### CS224d Deep NLP

# Lecture 5: Project Information + Neural Networks & Backprop

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#### **Overview Today:**

- Organizational Stuff
- Project Tips
- From one-layer to multi layer neural network!
- Max-Margin loss and backprop! (This is the hardest lecture of the quarter)

#### **Announcement:**

- 1% extra credit for Piazza participation!
- Hint for PSet1: Understand math and dimensionality, then add print statements, e.g.

28 29 30 21	<pre>def softmaxCostAndGradient(predicted, target, outputVectors, dataset):     """ Softmax cost function for word2vec models """</pre>
55 56	### YOUR CODE HERE
57 58 59	<pre>print "v_hat", predicted.shape print "expected", target print "U", outputVectors.shape</pre>
60 61 62	assert False

 Student survey sent out last night, please give us feedback to improve the class :)

#### **Class Project**

- Most important (40%) and lasting result of the class
- PSet 3 a little easier to have more time
- Start early and clearly define your task and dataset
- Project types:
  - 1. Apply existing neural network model to a new task
  - 2. Implement a complex neural architecture
  - 3. Come up with a new neural network model
  - 4. Theory

- **1**. Define Task:
  - Example: **Summarization**
- 2. Define Dataset
  - 1. Search for academic datasets
    - They already have baselines
    - E.g.: Document Understanding Conference (DUC)
  - 2. Define your own (harder, need more new baselines)
    - If you're a graduate student: connect to your research
    - Summarization, Wikipedia: Intro paragraph and rest of large article
    - Be creative: Twitter, Blogs, News

- 3. Define your metric
  - Search online for well established metrics on this task
  - Summarization: Rouge (Recall-Oriented Understudy for Gisting Evaluation) which defines n-gram overlap to human summaries
- 4. Split your dataset!
  - Train/Dev/Test
  - Academic dataset often come pre-split
  - Don't look at the test split until ~1 week before deadline!

- 5. Establish a baseline
  - Implement the simplest model (often logistic regression on unigrams and bigrams) first
  - Compute metrics on train AND dev
  - Analyze errors
  - If metrics are amazing and no errors: done, problem was too easy, restart :)
- 6. Implement existing neural net model
  - Compute metric on train and dev
  - Analyze output and errors
  - Minimum bar for this class

- 7. Always be close to your data!
  - Visualize the dataset
  - Collect summary statistics
  - Look at errors
  - Analyze how different hyperparameters affect performance
- 8. Try out different model variants
  - Soon you will have more options
    - Word vector averaging model (neural bag of words)
    - Fixed window neural model
    - Recurrent neural network
    - Recursive neural network
    - Convolutional neural network

#### **Class Project: A New Model -- Advanced Option**

- Do all other steps first (Start early!)
- Gain intuition of why existing models are flawed
- Talk to other researchers, come to my office hours a lot
- Implement new models and iterate quickly over ideas
- Set up efficient experimental framework
- Build simpler new models first
- Example Summarization:
  - Average word vectors per paragraph, then greedy search
  - Implement language model or autoencoder (introduced later)
  - Stretch goal for potential paper: Generate summary!

#### **Project Ideas**

#### Summarization

#### • NER, like PSet 2 but with larger data

Natural Language Processing (almost) from Scratch, Ronan Collobert, Jason Weston, Leon Bottou, Michael Karlen, Koray Kavukcuoglu, Pavel Kuksa, <u>http://arxiv.org/abs/1103.0398</u>

Simple question answering, <u>A Neural Network for Factoid Question Answering over</u>

Paragraphs, Mohit Iyyer, Jordan Boyd-Graber, Leonardo Claudino, Richard Socher and Hal Daumé III (EMNLP 2014)

#### Image to text mapping or generation,

<u>Grounded Compositional Semantics for Finding and Describing Images with Sentences</u>, Richard Socher, Andrej Karpathy, Quoc V. Le, Christopher D. Manning, Andrew Y. Ng. (**TACL 2014**) or

Deep Visual-Semantic Alignments for Generating Image Descriptions, Andrej Karpathy, Li Fei-Fei

- Entity level sentiment
- Use DL to solve an NLP challenge on kaggle,

Develop a scoring algorithm for student-written short-answer responses, <u>https://www.kaggle.com/c/asap-sas</u>

## **Default project: sentiment classification**

- Sentiment on movie reviews: <u>http://nlp.stanford.edu/sentiment/</u>
- Lots of deep learning baselines and methods have been tried



