

this phone is no good - Negative

NO, the phone is good - Positive

	good	phone	no	is	
DOC1	1	1	1	1	→ Neg
DOC2	1	1	1	1	→ Pos

Sequence is really important

↓

I went to germany and people speaks german there

Un
Sorted
→

good like and that is it ?

I like that for it is good and ? today

Sequence really matters

gmail → Hi! How are you?
whatsapp →

Machine translation

of text

i/p

o/p



sentence

sentence

dynamic

dynamic

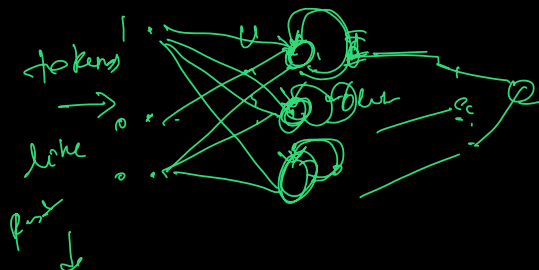
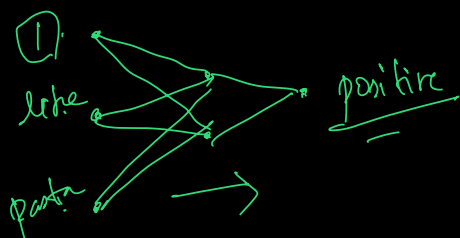
Input, Outputs can be different length
in different example

