9. 1. Gated Recurrent Units (GRU)

Long products of matrices can lead to vanishing or exploding gradients

Memory cell

- Early observation might be highly significant for predicting all future observations
- Need to store vital early information in a memory cell

Skipping

- Some tokens might have no significant information or observation
- Need to skip such tokens in the latent state representation

Resetting

- There could be a logical break between parts of sequence
- Need to reset internal state representation

9. 1. 1. Gated Hidden State

9. 1. 1. Reset Gate and Update Gate

- Support dedicated mechanisms for when a hidden state should be updated and reset
- Reset Gate: How much of the previous state we might
 still want to remember
- Update Gate: How much of the new state is just a copy
 of the old state
- Use **sigmoid** to transform input values to the interval (0,
 1)

$$\mathbf{R}_{t} = \sigma(\mathbf{X}_{t}\mathbf{W}_{xr} + \mathbf{H}_{t-1}\mathbf{W}_{hr} + \mathbf{b}_{r}),$$

$$\mathbf{Z}_{t} = \sigma(\mathbf{X}_{t}\mathbf{W}_{xz} + \mathbf{H}_{t-1}\mathbf{W}_{hz} + \mathbf{b}_{z}),$$

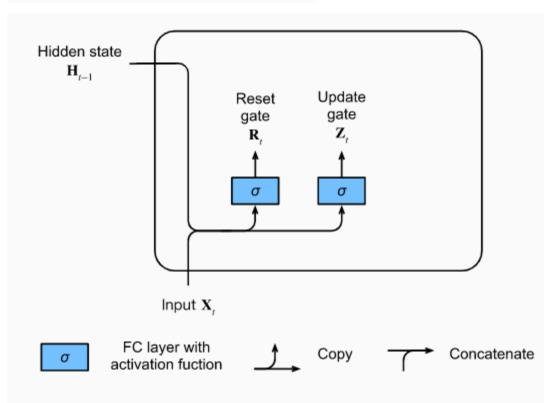


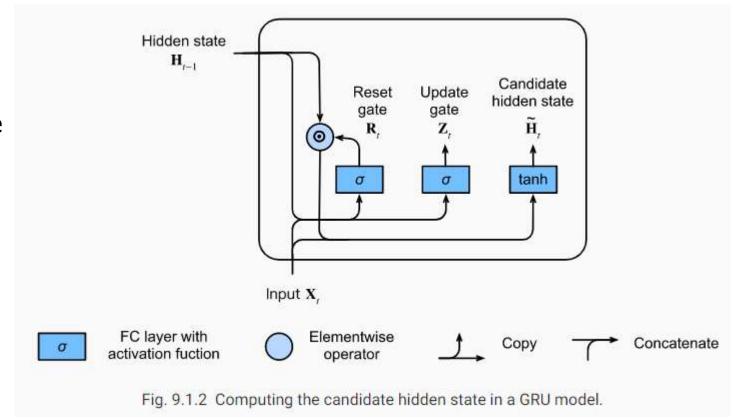
Fig. 9.1.1 Computing the reset gate and the update gate in a GRU model.

9. 1. 1. Gated Hidden State

9. 1. 1. 2. Candidate Hidden State

- Integrate the reset gate, candidate, since still need to incorporate the action of update gate
- Whenever the entries in the reset gate are close to 1, recover a vanilla RNN
- Whenever the entries in the reset gate are close to 0, close to MLP with input
- Use tanh to ensure values in the candidate hidden state remain in the interval (-1, 1)

$$\tilde{\mathbf{H}}_t = anh(\mathbf{X}_t\mathbf{W}_{xh} + (\mathbf{R}_t\odot\mathbf{H}_{t-1})\mathbf{W}_{hh} + \mathbf{b}_h),$$

