

Create Tensor

NOTES:	All constructors have optional dtype(datatype), out(output tensor), device(cpu/cuda), and requires_grad	
Uninitialized	<code>torch.empty(*sizes)</code>	<code>torch.empty(3, 4, 5)</code>
Zeros or Ones	<code>torch.zeros(*sizes)</code>	<code>torch.ones(40)</code>
Direct From Data	<code>torch.tensor(data)</code>	<code>torch.tensor([[3, 4],[1, 2]])</code>
Random Uniform [0,1)	<code>torch.rand(*sizes)</code>	<code>torch.rand(8, 8)</code>
Random Normal	<code>torch.randn(*sizes)</code>	<code>torch.randn(1, 224, 224)</code>
Random Ints	<code>torch.randint(low, high, size)</code>	<code>torch.randint(0,100, (12, 12))</code>
Random Perm (0-n)	<code>torch.randperm(n)</code>	<code>torch.randperm(10)</code>
Same Shape as Existing Tensor	<code>torch.zeros_like(existing)</code>	Can be used for zeros/ones/empty/rand/randn/randint

Stack

Stack a sequence of tensors	<code>torch.stack(tensor_list, dim=0)</code>	<code>torch.stack((tensor_a, tensor_b), dim=1)</code>
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