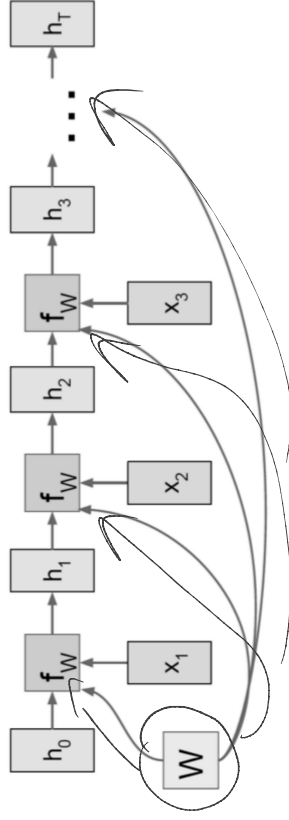
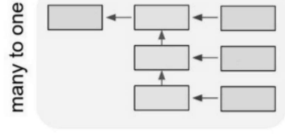


## Recurrent Neural Networks

Re-use the same weight matrix at every time-step

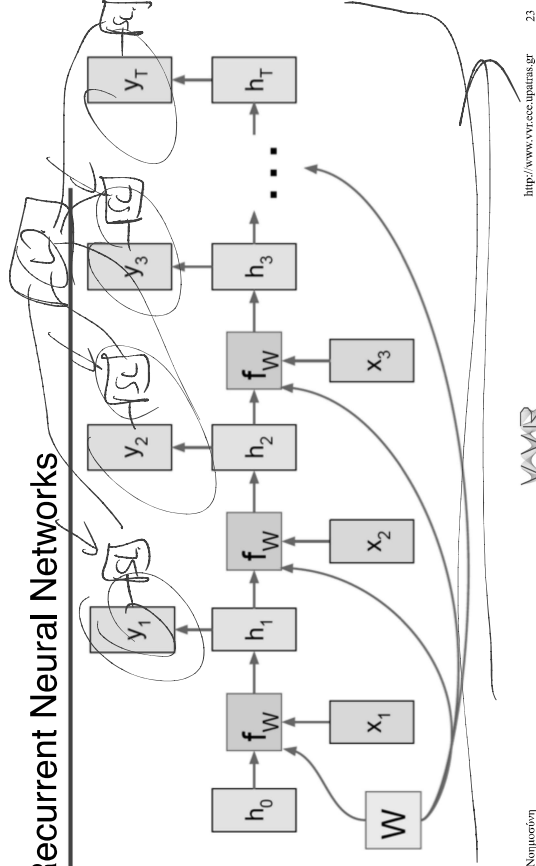


## Recurrent Neural Networks



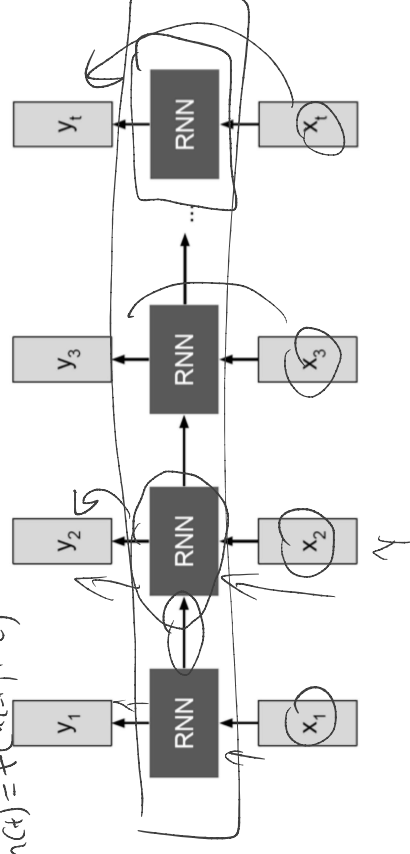
e.g. Video classification on frame level

