

# Dynamic Programming with Google JAX

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# Topics

- 4 minute history of scientific computing
- What's JAX?
- Intro to JAX – hands on
- JAX for DP – hands on

Target audience: people who are new to / curious about JAX

Please feel free to question / debate / share your experiences

Slides, code:

[https://github.com/QuantEcon/cef\\_2024\\_singapore](https://github.com/QuantEcon/cef_2024_singapore)

Quick poll:

- Python programmers?
- Julia?
- MATLAB?
- C?
- Fortran?
  
- JAX users?
- Regular GPU users?

# Old school: static types & AOT compilers

Example. Consider

$$k_{t+1} = sk_t^\alpha + (1 - \delta)k_t \quad \text{with } k_0 \text{ given}$$

Fortran code:

---

```
program main
  implicit none
  integer, parameter :: dp=kind(0.d0)
  integer :: n=1000
  real(dp) :: s=0.3_dp
  real(dp) :: a=1.0_dp
  real(dp) :: delta=0.1_dp
  real(dp) :: alpha=0.4_dp
  real(dp) :: k=0.2_dp
  integer :: i
  do i = 1, n - 1
    k = a * s * k**alpha + (1 - delta) * k
  end do
  print *, 'k = ', k
end program main
```

---

Relative merits?

## Pros

- fast loops / arithmetic

## Cons

- low interactivity
- time consuming to write / read / debug
- hard to parallelize

For comparison, the same operation in Python:

---

```
 $\alpha$  = 0.4  
s = 0.3  
 $\delta$  = 0.1  
n = 1_000  
k = 0.2  
  
for i in range(n):  
    k = s * k** $\alpha$  + (1 -  $\delta$ ) * k  
  
print(k)
```

---



## Pros

- high interactivity
- easy to write / read / debug

## Cons

- slow loops / arithmetic (in pure Python)

Why is pure Python slow?

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Why is pure Python slow?

## Problem 1: Type checking

---

```
x, y = 1, 2  
z = x + y
```

```
x, y = 1.0, 2.0  
z = x + y
```

```
x, y = 'foo', 'bar'  
z = x + y
```

---

How does Python know which operation to perform?

Answer: Python checks the type of the objects first

---

```
>> x = 1
>> type(x)
int
```

---

```
>> x = 'foo'
>> type(x)
str
```

---

In a large loop, this type checking generates massive overhead

## Problem 2: Memory management

---

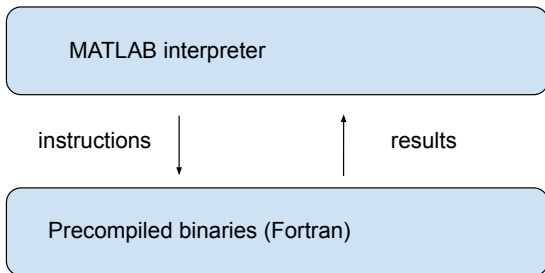
```
>>> import sys
>>> x = [1.0, 2.0]
>>> sys.getsizeof(x) * 8      # number of bits
576                           # whaaaat???
```

---

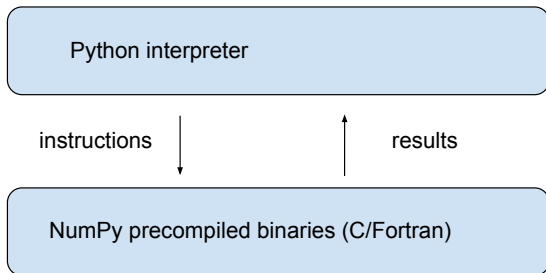
So how can we get

good execution speeds **and** high productivity / interactivity?

## MATLAB's vectorization trick



# Python + NumPy – stealing MATLAB's idea





# Vectorization: pros and cons

## Pros

- fast array operations
- high interactivity

## Cons

- some tasks cannot be efficiently vectorized
- cannot adapt flexibly to function arguments / hardware

## Julia — rise of the JIT compilers

---

```
function solow(k0, α=0.4, δ=0.1, n=1_000)
    k = k0
    for i in 1:(n-1)
        k = s * k^α + (1 - δ) * k
    end
    return k
end

solow(0.2)
```

---

Function `solow` is efficiently JIT compiled after the first call

# Python + Numba copy Julia

---

```
from numba import jit

@jit
def solow(k0,  $\alpha=0.4$ ,  $\delta=0.1$ , n=1_000):
    k = k0
    for i in range(n-1):
        k = s * k** $\alpha$  + (1 -  $\delta$ ) * k
    return k

solow(0.2)
```

