

COMPUTER VISION

MEI/1

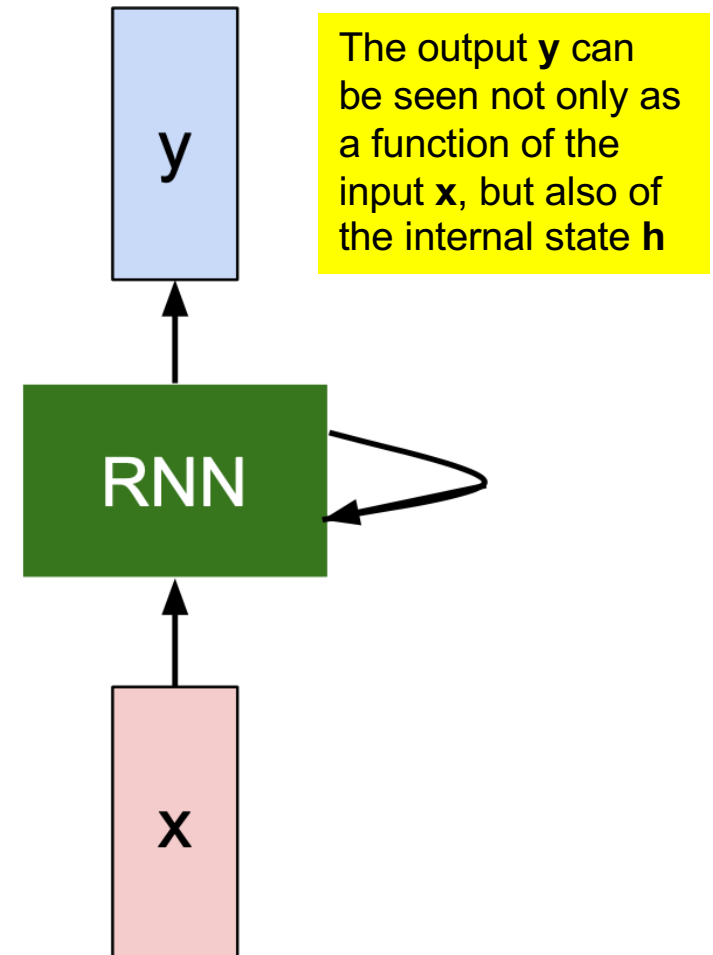
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Recurrent Neural Networks

- Recurrent Neural Networks (**RNNs**) are deep learning model typically used to process and convert a **sequential data input** into a sequential data **output**.
- **Sequential data**—such as words, sentences, or time-series— have interrelated sequential components, based on complex semantics and syntax rules.
- The key idea in RNNs is to use (apart the classical “weights”) an **internal state** that is updated as a sequence is processed



Recurrent Neural Networks

- The forward step of RNNs is divided into two phases:

- Step 1:** Obtain the hidden state at time “t” (\mathbf{h}_t), given the input at time “t” (\mathbf{x}_t), and the previous state (\mathbf{h}_{t-1}).

