

CS5740: Natural Language Processing

Computation Graphs

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From Practical Neural Networks for NLP / Chris Dyer,
Yoav Goldberg, Graham Neubig / EMNLP 2016

Computation Graphs

- The descriptive language of deep learning models
- Functional description of the required computation
- Can be instantiated to do two types of computation:
 - Forward computation
 - Backward computation

expression:

x

graph:

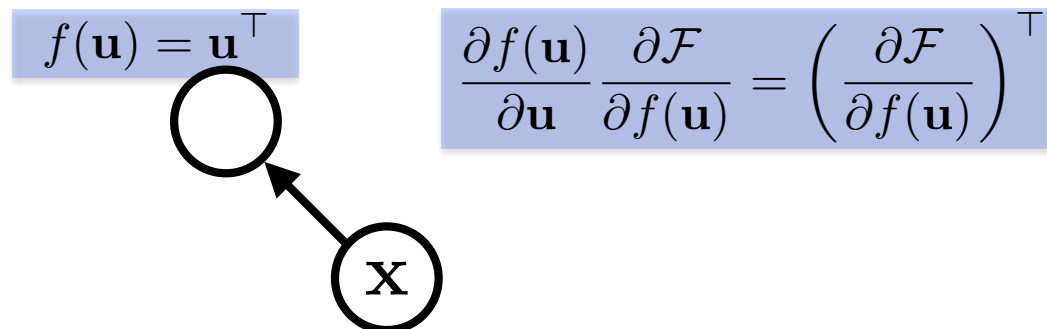
A **node** is a {tensor, matrix, vector, scalar} value

$\textcircled{\mathbf{x}}$

An **edge** represents a function argument (and also data dependency). They are just pointers to nodes.

A **node** with an incoming **edge** is a **function** of that edge's tail node.

A **node** knows how to compute its value and the *value of its derivative w.r.t each argument (edge) times a derivative of an arbitrary input* $\frac{\partial \mathcal{F}}{\partial f(\mathbf{u})}$.

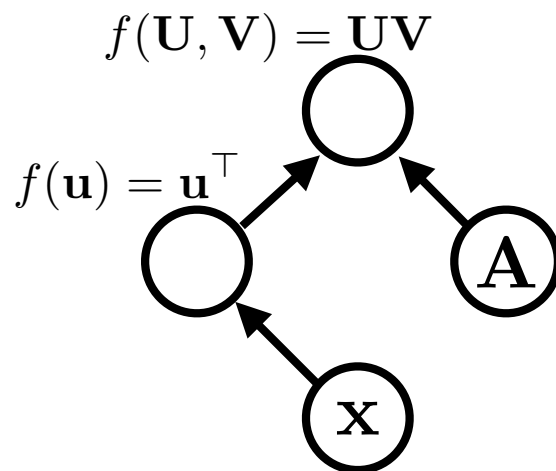


expression:

$$\mathbf{x}^\top \mathbf{A}$$

graph:

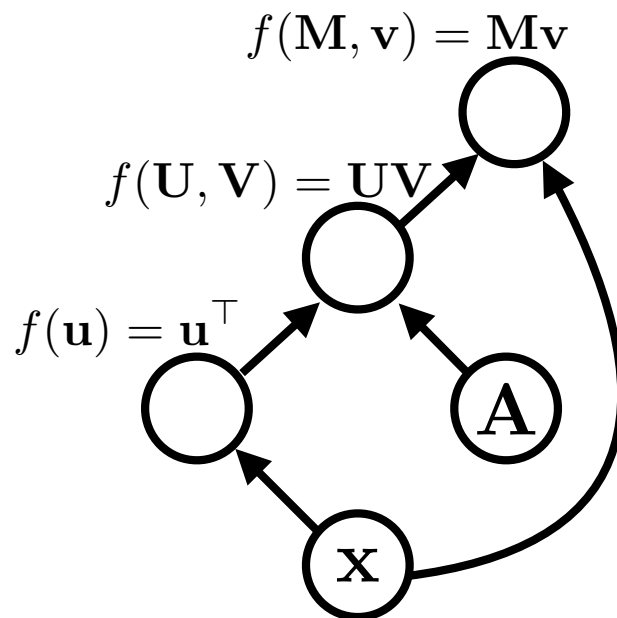
Functions can be nullary, unary,
binary, ... n -ary. Often they are unary or binary.



expression:

$$\mathbf{x}^\top \mathbf{A} \mathbf{x}$$

graph:

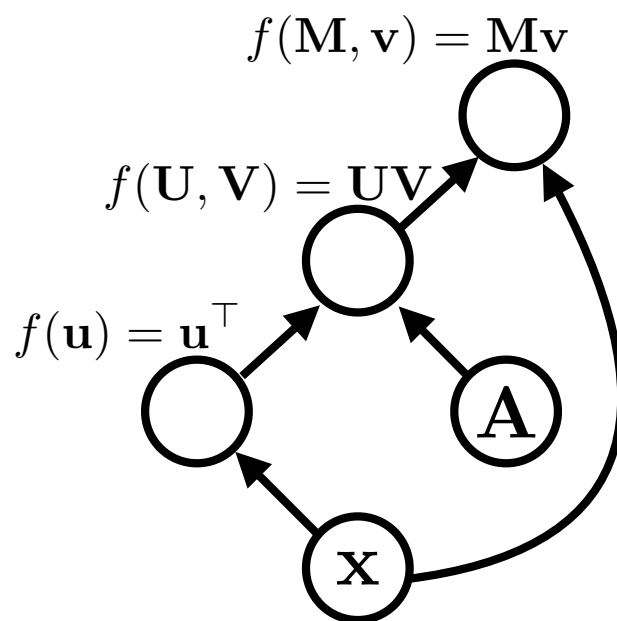


Computation graphs are directed and acyclic (usually)

