

Modeling sequences with recurrent networks

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Master 2 Data Mining

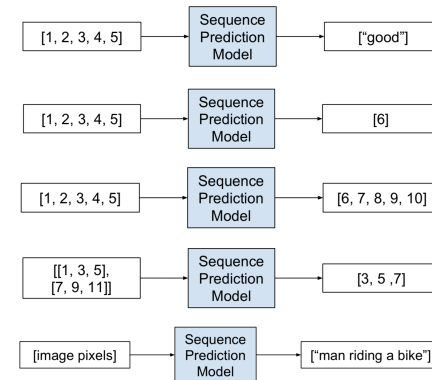
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Some history

- aims to model more appropriately sequence structure
- foundational papers in both cognitive science and computational neuroscience journals:
 - Hopfield, 1982
 - Jordan, 1987
 - Elman, 1990
- new era
 - LSTM
 - GRU
 - Bidirectional RNN

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Multiple tasks



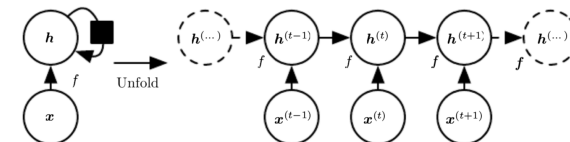
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Simple RNN

Forward pass of a simple RNN at time t :

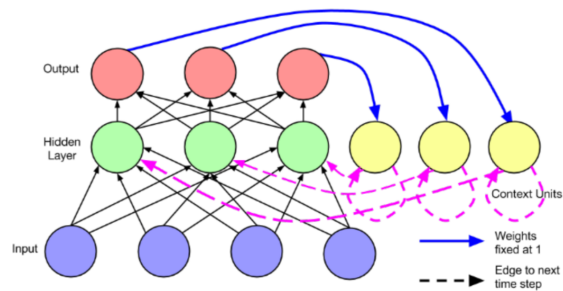
$$\mathbf{h}^{(t)} = f(W^{hx}\mathbf{x}^{(t)} + W^{hh}\mathbf{h}^{(t-1)} + \mathbf{b})$$

$$\hat{\mathbf{y}}^{(t)} = \text{softmax}(W^{yh}\mathbf{h}^{(t)} + \mathbf{c})$$



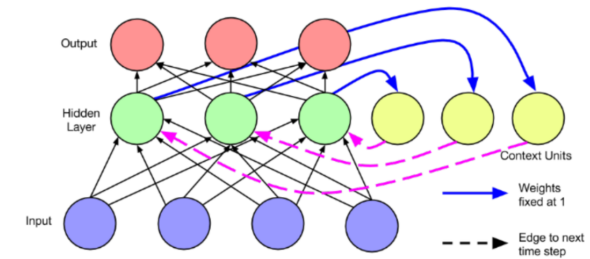
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Jordan's net (1987)



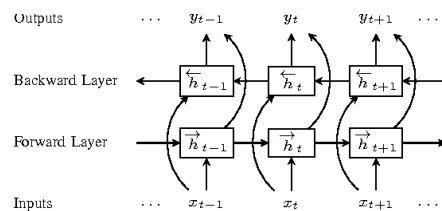
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Elan's net (1990)



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Bidirectional RNN (Schuster and Paliwal, 1997)



Picture taken from "A Unified Tagging Solution: Bidirectional LSTM Recurrent Neural Network with Word Embedding" (Wang et al., ArXiv 2015)

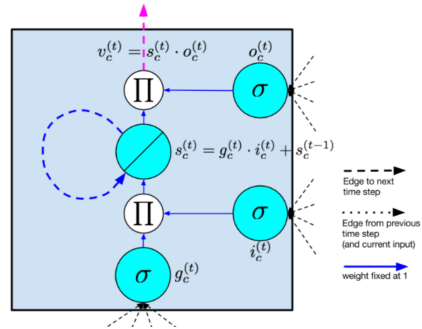
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Problems of (past versions of) RNN

