Language Independent Automatic Differentiation and Optimization of GPU Programs with Enzyme

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Existing Automatic Differentiation Pipelines
Case Study: Vector Normalization

```c
//Compute magnitude in O(n)
double mag(double[] x);

//Compute norm in O(n^2)
void norm(double[] out, double[] in) {
    for (int i=0; i<n; i++) {
        out[i] = in[i] / mag(in);
    }
}
```
Case Study: Vector Normalization

```c
//Compute magnitude in O(n)
double mag(double[] x);

//Compute norm in O(n)
void norm(double[] out, double[] in) {
    double res = mag(in);
    for (int i=0; i<n; i++) {
        out[i] = in[i] / res;
    }
}
```
Optimization & Automatic Differentiation

\[ O(n^2) \]

for i=0..n {
    out[i] /= \text{mag}(\text{in})
}

\[ O(n) \]

res = \text{mag}(\text{in})
for i=0..n {
    out[i] /= res
}

\[ O(n) \]

d_res = 0.0
for i=n..0 {
    d_res += d_out[i]...
}
\n\n\n\[ \nabla \text{mag}(d_{\text{in}}, d_{\text{res}}) \]
Optimization & Automatic Differentiation

$O(n^2)$

for $i=0..n$
  out[$i$] /= mag(in)

$O(n)$

res = mag(in)
for $i=0..n$
  out[$i$] /= res

$O(n^2)$

for $i=0..n$
  out[$i$] /= mag(in)

$O(n)$

d_res = 0.0
for $i=n..0$
  d_res += d_out[$i$]...
∇mag(d_in, d_res)

$O(n)$

for $i=n..0$
  d_res = d_out[$i$]...
  ∇mag(d_in, d_res)
Optimization & Automatic Differentiation

\[ O(n^2) \]
for \( i=0..n \) {
out[\( i \)] /= \text{mag}(\text{in})
}

\[ O(n) \]
res = \text{mag}(\text{in})
for \( i=0..n \) {
out[\( i \)] /= res
}

\[ O(n^2) \]
d_res = 0.0
for \( i=n..0 \) {
d_res += d_out[\( i \)]...
}\n\n\n\[ O(n) \]
\n\[ O(n^2) \]
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for \( i=n..0 \) {
d_res = d_out[\( i \)]...
∇\text{mag}(d_in, d_res)
}

\[ O(n) \]
for \( i=n..0 \) {
d_res += d_out[\( i \)]...
∇\text{mag}(d_in, d_res)
}

\[ O(n^2) \]
Optimization & Automatic Differentiation

Differentiating after optimization can create \textit{asymptotically faster} gradients!

\[ O(n^2) \quad \rightarrow \quad O(n) \quad \rightarrow \quad O(n) \]

\[ O(n^2) \quad \rightarrow \quad O(n^2) \quad \rightarrow \quad O(n^2) \]

\[ \text{for } i = 0 \ldots n \{ \]
\[ \quad \text{out}[i] /= \text{mag}(\text{in}) \]
\[ \}\]

\[ \text{Optimize} \quad \rightarrow \quad \text{AD} \quad \rightarrow \quad \text{AD} \]

\[ \text{for } i = 0 \ldots n \{ \]
\[ \quad \text{res} = \text{mag}(\text{in}) \]
\[ \quad \text{for } i = 0 \ldots n \{ \]
\[ \quad \quad \text{out}[i] /= \text{res} \]
\[ \quad \}\]

\[ \text{Optimize} \quad \rightarrow \quad \text{AD} \quad \rightarrow \quad \text{Optimize} \]

\[ \text{for } i = 0 \ldots n \{ \]
\[ \quad \text{d_res} = 0.0 \]
\[ \quad \text{for } i = n \ldots 0 \{ \]
\[ \quad \quad \text{d_res} += \text{d_out}[i]\]
\[ \quad \}\]

\[ \text{d_res} = \text{d_out}[i]\]
\[ \text{\nabla \text{mag}(d_{in}, d_{res})} \]
Enzyme Approach

Performing AD at low-level lets us work on *optimized* code!
Why Does Enzyme Use LLVM?

