

torch

The torch package contains data structures for multi-dimensional tensors and defines mathematical operations over these tensors. Additionally, it provides many utilities for efficient serialization of Tensors and arbitrary types, and other useful utilities.

It has a CUDA counterpart, that enables you to run your tensor computations on an NVIDIA GPU with compute capability ≥ 3.0 .

Tensors

<code>is_tensor</code>	Returns True if <i>obj</i> is a PyTorch tensor.
<code>is_storage</code>	Returns True if <i>obj</i> is a PyTorch storage object.
<code>is_complex</code>	Returns True if the data type of <code>input</code> is a complex data type i.e., one of <code>torch.complex64</code> , and <code>torch.complex128</code> .
<code>is_conj</code>	Returns True if the <code>input</code> is a conjugate tensor, i.e. its conjugate it is set to <i>True</i> .
<code>is_floating_point</code>	Returns True if the data type of <code>input</code> is a floating point data type i.e., one of <code>torch.float64</code> , <code>torch.float32</code> , <code>torch.float16</code> , and <code>torch.bfloat16</code> .
<code>is_nonzero</code>	Returns True if the <code>input</code> is a single element tensor which is not equal to zero after type conversions.
<code>set_default_dtype</code>	Sets the default floating point type to <code>d</code> .
<code>get_default_dtype</code>	Get the current default floating point <code>torch.dtype</code> .
<code>set_default_device</code>	Sets the default <code>torch.Tensor</code> to be allocated on <code>device</code> .
<code>get_default_device</code>	Gets the default <code>torch.Tensor</code> to be allocated on <code>device</code>
<code>set_default_tensor_type</code>	
<code>numel</code>	Returns the total number of elements in the <code>input</code> tensor.
<code>set_printoptions</code>	Set options for printing.
<code>set_flush_denormal</code>	Disables denormal floating numbers on CPU.

Creation Ops

• NOTE	
Random sampling creation ops are listed under Random sampling and include: <code>torch.rand()</code> <code>torch.rand_like()</code> <code>torch.randn()</code> <code>torch.randn_like()</code> <code>torch.randint()</code> <code>torch.randint_like()</code> <code>torch.randperm()</code> You may also use <code>torch.empty()</code> with the In-place random sampling methods to create <code>torch.Tensor</code> s with values sampled from a broader range of distributions.	
<code>tensor</code>	Constructs a tensor with no autograd history (also known as a “leaf tensor”, see Autograd mechanics) by copying <code>data</code> .
<code>sparse_coo_tensor</code>	Constructs a sparse tensor in COO (Coordinate) format with specific values at the given <code>indices</code> .
<code>sparse_csr_tensor</code>	Constructs a sparse tensor in CSR (Compressed Sparse Row) with specific values at the given <code>crow_indices</code> and <code>col_indices</code> .
<code>sparse_csc_tensor</code>	Constructs a sparse tensor in CSC (Compressed Sparse Column) with specific values at the given <code>ccol_indices</code> and <code>row_indices</code> .
<code>sparse_bsr_tensor</code>	Constructs a sparse tensor in BSR (Block Compressed Sparse Row) with specific 2-dimensional blocks at the given <code>crow_indices</code> and <code>col_indices</code> .
<code>sparse_bsc_tensor</code>	Constructs a sparse tensor in BSC (Block Compressed Sparse Column) with specific 2-dimensional blocks at the given <code>ccol_indices</code> and <code>row_indices</code> .
<code>asarray</code>	Converts <code>obj</code> to a tensor.

<code>as_strided</code>	Creates a new or an existing <code>torch.Tensor</code> <code>input</code> with specified <code>size</code> , <code>stride</code> and <code>storage_offset</code> .
<code>from_file</code>	Creates a CPU tensor with a storage backed by a memory-mapped file.
<code>from_numpy</code>	Creates a <code>Tensor</code> from a <code>numpy.ndarray</code> .
<code>from_dlpack</code>	Converts a tensor from an external library into a <code>torch.Tensor</code> .
<code>frombuffer</code>	Creates a 1-dimensional <code>Tensor</code> from an object that implements the Python buffer protocol.
<code>zeros</code>	Returns a tensor filled with the scalar value 0, with the shape defined by the variable argument <code>size</code> .
<code>zeros_like</code>	Returns a tensor filled with the scalar value 0, with the same size as <code>input</code> .
<code>ones</code>	Returns a tensor filled with the scalar value 1, with the shape defined by the variable argument <code>size</code> .
<code>ones_like</code>	Returns a tensor filled with the scalar value 1, with the same size as <code>input</code> .
<code>arange</code>	Returns a 1-D tensor of size $\left\lceil \frac{\text{end} - \text{start}}{\text{step}} \right\rceil$ with values from the interval <code>[start, end)</code> taken with common difference <code>step</code> beginning from <code>start</code> .
<code>range</code>	Returns a 1-D tensor of size $\left\lfloor \frac{\text{end} - \text{start}}{\text{step}} \right\rfloor + 1$ with values from <code>start</code> to <code>end</code> with step <code>step</code> .
<code>linspace</code>	Creates a one-dimensional tensor of size <code>steps</code> whose values are evenly spaced from <code>start</code> to <code>end</code> , inclusive.
<code>logspace</code>	Creates a one-dimensional tensor of size <code>steps</code> whose values are evenly spaced from <code>base</code> ^{start} to <code>base</code> ^{end} , inclusive, on a logarithmic scale with base <code>base</code> .
<code>eye</code>	Returns a 2-D tensor with ones on the diagonal and zeros elsewhere.
<code>empty</code>	Returns a tensor filled with uninitialized data.
<code>empty_like</code>	Returns an uninitialized tensor with the same size as <code>input</code> .
<code>empty_strided</code>	Creates a tensor with the specified <code>size</code> and <code>stride</code> and filled with uninitialized data.
<code>full</code>	Creates a tensor of size <code>size</code> filled with <code>fill_value</code> .
<code>full_like</code>	Returns a tensor with the same size as <code>input</code> filled with <code>fill_value</code> .
<code>quantize_per_tensor</code>	Converts a float tensor to a quantized tensor with given scale and zero point.
<code>quantize_per_channel</code>	Converts a float tensor to a per-channel quantized tensor with given scales and zero points.
<code>dequantize</code>	Returns an fp32 Tensor by dequantizing a quantized Tensor
<code>complex</code>	Constructs a complex tensor with its real part equal to <code>real</code> and its imaginary part equal to <code>imag</code> .
<code>polar</code>	Constructs a complex tensor whose elements are Cartesian coordinates corresponding to the polar coordinates with a scalar value <code>abs</code> and angle <code>angle</code> .
<code>heaviside</code>	Computes the Heaviside step function for each element in <code>input</code> .

