CSC321 Lecture 10: Automatic Differentiation

Roger Grosse

Roger Grosse

CSC321 Lecture 10: Automatic Differentiatio

くほと くほと くほと

Overview

- Implementing backprop by hand is like programming in assembly language.
 - You'll probably never do it, but it's important for having a mental model of how everything works.
- Lecture 6 covered the math of backprop, which you are using to code it up for a particular network for Assignment 1
- This lecture: how to build an automatic differentiation (autodiff) library, so that you never have to write derivatives by hand
 - We'll cover a simplified version of Autograd, a lightweight autodiff tool.
 - PyTorch's autodiff feature is based on very similar principles.

Confusing Terminology

- Automatic differentiation (autodiff) refers to a general way of taking a program which computes a value, and automatically constructing a procedure for computing derivatives of that value.
 - In this lecture, we focus on reverse mode autodiff. There is also a forward mode, which is for computing directional derivatives.
- Backpropagation is the special case of autodiff applied to neural nets
 - But in machine learning, we often use backprop synonymously with autodiff
- Autograd is the name of a particular autodiff package.
 - But lots of people, including the PyTorch developers, got confused and started using "autograd" to mean "autodiff"

What Autodiff Is Not

- Autodiff is not finite differences.
 - Finite differences are expensive, since you need to do a forward pass for *each* derivative.
 - It also induces huge numerical error.
 - Normally, we only use it for testing.
- Autodiff is both efficient (linear in the cost of computing the value) and numerically stable.

一日、

What Autodiff Is Not

- Autodiff is not symbolic differentiation (e.g. Mathematica).
 - Symbolic differentiation can result in complex and redundant expressions.
 - Mathematica's derivatives for one layer of soft ReLU (univariate case):

```
D[Log[1 + Exp[w * x + b]], w]
```

 $Out[11]= \frac{e^{b+w x} w}{1+e^{b+w x}}$

• Derivatives for two layers of soft ReLU:

```
 \begin{split} & \mathbb{D}\left[ \text{Log}\left[ 1 + \text{Exp}\left[ \text{w2} * \text{Log}\left[ 1 + \text{Exp}\left[ \text{w1} * x + \text{b1} \right] \right] + \text{b2} \right] \right], \text{ w1} \right] \\ & \\ & \\ & \\ & \\ & \\ & \\ & \frac{e^{b_{1}+b_{2}+w_{1}x} \times w_{2} \log\left[ 1 + e^{b_{1}+w_{1}x} \right]}{\left( 1 + e^{b_{1}+w_{1}x} \right) \left( 1 + e^{b_{2}+w_{2} \log\left[ 1 + e^{b_{1}+w_{1}x} \right]} \right)} \end{split}
```

- There might not be a convenient formula for the derivatives.
- The goal of autodiff is not a formula, but a procedure for computing derivatives.

(本間) (本語) (本語) (語)

Recall how we computed the derivatives of logistic least squares regression. An autodiff system should transform the left-hand side into the right-hand side.

Computing the loss:

Computing the derivatives:

$$z = wx + b \qquad \qquad \overline{\mathcal{L}} = 1 \\ y = \sigma(z) \qquad \qquad \overline{y} = y - t \\ \mathcal{L} = \frac{1}{2}(y - t)^2 \qquad \qquad \overline{w} = \overline{z} \times \\ \overline{b} = \overline{z}$$

(本語)と (本語)と (本語)と

What Autodiff Is

- An autodiff system will convert the program into a sequence of primitive operations which have specified routines for computing derivatives.
- In this representation, backprop can be done in a completely mechanical way.

Sequence of primitive operations: $t_1 = w_1$

Original program:	$\iota_1 = m_{\lambda}$
	$z = t_1 + b$
z = wx + b	$t_3 = -z$
$y = \frac{1}{1 + \exp(-z)}$	$t_4 = \exp(t_3)$
	$t_5 = 1 + t_4$
$\mathcal{L}=rac{1}{2}(y-t)^2$	$y=1/t_5$
-	$t_6 = y - t$
	$t_7 = t_6^2$
	$\mathcal{L}=t_7/2$

- 4 週 ト - 4 三 ト - 4 三 ト

What Autodiff Is

```
import autograd.numpy as np 
 from autograd import grad
                                     verv sneakv!
 def sigmoid(x):
     return 0.5*(np.tanh(x) + 1)
 def logistic_predictions(weights, inputs):
     # Outputs probability of a label being true according to logistic model.
     return sigmoid(np.dot(inputs. weights))
 def training_loss(weights):
     # Training loss is the negative log-likelihood of the training labels.
     preds = logistic_predictions(weights, inputs)
     label_probabilities = preds * targets + (1 - preds) * (1 - targets)
     return -np.sum(np.log(label probabilities))
                         ... (load the data) ...
 # Define a function that returns gradients of training loss using Autograd.
 training_gradient_fun = grad(training_loss)

    Autograd constructs a

 # Optimize weights using gradient descent.
                                              function for computing derivatives
 weights = np.array([0.0, 0.0, 0.0])
 print "Initial loss:", training_loss(weights)
 for i in xrange(100):
     weights -= training gradient fun(weights) * 0.01
 print "Trained loss:", training_loss(weights)
                       CSC321 Lecture 10: Automatic Differentiatio
Roger Grosse
```

Autograd

- The rest of this lecture covers how Autograd is implemented.
- Source code for the original Autograd package:
 - https://github.com/HIPS/autograd
- Autodidact, a pedagogical implementation of Autograd you are encouraged to read the code.
 - https://github.com/mattjj/autodidact
 - Thanks to Matt Johnson for providing this!

