



THE UNIVERSITY OF TEXAS AT DALLAS

Recurrent Neural Networks

CS 4391 Introduction to Computer Vision

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Slides borrowed from Professor Yu Xiang

Single Images

Convolutional neural networks



Image



High-level information

- Depth
- Object classes
- Object poses
- Etc.

Sequential Data

Data depends on time

- Video



$t-1$



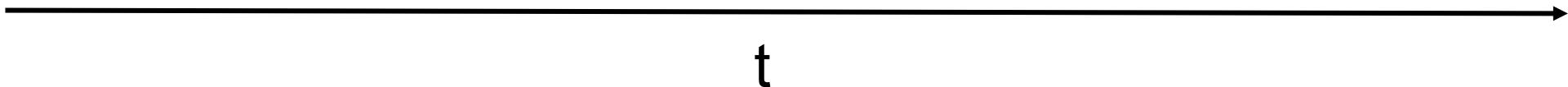
t



$t+1$

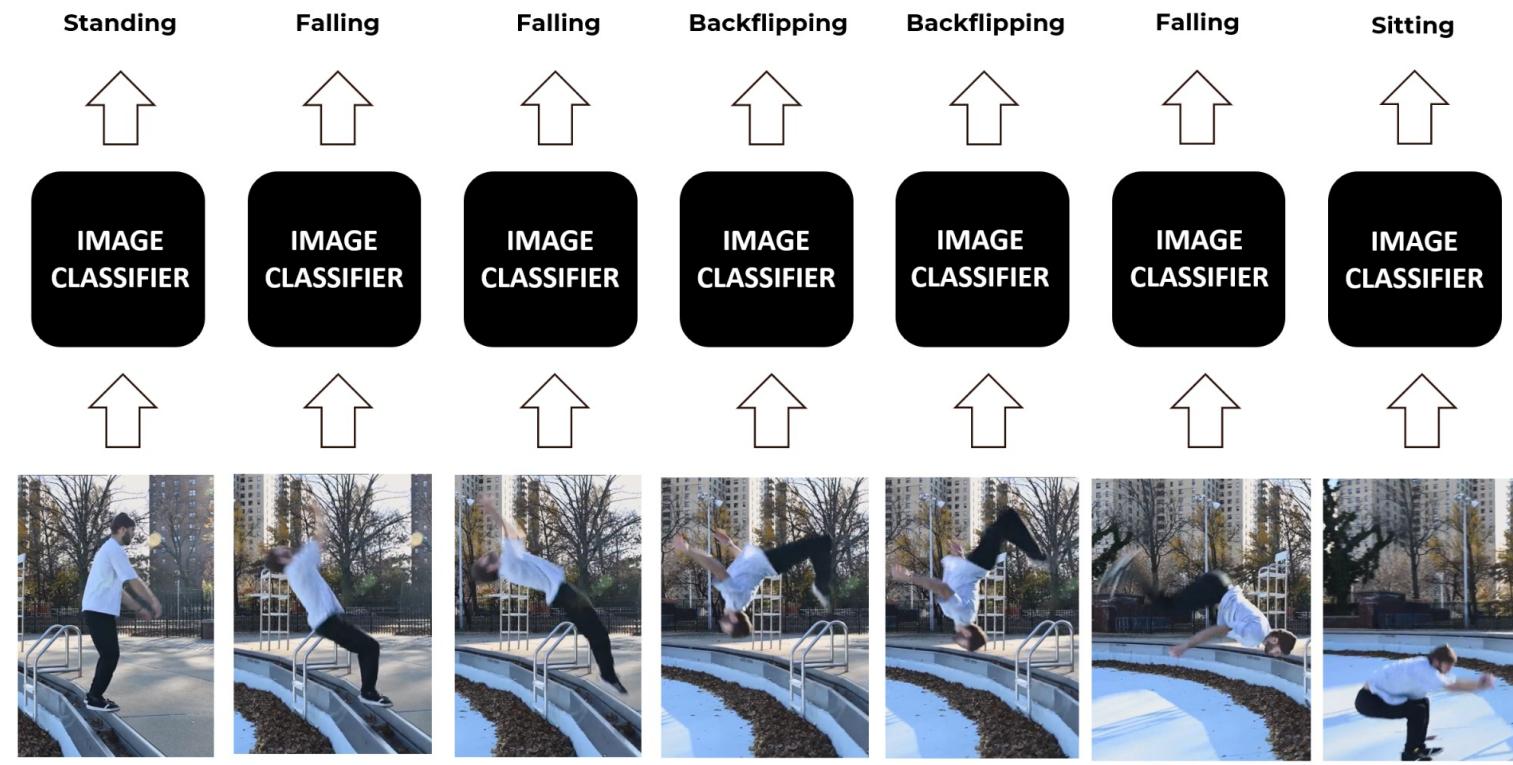
- Sentence

UT Dallas is a rising public research university in the heart of DFW.



Sequential Data Labeling

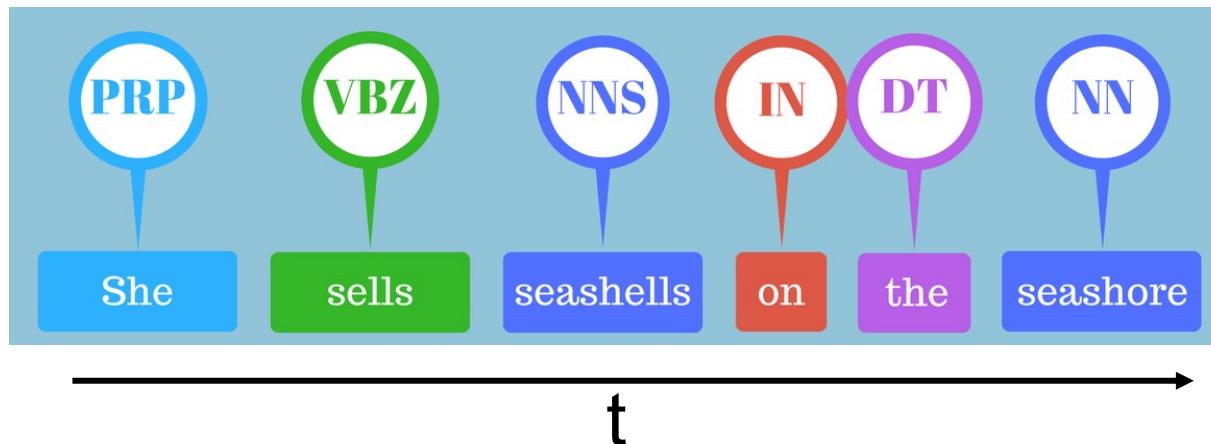
Video frame labeling



<https://bleedai.com/human-activity-recognition-using-tensorflow-cnn-lstm/>

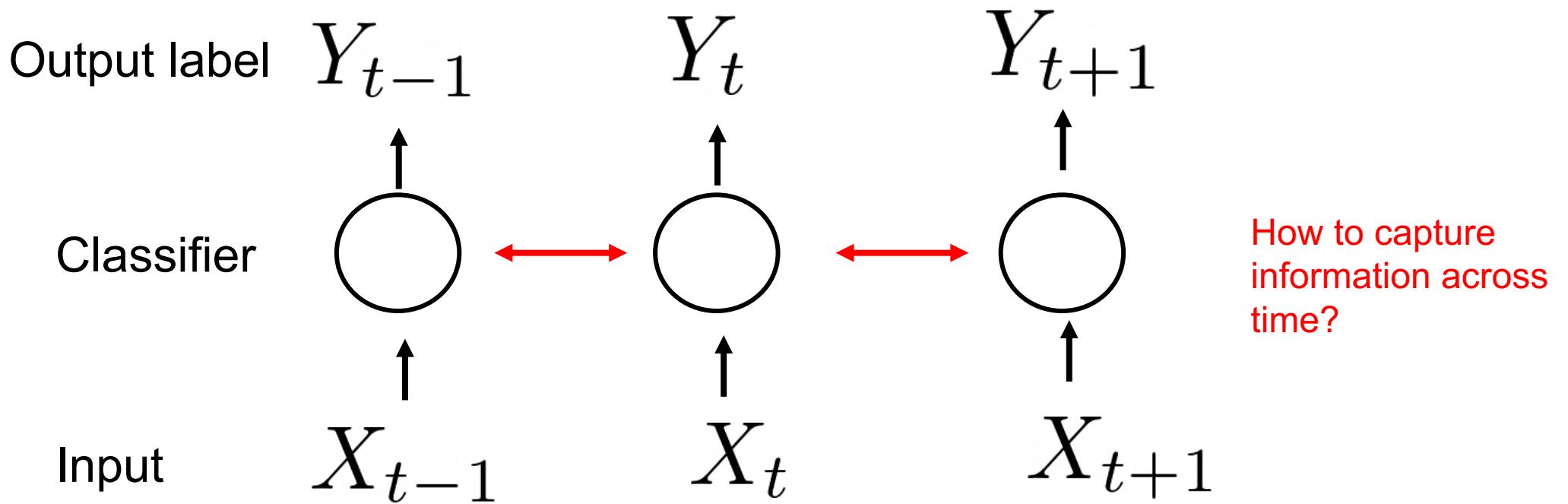
Sequential Data Labeling

Part-of-speech tagging (grammatical tagging)

