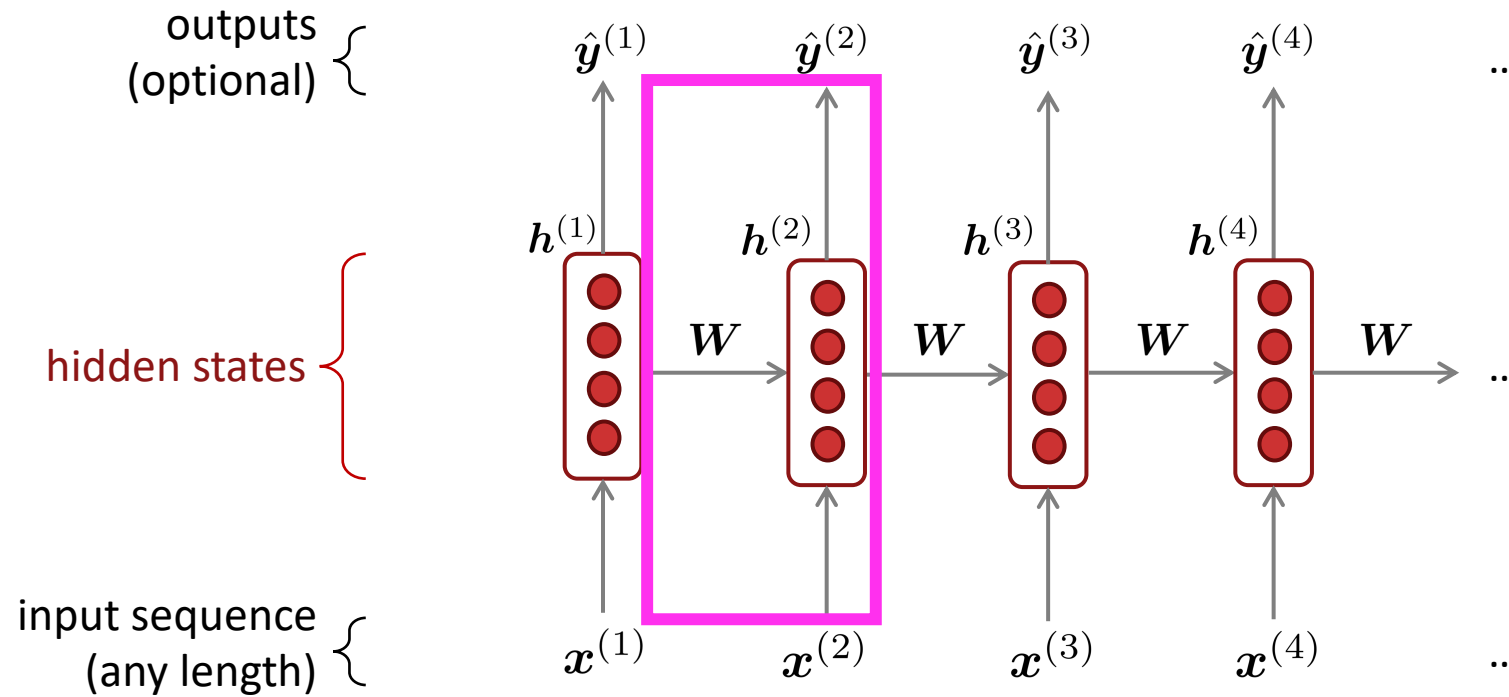


# Recurrent Neural Networks (RNN)

A family of neural architectures

**Core idea:** Apply the same weights  $W$  repeatedly

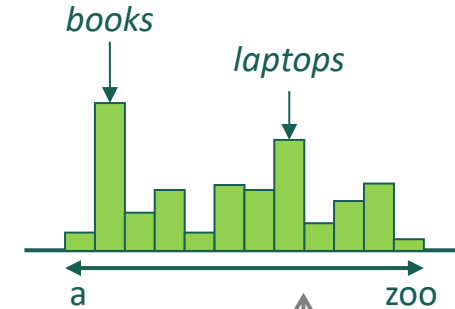


# A Simple RNN Language Model

$$\hat{y}^{(4)} = P(x^{(5)} | \text{the students opened their})$$

output distribution

$$\hat{y}^{(t)} = \text{softmax}(U\mathbf{h}^{(t)} + \mathbf{b}_2) \in \mathbb{R}^{|V|}$$



hidden states

$$\mathbf{h}^{(t)} = \sigma(\mathbf{W}_h \mathbf{h}^{(t-1)} + \mathbf{W}_e \mathbf{e}^{(t)} + \mathbf{b}_1)$$

