# Differentiable Programming

Dr. Svetlin Penkov

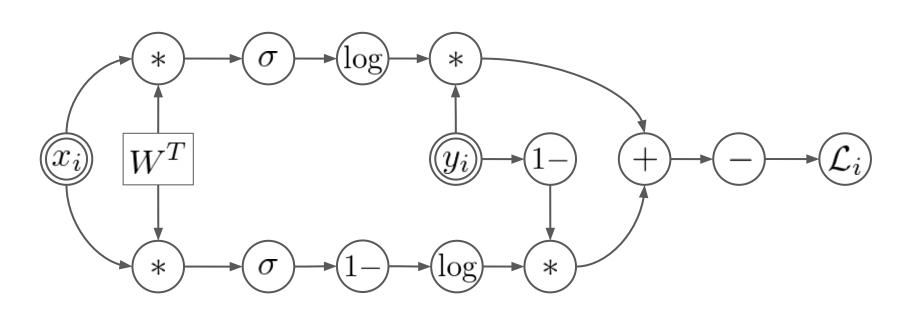
### Logistic Regression

$$\mathcal{L} = -\sum_{i=1}^{N} y_i \log \sigma(x_i W^T) + (1 - y_i) \log (1 - \sigma(x_i W^T))$$

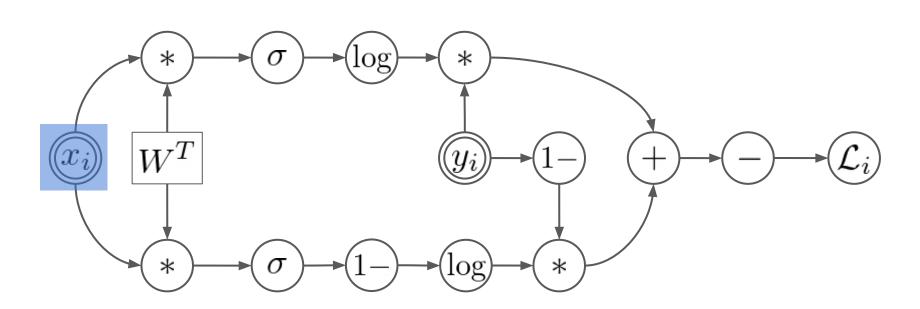
where

$$p(y_i = 1|x_i, W) = \sigma(x_i W^T)$$

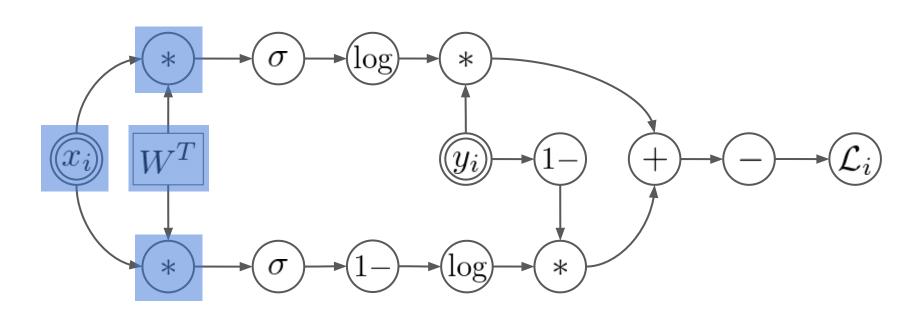
$$\mathcal{L}_i = -\left[y_i \log \sigma(x_i W^T) + (1 - y_i) \log \left(1 - \sigma(x_i W^T)\right)\right]$$



