#### Lecture 8: RNNs

#### Alan Ritter

(many slides from Greg Durrett)

 Parameter initialization is critical to get good gradients, some useful heuristics (e.g., Xavier initializer)

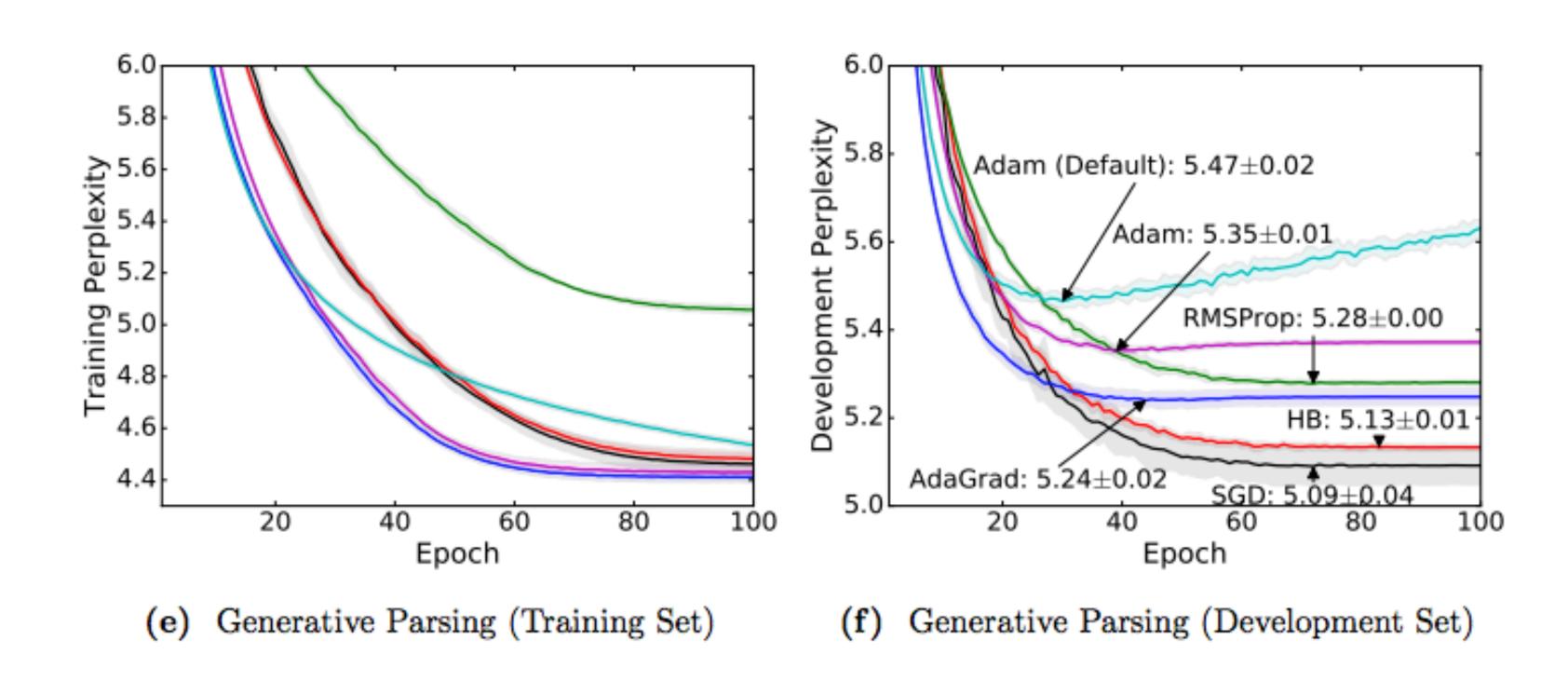
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Dropout is an effective regularizer

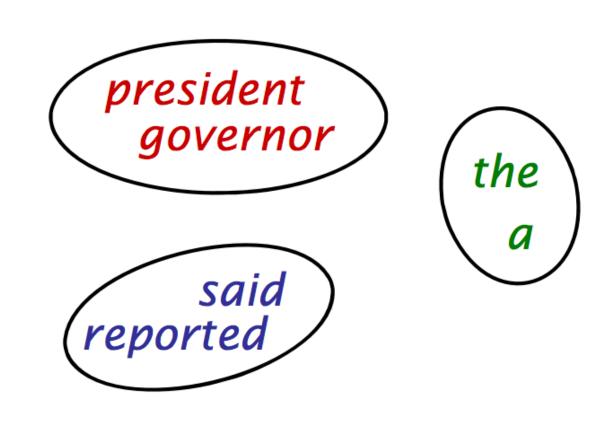
Think about your optimizer: Adam or tuned SGD work well



#### Recall: Word Vectors

\* (the president) said that the downturn was over \*

president	the of
president	the said ←
governor	the of
governor	the appointed
said	sources •
said	president that
reported	sources ◆

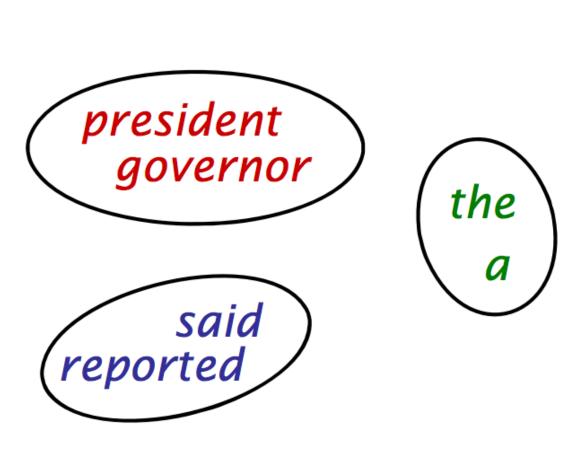


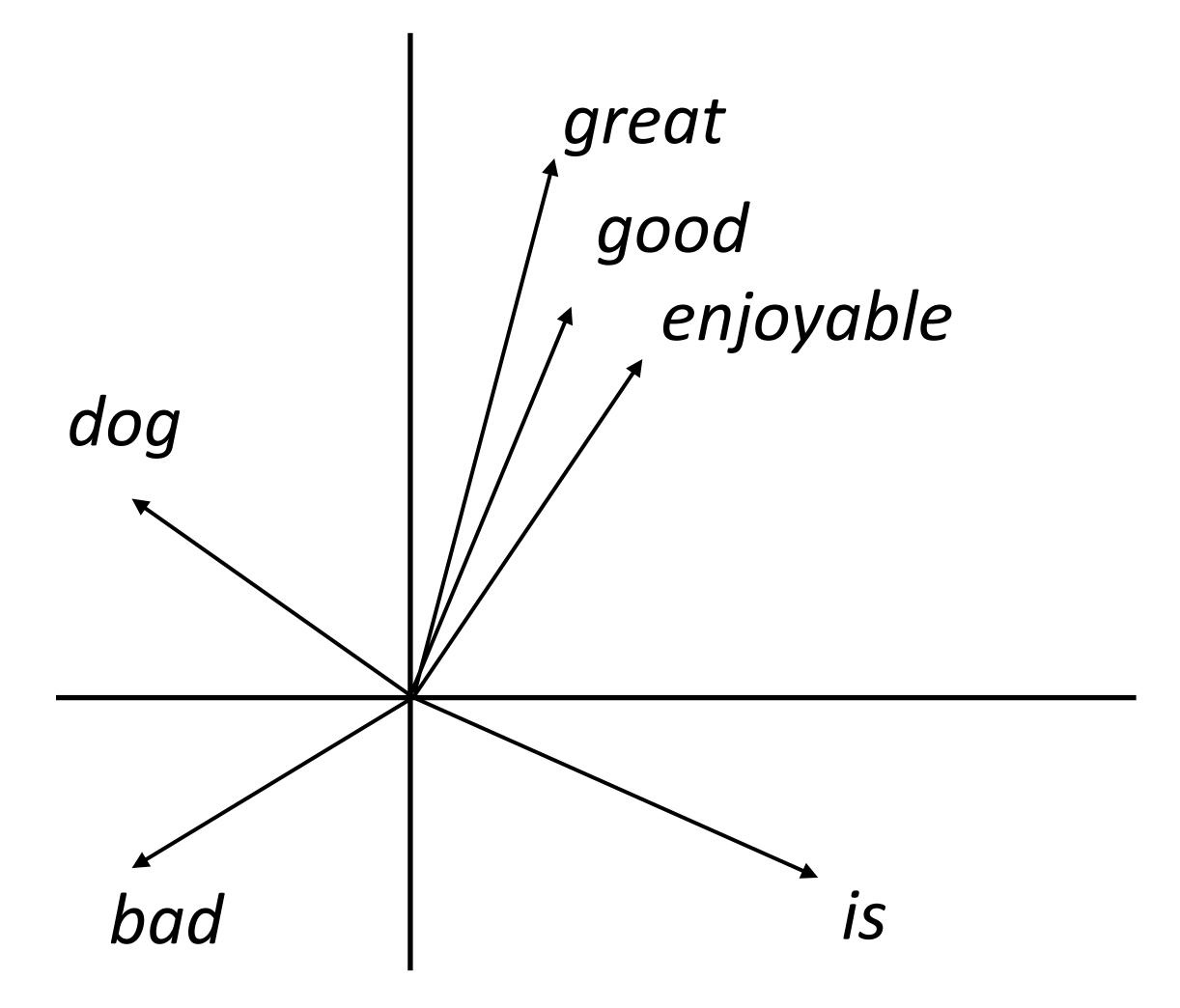
[Finch and Chater 92, Shuetze 93, many others]

#### Recall: Word Vectors

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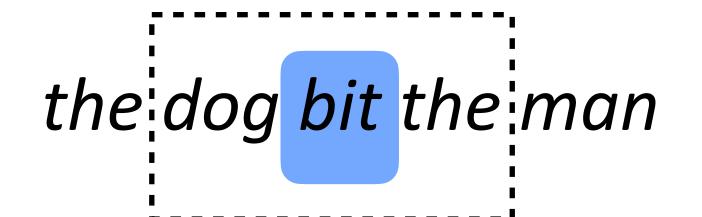
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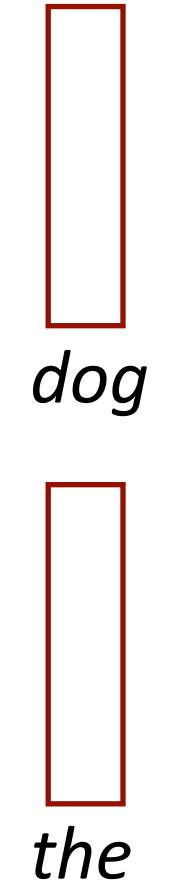
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Predict word from context



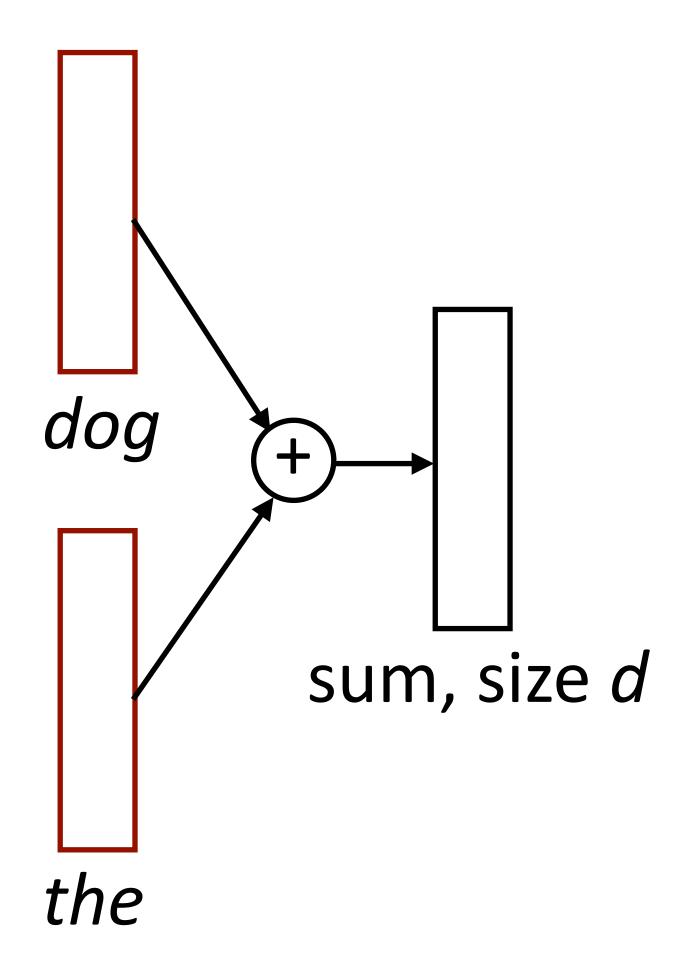
Predict word from context





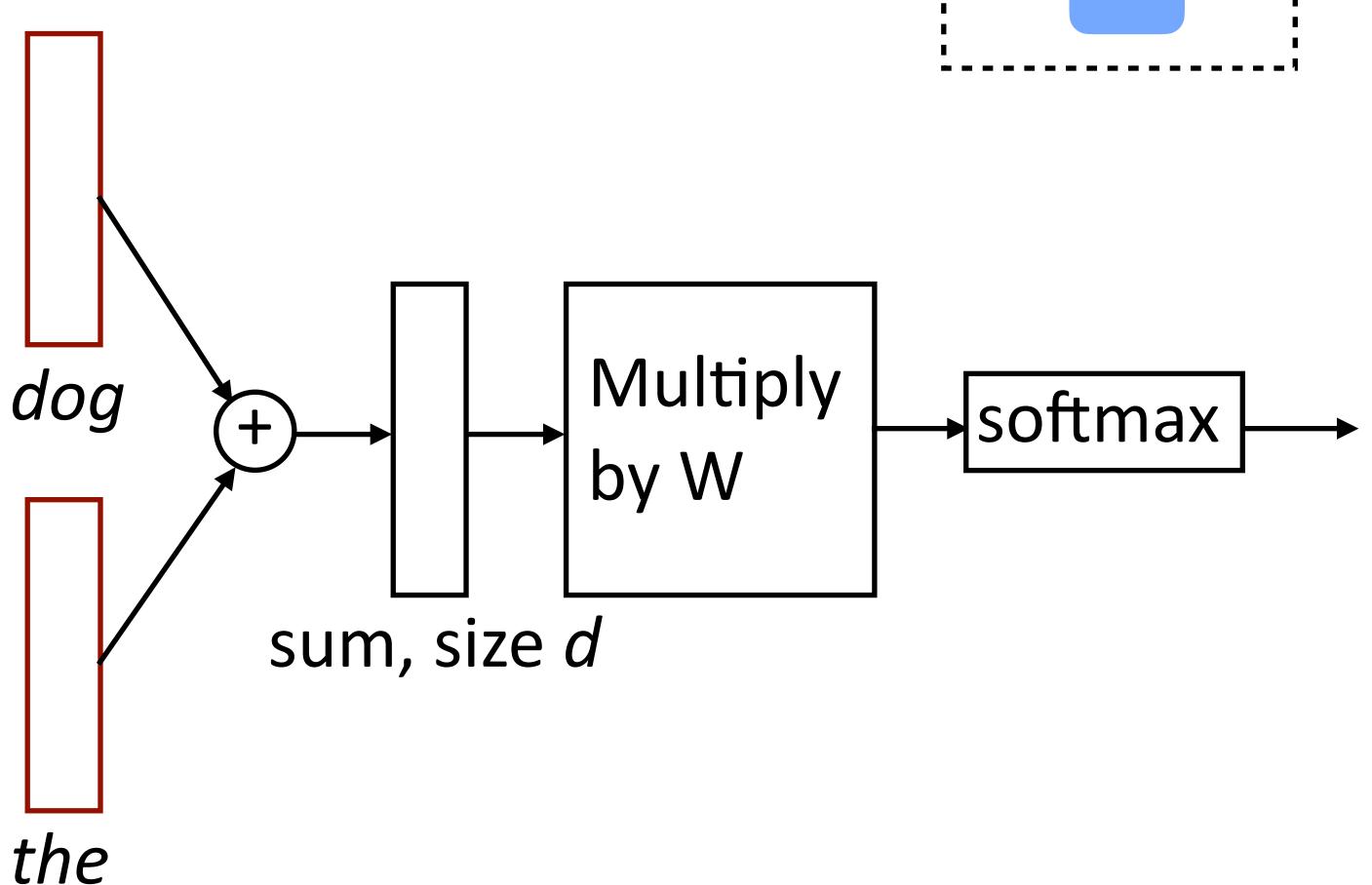
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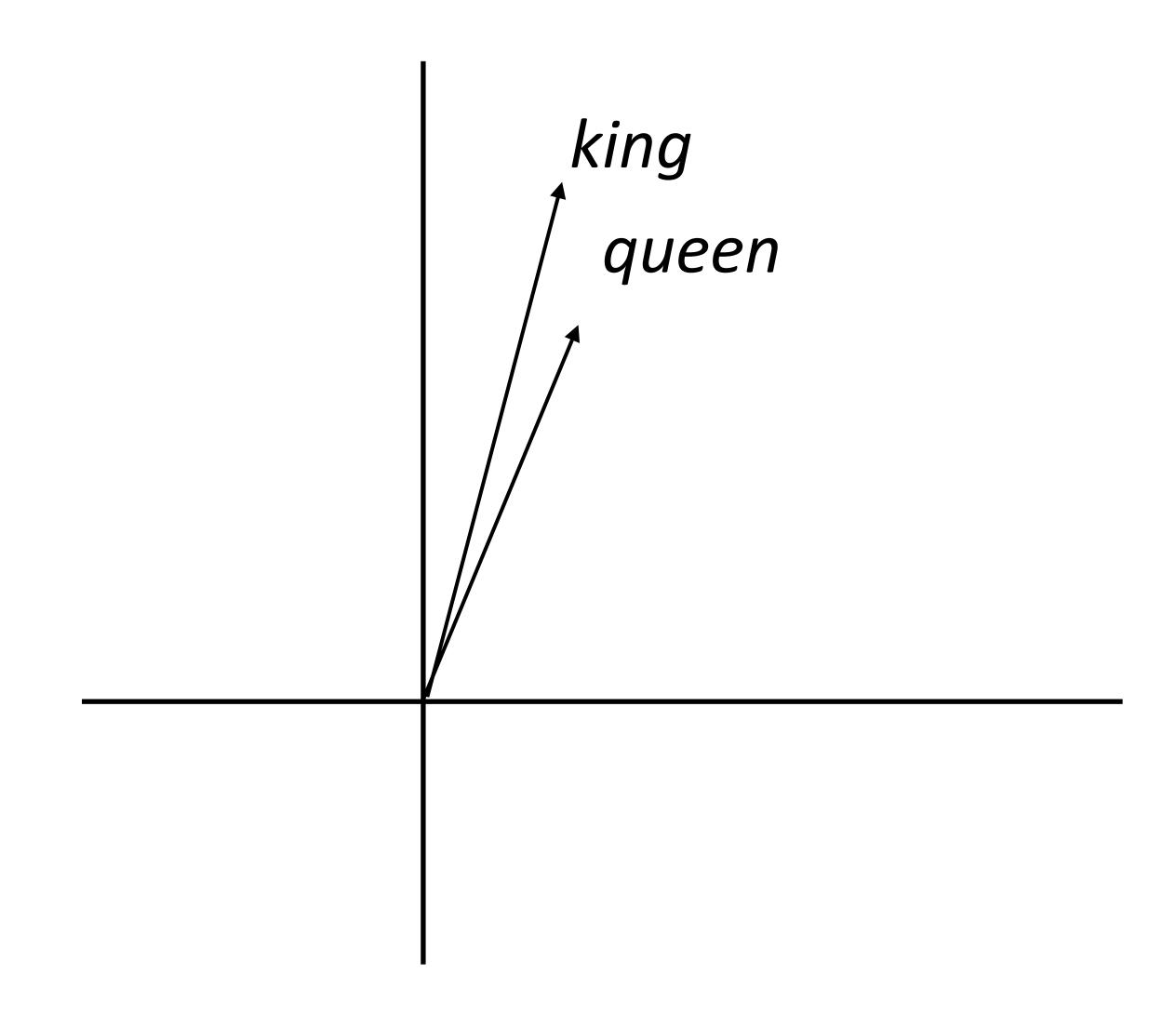
Mikolov et al. (2013) Predict word from context the dog bit the man Multiply dog softmax by W  $P(w|w_{-1}, w_{+1})$ sum, size d

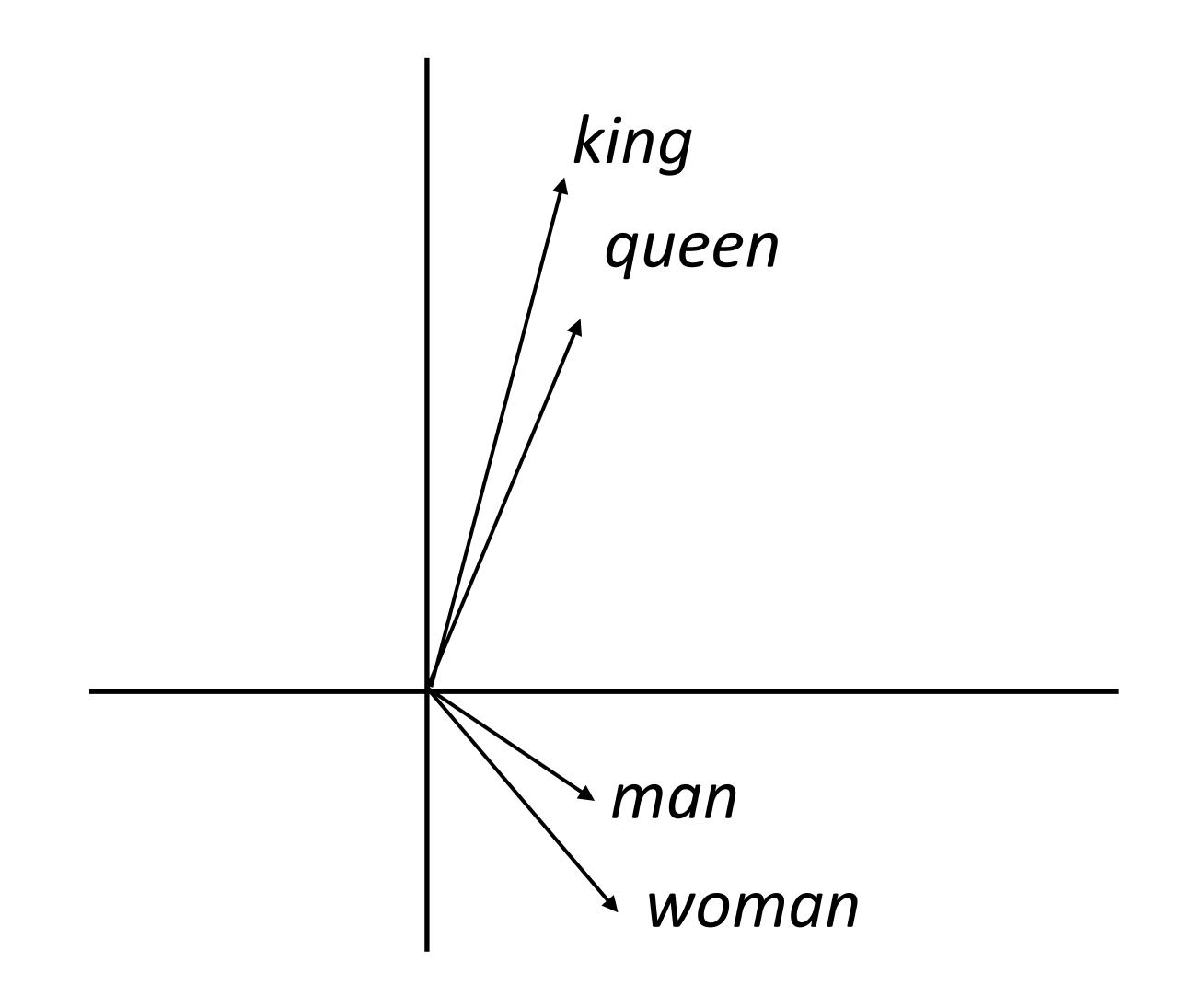
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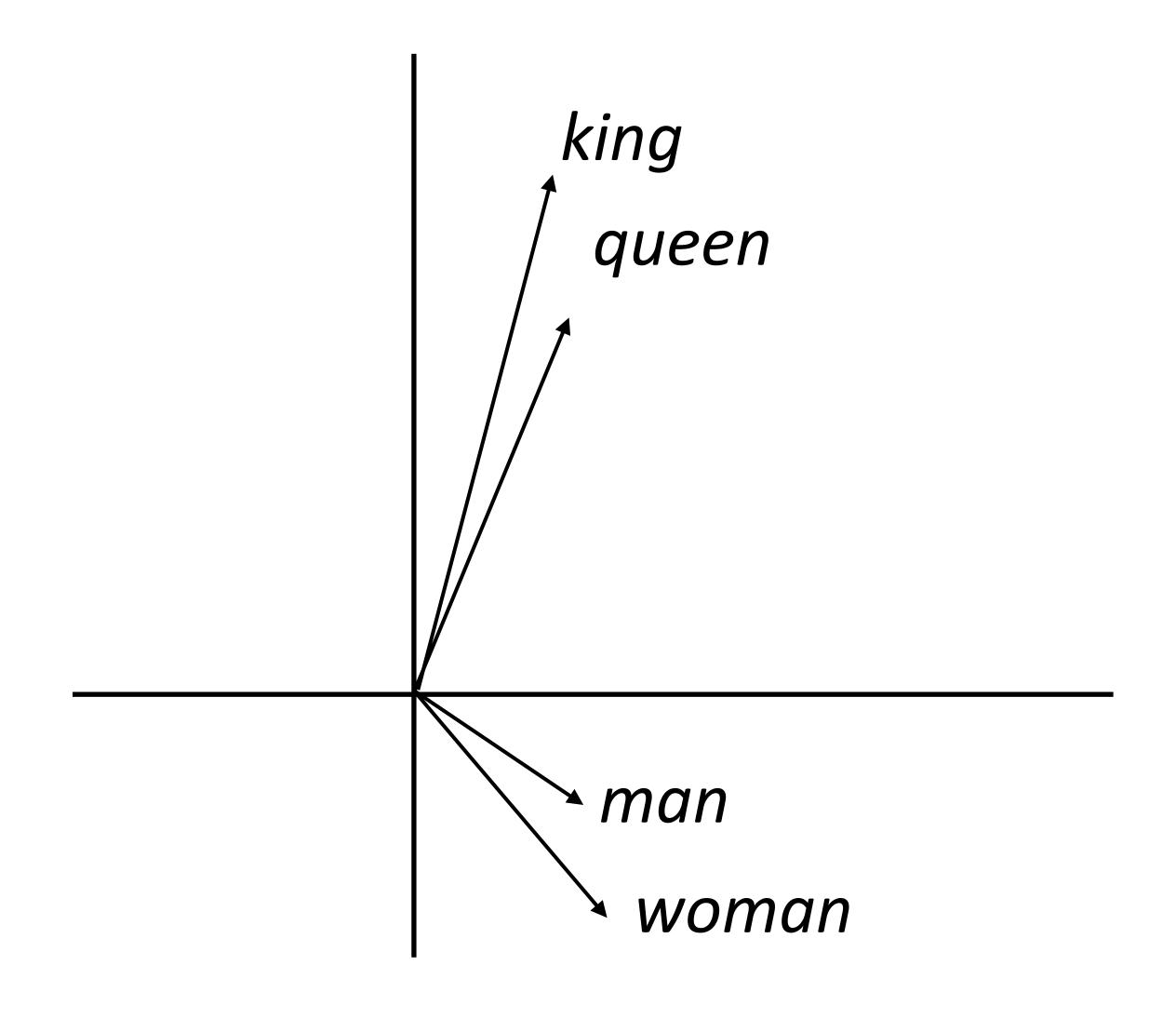
> Matrix factorization approaches useful for learning vectors from really large data