## Recurrent Neural Networks

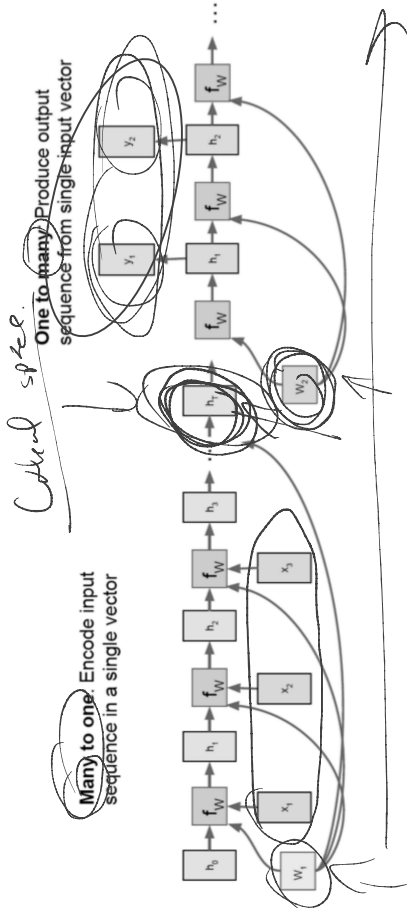


## Recurrent Neural Networks

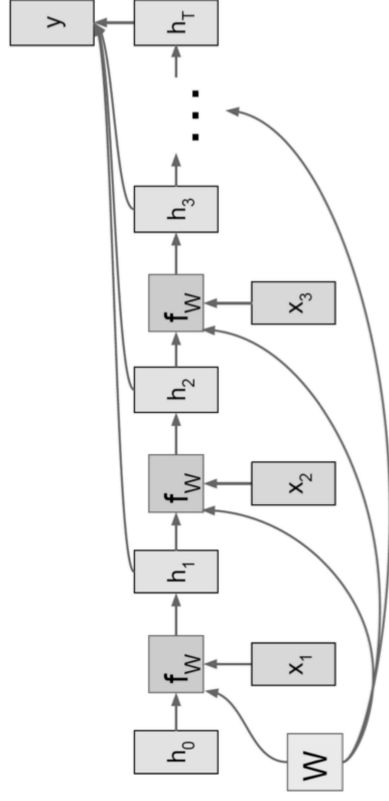
$$h(t) = f(h_{t-1}, x_t)$$



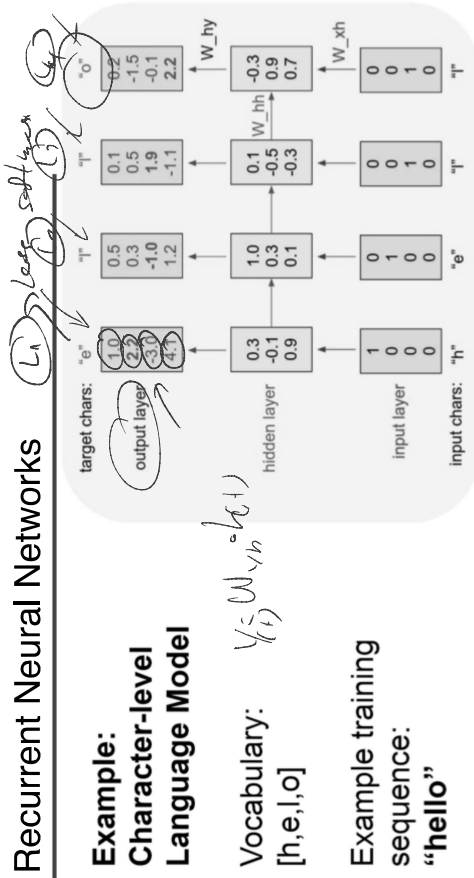
## Recurrent Neural Networks



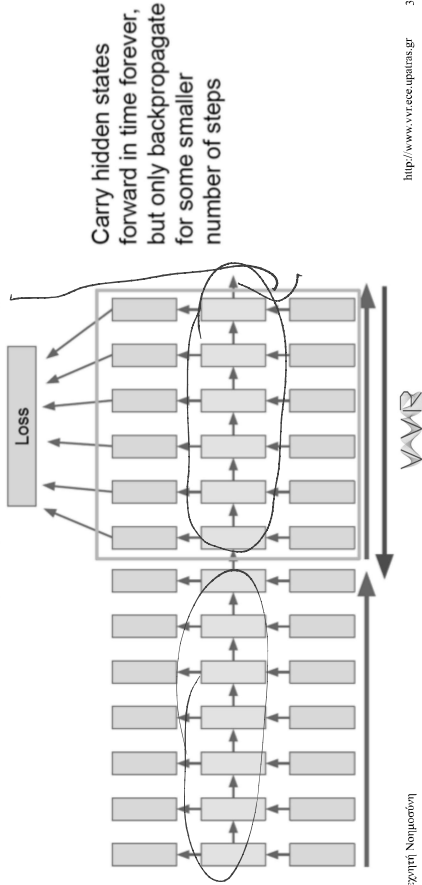
## Recurrent Neural Networks



## Recurrent Neural Networks



## Truncated Backpropagation through time

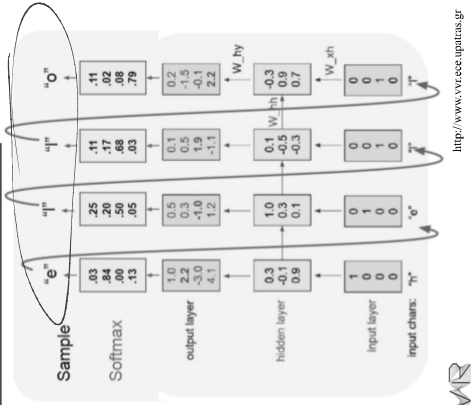


## Example: Character-level Language Model Sampling

Vocabulary:

[h,e,l,o]

