

# Recitation 6:

# RNN Basics

Part 1, Miya

Part 2, Sam

# RNNs process sequence data for predictions

Examples of sequences:

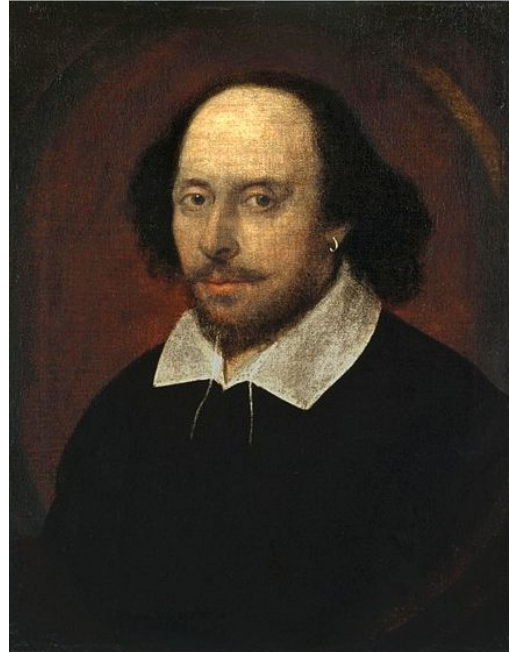
- Text
- Speech
- Physical Processes
- Video
- Audio
- ...



# A sequence of words

To be, or not to be: that is the question

**William Shakespeare**



# to be or not to be : CNNs vs RNNs

- CNNs compute vectors for all possible phrases
  - “to be”, “be or”, “or not”, “not to”, “to be”, “be :”, “to be or”, “be or not”, “or not to”, “not to be”, “to be :”, “to be or not”, “be or not to”, “or not to be”, “not to be :”, “to be or not to”, “be or not to be”, “or not to be :”, “to be or not to be”, “be or not to be :”, “to be or not to be :”
- RNNs process inputs sequentially
  - “to”, “be”, “or”, “not”, “to”, “be”, “ :”, “that”, “is”, “the”, “question”

# Recurrent Neural Networks (RNNs)

## Dictionary

0. Apple
1. Be
2. Example
3. Not
4. Or
5. That
6. The
7. To
8. Question
9. :

## Example Phrase

Original String:

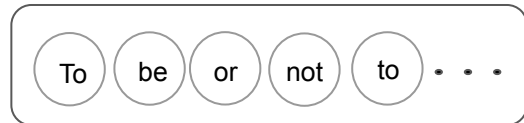
**“To Be Or Not To Be:**

**That Is The Question”**

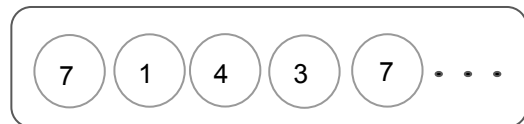
Tokenized String:

**[“To”, “Be”, “Or”,  
“Not”, “To”, “Be”, “:”,  
“ That”, “Is”, “The”,  
“Question”]**

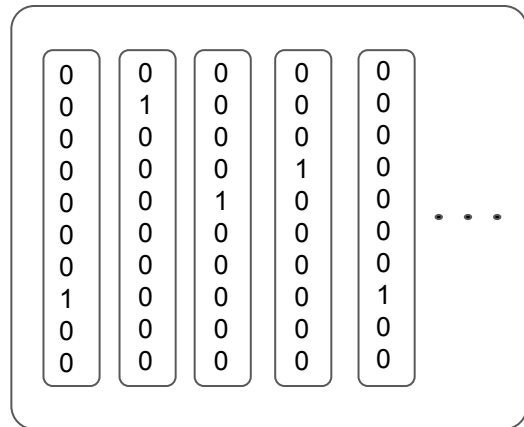
TOKENIZED VERSION



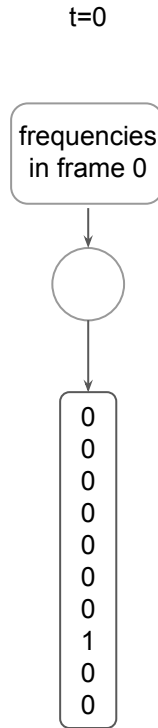
CLASSES VERSION



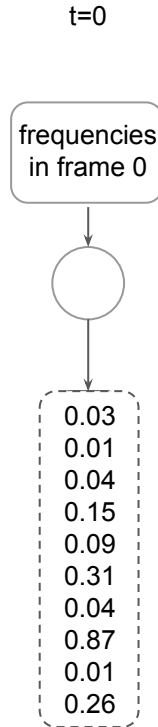
ONE-HOT ENCODING /  
EMBEDDING



# Recurrent Neural Networks (RNNs)

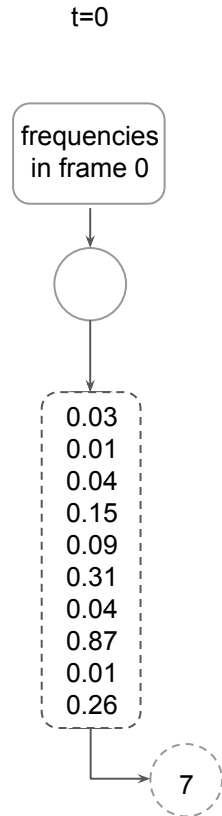


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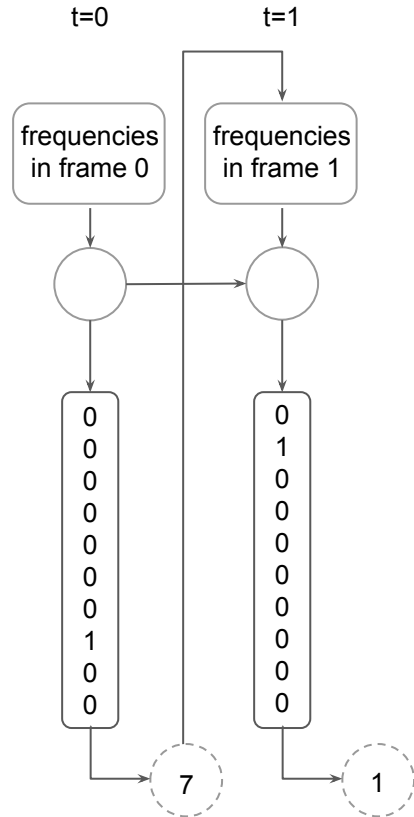




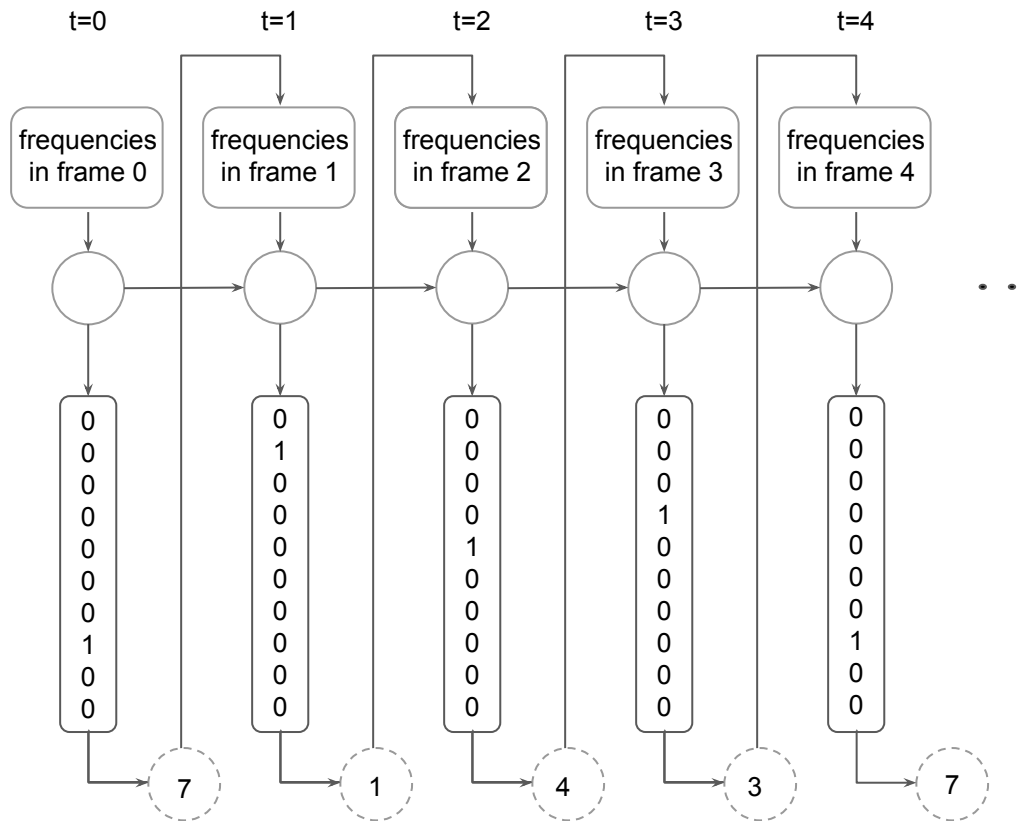
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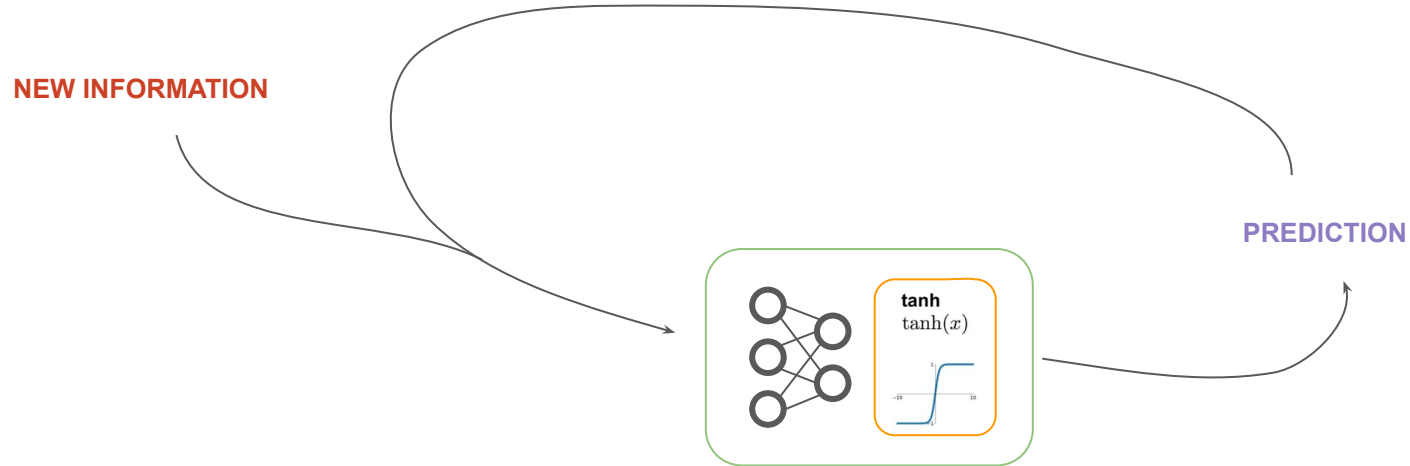
# Recurrent Neural Networks (RNNs)



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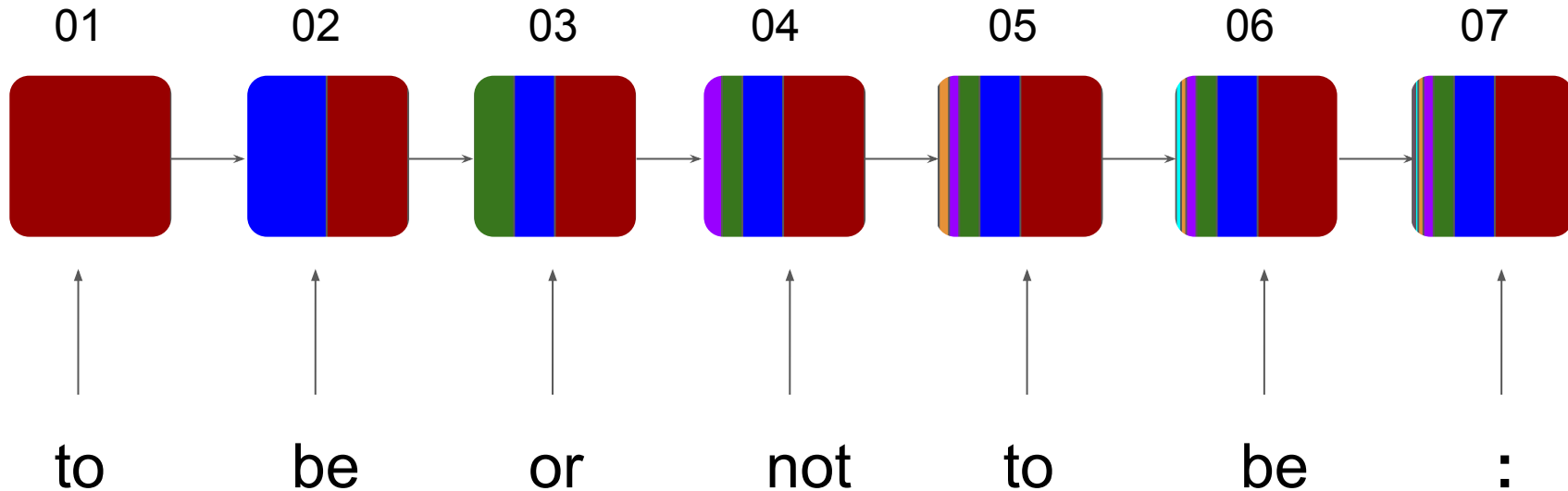