the

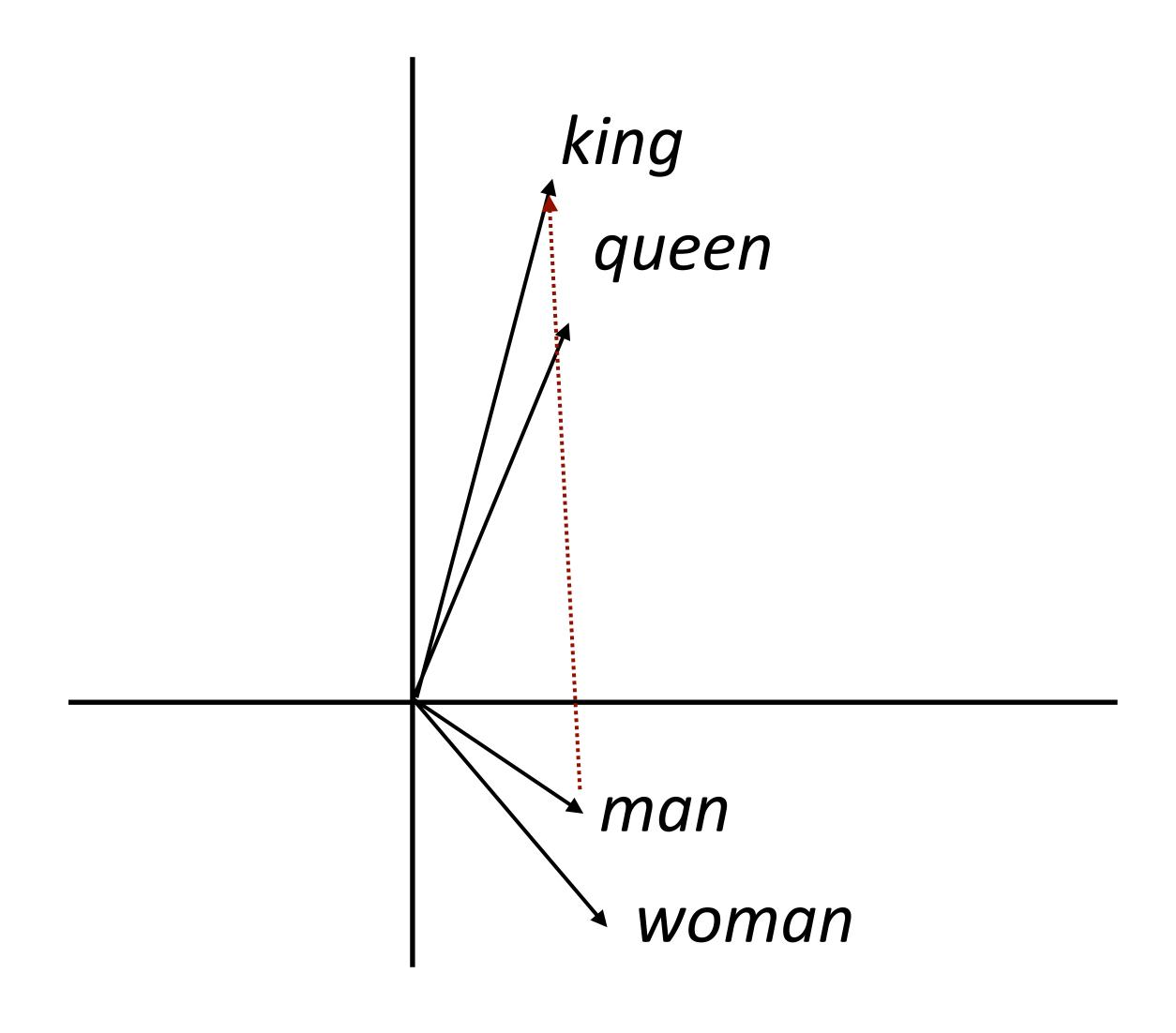




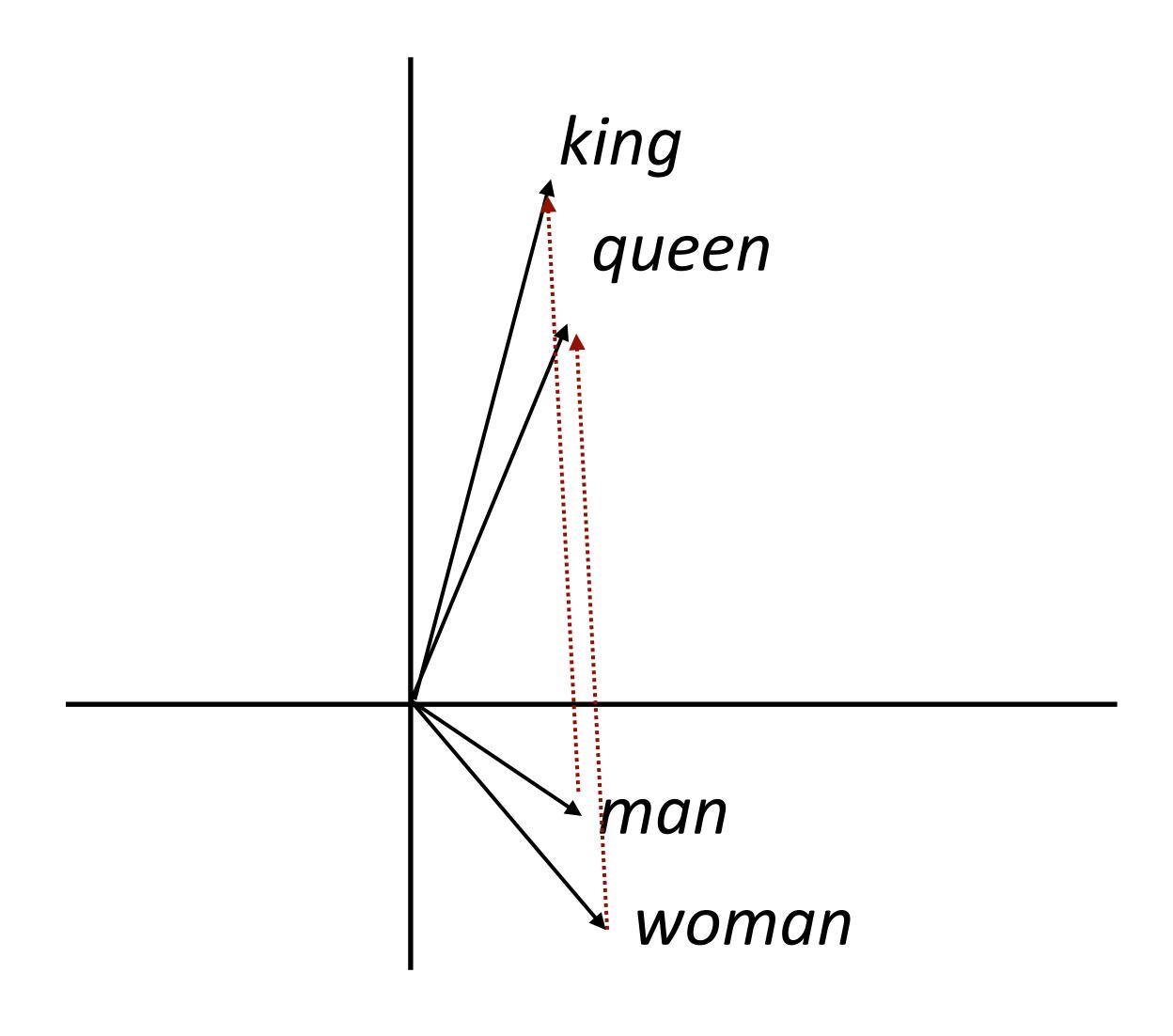
(king - man) + woman = queen



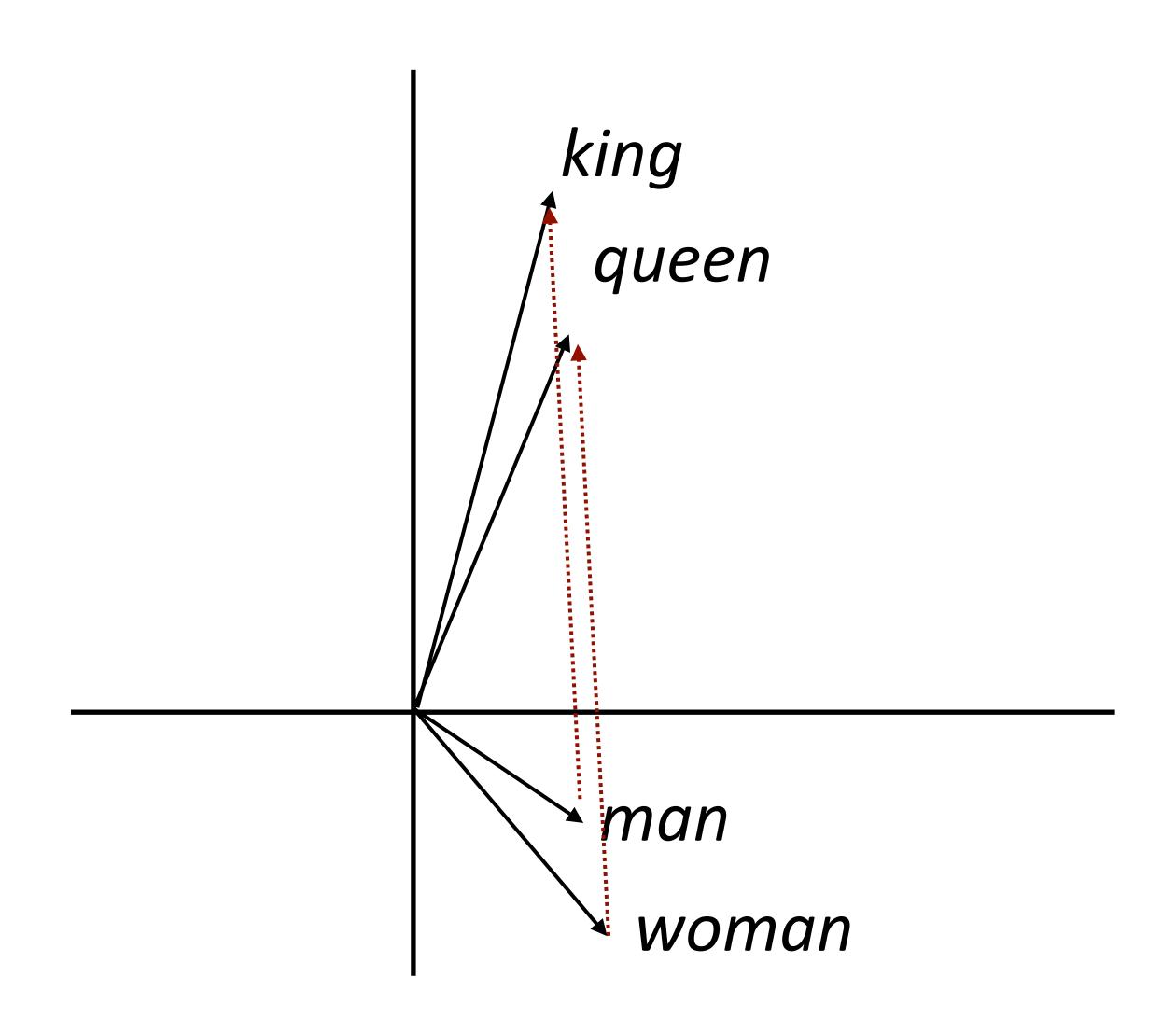
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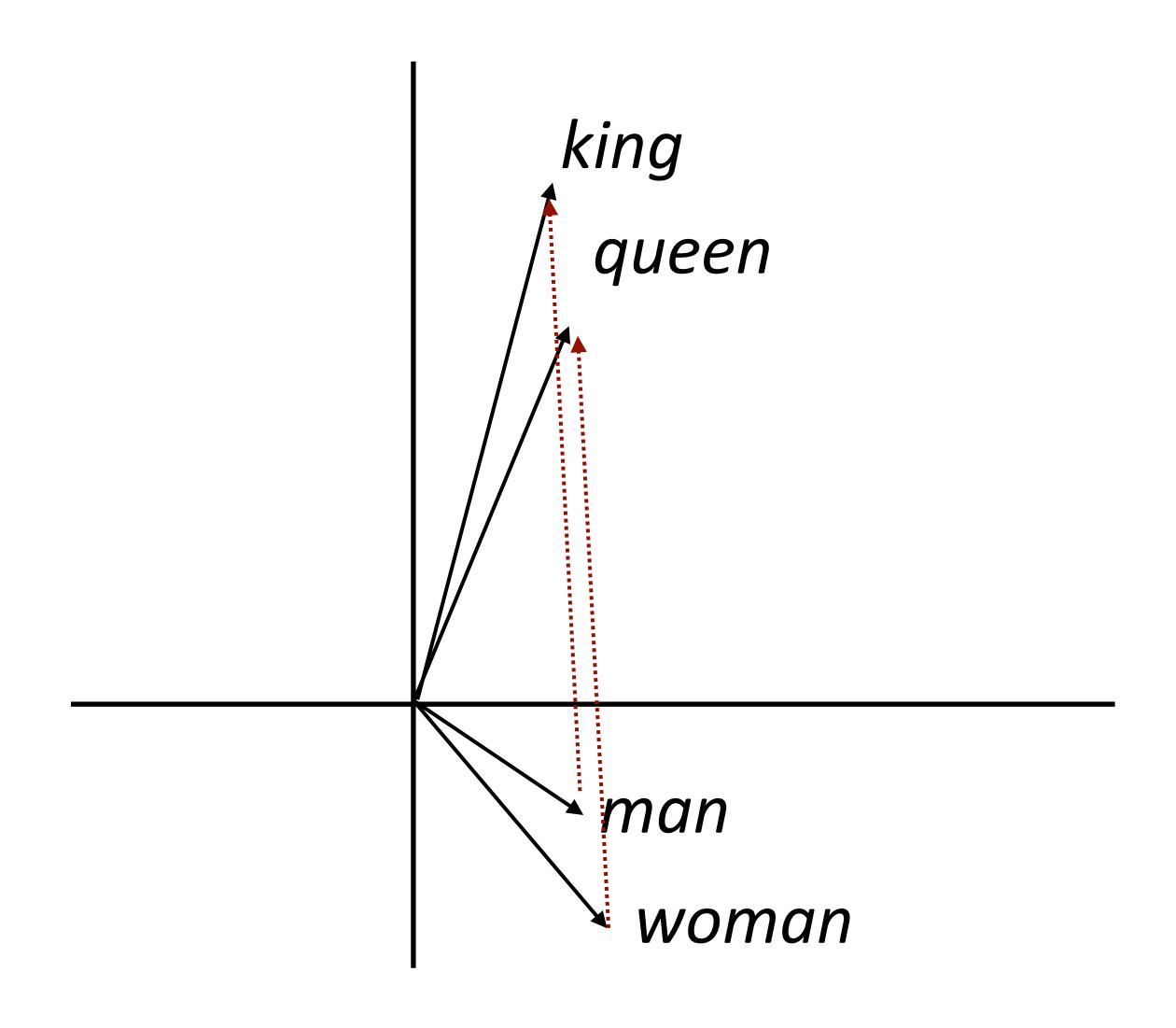


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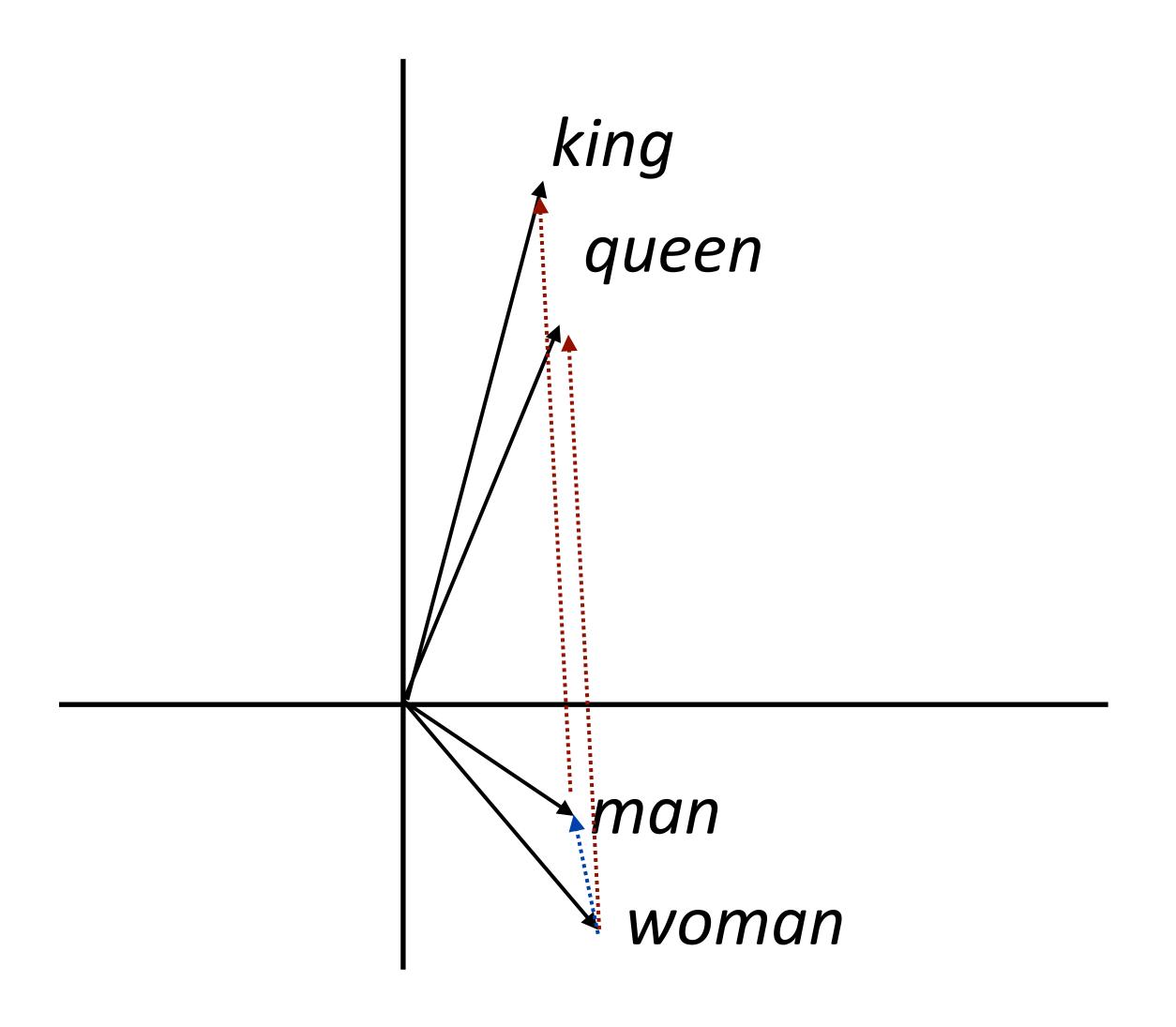
Why would this be?



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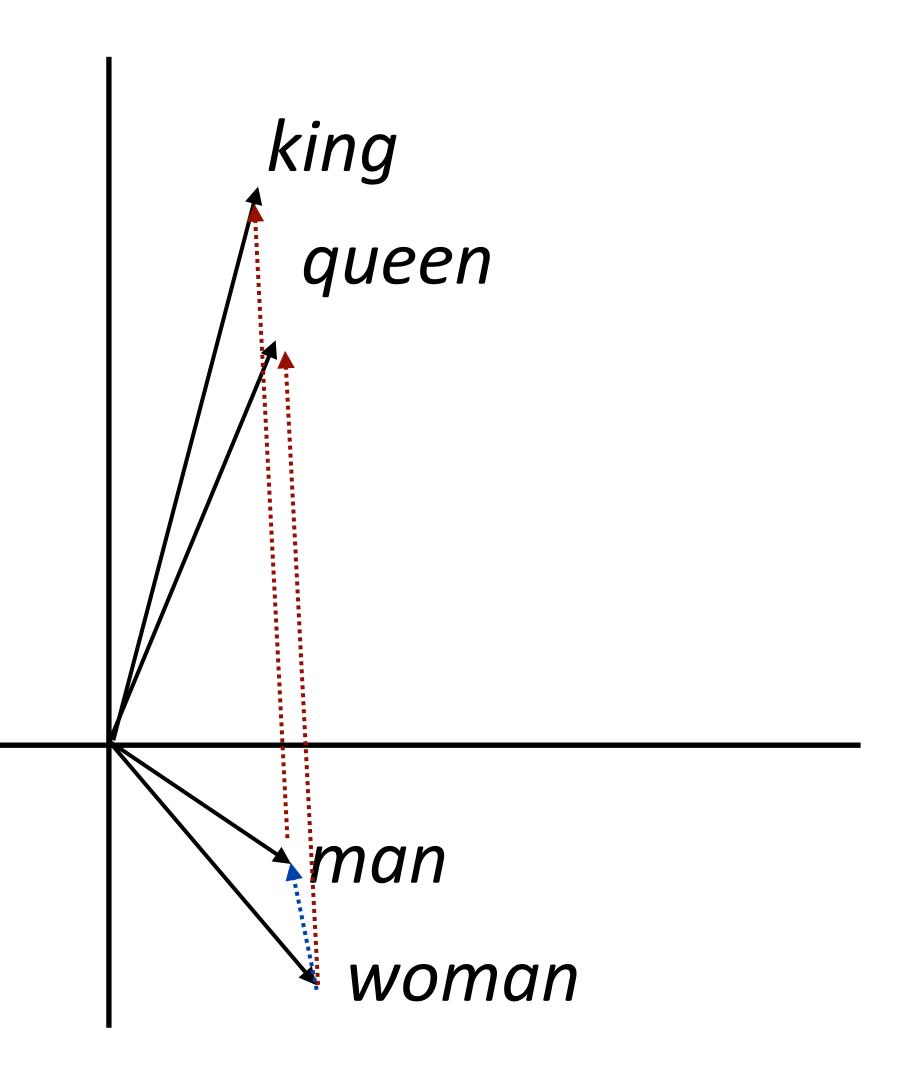
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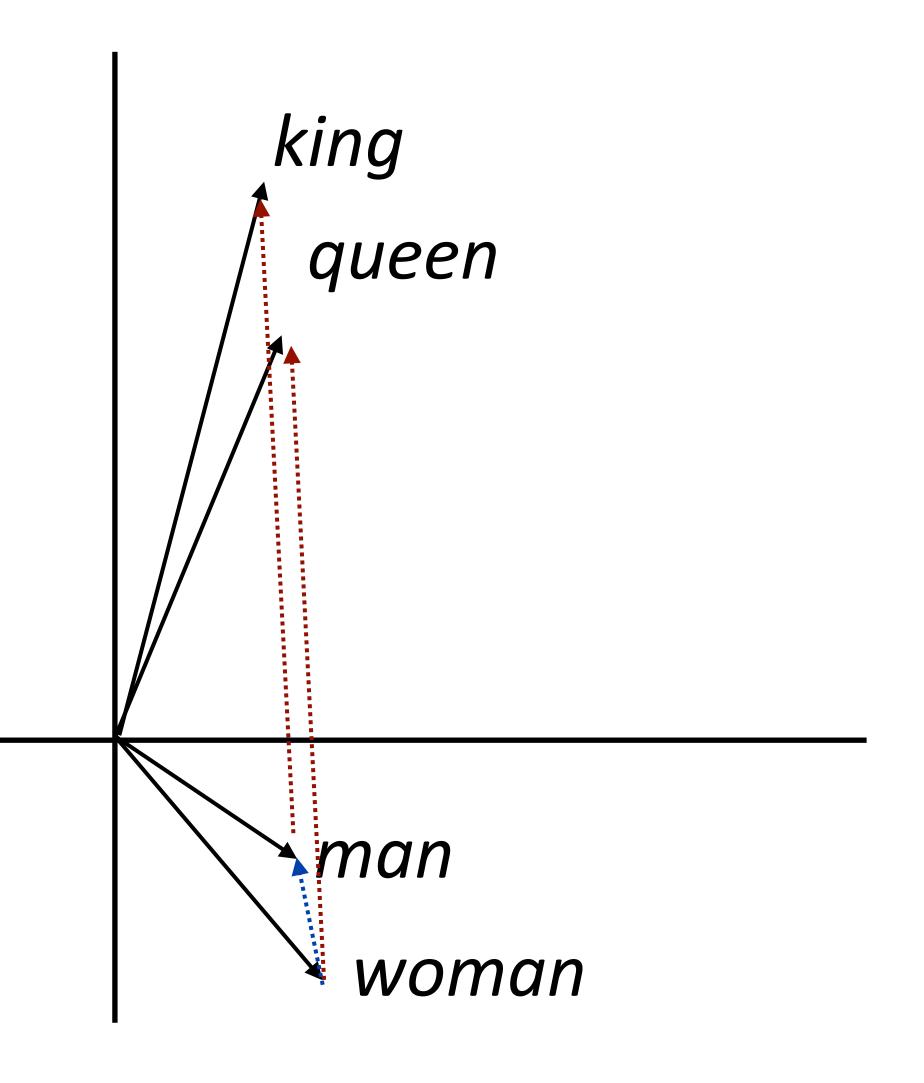
- Why would this be?
- woman man captures the difference in the contexts that these occur in



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- Why would this be?
- woman man captures the difference in the contexts that these occur in
- Dominant change: more "he" with man and "she" with woman — similar to difference between king and queen



Method	Google	MSR
Meniou	Add / Mul	Add / Mul
PPMI	.553 / .679	.306 / .535
SVD	.554 / .591	.408 / .468
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 These methods can perform well on analogies on two different datasets using two different methods

Maximizing for *b*: Add = 
$$\cos(b, a_2 - a_1 + b_1)$$
 Mul =  $\frac{\cos(b_2, a_2)\cos(b_2, b_1)}{\cos(b_2, a_1) + \epsilon}$ 

Levy et al. (2015)

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  - Need to make sure GloVe vocabulary contains all the words you need
- Approach 3: initialize using GloVe, fine-tune
  - Not as commonly used anymore

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 Skip-thought vectors (Kiros et al., 2015), similar to skip-gram generalized to a sentence level

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Is there a way we can compose vectors to make sentence representations? Summing? RNNs?

#### This Lecture

Recurrent neural networks

Vanishing gradient problem

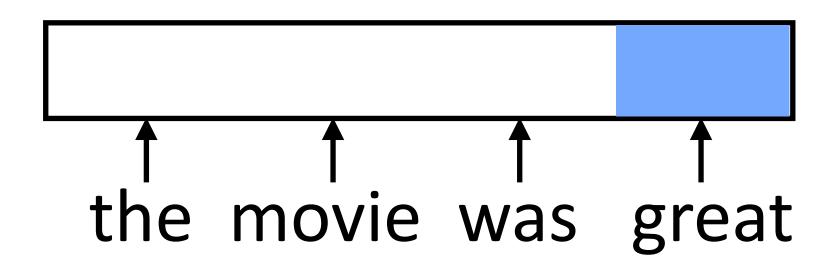
LSTMs / GRUs

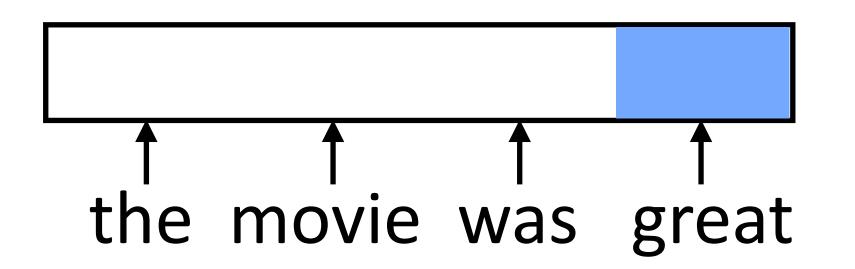
Applications / visualizations

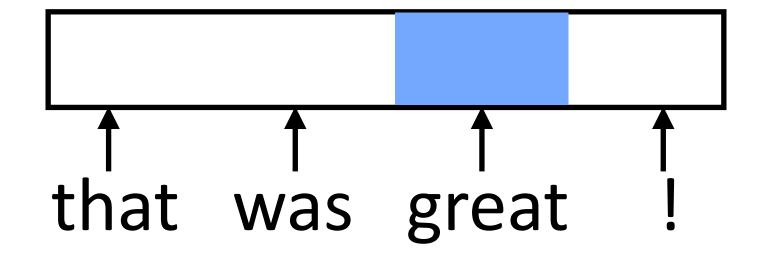
### RNN Basics

 Feedforward NNs can't handle variable length input: each position in the feature vector has fixed semantics

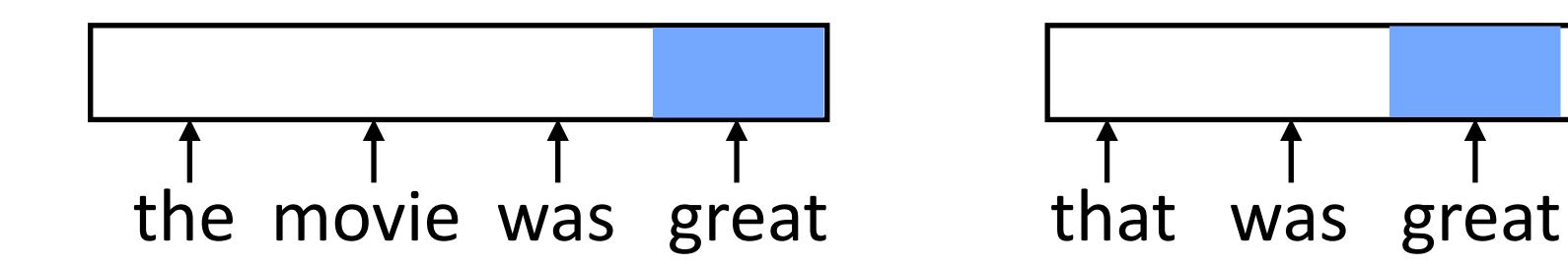
the movie was great



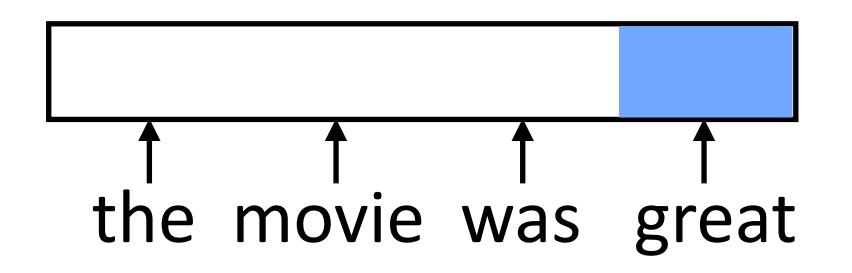


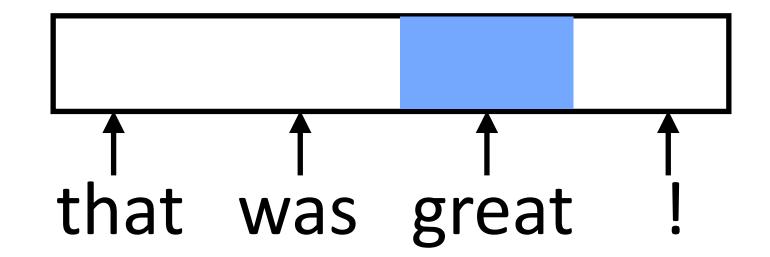


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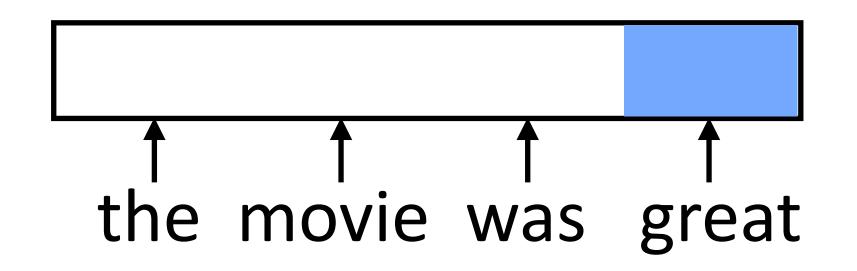


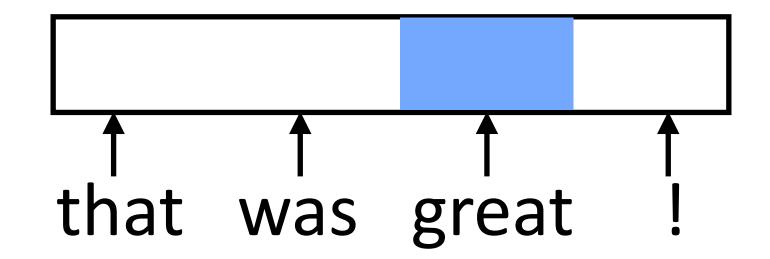
► These don't look related (*great* is in two different orthogonal subspaces)



