

# Recurrent Neural Networks

## Sequence models

Examples:

- Stock prices:  $x_1, \dots, x_n$   
 Predict  $\hat{x}_t \sim \Pr(x_t | x_1, \dots, x_{t-1})$

- Language models:  
 Given phrase, what is its prob?

$$\Pr[\text{The cat is black}] = \Pr[\text{The}] \cdot \Pr[\text{cat} | \text{The}] \cdot \Pr[\text{is} | \text{The, cat}] \cdot \Pr[\text{black} | \text{The, cat, is}]$$

Next word predict:

$$\hat{x}_t \sim \Pr[x_t | x_1, \dots, x_{t-1}]$$

↑ next word      ↑ prev words

Idea: Summarize past observations.

Summary  $h_t$  (vector). Then  $\hat{x}_t \sim \Pr[x_t | h_t]$

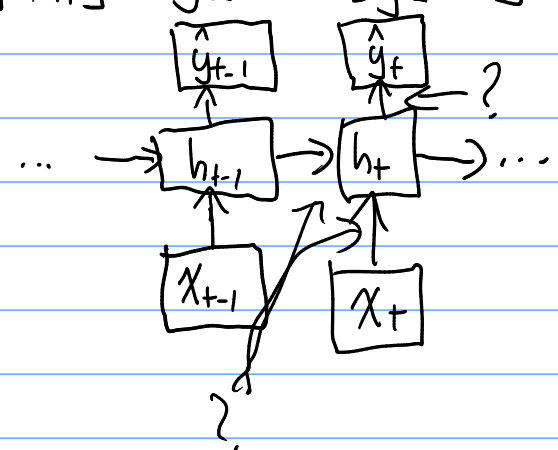
$h_t$ : fn of  $x_1, \dots, x_t$ . Update over time.

$$h_1 = g(\vec{0}, x_1) \quad h_2 = g(h_1, x_2) \quad \dots$$

$$\hat{y}_1 \sim \Pr[y_1 | h_1] \quad \hat{y}_2 \sim \Pr[y_2 | h_2] \quad \dots$$

(e.g.  $y_1 = x_2$ )

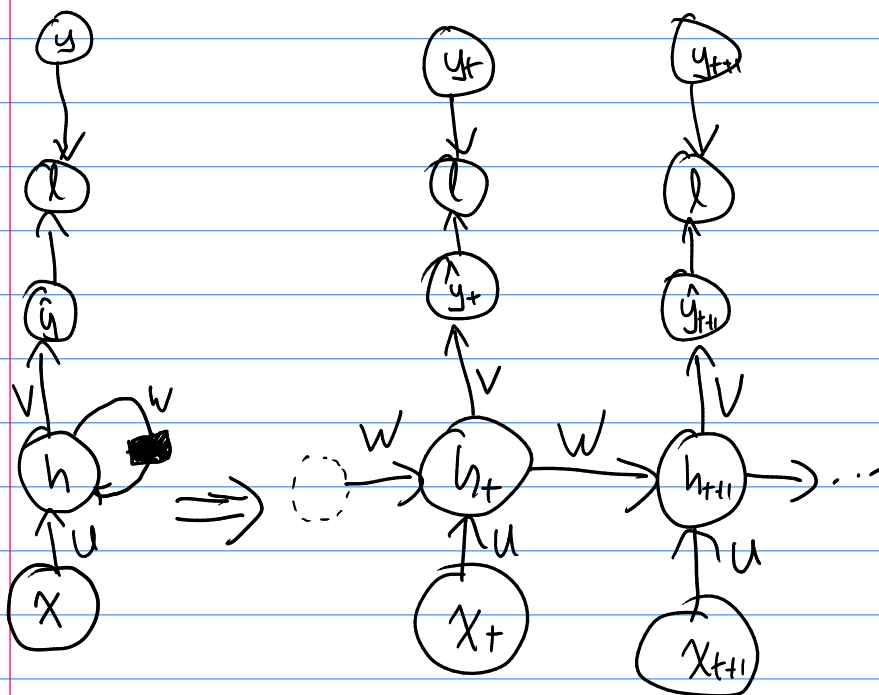
Next word prediction



How to compute hidden state?

$$h_t = f(h_{t-1}, x_t, \theta)$$

NN  $\nearrow$   $f$   $\nwarrow$  parameter vector  
 prex hidden state  $\nearrow$   $h_{t-1}$   $\nwarrow$   
 current input  $\nearrow$   $x_t$   $\nwarrow$

