

Lecture 12

Recurrent Neural Networks II

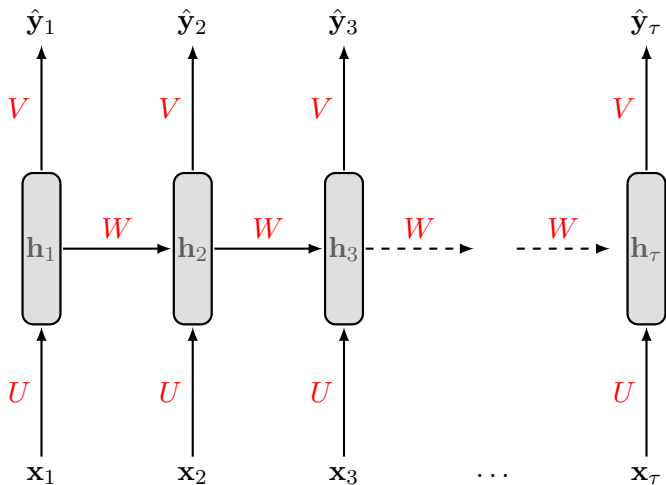
CMSC 35246: Deep Learning

Shubhendu Trivedi
&
Risi Kondor

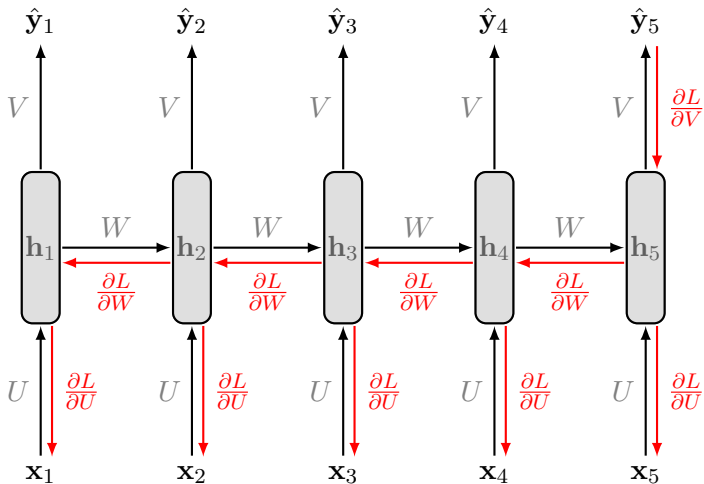
University of Chicago

May 03, 2017

Recap: Plain Vanilla RNNs



Recap: BPTT



Challenge of Long Term Dependencies

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- **Reference:** Sepp Hochreiter. Untersuchungen zu dynamischen neuronalen Netzen. Diploma thesis, TU Munich, 1991

Why do gradients explode or vanish?

- Recall the expression for \mathbf{h}_t in RNNs:

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

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- L was our loss, so we have by the chain rule:

$$\begin{aligned}\frac{\partial L}{\partial \mathbf{h}_t} &= \frac{\partial L}{\partial \mathbf{h}_T} \frac{\partial \mathbf{h}_T}{\partial \mathbf{h}_t} \\ &= \frac{\partial L}{\partial \mathbf{h}_T} \prod_{k=t}^{T-1} \frac{\partial \mathbf{h}_{k+1}}{\partial \mathbf{h}_k} \\ &= \frac{\partial L}{\partial \mathbf{h}_T} \prod_{k=t}^{T-1} D_{k+1} W_k^T\end{aligned}$$

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- The quantity of interest is the norm of the gradient $\left\| \frac{\partial L}{\partial \mathbf{h}_t} \right\|$:
- Which is simply:

$$\left\| \frac{\partial L}{\partial \mathbf{h}_t} \right\| = \left\| \frac{\partial L}{\partial \mathbf{h}_T} \prod_{k=t}^{T-1} D_{k+1} W_k^T \right\|$$

- Note: $\| \cdot \|$ represents the L2 norm for a vector and the spectral norm for a matrix

Why do gradients explode or vanish?