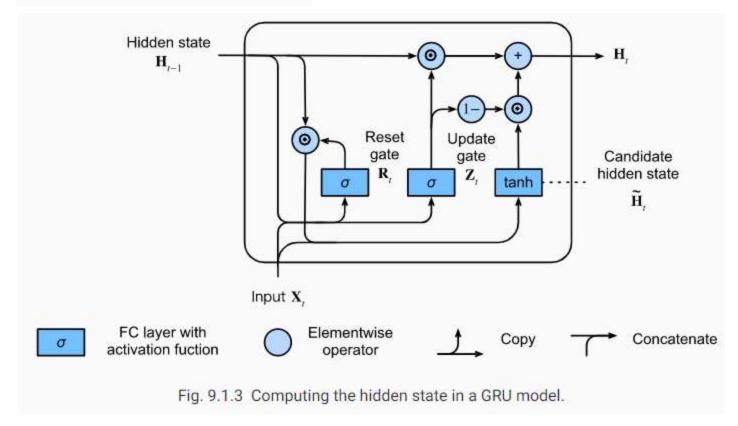


9. 1. 1. Gated Hidden State

9. 1. 1. 3. Hidden State

- Determines the extent to which the new hidden state is just the old state and new candidate state
- Whenever update gate is close to 1, simply retain the old state, current Input X is ignored skipping time stamp step t in the dependency chain
- Whenever update gate is close to 0, use
 candidate latent state
- This designs can help to avoid vanishing gradients and better capture dependencies for sequences with large time step

$$ilde{\mathbf{H}}_t = anh(\mathbf{X}_t \mathbf{W}_{xh} + (\mathbf{R}_t \odot \mathbf{H}_{t-1}) \mathbf{W}_{hh} + \mathbf{b}_h),$$
 $\mathbf{H}_t = \mathbf{Z}_t \odot \mathbf{H}_{t-1} + (1 - \mathbf{Z}_t) \odot \tilde{\mathbf{H}}_t.$



9. 2. 1. Gated Memory Cell – Input, Forget, Output Gate

- Almost mechanisms are like GRU
- When to remember and when to ignore inputs in the hidden state
- Values of the three gates are in the range of
 (0, 1)

$$egin{aligned} \mathbf{I}_t &= \sigma(\mathbf{X}_t\mathbf{W}_{xi} + \mathbf{H}_{t-1}\mathbf{W}_{hi} + \mathbf{b}_i), \ \mathbf{F}_t &= \sigma(\mathbf{X}_t\mathbf{W}_{xf} + \mathbf{H}_{t-1}\mathbf{W}_{hf} + \mathbf{b}_f), \ \mathbf{O}_t &= \sigma(\mathbf{X}_t\mathbf{W}_{xo} + \mathbf{H}_{t-1}\mathbf{W}_{ho} + \mathbf{b}_o), \end{aligned}$$

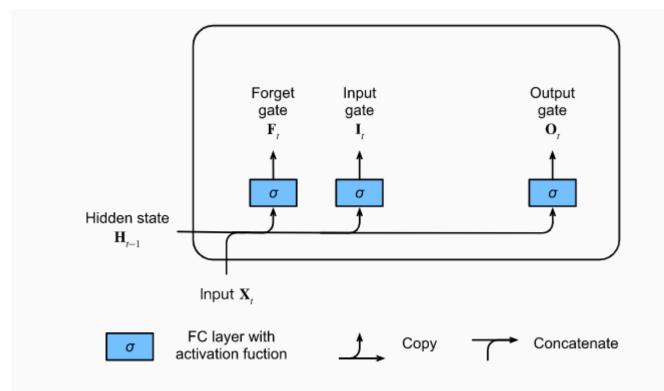


Fig. 9.2.1 Computing the input gate, the forget gate, and the output gate in an LSTM model.