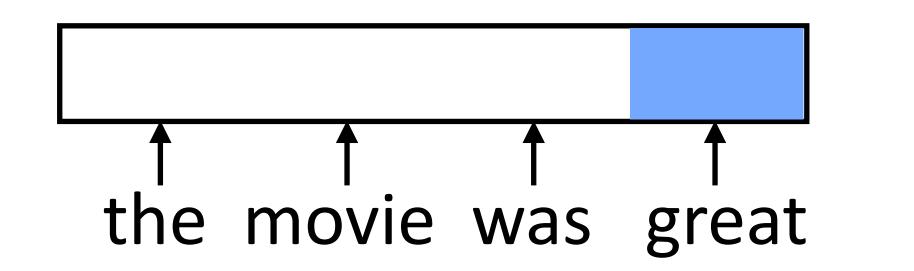


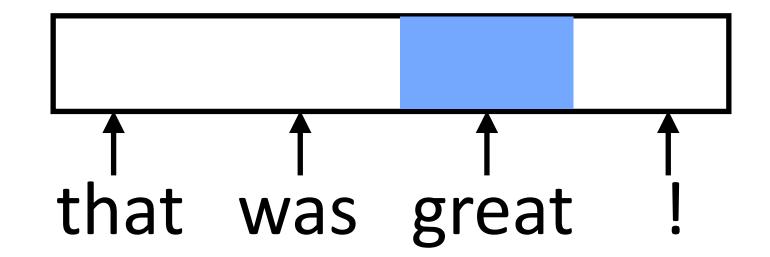
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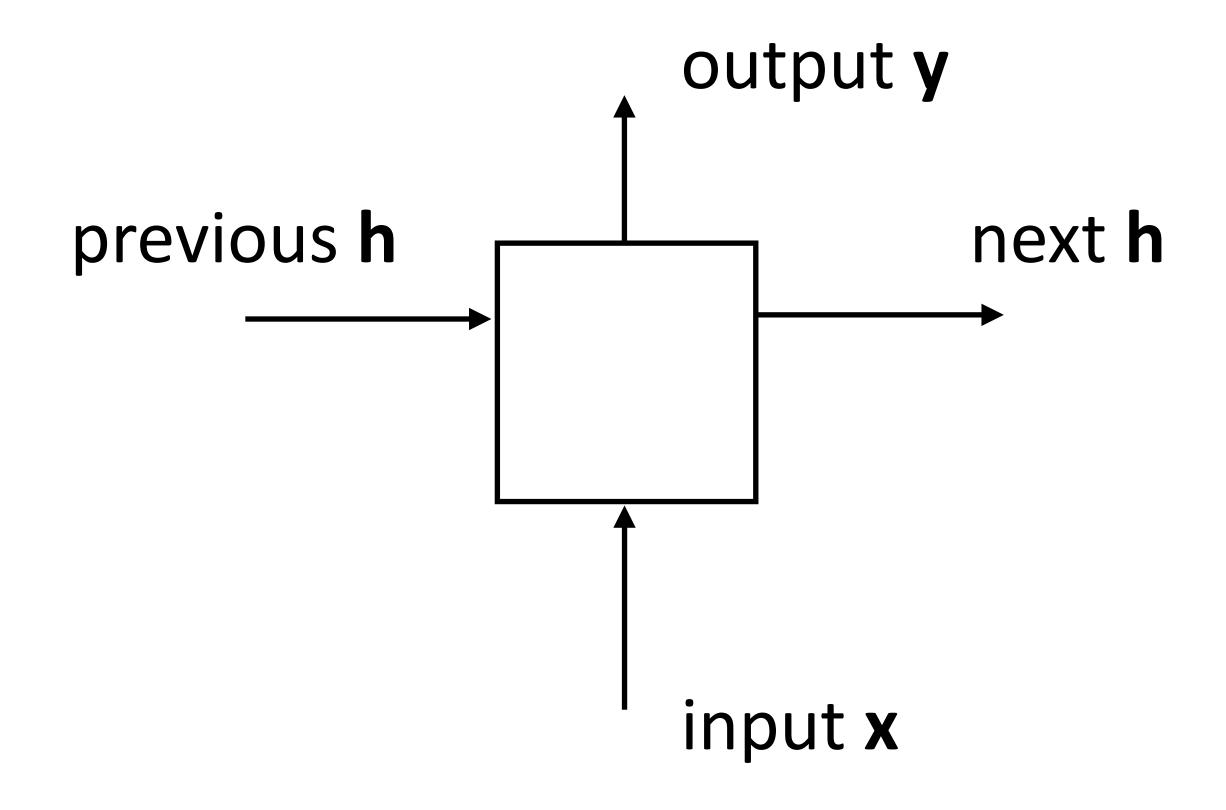




- These don't look related (great is in two different orthogonal subspaces)
- Instead, we need to:
- 1) Process each word in a uniform way
- 2) ...while still exploiting the context that that token occurs in

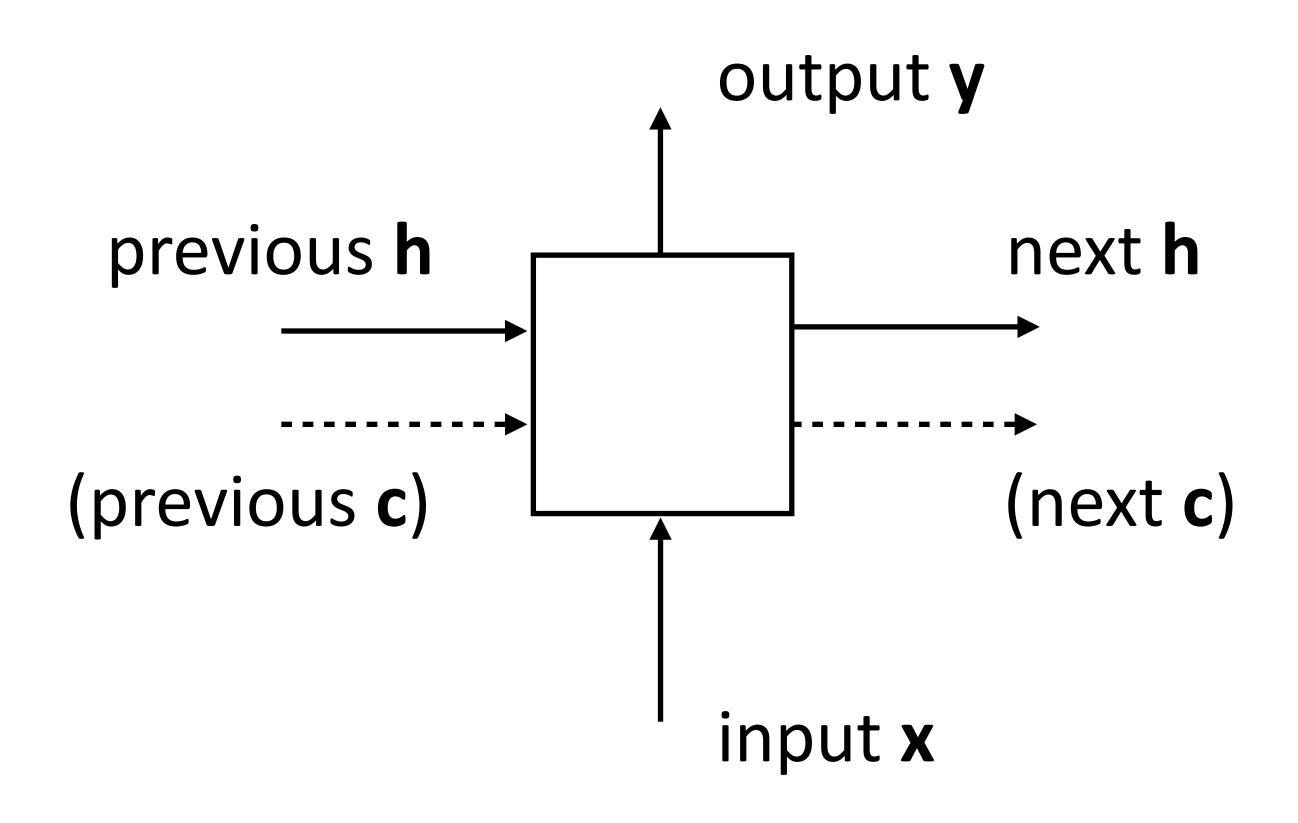
### RNN Abstraction

 Cell that takes some input x, has some hidden state h, and updates that hidden state and produces output y (all vector-valued)

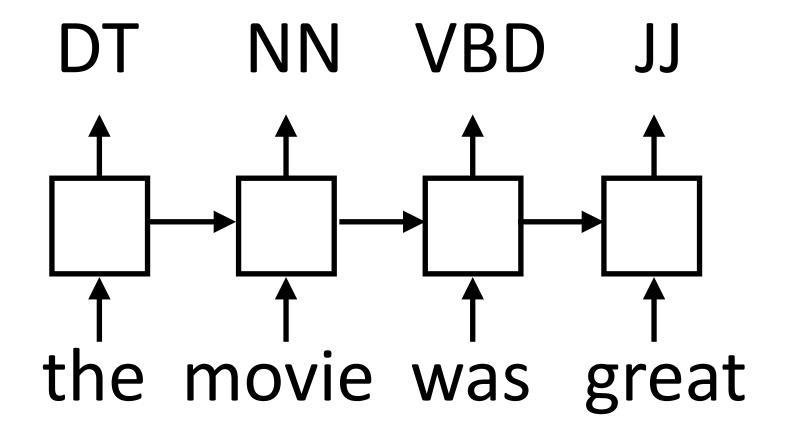


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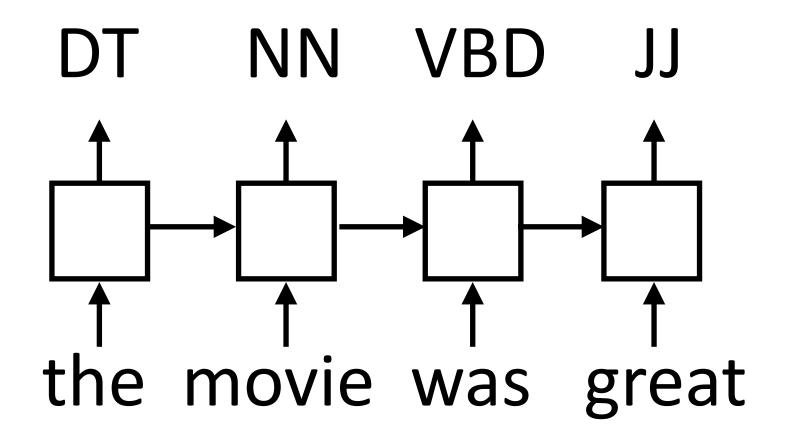


Transducer: make some prediction for each element in a sequence



output y = score for each tag, then softmax

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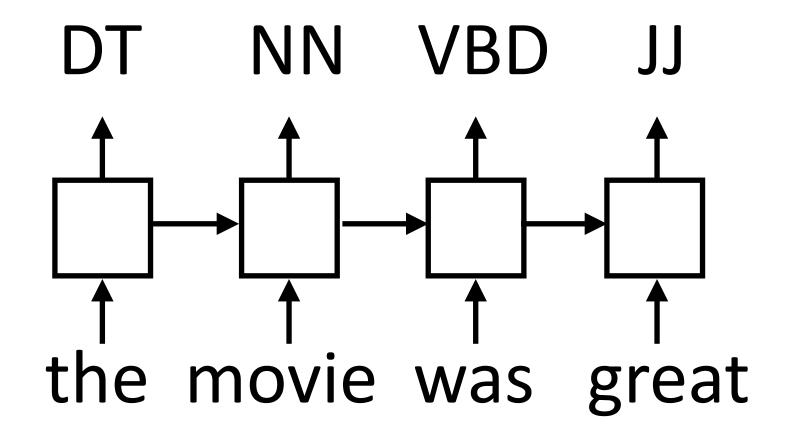
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 Acceptor/encoder: encode a sequence into a fixed-sized vector and use that for some purpose

predict sentiment (matmul + softmax)

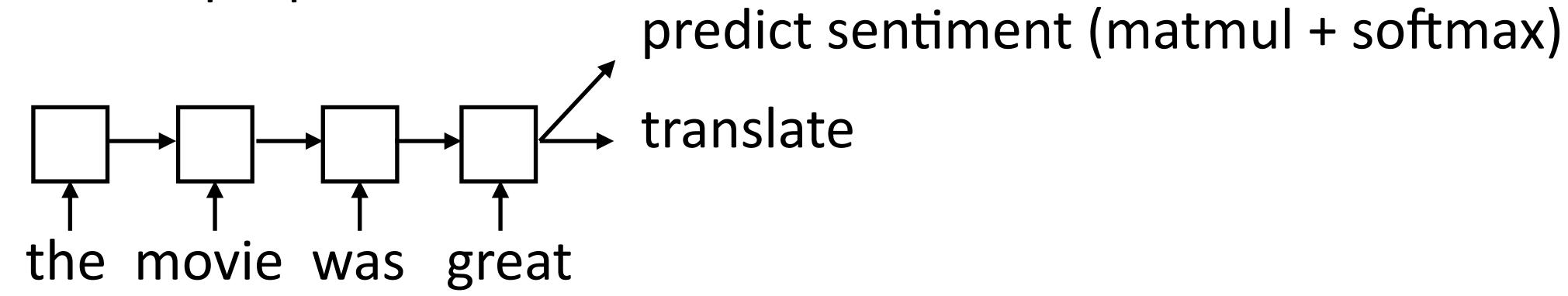
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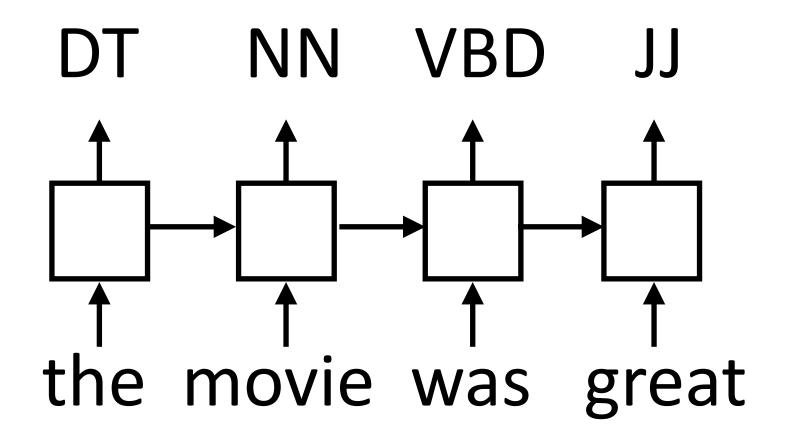


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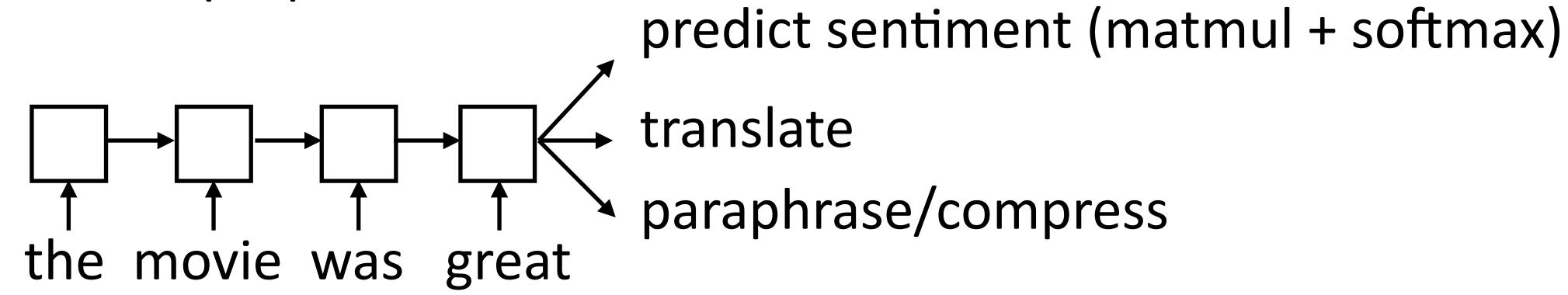


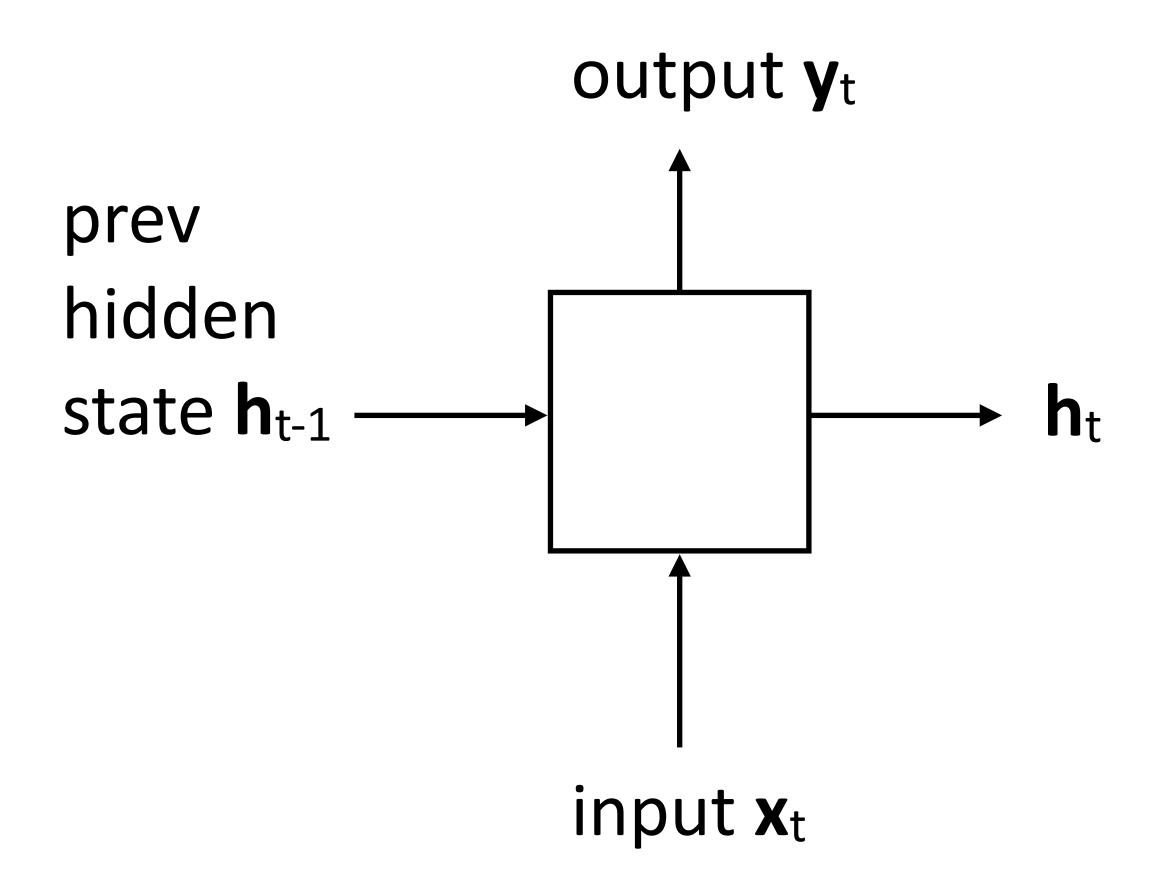
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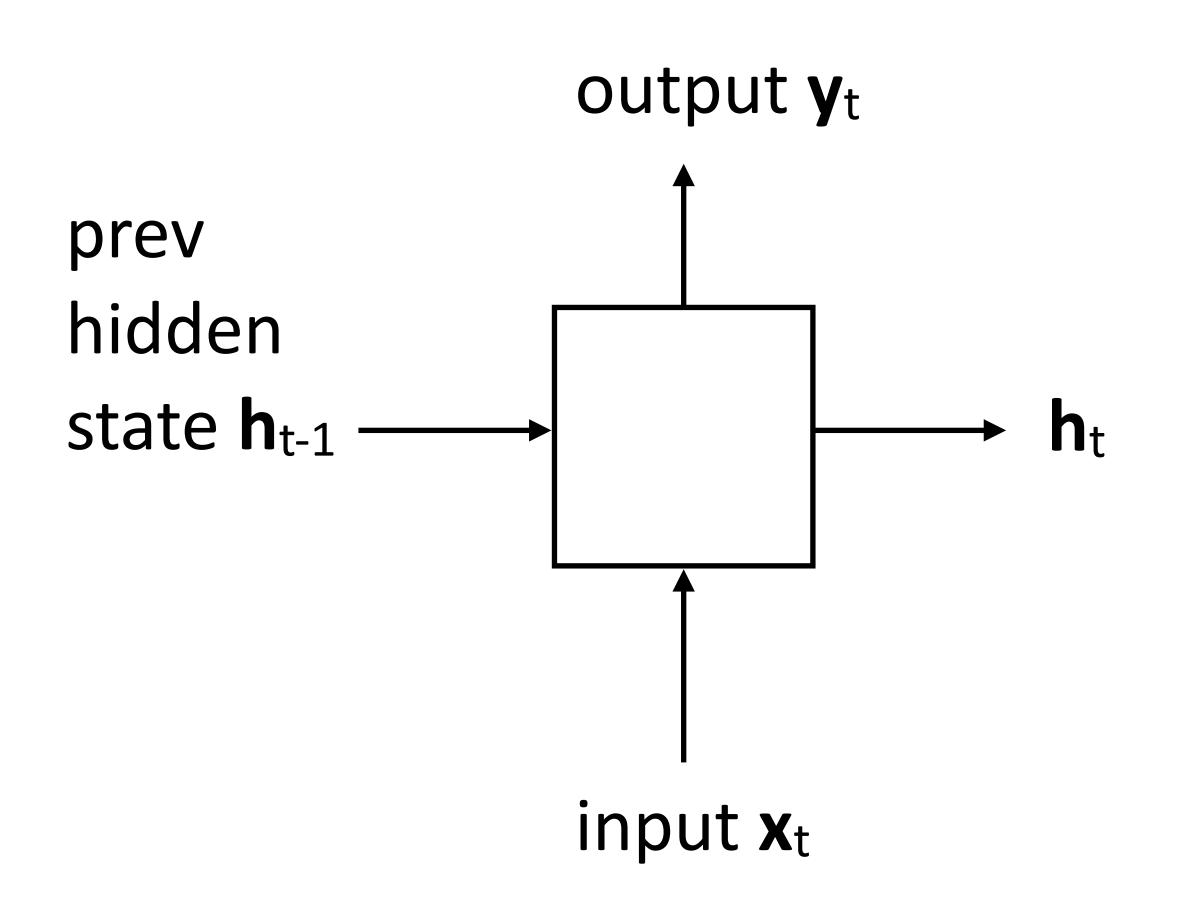


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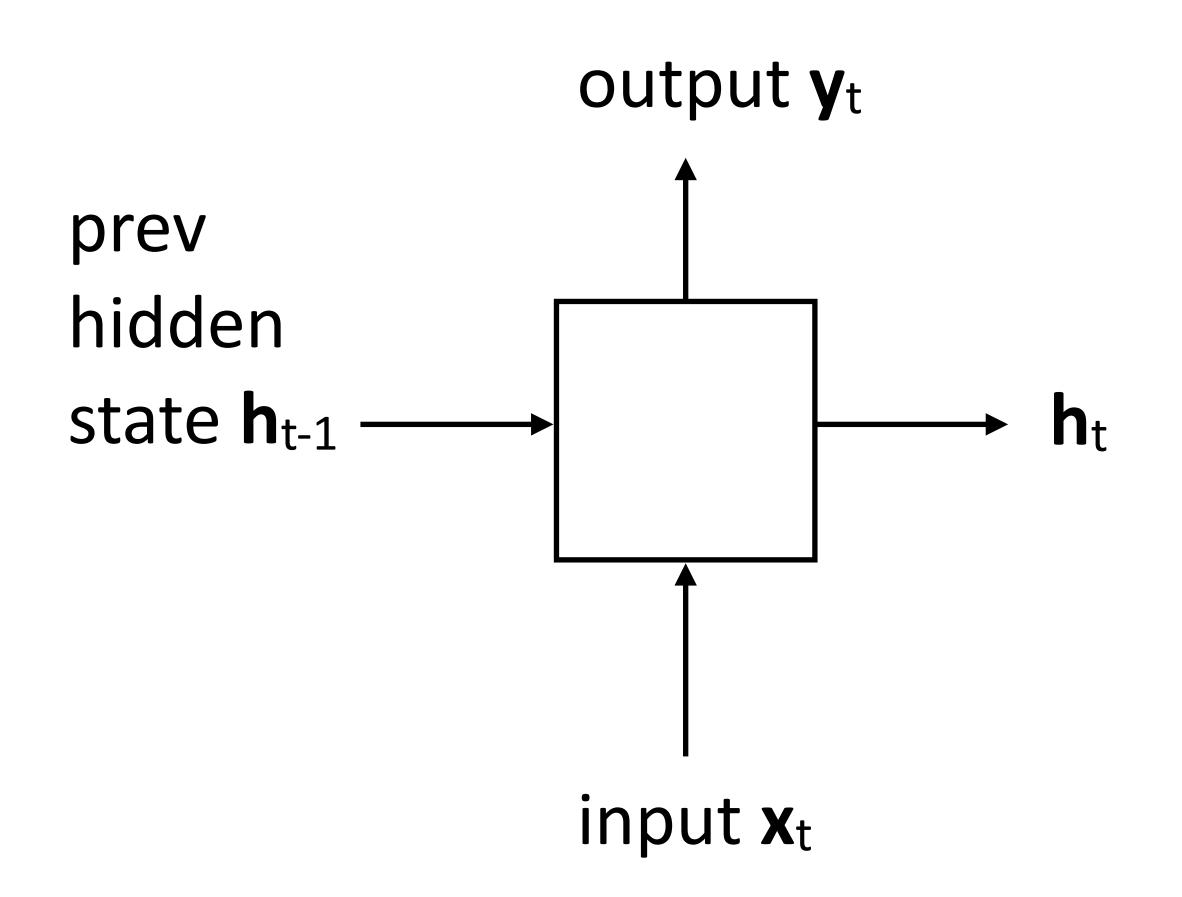






$$\mathbf{h}_t = \tanh(W\mathbf{x}_t + V\mathbf{h}_{t-1} + \mathbf{b}_h)$$

 Updates hidden state based on input and current hidden state

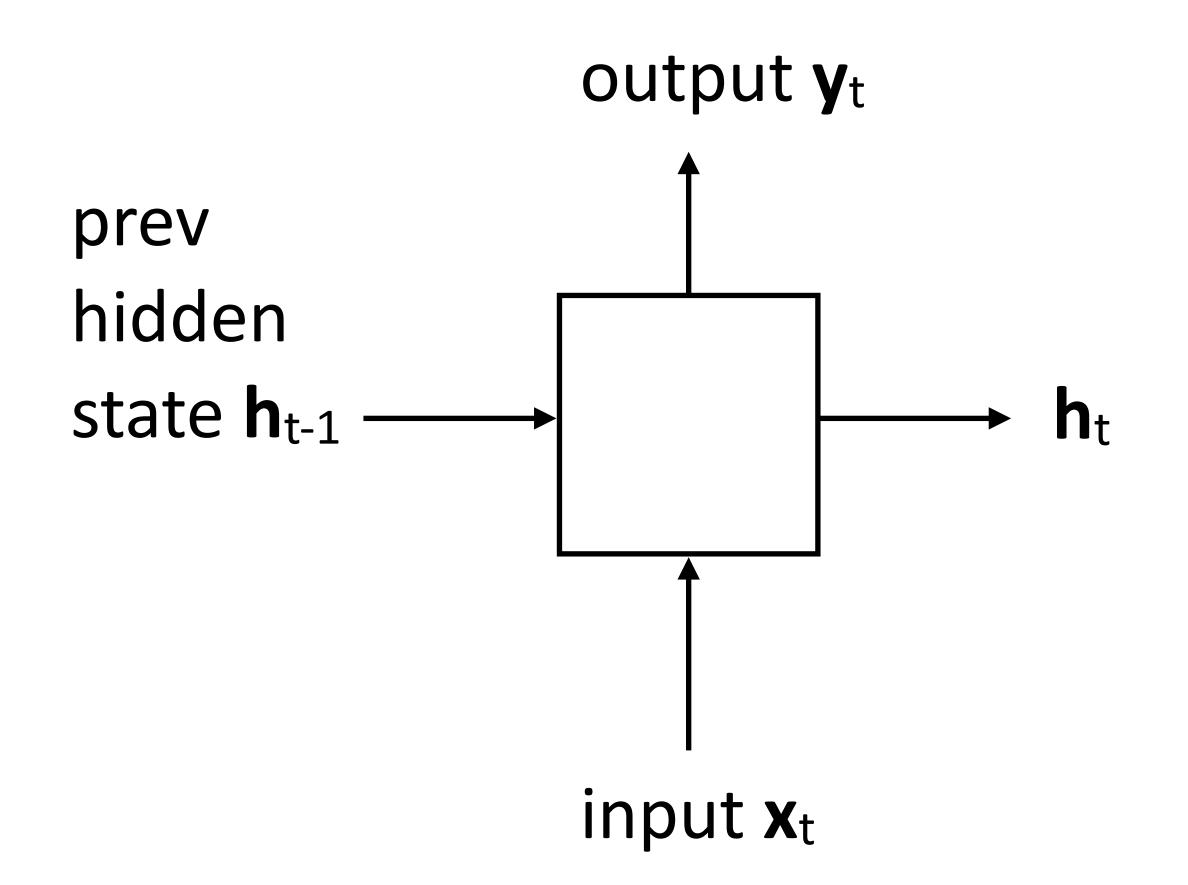


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Computes output from hidden state



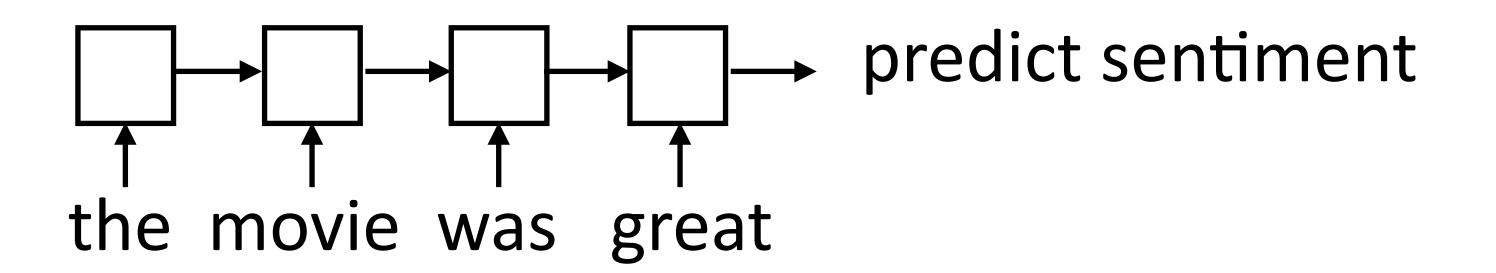
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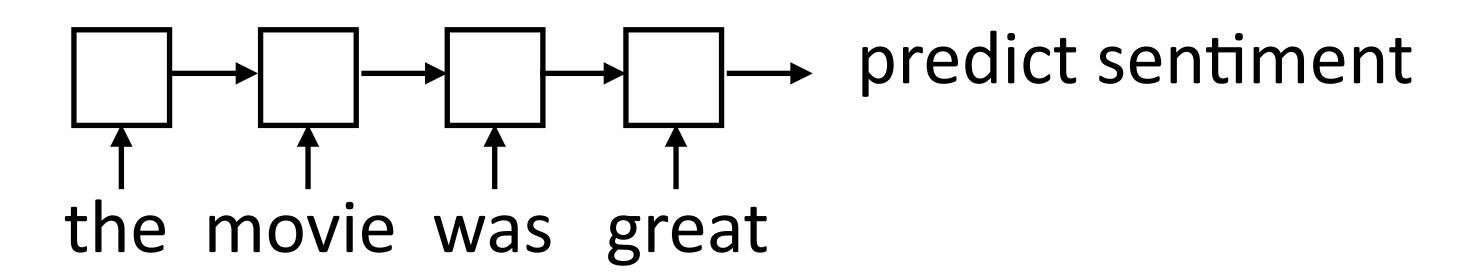
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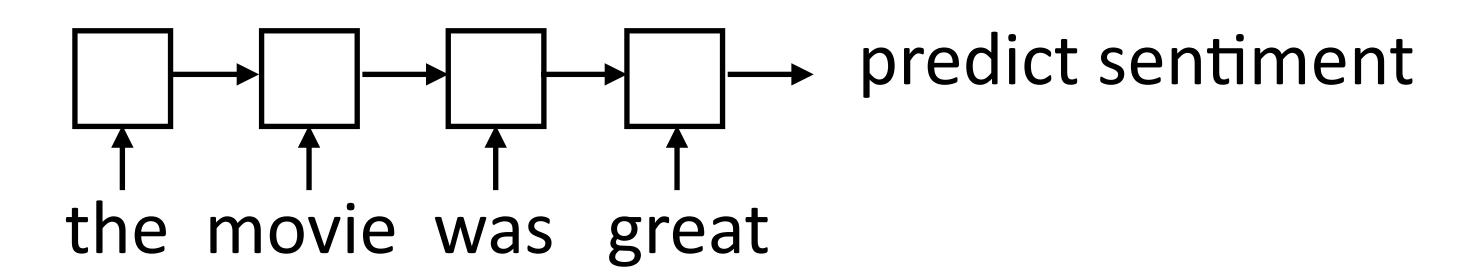
Computes output from hidden state

Long history! (invented in the late 1980s)



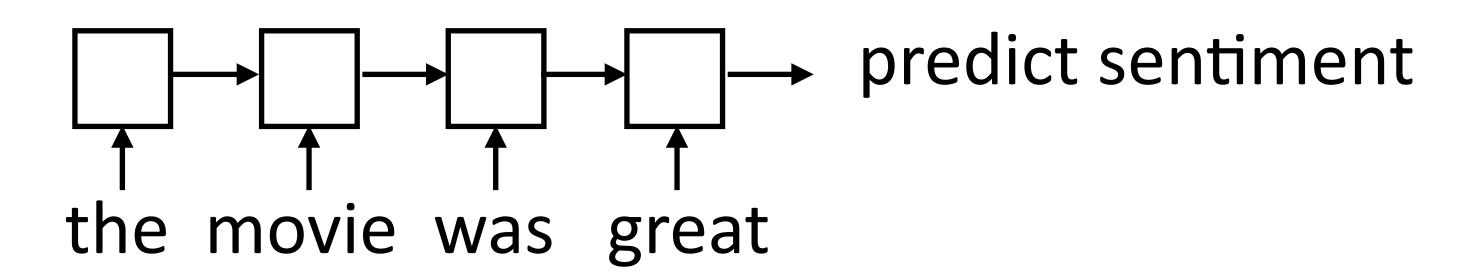


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- RNN potentially needs to learn how to "remember" information for a long time!

