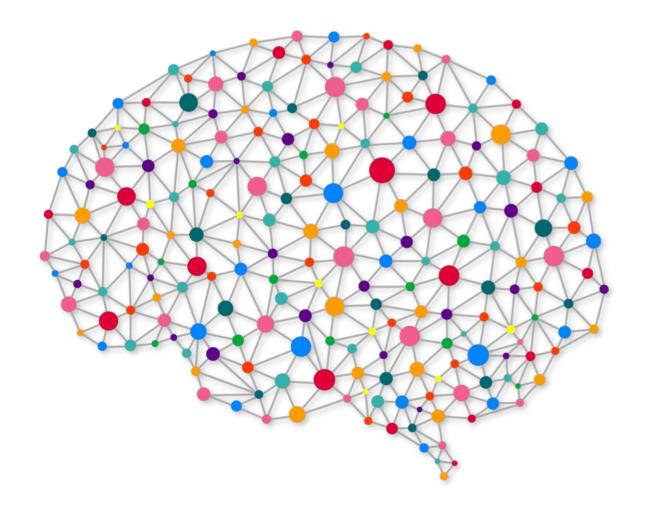


# Deep Learning: Session 10

RNNs (LSTM's)



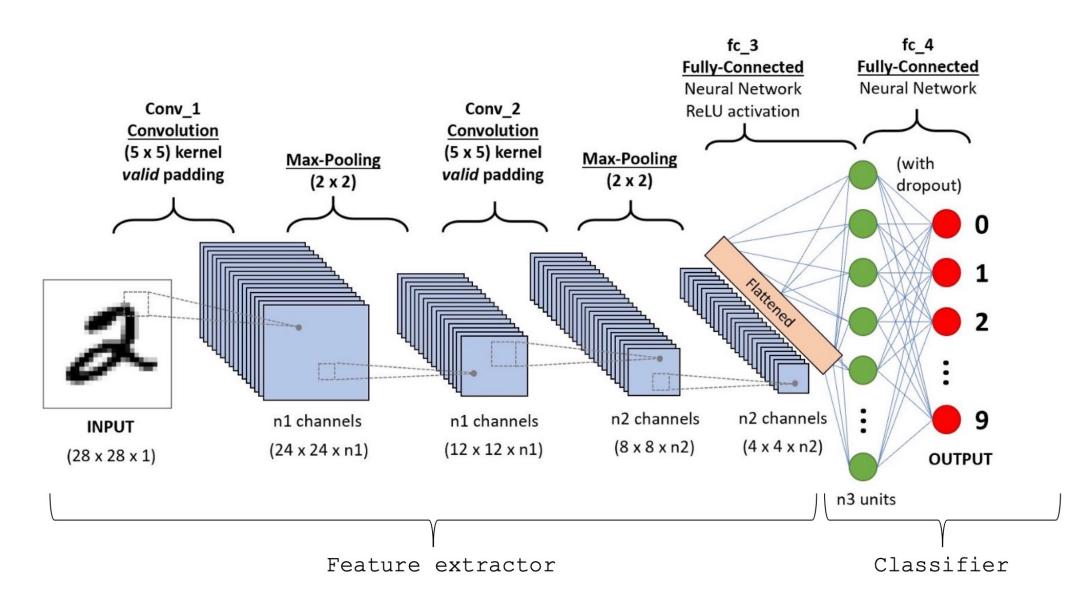
### **Outline**



- 1. Recap
- 2. Sequence Data
- 3. RNNs
- 4. LSTMs
- 5. Transformers

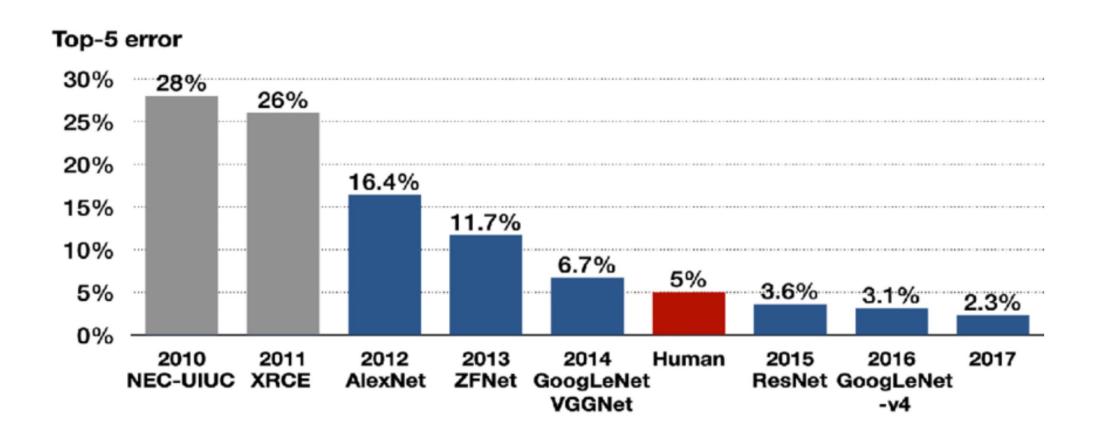


#### The architecture: Classifier





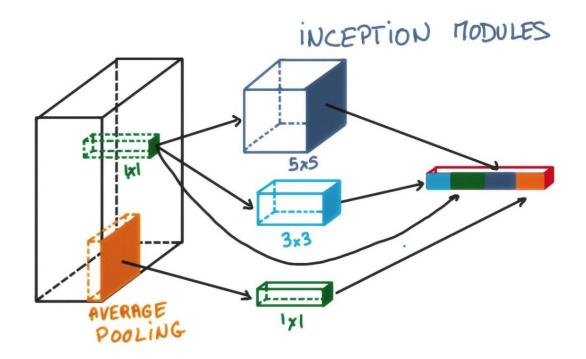
#### ILSVRC Error Evolution





#### Famous CNNs

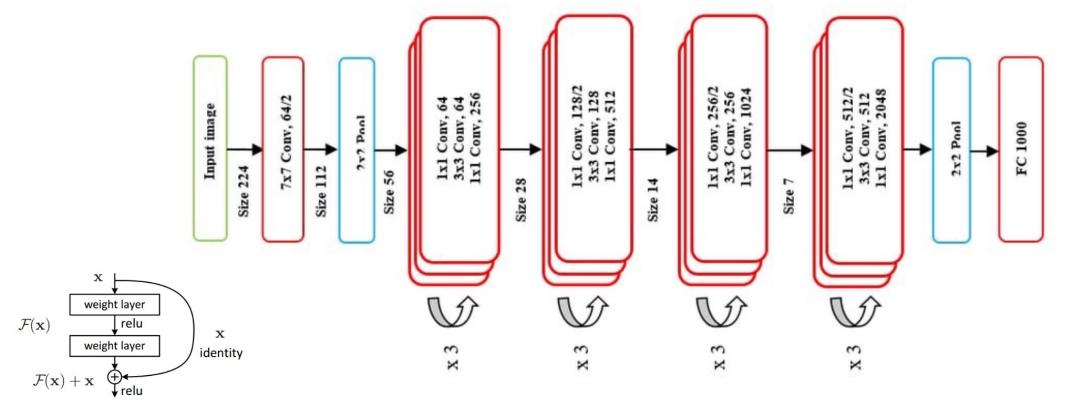
- GoogleLenet Inception (2014-)
  - ~6.6M trainable params
  - 22 layers
  - Inception modules combine different filter sizes and pooling layers





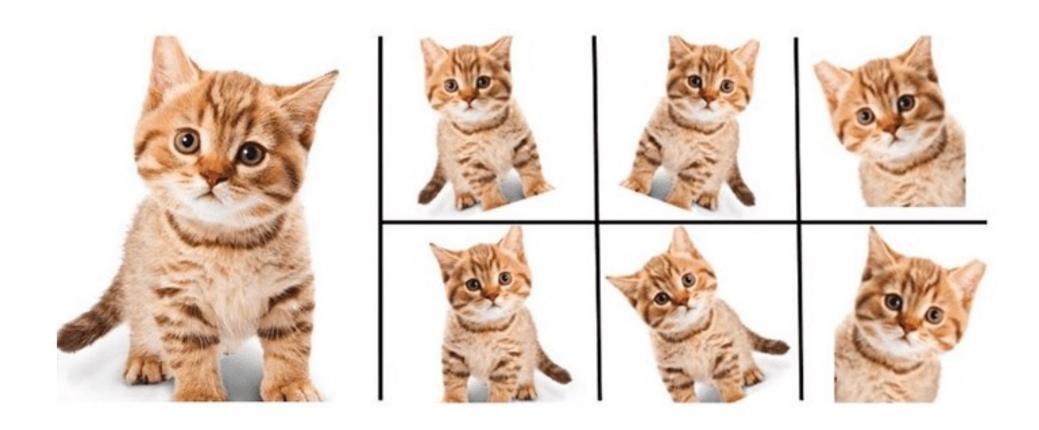
#### Famous CNNs

- ResNet 50 (2015)
  - ~25.6M trainable params
  - 50 layers!
  - Use skip connections to deal with the vanishing gradient problem





