Sequence Modeling: Recurrent and Recursive Networks

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27th January 2016

Contents

Introduction

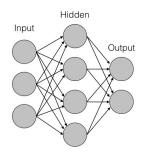
Model architecture

Optimization and Vanishing Gradient Problem

LSTM & other RNN models

Application: Machine Translation

Why RNN's?



- Independence
- Fixed Length

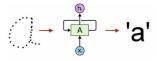
https://www.nervanasys.com/recurrentneural-networks/

$$g_t(x_t,...,x_1) = f(x_t,h_{t-1})$$

He went to Germany in 2010. In 2010 he went to Germany.

- sequential data: texts, speech, time series
- variable length
- long-term dependencies
- memory

Applications



Handwriting recognition



Handwriting generation

https://greydanus.github.io/2016/08/21/handwriting/

Smart reply



https://research.googleblog.com/2016/05/chats smarter-with-allo.html

Applications

Image Captioning



"man in black shirt is playing guitar."

Karpathy and Fei-Fei (2015)

Pixel RNNs



Figure 1. Image completions sampled from a PixelRNN.

Van den Oord et al. (2016)

Applications

- Machine translation
- Sentiment analysis
- Text summaries
- Speech recognition and generation
- Time series
- Deep Reinforcement Learning

Contents

Introduction

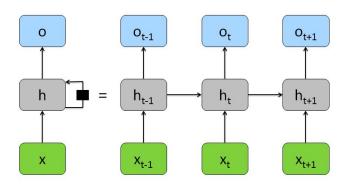
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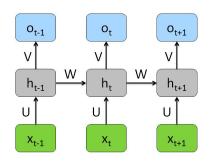
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Recurrent Neural Network



Recurrent Neural Network



for t = 1 to T:

$$h_t = f(b + W h_{t-1} + U x_t)$$

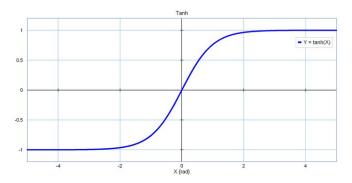
$$o_t = c + V h_t$$

$$\hat{y}_t = softmax(o_t)$$

$$= \frac{exp(o_t^{k'})}{\sum_k exp(o_t^k)} \quad \forall k'$$

Which activation function?

$$f(x) = tanh(x) = \frac{sinh(x)}{cosh(x)} = \frac{e^{x} - e^{-x}}{e^{x} + e^{-x}}$$



http://www.20sim.com/webhelp/language_reference_functions_tanh.php

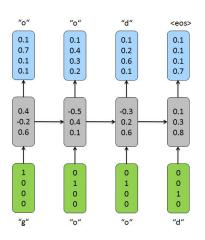
Language Modeling

- Input: word/character encoded as one-hot vector
- Output: Probability distribution over words given previous words

$$P(y_1,...,y_T) = \prod_{i=1}^T P(y_i|y_1,...,y_{i-1})$$

score sentences with their probabilities

Recurrent Neural Network



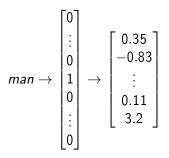
$$h_{t} = f\left(\frac{b}{n_{h} \times 1} + \frac{W}{n_{h} \times n_{h}} + \frac{U}{n_{h} \times 1} + \frac{U}{n_{h} \times \frac{N_{y}}{n_{y}}} + \frac{N_{t}}{n_{y} \times 1}\right)$$

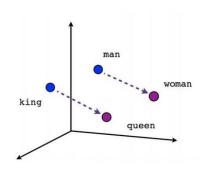
$$o_{t} = c + \frac{V}{n_{y} \times 1} + \frac{h_{t-1}}{n_{y} \times n_{h}} + \frac{N_{t-1}}{n_{h} \times 1}$$

Vocabulary size $n_V > 100000$

Word Embeddings (Word2vec)

Data sparsity





Male-Female

https://www.tensorflow.org/tutorials/word2vec/

Sampling from an RNN

- Sample from conditional distribution at each time step
- How to generate sequence length?
 - special end symbol
 - Bernoulli output
 - ullet integer value au

Contents

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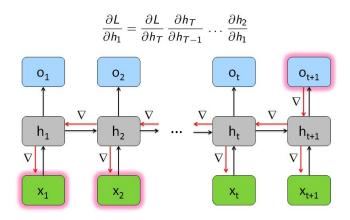
Optimization

- Forward Propagation:
 - compute hidden states, outputs and loss
 - Loss function, e.g. negative log-likelihood

$$L = \sum_{t} L_{t} = \sum_{t} -log \ p_{model}(y_{t} \mid x_{1}, ..., x_{t})$$

- Backward Propagation through time (BPTT):
 - compute gradients
- Stochastic Gradient Descent

Vanishing (and Exploding) Gradient Problem

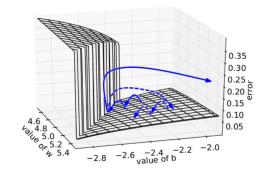


How to deal with exploding gradients?

