

Creat AI with langchain & Hugging Face

VS Code

Creating an environment

→ terminal → cmd →

conda create -n venv python=3.12 -y

Conda not recognized error

→ conda prompt → where conda

→ update environment Variables

→ check → cmd → conda --version

→ Conda prompt → conda init cmd.exe
conda init powershell

→ pip install ipykernel

py

running a python file → python app.py

line continuation → $1 + 2 + 3 + \frac{1}{4 + 5}$

$x = 5 ; y = 6 ; z = x + y$

`break` - exits whole loop

`continue` - skips that iteration

`pass` - does nothing

`L = [] ; L[::] → all elements`

`L = [x**2 for i in range(s) if i%2 == 0]`

`L.extend([1,2,3,4]) → add 1,2,3,4 to the list`

`L.count(2) → count occurrences of 2`

`L.index(2) → return 1 index of 2`

`L.remove(2) → removes first occurrence`

`L.insert(3,gs) → 3 is position`

`L*3 = [1,2,3,1,2,3,1,2,3]`

`L+5 → error`

`t = 1,2,3 ⇒ (1,2,3)`

`dictionary = unique Keys & unordered items`

`dictionary`

`d = {'a': 1, 'b': 2, 'a': s}`

`print(d) = a:s
b:2`

`accessing → d[a] = 1`

`d.get(a) = 1`

`d.get(d) = None`

`d.get('d', 'not avail')`

`d[d] = 'not available'`

`del d[a]`

`d_copy = d.copy() # shallow copy`

\downarrow \downarrow
different different
memory memory

`d = {'a': 1, 'b': 2, 'c': 3, 'd': 4}`

`copy_d = d`

`d['c'] = 9`

`copy_d['c']` → 9 instead of 3

lambda funⁿ → Single operation

→ `add = lambda x, y: x + y`

`add(5, 2)` ⇒ 7

`m = map(lambda x: x^2, [1, 2, 3, 4])`

applies a
function to a

↓

↓

list

`m = 0x22fc023`

reference

`list(m) → [1, 4, 9, 16]`

`list(filter(lambda x: x < 1.2 == 0, [1, 2, 3, 4, 5]))`

map, filter → returns object

for creating a package

package → folder name

↳ --init--.py with empty needs to be created

↳ maths.py → module

from package.maths import addition
 ↑ ↑ ↑
 folder module function

with open("demo.txt", 'w+') as file;
 file.readlines()

os.listdir('.') → . means current dir

('..',) → previous folder

os.path.join()

os.path.isdir()

os.path.isfile()

try:

 %

except e1:

except e2:

else: print(res)

finally: print(exec completed)

Classes → blueprint of objects

class Cars:

def __init__(self, name, doors):

 self.name = name
 self.doors = doors } instance variables, attributes

def print_details(self): → instance method
 print(self.name, self.doors)

audi = Cars('Audi', 4)
audi.print_details()

Inheritance

class Audi(Cars):

def __init__(self, name, doors, car_type)

 self.car_type = car_type

super().__init__(name, doors)

 print(name, doors, car_type)

Audi('Audi', 4, 'Diesel')

```
class Father:
    def __init__(self, money, experience):
        self.money = money
        self.experience = experience

    def print_father(self):
        print(self.money, self.experience)

class Mother:
    def __init__(self, care, values):
        self.care = care
        self.values = values

    def print_mother(self):
        print(self.care, self.values)

class Child(Father, Mother):
    def __init__(self, money, experience, care, values, name):
        Father.__init__(self, money, experience)
        Mother.__init__(self, care, values)
        self.name = name

    def print_child(self):
        print(f'''From father {self.name} received {self.money} amount and {self.experience},
              \nFrom Mother {self.name} received {self.care} and {self.values}''')

child_obj = Child(99999999, 10, 1000, 100000, 'Rahul')
child_obj.print_child()

