val=1 TensorType(int64, scalar)
name=index TensorType(int64, scalar)
val=500 TensorType(int64, scalar)
Elemwise{mul,no_inplace}
Elemwise{Composite{(i0 * (i1 + i2))}}
ScalarFromTensor id=16
ScalarFromTensor
GpuArrayType<None>(float32, (False, False))
GpuArrayType<None>(float32, (False,))
GpuSubtensor{int64:int64:} id=26
GpuSubtensor{int64:int64:}
val=[500 28 28] TensorType(int64, vector)
GpuReshape{3}
InplaceGpuDimShuffle{0,x,1,2}
GpuContiguous id=35
name=w GpuArrayType<None>(float32, (False, False, False, False))
GpuContiguous
val=1 TensorType(int8, scalar)
Shape_i{2} id=37
Shape_i{3} id=36
Shape_i{0} id=38
Shape_i{2}
Shape_i{3}
Shape_i{0}
Shape
Elemwise{Composite{((i0 - ((i1 - i2) * i3 + i4)) + i5)}}[(0, 0)] id=40
Elemwise{Composite{((i0 - ((i1 - i2) * i3 + i4)) + i5)}}[(0, 0)]
GpuDnnConvDesc{border_mode='valid', subsample=(1, 1), conv_mode='co...
GpuAllocEmpty{dtype='float32', context_name=None}
val=1.0 float32
val=0.0 float32
GpuDnnConv{algo='small', inplace=True}
GpuContiguous id=43
val=[0 0] TensorType(int64, vector)
val=[2 2] TensorType(int64, vector)
GpuDnnPool{mode='max'}
GpuCAReduceCuda{add}{0, 2, 3}
name=alpha GpuArrayType<None>(float32, (False,))
val=[[[[1.38888890e-05]]]] GpuArrayType<None>(float32, (True, Tru...
InplaceGpuDimShuffle{x,0,x,x} id=46
InplaceGpuDimShuffle{x,0,x,x}
GpuElemwise{Mul}[(0, 1)]<gpuarray>
GpuElemwise{mul,no_inplace} id=47
GpuElemwise{sub,no_inplace}
GpuCAReduceCuda{pre=sqr,red=add}{0, 2, 3}
InplaceGpuDimShuffle{x,0,x,x} id=51
name=b GpuArrayType<None>(float32, (False,))
val=[[[[0.001]]]] GpuArrayType<None>(float32, (True, True, True, T...
InplaceGpuDimShuffle{x,0,x,x} id=8
GpuElemwise{Composite{(i0 + sqrt((i1 * (i2))))}}[(0, 2)]<gpuarray>
GpuElemwise{Composite{(((i0 * (i1 - i2) / (i3 + i4))}}[(0, 0)]<gpua...
val=2 int64
val=0 int64
val=1 int64
name=b GpuArrayType<None>(float32, (False,))
InplaceGpuDimShuffle{x,0,x,x} id=10
GpuSubtensor{::, :int64:, :int64} id=55
GpuSubtensor{::, :int64:, :int64}
val=[[[[0.5]]]] GpuArrayType<None>(float32, (True, True, True, True))
name=w GpuArrayType<None>(float32, (False, False, False, False))
GpuElemwise{mul,no_inplace} id=5
GpuElemwise{maximum,no_inplace}
GpuElemwise{mul,no_inplace} id=22
GpuContiguous id=17
GpuContiguous id=57
Shape_i{2} id=25
Shape id=27
Shape_i{1} id=28
Shape_i{2} id=59
Shape_i{0} id=30
Shape_i{1} id=58
Shape_i{0} id=60
Elemwise{Composite{((i0 - ((i1 - i2) * i3 + i4)) + i5)}}[(0, 0)] id=62...
Elemwise{Composite{((i0 - ((i1 - i2) * i3 + i4)) + i5)}}[(0, 0)] id=61...
