faizan-m Avoid losing payloads at Status recreation ... History

21 contributors +9

1304 lines (1192 sloc) | 43.3 KB ...

```
1  /* Copyright 2016 The TensorFlow Authors. All Rights Reserved.
2
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11 WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
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13 limitations under the License.
14 ==============================================================================*/
15 #include "tensorflow/core/framework/shape_inference.h"
16
17 #include "tensorflow/core/framework/bounds_check.h"
18 #include "tensorflow/core/framework/full_type_util.h"
19 #include "tensorflow/core/framework/node_def.pb.h"
20 #include "tensorflow/core/framework/op_def.pb.h"
21 #include "tensorflow/core/framework/partial_tensor_shape.h"
22 #include "tensorflow/core/framework/tensor_shape.pb.h"
23 #include "tensorflow/core/lib/core/errors.h"
24 #include "tensorflow/core/lib/strings/numbers.h"
25 #include "tensorflow/core/lib/strings/scanner.h"
26 #include "tensorflow/core/lib/strings/str_util.h"
27
28 namespace tensorflow {
29 namespace shape_inference {
```

```
30
31  constexpr int32_t InferenceContext::kUnknownRank;
32  constexpr int64_t InferenceContext::kUnknownDim;
33
34  // Same as above, but with PartialTensorShape instead of TensorShapeProto
35  InferenceContext::InferenceContext(
36      int graph_def_version, const AttrSlice& attrs, const OpDef& op_def,
37      const std::vector<PartialTensorShape>& input_shapes,
38      const std::vector<const Tensor*>& input_tensors,
39      const std::vector<PartialTensorShape>& input_tensors_as_shapes,
40      const std::vector<
41          std::unique_ptr<std::vector<std::pair<PartialTensorShape, DataType>>>>&
42          input_handle_shapes_and_types)
43      : graph_def_version_(graph_def_version), attrs_(attrs) {
44    std::vector<ShapeHandle> input_tensors_as_shape_handles;
45    input_tensors_as_shape_handles.reserve(input_tensors_as_shapes.size());
46    for (const PartialTensorShape& p : input_tensors_as_shapes) {
47      ShapeHandle shape;
48      construction_status_.Update(MakeShapeFromPartialTensorShape(p, &shape));
49      if (!construction_status_.ok()) {
50        return;
51      }
52      input_tensors_as_shape_handles.push_back(shape);
53    }
54    PreInputInit(op_def, input_tensors, input_tensors_as_shape_handles);
55    if (!construction_status_.ok()) return;
56    inputs_.reserve(input_shapes.size());
57    for (const PartialTensorShape& p : input_shapes) {
58      ShapeHandle shape;
59      construction_status_.Update(MakeShapeFromPartialTensorShape(p, &shape));
60      if (!construction_status_.ok()) {
61        return;
62      }
63      inputs_.push_back(shape);
64    }
65    std::vector<std::unique_ptr<std::vector<ShapeAndType>>> handle_data(
66        input_shapes.size());
67    for (int i = 0, end = input_handle_shapes_and_types.size(); i < end; ++i) {
68      const auto& v = input_handle_shapes_and_types[i];
69      if (v == nullptr) {
70        continue;
71      }
72      handle_data[i].reset(new std::vector<ShapeAndType>(v->size()));
73      auto& new_v = *handle_data[i];
74      for (int j = 0, end = v->size(); j < end; ++j) {
75        const auto& p = (*v)[j];
76        construction_status_.Update(
77            MakeShapeFromPartialTensorShape(p.first, &new_v[j].shape));
78        if (!construction_status_.ok()) {
```

```
        return;
      }
      new_v[j].dtype = p.second;
    }
  }
  PostInputInit(std::move(handle_data));
}

InferenceContext::InferenceContext(
    int graph_def_version, const AttrSlice& attrs, const OpDef& op_def,
    const std::vector<ShapeHandle>& input_shapes,
    const std::vector<const Tensor*>& input_tensors,
    const std::vector<ShapeHandle>& input_tensors_as_shapes,
    std::vector<std::unique_ptr<std::vector<ShapeAndType>>>
        input_handle_shapes_and_types)
    : graph_def_version_(graph_def_version), attrs_(attrs) {
  PreInputInit(op_def, input_tensors, input_tensors_as_shapes);
  if (!construction_status_.ok()) return;
  inputs_ = input_shapes;

  PostInputInit(std::move(input_handle_shapes_and_types));
}

InferenceContext::~InferenceContext() {}

Status InferenceContext::Run(
    const std::function<Status(shape_inference::InferenceContext* c)>& fn) {
  ForgetMerges();
  Status s = fn(this);
  if (!s.ok()) {
    ForgetMerges();
    return AttachContext(s);
  }
#ifndef NDEBUG
  for (int i = 0; i < num_outputs(); ++i) {
    DCHECK(output(i).IsSet()) << i << " for " << attrs_.SummarizeNode();
  }
#endif  // NDEBUG
  return s;
}

Status InferenceContext::set_output(StringPiece output_name,
                                    const std::vector<ShapeHandle>& shapes) {
  auto result = output_name_map_.find(output_name);
  if (result == output_name_map_.end()) {
    return errors::InvalidArgument("Unknown output name: ", output_name);
  } else {
    const int start = result->second.first;
    const int size = result->second.second - start;
```

```
    const int shapes_size = shapes.size();
    if (size != shapes_size) {
      return errors::InvalidArgument("Must have exactly ", shapes.size(),
                                     " shapes.");
    }
    for (int i = 0; i < shapes_size; ++i) {
      outputs_[i + start] = shapes[i];
    }
  }
  return Status::OK();
}

Status InferenceContext::input(StringPiece input_name,
                               std::vector<ShapeHandle>* output) const {
  const auto result = input_name_map_.find(input_name);
  if (result == input_name_map_.end()) {
    return errors::InvalidArgument("Unknown input name: ", input_name);
  } else {
    output->clear();
    for (int i = result->second.first; i < result->second.second; ++i) {
      output->push_back(inputs_[i]);
    }
  }
  return Status::OK();
}

Status InferenceContext::output(StringPiece output_name,
                                std::vector<ShapeHandle>* output) const {
  const auto result = output_name_map_.find(output_name);
  if (result == output_name_map_.end()) {
    return errors::InvalidArgument("Unknown output name: ", output_name);
  } else {
    output->clear();
    for (int i = result->second.first; i < result->second.second; ++i) {
      output->push_back(outputs_[i]);
    }
  }
  return Status::OK();
}

void InferenceContext::PreInputInit(
    const OpDef& op_def, const std::vector<const Tensor*>& input_tensors,
    const std::vector<ShapeHandle>& input_tensors_as_shapes) {
  // TODO(mdan): This is also done at graph construction. Run only here instead?
