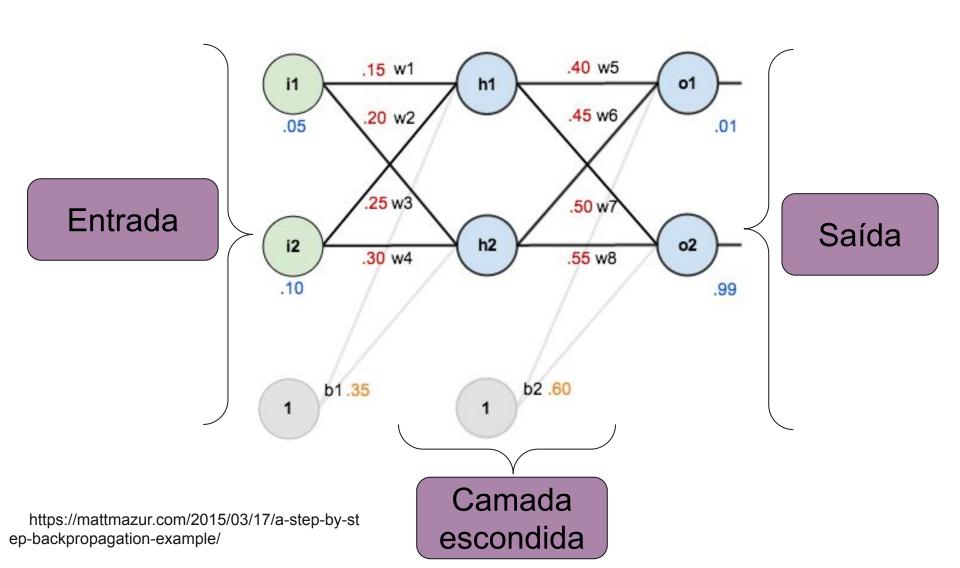
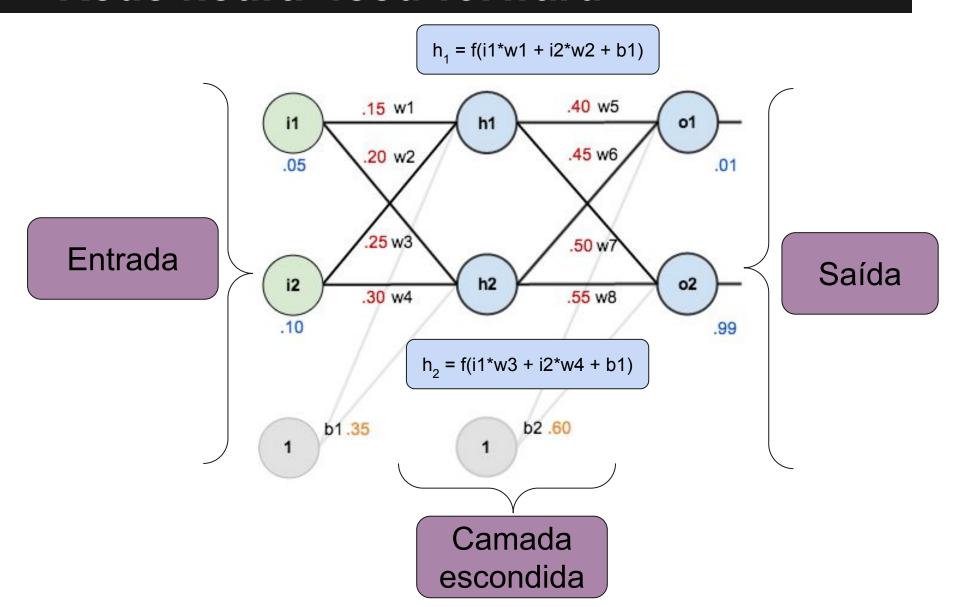
Modelos de Linguagem Neurais Com Redes Recorrentes

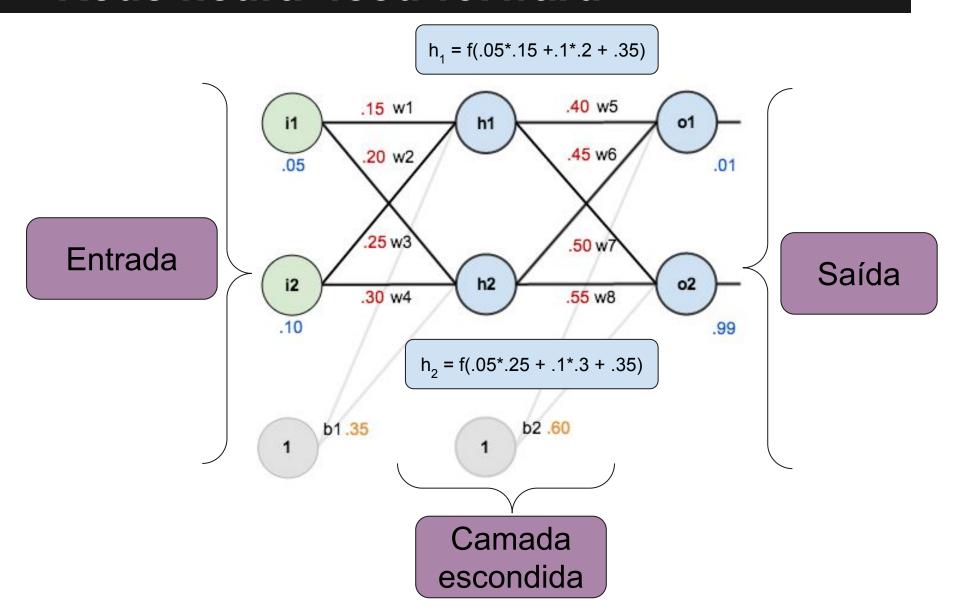
"Time will explain"

