

# Deep Learning for Language, Part 1: Recurrent Neural Networks

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# Outline

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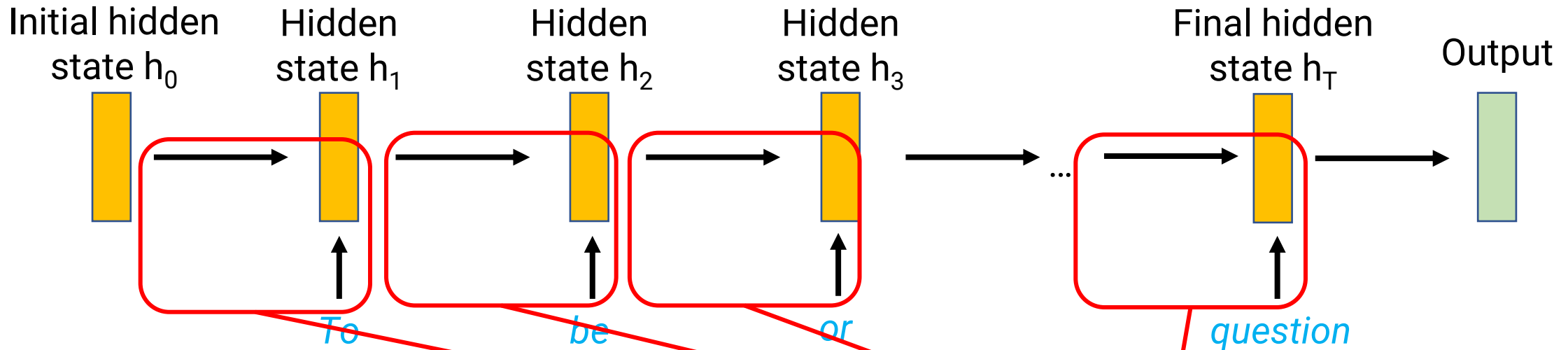
- Recurrent Neural Networks (RNNs) for sequential data
- Language modeling and Long-range dependencies
- Vanishing gradients and Gated RNNs

# Handling textual data

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- Images: We assume inputs are fixed dimensional
  - Can crop/rescale as needed
- Text: Inputs are naturally variable-sized!
  - Example 1: *Amazing!*
  - Example 2: *There are many issues with this movie, such as...*
- Challenge: How can we use the **same** set of model parameters to handle inputs of any size?

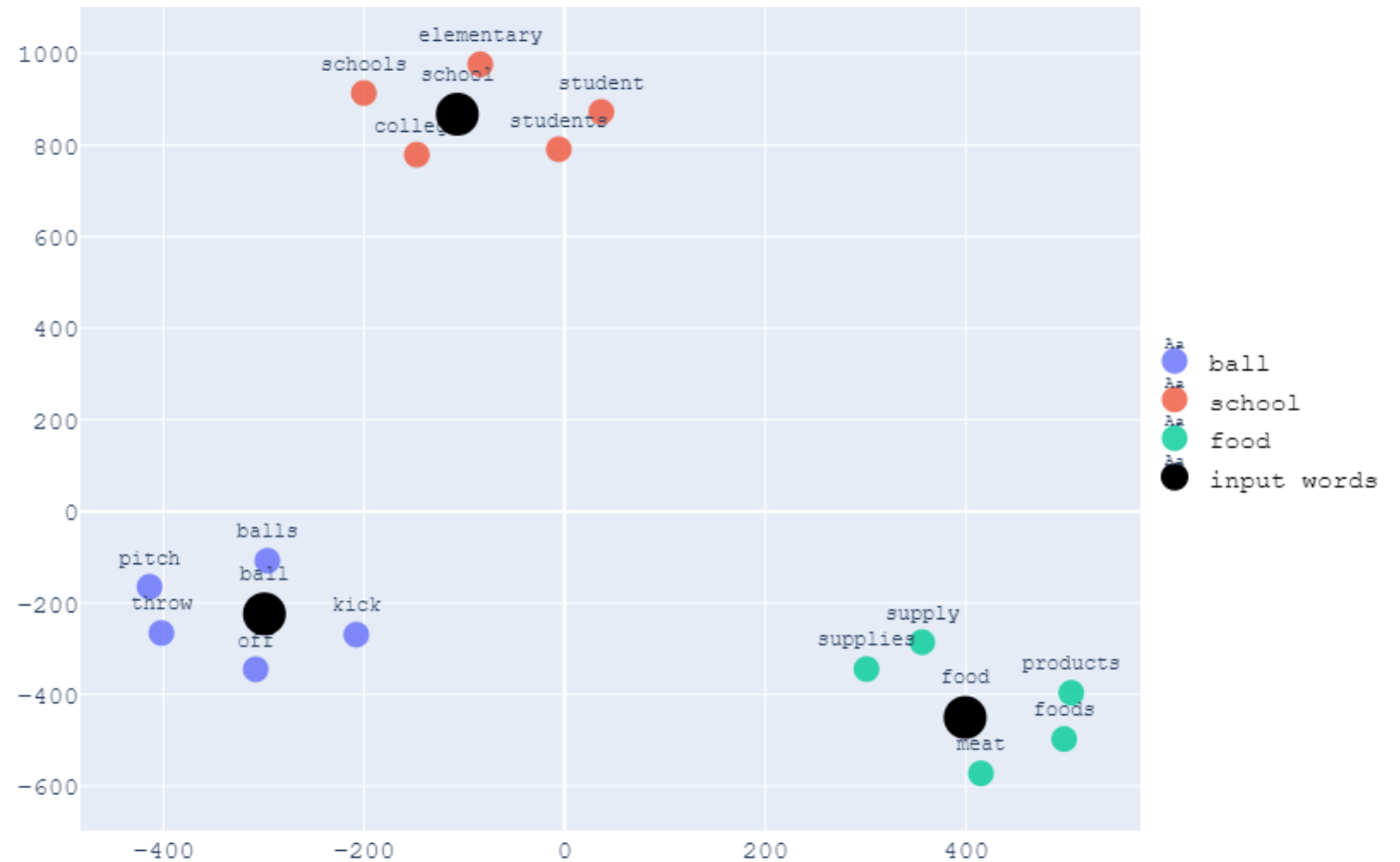
# Recurrent Neural Networks (RNNs)



