

Computational Economics Workshop

The University of Melbourne

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Topics

Computational frameworks — the state of play

- Background on scientific computing
- Current and future trends: AI-driven scientific computing

What computational skills should economists learn in 2024?

Please feel free to question / debate / share your experiences

Flow

- 1:00 – 2:30 Lecture 1
- 2:30 – 3:00 afternoon tea (staff lounge)
- 3:00 – 4:00 Lecture 2
- 4:00 – 4:15 break
- 4:15 – 5:00 Computational Economics in Action

Slides, code:

https://github.com/QuantEcon/melbourne_2024

Quick poll:

- Python programmers?
 - NumPy? Numba? PyTorch? JAX?
- Julia?
- MATLAB?
- C?
- Fortran?

Regular GPU users?

Old school: static types & AOT compilers

Example. Consider the Solow model

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

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 of Fortran / C / other static type AOT compiled languages?

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

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

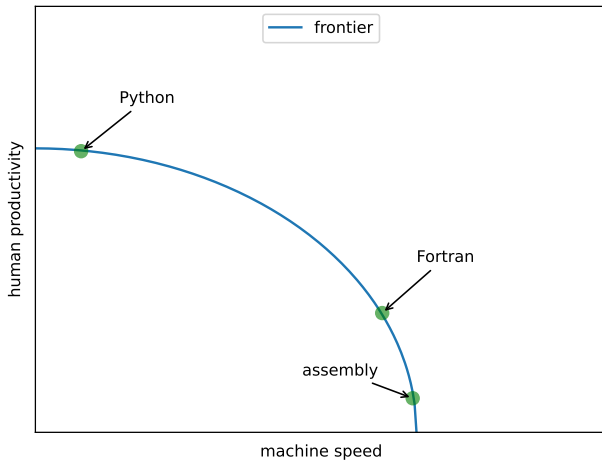
```
>> x = 1  
>> type(x)  
int
```

```
>> 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                            # whaaaaat???
```

