

Topics on Auto Differentiation

- 1. How it enables/speeds up ML frameworks
- 2. How it is related to differentiable programming
- 3. How both can be used for "simulation-based inference"

Machine Learning Seminar

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Overview of differentiation

• Numerical differentiation:
$$
f'(x) \approx \frac{f(x + \delta x) - f(x)}{\delta x}
$$

Pros: simple Cons: round-off & truncation errors, accuracy, inefficient for high-dimension

• **Symbolic differentiation:** Analytically derive $f'(x)$, like Mathematica

Pros: exact Cons: computationally expensive, expression explosion

```
In[1]:= (*Define the function*) f[x] := x^3 + 2x^2 + x(*Compute the differential*)df = D[f[x], x](*\n  Display the result*)df
Out[2]= 1 + 4x + 3x^2Out[3]= 1 + 4x + 3x^2
```
• **Auto differentiation**: Symbolic + Chain rule

Pros: exact Cons: computation graph adding overhead

Preliminary Concepts on Auto Differentiation

Input:
$$
x_1, x_2, ..., x_n
$$

\nOutput: $y_1, y_2, ..., y_m$ $\mathbb{R}^n \Rightarrow \mathbb{R}^m$
$$
J_f = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & ... & \frac{\partial f_1}{\partial x_n} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_m}{\partial x_1} & ... & \frac{\partial f_m}{\partial x_n} \end{bmatrix}
$$

AD: Forward Mode

 $y = f(x_1, x_2) = \ln(x_1) + x_1 x_2 + \sin(x_2)$

Computation graph

- 1. Divide into simple structures
- 2. Create computation graph (contains primal & derivatives respect to its last nodes)
- 3. Follow the direction and calculate gradient

of a certain **input** variable

$$
v_4, \frac{\partial v_4}{\partial v_2}, \frac{\partial v_4}{\partial v_1}, \text{ should have } \frac{\partial v_4}{\partial v_{-1}}
$$

$$
\frac{\partial v_4}{\partial v_{-1}} = \frac{\partial v_4}{\partial v_1} \frac{\partial v_1}{\partial v_{-1}} \text{ Chain rule}
$$

AD: Backward Mode

$$
y = f(x_1, x_2) = \ln(x_1) + x_1 x_2 + \sin(x_2)
$$

- 1. Divide into simple structures
- 2. Create computation graph (contains primal & derivatives respect to its last nodes)
- 3. Calculate from backward of a certain **output** $v_5, \frac{\partial v_5}{\partial v_5}$ ∂v_4 $\frac{\partial v_5}{\partial x}$ ∂v_3 , should have $\frac{\partial v_5}{\partial x_1}$ ∂v_1 ∂v_{5} ∂v_1 $=\frac{\partial v_5}{\partial x}$ ∂v_4 ∂v_4 $\frac{\partial v_4}{\partial v_1}$ Then go back to last v_{-1} node

Chain rule

Suitable for machine learning!

Differentiable Programming (DP)

 $y = f(x; \theta)$

Make sure $f(x; \theta)$ is differentiable.

round(), floor(), ceil(), max(), min()… are not differentiable for loop, if else,…are differentiable

DP enables complex programs to be differentiable by designing, utilizing AD to make gradient-based optimization.

- Auto differentiation
- Continuous optimization
- Dynamic computation graph

Simulation-based Inference

Given parameters θ , the observed data x is not deterministic, but we know probability

> Statistical analysis, find θ with confidence level \mathbf{u} maximize \mathbf{v} minimize

Likelihood function

Example: radioactive matter half-time

$$
N(t) = N_0 e^{-\lambda t}
$$

• Statistical Inference • Simulation-based Inference (Likelihood-free)

Given parameters θ , the observed data x is deterministic, but hard to analytically relate

Likelihood function is implicit

Loss function

Find suitable θ

Example: From radiation pattern to probe electron beam inner structure

Conclusion

1. How AD enables/speeds up ML frameworks

• By minimizing **loss function** with info of parameter gradient.

2. How AD is related to differentiable programming

- AD is a core part of DP
- 3. How both can be used for "simulation-based inference"

 $y = f(x; \theta)$

- How to minimize loss function? Genetic algorithm, differential evolution, & Gradient descent
- Fit $\theta = f^{-1}(x; y)$ with Neural Network, which is a black box. AD is extensively used in training the neural network.