

Lecture 4: Neural Networks and Backpropagation



Administrative: Assignment 1

Assignment 1 due **Thursday 4/16** at 11:59pm



Administrative: Project Proposal

Due **Thursday 4/23** 11:59 pm

TA expertise is posted on the webpage.

(http://cs231n.stanford.edu/office_hours.html)

We will release the project proposal details on **4/16**.

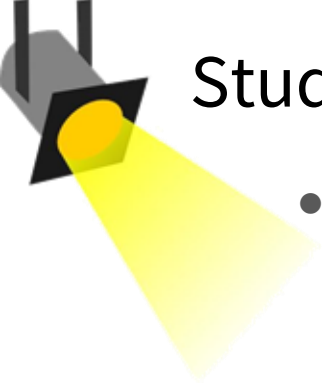


Administrative: Discussion Section

Discussion section tomorrow

(led by Favour Nerrise):

Backpropagation



Student Spotlights

- Thank you for your engagement and improving the course experience!
 - Hrithik Ketineni ([Ed Post](#))
 - Dhruva Bhagi ([Ed Post](#))
 - Jan Kopanski
 - Adem Rimpapa
 - Eyas Taifour
 - Christopher Don Ciobanu
 - Luis Oyson
 - Yuliia Murakami

Recap

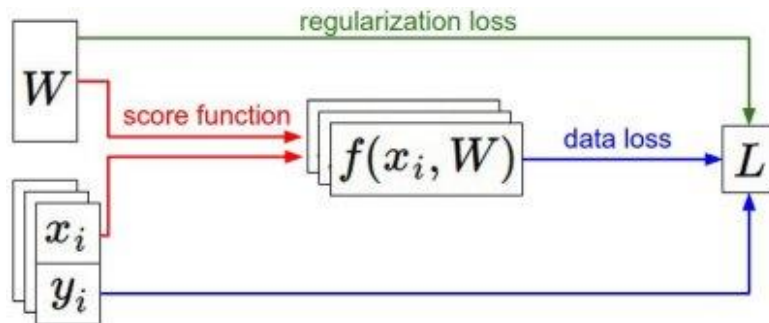
Recap

- We have some dataset of (x,y)
- We have a score function: e.g.
- We have a loss function:

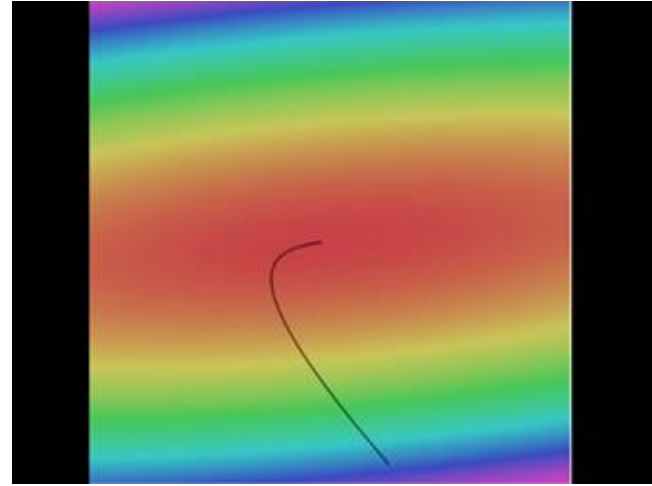
$$L_i = -\log\left(\frac{e^{s y_i}}{\sum_j e^{s_j}}\right) \text{ Softmax}$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + R(W) \text{ Full loss}$$

$$s = f(x; W) = Wx$$



Finding the best W: Optimize with Gradient Descent



```
# Vanilla Gradient Descent

while True:
    weights_grad = evaluate_gradient(loss_fun, data, weights)
    weights += - step_size * weights_grad # perform parameter update
```

[Landscape image](#) is [CC0 1.0](#) public domain
[Walking man image](#) is [CC0 1.0](#) public domain

Gradient descent

$$\frac{df(x)}{dx} = \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

Numerical gradient: slow ☹️, approximate ☹️, easy to write 😊

Analytic gradient: fast 😊, exact 😊, error-prone ☹️

In practice: Derive analytic gradient, check your implementation with numerical gradient

Stochastic Gradient Descent (SGD)

$$L(W) = \frac{1}{N} \sum_{i=1}^N L_i(x_i, y_i, W) + \lambda R(W)$$

$$\nabla_W L(W) = \frac{1}{N} \sum_{i=1}^N \nabla_W L_i(x_i, y_i, W) + \lambda \nabla_W R(W)$$

Full sum is expensive
when N is large!

Approximate sum using
a minibatch of examples
32 / 64 / 128 / 256

```
# Vanilla Minibatch Gradient Descent
```

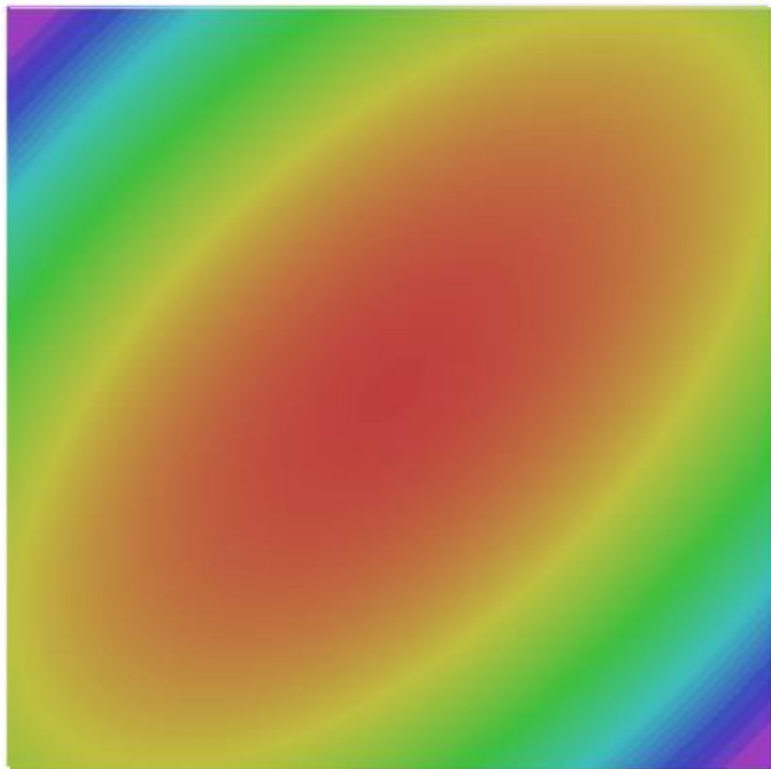
```
while True:
```

```
    data_batch = sample_training_data(data, 256) # sample 256 examples
```

```
    weights_grad = evaluate_gradient(loss_fun, data_batch, weights)
```

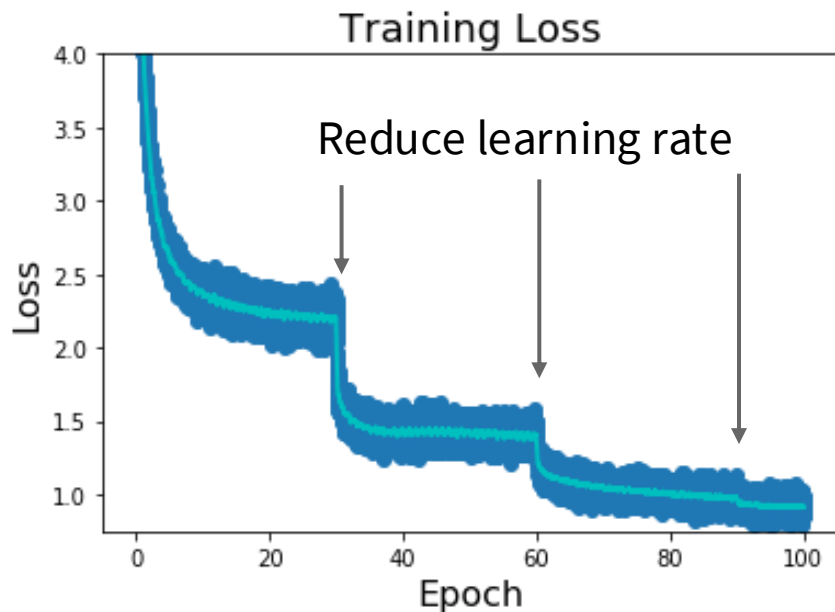
```
    weights += - step_size * weights_grad # perform parameter update
```

Last time: fancy optimizers



- SGD
- SGD+Momentum
- RMSProp
- Adam

Last time: learning rate scheduling



Step: Reduce learning rate at a few fixed points.
E.g. for ResNets, multiply LR by 0.1 after epochs 30, 60, and 90.

Cosine: $\alpha_t = \frac{1}{2}\alpha_0 (1 + \cos(t\pi/T))$

Linear: $\alpha_t = \alpha_0(1 - t/T)$

Inverse sqrt: $\alpha_t = \alpha_0/\sqrt{t}$

α_0 : Initial learning rate

α_t : Learning rate at epoch t

T : Total number of epochs

Neural Networks

Neural networks: the original linear classifier

(Before) Linear score function: $f = Wx$

$$x \in \mathbb{R}^D, W \in \mathbb{R}^{C \times D}$$

Neural networks: 2 layers

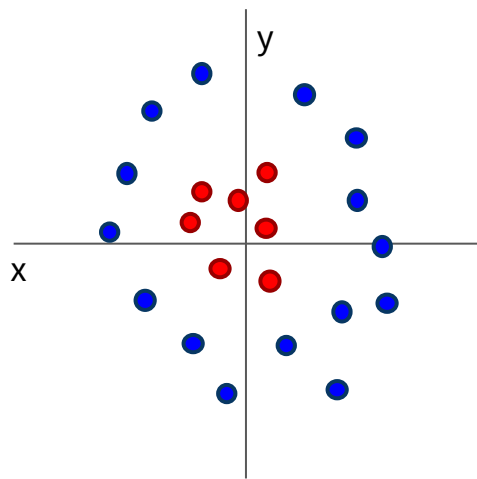
(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$$

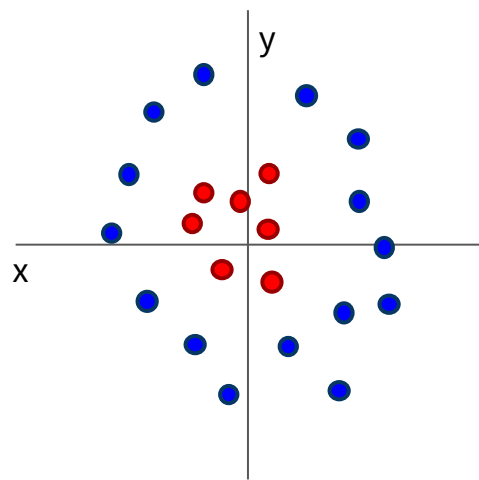
(In practice we will usually add a learnable bias at each layer as well)

Why do we want non-linearity?



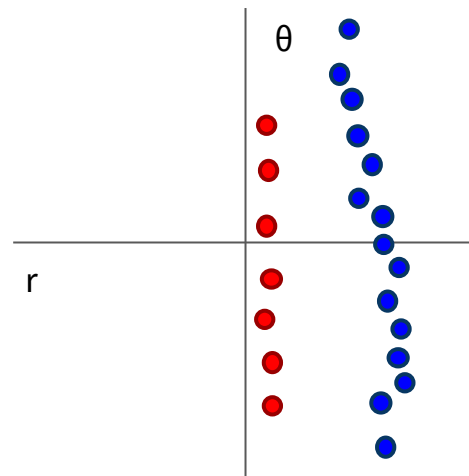
Cannot separate red and blue points with linear classifier

Why do we want non-linearity?



Cannot separate red and blue points with linear classifier

$$f(x, y) = (r(x, y), \theta(x, y))$$



After applying feature transform, points can be separated by linear classifier

Neural networks: also called fully connected network

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$$

“Neural Network” is a very broad term; these are more accurately called “fully-connected networks” or sometimes “multi-layer perceptrons” (MLP)

(In practice we will usually add a learnable bias at each layer as well)

Neural networks: 3 layers

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network
or 3-layer Neural Network $f = W_2 \max(0, W_1 x)$

$$f = W_3 \max(0, W_2 \max(0, W_1 x))$$

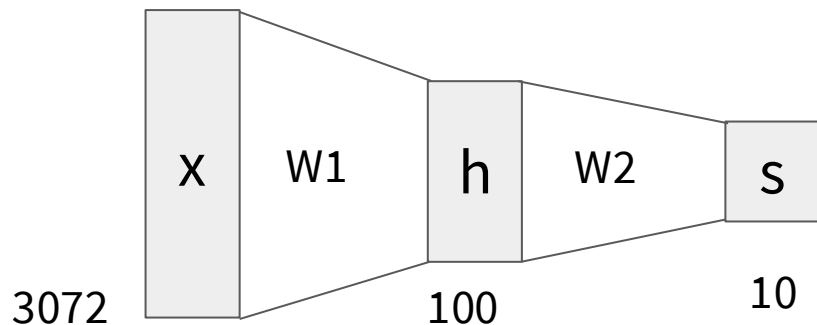
$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H_1 \times D}, W_2 \in \mathbb{R}^{H_2 \times H_1}, W_3 \in \mathbb{R}^{C \times H_2}$$

(In practice we will usually add a learnable bias at each layer as well)

Neural networks: hierarchical computation

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$



$$x \in \mathbb{R}^D, W_1 \in \mathbb{R}^{H \times D}, W_2 \in \mathbb{R}^{C \times H}$$

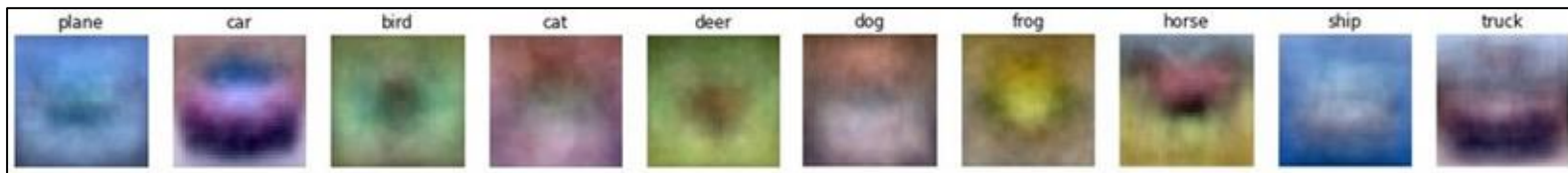
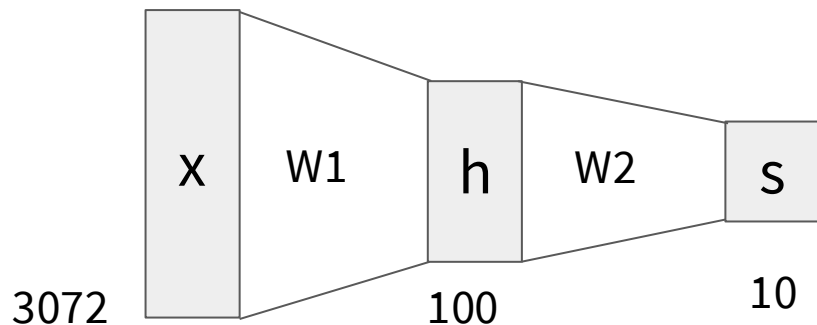
Neural networks: learning 100s of templates

(Before) Linear score function:

$$f = Wx$$

(Now) 2-layer Neural Network

$$f = W_2 \max(0, W_1 x)$$



Learn 100 templates instead of 10.

Share templates between classes

Neural networks: why is max operator important?

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

The function $\max(0, z)$ is called the activation function.

Q: What if we try to build a neural network without one?

$$f = W_2 W_1 x$$

Neural networks: why is max operator important?

(Before) Linear score function: $f = Wx$

(Now) 2-layer Neural Network $f = W_2 \max(0, W_1 x)$

The function $\max(0, z)$ is called the activation function.

Q: What if we try to build a neural network without one?

$$f = W_2 W_1 x \quad W_3 = W_2 W_1 \in \mathbb{R}^{C \times H}, f = W_3 x$$

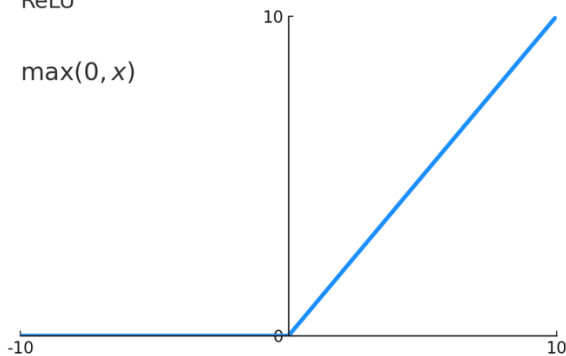
A: We end up with a linear classifier again!

Activation functions

ReLU is a good default choice for most problems

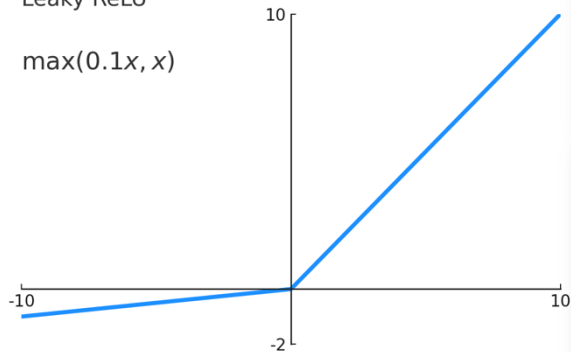
ReLU

$$\max(0, x)$$



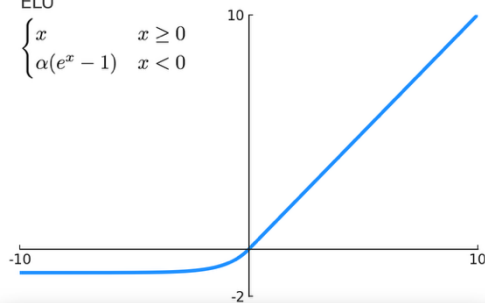
Leaky ReLU

$$\max(0.1x, x)$$



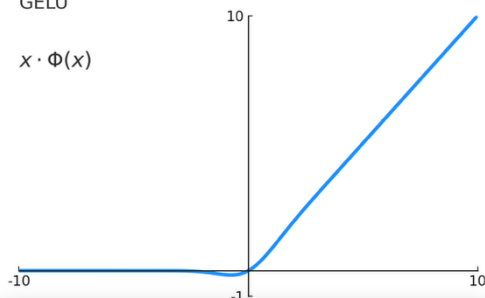
ELU

$$\begin{cases} x & x \geq 0 \\ \alpha(e^x - 1) & x < 0 \end{cases}$$



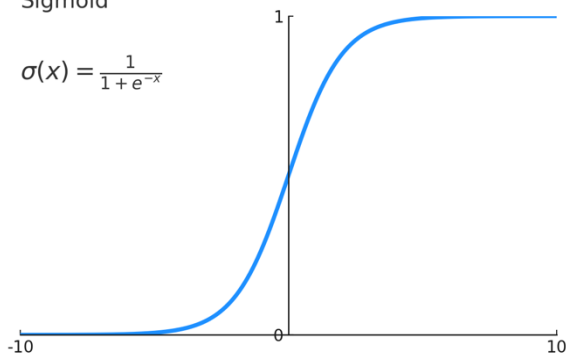
GELU

$$x \cdot \Phi(x)$$



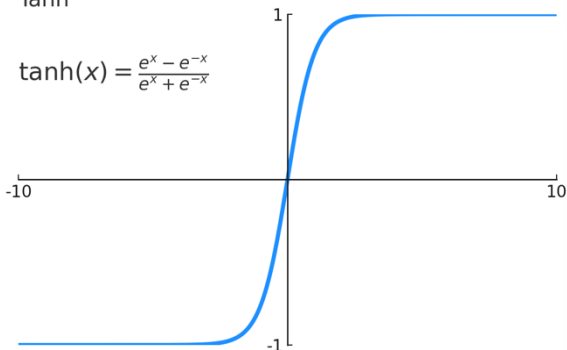
Sigmoid

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$



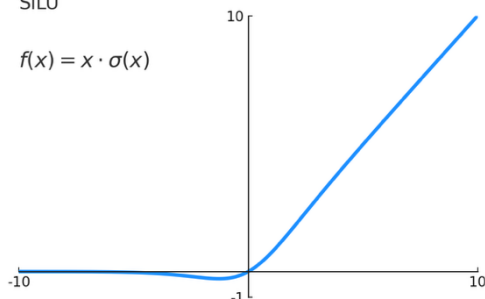
Tanh

$$\tanh(x) = \frac{e^x - e^{-x}}{e^x + e^{-x}}$$

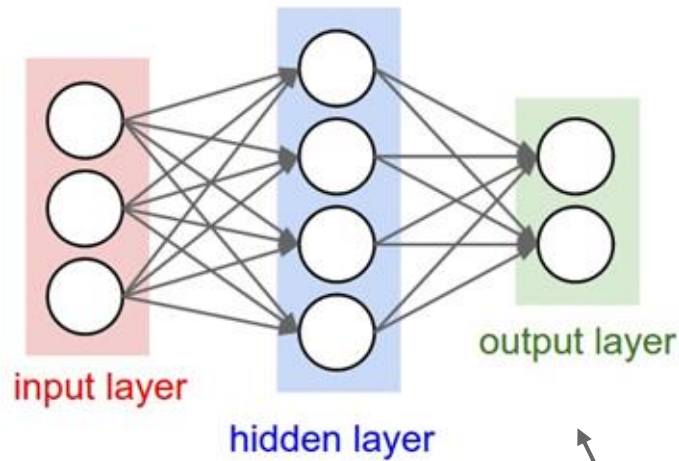


SiLU

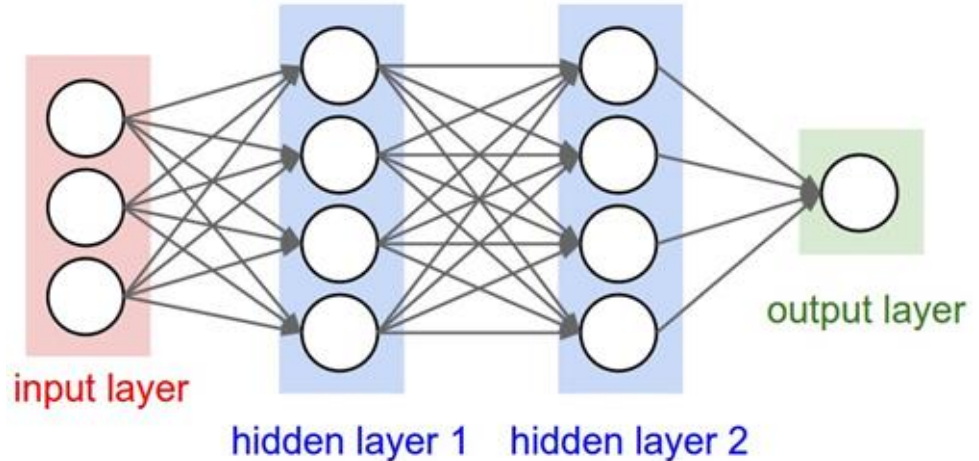
$$f(x) = x \cdot \sigma(x)$$



Neural networks: Architectures

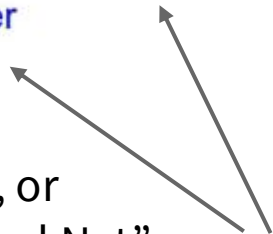


“2-layer Neural Net”, or
“1-hidden-layer Neural Net”

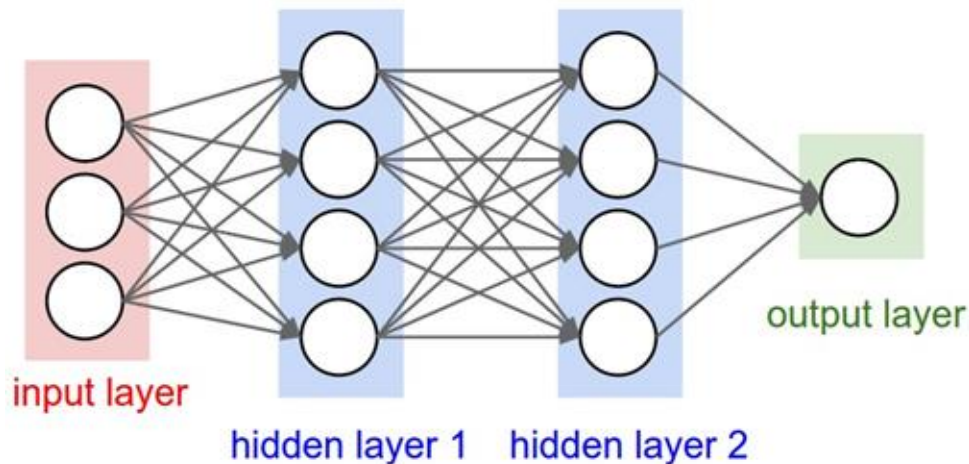


“3-layer Neural Net”, or
“2-hidden-layer Neural Net”

“Fully-connected” layers



Example feed-forward computation of a neural network



```
# forward-pass of a 3-layer neural network:
```

```
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```

Full implementation of training a 2-layer Neural Network needs ~20 lines:

```
1 import numpy as np
2 from numpy.random import randn
3
4 N, D_in, H, D_out = 64, 1000, 100, 10
5 x, y = randn(N, D_in), randn(N, D_out)
6 w1, w2 = randn(D_in, H), randn(H, D_out)
7
8 for t in range(2000):
9     h = 1 / (1 + np.exp(-x.dot(w1)))
10    y_pred = h.dot(w2)
11    loss = np.square(y_pred - y).sum()
12    print(t, loss)
13
14    grad_y_pred = 2.0 * (y_pred - y)
15    grad_w2 = h.T.dot(grad_y_pred)
16    grad_h = grad_y_pred.dot(w2.T)
17    grad_w1 = x.T.dot(grad_h * h * (1 - h))
18
19    w1 -= 1e-4 * grad_w1
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Define the network

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Define the network

Forward pass

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Define the network

Forward pass

Calculate the analytical gradients

Full implementation of training a 2-layer Neural Network needs ~20 lines:

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```

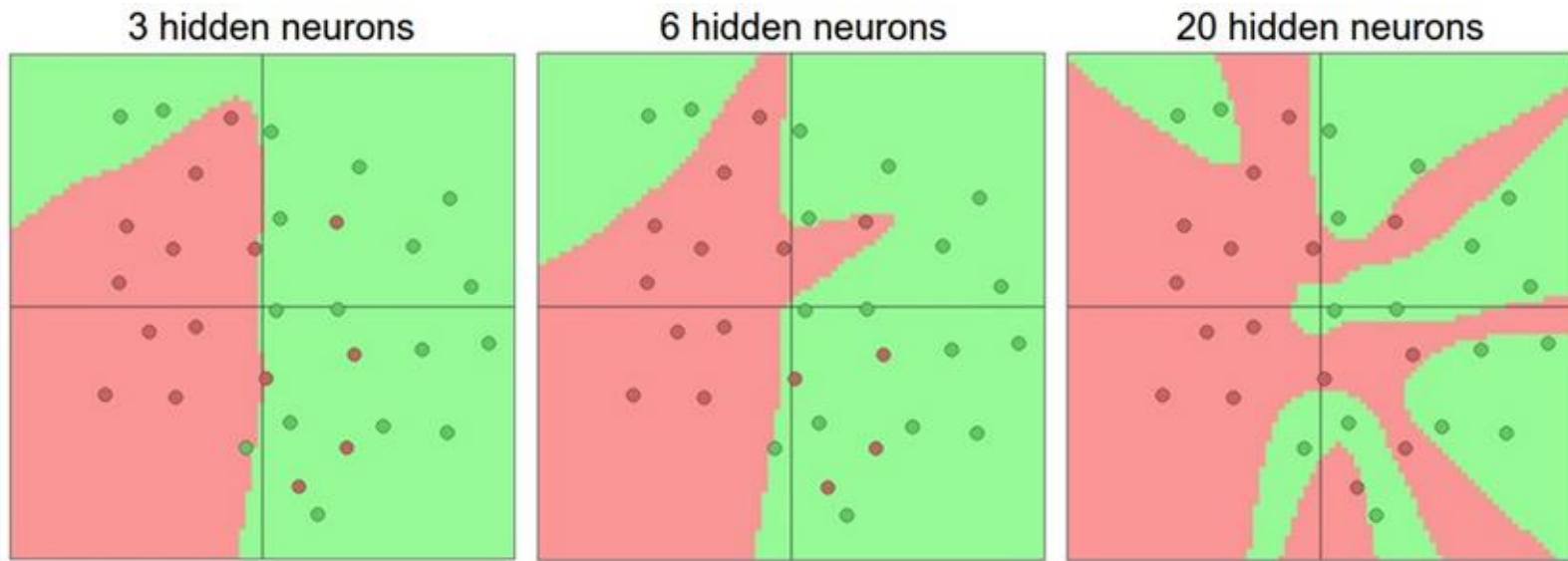
Define the network

Forward pass

Calculate the analytical gradients

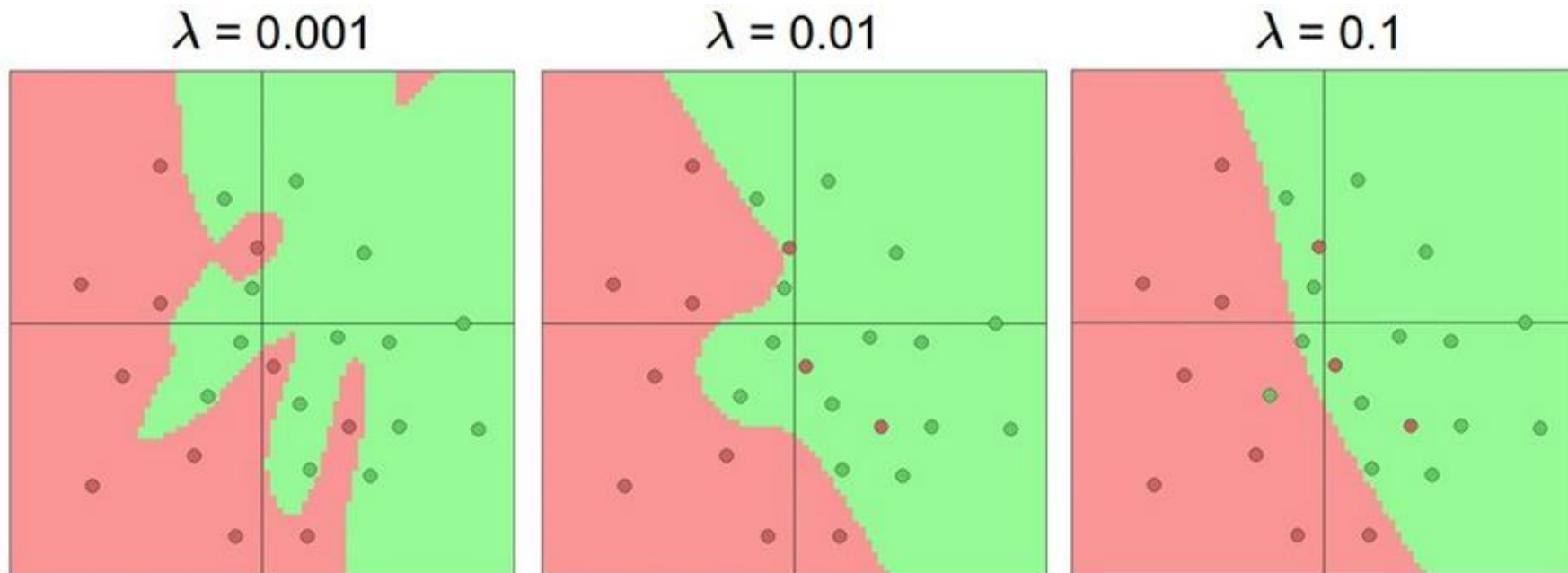
Gradient descent

Setting the number of layers and their sizes



↑
more neurons = more capacity

Do not use size of neural network as a regularizer. Use stronger regularization instead:



(Web demo with ConvNetJS:

<http://cs.stanford.edu/people/karpathy/convnetjs/demo/classify2d.html>)

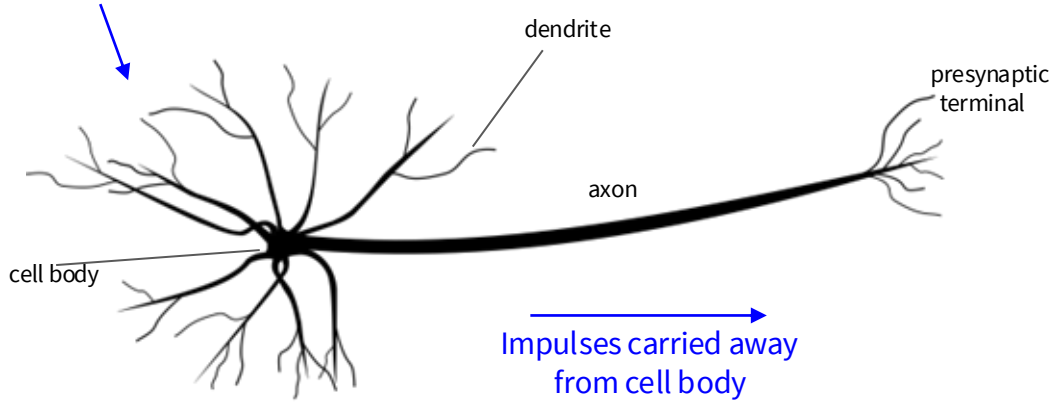
TensorFlow Play Ground: <https://playground.tensorflow.org/>

$$L(W) = \frac{1}{N} \sum_{i=1}^N L_i(f(x_i, W), y_i) + \lambda R(W)$$



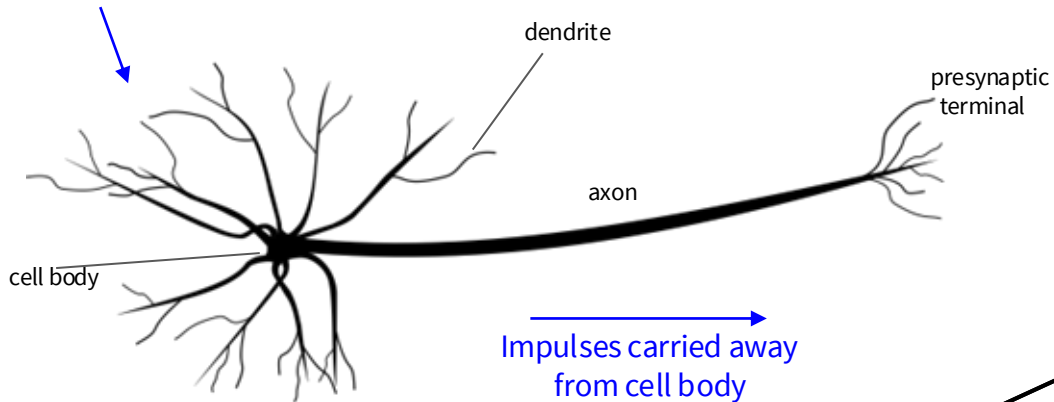
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Impulses carried toward cell body



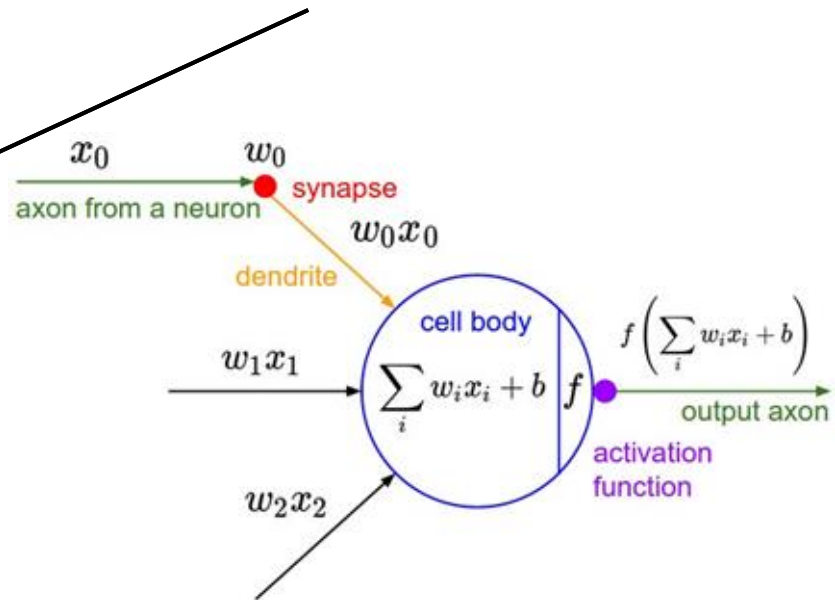
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Impulses carried toward cell body

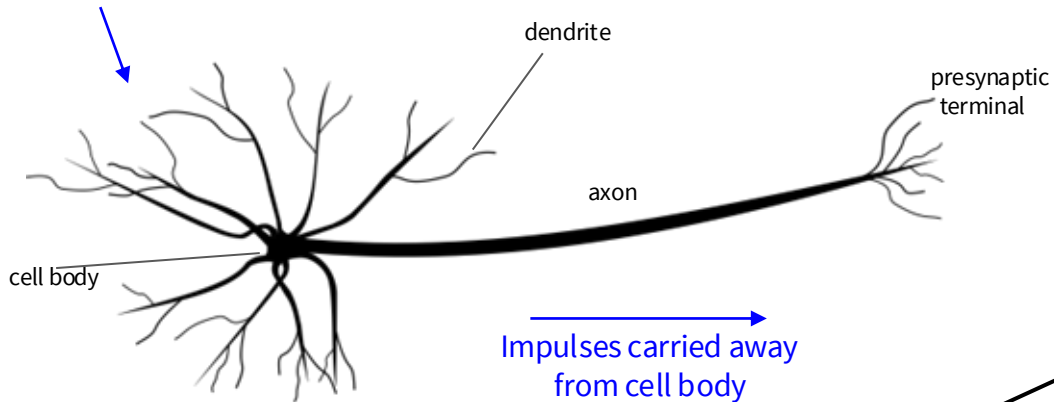


Impulses carried away from cell body

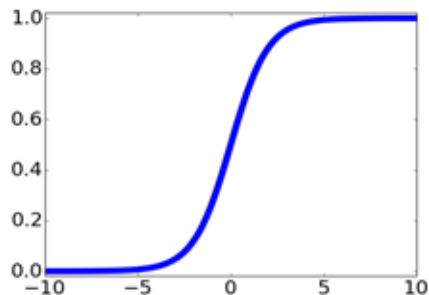
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Impulses carried toward cell body

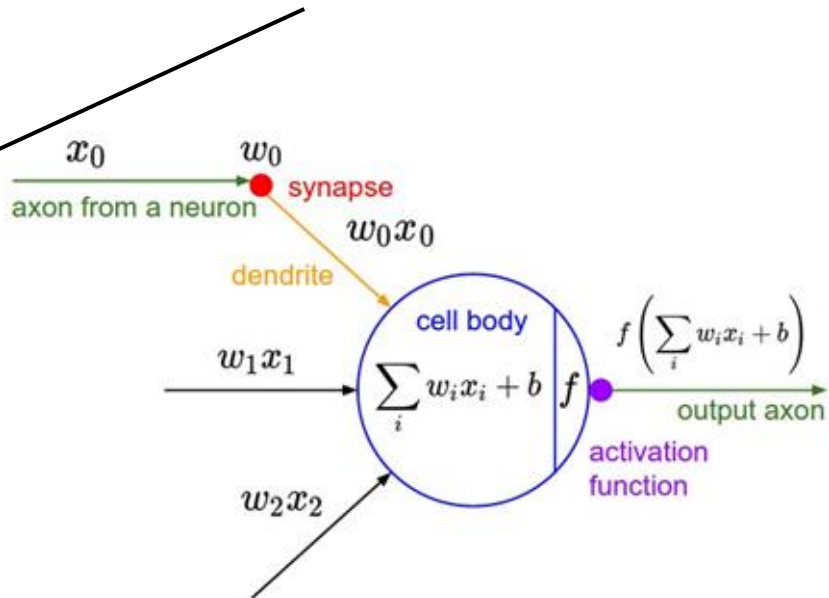


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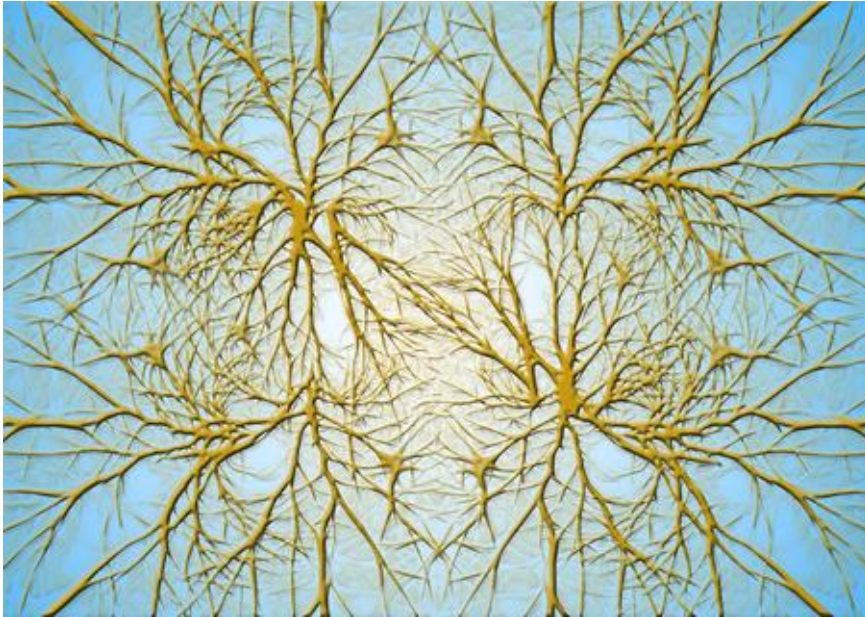


sigmoid activation function

$$\frac{1}{1 + e^{-x}}$$

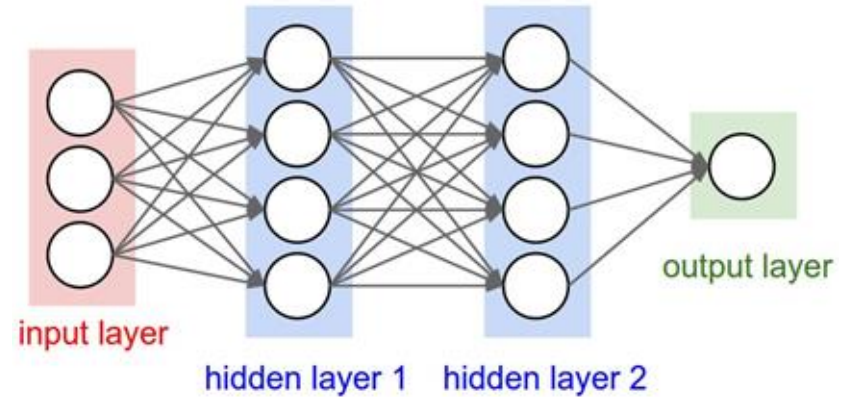


Biological Neurons: Complex connectivity patterns

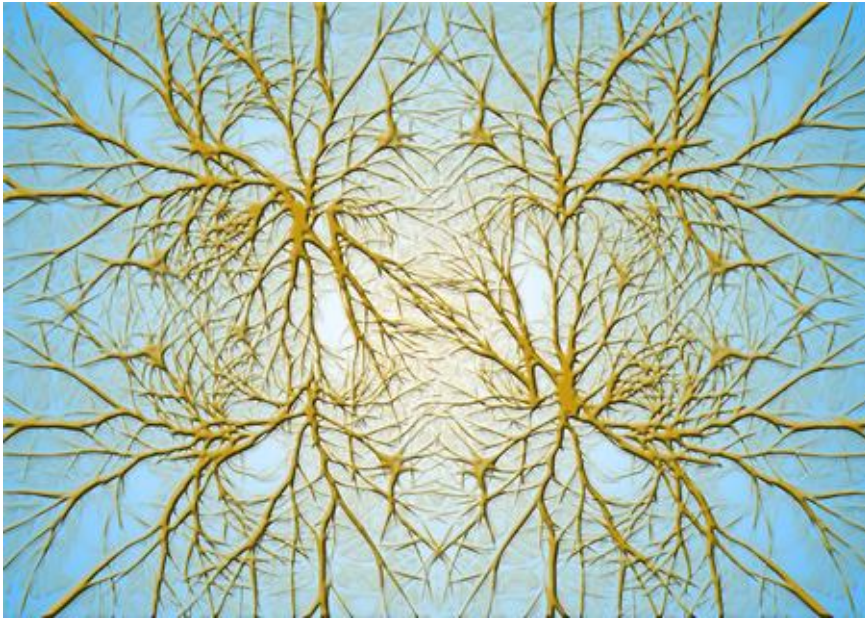


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Neurons in a neural network: Organized into regular layers for computational efficiency

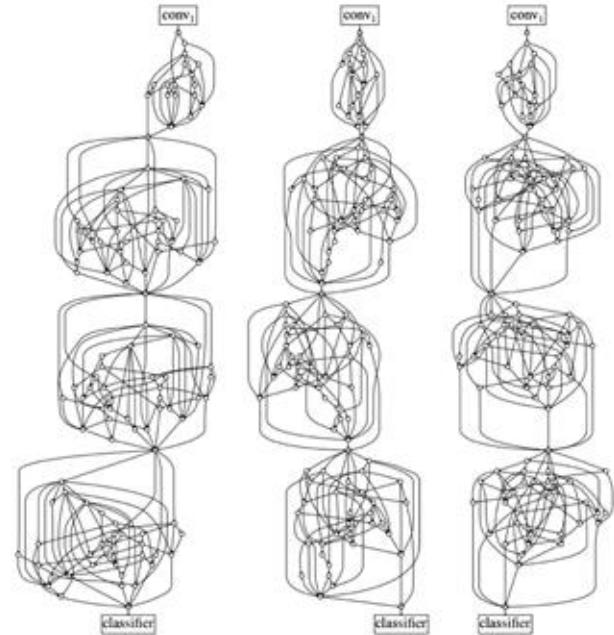


Biological Neurons: Complex connectivity patterns



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But neural networks with random connections can work too!



Xie et al, "Exploring Randomly Wired Neural Networks for Image Recognition", IEEE/CVF International Conference on Computer Vision 2019

Be very careful with your brain analogies!

Biological Neurons:

- Many different types
- Dendrites can perform complex non-linear computations
- Synapses are not a single weight but a complex non-linear dynamical system

[Dendritic Computation. London and Hausser]

Plugging in neural networks with loss functions

$$s = f(x; W_1, W_2) = W_2 \max(0, W_1 x) \quad \text{Nonlinear score function}$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1) \quad \text{Hinge Loss on predictions}$$

$$R(W) = \sum_k W_k^2 \quad \text{Regularization}$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda R(W_1) + \lambda R(W_2) \quad \text{Total loss: data loss + regularization}$$

Problem: How to compute gradients?

$$s = f(x; W_1, W_2) = W_2 \max(0, W_1 x) \quad \text{Nonlinear score function}$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1) \quad \text{Hinge Loss on predictions}$$

$$R(W) = \sum_k W_k^2 \quad \text{Regularization}$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda R(W_1) + \lambda R(W_2) \quad \text{Total loss: data loss + regularization}$$

If we can compute $\frac{\partial L}{\partial W_1}$, $\frac{\partial L}{\partial W_2}$ then we can learn W_1 and W_2

(Bad) Idea: Derive $\nabla_W L$ on paper

$$s = f(x; W) = Wx$$

$$L_i = \sum_{j \neq y_i} \max(0, s_j - s_{y_i} + 1)$$

$$= \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1)$$

$$L = \frac{1}{N} \sum_{i=1}^N L_i + \lambda \sum_k W_k^2$$

$$= \frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2$$

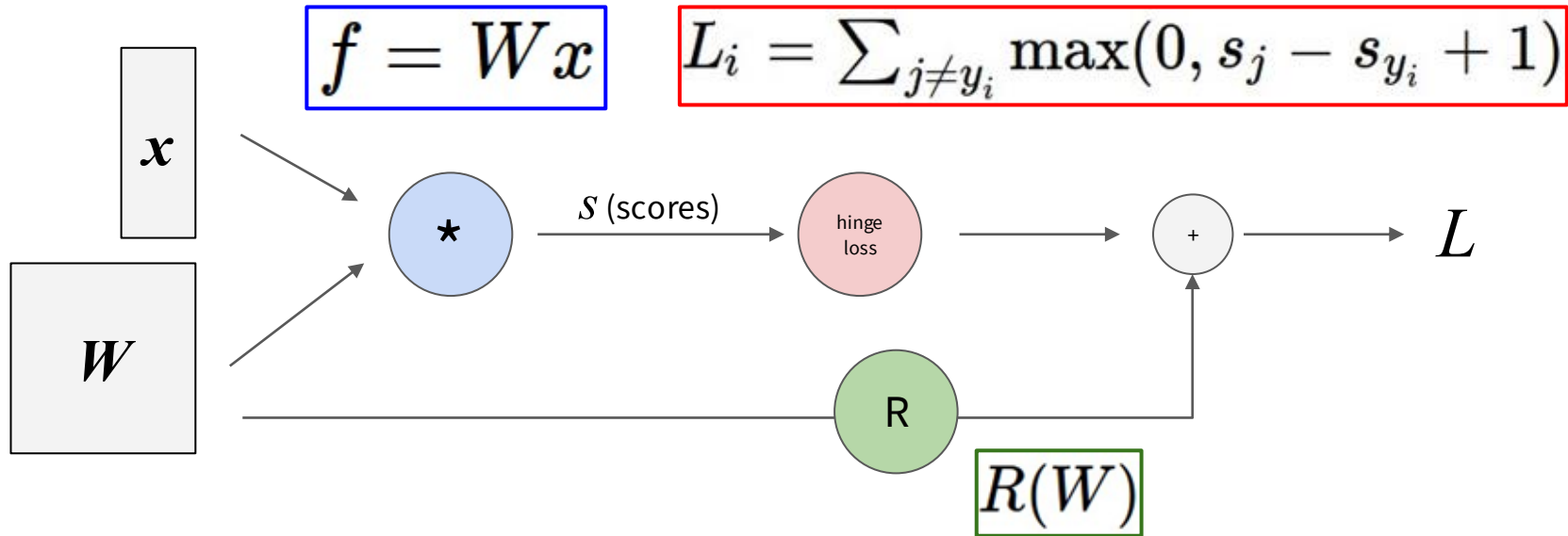
$$\nabla_W L = \nabla_W \left(\frac{1}{N} \sum_{i=1}^N \sum_{j \neq y_i} \max(0, W_{j,:} \cdot x + W_{y_i,:} \cdot x + 1) + \lambda \sum_k W_k^2 \right)$$

Problem: Very tedious: Lots of matrix calculus, need lots of paper

Problem: What if we want to change loss? E.g. use softmax instead of hinge? Need to re-derive everything from scratch!

Problem: Not feasible for very complex models!

Better Idea: Computational graphs + Backpropagation



Convolutional network (AlexNet)

input image

weights

loss

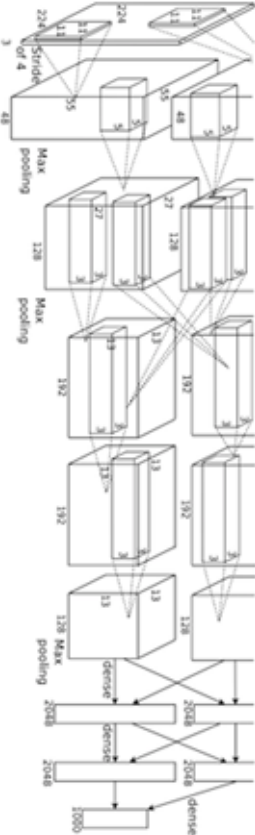


Figure copyright Alex Krizhevsky, Ilya Sutskever, and Geoffrey Hinton, 2012. Reproduced with permission.

Really complex neural networks!!

input image

loss

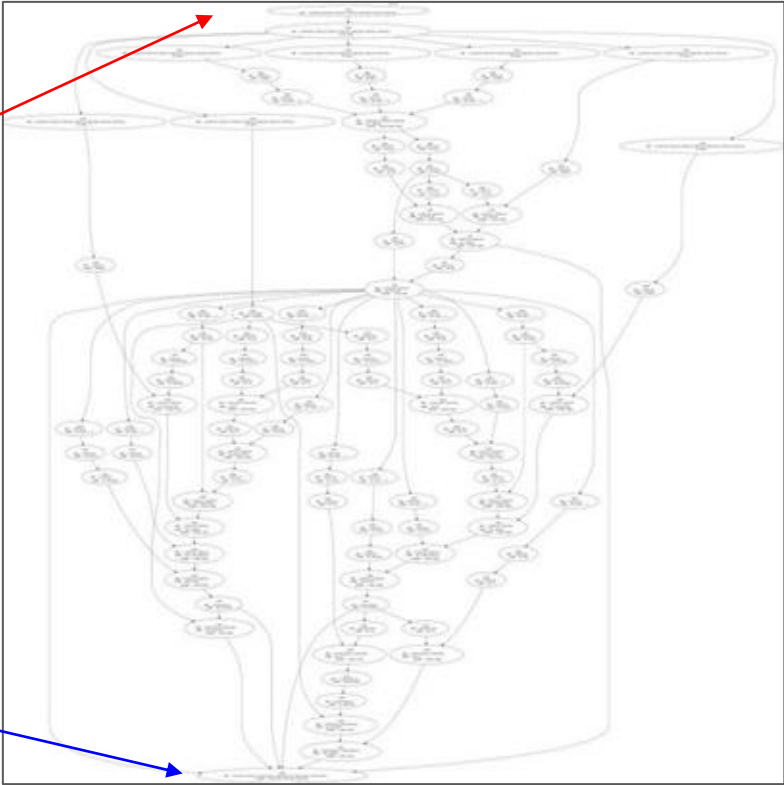


Figure reproduced with permission from a [Twitter post](#) by Andrej Karpathy.

