### CS60021: Scalable Data Mining

Sourangshu Bhattacharya

### CPU VS GPU

Slides taken from:

Fei-Fei Li & Justin Johnson & Serena Yeung, Stanford University

### Spot the CPU!

(central processing unit)



This image is licensed under CC-BY 2.0



### Spot the GPUs!

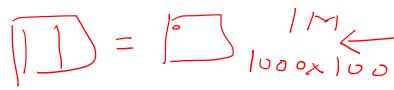
(graphics processing unit)



This image is in the public domain



CPU vs GPU 30,000 1000 1000 1000



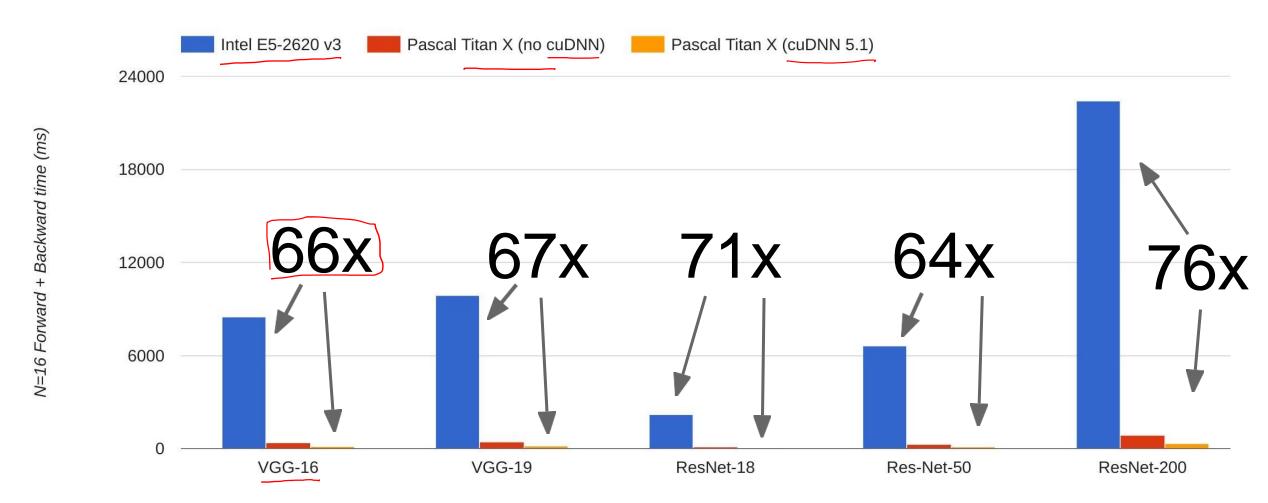
	# Cores	Clock Speed	Memory	Price
CPU (Intel Core i7-7700k)	4 (8 threads with hyperthreading )	4.4 GHz	Shared with system	\$339
CPU (Intel Core i7-6950X)	10 (20 threads with hyperthreading)	3.5 GHz	Shared with system	\$1723 S
GPU (NVIDIA Titan Xp)	3840	1.6 GHz	12 GB GDDR5X 200 43/	\$1200 <b>S</b>
GPU (NVIDIA GTX 1070)	1920	1.68 GHz	8 GB GDDR5	\$399

**CPU**: Fewer cores, but each core is much faster and much more capable; great at sequential tasks

**GPU**: More cores, but each core is much slower and "dumber"; great for parallel tasks

### CPU vs GPU in practice

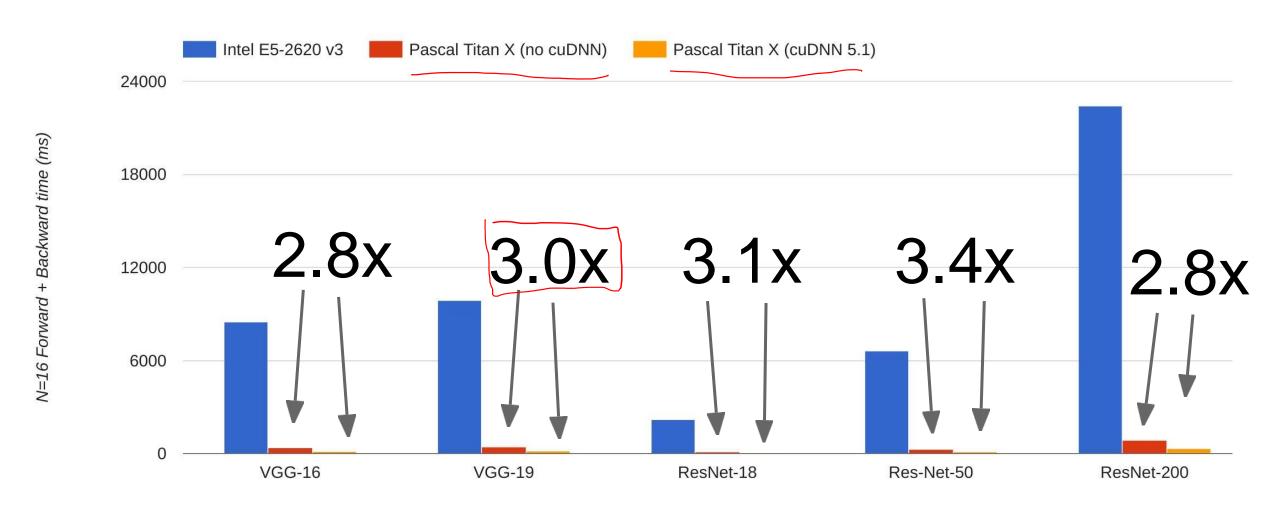
(CPU performance not well-optimized, a little unfair)



Data from https://github.com/jcjohnson/cnn-benchmarks

### CPU vs GPU in practice

#### cuDNN much faster than "unoptimized" CUDA



Data from https://github.com/jcjohnson/cnn-benchmarks

### CPU / GPU Communication

Model is here



#### Data is here

If you aren't careful, training can bottleneck on reading data and transferring to GPU!

#### Solutions:

- -Read all data into RAM
- -Use SSD instead of HDD
- -Use multiple CPU threads to prefetch data

### **ML AND TENSORFLOW**

Slides taken from:

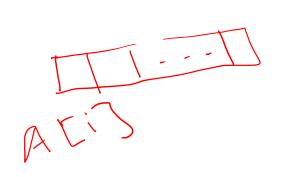
Ali Ghodsi and Ion Stoica, UC Berkeley

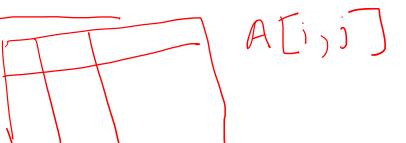
#### What is TensorFlow

• Key idea: express a numeric computation as a graph

Graph nodes are operations with any number of inputs and outputs

Graph edges are tensors which flow between nodes







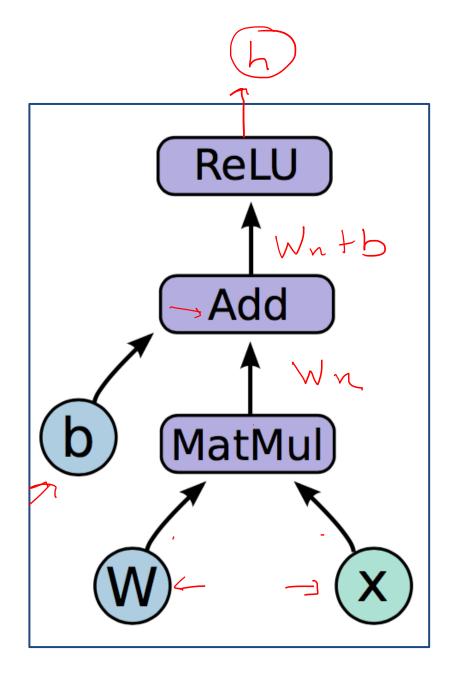
#### Code

import tensorflow as tf

```
b = tf.Variable(tf.zeros((100,)))
W = tf.Variable(tf.random_uniform((784, 100), -1, 1))
x = tf.placeholder(tf.float32, (1, 784))
h = tf.nn.relu(tf.matmul(x, W) + b)
```