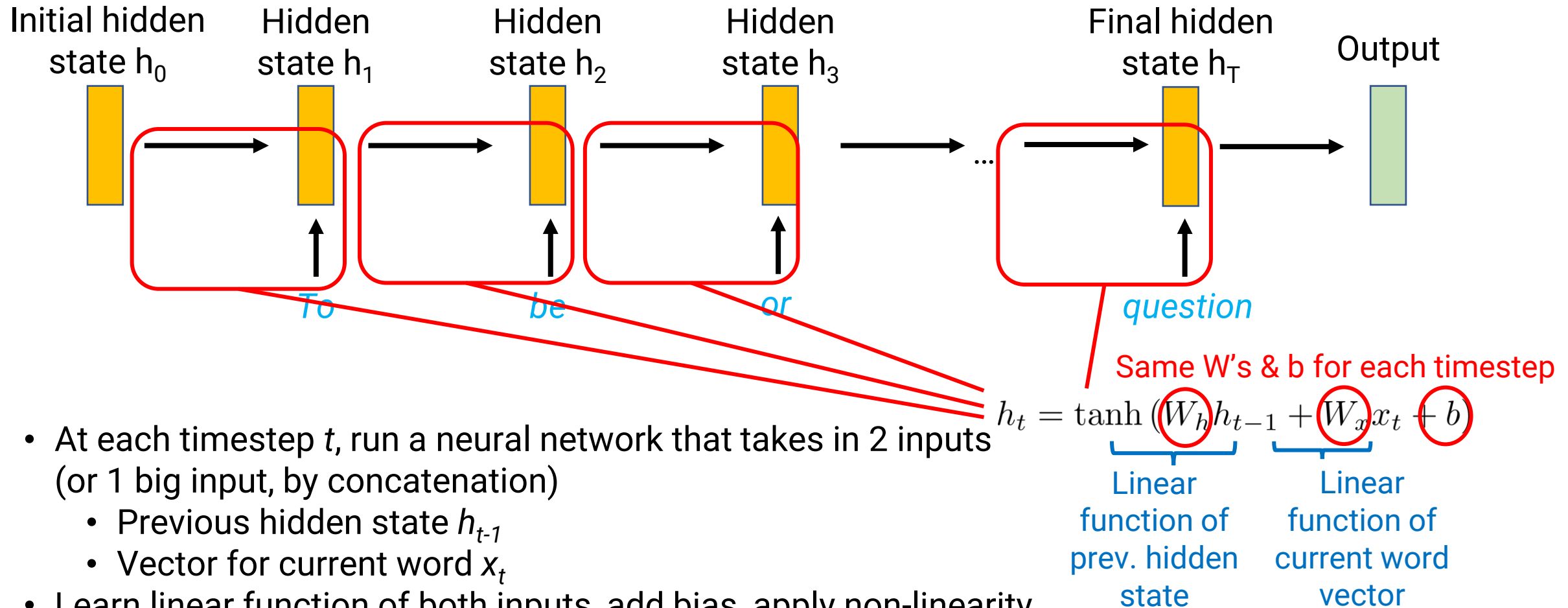
- Idea: Recurrence!
    - “Read” the input one word at a time
    - At each step, update the hidden state of the network
    - **Model parameters to do this update are same for each step**
- Each step is an application of the **same** neural network

# Word Embeddings

- How do we “feed” the next word to the RNN?
- Want to learn a vector that represents each word
  - For each word  $w$  in vocabulary  $V$ , have vector  $v_w$  of size  $d$
  - $|V| * d$  parameters needed
- Intuition: Similar words get similar vectors
  - More on learning word vectors later in the class!

