# CS224N : Lecture 6 - Simple and LSTM RNNs

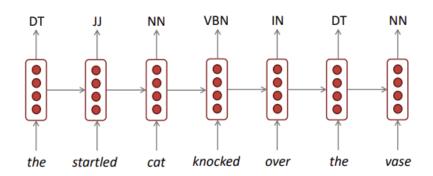
## 1. RNN Language Models

- Language Model: A system that predicts the next word
- Recurrent Neural Network: A family of neural networks that:
  - Take sequential input of any length
  - Apply the same weights on each step
  - Can optionally produce output on each step
- Recurrent Neural Network ≠ Language Model
- · We've shown that RNNs are a great way to build a LM
- · But RNNs are useful for much more!

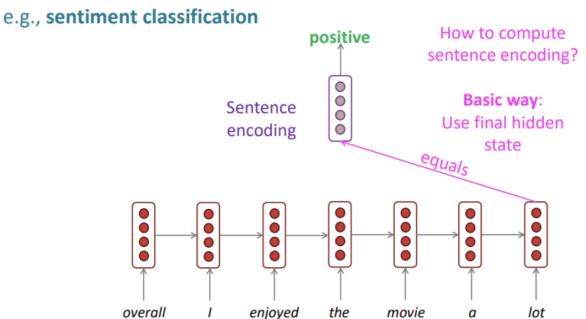
### 2. Other uses of RNNs

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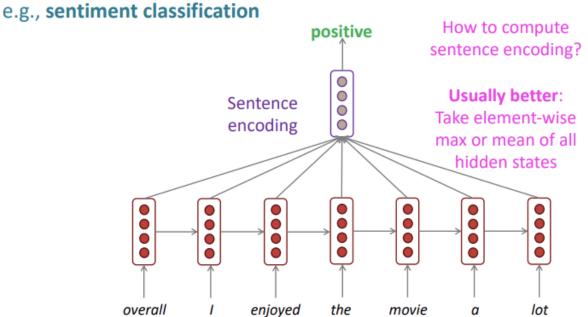
# 2. Other RNN uses: RNNs can be used for sequence tagging e.g., part-of-speech tagging, named entity recognition



## RNNs can be used for sentence classification

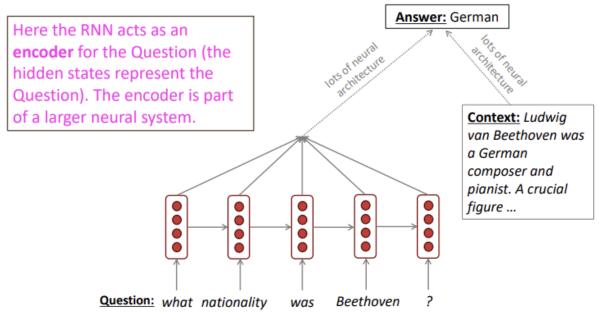


# RNNs can be used for sentence classification



### RNNs can be used as a language encoder module

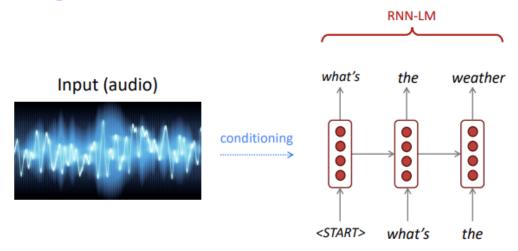
e.g., question answering, machine translation, many other tasks!



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#### RNN-LMs can be used to generate text

e.g., speech recognition, machine translation, summarization



This is an example of a *conditional language model*. We'll see Machine Translation in much more detail next class.

## 3. Exploding and vanishing gradients

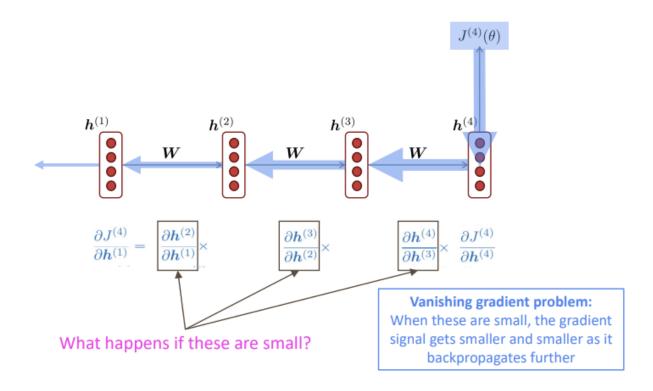
- Vanishing Gradients
- Why is vanishing gradient a problem?
  - Gradient signal from far away is lost because it's much smaller than gradient signal from close-by. So, model weights are updated only with respect to near effects, not long-term effects.
- Effect of vanishing gradient on RNN-LM
  - RNN-LM needs to model the dependency
  - But if the gradient is small, the model can't learn this dependency
  - So, the model is unable to predict similar long-distance dependencies at test time
- Why is exploding gradient a problem?
  - If the gradient becomes too big, then the SGD update step becomes too big

- This can cause bad updates: we take too large a step and reach a weird and bad parameter configuration (with large loss)
- In the worst case, this will result in Inf or NaN in your network (then you have to restart training from an earlier checkpoint)