- Generic low-level compiler infrastructure with many frontends
  - “Cross platform assembly”
  - Many backends (CPU, CUDA, AMDGPU, etc)
- Well-defined semantics
- Large collection of optimizations and analyses
Experimental Setup

- Collection of benchmarks from Microsoft’s ADBench suite and of technical interest

1. **Enzyme:**
   - Collection of benchmarks from Microsoft’s ADBench suite and of technical interest

2. **Ref:**
   - Enzyme

3. **Tapenade:**
   - Tapenade

4. **Adept:**
   - Adept
Speedup of Enzyme

Enzyme is \textbf{4.2x faster} than Reference!
Automatic Differentiation & GPUs

- Prior work has not explored reverse mode AD of existing GPU kernels
  1. Reversing parallel control flow can lead to incorrect results
  2. Complex performance characteristics make it difficult to synthesize efficient code
  3. Resource limitations can prevent kernels from running at all
Challenges of Parallel AD

- The adjoint of an instruction increments the derivative of its input
- Benign read race in forward pass => Write race in reverse pass (undefined behavior)

```c
void set(double* ar, double val) {
    parallel_for(int i=0; i<10; i++)
        ar[i] = val;
}

double gradient_set(double* ar, double* d_ar, double val) {
    double d_val = 0.0;
    parallel_for(int i=0; i<10; i++)
        ar[i] = val;
    parallel_for(int i=0; i<10; i++)
        d_val += d_ar[i];
    d_ar[i] = 0.0;
    return d_val;
}
```
Parallel Automatic Differentiation in LLVM

%res = load %ptr

%tmp = load %d_res
store %d_res = 0
atomic %d_ptr += %tmp

store %ptr = %val

%tmp = load %d_ptr
store %d_ptr = 0
load/store %d_val += %tmp

• Shadow Registers %d_res and %d_val are thread-local as they shadow thread-local registers.

• No risk of races and no special handling required.

• Both %ptr and shadow %d_ptr might be raced upon and require analysis.
GPU Memory Hierarchy

- **Per Thread**
  - Register
  - ~Bytes
  - Use Limits Parallelism

- **Per Block**
  - Shared Memory
  - ~KBs
  - Use Limits Parallelism

- **Per GPU**
  - Global Memory
  - ~GBs

Slower, larger amount of memory
## Correct and Efficient Derivative Accumulation

<table>
<thead>
<tr>
<th>Thread-local memory</th>
<th>Same memory location across all threads (some shared mem)</th>
<th>Others [always legal fallback]</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Non-atomic load/store</td>
<td>• Parallel Reduction</td>
<td>• Atomic increment</td>
</tr>
</tbody>
</table>

```c
__device__
void f(...) {
    // Thread-local var
double y;
    ...
    d_y += val;
}
```

```c
// Same var for all threads
double y;
__device__
void f(...) {
    ...
    reduce_add(&d_y, val);
}
```

```c
__device__
// Unknown thread-aliasing
donode f(double* y) {
    ...
    atomic { d_y += val; }
}
```

Slower
Synchronization Primitives

- Synchronization (`sync_threads`) ensures all threads finish executing `codeA` before executing `codeB`
- Sync is only necessary if A and B may access to the same memory
- Assuming the original program is race-free, performing a sync at the corresponding location in the reverse ensures correctness
- Prove correctness of algorithm by cases

```
codeA();
sync_threads;
codeB();
```
Case 1: Store, Sync, Load

codeA(); // store %ptr
sync_threads;
codeB(); // load %ptr
...
diffe_codeB(); // atomicAdd %d_ptr
sync_threads;
diffe_codeA(); // load %d_ptr
  // store %d_ptr = 0

Correct

- Load of d_ptr must happen after all atomicAdds have completed
Case 2: Load, Sync, Store

```c
codeA(); // load %ptr
sync_threads;

codeB(); // store %ptr
...
diffe_codeB(); // load %d_ptr
    // store %d_ptr = 0
sync_threads;
diffe_codeA(); // atomicAdd %d_ptr
```

Correct

- All of the stores of `d_ptr` will complete prior to any atomicAdds

No cross-thread race here since that’s equivalent to a write race in B
Differentiation of SyncThreads

Case 3 [write sync write]

codeA(); // store %ptr
sync_threads;
codeB(); // store %ptr
...
diffe_codeB(); // load %d_ptr
    // store %d_ptr = 0
sync_threads;
diffe_codeA(); // load %d_ptr
    // store %d_ptr = 0

All uses of stores to d_ptr in diffe_B will correctly complete prior to diffe_A

Case 4 [read sync read]

codeA(); // load %ptr
sync_threads;
codeB(); // load %ptr
...
diffe_codeB(); // atomicAdd %d_ptr
sync_threads;
diffe_codeA(); // atomicAdd %d_ptr

