

Language Modeling

- N-gram Language Model
- Feed-Forward Neural Language Model
- Recurrent Neural Network Language Model (RNNLM)
- **Recurrent Neural Network**
- Definition
- Training via Backpropagation through Time (BPTT)
- Training Issue

- Sequential Input
- Sequential Output
  - Aligned Sequential Pairs (Tagging)
  - Unaligned Sequential Pairs (Seq2Seq/Encoder-Decoder)

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### Language Modeling

#### Goal: estimate the probability of a word sequence

 $P(w_1,\cdots,w_m)$ 

Example task: determinate whether a sequence is grammatical or makes more sense



If P(recognize speech)

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## N-Gram Language Modeling

Goal: estimate the probability of a word sequence

$$P(w_1,\cdots,w_m)$$

N-gram language model

• Probability is conditioned on a window of (*n*-1) previous words

$$P(w_1, \cdots, w_m) = \prod_{i=1}^m P(w_i \mid w_1, \cdots, w_{i-1}) \approx \prod_{i=1}^m P(w_i \mid w_{i-(n-1)}, \cdots, w_{i-1})$$

Estimate the probability based on the training data

$$P(\text{beach}|\text{nice}) = \frac{C(\text{nice beach})}{C(\text{nice})} \leftarrow \text{Count of "nice beach" in the training data}$$

Issue: some sequences may not appear in the training data

### N-Gram Language Modeling

Training data:

- The dog ran .....
- The cat jumped .....

P(jumped | dog) = 0,0001 P(ran | cat) = 0,0001

give some small probability  $\rightarrow$  smoothing

- The probability is not accurate.
- The phenomenon happens because we cannot collect all the possible text in the world as training data.

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## Neural Language Modeling

Idea: estimate  $P(w_i | w_{i-(n-1)}, \dots, w_{i-1})$  not from count, but from the NN prediction

P("wreck a nice beach") = P(wreck|START)P(a|wreck)P(nice|a)P(beach|nice)





#### Bengio et al., "A Neural Probabilistic Language Model," in *JMLR*, 2003.

## Neural Language Modeling

The input layer (or hidden layer) of the related words are close



 If P(jump|dog) is large, P(jump|cat) increase accordingly (even there is not "... cat jump ..." in the data)

Smoothing is automatically done

Issue: fixed context window for conditioning

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#### Recurrent Neural Network

Idea: condition the neural network on <u>all previous words</u> and tie the weights at each time step

Assumption: temporal information matters



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#### **RNNLM Formulation**

At each time step,

$$h_{t} = \sigma(Wh_{t-1} + Ux_{t})$$

$$\hat{y}_{t} = \operatorname{softmax}(Vh_{t})$$

$$P(x_{t+1} = w_{j} \mid x_{1}, \cdots, x_{t}) = \hat{y}_{t,j}$$

$$h_{t-1} \bullet \bullet \cdots \bullet h_{t} \bullet \bullet \cdots \bullet W$$

$$W \bullet U$$

$$x_{t} \bullet U$$

$$x_{t} \bullet \bullet \cdots \bullet V$$

$$V$$

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#### **Recurrent Neural Network Definition**

$$s_t = \sigma(Ws_{t-1} + Ux_t) \qquad \sigma(\cdot): \text{tanh, ReLU}$$
  
 $o_t = \operatorname{softmax}(Vs_t)$ 



## Model Training

All model parameters  $\theta = \{U,V,W\}$  can be updated by  $\theta^{i+1} \leftarrow \theta^i - \eta \nabla_{\theta} C(\theta^i) \mathbf{y}_{t-1}$ y<sub>t</sub> *y*<sub>t+1</sub> target  $\mathbf{I} C(\theta^i)$  $o_{t+1}$  predicted  $o_{t-1}$ W t+1W W W Unfold U  $x_{t-1}$  $x_{t+1}$ x x

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#### Unfold S₊ **O**<sub>+</sub> W W X<sub>t-1</sub> WW $\delta^t$ W $\nabla C(y)$ Unfold **t**-1 U U• Input: init, *x*<sub>1</sub>, *x*<sub>2</sub>, ..., *x*<sub>t</sub> $\times \sigma'(z_1^t)$ **S**<sub>t-2</sub> X<sub>t-2</sub> $\delta^{t-1}$ • Output: *o*<sub>t</sub> 2 • Target: y<sub>t</sub> $\times \sigma'(z_1^{t-1})$ $\times \sigma'(z_2^t)$ n $\times \sigma'(z_2^{t-1})$ $\times \sigma'(z_n^t)$ init n $\times \sigma'(z_n^{t-1})$

y<sub>t</sub>

 $\theta$ 

#### 

• Input: init, *x*<sub>1</sub>, *x*<sub>2</sub>, ..., *x*<sub>t</sub>

init

- Output: *o*<sub>t</sub>
- Target: y<sub>t</sub>











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## **RNN** Training Issue

The gradient is a product of Jacobian matrices, each associated with a step in the forward computation