9. 2. 1. Gated Memory Cell - Candidate Memory Cell

Use tanh with a value range for (-1, 1)

$$\tilde{\mathbf{C}}_t = \tanh(\mathbf{X}_t \mathbf{W}_{xc} + \mathbf{H}_{t-1} \mathbf{W}_{hc} + \mathbf{b}_c),$$

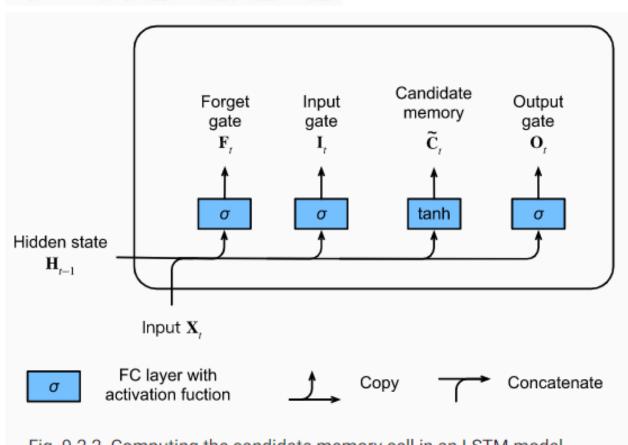


Fig. 9.2.2 Computing the candidate memory cell in an LSTM model.

9. 2. 1. Gated Memory Cell – Memory Cell

- Input gate I governs how much we take new data via Candidate Cell
- Forget gate F addresses how much of the old memory cell we retain
- If forget gate is always approximately 1
 and the input gate is always
 approximately 0, the past memory cells
 will be saved over time and passed to the
 current timestamp
- It can avoid vanishing gradient and better capture long range dependencies

$$\mathbf{C}_t = \mathbf{F}_t \odot \mathbf{C}_{t-1} + \mathbf{I}_t \odot \tilde{\mathbf{C}}_t.$$

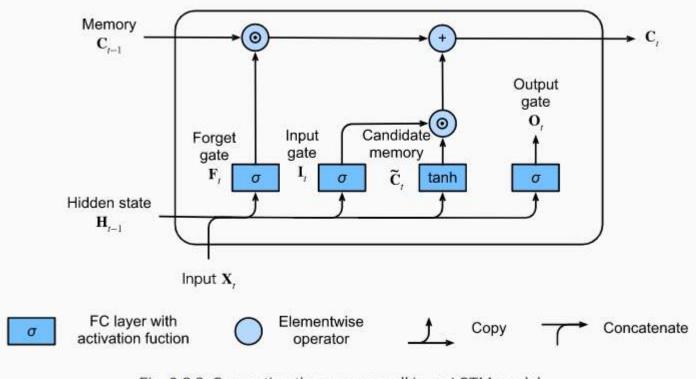
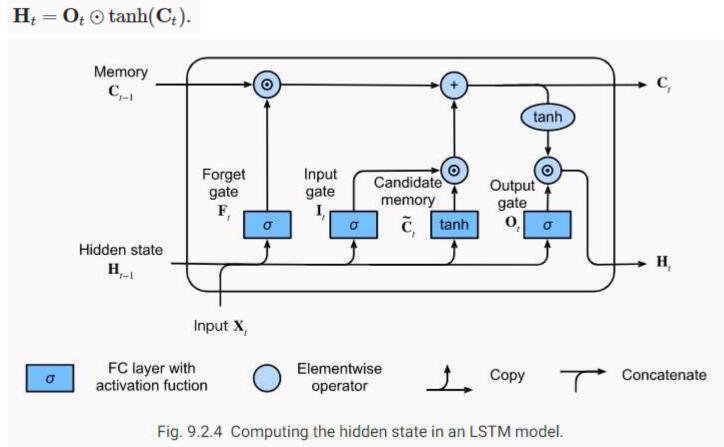


Fig. 9.2.3 Computing the memory cell in an LSTM model.

9. 2. 1. Gated Memory Cell - Hidden State

- Whenever the output gate approximates 1, effectively pass all memory information
- Whenever the output gate approximates 0, information only retain memory cell and perform
 - no further processing
- LSTMs and GRUs are quite costly due to the long-range dependency of the sequence
- Transformers can be alternatives



