

# LSTM - Long Short-Term Memory

## Understanding Through a Complete Example

# First: What Are “Gates”?

## Three Gates Control Memory Like Volume Knobs (0 to 1)

**FORGET**



**REMOTES**  
old information

Value 0-1:

- 0.0 = erase all
- 0.5 = keep half
- 1.0 = keep all

**Example:**  
0.1 at period  
→ Erase 90%!

**INPUT**



**ADDS**  
new information

Value 0-1:

- 0.0 = add nothing
- 0.5 = add half
- 1.0 = add all

**Example:**  
0.9 on “cat”  
→ Store lots!

**OUTPUT**



**REVEALS**  
stored information

Value 0-1:

- 0.0 = hide all
- 0.5 = show half
- 1.0 = show all

**Example:**  
0.9 at “was”  
→ Use memory!

### How They Work Together:

$$\begin{aligned}\text{New Memory} &= (\text{Forget} \times \text{Old Memory}) + (\text{Input} \times \text{New Info}) \\ \text{Output} &= \text{Output Gate} \times \text{Memory}\end{aligned}$$

Now let's watch these gates in action on a real sentence...

# Watch LSTM Process a Sentence

Sentence: “The cat was hungry. The dog was sleeping.”

Word	Forget	Input	Output	Memory State
The	0.9	0.3	0.2	article
cat	0.8	0.9	0.8	subject: cat
was	0.9	0.7	0.9	cat + verb
hungry	0.8	0.8	0.7	cat is hungry
.	0.1	0.4	0.3	sentence ends
The	0.1	0.8	0.2	new article
dog	0.7	0.9	0.9	subject: dog
was	0.9	0.8	0.9	using dog info

0.1 = Forget

0.9 = Store/Use

Period → Reset

Just observe for now. Notice any patterns? We'll explain HOW in a moment...

# What Did You Notice?

## Common Observations:

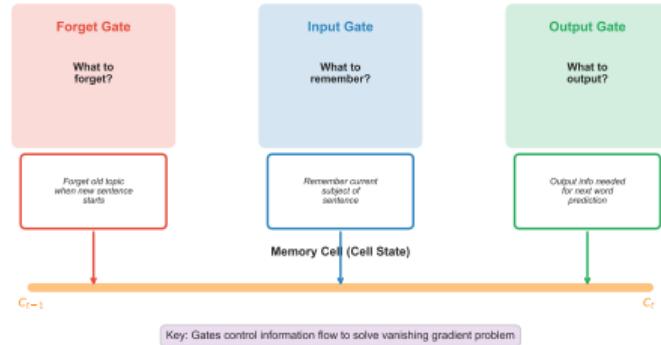
Students usually notice:

- “It drops to 0.1 at the period!”
- “It’s 0.9 on important words (cat, dog)”
- “The memory changes from cat to dog”
- “It resets between sentences”
- “Three different columns of numbers”

## Key Questions:

- ① HOW does it know to forget at period?
- ② HOW does it know cat and dog are important?
- ③ HOW does it decide when to use memory?

LSTM Solution: Three Smart Gates



## Checkpoint: The Big Reveal

Those three columns are called **GATES**:

- **Forget Gate:** Controls what to erase
- **Input Gate:** Controls what to store
- **Output Gate:** Controls what to use

But WHY do we need gates?

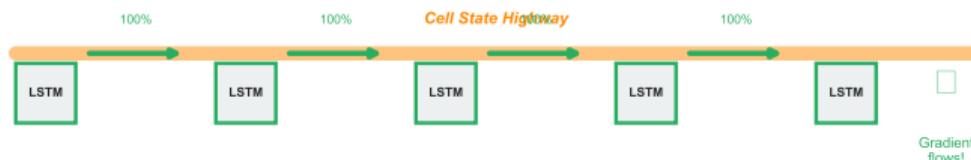
# Why Do We Need Controlled Memory?