くほと くほと くほと

Building the Computation Graph



- Most autodiff systems, including Autograd, explicitly construct the computation graph.
 - Some frameworks like TensorFlow provide mini-languages for building computation graphs directly. Disadvantage: need to learn a totally new API.
 - Autograd instead builds them by tracing the forward pass computation, allowing for an interface nearly indistinguishable from NumPy.
- The Node class (defined in tracer.py) represents a node of the computation graph. It has attributes:
 - value, the actual value computed on a particular set of inputs
 - fun, the primitive operation defining the node
 - args and kwargs, the arguments the op was called with
 - parents, the parent Nodes

□ ▶ ★ □ ▶ ★ □ ▶ →

Building the Computation Graph

- Autograd's fake NumPy module provides primitive ops which look and feel like NumPy functions, but secretly build the computation graph.
- They wrap around NumPy functions:



primitive

- 4 同 6 4 日 6 4 日 6

Building the Computation Graph

Example:

```
def logistic(z):
    return 1. / (1. + np.exp(-z))
# that is equivalent to:
def logistic2(z):
    return np.reciprocal(np.add(1, np.exp(np.negative(z))))
```

```
z = 1.5
y = logistic(z)
```



イロト 不得 トイヨト イヨト

Vector-Jacobian Products

- Previously, I suggested deriving backprop equations in terms of sums and indices, and then vectorizing them. But we'd like to implement our primitive operations in vectorized form.
- The Jacobian is the matrix of partial derivatives:

$$\mathbf{J} = \frac{\partial \mathbf{y}}{\partial \mathbf{x}} = \begin{pmatrix} \frac{\partial y_1}{\partial x_1} & \cdots & \frac{\partial y_1}{\partial x_n} \\ \vdots & \ddots & \vdots \\ \frac{\partial y_m}{\partial x_1} & \cdots & \frac{\partial y_m}{\partial x_n} \end{pmatrix}$$

 The backprop equation (single child node) can be written as a vector-Jacobian product (VJP):

$$\overline{x_j} = \sum_i \overline{y_i} \frac{\partial y_i}{\partial x_j} \qquad \quad \overline{\mathbf{x}} = \overline{\mathbf{y}}^\top \mathbf{J}$$

That gives a row vector. We can treat it as a column vector by taking

$$\overline{\mathbf{x}} = \mathbf{J}^{\top}\overline{\mathbf{y}}$$

Vector-Jacobian Products

Examples

• Matrix-vector product

$$z = Wx$$
 $J = W$ $\overline{x} = W^{\top}\overline{z}$

Elementwise operations

$$\mathbf{y} = \exp(\mathbf{z})$$
 $\mathbf{J} = \begin{pmatrix} \exp(z_1) & 0 \\ & \ddots & \\ 0 & \exp(z_D) \end{pmatrix}$ $\overline{\mathbf{z}} = \exp(\mathbf{z}) \circ \overline{\mathbf{y}}$

• Note: we never explicitly construct the Jacobian. It's usually simpler and more efficient to compute the VJP directly.

• • = • • = •

Vector-Jacobian Products

- For each primitive operation, we must specify VJPs for *each* of its arguments. Consider $y = \exp(x)$.
- This is a function which takes in the output gradient (i.e. y), the answer (y), and the arguments (x), and returns the input gradient (x)
- defvjp (defined in core.py) is a convenience routine for registering VJPs. It just adds them to a dict.
- Examples from numpy/numpy_vjps.py

<pre>defvjp(negative, defvjp(exp, defvjp(log,</pre>	lambda g, lambda g, lambda g,	ans, x: ans, x: ans, x:	-g) ans * g) g / x)
def∨jp(add,	lambda	g, ans,	x, y : g,
	lambda	g, ans,	x, y : g)
<pre>defvjp(multiply,</pre>	lambda	g, ans,	x, y : y * g,
	lambda	g, ans,	x, y : x * g)
<pre>defvjp(subtract,</pre>	lambda	g, ans,	x, y : g,
	lambda	g, ans,	x, y : -g)

Backward Pass

 Recall that the backprop computations are more modular if we view them as message passing.



• This procedure can be implemented directly using the data structures we've introduced.

