

# Recurrent Neural Networks Machine Learning

(Largely based on slides from Luis Serrano & Fei-Fei Li & Andrej Karpathy & Justin Johnson & Serena Yeung)

#### Prof. Sandra Avila

Institute of Computing (IC/Unicamp)

# Today's Agenda

- Recurrent Neural Networks
  - An Intuitive Explanation
  - A More Formal Explanation
  - Vanilla vs LSTMs

# RNNs: An Intuitive Explanation











Burger

#### Weather





#### Weather









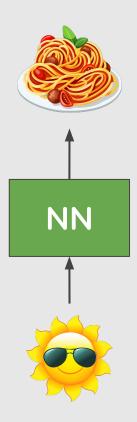














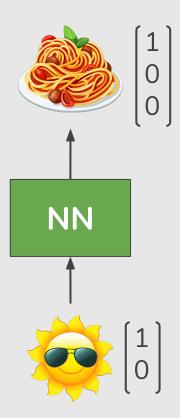


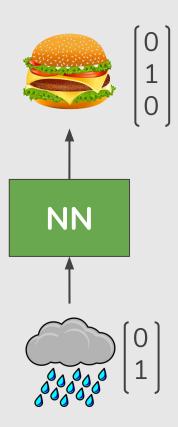














$$\begin{bmatrix}
1 & 0 \\
0 & 1 \\
0 & 0
\end{bmatrix}$$



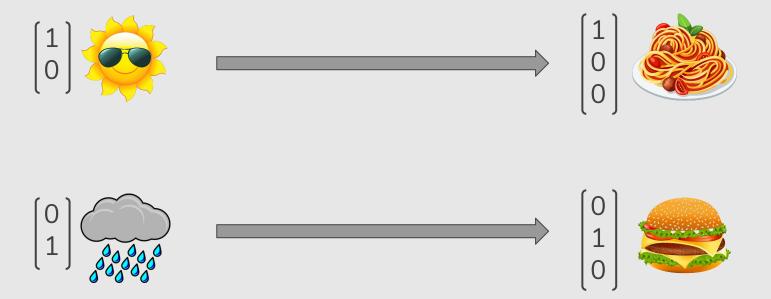
$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} =$$

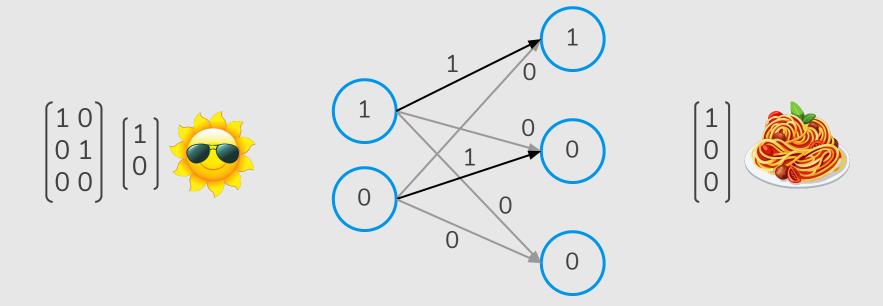


$$\begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \end{bmatrix} \qquad = \qquad \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$



















Pasta







Pasta



Burger







Pasta



Burger

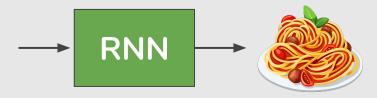


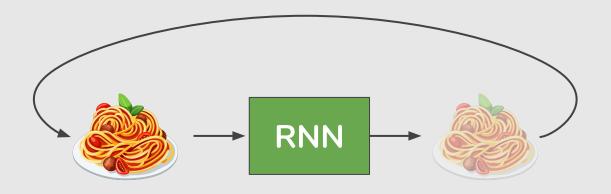
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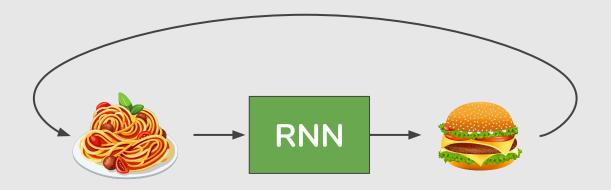