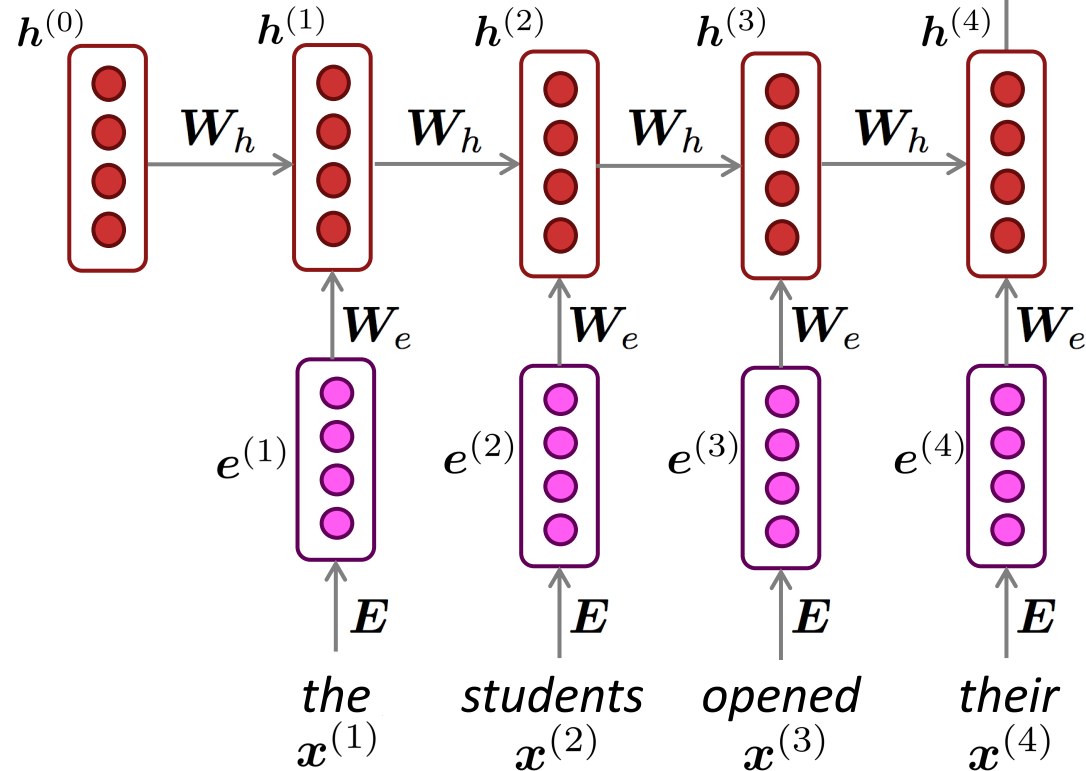
$\mathbf{h}^{(0)}$  is the initial hidden state

