

现代编程思想

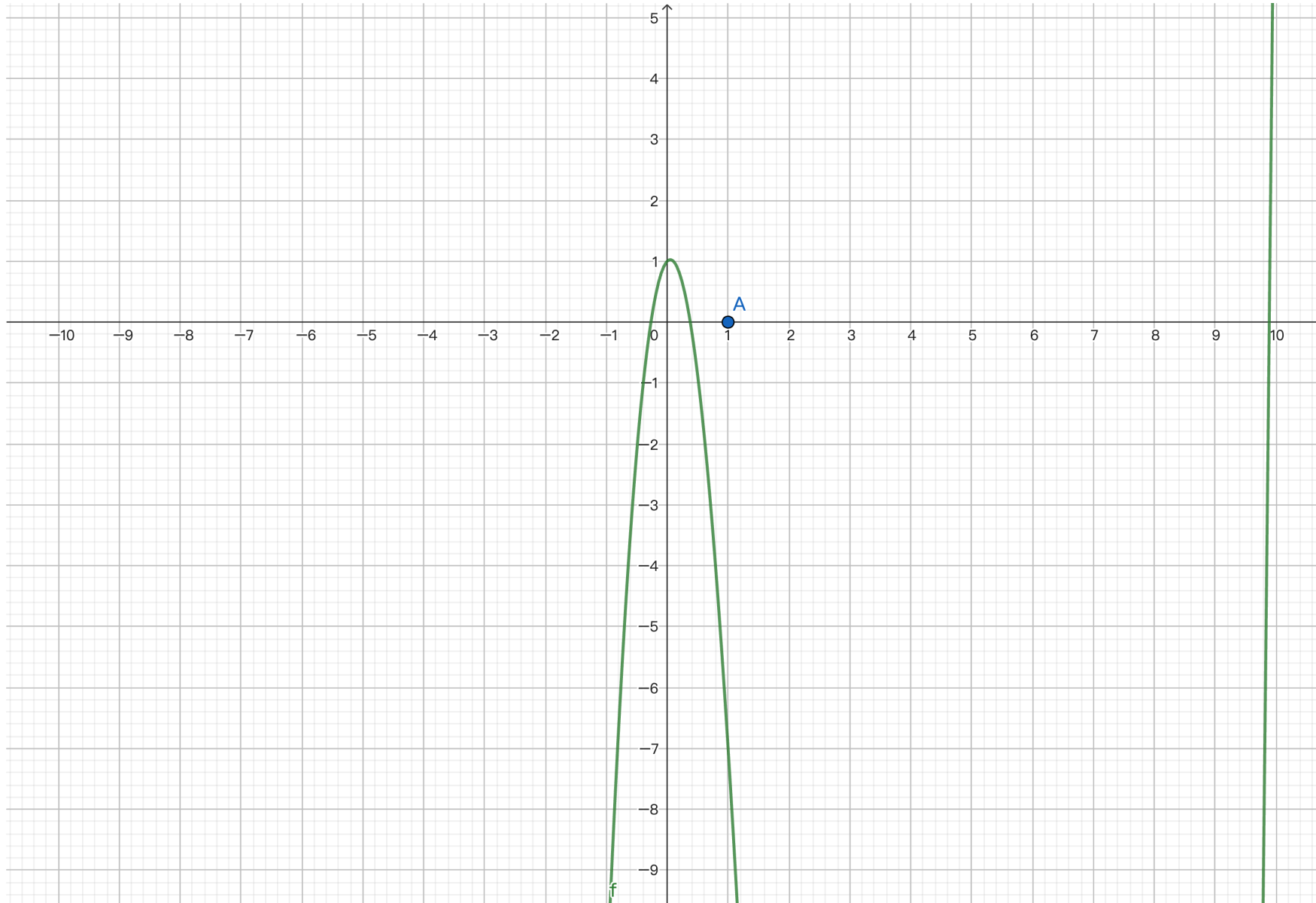
案例：自动微分

Hongbo Zhang

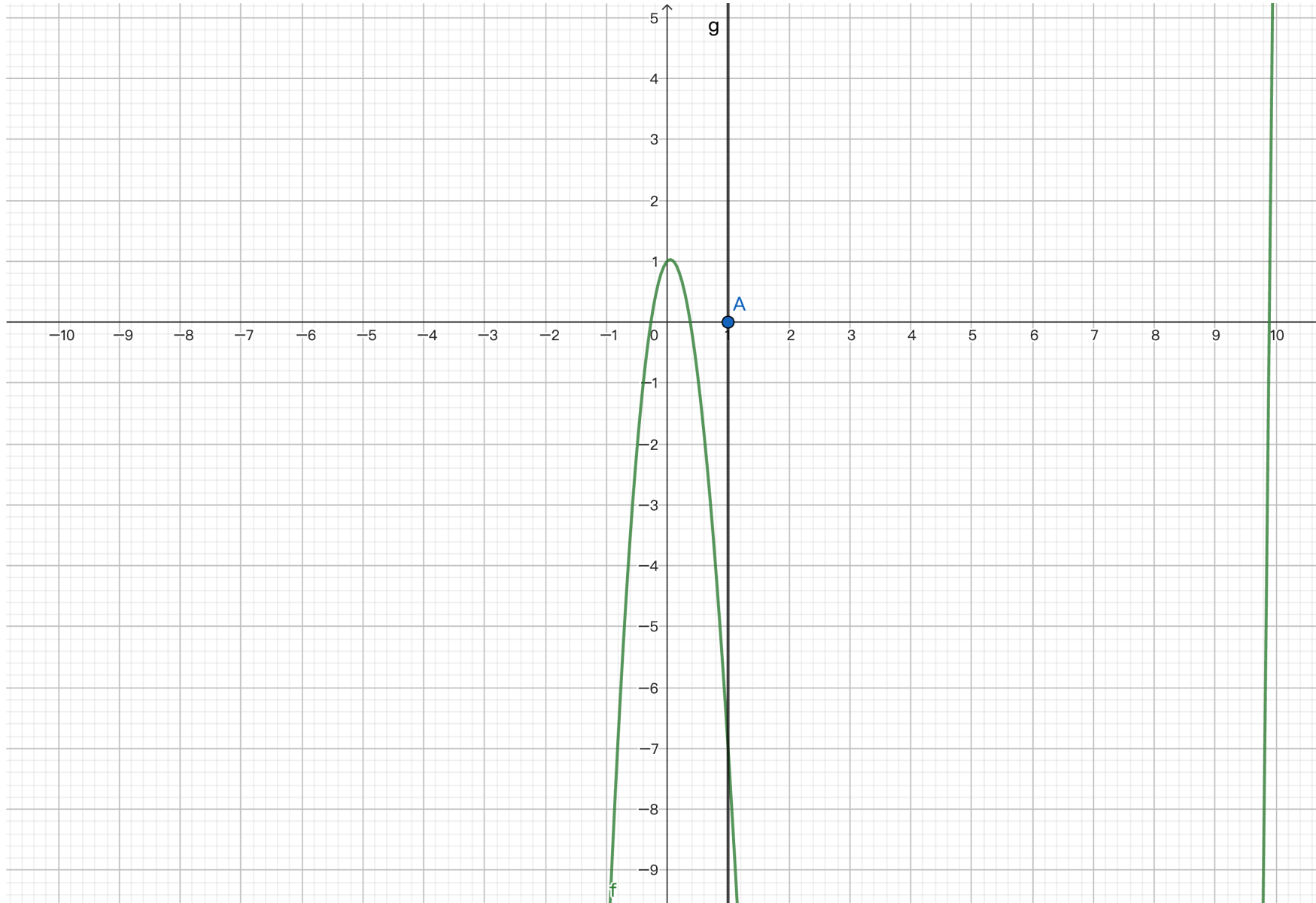
微分

- 微分被应用于机器学习领域
 - 利用梯度下降求局部极值
 - 牛顿迭代法求函数解: $x^3 - 10x^2 + x + 1 = 0$
- 我们今天研究简单的函数组合
 - 例: $f(x_0, x_1) = 5x_0^2 + x_1$
 - $f(10, 100) = 600$
 - $\frac{\partial f}{\partial x_0}(10, 100) = 100$
 - $\frac{\partial f}{\partial x_1}(10, 100) = 1$

