

Dönüştürücüler

Sinan Kalkan

ODTÜ Bilgisayar Mühendisliği

Yansılar ve Görseller için:

<https://user.ceng.metu.edu.tr/~skalkan/bayzyo2026/>



Dönüştürücüler (Transformers)



THE TRANSFORMERS

TAXONOMY TREE

HEROIC AUTOBOTS

TRANSFORMERS

EVIL DECEPTICONS



OPTIMUS PRIME
LEADER



BUMBLEBEE
SCOUT



GRIMLOCK
DINOBOT LEADER



MEGATRON
LEADER



STARSCREAM
SEEKER LEADER



SOUNDWAVE
INTELLIGENCE



RATCHET
MEDIC



IRONHIDE
WARRIOR



ARCEE
FEMALE AUTOBOT



SHOCKWAVE
OPERATIONS

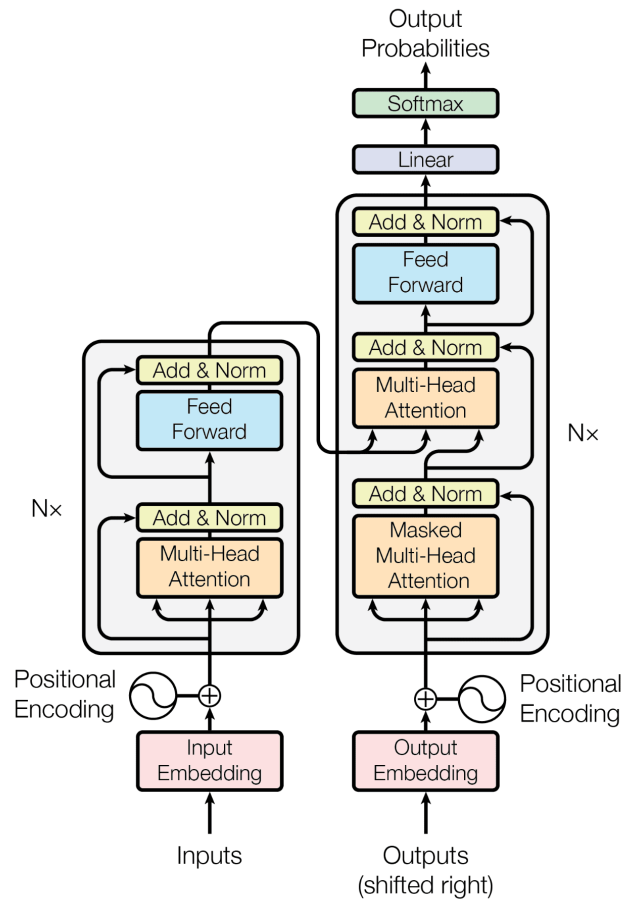


BLITZWING
TRIPLE CHANGER



DEVASTATOR
COMBINER

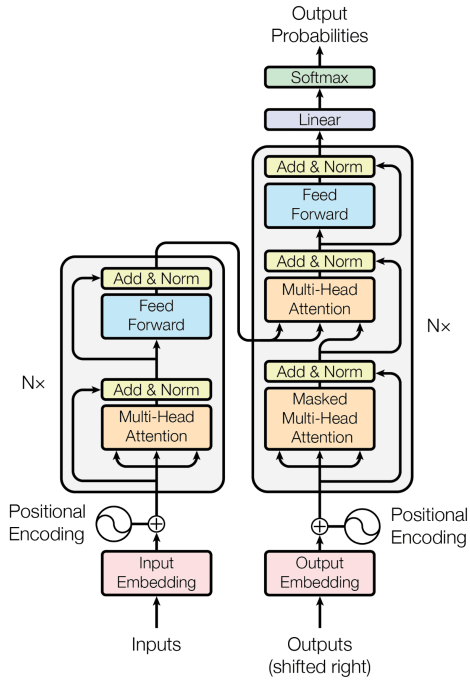
Transformers



Vaswani vd., “Attention Is All You Need”, 2017.



Transformers

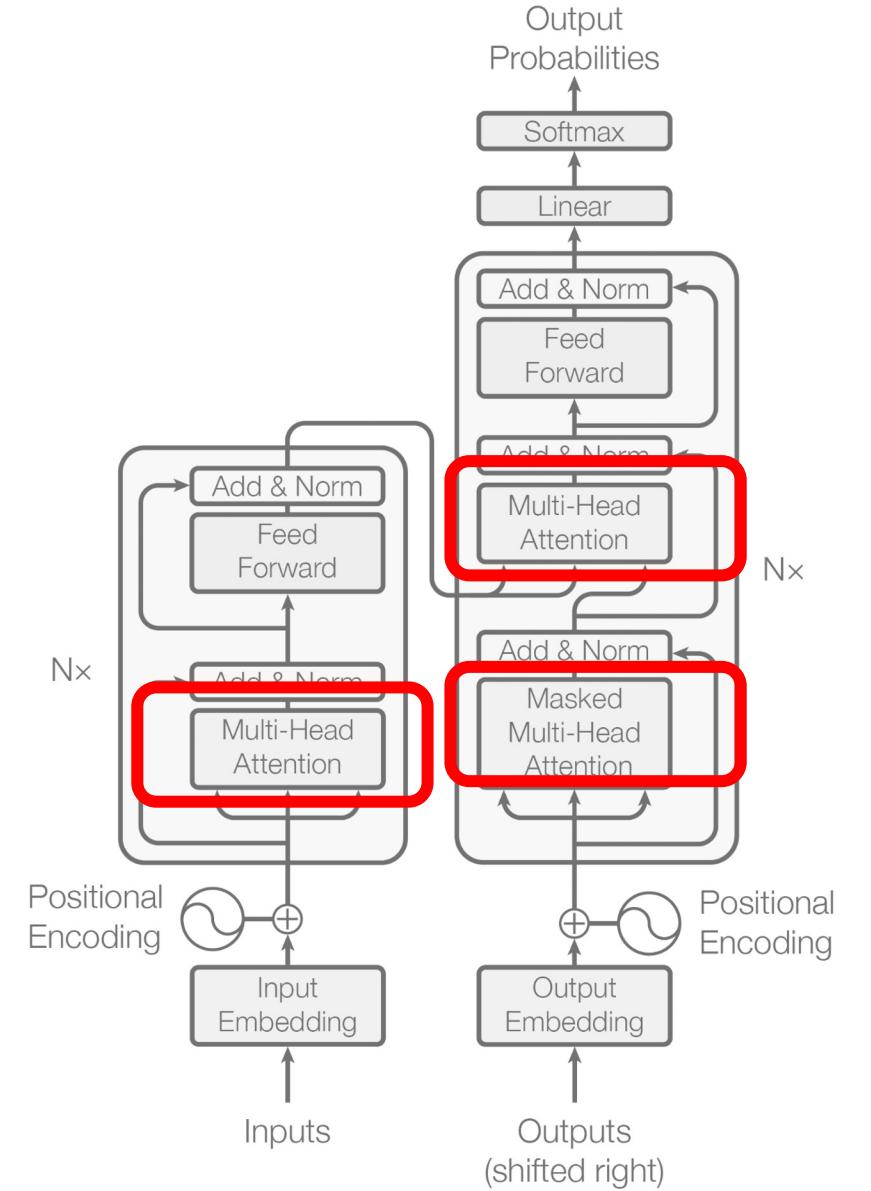


“Bilim Akademisi – Piri Reis Üniversitesi Yapay Zeka Yaz Okulu’nda dönüştürücüler (transformers) semineri...”

“Transformers dizisinin yeni bölümünde Optimus Prime yine günü kurtardı.”

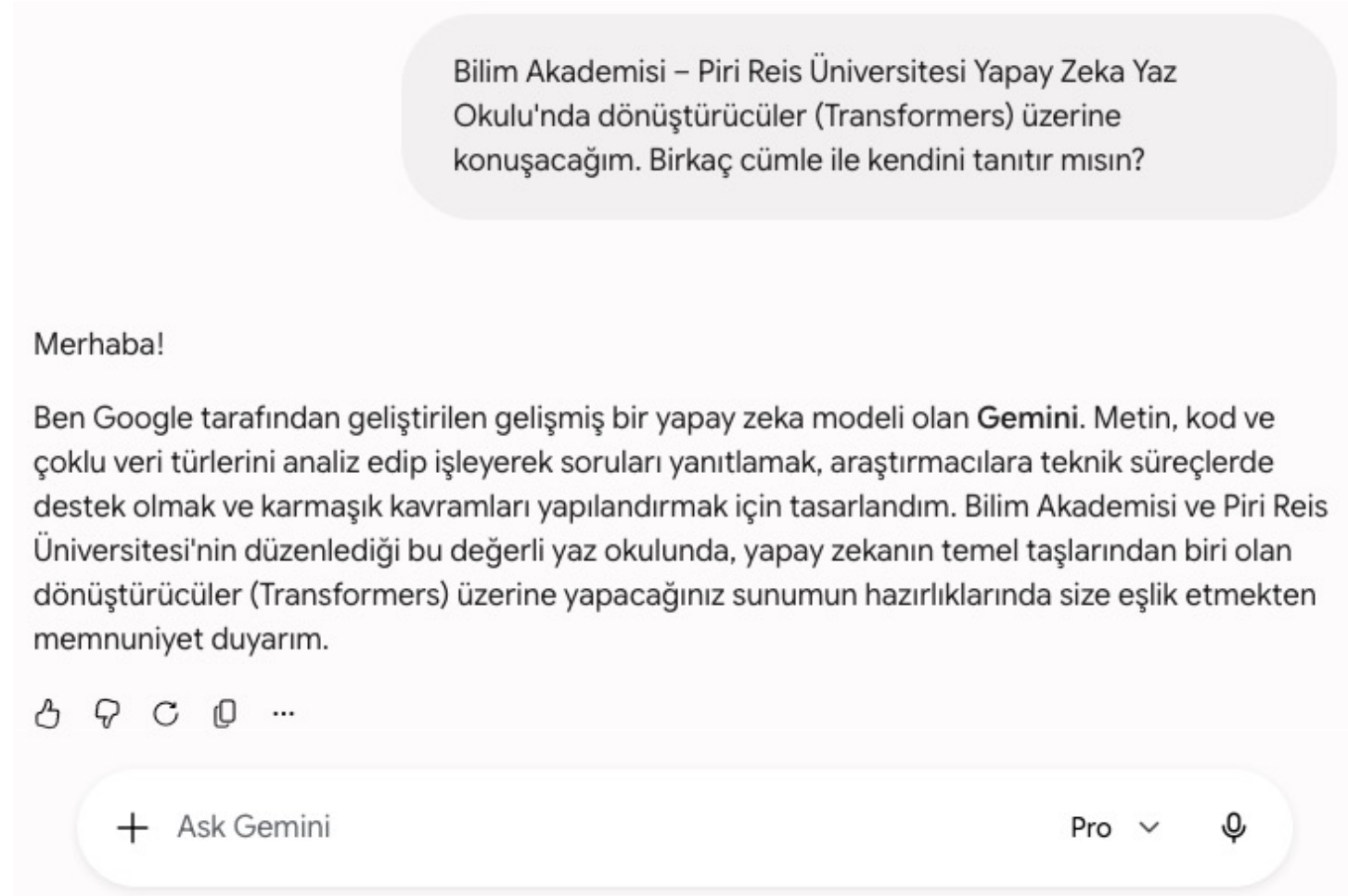
Dönüştürücüler

*“Bilim Akademisi – Piri Reis Üniversitesi
Yapay Zeka Yaz Okulu’nda dönüştürücüler
(transformers) semineri...”*



Vaswani vd., “Attention Is All You Need”, 2017.

Dönüştürücülerin Getirdiği Dönüşümler



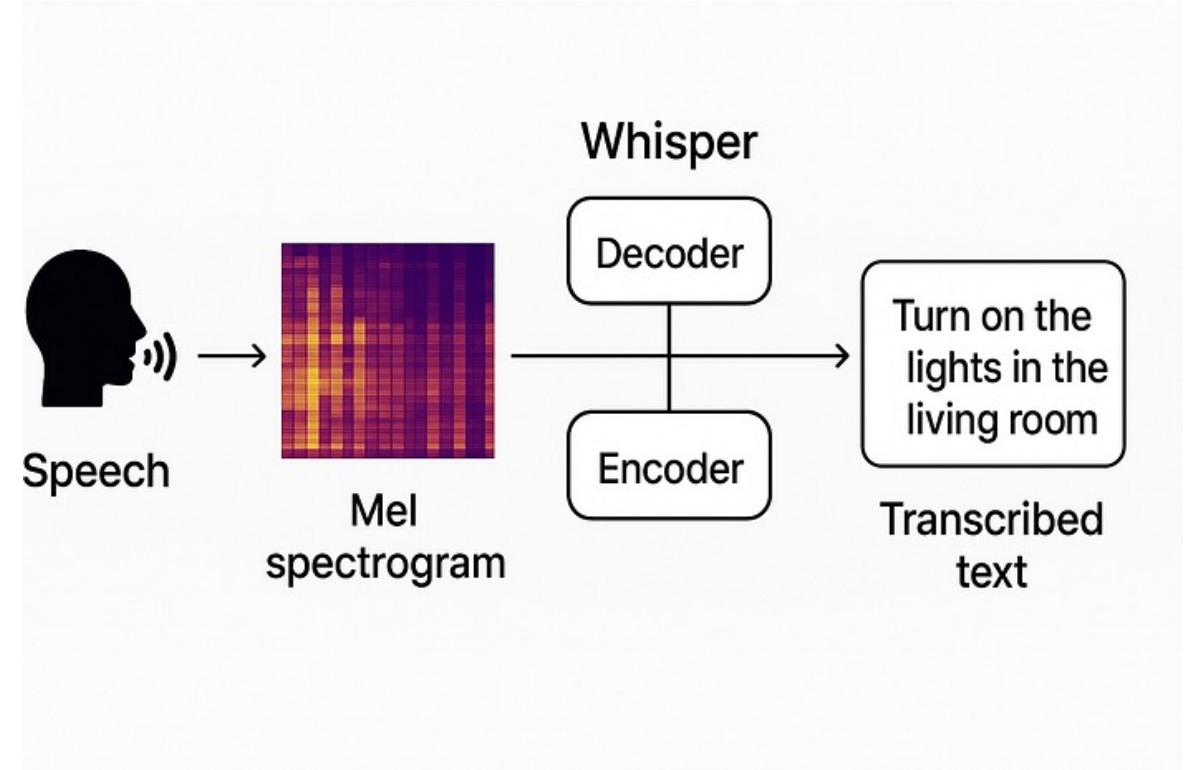
gemini.google.com

Dönüştürücülerin Getirdiği Dönüşümler



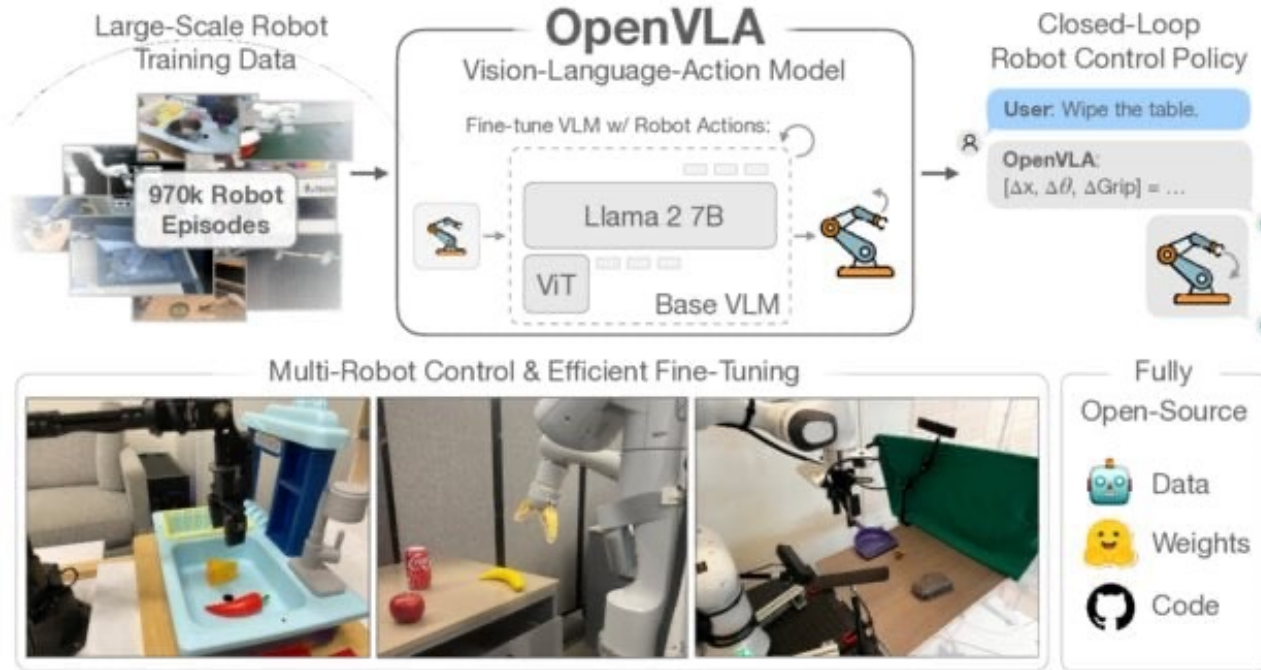
DINO v3

(video: ai.meta.com/research/dinov3/)



<https://medium.com/@helenjoy88/how-whisper-works-openai-speech-to-text-model-explained-928d9729ff63>

Dönüştürücülerin Getirdiği Dönüşümler



<https://openvla.github.io/>



Pi0.7'den Örnekler

<https://www.pi.website/blog/pi07>

Dönüştürücülerin Getirdiđi Dönüşümler



Genie (Deepmind)