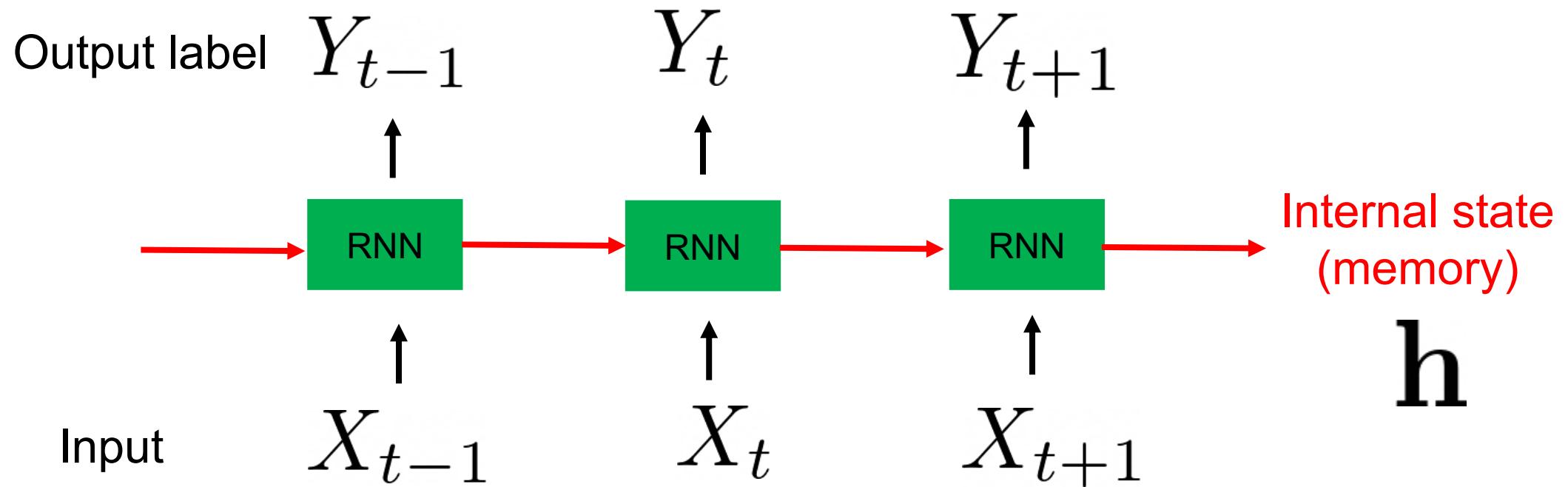


| Tag | Meaning | English Examples |
|------|---------------------|---|
| ADJ | adjective | <i>new, good, high, special, big, local</i> |
| ADP | adposition | <i>on, of, at, with, by, into, under</i> |
| ADV | adverb | <i>really, already, still, early, now</i> |
| CONJ | conjunction | <i>and, or, but, if, while, although</i> |
| DET | determiner, article | <i>the, a, some, most, every, no, which</i> |
| NOUN | noun | <i>year, home, costs, time, Africa</i> |
| NUM | numeral | <i>twenty-four, fourth, 1991, 14:24</i> |
| PRT | particle | <i>at, on, out, over per, that, up, with</i> |
| PRON | pronoun | <i>he, their, her, its, my, I, us</i> |
| VERB | verb | <i>is, say, told, given, playing, would</i> |
| . | punctuation marks | <i>., ; !</i> |
| X | other | <i>ersatz, esprit, dunno, gr8, univeristy</i> |

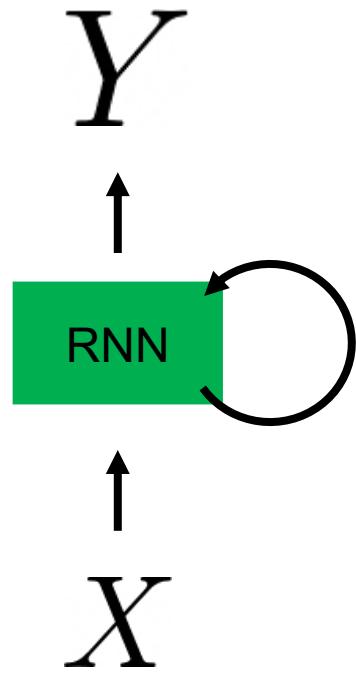
Sequential Data Labeling



Recurrent Neural Networks



Hidden State Update



Updating function
with parameters W

$$h_t = f_W(h_{t-1}, x_t)$$

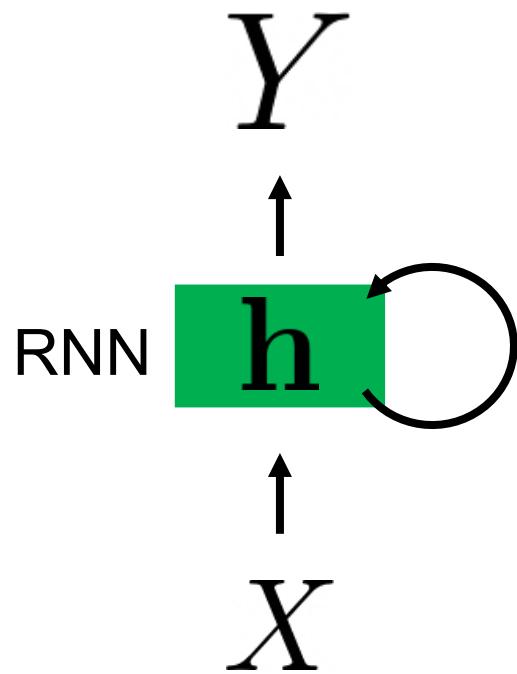
Hidden state at time t

Hidden state at time t-1

Input at time t

The equation $h_t = f_W(h_{t-1}, x_t)$ is shown. A red arrow points from the text "Updating function with parameters W" to the function symbol f_W . Three red arrows point from the labels "Hidden state at time t", "Hidden state at time t-1", and "Input at time t" to their respective terms in the equation h_t , h_{t-1} , and x_t .