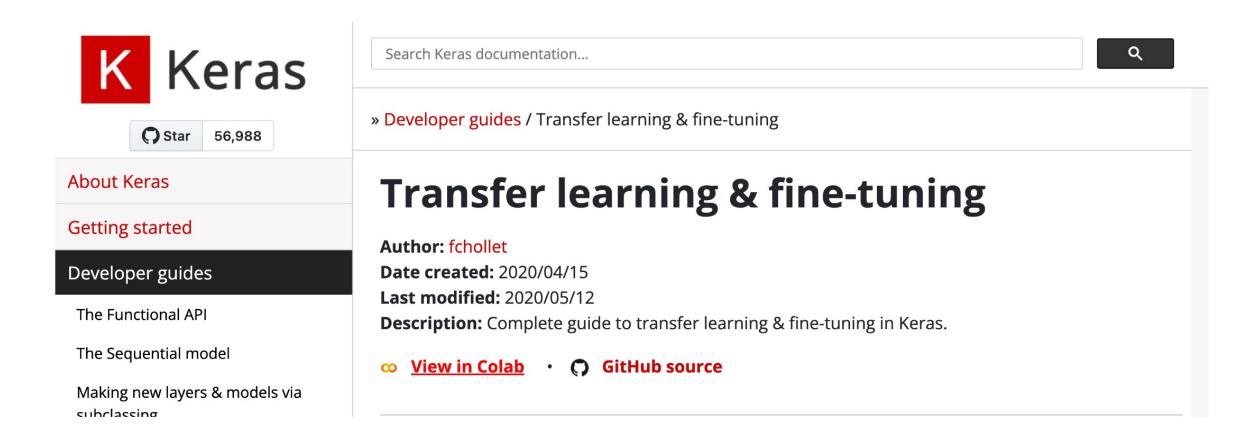
## Data Augmentation





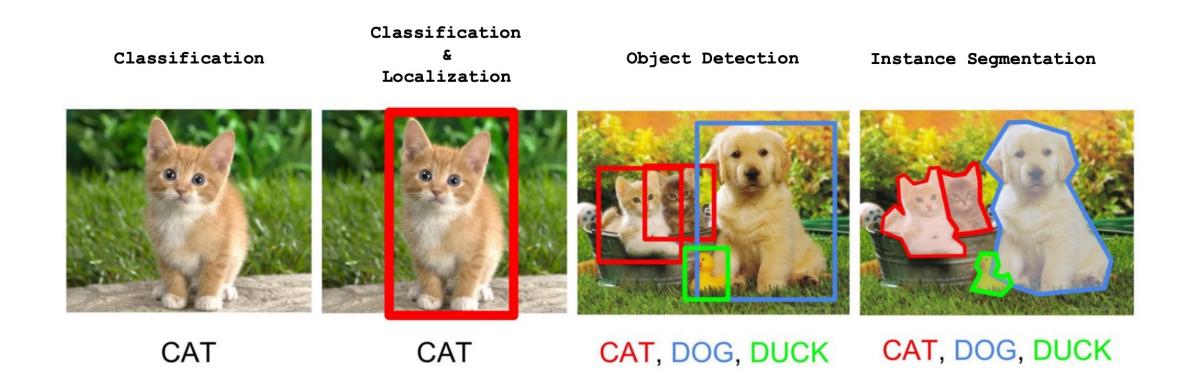
### Transfer Learning

https://keras.io/guides/transfer learning/



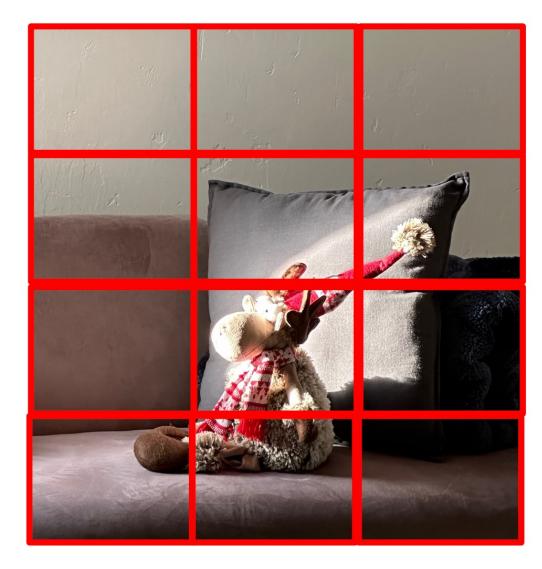


### Applications





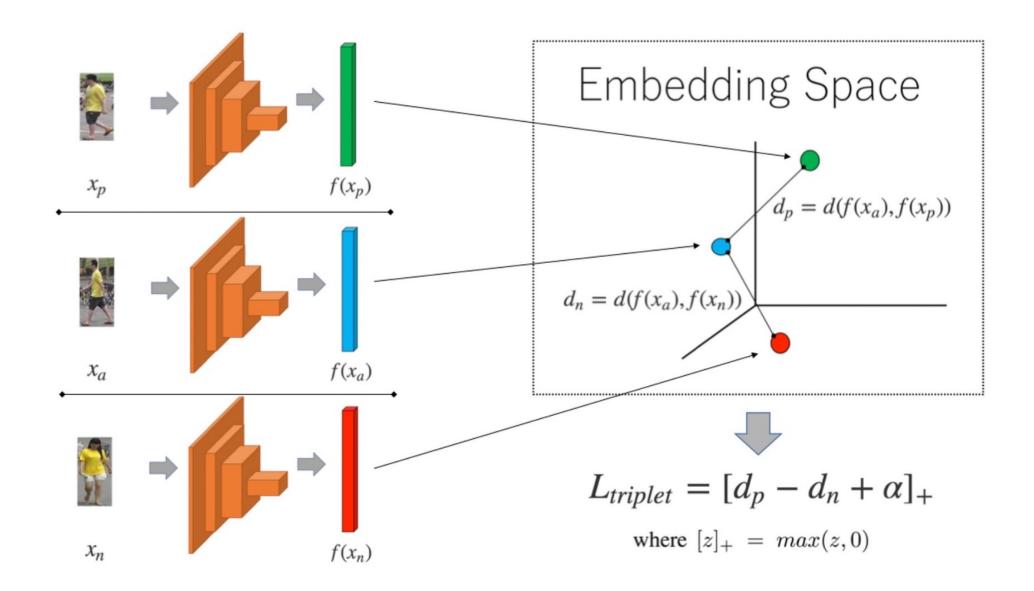
#### OD: YOLO



- Allows to get more precise bounding boxes with different sizes.
- We run (using convolution) a classification and localization convnet over a grid
- Labels include the actual bounding boxes
- Engineering:
  - Non-Max Suppression
  - Anchor boxes

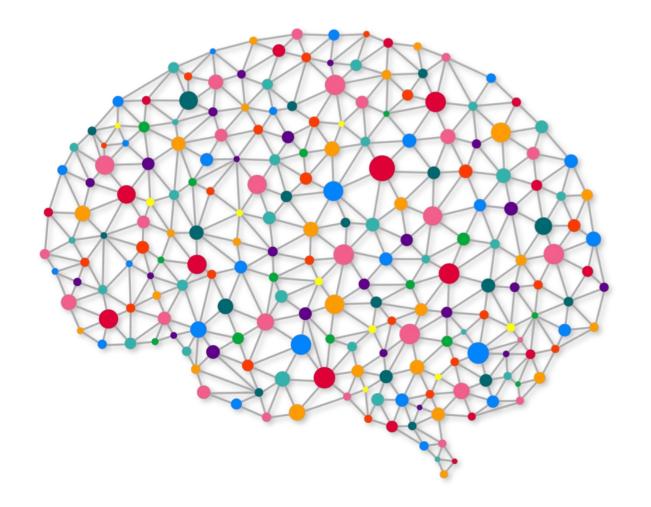


#### Face Verification





### **Outline**



- 1. Recap
- 2. Sequence Data
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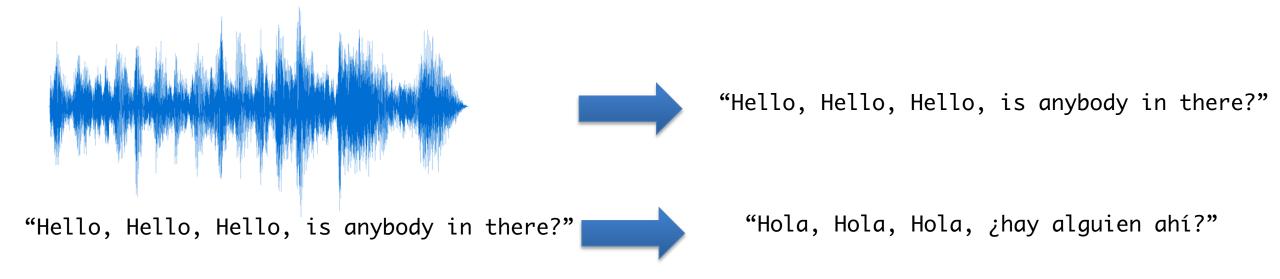




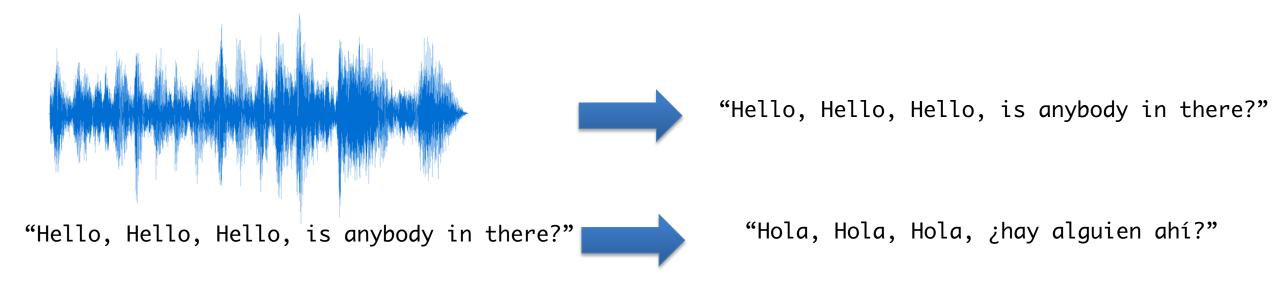


"Hello, Hello, is anybody in there?"





