# Neural Speed Reading via Skim-RNN

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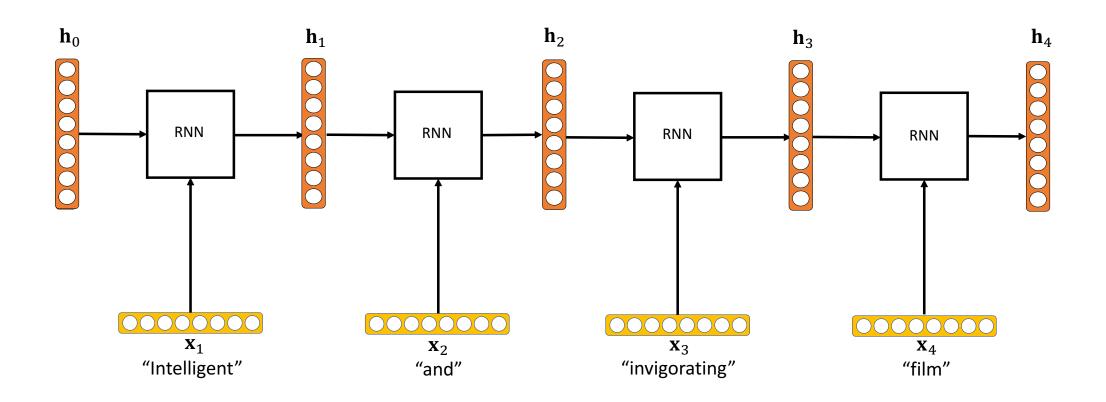








## RNN for "reading"



## RNN for "reading"

- RNN has become the standard model for reading text
  - Machine Translation
  - Question Answering
  - Classification
  - Syntactic Parsing
  - Natural Language Inference
  - ...

### RNNs are slow...

- RNNs are slow on GPUs
  - RNNs cannot be parallelized
- CPUs are slow too
  - So many (millions) FLOP in neural networks
- Recent works to replace RNNs:
  - Google's Attention-based MT (2017)
  - Facebook's CNN-based MT (2017)

FLOP = Floating-point operations i.e. # of computations

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### Inference speed on CPUs

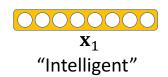
- CPUs are often more desirable options than GPUs for production
- Small devices often times only have CPUs
- Latency-critical applications
  - CPUs can have lower latency than GPUs.

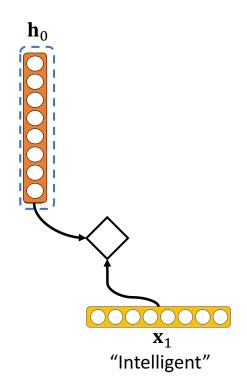
How can we make RNNs faster on CPUs?

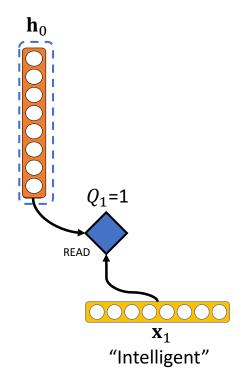
## Speed Reading

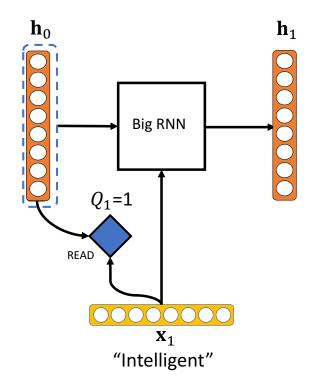
- "Readers make longer pauses at points where processing loads are greater … as a function of the involvement of the various levels of processing" (Just & carpenter, 1980).
- 'Reading' is similar to *matrix multiplication* in RNN.
  - Skim: use small matrix multiplication.
  - Fully read: use big matrix multiplication.