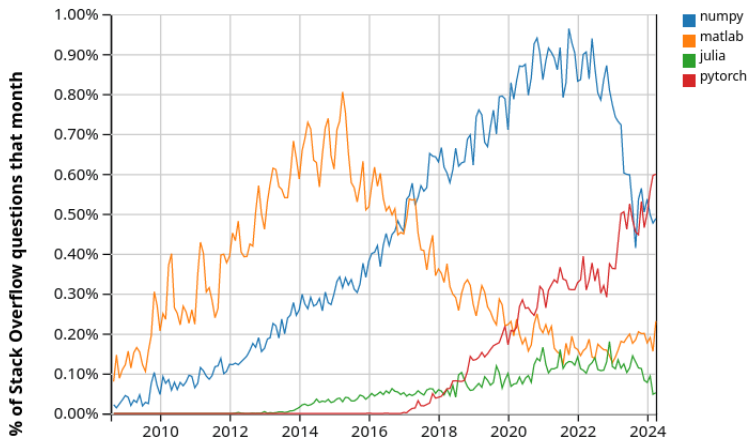
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Runs at same speed as Julia / C / Fortran

Notice that most discussion so far is about execution speed on a **single** thread...

Later we'll discuss parallelization

Some trends:



So where does JAX fit in?

Let's start with some motivation and background

# AI-driven scientific computing

AI is changing the world

- image processing / computer vision
- speech recognition, translation
- forecasting and prediction
- generative AI

Plus killer drones, skynet, etc....

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## Projected spending on AI in 2024:

- Google: \$48 billion
- Microsoft: \$60 billion
- Meta: \$40 billion
- etc.

# Deep learning in two slides

We postulate a relationship between inputs and outputs

$$y = f(x) \quad (x \in \mathbb{R}^d, y \in \mathbb{R})$$

Examples.

- $x$  = sequence of words,  $y$  = next word
- $x$  = weather sensor data,  $y$  = max temp tomorrow

Problem:

- observe  $(x_i, y_i)_{i=1}^n$  and seek  $f$  such that  $y_{n+1} \approx f(x_{n+1})$

Training: given parametric class  $\{f_\theta\}_{\theta \in \Theta}$ , minimize the loss

$$\ell(\theta) := \sum_{i=1}^n (y_i - f_\theta(x_i))^2 \quad \text{s.t.} \quad \theta \in \Theta$$

In the case of ANNs,

$$f_\theta = \sigma \circ A_1 \circ \dots \circ \sigma \circ A_{k-1} \circ \sigma \circ A_k$$

where

- $A_i x = W_i x + b_i$  is an affine map
- $\sigma$  is a nonlinear “activation” function

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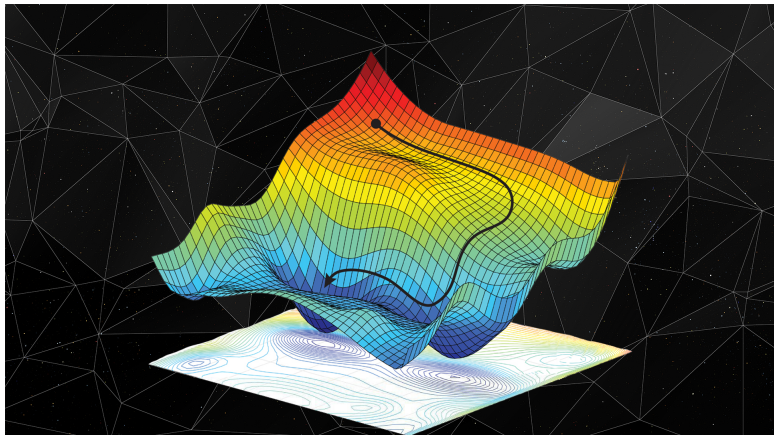
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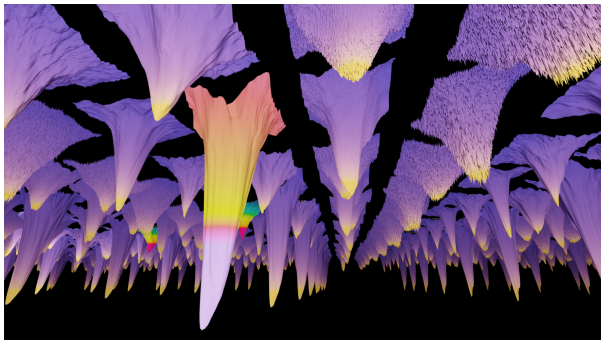
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Minimizing a smooth loss functions – what algorithm?



Source: <https://danielkhv.com/>

Deep learning:  $\theta \in \mathbb{R}^d$  where  $d = ?$



Source: <https://losslandscape.com/gallery/>

# Hardware



“NVIDIA supercomputers are the factories of the AI industrial revolution.” – Jensen Huang

- How many GPUs did OpenAI use to train ChatGPT 4?



# Software

## Core elements

- automatic differentiation (for gradient descent)
- parallelization — exploit parallel hardware!
- Compilers / JIT-compilers

Crucially, these components must be well integrated

One library with these features is...

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# JAX for economists

JAX is obviously useful if you do deep learning

But what about me?

I do mathematical modeling / optimization / simulation

My wishlist:

- exposes low level operations
- automated parallelization
- JIT compiler
- integrated autodiff
- automatically / transparently supports CPUs / GPUs / TPUs

JAX ticks these boxes