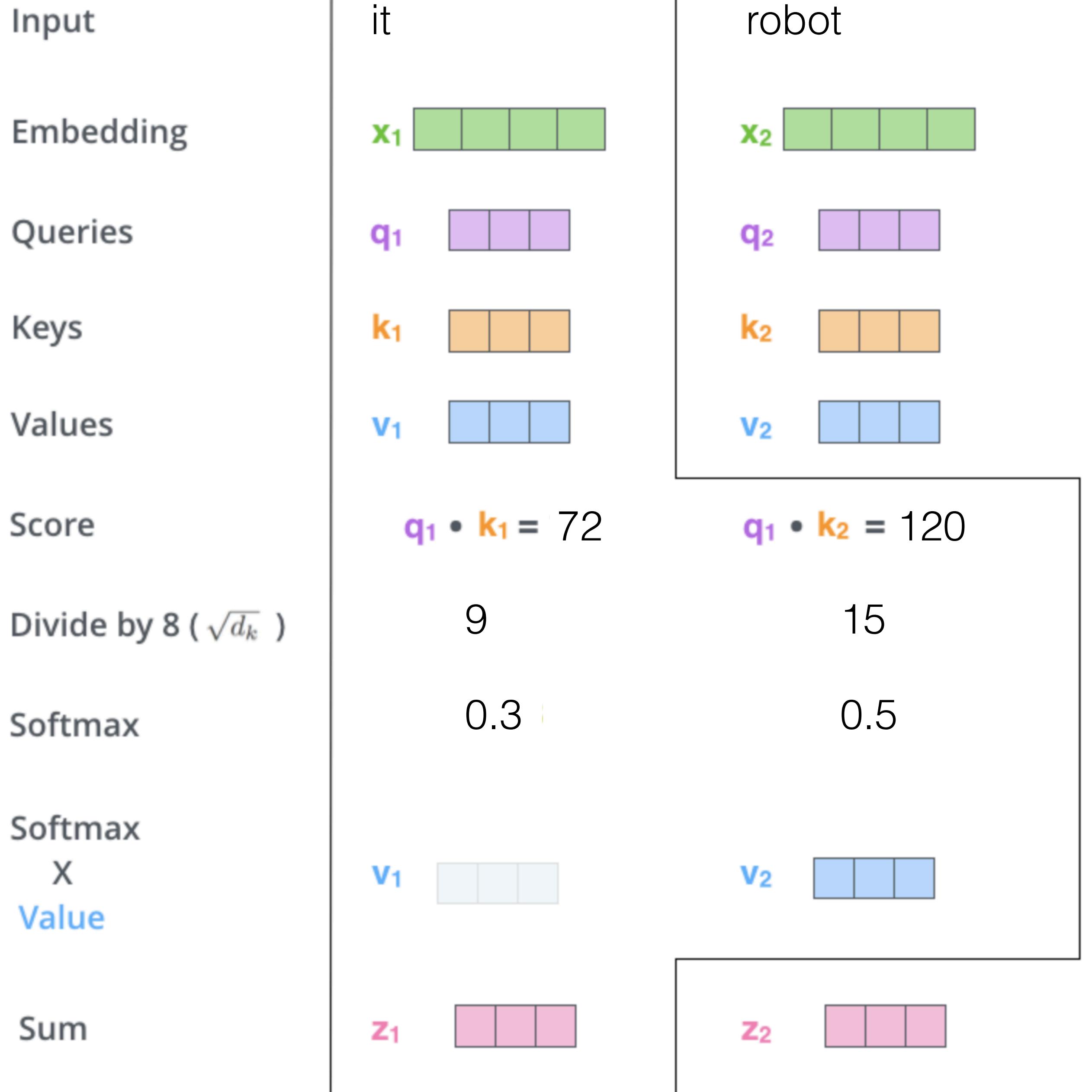
$$\text{softmax} \left( \frac{Q \times K^T}{\sqrt{d_k}} \right) = Z$$

Diagram illustrating the softmax calculation:

- The query matrix  $Q$  (3x3 purple) is multiplied by the transpose of the key matrix  $K^T$  (3x3 orange).
- The result is divided by  $\sqrt{d_k}$ .
- The resulting matrix is softmaxed to produce the weight matrix  $Z$  (3x3 pink).