Original and differential sync unnecessary and legal to include
CUDA Example

```c
__device__
void inner(float* a, float* x, float* y) {
    y[threadIdx.x] = a[0] * x[threadIdx.x];
}

__device__
void __enzyme_autodiff(void*, ...);

__global__
void daxpy(float* a, float* da, float* x, float* dx, float* y, float* dy) {
    __enzyme_autodiff((void*)inner,
                      a, da, x, dx, y, dy);
}

__device__
void diffe_inner(float* a, float* da, float* x, float* dx, float* y, float* dy) {
    // Forward Pass
    y[threadIdx.x] = a[0] * x[threadIdx.x];
    // Reverse Pass
    float dy = dy[threadIdx.x];
    dy[threadIdx.x] = 0.0f;
    float dx_tmp = a[0] * dy;
    atomic { dx[threadIdx.x] += dx_tmp; }
    float da_tmp = x[threadIdx.x] * dy;
    atomic { da[0] += da_tmp; }
}
```
CUDA Example

```c
__device__
void inner(float* a, float* x, float* y) {
    y[threadIdx.x] = a[0] * x[threadIdx.x];
}

__device__
void __enzyme_autodiff(void*, ...);

__global__
void daxpy(float* a, float* da, float* x, float* dx, float* y, float* dy) {
    __enzyme_autodiff((void*)inner, a, da, x, dx, y, dy);
}

__device__
void diffe_inner(float* a, float* da, float* x, float* dx, float* y, float* dy) {
    // Forward Pass
    y[threadIdx.x] = a[0] * x[threadIdx.x];

    // Reverse Pass
    float dy = dy[threadIdx.x];
    dy[threadIdx.x] = 0.0f;
    float dx_tmp = a[0] * dy;
    dx[threadIdx.x] += dx_tmp;
    float da_tmp = x[threadIdx.x] * dy;
    reduce_accumulate(&da[0], da_tmp);
}
```
CUDA.jl / AMDGPU.jl Example

```julia
function compute!(inp, out)
    s_D = @cuStaticSharedMem eltype(inp) (10, 10)
    ...
end

function grad_compute!(inp, out)
    Enzyme.autodiff_deferred(compute!, inp, out)
    return nothing
end

@cudal
@rocm
grad_compute!(Duplicated(inp, d_inp),
             Duplicated(out, d_out))
```

See Below For Full Code Examples

Efficient GPU Code

- Without optimization, GPU gradients must cache a large number of values
  - The complexity of GPU memory means large caches slow down the program by several orders of magnitude, if it even fits at all
- Like the CPU, existing LLVM optimizations can reduce the overhead
- Unlike the CPU, existing LLVM optimizations aren’t sufficient
- Novel GPU and AD-specific optimizations can speedup by several orders of magnitude
When LLVM Doesn’t Cut It

• Enzyme relies on optimizations such as LICM and CSE to eliminate redundant loads, and thus redundant caches.

• Since we instead need to preserve values for the reverse pass, these optimizations may not apply

```c
for(int i=0; i<N; i++) {
    for(int j=0; j<M; j++) {
        use(array[j]);
    }
}
overwrite(array);
```
When LLVM Doesn’t Cut It

- Enzyme relies on optimizations such as LICM and CSE to eliminate redundant loads, and thus redundant caches.

- Since we instead need to preserve values for the reverse pass, these optimizations may not apply.

- This requires far more caching than necessary.

```c
double* cache = new double[N*M];
for(int i=0; i<N; i++) {
    for(int j=0; j<M; j++) {
        cache[i*M+j] = array[j];
        use(array[j]);
    }
}
overwrite(array);
grad_overwrite(array);
for(int i=0; i<N; i++) {
    for(int j=M-1; i<M; i++) {
        grad_use(cache[i*M+j], d_array[j]);
    }
}
```
When LLVM Doesn’t Cut It

• Enzyme relies on optimizations such as LICM and CSE to eliminate redundant loads, and thus redundant caches.

• Since we instead need to preserve values for the reverse pass, these optimizations may not apply.

• This requires far more caching than necessary.

• By analyzing the read/write structure, we can hoist the cache.

double* cache = new double[M];
memcpy(cache, array, sizeof(double)*M);
for(int i=0; i<N; i++) {
  for(int j=0; j<M; j++) {
    use(array[j]);
  }
}
overwrite(array);
grad_overwrite(array);
for(int i=0; i<N; i++) {
  for(int j=M-1; i<M; i++) {
    grad_use(cache[j], d_array[j]);
  }
}
Cache Reduction Example

- By considering the dataflow graph we can perform a min-cut to approximate smaller cache sizes.

```plaintext
for(int i=0; i<10; i++) {
    double sum = x[i] + y[i];
    use(sum);
}
overwrite(x, y);
grad_overwrite(x, y);
for(int i=9; i>=0; i--) {
    ... 
    grad_use(sum);
}
```
By considering the dataflow graph we can perform a min-cut to approximate smaller cache sizes.

```
double* x_cache = new double[10];
double* y_cache = new double[10];

for(int i=0; i<10; i++) {
    double sum = x[i] + y[i];
    x_cache[i] = x[i];
    y_cache[i] = y[i];
    use(sum);
}

overwrite(x, y);
grd_overwrite(x, y);

for(int i=9; i>=0; i--) {
    double sum = x_cache[i] + y_cache[i];
    grd_use(sum);
}
```
Cache Reduction Example