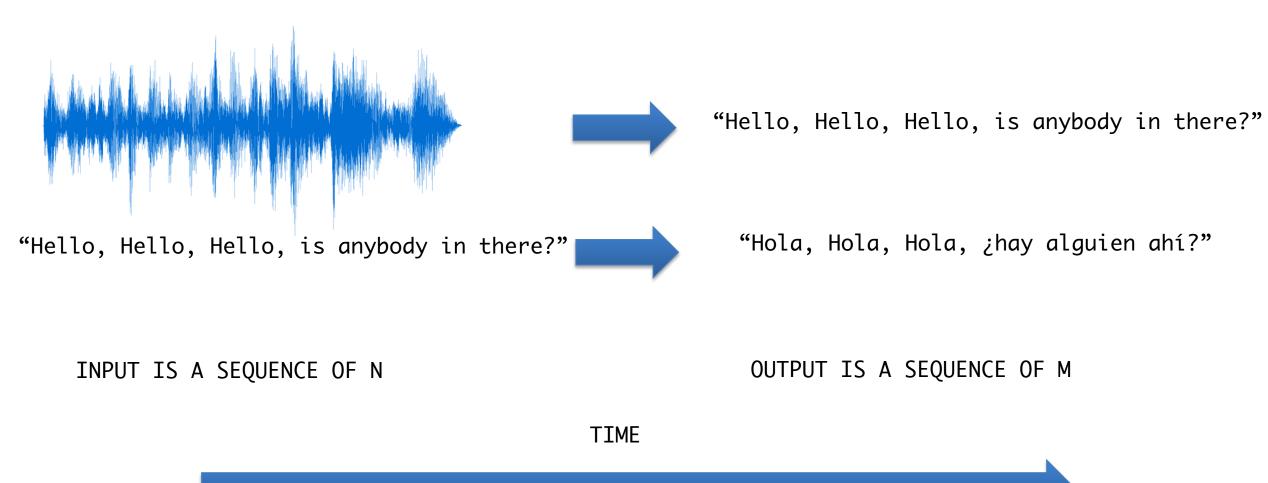




INPUT IS A SEQUENCE OF N

OUTPUT IS A SEQUENCE OF M







DICTIONARY

### Sequence Data: Representing Words

"<u>Hello</u>, Hello, is anybody in there?"

ONE HOT VECTOR



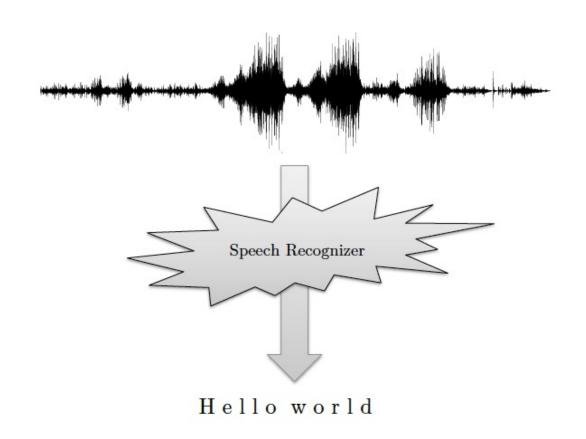
DICTIONARY

"Hola, Hola, Hola, ¿hay alguien ahí?"

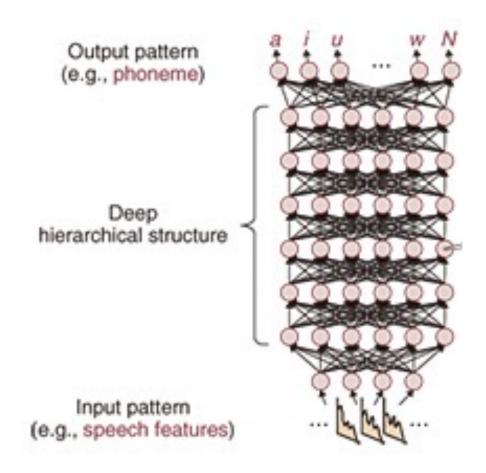
ONE HOT VECTOR

Α	0	Α	0	
And	Ø	Animal	Ø	
Hello	1	Hola	1	
Zoo	Ø	Zoo	Ø	





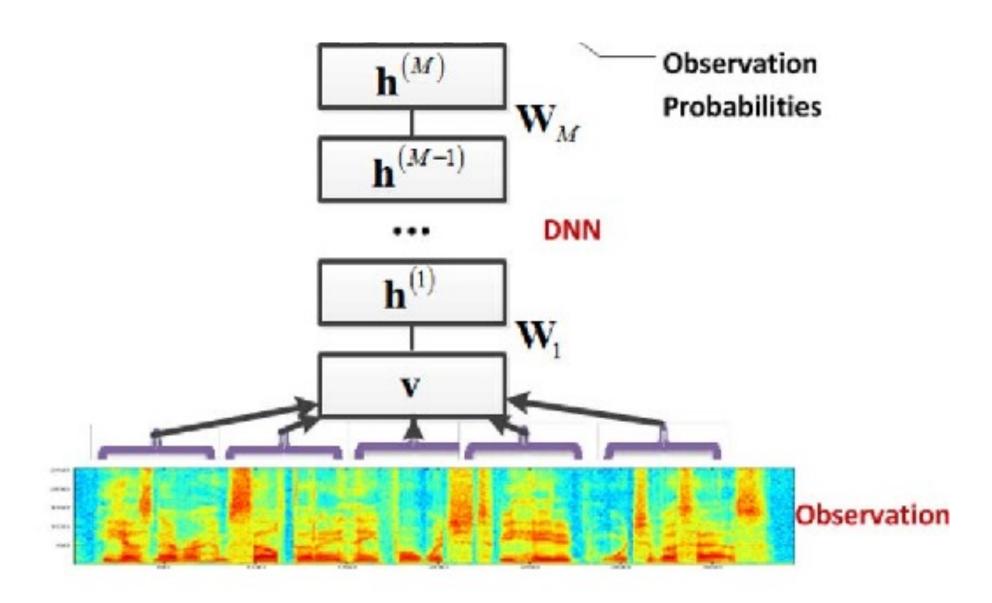






• But we know voice is a sequence... can we do better?

