#### Recurrent neural networks in C

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June 6, 2019



#### Motivation

- Quantum computers require complex unitary weights.
- Fourier transforms produce complex representations.
- Encoding data in magnitude and phase may enable us create a richer representation.
- Complex analysis is a well studied (and very interesting!) subject, lets merge it with machine learning and see what happens.

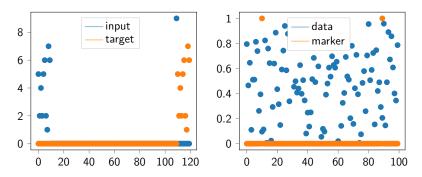


Figure: Illustrations of the memory problem on the left and the adding problem on the right.

# Wirtinger-Calculus [Wir27][MG09][KD09]

For a complex function f(z) = u(x, y) - iv(x, y) we have:

$$\mathbb{R}\text{-derivative} \triangleq \frac{\partial f}{\partial z}|_{\bar{z}=\text{const}} = \frac{1}{2}(\frac{\partial f}{\partial x} - i\frac{\partial f}{\partial y}), \tag{1}$$

$$\overline{\mathbb{R}}\text{-derivative} \triangleq \frac{\partial f}{\partial \overline{z}}|_{z=\text{const}} = \frac{1}{2} \left( \frac{\partial f}{\partial x} + i \frac{\partial f}{\partial y} \right). \tag{2}$$

Based on these derivatives, one can define the chain rule for a function g(f(z)) as follows:

$$\frac{\partial g(f(z))}{\partial z} = \frac{\partial g}{\partial f} \frac{\partial f}{\partial z} + \frac{\partial g}{\partial \bar{f}} \frac{\partial f}{\partial z} \text{ where } \bar{f} = u(x, y) - iv(x, y). \quad (3)$$

Theoretical tool to convince ourselves, that it's ok to work with equivalent real networks.

# Unitary Evolution matrix RNN-Motivation [ASB16][Pas13]

$$\mathbf{x}_t = \mathbf{W}_{\mathsf{rec}} f(\mathbf{x}_{t-1}) + \mathbf{W}_{\mathsf{in}} \mathbf{u}_t + \mathbf{b}.$$
 (4)

$$\frac{\partial \mathcal{E}}{\partial \theta} = \sum_{1 \le t \le T} \frac{\mathcal{E}_t}{\partial \theta},\tag{5}$$

$$\frac{\partial \mathcal{E}_t}{\partial \theta} = \sum_{1 \le k \le t} \left( \frac{\mathcal{E}_t}{\partial \mathbf{x}_t} \frac{\partial \mathbf{x}_t}{\mathbf{x}_k} \frac{\partial^+ \mathbf{x}_k}{\partial \theta} \right), \tag{6}$$

$$\frac{\partial \mathbf{x}_{t}}{\partial \mathbf{x}_{k}} = \prod_{t \geq i \geq k} \frac{\partial \mathbf{x}_{i}}{\partial \mathbf{x}_{i-1}} = \prod_{t \geq i \geq k} W_{\text{rec}}^{T} \text{diag}(f'(\mathbf{x}_{i-1})). \tag{7}$$

## Stiefel Manifold Weight Updates [WPH+16]

$$\mathbf{W}_{k+1} = (\mathbf{I} + \frac{\lambda}{2} \mathbf{A}_k)^{-1} (\mathbf{I} - \frac{\lambda}{2} \mathbf{A}_k) \mathbf{W}_k, \tag{8}$$

where 
$$\mathbf{A} = \mathbf{W} \overline{\nabla_{\mathbf{w}} F}^T - \overline{\mathbf{W}}^T \nabla_{\mathbf{w}} F.$$
 (9)

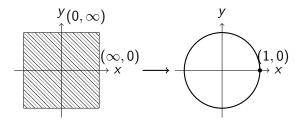


Figure: Fix the optimized matrix eigenvalues onto the unit circle. The key idea behind stiefel-manifold optimization.

### The linear unitary case

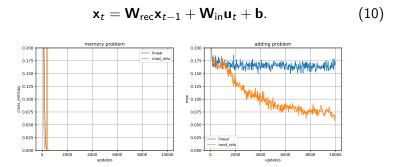
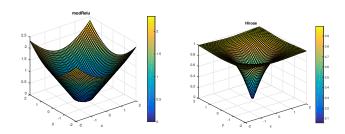


Figure: Performance of linear and mod-Relu activated unitary RNNs on the memory (left) and adding (right) problems for T=50. All networks have approx. 40k weights.