# Short-term Memory... vanishing gradient

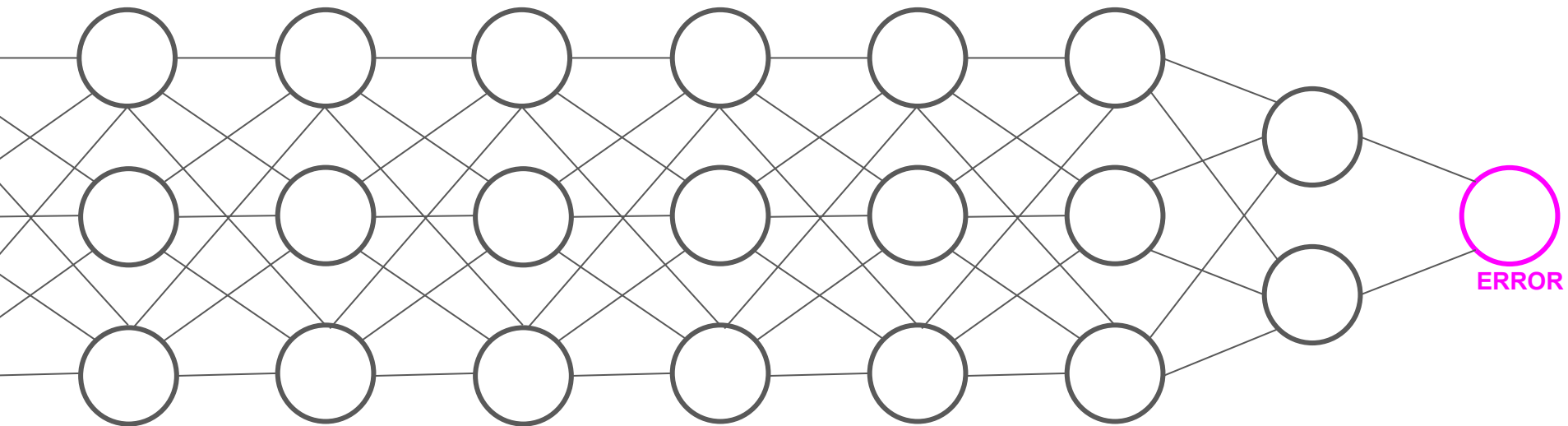
to be or not to be :

to be :

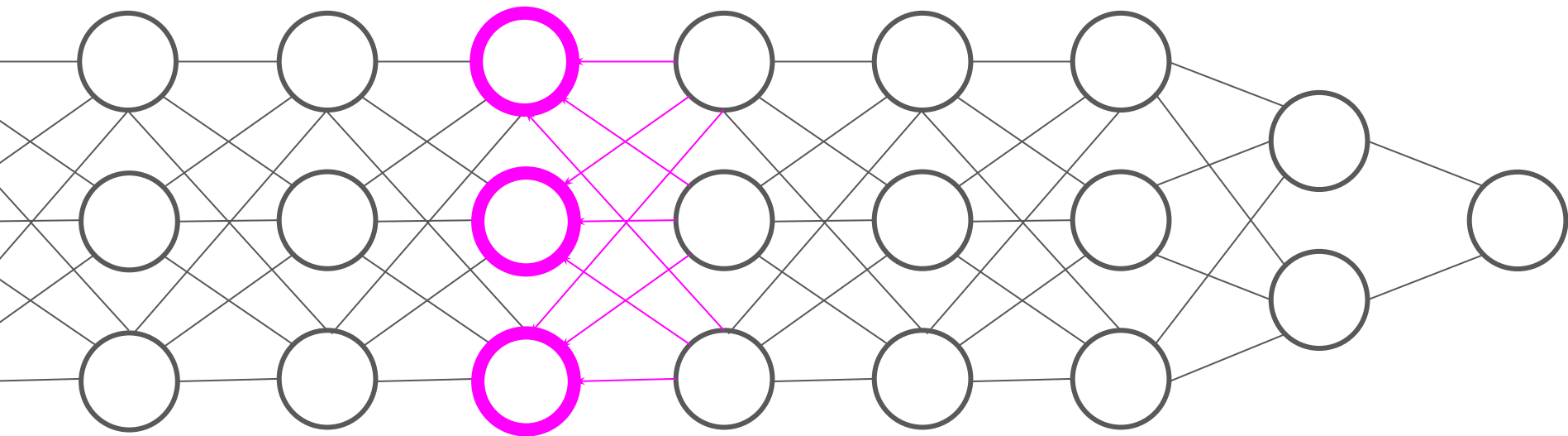
to be or not to be or not to be or not to be or not ...



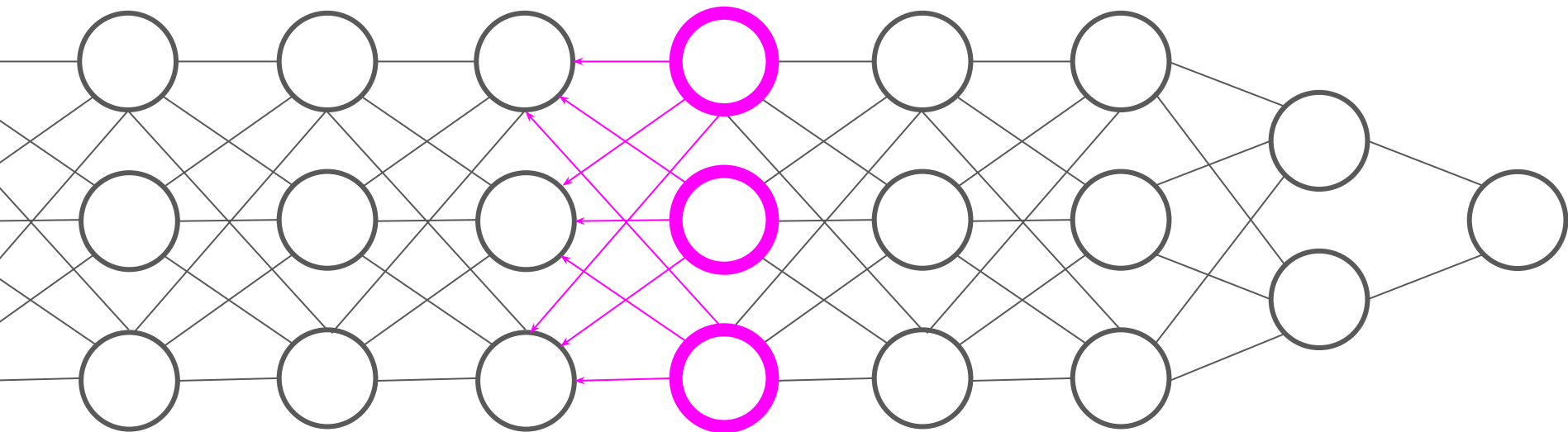
# Vanishing Gradient



# Vanishing Gradient



# Vanishing Gradient





# Reducing Short-term Memory

- Long Short-term Memory (LSTM)
- Gated Recurrent Unit (GRU)

# Recurrent Neural Network (RNNs)

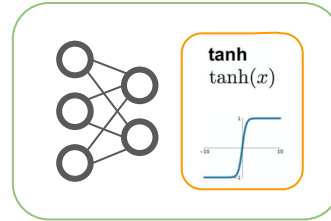
to be or not to be :

to be :

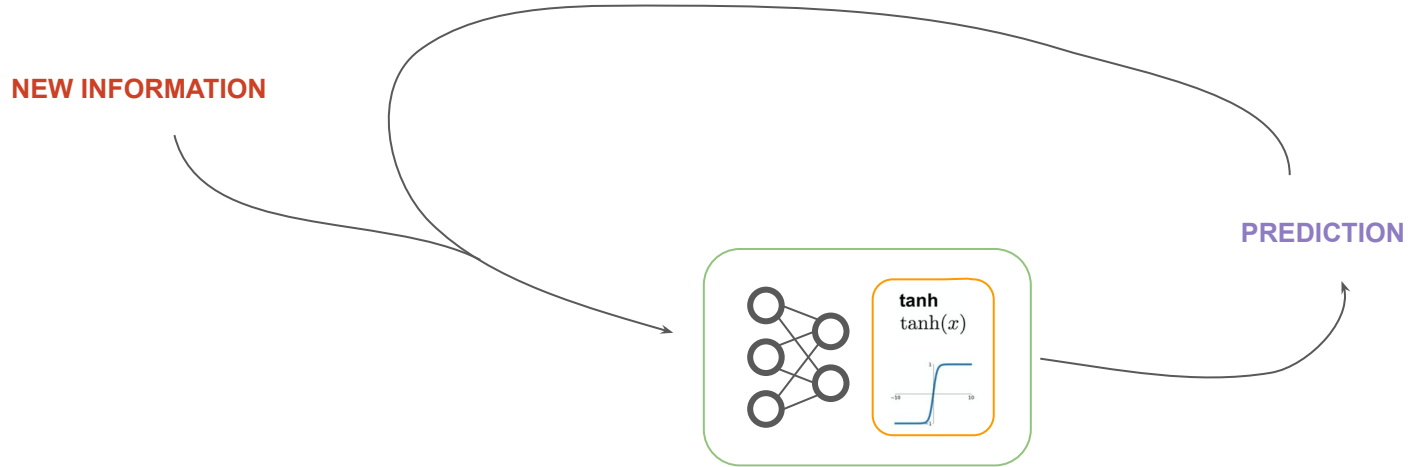
to be or not to be or not to be or not to be or not ...

**NEW INFORMATION**

**PREDICTION**

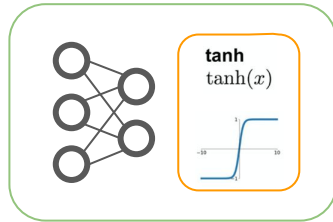


# Long Short-term Memory (LSTMs)



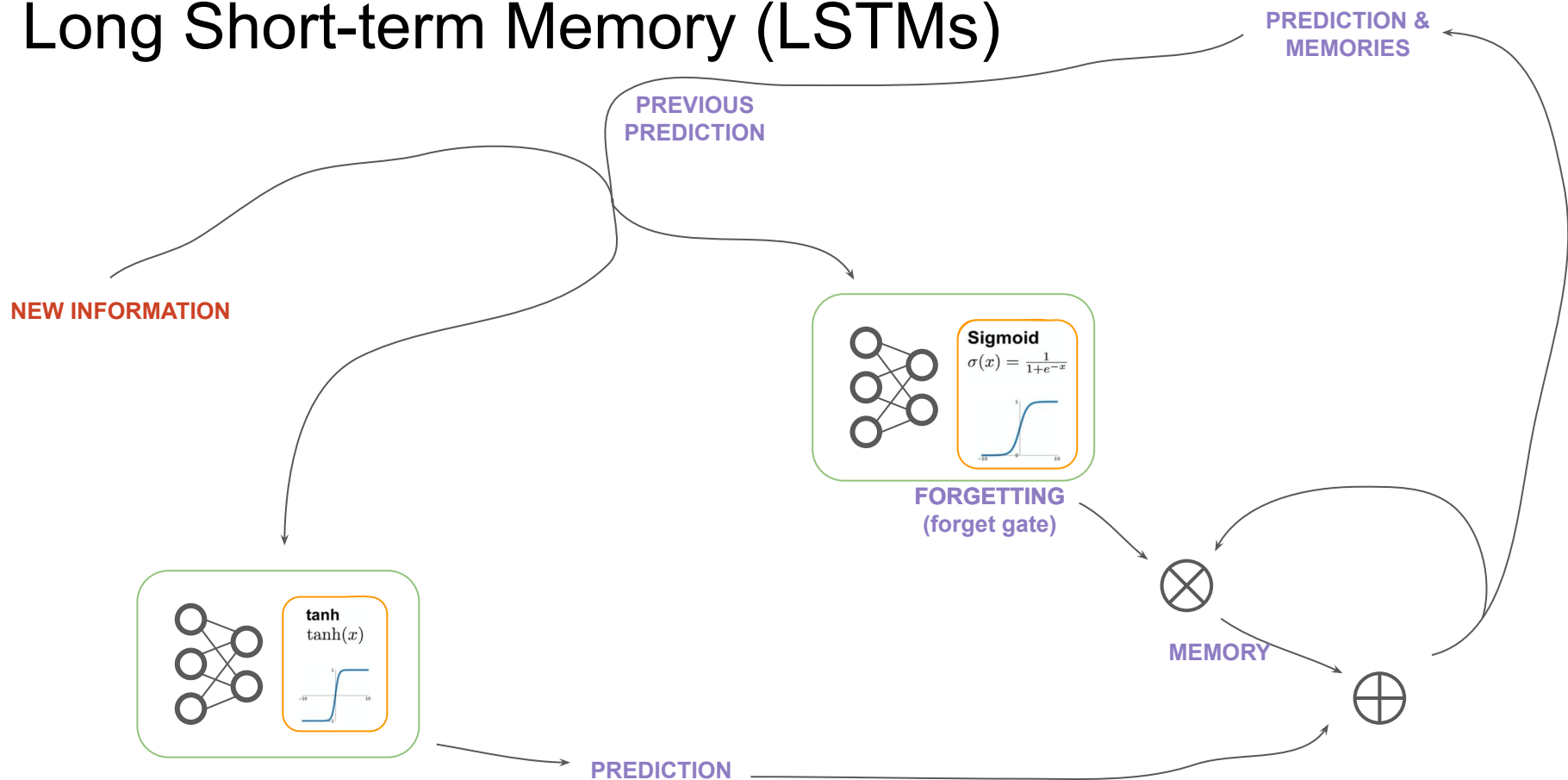
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NEW INFORMATION