A D A D A D A

Backward Pass

- The backwards pass is defined in core.py.
- The argument g is the error signal for the end node; for us this is always $\overline{\mathcal{L}} = 1$.

```
def backward_pass(g, end_node):
    outgrads = {end_node: g}
    for node in toposort(end_node):
        outgrad = outgrads.pop(node)
        fun, value, args, kwargs, argnums = node.recipe
        for argnum, parent in zip(argnums, node.parents):
            vjp = primitive_vjps[fun][argnum]
            parent_grad = vjp(outgrad, value, *args, **kwargs)
            outgrads[parent] = add_outgrads(outgrads.get(parent), parent_grad)
    return outgrad
```

```
def add_outgrads(prev_g, g):
    if prev_g is None:
        return g
        return prev_g + g
```

Backward Pass

- grad (in differential_operators.py) is just a wrapper around make_vjp (in core.py) which builds the computation graph and feeds it to backward_pass.
- grad itself is viewed as a VJP, if we treat $\overline{\mathcal{L}}$ as the 1×1 matrix with entry 1.

$$\frac{\partial \mathcal{L}}{\partial \mathbf{w}} = \frac{\partial \mathcal{L}}{\partial \mathbf{w}} \overline{\mathcal{L}}$$

```
def make_vjp(fun, x):
    """Trace the computation to build the computation graph, and return
    a function which implements the backward pass."""
    start_node = Node.new_root()
    end_value, end_node = trace(start_node, fun, x)
    def vjp(g):
        return backward_pass(g, end_node)
    return vjp, end_value

def grad(fun, argnum=0):
    def gradfun(*args, **kwargs):
        unary_fun = lambda x: fun(*subval(args, argnum, x), **kwargs)
            vjp, ans = make_vjp(unary_fun, args[argnum])
        return vjp(np.ones_like(ans))
    return gradfun
```

- 4 同 6 4 日 6 4 日 6

- We saw three main parts to the code:
 - tracing the forward pass to build the computation graph
 - vector-Jacobian products for primitive ops
 - the backwards pass
- Building the computation graph requires fancy NumPy gymnastics, but other two items are basically what I showed you.
- You're encouraged to read the full code (< 200 lines!) at:

https://github.com/mattjj/autodidact/tree/master/autograd

< 回 ト < 三 ト < 三 ト

Differentiating through a Fluid Simulation

```
def project(vx. vv):
    # Project the velocity field to be approximately mass-conserving,
    # using a few iterations of Gauss-Seidel.
    p = np.zeros(vx.shape)
    h = 1.0/vx.shape[0]
    div = -0.5 * h * (np.roll(vx. -1, axis=0) - np.roll(vx. 1, axis=0)
                    + np.roll(vy, -1, axis=1) - np.roll(vy, 1, axis=1))
    for k in range(10):
        p = (div + np.roll(p, 1, axis=0) + np.roll(p, -1, axis=0)
                 + np.roll(p, 1, axis=1) + np.roll(p, -1, axis=1))/4.0
    vx -= 0.5*(np.roll(p, -1, axis=0) - np.roll(p, 1, axis=0))/h
    vv -= 0.5*(np.roll(p, -1, axis=1) - np.roll(p, 1, axis=1))/h
    return vx, vy
def advect(f, vx, vv):
    # Move field f according to x and y velocities (u and v)
    # using an implicit Euler integrator.
    rows, cols = f, shape
    cell_vs, cell_xs = np.meshgrid(np.arange(rows),
                                   np.arange(cols))
    center_xs = (cell_xs - vx).ravel()
    center vs = (cell vs - vv).ravel()
    # Compute indices of source cells.
    left ix = np.floor(center xs).astvpe(int)
    top_ix = np.floor(center_ys).astype(int)
    rw = center xs - left ix
    bw = center_ys - top_ix
    left_ix = np.mod(left_ix.
                                   TONS)
    right_ix = np.mod(left_ix + 1, rows)
    top_ix = np.mod(top_ix.
                                   cols)
    bot_ix = np.mod(top_ix + 1, cols)
    flat f = (1 - ry) * ((1 - by)*f[left ix. top ix] \setminus
                             + bw*f[left ix, bot ix]) \
                 + rw * ((1 - bw)*f[right_ix. top_ix] \
                             + bw*f[right_ix, bot_ix])
    return np.reshape(flat_f, (rows, cols))
def simulate(vx, vy, smoke, num_time_steps):
    for t in range(num time steps):
        vx_updated = advect(vx, vx, vy)
        vv updated = advect(vv. vx. vv)
        vx, vy = project(vx_updated, vy_updated)
        smoke = advect(smoke, vx, vv)
    return smoke, frame list
```



Roger Grosse

20 / 23

Differentiating through a Fluid Simulation

https://github.com/HIPS/autograd#end-to-end-examples

3

- 4 同 6 4 日 6 4 日 6

Gradient-Based Hyperparameter Optimization



CSC321 Lecture 10: Automatic Differentiatio

Gradient-Based Hyperparameter Optimization