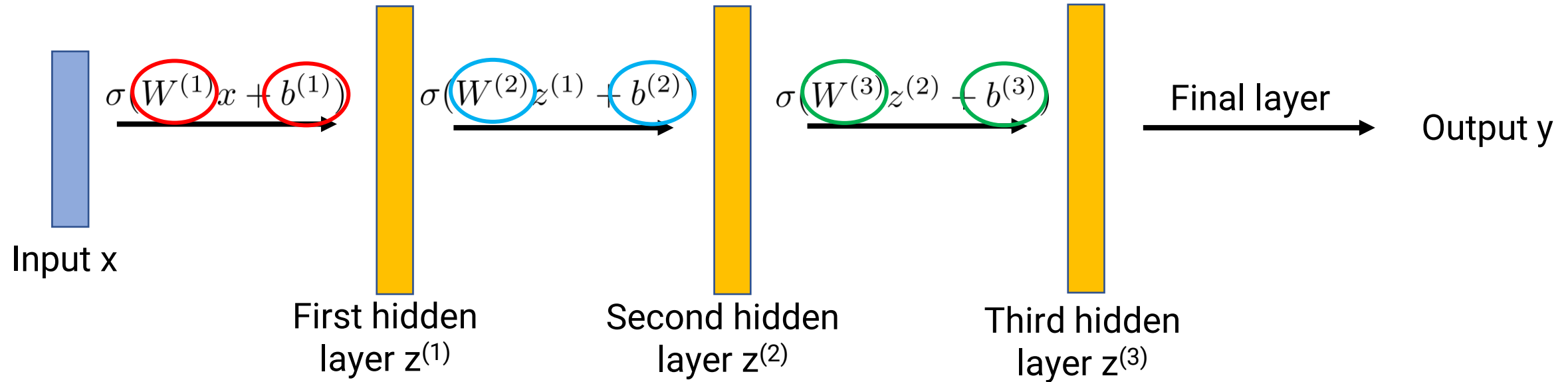


# A “Vanilla”/“Elman” RNN



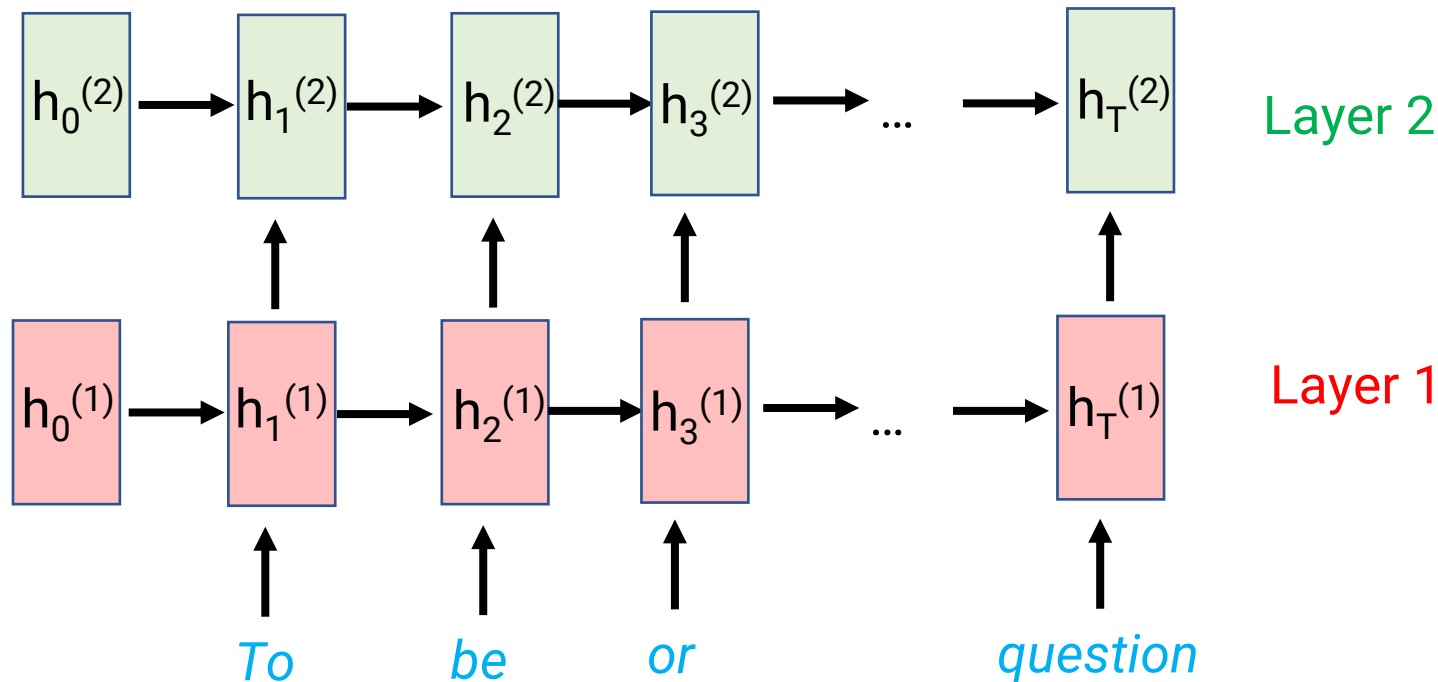
- At each timestep  $t$ , run a neural network that takes in 2 inputs (or 1 big input, by concatenation)
  - Previous hidden state  $h_{t-1}$
  - Vector for current word  $x_t$
- Learn linear function of both inputs, add bias, apply non-linearity
- Parameters: Recurrence params ( $W_h, W_x, b$ ), initial hidden state  $h_0$ , word vectors

# Recurrence vs. Depth



- Deep networks (i.e., adding more layers)
  - Computation graph becomes longer
  - Number of parameters also grows; each step uses new parameters
- Recurrent neural networks
  - Computation graph becomes longer
  - Number of parameters **fixed**; each step uses **same parameters**

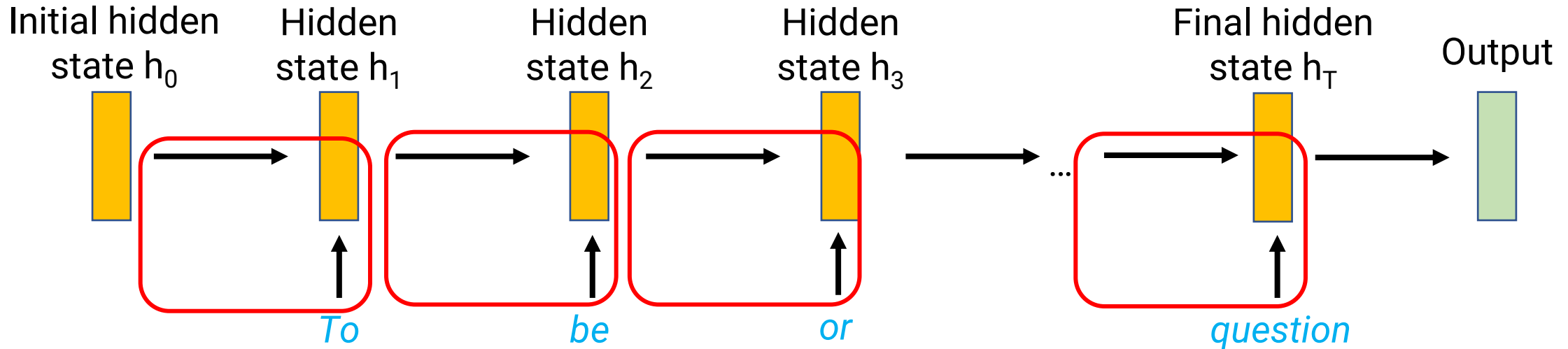
# Recurrence and Depth



- You can have multiple layers of recurrence too!
  - Left-to-right axis (“time dimension”): Length is size of input, same parameters in each step
  - Top-to-bottom axis (“depth dimension”): Length is depth of network, different parameters in each row



