

Recurrent Neural Networks

최건호

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Why RNN

- Real World Data
- Limit without sequence

02

Naïve RNN

- RNN Basic
- Naïve RNN의 한계

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LSTM & GRU

- LSTM
- GRU

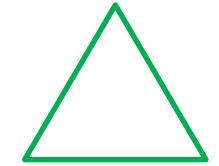
04

Char RNN

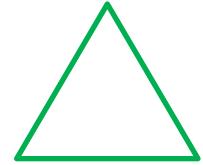
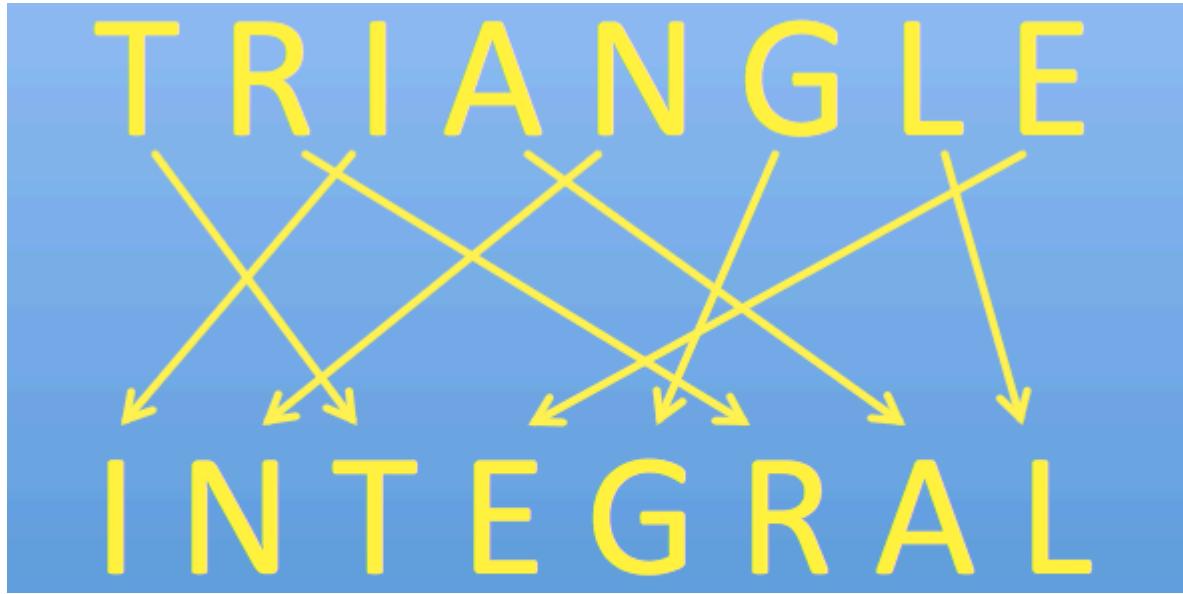
- Preprocessing
- Word Embedding
- 성능비교

Why RNN

TRIANGLE

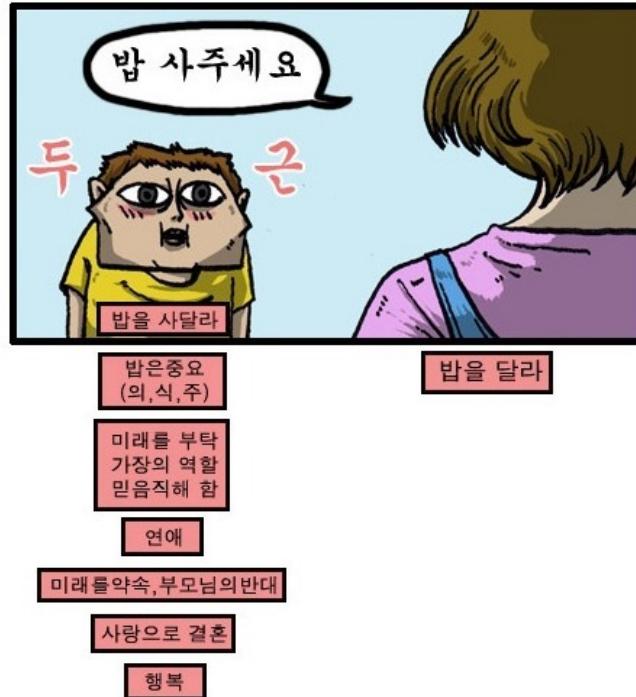


Why RNN



Why RNN

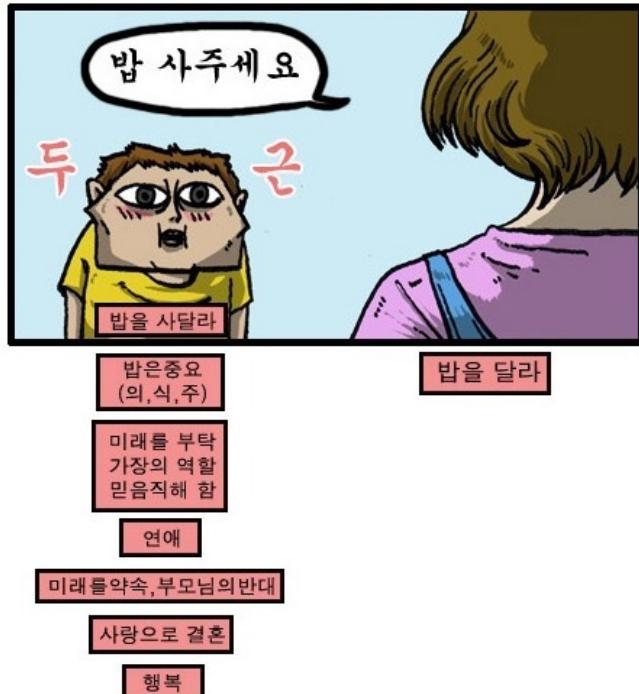
모든말에 의미를 부여하고



그 말의 의미를 고민한다

Why RNN

모든말에 의미를 부여하고



그 말의 의미를 고민한다

$$\begin{aligned}
 &= \int E_{-j} \left[\log \frac{P(z, x)}{q_j(z_j)} \right] f_j(z_j) dz_j - \sum_{i \neq j} \int \log q_i(z_i) \prod_{l \neq i} q_l(z_l) \cdot f_l(z_l) dz_l \\
 &= \int E_{-j} \left[\log \frac{P(z, x)}{q_j(z_j)} \right] f_j(z_j) dz_j - \sum_{i \neq j} \int \left[\int_{t+1}^T f_t(z_t) dz_t \right] q_i(z_i) \log f_i(z_i) dz_i = 1 \\
 &\quad \text{언트로피(H)} \\
 &= \int E_{-j} \left[\log \frac{P(z, x)}{q_j(z_j)} \right] f_j(z_j) dz_j - \sum_{i \neq j} \int H_{q_i}(z_i) \\
 &\quad - \text{non-inform Constant} \quad \text{j가 무관} \rightarrow \text{Constant} \\
 &= \int E_{-j} [\log P(z, x)] q_j(z_j) dz_j - \int \log q_j(z_j) q_j(z_j) dz_j + C \\
 &= \int \log \left(\exp \left(E_{-j} [\log P(z, x)] \right) \right) q_j(z_j) dz_j - \int \log q_j(z_j) q_j(z_j) dz_j + C \\
 &= \int q_j(z_j) \log \frac{\exp(E_{-j} [\log P(z, x)])}{q_j(z_j)} dz_j + C \\
 &= - \int q_j(z_j) \log \frac{q_j(z_j)}{\exp(E_{-j} [\log P(z, x)])} dz_j + C \\
 &= -kL(q_j(z_j) || \exp(E_{-j} [\log P(z, x)])) + C \\
 &\Rightarrow \text{ELBO} \text{를 maximize 하기 위해서는 } kL(q_j(z_j) || \exp(E_{-j} [\log P(z, x)])) \text{를 minimize.} \\
 &\Rightarrow \text{결론적으로, } q_j^*(z_j) \propto \exp(E_{-j} [\log P(z, x)])
 \end{aligned}$$

Why RNN



Why RNN

흐름, 패턴, 순서



Why RNN

인간의 사고과정은 Sequential하게 이루어진다



Why RNN

인간의 사고과정은 Sequential하게 이루어진다



AI 역시 사람의 사고를 모방하기 위해서는 Sequential data를 통해 의미 있는 결론을 도출해 내야 함

Why RNN

인간의 사고과정은 Sequential하게 이루어진다

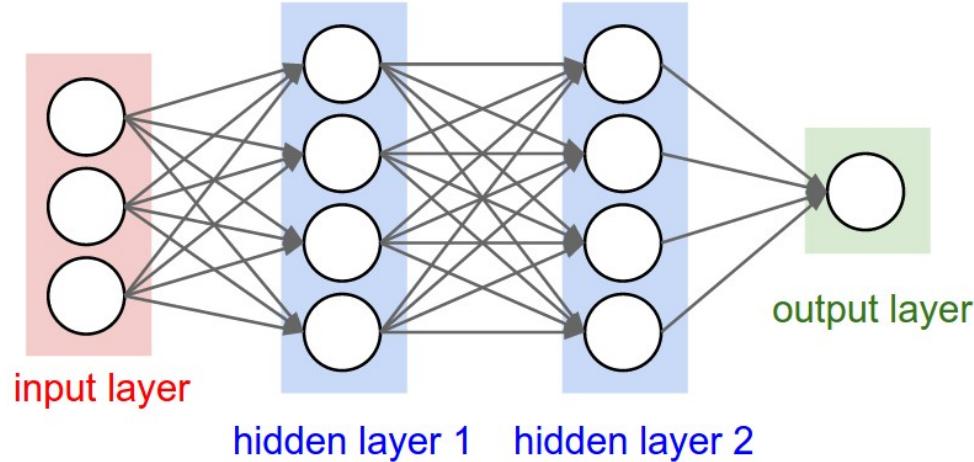


AI 역시 사람의 사고를 모방하기 위해서는 Sequential data를 통해 의미 있는 결론을 도출해 내야 함



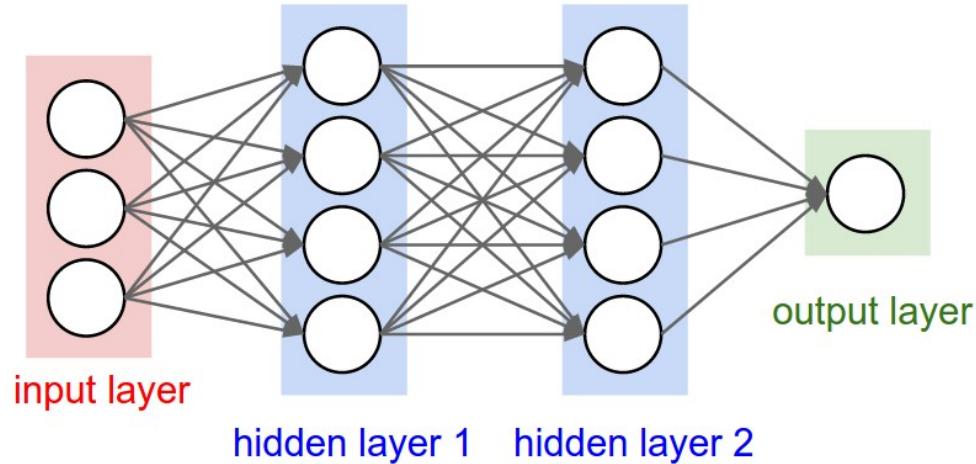
하지만 여태까지 배운 Simple Neural Network와 CNN에는 Sequence에 대한 고려가 없었음

Why RNN

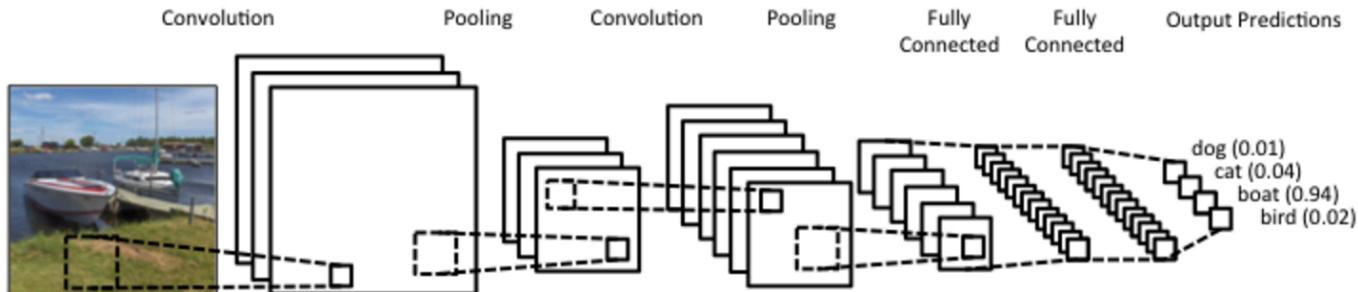


<http://cs231n.github.io/convolutional-networks/>

Why RNN

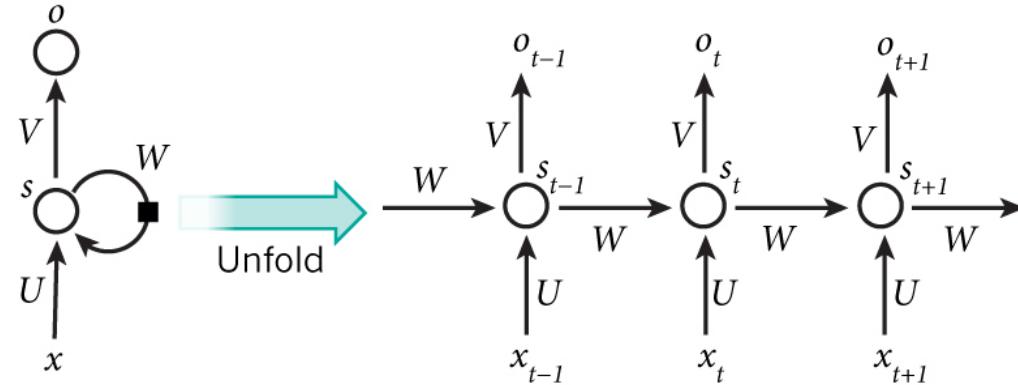


<http://cs231n.github.io/convolutional-networks/>



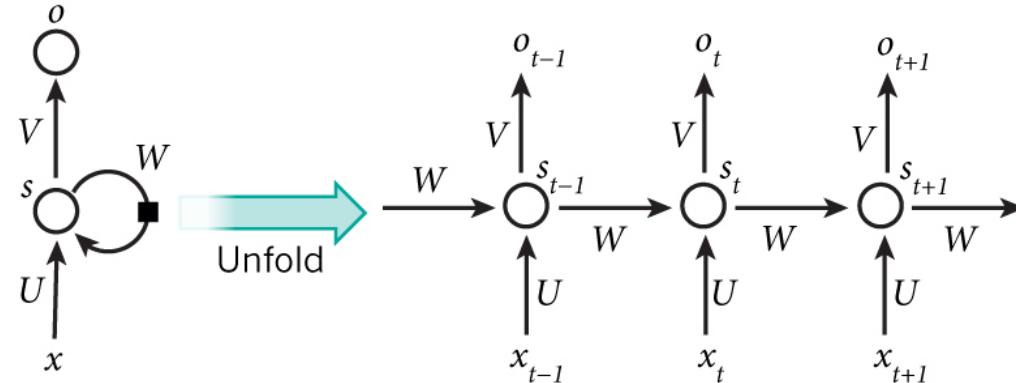
<http://www.wildml.com/2015/11/understanding-convolutional-neural-networks-for-nlp/>

Naïve RNN

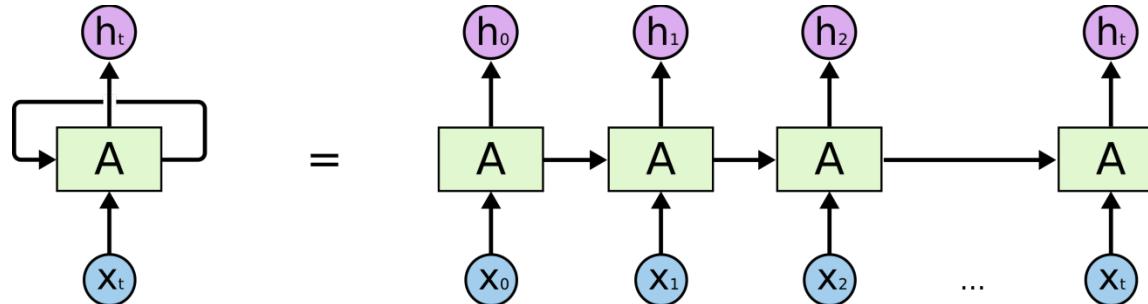


source: Nature

Naïve RNN



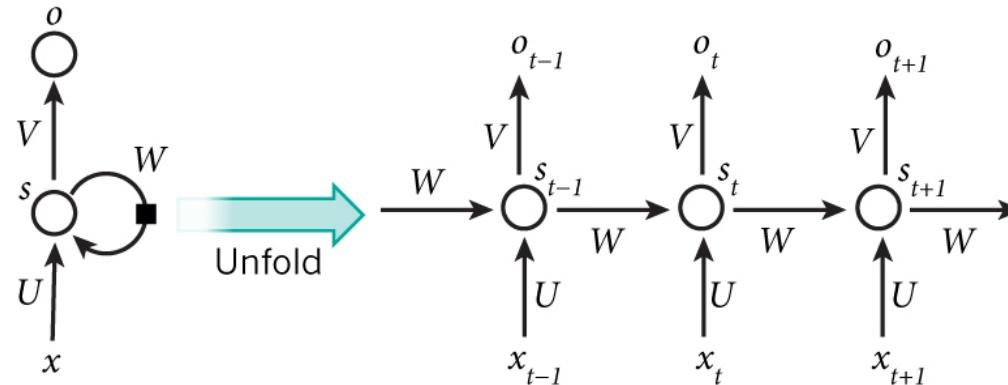
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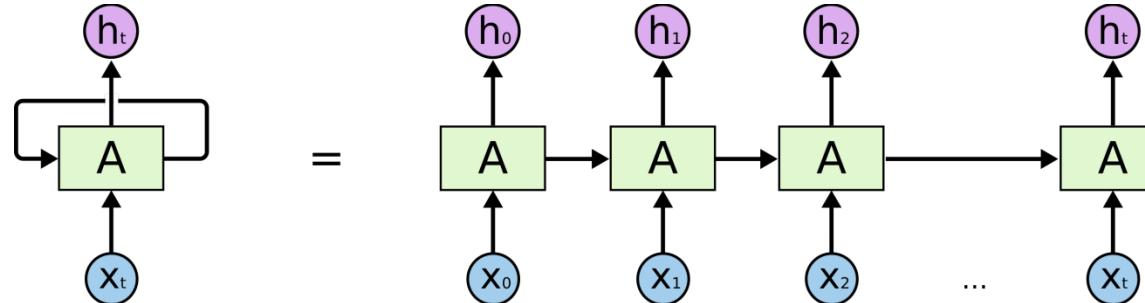
<http://colah.github.io/posts/2015-08-Understanding-LSTMs/img/RNN-unrolled.png>

Naïve RNN

뭔가 기존의 Neural Network와 연결이 잘 안됨

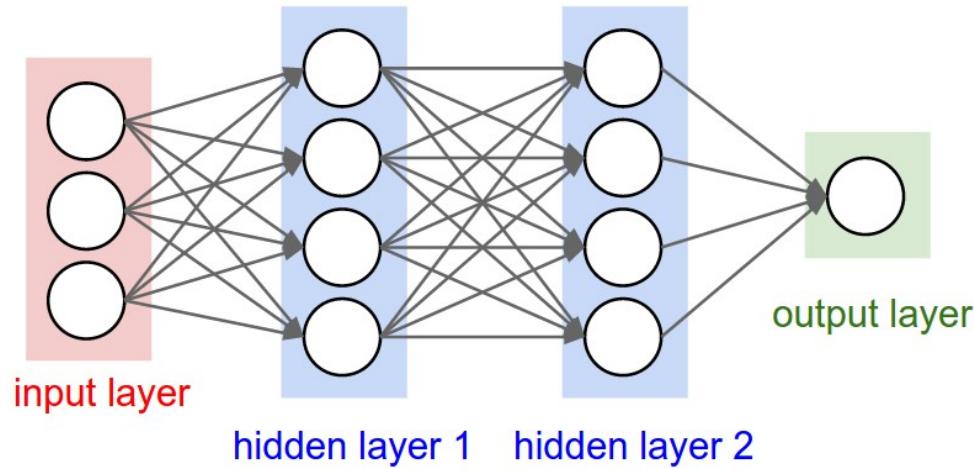


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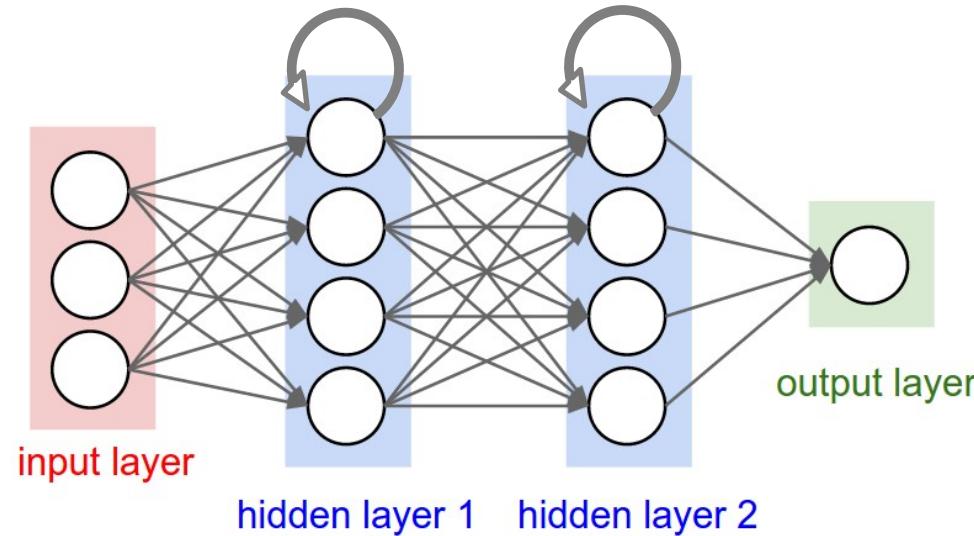


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Naïve RNN

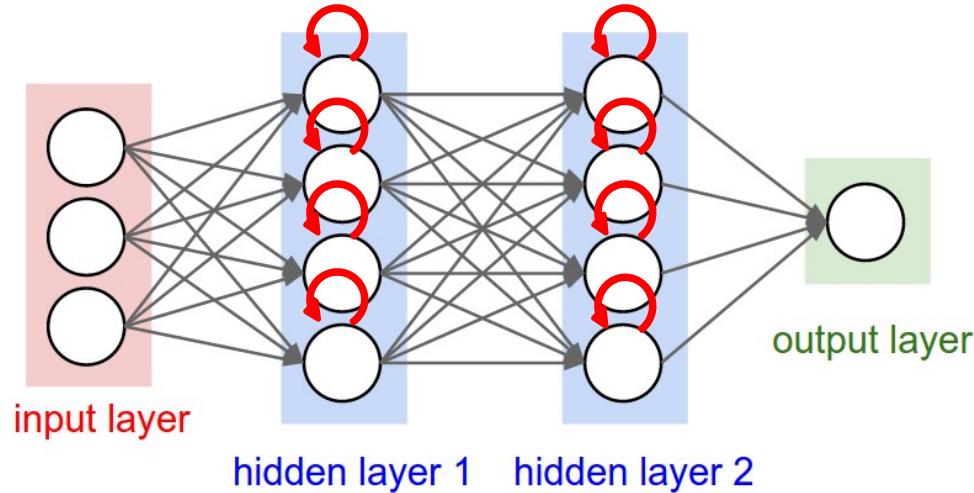


Naïve RNN

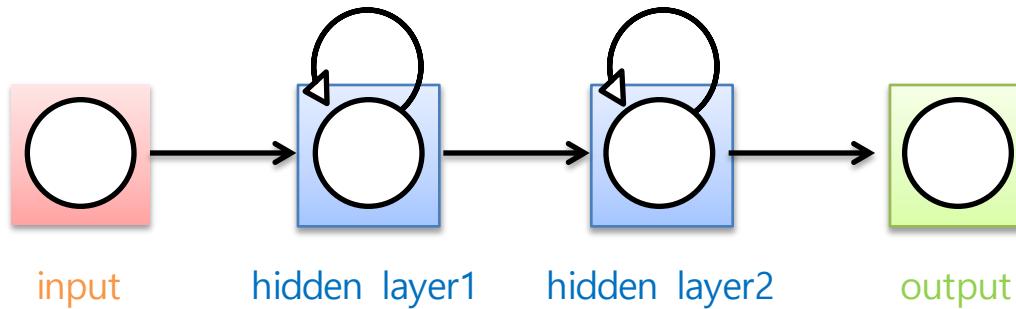


Naïve RNN

정확하게 표현하면
각 노드들에 적용됨

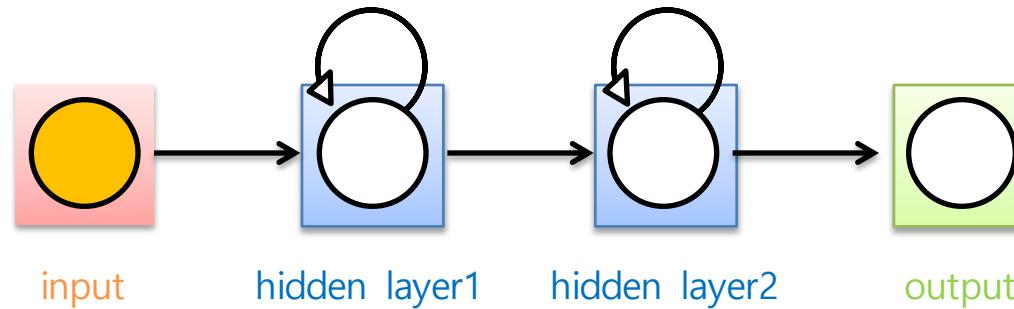


Naïve RNN



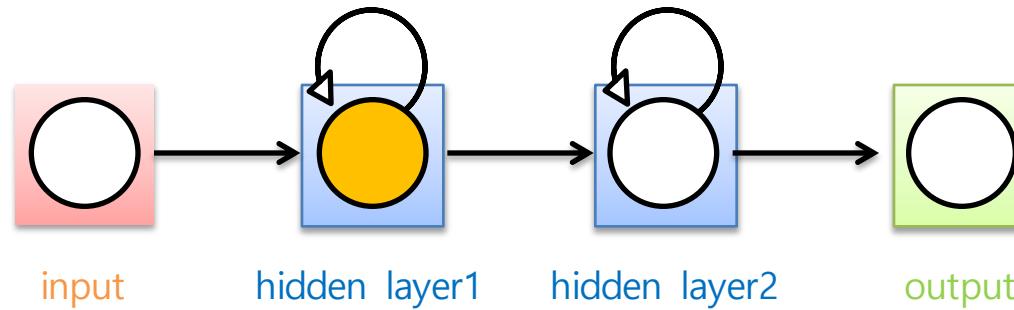
t=0 일 때

Naïve RNN



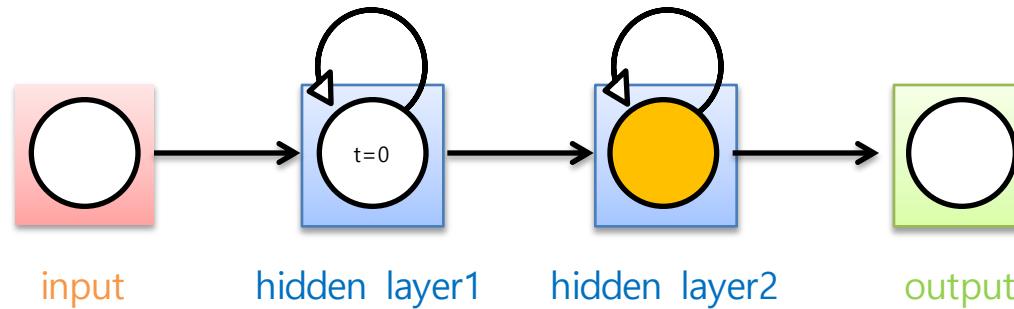
t=0 일 때

Naïve RNN



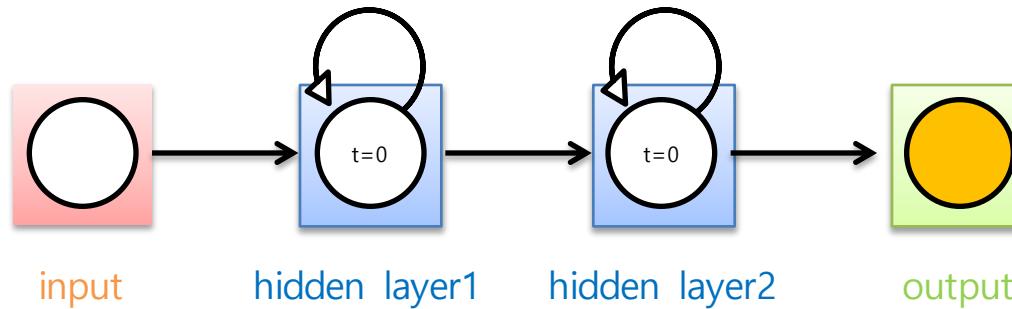
t=0 일 때

Naïve RNN



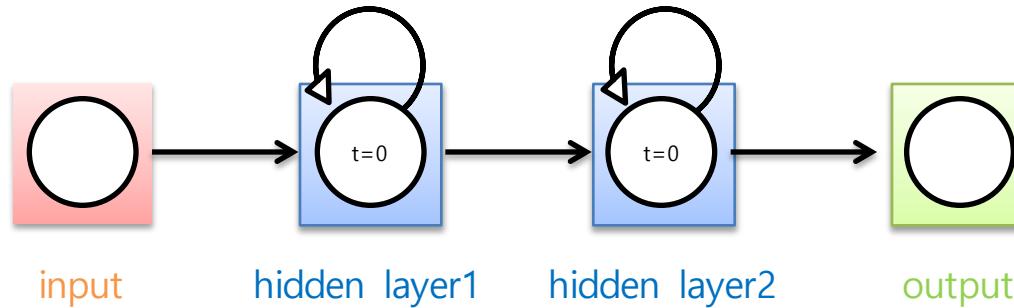
t=0 일 때

Naïve RNN



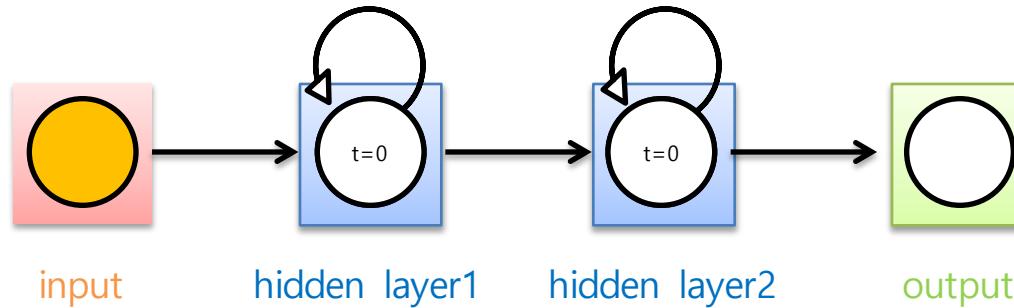
Naïve RNN

t=0은 지나가고
t=1일 때



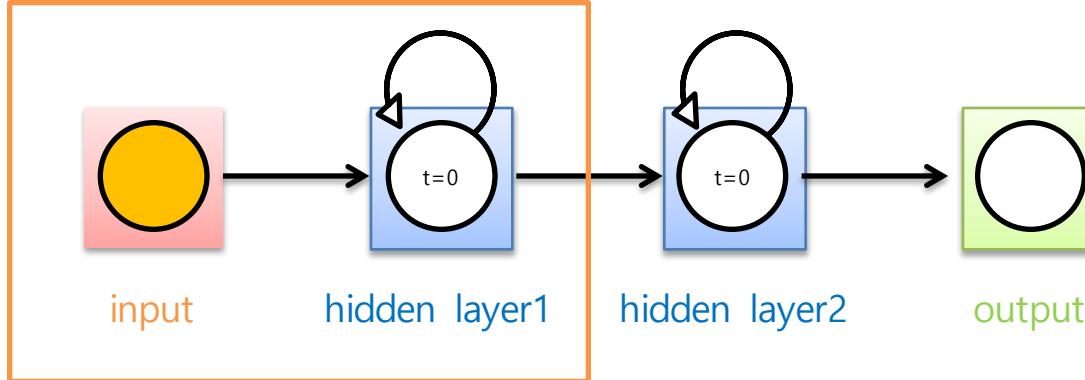
Naïve RNN

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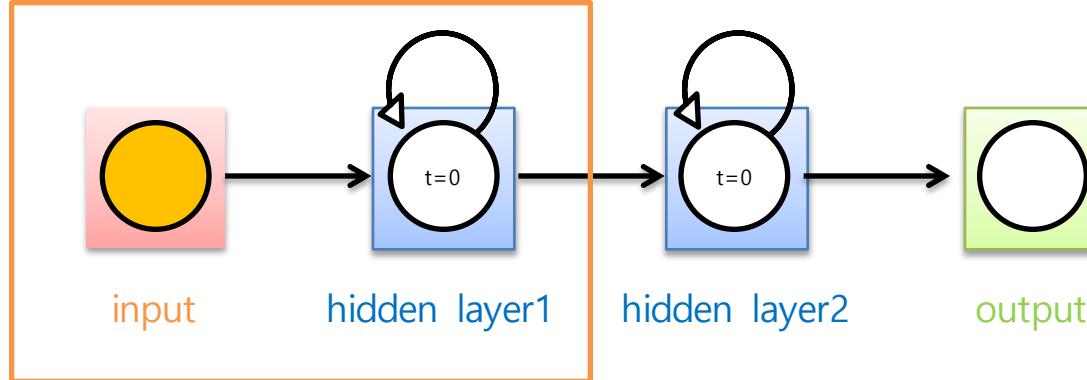
Naïve RNN

t=0은 지나가고
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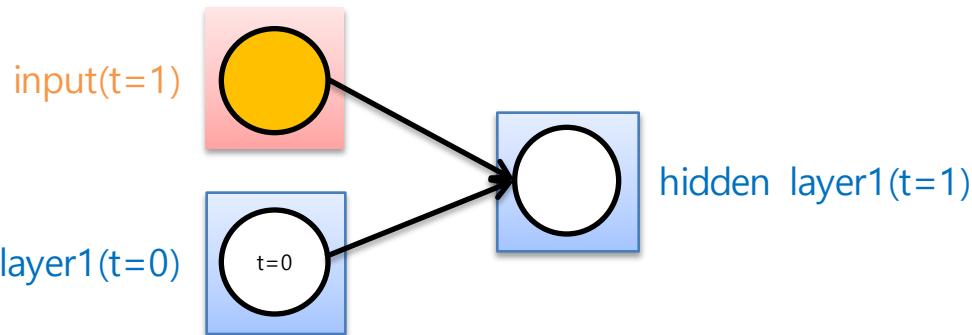


Naïve RNN

t=0은 지나가고
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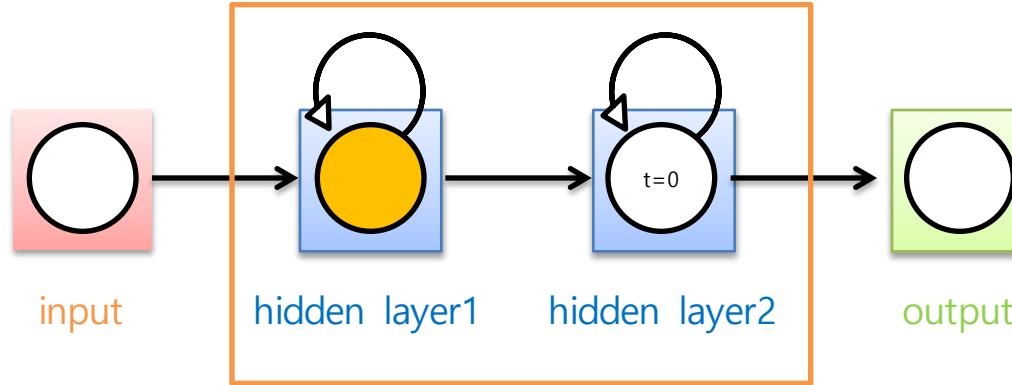


