6. Problems with RNNs, LSTMs

LING-581-Natural Language Processing 1

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September 30, 2025

*Acknowledgment: These course slides are based on materials from CS224N @ Stanford University; Dr. Kilho Shin @ Kyocera

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- · Language modeling
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- · approach 1?

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- · approach 2?
- · approach 3?

Review: n-gram language models

$$P(x_{t+1} \mid x_t, \dots, x_1) \; \approx \; P(x_{t+1} \mid x_t, \dots, x_{t-n+2})$$

- t: position of the current token in the sequence
- n: size of the n-gram (the model looks back n-1 tokens)

Only the last (n-1) words matter.

Review: Conditional probability

· Definition:

$$P(A \mid B) = \frac{P(A, B)}{P(B)}.$$

· Apply to Markov assumption:

$$P(x_{t+1} \mid x_t, \dots, x_{t-n+2}) = \frac{P(x_{t+1}, x_t, \dots, x_{t-n+2})}{P(x_t, \dots, x_{t-n+2})}.$$

4

Every morning, my neighbor yelled at the _____

Every morning, my neighbor yelled at the _____ (4-gram) Conditioning only on the last three words:

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$$\hat{P}(w \mid \mathsf{yelled} \; \mathsf{at} \; \mathsf{the}) = \frac{\mathsf{count}(\mathsf{yelled} \; \mathsf{at} \; \mathsf{the} \; w)}{\mathsf{count}(\mathsf{yelled} \; \mathsf{at} \; \mathsf{the})}.$$

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Suppose in the corpus:

yelled at the occurs 600 times,

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Suppose in the corpus:

- yelled at the occurs 600 times,
- yelled at the dog occurs 250 times, so

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Suppose in the corpus:

- · yelled at the occurs 600 times,
- · yelled at the dog occurs 250 times, so

$$P(\text{dog} \mid \text{yelled at the}) = 0.42,$$

yelled at the kids occurs 180 times, so

Every morning, my neighbor yelled at the _____

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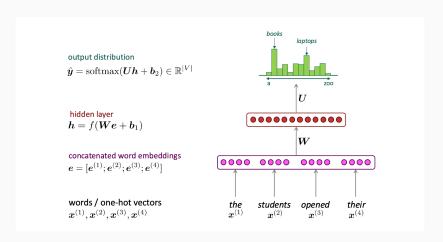
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· yelled at the kids occurs 180 times, so

$$P(\text{kids} \mid \text{yelled at the}) = 0.30.$$

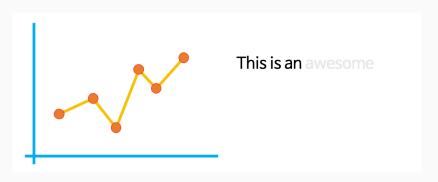
Review: Window-based neural language model



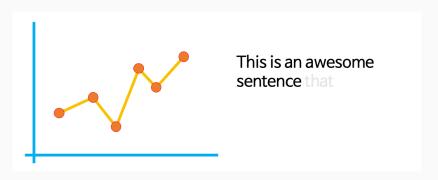


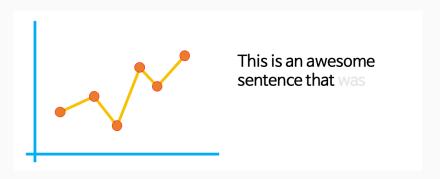






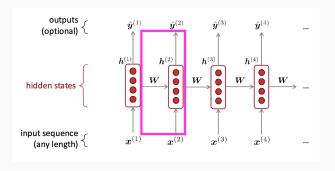








- Idea: Repeatedly apply the same weight matrix \underline{W} at each time step
- Maintain a hidden state over time, <u>feeding it back into the</u> <u>network</u> to capture temporal dependencies



1. Start with a corpus, represented as a sequence of words $w_1,\dots,w_{T-1},w_T.$

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$$P(w_{t+1} = v_i \mid w_1, \dots, w_t),$$

i.e., the probability that the next word is v_i .

Review: RNNs

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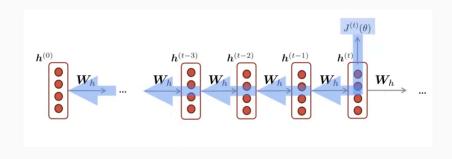
 Put simply, at every step t, the model predicts the likelihood of each possible next word given all preceding words. Loss at step *t*:

$$\mathcal{J}^{(t)} \; = \; - \sum_{i=1}^{|V|} y_i^{(t)} \log \hat{y}_i^{(t)} \; = \; - \log \hat{y}_{w_{t+1}}^{(t)}, \label{eq:constraints}$$

where:

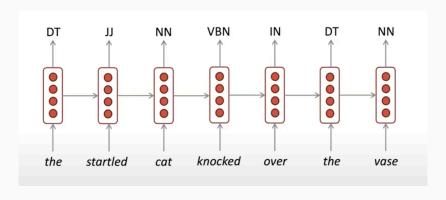
- $y^{(t)}$: one-hot vector for the true next word w_{t+1} .
- $\hat{y}^{(t)}$: predicted probability distribution over the vocabulary from the softmax layer.
- This is the cross-entropy loss between the predicted distribution and the true label.
- · higher loss? lower loss?
- · https://www.desmos.com/calculator