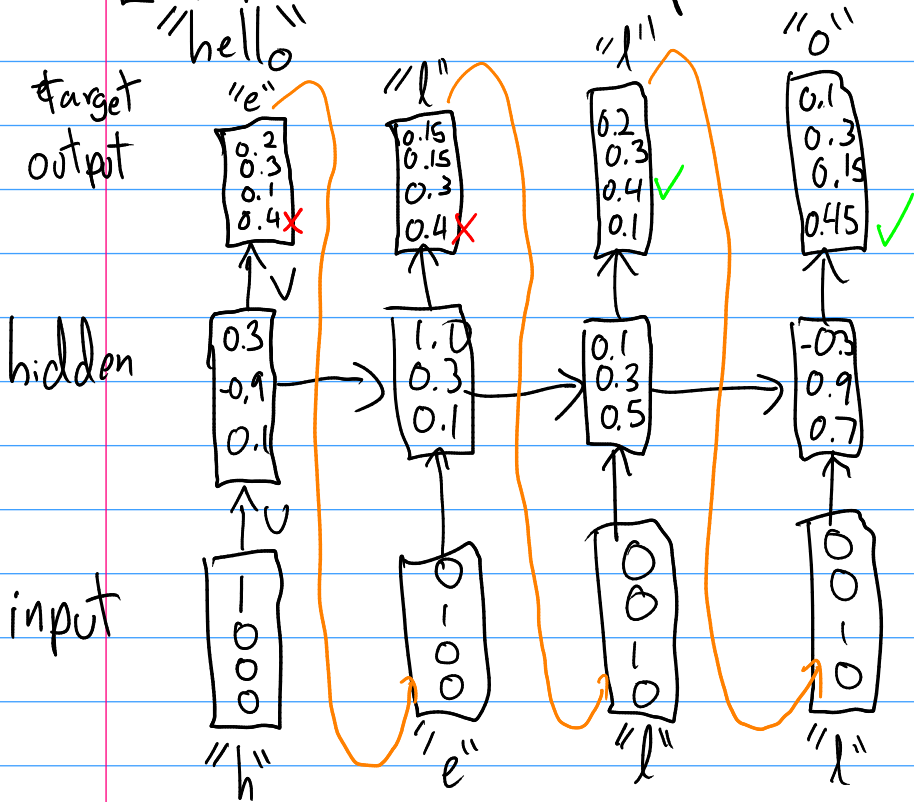


$$h_t = \tanh(W h_{t-1} + U x_t + b)$$

$$\hat{y}_t = \text{softmax}(V h_t + c)$$

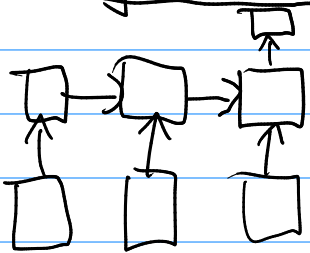
$$l(\{x_1, \dots, x_n\}, \{y_1, \dots, y_n\}) = \sum_{t=1}^n l(y_t, \hat{y}_t)$$

# Ex: Next char prediction



# Ex. of oth seq. problems:

## Many to one



Sentiment classification

"this movie is great" → +1

"I hated this movie" → -1

## One to many

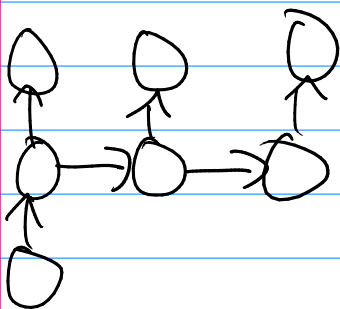
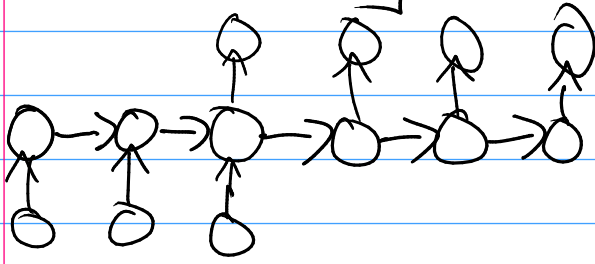