- By considering the dataflow graph we can perform a min-cut to approximate smaller cache sizes.

```cpp
double* sum_cache = new double[10];
for(int i=0; i<10; i++) {
  double sum = x[i] + y[i];
  sum_cache[i] = sum;
  use(sum);
}
overwrite(x, y);
grad_overwrite(x, y);
for(int i=9; i>=0; i--) {
  grad_use(sum_cache[i]);
}
```
Novel AD + GPU Optimizations

- [AD] Cache LICM/CSE
- [AD] Min-Cut Cache Reduction
- [AD] Cache Forwarding
- [GPU] Merge Allocations
- [GPU] Heap-to-stack (and register)
- [GPU] Alias Analysis Properties of SyncThreads

GPU Gradient Overhead

- Evaluation of both original code and gradient
  - DG: Discontinuous-Galerkin integral (Julia)
  - LBM: particle-based fluid dynamics simulation
  - LULESH: unstructured explicit shock hydrodynamics solver
  - XSBench & RSBench: Monte Carlo simulations of particle transport algorithms (memory & compute bound, respectively)
GPU Gradient Overhead

- Evaluation of both original code and gradient
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**Bug in CUDA Register Allocator**
Ablation Analysis of Optimizations

Ablation Analysis of Optimizations

- DG (ROCm)
  - Unrolling: 5.4x
  - MallocCoalescing: 17.8x
  - PreOptimization: 1378.3x
  - Overhead above Forward Pass: 2979.1x

- DG (CUDA)
  - Unrolling: 10x
  - PreOptimization: OOM

- LBM
  - Allocator: 6.4x
  - Recompute: 19.8x
  - InlineCacheABI: 2x

- LULESH
  - SpecPHI: 2.0x
  - PreOptimization: 2.4x

- RSbench
  - CacheLICM: 4.7x
  - Inlining: OOM

- XSbench
  - Templating: 3.2x
  - PHI: 9.5x
  - LoopBound: 25.9x

- Overhead above Forward Pass: OOM
Ablation Analysis of Optimizations

- **DG (ROCm)**
  - Unrolling: 5.4x

- **DG (CUDA)**
  - Unrolling: 17.8x
  - MallocCoalescing: 116.6x
  - PreOptimization: 1378.3x

- **LBM**
  - Allocator: 6.4x
  - Recompute: 8.7x
  - InlineCacheABI: 19.87x

- **LULESH**
  - SpecPHI: 2.0x
  - PreOptimization: 2979.1x

- **RSBench**
  - CacheLICM: 4.7x
  - Inlining: 9.5x

- **XSBEch**
  - Templating: 3.2x
  - PHI: 9.5x
  - LoopBound: 16.3x
  - PreOptimization: 25.9x

- **Forward (1x)**
  - Overhead above Forward Pass

- **OOM**
Ablation Analysis of Optimizations

DG (ROCm)
- Unrolling: 5.4x

DG (CUDA)
- Unrolling: 17.8x
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- Inlining: 9.5x

XSbench
- Templating: 3.2x
- PHI: 9.5x
- LoopBound: 16.3x
- PreOptimization: 25.9x

Overhead above Forward Pass

Forward (1x) 10x 100x 1000x OOM
Ablation Analysis of Optimizations

GPU AD is Intractable Without Optimization!
Scalability Analysis (Fixed Work Per Thread)
Enzyme

- Tool for performing reverse-mode AD of statically analyzable LLVM IR
- Differentiates code in a variety of languages (C, C++, Fortran, Julia, Rust, Swift, etc)
- 4.2x speedup over AD before optimization on CPU
- State-of-the art performance with existing tools
- First general purpose reverse-mode GPU AD
- Novel GPU and AD-specific optimizations improve runtime by several orders of magnitude
- Open source (enzyme.mit.edu & join our mailing list)
- Ongoing work to support CPU parallelism (OpenMP, MPI) + Forward/Mixed Mode
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- Open source (enzyme.mit.edu & join our mailing list)!
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Cache

- Adjoint instructions may require values from the forward pass
  - e.g. $\nabla(x \times y) \Rightarrow x \, dy + y \, dx$

- For all values needed in the reverse, allocate memory in the forward pass to store the value