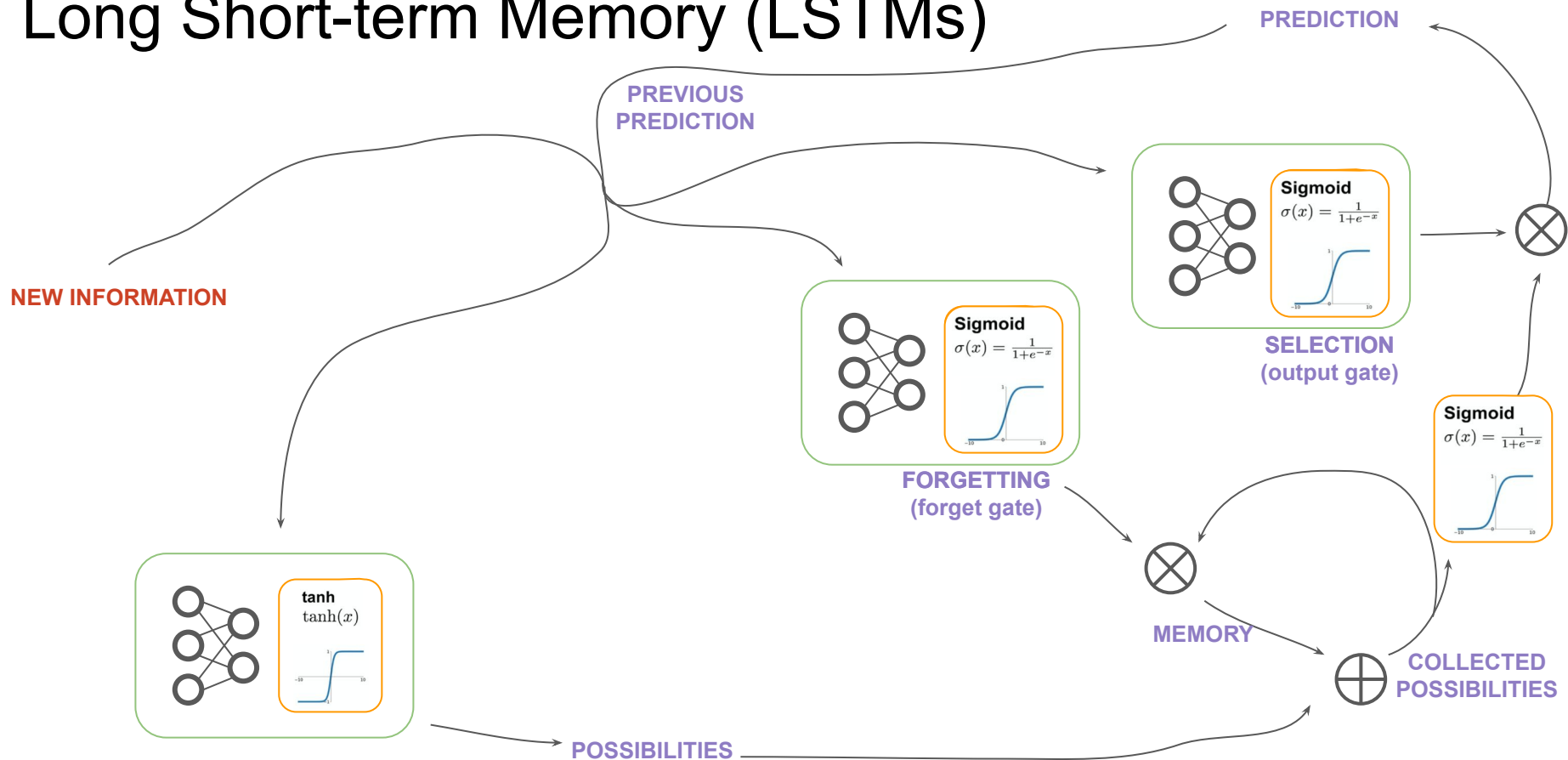


PREDICTION

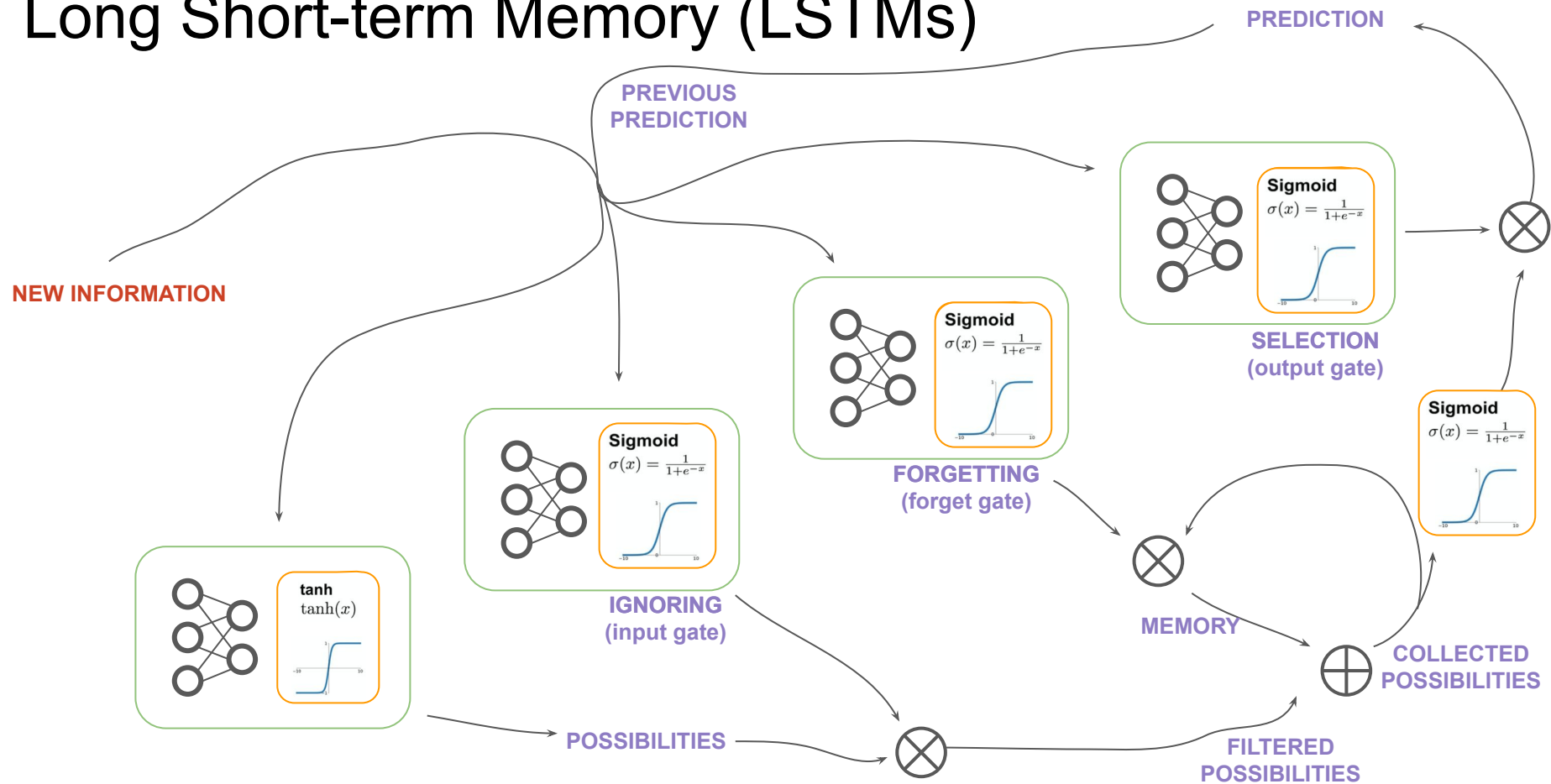
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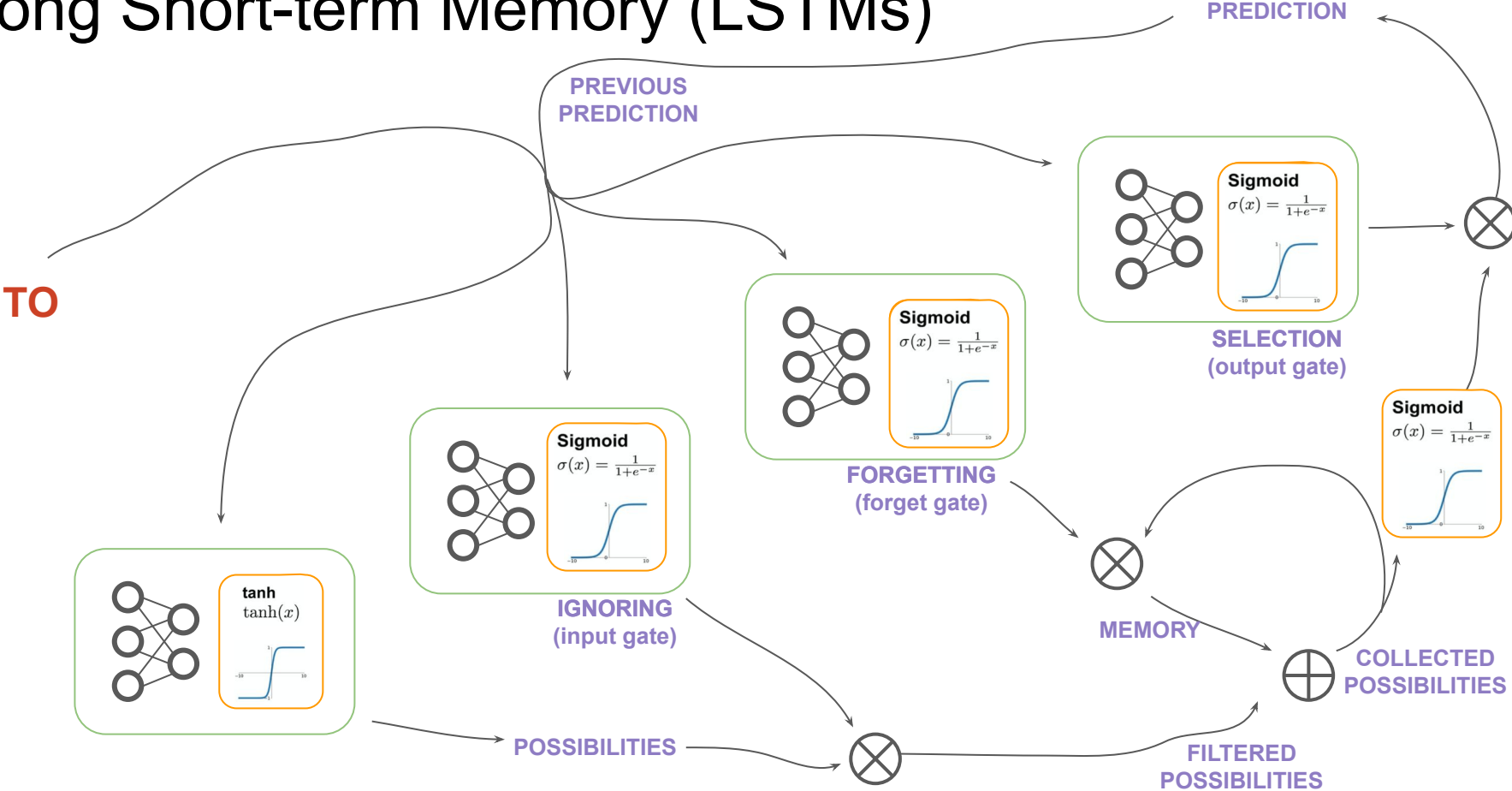
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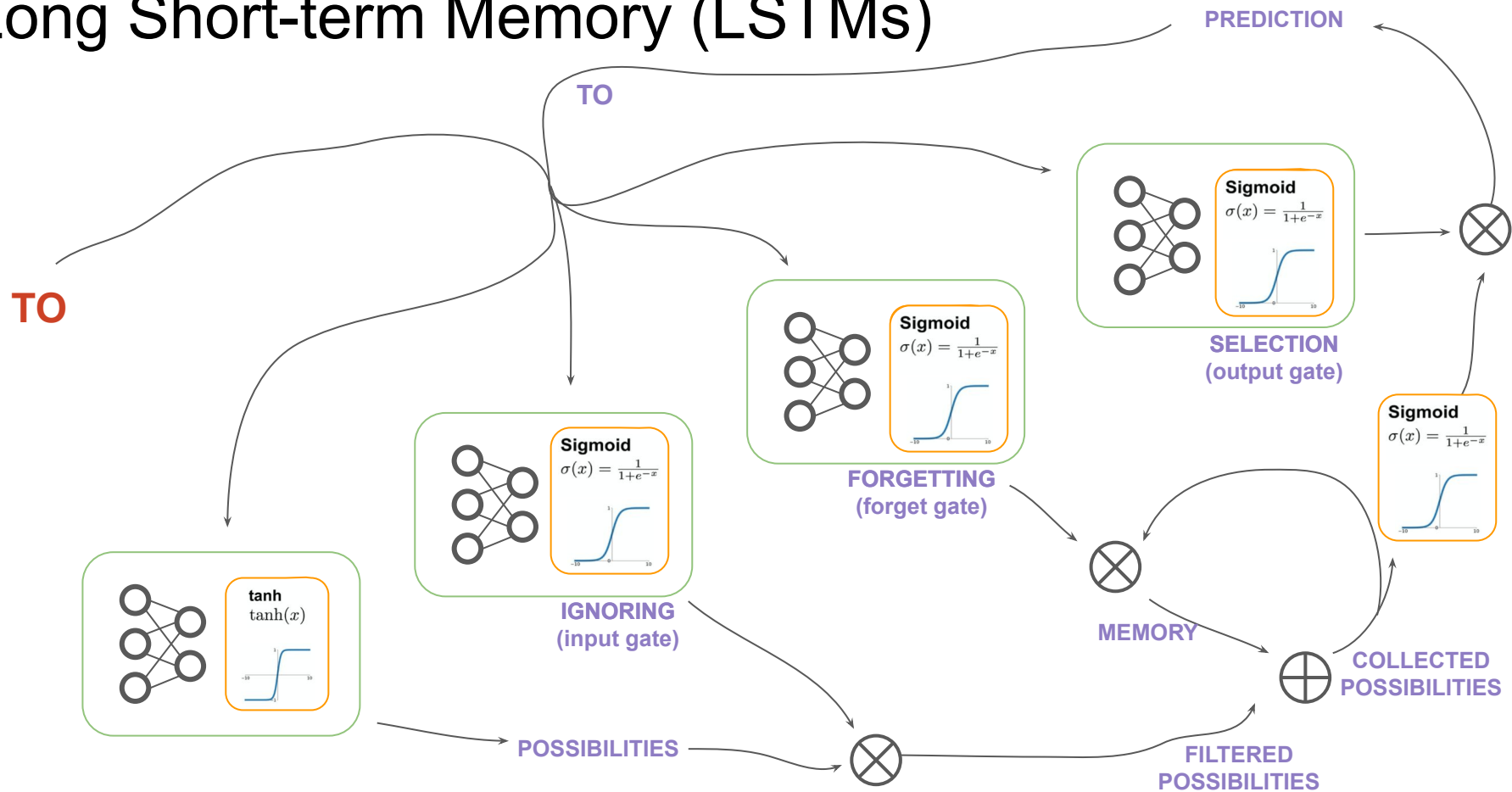


