



**ANCHORMEN**  
data activators

# SEQUENCES

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31-MAY-21



# MOTIVATION FOR RNNs

# SEQUENCES

Often, our data is a sequence. Think of things like:

- Sentences (sequence of words)
- Music (sequence of tones)
- EEG (sequence of electric pulses)



# RECURRENT NETWORKS

A major problem with sequences is, that the history has to be taken into account to understand the data.

“Ik krijg mijn geld van de **bank**”

“Ik denk na over de aanschaf van een nieuwe **bank**”.

If we only look at the word itself, the model (and neither a human) can't figure out the meaning without the **context** of the sequence!



# MAKING NEURAL NETWORKS RECURRENT

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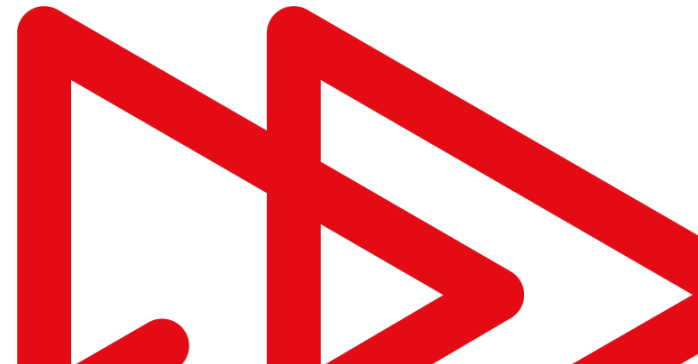
Catch up

# SIMPLE RNN

Let's start with a simple neural network architecture, with two hidden layers.

We can recognize the set of weights  $W_{hx}$  that transforms the  $X$  into the hidden state, and an additional set of weights  $W_{yh}$  that transforms the hidden state into the  $y$ .

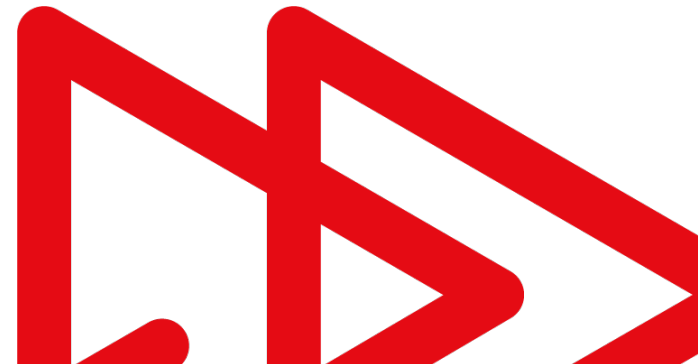
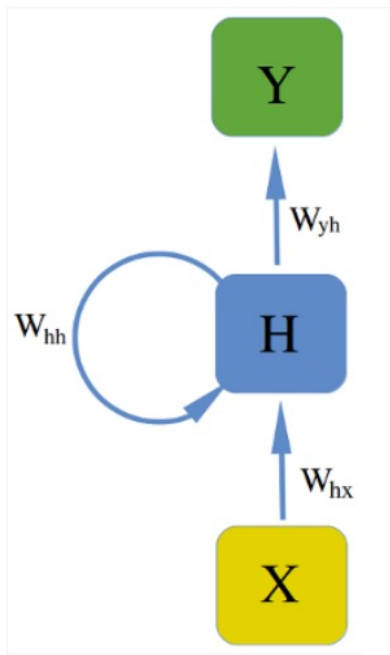
How can we incorporate the history of the sequence into this?



# SIMPLE RNN

We can add a **loop**. This is why it is called a **recurrent** neural network.  
We will define a 'hidden' state, that can be passed onto the next iteration.  
We will try to learn weights  $W_{hh}$  that define how the hidden state should be passed on.

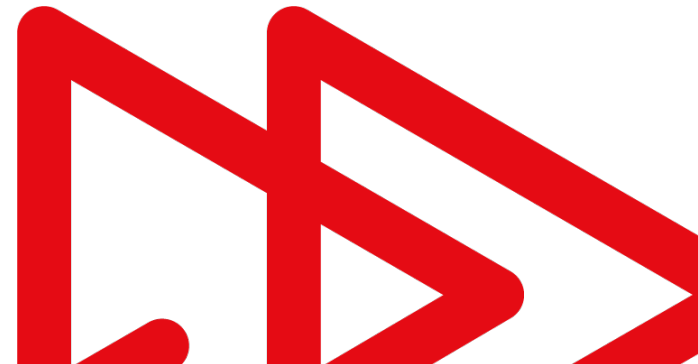
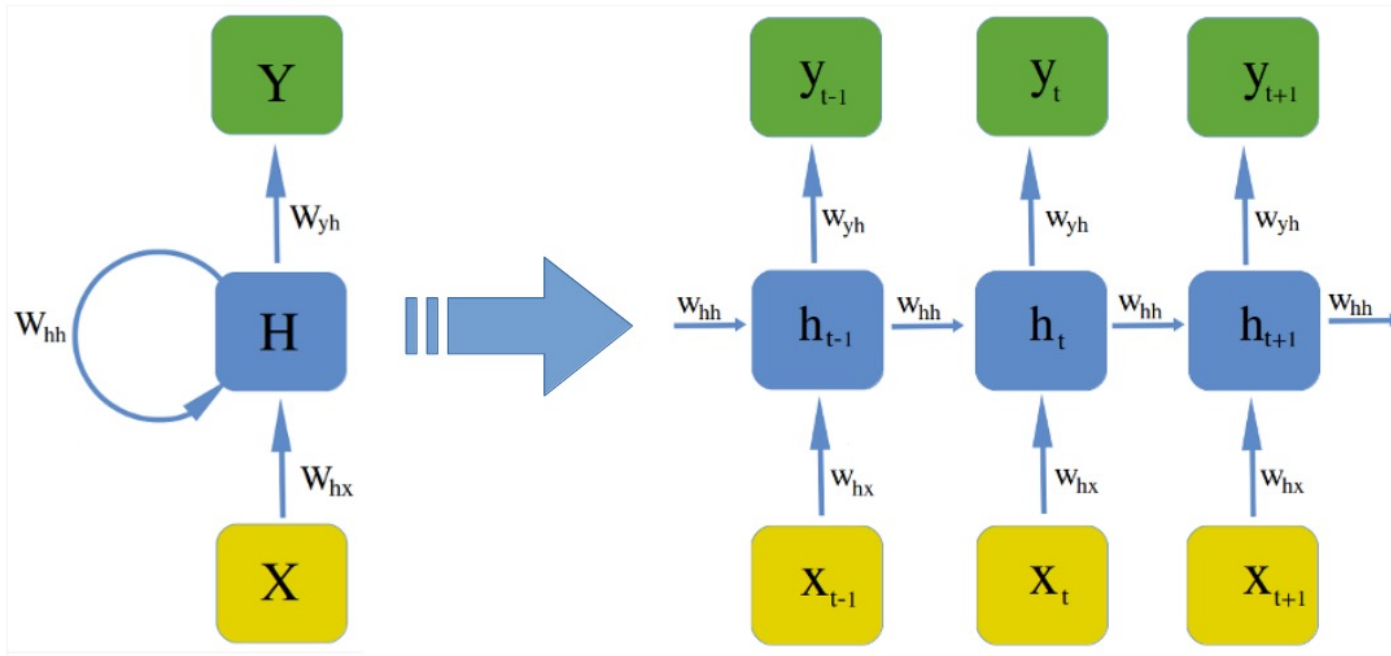
- do you understand why we need to learn weights for this?
- What would happen without the weights?





# SIMPLE RNN

We will reuse the same weights for every iteration. If we unpack the network over time, we could visualize it like this:





While the math might look impressive at first, with all the subscripts, we can recognize the same basic linear formula we have been using over and over again since lesson 1:

$$y = ax + b$$

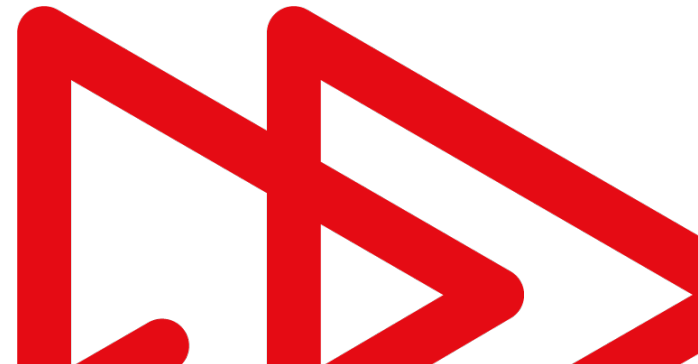
or, equivalent, but with a matrix notation:

$$y = WX + b$$

The subscripts like  $W_{hh}$  and  $W_{hx}$  to point to the fact that these are different sets of weights, but in essence there is nothing new.