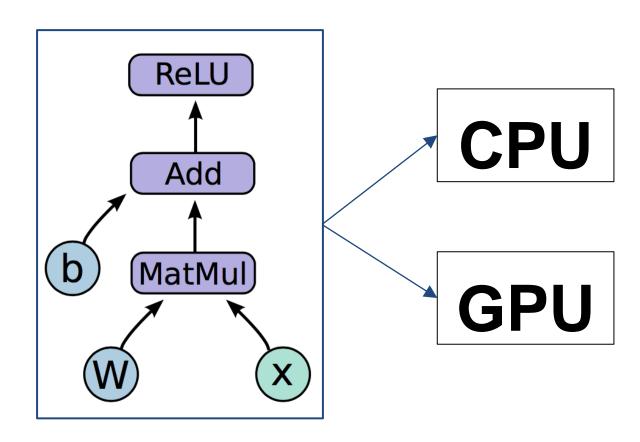
$$h = ReLU(W(x) + b)$$

$$feature$$



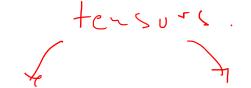
### Running the graph

Deploy graph with a **session**: a binding to a particular execution context (e.g. CPU, GPU)



#### End-to-end

• So far:



- Built a graph using variables and placeholders
- Deploy the graph onto a session, i.e., execution environment

- Next: train model
  - Define loss function
  - Compute gradients

### Defining loss

- Use placeholder for labels /
- Build loss node using labels and prediction

```
prediction = tf.nn.softmax(...) #Output of neural network
label = tf.placeholder(tf.float32, [100, 10])
cross_entropy = -tf.reduce_sum(label * tf.log(prediction), axis=1)
```

### Gradient computation: Backpropagation

TensorFlow graph nodes have attached gradient operations Gradient with respect to parameters computed with backpropagation ... automatically

# Computational Design Principles

- Dataflow graphs of primitive operators
- Deferred execution (two phases)
  - 1. Define program i.e., symbolic dataflow graph w/ placeholders
  - 2. Executes optimized version of program on set of available devices
- Common abstraction for heterogeneous accelerators
  - 1. Issue a kernel for execution —
  - 2. Allocate memory for inputs and outputs <
  - 3. Transfer buffers to and from host memory

### **Dynamic Flow Control**

• **Problem**: support ML algos that contain conditional and iterative control flow, e.g.

- − Recurrent Neural Networks (RNNs) ←
- Long-Short Term Memory (LSTM)

• **Solution**: Add conditional (if statement) and iterative (while loop) programming constructs

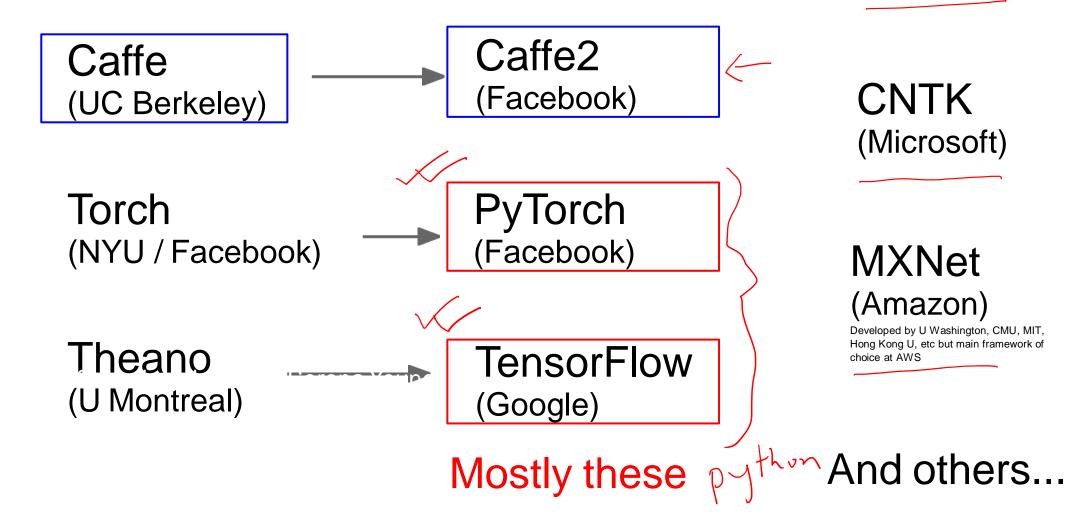
#### **DEEP LEARNING FRAMEWORKS**

Slides taken from:

Fei-Fei Li & Justin Johnson & Serena Yeung, Stanford University

### Major DL Frameworks Today

Paddle (Baidu)



### The point of deep learning frameworks

- (1) Easily build big computational graphs <--
- (2) Easily compute gradients in computational graphs —
- (3) Run it all efficiently on GPU (wrap cuDNN, cuBLAS, etc)

Numpy \_

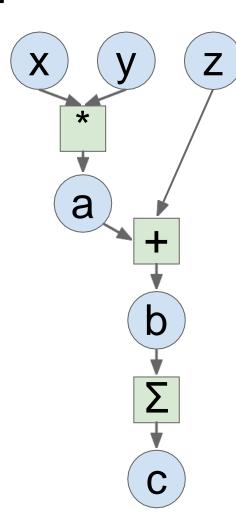
```
import numpy as np
np.random.seed(0)
N, D = 3, 4
x = np.random.randn(N, D)
y = np.random.randn(N, D)
z = np.random.randn(N, D)
c = np.sum(b) \angle
grad c = 1.0
grad_b = grad_c * np.ones((N, D))
grad_a = grad_b.copy() /
grad_z = grad_b.copy()
grad_x = grad_a * y
grad y = grad a * x
```

#### **Problems:**

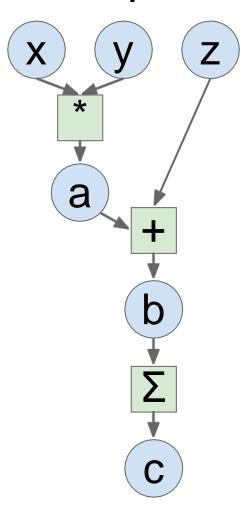
- Can't run on GPU
- Have to compute our own gradients

#### Numpy

```
import numpy as np
np.random.seed(0)
N, D = 3, 4
x = np.random.randn(N, D)
y = np.random.randn(N, D)
z = np.random.randn(N, D)
a = x * y
b = a + z
c = np.sum(b)
qrad c = 1.0
grad b = grad c * np.ones((N, D))
grad a = grad b.copy()
grad z = grad b.copy()
grad x = grad a * y
grad y = grad a * x
```

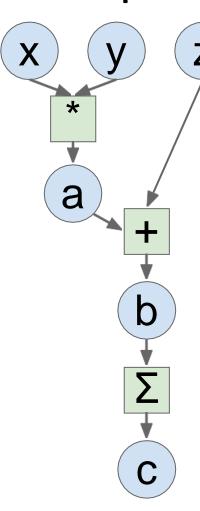


```
# Basic computational graph
import numpy as np
np.random.seed(0)
import tensorflow as tf
N, D = 3, 4
x = tf.placeholder(tf.float32)
y = tf.placeholder(tf.float32)
z = tf.placeholder(tf.float32)
a = x * y
b = a + z
c = tf.reduce_sum(b)
grad_x, grad_y, grad_z = tf.gradients(c,)[x, y, z])
with tf.Session() as sess:
    values =
        x: np.random.randn(N, D),
        y: np.random.randn(N, D),
        z: np.random.randn(N, D),
    out = sess.run([c, grad x, grad y, grad z],
                   feed dict=values)
    c val, grad x val, grad y val, grad z val = out
```



