

What every machine-learning researcher should know about AD

Jeffrey Mark Siskind



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$$\operatorname{argmax} f \triangleq \text{fixpoint of } \{\mathbf{x}_{i+1} = \mathbf{x}_i - (\nabla \nabla f(\mathbf{x}_i))^{-1} \nabla f(\mathbf{x}_i)\}$$

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► From optimization to a science of design

```
PERFORMANCE SPLINECONTROLPOINTS  $\triangleq$   
  let WING  $\triangleq$  SPLINETOSURFACE SPLINECONTROLPOINTS;  
      AIRFLOW  $\triangleq$  PDESOLVER (WING, NAVIERSTOKES);  
      LIFT, DRAG  $\triangleq$  SURFACEINTEGRAL (WING, AIRFLOW, FORCE)  
  in DESIGNMETRIC (LIFT, DRAG, (WEIGHT WING))  
  
argmax PERFORMANCE
```

The Essence of Forward-Mode AD

$$f(c + \varepsilon) = \frac{f(c)}{0!} + \frac{f'(c)}{1!}\varepsilon + \frac{f''(c)}{2!}\varepsilon^2 + \dots + \frac{f^{(i)}(c)}{i!}\varepsilon^i + \dots$$

Taylor, B. (1715). *Methodus Incrementorum Directa et Inversa*. London.

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$(\mathcal{D}f)$ is $\mathcal{O}(1)$ relative to f (both space and time).

Arithmetic on Complex Numbers

$$a + bi$$

Hamilton, W. R. (1837). *Theory of conjugate functions, or algebraic couples; with a preliminary and elementary essay on algebra as the science of pure time*. Transactions of the Royal Irish Academy, **17**(1):293–422.

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A (Not So) Brief Tutorial on AD

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

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$$\mathcal{D} (f \circ g) x = (\mathcal{D} g y) \times (\mathcal{D} f x)$$

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$$f = f_1 \circ \cdots \circ f_n$$

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A (Not So) Brief Tutorial on AD

$$\overline{\mathbf{X}}_n = \mathcal{J} f \mathbf{x}_0$$

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$$\begin{aligned}\overline{\mathbf{x}}_n &= (\mathcal{J} f \mathbf{x}_0) \times \overline{\mathbf{x}}_0 \\ &= (\mathcal{J} f_n \mathbf{x}_{n-1}) \times \cdots \times (\mathcal{J} f_1 \mathbf{x}_0) \times \overline{\mathbf{x}}_0\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}}_n &= (\mathcal{J} f \mathbf{x}_0) \times \overline{\mathbf{x}}_0 \\ &= (\mathcal{J} f_n \mathbf{x}_{n-1}) \times \cdots \times (\mathcal{J} f_1 \mathbf{x}_0) \times \overline{\mathbf{x}}_0\end{aligned}$$

$$\overline{\mathbf{x}}_1 = (\mathcal{J} f_1 \mathbf{x}_0) \times \overline{\mathbf{x}}_0$$

\vdots

$$\overline{\mathbf{x}}_n = (\mathcal{J} f_n \mathbf{x}_{n-1}) \times \overline{\mathbf{x}}_{n-1}$$

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$$\overline{\mathbf{x}}_0 = (\mathcal{J} f \mathbf{x}_0)^\top \times \overline{\mathbf{x}}_n$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}_0} &= (\mathcal{J} f \mathbf{x}_0)^\top \times \overline{\mathbf{x}_n} \\ &= (\mathcal{J} f_1 \mathbf{x}_0)^\top \times \cdots \times (\mathcal{J} f_n \mathbf{x}_{n-1})^\top \times \overline{\mathbf{x}_n}\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}}_0 &= (\mathcal{J} f \mathbf{x}_0)^\top \times \overline{\mathbf{x}}_n \\ &= (\mathcal{J} f_1 \mathbf{x}_0)^\top \times \cdots \times (\mathcal{J} f_n \mathbf{x}_{n-1})^\top \times \overline{\mathbf{x}}_n\end{aligned}$$

$$\begin{aligned}\overline{\mathbf{x}}_{n-1} &= (\mathcal{J} f_n \mathbf{x}_{n-1})^\top \times \overline{\mathbf{x}}_n \\ &\vdots \\ \overline{\mathbf{x}}_0 &= (\mathcal{J} f_1 \mathbf{x}_0)^\top \times \overline{\mathbf{x}}_1\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{y} = \mathbf{A} \times \mathbf{x}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{A} \times \mathbf{x} \\ &= f(\mathbf{x})\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{A} \times \mathbf{x} \\ &= f(\mathbf{x})\end{aligned}$$

$$\overline{\mathbf{x}}'_n = (\mathcal{J} f \mathbf{x}_0) \times \overline{\mathbf{x}}'_0$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{A} \times \mathbf{x} \\ &= f(\mathbf{x})\end{aligned}$$

$$\begin{aligned}\overline{\mathbf{x}}_n' &= (\mathcal{J} f \mathbf{x}_0) \times \overline{\mathbf{x}}_0' \\ &= \overline{f}' \mathbf{x}_0 \overline{\mathbf{x}}_0'\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{A} \times \mathbf{x} \\ &= f(\mathbf{x})\end{aligned}$$

$$\begin{aligned}\overline{\mathbf{x}}_n &= (\mathcal{J} f \mathbf{x}_0) \times \overline{\mathbf{x}}_0 \\ &= \overline{f'} \mathbf{x}_0 \overline{\mathbf{x}}_0\end{aligned}$$

$$\overline{\mathbf{x}}_0 = (\mathcal{J} f \mathbf{x}_0)^\top \times \overline{\mathbf{x}}_n$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{A} \times \mathbf{x} \\ &= f(\mathbf{x})\end{aligned}$$

$$\begin{aligned}\overline{\mathbf{x}}_n &= (\mathcal{J} f \mathbf{x}_0) \times \overline{\mathbf{x}}_0 \\ &= \overline{f} \mathbf{x}_0 \overline{\mathbf{x}}_0\end{aligned}$$

$$\begin{aligned}\overleftarrow{\mathbf{x}}_0 &= (\mathcal{J} f \mathbf{x}_0)^\top \times \overleftarrow{\mathbf{x}}_n \\ &= \overleftarrow{f} \mathbf{x}_0 \overleftarrow{\mathbf{x}}_n\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\overline{\mathbf{X}}_n[:,j] = \overline{f}' \mathbf{x}_0 \overline{\mathbf{e}}_j$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{X}}_n[;j] &= \overline{f}' \mathbf{x}_0 \overline{\mathbf{e}}_j \\ &= (\mathcal{J} f \mathbf{x}_0)[;j]\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{X}}_n[j] &= \overline{f'} \mathbf{x}_0 \overline{\mathbf{e}}_j \\ &= (\mathcal{J} f \mathbf{x}_0)[j]\end{aligned}$$

$$\underline{\mathbf{X}}_0[i] = \underline{f'} \mathbf{x}_0 \underline{\mathbf{e}}_i$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{X}}_n[j] &= \overline{f'} \mathbf{x}_0 \overline{\mathbf{e}}_j \\ &= (\mathcal{J} f \mathbf{x}_0)[j]\end{aligned}$$

$$\begin{aligned}\overleftarrow{\mathbf{X}}_0[i] &= \overleftarrow{f} \mathbf{x}_0 \overleftarrow{\mathbf{e}}_i \\ &= (\mathcal{J} f \mathbf{x}_0)^\top[i]\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{X}}_n[j] &= \overline{f'} \mathbf{x}_0 \overline{\mathbf{e}}_j \\ &= (\mathcal{J} f \mathbf{x}_0)[j]\end{aligned}$$

$$\begin{aligned}\overleftarrow{\mathbf{X}}_0[i] &= \overleftarrow{f} \mathbf{x}_0 \overleftarrow{\mathbf{e}}_i \\ &= (\mathcal{J} f \mathbf{x}_0)^\top[i] \\ &= (\mathcal{J} f \mathbf{x}_0)[i;]\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{y} = \mathbf{B} \times (\mathbf{A} \times \mathbf{x})$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{B} \times (\mathbf{A} \times \mathbf{x}) \\ &= (\mathbf{B} \times \mathbf{A}) \times \mathbf{x}\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{B} \times (\mathbf{A} \times \mathbf{x}) \\ &= (\mathbf{B} \times \mathbf{A}) \times \mathbf{x} \\ &= g(f(\mathbf{x}))\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{B} \times (\mathbf{A} \times \mathbf{x}) \\ &= (\mathbf{B} \times \mathbf{A}) \times \mathbf{x} \\ &= g(f(\mathbf{x})) \\ &= (f \circ g)(\mathbf{x})\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{B} \times (\mathbf{A} \times \mathbf{x}) \\ &= (\mathbf{B} \times \mathbf{A}) \times \mathbf{x} \\ &= g(f(\mathbf{x})) \\ &= (f \circ g)(\mathbf{x})\end{aligned}$$

$$(\mathcal{J} f_n \mathbf{x}_{n-1}) \times \cdots \times (\mathcal{J} f_1 \mathbf{x}_0) = (\overline{f_1}' \mathbf{x}_0) \circ \cdots \circ (\overline{f_n}' \mathbf{x}_{n-1})$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{y} &= \mathbf{B} \times (\mathbf{A} \times \mathbf{x}) \\ &= (\mathbf{B} \times \mathbf{A}) \times \mathbf{x} \\ &= g(f(\mathbf{x})) \\ &= (f \circ g)(\mathbf{x})\end{aligned}$$

$$\begin{aligned}(\mathcal{J} f_n \mathbf{x}_{n-1}) \times \cdots \times (\mathcal{J} f_1 \mathbf{x}_0) &= (\overline{f_1} \mathbf{x}_0) \circ \cdots \circ (\overline{f_n} \mathbf{x}_{n-1}) \\ (\mathcal{J} f_1 \mathbf{x}_0)^\top \times \cdots \times (\mathcal{J} f_n \mathbf{x}_{n-1})^\top &= (\overline{f_n} \mathbf{x}_{n-1}) \circ \cdots \circ (\overline{f_1} \mathbf{x}_0)\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{\mathbf{x}_{i-1}[L_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$
$$\mathbf{x}_i = f_i \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{u_i \mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$

$$\mathbf{x}[L_i] := u_i \mathbf{x}[R_i]$$

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$$\mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{\mathbf{x}_{i-1}[L_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$
$$\mathbf{x}_i = f_i \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{u_i \mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$

$$\mathbf{x}[L_i] := u_i \mathbf{x}[R_i]$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{\mathbf{x}_{i-1}[L_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$
$$\mathbf{x}_i = f_i \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{u_i \mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$

$$\mathbf{x}[L_i] := u_i \mathbf{x}[R_i]$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{\mathbf{x}_{i-1}[L_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[S_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$
$$\mathbf{x}_i = f_i \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{b_i(\mathbf{x}_{i-1}[R_i], \mathbf{x}_{i-1}[S_i])} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[S_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$

$$\mathbf{x}[L_i] := b(\mathbf{x}[R_i], \mathbf{x}[S_i])$$

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$$\begin{array}{l} \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{\mathbf{x}_{i-1}[L_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[S_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]}) \\ \mathbf{x}_i = f_i \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{b_i(\mathbf{x}_{i-1}[R_i], \mathbf{x}_{i-1}[S_i])} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[S_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]}) \end{array}$$

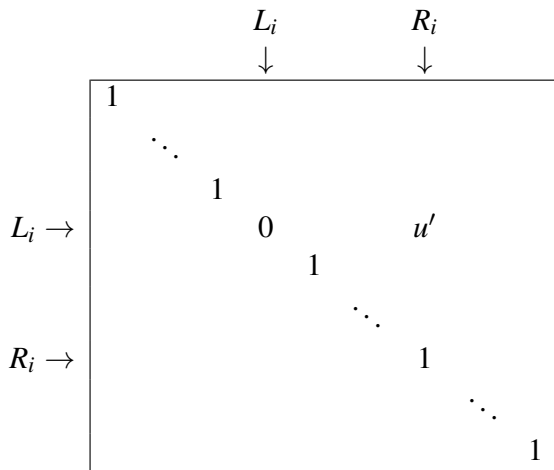
$$\mathbf{x}[L_i] := b(\mathbf{x}[R_i], \mathbf{x}[S_i])$$

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$$\mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{\mathbf{x}_{i-1}[L_i]} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[S_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$
$$\mathbf{x}_i = f_i \mathbf{x}_{i-1} = (\boxed{\mathbf{x}_{i-1}[1]} \cdots \boxed{b_i(\mathbf{x}_{i-1}[R_i], \mathbf{x}_{i-1}[S_i])} \cdots \boxed{\mathbf{x}_{i-1}[R_i]} \cdots \boxed{\mathbf{x}_{i-1}[S_i]} \cdots \boxed{\mathbf{x}_{i-1}[m]})$$

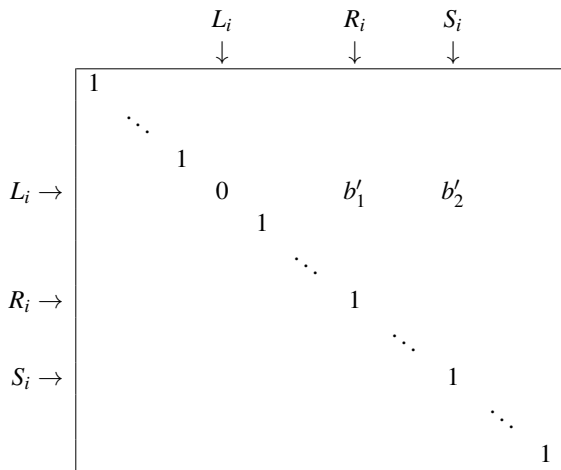
$$\mathbf{x}[L_i] := b(\mathbf{x}[R_i], \mathbf{x}[S_i])$$

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$$u' = \mathcal{D} u_i \mathbf{x}_{i-1}[R_i]$$