Image caption



A very poorly drawn cat

Many to many

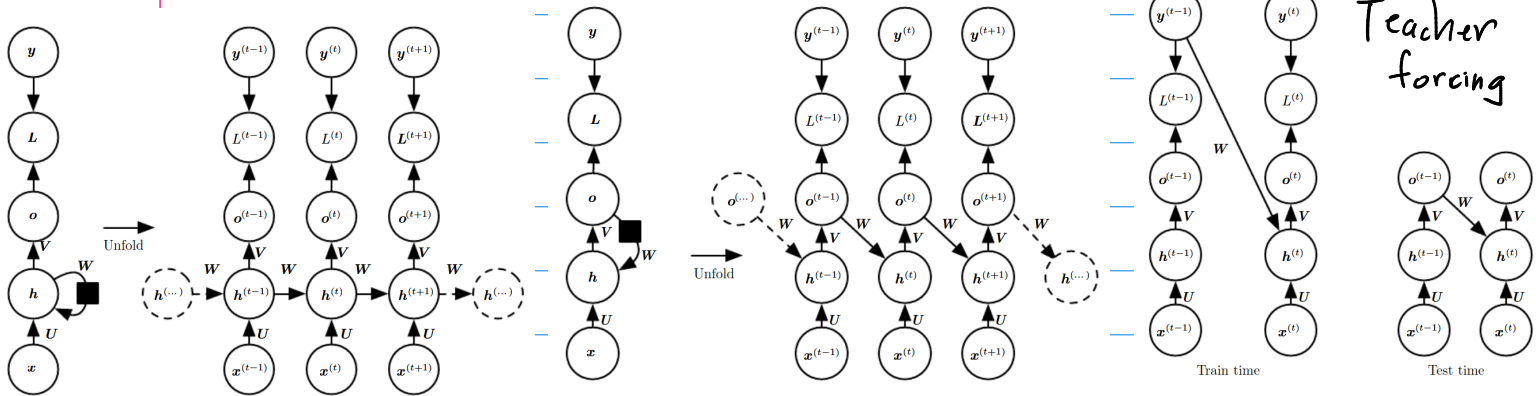


Machine translation

The cat is black  
 $\Rightarrow$  Le chat est noir

对不起  $\rightarrow$  Sorry

Sequential vs Parallel



More powerful

Parallelizable

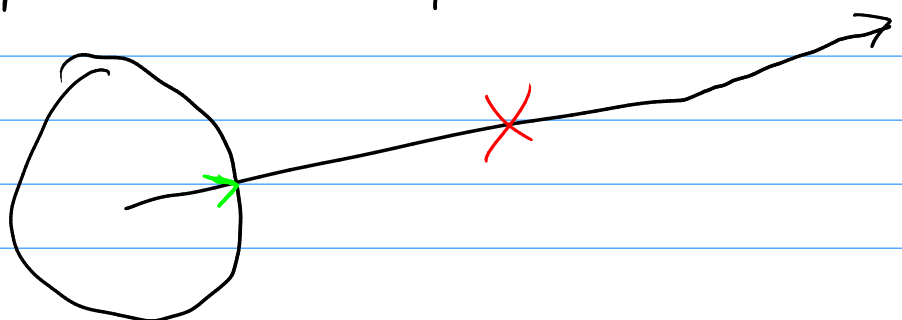
Optimization for RNNs

"Backpropagation through time"

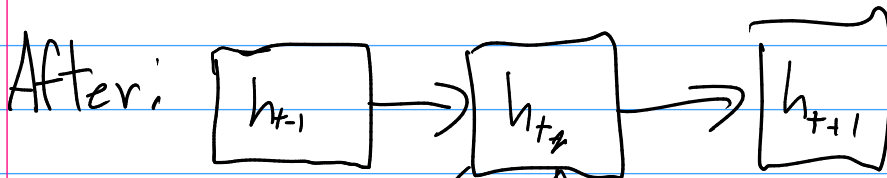
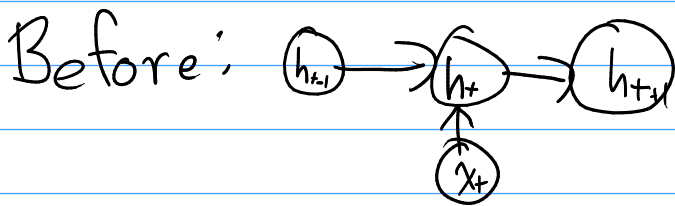
Long chains cause issues  
 Vanishing or exploding gradients.

- Truncate gradient chains  
 $\hookrightarrow$  Stop grad comps after  $\tau$  steps

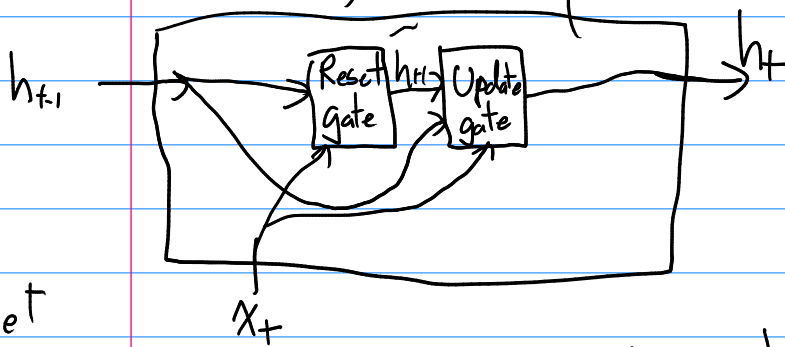
- Gradient clipping  
 If  $\|g\|_2 > v \leftarrow \text{threshold}$   
 then  $g \leftarrow \frac{g \cdot v}{\|g\|}$