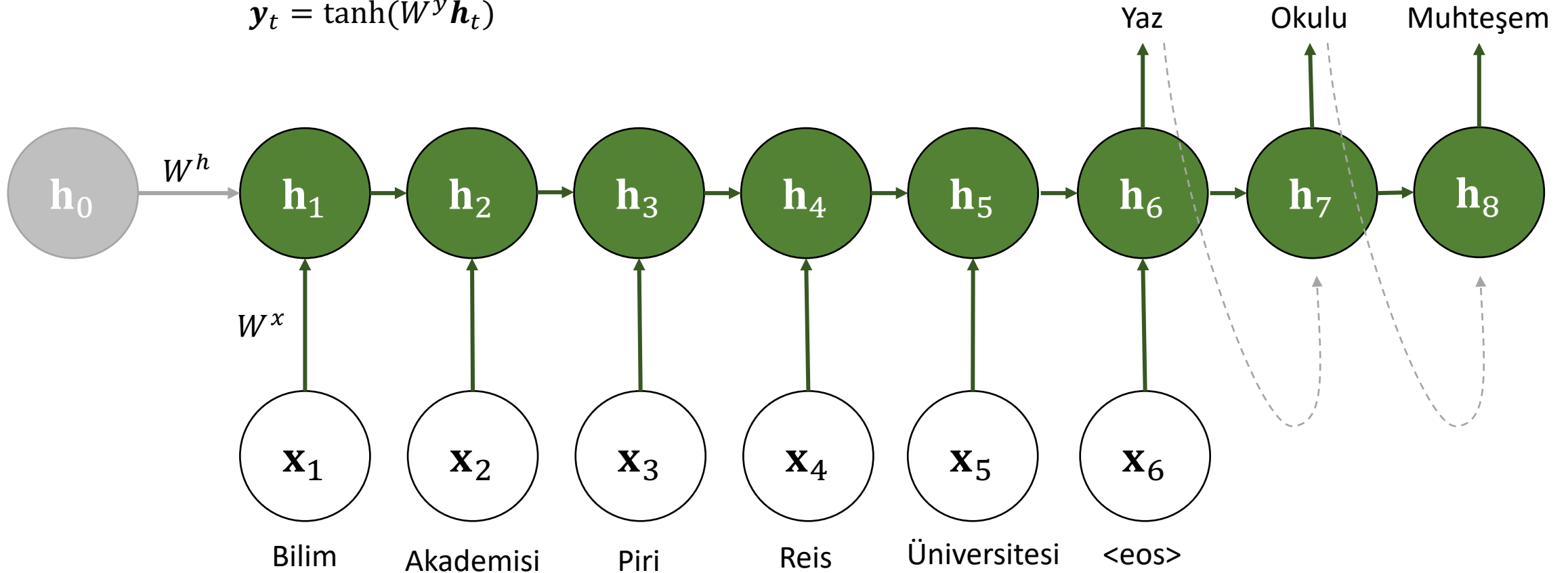


Öz-Dikkat Öncesi

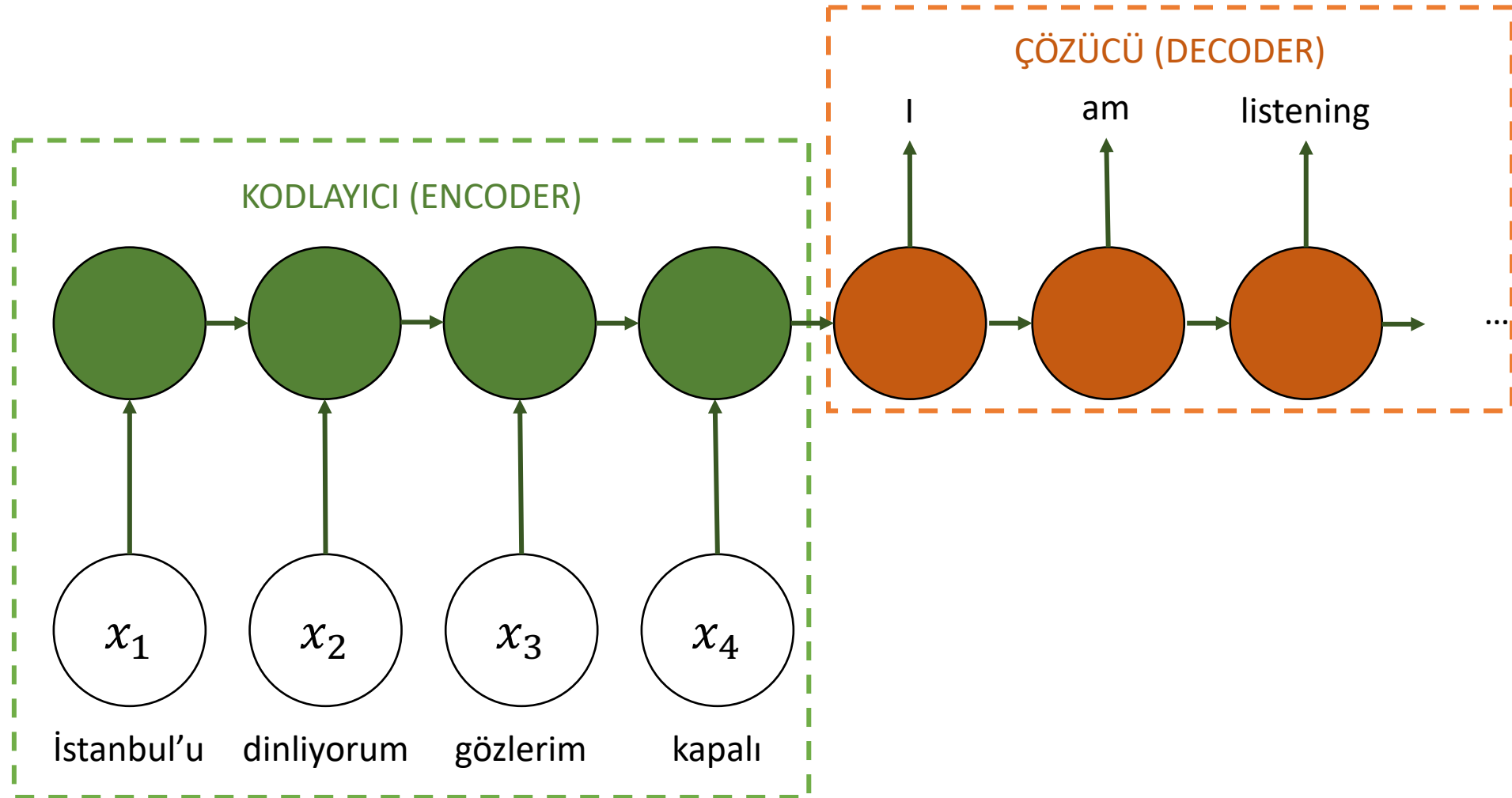
Öz-yinelemeli Ağlar ve Dil Modelleme

$$\mathbf{h}_t = \tanh(W^x \mathbf{x}_t + W^h \mathbf{h}_{t-1})$$

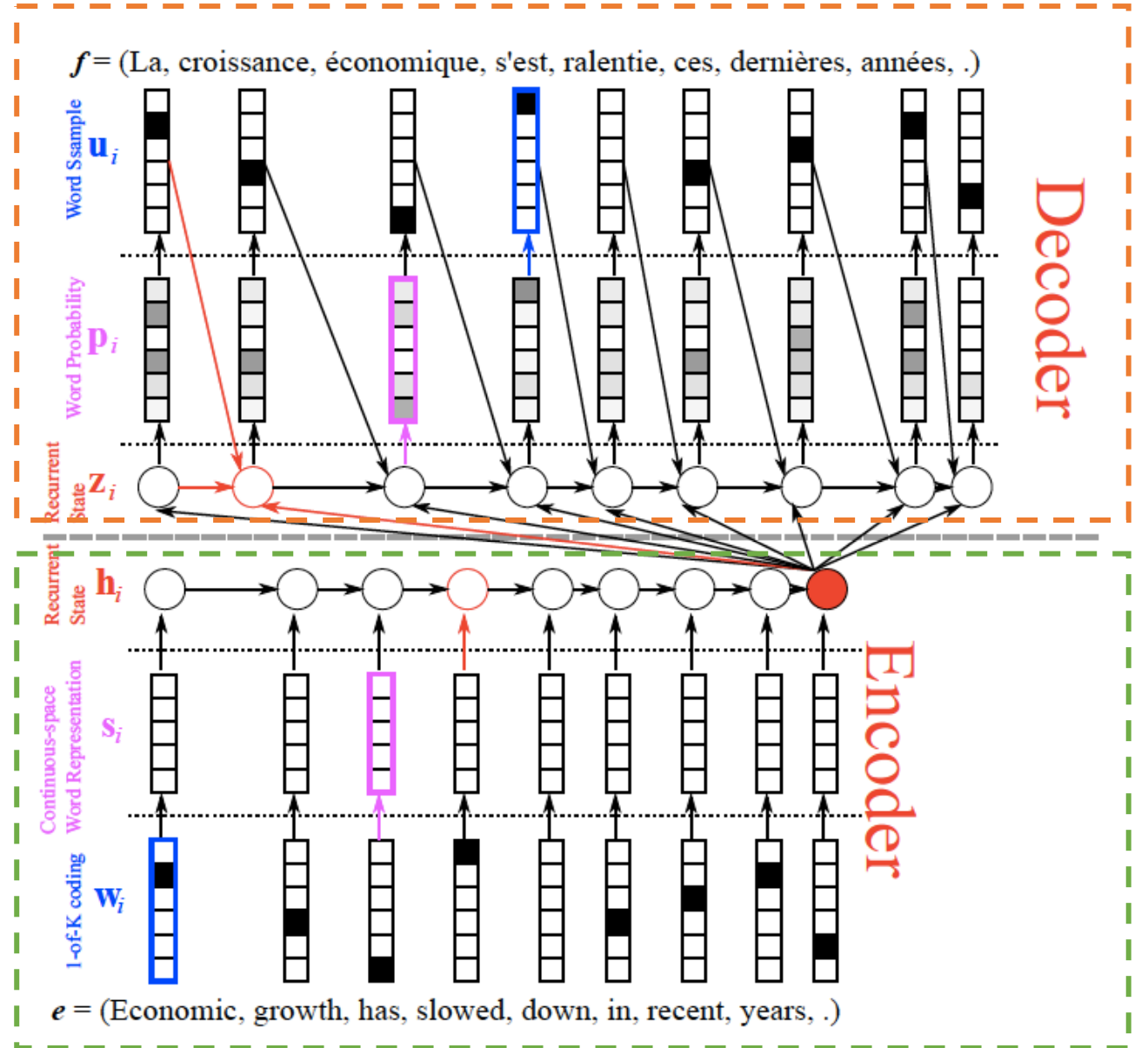
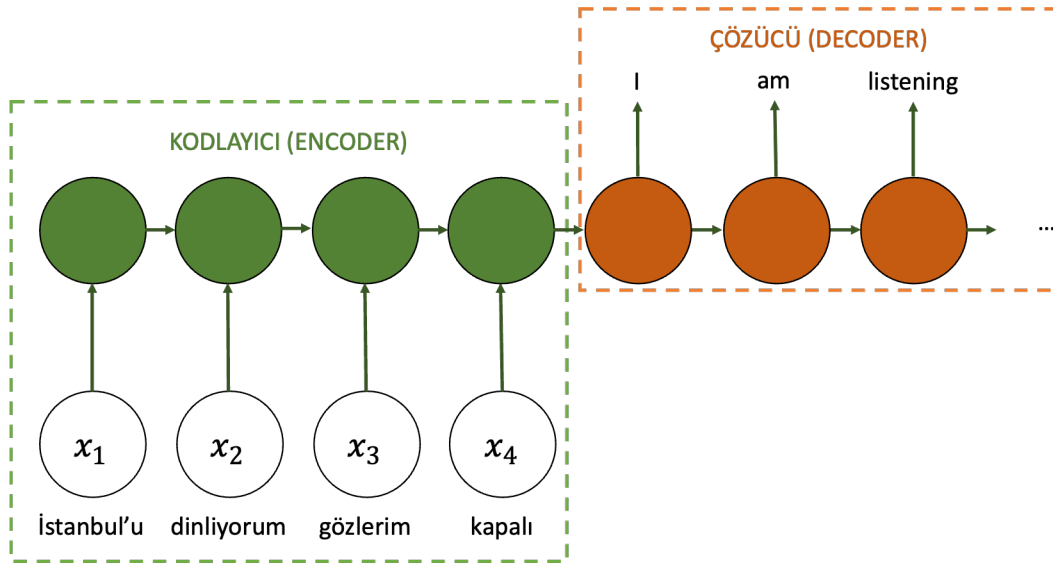
$$\mathbf{y}_t = \tanh(W^y \mathbf{h}_t)$$