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$$b'_1 = \mathcal{D}_1 b_i (\mathbf{x}_{i-1}[R_i], \mathbf{x}_{i-1}[S_i])$$

$$b'_2 = \mathcal{D}_2 b_i (\mathbf{x}_{i-1}[R_i], \mathbf{x}_{i-1}[S_i])$$

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$$\overline{\mathbf{x}}_i' = \overline{f}_i' \mathbf{x}_{i-1} \overline{\mathbf{x}}_{i-1}'$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}}_i &= \overline{f}_i \mathbf{x}_{i-1} \overline{\mathbf{x}}_{i-1} \\ &= (\mathcal{J} f_i \mathbf{x}_{i-1}) \times \overline{\mathbf{x}}_{i-1}\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\overline{\mathbf{x}}_i = \overline{f}_i \mathbf{x}_{i-1} \overline{\mathbf{x}}_{i-1}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}}_i &= \overline{f}_i' \mathbf{x}_{i-1} \overline{\mathbf{x}}_{i-1}' \\ &= (\mathcal{J} f_i \mathbf{x}_{i-1}) \times \overline{\mathbf{x}}_{i-1}'\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\overline{\mathbf{x}_{i-1}} = \overline{f_i} \mathbf{x}_{i-1} \overline{\mathbf{x}_i}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}}_{i-1} &= \overline{f}_i \mathbf{x}_{i-1} \overline{\mathbf{x}}_i \\ &= (\mathcal{J} f_i \mathbf{x}_{i-1})^\top \times \overline{\mathbf{x}}_i\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\overline{\mathbf{x}_{i-1}} = \overline{f_i} \mathbf{x}_{i-1} \overline{\mathbf{x}_i}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\overline{\mathbf{x}}_{i-1} &= \overline{f_i} \mathbf{x}_{i-1} \overline{\mathbf{x}}_i \\ &= (\mathcal{J} f_i \mathbf{x}_{i-1})^\top \times \overline{\mathbf{x}}_i\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\overline{\mathbf{x}}_1' = \overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_n' = \overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'$$

$$(\mathbf{x}_1, \overline{\mathbf{x}}_1') = ((f_1 \mathbf{x}_0), (\overline{f_1}' \mathbf{x}_0 \overline{\mathbf{x}}_0'))$$

$$\vdots$$

$$(\mathbf{x}_n, \overline{\mathbf{x}}_n') = ((f_n \mathbf{x}_{n-1}), (\overline{f_n}' \mathbf{x}_{n-1} \overline{\mathbf{x}}_{n-1}'))$$

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$$\left. \begin{array}{l} \mathbf{x}_1 = f_1 \mathbf{x}_0 \\ \vdots \\ \mathbf{x}_n = f_n \mathbf{x}_{n-1} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} \overrightarrow{\mathbf{x}}_1 = \overrightarrow{f}_1 \overrightarrow{\mathbf{x}}_0 \\ \vdots \\ \overrightarrow{\mathbf{x}}_n = \overrightarrow{f}_n \overrightarrow{\mathbf{x}}_{n-1} \end{array} \right.$$

$$\begin{aligned} \overrightarrow{\mathbf{x}} &\equiv (\mathbf{x}, \overline{\mathbf{x}}) \\ \overrightarrow{f} \overrightarrow{\mathbf{x}} &\equiv ((f \mathbf{x}), (\overline{f} \mathbf{x} \overline{\mathbf{x}})) \end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}x_{L_i} &:= u_i x_{R_i} &\rightsquigarrow& \overrightarrow{x_{L_i}} := \overrightarrow{u_i} \overrightarrow{x_{R_i}} \\x_{L_i} &:= b_i (x_{R_i}, x_{S_i}) &\rightsquigarrow& \overrightarrow{x_{L_i}} := \overrightarrow{b_i} (\overrightarrow{x_{R_i}}, \overrightarrow{x_{S_i}})\end{aligned}$$

$$\overrightarrow{x} \equiv (x, \overline{x'})$$

$$\overrightarrow{u} \overrightarrow{x} \equiv ((u x), ((\mathcal{D} u x) \times \overline{x'}))$$

$$\overrightarrow{b} (\overrightarrow{x_1}, \overrightarrow{x_2}) \equiv ((b(x_1, x_2)), ((\mathcal{D}_1 b(x_1, x_2)) \times \overline{x'_1}) + ((\mathcal{D}_2 b(x_1, x_2)) \times \overline{x'_2})))$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

A (Not So) Brief Tutorial on AD

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\vdots$$

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}_{n-1}} = \overline{f_n} \mathbf{x}_{n-1} \overline{\mathbf{x}_n}$$

$$\vdots$$

$$\overline{\mathbf{x}_0} = \overline{f_1} \mathbf{x}_0 \overline{\mathbf{x}_1}$$

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$$\mathbf{x}_1 = f_1 \mathbf{x}_0$$

$$\overline{\mathbf{x}}_1 = \lambda \overline{\mathbf{x}} \quad \overline{\mathbf{x}}_0 (\overline{f}_1 \mathbf{x}_0 \overline{\mathbf{x}})$$

⋮

$$\mathbf{x}_n = f_n \mathbf{x}_{n-1}$$

$$\overline{\mathbf{x}}_n = \lambda \overline{\mathbf{x}} \quad \overline{\mathbf{x}}_{n-1} (\overline{f}_1 \mathbf{x}_0 \overline{\mathbf{x}})$$

A (Not So) Brief Tutorial on AD

$$\begin{aligned}\mathbf{x}_1 &= f_1 \mathbf{x}_0 \\ \overline{\mathbf{x}}_1 &= \lambda \overline{\mathbf{x}} \quad \overline{\mathbf{x}}_0 \quad (\overline{f_1} \mathbf{x}_0 \quad \overline{\mathbf{x}}) \\ &\vdots \\ \mathbf{x}_n &= f_n \mathbf{x}_{n-1} \\ \overline{\mathbf{x}}_n &= \lambda \overline{\mathbf{x}} \quad \overline{\mathbf{x}}_{n-1} \quad (\overline{f_1} \mathbf{x}_0 \quad \overline{\mathbf{x}})\end{aligned}$$

$$\begin{aligned}(\mathbf{x}_1, \overline{\mathbf{x}}_1) &= ((f_1 \mathbf{x}_0), (\lambda \overline{\mathbf{x}} \quad \overline{\mathbf{x}}_0 \quad (\overline{f_1} \mathbf{x}_0 \quad \overline{\mathbf{x}}))) \\ &\vdots \\ (\mathbf{x}_n, \overline{\mathbf{x}}_n) &= ((f_n \mathbf{x}_{n-1}), (\lambda \overline{\mathbf{x}} \quad \overline{\mathbf{x}}_{n-1} \quad (\overline{f_1} \mathbf{x}_0 \quad \overline{\mathbf{x}})))\end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\left. \begin{array}{l} \mathbf{x}_1 = f_1 \mathbf{x}_0 \\ \vdots \\ \mathbf{x}_n = f_n \mathbf{x}_{n-1} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} \overleftarrow{\mathbf{x}}_1 = \overleftarrow{f}_1 \overleftarrow{\mathbf{x}}_0 \\ \vdots \\ \overleftarrow{\mathbf{x}}_n = \overleftarrow{f}_n \overleftarrow{\mathbf{x}}_{n-1} \end{array} \right.$$

$$\begin{aligned} \overleftarrow{\mathbf{x}} &\equiv (\mathbf{x}, \overline{\mathbf{x}}) \\ \overleftarrow{f} \overleftarrow{\mathbf{x}} &\equiv ((f \mathbf{x}), (\lambda \overline{\mathbf{x}} \overline{\mathbf{x}} (\overline{f} \mathbf{x} \overline{\mathbf{x}}))) \end{aligned}$$

A (Not So) Brief Tutorial on AD

$$\overleftarrow{f} \mathbf{x} \equiv \mathbf{begin} \ \bar{x} := \lambda \overleftarrow{\mathbf{x}} \ \bar{x} (\overleftarrow{f} \ \mathbf{x} \ \overleftarrow{\mathbf{x}});$$
$$(f \ \mathbf{x}) \ \mathbf{end}$$

A (Not So) Brief Tutorial on AD

$$\begin{array}{l}
 x_{L_i} := u_i x_{R_i} \quad \rightsquigarrow \\
 \\
 x_{L_i} := b_i(x_{R_i}, x_{S_i}) \quad \rightsquigarrow
 \end{array}
 \left\{ \begin{array}{l}
 \bar{x} := \lambda[] \mathbf{begin} \quad \overline{x_{R_i}} += (\mathcal{D} u_i \overleftarrow{x_{R_i}}) \times \overline{x_{L_i}}; \\
 \quad \quad \quad \overline{x_{L_i}} := 0; \\
 \quad \quad \quad \bar{x} [] \mathbf{end} \\
 \\
 \overleftarrow{x_{L_i}} := u_i \overleftarrow{x_{R_i}} \\
 \\
 \bar{x} := \lambda[] \mathbf{begin} \quad \overline{x_{R_i}} += (\mathcal{D}_1 b_i(\overleftarrow{x_{R_i}}, \overleftarrow{x_{S_i}})) \times \overline{x_{L_i}}; \\
 \quad \quad \quad \overline{x_{S_i}} += (\mathcal{D}_2 b_i(\overleftarrow{x_{R_i}}, \overleftarrow{x_{S_i}})) \times \overline{x_{L_i}}; \\
 \quad \quad \quad \overline{x_{L_i}} := 0; \\
 \quad \quad \quad \bar{x} [] \mathbf{end} \\
 \\
 \overleftarrow{x_{L_i}} := b_i(\overleftarrow{x_{R_i}}, \overleftarrow{x_{S_i}})
 \end{array} \right.$$

$$\overleftarrow{x} \equiv x$$

A (Not So) Brief Tutorial on AD

$$\begin{array}{l}
 x_{L_i} := u_i x_{R_i} \\
 \\
 x_{L_i} := b_i(x_{R_i}, x_{S_i})
 \end{array}
 \rightsquigarrow
 \left\{ \begin{array}{l}
 \overleftarrow{x}_{L_i} := u_i \overleftarrow{x}_{R_i} \\
 \vdots \\
 \overleftarrow{x}_{R_i} + := (\mathcal{D} u_i \overleftarrow{x}_{R_i}) \times \overleftarrow{x}_{L_i}; \\
 \overleftarrow{x}_{L_i} := 0 \\
 \overleftarrow{x}_{L_i} := b_i(\overleftarrow{x}_{R_i}, \overleftarrow{x}_{S_i}) \\
 \vdots \\
 \overleftarrow{x}_{R_i} + := (\mathcal{D}_1 b_i(\overleftarrow{x}_{R_i}, \overleftarrow{x}_{S_i})) \times \overleftarrow{x}_{L_i}; \\
 \overleftarrow{x}_{S_i} + := (\mathcal{D}_2 b_i(\overleftarrow{x}_{R_i}, \overleftarrow{x}_{S_i})) \times \overleftarrow{x}_{L_i}; \\
 \overleftarrow{x}_{L_i} := 0
 \end{array} \right.$$

$$\overleftarrow{x} \equiv x$$

The Functional Reverse-Mode Transformation

$$x_{L_1} := u_1 x_{S_1}$$

$$\vdots$$

$$x_{L_n} := u_n x_{S_n}$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_{L_1} := u_1 x_{S_1} \\ \vdots \\ x_{L_n} := u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_{L_1} := u_1 x_{S_1} \\ \vdots \\ x_{L_n} := u_n x_{S_n} \\ \overline{x_1} := 0 \\ \vdots \\ \overline{x_m} := 0 \\ \overline{x_{S_n}} + := (\mathcal{D} u_n x_{S_n}) \times \overline{x_{L_n}} \\ \overline{x_{L_n}} := 0 \\ \vdots \\ \overline{x_{S_1}} + := (\mathcal{D} u_1 x_{S_1}) \times \overline{x_{L_1}} \\ \overline{x_{L_1}} := 0 \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_{L_1} \quad := \quad u_1 x_{S_1} \\ \vdots \\ x_{L_n} \quad := \quad u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_{L_1} \quad := \quad u_1 x_{S_1} \\ \vdots \\ x_{L_n} \quad := \quad u_n x_{S_n} \\ \overline{x_1} \quad := \quad 0 \\ \vdots \\ \overline{x_m} \quad := \quad 0 \\ \overline{x_{S_n}} \quad +:= \quad (\mathcal{D} u_n x_{S_n}) \times \overline{x_{L_n}} \\ \overline{x_{L_n}} \quad := \quad 0 \\ \vdots \\ \overline{x_{S_1}} \quad +:= \quad (\mathcal{D} u_1 x_{S_1}) \times \overline{x_{L_1}} \\ \overline{x_{L_1}} \quad := \quad 0 \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_{L_1} := u_1 x_{S_1} \\ \vdots \\ x_{L_n} := u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_{L_1} := u_1 x_{S_1} \\ \vdots \\ x_{L_n} := u_n x_{S_n} \\ \overline{x_1} := 0 \\ \vdots \\ \overline{x_m} := 0 \\ \overline{x_{S_n}} +:=(\mathcal{D} u_n x_{S_n}) \times \overline{x_{L_n}} \\ \overline{x_{L_n}} := 0 \\ \vdots \\ \overline{x_{S_1}} +:=(\mathcal{D} u_1 x_{S_1}) \times \overline{x_{L_1}} \\ \overline{x_{L_1}} := 0 \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_{L_1} := u_1 x_{S_1} \\ \vdots \\ x_{L_n} := u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_{L_1} := u_1 x_{S_1} \\ \vdots \\ x_{L_n} := u_n x_{S_n} \\ \overline{x_1} := 0 \\ \vdots \\ \overline{x_m} := 0 \\ \overline{x_{S_n}} + := (\mathcal{D} u_n x_{S_n}) \times \overline{x_{L_n}} \\ \overline{x_{L_n}} := 0 \\ \vdots \\ \overline{x_{S_1}} + := (\mathcal{D} u_1 x_{S_1}) \times \overline{x_{L_1}} \\ \overline{x_{L_1}} := 0 \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \\ \overline{x_0} := 0 \\ \vdots \\ \overline{x_{n-1}} := 0 \\ \overline{x_{S_n}} +: = (\mathcal{D} u_n x_{S_n}) \times \overline{x_n} \\ \vdots \\ \overline{x_{S_1}} +: = (\mathcal{D} u_1 x_{S_1}) \times \overline{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \\ \overline{x_0} := 0 \\ \vdots \\ \overline{x_{n-1}} := 0 \\ \overline{x_{S_n}} + := (\mathcal{D} u_n x_{S_n}) \times \overline{x_n} \\ \vdots \\ \overline{x_{S_1}} + := (\mathcal{D} u_1 x_{S_1}) \times \overline{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\overline{u}_i \triangleq \lambda \overline{x} (\mathcal{D} u_i x_{S_i}) \times \overline{x}$$

$$\left. \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \\ \overline{x_0} := 0 \\ \vdots \\ \overline{x_{n-1}} := 0 \\ \overline{x_{S_n}} + := \overline{u_n} \overline{x_n} \\ \vdots \\ \overline{x_{S_1}} + := \overline{u_1} \overline{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\overleftarrow{u} \ x \triangleq ((u \ x), (\lambda \overline{x} (\mathcal{D} \ u \ x) \times \overline{x})))$$

$$\left. \begin{array}{l} x_1 = u_1 \ x_{S_1} \\ \vdots \\ x_n = u_n \ x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (x_1, \overline{x}_1) = \overleftarrow{u}_1 \ x_{S_1} \\ \vdots \\ (x_n, \overline{x}_n) = \overleftarrow{u}_n \ x_{S_n} \\ \overline{x}_0 := 0 \\ \vdots \\ \overline{x}_{n-1} := 0 \\ \overline{x}_{S_n} + := \overline{x}_n \ \overline{x}_n \\ \vdots \\ \overline{x}_{S_1} + := \overline{x}_1 \ \overline{x}_1 \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\overleftarrow{u} x \triangleq ((u x), (\lambda \overleftarrow{x} (\mathcal{D} u x) \times \overleftarrow{x}))$$

