

Recurrent Neural Networks

Applications

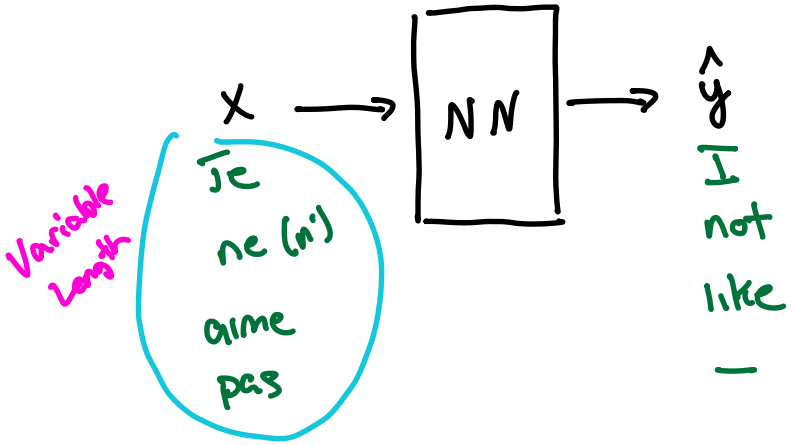
- ★ Sequence
 - Text (translation)
 - Speech (to text)
 - Video

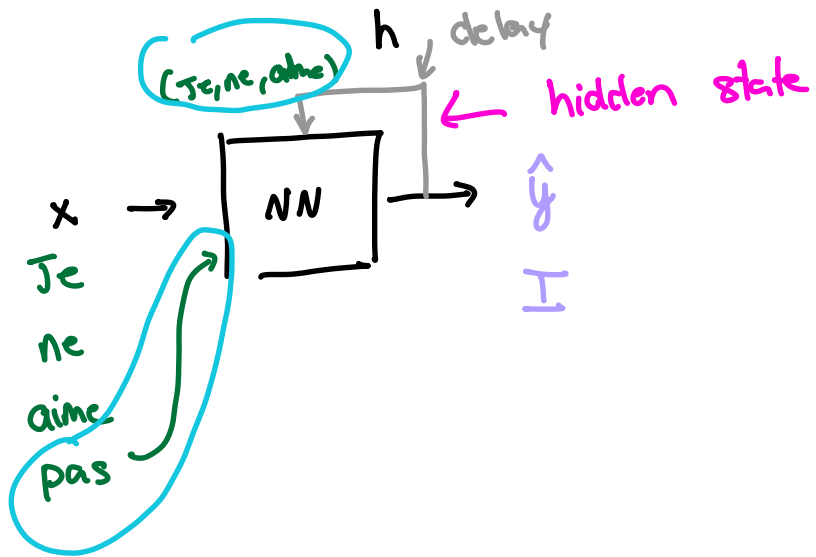
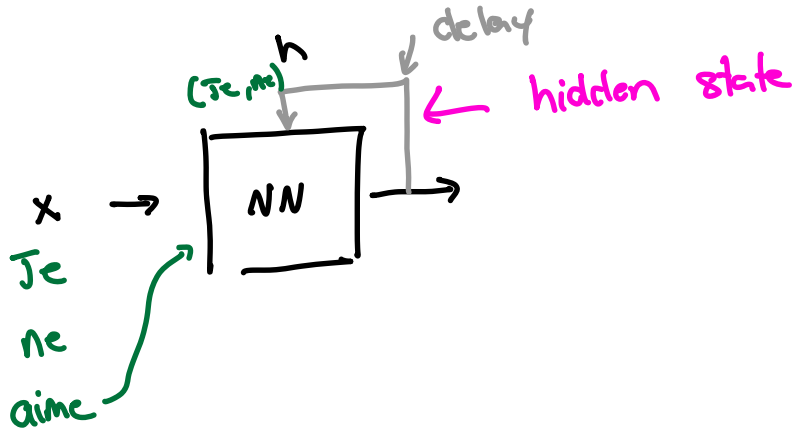
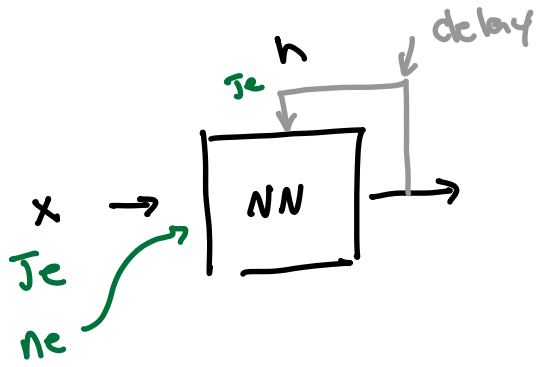
} Supplanted
by
Transformers