Öz-yinelemeli Ağlar ve Tercüme



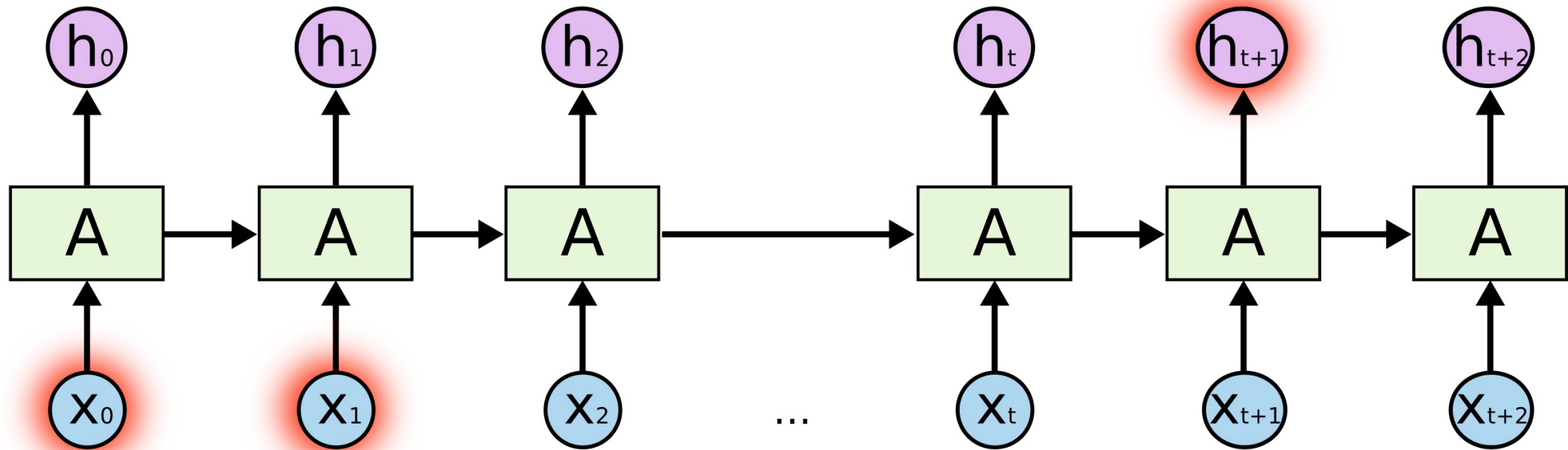
Öz-yinelemeli Ağlar ve Tercüme



Cho: From Sequence Modeling to Translation

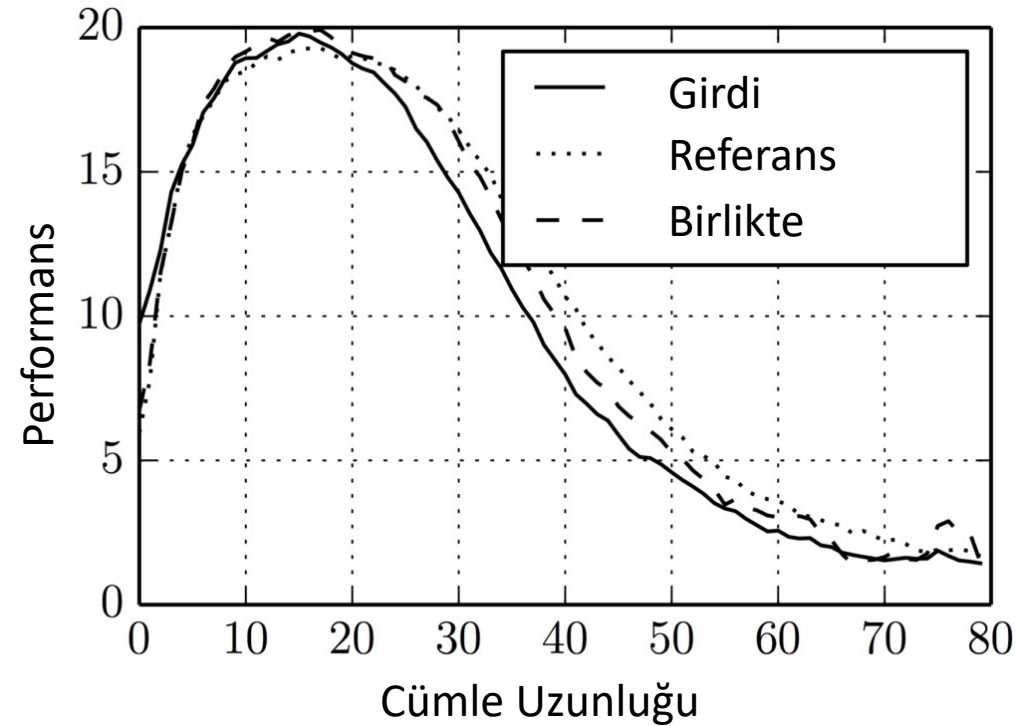
Öz-yinelemeli Ağlar ve Dil Modelleme

Uzun Dönem Bağılılık Problemi



Öz-yinelemeli Ağlar ve Dil Modelleme

Uzun Dönem Bağılılık Problemi

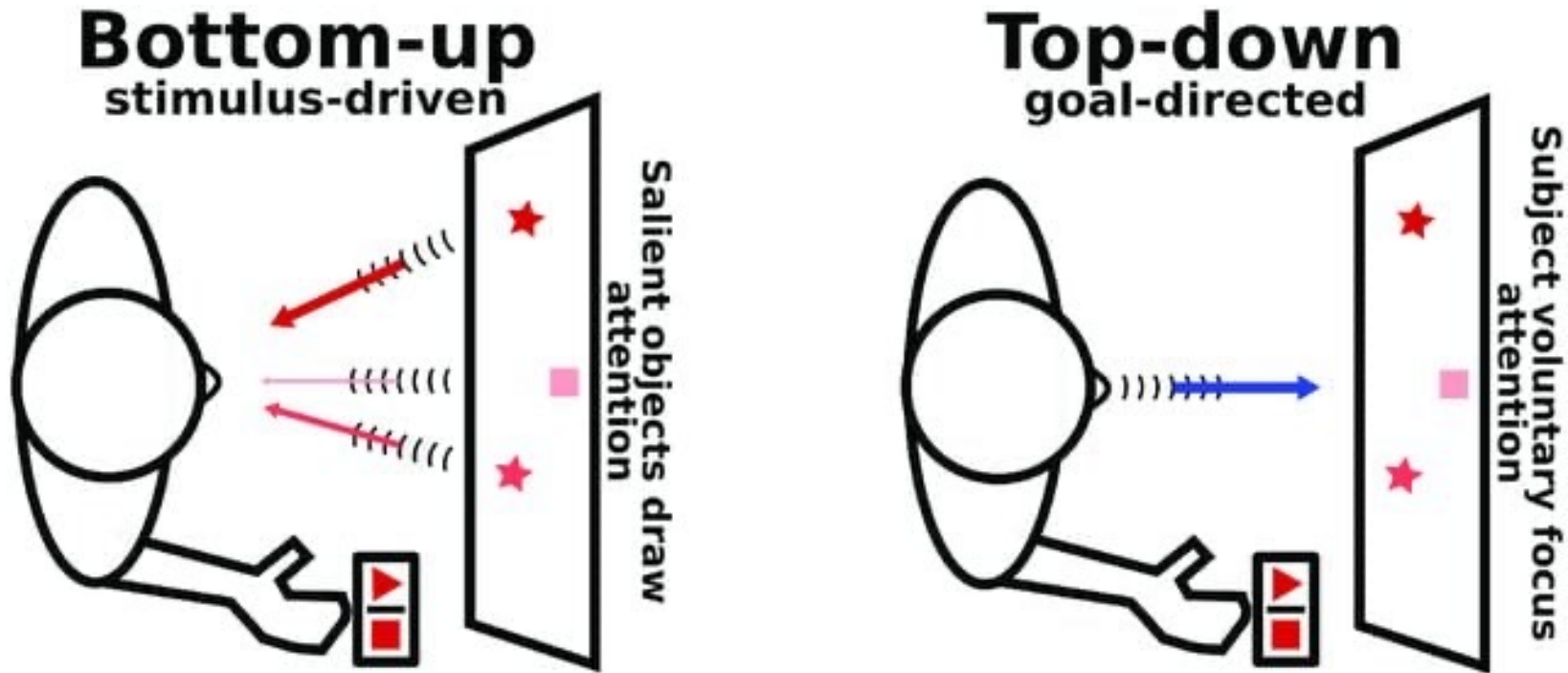


Biyolojik Sistemlerde Dikkat



Fotoğraf: <https://pirireis.edu.tr/>

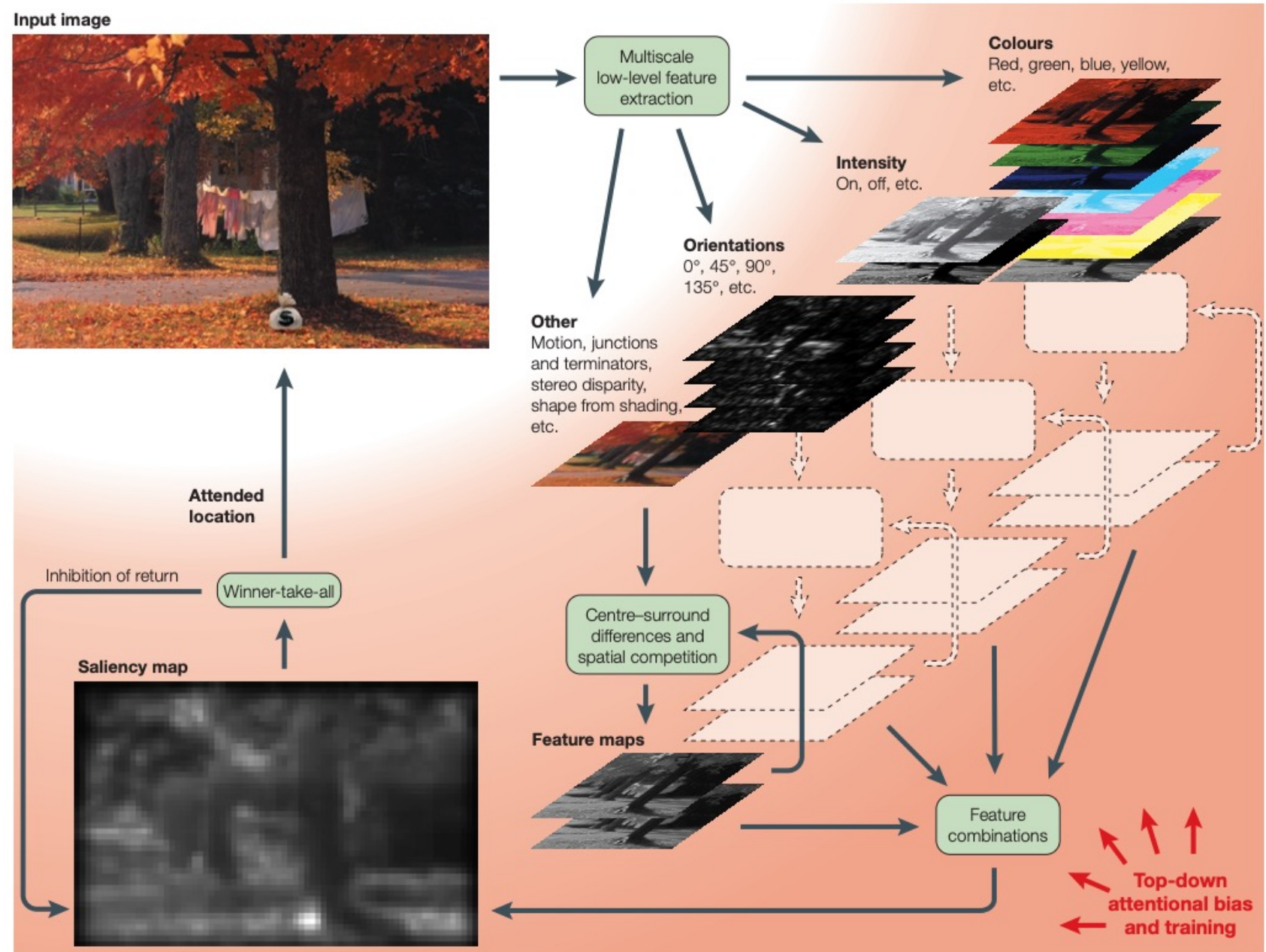
Biyolojik Sistemlerde Dikkat Türleri



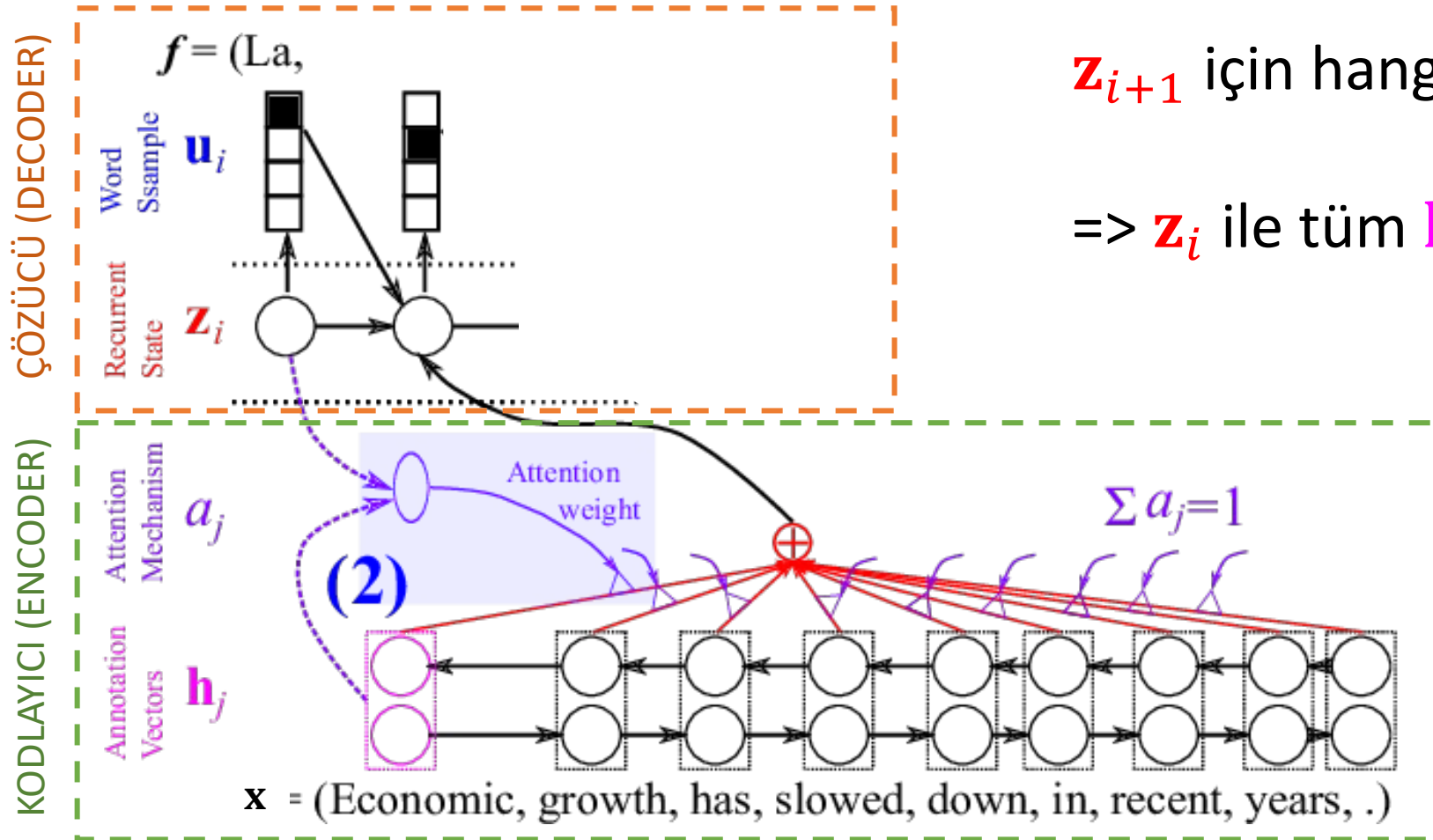
Görsel: https://www.researchgate.net/publication/319970865_Emotional_metacontrol_of_attention_Top-down_modulation_of_sensorimotor_processes_in_a_robotic_visual_search_task/figures?lo=1

Yapay Sistemlerde Dikkat

Görsel: Itti & Koch,
Computational Modeling
of Visual Attention, 2001.



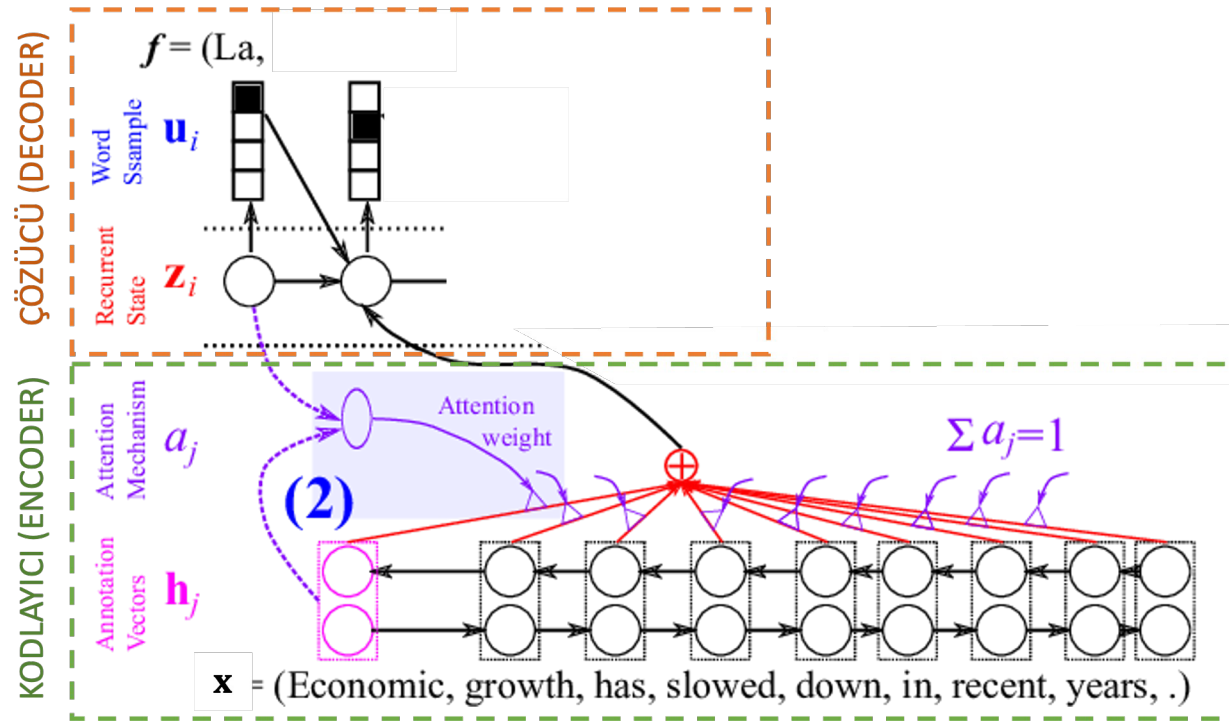
Bahdanau Dikkat Modeli



z_{i+1} için hangi $h_1, h_2 \dots$ önemli?

=> z_i ile tüm $h_1, h_2 \dots$ kıyasla

Bahdanau Dikkat Modeli



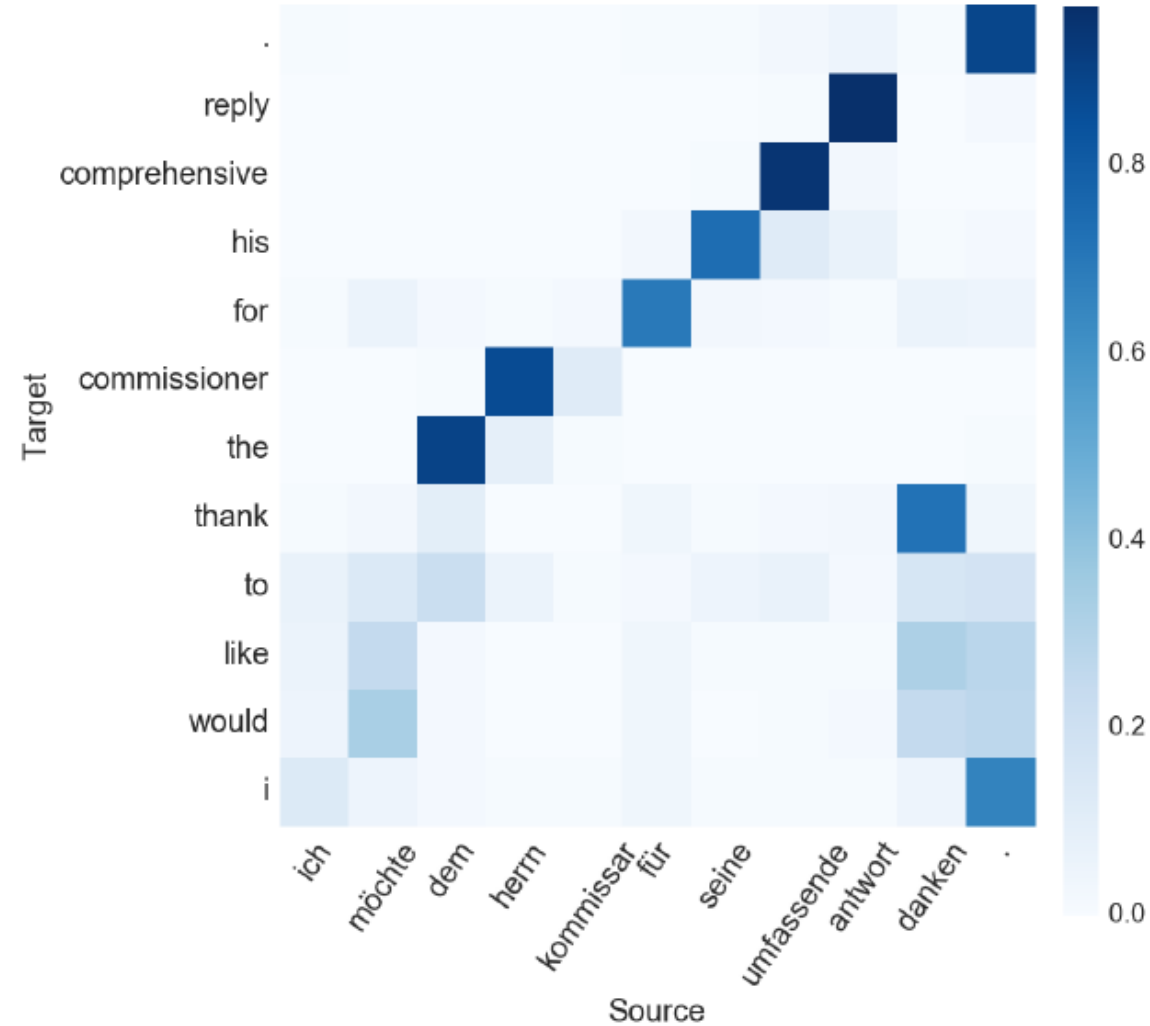
$\mathbf{z}_{i+1}$ için hangi $\mathbf{h}_1, \mathbf{h}_2 \dots$ önemli?

- $\mathbf{z}_i$ ile tüm $\mathbf{h}_1, \mathbf{h}_2 \dots$ kıyasla
- $\mathbf{h}_j$ 'nin önemi = $\text{align}(\mathbf{z}_i, \mathbf{h}_j)$
- Toplamın bir olması için Softmax:

$$a_{ij} = \frac{\exp[\text{align}(\mathbf{z}_i, \mathbf{h}_j)]}{\sum_k \exp[\text{align}(\mathbf{z}_i, \mathbf{h}_k)]}$$

- $\mathbf{z}_{i+1} \sim f(\mathbf{z}_i, y_i, \sum_k a_{ik} \mathbf{h}_k)$

Bahdanau Dikkat Modeli



Bahdanau Dikkat Modeli

- Bahdanau dikkat modelini yeniden yazalım

$$a_{ij} = \frac{\exp[\text{align}(\mathbf{z}_i, \mathbf{h}_j)]}{\sum_k \exp[\text{align}(\mathbf{z}_i, \mathbf{h}_k)]}$$

Softmax fonksiyonu:

$$\text{Softmax}(x_i) = \frac{\exp(x_i)}{\sum_j \exp(x_k)}$$

$$\text{align}(\mathbf{z}_i, \mathbf{h}_j) = W^2 \tanh(W^1 [\mathbf{z}_i \oplus \mathbf{h}_j])$$

$\text{align}(\mathbf{z}_i, \mathbf{h}_j) \Rightarrow$ Temelde öğrenilebilir bir benzerlik fonksiyonu

$\Rightarrow$ Öğrenilebilir olmak zorunda mı?

$$\text{align}(\mathbf{z}_i, \mathbf{h}_j) = W^2 \tanh(W^1 [\mathbf{z}_i \oplus \mathbf{h}_j])$$

Bahdanau Dikkat Modeli: Alternatifler

$$a_{ij} = \frac{\exp[\text{align}(\mathbf{z}_i, \mathbf{h}_j)]}{\sum_k \exp[\text{align}(\mathbf{z}_i, \mathbf{h}_k)]}$$



$$a_{ij} = \frac{\exp[\text{benzerlik}(\mathbf{z}_i, \mathbf{h}_j)]}{\sum_k \exp[\text{benzerlik}(\mathbf{z}_i, \mathbf{h}_k)]}$$

benzerlik($\mathbf{z}_i, \mathbf{h}_j$)

=> Öğrenilebilir olmak zorunda değil.

- benzerlik($\mathbf{z}_i, \mathbf{h}_j$) = $\cos(\mathbf{z}_i, \mathbf{h}_j) = \frac{\mathbf{z}_i \cdot \mathbf{h}_j}{\|\mathbf{z}_i\| \|\mathbf{h}_j\|}$

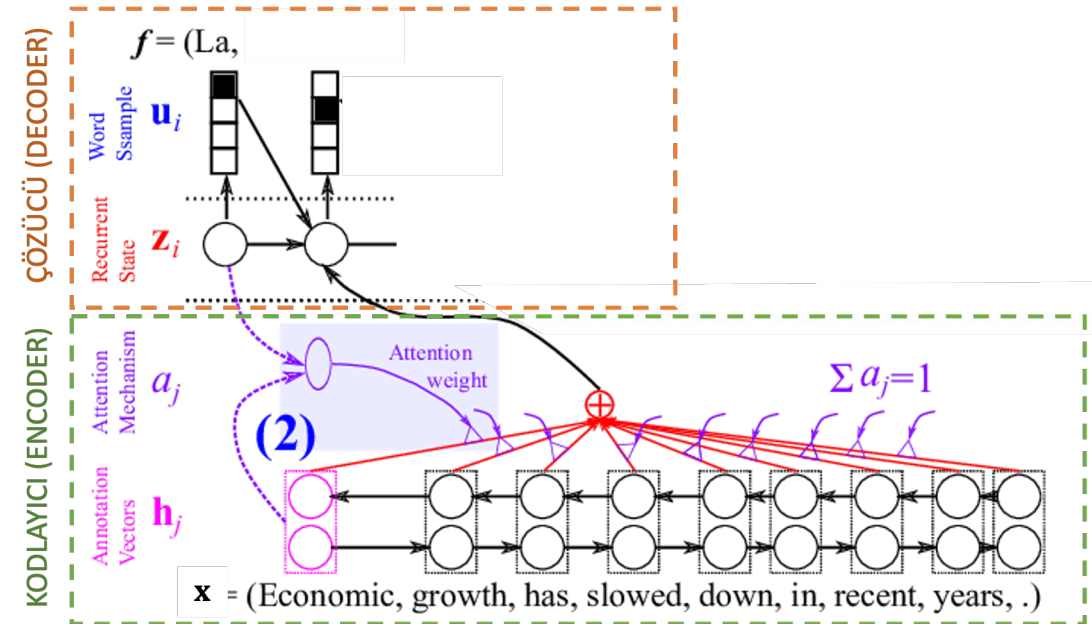
Graves vd., "Neural Turing Machines", 2014.

- benzerlik($\mathbf{z}_i, \mathbf{h}_j$) = $\mathbf{z}_i^T W \mathbf{h}_j$

Luong vd., "Effective Approaches to Attention-based Neural Machine Translation", 2015

- benzerlik($\mathbf{z}_i, \mathbf{h}_j$) = $\mathbf{z}_i \cdot \mathbf{h}_j$

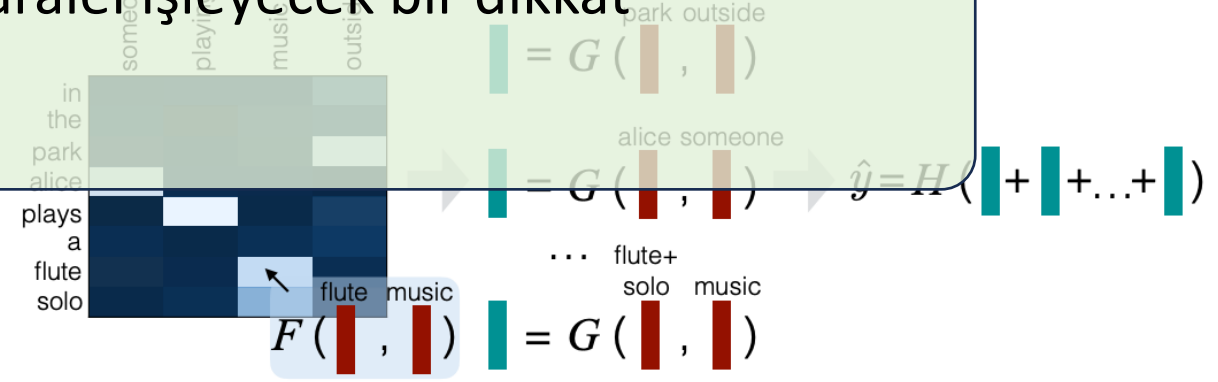
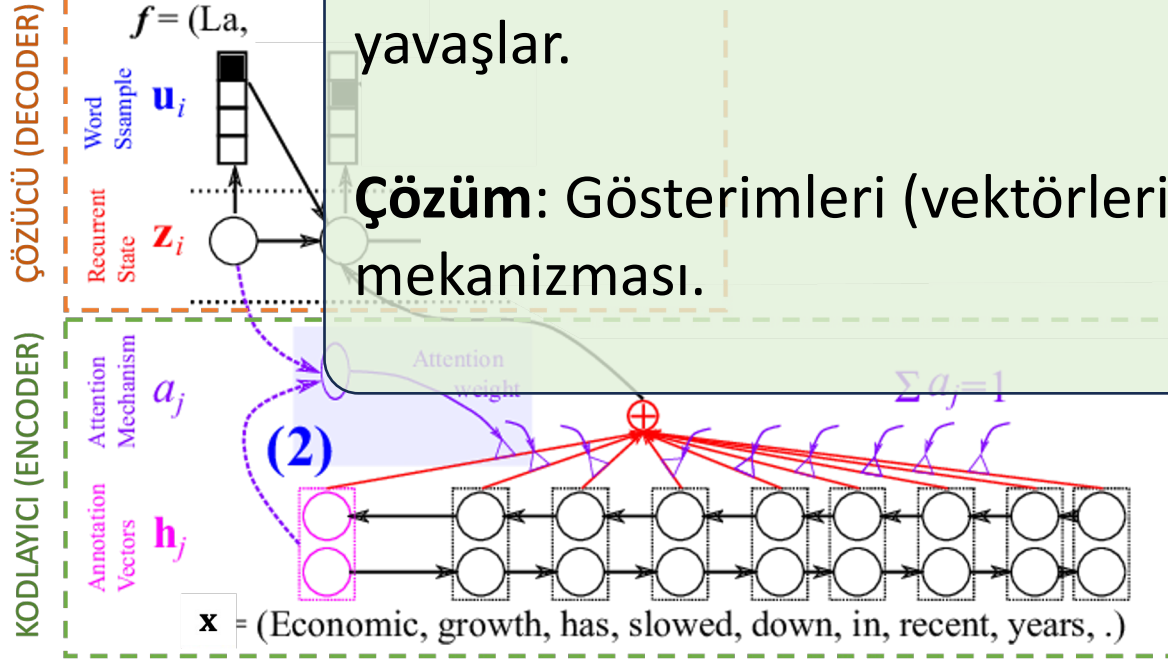
Luong vd., "Effective Approaches to Attention-based Neural Machine Translation", 2015



Öğrenen Sistemlerde Dikkat

Sorun: Bu çözümler güzel ve etkili olsa da, uzun dizilerde oldukça yavaşlar.