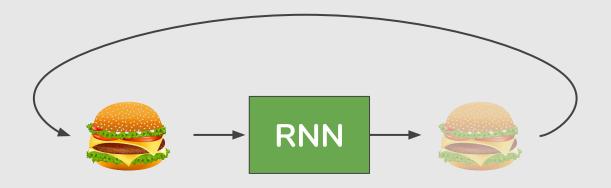
# **Cooking Schedule**

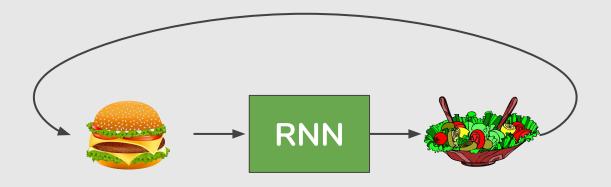


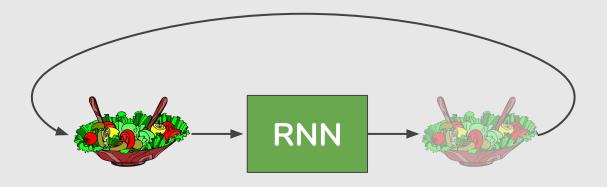


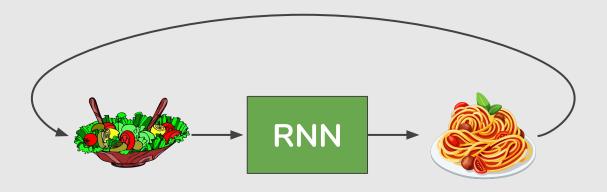


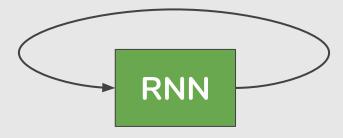






















$$\begin{bmatrix}
 0 & 0 & 1 \\
 1 & 0 & 0 \\
 0 & 1 & 0
 \end{bmatrix}$$





$$\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} =$$





$$\begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\begin{bmatrix}
0 & 0 & 1 \\
1 & 0 & 0 \\
0 & 1 & 0
\end{bmatrix}
\begin{bmatrix}
1 \\
0 \\
0
\end{bmatrix}
=
\begin{bmatrix}
0 \\
1 \\
0
\end{bmatrix}$$







$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

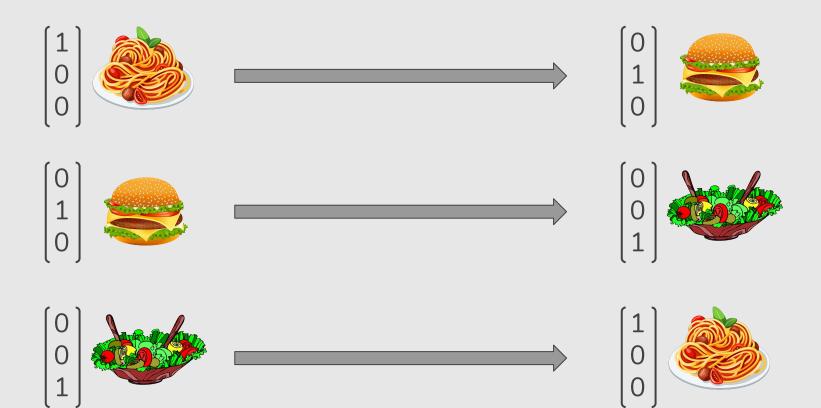




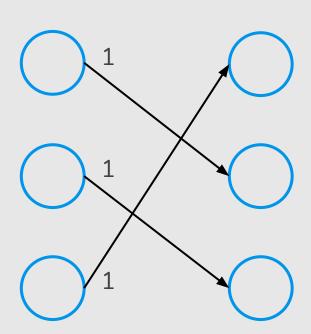


$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

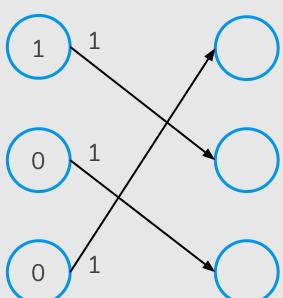


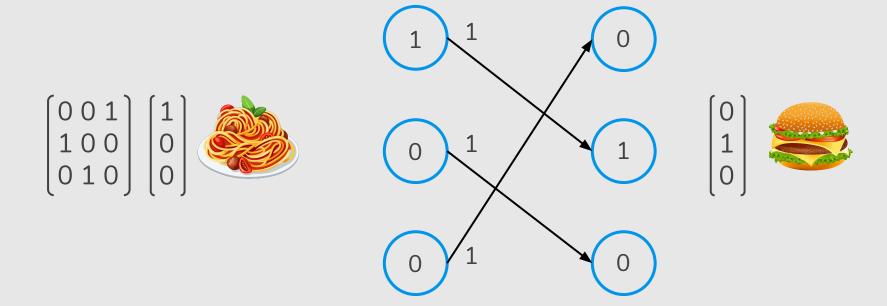


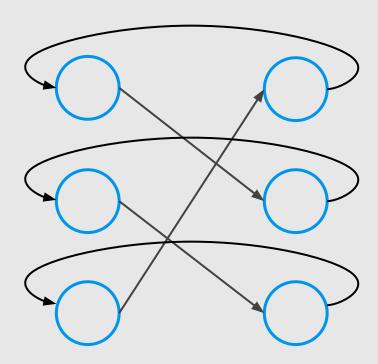
 $\begin{bmatrix}
 0 & 0 & 1 \\
 1 & 0 & 0 \\
 0 & 1 & 0
 \end{bmatrix}$ 