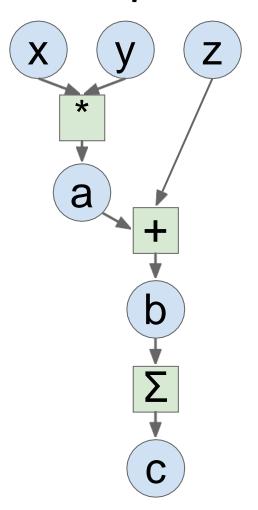
Create forward computational graph

```
# Basic computational graph
import numpy as np
np.random.seed(0)
import tensorflow as tf
N, D = 3, 4
x = tf.placeholder(tf.float32)
y = tf.placeholder(tf.float32)
z = tf.placeholder(tf.float32)
c = tf.reduce sum(b)
grad x, grad y, grad z = tf.gradients(c, [x, y, z])
with tf.Session() as sess:
    values =
        x: np.random.randn(N, D),
        y: np.random.randn(N, D),
        z: np.random.randn(N, D),
    out = sess.run([c, grad x, grad y, grad z],
                   feed dict=values)
    c val, grad x val, grad y val, grad z val = out
```



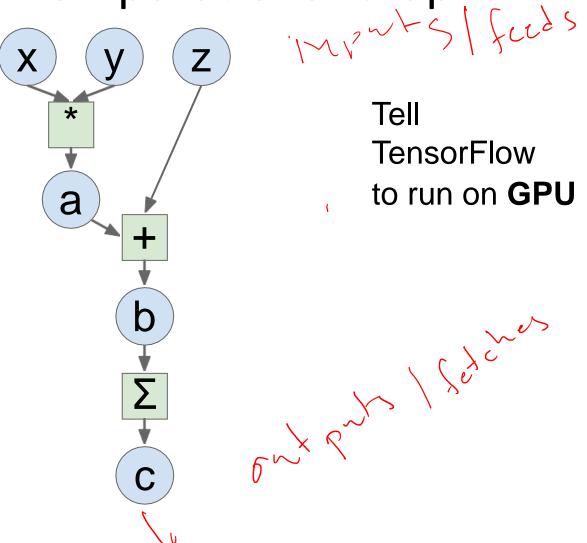
Ask TensorFlow to compute gradients

```
# Basic computational graph
import numpy as np
np.random.seed(0)
import tensorflow as tf
N, D = 3, 4
x = tf.placeholder(tf.float32)
y = tf.placeholder(tf.float32)
z = tf.placeholder(tf.float32)
a = x * y
c = tf.reduce_sum(b)
grad x, grad y, grad z = tf.gradients(c, [x, y, z])
with tf.Session() as sess:
    values =
        x: np.random.randn(N, D),
        y: np.random.randn(N, D),
        z: np.random.randn(N, D),
    out = sess.run([c, grad x, grad y, grad z],
                   feed dict=values)
    c val, grad x val, grad y val, grad z val = out
```

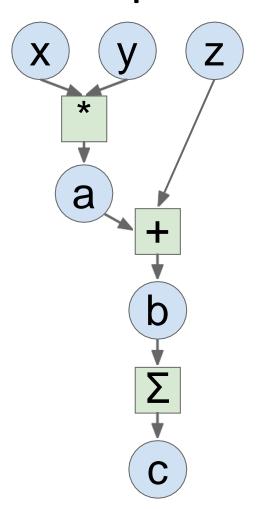


Tell
TensorFlow
to run on **CPU** 

```
import numpy as np
np.random.seed(0)
import tensorflow as tf
N, D = 3000, 4000
with tf.device('/cpu:0'):
    x - tf.placeholder(tf.float32)
    y = tf.placeholder(tf.float32)
    z = tf.placeholder(tf.float32)
    a = x * y
    b = a + z
    c = tf.reduce sum(b)
grad x, grad y, grad z = tf.gradients(c, [x, y, z])
with tf.Session() as sess:
    values =
        x: np.random.randn(N, D),
        y: np.random.randn(N, D),
        z: np.random.randn(N, D),
    out = sess.run([c, grad x, grad y, grad z],
                   feed dict=values)
    c val, grad x val, grad y val, grad z val = out
```

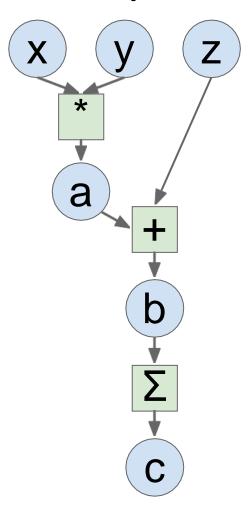


```
import numpy as np
np.random.seed(0)
import tensorflow as tf
N, D = 3000, 4000
with tf.device('/gpu:0'):
       tf.placeholder(tf.float32)
    y = tf.placeholder(tf.float32)
    z = tf.placeholder(tf.float32)
    a = x * y
    c = tf.reduce sum(b)
grad_x, grad_y, grad_z = tf.gradients(c, [x, y, z])
with tf.Session() as sess:
   values = {
        x: np.random.randn(N, D)
        y: np.random.randn(N, D),
        z: np.random.randn(N, D),
    out = sess.run([c, grad_x, grad_y, grad_z],
                   feed dict=values)
    c val, grad x val, grad y val, grad z val = out
```



#### **PyTorch**

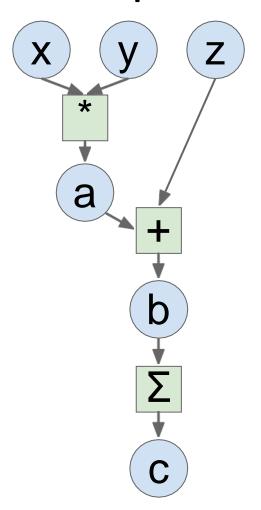
```
import torch
from torch.autograd import Variable
N, D = 3, 4
x = Variable(torch.randn(N, D),
             requires_grad=True)/
y = Variable(torch.randn(N, D),
             requires grad=True)
z = Variable(torch.randn(N, D),
             requires grad=True)
c.backward() <
print(x.grad.data)
print(y.grad.data)
print(z.grad.data)
```



Define **Variables** to start building a computational graph

#### **PyTorch**

```
import torch
from torch.autograd import Variable
N, D = 3, 4
x = Variable(torch.randn(N, D),
             requires grad=True)
y = Variable(torch.randn(N, D),
             requires grad=True)
z = Variable(torch.randn(N, D),
             requires grad=True)
a = x * y
c = torch.sum(b)
c.backward()
print(x.grad.data)
print(y.grad.data)
print(z.grad.data)
```

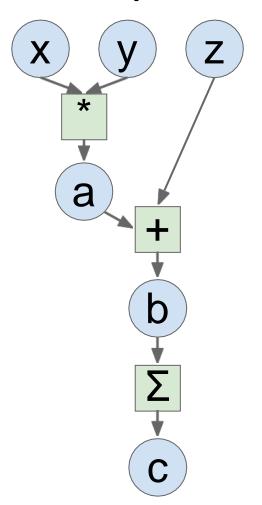


Forward pass looks just like numpy

#### PyTorch

```
import torch
from torch.autograd import Variable
N, D = 3, 4
x = Variable(torch.randn(N, D),
             requires grad=True)
y = Variable(torch.randn(N, D),
             requires_grad=True)
z = Variable(torch.randn(N, D),
             requires grad=True)
c = torch.sum(b)
c.backward()
print(x.grad.data)
```

print(y.grad.data)
print(z.grad.data)