  const auto ret = full_type::SpecializeType(attrs_, op_def);
  DCHECK(ret.status().ok()) << "while instantiating types: " << ret.status();
  ret_types_ = ret.ValueOrDie();

  input_tensors_ = input_tensors;
```

```
  input_tensors_as_shapes_ = input_tensors_as_shapes;

  construction_status_ =
      NameRangesForNode(attrs_, op_def, &input_name_map_, &output_name_map_);
  if (!construction_status_.ok()) return;

  int num_outputs = 0;
  for (const auto& e : output_name_map_) {
    num_outputs = std::max(num_outputs, e.second.second);
  }
  outputs_.assign(num_outputs, nullptr);
  output_handle_shapes_and_types_.resize(num_outputs);
}

Status InferenceContext::ExpandOutputs(int new_output_size) {
  const int outputs_size = outputs_.size();
  if (new_output_size < outputs_size) {
    return errors::InvalidArgument("Trying to reduce number of outputs of op.");
  }
  outputs_.resize(new_output_size, nullptr);
  output_handle_shapes_and_types_.resize(new_output_size);
  return Status::OK();
}

void InferenceContext::PostInputInit(
    std::vector<std::unique_ptr<std::vector<ShapeAndType>>> input_handle_data) {
  int num_inputs_from_node_def = 0;
  for (const auto& e : input_name_map_) {
    num_inputs_from_node_def =
        std::max(num_inputs_from_node_def, e.second.second);
  }

  // Allow passing empty shapes/dtypes to avoid changing every single test.
  if (input_handle_data.empty()) {
    input_handle_shapes_and_types_.resize(inputs_.size());
  } else {
    if (input_handle_data.size() != inputs_.size()) {
      construction_status_ = errors::InvalidArgument(
          "Wrong number of handle shapes passed; expected ", inputs_.size(),
          " got ", input_handle_data.size());
      return;
    }
    input_handle_shapes_and_types_ = std::move(input_handle_data);
  }
  const int inputs_size = inputs_.size();
  if (inputs_size != num_inputs_from_node_def) {
    construction_status_ = errors::InvalidArgument(
        "Wrong number of inputs passed: ", inputs_.size(), " while ",
        num_inputs_from_node_def, " expected based on NodeDef");
```

```
226       return;
227     }
228
229     CHECK_LE(input_tensors_.size(), inputs_.size());
230     input_tensors_.resize(inputs_.size());
231     requested_input_tensor_.resize(inputs_.size());
232     requested_input_tensor_as_partial_shape_.resize(inputs_.size());
233   }
234
235   void InferenceContext::ShapeHandleToProto(ShapeHandle handle,
236                                             TensorShapeProto* proto) {
237     if (!RankKnown(handle)) {
238       proto->set_unknown_rank(true);
239       return;
240     }
241
242     for (int32_t i = 0; i < Rank(handle); ++i) {
243       DimensionHandle dim = Dim(handle, i);
244       auto* dim_shape = proto->add_dim();
245       if (ValueKnown(dim)) {
246         dim_shape->set_size(Value(dim));
247       } else {
248         dim_shape->set_size(-1);
249       }
250     }
251   }
252
253   bool InferenceContext::FullyDefined(ShapeHandle s) {
254     if (!RankKnown(s)) return false;
255     for (int i = 0; i < Rank(s); ++i) {
256       if (!ValueKnown(Dim(s, i))) return false;
257     }
258     return true;
259   }
260
261   DimensionHandle InferenceContext::NumElements(ShapeHandle s) {
262     const auto rank = Rank(s);
263     if (rank == kUnknownRank) return UnknownDim();
264     bool found_unknown = false;
265     int64_t size = 1;
266     for (int i = 0; i < rank; ++i) {
267       int64_t dim_val = Value(Dim(s, i));
268       if (dim_val == kUnknownDim) {
269         found_unknown = true;
270       } else if (dim_val == 0) {
271         return MakeDim(0);
272       } else {
273         size *= dim_val;
274       }
```

```
275     }
276     if (found_unknown) {
277       return UnknownDim();
278     } else {
279       return MakeDim(size);
280     }
281   }
282
283   string InferenceContext::DebugString(ShapeHandle s) {
284     if (RankKnown(s)) {
285       std::vector<string> vals;
286       for (auto d : s->dims_) vals.push_back(DebugString(d));
287       return strings::StrCat("[", absl::StrJoin(vals, ","), "]");
288     } else {
289       return "?";
290     }
291   }
292
293   string InferenceContext::DebugString(DimensionHandle d) {
294     return ValueKnown(d) ? strings::StrCat(Value(d)) : "?";
295   }
296
297   string InferenceContext::DebugString() const {
298     return strings::StrCat("InferenceContext for node: ", attrs_.SummarizeNode());
299   }
300
301   string InferenceContext::DebugString(const ShapeAndType& shape_and_type) {
302     return strings::StrCat(DebugString(shape_and_type.shape), ":",
303                            DataTypeString(shape_and_type.dtype));
304   }
305
306   string InferenceContext::DebugString(
307       gtl::ArraySlice<ShapeAndType> shape_and_types) {
308     std::vector<string> pieces;
309     for (const ShapeAndType& s : shape_and_types) {
310       pieces.push_back(DebugString(s));
311     }
312     return strings::StrCat("[", absl::StrJoin(pieces, ","), "]");
313   }
314
315   Status InferenceContext::WithRank(ShapeHandle shape, int64_t rank,
316                                     ShapeHandle* out) {
317     if (rank > kint32max) {
318       return errors::InvalidArgument("Rank cannot exceed kint32max");
319     }
320     const int32_t existing = Rank(shape);
321     if (existing == rank) {
322       *out = shape;
323       return Status::OK();
```

```
  }
  if (existing == kUnknownRank) {
    std::vector<DimensionHandle> dims;
    dims.reserve(rank);
    for (int i = 0; i < rank; ++i) {
      dims.push_back(UnknownDim());
    }
    ShapeHandle shp = shape_manager_.MakeShape(dims);