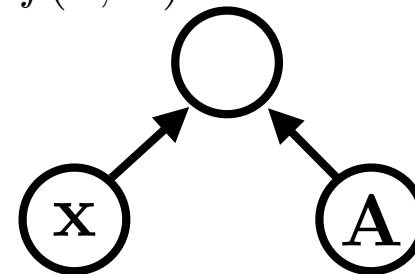
expression:

$$\mathbf{x}^\top \mathbf{A} \mathbf{x}$$

graph:



$$f(\mathbf{x}, \mathbf{A}) = \mathbf{x}^\top \mathbf{A} \mathbf{x}$$

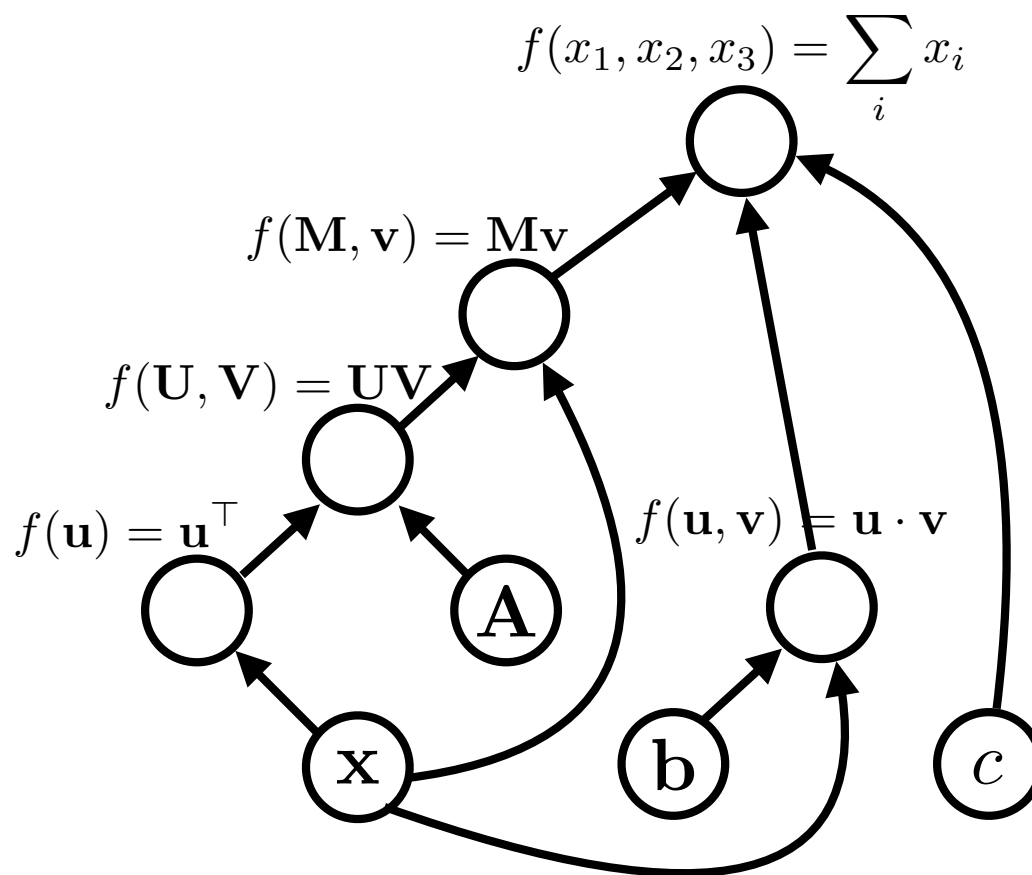


$$\frac{\partial f(\mathbf{x}, \mathbf{A})}{\partial \mathbf{x}} = (\mathbf{A}^\top + \mathbf{A})\mathbf{x}$$
$$\frac{\partial f(\mathbf{x}, \mathbf{A})}{\partial \mathbf{A}} = \mathbf{x}\mathbf{x}^\top$$

expression:

$$\mathbf{x}^\top \mathbf{A} \mathbf{x} + \mathbf{b} \cdot \mathbf{x} + c$$

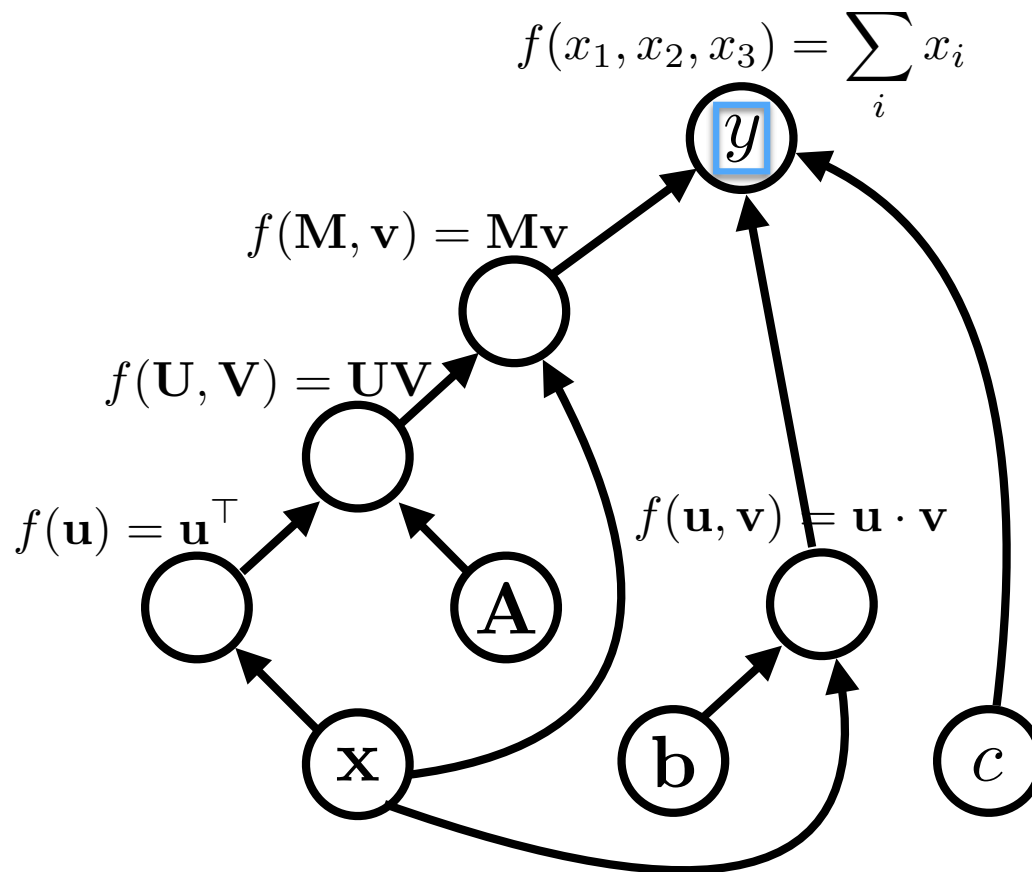
graph:



expression:

$$y = \mathbf{x}^\top \mathbf{A} \mathbf{x} + \mathbf{b} \cdot \mathbf{x} + c$$

graph:



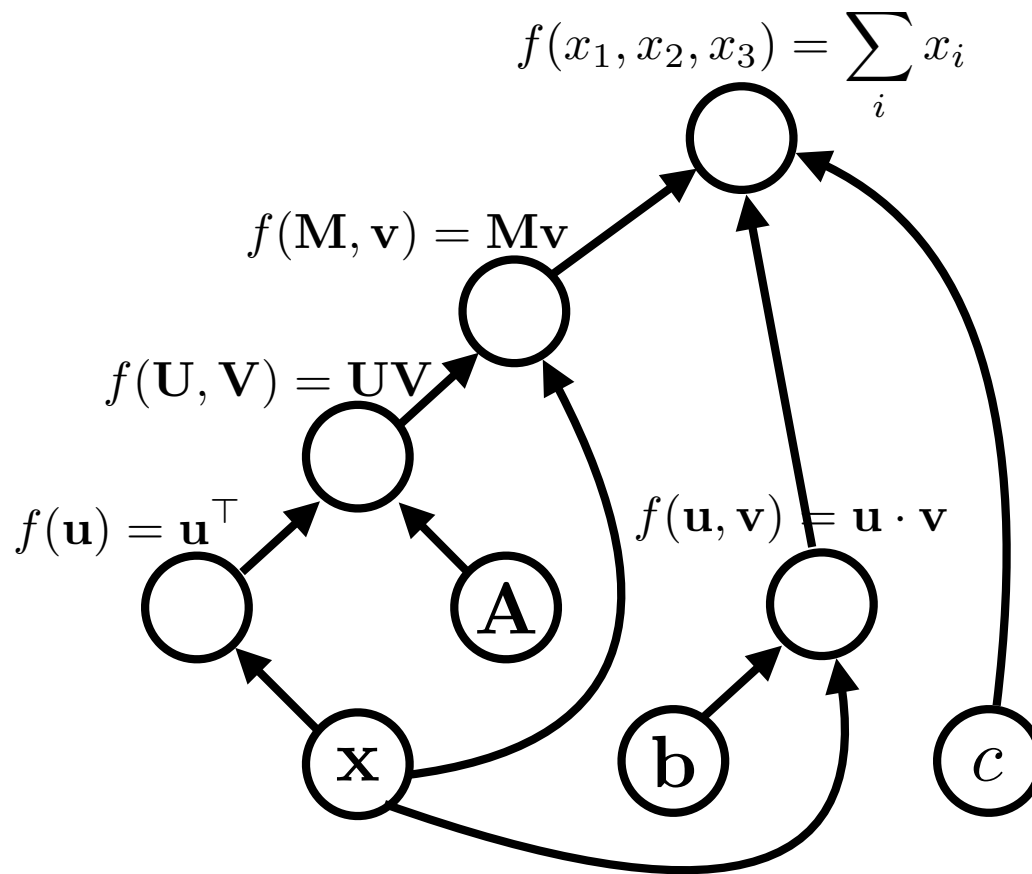
variable names are just labelings of nodes.

Algorithms

- **Graph construction**
- **Forward propagation**
 - Loop over nodes in topological order
 - Compute the value of the node given its inputs
 - *Given my inputs, make a prediction (or compute an “error” with respect to a “target output”)*
- **Backward propagation**
 - Loop over the nodes in reverse topological order starting with a final goal node
 - Compute derivatives of final goal node value with respect to each edge’s tail node
 - *How does the output change if I make a small change to the inputs?*

