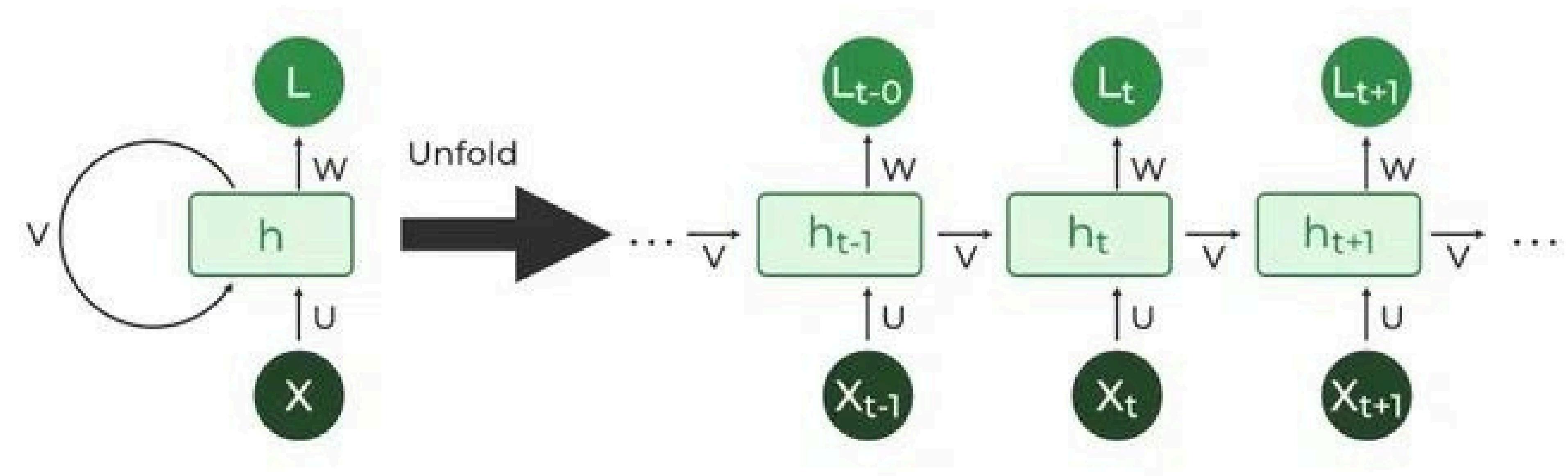
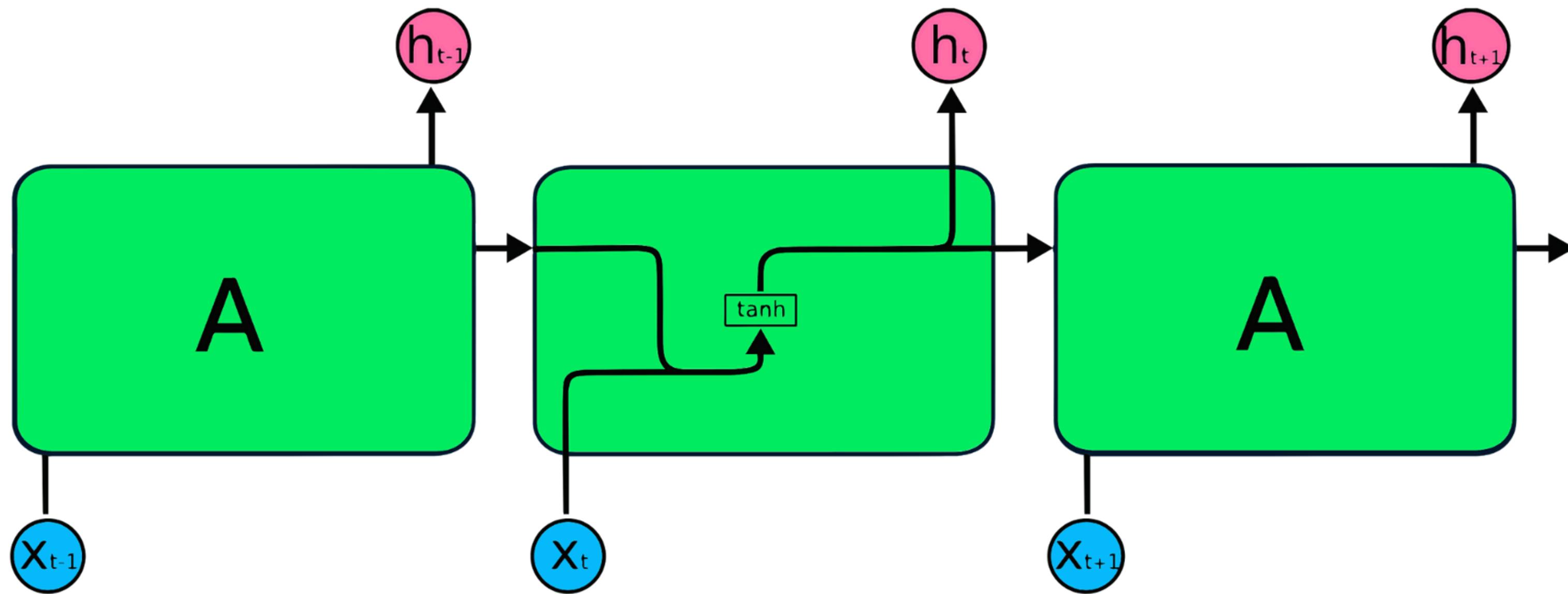




