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## **Dynamic Unrolling Through Time**

The dynamic\_rnn() function uses a while\_loop() operation to run over the cell the appropriate number of times, and you can set swap\_memory=True if you want it to swap the GPU's memory to the CPU's memory during backpropagation to avoid OOM errors. Conveniently, it also accepts a single tensor for all inputs at every time step (shape [None, n\_steps, n\_inputs]) and it outputs a single tensor for all outputs at every time step (shape [None, n\_steps, n\_neurons]); there is no need to stack, unstack, or transpose. The following code creates the same RNN as earlier using the dynamic rnn() function. It's so much nicer!

```
X = tf.placeholder(tf.float32, [None, n_steps, n_inputs])
basic_cell = tf.contrib.rnn.BasicRNNCell(num_units=n_neurons)
outputs, states = tf.nn.dynamic_rnn(basic_cell, X, dtype=tf.float32)
```



During backpropagation, the while\_loop() operation does the appropriate magic: it stores the tensor values for each iteration during the forward pass so it can use them to compute gradients during the reverse pass.

## **Handling Variable Length Input Sequences**

So far we have used only fixed-size input sequences (all exactly two steps long). What if the input sequences have variable lengths (e.g., like sentences)? In this case you should set the sequence\_length parameter when calling the dynamic\_rnn() (or static\_rnn()) function; it must be a 1D tensor indicating the length of the input sequence for each instance. For example:

For example, suppose the second input sequence contains only one input instead of two. It must be padded with a zero vector in order to fit in the input tensor X (because the input tensor's second dimension is the size of the longest sequence—i.e., 2).