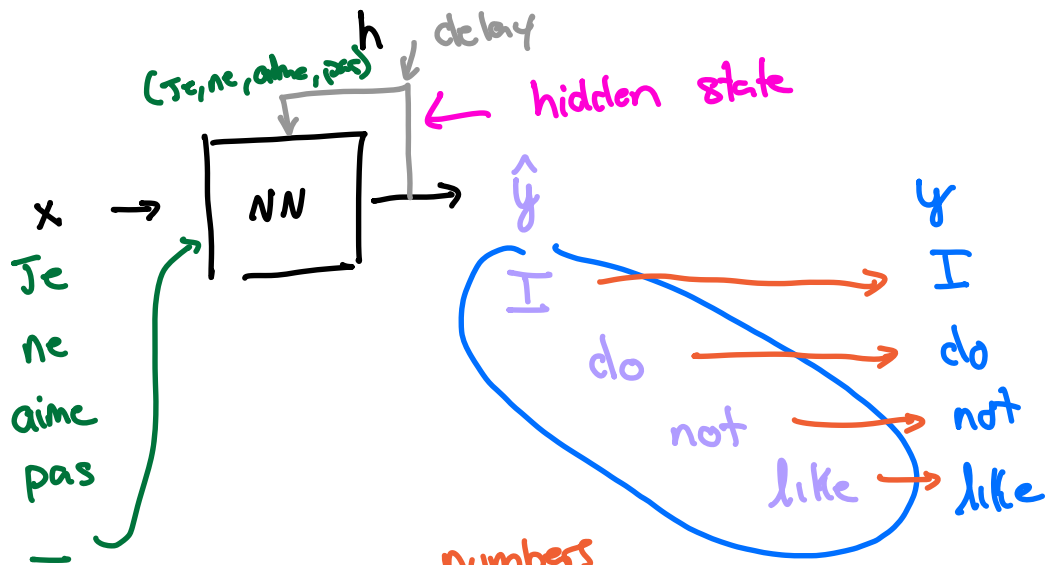
Example

Machine translation

Je n'aime pas. → (I do not like.)
(I not like)





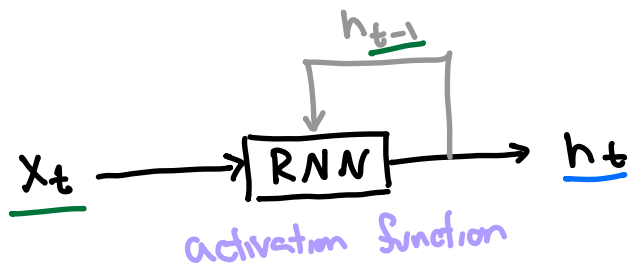


RNN Layer Model

Numbers

$$x = \begin{bmatrix} x_1 \\ \text{Je} \\ x_2 \\ \text{ne} \\ x_3 \\ \text{aime} \\ x_4 \\ \text{pas} \end{bmatrix}$$

$$h = [h_0, h_1, h_2, h_3]$$



$$h_t = \tanh(W_{IH}x_t + b_{IH} + W_{HH}h_{t-1} + b_{HH})$$

Weights from input to hidden

weight from hidden to hidden

Pseudocode

```
class Model  
  hidden state (h) ← zero Init  
  U-ih →  
  W-hh → } Kaiming  
  b-ib → } Init  
  b-hh → }
```

$m = \text{Model}(n_x, n_h)$

for word in french-set
 model(word)

for word in english-set
 y_hat = model(null-word)

loss = criterion(y_hat, word)

optimizer.zero_grad()

loss.backward()

optimizer.step()

Language Dataset

$x = \underbrace{[\dots]}_L$ } single sentence

$X = (L, N, x_{in})$

French sentence Data

Sequence Length

Batch Size

Input Size

for epoch

for batch

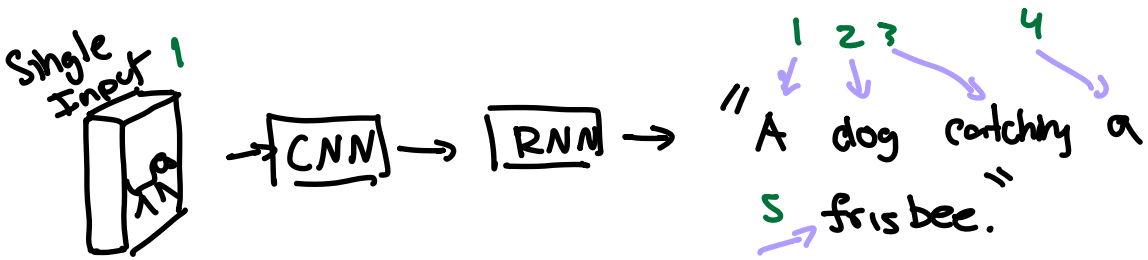
for word

$Y = (L_{out}, N)$

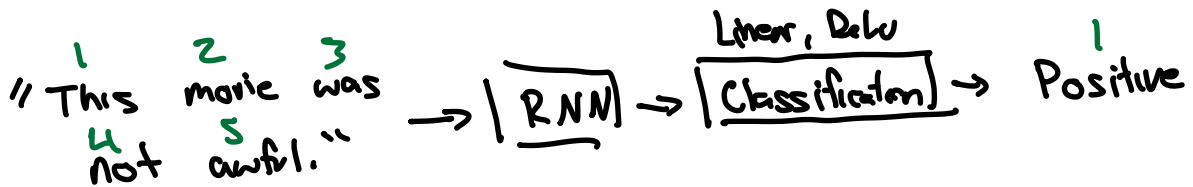
English sentences

Paradigms

- one-to-one → traditional feed forward NN (no recurrent layers)
- one-to-many
e.g. image captioning



- many-to-one
e.g. sentiment analysis



- many-to-many
e.g. translation



The classic RNN has a bottleneck issue.

↳ LSTM → Long - Short Term Memory

↳ GRU

These add additional hidden state