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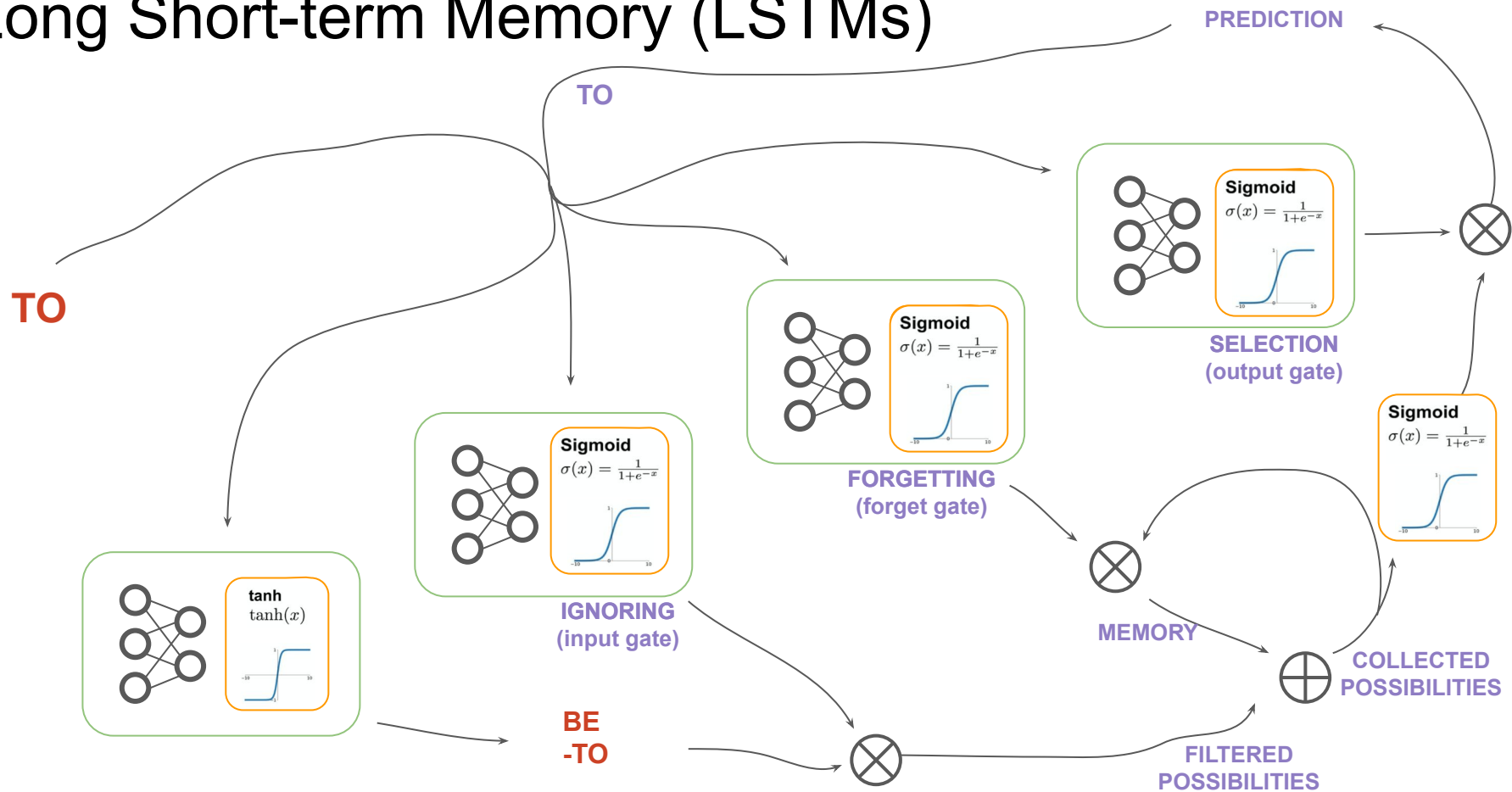




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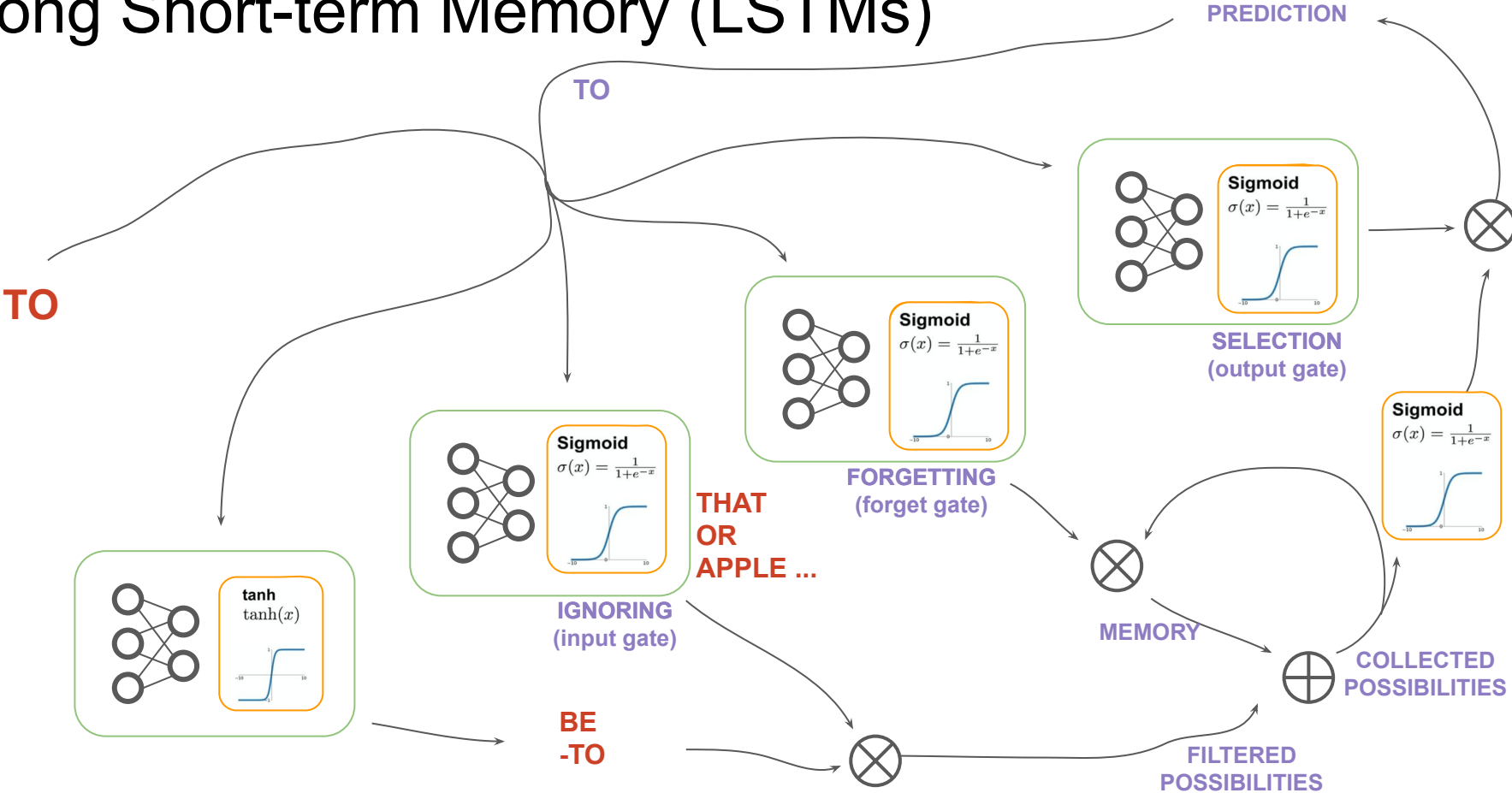


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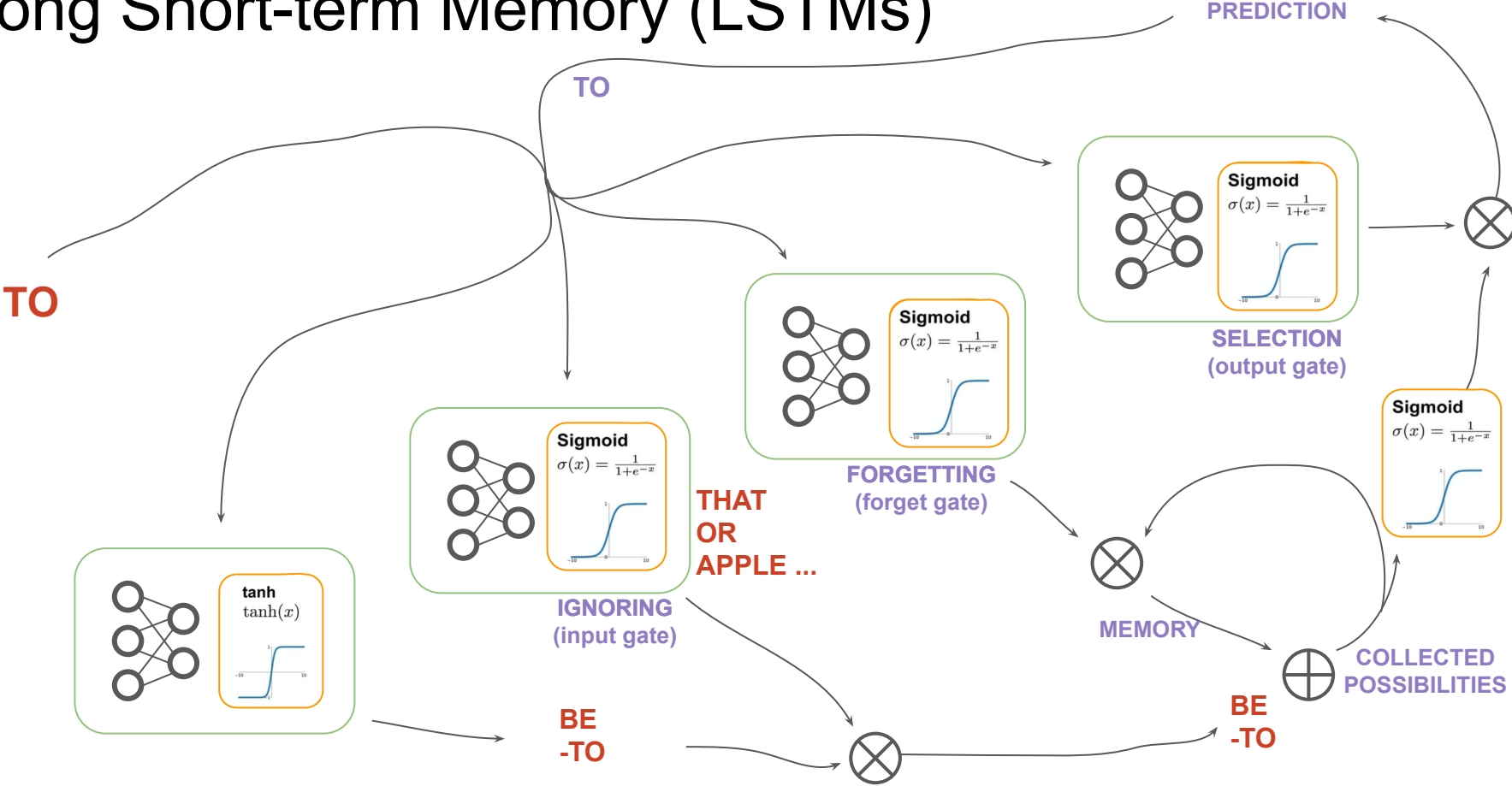


