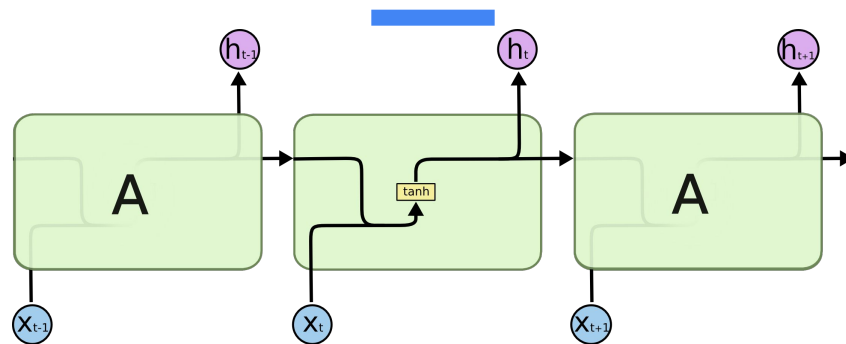


Redes Neurais Recorrentes

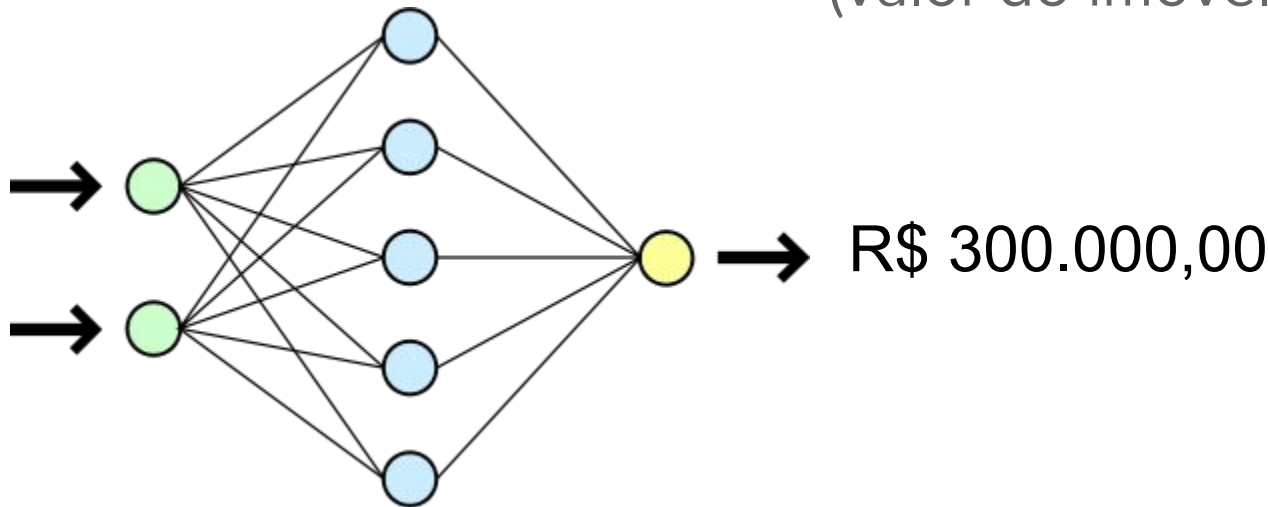
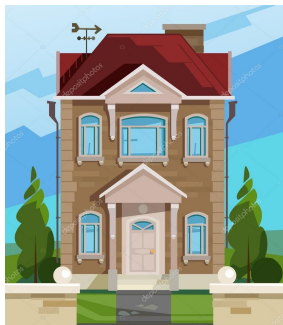