    return Merge(shape, shp, out);
  }
  *out = nullptr;

  return errors::InvalidArgument("Shape must be rank ", rank, " but is rank ",
                                 existing);
}

Status InferenceContext::WithRankAtLeast(ShapeHandle shape, int64_t rank,
                                         ShapeHandle* out) {
  if (rank > kint32max) {
    return errors::InvalidArgument("Rank cannot exceed kint32max");
  }
  const int32_t existing = Rank(shape);
  if (existing >= rank || existing == kUnknownRank) {
    *out = shape;
    return Status::OK();
  }
  *out = nullptr;
  return errors::InvalidArgument("Shape must be at least rank ", rank,
                                 " but is rank ", existing);
}

Status InferenceContext::WithRankAtMost(ShapeHandle shape, int64_t rank,
                                        ShapeHandle* out) {
  if (rank > kint32max) {
    return errors::InvalidArgument("Rank cannot exceed kint32max");
  }
  const int32_t existing = Rank(shape);
  if (existing <= rank || existing == kUnknownRank) {
    *out = shape;
    return Status::OK();
  }
  *out = nullptr;
  return errors::InvalidArgument("Shape must be at most rank ", rank,
                                 " but is rank ", existing);
}

Status InferenceContext::WithValue(DimensionHandle dim, int64_t value,
                                   DimensionHandle* out) {
  const int64_t existing = Value(dim);
```

```
373   if (existing == value) {
374     *out = dim;
375     return Status::OK();
376   }
377   if (existing == kUnknownDim) {
378     DimensionHandle d = MakeDim(value);
379     return Merge(dim, d, out);
380   }
381   *out = nullptr;
382   return errors::InvalidArgument("Dimension must be ", value, " but is ",
383                                  existing);
384 }
385
386 void InferenceContext::Relax(DimensionHandle d_old, DimensionHandle d_new,
387                              DimensionHandle* out) {
388   if (d_old.SameHandle(d_new)) {
389     *out = d_old;
390   } else if (!ValueKnown(d_old) && !ValueKnown(d_new)) {
391     // The node will be fed by the dimension d_new instead of d_old: any
392     // equality assertion between d_old and other input dimension on this node
393     // may not be true anymore, so forget them all.
394     ForgetMerges();
395     // Return the new shape handle to force the relaxation to propagate to the
396     // fanout of the context.
397     *out = d_new;
398   } else if (!ValueKnown(d_new)) {
399     ForgetMerges();
400     *out = d_new;
401   } else if (Value(d_old) == Value(d_new)) {
402     // Return the old shape handle. This will stop the relaxation in the fanout
403     // of the context.
404     *out = d_old;
405   } else {
406     // Return a new handle that encodes a different unknown dim.
407     ForgetMerges();
408     *out = UnknownDim();
409   }
410 }
411
412 Status InferenceContext::Merge(DimensionHandle d0, DimensionHandle d1,
413                                DimensionHandle* out) {
414   if (d0.SameHandle(d1)) {
415     *out = d0;
416     return Status::OK();
417   } else if (!ValueKnown(d1)) {
418     *out = d0;
419     merged_dims_.emplace_back(d0, d1);
420     return Status::OK();
421   } else if (!ValueKnown(d0)) {
```

```
422       *out = d1;
423       merged_dims_.emplace_back(d0, d1);
424       return Status::OK();
425     } else if (Value(d0) == Value(d1)) {
426       *out = d0;
427       return Status::OK();
428     } else {
429       *out = nullptr;
430       return errors::InvalidArgument("Dimensions must be equal, but are ",
431                                      Value(d0), " and ", Value(d1));
432     }
433   }
434
435   Status InferenceContext::MergePrefix(ShapeHandle s, ShapeHandle prefix,
436                                        ShapeHandle* s_out,
437                                        ShapeHandle* prefix_out) {
438     *s_out = *prefix_out = nullptr;
439     if (!RankKnown(prefix) || !RankKnown(s)) {
440       *s_out = s;
441       *prefix_out = prefix;
442       return Status::OK();
443     }
444     const int32_t rank = Rank(prefix);
445     TF_RETURN_IF_ERROR(WithRankAtLeast(s, rank, &s));
446
447     // Merge the prefix dims and create the new output shapes.
448     const int32_t rank_s = Rank(s);
449     std::vector<DimensionHandle> dims;
450     dims.reserve(std::max(rank, rank_s));
451     dims.resize(rank);
452     for (int i = 0; i < rank; ++i) {
453       TF_RETURN_IF_ERROR(Merge(Dim(s, i), Dim(prefix, i), &dims[i]));
454     }
455     *prefix_out = MakeShape(dims);
456     for (int i = rank; i < rank_s; ++i) dims.push_back(Dim(s, i));
457     *s_out = MakeShape(dims);
458     return Status::OK();
459   }
460
461   void InferenceContext::Relax(ShapeHandle s_old, ShapeHandle s_new,
462                                ShapeHandle* out) {
463     if (s_old.SameHandle(s_new)) {
464       *out = s_old;
465       return;
466     } else if (!RankKnown(s_new) || !s_old.IsSet()) {
467       ForgetMerges();
468       *out = s_new;
469       return;
470     }
```

```
471
472   const int32_t rank = Rank(s_old);
473   if (rank != Rank(s_new)) {
474     ForgetMerges();
475     *out = UnknownShape();
476     return;
477   }
478
479   bool return_s_old = true;
480   for (int i = 0; i < rank; ++i) {
481     auto d0 = Dim(s_old, i);
482     auto d1 = Dim(s_new, i);
483     if (d0.SameHandle(d1)) continue;
484
485     auto v0 = Value(d0);
486     auto v1 = Value(d1);
487     if (v0 == kUnknownDim || v1 == kUnknownDim || v0 != v1) {
488       return_s_old = false;
489       break;
490     }
491   }
492   if (return_s_old) {
493     *out = s_old;
494     return;
495   }
496
497   // Relax dims.
