Security and Fairness of Deep Learning

Backpropagation Anupam Datta CMU

Spring 2018

Story so far

- Image classification problem
- Linear models
 - Score function
 - Loss function
 - Learning
- Learning as optimization
 - Gradient descent (batch, mini-batch, stochastic)

HW1

• Second-order methods (Newton's method)

Today

• Learning as optimization

- Gradient descent (batch, mini-batch, stochastic)
- Second-order methods (Newton's method)
- Require computing gradients
- Backpropagation
 - Technique for computing gradients recursively
 - Key technique for training deep networks

Gradients

• Consider
$$f(X) = f(x_1, x_2, ..., x_n)$$

• $\nabla f(X) = \begin{bmatrix} \frac{\partial f(X)}{\partial x_1} & \frac{\partial f(X)}{\partial x_2} & \cdots & \frac{\partial f(X)}{\partial x_n} \end{bmatrix}$



Computing gradients analytically

$$f(x,y) = xy$$
 \rightarrow $\frac{\partial f}{\partial x} = y$ $\frac{\partial f}{\partial y} = x$

$$\nabla f = \left[\frac{\partial f}{\partial x}, \frac{\partial f}{\partial y}\right] = [y, x]$$

Derivatives measure sensitivity

$$x = 4, y = -3$$
 $f(x, y) = -12$ $\frac{\partial f}{\partial x} = -3$

 \cap

If we were to increase by a tiny amount, the effect on the whole expression would be to decrease it (due to the negative sign), and by three times that amount.

A composed function

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

$$q = x + y \quad f = qz$$

Chain rule

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

Chain rule applied

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

$$q = x + y$$
 $f = qz$

 $\frac{\partial f}{\partial q} = z \qquad \quad \frac{\partial q}{\partial x} = 1$

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

Backpropagation on example function

set some inputs

x = -2; y = 5; z = -4

perform the forward pass
q = x + y # q becomes 3
f = q * z # f becomes -12

```
# perform the backward pass (backpropagation) in reverse order:
# first backprop through f = q * z
dfdz = q # df/dz = q, so gradient on z becomes 3
dfdq = z # df/dq = z, so gradient on q becomes -4
# now backprop through q = x + y
dfdx = 1.0 * dfdq # dq/dx = 1. And the multiplication here is the chain rule!
dfdy = 1.0 * dfdq # dq/dy = 1
```

Backpropagation illustrated

Forward pass

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

$$q = x + y \quad \frac{\partial q}{\partial x} = 1 \quad \frac{\partial q}{\partial y} = 1$$

$$f = qz \quad \frac{\partial f}{\partial q} = z \quad \frac{\partial f}{\partial z} = q$$

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



Backpropagation: key local step



Backpropagation: key ideas

- Gradients computed locally
- Gradient of interest computed by recursive applications of chain rule

- Staged computation
 - Carefully decompose complex function to easily compute gradients

• Staged computation example

$$f(x,y) = \frac{x + \sigma(y)}{\sigma(x) + (x+y)^2}$$

• Staged computation example: decomposing for forward pass

$$f(x,y) = \frac{x + \sigma(y)}{\sigma(x) + (x+y)^2}$$

$$f(x,y) = \frac{x+\sigma(y)}{\sigma(x)+(x+y)^2} \quad \text{where } \sigma(x) = \frac{1}{1+e^{-x}}$$

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

$$num = x+\sigma(y)$$

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

$$x \not y = x+y$$

$$x \not y sqn = (x \not y)^2$$

$$den = \sigma(x) + x \not y sqn$$

$$inv den = \frac{1}{den}$$

$$f = num \neq invden$$

• Staged computation example: backward pass

$$f(x,y) = \frac{x + \sigma(y)}{\sigma(x) + (x+y)^2}$$

Backward pass reuses variables computed in forward pass (cache them!)

Brokward Jase:
2f = invden, $df = mm$
2 num
2F = 2 invan (2F)
den den dinvam
$= \left(-\frac{1}{(den)^2}\right)^{-1}$

• Staged computation example: forward pass code

```
x = 3 # example values
v = -4
# forward pass
sigy = 1.0 / (1 + math.exp(-y)) # sigmoid in numerator
                                                         #(1)
num = x + sigy # numerator
                                                          #(2)
sigx = 1.0 / (1 + math.exp(-x)) # sigmoid in denominator #(3)
xpy = x + y
                                                          #(4)
xpysqr = xpy**2
                                                          #(5)
den = sigx + xpysgr # denominator
                                                          #(6)
invden = 1.0 / den
                                                          #(7)
f = num * invden # done!
                                                          #(8)
```

• Staged computation example: backward pass code

	# backprop f = num * invden	
dw in code	dnum = invden # gradient on numerator	#(8)
	dinvden = num	#(8)
denotes	<pre># backprop invden = 1.0 / den</pre>	
∂f	dden = $(-1.0 / (den**2)) * dinvden$	#(7)
	# backprop den = sigx + xpysqr	
∂w	dsigx = (1) * dden	#(6)
0 @	dxpysqr = (1) * dden	#(6)
	# backprop xpysqr = xpy**2	
	dxpy = (2 * xpy) * dxpysqr	#(5)
	# backprop xpy = x + y	
	dx = (1) * dxpy	#(4)
	dy = (1) * dxpy	#(4)
	# backprop sigx = 1.0 / (1 + math.exp(-x))	
	<pre>dx += ((1 - sigx) * sigx) * dsigx # Notice += !! See notes below</pre>	#(3)
	# backprop num = x + sigy	
	dx += (1) * dnum	#(2)
	dsigy = (1) * dnum	#(2)
	<pre># backprop sigy = 1.0 / (1 + math.exp(-y))</pre>	
	dy += ((1 - sigy) * sigy) * dsigy	#(1)

Gradients for vectorized code



Gradients for vectorized code

- Details of
 - Jacobian matrix
 - Chain rule with vectors and matrices
- Work out on paper
- Review notes: <u>http://cs231n.stanford.edu/vecDerivs.pdf</u>

Acknowledgment

Based in part on material from Stanford CS231n http://cs231n.github.io/

Patterns in backward flow



- add gate: distributes gradient equally to its inputs
- max gate: routes gradient of output to max input
- mul gate: swaps input activations and multiplies by gradient