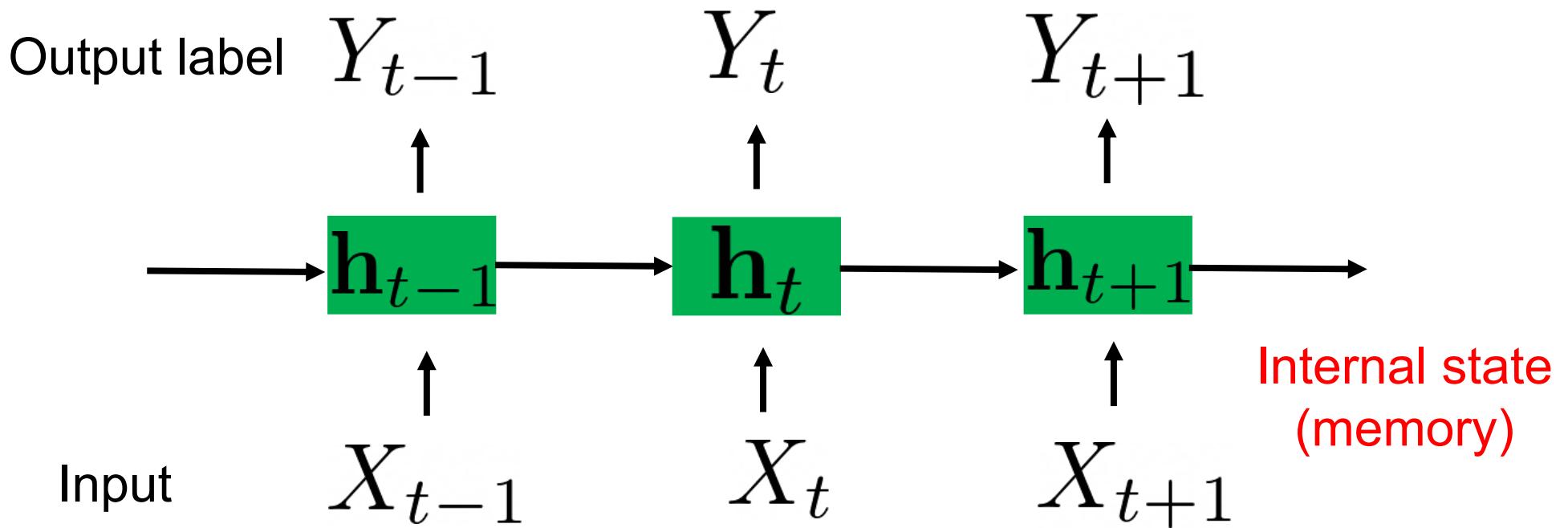
Using the Hidden State



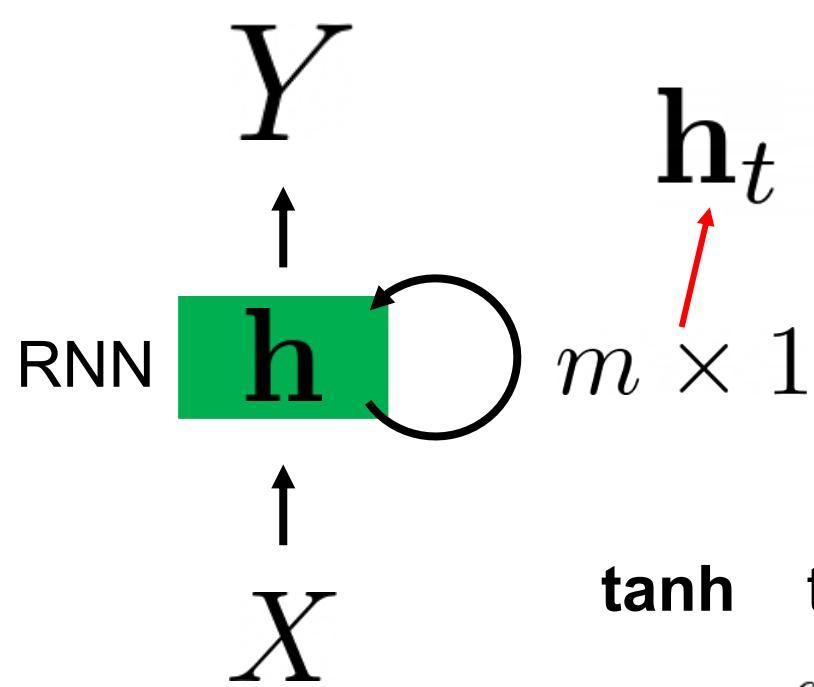
$$\mathbf{h}_t = f_W(\mathbf{h}_{t-1}, \mathbf{x}_t)$$

