



Third MODE Workshop on  
**Differentiable  
Programming for  
Experiment Design**

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# Efficient C++ Derivatives Through Source Transformation AD With Clad

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# Motivation

Provide automatic differentiation for C/C++ that works without little code modification (including legacy code)

# AD. Chain Rule

$$\frac{dz}{dx} = \frac{dz}{dy} \cdot \frac{dy}{dx}$$

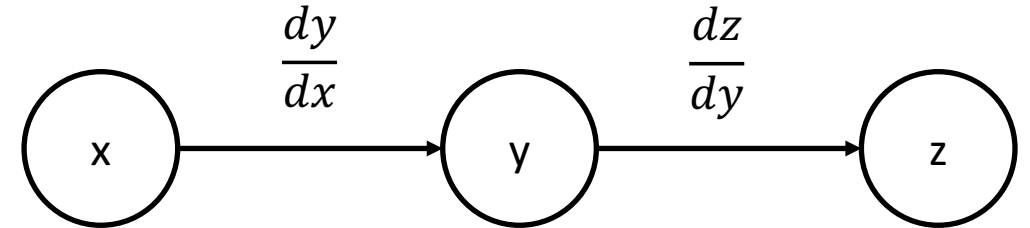
Intuitively, the chain rule states that knowing the instantaneous rate of change of  $z$  relative to  $y$  and that of  $y$  relative to  $x$  allows one to calculate the instantaneous rate of change of  $z$  relative to  $x$  as the product of the two rates of change.

“if a car travels twice as fast as a bicycle and the bicycle is four times as fast as a walking man, then the car travels  $2 \times 4 = 8$  times as fast as the man.” G. Simmons

# AD. Algorithm Decomposition

$$y = f(x)$$
$$z = g(y)$$

$$dydx = dfdx(x)$$
$$dzdy = dgdy(y)$$
$$dzdx = dzdy * dydx$$



In the computational graph each node is a variable and each edge is derivatives between adjacent edges

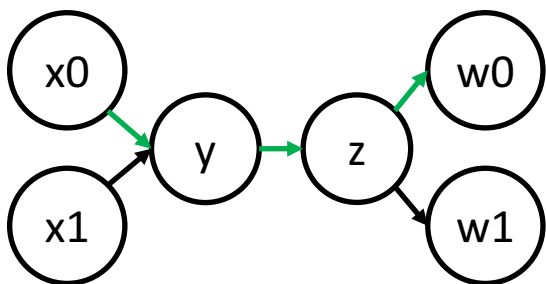
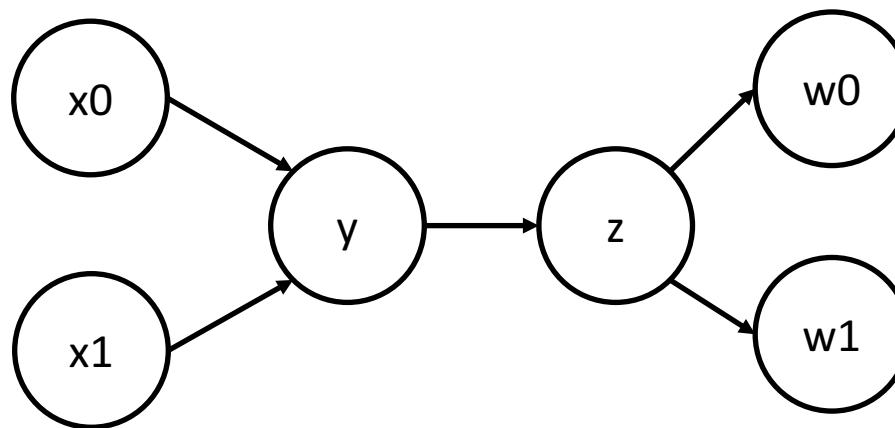
We recursively apply the rules until we encounter an elementary function such as addition, subtraction, multiplication, division, sin, cos or exp.

