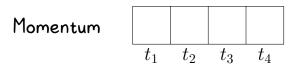
## Exercise 1: Building RNNs: From Rolling Balls to Hidden States

Step 1.1 Imagine a ball rolling on a surface with some friction. The ball's momentum (hidden state) changes based on:

- 1. Previous momentum (how fast it was already rolling)
- 2. New external force (input)

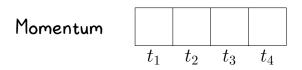
For each scenario below, shade the boxes to show the ball's momentum (darker = faster). For simplicity, assume the relationship between momentum and time is linear, e.g., if the ball is moving at 1 m/s at  $t_1$  and the external force is 1 m/s<sup>2</sup>, it will be moving at 2 m/s at  $t_2$ .

Constant push force [1, 1, 1, 1]:



Step 1.2 Now let's understand how friction (weight on previous state) affects motion. A high weight (w=0.9) means low friction, while a low weight (w=0.1) means high friction. The friction is applied to the previous momentum by multiplying it, e.g.,  $h_{\mathsf{new}} = w \times h_{\mathsf{old}}$ .

Shade these boxes showing momentum for different friction levels, with force [2, 2, 0, 0]:



Think: How does friction (weight) affect how long the ball "remembers" previous pushes?

Step 1.3 Let's turn this physical intuition into an RNN. The new hidden state is:

$$h_{\mathsf{new}} = \mathsf{tanh}(w \times h_{\mathsf{old}} + w_x \times \mathsf{force})$$

where:

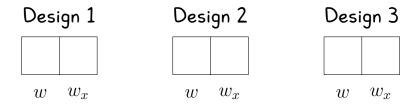
- 1.  $h_{\mathsf{old}}$  is previous momentum
- 2. force is input
- 3. w relates to friction (how much previous momentum is preserved)
- 4.  $w_x$  relates to how effectively force changes momentum
- 5. tanh keeps momentum from growing infinitely

For these force sequences, shade the predicted momentum, with  $w=1.0\,$  and  $w_x=1\colon$ 



Think: How does each force sequence affect momentum differently? Which sequence would be hardest for the network to "learn"?

Step 1.4 Design your own RNN weights! If you wanted to: (Design 1) Remember past inputs longer, (Design 2) Respond more quickly to new forces, (Design 3) Have a maximum speed limit. Shade these weight matrices to achieve each goal:



Step 1.5 Predict what would happen with these "physically impossible" weights:

- 1. w>1 (momentum grows from previous state)
- 2. No activation function
- 3. Negative weights

Shade the momentum evolution for input sequence [1, 1, 1, 1]:

$$w = 1.2$$

$$w = -0.5$$

Think: Why are these scenarios "impossible" physically but possible in an RNN? What problems might they cause or solve?