- Given that for any matrices A, B and vector \mathbf{v} :
 $\|A\mathbf{v}\| \leq \|A\|\|\mathbf{v}\|$ and $\|AB\| \leq \|A\|\|B\|$, we have the trivial bound:

$$\left\| \frac{\partial L}{\partial \mathbf{h}_t} \right\| = \left\| \frac{\partial L}{\partial \mathbf{h}_T} \prod_{k=t}^{T-1} D_{k+1} W_k^T \right\| \leq \left\| \frac{\partial L}{\partial \mathbf{h}_T} \right\| \prod_{k=t}^{T-1} \|D_{k+1} W_k^T\|$$

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- Given that $\|A\|$ is the spectral norm (largest singular value σ_A):

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- The above tells us that the gradient norm can shrink to zero or blow up exponentially fast depending on the **gain** σ

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- The recurrence becomes:

$$h^{(t)} = (W^t)^T h^{(0)} = Q^T \Lambda^t Q h^{(0)}$$

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- Eigenvalues are raised to t : Quickly decay to zero or explode
- Problem particular to RNNs
- Can be avoided in feedforward networks (atleast in principle)

Some Solutions

Idea 1: Skip Connections

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- Plain Vanilla RNNs: Recurrence goes from a unit at time t to a unit at time $t + 1$
- Gradients vanish/explode w.r.t number of time steps
- With recurrent connections with a time-delay of d , gradients explode/vanish exponentially as a function of $\frac{\tau}{d}$ rather than τ

Idea 2: Leaky Units

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- Such hidden units are called **leaky units**
- Ensures hidden units can easily access values from the past

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- **Idea:** Set the recurrent weights such that they do a *good job* of capturing past history and learn only the output weights
- **Methods:** Echo State Machines, Liquid State Machines
- The general methodology is called Reservoir Computing
- How to choose the recurrent weights?

Echo State Networks: Motivation

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- Infact, the separation is exactly $\delta|\lambda|^n$
- When $|\lambda| > 1$, $\delta|\lambda|^n$ grows exponentially large and vice-versa

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- Then we **only** learn the output weights!
- Can be used to initialize a fully trainable RNN

Echo State Networks

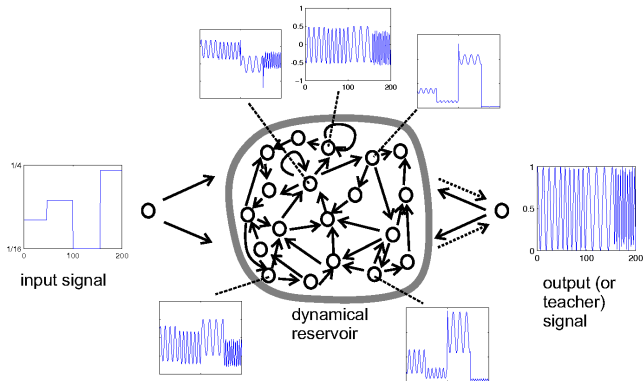


Figure: Scholarpedia

- Solid arrows represent fixed, random connections. Dashed arrows represent learnable weights

A Popular Solution: Gated Architectures

Back to Plain Vanilla RNN

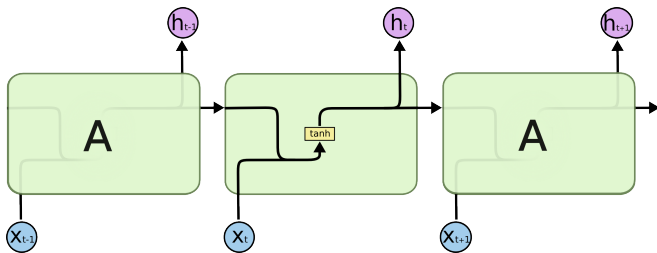


Figure: Chris Olah

Long Short Term Memory

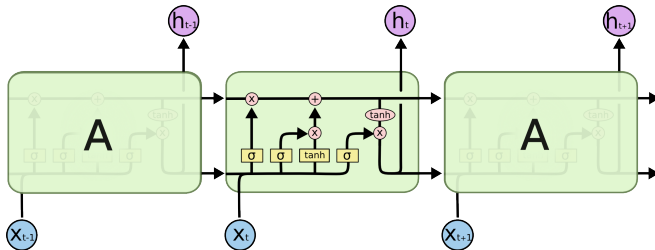


Figure: Chris Olah

- Proposed by Hochreiter and Schmidhuber (1997)