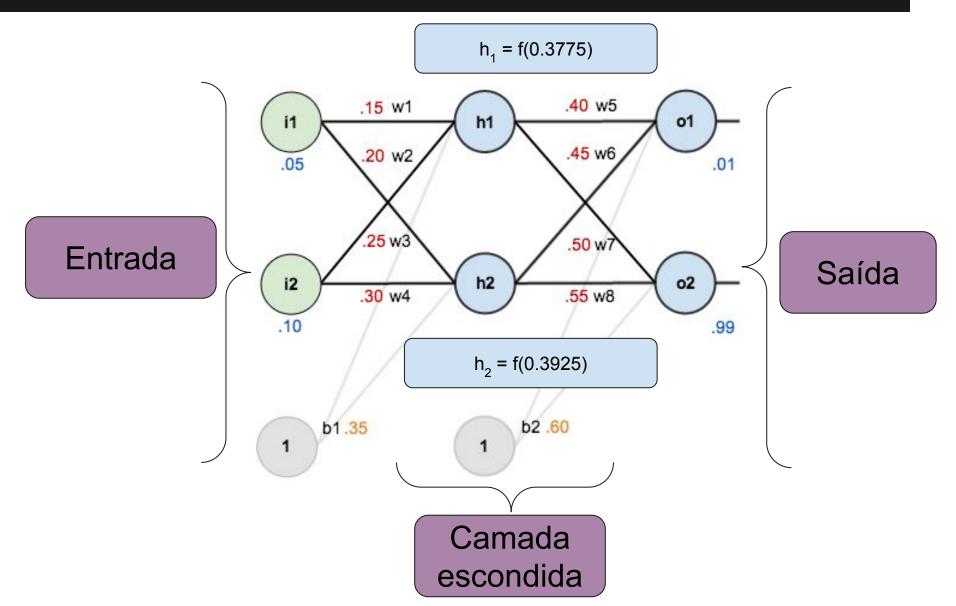


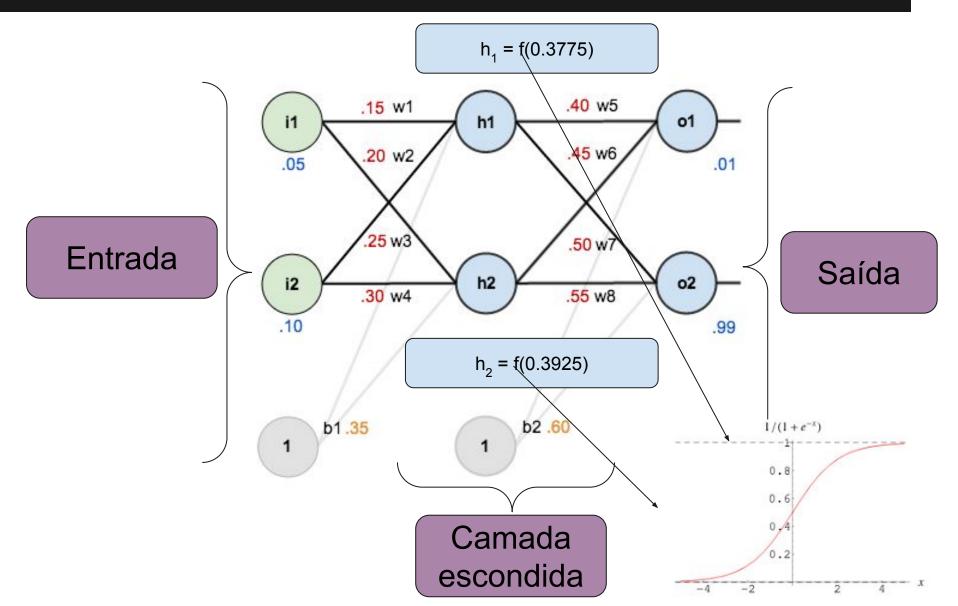
Profa Aline Paes alinepaes@ic.uff.br

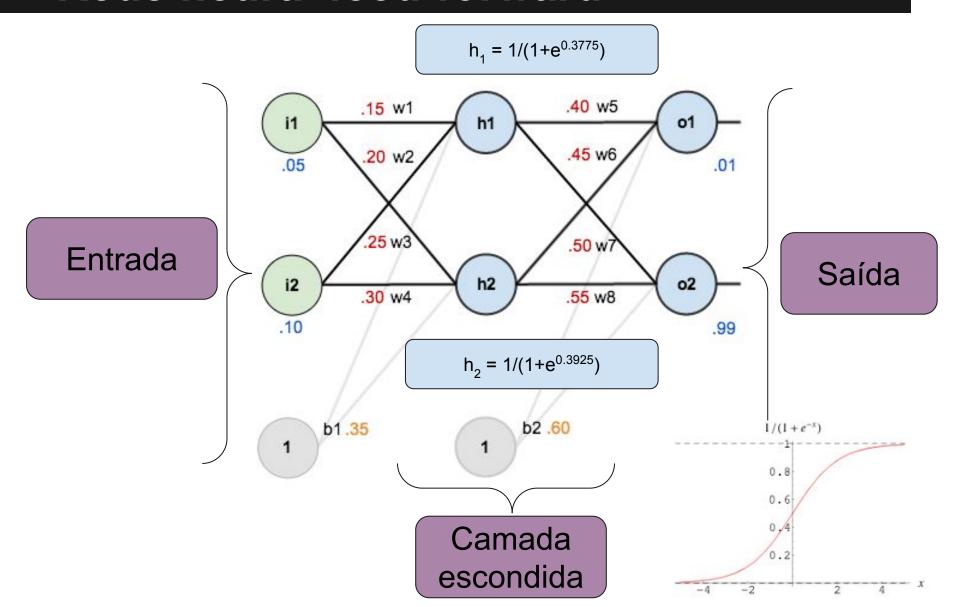


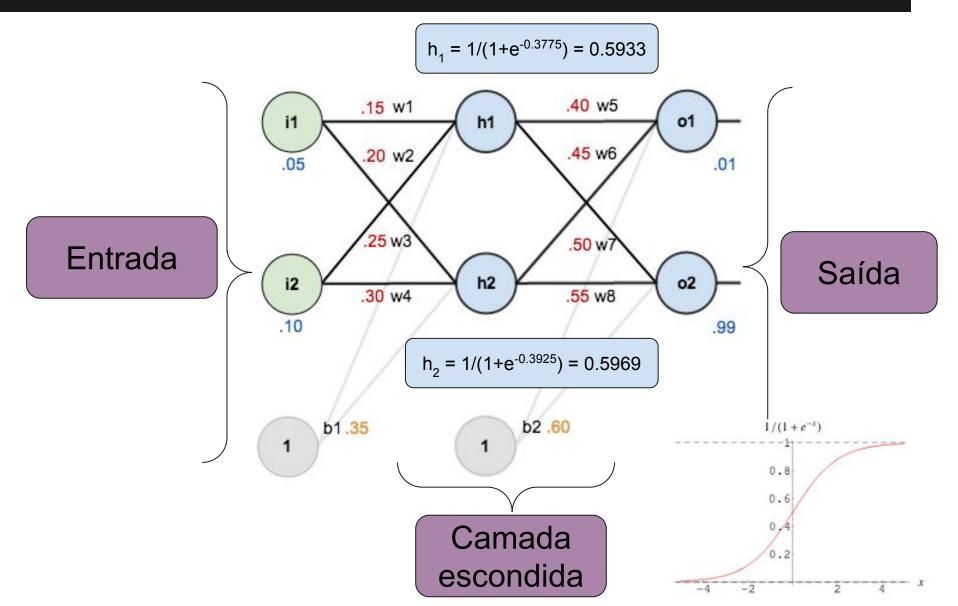


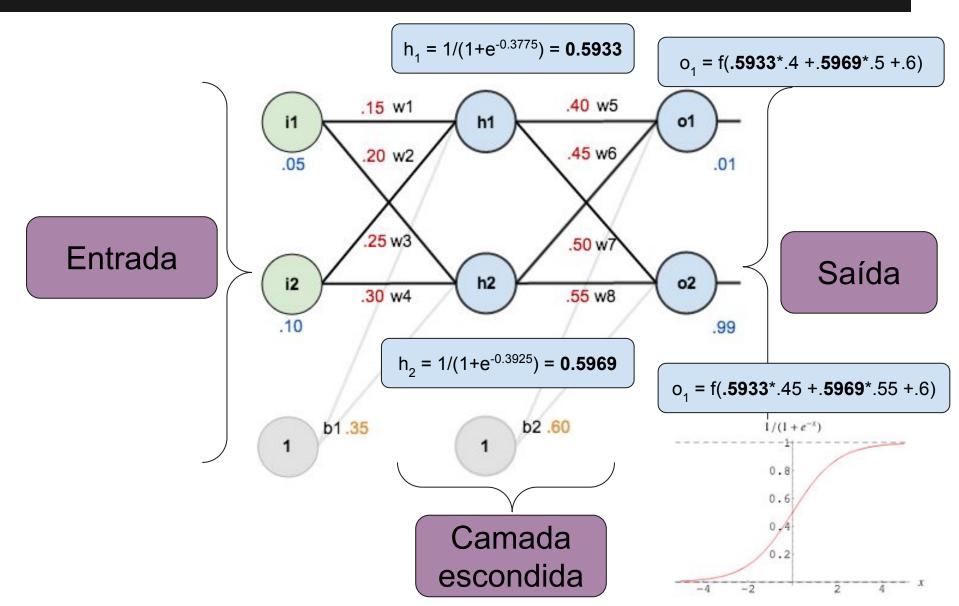


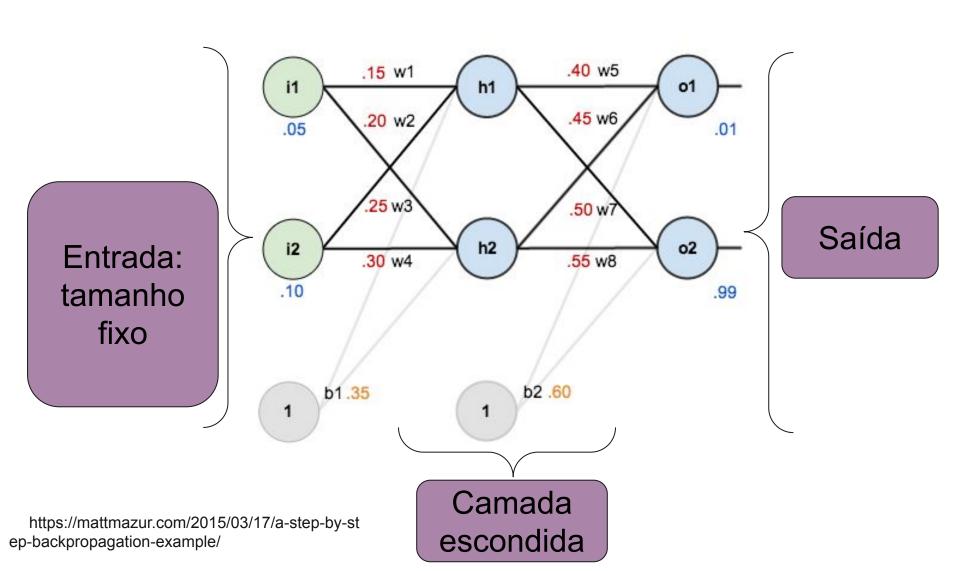


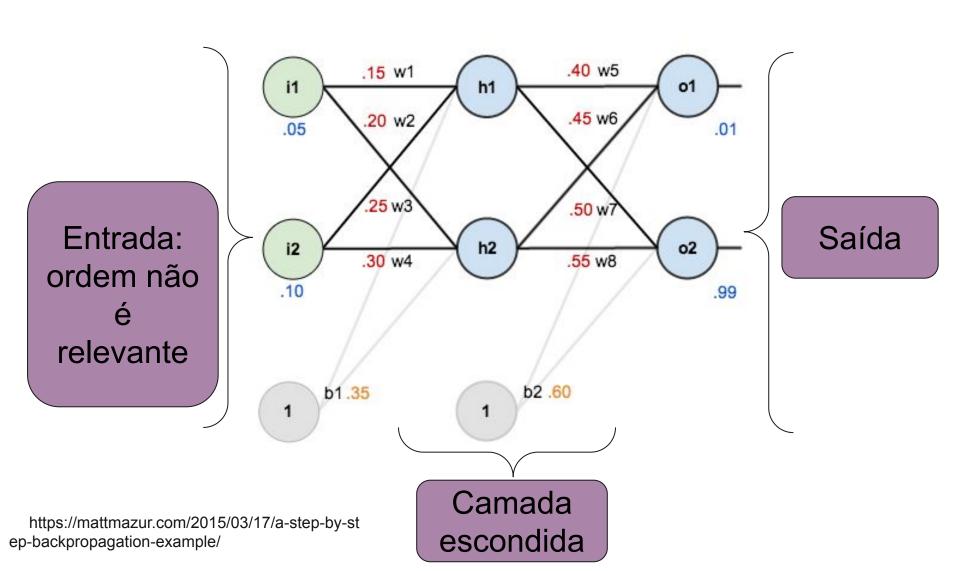












Sequências em NLP

"De casa eu decidi antes que as coisas mais difíceis ficassem mudar."

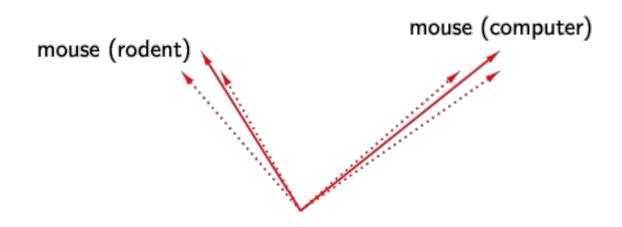
"De eu decidi casa antes que as coisas mais difíceis ficassem mudar todo dia."

"Casa de antes decidi casa eu as que coisas mais mudar ficassem difíceis."

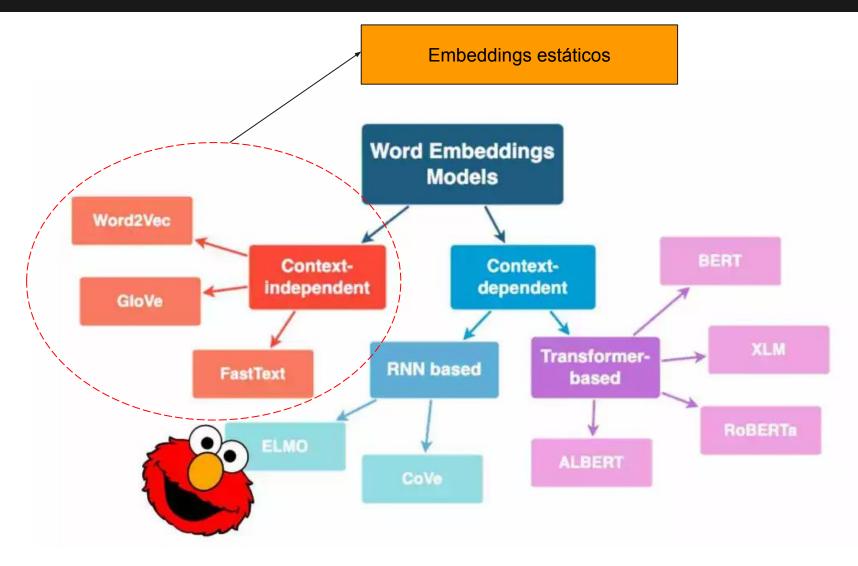
Sequências em NLP

- Diversos problemas precisam considerar as dependências entre termos
 - Co-referência
 - Apesar das suas obrigações familiares, Wilma consegue se dedicar aos estudos.
 - Concordância de número e gênero
 - Lula e FHC foram presidentes do Brasil.
 - Coesão de textos
 - A caixa não coube na mala pois ela era muito...
 - Grande:
 - Pequena:

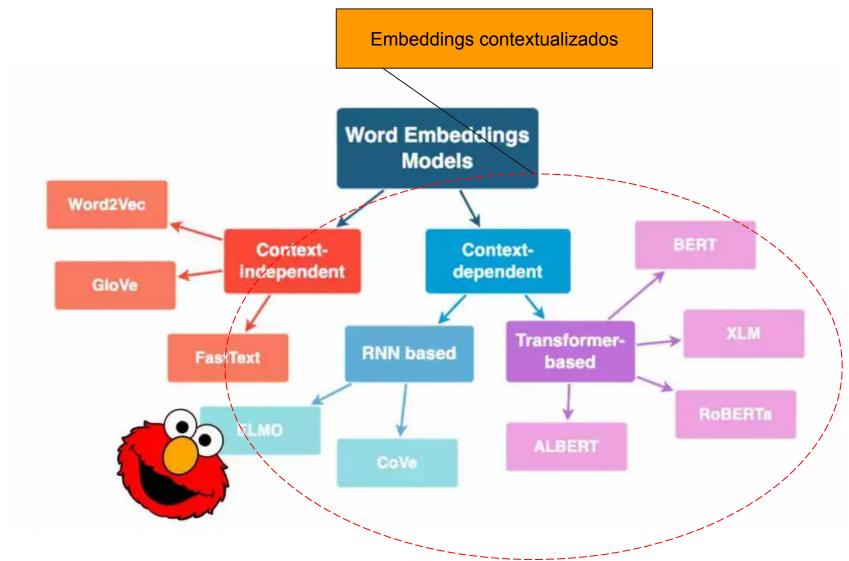
Contexto - de verdade



Contexto - de verdade



Contexto - "de verdade"



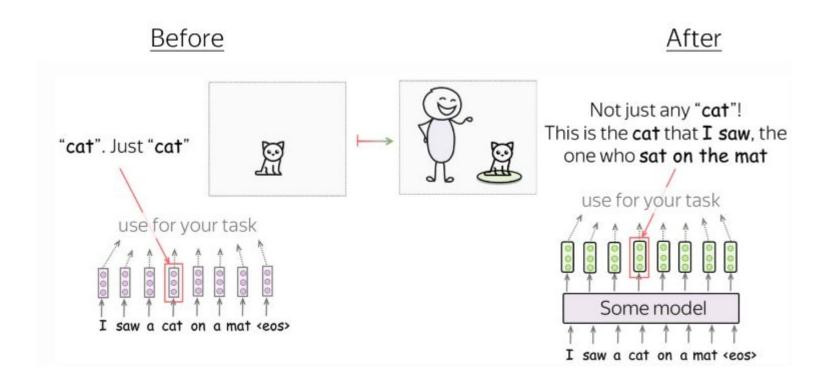
https://spotintelligence.com/2023/12/26/embeddings-from-language-models-elmo/

Embeddings contextualizados: Elmo (Peters et al., 2018)

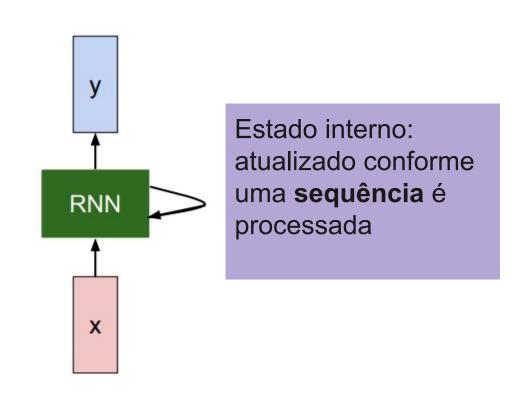


Contextualized word-embeddings can give words different embeddings based on the meaning they carry in the context of the sentence.

