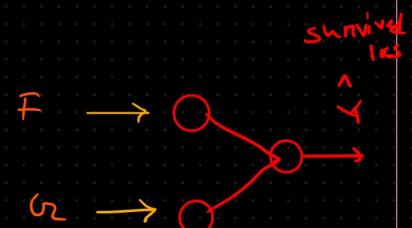


## # Agenda:

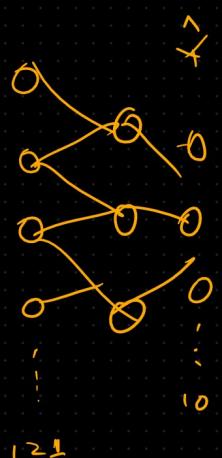
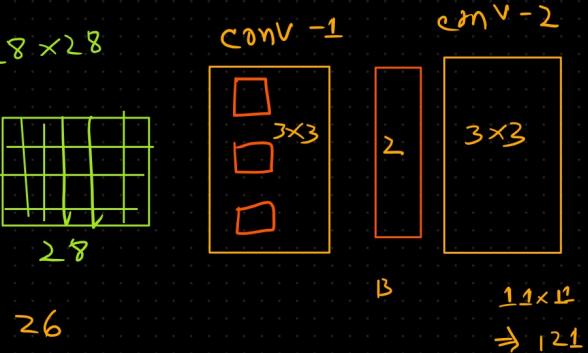
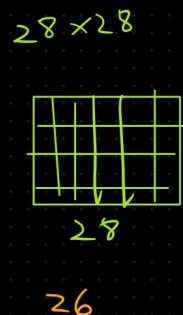
- ① RNN - Recurrent Neural Networks
- ② What is Sequential Data Learning?
- ③ Some Drawbacks in ANN and CNN
- ④ Types of RNN Networks
- ⑤ Practical Demo of RNN using Keras (sentiment analysis)

ANN  $\rightarrow$  Tabular Data

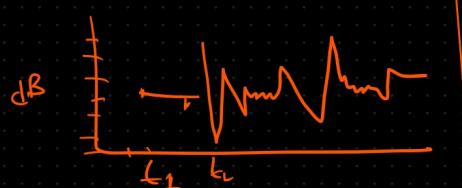
X	Y	
G	Fare	Survived
F	20K	1
M	5K	0
-	-	-
-	-	-



CNN  $\rightarrow$  Image 28



- ① My name is Bappy
- ② I love AI



- $\rightarrow$  Text
- $\rightarrow$  Time Series
- $\rightarrow$  Speech
- $\rightarrow$  DNA seq

\* Why should we use RNN?

