

ALF with source-transformation AD

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Outline

- 1 ALF explained to a programmer
- 2 (no) adaption of Tapenade to ALF
- 3 Distances to nonSmooth
- 4 Other nonSmooth'es

Tangent AD of nonSmooth codes

- NonSmooth codes alternate smooth parts and **nonSmooth bits**:

$$v_2 = F_{12}(v_1)$$

$$v_3 = \text{ABS}(v_2)$$

$$v_4 = F_{34}(v_3)$$

$$v_5 = \text{ABS}(v_4)$$

$$v_6 = F_{56}(v_5)$$

- Classical approach: Tangent AD plus **DD** on nonSmooth:

$$Dv_2 = J_{12} * Dv_1$$

$$Dv_3 = \text{ABS}(v_2 + Dv_2) - \text{ABS}(v_2)$$

$$Dv_4 = J_{34} * Dv_3$$

$$Dv_5 = \text{ABS}(v_4 + Dv_4) - \text{ABS}(v_4)$$

$$Dv_6 = J_{56} * Dv_5$$

Isn't this what ALF computes?

Searching for efficiency

$$Dv2 = J12 * Dv1$$

$$v2 = F12(v1)$$

$$Dv3 = ABS(v2+Dv2) - ABS(v2)$$

$$v3 = ABS(v2)$$

$$Dv4 = J34 * Dv3$$

$$v4 = F34(v3)$$

$$Dv5 = ABS(v4+Dv4) - ABS(v4)$$

$$v5 = ABS(v4)$$

$$Dv6 = J56 * Dv5$$

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Must run at many $Dv1$

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$$v5 = ABS(v4)$$

$$Dv6 = J56 * Dv5$$

$$v6 = F56(v5)$$

Must run at many $Dv1 \Rightarrow$ precompute $Dv1$ -independent!

Searching for efficiency

$$Dv2 = J12 * Dv1$$

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$$Dv6 = J56 * Dv5$$

$$v6 = F56(v5)$$

Must run at many $Dv1 \Rightarrow$ precompute $Dv1$ -independent!
Precomputed is linear

Searching for efficiency

$$Dv2 = J12 * Dv1$$

$$v2 = F12(v1)$$

$$Dv3 = \text{ABS}(v2 + Dv2) - \text{ABS}(v2)$$

$$v3 = \text{ABS}(v2)$$

$$Dv4 = J34 * Dv3$$

$$v4 = F34(v3)$$

$$Dv5 = \text{ABS}(v4 + Dv4) - \text{ABS}(v4)$$

$$v5 = \text{ABS}(v4)$$

$$Dv6 = J56 * Dv5$$

$$v6 = F56(v5)$$

Must run at many $Dv1 \Rightarrow$ precompute $Dv1$ -independent!

Precomputed is linear \Rightarrow accept affine!

Searching for efficiency

$$\text{arg1} = (0.25) \bullet \text{Dv1} + 0.6$$

$$\text{abs1} = \boxed{\text{ABS}(\text{arg1})}$$

$$\text{arg2} = (0.83, -0.5) \bullet (\text{Dv1} \ \text{abs1}) + 0.14$$

$$\text{abs2} = \boxed{\text{ABS}(\text{arg2})}$$

$$\text{Dv6} = (-0.25, 0.12, 0.62) \bullet (\text{Dv1} \ \text{abs1} \ \text{abs2}) - 0.07$$

Must run at many Dv1 \Rightarrow precompute Dv1-independent!

Precomputed is linear \Rightarrow accept affine!

Resulting “repeated” is only affine+nonSmooth

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(no) adaption of Tapenade to ALF

No special development needed to produce ALF !