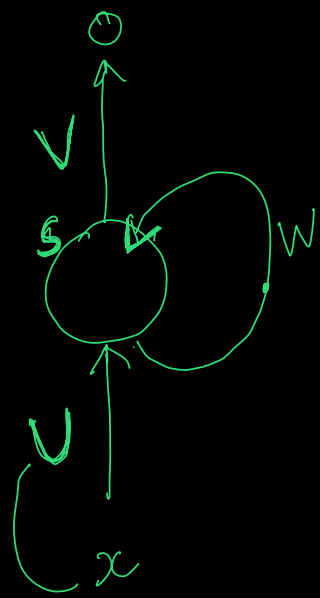
Recurrent Neural Network

1. Sequencing
2. Memory
3. dynamic length of i/p and o/p

ANN
NN
FFNN

RNN





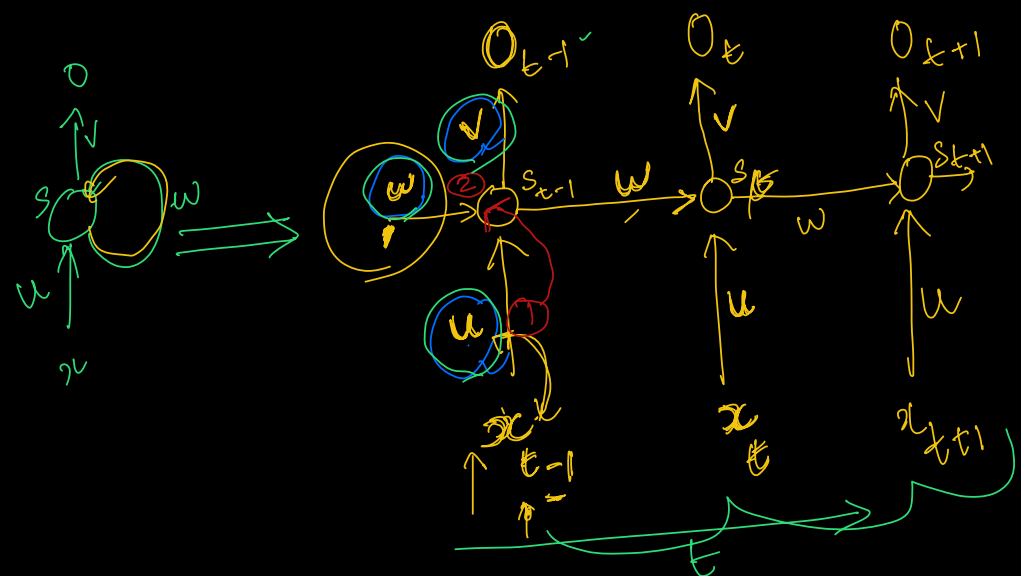
x - Input
 o - Output

u - Weights from Input

v - Weights for Output

w - Weights for previous hidden state

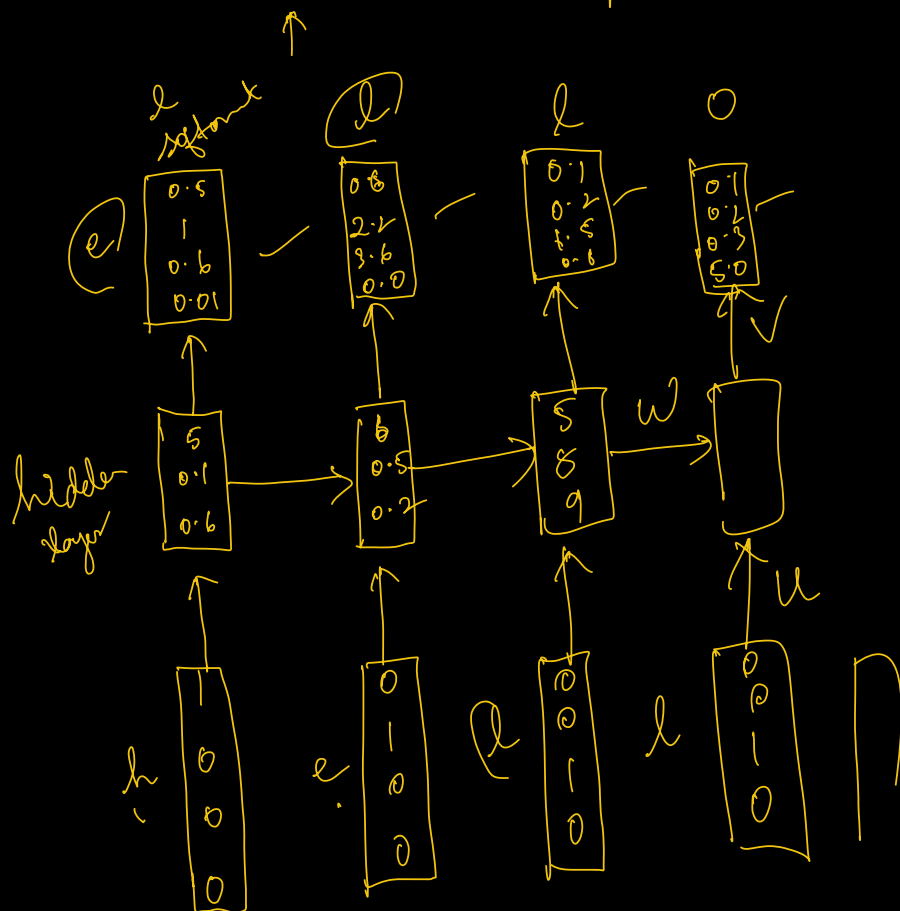
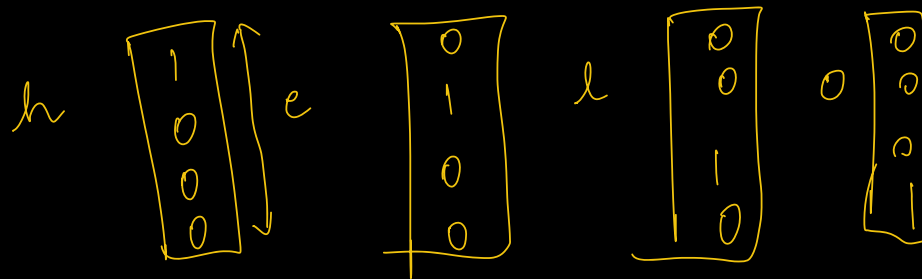
s - State of hidden unit