Çözüm: Gösterimleri (vektörleri) paralel işleyecek bir dikkat mekanizması.





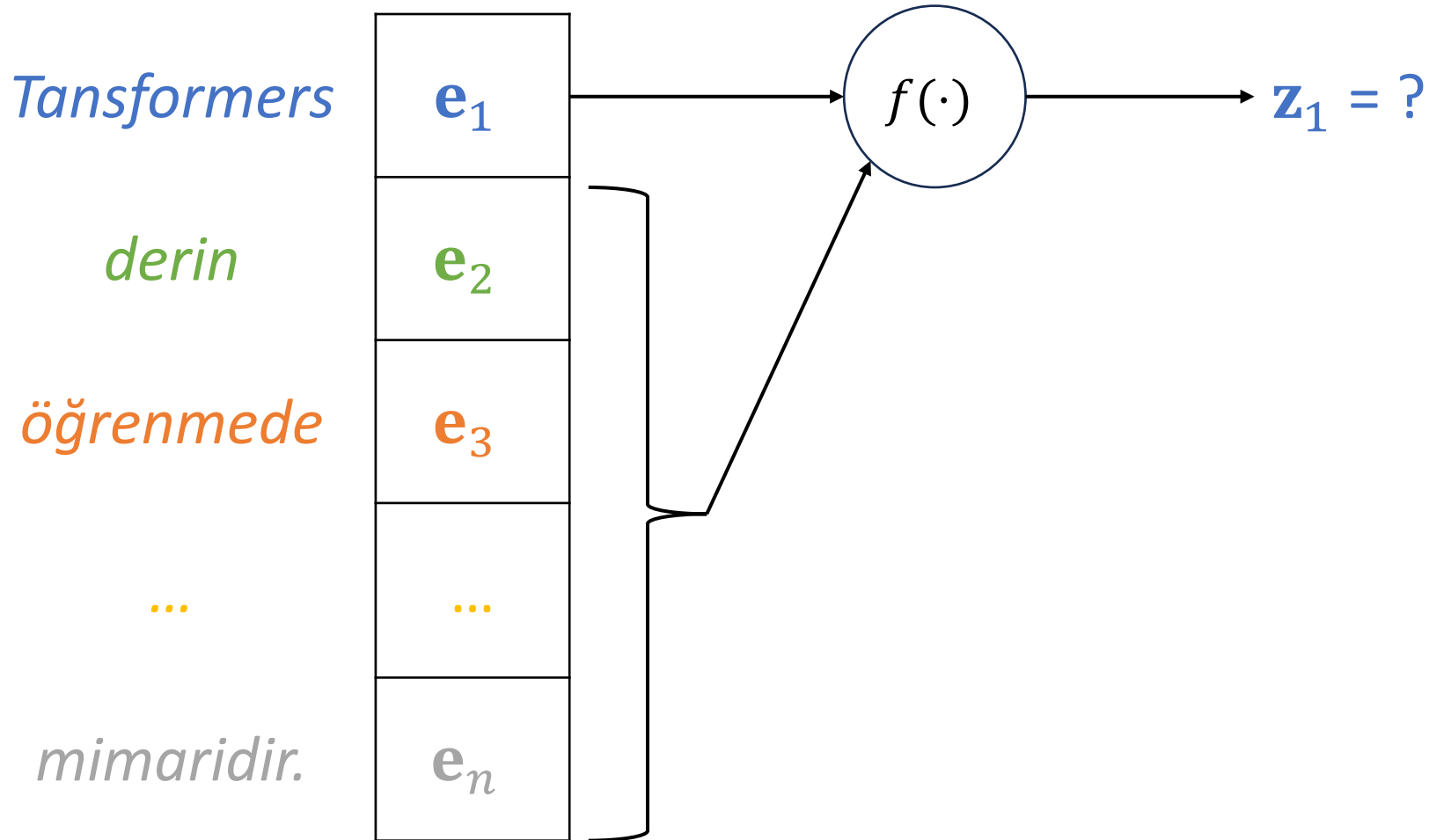
PİRİ REİS ÜNİVERSİTESİ İSKELESİ

KUŞLARI
SİMİTLE
BESLEYEBİLİRSİNİZ

ŞEHİR H...
ŞEHİR H...
ŞEHİR H...

Öz-Dikkat

Öz-Dikkat: Baz Versiyon



$\mathbf{e}_i \Rightarrow$ i nci kelimenin vektör gösterimi (d boyutlu)

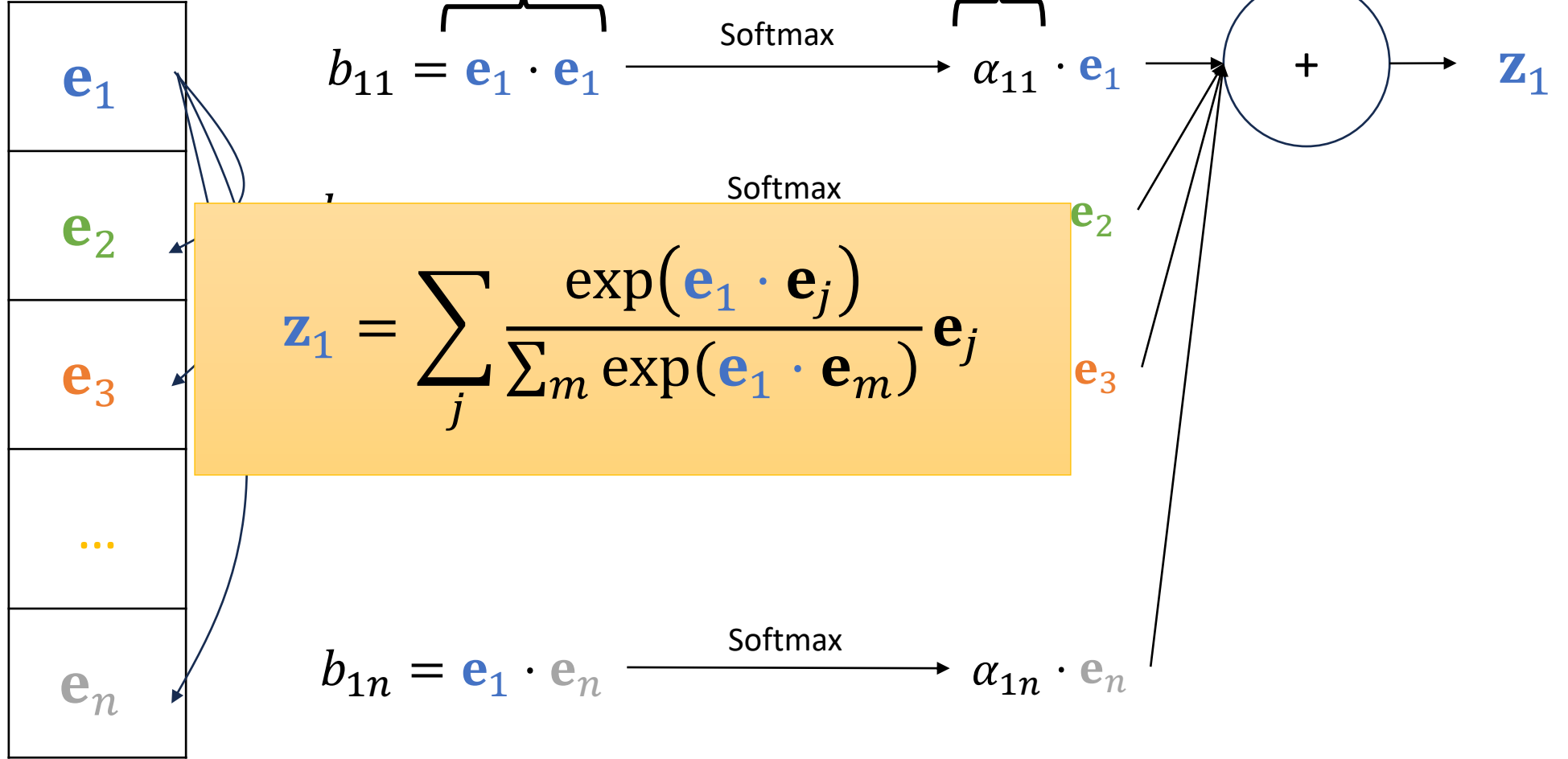
Transformers

derin

öğrenmede

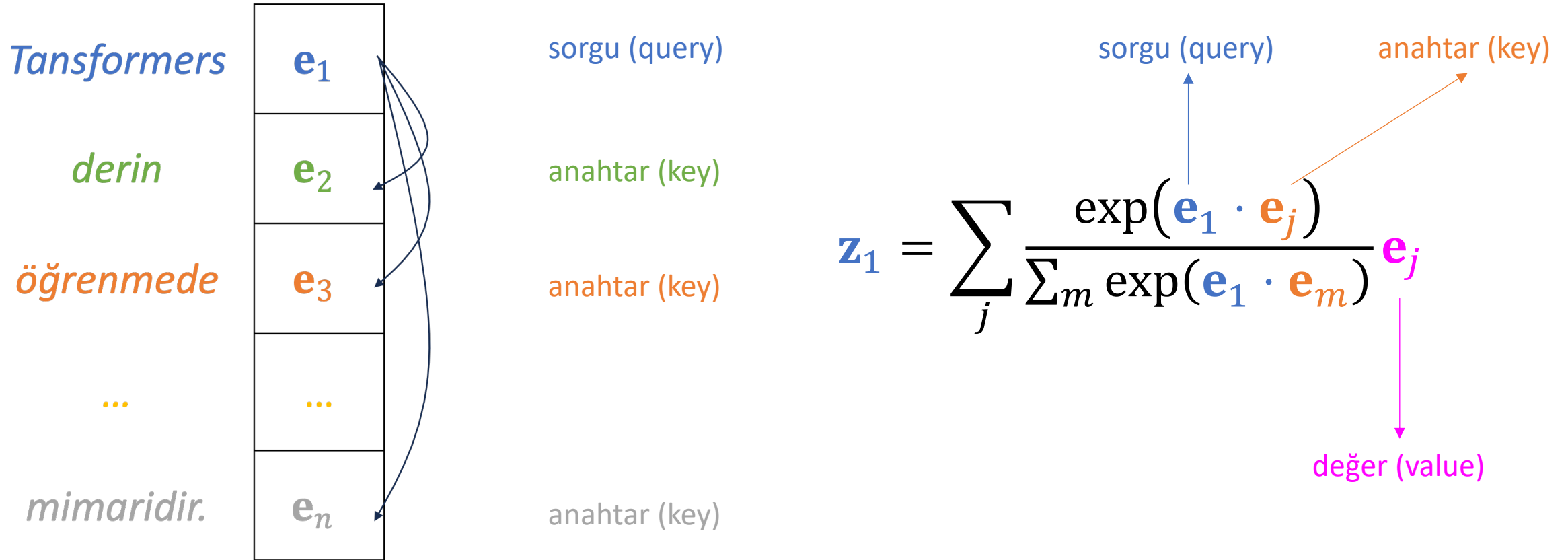
...

mimaridir.



$\mathbf{e}_i \Rightarrow$ i nci kelimenin vektör gösterimi (d boyutlu)

Baz Versiyonu İyileştirme



Baz Versiyonu İyileştirme

$$\mathbf{z}_1 = \sum_j \frac{\exp(q(\mathbf{e}_1) \cdot k(\mathbf{e}_j))}{\sum_m \exp(q(\mathbf{e}_1) \cdot k(\mathbf{e}_m))} v(\mathbf{e}_j)$$

sorgu (query) anahtar (key)

değer (value)

sorgu (query)

$$q(\mathbf{e}_i) = W^Q \mathbf{e}_i$$

$$Q = \begin{bmatrix} q(\mathbf{e}_1) \\ \dots \\ q(\mathbf{e}_n) \end{bmatrix}$$

anahtar (key)

$$k(\mathbf{e}_i) = W^K \mathbf{e}_i$$

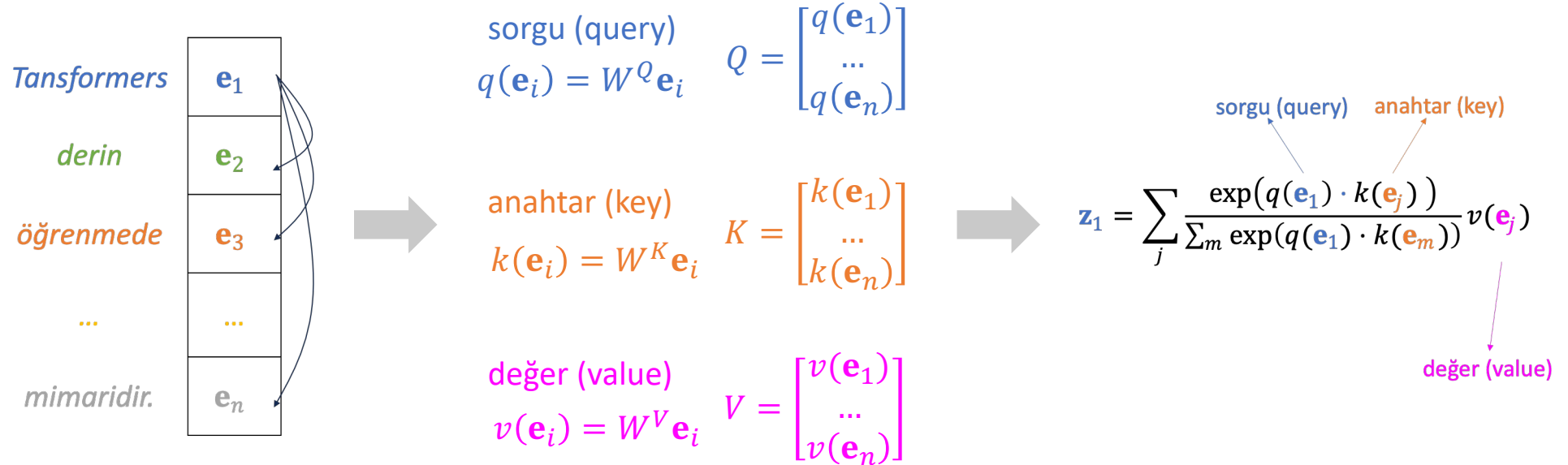
$$K = \begin{bmatrix} k(\mathbf{e}_1) \\ \dots \\ k(\mathbf{e}_n) \end{bmatrix}$$

değer (value)

$$v(\mathbf{e}_i) = W^V \mathbf{e}_i$$

$$V = \begin{bmatrix} v(\mathbf{e}_1) \\ \dots \\ v(\mathbf{e}_n) \end{bmatrix}$$

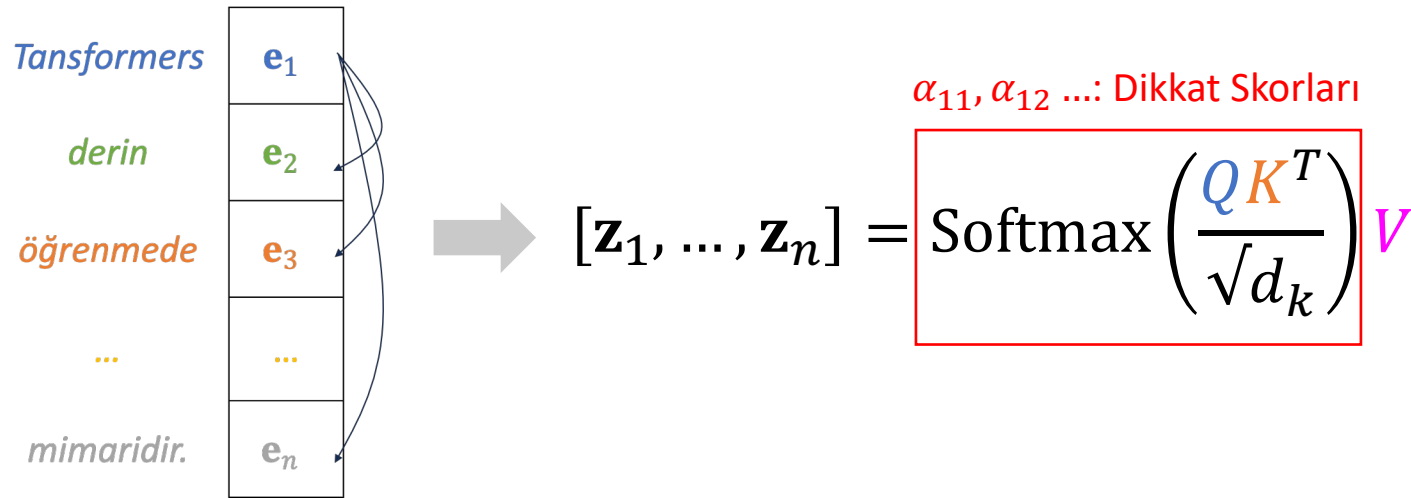
Öz-dikkat



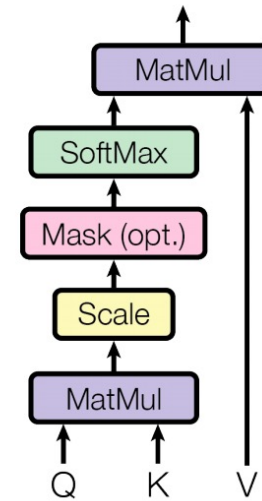
$\alpha_{11}, \alpha_{12} \dots$: Dikkat Skorları

$$[\mathbf{z}_1, \dots, \mathbf{z}_n] = \text{Softmax} \left(\frac{QK^T}{\sqrt{d_k}} \right) V$$

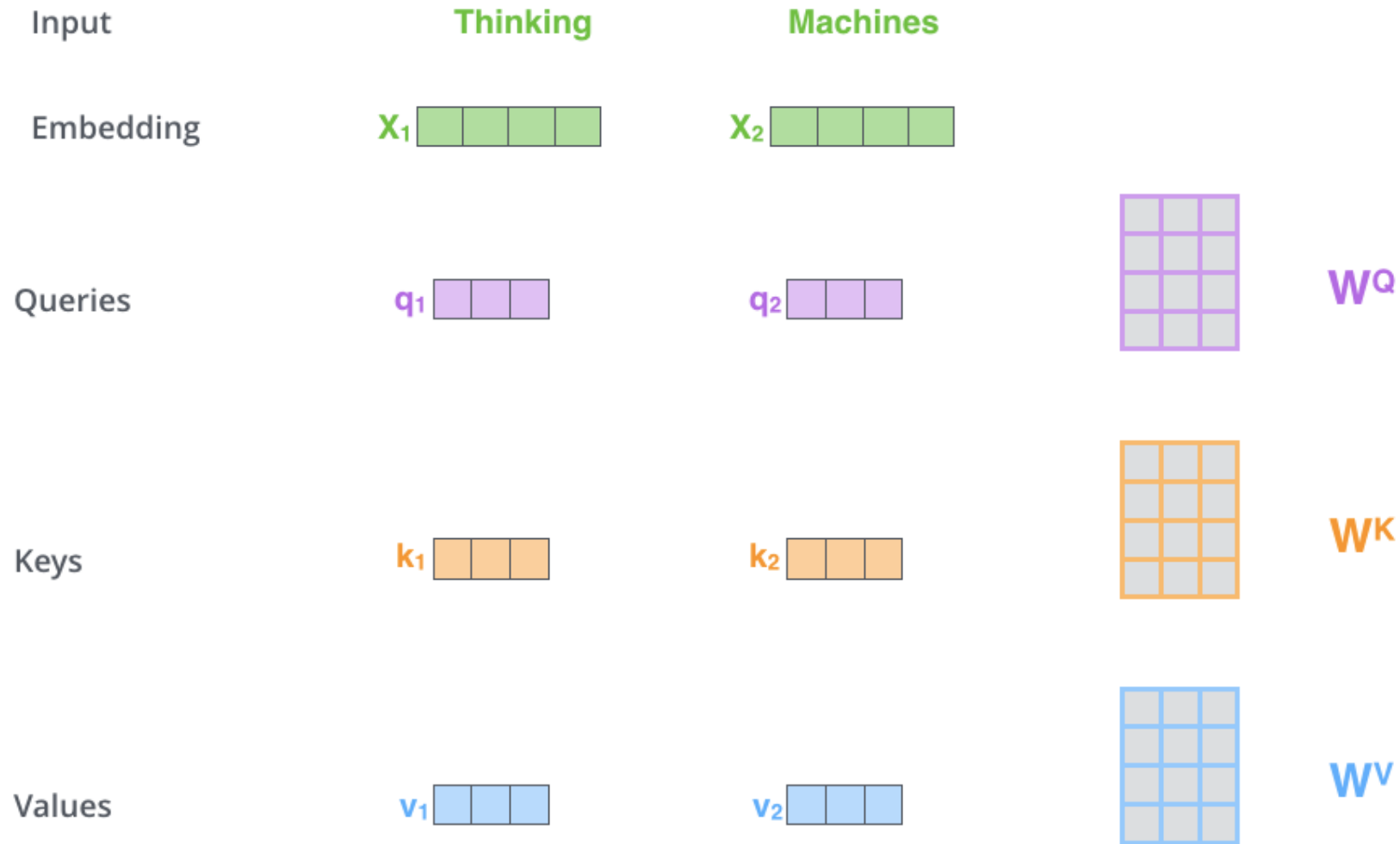
Öz-dikkat



Scaled Dot-Product Attention



Görsel: Vaswani vd., “Attention is all you need”, 2017.