$$\left. \begin{array}{l} x_1 = u_1 x_{S_1} \\ \vdots \\ x_n = u_n x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (x_1, \overleftarrow{x}_1) = \overleftarrow{u}_1 x_{S_1} \\ \vdots \\ (x_n, \overleftarrow{x}_n) = \overleftarrow{u}_n x_{S_n} \\ \overleftarrow{x}_0 := 0 \\ \vdots \\ \overleftarrow{x}_{n-1} := 0 \\ \overleftarrow{x}_{S_n} + := \overleftarrow{x}_n \overleftarrow{x}_n \\ \vdots \\ \overleftarrow{x}_{S_1} + := \overleftarrow{x}_1 \overleftarrow{x}_1 \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = x_{R_1} x_{S_1} \\ \vdots \\ x_n = x_{R_n} x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (\overleftarrow{x_1}, \overleftarrow{x_1}) = \overleftarrow{x_{R_1}} \overleftarrow{x_{S_1}} \\ \vdots \\ (\overleftarrow{x_n}, \overleftarrow{x_n}) = \overleftarrow{x_{R_n}} \overleftarrow{x_{S_n}} \\ \overleftarrow{x_0} := 0 \\ \vdots \\ \overleftarrow{x_{n-1}} := 0 \\ \overleftarrow{x_{S_n}} + := \overleftarrow{x_n} \overleftarrow{x_n} \\ \vdots \\ \overleftarrow{x_{S_1}} + := \overleftarrow{x_1} \overleftarrow{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = x_{R_1} x_{S_1} \\ \vdots \\ x_n = x_{R_n} x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (\overleftarrow{x_1}, \overline{x_1}) = \overleftarrow{x_{R_1}} \overleftarrow{x_{S_1}} \\ \vdots \\ (\overleftarrow{x_n}, \overline{x_n}) = \overleftarrow{x_{R_n}} \overleftarrow{x_{S_n}} \\ \overline{x_0} := 0 \\ \vdots \\ \overline{x_{n-1}} := 0 \\ \overline{x_{S_n}} + := \overline{x_n} \overline{x_n} \\ \vdots \\ \overline{x_{S_1}} + := \overline{x_1} \overline{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = x_{R_1} x_{S_1} \\ \vdots \\ x_n = x_{R_n} x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (\overleftarrow{x_1}, \overleftarrow{x_1}) = \overleftarrow{x_{R_1}} \overleftarrow{x_{S_1}} \\ \vdots \\ (\overleftarrow{x_n}, \overleftarrow{x_n}) = \overleftarrow{x_{R_n}} \overleftarrow{x_{S_n}} \\ \overleftarrow{x_0} := 0 \\ \vdots \\ \overleftarrow{x_{n-1}} := 0 \\ \overleftarrow{x_{S_n}} + := \overleftarrow{x_n} \overleftarrow{x_n} \\ \vdots \\ \overleftarrow{x_{S_1}} + := \overleftarrow{x_1} \overleftarrow{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = x_{R_1} x_{S_1} \\ \vdots \\ x_n = x_{R_n} x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (\overleftarrow{x_1}, \overleftarrow{x_1}) = \overleftarrow{x_{R_1}} \overleftarrow{x_{S_1}} \\ \vdots \\ (\overleftarrow{x_n}, \overleftarrow{x_n}) = \overleftarrow{x_{R_n}} \overleftarrow{x_{S_n}} \\ \overleftarrow{x_0} := 0 \\ \vdots \\ \overleftarrow{x_{n-1}} := 0 \\ \overleftarrow{x_{S_n}} \text{ +:} = \overleftarrow{x_n} \overleftarrow{x_n} \\ \vdots \\ \overleftarrow{x_{S_1}} \text{ +:} = \overleftarrow{x_1} \overleftarrow{x_1} \end{array} \right.$$

The Functional Reverse-Mode Transformation

$$\left. \begin{array}{l} x_1 = x_{R_1} x_{S_1} \\ \vdots \\ x_n = x_{R_n} x_{S_n} \end{array} \right\} \rightsquigarrow \left\{ \begin{array}{l} (\overleftarrow{x}_1, \overleftarrow{x}_1) = \overleftarrow{x}_{R_1} \overleftarrow{x}_{S_1} \\ \vdots \\ (\overleftarrow{x}_n, \overleftarrow{x}_n) = \overleftarrow{x}_{R_n} \overleftarrow{x}_{S_n} \\ \overleftarrow{x}_0 := \mathbf{0} (\overleftarrow{\mathcal{J}}^{-1} \overleftarrow{x}_0) \\ \vdots \\ \overleftarrow{x}_{n-1} := \mathbf{0} (\overleftarrow{\mathcal{J}}^{-1} \overleftarrow{x}_{n-1}) \\ \overleftarrow{x}_{S_n} \oplus := \overleftarrow{x}_n \overleftarrow{x}_n \\ \vdots \\ \overleftarrow{x}_{S_1} \oplus := \overleftarrow{x}_1 \overleftarrow{x}_1 \end{array} \right.$$

Dynamic Overloading: SCMUTILS

```
(define-structure bundle primal tangent)
(define (primal p) (if (bundle? p) (bundle-primal p) p))
(define (tangent p) (if (bundle? p) (bundle-tangent p) 0))

(define +
  (let ((+ +))
    (lambda (x1 x2)
      (make-bundle (+ (primal x1) (primal x2))
                   (+ (tangent x1) (tangent x2))))))

(define *
  (let ((+ +) (* *))
    (lambda (x1 x2)
      (make-bundle (* (primal x1) (primal x2))
                   (+ (* (primal x1) (tangent x2))
                      (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))
```

Dynamic Overloading: SCMUTILS

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      (make-bundle (* (primal x1) (primal x2))
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(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))
```

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```
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                    (+ (* (primal x1) (tangent x2))
                       (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))

(D f)
```

Dynamic Overloading: SCMUTILS

```
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                      (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))

(D f)
(D (D f))
(D (lambda (x) ... (D (lambda (y) ...) ...) ...)) ...)
```

Dynamic Overloading: SCMUTILS

```
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(D f)
(D (D f))
(D (lambda (x) ... (D (lambda (y) ...) ...) ...)) ...)
```

Dynamic Overloading: SCMUTILS

```
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                   (+ (* (primal x1) (tangent x2))
                      (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))

( $\mathcal{D}$  f)
( $\mathcal{D}$  ( $\mathcal{D}$  f))
( $\mathcal{D}$  (lambda (x) ... ( $\mathcal{D}$  (lambda (y) ...) ...) ...))
```

Convenient

Dynamic Overloading: SCMUTILS

```
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    (lambda (x1 x2)
      (make-bundle (+ (primal x1) (primal x2))
                   (+ (tangent x1) (tangent x2))))))

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    (lambda (x1 x2)
      (make-bundle (* (primal x1) (primal x2))
                   (+ (* (primal x1) (tangent x2))
                      (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))

( $\mathcal{D}$  f)
( $\mathcal{D}$  ( $\mathcal{D}$  f))
( $\mathcal{D}$  (lambda (x) ... ( $\mathcal{D}$  (lambda (y) ...) ...) ...))
```

Convenient but **slow**

Dynamic Overloading: SCMUTILS

```
(define-structure bundle primal tangent)
(define (primal p) (if (bundle? p) (bundle-primal p) p))
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(define +
  (let ((+ +))
    (lambda (x1 x2)
      (make-bundle (+ (primal x1) (primal x2))
                    (+ (tangent x1) (tangent x2))))))

(define *
  (let ((+ +) (* *))
    (lambda (x1 x2)
      (make-bundle (* (primal x1) (primal x2))
                    (+ (* (primal x1) (tangent x2))
                       (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))

( $\mathcal{D}$  f)
( $\mathcal{D}$  ( $\mathcal{D}$  f))
( $\mathcal{D}$  (lambda (x) ... ( $\mathcal{D}$  (lambda (y) ...) ...) ...))
```

Convenient but **slow**

Dynamic Overloading: SCMUTILS

```
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  (let ((+ +))
    (lambda (x1 x2)
      (make-bundle (+ (primal x1) (primal x2))
                   (+ (tangent x1) (tangent x2))))))

(define *
  (let ((+ +) (* *))
    (lambda (x1 x2)
      (make-bundle (* (primal x1) (primal x2))
                   (+ (* (primal x1) (tangent x2))
                      (* (tangent x1) (primal x2))))))

(define ((D f) x) (tangent (f (make-bundle x 1))))

(define (f x) (* 2 (* x (* x x))))

(D f)
(D (D f))
(D (lambda (x) ... (D (lambda (y) ...) ...) ...)) ...)
```

Convenient but **slow**

Dynamic Overloading: SCMUTILS

```
(define-structure bundle primal tangent)
(define (primal p) (if (bundle? p) (bundle-primal p) p))
(define (tangent p) (if (bundle? p) (bundle-tangent p) 0))

(define ((D f) x)
  (fluid-let ((+ (lambda (x1 x2)
                   (make-bundle (+ (primal x1) (primal x2))
                                 (+ (tangent x1) (tangent x2))))))
    (* (lambda (x1 x2)
        (make-bundle (* (primal x1) (primal x2))
                     (+ (* (primal x1) (tangent x2))
                         (* (tangent x1) (primal x2))))))
      (tangent (f (make-bundle x 1)))))

(define (f x) (* 2 (* x (* x x))))

( $\mathcal{D}$  f)
( $\mathcal{D}$  ( $\mathcal{D}$  f))
( $\mathcal{D}$  (lambda (x) ... ( $\mathcal{D}$  (lambda (y) ...) ...) ...))
```

Convenient but **slow**

Dynamic Overloading: SCMUTILS

```
(define-structure bundle primal tangent)
(define (primal p) (if (bundle? p) (bundle-primal p) p))
(define (tangent p) (if (bundle? p) (bundle-tangent p) 0))

(define ((D f) x)
  (fluid-let ((+ (lambda (x1 x2)
                  (make-bundle (+ (primal x1) (primal x2))
                                (+ (tangent x1) (tangent x2))))))
    (* (lambda (x1 x2)
        (make-bundle (* (primal x1) (primal x2))
                    (+ (* (primal x1) (tangent x2))
                      (* (tangent x1) (primal x2)))))))
    (tangent (f (make-bundle x 1))))))

(define (f x) (* 2 (* x (* x x))))

( $\mathcal{D}$  f)
( $\mathcal{D}$  ( $\mathcal{D}$  f))
( $\mathcal{D}$  (lambda (x) ... ( $\mathcal{D}$  (lambda (y) ...) ...) ...))
```

Convenient but **slow**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

Fast

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

AD_TOP = f

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = gf
AD_IVARS = x, gx
AD_DVARS = gf, gresult
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = gf
AD_IVARS = x, gx
AD_DVARS = gf, gresult
```

```
function ggf(x, gx, gx, ggx, gresult, ggresult, gresult)
double precision x, gx, gx, ggx, ggf, gresult, gresult, ggresult
ggf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
gresult = 6.0d0*x*x*gx
ggresult = 6.0d0*x*x*ggx+12.0d0*x*gx*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = gf
AD_IVARS = x, gx
AD_DVARS = gf, gresult
```

```
function ggf(x, gx, gx, ggx, gresult, ggresult, gresult)
double precision x, gx, gx, ggx, ggf, gresult, gresult, ggresult
ggf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
gresult = 6.0d0*x*x*gx
ggresult = 6.0d0*x*x*ggx+12.0d0*x*gx*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = gf
AD_IVARS = x, gx
AD_DVARS = gf, gresult
```

```
function ggf(x, gx, gx, ggx, gresult, ggresult, gresult)
double precision x, gx, gx, ggx, ggf, gresult, gresult, ggresult
ggf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
gresult = 6.0d0*x*x*gx
ggresult = 6.0d0*x*x*ggx+12.0d0*x*gx*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = gf
AD_IVARS = x, gx
AD_DVARS = gf, gresult
```

```
function ggf(x, gx, gx, ggx, gresult, ggresult, gresult)
double precision x, gx, gx, ggx, ggf, gresult, gresult, ggresult
ggf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
gresult = 6.0d0*x*x*gx
ggresult = 6.0d0*x*x*ggx+12.0d0*x*gx*gx
end
```

Fast but **inconvenient**

Preprocessor: ADIFOR and TAPENADE

```
function f(x)
double precision x, f
f = 2.0d0*x*x*x
end
```

```
AD_TOP = f
AD_IVARS = x
AD_DVARS = f
```

```
function gf(x, gx, gresult)
double precision x, gx, gf, gresult
gf = 2.0d0*x*x*x
gresult = 6.0d0*x*x*gx
end
```

```
AD_TOP = gf
AD_IVARS = x, gx
AD_DVARS = gf, gresult
AD_PREFIX = h
```

```
function hgf(x, hx, gx, hgx, gresult, hresult, hresult)
double precision x, hx, gx, hgx, hgf, hresult, gresult, hgresult
hgf = 2.0d0*x*x*x
hresult = 6.0d0*x*x*hx
gresult = 6.0d0*x*x*gx
hgresult = 6.0d0*x*x*hgx+12.0d0*x*gx*hx
end
```

Fast but **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

```
template <typename T>  
T f(T x) {return 2*x*x*x;}  
T x;
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}
double x;
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}
F<double> x;
x.diff(0, 1);
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}
F<F<double> > x;
x.diff(0, 1);
x.diff(0, 1).diff(0,1);
... f(x).d(0).d(0) ...
```

```
template <typename T>
T f(T x) {return 2*x*x*x;}
T x;
```

Slow and **inconvenient**

Static Overloading: FADBAD++

```
double f(double x) {return 2*x*x*x;}  
double x;  
... f(x) ...
```

```
F<double> f(F<double> x) {return 2*x*x*x;}  
F<double> x;  
x.diff(0, 1);  
... f(x).d(0) ...
```

```
F<F<double> > f(F<F<double> > x) {return 2*x*x*x;}  
F<F<double> > x;  
x.diff(0, 1);  
x.diff(0, 1).diff(0,1);  
... f(x).d(0).d(0) ...
```

```
template <typename T>  
T f(T x) {return 2*x*x*x;}  
T x;
```

Slow and **inconvenient**

Monovariant Flow Analysis: 0-CFA

```
(define ( $\mathcal{D}$  f)  
...)
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f)  
  ...)
```

```
(D (lambda (x) 2x3))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x 2x^3$ ))  
  ...)
```

```
(D (lambda (x)  $2x^3$ ))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x 2x^3$ ))  
  ...:( $\lambda x 6x^2$ ))
```

```
(D (lambda (x)  $2x^3$ ))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x 2x^3$ ))  
  ...:( $\lambda x 6x^2$ ))
```

```
(D (lambda (x)  $2x^3$ )) : ( $\lambda x 6x^2$ )
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:(λx 2x3))  
  ...:(λx 6x2))
```

```
(D (lambda (x) 2x3)) : (λx 6x2)
```

```
(D (lambda (x) 3x4))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:(λx 2x3) ∪ (λx 3x4))  
  ...:(λx 6x2))
```

```
(D (lambda (x) 2x3)) : (λx 6x2)
```

```
(D (lambda (x) 3x4))
```

Monovariant Flow Analysis: 0-CFA

(define (D f : (λx $2x^3$) \cup (λx $3x^4$))
... : (λx $6x^2$) \cup (λx $12x^3$))

(D (lambda (x) $2x^3$)) : (λx $6x^2$)

(D (lambda (x) $3x^4$))

Monovariant Flow Analysis: 0-CFA