Indexing, Slicing, Joining, Mutating Ops

<code>adjoint</code>	Returns a view of the tensor conjugate and with the last two dimensions transposed.
<code>argwhere</code>	Returns a tensor containing the indices of all non-zero elements of <code>input</code> .
	Concatenates the given sequence of tensors in <code>tensors</code> in the



<code>concat</code>	
<code>concatenate</code>	Alias of <code>torch.cat()</code> .
<code>conj</code>	Returns a view of <code>input</code> with a flipped conjugate it.
<code>chunk</code>	Attempts to split a tensor into the specified number of chunks.
<code>dsplit</code>	Splits <code>input</code> , a tensor with three or more dimensions, into multiple tensors depthwise according to <code>indices_or_sections</code> .
<code>column_stack</code>	Creates a new tensor by horizontally stacking the tensors in <code>tensors</code> .
<code>dstack</code>	Stack tensors in sequence depthwise (along their axis).
<code>gather</code>	Gathers values along an axis specified by <code>dim</code> .
<code>hsplit</code>	Splits <code>input</code> , a tensor with one or more dimensions, into multiple tensors horizontally according to <code>indices_or_sections</code> .
<code>hstack</code>	Stack tensors in sequence horizontally (column wise).
<code>index_add</code>	See <code>index_add_()</code> for function description.
<code>index_copy</code>	See <code>index_add_()</code> for function description.
<code>index_reduce</code>	See <code>index_reduce_()</code> for function description.
<code>index_select</code>	Returns a new tensor which indexes the <code>input</code> tensor along dimension <code>dim</code> using the entries in <code>index</code> which is a <i>LongTensor</i> .
<code>masked_select</code>	Returns a new 1-D tensor which indexes the <code>input</code> tensor according to the boolean mask <code>mask</code> which is a <i>BoolTensor</i> .
<code>movedim</code>	Moves the dimension(s) of <code>input</code> at the position(s) in <code>source</code> to the position(s) in <code>destination</code> .
<code>moveaxis</code>	Alias for <code>torch.movedim()</code> .
<code>narrow</code>	Returns a new tensor that is a narrower version of <code>input</code> tensor.
<code>narrow_copy</code>	Same as <code>Tensor.narrow()</code> except this returns a copy rather than share storage.
<code>nonzero</code>	
<code>permute</code>	Returns a view of the original tensor <code>input</code> with its dimensions permuted.
<code>reshape</code>	Returns a tensor with the same data and number of elements as <code>input</code> , but with the specified shape.
<code>row_stack</code>	Alias of <code>torch.vstack()</code> .
<code>select</code>	Slices the <code>input</code> tensor along the selected dimension at the given index.
<code>scatter</code>	Out-of-place version of <code>torch.Tensor.scatter_()</code>
<code>diagonal_scatter</code>	Embeds the values of the <code>src</code> tensor into <code>input</code> along the diagonal elements of <code>input</code> , with respect to <code>dim1</code> and <code>dim2</code> .
<code>select_scatter</code>	Embeds the values of the <code>src</code> tensor into <code>input</code> at the given index.
<code>slice_scatter</code>	Embeds the values of the <code>src</code> tensor into <code>input</code> at the given dimension.
<code>scatter_add</code>	Out-of-place version of <code>torch.Tensor.scatter_add_()</code>
<code>scatter_reduce</code>	Out-of-place version of <code>torch.Tensor.scatter_reduce_()</code>



<code>squeeze</code>	Returns a tensor with all specific dimensions of <code>input</code> of size 1 removed.
<code>stack</code>	Concatenates a sequence of tensors along a new dimension.
<code>swapaxes</code>	Alias for <code>torch.transpose()</code> .
<code>swapdims</code>	Alias for <code>torch.transpose()</code> .
<code>t</code>	Expects <code>input</code> to be <= 2-D tensor and transposes dimensions 0 and 1.
<code>take</code>	Returns a new tensor with the elements of <code>input</code> at the given indices.
<code>take_along_dim</code>	Selects values from <code>input</code> at the 1-dimensional indices from <code>indices</code> along the given <code>dim</code> .
<code>tensor_split</code>	Splits a tensor into multiple sub-tensors, all of which are views of <code>input</code> , along dimension <code>dim</code> according to the indices or number of sections specified by <code>indices_or_sections</code> .
<code>tile</code>	Constructs a tensor by repeating the elements of <code>input</code> .
<code>transpose</code>	Returns a tensor that is a transpose version of <code>input</code> .
<code>unbind</code>	Removes a tensor dimension.
<code>unravel_index</code>	Converts a tensor of flat indices into a tuple of coordinate tensors that index into an arbitrary tensor of the specific shape.
<code>unsqueeze</code>	Returns a new tensor with a dimension of size one inserted at the specific position.
<code>vsplit</code>	Splits <code>input</code> , a tensor with two or more dimensions, into multiple tensors vertically according to <code>indices_or_sections</code> .
<code>vstack</code>	Stack tensors in sequence vertically (row wise).
<code>where</code>	Return a tensor of elements selected from either <code>input</code> or <code>other</code> , depending on <code>condition</code> .