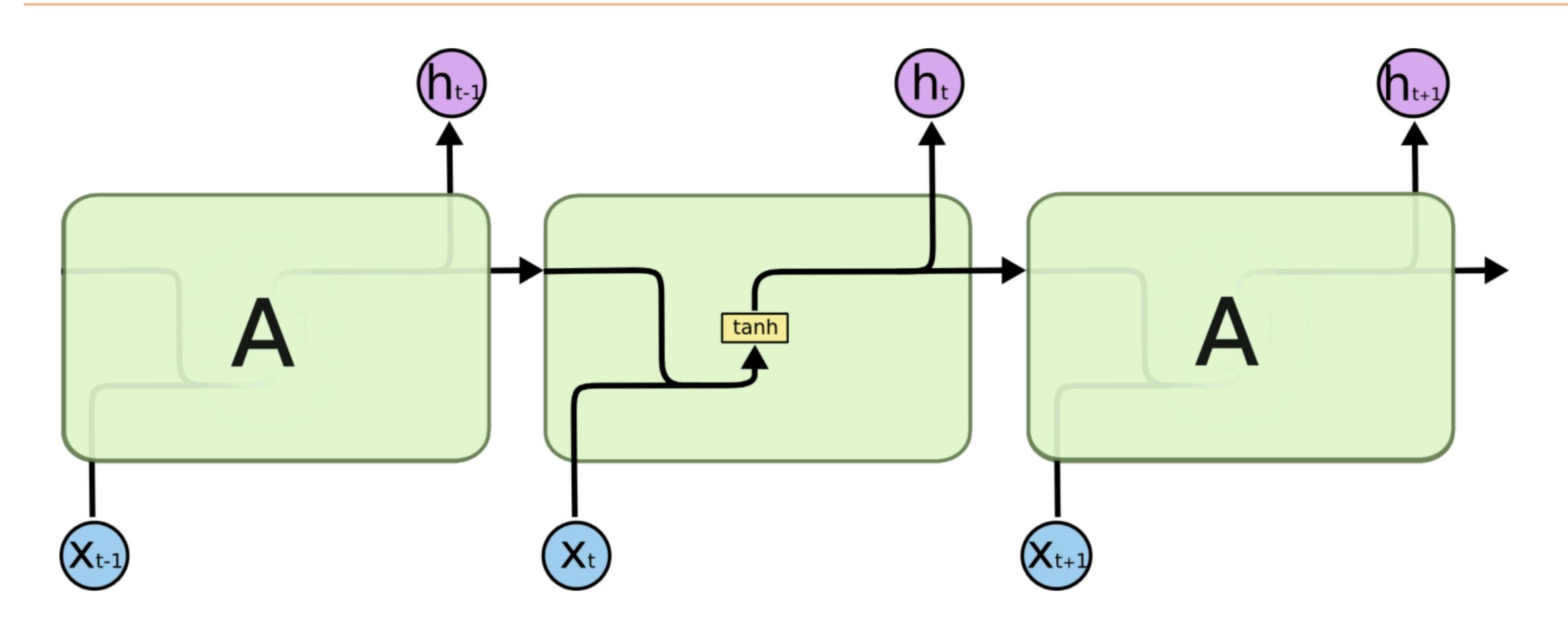
it was my favorite movie of 2016, though it wasn't without problems -> +

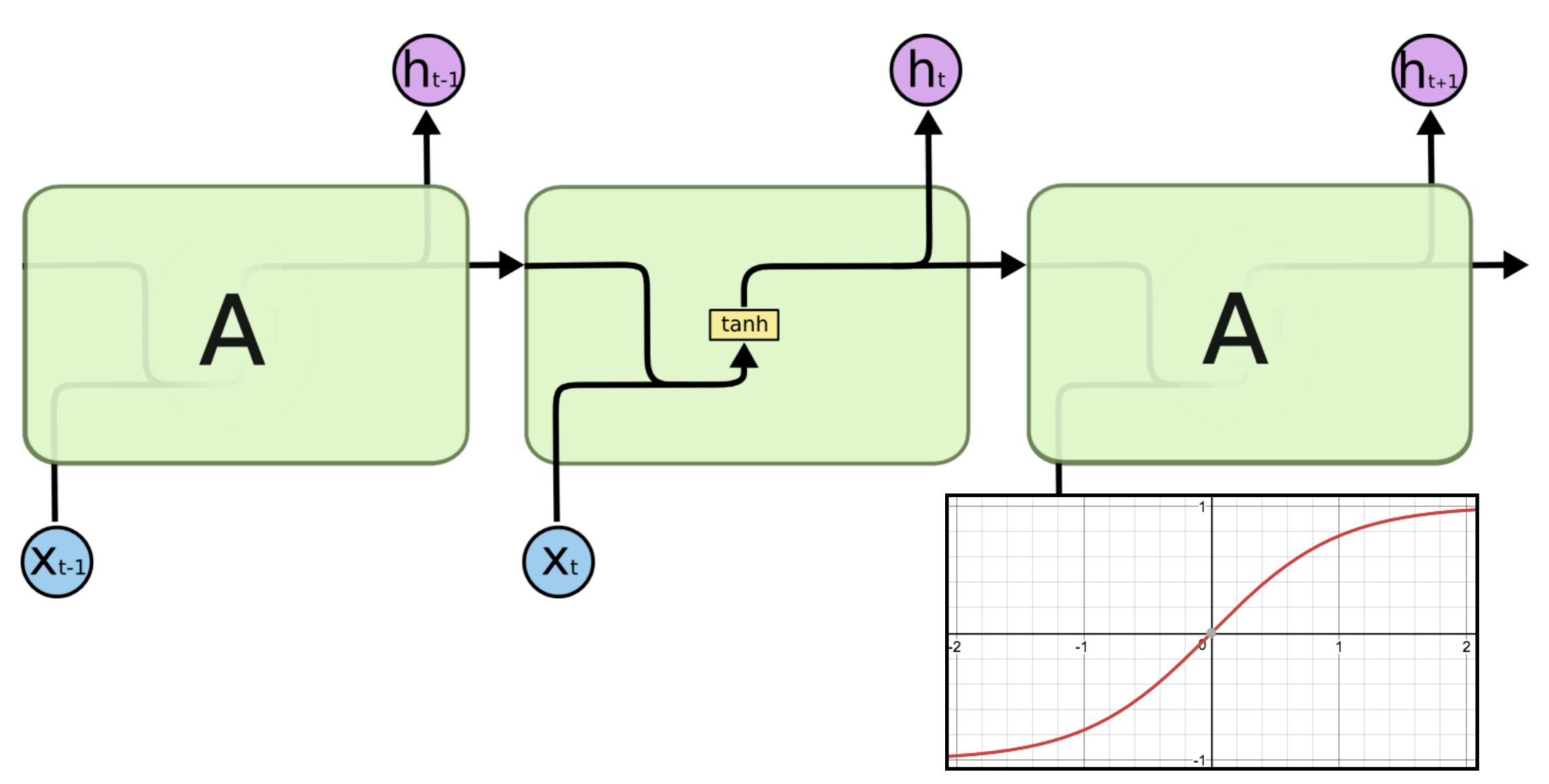


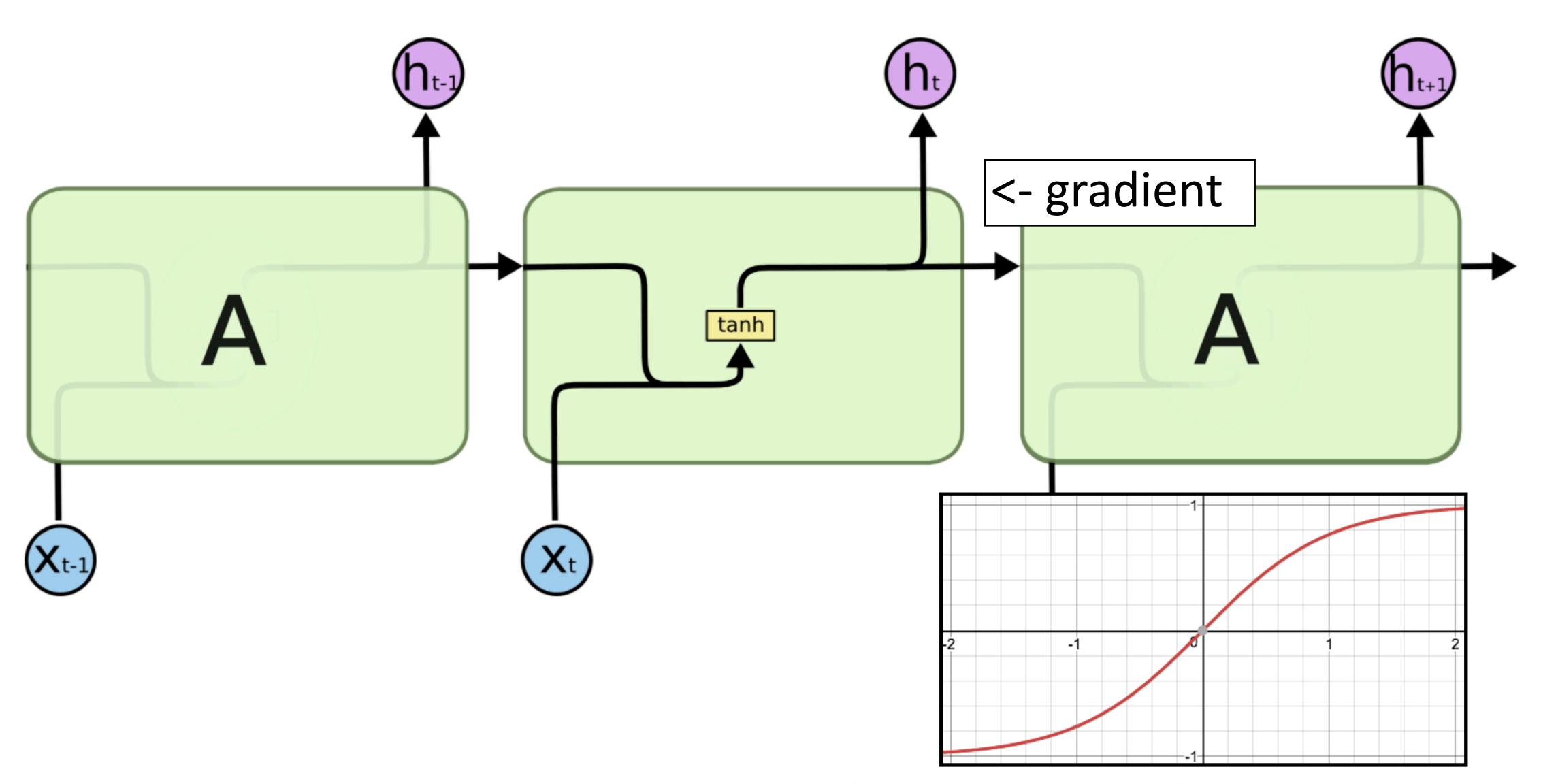
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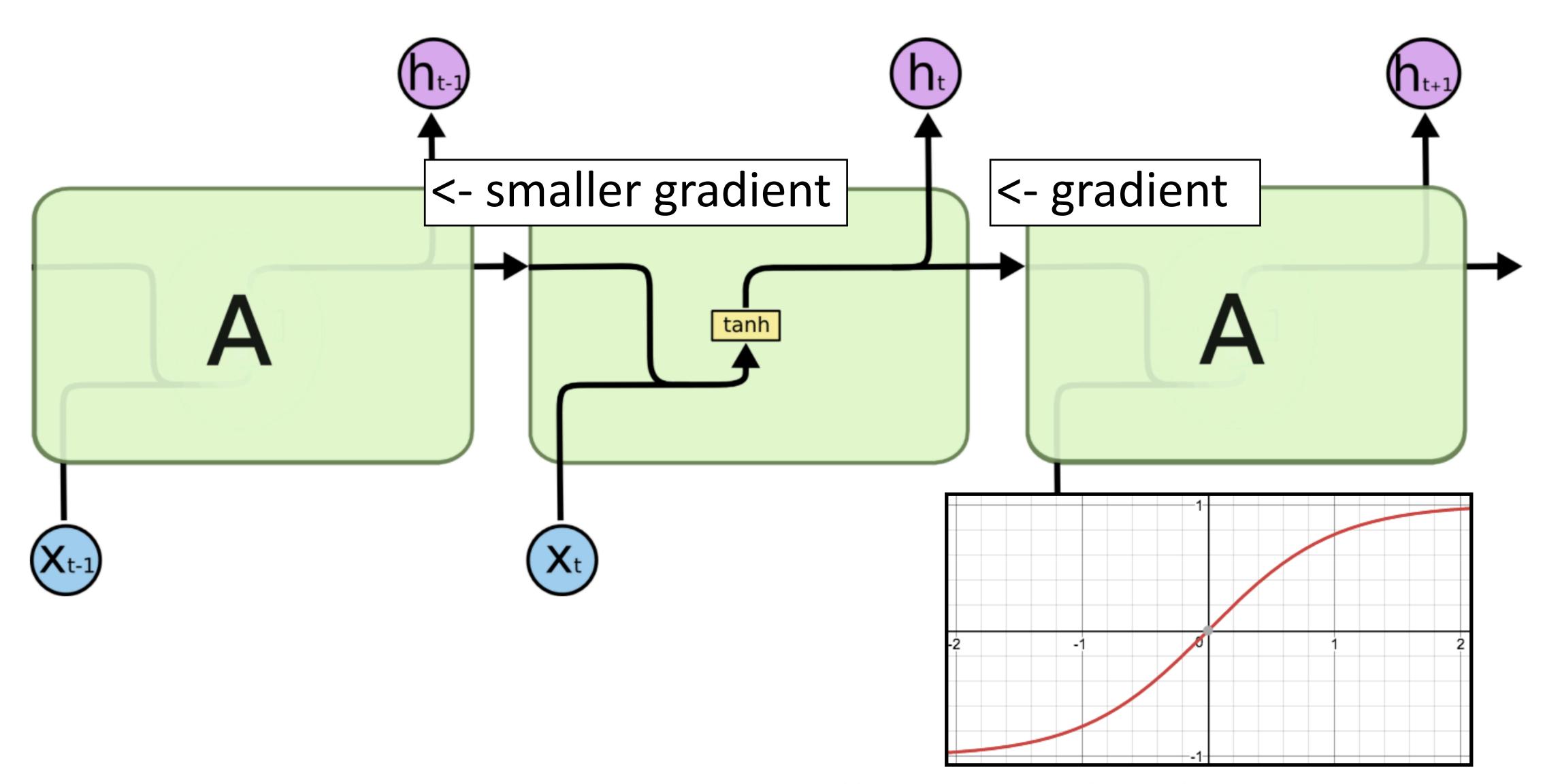
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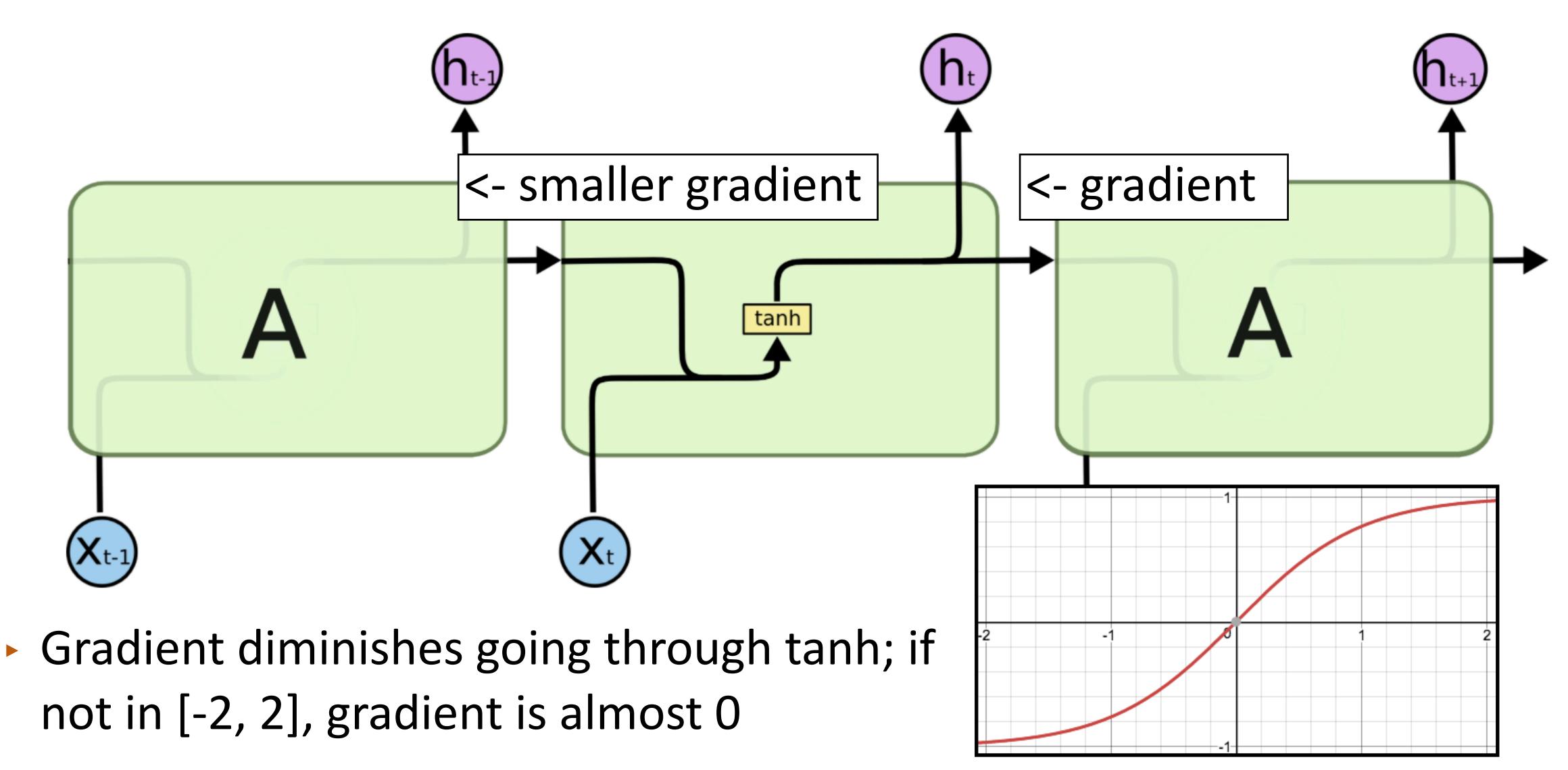
"Correct" parameter update is to do a better job of remembering the sentiment of favorite

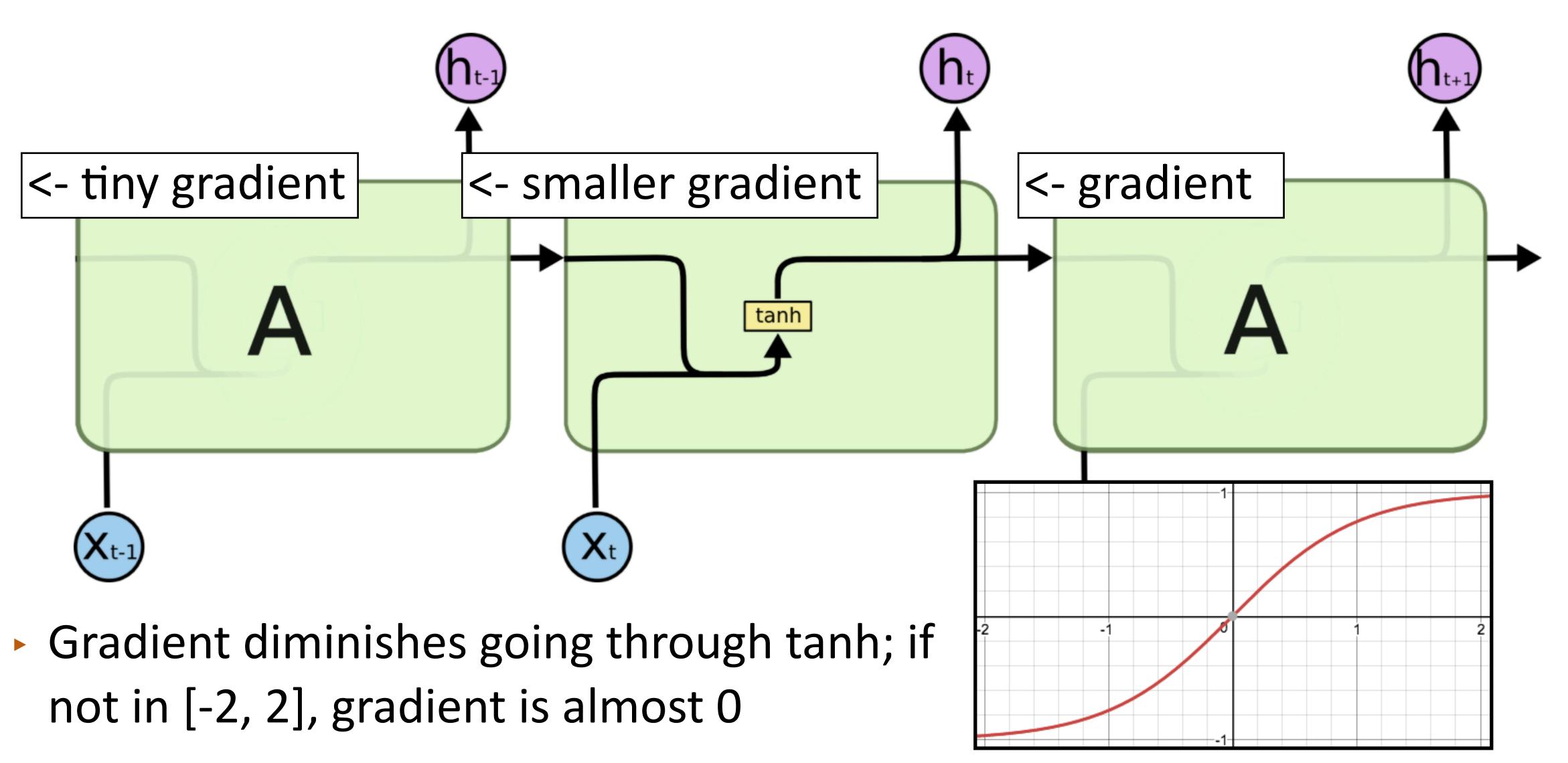












# LSTMs/GRUs

Designed to fix "vanishing gradient" problem using gates

$$\mathbf{h}_t = \mathbf{h}_{t-1} \odot \mathbf{f} + \mathrm{func}(\mathbf{x}_t)$$
 gated

$$\mathbf{h}_t = \tanh(W\mathbf{x}_t + V\mathbf{h}_{t-1} + \mathbf{b}_h)$$
 Elman

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  $\mathbf{h}_t = \mathrm{tanh}(W\mathbf{x}_t + V\mathbf{h}_{t-1} + \mathbf{b}_h)$  gated Elman

Vector-valued "forget gate" f computed based on input and previous hidden state

$$\mathbf{f} = \sigma(W^{xf}\mathbf{x}_t + W^{hf}\mathbf{h}_{t-1})$$

► Sigmoid: elements of **f** are in (0, 1)

Designed to fix "vanishing gradient" problem using gates

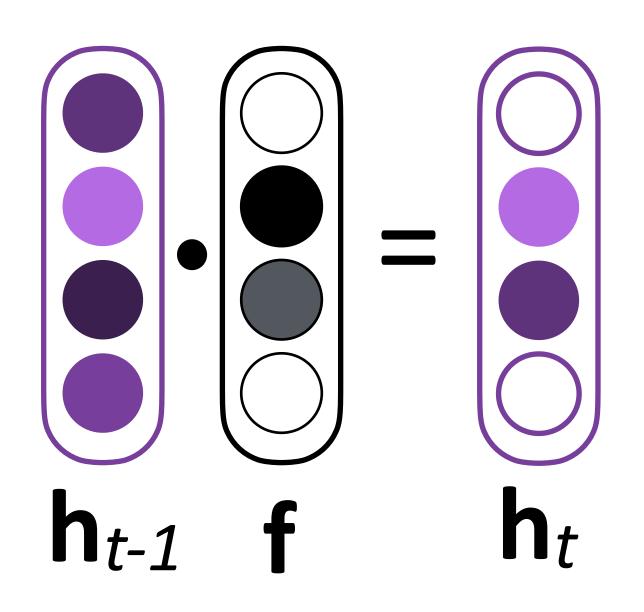
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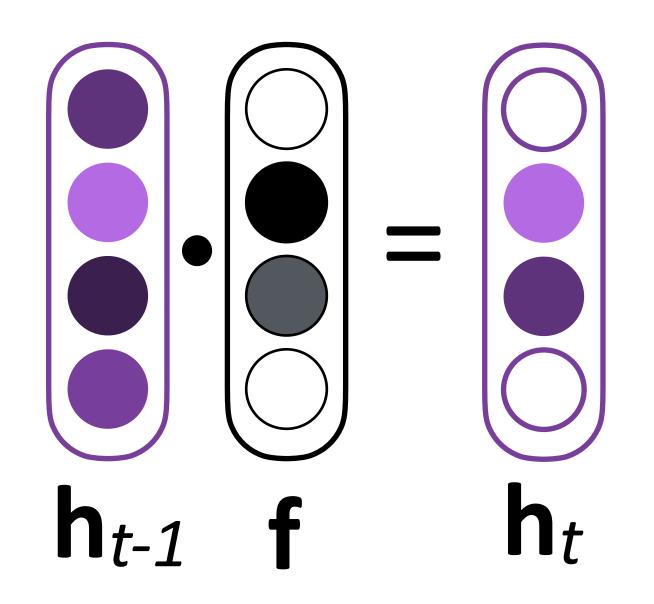
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$$\mathbf{f} = \sigma(W^{xf}\mathbf{x}_t + W^{hf}\mathbf{h}_{t-1})$$

- ► Sigmoid: elements of **f** are in (0, 1)
- If f ≈ 1, we simply sum up a function of all inputs — gradient doesn't vanish!