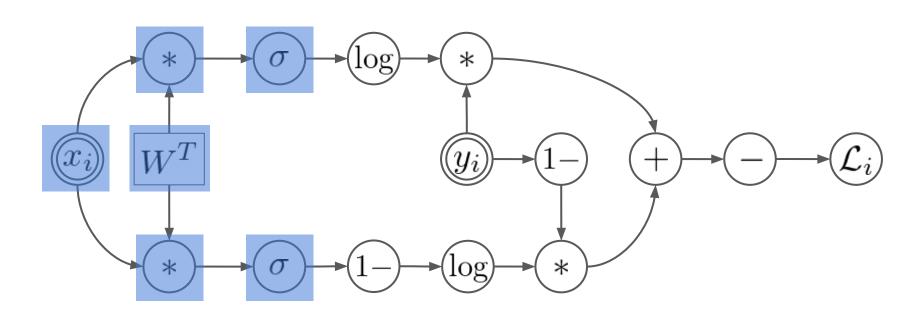
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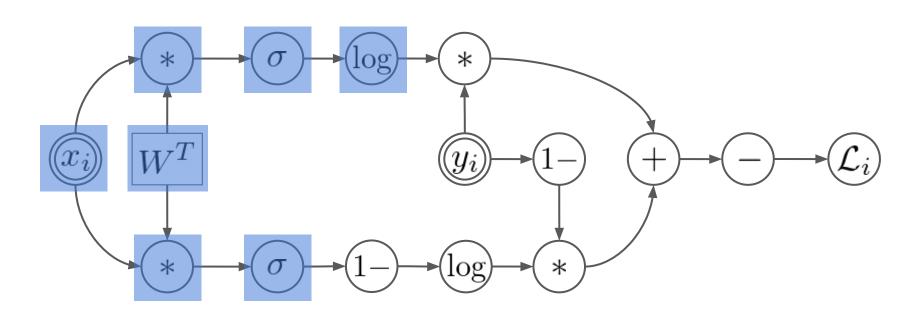
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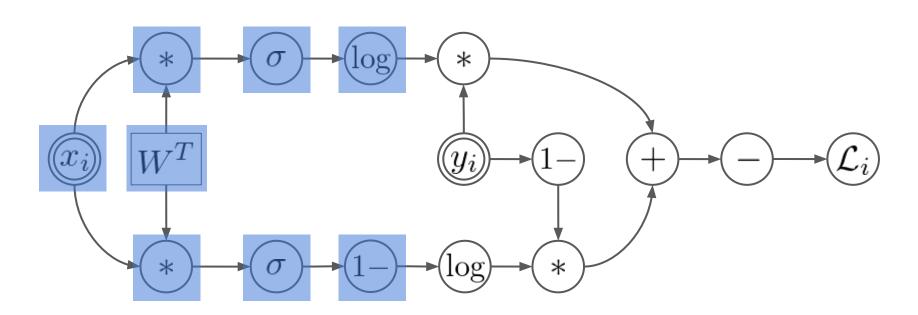
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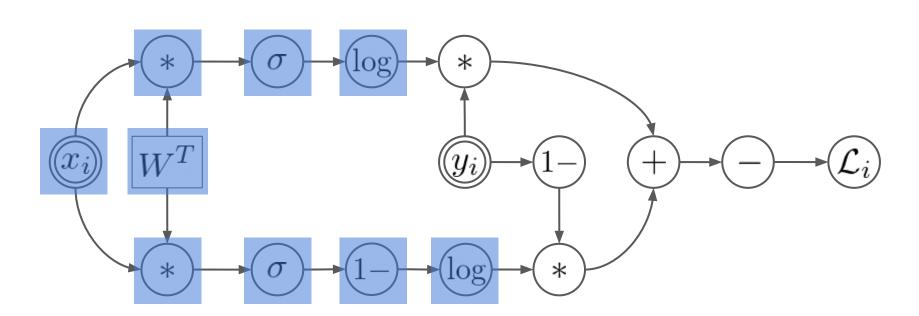
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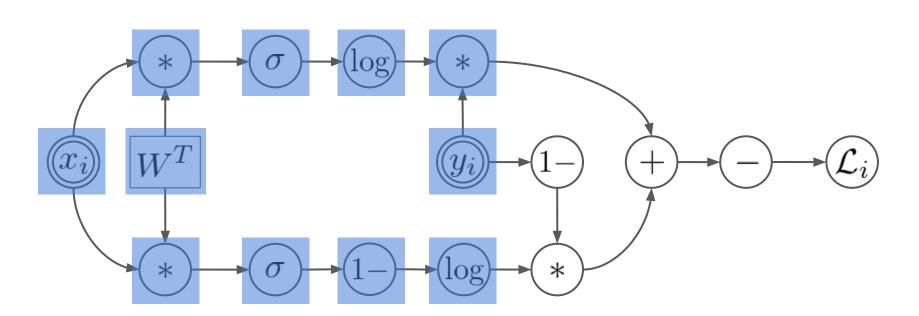
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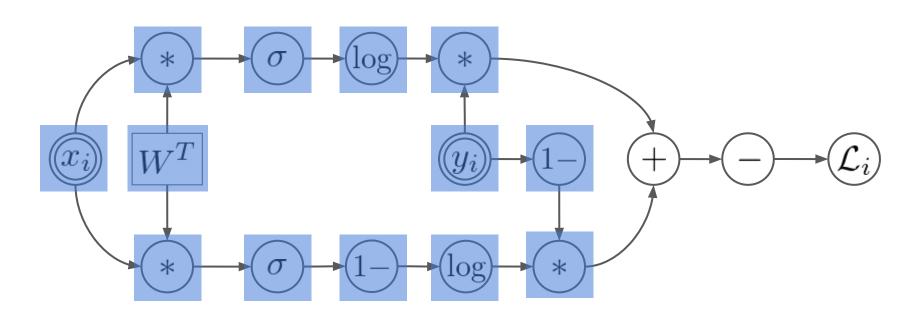
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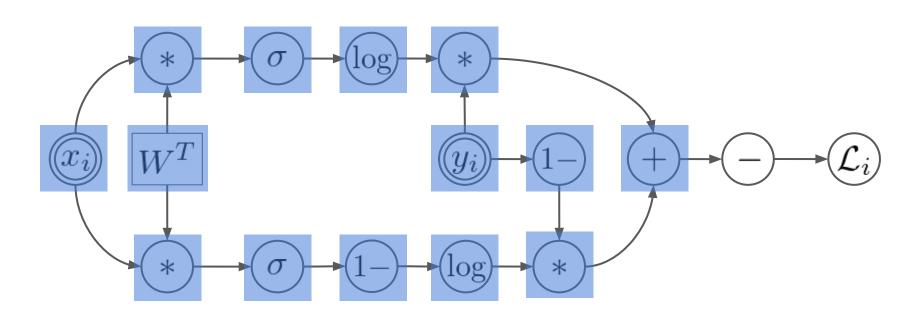
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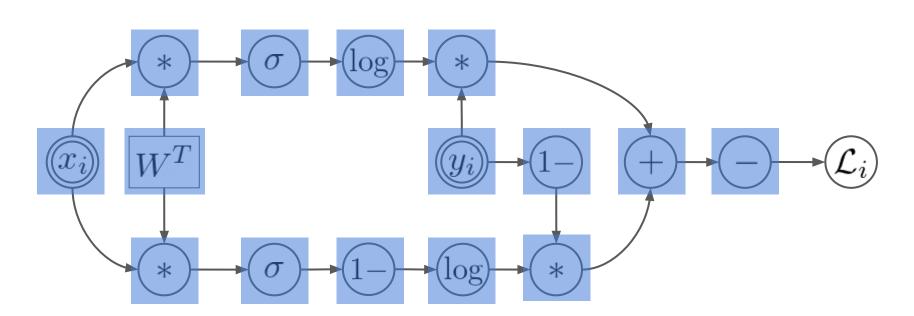
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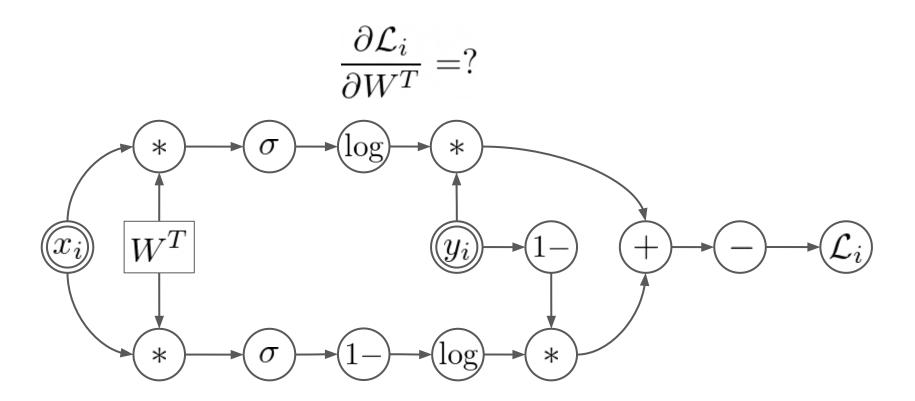