```

✓ 0.0s

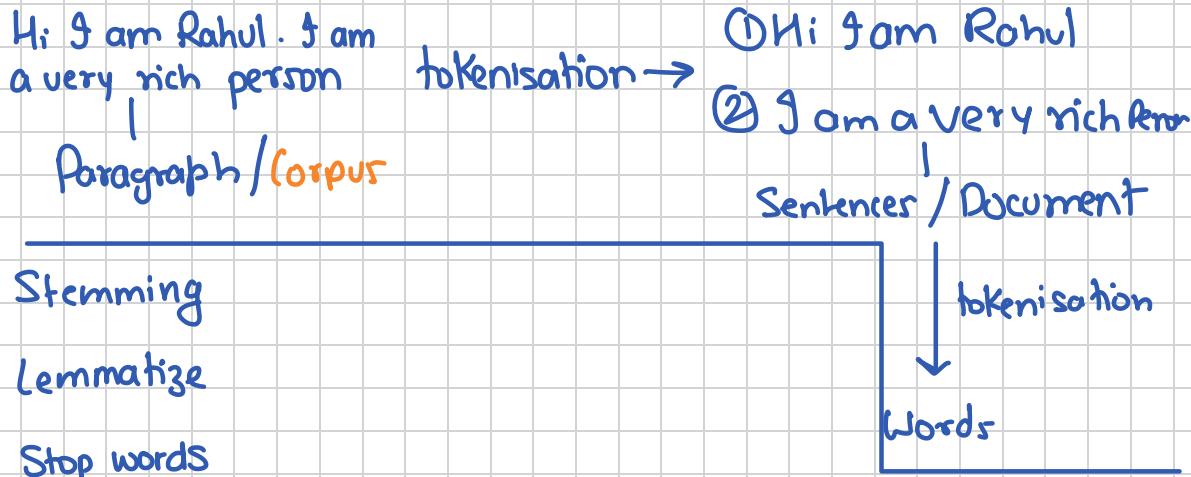
From father Rahul received 99999999 amount and 10,

From Mother Rahul received 1000 and 100000

Natural Language Processing

Tokenisation

- Corpus
- Document
- Vocabulary
- Paragraph
- Sentences
- Unique words



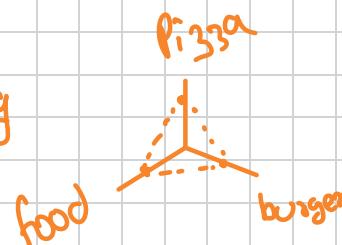
One hot encoding !!

text	OP	Vocabulary size = 7
D1 The food is good	1	1 0 0 0 0 0 0 ← The
D2 The food is bad	0	0 1 0 0 0 0 0 ← food
D3 Pizza is amazing	1	0 0 1 0 0 0 0 ← is

D1 [[1000000], [0100000],
 4x7 [0010000],
 [0001000]] D2 [[1000000],
 [0100000],
 [0010000],
 [0000100]]

Disadvantages -

- ① Sparse matrix → Leads to overfitting
- ② No semantic meaning captured
- ③ No fixed size I/P
- ④ Out of vocabulary



Vectors for each word !!

Bag of words	OP	lowercase	S1 → good boy
He is a good boy	1	8	S2 → good girl good
She is a good girl good	1	remove	S3 → boy girl good
Boy & girl are good	,	Stopwords	

Vocabulary frequency		good	boy	girl
good	4	1	1	0
boy	2	2	0	1
girl	2	1	1	1

Vectors for each sentence

OHE → Each word has its encoding

BOW → Each word has its frequency

TFIDF high frequency words gets lower importance

$$\text{Term frequency} = \frac{\text{Frequency of word}}{\text{No of words in Sentence}}$$

$$\text{IDF}_{\text{frequency}} = \log_e \left(\frac{\text{No of sentences}}{\text{No of sentences containing word}} \right)$$

		Term frequency	IDF		
S1	Good boy	s1 good 1/2	s2 boy 1/2	s3 girl 1/3	good $\log_e(3/3) \Rightarrow 0$
S2	Good girl				boy $\log_e(3/2) \Rightarrow$
S3	boy girl good	girl 0	1/2	1/3	girl $\log_e(3/2) \Rightarrow$

Word Embeddings

Based on Count

- OHE
- BOW
- TFIDF

DL Trained Model

Need to
learn from
scratch

Word2Vec

C-BOW

Skip gram

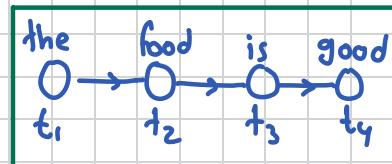
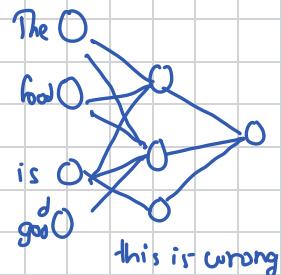
Word 2 Vect

→ feature representation of every word

- NN to learn word association from a large corpus
- NN method to turn words into vectors
-

RNN VS ANN for text

- ANN for data is not correct.
- ANN passes all information at once.
- Since text data is sequential data
- RNN is perfect for such scenarios



CORRECT

Simple RNN - It remembers

- A RNN is a NN with a memory or feedback loop.
- It deals with sequential data like audio, text, stock market.
- It processes each sentence word by word.

How it works?