# AD. Chain Rule

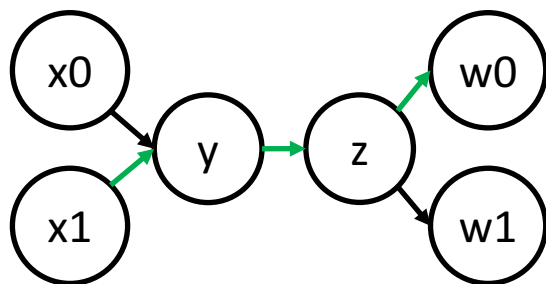
$$y = f(x_0, x_1)$$

$$z = g(y)$$

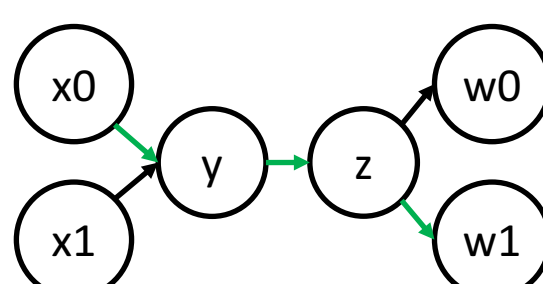
$$w_0, w_1 = l(z)$$



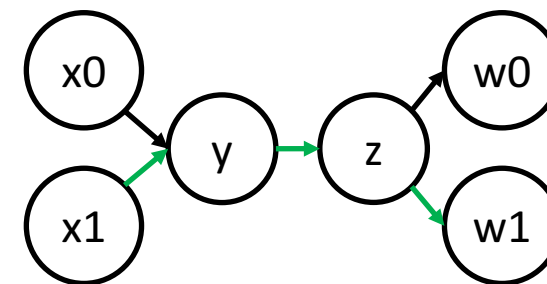
$$\frac{\partial w_0}{\partial x_0} = \frac{\partial w_0}{\partial z} \frac{\partial z}{\partial y} \frac{\partial y}{\partial x_0}$$



$$\frac{\partial w_0}{\partial x_1} = \frac{\partial w_0}{\partial z} \frac{\partial z}{\partial y} \frac{\partial y}{\partial x_1}$$



$$\frac{\partial w_1}{\partial x_0} = \frac{\partial w_1}{\partial z} \frac{\partial z}{\partial y} \frac{\partial y}{\partial x_0}$$



$$\frac{\partial w_1}{\partial x_1} = \frac{\partial w_1}{\partial z} \frac{\partial z}{\partial y} \frac{\partial y}{\partial x_1}$$

