



### Moodle - 3

#### RNN

- Recurrent Neural N/w
- Mainly used in Speech recognition & NLP
- Follows sequential approach
- It trained the process and convert a sequential data into a specific sequential data.

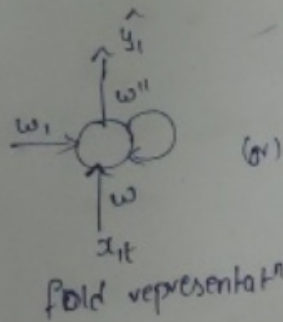
①  
remembers only previous data

It is data,  
such as words, sentences  
or time series data.

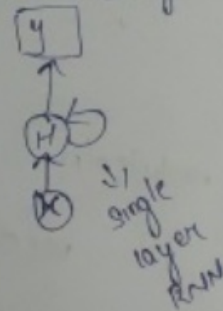
Backpropagation is  
used for weight  
adjustment

→ We use Backpropagation algorithm.

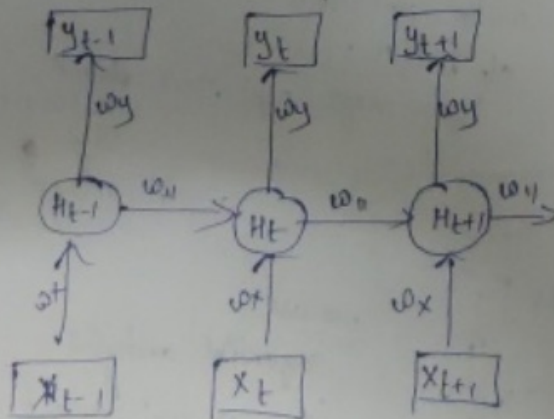
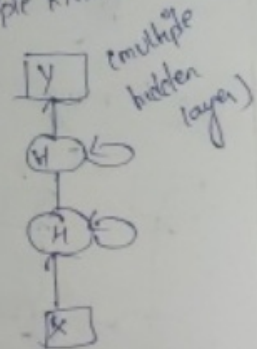
Why RNN?



multiple hidden layers

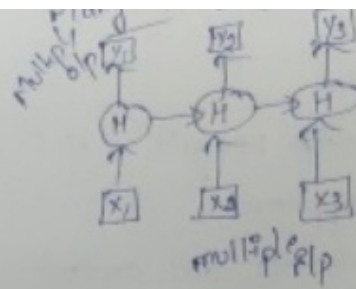


Multiple RNN



Types of RNN

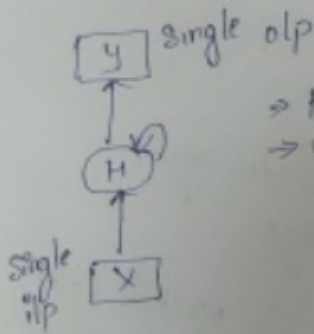
- i) one to one
- ii) one to many
- iii) many to one
- iv) many to many



→ But term  
it seq an improved  
sorted for seq

② Gradient w.r.t.  $\frac{\partial L}{\partial w}$  = additional Print  
 $\frac{\partial L}{\partial w}$  can take Mark