"Cell" c in addition to hidden state h

$$\mathbf{c}_t = \mathbf{c}_{t-1} \odot \mathbf{f} + \operatorname{func}(\mathbf{x}_t, \mathbf{h}_{t-1})$$

"Cell" c in addition to hidden state h

$$\mathbf{c}_t = \mathbf{c}_{t-1} \odot \mathbf{f} + \operatorname{func}(\mathbf{x}_t, \mathbf{h}_{t-1})$$

Vector-valued forget gate f depends on the h hidden state

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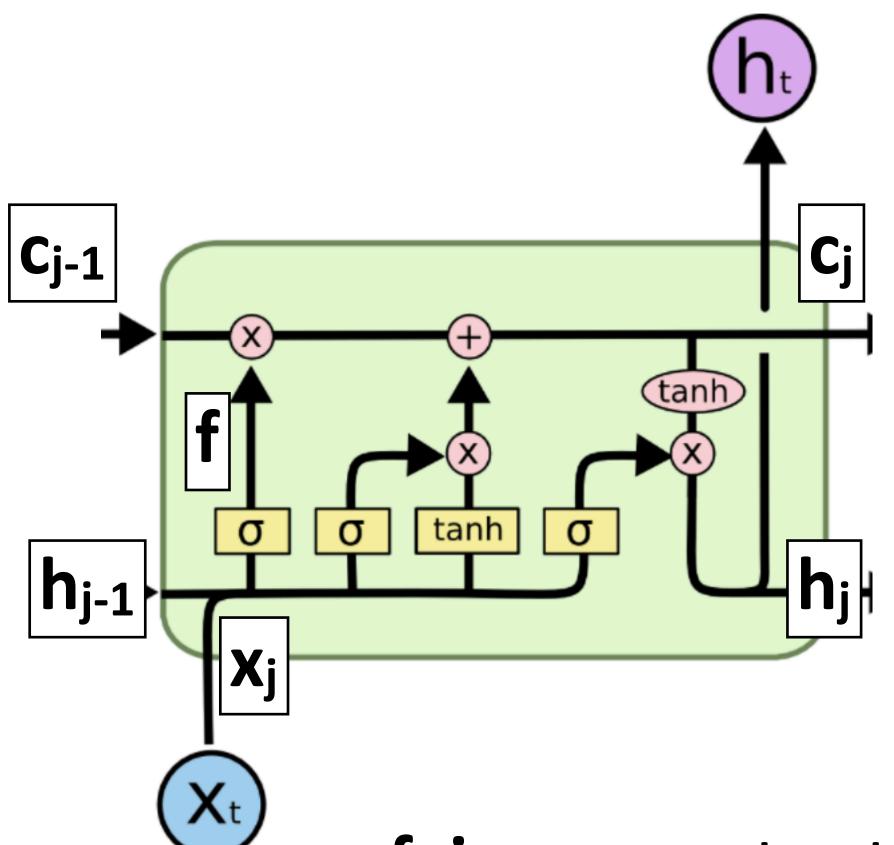
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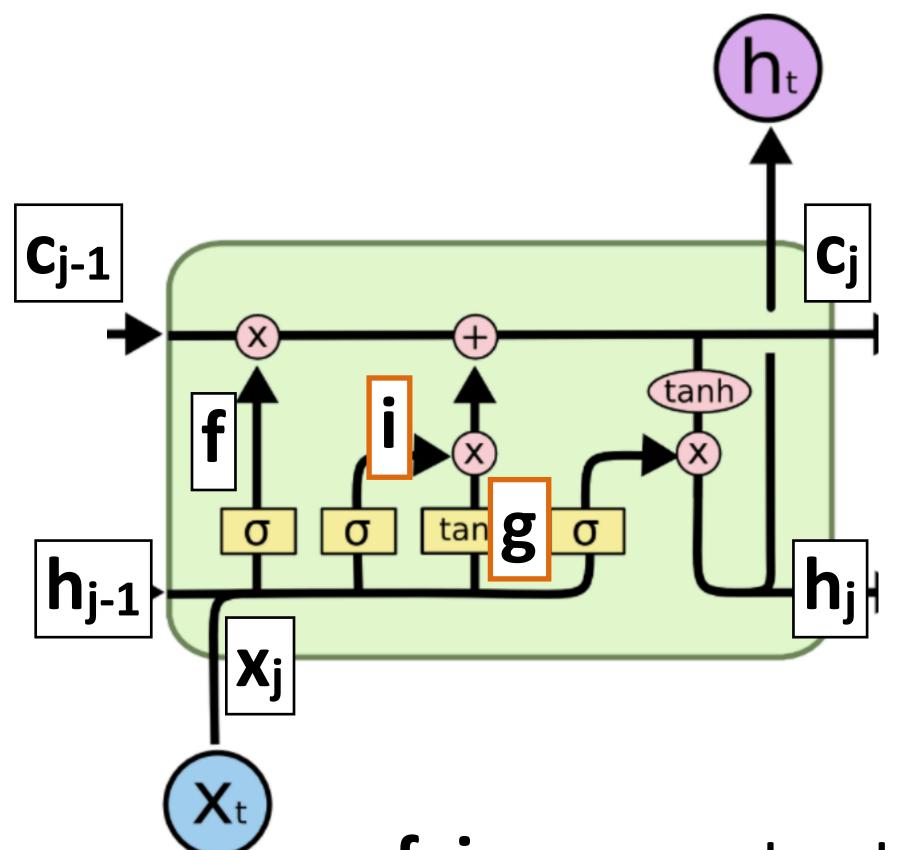
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▶ Basic communication flow:  $\mathbf{x} -> \mathbf{c} -> \mathbf{h} -> \mathbf{o}$  output, each step of this process is gated in addition to gates from previous timesteps



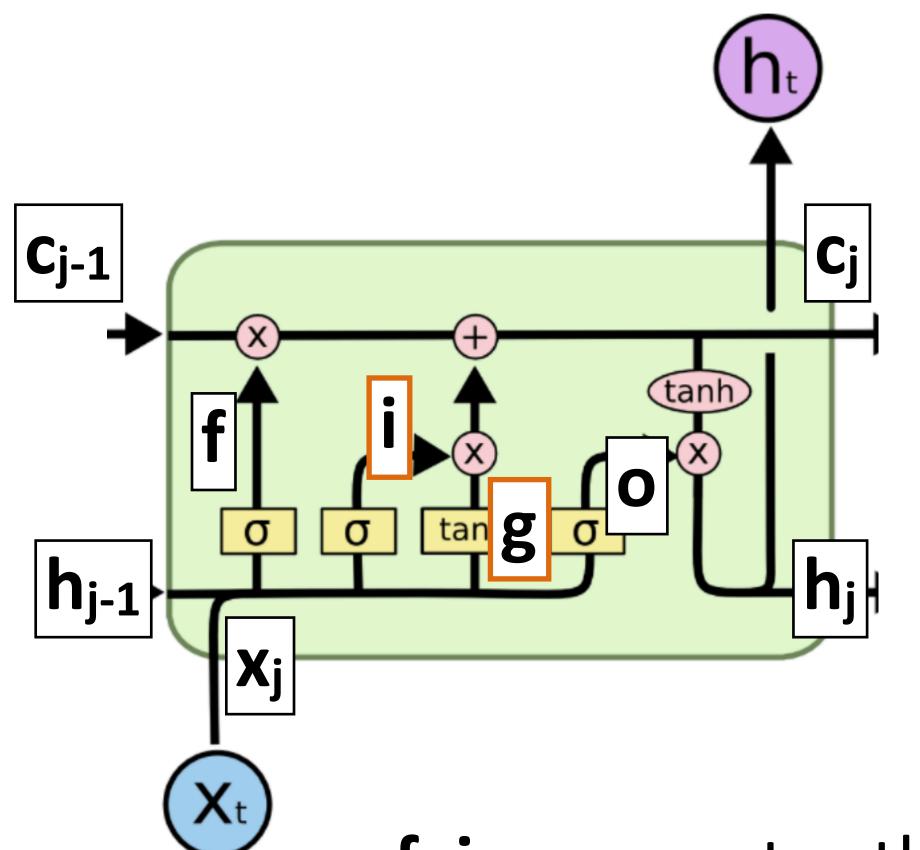
$$\mathbf{c_{j}} = \mathbf{c_{j-1}} \odot \mathbf{f} + \mathbf{g} \odot \mathbf{i}$$
$$\mathbf{f} = \sigma(\mathbf{x_{j}} \mathbf{W^{xf}} + \mathbf{h_{j-1}} \mathbf{W^{hf}})$$

- f, i, o are gates that control information flow
- g reflects the main computation of the cell



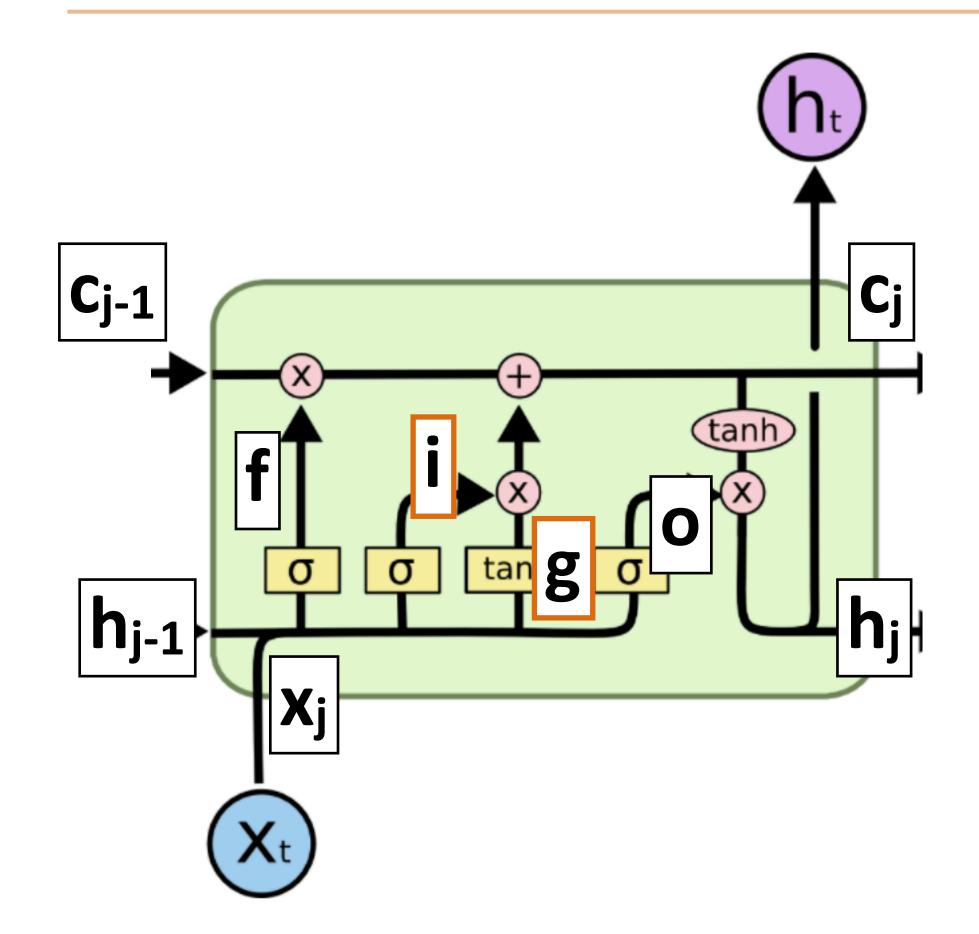
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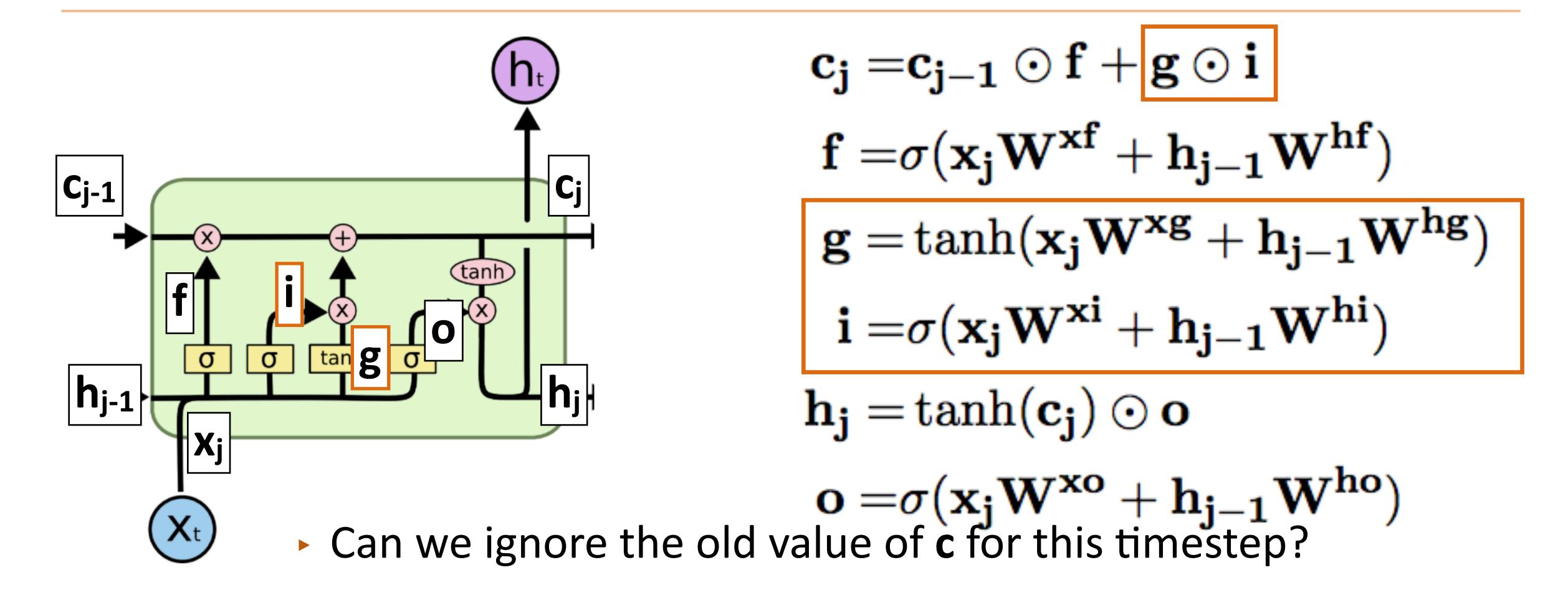


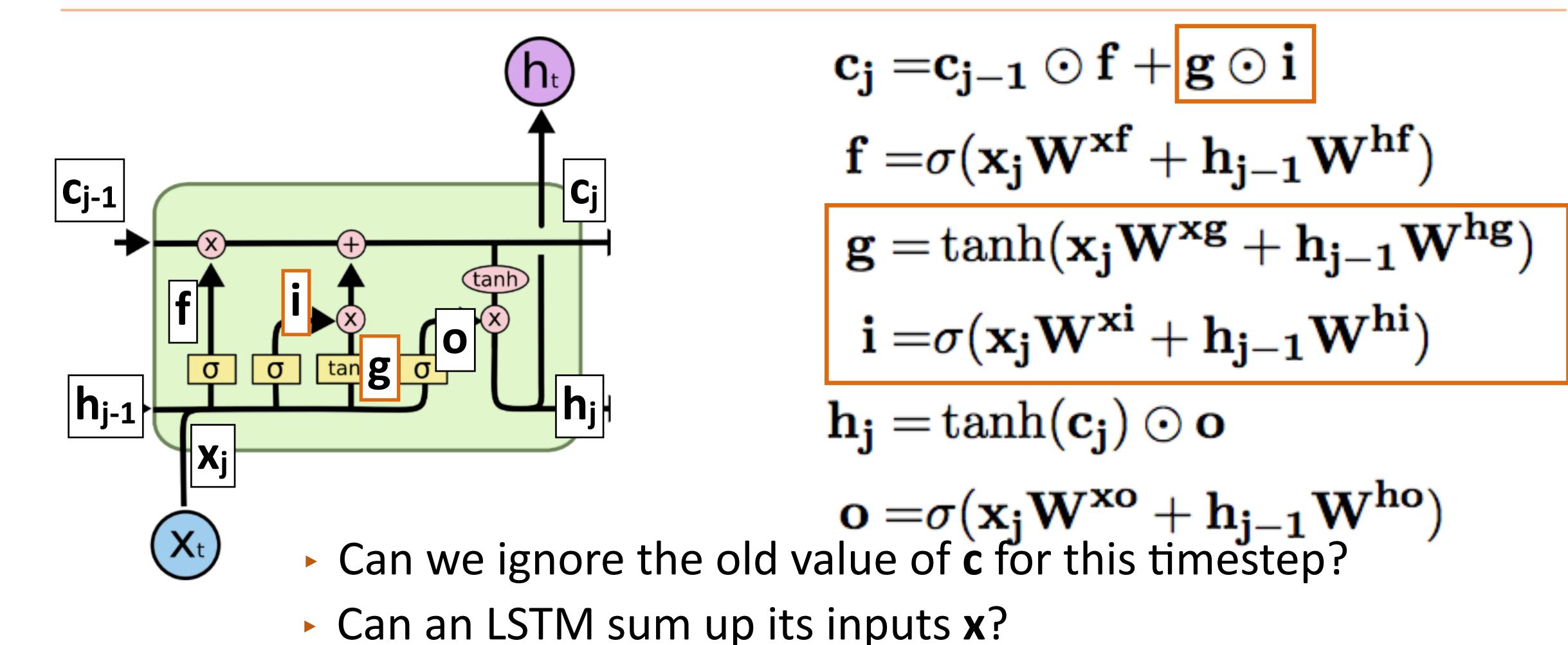
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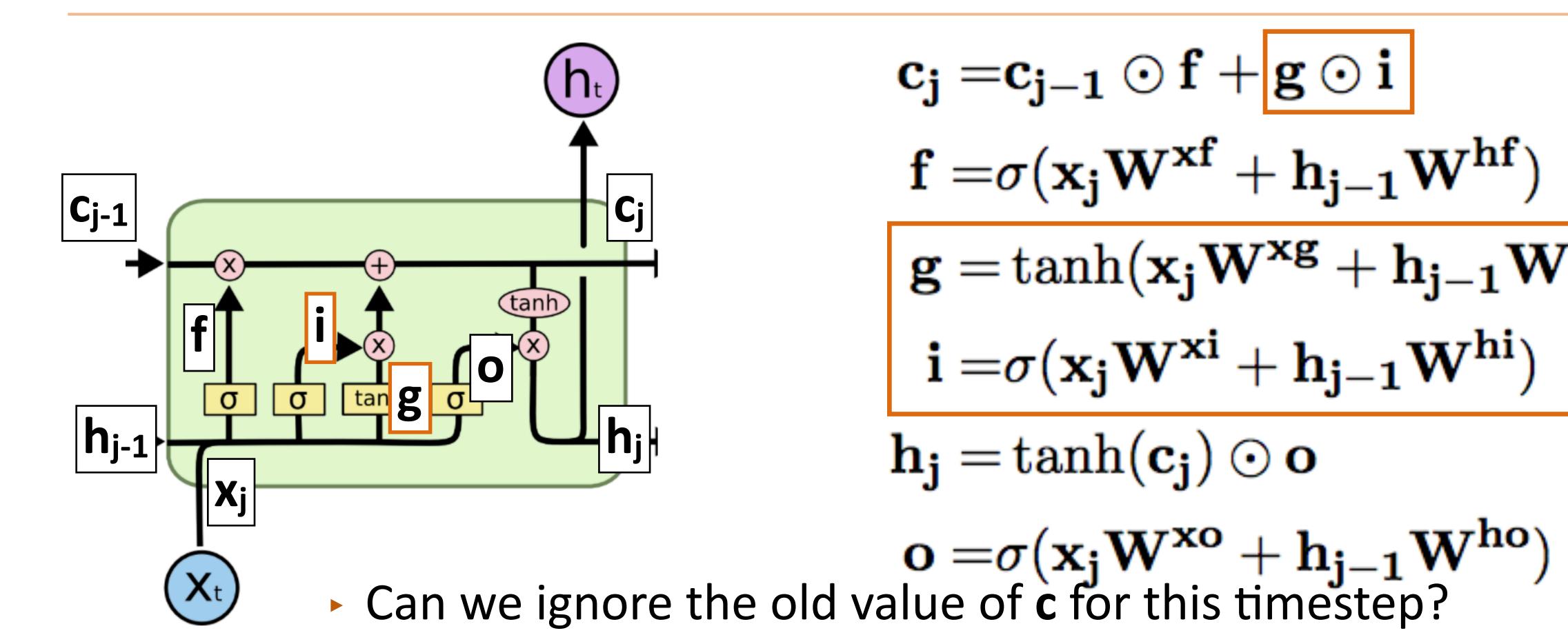
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- g reflects the main computation of the cell



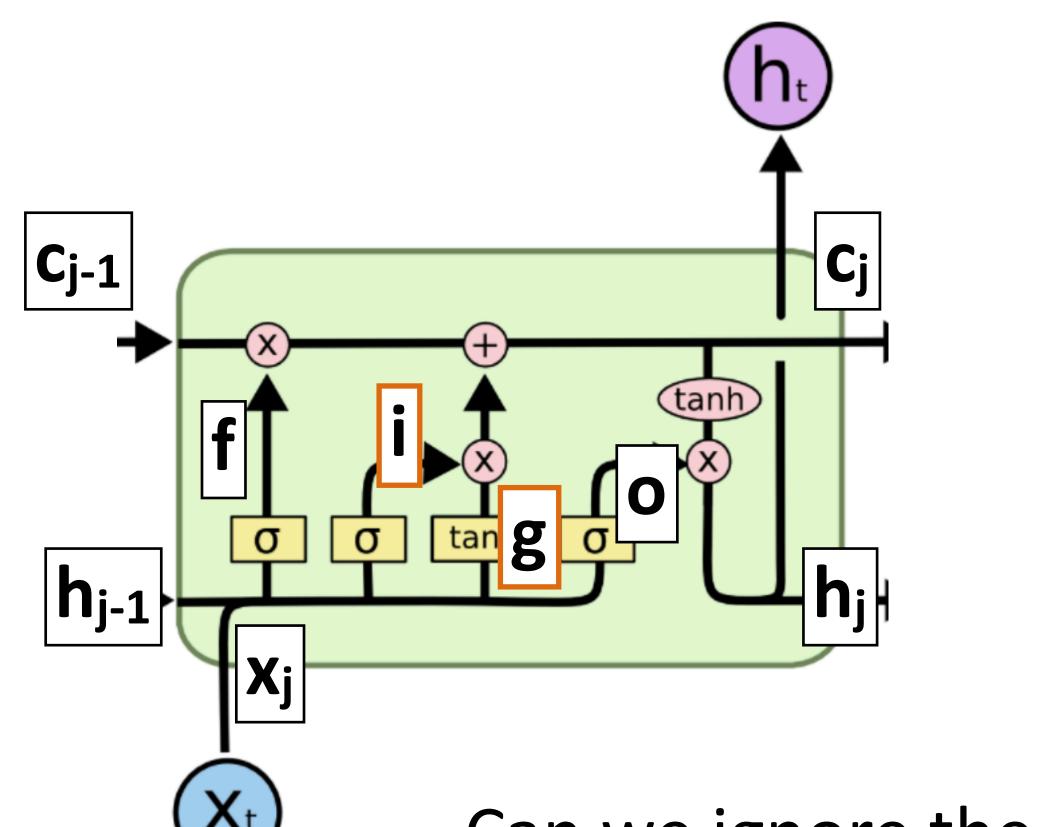
$$\begin{aligned} \mathbf{c_j} = & \mathbf{c_{j-1}} \odot \mathbf{f} + \mathbf{g} \odot \mathbf{i} \\ \mathbf{f} = & \sigma(\mathbf{x_j} \mathbf{W^{xf}} + \mathbf{h_{j-1}} \mathbf{W^{hf}}) \\ \mathbf{g} = & \tanh(\mathbf{x_j} \mathbf{W^{xg}} + \mathbf{h_{j-1}} \mathbf{W^{hg}}) \\ \mathbf{i} = & \sigma(\mathbf{x_j} \mathbf{W^{xi}} + \mathbf{h_{j-1}} \mathbf{W^{hi}}) \\ \mathbf{h_j} = & \tanh(\mathbf{c_j}) \odot \mathbf{o} \\ \mathbf{o} = & \sigma(\mathbf{x_j} \mathbf{W^{xo}} + \mathbf{h_{j-1}} \mathbf{W^{ho}}) \end{aligned}$$







- Can an LSTM sum up its inputs x?
- Can we ignore a particular input x?



$$\mathbf{c_{j}} = \mathbf{c_{j-1}} \odot \mathbf{f} + \mathbf{g} \odot \mathbf{i}$$

$$\mathbf{f} = \sigma(\mathbf{x_{j}} \mathbf{W^{xf}} + \mathbf{h_{j-1}} \mathbf{W^{hf}})$$

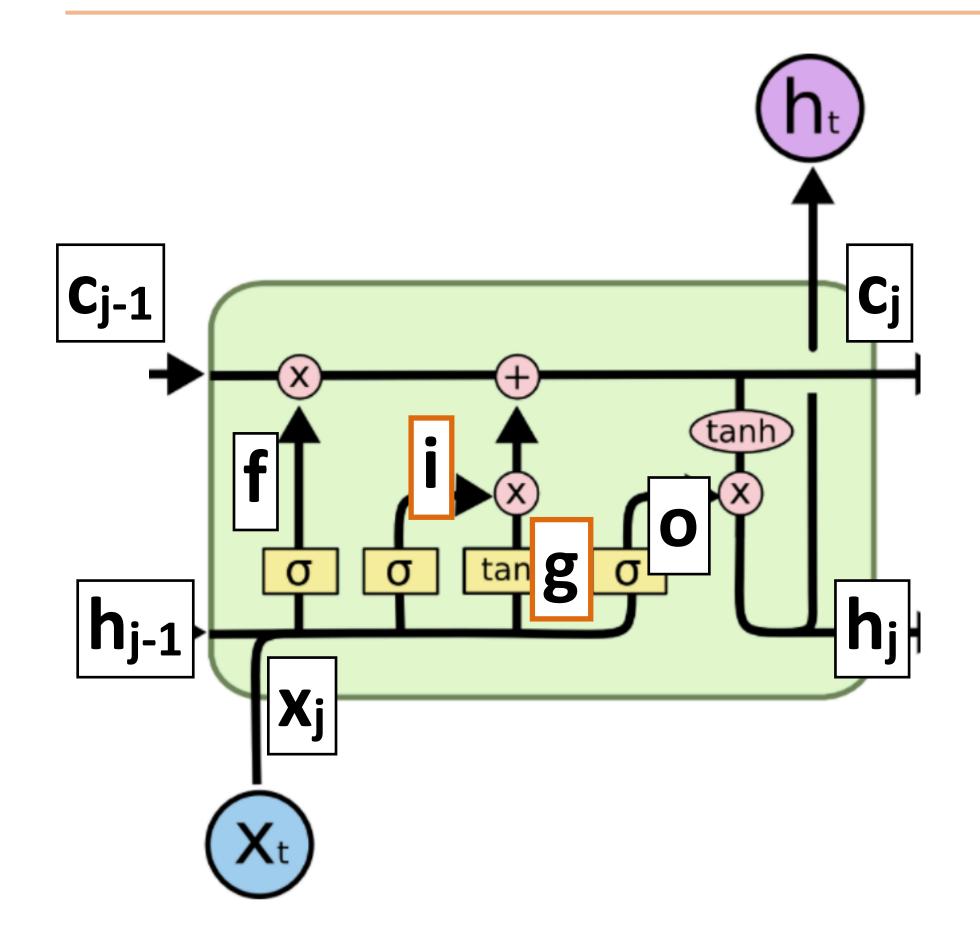
$$\mathbf{g} = \tanh(\mathbf{x} \cdot \mathbf{W^{xg}} + \mathbf{h} \cdot \mathbf{A} \cdot \mathbf{W})$$

$$\mathbf{g} = \tanh(\mathbf{x_j} \mathbf{W^{xg}} + \mathbf{h_{j-1}} \mathbf{W^{hg}})$$
$$\mathbf{i} = \sigma(\mathbf{x_j} \mathbf{W^{xi}} + \mathbf{h_{j-1}} \mathbf{W^{hi}})$$

$$\mathbf{h_j} = \tanh(\mathbf{c_j}) \odot \mathbf{o}$$

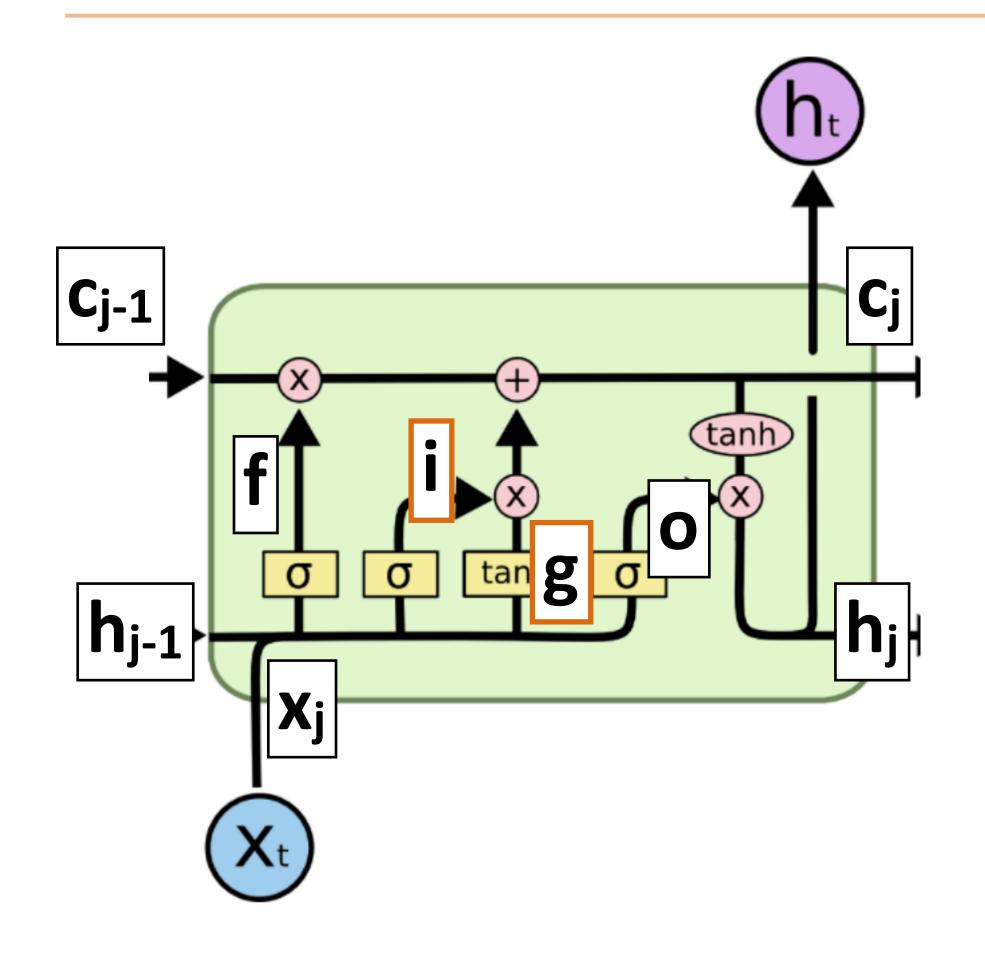
$$\mathbf{o} = \sigma(\mathbf{x_j} \mathbf{W^{xo}} + \mathbf{h_{j-1}} \mathbf{W^{ho}})$$

- $\mathbf{o} = \sigma(\mathbf{x_j} \mathbf{W^{xo}} + \mathbf{h_{j-1}} \mathbf{W^{ho}})$  Can we ignore the old value of **c** for this timestep?
- Can an LSTM sum up its inputs x?
- Can we ignore a particular input x?
- Can we output something without changing c?