word embeddings

$$\mathbf{e}^{(t)} = \mathbf{E} \mathbf{x}^{(t)}$$

words / one-hot vectors

$$\mathbf{x}^{(t)} \in \mathbb{R}^{|V|}$$



*Note: this input sequence could be much longer now!*

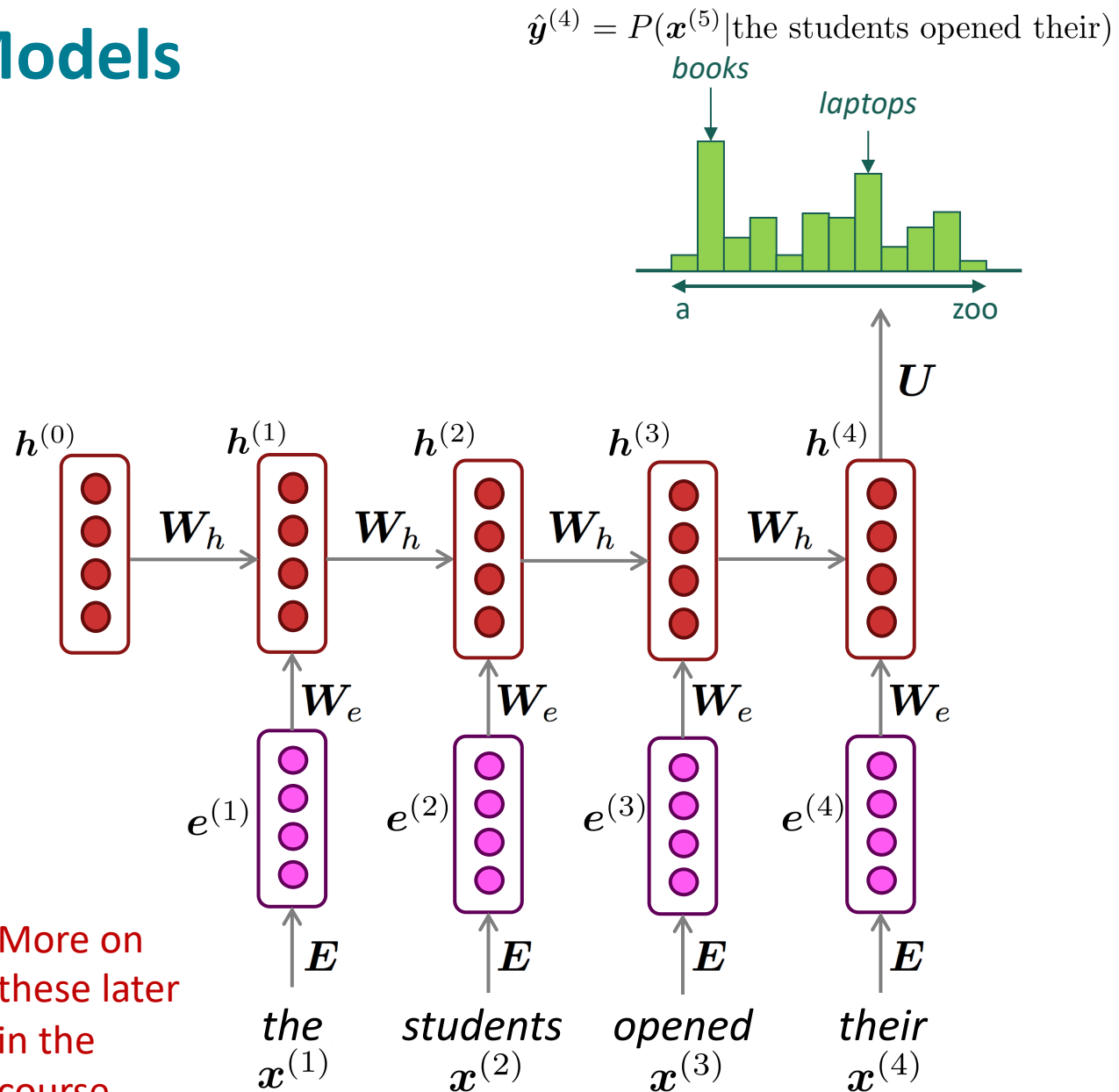
# RNN Language Models

## RNN Advantages:

- Can process **any length** input
- Computation for step  $t$  can (in theory) use information from **many steps back**
- **Model size doesn't increase** for longer input context
- Same weights applied on every timestep, so there is **symmetry** in how inputs are processed.

## RNN Disadvantages:

- Recurrent computation is **slow**
  - In practice, difficult to access information from **many steps back**
- More on these later in the course



# Training an RNN Language Model

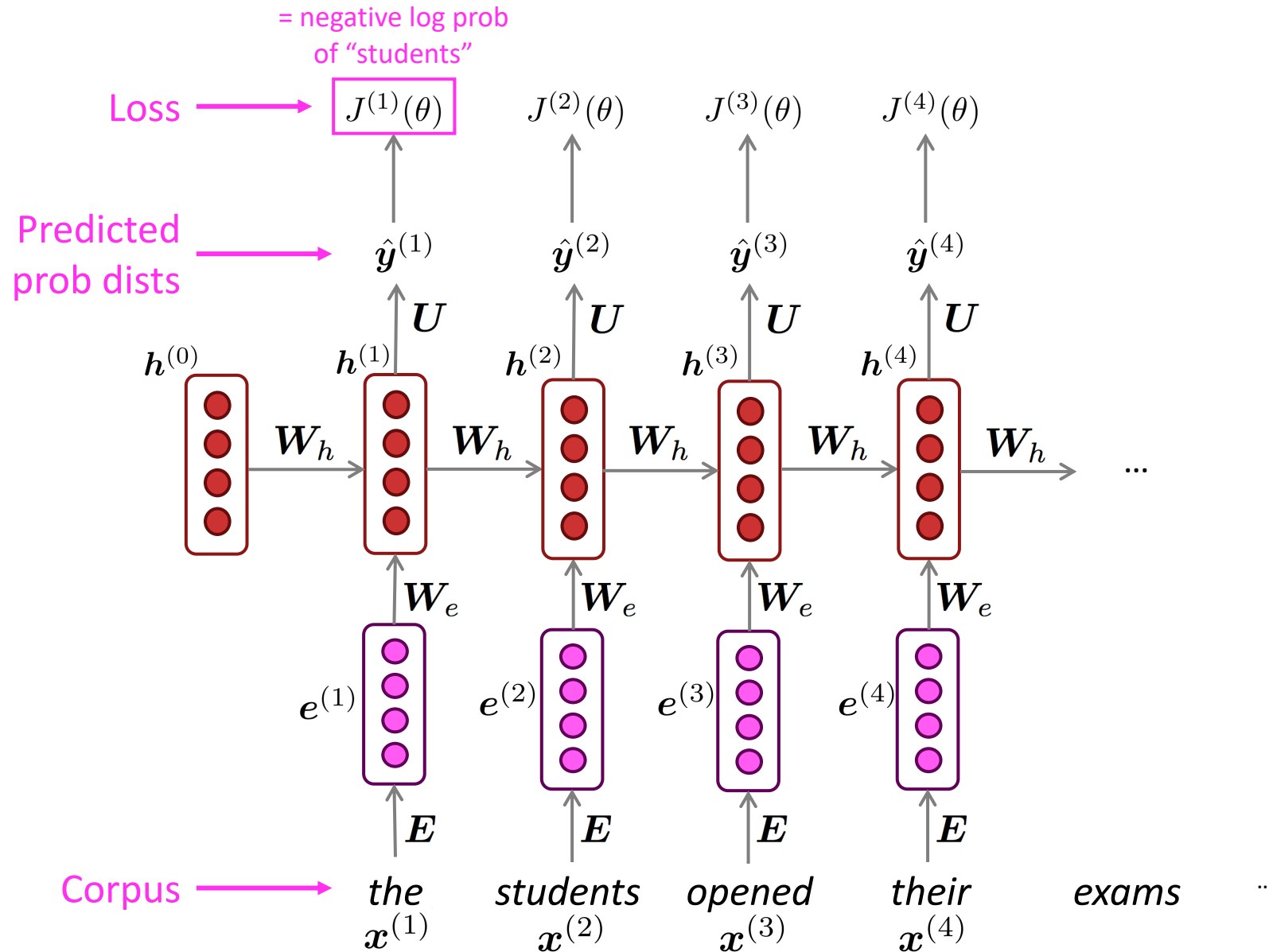
- Get a **big corpus of text** which is a sequence of words  $x^{(1)}, \dots, x^{(T)}$
- Feed into RNN-LM; compute output distribution  $\hat{\mathbf{y}}^{(t)}$  **for every step  $t$** .
  - i.e. predict probability dist of *every word*, given words so far
- **Loss function** on step  $t$  is **cross-entropy** between predicted probability distribution  $\hat{\mathbf{y}}^{(t)}$ , and the true next word  $\mathbf{y}^{(t)}$  (one-hot for  $x^{(t+1)}$ ):

$$J^{(t)}(\theta) = CE(\mathbf{y}^{(t)}, \hat{\mathbf{y}}^{(t)}) = - \sum_{w \in V} \mathbf{y}_w^{(t)} \log \hat{\mathbf{y}}_w^{(t)} = - \log \hat{\mathbf{y}}_{x_{t+1}}^{(t)}$$