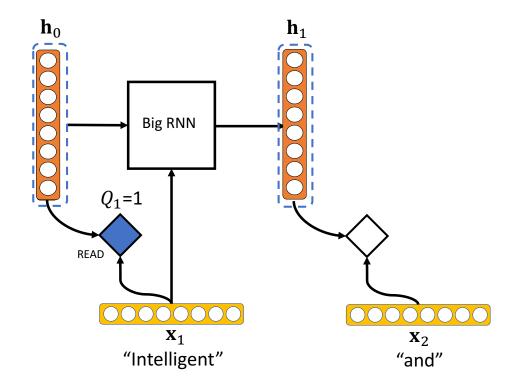


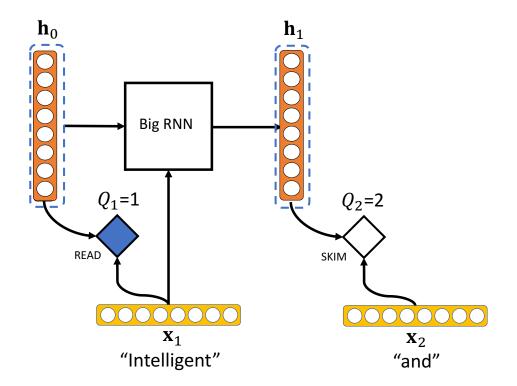


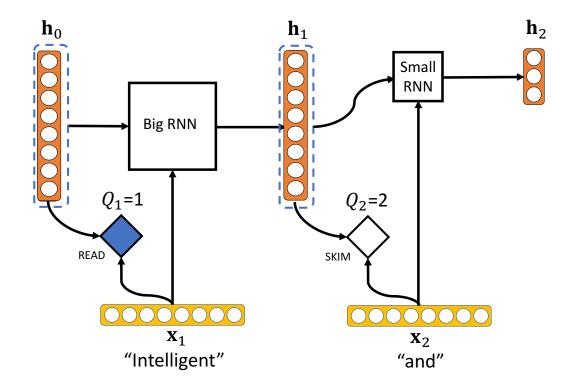


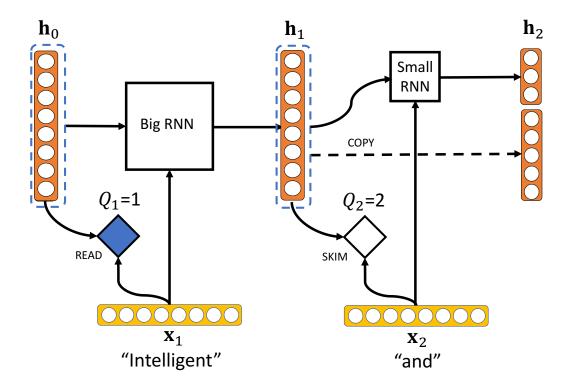


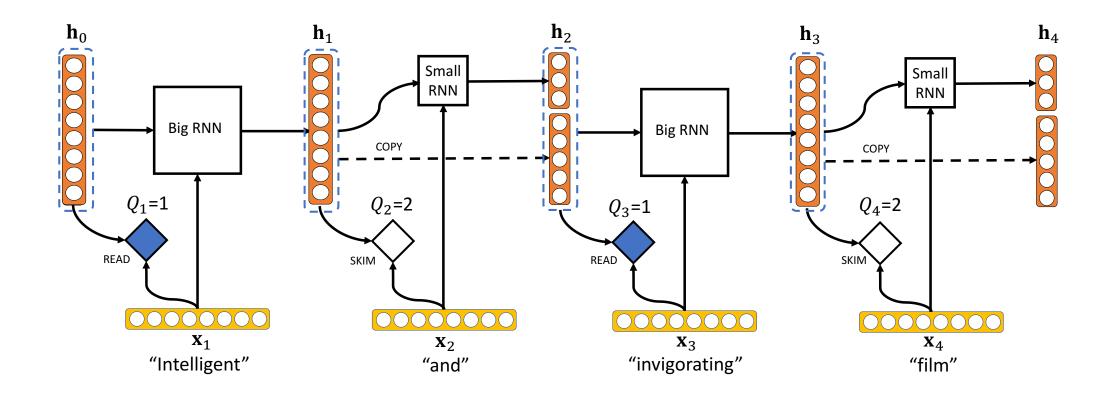




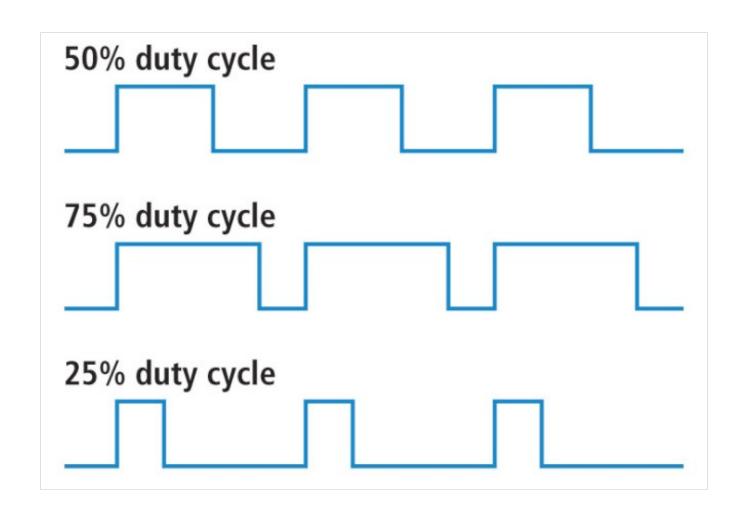








### Similar to Pulse Width Modulation



### Skim-RNN

- Consists of two RNNs:
  - **Big RNN**: hidden state size = d
  - Small RNN: hidden state size = d'
  - *d>> d'*(e.g. *d*=100, *d'*=5)
- Hidden state is shared between the RNNs.
- Big RNN updates the entire hidden state.
- Small RNN updates only a small portion of the hidden state.
- When using small RNN, the inference requires smaller # of FLOP.
  - $O(d^2) >> O(d'd)$
- Dynamically makes decision on which size of RNN to use

## Decision ( $Q_t$ ) as a random variable

**X**<sub>t</sub>: Input

 $\mathbf{h}_{t-1}$ : Previous hidden state

$$\mathbf{p}_t = \operatorname{softmax}(\alpha(\mathbf{x}_t, \mathbf{h}_{t-1}))$$

$$Q_t = \text{Multinomial}(\mathbf{p}_t)$$

$$Q = [Q_1, Q_2, \dots, Q_T]$$

$$\mathbb{E}[L(\theta)] = \sum_{Q \in \mathcal{Q}} L(\theta; Q) \Pr(Q)$$

#### How to train?

- Computing gradient is intractable
- Policy gradient (Williams, 1992)
  - REINFORCE
  - Unbiased gradient estimation

### REINFORCE (Williams, 1992)

$$\mathbb{E}[L(\theta)] = \sum_{Q \in \mathcal{Q}} L(\theta; Q) \Pr(Q)$$

