# numpy数组和pytorch数组

# numpy数组

```
In [7]:
```

```
import numpy as np
```

NumPy 的前身 Numeric 最早是由 Jim Hugunin 与其它协作者共同开发,2005 年,Travis Oliphant 在 Numeric 中结合了另一个同性质的程序库 Numarray 的特色,并加入了其它扩展而开发了 NumPy。 Numpy是高性能科学计算和数据分析的基础包,其官网为https://numpy.org/ (https://numpy.org/)。

## 数组创建

创建一个一维数组

```
In [5]:
```

```
np.array([1,2,3,4,5])
Out[5]:
array([1, 2, 3, 4, 5])
```

创建一个二维数组

```
In [ ]:
```

```
np.array([[1,2,3],[4,5,6]])
```

创建一个元素为零的二维数组

```
In [8]:
```

```
np.zeros((2,3))
```

```
Out[8]:
```

```
array([[0., 0., 0.], [0., 0., 0.]])
```

创建一个元素为1的二维数组

```
In [9]:
```

生成随机的二维数组

```
In [ ]:
```

```
np.random.rand(3,4) # 均匀分布
```

#### In [ ]:

```
np.random.randn(3,4) # 标准正态分布
```

矩阵的属性

```
In [ ]:
```

```
a = np.zeros((3,4))
print(a.shape)
print(np.shape(a))
print(a.ndim)
print(np.ndim(a))
print(a.size)
print(np.size(a,0))
print(np.size(a,1))
```

每个维度称为矩阵的一个axis,如上的矩阵第一维的长度是3,第二维的长度是4。而(3,4)这个tuple称为矩阵的shape。

# 数组拼接

```
In [3]:
```

```
m1 = np.ones((2,2))

m2 = np.full((2,2), 2.0)

m3 = np.full((2,2), 3.0)
```

通过vstack (vertically) 函数竖直得合成数组

```
In [6]:
```

```
m4 = np.vstack((m1, m2, m3))
print(m4.shape)
print(m4)

(6, 2)
[[1. 1.]
[1. 1.]
[2. 2.]
[2. 2.]
[3. 3.]
[3. 3.]]
```

通过hstack (horizontally) 函数水平得合成数组

### In [20]:

```
m5 = np.hstack((m1, m2))
print(m5.shape)
print(m5)
```

```
(2, 4)
[[1. 1. 2. 2.]
[1. 1. 2. 2.]]
```

注意stack函数的区别

### In [17]:

```
m7 = np.stack((m1,m2), axis=0)
print(m7.shape)
print(m7)
m8 = np.stack((m1,m2), axis=1)
print(m8.shape)
print(m8)
m9 = np.stack((m1,m2), axis=2)
print(m9.shape)
print(m9)
```

我们也可以用concatenate函数自由指定合成的axis

```
In [4]:
```

```
m10 = np.concatenate((m1, m2, m3), axis=0) # 等同于vstack
print(m6.shape)
print(m6)

(6, 2)
[[1. 1.]
[1. 1.]
[2. 2.]
[2. 2.]
[3. 3.]
[3. 3.]]

In [19]:

m11 = np.concatenate((m1, m2), axis=1) # 等同于hstack
print(m7.shape)
print(m7)

(2, 2, 2)
```

```
[[[1. 1.]
[1. 1.]]
[[2. 2.]
[2. 2.]]]
```

## 数组拆分

```
In [8]:
```

```
r = np.arange(24).reshape(6,4)
print(r)

[[ 0  1  2  3]
  [ 4  5  6  7]
  [ 8  9  10  11]
  [12  13  14  15]
  [16  17  18  19]
  [20  21  22  23]]
```

vsplit将数组沿纵向分割成三个数组

#### In [ ]:

```
r1, r2, r3 = np.vsplit(r, 3)
print(r1)
print(r1.shape)
print(r2)
print(r2.shape)
print(r3)
print(r3.shape)
```

hsplit将数组沿横向分割成两个数组

```
In []:

r4, r5 = np.hsplit(r, 2)
print(r4)
print(r4.shape)
print(r5)
print(r5.shape)
```

split函数对数组进行分割

```
In [22]:
r6,r7,r8=np.split(r,[1,3],axis=1)
print(r6)
print(r7)
print(r8)
print(r6.shape)
print(r7.shape)
print(r8.shape)
[[0]
 [4]
 [8]
 [12]
 [16]
 [20]]
[[ 1 2]
 [56]
 [ 9 10]
 [13 14]
 [17 18]
 [21 22]]
[[3]
 [7]
```

[15] [19]

[11]

[23]]

(6, 1)

(6, 2)

(6, 1)

# pytorch tensor

pytorch的官方网站为<u>https://pytorch.org/ (https://pytorch.org/)</u> 。 Pytorch是基于科学计算包的Python,目标两类人群