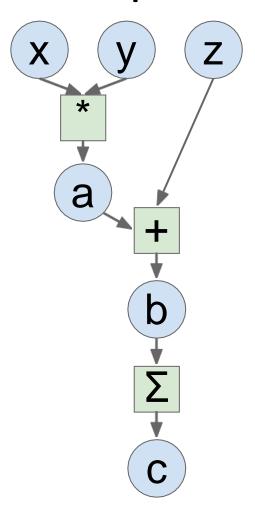


Calling c.backward() computes all gradients

#### **PyTorch**

```
import torch
from torch.autograd import Variable
N, D = 3, 4
x = Variable(torch.randn(N, D),
             requires grad=True)
y = Variable(torch.randn(N, D),
             requires_grad=True)
z = Variable(torch.randn(N, D),
             requires grad=True)
a = x * y
b = a + z
c = torch.sum(b)
c.backward()
print(x.grad.data)
print(y.grad.data)
```

print(z.grad.data)



Run on GPU by casting to .cuda()

#### PyTorch

```
import torch
from torch.autograd import Variable
N, D = 3, 4
x = Variable(torch.randn(N, D).cuda(),
            requires grad=True)
y = Variable(torch.randn(N, D).cuda(),
            requires grad=True)
z = Variable(torch.randn(N, D).cuda(),
            requires grad=True)
a = x * y
c = torch.sum(b)
c.backward()
print(x.grad.data)
print(y.grad.data)
print(z.grad.data)
```

#### Numpy

```
import numpy as np
np.random.seed(0)
N, D = 3, 4
x = np.random.randn(N, D)
y = np.random.randn(N, D)
z = np.random.randn(N, D)
a = x * y
b = a + z
c = np.sum(b)
grad c = 1.0
grad b = grad c * np.ones((N, D))
grad a = grad b.copy()
grad z = grad b.copy()
grad x = grad a * y
grad y = grad a * x
```

#### **TensorFlow**

```
import numpy as np
np.random.seed(0)
import tensorflow as tf
N, D = 3, 4
with tf.device('/qpu:0'):
    x = tf.placeholder(tf.float32)
   y = tf.placeholder(tf.float32)
    z = tf.placeholder(tf.float32)
    a = x * y
    b = a + z
    c = tf.reduce sum(b)
grad_x, grad_y, grad_z = tf.gradients(c, [x, y, z])
with tf.Session() as sess:
    values = {
        x: np.random.randn(N, D),
        y: np.random.randn(N, D),
        z: np.random.randn(N, D),
    out = sess.run([c, grad x, grad y, grad z],
                   feed dict=values)
    c val, grad x val, grad y val, grad z val = out
```

#### **PyTorch**

```
import torch
from torch.autograd import Variable
N, D = 3, 4
x = Variable(torch.randn(N, D).cuda(),
             requires grad=True)
y = Variable(torch.randn(N, D).cuda(),
             requires grad=True)
z = Variable(torch.randn(N, D).cuda(),
             requires grad=True)
a = x * y
b = a + z
c = torch.sum(b)
c.backward()
print(x.grad.data)
print(y.grad.data)
print(z.grad.data)
```

TensorFlow (more detail)

### TensorFlow: Neural Net

Running example: Train a two-layer ReLU network on random data with L2 loss

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_wl, grad_w2],
                   feed dict=values)
    loss val, grad wl val, grad w2 val = out
```

### TensorFlow: Neural Net

```
import numpy as np
import tensorflow as tf
```

(Assume imports at the top of each snipppet)

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_wl, grad_w2],
                   feed dict=values)
    loss val, grad wl val, grad w2 val = out
```

## TensorFlow: Neural Net

First **define** computational graph

Then **run** the graph many times

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce_sum(diff ** 2, axis=1))
grad wl, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
```

Create **placeholders** for input x, weights w1 and w2, and targets y

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_wl, grad_w2],
                   feed dict=values)
    loss val, grad wl val, grad w2 val = out
```

Forward pass: compute prediction for y and loss (L2 distance between y and y\_pred)

No computation happens here - just building the graph!

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce_mean(tf.reduce_sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_wl, grad_w2],
                   feed dict=values)
    loss val, grad wl val, grad w2 val = out
```

Tell TensorFlow to compute loss of gradient with respect to w1 and w2.

Again no computation here - just building the graph

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad_w1, grad_w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_wl, grad_w2],
                   feed dict=values)
    loss_val, grad_wl_val, grad_w2_val = out
```

Now done building our graph, so we enter a **session** so we can actually run the graph

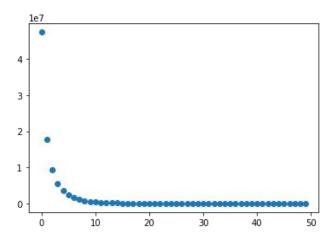
```
N, D, H = 64, 1000, 100
 x = tf.placeholder(tf.float32, shape=(N, D))
 y = tf.placeholder(tf.float32, shape=(N, D))
 w1 = tf.placeholder(tf.float32, shape=(D, H))
 w2 = tf.placeholder(tf.float32, shape=(H, D))
 h = tf.maximum(tf.matmul(x, w1), 0)
 y pred = tf.matmul(h, w2)
 diff = y pred - y
 loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
 grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
     values = {x: np.random.randn(N, D),
               wl: np.random.randn(D, H),
               w2: np.random.randn(H, D),
               y: np.random.randn(N, D),}
     out = sess.run([loss, grad_wl, grad_w2],
                    feed dict=values)
     loss val, grad wl val, grad w2 val = out
```

Create numpy arrays that will fill in the placeholders above

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_w1, grad_w2],
                   feed dict=values)
    loss val, grad wl val, grad w2 val = out
```

Run the graph: feed in the numpy arrays for x, y, w1, and w2; get numpy arrays for loss, grad\_w1, and grad\_w2

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    out = sess.run([loss, grad_wl, grad_w2],
                   feed dict=values)
    loss_val, grad_wl_val, grad_w2_val = out
```



Train the network: Run the graph over and over, use gradient to update weights

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, wl), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    learning rate = 1e-5
    for t in range(50):
        out = sess.run([loss, grad_wl, grad_w2],
                       feed dict=values)
        loss val, grad wl val, grad w2 val = out
        values[wl] -= learning rate * grad wl val
        values[w2] -= learning rate * grad w2 val
```

Problem: copying weights between CPU / GPU each step

Train the network: Run the graph over and over, use gradient to update weights

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(H, D))
h = tf.maximum(tf.matmul(x, wl), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
with tf.Session() as sess:
    values = {x: np.random.randn(N, D),
              wl: np.random.randn(D, H),
              w2: np.random.randn(H, D),
              y: np.random.randn(N, D),}
    learning rate = 1e-5
    for t in range(50):
        out = sess.run([loss, grad_wl, grad_w2],
                       feed dict=values)
        loss val, grad wl val, grad w2 val = out
        values[wl] -= learning rate * grad wl val
        values[w2] -= learning_rate * grad_w2_val
```

Change w1 and w2 from placeholder (fed on each call) to Variable (persists in the graph between calls)

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random normal((D, H)))
w2 = tf.Variable(tf.random normal((H, D)))
h = tf.maximum(tf.matmul(x, wl), 0)
y_pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad_wl, grad_w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new wl = wl.assign(wl - learning rate * grad wl)
new w2 = w2.assign(w2 - learning rate * grad w2)
with tf.Session() as sess:
    sess.run(tf.global_variables_initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    for t in range(50):
        loss val, = sess.run([loss], feed dict=values)
```

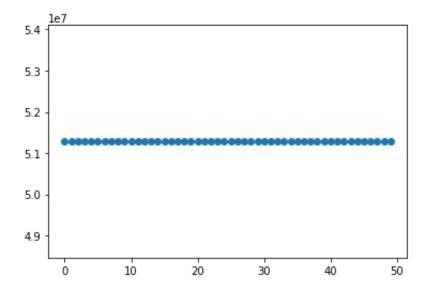
Add **assign** operations to update w1 and w2 as part of the graph!

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random_normal((D, H)))
w2 = tf.Variable(tf.random_normal((H, D)))
h = tf.maximum(tf.matmul(x, wl), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad_wl, grad_w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new_wl = wl.assign(wl - learning_rate * grad_wl)
new w2 = w2.assign(w2 - learning rate * grad w2)
with tf.Session() as sess:
    sess.run(tf.global_variables_initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    for t in range(50):
        loss_val, = sess.run([loss], feed_dict=values)
```

```
Run graph once to initialize w1 and w2
```