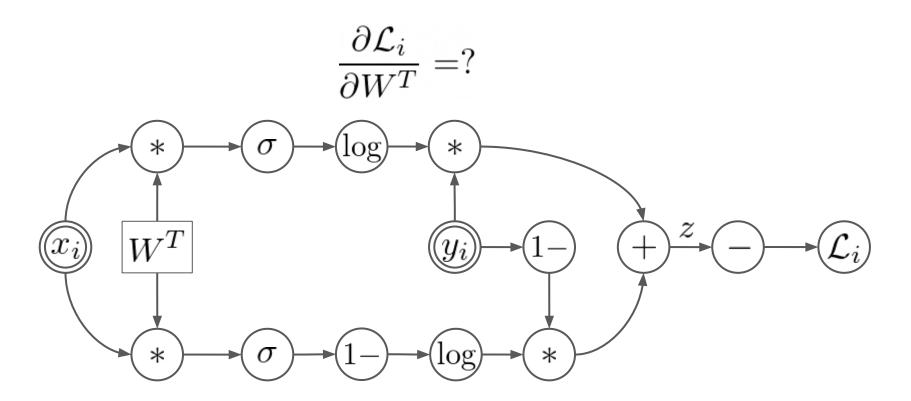
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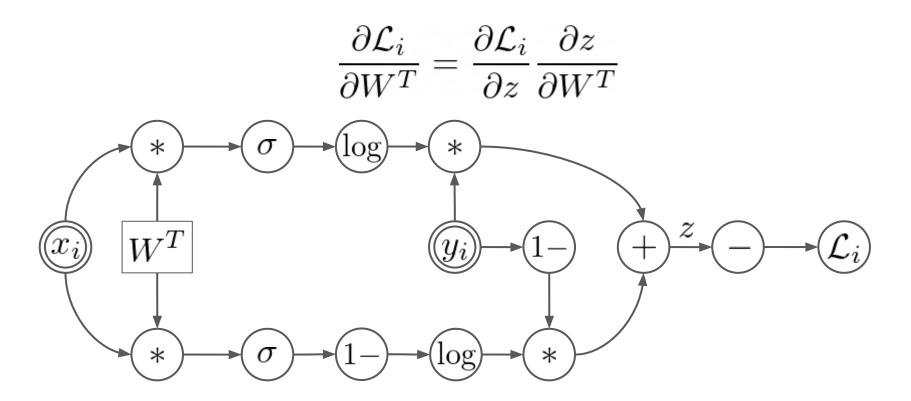