Sunny Same as yesterday

#### Weather





Rain Next dish

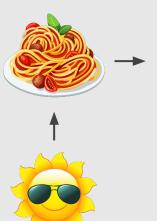


Monday Tuesday Wednesday Thursday Friday Saturday

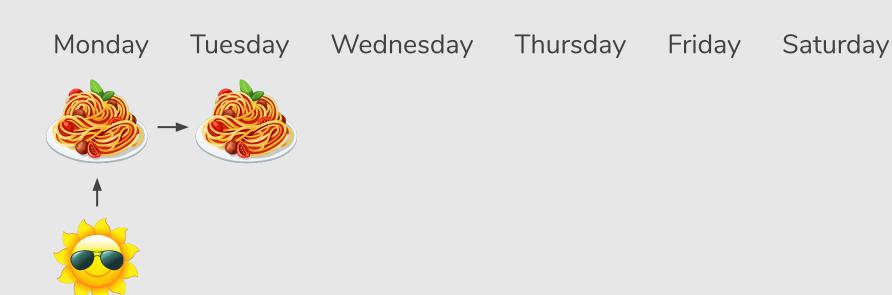




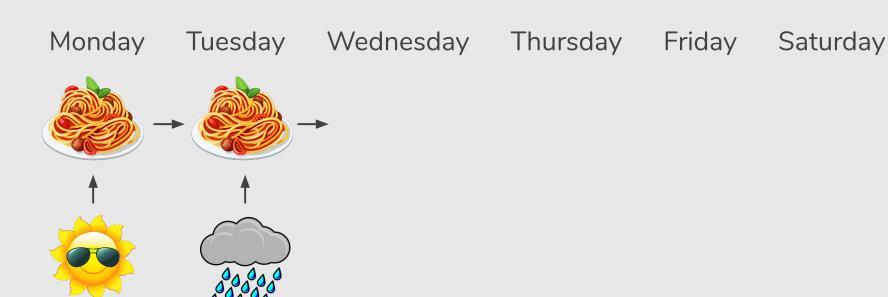
Monday Tuesday Wednesday Thursday Friday Saturday