# AD step-by-step. Forward Mode

$$dx_0dx = \{1, 0\}$$

$$dx_1dx = \{0, 1\}$$

$$y = f(x_0, x_1)$$

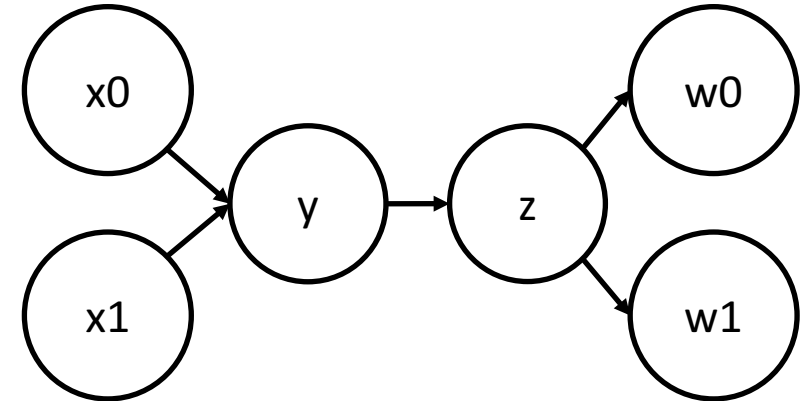
$$dydx = df(x_0, dx_0dx, x_1, dx_1dx)$$

$$z = g(y)$$

$$dzdx = dg(y, dydx)$$

$$w_0, w_1 = l(z)$$

$$dw_0dx, dw_1dx = dl(z, dzdx)$$



# AD step-by-step. Reverse Mode

$$y = f(x_0, x_1)$$

$$z = g(y)$$

$$w_0, w_1 = l(z)$$

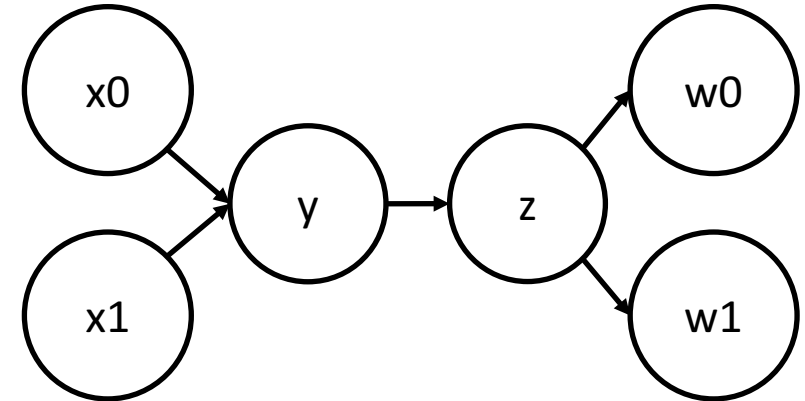
$$dwdw_0 = \{1, 0\}$$

$$dwdw_1 = \{0, 1\}$$

$$dwdz = dl(dwdw_0, dwdw_1)$$

$$dwdy = dg(y, dwdz)$$

$$dwx_0, dx_1 = df(x_0, x_1, dwdy)$$



# AD. Cheap Gradient Principle

- The computational graph has **common subpaths** which can be precomputed
- If a function has a single input parameter, no matter how many output parameters, **forward mode** AD generates a **derivative** that has the **same time complexity** as the original function
- More importantly, if a function has a **single output** parameter, **no matter how many input** parameters, reverse mode AD generates **derivative** with the **same time complexity** as the original function.

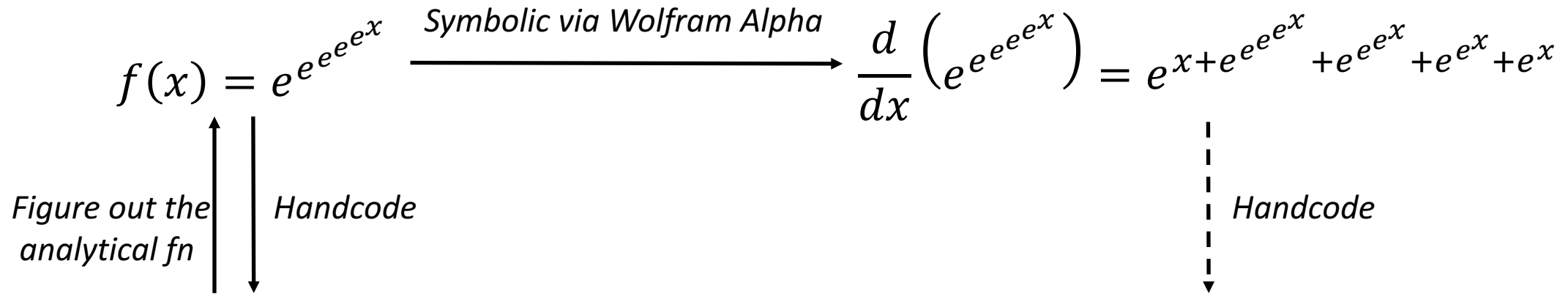


# AD. Implementation Approaches

AD tools can be categorized by how much work is done before program execution

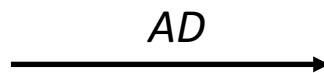
- *Tracing/Operator Overloading/Dynamic Graphs/Taping* -- Records the linear sequence of computation operations at runtime into a tape
- *Source Transformation* -- Constructs the computation graph and produces a derivative at compile time

# Automatic vs Symbolic Differentiation



```

// f(x)=e^(e^(e^(e^(e^x))))
#include <cmath>
double f (double x) {
    double result = x;
    for (unsigned i = 0; i < 5; i++)
        result = std::exp(result);
    return result;
}
    
```



```

double f_dx(double x) {
    double result = x;
    double d_result = 1;
    for (unsigned i = 0; i < 5; i++) {
        result = std::exp(result);
        d_result *= result;
    }
    return d_result;
}
    
```