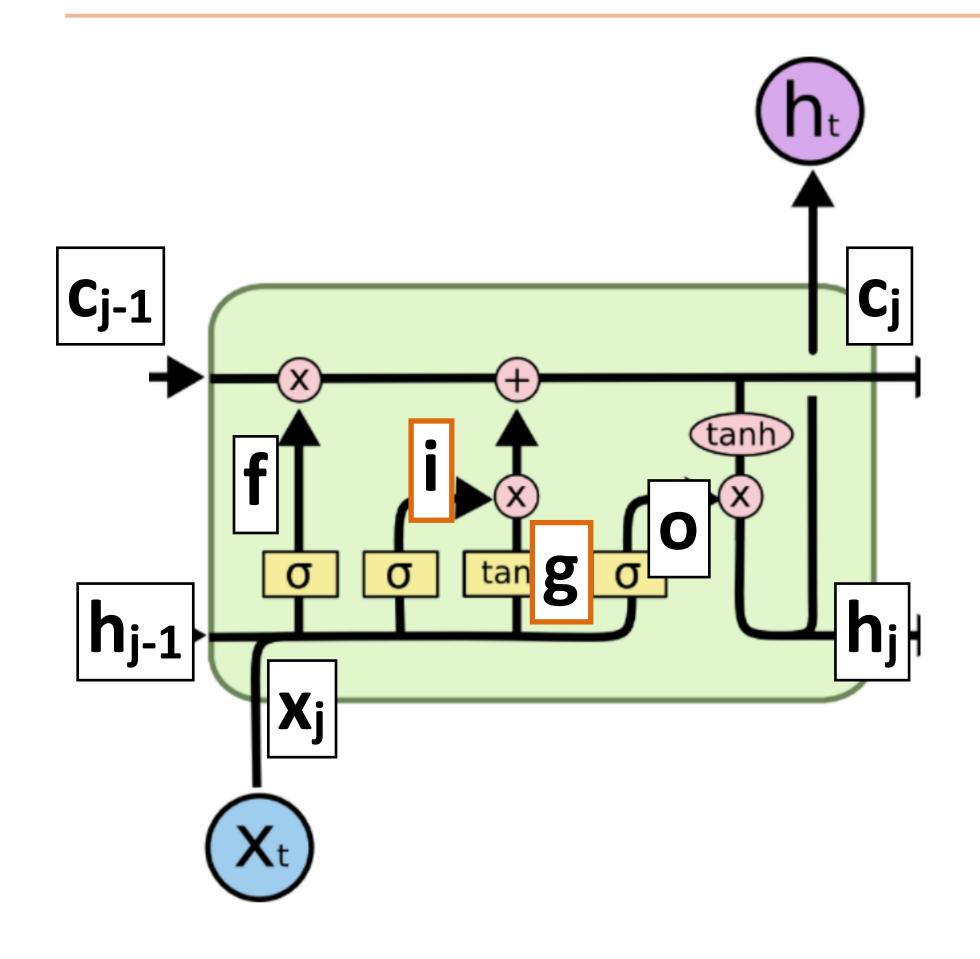


- Ignoring recurrent state entirely:
  - Lets us get feedforward layer over token

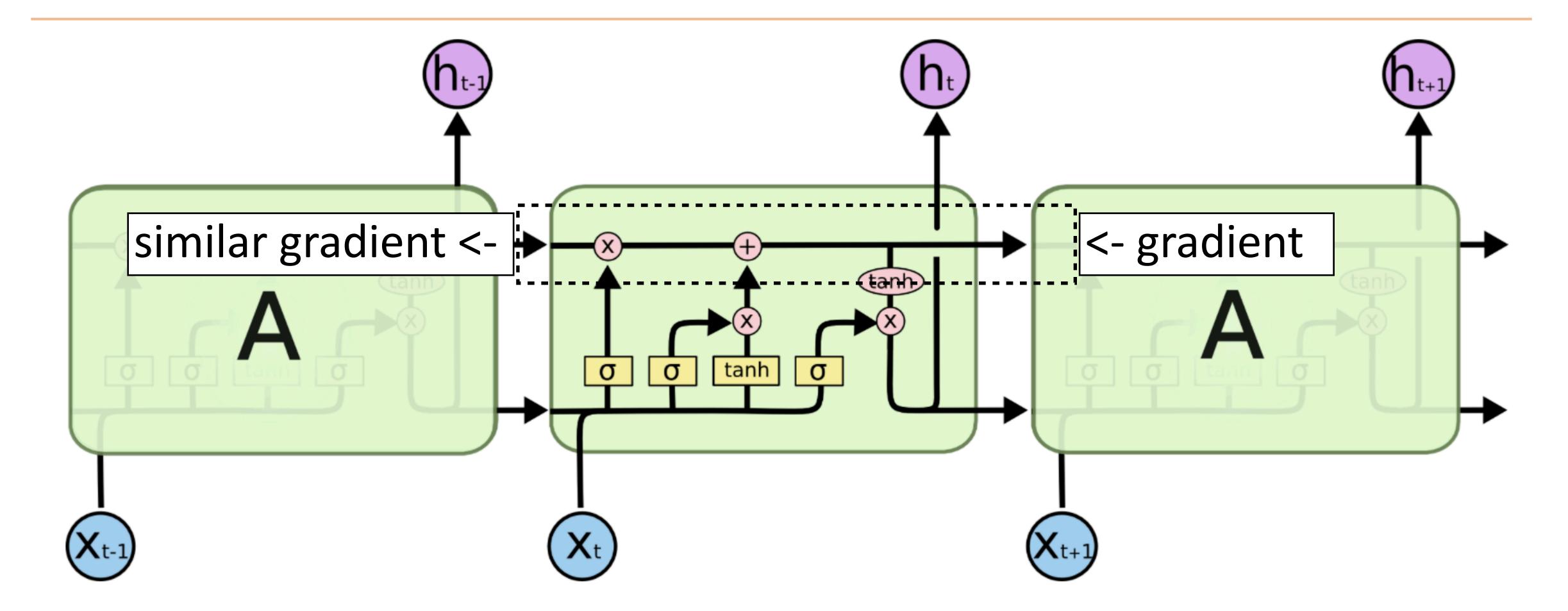
### LSTIMS

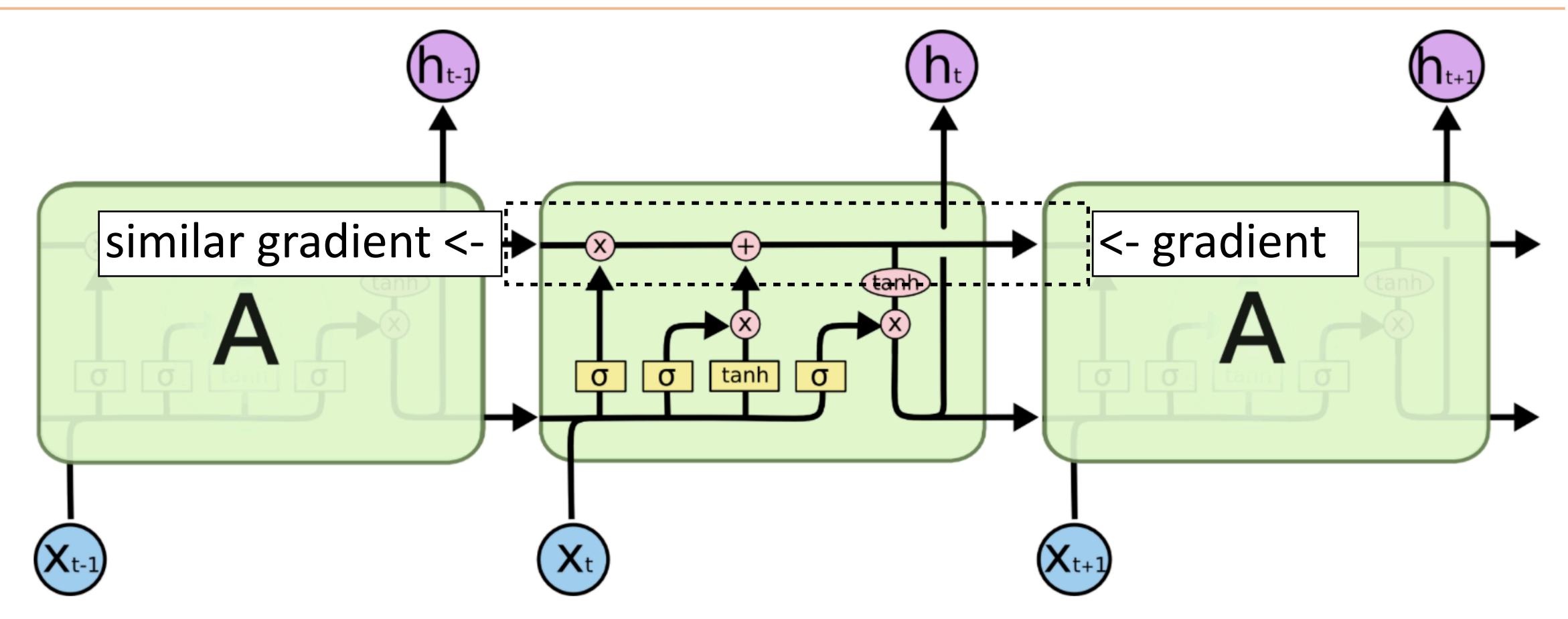


- Ignoring recurrent state entirely:
  - Lets us get feedforward layer over token
- Ignoring input:
  - Lets us discard stopwords



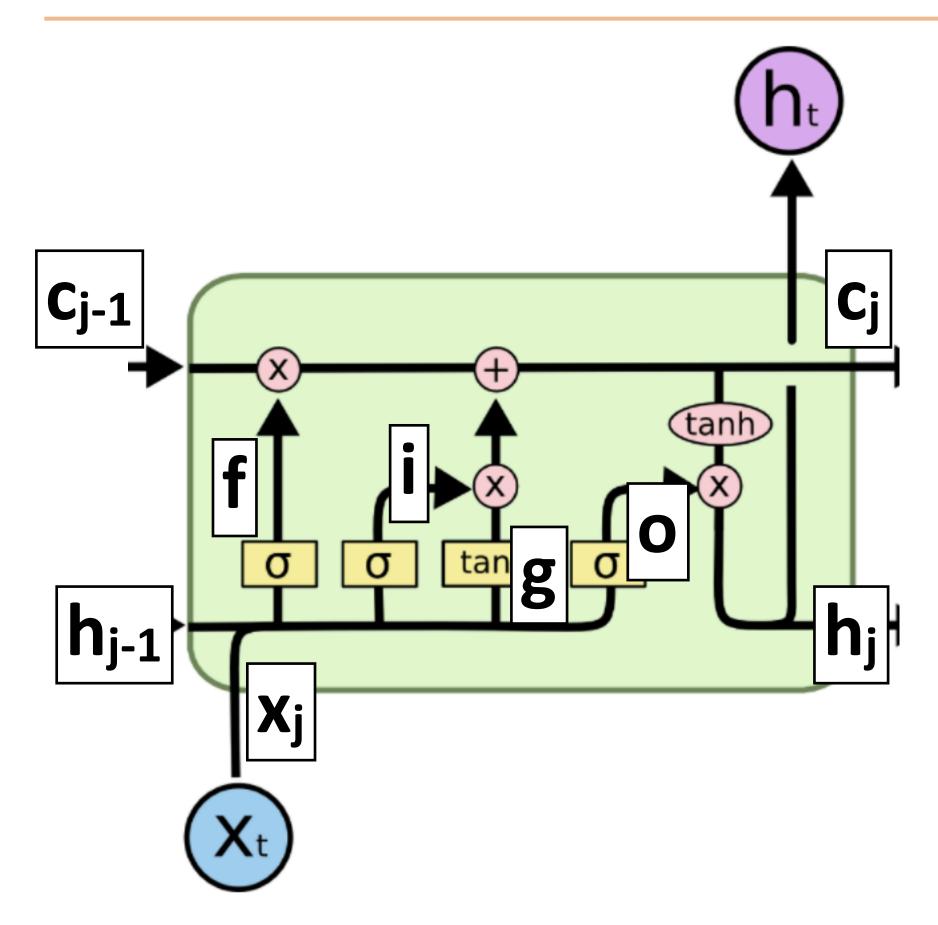
- Ignoring recurrent state entirely:
  - Lets us get feedforward layer over token
- Ignoring input:
  - Lets us discard stopwords
- Summing inputs:
  - Lets us compute a bag-of-words representation

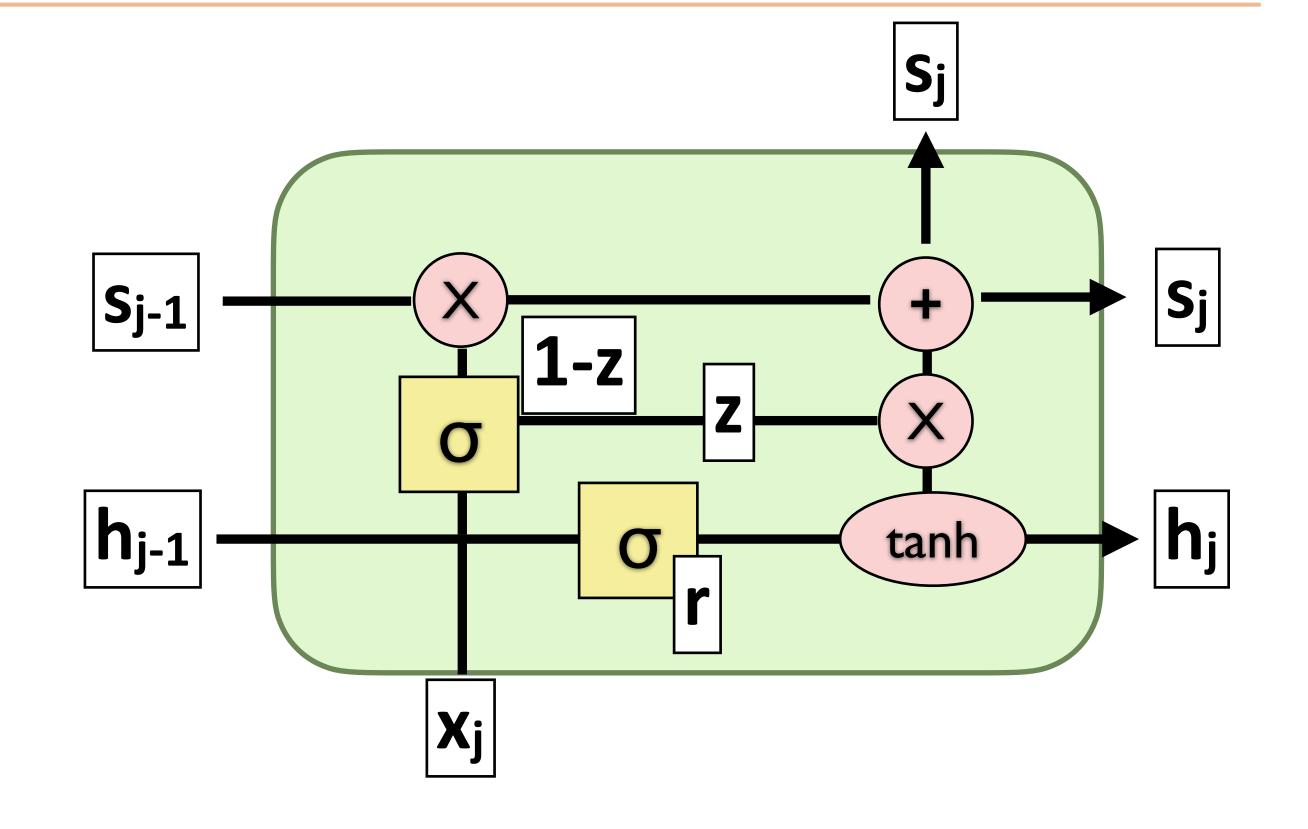




Gradient still diminishes, but in a controlled way and generally by less—usually initialize forget gate = 1 to remember everything to start

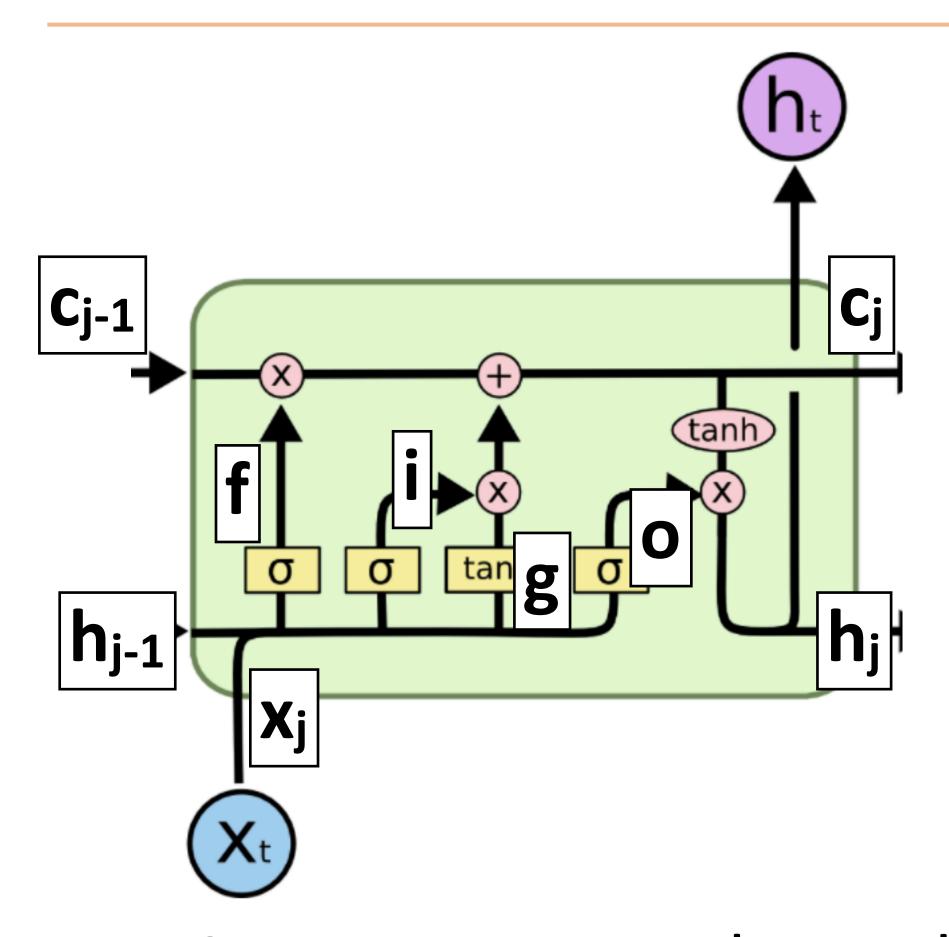
### GRUs



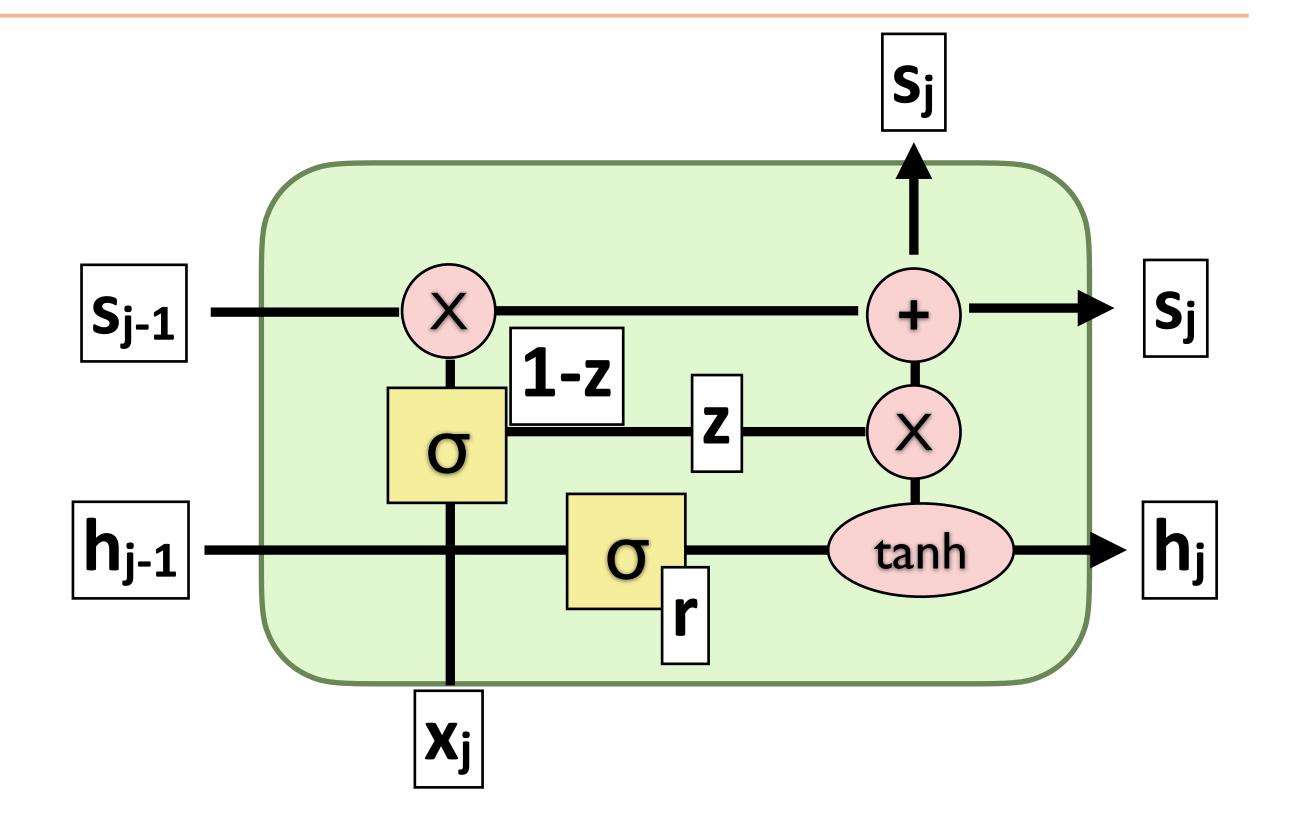


LSTM: more complex and slower, may work a bit better

### GRUS

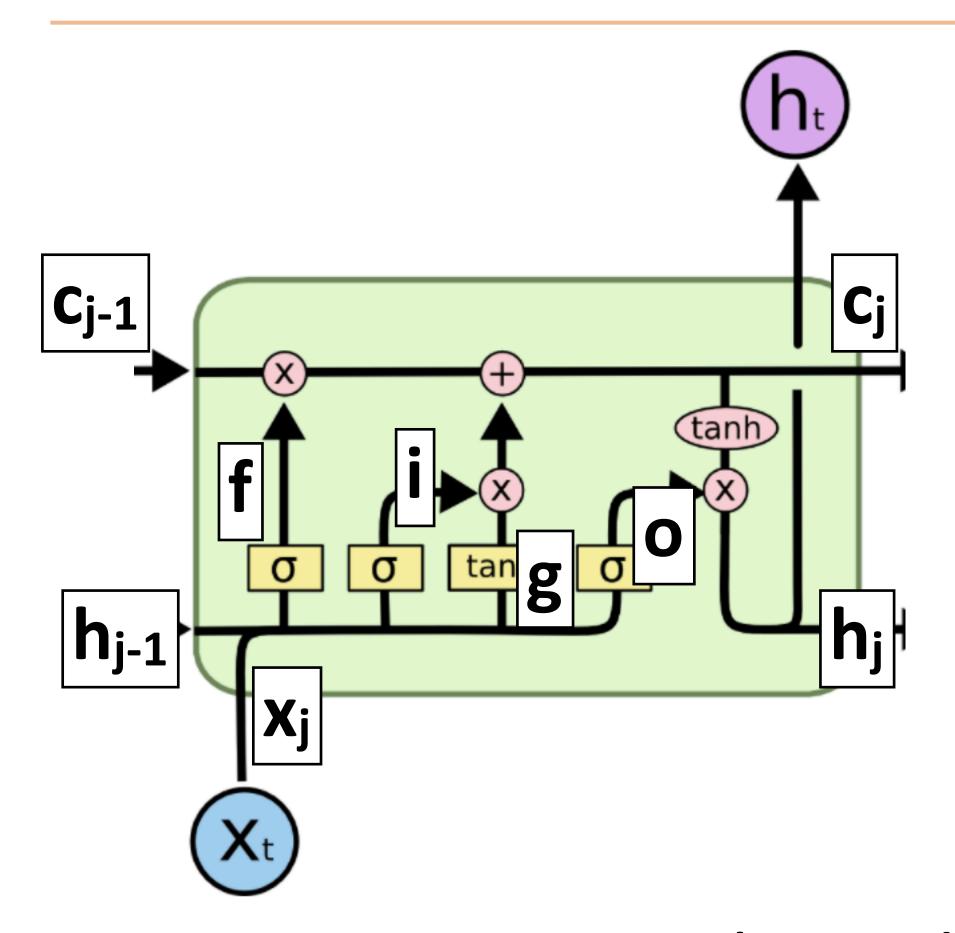


LSTM: more complex and slower, may work a bit better

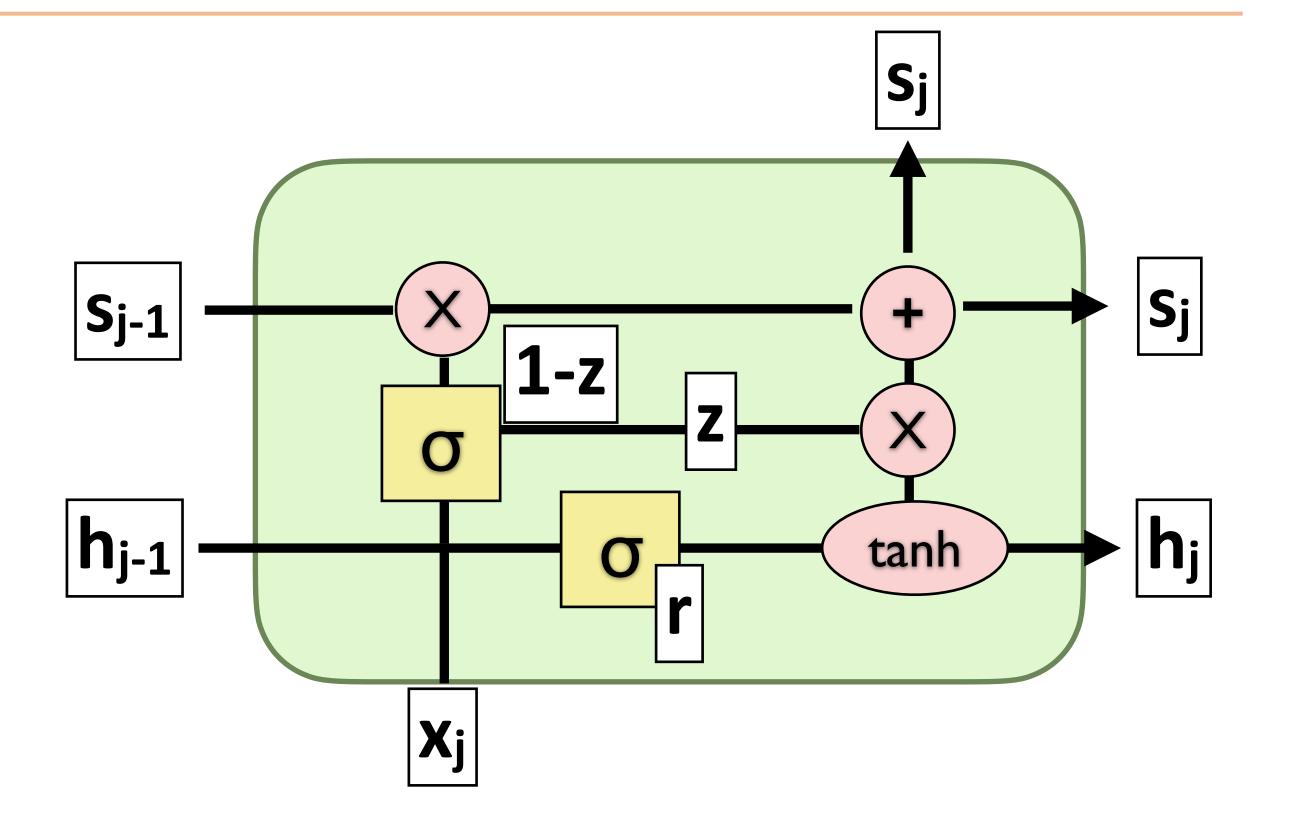


GRU: faster, a bit simpler

### GRUS

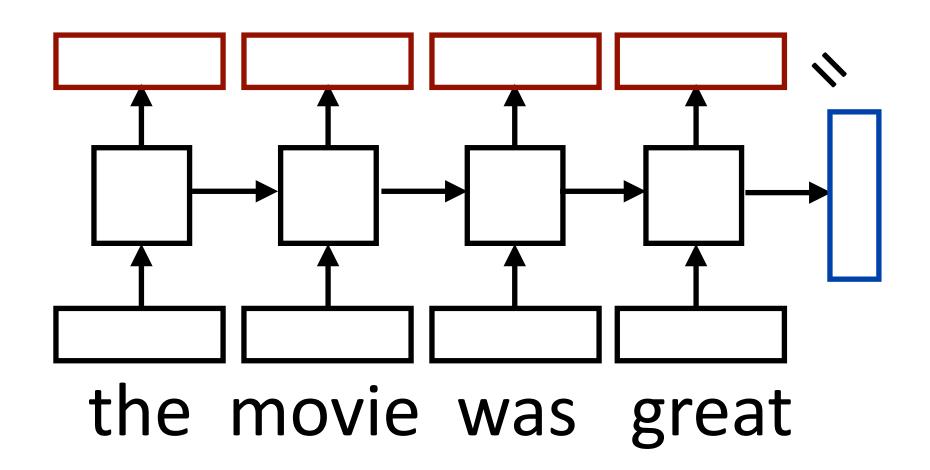


LSTM: more complex and slower, may work a bit better



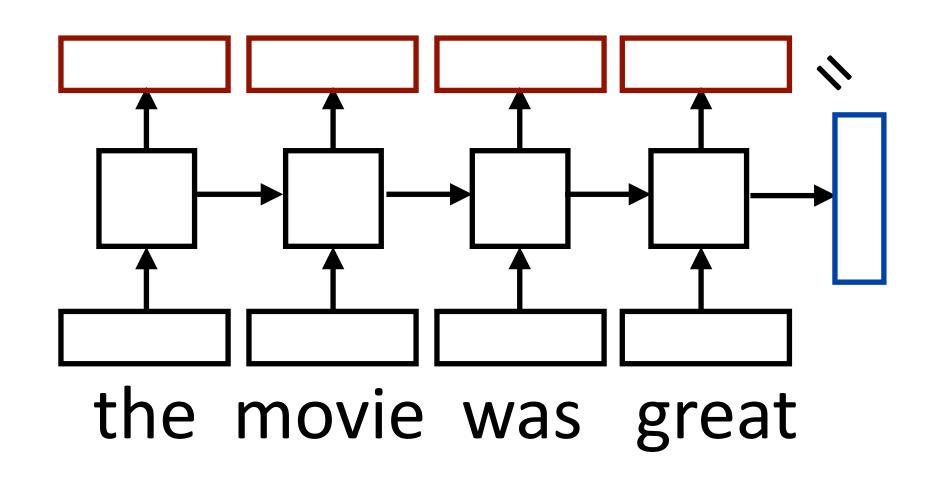
- GRU: faster, a bit simpler
- Two gates: z (forget, mixes s and
   h) and r (mixes h and x)