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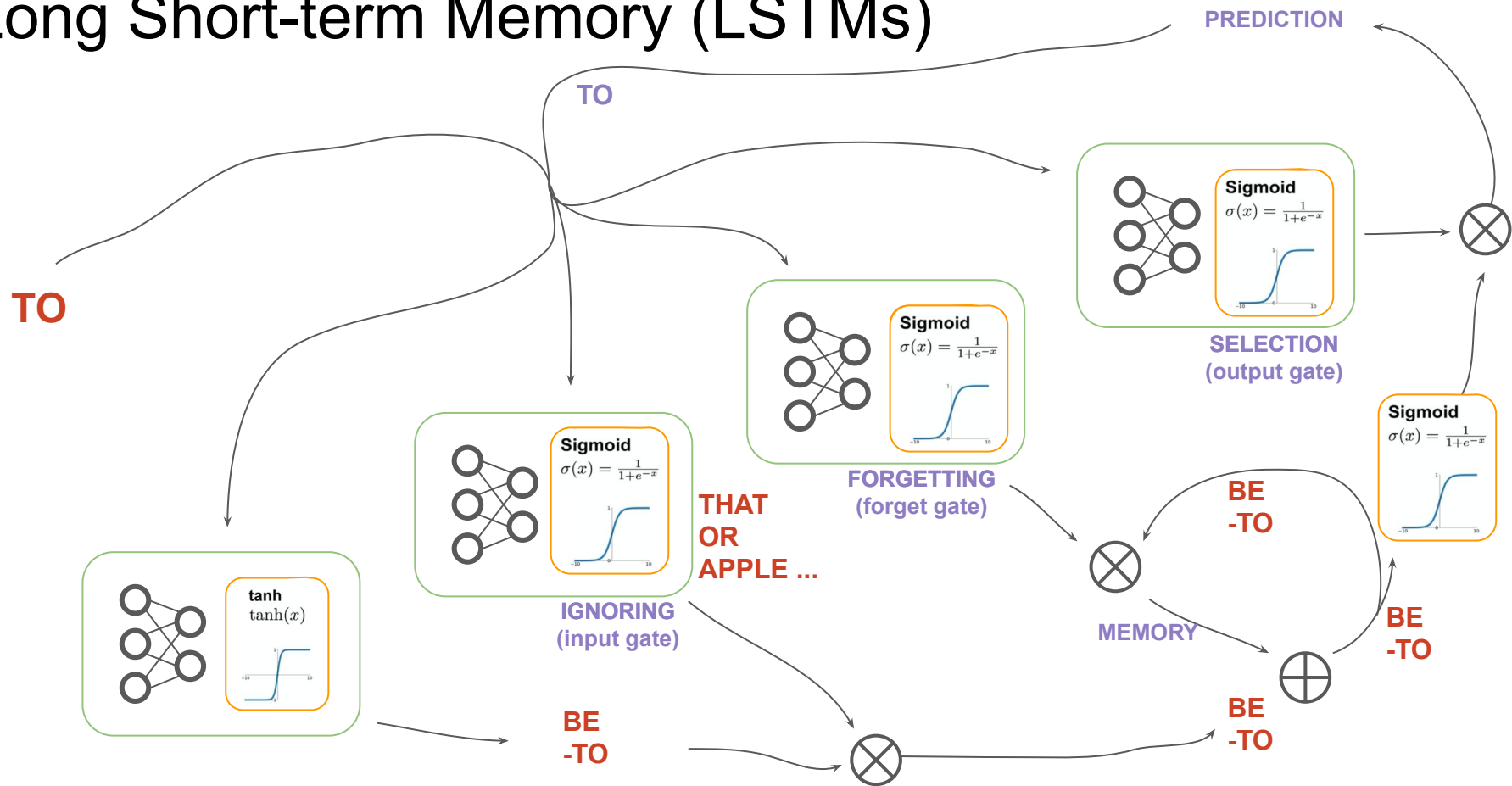
a



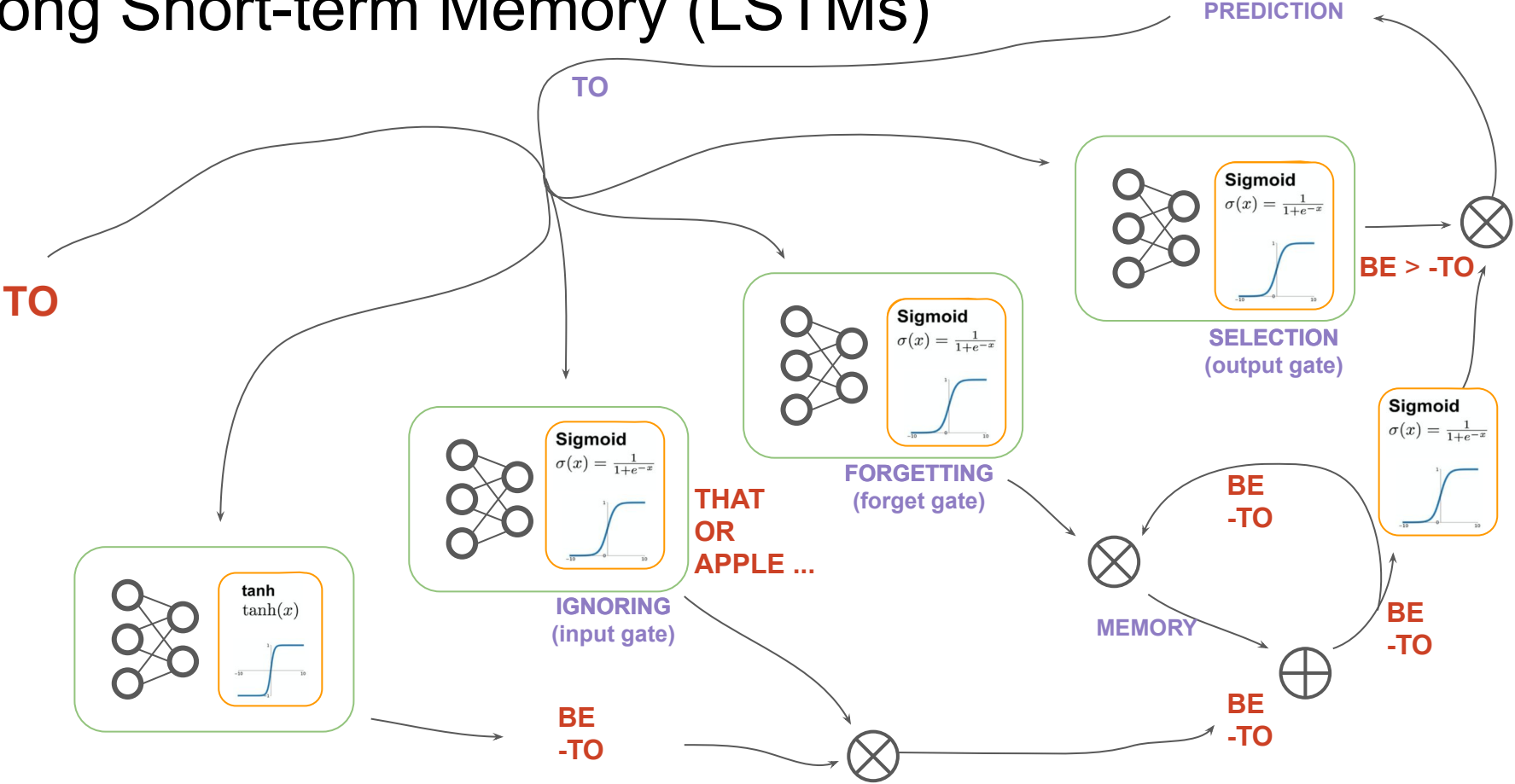
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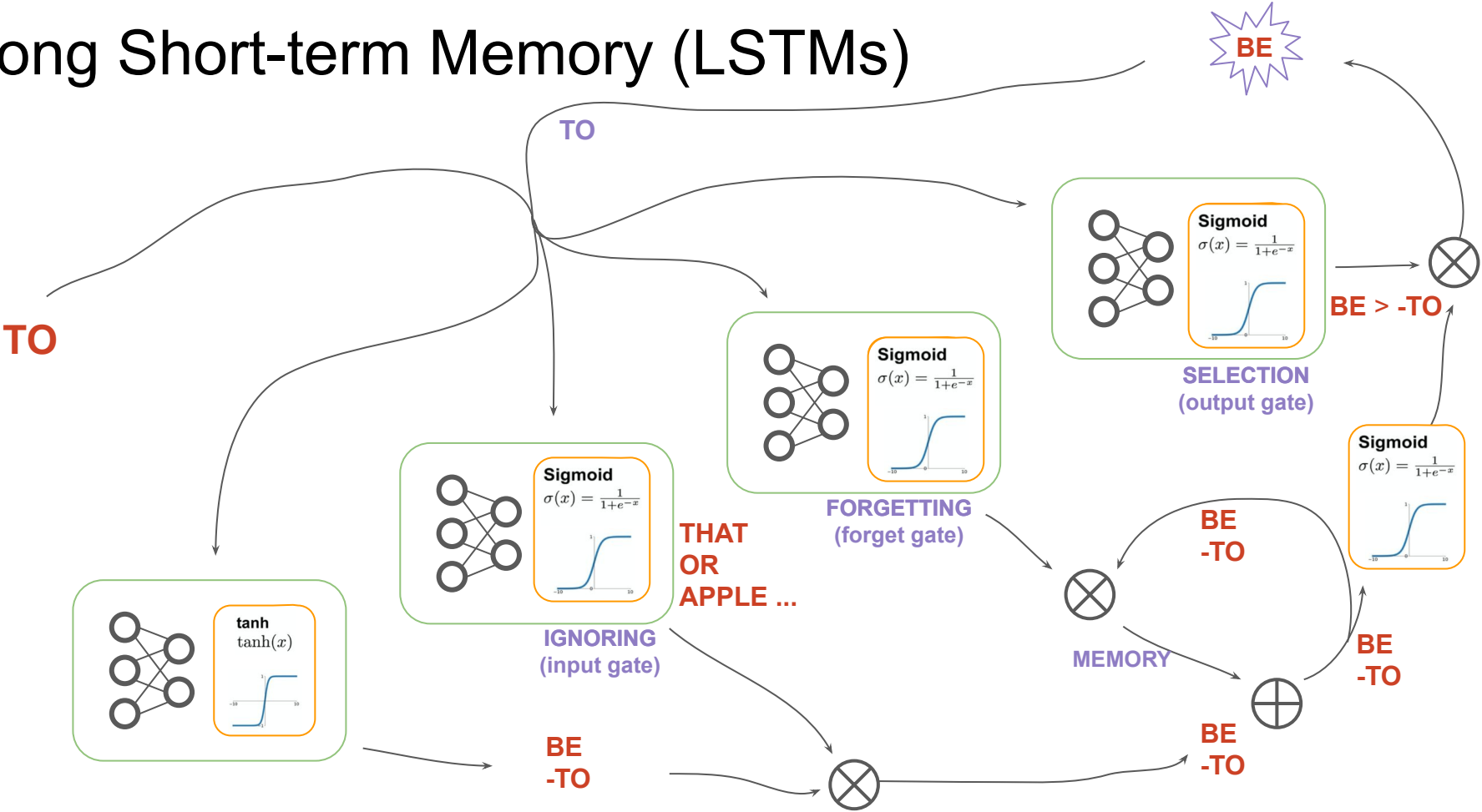
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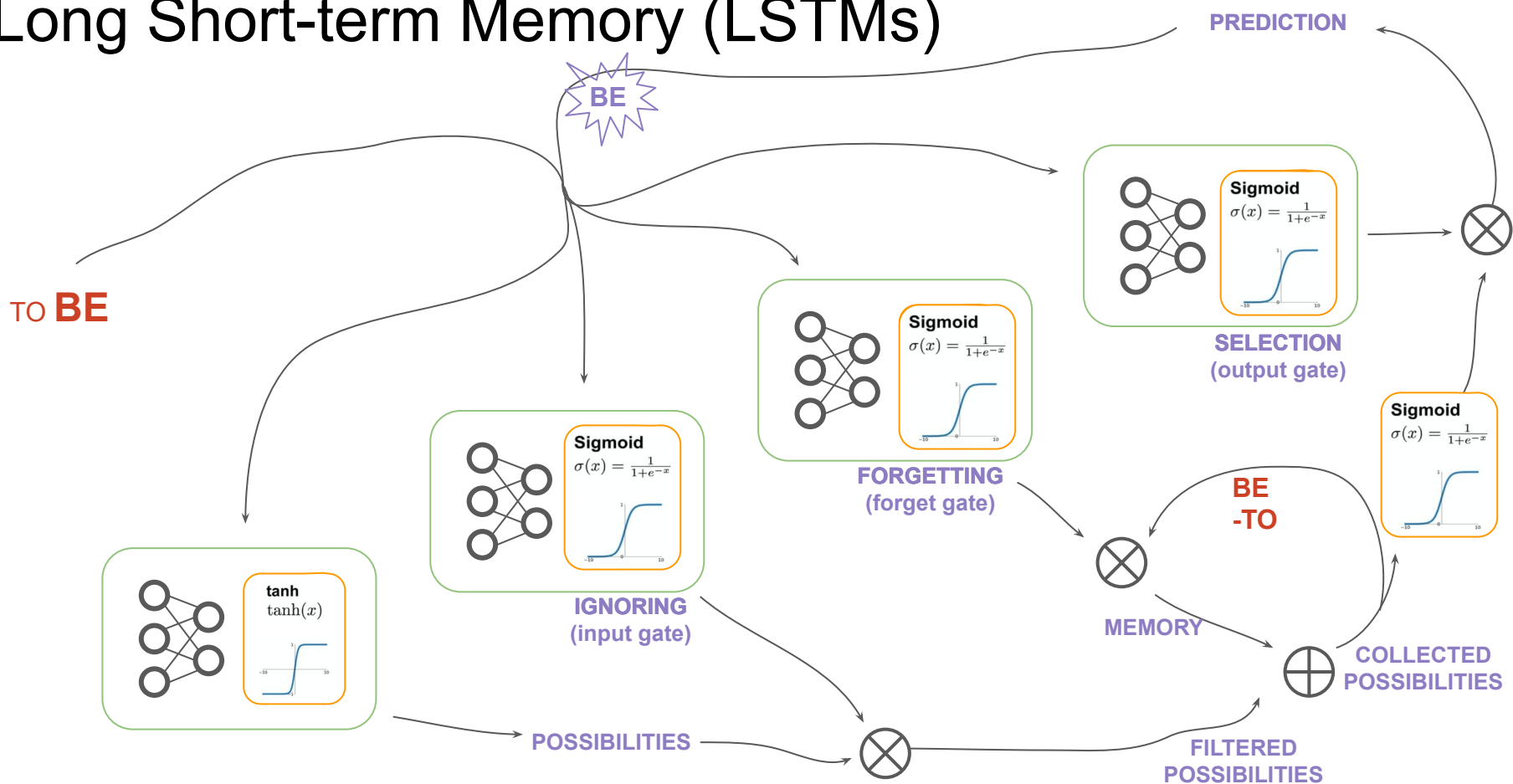
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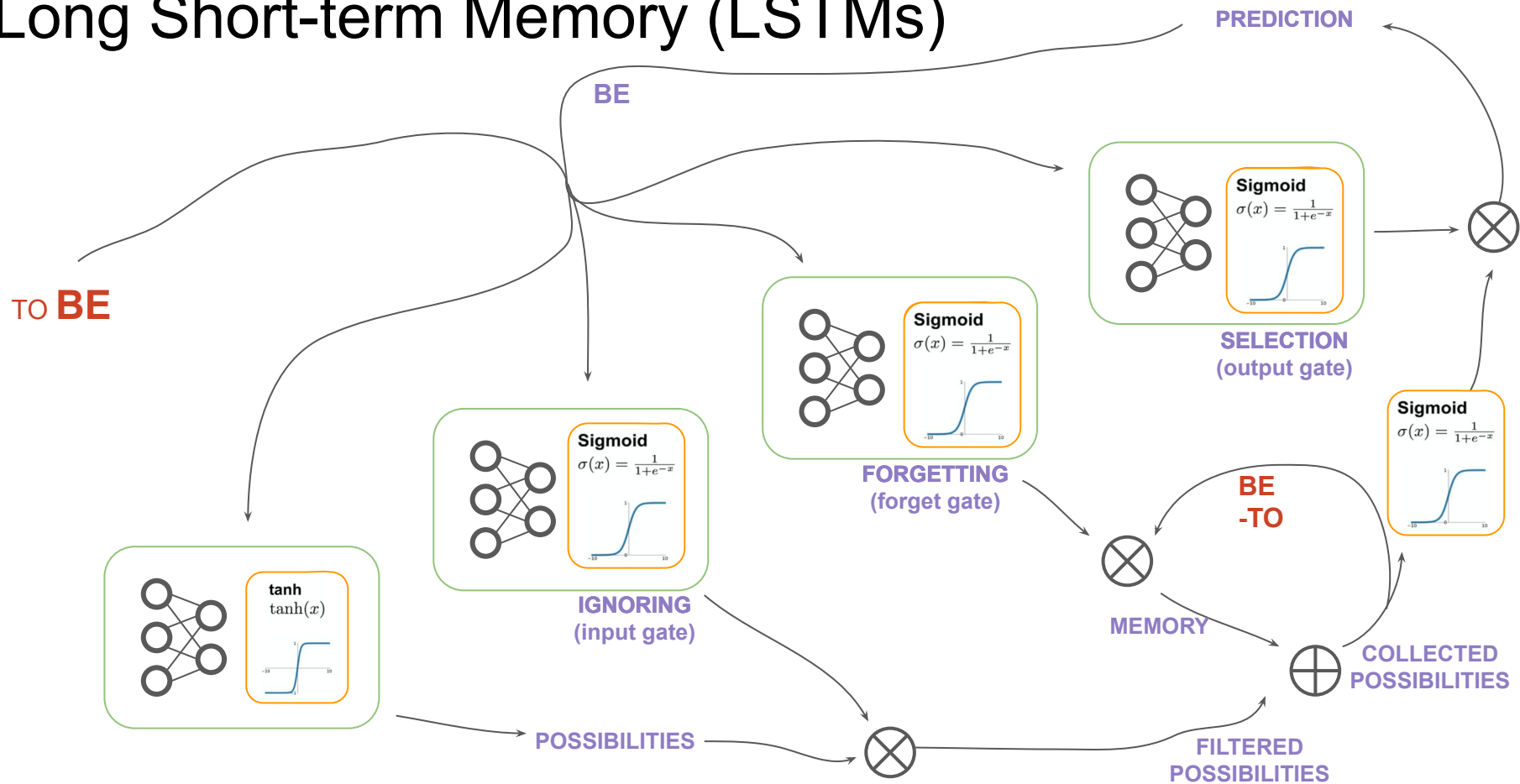