$$\mathbf{y}_t = f_{W'}(\mathbf{h}_t)$$

Recurrent Neural Networks

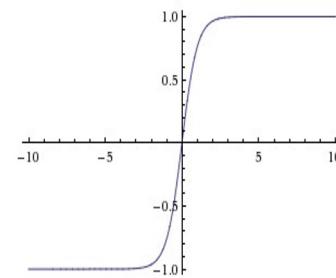


Vanilla RNN



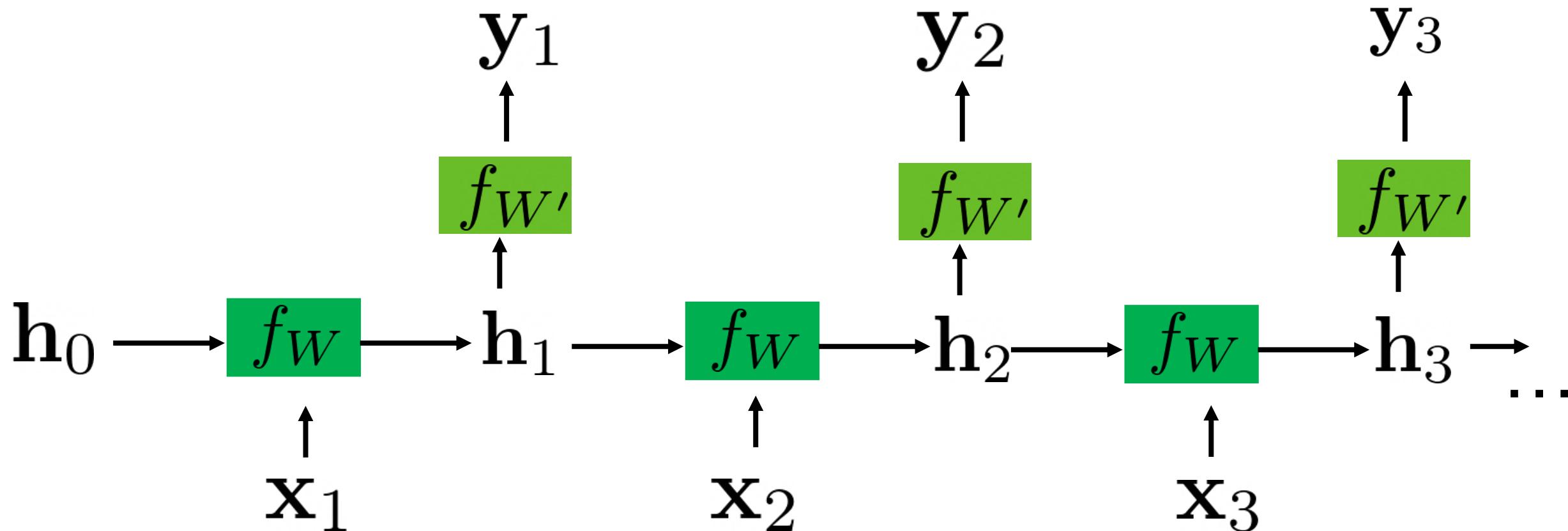
Hidden state updating rule

$$\mathbf{h}_t = \tanh(W_{hh}\mathbf{h}_{t-1} + W_{xh}\mathbf{x}_t)$$



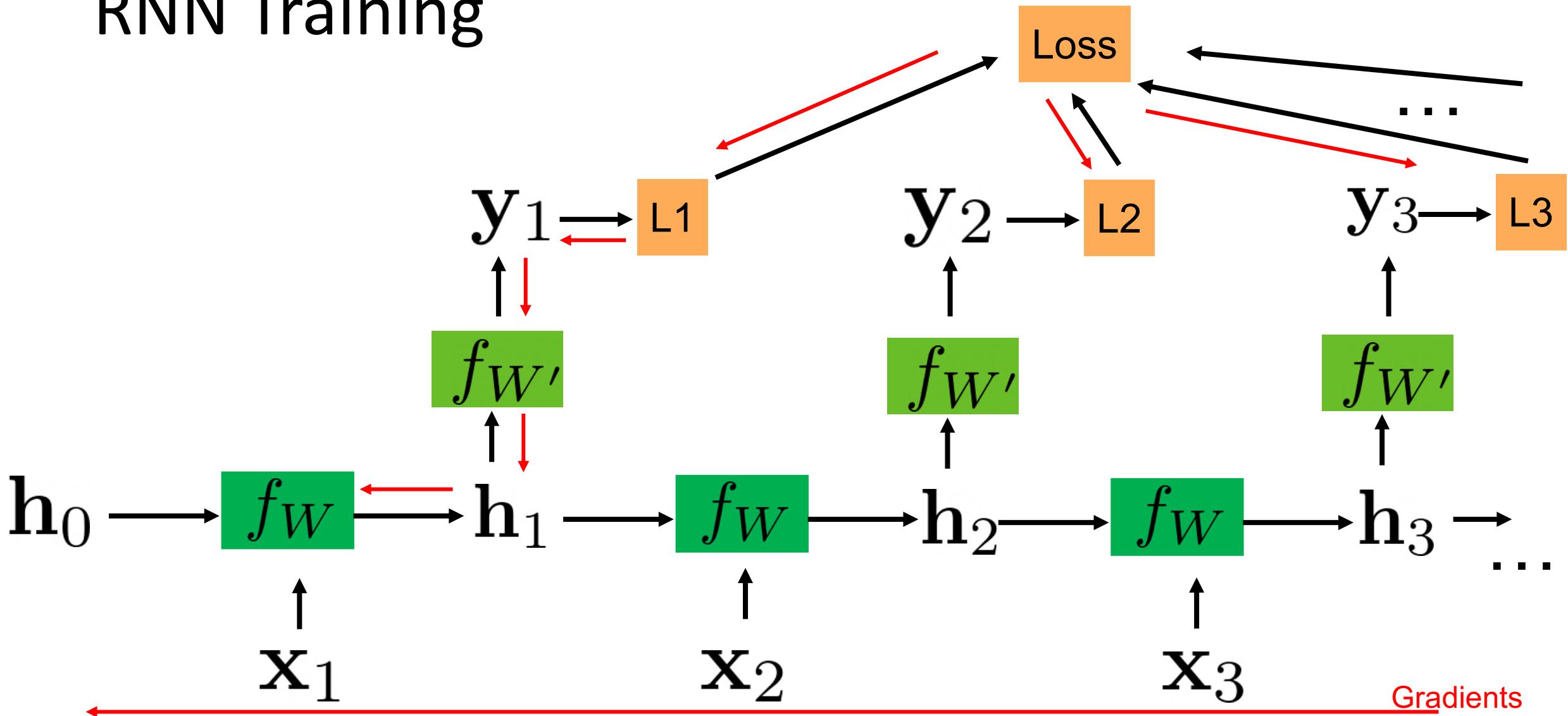
$$\mathbf{y}_t = W_{hy}\mathbf{h}_t$$

RNN Computation Graph

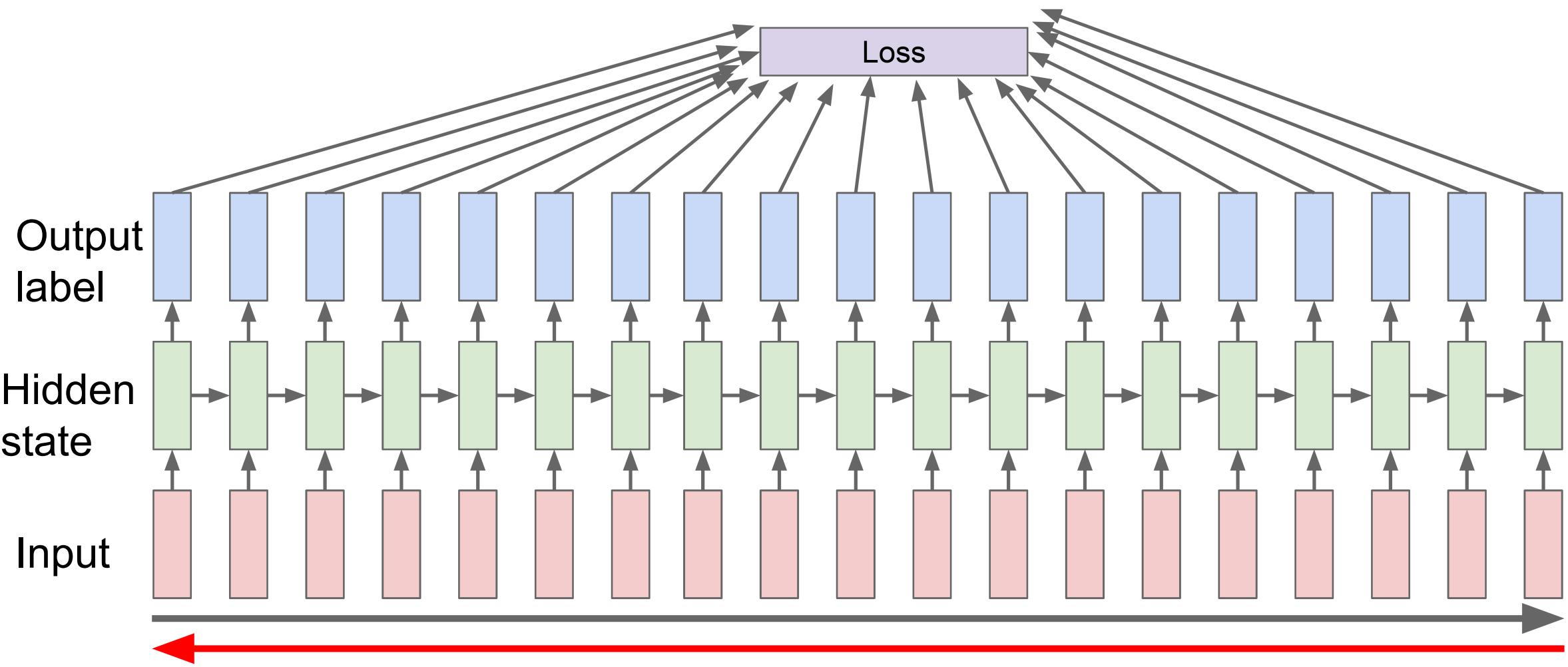


The same set of weights for different time steps $f_W \quad f_{W'}$