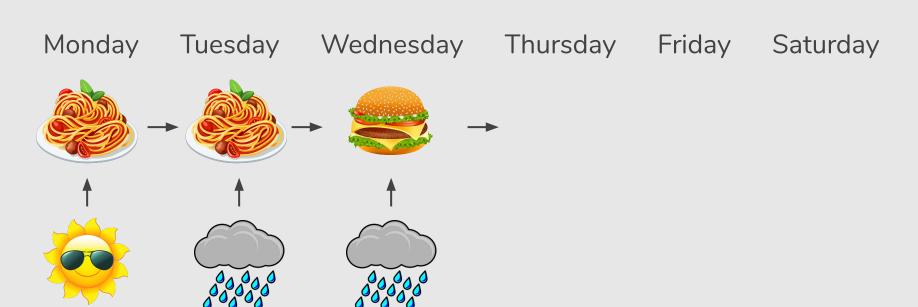




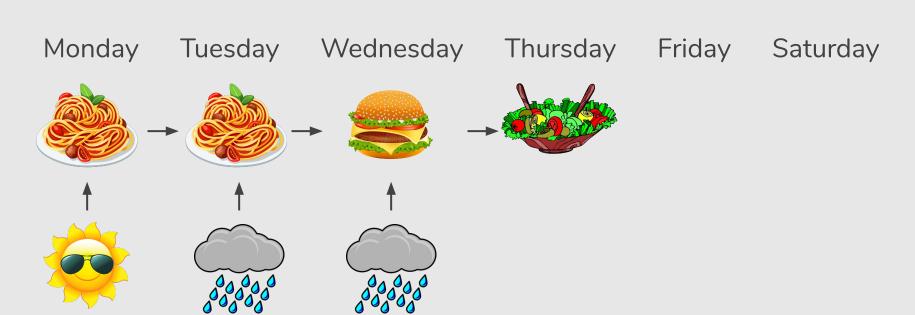




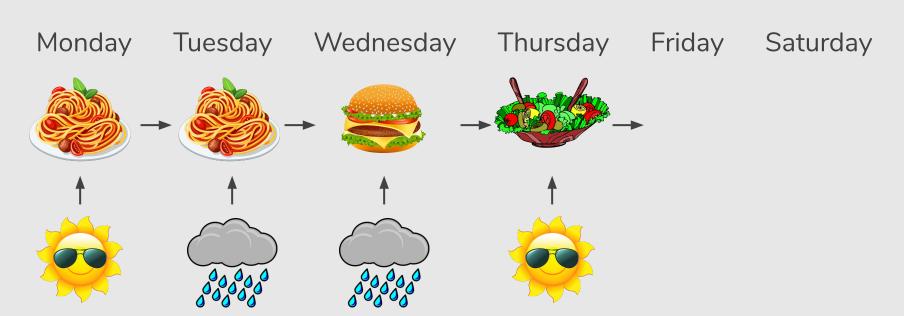




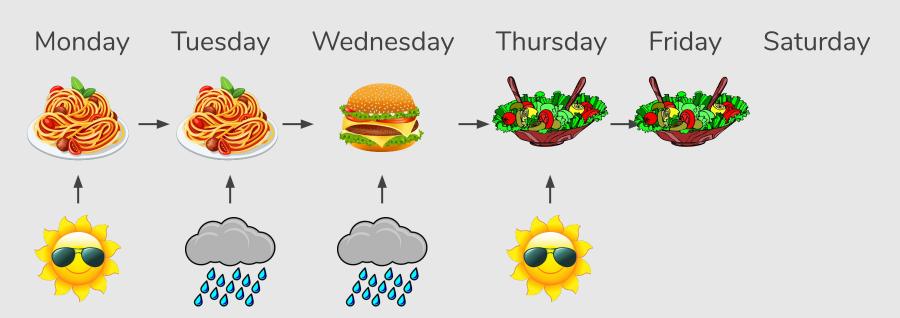




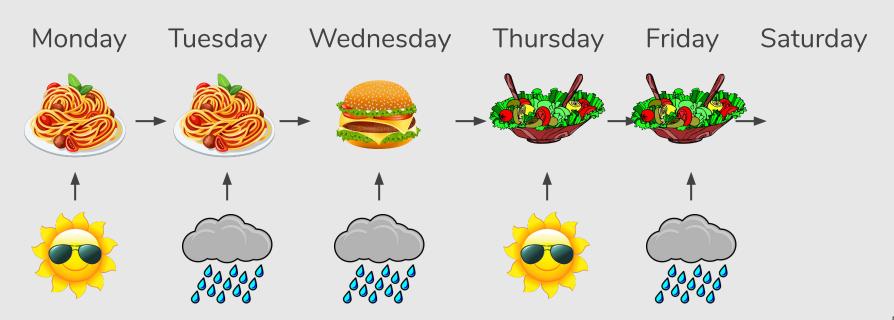




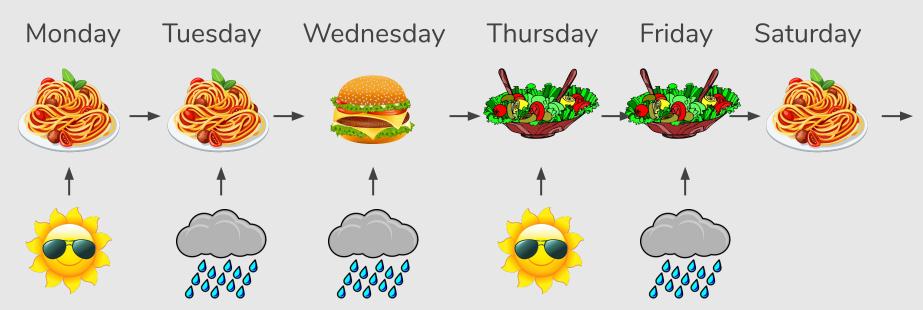


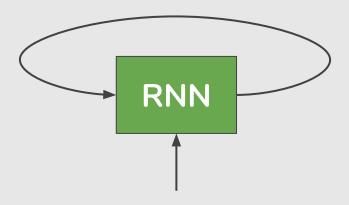


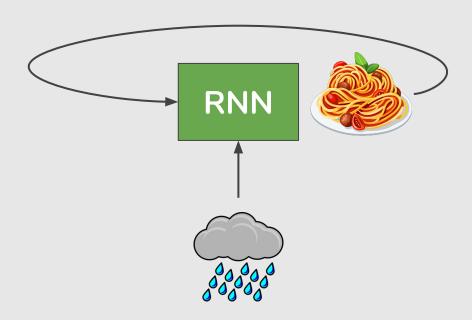


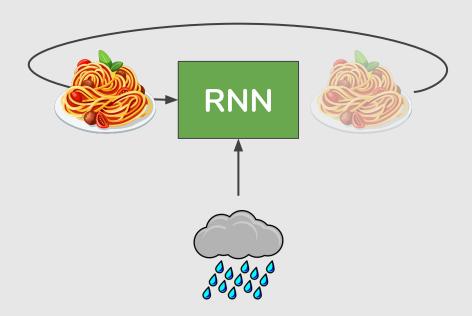


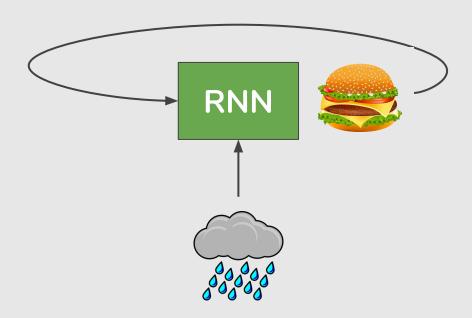






















[100]	[10]
010	10
001	10
001	01
100	01
010	01
Food	Weather





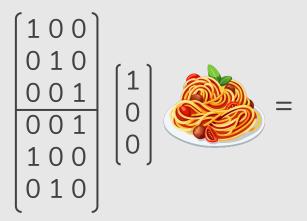


1	0	0
0	1	0
0	0	1
0	0	1
1	0	0
0	1	0
(		