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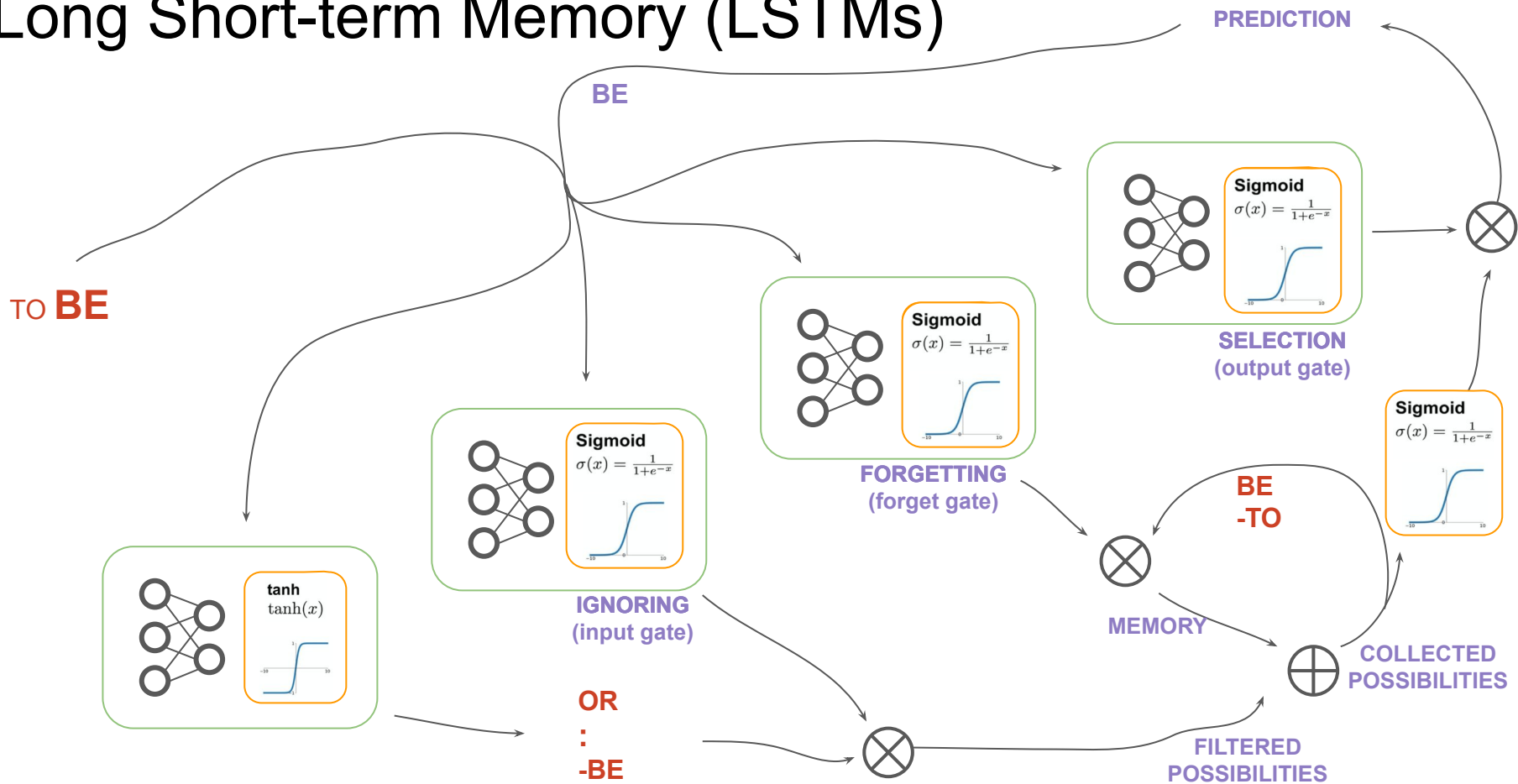