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

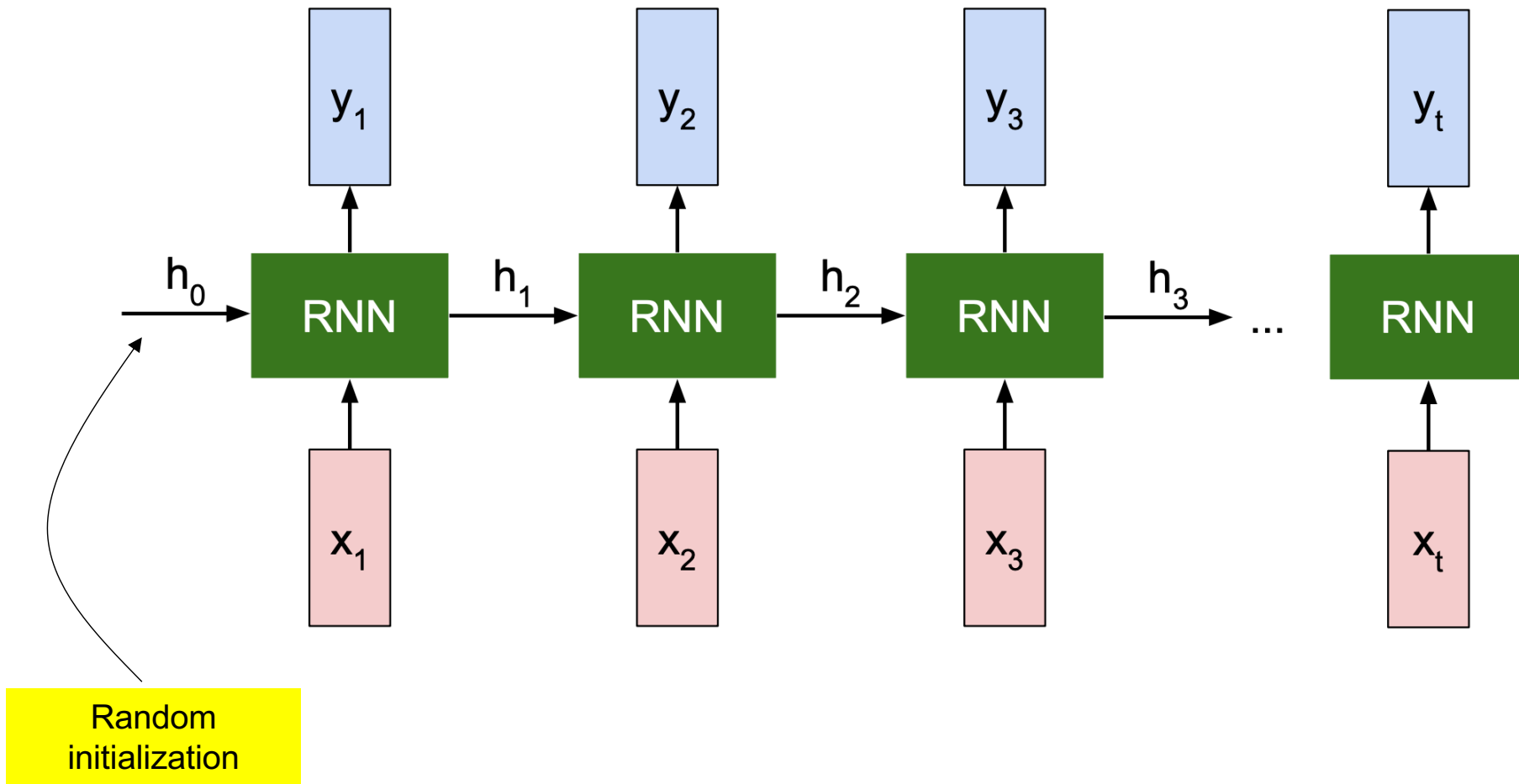
new state some function with parameters W old state input vector at some time step

- Step 2:** Then, obtain the output at time “t” (\mathbf{y}_t), using the recently updated state (\mathbf{h}_t).

$$\boxed{y_t} = \boxed{f_{W_{hy}}}(\boxed{h_t})$$

output another function with parameters W_o new state

Recurrent Neural Networks



Recurrent Neural Networks

- **Step 1.** To obtain the hidden state at time “t” (\mathbf{h}_t) , we process a set of inputs (\mathbf{x}_i) , using the same function \mathbf{f}_W at every step.
- In practice, this is due to the fact that backpropagation (weights update) is only done after a batch of steps.

$$\mathbf{h}_t = \mathbf{f}_W(\mathbf{h}_{t-1}, \mathbf{x}_t)$$

- The pioneer architecture (Vanilla RNN) assumes that the state (\mathbf{h}_t) is a single hidden vector in the network.
 - “s” is the dimension of the input/output space, and “d” is a hyper-parameter of the RNN.

The diagram illustrates the calculation of the hidden state \mathbf{h}_t in a Vanilla RNN. The equation is
$$\mathbf{h}_t = \tanh(\mathbf{W}_{hh}\mathbf{h}_{t-1} + \mathbf{W}_{xh}\mathbf{x}_t)$$
 Annotations with arrows point to the components:

- \mathbf{h}_t : [d x 1] vector
- \mathbf{W}_{hh} : [d x d] Matrix
- \mathbf{h}_{t-1} : [d x 1] vector
- \mathbf{W}_{xh} : [d x s] Matrix
- \mathbf{x}_t : [s x 1] vector

Recurrent Neural Networks

- **Step 2.** Once h_t is found, the output at time “t” (y_t) , can also be obtained

