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Automatic Differentiation

Simple Motivating Example

input x, y

(1) $a = \sin x$

(2) $b = a/y$

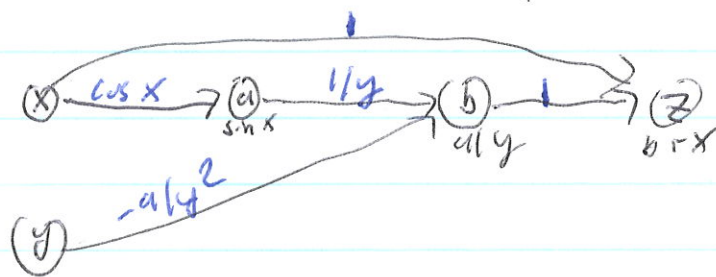
(3) $z = b + x$

return z Problem: Find $\frac{dz}{dx}$ and $\frac{dz}{dy}$ Solution 1: Symbolically like an 18.01 student

$$z = b + x = a/y + x = \sin x / y + x$$

$$dz/dx = \cos x / y + 1$$

$$dz/dy = -\sin x / y^2$$

Computational Graph (DAG)Notation not
standardized

but I like

to put

var names on
nodes.Derivatives on edges

Put "one-qty" derivs on each edge

(2)

Forward View

Follow Paths input to output & (left) multiply as you go & add multiple paths

$$\text{path 1: } \underset{\substack{\uparrow \\ (3)}}{1} \cdot \underset{\substack{\uparrow \\ (2)}}{\frac{1}{y}} \cdot \underset{\substack{\uparrow \\ (1)}}{\cos x} + \underset{(3)}{1} \Rightarrow \frac{\cos x}{y} + 1$$

$$\text{path 2: } \underset{(2)}{1} \cdot -\underset{\substack{\uparrow \\ (1)}}{\frac{a}{y^2}} \rightarrow -\frac{a}{y^2} = \sin \frac{x}{y^2}$$

Remarks: If you have numerical derivatives on the edges the algorithm works

Reverse View

Follow Paths Backwards (write right to left)

$$z \rightarrow x: \cos x \cdot \frac{1}{y} \cdot 1 + 1$$

(3) (2) (1) (3)

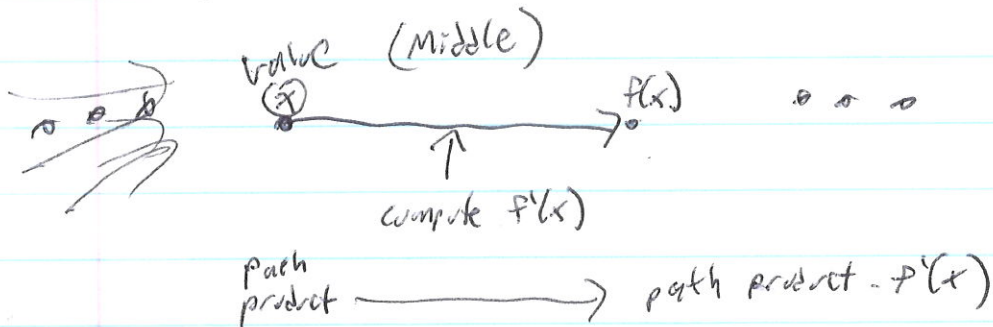
$$z \rightarrow y: -\frac{a}{y^2} \cdot 1$$

(2) (1)

Q.3

Implementation of Forward Mode

One Arrow Case



$(\text{value}, \text{path product})$ is an ordered pair

e.g. $(x, p) \xrightarrow{\cos} (\sin x, p \cos x)$

\sin

Let's overload every function

$$(x, p) \longrightarrow (f(x), p f'(x))$$

p

Starting with $(x, 1)$

Note $f(x) = 2$ $(x, p) \rightarrow (2, 0)$ constant 2

(4).