498   std::vector<DimensionHandle> dims(rank);
499   for (int i = 0; i < rank; ++i) {
500     Relax(Dim(s_old, i), Dim(s_new, i), &dims[i]);
501   }
502   ForgetMerges();
503   *out = MakeShape(dims);
504 }
505
506 Status InferenceContext::Merge(ShapeHandle s0, ShapeHandle s1,
507                                ShapeHandle* out) {
508   if (s0.SameHandle(s1)) {
509     *out = s0;
510     return Status::OK();
511   } else if (!RankKnown(s1)) {
512     *out = s0;
513     merged_shapes_.emplace_back(s0, s1);
514     return Status::OK();
515   } else if (!RankKnown(s0)) {
516     *out = s1;
517     merged_shapes_.emplace_back(s0, s1);
518     return Status::OK();
519   }
```

```
520
521   const int32_t rank = Rank(s0);
522   if (rank != Rank(s1)) {
523     *out = nullptr;
524     return errors::InvalidArgument("Shapes must be equal rank, but are ", rank,
525                                    " and ", Rank(s1));
526   }
527
528   bool return_s0 = true;
529   bool return_s1 = true;
530   for (int i = 0; i < rank; ++i) {
531     auto d0 = Dim(s0, i);
532     auto d1 = Dim(s1, i);
533     if (d0.SameHandle(d1)) continue;
534
535     auto v0 = Value(d0);
536     auto v1 = Value(d1);
537     if (v0 == kUnknownDim) {
538       if (v1 != kUnknownDim) {
539         return_s0 = false;
540       }
541     } else if (v1 == kUnknownDim) {
542       return_s1 = false;
543     } else if (v0 != v1) {
544       *out = nullptr;
545       return errors::InvalidArgument(
546           "Dimension ", i, " in both shapes must be equal, but are ", Value(d0),
547           " and ", Value(d1), ". Shapes are ", DebugString(s0), " and ",
548           DebugString(s1), ".");
549     }
550   }
551
552   merged_shapes_.emplace_back(s0, s1);
553
554   if (return_s0 || return_s1) {
555     *out = return_s0 ? s0 : s1;
556     return Status::OK();
557   }
558
559   // Merge dims.
560   std::vector<DimensionHandle> dims(rank, nullptr);
561   for (int i = 0; i < rank; ++i) {
562     // Invariant for merge was checked earlier, so CHECK is ok.
563     TF_CHECK_OK(Merge(Dim(s0, i), Dim(s1, i), &dims[i]));
564   }
565
566   Status s = ReturnCreatedShape(dims, out);
567   if (s.ok()) {
568     // Merge the new shape with s0. Since s0 and s1 are merged, this implies
```

```
569       // that s1 and out are also merged.
570       merged_shapes_.emplace_back(s0, *out);
571     }
572     return s;
573   }
574
575   Status InferenceContext::Subshape(ShapeHandle s, int64_t start,
576                                     ShapeHandle* out) {
577     return Subshape(s, start, std::numeric_limits<int64_t>::max() /* end */, out);
578   }
579
580   Status InferenceContext::Subshape(ShapeHandle s, int64_t start, int64_t end,
581                                     ShapeHandle* out) {
582     return Subshape(s, start, end, 1 /* stride */, out);
583   }
584
585   Status InferenceContext::Subshape(ShapeHandle s, int64_t start, int64_t end,
586                                     int64_t stride, ShapeHandle* out) {
587     int64_t start_in = start;
588     int64_t end_in = end;
589
590     const int32_t rank = Rank(s);
591     if (start == 0 && stride == 1 &&
592         ((RankKnown(s) && end >= rank) ||
593          end == std::numeric_limits<int64_t>::max())) {
594       *out = s;
595       return Status::OK();
596     }
597     if (!RankKnown(s)) {
598       return ReturnUnknownShape(out);
599     }
600
601     if (start > rank) start = rank;
602     if (end > rank) end = rank;
603
604     if (stride < 0 && start == rank) --start;
605
606     if (start < 0) {
607       start = rank + start;
608       if (start < 0) {
609         *out = nullptr;
610         return errors::InvalidArgument("Subshape start out of bounds: ", start_in,
611                                        ", for shape with rank ", rank);
612       }
613     }
614
615     if (end < 0) {
616       end = rank + end;
617       if (end < 0) {
```

```
618       *out = nullptr;
619       return errors::InvalidArgument("Subshape end out of bounds: ", end_in,
620                                      ", for shape with rank ", rank);
621     }
622   }
623   if (stride > 0 && start > end) {
624     *out = nullptr;
625     return errors::InvalidArgument(
626         "Subshape must have computed start <= end, but is ", start, " and ",
627         end, " (computed from start ", start_in, " and end ", end_in,
628         " over shape with rank ", rank, ")");
629   } else if (stride < 0 && start < end) {
630     *out = nullptr;
631     return errors::InvalidArgument(
632         "Subshape must have computed start >= end since stride is negative, "
633         "but is ",
634         start, " and ", end, " (computed from start ", start_in, " and end ",
635         end_in, " over shape with rank ", rank, " and stride", stride, ")");
636   }
637
638   std::vector<DimensionHandle> dims;
639   for (int i = start; stride > 0 ? i < end : i > end; i += stride) {
640     dims.push_back(Dim(s, i));
641   }
642   return ReturnCreatedShape(dims, out);
643 }
644
645 Status InferenceContext::Concatenate(ShapeHandle s1, ShapeHandle s2,
646                                      ShapeHandle* out) {
647   if (!RankKnown(s1) || !RankKnown(s2)) {
648     return ReturnUnknownShape(out);
649   }
650   const int32_t s1_rank = Rank(s1);
651   const int32_t s2_rank = Rank(s2);
652   const int32_t rank = s1_rank + s2_rank;
653   std::vector<DimensionHandle> dims;
654   dims.reserve(rank);
655   for (int i = 0; i < s1_rank; ++i) dims.push_back(Dim(s1, i));
656   for (int i = 0; i < s2_rank; ++i) dims.push_back(Dim(s2, i));
657   return ReturnCreatedShape(dims, out);
658 }
659
660 Status InferenceContext::ReplaceDim(ShapeHandle s, int64_t dim_index_in,
661                                     DimensionHandle new_dim, ShapeHandle* out) {
662   if (!RankKnown(s)) {
663     return ReturnUnknownShape(out);
664   }
665   int64_t dim_index = dim_index_in;
666   if (dim_index < 0) {
```

```
667       dim_index = s->dims_.size() + dim_index;
668     }
669     if (!FastBoundsCheck(dim_index, s->dims_.size())) {
670       *out = nullptr;
671       return errors::InvalidArgument("Out of range dim_index ", dim_index_in,
672                                      " for shape with ", s->dims_.size(),
673                                      " dimensions");
674     }
675     std::vector<DimensionHandle> dims(s->dims_);
676     dims[dim_index] = new_dim;
677     return ReturnCreatedShape(dims, out);
678   }
679
680   ShapeHandle InferenceContext::MakeShape(