Neural Turing Machine

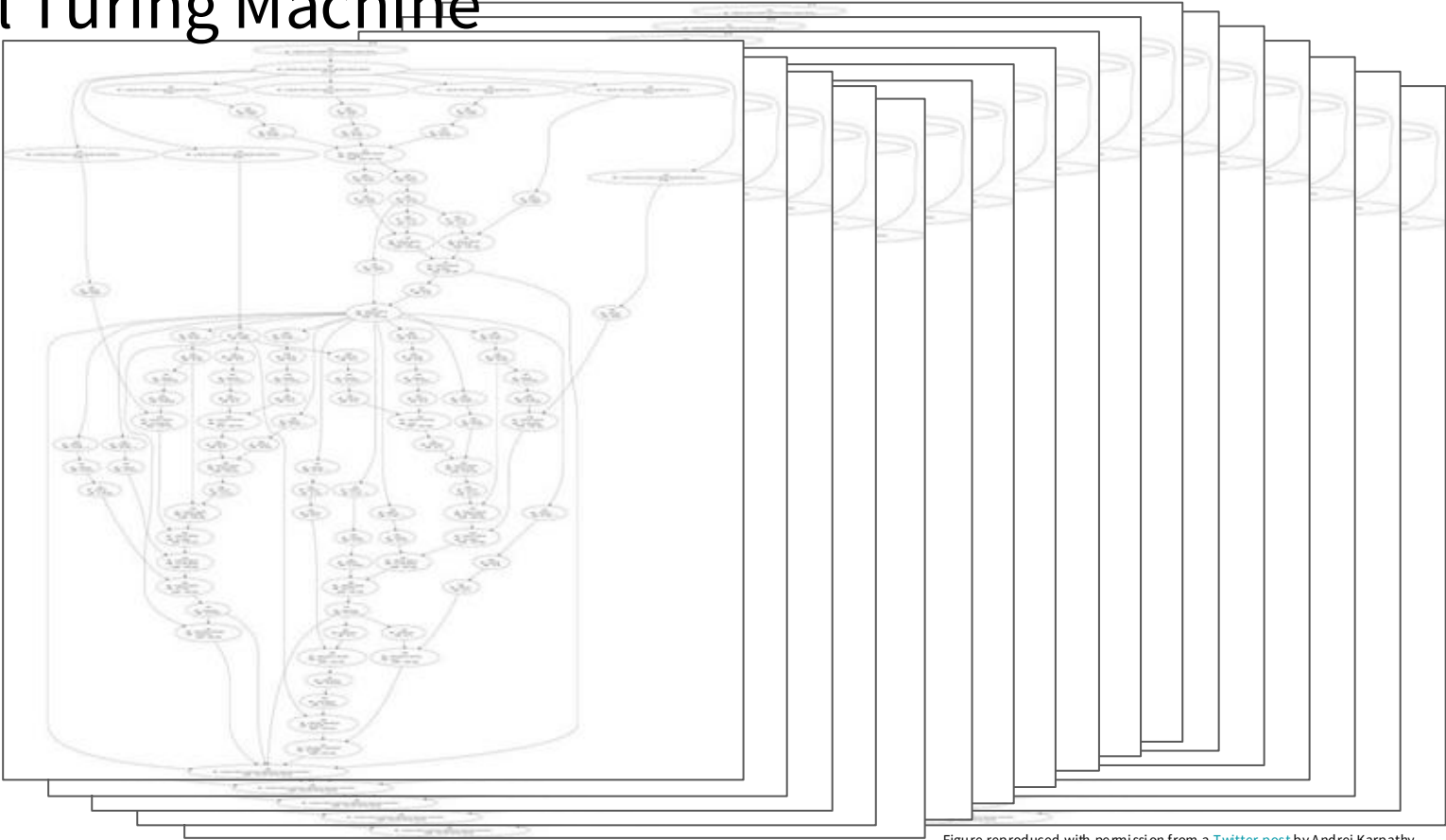


Figure reproduced with permission from a [Twitter post](#) by Andrej Karpathy.

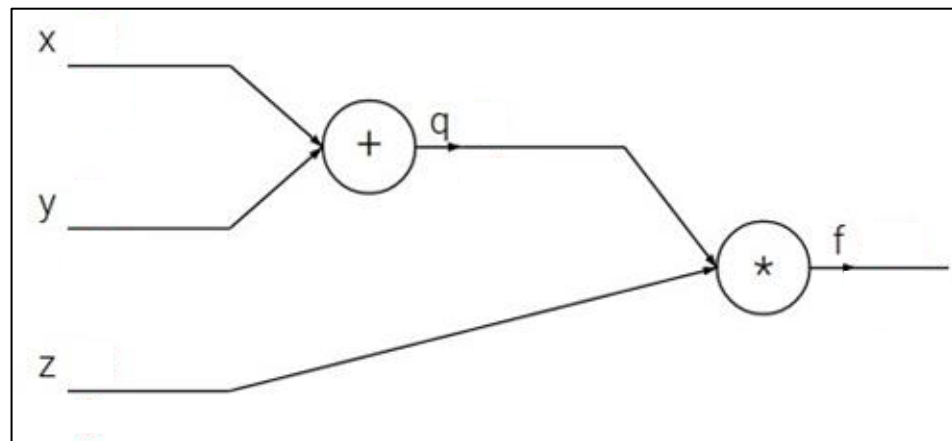
Solution: Backpropagation

Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

Backpropagation: a simple example

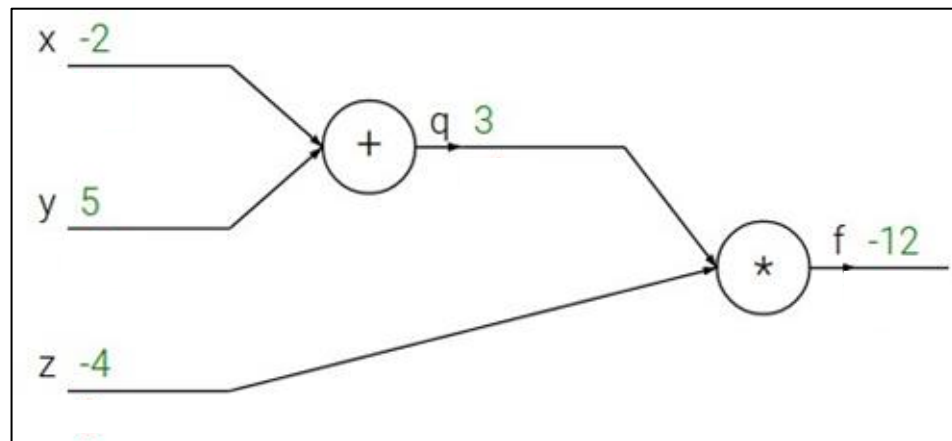
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Backpropagation: a simple example

$$f(x, y, z) = (x + y)z$$

e.g. $x = -2, y = 5, z = -4$

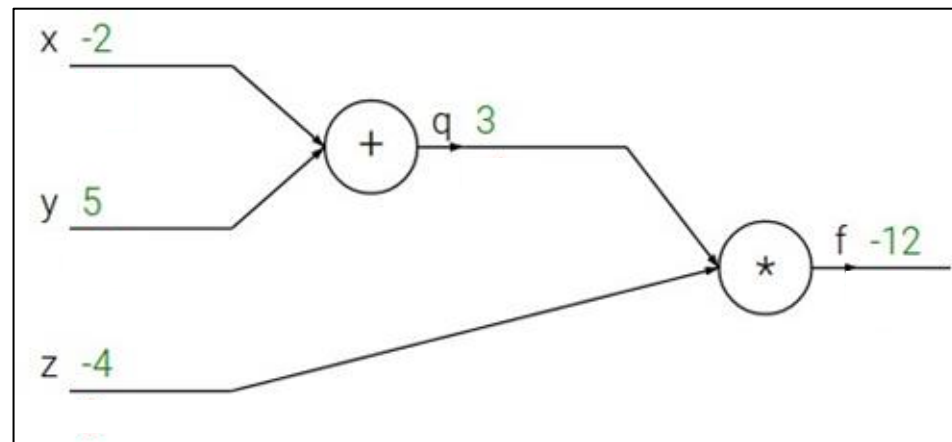


Backpropagation: a simple example

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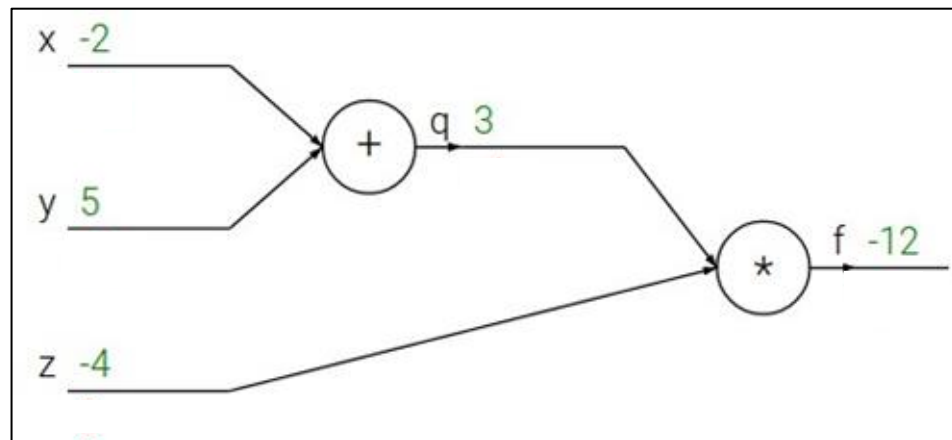
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Backpropagation: a simple example

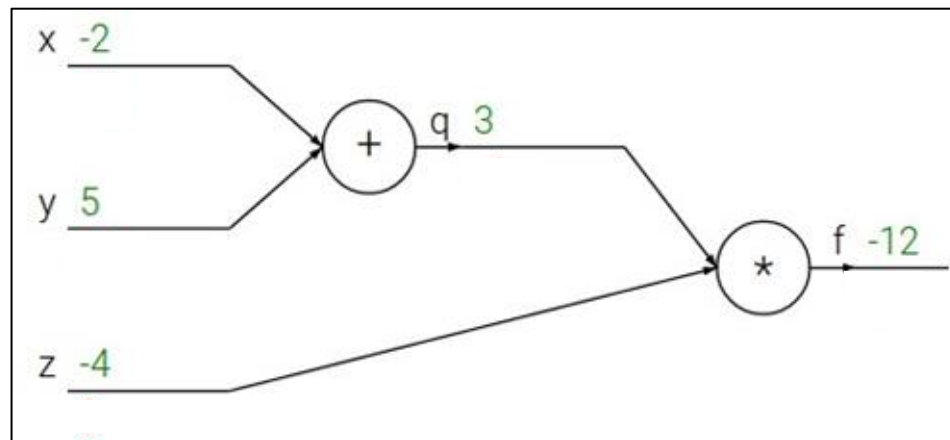
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$$\text{Want: } \frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$$



Backpropagation: a simple example

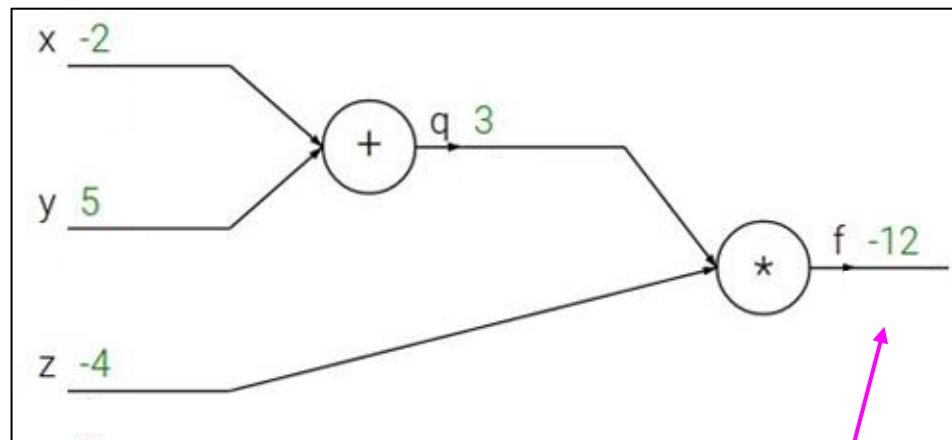
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Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$$\frac{\partial f}{\partial f}$$

Backpropagation: a simple example

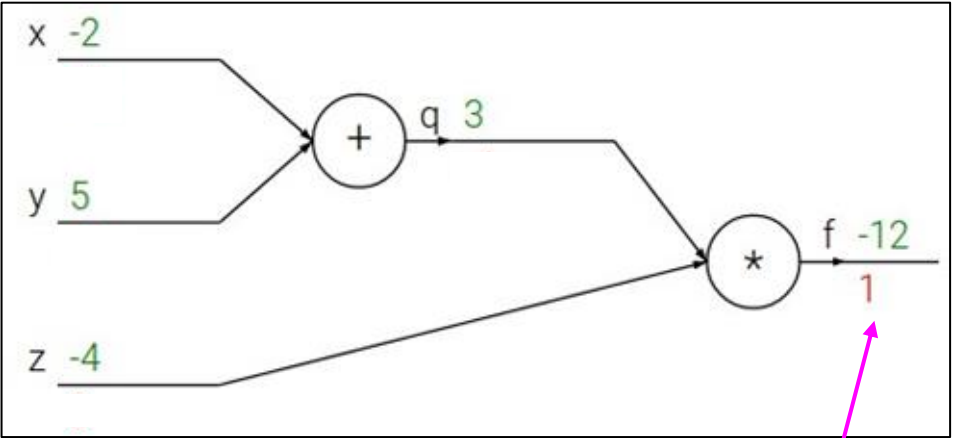
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$$\frac{\partial f}{\partial q}$$

Backpropagation: a simple example

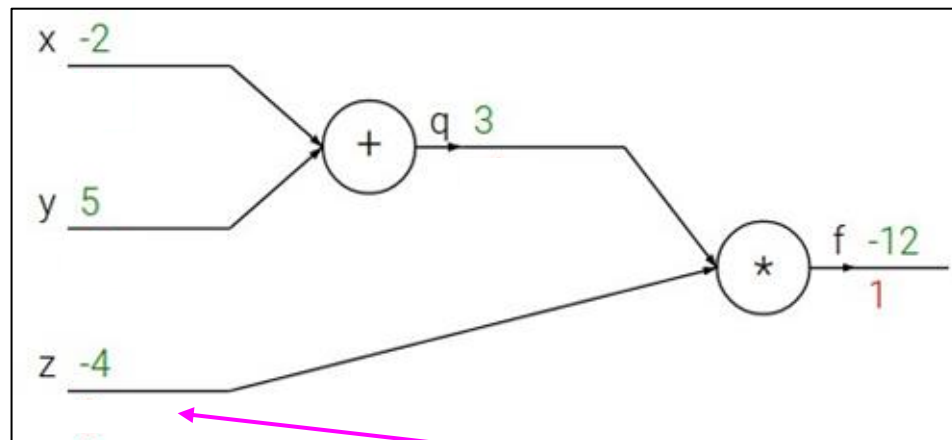
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$$\frac{\partial f}{\partial z}$$

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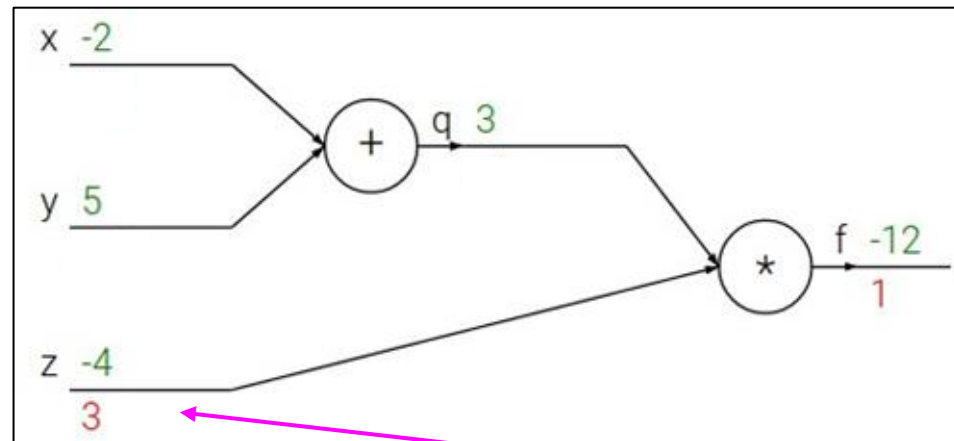
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$$\frac{\partial f}{\partial z}$$

Backpropagation: a simple example

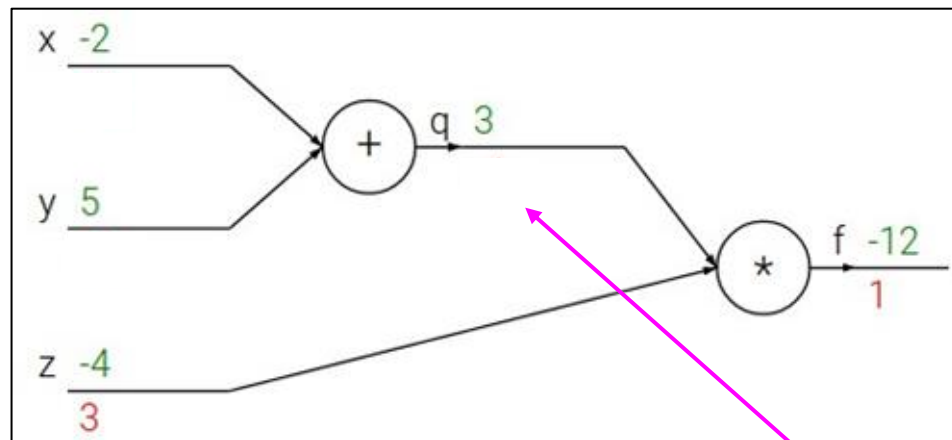
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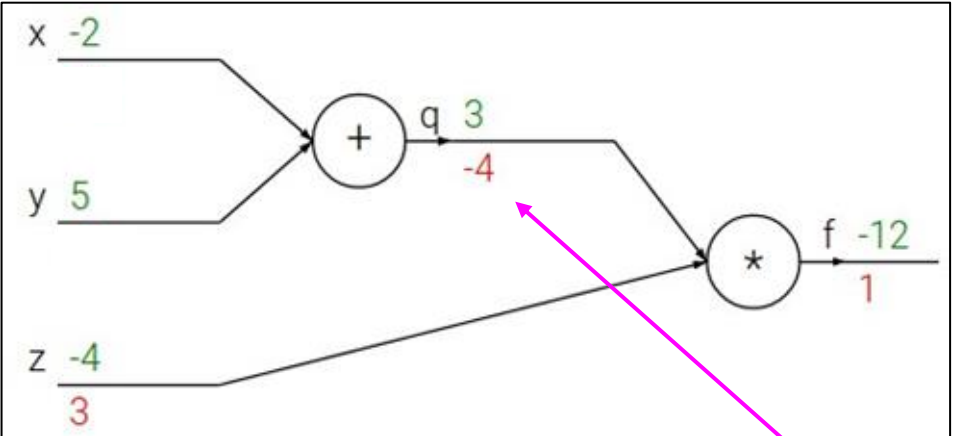
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$$\frac{\partial f}{\partial q}$$

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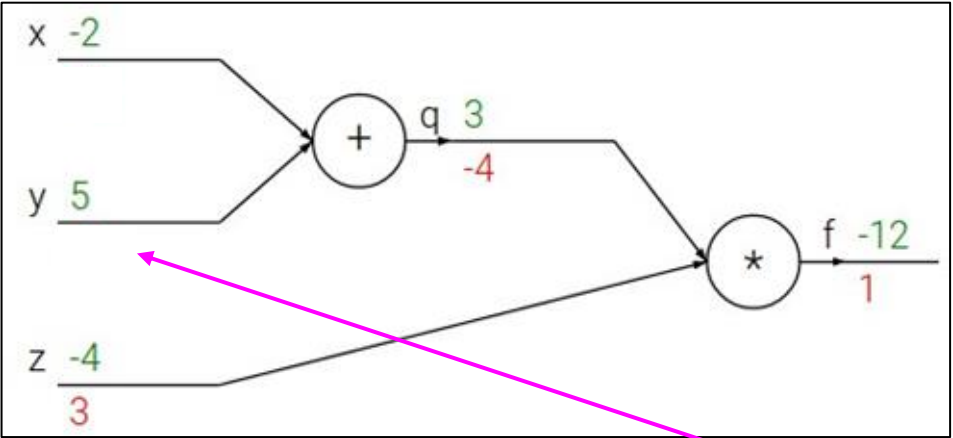
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Want: $\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}, \frac{\partial f}{\partial z}$



$$\frac{\partial f}{\partial y}$$

Chain rule:

$$\frac{\partial f}{\partial y} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial y}$$

Upstream gradient Local gradient

Backpropagation: a simple example

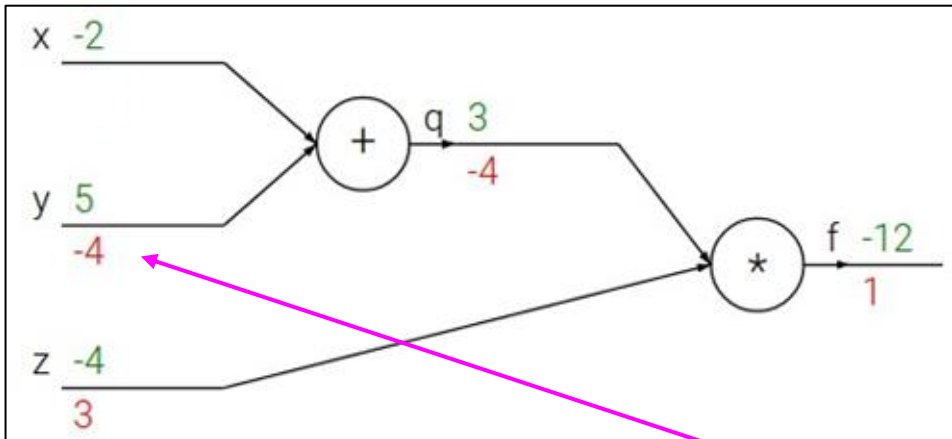
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$$\frac{\partial f}{\partial y}$$

Chain rule:

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Upstream gradient Local gradient

Backpropagation: a simple example

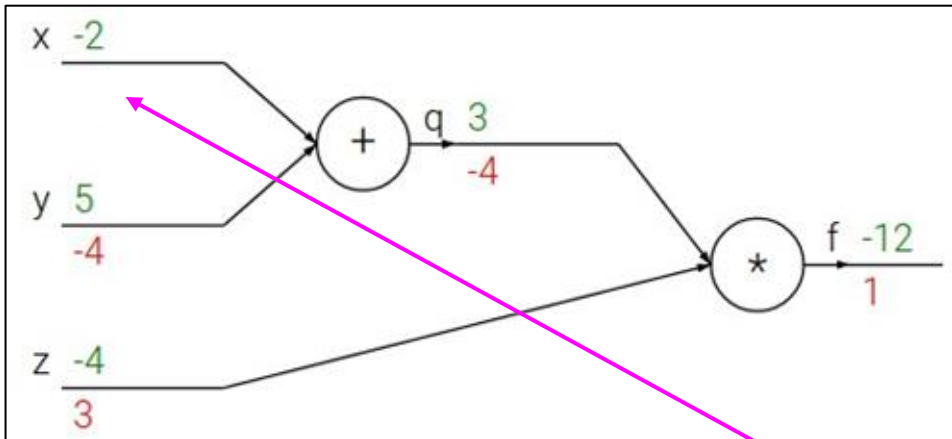
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$$\frac{\partial f}{\partial x}$$

Chain rule:

$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial x}$$

Upstream gradient Local gradient

Backpropagation: a simple example

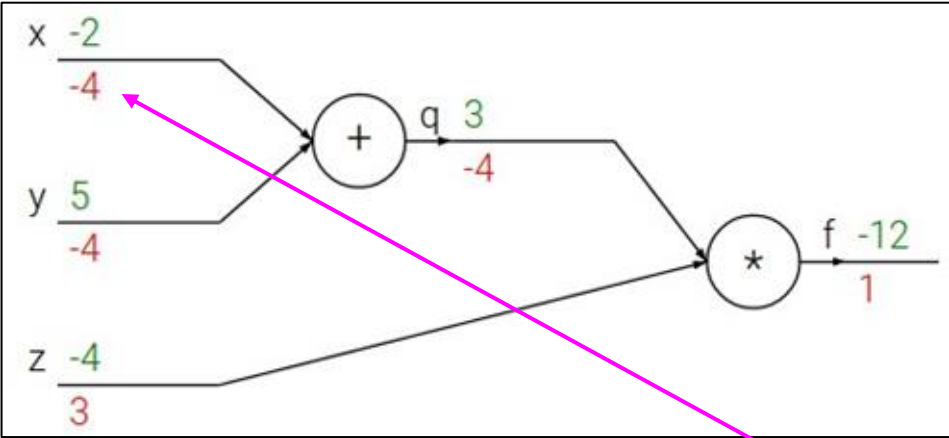
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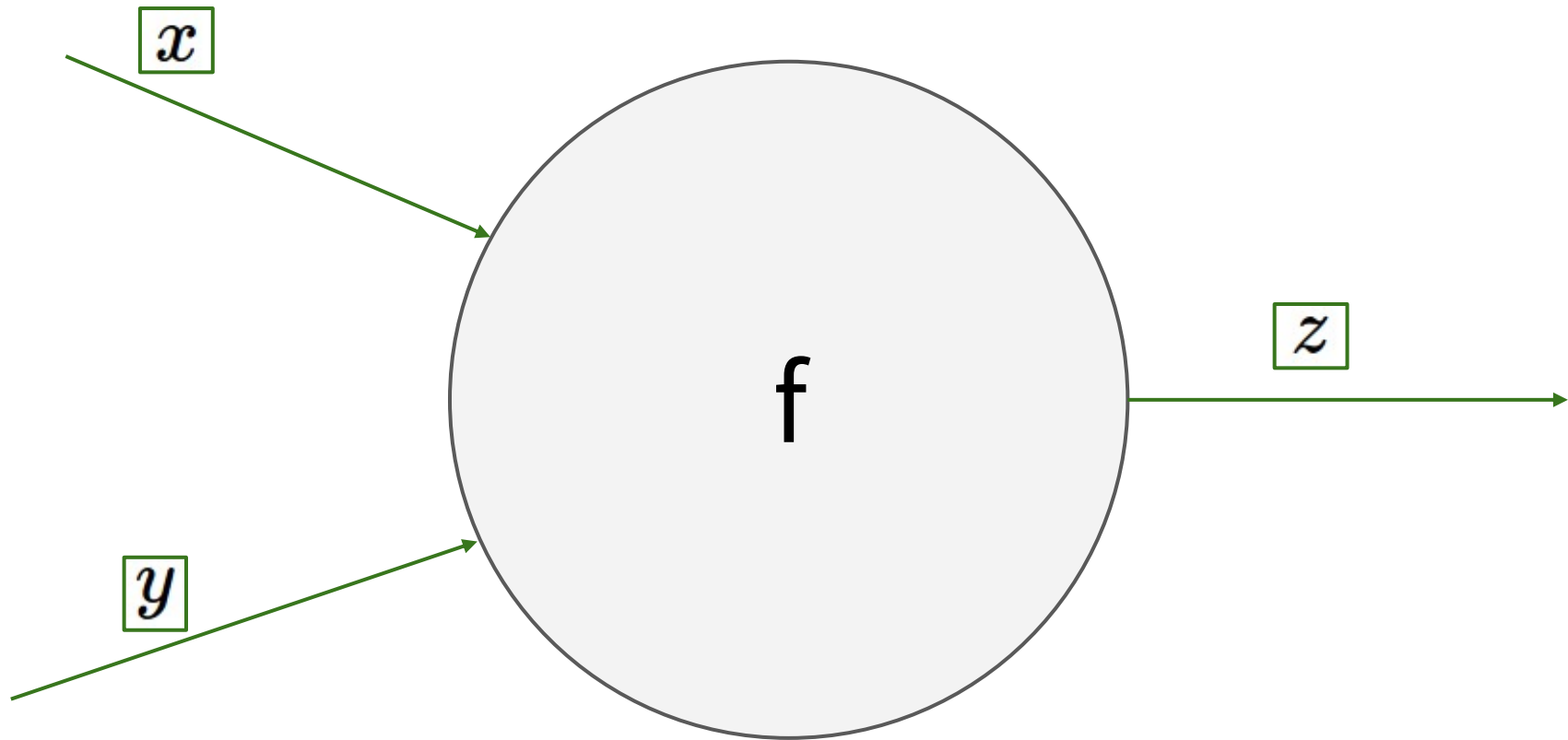