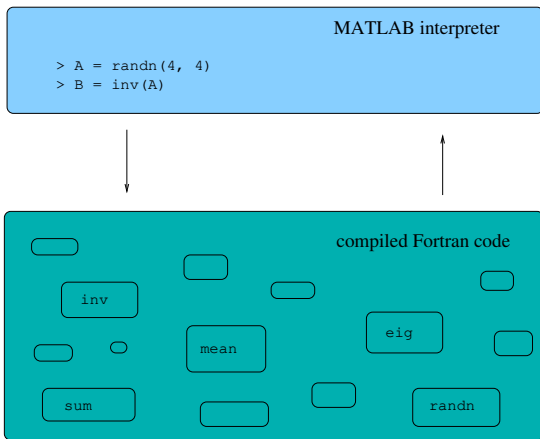


Shifting the Frontier

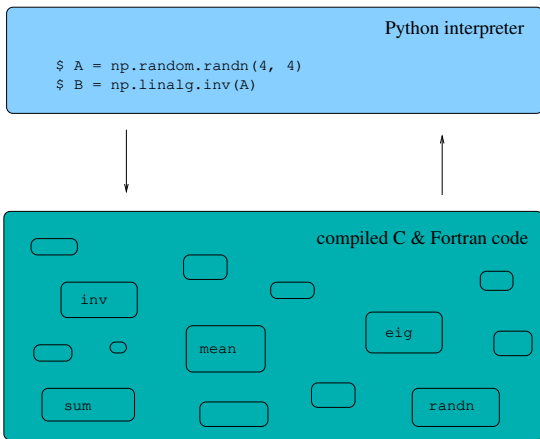
How can we get

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

Gen 1: MATLAB's vectorization trick



Python + NumPy – MATLAB workalike



Vectorization: pros and cons

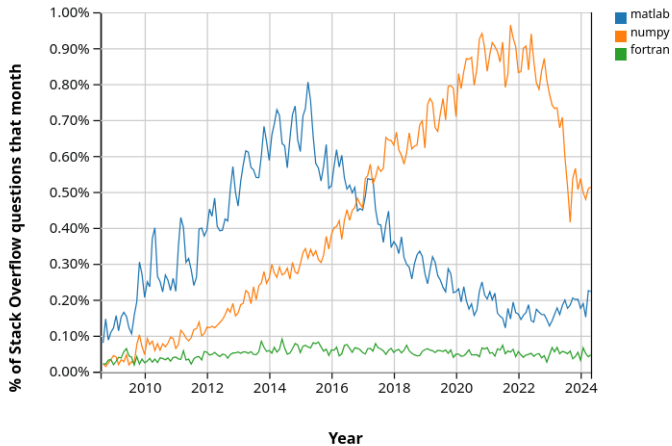
Pros

- high interactivity

Cons

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

Some trends:



New trend — rise of the JIT compilers

- Code is optimized by the JIT compiler at runtime
- Optimization is between function boundaries
- Optimization specializes on input types

Example: Python + Numba

```
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)
```

Runs at same speed as C / Fortran

AI-driven scientific computing

AI is changing the world

- image processing / computer vision
- speech recognition, translation
- scientific knowledge discovery
- 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

Supervised deep learning: find a good approximation to an unknown functional relationship

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

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: minimize the empirical loss

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

But what is $\{f_{\theta}\}_{\theta \in \Theta}$?

In the case of ANNs, we consider all f_{θ} having the form

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

where

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

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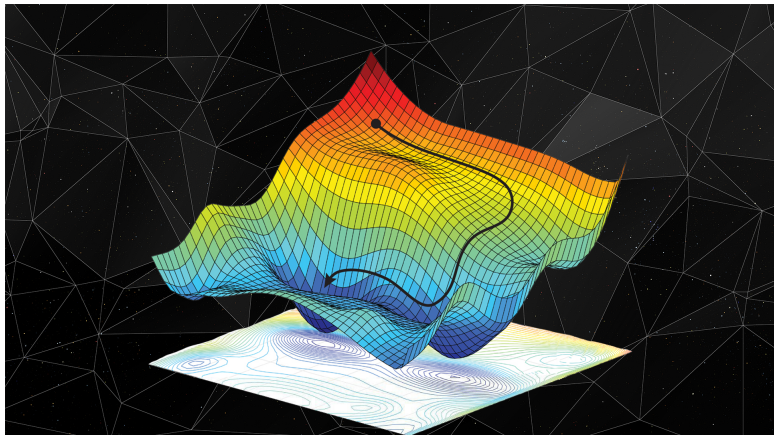
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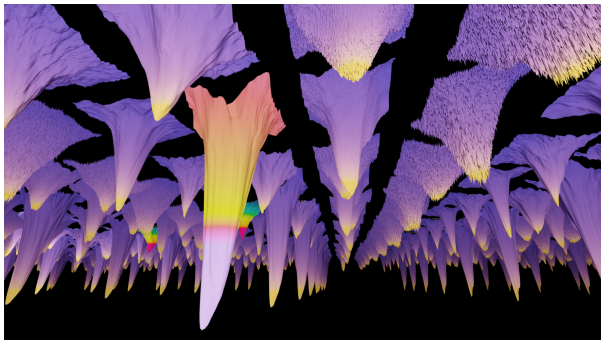
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Minimizing a smooth loss functions – what algorithm?



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

Software

Core elements

- automatic differentiation (for gradient descent)
- parallelization (GPUs! — how many?)
- Compilers / JIT-compilers

Crucially, these components must be well integrated



```
import jax.numpy as jnp
from jax import grad, jit

def f( $\theta$ , x):
    for W, b in  $\theta$ :
        w = W @ x + b
        x = jnp.tanh(w)
    return x

def loss( $\theta$ , x, y):
    return jnp.sum((y - f( $\theta$ , x))**2)

grad_loss = jit(grad(loss))  # Now use gradient descent
```

Source: JAX readthedocs

JAX for economists

I do mathematical modeling / optimization / simulation

My wishlist:

- automated parallelization
- JIT compiler
- integrated autodiff
- automatically / transparently supports CPUs / GPUs / TPUs

JAX ticks these boxes