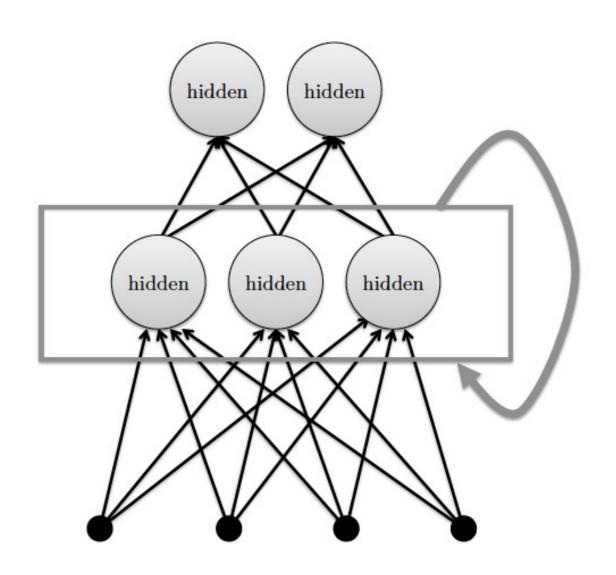




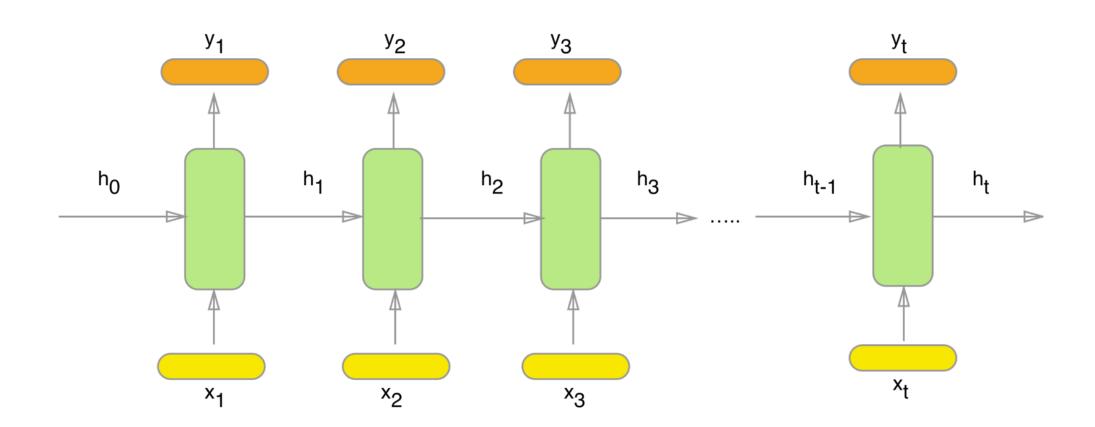


- Infeasibility. The size of the input and therefore parameters in first layer can be enormous.
- The length of the input/output sequence can be different for every training example.
- As the multilayer perceptron for images, there is no way to take advantage of the sentence structure.

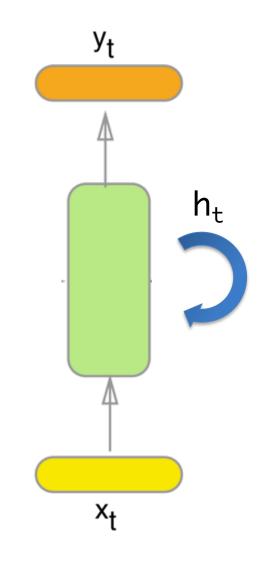




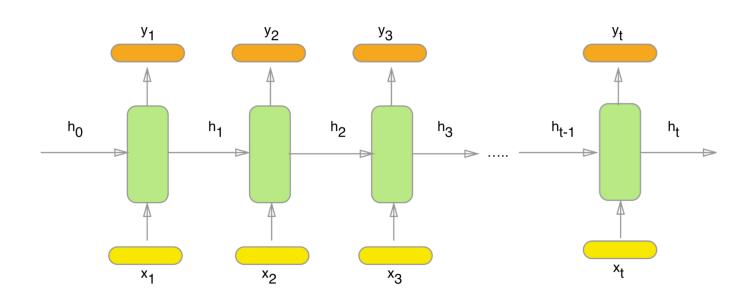










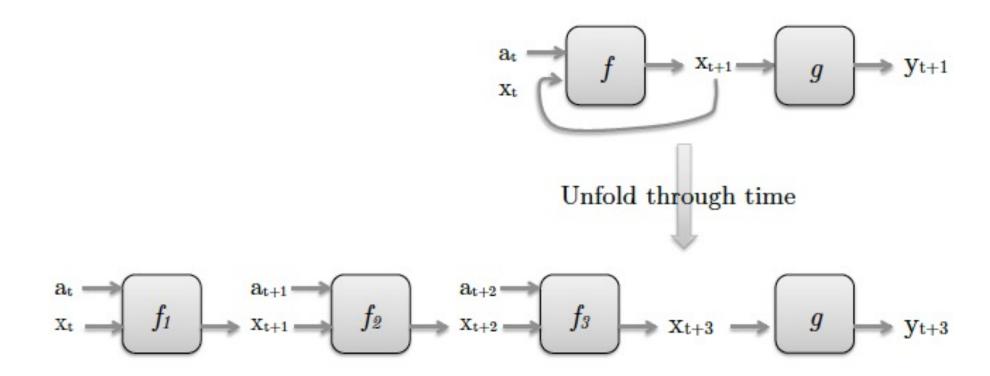


$$h_t = g(W_h(x_t, h_{t-1}) + b_h)$$
  
$$y_t = g(W_y h_t + b_y)$$



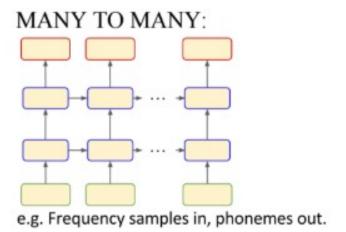
#### How we train this?: BPTT

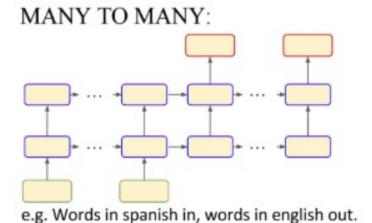
We have to modify the backpropagation algorithm: backpropagation through time