# Training an RNN



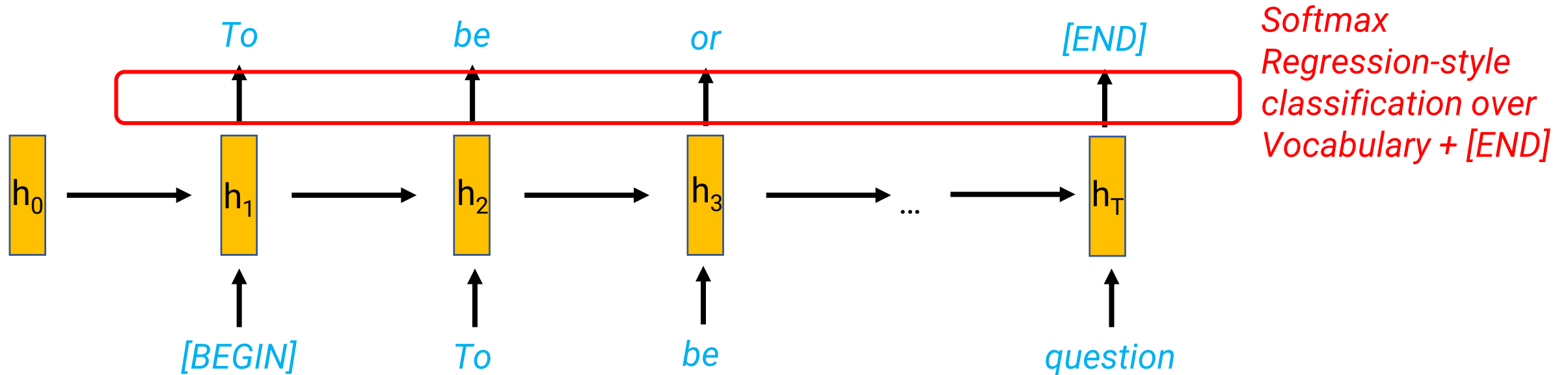
- Same recipe: Backpropagation to compute gradients + gradient descent
- Must backpropagate through whole computation graph
  - “Backpropagation through time”
  - Same weights for recurrence used at every time step; total change to weights is added up for each timestep

# Outline

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- Recurrent Neural Networks (RNNs) for sequential data
- Language modeling and Long-range dependencies
- Vanishing gradients and Gated RNNs

# Language Modeling (“Decoder only”)



- At each step, predict the next word given current hidden state
  - Essentially a softmax regression “head”—takes in hidden state, outputs distribution over Vocabulary + [END]
- Start with special  $[BEGIN]$  token (so the first word model generates is first real word)
- One step’s output becomes next step’s input (“autoregressive”)
- To mark end of sequence, model should predict the  $[END]$  token
- Called a “Decoder” because it looks at the hidden state and “decodes” the next word

# Long-Range Dependencies

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- Every step, you update the hidden state with the current word
- Over time, information from many words ago can easily get lost!
- This means RNNs can struggle to model **long-range dependencies**

*The keys to the cabinet \_\_\_\_ (on the table)*  
*plural                      singular*

# Long-Range Dependencies

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- Every step, you update the hidden state with the current word
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- This means RNNs can struggle to model **long-range dependencies**

*The **keys** to the cabinet **are** (on the table)*  
plural singular

# Long-Range Dependencies

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- Every step, you update the hidden state with the current word
- Over time, information from many words ago can easily get lost!
- This means RNNs can struggle to model **long-range dependencies**

*The **keys** to the cabinet by the door **are** (on the table)*

# Long-Range Dependencies

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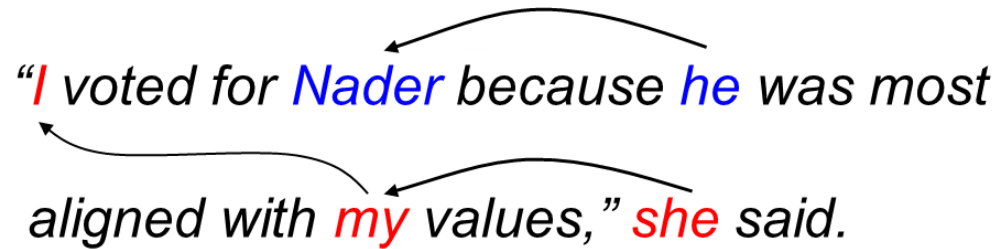
- Every step, you update the hidden state with the current word
- Over time, information from many words ago can easily get lost!
- This means RNNs can struggle to model **long-range dependencies**

*The **keys** to the cabinet by the door on the left **are** (on the table)*

# Long-Range Dependencies

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*"I voted for Nader because he was most aligned with my values," she said.*



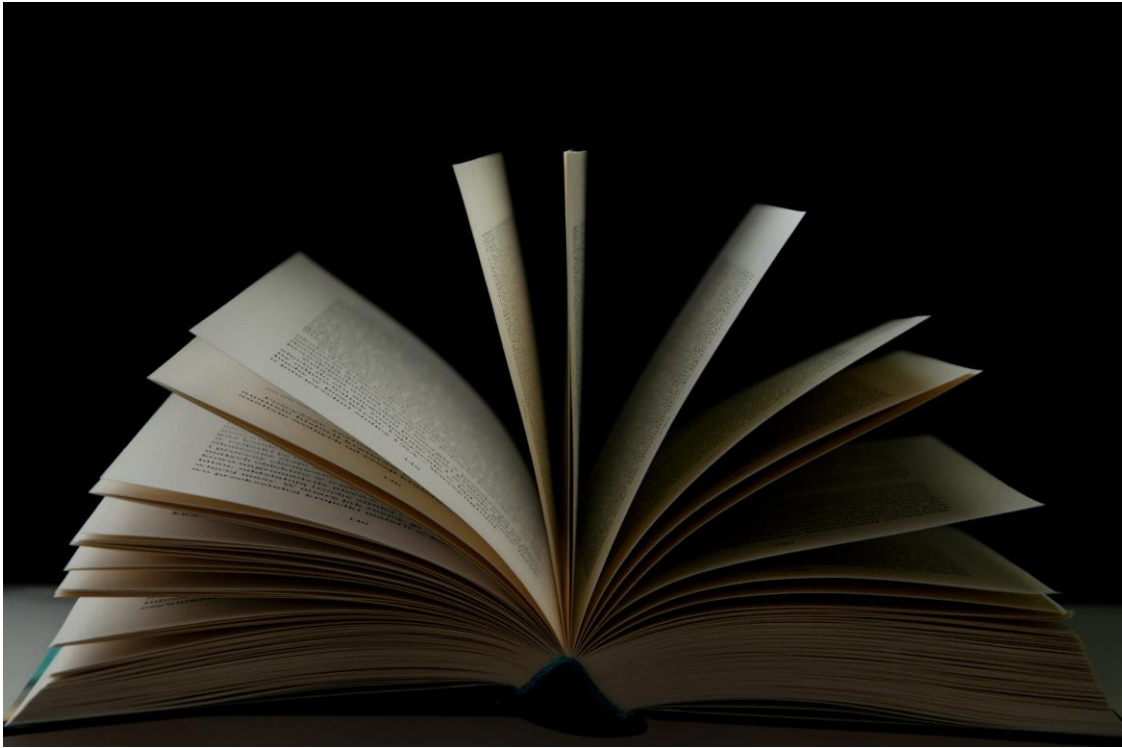
The diagram illustrates coreference relationships in the sentence "I voted for Nader because he was most aligned with my values," she said. Three curved arrows indicate these relationships: one from "I" to "she", one from "Nader" to "he", and one from "my" to "values".