Prediction of next character

$\tilde{h}, \tilde{e}, \tilde{l}, \tilde{l}, \tilde{o}$

(4 vocab) h e l o



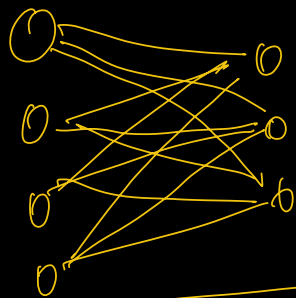
Math behind RNN

1	0	0	0
0	1	0	0
0	0	1	0
0	0	0	1
h	e	l	o
x_{t-1}	x_t	x_{t+1}	x_{t+2}

input neuron multiply by weights of randomly allocated, 3 neuron

$$U \Rightarrow \underline{3 \times 4}$$

Step 1



$$x_t = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

U			
0.2	<u>0.8</u>	<u>0.5</u>	0.6
0.1	0.08	0	0.5
0.5	0.8	0.02	0.1

$$x_t = \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \end{bmatrix}$$

$$U * x_{t-1} = \begin{bmatrix} 0.2 \\ 0.8 \\ 0.5 \end{bmatrix}$$

W \Rightarrow 0.4893 1×1 bias = 0.5

s_{t-1} initialize \Rightarrow

0
0
0

s_{t-1}

Step 2

W b
 $0.4893 + 0.5 \times$

$W \cdot s_{t-1} + \text{bias}$

0
0
0

s_{t-1}

\Rightarrow

0.5
0.5
0.5

$s_t = \tanh \left(\frac{W \cdot s_{t-1} + U x_t}{2} \right)$

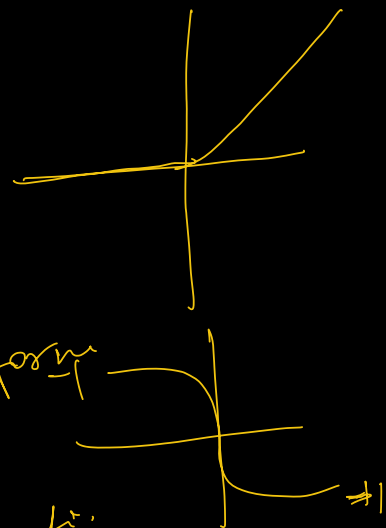
Step-3

$\tanh \left(\begin{array}{c} 0.5 \\ 0.5 \\ 0.5 \end{array} + \begin{array}{c} 0.2 \\ 0.8 \\ 0.5 \end{array} \right)$

s_t \Rightarrow

0.6 ✓
0.8 ✓
0.2 ✓

Past information
 Karma
 hidden information



$V =$

6.5	6.2	1.2
0.2	0.1	0.0
2.0	1.5	0.6
5.0	0.9	6.8

Step 4

3 neuron output 4

$$O_x = V \cdot S_b$$

$$= \begin{matrix} \begin{matrix} 6.5 & 6.2 & 1.2 \\ 0.2 & 0.1 & 0.0 \\ 2.0 & 1.5 & 0.6 \\ 5.0 & 0.9 & 6.8 \end{matrix} & \times & \begin{matrix} 0.6 \\ 6.8 \\ 0.2 \end{matrix} \end{matrix}$$

$4 \times 3 \quad 3 \times 1$

$$= \text{Softmax} \left(\begin{matrix} 1.00 \\ 2.5 \\ 0.9 \\ 1.2 \end{matrix} \right) \Rightarrow \begin{matrix} 0.1 \\ 0.4 \\ 0.2 \\ 0.3 \end{matrix}$$

e

e

$$u \times \begin{matrix} 0 \\ 1 \\ 0 \\ 0 \end{matrix} \Rightarrow \begin{matrix} \\ \\ \\ \end{matrix}$$

3×1

Back Propagation

↓
Adjust the weights ($\underline{w}, \underline{v}, \underline{u}$)

Time Information (Sequence)

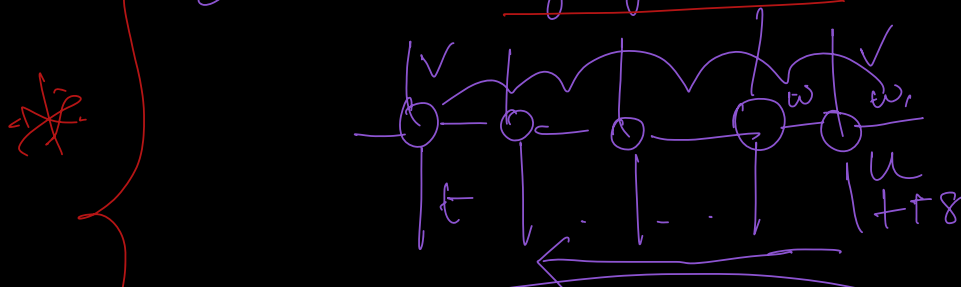
Back Propagation Through time
(BPTT)