- Values computed inside loops are stored in an array indexed by the loop induction variable
  - Array allocated statically if possible; otherwise dynamically realloc’d
Case Study: Read Sum

define double @sum(double* %x)

for.body

%i = phi [ 0, entry ], [ %i.next, for.body ]
%total = phi [ 0.0, %entry ], [ %add, for.body ]
%call = @read()
%0 = load %x[%i]
%mul = %0 * %call
%add = %mul + %total
%i.next = %i + 1
%exitcond = %i.next == 10
br %exitcond, for.cleanup, for.body

for.cleanup

%result = phi [ %call, cond.true], [0, entry]
ret %result

double sum(double* x) {
    double total = 0;
    for(int i=0; i<10; i++)
        total += read() * x[i];
    return total;
}

void diffe_sum(double* x, double* xp) {
    return __enzyme_autodiff(sum, x, xp);
}
Case Study: Read Sum

Active Variables

```
define double @sum(double* %x)

entry br for.body

%i = phi [ 0, entry ], [ %i.next, for.body ]
%total = phi [ 0.0, %entry ], [ %add, for.body ]
%call = @read()
%0 = load %x[%i]
%mul = %0 * %call
%add = %mul + %total
%i.next = %i + 1
%exitcond = %i.next == 10
br %exitcond, for.cleanup, for.body

%result = phi [%call, cond.true], [0, entry]
ret %result
```
Case Study: Read Sum

Each register in the for loop represents a distinct active variable every iteration
Allocate & zero shadow memory per active value
define double @diffe_sum(double* %x, double* %xp)

Cache forward pass variables for use in reverse
define void @diffe_sum(double* %x, double* %xp)

%call_cache = @malloc(10 x double)
br for.body

for.body

%i = phi [ 0, entry ], [ %i.next, for.body ]
%total = phi [ 0.0, %entry ], [ %add, for.body ]
%call = @read()
store %call_cache[%i] = %call
%i.next = %i + 1
%exitcond = %i.next == 10
br %exitcond, reversefor.body, for.body

<table>
<thead>
<tr>
<th>phi[</th>
<th>for.body</th>
</tr>
</thead>
</table>

reversefor.body

%i' = phi [ 9, for.body ], [ %i'.next, reversefor.body ]
%i'.next = %i' - 1
%cached_read = load %call_cache[%i']
store %xp[%i'] = %cached_read + %xp[%i']
%exit2 = %i = 0
br %exitcond, %exit2, reversefor.body

exit @free(%cache)
ret

After lowering & some optimizations
Case Study: Read Sum

```c
define void @diffe_sum(double* %x, double* %xp)

%call0 = @read()
store %xp[0] = %call0
%call1 = @read()
store %xp[1] = %call1
%call2 = @read()
store %xp[2] = %call2
%call3 = @read()
store %xp[3] = %call3
%call4 = @read()
store %xp[4] = %call4
%call5 = @read()
store %xp[5] = %call5
%call6 = @read()
store %xp[6] = %call6
%call7 = @read()
store %xp[7] = %call7
%call8 = @read()
store %xp[8] = %call8
%call9 = @read()
store %xp[9] = %call9
ret
```

After more optimizations:

```c
void diffe_sum(double* x, double* xp) {
    xp[0] = read();
    xp[1] = read();
    xp[2] = read();
    xp[3] = read();
    xp[4] = read();
    xp[5] = read();
    xp[6] = read();
    xp[7] = read();
    xp[8] = read();
    xp[9] = read();
}
```
Enzyme on the GPU

- Care must be taken to both ensure correctness and maintain parallelism.

- GPU programs have much lower memory limits. Performance is highly dependent on the number of memory transfers.

- Without first running optimizations reverse-mode AD of large kernels is intractable (OOM).

- Novel GPU and AD-specific optimizations can make a difference of several orders of magnitude when computing gradients.

<table>
<thead>
<tr>
<th>Test</th>
<th>Overhead</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forward</td>
<td>1</td>
</tr>
<tr>
<td>AD, Optimized</td>
<td>4.4</td>
</tr>
<tr>
<td>AD, No CacheLICM</td>
<td>343.7</td>
</tr>
<tr>
<td>AD, Bad Recompute Heuristic</td>
<td>1275.6</td>
</tr>
<tr>
<td>AD, No Inlining</td>
<td>6372.2</td>
</tr>
<tr>
<td>AD, No PreOptimization</td>
<td>OOM</td>
</tr>
</tbody>
</table>
CUDA Automatic Differentiation

- Enzyme enables differentiation of CPU programs without rewriting them in a DSL.

- Similarly, GPU programs cannot currently be differentiated without being rewritten in a differentiable language (e.g. PyTorch).

