Neural Network Basics

Jindřich Libovický, Jindřich Helcl

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Outline

Neural Networks Basics

Representing Words

Representing Sequences
  Recurrent Networks
  Convolutional Networks
  Self-attentive Networks
Deep Learning in NLP

• NLP tasks learn end-to-end using deep learning — the number-one approach in current research
• State of the art in POS tagging, parsing, named-entity recognition, machine translation, ...
• Good news: training without almost any linguistic insight
• Bad news: requires enormous amount of training data and really big computational power
What is deep learning?

• Buzzword for machine learning using neural networks with many layers using back-propagation
• Learning of a real-valued function with millions of parameters that solves a particular problem
• Learning more and more abstract representation of the input data until we reach such a suitable representation for our problem
Neural Networks Basics
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Single Neuron

\[ \sum x_i \cdot w_i \]

Activation function

Output

Weights \( W \)

Input \( X \)
Neural Network Basics

\[ x \downarrow \uparrow \]
\[ h_1 = f(W_1 x + b_1) \downarrow \uparrow \]
\[ h_2 = f(W_2 h_1 + b_2) \downarrow \uparrow \]
\[ \vdots \]
\[ h_n = f(W_n h_{n-1} + b_n) \downarrow \uparrow \]
\[ o = g(W_o h_n + b_o) \downarrow \]
\[ E = e(o, t) \rightarrow \]

\[ \frac{\partial E}{\partial W_o} = \frac{\partial E}{\partial o} \cdot \frac{\partial o}{\partial W_o} \]
Logistic regression:

\[ y = \sigma (W x + b) \]  \hspace{1cm} (1)

Computation graph:

forward graph

backward graph
Representing Words
Representing Words

Neural Networks Basics

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Discrete vs. Continuous
Representing Sequences
Representing Sequences

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Recurrent Networks (RNNs)

...the default choice for sequence labeling

- inputs: $x, \ldots, x_T$
- initial state $h_0 = 0$, a result of previous computation, trainable parameter
- recurrent computation: $h_t = A(h_{t-1}, x_t)$
def rnn(initial_state, inputs):
    prev_state = initial_state
    for x in inputs:
        new_state, output = rnn_cell(x, prev_state)
        prev_state = new_state
    yield output
RNN as a Fancy Image

\[ \begin{align*} \text{A} \quad \text{h}_t \quad \text{X}_t \end{align*} \]

\[ = \]

\[ \begin{align*} \text{A} \quad \text{h}_0 \quad \text{h}_1 \quad \text{h}_2 \quad \text{h}_t \\
\text{A} \quad \text{X}_0 \quad \text{X}_1 \quad \text{X}_2 \quad \text{X}_t \quad \text{...} \end{align*} \]
Vanilla RNN

\[ h_t = \tanh (W[h_{t-1}; x_t] + b) \]

- cannot propagate long-distance relations
- vanishing gradient problem
Vanishing Gradient Problem (1)

\[
\tanh x = \frac{1 - e^{-2x}}{1 + e^{-2x}}
\]

\[
\frac{d\tanh x}{dx} = 1 - \tanh^2 x \in (0, 1]
\]

Weight initialized $\sim \mathcal{N}(0, 1)$ to have gradients further from zero.
Vanishing Gradient Problem (2)

\[
\frac{\partial E_{t+1}}{\partial b} = \frac{\partial E_{t+1}}{\partial h_{t+1}} \cdot \frac{\partial h_{t+1}}{\partial b} \quad \text{(chain rule)}
\]
Vanishing Gradient Problem (3)

\[
\frac{\partial h_t}{\partial b} = \frac{\partial \tanh\left(W_h h_{t-1} + W_x x_t + b\right)}{\partial b} = z_t \quad \text{(activation)}
\]

\[
= \tanh'(z_t) \cdot \left( \frac{\partial W_h h_{t-1}}{\partial b} + \frac{\partial W_x x_t}{\partial b} + \frac{\partial b}{\partial b} \right) \quad \text{(tanh' is derivative of tanh)}
\]

\[
= W_h \quad \begin{cases} \tanh'(z_t) \quad \frac{\partial h_{t-1}}{\partial b} + \tanh'(z_t) \end{cases} \quad \begin{cases} \sim \mathcal{N}(0,1) \quad \in (0;1] \end{cases}
\]
Control the gradient flow by explicitly gating:

- what to use from input,
- what to use from hidden state,
- what to put on output
• two types of hidden states
• $h_t$ — “public” hidden state, used to output
• $c_t$ — “private” memory, no non-linearities on the way
• direct flow of gradients (without multiplying by $\leq 1$ derivatives)
LSTM: Forget Gate

$$f_t = \sigma (W_f [h_{t-1}; x_t] + b_f)$$

- based on input and previous state, decide what to forget from the memory
LSTM: Input Gate

\[
i_t = \sigma (W_i \cdot [h_{t-1}; x_t] + b_i)
\]

\[
\tilde{C}_t = \tanh (W_c \cdot [h_{t-1}; x_t] + b_C)
\]

- \(\tilde{C}\) — candidate what may want to add to the memory
- \(i_t\) — decide how much of the information we want to store
LMST: Cell State Update

\[ C_t = f_t \odot C_{t-1} + i_t \odot \tilde{C}_t \]
LSTM: Output Gate

\[ o_t = \sigma \left( W_o \cdot [h_{t-1}; x_t] + b_o \right) \]

\[ h_t = o_t \odot \tanh C_t \]
Here we are, LSTM!

\[
\begin{align*}
    f_t &= \sigma \left( W_f [h_{t-1}; x_t] + b_f \right) \\
    i_t &= \sigma \left( W_i [h_{t-1}; x_t] + b_i \right) \\
    o_t &= \sigma \left( W_o [h_{t-1}; x_t] + b_o \right) \\
    \tilde{C}_t &= \tanh \left( W_c [h_{t-1}; x_t] + b_C \right) \\
    C_t &= f_t \circ C_{t-1} + i_t \circ \tilde{C}_t \\
    h_t &= o_t \circ \tanh C_t
\end{align*}
\]

*Question* How would you implement it efficiently? Compute all gates in a single matrix multiplication.
Gated Recurrent Units

update gate
$z_t = \sigma(x_t W_z + h_{t-1} U_z + b_z) \in (0, 1)$

remember gate
$r_t = \sigma(x_t W_r + h_{t-1} U_r + b_r) \in (0, 1)$

candidate hidden state
$\tilde{h}_t = \tanh(x_t W_h + (r_t \odot h_{t-1}) U_h) \in (-1, 1)$

hidden state
$h_t = (1 - z_t) \odot h_{t-1} + z_t \cdot \tilde{h}_t$
**LSTM vs. GRU**

- GRU is smaller and therefore faster
- performance similar, task dependent
- theoretical limitation: GRU accepts regular languages, LSTM can simulate counter machine
rnn = nn.LSTM(input_dim, hidden_dim=512, num_layers=1, 
    bidirectional=True, dropout=0.8) 
output, (hidden, cell) = self.rnn(x) 

inputs = ... # float tf.Tensor of shape [batch, length, dim]
lengths = ... # int tf.Tensor of shape [batch]

# Cell objects are templates
fw_cell = tf.nn.rnn_cell.LSTMCell(512, name="fw_cell")
bw_cell = tf.nn.rnn_cell.LSTMCell(512, name="bw_cell")

outputs, states = tf.nn.bidirectional_dynamic_rnn(
    cell_fw, cell_bw, inputs, sequence_length=lengths)

https://www.tensorflow.org/api_docs/python/tf/nn/bidirectional_dynamic_rnn
• simple trick to improve performance
• run one RNN forward, second one backward and concatenate outputs

Image from: http://colah.github.io/posts/2015-09-NN-Types-FP/

• state of the art in tagging, crucial for neural machine translation
Representing Sequences
Convolutional Networks
1-D Convolution

\[ h_i = f \left( W [x_{i-1}; x_i; x_{i+1}] + b \right) \]

\[ h_1 = f \left( W [0; x_1; x_2] + b \right) \]

\[ x_0 = 0 \quad \text{embeddings} \quad \mathbf{x} = (x_1, \ldots, x_N) \quad x_N = 0 \]

\approx \text{sliding window over the sequence}

pad with 0s if we want to keep sequence length
1-D Convolution: Pseudocode

xs = ... # input sequence

kernel_size = 3 # window size
filters = 300 # output dimensions
strides=1 # step size

W = trained_parameter(xs.shape[2] * kernel_size, filters)
b = trained_parameter(filters)
window = kernel_size // 2

outputs = []
for i in range(window, xs.shape[1] - window):
    h = np.mul(W, xs[i - window:i + window]) + b
    outputs.append(h)
return np.array(h)
1-D Convolution: Frameworks

**TensorFlow**

```python
h = tf.layers.conv1d(x, filters=300, kernel_size=3,
                     strides=1, padding='same')
```

https://www.tensorflow.org/api_docs/python/tf/layers/conv1d

**PyTorch**

```python
conv = nn.Conv1d(in_channels, out_channels=300, kernel_size=3, stride=1,
                 padding=0, dilation=1, groups=1, bias=True)

h = conv(x)
```

Rectified Linear Units

ReLU:

Derivative of ReLU:

faster, suffer less with vanishing gradient
Residual Connections

\[
    h_i = f(W [x_{i-1}; x_i; x_{i+1}] + b) + x_i
\]

\[
x_0 = \mathbf{0}
\]

embeddings \( \mathbf{x} = (x_1, \ldots, x_N) \)

\[
x_N = \mathbf{0}
\]

Allows training deeper networks.