We will wrap the linear formula's in an activation function  $\sigma$  (for which have been using functions like a sigmoid, tanh or relu), which give us

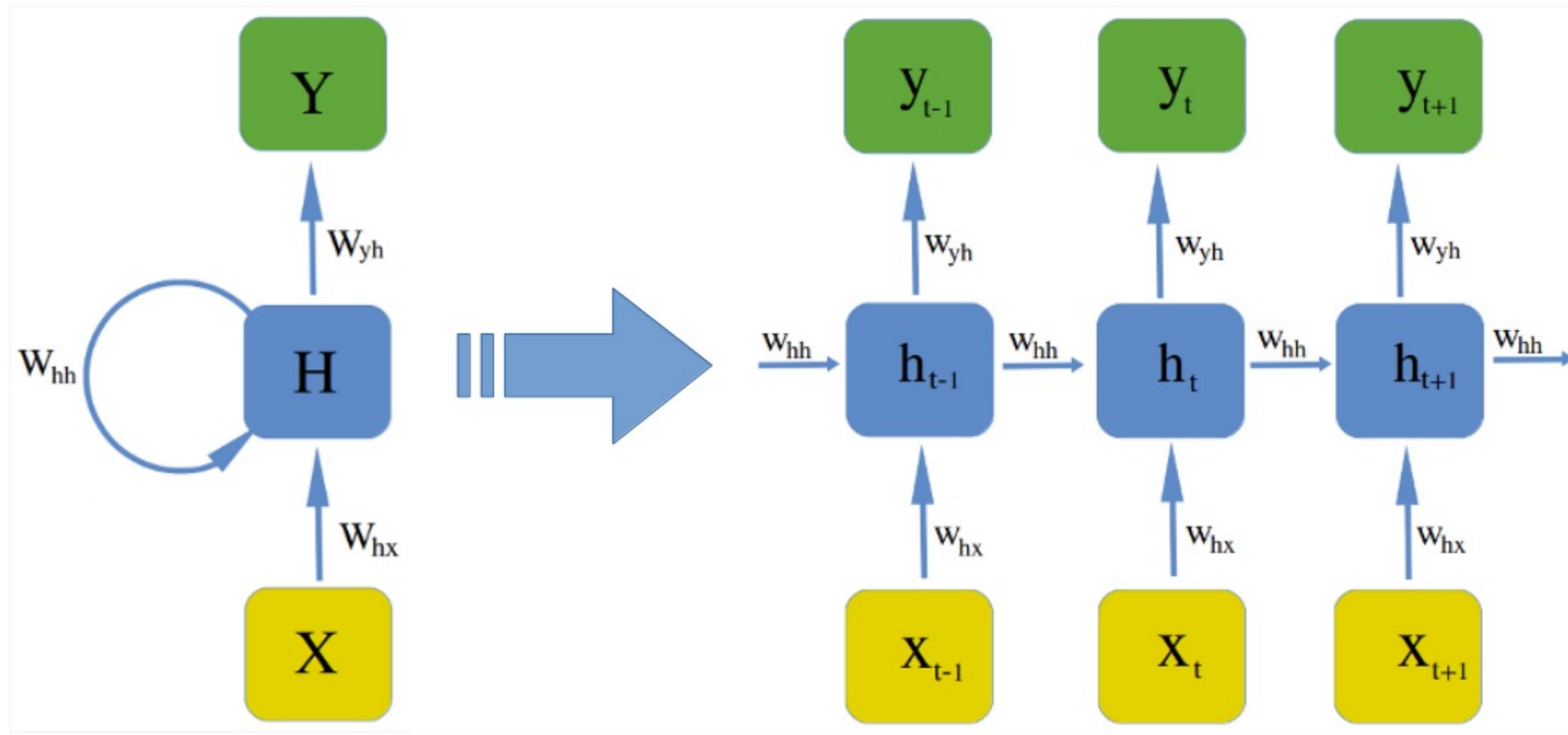
$$y = \sigma(WX + b)$$



The formula for the hidden state can be written down like this:

$$h_t = \sigma(W_{hh}h_{t-1} + W_{hx}X_t + b_h)$$

The only difference here with our familiar notation seems to be that we sum the output of the hidden state  $h_{t-1}$  and the input  $X_t$ .



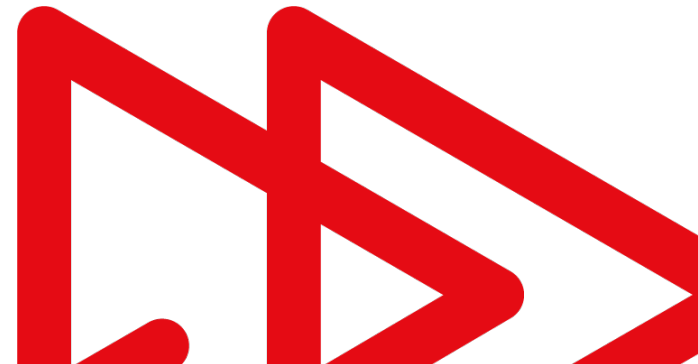
But this difference is just superficial. If we have the formula:

$$y = a_1x_1 + a_2x_2 + b$$

We can simplify that with a matrix notation:

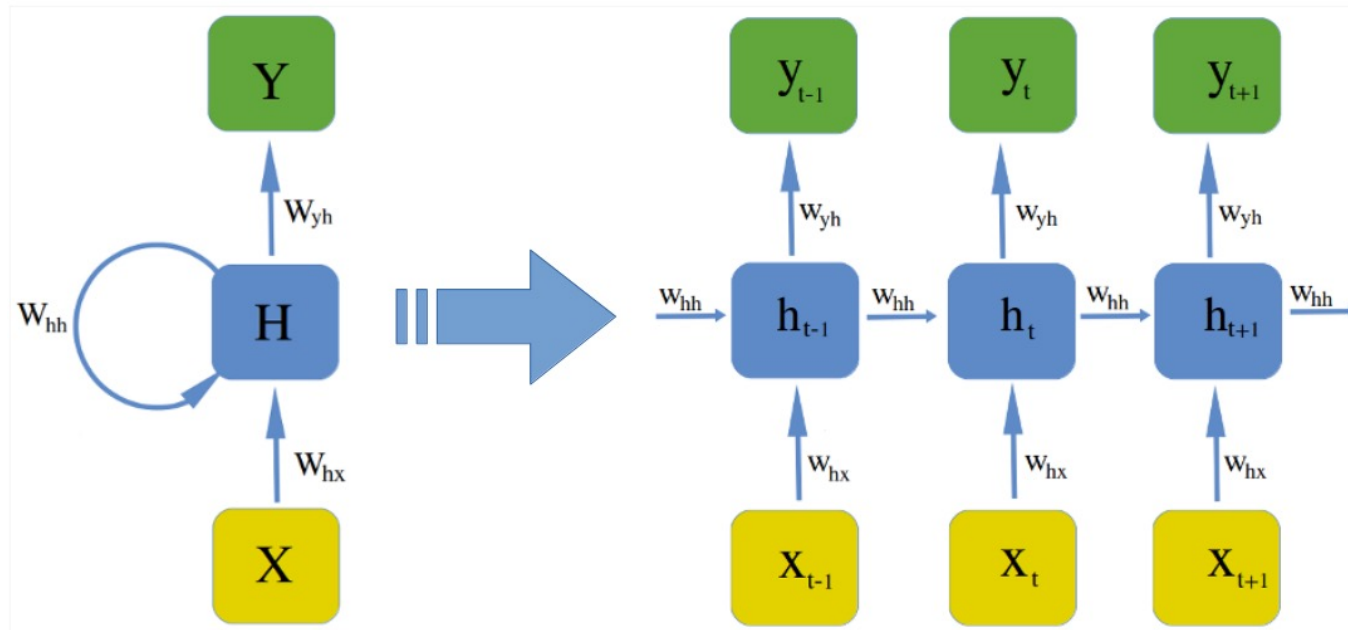
$$y = AX + b$$

With  $A = [a_1, a_2]$  and  $X = [x_1, x_2]$



Thus, we can

- concatenate the hidden state of the past timestep  $h_{t-1}$  and the current input  $X_t$  together as  $[h_{t-1}, X_t]$
- stack both weights into one object  $W_h = [W_{hh}, W_{hx}]$