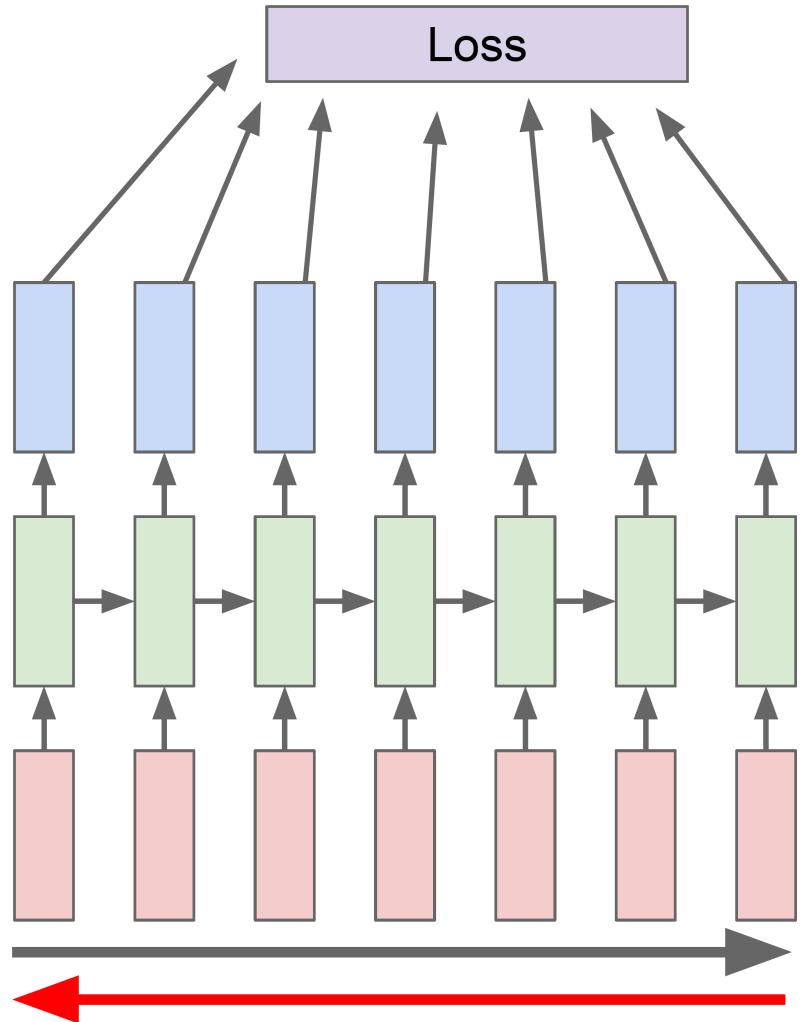
RNN Training



Backpropagation through Time

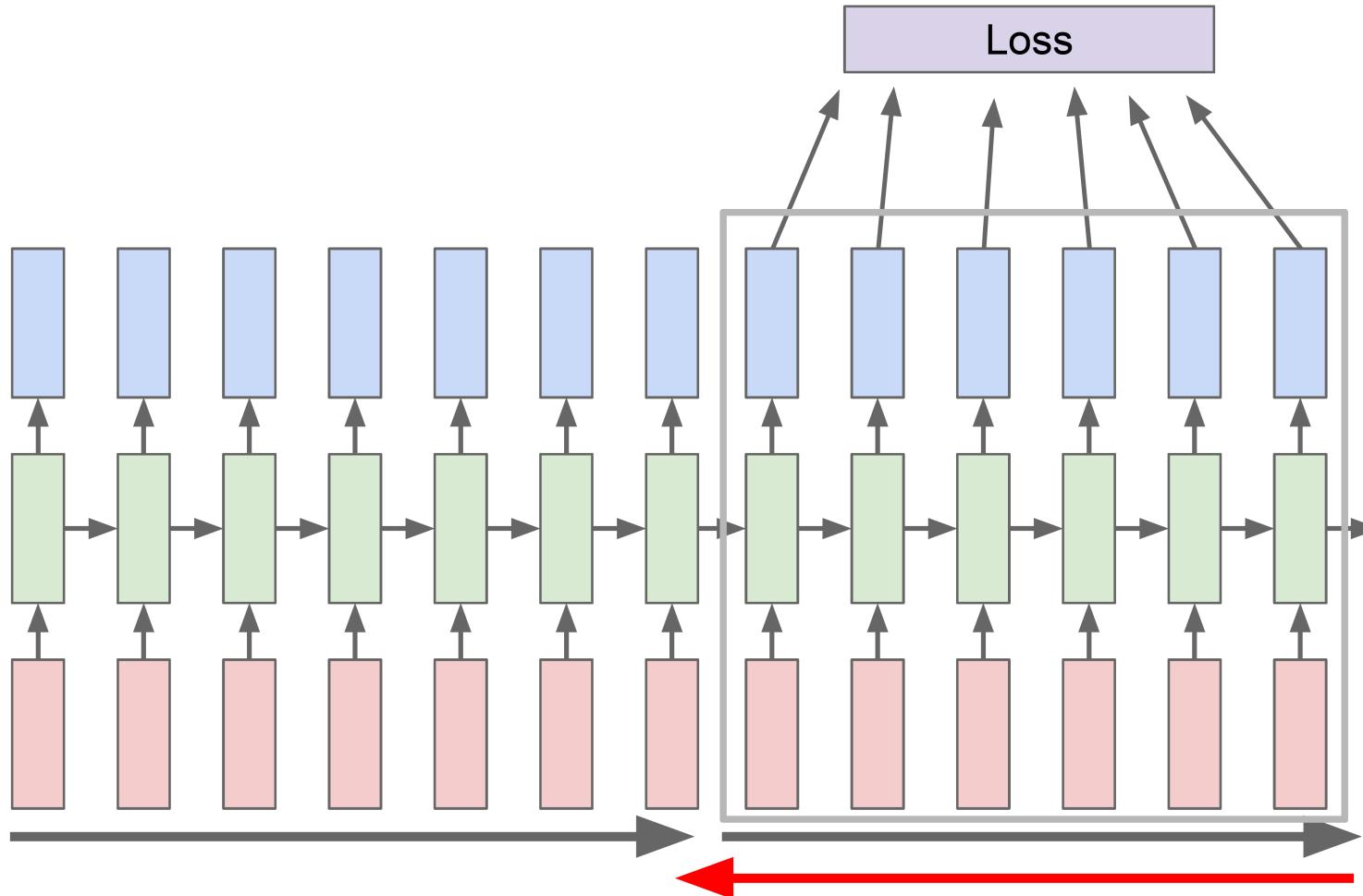


Truncated Backpropagation through Time



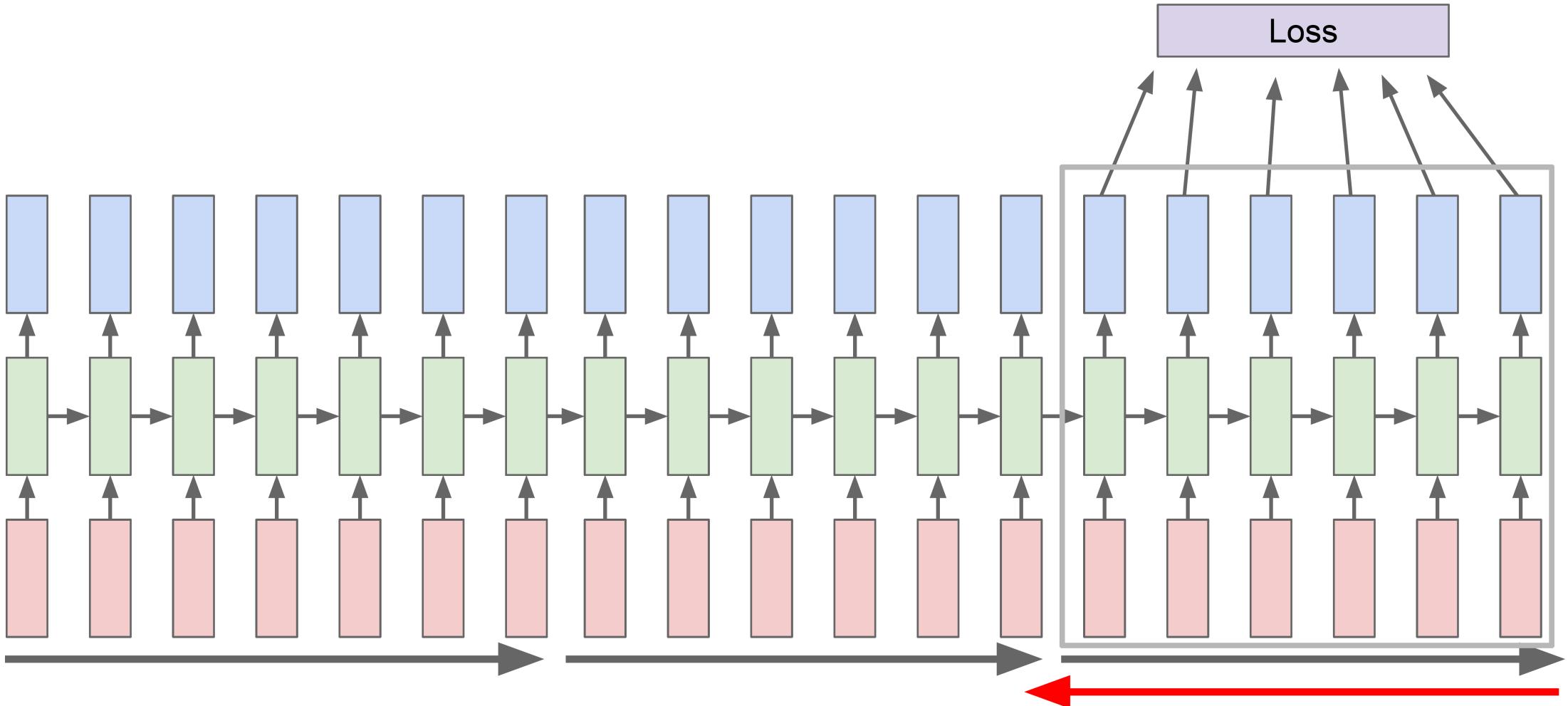
Run forward and backward
through chunks of the sequence
instead of whole sequence

Truncated Backpropagation through Time

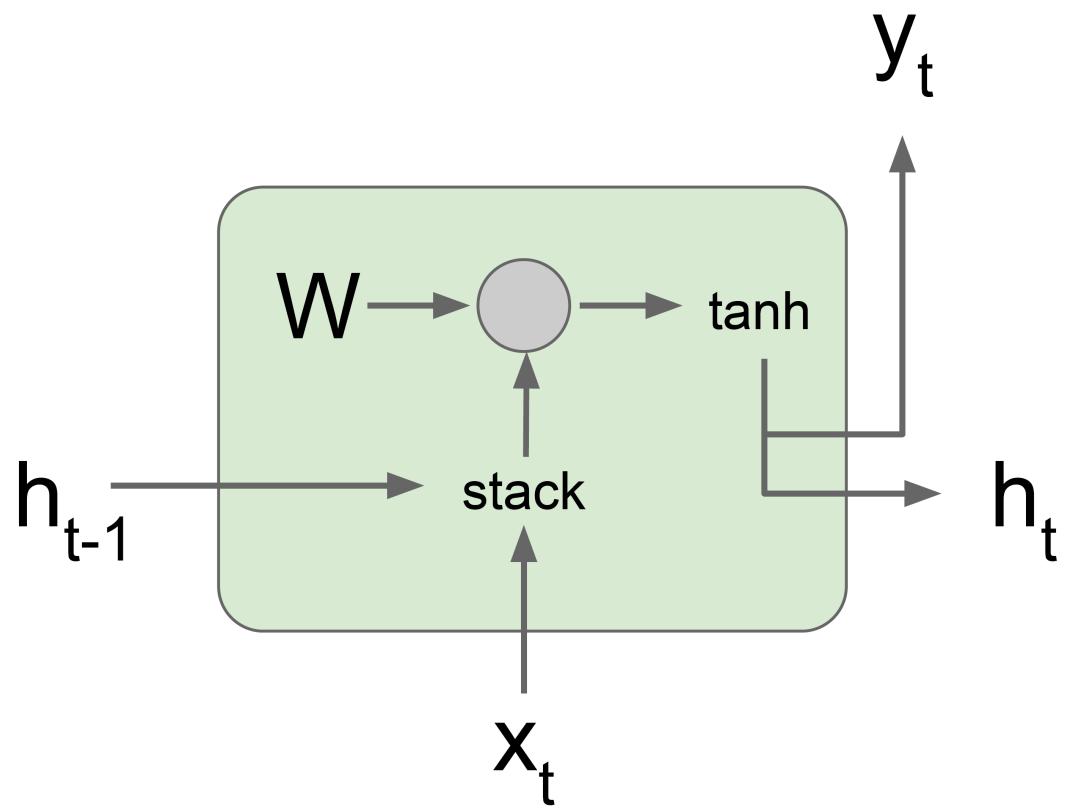


Carry hidden states forward in time forever, but only backpropagate for some smaller number of steps