Multiple Arrows Forward Mode

input x

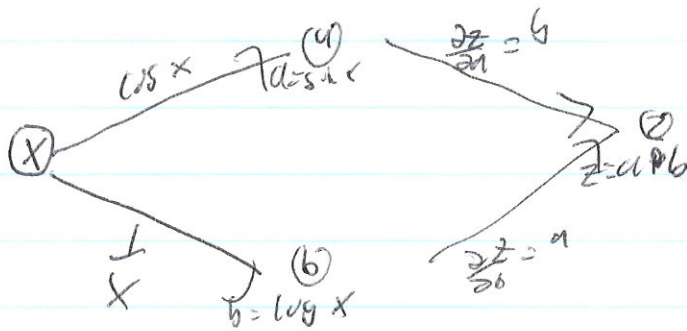
(1) $a = \sin x$

(2) $b = \log x$

(3) $z = a + b$

Sym $z = \sin x + \log x$

$$\frac{dz}{dx} = \cos x + \frac{1}{x}$$



Answer: $\cos x + \frac{1}{x}$

generalize

A generalized computational graph for the function $z = f(a, b)$. Inputs (a, p) and (b, q) are shown on the left. Arrows labeled $\frac{\partial z}{\partial a}$ and $\frac{\partial z}{\partial b}$ point from these inputs to a central node $z = f(a, b)$. To the right of this node, the partial derivatives are given as $\frac{\partial z}{\partial a} a + \frac{\partial z}{\partial b} b$.

arrows going in

5

What do you see in scalar computer programs?

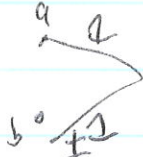
i constants

ii t_1, x, \dots

iii built in functions: ~~\sin, \cos, \log~~ e.g. \sin, \cos, \log, \dots

iv control

i constants: (a, a)

ii $f(a, b) = \frac{a}{b}$  $(a, p) \pm (b, q) = (a \pm b, p \pm q)$

overkill way of saying denominator add

$(a, p) \pm (b, q) = (a \pm b, \frac{aq \pm bp}{b^2})$

~~overkill way of saying~~

$f(a, b) = a/b$

$\frac{\partial f}{\partial a} = \frac{1}{b} = \frac{b}{b^2} \frac{\partial f}{\partial b} = -\frac{a}{b^2}$

$(a, p) / (b, q) = (\frac{a}{b}, \frac{bp - aq}{b^2})$

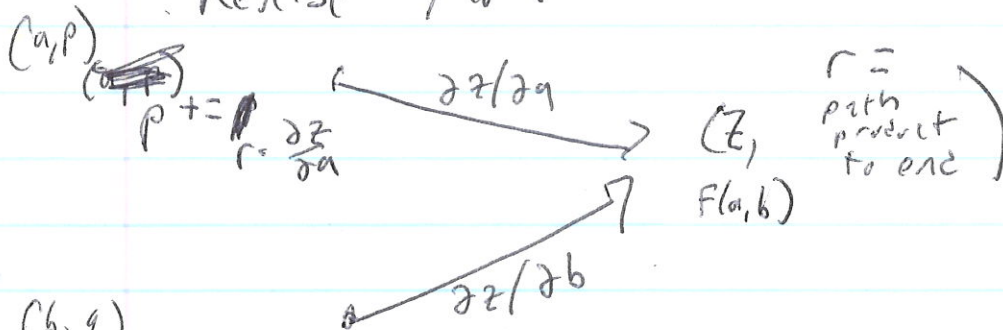
Recall: $\frac{den'(num) - num'(den)}{(den)^2}$

iii $F(a, p) = (f(a), f'(a)p)$

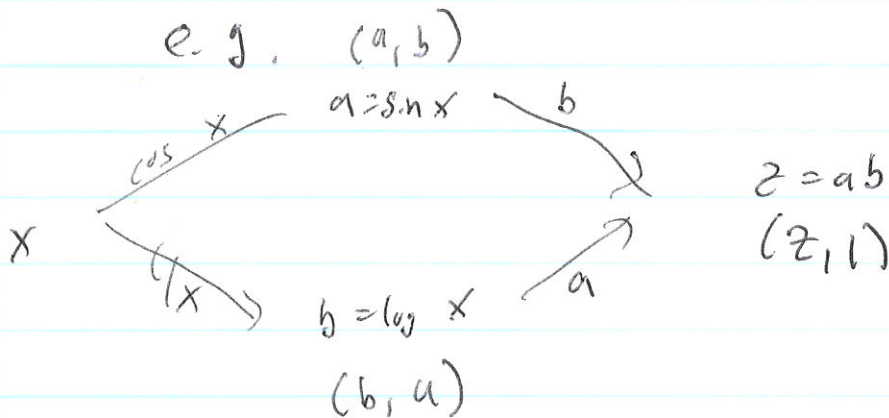
iv control, no change

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Multiple Arrows - consider
Reverse Mod