Marlesson Santana

Antes de falar de RNNs, uma rápida revisão

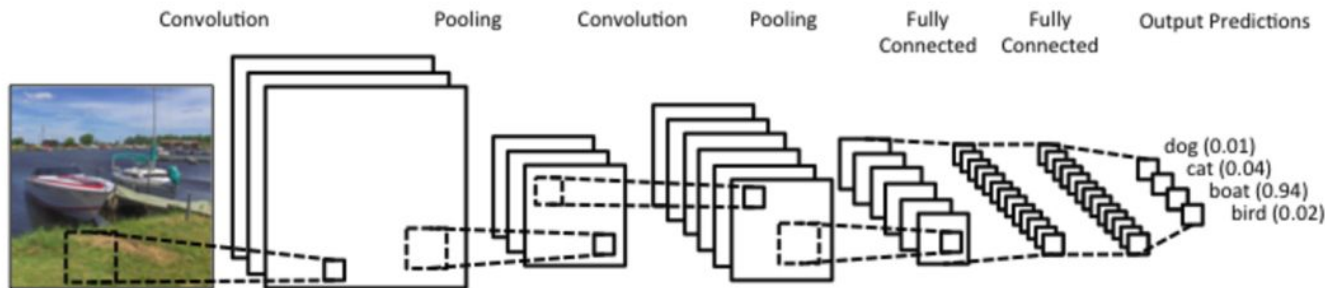
Rede Neural Artificial Feedforward

Características → Reconhecimento de padrões → Resultado
(valor do imóvel)

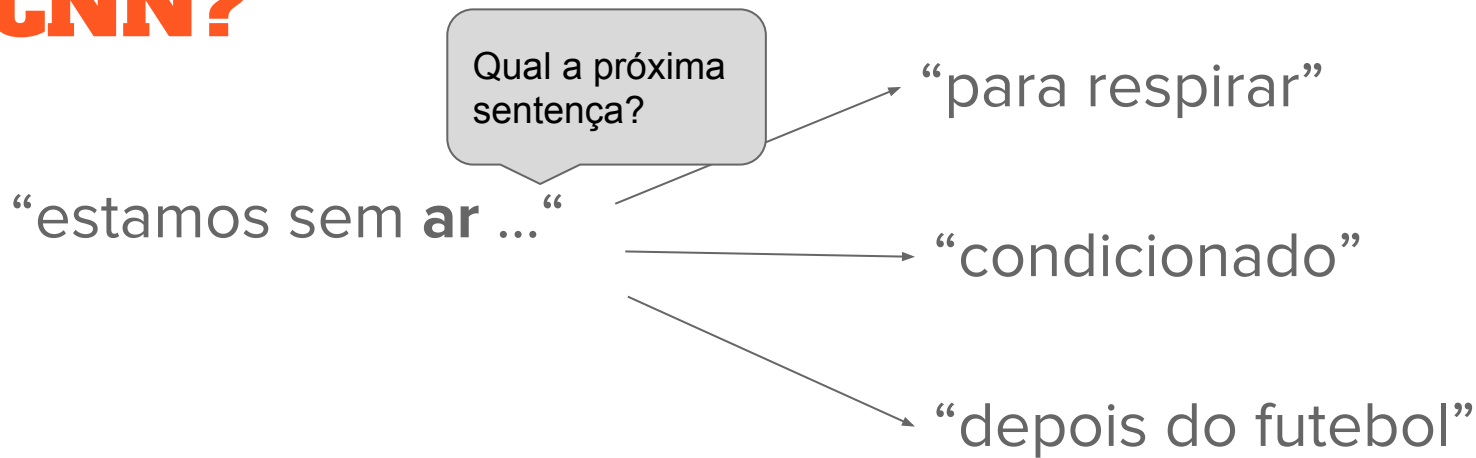


CNN para classificação de objetos em imagens

Imagem → Extração de Características → Classe



Qual o problema com as RNAs e as CNN?



“Hoje fez muito calor, infelizmente ***estamos sem ar*** ...“

Qual o problema com as RNAs e as CNN?



Qual o problema com as RNAs e as CNN?



Uma CNN consegue prever o acidente com apenas essa imagem?