## The Vanishing Gradient Problem

Standard RNN:



LSTM:



Key: LSTM uses addition (cell state) instead of multiplication (RNN hidden state)

RNN Problem:

- Gradients vanish ( $0.5^{50} \approx 0$ )
- Forgets early information
- Can't handle long dependencies
- Would lose "cat" by "dog"

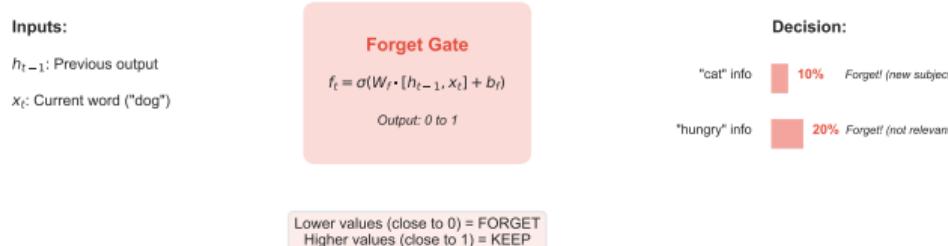
LSTM Solution:

- Cell state highway (addition not multiplication)
- Three gates for CONTROL
- Can preserve info for 100+ steps
- Then ERASE when sentence ends

# Forget Gate: How We Get That 0.1

## Forget Gate: What to Erase?

Example: "The cat was hungry. The dog ..."



Intuition: When you see "dog", forget information about "cat"

Back to Our Table - Row 5:

Word	Forget
"."	0.1

The Formula That Produces 0.1:

$$f_t = \sigma(W_f \cdot [h_{t-1}, x_t] + b_f)$$

What This 0.1 Means:

- 0.0 = forget everything
- 1.0 = keep everything
- 0.1 = forget 90% (keep only 10%)

Why at period?

How It Decides:

- 1 Look at current word (".")
- 2 Look at previous hidden state
- 3 Compute weighted sum
- 4 Apply sigmoid  $\rightarrow$  output 0 to 1

Cell State Update:

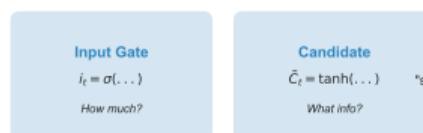
# Input Gate: How We Get That 0.9

## Input Gate: What to Remember?

Example: "The dog was sleeping ..."

### Inputs:

- $h_{t-1}$ : Previous output
- $x_t$ : Current word ("sleeping")



### Decision:



New info to add:

$$i_t * \tilde{C}_t$$

Intuition: Remember "dog is sleeping" for future predictions

Back to Our Table - Row 7:

Word	Input
"dog"	0.9

The Formulas (Two Parts):

$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

What This 0.9 Means:

- 0.0 = add nothing
- 1.0 = add everything
- 0.9 = add 90% of candidate

Why at "dog"?

How It Works:

- 1 Create candidate info ( $\tilde{C}_t$ ) with  $\tanh$
- 2 Decide how much to use ( $i_t = 0.9$ )
- 3 Multiply:  $0.9 \times \text{candidate}$
- 4 Add to cell state

# Output Gate: When to USE Memory

## Output Gate: What to Output?

Example: "The dog was sleeping and ..." → predict next word

### Cell State:

Contains: dog, sleeping, etc.

Question: What's relevant NOW?

### Output Gate

$$o_t = \sigma(W_o \cdot [h_{t-1}, x_t] + b_o)$$

How much to output?

### Decision:

"dog" info  90% Output (subject)

"sleeping" info  70% Output (state)

old context  10% Hide (not needed)

### Final Output:

$$h_t = o_t * \tanh(C_t)$$



To next layer / prediction

Intuition: Only share relevant parts of memory for current prediction

Back to Our Table - Row 8:

Word	Output
"was"	0.9

### The Formulas:

$$o_t = \sigma(W_o \cdot [h_{t-1}, x_t] + b_o)$$

$$h_t = o_t \odot \tanh(C_t)$$

What This 0.9 Means:

- 0.0 = hide everything
- 1.0 = reveal everything
- 0.9 = output 90% of memory

Why at "was"?

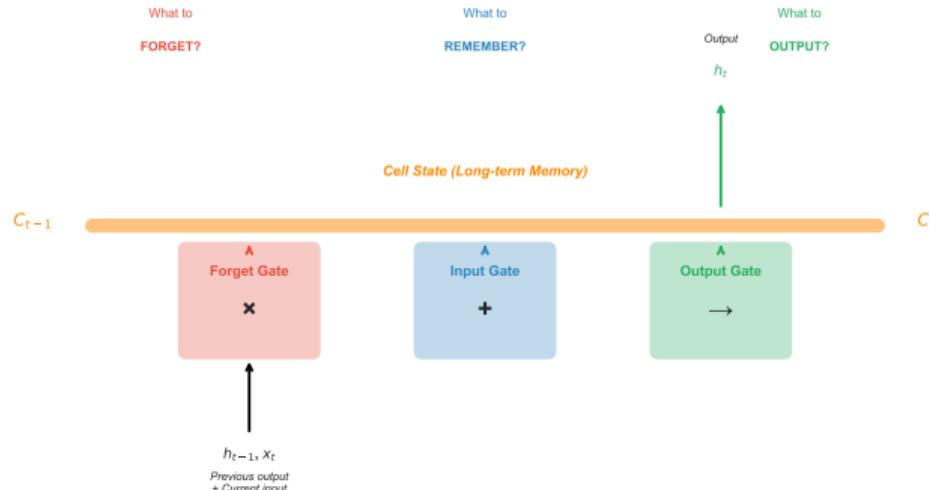
### How It Works:

- Look at cell state (has "dog" info)
- Decide what's relevant NOW
- Filter memory through gate (0.9)
- Send  $h_t$  to prediction layer

### Key Insight:

# The Big Picture: Three Gates Working Together

## LSTM Architecture: Three Smart Gates



### The Cell State Highway:

- Protected memory channel
- Information flows easily
- Gates control entry/exit
- Gradients don't vanish!

### At Each Time Step:

- 1 **Forget:** Erase old ( $0.1 \rightarrow$  erase "cat")
- 2 **Input:** Add new ( $0.9 \rightarrow$  add "dog")

### Intuition: Visual Analogy

Think of LSTM like a notebook:

- Forget Gate = Eraser  
(Clear old notes at period)
- Input Gate = Pen  
(Only write new notes at period)

# Now Look Again - You Understand EVERYTHING!

Sentence: "The cat was hungry. The dog was sleeping."

Word	Forget	Input	Output	What LSTM "Thinks"
The	0.9 (keep)	0.3 (weak)	0.2 (hide)	Article seen, nothing special yet
cat	0.8 (keep)	0.9 (STORE!)	0.8 (show)	Subject! Important noun!
was	0.9 (keep)	0.7 (add)	0.9 (need!)	Verb connects to cat
hungry	0.8 (keep)	0.8 (add)	0.7 (show)	Describes the cat's state
.	0.1 (ERASE!)	0.4 (end)	0.3 (hide)	Sentence over! Clear memory!
The	0.1 (clear)	0.8 (new!)	0.2 (hide)	NEW sentence starts fresh
dog	0.7 (keep)	0.9 (NEW!)	0.9 (use!)	NEW subject! (forgot cat)
was	0.9 (keep)	0.8 (add)	0.9 (USE!)	Using DOG info for prediction

## Checkpoint: The Magic Transition

Watch rows 4→5→6→7: **hungry** → . → **The** → **dog**

**Memory Evolution:** [cat, hungry] → **FORGET (0.1)** → [end] → **ADD (0.9)** → [dog]

This intelligent memory control is what RNNs cannot do! LSTM uses gates to:

- Preserve important info (0.9 on subject nouns)
- Erase when context changes (0.1 at sentence boundaries)
- Reveal info when needed (0.9 output for predictions)

# Summary: From Table to Understanding

## Your Learning Journey:

- ① **Observed:** Patterns in the table  
(0.1 at period, 0.9 on important words)
- ② **Understood WHY:** Vanishing gradients  
(RNNs can't remember long-term)
- ③ **Learned HOW:** Gate equations  
(Sigmoid produces those 0.1 and 0.9 values)
- ④ **Mastered:** Complete picture  
(Gates control memory intelligently)

## Key Equations:

$$f_t = \sigma(W_f[h_{t-1}, x_t] + b_f)$$

$$i_t = \sigma(W_i[h_{t-1}, x_t] + b_i)$$

$$o_t = \sigma(W_o[h_{t-1}, x_t] + b_o)$$

$$C_t = f_t \odot C_{t-1} + i_t \odot \tilde{C}_t$$

$$h_t = o_t \odot \tanh(C_t)$$

## Real World: Where LSTMs Excel

### Applications (2015-2020):

- Machine Translation (Google Translate)
- Speech Recognition (Siri, Alexa)
- Text Generation (early GPT)
- Video Analysis
- Music Generation
- Handwriting Recognition

### Modern Context (2024):

Transformers now dominate NLP, but LSTMs:

- Still used in time series
- Efficient for streaming data
- Foundation for understanding attention

## The Core Insight:

That table showed you *exactly* how gates work. Every 0.1 and 0.9 has a purpose. That's the real magic of LSTMs!

## Questions?