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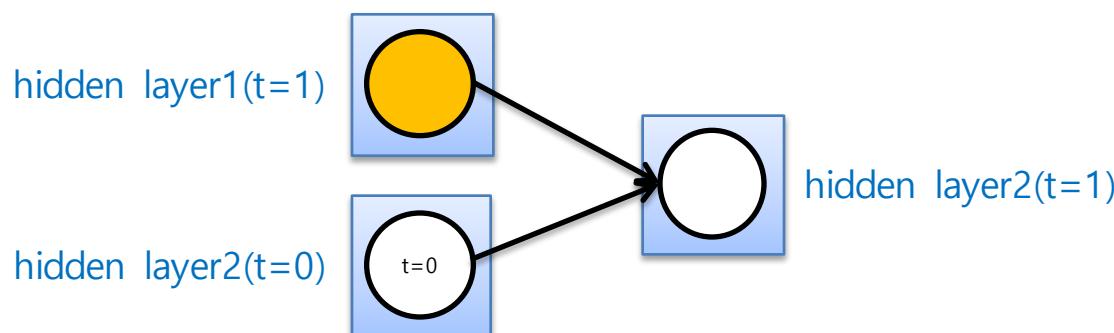


Naïve RNN

t=0은 지나가고
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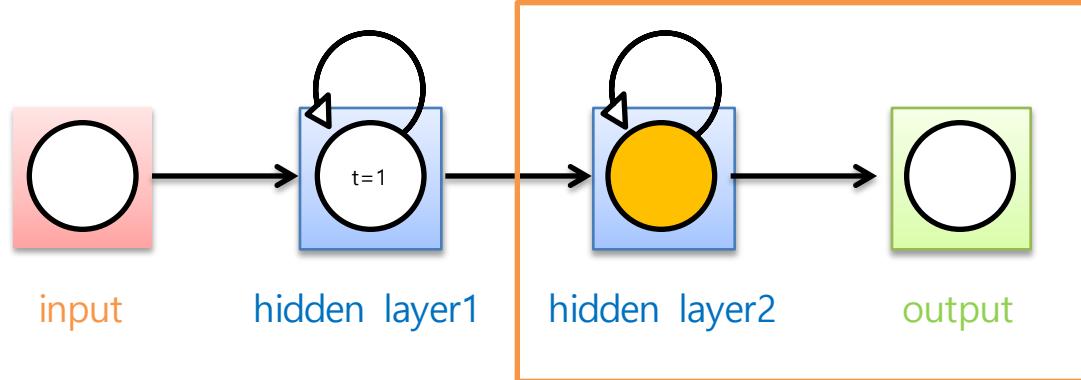


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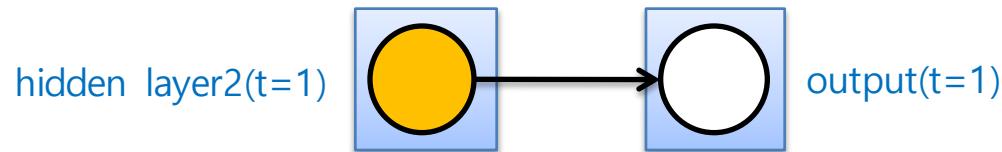


Naïve RNN

t=0은 지나가고
t=1일 때

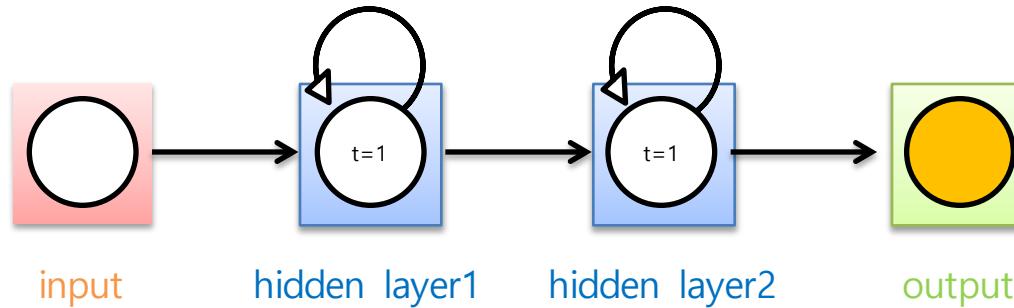


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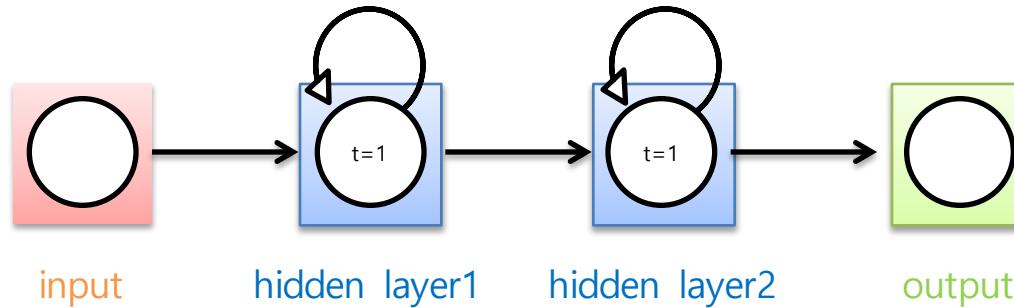
Naïve RNN

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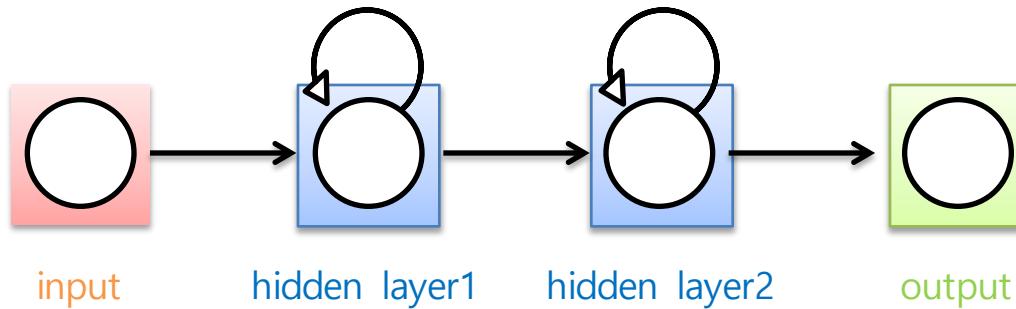


Naïve RNN

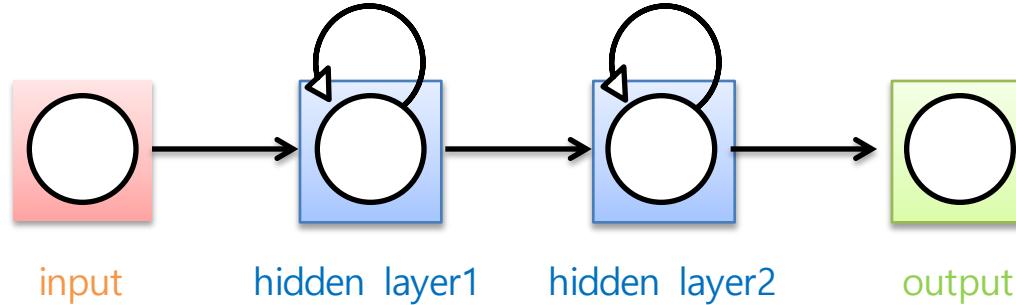
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Naïve RNN

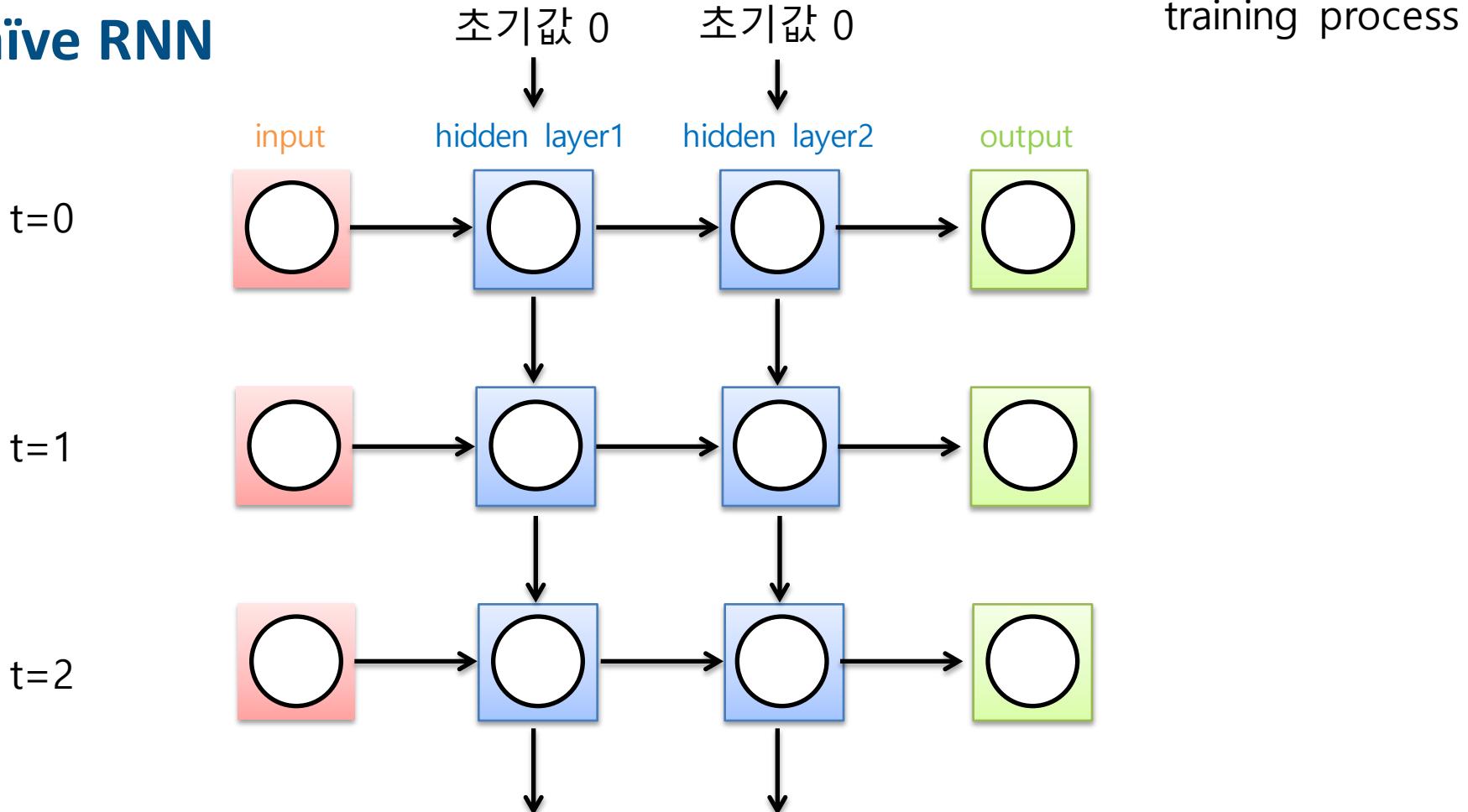


Naïve RNN

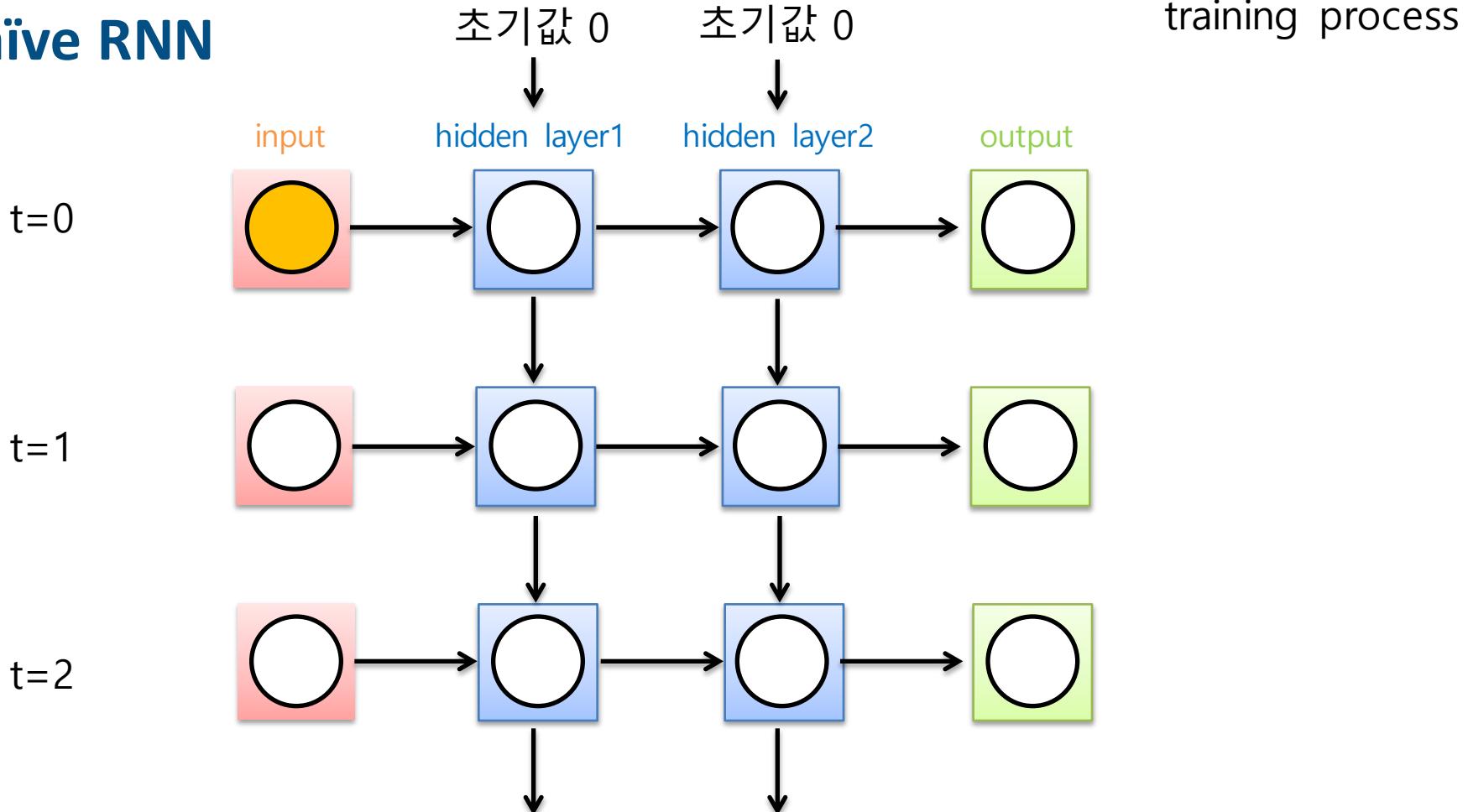


Recurrent 부분을 풀어서 다시 보면
이제는 이해할 수 있음

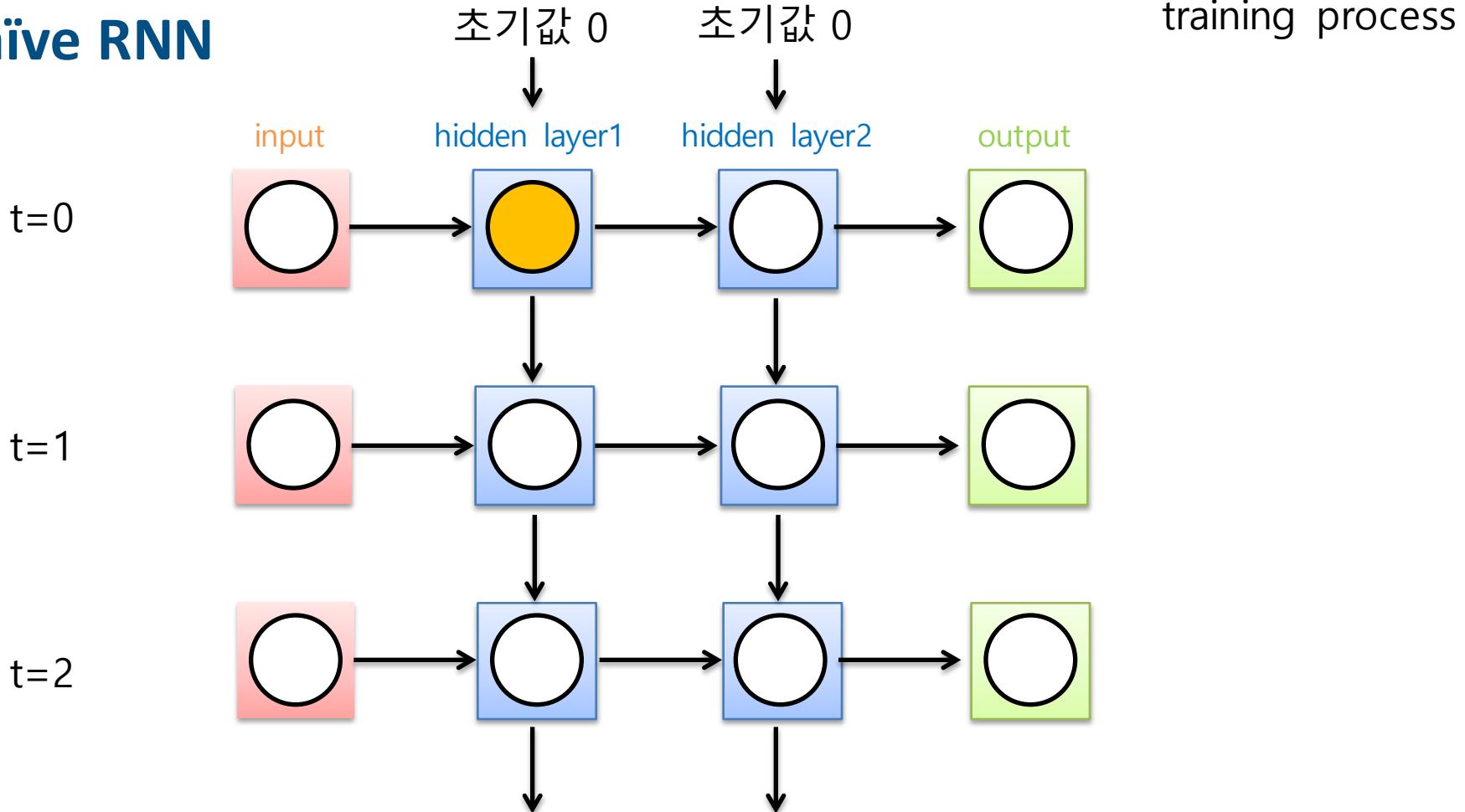
Naïve RNN



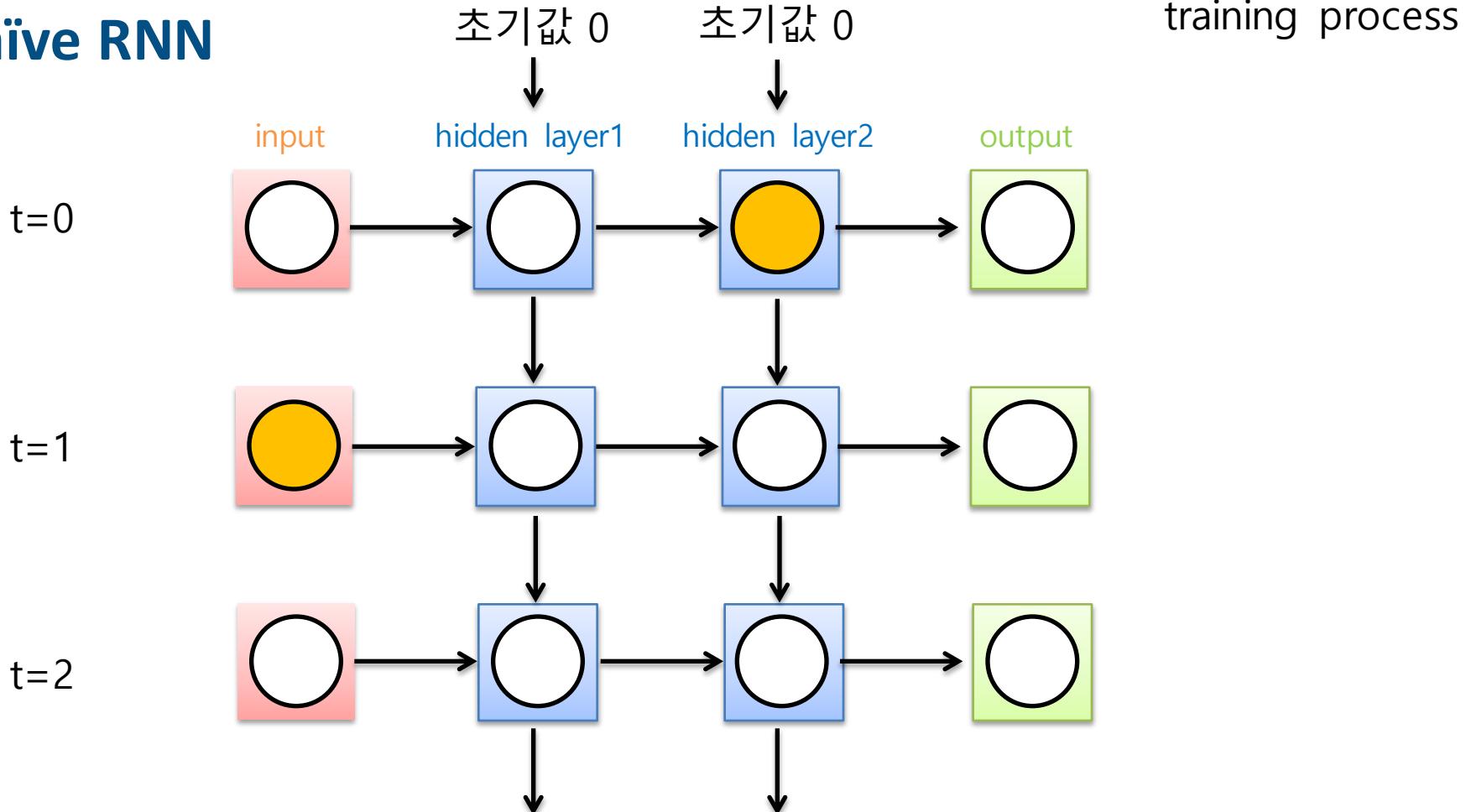
Naïve RNN



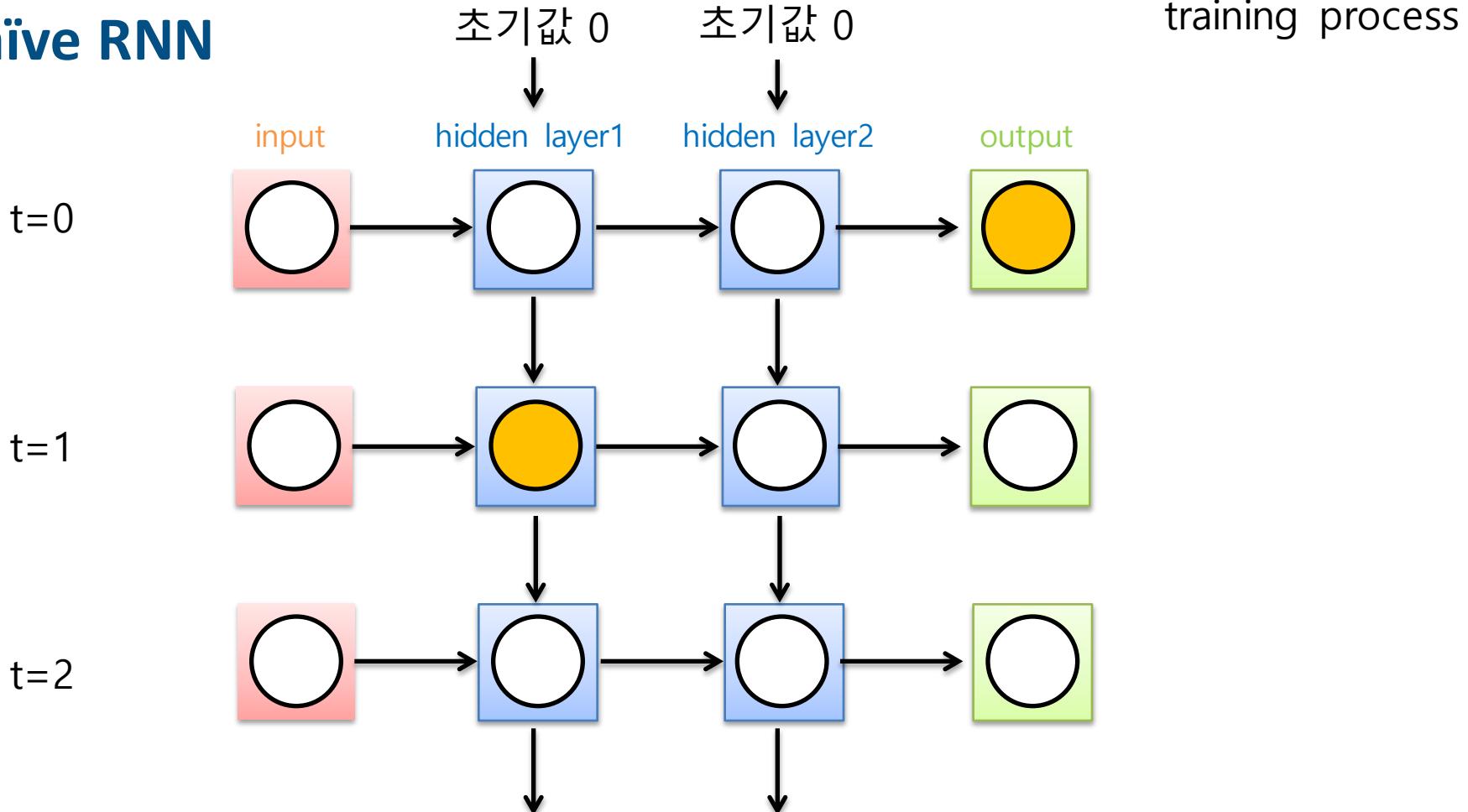
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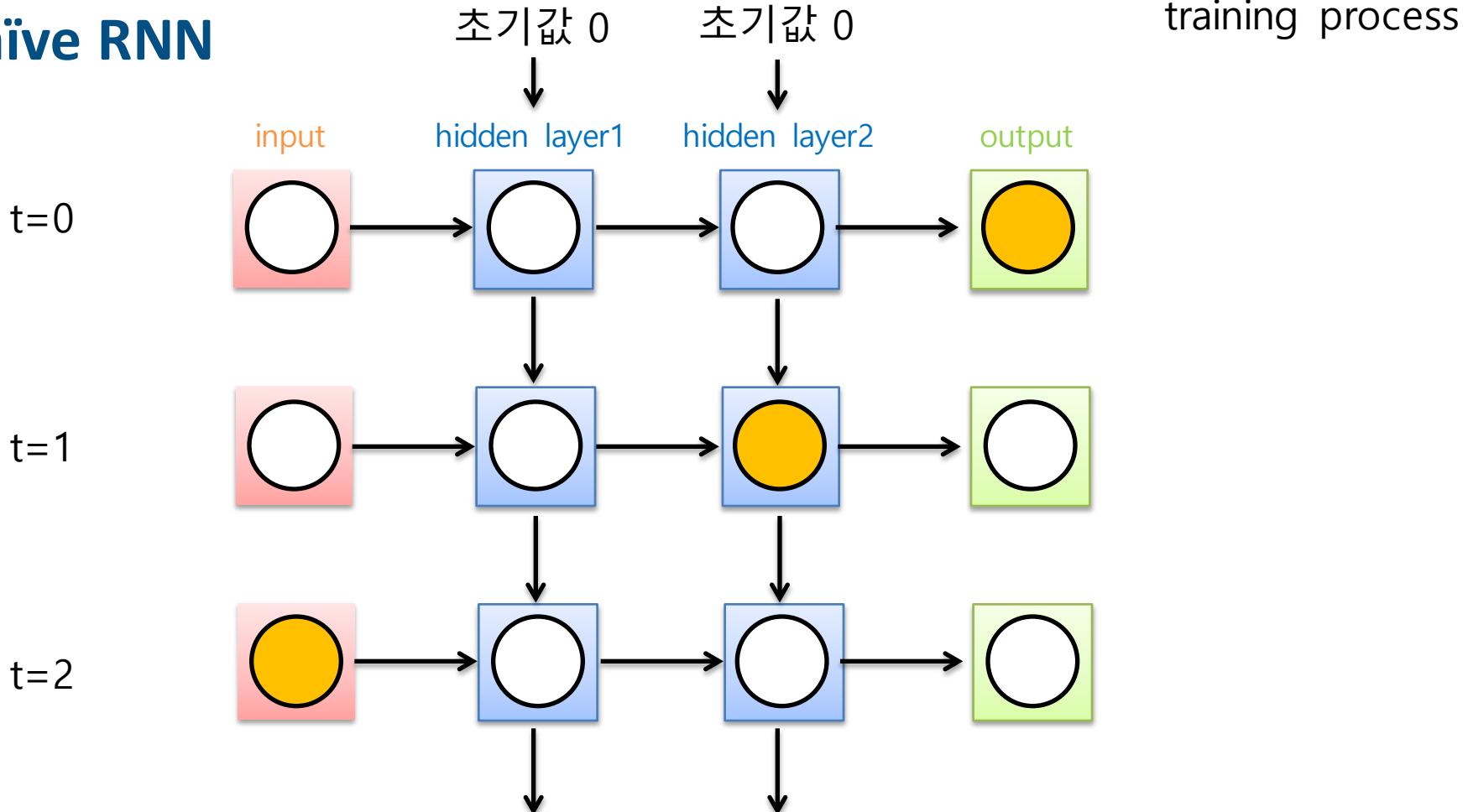
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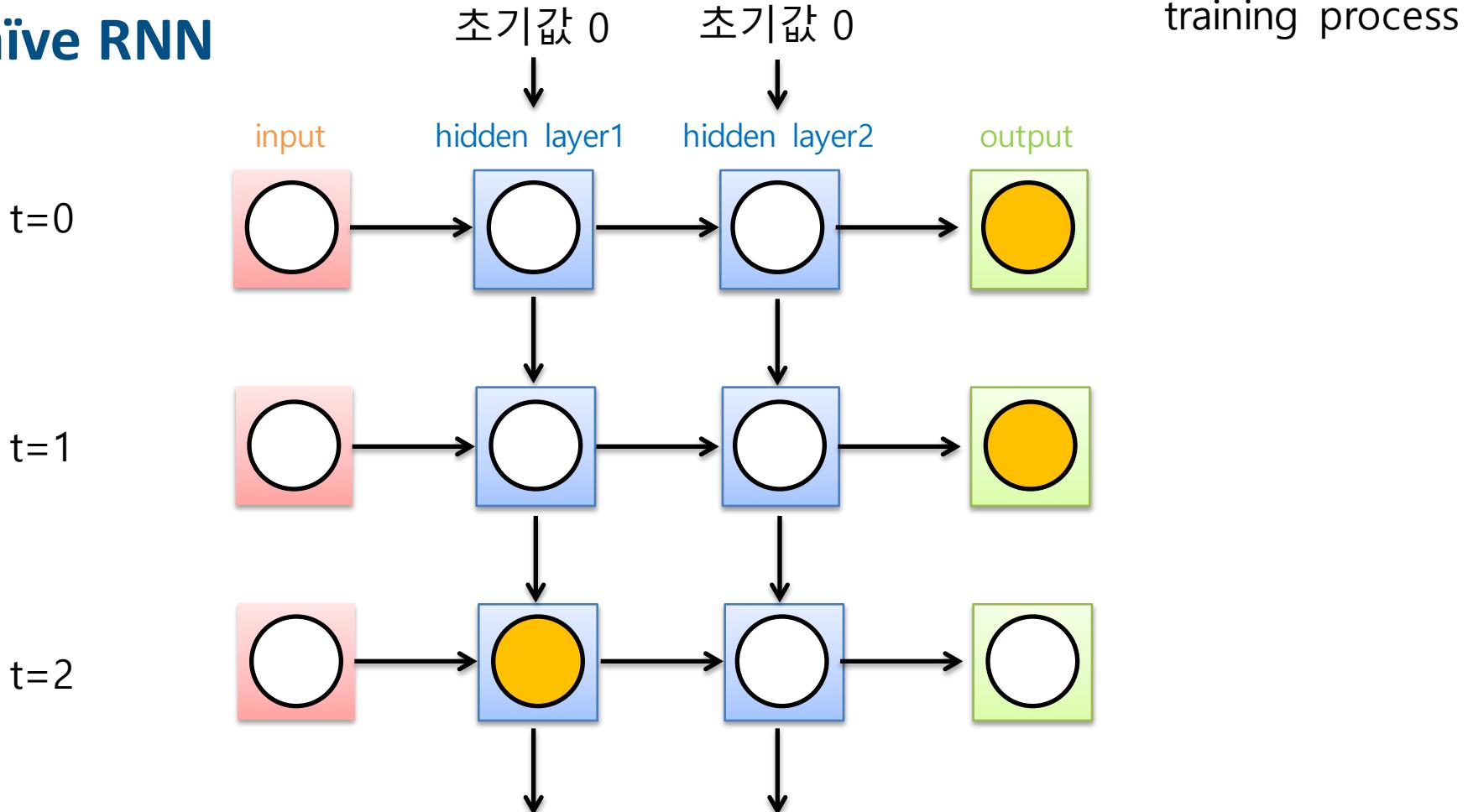
Naïve RNN