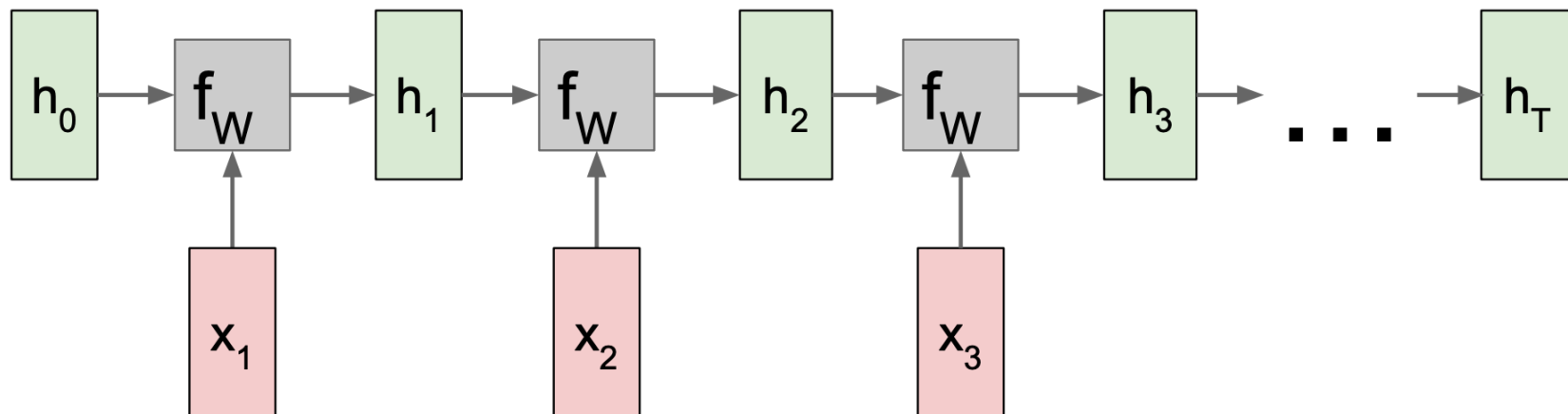
$$y_t = W_{hy} h_t$$

[s x 1] vector

[d x 1] vector

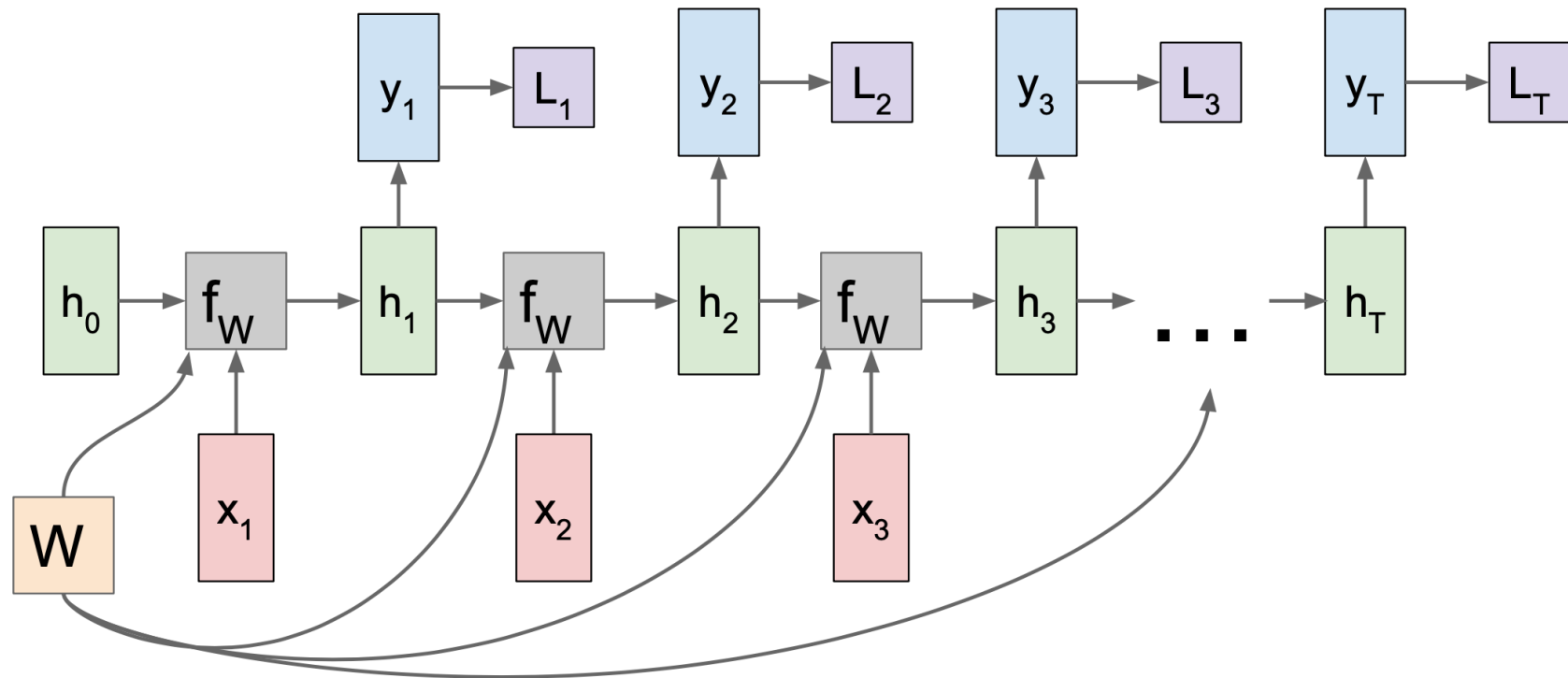
[s x d] Matrix

- Hence, the first step of the corresponding computational graph is given by:



Recurrent Neural Networks

- Only at the second step, the outputs (y_t) are obtained and the partial losses found.
- Such partial loss values are then used to obtain the final loss \mathcal{L} that will be used in backpropagation.



Recurrent Neural Networks: Example

- Text Generation. Consider a single training sequence (“hello”).
- The vocabulary is a set of four symbols: {“h”, “e”, “l”, “o”}
- We start by obtaining a latent representation of each element in the training set. The simplest one is the hot-one encoding.
- $h \rightarrow [1, 0, 0, 0]^T$; $e \rightarrow [0, 1, 0, 0]^T$; $l \rightarrow [0, 0, 1, 0]^T$; $o \rightarrow [0, 0, 0, 1]^T$
- More sophisticated content generation techniques (e.g., Chat GPT) obtain richer representations, which elements lie in topological spaces (i.e., neighbor representations are related or are alike).
- It is reported that these representations play a very important role in the final effectiveness of the model.
- In this example, we are working at the character level. However, “word” or even “small sentence” levels can also be considered.
- “cat” $\rightarrow [1, 0, \dots, 0, 0]^T$; dog $\rightarrow [0, 1, \dots, 0, 0]^T$;