- training is difficult because optimisation is NP-complete
- long-range dependencies induces vanishing or exploding gradients
- truncated backprop through time can be one solution
 - cuts the time span influence
 - but kill the long-term memory
- a reborn of RNN was the introduction of gated architectures

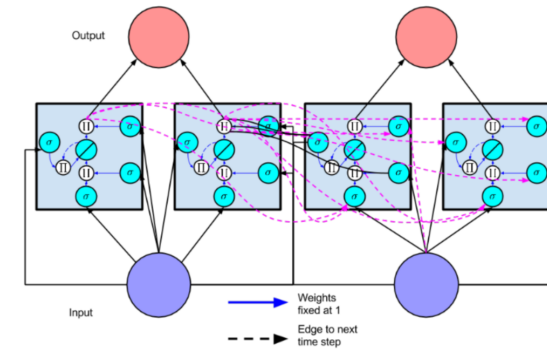
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Long Short-Term Memory (Hochreiter and Schmidhuber, 1997)



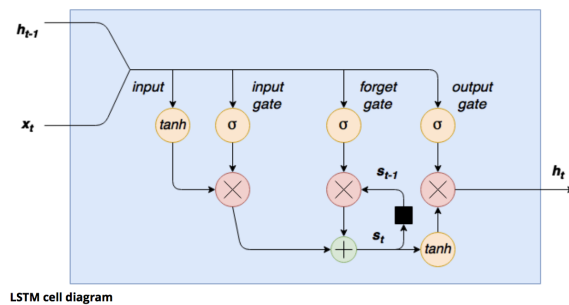
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Long Short-Term Memory (unfolded)



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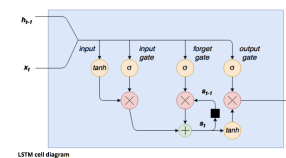
Long Short-Term Memory (another view)



Taken from: <http://adventuresinmachinelearning.com/keras-lstm-tutorial/>

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LSTM (math)



$$g = \tanh(b^g + x_t \cdot U^g + h_{t-1} \cdot V^g)$$

$$i = \sigma(b^i + x_t \cdot U^i + h_{t-1} \cdot V^i)$$

$$f = \sigma(b^f + x_t \cdot U^f + h_{t-1} \cdot V^f)$$

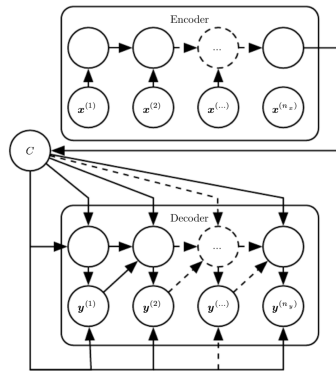
$$s_t = s_{t-1} \odot f + g \odot i$$

$$o = \sigma(b^o + x_t \cdot U^o + h_{t-1} \cdot V^o)$$

$$h_t = \tanh(s_t) \odot o$$

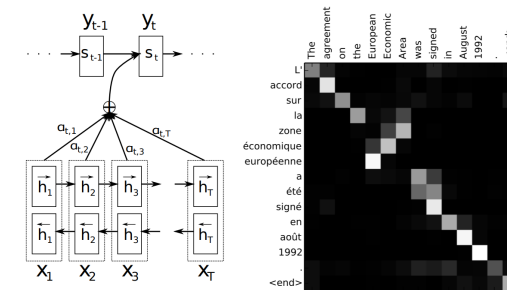
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seq2seq architectures (Cho et al., 2014; Sutskever et al., 2014)



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All you need is attention? (Bahdanau et al., 2015)



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Some references

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- Hochreiter, S. and Schmidhuber, J. (1997). LSTM can solve hard long time lag problems. In Advances in neural information processing systems (pp. 473-479).
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