At test-time sample characters one at a time, feed back to model



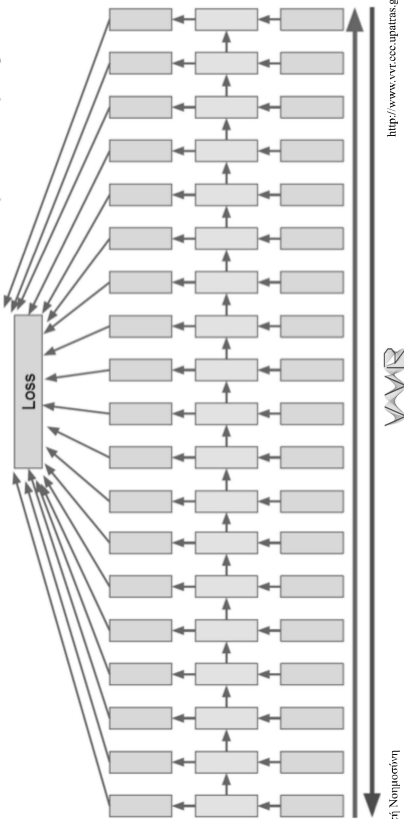
## RNN Advantages:

- Can process any length input
- Computation for step  $t$  can (in theory) use information from many steps back
- Model size doesn't increase for longer input
- Same weights applied on every timestep, so there is symmetry in how inputs are processed.

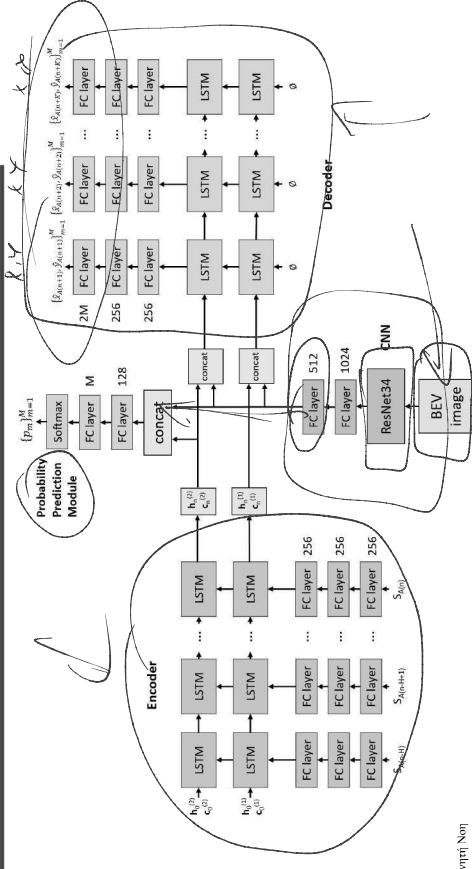
## RNN Disadvantages:

- Recurrent computation is slow
- In practice, difficult to access information from many steps back