Review: RNNs+Backpropagation



Review: NLP applications

POS tagging

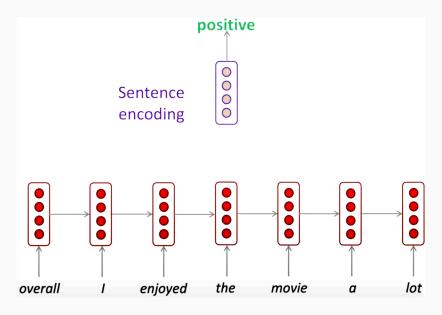


NER tagging

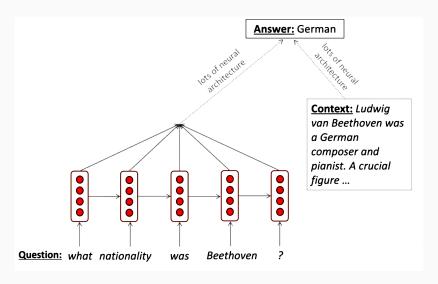


* A *named entity* is a specific word or phrase that refers to a particular person, place, organization, money, time or other real-world values. https://www.wisecube.ai/blog/named-entity-recognition-ner-with-python/

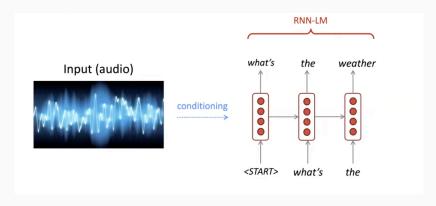
Sentiment classification



Question answering



Speech recognition



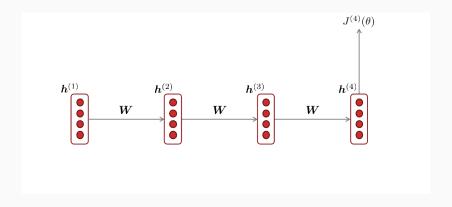
· Problems with RNNs

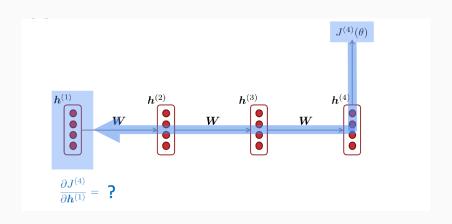
- · Problems with RNNs
- · LSTMs

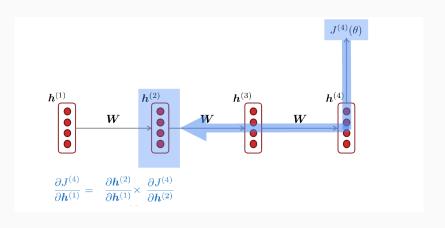
- · Problems with RNNs
- LSTMs
- · Bidirectional/multi-layer models

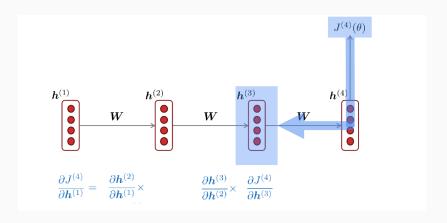
Problems with RNNs

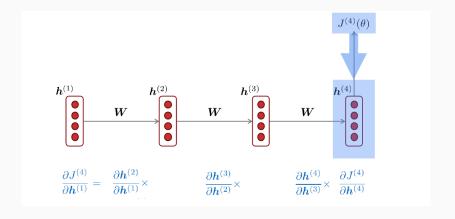
Problem with RNN 1: Vanishing gradient







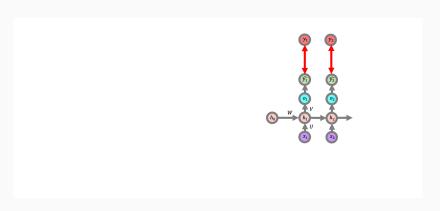




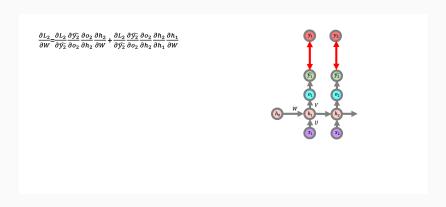
tldr: **If each step's gradient is too small**, multiplying across many steps makes it shrink exponentially.

The overall gradient \rightarrow 0, so the model cannot learn long-range dependencies.

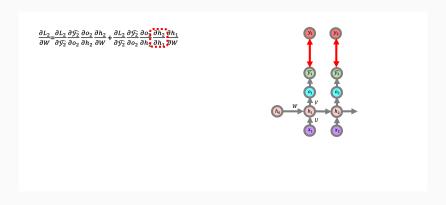
More explanation: long-term dependency



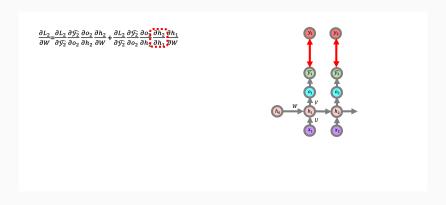
More explanation: long-term dependency and chain rule



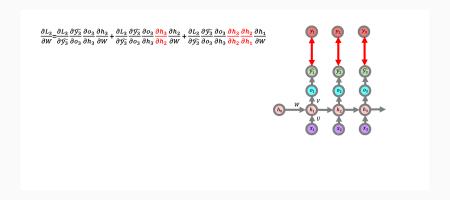
As we can see here, as time increases (as embedding nodes increase)