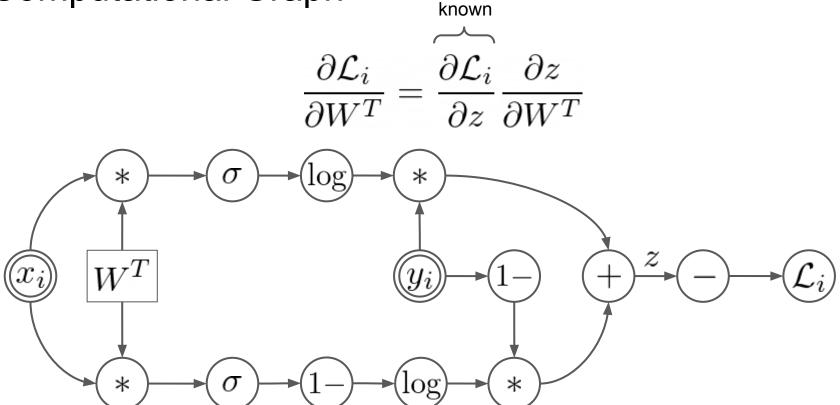
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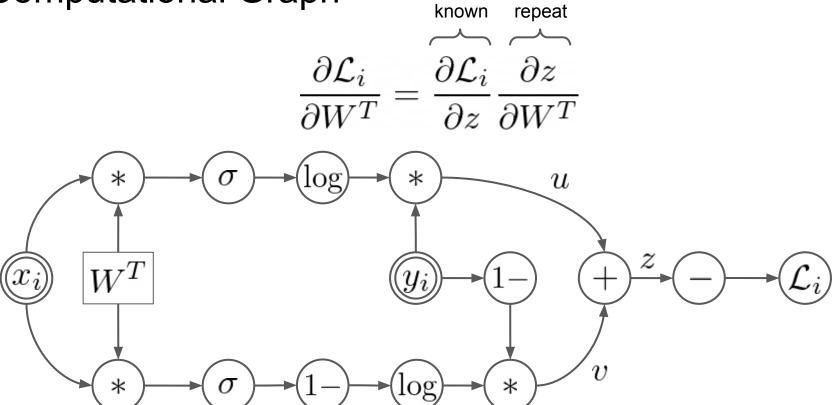