681       const std::vector<DimensionHandle>& dims) {
682     return shape_manager_.MakeShape(dims);
683   }
684
685   ShapeHandle InferenceContext::MakeShape(
686       std::initializer_list<DimensionOrConstant> dims) {
687     std::vector<DimensionHandle> dims_actual;
688     dims_actual.reserve(dims.size());
689     for (const DimensionOrConstant& d : dims) {
690       dims_actual.push_back(MakeDim(d));
691     }
692
693     return shape_manager_.MakeShape(dims_actual);
694   }
695
696   ShapeHandle InferenceContext::UnknownShape() {
697     return shape_manager_.UnknownShape();
698   }
699
700   ShapeHandle InferenceContext::UnknownShapeOfRank(int64_t rank) {
701     CHECK_LE(rank, kint32max) << "rank must be less than kint32max";
702     if (rank == kUnknownRank) {
703       return UnknownShape();
704     }
705     CHECK_GE(rank, 0) << "rank must not be negative";
706     std::vector<DimensionHandle> dims(rank);
707     for (int32_t i = 0; i < rank; ++i) {
708       dims[i] = UnknownDim();
709     }
710     return MakeShape(dims);
711   }
712
713   ShapeHandle InferenceContext::Scalar() { return MakeShape({}); }
714
715   ShapeHandle InferenceContext::Vector(DimensionOrConstant dim) {
```

```
716   return MakeShape({dim});
717 }
718
719 ShapeHandle InferenceContext::Matrix(DimensionOrConstant dim1,
720                                      DimensionOrConstant dim2) {
721   return MakeShape({dim1, dim2});
722 }
723
724 Status InferenceContext::MakeShapeFromShapeTensorTreatScalarAsUnknownShape(
725     int input_idx, ShapeHandle* out) {
726   ShapeHandle input_shape;
727   TF_RETURN_IF_ERROR(WithRankAtMost(input(input_idx), 1, &input_shape));
728
729   request_input_tensor_as_partial_shape(input_idx);
730   const int input_tensors_as_shapes_size = input_tensors_as_shapes_.size();
731   if (input_idx < input_tensors_as_shapes_size &&
732       input_tensors_as_shapes_[input_idx].IsSet() &&
733       RankKnown(input_tensors_as_shapes_[input_idx])) {
734     *out = input_tensors_as_shapes_[input_idx];
735     return Status::OK();
736   }
737
738   return InternalMakeShapeFromTensor(
739       true /* treat_unknown_scalar_tensor_as_unknown_shape */,
740       input_tensor(input_idx), input_shape, out);
741 }
742
743 Status InferenceContext::MakeShapeFromShapeTensor(int input_idx,
744                                                   ShapeHandle* out) {
745   ShapeHandle input_shape;
746   TF_RETURN_IF_ERROR(WithRank(input(input_idx), 1, &input_shape));
747
748   request_input_tensor_as_partial_shape(input_idx);
749   const int input_tensors_as_shapes_size = input_tensors_as_shapes_.size();
750   if (input_idx < input_tensors_as_shapes_size &&
751       input_tensors_as_shapes_[input_idx].IsSet() &&
752       RankKnown(input_tensors_as_shapes_[input_idx])) {
753     *out = input_tensors_as_shapes_[input_idx];
754     return Status::OK();
755   }
756
757   return InternalMakeShapeFromTensor(
758       false /* treat_unknown_scalar_tensor_as_unknown_shape */,
759       input_tensor(input_idx), input_shape, out);
760 }
761
762 Status InferenceContext::MakeShapeFromTensor(const Tensor* t,
763                                              ShapeHandle tensor_shape,
764                                              ShapeHandle* out) {
```

```
765   return InternalMakeShapeFromTensor(
766       false /* treat_unknown_scalar_tensor_as_unknown_shape */, t, tensor_shape,
767       out);
768 }
769
770 Status InferenceContext::InternalMakeShapeFromTensor(
771     bool treat_unknown_scalar_tensor_as_unknown_shape, const Tensor* t,
772     ShapeHandle tensor_shape, ShapeHandle* out) {
773   // Only callers who have set
774   if (!treat_unknown_scalar_tensor_as_unknown_shape) {
775     TF_RETURN_IF_ERROR(WithRank(tensor_shape, 1, &tensor_shape));
776   }
777   if (t == nullptr) {
778     // This is guarded by the check above.
779     if (Rank(tensor_shape) == 0) {
780       return ReturnUnknownShape(out);
781     }
782     // Shape tensor is not known, but if the shape of the shape tensor is then
783     // the right number of unknown dims can be created.
784     DimensionHandle shape_dim = Dim(tensor_shape, 0);
785     if (!ValueKnown(shape_dim)) {
786       return ReturnUnknownShape(out);
787     }
788     const auto num_dims = Value(shape_dim);
789     std::vector<DimensionHandle> dims;
790     dims.reserve(num_dims);
791     for (int i = 0; i < num_dims; i++) dims.push_back(UnknownDim());
792     return ReturnCreatedShape(dims, out);
793   }
794
795   if (t->shape().dims() == 0) {
796     if (t->dtype() == DataType::DT_INT32) {
797       auto flat_t = t->scalar<int32>();
798       if (flat_t() != -1) {
799         *out = nullptr;
800         return errors::InvalidArgument(
801             "Input tensor must be rank 1, or if its rank 0 it must have value "
802             "-1 "
803             "(representing an unknown shape).  Saw value: ",
804             flat_t());
805       }
806       return ReturnUnknownShape(out);
807     } else if (t->dtype() == DataType::DT_INT64) {
808       auto flat_t = t->scalar<int64_t>();
809       if (flat_t() != -1) {
810         *out = nullptr;
811         return errors::InvalidArgument(
812             "Input tensor must be rank 1, or if its rank 0 it must have value "
813             "-1 "
```

```
814             "(representing an unknown shape).  Saw value: ",
815             flat_t());
816       }
817       return ReturnUnknownShape(out);
818     } else {
819       *out = nullptr;
820       return errors::InvalidArgument(
821           "Input tensor must be int32 or int64, but was ",
822           DataTypeString(t->dtype()));
823     }
824   }
825
826   if (t->shape().dims() != 1) {
827     *out = nullptr;
828     return errors::InvalidArgument(
829         "Input tensor must be rank 1, but was rank ", t->shape().dims(), ".",
830         ((t->shape().dims() == 0)
831              ? "If it is rank 0 rank 0 it must have statically known value -1 "
832                "(representing an unknown shape). "
833              : " "),
834         "Saw tensor shape ", t->shape().DebugString());
835   }
836   std::vector<DimensionHandle> dims;
837   if (t->dtype() == DataType::DT_INT32) {
838     auto flat_t = t->flat<int32>();
839     for (int i = 0; i < flat_t.size(); ++i) {
840       const int32_t val = flat_t(i);
841       if (val < -1) {
842         return errors::InvalidArgument(
843             "Invalid value in tensor used for shape: ", val);
844       }
845       // -1 will become an unknown dim.