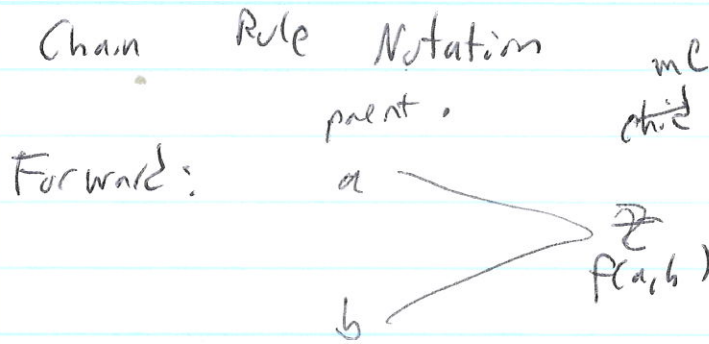


$$q \neq r \cdot \frac{\partial z}{\partial b}$$



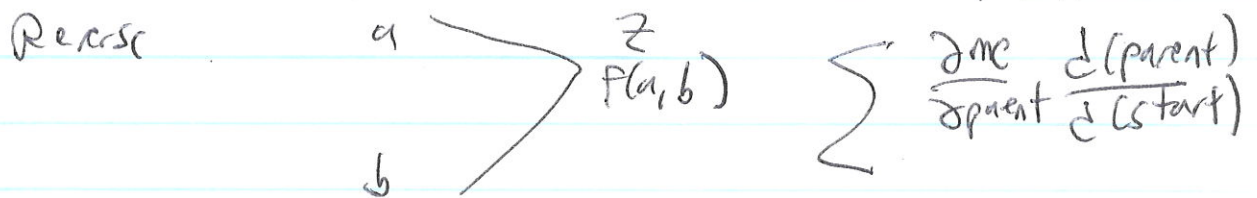
$$(x, 0) \rightarrow (x, b \cos x) \rightarrow (x, b \cos x + \frac{a}{x})$$

(7)



$$\frac{dz}{d(\text{start})} = \frac{\partial z}{\partial a} \frac{da}{d(\text{start})} + \frac{\partial z}{\partial b} \frac{db}{d(\text{start})}$$

$$\frac{d(\text{mc})}{d(\text{start})} = \sum_{\text{parent}} \frac{\partial(\text{mc})}{\partial(\text{child})} \frac{d(\text{child})}{d(\text{start})}$$



$$\frac{da}{d(\text{end})} + \frac{\partial z}{\partial(\text{end})}$$

Als

$$\frac{d(\text{end})}{da} = \frac{d(\text{end})}{dz} + \frac{\partial z}{\partial a}$$

$$\frac{d(\text{end})}{d(\text{mc})} = \sum_{\text{parents}}$$

$$\frac{\partial(\text{end})}{\partial \text{parent}} \frac{d(\text{parent})}{d(\text{mc})}$$

$$\frac{d(\text{child})}{d(\text{end})} \frac{\partial \text{end}}{\partial(\text{mc})}$$

(8)
 Σ notation, multichannel notation

Extends to multivariate

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(1)

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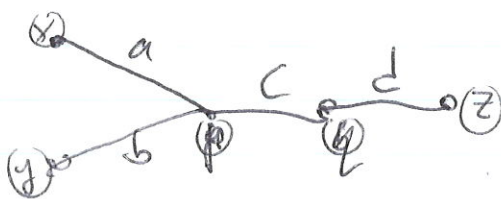
key questions

(1) Are ~~the~~ Forward & Reverse Modes Sym?

Yes: From a big picture view

No: From a practical view, Reverse seems harder

(2) Why is reverse more efficient than forward?