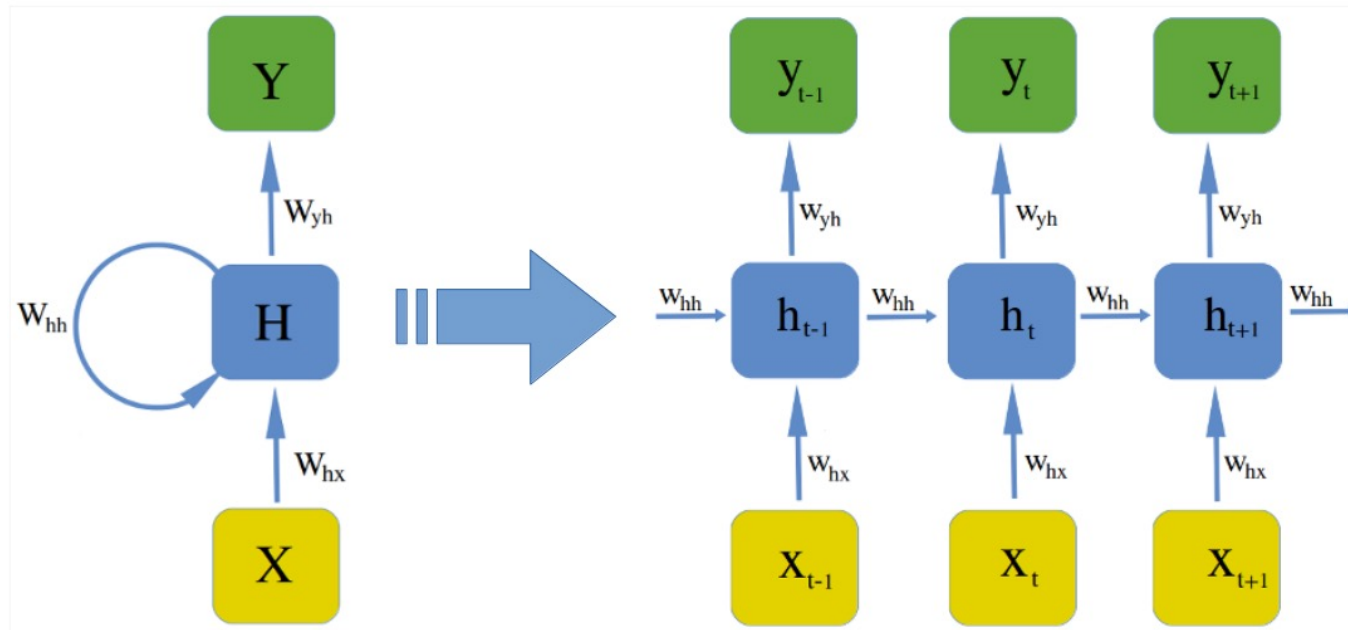
Instead of

$$h_t = \sigma(W_{hh}h_{t-1} + W_{hx}X_t + b_h)$$

We often write the equivalent,

$$h_t = \sigma(W_h[h_{t-1}, X_t] + b_h)$$

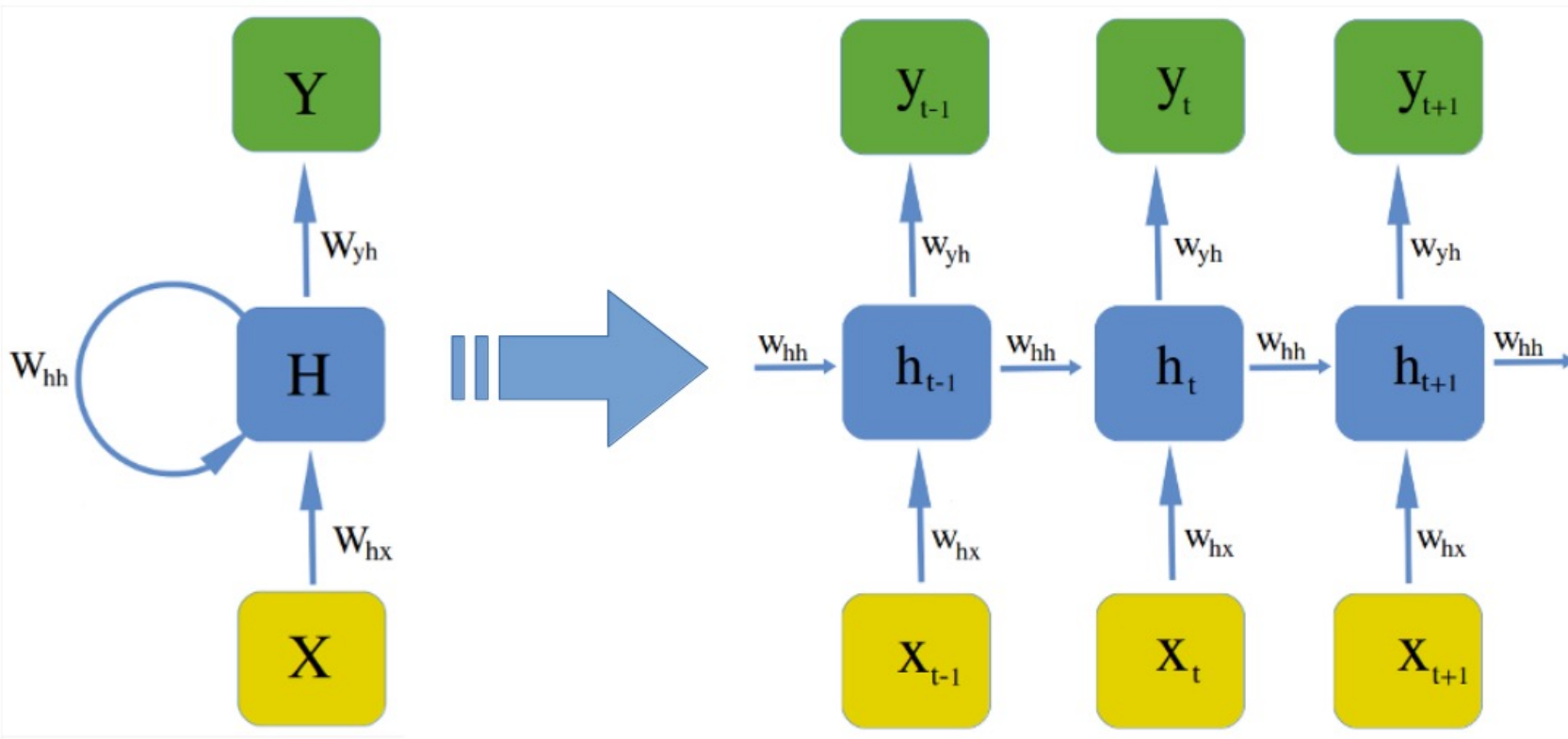
We can think of the hidden state as an **additional set of features**.



For the output, we have the same shape  $y = WX + b$  that we have been using since lesson 1.

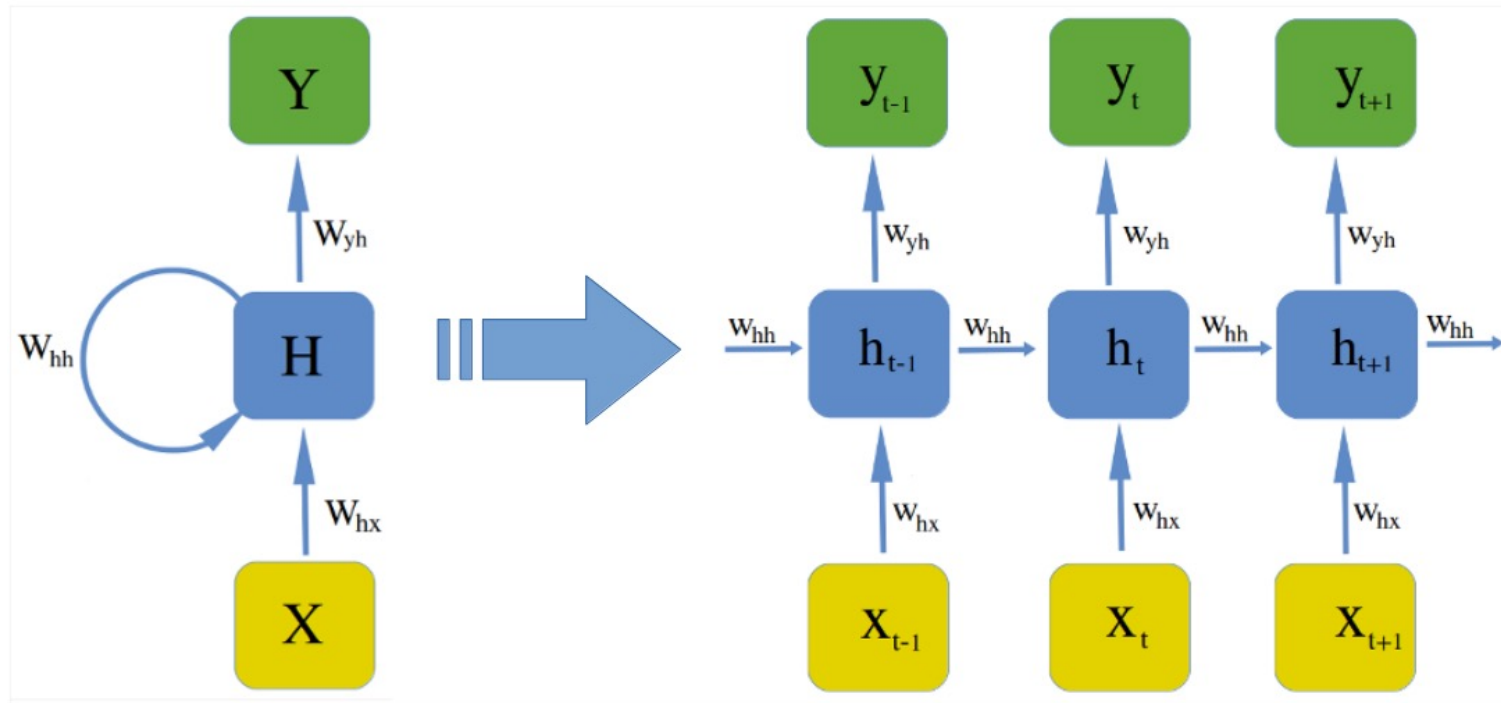
$$h_t = \sigma(W_h[h_{t-1}, X_t] + b_h)$$

$$y_t = \sigma(W_{yh}h_t + b_y)$$



We can summarize this intuitively as:

- We use a familiar dense network with one hidden layer
- The math is similar to what we have been using for all neural networks: a linear function with an activation.
- To make it recurrent, we add the hidden state of the past as features ('context') to the input.
- This way, if we need the model to understand the meaning of 'bank', we have access to the context of the sequence to determine the proper meaning.