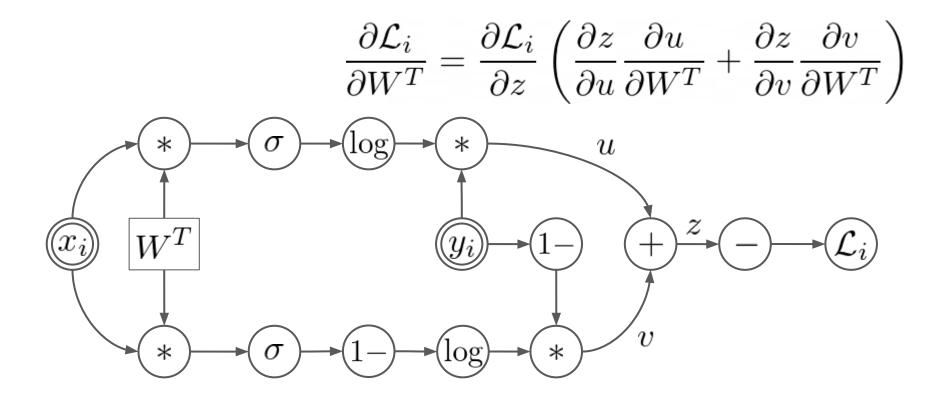




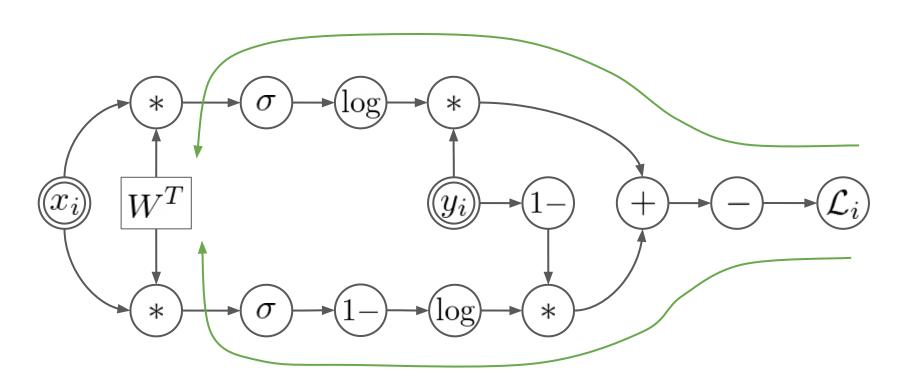




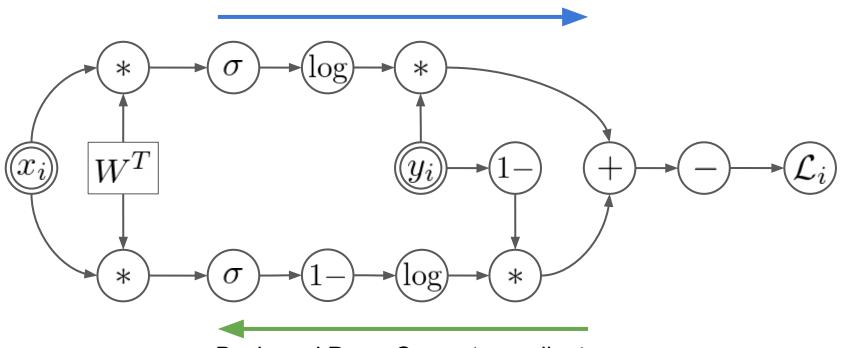




## Computational Graph: Backprop



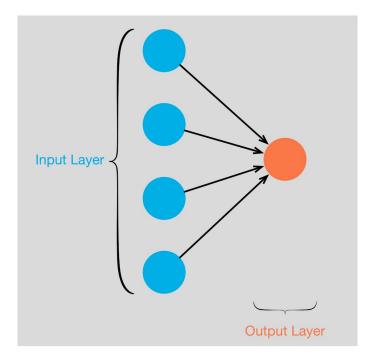
Forward Pass: Compute output



Backward Pass: Compute gradients

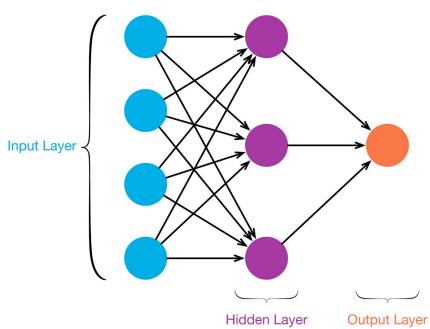
### Logistic Regression

$$p(y_i = 1|x_i, W) = \sigma(x_i W^T)$$

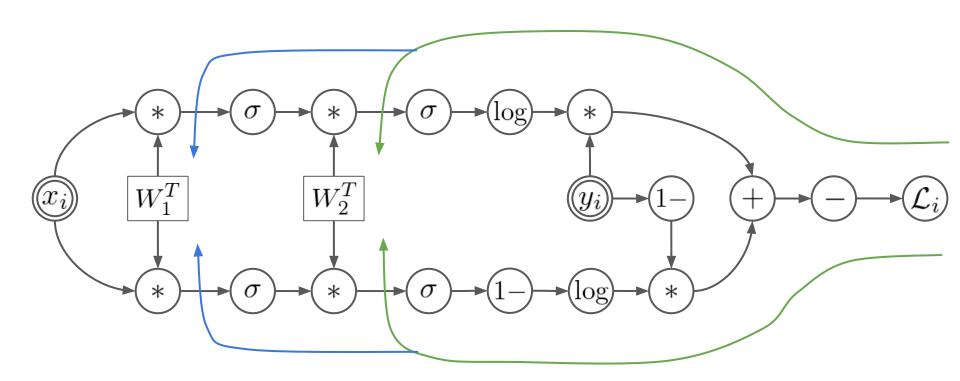


### 2-layered Logistic Regression

$$p(y_i = 1|x_i, W_1, W_2) = \sigma(\sigma(x_i W_1^T) W_2^T)$$



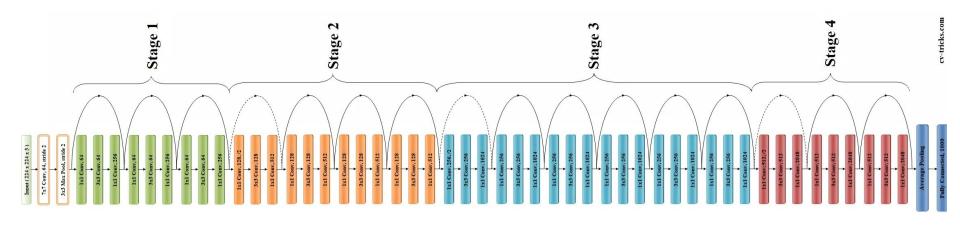
# 2-layered Logistic Regression



### 1-layered vs 2-layered Logistic Regression

Demo...

### Deep Neural Networks: ResNet50



### Differentiable Programming

### Automatic differentiation:

- Write a function: def f(...)
- 2. Automatically generate: grad\_f(...)

### Parameter learning:

- lots of algorithms based on stochastic gradient descent



### Three main components:

- Tensor processing library both for GPU & CPU
- Autograd library
- Neural networks library

<sup>\*</sup> Many deep learning and autodiff frameworks exist, PyTorch is the one I currently use the most.