5	Hi my name is Barry	0
3	I love AI	1
4	Barry is my name	0

Total: 12

$$Hi \Rightarrow [1, 0, 0, 0, \dots, 12]$$

$$My \Rightarrow [0, 1, 0, 0, \dots, 12]$$

- - - - -

- - - - -

- - - - -

- - - - -

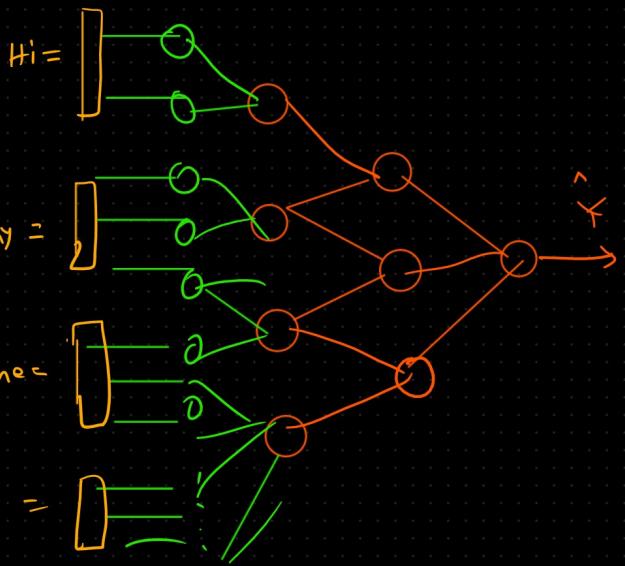
- - - - -

$$(1) [1, 0, 0, \dots, 12]$$

$$[0, 1, 0, \dots, 12]$$

$$[0, 0, 1, \dots, 12]$$

$$12 \times 5 = 60$$

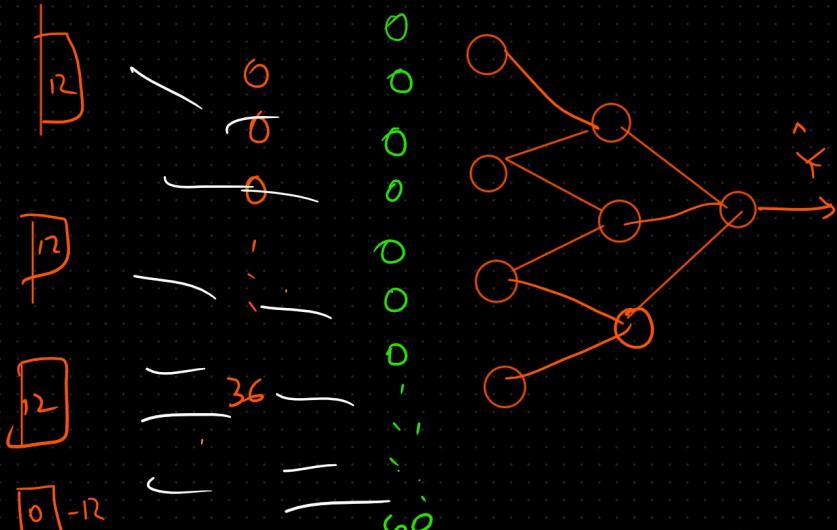


$$B_{avg} = \boxed{ } = 60 \rightarrow 60 \rightarrow \text{Input size error!}$$

$$12 \times 3 \Rightarrow 36 \quad 12 \times 4 \Rightarrow 48$$

# Hand coded solution:

$$28 \times 24 \\ 32 \times 2 \\ 32 \times 3$$



$$\rightarrow 60 \rightarrow \text{Input size error!}$$

$$\begin{bmatrix} 0 \\ 0 \\ 0 \end{bmatrix}$$

$$5 \times 12 \Rightarrow 60$$

\* Note all problems

- ① Text input → varying size
- ② zero padding → sparse matrix → unnecessary computation
- ③ losing sequential info (context memory)

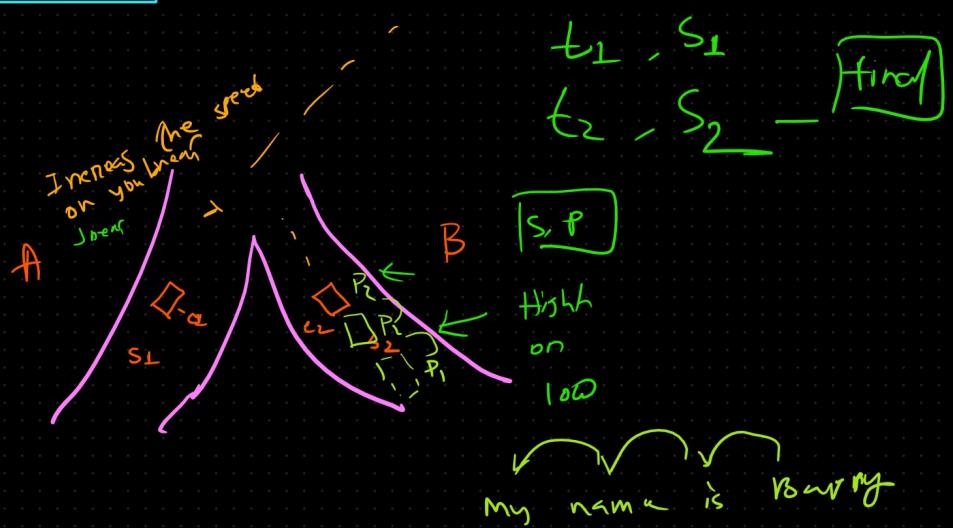
## # RNN - Recurrent Neural Network

→ 1980

Demo:

Self driven →

RL →

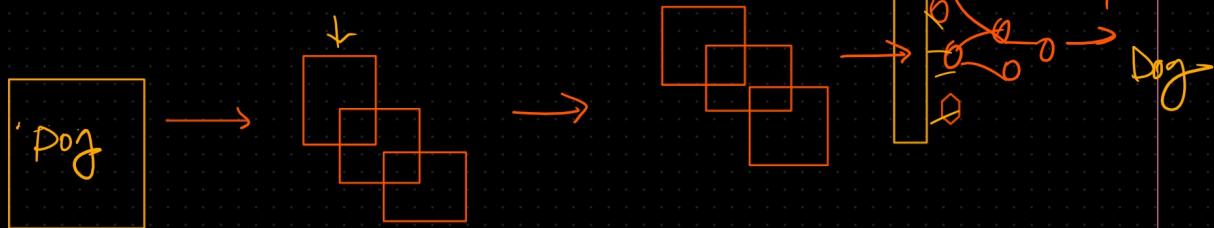


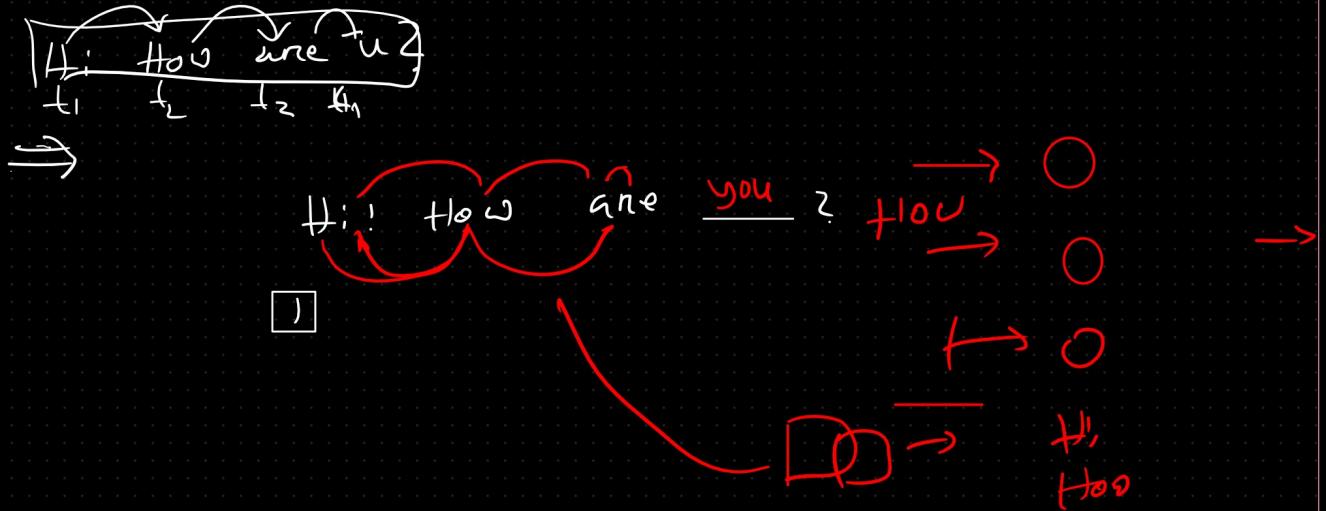
str  
sk  
C

h → ○  
f → ○  
class → ○

survive 1

Cat





RNN  $\rightarrow$  Recurrent Neural Network

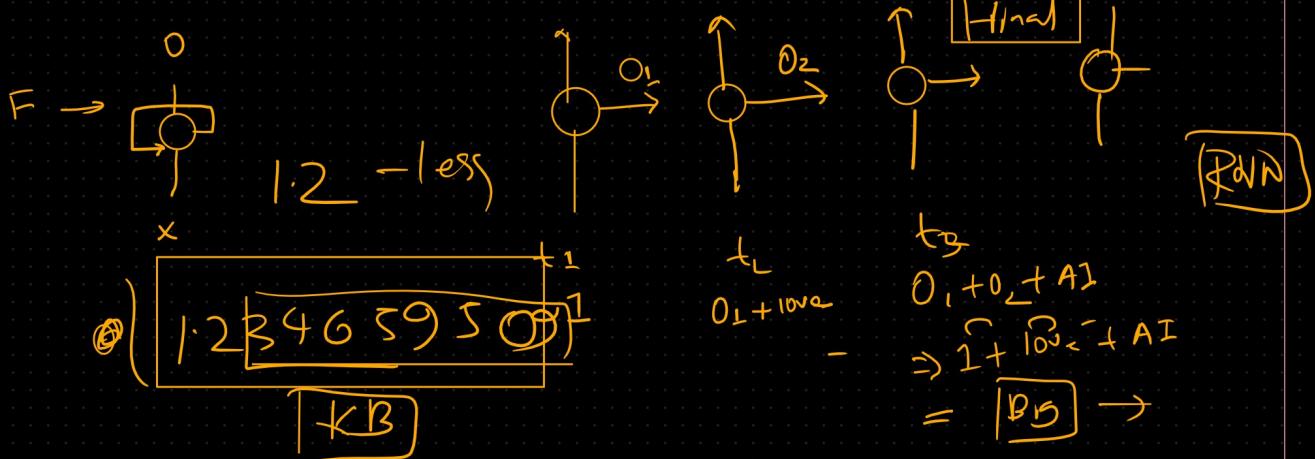
Recursion

DSA

$\rightarrow F$

[ I love AI ]

