# Recurrent Neural Networks 

CS 114B
March 28, 2023

Slides thanks to Prof. Srikumar

## 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

## Sequences abound in NLP

Salt Lake City

Words are sequences of characters

## Sequences abound in NLP

Salt Lake City

John lives in Salt Lake City

Sentences are sequences of words

## Sequences abound in NLP

$$
\begin{aligned}
& \text { Salt Lake City } \\
& \text { John lives in Salt Lake City }
\end{aligned}
$$

John lives in Salt Lake City. He enjoys hiking with his dog. His cat hates hiking.

Paragraphs are sequences of sentences

## Sequences abound in NLP

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& \text { John lives in Salt Lake City }
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John lives in Salt Lake City. He enjoys hiking with his dog. His cat hates hiking.

And so on... inputs are naturally sequences at different levels

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& \text { John lives in Salt Lake City }
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$$

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Outputs can also be sequences

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\begin{aligned}
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& \text { John lives in Salt Lake City }
\end{aligned}
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John lives in Salt Lake City. He enjoys hiking with his dog. His cat hates hiking.
John lives in Salt Lake City

Part-of-speech tags form a sequence

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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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Noun Verb Preposition Noun Noun Noun


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Noun Verb Preposition Noun Noun Noun<br>B-PER O O B-LOC I-LOC I-LOC

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?

## Noun Verb Preposition Noun Noun Noun <br> B-PER O O B-LOC I-LOC I-LOC

## 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

## Sequences abound in NLP

Salt Lake City
John lives in Salt Lake City

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

$$
P\left(x_{1}, x_{2}, x_{3}, \cdots, x_{n}\right)=\prod_{i} P\left(x_{i} \mid x_{1}, x_{2} \cdots, x_{i-1}\right)
$$

## Example: A Language model

It was a bright cold day in April.
$P($ It was a bright cold day in April $)=$

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## It was a bright cold day in April.

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Probability of a word starting a sentence

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$P($ It was a bright cold day in April $)=$

$$
\begin{aligned}
& P(\mathrm{It}) \times \longleftarrow \text { Probability of a word starting a sentence } \\
& P(\text { was } \mid \mathrm{It}) \times \longleftarrow \text { Probability of a word following " } \mathrm{lt} \text { " }
\end{aligned}
$$

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& P(\mathrm{It}) \times \longleftarrow \text { Probability of a word starting a sentence } \\
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& P(\mathrm{a} \mid \mathrm{It} \text { was }) \times \longleftarrow \text { Probability of a word following "It was" }
\end{aligned}
$$

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$P($ It was a bright cold day in April $)=$
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$P($ a $\mid$ It was $) \times \longleftarrow$ Probability of a word following "It was"
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$P($ a $\mid$ It was $) \times \longleftarrow$ Probability of a word following "It was"
$P($ bright $\mid$ It was a) $x \longleftarrow$ Probability of a word following "It was a"
$P($ cold $\mid$ It was a bright $) \times$
$P($ day $\mid$ It was a bright cold $) \times \cdots$

## A history-based model

$$
P\left(x_{1}, x_{2}, \cdots, x_{n}\right)=\prod_{i=1}^{n} P\left(x_{i} \mid x_{1}, x_{2}, \cdots, x_{i-1}\right)
$$

- Each token is dependent on all the tokens that came before it
- Simple conditioning
- Each $P\left(x_{i} \mid \ldots\right)$ is a multinomial probability distribution over the tokens
- What is the problem here?


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- Simple conditioning
- Each $P\left(x_{i} \mid \ldots\right)$ is a multinomial probability distribution over the tokens
- 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\left(x_{i} \mid x_{1}, x_{2}, \cdots, x_{i-1}\right)=P\left(x_{i} \mid x_{i-1}\right)
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This allows us to simplify

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## Example: Another language model

## It was a bright cold day in April

$P($ It was a bright cold day in April $)=$

$P($ was $\mid \mathrm{It}) \times \longleftarrow$ Probability of a word following "It"
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$P($ bright $\mid$ a $) \times$ Probability of a word following "a"
$P($ cold $\mid$ bright $) \times$
$P($ day $\mid$ cold $) \times \cdots$

## Example: Another language model

## It was a bright cold day in April

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If there are K tokens/states, how many parameters
do we need?

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

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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 represent arbitrarily long sequences as fixed sized vectors?
- Perhaps to provide features for subsequent classification


## Can we do better?

- 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)


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## Recurrent neural networks

- First introduced by Elman 1990
- Provides a mechanism for representing sequences of arbitrary length into vectors that encode the sequential information
- Currently, perhaps one of the most commonly used tool in the deep learning toolkit for NLP applications


## The RNN abstraction

A high level overview that doesn't go into details

An RNN cell is a unit of differentiable compute that maps inputs to outputs


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## The RNN abstraction

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To allow the ability to compose these cells, they take a recurrent input from a previous such cell

Recurrent input



Input

## The RNN abstraction

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Recurrent input


## The RNN abstraction

## A high level overview that doesn't go into details



Conceptually two operations
Using the input and the recurrent input (also called the previous cell state), compute

1. The next cell state
2. The output

## The RNN abstraction: A simple example

John lives in Salt Lake City



This template is unrolled for each input

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## The RNN abstraction

Sometimes this is represented as a "neural network with a loop".