output "z" is weighted

# self-attention module

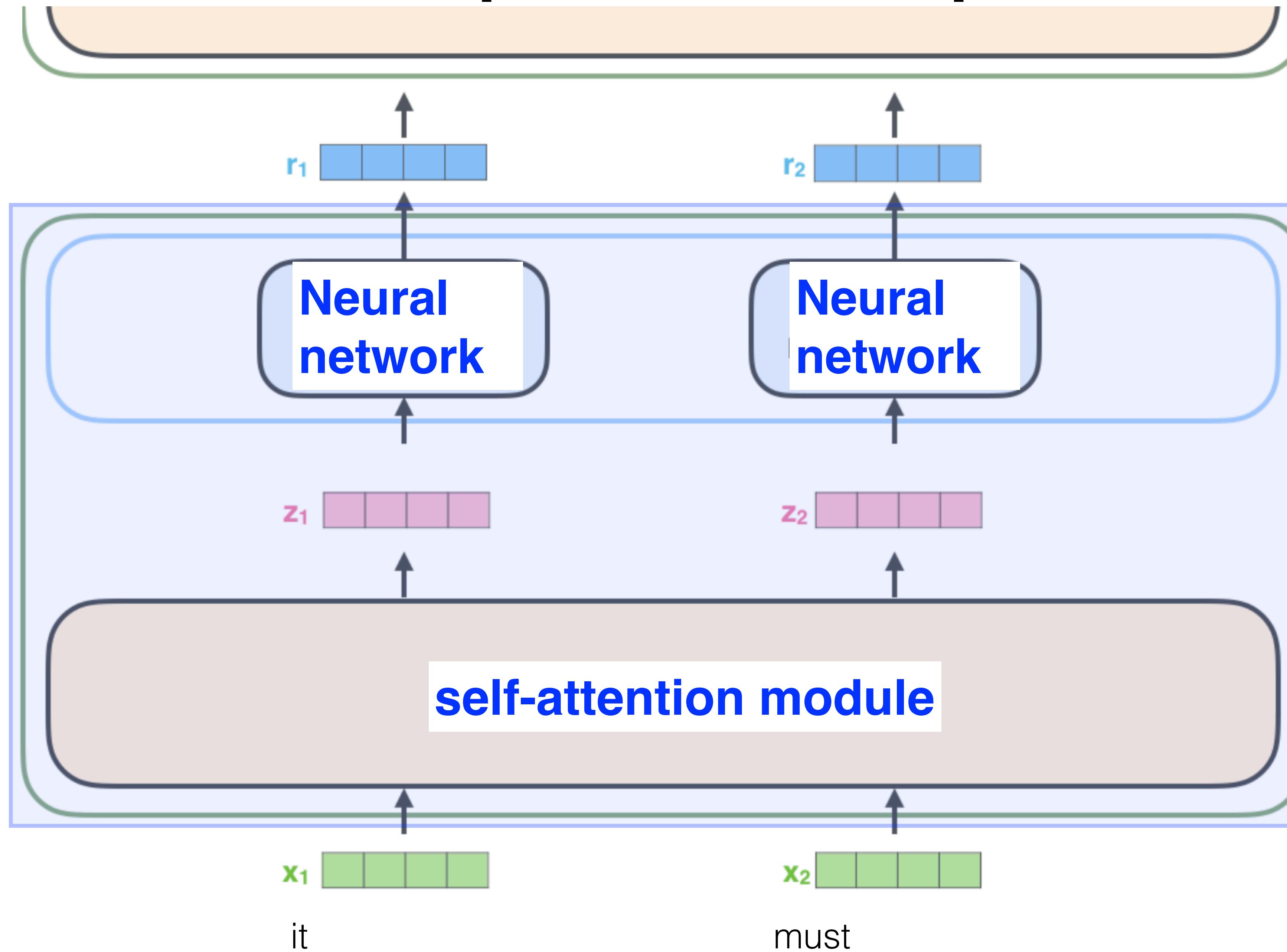


$$\text{softmax} \left( \frac{Q \times K^T}{\sqrt{d_k}} \right) = Z$$

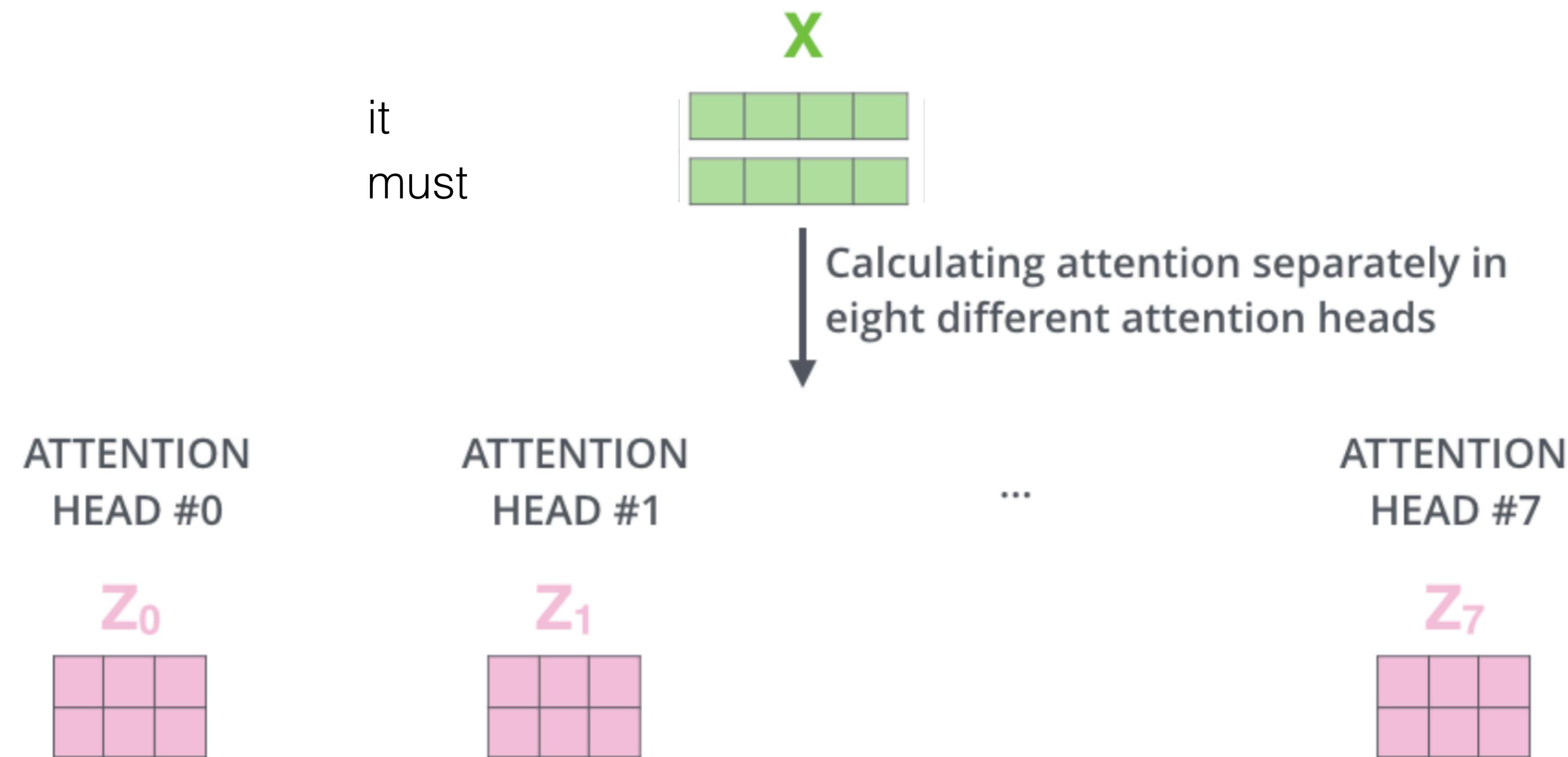
Proceed similarly for every single word.