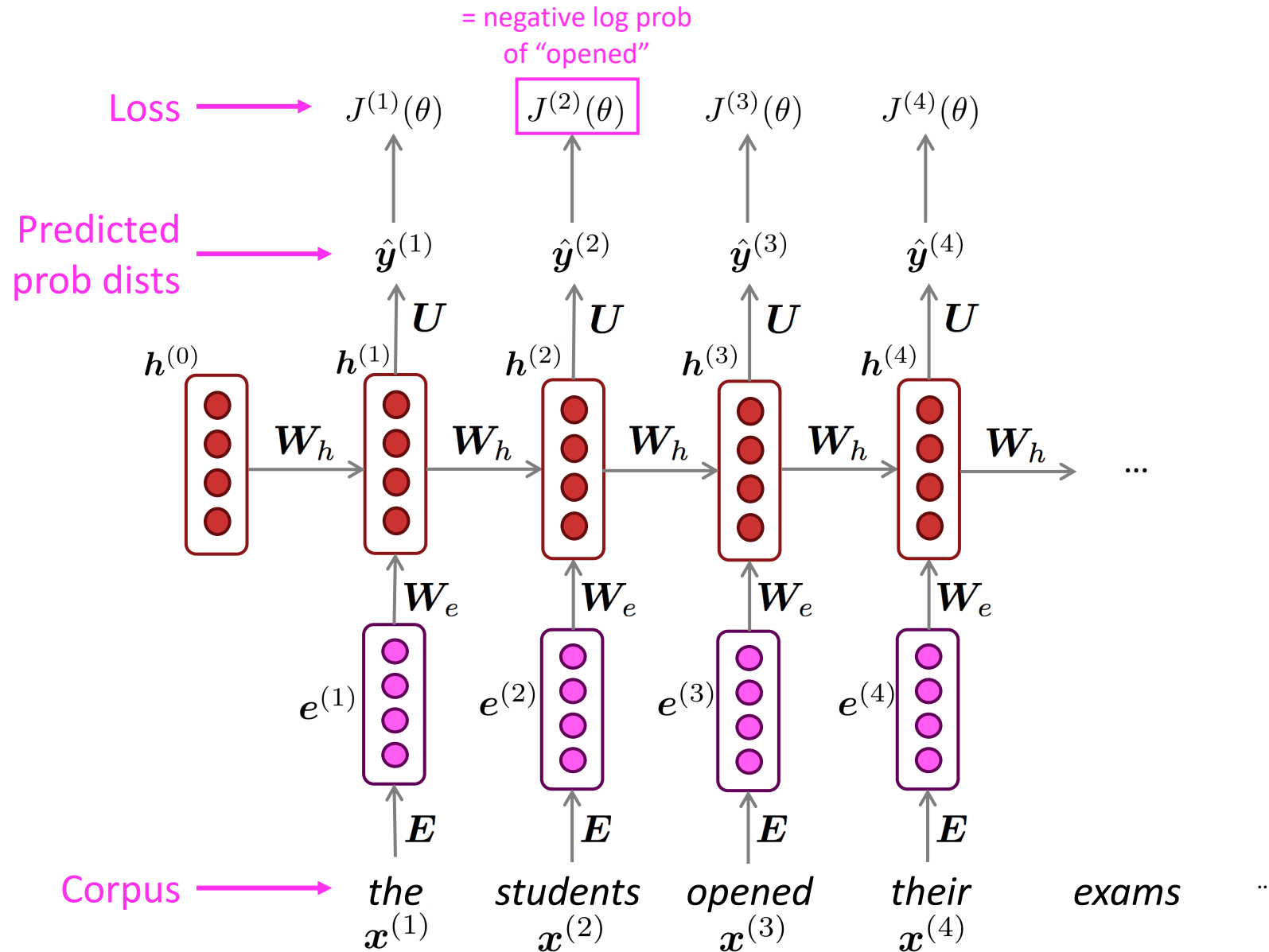
- Average this to get **overall loss** for entire training set:

$$J(\theta) = \frac{1}{T} \sum_{t=1}^T J^{(t)}(\theta) = \frac{1}{T} \sum_{t=1}^T - \log \hat{\mathbf{y}}_{x_{t+1}}^{(t)}$$