## Complex equivalents of tanh and Relu



$$f_{\mathsf{Hirose}}(z) = \tanh\left(\frac{|z|}{m^2}\right) e^{-i\cdot\theta_z} = \tanh\left(\frac{|z|}{m^2}\right) \frac{z}{|z|},$$
 (11)

$$f_{\text{modReLU}}(z) = \text{ReLU}(|z| + b)e^{-i\cdot\theta_z} = \text{ReLU}(|z| + b)\frac{z}{|z|}.$$
 (12)

We will compare their performance as state-to-state non-linearities.

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## Unitary evolution network performance

$$\mathbf{x}_t = \mathbf{U}_{\mathsf{rec}} f(\mathbf{x}_{t-1}) + \mathbf{W}_{\mathsf{in}} \mathbf{u}_t + \mathbf{b}. \tag{13}$$

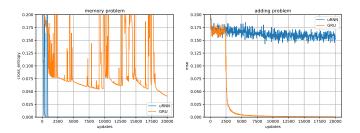
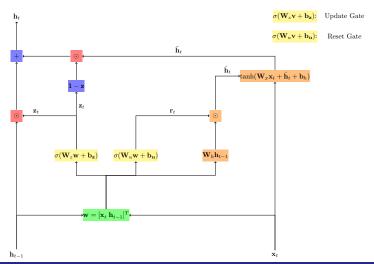


Figure: Current state of the art performance on memory and adding problem for T=250. Models have approximately 40k weights.

# The gated recurrent unit



# Complex gated Recurrent Recurrent Nets [WY18a]

Gate equation:

$$\mathbf{g}_r = f_g(\mathbf{z}_r), \quad \text{where} \quad \mathbf{z}_r = \mathbf{W}_r \mathbf{h} + \mathbf{V}_r \mathbf{x}_t + \mathbf{b}_r, \quad (14)$$

$$\mathbf{g}_z = f_g(\mathbf{z}_z), \quad \text{where} \quad \mathbf{z}_z = \mathbf{W}_z \mathbf{h} + \mathbf{V}_z \mathbf{x}_t + \mathbf{b}_z, \quad (15)$$

Update equations:

$$\widetilde{\mathbf{z}}_t = \mathbf{W}(\mathbf{g}_r \odot \mathbf{h}_{t-1}) + \mathbf{V}\mathbf{x}_t + \mathbf{b},$$
 (16)

$$\mathbf{h}_t = \mathbf{g}_z \odot f_a(\widetilde{\mathbf{z}}_t) + (1 - \mathbf{g}_z) \odot \mathbf{h}_{t-1}, \tag{17}$$

 $\mathbb{C} \to \mathbb{R}$ , mapping:

$$\mathbf{o}_r = \mathbf{W}_o[\Re(\mathbf{h}) \Im(\mathbf{h})] + \mathbf{b}_o. \tag{18}$$

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## Complex gate activations

$$f_{\text{mod sigmoid}}(\mathbf{z}) = \sigma(\alpha \Re(\mathbf{z}) + \beta \Im(\mathbf{z})).$$
 (19)

With  $\alpha \in [0,1]$  and  $\beta = (1-\alpha)$ .

## Comparison to state of the art

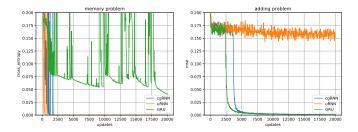


Figure: Comparison of our complex gated RNN (cgRNN, blue,  $n_h$ =80) with the unitary RNN [ASB16](uRNN, orange,  $n_h$ =140) and standard GRU [CvMG<sup>+</sup>14](orange,  $n_h$ =112) on the memory (left) and adding (right) problem for T=250.

## Stiefel optimization and activations

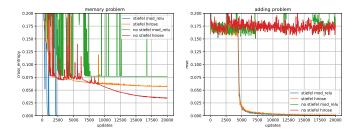


Figure: Comparison of non-linearities and norm preserving state transition matrices on the complex gated RNNs for the memory (a) and adding (b) problems for T=250. We use  $n_h=80$  for all experiments.

## Weight reducitons on mocap data

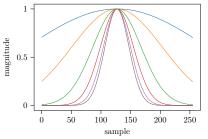
Table 2: Comparison of our cgRNN with the GRU [28] on human motion prediction.

