

Gated recurrent unit

Gated recurrent units (**GRUs**) are a gating mechanism in recurrent neural networks, introduced in 2014 by Kyunghyun Cho et al.^[1] The GRU is like a long short-term memory (LSTM) with a forget gate,^[2] but has fewer parameters than LSTM, as it lacks an output gate.^[3] GRU's performance on certain tasks of polyphonic music modeling, speech signal modeling and natural language processing was found to be similar to that of LSTM.^{[4][5]} GRUs have been shown to exhibit better performance on certain smaller and less frequent datasets.^{[6][7]}

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Architecture

There are several variations on the full gated unit, with gating done using the previous hidden state and the bias in various combinations, and a simplified form called minimal gated unit.^[8]

The operator \odot denotes the Hadamard product in the following.

Fully gated unit

Initially, for $t = 0$, the output vector is $\mathbf{h}_0 = \mathbf{0}$.

$$\mathbf{z}_t = \sigma_g(\mathbf{W}_z \mathbf{x}_t + \mathbf{U}_z \mathbf{h}_{t-1} + \mathbf{b}_z)$$

$$\mathbf{r}_t = \sigma_g(\mathbf{W}_r \mathbf{x}_t + \mathbf{U}_r \mathbf{h}_{t-1} + \mathbf{b}_r)$$

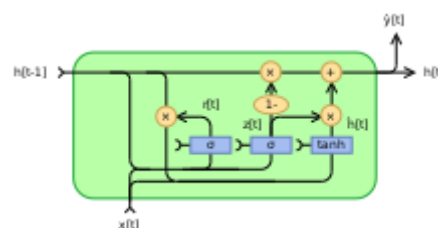
$$\hat{\mathbf{h}}_t = \phi_h(\mathbf{W}_h \mathbf{x}_t + \mathbf{U}_h (\mathbf{r}_t \odot \mathbf{h}_{t-1}) + \mathbf{b}_h)$$

$$\mathbf{h}_t = (1 - \mathbf{z}_t) \odot \mathbf{h}_{t-1} + \mathbf{z}_t \odot \hat{\mathbf{h}}_t$$

Variables

- \mathbf{x}_t : input vector
- \mathbf{h}_t : output vector
- $\hat{\mathbf{h}}_t$: candidate activation vector
- \mathbf{z}_t : update gate vector
- \mathbf{r}_t : reset gate vector
- \mathbf{W} , \mathbf{U} and \mathbf{b} : parameter matrices and vector

Activation functions



Gated Recurrent Unit, fully gated version

- σ_g : The original is a sigmoid function.
- ϕ_h : The original is a hyperbolic tangent.

Alternative activation functions are possible, provided that $\sigma_g(x) \in [0, 1]$.

Alternate forms can be created by changing z_t and r_t ^[9]

- Type 1, each gate depends only on the previous hidden state and the bias.

$$z_t = \sigma_g(U_z h_{t-1} + b_z)$$

$$r_t = \sigma_g(U_r h_{t-1} + b_r)$$

- Type 2, each gate depends only on the previous hidden state.

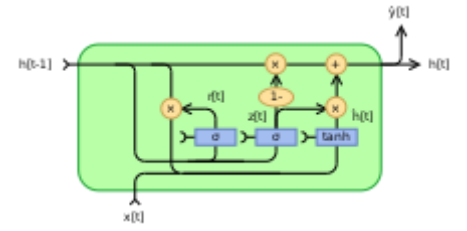
$$z_t = \sigma_g(U_z h_{t-1})$$

$$r_t = \sigma_g(U_r h_{t-1})$$

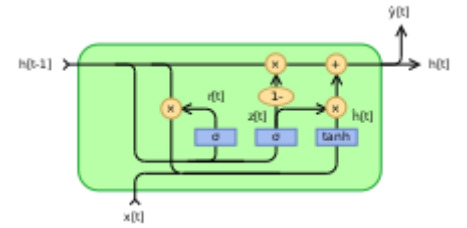
- Type 3, each gate is computed using only the bias.

$$z_t = \sigma_g(b_z)$$

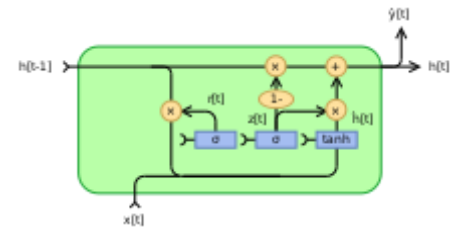
$$r_t = \sigma_g(b_r)$$



Type 1



Type 2



Type 3

Minimal gated unit

The minimal gated unit is similar to the fully gated unit, except the update and reset gate vector is merged into a forget gate. This also implies that the equation for the output vector must be changed:^[10]

$$f_t = \sigma_g(W_f x_t + U_f h_{t-1} + b_f)$$

$$\hat{h}_t = \phi_h(W_h x_t + U_h (f_t \odot h_{t-1}) + b_h)$$

$$h_t = (1 - f_t) \odot h_{t-1} + f_t \odot \hat{h}_t$$

Variables

- x_t : input vector
- h_t : output vector
- \hat{h}_t : candidate activation vector
- f_t : forget vector
- W, U and b : parameter matrices and vector

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