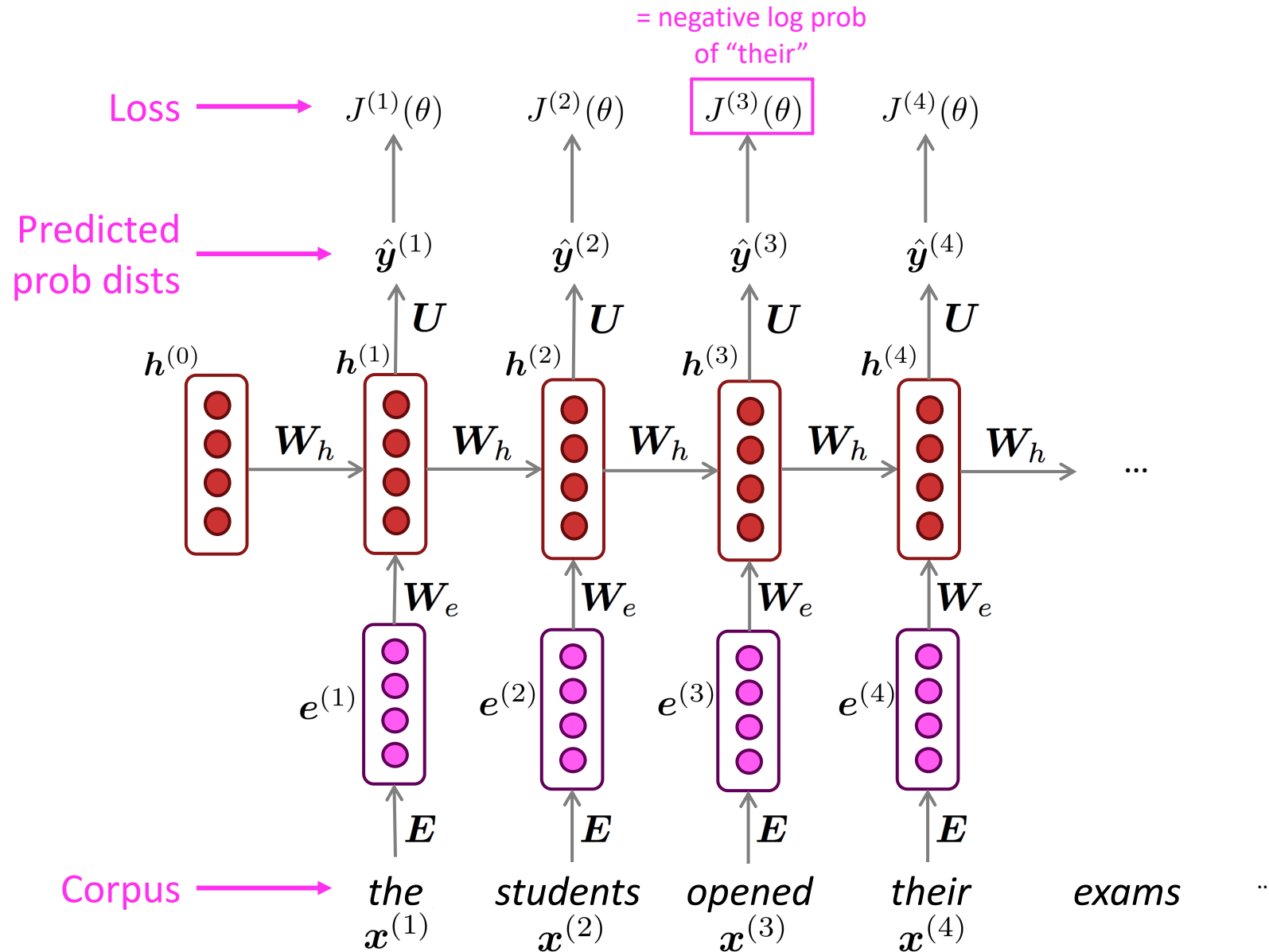
# Training an RNN Language Model



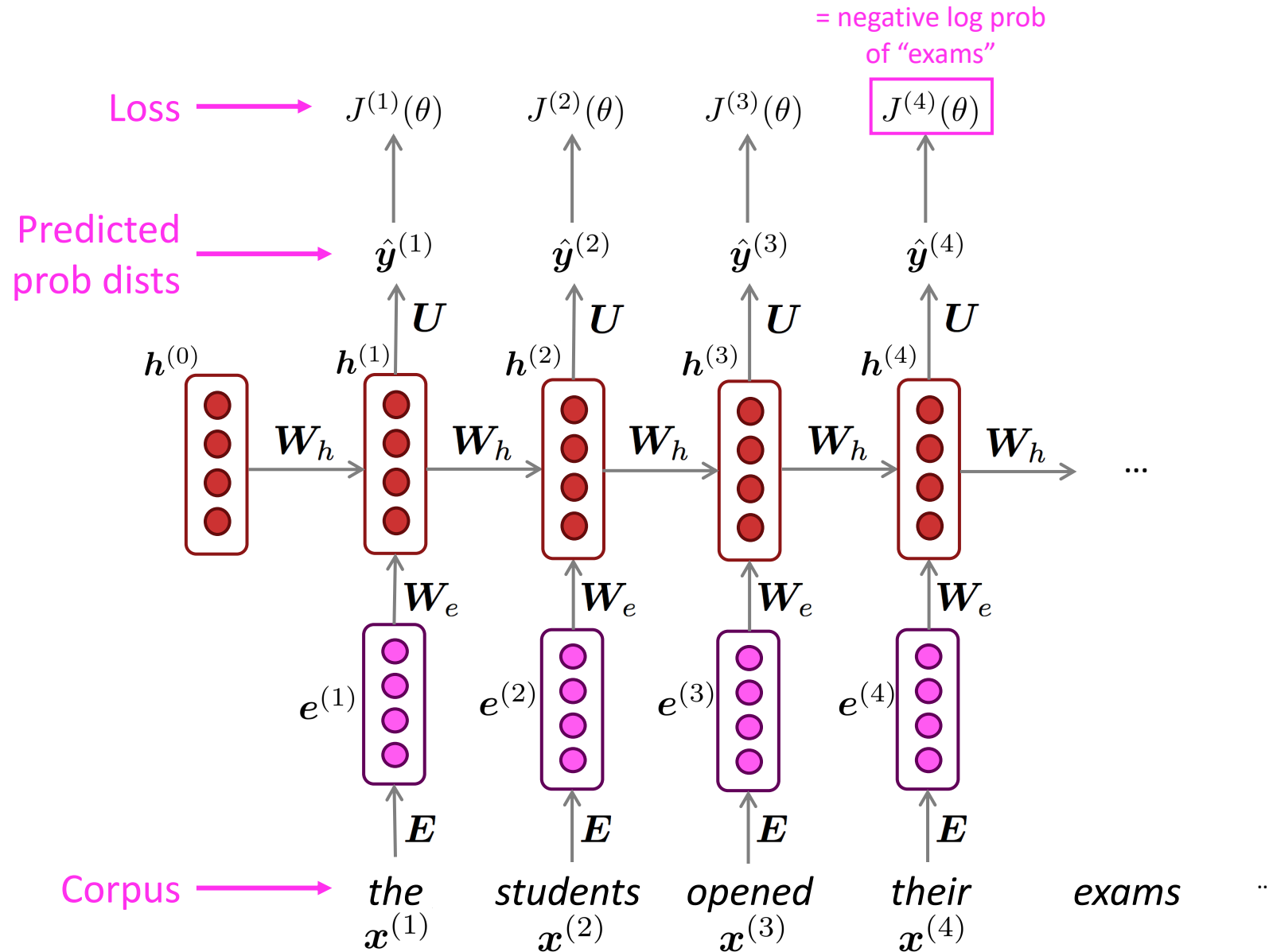
# Training an RNN Language Model



# Training