# AD. Gradient Generation

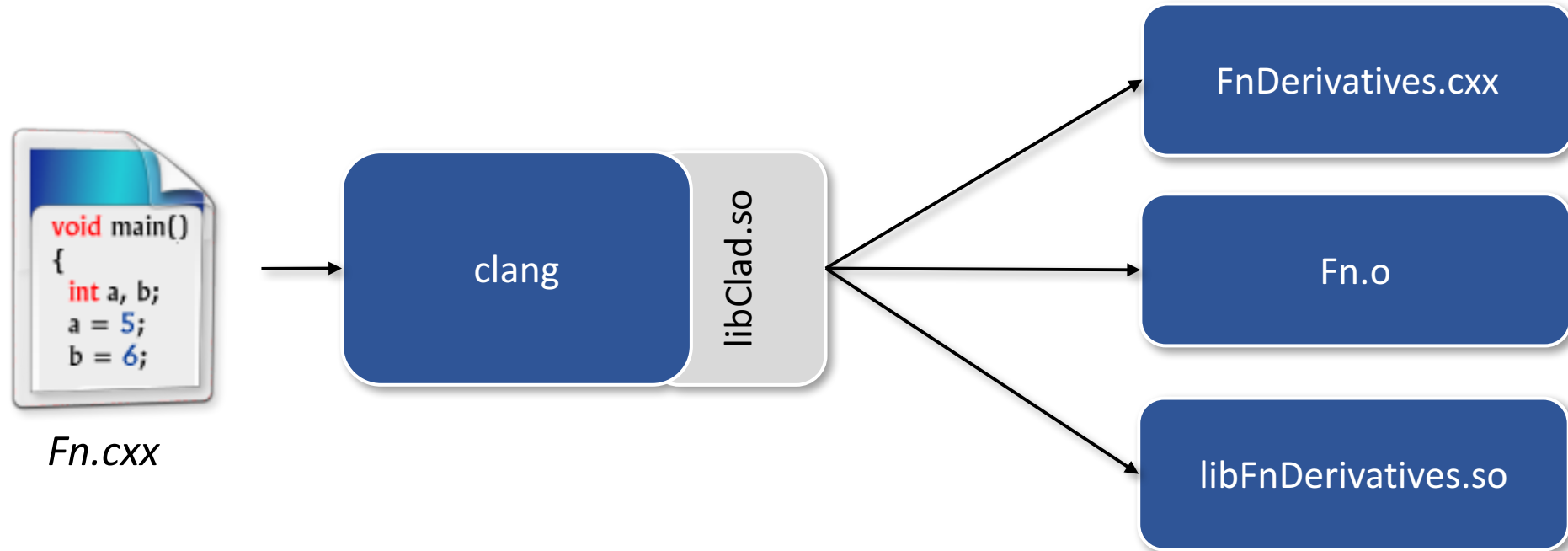
- Control Flow and Recursion fall naturally in forward mode.
- Extra work is required for reverse mode in reverting the loop and storing the intermediaries **in general**.

```
double f_reverse (double x) {  
    double result = x;  
    std::stack<double> results;  
    for (unsigned i = 0; i < 5; i++) {  
        results.push(result);  
        result = std::exp(result);  
    }  
    double d_result = 1;  
    for (unsigned i = 5; i; i--) {  
        d_result *= std::exp(results.top());  
        results.pop();  
    }  
    return d_result;  
}
```

# Clad. Design Principles

- ~~Look Ma' I can make a compiler generate a derivative!~~
- Make AD a first-class citizen to a high-performance language such as C++
- Support idiomatic C++ (compile-time programming such as `constexpr`, `constexpr`)
- Infrastructure reuse – employ our compiler engineering skills
- Lower contribution entry barrier
- **Diagnostics**

# High-Level Data Flow



- Compiler module, very similar to the template instantiator by idea and design.
- Generates  $f'$  of any given  $f$  using source transformation at compile time.