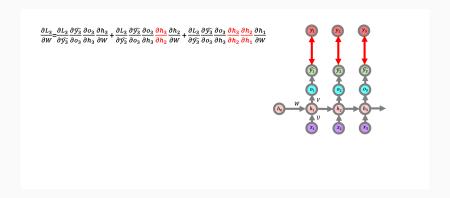
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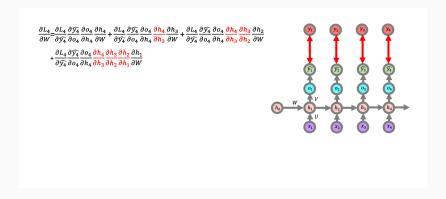
As we can see here, as time increases (as embedding nodes increase), the part that needs to be calculated by the chain rule



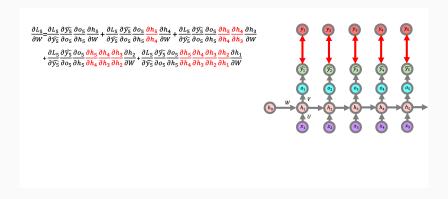
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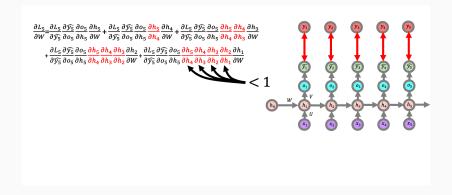
As we can see here, as time increases (as embedding nodes increase), the part that needs to be calculated by the chain rule keeps



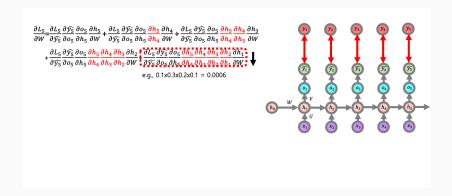
As we can see here, as time increases (as embedding nodes increase), the part that needs to be calculated by the chain rule keeps increasing



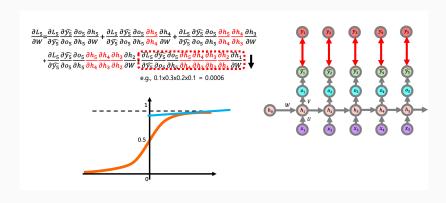
If these parts are smaller than 1



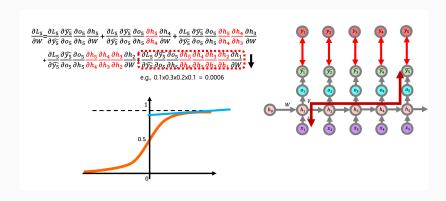
Then, as we keep multiplying through the chain rule, the gradient value for distant parts becomes smaller



A smaller gradient means that its effect on learning is negligible,



As a result, the farther back in time the input is, the smaller its effect on learning becomes



LM task: When she tried to print her tickets, she found that the printer was out of toner. She went to the stationery store to buy more toner. It was very overpriced. After installing the toner into the printer, she finally printed her _____

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- To learn from this training example, the LM needs to model the dependency between "tickets" on the 7th step and the target word "tickets" at the end.
- But if the gradient is small, the model can't learn this dependency
 - So, the model is unable to predict similar long-distance dependencies at test time

Problem with RNN 2: Exploding gradient

• When gradients become very large:

Problem with RNN 2: Exploding gradient

- · When gradients become very large:
 - · A single update step can overshoot the minimum

Problem with RNN 2: Exploding gradient

- · When gradients become very large:
 - · A single update step can overshoot the minimum
 - · and destabilize or even blow up the model..!

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- If each multiplication factor:
 - is < 1, gradients shrink exponentially (vanishing).
 - \cdot is > 1, gradients grow exponentially (exploding).
- Standard feedforward nets have limited depth, so this extreme behavior is less pronounced.

Vanishing problem: Solution

Solutions explored:

• Separate memory cell (e.g., LSTM) with gating mechanisms to add/erase information.

Vanishing problem: Solution

Solutions explored:

- Separate memory cell (e.g., LSTM) with gating mechanisms to add/erase information.
- Direct pass-through connections (attention, residual links) for better gradient flow.

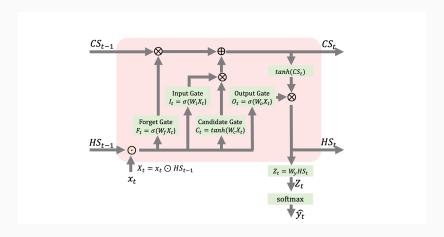
LSTMs

Overview

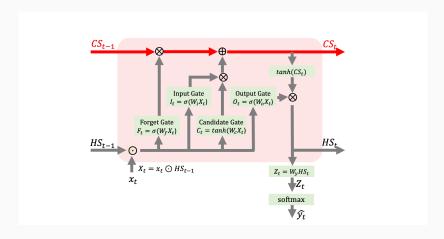
Separate memory cell with gating mechanisms to add/erase information.