\textit{Why do you it helps?}

Better gradient flow – the same as in RNNs.
Residual Connections: Numerical Stability

Numerically unstable, we need activation to be in similar scale $\Rightarrow$ layer normalization. Activation before non-linearity is normalized:

$$a_i = \frac{g_i}{\sigma_i} \left( a_i - \mu_i \right)$$

...$g$ is a trainable parameter, $\mu$, $\sigma$ estimated from data.

$$\mu = \frac{1}{H} \sum_{i=1}^{H} a_i$$

$$\sigma = \sqrt{\frac{1}{H} \sum_{i=1}^{H} (a_i - \mu)^2}$$
Receptive Field

$\mathbf{x} = (x_1, \ldots, x_N)$

$x_0 = \vec{0}$

$x_N = \vec{0}$

Can be enlarged by dilated convolutions.
Convolutional architectures

- extremely computationally efficient
- limited context
- by default no aware of n-gram order

- max-pooling over the hidden states = element-wise maximum over sequence
- can be understood as an $\exists$ operator over the feature extractors
Representing Sequences

Self-attentive Networks
**Self-attentive Networks**

- In some layers: states are linear combination of previous layer states
- Originally for the Transformer model for machine translation

  - similarity matrix between all pairs of states
  - $O(n^2)$ memory, $O(1)$ time (when parallelized)
  - next layer: sum by rows
Multi-headed scaled dot-product attention

Single-head setup

\[ \text{Attn}(Q, K, V) = \text{softmax}\left( \frac{QK^\top}{\sqrt{d}} \right)V \]

\[ h_{i+1} = \sum \text{softmax}\left( \frac{h_ih_i^\top}{\sqrt{d}} \right) \]

Multihead-head setup

\[ \text{Multihead}(Q, V) = (H_1 \oplus \cdots \oplus H_h)W^O \]

\[ H_i = \text{Attn}(QW_i^Q, VW_i^K, VW_i^V) \]
def attention(query, key, value, mask=None):
    d_k = query.size(-1)
    scores = torch.matmul(query, key.transpose(-2, -1)) / math.sqrt(d_k)
    p_attn = F.softmax(scores, dim = -1)
    return torch.matmul(p_attn, value), p_attn
def scaled_dot_product(self, queries, keys, values):
    o1 = tf.matmul(queries, keys, transpose_b=True)
    o2 = o1 / (dim**0.5)

    o3 = tf.nn.softmax(o2)
    return tf.matmul(o3, values)
Position Encoding

Model cannot be aware of the position in the sequence.

\[
\text{pos}(i) = \begin{cases} 
\sin\left(\frac{t \cdot i}{10^4 \cdot d}\right), & \text{if } i \mod 2 = 0 \\
\cos\left(\frac{t \cdot i-1}{10^4 \cdot d}\right), & \text{otherwise}
\end{cases}
\]
Stacking self-attentive Layers

- several layers (original paper 6)
- each layer: 2 sub-layers: self-attention and feed-forward layer
- everything inter-connected with residual connections
# Architectures Comparison

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<th>Sequential Operations</th>
<th>Memory</th>
</tr>
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<tbody>
<tr>
<td>Recurrent</td>
<td>$O(n \cdot d^2)$</td>
<td>$O(n)$</td>
<td>$O(n \cdot d)$</td>
</tr>
<tr>
<td>Convolutional</td>
<td>$O(k \cdot n \cdot d^2)$</td>
<td>$O(1)$</td>
<td>$O(n \cdot d)$</td>
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<tr>
<td>Self-attentive</td>
<td>$O(n^2 \cdot d)$</td>
<td>$O(1)$</td>
<td>$O(n^2 \cdot d)$</td>
</tr>
</tbody>
</table>

$d$ model dimension, $n$ sequence length, $k$ convolutional kernel
Summary

1. Discrete symbols $\rightarrow$ continuous representation with trained embeddings
2. Architectures to get suitable representation: recurrent, convolutional, self-attentive
3. Output: classification, sequence labeling, autoregressive decoding ...next time

http://ufal.mff.cuni.cz/courses/npfl116