- Enzyme enables reverse-mode AD of general existing GPU programs by:
  - Resolving potential data race issues
  - Differentiating parallel control (syncthreads)
  - Differentiating CUDA intrinsics (e.g. threadIdx.x /llvm.nvvm.read.ptx.sreg.tid.x)
  - Handling shared memory
CUDA Automatic Differentiation

- Most CUDA intrinsics [e.g. threadIdx.x] are inactive and recomputable and thus are incorporated into Enzyme without any special handling

- Derivative of syncthreads is a syncthreads at the corresponding place in reverse pass

- Shared memory is handled by making a second shared memory allocation to act as the shadow for any potentially active uses
Enzyme

- Tool for performing reverse-mode AD of statically analyzable LLVM IR
- Differentiates code in a variety of languages (C, C++, Fortran, Julia, Rust, Swift, etc)
- 4.2x speedup over AD before optimization
- State-of-the art performance with existing tools
- Differentiate GPU kernels
- Open Source (enzyme.mit.edu / github.com/wsmoses/Enzyme)
- PyTorch-Enzyme & TensorFlow-Enzyme imports foreign code in ML workflow
GPU Automatic Differentiation

- Prior work has not explored reverse mode AD of GPU kernels

- Similarly, GPU programs cannot currently be differentiated without being rewritten in a differentiable language (e.g. PyTorch).

- Enzyme enables reverse-mode AD of general existing GPU programs by:
  - Resolving potential data race issues
  - Differentiating parallel control (syncthreads)
  - Differentiating CUDA intrinsics (e.g. threadIdx.x / llvm.nvvm.read.ptx.sreg.tid.x)
  - Handling shared memory
Enzyme

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Custom Derivatives & Multisource

- One can specify custom forward/reverse passes of functions by attaching metadata

```c
__attribute__((enzyme("augment", augment_func)))
__attribute__((enzyme("gradient", gradient_func)))
double func(double n);
```

- Enzyme leverages LLVM’s link-time optimization (LTO) & “fat libraries” to ensure that LLVM bitcode is available for all potential differentiated functions before AD
CUDA Performance Improvements

- Introduce optimizations to reduce the use of memory
  - Alias Analysis to determine legality of recomputing an instruction
    - More aggressive alias analysis properties of syncthreads
  - Don’t cache unnecessary values
    - Move cache outside of loops when possible
  - Heap-to-stack [and to register]
  - Don’t cache memory itself acting as a cache [such as shared memory]
Enzyme Differentiation Algorithm

- Type Analysis
- Activity Analysis
- Synthesize derivatives
  - Forward pass that mirrors original code
  - Reverse pass inverts instructions in forward pass (adjoints) to compute derivatives
- Optimize
Activity Analysis

- Determines what instructions could impact derivative computation
- Avoids taking meaningless or unnecessary derivatives (e.g. $\frac{d}{dx} \text{cpuid}$)
- Instruction is active iff it can propagate a differential value to its return or memory
- Build off of alias analysis & type analysis
  - E.g. all read-only function that returns an integer are inactive since they cannot propagate adjoints through the return or to any memory location
Compiler Analyses Better Optimize AD

- Existing

- Alias analysis results that prove a function does not write to memory, we can prove that additional function calls do not need to be differentiated since they cannot impact the output

- Don’t cache equivalent values

- Statically allocate caches when a loop’s bounds can be determined in advance
Decomposing the “Tape”

- Performing AD on a function requires data structures to compute
  - All values necessary to compute adjoints are available [cache]
  - Place to store adjoints [shadow memory]
  - Record instructions [we are static]
  - Creating these directly in LLVM allows us to explicitly specify their behavior for optimization, unlike approaches that call out to a library
- For more details look in paper
Conventional Wisdom: AD Only Feasible at High-Level

- Automatic Differentiation requires high level semantics to produce gradients
- Lack of high-level information can hinder performance of low-level AD
  - “AD is more effective in high-level compiled languages (e.g. Julia, Swift, Rust, Nim) than traditional ones such as C/C++, Fortran and LLVM IR [...]” -Innes[1]

Differentiation Is Key To Machine Learning

- Hinders application of ML to new domains
- Synthesizing gradients aims to close this gap

```python
def step(bodies, dt):
    acc = [vec3(0, 0, 0) for _ in range(len(bodies))]
    for i in range(len(bodies)):
        for j in range(len(bodies)):
            if i == j:
                continue
            acc[i] += force(bodies[i], bodies[j]) / bodies[i].mass
    for i, body in enumerate(bodies):
        body.vel += acc[i] * dt
        body.pos += body.vel * dt
```

```python
import torch

def step(bodies, dt):
    acc = [torch.zeros(3) for _ in range(len(bodies))]
    for i in range(len(bodies)):
        for j in range(len(bodies)):
            if i == j:
                continue
            acc[i] += force(bodies[i], bodies[j]) / bodies[i].mass
    for i, body in enumerate(bodies):
        body.vel += acc[i] * dt
        body.pos += body.vel * dt
```
Enzyme Overturns Conventional Wisdom

- As fast or faster than state-of-the-art tools
  - Running after optimization enables a **4.2x speedup**
- Necessary semantics for AD derived at low-level (with potential cooperation of frontend)
Parallel Memory Detection

- Thread-local memory
  - Non-atomic load/store
- Same memory location across all threads
  - Parallel Reduction
- Others [always legal fallback]
  - Atomic increment

```
%tmp = load %d_res
store %d_res = 0
atomic %d_ptr += %tmp
```
AD-Specific Cache

- Some optimizations require domain-specific knowledge.