Input

Embedding

Queries

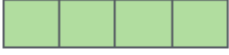
Keys

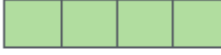
Values

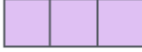
Score

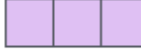
Thinking

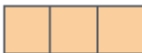
Machines

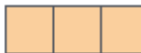
x_1 

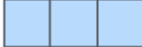
x_2 

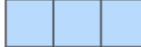
q_1 

q_2 

k_1 

k_2 

v_1 

v_2 

$$q_1 \cdot k_1 = 112$$

$$q_1 \cdot k_2 = 96$$

Input

Embedding

Queries

Keys

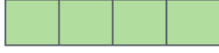
Values

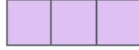
Score

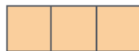
Divide by 8 ($\sqrt{d_k}$)

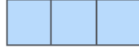
Softmax

Thinking

x_1 

q_1 

k_1 

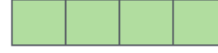
v_1 

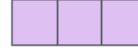
$q_1 \cdot k_1 = 112$

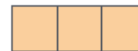
14

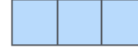
0.88

Machines

x_2 

q_2 

k_2 

v_2 

$q_1 \cdot k_2 = 96$

12

0.12

Input

Embedding

Queries

Keys

Values

Score

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

Softmax

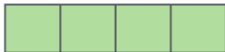
Softmax

X

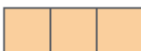
Value

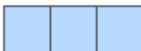
Sum

Thinking

x_1 

q_1 

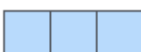
k_1 

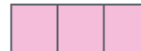
v_1 

$q_1 \cdot k_1 = 112$

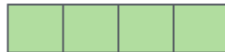
14

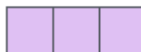
0.88

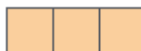
v_1 

z_1 

Machines

x_2 

q_2 

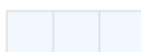
k_2 

v_2 

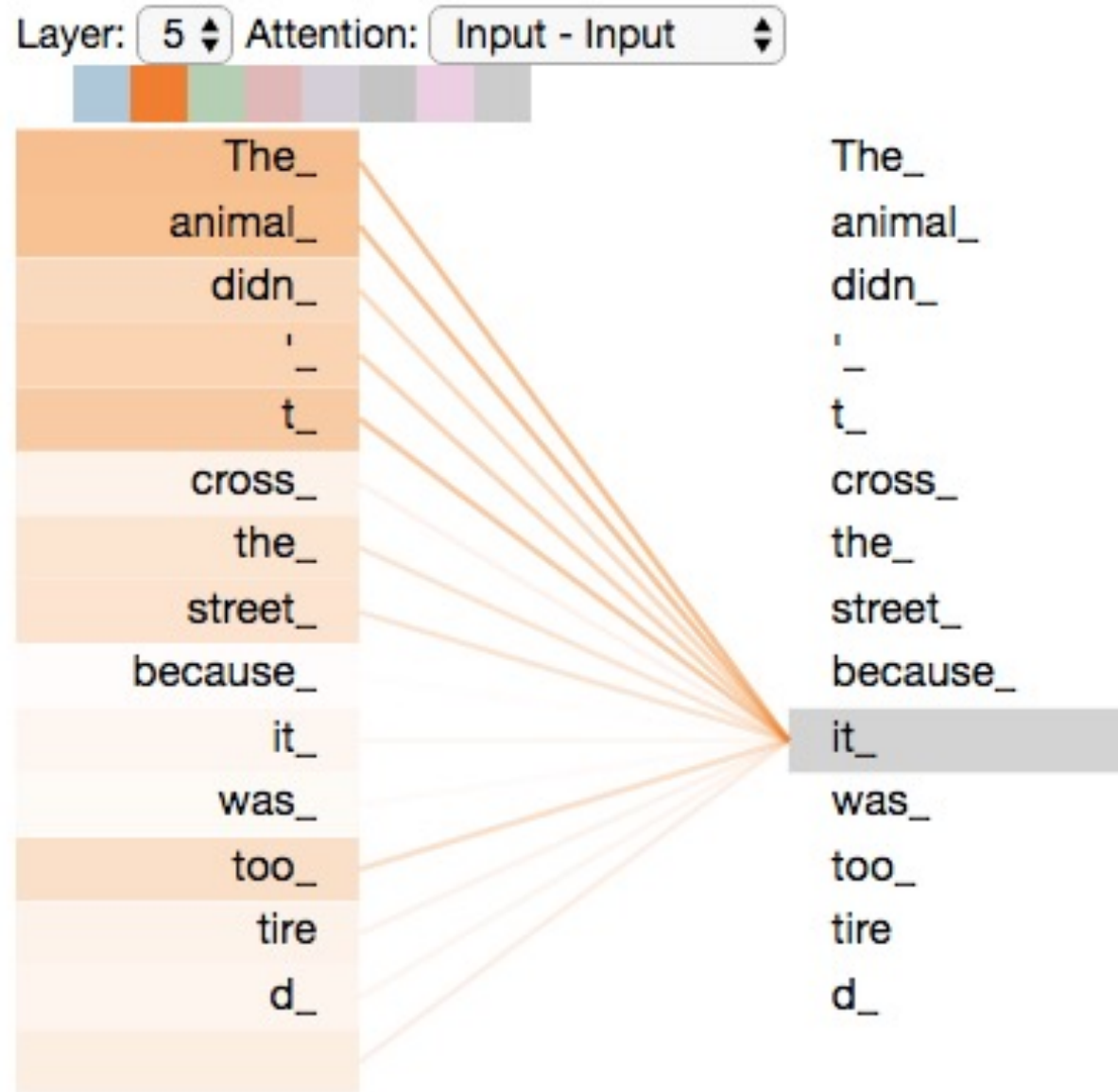
$q_1 \cdot k_2 = 96$

12

0.12

v_2 

z_2 



```
import numpy as np
```

```
# 1. Cümlemiz (3 kelime, her biri 2 boyutlu)
```

```
# Kelime 1: [1, 0], Kelime 2: [0, 1], Kelime 3: [1, 1]
```

```
e = np.array([
    [1, 0], # Kelime 1
    [0, 1], # Kelime 2
    [1, 1] # Kelime 3
])
```

```
# 2. Parametreleri rastgele değerlerle başlat
```

```
# Aslında bunları gradyan inişi ile öğreniyoruz:
```

```
W_q = np.array([[1, 0], [0, 1]])
```

```
W_k = np.array([[1, 1], [0, 1]])
```

```
W_v = np.array([[1, 2], [3, 0]])
```

```
# 3. Q, K ve V matrislerini hesapla
```

```
Q = x @ W_q
```

```
K = x @ W_k
```

```
V = x @ W_v
```

$$\mathbf{z}_1 = \sum_j \frac{\exp(q(\mathbf{e}_1) \cdot k(\mathbf{e}_j))}{\sum_m \exp(q(\mathbf{e}_1) \cdot k(\mathbf{e}_m))} v(\mathbf{e}_j)$$

$$[\mathbf{z}_1, \dots, \mathbf{z}_n] = \text{Softmax}\left(\frac{QK^T}{\sqrt{d_k}}\right) \mathbf{V}$$

```
# 4. Benzerlikleri hesapla
```

```
benzerlik = Q @ K.T
```

```
# 5. Softmax
```

```
def softmax(x):
```

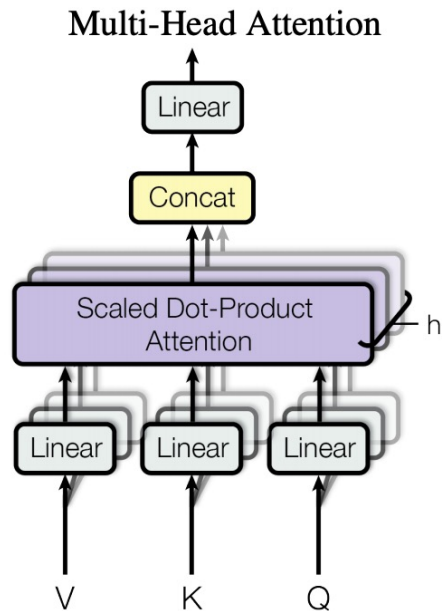
```
    return np.exp(x) / np.sum(np.exp(x), axis=-1,
                               keepdims=True)
```

```
dikkat_skorlari = softmax(benzerlik)
```

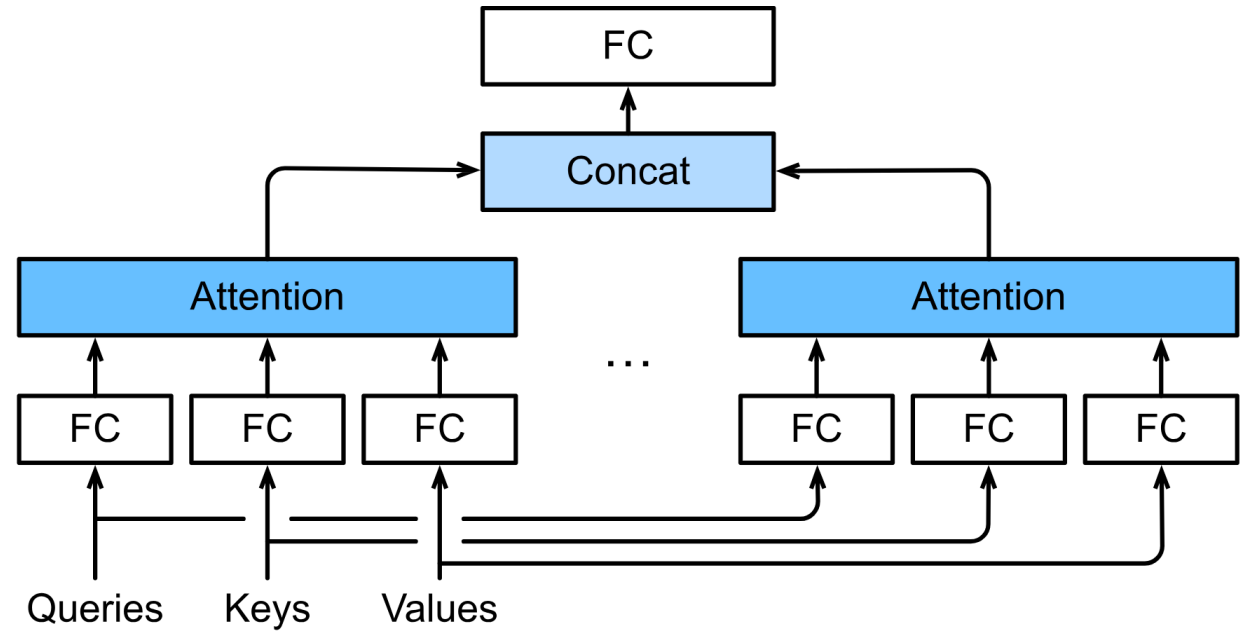
```
# 6. Sonuç: Bağlamı dikkate alan kelime anlamları
```

```
z = dikkat_skorlari @ V
```


Çok başlı öz-dikkat (ing. Multi-head self-attention)

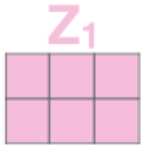
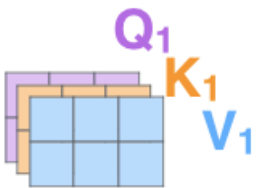
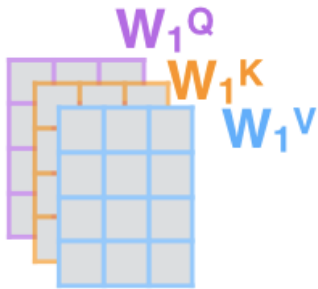
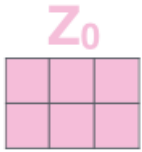
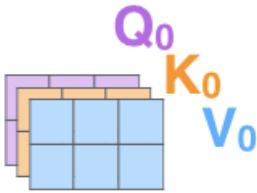
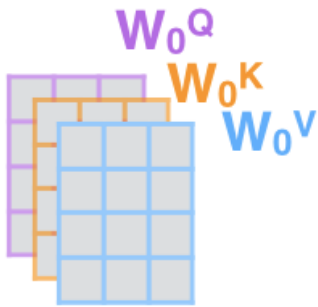


Görsel: Vaswani vd., “Attention is all you need”, 2017.



Görsel: https://d2l.ai/chapter_attention-mechanisms-and-transformers/multihead-attention.html

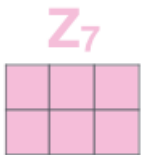
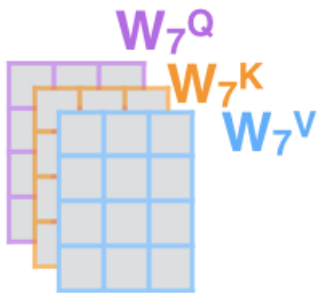
BAYZYO
Harika



...

...

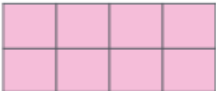
...



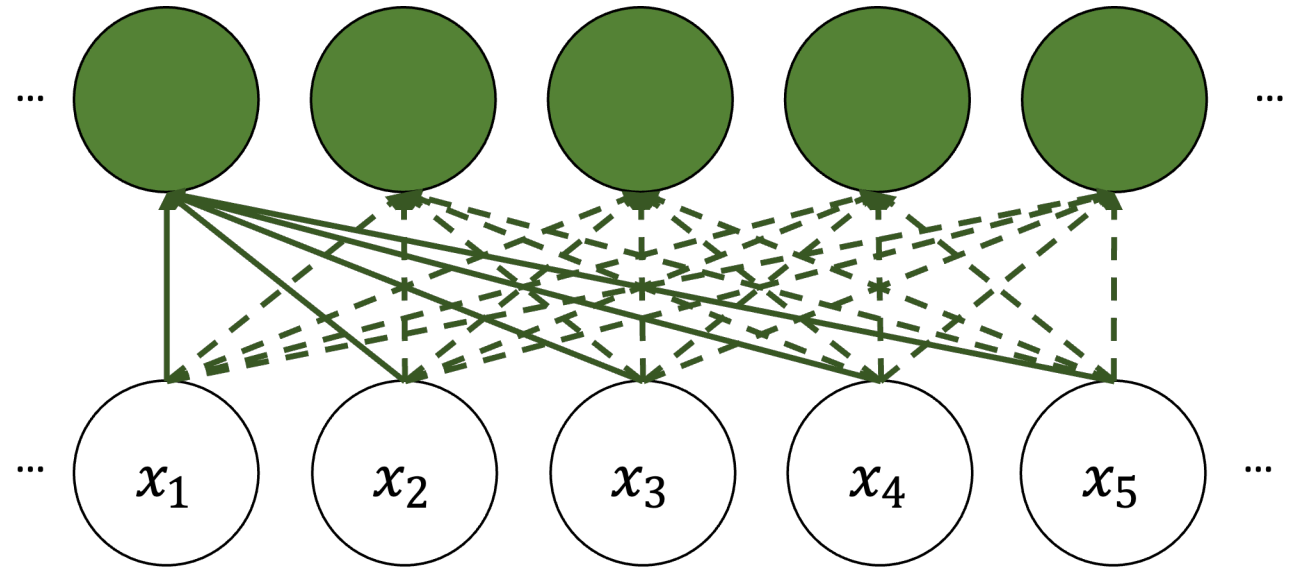
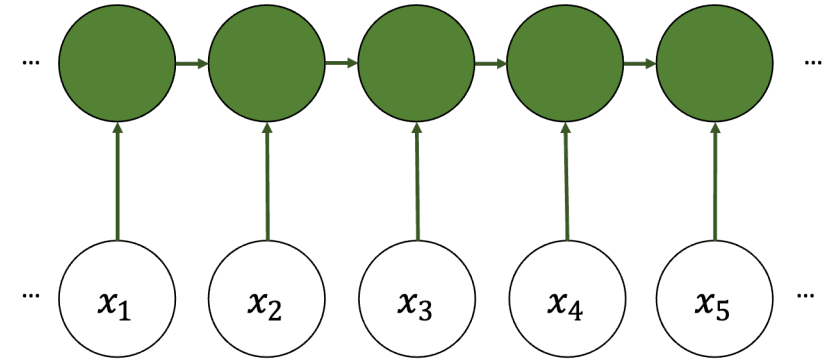
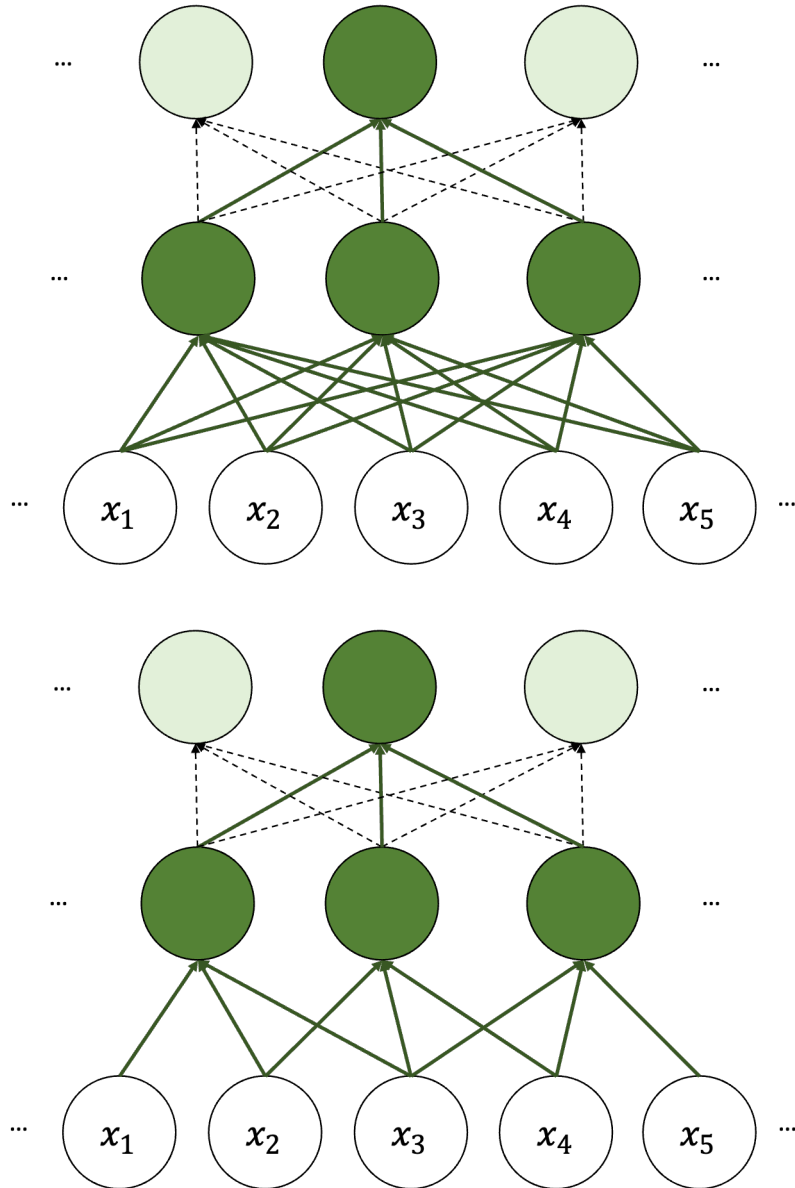
W^O