encoder #2

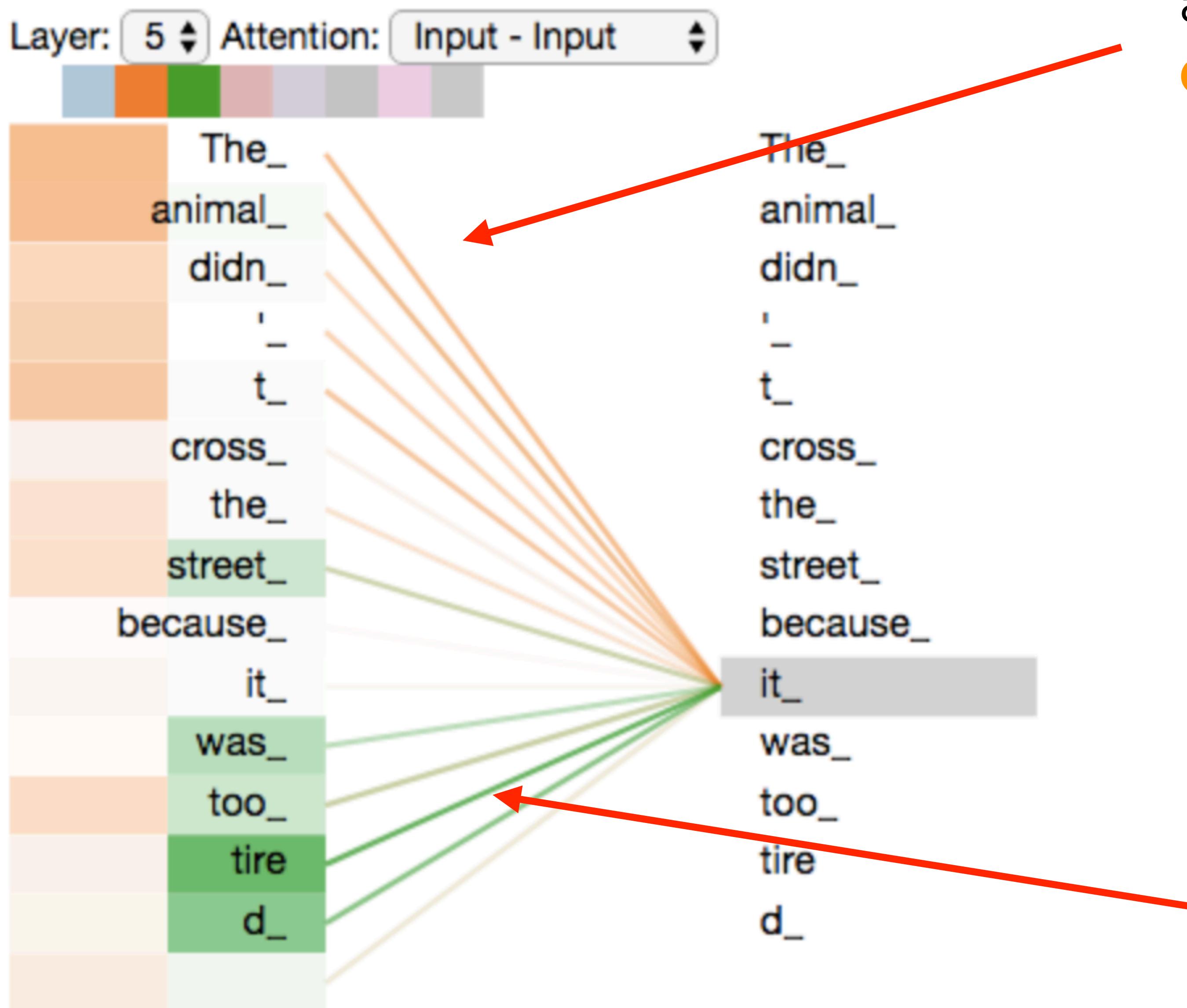
encoder #1



# encoder



# Tensor2tensor:



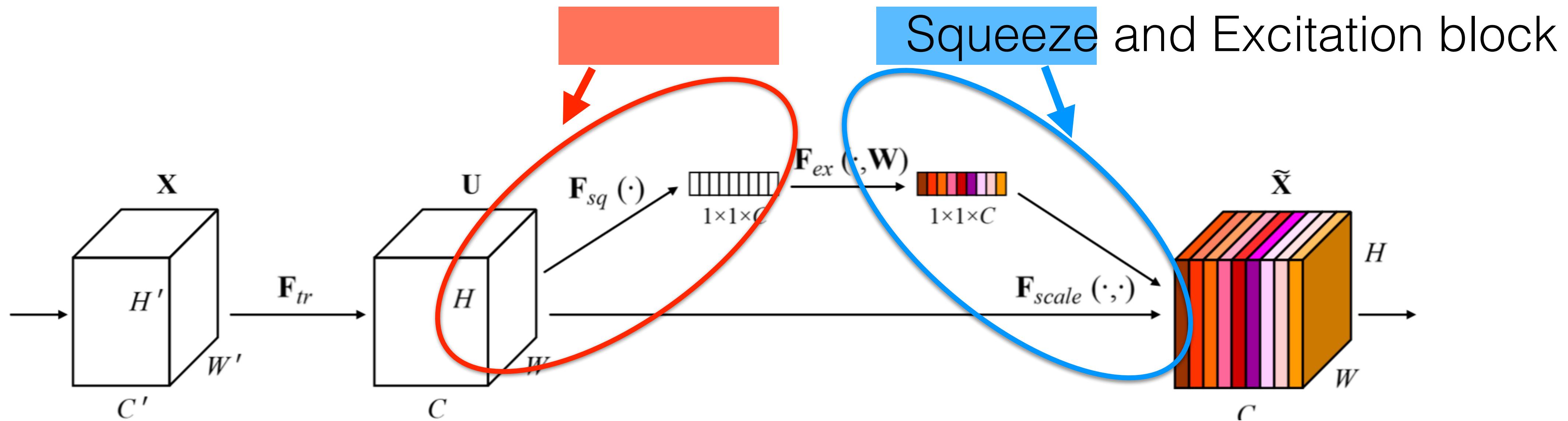
attention weights of  
**orange** attention head

attention weights of  
**green** attention head



# Attention in images

## Channel attention

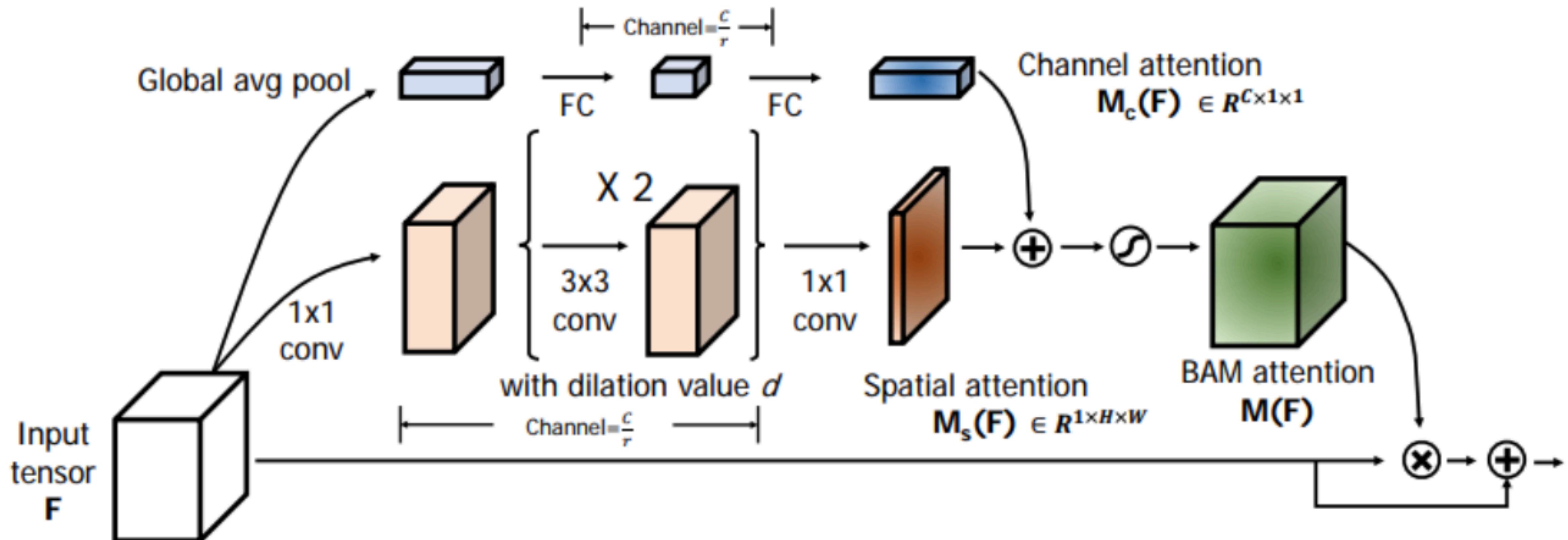


- Enhancement of ResNet, InceptionNet and DenseNet architectures by SE blocks consistently decrease error on ImageNet, COCO, ...

Squeeze and Excitation Networks [Hu et al, CVPR oral, 2017]  
<https://arxiv.org/pdf/1709.01507.pdf>

# Attention in images

## Channel+spatial attention



$$\mathbf{M}(\mathbf{F}) = \sigma(\mathbf{M}_c(\mathbf{F}) + \mathbf{M}_s(\mathbf{F})),$$

Attention modules [Woo et al, ECCV, 2018]  
<https://arxiv.org/pdf/1807.06521v2.pdf>