### 2-layer Logistic Regression with Numpy

```
W1 = np.random.randn(H, D + 1)
W2 = np.random.randn(1, H)
for iter in range(1000):
   nu = sigmoid(X @ W1.T)
   mu = sigmoid(nu @ W2.T)
   nll = -y.T @ np.log(mu) - (1 - y).T @ np.log(1 - mu)
    gW1 = X.T @ (((mu - y) @ W2) * nu * (1 - nu))
   W1 -= lr * qW1.T
    gW2 = nu.T @ (mu - y)
   W2 -= 1r * qW2.T
```

### 2-layer Logistic Regression with Torch

```
W1 = torch.randn(H, D + 1, requires_grad=True)
W2 = torch.randn(1, H, requires_grad=True)

for iter in range(1000):
    nu = torch.sigmoid(X @ W1.T)
    mu = torch.sigmoid(nu @ W2.T)
    nll = - y.T @ np.log(mu) - (1 - y).T @ np.log(1 - mu)
    nll.squeeze().backward()

with torch.no_grad():
    W1 -= lr * W1.grad
    W2 -= lr * W1.grad
```

### 2-layer Logistic Regression with Torch.nn

```
class LogisticRegression(nn.Module):
    def __init__(self, input_dims, hidden_dims):
        super(LogisticRegression, self).__init__()
        self.lin1 = nn.Linear(input_dims, hidden_dims)
        self.lin2 = nn.Linear(hidden_dims, 1)

def forward(self, x):
    h = F.sigmoid(self.lin1(x))
    y = F.sigmoid(self.lin2(h))
    return y
```

### 2-layer Logistic Regression with Torch.nn

```
model = LogisticRegression(D, H)
optimizer = torch.optim.Adadelta(model.parameters(), lr=lr)

for iter in range(1000):
   nll = F.nll(model(X))
   nll.backward()
   optimizer.step()
   optimizer.zero_grad()
```

### 3-layer Logistic Regression with Torch.nn

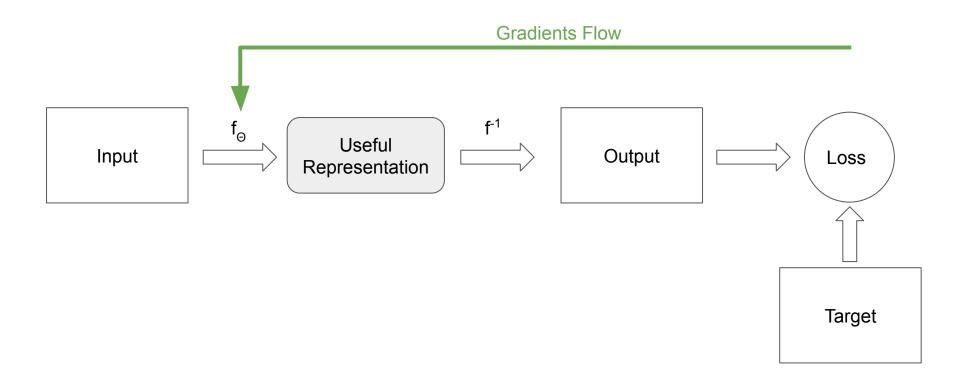
```
class LogisticRegression(nn.Module):
    def __init__(self, input_dims, hidden_dims):
        super(LogisticRegression, self).__init__()
        self.lin1 = nn.Linear(input_dims, hidden_dims)
        self.lin2 = nn.Linear(hidden_dims, hidden_dims)
        self.lin3 = nn.Linear(hidden_dims, 1)

def forward(self, x):
    h = F.sigmoid(self.lin1(x))
    h = F.sigmoid(self.lin2(h))
    y = F.sigmoid(self.lin3(h))
    return y
```

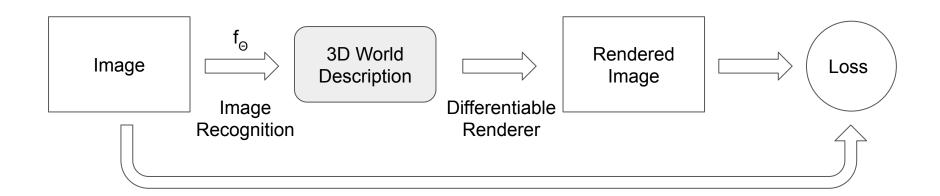
### N-layer Logistic Regression with Torch.nn

```
class LogisticRegression(nn.Module):
    def __init__(self, dims: List[int]):
        super(LogisticRegression, self).__init__()
        self.lins = [
            nn.Linear(in_dims, out_dims)
            for in_dims, out_dims in zip(dims[:-1], dims[1:])
    def forward(self, x):
        res = x
        for lin in self.lins:
            res = lin(res)
        return res
```