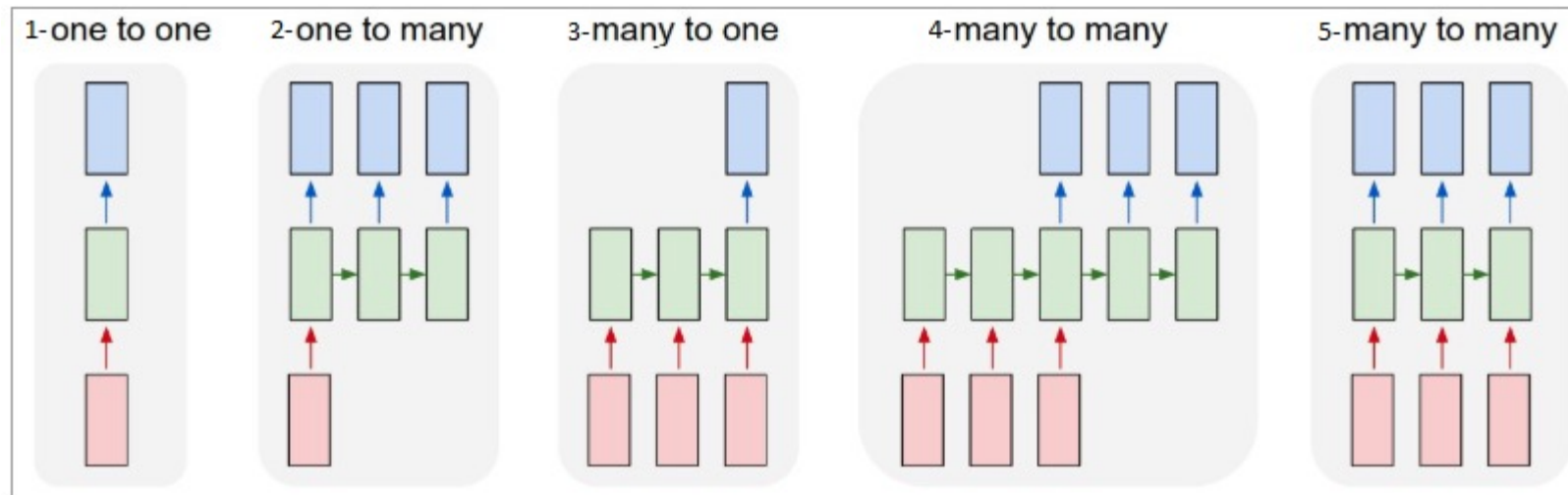




# Shape of RNNs

Input of a sequence does not has to be equal to the length of the output.

- Text generation (one-to-many)
- Sentiment classification (many-to-one)
- Machine translation (many-to-many, encoder-decoder (type 4))
- Named entity recognition (many-to-many (type 5))



# ADDING MEMORY

31-MAY-21

Catch up

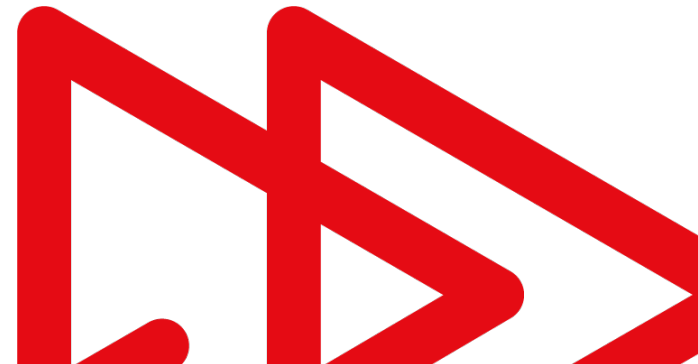
# MOTIVATION: VANISHING GRADIENTS

Long term dependencies:

The man, which ate the... while... and... , was full

The men, which ate the.... while.... and..., were full

We get a vanishing gradients problem.



# VANISHING GRADIENTS

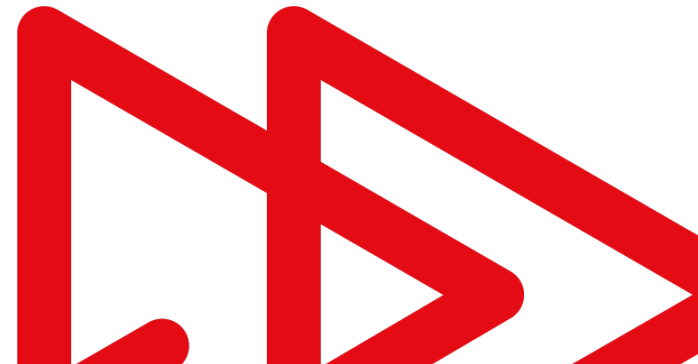
Long term dependencies:

The man, which ate the... while... and... , was full

The men, which ate the.... while.... and..., were full

It is difficult for a simple RNN to capture very long term dependencies.

Solution: add **memory** and **forgetgates**.



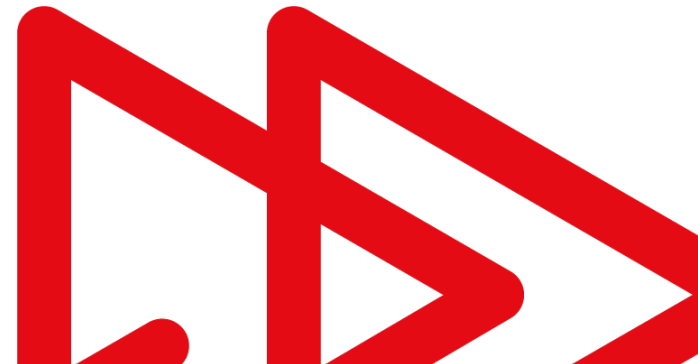
# GRU (SIMPLIFIED)

We will have to define two different states to create 'memory'.

$C_t$  Memory Cell (similar to  $h_t$  from the RNN)

$\tilde{C}_t$  Candidate replacement for  $C_t$ :  $\tanh(W_c[C_{t-1}, X_t] + b_c)$

We have an input (the hidden state) and we will transform that input as we have been doing before with a variation on  $y = \sigma(WX + b)$ .



# GRU (SIMPLIFIED)

The main idea we want to add to this, is:

Can we find a way to either

- *ignore* the new replacement  $\tilde{C}_t$  (and keep remembering the past  $C_t$  )
- *Forget* the past  $C_t$  (and fully take the replacement  $\tilde{C}_t$ )
- *Something in between* (where we find a ratio between forgetting and remembering)



# GRU (SIMPLIFIED)

We can achieve this with a *forget gate*  $\Gamma_u$  (which is the greek capital gamma):

$$\Gamma_u \quad \text{Gate: } \sigma(W_u[C_{t-1}, X_t] + b_u)$$

This gate will be an matrix of numbers between 0 and 1, because we will use a sigmoid activation.

0 will mean: keep the past, ignore the new state

1 will mean: forget the past, take the new state

Any number in between will mix the two extremes.





# GRU (SIMPLIFIED)

$C_t$  Memory Cell (similar to  $h_t$  from the RNN)

$\tilde{C}_t$  Candidate replacement for  $C_t$ :  $\tanh(W_c[C_{t-1}, X_t] + b_c)$

$\Gamma_u$  Gate:  $\sigma(W_u[C_{t-1}, X_t] + b_u)$

$$C_t = \Gamma_u * \tilde{C}_t + (1 - \Gamma_u) * C_{t-1}$$

The gate has a sigmoid activation, so has a value between 0 and 1.  
It acts like a mask or filter.