9. 3. Deep Recurrent Neural Networks

- Up to now, only discussed RNNs with a single unidirectional hidden layer
- With a single layer, it could be challenging to form latent variables
- By stacking multiple layers of RNNs, we could get extra nonlinearity

```
vocab_size, num_hiddens, num_layers = len(vocab), 256, 2
num_inputs = vocab_size
device = d2l.try_gpu()
lstm_layer = nn.LSTM(num_inputs, num_hiddens, num_layers)
model = d2l.RNNModel(lstm_layer, len(vocab))
model = model.to(device)
```

$$\mathbf{H}_{t}^{(l)} = \phi_{l}(\mathbf{H}_{t}^{(l-1)}\mathbf{W}_{xh}^{(l)} + \mathbf{H}_{t-1}^{(l)}\mathbf{W}_{hh}^{(l)} + \mathbf{b}_{h}^{(l)}),$$

$$\mathbf{O}_t = \mathbf{H}_t^{(L)} \mathbf{W}_{hq} + \mathbf{b}_q,$$

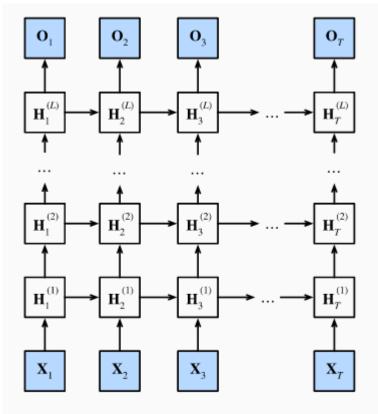
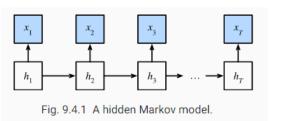


Fig. 9.3.1 Architecture of a deep RNN.

9. 4. Bidirectional Recurrent Neural Networks

- In sequence learning, we assumed that our goal is to model the next output given what we have seen
- While this is a typical scenario, not the only one we encounter
 - I am ____
 - I am ____ hungry
 - I am ____ hungry, and I can eat half a pig
- Sometimes longer-range context is vital (e.g. NER, Green refers to Mr. Green or the colr)

9. 4. 1. Dynamic Programming in HMM



- At any time step t, latent variable h_t that governs our observed emission x_t via $P(x_t|h_t)$
- Any transition, $h_t \to h_{t+1}$, given by some state transition probability $P(h_{t+1}|h_t)$

$$P(x_1, \dots, x_T, h_1, \dots, h_T) = \prod_{t=1}^T P(h_t \mid h_{t-1}) P(x_t \mid h_t), ext{ where } P(h_1 \mid h_0) = P(h_1).$$

$$\begin{split} & = \sum_{h_{1}, \dots, h_{T}} P(x_{1}, \dots, x_{T}, h_{1}, \dots, h_{T}) \\ & = \sum_{h_{1}, \dots, h_{T}} \prod_{t=1}^{T} P(h_{t} \mid h_{t-1}) P(x_{t} \mid h_{t}) \\ & = \sum_{h_{2}, \dots, h_{T}} \left[\sum_{h_{1}} P(h_{1}) P(x_{1} \mid h_{1}) P(h_{2} \mid h_{1}) \right] P(x_{2} \mid h_{2}) \prod_{t=3}^{T} P(h_{t} \mid h_{t-1}) P(x_{t} \mid h_{t}) \\ & = \sum_{h_{3}, \dots, h_{T}} \left[\sum_{h_{2}} \pi_{2}(h_{2}) P(x_{2} \mid h_{2}) P(h_{3} \mid h_{2}) \right] P(x_{3} \mid h_{3}) \prod_{t=4}^{T} P(h_{t} \mid h_{t-1}) P(x_{t} \mid h_{t}) \\ & = \dots \\ & = \sum_{h_{T}} \pi_{T}(h_{T}) P(x_{T} \mid h_{T}). \\ & \pi_{t+1}(h_{t+1}) = \sum_{h_{t}} \pi_{t}(h_{t}) P(x_{t} \mid h_{t}) P(h_{t+1} \mid h_{t}). \end{split}$$