# GradCAM [Selvaraju et al, ICCV, 2018]

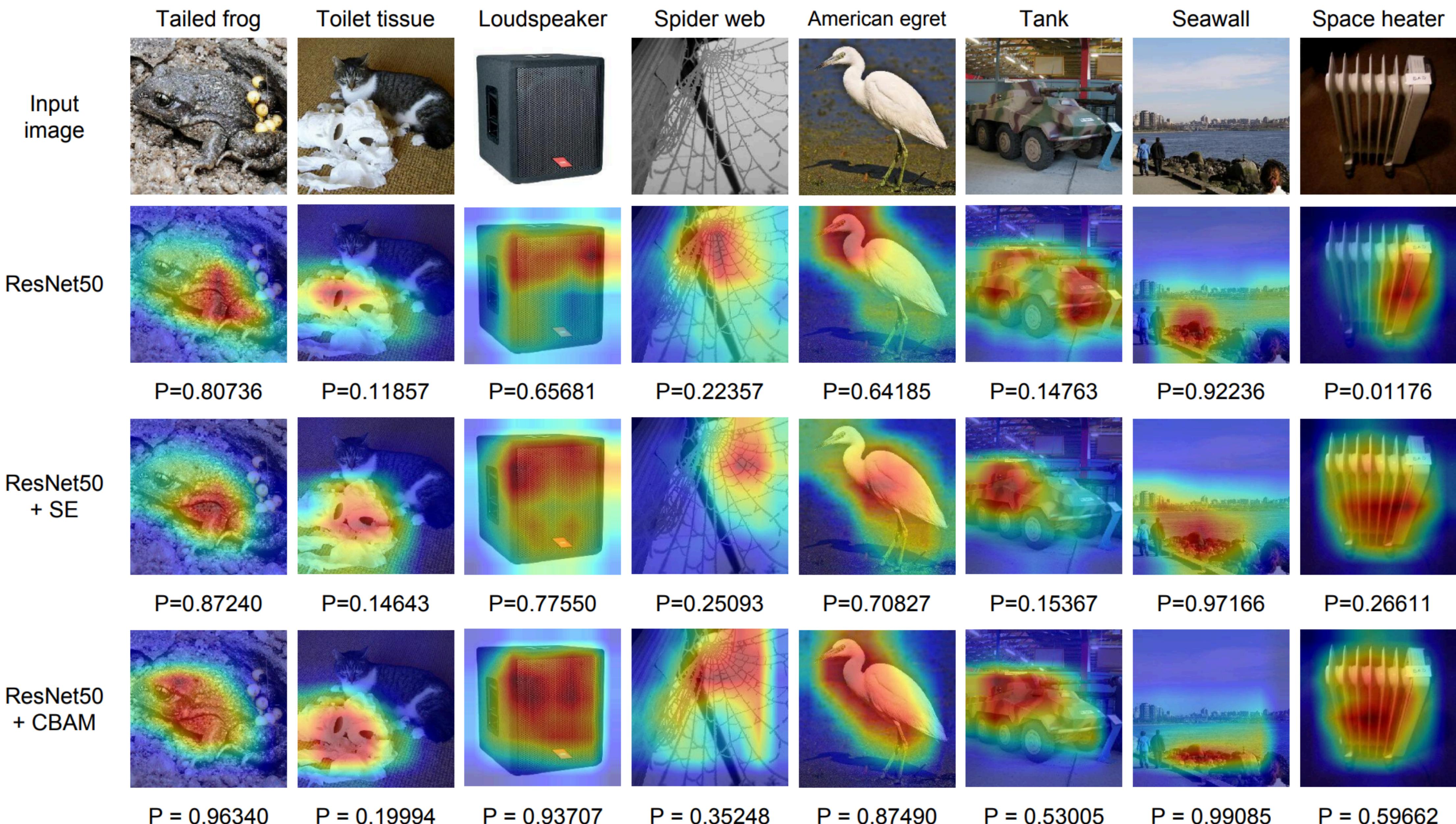
<https://github.com/jacobgil/pytorch-grad-cam>



Category	Image	GradCAM	AblationCAM	ScoreCAM
Dog	A photograph of a light-colored puppy and a dark kitten sitting together in a field of pink flowers.	A heatmap overlay on the puppy image, showing high activation (red/yellow) on the puppy's head and face, indicating the model's focus on these features for the 'Dog' category.	A heatmap overlay on the puppy image, similar to GradCAM but with more localized red/yellow areas on the puppy's head and face.	A heatmap overlay on the puppy image, showing high activation (red/yellow) on the puppy's head and face, similar to GradCAM.
Cat	A photograph of a light-colored puppy and a dark kitten sitting together in a field of pink flowers.	A heatmap overlay on the puppy image, showing high activation (red/yellow) on the puppy's head and face, indicating the model's focus on these features for the 'Cat' category.	A heatmap overlay on the puppy image, similar to GradCAM but with more localized red/yellow areas on the puppy's head and face.	A heatmap overlay on the puppy image, showing high activation (red/yellow) on the puppy's head and face, similar to GradCAM.

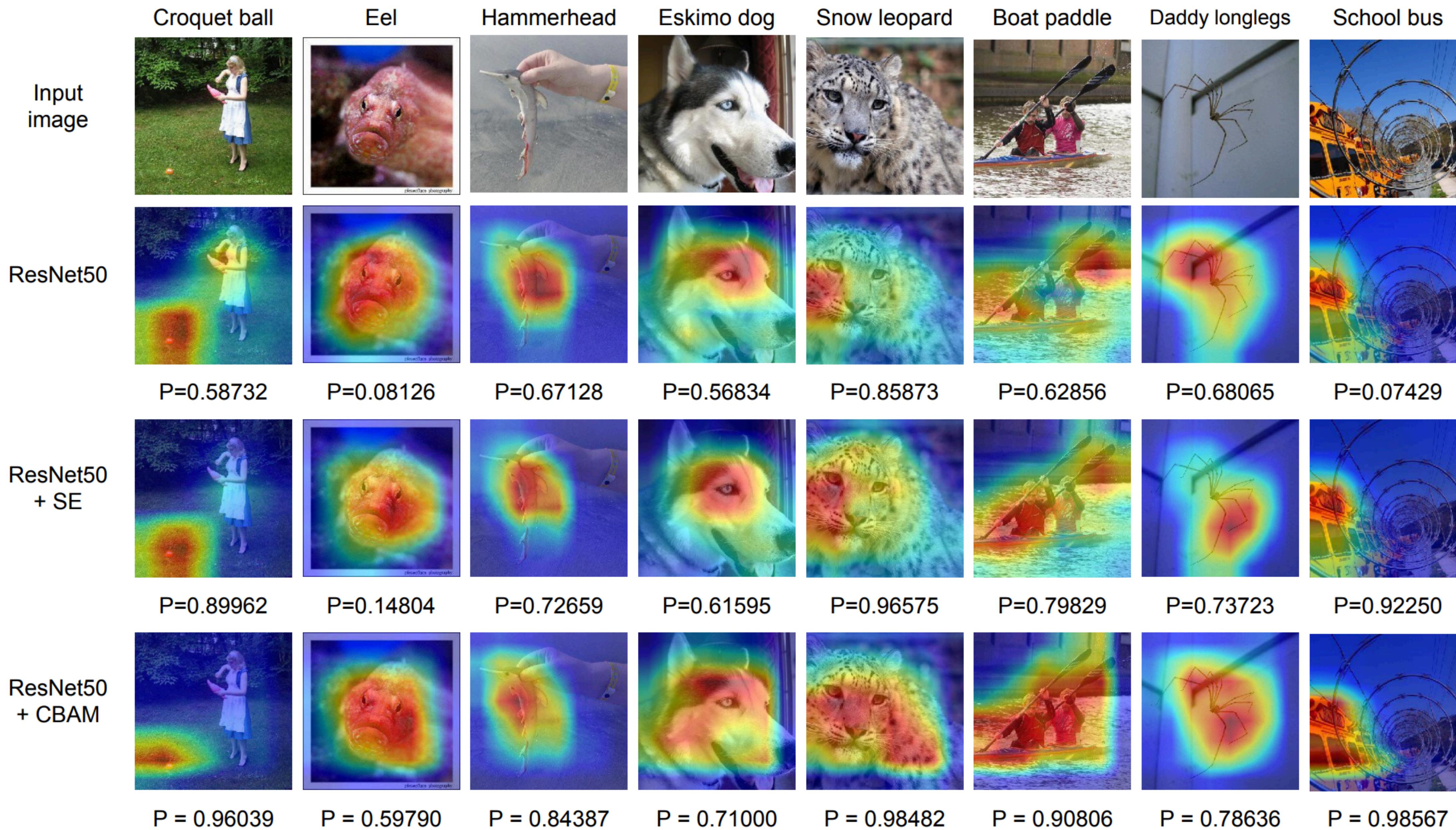
# Attention modules [Woo et al, ECCV, 2018]