# GRU (SIMPLIFIED)

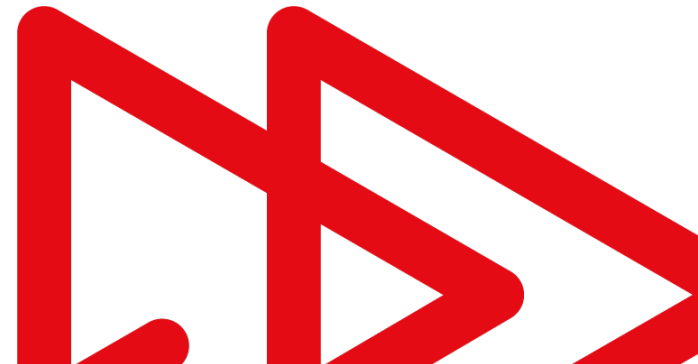
$C_t$  Memory Cell (similar to  $a_t$  from the RNN)

$\tilde{C}_t$  Candidate replacement for  $C_t$ :  $\tanh(W_c[C_{t-1}, X_t] + b_c)$

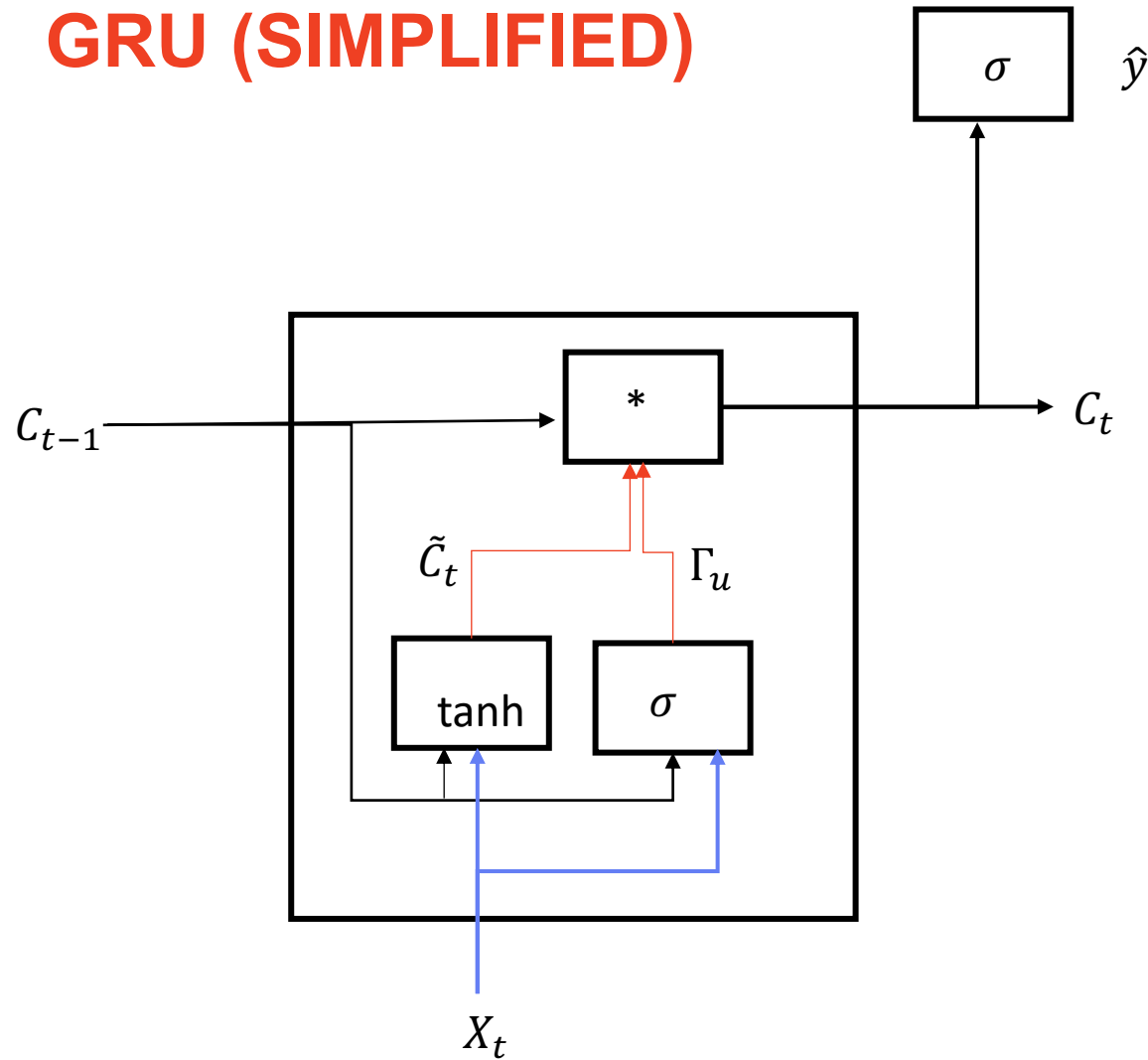
$\Gamma_u$  Gate:  $\sigma(W_u[C_{t-1}, X_t] + b_u)$

$$C_t = \Gamma_u * \tilde{C}_t + (1 - \Gamma_u) * C_{t-1}$$

If  $\Gamma_u = 1$ , we take the new candidate. If  $\Gamma_u = 0$ , we don't update the old value.



# GRU (SIMPLIFIED)



$C_{t-1}$   
RNN)

Memory Cell (similar to  $a_t$  from the

$\tilde{C}_t$

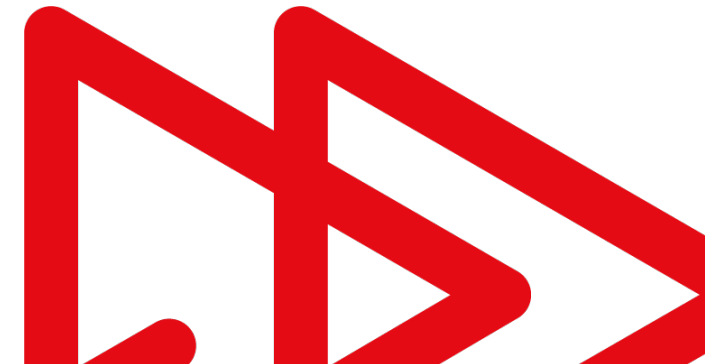
Candidate replacement for  
 $C_t$ :  $\tanh(W_c[C_{t-1}, X_t] + b_c)$

$\Gamma_u$

Gate:  $\sigma(W_u[C_{t-1}, X_t] + b_u)$

$C_t$

$\Gamma_u * \tilde{C}_t + (1 - \Gamma_u) * C_{t-1}$



# GRU (FULL)

The full GRU architecture has two gates:

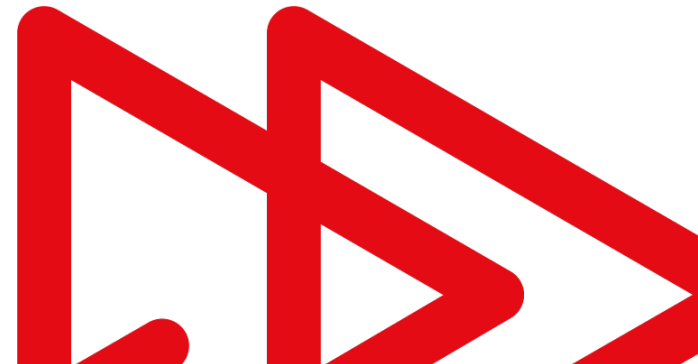
$C_t$  Memory Cell (similar to  $a_t$  from the RNN)

$\tilde{C}_t$  Candidate replacement for  $C_t$ :  $\tanh(W_c[\Gamma_r * C_{t-1}, X_t] + b_c)$

$\Gamma_u$  Update gate:  $\sigma(W_u[C_{t-1}, X_t] + b_u)$

$\Gamma_r$  Relevance gate:  $\sigma(W_r[C_{t-1}, X_t] + b_r)$

$$C_t = \Gamma_u * \tilde{C}_t + (1 - \Gamma_u) * C_{t-1}$$



# HISTORY

- 1982 RNN are discovered by John Hopfield
- 1995 The LSTM architecture was proposed with input and output gates
- 1999 Forget gates were added
- 2009 LSTM won the handwriting recognition competition
- 2013 LSTM outperformed other models at natural speech recognition
- 2014 GRU architecture was introduced



# LSTM

In time, the LSTM architecture came before the GRU.

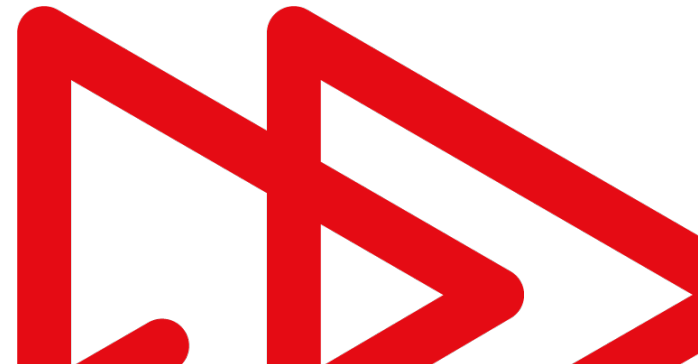
The GRU was intended to be a simplification of the even more complex LSTM architecture, that uses three gates.