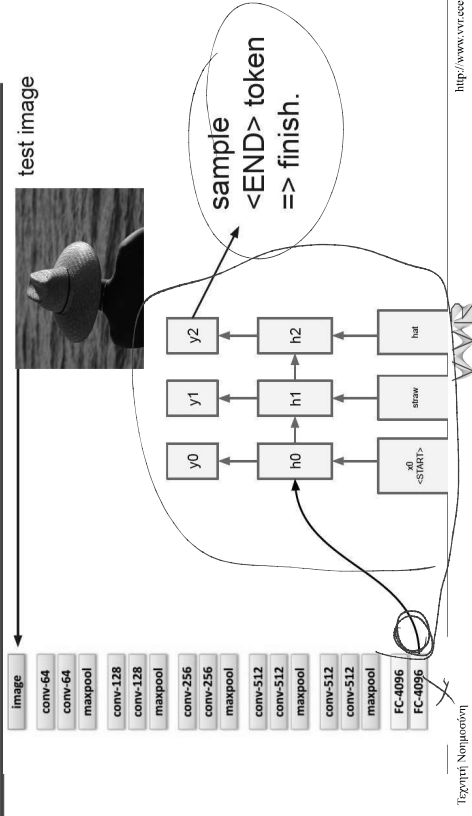
## Backpropagation through time



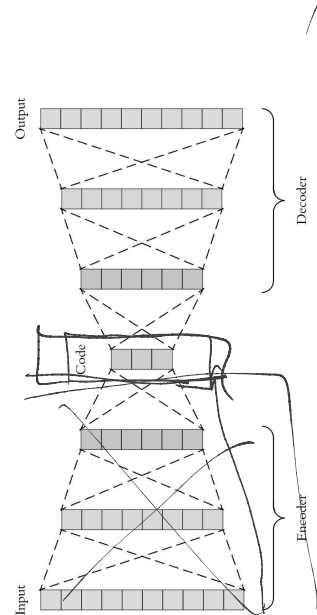
## Examples – Motion prediction?



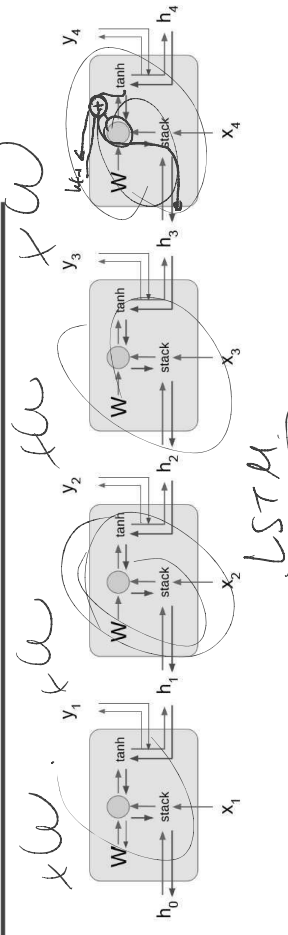
## Recurrent Neural Networks



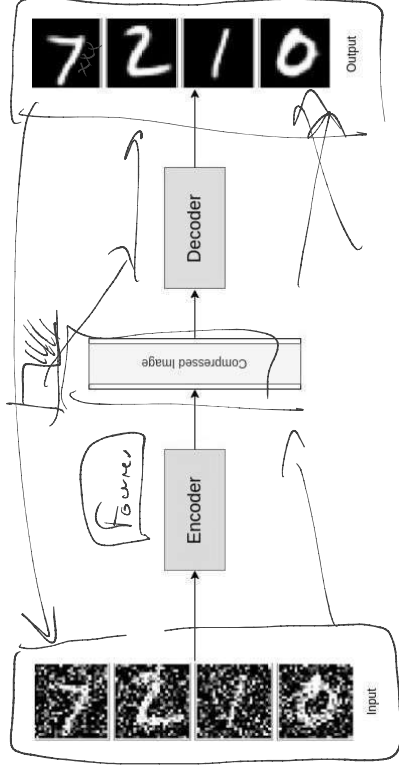
## Examples – Autoencoders



## Recurrent Neural Networks



## Examples – Autoencoders & Denoising



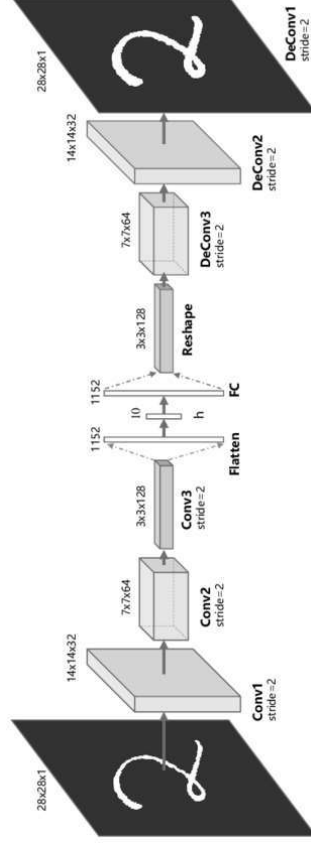
Tegzei1 Nonpaction



<http://www.vwr.cc.upatras.gr>

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## Examples – Autoencoders & Supersolution



Tegzei1 Nonpaction



<http://www.vwr.cc.upatras.gr>

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