#### A more powerful window classifier

- Revisiting
- $X_{window} = [x_{museums} x_{in} x_{Paris} x_{are} x_{amazing}]$
- Assume we want to classify whether the center word is a location or not

#### **A Single Layer Neural Network**

• A single layer is a combination of a linear layer and a nonlinearity: z = Wx + b

$$a = f(z)$$

- The neural activations *a* can then be used to compute some function
- For instance, an unnormalized score or a softmax probability we care about:

$$score(x) = U^T a \in \mathbb{R}$$

#### **Summary: Feed-forward Computation**

Computing a window's score with a 3-layer neural net: *s* = *score*(museums in Paris are amazing)

$$s = U^T f(Wx + b) \qquad x \in \mathbb{R}^{20 \times 1}, W \in \mathbb{R}^{8 \times 20}, U \in \mathbb{R}^{8 \times 1}$$



# Main intuition for extra layer

The layer learns non-linear interactions between the input word vectors.

Example: only if "museums" is  $X_{window} = [X_{museums}]$ first vector should it matter that "in" is in the second position



#### **Summary: Feed-forward Computation**

- *s* = score(museums in Paris are amazing)
- *s<sub>c</sub>* = score(Not all museums in Paris)
- Idea for training objective: make score of true window larger and corrupt window's score lower (until they're good enough): minimize

$$J = \max(0, 1 - s + s_c)$$



• This is continuous, can perform SGD

## **Max-margin Objective function**

• Objective for a single window:

$$J = \max(0, 1 - s + s_c)$$

- Each window with a location at its center should have a score +1 higher than any window without a location at its center
- $xxx | \leftarrow 1 \rightarrow | 000$
- For full objective function: Sum over all training windows

$$J = \max(0, 1 - s + s_c)$$

$$s = U^T f(Wx + b)$$
$$s_c = U^T f(Wx_c + b)$$

Assuming cost *J* is > 0,

compute the derivatives of *s* and *s<sub>c</sub>* wrt all the involved variables: *U*, *W*, *b*, *x* 

$$\frac{\partial s}{\partial U} = \frac{\partial}{\partial U} U^T a \qquad \qquad \frac{\partial s}{\partial U} = a$$

Let's consider the derivative of a single weight W<sub>ii</sub>

$$\frac{\partial s}{\partial W} = \frac{\partial}{\partial W} U^T a = \frac{\partial}{\partial W} U^T f(z) = \frac{\partial}{\partial W} U^T f(Wx + b)$$

- This only appears inside *a<sub>i</sub>*
- For example:  $W_{23}$  is only used to compute  $a_2$



$$\frac{\partial s}{\partial W} = \frac{\partial}{\partial W} U^T a = \frac{\partial}{\partial W} U^T f(z) = \frac{\partial}{\partial W} U^T f(Wx + b)$$

Derivative of weight  $W_{ij}$ :







• From single weight *W<sub>ij</sub>* to full *W*:

 $\frac{\partial \mathbf{s}}{\partial W_{ij}} = \underbrace{U_i f'(z_i)}_{\delta_i} x_j$  $= \delta_i \quad x_j$ 

$$z_i = W_{i.}x + b_i = \sum_{j=1}^3 W_{ij}x_j + b_i$$
$$a_i = f(z_i)$$

- We want all combinations of i = 1, 2 and  $j = 1, 2, 3 \rightarrow ?$
- Solution: Outer product:  $\frac{\partial J}{\partial W} = \delta x^T$ where  $\delta \in \mathbb{R}^{2 \times 1}$  is the "responsibility" or error message coming from each activation a



• For biases *b*, we get:

$$z_i = W_{i\cdot}x + b_i = \sum_{j=1}^3 W_{ij}x_j + b_i$$
$$a_i = f(z_i)$$

$$U_{i} \frac{\partial}{\partial b_{i}} a_{i}$$

$$= U_{i} f'(z_{i}) \frac{\partial W_{i} \cdot x + b_{i}}{\partial b_{i}}$$

$$= \delta_{i}$$



That's almost backpropagation

It's simply taking derivatives and using the chain rule!

Remaining trick: we can **re-use** derivatives computed for higher layers in computing derivatives for lower layers!