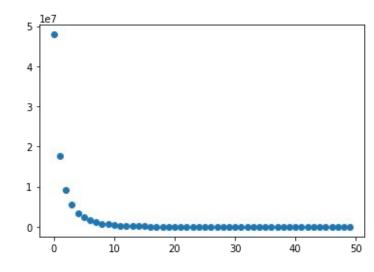
Run many times to train

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random_normal((D, H)))
w2 = tf.Variable(tf.random_normal((H, D)))
h = tf.maximum(tf.matmul(x, wl), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad_wl, grad_w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new wl = wl.assign(wl - learning rate * grad wl)
new w2 = w2.assign(w2 - learning rate * grad w2)
with tf.Session() as sess:
    sess.run(tf.global variables initializer()
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    for t in range(50):
        loss val, = sess.run([loss], feed dict=values)
```



Problem: loss not going down! Assign calls not actually being executed!

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random_normal((D, H)))
w2 = tf.Variable(tf.random_normal((H, D)))
h = tf.maximum(tf.matmul(x, wl), 0)
y_pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad_wl, grad_w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new_wl = wl.assign(wl - learning_rate * grad_wl)
new w2 = w2.assign(w2 - learning rate * grad w2)
with tf.Session() as sess:
    sess.run(tf.global_variables_initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    for t in range(50):
        loss val, = sess.run([loss], feed dict=values)
```



Add dummy graph node that depends on updates

Tell graph to compute dummy node

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random_normal((D, H)))
w2 = tf.Variable(tf.random normal((H, D)))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad_w1, grad_w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new_wl = wl.assign(wl - learning_rate * grad_wl)
new w2 = w2.assign(w2 - learning rate * grad w2)
updates = tf.group(new w1, new w2)
with tf.Session() as sess:
    sess.run(tf.global variables initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    losses = []
    for t in range(50):
        loss_val, _ = sess.run([loss, updates],
                               feed dict=values)
```

# TensorFlow: Optimizer

Can use an **optimizer** to compute gradients and — update weights

Remember to execute the output of the optimizer!

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random normal((D, H)))
w2 = tf.Variable(tf.random normal((H, D)))
h = tf.maximum(tf.matmul(x, wl), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce_mean(tf.reduce_sum(diff * diff, axis=1))
optimizer = tf.train.GradientDescentOptimizer(le-5)
updates = optimizer.minimize(loss)
with tf.Session() as sess:
    sess.run(tf.global_variables_initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    losses = []
    for t in range(50):
        loss_val, _ = sess.run([loss, updates],
                               feed dict=values)
```

# TensorFlow: Loss

Use predefined common lossees

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random normal((D, H)))
w2 = tf.Variable(tf.random normal((H, D)))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
loss = tf.losses.mean squared error(y pred, y)
optimizer = tf.train.GradientDescentOptimizer(1e-3)
updates = optimizer.minimize(loss)
with tf.Session() as sess:
    sess.run(tf.global_variables_initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    for t in range(50):
        loss_val, _ = sess.run([loss, updates],
                               feed dict=values)
```

PyTorch (more detail)

# PyTorch: Three Levels of Abstraction

#### **TensorFlow equivalent**

- **Tensor**: Imperative ndarray, but runs on GPU
- Variable: Node in a computational graph; stores data and gradient
- Module: A neural network layer; may store state or learnable weights

Numpy array

Tensor, Variable, Placeholder

tf.layers, or TFSlim, or TFLearn, or Sonnet, or ....

PyTorch Tensors are just like numpy arrays, but they can run on GPU.

No built-in notion of computational graph, or gradients, or deep learning.

Here we fit a two-layer net using PyTorch Tensors:

```
import torch
dtype = torch.FloatTensor
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D in).type(dtype)
y = torch.randn(N, D out).type(dtype)
w1 = torch.randn(D_in, H).type(dtype)
w2 = torch.randn(H, D out).type(dtype)
learning rate = 1e-6
for t in range(500):
    h = x.mm(w1)
    h relu = h.clamp(min=0)
    y pred = h relu.mm(w2)
    loss = (y pred - y).pow(2).sum()
    grad y pred = 2.0 * (y pred - y)
    grad w2 = h relu.t().mm(grad y pred)
    grad h relu = grad y pred.mm(w2.t())
    grad h = grad h relu.clone()
    grad h[h < 0] = 0
    grad w1 = x.t().mm(grad h)
    w1 -= learning rate * grad w1
    w2 -= learning rate * grad w2
```

Create random tensors for data and weights

```
import torch
dtype = torch.FloatTensor
```

```
N, D_in, H, D_out = 64, 1000, 100, 10
x = torch.randn(N, D_in).type(dtype)
y = torch.randn(N, D_out).type(dtype)
w1 = torch.randn(D_in, H).type(dtype)
w2 = torch.randn(H, D_out).type(dtype)
```

```
learning rate = 1e-6
for t in range(500):
    h = x.mm(w1)
    h relu = h.clamp(min=0)
    y pred = h relu.mm(w2)
    loss = (y pred - y).pow(2).sum()
    grad y pred = 2.0 * (y pred - y)
    grad w2 = h relu.t().mm(grad y pred)
    grad h relu = grad y pred.mm(w2.t())
    grad h = grad h relu.clone()
    grad h[h < 0] = 0
    grad w1 = x.t().mm(grad h)
    w1 -= learning rate * grad w1
    w2 -= learning rate * grad w2
```

Forward pass: compute predictions and loss

```
import torch
dtype = torch.FloatTensor
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D_in).type(dtype)
y = torch.randn(N, D out).type(dtype)
w1 = torch.randn(D_in, H).type(dtype)
w2 = torch.randn(H, D out).type(dtype)
learning rate = 1e-6
for t in range(500):
    h = x.mm(w1)
    h relu = h.clamp(min=0)
    y pred = h relu.mm(w2)
    loss = (y pred - y).pow(2).sum()
    grad y pred = 2.0 * (y pred - y)
    grad w2 = h relu.t().mm(grad y pred)
    grad h relu = grad y pred.mm(w2.t())
    grad h = grad h relu.clone()
    grad h[h < 0] = 0
    grad w1 = x.t().mm(grad h)
    w1 -= learning rate * grad w1
    w2 -= learning rate * grad w2
```

Backward pass: manually compute gradients

```
import torch
dtype = torch.FloatTensor
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D in).type(dtype)
y = torch.randn(N, D out).type(dtype)
w1 = torch.randn(D_in, H).type(dtype)
w2 = torch.randn(H, D out).type(dtype)
learning rate = 1e-6
for t in range(500):
    h = x.mm(w1)
    h relu = h.clamp(min=0)
    y pred = h relu.mm(w2)
    loss = (y pred - y).pow(2).sum()
    grad y pred = 2.0 * (y pred - y)
    grad w2 = h relu.t().mm(grad y pred
    grad h relu = grad y pred.mm(w2.t()
    grad h = grad h relu.clone()
    grad h[h < 0] = 0
    grad wl = x.t().mm(grad h)
    w1 -= learning rate * grad w1
    w2 -= learning rate * grad w2
```

Gradient descent step on weights

```
import torch
dtype = torch.FloatTensor
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D in).type(dtype)
y = torch.randn(N, D out).type(dtype)
w1 = torch.randn(D_in, H).type(dtype)
w2 = torch.randn(H, D out).type(dtype)
learning rate = 1e-6
for t in range(500):
    h = x.mm(w1)
    h relu = h.clamp(min=0)
    y pred = h relu.mm(w2)
    loss = (y pred - y).pow(2).sum()
    grad y pred = 2.0 * (y pred - y)
    grad w2 = h relu.t().mm(grad y pred)
    grad h relu = grad y pred.mm(w2.t())
    grad h = grad h relu.clone()
    grad h[h < 0] = 0
    grad w1 = x.t().mm(grad h)
    w1 -= learning rate * grad w1
    w2 -= learning rate * grad w2
```

To run on GPU, just cast tensors to a cuda datatype!

