

SNS COLLEGE OF TECHNOLOGY An Autonomous Institution Coimbatore-35



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DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

19ECT303-ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING

III YEAR/ V SEMESTER

UNIT 5 – DEEP LEARNING

5.4 Deep RNN

11/15/2024

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OUTLINE



- •Recap
- •Computation in RNNs:
- •Blocks of parameters
- •Three Ways of making an RNN deep
- •Activity
- •Recurrent states broken down into groups
- Deeper computation in hidden-to-hidden
- Introducing skip connections
- •Conclusion-Summary

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Computation in RNNs: parameter blocks

• The computation in most recurrent neural networks can be decomposed into three blocks of parameters and associated transformations:

- 1. From the input to the hidden state
- 2. From the previous hidden state to the next hidden state
- 3. From the hidden state to the output





Blocks of parameters as a shallow transformation

- With the RNN architecture shown each of these three blocks is associated with a single weight matrix, i.e.,
- When the network is unfolded, each of these corresponds to a shallow transformation.
- By a shallow Transformation we mean a transformation that would be represented a single layer within a deep MLP.
- Typically this is a transformation represented by a learned affine transformation followed by a fixed nonlinearity ⁴
- Would it be advantageous to introduce depth into each of these operations?
- Experimental evidence strongly suggests so.
- That we need enough depth in order to perform the required transformations







ACTIVITY



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Ways of making an RNN deep

2. Deeper computation can be

introduced in the input-hidden,

hidden-hidden and hidden output parts. This may

lengthen the shortest path linking different time

steps



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Ways of making an RNN deep

3. The path lengtheningEffect can be mitigated byintroducing skip connections.



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1. Recurrent states broken down into groups

We can think of lower levels of the hierarchy play a role of transforming the raw input into a representation that is more appropriate at the higher levels of the hidden state





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2. Deeper computation in hidden-to-hidden

- Go a step further and propose to have a separate MLP (possibly deep) for each of the three blocks:
- 1. From the input to the hidden state
- 2. From the previous hidden state to the next hidden state
- 3. From the hidden state to the output
- Considerations of representational capacity suggest that to allocate enough capacity in each of these three steps
- But doing so by adding depth may hurt learning by making optimization difficult
- In general it is easier to optimize shallower architectures
- Adding the extra depth makes the shortest time of a variable from time step *t* to a variable in time step *t*+1 beome longer





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3. Introducing skip connections

• For example, if an MLP with a single hidden layer is used for the state-tostate transition, we have doubled the length of the shortest path between variables in any two different time steps compared with the ordinary RNN. • This can be mitigated by introducing skip connections in the hidden-to-hidden

path as illustrated here





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ASSESSMENT SUMMARY & THANK YOU

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