- Not all values are needed for the reverse pass. By considering the dataflow graph we can perform a min-cut to approximate smaller cache sizes.

- Not all (loop) sizes are known at compile-time, so this must be a heuristic.

```c
double xy_cache = x[0] + y[0];
use(x[0] + y[0]);
overwrite(x, y);
ggrad_overwrite(x, y);
ggrad_use(xy_cache);
```
AD-Specific Cache

• Some optimizations require domain-specific knowledge

• Not all values are needed for the reverse pass. By considering the dataflow graph we can perform a min-cut to approximate smaller cache sizes.

  • Not all (loop) sizes are known at compile-time, so this must be a heuristic

```cpp
double x_cache=x[0];
double y_cache=y[0];
use(x[0] + y[0]);
overwrite(x, y);
grd_overwrite(x, y);
grd_use(x_cache + y_cache);
```
AD-Specific Cache

• Some optimizations require domain-specific knowledge

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```cpp
double xy_cache=x[0] + y[0];
use(x[0] + y[0]);
overwrite(x, y);
grad_overwrite(x, y);
grad_use(xy_cache);
```
Differentiation Is Key To Machine Learning And Science

• Computing derivatives is key to many algorithms
  • Machine learning (back-propagation, Bayesian inference, uncertainty quantification)
  • Scientific computing (modeling, simulation)
• When working with large codebases or dynamically-generated programs, manually writing derivative functions becomes intractable
• Community has developed tools to create derivatives automatically
Existing AD Approaches

- Differentiable DSL (TensorFlow, PyTorch, DiffTaichi)
  - Provide a new language designed to be differentiated
  - Requires rewriting everything in the DSL and the DSL must support all operations in original code
  - Fast if DSL matches original code well
- Operator overloading (Adept, JAX)
  - Provide differentiable versions of existing language constructs (double => adouble, np.sum => jax.sum)
  - May require writing to use non-standard utilities
  - Often dynamic: storing instructions/values to later be interpreted
Existing AD Approaches

- Source rewriting
  - Statically analyze program to produce a new gradient function in the source language
  - Re-implement parsing and semantics of given language
  - Requires all code to be available ahead of time
  - Difficult to use with external libraries
Case Study: ReLU3

C Source

```c
double relu3(double x) {
    double result;
    if (x > 0)
        result = pow(x, 3);
    else
        result = 0;
    return result;
}
```

Enzyme Usage

```c
double diffe_relu3(double x) {
    return __enzyme_autodiff(relu3, x);
}
```

LLVM

```llvm
define double @relu3(double %x)
entry
%cmp = %x > 0
br %cmp, cond.true, cond.end
cond.true
%call = pow(%x, 3)
br cond.end
cond.end
%result = phi [%call, cond.true], [0, entry]
ret %result
```

double diffe_relu3(double x) {
    return __enzyme_autodiff(relu3, x);
}
Case Study: ReLU3

define double @relu3(double %x)

%cmp = %x > 0
br %cmp, cond.true, cond.end

%call = pow(%x, 3)
br cond.end

%result = phi [%call, cond.true], [0, entry]
ret %result
Allocate & zero shadow memory for active values

```assembly
define double @diffe_relu3(double %x, double %differet)

entry

alloca %result' = 0.0
alloca %call' = 0.0
alloca %x' = 0.0
%cmp = %x > 0
br %cmp, cond.true, cond.end

%call = pow(%x, 3)
br cond.end

%result = phi [%call, cond.true], [0, entry]
; deleted return
%result' = 1.0
br reverse_cond.end
```
```plaintext
define double @diffe_relu3(double %x, double %differet)

entry
alloca %result' = 0.0
alloca %call' = 0.0
alloca %x' = 0.0
%cmp = %x > 0
br %cmp, cond.true, cond.end

cond.true
%call = pow(%x, 3)
br cond.end

%result = phi [%call, cond.true], [0, entry]