Gradient Clipping

if
$$||\nabla W|| >$$
threshold :

$$\nabla W \leftarrow \frac{\text{threshold}}{||\nabla W||} \nabla W$$



Pascanu, Mikolov and Bengio (2013)

Contents

Introduction

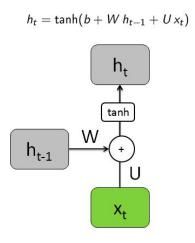
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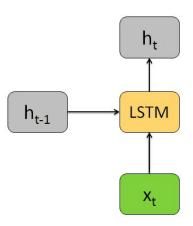
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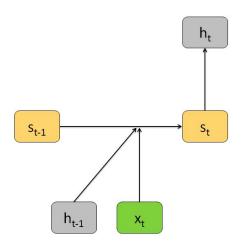
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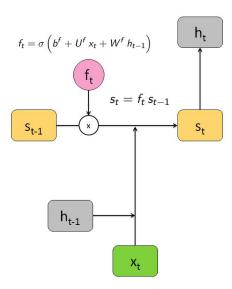
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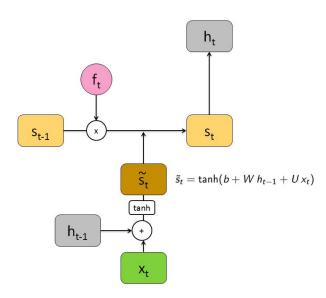
Vanilla RNN

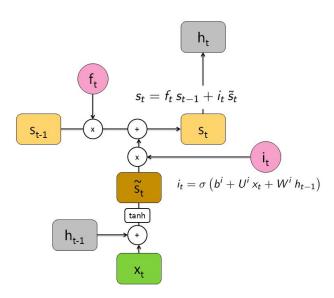


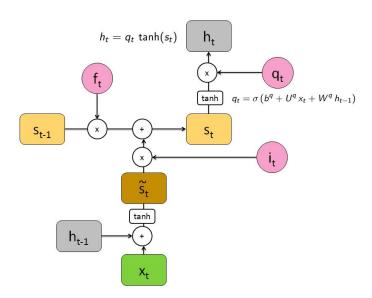








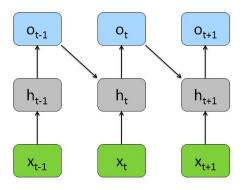




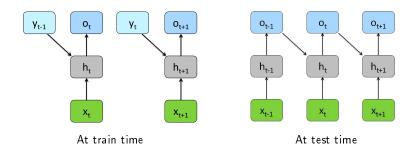
LSTM in R (mxnet)

```
model <- mx.lstm(X.train, X.val,
2
                     ctx = mx.cpu(),
3
                    num.round = 100,
                    num.lstm.layer = 1,
4
                     seq.len = 32,
5
                    num.hidden = 20,
6
                    num.label = 100,
7
                    batch.size = 32,
8
                     initializer = mx.init.uniform(0.1),
                     learning.rate = 0.1,
10
11
                    dropout = 0,
                     clip_gradient = 1)
12
```