But really, when unrolled, there are no loops. Just a big feedforward network.


## An abstract RNN :Notation

- Inputs to cells: $\mathbf{x}_{t}$ at the $t^{\text {th }}$ step
- These are vectors


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- Outputs: $\mathbf{y}_{t}$ at the $t^{\text {th }}$ step
- These are also vectors
- At each step:
- Compute the next cell state: $\mathbf{s}_{t}=\mathrm{R}\left(\mathbf{s}_{t-1}, \mathbf{x}_{t}\right)$
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Both these functions can be parameterized.

- Compute the output: $\boldsymbol{y}_{t}=O\left(s_{t}\right)$ That is, they can be neural networks whose parameters are trained.


## What does unrolling the RNN do?

- At each step:
- Compute the next cell state: $\mathbf{s}_{t}=\mathrm{R}\left(\mathbf{s}_{t-1}, \mathbf{x}_{t}\right)$
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$$
\begin{array}{ll}
-\mathbf{s}_{1}=R\left(\mathbf{s}_{0}, \mathbf{x}_{1}\right) \\
-\mathbf{s}_{2}=R\left(\mathbf{s}_{1}, \mathbf{x}_{2}\right)=R\left(R\left(\mathbf{s}_{0}, \mathbf{x}_{1}\right), \mathbf{x}_{2}\right) \longleftarrow & \begin{array}{l}
\text { Encodes the sequence } \\
\text { upto t }=2 \text { into a single }
\end{array} \\
\text { vector }
\end{array}
$$

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& -\mathbf{s}_{3}=\mathrm{R}\left(\mathbf{s}_{2}, \mathbf{x}_{3}\right)=\mathrm{R}\left(\mathrm{R}\left(\mathrm{R}\left(\mathbf{s}_{0}, \mathbf{x}_{1}\right), \mathbf{x}_{2}\right), \mathbf{x}_{3}\right)
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\end{array}
$$

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-\mathbf{s}_{4} & \left.=\mathrm{R}\left(\mathbf{s}_{3}, \mathbf{x}_{4}\right)=\mathrm{R}\left(\mathrm{R}\left(\mathrm{R}\left(\mathbf{s}_{0}, \mathbf{x}_{1}\right), \mathbf{x}_{2}\right), \mathbf{x}_{3}\right), \mathbf{x}_{4}\right)
\end{aligned}
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\end{array} \\
\text { upto t=4 into a single } \\
-\mathbf{s}_{3}=\mathrm{R}\left(\mathbf{s}_{2}, \mathbf{x}_{3}\right)=\mathrm{R}\left(\mathrm{R}\left(\mathrm{R}\left(\mathbf{s}_{0}, \mathbf{x}_{1}\right), \mathbf{x}_{2}\right), \mathbf{x}_{3}\right) & \text { vector } \\
\left.-\mathbf{s}_{4}=\mathrm{R}\left(\mathbf{s}_{3}, \mathbf{x}_{4}\right)=\mathrm{R}\left(\mathrm{R}\left(\mathrm{R}\left(\mathbf{s}_{0}, \mathbf{x}_{1}\right), \mathbf{x}_{2}\right), \mathbf{x}_{3}\right), \mathbf{x}_{4}\right)
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& \text { uptct } \\
& \text {.. and so on }
\end{aligned}
$$

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## What can we do with such an abstraction?



1. The encoder: Convert a sequence into a feature vector for subsequent classification
2. A generator: Produce a sequence using an initial state
3. A transducer: Convert a sequence into another sequence
4. A conditioned generator (or an encoder-decoder): Combine 1 and 2

## 1. An Encoder

Convert a sequence into a feature vector for subsequent classification


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## 1. An Encoder

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## 1. An Encoder

## Convert a sequence into a feature vector for subsequent classification

Example: Encode a sentence or a phrase into a feature vector for a classification task such as sentiment classification


## 2. A Generator

## Produce a sequence using an initial state



## 2. A Generator

## Produce a sequence using an initial state



## 2. A Generator

## Produce a sequence using an initial state

Maybe the previous output becomes the current input


## 2. A Generator

## Produce a sequence using an initial state

Examples: Text generation tasks


## 3. A Transducer

## Convert a sequence into another sequence



## 3. A Transducer

## Convert a sequence into another sequence



## 4. Conditioned generator

Or an encoder-decoder: First encode a sequence, then generate another one

First encode a sequence


## 4. Conditioned generator

Or an encoder-decoder: First encode a sequence, then generate another one

Then decode it to produce a different sequence


## 4. Conditioned generator

Or an encoder-decoder: First encode a sequence, then generate another one

Example: A building block for neural machine translation


## Stacking RNNs

- A commonly seen usage pattern
- An RNN takes an input sequence and produces an output sequence
- The input to an RNN can itself be the output of an RNN stacked RNNs, also called deep RNNs
- Two or more layers often seems to improve prediction performance


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## Why left to right?