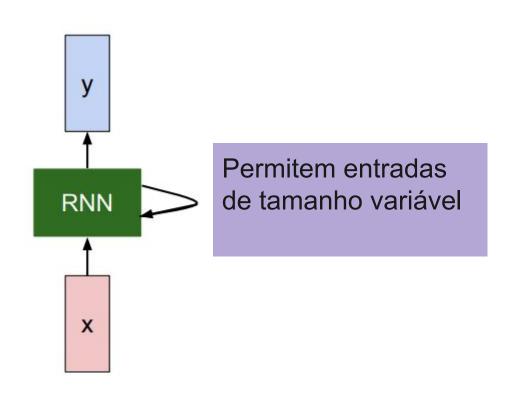
Embeddings contextualizados



Rede neural recorrente (Elman, 1990)

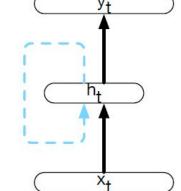


Rede neural recorrente (Elman, 1990)

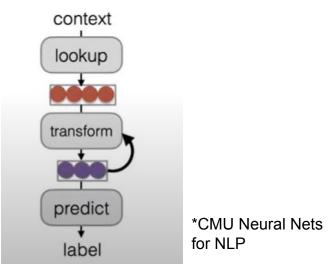


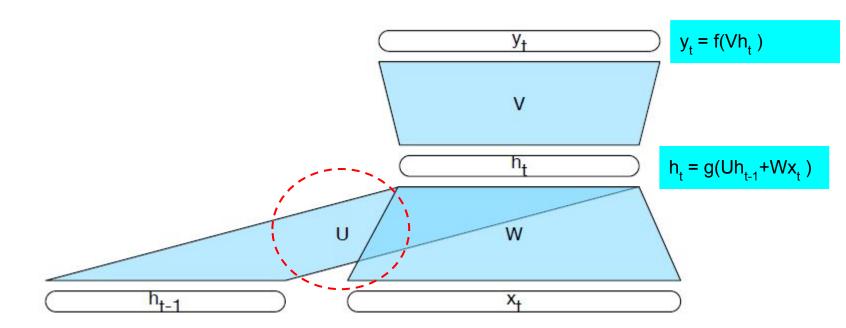
Redes Neurais Recorrentes (Elman, 1990)

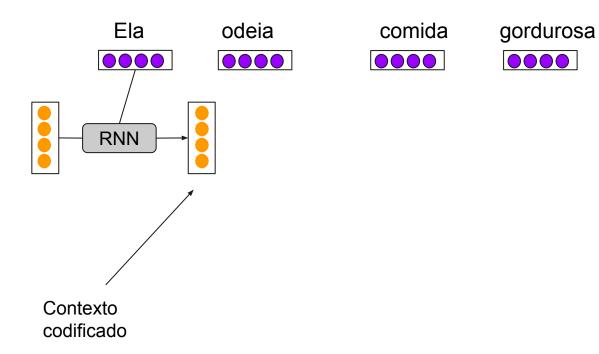
- Contém um ciclo em suas conexões
 - O valor de uma unidade é direta ou indiretamente dependente de uma saída anterior
- Simulam memória
- Permitem entradas de tamanho variável



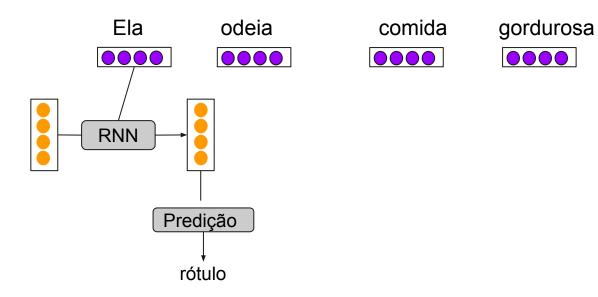
*Speech and Language Processing

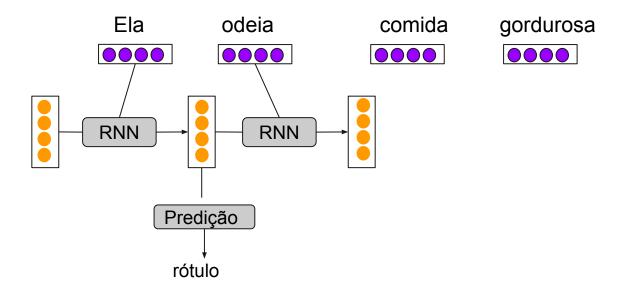


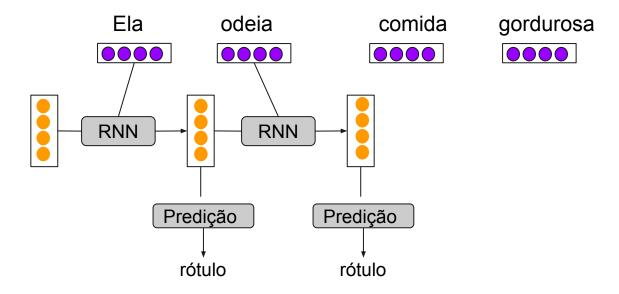


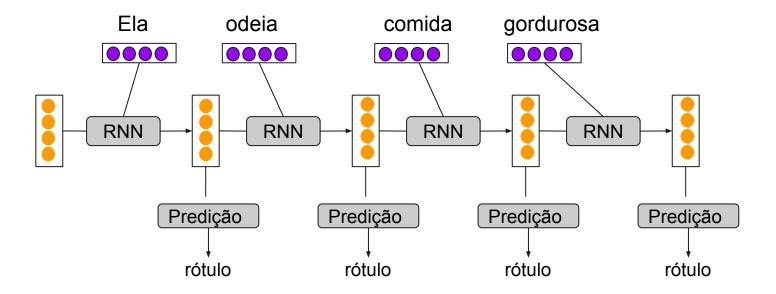


*CMU Neural nets for NLP

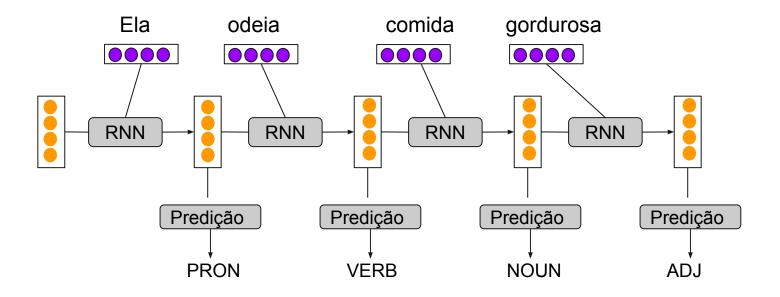




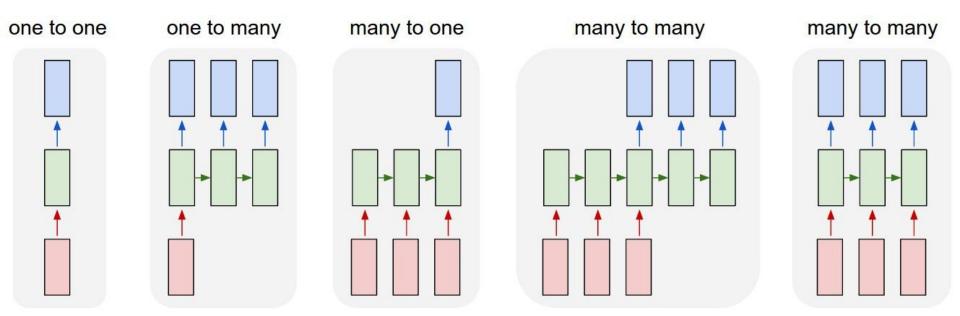




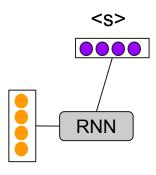
Unfolding - Tagging, parsing

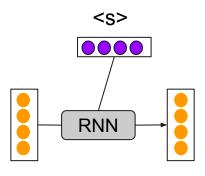


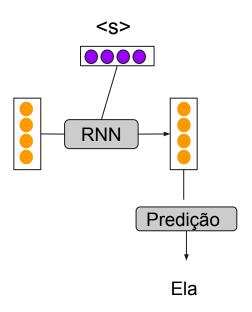
Resumo de tipos

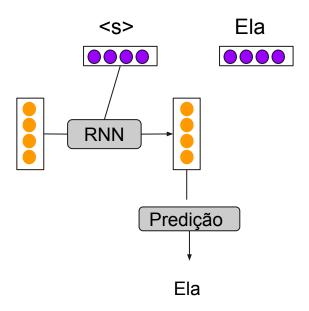


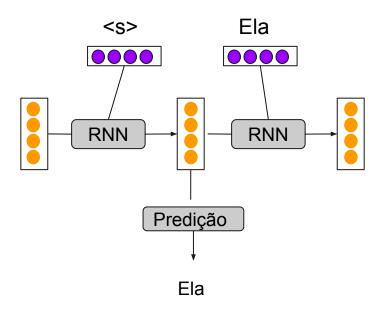
^{*}The Unreasonable Effectiveness of Recurrent Neural Networks, Andrej Karpathy blog, 2015