- “Coreference”: When two words refer to the same underlying person/place/thing
  - Pronouns typically **corefer** to an **antecedent** (something mentioned earlier in the text)
- Coreference relationships can even span multiple sentences



# Even longer-range dependencies

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- Imagine trying to generate a novel...
  - Same set of characters
  - Characters have to behave in consistent ways
  - Sensible ordering of events

# Announcements

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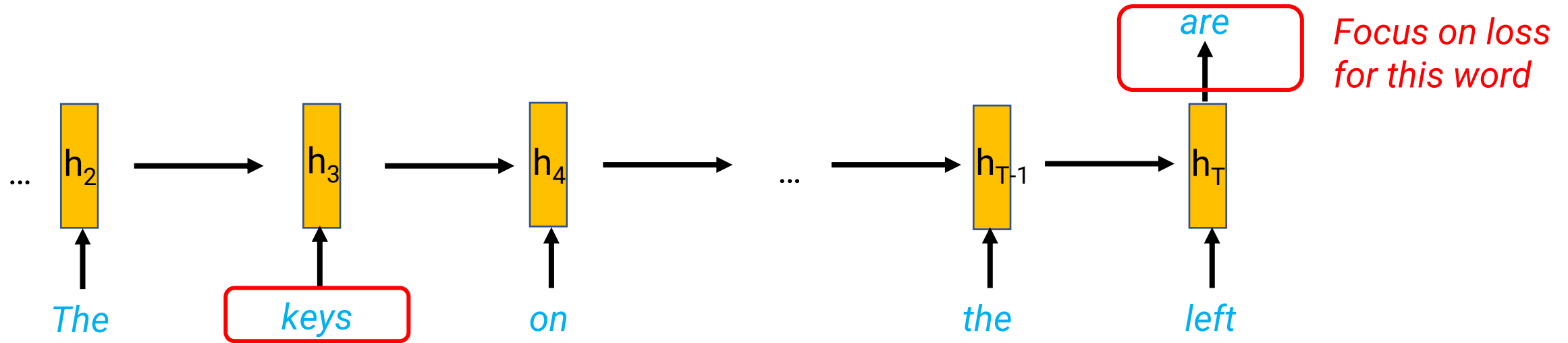
- HW2 due this Thursday
- Thursday class: A bit more on RNNs + first half review
- Section Friday: Midterm Review (practice exam + questions)
- Midterm exam next Tuesday, October 10
  - In-class, 80 minutes, one double-sided 8.5x11 sheet of notes
  - Practice exam posted
  - Room assignments (also on Piazza)
    - Last name A-O: LVL 17 (this room)
    - Last name P-Z: THH 116

# Outline

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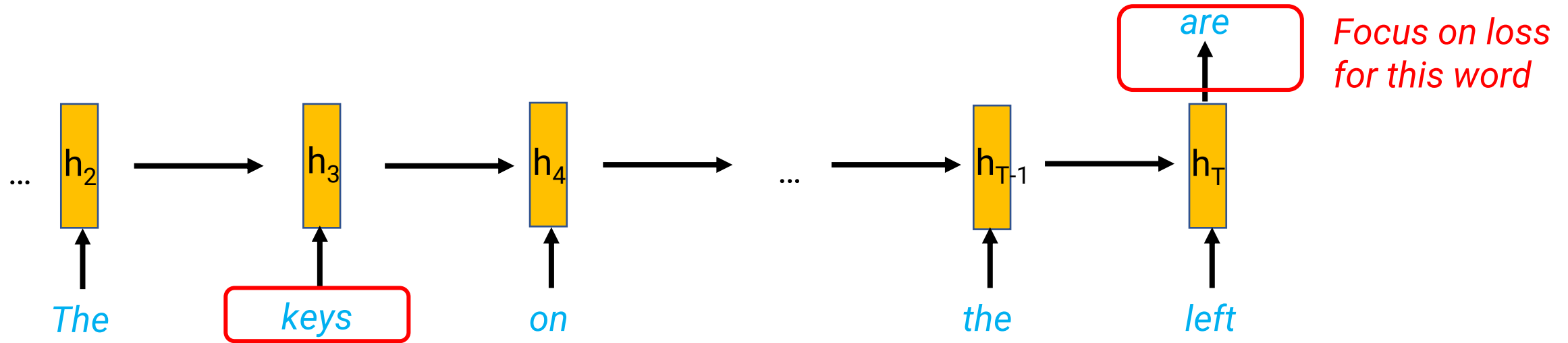
- Recurrent Neural Networks (RNNs) for sequential data
- Language modeling and Long-range dependencies
- **Vanishing gradients and Gated RNNs**