<https://arxiv.org/pdf/1807.06521v2.pdf>



# Attention modules [Woo et al, ECCV, 2018]

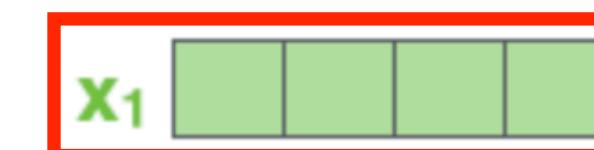
<https://arxiv.org/pdf/1807.06521v2.pdf>



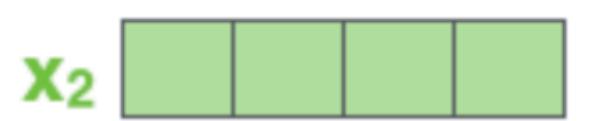
# Visformer

Input

it

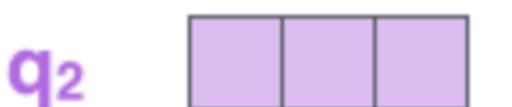


robot



Embedding

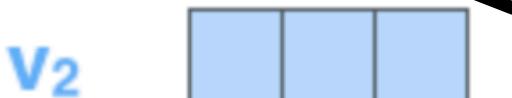
Queries



Keys



Values



Score

$$q_1 \cdot k_1 = 72$$

$$q_1 \cdot k_2 = 120$$

9

15

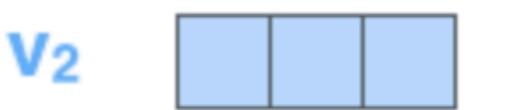
0.3

0.5

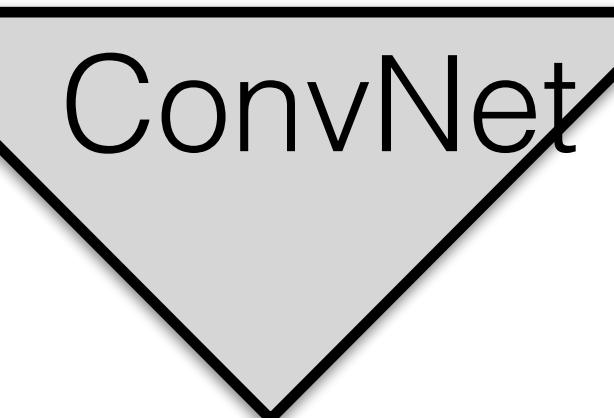
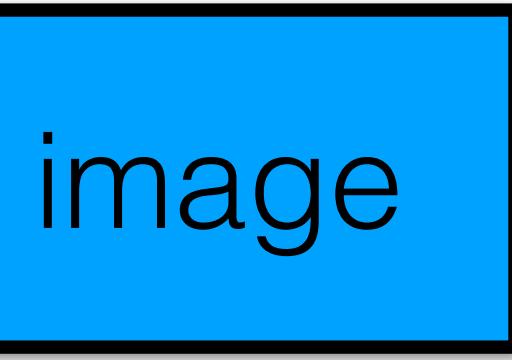
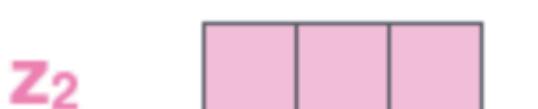
Divide by 8 ( $\sqrt{d_k}$ )

Softmax

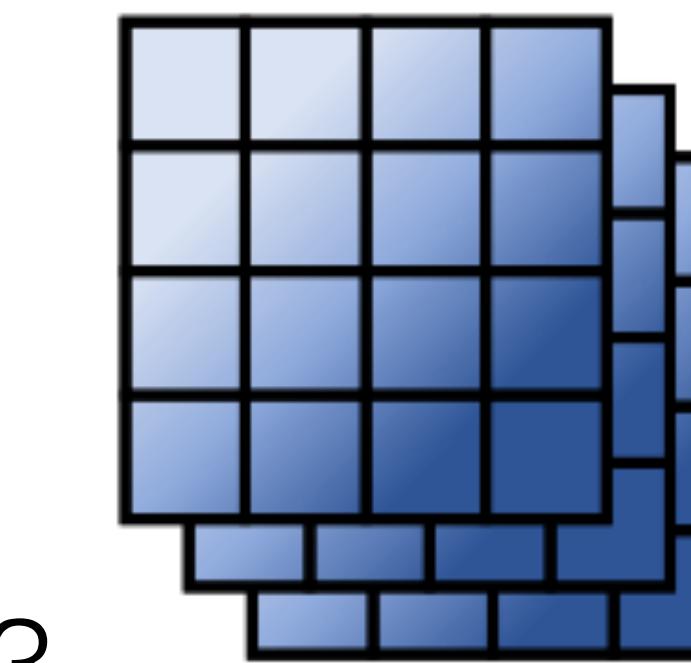
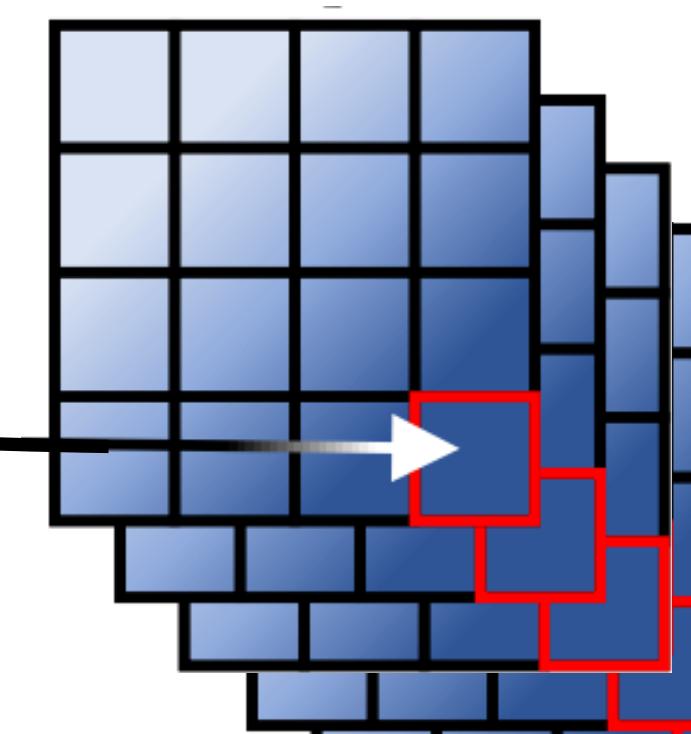
Softmax  
X  
Value



