

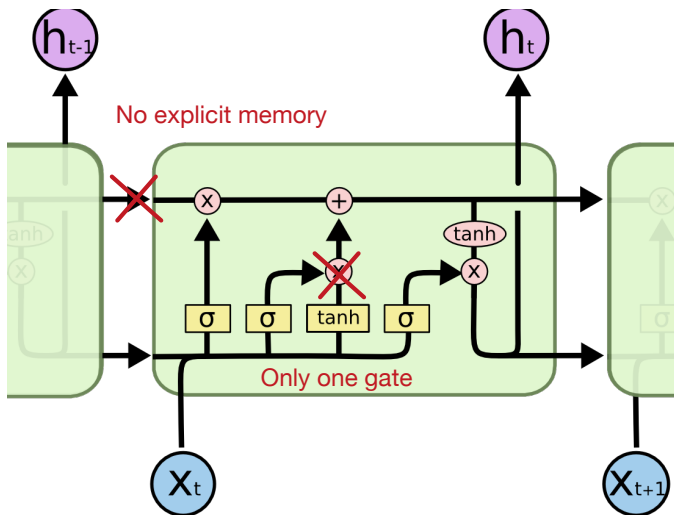


# Sequence Models

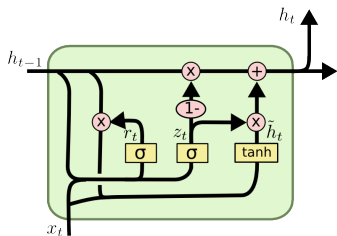
Machine Learning: Jordan Boyd-Graber  
University of Maryland

LSTM VARIANTS

## GRU simplifies slightly



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$$z_t = \sigma(W_z \cdot [h_{t-1}, x_t])$$

$$r_t = \sigma(W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh(W \cdot [r_t * h_{t-1}, x_t])$$

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

Slightly fewer parameters

## What's most important part of LSTM

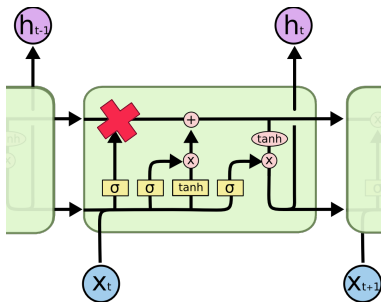
Greff et al. explore

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- No Peepholes (NP)
- Coupled Input and Forget Gate (CIFG) : GRU,  $f_t = 1 - i_t$
- Full Gate Recurrence (FGR):  
Original LSTM paper

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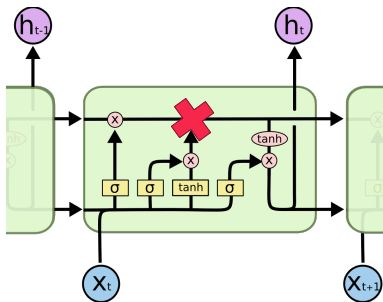
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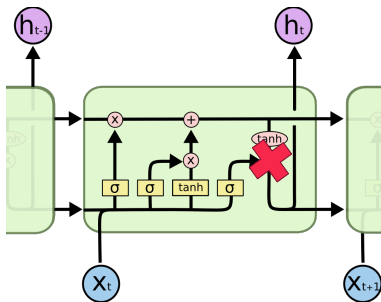
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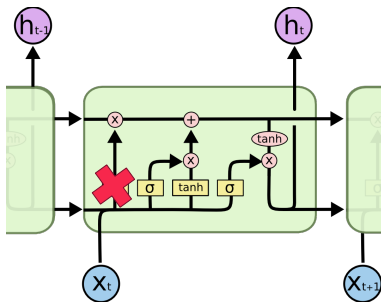
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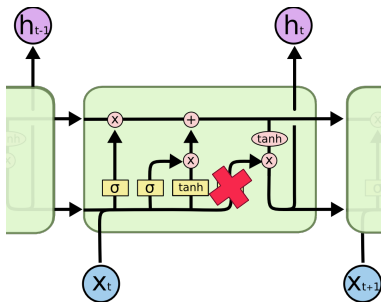




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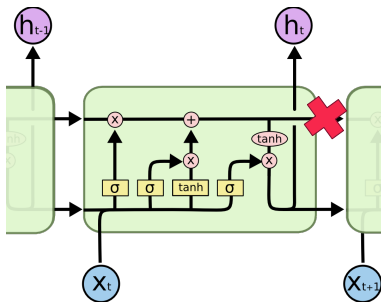
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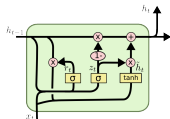
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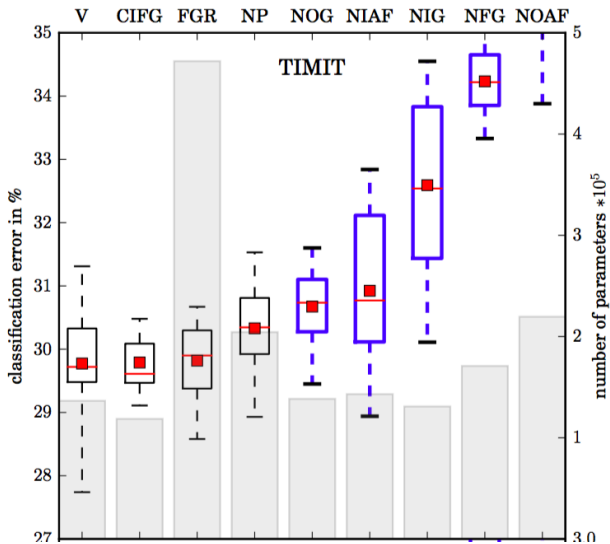
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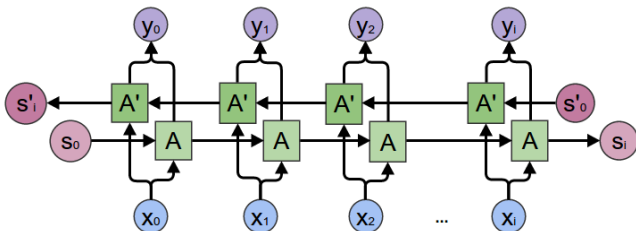
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## Bi-directional LSTMs



Simple extension, often slightly improve performance (but don't always make sense for task)

## Comparing architectures

- GRUs seem competitive
- LSTM seems to be good tradeoff
- Bi-directional often offers slight improvement