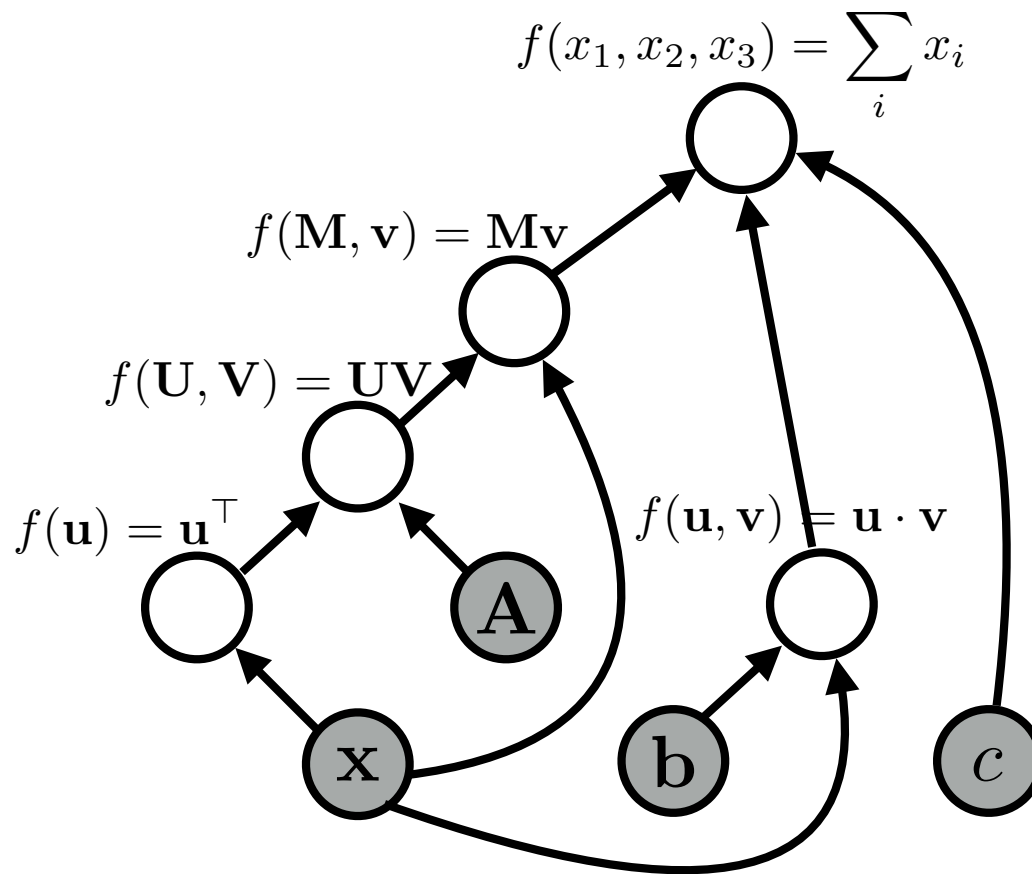
Forward Propagation

graph:



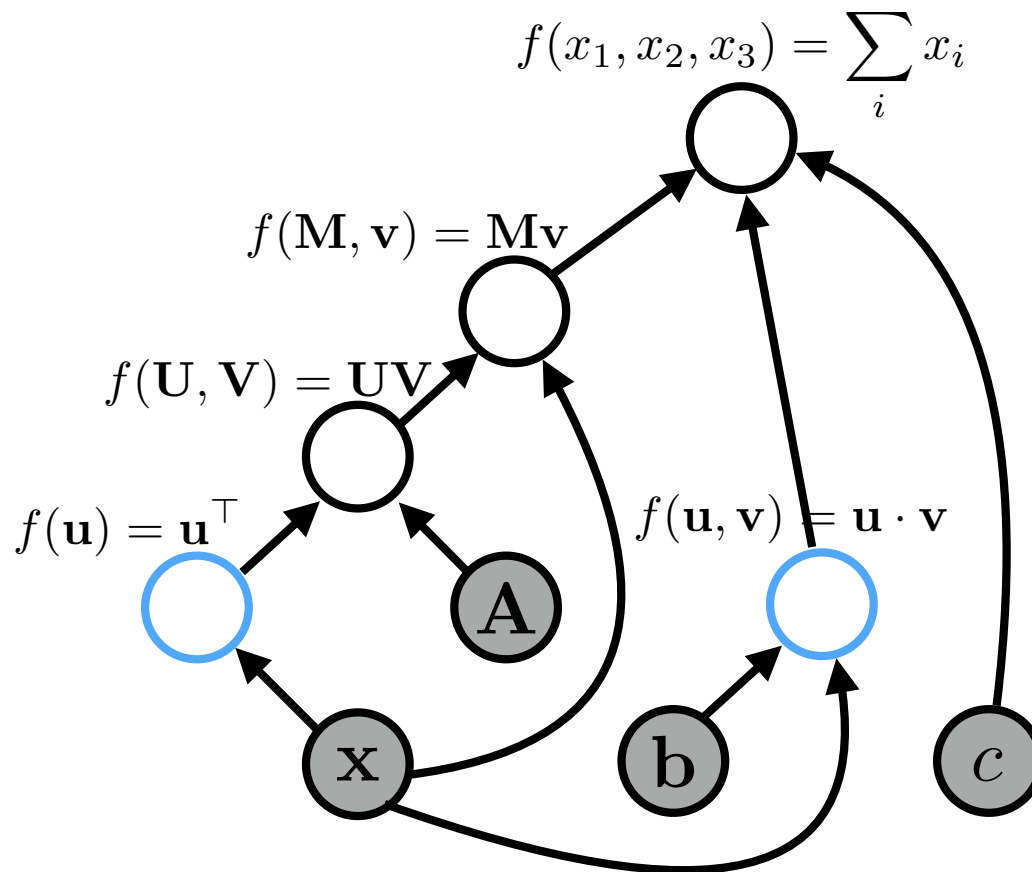
Forward Propagation

graph:



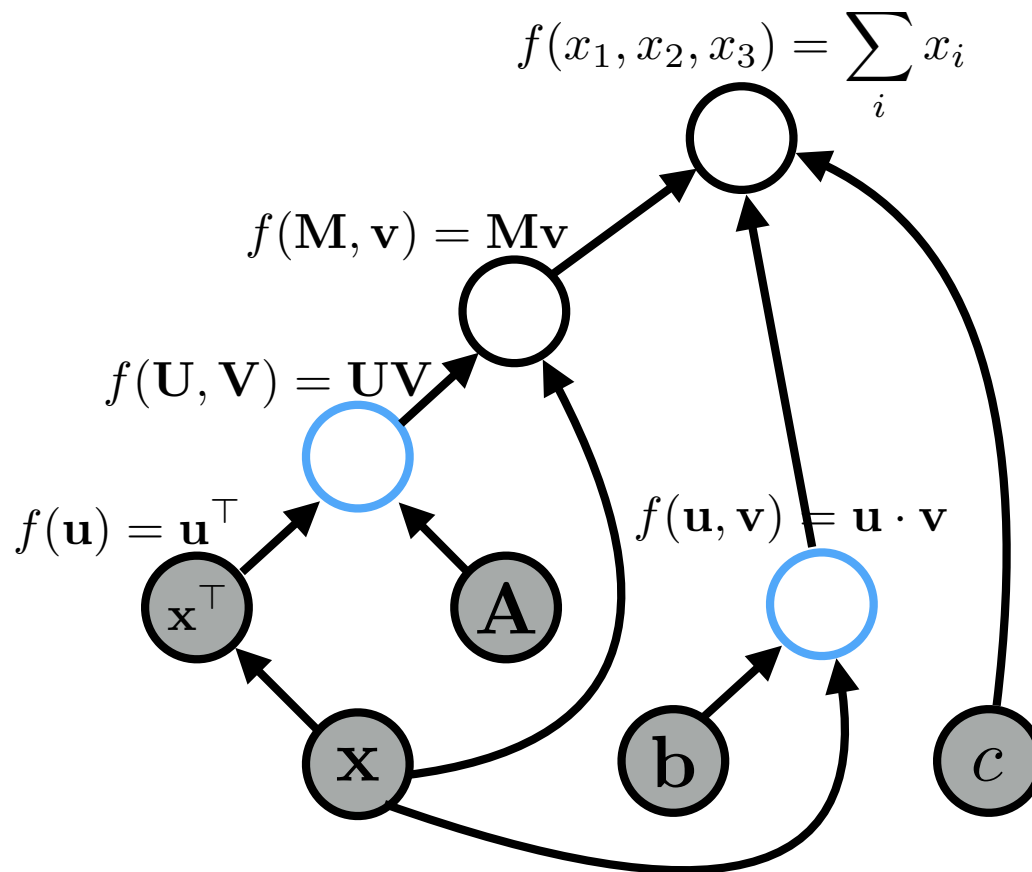
Forward Propagation

graph:



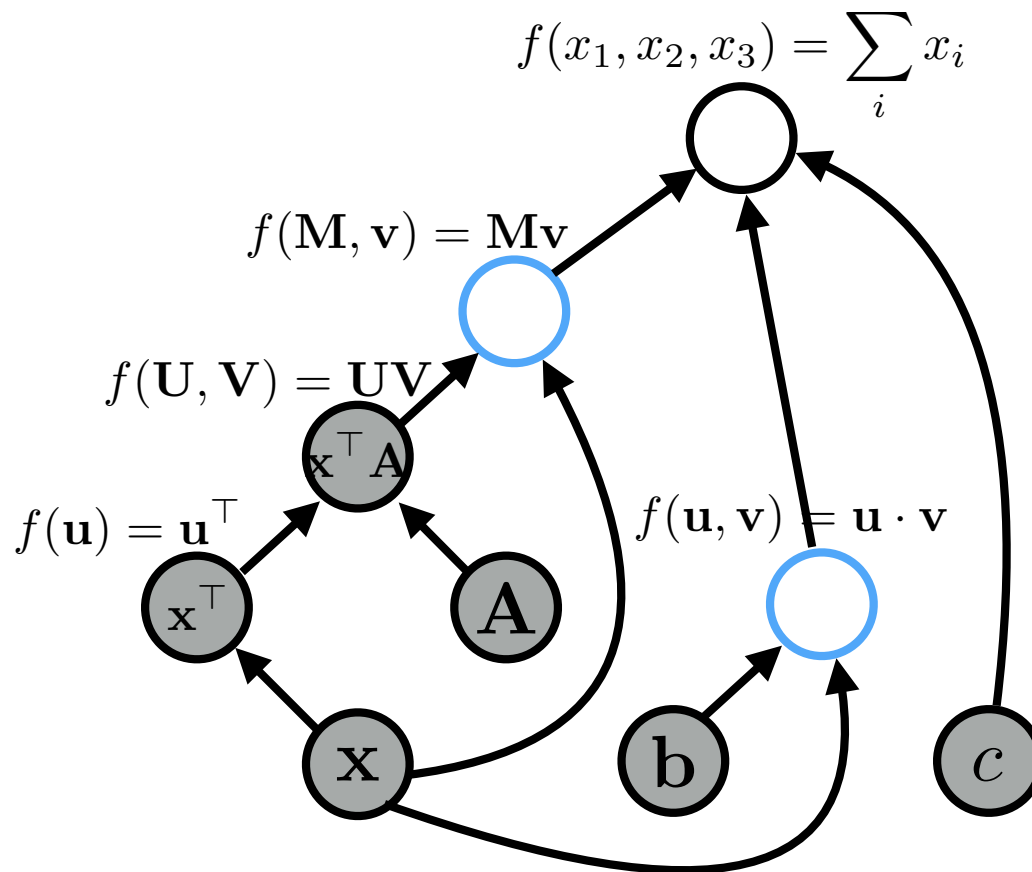
Forward Propagation

graph:



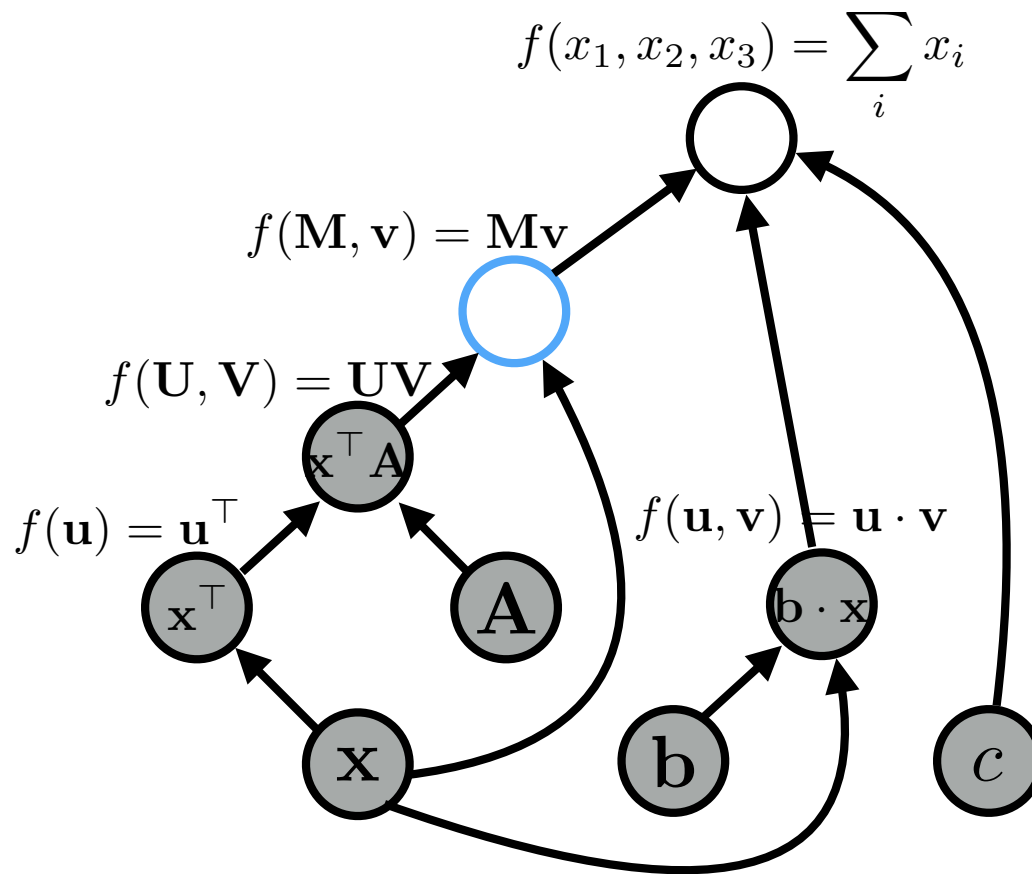
Forward Propagation

graph:



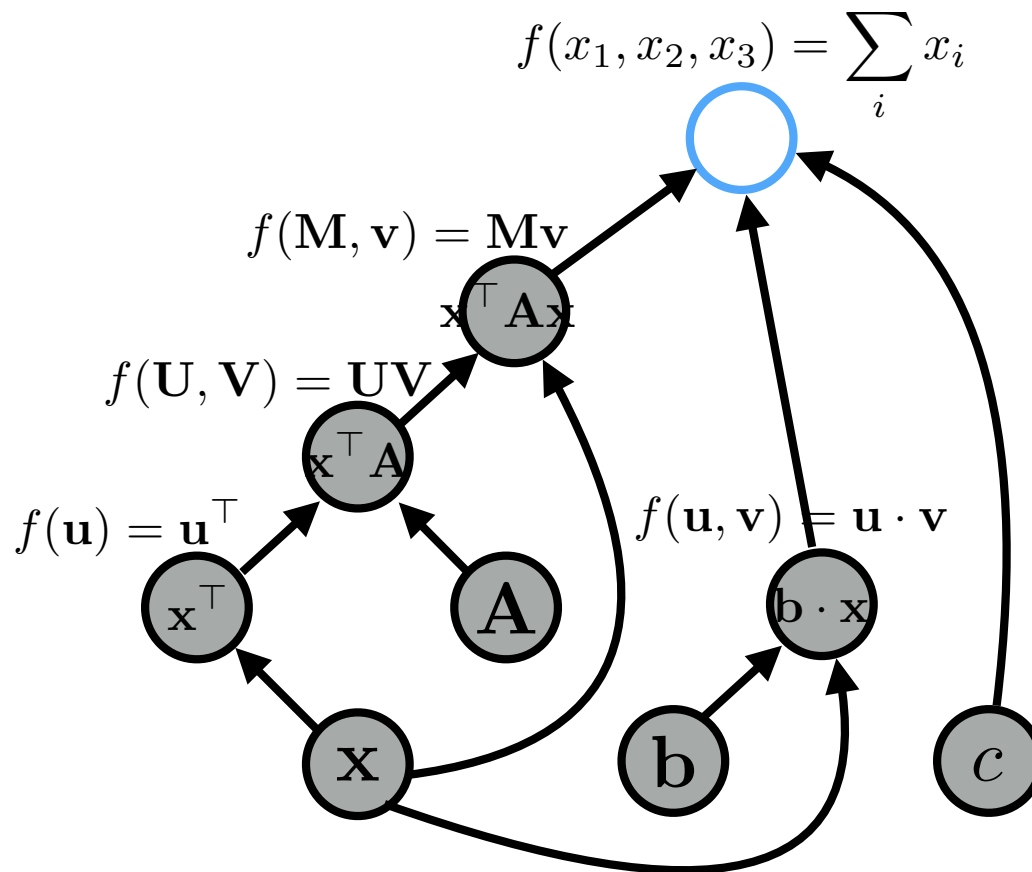
Forward Propagation

graph:



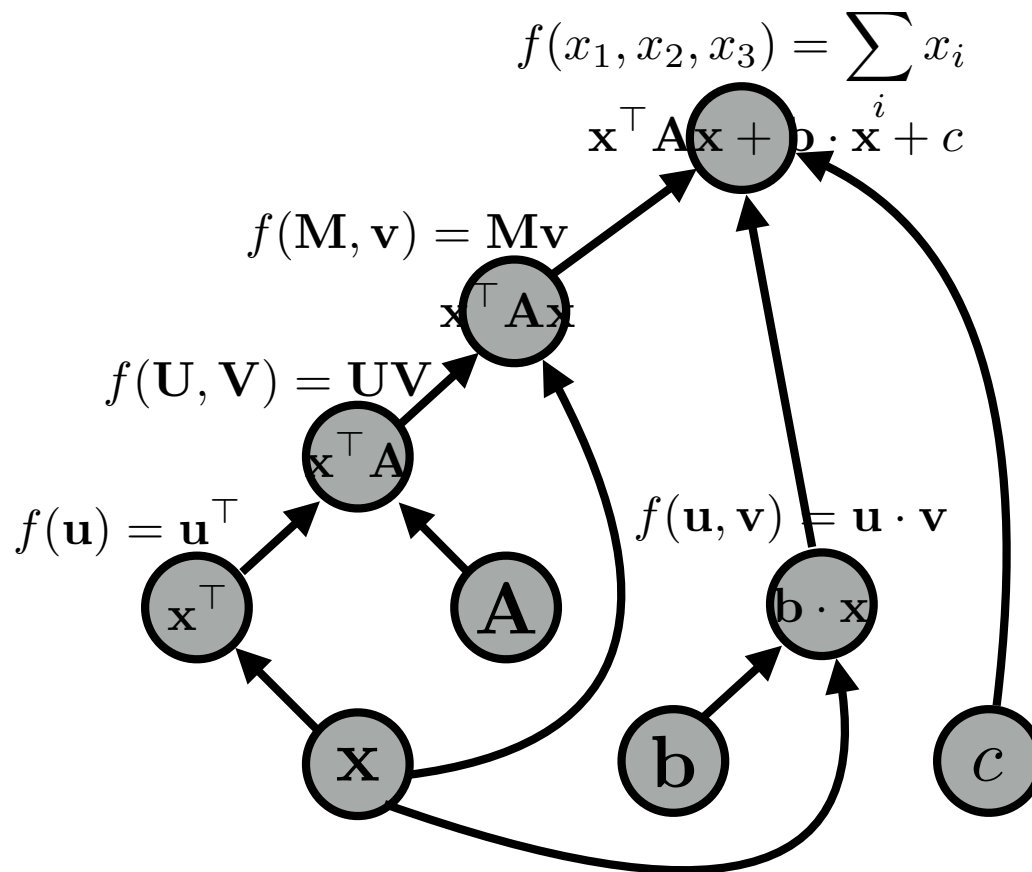
Forward Propagation

graph:



Forward Propagation

graph:





The MLP

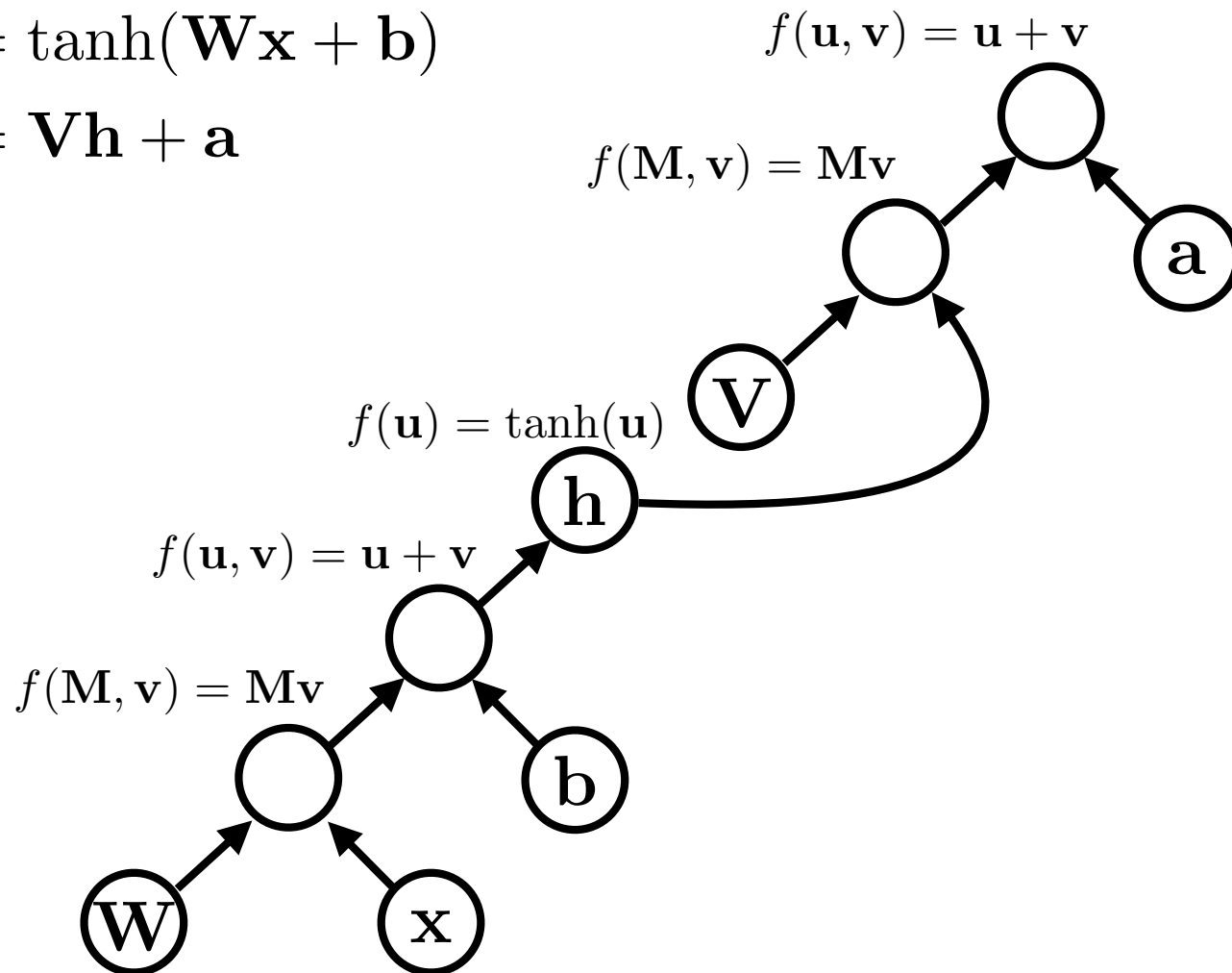
$$\mathbf{h} = \tanh(\mathbf{W}\mathbf{x} + \mathbf{b})$$

$$\mathbf{y} = \mathbf{V}\mathbf{h} + \mathbf{a}$$

The MLP

$$\mathbf{h} = \tanh(\mathbf{W}\mathbf{x} + \mathbf{b})$$

$$\mathbf{y} = \mathbf{V}\mathbf{h} + \mathbf{a}$$



Constructing Graphs: Two Software Models

- **Static declaration**

- Phase 1: define an architecture
(maybe with some primitive flow control like loops and conditionals)
- Phase 2: run a bunch of data through it to train the model and/or make predictions

- **Dynamic declaration**

- Graph is defined implicitly (e.g., using operator overloading) as the forward computation is executed