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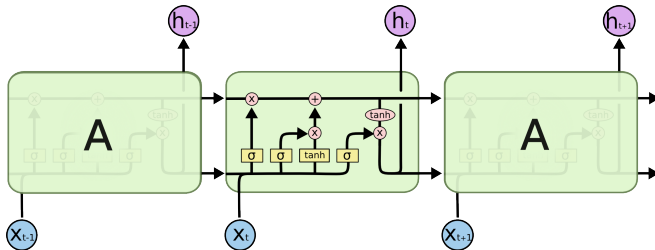
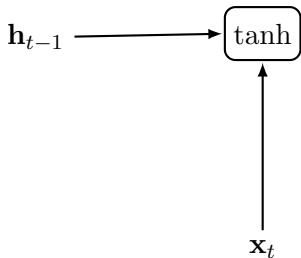


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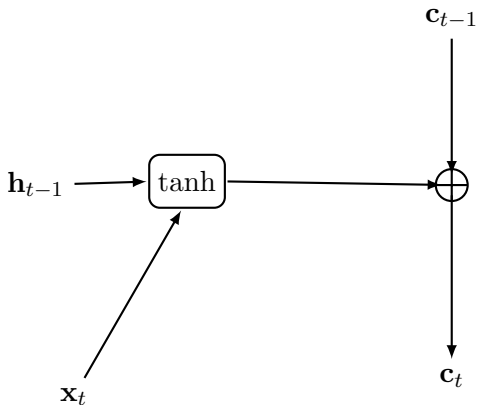
- Proposed by Hochreiter and Schmidhuber (1997)
- Now let's try to understand each memory cell!

Long Short Term Memory



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

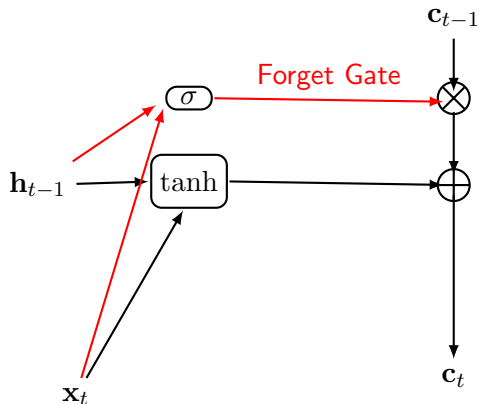
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$$\tilde{\mathbf{c}}_t = \tanh(W\mathbf{h}_{t-1} + U\mathbf{x}_t)$$