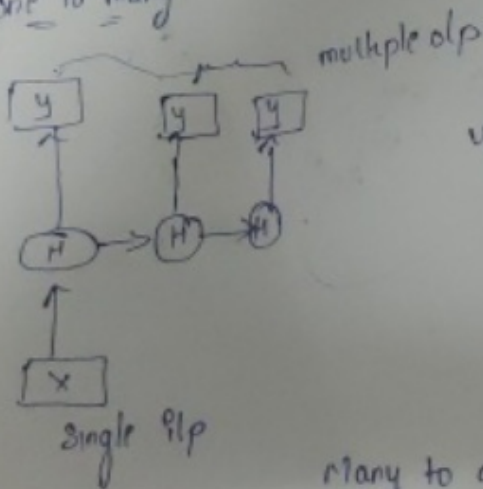
one to one:-



→ this is called vanilla neural n/w  
→ used for ~~images~~ ~~data~~

① weight adjusted  $\frac{\partial L}{\partial w}$ ,  
② using chain rule  $\frac{\partial L}{\partial w} = \frac{\partial L}{\partial y} \frac{\partial y}{\partial H} \frac{\partial H}{\partial w}$  STM n/w  
data, w/o speech  
③  $\frac{\partial L}{\partial w} = \frac{\partial L}{\partial y} \frac{\partial y}{\partial H} \frac{\partial H}{\partial w}$  STM n/w  
data, w/o speech

one to many

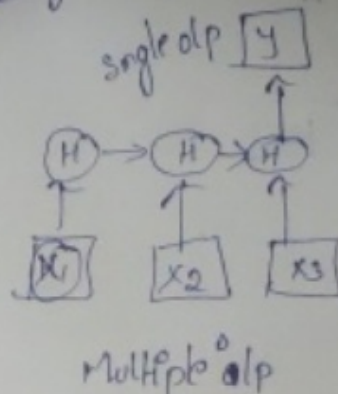


usecase:-

image captioning  
music generation  
o/p is seq<sup>n</sup>

i/p - image o/p - Text  
descript<sup>n</sup> of i/p  
if image

many to one



usecase

sequential analysis

i/p is seq<sup>n</sup> output is  
fixed vector size



## LSTM

short term memory

it is an improved version of rnn.

Well-suited for seq<sup>n</sup> predict<sup>n</sup> tasks & excels in capturing long-term dependencies

A traditional RNN has a single hidden state that passed through time which can make it difficult for n/w to learn long-term dependencies

→ LSTM addresses this problem by introducing a memory cell, which is a container that can hold informat<sup>n</sup> for an extended period.

→ LSTM n/w are capable of learning long-term dependencies in sequential data, which makes them well-suited for tasks such as language translat<sup>n</sup>, speech recognit<sup>n</sup> & timeseries forecasting.

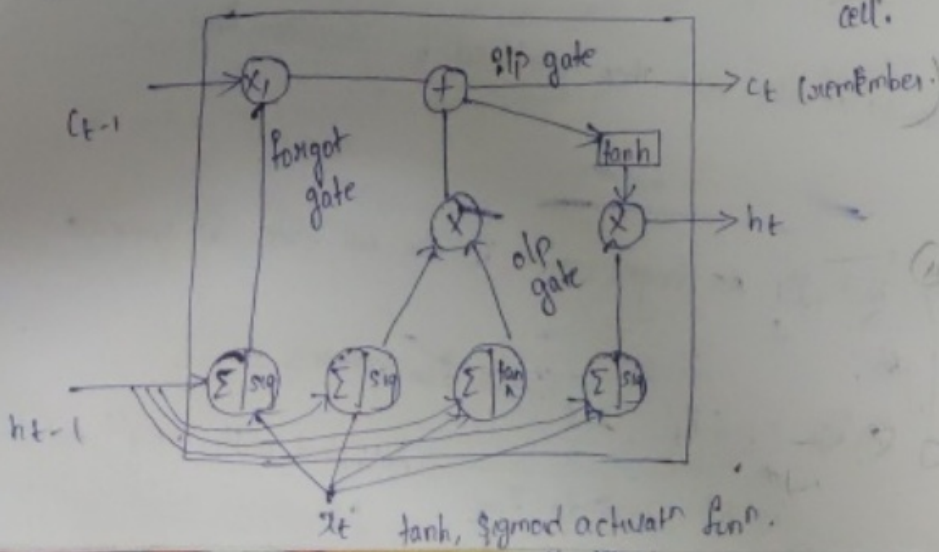
→ Memory cell is controlled by 3 gates :-

forget gate  
ctrl what informat<sup>n</sup> is removed from memory cell.

input gate  
ctrl what informat<sup>n</sup> is added to memory cell.

output gate  
ctrl what informat<sup>n</sup> is o/p from memory cell.