GpuDnnConvDesc{border_mode='valid', subsample=(1, 1), conv_mod... id=2
GpuAllocEmpty{dtype='float32', context_name=None} id=63
GpuDnnConv{algo='small', inplace=True} id=64
GpuContiguous id=65
GpuDnnPool{mode='max'} id=66
name=alpha GpuArrayType<None>(float32, (False,))
GpuCAReduceCuda{add}{0, 2, 3} id=67
InplaceGpuDimShuffle{x,0,x,x} id=9
InplaceGpuDimShuffle{x,0,x,x} id=68
val=[[[[7.99999980e-05]]]] GpuArrayType<None>(float32, (True, Tru...
GpuElemwise{mul,no_inplace} id=69
GpuElemwise{Mul}[(0, 1)]<gpuarray> id=70
GpuElemwise{sub,no_inplace} id=71
GpuCAReduceCuda{pre=sqr,red=add}{0, 2, 3} id=72
InplaceGpuDimShuffle{x,0,x,x} id=73
GpuElemwise{Composite{(i0 + sqrt((i1 * (i2))))}}[(0, 2)]<gpuarray> id=74
GpuElemwise{Composite{(((i0 * (i1 - i2) - (i3) / i4) + i5)}}[(0, 1...
GpuSubtensor{::, :int64:, :int64} id=77
GpuSubtensor{::, :int64:, :int64} id=76
name=b GpuArrayType<None>(float32, (False,))
name=w GpuArrayType<None>(float32, (False, False))
val=[[0.5]] GpuArrayType<None>(float32, (True, True))
name=w GpuArrayType<None>(float32, (False, False))
val=[500 -1] TensorType(int64, vector)
name=b GpuArrayType<None>(float32, (False,))
InplaceGpuDimShuffle{x,0} id=13
GpuElemwise{maximum,no_inplace} id=78
InplaceGpuDimShuffle{x,0} id=11
GpuElemwise{mul,no_inplace} id=24
GpuElemwise{mul,no_inplace}
GpuElemwise{mul,no_inplace} id=4
GpuReshape{2}
GpuElemwise{mul,no_inplace} id=23
GpuDot22
GpuCAReduceCuda{add}{0}
val=[[0.002]] GpuArrayType<None>(float32, (True, True))
InplaceGpuDimShuffle{x,0} id=82
GpuElemwise{Mul}[(0, 1)]<gpuarray> id=83
GpuElemwise{Sub}[(0, 0)]<gpuarray>
GpuCAReduceCuda{pre=sqr,red=add}{0}
InplaceGpuDimShuffle{x,0} id=86
name=alpha GpuArrayType<None>(float32, (False,))
val=[[0.001]] GpuArrayType<None>(float32, (True, True))
GpuElemwise{Composite{(i0 + sqrt((i1 * (i2))))}}[(0, 2)]<gpuarray> id=87
InplaceGpuDimShuffle{x,0} id=12
GpuElemwise{Composite{(i0 * (Abs(Composite{(i0 * (i1 * i2) / (i3)}}[...
GpuDot22 id=89
GpuCAReduceCuda{add}{0} id=90
InplaceGpuDimShuffle{x,0} id=91
GpuElemwise{Mul}[(0, 1)]<gpuarray> id=92
GpuElemwise{Sub}[(0, 0)]<gpuarray> id=93
GpuCAReduceCuda{pre=sqr,red=add}{0} id=94
InplaceGpuDimShuffle{x,0} id=95
name=alpha GpuArrayType<None>(float32, (False,))
GpuElemwise{Composite{(i0 + sqrt((i1 * (i2))))}}[(0, 2)]<gpuarray> id=96
InplaceGpuDimShuffle{x,0} id=14
GpuElemwise{Composite{(i0 * (Abs(Composite{(i0 * (i1 * i2) / ... id=2
name=b GpuArrayType<None>(float32, (False,))
name=w GpuArrayType<None>(float32, (False, False))
InplaceGpuDimShuffle{x,0}
GpuDot22 id=98
GpuElemwise{Add}[(0, 0)]<gpuarray>
HostFromGpu(gpuarray)
val=[1] TensorType(int64, (True,))
MaxAndArgmax
name=argmax TensorType(int64, vector)
name=max TensorType(float32, vector)
GpuFromHost<None>
GpuElemwise{Composite{NEQ(i0, Cast{int32}(i1))}}[]<gpuarray>
GpuCAReduceCuda{add}
HostFromGpu(gpuarray) id=104
TensorType(int64, scalar)