846       dims.push_back(MakeDim(val));
847     }
848   } else if (t->dtype() == DataType::DT_INT64) {
849     auto flat_t = t->flat<int64_t>();
850     for (int i = 0; i < flat_t.size(); ++i) {
851       const int64_t val = flat_t(i);
852       if (val < -1) {
853         return errors::InvalidArgument(
854             "Invalid value in tensor used for shape: ", val);
855       }
856       // -1 will become an unknown dim.
857       dims.push_back(MakeDim(val));
858     }
859   } else {
860     *out = nullptr;
861     return errors::InvalidArgument(
862         "Input tensor must be int32 or int64, but was ",
```

```
863         DataTypeString(t->dtype()));
864   }
865
866   return ReturnCreatedShape(dims, out);
867 }
868
869 Status InferenceContext::MakeShapeFromPartialTensorShape(
870     const PartialTensorShape& partial_shape, ShapeHandle* out) {
871   *out = nullptr;
872   if (partial_shape.dims() == -1) {
873     return ReturnUnknownShape(out);
874   }
875   const int num_dims = partial_shape.dims();
876   std::vector<DimensionHandle> dims(num_dims);
877   for (int i = 0; i < num_dims; ++i) {
878     // -1 is unknown in PartialTensorShape and in InferenceContext, so this size
879     // can be passed directly to MakeDim.
880     dims[i] = MakeDim(partial_shape.dim_size(i));
881   }
882   return ReturnCreatedShape(dims, out);
883 }
884
885 Status InferenceContext::MakeShapeFromTensorShape(const TensorShape& shape,
886                                                   ShapeHandle* out) {
887   return MakeShapeFromPartialTensorShape(PartialTensorShape(shape.dim_sizes()),
888                                          out);
889 }
890
891 Status InferenceContext::MakeShapeFromShapeProto(const TensorShapeProto& proto,
892                                                  ShapeHandle* out) {
893   *out = nullptr;
894   TF_RETURN_IF_ERROR(PartialTensorShape::IsValidShape(proto));
895   PartialTensorShape partial_shape(proto);
896   return MakeShapeFromPartialTensorShape(partial_shape, out);
897 }
898
899 Status InferenceContext::GetScalarFromTensor(const Tensor* t, int64_t* val) {
900   // Caller must ensure that <t> is not NULL.
901   const int rank = t->dims();
902   if (rank != 0) {
903     return errors::InvalidArgument("Input must be scalar but has rank ", rank);
904   }
905
906   if (t->dtype() == DataType::DT_INT32) {
907     *val = t->scalar<int32>()();
908     return Status::OK();
909   } else if (t->dtype() == DataType::DT_INT64) {
910     *val = t->scalar<int64_t>()();
911     return Status::OK();
```

```
912     } else {
913       return errors::InvalidArgument("Scalar input must be int32 or int64.");
914     }
915   }
916
917   Status InferenceContext::GetScalarFromTensor(const Tensor* t, int64_t idx,
918                                                int64_t* val) {
919     // Caller must ensure that <t> is not NULL.
920     const int rank = t->dims();
921     if (rank != 1) {
922       return errors::InvalidArgument("Input must be 1D but has rank ", rank);
923     }
924
925     if (t->dtype() == DataType::DT_INT32) {
926       auto flat_t = t->flat<int32>();
927       if (idx < 0 || idx >= flat_t.size()) {
928         return errors::InvalidArgument("Invalid index ", idx,
929                                        " for Tensor of size ", flat_t.size());
930       }
931       *val = flat_t(idx);
932       return Status::OK();
933     } else if (t->dtype() == DataType::DT_INT64) {
934       auto flat_t = t->flat<int64_t>();
935       if (idx < 0 || idx >= flat_t.size()) {
936         return errors::InvalidArgument("Invalid index ", idx,
937                                        " for Tensor of size ", flat_t.size());
938       }
939       *val = flat_t(idx);
940       return Status::OK();
941     } else {
942       return errors::InvalidArgument("Tensor input must be int32 or int64.");
943     }
944   }
945
946   // Returns a new dimension whose value is given by a scalar input tensor.
947   Status InferenceContext::MakeDimForScalarInput(int idx, DimensionHandle* out) {
948     int64_t val;
949     const Tensor* t = input_tensor(idx);
950     if (t == nullptr) {
951       *out = UnknownDim();
952       return Status::OK();
953     }
954     TF_RETURN_IF_ERROR(GetScalarFromTensor(t, &val));
955     if (val < 0) {
956       return errors::InvalidArgument("Dimension size, given by scalar input ",
957                                      idx, ", must be non-negative but is ", val);
958     }
959     *out = MakeDim(val);
960     return Status::OK();
```

```
961 }
962
963 Status InferenceContext::MakeDimForScalarInputWithNegativeIndexing(
964     int idx, int input_rank, DimensionHandle* out) {
965   int64_t val;
966   const Tensor* t = input_tensor(idx);
967   if (t == nullptr) {
968     *out = UnknownDim();
969     return Status::OK();
970   }
971   TF_RETURN_IF_ERROR(GetScalarFromTensor(t, &val));
972   if (val < 0) {
973     if (input_rank < 0) {
974       *out = UnknownDim();
975       return Status::OK();
976     } else if (val + input_rank < 0) {
977       return errors::InvalidArgument("Dimension size, given by scalar input ",
978                                      val, " must be in range [-", input_rank,
979                                      ", ", input_rank, ")");
980     } else {
981       val += input_rank;
982     }
983   } else if (input_rank >= 0 && val >= input_rank) {
984     return errors::InvalidArgument("Dimension size, given by scalar input ",
985                                    val, " must be in range [-", input_rank,
986                                    ", ", input_rank, ")");
987   }
988   *out = MakeDim(val);
989   return Status::OK();
990 }
991
992 Status InferenceContext::Divide(DimensionHandle dividend,
993                                 DimensionOrConstant divisor,
994                                 bool evenly_divisible, DimensionHandle* out) {
995   const int64_t divisor_value = Value(divisor);
996   if (divisor_value == 1) {
997     *out = dividend;
998   } else if (!ValueKnown(dividend) ||
999              (divisor.dim.IsSet() && !ValueKnown(divisor.dim))) {
1000    *out = UnknownDim();
1001  } else {
1002    const int64_t v = Value(dividend);
1003    if (divisor_value <= 0) {
1004      return errors::InvalidArgument("Divisor must be positive but is ",
1005                                     divisor_value);
1006    }
1007    if (evenly_divisible && (v % divisor_value) != 0) {
1008      return errors::InvalidArgument(
1009          "Dimension size must be evenly divisible by ", divisor_value,
```

```
1010            " but is ", v);
1011      }
1012      *out = MakeDim(v / divisor_value);
1013    }
1014    return Status::OK();
1015  }
1016
1017  Status InferenceContext::Add(DimensionHandle first, DimensionOrConstant second,
1018                               DimensionHandle* out) {
1019    const int64_t first_value = Value(first);
1020    const int64_t second_value = Value(second);
1021    // Special cases.