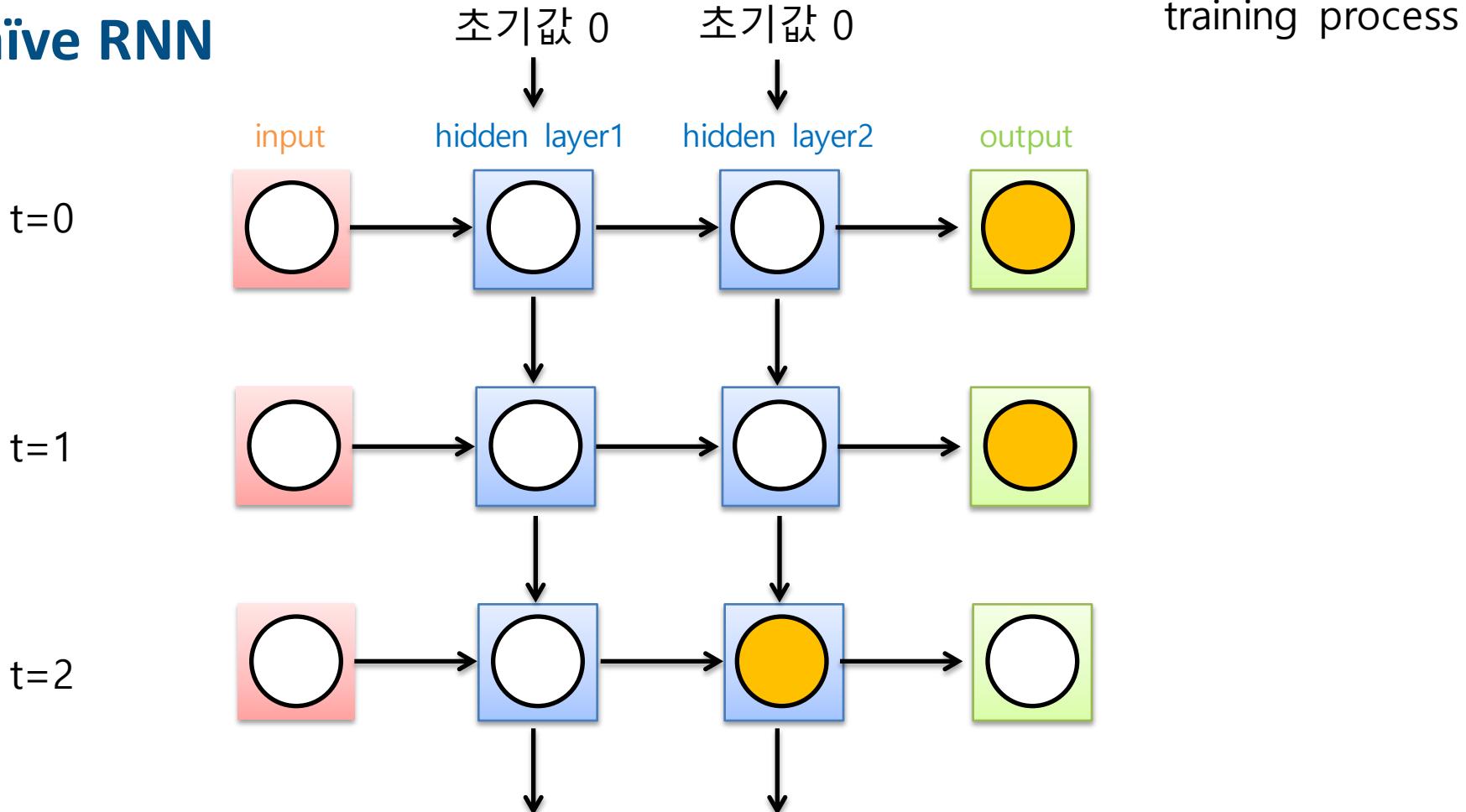
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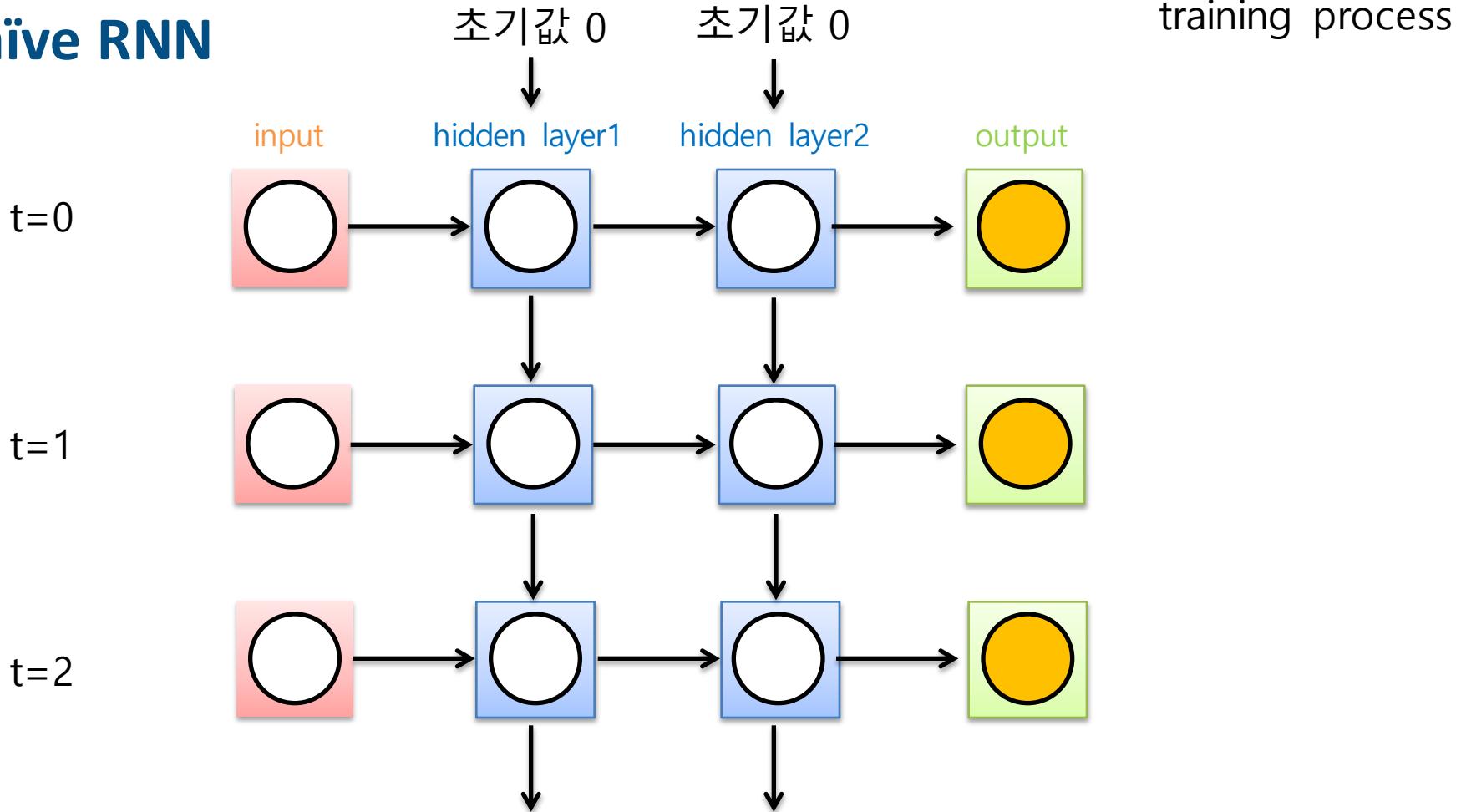
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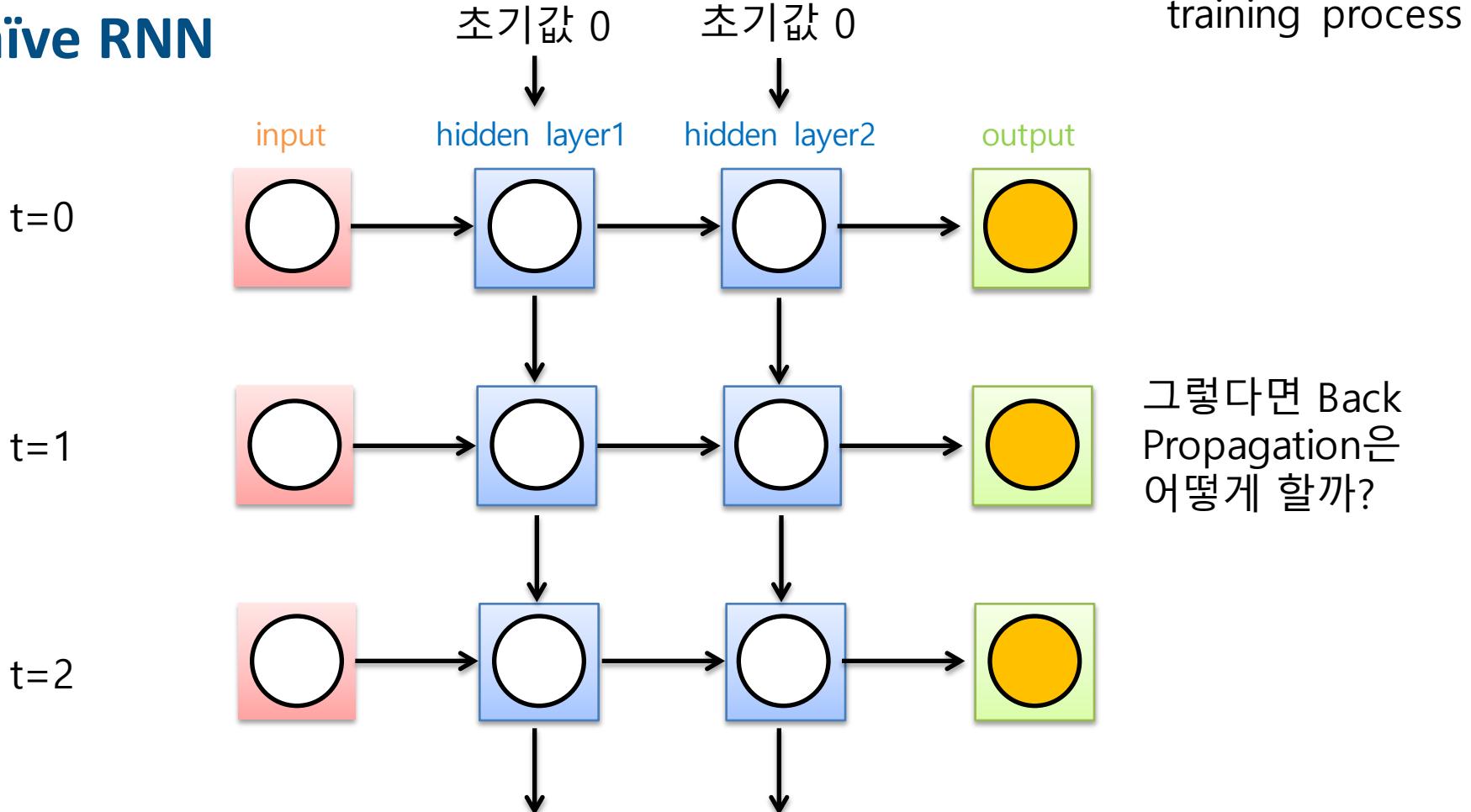
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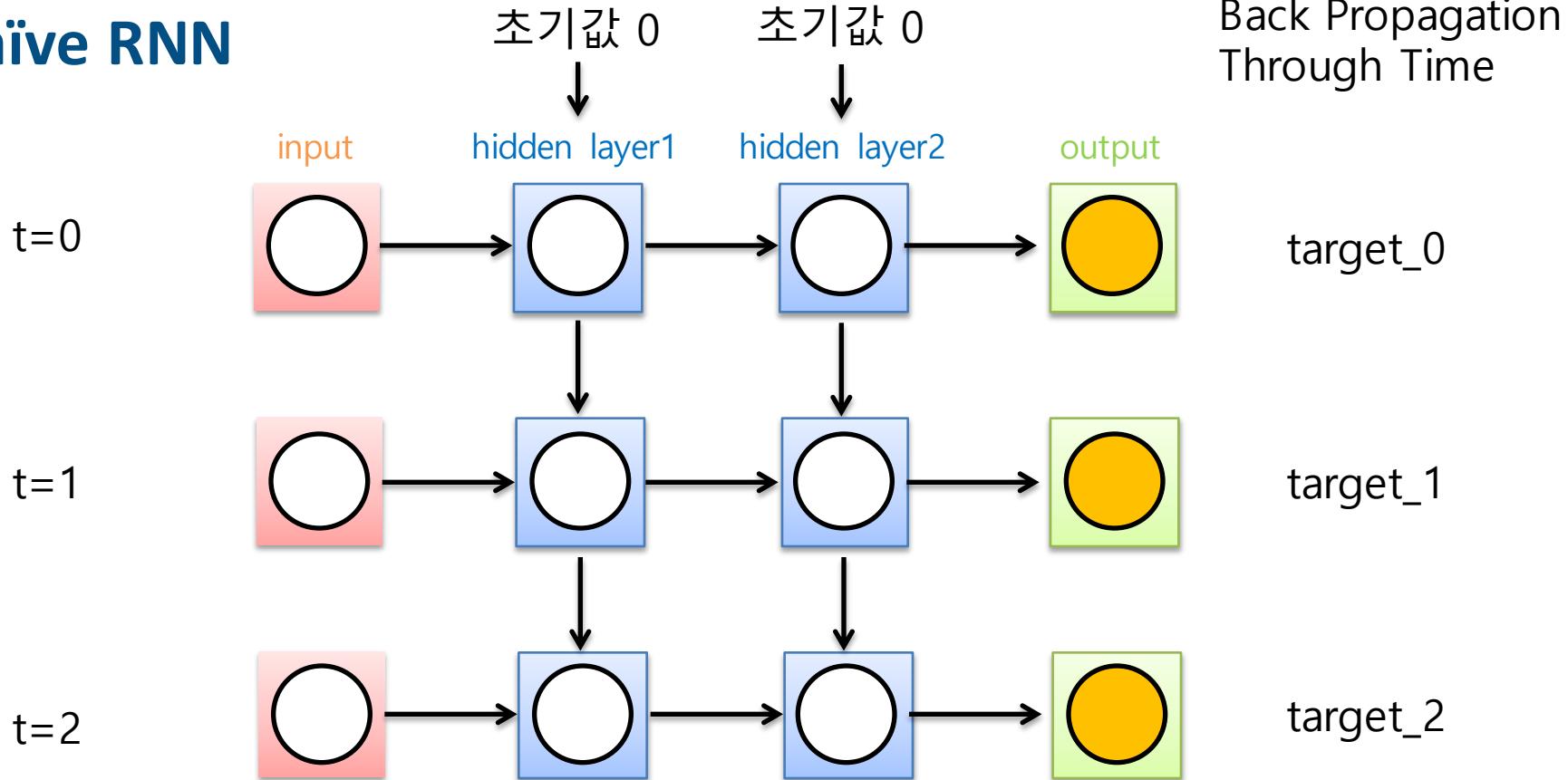
Naïve RNN



Naïve RNN

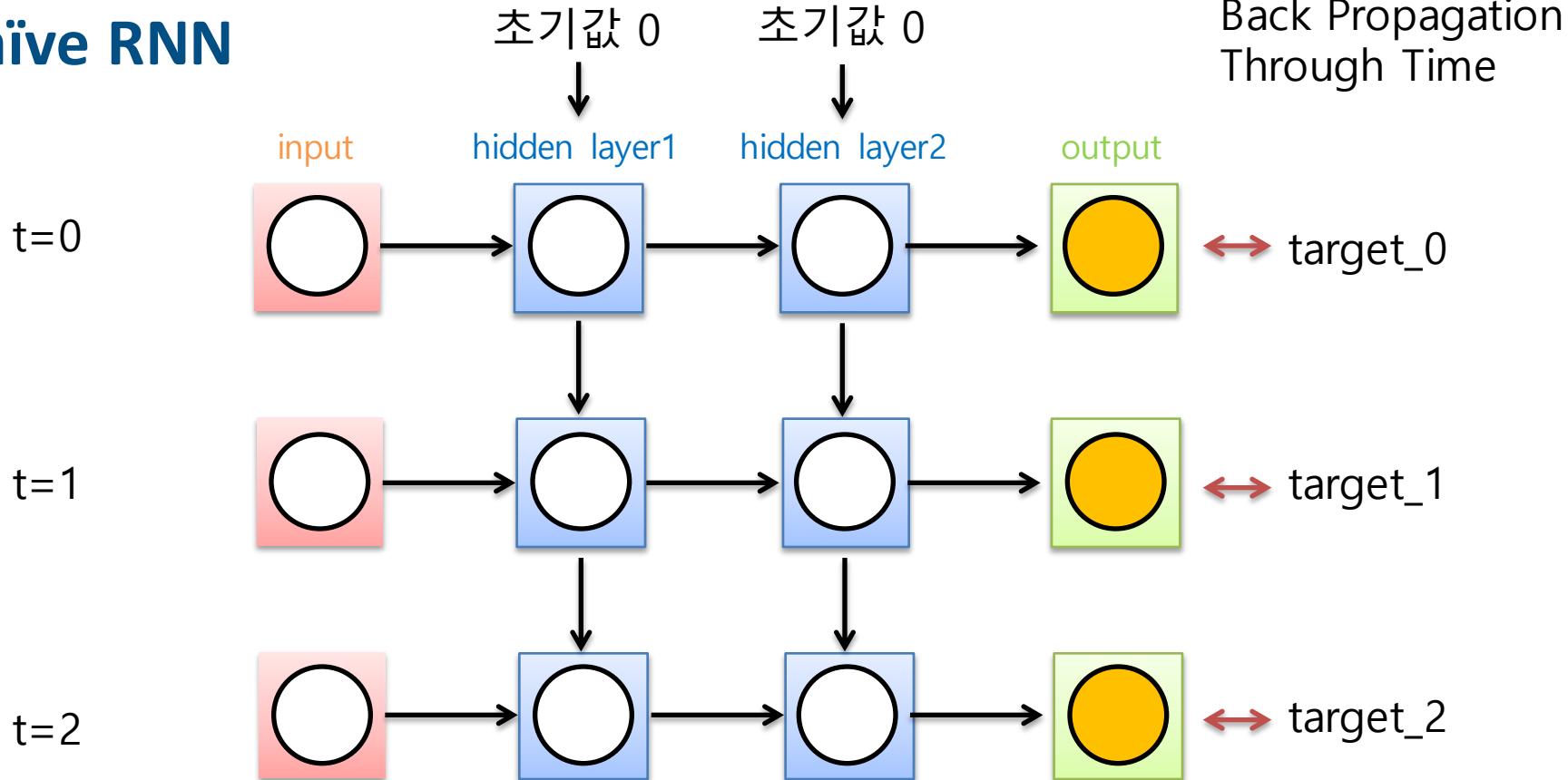


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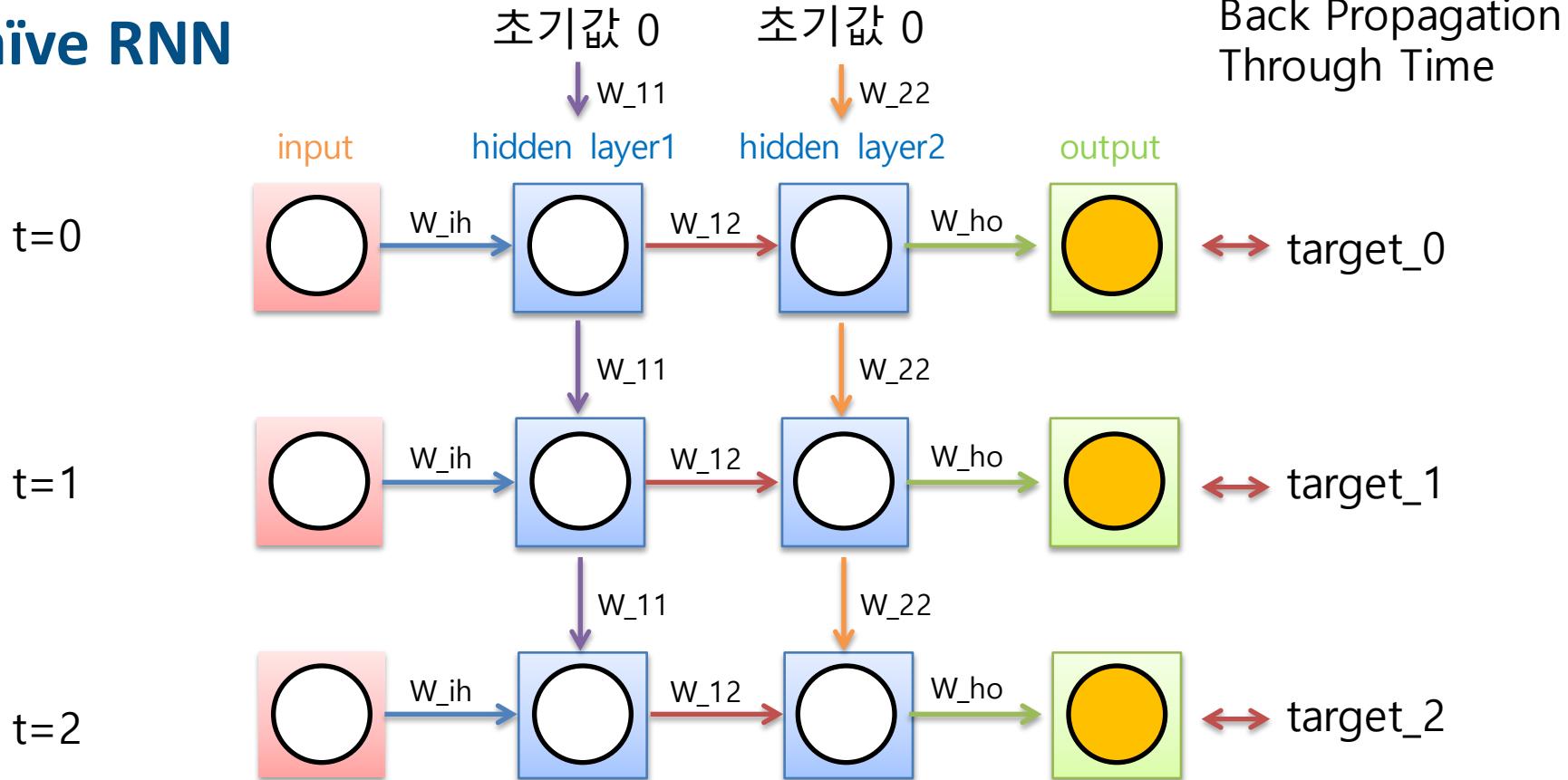


Back Propagation
Through Time

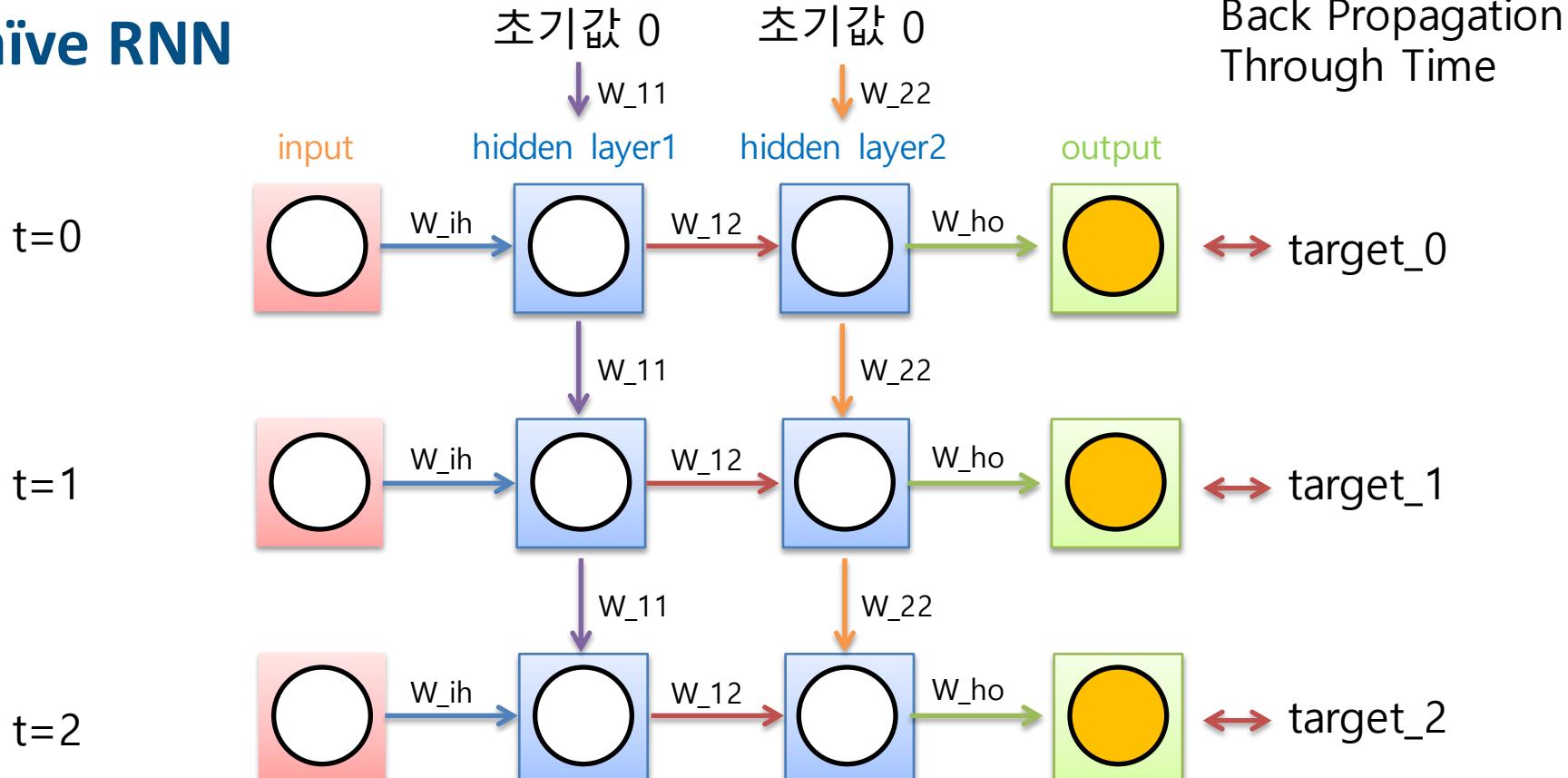
Naïve RNN



Naïve RNN

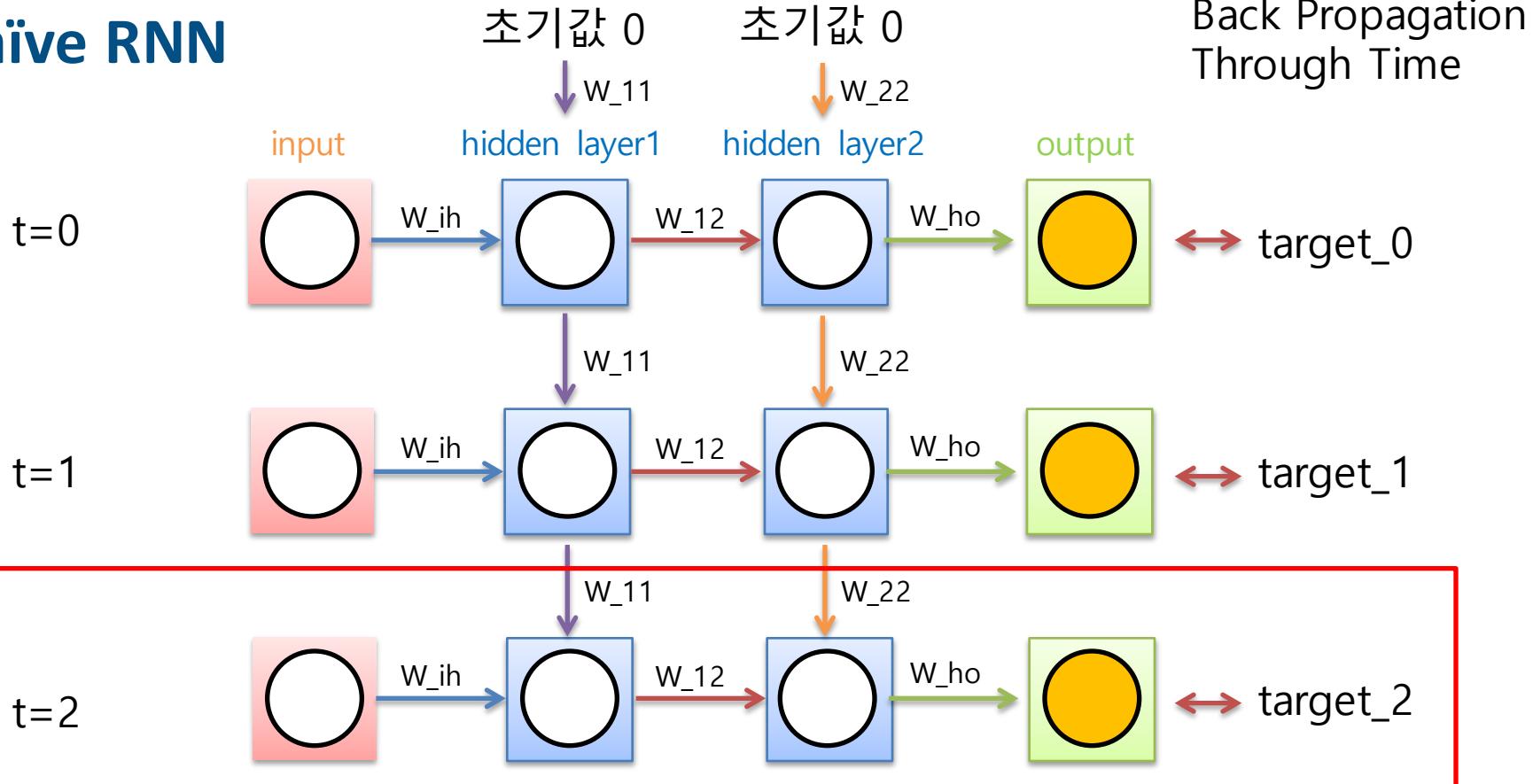


Naïve RNN



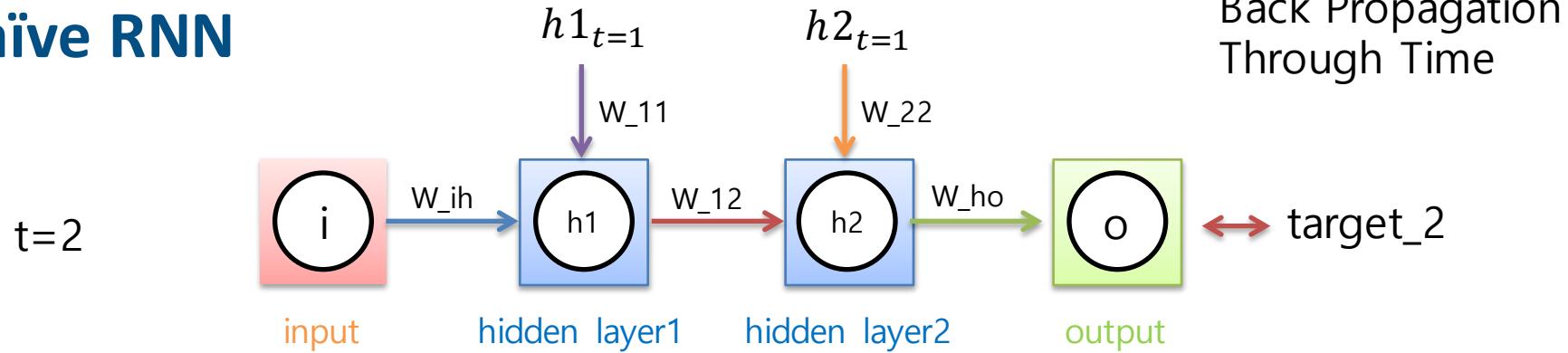
Recurrent Network이기 때문에 사실 weight를 공유함

Naïve RNN

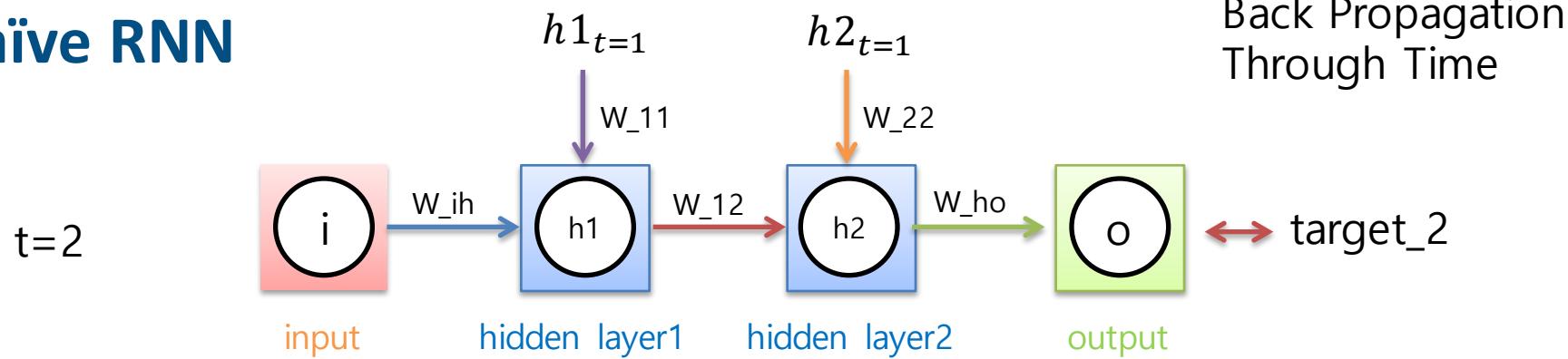


Recurrent Network이기 때문에 weight를 공유함

Naïve RNN



Naïve RNN

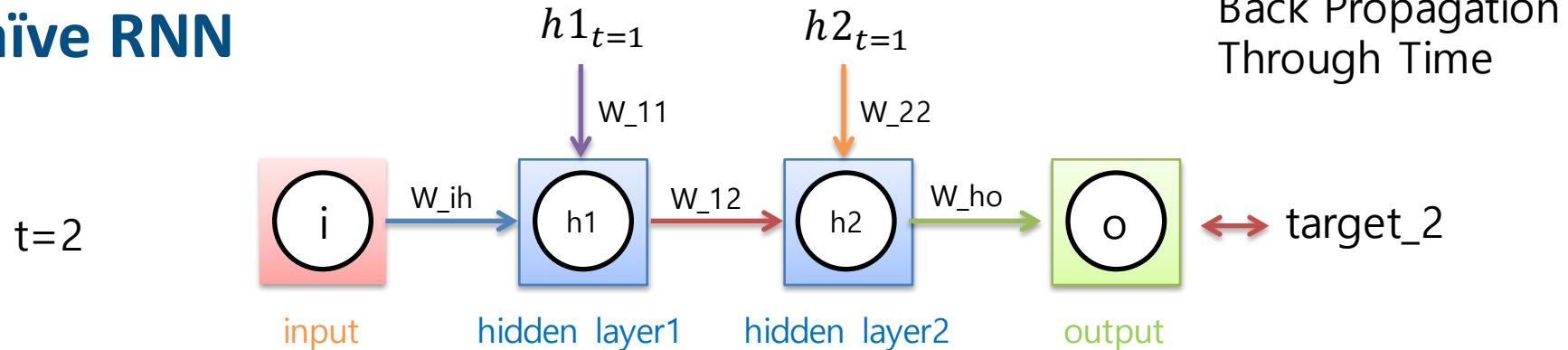


$$o = w_{ho} * h2_{out} + bias$$

$$h2_{out} = \tanh(w_{12} * h1 + w_{22} * h2_{t=1} + bias)$$

$$h1_{out} = \tanh(w_{ih} * i + w_{11} * h1_{t=1} + bias)$$

Naïve RNN



$$o = w_{ho} * h2_{out} + bias$$

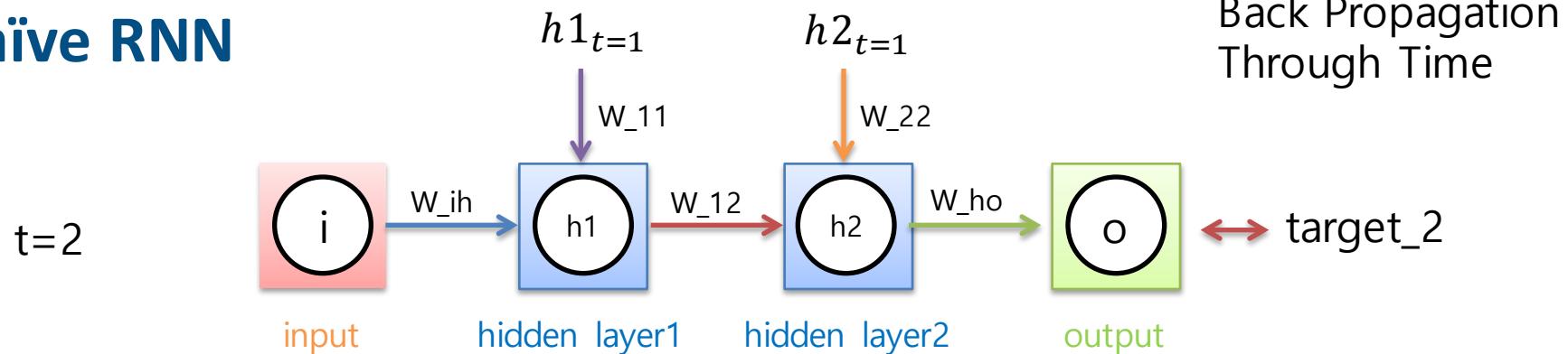
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$$h2_{in} = w_{12} * h1 + w_{22} * h2_{t=1} + bias$$

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Naïve RNN



$$o = w_{ho} * h2_{out} + bias$$

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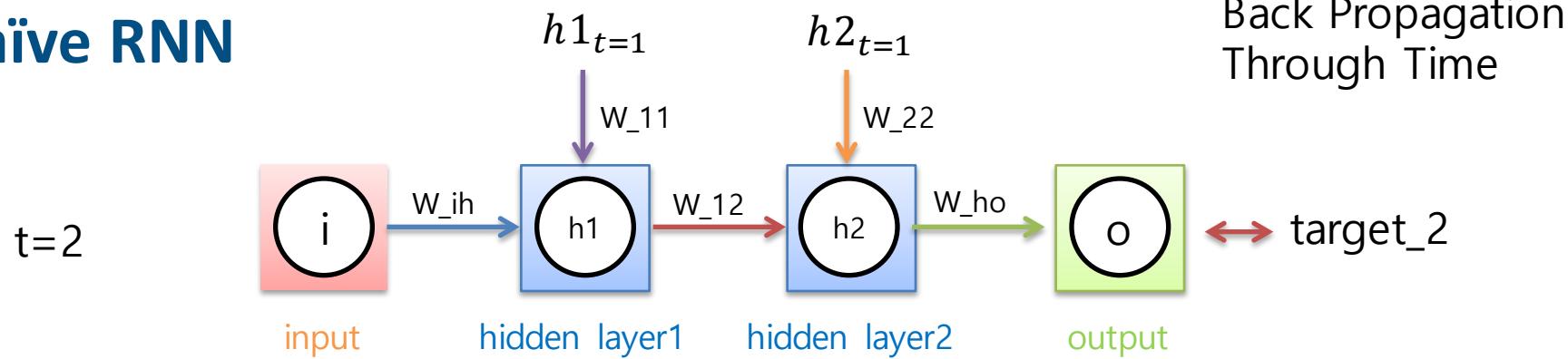
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$$\frac{\partial o}{\partial w_{22}} = \frac{\partial o}{\partial h2_{out}} * \frac{\partial h2_{out}}{\partial h2_{in}} * \frac{\partial h2_{in}}{\partial w_{22}}$$

Naïve RNN



$$o = w_{ho} * h2_{out} + bias$$

$$h2_{out} = \tanh(w_{12} * h1 + w_{22} * h2_{t=1} + bias)$$

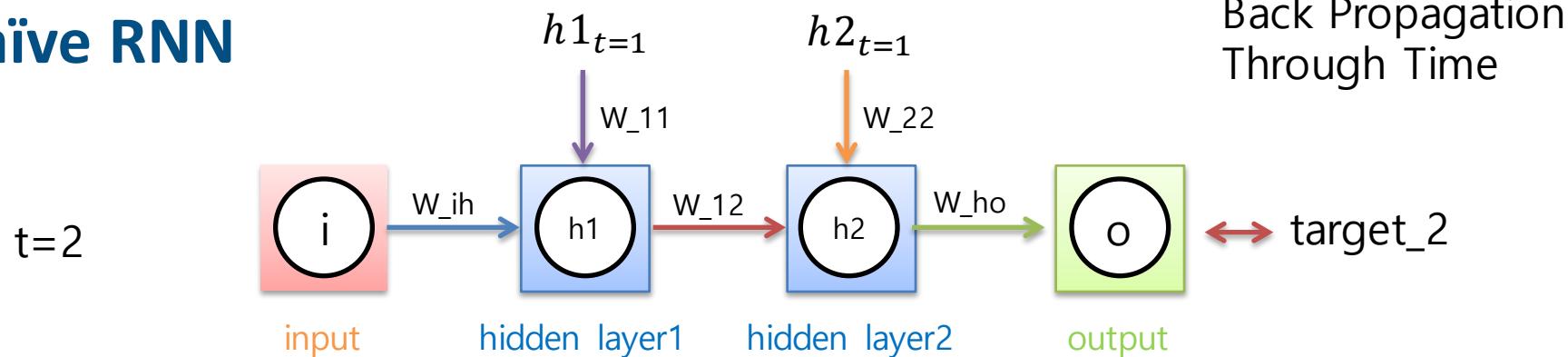
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$$\frac{\partial o}{\partial w_{22}} = \frac{\partial o}{\partial h2_{out}} * \frac{\partial h2_{out}}{\partial h2_{in}} * \boxed{\frac{\partial h2_{in}}{\partial w_{22}}} \rightarrow h2_{t=1}$$

