Recurrent Neural Networks

Overview

- 1. Modeling sequences
- 2. Recurrent neural networks: An abstraction
- 3. Usage patterns for RNNs
- 4. BiDirectional RNNs
- 5. A concrete example: The Elman RNN
- 6. The vanishing gradient problem
- 7. Long short-term memory units

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Salt Lake City

Words are sequences of characters

Salt Lake City

John lives in Salt Lake City

Sentences are sequences of words

Salt Lake City

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Paragraphs are sequences of sentences

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And so on… inputs are naturally sequences at different levels

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Outputs can also be sequences

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Part-of-speech tags form a sequence

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John lives in Salt Lake City Noun Verb Preposition Noun Noun Noun

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Even things that don't look like a sequence can be made to look like one Example: Named entity tags

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And we can get very creative with such encodings

Example: We can encode parse trees as a sequence of decisions needed to construct the tree

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Natural question: How do we model sequential inputs and outputs?

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Salt Lake City

John lives in Salt Lake City

John lives in Salt Lake City. He enjoys hiking with his dog. His cat hates hiking. Natural question: How do we model sequential inputs and outputs?

More concretely, we need a mechanism that allows us to

1. Capture sequential dependencies between inputs

2. Model uncertainty over sequential outputs

And we can get very creative with such encodings

Example: We can encode parse trees as a sequence of decisions needed to construct the tree

Modeling sequences: The problem

Suppose we want to build a language model that computes the probability of sentences

We can write the probability as

$$
P(x_1, x_2, x_3, \cdots, x_n) = \prod_i P(x_i \mid x_1, x_2 \cdots, x_{i-1})
$$

It was a bright cold day in April.

 $P(\text{It was a bright cold day in April}) =$

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A history-based model

$$
P(x_1, x_2, \cdots, x_n) = \prod_{i=1}^n P(x_i | x_1, x_2, \cdots, x_{i-1})
$$

Each token is dependent on all the tokens that came before it

- Simple conditioning
- $-$ Each P(x_i | ...) is a multinomial probability distribution over the tokens

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- Simple conditioning
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What is the problem here?

- How many parameters do we have?
	- Grows with the size of the sequence!

The traditional solution: Lose the history

Make a modeling assumption

Example: The first order Markov model assumes that $P(x_i | x_1, x_2, \cdots, x_{i-1}) = P(x_i | x_{i-1})$

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$$

These dependencies are ignored

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If there are K tokens/states, how many parameters do we need? $O(K^2)$

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- Can we capture the meaning of the entire history without arbitrarily growing the number of parameters?
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- Can we capture the meaning of the entire history without arbitrarily growing the number of parameters?
- Or equivalently, can we discard the Markov assumption?
- Can we represent arbitrarily long sequences as fixed sized vectors? – Perhaps to provide features for subsequent classification
- Answer: Recurrent neural networks (RNNs)