# Gated Recurrent Units (GRUs)



Simplification:  
Reset, Update are booleans  
= 0 or 1



If "update" = 1:  
 $h_t = h_{t-1}$  (use old state)

Else:

If "reset" = 1:

$h_t = \tanh(Ux_t + Wh_{t-1} + b)$   
(Standard RNN update)

Else:

$h_t = \tanh(Ux_t + b)$   
(Drop old state)  
MLP

Reset  
↓  
 $R_t = \text{sigmoid}(U^{(r)}x_t + W^{(r)}h_{t-1} + b^{(r)})$

Update  
↑  
 $Z_t = \text{sigmoid}(U^{(z)}x_t + W^{(z)}h_{t-1} + b^{(z)})$

Vectors  $\in [0, 1]$  coordinatewise  
same dim as  $h_t$

$\tilde{h}_t = \tanh(Ux_t + W(R_t \odot h_{t-1}) + b)$   
candidate  
coordinatewise product

$h_t = Z_t \odot h_{t-1} + (1 - Z_t) \odot \tilde{h}_t$

# Long Short Term Memory (LSTM)

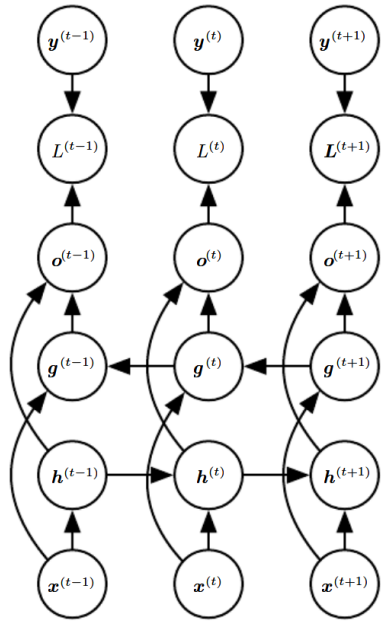
# Bidirectional RNNs

named entity  
recognition

Eg.: I went to the bank

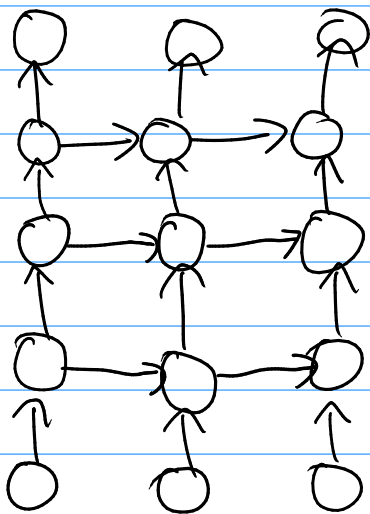
a) of the river

b) to withdraw cash

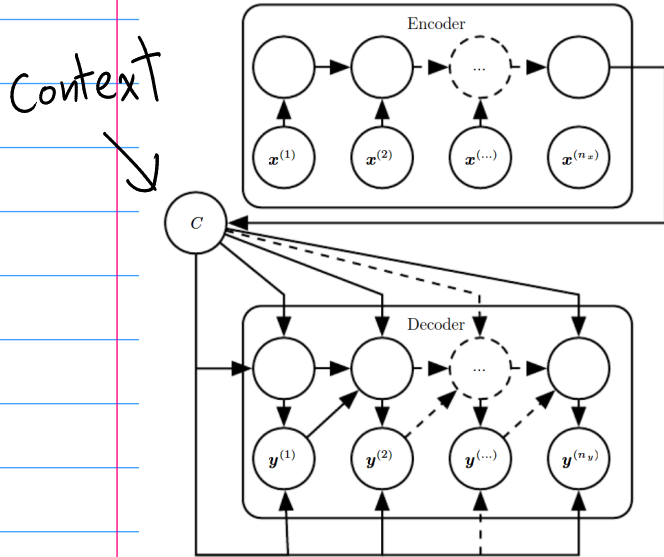


# Deep RNNs

$x$   
 $5$   
 $9$   
 $+$   
 $6$   
 $>$



# Encoder-Decoder



Machine translation