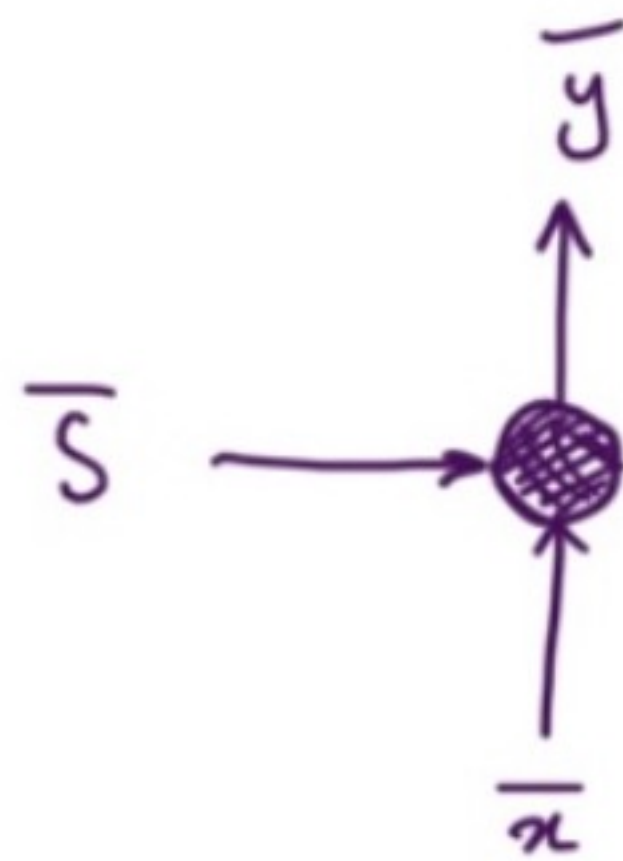
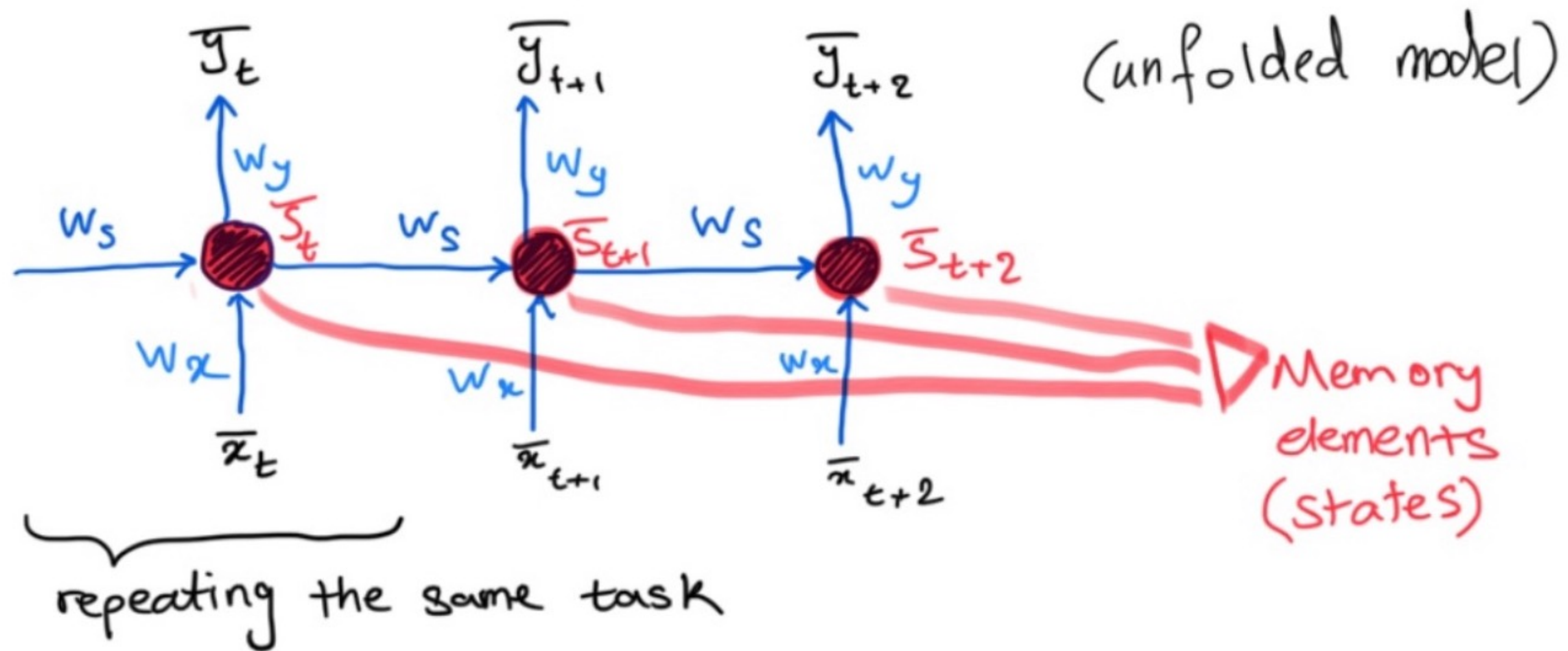