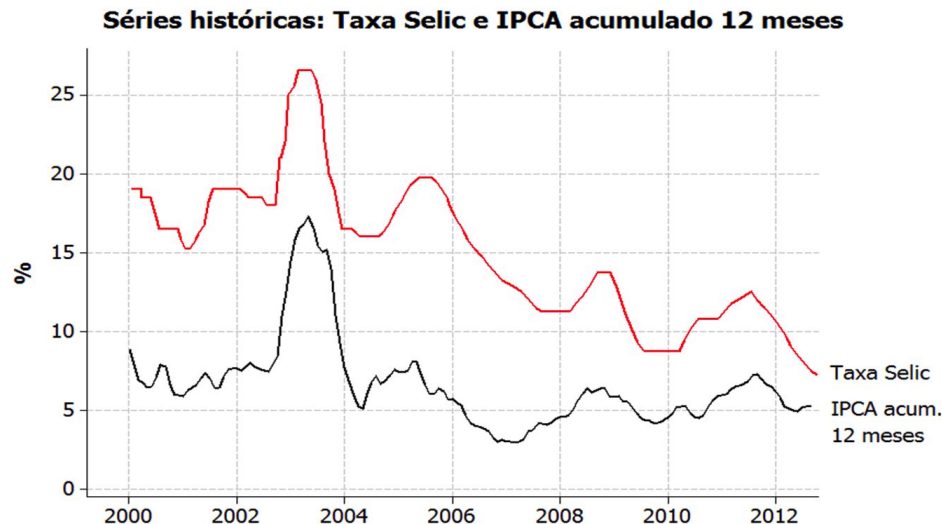
Qual o problema com as RNAs e as CNN?

Em algumas aplicações, o **contexto** e a **ordem** dos eventos são **extremamente importantes**.



TEMPO...

Análise de Série Temporal



Em uma **série temporal**, diferentes padrões de comportamento podem estar associados aos **dados no passado**.

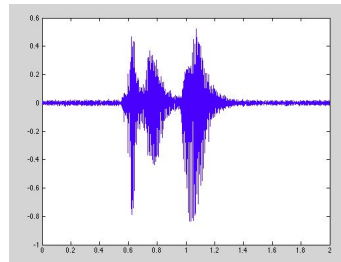
Processamento de Linguagem Natural

Reconhecimento da Fala

Geração de linguagem natural

Tradução (texto e fala)

Análise de Sentimento



Processamento de Imagem e Vídeo

Carros Autônomos

Legenda de Imagens

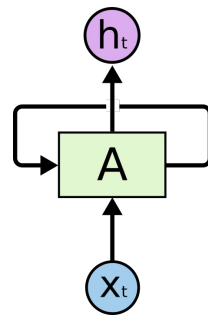
Descrição automatizada



Redes Neurais Recorrentes

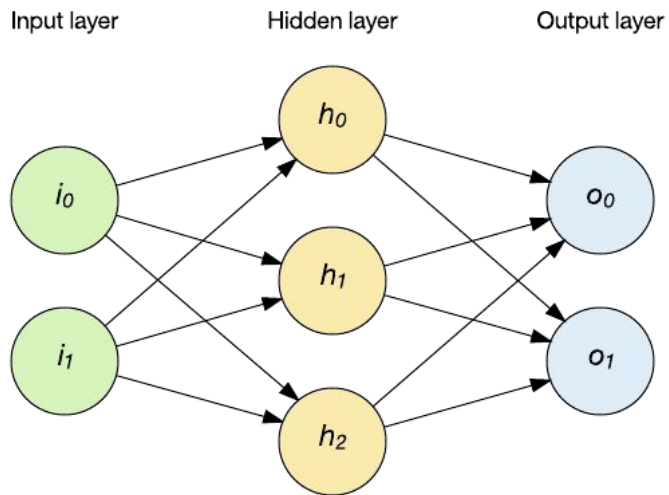
É uma **classe** de redes neurais que inclui conceito de **memória** ao ser executada de forma **recorrente (loop)**.

Processa informações em **sequência** tanto na **entrada** quanto na **saída**.