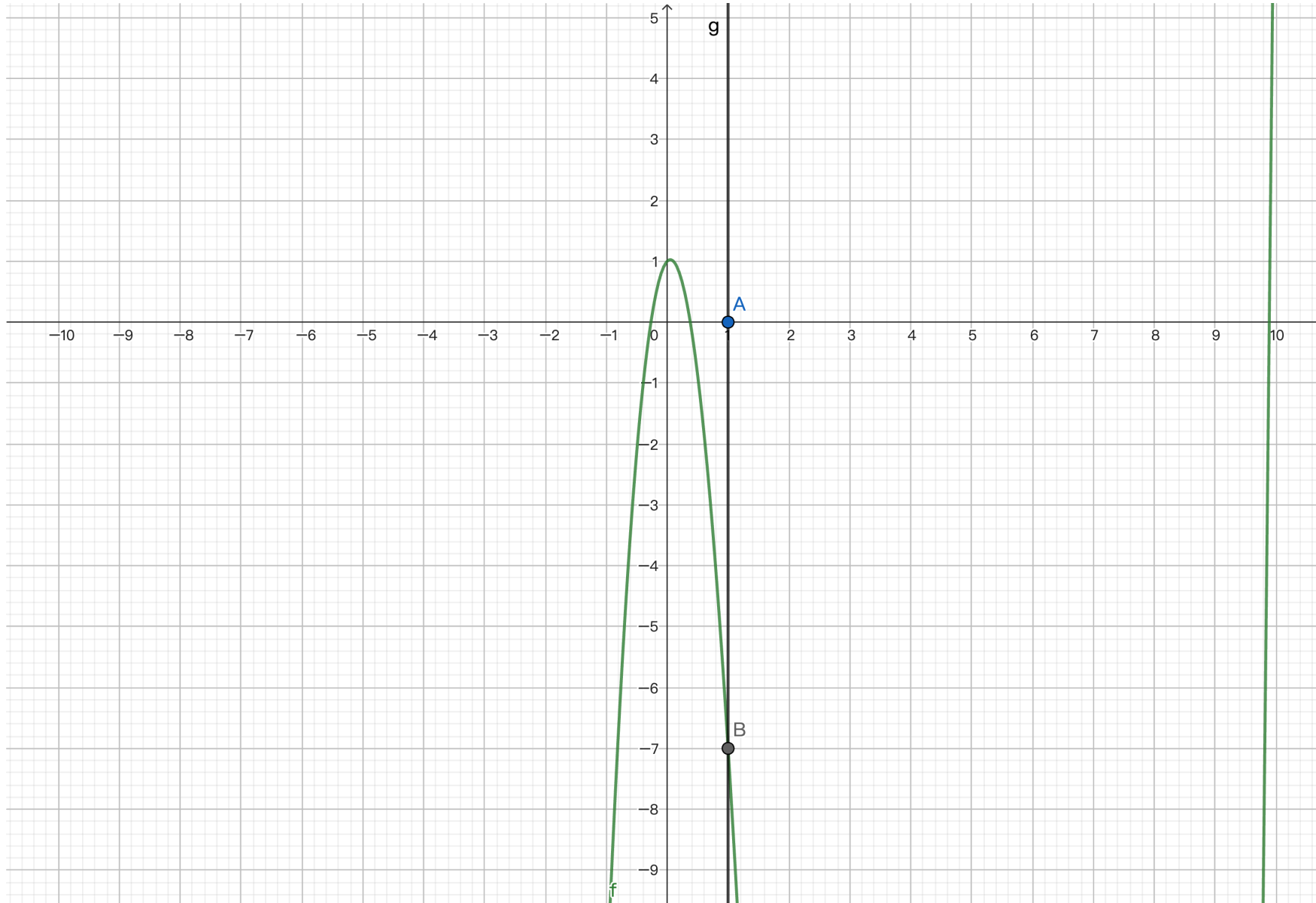
牛顿迭代法



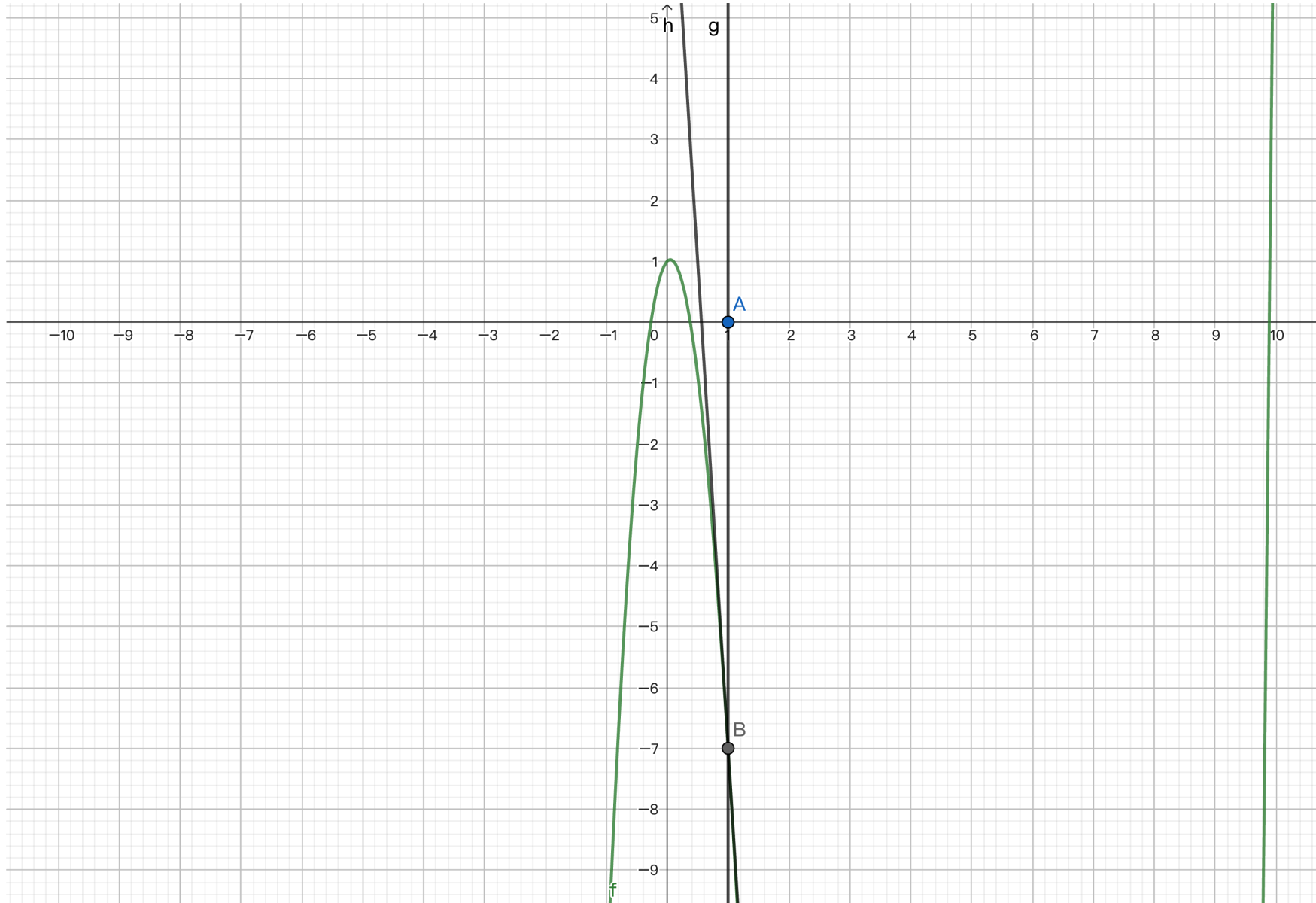
牛顿迭代法



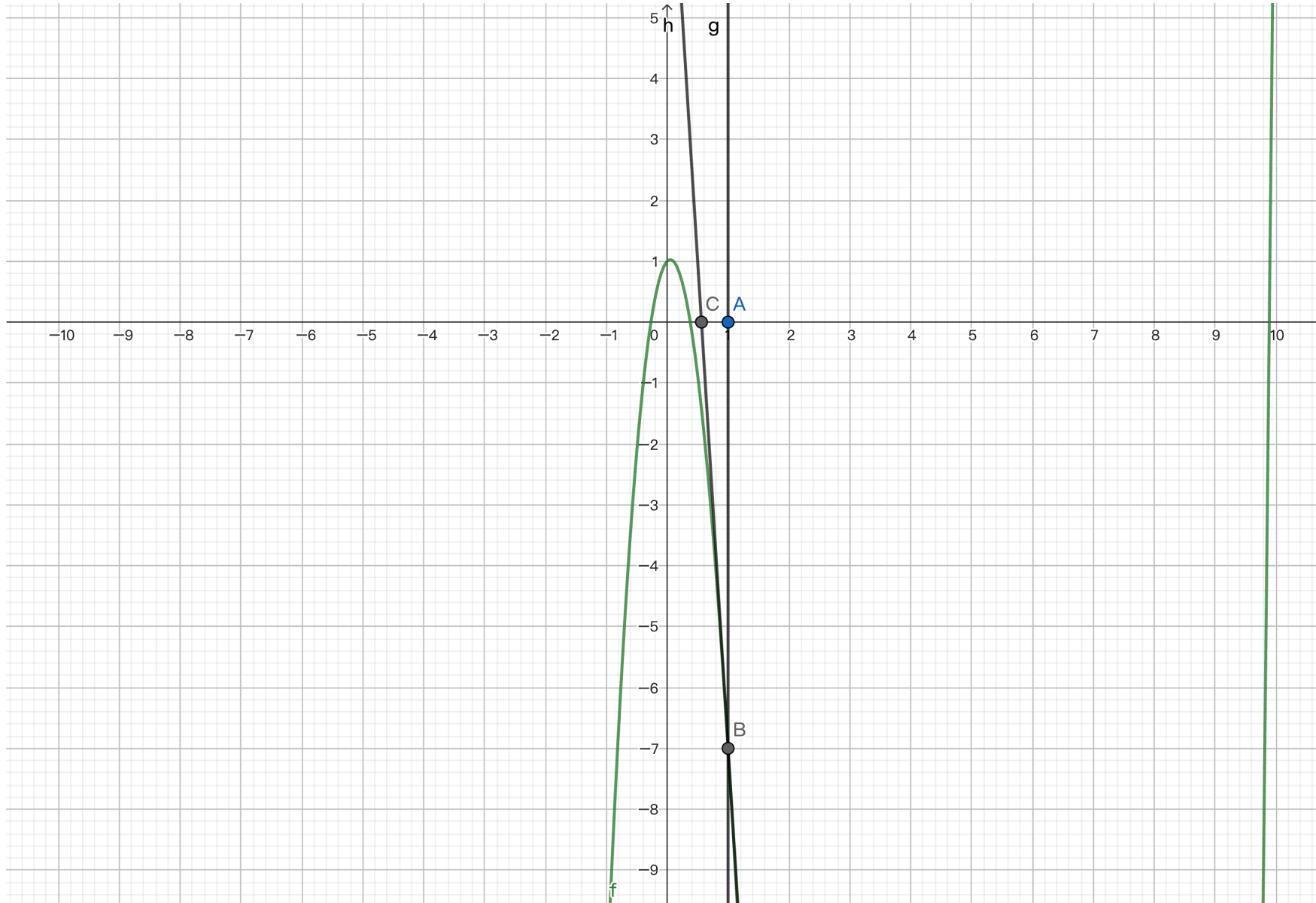
牛顿迭代法



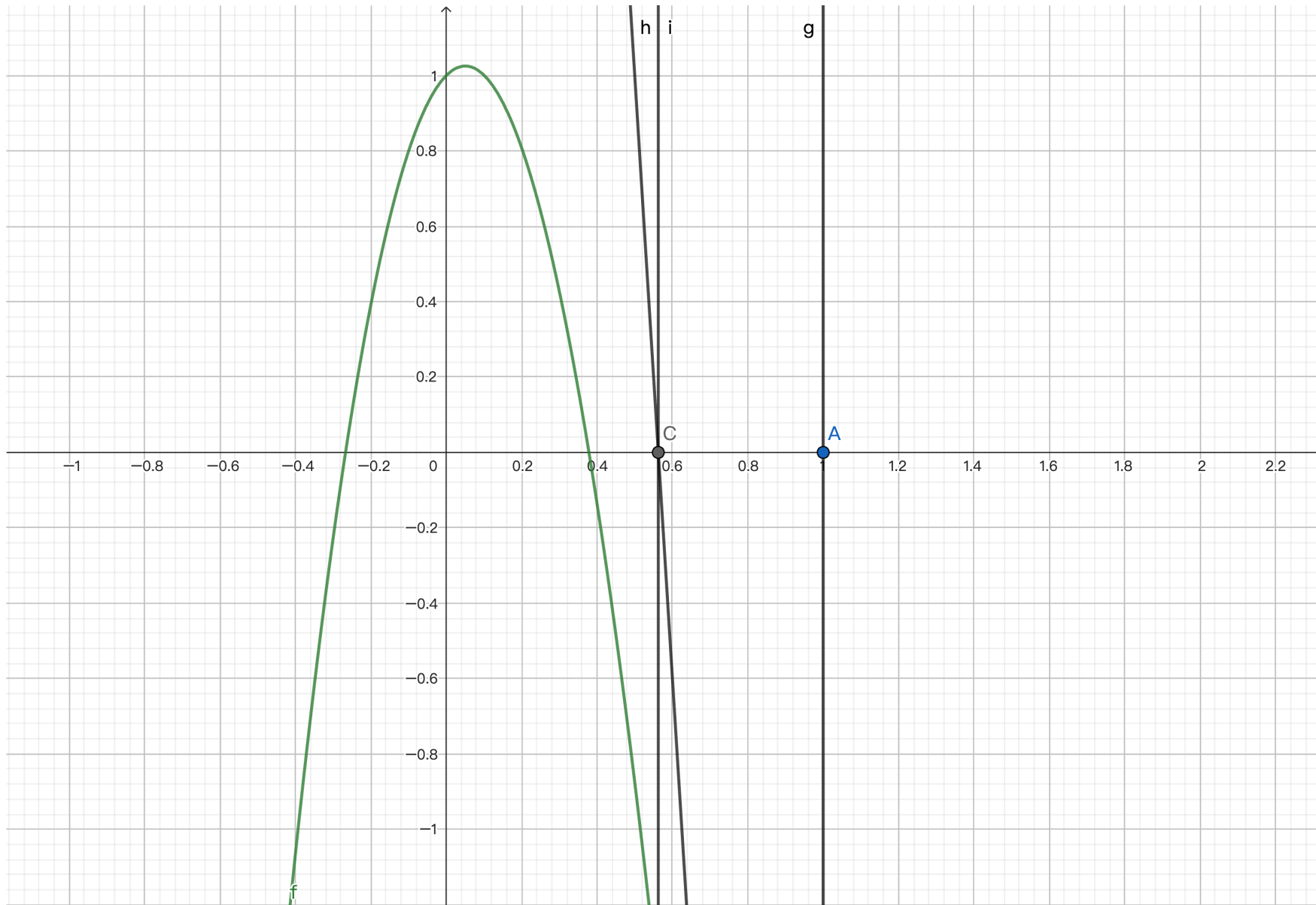
牛顿迭代法



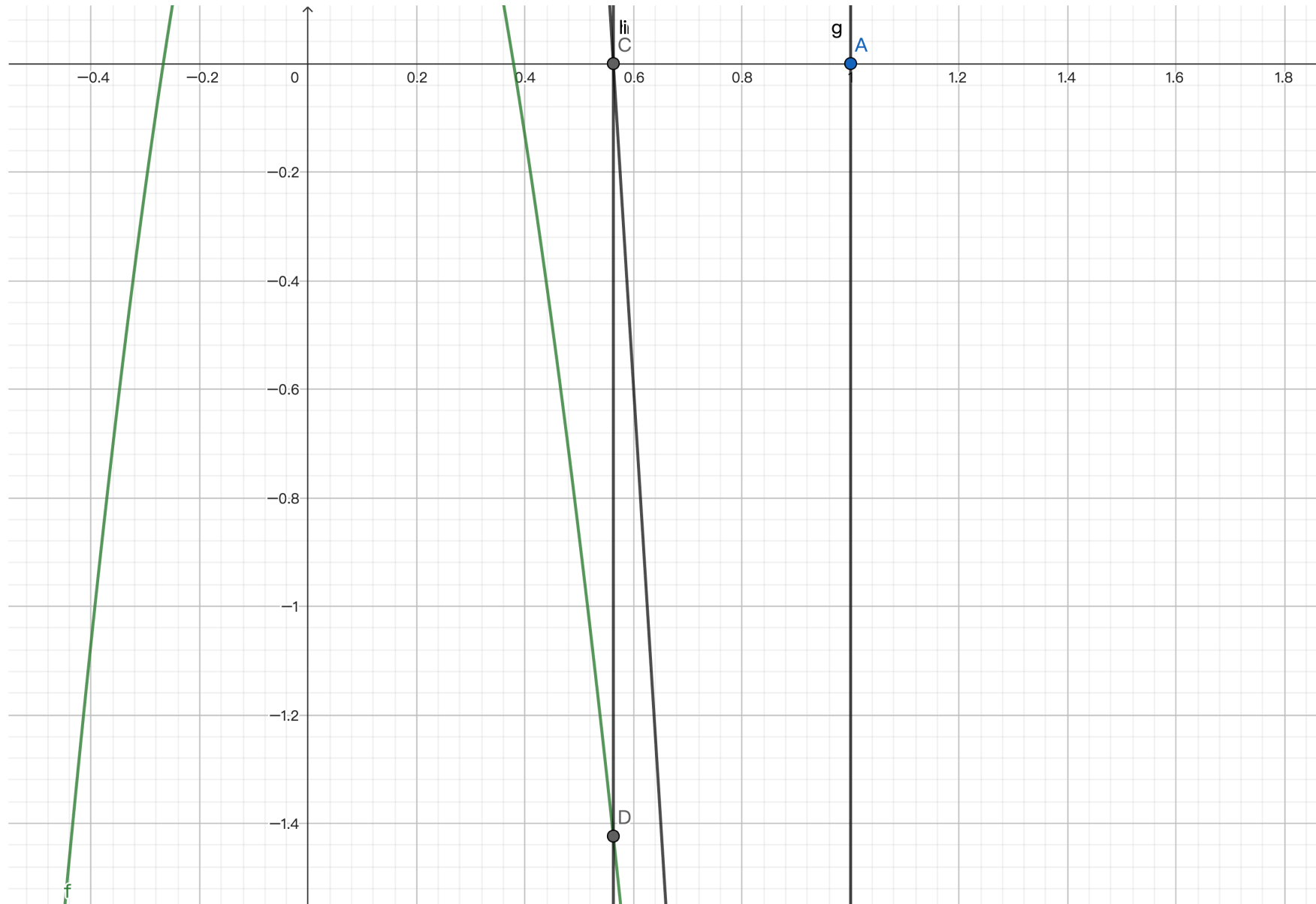
牛顿迭代法



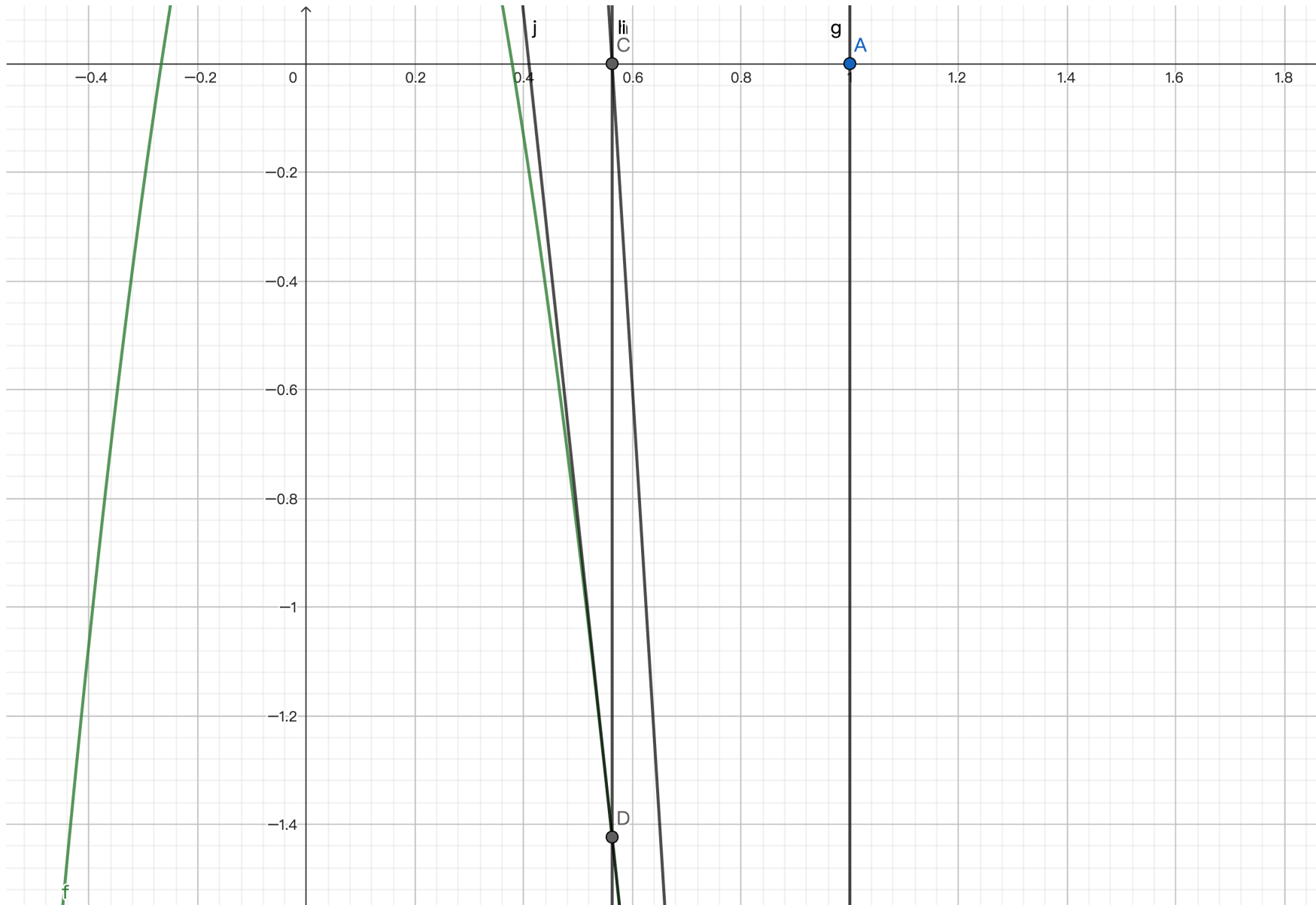
牛顿迭代法