Z



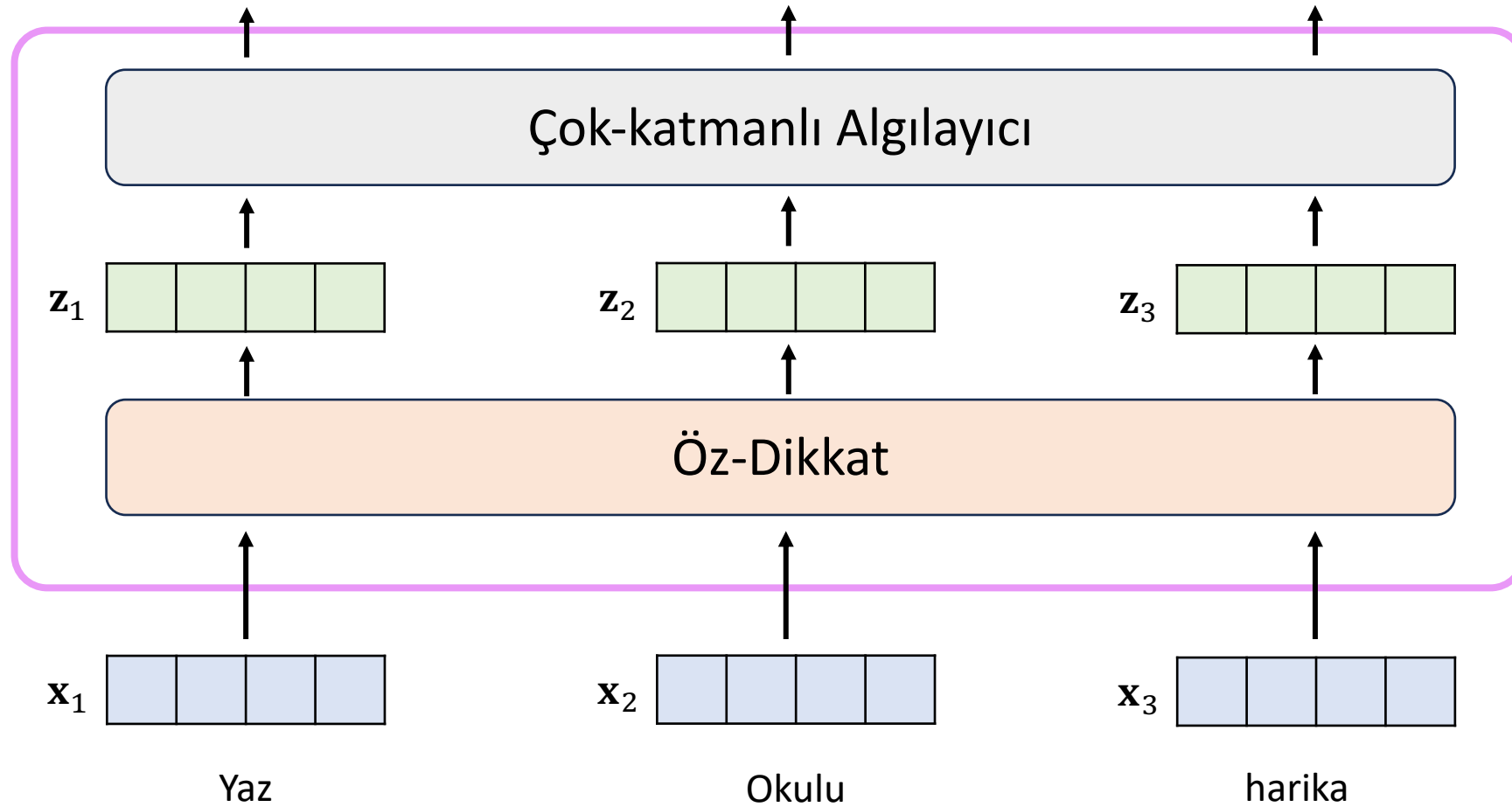
Öz-Dikkat, Evrişim, Özyineleme, Algılayıcı Kıyaslaması



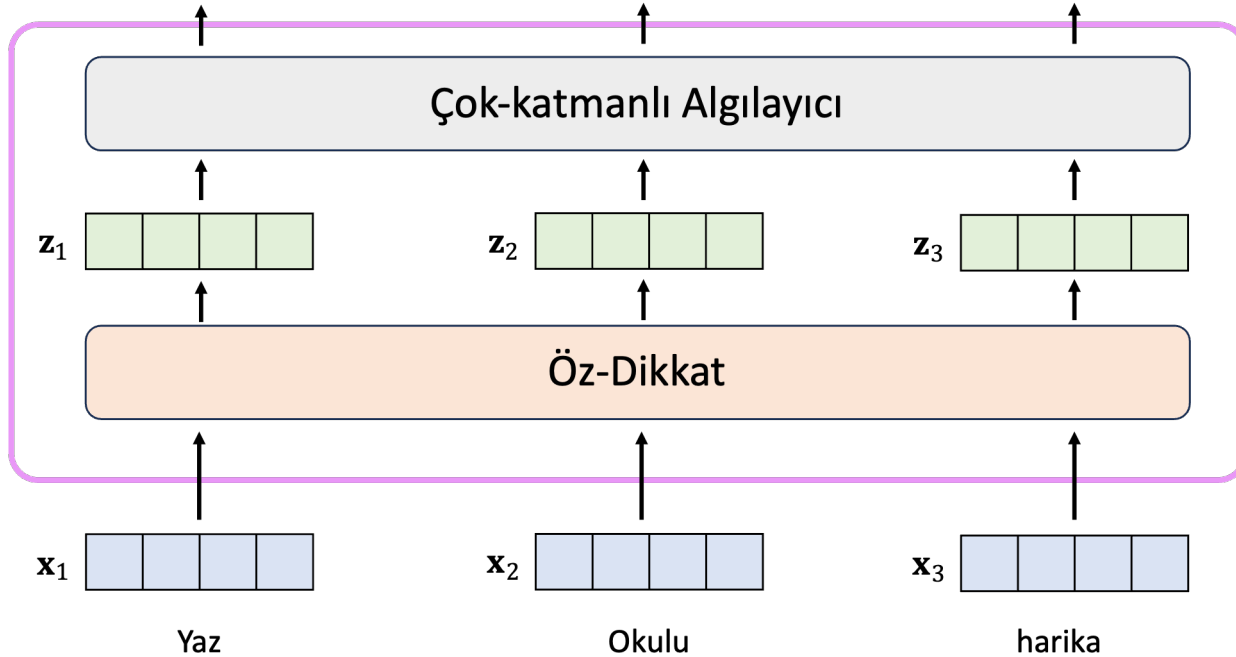


Dönüştürücüler ve Türleri

Dönüştürücüler ve Türleri



Dönüştürücüler ve Türleri



$$z_1 = \sum_j \frac{\exp(q(\mathbf{e}_1) \cdot k(\mathbf{e}_j))}{\sum_m \exp(q(\mathbf{e}_1) \cdot k(\mathbf{e}_m))} v(\mathbf{e}_j)$$

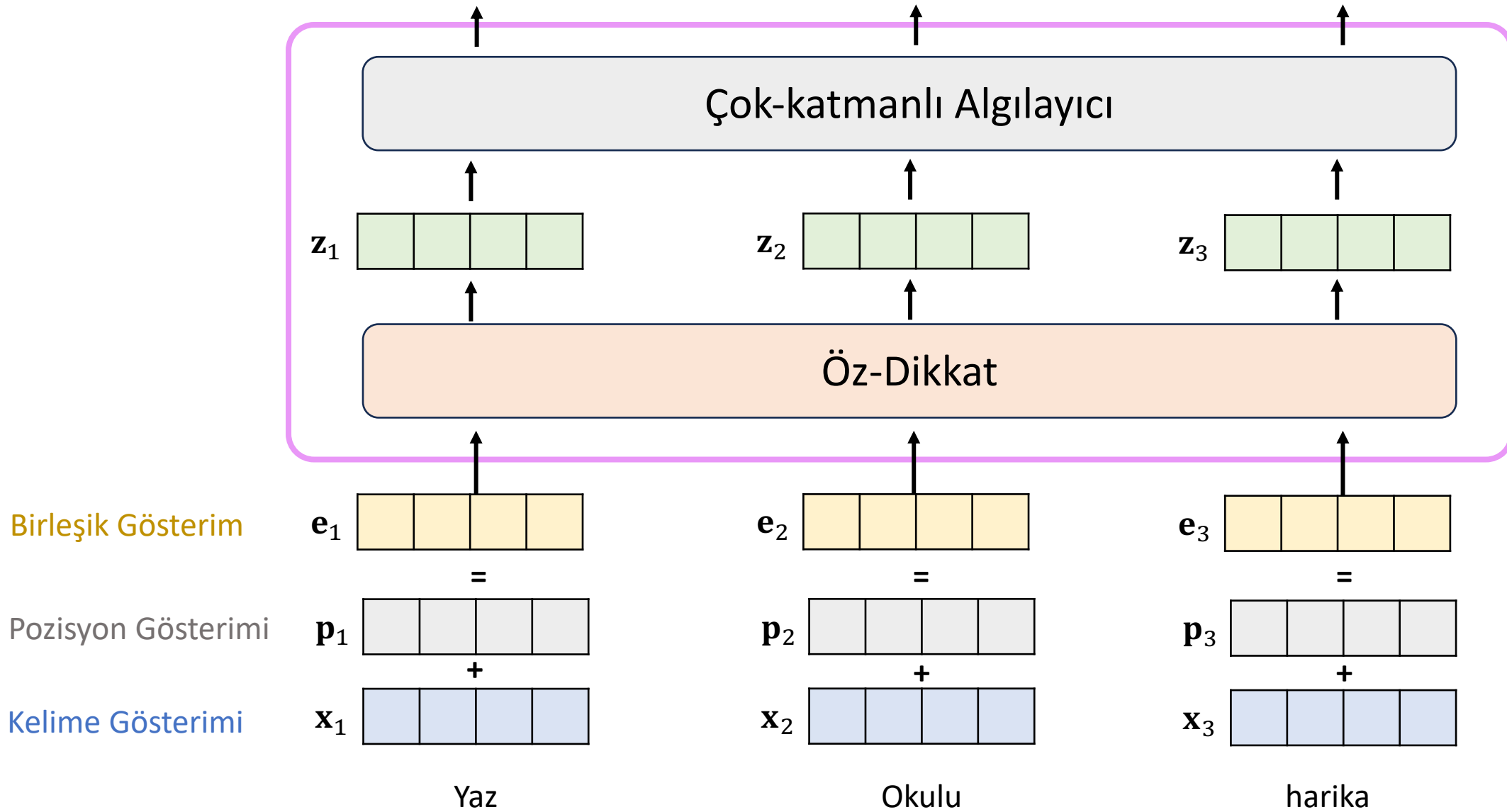
Pozisyon bilgisi yok!

Aynı kelimeler farklı sıralandığında farklı anlamlar ifade eder:

- “man bites dog”

ve

- “dog bites man”



Pozisyon Gösterimleri

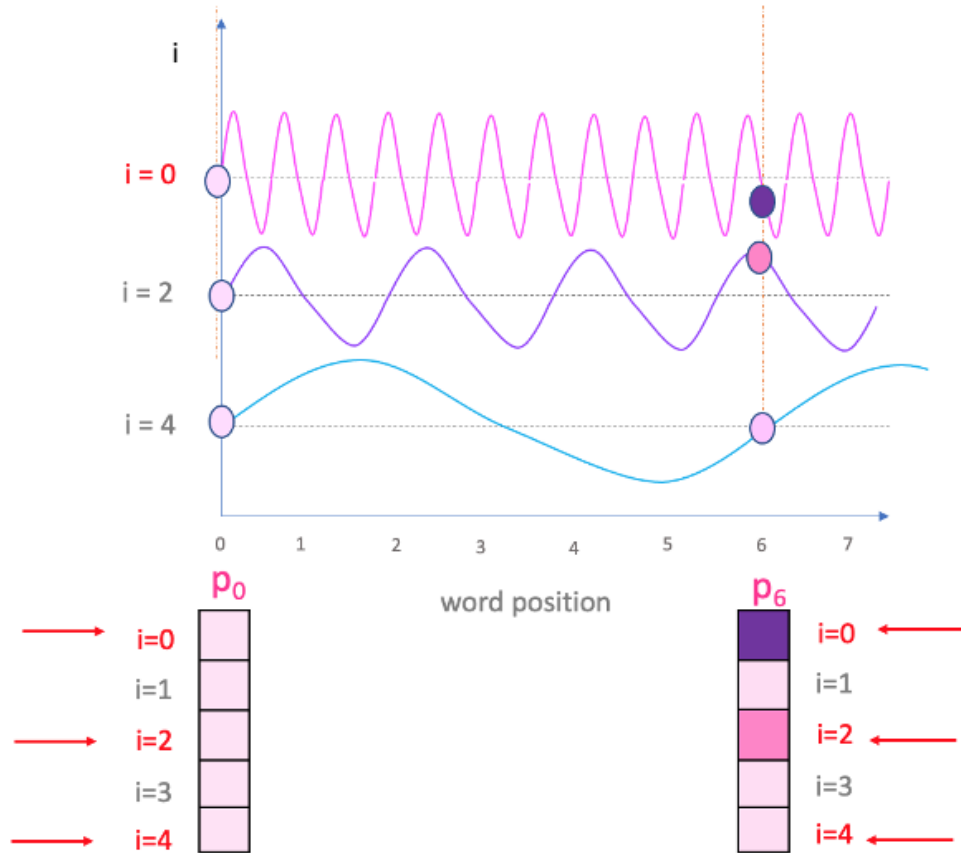
	İndeks 2	İndeks 1	İndeks 0
Gösterim 0	0	0	0
Gösterim 1	0	0	1
Gösterim 2	0	1	0
Gösterim 3	0	1	1
Gösterim 4	1	0	0
Gösterim 5	1	0	1
Gösterim 6	1	1	0
Gösterim 7	1	1	1

Zaman ↓

Pozisyon Gösterimleri

$$p_{i,2t} = \sin(i/10000^{2t/d})$$

$$p_{i,2t+1} = \cos(i/10000^{2t/d})$$



Zaman

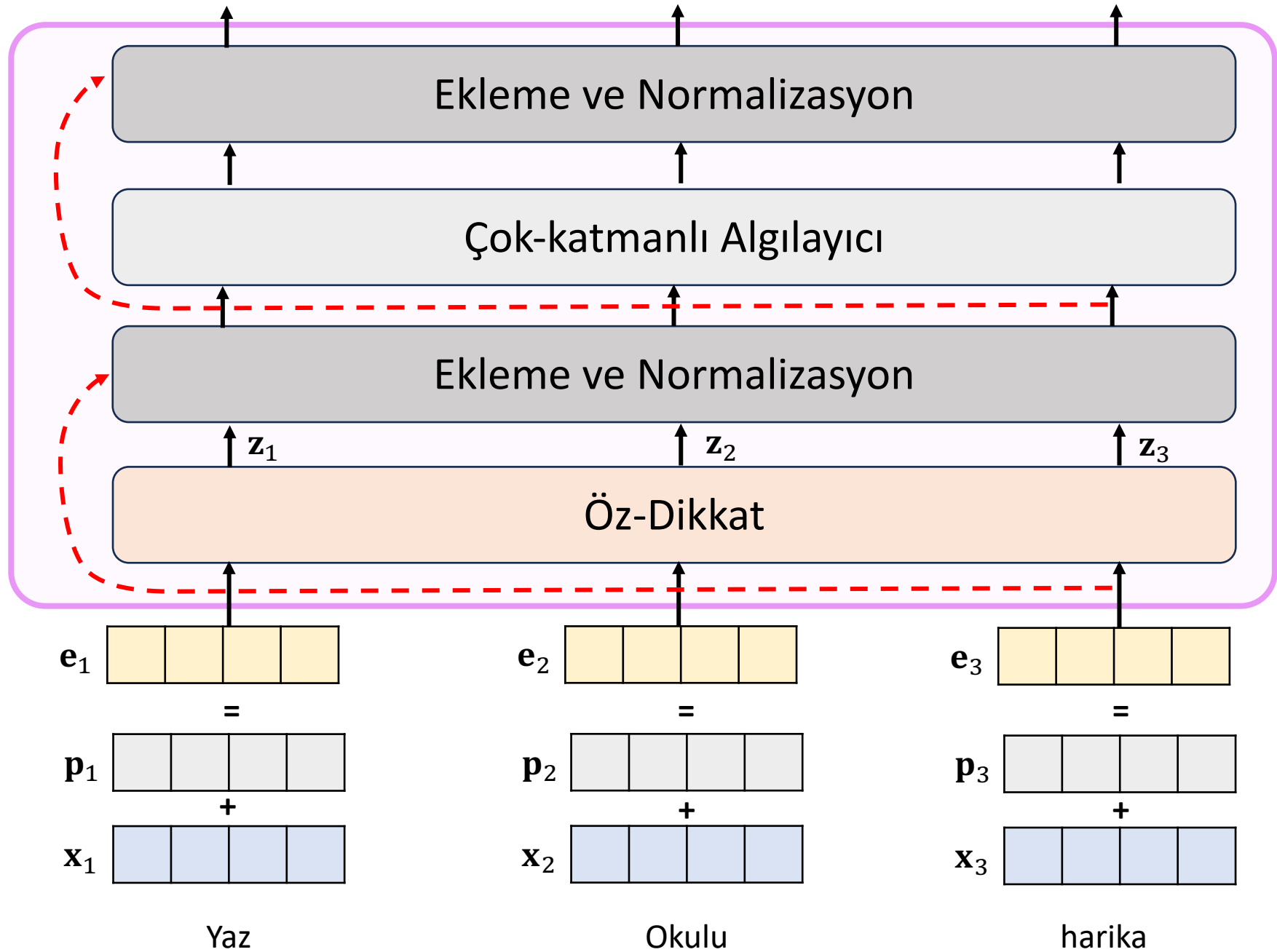
	Indeks 2	Indeks 1	Indeks 0
Gösterim 0	0	0	0
Gösterim 1	0	0	1
Gösterim 2	0	1	0
Gösterim 3	0	1	1
Gösterim 4	1	0	0
Gösterim 5	1	0	1
Gösterim 6	1	1	0
Gösterim 7	1	1	1