Everything we saw so far models sequences (e.g. words) from left to right

Implicit assumption: If we want to represent a word in a sentence, the words before are useful

Is this right?

## Why left to right?

Everything we saw so far models sequences (e.g. words) from left to right

Implicit assumption: If we want to represent a word in a sentence, the words before are useful

Is this right? Not really

For example: For a sequence labeling task, the words after a target word may also be useful in deciding its label

How do we address this?

## Bidirectional RNNs

[Schuster and Paliwal 1997]

One answer (currently the most popular one): Maintain two separate RNNs - one forward and one reverse

## BiRNN: A simple example Forward

John ate cake


First, the forward case. We have seen this before.

## BiRNN: A simple example Forward

John ate cake


First, the forward case. We have seen this before.

## BiRNN: A simple example Forward

> John ate cake


First, the forward case. We have seen this before.

## BiRNN: A simple example Forward

John ate cake



The forward RNN

## BiRNN: A simple example Forward



## BiRNN: A simple example Reverse



## BiRNN: A simple example Reverse

> John ate cake



The forward RNN

Let's create a second RNN, this time for the reverse direction


The reverse RNN

## BiRNN: A simple example Reverse



## BiRNN: A simple example Reverse



## BiRNN: A simple example Reverse



## BiRNN: A simple example Reverse




The forward RNN

Let's create a second RNN, this time for the reverse direction


The reverse RNN

## BiRNN: A simple example Reverse




The forward RNN

Let's create a second RNN, this time for the reverse direction


The reverse RNN

## BiRNN: A simple example Reverse



## BiRNN: A simple example Reverse



## BiRNN: Putting both parts together




The forward RNN


The reverse RNN

## Another way of seeing this

Concatenate to get the representation for the word John that accounts for both left and right contexts



The forward RNN


The reverse RNN

## Another way of seeing this

Concatenate to get the representation for the word ate that accounts for both left and right contexts



The forward RNN


The reverse RNN

## Another way of seeing this

Concatenate to get the representation for the word cake that accounts for both left and right contexts



The forward RNN


The reverse RNN

## A Bidirectional RNN

- Two RNNs
- Forward, defined by functions $R^{f}\left(\mathbf{s}_{t-1}^{f}, \mathbf{x}_{t}\right)$ and $O^{f}\left(\mathbf{s}_{t}\right)$
- Backward, defined by functions $R^{b}\left(\mathbf{s}_{t+1}^{b}, \mathbf{x}_{t}\right)$ and $O^{b}\left(\mathbf{s}_{t}\right)$


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- The $i^{\text {th }}$ output is defined by

$$
\mathbf{y}_{i}=\left[O^{f}\left(\mathbf{s}_{t}^{f}\right), O^{b}\left(\mathbf{s}_{t}^{b}\right)\right]
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- Another way to write this $\operatorname{biRNN}\left(\mathbf{x}_{1: n}, t\right)=\left[\operatorname{RNN}^{f}\left(\mathbf{x}_{1: t}\right), \operatorname{RNN}^{b}\left(\mathbf{x}_{n: t}\right)\right]$


## BiRNNs: Summary

- Allows capturing both left and right contexts
- Commonly used today as a base encoding layer for a variety of NLP tasks
- Often stacked
- Specific versions of RNNs give us different BiRNNs
- BiLSTMs or BiGRUs are typically used


## 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

## A simple RNN

- What we saw so far is just a template for a recurrent neural network
- Did not specify what the functions inside it are
- Let's look at a simple instantiation, first introduced by Elman 1990


## A simple RNN

At each step, an RNN:

- Computes the next cell state: $\mathbf{s}_{t}=\mathrm{R}\left(\mathbf{s}_{t-1}, \mathbf{x}_{t}\right)$
- Computes the output: $\boldsymbol{y}_{t}=\mathrm{O}\left(\mathrm{s}_{t}\right)$

Need to specify two functions:

1. How to generate the current state using the previous state and the current input?
2. How to generate the current output using the current state?

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The output is the state. That is, $\boldsymbol{y}_{t}=\mathbf{s}_{t}$

## Computing the value of a state

1. How to generate the current state using the previous state and the current input?


The previous state A vector in $\Re^{d_{s}}$


The current input
A vector in $\Re^{d}$

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$$
g\left(\mathbf{s}_{t-1} \mathbf{W}_{S}+\mathbf{x}_{t} \mathbf{W}_{I}+\mathbf{b}\right)
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A non-linearity.


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## The Elman RNN



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