# Backpropagation through time, revisited



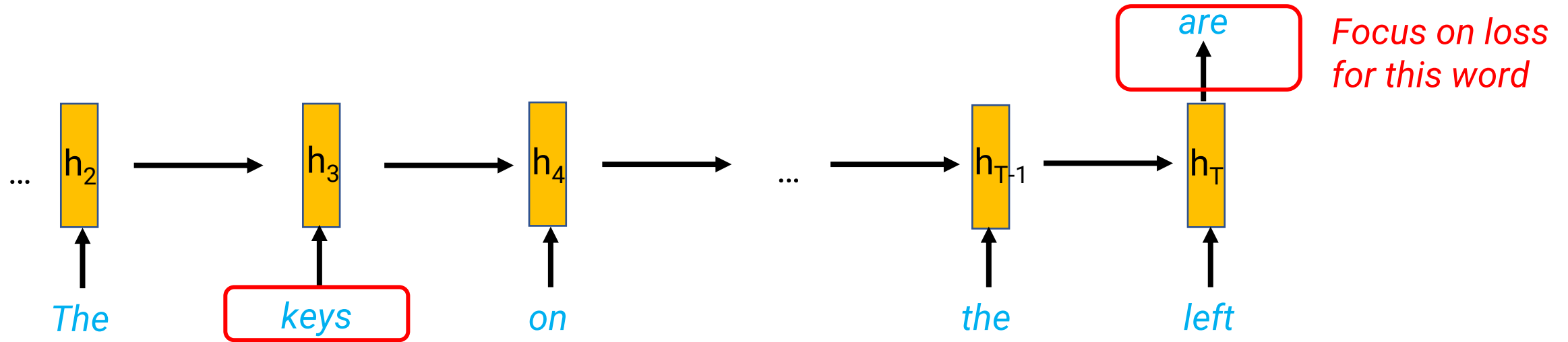
- Model needs to know that the correct word is  $are$  because of the word  $keys$ !
- Let's backpropagate the loss on generating  $are$  to the word vector parameters for  $keys$ 
  - For simplicity, let's assume all the hidden states are just 1-dimensional
  - Step 1: Compute  $\delta Loss / \delta(h_T)$
  - Step 2: Compute  $\delta Loss / \delta(h_{T-1}) = \delta Loss / \delta(h_T) * \delta(h_T) / \delta(h_{T-1})$
  - Step 3: Compute  $\delta Loss / \delta(h_{T-2}) = \delta Loss / \delta(h_T) * \delta(h_T) / \delta(h_{T-1}) * \delta(h_{T-1}) / \delta(h_{T-2})$
  - ...
  - Gradient through " $keys$ " hidden state:  $\delta Loss / \delta(h_T) * \delta(h_T) / \delta(h_{T-1}) * \delta(h_{T-1}) / \delta(h_{T-2}) * \dots * \delta(h_3) / \delta(h_2)$
  - Gradient through " $keys$ " word vector:  $\delta Loss / \delta(h_T) * \delta(h_T) / \delta(h_{T-1}) * \delta(h_{T-1}) / \delta(h_{T-2}) * \dots * \delta(h_3) / \delta(h_2) * \delta(h_2) / \delta(x_2)$

# The Vanishing Gradient Problem



- Gradient through "keys" word vector:  $\delta \text{Loss} / \delta(h_T) * \delta(h_T) / \delta(h_{T-1}) * \delta(h_{T-1}) / \delta(h_{T-2}) * \dots * \delta(h_3) / \delta(h_2) * \delta(h_2) / \delta(x_2)$ 
  - What is each individual  $\delta(h_t) / \delta(h_{t-1})$  term?
  - Elman network:  $h_t = \tanh(W_h h_{t-1} + W_x x_t + b)$ ,  $\frac{\delta h_t}{\delta h_{t-1}} = \underbrace{\tanh'(W_h h_{t-1} + W_x x_t + b)}_{\text{Ignore for now}} \cdot \underbrace{W_h}_{\text{The same parameter over and over!}}$
  - After  $t$  timesteps, have a factor of  $(W_h)^t$  (to the  $t$ -th power)!
  - If  $W_h \ll 1$ , this quickly becomes 0 ("vanishes")

# The Vanishing Gradient Problem



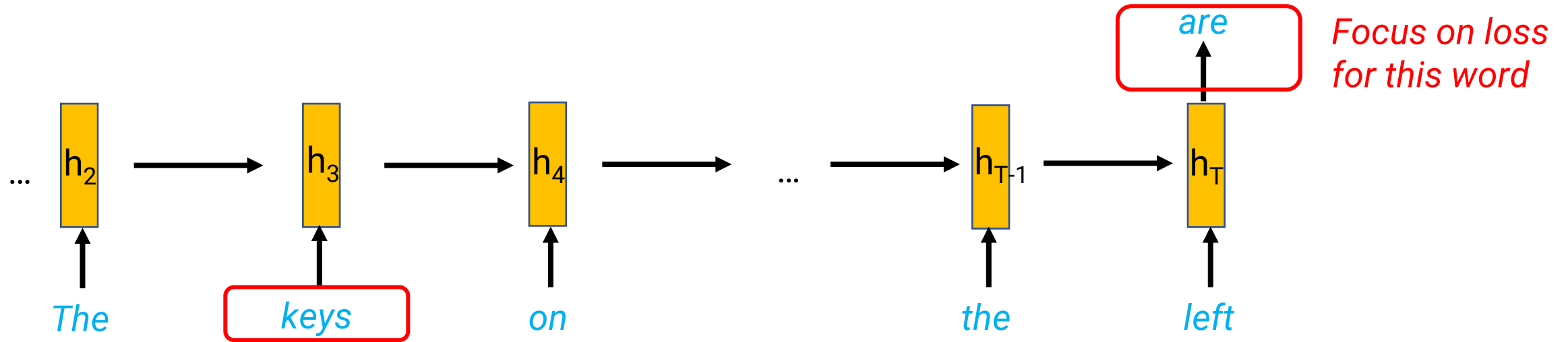
- Vanishing Gradients: Updates to one word/hidden state not influenced by loss on words many steps in the future
  - Illustrated only for 1-dimensional hidden states, but same thing happens when states are vectors/parameters are matrices
- Result: Hard for model to learn long-range dependencies!

# Vanishing and Exploding

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- Vanishing gradient occurs because
  - Gradient w.r.t. words  $t$  steps in the past has  $(W_h)^t$
  - And when  $W_h \ll 1$  (e.g., at initialization time)
- What if  $W_h > 1$ ?
  - Gradients get bigger as you go backwards in time: Exploding gradients!
  - Vanishing gradients more usual, but explosion can happen too
- Quick fix: Gradient Clipping
  - If gradient is super large, “clip” it to some maximum amount
    - Rescale the total vector to some maximum norm
    - Clip each entry to be within some minimum/maximum value
- Outside of RNNs, vanishing/exploding gradients can happen whenever you have long computation graphs with lots of multiplications

# Avoiding Vanishing Gradients



- Where did we go wrong?