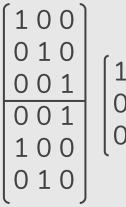


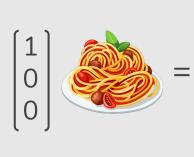
















same

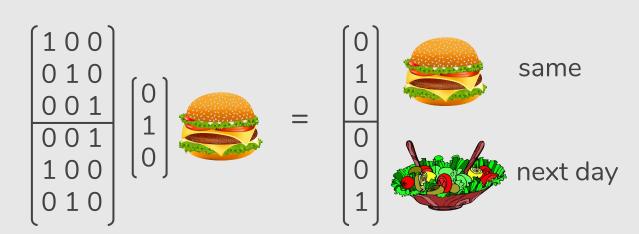


next day









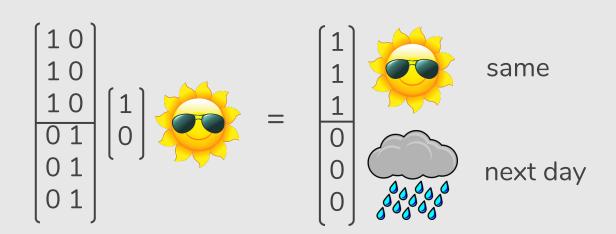




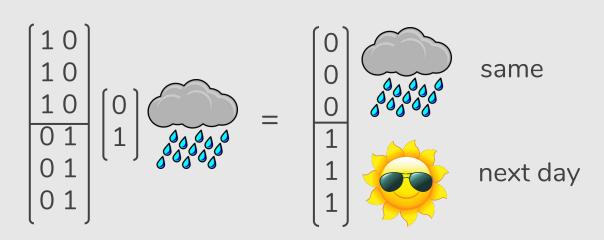


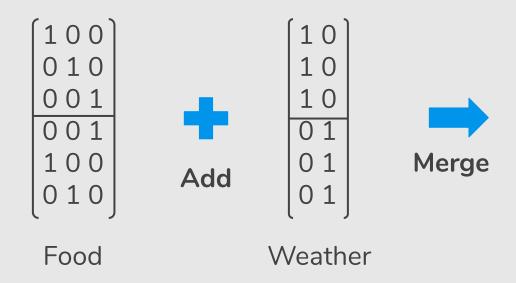
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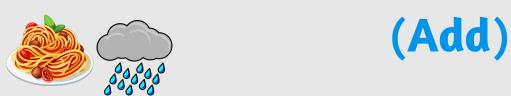








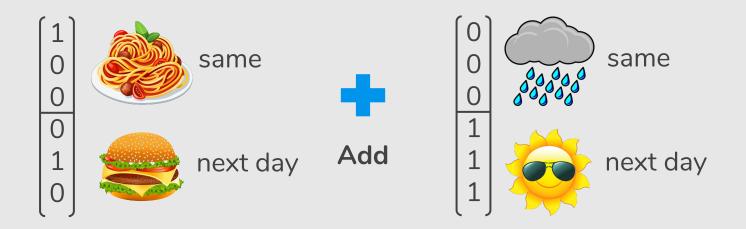
# Recurrent Neural Network (Add)





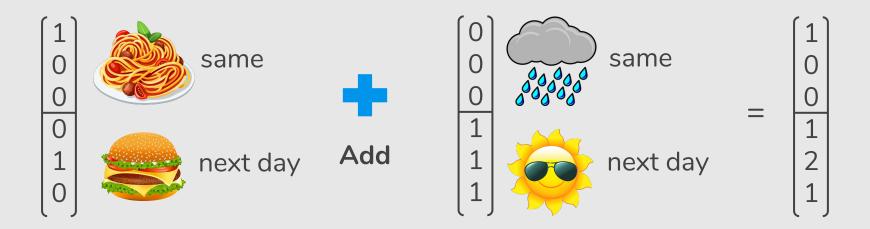
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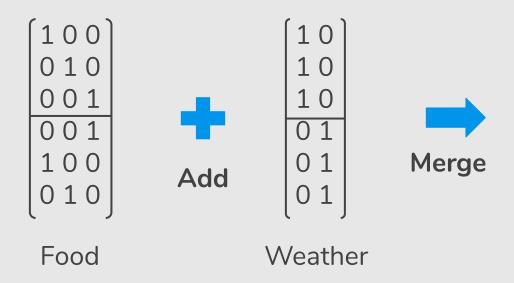
(Add)