$$\nabla \log \mathbb{E}[L(\theta)] = \mathbb{E}[\nabla \log L(\theta; Q) + \log L(\theta; Q) \nabla \log \Pr(Q)]$$

Gradient can be sampled

#### How to train?

- Computing gradient is intractable
- Policy gradient (Williams, 1992)
  - REINFORCE
  - Unbiased estimation
  - High variance; hard to train
- Gumbel-Softmax (Jang et al., 2017)
  - Biased estimation
  - Low variance; good empirical results
  - Fully differentiable during training via reparameterization

## Gumbel-Softmax Reparameterization (Jang et al., 2017)

- Start with
  - soft decision (attention) p
  - Random variable g from Gumbel distribution

$$\mathbf{r}_t^i = \frac{\exp((\log(\mathbf{p}_t^i) + g_t^i)/\tau)}{\sum_j \exp((\log(\mathbf{p}_t^j) + g_t^j)/\tau)}$$

$$\mathbf{h}_t = \sum_i \mathbf{r}_t^i \tilde{\mathbf{h}}_t^i$$

- Slowly anneal (decrease  $\tau$ ), making the distribution more discrete
- Near 0 temperature, identical to categorical distribution
- Sampling g gives stochasticity
- Reparameterization allows differentiation with stochasticity
- Shake & Anneal

### Experiments

- 4 Classification Tasks
  - Stanford Sentiment Treebank (SST)
  - Rotten Tomatoes (RT)
  - IMDb
  - AG News

- 2 Question Answering Tasks
  - Stanford Question Answering Dataset (SQuAD)
  - Children Book Test (CBT)