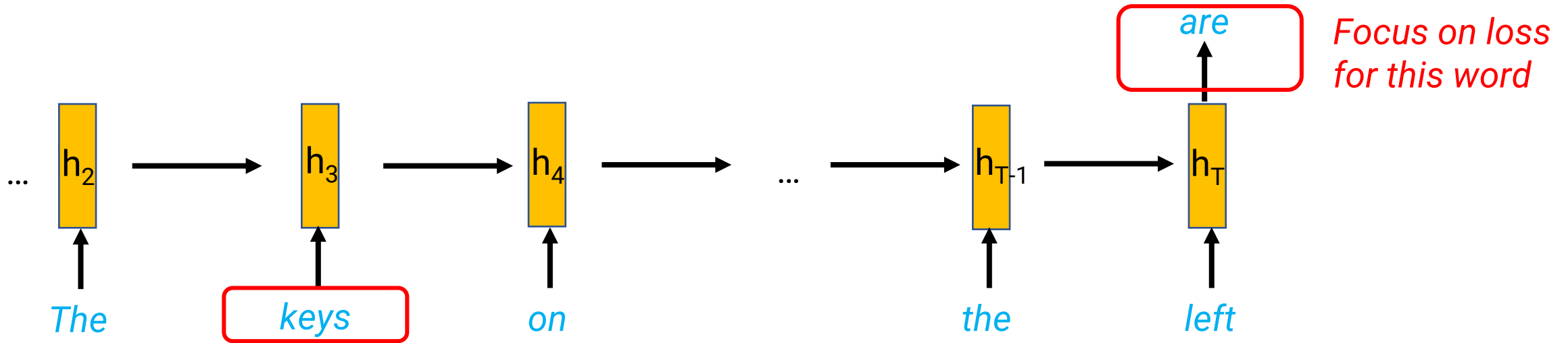
$$h_t = \tanh(W_h h_{t-1} + W_x x_t + b), \quad \frac{\delta h_t}{\delta h_{t-1}} = \tanh'(W_h h_{t-1} + W_x x_t + b) \cdot W_h$$

**Multiplicative**  
relationship between previous  
state and next state

Leads to repeated  
multiplication by  $W_h$



# Avoiding Vanishing Gradients



- Extreme idea: A purely additive relationship

- Pro: No vanishing gradients
- Pro: Old hidden state carried through to all future times
- Con: May be good to “forget” irrelevant information about old states

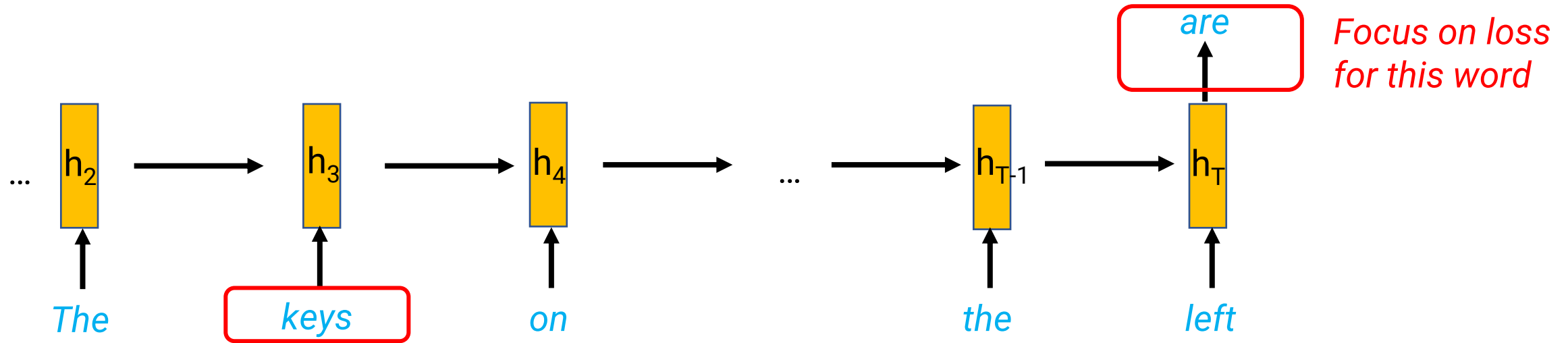
$$h_t = h_{t-1} + \underbrace{g(h_{t-1}, x_t)}_{\text{Additive relationship}}$$

Additive relationship

$$\frac{\delta h_t}{\delta h_{t-1}} = 1 + \underbrace{\frac{\delta}{\delta h_{t-1}} g(h_{t-1}, x_t)}_{\text{Gradients also add, not multiply}}$$

Gradients also add, not multiply

# Avoiding Vanishing Gradients



- Middle-ground: **Gated** recurrence relationship
  - Additive component makes gradients add, not multiply = less vanishing gradients
  - Forget gate allows for selectively “forgetting” some neurons within hidden state
  - When forget gate is all 1’s, becomes the purely additive model (no vanishing)

Elementwise multiplication

$$h_t = h_{t-1} \odot \underbrace{f(h_{t-1}, x_t)}_{\substack{\text{“forget gate”} \\ \text{in } [0, 1]}} + \underbrace{g(h_{t-1}, x_t)}_{\substack{\text{Additive} \\ \text{relationship}}}$$

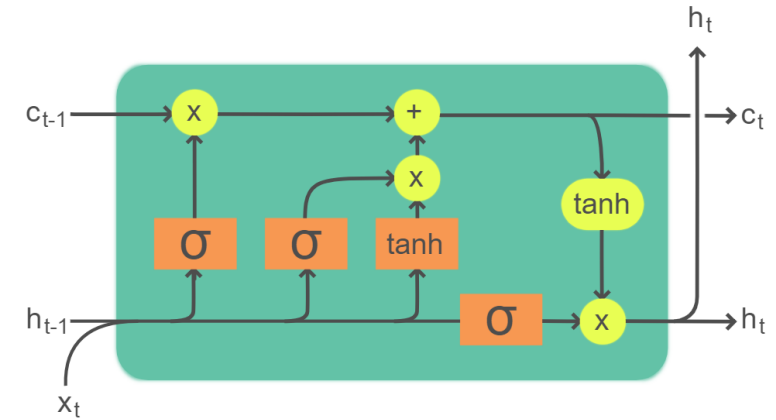
# Gated Recurrent Units (GRUs)

