

**Warning: Higher dimensions ahead !**

A Fully Connected/Dense layer is insensitive to the order of features.

This is just a property of the dot product

$$\Theta^T \cdot \mathbf{x} = \Theta[\text{perm}]^T \cdot \mathbf{x}[\text{perm}]$$

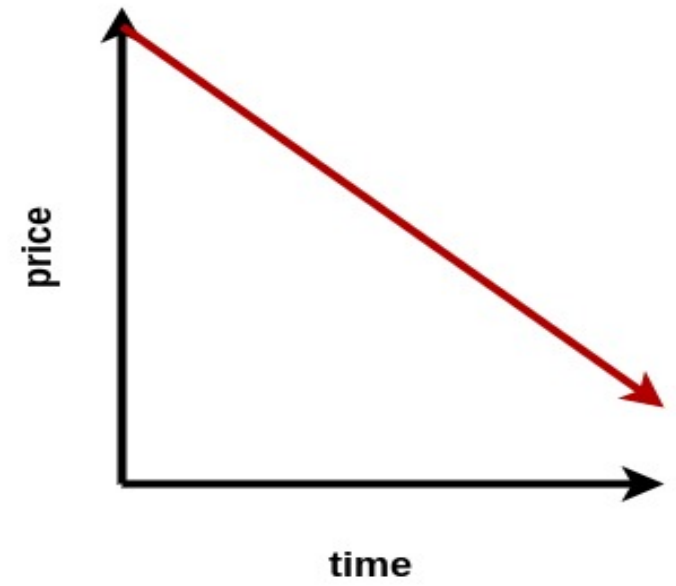
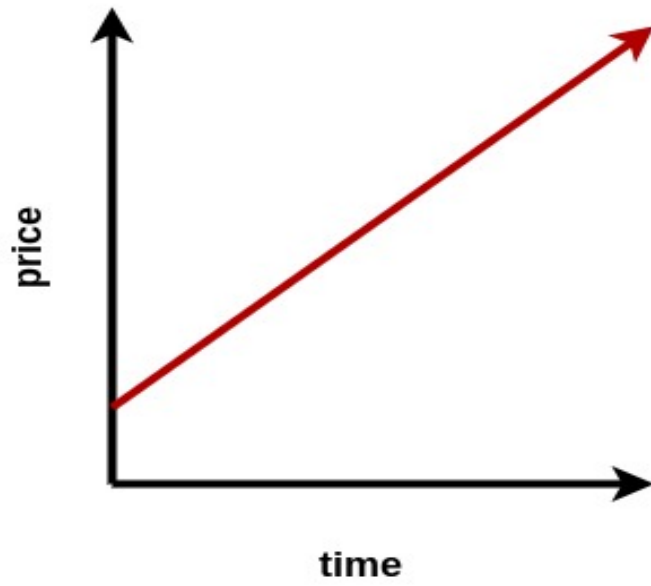
where  $\Theta[\text{perm}]^T$  and  $\mathbf{x}[\text{perm}]$  are permutations of  $\Theta, \mathbf{x}$ .

But there are many problems in which order is important.

Consider the following examples

Same prices

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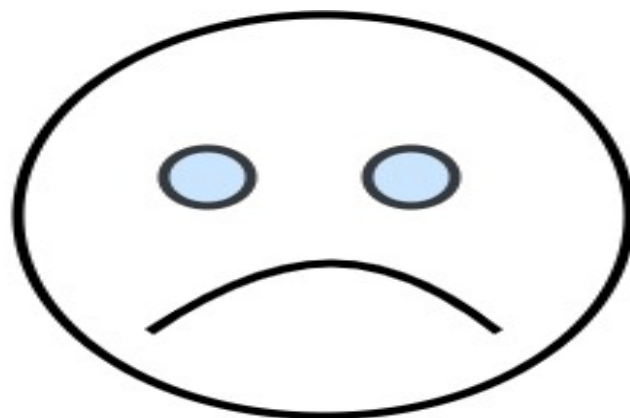
Same words

Machine Learning is easy not difficult

Machine Learning is difficult not easy

Same pixels

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In this lecture, we will be dealing with examples that are *sequences*.