Example: last derivatives of model, the word vectors in x

- Take derivative of score with respect to single element of word vector
- Now, we cannot just take into consideration one a<sub>i</sub> because each x<sub>j</sub> is connected to all the neurons above and hence x<sub>j</sub> influences the overall score through all of these, hence:

$$\frac{\partial s}{\partial x_j} = \sum_{i=1}^2 \frac{\partial s}{\partial a_i} \frac{\partial a_i}{\partial x_j} \\
= \sum_{i=1}^2 \frac{\partial U^T a}{\partial a_i} \frac{\partial a_i}{\partial x_j} \\
= \sum_{i=1}^2 U_i \frac{\partial f(W_{i\cdot}x+b)}{\partial x_j} \\
= \sum_{i=1}^2 \underbrace{U_i f'(W_{i\cdot}x+b)}_{\partial x_j} \frac{\partial W_{i\cdot}x}{\partial x_j} \\
= \sum_{i=1}^2 \delta_i W_{ij} \\
= W_{\cdot j}^T \delta_j$$

Re-used part of previous derivative-

• With 
$$\frac{\partial s}{\partial x_j} = W_{\cdot j}^T \delta$$
, what is the full gradient?  $\rightarrow$   
 $\frac{\partial s}{\partial x} = W^T \delta$ 

 Observations: The error message ± that arrives at a hidden layer has the same dimensionality as that hidden layer

#### Putting all gradients together:

• Remember: Full objective function for each window was:

$$J = \max(0, 1 - s + s_c)$$
$$s = U^T f(Wx + b)$$
$$s_c = U^T f(Wx_c + b)$$

• For example: gradient for U:

$$\frac{\partial s}{\partial U} = 1\{1 - s + s_c > 0\} \left(-f(Wx + b) + f(Wx_c + b)\right)$$
$$\frac{\partial s}{\partial U} = 1\{1 - s + s_c > 0\} \left(-a + a_c\right)$$

- Let's look at a 2 layer neural network
- Same window definition for x
- Same scoring function
- 2 hidden layers (carefully not superscripts now!)



Fully written out as one function: 

$$s = U^{T} f \left( W^{(2)} f \left( W^{(1)} x + b^{(1)} \right) + b^{(2)} \right)$$

$$= U^{T} f \left( W^{(2)} a^{(2)} + b^{(2)} \right)$$

$$= U^{T} a^{(3)}$$

$$W^{(1)}$$

Same derivation as before for  $W^{(2)}$  (now sitting on  $a^{(1)}$ ) 

$$\frac{\partial \mathbf{S}}{\partial W_{ij}} = \underbrace{U_i f'(z_i) x_j}_{\delta_i \quad x_j} \qquad \frac{\partial s}{\partial W_{ij}^{(2)}} = \underbrace{U_i f'\left(z_i^{(3)}\right) a_j^{(1)}}_{\delta_i^{(3)} \quad x_j} = \underbrace{\delta_i^{(3)} a_j^{(2)}}_{\delta_i^{(3)} \quad a_j^{(2)}}$$

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4/12/16

 $\mathbf{\Lambda}$ 

 $a^{(3)}$ 

a<sup>(2)</sup>

• Same derivation as before for top W<sup>(2)</sup>:  $\begin{array}{rcl}
x &=& z^{(1)} = a^{(1)} \\
z^{(2)} &=& W^{(1)}x + b^{(1)} \\
a^{(2)} &=& f\left(z^{(2)}\right) \\
&=& \delta_i^{(3)} & a_j^{(2)} \\
&=& \delta_i^{(3)} & a_j^{(2)} \\
\end{array}$ • In matrix notation:  $\begin{array}{rcl}
\frac{\partial s}{\partial W^{(2)}} = \delta^{(3)}a^{(2)^T} \\
\end{array}$   $\begin{array}{rcl}
x &=& z^{(1)} = a^{(1)} \\
z^{(2)} &=& W^{(1)}x + b^{(1)} \\
a^{(2)} &=& f\left(z^{(2)}\right) \\
z^{(3)} &=& W^{(2)}a^{(2)} + b^{(2)} \\
a^{(3)} &=& f\left(z^{(3)}\right) \\
s &=& U^T a^{(3)}
\end{array}$ 

where 
$$\delta^{(3)} = U \circ f'(z^{(3)})$$
 and  $\pm$  is the element-wise product also called Hadamard product

Last missing piece for understanding general backprop:

$$rac{\partial s}{\partial W^{(1)}}$$

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- Last missing piece:  $\frac{\partial s}{\partial W^{(1)}}$  $x = z^{(1)} = a^{(1)}$  $z^{(2)} = W^{(1)}x + b^{(1)}$  $a^{(2)} = f\left(z^{(2)}\right)$  $z^{(3)} = W^{(2)}a^{(2)} + b^{(2)}$  $a^{(3)} = f\left(z^{(3)}\right)$  $s = U^T a^{(3)}$
- Similar derivation to single layer model
- Main difference, we already have  $W^{(2)}{}^T \delta^{(3)}$  and need to apply the chain rule again on  $f'(z^{(2)})$