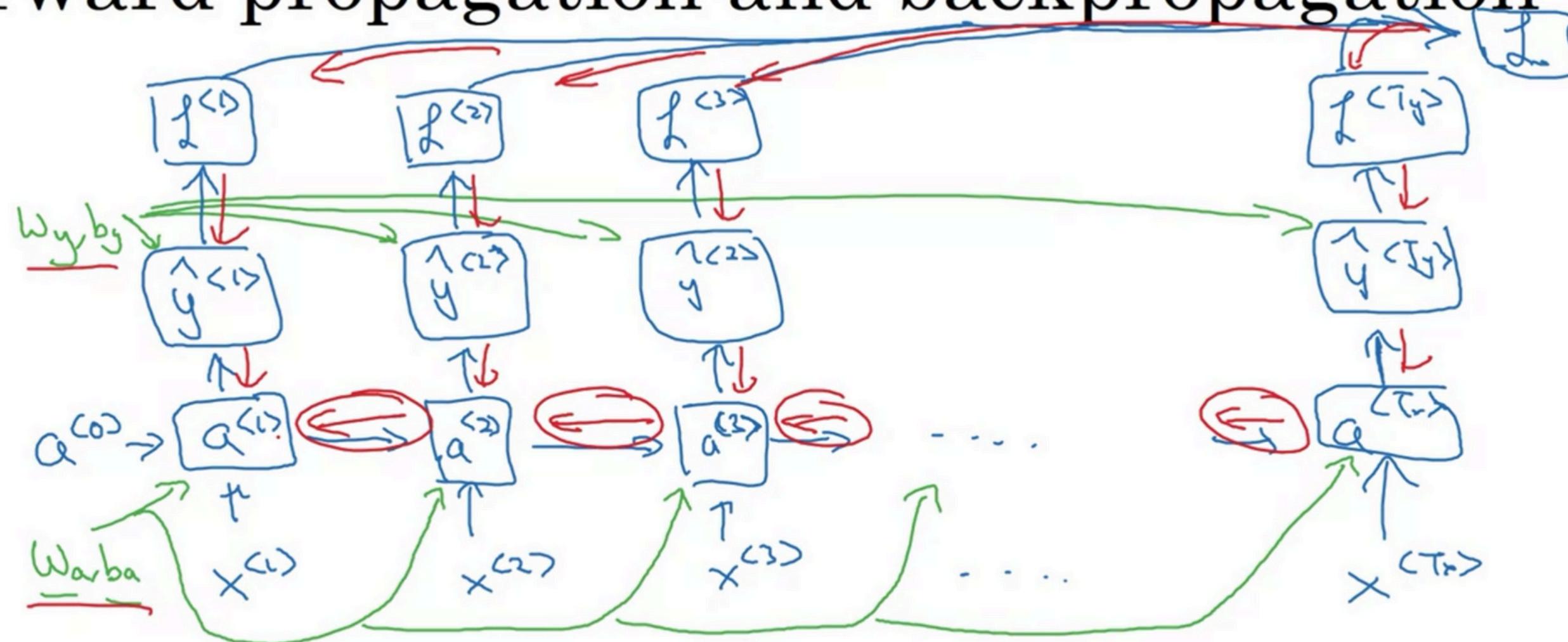
# LSTM

SIMÓN MARTÍNEZ





# Forward propagation and backpropagation

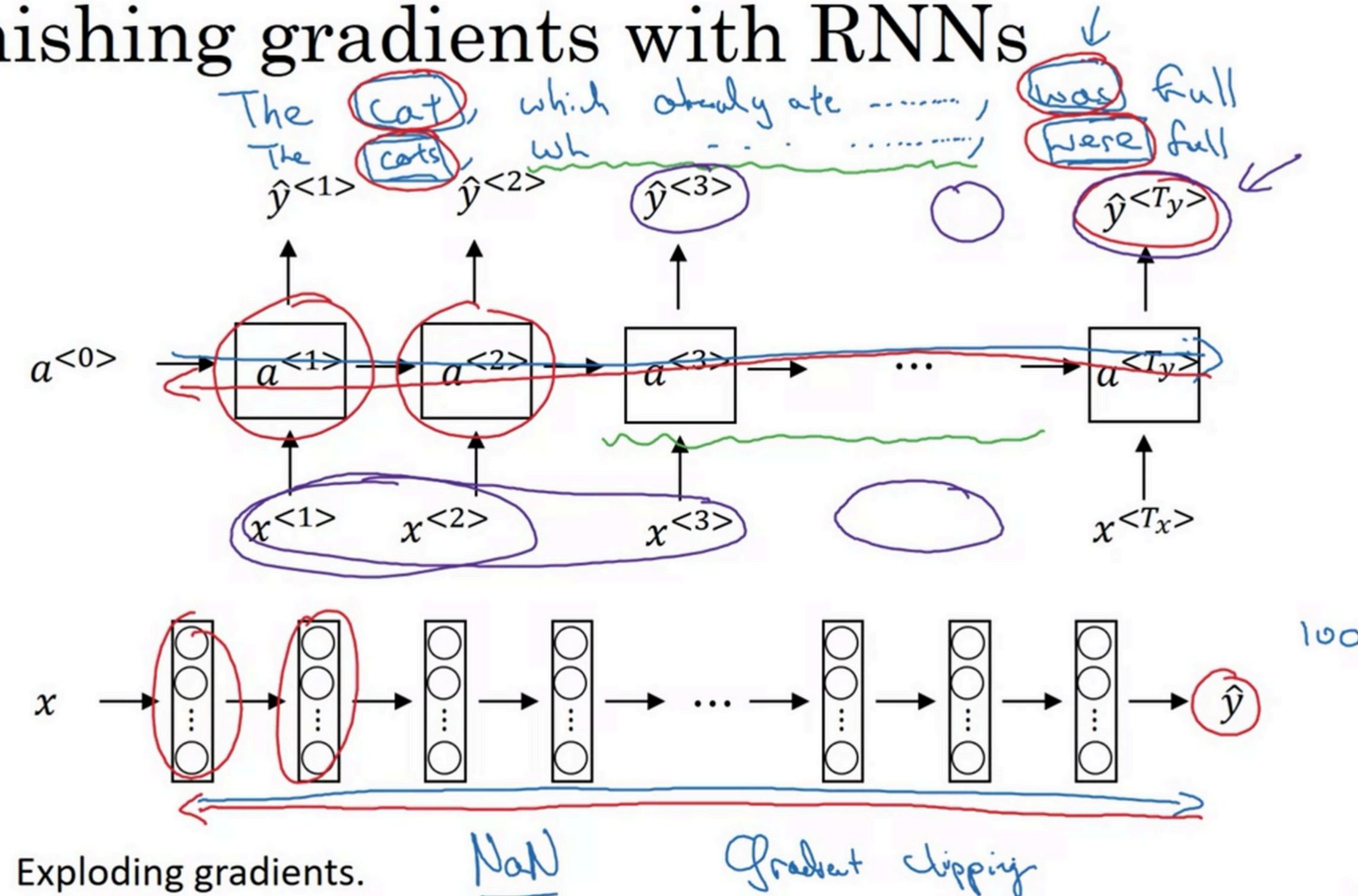


$$\mathcal{L}^{(t)}(\hat{y}^{(t)}, y^{(t)}) = -y^{(t)} \log \hat{y}^{(t)} - (1-y^{(t)}) \log (1-\hat{y}^{(t)})$$

$$\mathcal{L}(\hat{y}, y) = \sum_{t=1}^{T_k} \mathcal{L}^{(t)}(\hat{y}^{(t)}, y^{(t)}) \leftarrow$$

