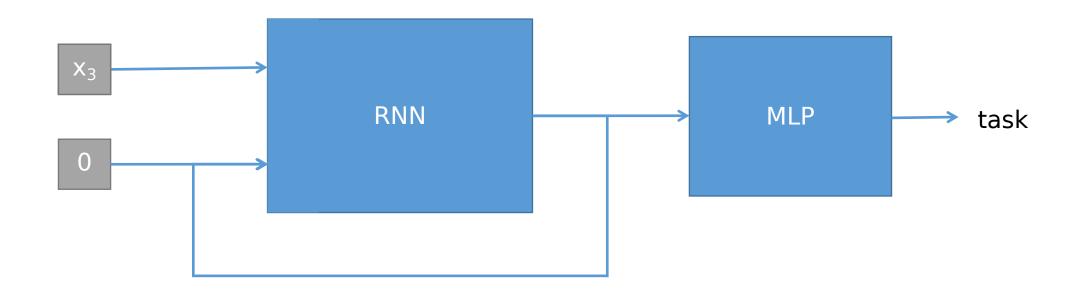
RNN

Recurrent Neural Networks

A Recurrent Neural Network is a kind of neural network created by applying the same set of weights recurrently over a time-varying input, to produce a time-varying output over variable-length input structures.



Recurrent Neural Networks: how to build a simple one



Recurrent Neural Networks: Applications

Recurrent Neural Networks (RNNs) find **applications** in various fields, leveraging their ability to **process time-varying** data. The key applications can be **diveded** into two **major families**:

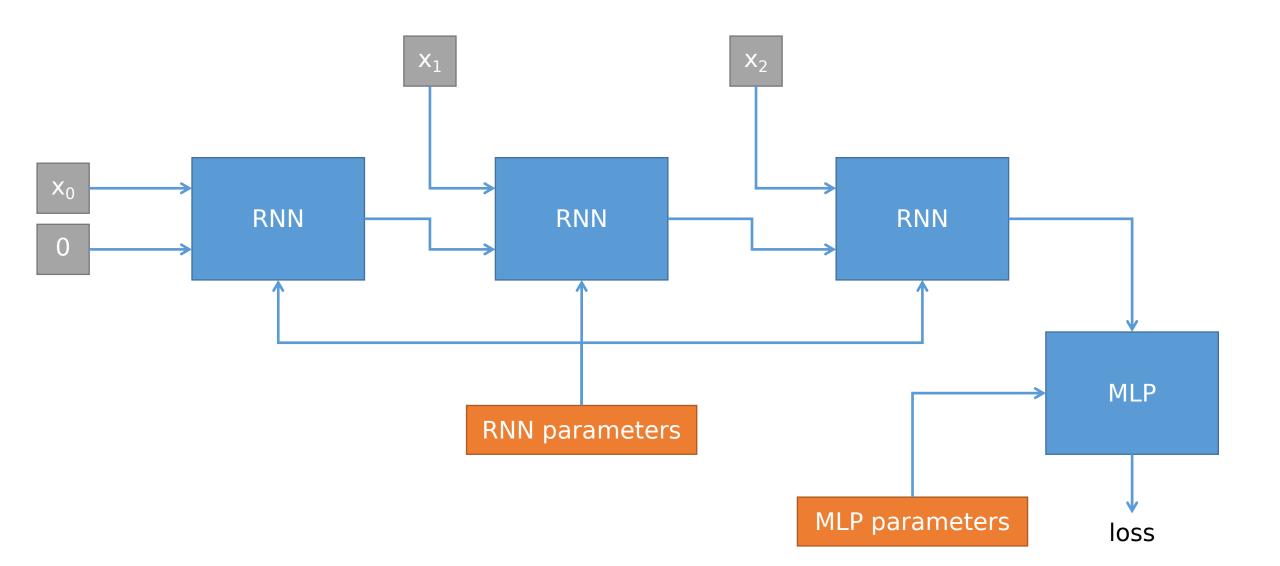
Sequence to Task

 Sequence-to-task models process sequential input data and accomplish specific tasks, such as classification or regression, by capturing temporal dependencies and patterns within the sequence.