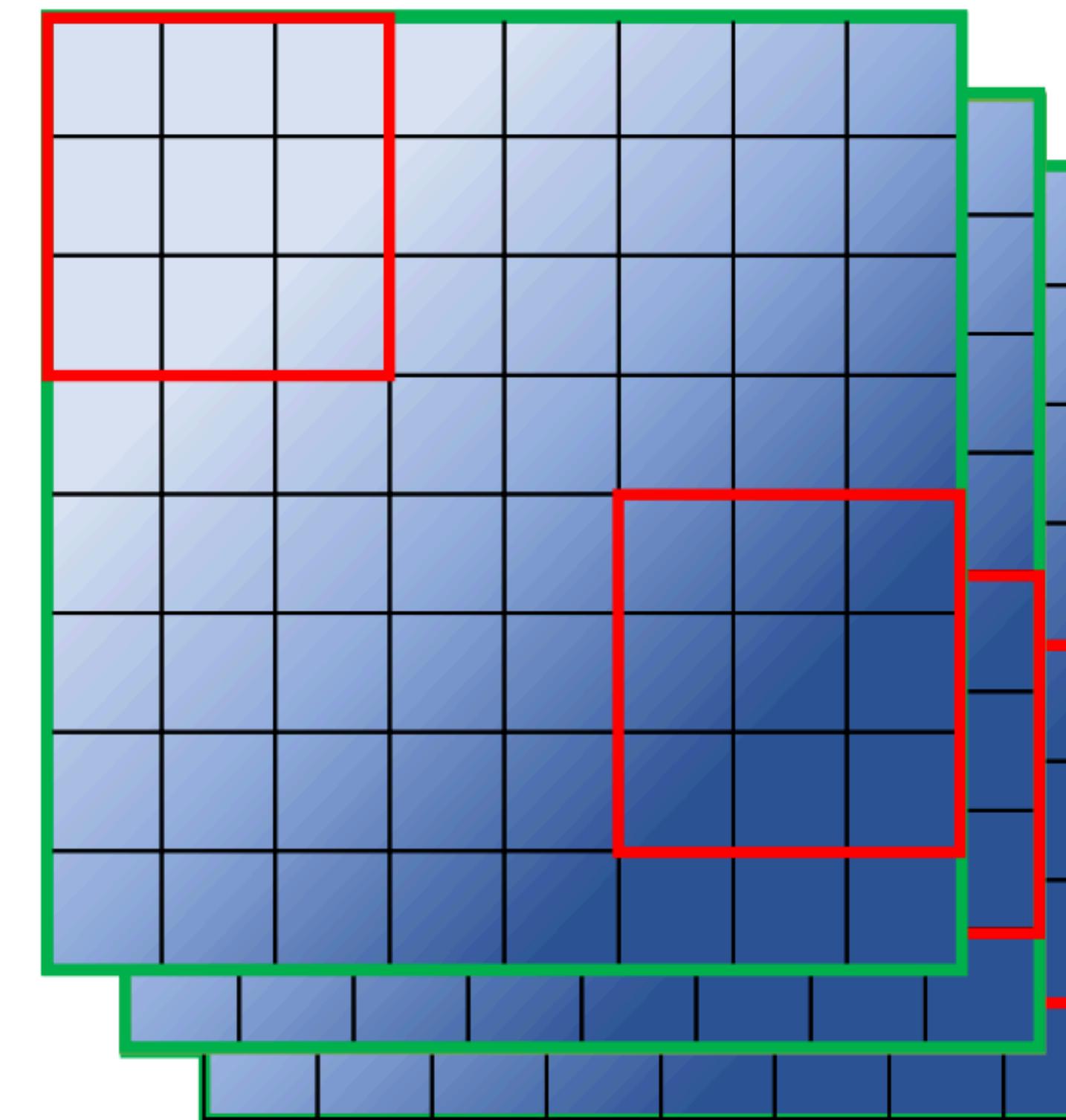
Sum



cell MHSA



# Visformer



□ 3x3 Convolution

□ Global Self-attention

# Visformer

Network	ResNet-50	
FLOPs (G)	4.1	
Parameters (M)	25.6	
Full data	base setting	77.43
	elite setting	78.73

Network	ResNet-50	
FLOPs (G)		4.1
Parameters (M)		25.6
Full data	base setting	77.43
	elite setting	78.73

ResNet has no significant benefit from introducing 20M augmentations due to its limited expressing power

# Visformer

Network		ResNet-50	Visformer-S
FLOPs (G)		4.1	4.9
Parameters (M)		25.6	40.2
Full data	base setting	77.43	77.20
	elite setting	78.73	82.19

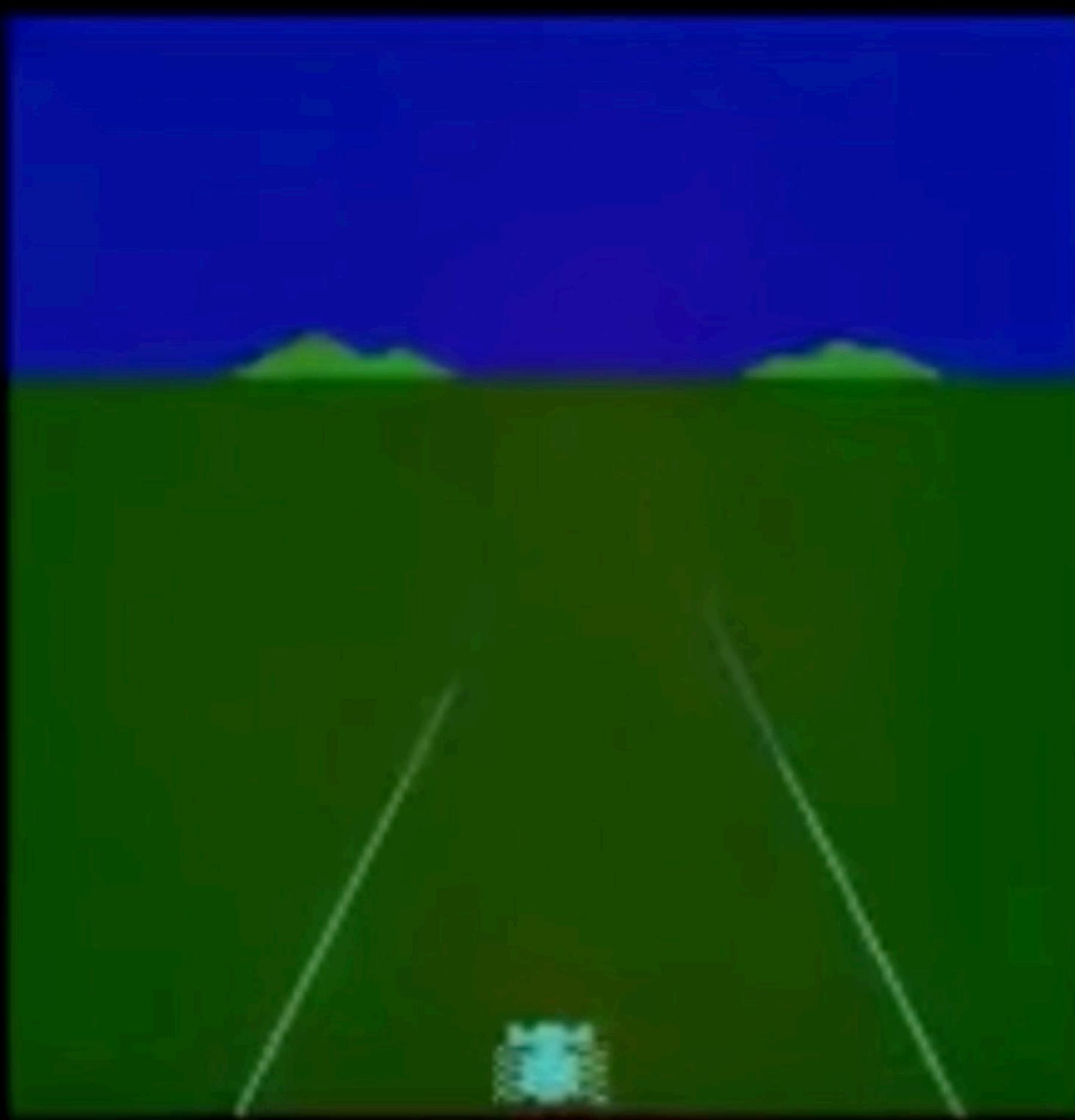
Visformer (ResNet with MHSA) exhibit improvement in elite setting