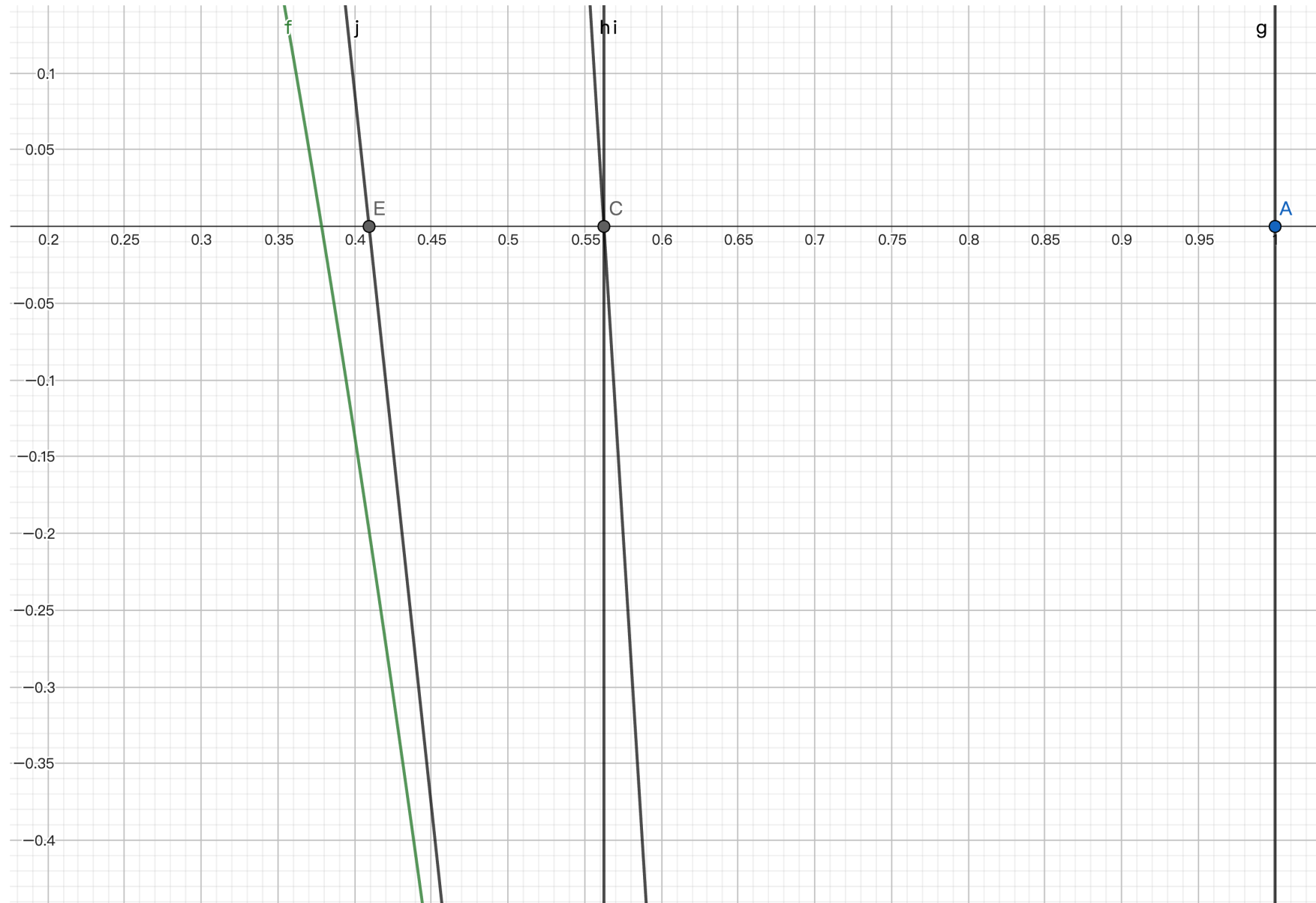
牛顿迭代法



牛顿迭代法



牛顿迭代法



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微分

- 函数微分的几种方式
 - 手动微分：纯天然计算器
 - 缺点：对于复杂表达式容易出错
 - 数值微分： $\frac{f(x+\delta x) - f(x)}{\delta x}$
 - 缺点：计算机无法精准表达小数，且绝对值越大，越不精准
 - 符号微分： `Mul(Const(2), Var(1)) -> Const(2)`
 - 缺点：计算结果可能复杂；可能重复计算；难以直接利用语言原生控制流