# Programming Model

```
// clang++ -fplugin libclad.so -Iclad/include ...
```

```
// Necessary for clad to work include  
#include "clad/Differentiator/Differentiator.h"  
double pow2(double x) { return x * x; }  
double pow2_darg0(double);
```

```
int main() {  
    auto dfdx = clad::differentiate(pow2, 0);
```

```
// Function execution can happen in 3 ways:  
// 1) Using CladFunction::execute method.
```

```
double res = cladPow2.execute(1);
```

```
// 2) Using the function pointer.
```

```
auto dfdxFnPtr = cladPow2.getFunctionPtr();  
res = cladPow2FnPtr(2);
```

```
// 3) Using direct function access through fwd declaration
```

```
res = pow2_darg0(3);  
return 0;
```

```
}
```

The body will be generated by Clad

Result via Clad's function-like wrapper

Result via function pointer call

Result via function forward declaration

# Programming Model. Differential Operators

## User-defined substitution

```
// MyCode.h
float custom_fn(float x);

namespace custom_derivatives {
    float custom_fn_dx(float x) {
        return x * x;
    }
}

float do_smth(float x) {
    return x * x + custom_fn(x);
}

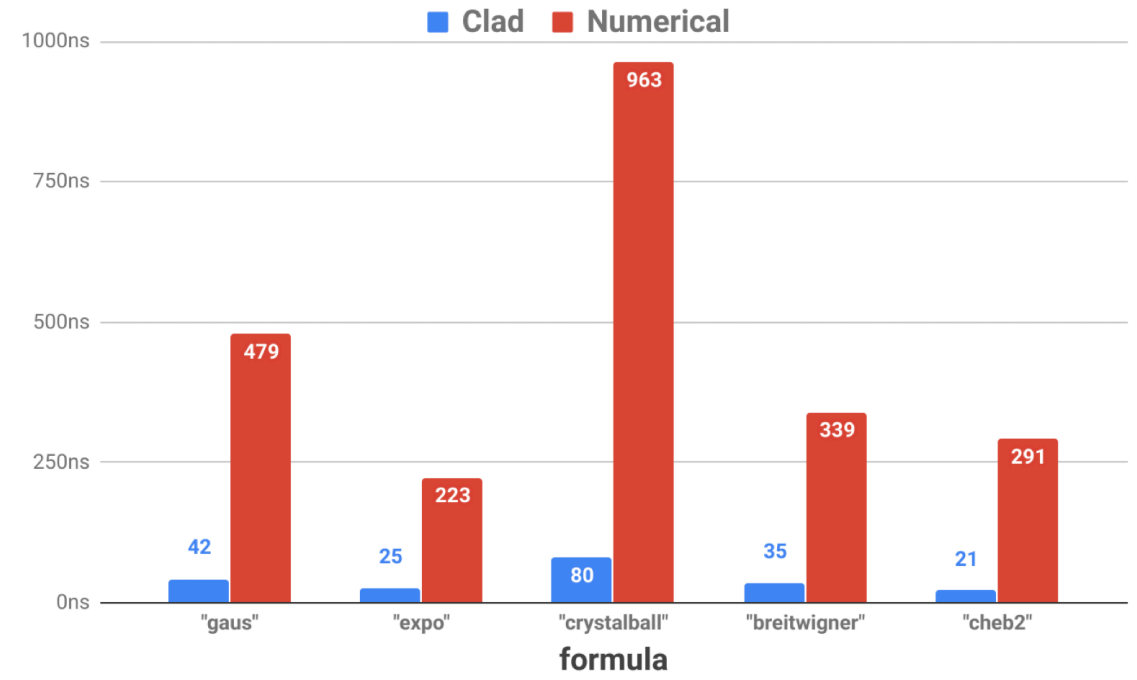
int main() {
    clad::differentiate(do_smth, 0).execute(2); // will return 6
    return 0;
}
```

```
92     template <typename T1, typename T2>
93     CUDA_HOST_DEVICE ValueAndPushforward<decltype(::std::pow(T1(), T2())),
94                                         decltype(::std::pow(T1(), T2()))>
95     pow_pushforward(T1 x, T2 exponent, T1 d_x, T2 d_exponent) {
96         auto val = ::std::pow(x, exponent);
97         auto derivative = (exponent * ::std::pow(x, exponent - 1)) * d_x;
98         // Only add directional derivative of base^exp w.r.t exp if the directional
99         // seed d_exponent is non-zero. This is required because if base is less than or
100        // equal to 0, then log(base) is undefined, and therefore if user only requested
101        // directional derivative of base^exp w.r.t base -- which is valid --, the result would
102        // be undefined because as per C++ valid number + NaN * 0 = NaN.
103        if (d_exponent)
104            derivative += (::std::pow(x, exponent) * ::std::log(x)) * d_exponent;
105        return {val, derivative};
106    }
107
```

