Security and Fairness of Deep Learning

# Long Short Term Memory (LSTM) networks

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# Vanilla RNN



# Recall problem

- Vanishing or exploding gradients
  - difficult to learn long term dependencies

# LSTM



#### Core idea behind LSTMs

- Cell state + gates
  - Cell state stores long-term information
  - Gates remove and add information to the cell state



# LSTM walk-through

# Forget information



$$f_t = \sigma \left( W_f \cdot [h_{t-1}, x_t] + b_f \right)$$

- What information are we going to forget from the cell state?
- sigmoid output in [0,1]; if output 0, then forget completely
- Language model example: Forget gender of old subject when model sees new subject

#### Create new information



$$i_t = \sigma \left( W_i \cdot [h_{t-1}, x_t] + b_i \right)$$
$$\tilde{C}_t = \tanh(W_C \cdot [h_{t-1}, x_t] + b_C)$$

- input gate layer decides which values we'll update
- tanh layer creates a vector of new candidate values that could be added to the state
- Language model example: the gender of the new subject

#### Store new information



- Update state by forgetting some info and adding new info
- Language model example: drop the information about the old subject's gender and add information about new subject's gender

#### Output new hidden state



 Language model example: Since it just saw a subject, it might want to output information relevant to a verb, in case that's what is coming next. For example, it might output whether the subject is singular or plural, so that we know what form a verb should be conjugated into if that's what follows next.

# LSTM variant: Gated Recurrent Unit (GRU)

## GRU



- Combines the forget and input gates into a single "update gate"
- Merges the cell state and hidden state

• ...

# GRU intuition

 If reset is close to 0, ignore previous hidden state
→ Allows model to drop information that is irrelevant in the future

$$z_t = \sigma \left( W^{(z)} x_t + U^{(z)} h_{t-1} \right)$$
$$r_t = \sigma \left( W^{(r)} x_t + U^{(r)} h_{t-1} \right)$$
$$\tilde{h}_t = \tanh \left( W x_t + r_t \circ U h_{t-1} \right)$$
$$h_t = z_t \circ h_{t-1} + (1 - z_t) \circ \tilde{h}_t$$

- Update gate z controls how much of past state should matter now.
  - If z close to 1, then we can copy information in that unit through many time steps! Less vanishing gradient!
- Units with short-term dependencies often have reset gates very active

# GRU intuition

- Units with long term dependencies have active update gates z
- Illustration:



$$z_t = \sigma \left( W^{(z)} x_t + U^{(z)} h_{t-1} \right)$$
$$r_t = \sigma \left( W^{(r)} x_t + U^{(r)} h_{t-1} \right)$$
$$\tilde{h}_t = \tanh \left( W x_t + r_t \circ U h_{t-1} \right)$$
$$h_t = z_t \circ h_{t-1} + (1 - z_t) \circ \tilde{h}_t$$

# How GRUs fix vanishing gradients problem

- Is the problem with standard RNNs the naïve transition function?  $h_t = f\left(W^{(hh)}h_{t-1} + W^{(hx)}x_t\right)$
- It implies that the error must backpropagate through all the intermediate nodes:



• Perhaps we can create shortcut connections.

