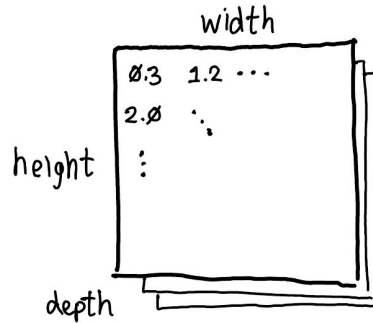


Dans les coulisse de PyTorch

midi de la bidouille

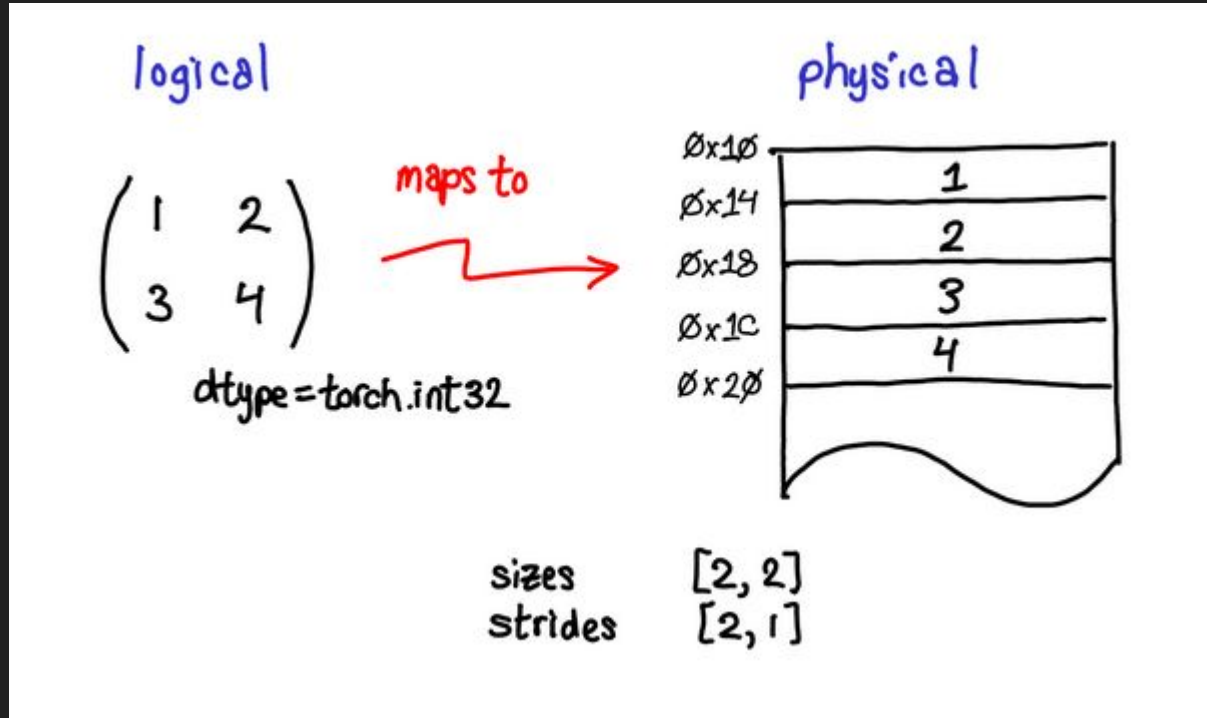
Tensor

Tensor

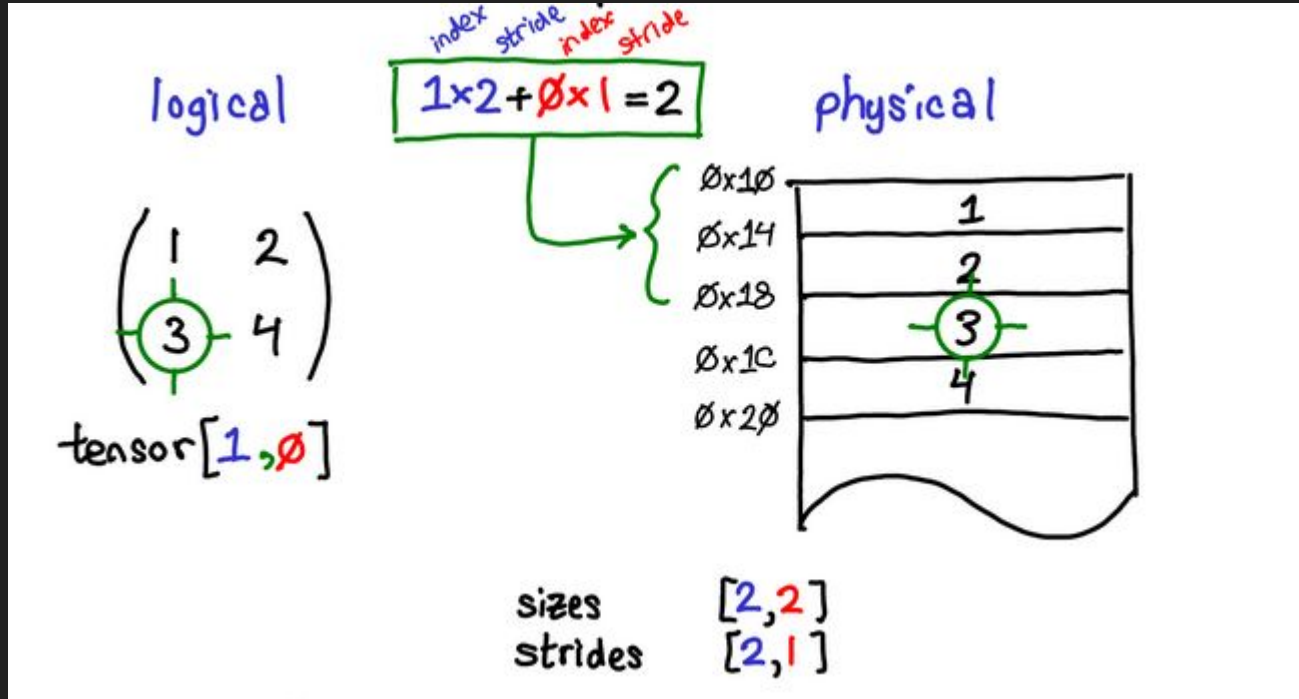


sizes	(D, H, W)	<i>contiguous</i>
strides	$(H*W, W, 1)$	←
dtype	float	
device	cuda:0	
layout	strided	

Tensor : Strided representation

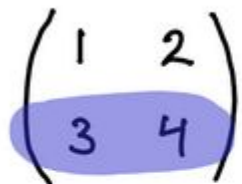


Strided representation



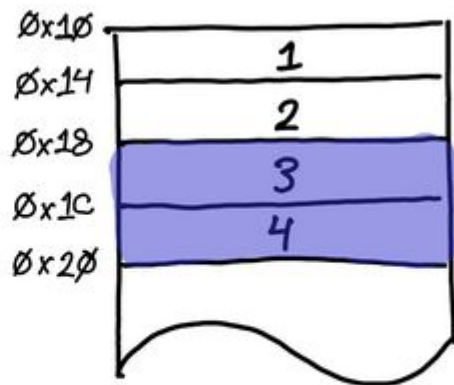
Stride representation