- At each step (word by word) -
 - Input at time $t = x_t$
 - Hidden state at time $t = h_t$ (memory)
 - Previous hidden state h_{t-1}

$$h_t = \tanh (W_x x_t + W_h h_{t-1} + b)$$

Important Points -

- RNN has hidden states that acts as a memory
- Weights are shared across time (same params for each step)
- Good for sequential data

$$h_t = w_x x_t + w_h h_{t-1} + b \quad x = [2, -1, 3]$$

$$w_x = 1$$

$$w_h = 0.5$$

$$b = 0$$

$$h_0 = 0$$

$$h_1 = ? \text{ for } x_1 = 2$$

$$\Rightarrow t=1 \quad x_t = x_1 = 2$$

$$x_2 = [2, -1, 3] \quad h_1 = 1 \times 2 + 0.5 \times 0 + 0$$

$$h_1 = 2$$

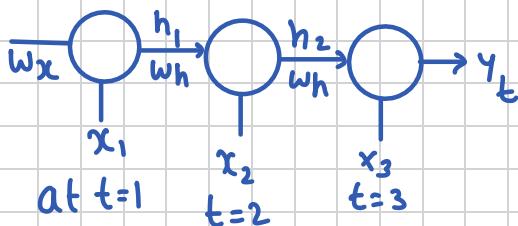
$$\begin{aligned} h_2 &= w_x x_2 + w_h h_1 \\ &= 1 \times -1 + 0.5 \times 2 \\ &= -1 + 1 \\ &= 0 \end{aligned}$$

$$\begin{aligned} w_h &= 0.5 & h_t &= w_x x_t + w_h h_{t-1} \\ w_x &= 1 & h_3 &= w_x x_3 + w_h h_2 \\ & & &= 1 \times 3 + 0.5 \times 0 \\ & & &= 3 \end{aligned}$$

$$h_t = w_x x_t + w_h h_{t-1} + b$$

tanh for -1 to 1 to learn

Complex problems



$$W_{\text{new}} = W_{\text{old}} - \eta \frac{\partial L}{\partial W_{\text{old}}}$$

Problems with RNN

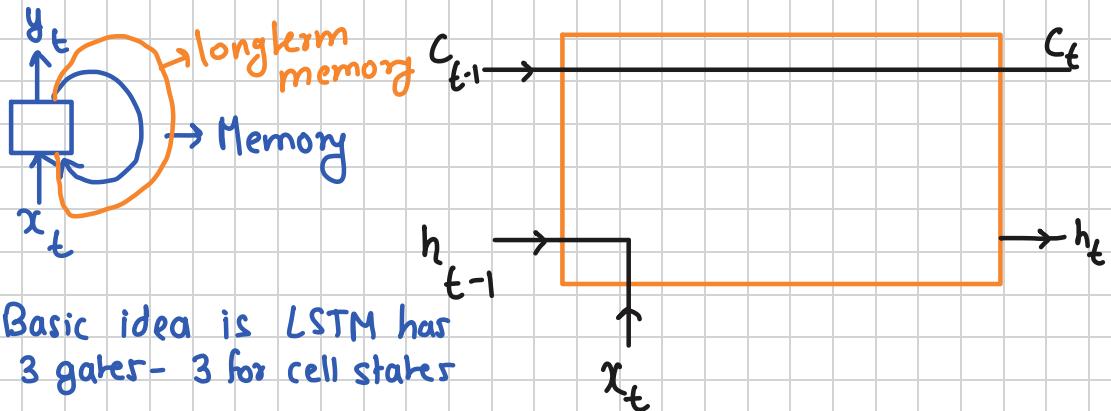
- long term dependency cannot be captured
- Vanishing gradient problem
- Exploding gradient problem

mid noon
sprinkles close
labs
Solutions
main
Swing
Ko Ko Ko
Ko Ko Ko

Long Short Term Memory -

Overcomes the problems of RNN

- long term dependency
- vanishing / exploding gradient



Basic idea is LSTM has 3 gates - 3 for cell states

1. forget gate - What to forget

(c_t is cell state \rightarrow long memory)

2. Input gate - What to add

h_t is hidden state

3. Output gate - What to output

x_t is word input at current t

forget gate -

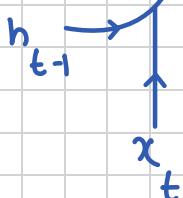


- This gate is responsible for forgetting context from cell state

$-\sigma[h_{t-1}, x_t] = [0 \ 0 \ 0] \rightarrow$ forget everything

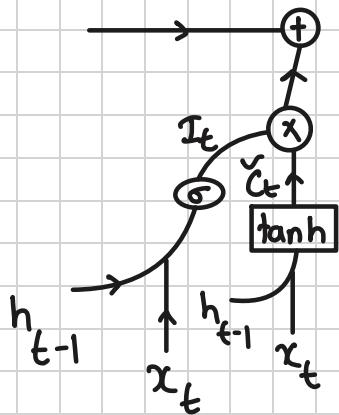
$-\sigma[h_{t-1}, x_t] = [1 \ 1 \ 1] \rightarrow$ Keep everything