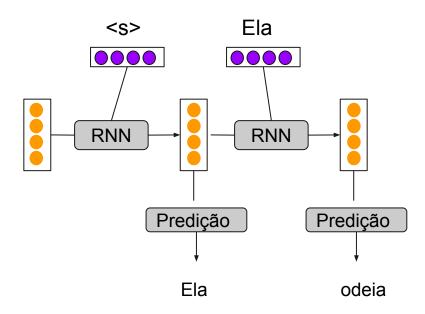


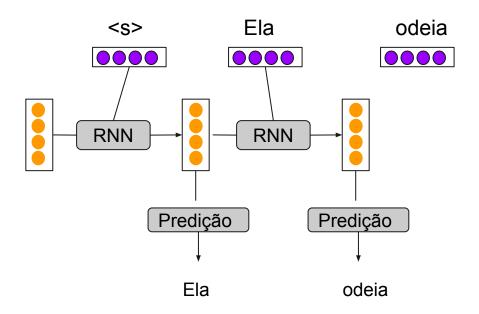


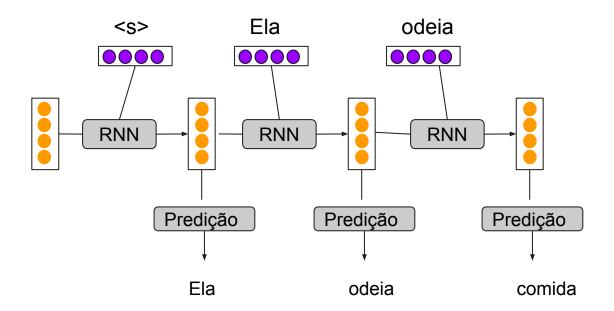


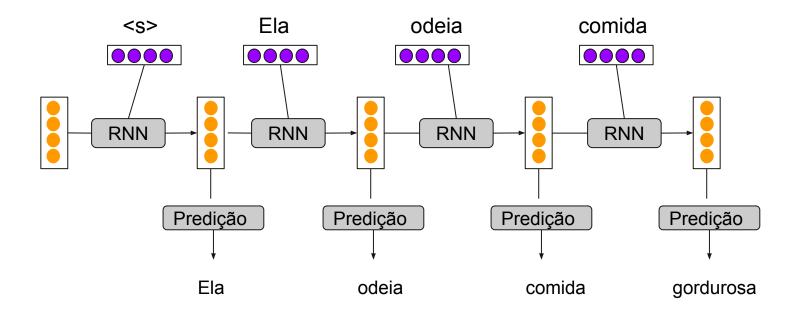


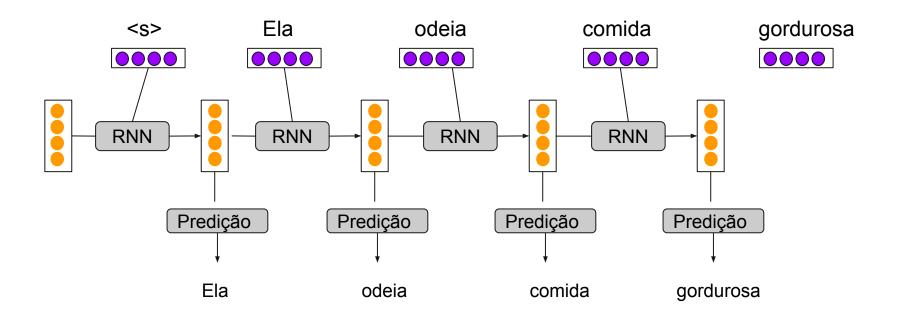


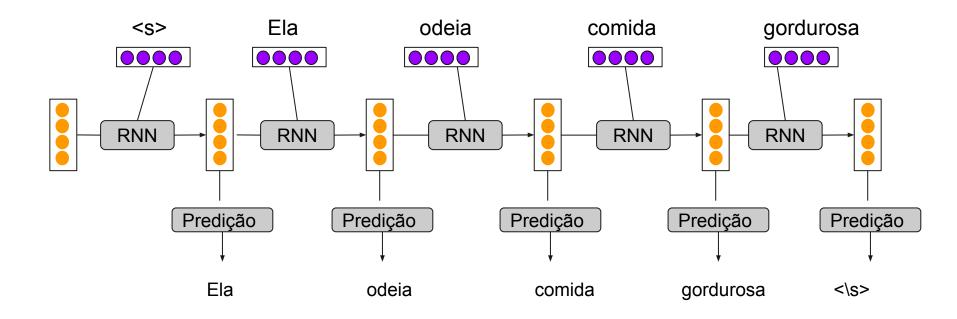


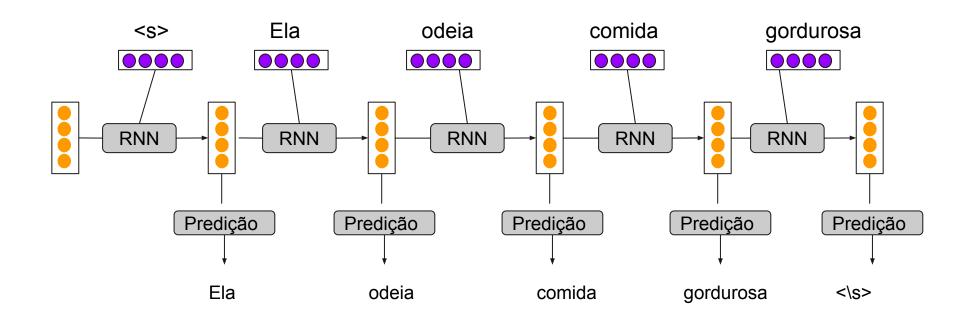






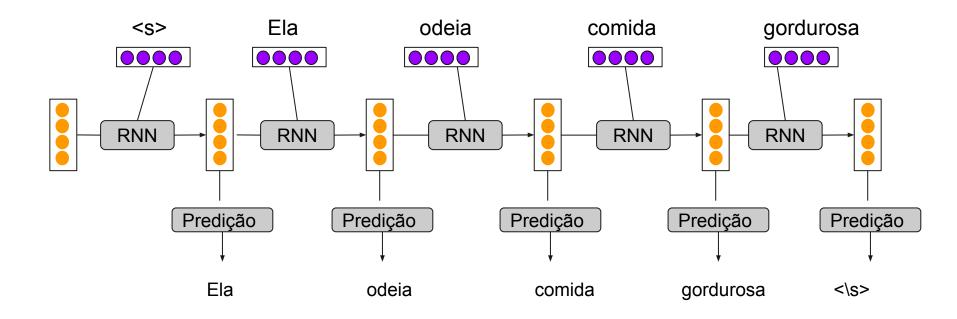




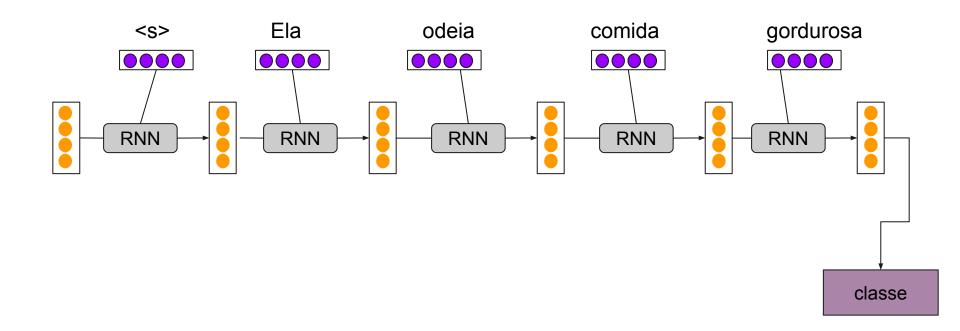


Geração autorregressiva

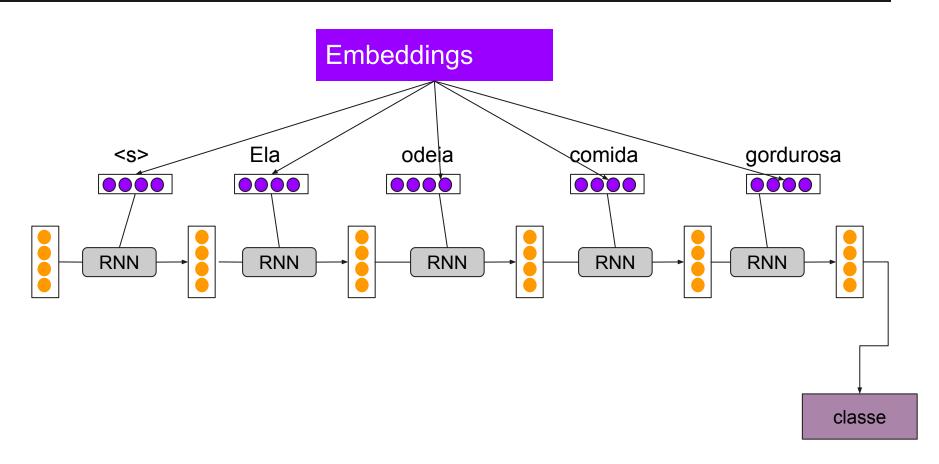
Inferência - classificação de texto?



Inferência - classificação de texto



Inferência - classificação de texto

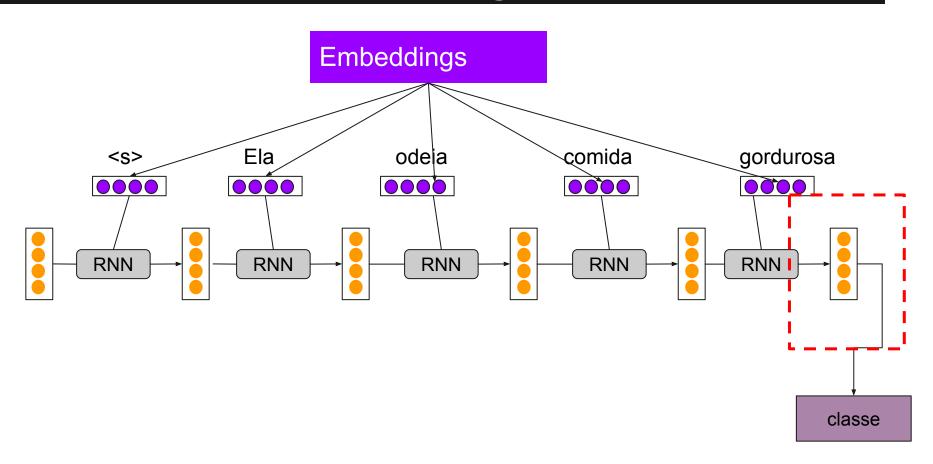


Pergunta

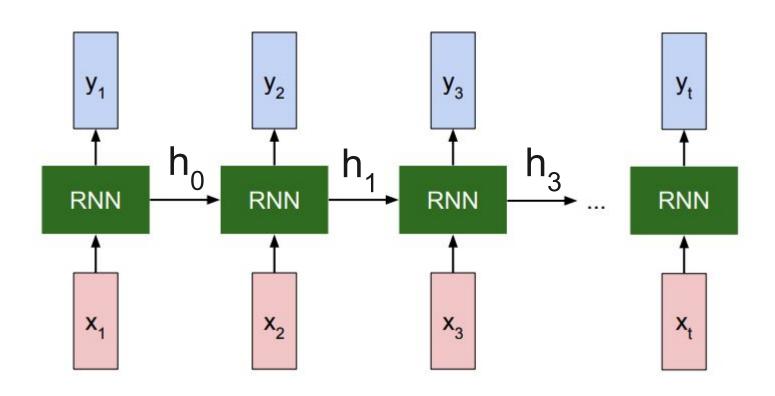
Como representar uma sentença com RNN?

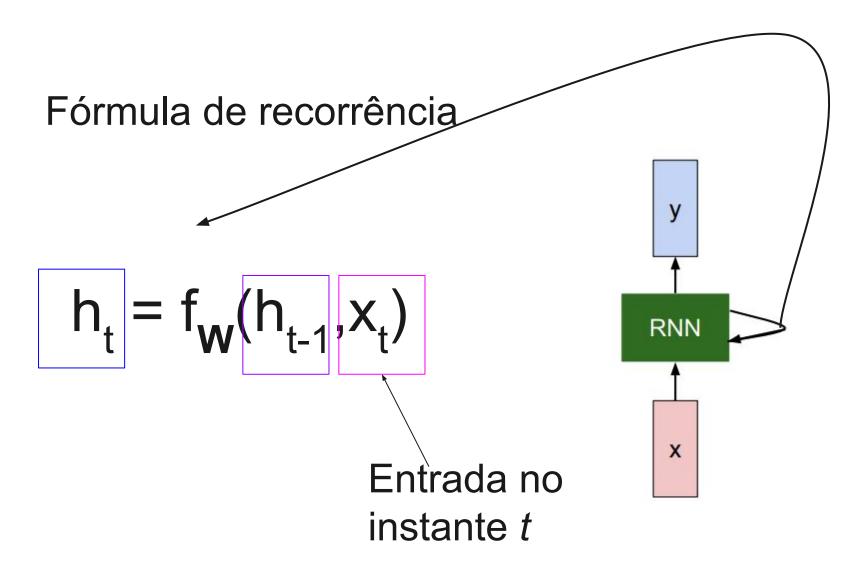
- a) Média dos embeddings
- b) Saída no instante t
- c) Soma dos embeddings
- d) Concatenação dos embeddings

Inferência - classificação de texto

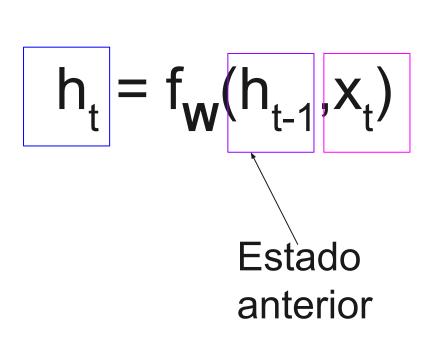


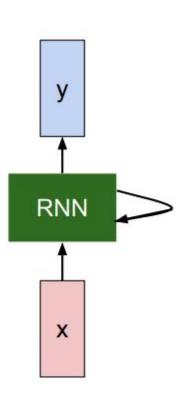
Rede neural recorrente



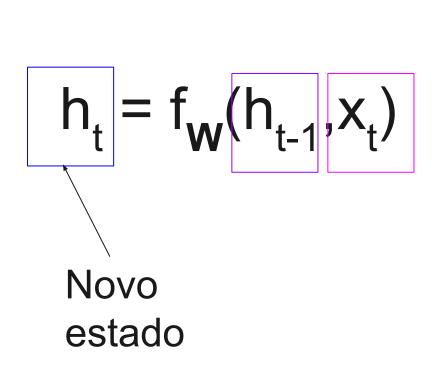


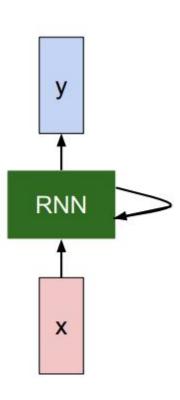
Fórmula de recorrência

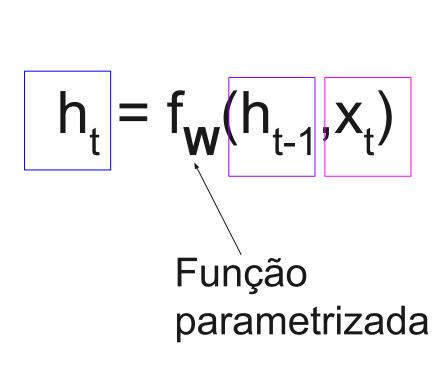


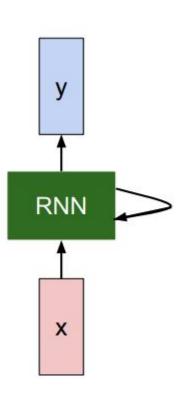


Fórmula de recorrência

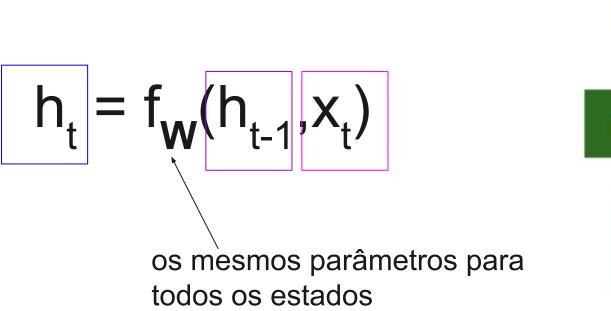


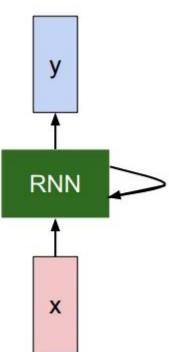




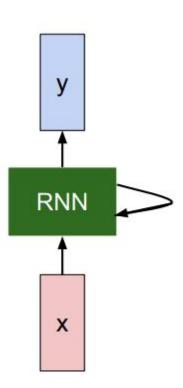


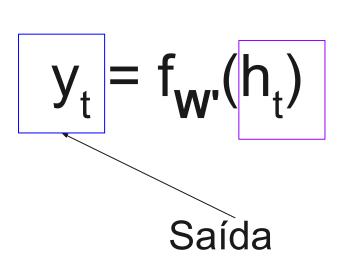
Fórmula de recorrência

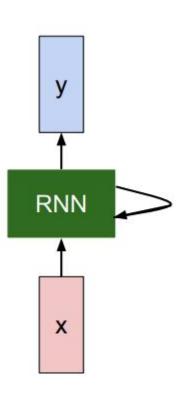


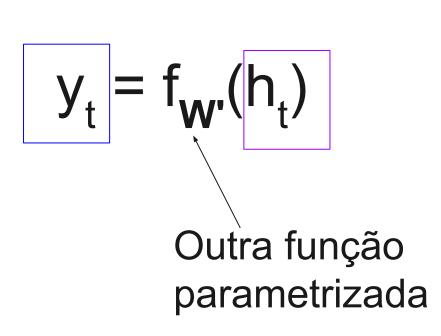


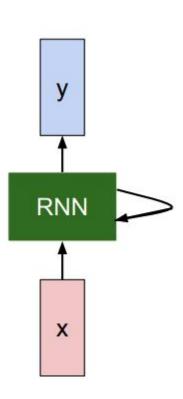
$$y_t = f_{\mathbf{W'}}(h_t)$$
Estado novo