• Chain rule for:  $s = U^T f \left( W^{(2)} f \left( W^{(1)} x + b^{(1)} \right) + b^{(2)} \right)$ 

• Get intuition by deriving  $\frac{\partial s}{\partial W^{(1)}}$  as if it was a scalar

- Intuitively, we have to sum over all the nodes coming into layer
- Putting it all together:  $\delta^{(2)} = \left(W^{(2)T}\delta^{(3)}\right) \circ f'\left(z^{(2)}\right)$

- Last missing piece:  $\frac{\partial s}{\partial W^{(1)}} = \delta^{(2)} x^T$
- In general for any matrix W<sup>(/)</sup> at internal layer / and any error with regularization E<sub>R</sub> all backprop in standard multilayer neural networks boils down to 2 equations:

$$x = z^{(1)} = a^{(1)}$$

$$z^{(2)} = W^{(1)}x + b^{(1)}$$

$$a^{(2)} = f\left(z^{(2)}\right)$$

$$z^{(3)} = W^{(2)}a^{(2)} + b^{(2)}$$

$$a^{(3)} = f\left(z^{(3)}\right)$$

$$s = U^{T}a^{(3)}$$

$$\delta^{(l)} = \left( (W^{(l)})^T \delta^{(l+1)} \right) \circ f'(z^{(l)}),$$

$$\frac{\partial}{\partial W^{(l)}} E_R = \delta^{(l+1)} (a^{(l)})^T + \lambda W^{(l)}$$

• Top and bottom layers have simpler ±

• Let's say we want  $\frac{\partial s}{\partial W^{(1)}} = \delta^{(2)} a^{(1)T}$  with previous layer and f =  $\frac{3}{4}$ 



Gradient w.r.t  $W^{(2)} = \mathbf{\delta}^{(3)} a^{(2)T}$ 



--Reusing the  $\delta^{(3)}$  for downstream updates.

--Moving error vector across affine transformation simply requires multiplication with the transpose of forward matrix

--Notice that the dimensions will line up perfectly too!

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--Moving error vector across point-wise non-linearity requires point-wise multiplication with local gradient of the non-linearity

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Gradient w.r.t  $W^{(1)} = \mathbf{\delta}^{(2)} a^{(1)T}$ 

# **Backpropagation (Another explanation)**

- Compute gradient of example-wise loss wrt parameters
- Simply applying the derivative chain rule wisely

$$z = f(y)$$
  $y = g(x)$   $\frac{\partial z}{\partial x} = \frac{\partial z}{\partial y} \frac{\partial y}{\partial x}$ 

 If computing the loss(example, parameters) is O(n) computation, then so is computing the gradient

# Simple Chain Rule



 $\frac{\partial z}{\partial x} = \frac{\partial z}{\partial y} \frac{\partial y}{\partial x}$ 

# Multiple Paths Chain Rule



#### **Multiple Paths Chain Rule - General**



# Chain Rule in Flow Graph



Flow graph: any directed acyclic graph node = computation result arc = computation dependency

$$\{y_1, y_2, \ldots, y_n\}$$
 = successors of  $x$ 

$$\frac{\partial z}{\partial x} = \sum_{i=1}^{n} \frac{\partial z}{\partial y_i} \frac{\partial y_i}{\partial x}$$

# Back-Prop in Multi-Layer Net



# Back-Prop in General Flow Graph



- 1. Fprop: visit nodes in topo-sort order
  - Compute value of node given predecessors
- 2. Bprop:
  - initialize output gradient = 1
  - visit nodes in reverse order:

Compute gradient wrt each node using gradient wrt successors

$$\{y_1, y_2, \ldots, y_n\}$$
 = successors of  ${\mathcal X}$ 

$$\frac{\partial z}{\partial x} = \sum_{i=1}^{n} \frac{\partial z}{\partial y_i} \frac{\partial y_i}{\partial x}$$

# Automatic Differentiation



- The gradient computation can be automatically inferred from the symbolic expression of the fprop.
- Each node type needs to know how to compute its output and how to compute the gradient wrt its inputs given the gradient wrt its output.
- Easy and fast prototyping

#### **Summary**

- Congrats!
- You survived the hardest part of this class.
- Everything else from now on is just more matrix multiplications and backprop :)

- Next up:
  - Recurrent Neural Networks