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



2. Input gate

$$c_{t-1} \times \sigma(h_{t-1}, x_t) \oplus \sigma([h_{t-1}, x_t]) \otimes \tan([h_{t-1}, x_t])$$



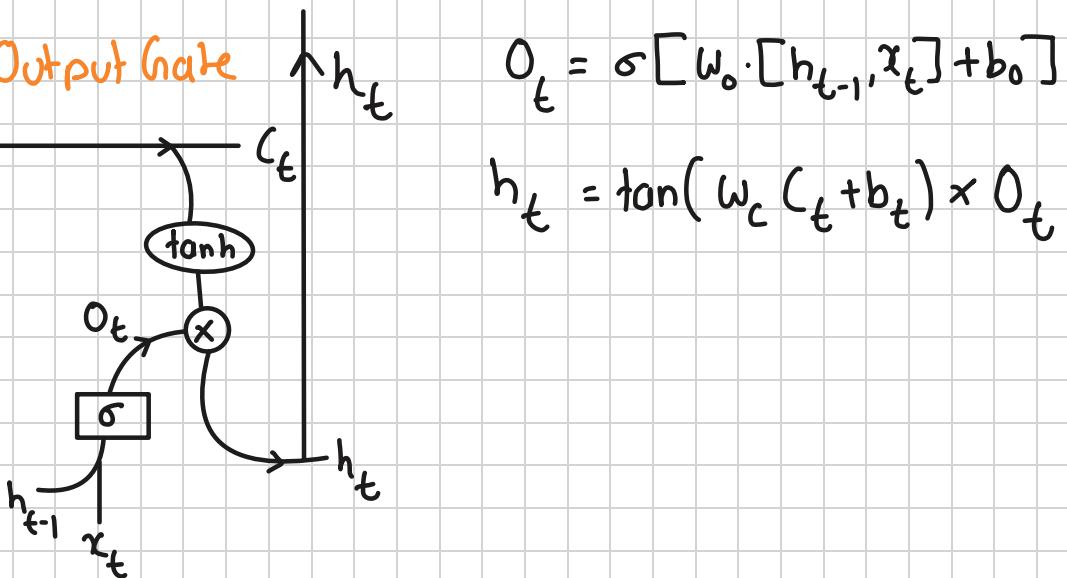
$$I_t = \sigma([W_i \cdot [h_{t-1}, x_t] + b_i])$$

$$\tilde{c}_t = \tan([W_c \cdot [h_{t-1}, x_t] + b_c])$$

\tilde{c}_t = Candidate memory \rightarrow Add new memory

Based on previous output of h_t ie h_{t-1} & current input, what input do we need to add to the cell state.

3 Output Gate



$$O_t = \sigma[W_o \cdot [h_{t-1}, x_t] + b_o]$$

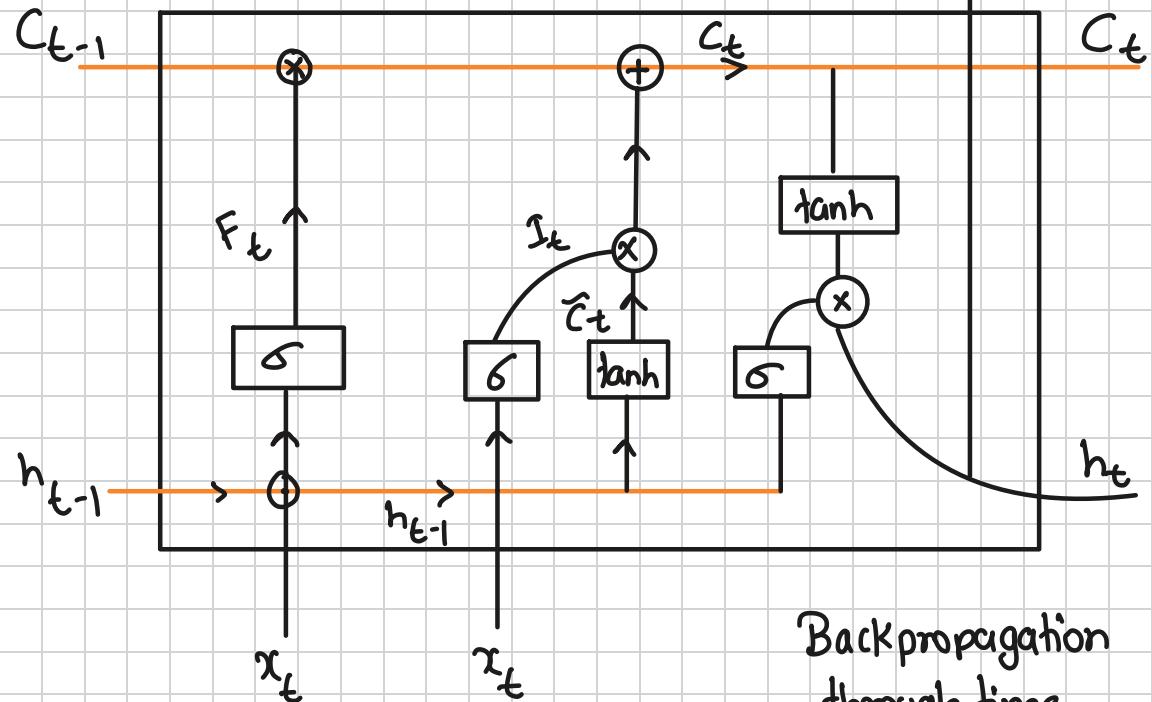
$$h_t = \tan(W_c(c_t + b_t)) \times O_t$$