Accelerators

Within the PyTorch repo, we define an “Accelerator” as a `torch.device` that is being used alongside a CPU to speed up computation. These devices use an asynchronous execution scheme, using `torch.Stream` and `torch.Event` as their main way to perform synchronization. We also assume that only one such accelerator can be available at once on a given host. This allows us to use the current accelerator as the default device for relevant concepts such as pinned memory, Stream device_type, FSDP, etc.

As of today, accelerator devices are (in no particular order) “CUDA”, “MTIA”, “XPU”, and Private (many devices not in the PyTorch repo itself).

<code>Stream</code>	An in-order queue of executing the respective tasks asynchronously in first in first out (FIFO) order.
<code>Event</code>	Query an ordered Stream status to identify or control dependencies across Stream and measure timing.

Generators

<code>Generator</code>	Creates and returns a generator object that manages the state of the algorithm which produces pseudorandom numbers.
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Random sampling

<code>seed</code>	Sets the seed for generating random numbers to a non-deterministic random number on all devices.
<code>manual_seed</code>	Sets the seed for generating random numbers on all devices.
<code>initial_seed</code>	Returns the initial seed for generating random numbers as a Python <i>long</i> .
<code>get_rng_state</code>	Returns the random number generator state as a <i>torch.ByteTensor</i> .
<code>set_rng_state</code>	Sets the random number generator state.



<code>bernoulli</code>	Draws binary random numbers (0 or 1) from a Bernoulli distribution.
<code>multinomial</code>	Returns a tensor where each row contains <code>num_samples</code> indices sampled from the multinomial (a stricter definition would be multivariate, refer to <code>torch.distributions.multinomial.Multinomial</code> for more details) probability distribution located in the corresponding row of tensor <code>input</code> .
<code>normal</code>	Returns a tensor of random numbers drawn from separate normal distributions whose mean and standard deviation are given.
<code>poisson</code>	Returns a tensor of the same size as <code>input</code> with each element sampled from a Poisson distribution with rate parameter given by the corresponding element in <code>input</code> i.e.,
<code>rand</code>	Returns a tensor filled with random numbers from a uniform distribution on the interval $[0, 1)$
<code>rand_like</code>	Returns a tensor with the same size as <code>input</code> that is filled with random numbers from a uniform distribution on the interval $[0, 1)$.
<code>randint</code>	Returns a tensor filled with random integers generated uniformly between <code>low</code> (inclusive) and <code>high</code> (exclusive).
<code>randint_like</code>	Returns a tensor with the same shape as Tensor <code>input</code> filled with random integers generated uniformly between <code>low</code> (inclusive) and <code>high</code> (exclusive).
<code>randn</code>	Returns a tensor filled with random numbers from a normal distribution with mean 0 and variance 1 (also called the standard normal distribution).
<code>randn_like</code>	Returns a tensor with the same size as <code>input</code> that is filled with random numbers from a normal distribution with mean 0 and variance 1.
<code>randperm</code>	Returns a random permutation of integers from 0 to <code>n - 1</code> .

In-place random sampling

There are a few more in-place random sampling functions defined on Tensors as well. Click through to refer to their documentation:

- `torch.Tensor.bernoulli_()` - in-place version of `torch.bernoulli()`
- `torch.Tensor.cauchy_()` - numbers drawn from the Cauchy distribution
- `torch.Tensor.exponential_()` - numbers drawn from the exponential distribution
- `torch.Tensor.geometric_()` - elements drawn from the geometric distribution
- `torch.Tensor.log_normal_()` - samples from the log-normal distribution
- `torch.Tensor.normal_()` - in-place version of `torch.normal()`
- `torch.Tensor.random_()` - numbers sampled from the discrete uniform distribution
- `torch.Tensor.uniform_()` - numbers sampled from the continuous uniform distribution

Quasi-random sampling

<code>quasirandom.SobolEngine</code>	The <code>torch.quasirandom.SobolEngine</code> is an engine for generating (scrambled) Sobol sequences.
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Serialization

<code>save</code>	Saves an object to a disk file.
<code>load</code>	Loads an object saved with <code>torch.save()</code> from a file.

Parallelism

<code>get_num_threads</code>	Returns the number of threads used for parallelizing CP operations
<code>set_num_threads</code>	Sets the number of threads used for intraop parallelism on CPU.
<code>get_num_interop_threads</code>	Returns the number of threads used for inter-op parallelism on CPU (e.g.
<code>set_num_interop_threads</code>	Sets the number of threads used for interop parallelism (e.g.

Locally disabling gradient computation

The context managers `torch.no_grad()`, `torch.enable_grad()`, and `torch.set_grad_enabled()` are helpful for locally disabling and enabling gradient computation. See [Locally disabling gradient computation](#) for more details on their usage. These context managers are

```
>>> x = torch.zeros(1, requires_grad=True)
>>> with torch.no_grad():
...     y = x * 2
>>> y.requires_grad
False

>>> is_train = False
>>> with torch.set_grad_enabled(is_train):
...     y = x * 2
>>> y.requires_grad
False

>>> torch.set_grad_enabled(True)  # this can also be used as a function
>>> y = x * 2
>>> y.requires_grad
True

>>> torch.set_grad_enabled(False)
>>> y = x * 2
>>> y.requires_grad
False
```

`no_grad` Context-manager that disables gradient calculation.

`enable_grad` Context-manager that enables gradient calculation.

`autograd.grad_mode.set_grad_enabled` Context-manager that sets gradient calculation on or off.

`is_grad_enabled` Returns True if gradient mode is currently enabled.

`autograd.grad_mode.inference_mode` Context-manager that enables or disables inference mode.

`is_inference_mode_enabled` Returns True if inference mode is currently enabled.

Math operations

Constants

`inf` A floating-point positive infinity. Alias for `math.inf`.

`nan` A floating-point “not a number” value. This value is not a legal number. Alias for `math.nan`.