(Add)



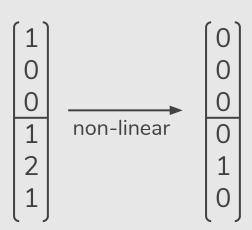


# Recurrent Neural Network (Merge)

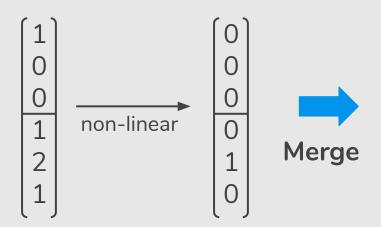


 $\begin{bmatrix}
1 \\
0 \\
0 \\
1 \\
2
\end{bmatrix}$ non-linear

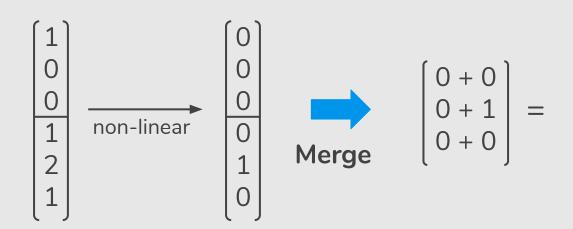




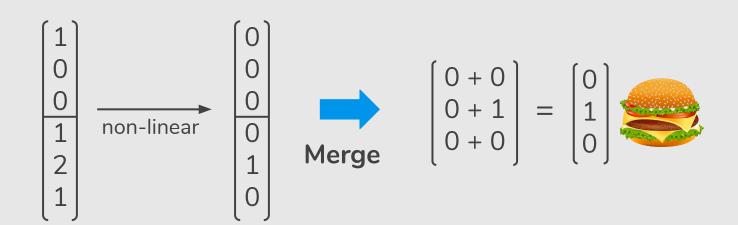


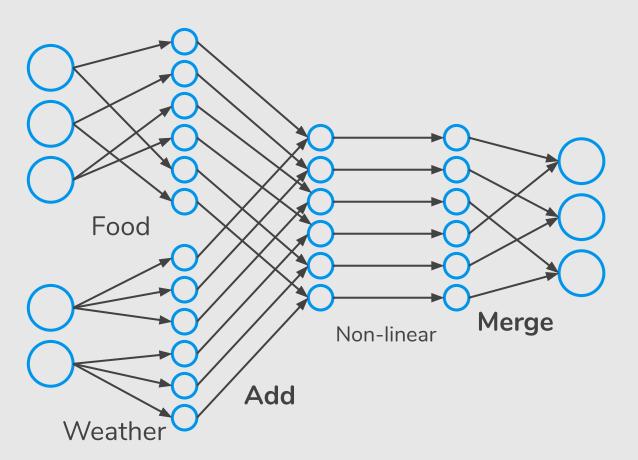


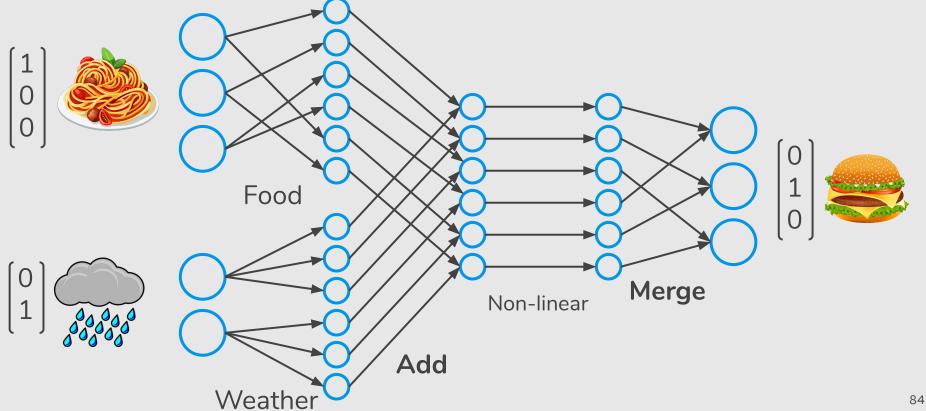