- One type of gated RNN
  - Here  $z$  is the “forget gate” vector
  - Where  $z_i = 0$ :
    - Forget this neuron
    - Allow updating its value
  - Where  $z_i = 1$ :
    - Don’t forget this neuron
    - Do not allow updating its value
- Parameters:  $W$ ,  $U$ , plus parameters of  $g$ 
  - ( $g$  has a slightly complicated form not shown, has its own parameters)

$$h_t = h_{t-1} \odot z + \overbrace{g(x_t, h_{t-1}) \odot (1 - z)}^{\text{Additive relationship}}$$
$$z = \sigma(\underbrace{Wx_t + Uh_{t-1}}_{\text{Sigmoid ensures gate is between 0 and 1}})$$

# Long Short-Term Memory (LSTM)

- Another, more complicated gated RNN
- Commonly used in practice
- What's the idea?
  - Split the hidden state into normal hidden state  $h_t$  and “cell” state  $c_t$
  - Cell state uses gated recurrence
  - Hidden state is gated function of cell state



Legend:

Layer	Componentwise	Copy	Concatenate

# What do LSTMs learn?

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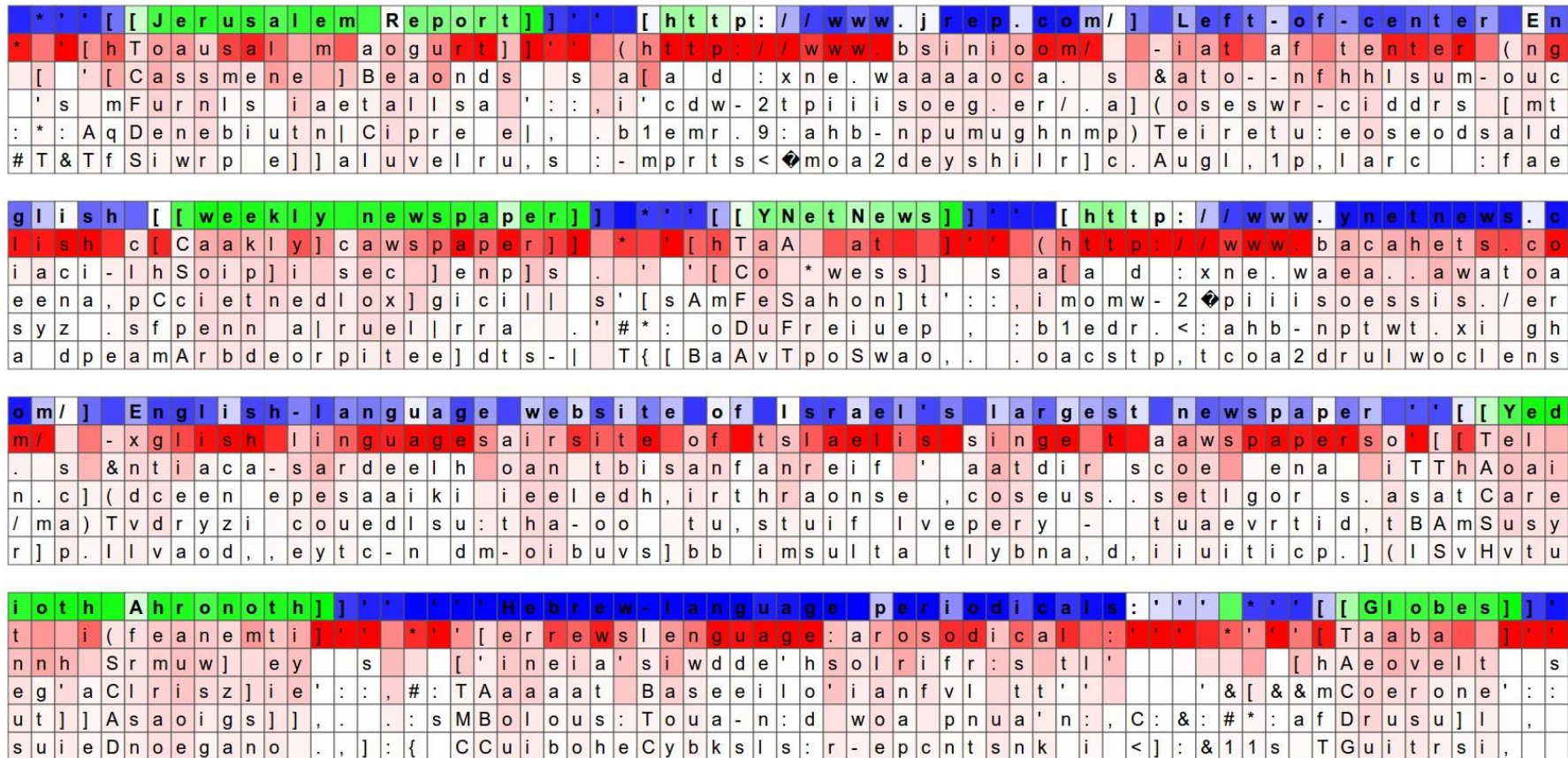
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- Here: a character-level LSTM (not word-level)
- Blue/Green: Low/high values of 1 neuron
- Below: Top-5 predictions for next character
- This neuron seems to detect whether we're inside a URL



# What do LSTMs learn?



- Here: a character-level LSTM (not word-level)
- Blue/Green: Low/high values of 1 neuron
- Below: Top-5 predictions for next character
- This neuron fires only inside a Markdown `[[link]]` (so it knows when to close the square brackets?)

# Conclusion

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- Deep Learning for Language must deal with possibly long inputs
- RNNs handle arbitrarily long inputs with fixed number of parameters
- Need to handle long-range dependencies, but hard to learn due to vanishing gradients
- Gated RNNs (GRUs, LSTMs) can reduce vanishing gradient problems