Naïve RNN



$$o = w_{ho} * h2_{out} + bias$$

$$h2_{out} = \tanh(w_{12} * h1 + w_{22} * h2_{t=1} + bias)$$

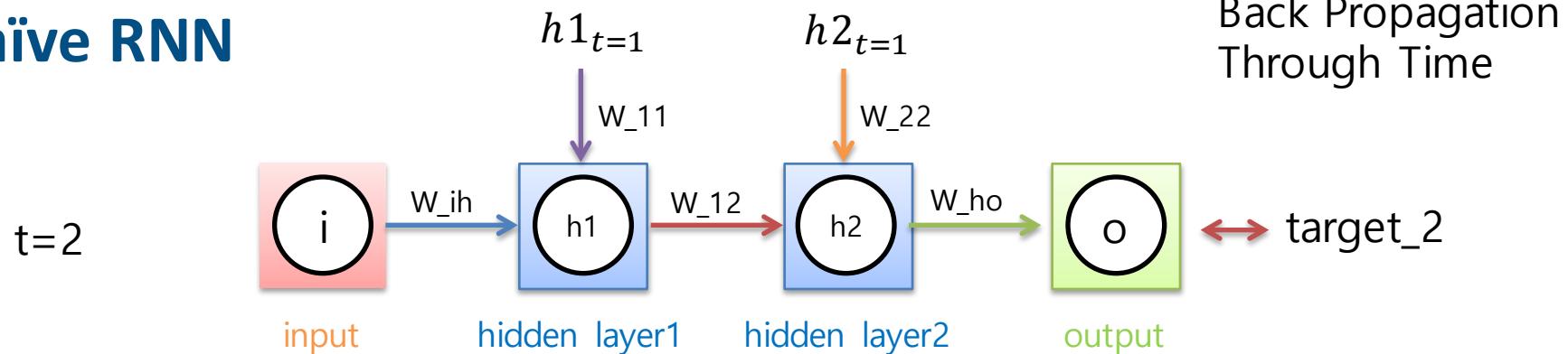
$$h1_{out} = \tanh(w_{ih} * i + w_{11} * h1_{t=1} + bias)$$

$$h2_{in} = w_{12} * h1 + w_{22} * h2_{t=1} + bias$$

$$h1_{in} = w_{ih} * i + w_{11} * h1_{t=1} + bias$$

$$\frac{\partial o}{\partial w_{22}} = \frac{\partial o}{\partial h2_{out}} * \frac{\partial h2_{out}}{\partial h2_{in}} * \boxed{\frac{\partial h2_{in}}{\partial w_{22}}} \rightarrow h2_{t=1}$$

Naïve RNN



$$o = w_{ho} * h2_{out} + bias$$

$$h2_{out} = \tanh(w_{12} * h1 + w_{22} * h2_{t=1} + bias)$$

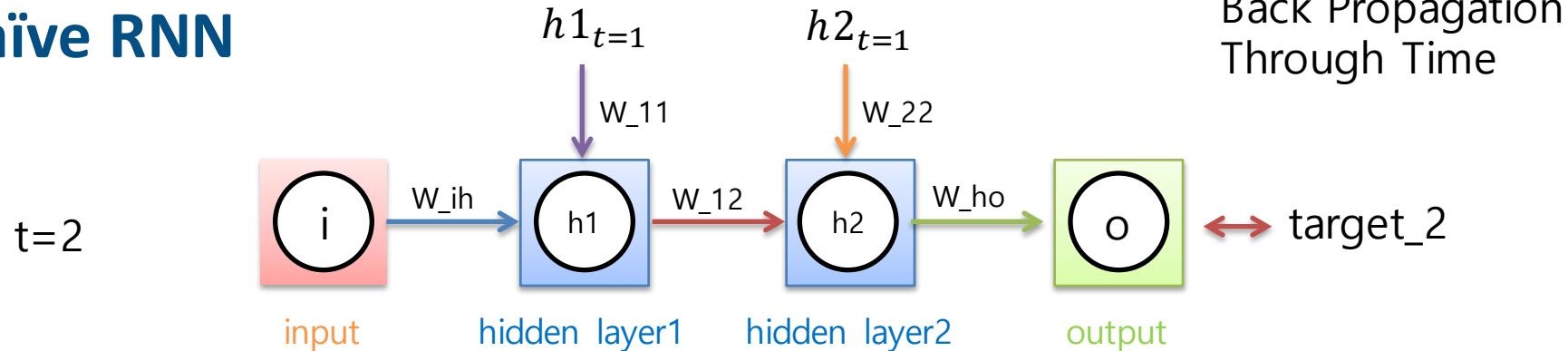
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$$h2_{in} = w_{12} * h1 + w_{22} * h2_{t=1} + bias$$

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$$\frac{\partial o}{\partial w_{22}} = \frac{\partial o}{\partial h2_{out}} * \frac{\partial h2_{out}}{\partial h2_{in}} * \frac{\partial h2_{in}}{\partial w_{22}}$$

Naïve RNN



$$o = w_{ho} * h2_{out} + bias$$

$$h2_{out} = \tanh(w_{12} * h1 + w_{22} * h2_{t=1} + bias)$$

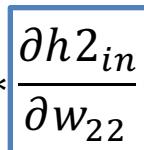
$$h1_{out} = \tanh(w_{ih} * i + w_{11} * h1_{t=1} + bias)$$

$$h2_{in} = w_{12} * h1 + w_{22} * h2_{t=1} + bias$$

$$h1_{in} = w_{ih} * i + w_{11} * h1_{t=1} + bias$$

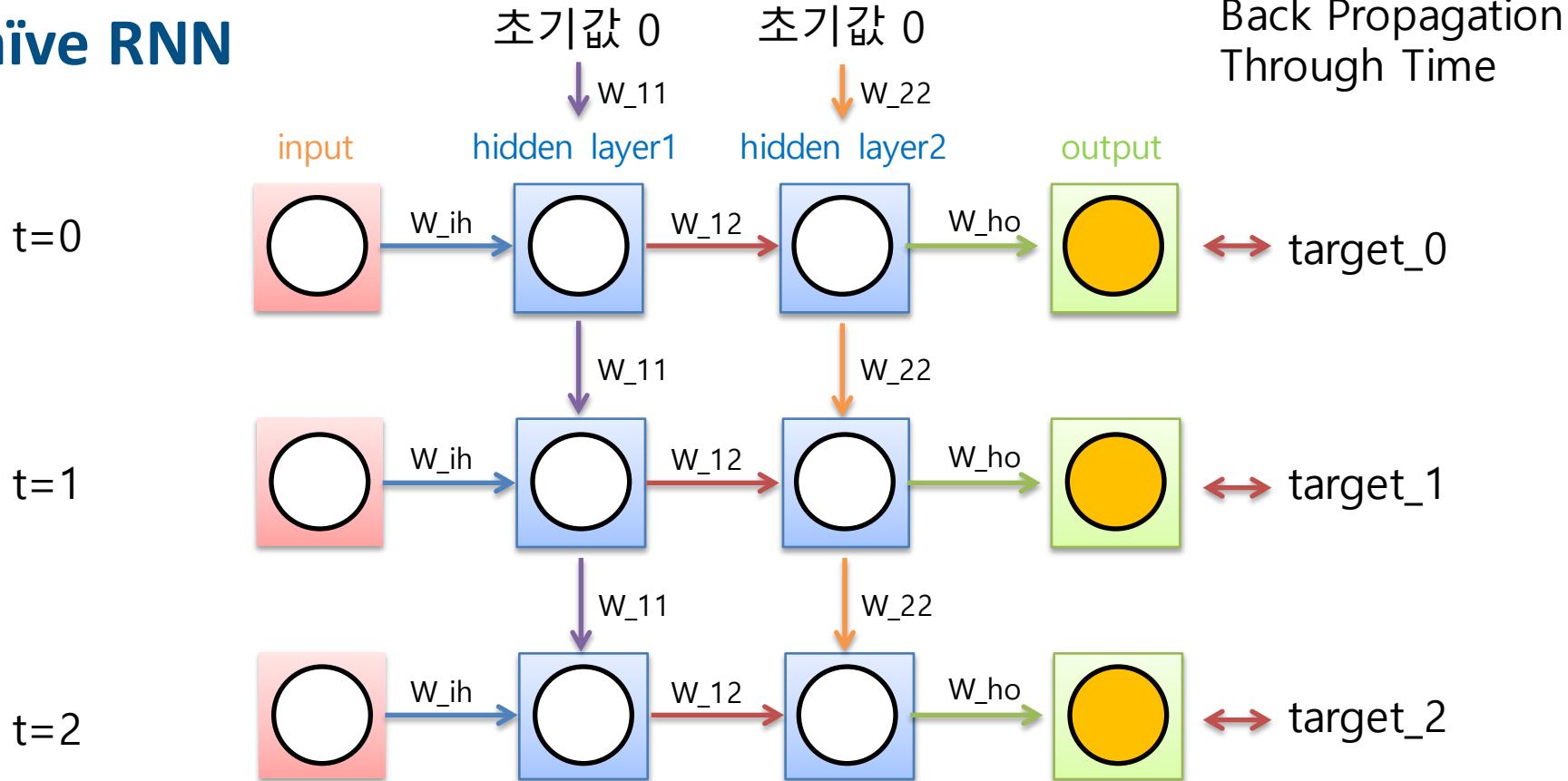
결국 계산하려면
t=0까지 가야 함

$$\frac{\partial o}{\partial w_{22}} = \frac{\partial o}{\partial h2_{out}} * \frac{\partial h2_{out}}{\partial h2_{in}} * \frac{\partial h2_{in}}{\partial w_{22}}$$

