10/30/2020 PS4 - Q1

```
In [4]:
        #4.
        import torch
        import math
        import numpy as np
        #Manual Derivative
        def true_grad(x0,x1):
            return np.array([
                2*x0*np.exp(x1),
                x0*x0*np.exp(x1) + 2*np.cos(x1)*-np.sin(x1)
            ])
        print(true_grad(3,3.141))
        #Using Backward AD Pytorch
        x = torch.tensor([3, 3.141], requires_grad=True)
        print(x)
        f= x[0]**2*torch.exp(x[1])+torch.cos(x[1])
        f.backward()
        x.grad
        [138.76189369 208.14402584]
        tensor([3.0000, 3.1410], requires_grad=True)
Out[4]: tensor([138.7619, 208.1423])
```