⇒ uses the current distributed Tapenade

- remove any library-defined special behavior for ABS, MIN, MAX...
- Differentiate as is, Tangent+Vector mode

```
$> tapenade -ext noinlinelib program.f  
      -head "F(y)/(x1 x2)" -d -vector
```
- Provide implementation of black-box ABS_DV, MIN_DV, MAX_DV...
- Write a driver to fill gnuplot data.

```

SUBROUTINE ABS_DV(z, zd, u, ud, nbdirs)
  INCLUDE 'DIFFSIZES.inc'  !defines nbdirsmax = 10
  DOUBLE PRECISION z,zd(nbdirsmax),u,ud(nbdirsmax)
  INTEGER nbdirs, nbabs, affi
  DOUBLE PRECISION absvard(nbabsmax,nbdirsmax)
  COMMON /ABSVARDS/absvard,nbabs
  affi = nbdirs-nbabs      !the index for the affine part of the extended
  nbdirs = nbdirs+1      !add one dimension to the extended Jac
  nbabs = nbabs+1
  absvard(nbabs,:) = zd(:) !incorporate z+Dz into the extended Jac
  absvard(nbabs,affi) = absvard(nbabs,affi) + z
  u = ABS(z)
  ud(:) = 0.d0           !incorporate ABS(z+Dz)-ABS(z) into the ex
  ud(affi) = -u
  ud(nbdirs) = 1.d0
END

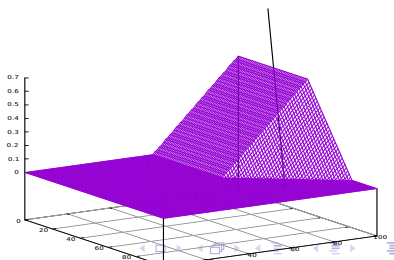
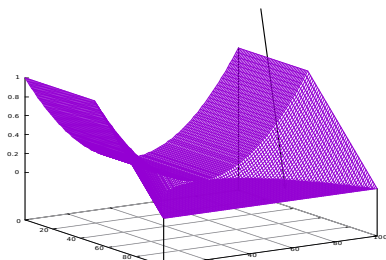
```

One popular illustration

$$y = \text{MAX}(0, x_2^2 - \text{MAX}(x_1, 0))$$

Tapenade-generated ALF: (at $x_1 = -0.5, x_2 = 0.5$)

	affine:	Δx_1	Δx_2	ABS#1	ABS#2
ABS#1 arg	0.60	1.00	0.00		
ABS#2 arg	-0.14	-0.50	0.80	-0.50	
final Δy	-0.07	-0.25	0.40	-0.25	0.50



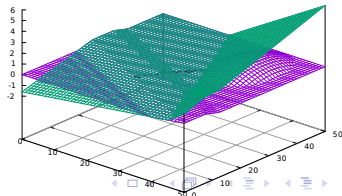
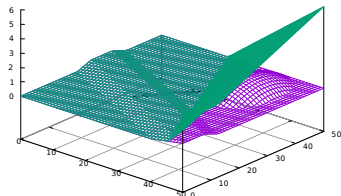
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Controlling the size of the ALF

- The Abs Linear Form consumes one new variable per run-time occurrence of a nonSmooth. . . Costly!
- Can we restrict to the occurrences that are “close” ?
- For every ABS call, we try to evaluate a “distance to switching”, **at linearization time**.

We can neglect ABS that are “far enough”



- Distances to switching become approximate across nonSmooth'es

Can we solve for Dx in $ALF(Dx) = Dz$?

- We can drop nonSmooth a priori ($\text{dist} > \text{max}$)...
but not a posteriori ($\text{new-dist} < \text{current-max-dist}$):
needs access to all current derivative vectors !

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A naïve remark

To an AD developer, ALF is basically:

- make the nonSmooth primitives black-box
- plug in the “true” difference as the nonSmooth differential
- evaluate the linearized “form” as quick dot-products and nonSmooth calls

From this standpoint, ABS could be any nonSmooth. . .
. . . but does it make sense or is it useful?

Let's try anyway...

Use another non-smooth MYJUMP

- ... with 2 arguments!
- ... not even continuous! (jumps)

Hand-write MYJUMP_DV, same pattern as ABS_DV.

Results

Tapenade-generated ALF: (at $x_1 = -0.6$, $x_2 = -0.8$)

	affine:	Δx_1	Δx_2	ABS#1	ABS#2	MYJUMP
ABS#1 arg	0.60	-1.00	-2.00			
ABS#2 arg	-1.00	1.00	2.00	0.00		
MYJUMP arg#1	0.77	2.56	-3.84	-1.92	1.92	
MYJUMP arg#2	0.20	0.00	0.00	-0.50	0.50	
final Δy	-0.74	0.00	0.00	-0.50	0.50	1.00