Pointwise Ops

`abs` Computes the absolute value of each element in `input`.

`absolute` Alias for `torch.abs()`

`acos` Computes the inverse cosine of each element in `input`.

`arccos` Alias for `torch.acos()`.

`acosh` Returns a new tensor with the inverse hyperbolic cosine of the elements of `input`.

`arccosh` Alias for `torch.acosh()`.

`add` Adds `other`, scaled by `alpha`, to `input`.

`addcddiv` Performs the element-wise division of `tensor1` by `tensor2`, multiplies the result by the scalar `value` and adds it to `input`.

`addcmul` Performs the element-wise multiplication of `tensor1` by `tensor2`, multiplies the result by the scalar `value` and adds it to `input`.

`angle` Computes the element-wise angle (in radians) of the given `input` tensor.

`asin` Returns a new tensor with the arcsine of the elements of `input`.

`arcsin` Alias for `torch.asin()`.

`asinh` Returns a new tensor with the inverse hyperbolic sine of the elements of `input`.

`arcsinh` Alias for `torch.asinh()`.

`atan` Returns a new tensor with the arctangent of the elements of `input`.

<code>atanh</code>	Returns a new tensor with the inverse hyperbolic tangent of the elements of <code>input</code> .
<code>arctanh</code>	Alias for <code>torch.atanh()</code> .
<code>atan2</code>	Element-wise arctangent of $\text{input}_i / \text{other}_i$ with consideration of the quadrant.
<code>arctan2</code>	Alias for <code>torch.atan2()</code> .
<code>bitwise_not</code>	Computes the bitwise NOT of the given input tensor.
<code>bitwise_and</code>	Computes the bitwise AND of <code>input</code> and <code>other</code> .
<code>bitwise_or</code>	Computes the bitwise OR of <code>input</code> and <code>other</code> .
<code>bitwise_xor</code>	Computes the bitwise XOR of <code>input</code> and <code>other</code> .
<code>bitwise_left_shift</code>	Computes the left arithmetic shift of <code>input</code> by <code>other</code> bits.
<code>bitwise_right_shift</code>	Computes the right arithmetic shift of <code>input</code> by <code>other</code> bits.
<code>ceil</code>	Returns a new tensor with the ceil of the elements of <code>input</code> , the smallest integer greater than or equal to each element.
<code>clamp</code>	Clamps all elements in <code>input</code> into the range <code>[min, max]</code> .
<code>clip</code>	Alias for <code>torch.clamp()</code> .
<code>conj_physical</code>	Computes the element-wise conjugate of the given <code>input</code> tensor.
<code>copysign</code>	Create a new floating-point tensor with the magnitude of <code>input</code> and the sign of <code>other</code> , elementwise.
<code>cos</code>	Returns a new tensor with the cosine of the elements of <code>input</code> .
<code>cosh</code>	Returns a new tensor with the hyperbolic cosine of the elements of <code>input</code> .
<code>deg2rad</code>	Returns a new tensor with each of the elements of <code>input</code> converted from angles in degrees to radians.
<code>div</code>	Divides each element of the input <code>input</code> by the corresponding element of <code>other</code> .
<code>divide</code>	Alias for <code>torch.div()</code> .
<code>digamma</code>	Alias for <code>torch.special.digamma()</code> .
<code>erf</code>	Alias for <code>torch.special.erf()</code> .
<code>erfc</code>	Alias for <code>torch.special.erfc()</code> .
<code>erfinv</code>	Alias for <code>torch.special.erfinv()</code> .
<code>exp</code>	Returns a new tensor with the exponential of the elements of the input tensor <code>input</code> .
<code>exp2</code>	Alias for <code>torch.special.exp2()</code> .
<code>expm1</code>	Alias for <code>torch.special.expm1()</code> .
<code>fake_quantize_per_channel_affine</code>	Returns a new tensor with the data in <code>input</code> fake quantized per channel using <code>scale</code> , <code>zero_point</code> , <code>quant_min</code> and <code>quant_max</code> , across the channel specified by <code>axis</code> .
<code>fake_quantize_per_tensor_affine</code>	Returns a new tensor with the data in <code>input</code> fake quantized using <code>scale</code> , <code>zero_point</code> , <code>quant_min</code> and <code>quant_max</code> .



<code>float_power</code>	Raises <code>input</code> to the power of <code>exponent</code> , elementwise, in double precision.
<code>floor</code>	Returns a new tensor with the floor of the elements of <code>input</code> , the largest integer less than or equal to each element.
<code>floor_divide</code>	
<code>fmod</code>	Applies C++'s <code>std::fmod</code> entrywise.
<code>frac</code>	Computes the fractional portion of each element in <code>input</code> .
<code>frexp</code>	Decomposes <code>input</code> into mantissa and exponent tensors such that $\text{input} = \text{mantissa} \times 2^{\text{exponent}}$.
<code>gradient</code>	Estimates the gradient of a function $g : \mathbb{R}^n \rightarrow \mathbb{R}$ in one or more dimensions using the second-order accurate central differences method and either first or second order estimates at the boundaries.
<code>imag</code>	Returns a new tensor containing imaginary values of the <code>self</code> tensor.
<code>ldexp</code>	Multiplies <code>input</code> by 2^{other} .
<code>lerp</code>	Does a linear interpolation of two tensors <code>start</code> (given by <code>input</code>) and <code>end</code> along a scalar or tensor <code>weight</code> and returns the resulting <code>out</code> tensor.
<code>lgamma</code>	Computes the natural logarithm of the absolute value of the gamma function on <code>input</code> .
<code>log</code>	Returns a new tensor with the natural logarithm of the elements of <code>input</code> .
<code>log10</code>	Returns a new tensor with the logarithm to the base 10 of the elements of <code>input</code> .
<code>log1p</code>	Returns a new tensor with the natural logarithm of $(1 + \text{input})$.
<code>log2</code>	Returns a new tensor with the logarithm to the base 2 of the elements of <code>input</code> .
<code>logaddexp</code>	Logarithm of the sum of exponentiations of the inputs.
<code>logaddexp2</code>	Logarithm of the sum of exponentiations of the inputs in base-2.
<code>logical_and</code>	Computes the element-wise logical AND of the given input tensors.
<code>logical_not</code>	Computes the element-wise logical NOT of the given input tensor.
<code>logical_or</code>	Computes the element-wise logical OR of the given input tensors.
<code>logical_xor</code>	Computes the element-wise logical XOR of the given input tensors.
<code>logit</code>	Alias for <code>torch.special.logit()</code> .
<code>hypot</code>	Given the legs of a right triangle, return its hypotenuse.
<code>i0</code>	Alias for <code>torch.special.i0()</code> .
<code>igamma</code>	Alias for <code>torch.special.gammainc()</code> .
<code>igammac</code>	Alias for <code>torch.special.gammaincc()</code> .
<code>mul</code>	Multiplies <code>input</code> by <code>other</code> .
<code>multiply</code>	Alias for <code>torch.mul()</code> .
	Alias for <code>torch.special.multigammaLn()</code> .