Value from $\sigma \rightarrow 0$ to 1

0 → Means forget / everything

1 → Means Keep everything

in the cell state



Backpropagation
through time

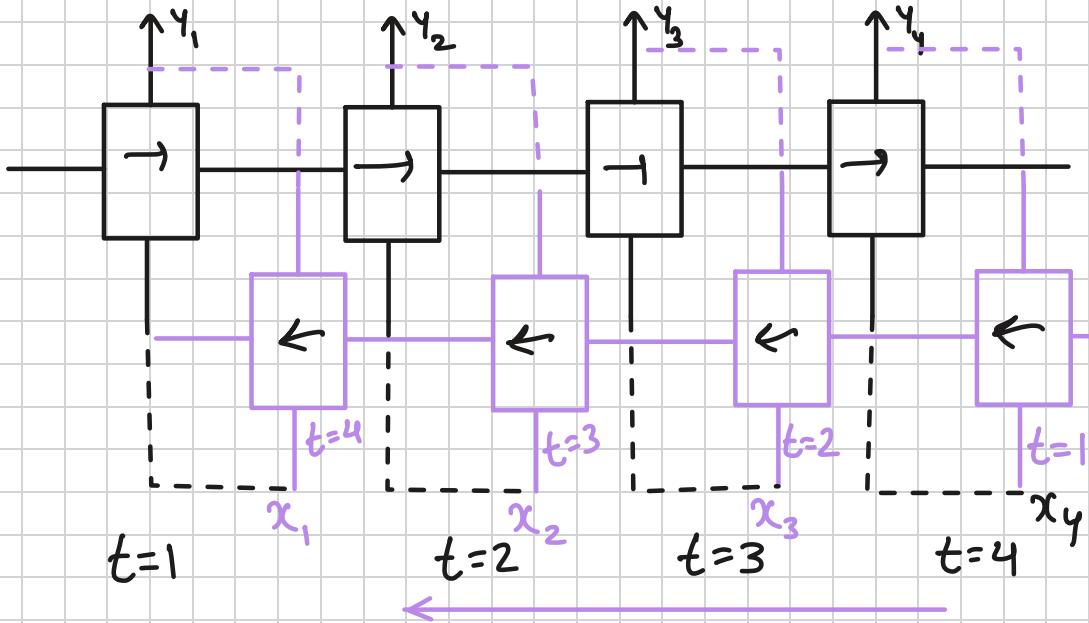
Trainable parameters - Weights & biases

Gradient Recurrent Network - left this topic for later

- Types of RNN -
 - Sequence to sequence
 - Sequence to vectors
 - Vectors to sequence
 - vectors to vectors

Bidirectional RNN

Rahul eats — in Pune

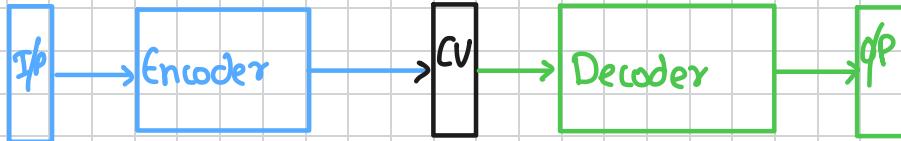


- BiRNN's processes sequences in both the directions and combines the information
 - forward RNN $\rightarrow x_i \rightarrow x_T$, Backward RNN $x_T \rightarrow x_i$
 - Captures past and future context
 - Improves performance in sequence task
 - Cannot be used for streaming
 - Heavy model, slower training
- ex - POS Tagging, NER , Speech Recognition

Encoder- Decoder (Seq2seq)

→ for sequence to sequence use cases.