Andreas Müller

# Vanishing gradients with RNNs



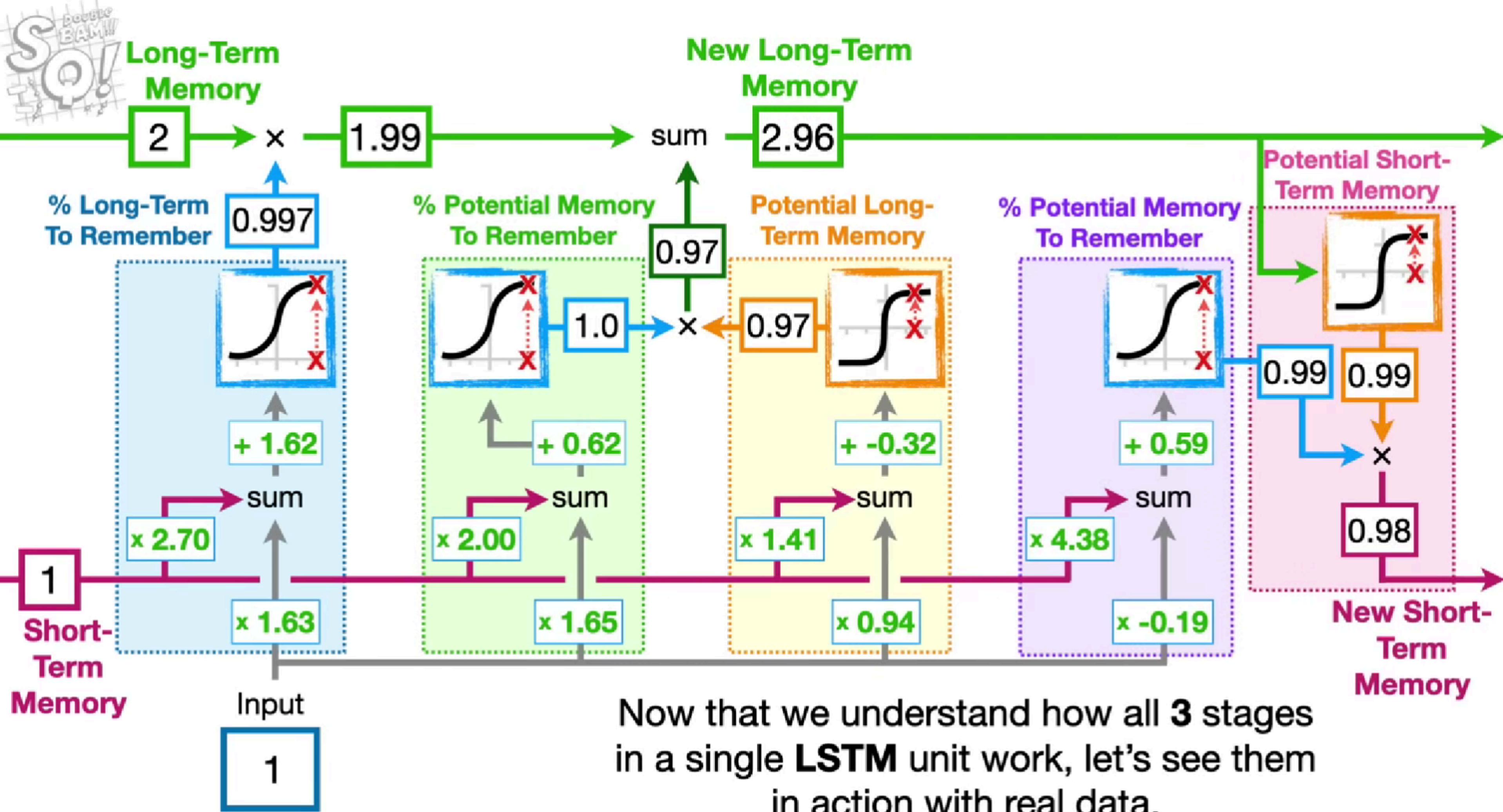
Andrew Ng

# RNN

**El problema. Con el retropropagación convencional a través del tiempo (BPTT; Williams y Zipser, 1992; Werbos, 1988) o el aprendizaje recurrente en tiempo real (RTRL; Robinson y Fallside, 1987), las señales de error que fluyen hacia atrás en el tiempo tienden a (1) explotar o (2) desvanecerse [...]**

**Mediante un algoritmo eficiente basado en gradientes, se garantiza un flujo constante de error (por lo tanto, ni explotador ni desvaneciente) a través de los estados internos