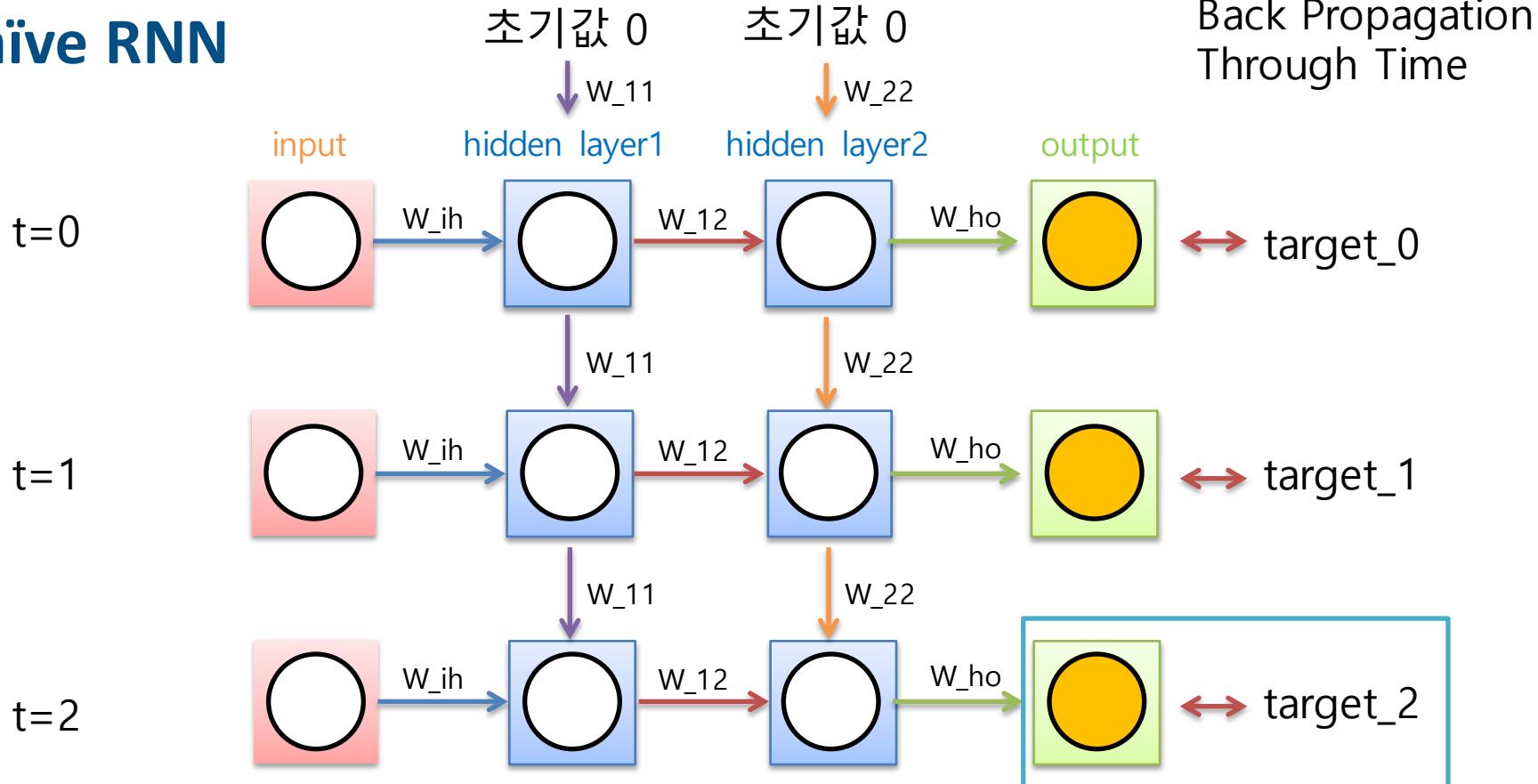


$h2_{t=1}$

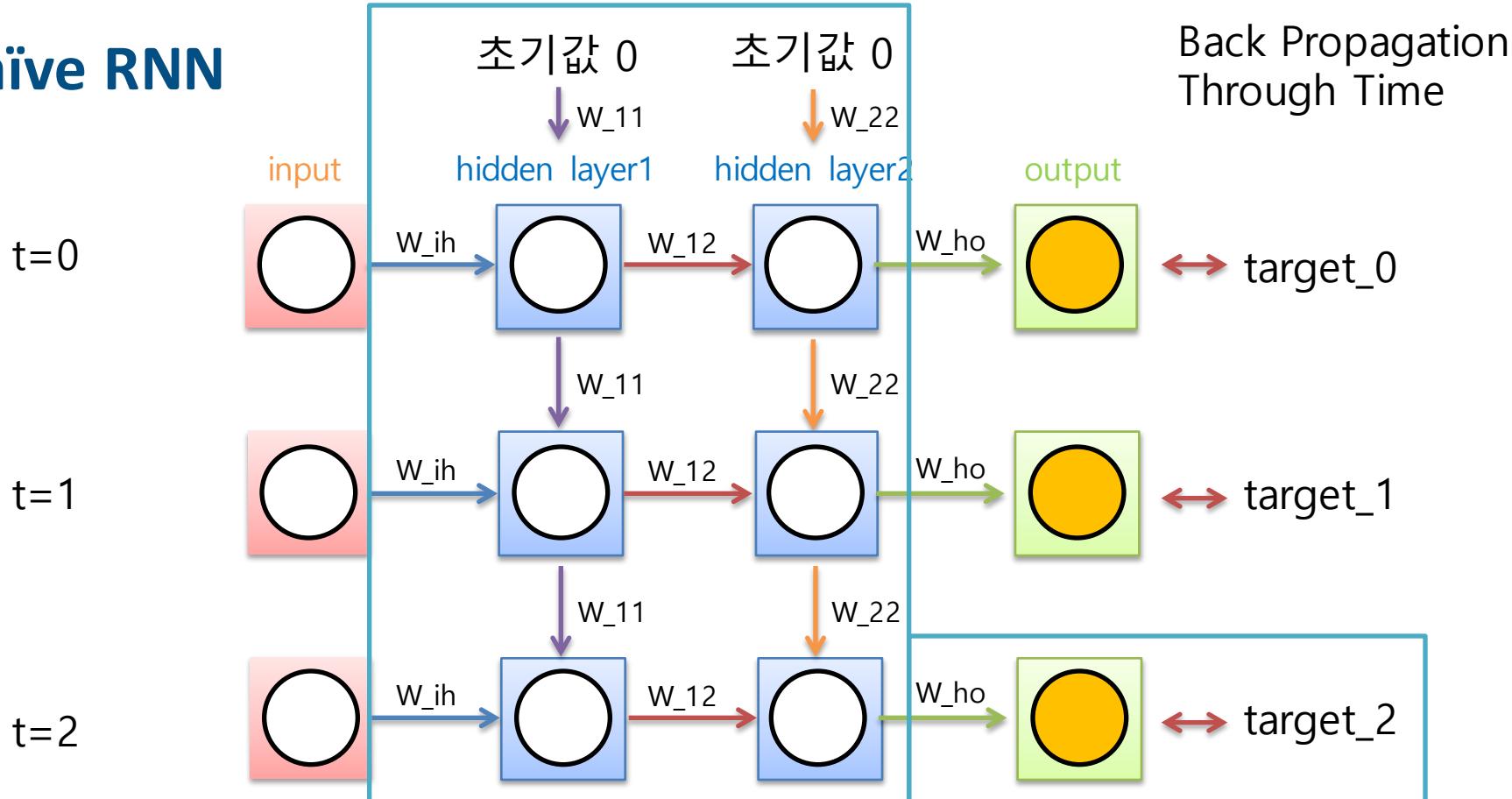
Naïve RNN



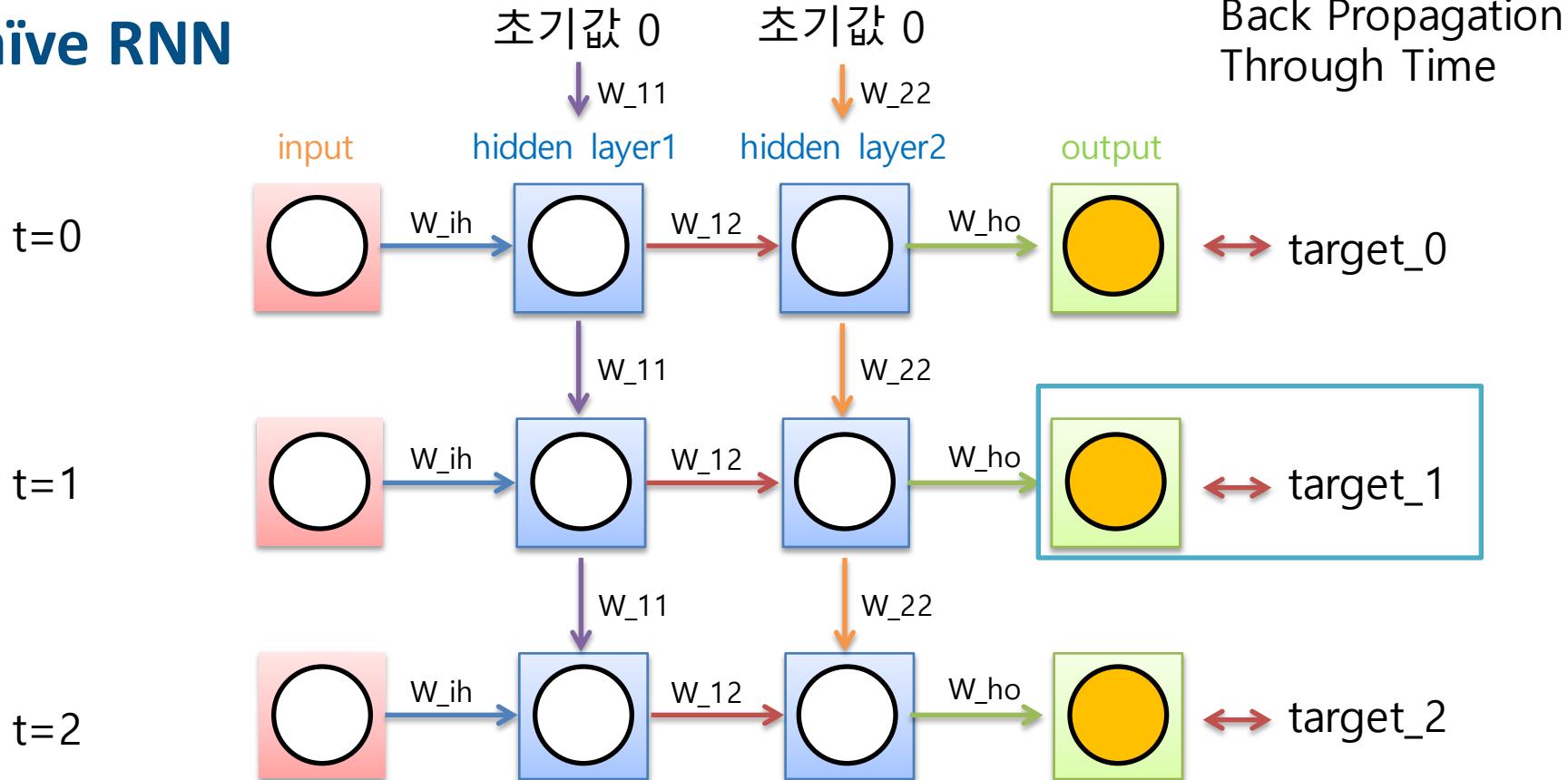
Naïve RNN



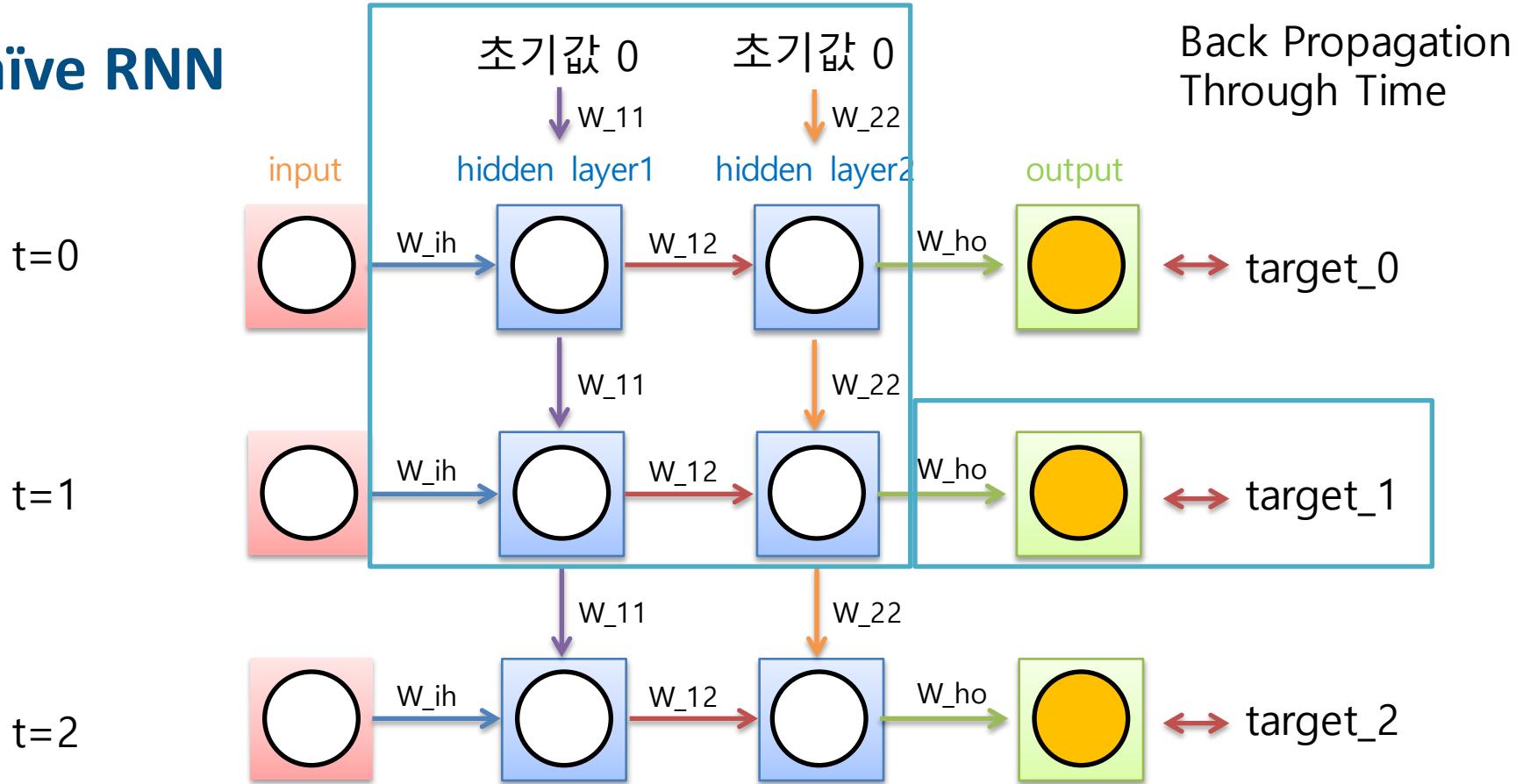
Naïve RNN



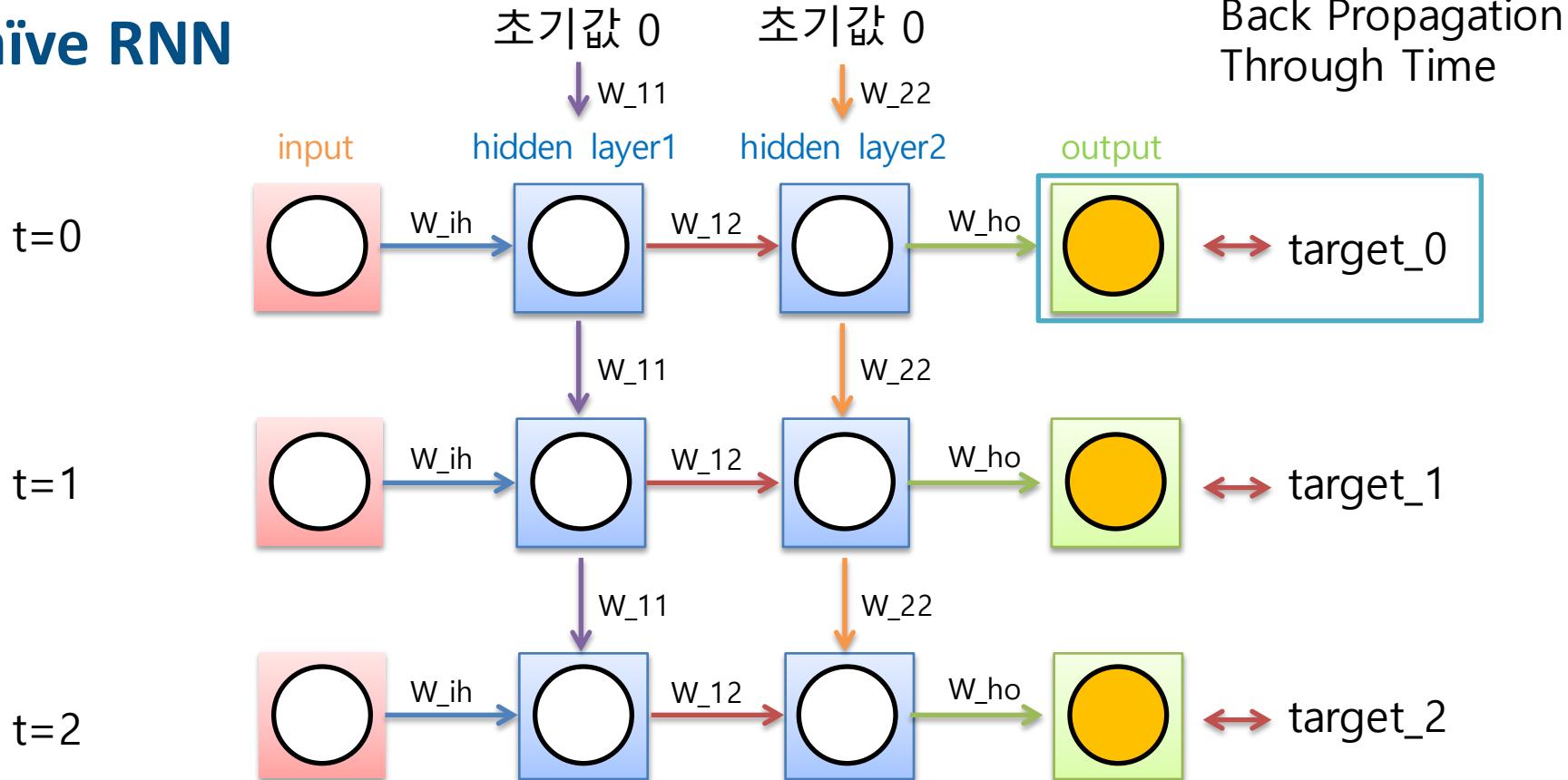
Naïve RNN



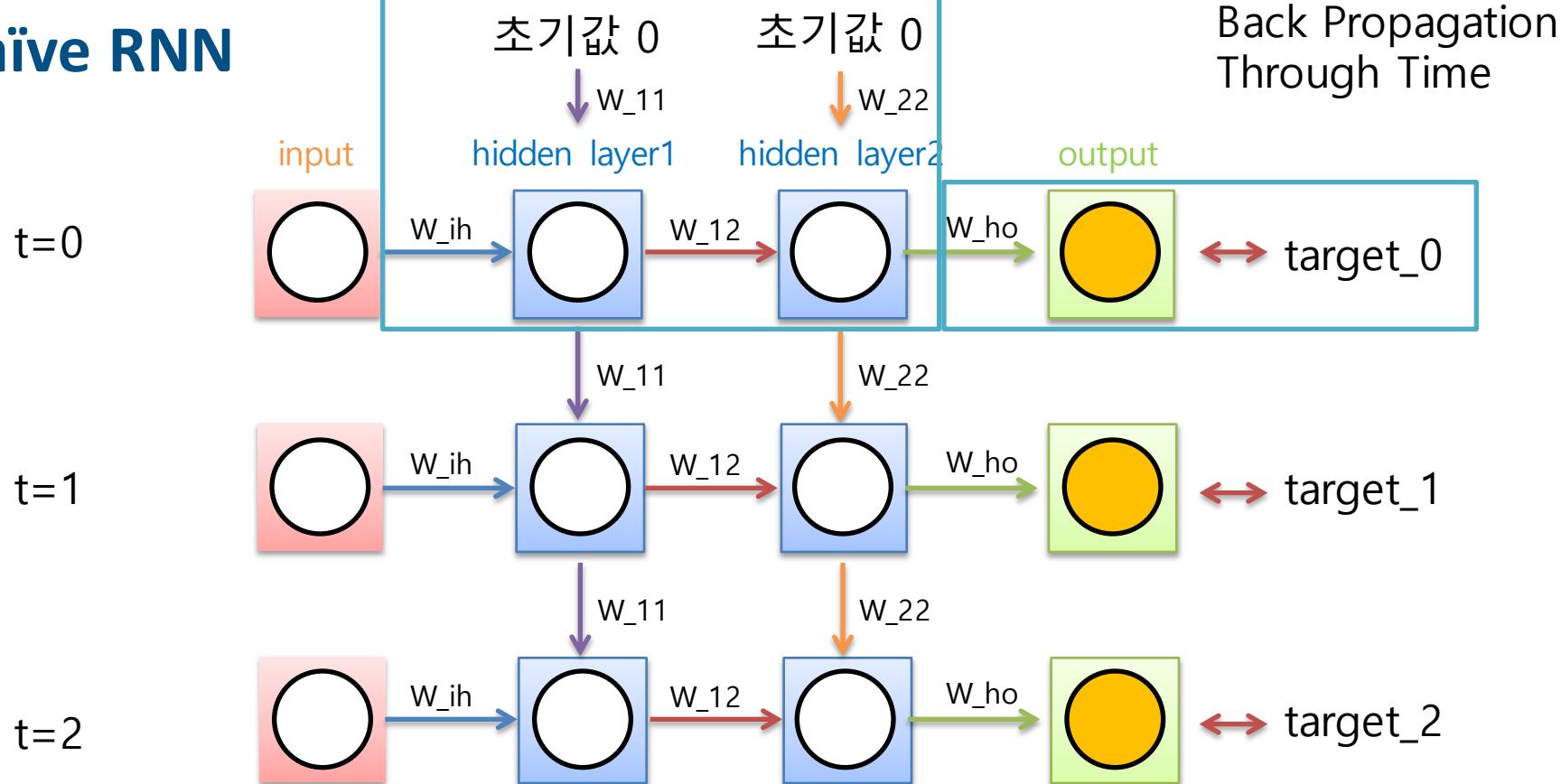
Naïve RNN



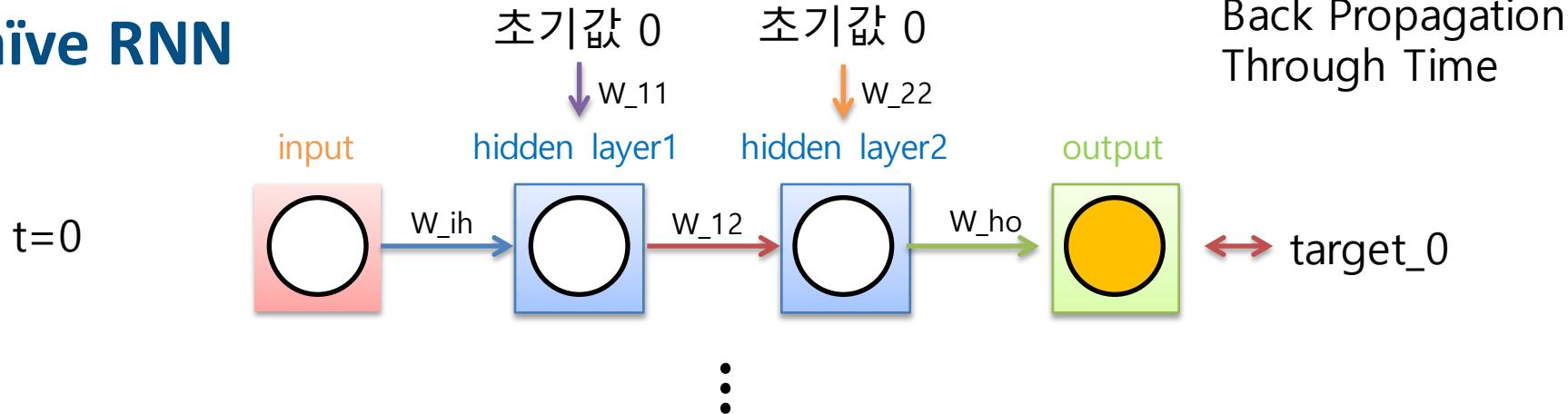
Naïve RNN



Naïve RNN

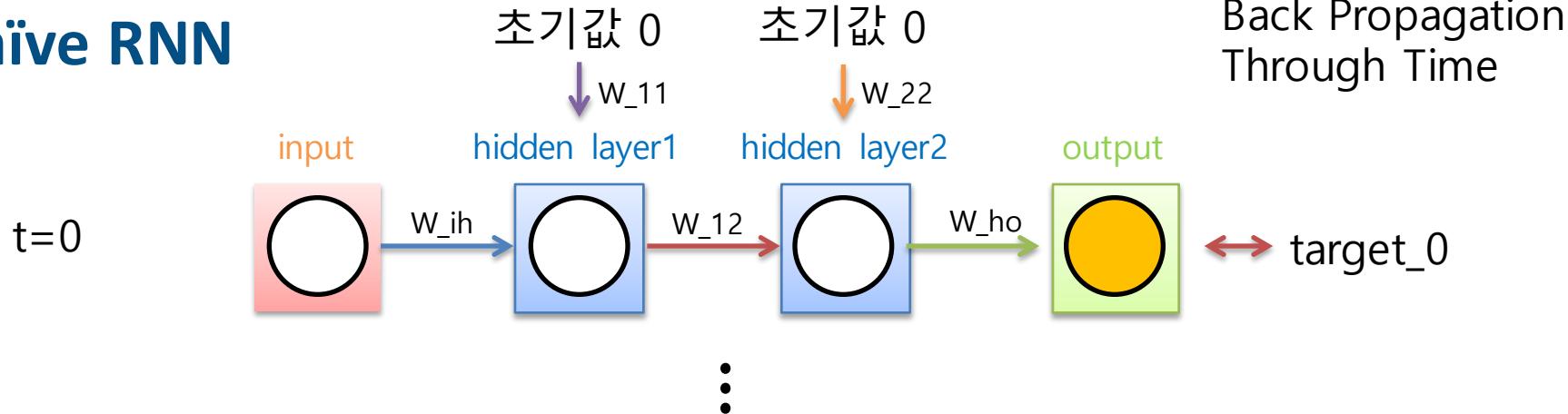


Naïve RNN



t 의 범위에 따라 weight 값들이 반복적으로 gradient가 계산되는데 이를 다 더해놨다가 한번에 업데이트 함

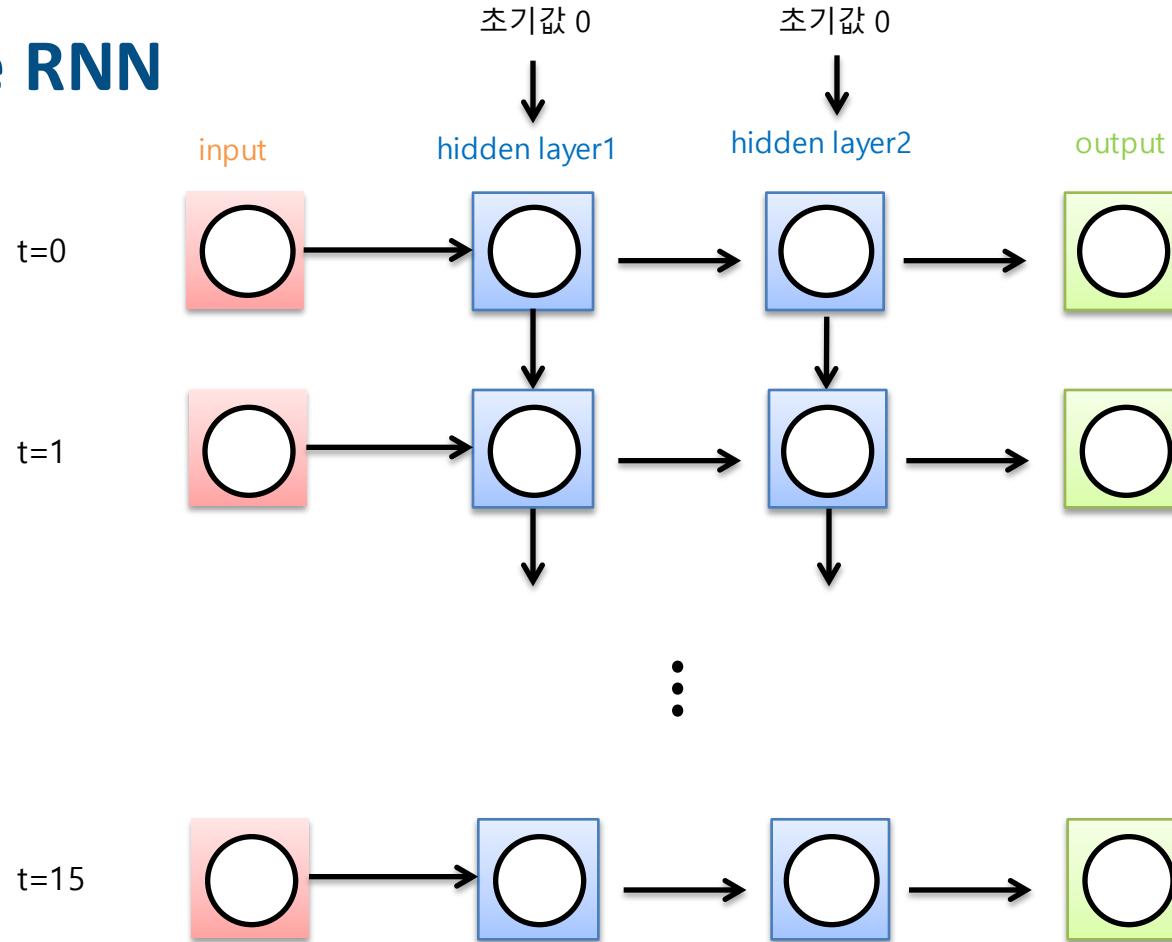
Naïve RNN



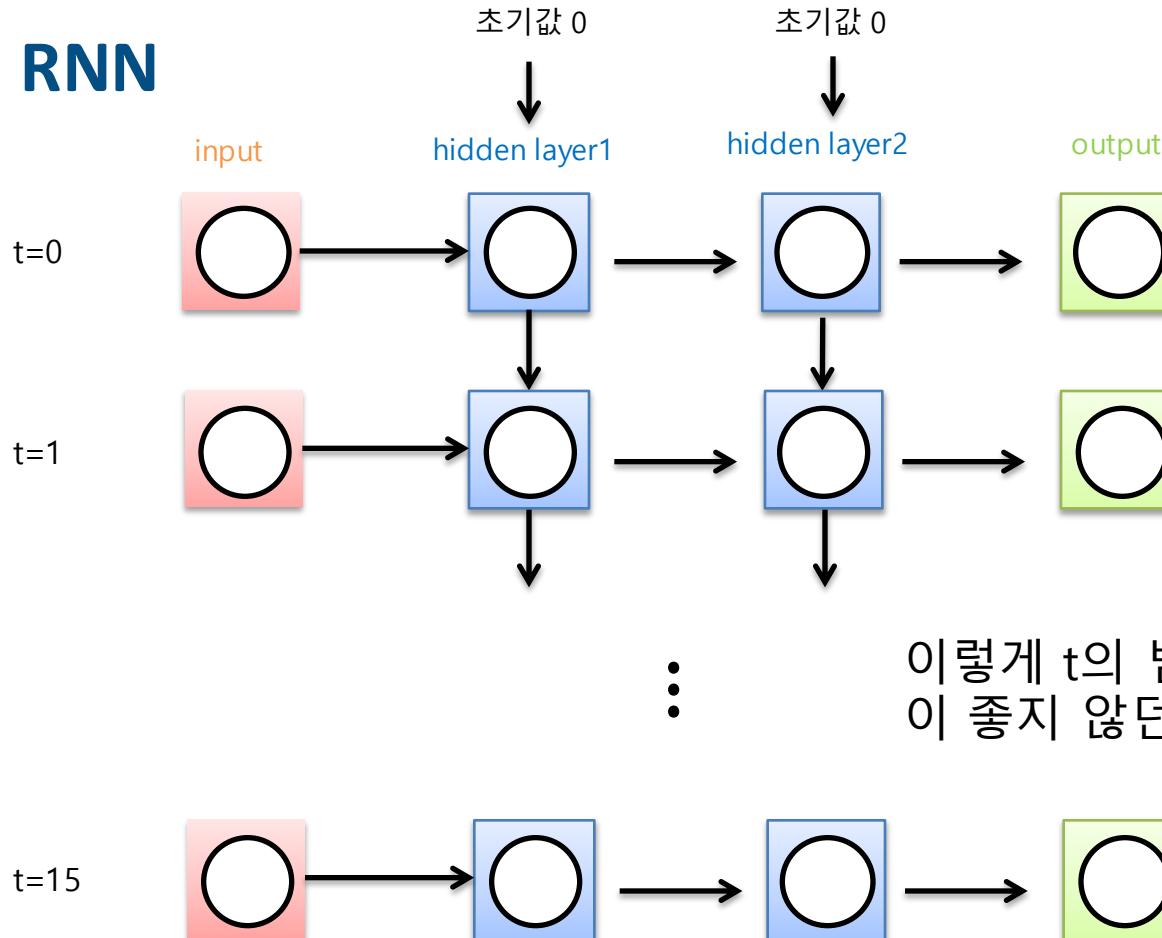
t 의 범위에 따라 weight 값들이 반복적으로 gradient가 계산되는데 이를 다 더해놨다가 한번에 업데이트 함

$$\frac{\partial Loss}{\partial w} = \sum_t \frac{\partial Loss_t}{\partial w}$$

Naïve RNN



Naïve RNN

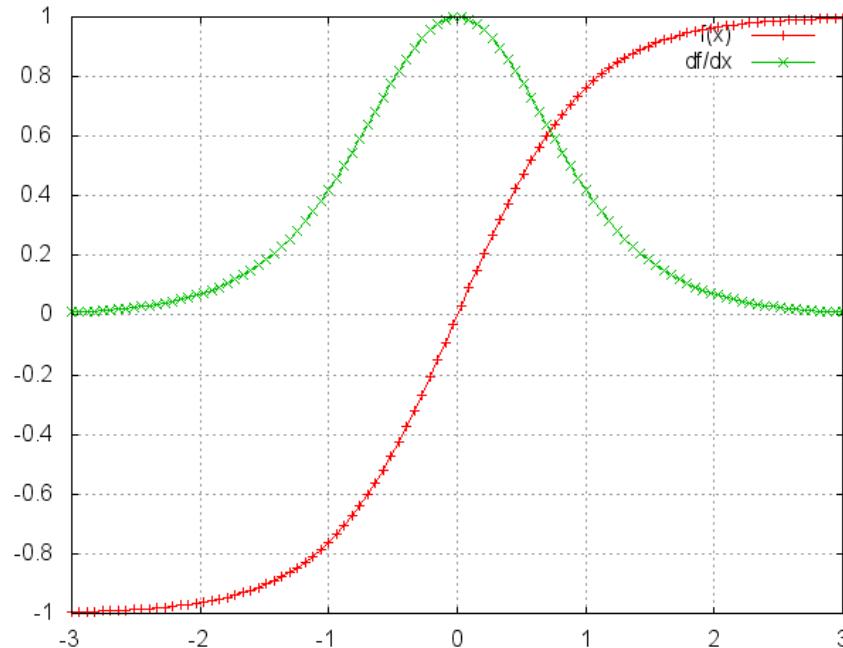


Naïve RNN

Back Propagation이 진행되면서
tanh 함수의 미분도 여러 번 일
어나는데, 이를 미분해보면 오른
쪽과 같음

Naïve RNN

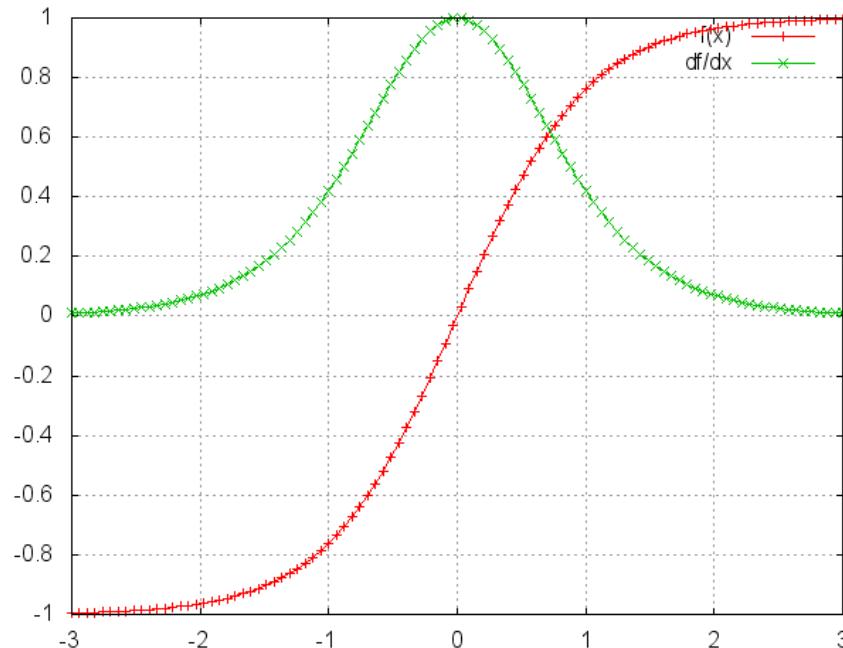
Back Propagation이 진행되면서 tanh 함수의 미분도 여러 번 일어나는데, 이를 미분해보면 오른쪽과 같음



Naïve RNN

Back Propagation이 진행되면서 tanh 함수의 미분도 여러 번 일어나는데, 이를 미분해보면 오른쪽과 같음

0과 1 사이의 값을 계속 곱하다 보면 gradient가 사라지고 결과적으로 해당 loss에 대해 학습이 안됨

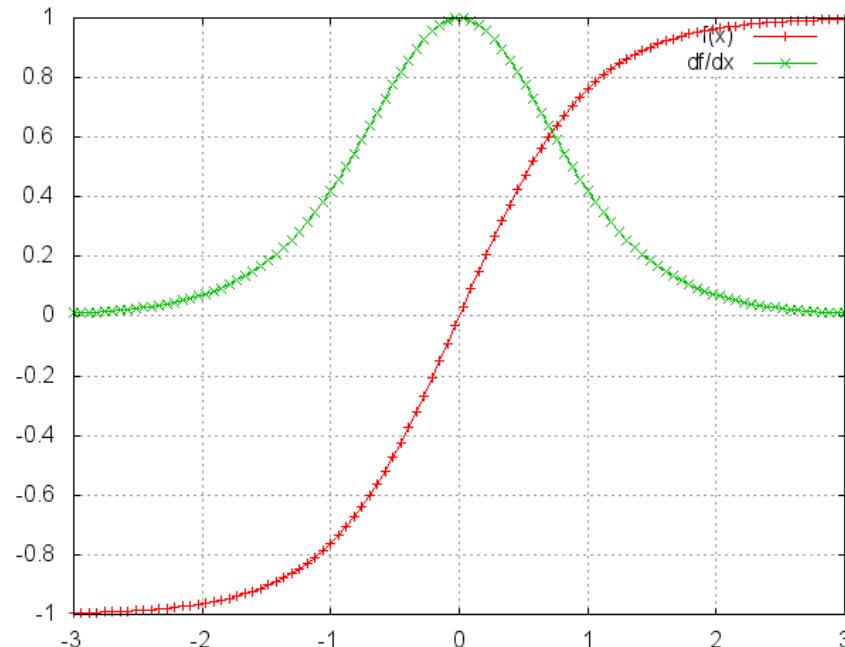


Naïve RNN

Back Propagation이 진행되면서 tanh 함수의 미분도 여러 번 일어나는데, 이를 미분해보면 오른쪽과 같음

0과 1 사이의 값을 계속 곱하다 보면 gradient가 사라지고 결과적으로 해당 loss에 대해 학습이 안됨

어떻게 해야 할까?



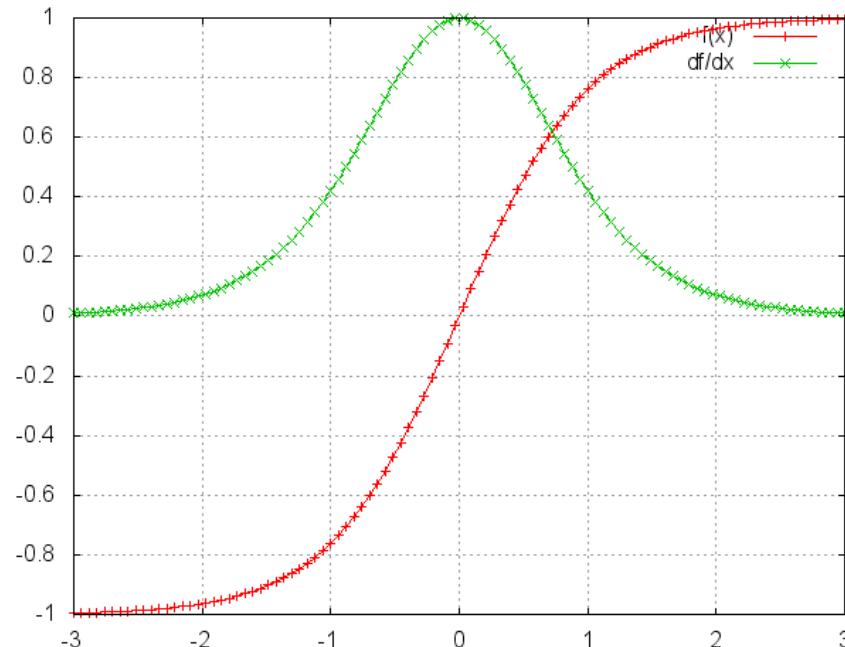
Naïve RNN

Back Propagation이 진행되면서 tanh 함수의 미분도 여러 번 일어나는데, 이를 미분해보면 오른쪽과 같음

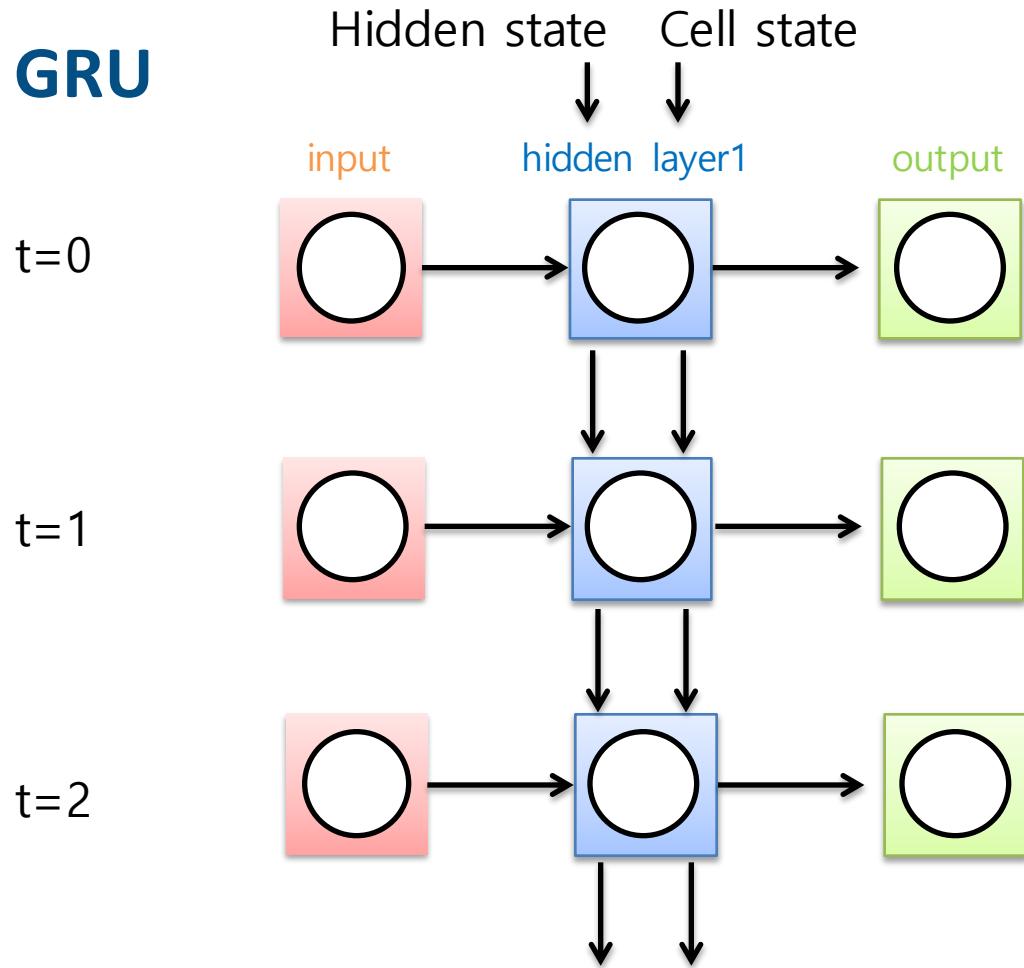
0과 1 사이의 값을 계속 곱하다 보면 gradient가 사라지고 결과적으로 해당 loss에 대해 학습이 안됨

어떻게 해야 할까?

장기 기억을 추가하자!



LSTM & GRU

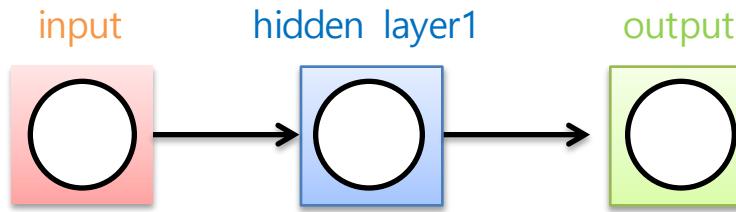


LSTM & GRU

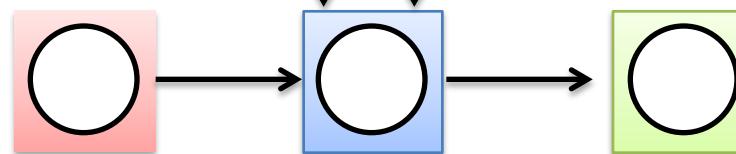
Hidden state
↓
Cell state
↓

중요한 정보는
쪽 전달하는 부분

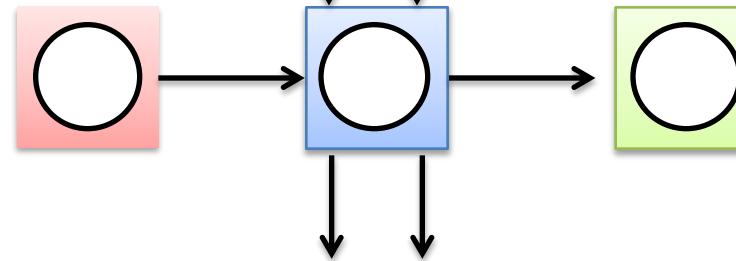
t=0



t=1



t=2

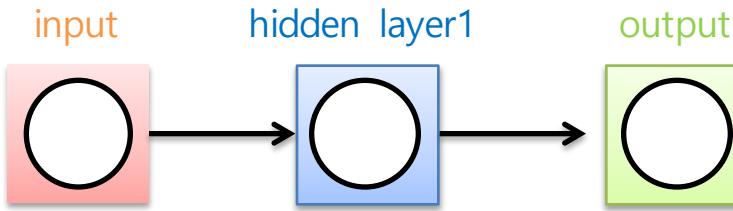


LSTM & GRU

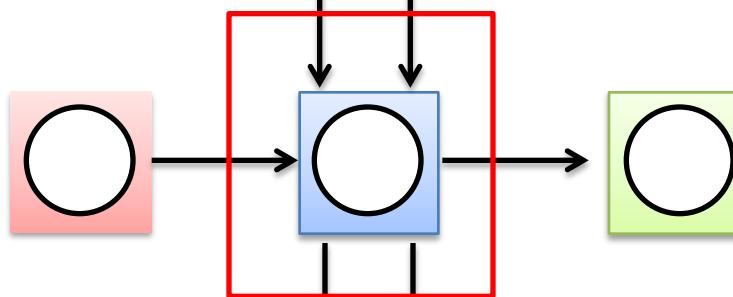
Hidden state
↓
Cell state
↓

중요한 정보는
쪽 전달하는 부분

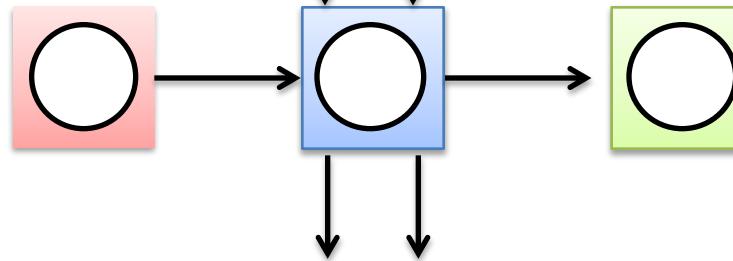
t=0



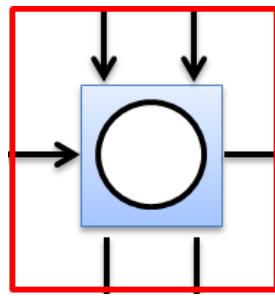
t=1



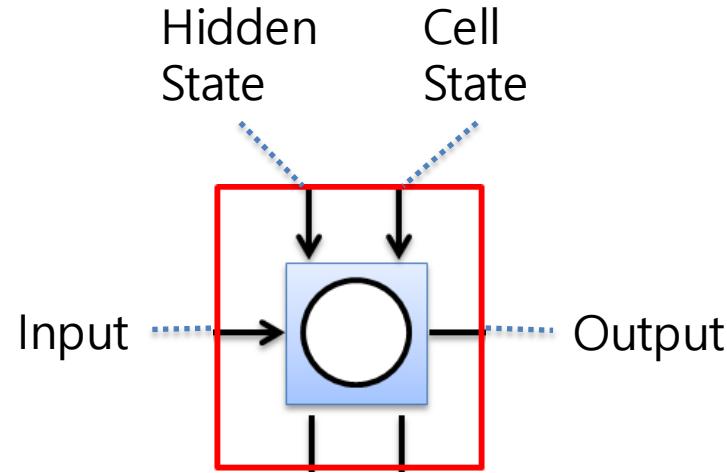
t=2



LSTM & GRU

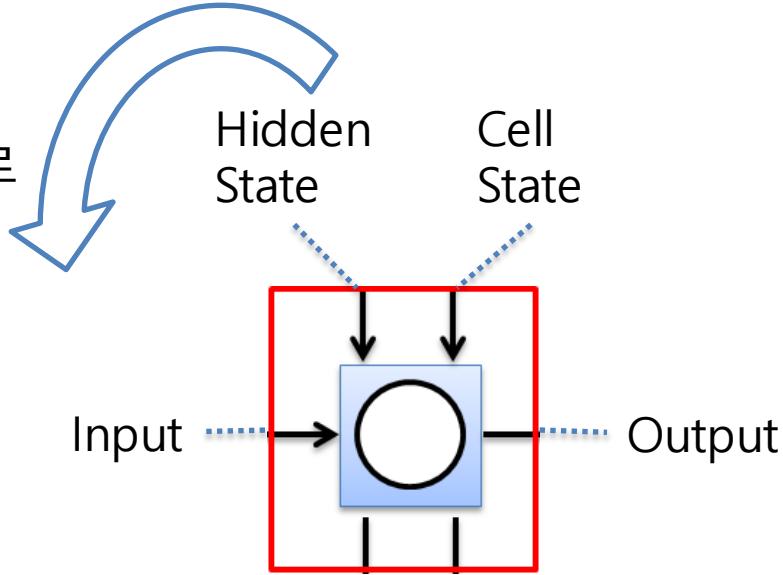


LSTM & GRU

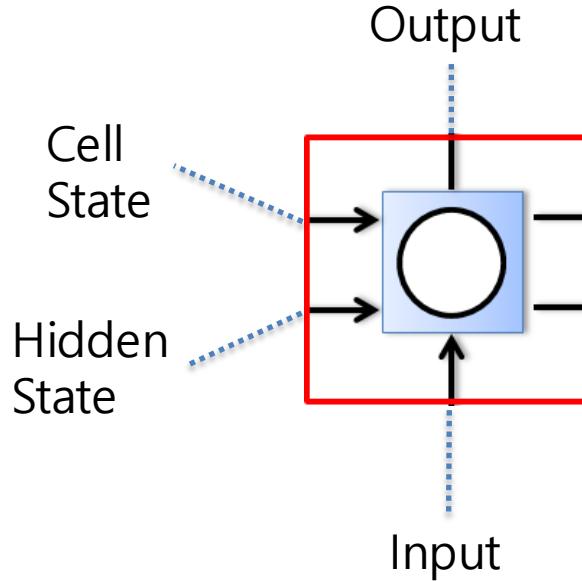


LSTM & GRU

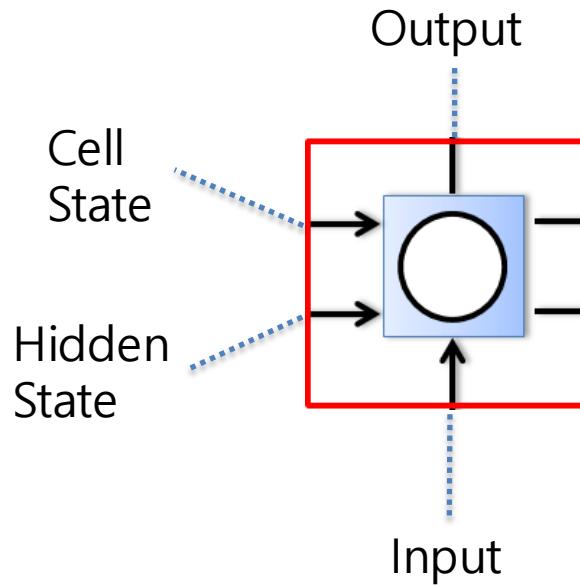
시계 반대 방향으로
90도 회전!



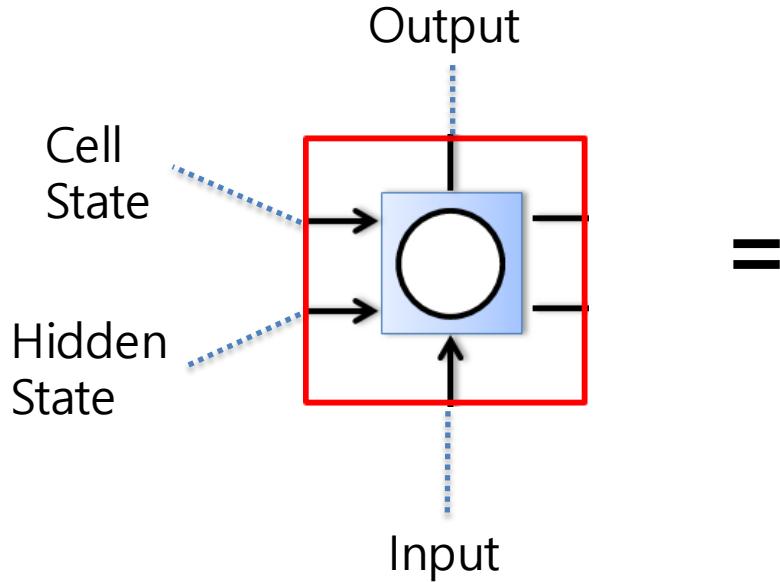
LSTM & GRU



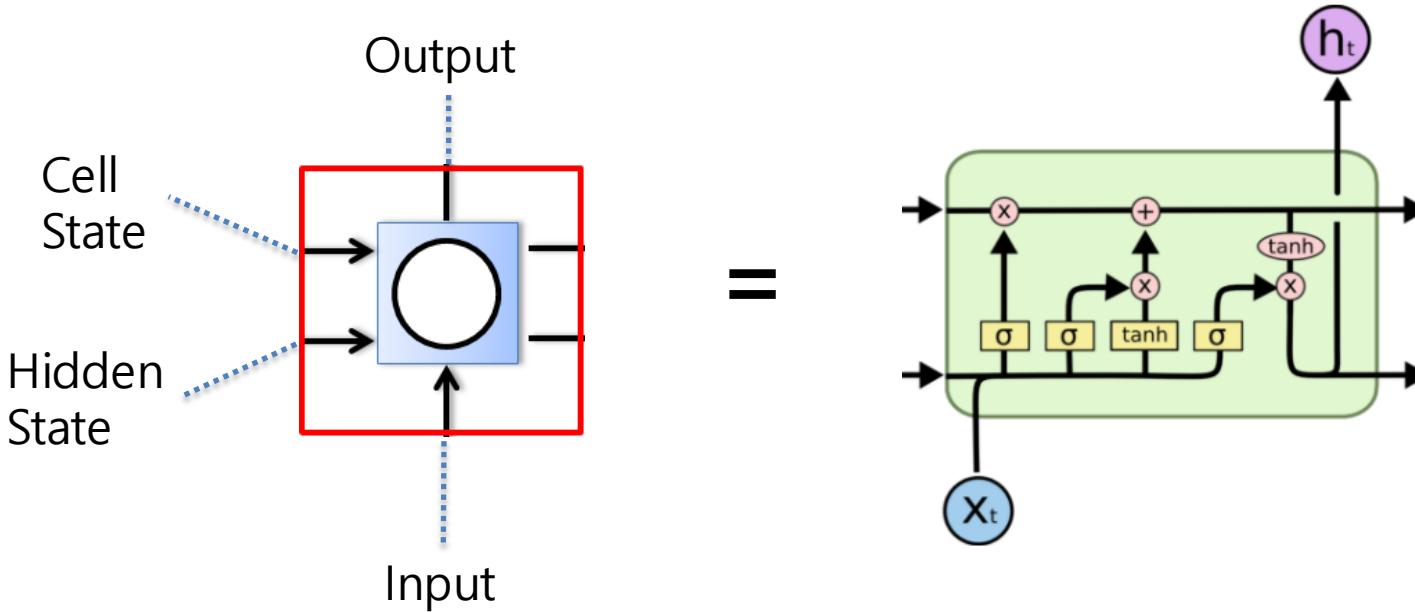
LSTM & GRU



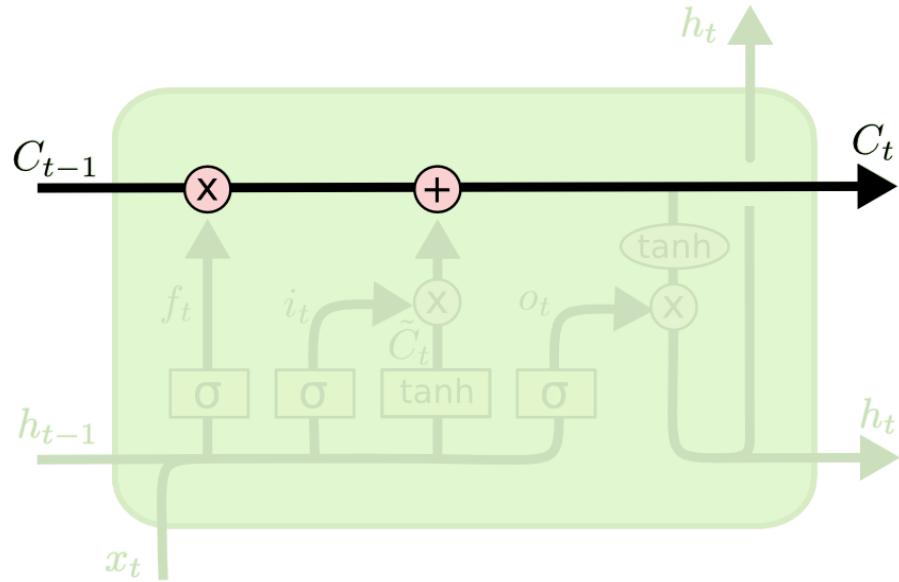
LSTM & GRU



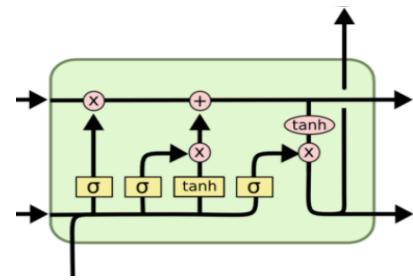
LSTM & GRU



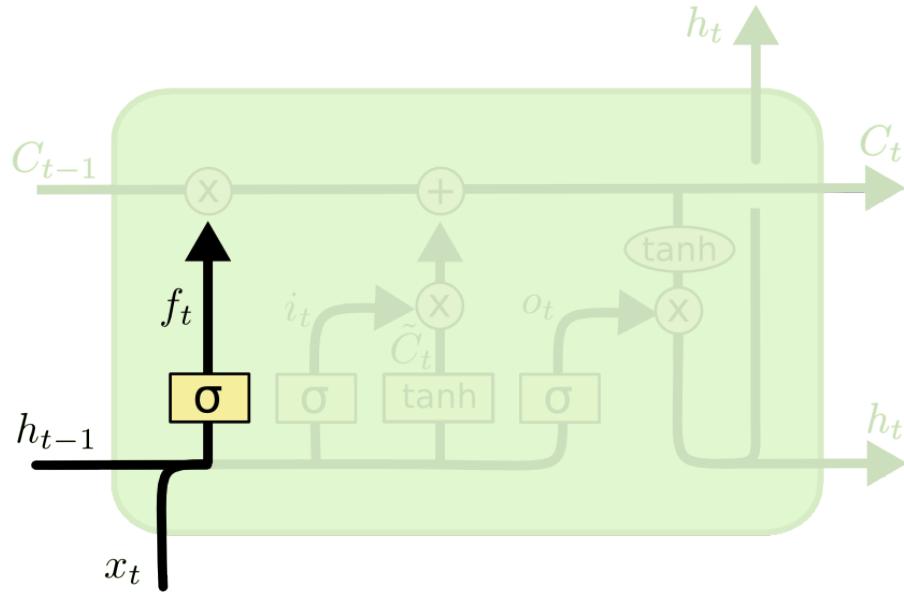
LSTM & GRU



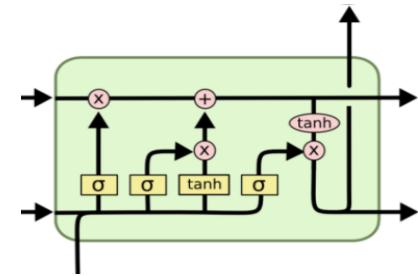
Cell state는 중요
정보를 그대로 쭉
전달하는 역할



LSTM & GRU

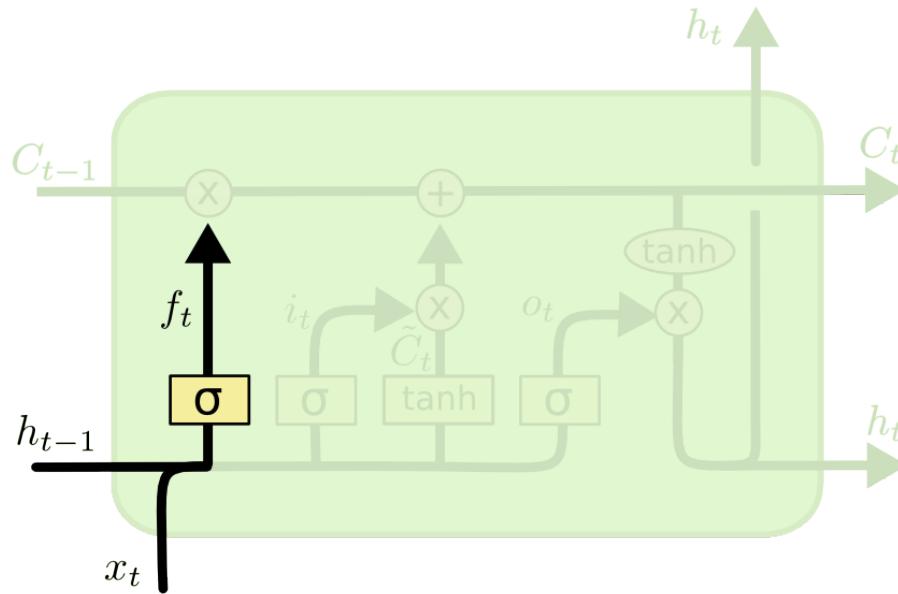


$$f_t = \sigma(W_f \cdot [h_{t-1}, x_t] + b_f)$$

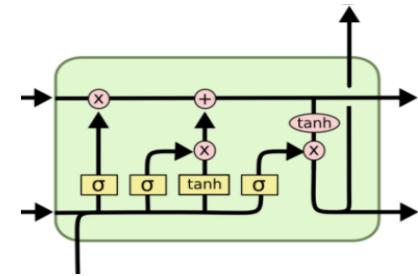


"Forget Gate Layer"