logical



tensor[1, :]

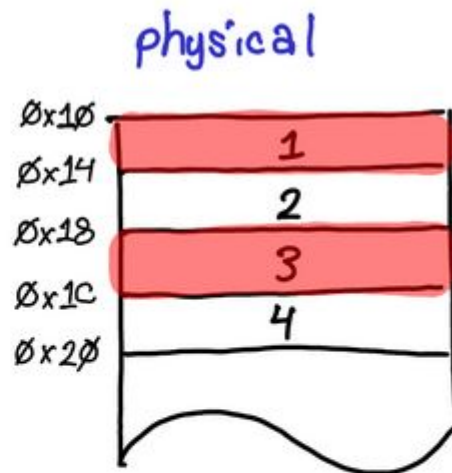
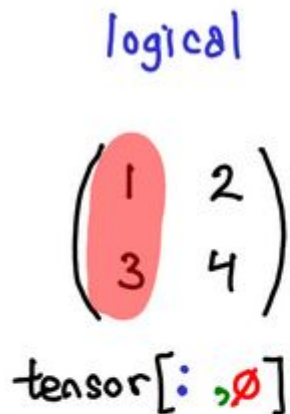
physical



sizes
strides
offset

[2]
[1]
2

Stride representation



sizes [2]
strides [2]

stride $\neq 1$ means we skip elements ↗

Tensor views

1. Supporting `View` avoids explicit data copy, thus allows us to do fast and memory efficient reshaping, slicing and element-wise operations.
2. https://pytorch.org/docs/stable/tensor_view.html