de unidades especiales (siempre que el cálculo del gradiente se trunque en ciertos puntos específicos de la arquitectura; esto no afecta el flujo de error a largo plazo).**

**Hochreiter, S., & Schmidhuber, J. (1997). Long short-term memory.**



Now that we understand how all **3** stages in a single **LSTM** unit work, let's see them in action with real data.

## EJEMPLO PLURAL GATOS

# LSTM in pictures

$$\tilde{c}^{<t>} = \tanh(W_c[a^{<t-1>}, x^{<t>}] + b_c)$$

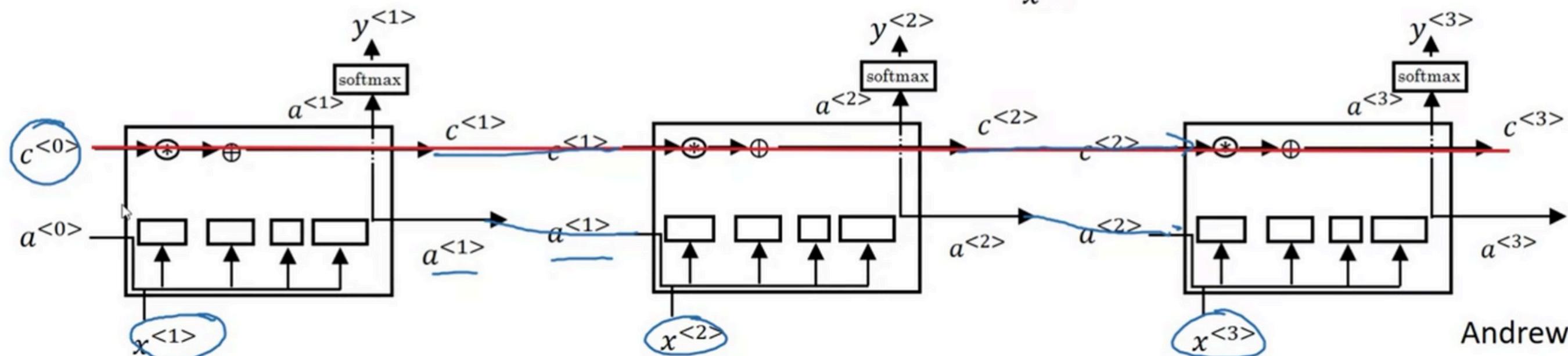
$$\Gamma_u = \sigma(W_u[\underline{a^{<t-1>}}, \underline{x^{<t>}}] + b_u)$$