$$\mathbf{c}_t = \mathbf{c}_{t-1} + \tilde{\mathbf{c}}_t$$

Long Short Term Memory

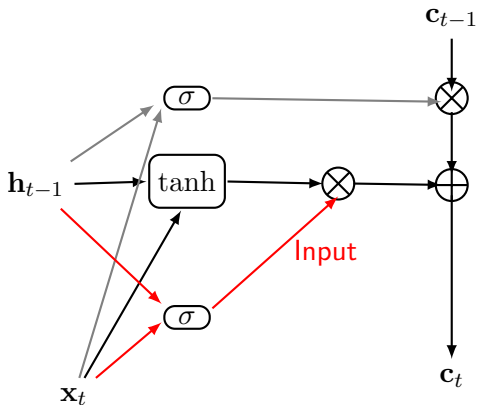


$$f_t = \sigma(W_f \mathbf{h}_{t-1} + U_f \mathbf{x}_t)$$

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

$$\mathbf{c}_t = f_t \odot \mathbf{c}_{t-1} + \tilde{\mathbf{c}}_t$$

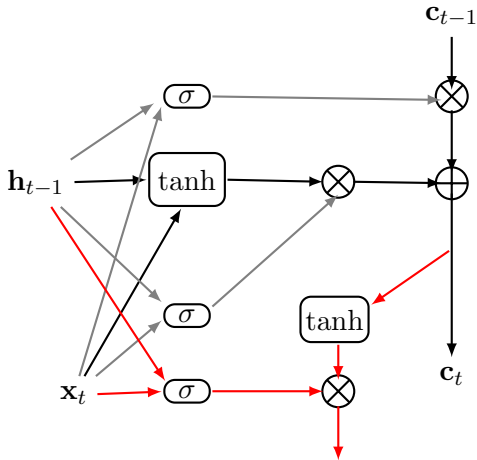
Long Short Term Memory



$$f_t = \sigma(W_f \mathbf{h}_{t-1} + U_f \mathbf{x}_t)$$
$$i_t = \sigma(W_i \mathbf{h}_{t-1} + U_i \mathbf{x}_t)$$

$$\tilde{\mathbf{c}}_t = \tanh(W \mathbf{h}_{t-1} + U \mathbf{x}_t)$$
$$\mathbf{c}_t = f_t \odot \mathbf{c}_{t-1} + i_t \odot \tilde{\mathbf{c}}_t$$

Long Short Term Memory



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

$$\mathbf{c}_t = f_t \odot \mathbf{c}_{t-1} + i_t \odot \tilde{\mathbf{c}}_t$$

$$\mathbf{h}_t = o_t \odot \tanh(\mathbf{c}_t)$$

LSTM: Further Intuition

- The Cell State

$$\mathbf{c}_t = f_t \odot \mathbf{c}_{t-1} + i_t \odot \tilde{\mathbf{c}}_t \text{ with } \tilde{\mathbf{c}}_t = \tanh(W\mathbf{h}_{t-1} + U\mathbf{x}_t)$$

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- Useful to think of the cell as a *conveyor belt* (Olah), which runs across time; only interrupted with *linear interactions*
- The memory cell can add or delete information from the cell state by *gates*
- Gates are constructed by using a sigmoid and a pointwise multiplication

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- Helps to decide what information to throw away from the cell state
- Once we have thrown away what we want from the cell state, we want to update it

LSTM: Further Intuition

- First we decide how much of the input we want to store in the updated cell state via the **Input Gate**

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- We then need to output, and use the **output gate**
 $o_t = \sigma(W_o \mathbf{h}_{t-1} + U_o \mathbf{x}_t)$ to pass on the filtered version

$$\mathbf{h}_t = \mathbf{o}_t \odot \tanh(\mathbf{c}_t)$$

Gated Recurrent Unit

- Let $\tilde{\mathbf{h}}_t = \tanh(W\mathbf{h}_{t-1} + U\mathbf{x}_t)$ and $\mathbf{h}_t = \tilde{\mathbf{h}}_t$

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- Let $\tilde{\mathbf{h}}_t = \tanh(W\mathbf{h}_{t-1} + U\mathbf{x}_t)$ and $\mathbf{h}_t = \tilde{\mathbf{h}}_t$
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- New $\tilde{\mathbf{h}}_t = \tanh(W(r_t \odot \mathbf{h}_{t-1}) + U\mathbf{x}_t)$
- Find: $z_t = \sigma(W_z\mathbf{h}_{t-1} + U_z\mathbf{x}_t)$

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- New $\tilde{\mathbf{h}}_t = \tanh(W(r_t \odot \mathbf{h}_{t-1}) + U\mathbf{x}_t)$
- Find: $z_t = \sigma(W_z\mathbf{h}_{t-1} + U_z\mathbf{x}_t)$
- Update $\mathbf{h}_t = z_t \odot \tilde{\mathbf{h}}_t$
- Finally: $\mathbf{h}_t = (1 - z_t) \odot \mathbf{h}_{t-1} + z_t \odot \tilde{\mathbf{h}}_t$

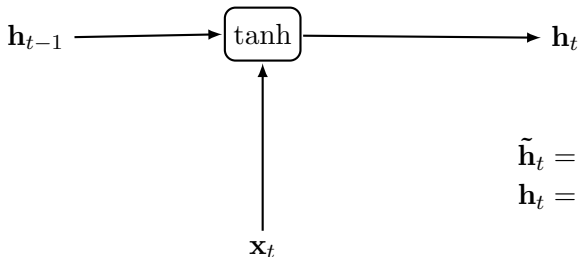
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- Let $\tilde{\mathbf{h}}_t = \tanh(W\mathbf{h}_{t-1} + U\mathbf{x}_t)$ and $\mathbf{h}_t = \tilde{\mathbf{h}}_t$
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- Example: One gate controls forgetting as well as decides if the state needs to be updated