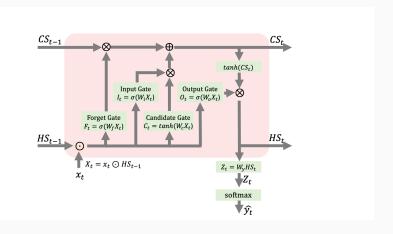
1. Structure

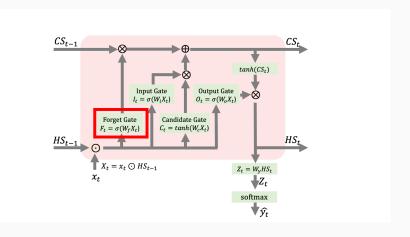
Then, let's understand LSTM's separate memory cell.

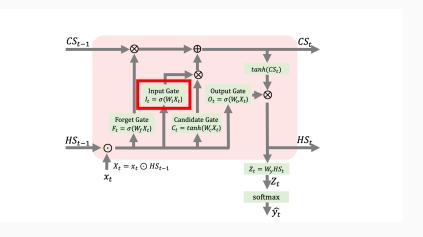


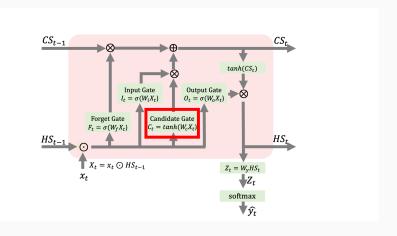
The secret lies in the information called the cell state (CS).

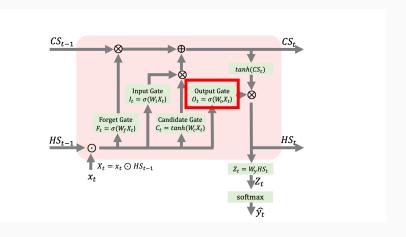




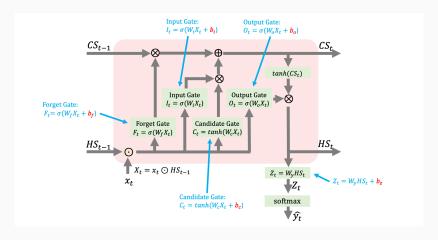




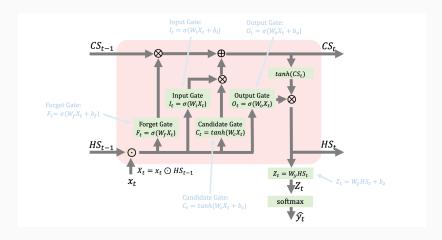




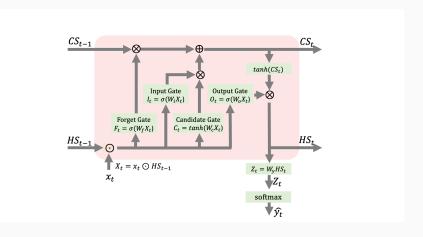
Originally, each gate and layer should include a bias term.



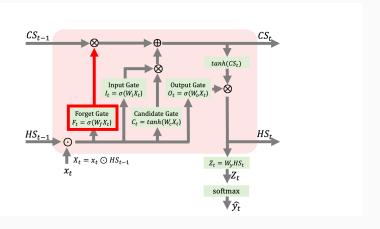
But for convenience, we'll omit them for now.



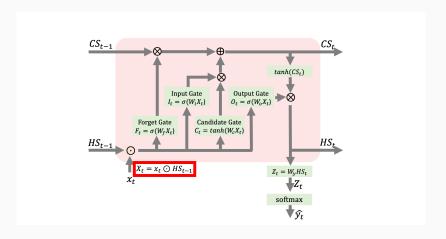
Now, let's see how each gate processes information.



First, as the name suggests, the Forget Gate decides which information to erase (forget).

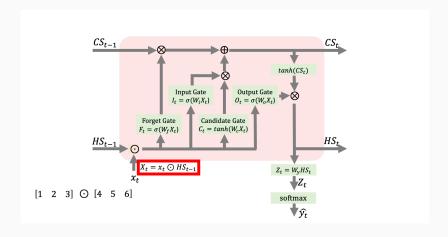


The input to the the Forget Gate is the concatenation of the previous hidden state (HS_{t-1}) and the current input (x_t) .

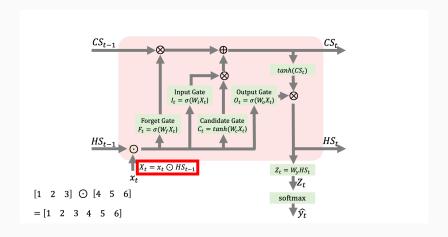


Concatenate?

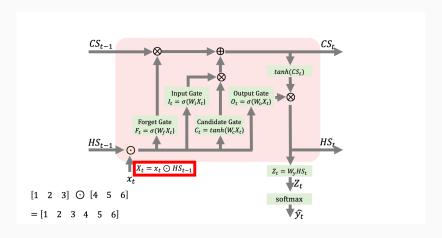
Concatenate? Joining two vectors/matrices end-to-end.



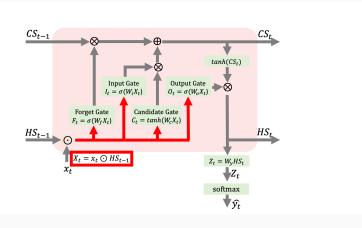
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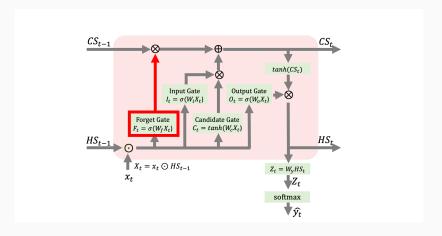
By doing this, the concatenated x_t becomes a kind of short-term memory that bundles the previous hidden state and the current input together.



