

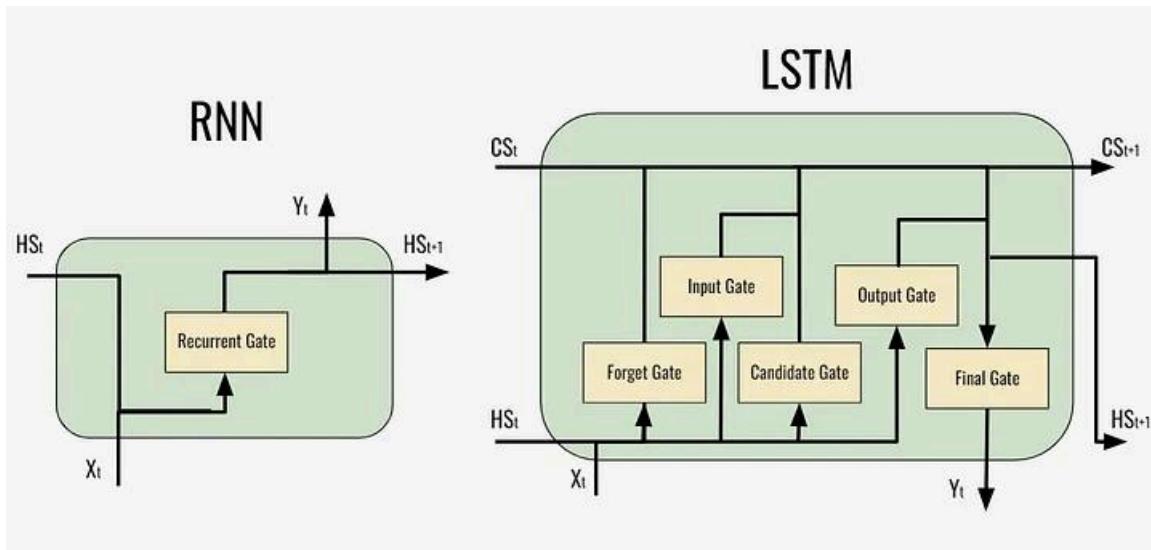
## Long Short Term Memory (LSTM)

LSTM is an advanced type of Recurrent Neural Network (RNN) designed to handle long-term dependencies in sequential data. Unlike traditional RNNs, LSTMs use **memory cells** and **gating mechanisms** to retain important information while preventing vanishing gradient issues.

### Components of LSTM:

An LSTM unit consists of the following key components:

- **Cell State (  $C_t$  )**: This acts as the memory of the LSTM, carrying information across time steps.
- **Candidate Cell State (  $\tilde{C}_t$  )**: A new potential value for the cell state.
- **Forget Gate (  $f_t$  )**: Decides what part of the previous memory to discard.
- **Input Gate (  $i_t$  )**: Determines which new information to store.
- **Output Gate (  $o_t$  )**: Controls what information is output at each time step



### Working of LSTM with Gates:

#### Step 1: Forget Gate ( $f_t$ ) – Removing Irrelevant Information

- Determines which part of the past memory ( $C_{t-1}$ ) should be forgotten.
- Uses a sigmoid activation function ( $\sigma$ ) to output values between 0 (forget completely) and 1 (keep completely).

##### Equation:

$$f_t = \sigma(W_f[h_{t-1}, x_t] + b_f)$$

where:

- $W_f$  and  $b_f$  are weight matrix and bias for the forget gate.
- $h_{t-1}$  is the previous hidden state.
- $x_t$  is the current input.

**Example Use Case:** In a sentiment analysis model, if a new sentence begins, past irrelevant words may be forgotten.

### Step 2: Input Gate ( $i_t$ ) – Deciding What New Information to Store

- Determines which parts of the **new input**  $x_t$  should be added to the memory.
- Uses a **sigmoid function** to decide what to update.
- Uses a **tanh function** to create new candidate values.

#### Equations:

$$i_t = \sigma(W_i[h_{t-1}, x_t] + b_i)$$

$$\tilde{C}_t = \tanh(W_c[h_{t-1}, x_t] + b_c)$$

where:

- $\tilde{C}_t$  is the candidate memory update.

### Step 3: Cell State Update ( $C_t$ ) – Updating Long-Term Memory

- The cell state is updated using the forget and input gates:

#### Equation:

$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$

This ensures important past information is retained while incorporating new relevant information.

### Step 4: Output Gate ( $o_t$ ) – Deciding What to Output

- Controls what information from the current cell state should be passed as the output.
- Uses a **sigmoid function** to decide the importance.
- Uses a **tanh function** to regulate the output range.

#### Equation:

$$o_t = \sigma(W_o[h_{t-1}, x_t] + b_o)$$

$$h_t = o_t * \tanh(C_t)$$

where  $h_t$  is the new hidden state that will be passed to the next time step.

## Summary of LSTM Equations:

Gate	Equation	Purpose
Forget Gate	$f_t = \sigma(W_f[h_{t-1}, x_t] + b_f)$	Decide what to forget from past memory.
Input Gate	$i_t = \sigma(W_i[h_{t-1}, x_t] + b_i)$	Decide what new information to add.
Candidate Memory	$\tilde{C}_t = \tanh(W_c[h_{t-1}, x_t] + b_c)$	Generate new memory values.
Cell State Update	$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$	Update long-term memory.
Output Gate	$o_t = \sigma(W_o[h_{t-1}, x_t] + b_o)$	Decide what to output.
Final Hidden State	$h_t = o_t * \tanh(C_t)$	Compute the new hidden state.

## Gated Recurrent Unit (GRU)

GRU is a type of **Recurrent Neural Network (RNN)** similar to **LSTM** but with a **simpler architecture**. It helps solve the **vanishing gradient problem** and efficiently captures **long-term dependencies** in sequential data.

## How Gated Recurrent Unit (GRU) Works?:

GRU has **two gates** instead of three (compared to LSTM):

- **Reset Gate (rt)** – Decides how much of the past information to forget.
- **Update Gate (zt)** – Controls how much of the new information should be kept.

Unlike LSTMs, **GRUs do not have a separate cell state**; instead, they directly update the **hidden state ht**.

## Key Difference between RNN, LSTM and GRU:

Feature	RNN (Vanilla)	LSTM (Long Short-Term Memory)	GRU (Gated Recurrent Unit)
Handles Long-Term Dependencies?	✗ No (suffers from vanishing gradient)	✓ Yes (memory cell & gates)	✓ Yes (simplified gating mechanism)
Memory Control?	✗ No explicit control	✓ Uses forget, input, and output gates	✓ Uses reset and update gates
Computational Efficiency	✓ Fast (simple structure)	✗ Slower (more parameters)	💡 Faster than LSTM, slower than RNN
Performance on Long Sequences?	✗ Poor	✓ Good	✓ Good
Parameter Complexity?	✓ Fewest parameters	✗ Most parameters	💡 Fewer parameters than LSTM