Forward: $\frac{dz}{dx} = dca$ 7 multi
 $\frac{dz}{dy} = dc b$

input x, y

$p = p(x, y)$

$r = q(p)$

$z = z(r)$

Output z

$a = \frac{\partial p}{\partial x}$ $b = \frac{\partial p}{\partial y}$

$c = \frac{\partial q}{\partial p}$

$d = \frac{\partial z}{\partial r}$

Reverse

~~Need~~
 $d \cdot c \left\{ \begin{array}{l} a = dz/dr \\ b = dz/dy \end{array} \right.$
 3 multi

Many inputs, few or 1 output reverse tends to be faster

(3) Can the variables be vectors & matrices

Answer: yes

x -vector $A = \frac{\partial p}{\partial x} = \left[\frac{\partial p_i}{\partial x_j} \right]$ p -vector \leftarrow $\left(\right)$

y -vector $B = \frac{\partial p}{\partial y} = \left[\frac{\partial p_i}{\partial y_j} \right]$

$A \cdot B$ $\left(\begin{array}{l} \frac{\partial p_i}{\partial x_j} \frac{\partial p_i}{\partial y_k} \end{array} \right)$
 $\frac{\partial p_i}{\partial x_j} \frac{\partial p_i}{\partial y_k}$

In practice $A^T \rightarrow C^T D^T$ "adjoint method"

or $D \cdot C \left\{ \begin{array}{l} A \\ B \end{array} \right.$

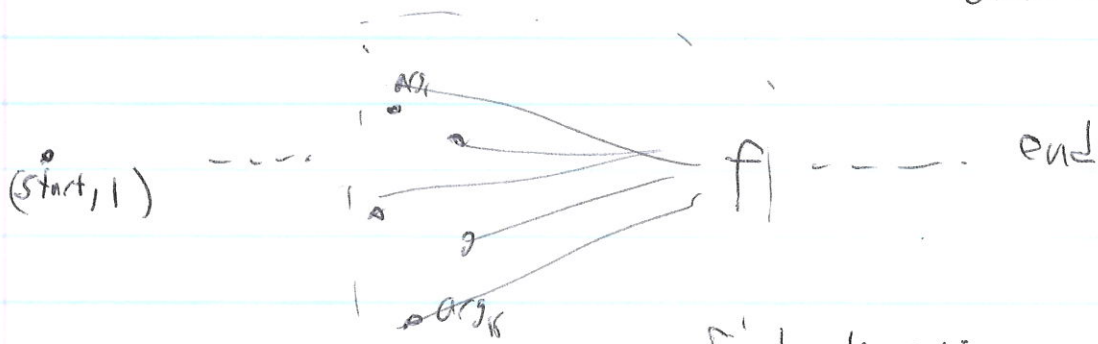
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Forward Mode Basic step

$$\text{result} = f(\text{arg}_1, \text{arg}_2, \dots, \text{arg}_k)$$

$$(MCR) \frac{d\text{result}}{d\text{start}} = \frac{\partial f}{\partial \text{arg}_1} \frac{d\text{arg}_1}{d\text{start}} + \dots + \frac{\partial f}{\partial \text{arg}_k} \frac{d\text{arg}_k}{d\text{start}}$$

↖ Multivariate Chain Rule



Think path "prefixes" f' depends on arg_i pushed forward to get the f prefix

Synchronous

Given $(\text{arg}_1, d_1) \dots (\text{arg}_k, d_k)$
compute $\frac{d\text{result}}{d\text{start}}$ using (MCR)

Remark: Since computer & program lines execute at the time all args are ready, one can perform this as you go $(\text{result}, d\text{result})$

Asynch

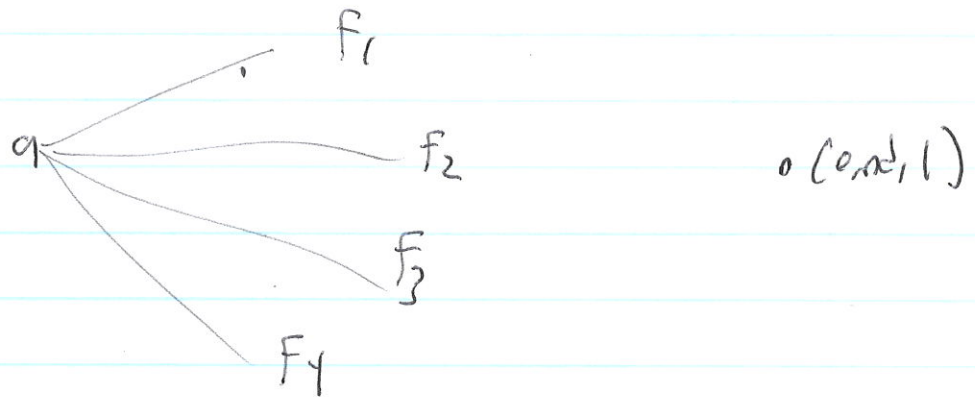
initially $(\text{result}, d\text{result}) = 0$
when (arg_i, d_i) is available
 $d\text{result} \leftarrow d\text{result} + \frac{\partial f}{\partial \text{arg}_i} d_i$