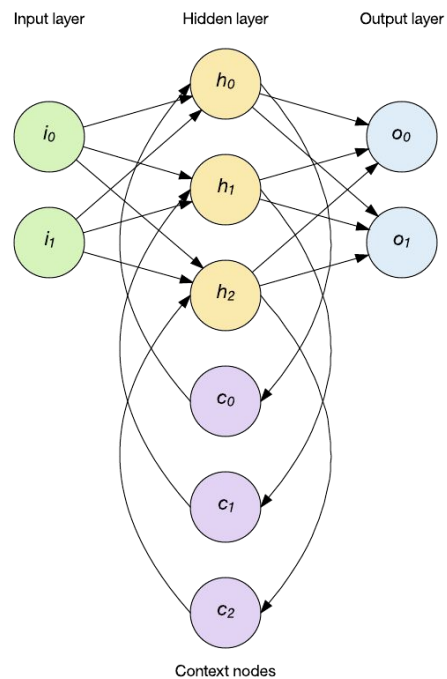


Arquitetura de uma RNN

RNA



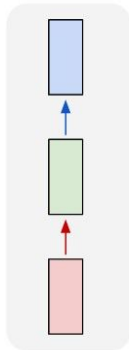
RNN



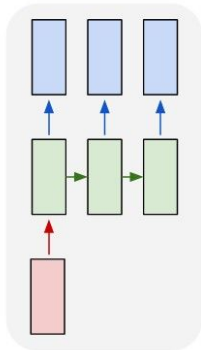
Maneiras de processar sequências

- RNA, CNN...