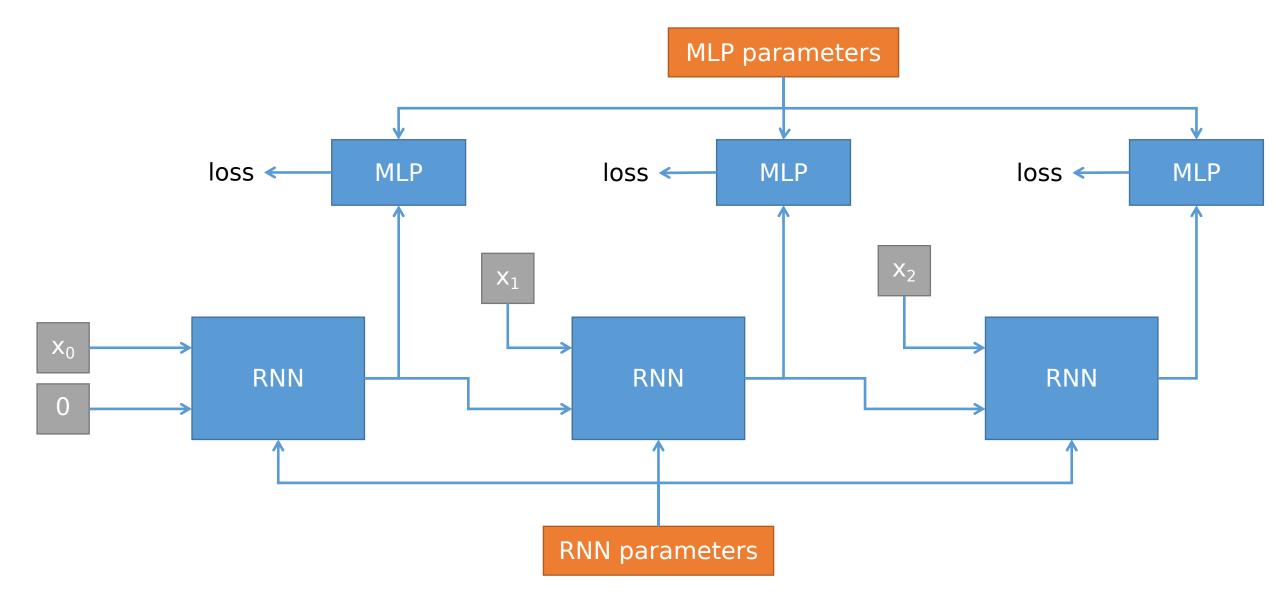
Sequence to Sequence

• Sequence-to-sequence (**seq2seq**) models are designed to handle **input** and **output sequences** of **varying lengths**. Seq2seq models are applied in machine translation, text summarization, speech-to-text conversion, etc...

Recurrent Neural Networks: Computational Graph (end loss)



Recurrent Neural Networks: Computational Graph (step loss)



PyTorch: Concat and Stack

In PyTorch, concat and stack are functions used for combining tensors along different dimensions.

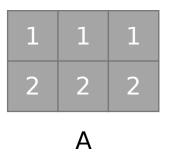
Concatenation (torch.concat):

This function is used to concatenate tensors along a specified dimension. For example, if you have two tensors A and B with the same size along all dimensions except for a specific dimension, you can concatenate them along that dimension using torch.cat([A, B], dim).

Stacking (torch.stack):

 Stacking is similar to concatenation but creates a new dimension for the stacked tensors. If you have two tensors A and B, stacking them with torch.stack([A, B], dim) will create a new dimension along the specified dimension and stack them along that.

PyTorch: Concat and Stack



3	3	3
4	4	4

В

1	1	1
2	2	2
3	3	3
4	4	4

1	1	1	3	3	3
2	2	2	4	4	4

	3	3	_3
1	1	1	4
2	2	2	

torch.concat((A, B), dim=0)

torch.concat((A, B), dim=1)

torch.stack((A, B), dim=0)

PyTorch: Concat and Stack

```
import torch
a = torch.tensor([[1,1,1], [2,2,2], [3,3,3],])
b = torch.tensor([[4,4,4], [5,5,5], [6,6,6]])
print(torch.concat((a,b),dim=0))
print(torch.concat((a,b),dim=1))
tensor([[1, 1, 1],
       [2, 2, 2],
        [3, 3, 3],
        [4, 4, 4],
        [5, 5, 5],
        [6, 6, 6]])
tensor([[1, 1, 1, 4, 4, 4],
        [2, 2, 2, 5, 5, 5],
        [3, 3, 3, 6, 6, 6]])
```

```
print(torch.stack((a,b),dim=0).shape)
print(torch.stack((a,b),dim=1).shape)
print(torch.stack((a,b),dim=2).shape)

torch.Size([2, 3, 3])
torch.Size([3, 2, 3])
torch.Size([3, 3, 2])
```

Simple RNN in PyTorch (end loss)

```
import torch
n_inputs = 10
n hidden = 30
n_{output} = 5
rnn = torch.nn.Sequential(
    torch.nn.Linear(n_inputs + n_hidden, 100),
    torch.nn.LeakyReLU(),
    torch.nn.Linear(100, 100),
    torch.nn.LeakyReLU(),
    torch.nn.Linear(100, n_hidden)
mlp = torch.nn.Sequential(
    torch.nn.Linear(n_hidden, 100),
    torch.nn.LeakyReLU(),
    torch.nn.Linear(100, n_output)
```

```
input_sequence = torch.randn((5, 10))
target = torch.randn(5)
current_hidden = torch.zeros(30)
for t in range(0, 5):
  current_input = input_sequence[t]
  network_input = torch.concat(
    (current_input, current_hidden),
    dim=0
  current_hidden = rnn(network_input)
loss = loss_fn(mlp(current_hidden), target)
```