Multiply the same matrix at each time step during backprop

$$\delta^l = \sigma'(z^l) \odot (W^{l+1})^T \delta^{l+1}$$

The gradient becomes very small or very large quickly → vanishing or exploding gradient

#### Rough Error Surface



Bengio et al., "Learning long-term dependencies with gradient descent is difficult," *IEEE Trans. of Neural Networks*, 1994. [link] Pascanu et al., "On the difficulty of training recurrent neural networks," in *ICML*, 2013. [link]

#### Vanishing/Exploding Gradient Example



# **Possible Solutions**

Recurrent Neural Network

## Exploding Gradient: Clipping



## Idea: control the gradient value to avoid exploding



$$\begin{array}{c} \hat{\mathbf{g}} \leftarrow \frac{\partial \mathcal{E}}{\partial \theta} \\ \mathbf{if} \quad \|\hat{\mathbf{g}}\| \geq threshold \ \mathbf{then} \\ \quad \hat{\mathbf{g}} \leftarrow \frac{threshold}{\|\hat{\mathbf{g}}\|} \hat{\mathbf{g}} \\ \mathbf{end} \ \mathbf{if} \end{array}$$

Parameter setting: values from half to ten times the average can still yield convergence

## Vanishing Gradient: Initialization + ReLU

#### IRNN

- initialize all W as identity matrix I
- use ReLU for activation functions





## Vanishing Gradient: Gating Mechanism

#### RNN models temporal sequence information • can handle "long-term dependencies" *in theory*



Issue: RNN cannot handle such "long-term dependencies" in practice due to vanishing gradient  $\rightarrow$  apply the gating mechanism to directly encode the long-distance information

# Extension

Recurrent Neural Network

#### **Bidirectional RNN**



 $h = [\vec{h}; \vec{h}]$  represents (summarizes) the past and future around a single token

#### Deep Bidirectional RNN



$$\vec{h}_{t}^{(i)} = f(\vec{W}^{(i)}h_{t}^{(i-1)} + \vec{V}^{(i)}\vec{h}_{t-1}^{(i)} + \vec{b}^{(i)})$$
  
$$\vec{h}_{t}^{(i)} = f(\vec{W}^{(i)}h_{t}^{(i-1)} + \vec{V}^{(i)}\vec{h}_{t+1}^{(i)} + \vec{b}^{(i)})$$
  
$$y_{t} = g(U[\vec{h}_{t}^{(L)};\vec{h}_{t}^{(L)}] + c)$$

Each memory layer passes an intermediate representation to the next

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## How to Frame the Learning Problem?

The learning algorithm f is to map the input domain X into the output domain Y

 $f: X \to Y$ 

Input domain: word, word sequence, audio signal, click logs

Output domain: single label, sequence tags, tree structure, probability distribution

Network design should leverage input and output domain properties

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#### Input Domain – Sequence Modeling

Idea: aggregate the meaning from all words into a vector Method:

- Basic combination: average, sum
- Neural combination:
  - ✓ Recursive neural network (RvNN)
  - ✓ Recurrent neural network (RNN)

Convolutional neural network (CNN)

 N-dim

 rage, sum
 int = int

#### Sentiment Analysis

Encode the sequential input into a vector using RNN



RNN considers temporal information to learn sentence vectors as the input of classification tasks

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#### Output Domain – Sequence Prediction

#### **POS Tagging**

"推薦我台大後門的餐廳" → 推薦/VV 我/PN 台大/NR 後門/NN 的/DEG 餐廳/NN

Speech Recognition



**Machine Translation** 

"How are you doing today?" → "你好嗎?"

The output can be viewed as a sequence of classification

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## **POS** Tagging

#### Tag a word at each timestamp

- Input: word sequence
- Output: corresponding POS tag sequence



## Natural Language Understanding (NLU)

Tag a word at each timestamp

- Input: word sequence
- Output: IOB-format slot tag and intent tag



#### Temporal orders for input and output are the same

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## Machine Translation

Cascade two RNNs, one for encoding and one for decoding

- Input: word sequences in the source language
- Output: word sequences in the target language



## Chit-Chat Dialogue Modeling

Cascade two RNNs, one for encoding and one for decoding

- Input: word sequences in the question
- Output: word sequences in the response



Temporal ordering for input and output may be different

#### Sci-Fi Short Film - SUNSPRING



https://www.youtube.com/watch?v=LY7x2Ihqj 53

## Concluding Remarks

Language Modeling • RNNLM

Recurrent Neural Networks

Definition

$$s_t = \sigma(Ws_{t-1} + Ux_t)$$

$$o_t = \operatorname{softmax}(Vs_t)$$

- Backpropagation through Time (BPTT)
- Vanishing/Exploding Gradient

- Sequential Input: Sequence-Level Embedding
- Sequential Output: Tagging / Seq2Seq (Encoder-Decoder)