That is, we will add a new dimension to each example which we will call the *temporal dimension*.

To make this concrete, consider the difference between a snapshot and a movie

- A movie is a sequence of snapshots

We have already encountered (when introducing CNN's) data with a *spatial dimension*

- location of a feature within a 1D or 2D space.



The main difference between the spatial and temporal dimensions:

- We have some degree of freedom to alter the spatial dimension without affecting the problem
  - e.g., rotating an image
- There is *no* ability to rearrange data in the temporal dimension
  - Time flows forward and we can't peek ahead.

A single example  $\mathbf{x}^{(i)}$  will now be written as

$$[\mathbf{x}_{(t)}^{(i)} \mid 1 \leq t \leq T]$$

Using the movie analogy

- $\mathbf{x}^{(i)}$  is a movie: a sequence of frames
- $\mathbf{x}_{(t)}^{(i)}$  is the  $t^{th}$  frame in the movies
- $\mathbf{x}_{(t),j,j'}^{(i)}$  is a particular pixel within the frame  $\mathbf{x}_{(t)}^{(i)}$ 
  - The temporal dimension is indexed by  $(t)$  and the spatial dimensions by  $j, j'$

# Functions on sequence

In the absence of a temporal dimension, our multi-layer networks

- Computed functions from vectors to vectors

With a temporal dimension, there are several variants of the function

- Many to one
  - Sequence as input, vector as output
  - Examples:
    - Predict next value in a time series (sequence of values)
    - Summarize the sentiment of a sentence (sequence of words)

- Many to many
  - Sequence as input, sequence of vectors as output
  - Examples
    - Translation of sentence in one language to sentence in second language
    - Caption a movie: sequence of frames to sequence of words

- One to many
  - Single input vector, sequence of vectors as output
  - Examples
    - Generating sentences from seed

# Recurrent Neural Network (RNN) layer

With a sequence  $\mathbf{x}^{(i)}$  as input, and a sequence  $\mathbf{y}$  as a potential output, the questions arises:

- How does an RNN produce  $\mathbf{y}_{(t)}$ , the  $t^{th}$  output ?

Some choices

- Predict  $\mathbf{y}_{(t)}$  as a direct function of the prefix of  $\mathbf{x}$  of length  $t$ :

$$p(\mathbf{y}_{(t)} | \mathbf{x}_{(1)} \dots \mathbf{x}_{(t)})$$

- Uses a "latent state" that is updated with each element of the sequence, then predict the output

$$\begin{array}{ll} p(\mathbf{h}_{(t)} | \mathbf{x}_{(t)}, \mathbf{h}_{(t-1)}) & \text{latent variable } \mathbf{h}_{(t)} \text{ encodes } [\mathbf{x}_{(1)} \dots \mathbf{x}_{(t)}] \\ p(\mathbf{y}_{(t)} | \mathbf{h}_{(t)}) & \text{prediction contingent on latent variable} \end{array}$$

The Recurrent Neural Network (RNN) adopts the latter approach.