Truncated Backpropagation through Time

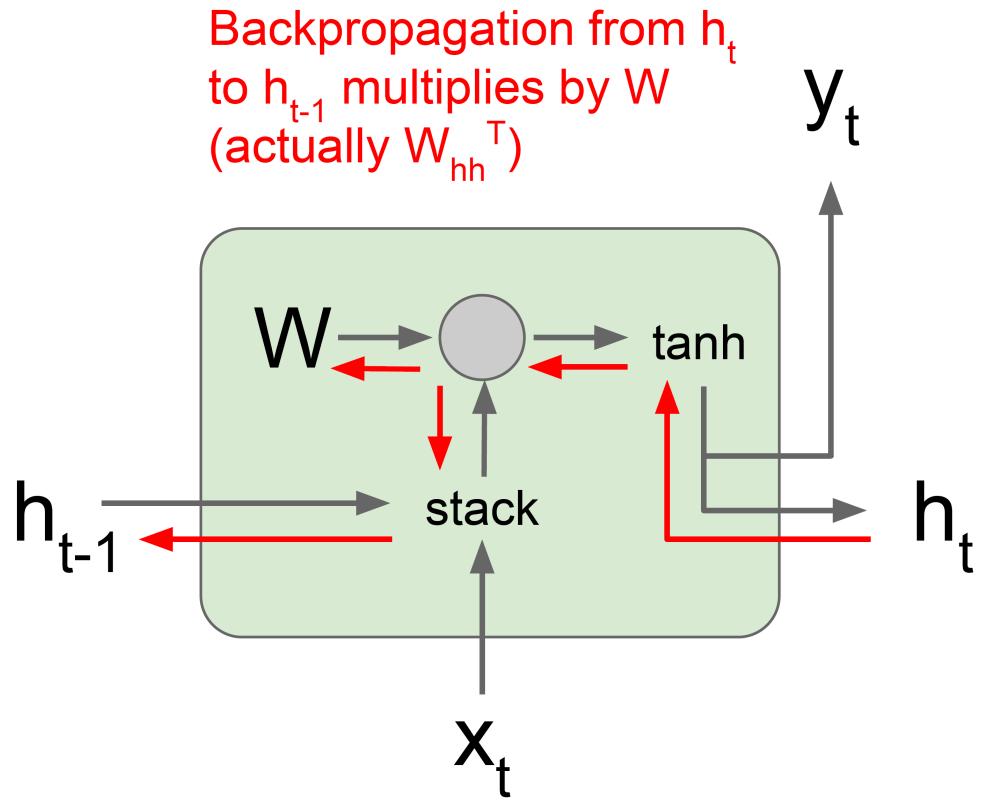


Vanilla RNN Gradient Flow



$$\begin{aligned} \mathbf{h}_t &= \tanh(W_{hh}\mathbf{h}_{t-1} + W_{xh}\mathbf{x}_t) \\ &= \tanh \left(\begin{pmatrix} W_{hh} & W_{hx} \end{pmatrix} \begin{pmatrix} \mathbf{h}_{t-1} \\ \mathbf{x}_t \end{pmatrix} \right) \\ &= \tanh \left(W \begin{pmatrix} \mathbf{h}_{t-1} \\ \mathbf{x}_t \end{pmatrix} \right) \end{aligned}$$

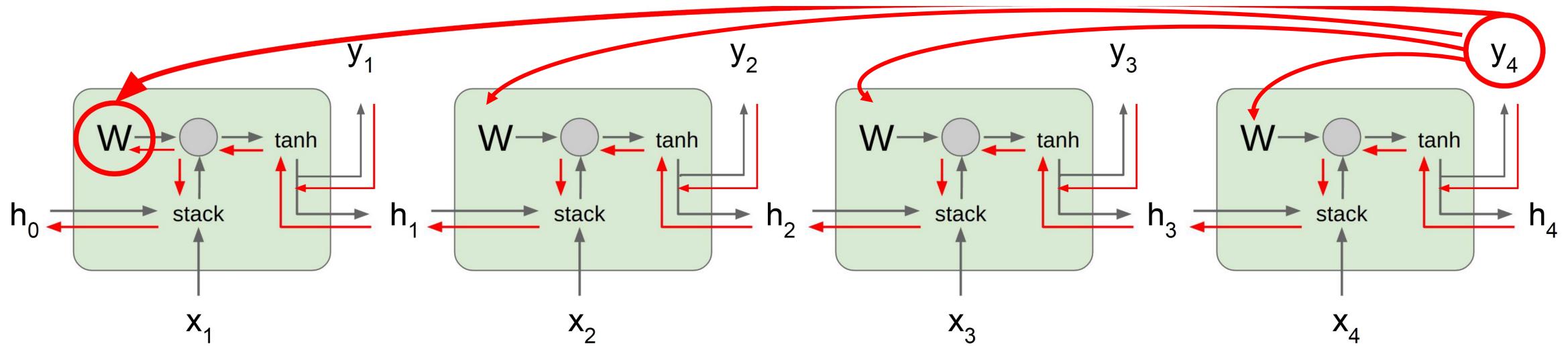
Vanilla RNN Gradient Flow



$$\begin{aligned} h_t &= \tanh(W_{hh}h_{t-1} + W_{xh}x_t) \\ &= \tanh \left(\begin{pmatrix} W_{hh} & W_{hx} \end{pmatrix} \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix} \right) \\ &= \tanh \left(W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix} \right) \end{aligned}$$

$$\frac{\partial h_t}{\partial h_{t-1}} = \tanh'(W_{hh}h_{t-1} + W_{xh}x_t)W_{hh}$$

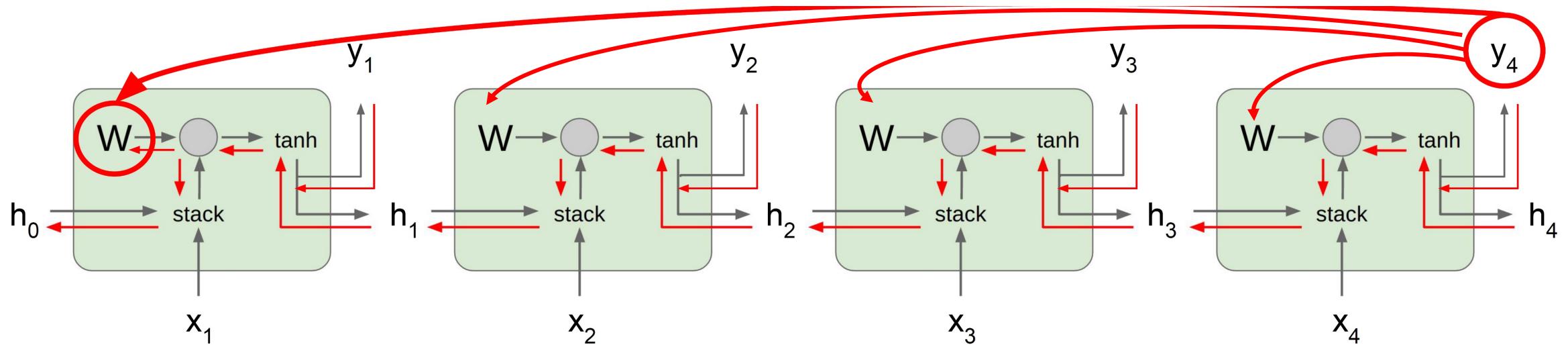
Vanilla RNN Gradient Flow



$$\frac{\partial L}{\partial W} = \sum_{t=1}^T \frac{\partial L_t}{\partial W}$$

$$\frac{\partial L_T}{\partial W} = \frac{\partial L_T}{\partial h_T} \frac{\partial h_t}{\partial h_{t-1}} \cdots \frac{\partial h_1}{\partial W} = \frac{\partial L_T}{\partial h_T} \left(\prod_{t=2}^T \frac{\partial h_t}{\partial h_{t-1}} \right) \frac{\partial h_1}{\partial W}$$

Vanilla RNN Gradient Flow



$$\frac{\partial L_T}{\partial W} = \frac{\partial L_T}{\partial h_T} \left(\prod_{t=2}^T \frac{\partial h_t}{\partial h_{t-1}} \right) \frac{\partial h_1}{\partial W}$$

https://en.wikipedia.org/wiki/Matrix_norm

- Vanishing gradients
- Exploding gradients

$$\left\| \frac{\partial h_t}{\partial h_{t-1}} \right\|_2 < 1$$
$$\left\| \frac{\partial h_t}{\partial h_{t-1}} \right\|_2 > 1$$

Vanilla RNN Gradient Flow

Exploding gradients

$$\left\| \frac{\partial h_t}{\partial h_{t-1}} \right\|_2 > 1$$

- Gradient clipping

```
grad_norm = np.sum(grad * grad)
if grad_norm > threshold:
    grad *= (threshold / grad_norm)
```

Vanishing gradients

$$\left\| \frac{\partial h_t}{\partial h_{t-1}} \right\|_2 < 1$$

- Change RNN architecture

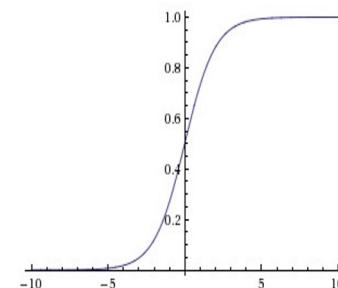
Long Short Term Memory (LSTM)

Vanilla RNN

$$h_t = \tanh \left(W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix} \right)$$

Sigmoid

$$\sigma(x) = 1/(1 + e^{-x})$$



LSTM

Input gate forget gate output gate update

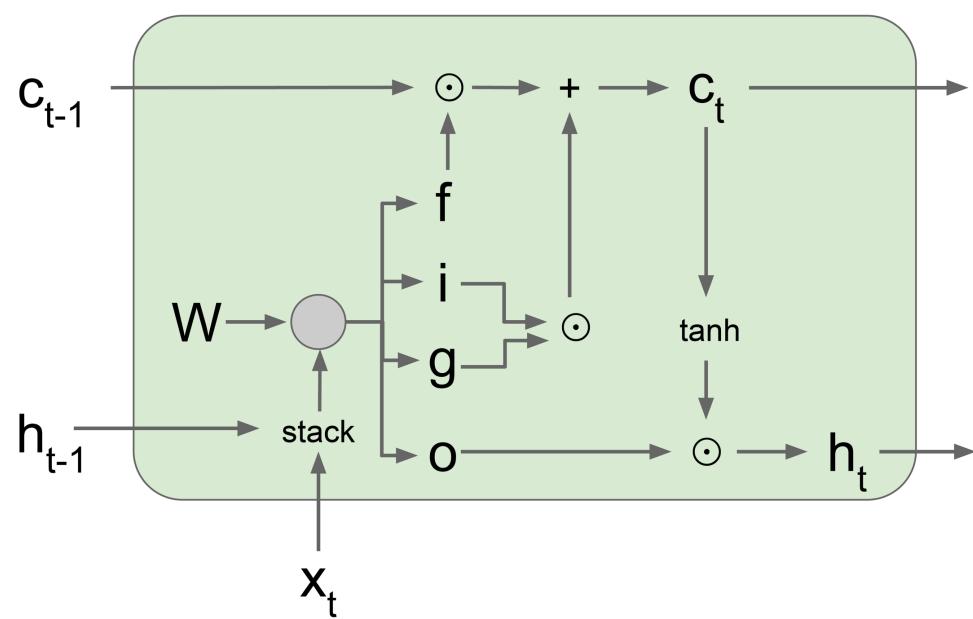
$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$

