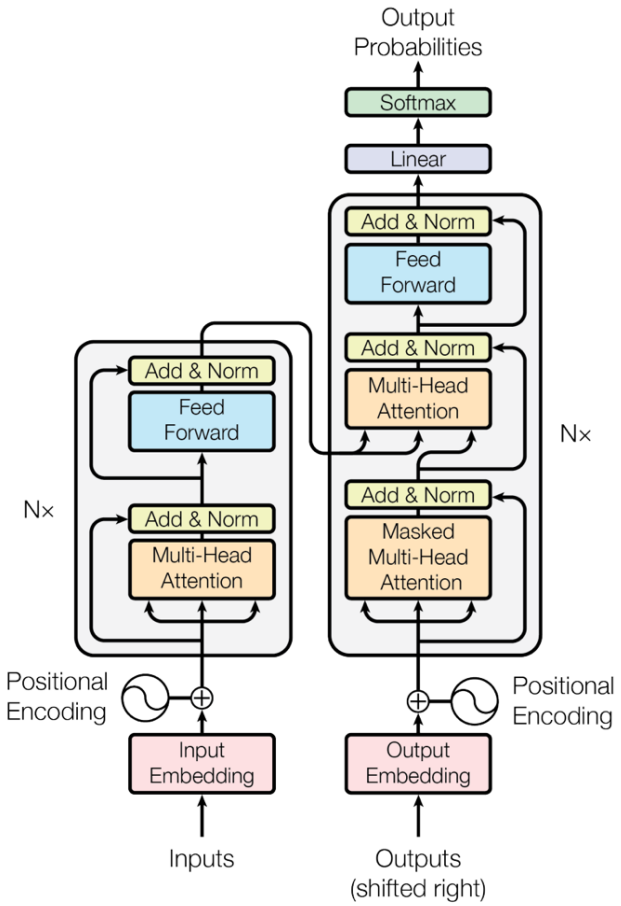
Starting point: the 'original' transformer



Review: choices in the standard transformer

Position embedding: sines and cosines

$$PE_{(pos,2i)} = sin(pos/10000^{2i/d_{\text{model}}})$$
$$PE_{(pos,2i+1)} = cos(pos/10000^{2i/d_{\text{model}}})$$

FFN: ReLU

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

Norm type: post-norm, LayerNorm

Borrowed from Stanford CS336