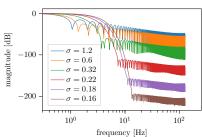
| Action           | cgRNN |        |       |       | GRU[28] |       |       |       |
|------------------|-------|--------|-------|-------|---------|-------|-------|-------|
|                  | 80ms  | 160 ms | 320ms | 400ms | 80ms    | 160ms | 320ms | 400ms |
| walking          | 0.29  | 0.48   | 0.74  | 0.84  | 0.27    | 0.47  | 0.67  | 0.73  |
| eating           | 0.23  | 0.38   | 0.66  | 0.82  | 0.23    | 0.39  | 0.62  | 0.77  |
| smoking          | 0.31  | 0.58   | 1.01  | 1.1   | 0.32    | 0.6   | 1.02  | 1.13  |
| discussion       | 0.33  | 0.72   | 1.02  | 1.08  | 0.31    | 0.7   | 1.05  | 1.12  |
| directions       | 0.41  | 0.65   | 0.83  | 0.93  | 0.41    | 0.65  | 0.83  | 0.96  |
| greeting         | 0.53  | 0.87   | 1.26  | 1.43  | 0.52    | 0.86  | 1.30  | 1.47  |
| phoning          | 0.58  | 1.09   | 1.57  | 1.72  | 0.59    | 1.07  | 1.50  | 1.67  |
| posing           | 0.37  | 0.72   | 1.38  | 1.65  | 0.64    | 1.16  | 1.82  | 2.1   |
| purchases        | 0.61  | 0.86   | 1.21  | 1.31  | 0.6     | 0.82  | 1.13  | 1.21  |
| sitting          | 0.46  | 0.75   | 1.22  | 1.44  | 0.44    | 0.73  | 1.21  | 1.45  |
| sitting down     | 0.55  | 1.02   | 1.54  | 1.73  | 0.48    | 0.89  | 1.36  | 1.57  |
| taking photo     | 0.29  | 0.59   | 0.92  | 1.07  | 0.29    | 0.59  | 0.95  | 1.1   |
| waiting          | 0.35  | 0.68   | 1.16  | 1.36  | 0.33    | 0.65  | 1.14  | 1.37  |
| walking dog      | 0.57  | 1.09   | 1.45  | 1.55  | 0.54    | 0.94  | 1.32  | 1.49  |
| walking together | 0.27  | 0.53   | 0.77  | 0.86  | 0.28    | 0.56  | 0.8   | 0.88  |
| average          | 0.41  | 0.73   | 1.12  | 1.26  | 0.42    | 0.74  | 1.12  | 1.27  |

Our cgRNN ( $n_h = 512$ , 1.8M params) predicts human motions which are either comparable or slightly better than the real-valued GRU [28] ( $n_h = 1024$ , 3.4M params) despite having only approximately half the parameters.

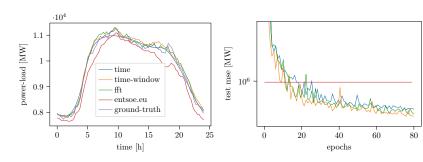
#### The Short time Fourier transform

$$\mathbf{X}[\omega, Sm] = \mathcal{F}_{s}(\mathbf{x}) = \mathcal{F}(\mathbf{w}[Sm - l]\mathbf{x}[l]) = \sum_{l=-\infty}^{\infty} \mathbf{w}[Sm - l]\mathbf{x}[l]e^{-j\omega l},$$
(20)



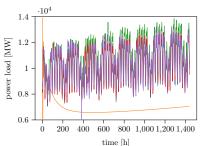


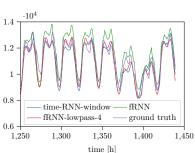
# Learning trough the STFT [WY18b]



# Learning trough the STFT [WY18b]

| Network           | mse [MW]           | weights | run [min] |
|-------------------|--------------------|---------|-----------|
| time-RNN          | $1.3 \cdot 10^{7}$ | 13k     | 772       |
| time-RNN-windowed | $8.8 \cdot 10^{5}$ | 28k     | 12        |
| fRNN              | $8.3 \cdot 10^{5}$ | 44k     | 13        |
| fRNN-lowpass-1/4  | $7.6 \cdot 10^{5}$ | 20k     | 13        |
| fRNN-lowpass-1/8  | $1.3\cdot 10^6$    | 16k     | 13        |





# Upcoming: Temporal Convolutions in the frequency domain

- The STFT turns sequences of numbers into images.
- What happens if we convolve these in time and frequency?
- What is the best way to convolve in frequency and time?
- How can recurrent connections and convolutions best be used together?

#### References I

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#### Discussion

Thanks for your attention and feedback.

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