```
(define (D f :( $\lambda x$   $2x^3$ )  $\cup$  ( $\lambda x$   $3x^4$ ))  
  ... :( $\lambda x$   $6x^2$ )  $\cup$  ( $\lambda x$   $12x^3$ ))
```

```
(D (lambda (x)  $2x^3$ )) : ( $\lambda x$   $6x^2$ )
```

```
(D (lambda (x)  $3x^4$ )) : ( $\lambda x$   $12x^3$ )
```

Monovariant Flow Analysis: 0-CFA

(define (D f : (λx $2x^3$) \cup (λx $3x^4$))
... : (λx $6x^2$) \cup (λx $12x^3$))

(D (lambda (x) $2x^3$)) : (λx $6x^2$) \cup (λx $12x^3$)

(D (lambda (x) $3x^4$)) : (λx $6x^2$) \cup (λx $12x^3$)

Monovariant Flow Analysis: 0-CFA

(define (D f: $(\lambda x 2x^3) \cup (\lambda x 3x^4)$)
...: $(\lambda x 6x^2) \cup (\lambda x 12x^3)$)

(D (lambda (x) $2x^3$)) : $(\lambda x 6x^2) \cup (\lambda x 12x^3)$

(D (lambda (x) $3x^4$)) : $(\lambda x 6x^2) \cup (\lambda x 12x^3)$

Monovariant Flow Analysis: 0-CFA

```
(define ( $\mathcal{D}$  f)  
...)
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f)  
  ...)
```

```
(D (D (lambda (x) e2x)))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ ))  
  ...)
```

```
(D (D (lambda (x)  $e^{2x}$ )))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ )
...:( $\lambda x 2e^{2x}$ ))

(D (D (lambda (x)  $e^{2x}$ )))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ ))  
  ...:( $\lambda x 2e^{2x}$ ))
```

```
(D (D (lambda (x)  $e^{2x}$ ))):(  $\lambda x 2e^{2x}$ ))
```

Monovariant Flow Analysis: 0-CFA

(define (D f:($\lambda x e^{2x}$) \cup ($\lambda x 2e^{2x}$))
...:($\lambda x 2e^{2x}$))

(D (D (lambda (x) e^{2x})) :($\lambda x 2e^{2x}$))

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ )  $\cup$  ( $\lambda x 2e^{2x}$ ))  
  ...:( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ ))
```

```
(D (D (lambda (x)  $e^{2x}$ )) :( $\lambda x 2e^{2x}$ ))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ )  $\cup$  ( $\lambda x 2e^{2x}$ ))  
  ...:( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ ))
```

```
(D (D (lambda (x)  $e^{2x}$ )) :( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ ))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ )  $\cup$  ( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ ))  
...:( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ ))
```

```
(D (D (lambda (x)  $e^{2x}$ )) :( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ ))
```

Monovariant Flow Analysis: 0-CFA

```
(define (D f:( $\lambda x e^{2x}$ )  $\cup$  ( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ )  $\cup$  ...)
...:( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ )  $\cup$  ...)
```

```
(D (D (lambda (x)  $e^{2x}$ )) :( $\lambda x 2e^{2x}$ )  $\cup$  ( $\lambda x 4e^{2x}$ )  $\cup$  ...)
```

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

(define (\mathcal{D} f) ...)

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ( $\mathcal{D}$  f) ...)
```

```
(define (g ...) ... ( $\mathcal{D}$  (lambda (x)  $2x^3$ )) ...)
```

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ( $\mathcal{D}_g$  f) ...)
```

```
(define (g ...) ... ( $\mathcal{D}$  (lambda (x)  $2x^3$ )) ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ( $\mathcal{D}_g$  f:( $\lambda x$   $2x^3$ )) ...)
```

```
(define (g ...) ... ( $\mathcal{D}$  (lambda (x)  $2x^3$ )) ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define (Dg f:(λx 2x3) ...:(λx 6x2))
```

```
(define (g ...) ... (D (lambda (x) 2x3)) ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define (Dg f:(λx 2x3) ...:(λx 6x2))
```

```
(define (g ...) ... (D (lambda (x) 2x3)):(λx 6x2) ...)
```

```
(define (h ...) ... (D (lambda (x) 3x4)) ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define (Dg f : (λx 2x3)) ... : (λx 6x2))
```

```
(define (Dh f) ...)
```

```
(define (g ...) ... (D (lambda (x) 2x3)) : (λx 6x2) ...)
```

```
(define (h ...) ... (D (lambda (x) 3x4)) ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define (Dg f:(λx 2x3) ...:(λx 6x2))
```

```
(define (Dh f:(λx 3x4) ...)
```

```
(define (g ...) ... (D (lambda (x) 2x3)):(λx 6x2) ...)
```

```
(define (h ...) ... (D (lambda (x) 3x4)) ...)
```

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ( $\mathcal{D}_g$  f:( $\lambda x$   $2x^3$ )) ...:( $\lambda x$   $6x^2$ ))
```

```
(define ( $\mathcal{D}_h$  f:( $\lambda x$   $3x^4$ )) ...:( $\lambda x$   $12x^3$ ))
```

```
(define (g ...) ... ( $\mathcal{D}$  (lambda (x)  $2x^3$ )) :( $\lambda x$   $6x^2$ ) ...)
```

```
(define (h ...) ... ( $\mathcal{D}$  (lambda (x)  $3x^4$ )) ...)
```

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ( $\mathcal{D}_g$  f :( $\lambda x$   $2x^3$ )) ... :( $\lambda x$   $6x^2$ ))
```

```
(define ( $\mathcal{D}_h$  f :( $\lambda x$   $3x^4$ )) ... :( $\lambda x$   $12x^3$ ))
```

```
(define (g ...) ... ( $\mathcal{D}$  (lambda (x)  $2x^3$ )) :( $\lambda x$   $6x^2$ ) ...)
```

```
(define (h ...) ... ( $\mathcal{D}$  (lambda (x)  $3x^4$ )) :( $\lambda x$   $12x^3$ ) ...)
```

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ((compose n f) x)
  (if (zero? n) x ((compose (- n 1) f) (f x))))
```

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ((compose n f) x)
  (if (zero? n) x ((compose (- n 1) f) (f x))))
```

```
((compose k  $\mathcal{D}$ ) g)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
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```

```
((compose k  $\mathcal{D}$ ) g)
```

```
(define ( $\mathcal{D}_{\text{compose}}$  f:g) ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ((compose n f) x)
  (if (zero? n) x ((compose (- n 1) f) (f x))))
```

```
((compose k  $\mathcal{D}$ ) g)
```

```
(define ( $\mathcal{D}_{\text{compose}}$  f:g) ...)
```

```
(define ( $\mathcal{D}_{\text{compose:compose}}$  f:g') ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ((compose n f) x)
  (if (zero? n) x ((compose (- n 1) f) (f x))))
```

```
((compose k  $\mathcal{D}$ ) g)
```

```
(define ( $\mathcal{D}_{\text{compose}}$  f:g) ...)
```

```
(define ( $\mathcal{D}_{\text{compose:compose}}$  f:g') ...)
```

```
(define ( $\mathcal{D}_{\text{compose:compose:compose}}$  f:g'') ...)
```

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Polyvariant Flow Analysis: k -CFA

with Bounded Context Sensitivity

```
(define ((compose n f) x)
  (if (zero? n) x ((compose (- n 1) f) (f x))))
```

```
((compose k  $\mathcal{D}$ ) g)
```

```
(define ( $\mathcal{D}_{\text{compose}}$  f:g) ...)
```

```
(define ( $\mathcal{D}_{\text{compose:compose}}$  f:g') ...)
```

```
(define ( $\mathcal{D}_{\text{compose:compose:compose}}$  f:g'') ...)
```

⋮

Shivers, III, O. G. (1991). *Control-Flow Analysis of Higher-Order Languages or Taming Lambda*. Ph.D. thesis, CMU.

Polyvariant Flow Analysis

with Unbounded Context Sensitivity

$$\mathcal{E} : e \times \sigma \rightarrow v$$

Polyvariant Flow Analysis

with Unbounded Context Sensitivity

$$\mathcal{E} : e \times \sigma \rightarrow v$$

$$v ::= \#t \mid \#f \mid () \mid \mathbb{R} \mid (v_1, v_2) \mid \langle \sigma, e \rangle$$

$$\sigma ::= \{x_1 \mapsto v_1, \dots\}$$

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with Unbounded Context Sensitivity

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$$\bar{v} ::= \#t \mid \#f \mid () \mid \mathbb{R} \mid (\bar{v}_1, \bar{v}_2) \mid \langle \bar{\sigma}, e \rangle \mid \bar{\mathbb{R}}$$

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$$\bar{\sigma} ::= \{x_1 \mapsto \bar{v}_1, \dots\}$$

Memoize $\bar{\mathcal{E}}$ indexed (by suitable equivalence relations on) e and $\bar{\sigma}$.

Polyvariant Flow Analysis

with Unbounded Context Sensitivity

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Memoize $\bar{\mathcal{E}}$ indexed (by suitable equivalence relations on) e and $\bar{\sigma}$.

Not suitable for arbitrary (i.e., typical SCHEME, ML, HASKELL, etc.) programs.

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Necessary for migrating reflective source-code transformation to compile time.

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Side benefit: union-free

Polyvariant Flow Analysis

with Unbounded Context Sensitivity

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$$\bar{v} ::= \#t \mid \#f \mid () \mid \mathbb{R} \mid (\bar{v}_1, \bar{v}_2) \mid \langle \bar{\sigma}, e \rangle \mid \bar{\mathbb{R}}$$

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Memoize $\bar{\mathcal{E}}$ indexed (by suitable equivalence relations on) e and $\bar{\sigma}$.

Not suitable for arbitrary (i.e., typical SCHEME, ML, HASKELL, etc.) programs.

Is suitable for FORTRAN-like programs.

Necessary for migrating reflective source-code transformation to compile time.

Side benefit: union-free

No tags, tag checking, tag dispatching, indirect calls

Polyvariant Flow Analysis

with Unbounded Context Sensitivity

$$\mathcal{E} : e \times \sigma \rightarrow v$$

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Side benefits: union-free, no cyclic abstract values

No tags, tag checking, tag dispatching, indirect calls

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with Unbounded Context Sensitivity

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Is suitable for FORTRAN-like programs.

Necessary for migrating reflective source-code transformation to compile time.

Side benefits: union-free, no cyclic abstract values

No tags, tag checking, tag dispatching, indirect calls

Allows complete unboxing: no allocation, reclamation, indirection

Two player non-zero-sum continuous-strategy game

Player A 's strategy is a .

Player A 's return is $A(a, b)$.

Player B 's strategy is b .

Player B 's return is $B(a, b)$.

Two player non-zero-sum continuous-strategy game

Player A 's strategy is a .

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Player A 's return is $A(a, b)$.

Player B 's return is $B(a, b)$.

Equilibria must satisfy:

$$a^* = \operatorname{argmax}_a A(a, b^*)$$

$$b^* = \operatorname{argmax}_b B(a^*, b)$$

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Find by solving:

$$a^* = \operatorname{argmax}_a A(a, \operatorname{argmax}_b B(a^*, b))$$

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nesting

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Find by solving:

$$a^* = \operatorname{argmax}_a A(a, \operatorname{argmax}_b B(a^*, b))$$


nesting

aka

$$\operatorname{root}_{a^*} \operatorname{argmax}_a A(a, \operatorname{argmax}_b B(a^*, b)) - a^*$$


more nesting

$$\underset{a^*}{\text{root}} \underset{a}{\text{argmax}} A(a, \underset{b}{\text{argmax}} B(a^*, b)) - a^*$$

Five levels of nesting. (One from ROOT, two from each ARGMAX.)

Continuous-Strategy Two-Person Nonzero-Sum Game

FARFEL/FARFALLEN

```
subroutine deriv2(f, x, y, yprime)
external f
  adf(tangent(x) = 1.0)
  y = f(x)
  end adf(yprime = tangent(y))
end

function root(f, x0, n)
x = x0
do 1669 i = 1, n
call deriv2(f, x, y, yprime)
1669 x = x-y/yprime
root = x
end

function deriv1(f, x)
external f
  adf(tangent(x) = 1.0)
  y = f(x)
  end adf(deriv1 = tangent(y))
end
```

Continuous-Strategy Two-Person Nonzero-Sum Game

VLAD/STALIN ▽

```
(define (deriv2 f x) (j* f (times 0 f) x 1))

(define (root f x n)
  (if (zero? n)
      x
      (let (((cons y yprime) (deriv2 f x)))
          (root f (- x (/ y yprime)) (- n 1)))))

(define (deriv1 f x)
  (let (((cons y y-tangent) (j* f (times 0 f) x 1))) y-tangent))
```

Continuous-Strategy Two-Person Nonzero-Sum Game

FARFEL/FARFALLEN

```
function argmax(f, x0, n)
  function fprime(x)
    fprime = deriv1(f, x)
  end
  argmax = root(fprime, x0, n)
end

subroutine eqlbrm(biga, bigb, astar, bstar, n)
external biga, bigb
  function f(astar)
    function g(a)
      function h(b)
        h = bigb(astar, b)
      end
      bstar = argmax(h, bstar, n)
      g = biga(a, bstar)
    end
    f = argmax(g, astar, n)-astar
  end
  astar = root(f, astar, n)
end
```

Continuous-Strategy Two-Person Nonzero-Sum Game

VLAD/STALIN ▽

```
(define (argmax f x0 n)
  (define (fprime x) (deriv1 f x))
  (root fprime x0 n))

(define (eqbrm biga bigb astar bstar n)
  (define (f astar)
    (define (g a)
      (define (h b) (bigb astar b))
      (biga a (argmax h bstar n)))
    (- (argmax g astar n) astar))
  (let ((astar (root f astar n)))
    (define (h b) (bigb astar b))
    (let ((bstar (argmax h bstar n)))
      (cons astar bstar))))
```

Continuous-Strategy Two-Person Nonzero-Sum Game

FARFEL/FARFALLEN

```
function gmbiga(a, b)
price = 20-0.1*a-0.1*b
costs = a*(10-0.05*a)
gmbiga = a*price-costs
end
```

```
function gmbigb(a, b)
price = 20-0.1*b-0.0999*a
costs = b*(10.005-0.05*b)
gmbigb = b*price-costs
end
```

```
program main
read *, astar
read *, bstar
read *, n
call eqlbrm(gmbiga, gmbigb, astar, bstar, n)
print *, astar, bstar
end
```

Continuous-Strategy Two-Person Nonzero-Sum Game

VLAD/STALIN ▽

```
(define (gmbiga a b)
  (let ((price (- (- 20 (* 0.1 a)) (* 0.1 b)))
        (costs (* a (- 10 (* 0.05 a)))))
    (- (* a price) costs)))

(define (gmbigb a b)
  (let ((price (- (- 20 (* 0.1 b)) (* 0.0999 a)))
        (costs (* b (- 10.005 (* 0.05 b)))))
    (- (* b price) costs)))