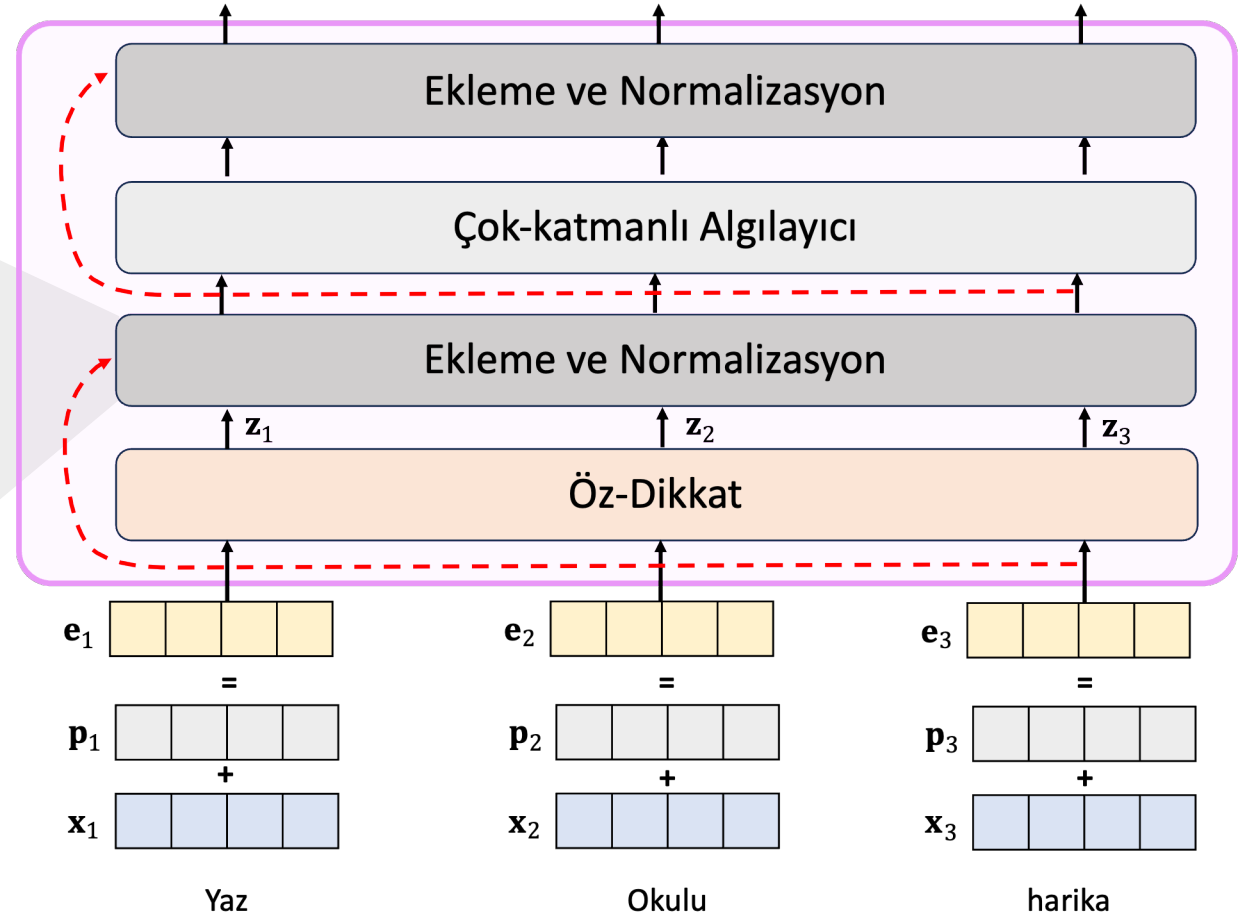
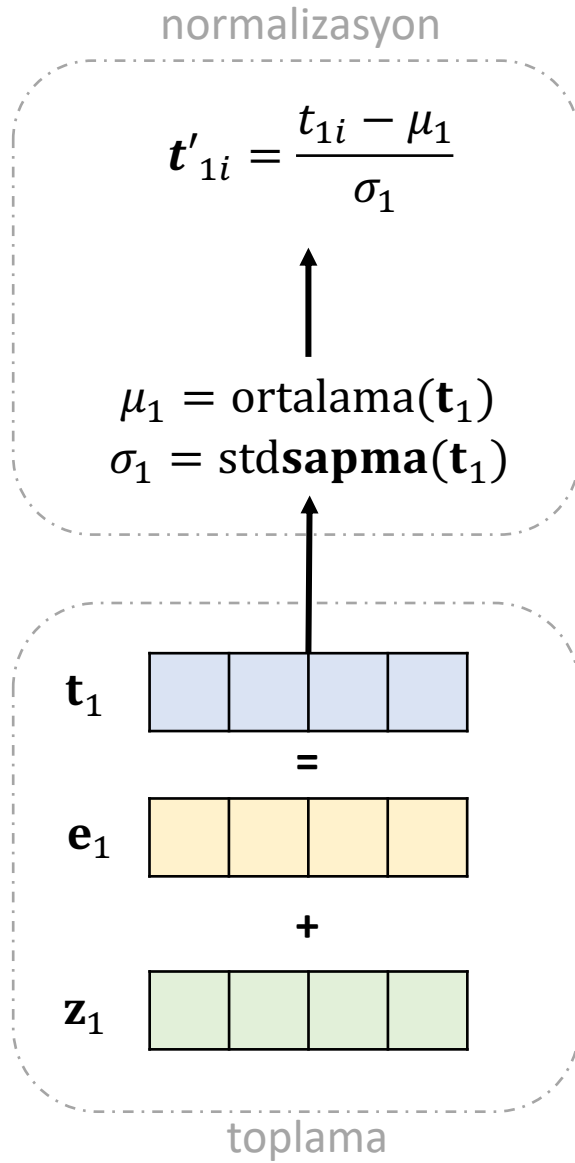
Pozisyon Gösterimleri

- Pozisyon gösterimlerini öğrenebiliriz
- Her adım türevlenebilir olduğu için gradyan inişi (gradient descent) ile bu gösterimleri güncelleyebiliriz

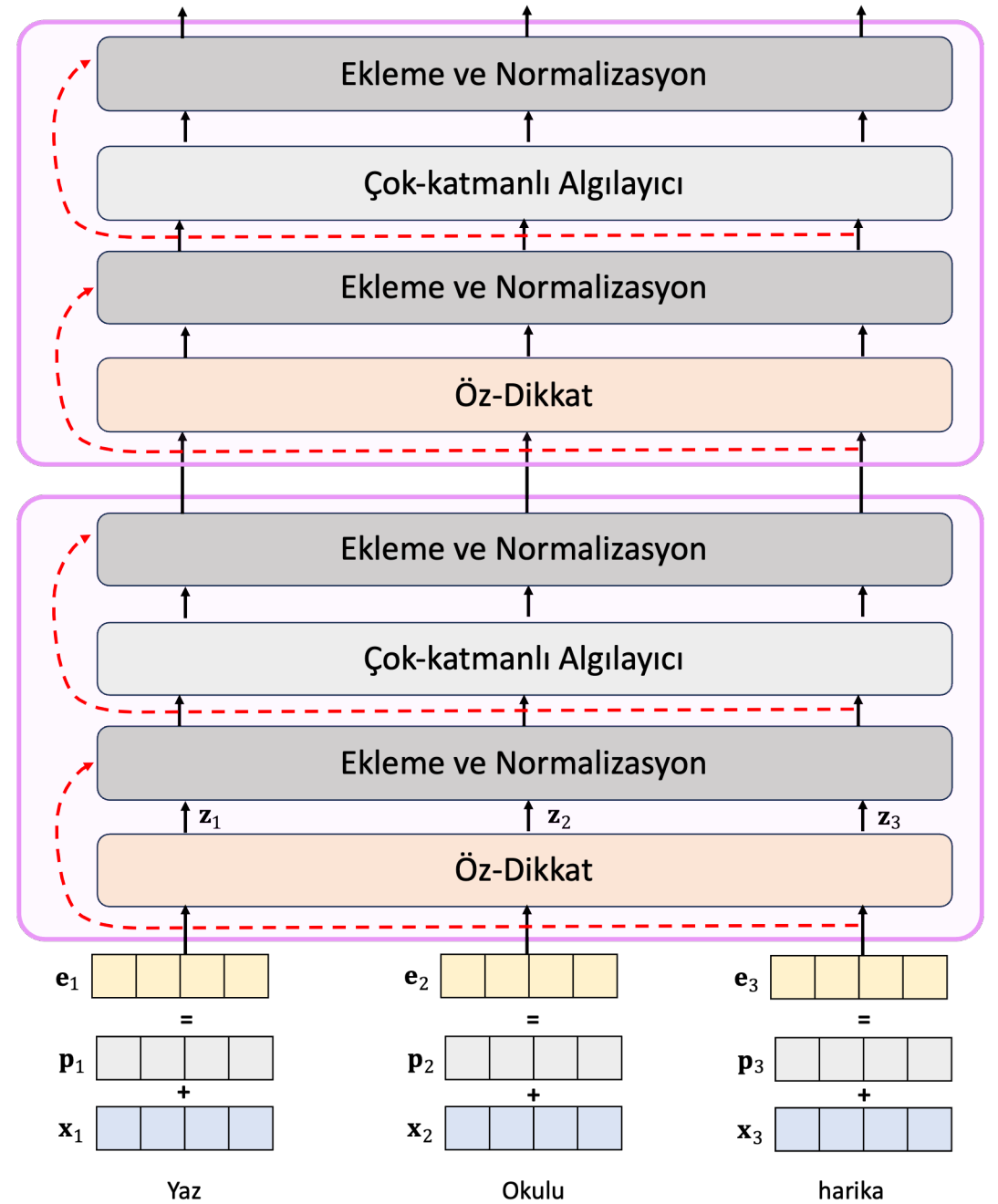
		İndeks 2	İndeks 1	İndeks 0
Zaman	Gösterim 0	p_{02}	p_{01}	p_{00}
	Gösterim 1	p_{12}	p_{11}	p_{10}
	Gösterim 2	p_{22}	p_{21}	p_{20}
	Gösterim 3	p_{32}	p_{31}	p_{30}
	Gösterim 4	p_{42}	p_{41}	p_{40}
	Gösterim 5	p_{52}	p_{51}	p_{50}
	Gösterim 6	p_{62}	p_{61}	p_{50}
	Gösterim 7	p_{72}	p_{71}	p_{70}

p_{ij} : öğrenilebilir parametre



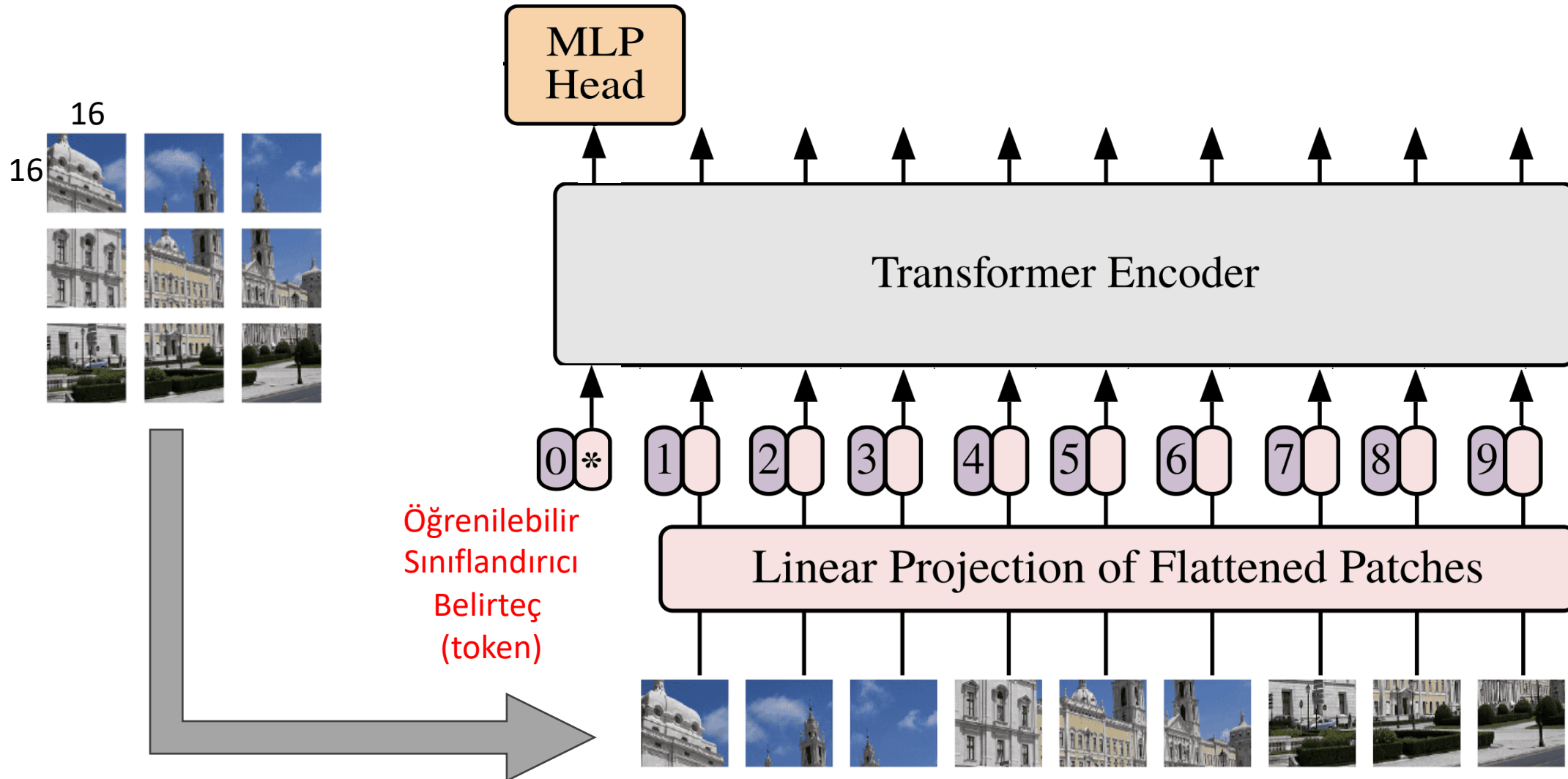


Kodlayıcı (Encoder)

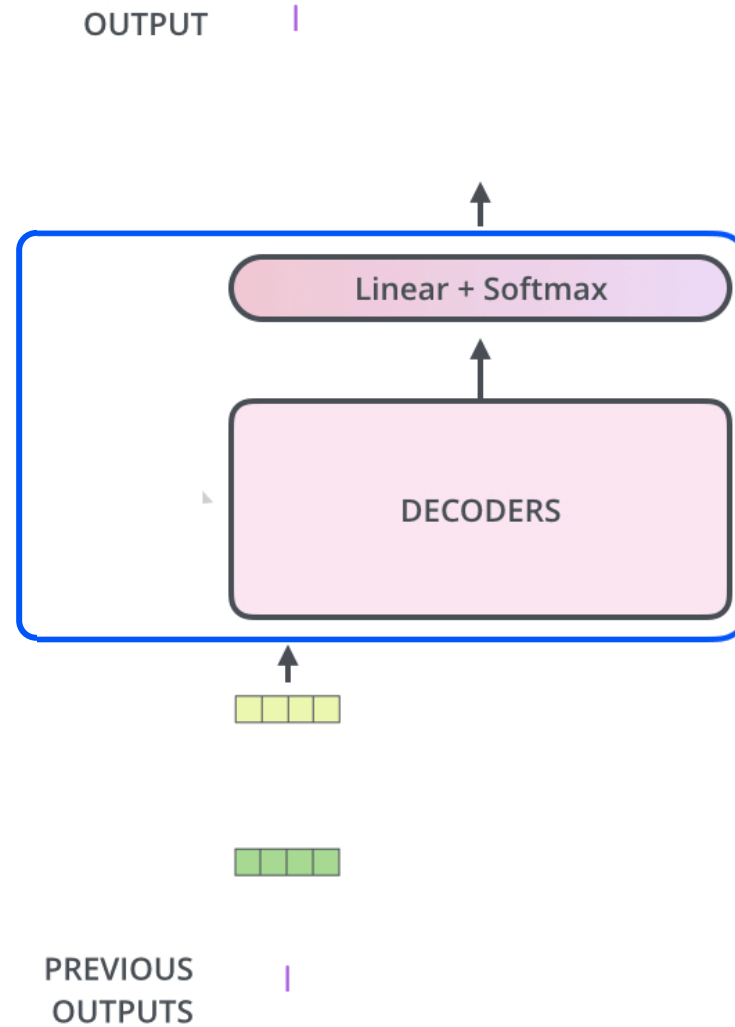


Örnek: Vision Transformers (ViT)

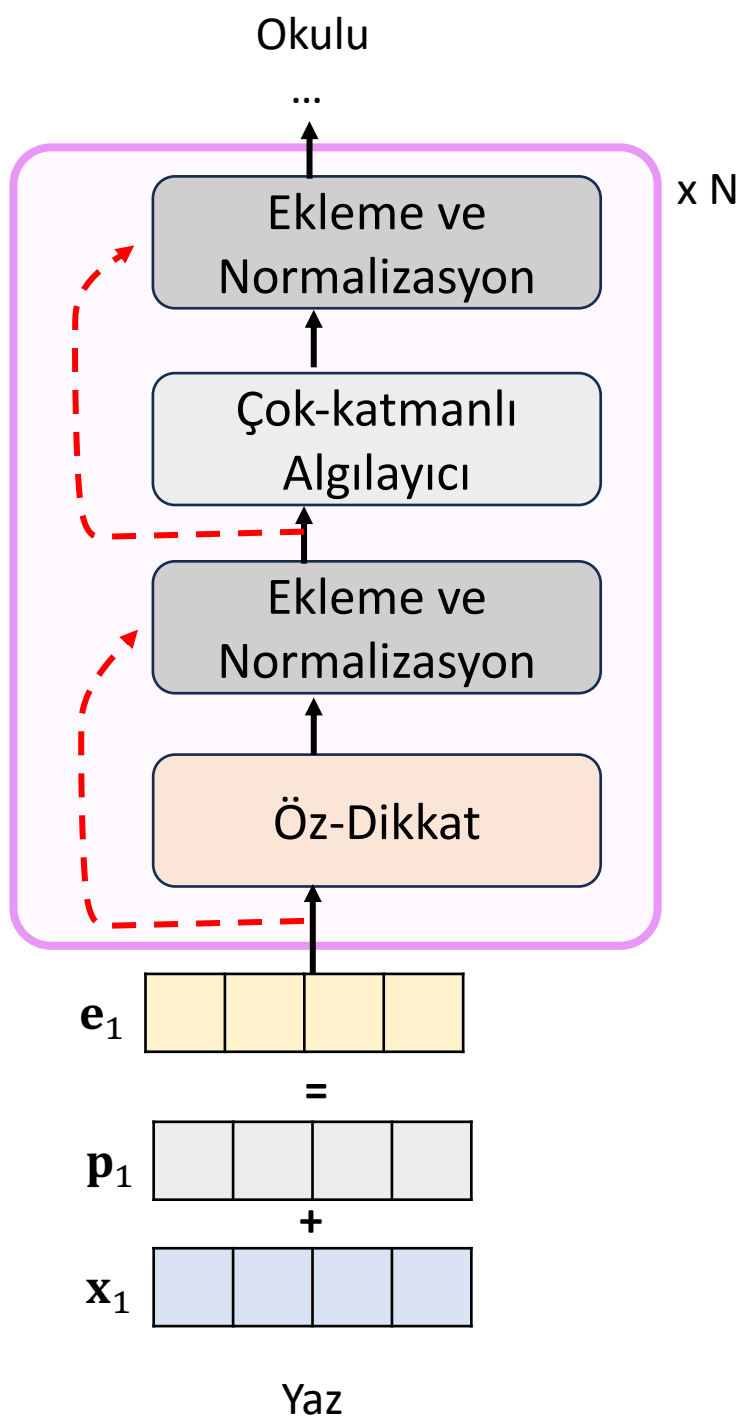
Dosovitskiy vd., "An Image is Worth 16x16 Words: Transformers for Image Recognition at Scale", 2020.