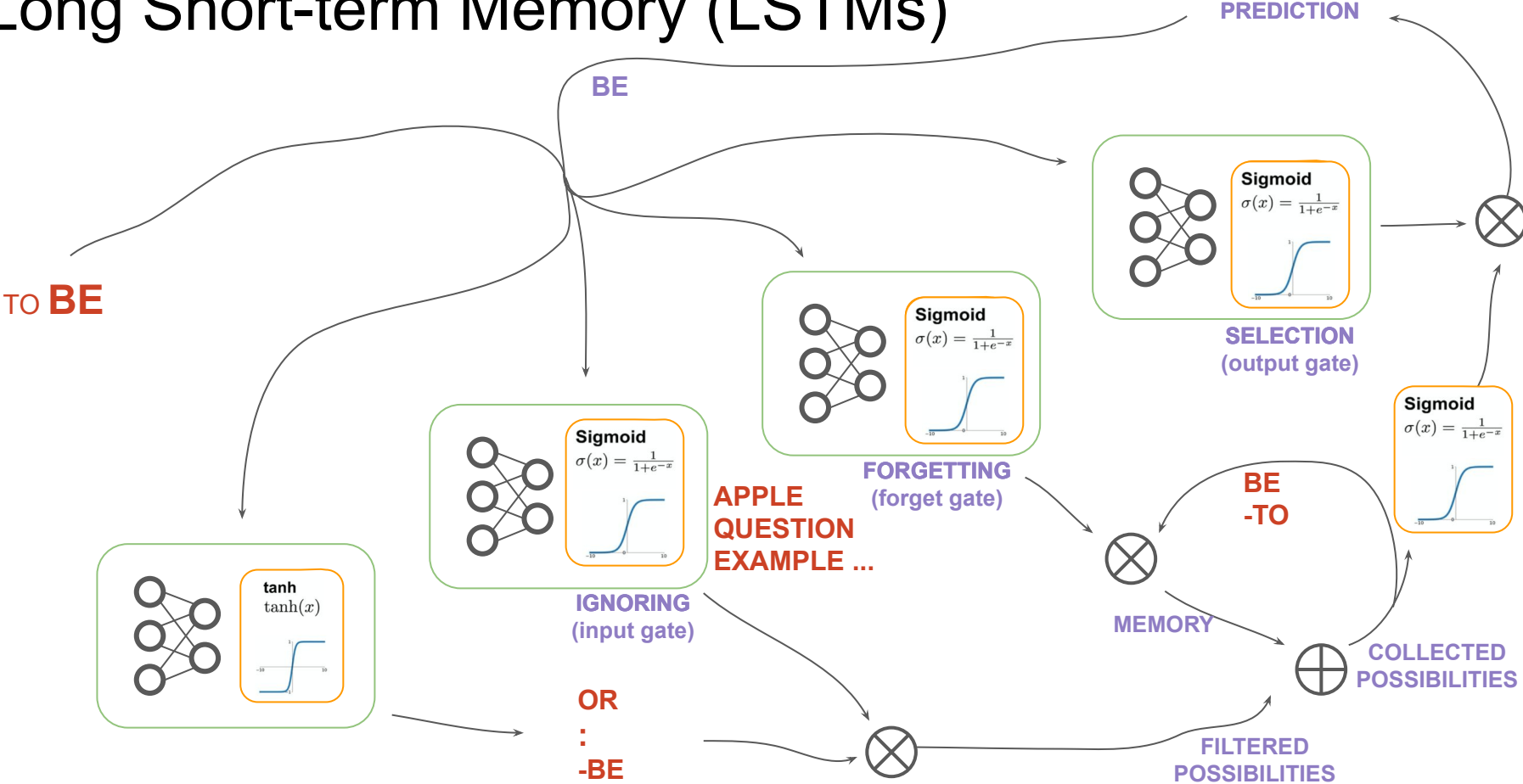
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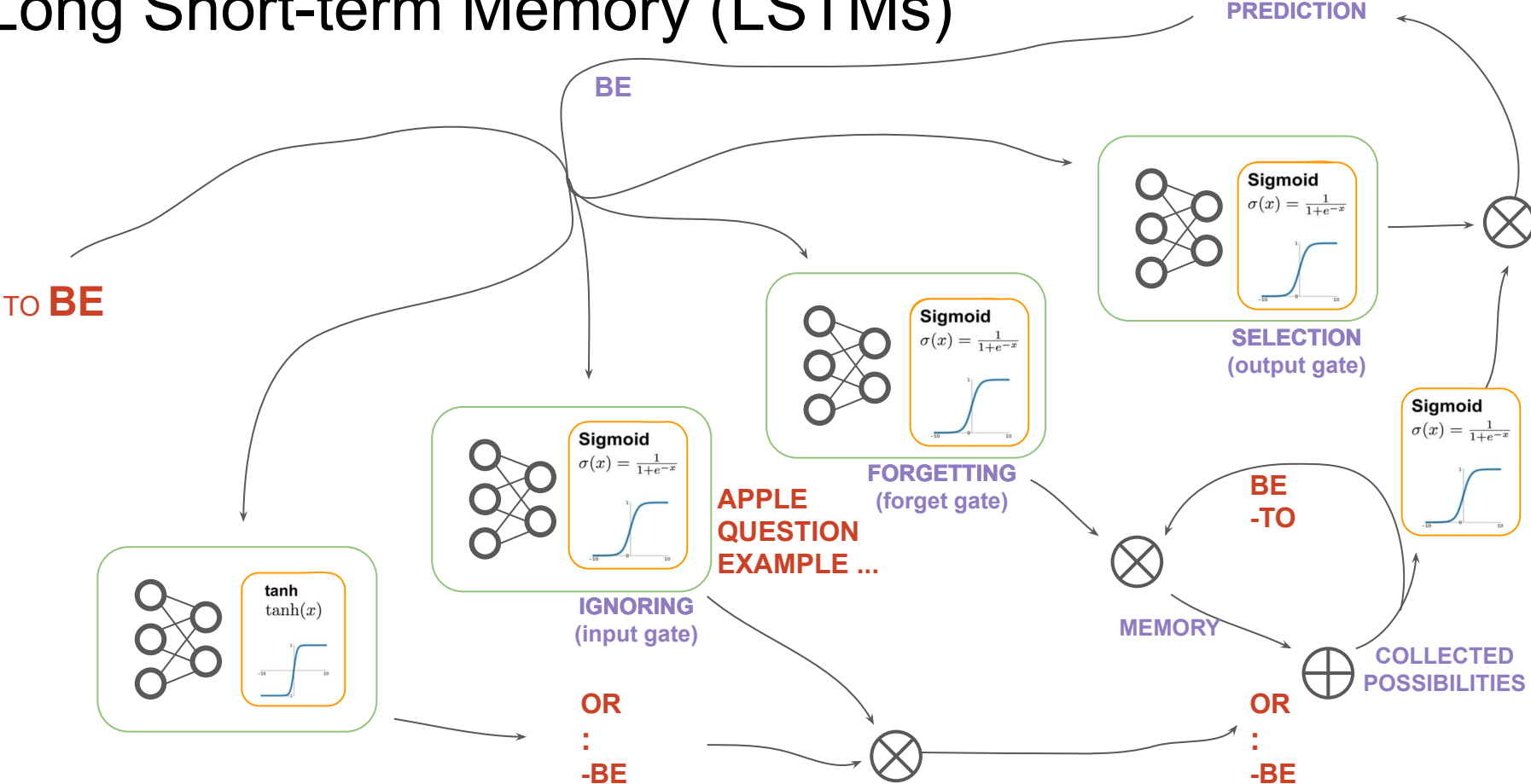
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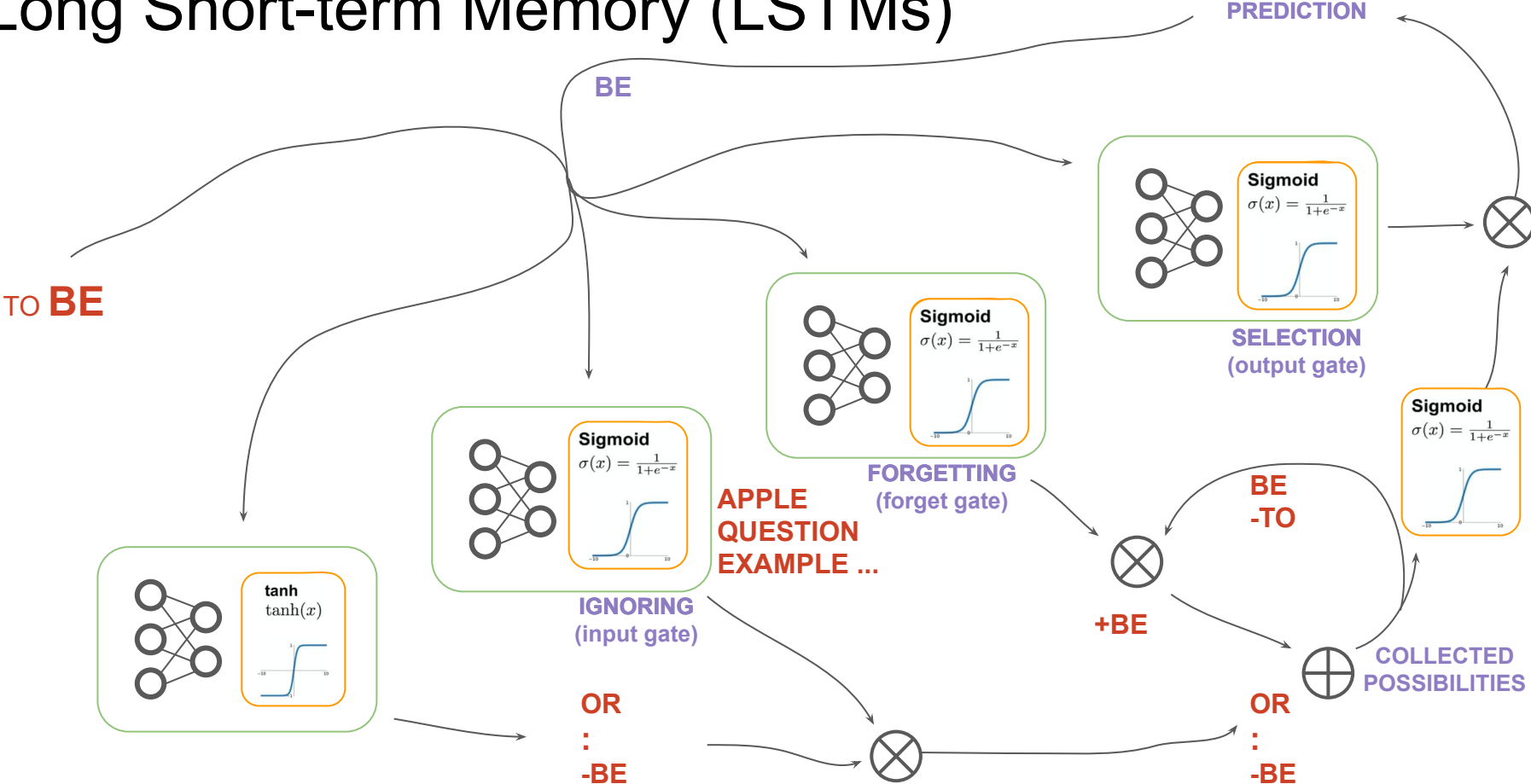
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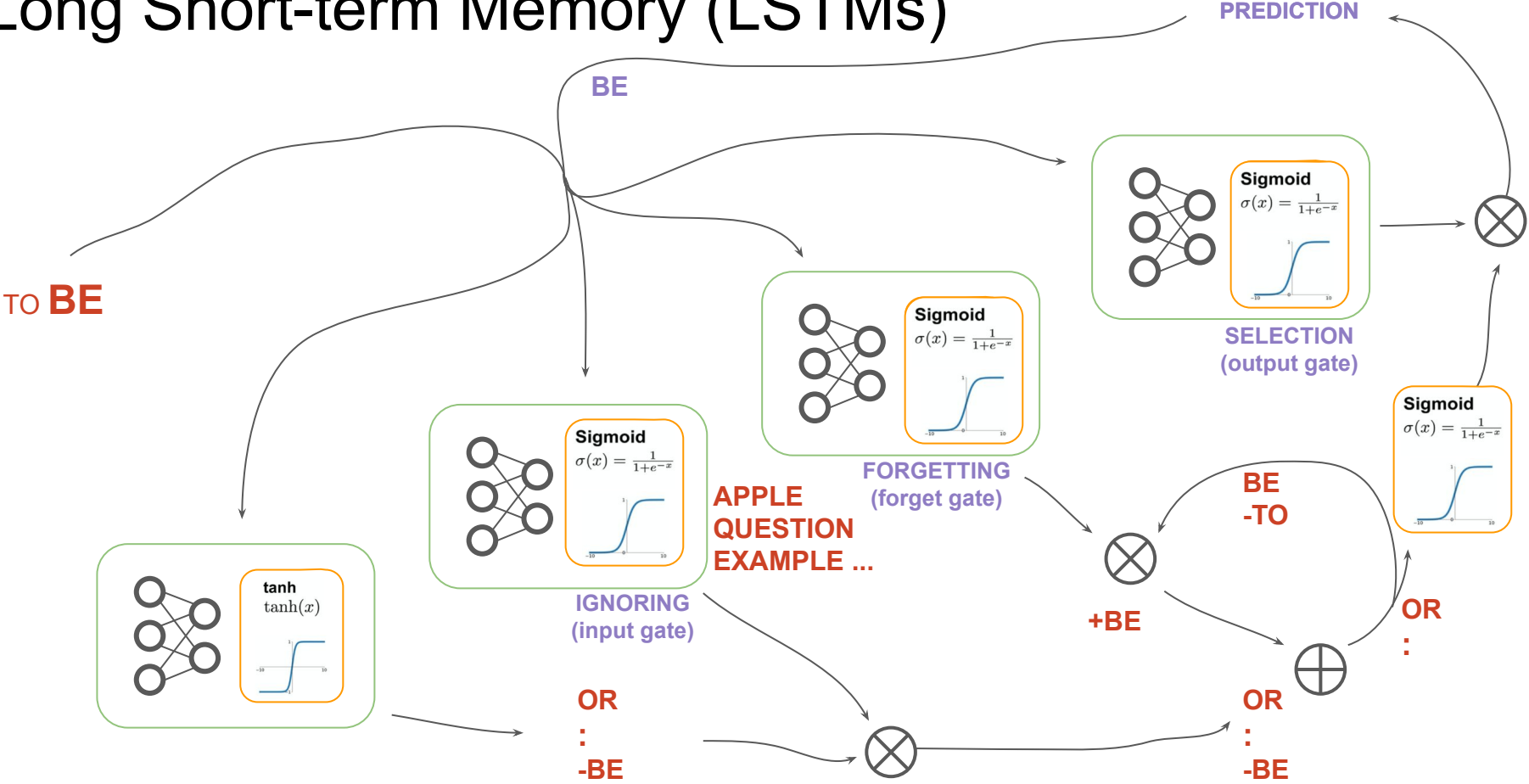
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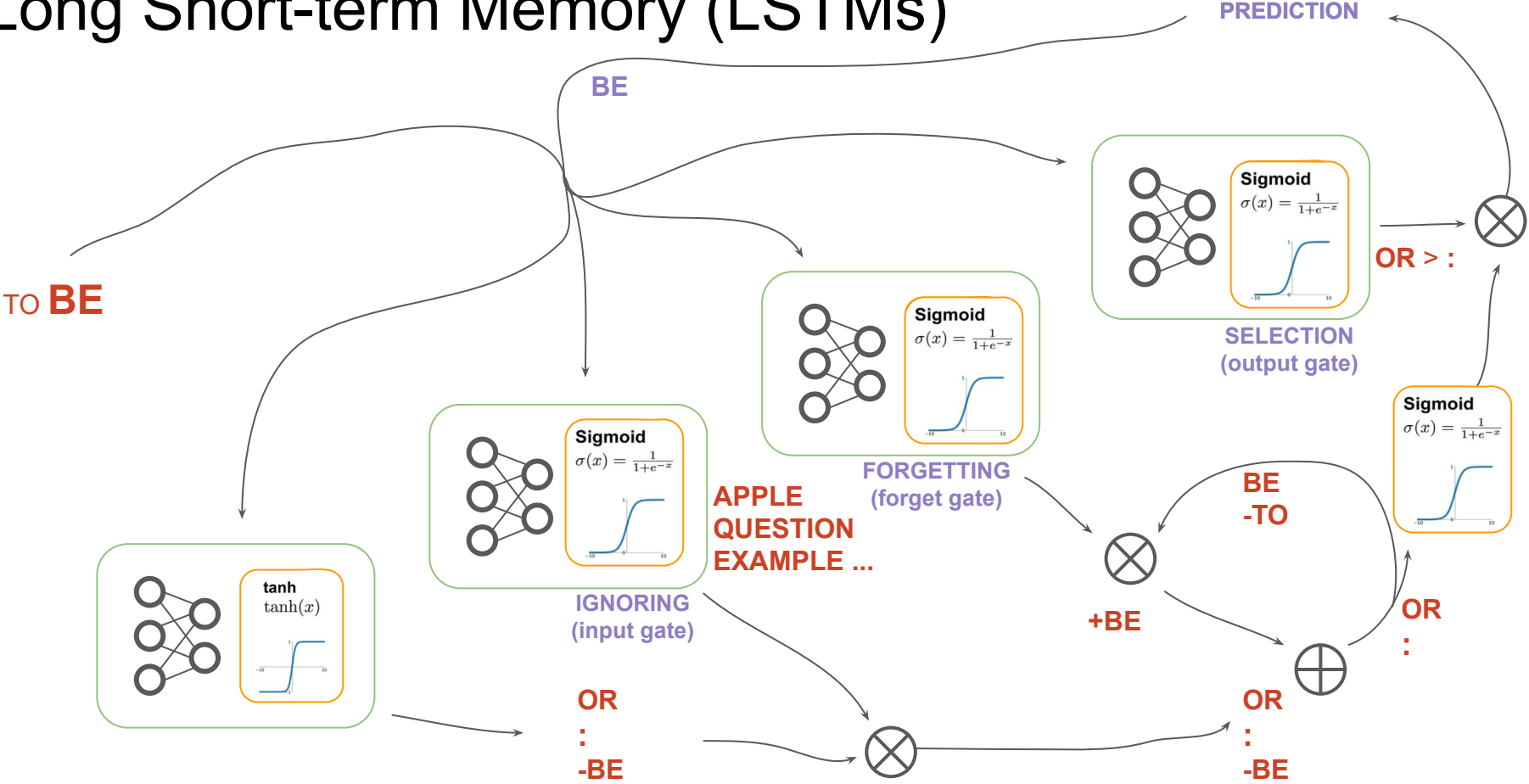
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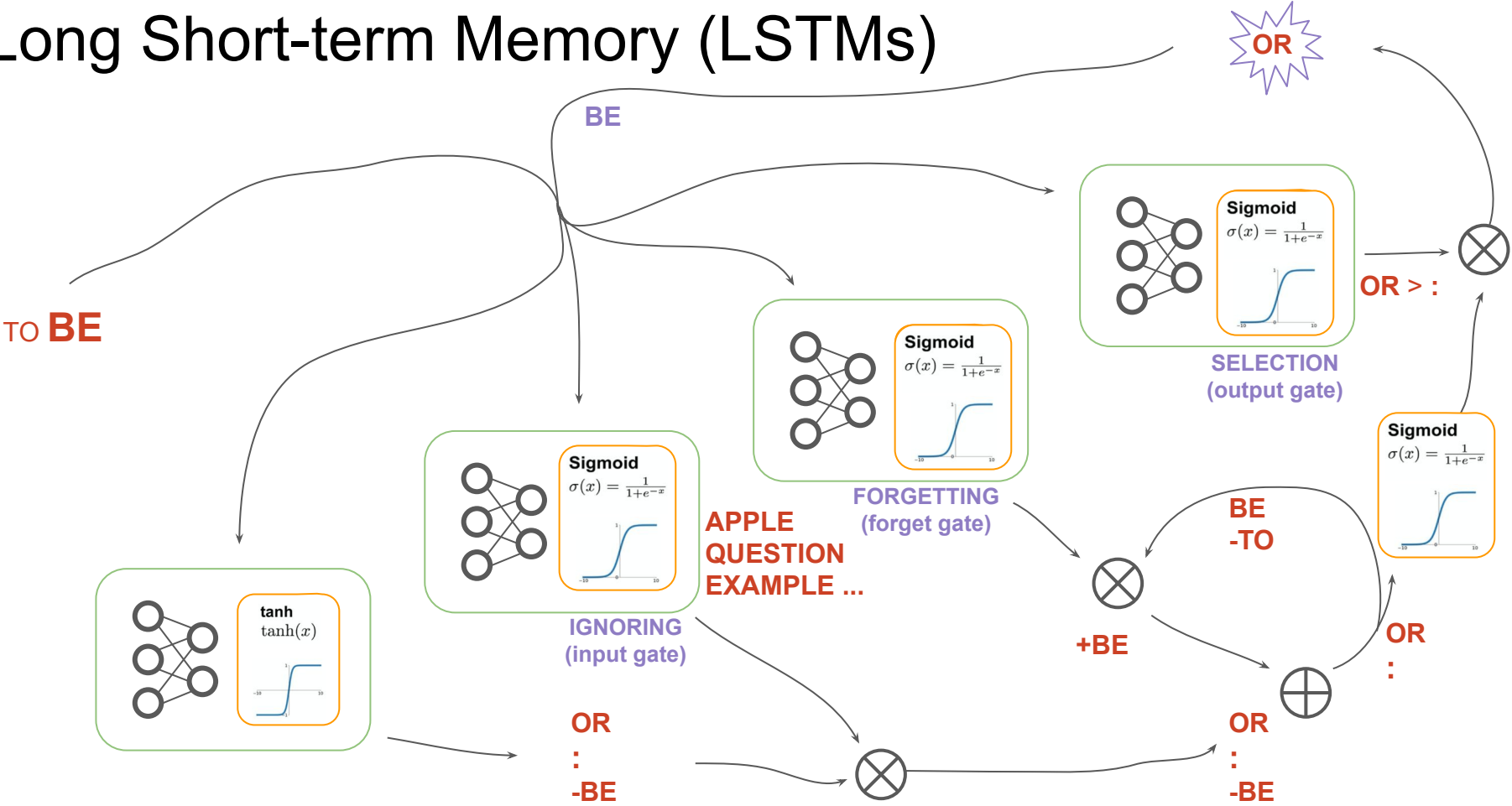
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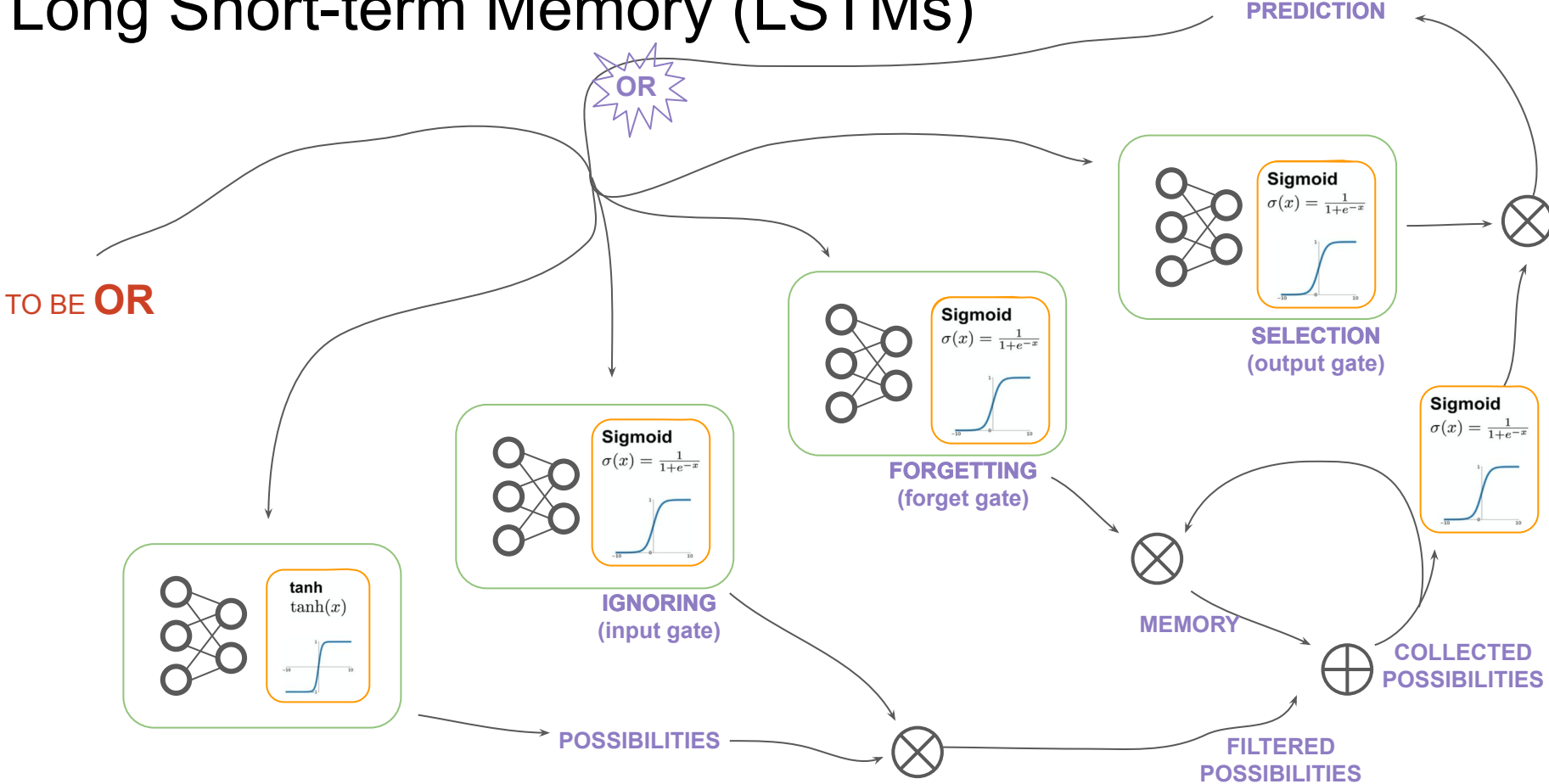


