homework2

January 29, 2019

1 Homework 2 - Berkeley STAT 157

Handout 1/29/2019, due 2/5/2019 by 4pm in Git by committing to your repository.

```
In [1]: from mxnet import nd, autograd, gluon
```

2 1. Multinomial Sampling

Implement a sampler from a discrete distribution from scratch, mimicking the function mxnet.ndarray.random.multinomial. Its arguments should be a vector of probabilities p. You can assume that the probabilities are normalized, i.e. that hey sum up to 1. Make the call signature as follows:

```
samples = sampler(probs, shape)

probs : An ndarray vector of size n of nonnegative numbers summing up to 1
shape : A list of dimensions for the output
samples : Samples from probs with shape matching shape
```

Hints:

- 1. Use mxnet.ndarray.random.uniform to get a sample from U[0,1].
- 2. You can simplify things for probs by computing the cumulative sum over probs.

3 2. Central Limit Theorem

Let's explore the Central Limit Theorem when applied to text processing.

- Download https://www.gutenberg.org/ebooks/84 from Project Gutenberg
- Remove punctuation, uppercase / lowercase, and split the text up into individual tokens (words).
- For the words a, and, the, i, is compute their respective counts as the book progresses, i.e.

$$n_{\text{the}}[i] = \sum_{j=1}^{i} \{w_j = \text{the}\}$$

- Plot the proportions $n_{\text{word}}[i]/i$ over the document in one plot.
- Find an envelope of the shape $O(1/\sqrt{i})$ for each of these five words.
- Why can we **not** apply the Central Limit Theorem directly?
- How would we have to change the text for it to apply?
- Why does it still work quite well?

3.1 3. Denominator-layout notation

We used the numerator-layout notation for matrix calculus in class, now let's examine the denominator-layout notation.

Given $x, y \in \mathbb{R}$, $\mathbf{x} \in \mathbb{R}^n$ and $\mathbf{y} \in \mathbb{R}^m$, we have

$$\frac{\partial y}{\partial \mathbf{x}} = \begin{bmatrix} \frac{\partial y}{\partial x_1} \\ \frac{\partial y}{\partial x_2} \\ \vdots \\ \frac{\partial y}{\partial x_n} \end{bmatrix}, \quad \frac{\partial \mathbf{y}}{\partial x} = \begin{bmatrix} \frac{\partial y_1}{\partial x}, \frac{\partial y_2}{\partial x}, \dots, \frac{\partial y_m}{\partial x} \end{bmatrix}$$

and

$$\frac{\partial \mathbf{y}}{\partial \mathbf{x}} = \begin{bmatrix} \frac{\partial \mathbf{y}}{\partial x_1} \\ \frac{\partial \mathbf{y}}{\partial x_2} \\ \vdots \\ \frac{\partial \mathbf{y}}{\partial x_3} \end{bmatrix} = \begin{bmatrix} \frac{\partial y_1}{\partial x_1}, \frac{\partial y_2}{\partial x_1}, \dots, \frac{\partial y_m}{\partial x_1} \\ \frac{\partial y_1}{\partial x_2}, \frac{\partial y_2}{\partial x_2}, \dots, \frac{\partial y_m}{\partial x_2} \end{bmatrix}$$

Questions:

- 1. Assume $\mathbf{y} = f(\mathbf{u})$ and $\mathbf{u} = g(\mathbf{x})$, write down the chain rule for $\frac{\partial \mathbf{y}}{\partial \mathbf{x}}$
- 2. Given $\mathbf{X} \in \mathbb{R}^{m \times n}$, $\mathbf{w} \in \mathbb{R}^n$, $\mathbf{y} \in \mathbb{R}^m$, assume $z = \|\mathbf{X}\mathbf{w} \mathbf{y}\|^2$, compute $\frac{\partial z}{\partial \mathbf{w}}$.

3.2 4. Numerical Precision

Given scalars x and y, implement the following log_exp function such that it returns a numerically stable version of

$$-\log\left(\frac{e^x}{e^x + e^y}\right)$$

```
In [4]: def log_exp(x, y):
    ## add your solution here
    pass
```

Test your codes with normal inputs:

```
In [5]: x, y = nd.array([2]), nd.array([3])
    z = log_exp(x, y)
    z
```

Now implement a function to compute $\partial z/\partial x$ and $\partial z/\partial y$ with autograd

```
In [6]: def grad(forward_func, x, y):
    ## Add your codes here
    print('x.grad =', x.grad)
    print('y.grad =', y.grad)
```

Test your codes, it should print the results nicely.

```
In [7]: grad(log_exp, x, y)
x.grad = None
y.grad = None
```

But now let's try some "hard" inputs

Does your code return correct results? If not, try to understand the reason. (Hint, evaluate exp(100)). Now develop a new function stable_log_exp that is identical to log_exp in math, but returns a more numerical stable result.

```
In [9]: def stable_log_exp(x, y):
    ## Add your codes here
    pass

    grad(stable_log_exp, x, y)

x.grad = None
y.grad = None
In []:
```