Cell $c_t = f \odot c_{t-1} + i \odot g$

Hidden state $h_t = o \odot \tanh(c_t)$

Store Cell and hidden states

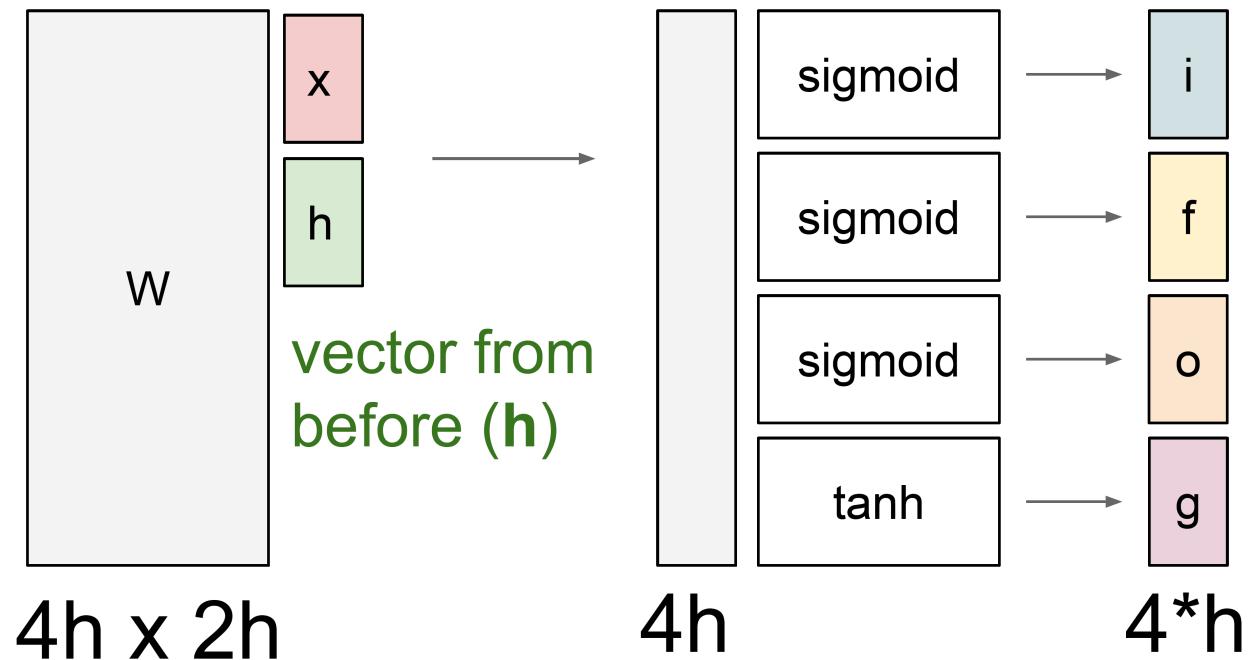
Long Short Term Memory (LSTM)



$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$

$$c_t = f \odot c_{t-1} + i \odot g$$

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



- **g**: update, how much to write to cell
- **i**: Input gate, whether to write to cell
- **f**: Forget gate, whether to erase cell
- **o**: Output gate, how much to reveal cell

Long Short Term Memory (LSTM)

Make the RNN easier to preserve information over many steps

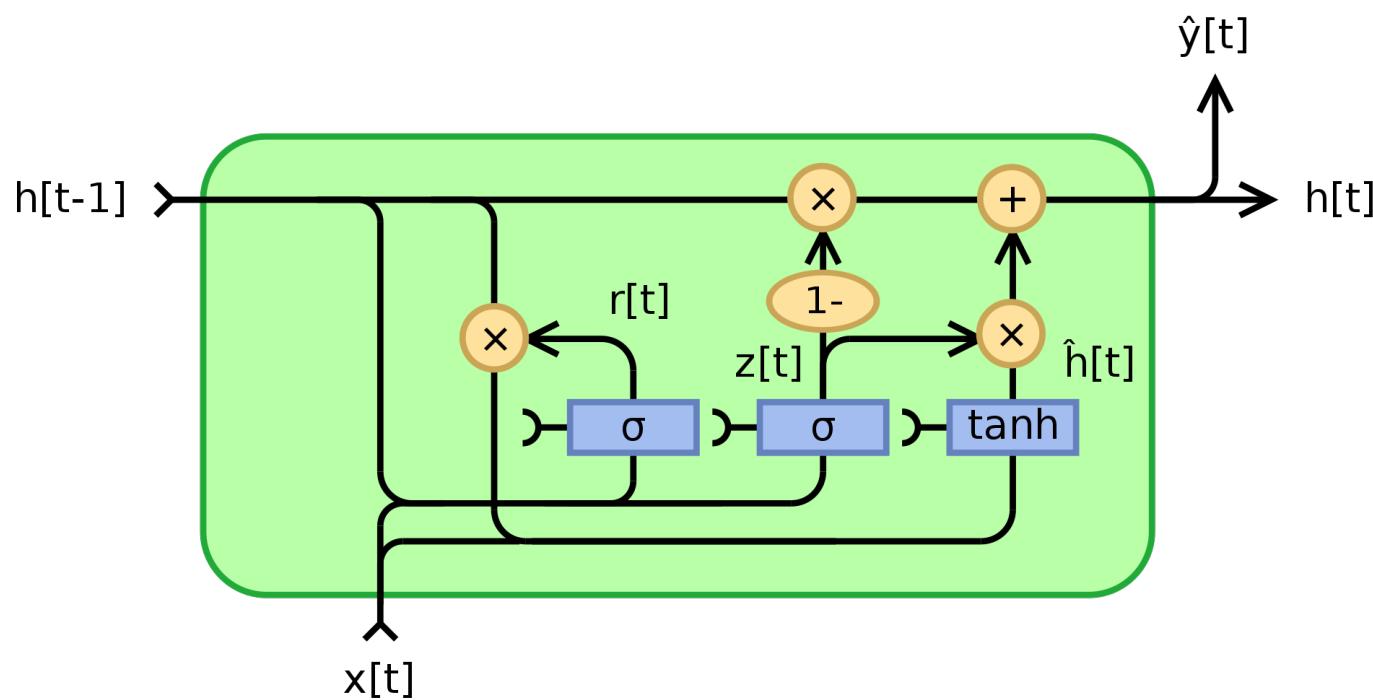
- E.g., $f = 1$ and $i = 0$
- This is difficult for vanilla RNN

LSTM does not guarantee that there is no vanishing or exploding gradient

It provides an easier way to learn long-distance dependencies

$$\begin{pmatrix} i \\ f \\ o \\ g \end{pmatrix} = \begin{pmatrix} \sigma \\ \sigma \\ \sigma \\ \tanh \end{pmatrix} W \begin{pmatrix} h_{t-1} \\ x_t \end{pmatrix}$$
$$c_t = f \odot c_{t-1} + i \odot g$$
$$h_t = o \odot \tanh(c_t)$$

Gated Recurrent Unit (GRU)



$$z_t = \sigma_g(W_z x_t + U_z h_{t-1} + b_z)$$
$$r_t = \sigma_g(W_r x_t + U_r h_{t-1} + b_r)$$
$$\hat{h}_t = \phi_h(W_h x_t + U_h (r_t \odot h_{t-1}) + b_h)$$
$$h_t = (1 - z_t) \odot h_{t-1} + z_t \odot \hat{h}_t$$

- x_t : input vector
- h_t : output vector
- \hat{h}_t : candidate activation vector
- z_t : update gate vector
- r_t : reset gate vector
- W , U and b : parameter matrices and vector

https://en.wikipedia.org/wiki/Gated_recurrent_unit

GRUs vs. LSTMs

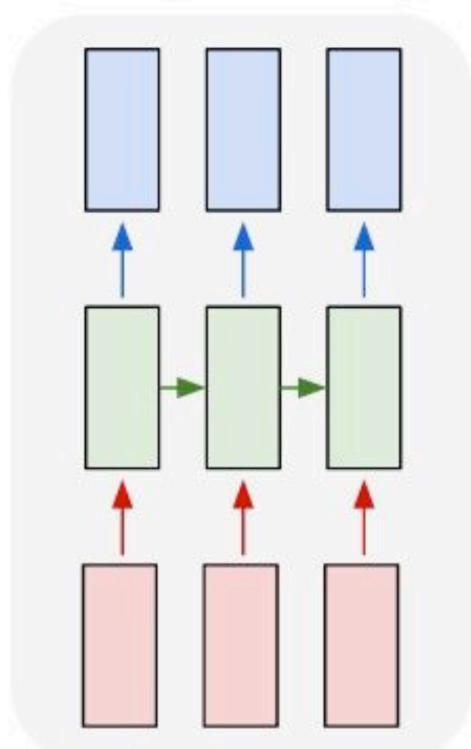
Both have a forget gate

GRU has fewer parameters, no output gate

GRUs have similar performance compared to LSTMs, have shown better performance on certain datasets