Problem with RNN

1. Time & Resource Intensive

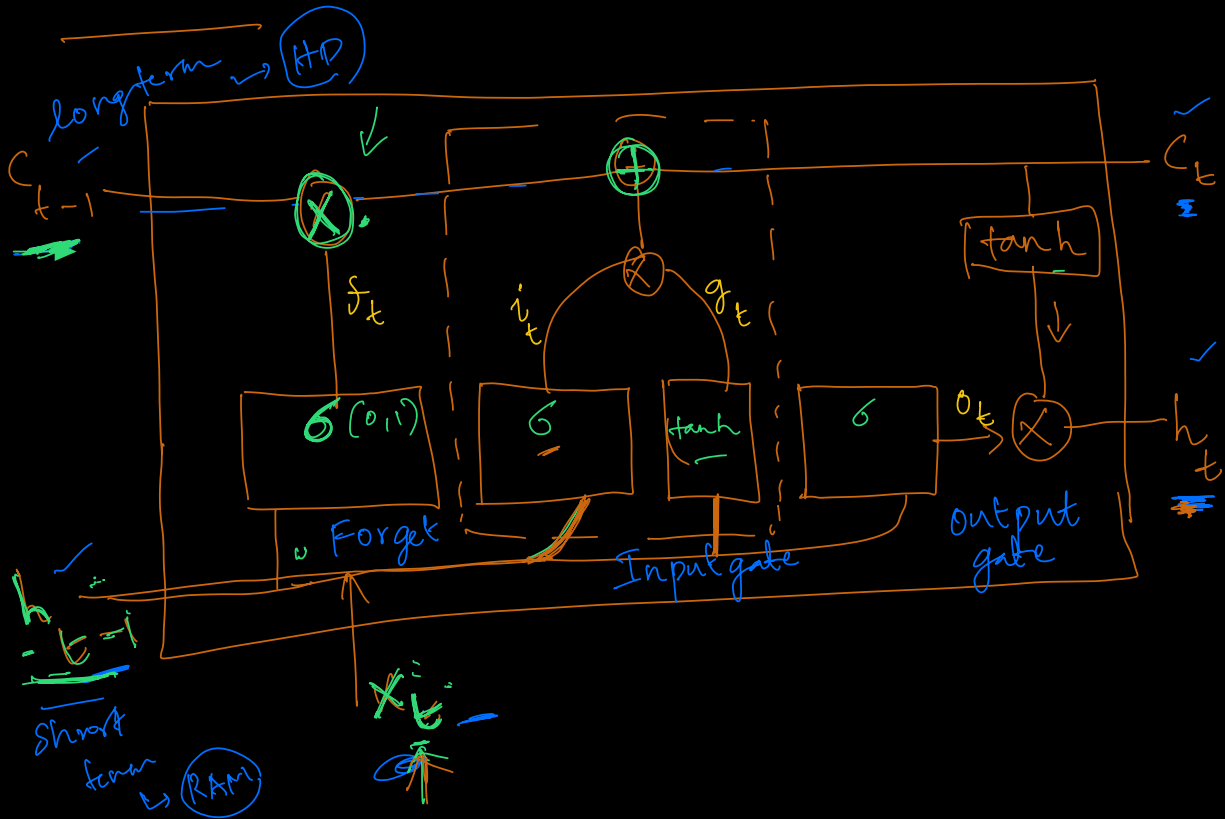
* { 2. Not effective in long sequence
(limited memory)
may forget some important
information in the long
history

3. Vanishing gradient descent



chain
reaction
chain
derivable

LSTM



$$\begin{aligned}
 C_{t-1} &= \begin{bmatrix} 5 & 6 & 7 \end{bmatrix} \\
 f_t &= \begin{bmatrix} 1 & 0 & 1 \end{bmatrix} \\
 \text{long term updated} &= \begin{bmatrix} 5 & 0 & 7 \end{bmatrix}
 \end{aligned}$$