```
1. // 需要额外定义原生算子以实现相同效果
2. fn max[N : Number](x : N, y : N) -> N {
3.     if x.value() < y.value() { x } else { y }
4. }
```

微分

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 - 符号微分：`Mul(Const(2), Var(1)) -> Const(2)`
 - 缺点：计算结果可能复杂；可能重复计算；难以直接利用语言原生控制流
 - 自动微分：利用复合函数求导法则、由基本运算组合进行微分
 - 分为前向微分和后向微分

符号微分

- 我们以符号微分定义表达式构建的一种语义

```
1. enum Symbol {  
2.     Constant(Double)  
3.     Var(Int) // x0, x1, x2, ...  
4.     Add(Symbol, Symbol)  
5.     Mul(Symbol, Symbol)  
6. } derive(Show)  
7.  
8. // 定义简单构造器, 并重载运算符  
9. fn Symbol::constant(d : Double) -> Symbol { Constant(d) }  
10. fn Symbol::variable(i : Int) -> Symbol { Var(i) }  
11. impl Add for Symbol with op_add(f1 : Symbol, f2 : Symbol) -> Symbol { Add(f1, f2) }  
12. impl Mul for Symbol with op_mul(f1 : Symbol, f2 : Symbol) -> Symbol { Mul(f1, f2) }  
13.  
14. // 计算函数值  
15. fn Symbol::compute(f : Symbol, input : Array[Double]) -> Double { ... }
```

