Support usage of Thrust API in Clad



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Project Context

Clad: A source-transformation automatic differentiation (AD) library in Clang.

Thrust: NVIDIA's powerful GPU-parallel algorithms and data structures library.

The Challenge:

- This project aims to enhance Clad by adding support for NVIDIA's Thrust library.
- By enabling differentiation of Thrust's GPU-parallel algorithms, Clad users will gain the ability to automatically generate gradients for CUDA-accelerated code.
- This work will bridge the gap between high-performance GPU computing and AD, potentially accelerating gradient-based optimization tasks by orders of magnitude.

Midterm Progress Summary

Successfully implemented custom derivatives for thrust::reduce:

- This includes support for multiple binary operations like plus, maximum, minimum, and multiplies.
- Special care was taken to handle edge cases, such as the presence of zeros in the input for the multiplies operation.

Added support for thrust::inner_product:

- Pullbacks for both the 4-argument and 6-argument versions of the function have been implemented.
- This supports various binary operator combinations, including (plus, multiplies), (plus, plus), and (plus, minus).

Ongoing Work:

Adding support for another reduction operations to further expand Clad's capabilities.

Detailed Progress: thrust::reduce

Pull Request #1472: Add custom derivative for

thrust::reduce

Key Implementations:

- A new header, ThrustDerivatives.h, was created to contain the custom derivative logic.
- The reduce_pullback function was implemented to manage the gradient calculation for various reduction operations.
- Here is a snippet for the thrust::plus<T>
 operation:

Detailed Progress: thrust::inner_product

Pull Request #1480: Added support for

thrust::inner_product

Key Implementations:

- I extended ThrustDerivatives.h with inner_product_pullback.
- This new function supports both the standard inner product and versions with custom binary operations.
- The following is the gradient calculation for the standard inner product:

```
struct grad_functor {
    T d_output;
    grad_functor(T d) : d_output(d) {}
    CUDA_HOST_DEVICE void
    operator()(::thrust::tuple<T&, T&, const T&, const T&> t) const {
        // d_x1 += d_y * x2
        ::thrust::get<0>(t) += d_output * ::thrust::get<3>(t);
        // d_x2 += d_y * x1
        ::thrust::get<1>(t) += d_output * ::thrust::get<2>(t);
    }
};
```

Challenges & Solutions

1. Mismatched Function Signatures

- Problem: Silent failures occurred as Clad didn't initially warn about incorrect pullback function signatures.
- Solution: Manually debugged to find the issue.

2. GPU Memory Errors

- Problem: Tracing memory access violations within the CUDA/Thrust environment was complex.
- Solution: Used compute-sanitizer and careful GPU pointer management to resolve memory errors.

3. Mathematical Edge Cases

- Problem: The derivative for thrust::reduce with multiplication was incorrect when the input contained zeros.
- Solution: Implemented logic to count zeros and correctly handle the gradient for single and multiple zero-value inputs.

Future Goals

• Core Implementation:

- Finalize support for other complex reduction algorithms.
- Implement custom derivatives for thrust::transform.
- Address more complex algorithms like thrust::transform_reduce and thrust::inclusive_scan.

Testing Use case:

Develop practical, real-world examples, such as in neural network training.

Documentation & Finalization:

- Create thorough documentation for the new Thrust support in Clad.
- Prepare the final project report and presentation

Thanks!