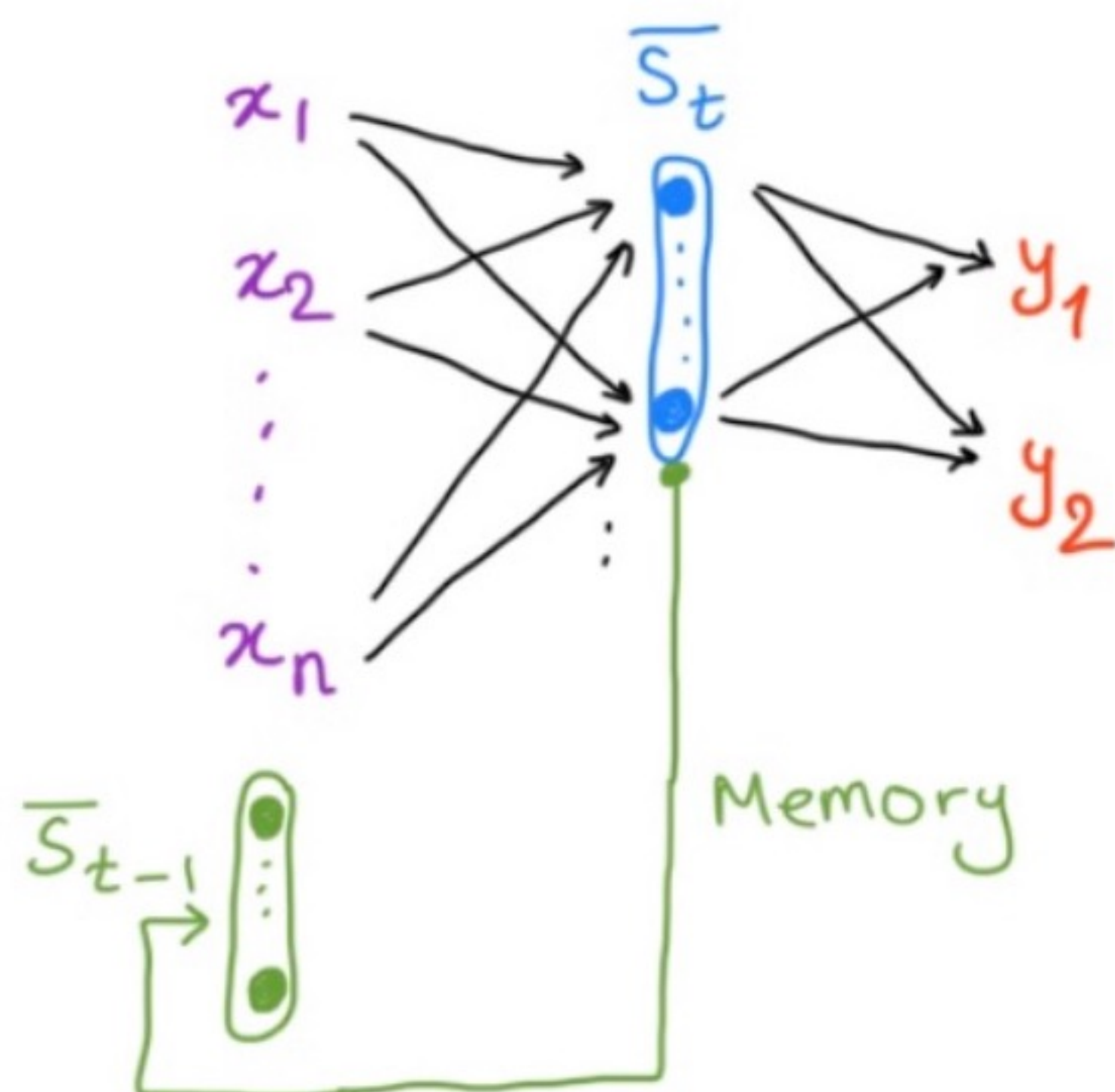