Here is some pseudo-code:

```
In [2]: def RNN( input_sequence, state_size ):
        state = np.random.uniform(size=state_size)

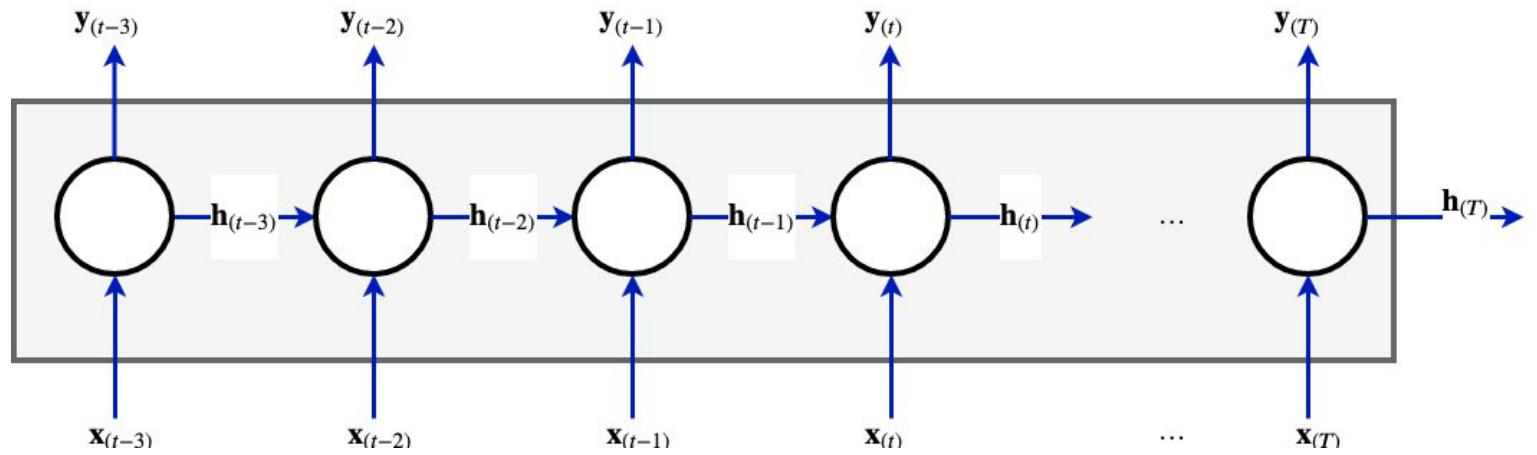
        for input in input_sequence:
            # Consume one input, update the state
            out, state = f(input, state)

        return out
```



and a picture/movie

# RNN many to many API



At each time step  $t$

- Input  $\mathbf{x}_{(t)}$  is processed
- Causes latent state  $\mathbf{h}$  to update from  $\mathbf{h}_{(t-1)}$  to  $\mathbf{h}_{(t)}$ 
  - We use the same sequence notation to record the sequence of latent states  $[\mathbf{h}_{(1)}, \dots, ]$
- Optionally outputs  $\mathbf{y}_{(t)}$  (for outputs that are of type sequence)

When processing  $\mathbf{x}_{(t)}$

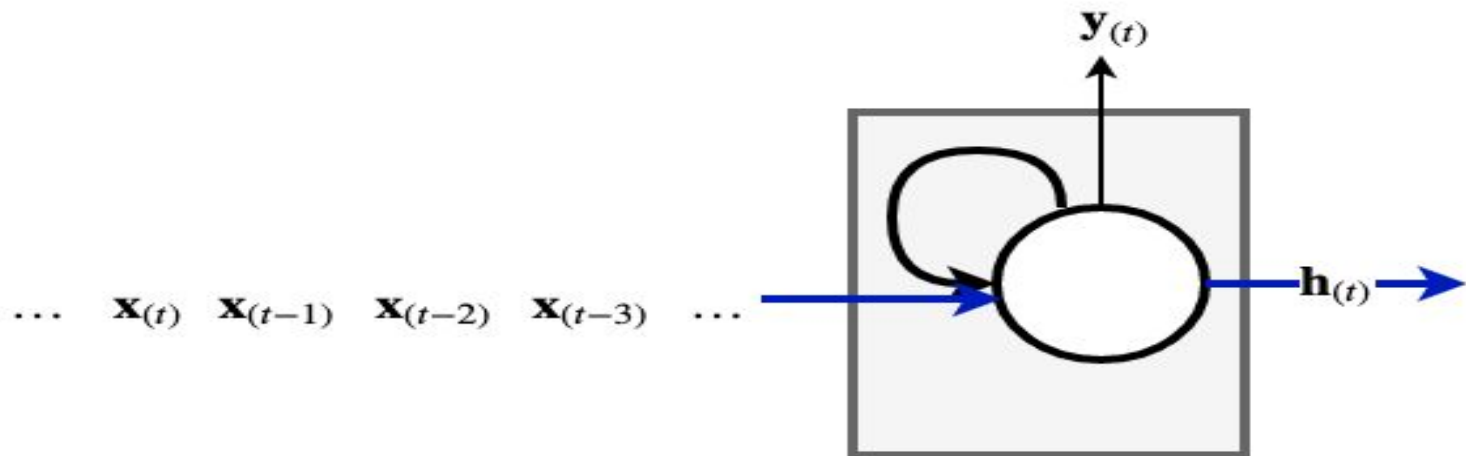
- The function computed takes  $\mathbf{h}_{(t-1)}$  as input
- Latent state  $\mathbf{h}_{(t-1)}$  has been derived by having processed  $[\mathbf{x}_{(1)} \dots \mathbf{x}_{(t-1)}]$
- And is thus a *summary* of the prefix of the input encountered thus far

One can look at this unrolled graph as being a dynamically-created computation graph.