End

Can complete when everything you depend on is complete

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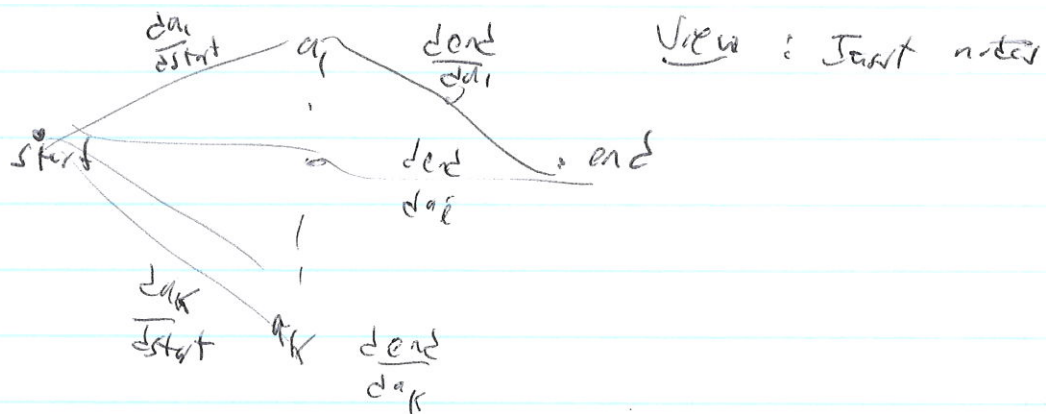
Reverse Mode



f_i depend on $a \quad i=1, \dots, k$

$$(MCR) \quad \frac{d \text{end}}{da} = \frac{d \text{end}}{df_1} \frac{\partial f_1}{\partial a} + \dots + \frac{d \text{end}}{df_k} \frac{\partial f_k}{\partial a}$$

Think path suffixes, pulling back to get earlier suffix



(3)

Reverse Mode Asynchronously

For all dependencies



if $(f, \text{~~node~~ IP})$ is available

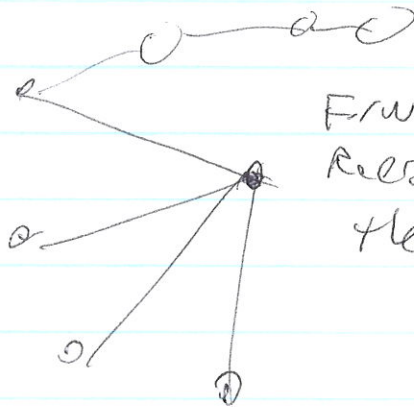
$(a, da) \rightarrow (a, da + \frac{d_{end}}{df} \frac{\partial f}{\partial a})$
end

In practice

init (end, $d_{end}=1$)

Run through nodes in reverse order at top can
update all vars that it depends on

Both Forward & reverse work on

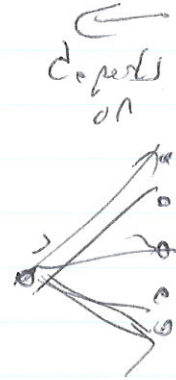
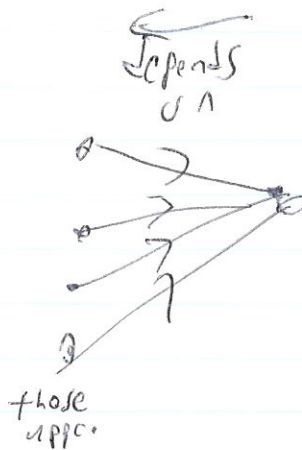


Forward will do the full run
Reverse will do just
the one update

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Not just a dag but a program

A program is a dag with a topological sort
meaning that the nodes are ordered
x ~~for~~ every depending appears before the node



Implication: Forward can run with
the program
Reverse can not