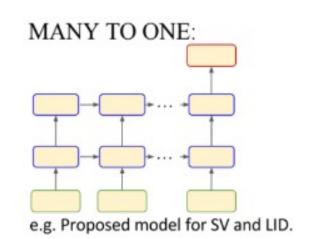


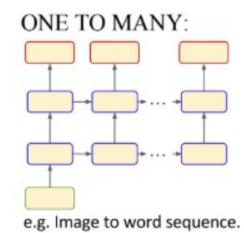


 RNNs architectures

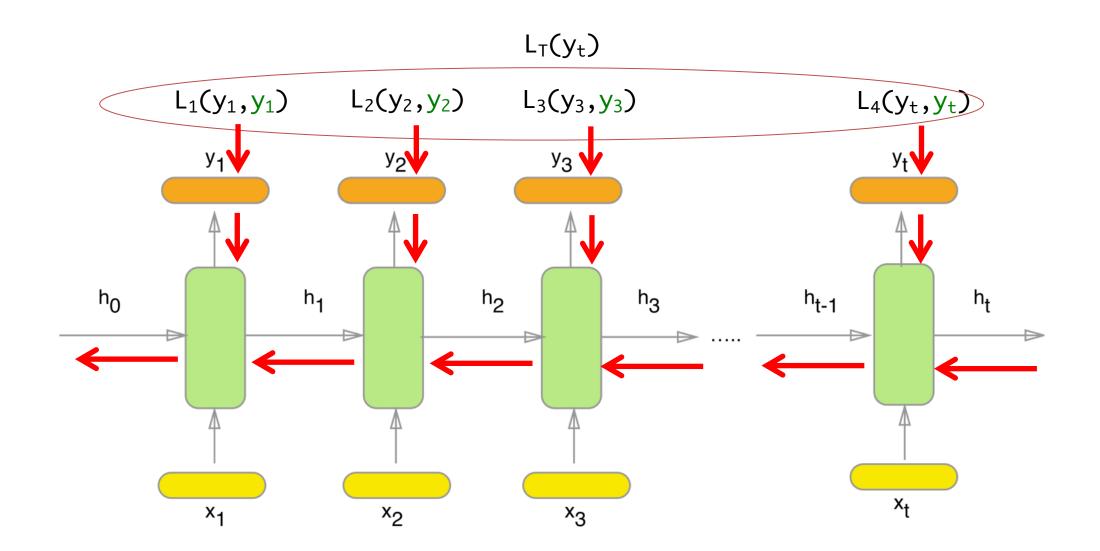






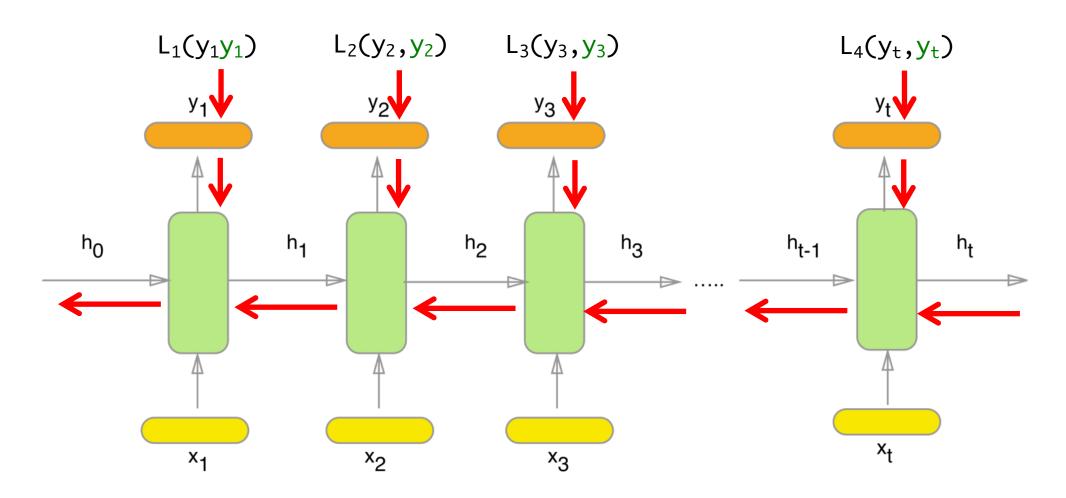






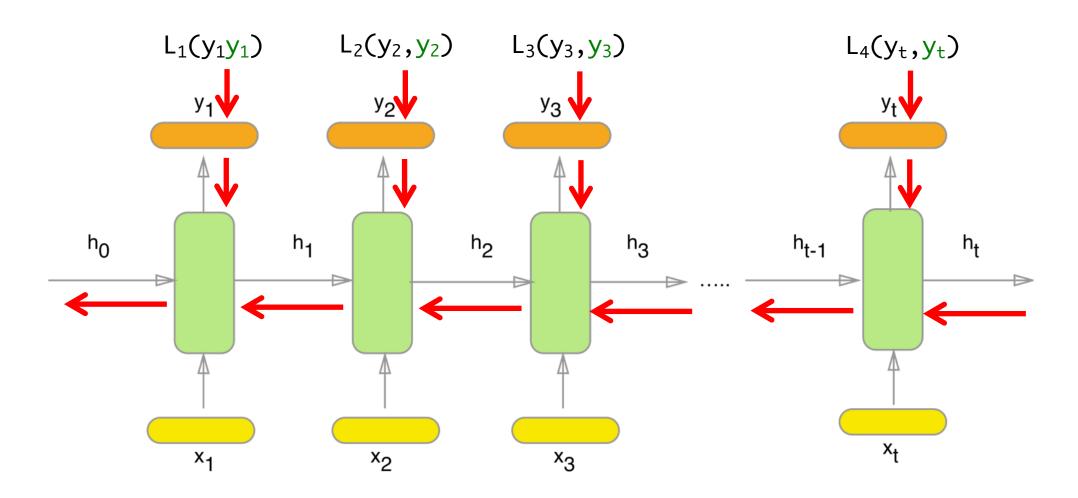


She, who stayed in the train station waiting for him..., was wondering if We, who stayed in the train station waiting for him..., were wondering if