- 利用函数求导法则，我们计算函数的（偏）导数

- $\frac{\partial f}{\partial x_i} = 0$ 如果 f 为常值函数
- $\frac{\partial x_i}{\partial x_i} = 1, \frac{\partial x_j}{\partial x_i} = 0, i \neq j$
- $\frac{\partial (f+g)}{\partial x_i} = \frac{\partial f}{\partial x_i} + \frac{\partial g}{\partial x_i}$
- $\frac{\partial (f \times g)}{\partial x_i} = \frac{\partial f}{\partial x_i} \times g + f \times \frac{\partial g}{\partial x_i}$

- 月兔实现

```
1. fn differentiate(self : Symbol, val : Int) -> Symbol {
2.   match self {
3.     Constant(_) => Constant(0.0)
4.     Var(i) => if i == val { Constant(1.0) } else { Constant(0.0) }
5.     Add(f1, f2) => f1.differentiate(val) + f2.differentiate(val)
6.     Mul(f1, f2) => f1 * f2.differentiate(val) + f1.differentiate(val) * f2
7.   }
8. }
```


符号微分

- 利用符号微分，先构建抽象语法树，再转换为对应的微分，最后进行计算

```
1. fn example() -> Symbol {  
2.   Symbol::constant(5.0) * Symbol::variable(0) * Symbol::variable(0) + Symbol::variable(1)  
3. }  
4. test {  
5.   let input : Array[Double] = [10., 100.]  
6.   let func : Symbol = example() // 函数的抽象语法树  
7.   let diff_0_func : Symbol = func.differentiate(0) // 对x_0的偏微分  
8.   assert_eq(diff_0_func.compute(input), 100)  
9. }
```

- 其中，`diff_0` 为

```
1. let diff_0: Symbol =  
2.   (Symbol::Constant(5.0) * Var(0)) * Constant(1.0) +  
3.   (Symbol::Constant(5.0) * Constant(1.0) + Symbol::Constant(0.0) * Var(0)) * Var(0) +  
4.   Constant(0.0)
```

符号微分

- 我们可以在构造期间进行化简

```
1. impl Add for Symbol with op_add(f1 : Symbol, f2 : Symbol) -> Symbol {
2.     match (f1, f2) {
3.         (Constant(0.0), a) => a // 0 + a = a
4.         (Constant(a), Constant(b)) => Constant(a + b)
5.         (a, Constant(_) as c) => c + a
6.         (Mul(n, Var(x1)), Mul(m, Var(x2))) if x1 == x2 => Mul(m + n, Var(x1))
7.         _ => Add(f1, f2)
8.     }
9. }
```

符号微分

- 我们可以在构造期间进行化简

```
1. impl Mul for Symbol with op_mul(f1 : Symbol, f2 : Symbol) -> Symbol {
2.     match (f1, f2) {
3.         (Constant(0.0), _) => Constant(0.0) // 0 * a = 0
4.         (Constant(1.0), a) => a              // 1 * a = 1
5.         (Constant(a), Constant(b)) => Constant(a * b)
6.         (a, Constant(_) as c) => c * a
7.         _ => Mul(f1, f2)
8.     }
9. }
```

- 化简效果

```
1. let diff_0 : Symbol = Mul(Constant(10), Var(0))
```

自动微分

- 通过接口定义我们想要实现的运算

```
1. trait Number : Add + Mul {  
2.     constant(Double) -> Self  
3.     value(Self) -> Double // 获取当前计算值  
4. }
```

- 可以利用语言原生的控制流计算，动态生成计算图

```
1. fn[N : Number] max(x : N, y : N) -> N {  
2.     if x.value() > y.value() { x } else { y }  
3. }  
4. fn[N : Number] relu(x : N) -> N {  
5.     max(x, N::constant(0.0))  
6. }
```

前向微分

- 利用求导法则直接计算微分，同时计算 $f(a)$ 与 $\frac{\partial f}{\partial x_i}(a)$
 - 简单理解：计算 $(fg)' = f' \times g + f \times g'$ 需要同时计算 f 与 f'
 - 专业术语：线性代数中的二元数 (Dual Number)

```
1. struct Forward {
2.   value : Double      // 当前节点值    f
3.   derivative : Double // 当前节点微分 f'
4. } derive(Show)
5.
6. impl Number for Forward with constant(d : Double) -> Forward { { value: d, derivative: 0.0 } }
7. impl Number for Forward with value(f : Forward) -> Double { f.value }
8.
9. // diff: 是否对当前变量进行微分
10. fn Forward::variable(d : Double, diff : Bool) -> Forward {
11.   { value : d, derivative : if diff { 1.0 } else { 0.0 } }
12. }
```

前向微分

- 利用求导法则直接计算微分

```
1. impl Add for Forward with op_add(f : Forward, g : Forward) -> Forward { {  
2.   value : f.value + g.value,  
3.   derivative : f.derivative + g.derivative // f' + g'  
4. } }  
5.  
6. impl Mul for Forward with op_mul(f : Forward, g : Forward) -> Forward { {  
7.   value : f.value * g.value,  
8.   derivative : f.value * g.derivative + g.value * f.derivative // f * g' + g * f'  
9. } }
```

前向微分

- 对输入的参数需逐个计算微分，适用于输出参数多于输入参数

```
1. test {  
2. // f = x, df/dx(10)  
3. inspect(relu(Forward::variable(10.0, true)), content="{value: 10, derivative: 1}")  
4. // f = x, df/dx(-10)  
5. inspect(relu(Forward::variable(-10.0, true)), content="{value: 0, derivative: 0}")  
6. // f = x * y, df/dy(10, 100)  
7. inspect(Forward::variable(10.0, false) * Forward::variable(100.0, true), content="{value: 1000, derivative: 10}")  
8. }
```