```
import torch
```

```
dtype = torch.cuda.FloatTensor
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D in).type(dtype)
y = torch.randn(N, D out).type(dtype)
w1 = torch.randn(D in, H).type(dtype)
w2 = torch.randn(H, D out).type(dtype)
learning rate = 1e-6
for t in range(500):
    h = x.mm(w1)
    h relu = h.clamp(min=0)
    y pred = h relu.mm(w2)
    loss = (y pred - y).pow(2).sum()
    grad y pred = 2.0 * (y pred - y)
    grad w2 = h relu.t().mm(grad y pred)
    grad h relu = grad y pred.mm(w2.t())
    grad h = grad h relu.clone()
    grad h[h < 0] = 0
    grad wl = x.t().mm(grad h)
    w1 -= learning rate * grad w1
```

w2 -= learning rate \* grad w2

A PyTorch **Variable** is a node in a computational graph

x.data is a Tensor

x.grad is a Variable of gradients (same shape as x.data)

x.grad.data is a Tensor of gradients

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires grad=False)
y = Variable(torch.randn(N, D out), requires grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    y \text{ pred} = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    wl.data -= learning rate * wl.grad.data
    w2.data -= learning rate * w2.grad.data
```

PyTorch Tensors and Variables have the same API!

Variables remember how they were created (for backprop)

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires grad=False)
y = Variable(torch.randn(N, D out), requires grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    y \text{ pred} = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    w1.data -= learning rate * w1.grad.data
    w2.data -= learning rate * w2.grad.data
```

We will not want gradients (of loss) with respect to data

Do want gradients with respect to weights

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D_in), requires_grad=False)
y = Variable(torch.randn(N, D out) requires grad=False)
w1 = Variable(torch.randn(D in, H) requires grad=True)
w2 = Variable(torch.randn(H, D out , requires grad=True)
learning rate = 1e-6
for t in range(500):
    y \text{ pred} = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    w1.data -= learning rate * w1.grad.data
    w2.data -= learning rate * w2.grad.data
```

Forward pass looks exactly \_\_\_\_\_the same as the Tensor version, but everything is a variable now

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires grad=False)
y = Variable(torch.randn(N, D out), requires grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    y_pred = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    wl.data -= learning rate * wl.grad.data
    w2.data -= learning rate * w2.grad.data
```

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires grad=False)
y = Variable(torch.randn(N, D out), requires grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    y \text{ pred} = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    w1.data -= learning rate * w1.grad.data
    w2.data -= learning rate * w2.grad.data
```

Compute gradient of loss with respect to w1 and w2 (zero out grads first)

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires grad=False)
y = Variable(torch.randn(N, D out), requires grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    y \text{ pred} = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    w1.data -= learning rate * w1.grad.data
```

Make gradient step on weights

```
w2.data -= learning rate * w2.grad.data
```

#### PyTorch: New Autograd Functions

Define your own autograd functions by writing forward and backward for Tensors

(similar to modular layers in A2)

```
class ReLU(torch.autograd.Function):
    def forward(self, x):
        self.save for backward(x)
        return x.clamp(min=0)
    def backward(self, grad y):
        x, = self.saved tensors
        grad input = grad y.clone()
        grad input[x < 0] = 0
        return grad input
```

#### PyTorch: New Autograd Functions

```
class ReLU(torch.autograd.Function):
    def forward(self, x):
        self.save_for_backward(x)
        return x.clamp(min=0)

def backward(self, grad_y):
        x, = self.saved_tensors
        grad_input = grad_y.clone()
        grad_input[x < 0] = 0
        return grad_input</pre>
```

Can use our new autograd function in the forward pass

```
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires grad=False)
y = Variable(torch.randn(N, D_out), requires_grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    relu = ReLU()
    y pred = relu(x.mm(w1)).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    wl.data -= learning rate * wl.grad.data
    w2.data -= learning rate * w2.grad.data
```

Higher-level wrapper for working with neural nets

Similar to Keras and friends ... but only one, and it's good =)

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning rate = 1e-4
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    model.zero grad()
    loss.backward()
    for param in model.parameters():
        param.data -= learning rate * param.grad.data
```

Define our model as a sequence of layers

nn also defines common loss functions

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning_rate = 1e-4
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    model.zero grad()
    loss.backward()
    for param in model.parameters():
        param.data -= learning rate * param.grad.data
```

Forward pass: feed data \_\_\_\_\_ to model, and prediction to loss function

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning rate = 1e-4
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    model.zero grad()
    loss.backward()
    for param in model.parameters():
        param.data -= learning rate * param.grad.data
```

Backward pass: compute all gradients

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning rate = 1e-4
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    model.zero grad()
    loss.backward()
    for param in model.parameters():
        param.data -= learning rate * param.grad.data
```

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning rate = 1e-4
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    model.zero grad()
    loss.backward()
```

Make gradient step on each model parameter

```
for param in model.parameters():
    param.data -= learning_rate * param.grad.data
```

### PyTorch: optim

Use an **optimizer** for different update rules

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning rate = 1e-4
optimizer = torch.optim.Adam(model.parameters(),
                             lr=learning rate)
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    optimizer.zero grad()
    loss.backward()
    optimizer.step()
```

#### PyTorch: optim

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = torch.nn.Sequential(
          torch.nn.Linear(D in, H),
          torch.nn.ReLU(),
          torch.nn.Linear(H, D out))
loss fn = torch.nn.MSELoss(size average=False)
learning rate = 1e-4
optimizer = torch.optim.Adam(model.parameters(),
                             lr=learning rate)
for t in range(500):
    y pred = model(x)
    loss = loss fn(y pred, y)
    optimizer.zero grad()
    loss.backward()
    optimizer.step()
```

Update all parameters after computing gradients

A PyTorch **Module** is a neural net layer; it inputs and outputs Variables

Modules can contain weights (as Variables) or other Modules

You can define your own Modules using autograd!

```
import torch
from torch.autograd import Variable
class TwoLayerNet(torch.nn.Module):
    def init (self, D in, H, D out):
        super(TwoLayerNet, self). init ()
        self.linear1 = torch.nn.Linear(D in, H)
        self.linear2 = torch.nn.Linear(H, D out)
    def forward(self, x):
        h relu = self.linear1(x).clamp(min=0)
        y pred = self.linear2(h relu)
        return y pred
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for t in range(500):
    y pred = model(x)
    loss = criterion(y pred, y)
    optimizer.zero grad()
    loss.backward()
    optimizer.step()
```

Define our whole model as a single Module

```
import torch
from torch.autograd import Variable
class TwoLayerNet(torch.nn.Module):
    def init (self, D in, H, D out):
        super(TwoLayerNet, self). init ()
        self.linear1 = torch.nn.Linear(D in, H)
        self.linear2 = torch.nn.Linear(H, D out)
    def forward(self, x):
        h relu = self.linear1(x).clamp(min=0)
        y pred = self.linear2(h relu)
        return y pred
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for t in range(500):
    y pred = model(x)
    loss = criterion(y pred, y)
    optimizer.zero grad()
    loss.backward()
```

optimizer.step()