The GRU reuses one gate with the formula:

$$C_t = \Gamma_u * \tilde{C}_t + (1 - \Gamma_u) * C_{t-1}$$

The original LSTM architecture used two separate weights here, adding more complexity:

$$C_t = \Gamma_u * \tilde{C}_t + \Gamma_f * C_{t-1}$$



# LSTM

## GRU

$$\tilde{C}_t = \tanh(W_c[\Gamma_r * C_{t-1}, X_t] + b_c)$$

$$\Gamma_u = \text{Update gate: } \sigma(W_u[C_{t-1}, X_t] + b_u)$$

$$\Gamma_r = \text{Relevance gate: } \sigma(W_r[C_{t-1}, X_t] + b_r)$$

$$C_t = \Gamma_u * \tilde{C}_t + (1 - \Gamma_u) * C_{t-1}$$

$$h_t = C_t$$

## LSTM

$$\tilde{C}_t = \tanh(W_c[h_{t-1}, X_t] + b_c)$$

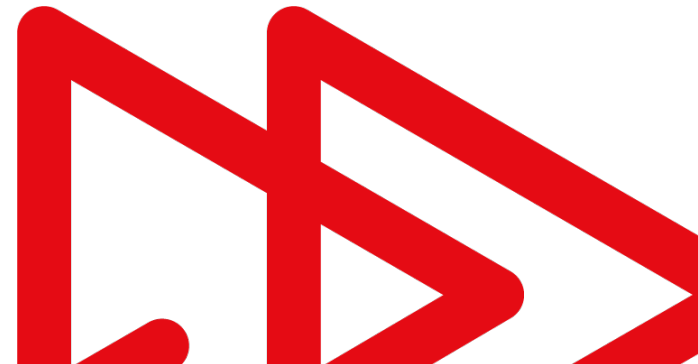
$$\Gamma_u = \text{Update gate: } \sigma(W_u[h_{t-1}, X_t] + b_u)$$