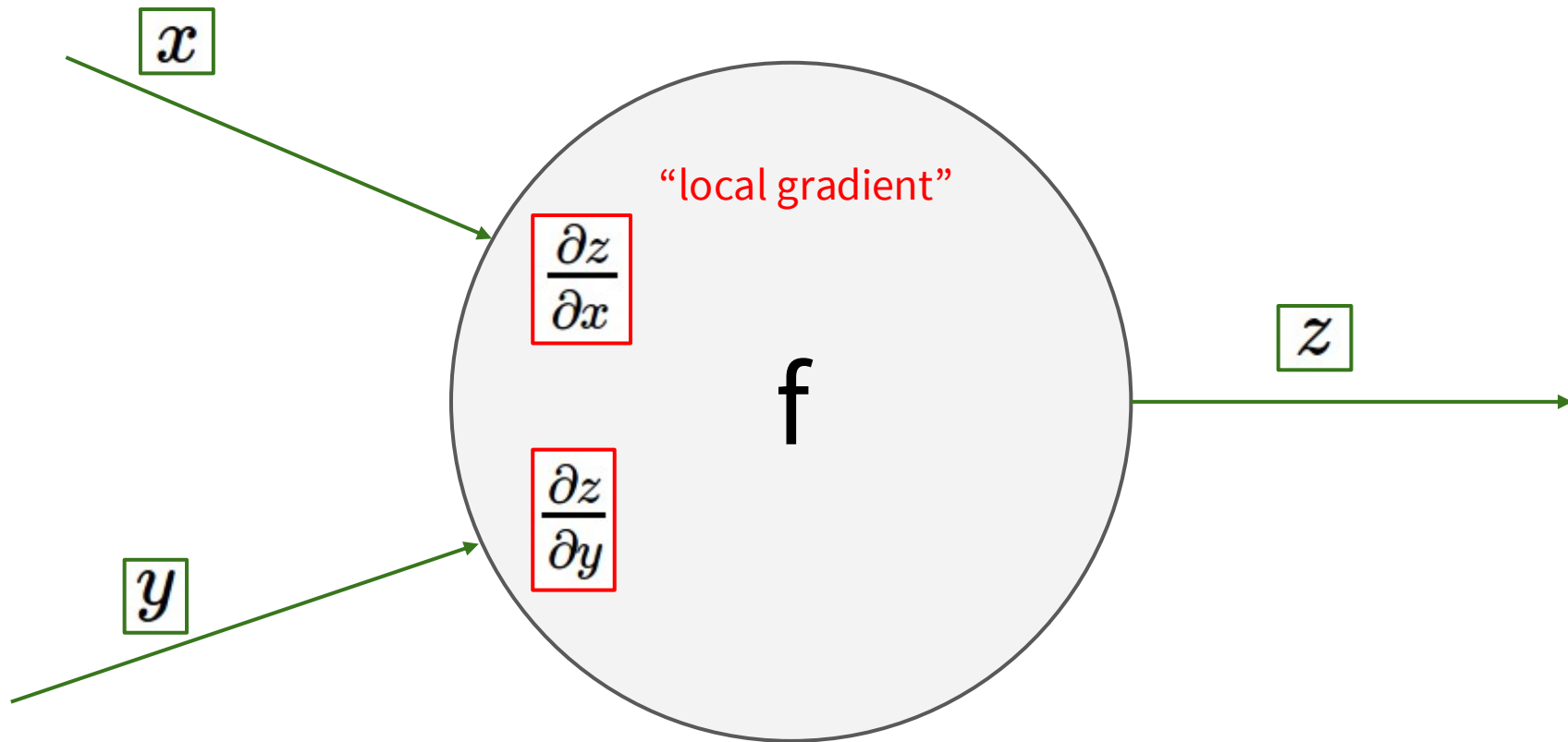
$$\frac{\partial f}{\partial x}$$

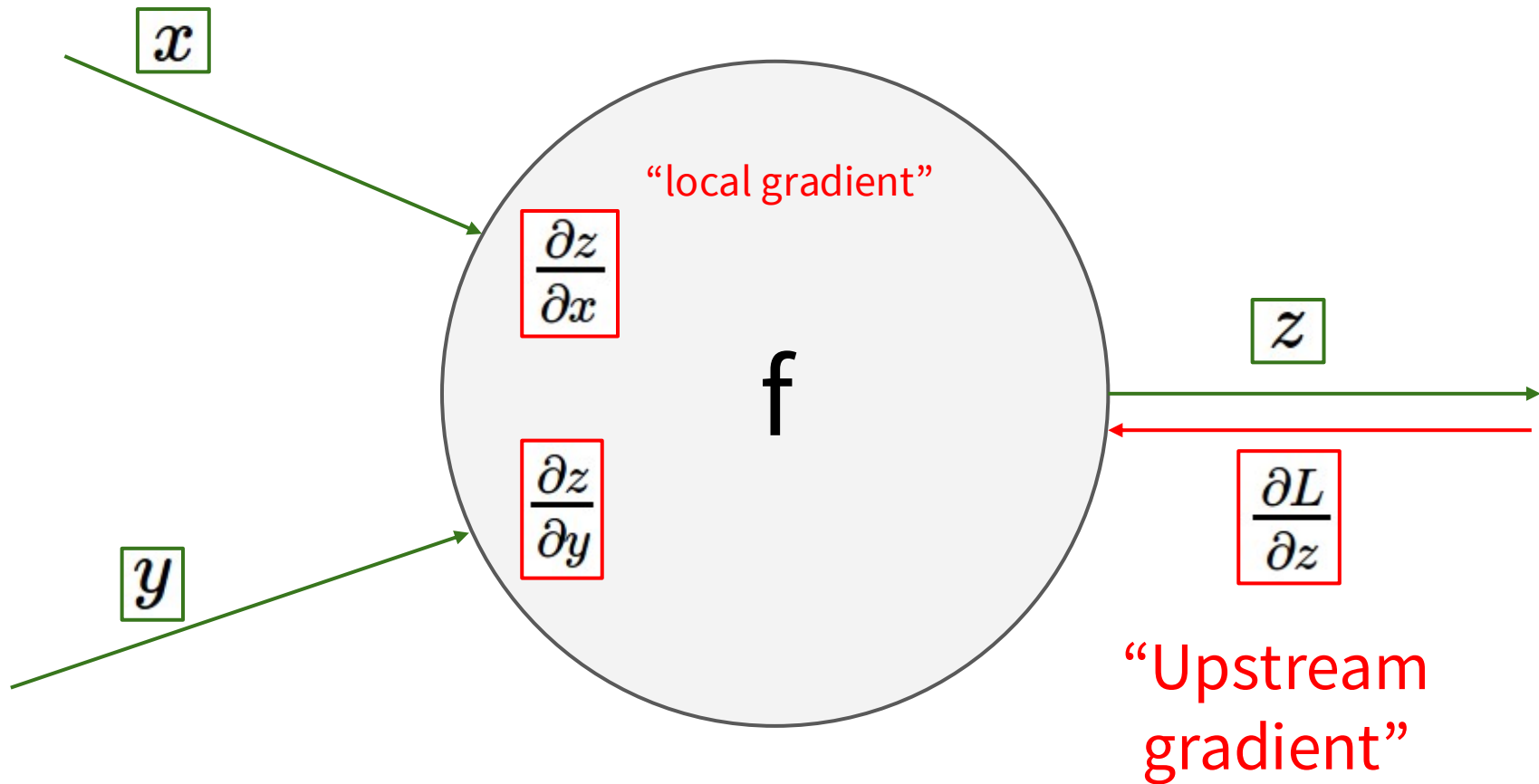
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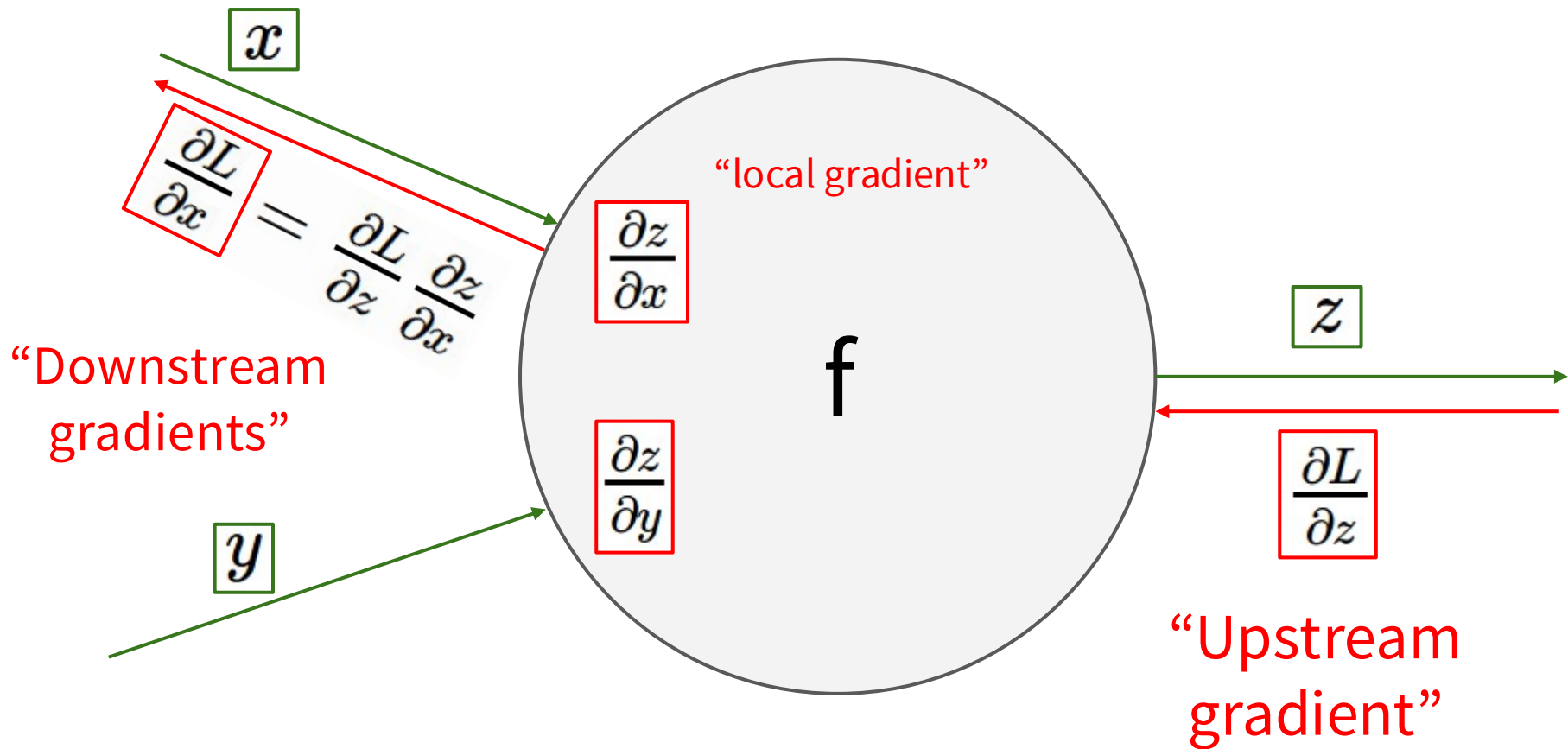
$$\frac{\partial f}{\partial x} = \frac{\partial f}{\partial q} \frac{\partial q}{\partial x}$$

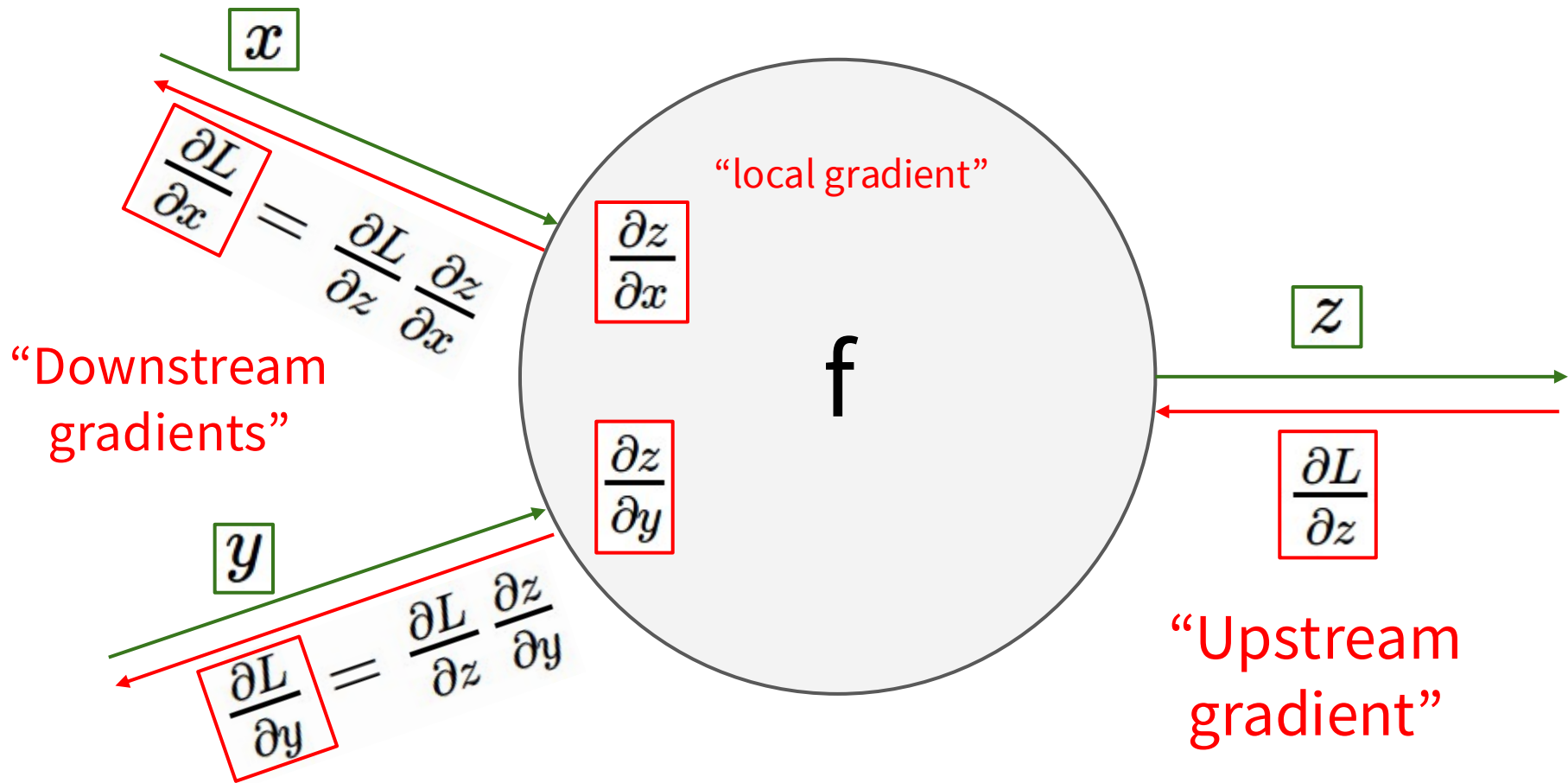
Upstream gradient Local gradient

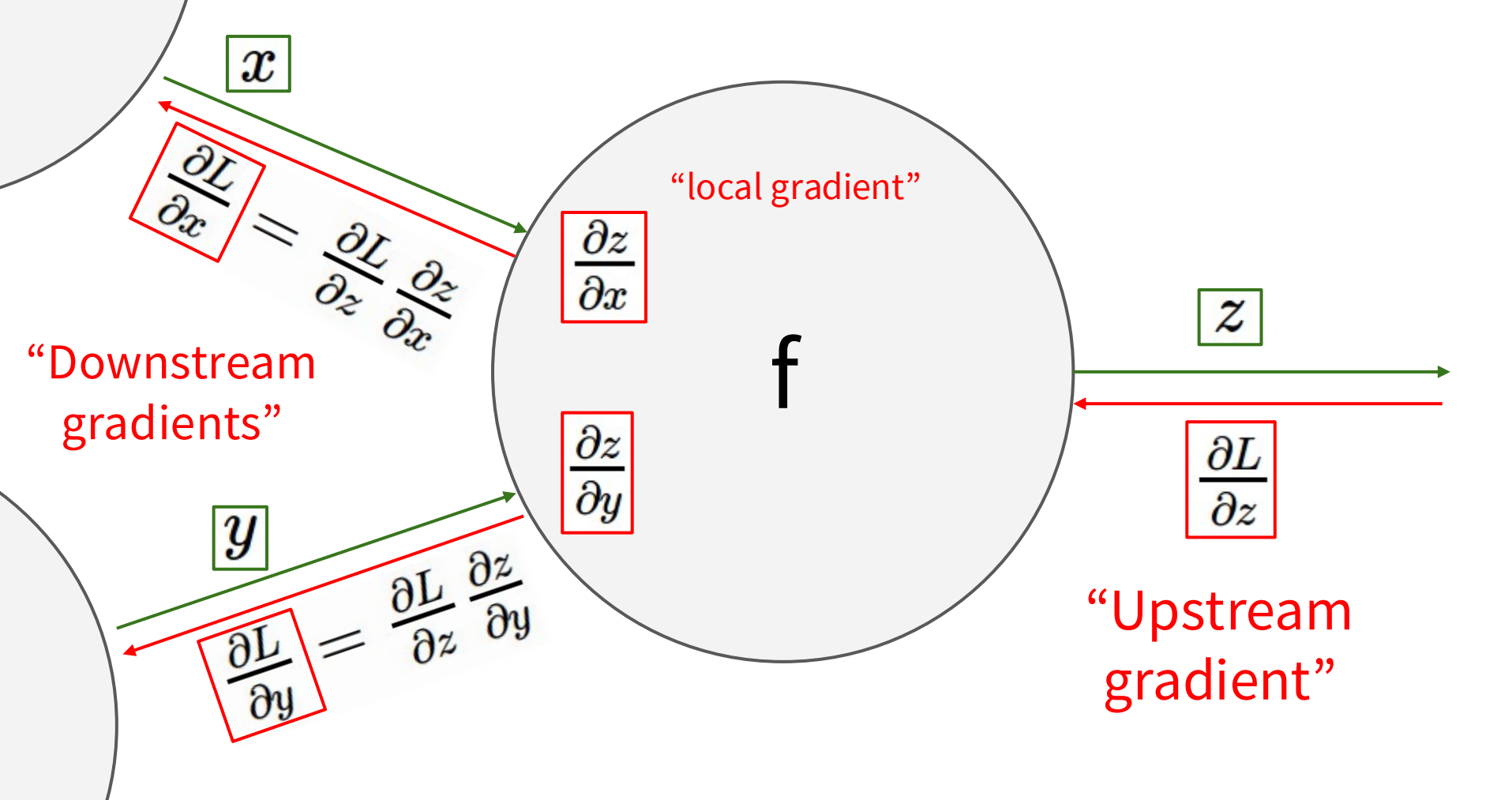






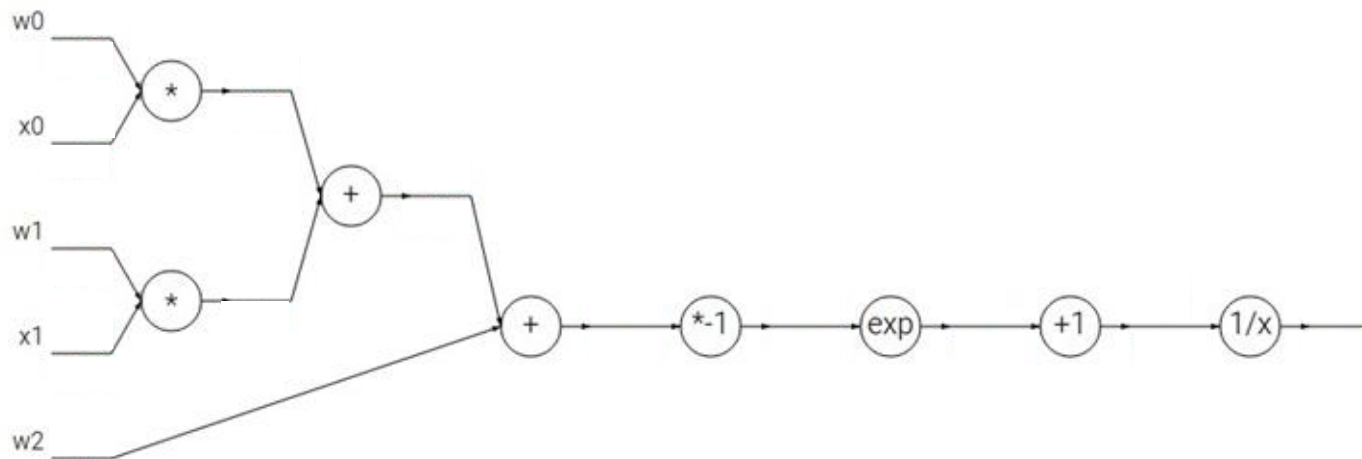






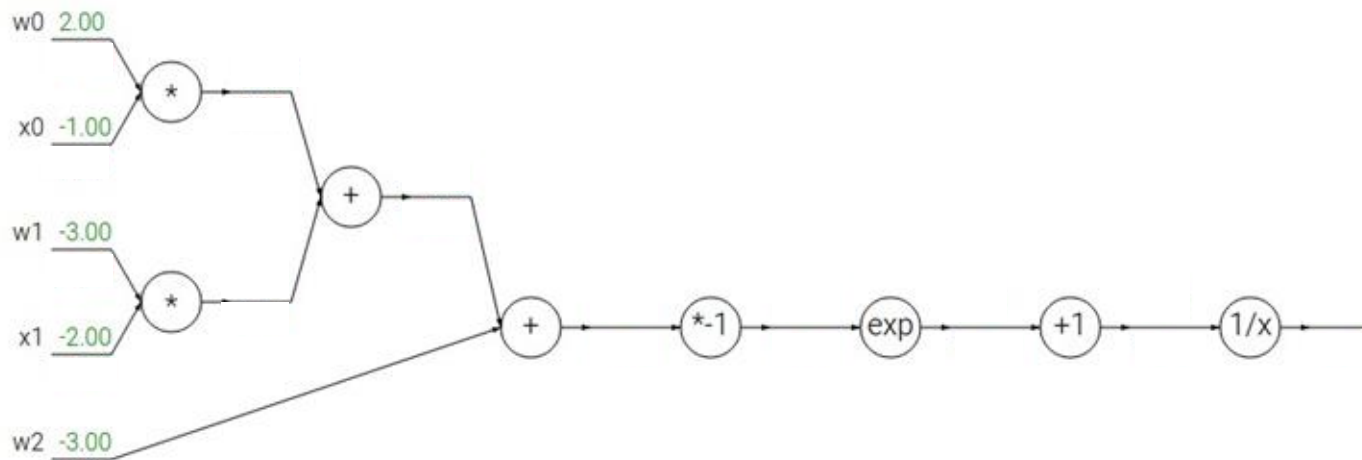
Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



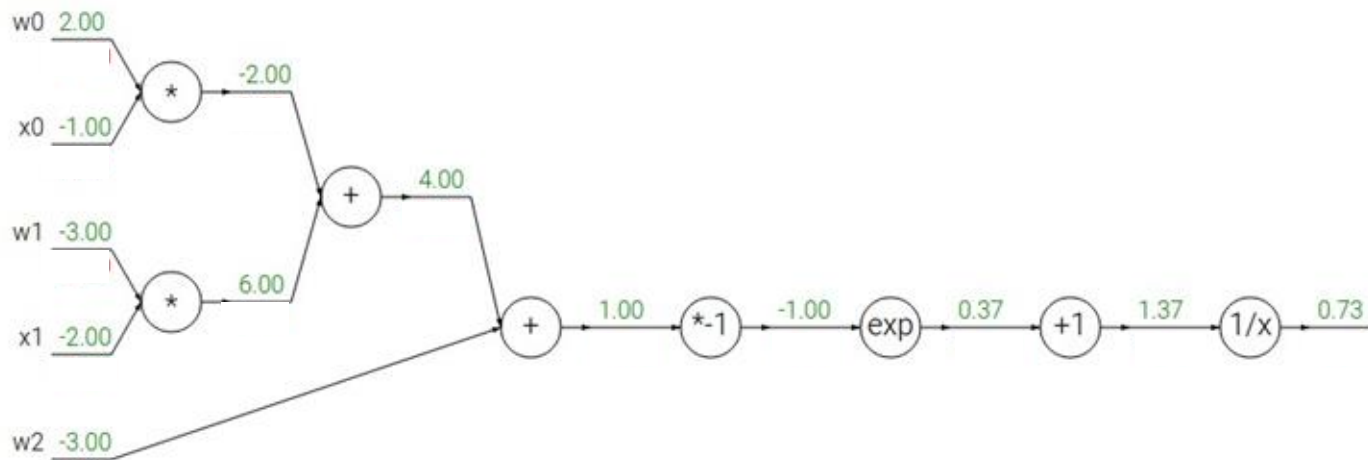
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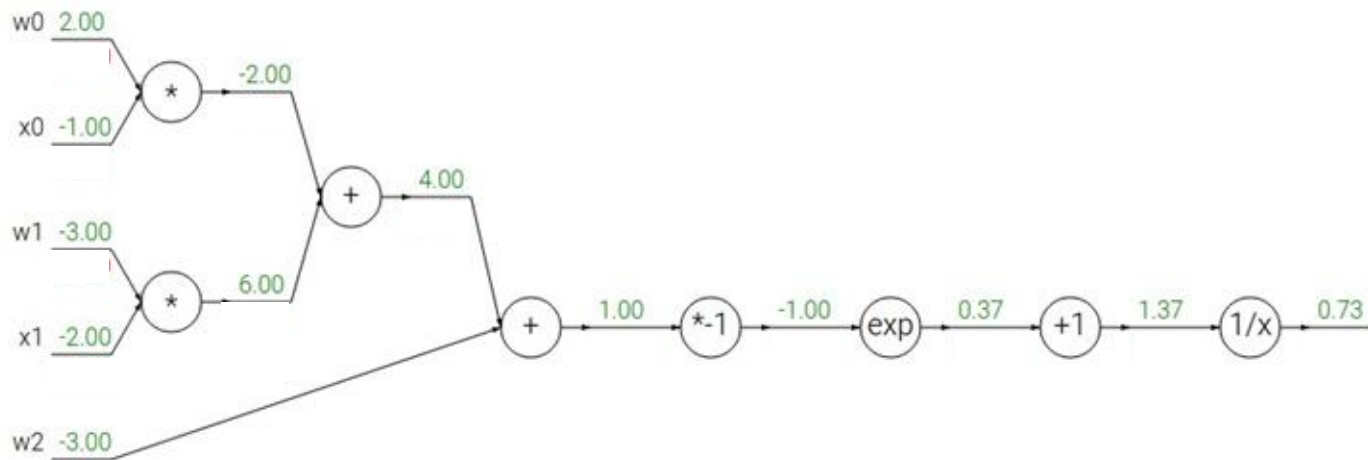
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Another example:

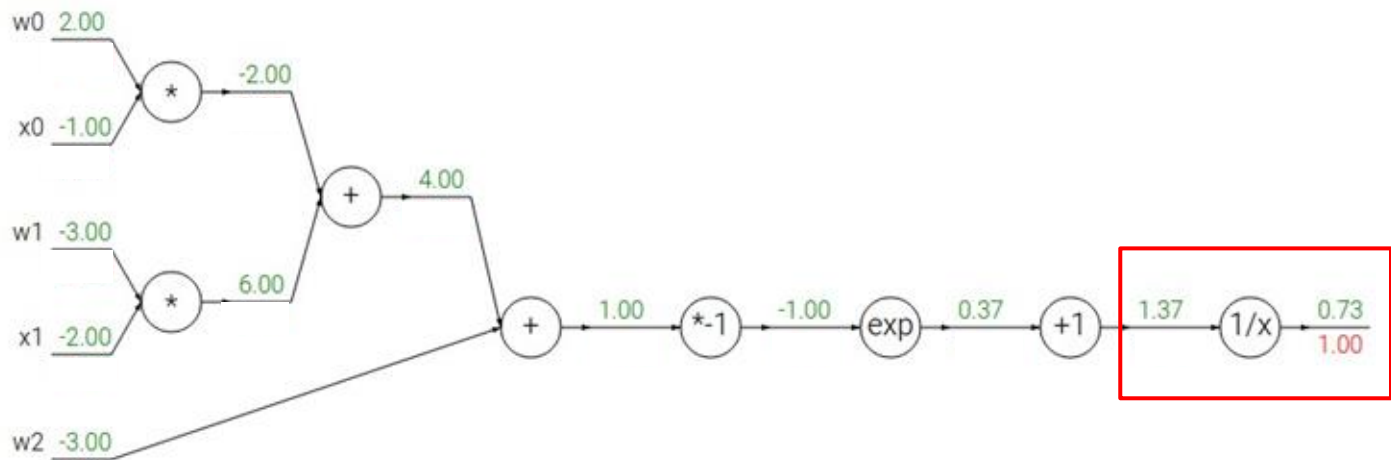
$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$f(x) = e^x$	→	$\frac{df}{dx} = e^x$		$f(x) = \frac{1}{x}$	→	$\frac{df}{dx} = -1/x^2$
$f_a(x) = ax$	→	$\frac{df}{dx} = a$		$f_c(x) = c + x$	→	$\frac{df}{dx} = 1$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x$$

→

$$\frac{df}{dx} = e^x$$

$$f_a(x) = ax$$

→

$$\frac{df}{dx} = a$$

$$f(x) = \frac{1}{x}$$

→

$$\frac{df}{dx} = -1/x^2$$

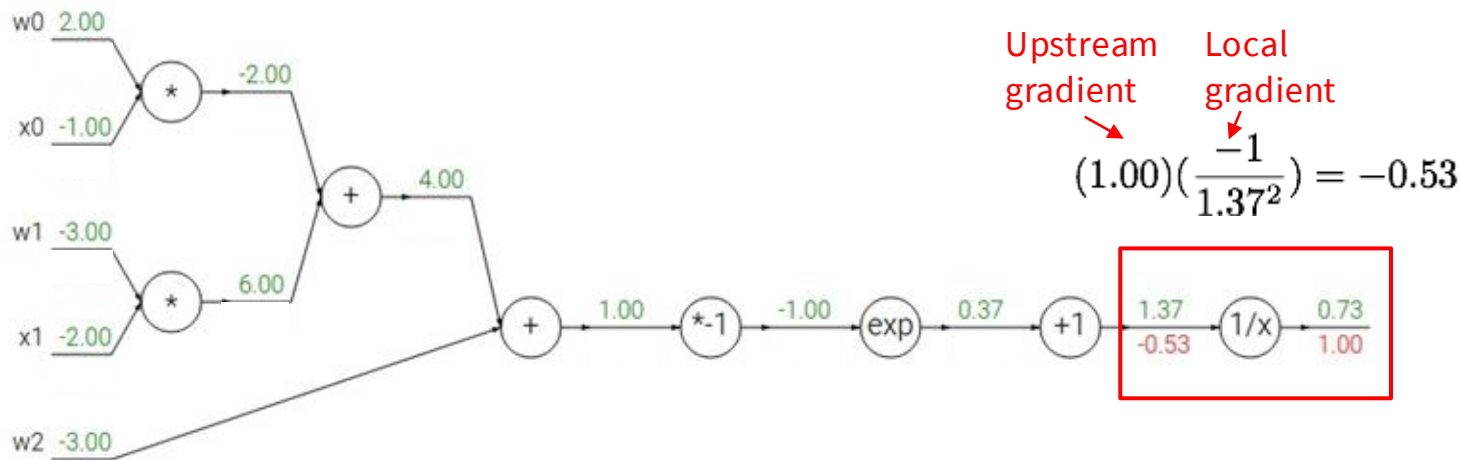
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$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$



$$f(x) = e^x \rightarrow \frac{df}{dx} = e^x$$

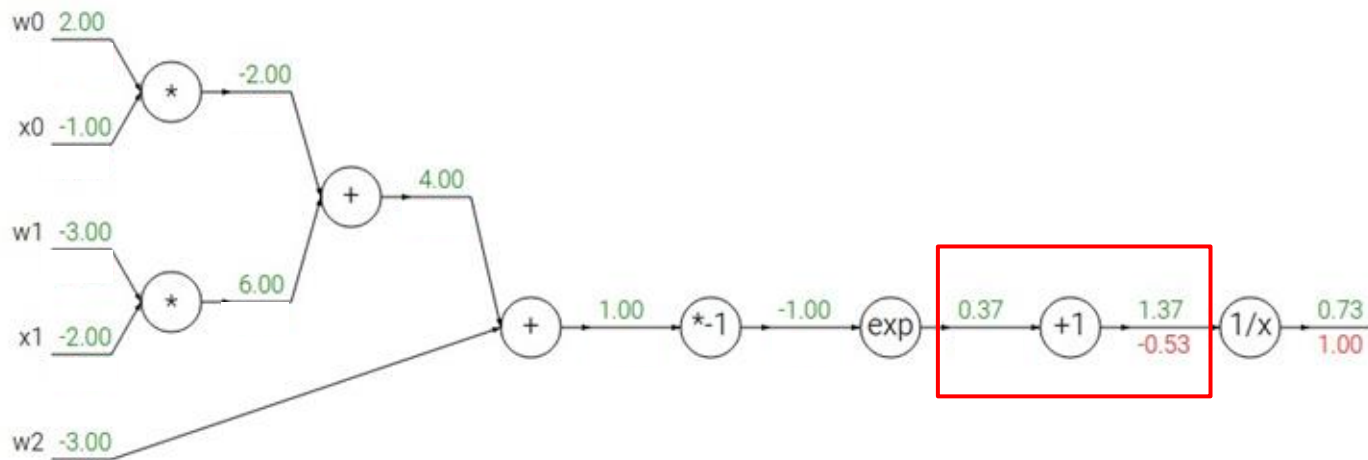
$$f_a(x) = ax \rightarrow \frac{df}{dx} = a$$

$$f(x) = \frac{1}{x} \rightarrow \frac{df}{dx} = -1/x^2$$

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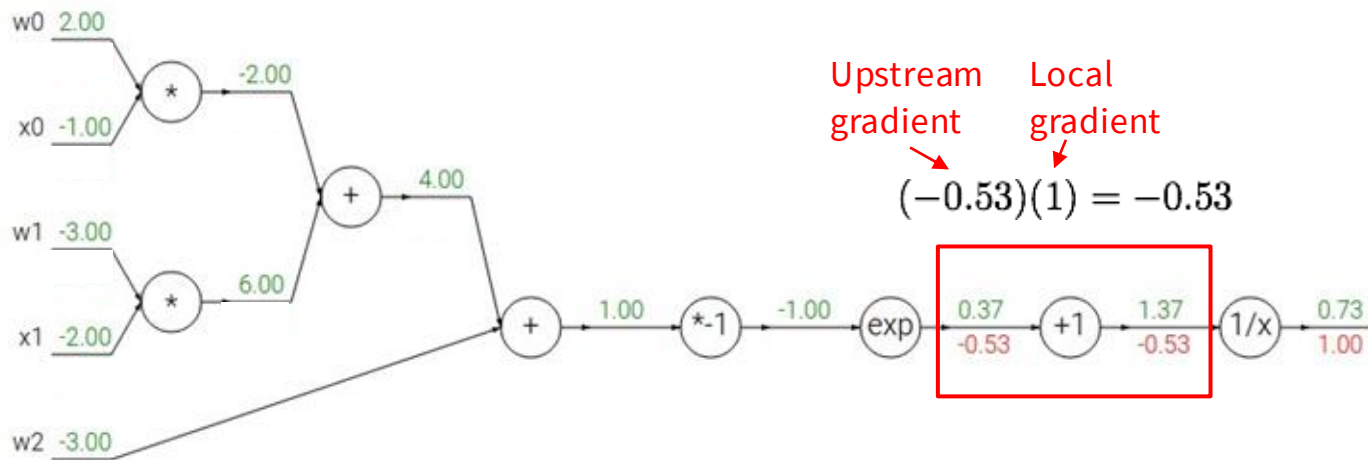
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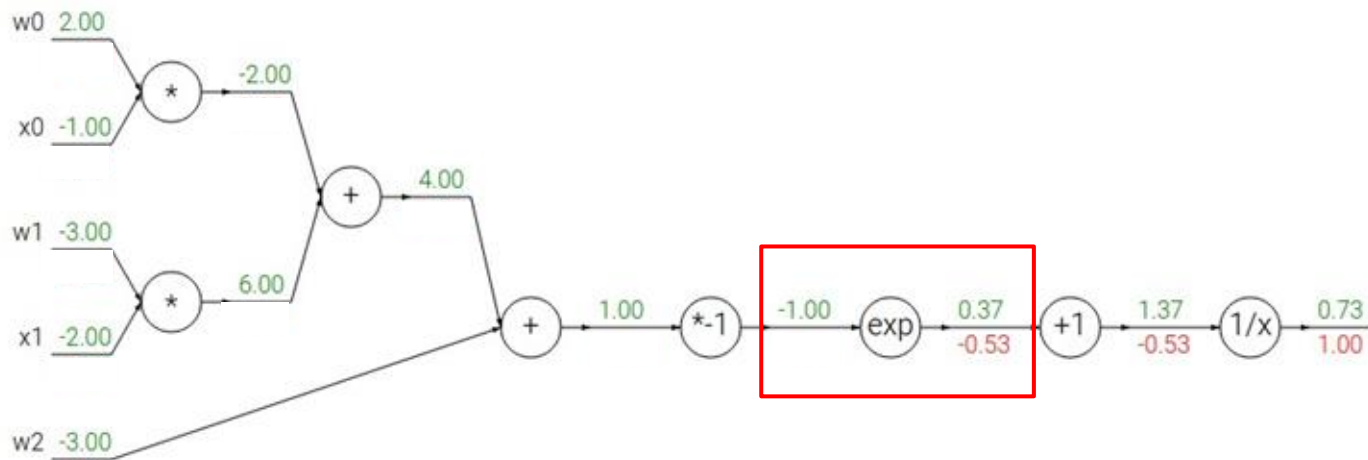
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$f(x) = e^x$	\rightarrow	$\frac{df}{dx} = e^x$		$f(x) = \frac{1}{x}$	\rightarrow	$\frac{df}{dx} = -1/x^2$
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$$f(x) = e^x \rightarrow \frac{df}{dx} = e^x$$

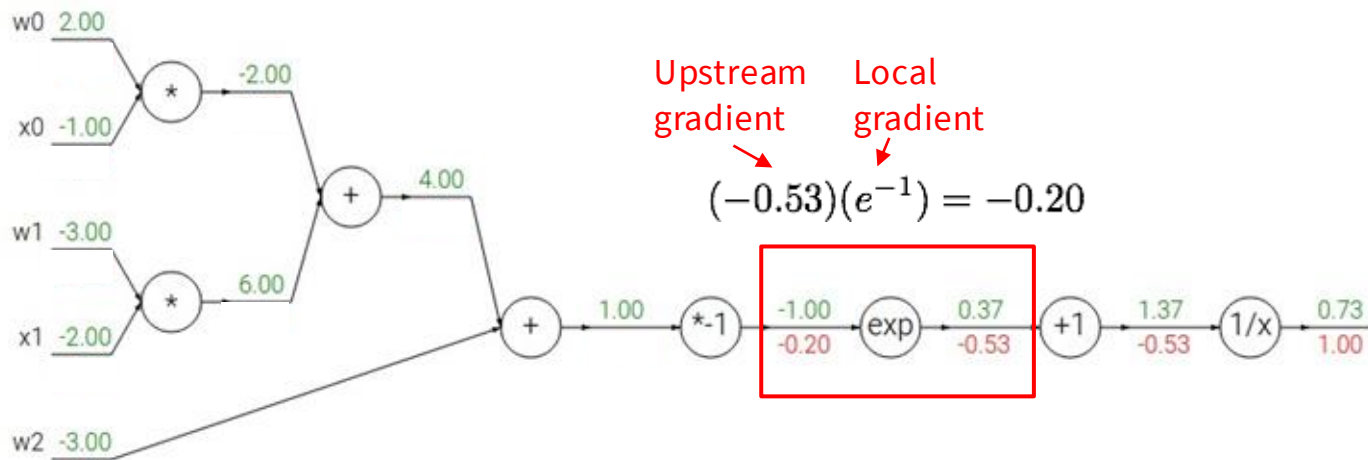
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$$f(x) = e^x \quad \rightarrow \quad \frac{df}{dx} = e^x$$

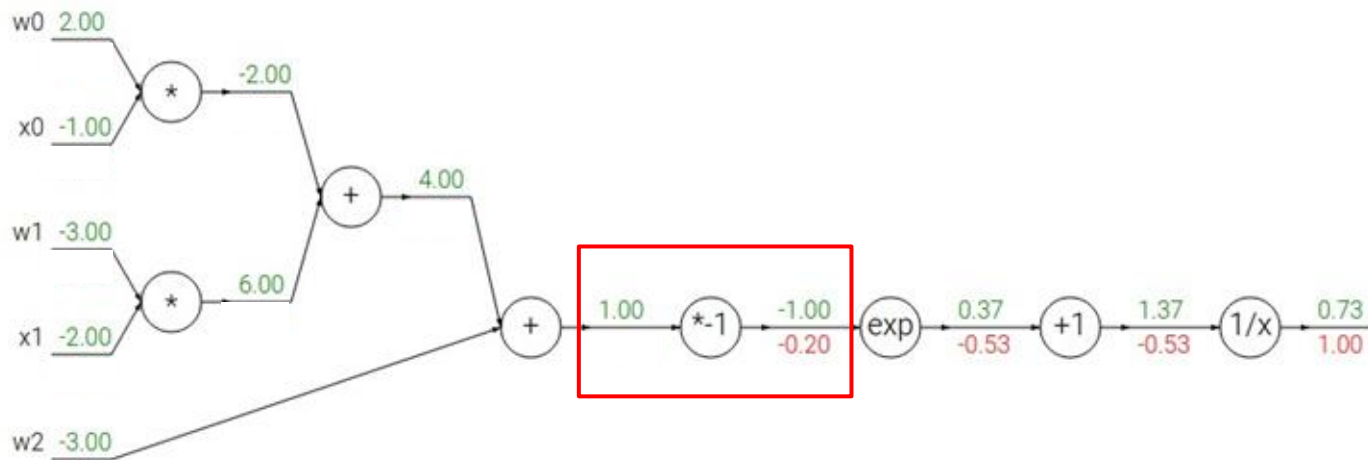
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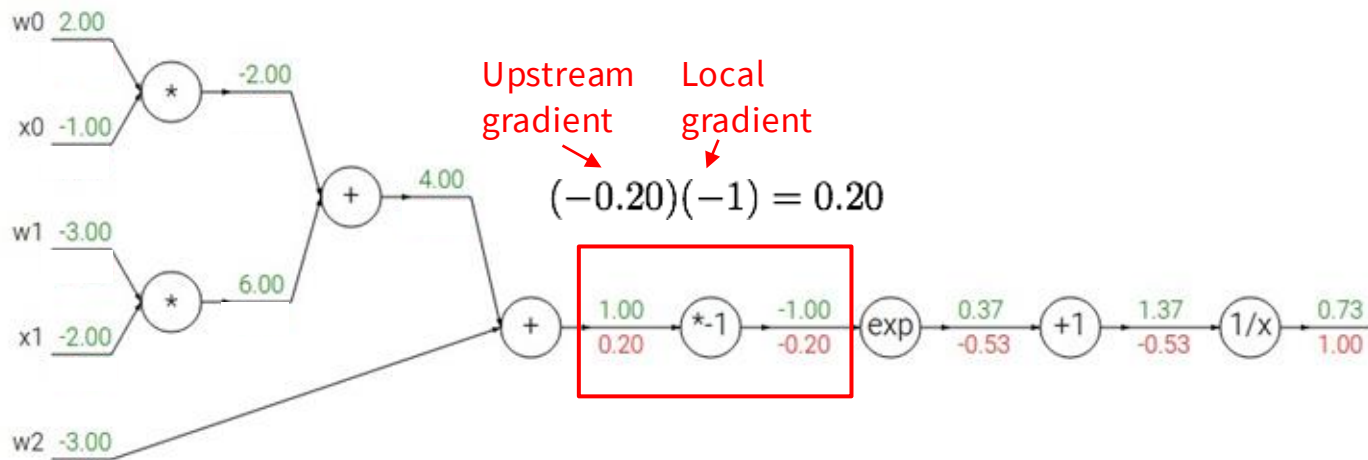
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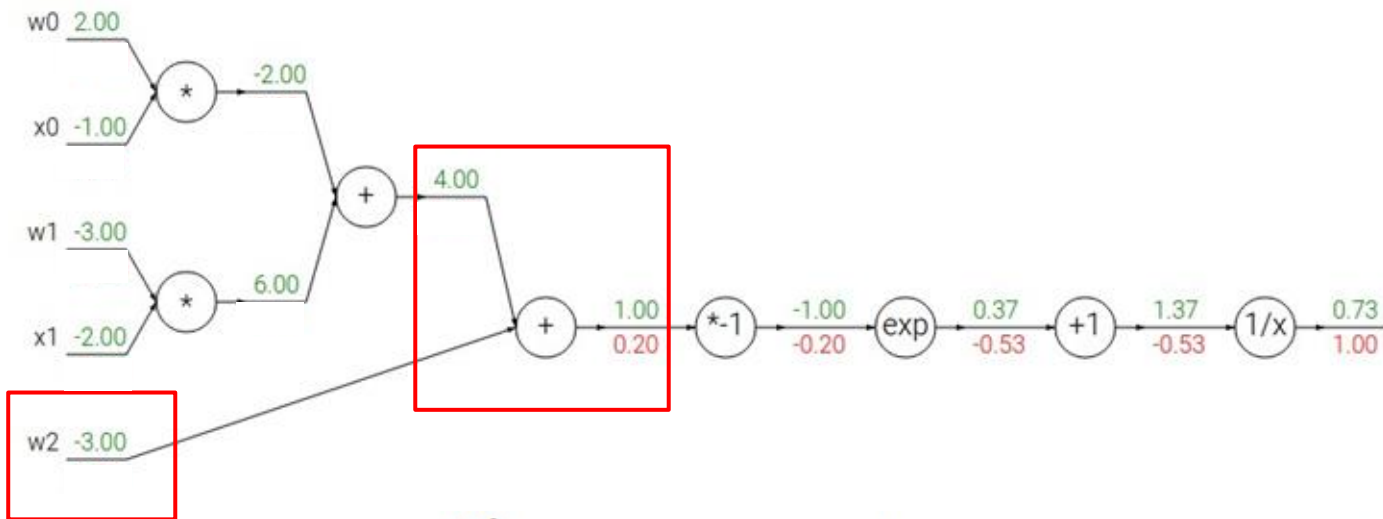
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→

$$\frac{df}{dx} = e^x$$

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→

$$\frac{df}{dx} = -1/x^2$$

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→

$$\frac{df}{dx} = a$$

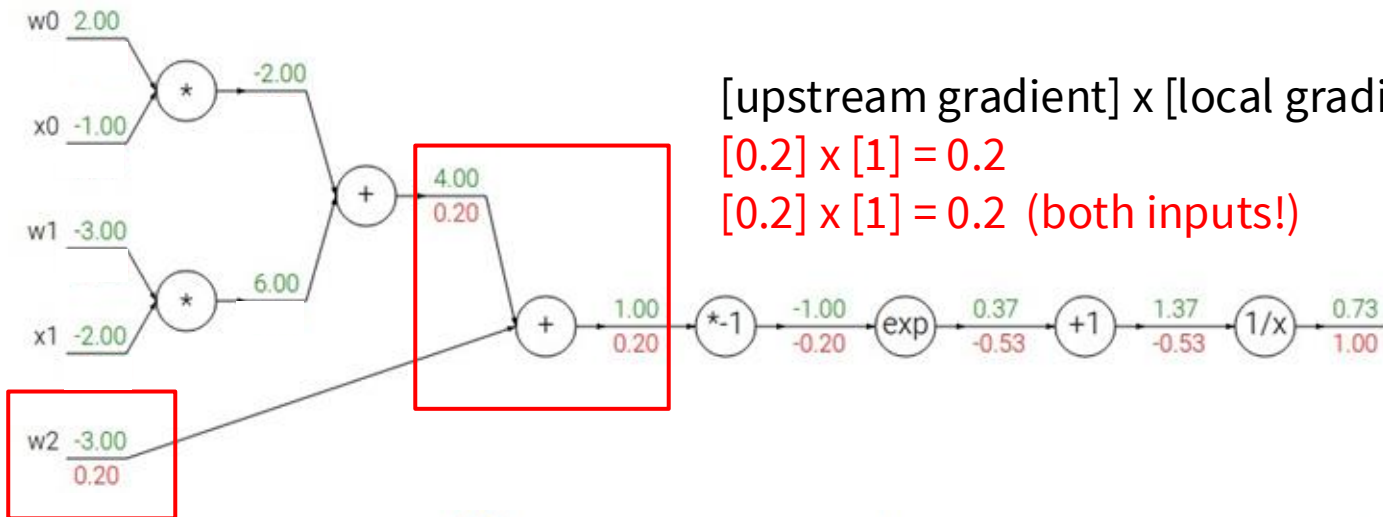
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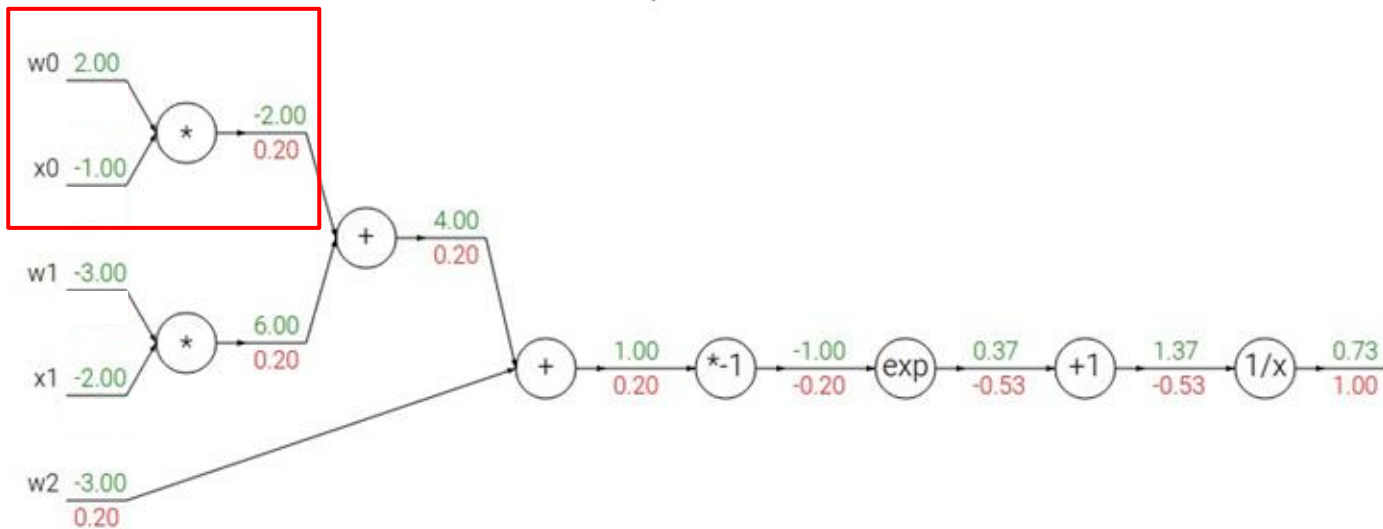
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Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

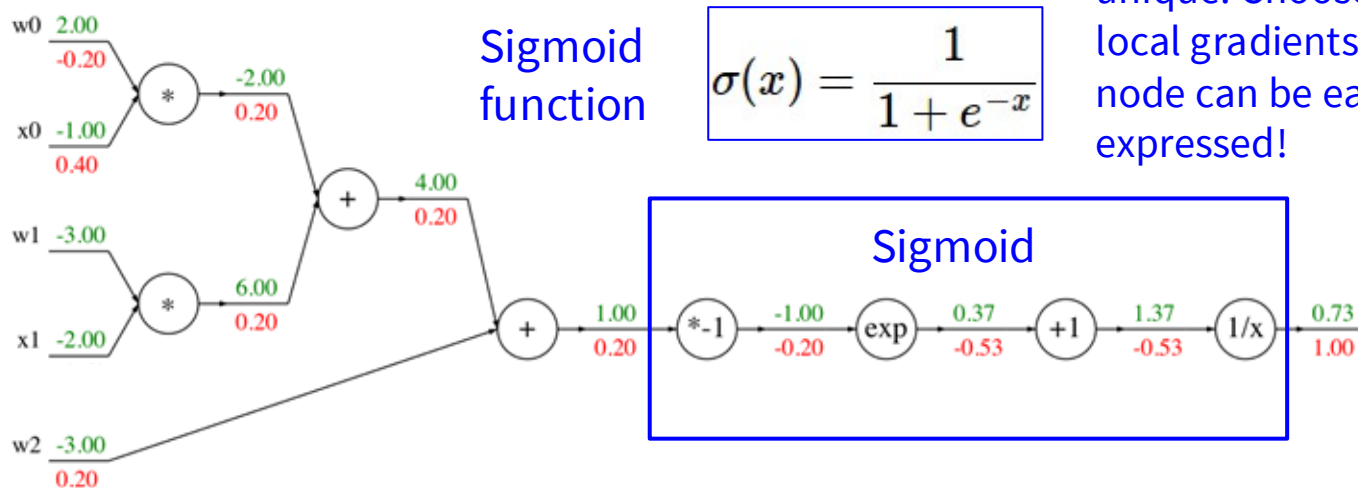


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Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

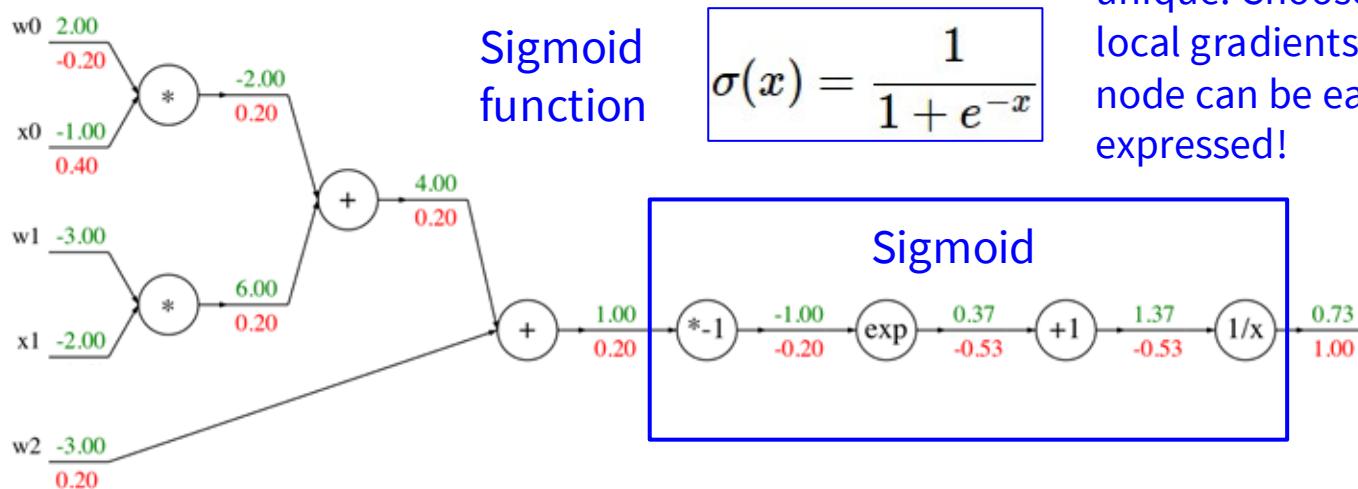
Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!



Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!



Sigmoid function

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

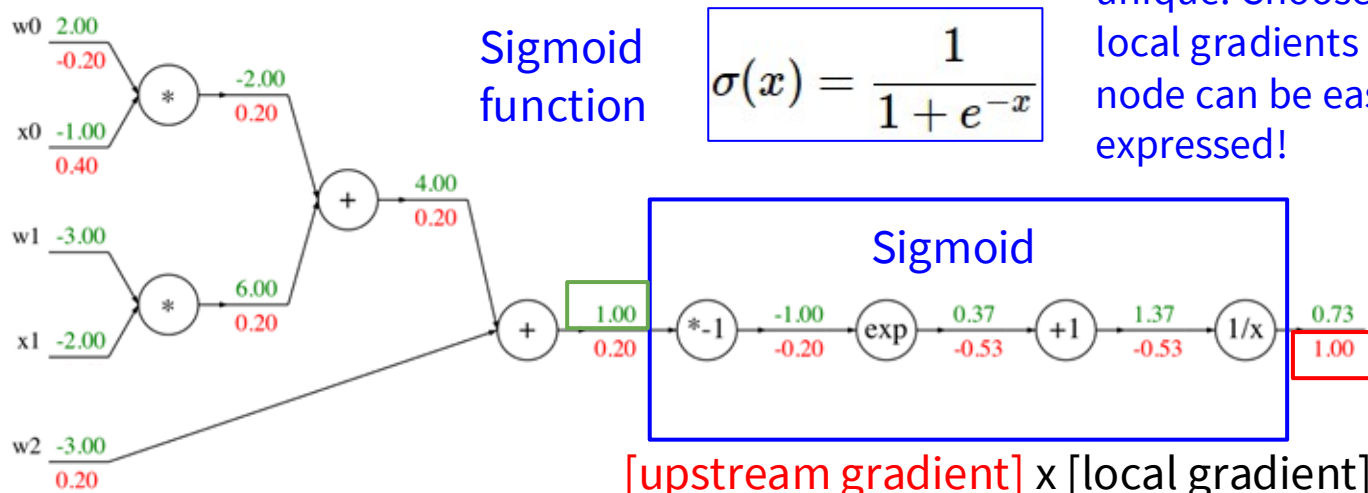
Sigmoid local gradient:

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left(\frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left(\frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x))\sigma(x)$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!



Sigmoid function

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

[upstream gradient] x [local gradient]
 $[1.00] \times [(1 - 1/(1+e^{-1})) (1/(1+e^{-1}))] = 0.2$

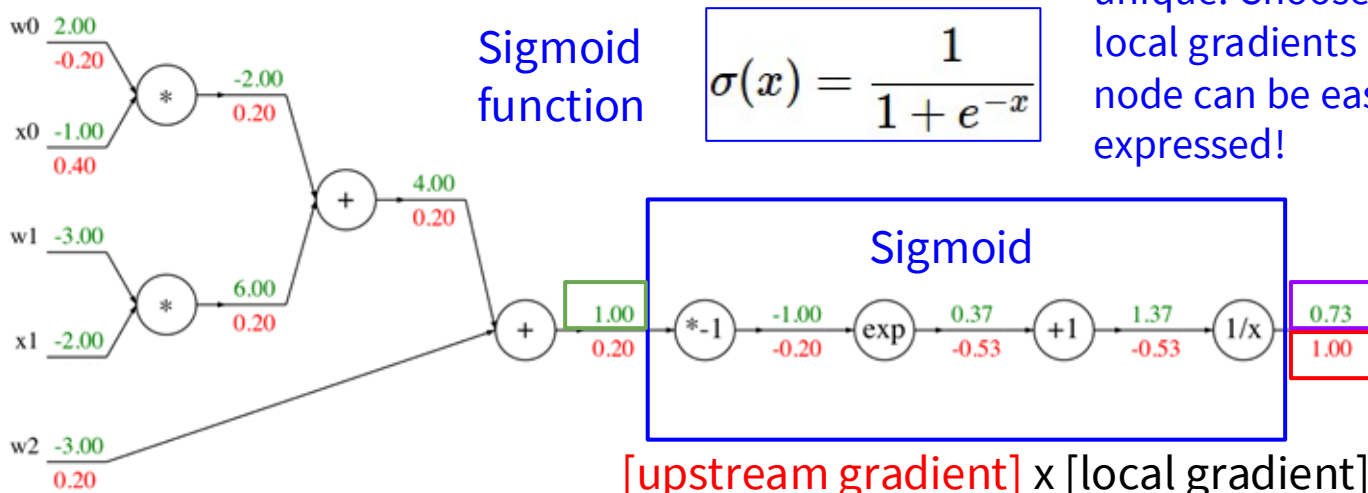
Sigmoid local gradient:

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left(\frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left(\frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x)) \sigma(x)$$

Another example:

$$f(w, x) = \frac{1}{1 + e^{-(w_0x_0 + w_1x_1 + w_2)}}$$

Computational graph representation may not be unique. Choose one where local gradients at each node can be easily expressed!

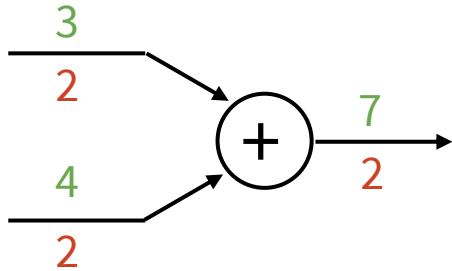


Sigmoid local gradient:

$$\frac{d\sigma(x)}{dx} = \frac{e^{-x}}{(1 + e^{-x})^2} = \left(\frac{1 + e^{-x} - 1}{1 + e^{-x}} \right) \left(\frac{1}{1 + e^{-x}} \right) = (1 - \sigma(x)) \sigma(x)$$

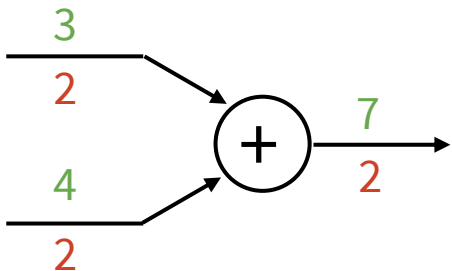
Patterns in gradient flow

add gate: gradient distributor

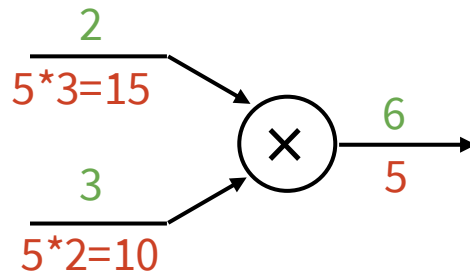


Patterns in gradient flow

add gate: gradient distributor

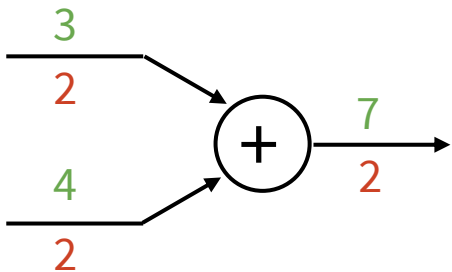


mul gate: “swap multiplier”

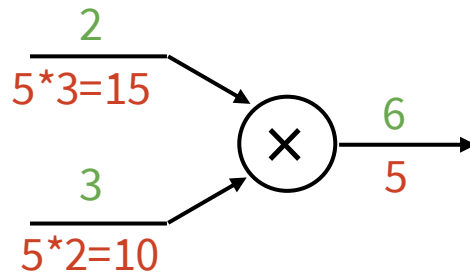


Patterns in gradient flow

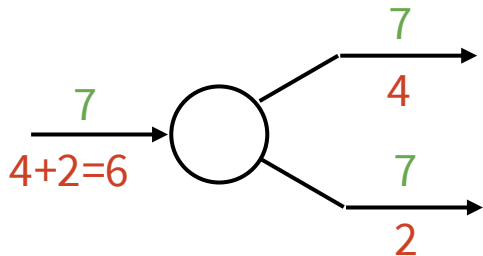
add gate: gradient distributor



mul gate: “swap multiplier”

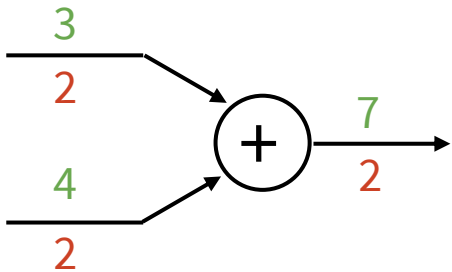


copy gate: gradient adder

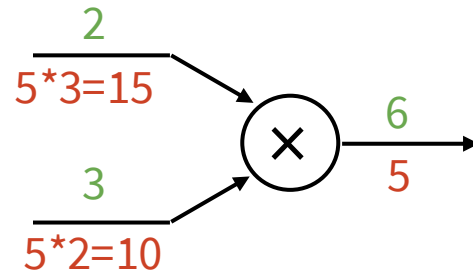


Patterns in gradient flow

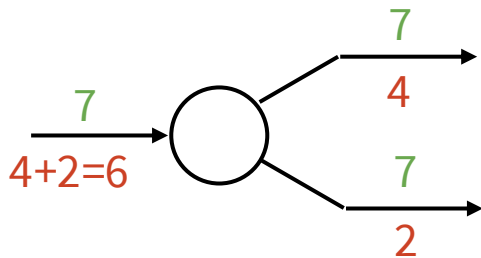
add gate: gradient distributor



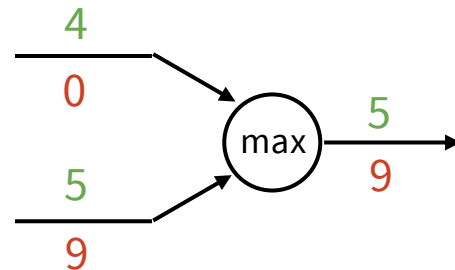
mul gate: “swap multiplier”



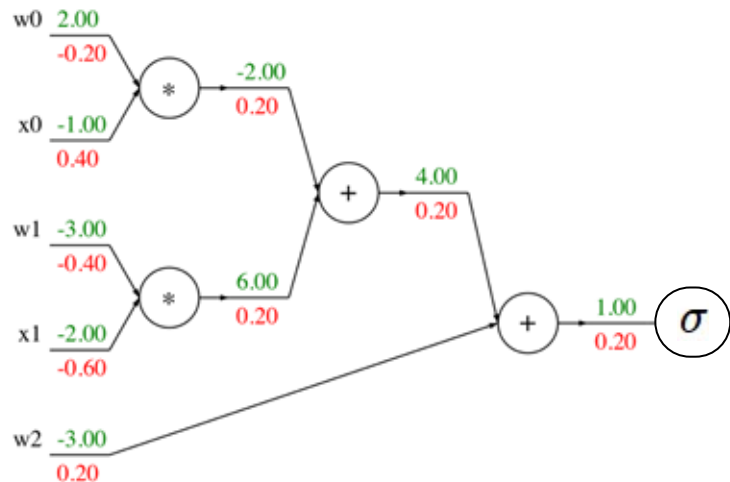
copy gate: gradient adder



max gate: gradient router



Backprop Implementation: “Flat” code



Forward pass:
Compute output

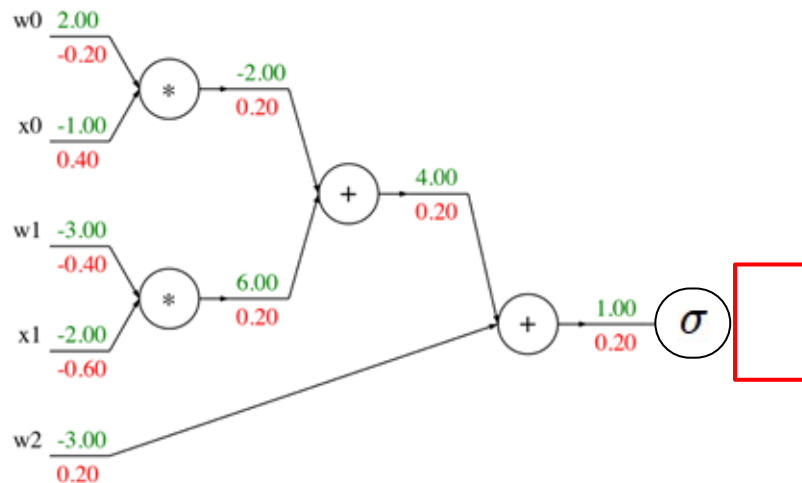
```
def f(w0, x0, w1, x1, w2):
```

```
s0 = w0 * x0  
s1 = w1 * x1  
s2 = s0 + s1  
s3 = s2 + w2  
L = sigmoid(s3)
```

Backward pass:
Compute grads

```
grad_L = 1.0  
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2  
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

Backprop Implementation: “Flat” code



Forward pass:
Compute output

```
def f(w0, x0, w1, x1, w2):
```

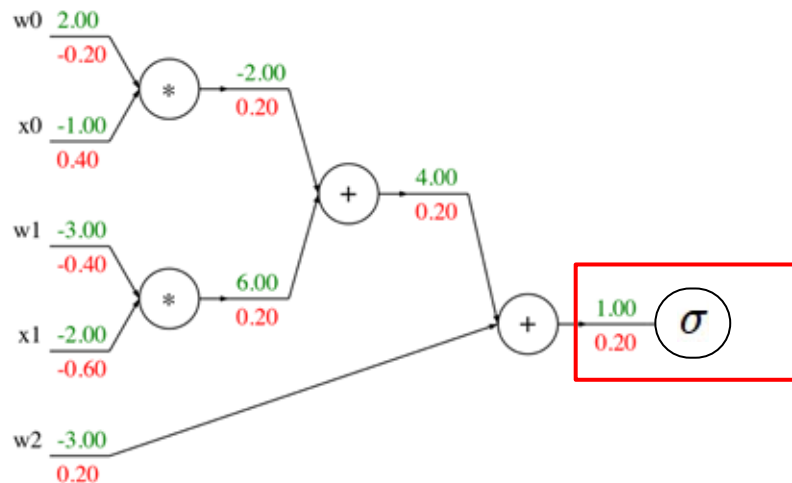
```
s0 = w0 * x0  
s1 = w1 * x1  
s2 = s0 + s1  
s3 = s2 + w2  
L = sigmoid(s3)
```

Base case

```
grad_L = 1.0
```

```
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2  
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

Backprop Implementation: “Flat” code



Forward pass:
Compute output

```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0
```

```
    s1 = w1 * x1
```

```
    s2 = s0 + s1
```

```
    s3 = s2 + w2
```

```
    L = sigmoid(s3)
```

Sigmoid

```
    grad_L = 1.0
```

```
    grad_s3 = grad_L * (1 - L) * L
```

```
    grad_w2 = grad_s3
```

```
    grad_s2 = grad_s3
```

```
    grad_s0 = grad_s2
```

```
    grad_s1 = grad_s2
```

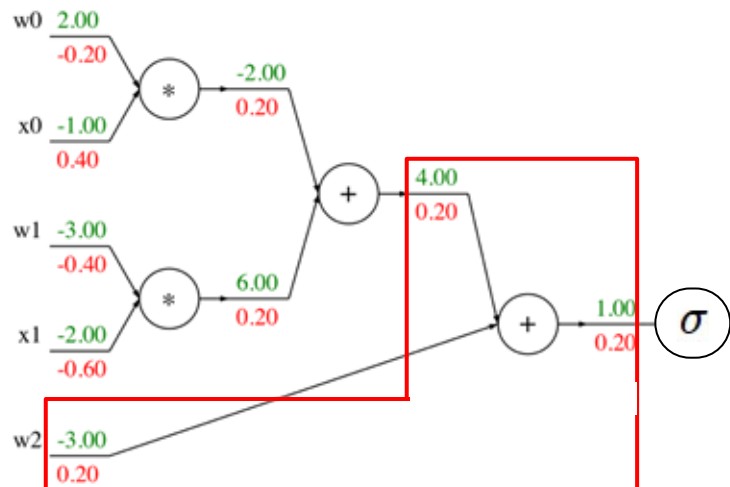
```
    grad_w1 = grad_s1 * x1
```

```
    grad_x1 = grad_s1 * w1
```

```
    grad_w0 = grad_s0 * x0
```

```
    grad_x0 = grad_s0 * w0
```

Backprop Implementation: “Flat” code



Forward pass:
Compute output

```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0  
    s1 = w1 * x1  
    s2 = s0 + s1  
    s3 = s2 + w2  
    L = sigmoid(s3)
```

```
    grad_L = 1.0
```

```
    grad_s3 = grad_L * (1 - L) * L
```

```
    grad_w2 = grad_s3
```

```
    grad_s2 = grad_s3
```

```
    grad_s0 = grad_s2
```

```
    grad_s1 = grad_s2
```

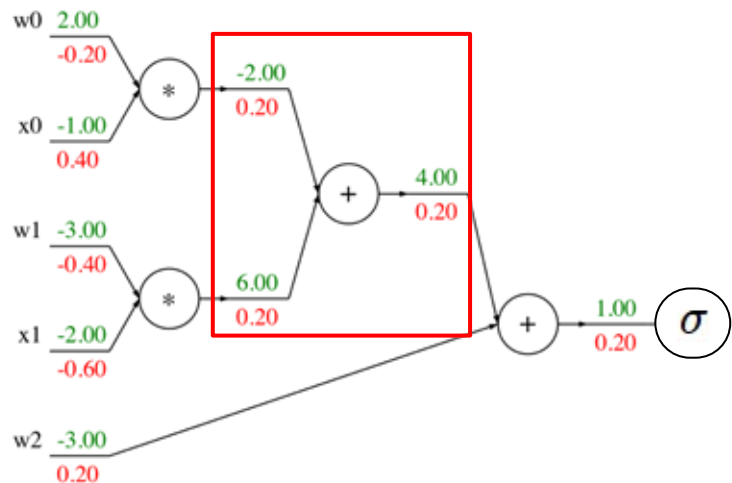
```
    grad_w1 = grad_s1 * x1
```

```
    grad_x1 = grad_s1 * w1
```

```
    grad_w0 = grad_s0 * x0
```

```
    grad_x0 = grad_s0 * w0
```

Backprop Implementation: “Flat” code



Forward pass:
Compute output

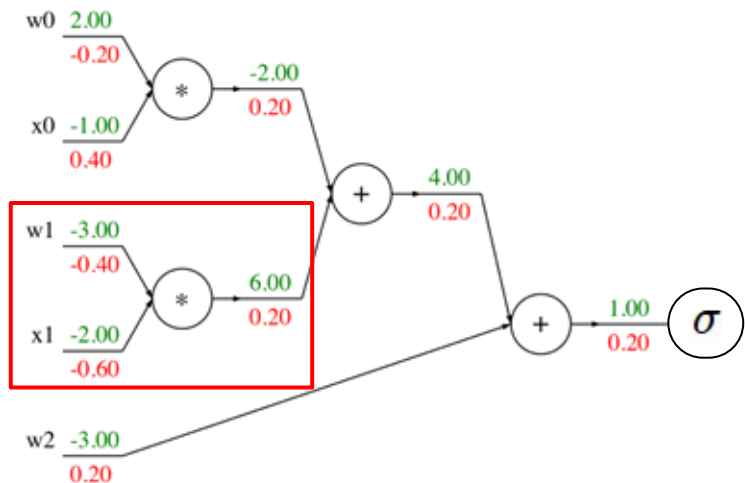
```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0  
    s1 = w1 * x1  
    s2 = s0 + s1  
    s3 = s2 + w2  
    L = sigmoid(s3)
```

```
    grad_L = 1.0  
    grad_s3 = grad_L * (1 - L) * L  
    grad_w2 = grad_s3  
    grad_s2 = grad_s3  
    grad_s0 = grad_s2  
    grad_s1 = grad_s2  
    grad_w1 = grad_s1 * x1  
    grad_x1 = grad_s1 * w1  
    grad_w0 = grad_s0 * x0  
    grad_x0 = grad_s0 * w0
```

Add gate

Backprop Implementation: “Flat” code



Forward pass:
Compute output

```
def f(w0, x0, w1, x1, w2):
```

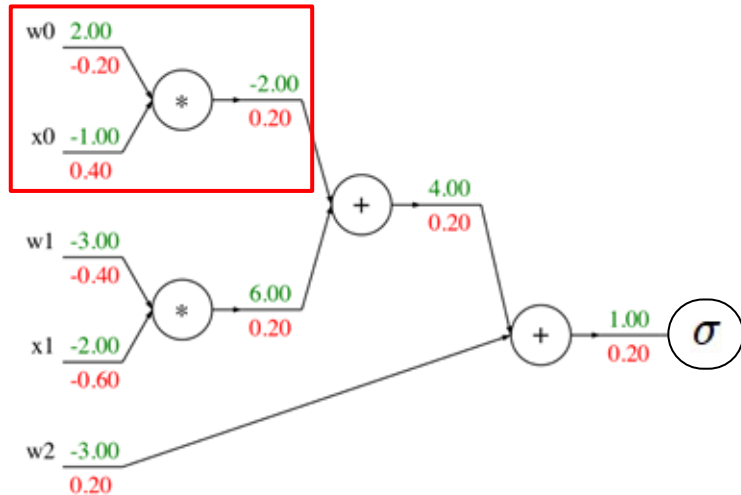
```
s0 = w0 * x0  
s1 = w1 * x1  
s2 = s0 + s1  
s3 = s2 + w2  
L = sigmoid(s3)
```

```
grad_L = 1.0  
grad_s3 = grad_L * (1 - L) * L  
grad_w2 = grad_s3  
grad_s2 = grad_s3  
grad_s0 = grad_s2  
grad_s1 = grad_s2
```

Multiply gate

```
grad_w1 = grad_s1 * x1  
grad_x1 = grad_s1 * w1  
grad_w0 = grad_s0 * x0  
grad_x0 = grad_s0 * w0
```

Backprop Implementation: “Flat” code



Forward pass:
Compute output

```
def f(w0, x0, w1, x1, w2):
```

```
    s0 = w0 * x0
```

```
    s1 = w1 * x1
```

```
    s2 = s0 + s1
```

```
    s3 = s2 + w2
```

```
    L = sigmoid(s3)
```

```
grad_L = 1.0
```

```
grad_s3 = grad_L * (1 - L) * L
```

```
grad_w2 = grad_s3
```

```
grad_s2 = grad_s3
```

```
grad_s0 = grad_s2
```

```
grad_s1 = grad_s2
```

```
grad_w1 = grad_s1 * x1
```

```
grad_x1 = grad_s1 * w1
```

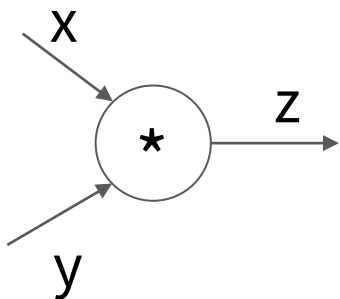
```
grad_w0 = grad_s0 * x0
```

```
grad_x0 = grad_s0 * w0
```

Multiply gate

Modularized implementation: forward / backward API

Gate / Node / Function object: Actual PyTorch code



(x,y,z are scalars)

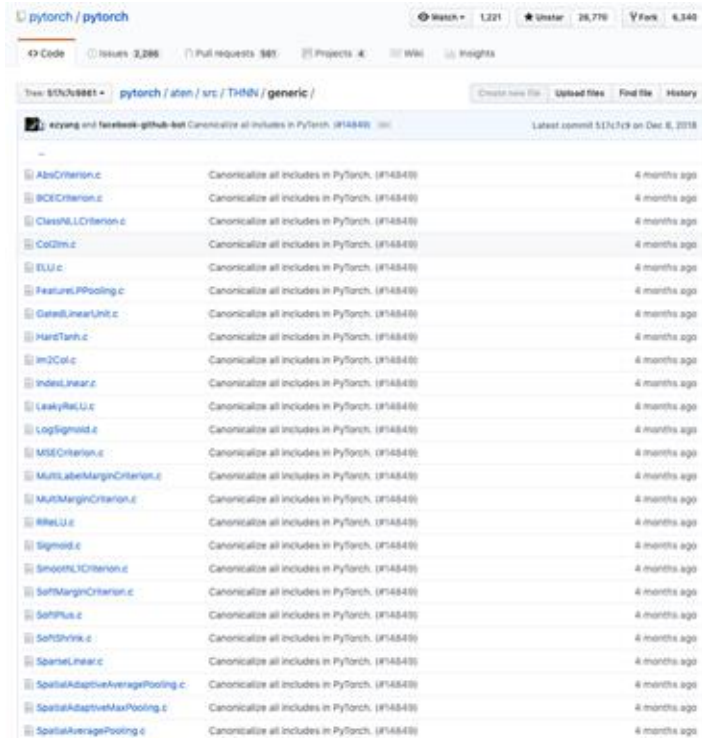
```
class Multiply(torch.autograd.Function):  
    @staticmethod  
    def forward(ctx, x, y):  
        ctx.save_for_backward(x, y)  ←  
        z = x * y  
        return z  
    @staticmethod  
    def backward(ctx, grad_z):  ←  
        x, y = ctx.saved_tensors  
        grad_x = y * grad_z  # dz/dx * dL/dz  
        grad_y = x * grad_z  # dz/dy * dL/dz  
        return grad_x, grad_y
```

Need to cache some values for use in backward

Upstream gradient

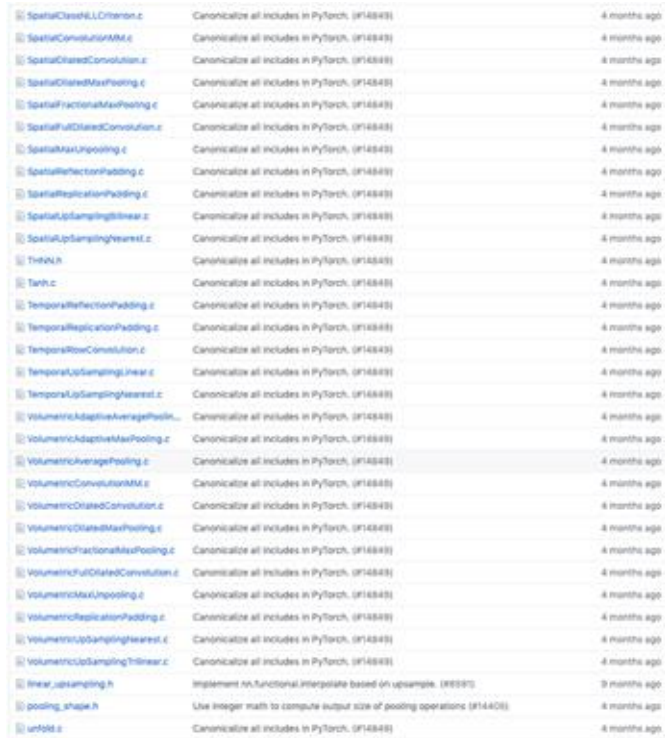
Multiply upstream and local gradients

Example: PyTorch operators



The screenshot shows the GitHub repository for PyTorch, specifically the 'aten / src / THNN / generic /' directory. It lists various operators with their canonicalization status and the date they were last committed. The operators listed include:

Operator	Canonicalization Status	Last Commit Date
AbsCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
BCRCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
ClassNLLCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
Cot2im.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
ELU.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
FeatureLPPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
GateLinearUnit.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
HardTanh.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
im2Col.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
indexLinear.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
LeakyReLU.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
LogSigmoid.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
MSECriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
MultiLabelMarginCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
MultiMarginCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
ReLU.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
Sigmoid.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SmoothL1Criterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SoftMarginCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SoftPlus.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SoftShrink.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpaseLinear.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialAdaptiveAveragePooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialAdaptiveMaxPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialAveragePooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago



The continuation of the list of operators from the PyTorch repository, including:

SpatialClassNLLCriterion.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialConvolutionMM.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialCrossedConvolution.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialCrossedMaxPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialFractionalMaxPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialFullCrossedConvolution.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialMaxUpooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialReflectionPadding.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialReplicationPadding.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialUpSampling1d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
SpatialUpSampling2d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
THNN.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
Tanh.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
TemporalReflectionPadding.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
TemporalReplicationPadding.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
TemporalRowConvolution.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
TemporalUpSampling1d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
TemporalUpSampling2d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricAdaptiveAveragePooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricAdaptiveMaxPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricAveragePooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricConvolutionMM.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricCrossedConvolution.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricCrossedMaxPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricFractionalMaxPooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricFullCrossedConvolution.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricMaxUpooling.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricReflectionPadding.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricReplicationPadding.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricUpSampling1d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricUpSampling2d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
VolumetricUpSampling3d.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago
linear_upsampling.h	Implement N-Functional interpolate based on upsample. (#8997)	3 months ago
pooling_shape.h	Use Integer math to compute output size of pooling operations. (#14408)	4 months ago
unfold.c	Canonicalize all includes in PyTorch. (#14849)	4 months ago

PyTorch sigmoid layer

Forward

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$



```
void THNN_(Sigmoid_updateOutput)(
    THNNState *state,
    THTensor *input,
    THTensor *output)
{
    THTensor_(sigmoid)(output, input);
}
```

```
void THNN_(Sigmoid_updateGradInput)(
    THNNState *state,
    THTensor *gradOutput,
    THTensor *gradInput,
    THTensor *output)
{
    THNN_CHECK_NELEMENT(output, gradOutput);
    THTensor_(resizeAs)(gradInput, output);
    TH_TENSOR_APPLY3(scalar_t, gradInput, scalar_t, gradOutput, scalar_t, output,
        scalar_t z = *output_data;
        *gradInput_data = *gradOutput_data * (1. - z) * z;
    );
}
```

#endif

[Source](#)

PyTorch sigmoid layer

```
1 #ifndef TH_GENERIC_FILE
2 #define TH_GENERIC_FILE "THNN/generic/Sigmoid.c"
3 #else
4
5 void THNN_(Sigmoid_updateOutput)(
6     THNNState *state,
7     THTensor *input,
8     THTensor *output)
9 {
10     THTensor_(sigmoid)(output, input);
11 }
12
13 void THNN_(Sigmoid_updateGradInput)(
14     THNNState *state,
15     THTensor *gradOutput,
16     THTensor *gradInput,
17     THTensor *output)
18 {
19     THNN_CHECK_NELEMENT(output, gradOutput);
20     THTensor_(resizeAs)(gradInput, output);
21     TH_TENSOR_APPLY3(scalar_t, gradInput, scalar_t, gradOutput, scalar_t, output,
22         scalar_t z = *output_data;
23         *gradInput_data = *gradOutput_data * (1. - z) * z;
24     );
25 }
26
27 #endif
```

Forward

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$

```
static void sigmoid_kernel(TensorIterator& iter) {
    AT_DISPATCH_FLOATING_TYPES(iter.dtype(), "sigmoid_cpu", [&]() {
        unary_kernel_vec(
            iter,
            [=](scalar_t a) -> scalar_t { return (1 / (1 + std::exp((-a)))); },
            [=](Vec256<scalar_t> a) {
                a = Vec256<scalar_t>((scalar_t)(0)) - a;
                a = a.exp();
                a = Vec256<scalar_t>((scalar_t)(1)) + a;
                a = a.reciprocal();
                return a;
            });
    });
}
```

Forward actually defined elsewhere...

```
return (1 / (1 + std::exp((-a))));
```

[Source](#)

PyTorch sigmoid layer

```
1 #ifndef TH_GENERIC_FILE
2 #define TH_GENERIC_FILE "THNN/generic/Sigmoid.c"
3 #else
```

```
4
5 void THNN_(Sigmoid_updateOutput)(
6     THNNState *state,
7     THTensor *input,
8     THTensor *output)
9 {
10     THTensor_(sigmoid)(output, input);
11 }
```

Forward

$$\sigma(x) = \frac{1}{1 + e^{-x}}$$



```
12
13 void THNN_(Sigmoid_updateGradInput)(
14     THNNState *state,
15     THTensor *gradOutput,
16     THTensor *gradInput,
17     THTensor *output)
18 {
19     THNN_CHECK_NELEMENT(output, gradOutput);
20     THTensor_(resizeAs)(gradInput, output);
21     TH_TENSOR_APPLY3(scalar_t, gradInput, scalar_t, gradOutput, scalar_t, output,
22         scalar_t z = *output_data;
23         *gradInput_data = *gradOutput_data * (1. - z) * z;
24     );
25 }
```

Backward

$$(1 - \sigma(x)) \sigma(x)$$



```
static void sigmoid_kernel(TensorIterator& iter) {
    AT_DISPATCH_FLOATING_TYPES(iter.dtype(), "sigmoid_cpu", [&]() {
        unary_kernel_vec(
            iter,
            [=](scalar_t a) -> scalar_t { return (1 / (1 + std::exp((-a)))); },
            [=](Vec256<scalar_t> a) {
                a = Vec256<scalar_t>((scalar_t)(0)) - a;
                a = a.exp();
                a = Vec256<scalar_t>((scalar_t)(1)) + a;
                a = a.reciprocal();
                return a;
            });
    });
}
```

Forward actually defined [elsewhere...](#)

[Source](#)

So far: backprop with scalars

What about vector-valued functions?

Recap: Vector derivatives

Scalar to Scalar

$$x \in \mathbb{R}, y \in \mathbb{R}$$

Regular derivative:

$$\frac{\partial y}{\partial x} \in \mathbb{R}$$

If x changes by a small amount, how much will y change?

Recap: Vector derivatives

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Vector to Scalar

$$x \in \mathbb{R}^N, y \in \mathbb{R}$$

Derivative is Gradient:

$$\frac{\partial y}{\partial x} \in \mathbb{R}^N \quad \left(\frac{\partial y}{\partial x} \right)_n = \frac{\partial y}{\partial x_n}$$

For each element of x , if it changes by a small amount then how much will y change?

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Vector to Vector

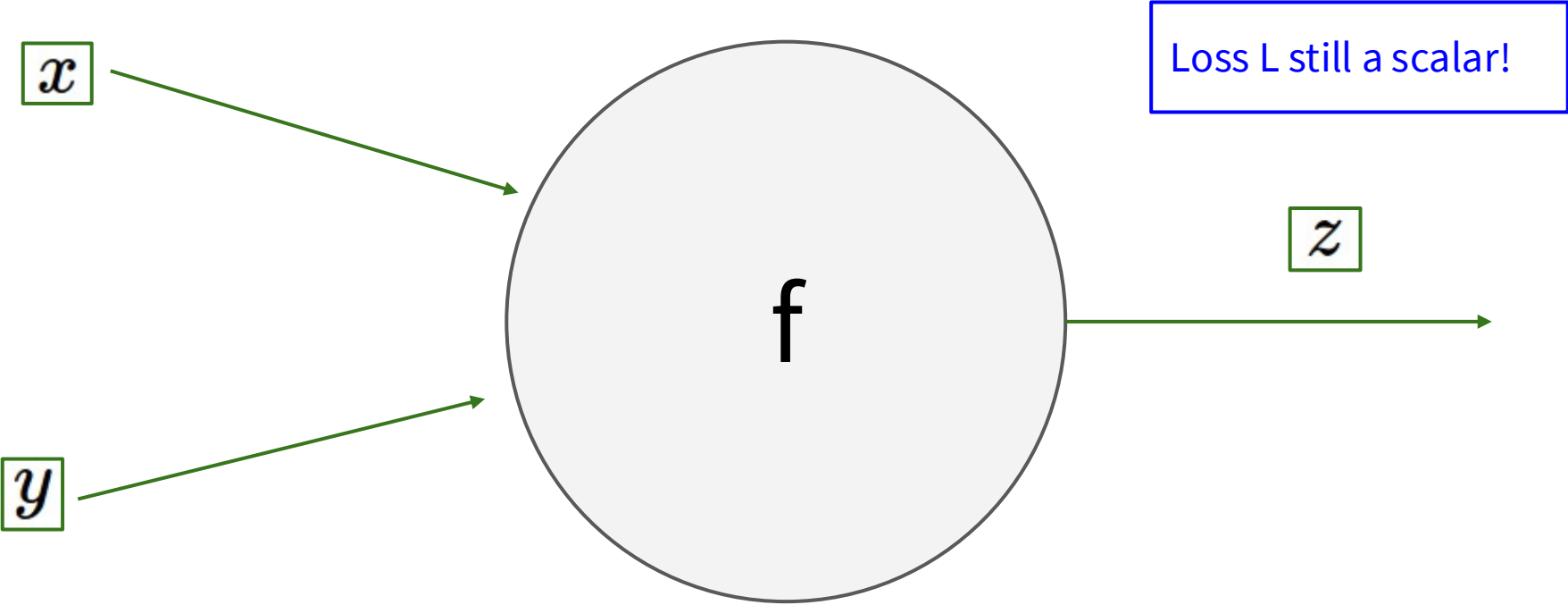
$$x \in \mathbb{R}^N, y \in \mathbb{R}^M$$

Derivative is Jacobian:

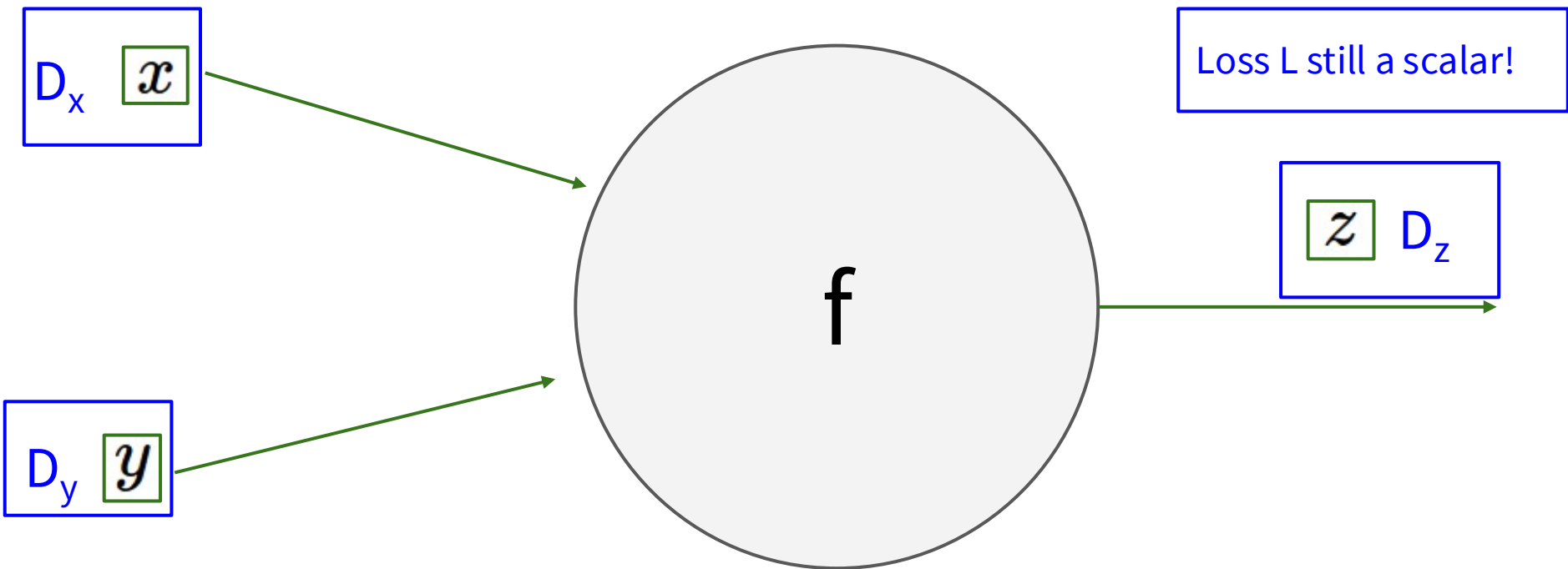
$$\frac{\partial y}{\partial x} \in \mathbb{R}^{N \times M} \quad \left(\frac{\partial y}{\partial x} \right)_{n,m} = \frac{\partial y_m}{\partial x_n}$$

For each element of x , if it changes by a small amount then how much will each element of y change?

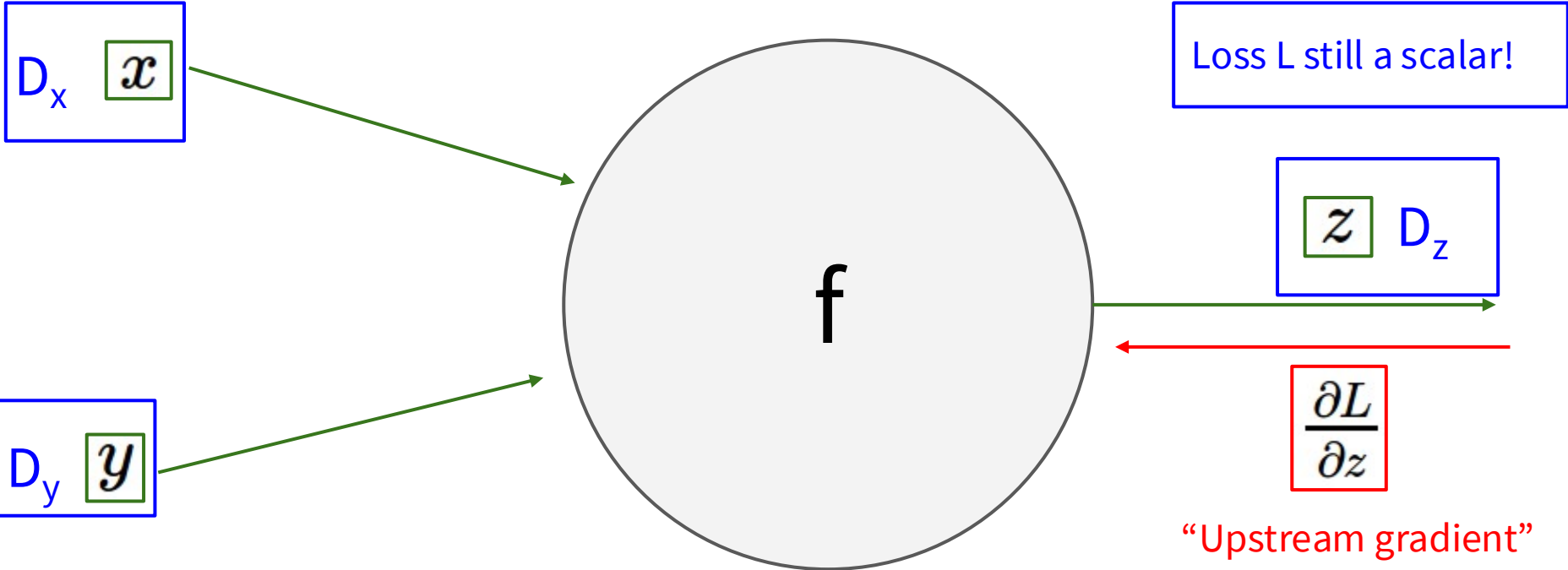
Backprop with Vectors



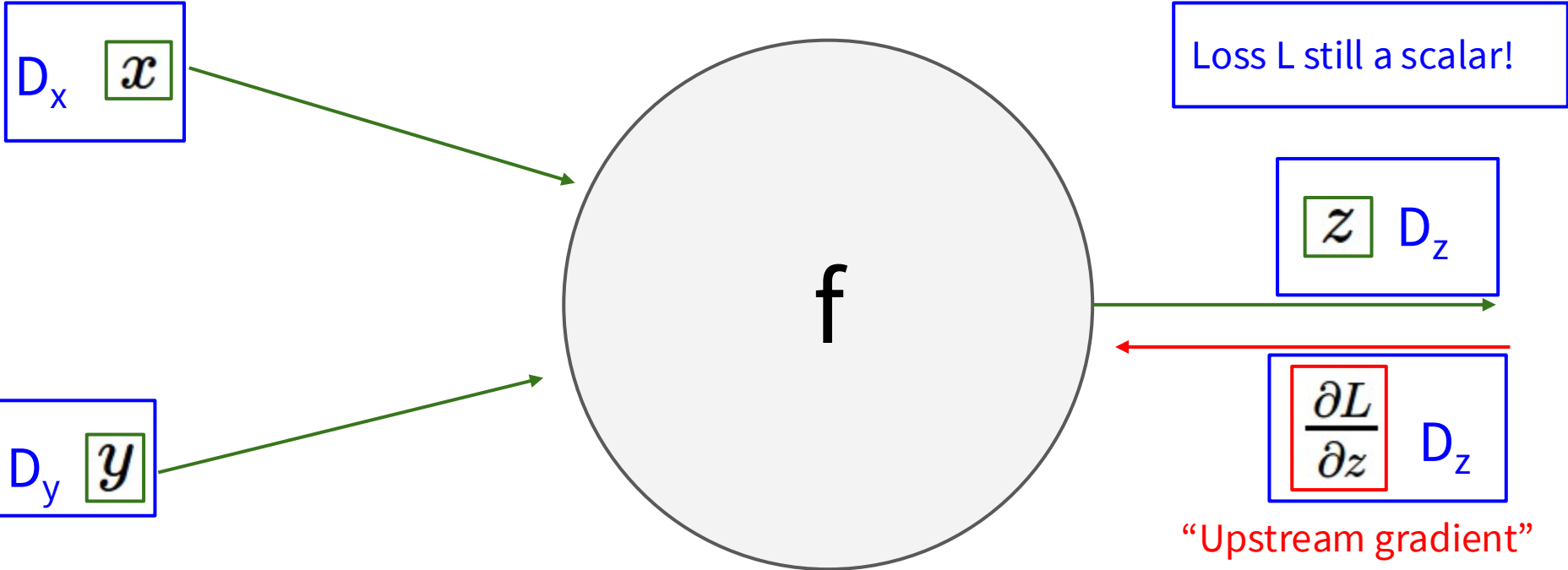
Backprop with Vectors



Backprop with Vectors

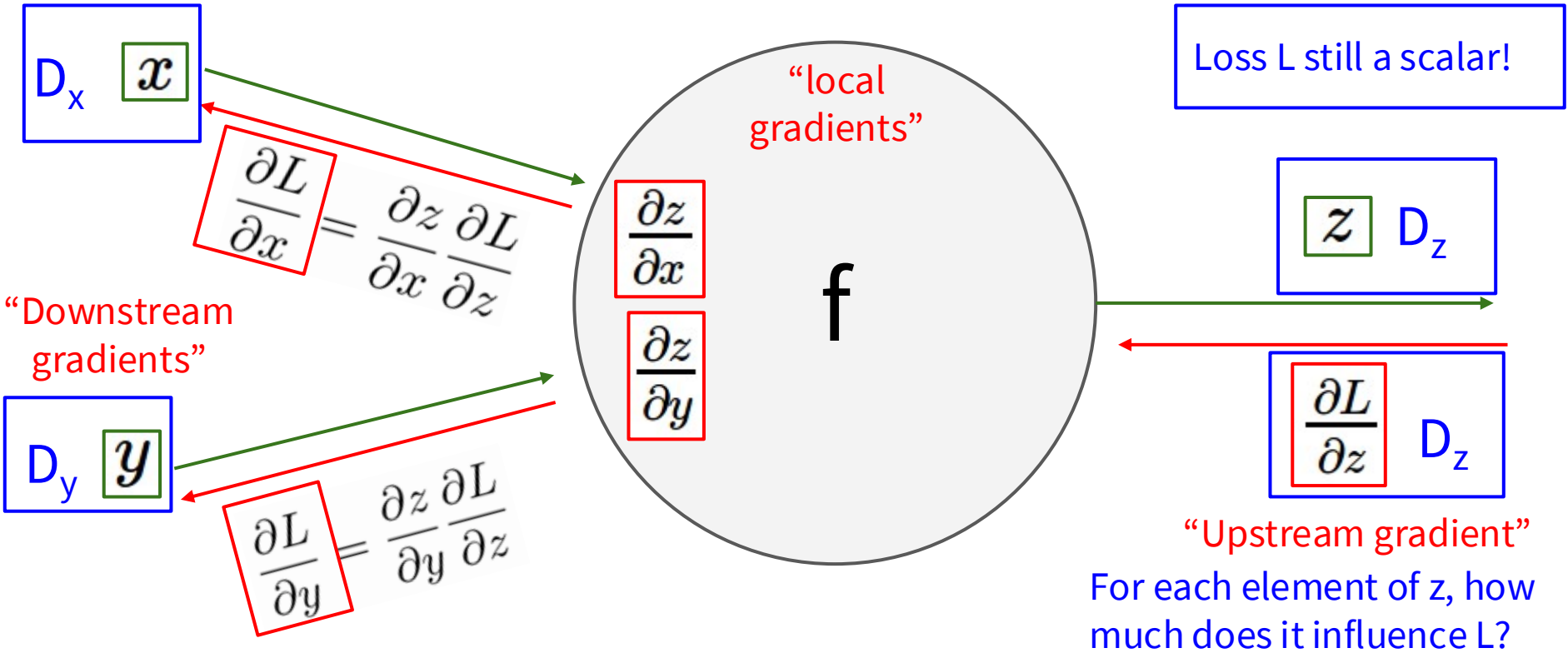


Backprop with Vectors

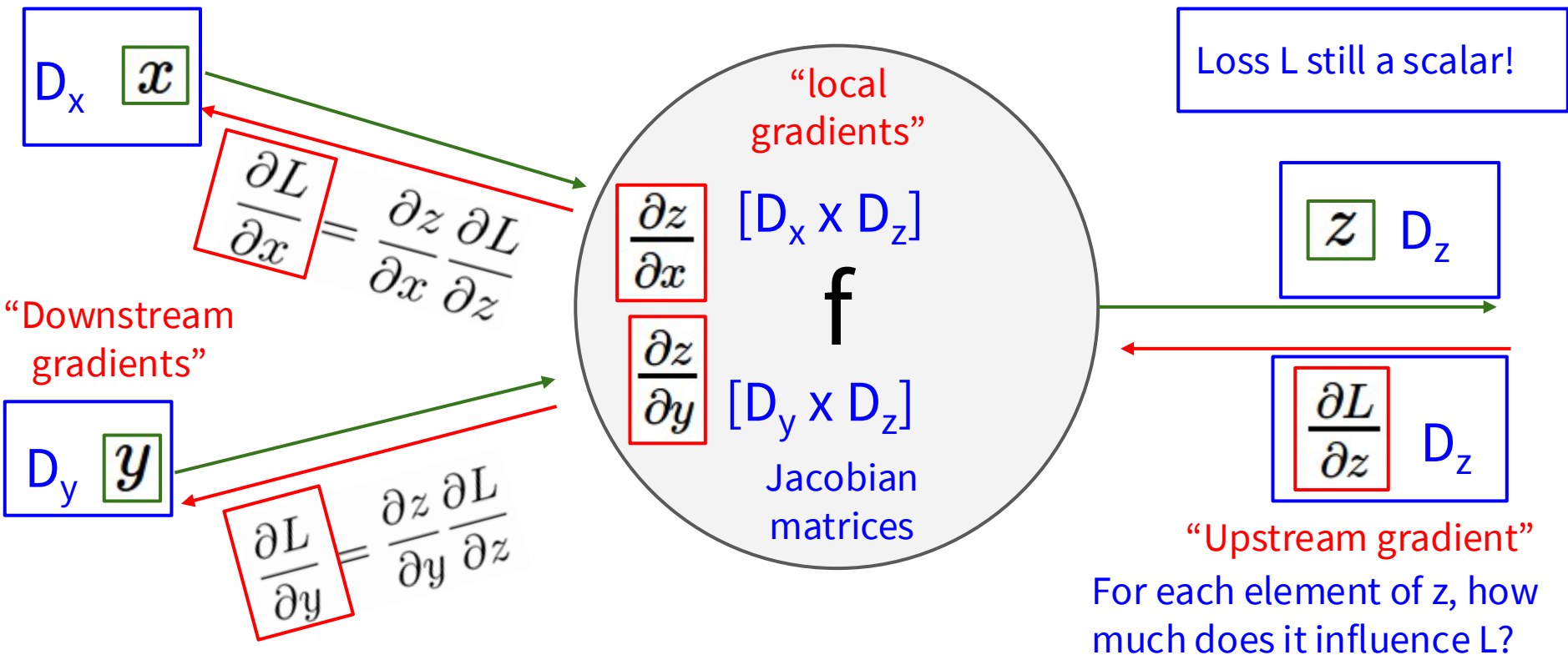


“Upstream gradient”
For each element of z , how much does it influence L ?

