

# Self-Attention is All You Need

Brian Hill bwhill@stanford.edu & Joanne Zhou joannezhou@stanford.edu



# Background

Many people use search engines for information retrieval, and it is important to return the most relevant results. The SOuAD dataset aims to test models on their ability to return information from a narrower scope, namely the correct answer to a question from a paragraph-long passage. SQuAD 2.0 includes unanswerable questions. Our model improves upon the BiDAF baseline by adding in character embeddings, answer pointer network, ensembling, and the best performing of three self-attention methods.

# Example Passage, Question, and Answer

Question: In what city and state did Beyoncé grow up? Answer: Houston, TX

Question: What is Beyonce's most recent album?

Answer: N/A (Passage cannot answer question)

# Experiments & Analysis

# LSTM vs. GRU:

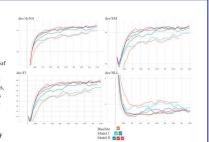
Both performed similarly in terms of performance, but GRU was slightly faster so we used it in all our RNN

### Self-Attention:

The model performance was highly sensitive to the type of self-attention used. We implemented R-Net's [2] gated self-attention in both additive and dot product forms, but observed minimal change from the baseline model results leading us to believe the first bi-directional attention was sufficient. With the advice of our mentor Vincent Li, we then implemented residual self-attention modeled in [3], with great success. Our main takeaways from this experimentation is that:

- An additional layer of self-attention after the BiDAF attention may not confer additional value, as the context-question alignment has already been performed.
- A larger hyperparameter search may be required to find optimal hyperparameters specific to the added self-attention layer.

We decided to ensemble Model I and Model II to improve performance, and chose the model with the best combined EM performance since our training script chose the best model by F1 performance, and we wanted to consider both



Dev Set Results		
Model	EM (Exact Match)	F1 (Approximate Match)
Baseline BiDAF	58.965	62.281
(I) Character Embeddings + Answer Pointer Network	61.586	65.143
(II) Character Embeddings + Residual Self Attention	62.729	66.201
Ensemble: 2 (I) & 3 (II)	65.233	68.409
Ensemble: 0 (I) & 3 (II)	65.115	68.514
Ensemble: 1 (I) & 3 (II)	65.199	68.489

# Conclusions

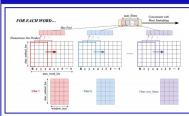
- 1) Models I and II were both successful in performing above the baseline, and ensembling them performed even better, with over 65% exact match. Further, we observed better performance on the test set than the development set, indicating that our results are extendable to new data.

  Based on our self-attention experiments, adding additional complexity to a model will not always
- improve results unless the complexity relieves a specific bottleneck.
- Residuals are very important in preserving information between attention layers, in this way our model incrementally approached a more transformer-like architecture.

Test Set Results		
Model	2 (I) & 3 (II)	
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	65 024	

68.909

FL



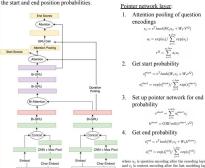
## Character-Derived Word Embedding

In addition to the pretrained GloVE word embeddings, we wanted to pick up on meaning in sub-words to handle unseen or composite words. We implement a CNN that scans over the randomly initialized character embeddings for each word using hidden size number of filters to create a character-derived word embedding that is concatenated with the GloVE word embedding before passing into the encoding layer. We employ a window size of 4 to capture most prefixes (a hyperparameter search could be easily performed with other sizes in future work). In our experiments the character embedding had a large improvement on model performance, as it was effectively able to pick up on sub-word components.

## Model I: BiDAF + Pointer Networks

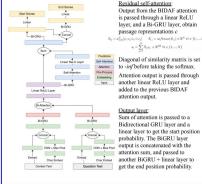
Starting from the baseline BiDAF model, we add character embedding and use the pointer networks layer implemented by the R-Net paper [2] to predict the start and end probability of the answer. The initial hidden state for the pointer layer is an attention-pooling of the question encodings. An attention mechanism is used to predict the start and end position probabilities.

\*\*Pointer network layer:\*\*



### Model II: BiDAF + Residual Self-attention

Following the model structure proposed by Clark el. al. [3], we implement a passage-to-passage self-attention layer, and modify the output layer. The self-attention output is additionally summed with the BiDAF attention output.



We train model I with two different random seeds and model II with three different random seeds. When predicting on a test/dev split, we average the output probabilities across the combination of models. Different combinations of the models are tested.

### Implementation Details

hidden size = 100; dropout probability = 0.2; epoch num = 35; batch size = 64 word vector = GloVe 300 dimensional; character embedding dimension = 100 optimizer: Adadelta; loss: sum of the negative log-likelihood (cross-entropy) loss

# References & Acknowledgments

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