1022    if (first_value == 0) {
1023      *out = MakeDim(second);
1024    } else if (second_value == 0) {
1025      *out = first;
1026    } else if (first_value == kUnknownDim || second_value == kUnknownDim) {
1027      *out = UnknownDim();
1028    } else {
1029      // Invariant: Both values are known and positive. Still in run-time we can
1030      // get pair of values which cannot be store in output. Check below will
1031      // report error. We still need to avoid undefined behavior of signed
1032      // overflow and use unsigned addition.
1033      const int64_t sum = static_cast<uint64>(first_value) + second_value;
1034      if (sum < 0) {
1035        return errors::InvalidArgument("Dimension size overflow from adding ",
1036                                       first_value, " and ", second_value);
1037      }
1038      *out = MakeDim(sum);
1039    }
1040    return Status::OK();
1041  }
1042
1043  Status InferenceContext::Subtract(DimensionHandle first,
1044                                    DimensionOrConstant second,
1045                                    DimensionHandle* out) {
1046    const int64_t first_value = Value(first);
1047    const int64_t second_value = Value(second);
1048    // Special cases.
1049    if (second_value == 0) {
1050      *out = first;
1051    } else if (first_value == kUnknownDim || second_value == kUnknownDim) {
1052      *out = UnknownDim();
1053    } else {
1054      // Invariant: Both values are known, first_value is non-negative, and
1055      // second_value is positive.
1056      if (first_value < second_value) {
1057        return errors::InvalidArgument(
1058            "Negative dimension size caused by subtracting ", second_value,
```

```
1059            " from ", first_value);
1060      }
1061      *out = MakeDim(first_value - second_value);
1062    }
1063    return Status::OK();
1064  }
1065
1066  Status InferenceContext::Multiply(DimensionHandle first,
1067                                    DimensionOrConstant second,
1068                                    DimensionHandle* out) {
1069    const int64_t first_value = Value(first);
1070    const int64_t second_value = Value(second);
1071    // Special cases.
1072    if (first_value == 0) {
1073      *out = first;
1074    } else if (second_value == 0) {
1075      *out = MakeDim(second);
1076    } else if (first_value == 1) {
1077      *out = MakeDim(second);
1078    } else if (second_value == 1) {
1079      *out = first;
1080    } else if (first_value == kUnknownDim || second_value == kUnknownDim) {
1081      *out = UnknownDim();
1082    } else {
1083      // Invariant: Both values are known and greater than 1.
1084      const int64_t product = first_value * second_value;
1085      if (product < 0) {
1086        return errors::InvalidArgument(
1087            "Negative dimension size caused by overflow when multiplying ",
1088            first_value, " and ", second_value);
1089      }
1090      *out = MakeDim(product);
1091    }
1092    return Status::OK();
1093  }
1094
1095  Status InferenceContext::Min(DimensionHandle first, DimensionOrConstant second,
1096                               DimensionHandle* out) {
1097    const int64_t first_value = Value(first);
1098    const int64_t second_value = Value(second);
1099    if (first_value == 0) {
1100      *out = first;
1101    } else if (second_value == 0) {
1102      *out = MakeDim(second);
1103    } else if (first_value == kUnknownDim || second_value == kUnknownDim) {
1104      *out = UnknownDim();
1105    } else {
1106      if (first_value <= second_value) {
1107        *out = first;
```

```
    } else {
      *out = MakeDim(second);
    }
  }
  return Status::OK();
}

Status InferenceContext::Max(DimensionHandle first, DimensionOrConstant second,
                             DimensionHandle* out) {
  const int64_t first_value = Value(first);
  const int64_t second_value = Value(second);
  if (first_value == kUnknownDim || second_value == kUnknownDim) {
    *out = UnknownDim();
  } else {
    if (first_value >= second_value) {
      *out = first;
    } else {
      *out = MakeDim(second);
    }
  }
  return Status::OK();
}

Status InferenceContext::AttachContext(const Status& status) {
  std::vector<string> input_shapes;
  input_shapes.reserve(inputs_.size());
  for (const ShapeHandle& input_shape : inputs_) {
    input_shapes.emplace_back(DebugString(input_shape));
  }

  // Add information about the input tensors and partial tensor shapes used.