Initializer sets up two children (Modules can contain modules)

```
import torch
from torch.autograd import Variable
class TwoLayerNet(torch.nn.Module):
   def init (self, D in, H, D out):
        super(TwoLayerNet, self). init ()
        self.linear1 = torch.nn.Linear(D in, H)
        self.linear2 = torch.nn.Linear(H, D out)
    def forward(self, x):
        h relu = self.linear1(x).clamp(min=0)
        y pred = self.linear2(h relu)
        return y pred
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for t in range(500):
    y pred = model(x)
    loss = criterion(y pred, y)
    optimizer.zero grad()
    loss.backward()
    optimizer.step()
```

Define forward pass using child modules and autograd ops on Variables

No need to define backward - autograd will handle it

```
import torch
from torch.autograd import Variable
class TwoLayerNet(torch.nn.Module):
    def init (self, D in, H, D out):
        super(TwoLayerNet, self). init ()
        self.linear1 = torch.nn.Linear(D in, H)
        self.linear2 = torch.nn.Linear(H, D out)
    def forward(self, x):
        h relu = self.linear1(x).clamp(min=0)
        y pred = self.linear2(h relu)
        return y pred
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for t in range(500):
    y pred = model(x)
    loss = criterion(y pred, y)
    optimizer.zero grad()
    loss.backward()
    optimizer.step()
```

Construct and train an instance of our model

```
import torch
from torch.autograd import Variable
class TwoLayerNet(torch.nn.Module):
    def init (self, D in, H, D out):
        super(TwoLayerNet, self). init ()
        self.linear1 = torch.nn.Linear(D in, H)
        self.linear2 = torch.nn.Linear(H, D out)
    def forward(self, x):
        h relu = self.linear1(x).clamp(min=0)
        y pred = self.linear2(h relu)
        return y pred
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in))
y = Variable(torch.randn(N, D out), requires grad=False)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for t in range(500):
    y pred = model(x)
    loss = criterion(y pred, y)
    optimizer.zero grad()
    loss.backward()
    optimizer.step()
```

#### PyTorch: DataLoaders

A **DataLoader** wraps a **Dataset** and provides minibatching, shuffling, multithreading, for you

When you need to load custom data, just write your own Dataset class

```
import torch
from torch.autograd import Variable
from torch.utils.data import TensorDataset, DataLoader
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D in)
y = torch.randn(N, D out)
loader = DataLoader(TensorDataset(x, y), batch size=8)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for epoch in range(10):
    for x batch, y batch in loader:
        x var, y var = Variable(x), Variable(y)
        y pred = model(x var)
        loss = criterion(y pred, y var)
        optimizer.zero grad()
        loss.backward()
        optimizer.step()
```

#### PyTorch: DataLoaders

Iterate over loader to form minibatches

Loader gives Tensors so you need to wrap in Variables

```
import torch
from torch.autograd import Variable
from torch.utils.data import TensorDataset, DataLoader
N, D in, H, D out = 64, 1000, 100, 10
x = torch.randn(N, D in)
y = torch.randn(N, D out)
loader = DataLoader(TensorDataset(x, y), batch size=8)
model = TwoLayerNet(D in, H, D out)
criterion = torch.nn.MSELoss(size average=False)
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)
for epoch in range(10):
    for x batch, y batch in loader:
        x var, y var = Variable(x), Variable(y)
        y pred = model(x var)
        loss = criterion(y pred, y var)
        optimizer.zero grad()
        loss.backward()
        optimizer.step()
```

## PyTorch: Pretrained Models

Super easy to use pretrained models with torchvision <a href="https://github.com/pytorch/vision">https://github.com/pytorch/vision</a>

```
import torch
import torchvision

alexnet = torchvision.models.alexnet(pretrained=True)
vgg16 = torchvision.models.vgg16(pretrained=True)
resnet101 = torchvision.models.resnet101(pretrained=True)
```

Static vs Dynamic Graphs

#### Static vs Dynamic Graphs

**TensorFlow**: Build graph once, then run many times (**static**)

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
wl = tf.Variable(tf.random normal((D, H)))
w2 = tf.Variable(tf.random normal((H, D)))
h = tf.maximum(tf.matmul(x, w1), 0)
y pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce mean(tf.reduce sum(diff ** 2, axis=1))
grad w1, grad w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new w1 = w1.assign(w1 - learning rate * grad w1)
new w2 = w2.assign(w2 - learning rate * grad w2)
updates = tf.group(new wl, new w2)
with tf.Session() as sess:
    sess.run(tf.global variables initializer())
    values = {x: np.random.randn(N, D),
              y: np.random.randn(N, D),}
    losses = []
    for t in range(50):
        loss_val, _ = sess.run([loss, updates],
                               feed dict=values)
```

Build graph

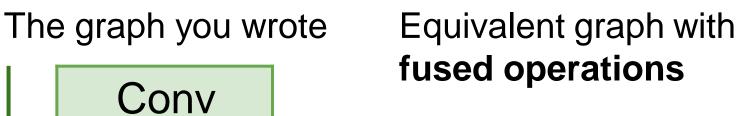
**PyTorch**: Each forward pass defines a new graph (**dynamic**)

```
import torch
from torch.autograd import Variable
N, D in, H, D out = 64, 1000, 100, 10
x = Variable(torch.randn(N, D in), requires_grad=False)
y = Variable(torch.randn(N, D out), requires grad=False)
w1 = Variable(torch.randn(D in, H), requires grad=True)
w2 = Variable(torch.randn(H, D out), requires grad=True)
learning rate = 1e-6
for t in range(500):
    y \text{ pred} = x.mm(w1).clamp(min=0).mm(w2)
    loss = (y pred - y).pow(2).sum()
    if w1.grad: w1.grad.data.zero ()
    if w2.grad: w2.grad.data.zero ()
    loss.backward()
    w1.data -= learning rate * w1.grad.data
    w2.data -= learning rate * w2.grad.data
           New graph each iteration
```

Run each iteration

#### Static vs Dynamic: Optimization

With static graphs, framework can **optimize** the graph for you before it runs!



ReLU

ReLU
Conv
Conv
ReLU
Conv+ReLU
Conv+ReLU
Conv+ReLU
Conv

## Static vs Dynamic: Serialization

#### **Static**

Once graph is built, can **serialize** it and run it without the code that built the graph!

#### **Dynamic**

Graph building and execution are intertwined, so always need to keep code around

#### Static vs <u>Dynamic</u>: Conditional

$$y = \begin{cases} w1 * x & \text{if } z > 0 \\ w2 * x & \text{otherwise} \end{cases}$$

#### Static vs <u>Dynamic</u>: Conditional

$$y = \begin{cases} w1 * x & \text{if } z > 0 \\ w2 * x & \text{otherwise} \end{cases}$$

#### **PyTorch**: Normal Python

```
N, D, H = 3, 4, 5

x = Variable(torch.randn(N, D))
w1 = Variable(torch.randn(D, H))
w2 = Variable(torch.randn(D, H))

z = 10
if z > 0:
    y = x.mm(w1)
else:
    y = x.mm(w2)
```

#### Static vs <u>Dynamic</u>: Conditional

$$y = \begin{cases} w1 * x & \text{if } z > 0 \\ w2 * x & \text{otherwise} \end{cases}$$

#### **PyTorch**: Normal Python

```
N, D, H = 3, 4, 5

x = Variable(torch.randn(N, D))
w1 = Variable(torch.randn(D, H))
w2 = Variable(torch.randn(D, H))

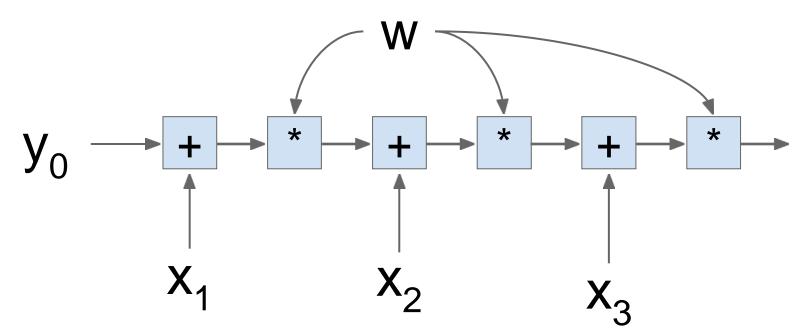
z = 10
if z > 0:
    y = x.mm(w1)
else:
    y = x.mm(w2)
```

## **TensorFlow:** Special TF control flow operator!