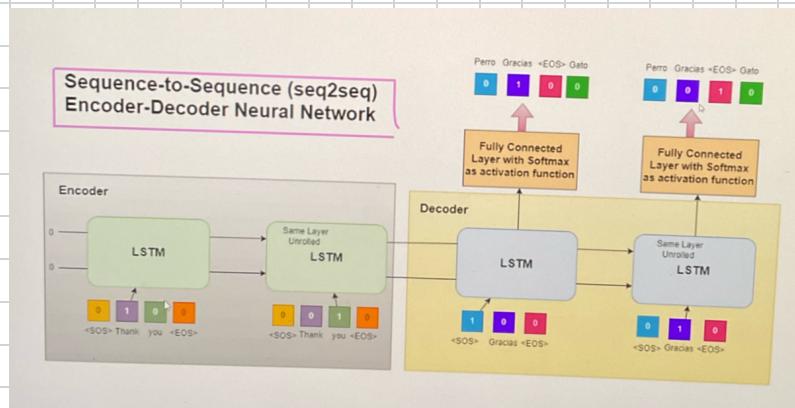
→ Context vectors are O/p of encoder.



→ This CV is passed to all the decoder units.

→ OP → Sequence and not words

→ Language translation, text generation

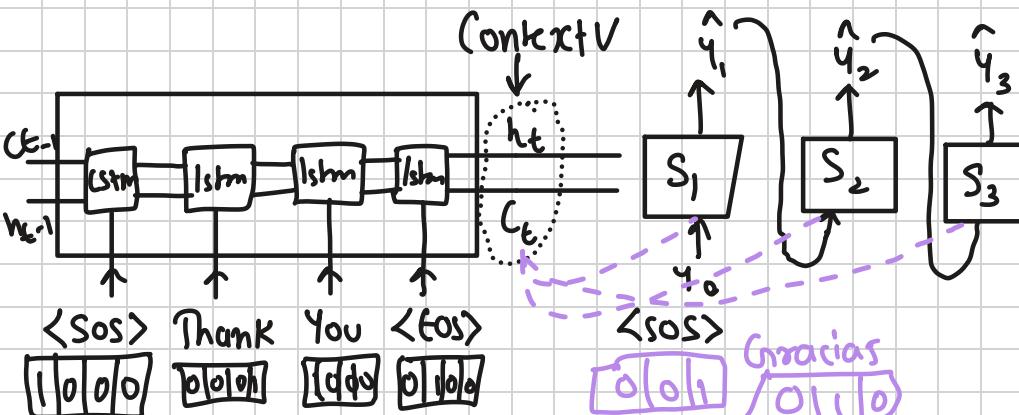


Encoder/decoder consists of LSTM units

<SOS> Start of Sent
<EOS> End of sent



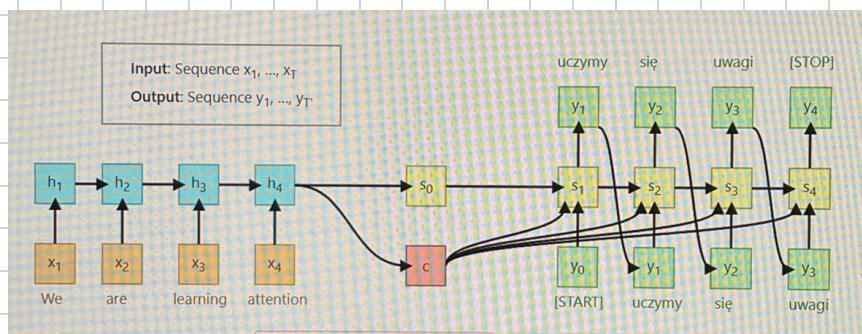
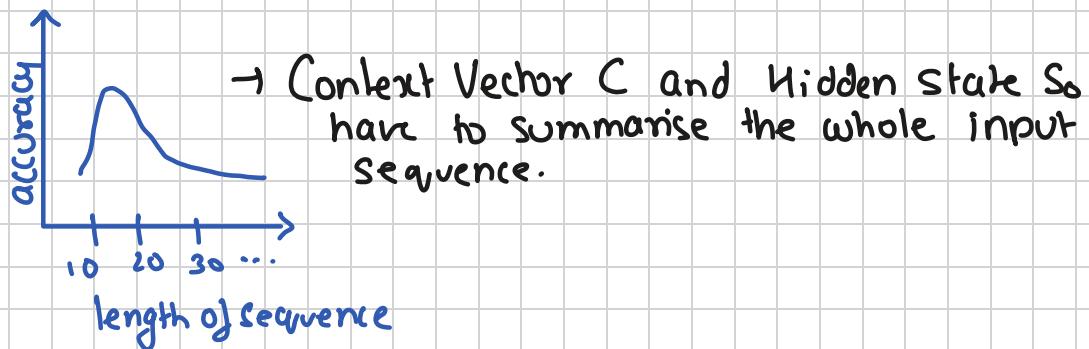
↑
Special Character



- Context vector is a combination of C_t (cell state) & h_t (hidden)
- Encoder & decoder comprises of LSTM cells.

