Leaky Units and Multiple Time Scales

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Multiple Time Scales

- Goal: to deal with long-term dependencies
- Design model so that
 - Some model parts operate at fine-grained time scales
 - Handle small details
 - 2. Other parts operate at coarse time scales
 - Transfer information from the distant past to the present more efficiently

Building Fine and Coarse Time Scales

- Strategies to build fine and coarse time scales
 - 1. Adding skip connections through time
 - 2. Leaky units and a spectrum of different time scales
 - To integrate signals with different time constants
 - Removal of some connections to model finegrained time scales

Adding skip connections through time

- Add direct connections from variables in the distant past to variables in the present
- In an ordinary RNN, recurrent connection goes from time t to time t+1. Can construct RNNs with longer delays
- Gradients can vanish/explode exponentially wrt no. of time steps
- Introduce time delay of d to mitigate this problem
- Gradients diminish as a function of τ/d rather than τ
- Allows learning algorithm to capture longer dependencies
 - Not all long-term dependencies can be captured this way

Leaky units and a spectrum of time scales

- Rather than an integer skip of d time steps, the effect can be obtained smoothly by adjusting a real-valued α
- Running Average
 - Running average $\mu^{(t)}$ of some value $\nu^{(t)}$ is $\mu^{(t)} \leftarrow \alpha \mu^{(t-1)} + (1-\alpha) \nu^{(t)}$
 - Called a linear self-correction
 - When α is close to 1, running average remembers information from the past for a long time and when it is close to 0, information is rapidly discarded.
- Hidden units with linear self connections behave similar to running average. They are called *leaky units*.
- Can obtain product of derivatives close to 1 by having linear self-connections and a weight near 1 on those connections

Removing Connections

- Another approach to handle long-term dependencies
- Organize state of the RNN at multiple time scales
 - Information flowing more easily through long distances at the slower time scales
- It involves actively removing length one connections and replacing them with longer connections
- Skip connections add edges