## What do RNNs produce?



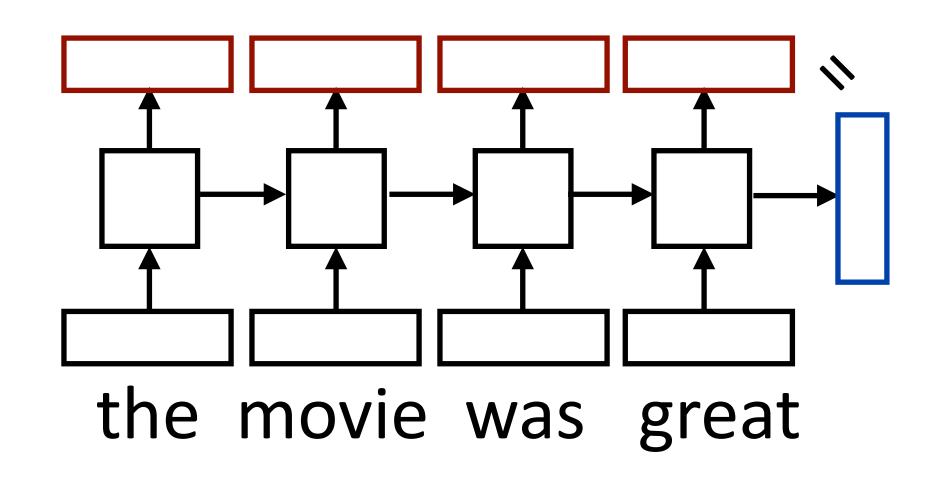
 Encoding of the sentence — can pass this a decoder or make a classification decision about the sentence

## What do RNNs produce?

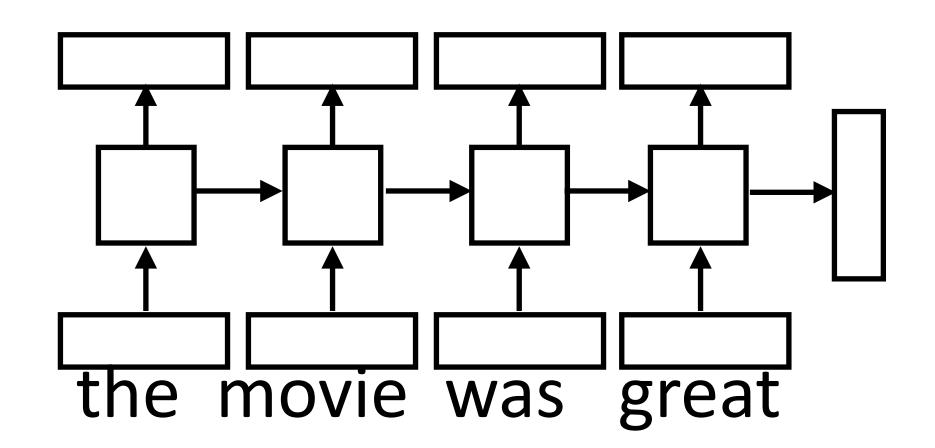


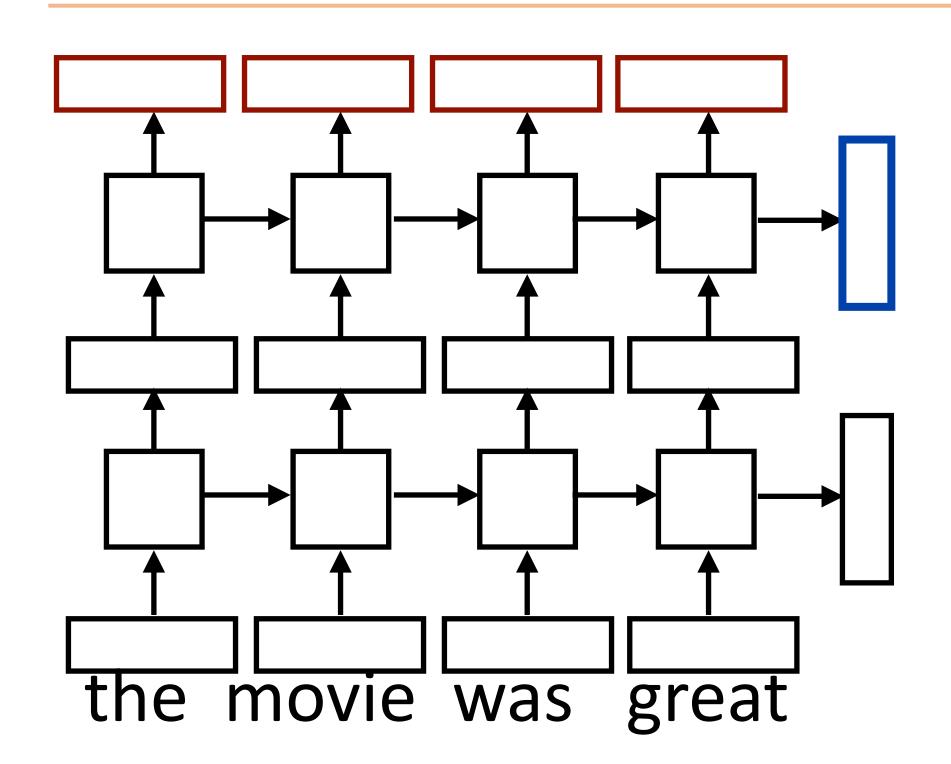
- Encoding of the sentence can pass this a decoder or make a classification decision about the sentence
- Encoding of each word can pass this to another layer to make a prediction (can also pool these to get a different sentence encoding)

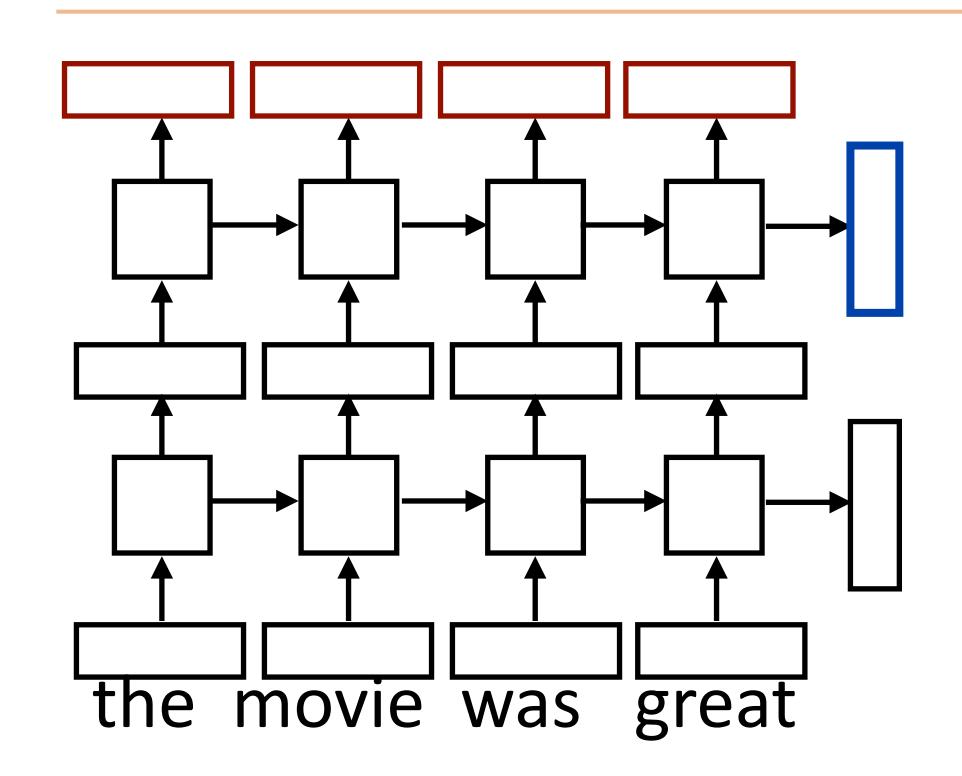
## What do RNNs produce?

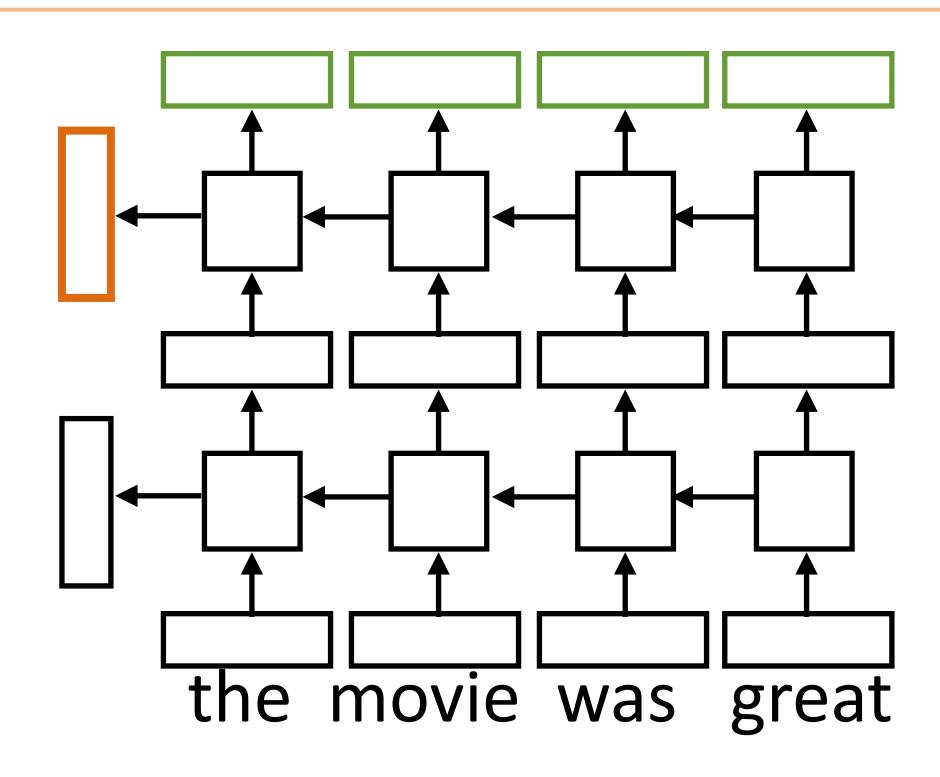


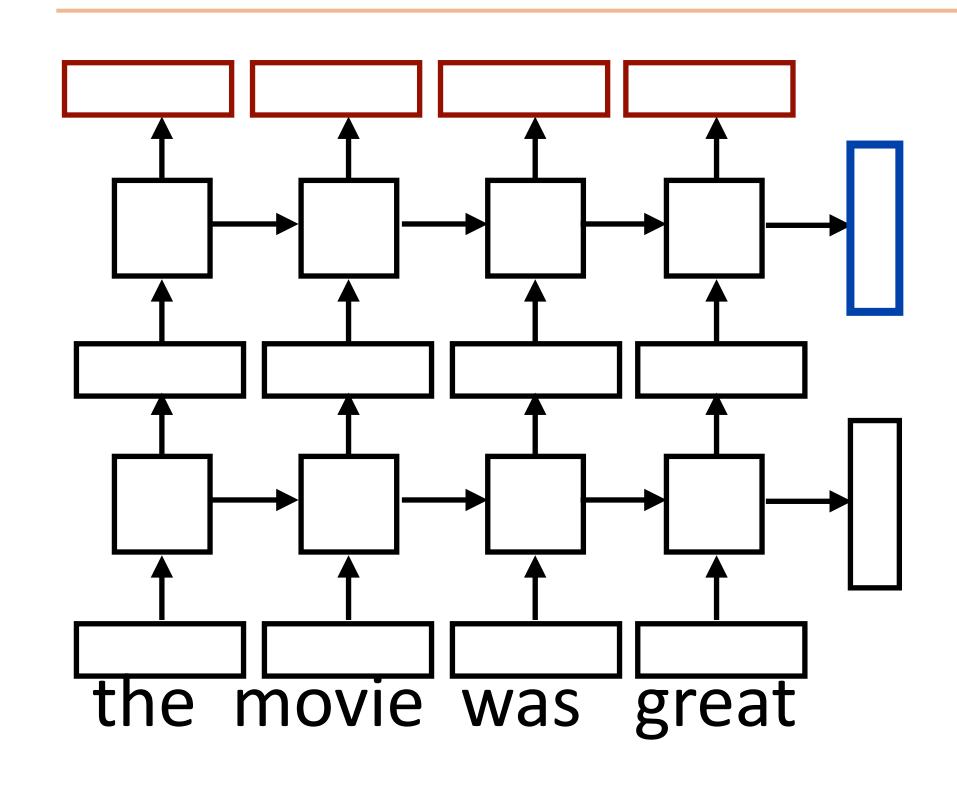
- Encoding of the sentence can pass this a decoder or make a classification decision about the sentence
- ► Encoding of each word can pass this to another layer to make a prediction (can also pool these to get a different sentence encoding)
- RNN can be viewed as a transformation of a sequence of vectors into a sequence of context-dependent vectors

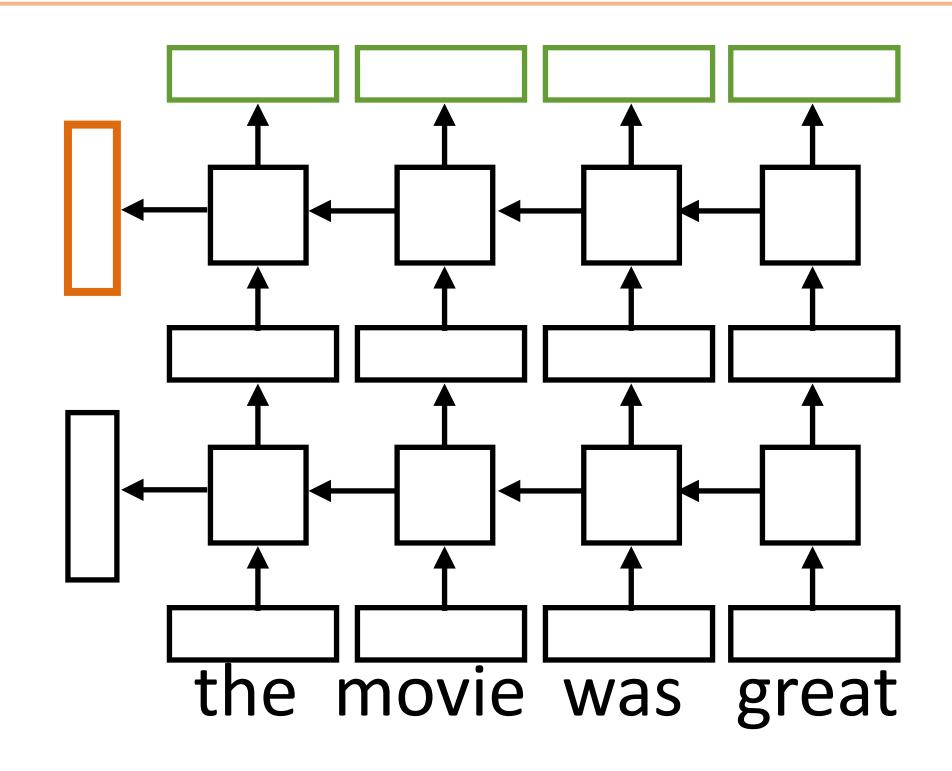




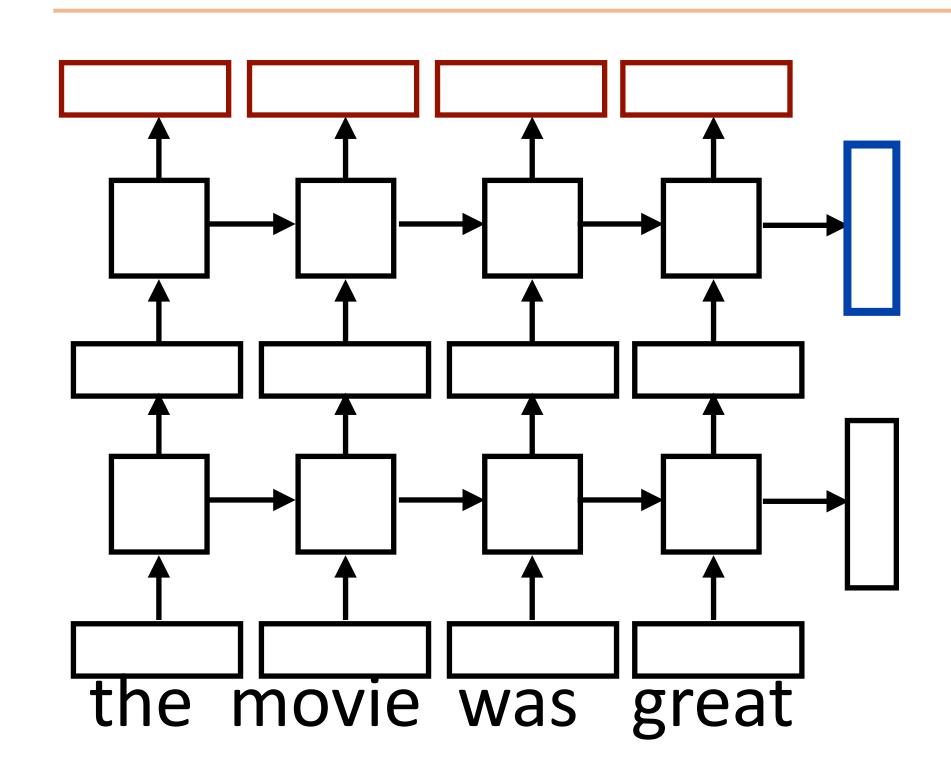






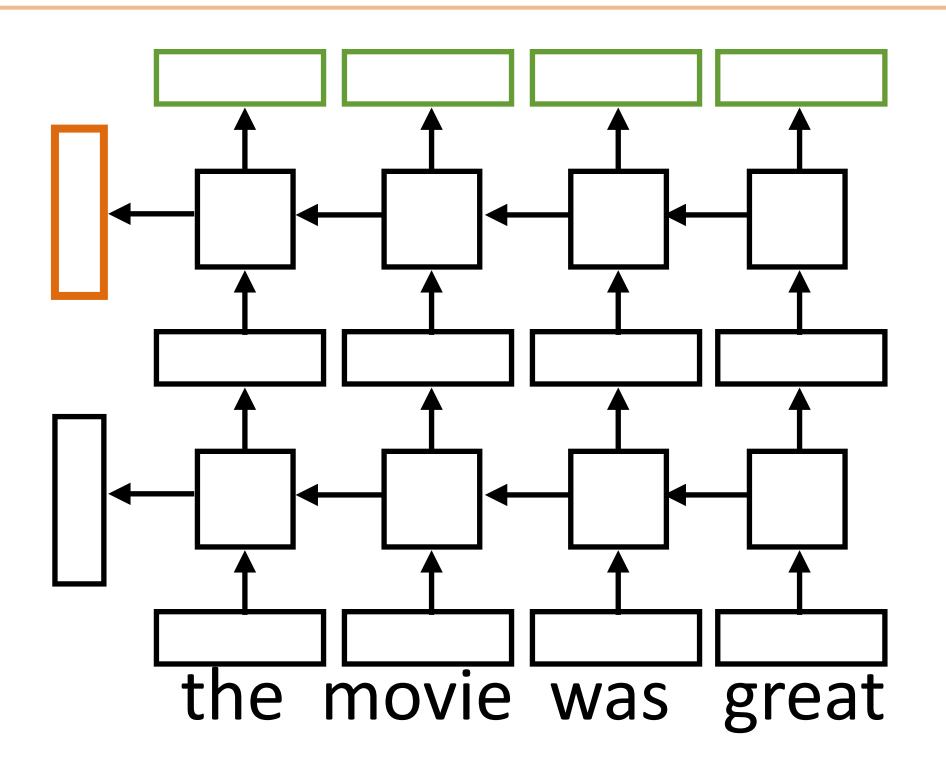


 Sentence classification based on concatenation of both final outputs

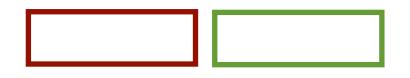


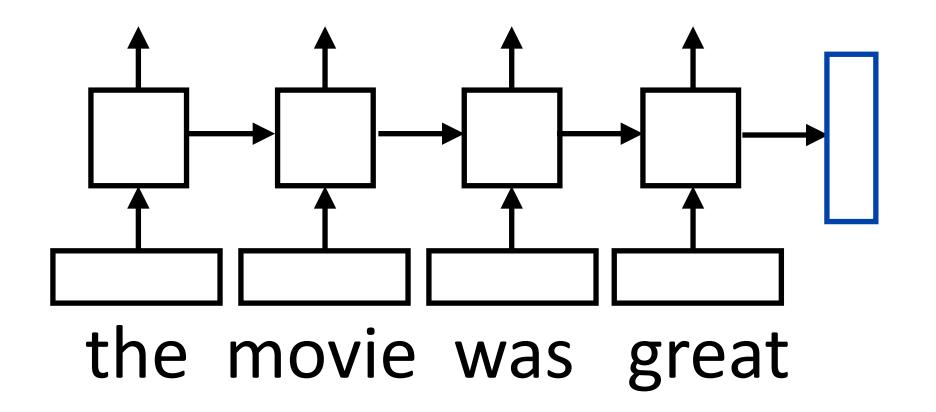
 Sentence classification based on concatenation of both final outputs

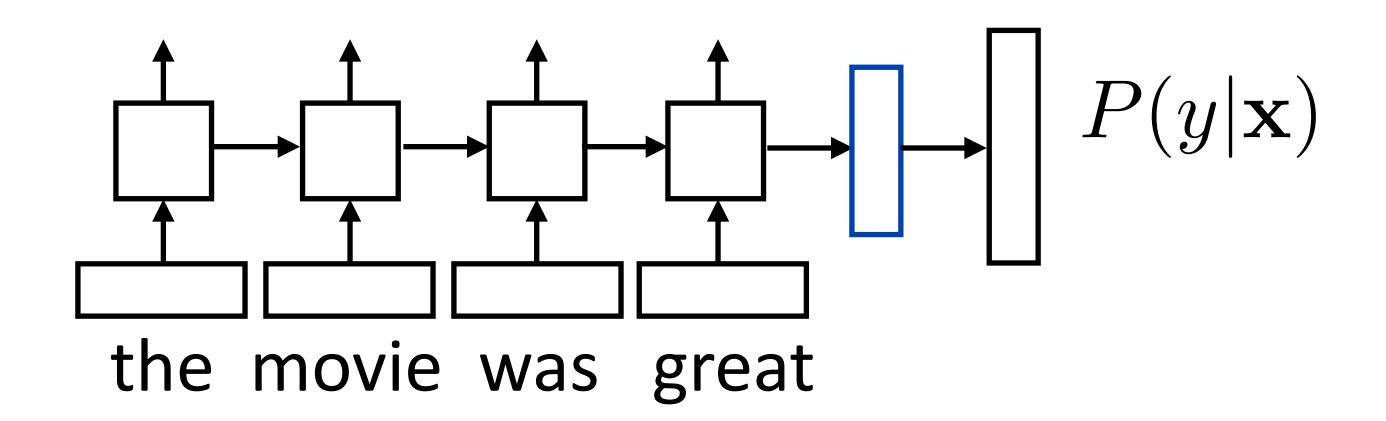


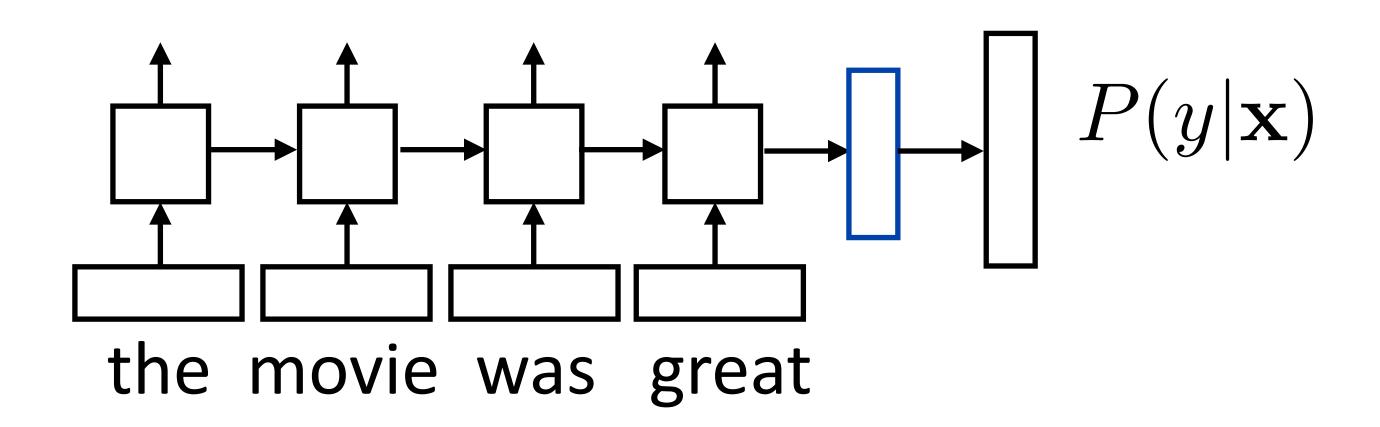


 Token classification based on concatenation of both directions' token representations

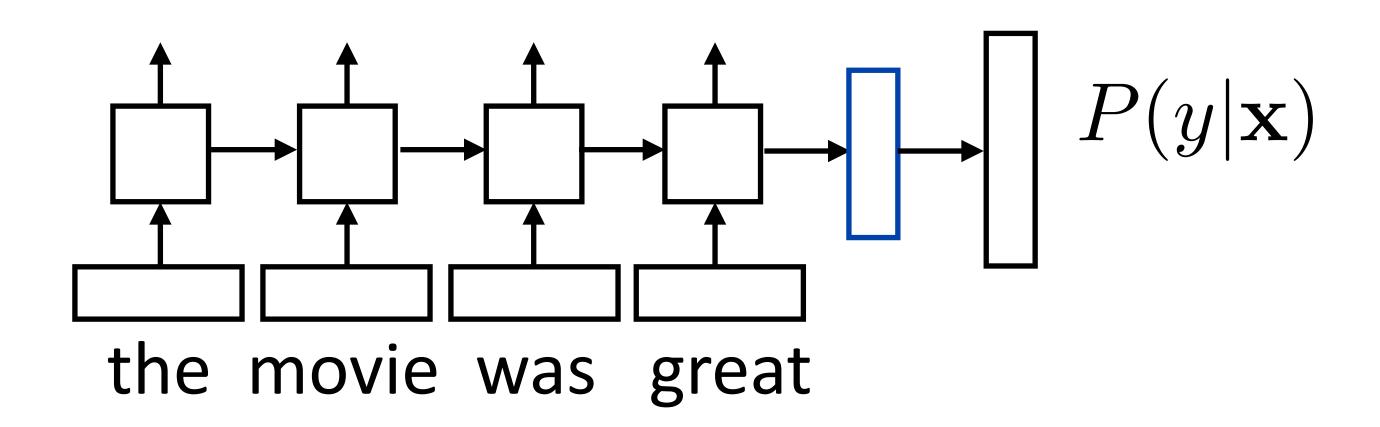




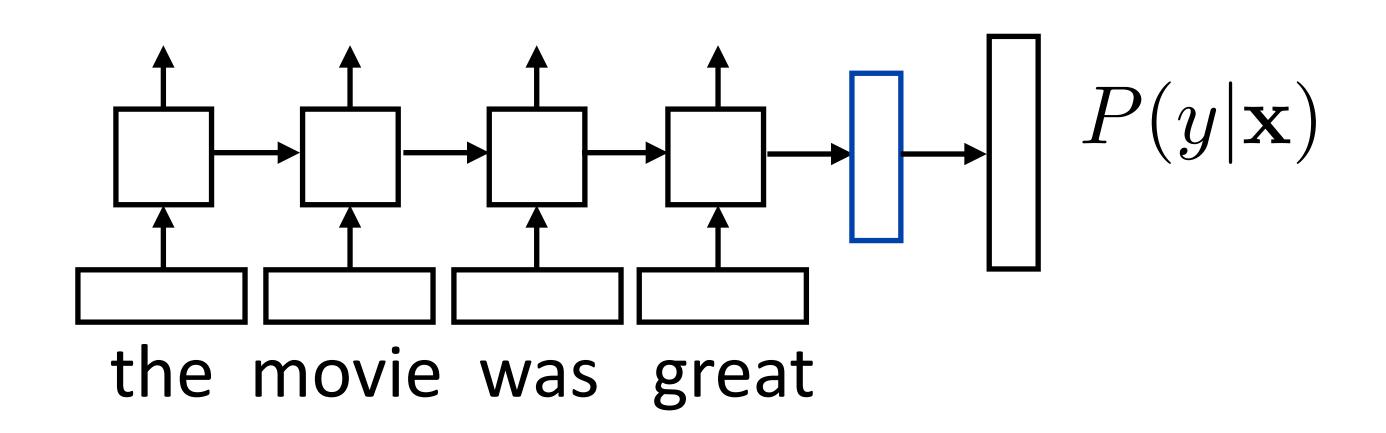




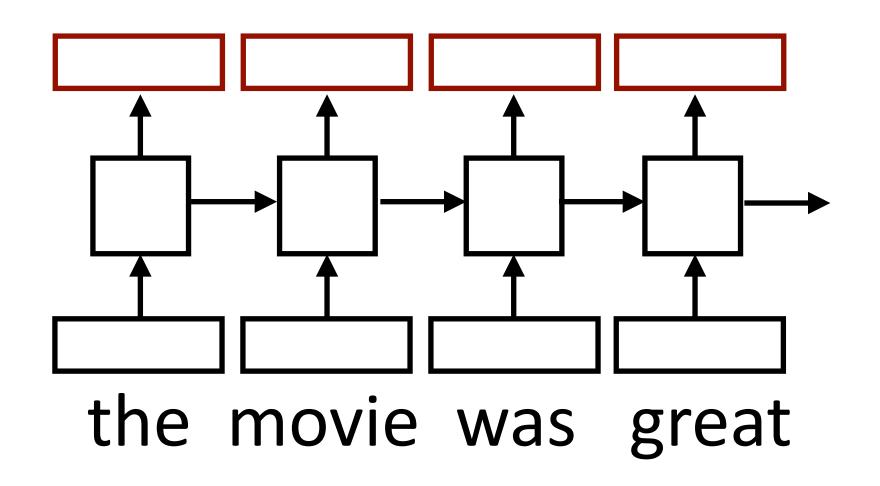
Loss = negative log likelihood of probability of gold label (or use SVM or other loss)