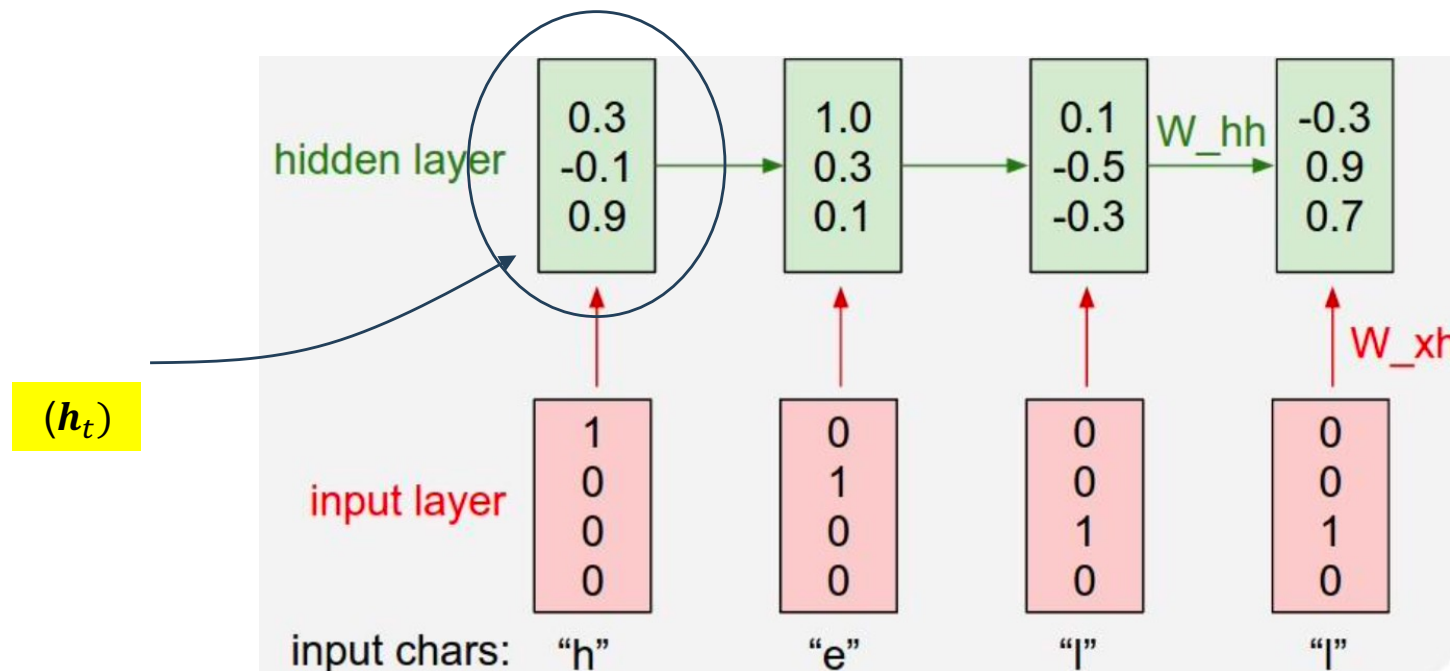
Recurrent Neural Networks: Example

- **Step 1.** Obtain the hidden state representations (h_t) for the training sequence (“hell”).

Why isn't the complete set considered?

- Suppose that (W_{hh}) and (W_{xh}) were initialized randomly.