an RNN Language Model



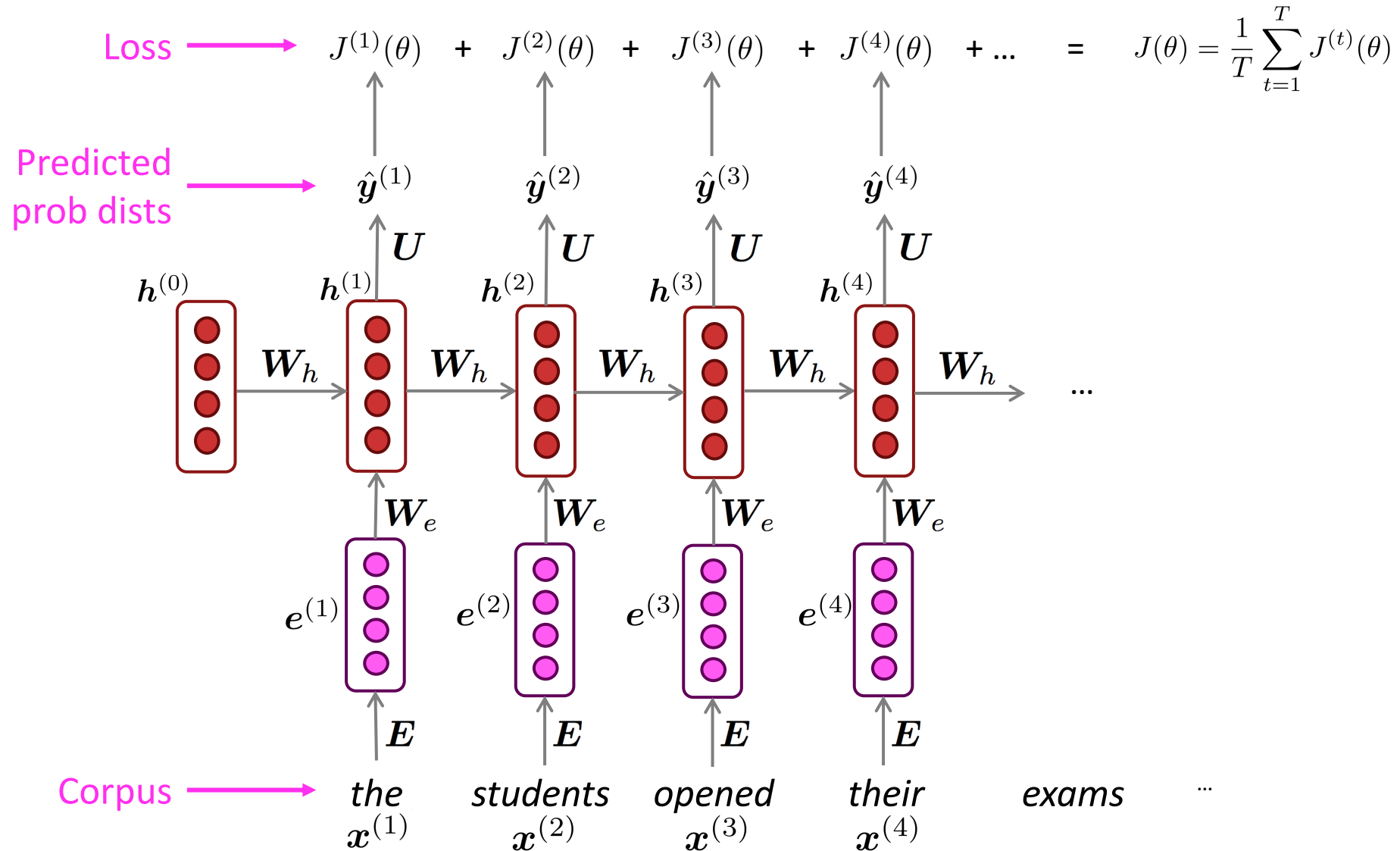
# Training an RNN Language Model





# Training an RNN Language Model

“Teacher forcing”