# Visformer

Network		ResNet-50	Visformer-S	DeiT-S
FLOPs (G)		4.1	4.9	4.6
Parameters (M)		25.6	40.2	21.8
Full data	base setting	77.43	77.20	63.12
	elite setting	78.73	82.19	80.07

Direct usage of “language transformers” without convolutions is more prone to overfitting

# Attention in RL



Q-value function

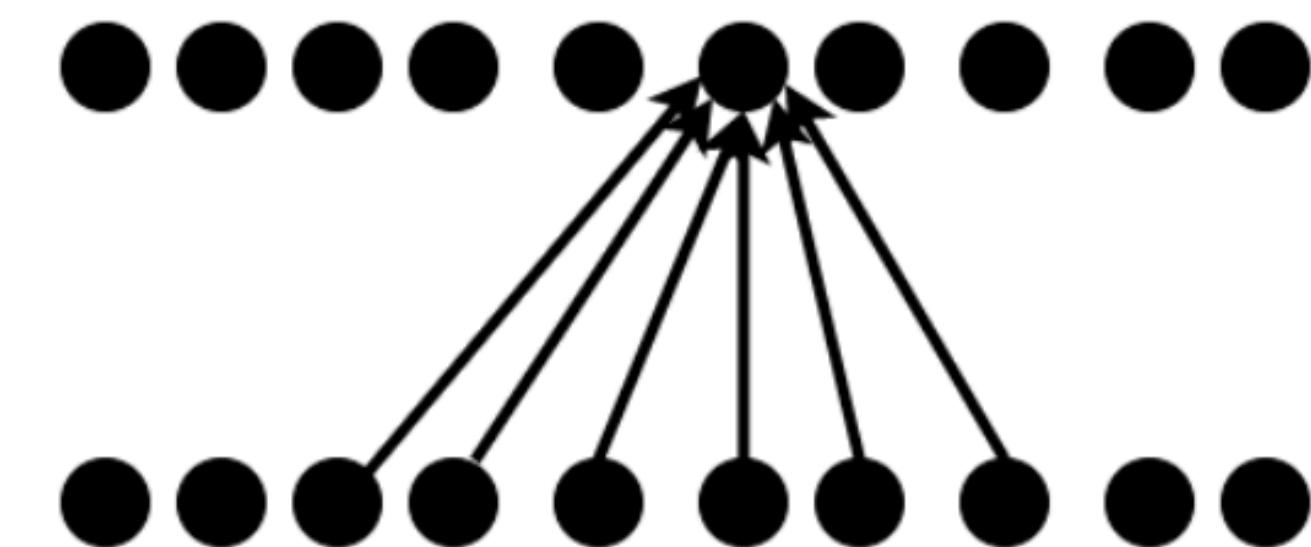


Advantage function

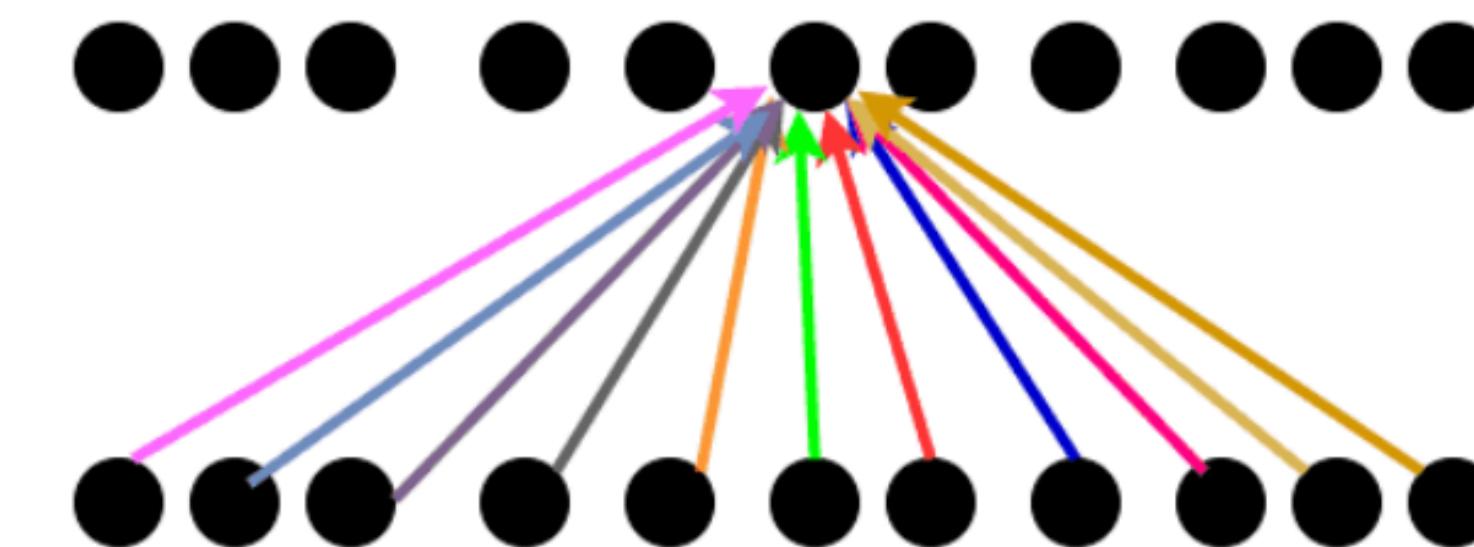
## Summary

- self-attention overfits (requires large dataset)
  - memory is attention through time [Alex Graves 2020]
  - pyTorch library: <https://github.com/The-AI-Summer/self-attention-cv>
- ```
model = MultiHeadSelfAttention(dim=64)
```