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

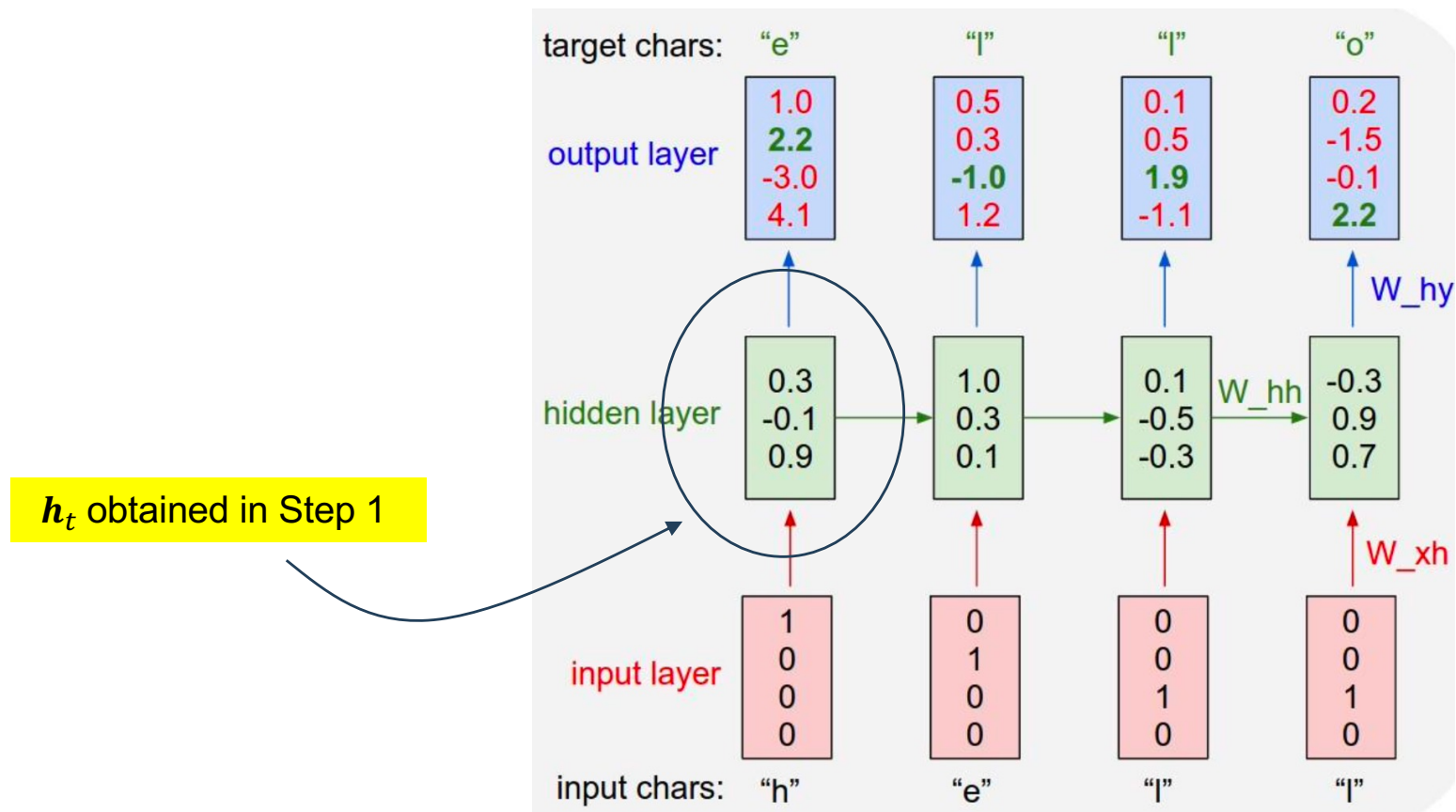


Recurrent Neural Networks: Example

- **Step 2.** Next, we can obtain the predicted elements at each time.

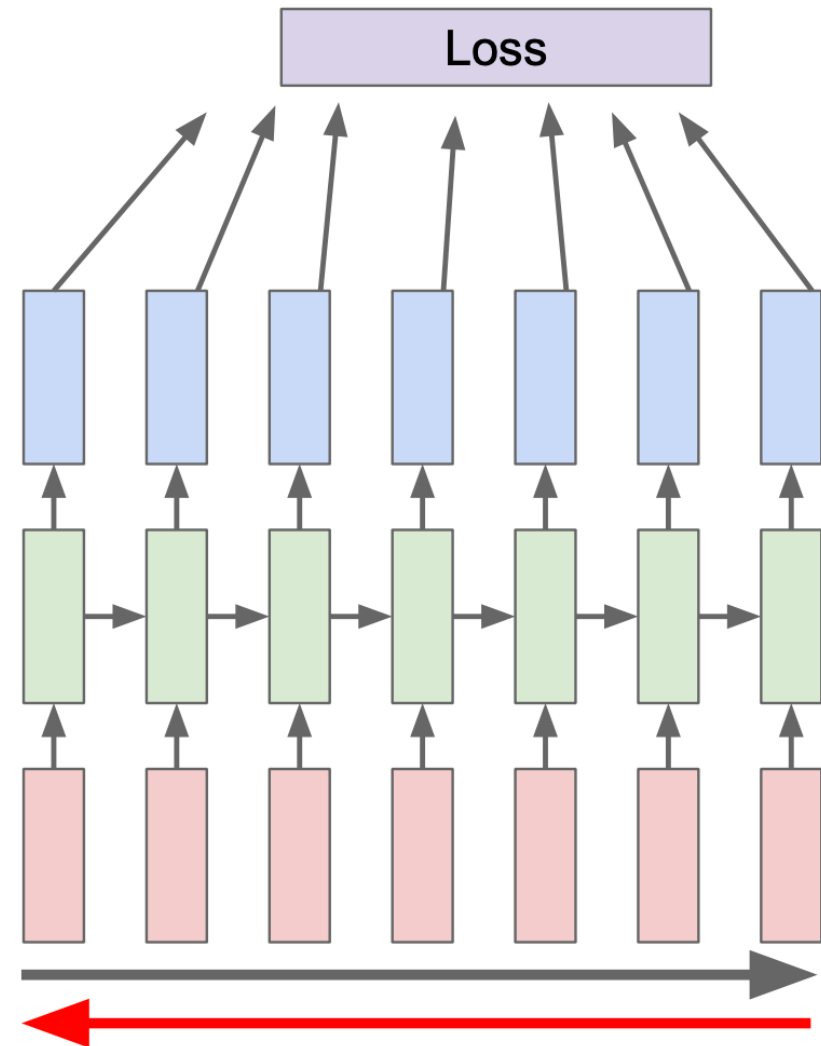
$$y_t = W_{hy}h_t$$

- Again, suppose that (W_{hy}) was initialized randomly.