- 1. 为利用 GPU 的能力取代 NumPy
- 2. 提供最大灵活性和速度的深度学习研究平台

## In [2]:

```
import torch
```

Tensors类似于Numpy的narrays,只是Tensors可以使用GPU加速计算

## Tensor创建

```
创建一个2*3的矩阵
```

```
In [4]:
x = torch.Tensor(2, 3)
print(x)
print(x.size())
tensor([[-5.9951e-27,
                      4.5779e-41, -5.9951e-27],
        [ 4.5779e-41, 4.4842e-44, 0.0000e+00]])
torch.Size([2, 3])
创建一个2*3的空矩阵
In [5]:
x = torch.empty(2, 3)
print(x)
print(x.size())
tensor([[-5.9951e-27, 4.5779e-41, -5.9951e-27],
        [ 4.5779e-41, 4.4842e-44, 0.0000e+00]])
torch.Size([2, 3])
创建一个2*3的全为1的矩阵
In [9]:
x = torch.ones(2, 3)
print(x)
print(x.size())
tensor([[1., 1., 1.],
        [1., 1., 1.]
torch.Size([2, 3])
创建一个2*3的随机矩阵
In [10]:
x = torch.rand(2, 3) # 均匀分布
print(x)
tensor([[0.5113, 0.2495, 0.6437],
        [0.4773, 0.4164, 0.6892]])
In [11]:
x = torch.rand(2, 3) # 标准正态分布
print(x)
tensor([[0.2031, 0.1493, 0.1148],
        [0.1006, 0.6589, 0.4320]])
```

创建一个单位矩阵

```
In [12]:
```

# Tensor 拼接

### In [14]:

用cat函数自由指定合成的axis

tensor([[3., 3.],

[2., 2.]])

[3., 3.]])

#### In [21]:

```
t4 = torch.cat([t1,t2,t3], dim=0)
print(t4)

t5 = torch.cat([t1,t2], dim=1)
print(t5)
```

stack增加维度拼接

#### In [25]:

```
t6 = torch.stack([t1, t2], dim=0)
print(t6)
print(t6.size())
t7 = torch.stack([t1, t2], dim=1)
print(t7)
print(t7.size())
t8 = torch.stack([t1,t2], dim=2)
print(t8)
print(t8.size())
tensor([[[1., 1.],
         [1., 1.]],
        [[2., 2.],
         [2., 2.]])
torch.Size([2, 2, 2])
tensor([[[1., 1.],
         [2., 2.]],
        [[1., 1.],
         [2., 2.]]])
torch.Size([2, 2, 2])
tensor([[[1., 2.],
         [1., 2.]],
        [[1., 2.],
         [1., 2.]])
torch.Size([2, 2, 2])
```

# Tensor 拆分

```
In [30]:
```

```
t9 = torch.arange(1,25)
t10 = t9.reshape(4,6)
print(t9)
print(t10)
            2, 3,
                       5,
                            6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 1
tensor([ 1,
                    4,
6, 17, 18,
        19, 20, 21, 22, 23, 24])
tensor([[ 1, 2, 3, 4, 5, 6],
                9, 10, 11, 12],
       [ 7, 8,
        [13, 14, 15, 16, 17, 18],
        [19, 20, 21, 22, 23, 24]])
```

使用split函数

```
In [43]:
```

```
In [42]:
```

```
t13,t14 = torch.split(t10,[2,2],dim=0) # t13,t14 = torch.split(t10,2,dim=0) 平均分 print(t13) print(t14)

tensor([[ 1,  2,  3,  4,  5,  6],
```

#### In [54]:

```
t15,t16 = torch.split(t10,3,dim=0) # 若不能整除,则最后一个分块会小于其它分块 print(t15) print(t16)
```

使用chunk函数,把一个tensor均匀分割成若干个小tensor,若不能整除,则最后一个分块会小于其它分块,或为空

#### In [64]:

```
t17,t18, = torch.chunk(t10,2,dim=0)
print(t17)
print(t18)
```

```
tensor([[ 1, 2, 3, 4, 5, 6], [ 7, 8, 9, 10, 11, 12]])
tensor([[13, 14, 15, 16, 17, 18], [19, 20, 21, 22, 23, 24]])
```

# array和Tensor互相转换

tensor转换为array

```
In [67]:
```

```
x = torch.ones(5);
y = x.numpy()
print(x)
print(y)
```

```
tensor([1., 1., 1., 1., 1.])
[1. 1. 1. 1.]
```

array转换为tensor

### In [69]:

```
y = np.ones(5)
x = torch.from_numpy(y)
print(y)
print(x)
```

```
[1. 1. 1. 1.] tensor([1., 1., 1., 1., 1.], dtype=torch.float64)
```

# 小结

Pytorch	Numpy	功能
torch.Tensor()	np.array()	创建矩阵
torch.rand() / torch.randn()	np.random.rand() / np.random.randn()	创建随机矩阵
torch.stack()	np.stack()	增加维度拼接
torch.cat()	np.concatenate()	不增加维度拼接
torch.split()	np.split()	矩阵分割

注意有些函数的输入参数之间是有区别的,如np.split()和torch.split()