LSTM & GRU



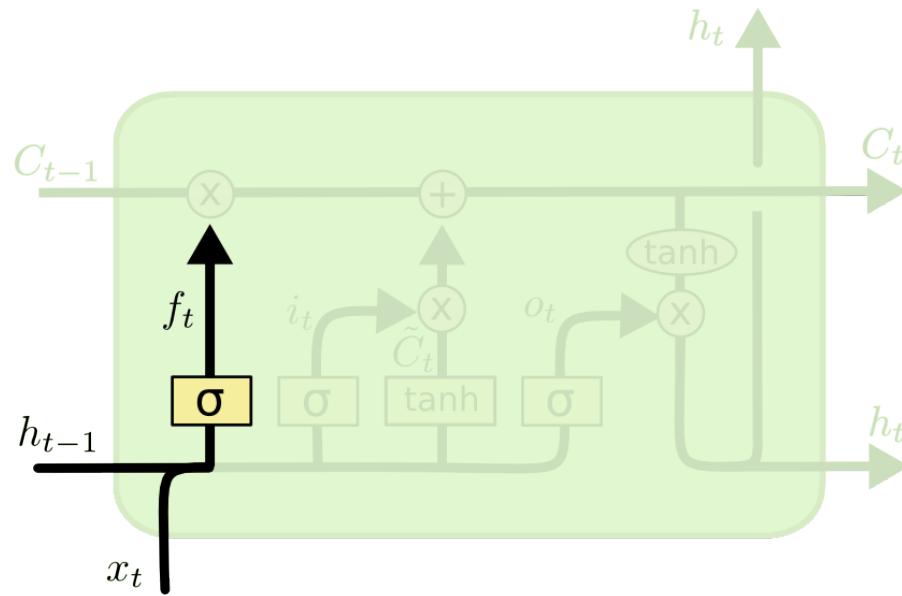
$$f_t = \sigma (W_f \cdot [h_{t-1}, x_t] + b_f)$$



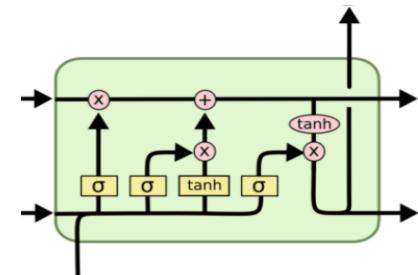
"Forget Gate Layer"

Input과 이전 hidden state를 기준으로 이전의 Cell State를 얼마나 계속 전달할 것인지 결정

LSTM & GRU



$$f_t = \sigma (W_f \cdot [h_{t-1}, x_t] + b_f)$$

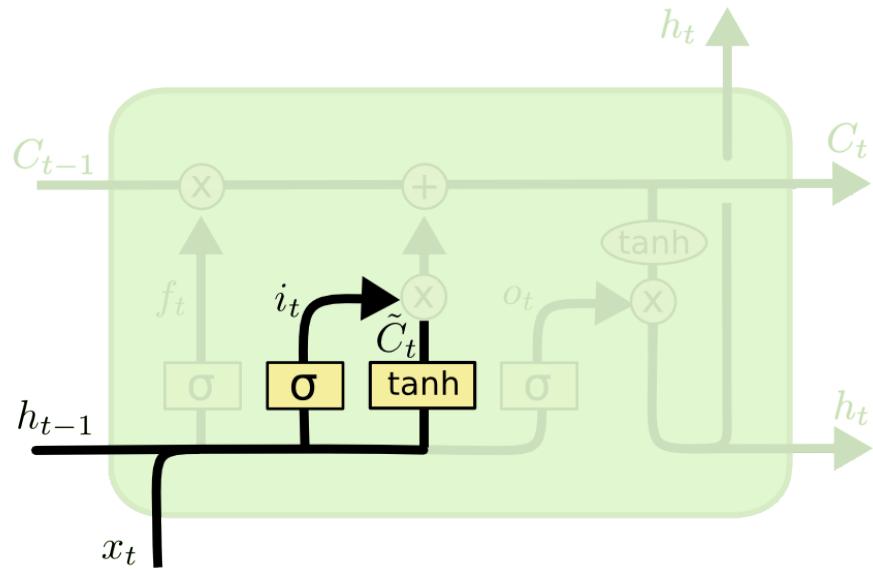


"Forget Gate Layer"

Input과 이전 hidden state를 기준으로 이전의 Cell State를 얼마나 계속 전달할 것인지 결정

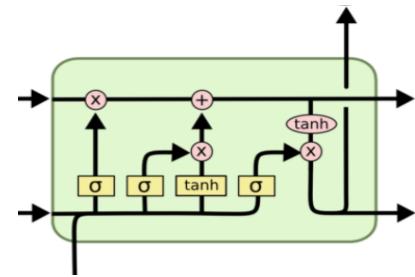
Activation func.이 sigmoid이기 때문에 0~1로 나오는데 0이면 완전 잊고 1이면 완전 그대로 넘기는 것

LSTM & GRU

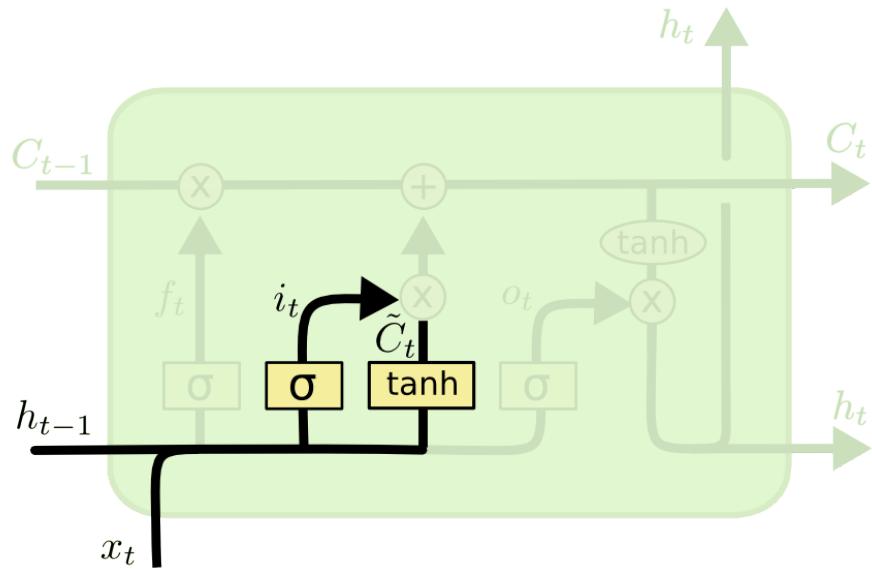


$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

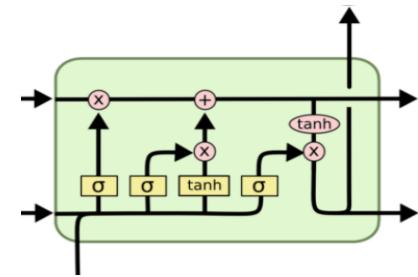


LSTM & GRU



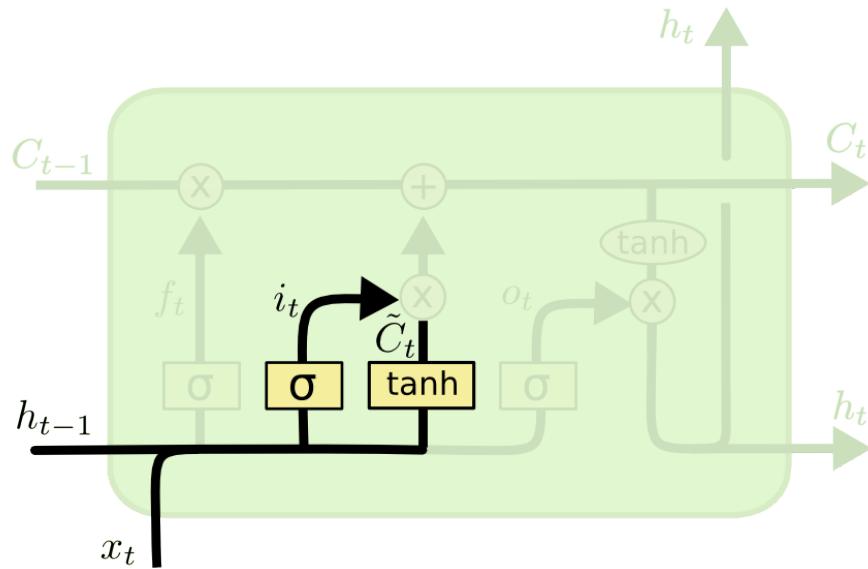
$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$



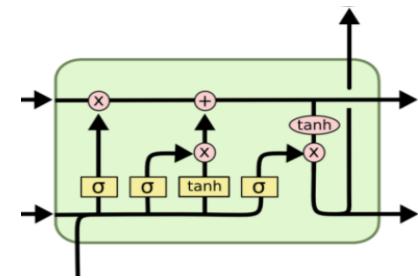
"Input Gate"

LSTM & GRU



$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

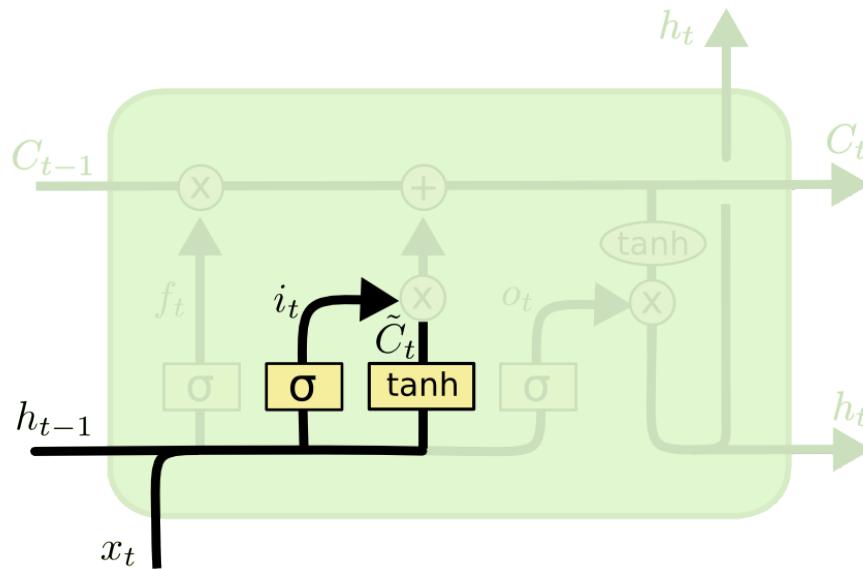
$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$



"Input Gate"

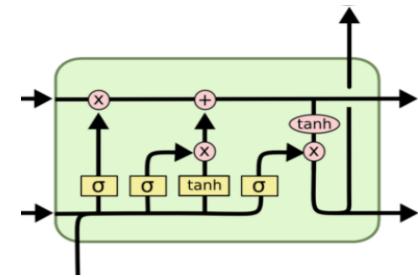
i_t 는 hidden state와 input을 통해
Cell state update 비중을 정함

LSTM & GRU



$$i_t = \sigma(W_i \cdot [h_{t-1}, x_t] + b_i)$$

$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

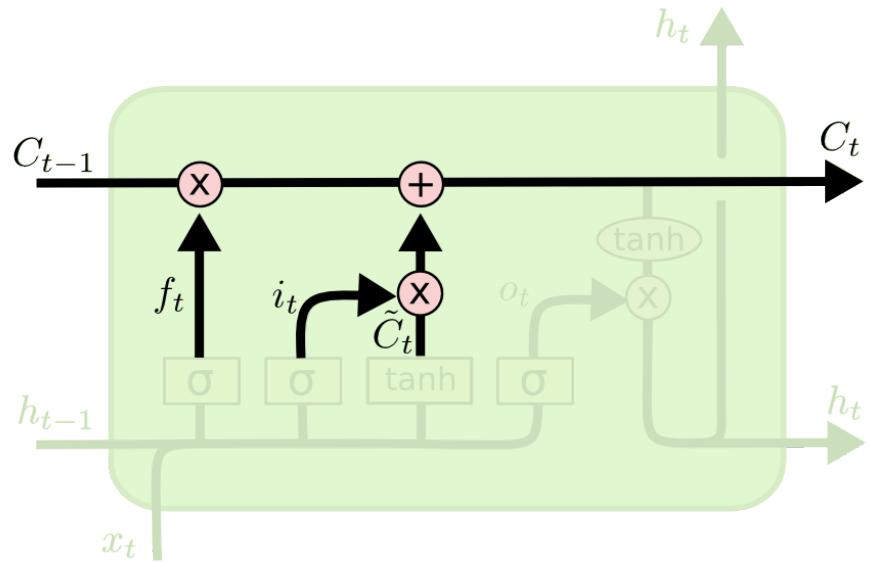


"Input Gate"

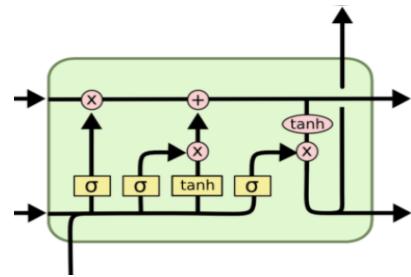
i_t 는 hidden state와 input을 통해
Cell state update 비중을 정함

\tilde{C}_t 는 cell state로 update될 정보를
생성

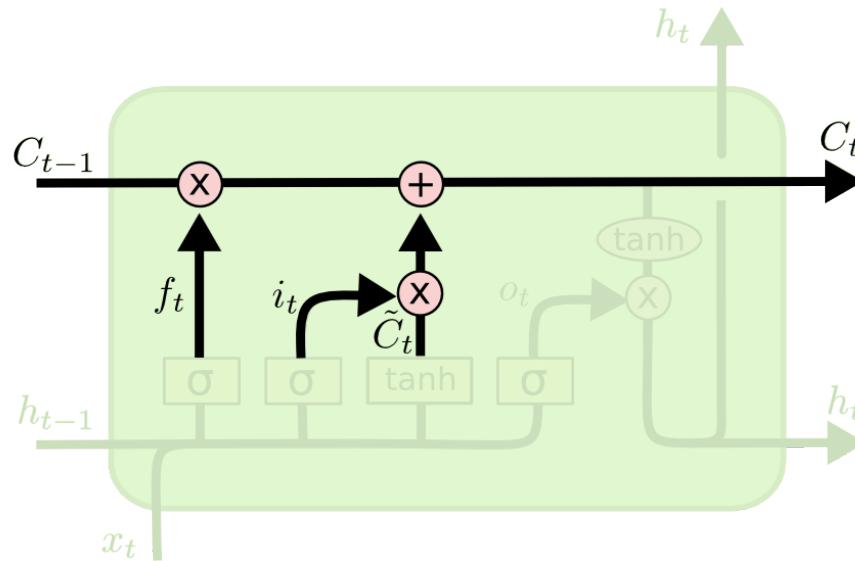
LSTM & GRU



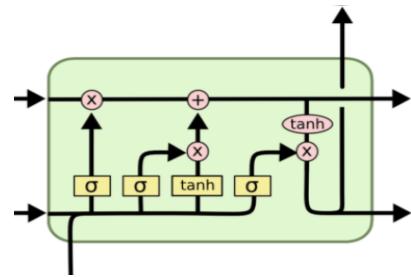
$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$



LSTM & GRU

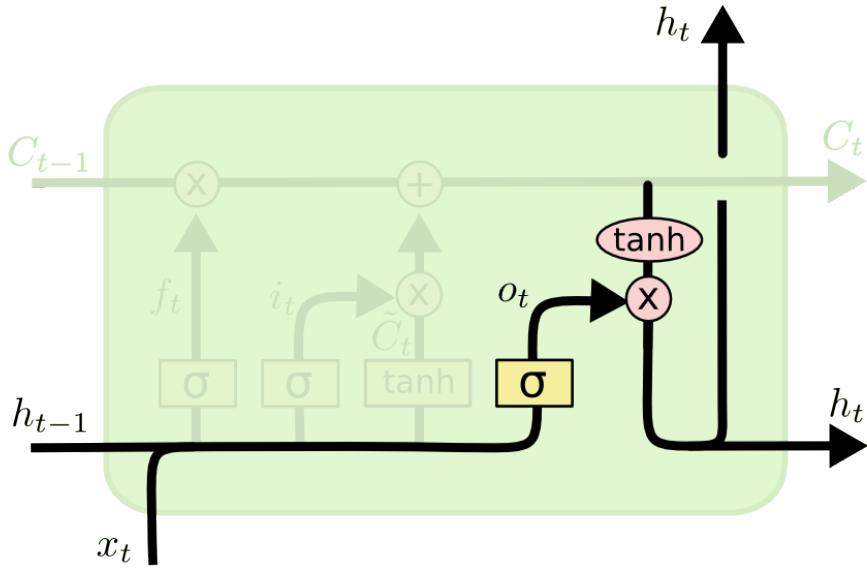


$$C_t = f_t * C_{t-1} + i_t * \tilde{C}_t$$



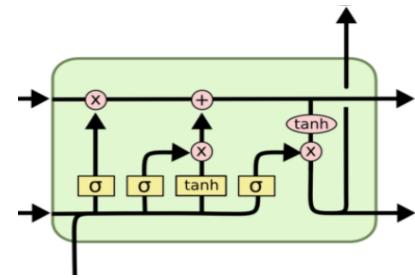
앞서 계산했던 얼마나 잊거나 기억할 것인지, 업데이트는 얼마의 비중으로 얼마나 업데이트 할 것인지 값들을 Cell state에 적용하는 단계

LSTM & GRU



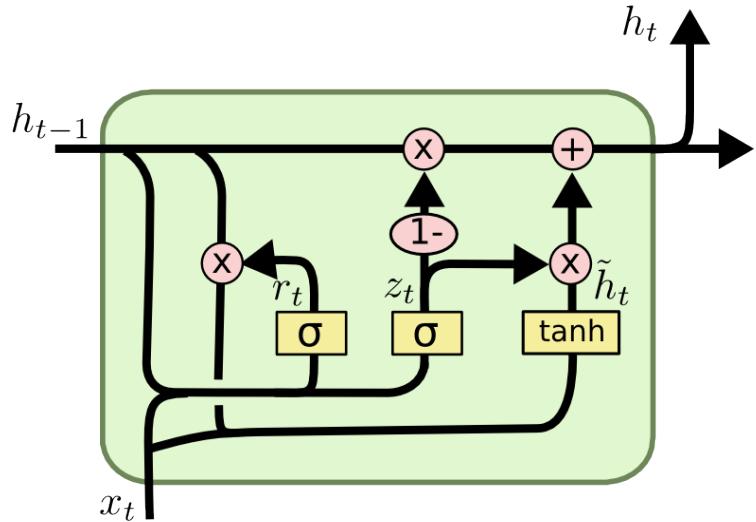
$$o_t = \sigma (W_o [h_{t-1}, x_t] + b_o)$$

$$h_t = o_t * \tanh (C_t)$$



기존 hidden state, input으로 o_t 를 정하고, 업데이트 된 cell state를 tanh에 통과 시킨 비중을 곱해 새로운 hidden state를 생성

LSTM & GRU



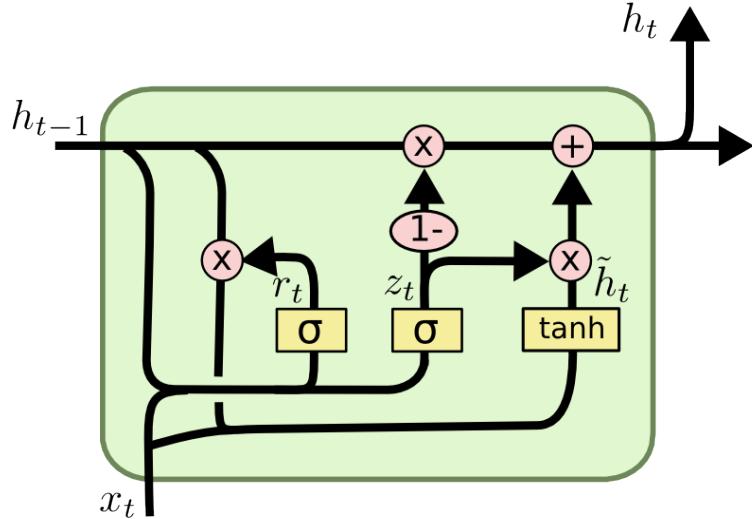
$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

$$r_t = \sigma (W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh (W \cdot [r_t * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

LSTM & GRU



$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

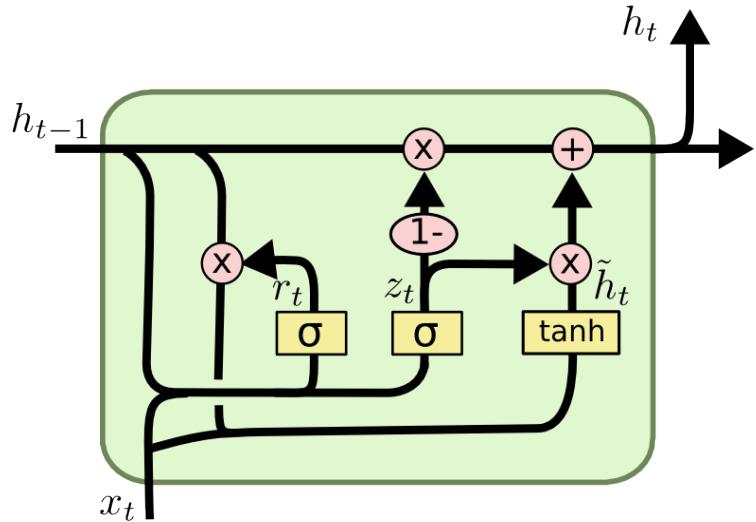
$$r_t = \sigma (W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh (W \cdot [r_t * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

Forget gate와 Input gate를 Update gate 하나로 합침.
Cell state와 Hidden state도 하나로 합침

LSTM & GRU



Update Gate

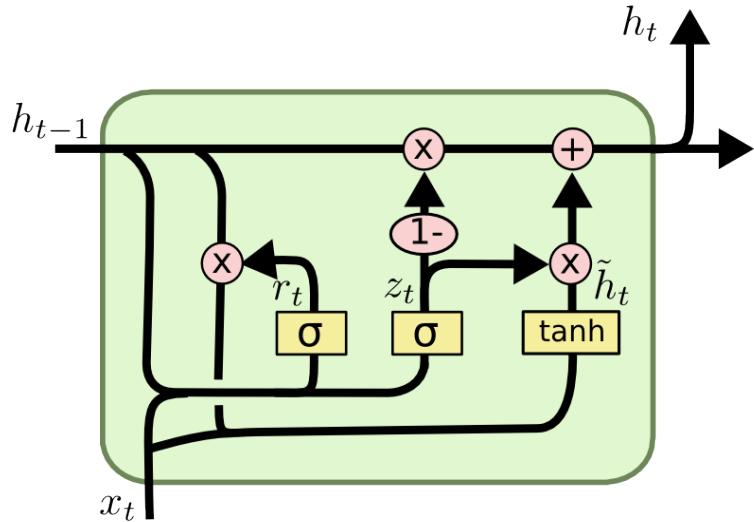
$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

$$r_t = \sigma (W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh (W \cdot [r_t * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

LSTM & GRU



Update Gate



$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

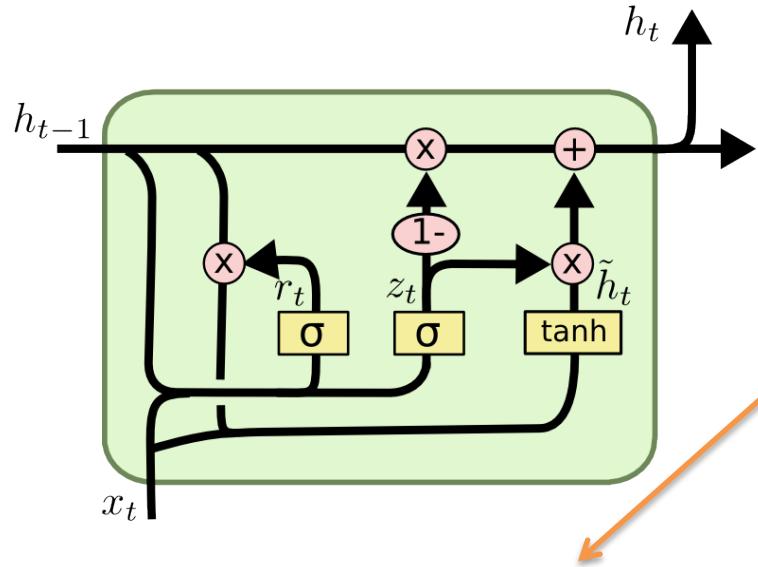
Reset Gate

$$r_t = \sigma (W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh (W \cdot [r_t * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

LSTM & GRU



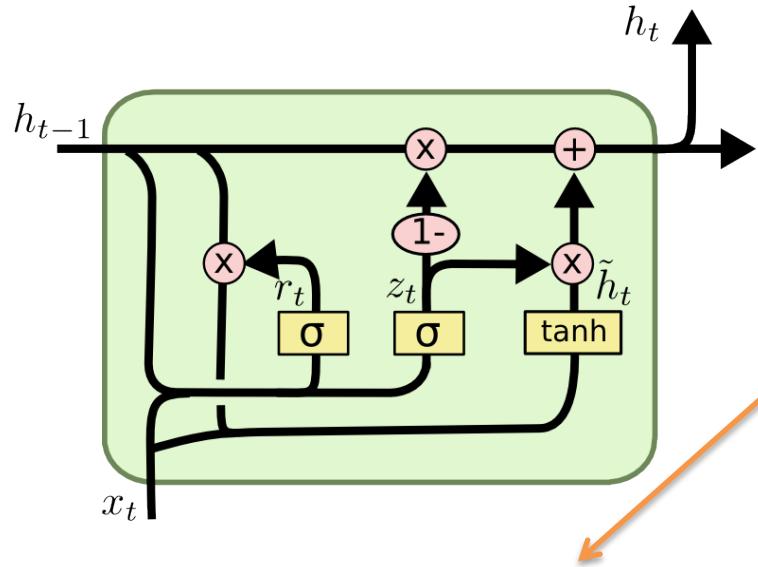
Update Gate

$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

Reset Gate

$$r_t = \sigma (W_r \cdot [h_{t-1}, x_t])$$
$$\tilde{h}_t = \tanh (W \cdot [r_t * h_{t-1}, x_t])$$
$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

LSTM & GRU



Update Gate



$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

Reset Gate

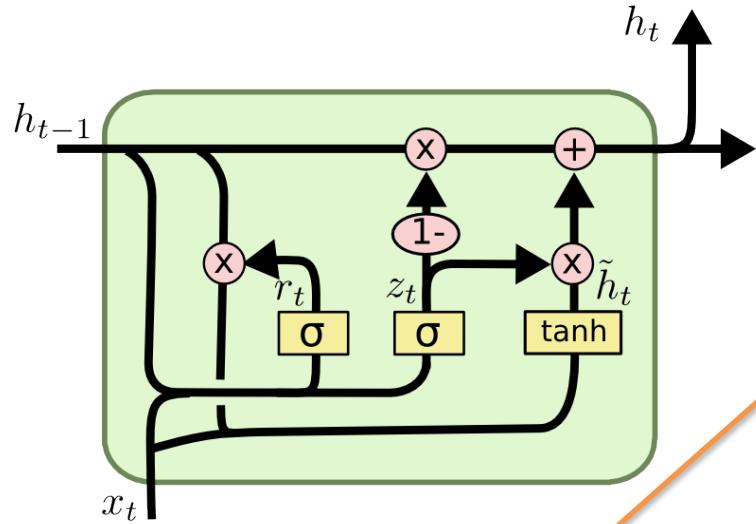
$$\underline{r_t} = \sigma (W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh (W \cdot [\underline{r_t} * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

New Hidden State

LSTM & GRU



New Hidden State

Update Gate

$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

$$\underline{r_t} = \sigma (W_r \cdot [h_{t-1}, x_t])$$

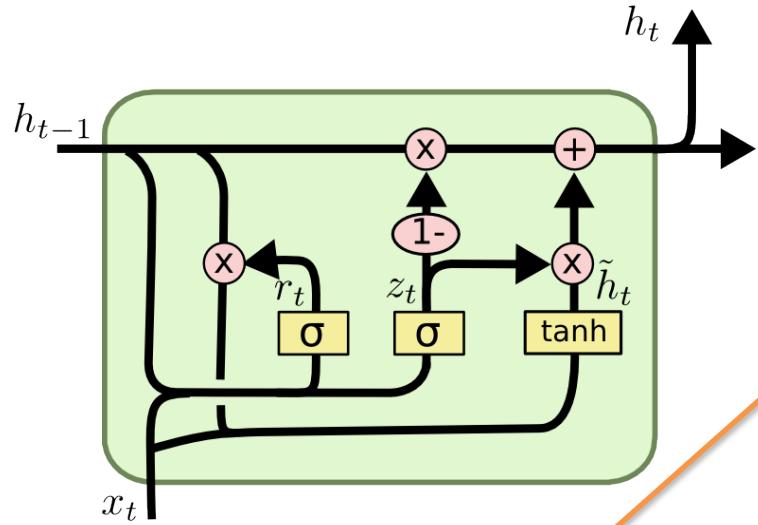
$$\tilde{h}_t = \tanh (W \cdot [\underline{r_t} * h_{t-1}, x_t])$$

$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

Reset Gate

z_t 에 의해 h_{t-1} 과 \tilde{h}_t 의 weighted sum으로 h_t 를 생성한다.

LSTM & GRU



New Hidden State

Update Gate

$$z_t = \sigma (W_z \cdot [h_{t-1}, x_t])$$

$$r_t = \sigma (W_r \cdot [h_{t-1}, x_t])$$

$$\tilde{h}_t = \tanh (W \cdot [r_t * h_{t-1}, x_t])$$

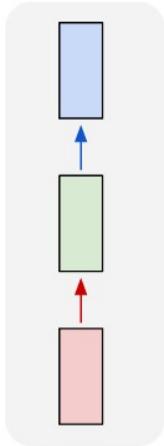
$$h_t = (1 - z_t) * h_{t-1} + z_t * \tilde{h}_t$$

Reset Gate

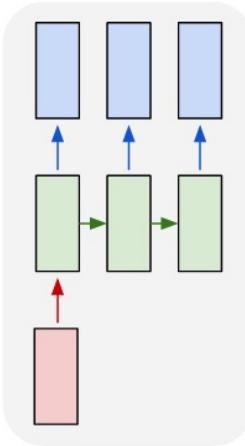
z_t 에 의해 h_{t-1} 과 \tilde{h}_t 의 weighted sum으로 h_t 를 생성한다.