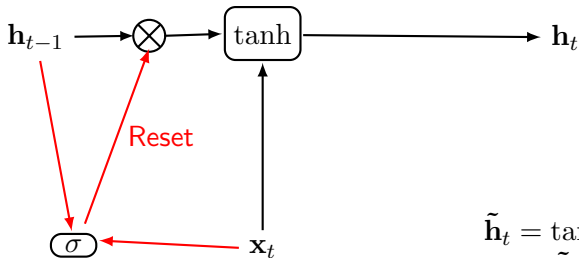
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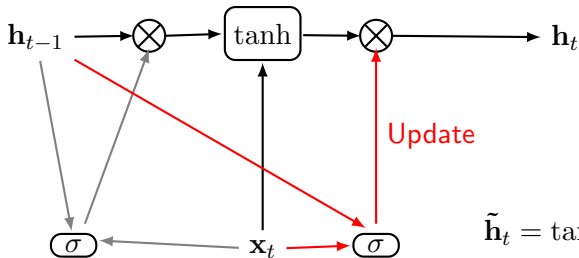


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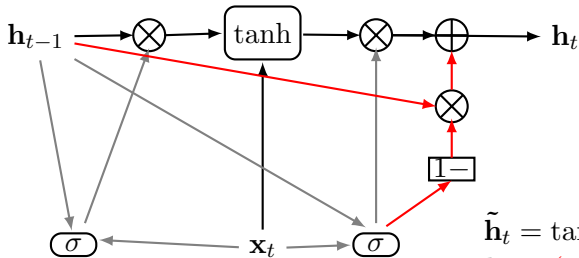
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- Let us consider Machine Translation first

Attention Models: Motivation

- Recall our encoder-decoder model for machine translation

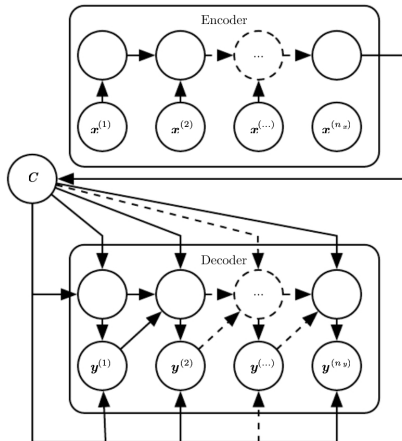


Figure: Goodfellow *et al.*

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- **A Problem?** For long sentences, it might not be useful to **only** give the decoder access to the vector C

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- Maybe it would be more efficient to also be able to **attend** to these words *while decoding*

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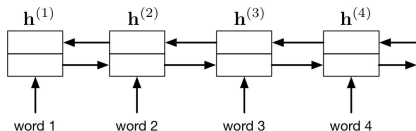


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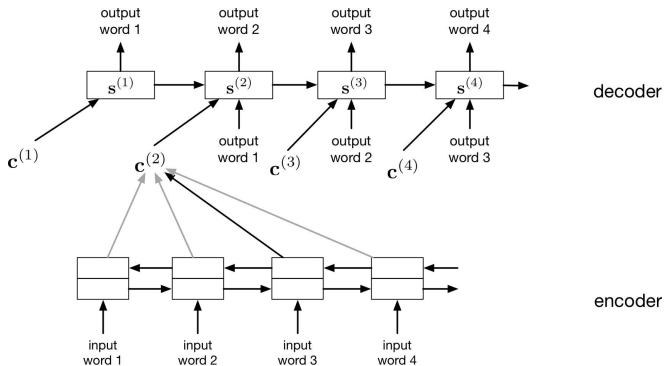


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- α_t defines a probability distribution over the input words