Simple RNN in PyTorch (step loss)

```
input_sequence = torch.randn((5, 10))
targets = torch.zeros(5, 5)
current_hidden = torch.zeros(30)
losses = []
for t in range(0, 5):
  current_input = input_sequence[t]
  current_target = targets[t]
 network_input = torch.concat(
    (current_input, current_hidden),
    dim=0
  current_hidden = rnn(network_input)
  current_output = mlp(current_hidden)
  losses.append(loss_fn(current_output, current_target))
losses = torch.stack(losses)
loss = losses.mean()
```

Simple batched RNN in PyTorch (out on last state)

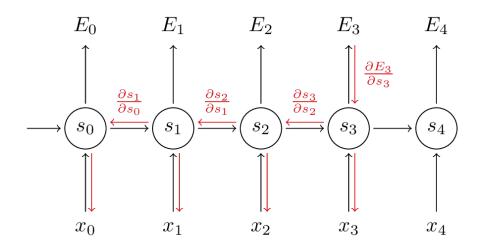
```
class RNNModel(torch.nn.Module):
    def __init__(self, input_size, hidden_size, output_size):
        super().__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
        self.rnn = torch.nn.Sequential(
            torch.nn.Linear(input_size + hidden_size, hidden_size),
            torch.nn.LeakyReLU(),
            torch.nn.Linear(hidden_size, hidden_size),
            torch.nn.LeakyReLU(),
            torch.nn.Linear(hidden_size, hidden_size),
        self.ff = torch.nn.Linear(hidden_size, output_size)
    def forward(self, x):
        hidden_state = torch.zeros(x.shape[0], self.hidden_size, device=x.device)
        for t in range(x.shape[1]):
            input = torch.cat([x[:, t, :], hidden_state], dim=1)
            hidden_state = self.rnn(input)
        return self.ff(hidden_state)
```

Vanishing gradient problem in RNNs

RNNs are prone to the **vanishing gradient** problem, **hindering** their **ability** to **learn** from **long sequences**.

This occurs when **gradients** become **extremely small** during backpropagation through time, **especially** in **long sequences**.

Factors like repeated application of weight matrices, certain activation functions, and poor initialization contribute to this issue.



Vanishing gradient problem mitigation

The vanishing gradient problem in RNN can be mitigated but cannot be completely solved.

There are several architectures that tries to mitigate it by selectively retain and forget information during sequential processing.

In the next slides we will delve deeper into:

- Long-Short Term Memory (LSTM) networks
- Gated Recurrent Unit (GRU) networks

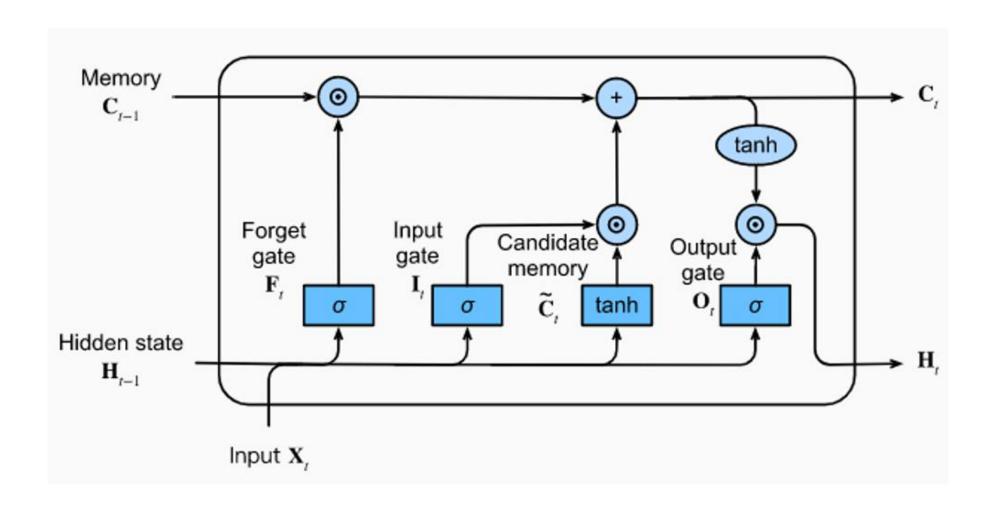
Long-Short Term Memory (LSTM)

Long Short-Term Memory (LSTM) is a **type** of **recurrent neural network** (RNN) architecture **designed** to **address** the **vanishing** gradient **problem**.