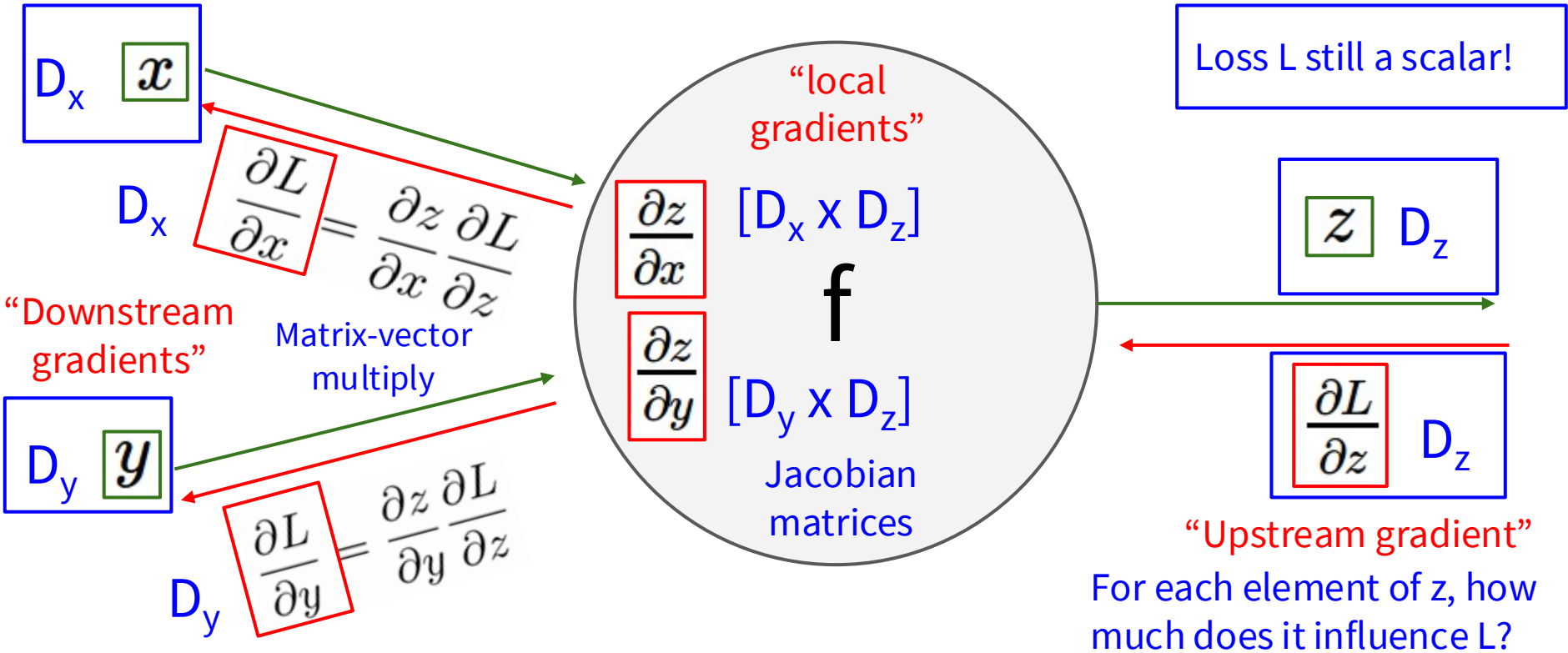
Backprop with Vectors



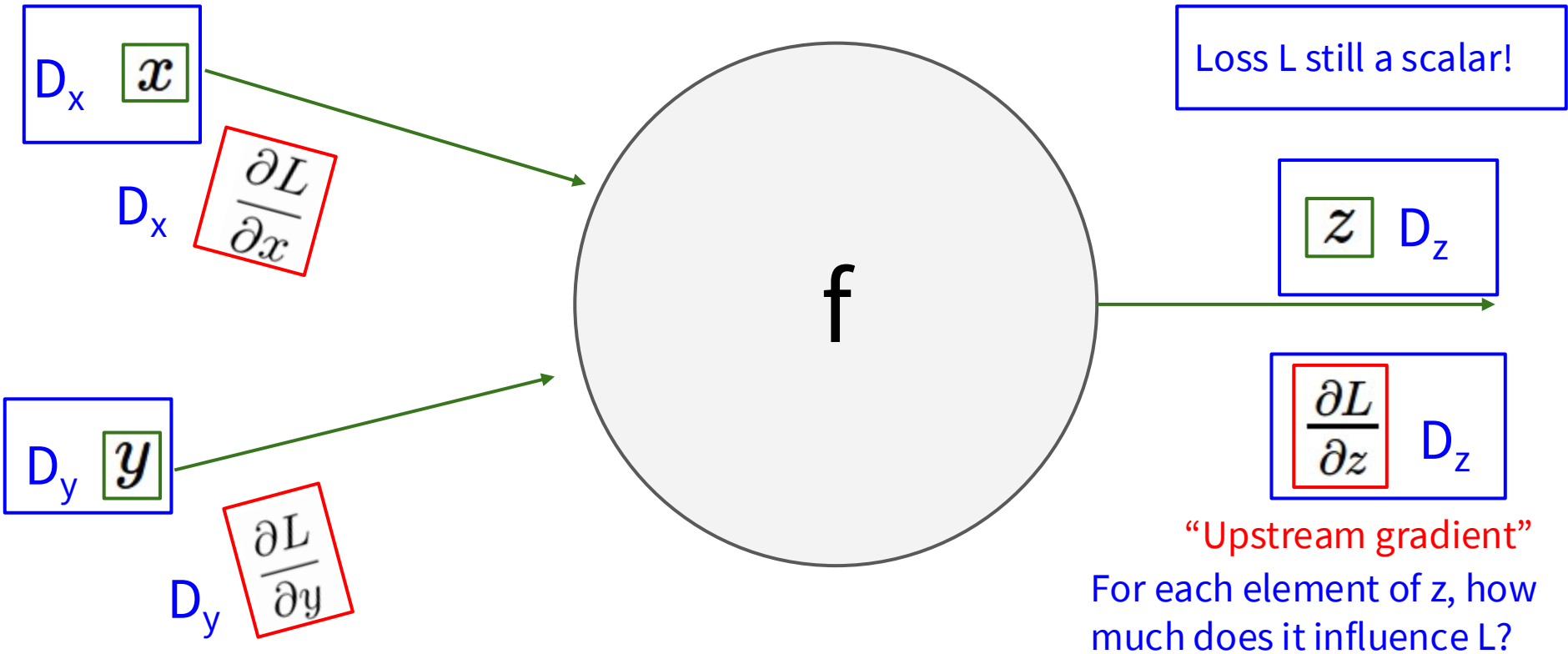
Backprop with Vectors



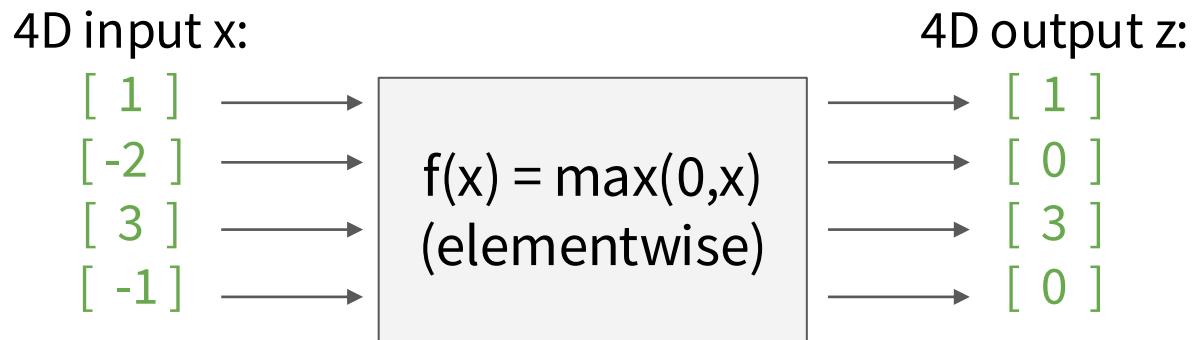
Backprop with Vectors



Gradients of variables wrt loss have same dims as the original variable



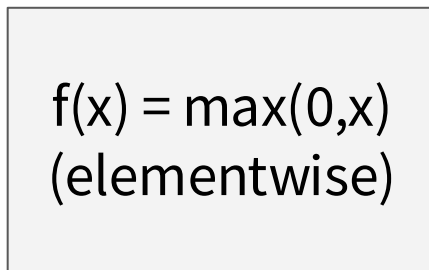
Backprop with Vectors



Backprop with Vectors

4D input x:

$\begin{bmatrix} 1 \\ -2 \\ 3 \\ -1 \end{bmatrix}$



4D output z:

$\begin{bmatrix} 1 \\ 0 \\ 3 \\ 0 \end{bmatrix}$

4D dL/dz:

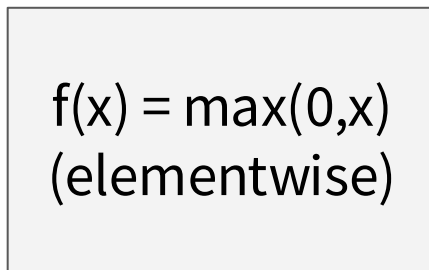
$\begin{bmatrix} 4 \\ -1 \\ 5 \\ 9 \end{bmatrix}$

Upstream
gradient

Backprop with Vectors

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Jacobian dz/dx

$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 \end{bmatrix}$

4D dL/dz :

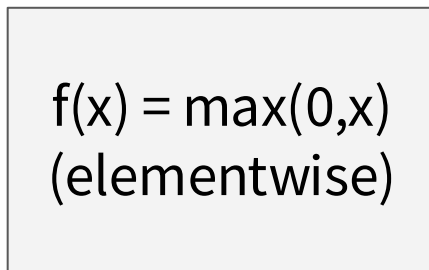
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$[dz/dx] [dL/dz]$

$\begin{bmatrix} 1 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 4 \end{bmatrix}$

$\begin{bmatrix} 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} -1 \end{bmatrix}$

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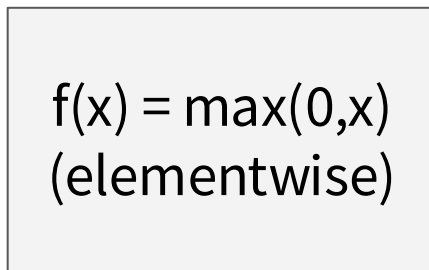
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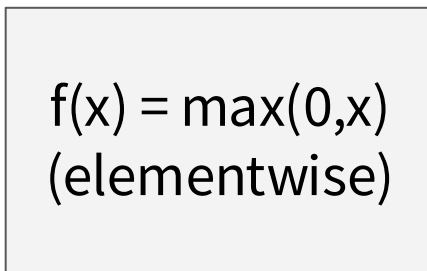
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Upstream
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Jacobian is sparse:
 off-diagonal entries
 always zero! Never
 explicitly form
 Jacobian -- instead
 use implicit
 multiplication

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4D dL/dz :

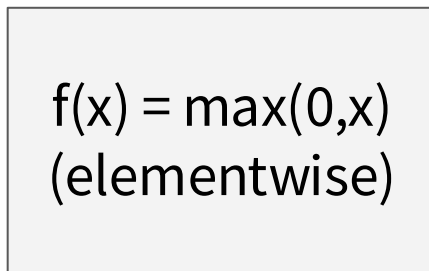
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4D dL/dx :

$\begin{bmatrix} 4 \\ 0 \\ 5 \\ 0 \end{bmatrix}$

$[dz/dx] [dL/dz]$

$$\left(\frac{\partial L}{\partial x}\right)_i = \begin{cases} \left(\frac{\partial L}{\partial z}\right)_i & \text{if } x_i > 0 \\ 0 & \text{otherwise} \end{cases}$$

4D dL/dz :

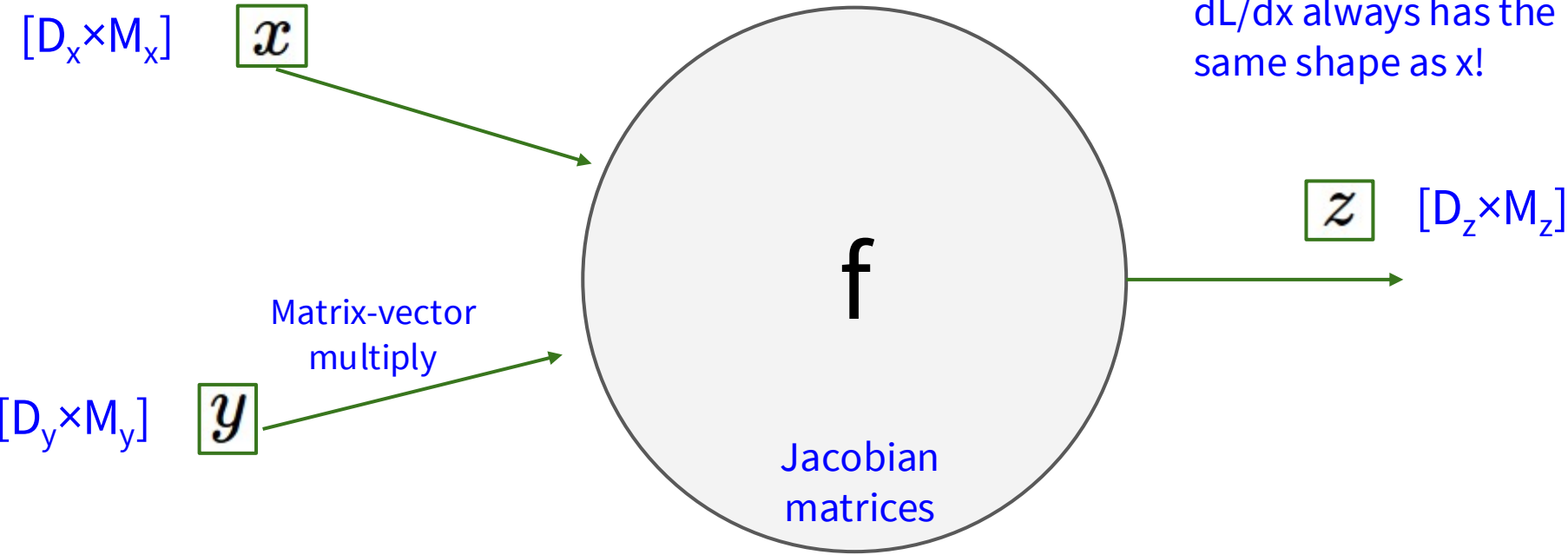
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Upstream
gradient

Backprop with Matrices (or Tensors)

Loss L still a scalar!

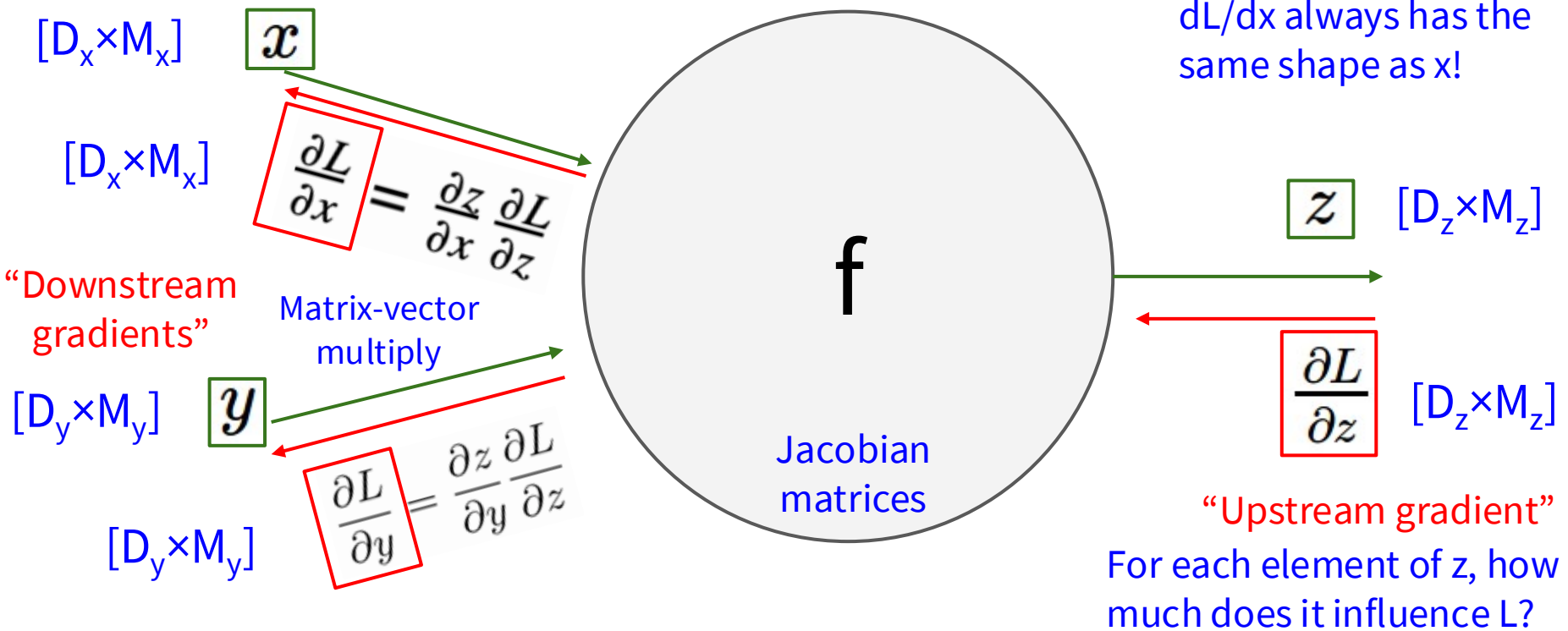
dL/dx always has the same shape as x !



Backprop with Matrices (or Tensors)

Loss L still a scalar!

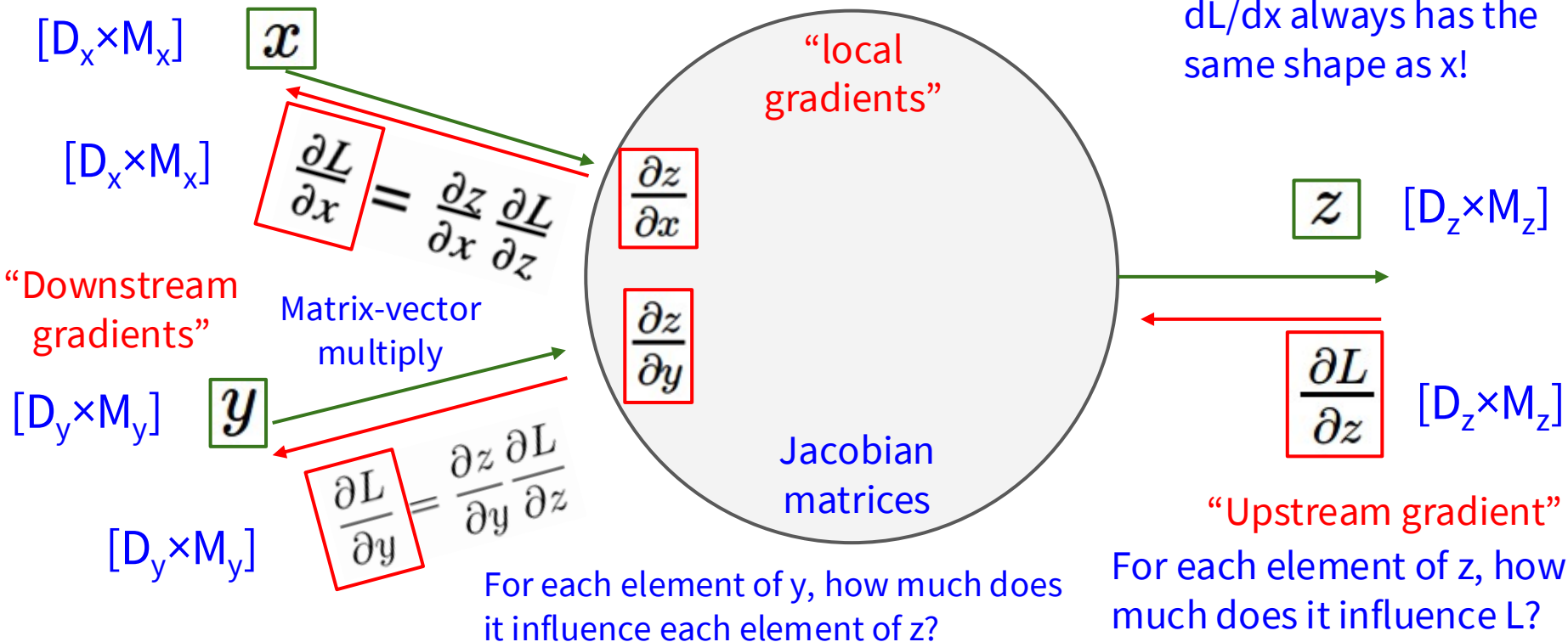
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Backprop with Matrices (or Tensors)

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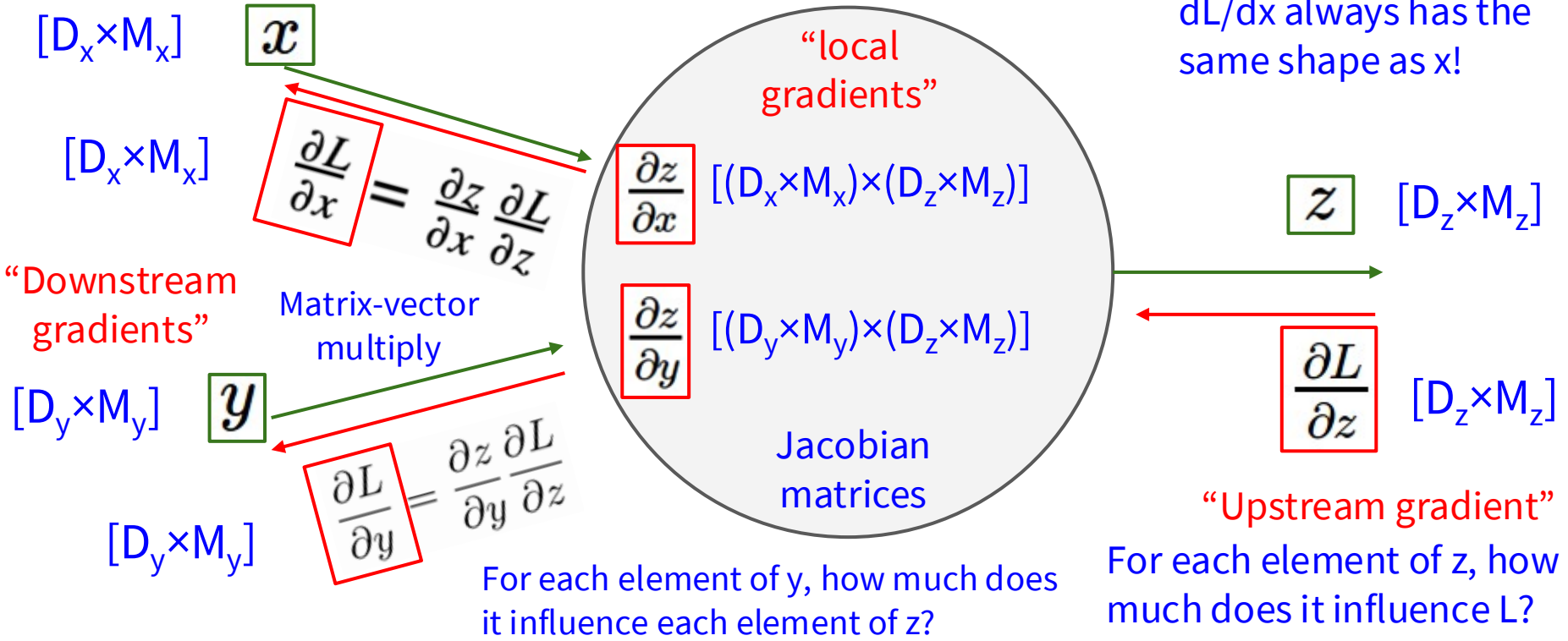
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Backprop with Matrices (or Tensors)

Loss L still a scalar!

dL/dx always has the same shape as x !



Backprop with Matrices

x: [N×D]

[2 1 -3]

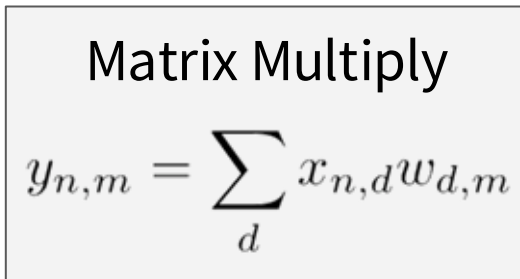
[-3 4 2]

w: [D×M]

[3 2 1 -1]

[2 1 3 2]

[3 2 1 -2]



y: [N×M]

[13 9 -2 -6]

[5 2 17 1]



dL/dy: [N×M]

[2 3 -3 9]

[-8 1 4 6]

Also see derivation in the course notes:

<http://cs231n.stanford.edu/handouts/linear-backprop.pdf>

Backprop with Matrices

x: [N×D]

[2 1 -3]

[-3 4 2]

w: [D×M]

[3 2 1 -1]

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Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$



y: [N×M]

[13 9 -2 -6]

[5 2 17 1]

dL/dy: [N×M]

[2 3 -3 9]

[-8 1 4 6]



Jacobians:

dy/dx: [(N×D)×(N×M)]

dy/dw: [(D×M)×(N×M)]

For a neural net we may have

N=64, D=M=4096

Each Jacobian takes ~256 GB of memory!

Must work with them implicitly!

Backprop with Matrices

$x: [N \times D]$

$\begin{bmatrix} 2 & 1 & 3 \end{bmatrix}$

$\begin{bmatrix} -3 & 4 & 2 \end{bmatrix}$

$w: [D \times M]$

$\begin{bmatrix} 3 & 2 & 1 & -1 \end{bmatrix}$

$\begin{bmatrix} 2 & 1 & 3 & 2 \end{bmatrix}$

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$y: [N \times M]$
 $\begin{bmatrix} 13 & 9 & -2 & -6 \end{bmatrix}$
 $\begin{bmatrix} 5 & 2 & 17 & 1 \end{bmatrix}$

Q: What parts of y are affected by one element of x ?



$dL/dy: [N \times M]$
 $\begin{bmatrix} 2 & 3 & -3 & 9 \end{bmatrix}$
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Q: What parts of y are affected by one element of x ?

A: $x_{n,d}$ affects the whole row $y_{n,\cdot}$

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}}$$

Backprop with Matrices

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Matrix Multiply

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$\begin{bmatrix} 13 & 9 & -2 & -6 \end{bmatrix}$

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$dL/dy: [N \times M]$

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$\begin{bmatrix} -8 & 1 & 4 & 6 \end{bmatrix}$



Q: What parts of y are affected by one element of x ?

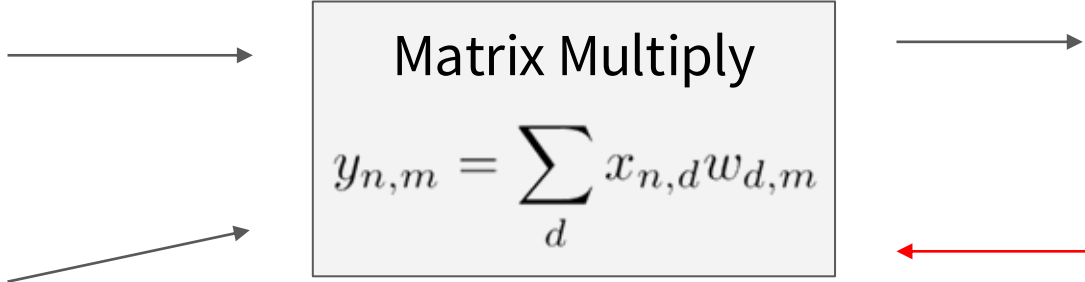
A: $x_{n,d}$ affects the whole row $y_{n,\cdot}$

Q: How much does $x_{n,d}$ affect $y_{n,m}$?

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}}$$

Backprop with Matrices

$x: [N \times D]$
 $\begin{bmatrix} 2 & 1 & 3 \\ -3 & 4 & 2 \end{bmatrix}$
 $w: [D \times M]$
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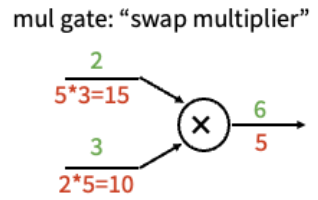
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 A: $w_{d,m}$

$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} w_{d,m}$$



Backprop with Matrices

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[-3 4 2]

w: [D×M]

[3 2 1 -1]
[2 1 3 2]
[3 2 1 -2]

[N×D] [N×M] [M×D]

$$\frac{\partial L}{\partial x} = \left(\frac{\partial L}{\partial y} \right) w^T$$



Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$



y: [N×M]
[13 9 -2 -6]
[5 2 17 1]

dL/dy: [N×M]



[2 3 -3 9]
[-8 1 4 6]

Q: What parts of y are affected by one element of x ?

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$$\frac{\partial L}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} \frac{\partial y_{n,m}}{\partial x_{n,d}} = \sum_m \frac{\partial L}{\partial y_{n,m}} w_{d,m}$$

Backprop with Matrices

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Matrix Multiply

$$y_{n,m} = \sum_d x_{n,d} w_{d,m}$$



y: [N×M]
[13 9 -2 -6]
[5 2 17 1]

dL/dy: [N×M]



[2 3 -3 9]
[-8 1 4 6]

By similar logic:

[N×D] [N×M] [M×D]

$$\frac{\partial L}{\partial x} = \left(\frac{\partial L}{\partial y} \right) w^T$$

[D×M] [D×N] [N×M]

$$\frac{\partial L}{\partial w} = x^T \left(\frac{\partial L}{\partial y} \right)$$

These formulas are easy to remember: they are the only way to make shapes match up!

Summary for today:

- (Fully-connected) Neural Networks are stacks of linear functions and nonlinear activation functions; they have much more representational power than linear classifiers
- backpropagation = recursive application of the chain rule along a computational graph to compute the gradients of all inputs/parameters/intermediates
- implementations maintain a graph structure, where the nodes implement the forward() / backward() API
- forward: compute result of an operation and save any intermediates needed for gradient computation in memory
- backward: apply the chain rule to compute the gradient of the loss function with respect to the inputs