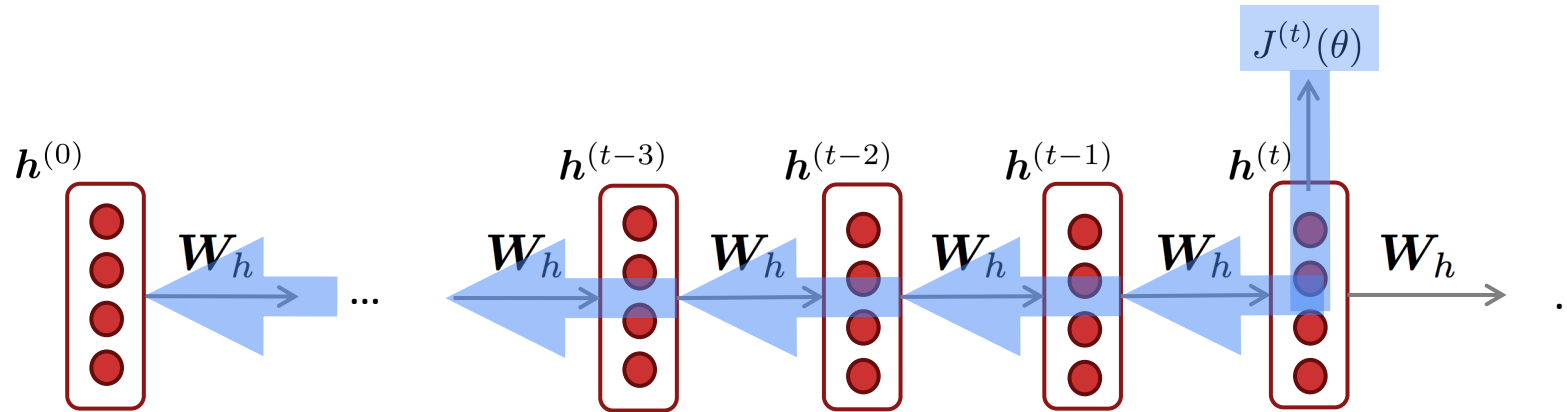
# Training a RNN Language Model

- However: Computing loss and gradients across **entire corpus**  $\mathbf{x}^{(1)}, \dots, \mathbf{x}^{(T)}$  is **too expensive!**

$$J(\theta) = \frac{1}{T} \sum_{t=1}^T J^{(t)}(\theta)$$

- In practice, consider  $\mathbf{x}^{(1)}, \dots, \mathbf{x}^{(T)}$  as a **sentence** (or a **document**)
- Recall: **Stochastic Gradient Descent** allows us to compute loss and gradients for small chunk of data, and update.
- Compute loss  $J(\theta)$  for a sentence (actually, a batch of sentences), compute gradients and update weights. Repeat.