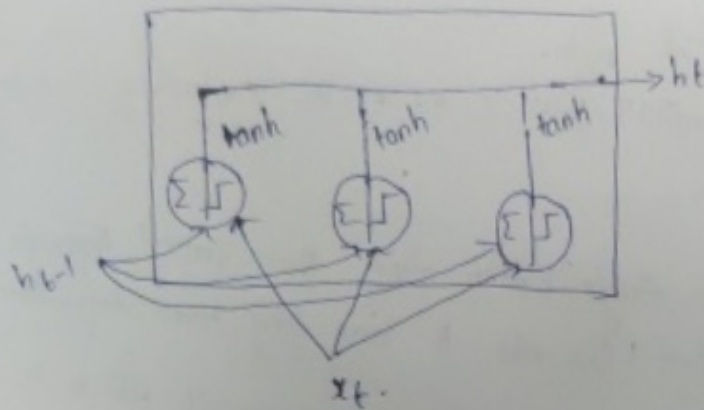
LSTM.



gradient

## Types of RNN

### RNN form



### Bidirectional LSTM

→ it is a RNN that is able to process sequential data in both forward & backward direct<sup>n</sup>.

→ allows Bi directional LSTM to learn longer range dependencies in sequential data than traditional LSTMs which can only process sequential data in one direct<sup>n</sup>.

→ Bi LSTM made up of two LSTM nlws.

- i) o/p seq<sup>n</sup> - in the forward direct<sup>n</sup>
- ii) o/p seq<sup>n</sup> - in the backward direct<sup>n</sup>

o/p of two LSTM nlw are then combined to produce final o/p.

### forget gates-

informat<sup>n</sup> that is no longer useful in the cell state is removed with forget gate.

o/p  $x_t$  &  $h_{t-1}$  → o/p cell from previous

o/p at particular time → multiplied with weight notation followed by addition of bias



## GRU

Gradient Recurrent unit.

It is a specialized variant of RNN

Applications :- NLP

Speech recognition

Time series prediction

→ The GRU presents itself as an innovative sol<sup>n</sup> to the vanishing gradient problem in traditional RNN.

→ The architecture of GRU is designed with two specific gates

i) update gate → it recognizes long term connections

ii) Reset gate.

↓  
identifies short term relationships

The various components of architecture are :-

i) update gate (Z) → determines the degree of past information forwarded to <sup>future</sup>

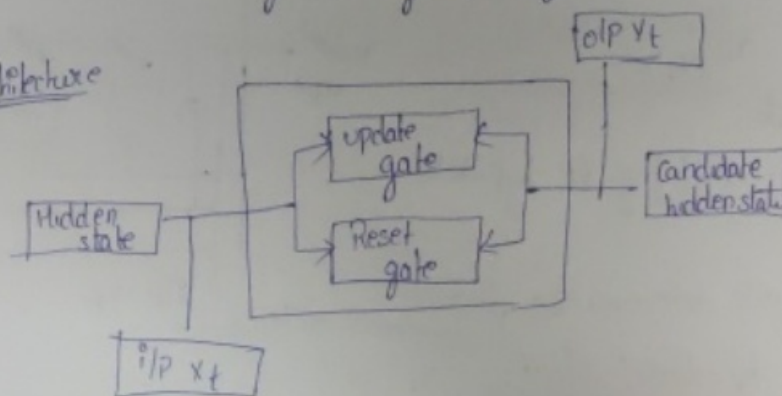
ii) Reset gate (R) → decides the amount of past information to discard

iii) Candidate hidden state (H') → creates new representation considering both i/p & past hidden state.

iv) final hidden state (H)

↓  
A blend of new & old memories governed by update gate.