# Clad in High-Energy Physics

Clad is available in ROOT:

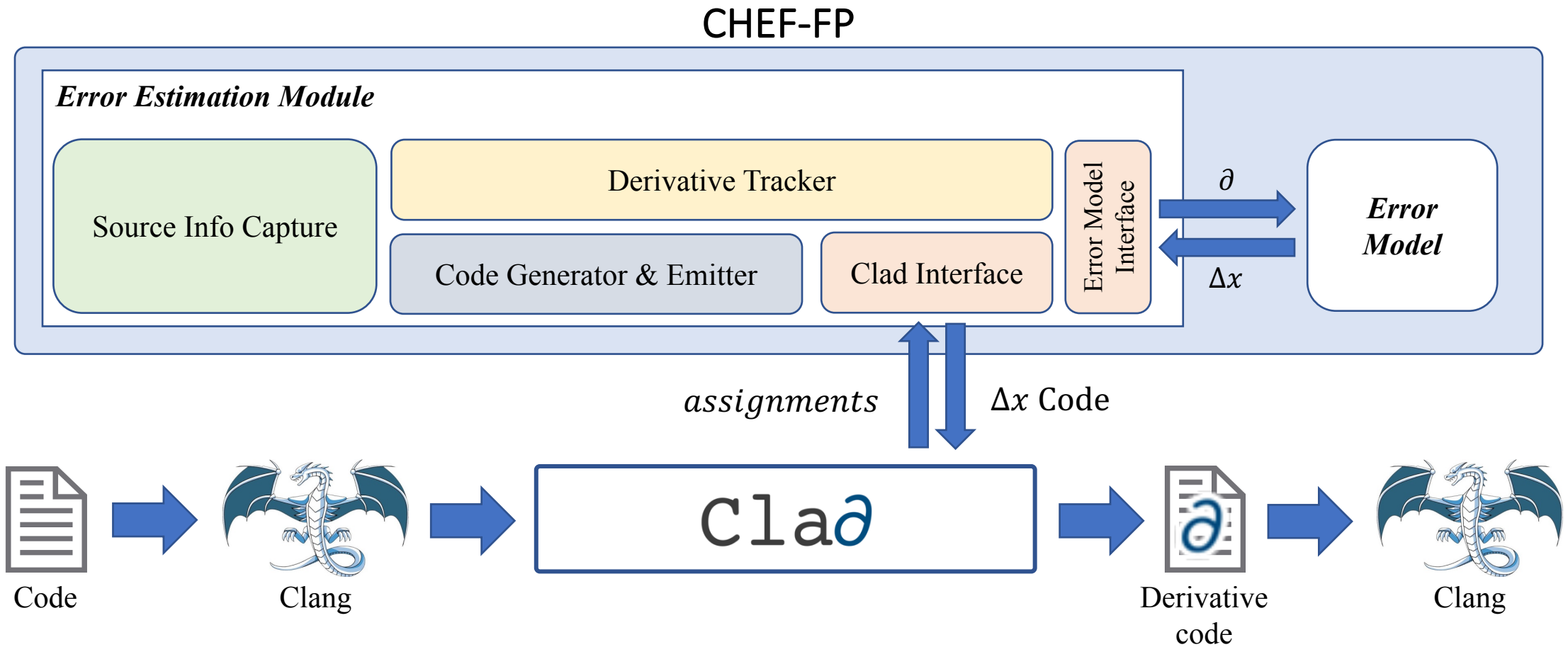
```
TF1* h1 = new TF1("f1", "formula");  
TFormula* f1 = h1->GetFormula();  
f1->GenerateGradientPar(); // clad  
  
// clad  
f1->GradientPar(x, result);  
// numerical  
h1->GradientPar(x, result);
```



gaus: **Npar = 3**, expo: **Npar = 2**, crystalball: **Npar = 5**, breitwigner: **Npar = 5**, cheb2: **Npar = 4**