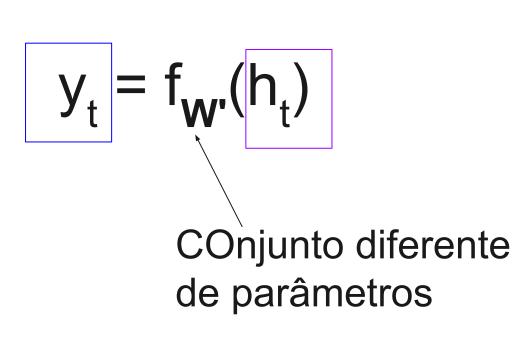


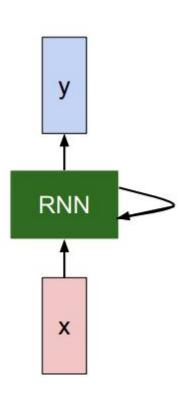






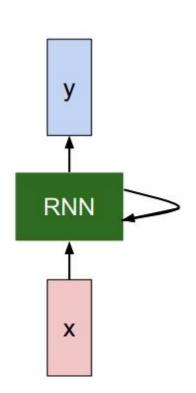




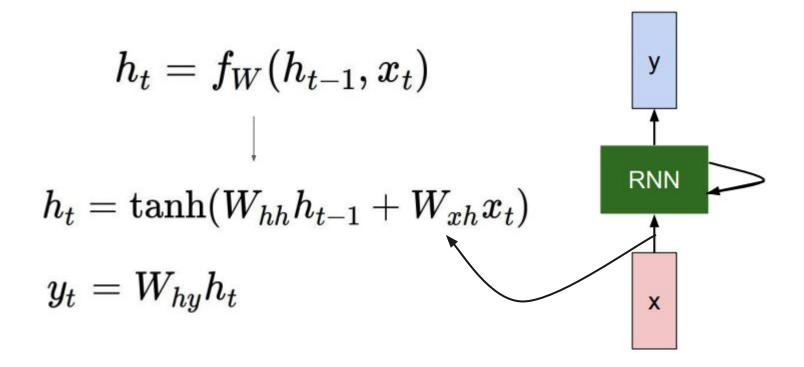


Vanilla RNN

$$h_t = f_W(h_{t-1}, x_t)$$
 \downarrow $h_t = anh(W_{hh}h_{t-1} + W_{xh}x_t)$ $y_t = W_{hy}h_t$

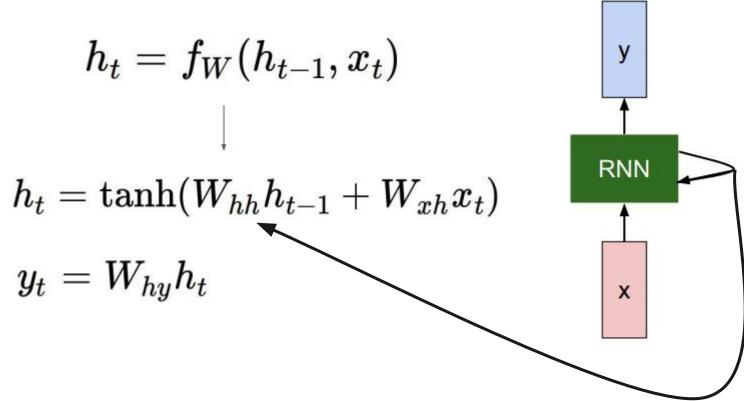


Vanilla RNN



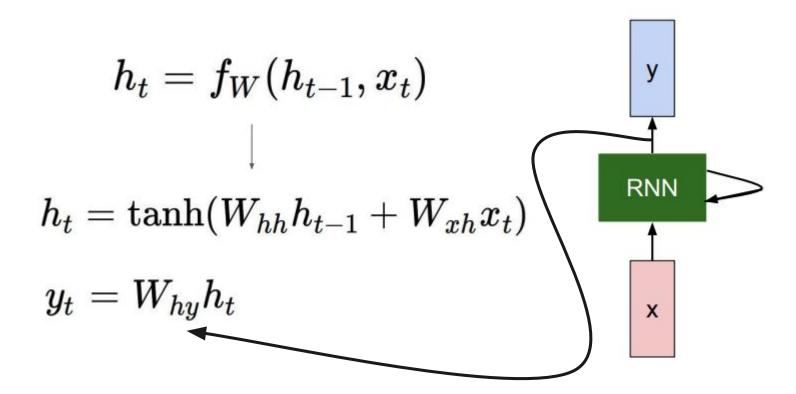
cs231:Stanford

Vanilla RNN

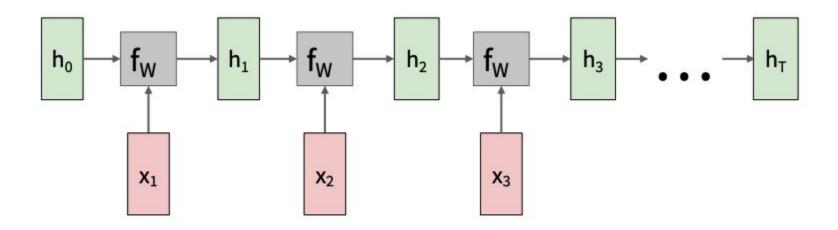


https://cs231n.stanford.edu/slides/2024/lecture_7.pdf

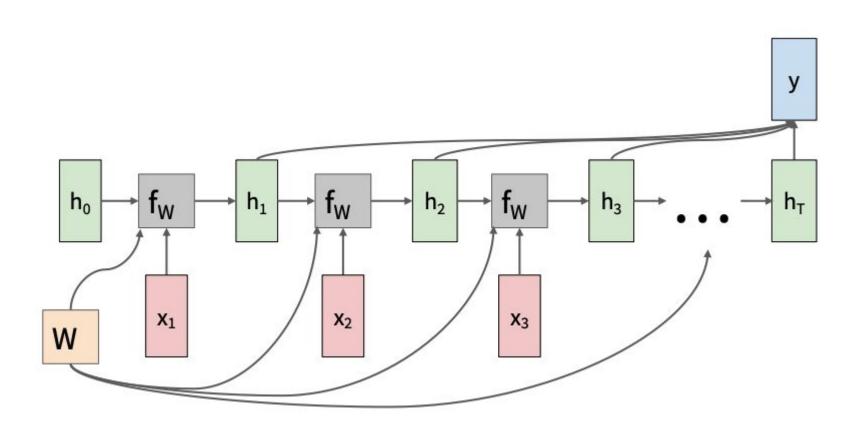
Vanilla RNN



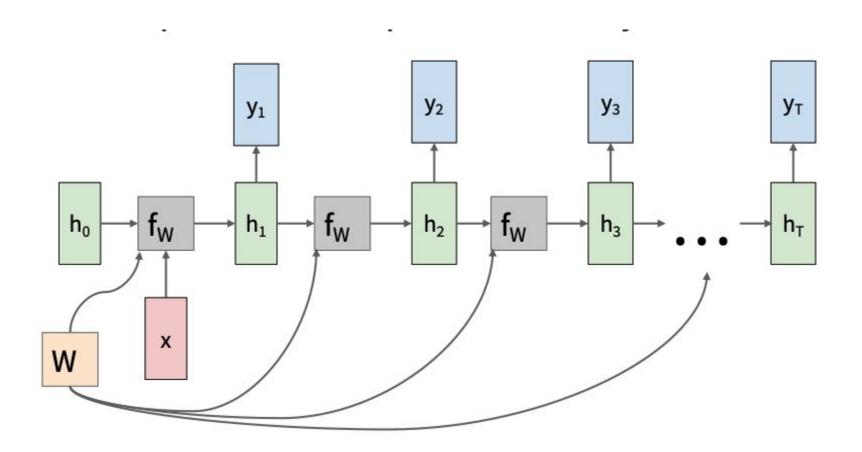
Grafo computational



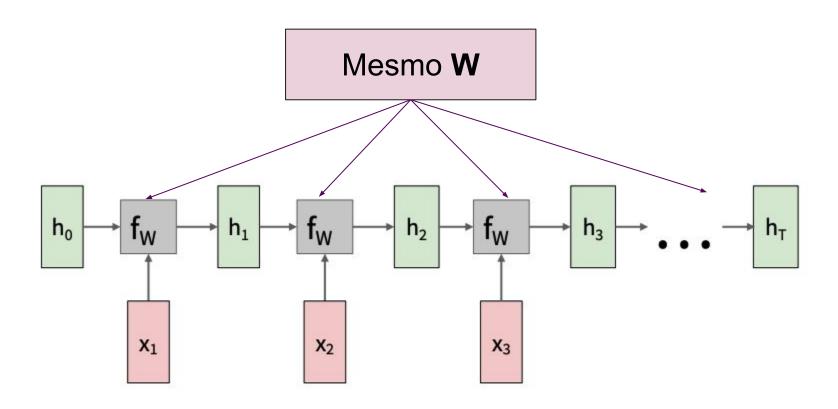
Muitos para um



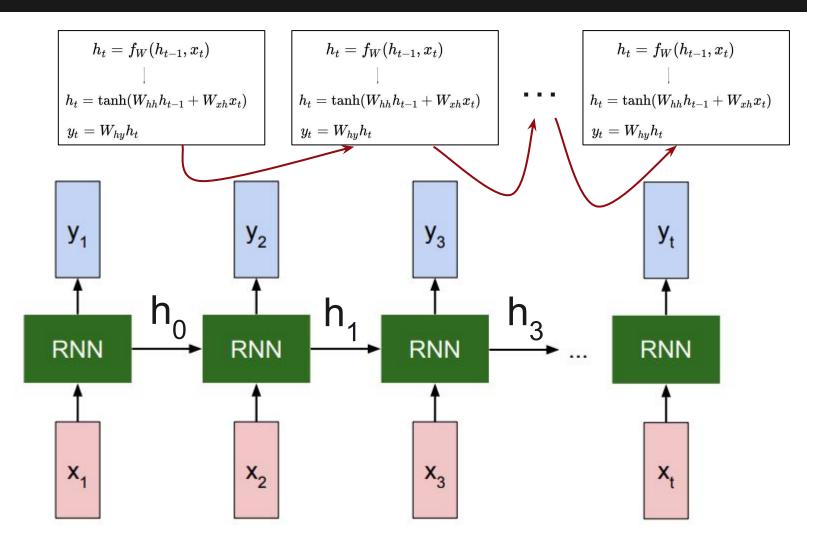
Um para muitos



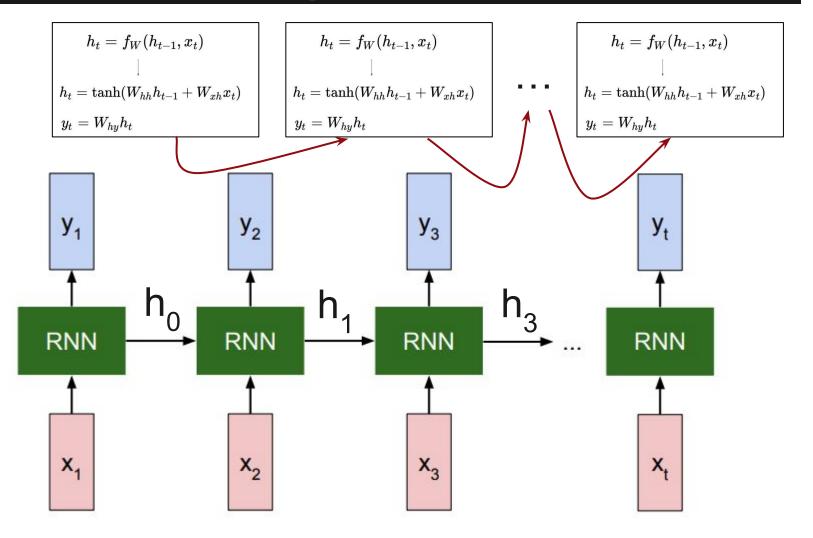
Grafo computational



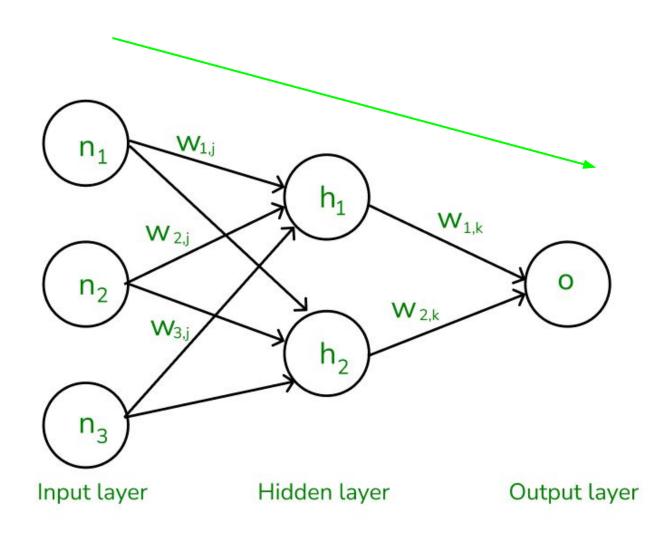
Rede neural recorrente



De onde vêm os pesos?