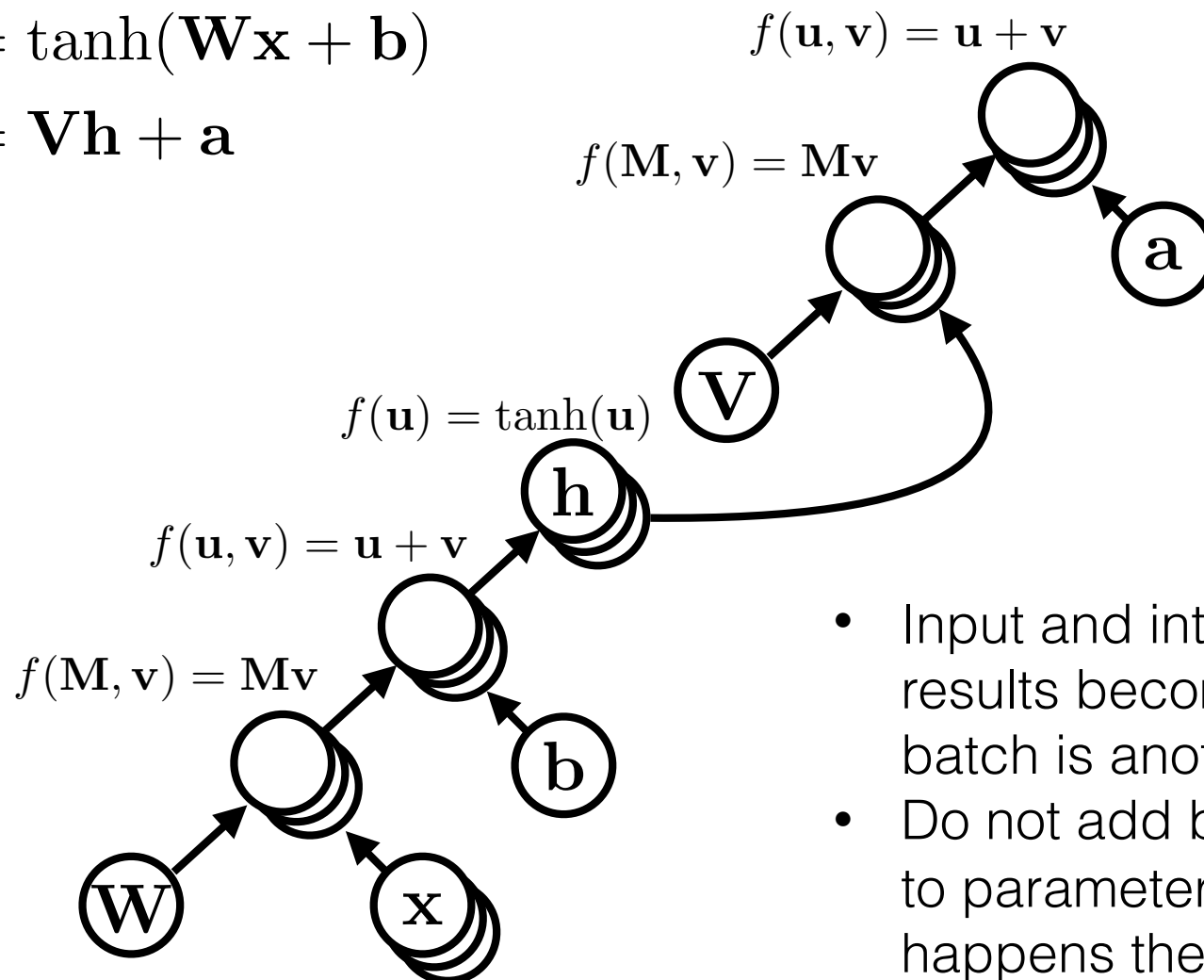
Batching

- Packing a few examples together has significant computational benefits
- CPU: helpful
- GPU: you get to use all the GPU cores —> world changing!
- Easy with simple networks, but gets harder as the architecture becomes more complex

The MLP

$$\mathbf{h} = \tanh(\mathbf{W}\mathbf{x} + \mathbf{b})$$

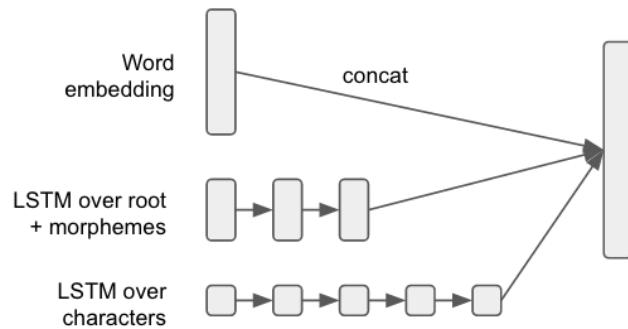
$$\mathbf{y} = \mathbf{V}\mathbf{h} + \mathbf{a}$$



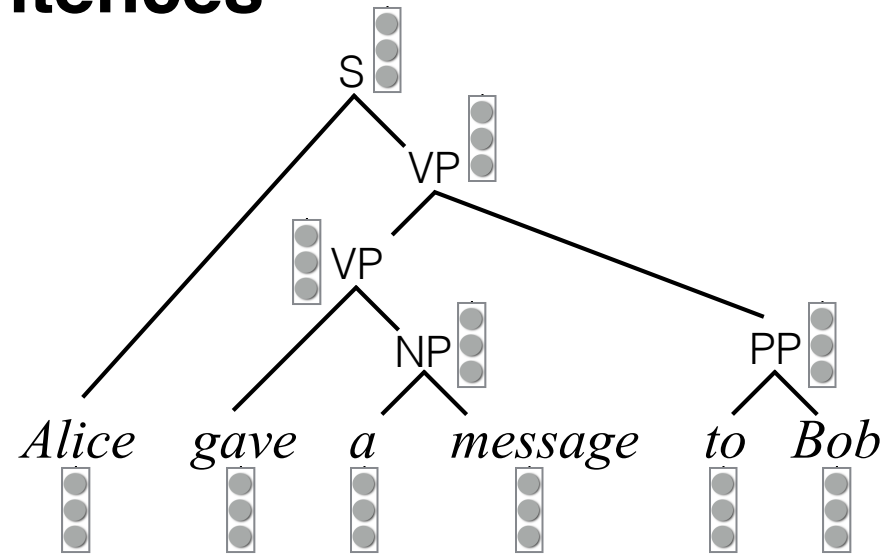
- Input and intermediate results become tensors — batch is another dimension!
- Do not add batch dimension to parameters! What happens then?

Hierarchical Structure

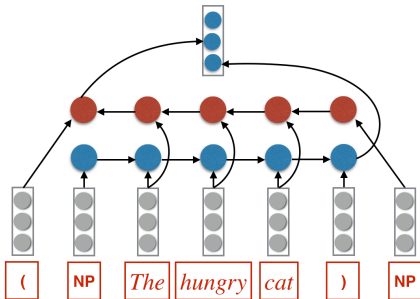
Words



Sentences



Phrases



Documents