(let ((cons astar bstar) (eqnbrm gmbiga gmbigb 0 0 (real 500)))
  (cons (write-real astar) (write-real bstar)))
```

The full EQLBRM example

```
FUNCTION GNBIGS(A, B)
  PRICE = 20-0.1*A+0.0999*A
  COSTS = B*(10.005-0.05*B)
  GNBIGS = B*PRICE-COSTS
END

FUNCTION EQLBRM_GNBIGS_GNBIGR_F_G_H(ASTAR, B)
  EQLBRM_GNBIGS_GNBIGR_F_G_H = GNBIGS(ASTAR, B)
END

SUBROUTINE DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G_H_ADF(ASTAR, X, Y)
  Y = EQLBRM_GNBIGS_GNBIGR_F_G_H(ASTAR, X)
END

FUNCTION DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G_H(ASTAR, X)
  X_G1 = 1.0
  ASTAR_G1 = 0.0
  Y_G1 = 0.0
  CALL DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G_H_ADF_G1(ASTAR, ASTAR_G1, X,
  X_G1, Y, Y_G1)
  DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G_H = Y_G1
END

FUNCTION ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME(ASTAR, X)
  ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME = DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G_H(ASTAR, X)
END

SUBROUTINE DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME_ADF(ASTAR, X, Y)
  Y = ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME(ASTAR, X)
END

SUBROUTINE DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME(ASTAR, X, Y, YPRIME)
  X_G2 = 1.0
  ASTAR_G2 = 0.0
  Y_G2 = 0.0
  CALL DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME_ADF_G2(ASTAR,
  ASTAR_G2, X, X_G2, Y, Y_G2)
  YPRIME = Y_G2
END

FUNCTION ROOT_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME(ASTAR, X0,
N)
  X = X0
  DO 1669 I = 1, N
  CALL DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME(ASTAR, X, Y,
  YPRIME)
  1669 X = X-Y/YPRIME
  ROOT_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME = X
END

FUNCTION GNBIGS(A, B)
  PRICE = 20-0.1*A+0.1*B
  COSTS = A*(10-0.05*A)
  GNBIGS = A*PRICE-COSTS
END

FUNCTION ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H(ASTAR, X0, N)
  ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H = ROOT_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H_FPRIME(ASTAR, X0, N)
END

FUNCTION EQLBRM_GNBIGS_GNBIGR_F_G(ASTAR, BSTAR, N, A)
  BSTAR = ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_H(ASTAR, BSTAR, N)
  EQLBRM_GNBIGS_GNBIGR_F_G = GNBIGS(A, BSTAR)
END

SUBROUTINE DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G_ADF(ASTAR, BSTAR, N, X,
Y)
  Y = EQLBRM_GNBIGS_GNBIGR_F_G(ASTAR, BSTAR, N, X)
END

FUNCTION DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G(ASTAR, BSTAR, N, X)
  X_G3 = 1.0
  ASTAR_G3 = 0.0
```

```
*, BSTAR_G3, N, N_G3, X, X_G3, Y, Y_G3)
  DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G = Y_G3
END

FUNCTION ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME(ASTAR, BSTAR, N, X)
  ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME = DERIV1_EQLBRM_GNBIGS_GNBIGR_F_G(ASTAR, BSTAR, N, X)
END

SUBROUTINE DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME_ADF(ASTAR, BSTAR, N, X, Y)
  Y = ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME(ASTAR, BSTAR, N, X)
END

SUBROUTINE DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME(ASTAR, BS
TAR, N, X, Y, YPRIME)
  X_G4 = 1.0
  ASTAR_G4 = 0.0
  BSTAR_G4 = 0.0
  N_G4 = 0.0
  Y_G4 = 0.0
  CALL DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME_ADF_G4(ASTAR, A
  STAR_G4, BSTAR, BSTAR_G4, N, N_G4, X, X_G4, Y, Y_G4)
  YPRIME = Y_G4
END

FUNCTION ROOT_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME(ASTAR, BSTAR,
N)
  X = ASTAR
  DO 1669 I = 1, N
  CALL DERIV2_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME(ASTAR, BSTAR, N
  *, X, Y, YPRIME)
  1669 X = X-Y/YPRIME
  ROOT_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME = X
END

FUNCTION ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G(ASTAR, BSTAR, N)
  ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G = ROOT_ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G_FPRIME(ASTAR, BSTAR, N)
END

FUNCTION EQLBRM_GNBIGS_GNBIGR_F(BSTAR, N, ASTAR)
  EQLBRM_GNBIGS_GNBIGR_F = ARGMAX_EQLBRM_GNBIGS_GNBIGR_F_G(ASTAR, BS
  TAR, N)-ASTAR
END

SUBROUTINE DERIV2_EQLBRM_GNBIGS_GNBIGR_F_ADF(BSTAR, N, X, Y)
  Y = EQLBRM_GNBIGS_GNBIGR_F(BSTAR, N, X)
END

SUBROUTINE DERIV2_EQLBRM_GNBIGS_GNBIGR_F(BSTAR, N, X, Y, YPRIME)
  X_G5 = 1.0
  BSTAR_G5 = 0.0
  N_G5 = 0.0
  Y_G5 = 0.0
  CALL DERIV2_EQLBRM_GNBIGS_GNBIGR_F_ADF_G5(BSTAR, BSTAR_G5, N, N_G5
  *, N, X_G5, Y, Y_G5)
  YPRIME = Y_G5
END

FUNCTION ROOT_EQLBRM_GNBIGS_GNBIGR_F(BSTAR, N, X0)
  X = X0
  DO 1669 I = 1, N
  CALL DERIV2_EQLBRM_GNBIGS_GNBIGR_F(BSTAR, N, X, Y, YPRIME)
  1669 X = X-Y/YPRIME
  ROOT_EQLBRM_GNBIGS_GNBIGR_F = X
END

C
ASTAR = BSTAR: GUESSES IN, OPTIMIZED VALUES OUT
SUBROUTINE EQLBRM_GNBIGS_GNBIGR(ASTAR, BSTAR, N)
  ASTAR = ROOT_EQLBRM_GNBIGS_GNBIGR_F(BSTAR, N, ASTAR)
END

PROGRAM MAIN
  READ *, ASTAR
  READ *, BSTAR
```

```
#!/bin/bash

tapenade -root deriv1_2_adf2 -d -o eqlbrm42      \
  -diffvarname "_g2" -difffuncname "_g2"        \
  eqlbrm42.f

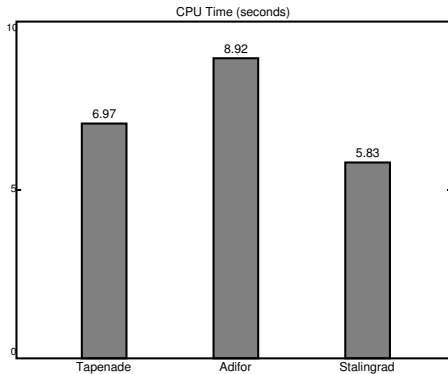
tapenade -root deriv2_1_2_adf4 -d -o eqlbrm42    \
  -diffvarname "_g4" -difffuncname "_g4"        \
  eqlbrm42{,_g2}.f

tapenade -root deriv1_1_adf1 -d -o eqlbrm42     \
  -diffvarname "_g1" -difffuncname "_g1"        \
  eqlbrm42{,_g2,_g4}.f

tapenade -root deriv2_1_1_adf3 -d -o eqlbrm42   \
  -diffvarname "_g3" -difffuncname "_g3"        \
  eqlbrm42{,_g2,_g4,_g1}.f

tapenade -root deriv2_2_adf5 -d -o eqlbrm42     \
  -diffvarname "_g5" -difffuncname "_g5"        \
  eqlbrm42{,_g2,_g4,_g1,_g3}.f
```

Performance Comparison



Probabilistic Lambda Calculus

$P = \text{if } x_0 \text{ then } 0 \text{ else if } x_1 \text{ then } 1 \text{ else } 2$

Koller, D., McAllester, D. , and Pfeffer, A. (1997). *Effective Bayesian Inference for Stochastic Programs*. Proceedings of the 14th National Conference on Artificial Intelligence (AAAI), pp. 740–7.

Probabilistic Lambda Calculus

$P = \text{if } x_0 \text{ then } 0 \text{ else if } x_1 \text{ then } 1 \text{ else } 2$

$$\Pr(x_0 \mapsto \mathbf{true}) = p_0$$

$$\Pr(x_0 \mapsto \mathbf{false}) = 1 - p_0$$

$$\Pr(x_1 \mapsto \mathbf{true}) = p_1$$

$$\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$$

Koller, D., McAllester, D. , and Pfeffer, A. (1997). *Effective Bayesian Inference for Stochastic Programs*. Proceedings of the 14th National Conference on Artificial Intelligence (AAAI), pp. 740–7.

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$$\Pr(x_1 \mapsto \mathbf{true}) = p_1$$

$$\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$$

$$\Pr(\mathcal{E}(P) = 0 | p_0, p_1) = p_0$$

$$\Pr(\mathcal{E}(P) = 1 | p_0, p_1) = (1 - p_0)p_1$$

$$\Pr(\mathcal{E}(P) = 2 | p_0, p_1) = (1 - p_0)(1 - p_1)$$

Koller, D., McAllester, D. , and Pfeffer, A. (1997). *Effective Bayesian Inference for Stochastic Programs*. Proceedings of the 14th National Conference on Artificial Intelligence (AAAI), pp. 740–7.

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$$\Pr(\mathcal{E}(P) = 2 | p_0, p_1) = (1 - p_0)(1 - p_1)$$

$$\prod_{v \in \{0,1,2,2\}} \Pr(\mathcal{E}(P) = v | p_0, p_1) = p_0(1 - p_0)^3 p_1(1 - p_1)^2$$

Koller, D., McAllester, D. , and Pfeffer, A. (1997). *Effective Bayesian Inference for Stochastic Programs*. Proceedings of the 14th National Conference on Artificial Intelligence (AAAI), pp. 740–7.

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$$\Pr(\mathcal{E}(P) = 2 | p_0, p_1) = (1 - p_0)(1 - p_1)$$

$$\prod_{v \in \{0,1,2,2\}} \Pr(\mathcal{E}(P) = v | p_0, p_1) = p_0(1 - p_0)^3 p_1(1 - p_1)^2$$

$$\operatorname{argmax}_{p_0, p_1} \prod_{v \in \{0,1,2,2\}} \Pr(\mathcal{E}(P) = v | p_0, p_1) = \left\langle \frac{1}{4}, \frac{1}{3} \right\rangle$$

Koller, D., McAllester, D., and Pfeffer, A. (1997). *Effective Bayesian Inference for Stochastic Programs*. Proceedings of the 14th National Conference on Artificial Intelligence (AAAI), pp. 740–7.

Probabilistic Prolog

$p(0)$.

$p(X) :- q(X)$.

$q(1)$.

$q(2)$.

Probabilistic Prolog

$$\Pr(p(0) \text{ .}) = p_0$$

$$\Pr(p(X) : \neg q(X) \text{ .}) = 1 - p_0$$

$$\Pr(q(1) \text{ .}) = p_1$$

$$\Pr(q(2) \text{ .}) = 1 - p_1$$

Probabilistic Prolog

$$\Pr(p(0) \text{ .}) = p_0$$

$$\Pr(p(X) : \neg q(X) \text{ .}) = 1 - p_0$$

$$\Pr(q(1) \text{ .}) = p_1$$

$$\Pr(q(2) \text{ .}) = 1 - p_1$$

$$\Pr(?-p(0) \text{ .}) = p_0$$

$$\Pr(?-p(1) \text{ .}) = (1 - p_0)p_1$$

$$\Pr(?-p(2) \text{ .}) = (1 - p_0)(1 - p_1)$$

Probabilistic Prolog

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$$\prod_{q \in \{p(0), p(1), p(2), p(2)\}} \Pr(?-q \text{ .}) = p_0(1 - p_0)^3 p_1(1 - p_1)^2$$

Probabilistic Prolog

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Probabilistic Lambda Calculus

```
(define (evaluate expression environment)
  (cond
    ((constant-expression? expression)
     (singleton-tagged-distribution
      (constant-expression-value expression)))
    ((variable-access-expression? expression)
     (lookup-value
      (variable-access-expression-variable expression) environment))
    ((lambda-expression? expression)
     (singleton-tagged-distribution
      (lambda (tagged-distribution)
        (evaluate
         (lambda-expression-body expression)
         (cons (make-binding (lambda-expression-variable expression)
                             tagged-distribution)
              environment))))))
    (else (let ((tagged-distribution
                 (evaluate (application-argument expression)
                          environment)))
              (map-tagged-distribution
               (lambda (value) (value tagged-distribution))
               (evaluate (application-callee expression) environment))))))
```

Probabilistic Lambda Calculus

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Probabilistic Lambda Calculus

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```

Probabilistic Lambda Calculus

```
(gradient-ascent
 (lambda (p)
  (let ((tagged-distribution
        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
                (list  $\Pr(x_0 \mapsto \mathbf{true}) = p_0$   $\Pr(x_0 \mapsto \mathbf{false}) = 1 - p_0$ 
                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                    ...)))
    (map-reduce
     *
     1.0
     (lambda (value)
      (likelihood value tagged-distribution))
     '(0 1 2 2)))
 '(0.5 0.5)
 1000.0
 0.1)
```

Probabilistic Lambda Calculus

```
(gradient-ascent
 (lambda (p)
  (let ((tagged-distribution
        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
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     1.0
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                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
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    (map-reduce
     *
     1.0
     (lambda (value)
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Probabilistic Lambda Calculus

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                 $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                ...) ) ) )
    (map-reduce
      *
      1.0
      (lambda (value)
        (likelihood value tagged-distribution))
      '(0 1 2 2)))
 '(0.5 0.5)
 1000.0
 0.1)
```

Probabilistic Lambda Calculus

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(gradient-ascent
 (lambda (p)
  (let ((tagged-distribution
        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
              (list  $\Pr(x_0 \mapsto \mathbf{true}) = p_0$   $\Pr(x_0 \mapsto \mathbf{false}) = 1 - p_0$ 
                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                    ...)))
    (map-reduce
     *
     1.0
     (lambda (value)
      (likelihood value tagged-distribution))
     '(0 1 2 2)))
 '(0.5 0.5)
 1000.0
 0.1)
```

Probabilistic Lambda Calculus

```
(gradient-ascent
 (lambda (p)
  (let ((tagged-distribution
        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
                (list  $\Pr(x_0 \mapsto \mathbf{true}) = p_0$   $\Pr(x_0 \mapsto \mathbf{false}) = 1 - p_0$ 
                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                    ...)))
    (map-reduce
     *
     1.0
     (lambda (value)
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Probabilistic Lambda Calculus

```
(gradient-ascent
 (lambda (p)
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        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
                (list  $\Pr(x_0 \mapsto \mathbf{true}) = p_0$   $\Pr(x_0 \mapsto \mathbf{false}) = 1 - p_0$ 
                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                    ...)))))
```

