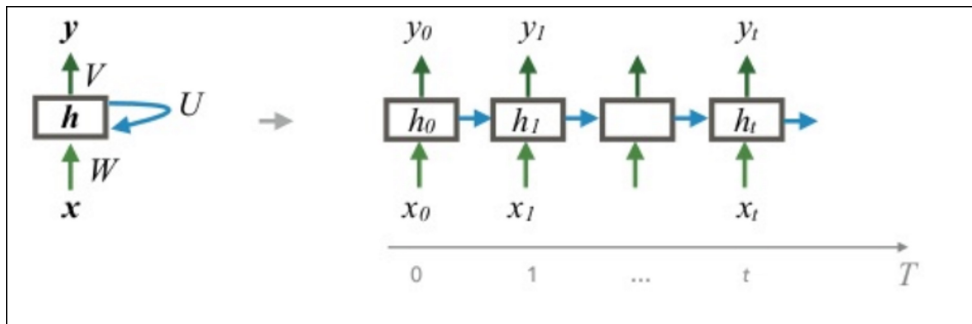


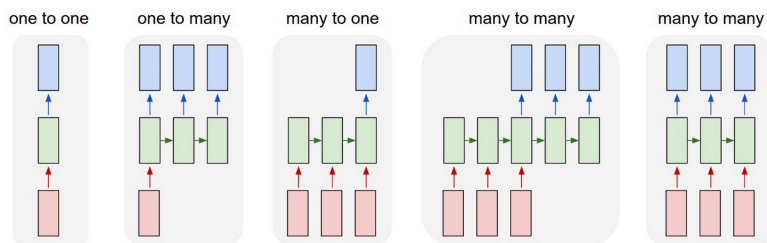
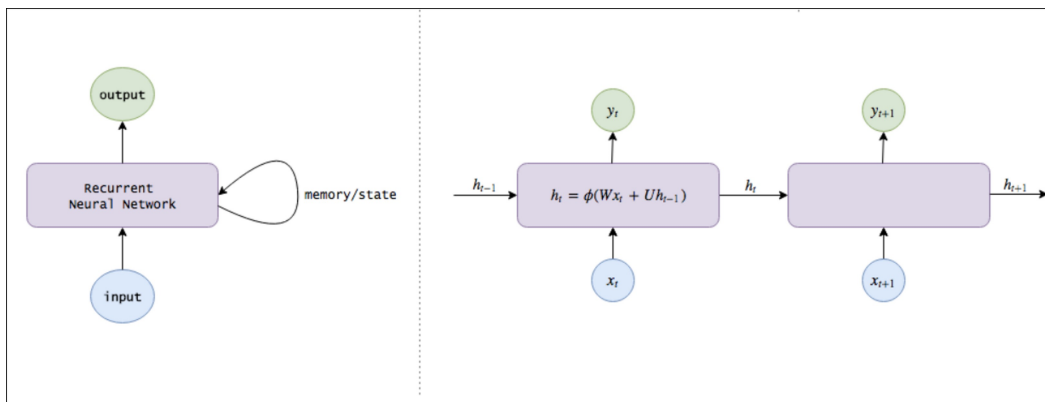
# Recurrent Neural Network

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## Recurrent Neural Network



$$h_t = \phi(Wx_t + Uh_{t-1})$$
$$y_t = Vh_t$$



The Unreasonable Effectiveness of Recurrent Neural Networks From <http://karpathy.github.io/2015/05/21/rnn-effectiveness/>

