

Recurrent neural networks

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The model

RNN

Given an input sequences $\{\mathbf{u}\}_{t=1,\dots,T}$, with $\mathbf{u}_t \in \mathbb{R}^p$, the output sequence of a RNN $\{\mathbf{y}\}_{t=1,\dots,T}$, with $\mathbf{y}_t \in \mathbb{R}^o$, is defined by the following:

$$\mathbf{y}^t \triangleq F(W^{out} \cdot \mathbf{a}^t + \mathbf{b}^{out}) \quad (1)$$

$$\mathbf{a}^t \triangleq W^{rec} \cdot \mathbf{h}^{t-1} + W^{in} \cdot \mathbf{u}^t + \mathbf{b}^{rec} \quad (2)$$

$$\mathbf{h}^t \triangleq \sigma(\mathbf{a}^t) \quad (3)$$

$$\mathbf{h}^0 \triangleq \vec{0}, \quad (4)$$

where $\sigma(\cdot) : \mathbb{R} \rightarrow \mathbb{R}$ is a non linear function applied element-wise called activation function.

The optimization problem

Given a dataset D :

$$D \triangleq \{\{\bar{\mathbf{u}}^{(i)}\}_{t=1,\dots,T}, \bar{\mathbf{u}}_t^{(i)} \in \mathbb{R}^p, \{\bar{\mathbf{y}}^{(i)}\}_{t=1,\dots,T}, \bar{\mathbf{y}}_t^{(i)} \in \mathbb{R}^o; i = 1, \dots, N\} \quad (5)$$

we define a loss function $L_D : \mathbb{R}^N \rightarrow \mathbb{R}_{\geq 0}$ over D as

$$L_D(\mathbf{x}) \triangleq \frac{1}{N} \sum_{i=1}^N \sum_{t=1}^T L_t(\bar{\mathbf{y}}_t^{(i)}, \mathbf{y}_t^{(i)}(\mathbf{x})), \quad (6)$$

where $L_t(\cdot, \cdot)$ is an arbitrary loss function for the time step t . The problem is

$$\min_{\mathbf{x} \in \mathbb{R}^N} L_D(\mathbf{x}) \quad (7)$$

Stochastic gradient descent (SGD)

Algorithm 1: Stochastic gradient descent

Data:

$D = \{\langle \mathbf{u}^{(i)}, \mathbf{y}^{(i)} \rangle\}$: training set

\mathbf{x}_0 : candidate solution

m : size of each minibatch

Result:

\mathbf{x} : solution

```
1  $\mathbf{x} \leftarrow \mathbf{x}_0$ 
2 while stop criterion do
3    $I \leftarrow$  select  $m$  training example  $\in D$ 
4    $\alpha \leftarrow$  compute learning rate
5    $\mathbf{x} \leftarrow \mathbf{x} - \alpha \sum_{i \in I} \nabla_{\mathbf{x}} L(\mathbf{x}; \langle \mathbf{u}^{(i)}, \mathbf{y}^{(i)} \rangle)$ 
6 end
```

Stochastic gradient descent (SGD)

- ▶ Nemirovski (2009)[3]: proof of convergence in the convex case
- ▶ there are no theoretical guarantees in the non-convex case
- ▶ in practice it always works: SGD is the standard framework in most of neural networks applications.

A pathological problem example

An input sequence:

marker	0	1	0	...	0	1	0	0
value	0.3	0.7	0.1	...	0.2	0.4	0.6	0.9

The predicted output should be the sum of the two one marked positions (1.1).

Why is this a difficult problem?

Because of it's long time dependencies.

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Gradient

Consider a RNN = $\langle \mathcal{W}, \mathcal{B}, \sigma(\cdot), F(\cdot) \rangle$. Let $L_t : \mathbb{R}^o \times \mathbb{R}^o \rightarrow \mathbb{R}$ a loss function and $g_t(\cdot) : \mathbb{R}^{\mathcal{N}(\mathcal{W}) + \mathcal{N}(\mathcal{B})} \rightarrow \mathbb{R}$ be the function defined by

$$g_t(\mathcal{W}, \mathcal{B}) \triangleq L_t(F(\mathbf{y}^t(\mathcal{W}, \mathcal{B})))$$

and

$$g(\mathcal{W}, \mathcal{B}) \triangleq \sum_{t=1}^T g_t(\mathcal{W}, \mathcal{B})$$

$$\frac{\partial g}{\partial W_{rec}} = \sum_{t=1}^T \nabla L_t^T \cdot J(F) \cdot \frac{\partial \mathbf{y}^t}{\partial \mathbf{a}^t} \cdot \frac{\partial \mathbf{a}^t}{\partial W_{rec}} \quad (8)$$

$$= \sum_{t=1}^T \frac{\partial g_t}{\partial \mathbf{a}^t} \cdot \frac{\partial \mathbf{a}^t}{\partial W_{rec}} \quad (9)$$

Let's see how to compute $\frac{\partial a^t}{\partial W_{rec}}$.