$$\Gamma_f = \text{Forget gate: } \sigma(W_f[h_{t-1}, X_t] + b_f)$$

$$\Gamma_o = \text{Output gate: } \sigma(W_o[h_{t-1}, X_t] + b_o)$$

$$C_t = \Gamma_u * \tilde{C}_t + \Gamma_f * C_{t-1}$$

$$h_t = \Gamma_o * C_t$$

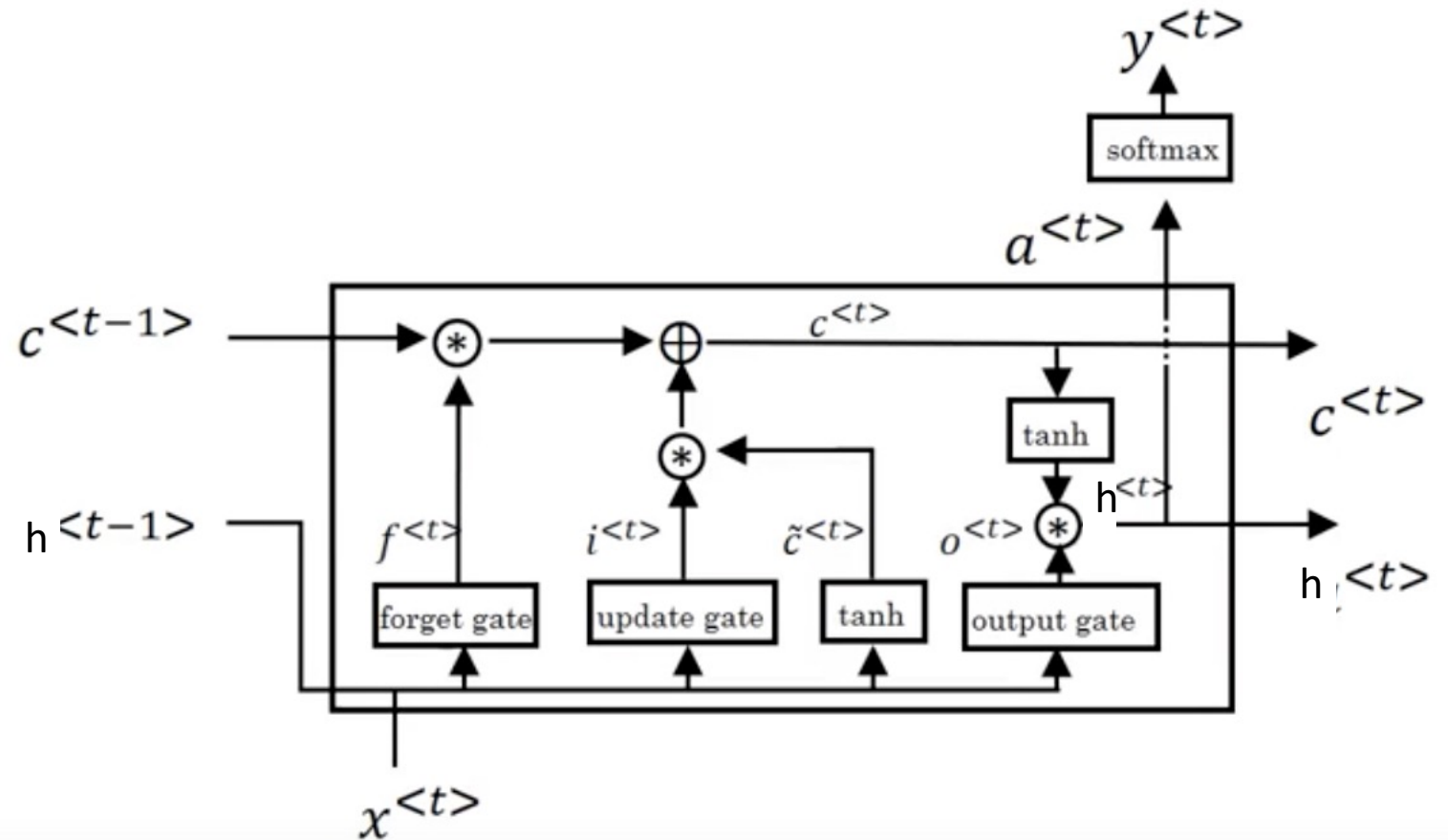




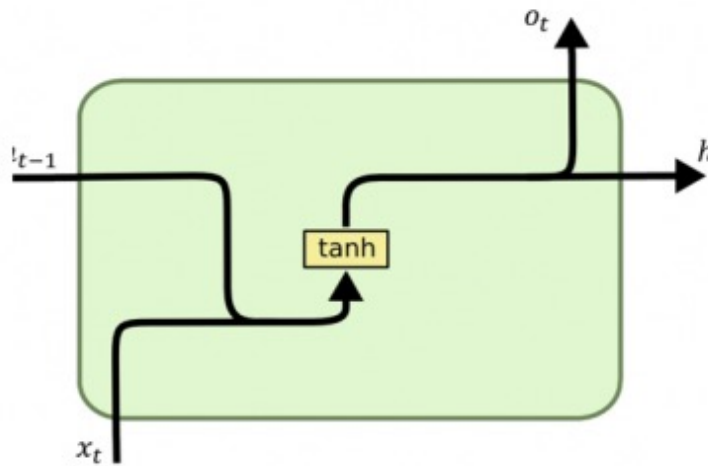
# LSTM

$$C_t = \Gamma_u * \tilde{C}_t + \Gamma_f * C_{t-1}$$

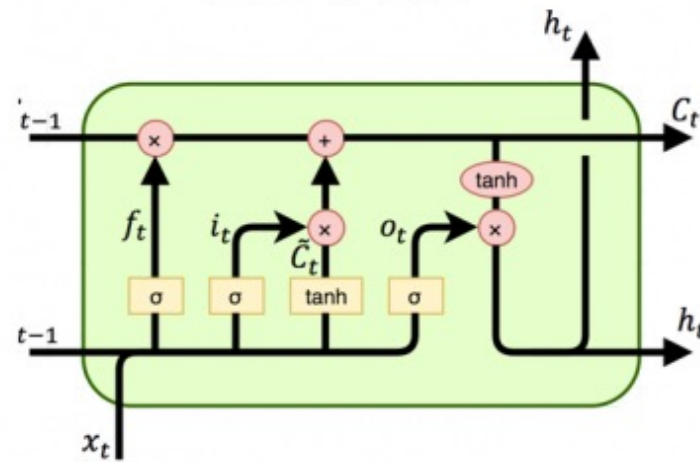
$$h_t = \Gamma_o * C_t$$



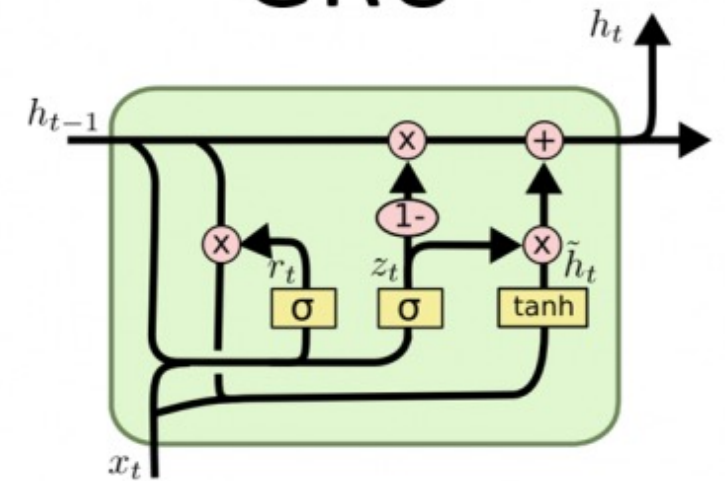
# RNN



# LSTM

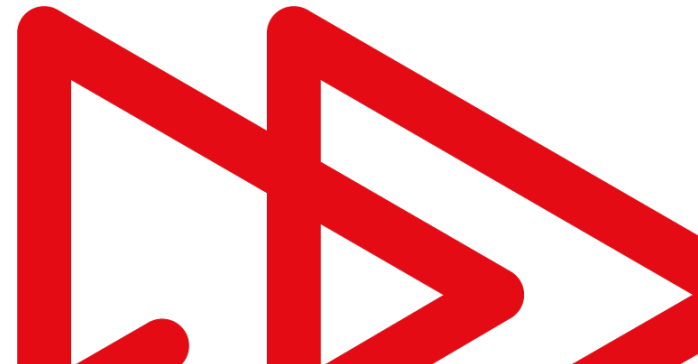


# GRU



# SUMMARY

- All three architectures are recurrent
- The simple RNN does not have a mechanism for memory, but can suffer from vanishing gradients with long sequences.
- Both the GRU and LSTM have memory mechanisms, that can learn to keep something in memory for a long time, and forget it at a certain point in time.
- Because the GRU and LSTM are more complex, they will have much more weights to learn.



# CONVOLUTIONS

31-MAY-21

Catch up

# 1D CONVOLUTIONS

Timeseries with 1 feature

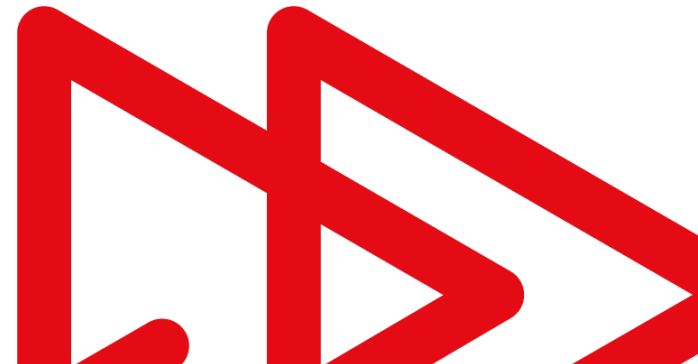
0.4
0.3
1.0
0.1
0.3
0.7
0.5
0.2

1D Kernel with size 3

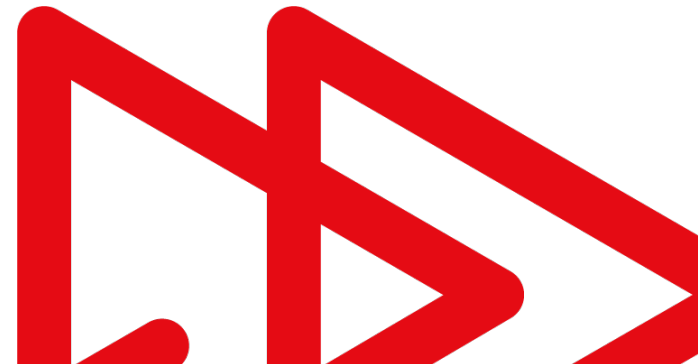
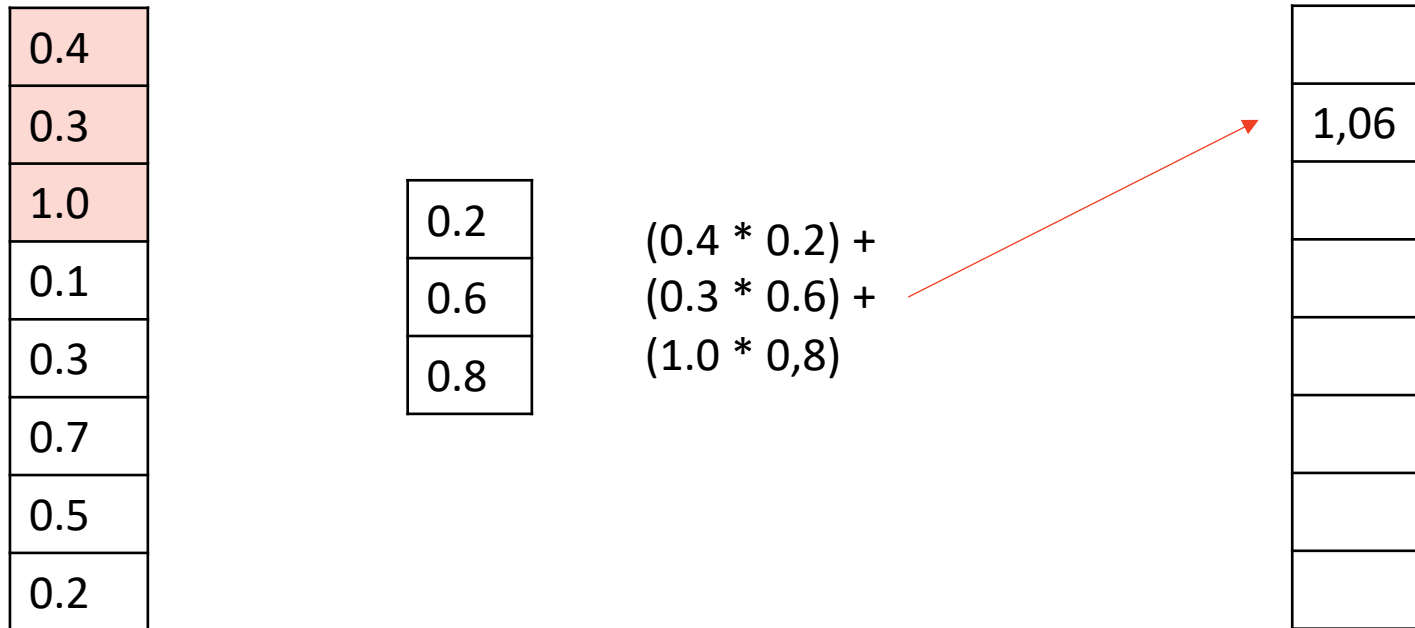
0.2
0.6
0.8

In essence, this works the same as a 2D convolution.

We just miss a dimension.



# 1D CONVOLUTIONS



# 1D CONVOLUTIONS

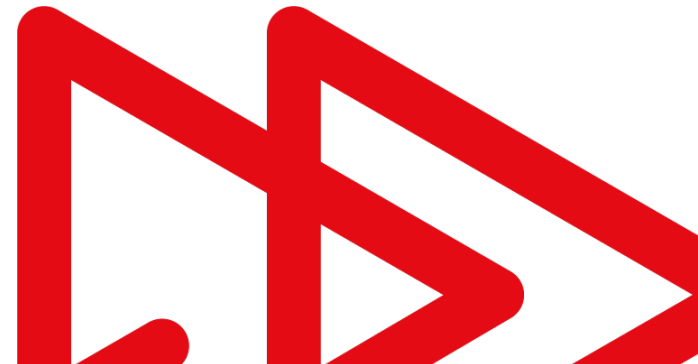
0.4
0.3
1.0
0.1
0.3
0.7
0.5
0.2

0.2
0.6
0.8

$$\begin{aligned} &(0.3 * 0.2) + \\ &(1.0 * 0.6) + \\ &(0.1 * 0.8) \end{aligned}$$