<code>nan_to_nan</code>	<code>input</code> with the values specified by <code>nan</code> , <code>posinf</code> , and <code>neginf</code> , respectively.
<code>neg</code>	Returns a new tensor with the negative of the elements of <code>input</code> .
<code>negative</code>	Alias for <code>torch.neg()</code>
<code>nextafter</code>	Return the next floating-point value after <code>input</code> towards <code>other</code> , elementwise.
<code>polygamma</code>	Alias for <code>torch.special.polygamma()</code> .
<code>positive</code>	Returns <code>input</code> .
<code>pow</code>	Takes the power of each element in <code>input</code> with <code>exponent</code> and returns a tensor with the result.
<code>quantized_batch_norm</code>	Applies batch normalization on a 4D (NCHW) quantized tensor.
<code>quantized_max_pool1d</code>	Applies a 1D max pooling over an input quantized tensor composed of several input planes.
<code>quantized_max_pool2d</code>	Applies a 2D max pooling over an input quantized tensor composed of several input planes.
<code>rad2deg</code>	Returns a new tensor with each of the elements of <code>input</code> converted from angles in radians to degrees.
<code>real</code>	Returns a new tensor containing real values of the <code>self</code> tensor.
<code>reciprocal</code>	Returns a new tensor with the reciprocal of the elements of <code>input</code>
<code>remainder</code>	Computes Python's modulus operation entrywise.
<code>round</code>	Rounds elements of <code>input</code> to the nearest integer.
<code>rsqrt</code>	Returns a new tensor with the reciprocal of the square-root of each of the elements of <code>input</code> .
<code>sigmoid</code>	Alias for <code>torch.special.expit()</code> .
<code>sign</code>	Returns a new tensor with the signs of the elements of <code>input</code> .
<code>sgn</code>	This function is an extension of <code>torch.sign()</code> to complex tensors.
<code>signbit</code>	Tests if each element of <code>input</code> has its sign bit set or not.
<code>sin</code>	Returns a new tensor with the sine of the elements of <code>input</code> .
<code>sinc</code>	Alias for <code>torch.special.sinc()</code> .
<code>sinh</code>	Returns a new tensor with the hyperbolic sine of the elements of <code>input</code> .
<code>softmax</code>	Alias for <code>torch.nn.functional.softmax()</code> .
<code>sqrt</code>	Returns a new tensor with the square-root of the elements of <code>input</code> .
<code>square</code>	Returns a new tensor with the square of the elements of <code>input</code> .
<code>sub</code>	Subtracts <code>other</code> , scaled by <code>alpha</code> , from <code>input</code> .
<code>subtract</code>	Alias for <code>torch.sub()</code> .
<code>tan</code>	Returns a new tensor with the tangent of the elements of <code>input</code> .
<code>tanh</code>	Returns a new tensor with the hyperbolic tangent of the elements of <code>input</code> .



<code>trunc</code>	Returns a new tensor with the truncate integer values of the elements of <code>input</code> .
<code>xlogy</code>	Alias for <code>torch.special.xlogy()</code> .
Reduction Ops	
<code>argmax</code>	Returns the indices of the maximum value of all elements in the <code>input</code> tensor.
<code>argmin</code>	Returns the indices of the minimum value(s) of the flattened tensor or along a dimension
<code>amax</code>	Returns the maximum value of each slice of the <code>input</code> tensor in the given dimension(s) <code>dim</code> .
<code>amin</code>	Returns the minimum value of each slice of the <code>input</code> tensor in the given dimension(s) <code>dim</code> .
<code>aminmax</code>	Computes the minimum and maximum values of the <code>input</code> tensor.
<code>all</code>	Tests if all elements in <code>input</code> evaluate to <i>True</i> .
<code>any</code>	Tests if any element in <code>input</code> evaluates to <i>True</i> .
<code>max</code>	Returns the maximum value of all elements in the <code>input</code> tensor.
<code>min</code>	Returns the minimum value of all elements in the <code>input</code> tensor.
<code>dist</code>	Returns the p-norm of (<code>input</code> - <code>other</code>)
<code>logsumexp</code>	Returns the log of summed exponentials of each row of the <code>input</code> tensor in the given dimension <code>dim</code> .
<code>mean</code>	
<code>nanmean</code>	Computes the mean of all <i>non-NaN</i> elements along the specified dimensions.
<code>median</code>	Returns the median of the values in <code>input</code> .
<code>nanmedian</code>	Returns the median of the values in <code>input</code> , ignoring <code>NaN</code> values.
<code>mode</code>	Returns a name tuple (<code>values</code> , <code>indices</code>) where <code>values</code> is the mode value of each row of the <code>input</code> tensor in the given dimension <code>dim</code> , i.e. a value which appears most often in that row, and <code>indices</code> is the index location of each mode value found.
<code>norm</code>	Returns the matrix norm or vector norm of a given tensor.
<code>nansum</code>	Returns the sum of all elements, treating Not a Numbers (NaNs) as zero.
<code>prod</code>	Returns the product of all elements in the <code>input</code> tensor.
<code>quantile</code>	Computes the q-th quantiles of each row of the <code>input</code> tensor along the dimension <code>dim</code> .
<code>nanquantile</code>	This is a variant of <code>torch.quantile()</code> that “ignores” <code>NaN</code> values, computing the quantiles <code>q</code> as if <code>NaN</code> values in <code>input</code> did not exist.
<code>std</code>	Calculates the standard deviation over the dimensions specified by <code>dim</code> .
<code>std_mean</code>	Calculates the standard deviation and mean over the dimensions specified by <code>dim</code> .
<code>sum</code>	Returns the sum of all elements in the <code>input</code> tensor.
<code>unique</code>	Returns the unique elements of the input tensor.
<code>unique_consecutive</code>	Eliminates all but the first element from every consecutive group of equivalent elements.