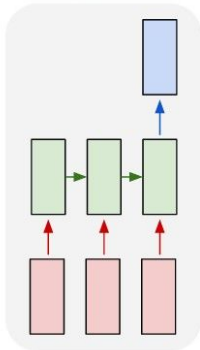
one to one



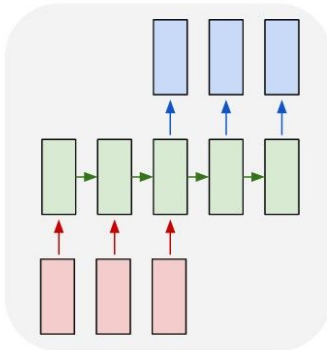
one to many



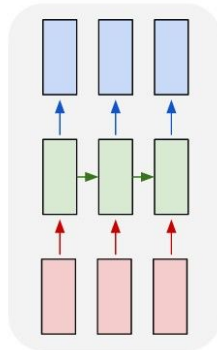
many to one



many to many



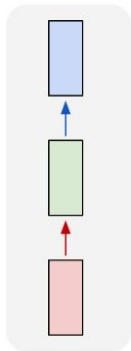
many to many



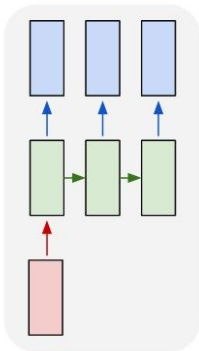
Maneiras de processar sequências

- Descrição de Imagem

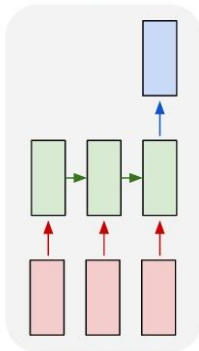
one to one



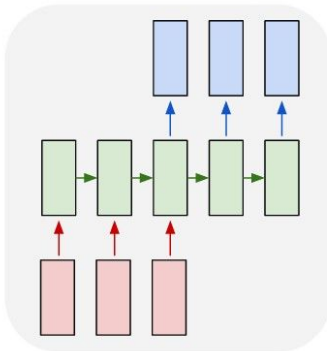
one to many



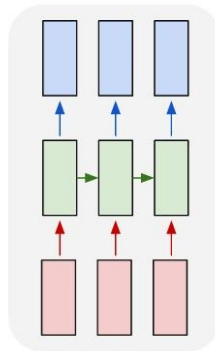
many to one



many to many



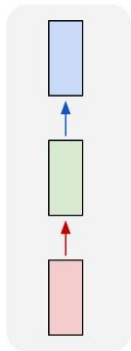
many to many



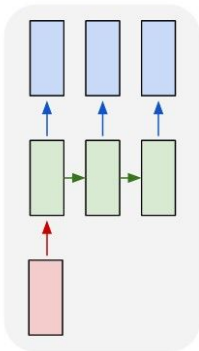
Maneiras de processar sequências

- Análise de Sentimento

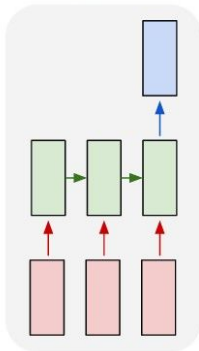
one to one



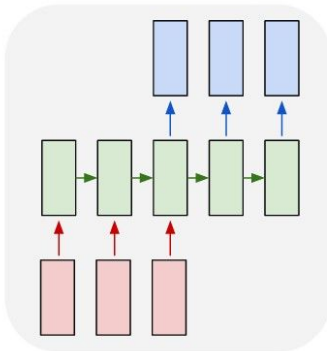
one to many



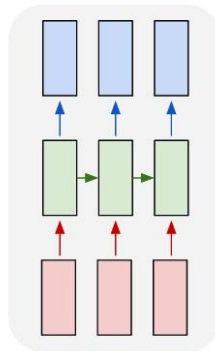
many to one



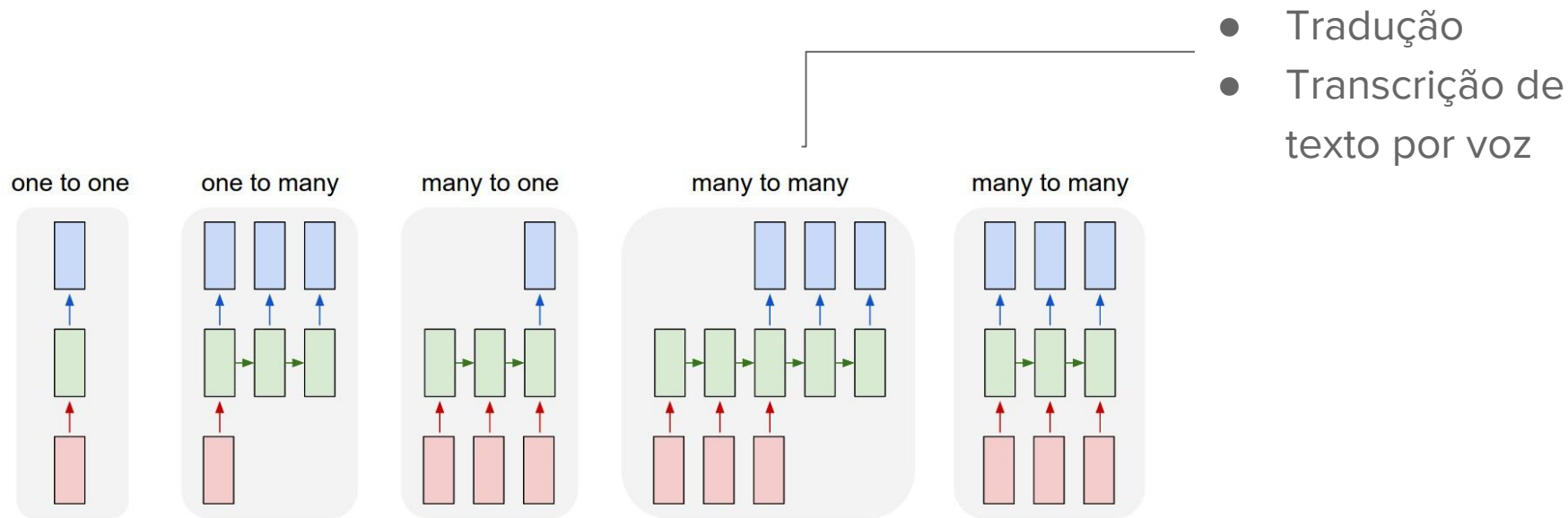
many to many



many to many

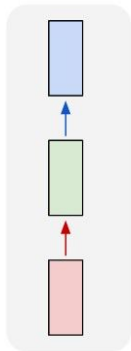