LSTMs introduce a memory cell with a gating mechanism, allowing it to selectively store, read, and erase information over time.

input gate
$$i_t = \sigma(W_{ii}x_t + b_{ii} + W_{hi}h_{t-1} + b_{hi})$$
 forget gate $f_t = \sigma(W_{if}x_t + b_{if} + W_{hf}h_{t-1} + b_{hf})$ cell gate $g_t = \tanh(W_{ig}x_t + b_{ig} + W_{hg}h_{t-1} + b_{hg})$ output gate $o_t = \sigma(W_{io}x_t + b_{io} + W_{ho}h_{t-1} + b_{ho})$ next memory $c_t = f_t \odot c_{t-1} + i_t \odot g_t$ next hidden $h_t = o_t \odot \tanh(c_t)$

Long-Short Term Memory (LSTM)



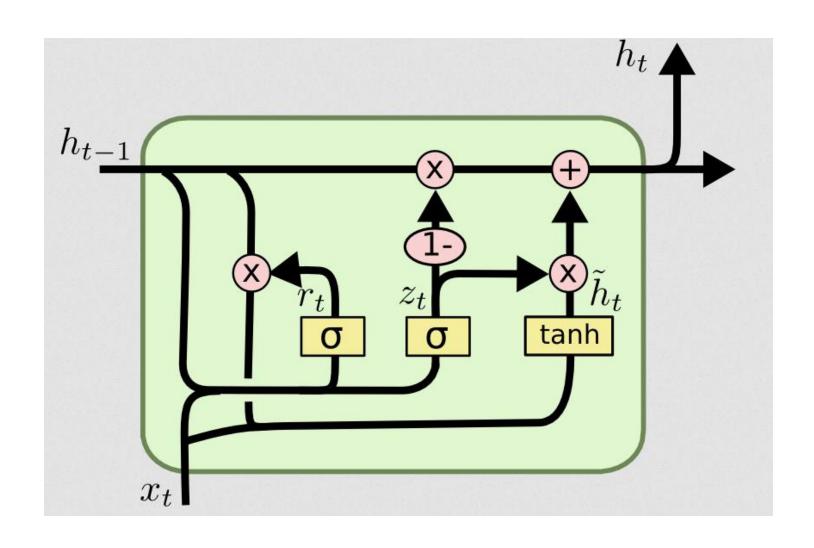
Gate Recurrent Unit (GRU)

The **Gated Recurrent Unit** (GRU) is also a type of **recurrent neural network** (RNN) architecture designed to **address** the **vanishing** gradient **problem**.

Similar to Long Short-Term Memory (LSTM), **GRUs** utilize **gating** mechanisms, but they have a **simpler** structure with **three gates**: the **reset** gate, the **update** gate and the **new** gate.

reset gate
$$r_t = \sigma(W_{ir}x_t + b_{ir} + W_{hr}h_{(t-1)} + b_{hr})$$
 update gate
$$z_t = \sigma(W_{iz}x_t + b_{iz} + W_{hz}h_{(t-1)} + b_{hz})$$
 new gate
$$n_t = \tanh(W_{in}x_t + b_{in} + r_t\odot(W_{hn}h_{(t-1)} + b_{hn}))$$
 next hidden
$$h_t = (1-z_t)\odot n_t + z_t\odot h_{(t-1)}$$

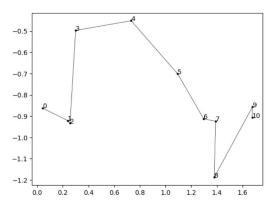
Gate Recurrent Unit (GRU)

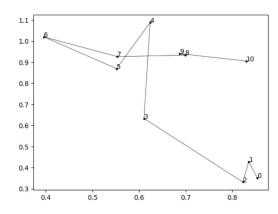


Exercise 1: RNN on custom dataset

Train this RNN to solve the sequence classification problem

```
self.rnn = torch.nn.Sequential(
    torch.nn.Linear(input_size + hidden_size, hidden_size),
    torch.nn.LeakyReLU(),
    torch.nn.Linear(hidden_size, hidden_size),
    torch.nn.LeakyReLU(),
    torch.nn.Linear(hidden_size, hidden_size),
)
self.ff = torch.nn.Linear(hidden_size, output_size)
```





Exercise 2: LSTM on custom dataset

Train a LSTM to solve the same sequence classification problem

```
self.lstm = torch.nn.LSTM(input_size, hidden_size, num_layers=3, batch_first=True)
self.ff = torch.nn.Linear(hidden_size, output_size)
```

Exercise 3: Compare RNN LSTM and GRU on custom dataset

Compare a RNN, LSTM and GRU on the same dataset

- All the recurrent networks should have:
 - 300 hidden neurons
 - 3 layers
- The final classification task should be solved using a single linear layer 300 = 2
- Use same epochs, batch size and learning rate