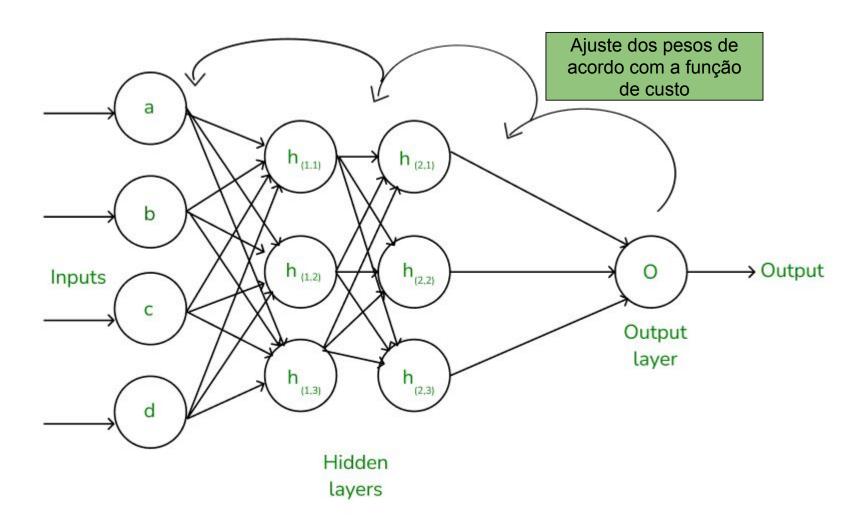


Forward para redes não recorrentes

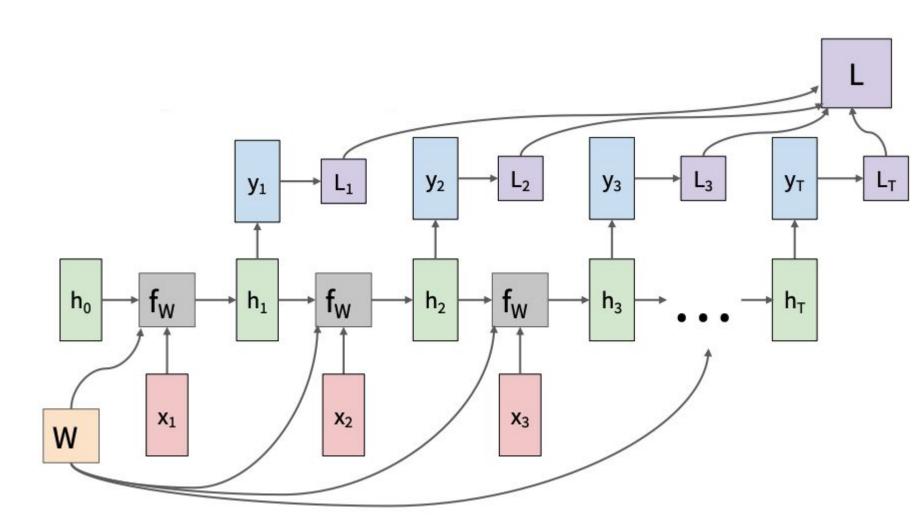


https://www.geeksforgeeks.org/backpropagation-in-neural-network/

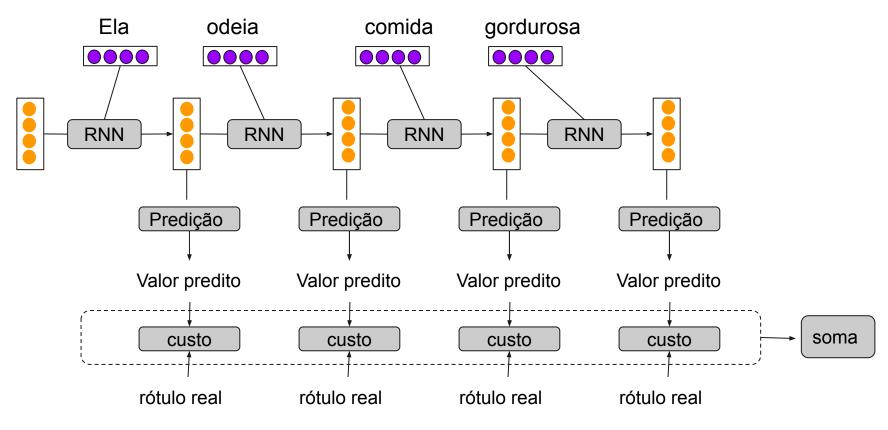
Backpropagation para redes não recorrentes



Muitos para muitos



Treinamento

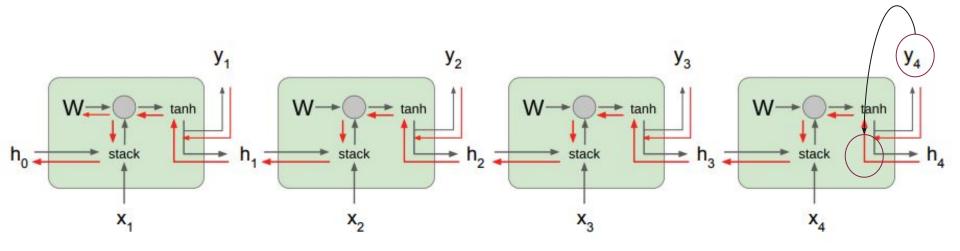


*CMU Neural nets for NLP

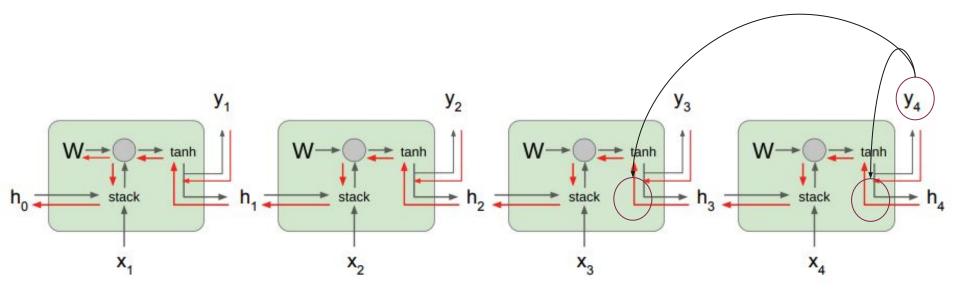
Backpropagation through time

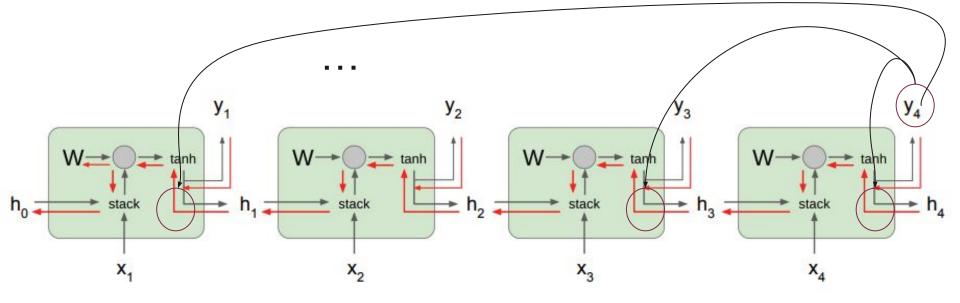
- O estado da camada escondida no instante de tempo t contribui para
 - A saída e seu erro associado no tempo t
 - A saída e o erro no instante de tempo t+1

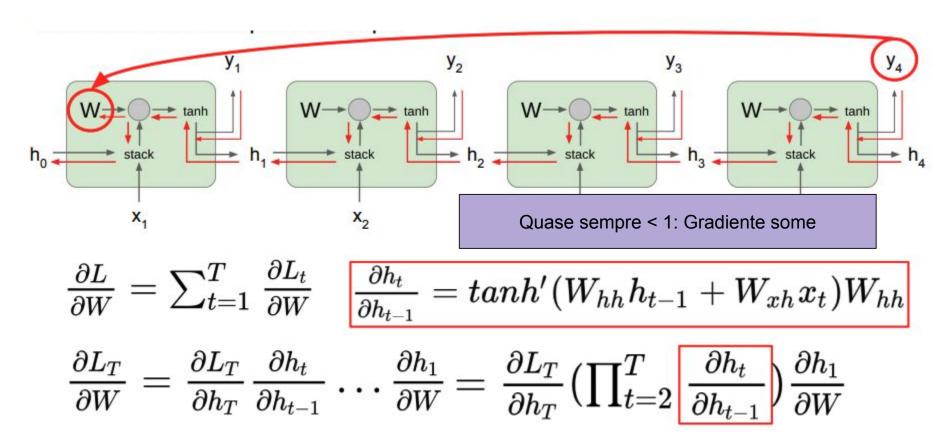
Treinamento

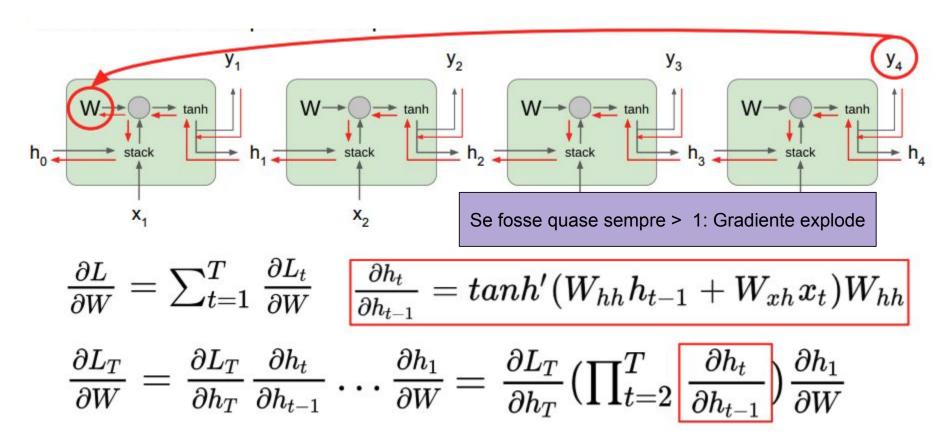


Bengio et al, "Learning long-term dependencies with gradient descent is difficult", IEEE Transactions on Neural Networks, 1994 Pascanu et al, "On the difficulty of training recurrent neural networks", ICML 2013 Cs231n. Stanford 2022

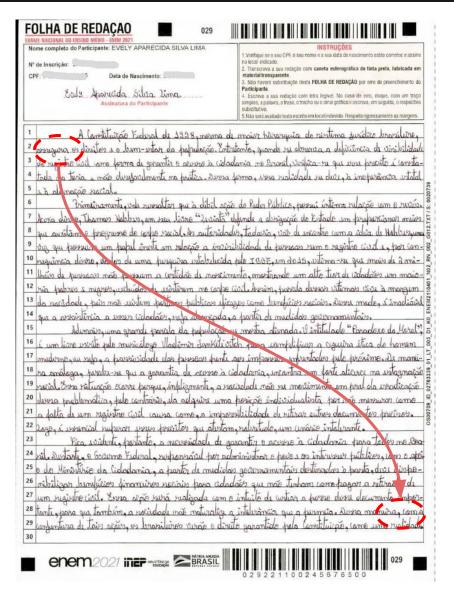








Mas e se eu precisar processar uma dependência de longo prazo?