```
(map-reduce
 *
 1.0
 (lambda (value)
  (likelihood value tagged-distribution))
 '(0 1 2 2)))
```

```
' (0.5 0.5)
```

```
1000.0
```

```
0.1)
```

Probabilistic Lambda Calculus

```
(gradient-ascent
 (lambda (p)
  (let ((tagged-distribution
        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
                (list  $\Pr(x_0 \mapsto \mathbf{true}) = p_0$   $\Pr(x_0 \mapsto \mathbf{false}) = 1 - p_0$ 
                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                    ...)))
    (map-reduce
     *
     1.0
     (lambda (value)
      (likelihood value tagged-distribution))
     '(0 1 2 2))))
 '(0.5 0.5)
1000.0
0.1)
```

Probabilistic Lambda Calculus

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(gradient-ascent
 (lambda (p)
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        (evaluate if  $x_0$  then 0 else if  $x_1$  then 1 else 2
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                       $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                      ...)))
    (map-reduce
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Probabilistic Lambda Calculus

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                     $\Pr(x_1 \mapsto \mathbf{true}) = p_1$   $\Pr(x_1 \mapsto \mathbf{false}) = 1 - p_1$ 
                    ...)))
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     1.0
     (lambda (value)
      (likelihood value tagged-distribution))
     '(0 1 2 2))))
 '(0.5 0.5)
1000.0
0.1)
```

Probabilistic Prolog

```
(define (proof-distribution term clauses)
  (let ((offset ...))
    (map-reduce
      append
      '()
      (lambda (clause)
        (let ((clause (alpha-rename clause offset)))
          (let loop ((p (clause-p clause))
                     (substitution (unify term (clause-term clause)))
                     (terms (clause-terms clause)))
            (if (boolean? substitution)
                '()
                (if (null? terms)
                    (list (make-double p substitution))
                    (map-reduce
                      append
                      '()
                      (lambda (double)
                        (loop (* p (double-p double))
                              (append substitution (double-substitution double))
                              (rest terms))))
                    (proof-distribution
                     (apply-substitution substitution (first terms)) clauses)))))))
    clauses)))
```

Probabilistic Prolog

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(define (proof-distribution term clauses)
  (let ((offset ...))
    (map-reduce
      append
      '()
      (lambda (clause)
        (let ((clause (alpha-rename clause offset)))
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                (if (null? terms)
                    (list (make-double p substitution))
                    (map-reduce
                      append
                      '()
                      (lambda (double)
                        (loop (* p (double-p double))
                              (append substitution (double-substitution double))
                              (rest terms))))
                    (proof-distribution
                     (apply-substitution substitution (first terms)) clauses)))))))
    clauses)))
```

Probabilistic Prolog

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  (let ((offset ...))
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      append
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        (let ((clause (alpha-rename clause offset)))
          (let loop ((p (clause-p clause))
                     (substitution (unify term (clause-term clause)))
                     (terms (clause-terms clause)))
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                (if (null? terms)
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                    (map-reduce
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                      '()
                      (lambda (double)
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Probabilistic Prolog

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                '()
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                      append
                      '()
                      (lambda (double)
                        (loop (* p (double-p double))
                              (append substitution (double-substitution double))
                              (rest terms))))
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                     (apply-substitution substitution (first terms)) clauses)))))))
    clauses)))
```

Probabilistic Prolog

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(define (proof-distribution term clauses)
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      '()
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        (let ((clause (alpha-rename clause offset)))
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                     (substitution (unify term (clause-term clause)))
                     (terms (clause-terms clause)))
            (if (boolean? substitution)
                '()
                (if (null? terms)
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                    (map-reduce
                      append
                      '()
                      (lambda (double)
                        (loop (* p (double-p double))
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                              (rest terms))))
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                     (apply-substitution substitution (first terms)) clauses)))))))
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```

Probabilistic Prolog

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                      append
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Probabilistic Prolog

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        (let ((clause (alpha-rename clause offset)))
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                     (substitution (unify term (clause-term clause)))
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                      append
                      '()
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                        (loop (* p (double-p double))
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                              (rest terms))))
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                     (apply-substitution substitution (first terms)) clauses)))))))
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                     '()
                     (lambda (double)
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Probabilistic Prolog

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                     '()
                     (lambda (double)
                       (loop (* p (double-p double))
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                     (proof-distribution
                      (apply-substitution substitution (first terms) clauses))))))))
      clauses)))
```

Probabilistic Prolog

```
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  (let ((offset ...))
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      '()
      (lambda (clause)
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                      append
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                        (loop (* p (double-p double))
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                     (apply-substitution substitution (first terms)) clauses)))))))
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```

Probabilistic Prolog

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                        (loop (* p (double-p double))
                             (append substitution (double-substitution double))
                             (rest terms))))
                    (proof-distribution
                     (apply-substitution substitution (first terms)) clauses)))))))
    clauses)))
```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
  (let ((clauses (list  $\text{Pr}(p(0) \cdot) = p_0$ 
                       $\text{Pr}(p(X) : -q(X) \cdot) = 1 - p_0$ 
                       $\text{Pr}(q(1) \cdot) = p_1$ 
                       $\text{Pr}(q(2) \cdot) = 1 - p_1$ )))
    (map-reduce
     *
     1.0
     (lambda (query)
      (likelihood (proof-distribution query clauses)))
     '(p(0) p(1) p(2) p(2))))
 '(0.5 0.5)
 1000.0
 0.1)
```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
  (let ((clauses (list Pr(p(0) .) = p0
                       Pr(p(X) :-q(X) .) = 1 - p0
                       Pr(q(1) .) = p1
                       Pr(q(2) .) = 1 - p1))))
  (map-reduce
   *
   1.0
   (lambda (query)
    (likelihood (proof-distribution query clauses)))
   '(p(0) p(1) p(2) p(2))))
 '(0.5 0.5)
 1000.0
 0.1)
```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
  (let ((clauses (list  $\text{Pr}(p(0) \cdot) = p_0$ 
                       $\text{Pr}(p(X) : -q(X) \cdot) = 1 - p_0$ 
                       $\text{Pr}(q(1) \cdot) = p_1$ 
                       $\text{Pr}(q(2) \cdot) = 1 - p_1$ )))
    (map-reduce
     *
     1.0
     (lambda (query)
      (likelihood (proof-distribution query clauses)))
      '(p(0) p(1) p(2) p(2))))))
'(0.5 0.5)
1000.0
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```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
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                       $\text{Pr}(p(X) : -q(X) \cdot) = 1 - p_0$ 
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    (map-reduce
     *
     1.0
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     '(p(0) p(1) p(2) p(2))))
 '(0.5 0.5)
 1000.0
 0.1)
```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
  (let ((clauses (list Pr(p(0) .) = p0
                       Pr(p(X) :-q(X) .) = 1 - p0
                       Pr(q(1) .) = p1
                       Pr(q(2) .) = 1 - p1))))
  (map-reduce
   *
   1.0
   (lambda (query)
    (likelihood (proof-distribution query clauses)))
   '(p(0) p(1) p(2) p(2))))
 '(0.5 0.5)
 1000.0
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```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
  (let ((clauses (list  $\text{Pr}(p(0) \text{ .}) = p_0$ 
                        $\text{Pr}(p(X) :-q(X) \text{ .}) = 1 - p_0$ 
                        $\text{Pr}(q(1) \text{ .}) = p_1$ 
                        $\text{Pr}(q(2) \text{ .}) = 1 - p_1$ )))
    (map-reduce
     *
     1.0
     (lambda (query)
      (likelihood (proof-distribution query clauses)))
      '(p(0) p(1) p(2) p(2))))))
'(0.5 0.5)
1000.0
0.1)
```

Probabilistic Prolog

```
(gradient-ascent
 (lambda (p)
  (let ((clauses (list  $\text{Pr}(p(0) \cdot) = p_0$ 
                       $\text{Pr}(p(X) : \neg q(X) \cdot) = 1 - p_0$ 
                       $\text{Pr}(q(1) \cdot) = p_1$ 
                       $\text{Pr}(q(2) \cdot) = 1 - p_1$ )))
    (map-reduce
     *
     1.0
     (lambda (query)
      (likelihood (proof-distribution query clauses)))
     '(p(0) p(1) p(2) p(2))))))
' (0.5 0.5)
1000.0
0.1)
```

Generated Code