# Backpropagation for RNNs



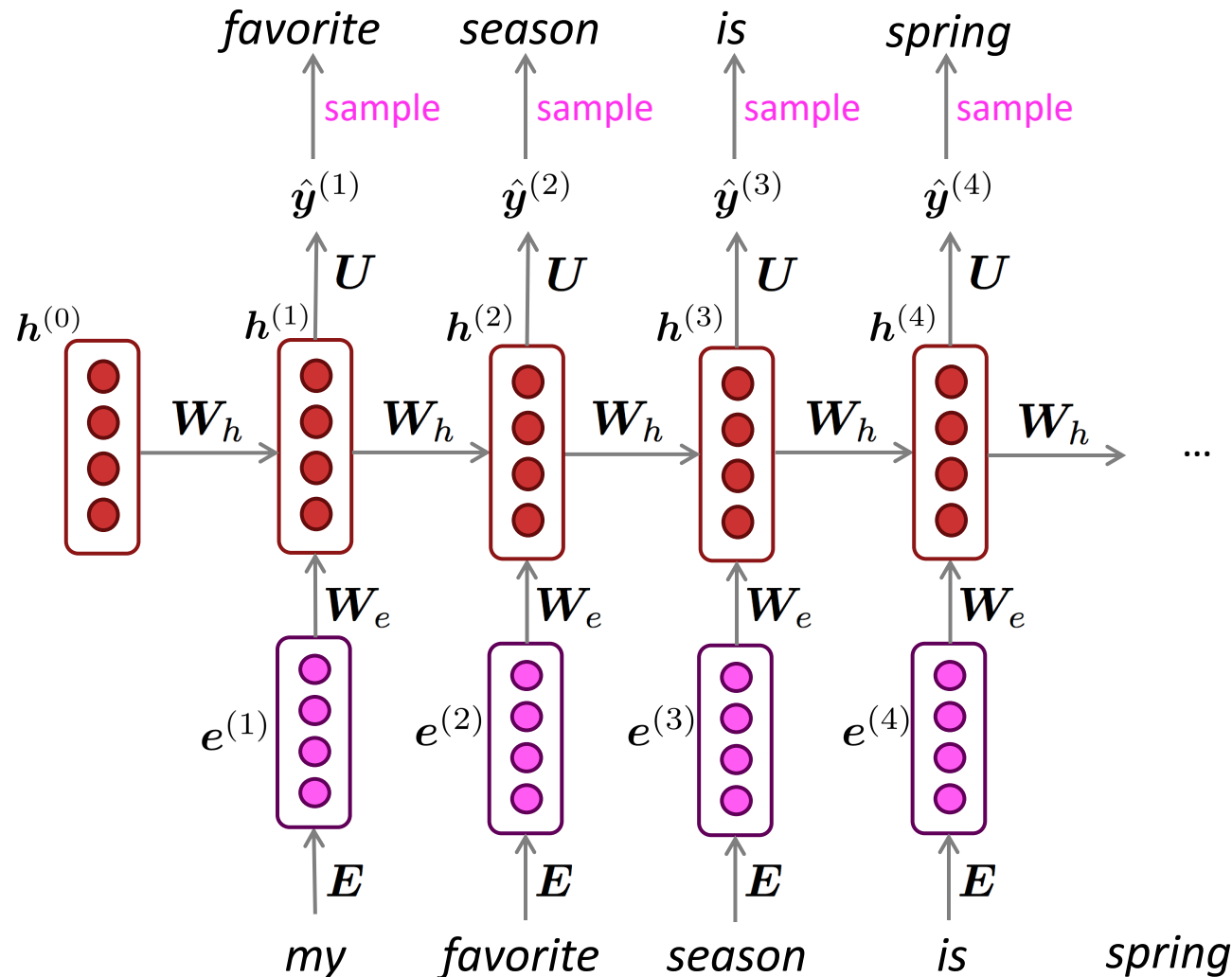
$$\frac{\partial J^{(t)}}{\partial \mathbf{W}_h} = \sum_{i=1}^t \frac{\partial J^{(t)}}{\partial \mathbf{W}_h} \Big|_{(i)}$$

**Question:** How do we calculate this?

**Answer:** Backpropagate over timesteps  $i=t, \dots, 0$ , summing gradients as you go. This algorithm is called “**backpropagation through time**” [Werbos, P.G., 1988, *Neural Networks 1*, and others]

# Generating text with a RNN Language Model

Just like a n-gram Language Model, you can use a RNN Language Model to **generate text** by **repeated sampling**. Sampled output becomes next step's input.



# Generating text with an RNN Language Model

Let's have some fun!

- You can train an RNN-LM on any kind of text, then generate text in that style.
- RNN-LM trained on **Obama speeches**:



*The United States will step up to the cost of a new challenges of the American people that will share the fact that we created the problem. They were attacked and so that they have to say that all the task of the final days of war that I will not be able to get this done.*

**Source:** <https://medium.com/@samim/obama-rnn-machine-generated-political-speeches-c8abd18a2ea0>

# Generating text with an RNN Language Model

Let's have some fun!

- You can train an RNN-LM on any kind of text, then generate text in that style.
- RNN-LM trained on *Harry Potter*:



“Sorry,” Harry shouted, panicking—“I’ll leave those brooms in London, are they?”

“No idea,” said Nearly Headless Nick, casting low close by Cedric, carrying the last bit of treacle Charms, from Harry’s shoulder, and to answer him the common room perched upon it, four arms held a shining knob from when the spider hadn’t felt it seemed. He reached the teams too.

**Source:** <https://medium.com/deep-writing/harry-potter-written-by-artificial-intelligence-8a9431803da6>

# Generating text with an RNN Language Model

Let's have some fun!

- You can train an RNN-LM on any kind of text, then generate text in that style.
- RNN-LM trained on recipes:



```
Title: CHOCOLATE RANCH BARBECUE  
Categories: Game, Casseroles, Cookies, Cookies  
Yield: 6 Servings
```

```
2 tb Parmesan cheese -- chopped  
1 c Coconut milk  
3 Eggs, beaten
```

```
Place each pasta over layers of lumps. Shape mixture into the moderate oven and simmer until firm. Serve hot in bodied fresh, mustard, orange and cheese.
```









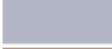













```
Combine the cheese and salt together the dough in a large skillet; add the ingredients and stir in the chocolate and pepper.
```

**Source:** <https://gist.github.com/nylki/1efbaa36635956d35bcc>

# Generating text with a RNN Language Model

Let's have some fun!

- You can train a RNN-LM on any kind of text, then generate text in that style.
- RNN-LM trained on **paint color names**:

	Ghasty Pink 231 137 165		Sand Dan 201 172 143
	Power Gray 151 124 112		Grade Bat 48 94 83
	Navel Tan 199 173 140		Light Of Blast 175 150 147
	Bock Coe White 221 215 236		Grass Bat 176 99 108
	Horble Gray 178 181 196		Sindis Poop 204 205 194
	Homestar Brown 133 104 85		Dope 219 209 179
	Snader Brown 144 106 74		Testing 156 101 106
	Golder Craam 237 217 177		Stoner Blue 152 165 159
	Hurky White 232 223 215		Burple Simp 226 181 132
	Burf Pink 223 173 179		Stanky Bean 197 162 171
	Rose Hork 230 215 198		Turdly 190 164 116

This is an example of a **character-level RNN-LM** (predicts what **character** comes next)