# **Long Short-Term Memory**

Joint Proseminar on Machine Learning and Image Processing

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Chair of Computer Science 13 (Computer Vision) RWTH Aachen

#### **Contents**

- Introduction
- Background
- Naive Solution
- LSTM Architecture
- Variants
- LSTM vs Transformer
- Applications
- Discussion
- Conclusion

Real world data often best described by sequences:

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Language

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Recurrent Neural Networks: Pick up on patterns in sequences

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Recurrent Neural Networks: Pick up on patterns in sequences

In practice: Difficult to train

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# **Background – Neural Networks**

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- A **perceptron** computes a weighted sum of inputs:

$$y = f\left(\sum_{i=0}^{n} w_i x_i + b\right)$$

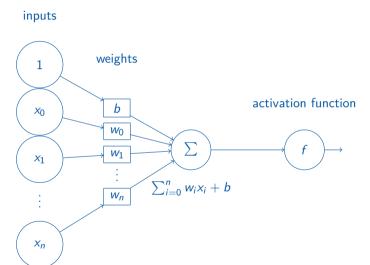
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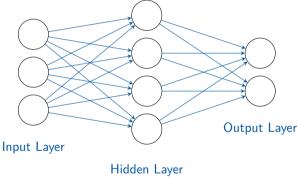
Non-linearity introduced via activation function f

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Perceptrons are combined into multi-layer neural networks (MLPs)



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- Gradients are computed using backpropagation
- Works well for fixed-size input/output not ideal for sequences

Source: LeCun et al. 1998

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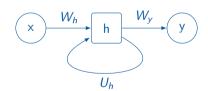
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Source: Elman 1990

## **Background – Unrolling an RNN**

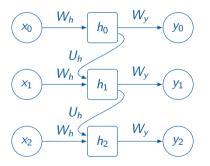
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- Hidden state carries memory across time



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• Each  $\frac{\partial h_j}{\partial h_{i-1}}$  is a Jacobian matrix

Source: Werbos 1990; Pascanu et al. 2013

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- In practice: RNNs forget early inputs and may become unstable
- Gradient clipping can limit explosion, but not vanishing
- → We need an architectural solution

Source: Hochreiter 1991; Pascanu et al. 2013

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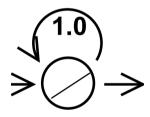
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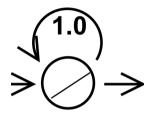
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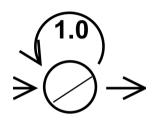
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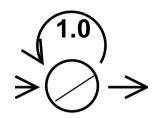
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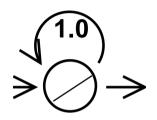


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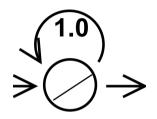
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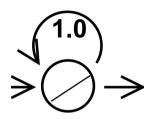
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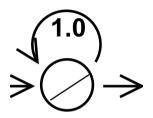
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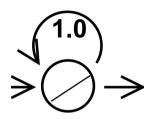
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Conflicting weight update signals for  $w_{ii}$  &  $w_{ki}$  Source: Hochreiter et al. 1997



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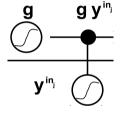
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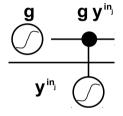
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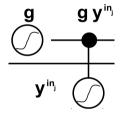


Idea: Restrict flow based on context



Control Input: y<sup>inj</sup>

Idea: Restrict flow based on context



Control Input:  $y^{in_j}$ 

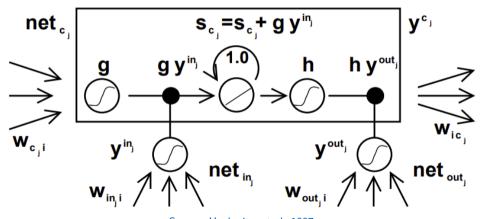
Input gets scaled by number computed from context

# **LSTM Architecture - Memory Cell**

Memory Cell: CEC unit with input and output gate units

## LSTM Architecture - Memory Cell

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Source: Hochreiter et al. 1997

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- Can solve tasks RNNs previously could not (sequences with no local regularities)

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Forget Gate:

Source: Gers et al. 1999

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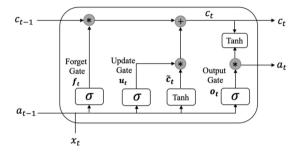
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Source: Nguyen et al. 2022

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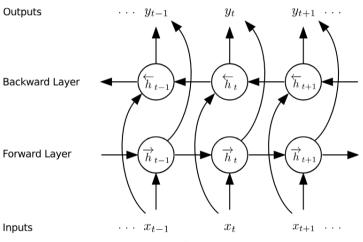
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■ Can use past and future context → better performance in many NLP tasks



Source: Graves & Schmidhuber 2005

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- Often performs well with:
  - less data
  - shorter sequences
  - faster training needs

## **GRU vs. LSTM**

#### LSTM

- Uses a separate memory cell  $c_t$
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- Two internal states:  $h_t$  and  $c_t$

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#### GRU

- Merges cell and hidden state into a single  $h_t$
- Uses update and reset gates
- Simpler architecture, faster training

GRU simplifies LSTM by merging its memory and control into fewer components.

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- In recent years, Transformers have become the dominant model in NLP and beyond
- Transformers offer a different approach: no recurrence, full attention

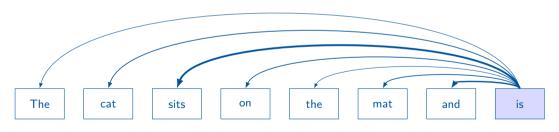
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Source: Vaswani et al. 2017

# LSTM vs. Transformer – Comparison

#### **LSTM**

- Recurrence-based
- Hidden state carries memory
- Sequential processing
- Better on smaller data
- Fewer resources needed

#### **Transformer**

- Attention-based
- Global context at each step
- Fully parallelizable
- Excels with large datasets
- High compute demand

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2002: LSTM Architecture used to compose music

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Source: Zhao et al. 2025

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- Internal CEC unit ⇒ Internal State (Memory)
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- Remain useful in some cases

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