Autograd

Neural network training process

1. Define the architecture
2. Forward propagate on the architecture using input data
3. Calculate the loss
4. Backpropagate to calculate the gradient for each weight
5. Update the weights using a learning rate

```
import torch
import torch_ort

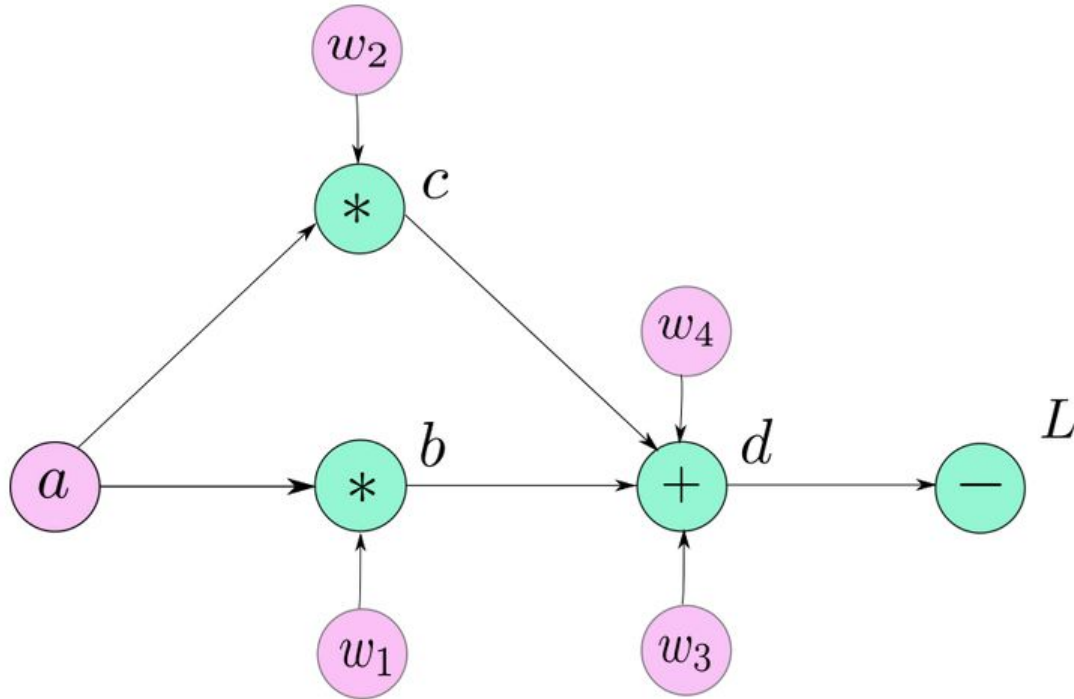
# Model definition
class NeuralNet(torch.nn.Module):
    def __init__(self, input_size, hidden_size, num_classes):
        ...

    def forward(self, x):
        ...

model = NeuralNet(input_size=784, hidden_size=500, num_classes=10)
model = torch_ort.ORTModule(model)
criterion = torch.nn.CrossEntropyLoss()
optimizer = torch.optim.SGD(model.parameters(), lr=1e-4)

# Training Loop
for data, target in data_loader:
    # reset gradient buffer
    optimizer.zero_grad()
    # forward
    y_pred = model(data)
    loss = criterion(output, target)
    # backward
    loss.backward()
    # weight update
    optimizer.step()
```

Computation graph



Computation Graph for our very simple Neural Network

$$b = w_1 * a$$

$$c = w_2 * a$$

$$d = w_3 * b + w_4 * c$$

$$L = 10 - d$$

$$\frac{\partial L}{\partial w_4} = \frac{\partial L}{\partial d} * \frac{\partial d}{\partial w_4}$$

$$\frac{\partial L}{\partial w_3} = \frac{\partial L}{\partial d} * \frac{\partial d}{\partial w_3}$$

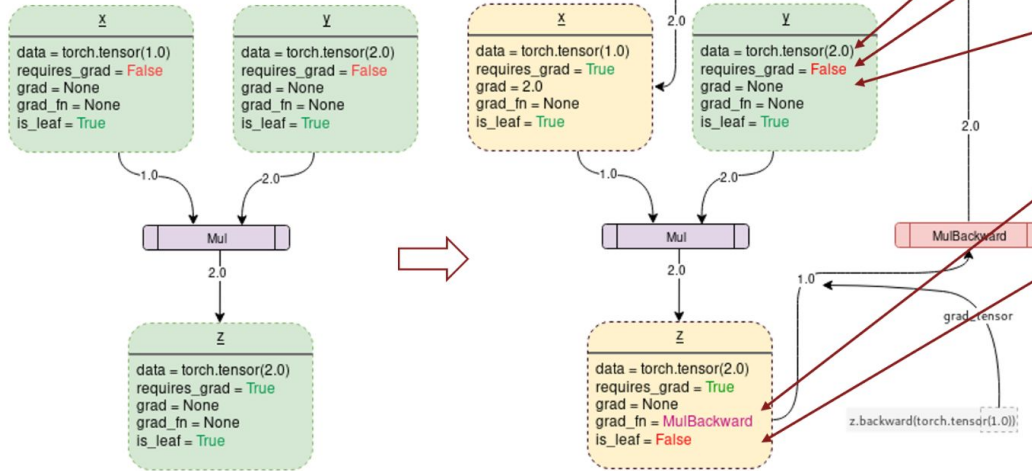
$$\frac{\partial L}{\partial w_2} = \frac{\partial L}{\partial d} * \frac{\partial d}{\partial c} * \frac{\partial c}{\partial w_2}$$

$$\frac{\partial L}{\partial w_1} = \frac{\partial L}{\partial d} * \frac{\partial d}{\partial b} * \frac{\partial b}{\partial w_1}$$