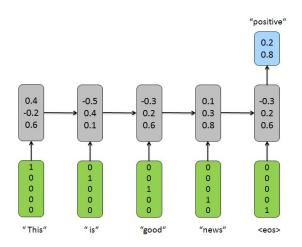
RNN with output recurrence



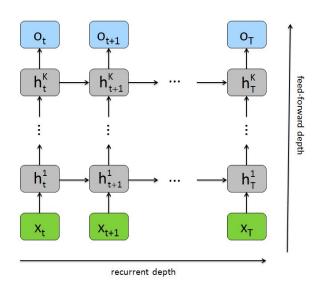
Teacher Forcing



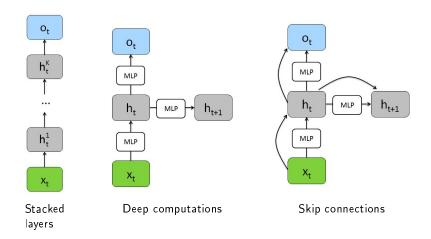
One-output RNN



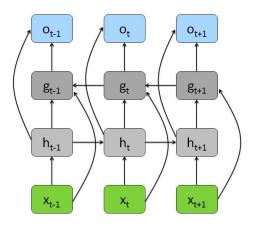
Deep RNNs



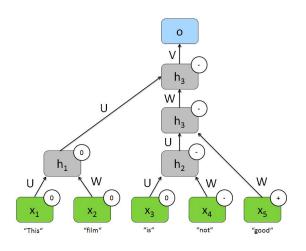
Deep RNNs



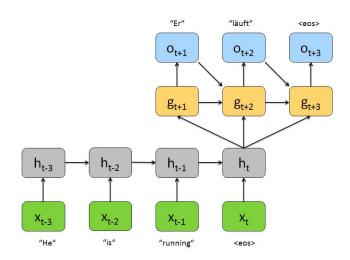
Bidirectional RNN



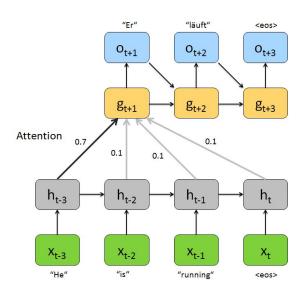
Recursive Neural Network



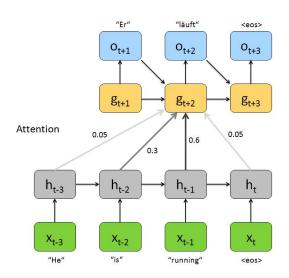
Encoder-Decoder Network



Attention



Attention



Contents

Introduction

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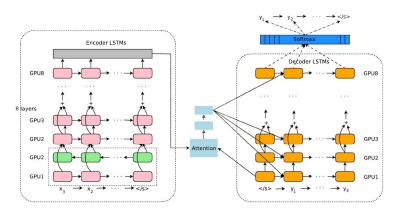
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Machine Translation

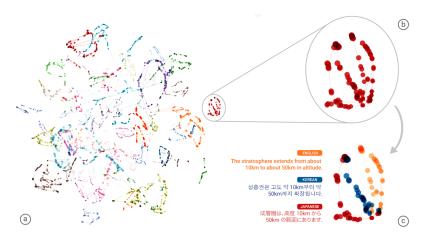
- last decades: phrase-based systems
- neural networks as part of phrase-based systems
- Encoder-decoder RNNs:
 - Sutskever et al. (2014), Bahdanau et al. (2015)
- Google's Neural Machine Translation (September/November 2016)

Google's Neural Machine Translation System



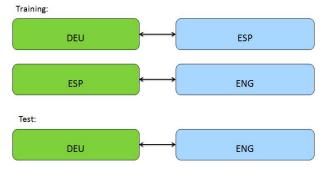
Wu et al. (2016): Google's Neural Machine Translation System: Bridging the Gap between Human and Machine Translation

Language Embeddings



Johnson et al. (2016): Google's Multilingual Neural Machine Translation System: Enabling Zero-Shot Translation

Zero-shot Translation



Details Machine Translation

Main challenges:

- speed
- handling of rare words
- not translating all words (coverage)

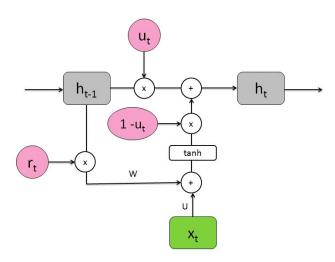
Solutions:

- GPU training
- sub-word units (wordpieces)
- coverage penalty
- length-normalization

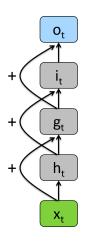
How to deal with vanishing gradients?

- Regularization $\nabla_{h_t} L \approx (\nabla_{h_t} L) \frac{\partial h_t}{\partial h_{t-1}}$
- skip-connections over time
- Leaky units $\mu = \alpha \, \mu_{t-1} + (1-\alpha) \, \nu_t$
- remove short-term connections
- Explicit Memory
- LSTM, GRU and other gated RNNs

GRU



Residual Networks (Res-Nets)



- training of very deep models possible
- like an ensemble of shallow architectures