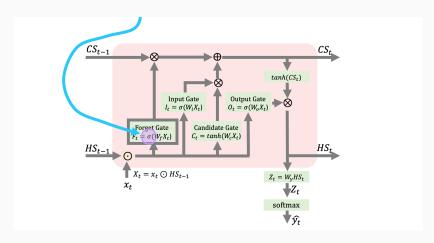
Remember: this \boldsymbol{x}_t serves as the input to all gates in the LSTM.



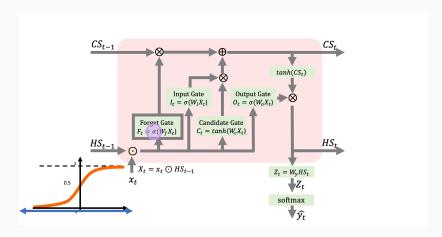
The first thing to note in the Forget Gate is:



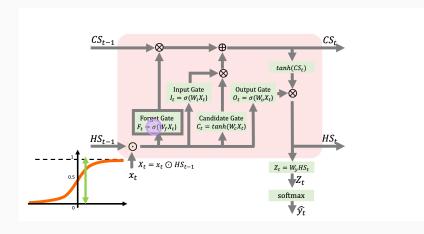
There is a sigmoid function inside the Forget Gate.



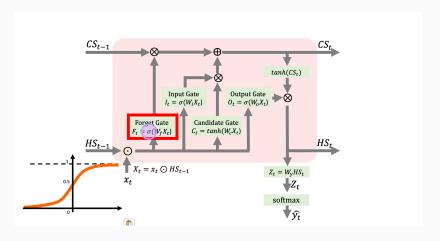
As we learned about the sigmoid, regardless of the input,



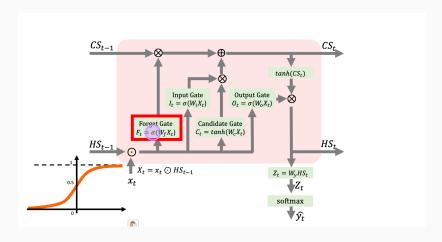
it returns a value between 0 and 1.



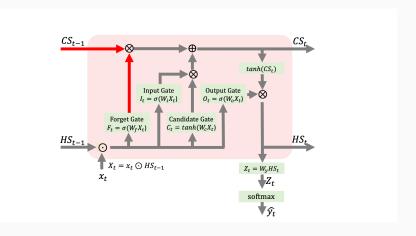
So, what the Forget Gate does is: it takes the (just-prior + current) input, multiplies by weights,



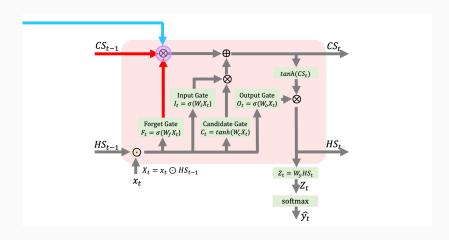
and maps it to values between 0 and 1.



Then, these 0–1 values meet the cell state values



and undergo element-wise multiplication.

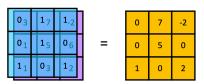


Notes: Element-wise multiplication means multiplying two matrices by their corresponding elements.

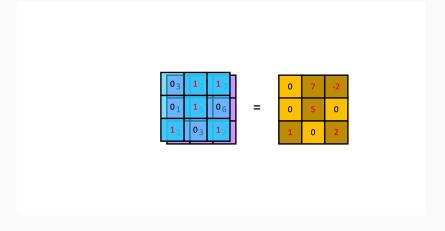
0	1	1
0	1	0
1	0	1

3	7	-2
1	5	6
1	3	2

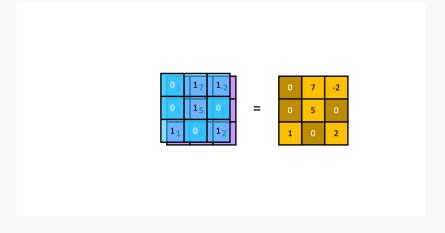
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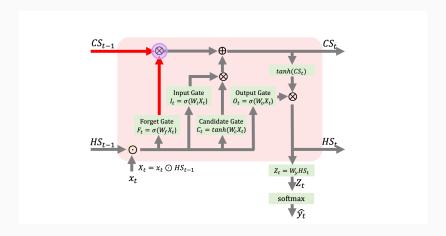
We do this so that entries near 1 are kept



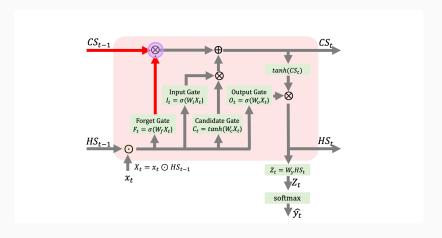
and entries near 0 are erased (forgotten).



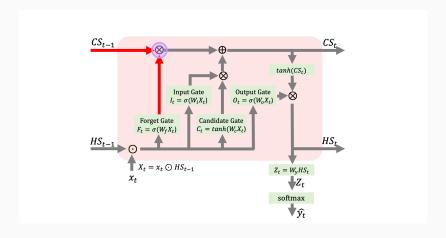
For example, suppose the Forget Gate's output consisted only of 0s and 1s.