### Baselines

Regular RNN (LSTM)

- LSTM-Jump (Yu et al., 2017)
  - Learns to *skip* inputs
- Variable-Computation RNN (VCRNN) (Jernite et al, 2017)
  - Variable number of hidden state units to update

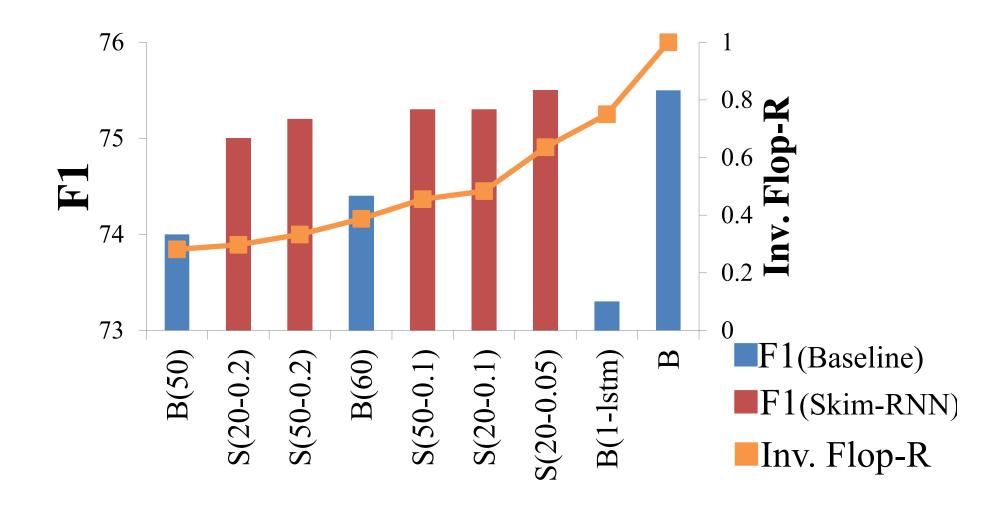
### SST and RT Results

Model	SST	Rotten Tomatoes
Baseline (LSTM)	86.4%	82.5%
LSTM-Jump	-	79.3% / 1.6x Speed
VCRNN	81.9% / 2.6x FLOP	-
Skim-RNN	86.4% / 3.0x FLOP	84.2% / 1.3x Speed

## Question Answering Results

	F1	EM	FLOP-R
Baseline (LSTM+Att)	75.5%	67.0%	1.0x
VCRNN	74.9%	65.4%	1.0x
Skim-RNN	75.0%	66.0%	2.3x

### F1 vs FLOP across diff configs.



# Visualization on IMDb Sentiment Classification

Positive	I <b>liked</b> this movie, not because Tom Selleck was in it, but <b>because</b> it was a <b>good</b> story about baseball and it also had a semi-over <b>dramatized</b> view of some of the issues that a BASEBALL player coming to the end of their time in Major League sports must face. I also <b>greatly enjoyed</b> the cultural differences in American and Japanese baseball and the small facts on how the games are played differently. <b>Overall</b> , it is a <b>good movie</b> to watch on Cable TV or rent on a cold winter's night and watch about the "Dog Day's" of summer and know that spring training is only a few months away. A <b>good</b> movie for a baseball fan as well as a good "DATE" movie. Trust me on that one! *Wink*
Negative	No! no - No - NO! My entire being is revolting against this dreadful remake of a classic movie. I knew we were heading for trouble from the moment Meg Ryan appeared on screen with her ridiculous hair and clothing - literally looking like a scarecrow in that garden she was digging. Meg Ryan playing Meg Ryan - how tiresome is that?! And it got worse so much worse. The horribly cliché lines, the stock characters, the increasing sense I was watching a spin-off of "The First Wives Club" and the ultimate hackneyed schtick in the delivery room. How many times have I seen this movie? Only once, but it feel like a dozen times - nothing original or fresh about it. For shame!

\*Black words are skimmed (small RNN), blue words are fully read.