(My answer is wrong)



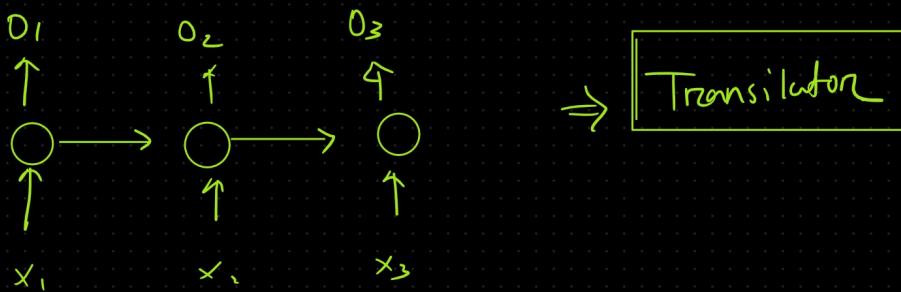
$\boxed{1 2 3 4 5 6 7 F} \rightarrow \text{Height } KB$

$\boxed{1 2} \rightarrow \text{less} \rightarrow KB$

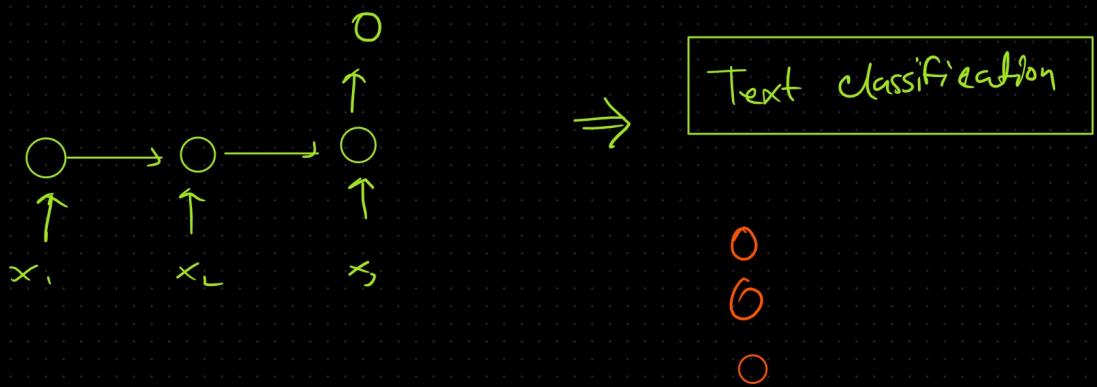


Types of RNN / Sequential Architecture:

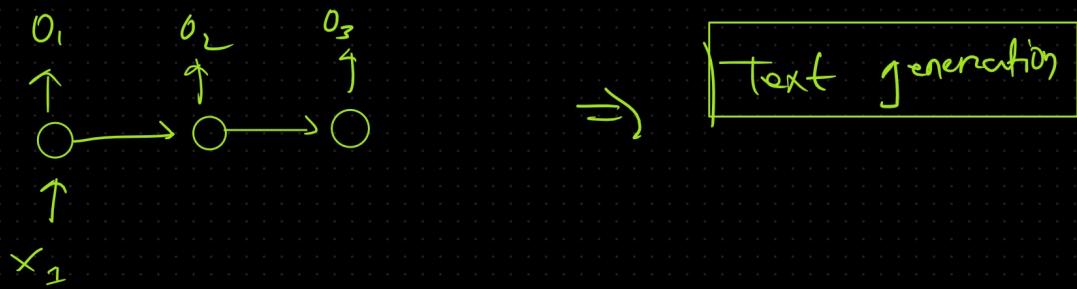
# Many to many: (sec to sec)



# Many to one (sec to vec)



# One to many (vec to sec):



## # One to One (Vec to Vec):