Let's consider a single output unit u , and a weight w_{lj} , we have

$$\frac{\partial a_u^t}{\partial w_{lj}} = \sum_{k=1}^t \frac{\partial a_u^t}{\partial a_l^k} \cdot \frac{\partial a_l^k}{\partial w_{lj}} \quad (10)$$

$$= \sum_{k=1}^t \delta_{lu}^{tk} \cdot \phi_j^{t-1} \quad (11)$$

where

$$\delta_{lu}^{tk} \triangleq \frac{\partial a_u^t}{\partial a_l^k}. \quad (12)$$

Let $P(l)$ be the set of parents of neuron l , defined as the set of parents in the unfolded network.

$$\delta_{lu}^{tk} = \sum_{h \in P(l)} \delta_{hu}^{tk} \cdot \sigma'(a_h^{t-1}) \cdot w_{hl} \quad (13)$$

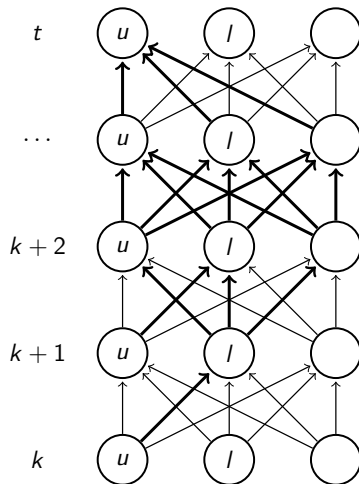


Figure: Nodes involved in $\frac{\partial a_u^t}{\partial a_l^k}$.

In matrix notation we have:

$$\frac{\partial \mathbf{a}^t}{\partial W^{rec}} = \sum_{k=1}^t \frac{\partial \mathbf{a}^t}{\partial \mathbf{a}^k} \cdot \frac{\partial^+ \mathbf{a}^k}{\partial W^{rec}} \quad (14)$$

$$\frac{\partial^+ \mathbf{a}^k}{\partial W_j^{rec}} = \begin{bmatrix} \phi_j^k & 0 & \dots & \dots & 0 \\ 0 & \phi_j^k & \dots & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots & \vdots \\ 0 & \dots & \dots & \dots & \phi_j^k \end{bmatrix} \quad (15)$$

$$\triangleq \Delta^{tk} \quad (16)$$

$$\Delta^{tk} = \Delta^{t(k+1)} \cdot \text{diag}(\sigma'(\mathbf{a}^k)) \cdot W^{rec} \quad (17)$$

$$= \prod_{i=t-1}^k \text{diag}(\sigma'(\mathbf{a}^i)) \cdot W^{rec}. \quad (18)$$

The derivatives with respect to the other variables are computed in a similar fashion

Vanishing gradient: an upper bound

$$\frac{\partial \mathbf{a}^t}{\partial \mathbf{a}^k} = \prod_{i=t-1}^k \text{diag}(\sigma'(\mathbf{a}^i)) \cdot W^{\text{rec}}. \quad (19)$$

Taking the singular value decomposition of W^{rec} :

$$W^{\text{rec}} = S \cdot D \cdot V^T \quad (20)$$

where S, V^T are squared orthogonal matrices and $D \triangleq \text{diag}(\mu_1, \mu_2, \dots, \mu_r)$ is the diagonal matrix containing the singular values of W^{rec} . Hence:

$$\frac{\partial \mathbf{a}^t}{\partial \mathbf{a}^k} = \prod_{i=t-1}^k \text{diag}(\sigma'(\mathbf{a}^i)) \cdot S \cdot D \cdot V^T \quad (21)$$