<code>var_mean</code>	Calculates the variance and mean over the dimensions specified by <code>dim</code> .
<code>count_nonzero</code>	Counts the number of non-zero values in the tensor <code>input</code> along the given <code>dim</code> .

Comparison Ops

<code>allclose</code>	This function checks if <code>input</code> and <code>other</code> satisfy the condition:
<code>argsort</code>	Returns the indices that sort a tensor along a given dimension in ascending or descending value.
<code>eq</code>	Computes element-wise equality
<code>equal</code>	<code>True</code> if two tensors have the same size and elements, <code>False</code> otherwise.
<code>ge</code>	Computes $\text{input} \geq \text{other}$ element-wise.
<code>greater_equal</code>	Alias for <code>torch.ge()</code> .
<code>gt</code>	Computes $\text{input} > \text{other}$ element-wise.
<code>greater</code>	Alias for <code>torch.gt()</code> .
<code>isclose</code>	Returns a new tensor with boolean elements representing if each element of <code>input</code> is "close" to the corresponding element of <code>other</code> .
<code>isfinite</code>	Returns a new tensor with boolean elements representing if each element is <i>finite</i> or not.
<code>isin</code>	Tests if each element of <code>elements</code> is in <code>test_elements</code> .
<code>isinf</code>	Tests if each element of <code>input</code> is infinite (positive or negative infinity) or not.
<code>isposinf</code>	Tests if each element of <code>input</code> is positive infinity or not.
<code>isneginf</code>	Tests if each element of <code>input</code> is negative infinity or not.
<code>isnan</code>	Returns a new tensor with boolean elements representing if each element of <code>input</code> is NaN or not.
<code>isreal</code>	Returns a new tensor with boolean elements representing if each element of <code>input</code> is real-value or not.
<code>kthvalue</code>	Returns a name tuple (<code>values</code> , <code>indices</code>) where <code>values</code> is the <code>k</code> th smallest element of each row of the <code>input</code> tensor in the given dimension <code>dim</code> .
<code>le</code>	Computes $\text{input} \leq \text{other}$ element-wise.
<code>less_equal</code>	Alias for <code>torch.le()</code> .
<code>lt</code>	Computes $\text{input} < \text{other}$ element-wise.
<code>less</code>	Alias for <code>torch.lt()</code> .
<code>maximum</code>	Computes the element-wise maximum of <code>input</code> and <code>other</code> .
<code>minimum</code>	Computes the element-wise minimum of <code>input</code> and <code>other</code> .
<code>fmax</code>	Computes the element-wise maximum of <code>input</code> and <code>other</code> .
<code>fmin</code>	Computes the element-wise minimum of <code>input</code> and <code>other</code> .
<code>ne</code>	Computes $\text{input} \neq \text{other}$ element-wise.

<code>sort</code>	Sorts the elements of the <code>input</code> tensor along a given <code>dimension</code> in ascending or descending value.
<code>topk</code>	Returns the <code>k</code> largest elements of the given <code>input</code> tensor along a given <code>dimension</code> .
<code>msort</code>	Sorts the elements of the <code>input</code> tensor along its first <code>dimension</code> in ascending or descending value.

Spectral Ops

<code>stft</code>	Short-time Fourier transform (STFT).
<code>istft</code>	Inverse short time Fourier Transform.
<code>bartlett_window</code>	Bartlett window function.
<code>blackman_window</code>	Blackman window function.
<code>hamming_window</code>	Hamming window function.
<code>hann_window</code>	Hann window function.
<code>kaiser_window</code>	Computes the Kaiser window with window length <code>window_length</code> and shape parameter <code>beta</code> .

Other Operations

<code>atleast_1d</code>	Returns a 1-dimensional view of each input tensor with zero dimensions.
<code>atleast_2d</code>	Returns a 2-dimensional view of each input tensor with zero dimensions.
<code>atleast_3d</code>	Returns a 3-dimensional view of each input tensor with zero dimensions.
<code>bincount</code>	Count the frequency of each value in an array of non-negative ints.
<code>block_diag</code>	Create a block diagonal matrix from provided tensors.
<code>broadcast_tensors</code>	Broadcasts the given tensors according to Broadcast semantics .
<code>broadcast_to</code>	Broadcasts <code>input</code> to the shape <code>shape</code> .
<code>broadcast_shapes</code>	Similar to <code>broadcast_tensors()</code> but for shapes.
<code>bucketize</code>	Returns the indices of the buckets to which each value in the <code>input</code> belongs, where the boundaries of the buckets are set by <code>boundaries</code> .
<code>cartesian_prod</code>	Do cartesian product of the given sequence of tensors.
<code>cdist</code>	Computes the p-norm distance between each pair of the two collections of row vectors.
<code>clone</code>	Returns a copy of <code>input</code> .
<code>combinations</code>	Compute combinations of length <code>r</code> of the given tensor.
<code>corrcoef</code>	Estimates the Pearson product-moment correlation coefficient matrix of the variables given by the <code>input</code> matrix, where rows are the variables and columns are the observations.
<code>cov</code>	Estimates the covariance matrix of the variables given by the <code>input</code> matrix, where rows are the variables and columns are the observations.
<code>cross</code>	Returns the cross product of vectors in dimension <code>dim</code> of <code>input</code> and <code>other</code> .
	Returns a name tuple <code>(values, indices)</code> where <code>values</code> is the