```
N, D, H = 3, 4, 5
x = tf.placeholder(tf.float32, shape=(N, D))
z = tf.placeholder(tf.float32, shape=None)
w1 = tf.placeholder(tf.float32, shape=(D, H))
w2 = tf.placeholder(tf.float32, shape=(D, H))
def f1(): return tf.matmul(x, w1)
def f2(): return tf.matmul(x, w2)
y = tf.cond(tf.less(z, 0), f1, f2)
with tf.Session() as sess:
    values = {
        x: np.random.randn(N, D),
        z: 10,
        wl: np.random.randn(D, H),
        w2: np.random.randn(D, H),
    y val = sess.run(y, feed dict=values)
```

#### Static vs <u>Dynamic</u>: Loops

$$y_t = (y_{t-1} + x_t) * w$$



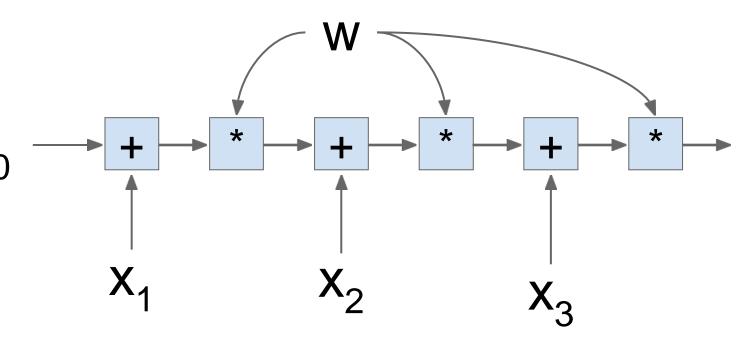
#### Static vs <u>Dynamic</u>: Loops

$$y_t = (y_{t-1} + x_t) * w$$

#### **PyTorch**: Normal Python

```
T, D = 3, 4
y0 = Variable(torch.randn(D))
x = Variable(torch.randn(T, D))
w = Variable(torch.randn(D))

y = [y0]
for t in range(T):
    prev_y = y[-1]
    next_y = (prev_y + x[t]) * w
    y.append(next_y)
```



#### Static vs <u>Dynamic</u>: Loops

$$y_t = (y_{t-1} + x_t) * w$$

#### **PyTorch**: Normal Python

```
T, D = 3, 4
y0 = Variable(torch.randn(D))
x = Variable(torch.randn(T, D))
w = Variable(torch.randn(D))

y = [y0]
for t in range(T):
    prev_y = y[-1]
    next_y = (prev_y + x[t]) * w
    y.append(next_y)
```

#### **TensorFlow**: Special TF control flow

```
T, N, D = 3, 4, 5
 x = tf.placeholder(tf.float32, shape=(T, D))
 y0 = tf.placeholder(tf.float32, shape=(D,))
 w = tf.placeholder(tf.float32, shape=(D,))
 def f(prev y, cur x):
     return (prev_y + cur_x) * w
y = tf.foldl(f, x, y0)
 with tf.Session() as sess:
     values = {
         x: np.random.randn(T, D),
         y0: np.random.randn(D),
         w: np.random.randn(D),
     y val = sess.run(y, feed dict=values)
```

## Dynamic Graphs in TensorFlow

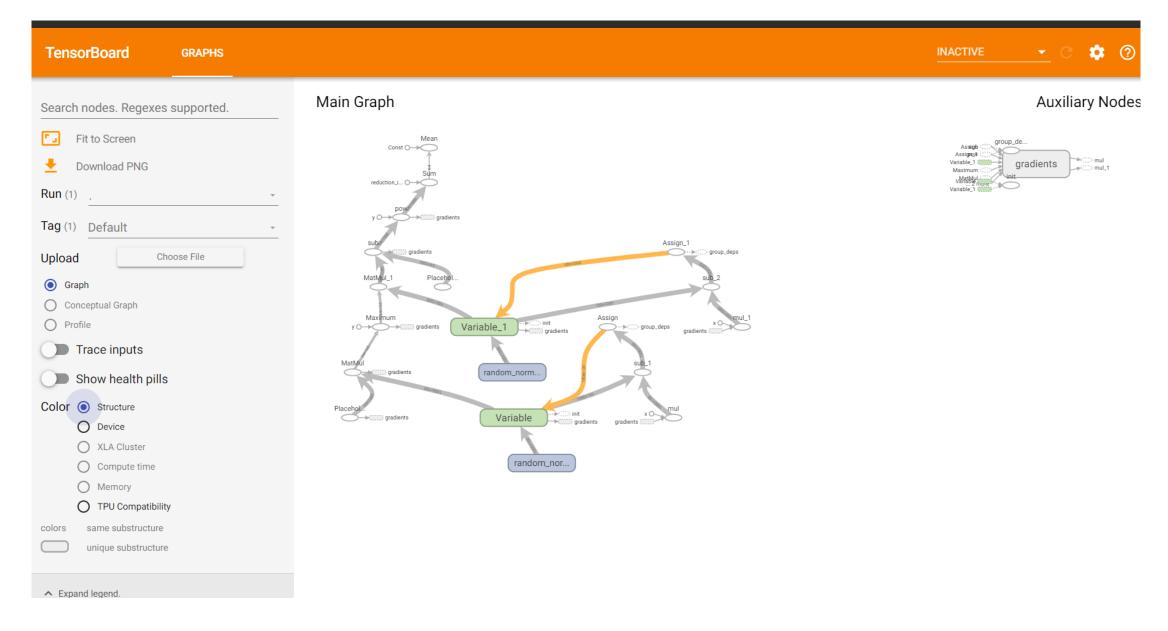
TensorFlow Fold make dynamic graphs easier in TensorFlow through dynamic batching

#### Tensorboard

# Visualizing tensorflow graphs

```
N, D, H = 64, 1000, 100
x = tf.placeholder(tf.float32, shape=(N, D))
y = tf.placeholder(tf.float32, shape=(N, D))
w1 = tf.Variable(tf.random_normal((D, H)))
w2 = tf.Variable(tf.random normal((H, D)))
h = tf.maximum(tf.matmul(x, w1), 0)
y_pred = tf.matmul(h, w2)
diff = y pred - y
loss = tf.reduce_mean(tf.reduce_sum(diff ** 2, axis=1))
grad_w1, grad_w2 = tf.gradients(loss, [w1, w2])
learning rate = 1e-5
new_w1 = w1.assign((w1 - learning_rate * grad_w1))
new_w2 = w2.assign((w2 - learning_rate * grad_w2))
updates = tf.group(new w1, new w2)
with tf.Session() as session:
    session.run(tf.global_variables_initializer())
    values = {x: np.random.randn(N, D), y: np.random.randn(N, D)}
    for t in range(50):
        loss_val, _ = session.run([loss, updates], feed_dict=values)
    merged = tf.summary.merge all()
    writer = tf.summary.FileWriter("./tensorflowlogs", session.graph)
    print(loss_val)
```

#### Visualizing tensorflow graphs



# Visualizing tensorflow graphs

#### Main Graph

