

## **Tensors**

## $1 \quad \text{Operator} +$

```
public static Tnr operator +(Tnr tnr1, Tnr tnr2)
```

Takes two tensors of equal rank and returns a new tensor that is a sum of the two. The resulting tensor has no superior, it must be set manually after the operation. Usage:

```
var tnr1Vals = new int[] \{5,4, 9,7, 0,8, 2,1\};
var tnr1Struc = new int[] \{2,2,2\};
var tnr1 = TnrInt.FromFlatSpec(tnr1Vals, tnr1Struc);
var res = tnr1 + tnr2;
```