Recurrent Neural Networks: Example

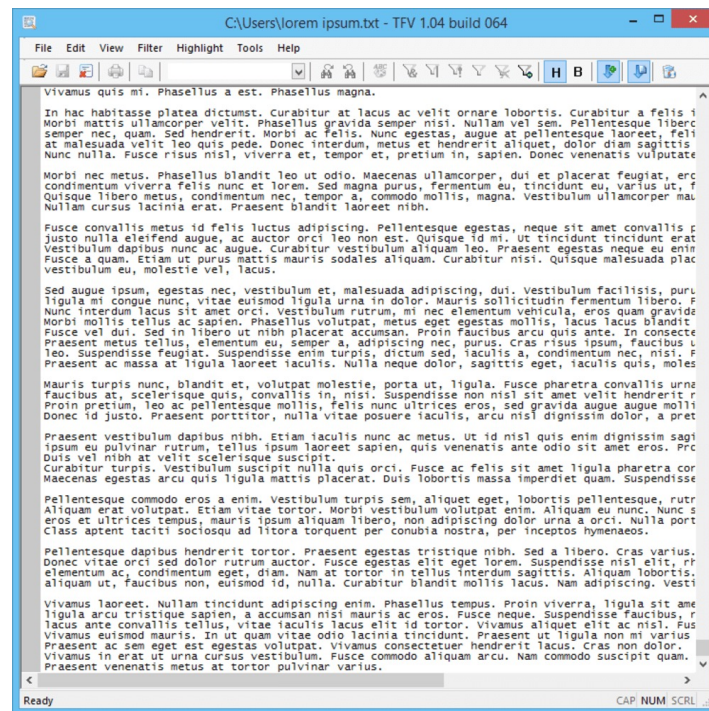
- During training, we forward during the entire sequence to obtain the loss, and then backpropagate to obtain the gradients and adjust weights.
- However, in practice, we run forward/backward through “**chunks**” instead of the whole sequence.
- This is the equivalent to the notion “**batch**” in classical CNNs architectures



Recurrent Neural Networks: Example

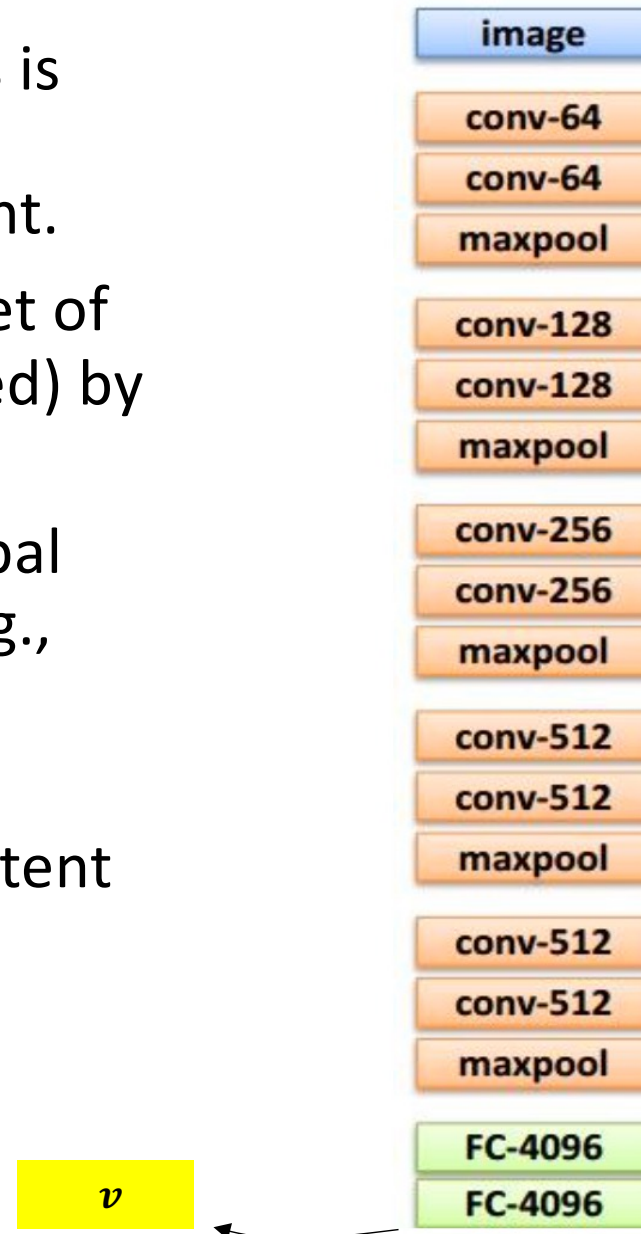
- A minimal example (in 112 lines of Python) is available at the web page of this course. It contains a “Vanila” RNN learning process, depending exclusively of “numpy” library. Credits: Andrej Karpathy

- Based in a simple plain text file (input.txt”) it learns to generate text.