案例：牛顿迭代法求零点

- $f = x^3 - 10x^2 + x + 1$

```
1. fn[N : Number] example_newton(x : N) -> N {  
2.   x * x * x + N::constant(-10.0) * x * x + x + N::constant(1.0)  
3. }
```


案例：牛顿迭代法求零点

- 通过循环进行迭代

$$\circ x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

```
1. test {  
2.   let mut x = 1.0 // 迭代起点  
3.   while true {  
4.     let { value, derivative } = example_newton(Forward::variable(x, true))  
5.     if (value / derivative).abs() < 1.0e-9 {  
6.       break // 精度足够，终止循环  
7.     }  
8.     x -= value / derivative  
9.   }  
10.  inspect(x, content="0.37851665401644224")  
11. }
```

后向微分

- 利用链式法则
 - 若有 $w = f(x, y, z, \dots)$, $x = x(t)$, $y = y(t)$, $z = z(t)$, \dots , 那么
$$\frac{\partial w}{\partial t} = \frac{\partial w}{\partial x} \frac{\partial x}{\partial t} + \frac{\partial w}{\partial y} \frac{\partial y}{\partial t} + \frac{\partial w}{\partial z} \frac{\partial z}{\partial t} + \dots$$
 - 例如: $f(x_0, x_1) = x_0^2 x_1$
 - 分解: $f = gh$, $g(x_0, x_1) = x_0^2$, $h(x_0, x_1) = x_1$
 - 微分: $\frac{\partial f}{\partial g} = h = x_1$, $\frac{\partial g}{\partial x_0} = 2x_0$, $\frac{\partial f}{\partial h} = g = x_0^2$, $\frac{\partial h}{\partial x_0} = 0$
 - 组合: $\frac{\partial f}{\partial x_0} = \frac{\partial f}{\partial g} \frac{\partial g}{\partial x_0} + \frac{\partial f}{\partial h} \frac{\partial h}{\partial x_0} = x_1 \times 2x_0 + x_0^2 \times 0 = 2x_0 x_1$
- 从 $\frac{\partial f}{\partial f}$ 开始, 向后计算中间过程的偏微分 $\frac{\partial f}{\partial g_i}$, 直至输入参数的微分 $\frac{\partial g_i}{\partial x_i}$
 - 可以同时求出每一个输入的偏微分, 适用于输入参数多于输出参数

后向微分

- 需前向计算，再后向计算微分

```
1. struct Backward {
2.   value : Double           // 当前节点计算值
3.   propagate : () -> Unit   // 防止指数级增长
4.   backward : (Double) -> Unit // 对当前子表达式微分并累加
5. }
6.
7. fn Backward::variable(value : Double, diff : Ref[Double]) -> Backward {
8.   // 更新一条计算路径的偏微分  $df / dvi * dvi / dx$ 
9.   { value, backward: d => diff.val += d, propagate: () => () }
10. }
11. impl Number for Backward with constant(d : Double) -> Backward {
12.   { value: d, backward: _ => (), propagate: () => () }
13. }
14. impl Number for Backward with value(backward : Backward) -> Double { backward.value }
15. fn Backward::backward(b : Backward) -> Unit {
16.   (b.propagate)()
17.   (b.backward)(1.0)
18. }
```

后向微分

- 需前向计算，再后向计算微分

- $f = g + h, \frac{\partial f}{\partial g} = 1, \frac{\partial f}{\partial h} = 1$

- $f = g \times h, \frac{\partial f}{\partial g} = h, \frac{\partial f}{\partial h} = g$

- 经过 f, g : $\frac{\partial y}{\partial x} = \frac{\partial y}{\partial f} \frac{\partial f}{\partial g} \frac{\partial g}{\partial x}$, 其中 $\frac{\partial y}{\partial f}$ 对应 diff

```
1. impl Add for Backward with op_add(g : Backward, h : Backward) -> Backward {
2.   let counter = Ref::<{ val : 0 }>; let cumul = Ref::<{ val : 0.0 }>
3.   Backward::<{
4.     value: g.value + h.value,
5.     propagate: fn() { counter.val += 1
6.       if counter.val == 1 { (g.propagate()); (h.propagate()) }
7.     },
8.     backward: fn(diff) { counter.val -= 1
9.       cumul.val += diff
10.      if counter.val == 0 { (g.backward)(cumul.val * 1.0); (h.backward)(cumul.val * 1.0) }
11.    }
12.  }
13. }
```

后向微分

- 需前向计算，再后向计算微分
 - $f = g + h, \frac{\partial f}{\partial g} = 1, \frac{\partial f}{\partial h} = 1$
 - $f = g \times h, \frac{\partial f}{\partial g} = h, \frac{\partial f}{\partial h} = g$
 - 经过 f, g : $\frac{\partial y}{\partial x} = \frac{\partial y}{\partial f} \frac{\partial f}{\partial g} \frac{\partial g}{\partial x}$, 其中 $\frac{\partial y}{\partial f}$ 对应 diff

```
1. impl Mul for Backward with op_mul(g : Backward, h : Backward) -> Backward {
2.   let counter = Ref::<int>{ val : 0 }; let cumul = Ref::<float>{ val : 0.0 }
3.   Backward::<Backward>{
4.     value: g.value * h.value,
5.     propagate: fn() { counter.val += 1
6.       if counter.val == 1 { (g.propagate()); (h.propagate()) }
7.     },
8.     backward: fn(diff) { counter.val -= 1
9.       cumul.val += diff
10.      if counter.val == 0 { (g.backward)(cumul.val * h.value); (h.backward)(cumul.val * g.value) }
11.    }
12.  }
13. }
```

后向微分

```
1. test {  
2.   let diff_x = Ref::{ val: 0.0 } // 存储x的微分  
3.   let diff_y = Ref::{ val: 0.0 } // 存储y的微分  
4.  
5.   let x = Backward::variable(10.0, diff_x)  
6.   let y = Backward::variable(100.0, diff_y)  
7.   (x * y).backward()  
8.   inspect(diff_x, content="{val: 100}")  
9.   inspect(diff_y, content="{val: 10}")  
10. }
```

总结

- 本章节介绍了自动微分的概念
 - 展示了符号微分
 - 展示了前向微分与后向微分
- 拓展阅读
 - 3Blue1Brown: 深度学习系列 (梯度下降法、反向传播算法)