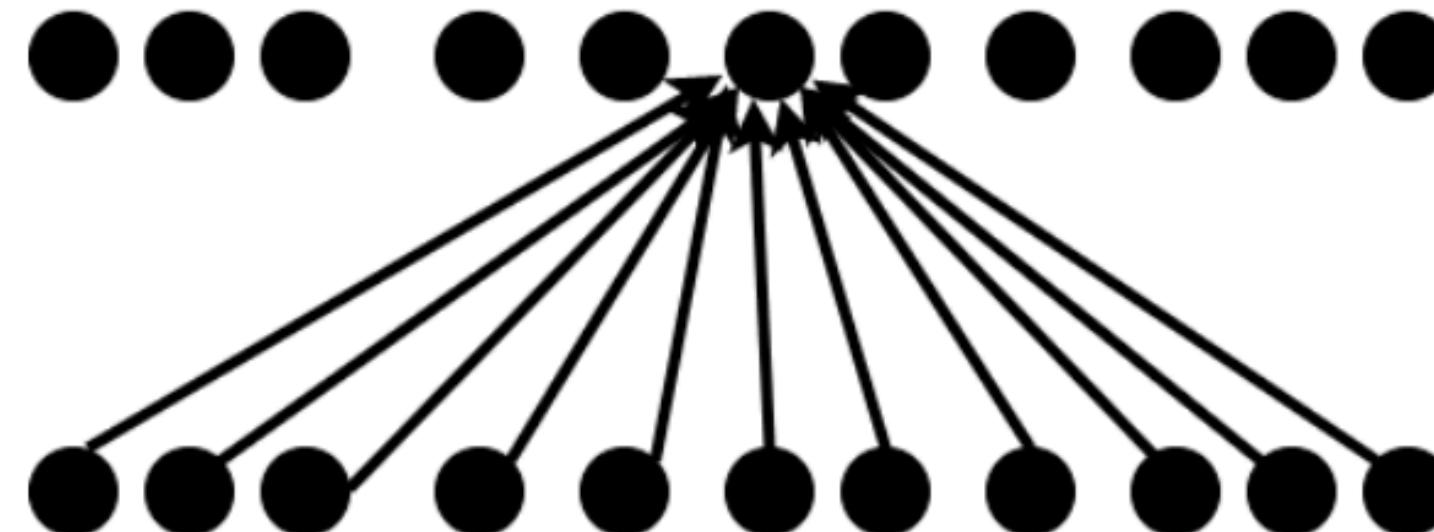
Convolution



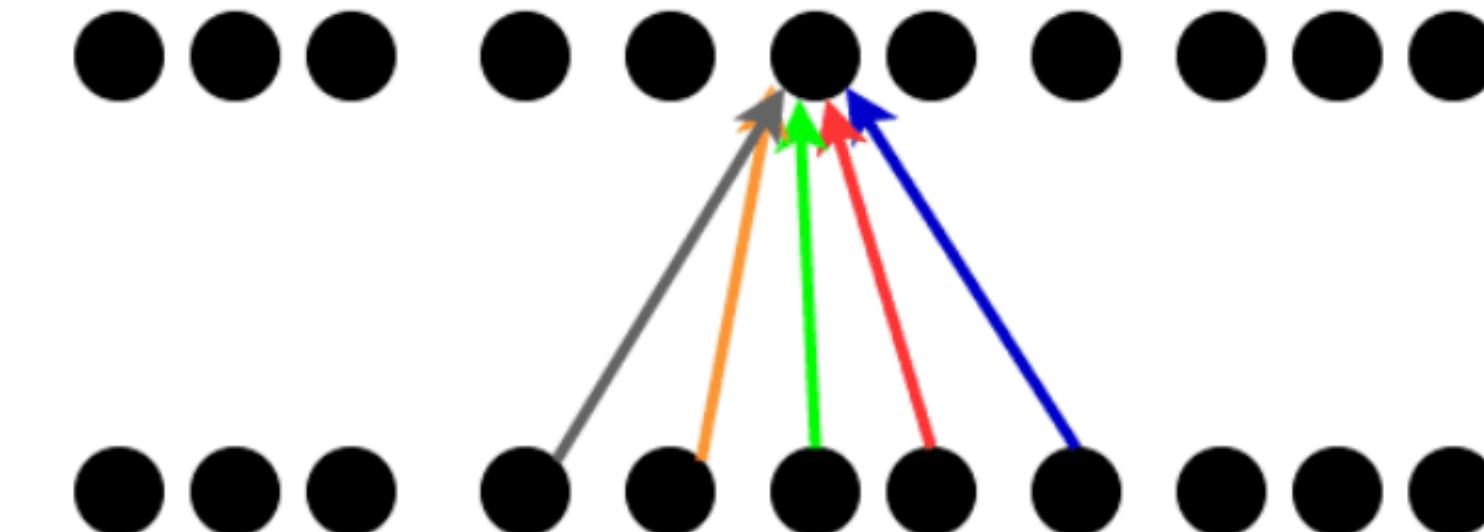
Global attention



Fully Connected layer



Local attention

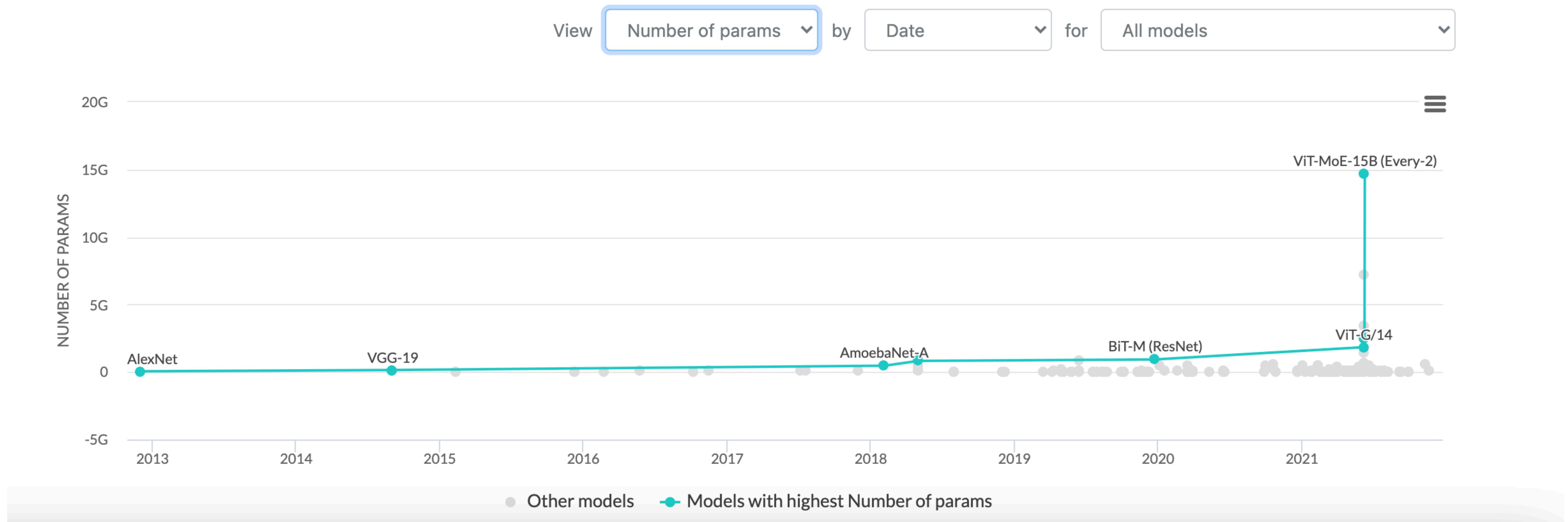


## Future of robotics?

- Most of predictions were wrong
  - 1954 IBM predicted that natural language processing will be solved in 3 years
  - 1965 Herbert Simon: machines will replace humans in all manual works
  - 1970 Marvin Minsky: machines will have general AI comparable with humans
  - 2014 Rei Kurzweil: the same for 2029, now talks about 2045
- Rodney Brooks prediction score card:  
<https://rodneybrooks.com/predictions-scorecard-2021-january-01/>
- False generalization
  - AI is better in solving particular instances (image processing, stabilization)
  - Rather unique successes than exponentially growing start general AI

# Future of robotics?

- Moore law:
  - number of transistors in integrated circuit will double every year
- Observation:
  - size of models (learning time => number of GPUs+memory) grows exponentially



# Future of robotics?

- Moore law:
  - number of transistors in integrated circuit will double every year
- Observation:
  - size of models (learning time => number of GPUs+memory) grows exponentially
- What we get from it?
  - Improvement in accuracy of AI models slows down