```
static void f2679(double a_f2679_0,double a_f2679_1,double a_f2679_2,double a_f2679_3){
    int t272381=((a_f2679_2==0.)?0:1);
    double t272406;
    double t272405;
    double t272404;
    double t272403;
    double t272402;
    if ((t272381==0)) {
        double t272480=(1.-a_f2679_0);
        double t272572=(1.-a_f2679_1);
        double t273043=(a_f2679_0+0.);
        double t274185=(t272480*a_f2679_1);
        double t274426=(t274185+0.);
        double t275653=(t272480*t272572);
        double t275894=(t275653+0.);
        double t277121=(t272480*t272572);
        double t277362=(t277121+0.);
        double t277431=(t277362*1.);
        double t277436=(t275894*t277431);
        double t277441=(t274426*t277436);
        double t277446=(t273043*t277441);
        ...
        double t1777107=(t1774696+t1715394);
        double t1777194=(0.-t1745420);
        double t1778533=(t1777194+t1419700);
        t272406=a_f2679_0;
        t272405=a_f2679_1;
        t272404=t277446;
        t272403=t1778533;
        t272402=t1777107;}
    else {...}
    r_f2679_0=t272406;
    r_f2679_1=t272405;
    r_f2679_2=t272404;
    r_f2679_3=t272403;
    r_f2679_4=t272402;}
```

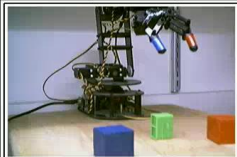
Performance Comparison

	probabilistic-lambda-calculus		probabilistic-prolog	
	F	R	F	R
STALIN ∇	1.00	1.00	1.00	1.00
MLTON	106.45	124.95	789.41	483.47
OCAML	215.73	538.68	1207.13	1534.61
SML/NJ	197.75	272.45	2448.02	1471.94
GHC	■	■	■	■
BIGLOO	832.92	1048.11	14422.16	8286.06
CHICKEN	2305.98	3283.00	66948.70	37792.84
GAMBIT	879.88	1153.86	24316.03	13649.81
IKARUS	437.46	531.10	8242.92	4845.86
LARCENY	1651.01	1673.22	25589.62	14833.53
MIT SCHEME	3491.10	4130.19	85819.57	48335.38
MzC	5289.17	5929.14	154206.95	83480.27
MzSCHEME	6235.78	7134.71	166129.12	91630.70
SCHEME->C	682.15	794.31	10530.66	5980.27
SCMUTILS	6456.99	■	80100.23	■
STALIN	1240.73	1137.41	22511.79	10986.43

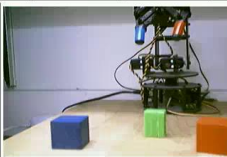
- not implemented but could implement, including FORTRAN, C, and C++
- not implemented in existing tool
- can't implement

Demo of Inverting Motor Programs

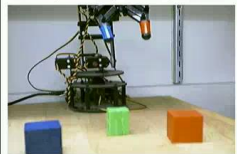
Help	Abort	Park Arm	Reset Arm	Write PPM	Play	Calibrate	Quit
Track	Track&View	Viewfinder	Overlay	Beginning	-T	+T	End
Above Red	Above Green	Above Blue	Above Yellow	Move Left	Move Right	Move Up	Move Down
Pick Up Green	Put Down	Put On Yellow	Push Green				
-Brightness	+Brightness	-Contrast	+Contrast	-Colour	+Colour	-Whiteness	+Whiteness
Set Red	Set Green	Set Blue	Set Yellow	Record	Snapshot	Initial	Best
Red	Green	Blue	Yellow	Load RGBY	Save RGBY	Load Pose	Save Pose
-M 442	-CPM 20	-CP 4	-MPM 200	-MP 8			
+M 442	+CPM 20	+CP 4	+MPM 200	+MP 8			
Home	Left	Right	Up	Down			



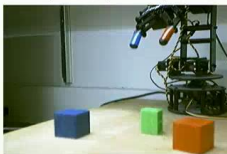
T=-10, P=-50
B=32768, C=32768, C=32768, W=32768



T=-10, P=-105
B=32768, C=32768, C=32768, W=32768



T=-10, P=-72.5
B=32768, C=32768, C=32768, W=32768

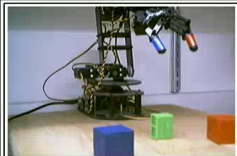


T=-10, P=-115
B=32768, C=32768, C=32768, W=32768

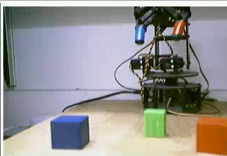
Ty1

Demo of Inverting Motor Programs

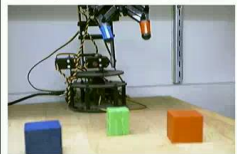
Help	Abort	Park Arm	Reset Arm	Write PPM	Play	Calibrate	Quit
Track	Track&View	Viewfinder	Overlay	Beginning	-T	+T	End
Above Red	Above Green	Above Blue	Above Yellow	Move Left	Move Right	Move Up	Move Down
Pick Up Green	Put Down	Put On Yellow	Push Green				
-Brightness	+Brightness	-Contrast	+Contrast	-Colour	+Colour	-Whiteness	+Whiteness
Set Red	Set Green	Set Blue	Set Yellow	Record	Snapshot	Initial	Best
Red	Green	Blue	Yellow	Load RGBY	Save RGBY	Load Pose	Save Pose
-M 442	-CPM 20	-CP 4	-MPM 200	-MP 8			
+M 442	+CPM 20	+CP 4	+MPM 200	+MP 8			
Home	Left	Right	Up	Down			



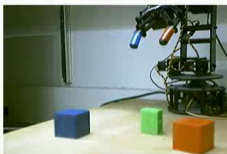
T=-10, P=-50
B=32768, C=32768, C=32768, W=32768



T=-10, P=-105
B=32768, C=32768, C=32768, W=32768



T=-10, P=-72.5
B=32768, C=32768, C=32768, W=32768



T=-10, P=-115
B=32768, C=32768, C=32768, W=32768

Ty1

How It Works

z

world coordinates of executor's end effector

How It Works

z

a

world coordinates of executor's end effector
arm configuration

How It Works

z

a

b

world coordinates of executor's end effector

arm configuration

robot pose

How It Works

z

world coordinates of executor's end effector

a

arm configuration

b

robot pose

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

camera poses

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

x_o

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$p^{-1}(x_o, c_o)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$p(p^{-1}(x_o, c_o), c_e)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$m(p(p^{-1}(x_o, c_o), c_e))$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$f(m(p(p^{-1}(x_o, c_o), c_e)), b)$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

How It Works

z	world coordinates of executor's end effector
a	arm configuration
b	robot pose
$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$	camera poses
$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$	image coordinates of executor's end effector
$z = f(a, b)$	forward kinematics
$x = p(z, c)$	forward optics
$z = p^{-1}(x_l, x_r, c_l, c_r)$	inverse optics
	binocular vision
	not stereo
	robustness in the face of occlusion
	visual servoing along all axes
$a = m(x_e)$	motor program
	inverse kinematics
	closed-loop visual servoing
$\hat{x}_o = p(f(m(p(p^{-1}(x_o, c_o), c_e)), b), c_o)$	imagination capacity

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$\hat{x}_o = p(f(m(p(p^{-1}(x_o, c_o), c_e)), b), c_o)$
 $\operatorname{argmin}_m \|x_o - \mathbf{Ish}(\hat{x}_o)\|$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

imagination capacity

classification

How It Works

z

a

b

$$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$$

$$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$$

$$z = f(a, b)$$

$$x = p(z, c)$$

$$z = p^{-1}(x_l, x_r, c_l, c_r)$$

$$a = m(x_e)$$

$$\hat{x}_o = p(f(m(p(p^{-1}(x_o, c_o), c_e)), b), c_o))$$
$$\operatorname{argmin}_m \|x_o - \mathbf{Ish}(\hat{x}_o)\|$$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

imagination capacity

classification

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$\hat{x}_o = p(f(m(p(p^{-1}(x_o, c_o), c_e)), b), c_o)$

$\operatorname{argmin}_m \|x_o - \mathbf{Ish}(\hat{x}_o)\|$

$\operatorname{argmin}_m \min_{b, c_o, c_e} \|x_o - \mathbf{Ish}(\hat{x}_o)\|$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

imagination capacity

classification

pose estimation by gradient descent

How It Works

z

a

b

$c_e = (c_{el}, c_{er}), c_o = (c_{ol}, c_{or})$

$x_e = (x_{el}, x_{er}), x_o = (x_{ol}, x_{or})$

$z = f(a, b)$

$x = p(z, c)$

$z = p^{-1}(x_l, x_r, c_l, c_r)$

$a = m(x_e)$

$\hat{x}_o = p(f(m(p(p^{-1}(x_o, c_o), c_e)), b), c_o)$

$\operatorname{argmin}_m \|x_o - \mathbf{Ish}(\hat{x}_o)\|$

$\operatorname{argmin}_m \min_{b, c_o, c_e} \|x_o - \mathbf{Ish}(\hat{x}_o)\|$

$\nabla_{b, c_o, c_e} \|x_o - \mathbf{Ish}(\hat{x}_o)\|$

world coordinates of executor's end effector

arm configuration

robot pose

camera poses

image coordinates of executor's end effector

forward kinematics

forward optics

inverse optics

binocular vision

not stereo

robustness in the face of occlusion

visual servoing along all axes

motor program

inverse kinematics

closed-loop visual servoing

imagination capacity


classification

pose estimation by gradient descent

calculated using AD

Robot Collaboration


Help	Sound-boa	Record	Incremental	no arm c	select pt	Go To	Im Positi		Quit
Set Str	Contrast	duration	Focus +	Gain +	sharpness	Tilt +	Pan +	Pan reset	Ad,just,ing
map-log	#F -	grap-log	t-grippe	find-log	d&pkup-l	logs-info	Pan -	ilt,rese	
Base Left	shoulder L	Elbow Up	Hand Up	Wrist CW	finger Op	finger Op	Head Left	Park Arm	obot, Powe
Base Right	shoulder R	Elbow Down	Hand Down	Wrist CCW	finger Cl	finger Cl	Head Right	Relax Arm	ervo Ste



Txi

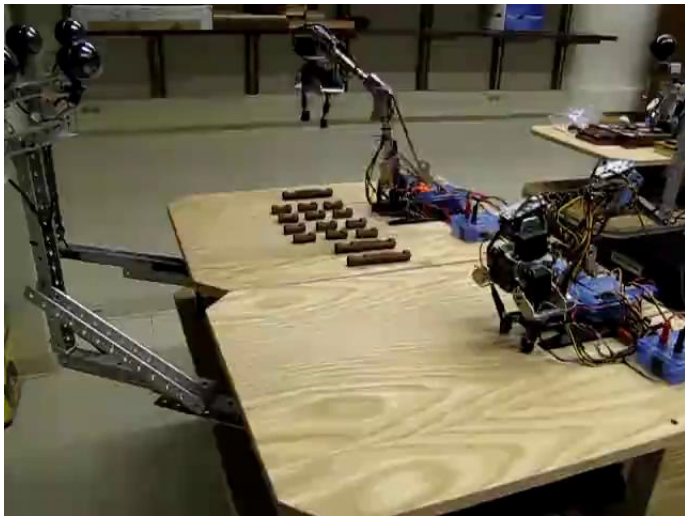
Robot Collaboration

Help	Sound-boa	Record	Incremental	no arm c	select pt	Go To	Im Positi		Quit
Set Str	Contrast	Duration	Focus +	Gain +	Sharpness	Tilt +	Pan +	Pan reset	Ad,just,ing
map-log	#F -	grap-log	t-grippe	find-log	d&pkup-l	logs-info	Pan -	ilt-ress	
Base Left	Shoulder U	Elbow Up	Hand Up	Wrist CW	finger Op	finger Op	Head Left	Park Arm	obot, Powe
Base Right	Shoulder D	Elbow Down	Hand Down	Wrist CCW	finger Cl	finger Cl	Head Right	Relax Arm	ervo Ste

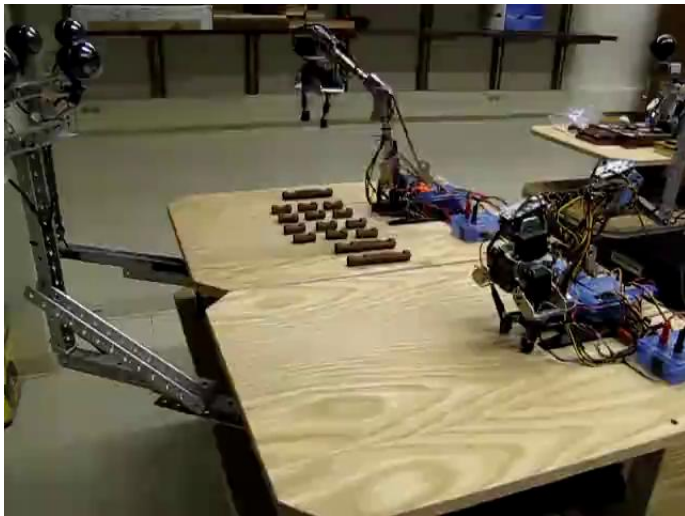


Txi

Robot Collaboration



Robot Collaboration



How It Works

Forward kinematics

$$\mathbf{x} = f(\theta, \mathbf{p})$$

Forward kinematics

$$\mathbf{x} = f(\theta, \mathbf{p})$$

Estimating the parameters of the kinematic chain

$$\mathbf{p}^* = \underset{\mathbf{p}}{\operatorname{argmin}} \sum_i \|\mathbf{x}_i - f(\theta_i, \mathbf{p})\|^2$$

How It Works

Forward kinematics

$$\mathbf{x} = f(\theta, \mathbf{p})$$

Estimating the parameters of the kinematic chain

$$\mathbf{p}^* = \underset{\mathbf{p}}{\operatorname{argmin}} \sum_i \|\mathbf{x}_i - f(\theta_i, \mathbf{p})\|^2$$

Inverse kinematics

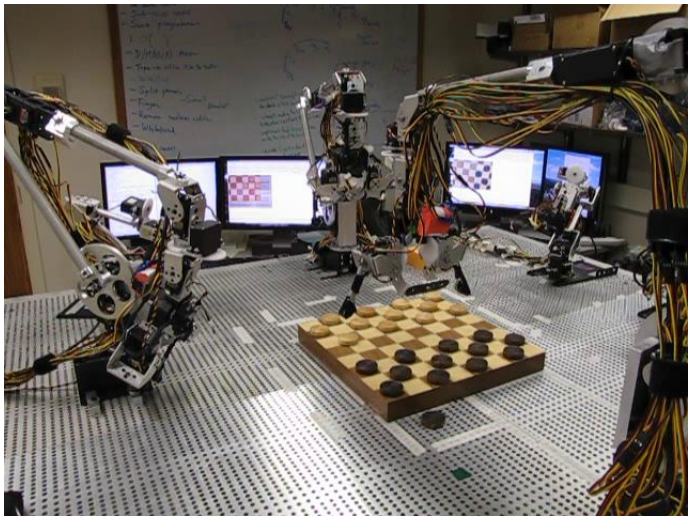
$$\begin{aligned} \theta &= f^{-1}(\mathbf{x}, \mathbf{p}) \\ &= \underset{\theta}{\operatorname{argmin}} \|\mathbf{x} - f(\theta, \mathbf{p})\|^2 \end{aligned}$$

Examples

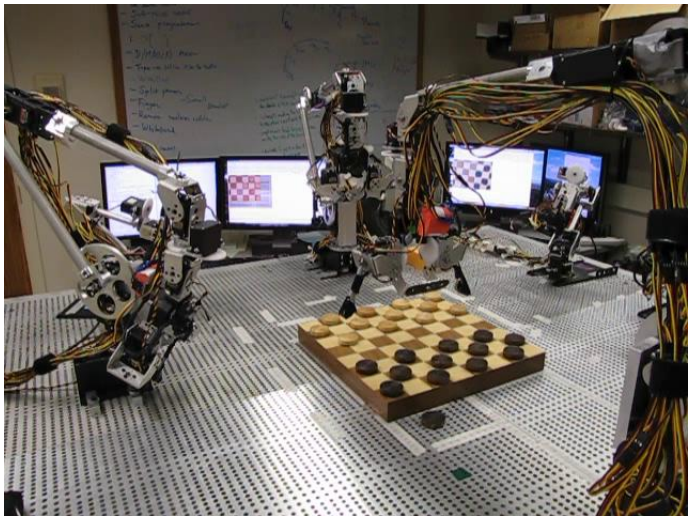
Help	Quit	Calibration-mode	blur-size= (11)	blur-size= (11)	serve to checker	find-lines?
TUGENESIS	K24689H	AUSTRIALOPTHECLES	blur-sigma= (4.4)	blur-sigma= (4.4)	grasp!	line threshold= (110)
Reload Robot	Load robot-dataset	Save Optimized Result	hough-resolution= (2)	hough-resolution= (2)	prepare-fingers	line threshold= (110)
change current point	return to robot	Save robot-dataset	hough-min-distance= (100)	hough-min-distance= (100)	servo to and grab	line min length= (20)
change current robot	next-dataset-robot	next-point	edge-threshold= (11)	edge-threshold= (11)	detect-ellipses	line min length= (20)
stream camera?	prev-robot	prev-point	circle-threshold= (200)	circle-threshold= (200)	reuse ellipse threshold (carry upper= (30)
manual or camera points	view calibration images?	find-circles?	min-radius= (60)	min-radius= (60)	reuse ellipse threshold (carry lower= (30)
next-checker-fiducial	calibrate camera	first-person movement?	max-radius= (500)	max-radius= (500)	pickup checker	carry lower= (5)
	per camera calibration in				move-mode	carry lower= (5)

Typ3

Examples



Examples



Maximum-Likelihood Methods

Probabilistic Programming

(flip p)

Maximum-Likelihood Methods

Probabilistic Programming

(flip p)

(probability e)

Maximum-Likelihood Methods

Probabilistic Programming

(flip p)

(probability e)

(argmax f x_0)

Reduced Gradient

Wolfe (1962, 1967)

$$\operatorname{argmax}_{\mathbf{x}} f(\mathbf{x})$$

Reduced Gradient

Wolfe (1962, 1967)

$$\operatorname{argmax}_{\mathbf{x}} f(\mathbf{x})$$

$$\operatorname{argmax}_{\substack{\mathbf{x} \\ \mathbf{x} \geq 0 \\ \mathbf{Ax} = \mathbf{b}}} f(\mathbf{x})$$

Reduced Gradient

Wolfe (1962, 1967)

$$\operatorname{argmax}_{\mathbf{x}} f(\mathbf{x})$$

$$\operatorname{argmax}_{\substack{\mathbf{x} \\ \mathbf{x} \geq 0 \\ \mathbf{Ax} = \mathbf{b}}} f(\mathbf{x})$$

$$\operatorname{argmax}_{\substack{\mathbf{x} \\ \mathbf{x} \geq 0 \\ \sum \mathbf{x} = 1}} f(\mathbf{x})$$

Reduced Gradient

Wolfe (1962, 1967)

$$\operatorname{argmax}_{\mathbf{x}} f(\mathbf{x})$$

$$\operatorname{argmax}_{\substack{\mathbf{x} \\ \mathbf{x} \geq 0 \\ \mathbf{Ax} = \mathbf{b}}} f(\mathbf{x})$$

$$\operatorname{argmax}_{\substack{\mathbf{x} \\ \mathbf{x} \geq 0 \\ \sum \mathbf{x} = 1}} f(\mathbf{x})$$

(argmax f x0)

A Unified Computational Framework

Comprehensive Stochastic Cognitive Models

```
(define (lexicon game-state)
  (let ((things
        (append
         (map-n (lambda (position) (list 'position position)) 9)
         (map-n (lambda (position)
                 (list 'position-state
                       position
                       (list-ref game-state position)))
                 9))))
    (list
     (cons 'the <meaning for the>)
     (cons 'x <meaning for x>)
     (cons 'is-on <meaning for is on>)
     (cons 'center <meaning for center>))))))
```

A Unified Computational Framework

Comprehensive Stochastic Cognitive Models

```
(define (draw distribution)
  (let loop ((p 1)
            (pairs
             (remove-if
              (lambda (pair) (zero? (cdr pair)))
              distribution)))
    (if (or (null? (rest pairs))
          (flip (/ (cdr (first pairs)) p)))
        (car (first pairs))
        (loop (- p (cdr (first pairs)))
              (rest pairs)))))
```

A Unified Computational Framework

Comprehensive Stochastic Cognitive Models

```
(define (position-state-draw distribution)
  (draw (map cons
            '(empty x o)
            distribution)))
```

A Unified Computational Framework

Comprehensive Stochastic Cognitive Models

```
(define (word-draw distribution)
  (draw (map cons
             '(the x is-on center)
             distribution)))
```

A Unified Computational Framework

Comprehensive Stochastic Cognitive Models

```
(define (interpret words game-state)
  (if (= (length words) 1)
      (cdr (assq (first words) (lexicon game-state)))
      (let* ((i (+ (draw
                    (map
                     cons
                      (enumerate (- (length words) 1))
                      (uniform (- (length words) 1))))
                1))
             (left (interpret
                    (sublist words 0 i)
                    game-state))
             (right (interpret
                     (sublist words i (length words))
                     game-state)))
            (if (flip 0.5) (left right) (right left))))))
```

A Unified Computational Framework

Language Generation

```
(argmax
 (lambda (distributions)
  (probability
   (interpret
    (map word-draw distributions)
    ' (empty empty empty
      empty x      empty
      empty empty empty))))
 (map-n (lambda (i) (uniform 4)) 5))
```

A Unified Computational Framework

Language Generation