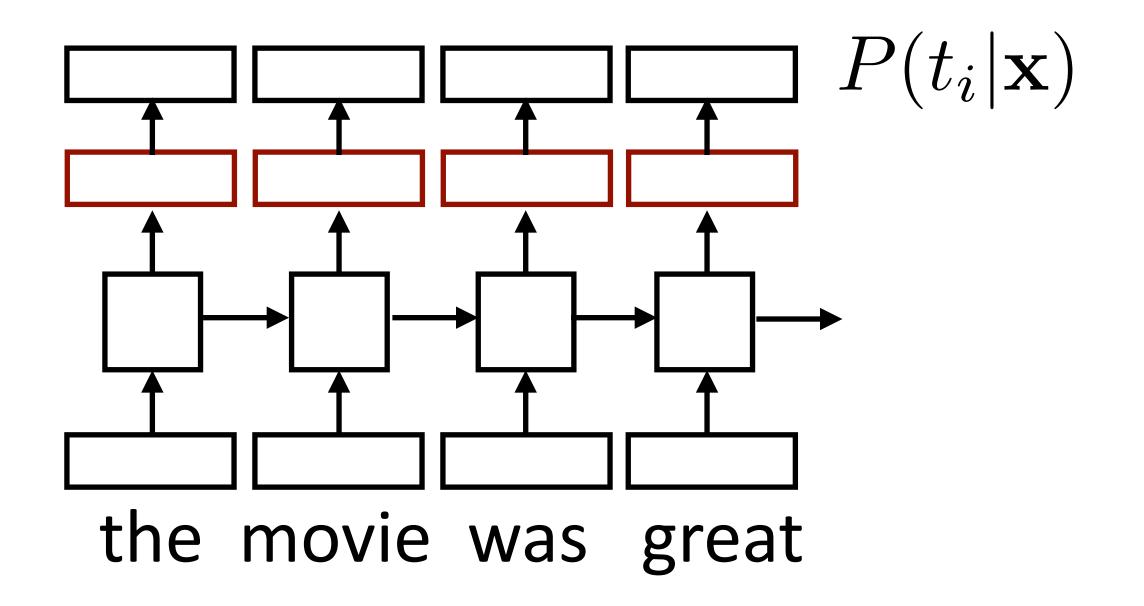


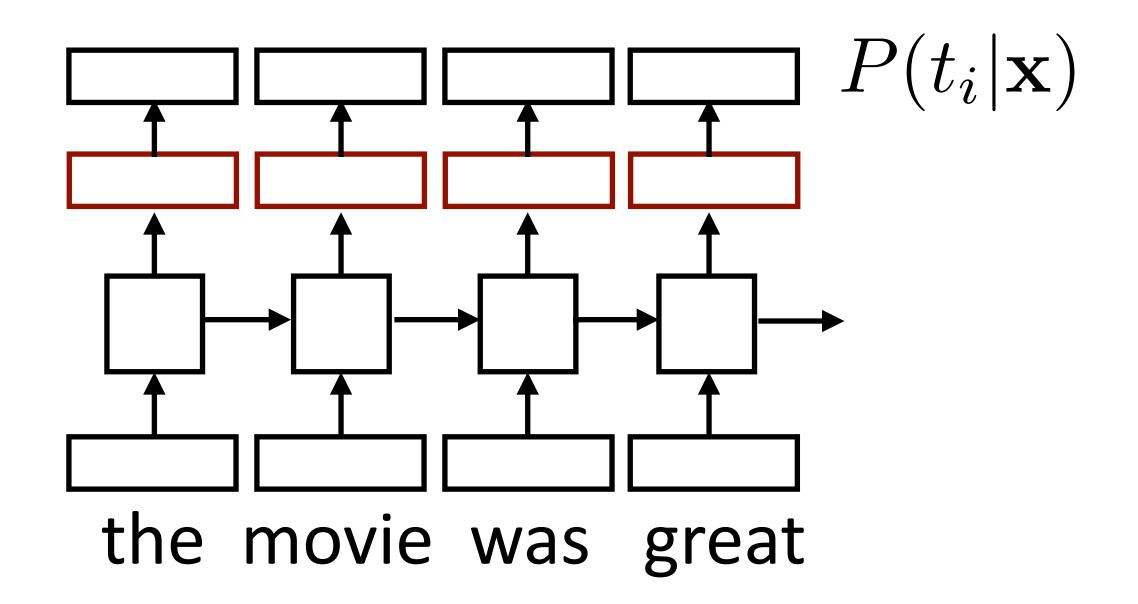
- Loss = negative log likelihood of probability of gold label (or use SVM or other loss)
- Backpropagate through entire network



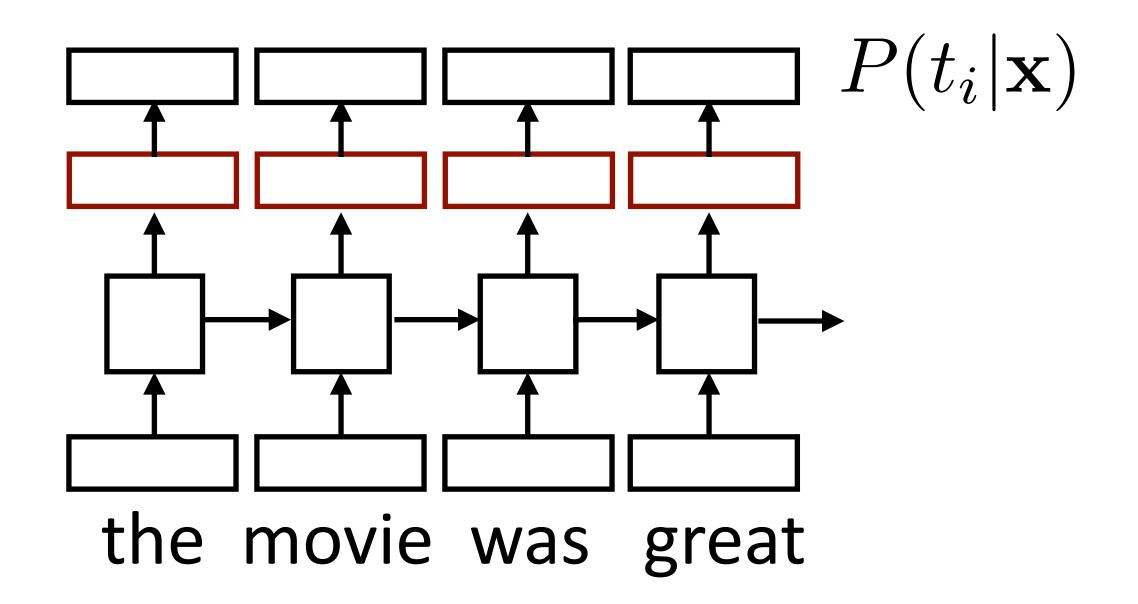
- Loss = negative log likelihood of probability of gold label (or use SVM or other loss)
- Backpropagate through entire network
- Example: sentiment analysis



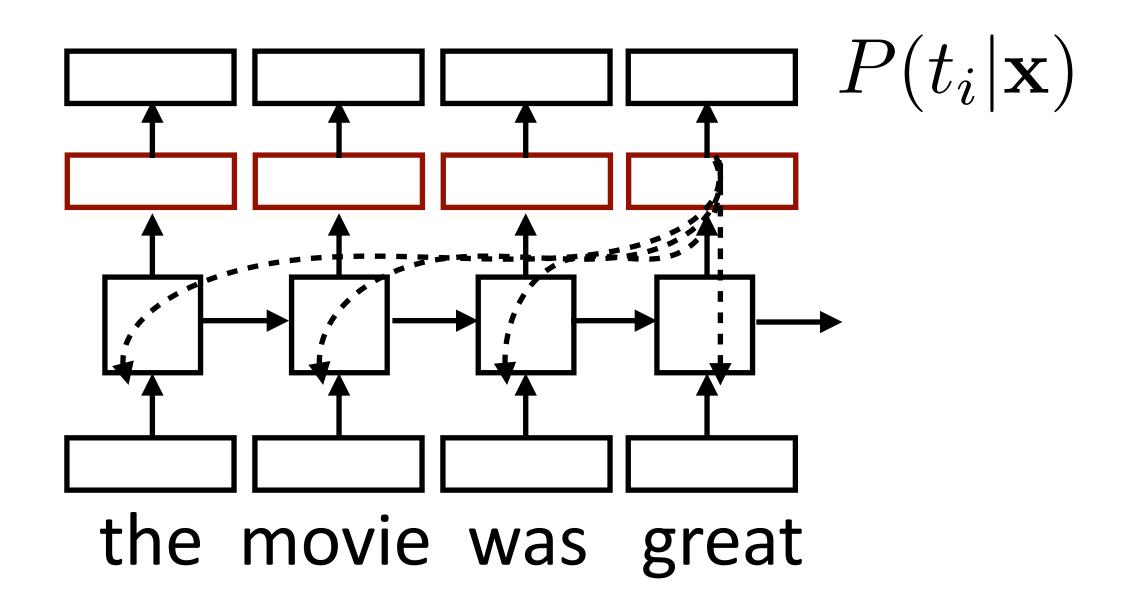




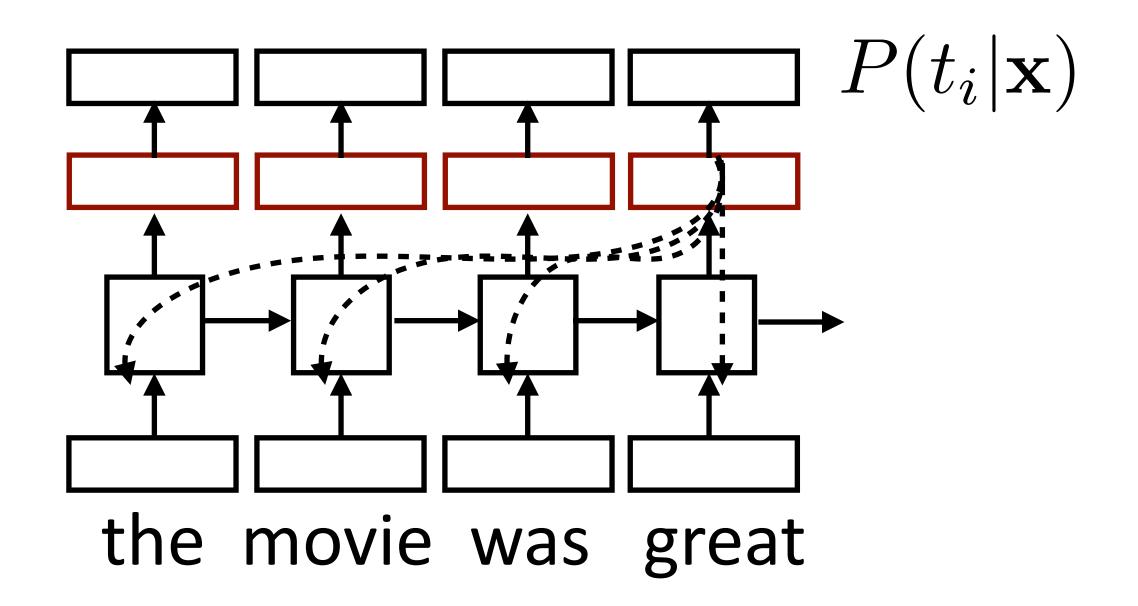
Loss = negative log likelihood of probability of gold predictions, summed over the tags



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- Loss terms filter back through network



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- Loss = negative log likelihood of probability of gold predictions, summed over the tags
- Loss terms filter back through network
- Example: language modeling (predict next word given context)

# Applications

### What can LSTMs model?

- Sentiment
  - Encode one sentence, predict
- Language models
  - Move left-to-right, per-token prediction

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 Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code

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- Visualize activations of specific cells (components of c) to understand them

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```
The sole importance of the crossing of the Berezina lies in the fact that it plainly and indubitably proved the fallacy of all the plans for cutting off the enemy's retreat and the soundness of the only possible line of action--the one Kutuzov and the general mass of the army demanded--namely, simply to follow the enemy up. The French crowd fled at a continually increasing speed and all its energy was directed to reaching its goal. It fled like a wounded animal and it was impossible to block its path. This was shown not so much by the arrangements it made for crossing as by what took place at the bridges. When the bridges broke down, unarmed soldiers, people from Moscow and women with children who were with the French transport, all--carried on by vis inertiae--pressed forward into boats and into the ice-covered water and did not, surrender.
```

- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
- Visualize activations of specific cells (components of c) to understand them
- Counter: know when to generate \n

```
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- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
- Visualize activations of specific cells to see what they track

```
"You mean to imply that I have nothing to eat out of.... On the contrary, I can supply you with everything even if you want to give dinner parties," warmly replied Chichagov, who tried by every word he spoke to prove his own rectitude and therefore imagined Kutuzov to be animated by the same desire.

Kutuzov, shrugging his shoulders, replied with his subtle penetrating smile: "I meant merely to say what I said."
```

- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
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- Binary switch: tells us if we're in a quote or not

```
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- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
- Visualize activations of specific cells to see what they track

```
#ifdef CONFIG_AUDITSYSCALL
static inline int audit_match_class_bits(int class, u32 *mask)
{
  int i;
  if (classes[class]) {
   for (i = 0; i < AUDIT_BITMASK_SIZE; i++)
    if (mask[i] & classes[class][i])
      return 0;
}
return 1;
}</pre>
```

- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
- Visualize activations of specific cells to see what they track
- Stack: activation based on indentation

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#ifdef CONFIG_AUDITSYSCALL
static inline int audit_match_class_bits(int class, u32 *mask)
{
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   for (i = 0; i < AUDIT_BITMASK_SIZE; i++)
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}
return 1;
}</pre>
```

- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
- Visualize activations of specific cells to see what they track

```
/* Unpack a filter field's string representation from user-space
* buffer. */
char *audit_unpack_string(void **bufp, size_t *remain, size_t len)
{
  char *str;
  if (!*bufp || (len == 0) || (len > *remain))
   return ERR_PTR(-EINVAL);
/* Of the currently implemented string fields, PATH_MAX
     * defines the longest valid length.
  */
```

- Train character LSTM language model (predict next character based on history) over two datasets: War and Peace and Linux kernel source code
- Visualize activations of specific cells to see what they track
- Uninterpretable: probably doing double-duty, or only makes sense in the context of another activation

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  - Encode sentence + then decode, use token predictions for attention weights (next lecture)
- Textual entailment
  - Encode two sentences, predict

Premise Hypothesis

A boy plays in the snow

A boy is outside

Premise Hypothesis

A boy plays in the snow entails A boy is outside

Premise Hypothesis

A boy plays in the snow entails A boy is outside

A man inspects the uniform of a figure

The man is sleeping

Premise Hypothesis

A boy plays in the snow entails A boy is outside

A man inspects the uniform of a figure contradicts The man is sleeping

Premise Hypothesis

A boy is outside A boy plays in the snow entails

contradicts A man inspects the uniform of a figure The man is sleeping

An older and younger man smiling

Two men are smiling and laughing at cats playing

Premise Hypothesis

A boy plays in the snow entails A boy is outside

A man inspects the uniform of a figure *contradicts* The man is sleeping

An older and younger man smiling neutral

Two men are smiling and laughing at cats playing

Premise Hypothesis

A boy plays in the snow entails A boy is outside

A man inspects the uniform of a figure contradicts

An older and younger man smiling neutral Two men are smiling and laughing at cats playing

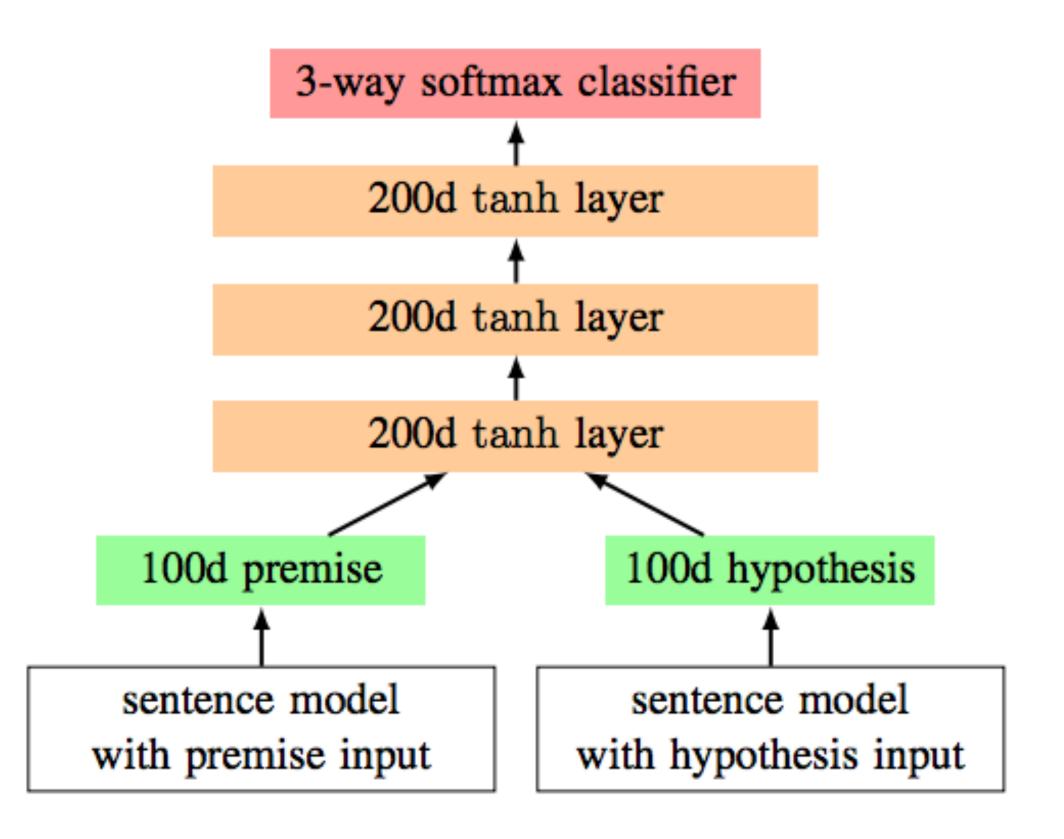
 Long history of this task: "Recognizing Textual Entailment" challenge in 2006 (Dagan, Glickman, Magnini)

Premise		Hypothesis
A boy plays in the snow	entails	A boy is outside
A man inspects the uniform of a figure	contradicts	The man is sleeping
An older and younger man smiling	neutral	Two men are smiling and laughing at cats playing

- Long history of this task: "Recognizing Textual Entailment" challenge in 2006 (Dagan, Glickman, Magnini)
- Early datasets: small (hundreds of pairs), very ambitious (lots of world knowledge, temporal reasoning, etc.)

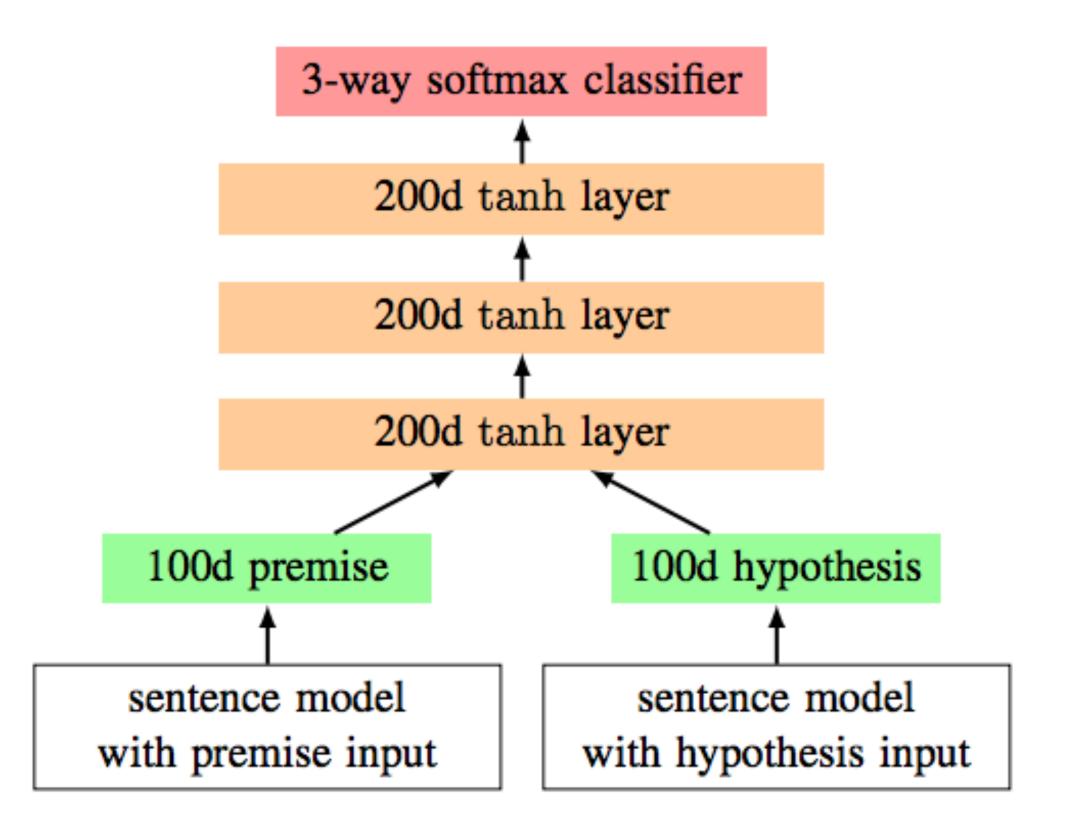
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- >500,000 sentence pairs

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100D LSTM: 78% accuracy

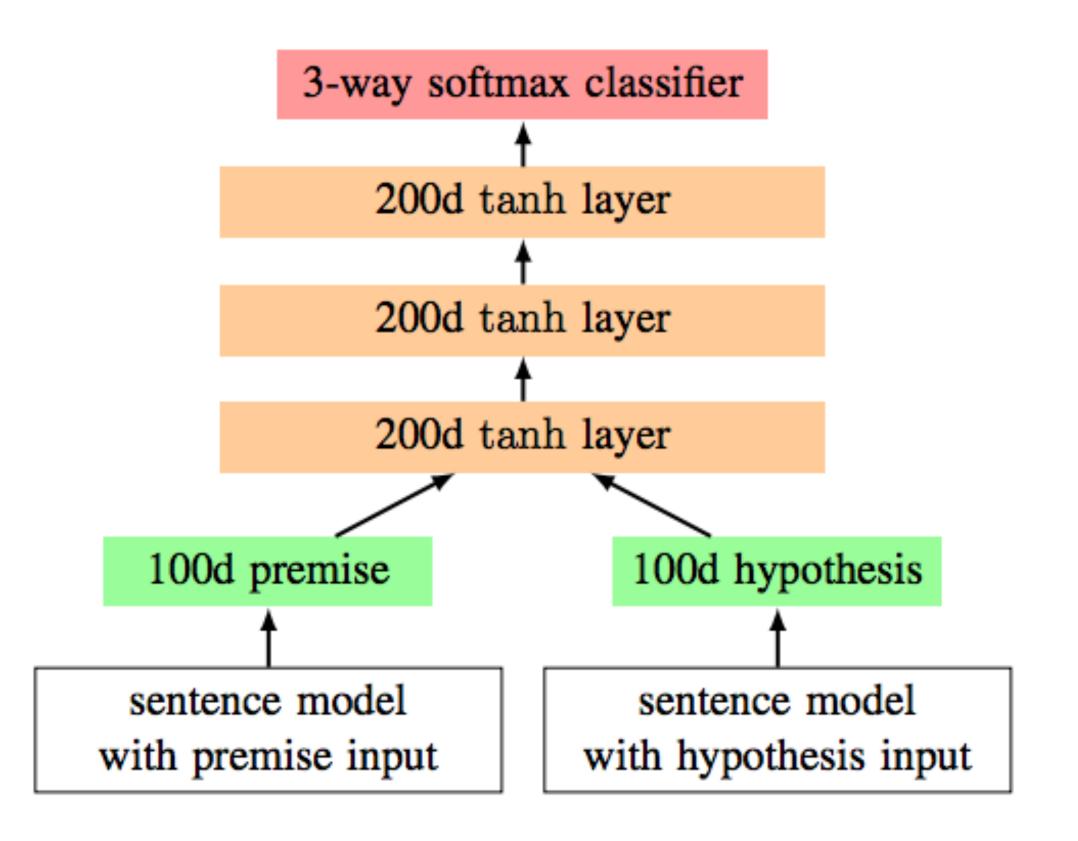


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100D LSTM: 78% accuracy

300D LSTM: 80% accuracy

(Bowman et al., 2016)



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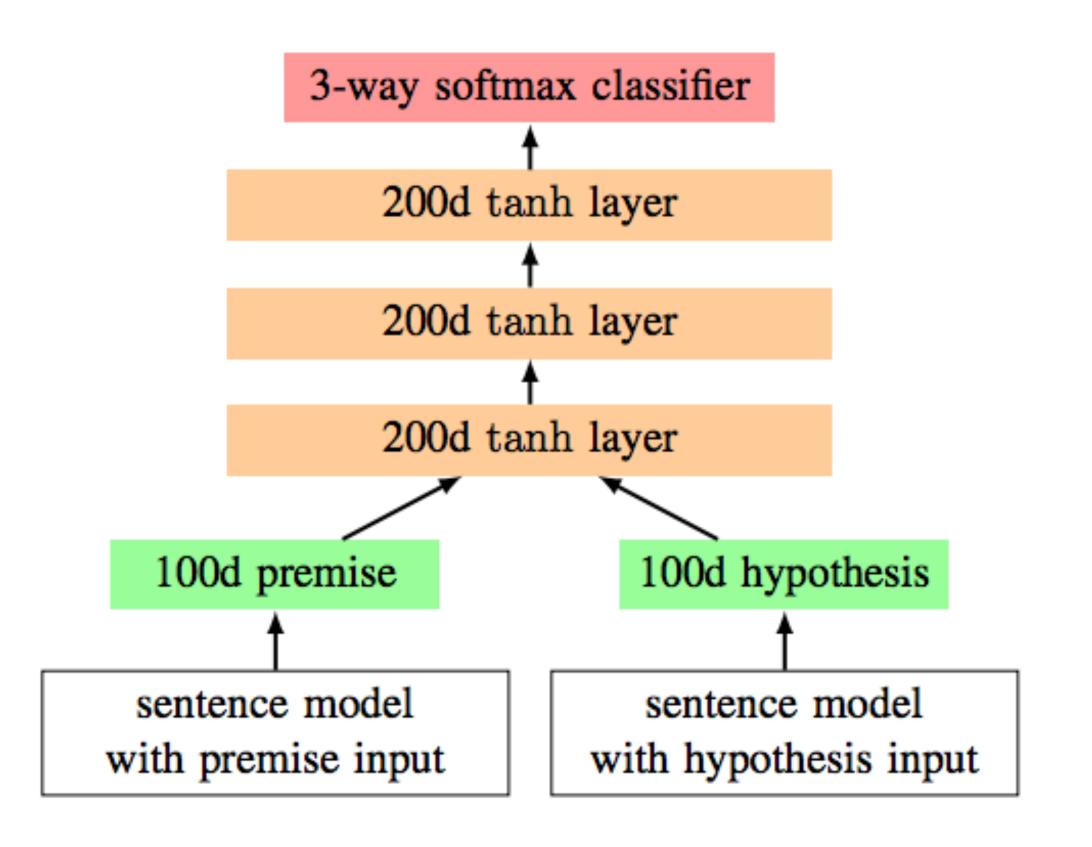
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(Bowman et al., 2016)

300D BiLSTM: 83% accuracy

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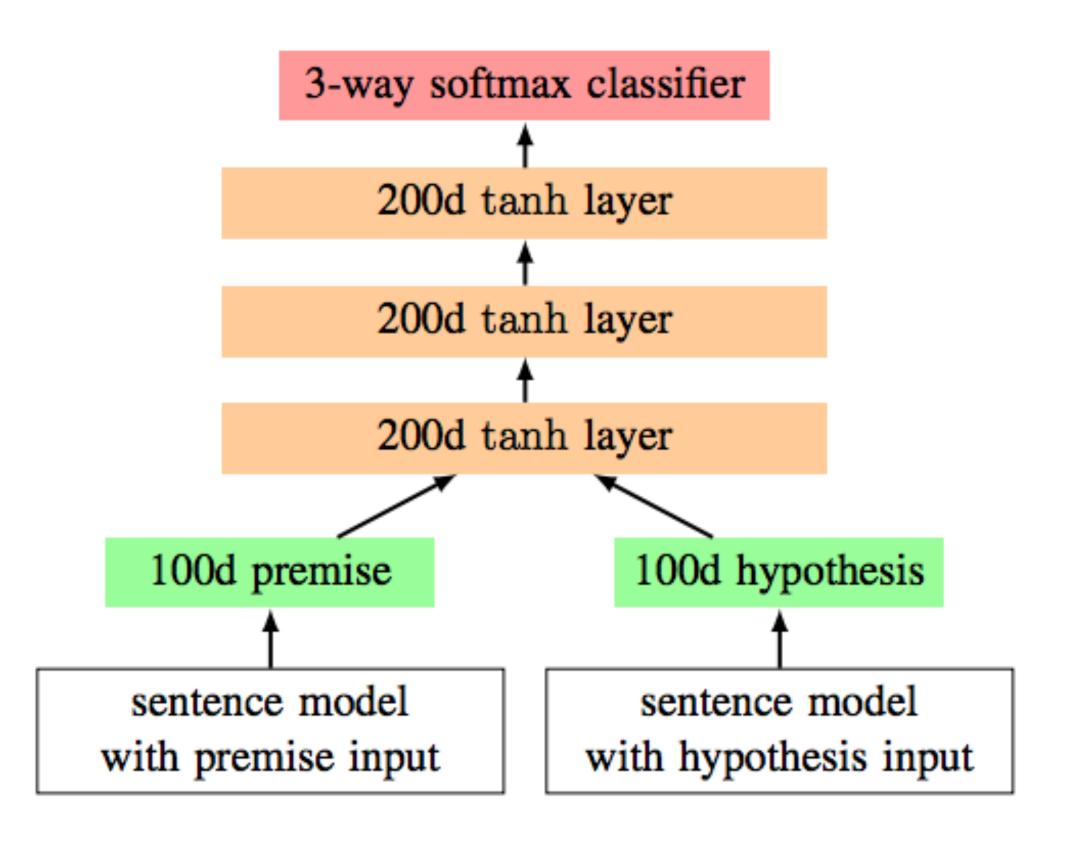
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(Bowman et al., 2016)

300D BiLSTM: 83% accuracy (Liu et al., 2016)

Later: better models for this



# Takeaways

- RNNs can transduce inputs (produce one output for each input) or compress the whole input into a vector
- Useful for a range of tasks with sequential input: sentiment analysis, language modeling, natural language inference, machine translation
- Next time: CNNs and neural CRFs