1,06
1,66



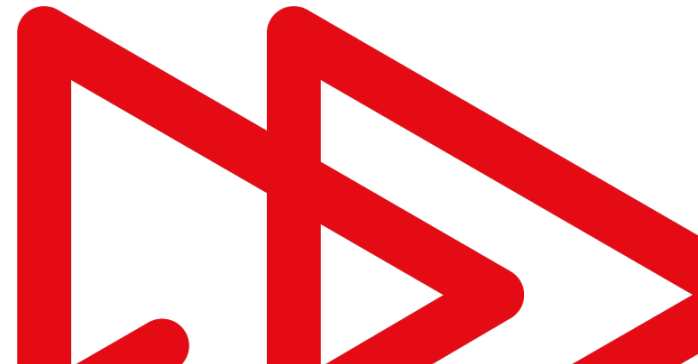


# 1D CONVOLUTIONS

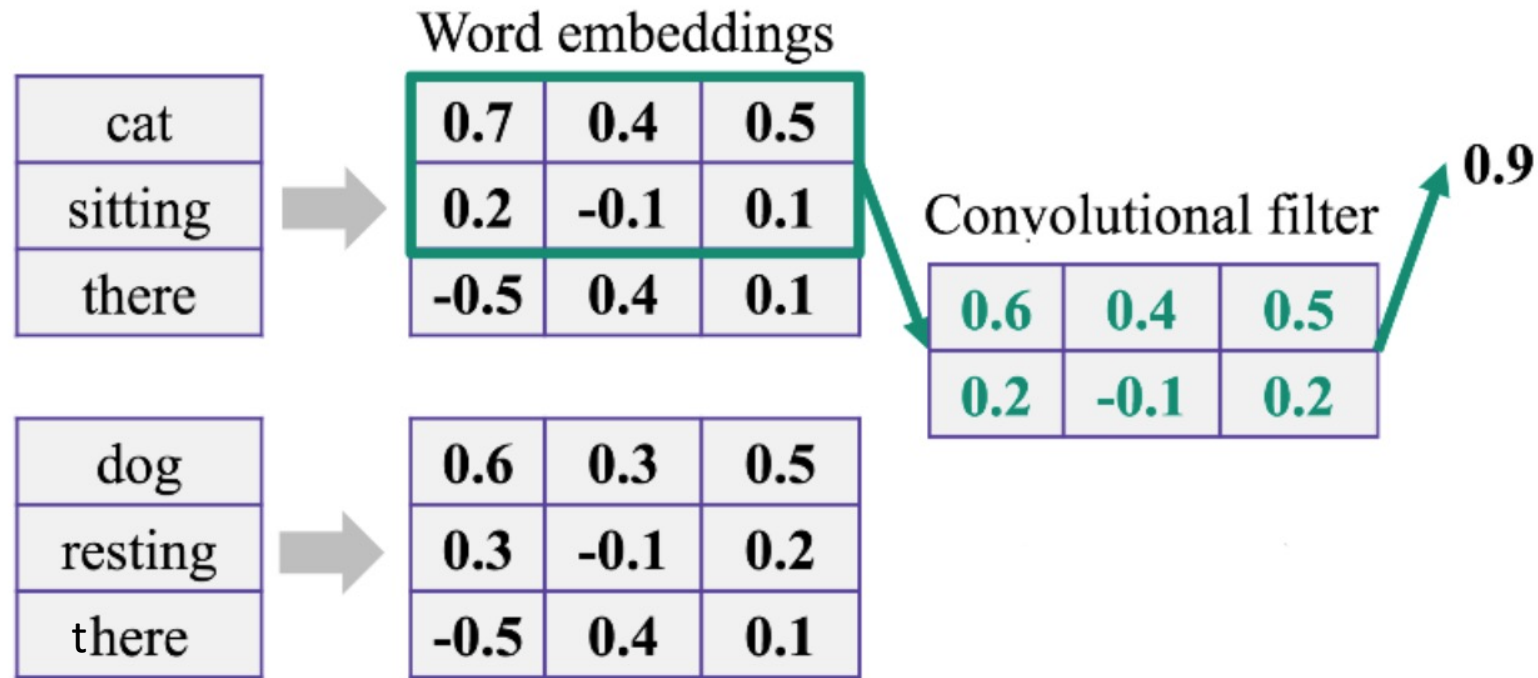
0.4
0.3
1.0
0.1
0.3
0.7
0.5
0.2

0.2
0.6
0.8

1.06
1.66
0.5
0.76
1.78
0,6



# CONVOLUTIONS



This can be extended to timeseries with more features, eg 3 features in this example.

$$0,7*0,6+0,4*0,4+0,5*0,5+0,2*0,2+-0,1*-0,1+0,1*0,2 = 0,9$$

# CONVOLUTIONS

Intuitive, you can think of convolutions in the same way we used it with images.

It is a way to extract features from a timeseries, where we don't specify the features ourselves but let the machine learn the features.

Examples of features are:

- Removing noise (eg, moving average)
- Detecting fast rising peaks
- Detecting sudden drops
- Etc.

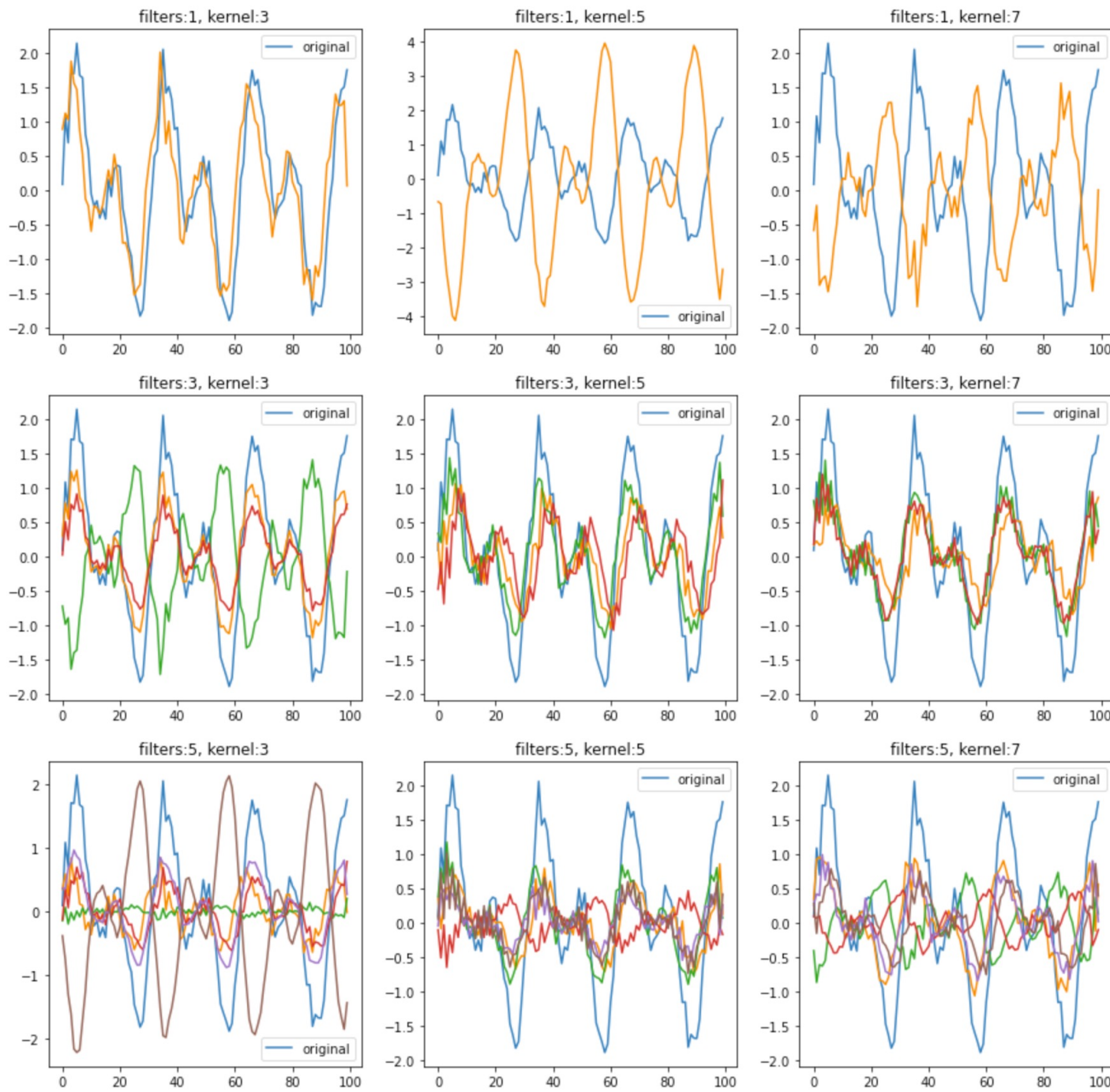


# CONVOLUTIONS

This is an example of random filters.

You can vary the amount of filters, and the size of the kernel.

Note how some filters increase small variations, while others smoothen the variations.



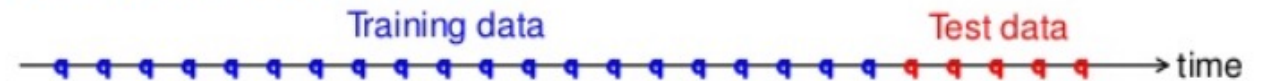
# EVALUATION – CROSSVALIDATION

We saw this before in the lesson on crossvalidation.

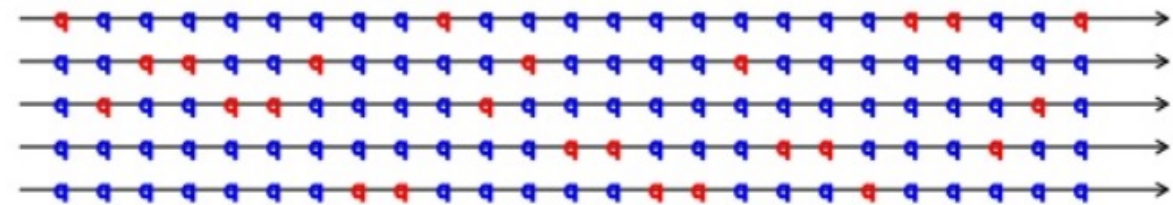
Note how we can't use standard crossvalidation!

We will have to create what is called a 'windowed' dataset, where the test data never 'leaks' future information.

## Traditional evaluation



## Standard cross-validation



## Time series cross-validation