Recurrent Neural Networks: Applications

- One interesting application of RNNs is “**Image Captioning**”, that regards to obtain descriptions for visual content.
- The learning set is composed of a set of images previously labeled (captioned) by humans.
- A classical CNN architecture for global image classification can be used (e.g., VGG or ResNet), removing the final classification layer.
- We use the highest-level possible latent representation



Recurrent Neural Networks: Applications

- The latent representation v is also considered by the RNN, fusing text x to visual information v
- A new weights matrix W_{ih} is also required

$$h = \tanh(W_{xh} * x + W_{hh} * h + W_{ih} * v)$$

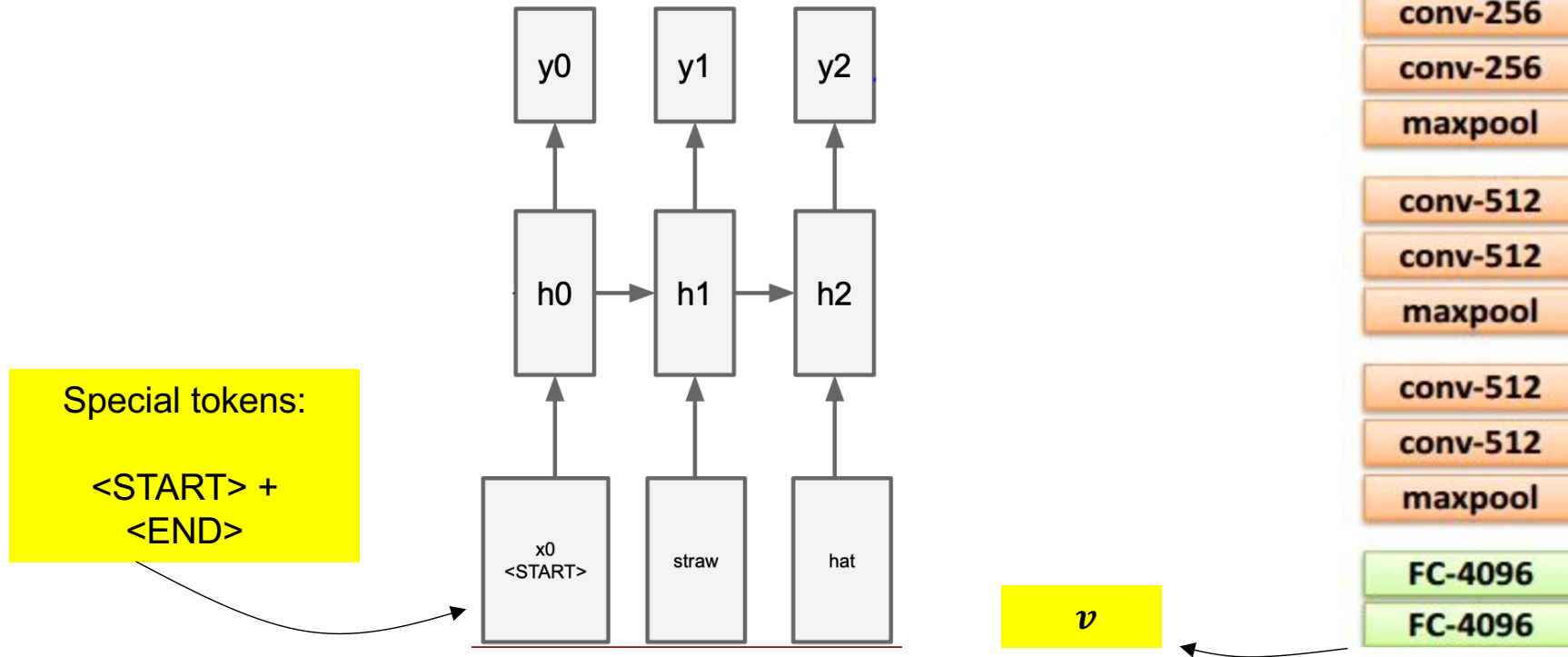


Image Captioning: Results



A cat sitting on a suitcase on the floor



A cat is sitting on a tree branch



A dog is running in the grass with a frisbee



A white teddy bear sitting in the grass



Two people walking on the beach with surfboards



A tennis player in action on the court



Two giraffes standing in a grassy field



A man riding a dirt bike on a dirt track

Credits: Fei-Fei Li, Yunzhu Li, Ruohan Gao