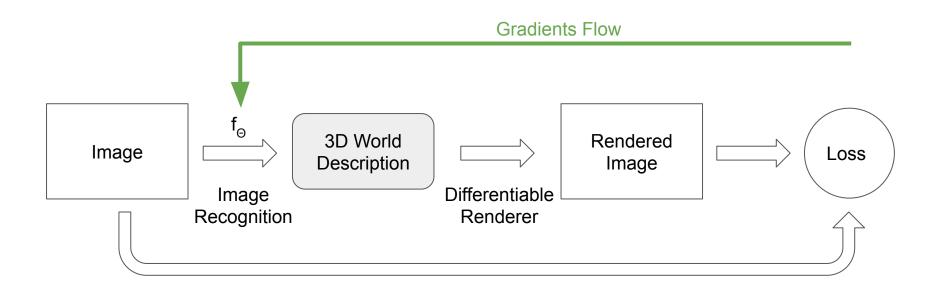
### Learning Inverse Functions



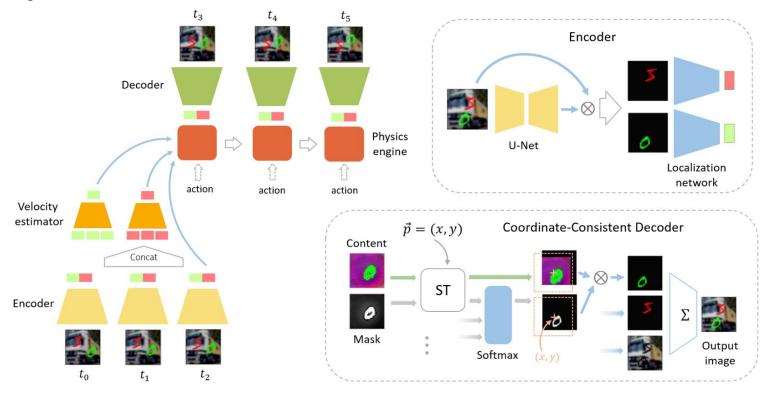
### Differentiable Renderer (Inverse Graphics)



### Differentiable Renderer (Inverse Graphics)

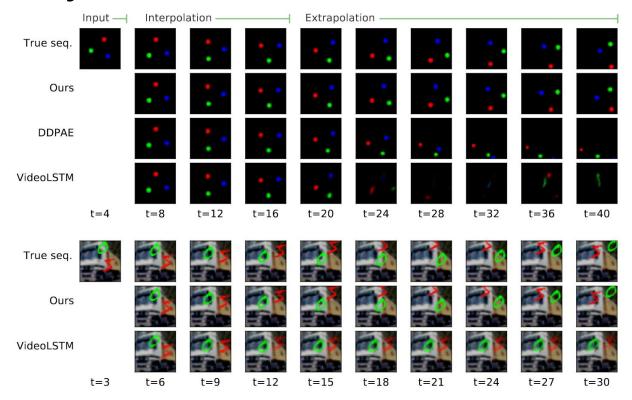


# Physics-as-Inverse-Graphics



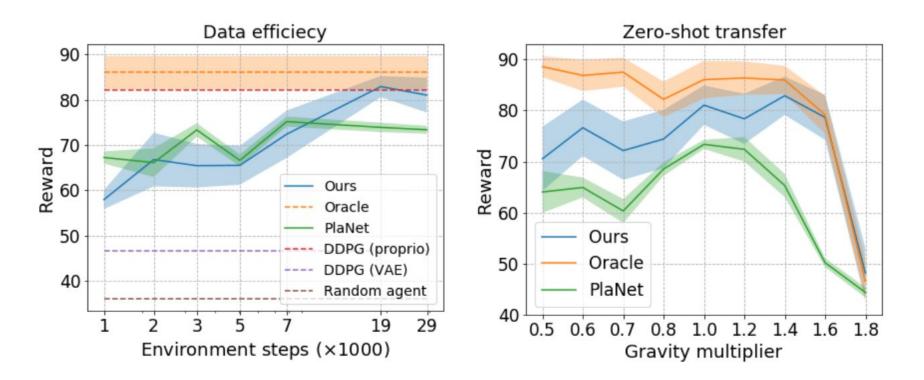
Jaques et al, ICLR 2020, <a href="https://arxiv.org/pdf/1905.11169.pdf">https://arxiv.org/pdf/1905.11169.pdf</a>

# Learn Physical Parameters

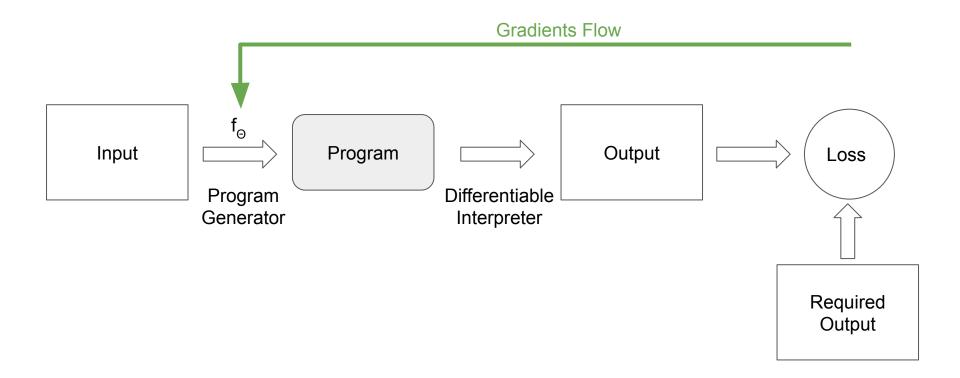


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### Vision Based Model Predictive Control