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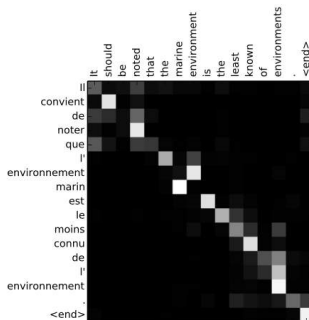
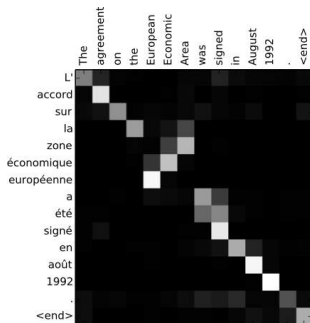
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- This is a form of **content-based addressing**
- Example: The language model says the next word should be an adjective, give me an adjective in the input

Machine Translation Using Attention



- For each word in the translation, the matrix gives the degree of focus on all the input words
- A linear order is not forced, but it figures out that the translation is approximately linear

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- A series of glimpses are then integrated

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- The α 's here would define a distribution over the pixels indicating what pixels we would like to focus on to predict the next word

Caption Generation **without** Attention

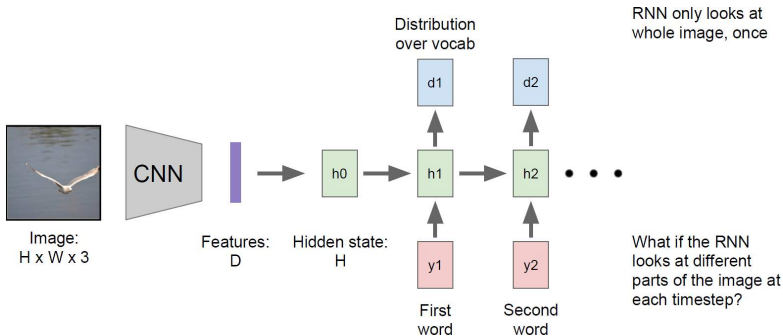
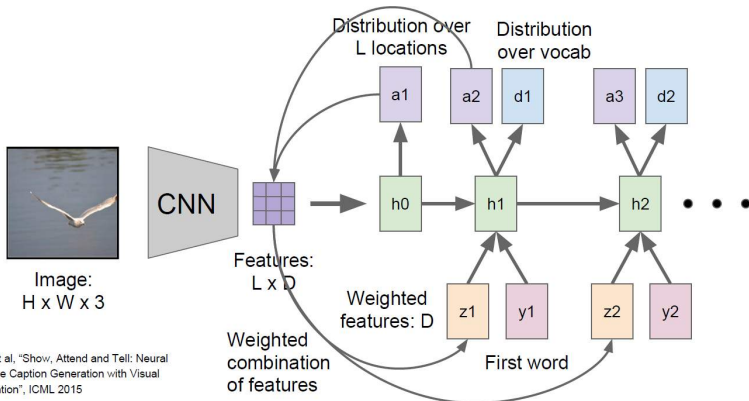


Figure: Andrej Karpathy

Caption Generation **with** Attention



Xu et al, "Show, Attend and Tell: Neural Image Caption Generation with Visual Attention", ICML 2015

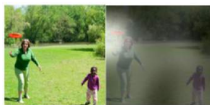
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Caption Generation using Attention

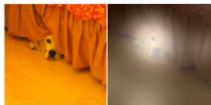
- Not only generates good captions, but we also get to see where the decoder is looking at in the image



A bird flying over a body of water •



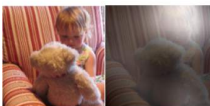
A woman is throwing a frisbee in a park.



A dog is standing on a hardwood floor.



A stop sign is on a road with a mountain in the background.



A little girl sitting on a bed with a teddy bear.



A group of people sitting on a boat in the water.



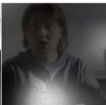
A giraffe standing in a forest with trees in the background.

Caption Generation using Attention

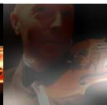
- Can also see the networks mistakes



A large white bird standing in a forest.



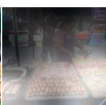
A woman holding a clock in her hand.



A man wearing a hat and a hat on a skateboard.



A person is standing on a beach with a surfboard.



A woman is sitting at a table with a large pizza.



A man is talking on his cell phone while another man watches.

Next Time:
Neural Networks with Explicit Memory