Character RNN

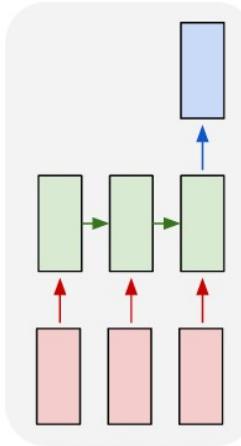
one to one



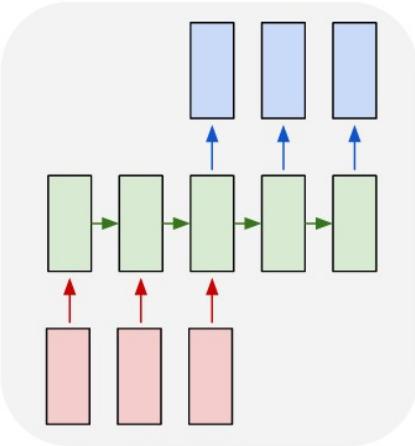
one to many



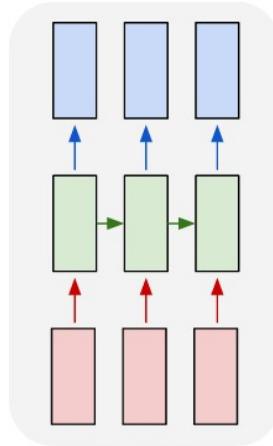
many to one



many to many

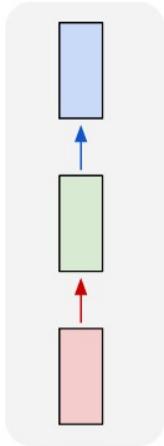


many to many

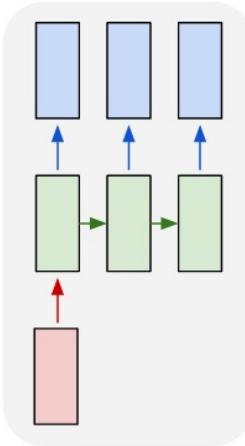


Character RNN

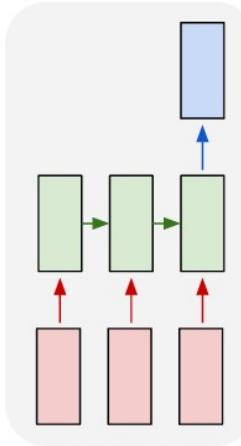
one to one



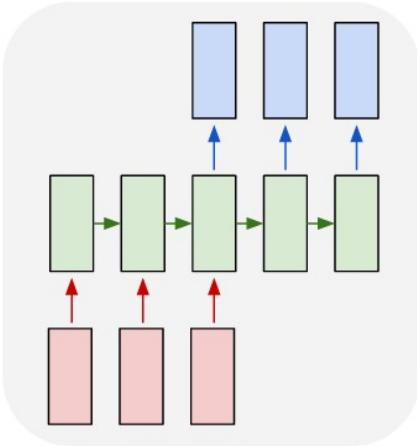
one to many



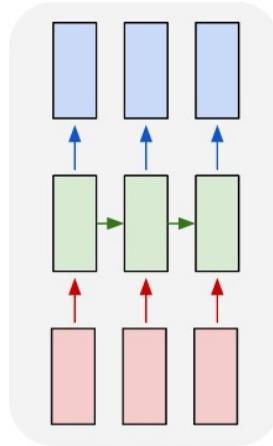
many to one



many to many



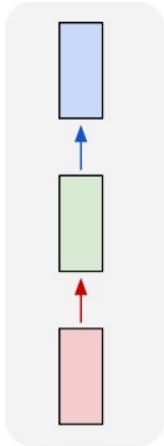
many to many



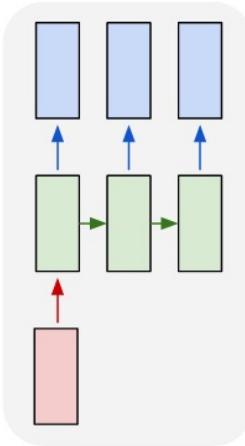
ex) vanilla RNN

Character RNN

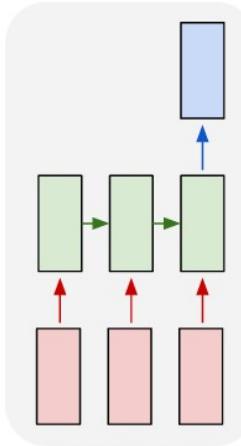
one to one



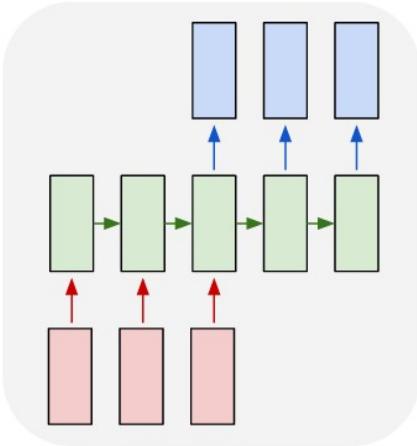
one to many



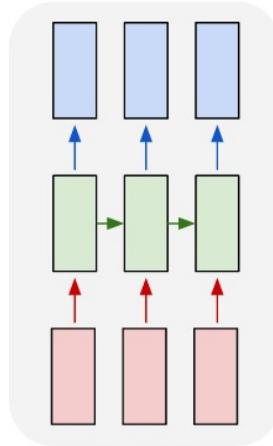
many to one



many to many



many to many

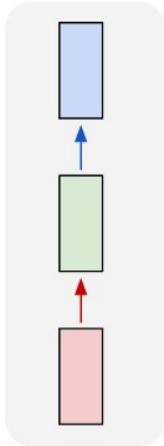


ex) vanilla RNN

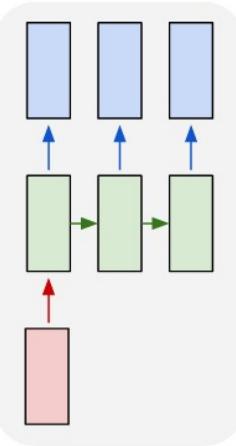
Image Captioning

Character RNN

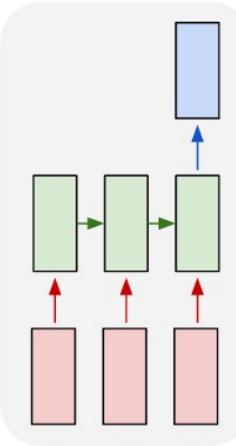
one to one



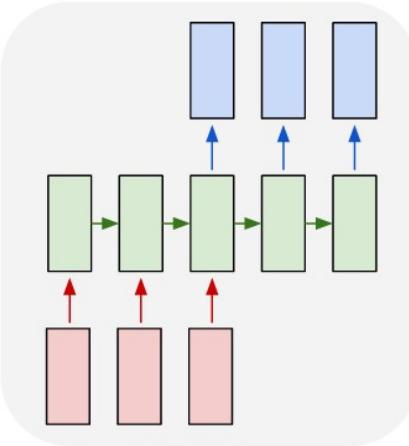
one to many



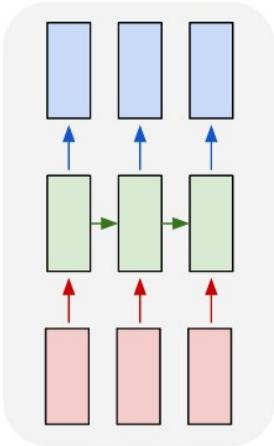
many to one



many to many



many to many



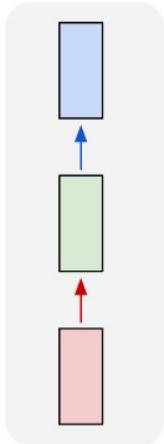
ex) vanilla RNN

Image Captioning

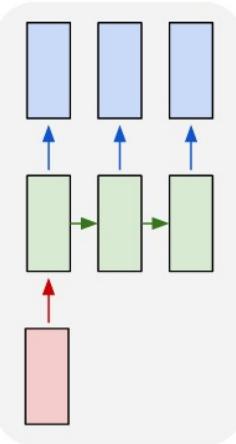
Sentiment Analysis

Character RNN

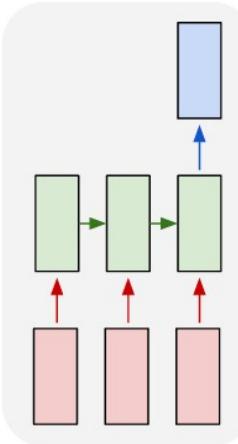
one to one



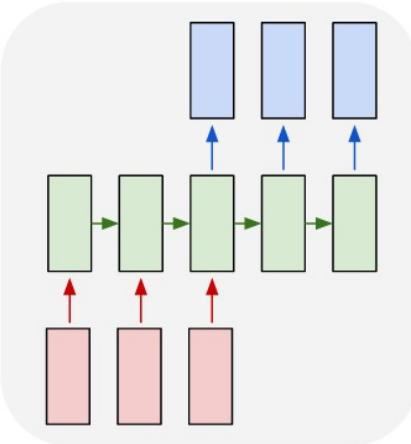
one to many



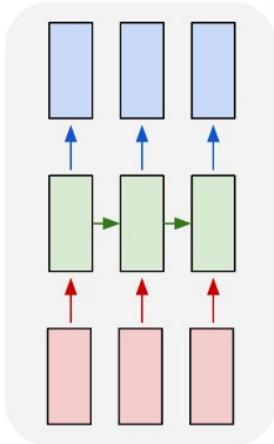
many to one



many to many



many to many



ex) vanilla RNN

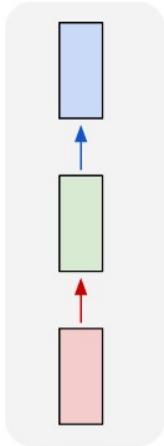
Image Captioning

Sentiment Analysis

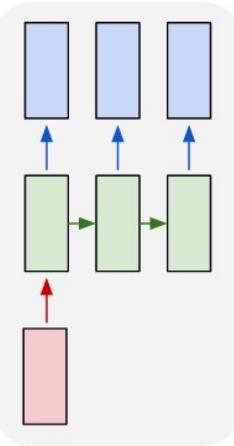
Machine Translation

Character RNN

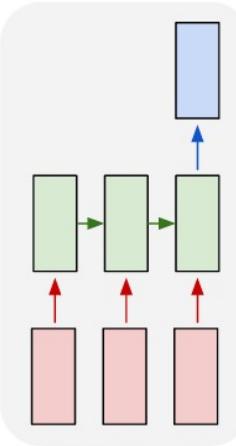
one to one



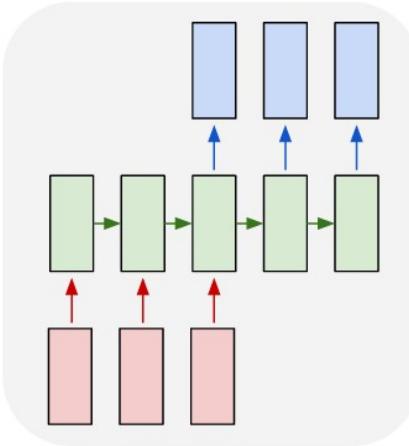
one to many



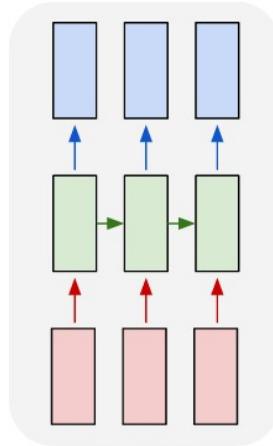
many to one



many to many



many to many



ex) vanilla RNN

Image Captioning

Sentiment Analysis

Machine Translation

Video Frame Classification

Character RNN

"hello pytorch"

Character RNN

"hello pytorch" → 우선 컴퓨터가 알아볼 수 있게 바꿔야 함

Character RNN

"hello pytorch" → 우선 컴퓨터가 알아볼 수 있게 바꿔야 함

"abcdefghijklmnopqrstuvwxyz"



Character RNN

"hello pytorch" → 우선 컴퓨터가 알아볼 수 있게 바꿔야 함

"abcdefghijklmnopqrstuvwxyz" → one-hot vector

Character RNN

"hello pytorch" → 우선 컴퓨터가 알아볼 수 있게 바꿔야 함

"abcdefghijklmnopqrstuvwxyz" → one-hot vector
ex) [0 0 0 0 1 0 0 0]



Character RNN

"hello pytorch" → 우선 컴퓨터가 알아볼 수 있게 바꿔야 함

"abcdefghijklmnopqrstuvwxyz" → one-hot vector
ex) [0 0 0 0 1 0 0 0]

$$a = [1 \ 0 \ 0 \ 0 \ \dots \ 0]$$

27

$$b = [0 \ 1 \ 0 \ 0 \ \dots \ 0]$$

$$c = [0 \ 0 \ 1 \ 0 \ \dots \ 0]$$

⋮

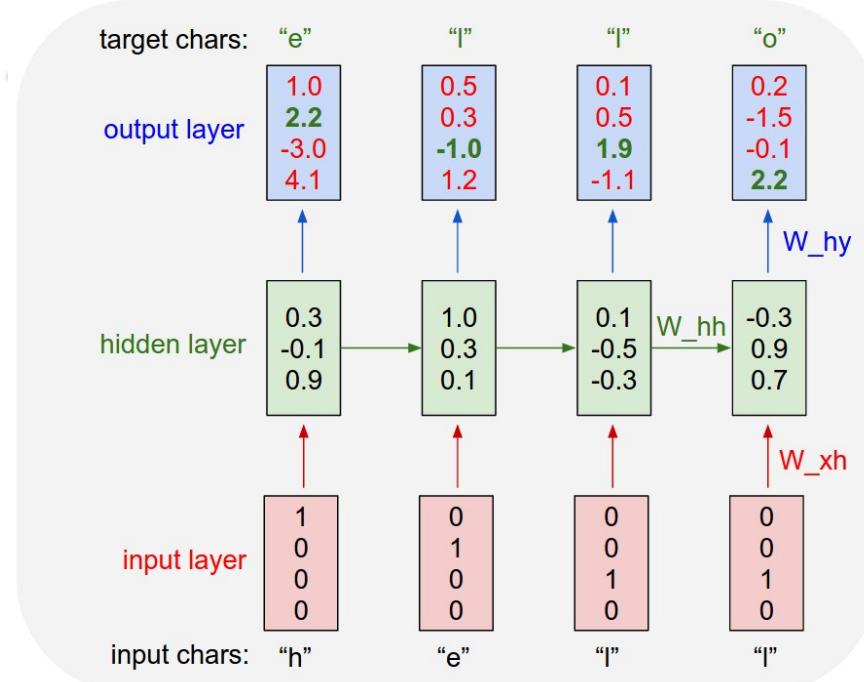
Character RNN

"hello pytorch" → 우선 컴퓨터가 알아볼 수 있게 바꿔야 함

"abcdefghijklmnopqrstuvwxyz"

$$\begin{aligned} a &= [1 \ 0 \ 0 \ 0 \ \dots \ 0] \\ b &= [0 \ 1 \ 0 \ 0 \ \dots \ 0] \\ c &= [0 \ 0 \ 1 \ 0 \ \dots \ 0] \\ &\vdots \end{aligned}$$

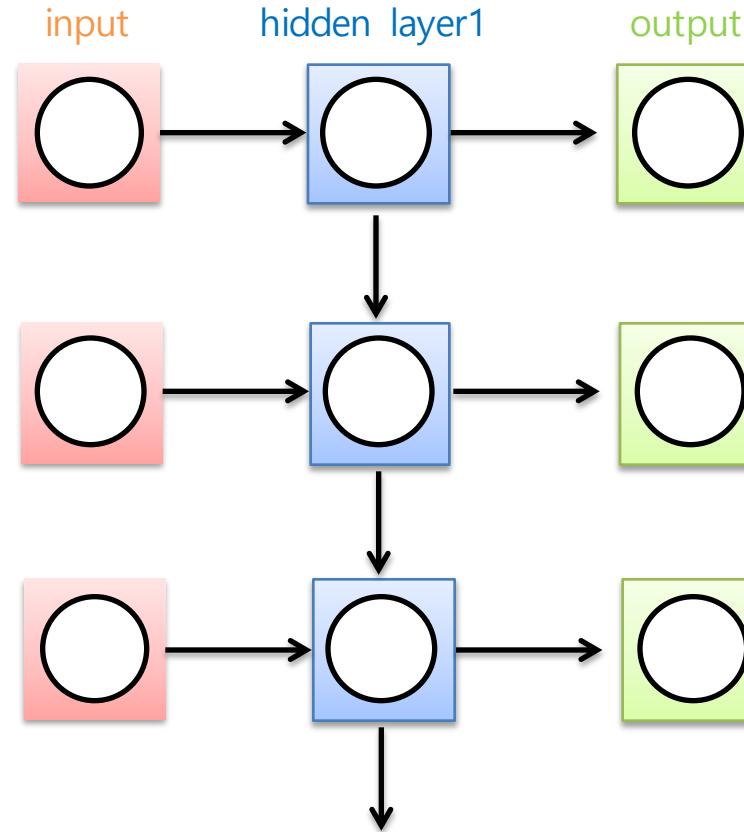
27



Character RNN

Hidden state

Training



Character RNN

Hidden state

Training

$$h = [0 \ 0 \ 0 \dots 1 \dots 0]$$

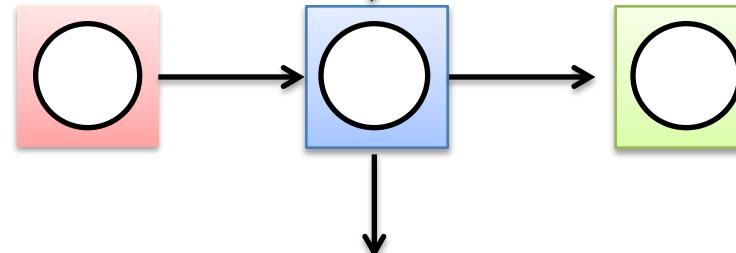
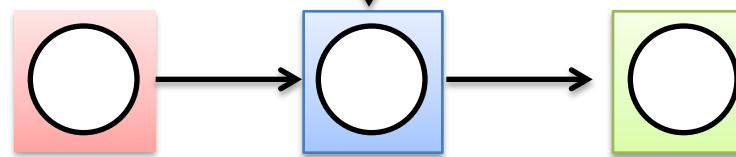
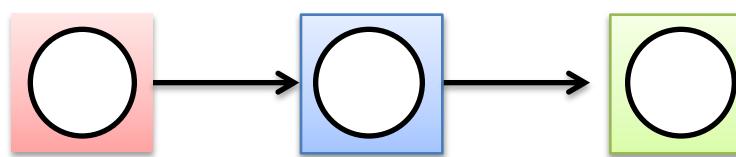
input

hidden layer1

output

$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$

$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$



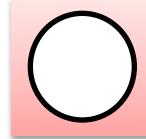
Character RNN

Hidden state

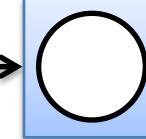
Training

$$h = [0 \ 0 \ 0 \dots 1 \dots 0]$$

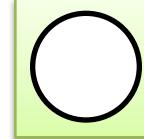
input



hidden layer1

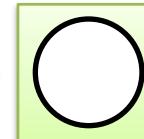
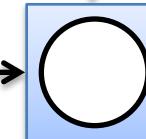
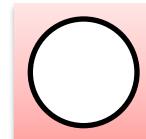


output



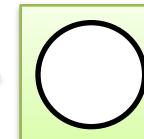
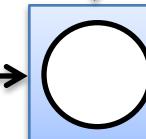
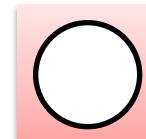
$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$

$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$



$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$

$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$



$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$

Character RNN

Hidden state

Training

$h = [0 \ 0 \ 0 \dots 1 \dots 0]$

input

hidden layer1

output

$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$

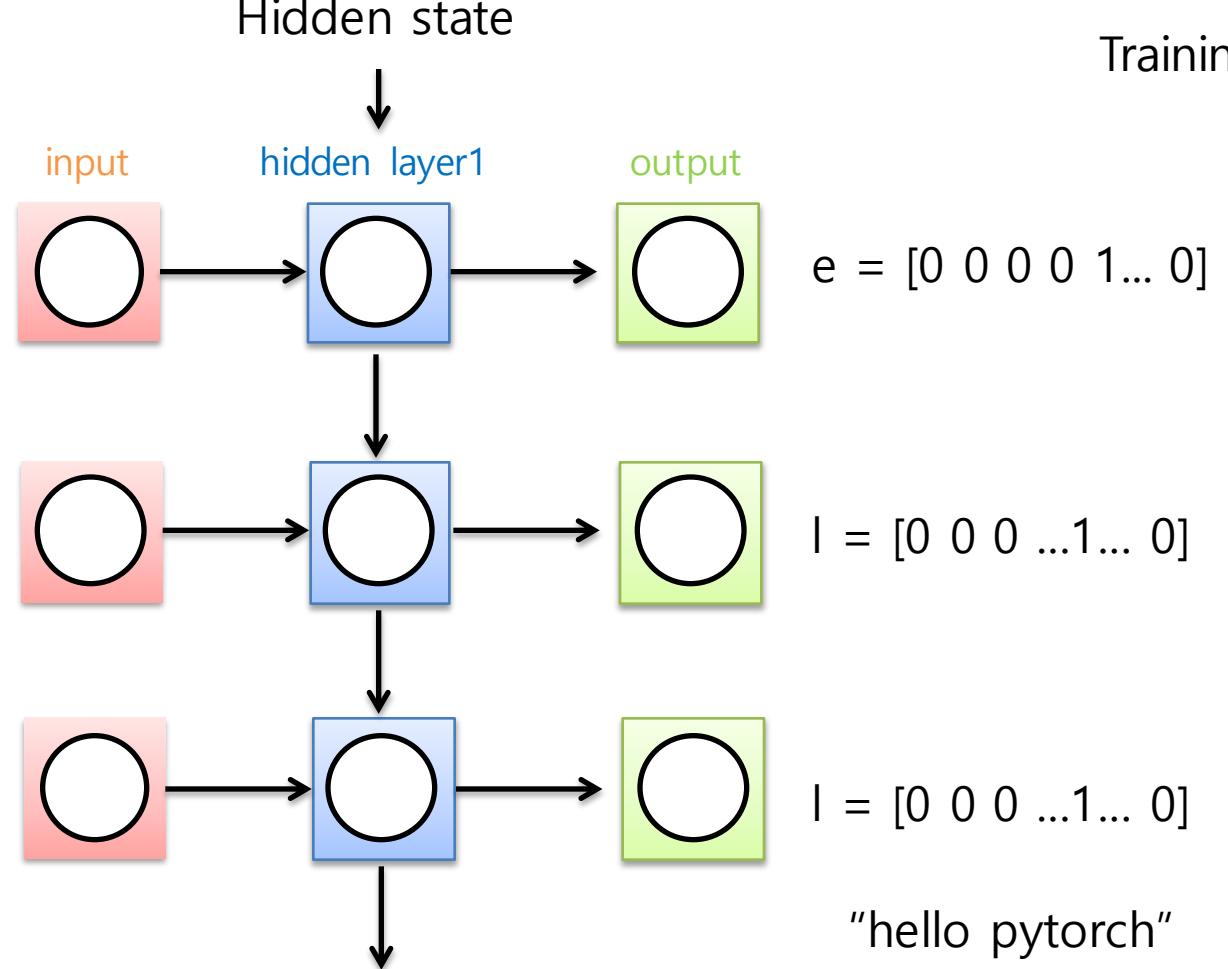
$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$

$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$

$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$

"hello pytorch"

"hello pytorch"



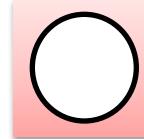
Character RNN

Hidden state

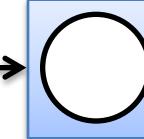
Training

$h = [0 \ 0 \ 0 \dots 1 \dots 0]$

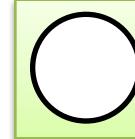
input



hidden layer1

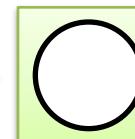
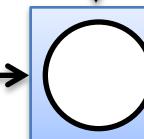
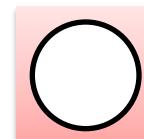


output



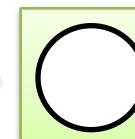
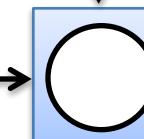
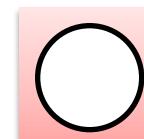
$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$

$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$



$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$

$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$



$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$

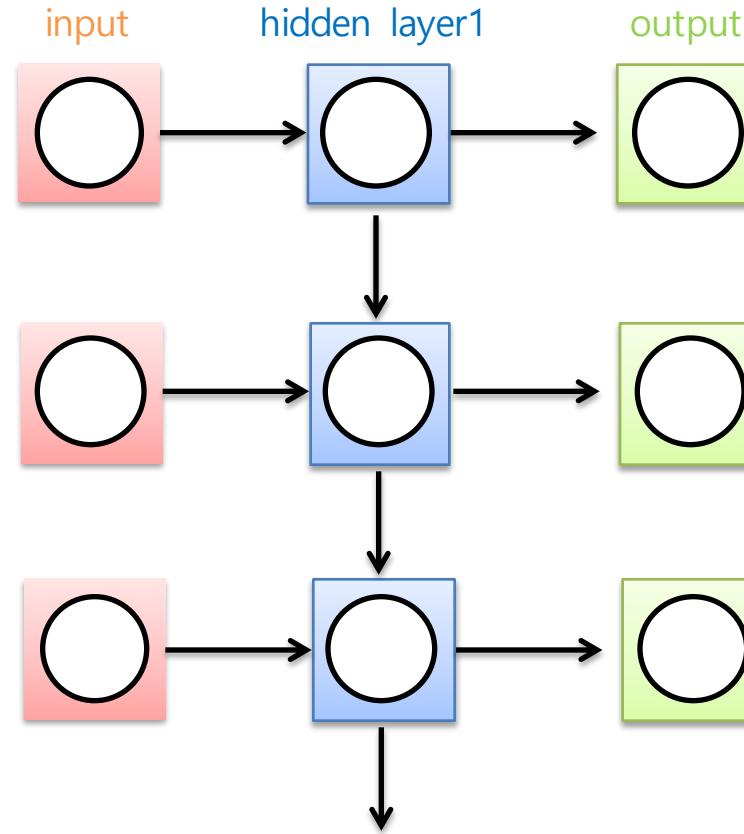
"hello pytorch"

"hello pytorch"

Character RNN

Hidden state

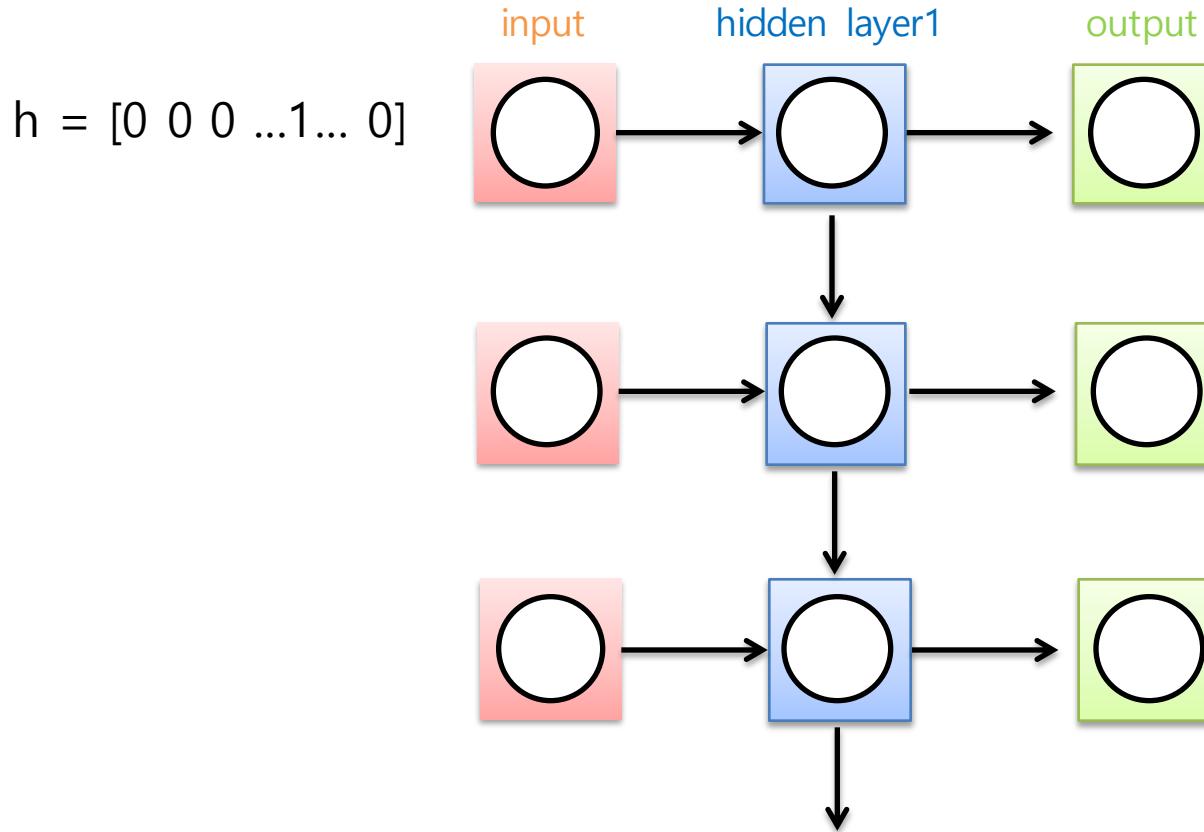
Test



Character RNN

Hidden state

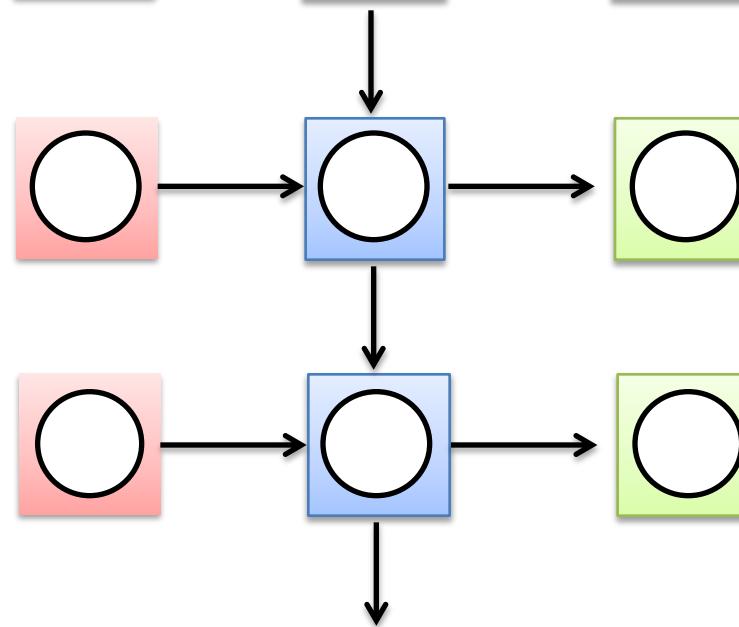
Test



Character RNN

Hidden state

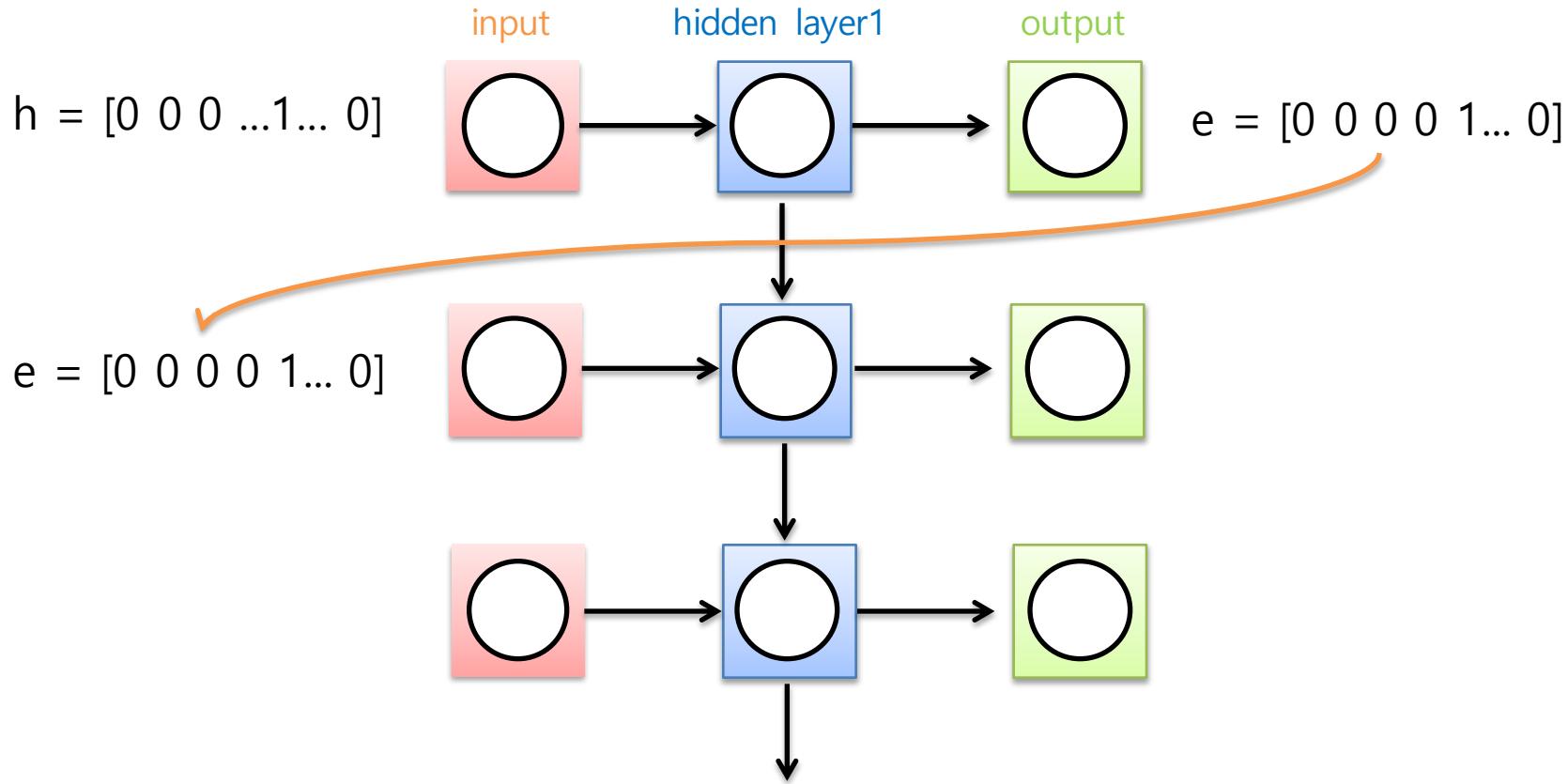
Test



Character RNN

Hidden state

Test



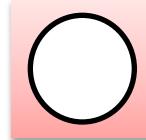
Character RNN

Hidden state

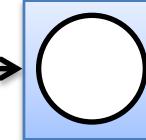
Test

$$h = [0 \ 0 \ 0 \dots 1 \dots 0]$$

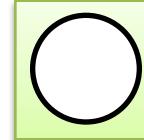
input



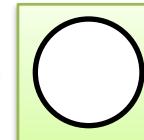
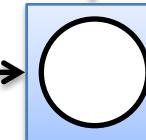
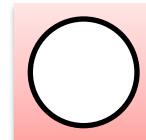
hidden layer1



output

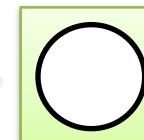
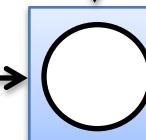
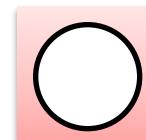


$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$



$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$

$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$



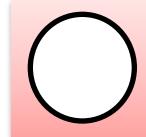
Character RNN

Hidden state

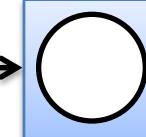
Test

$$h = [0 \ 0 \ 0 \dots 1 \dots 0]$$

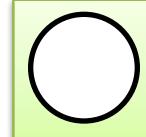
input



hidden layer1

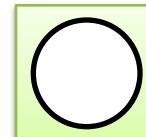
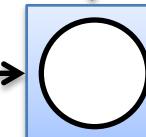
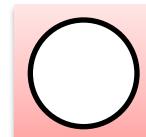


output



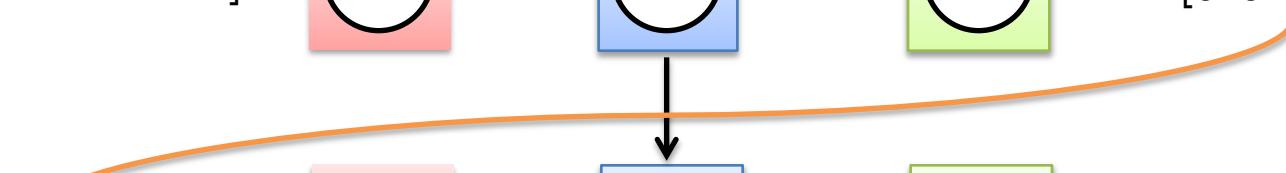
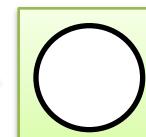
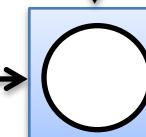
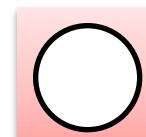
$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$

$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$



$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$

$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$



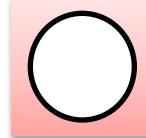
Character RNN

Hidden state

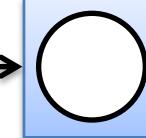
Test

$$h = [0 \ 0 \ 0 \dots 1 \dots 0]$$

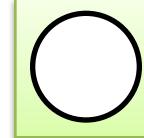
input



hidden layer1

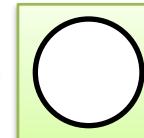
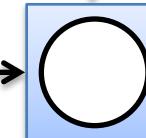
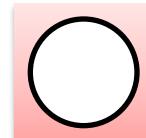


output



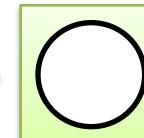
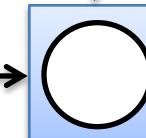
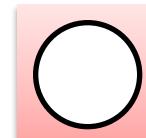
$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$

$$e = [0 \ 0 \ 0 \ 0 \ 1 \dots 0]$$



$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$

$$l = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$



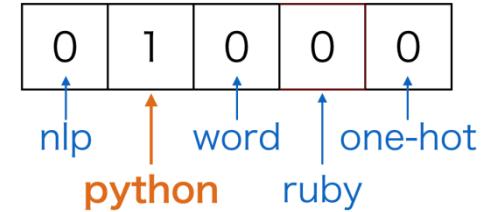
$$o = [0 \ 0 \ 0 \ \dots 1 \dots 0]$$

Character RNN

그런데 one-hot vector가 효율적인 방법일까?

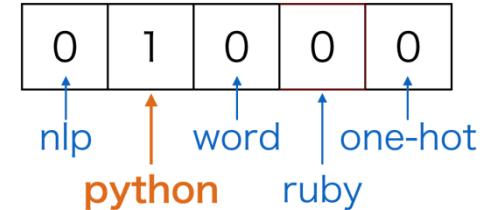
Character RNN

그런데 one-hot vector가 효율적인 방법일까?



Character RNN

그런데 one-hot vector가 효율적인 방법일까?

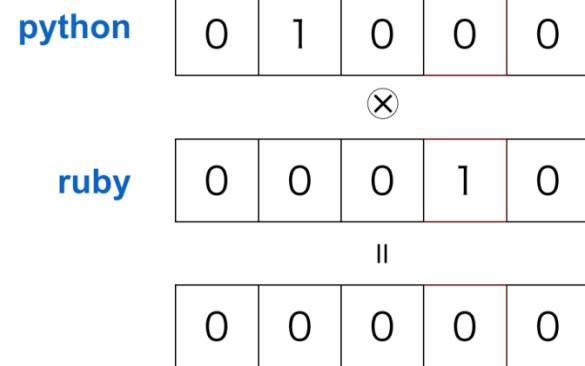
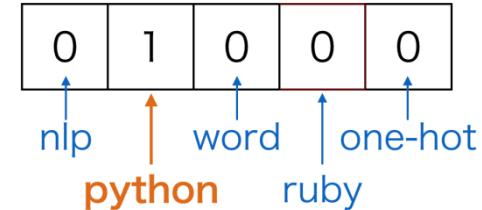


element-wise product is zero vector.
Thus, Inner product is zero.

Character RNN

그런데 one-hot vector가 효율적인 방법일까?

1. 의미를 제대로 담지 못함. 또한 벡터
간의 연산도 무의미

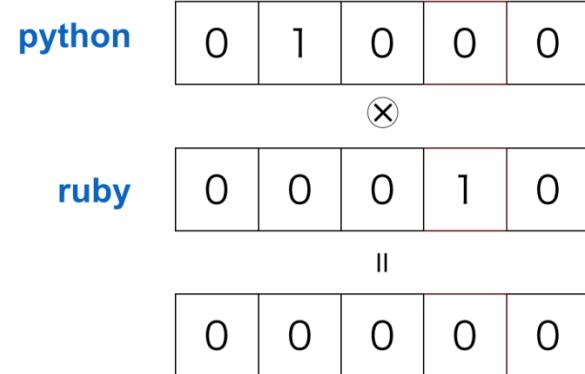
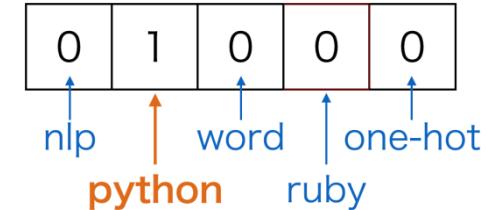


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Character RNN

그런데 one-hot vector가 효율적인 방법일까?