Context Vector $W \rightarrow$ Represents entire sentence

- Bleu Score → Measures model performance on length of sentence
- for longer texts W had more context or relation with the last trained word.
- That's why Seq2seq failed for longer texts. Bleu score $\downarrow\downarrow$



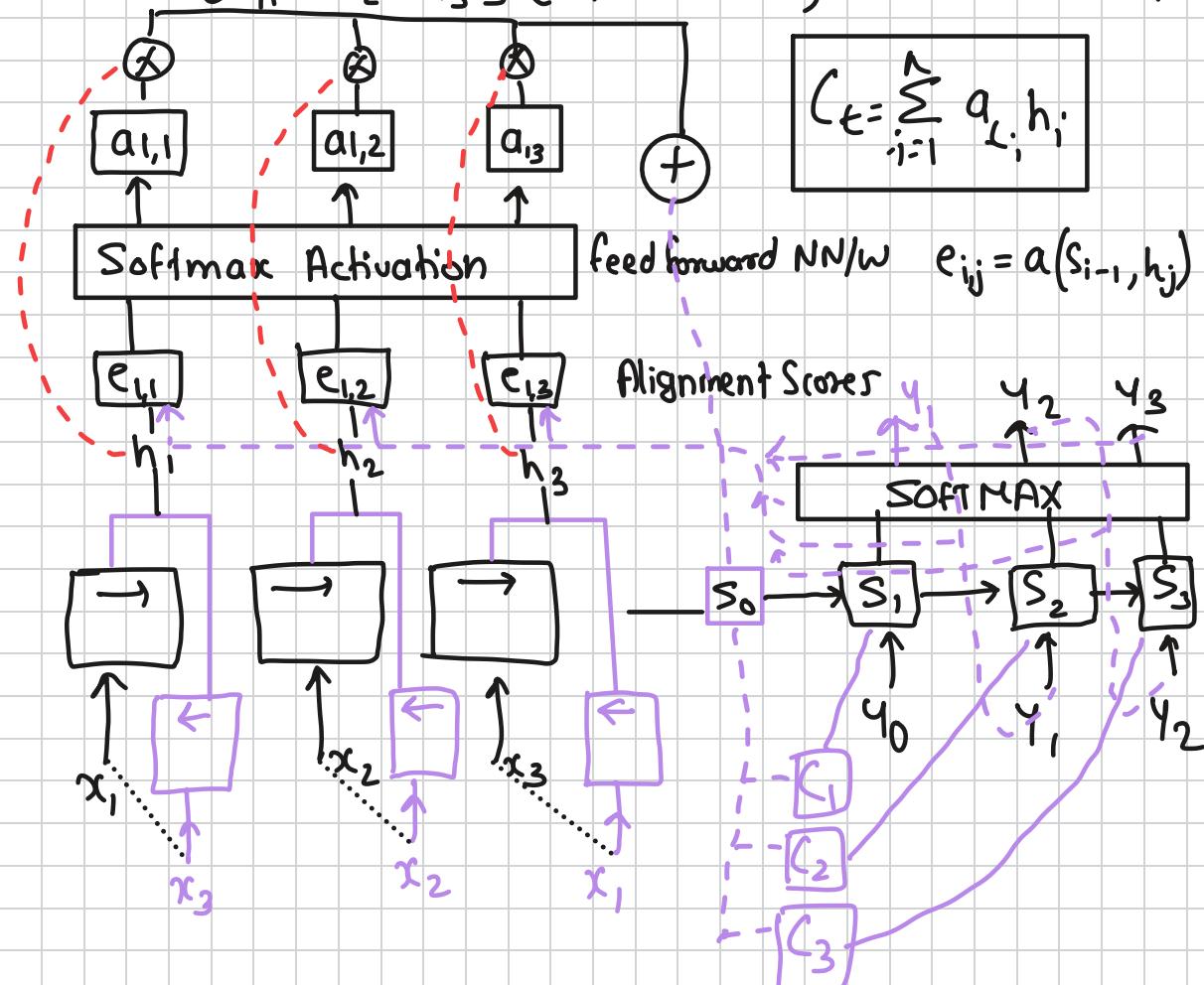
Attention Mechanism -

Visual Explanation - Intro to attention mechanism
erdem.pl

$$[a_{11}, a_{12}, a_{13}] \text{ (attention wts)}$$

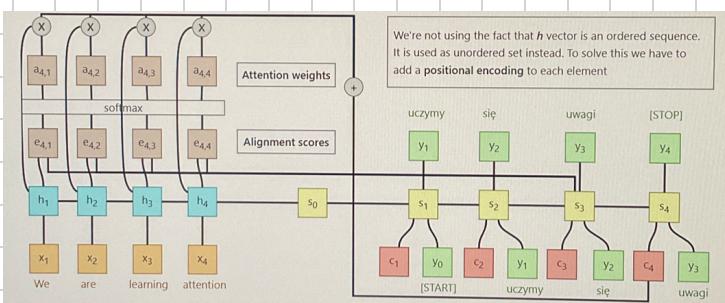
$$s_0 = h_t$$

$$c_t = \sum_{i=1}^n a_{ti} h_i$$

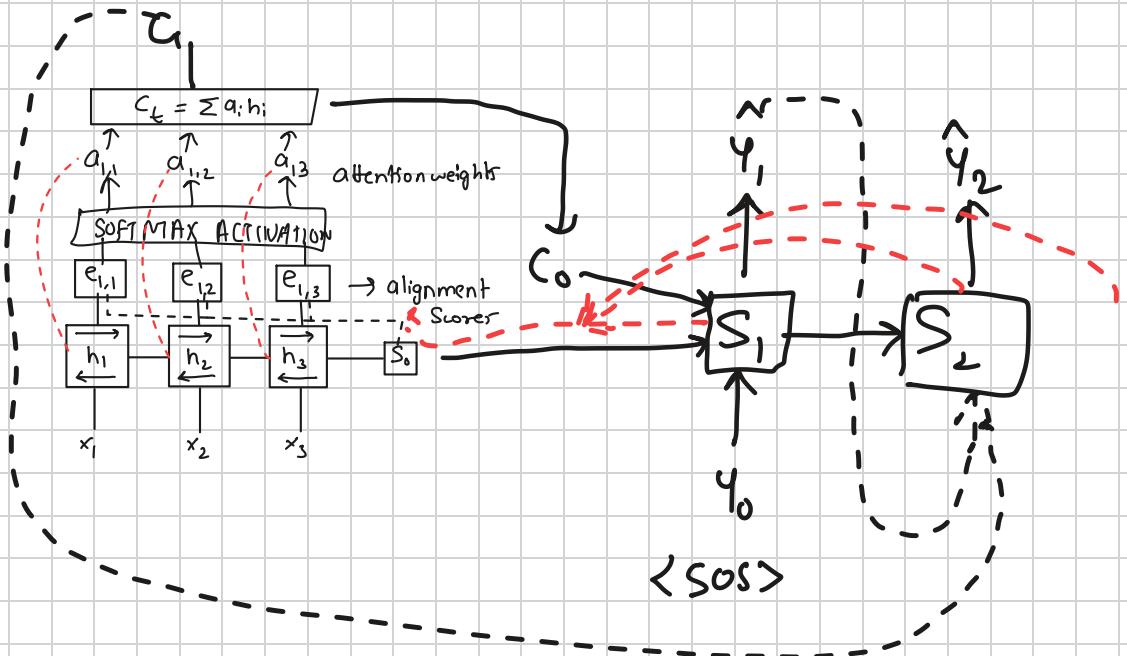


