## homework1

January 27, 2019

# 1 Homework 1 - Berkeley STAT 157

Handout 1/22/2017, due 1/29/2017 by 4pm in Git by committing to your repository. Please ensure that you add the TA Git account to your repository.

- 1. Write all code in the notebook.
- 2. Write all text in the notebook. You can use MathJax to insert math or generic Markdown to insert figures (it's unlikely you'll need the latter).
- 3. **Execute** the notebook and **save** the results.
- 4. To be safe, print the notebook as PDF and add it to the repository, too. Your repository should contain two files: homework1.ipynb and homework1.pdf.

The TA will return the corrected and annotated homework back to you via Git (please give rythei access to your repository).

```
In [1]: from mxnet import ndarray as nd
    import numpy as np
```

### 1.1 1. Speedtest for vectorization

Your goal is to measure the speed of linear algebra operations for different levels of vectorization. You need to use wait\_to\_read() on the output to ensure that the result is computed completely, since NDArray uses asynchronous computation. Please see http://beta.mxnet.io/api/ndarray/\_autogen/mxnet.ndarray.NDArray.wait\_to\_read.html for details.

- 1. Construct two matrices A and B with Gaussian random entries of size  $4096 \times 4096$ .
- 2. Compute C = AB using matrix-matrix operations and report the time.
- 3. Compute C = AB, treating A as a matrix but computing the result for each column of B one at a time. Report the time.
- 4. Compute C = AB, treating A and B as collections of vectors. Report the time.
- 5. Bonus question what changes if you execute this on a GPU?
- 1. Construct two new 4096\*4096 matrices, called A and B.

2. Compute C = AB using matrix-matrix operations and report the time.

3. Compute C = AB treating A as a matrix but computing the result for each column of B one at a time.

```
In [4]: tic = time.time()
    C = nd.zeros((4096, 4096))
    D = B.T
    for i in range(0, 4096):
        C[i] = nd.dot(A, D[i])
    C = C.T
    C.wait_to_read()
    print(time.time() - tic)
```

9.152581214904785

3.1151328086853027

4. Compute C = AB treating A and B as collections of vectors. Report the time.

1832.019658088684

#### 1.2 2. Semidefinite Matrices

Assume that  $A \in \mathbb{R}^{m \times n}$  is an arbitrary matrix and that  $D \in \mathbb{R}^{n \times n}$  is a diagonal matrix with nonnegative entries.

- 1. Prove that  $B = ADA^{\top}$  is a positive semidefinite matrix.
- 2. When would it be useful to work with *B* and when is it better to use *A* and *D*?
- 1. **Proof** To show  $B = ADA^T$  is a positive semidefinite matrix, we must take an arbitrary vector  $z \in \mathbb{R}^n$ , such that  $z^TBz$  are non-negative.

Since we know that  $A \in \mathbb{R}^{m \times n}$  is an arbitrary matrix, and we know that  $z^T B z = z^T A D A^T z$ , it is easily to see that  $(A^T z)^T = z^T A$ , where  $A^T z \in \mathbb{R}^n$  is also an arbitrary vector.

Let  $C = A^T z$ , then  $C^T = z^{T}A$ , we have  $z^T B z = z^T A D A^T z = C^T D C$ , where  $C \in \mathbb{R}^n$ .

Since 
$$C^TDC = \begin{bmatrix} c_1 & c_2 & c_3 & \dots & c_n \end{bmatrix} \begin{bmatrix} d_{11} & 0 & 0 & \dots & 0 \\ 0 & d_{22} & 0 & \dots & 0 \\ \dots & & & & & \\ 0 & 0 & 0 & \dots & d_{nn} \end{bmatrix} \begin{bmatrix} c_1 \\ c_2 \\ c_3 \\ \dots \\ c_n \end{bmatrix} = c_1^2 d_{11} + c_2^2 d_{22} + \dots + c_n^2 d_{nn}^2 + c_n^2 d_{nn}^2 + \cdots + c_n^2 d_{nn}^2 d_{nn}^2 + \cdots + c_n^2 d_{nn}^2 d_{nn}^2 d_{nn}^2 + \cdots + c_n^2 d_{nn}^2 d_$$

 $c_n^2 d_{nn}$ .

Each term of the result  $c_i^2 d_{ii} \ge 0$ , so  $c_1^2 d_{11} + c_2^2 d_{22} + \cdots + c_n^2 d_{nn} \ge 0$ .

Thus  $z^TBz \ge 0$  is true for arbitrary  $z \in \mathbb{R}^n$ , B is a positive semidefinite matrix.