# Clad in FP Error Analysis: CHEF-FP



# There and Back Again

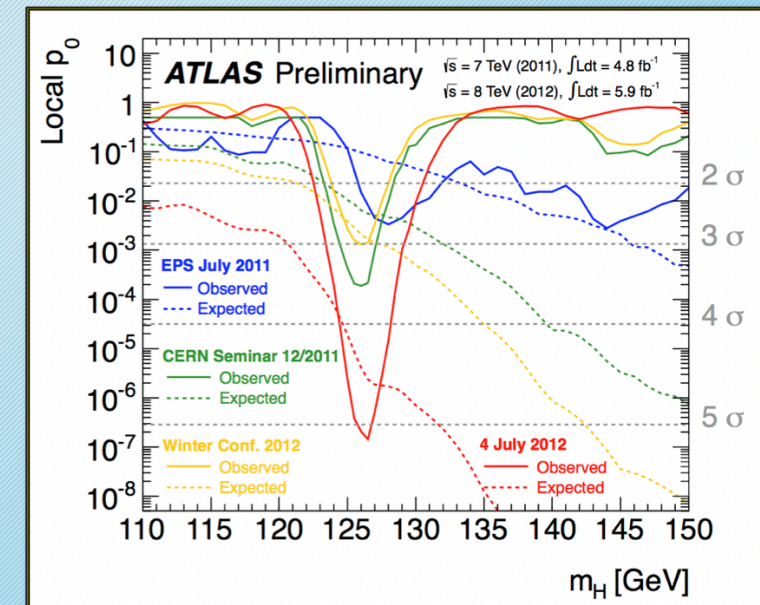
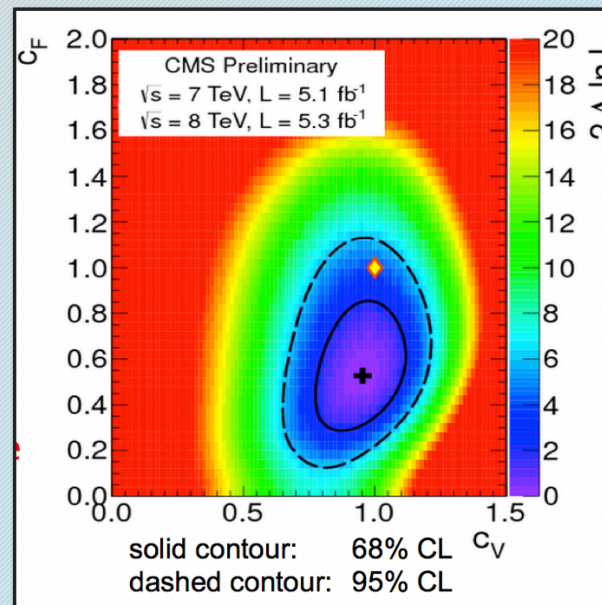
Social Engineering, Progress,  
Social Engineering...

In the meanwhile: Cling,  
ROOT6, C++ Modules, IPCC-  
ROOT, compiler-research.org,  
Clang-Repl ...

## Derivatives in C++ in HEP

4

- Relevant for building gradients used in fitting and minimization.
- Minimization of likelihood function with  $\sim 1000$  parameters



Vassil Vassilev/ACAT14

1.09.14

# Future Prospects

- Grey box AD
  - Enhance the pushforward/pullback mechanisms to avoid common AD pitfalls
- Further advancements and applications on floating point error estimation
  - Controlling the error limits helps the energy efficiency of algorithms
- Robust activity analysis
- A research platform AD in C/C++
  - Combines all power of Clang Static Analyzer, LLVM Optimization Passes, Control Flow Graphs



**Violeta Ilieva**  
Initial prototype,  
Forward Mode



**Vassil Vassilev**  
Conception,  
Mentoring, Bugs,  
Integration,  
Infrastructure



**Martin Vassilev**  
Forward Mode,  
CodeGen



**Alexander Penev**  
Conception,  
CMake, Demos,  
Jupyter



**Aleksandr Efremov**  
Reverse Mode



**Jack Qui**  
Hessians



**Roman Shakhov**  
Jacobians



**Oksana Shadura**  
Infrastructure,  
Co-mentoring



**Pratyush Das**  
Infrastructure



**Garima Singh**  
FP error  
estimation,  
RooFit, Bugs



**Ioana Ifrim**  
CUDA AD



**Parth Arora**  
Initial support  
classes, functors,  
pullbacks



**Baidyanath Kundu**  
Array Support,  
ROOT integration



**Vaibhav Thakkar**  
Forward Vector Mode

Thank you!