A short-hand picture for the movie that you will often see is

RNN

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The movie version is a little more direct and is often referred to as "unrolling the loop" in the short-hand version.

The unrolled version will be crucial in understanding how Gradient Descent works when RNN layers are present.

- The unrolled graph looks just like an ordinary graph
- Because it resembles a non-loop computation, our logic and intuition for computing gradients transfers directly

Note that  $\mathbf{x}$ ,  $\mathbf{y}$ ,  $\mathbf{h}$  are all vectors.

In particular, the state  $\mathbf{h}$  *may have many* elements

- to record information about the entire prefix of the input.



One extremely important aspect that might not be apparent from the movie version:

- Each unrolled "frame" in the movie shares the *same weights* and computes the *same* function  $F$
- In contrast to a true multi-layer network where each layer has its *own* weights

That is the unrolled RNN computes

$$\begin{aligned}\mathbf{y}_{(t)} &= F(\mathbf{y}_{(t-1)}; \mathbf{W}) \\ &= F( F(\mathbf{y}_{(t-2)}; \mathbf{W}); \mathbf{W} ) \\ &= F( F( F(\mathbf{y}_{(t-3)}; \mathbf{W}); \mathbf{W} ); \mathbf{W} ) \\ &= \vdots\end{aligned}$$

rather than

$$\begin{aligned}\mathbf{y}_{(l)} &= F_{(l)}(\mathbf{y}_{(l-1)}; \mathbf{W}_{(l)}) \\ &= F_{(l)}( F_{(l-1)}(\mathbf{y}_{(l-2)}; \mathbf{W}_{(l-1)}); \mathbf{W}_{(l)} ) \\ &= F_{(l)}( F_{(l-1)}( F_{(l-2)}(\mathbf{y}_{(l-3)}; \mathbf{W}_{(l-2)}); \mathbf{W}_{(l-1)} ); \mathbf{W}_{(l)} ) \\ &= \vdots\end{aligned}$$

Note, in particular

- The repeated occurrence of the term  $\mathbf{W}$  will complicate computing the derivative
- As we will see in a subsequent lecture

RNN's are sometimes drawn without separate outputs  $\mathbf{y}_{(t)}$

- in that case,  $\mathbf{h}_{(t)}$  may be considered the output.

The computation of  $\mathbf{y}_{(t)}$  will be just a linear transformation of  $\mathbf{h}_{(t)}$  so there is no loss in omitting it from the RNN and creating a separate node in the computation graph.

Geron does not distinguish between  $\mathbf{y}_{(t)}$  and  $\mathbf{h}_{(t)}$  and he uses the single  $\mathbf{y}_{(t)}$  to denote the state.

I will use  $\mathbf{h}$  rather than  $\mathbf{y}$  to denote the "hidden state".