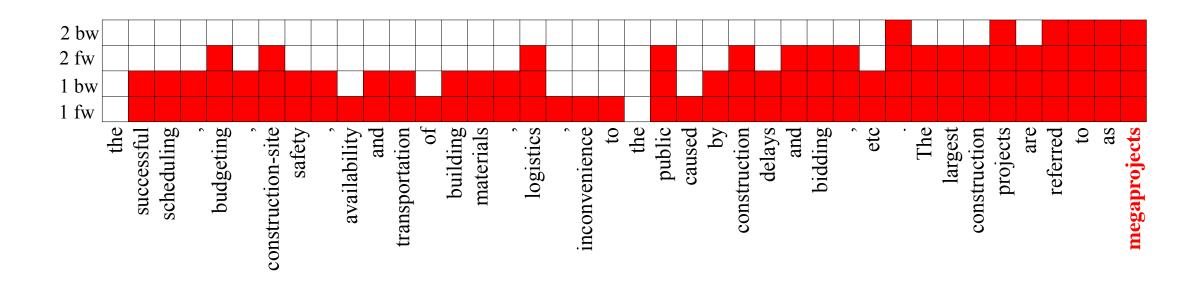
# Visualization on Stanford Question Answering Dataset

Q	What is one straightforward case of a probabilistic test?
	A particularly simple example of a probabilistic test is the Fermat primality test, which relies on the fact (Fermat's little theorem)
C	that $np \equiv n \pmod{p}$ for any n if p is a prime number. If you have a number b that we want to <b>test</b> for <b>primality</b> , then we work out nb ( <b>mod</b> b) for a random value of n as our <b>test</b> . A <b>flaw</b> with this <b>test</b> is that there are some composite numbers (the <b>Carmichael</b> numbers) that satisfy the <b>Fermat</b> identity even though they are not prime, so the <b>test</b> has no way of distinguishing between prime numbers and Carmichael numbers. <b>Carmichael</b> numbers are substantially rarer than prime numbers, though, so this <b>test</b> can be useful for practical purposes. More powerful extensions of the <b>Fermat primality test</b> , such as Baillie-PSW, Miller-Rabin, and Solovay-Strassen <b>tests</b> , are guaranteed to fail at least some of the time when applied to a composite number.

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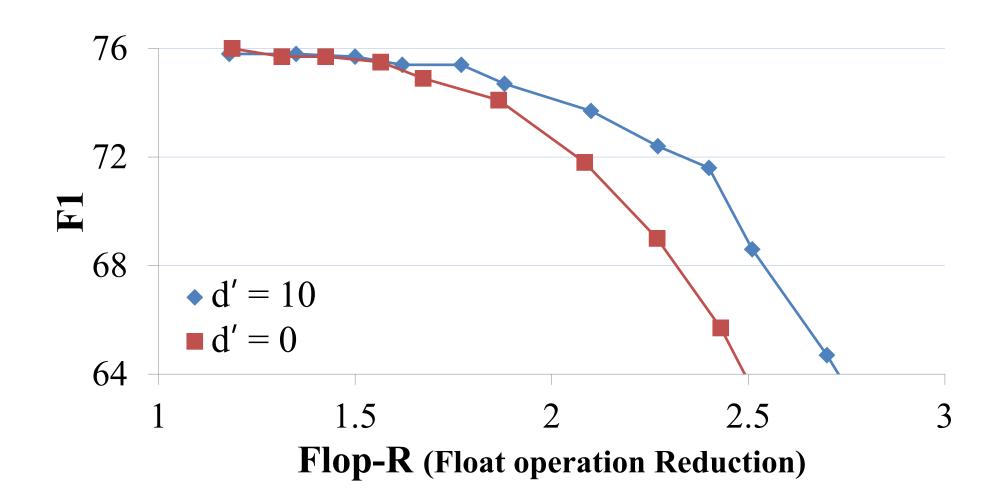


# Layer-wise Skim Visualization (SQuAD)



Most RNN steps at higher layer is redundant!

## Dynamically controlling # of FLOP



#### Conclusion

- **Skim-RNN**: switching between two different-size RNNs with shared hidden state.
  - Can be generalized to multiple RNNs.
- Speed gain can be substantial.
- Especially useful for latency.

#### Future Work

- Using multiple granularities of RNNs (not just two)
- Extension to latency-critical applications
  - Speech
  - Video
- Low-level implementation

### Thanks! Questions?

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