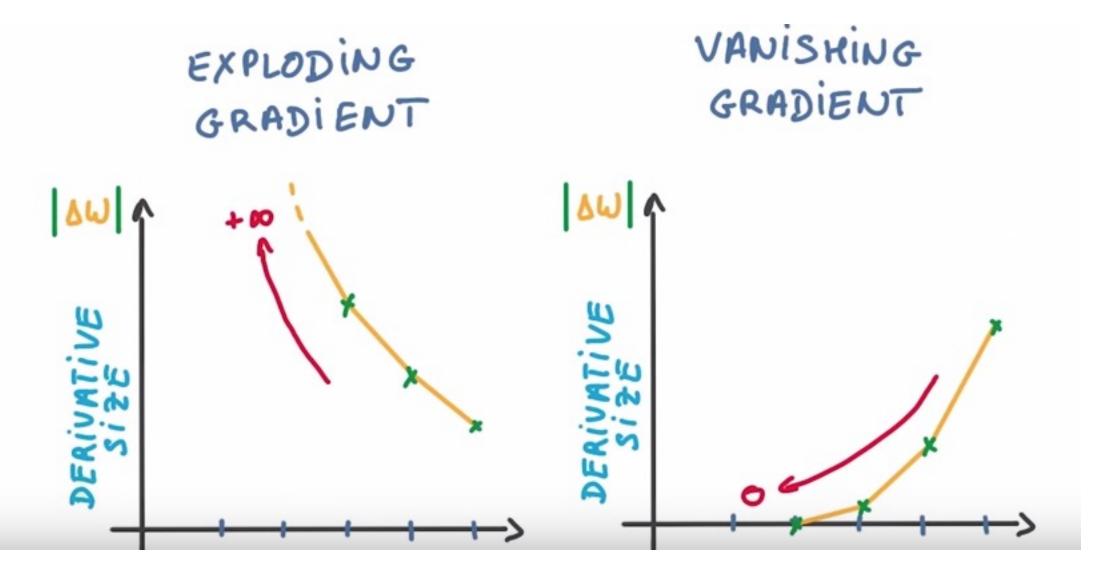




To capture this we need a long term dependency... and if in every step the gradient decay the effect is that probably we do not have influence in earlier layers.