architecture



update gate:

→ 1st step of GRU

→ It employs the current  $z_t$  & previous hidden state to decide how much of previous hidden state should be updated

→ Sigmoid fun<sup>n</sup> is used.

$$z_t = \sigma(w_z \cdot [h_{t-1}, x_t] + b_z)$$

$\downarrow$  weight matrix     $\downarrow$  hidden state     $\downarrow$  current  $z_t$      $\downarrow$  bias

$$z_t = \sigma(w_z \cdot [h_{t-1}, x_t] + b_z)$$

Reset gate:

Sigmoid fun<sup>n</sup> is used

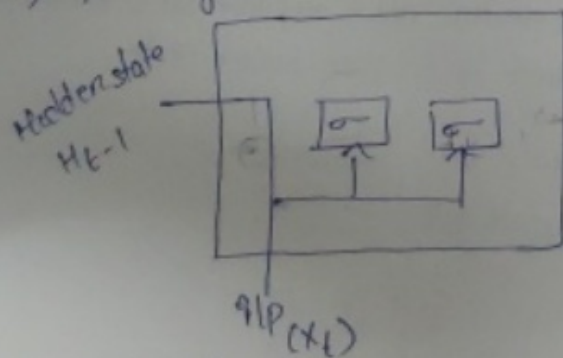
similar to update gate

it identifies the volume of past informat<sup>n</sup> to be discarded.

$$r_t = \sigma(w_r \cdot [h_{t-1}, x_t] + b_r)$$

$\downarrow$  weight matrix     $\downarrow$  bias

Reset & update gate follows



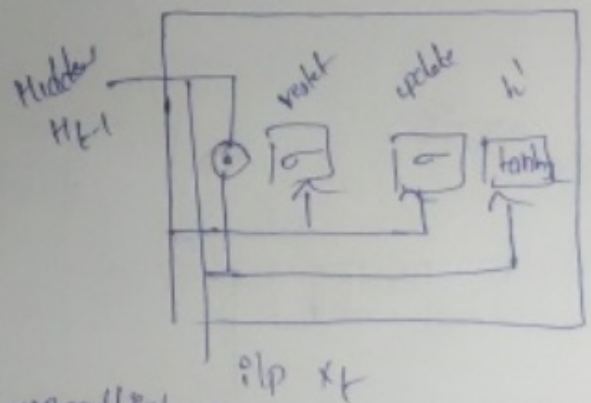
Candidate hidden state

it is computed employing the hyperbolic tangent fun<sup>n</sup> (tanh).

value of reset gate determines the previous hidden state

$$h_t^c = \tanh(W \cdot [r_t \cdot h_{t-1}, x_t] + b)$$

$\downarrow$  elementwise multiplication



to decide how

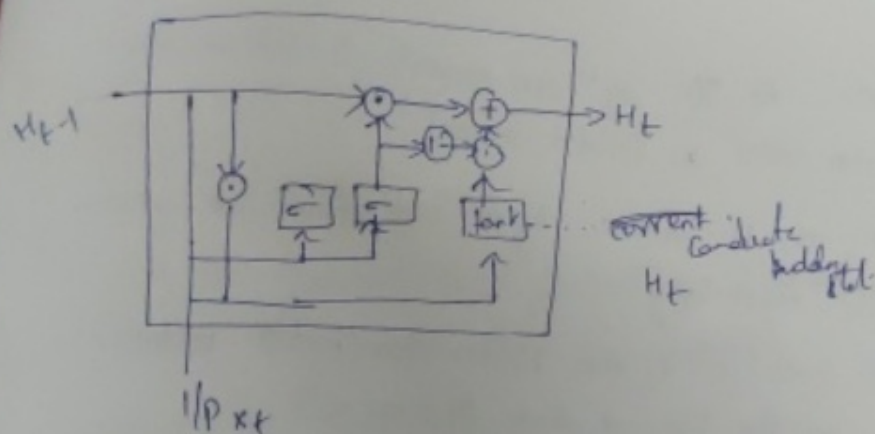
hidden state:-

known as current hidden state

frequently defined through linear interpolation

↓  
it involves the previous hidden state & prospective hidden state.