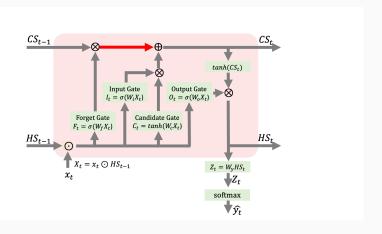
Where the Forget Gate outputs 0, the element-wise product



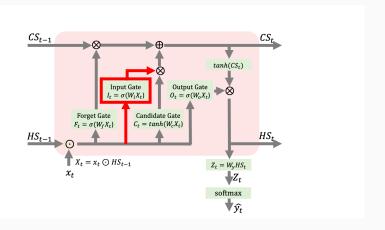
turns those cell-state entries to 0 (or effectively very small).



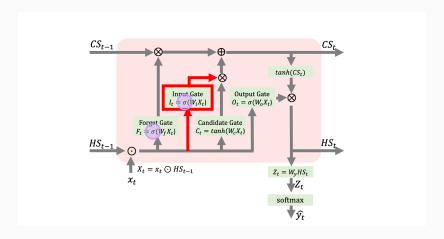
In short, as the cell state (CS) passes through the Forget Gate, it forgets what should be forgotten.



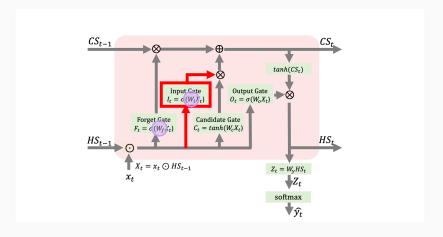
Next, the Input Gate. Its computation is the same pattern as the Forget Gate



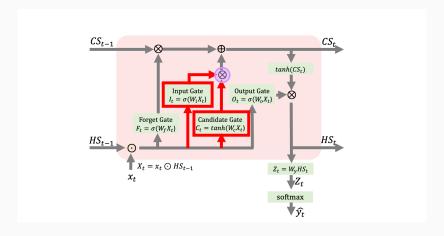
because both use a sigmoid function.



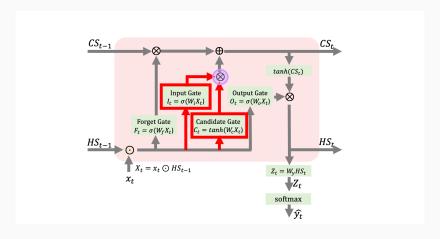
(But) the weights are different.



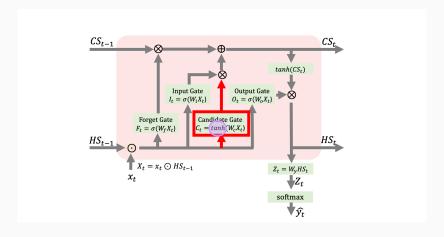
This Input Gate works together with the Candidate Gate



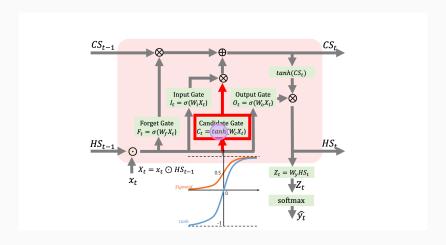
to update the cell state with what should be "remembered."



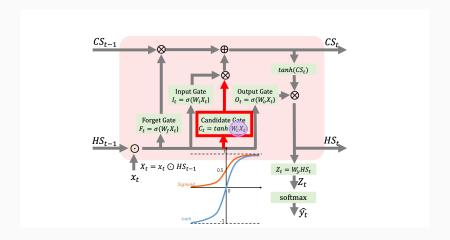
The Candidate Gate uses tanh rather than a sigmoid inside.



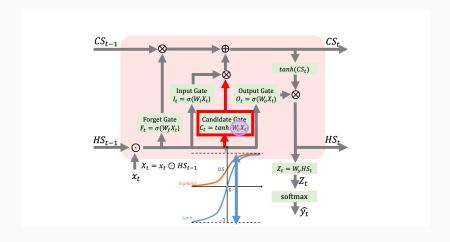
The anh function maps inputs to values between -1 and 1.



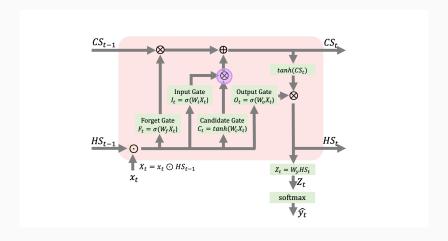
So, what the Candidate Gate does is: multiply the input by weights,



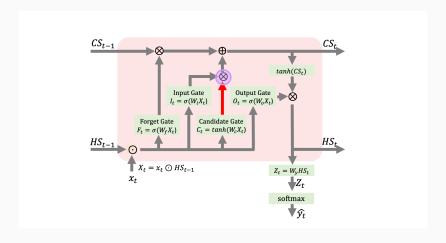
and then preserve the sign while normalizing the range.



