

## PYTORCH CHEAT SHEET

### Imports

#### General

```
import torch                                # root package
from torch.utils.data import Dataset, DataLoader  # dataset representation and loading
```

#### Neural Network API

```
import torch.autograd as autograd          # computation graph
from torch import Tensor                   # tensor node in the computation graph
import torch.nn as nn                     # neural networks
import torch.nn.functional as F           # layers, activations and more
import torch.optim as optim               # optimizers e.g. gradient descent, ADAM, etc.
from torch.jit import script, trace       # hybrid frontend decorator and tracing jit
```

See [autograd](#), [nn](#), [functional](#) and [optim](#)

#### Torchscript and JIT

```
torch.jit.trace()      # takes your module or function and an example
                        # data input, and traces the computational steps
                        # that the data encounters as it progresses through the model

@script                # decorator used to indicate data-dependent
                        # control flow within the code being traced
```

See [Torchscript](#)

#### ONNX

```
torch.onnx.export(model, dummy_data, xxxx.proto)  # exports an ONNX formatted
                                                    # model using a trained model, dummy
                                                    # data and the desired file name

model = onnx.load("alexnet.proto")               # load an ONNX model
onnx.checker.check_model(model)                  # check that the model
                                                    # IR is well formed

onnx.helper.printable_graph(model.graph)          # print a human readable
                                                    # representation of the graph
```

See [onnx](#)

#### Vision

```
from torchvision import datasets, models, transforms  # vision datasets,
                                                        # architectures &
                                                        # transforms

import torchvision.transforms as transforms           # composable transforms
```

See [torchvision](#)

#### Distributed Training

```
import torch.distributed as dist              # distributed communication
from torch.multiprocessing import Process     # memory sharing processes
```

## Creation

```

x = torch.randn(*size)           # tensor with independent N(0,1) entries
x = torch.ones(zeros)(*size)     # tensor with all 1's [or 0's]
x = torch.tensor(L)              # create tensor from [nested] list or ndarray L
y = x.clone()                    # clone of x
with torch.no_grad():            # code wrap that stops autograd from tracking tensor history
    requires_grad=True           # arg, when set to True, tracks computation
                                # history for future derivative calculations

```

See [tensor](#)

## Dimensionality

```

x.size()                         # return tuple-like object of dimensions
x = torch.cat(tensor_seq, dim=0) # concatenates tensors along dim
y = x.view(a,b,...)             # reshapes x into size (a,b,...)
y = x.view(-1,a)                # reshapes x into size (b,a) for some b
y = x.transpose(a,b)            # swaps dimensions a and b
y = x.permute(*dims)            # permutes dimensions
y = x.unsqueeze(dim)            # tensor with added axis
y = x.unsqueeze(dim=2)          # (a,b,c) tensor -> (a,b,1,c) tensor
y = x.squeeze()                 # removes all dimensions of size 1 (a,1,b,1) -> (a,b)
y = x.squeeze(dim=1)            # removes specified dimension of size 1 (a,1,b,1) -> (a,b,1)

```

See [tensor](#)

## Algebra

```

ret = A.mm(B)                   # matrix multiplication
ret = A.mv(x)                   # matrix-vector multiplication
x = x.t()                       # matrix transpose

```

See [math operations](#)

## GPU usage

```

torch.cuda.is_available         # check for cuda
x = x.cuda()                    # move x's data from
                                # CPU to GPU and return new object

x = x.cpu()                     # move x's data from GPU to CPU
                                # and return new object

if not args.disable_cuda and torch.cuda.is_available():
    args.device = torch.device('cuda') # device agnostic code
else:
    args.device = torch.device('cpu')   # and modularity
                                        #
                                        #

net.to(device)                  # recursively convert their
                                # parameters and buffers to
                                # device specific tensors

x = x.to(device)                # copy your tensors to a device
                                # (gpu, cpu)

```

See [cuda](#)

## Deep Learning

```

nn.Linear(m,n)                  # fully connected layer from
                                # m to n units

nn.ConvXd(m,n,s)                # X dimensional conv layer from
                                # m to n channels where X∈{1,2,3}
                                # and the kernel size is s

nn.MaxPoolXd(s)                 # X dimension pooling layer
                                # (notation as above)

nn.BatchNormXd                  # batch norm layer
nn.RNN/LSTM/GRU                 # recurrent layers
nn.Dropout(p=0.5, inplace=False) # dropout layer for any dimensional input
nn.Dropout2d(p=0.5, inplace=False) # 2-dimensional channel-wise dropout

```

## Loss Functions

```
nn.X                                # where X is L1Loss, MSELoss, CrossEntropyLoss
                                   # CTCLoss, NLLoss, PoissonNLLoss,
                                   # KLDivLoss, BCELoss, BCEWithLogitsLoss,
                                   # MarginRankingLoss, HingeEmbeddingLoss,
                                   # MultiLabelMarginLoss, SmoothL1Loss,
                                   # SoftMarginLoss, MultiLabelSoftMarginLoss,
                                   # CosineEmbeddingLoss, MultiMarginLoss,
                                   # or TripletMarginLoss
```

See [loss functions](#)

## Activation Functions

```
nn.X                                # where X is ReLU, ReLU6, ELU, SELU, PReLU, LeakyReLU,
                                   # RReLU, CELU, GELU, Threshold, Hardshrink, HardTanh,
                                   # Sigmoid, LogSigmoid, Softplus, SoftShrink,
                                   # Softsign, Tanh, TanhShrink, Softmin, Softmax,
                                   # Softmax2d, LogSoftmax or AdaptiveSoftmaxWithLoss
```

See [activation functions](#)

## Optimizers

```
opt = optim.X(model.parameters(), ...) # create optimizer
opt.step()                             # update weights
optim.X                                # where X is SGD, Adadelta, Adagrad, Adam,
                                   # AdamW, SparseAdam, Adamax, ASGD,
                                   # LBFGS, RMSprop or Rprop
```

See [optimizers](#)

## Learning rate scheduling

```
scheduler = optim.X(optimizer, ...) # create lr scheduler
scheduler.step()                    # update lr at start of epoch
optim.lr_scheduler.X                # where X is LambdaLR, MultiplicativeLR,
                                   # StepLR, MultiStepLR, ExponentialLR,
                                   # CosineAnnealingLR, ReduceLROnPlateau, CyclicalLR,
                                   # OneCycleLR, CosineAnnealingWarmRestarts,
```

See [learning rate scheduler](#)

## Data utilities

### Datasets

```
Dataset                            # abstract class representing dataset
TensorDataset                      # labelled dataset in the form of tensors
ConcatDataset                      # concatenation of Datasets
```

See [datasets](#)

### Data loaders and DataSamplers

```
Dataloader(dataset, batch_size=1, ...) # loads data batches agnostic
                                         # of structure of individual data points

sampler.Sampler(dataset, ...)           # abstract class dealing with
                                         # ways to sample from dataset

sampler.XSampler where ...              # Sequential, Random, SubsetRandom,
                                         # WeightedRandom, Batch, Distributed
```

See [data loader](#)

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