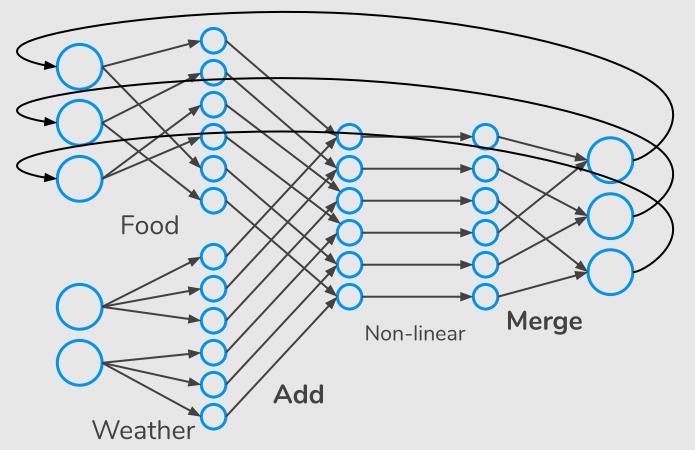




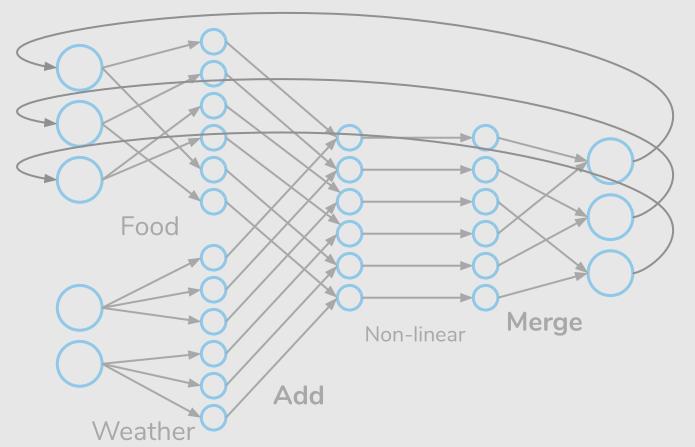




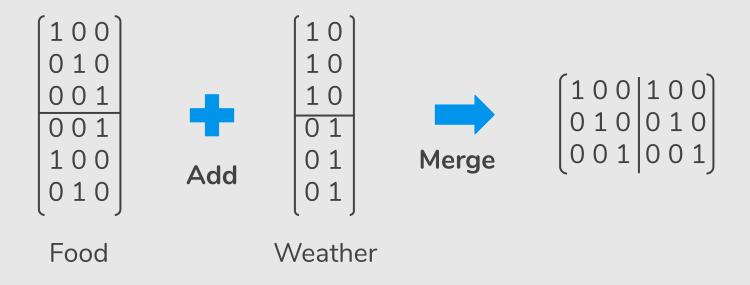




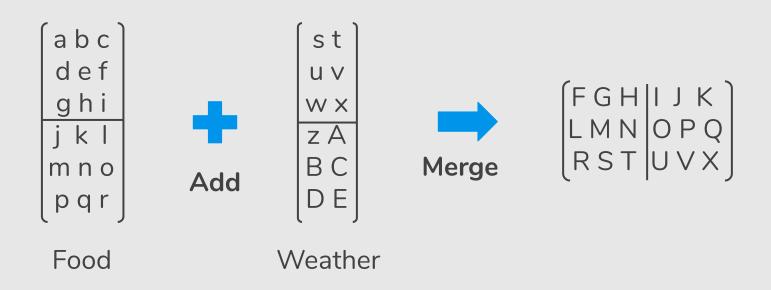
# How to train the RNN?



# **RNN**



# Start with Random Weights



# Today's Agenda

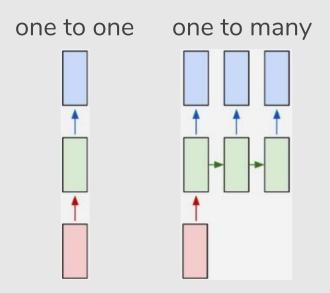
- Recurrent Neural Networks
  - An Intuitive Explanation
  - A More Formal Explanation
  - Vanilla vs LSTMs