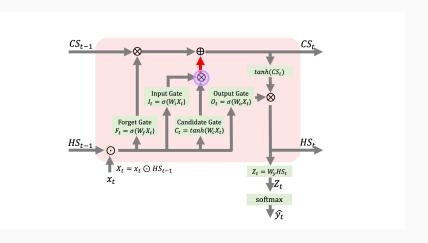
Then, via element-wise multiplication with the 0–1 values from the Input Gate,



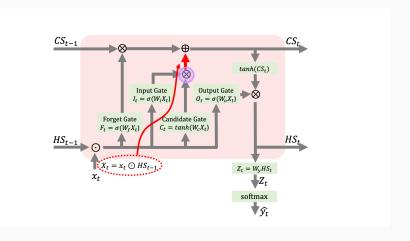
some Candidate outputs are pushed close to 0 while others are kept as they are.



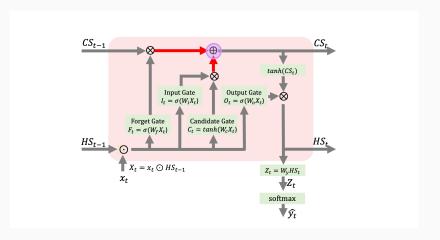
Those kept values



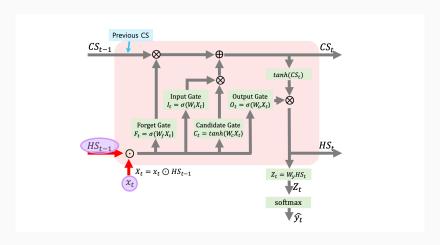
become the parts of the current input (short-term) to be remembered.



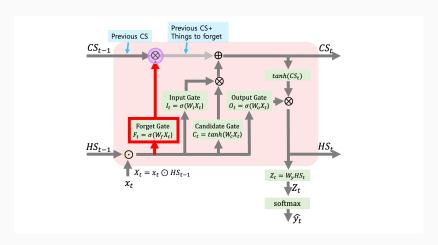
Then the remaining values are added into the cell state to update it.



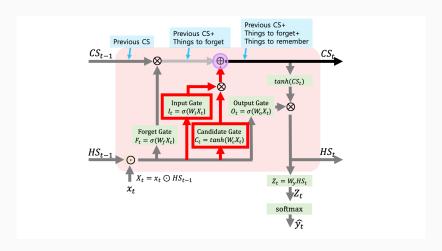
In short, given the previous hidden state and the current input,



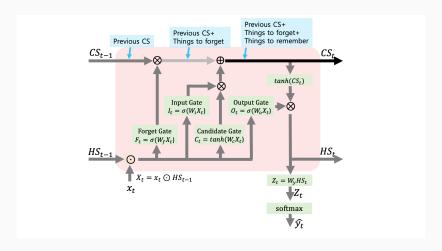
we forget what should be forgotten from the previous cell state,



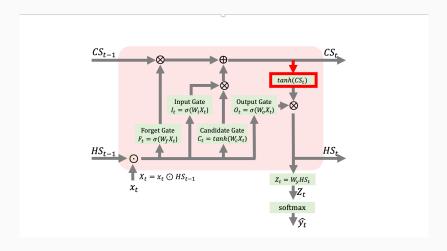
and remember what should be remembered,



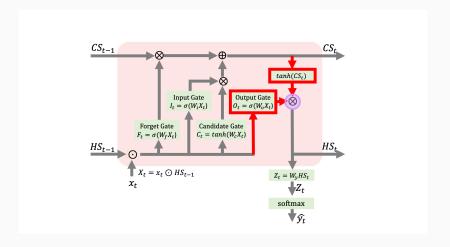
thereby updating LSTM's long-term memory (the cell state).



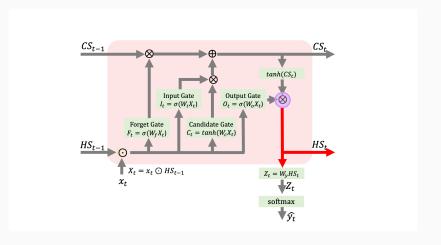
Next, we normalize this long-term state via tanh (to [-1,1]),



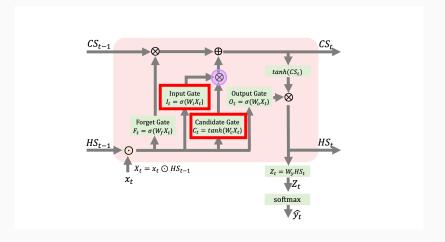
and take an element-wise product with the Output Gate's values.



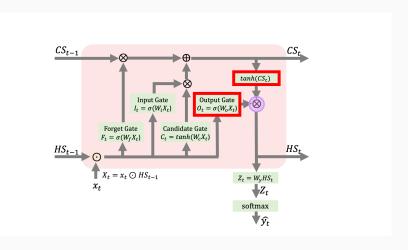
This produces the new hidden state HS_t .