Maneiras de processar sequências

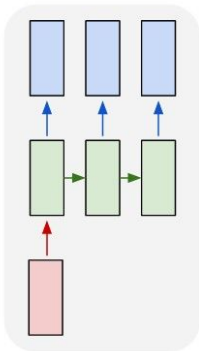


Maneiras de processar sequências

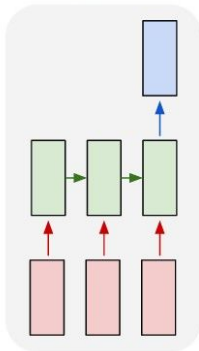
one to one



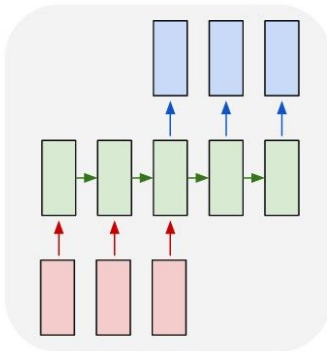
one to many



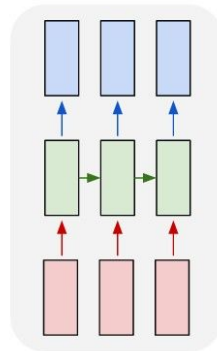
many to one



many to many

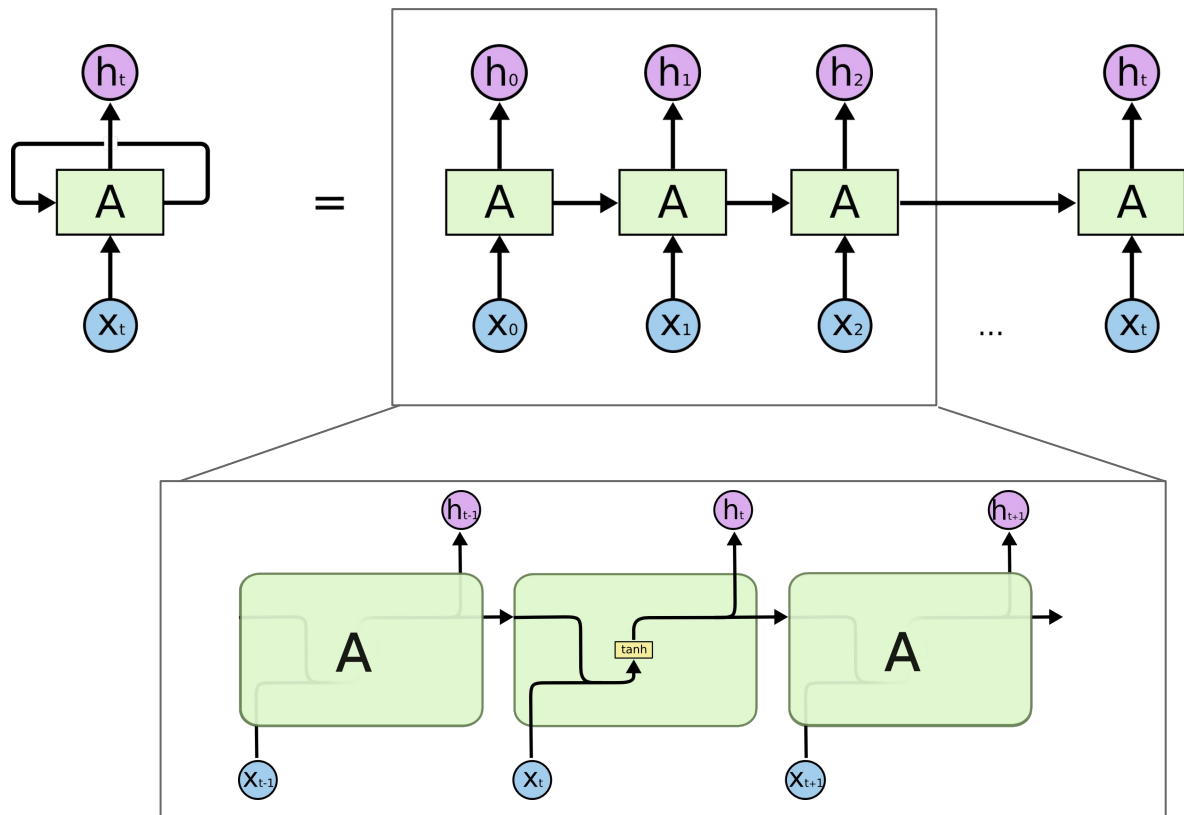


many to many



- Classificação de vídeo (frame a frame)
- Previsão de série histórica

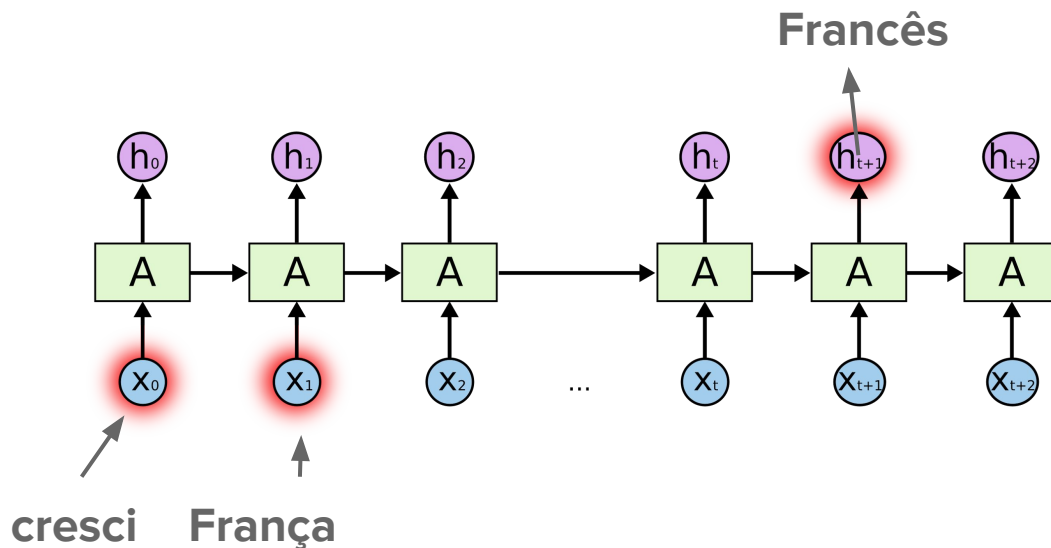
Arquitetura de uma RNN Clássica



Funcionamento de uma RNN

Considere tentar prever a próxima palavra do texto:

“Eu **cre**sci na **França**, sou fluente em [?]”



Existem problemas com as RNNs Clássicas

Sofre bastante com o problema do **Vanishing/Exploding** gradient

- Algoritmo de treinamento Backpropagation Through Time (BPTT)

Dificuldade em lidar com **dependências de longo prazo**

- “**João e Maria estão namorando**, a mãe de maria não gosta desse namoro, então **joão terminou com _____**”