  std::vector<string> input_from_tensors_str;
  std::vector<string> input_from_tensors_as_shape_str;
  input_from_tensors_as_shape_str.reserve(inputs_.size());
  for (int i = 0, end = inputs_.size(); i < end; ++i) {
    const int input_tensors_as_shapes_size = input_tensors_as_shapes_.size();
    const int input_tensors_size = input_tensors_.size();
    if (requested_input_tensor_as_partial_shape_[i] &&
        i < input_tensors_as_shapes_size &&
        input_tensors_as_shapes_[i].IsSet() &&
        RankKnown(input_tensors_as_shapes_[i])) {
      input_from_tensors_as_shape_str.push_back(strings::StrCat(
          "input[", i, "] = ", DebugString(input_tensors_as_shapes_[i])));
    } else if (requested_input_tensor_[i] && i < input_tensors_size &&
               input_tensors_[i] != nullptr) {
      input_from_tensors_str.push_back(strings::StrCat(
          "input[", i, "] = <",
          input_tensors_[i]->SummarizeValue(256 /* max_values */), ">"));
    }
```

```
1157    }
1158
1159    string error_context = strings::StrCat(
1160        " for '", attrs_.SummarizeNode(),
1161        "' with input shapes: ", absl::StrJoin(input_shapes, ", "));
1162    if (!input_from_tensors_str.empty()) {
1163      strings::StrAppend(&error_context, " and with computed input tensors: ",
1164                         absl::StrJoin(input_from_tensors_str, ", "));
1165    }
1166    if (!input_from_tensors_as_shape_str.empty()) {
1167      strings::StrAppend(&error_context,
1168                         " and with input tensors computed as partial shapes: ",
1169                         absl::StrJoin(input_from_tensors_as_shape_str, ","));
1170    }
1171
1172    strings::StrAppend(&error_context, ".");
1173    return errors::CreateWithUpdatedMessage(
1174        status, strings::StrCat(status.error_message(), error_context));
1175  }
1176
1177  bool InferenceContext::MergeHandleShapesAndTypes(
1178      const std::vector<ShapeAndType>& shapes_and_types,
1179      std::vector<ShapeAndType>* to_update) {
1180    if (shapes_and_types.size() != to_update->size()) {
1181      return false;
1182    }
1183    std::vector<ShapeAndType> new_values(shapes_and_types.size());
1184    bool refined = false;
1185    for (int i = 0, end = shapes_and_types.size(); i < end; ++i) {
1186      const ShapeAndType& existing = (*to_update)[i];
1187      if (shapes_and_types[i].dtype == existing.dtype) {
1188        new_values[i].dtype = existing.dtype;
1189      } else {
1190        if (existing.dtype != DT_INVALID) {
1191          return false;
1192        } else {
1193          new_values[i].dtype = shapes_and_types[i].dtype;
1194          refined = true;
1195        }
1196      }
1197      if (!Merge(existing.shape, shapes_and_types[i].shape, &new_values[i].shape)
1198                .ok()) {
1199        // merge failed, ignore the new value.
1200        new_values[i].shape = existing.shape;
1201      }
1202      if (!existing.shape.SameHandle(new_values[i].shape)) {
1203        refined = true;
1204      }
1205    }
```

```
1206    if (!refined) {
1207      return false;
1208    }
1209    for (int i = 0, end = new_values.size(); i < end; ++i) {
1210      (*to_update)[i] = new_values[i];
1211    }
1212    return true;
1213  }
1214
1215  bool InferenceContext::MergeOutputHandleShapesAndTypes(
1216      int idx, const std::vector<ShapeAndType>& shapes_and_types) {
1217    if (output_handle_shapes_and_types_[idx] == nullptr) {
1218      output_handle_shapes_and_types_[idx].reset(
1219          new std::vector<ShapeAndType>(shapes_and_types));
1220      return true;
1221    }
1222    return MergeHandleShapesAndTypes(shapes_and_types,
1223                                     output_handle_shapes_and_types_[idx].get());
1224  }
1225
1226  bool InferenceContext::MergeInputHandleShapesAndTypes(
1227      int idx, const std::vector<ShapeAndType>& shapes_and_types) {
1228    if (input_handle_shapes_and_types_[idx] == nullptr) {
1229      input_handle_shapes_and_types_[idx].reset(
1230          new std::vector<ShapeAndType>(shapes_and_types));
1231      return true;
1232    }
1233    return MergeHandleShapesAndTypes(shapes_and_types,
1234                                     input_handle_shapes_and_types_[idx].get());
1235  }
1236
1237  bool InferenceContext::RelaxHandleShapesAndMergeTypes(
1238      const std::vector<ShapeAndType>& shapes_and_types,
1239      std::vector<ShapeAndType>* to_update) {
1240    if (shapes_and_types.size() != to_update->size()) {
1241      return false;
1242    }
1243    std::vector<ShapeAndType> new_values(shapes_and_types.size());
1244    for (int i = 0, end = shapes_and_types.size(); i < end; ++i) {
1245      const ShapeAndType& existing = (*to_update)[i];
1246      if (shapes_and_types[i].dtype == existing.dtype) {
1247        new_values[i].dtype = existing.dtype;
1248      } else {
1249        if (existing.dtype != DT_INVALID) {
1250          return false;
1251        } else {
1252          new_values[i].dtype = shapes_and_types[i].dtype;
1253        }
1254      }
```

```
1255      Relax(existing.shape, shapes_and_types[i].shape, &new_values[i].shape);
1256    }
1257    to_update->swap(new_values);
1258    return true;
1259  }
1260
1261  bool InferenceContext::RelaxOutputHandleShapesAndMergeTypes(
1262      int idx, const std::vector<ShapeAndType>& shapes_and_types) {
1263    if (output_handle_shapes_and_types_[idx] == nullptr) {
1264      output_handle_shapes_and_types_[idx].reset(
1265          new std::vector<ShapeAndType>(shapes_and_types));
1266      return true;
1267    }
1268    return RelaxHandleShapesAndMergeTypes(
1269        shapes_and_types, output_handle_shapes_and_types_[idx].get());
1270  }
1271
1272  bool InferenceContext::RelaxInputHandleShapesAndMergeTypes(
1273      int idx, const std::vector<ShapeAndType>& shapes_and_types) {
1274    if (input_handle_shapes_and_types_[idx] == nullptr) {
1275      input_handle_shapes_and_types_[idx].reset(
1276          new std::vector<ShapeAndType>(shapes_and_types));
1277      return true;
1278    }
1279    return RelaxHandleShapesAndMergeTypes(
1280        shapes_and_types, input_handle_shapes_and_types_[idx].get());
1281  }
1282
1283  // ----------------------------------------------------------------------
1284  // ShapeManager
1285  // ----------------------------------------------------------------------
1286  InferenceContext::ShapeManager::ShapeManager() {}
1287  InferenceContext::ShapeManager::~ShapeManager() {
1288    for (auto* s : all_shapes_) delete s;
1289    for (auto* d : all_dims_) delete d;
1290  }
1291
1292  ShapeHandle InferenceContext::ShapeManager::MakeShape(
1293      const std::vector<DimensionHandle>& dims) {
1294    all_shapes_.push_back(new Shape(dims));
1295    return all_shapes_.back();
1296  }
1297
1298  ShapeHandle InferenceContext::ShapeManager::UnknownShape() {
1299    all_shapes_.push_back(new Shape());
1300    return all_shapes_.back();
1301  }
1302
1303  }  // namespace shape_inference
```

```
1304 }  // namespace tensorflow
```