```
(argmax
 (lambda (distributions)
  (probability
   (interpret
    (map word-draw distributions)
    ' (empty empty empty
      empty x      empty
      empty empty empty))))
 (map-n (lambda (i) (uniform 4)) 5))
```

```
#(#(0 41 0 59)      ;x/center
  #(100 0 0 0)      ;the
  #(0 0 100 0)      ;is-on
  #(100 0 0 0)      ;the
  #(0 41 0 59))     ;x/center
```

A Unified Computational Framework

Language Understanding

```
(argmax
 (lambda (distributions)
  (probability
   (interpret
    '(the x is-on the center)
    (map position-state-draw distributions))))
 (map-n (lambda (i) (uniform 3)) 9))
```

A Unified Computational Framework

Language Understanding

```
(argmax
 (lambda (distributions)
  (probability
   (interpret
    ' (the x is-on the center)
    (map position-state-draw distributions))))
 (map-n (lambda (i) (uniform 3)) 9))
```

```
##(67 0 33) ##(67 0 33) ##(67 0 33) ;empty/o empty/o empty/o
##(67 0 33) ##(0 100 0) ##(67 0 33) ;empty/o x empty/o
##(67 0 33) ##(67 0 33) ##(67 0 33) ;empty/o empty/o empty/o
```

Recognition by Sequences of Appearance and Motion

Given a set of labeled training videos with bounding boxes



Recognition by Sequences of Appearance and Motion

Given a set of labeled training videos with bounding boxes



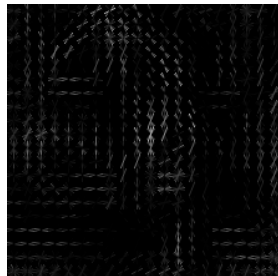
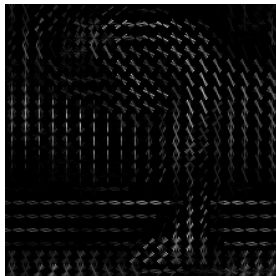
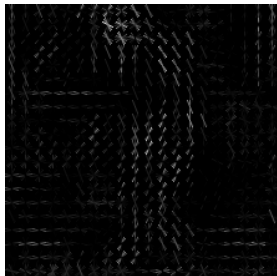
Learn the characteristic sequence of appearance and motion of each action.

Recognition by Sequences of Appearance and Motion

Given a set of labeled training videos with bounding boxes



Learn the characteristic sequence of appearance and motion of each action.

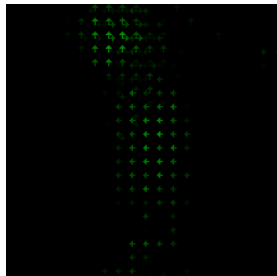
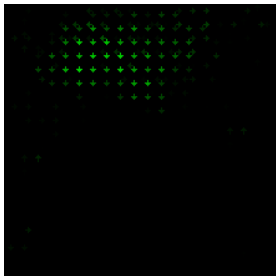
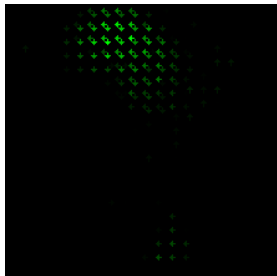


Recognition by Sequences of Appearance and Motion

Given a set of labeled training videos with bounding boxes



Learn the characteristic sequence of appearance and motion of each action.



Representing Appearance

Representing Appearance

- ▶ Histograms of Oriented Gradients (HOG) (Dalal & Triggs 2005a)

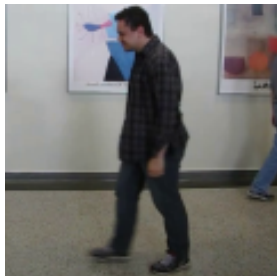
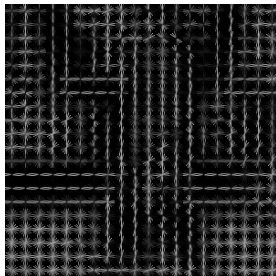
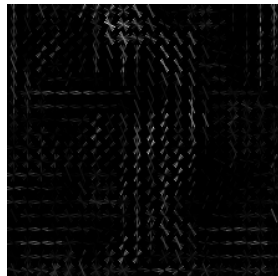


Image within box



HOG Feature



Learned HOG model

Representing Appearance

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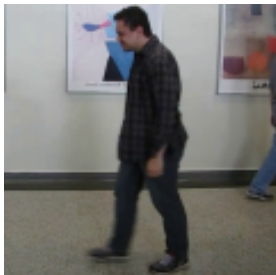
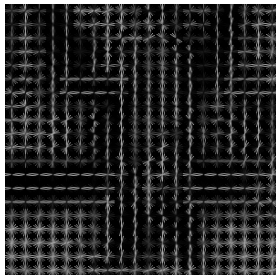


Image within box



HOG Feature



Learned HOG model

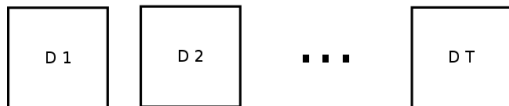
- ▶ Matching score computed with a dot product

Representing the Sequence of an Action

Hidden Markov Models (HMM) (Baum & Petrie 1966)

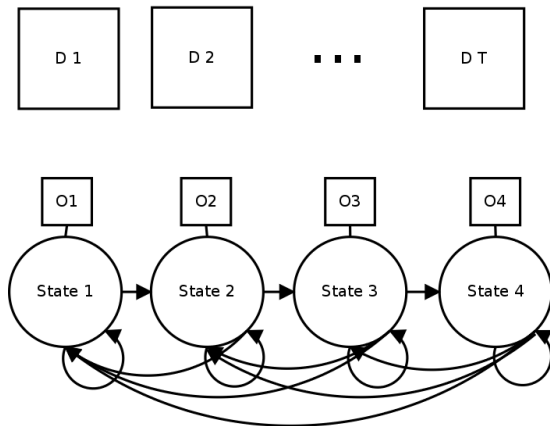
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Hidden Markov Models (HMM) (Baum & Petrie 1966)



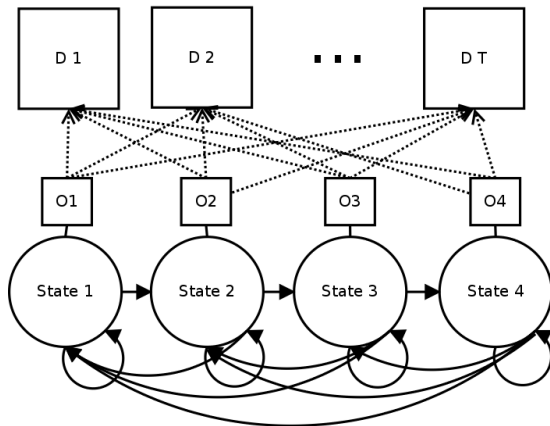
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Hidden Markov Models (HMM) (Baum & Petrie 1966)



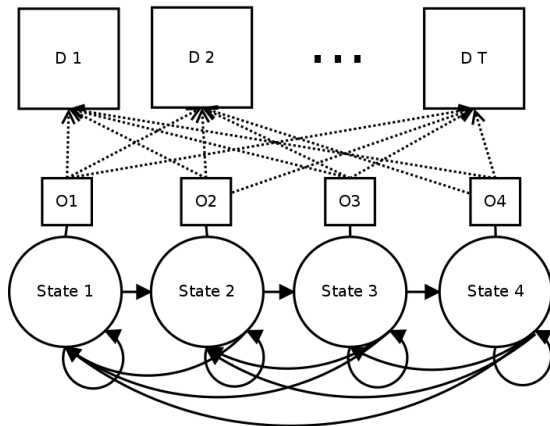
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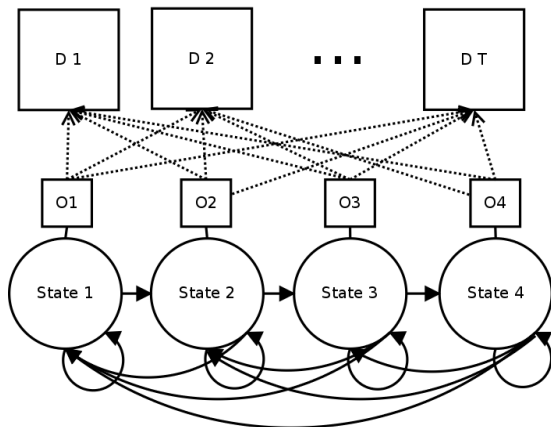
Hidden Markov Models (HMM) (Baum & Petrie 1966)



Likelihood of sequence computed with the Forward Algorithm

Representing the Sequence of an Action

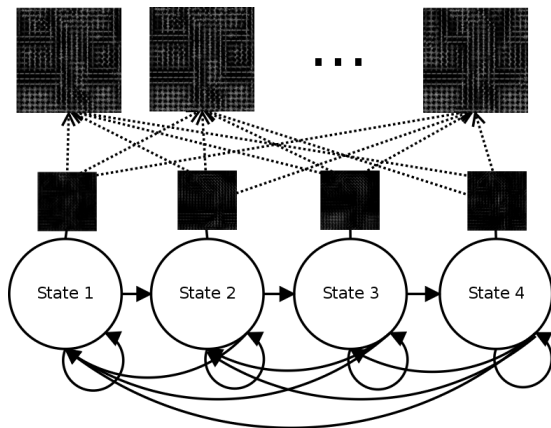
Hidden Markov Models (HMM) (Baum & Petrie 1966)



Likelihood of sequence computed with the Forward Algorithm
MAP computed with the Viterbi Algorithm

Representing the Sequence of an Action

Hidden Markov Models (HMM) (Baum & Petrie 1966)



Modification to the Event tracker

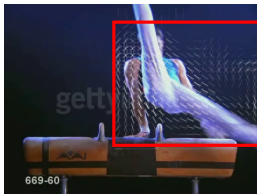
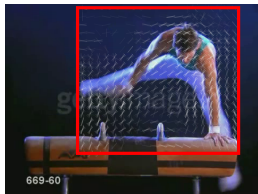
Modification to the Event tracker

Use the HMM state output models as our object detectors.

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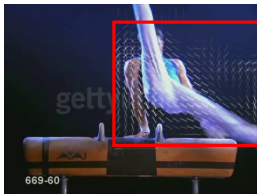
Detect unusual poses



Modification to the Event tracker

Use the HMM state output models as our object detectors.

Detect unusual poses



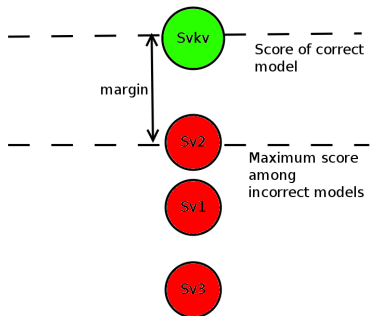
Detect non-human actions



Learning the Sequence of Appearance and Motion

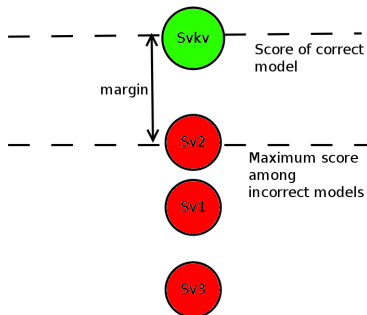
Learning the Sequence of Appearance and Motion

Maximize the classification margin on a set of training videos.



Learning the Sequence of Appearance and Motion

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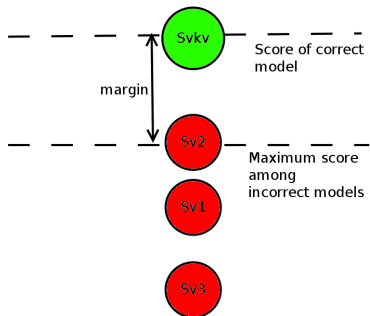


- ▶ Minimize a cost function O , the sum of individual video costs O_v .

$$O_v = \max(0, 1 + \text{SOFTMAX}(\{s_{vj} | j \neq k_v\}) - (s_{vk_v}))^2$$

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- ▶ Optimized via gradient descent.

Computing the Gradient

- ▶ To optimize, need $\frac{\partial O}{\partial x_{jl}}$ for each parameter l of each class j .

$$\frac{\partial O}{\partial x_{jl}} = \sum_v 2A \sqrt{O_v} \frac{\partial s_{vj}}{\partial x_{jl}}$$

where $A = -1$ if $j = k_v$, otherwise

$$A = \frac{s_{vj} \exp(s_{vj})}{\sum_{\substack{i=1, \dots, C \\ i \neq k_v}} \exp\left(\frac{s_{vi}}{t}\right)}$$

- ▶ Use techniques of Automatic Differentiation to compute $\frac{\partial s_{vj}}{\partial x_{jl}}$ through the HMM forward algorithm.
 - ▶ transition models
 - ▶ output models

Need for additional negative samples

Given a video with boxes around the actor:



return a label:

Need for additional negative samples

Given a video with boxes around the actor:



return a label: *bend*

Need for additional negative samples

Given a video with boxes around the actor:



return a label: *bend*

Given a video without boxes:



Return a set of boxes and a label:

Need for additional negative samples

Given a video with boxes around the actor:



return a label: *bend*

Given a video without boxes:



Return a set of boxes and a label: *kick*



Need for additional negative samples

Given a video with boxes around the actor:



return a label: *bend*

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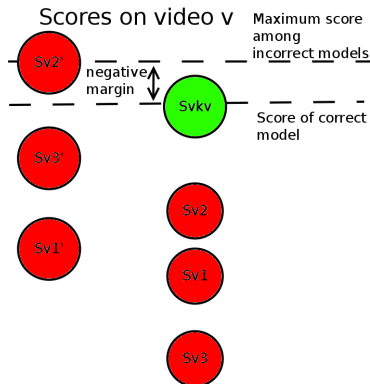
Near chance performance!

Using tracker to produce additional negative samples

Obtain optimal tracks on training videos for all models.



Add resulting tracks to training set.



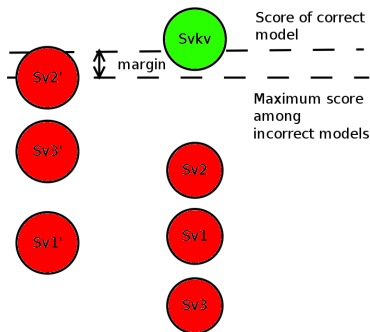
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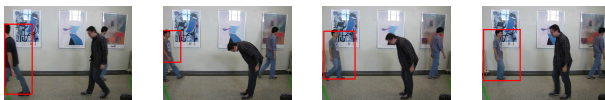
Add resulting tracks to training set.

Scores on video v



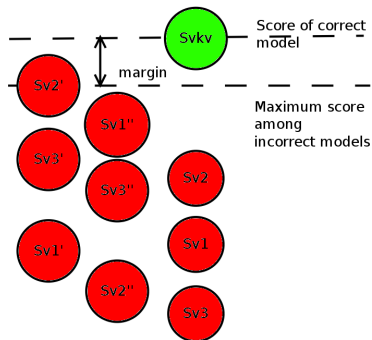
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Examples



Examples