## $\mathbf{h}_{(t)}$ latent state

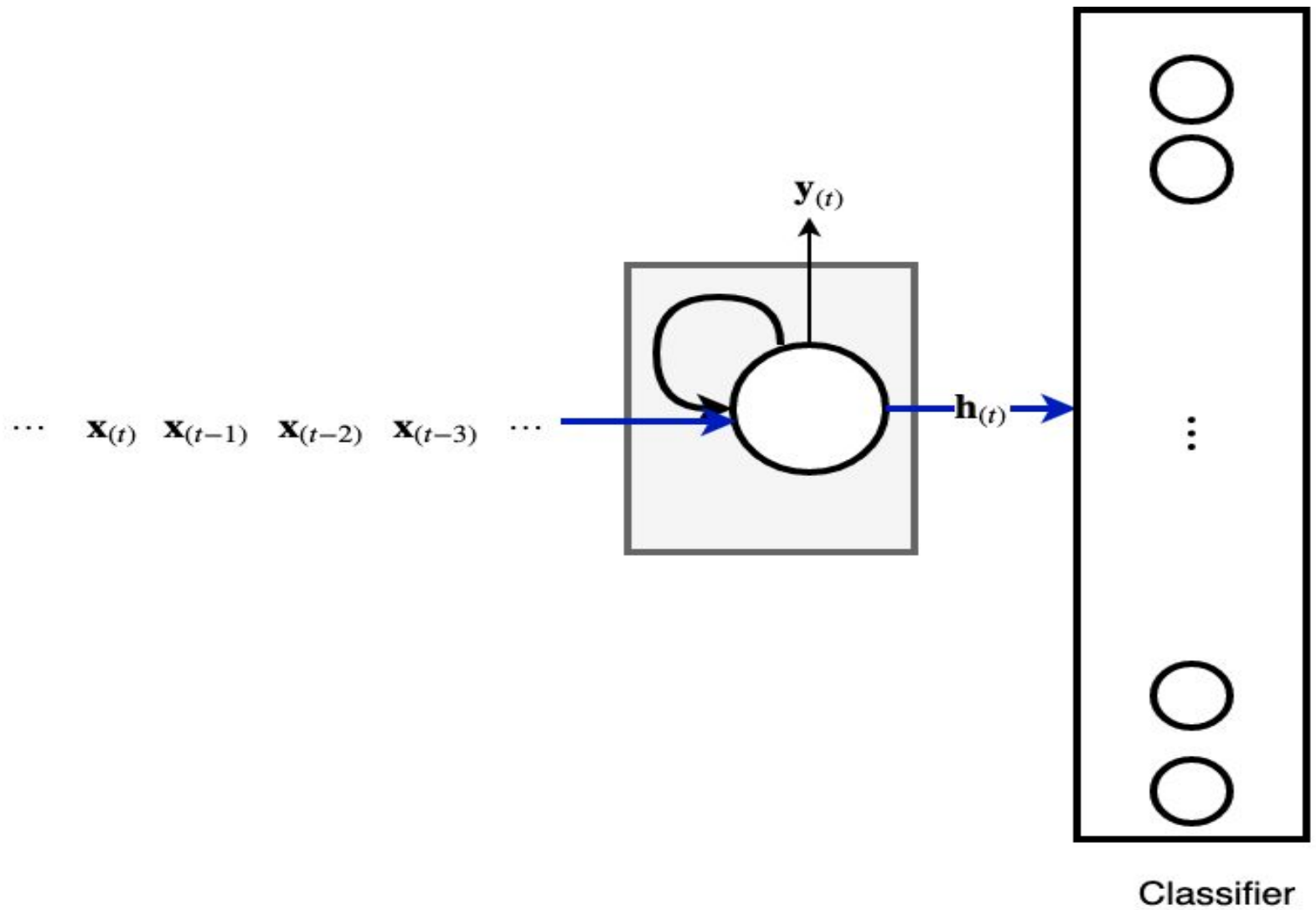
$h_{(t)}$  is the latent state (sometimes called the *hidden state* as it is not visible outside the layer).

It is essentially a *fixed length* encoding of the variable length sequence  $[\mathbf{x}_{(1)} \dots \mathbf{x}_{(t)}]$

- All essential information about the prefix of  $\mathbf{x}$  ending at step  $t$  is recorded in  $\mathbf{h}_{(t)}$
- Hence, the size of  $\mathbf{h}_{(t)}$  may need to be large

Having a fixed length encoding for a variable length input is crucial

- We can feed the (fixed length representation of a) sequence to a Classical ML Classifier/Regressor
- Which have fixed length inputs







# Conclusion

We have introduced the key concepts of Recurrent Neural Networks.

- An unrolled RNN is just a multi-layer network
- In which *all the layers are identical*
- The latent state is a fixed length encoding of the prefix of the input

A more detailed view of sequences and RNN's will be our next topic.

In [3]: `print("Done")`

Done