$$\Gamma_f = \sigma(W_f[\underline{a^{<t-1>}}, \underline{x^{<t>}}] + b_f)$$

$$\Gamma_o = \sigma(W_o[\underline{a^{<t-1>}}, \underline{x^{<t>}}] + b_o)$$

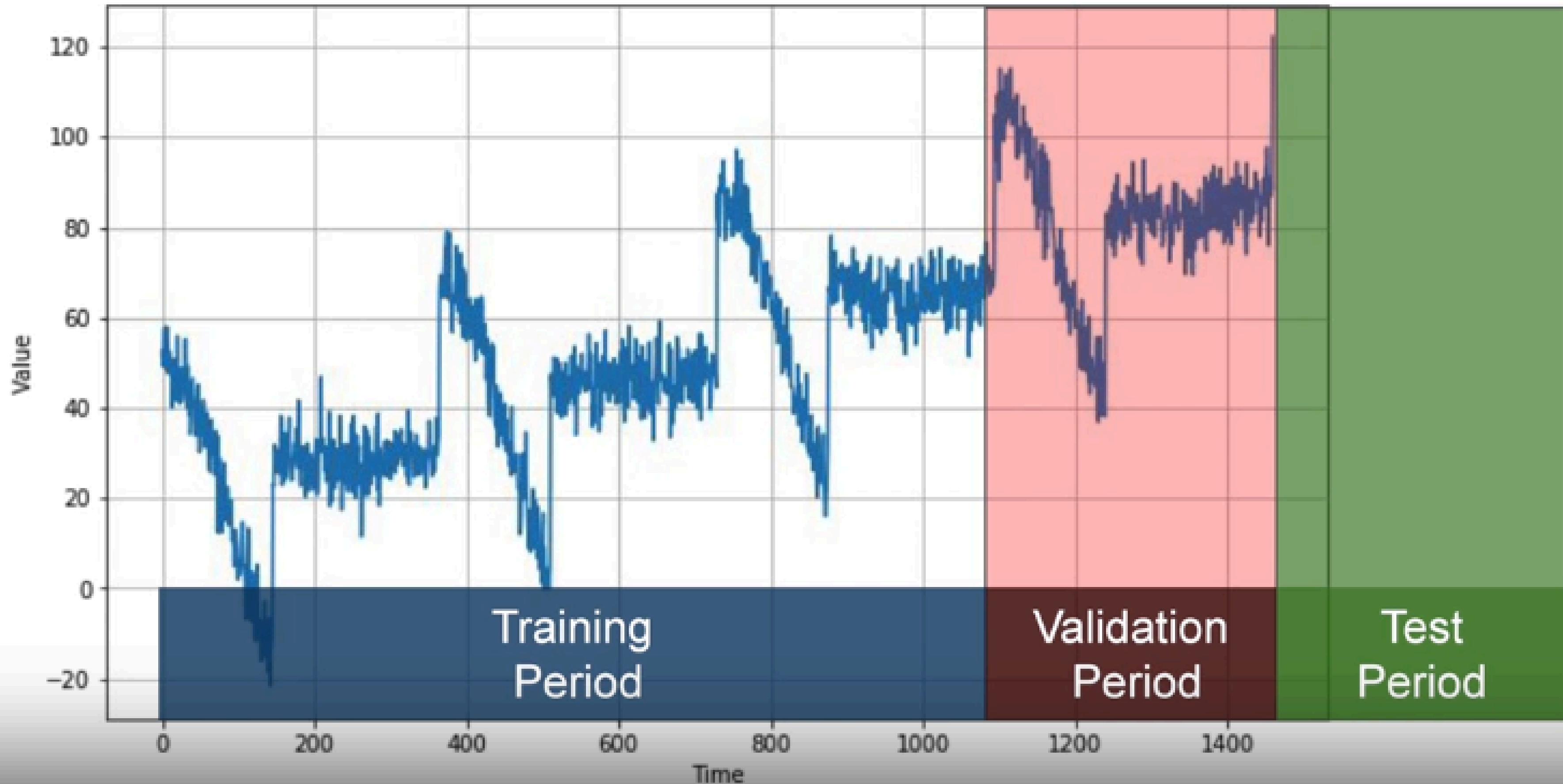
$$c^{<t>} = \Gamma_u * \tilde{c}^{<t>} + \Gamma_f * c^{<t-1>}$$