### Usage

One to One -> Image Classification

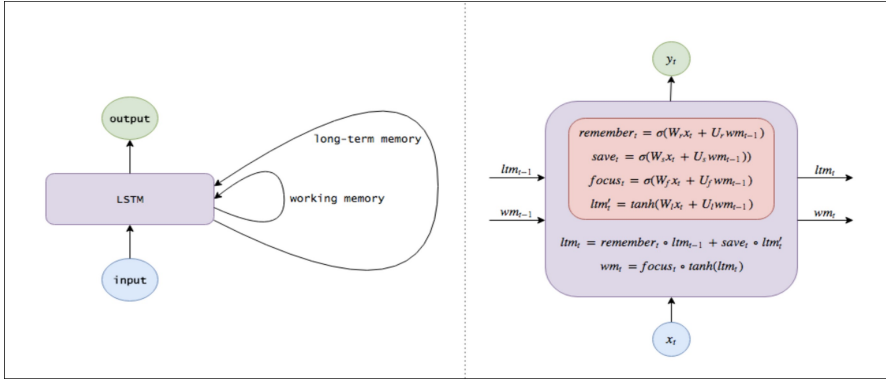
One to Many -> Image Captioning

Many to One -> Sentiment Analysis

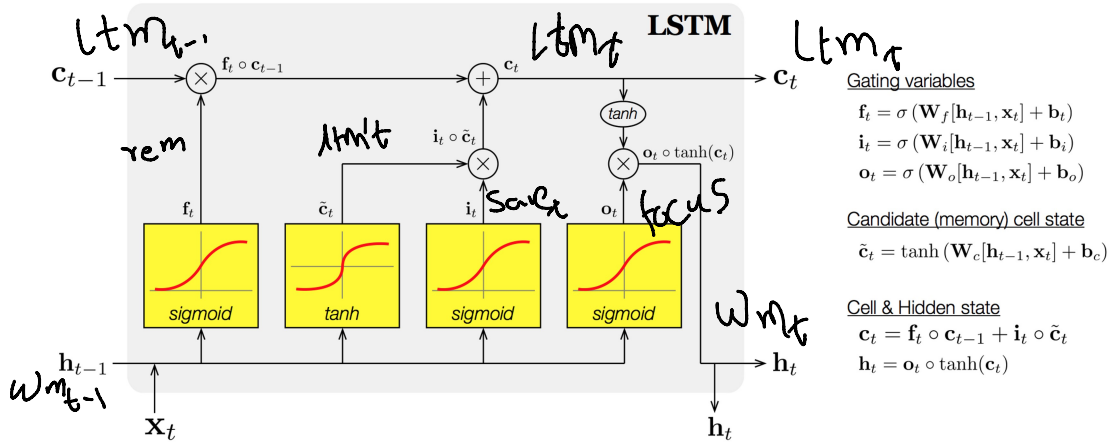
Many to Many (1) -> Machine Translation

Many to Many (2) -> Video Classification

## LSTM (Long Short Term Memory)



## LSTM Cell



## Equations

$remember_t = \sigma(W_r x_t + U_r w_{m,t-1})$  # What to remember what to forget

$lmt'_t = \phi(W_l x_t + U_l w_{m,t-1})$  # candidate addition to our long-term memory

$save_t = \sigma(W_s x_t + U_s w_{m,t-1})$  # which parts of candidate are actually worth using and saving

$lmt_t = remember_t \circ lmt_{t-1} + save_t \circ lmt'_t$  # updated long-term memory

$focus_t = \sigma(W_f x_t + U_f w_{m,t-1})$  # focus our long-term memory into information that will be immediately useful

$w_{m,t} = focus_t \circ \phi(lmt_t)$  # Working Memory

- The long-term memory,  $lmt_t$ , is usually called the **cell state**, denoted  $C_t$ .
- The working memory,  $w_{m,t}$ , is usually called the **hidden state**, denoted  $h_t$ . This is analogous to the hidden state in vanilla RNNs.
- The remember vector,  $remember_t$ , is usually called the **forget gate** (despite the fact that a 1 in the forget gate still means to keep the memory and a 0 still means to forget it), denoted  $f_t$
- The save vector,  $save_t$ , is usually called the **input gate** (as it determines how much of the input to let into the cell state), denoted  $i_t$ .
- The focus vector,  $focus_t$ , is usually called the **output gate**, denoted  $o_t$