<code>cummin</code>	Returns a name tuple (<code>values</code> , <code>indices</code>) where <code>values</code> is the cumulative minimum of elements of <code>input</code> in the dimension <code>dim</code> .
<code>cumprod</code>	Returns the cumulative product of elements of <code>input</code> in the dimension <code>dim</code> .
<code>cumsum</code>	Returns the cumulative sum of elements of <code>input</code> in the imension <code>dim</code> .
<code>diag</code>	<ul style="list-style-type: none">If <code>input</code> is a vector (1-D tensor), then returns a 2-D square tensor
<code>diag_embed</code>	Creates a tensor whose diagonals of certain 2D planes (specifying <code>dim1</code> and <code>dim2</code>) are filled by <code>input</code> .
<code>diagflat</code>	<ul style="list-style-type: none">If <code>input</code> is a vector (1-D tensor), then returns a 2-D square tensor
<code>diagonal</code>	Returns a partial view of <code>input</code> with the its diagonal elements with respect to <code>dim1</code> and <code>dim2</code> appended as a dimension at the end of the shape.
<code>diff</code>	Computes the n-th forward difference along the given dimension.
<code>einsum</code>	Sums the product of the elements of the input <code>operands</code> along dimensions specifying using a notation based on the Einstein summation convention.
<code>flatten</code>	Flattens <code>input</code> by reshaping it into a one-dimensional tensor.
<code>flip</code>	Reverse the order of an n-D tensor along given axis in dims.
<code>flipLR</code>	Flip tensor in the left/right direction, returning a new tensor.
<code>flipud</code>	Flip tensor in the up/down direction, returning a new tensor.
<code>kron</code>	Computes the Kronecker product, denoted by \otimes , of <code>input</code> and <code>other</code> .
<code>rot90</code>	Rotate an n-D tensor by 90 degrees in the plane specifying dims axis.
<code>gcd</code>	Computes the element-wise greatest common divisor (GCD) of <code>input</code> and <code>other</code> .
<code>histc</code>	Computes the histogram of a tensor.
<code>histogram</code>	Computes a histogram of the values in a tensor.
<code>histogramdd</code>	Computes a multi-dimensional histogram of the values in a tensor.
<code>meshgrid</code>	Creates grids of coordinates specifying the 1D inputs in <code>attr</code> :tensors.
<code>lcm</code>	Computes the element-wise least common multiple (LCM) of <code>input</code> and <code>other</code> .
<code>logcumsumexp</code>	Returns the logarithm of the cumulative summation of the exponentiation of elements of <code>input</code> in the dimension <code>dim</code> .
<code>ravel</code>	Return a contiguous flattened tensor.
<code>renorm</code>	Returns a tensor where each sub-tensor of <code>input</code> along dimension <code>dim</code> is normalized such that the p -norm of the sub-tensor is lower than the value <code>maxnorm</code>
<code>repeat_interleave</code>	Repeat elements of a tensor.
<code>roll</code>	Roll the tensor <code>input</code> along the given dimension(s).
<code>searchsorted</code>	Find the indices from the <i>innermost</i> dimension of <code>sorted_sequence</code> such that, if the corresponding values in <code>values</code> were inserted before the indices, when sorted, the order of the corresponding <i>innermost</i> dimension within <code>sorted_sequence</code> would be preserved.



<code>trace</code>	Returns the sum of the elements of the diagonal of the input 2-D matrix.
<code>tril</code>	Returns the lower triangular part of the matrix (2-D tensor) or batch of matrices <code>input</code> , the other elements of the result tensor <code>out</code> are set to 0.
<code>tril_indices</code>	Returns the indices of the lower triangular part of a <code>row - y - col</code> matrix in a 2- y-N Tensor, where the first row contains row coordinates of all indices and the second row contains column coordinates.
<code>triu</code>	Returns the upper triangular part of a matrix (2-D tensor) or batch of matrices <code>input</code> , the other elements of the result tensor <code>out</code> are set to 0.
<code>triu_indices</code>	Returns the indices of the upper triangular part of a <code>row y col</code> matrix in a 2- y-N Tensor, where the first row contains row coordinates of all indices and the second row contains column coordinates.
<code>unflatten</code>	Expands a dimension of the input tensor over multiple dimensions.
<code>vander</code>	Generates a Vandermonde matrix.
<code>view_as_real</code>	Returns a view of <code>input</code> as a real tensor.
<code>view_as_complex</code>	Returns a view of <code>input</code> as a complex tensor.
<code>resolve_conj</code>	Returns a new tensor with materialize conjugation if <code>input</code> 's conjugate bit is set to <code>True</code> , else returns <code>input</code> .
<code>resolve_neg</code>	Returns a new tensor with materialize negation if <code>input</code> 's negative bit is set to <code>True</code> , else returns <code>input</code> .