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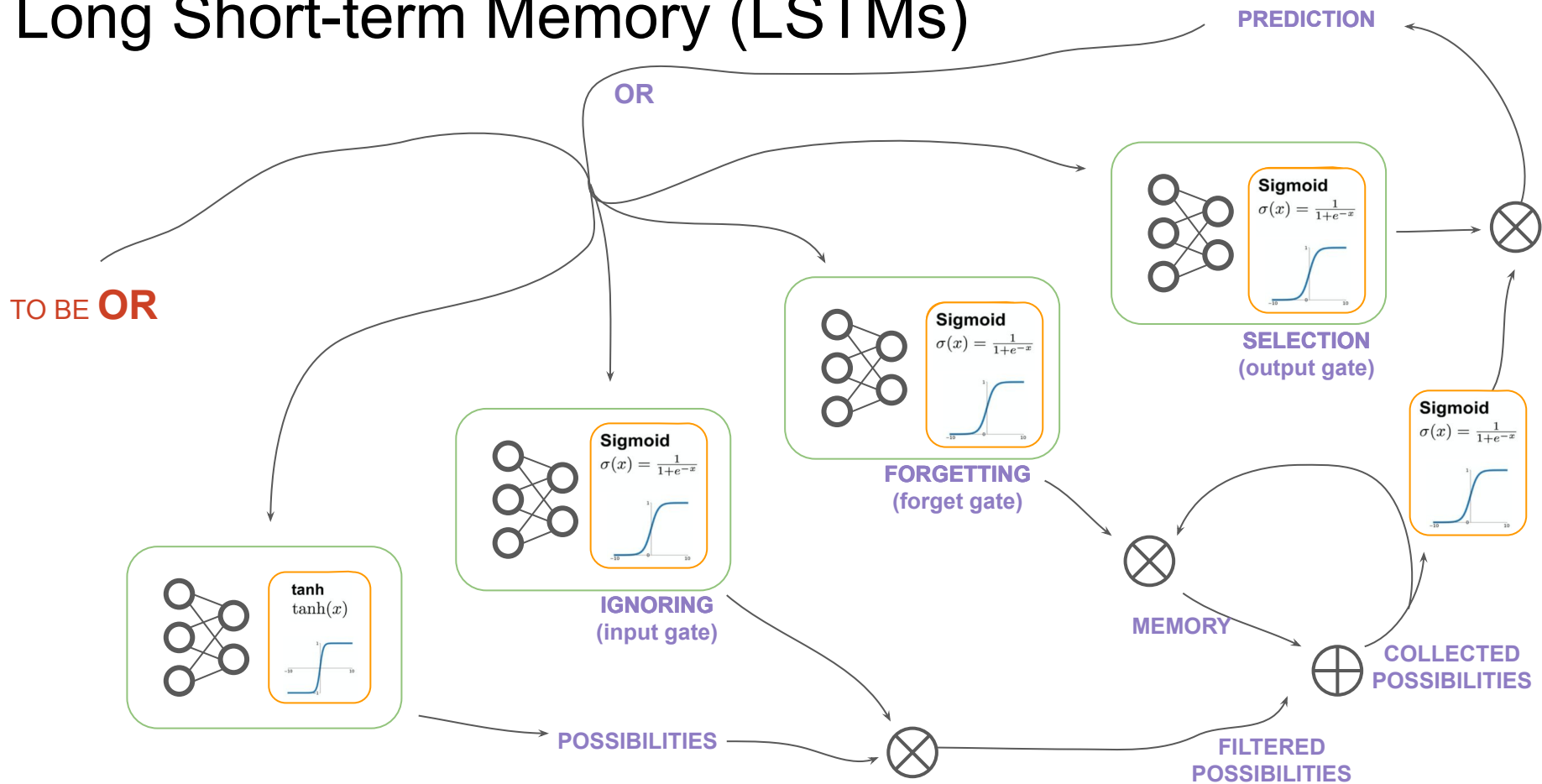




# Long Short-term Memory (LSTMs)



# Long Short-term Memory (LSTMs)



# Gated Recurrent Unit (GNUs)

- Similar to LSTMs
  - Uses a hidden state instead of the gates of the cell state
  - Has an “update” gate that is like “forget” in LSTMs
  - Has “reset” gate to decide how much past information to forget

# Might be helpful...

- Tricks about regularizing and optimizing LSTM Language Models:
  - <https://towardsdatascience.com/the-fall-of-rnn-lstm-2d1594c74ce0>

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