# Recurrent Neural Nets



$\bar{y}$  depends on both  $\left\{ \begin{array}{l} \bar{x} \text{ input} \\ \bar{s} \text{ memory (past input)} \end{array} \right.$

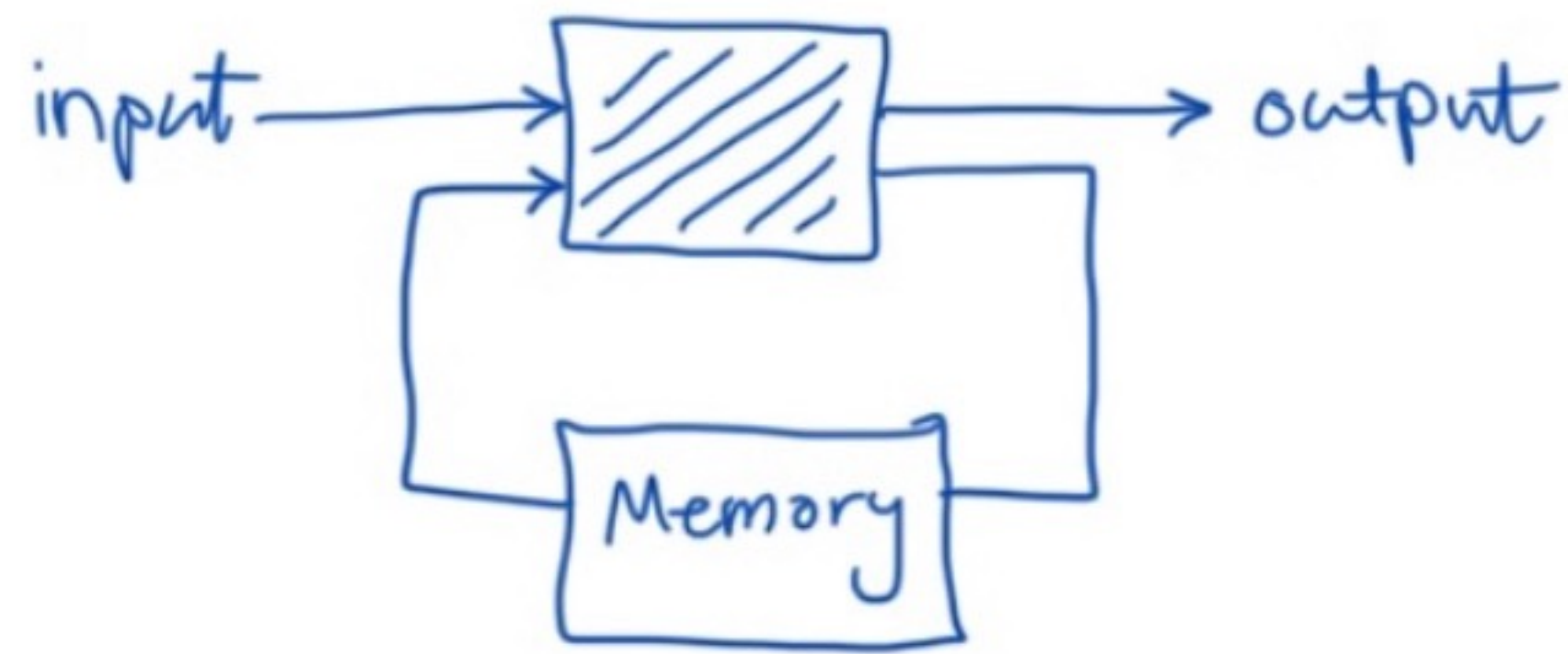
RNN illustrated differently:



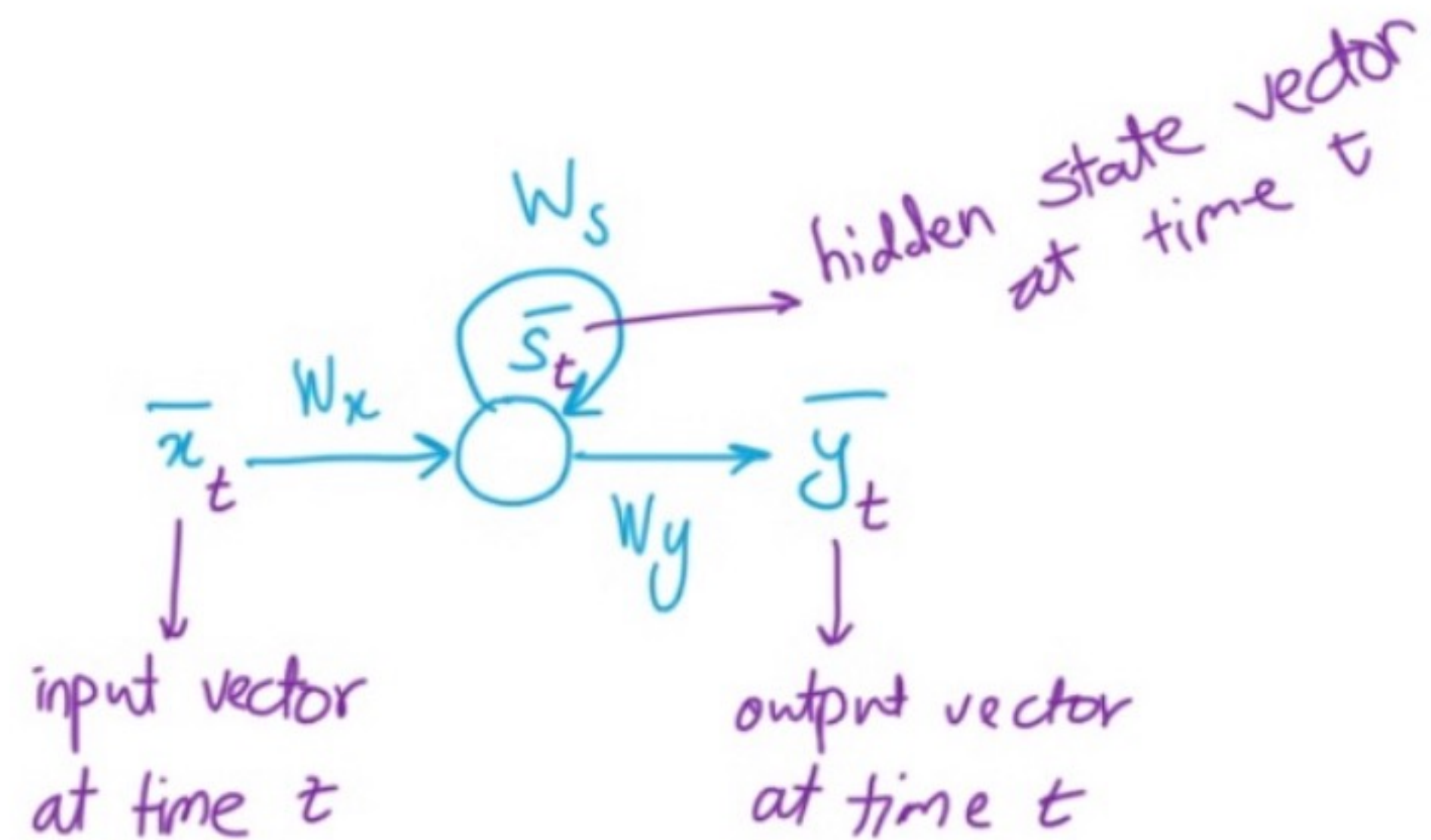
← Simple (Elman) RNN



# RNN as State Machine



or, more simply:  
(folded model)