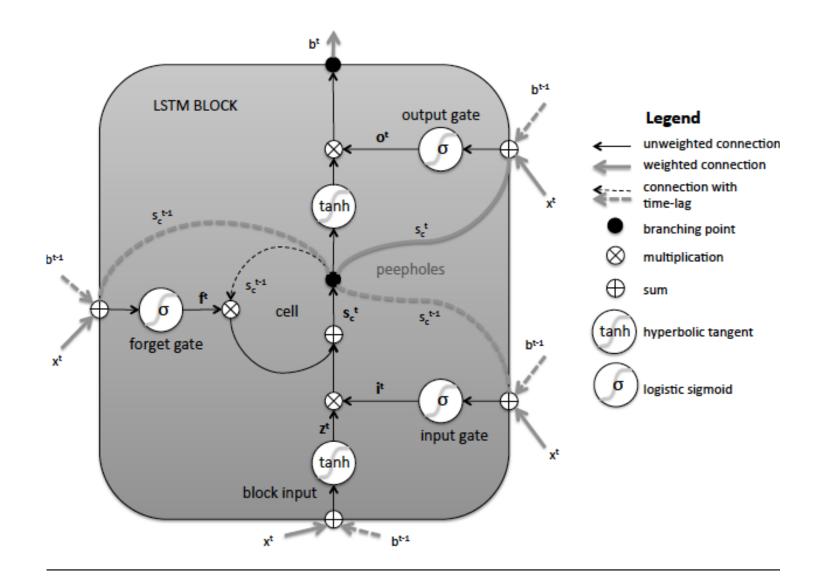






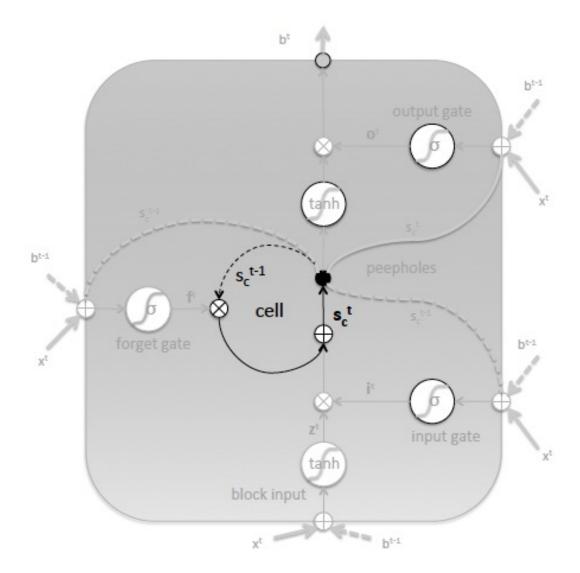


### LSTM's: The unit



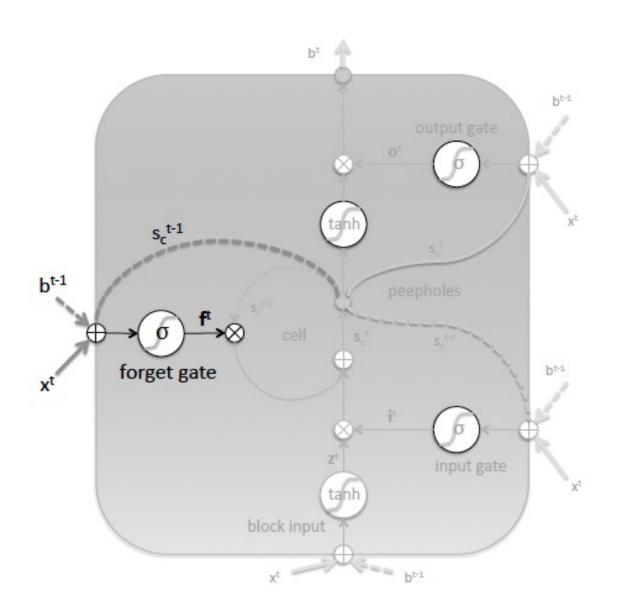


### LSTM's. The main core: Memory unit



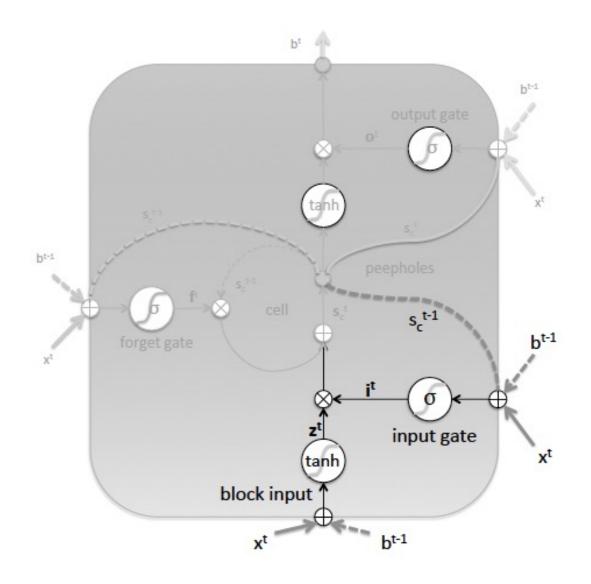


### Step 1: What do we have to forget ?



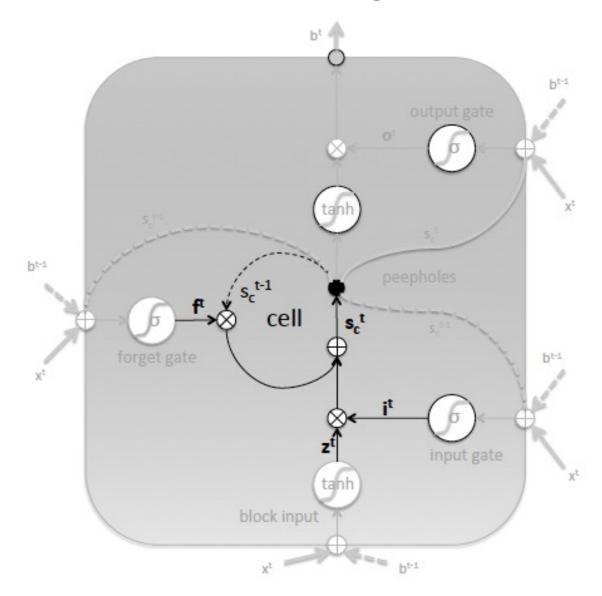


### Step 2: What are we learning?



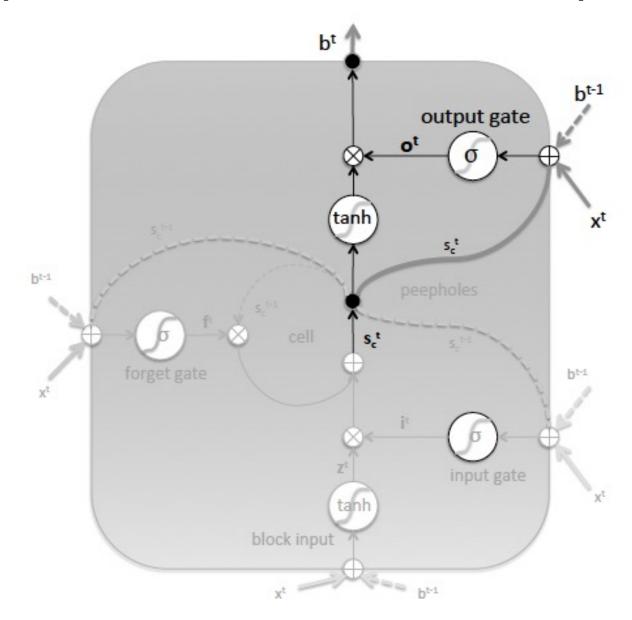


### Step 3: Updating the memory





### Step 4: What is our output?





#### LSTM's

https://towardsdatascience.com/illustrated-guide-to-lstms-and-gru-s-a-step-bystep-explanation-44e9eb85bf21

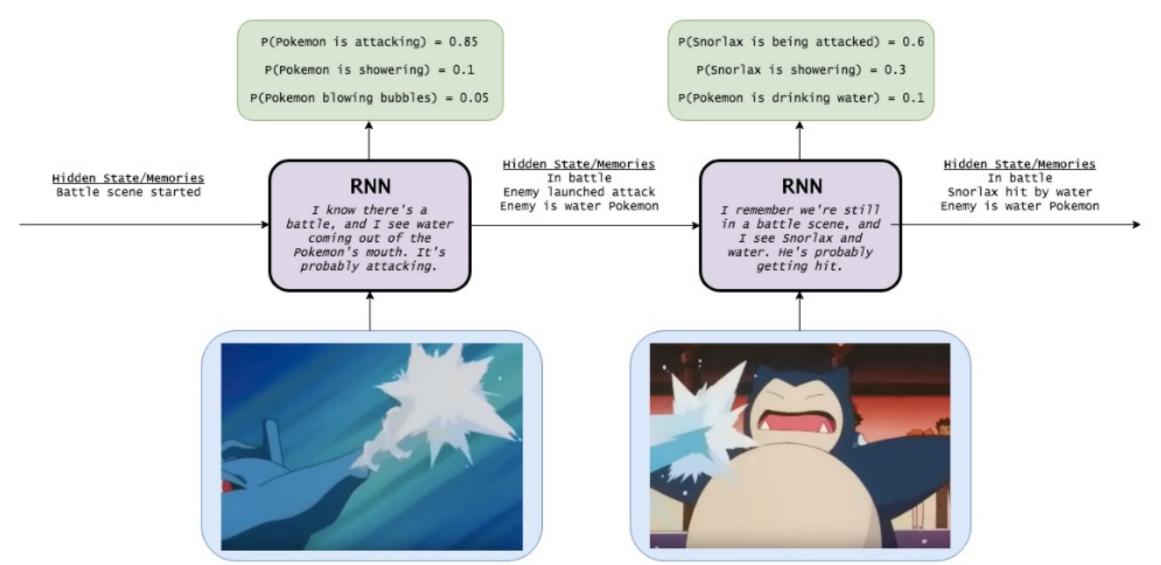


### LSTM's: An intuitive vision

output P(Snorlax is showering) = 0.6P(Snorlax is drinking water) = 0.3 P(Snorlax is being attacked) = 0.1 Neural Network I see Snorlax and water. He's probably taking a bath.



#### LSTM's: An intuitive vision





### LSTM's: An intuitive vision

P(Snorlax is being attacked) = 0.9
P(Snorlax is showering) = 0.05
P(Pokemon is drinking water) = 0.05

Long-Term Memory Snorlax likes bamboo 1 minute into battle Enemy in center of screen

Working Memory
1 minute into battle
Enemy in center of screen

#### **LSTM**

What should I forget? Enemy Pokemon's location on screen.

> What should I save? Snorlax's look of pain.

What should I ignore? Snorlax's dietary preferences. Long-Term Memory
Snorlax likes bamboo
2 minutes into battle
Snorlax hit by water
Snorlax in pain

Working Memory 2 minutes into battle Snorlax hit by water Snorlax in pain