PyTorch basics

- Tensor attributes
 - data
 - requires_grad = True
 - grad_fn
 - grad
 - is_leaf
- Autograd package : an engine to calculate derivatives (Jacobian-vector product to be more precise)

Dynamic computation graph



Data: It's the data a variable is holding.

requires_grad: This member, if true starts tracking all the operation history and forms a backward graph for gradient calculation.

grad: grad holds the value of gradient. If `requires_grad` is False it will hold a None value. Even if `requires_grad` is True, it will hold a None value unless `.backward()` function is called from some other node.

grad_fn: This is the backward function used to calculate the gradient.

is_leaf: A node is leaf if :

1. It was initialized explicitly by some function like `x = torch.tensor(1.0)` OR `x = torch.randn(1, 1)` (basically all the tensor initializing methods discussed at the beginning of this post).
2. It is created after operations on tensors which all have `requires_grad = False`.
3. It is created by calling `.detach()` method on some tensor.

the gradient of $\mathbf{f}(\mathbf{X})$ with respect to \mathbf{X}

Gradients

the gradient of the scalar loss l with respect the vector \mathbf{Y}

$$\mathbf{v} = \left(\frac{\partial l}{\partial y_1} \quad \dots \quad \frac{\partial l}{\partial y_m} \right)^T$$

$$\mathbf{J} = \left[\frac{\partial \mathbf{f}}{\partial x_1} \quad \dots \quad \frac{\partial \mathbf{f}}{\partial x_n} \right] = \begin{bmatrix} \frac{\partial f_1}{\partial x_1} & \dots & \frac{\partial f_1}{\partial x_n} \\ \vdots & \ddots & \vdots \\ \frac{\partial f_m}{\partial x_1} & \dots & \frac{\partial f_m}{\partial x_n} \end{bmatrix}$$

Jacobian matrix (Source: Wikipedia)

$$\mathbf{J} \cdot \mathbf{v} = \begin{pmatrix} \frac{\partial y_1}{\partial x_1} & \dots & \frac{\partial y_m}{\partial x_1} \\ \vdots & \ddots & \vdots \\ \frac{\partial y_1}{\partial x_n} & \dots & \frac{\partial y_m}{\partial x_n} \end{pmatrix} \begin{pmatrix} \frac{\partial l}{\partial y_1} \\ \vdots \\ \frac{\partial l}{\partial y_m} \end{pmatrix} = \begin{pmatrix} \frac{\partial l}{\partial x_1} \\ \vdots \\ \frac{\partial l}{\partial x_n} \end{pmatrix}$$

Gradients

But, when the output tensor is non-scalar we need to pass the external gradient vector as \vec{v} and the resulting gradient is calculated Jacobian Vector Product i.e $J@v.T$

Here, for $F = a*b$ at $a = [10.0, 10.0]$ $b = [20.0, 20.0]$ and $v = [1., 1.]$ we get $\partial F/\partial a$ as:

```
a = torch.tensor([10.,10.],requires_grad=True)
b = torch.tensor([20.,20.],requires_grad=True)

F = a * b

#calculate the gradients
F.backward(gradient=torch.tensor([1.,1.])) #modified

print(a.grad)
print(b.grad)

tensor([20., 20.])
tensor([10., 10.]
```

$$\begin{bmatrix} \frac{\partial f1}{\partial a1} & \frac{\partial f1}{\partial a2} \\ \frac{\partial f2}{\partial a1} & \frac{\partial f2}{\partial a2} \end{bmatrix} @ \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\Rightarrow \begin{bmatrix} b1 & 0 \\ 0 & b2 \end{bmatrix} @ \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$\Rightarrow [b1 \quad b2]$$

$$\Rightarrow [10 \quad 10]$$

References

- <http://blog.ezyang.com/2019/05/pytorch-internals/>
- https://pytorch.org/tutorials/beginner/blitz/autograd_tutorial.html?highlight=parameter
- <https://blog.paperspace.com/pytorch-101-understanding-graphs-and-automatic-differentiation/>
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- <https://pytorch.org/docs/stable/notes/extending.html>
- <https://jovian.ml/attyuttam/01-tensor-operations>
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