2. It is useful to use B when we want to store the result for future calculation, but it is easier to use A and D when we want to calculate  $z^TBz$ , and we can use the stored A to get  $C = A^Tz$ , then we can get  $C^T$ , so it is easier to calculate  $C^TDC$ .

#### 1.3 3. MXNet on GPUs

- 1. Install GPU drivers (if needed)
- 2. Install MXNet on a GPU instance
- 3. Display !nvidia-smi
- 4. Create a  $2 \times 2$  matrix on the GPU and print it. See http://d2l.ai/chapter\_deep-learning-computation/use-gpu.html for details.

## 1.4 4. NDArray and NumPy

Your goal is to measure the speed penalty between MXNet Gluon and Python when converting data between both. We are going to do this as follows:

- 1. Create two Gaussian random matrices A, B of size  $4096 \times 4096$  in NDArray.
- 2. Compute a vector  $\mathbf{c} \in \mathbb{R}^{4096}$  where  $c_i = ||AB_{i.}||^2$  where  $\mathbf{c}$  is a **NumPy** vector.

To see the difference in speed due to Python perform the following two experiments and measure the time:

- 1. Compute  $||AB_{i\cdot}||^2$  one at a time and assign its outcome to  $\mathbf{c}_i$  directly.
- 2. Use an intermediate storage vector **d** in NDArray for assignments and copy to NumPy at the end.

10.684435844421387

```
In [8]: tic = time.time()
    d = nd.zeros((4096, 1))
    result = nd.dot(A, B)
    for i in range(0, 4096):
        d[i, 0] = result[i].norm()
    c = d.asnumpy()
    print(time.time() - tic)
```

5. Memory efficient computation

1.339878797531128

We want to compute  $C \leftarrow A \cdot B + C$ , where A, B and C are all matrices. Implement this in the most memory efficient manner. Pay attention to the following two things:

- 1. Do not allocate new memory for the new value of *C*.
- 2. Do not allocate new memory for intermediate results if possible.

```
In [9]: A = nd.random.normal(0, 1, shape = (4096, 4096))
       B = nd.random.normal(0, 1, shape = (4096, 4096))
       C = nd.zeros((4096, 4096))
       A = nd.dot(A, B.T)
       C = A + C
Out [9]:
        [[ -48.779274
                        59.227077
                                      4.1223397 ... 100.79419
                                                                   90.08438
          122.420074 ]
         [ -10.150866
                       -36.322586
                                   -13.916339 ... -143.52275
                                                                  -65.48669
          -30.141983 ]
                                   -1.4409797 ... -23.914787
         [ -9.557327
                        66.24428
                                                                  -15.953272
            3.315207
         [ 7.4491634
                         2.4806356 37.43685
                                                ... -175.28816
                                                                  -19.75816
           92.59039 ]
         [ -29.293964
                                     -2.217104 ...
                        12.487763
                                                      83.62597
                                                                  136.22275
            4.3280745]
         [ 110.71476
                       -18.644533
                                    -13.926218 ... -17.615396 -159.80637
          -57.70079 ]]
        <NDArray 4096x4096 @cpu(0)>
```

### 1.6 6. Broadcast Operations

In order to perform polynomial fitting we want to compute a design matrix A with

$$A_{ij} = x_i^j$$

Our goal is to implement this **without a single for loop** entirely using vectorization and broadcast. Here  $1 \le j \le 20$  and  $x = \{-10, -9.9, \dots 10\}$ . Implement code that generates such a matrix.

```
In [10]: x = nd.arange(201)
        x = x/10 - 10
        x = x.repeat(20)
        x = x.reshape((201, 20))
        y = nd.arange(20)
        y = y + 1
        y = y.repeat(201)
        y = y.reshape((20, 201))
        y = y.T
        A = x ** y
Out[10]:
         [[-1.0000000e+01 1.0000000e+02 -1.0000000e+03 ... 9.9999998e+17
          -1.0000000e+19 1.0000000e+20]
          [-9.8999996e+00 9.8009995e+01 -9.7029889e+02 ... 8.3451318e+17
          -8.2616803e+18 8.1790629e+19]
          [-9.8000002e+00 9.6040001e+01 -9.4119208e+02 ... 6.9513558e+17
          -6.8123289e+18 6.6760824e+19]
          [ 9.7999992e+00  9.6039986e+01  9.4119177e+02 ...  6.9513434e+17
           6.8123162e+18 6.6760692e+19]
          [ 9.8999996e+00  9.8009995e+01  9.7029889e+02 ...  8.3451318e+17
           8.2616803e+18 8.1790629e+19]
          [ 1.0000000e+01 1.0000000e+02 1.0000000e+03 ... 9.9999998e+17
            1.0000000e+19 1.0000000e+20]]
         <NDArray 201x20 @cpu(0)>
```