$$h_t = (1 - z_t) * h_{t-1} + z_t * h_t'$$



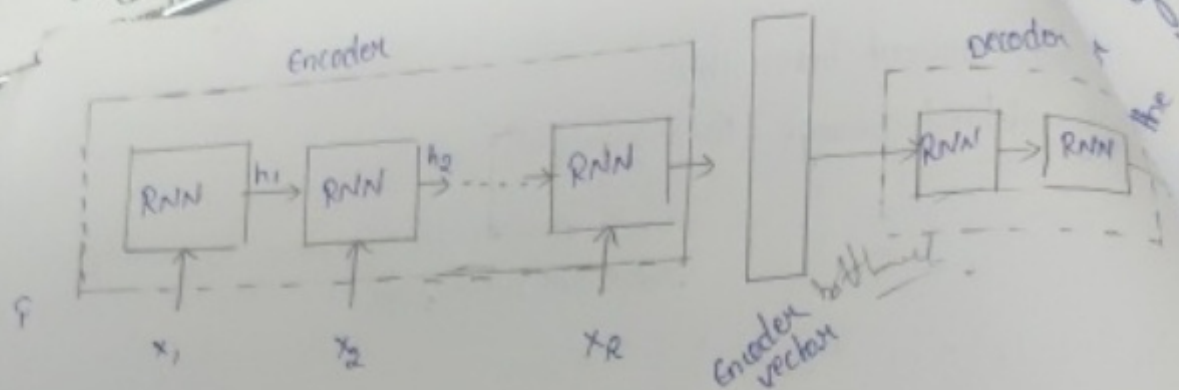
### Encoder-Decoder architecture:-

→ The encoder and decoder architecture is a powerful framework used for various seq<sup>n</sup> to seq<sup>n</sup> tasks in d.l.

→ useful for tasks like mtl translation, where inp & olp seq<sup>n</sup> have different lengths

→ architecture consists of two components:- i) encoder -  
ii) decoder.





### Encoder:-

- The encoder processes the "inp seq" and converts it into a single dimensional vector (also called as hidden vector).
- Multiple RNN cells can be stacked together to form the encoder.
- RNN reads each inp sequentially.
- For every time step (each inp)  $t$ , the hidden state (hidden vector)  $h$  is updated according to the inp at that timesep  $x[t]$ .
- After all the inps are read by encoder model, the final hidden state of model represents the context/summary of whole inp seq.

### Encoder vector:-

- This is the final hidden state produced from the encoder part of model.
- The vector aims to encapsulate the information for all inp elements in order to help the decoder make accurate prediction.
- It acts as the initial hidden state of the decoder part of model.

### Decoder:- (take encoder vector as inp)

- The decoder takes the hidden vector produced by the encoder & generates the "out seq" (translate the sentence in another language).



generates o/p seq<sup>n</sup> by predicting the next o/p  $y_t$  <sup>(6)</sup>  
the hidden state  $h_t$   
the decoder is the final vector obtained at the end of  
decoder model.

each layer will have three o/p's hidden vector from previous layer  $h_{t-1}$   
and previous layer o/p  $y_{t-1}$ , original hidden vector  $h$ .

### o/p layer

use softmax activat<sup>n</sup> fun<sup>n</sup>

used to produce the probability distribut<sup>n</sup> from a vector of  
values with the target class of high probability

o/p  $y_t$  at time step  $t$  is computed using

$$y_t = \text{softmax}(W^s h_t)$$

### Applicat<sup>n</sup>

text summariz<sup>n</sup>

speech recognition

Time series Applicat<sup>n</sup>

Google's m/c Translat<sup>n</sup>