1. 의미를 제대로 담지 못함. 또한 벡터
간의 연산도 무의미
2. 만약 word를 one-hot으로 표현하려
한다면 길이도 무한정 늘어나고 새로
운 단어가 들어오면 전체 길이가 늘어
나서 기존의 모델이 무의미

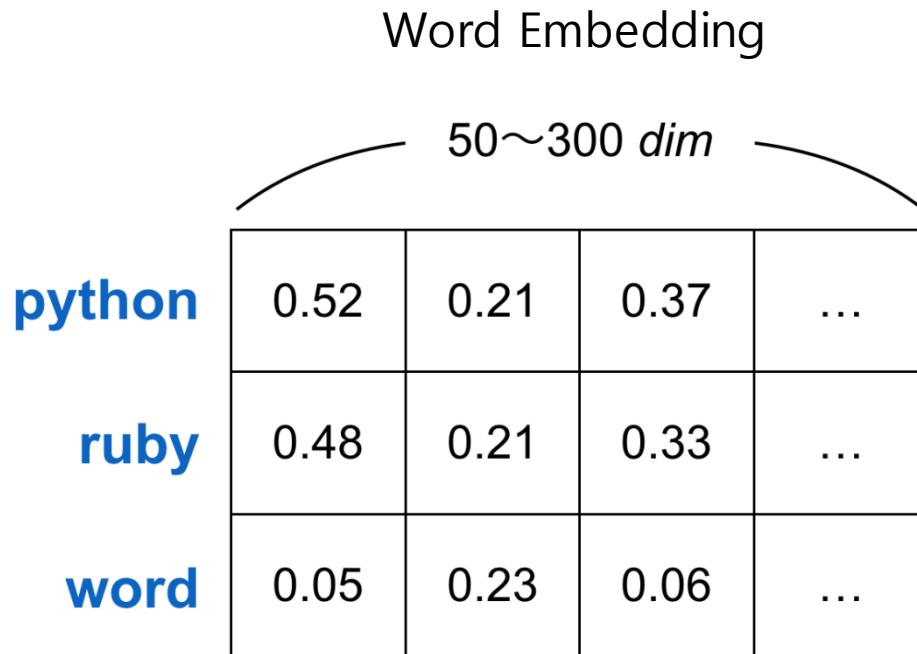


element-wise product is zero vector.
Thus, Inner product is zero.

Character RNN

Word Embedding

Character RNN



Character RNN

Word Embedding

50~300 dim

| | | | | |
|--------|------|------|------|-----|
| python | 0.52 | 0.21 | 0.37 | ... |
| ruby | 0.48 | 0.21 | 0.33 | ... |
| word | 0.05 | 0.23 | 0.06 | ... |

일정한 길이의 벡터에 continuous value로 단어들을 표현

Character RNN

Word Embedding

50~300 dim

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|--------|------|------|------|-----|
| python | 0.52 | 0.21 | 0.37 | ... |
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일정한 길이의 벡터에 continuous value로 단어들을 표현

Character RNN

Word Embedding

50~300 dim

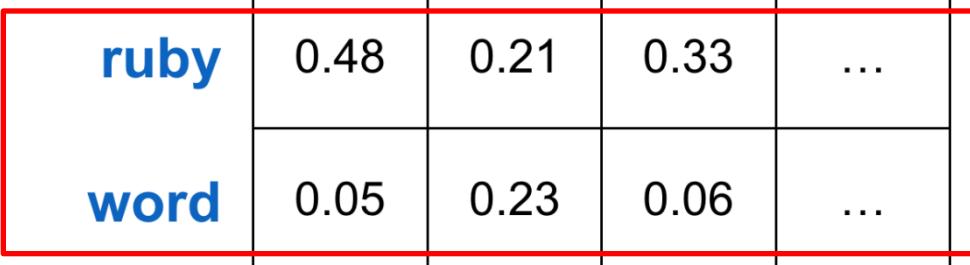
python

| | | | |
|------|------|------|-----|
| 0.52 | 0.21 | 0.37 | ... |
| 0.48 | 0.21 | 0.33 | ... |
| 0.05 | 0.23 | 0.06 | ... |

ruby

일정한 길이의 벡터에 continuous value로 단어들을 표현

word



semantic 한 거리 차이가 있음

Character RNN

Word Embedding

50~300 dim

| | 0.52 | 0.21 | 0.37 | ... |
|--------|------|------|------|-----|
| python | 0.52 | 0.21 | 0.37 | ... |
| ruby | 0.48 | 0.21 | 0.33 | ... |
| word | 0.05 | 0.23 | 0.06 | ... |

일정한 길이의 벡터에 continuous value로 단어들을 표현

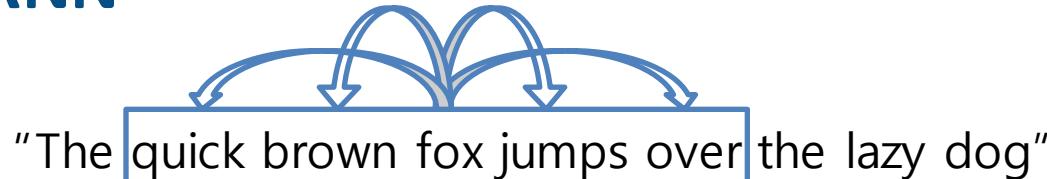
embedding 하는 방법엔 여러 종류가 있지만 이번 예시에서는 embedding 자체도 학습을 통해 loss를 최소화하는 방향으로 학습되도록 설계

"The quick brown fox jumps over the lazy dog"

| | |
|-------|-----------------|
| The | [1 0 0 0 0 0 0] |
| quick | [0 1 0 0 0 0 0] |
| brown | [0 0 1 0 0 0 0] |
| fox | [0 0 0 1 0 0 0] |
| jump | [0 0 0 0 1 0 0] |
| over | [0 0 0 0 0 1 0] |
| lazy | [0 0 0 0 0 0 1] |
| dog | [0 0 0 0 0 0 1] |

Character RNN

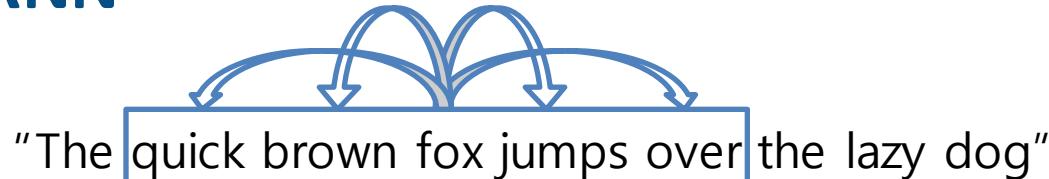
Word2Vec



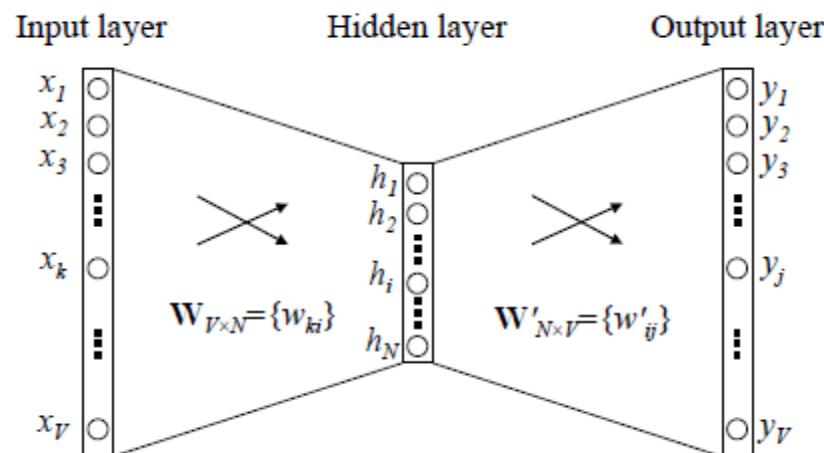
| | |
|-------|-----------------|
| The | [1 0 0 0 0 0 0] |
| quick | [0 1 0 0 0 0 0] |
| brown | [0 0 1 0 0 0 0] |
| fox | [0 0 0 1 0 0 0] |
| jump | [0 0 0 0 1 0 0] |
| over | [0 0 0 0 0 1 0] |
| lazy | [0 0 0 0 0 0 1] |
| dog | [0 0 0 0 0 0 1] |

Character RNN

Word2Vec

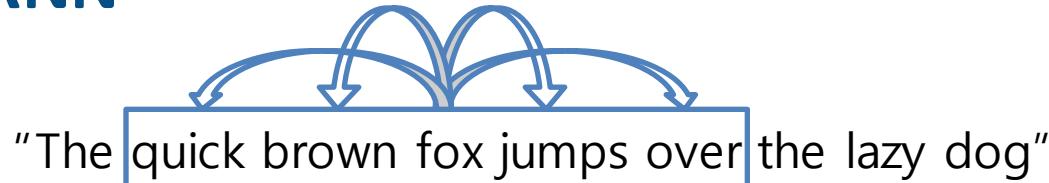


| | |
|-------|-----------------|
| The | [1 0 0 0 0 0 0] |
| quick | [0 1 0 0 0 0 0] |
| brown | [0 0 1 0 0 0 0] |
| fox | [0 0 0 1 0 0 0] |
| jump | [0 0 0 0 1 0 0] |
| over | [0 0 0 0 0 1 0] |
| lazy | [0 0 0 0 0 0 1] |
| dog | [0 0 0 0 0 0 1] |

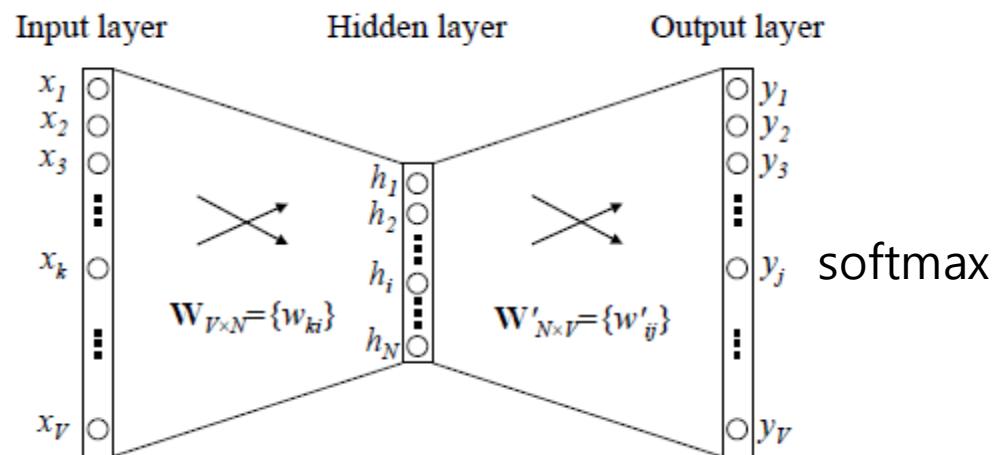


Character RNN

Word2Vec

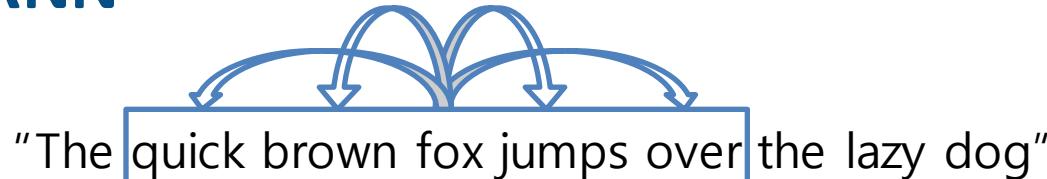


| | |
|-------|-------------------|
| The | [1 0 0 0 0 0 0 0] |
| quick | [0 1 0 0 0 0 0 0] |
| brown | [0 0 1 0 0 0 0 0] |
| fox | [0 0 0 1 0 0 0 0] |
| jump | [0 0 0 0 1 0 0 0] |
| over | [0 0 0 0 0 1 0 0] |
| lazy | [0 0 0 0 0 0 1 0] |
| dog | [0 0 0 0 0 0 0 1] |

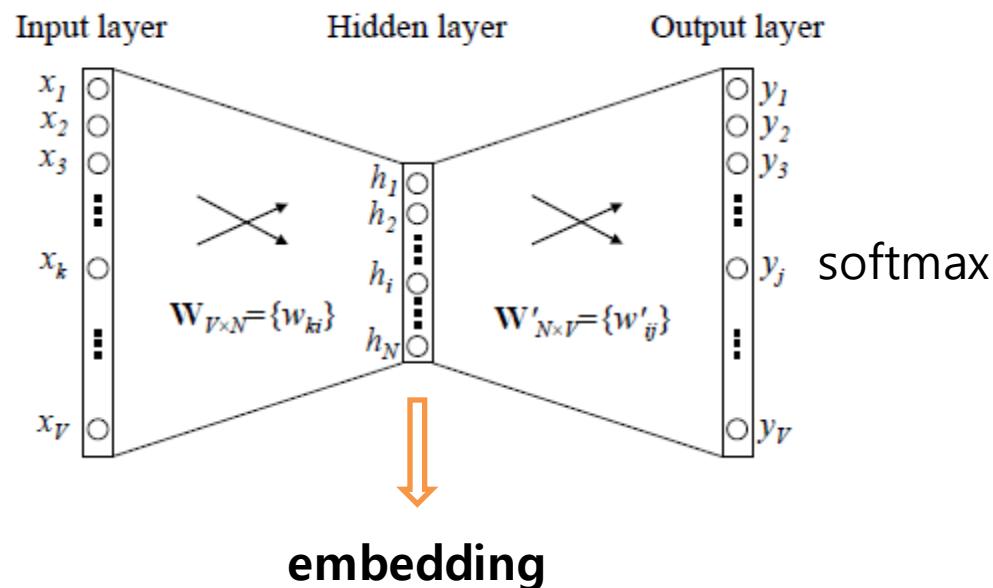


Character RNN

Word2Vec

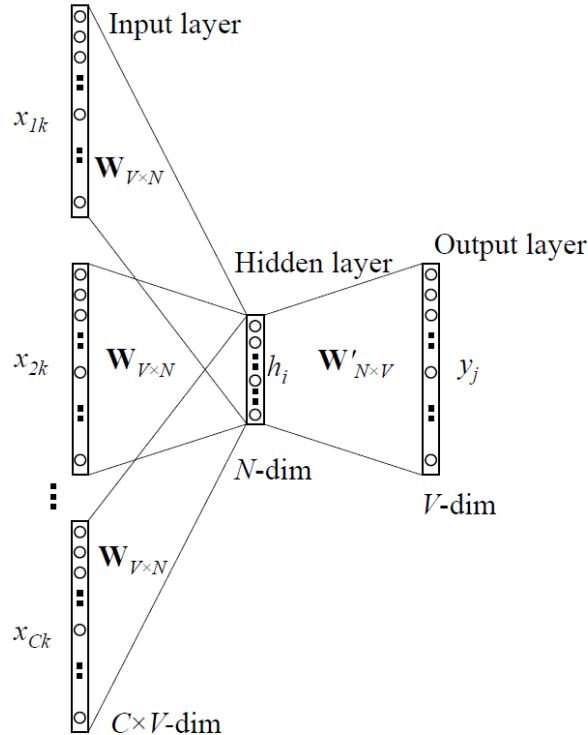


| | |
|-------|-----------------|
| The | [1 0 0 0 0 0 0] |
| quick | [0 1 0 0 0 0 0] |
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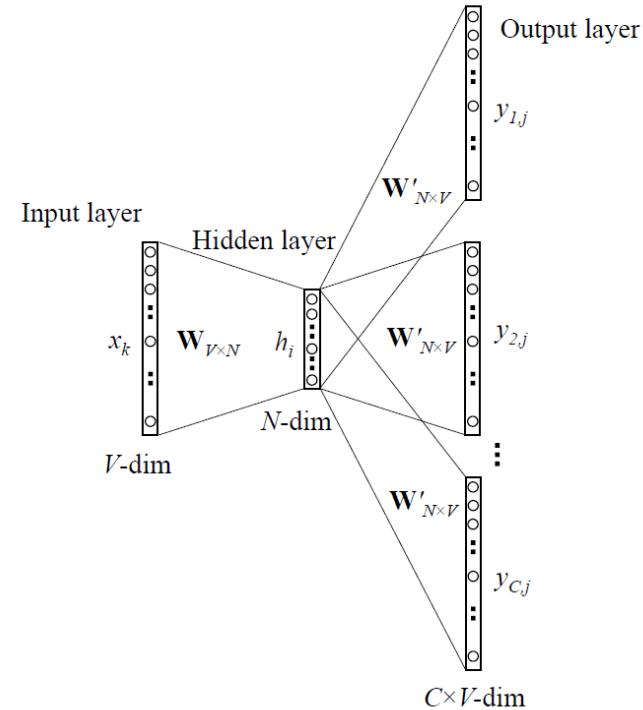


Character RNN

Word2Vec



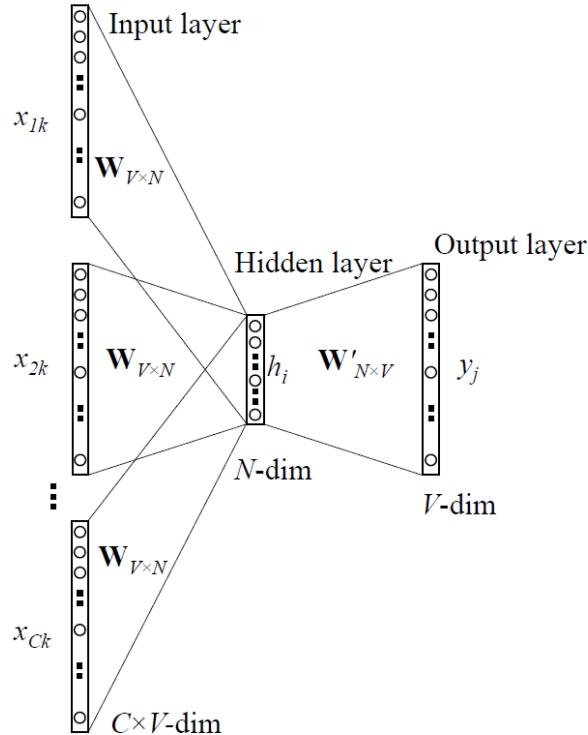
주변 단어로 중심 단어가 나오도록



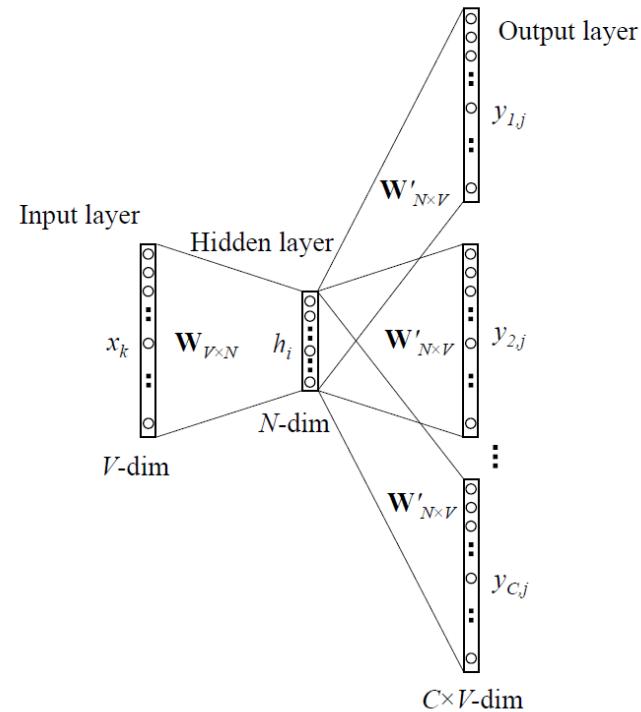
중심 단어에서 주변 단어들이 나오도록

Character RNN

Word2Vec



Continuous Bag of Words (CBOW) Learning



Skip-Gram Model

Character RNN

Shakespeare plays dataset

PANDARUS:

Alas, I think he shall be come approached and the day
When little strain would be attain'd into being never fed,
And who is but a chain and subjects of his death,
I should not sleep.

Second Senator:

They are away this miseries, produced upon my soul,
Breaking and strongly should be buried, when I perish
The earth and thoughts of many states.

DUKE VINCENTIO:

Well, your wit is in the care of side and that.

Second Lord:

They would be ruled after this chamber, and
my fair nues begun out of the fact, to be conveyed,
Whose noble souls I'll have the heart of the wars.

Clown:

Come, sir, I will make did behold your worship.

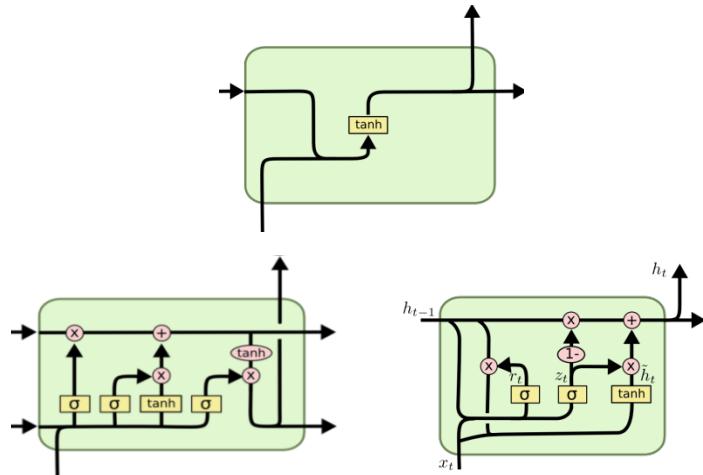
VIOLA:

I'll drink it.

Character RNN

Shakespeare plays dataset

RNN, LSTM, GRU를 써서 얼마나
진짜처럼 모방할 수 있을까?



PANDARUS:

Alas, I think he shall be come approached and the day
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They are away this miseries, produced upon my soul,
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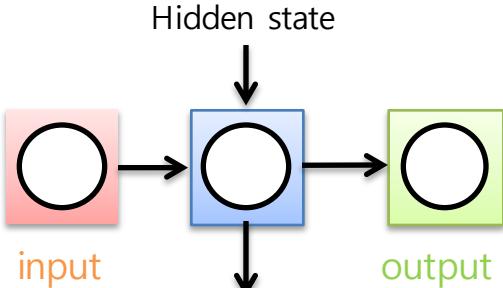
Clown:

Come, sir, I will make did behold your worship.

VIOLA:

I'll drink it.

Character RNN



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
        self.num_layers = num_layers

        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.RNN(hidden_size,hidden_size,num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

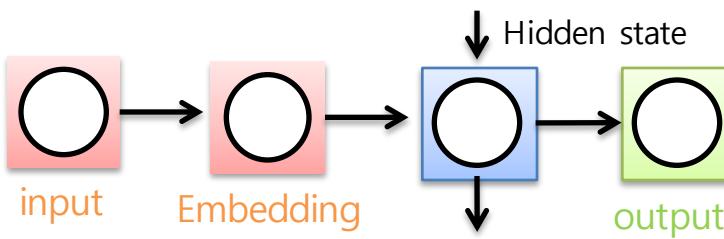
    def forward(self, input, hidden):
        out = self.encoder(input.view(1,-1))
        out,hidden = self.rnn(out,hidden)
        out = self.decoder(out.view(batch_size,-1))

        return out,hidden

    def init_hidden(self):
        hidden = Variable(torch.zeros(num_layers, batch_size, hidden_size)).cuda()
        return hidden

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN



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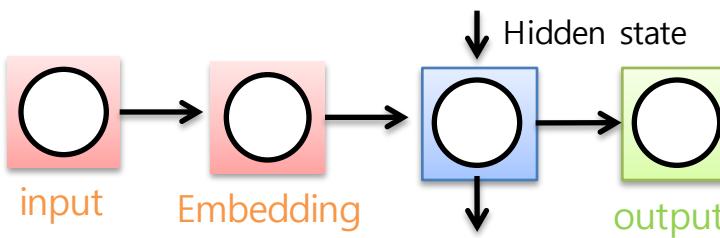
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        self.decoder = nn.Linear(hidden_size, output_size)

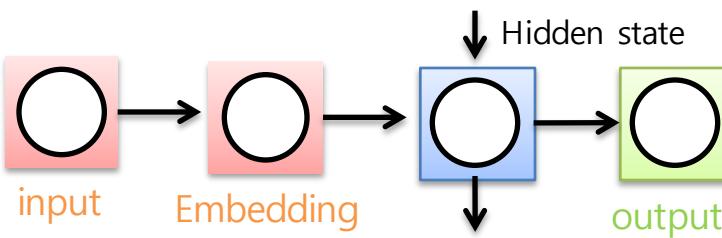
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Character RNN



nn.Embedding(num_embeddings, embedding_dim)

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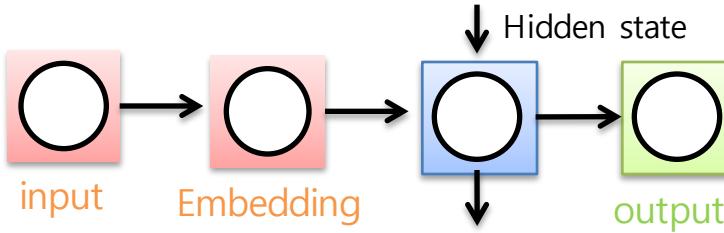
model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN

embedding할 가지 수
ex) 알파벳 소문자면 26



```
nn.Embedding(num_embeddings, embedding_dim)
```



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class RNN(nn.Module):
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model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN

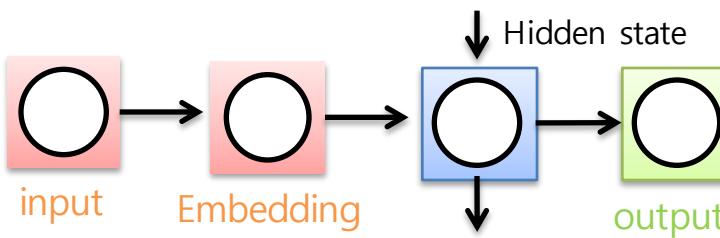
embedding할 가지 수
ex) 알파벳 소문자면 26



nn.Embedding(num_embeddings, embedding_dim)



목표 embedding 차원



```
class RNN(nn.Module):
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        self.output_size = output_size
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        self.rnn = nn.RNN(hidden_size, hidden_size, num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

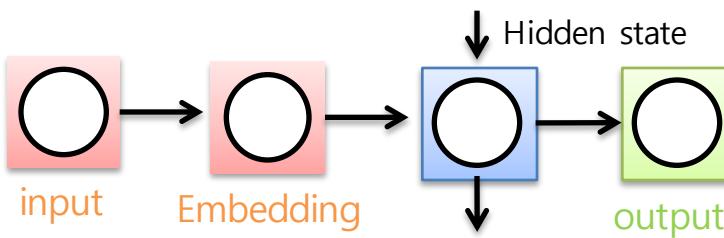
    def forward(self, input, hidden):
        out = self.encoder(input.view(1, -1))
        out, hidden = self.rnn(out, hidden)
        out = self.decoder(out.view(batch_size, -1))

        return out, hidden

    def init_hidden(self):
        hidden = Variable(torch.zeros(num_layers, batch_size, hidden_size)).cuda()
        return hidden

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
        self.num_layers = num_layers

        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.RNN(hidden_size, hidden_size, num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

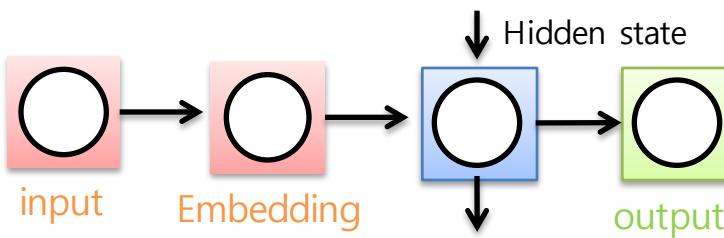
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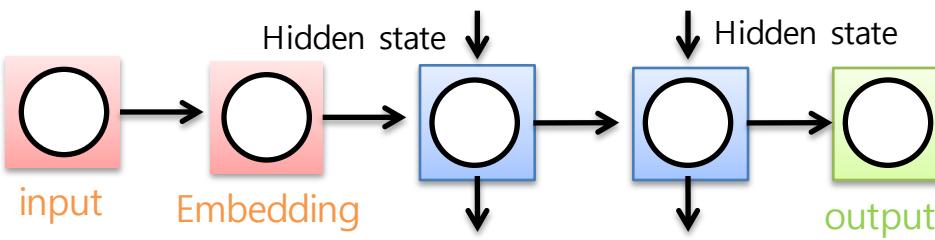
        return out, hidden

    def init_hidden(self):
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num_layers는 파란색 RNN Cell을 몇 개 쌓을 것인지

Character RNN



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        out = self.decoder(out.view(batch_size, -1))

        return out, hidden

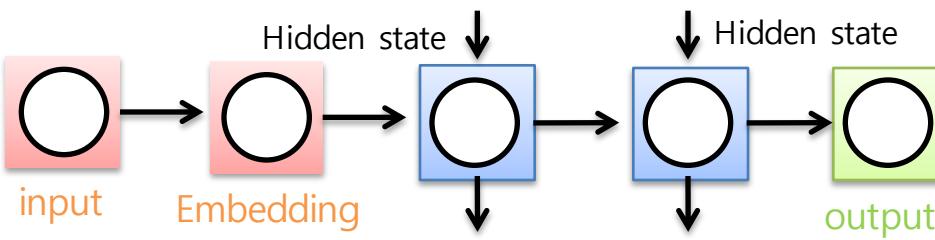
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        hidden = Variable(torch.zeros(num_layers, batch_size, hidden_size)).cuda()
        return hidden

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

num_layers는 파란색 RNN
Cell을 몇 개 쌓을 것인지

ex) 2개 였다면?

Character RNN



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
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        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.RNN(hidden_size, hidden_size, num_layers)
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        out = self.decoder(out.view(batch_size, -1))

        return out, hidden

    def init_hidden(self):
        hidden = Variable(torch.zeros(num_layers, batch_size, hidden_size)).cuda()
        return hidden

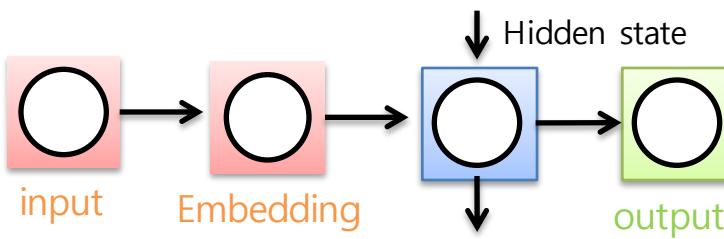
model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

num_layers는 파란색 RNN
Cell을 몇 개 쌓을 것인지

ex) 2개 였다면?

GRU로 바꾸려면 nn.RNN을
nn.GRU로 바꿔주면 됨

Character RNN



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
        self.num_layers = num_layers

        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.RNN(hidden_size, hidden_size, num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

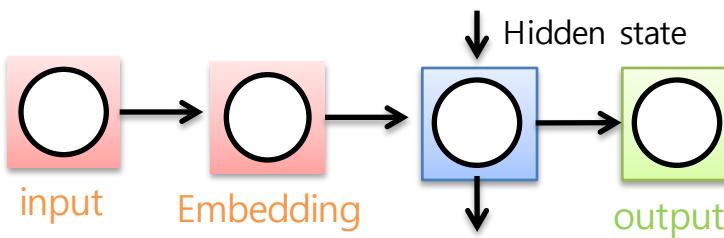
    def forward(self, input, hidden):
        out = self.encoder(input.view(1,-1))
        out,hidden = self.rnn(out,hidden)
        out = self.decoder(out.view(batch_size,-1))

        return out,hidden

    def init_hidden(self):
        hidden = Variable(torch.zeros(num_layers, batch_size, hidden_size)).cuda()
        return hidden

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN



hidden state size로 나온
결과값을 원하는 모양으로
맞춰주는 부분

```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
        self.num_layers = num_layers

        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.RNN(hidden_size, hidden_size, num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

    def forward(self, input, hidden):
        out = self.encoder(input.view(1, -1))
        out, hidden = self.rnn(out, hidden)
        out = self.decoder(out.view(batch_size, -1))

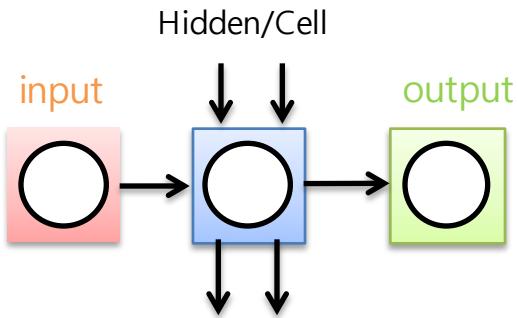
        return out, hidden

    def init_hidden(self):
        hidden = Variable(torch.zeros(num_layers, batch_size, hidden_size)).cuda()
        return hidden

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN

LSTM



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
        self.num_layers = num_layers

        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.LSTM(hidden_size,hidden_size,num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

    def forward(self, input, hidden,cell):
        out = self.encoder(input.view(1,-1))
        out,(hidden,cell) = self.rnn(out,(hidden,cell))
        out = self.decoder(out.view(batch_size,-1))

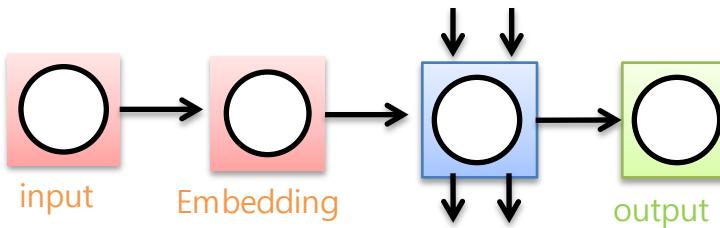
        return out,hidden,cell

    def init_hidden(self):
        hidden = Variable(torch.zeros(num_layers,batch_size,hidden_size)).cuda()
        cell = Variable(torch.zeros(num_layers,batch_size,hidden_size)).cuda()

        return hidden,cell

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
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        self.output_size = output_size
        self.num_layers = num_layers

        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.LSTM(hidden_size,hidden_size,num_layers)
        self.decoder = nn.Linear(hidden_size, output_size)

    def forward(self, input, hidden,cell):
        out = self.encoder(input.view(1, 1))
        out,(hidden,cell) = self.rnn(out,(hidden,cell))
        out = self.decoder(out.view(batch_size,-1))

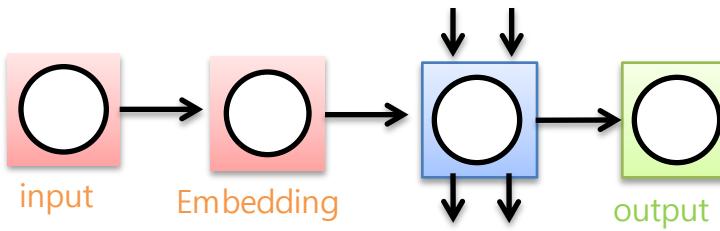
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        hidden = Variable(torch.zeros(num_layers,batch_size,hidden_size)).cuda()
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        return hidden,cell

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN



구현적인 측면에서는 hidden state에다가 cell state를 추가한 정도

```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
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    def init_hidden(self):
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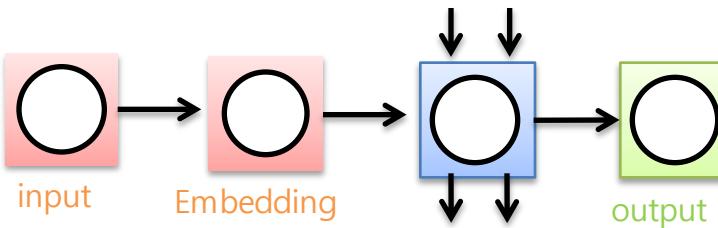
        return hidden,cell

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Character RNN

구현적인 측면에서는 hidden state에다가 cell state를 추가한 정도

성능은 실습으로 확인



```
class RNN(nn.Module):
    def __init__(self, input_size, hidden_size, output_size, num_layers=1):
        super(RNN, self).__init__()
        self.input_size = input_size
        self.hidden_size = hidden_size
        self.output_size = output_size
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        self.encoder = nn.Embedding(input_size, hidden_size)
        self.rnn = nn.LSTM(hidden_size,hidden_size,num_layers)
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    def forward(self, input, hidden,cell):
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        out,(hidden,cell) = self.rnn(out,(hidden,cell))
        out = self.decoder(out.view(batch_size,-1))

        return out,hidden,cell

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        hidden = Variable(torch.zeros(num_layers,batch_size,hidden_size)).cuda()
        cell = Variable(torch.zeros(num_layers,batch_size,hidden_size)).cuda()

        return hidden,cell

model = RNN(n_characters, hidden_size, n_characters, num_layers).cuda()
```

Q&A