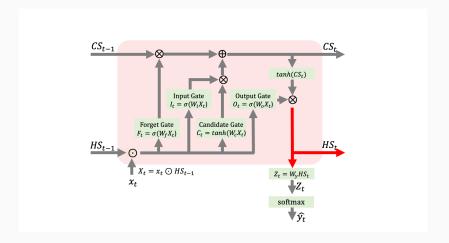
Just as the collaboration of the Input Gate and Candidate Gate keeps the "to-be-remembered" part of the current (short-term) input,



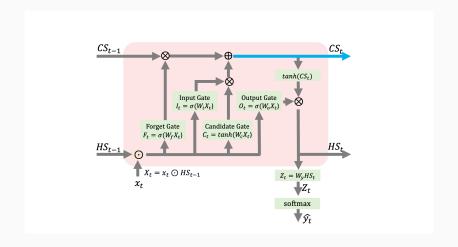
the collaboration of the Output Gate and $\tanh(CS_t)$ creates a new hidden state (HS_t) from the updated cell state (CS_t) that reflects the characteristics of the current input (X_t) more strongly.



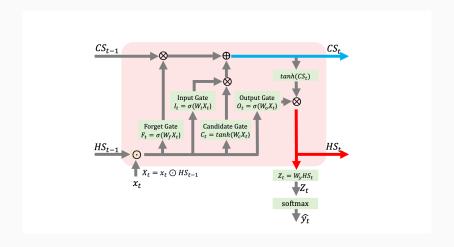
Thus this hidden state (HS_t) tends to show more short-term characteristics than CS_t .



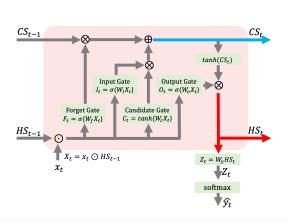
So if CS_t carries more long-term information,



 HS_t , given the same inputs, carries information closer to short-term,



and by leveraging these two information flows, LSTM can handle long-term dependency problems more effectively than a vanilla RNN.



2. Real-world success in NLP tasks

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 - · In WMT 2019: RNN 7 times, Transformer 105 times

Bidirectional/multi-layer RNNs/LSTMs

1. Motivation

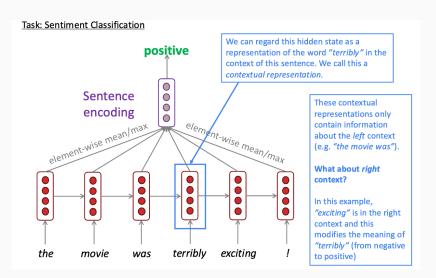
 $\boldsymbol{\cdot}$ A standard RNN only uses \boldsymbol{past} $\boldsymbol{context}.$

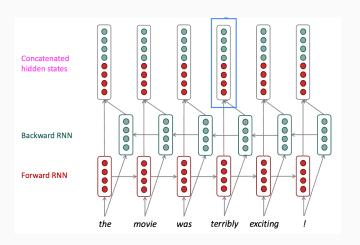
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- For many NLP tasks (e.g., tagging, parsing, translation), knowing both previous and future contexts improves predictions.
- Bidirectional RNNs address this by processing the sequence in both directions.





Forward + Backward: The contextual representation of "terribly" has both left and right context.

On timestep t:

This is a general notation to mean "compute one forward step of the RNN" – it could be a simple RNN or LSTM computation.

Forward RNN
$$\overrightarrow{\boldsymbol{h}}^{(t)} = \overline{\text{RNN}_{\text{FW}}}(\overrightarrow{\boldsymbol{h}}^{(t-1)}, \boldsymbol{x}^{(t)})$$
Backward RNN $\overleftarrow{\boldsymbol{h}}^{(t)} = \overline{\text{RNN}_{\text{BW}}}(\overleftarrow{\boldsymbol{h}}^{(t+1)}, \boldsymbol{x}^{(t)})$
Generally, these two RNNs have separate weights

Concatenated hidden states $\overleftarrow{\boldsymbol{h}}^{(t)} = [\overrightarrow{\boldsymbol{h}}^{(t)}; \overleftarrow{\boldsymbol{h}}^{(t)}]$

We regard this as "the hidden state" of a bidirectional RNN. This is what we pass on to the next parts of the network.

· Hidden states combine forward and backward context.

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- Very effective for encoding tasks (e.g., tagging, parsing, translation).
- Example: BERT (Bidirectional Encoder Representations from Transformers) leverages bidirectionality for powerful contextual embeddings.
- · Can be extended by stacking layers (Multi-layer RNNs).

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- Problems with RNNs: Vanishing & Exploding

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 - · 3. Candidate Gate

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 - Four gates
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 - · 2. Input Gate
 - · 3. Candidate Gate
 - · 4. Output Gates
- · Bidirectional RNNs for more context

Where we are at

6	9/30	Translation, Seq2Seq, Attention	
	10/2	Lab 6 – RNNs	Lab exercise 6
7	10/7	Self-attention & Transformer	
	10/9	Group meeting	Background research topic submission
8	10/14	Fall break (No class)	
	10/16	Quiz (Online)	

Reminder

1. Background research brief

Released on Tuesday 09/16/2025

Each groups should submit the following to prepare your background-research presentation and to seed your final presentation/paper. Please aim to have a working draft ready for your group check-in on October 9th. After the group meeting, the final version of the draft should be submitted by October 10th (Friday). This is not a graded assignment.

Things to include

- 1. Topic / Area
 - One sentence stating the focus
 - 3-5 keywords
- 2. Research question / Problem
 - 1-2 sentences clearly stating the core question or hypothesis
- 3. Mini annotated bibliography (3-5 papers) for each paper include:
 - Full citation (consistent style)
 - 1-sentence contribution (key finding/idea)
 - Method/Data (e.g., corpus, model, experiment)
 - Relevance (why it matters for your group project)