### Differentiable Program Interpreter



### Neural Program Interpreter

Car rendering **NPI** inference **Generated commands** GOTO Output program NPI Core Previous Next NPI state NPI state Input program Environment observation

### Differentiable Program with Neural Libraries

#### Declaration & initialization

```
# constants
max int = 15; n instr = 3; T = 45
W = 5: H = 3: W = 50: h = 50
# variables
img grid = InputTensor(w, h)[W, H]
init X = Input(W)
init Y = Input(H)
final X = Output(W)
final Y = Output(Y)
path len = Output(max int)
instr = Param(4)[n instr]
goto = Param(n instr)[n instr]
X = Var(W)[T]
Y = Var(H)[T]
dir = Var(5)[T]
reg = Var(max int)[T]
instr ptr = Var(n instr)[T]
X[0].set to(init X)
Y[0].set to(init Y)
dir[0].set to(1)
reg[0].set to(0)
instr ptr[0].set to(0)
```

#### Instruction Set

```
# Discrete operations
@Runtime([max int], max int)
def INC(a):
  return (a + 1) % max int
@Runtime([max int], max int)
def DEC(a):
 return (a - 1) % max int
@Runtime([W, 5], W)
def MOVE X(x, dir):
 if dir == 1: return (x + 1) % W # →
 elif dir == 3: return (x - 1) % W # ←
  else: return x
@Runtime([H, 5], H)
def MOVE Y(y, dir):
 if dir == 2: return (y - 1) % H # 1
 elif dir == 4: return (y + 1) % H # ↓
  else: return v
# Learned operations
@Learn([Tensor(w, h)], 5,
       hid sizes=[256,256])
def LOOK(img):
  pass
```

### Input-output data set

```
img_grid =
```

init\_X = 0
init\_Y = 1

final\_X = 4
final\_Y = 2
path len = 7

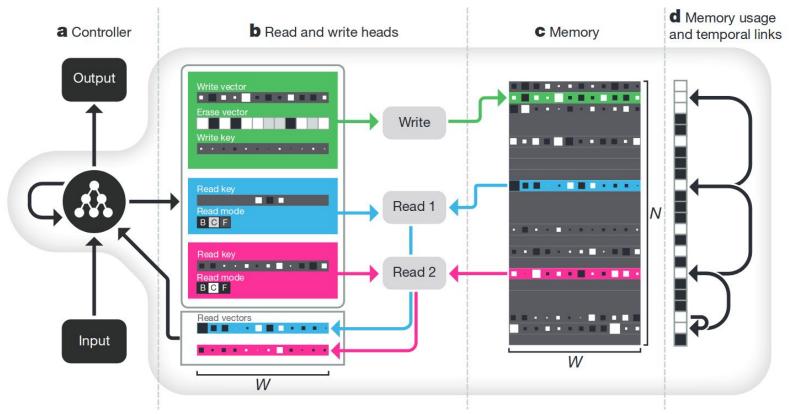
#### **Execution model**

```
for t in range(T - 1):
 if dir[t] == 0: # halted
   dir[t + 1].set to(dir[t])
   X[t + 1].set to(X[t])
   Y[t + 1].set_to(Y[t])
   reg[t + 1].set to(reg[t])
 else:
   with instr_ptr[t] as i:
      if instr[i] == 0: # INC
       reg[t + 1].set to(INC(reg[t + 1]))
     if instr[i] == 1: # DEC
       reg[t + 1].set to(DEC(reg[t + 1]))
     else:
       reg[t + 1].set to(reg[t])
     if instr[i] == 2: # MOVE
       X[t + 1].set to(MOVE X(X[t], dir[t]))
       Y[t + 1].set to(MOVE Y(Y[t], dir[t]))
     else:
       X[t + 1].set to(X[t])
       X[t + 1].set to(Y[t])
     if instr[i] == 3: # LOOK
       with pos[t] as p:
         dir[t + 1].set to(LOOK(img grid[p]))
       dir[t + 1].set to(dir[t])
 instr ptr[t + 1].set_to(goto[i])
final X.set to(X[T - 1])
final Y.set to(X[T - 1])
path_len.set_to(reg)
```

#### Solution

```
instr = [3, 2, 0]
goto = [1,2,0]
if not halted:
  dir = 100K
 halt if dir == 0
goto L1
11
if not halted:
  MOVE(dir)
goto L2
L2
if not halted:
  reg = INC(reg)
goto L0
          LOOK:=
```

### Differentiable Neural Computer



Graves et al., Nature 2016, <a href="https://www.nature.com/articles/nature20101">https://www.nature.com/articles/nature20101</a>