#### Gradient clipping

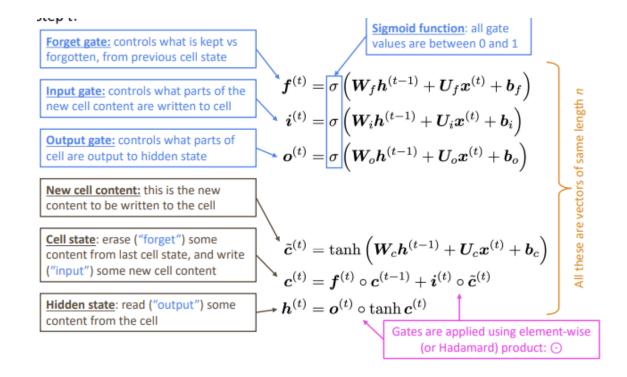
- solution for exploding gradient
- Gradient clipping: if the norm of the gradient is greater than some threshold,
   scale it down before applying SGD update
- Intuition: take a step in the same direction, but a smaller step
- In practice, remembering to clip gradients is important, but exploding gradients are an easy problem to solve
- How to fix the vanishing gradient problem?
  - The main problem: it's too difficult for the RNN to learn to preserve information over many timesteps.
  - In a vanilla RNN, the hidden state is constantly being rewritten

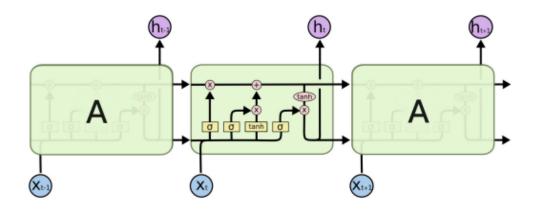
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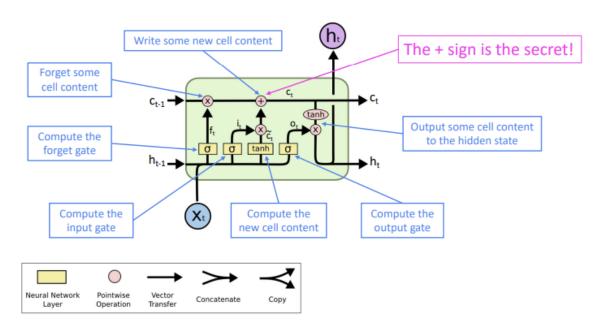
## 4. LSTMs

- Long Short-Term Memory RNNs (LSTMs)
  - A type of RNN proposed by Hochreiter and Schmidhuber in 1997 as a solution to the vanishing gradients problem
  - ▼ Slides









- Gated Recurrent Units (GRU)
  - Proposed by Cho et al. in 2014 as a simpler alternative to the LSTM.
  - On each timestep t we have input and hidden state (no cell state)
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<u>Update gate:</u> controls what parts of hidden state are updated vs preserved

Reset gate: controls what parts of previous hidden state are used to compute new content

$$\mathbf{u}^{(t)} = \sigma \left( \mathbf{W}_u \mathbf{h}^{(t-1)} + \mathbf{U}_u \mathbf{x}^{(t)} + \mathbf{b}_u \right)$$

$$\rightarrow \mathbf{r}^{(t)} = \sigma \left( \mathbf{W}_r \mathbf{h}^{(t-1)} + \mathbf{U}_r \mathbf{x}^{(t)} + \mathbf{b}_r \right)$$

 $_{\mathbf{a}}\mathbf{h}^{(t)} = (1 - \mathbf{u}^{(t)}) \circ \mathbf{h}^{(t-1)} + \mathbf{u}^{(t)} \circ \tilde{\mathbf{h}}^{(t)}$ 

New hidden state content: reset gate selects useful parts of prev hidden state. Use this and current input to compute new hidden content.

<u>Hidden state</u>: update gate simultaneously controls what is kept from previous hidden state, and what is updated to new hidden state content How does this solve vanishing gradient?
Like LSTM, GRU makes it easier to retain info

long-term (e.g., by setting update gate to 0)

 $oldsymbol{ ilde{h}}(t) = anh\left(oldsymbol{W}_h(oldsymbol{r}^{(t)} \circ oldsymbol{h}^{(t-1)}) + oldsymbol{U}_h oldsymbol{x}^{(t)} + oldsymbol{b}_h
ight)$ 

#### LSTM vs GRU

- Researchers have proposed many gated RNN variants, but LSTM and GRU are the most widely-used
- Rule of thumb: LSTM is a good default choice (especially if your data has particularly long dependencies, or you have lots of training data); Switch to GRUs for speed and fewer parameters.
- LSTMs can store unboundedly large values in memory cell dimensions, and relatively easily learn to count. (Unlike GRUs.)
- How does LSTM solve vanishing gradients?
  - The LSTM architecture makes it easier for the RNN to preserve information over many timesteps
  - LSTM doesn't guarantee that there is no vanishing/exploding gradient, but it does provide an easier way for the model to learn long-distance dependencies
- Is vanishing/exploding gradient just a RNN problem?
  - No! It can be a problem for all neural architectures (including feed-forward and convolutional), especially very deep ones.
  - Solution: lots of new deep feedforward/convolutional architectures add more direct connections (thus allowing the gradient to flow)

 Conclusion: Though vanishing/exploding gradients are a general problem, RNNs are particularly unstable due to the repeated multiplication by the same weight matrix [Bengio et al, 1994]

## 5. Bidirectional and multi-layer RNNs

- Bidirectional RNNs
  - Bidirectional RNNs are only applicable if you have access to the entire input sequence
  - If you do have entire input sequence (e.g., any kind of encoding), bidirectionality is powerful (you should use it by default).