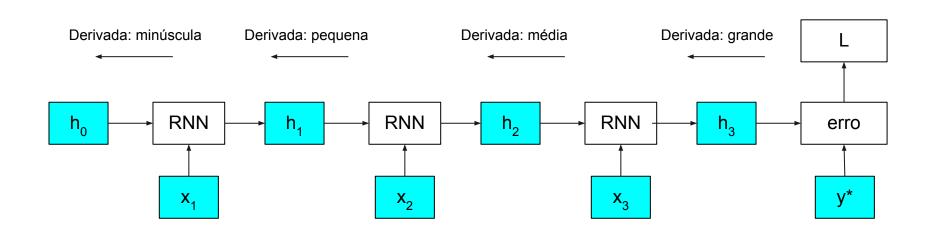


Memória de longo prazo

- Redes recorrentes têm dificuldade em lidar com dependência de longa distância
 - Camadas intermediárias devem
 - Fornecer informação útil para o instante corrente
 - Atualizar e carregar informação de contexto para decisões futuras

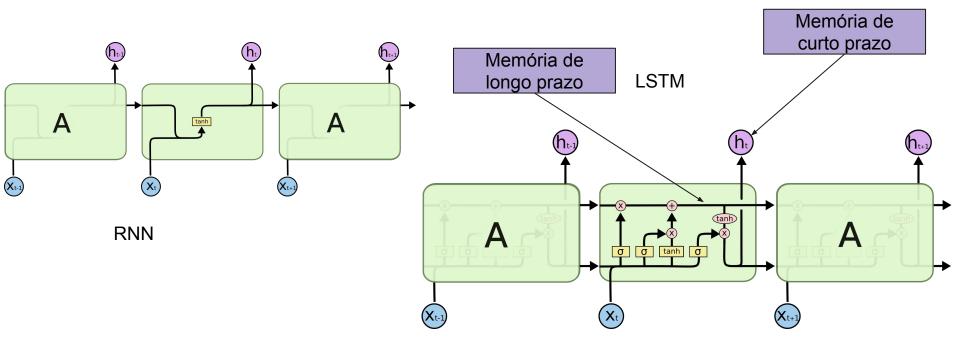
Vanishing gradient

- Redes recorrentes têm dificuldade em lidar com dependência de longa distância
 - Backpropagação do sinal do erro através do tempo
 - Camada escondida contribui para a perda do instante de tempo seguinte



Long Short-Term memory (LSTM) (Hochreiter and Schmidhuber, 1997)

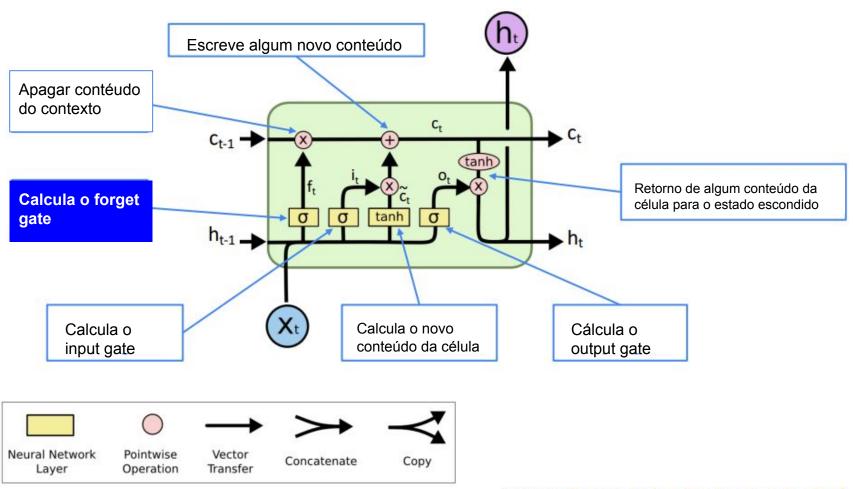
- RNN com uma estrutura de "memória"
- A cada passo, existe um estado escondido e uma célula de estado (vetores)
 - Contexto explícito
- A célula armazena informação de "longo termo"



Long Short-Term memory (LSTM) (Hochreiter and Schmidhuber, 1997)

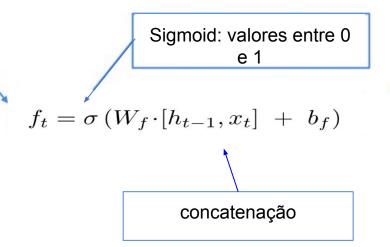
- A rede pode apagar, escrever e ler informação da célula
 - A seleção de qual informação passará por cada operação é controlada por gates (vetores)
 - Conexões aditivas
 - Camada feedforward + sigmoid + multiplicação
 - A cada passo, as operações nos gates podem ser: abrir
 (1), fechar (0) ou algo no meio do caminho
 - Gates são dinâmicos: seu valor é calculado com base no contexto corrente

Long Short-Term Memory (LSTM)

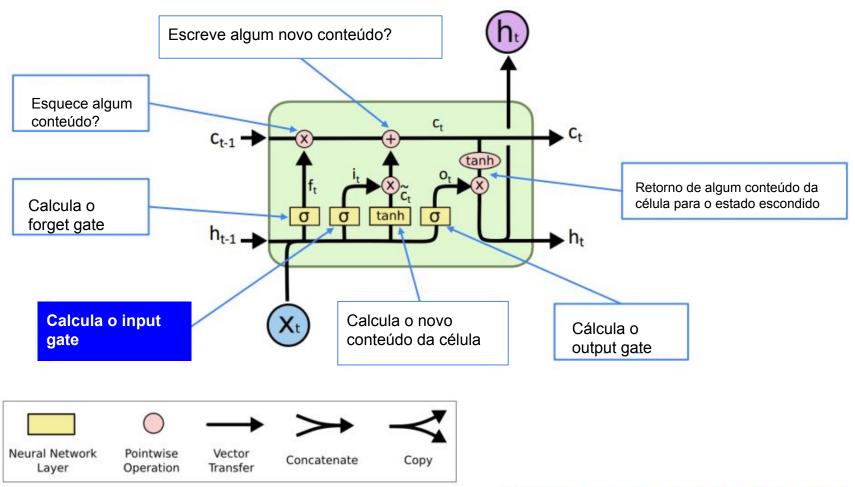


Long Short-Term Memory

Forget gate: o que eu não devo esquecer (ou o que eu devo lembrar do curto prazo)



Long Short-Term Memory (LSTM)



Long Short-Term Memory

Forget gate: o que eu não devo esquecer

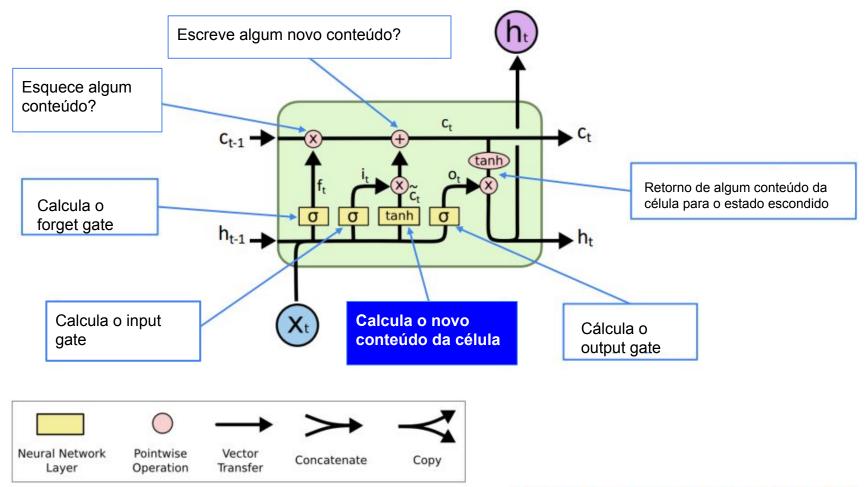
Input gate: Escreve na célula? (escrita)

Sigmoid: valores entre 0 e 1

$$f_t = \sigma\left(W_f \cdot [h_{t-1}, x_t] + b_f\right)$$

$$i_t = \sigma\left(W_i \cdot [h_{t-1}, x_t] + b_i\right)$$

Long Short-Term Memory (LSTM)



Long Short-Term Memory

Forget gate: o que é armazenado vs o que é esquecido, a partir da célula anterior

Input gate: Escreve na célulA?

Sigmoid: valores entre 0 e 1

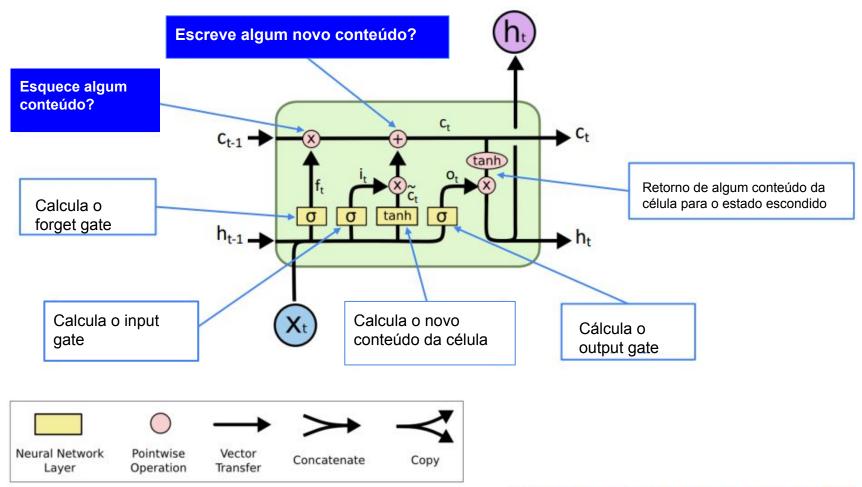
$$f_t = \sigma\left(W_f \cdot [h_{t-1}, x_t] + b_f\right)$$

$$i_t = \sigma\left(W_i \cdot [h_{t-1}, x_t] + b_i\right)$$

Novo conteúdo a ser escrito na célula

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

Long Short-Term Memory (LSTM)



Long Short-Term Memory

Forget gate: o que é armazenado vs o que é esquecido, a partir da célula anterior

Input gate: ESCRITA

Sigmoid: valores entre 0 e 1

$$f_t = \sigma\left(W_f \cdot [h_{t-1}, x_t] + b_f\right)$$

$$i_t = \sigma\left(W_i \cdot [h_{t-1}, x_t] + b_i\right)$$

Novo conteúdo a ser escrito na célula

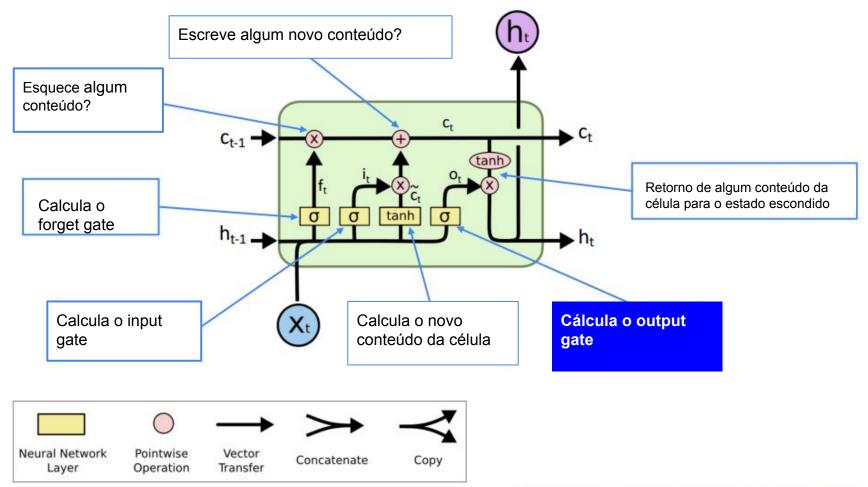
Estado da célula: "esquece" algum conteúdo do estado anterior da célula e escreve algum conteúdo novo

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$

Produto de elemento a elemento

Long Short-Term Memory (LSTM)



Long Short-Term Memory

Forget gate: o que é armazenado vs o que é esquecido, a partir da célula anterior

Input gate: que partes do novo conteúdo são escritos para a célula (escrita)

Output gate: o que levar da célula? (leitura)

Novo conteúdo a ser escrito na célula

Estado da célula: "esquece" algum conteúdo do estado anterior da célula e escreve algum conteúdo novo

Sigmoid: valores entre 0 e 1

$$f_t = \sigma\left(W_f \cdot [h_{t-1}, x_t] + b_f\right)$$

$$i_t = \sigma\left(W_i \cdot [h_{t-1}, x_t] + b_i\right)$$

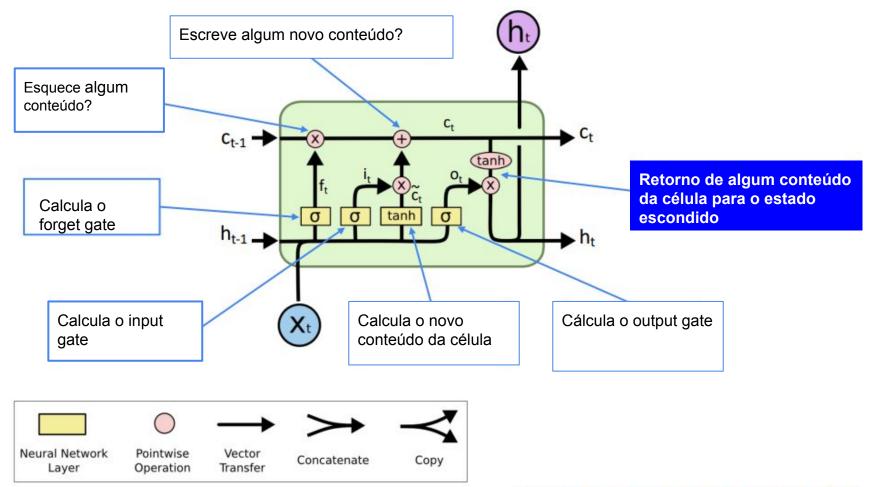
$$o_t = \sigma\left(W_o\left[h_{t-1}, x_t\right] + b_o\right)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$

Produto de elemento a elemento

Long Short-Term Memory (LSTM)



Long Short-Term Memory

Forget gate: o que é armazenado vs o que é esquecido, a partir da célula anterior

Input gate: escrita

Output gate: leitura

Novo conteúdo a ser escrito na célula

Estado da célula: "esquece" algum conteúdo do estado anterior da célula e escreve algum conteúdo novo

Estado escondido: lê algum conteúdo da célula

Sigmoid: valores entre 0 e 1

$$f_t = \sigma \left(W_f \cdot [h_{t-1}, x_t] + b_f \right)$$

$$i_t = \sigma\left(W_i \cdot [h_{t-1}, x_t] + b_i\right)$$

$$o_t = \sigma(W_o [h_{t-1}, x_t] + b_o)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$

$$h_t = o_t * \tanh(C_t)$$

Produto de elemento a elemento

v e t o r es d e

a m a

n h o

n

Gated Recurrent Units (GRUs) (Cho et al., 2014)

- LSTM pode ser bem custosa para treinar
 - 8 matrizes de peso (duas para cada gate)
- GRUs
 - Dispensam o vetor de contexto (célula)
 - Usam apenas dois gates
 - Reset
 - O que é relevante no estado anterior e o que pode ser ignorado?