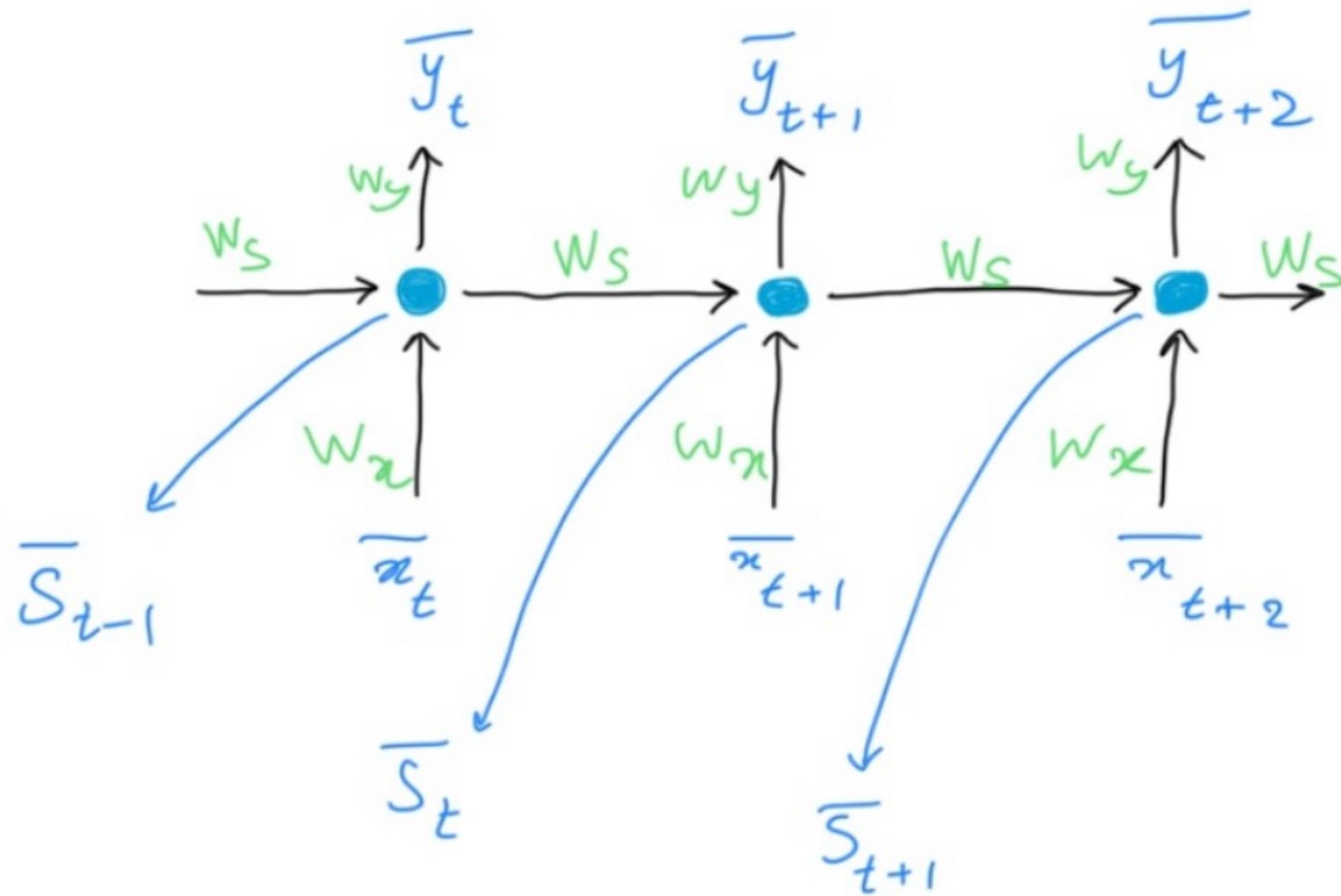


$$\bar{s}_t = \phi(\bar{x}_t \cdot W_x + \bar{s}_{t-1} \cdot W_s)$$

*(activation function)*

$$\bar{y}_t = \bar{s}_t \cdot W_y$$

Unfolded representation is cleaner and easier to understand.



\* RNNs can handle varying lengths of inputs.