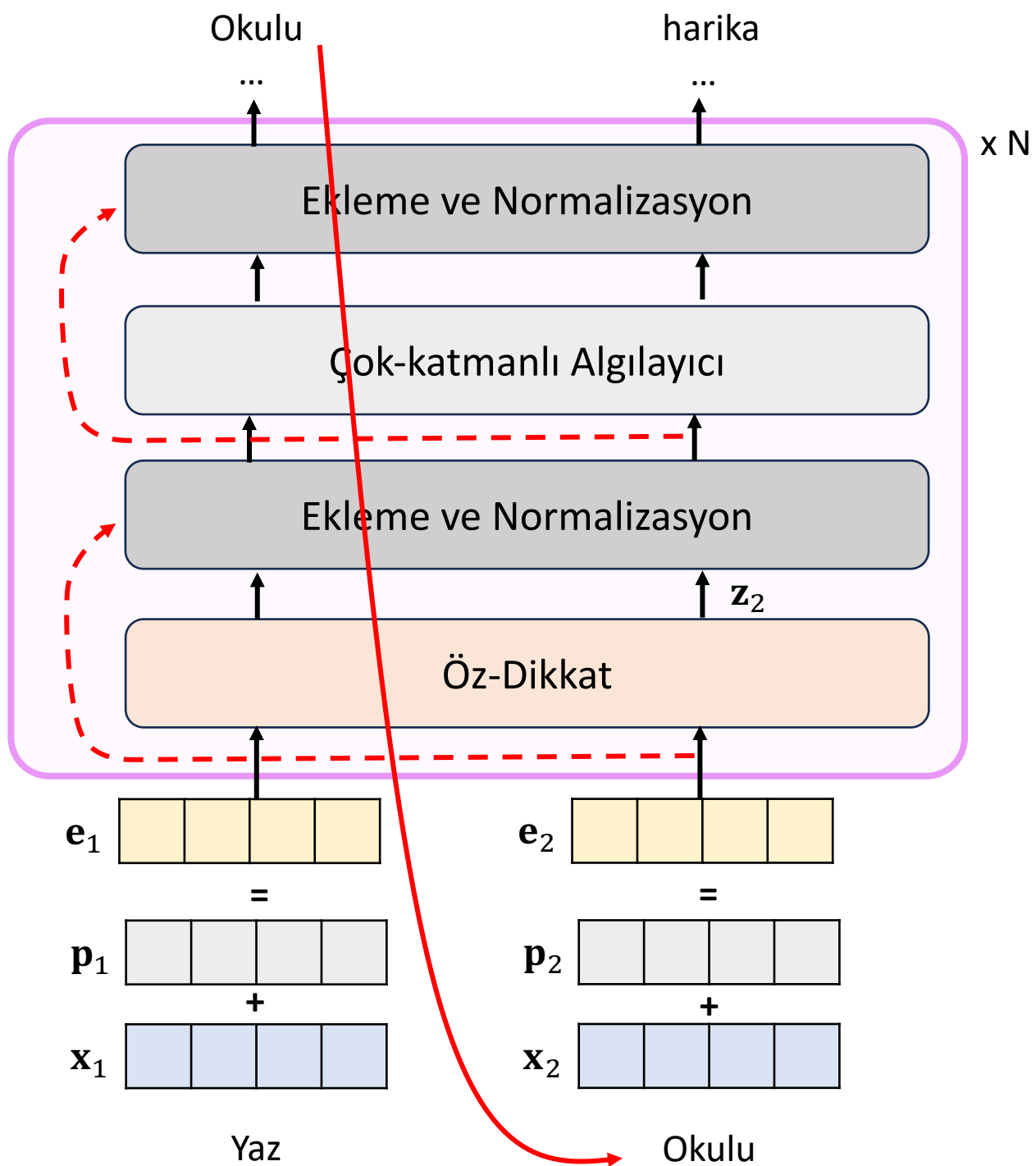


Çözücü (Decoder)

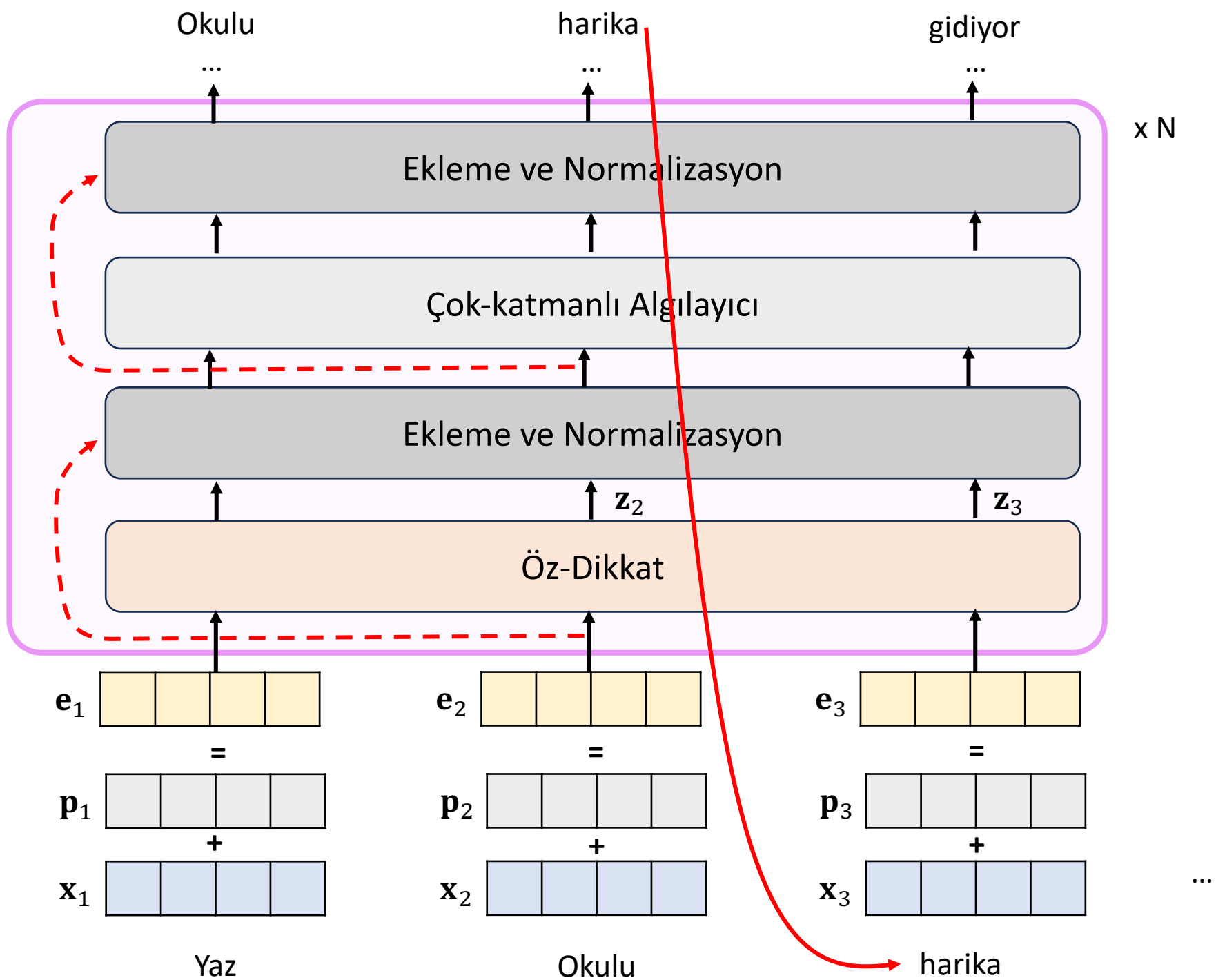


Çözücü (Decoder)

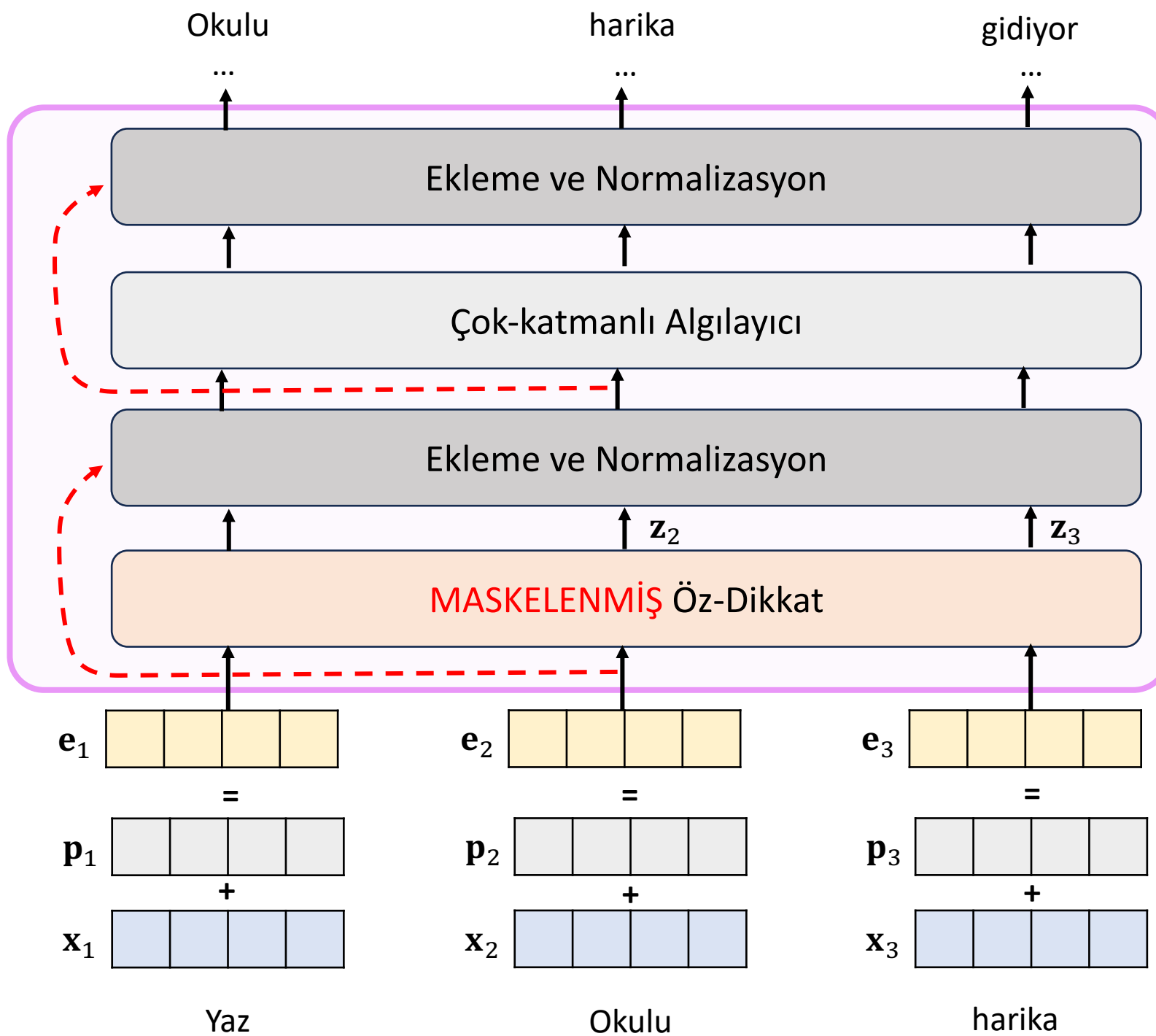




Çözücü
(Decoder)



Çözücü
(Decoder)



x N

Çözücü (Decoder)

Maskelenmiş Öz-Dikkat Eğitim Esnasında

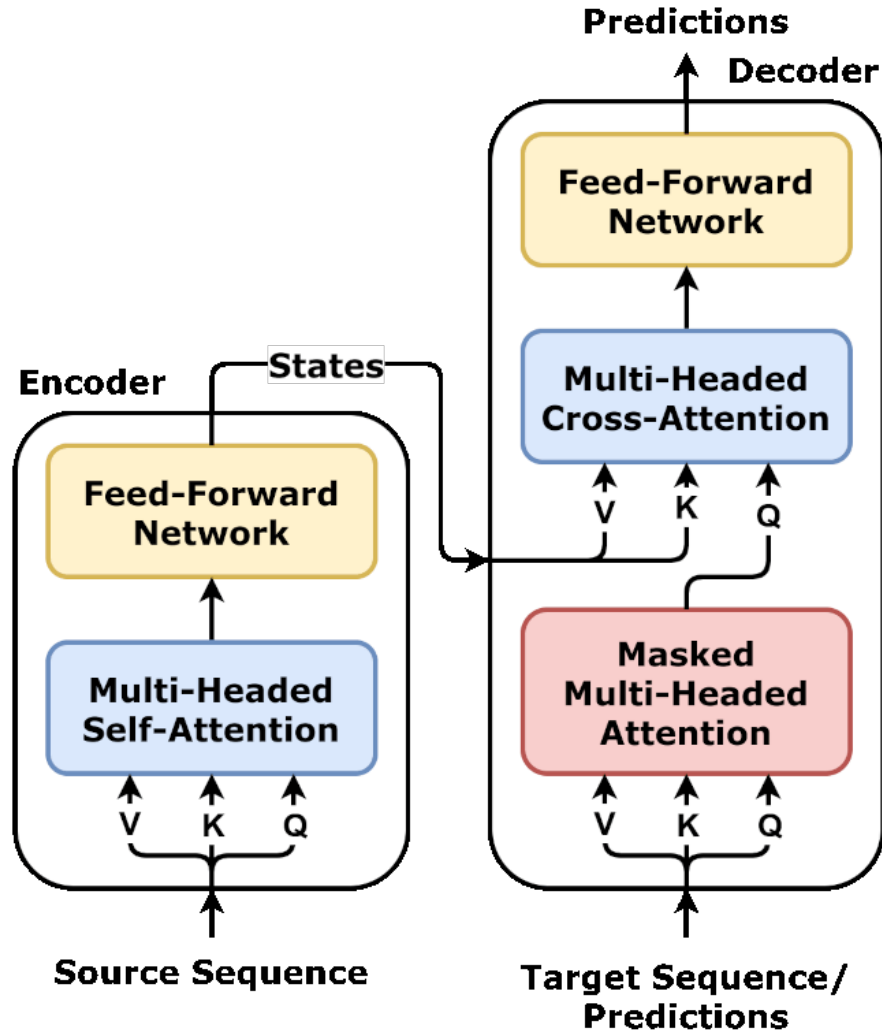
- İleri adımları hesaba katma.
=> O adımların dikkat skorunu sıfırla

$$z_i = \sum_j \frac{\exp(q(\mathbf{e}_i) \cdot k(\mathbf{e}_j))}{\sum_m \exp(q(\mathbf{e}_i) \cdot k(\mathbf{e}_m))} v(\mathbf{e}_j)$$

$j > i \Rightarrow -\infty$
 $m > i \Rightarrow -\infty$

...

Kodlayıcı-Çözücü Dönüştürücüler





Dönüştürücülerin Geleceği

Dönüştürücülerin Geleceği

Sorunlar / Zorluklar

✗ Hesaplama Maliyeti

Öz-dikkat mekanizmasının girdi uzunluğuna göre kuadratik (n adet token için $\mathcal{O}(n^2)$) büyümesi.

✗ Hafıza Darboğazı

Çıkarım (inference) anında KV matrisleri nedeniyle hafıza tüketiminin hızla artması.

✗ Bağlam Kaybı

Girdi uzadıkça modelin ortadaki bilgileri unutması ("*Lost in the middle*" fenomeni).

✗ Veri İhtiyacı

Sıfırdan eğitimin devasa ölçekte yüksek kaliteli veriye ihtiyaç duyması.

Alternatifler / İyileştirmeler

✓ Alternatif Mekanizmalar

Lineer Öz-dikkat ve State Space Models (Örn: Mamba).

✓ Donanım Farkındalığı (Hardware-Aware)

FlashAttention ile I/O darboğazının aşılması.

✓ Mimari Verimlilik

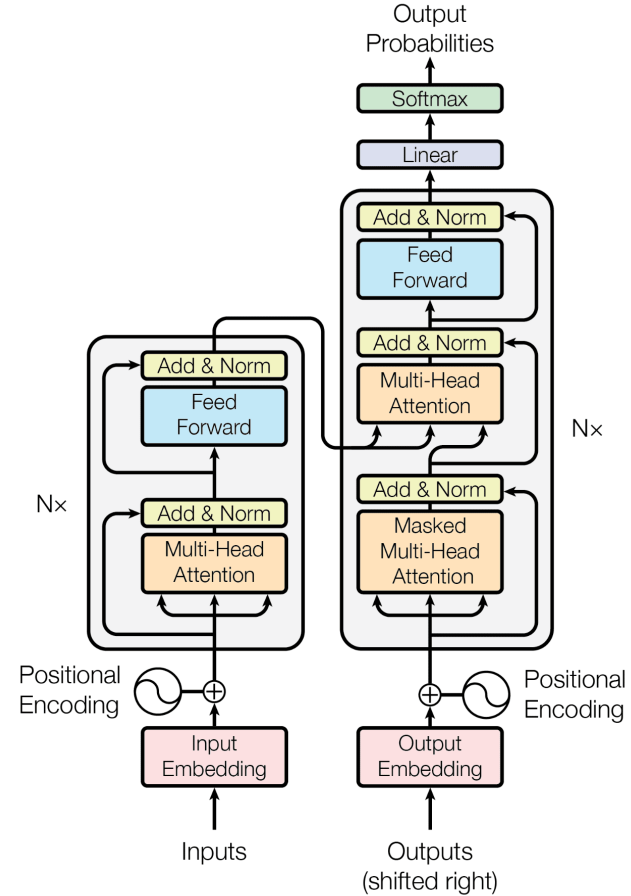
Çok-başlı Dikkatte KV matrislerini paylaşma.

✓ Yeni Paradigmalar

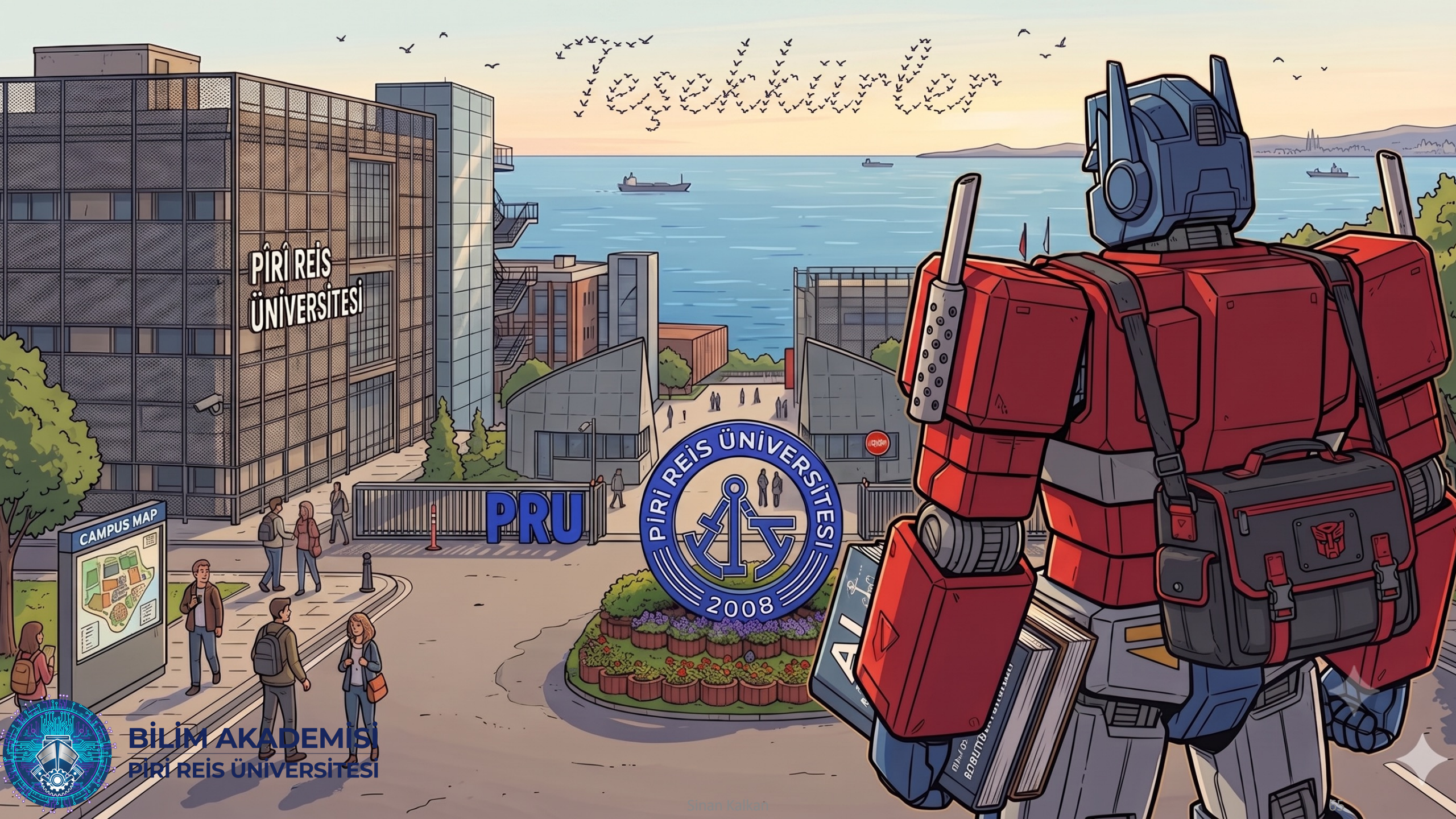
Test zamanı öğrenme / hesaplama

Sonuç

- Dönüştürücüler, öz-dikkat mekanizması sayesinde karmaşık durumlarda/problemlerde en uygun girdiyi seçme yeteneğine sahip
- Performanslarının uzun dizilerde artırılması, hesaplama kaynağı ihtiyacının iyileştirilmesi üzerinde çalışılan konular arasında



Vaswani vd., "Attention Is All You Need", 2017.



PİRİ REİS
ÜNİVERSİTESİ

PRU

PİRİ REİS ÜNİVERSİTESİ
2008

CAMPUS MAP

BİLİM AKADEMİSİ
PİRİ REİS ÜNİVERSİTESİ

Sinan Kalkan