$$a^{<t>} = \Gamma_o * \tanh c^{<t>}$$

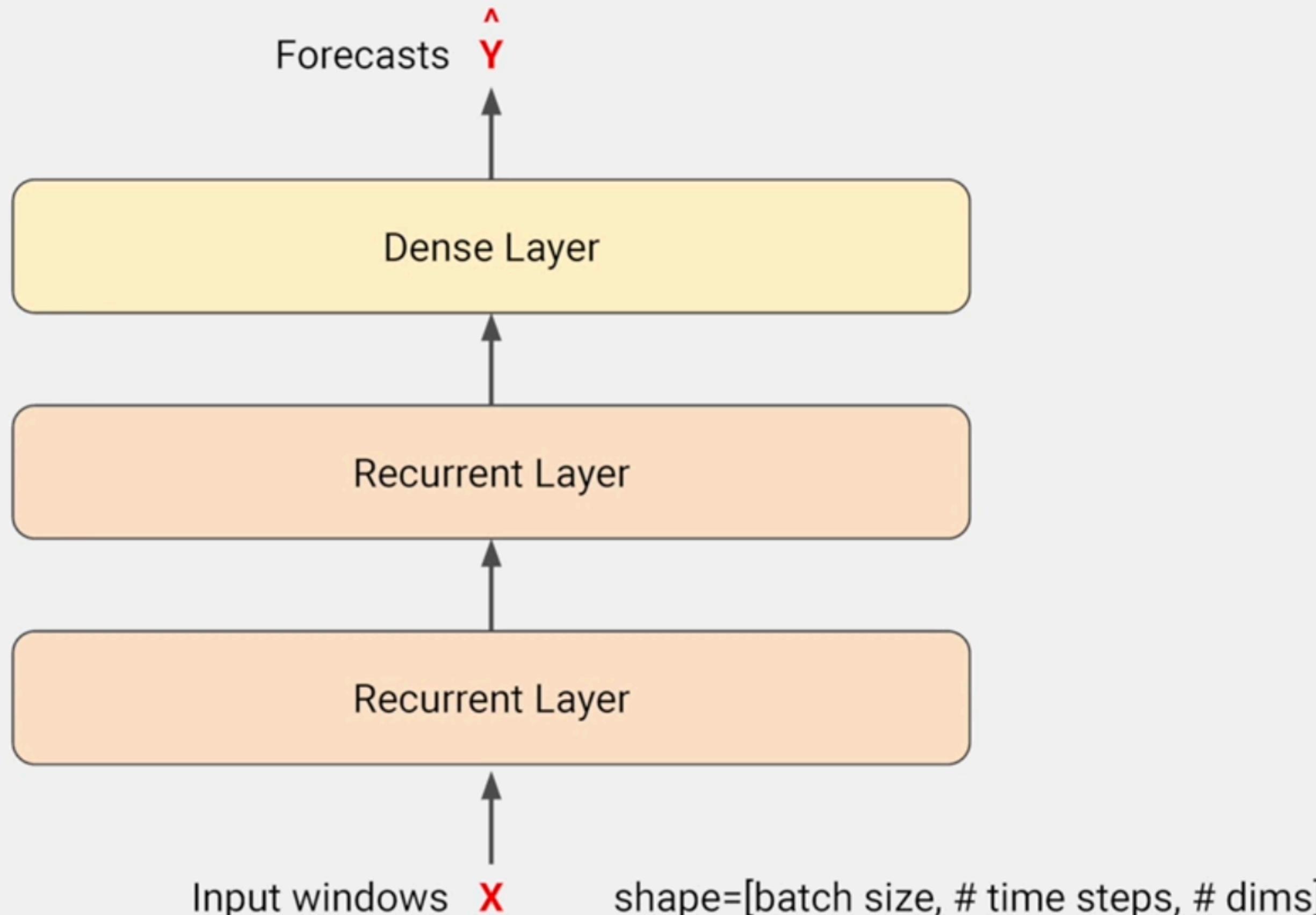


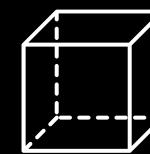
Andrew Ng

# Fixed Partitioning



# Recurrent Neural Network





TU LOGO  
AQUÍ

# CONTÁCTANOS



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