Since U and V are orthogonal matrix, hence

$$\|U\|_2 = \|V^T\|_2 = 1,$$

and

$$\|diag(\lambda_1, \lambda_2, \dots, \lambda_r)\|_2 \leq \lambda_{max},$$

we get

$$\left\| \frac{\partial \mathbf{a}^t}{\partial \mathbf{a}^k} \right\|_2 = \left\| \left(\prod_{i=t-1}^k diag(\sigma'(\mathbf{a}^i)) \cdot S \cdot D \cdot V^T \right) \right\|_2 \quad (22)$$

$$\leq (\sigma'_{max} \cdot \mu_{max})^{t-k-1} \quad (23)$$

Existent solutions

- ▶ Long short-term memory (LSTM). Hochreiter, Schmidhuber (1997) [1]
 - ▶ the network structure is modified with specialized "memory cells"
 - ▶ a truncated version of back-propagation is employed
- ▶ Hessian-Free optimization (HF). Martens (2010) [2]
 - ▶ a second order method
 - ▶ a "cheap" approximation of the Hessian is employed
 - ▶ the quadratic sub-problem is solved through conjugate gradient + structural damping
- ▶ Pascanu, Bengio (2013) [4]
 - ▶ a first order method
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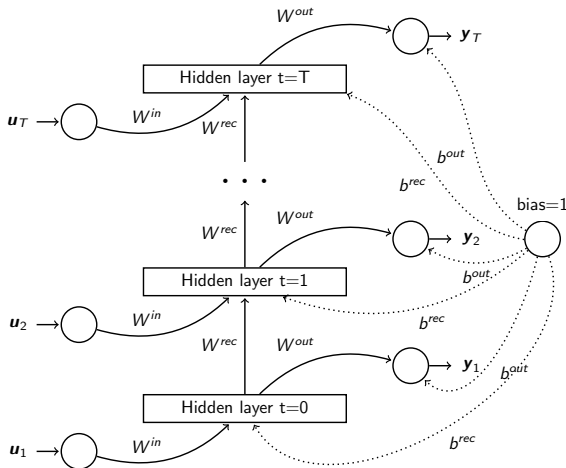
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Understanding the gradient structure: unfolding



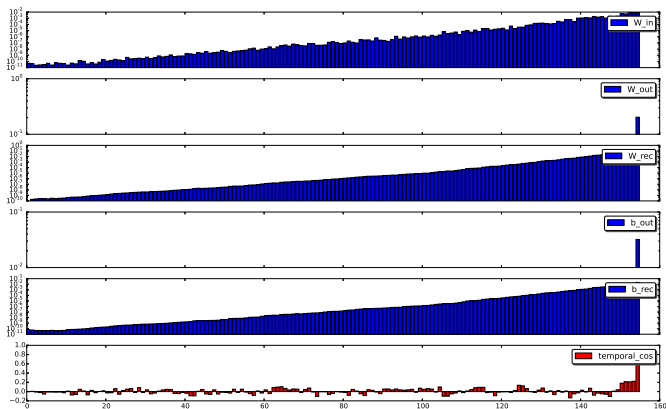
Understanding the gradient structure

It's easy to see that

$$\nabla L(\mathbf{x}) = \sum_{t=1}^T \nabla L_{|t}(\mathbf{x}), \quad (24)$$

where $\nabla L_{|t}$ is ...

Temporal gradient norms: an illustration



A new proposal

- ▶ use the structure of the gradient to compute a descent direction which does not suffer from the vanishing gradient problem
- ▶ normalize the temporal components

$$d(\mathbf{x}) = \sum_{t=1}^T \frac{\nabla L_{|t}(\mathbf{x})}{\|\nabla L_{|t}(\mathbf{x})\|} \quad (25)$$

- ▶ add some randomness for robustness:

$$d(\mathbf{x}) = \sum_{t=1}^T \beta_t \frac{\nabla L_{|t}(\mathbf{x})}{\|\nabla L_{|t}(\mathbf{x})\|}, \quad (26)$$

with $\sum_{t=1}^T \beta_t = 1, \beta_t > 0$

Open Issues: Initialization

- ▶ Some tasks, like the XOR one, are still "unresolved" (even for the other approaches). They cannot be solved with high probability (varying the seed)
- ▶ it seems to be an **initialization** matter

Popular strategies for initialization are:

- ▶ "small random weights", usually drawn from gaussian or uniform distribution with zero mean.
- ▶ sparse initialization: only some weights are actually sampled from a distribution, the other are zero. (Used by HF)
- ▶ ESN-like initialization

Open Issues: Learning rate

- ▶ the **learning rate** is usually tuned by hand, there is no convergence theory for SGD in the non convex case
- ▶ a **gradient clipping** technique is often employed:

Algorithm 2: Gradient clipping

```
1  $\mathbf{g} \leftarrow \nabla_{\mathbf{x}} L$   
2 if  $\|\mathbf{g}\| \geq \text{threshold}$  then  
3    $\mathbf{g} \leftarrow \frac{\text{threshold}}{\|\mathbf{g}\|} \mathbf{g}$   
4 end
```

- ▶ some **momentum** or **averaging** technique often yield better convergence time, again tuned by hand

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