$$\begin{split} & P(x_1, \dots, x_T) \\ &= \sum_{h_1, \dots, h_T} P(x_1, \dots, x_T, h_1, \dots, h_T) \\ &= \sum_{h_1, \dots, h_T} \prod_{t=1}^{T-1} P(h_t \mid h_{t-1}) P(x_t \mid h_t) \cdot P(h_T \mid h_{T-1}) P(x_T \mid h_T) \\ &= \sum_{h_1, \dots, h_{T-1}} \prod_{t=1}^{T-1} P(h_t \mid h_{t-1}) P(x_t \mid h_t) \cdot \underbrace{\left[\sum_{h_T} P(h_T \mid h_{T-1}) P(x_T \mid h_T) \right]}_{\rho_{T-1}(h_{T-1}) \stackrel{\text{def}}{=}} \\ &= \sum_{h_1, \dots, h_{T-2}} \prod_{t=1}^{T-2} P(h_t \mid h_{t-1}) P(x_t \mid h_t) \cdot \underbrace{\left[\sum_{h_{T-1}} P(h_{T-1} \mid h_{T-2}) P(x_{T-1} \mid h_{T-1}) \rho_{T-1}(h_{T-1}) \right]}_{\rho_{T-2}(h_{T-2}) \stackrel{\text{def}}{=}} \\ &= \dots \\ &= \sum_{h_1} P(h_1) P(x_1 \mid h_1) \rho_1(h_1). \end{split}$$

 $\rho_{t-1}(h_{t-1}) = \sum_{h_t} P(h_t \mid h_{t-1}) P(x_t \mid h_t) \rho_t(h_t),$

9. 4. 2. Bidirectional Model

- Key features of bidirectional model use information from both future and past observations to predict the current one
- Use bidirectional RNN naively can compute poor accuracy
 - During training we have pas and future
 - During test, we only have past data
- Also extremely slow to compute forward propagation requires both forward and backward recursions
- In practice, bidirectional layers are used very narrow set of apps
 - Filling in missing words
 - Annotating tokens (e.g. NER)
 - Encoding sequences wholesale as a step-in pipeline (machine translation)

$$\overrightarrow{\mathbf{H}}_{t} = \phi(\mathbf{X}_{t}\mathbf{W}_{xh}^{(f)} + \overrightarrow{\mathbf{H}}_{t-1}\mathbf{W}_{hh}^{(f)} + \mathbf{b}_{h}^{(f)}),
\overleftarrow{\mathbf{H}}_{t} = \phi(\mathbf{X}_{t}\mathbf{W}_{xh}^{(b)} + \overleftarrow{\mathbf{H}}_{t+1}\mathbf{W}_{hh}^{(b)} + \mathbf{b}_{h}^{(b)}),$$

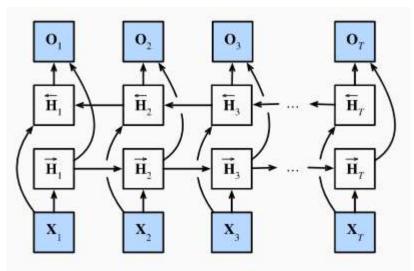


Fig. 9.4.2 Architecture of a bidirectional RNN.

9. 4. 2. Bidirectional Model

- Key features of bidirectional model use information from both future and past observations to predict the current one
- Use bidirectional RNN naively can compute poor accuracy
 - During training we have pas and future
 - During test, we only have past data

```
from d2l import torch as d2l
import torch
from torch import nn
# Load data
batch size, num steps, device = 32, 35, d2l.try gpu()
train iter, vocab = d2l.load data time machine(batch size, num steps)
# Define the bidirectional LSTM model by setting `bidirectional=True`
vocab size, num hiddens, num layers = len(vocab), 256, 2
num inputs = vocab size
lstm layer = nn.LSTM(num inputs, num hiddens, num layers, bidirectional=True)
model = d2l.RNNModel(lstm layer, len(vocab))
model = model.to(device)
# Train the model
num epochs, lr = 500, 1
d2l.train ch8(model, train iter, vocab, lr, num epochs, device)
```

```
perplexity 1.0, 197213.3 tokens/sec on cuda:0
time travelleryou can show black is white by argument said filby
traveller with a slight accession ofcheerfulness really thi
```