// deleted return
%result' = 1.0
br reverse_cond.end

reverse_cond.true
%df = 3 * pow(%x, 2)
%tmp_call' = load %call
%x' += %df * %tmp_call'
store %call' = 0.0
br reverse_entry

reverse_cond.end
%tmp_res' = load %result'
%call' += if %x > 0 then %tmp_res' else 0
store %result' = 0.0
br %cmp, reverse_cond.true, reverse_entry

reverse_entry
%0 = load %x'
ret %0
```

Compute adjoints for active instructions
define double @diffe_relu3(double %x, double %differet)

alloca %result' = 0.0
alloca %call' = 0.0
alloca %x' = 0.0
%cmp = %x > 0
br %cmp, cond.true, cond.end

%result = phi [%call, cond.true], [0, entry]
; deleted return
%result' = 1.0
br reverse_cond.end

alloca %x
alloca %call'
alloca %result'

%call = pow(%x, 3)
br cond.end

%cmp = %x > 0
br %cmp, cond.true, cond.end

%tmp_res' = load %result'
%call' = if %x > 0 then %tmp_res' else 0
store %result' = 0.0
br %cmp, reverse_cond.true, reverse_entry

%df = 3 * pow(%x, 2)
%tmp_call' = load %call
%x' += %df * %tmp_call'
store %call' = 0.0
br reverse_entry

%0 = load %x'
ret %0

Compute adjoints for active instructions

reverse_entry

reverse_cond.end

reverse_cond.true

cond.true

entry

cond.end

alloca %result' = 0.0
alloca %call' = 0.0
alloca %x' = 0.0
%cmp = %x > 0
br %cmp, cond.true, cond.end
Essentially the optimal hand-written gradient!
Challenges of Low-Level AD

- Low-level code lacks information necessary to compute adjoints

```c
void f(void* dst, void* src) {
    memcpy(dst, src, 8);
}
```

```c
// Forward Pass
memcpy(dst, src, 8);
```

```c
// Reverse Pass
src'[0] += dst'[0];
dst'[0] = 0;
```

```c
void grad_f(double* dst, double* dst', double* src, double* src') {
    // Forward Pass
    memcpy(dst, src, 8);

    // Reverse Pass
    src'[0] += dst'[0];
dst'[0] = 0;
}
```

```c
// Forward Pass
memcpy(dst, src, 8);
```

```c
// Reverse Pass
src'[0] += dst'[0];
dst'[0] = 0;
src'[1] += dst'[1];
dst'[1] = 0;
```
Type Analysis

- New interprocedural dataflow analysis that detects the underlying type of data
- Each value has a set of memory offsets: type
- Perform series of fixed-point updates through instructions

```
struct MyType {
    double;
    int*;
}
x = MyType*;
```

\[
types(x) = \{[0]:\text{Pointer}, [0,0]:\text{Double}, [0,8]:\text{Pointer}, [0,8,0]:\text{Integer}\}
\]
import torch
from torch_enzyme import enzyme

# Create some initial tensor
inp = ...

# Apply foreign function to tensor
out = enzyme("test.c", "f").apply(inp)

# Derive gradient
out.backward()
print(inp.grad)

import tensorflow as tf
from tf_enzyme import enzyme

# Create some initial tensor
inp = tf.Variable(…)

# Use external C code as a regular TF op
out = enzyme(inp, filename="test.c", function="f")

# Results is a TF tensor
out = tf.sigmoid(out)

// Input tensor + size, and output tensor
void f(float* inp, size_t n, float* out);

// diffe_dupnoneed specifies not recomputing the output
void diffe(void* inp, float* d_inp, size_t n, float* d_out) {
    __enzyme_autodiff(f, diffe_dup, inp, d_inp, n, diffe_dupnoneed, (float*)0, d_out);
}
Case 3: Store, Sync, Store

```c
codeA(); // store %ptr
sync_threads;

codeB(); // store %ptr
...

diffe_codeB(); // load %d_ptr
    // store %d_ptr = 0
sync_threads;

diffe_codeA(); // load %d_ptr
    // store %d_ptr = 0
```

- All stores to `d_ptr` in `diffe_B` will complete prior to `diffe_A`, ensuring only the clobbering store has its derivative incremented.
Scalability Analysis (Fixed Thread Count)

![Graph]

- AD Overhead (factor)
- Iterations
- LBM – Parboil (C & CUDA)
__device__ void inner(float* a, float* x, float* y) {
    y[threadIdx.x] = a[0] * x[threadIdx.x];
}

__device__ void __enzyme_autodiff( void*, ...);

__global__ void daxpy(float* a, float* da, float* x, float* dx, float* y, float* dy) {
    __enzyme_autodiff((void*)inner, a, da, x, dx, y, dy);
}

__device__ void diffe_inner(float* a, float* da, float* x, float* dx, float* y, float* dy) {
    y[threadIdx.x] = a[0] * x[threadIdx.x];

    float dy = dy[threadIdx.x];
    dy[threadIdx.x] = 0.0f;

    float dx_tmp = a[0] * dy;
    atomic { dx[threadIdx.x] += dx_tmp; }

    float da_tmp = x[threadIdx.x] * dy;
    atomic { da[0] += da_tmp; }
}