# RNNs: A More Formal Explanation

one to one

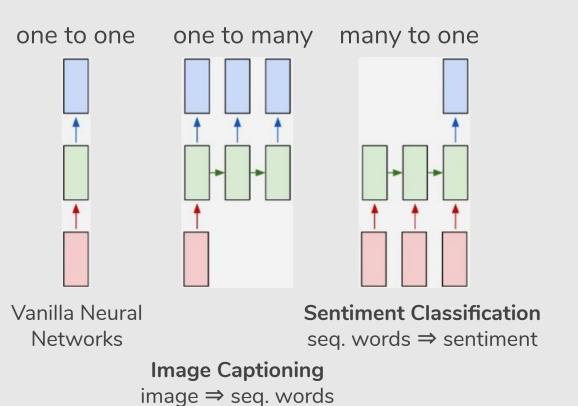


Vanilla Neural Networks

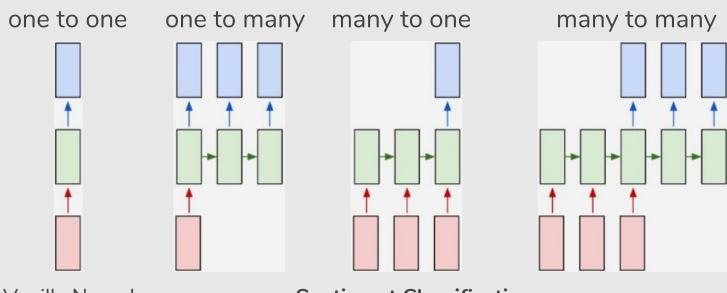


Vanilla Neural Networks

Image Captioning image ⇒ seq. words



93



Vanilla Neural Networks Sentiment Classification seq. words ⇒ sentiment

Image Captioning image ⇒ seq. words

Machine Translation seq. words ⇒ seq. of words

seq. words ⇒ sentiment

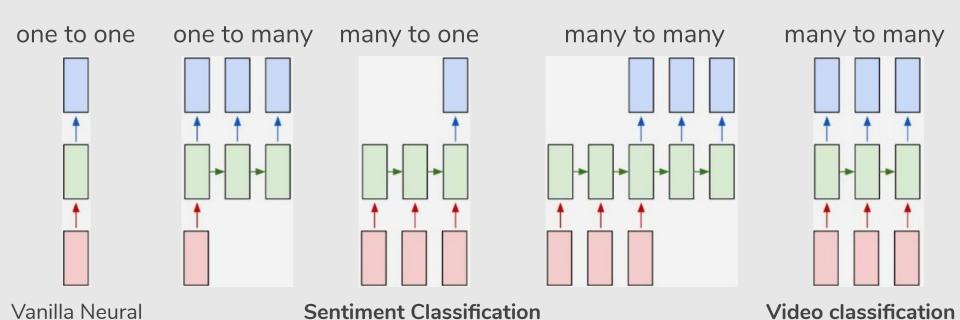
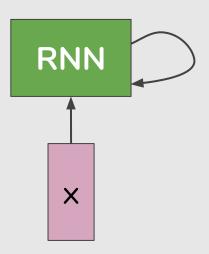


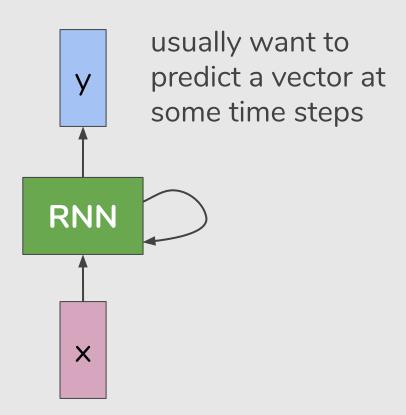
Image Captioning image ⇒ seq. words

**Networks** 

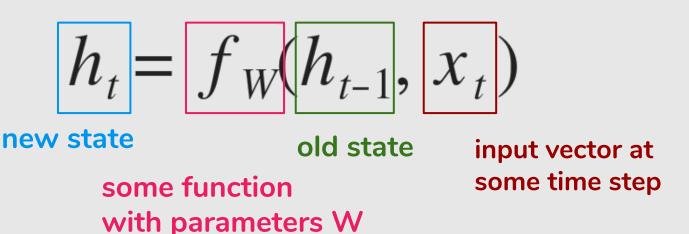
Machine Translation seq. words ⇒ seq. of words

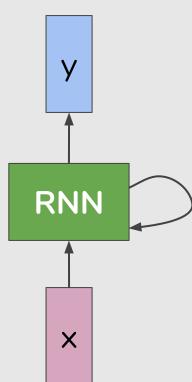
on frame level





We can process a sequence of vectors **x** by applying a **recurrence formula** at every time step:

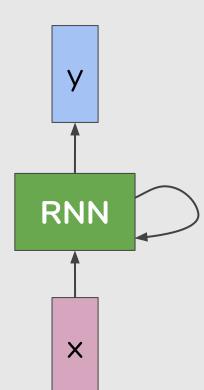




We can process a sequence of vectors **x** by applying a **recurrence formula** at every time step:

$$h_t = f_W(h_{t-1}, x_t)$$

Notice: the same function and the same set of parameters are used at every time step.



The state consists of a single "hidden" vector h:

$$h_{t} = f_{W}(h_{t-1}, x_{t})$$

$$\downarrow \downarrow$$

$$h_{t} = \tanh(W_{hh}h_{t-1} + W_{xh}x_{t})$$

$$y_{t} = W_{hy}h_{t}$$