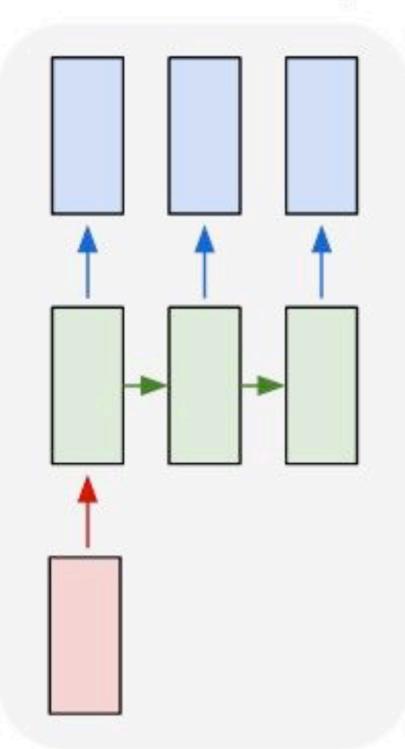
Recurrent Neural Networks

many to many



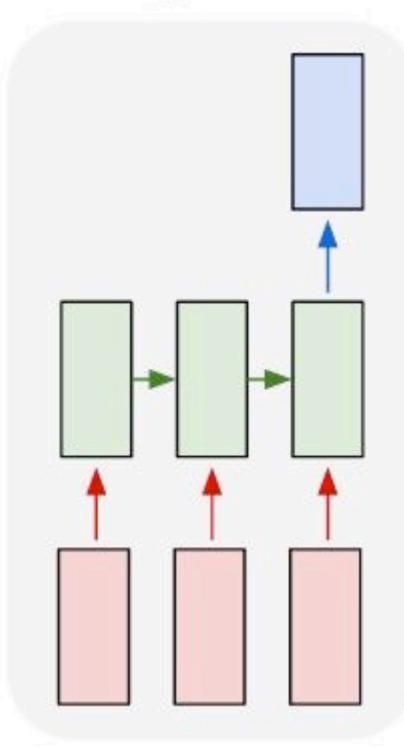
E.g., action recognition
on video frames

one to many



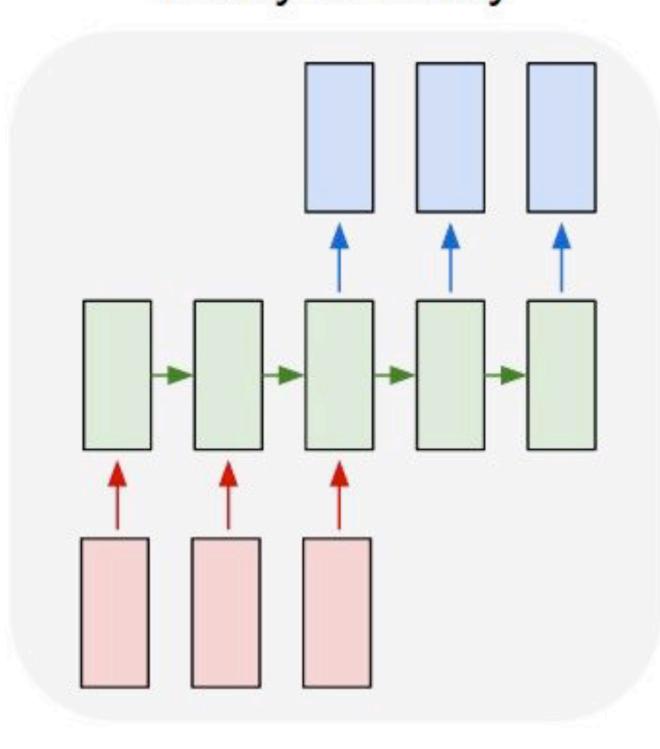
E.g., image
captioning, image ->
sequences of words

many to one



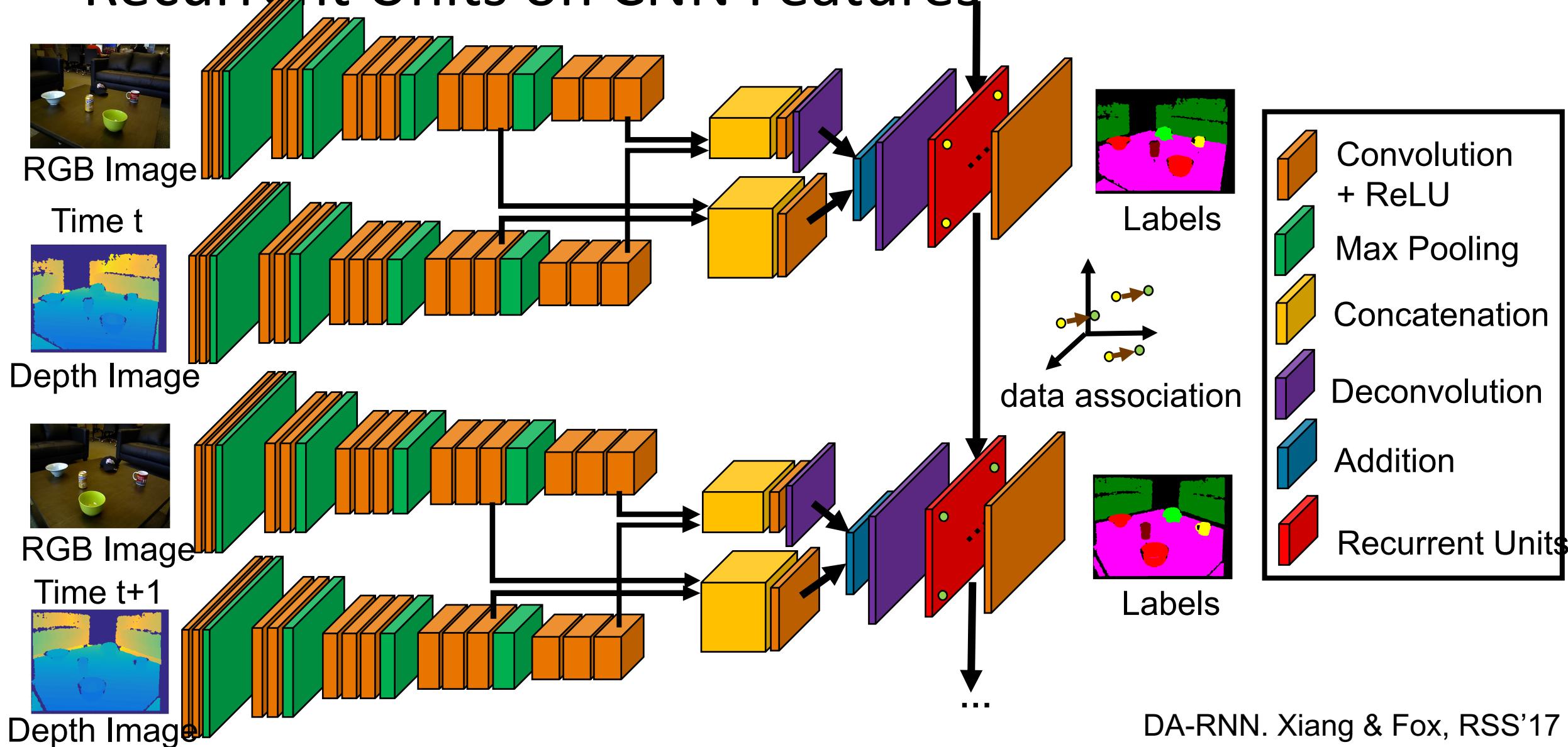
E.g., action prediction,
sequences of frames -
> action class

many to many



E.g., Video Captioning
Sequence of video frames ->
caption

Recurrent Units on CNN Features



Summary

RNNs can be used for sequential data to capture dependencies in time

LSTMs and GRUs are better than vanilla RNNs

It is difficult to capture long-term dependencies in RNNs

Use transformers (next lecture)

Further Reading

Deep Learning Textbook: Sequence Modeling: Recurrent and Recursive Nets
<https://www.deeplearningbook.org/contents/rnn.html>

Stanford CS231n, lecture 10, Recurrent Neural Networks
<http://cs231n.stanford.edu/>

Long Short Term Memory

<https://www.researchgate.net/publication/13853244> Long Short-term Memory

<https://colah.github.io/posts/2015-08-Understanding-LSTMs/>

Gated Recurrent Units <https://arxiv.org/pdf/1412.3555.pdf>