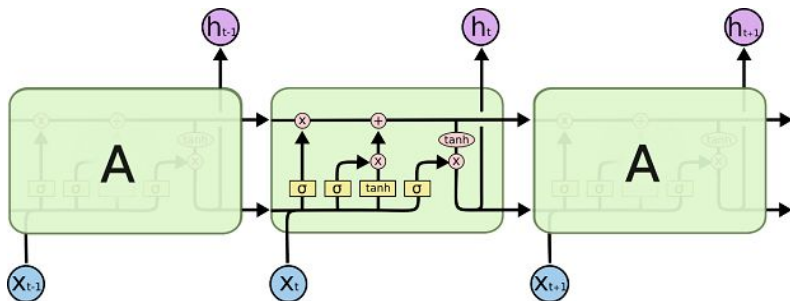
Dificuldade em lidar com **ruídos**

- “Eu gostei do filme, **a viúva negra é minha personagem favorita**, estou ansioso para assistir a continuação”

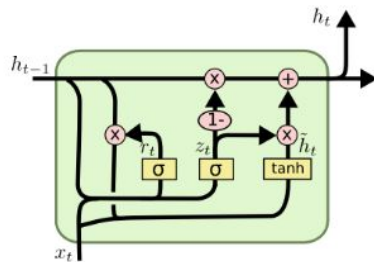
Mas são problemas já solucionados...

Arquiteturas de RNNs mais complexas que resolvem os problemas apresentados nas clássicas

LSTM - Long Short Term Memory



GRU - Gated Recurrent Unit



Esquecer é bom...

Implementando no Keras

```
# RNN - Rede Neural Recorrente Clássica
keras.layers.SimpleRNN(units)

# LSTM - Long-Short Term Memory layer
keras.layers.LSTM(units)

# GRU - Gated Recurrent Unit
keras.layers.GRU(units)
```

```
model = Sequential()
model.add(Embedding(100, 50,
                    input_length = X.shape[1]))
model.add(LSTM(100))
model.add(Dense(2, activation='softmax'))
model.compile(loss = 'categorical_crossentropy',
              optimizer='adam',
              metrics = ['accuracy'])
```

Hands on!