Gated Recurrent Units (GRUs) (Cho et al., 2014)

- LSTM pode ser bem custosa para treinar
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 - Usam apenas dois gates
 - Reset $r_t = \sigma(W_r[h_{t-1}; x_t])$

$$h'_t = tanh(U(r_t \odot h_{t-1}) + Wx_t$$

- Update
 - O que de h'_t será usado diretamente no novo estado escondido h_te o que precisa ser preservado de h_{t-1}

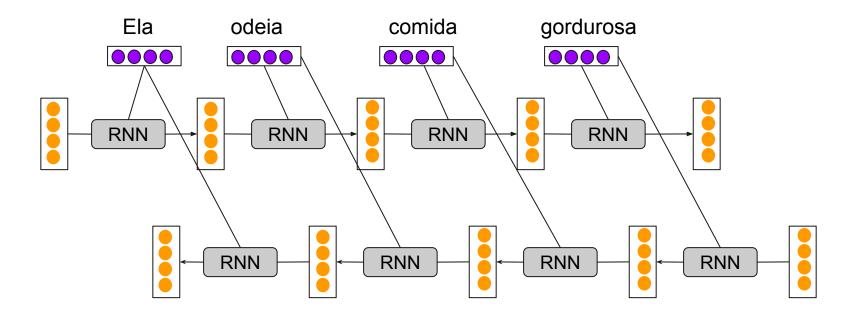
$$z_t = \sigma(U_z h_{t-1} + W_z x_t)$$

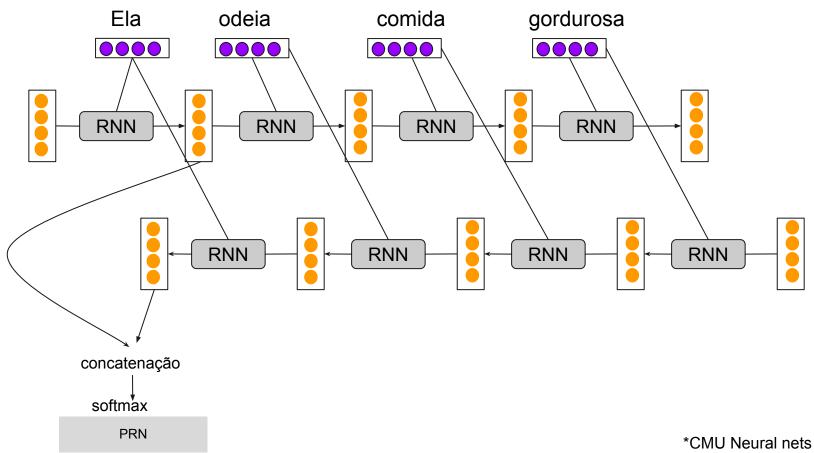
$$h_{t} = (1-z_{t}) h_{t-1} + z_{t}h't$$

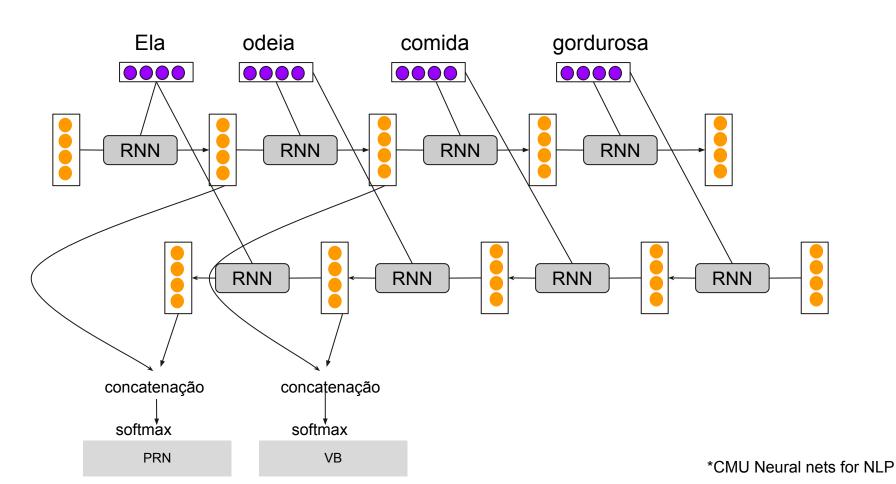
Embeddings contextualizados: Elmo (Peters et al., 2018)

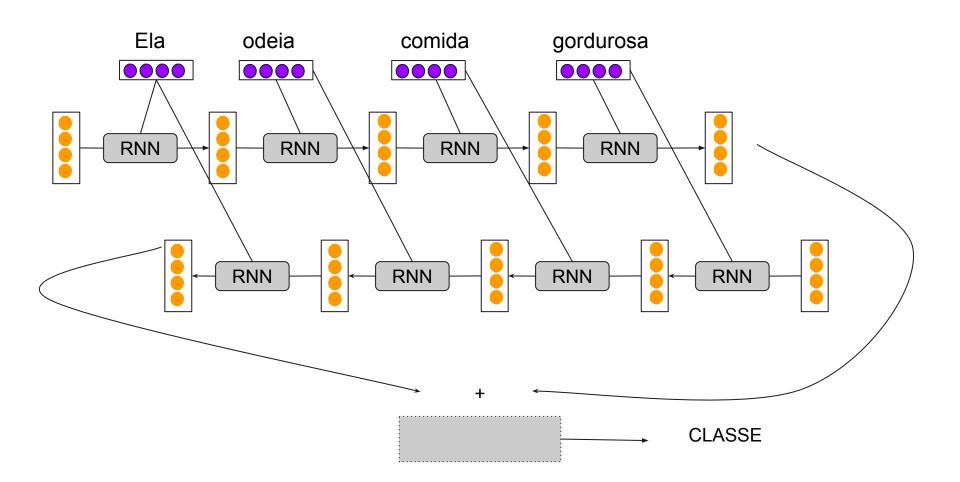


Contextualized word-embeddings can give words different embeddings based on the meaning they carry in the context of the sentence.









Embeddings contextualizados: Elmo (Peters et al., 2018)

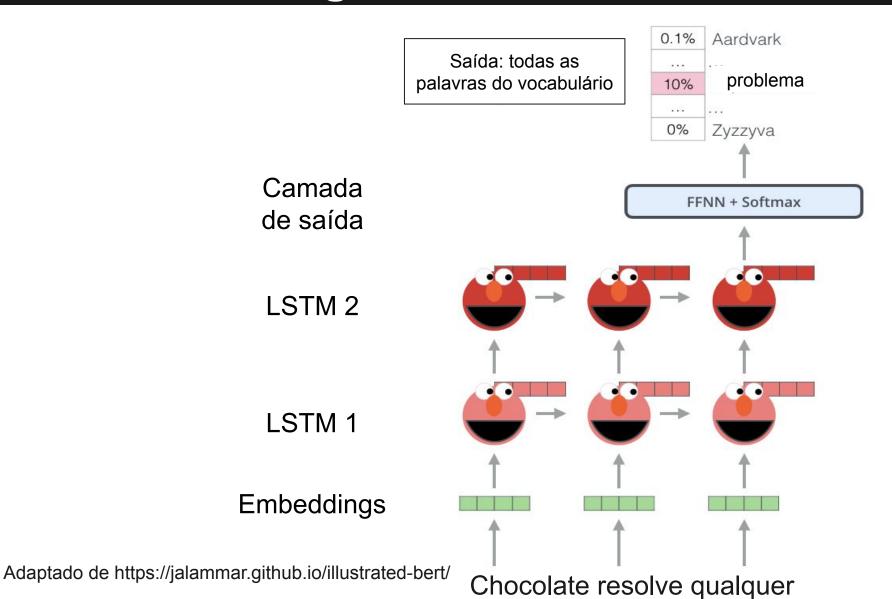
Modelo de linguagem bidirecional

$$p(t_1, t_2, \dots, t_N) = \prod_{k=1}^{N} p(t_k \mid t_1, t_2, \dots, t_{k-1})$$

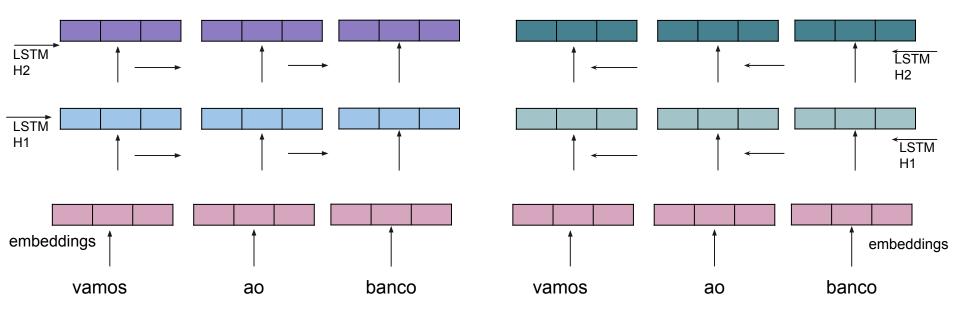
$$p(t_1, t_2, \dots, t_N) = \prod_{k=1}^{N} p(t_k \mid t_{k+1}, t_{k+2}, \dots, t_N)$$

 Embedding da palavra: combinação linear das camadas escondidas correspondentes

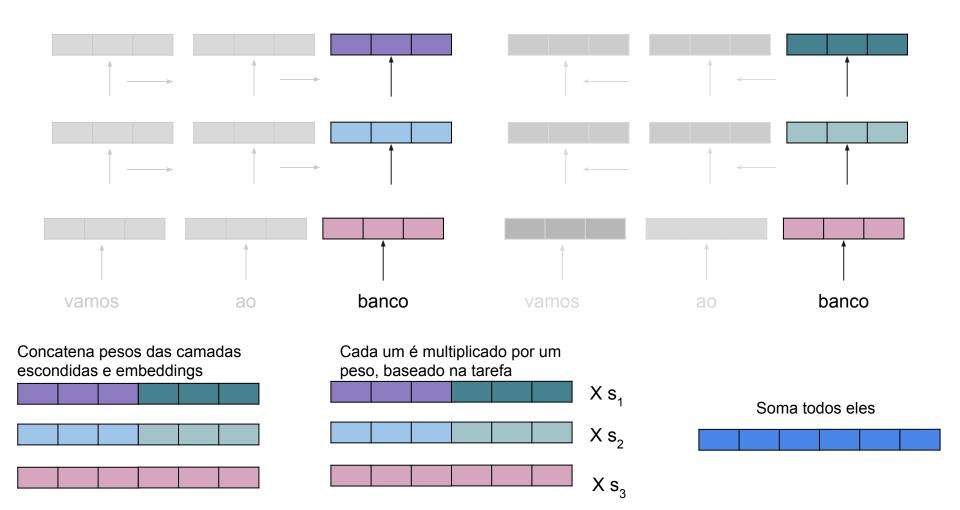
Treinamento genérico contextualizado



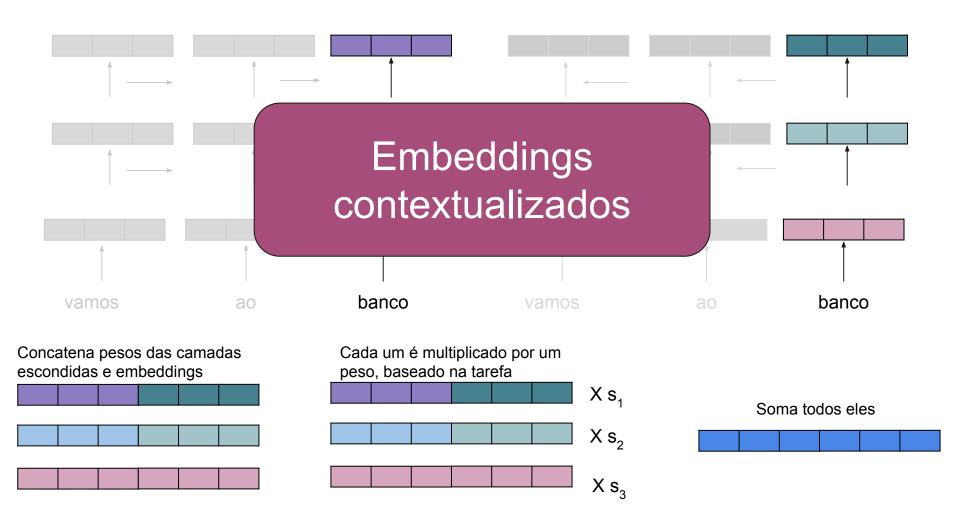
Elmo



Elmo



Elmo



ELMo