1) for each decoder output S_t a new $(V \rightarrow C_t)$ is created

<https://erdem.pl/2021/05/introduction-to-attention-mechanism>

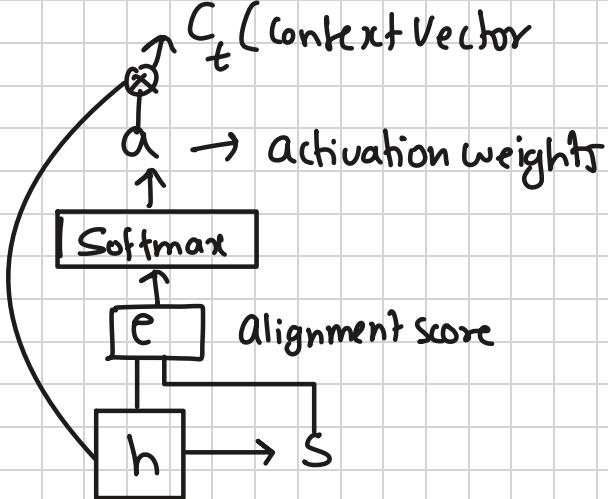


s_0 is the initial decoder state



$$S_0 \rightarrow S_0 + e_{ii} \Rightarrow [C_0] \rightarrow y_0 + [S_0] \rightarrow [S_1]$$

$$S_1 \rightarrow S_1 + e_{ii} \Rightarrow [C_1] \Rightarrow y_1 + [S_1] \rightarrow [S_2]$$



The attention mechanism in machine learning allows the model to focus on relevant parts of the input data dynamically

It works by computing, similarity score