BLAS and LAPACK Operations

<code>addbmm</code>	Performs a batch matrix-matrix product of matrices stored in <code>batch1</code> and <code>batch2</code> , with a reduce alpha step (all matrix multiplications get accumulate along the first dimension).
<code>addmm</code>	Performs a matrix multiplication of the matrices <code>mat1</code> and <code>mat2</code> .
<code>addmv</code>	Performs a matrix-vector product of the matrix <code>mat</code> and the vector <code>vec</code> .
<code>addv</code>	Performs the outer-product of vectors <code>vec1</code> and <code>vec2</code> and adds it to the matrix <code>input</code> .
<code>baddbmm</code>	Performs a batch matrix-matrix product of matrices in <code>batch1</code> and <code>batch2</code> .
<code>bmm</code>	Performs a batch matrix-matrix product of matrices stored in <code>input</code> and <code>mat2</code> .
<code>chain_matmul</code>	Returns the matrix product of the N 2-D tensors.
<code>cholesky</code>	Computes the Cholesky decomposition of a symmetric positive-definite matrix A or for batches of symmetric positive-definite matrices.
<code>cholesky_inverse</code>	Computes the inverse of a complex Hermitian or real symmetric positive-definite matrix given its Cholesky decomposition.
<code>cholesky_solve</code>	Computes the solution of a system of linear equations with complex Hermitian or real symmetric positive-definite lhs given its Cholesky decomposition.
<code>dot</code>	Computes the dot product of two 1D tensors.
<code>geqrf</code>	This is a low-level function for calling LAPACK's <code>geqrf</code> directly.
<code>ger</code>	Alias of <code>torch.outer()</code> .
<code>inner</code>	Computes the dot product for 1D tensors.
<code>inverse</code>	Alias for <code>torch.linalg.inv()</code>



<code>logdet</code>	Calculates log eterminant of a square matrix or atches of square matrices.
<code>slogdet</code>	Alias for <code>torch.linalg.slogdet()</code>
<code>lu</code>	Computes the L factorization of a matrix or atches of matrices A .
<code>lu_solve</code>	Returns the L solve of the linear system $Ax = b$ using the partially pivote L factorization of A from <code>lu_factor()</code> .
<code>lu_unpack</code>	npacks the L ecomposition returne y <code>lu_factor()</code> into the P, L, U matrices.
<code>matmul</code>	Matrix pro uct of two tensors.
<code>matrix_power</code>	Alias for <code>torch.linalg.matrix_power()</code>
<code>matrix_exp</code>	Alias for <code>torch.linalg.matrix_exp()</code> .
<code>mm</code>	Performs a matrix multiplication of the matrices <code>input</code> an <code>mat2</code> .
<code>mv</code>	Performs a matrix-vector pro uct of the matrix <code>input</code> an the vector <code>vec</code> .
<code>orgqr</code>	Alias for <code>torch.linalg.householder_product()</code> .
<code>ormqr</code>	Computes the matrix-matrix multiplication of a pro uct of Househol er matrices with a general matrix.
<code>outer</code>	Outer pro uct of <code>input</code> an <code>vec2</code> .
<code>pinverse</code>	Alias for <code>torch.linalg.pinv()</code>
<code>qr</code>	Computes the QR ecomposition of a matrix or a atch of matrices <code>input</code> , an returns a name tuple (Q, R) of tensors such that $\text{input} = QR$ with Q eing an orthogonal matrix or atch of orthogonal matrices an R eing an upper triangular matrix or atch of upper triangular matrices.
<code>svd</code>	Computes the singular value ecomposition of either a matrix or atch of matrices <code>input</code> .
<code>svd_lowrank</code>	Return the singular value ecomposition (U, S, V) of a matrix, atches of matrices, or a sparse matrix A such that $A \approx U \text{diag}(S)V^H$.
<code>pca_lowrank</code>	Performs linear Principal Component Analysis (PCA) on a low-rank matrix, atches of such matrices, or sparse matrix.
<code>lobpcg</code>	Fin the k largest (or smallest) eigenvalues an the correspon ing eigenvectors of a symmetric positive efinite generalize eigenvalue pro blem using matrix-free LOBPCG metho ds .
<code>trapz</code>	Alias for <code>torch.trapezoid()</code> .
<code>trapezoid</code>	Computes the trapezoi al rule along <code>dim</code> .
<code>cumulative_trapezoid</code>	Cumulatively computes the trapezoi al rule along <code>dim</code> .
<code>triangular_solve</code>	Solves a system of equations with a square upper or lower triangular inverti le matrix A an multiple right-han si es b .
<code>vdot</code>	Computes the ot pro uct of two 1D vectors along a imension .

Foreach O erations

<div><div>• WARNING</div><div>This API is in eta an su ect to future changes. Forwar -mo e AD is not supporte d.</div></div>	
<code>_foreach_abs</code>	Apply <code>torch.abs()</code> to each Tensor of the input list.
<code>_foreach_abs_</code>	Apply <code>torch.abs()</code> to each Tensor of the input list.



<code>_foreach_acos_</code>	Apply <code>torch.acos()</code> to each Tensor of the input list.
<code>_foreach_asin</code>	Apply <code>torch.asin()</code> to each Tensor of the input list.
<code>_foreach_asin_</code>	Apply <code>torch.asin()</code> to each Tensor of the input list.
<code>_foreach_atan</code>	Apply <code>torch.atan()</code> to each Tensor of the input list.
<code>_foreach_atan_</code>	Apply <code>torch.atan()</code> to each Tensor of the input list.
<code>_foreach_ceil</code>	Apply <code>torch.ceil()</code> to each Tensor of the input list.
<code>_foreach_ceil_</code>	Apply <code>torch.ceil()</code> to each Tensor of the input list.
<code>_foreach_cos</code>	Apply <code>torch.cos()</code> to each Tensor of the input list.
<code>_foreach_cos_</code>	Apply <code>torch.cos()</code> to each Tensor of the input list.
<code>_foreach_cosh</code>	Apply <code>torch.cosh()</code> to each Tensor of the input list.
<code>_foreach_cosh_</code>	Apply <code>torch.cosh()</code> to each Tensor of the input list.
<code>_foreach_erf</code>	Apply <code>torch.erf()</code> to each Tensor of the input list.
<code>_foreach_erf_</code>	Apply <code>torch.erf()</code> to each Tensor of the input list.
<code>_foreach_erfc</code>	Apply <code>torch.erfc()</code> to each Tensor of the input list.
<code>_foreach_erfc_</code>	Apply <code>torch.erfc()</code> to each Tensor of the input list.
<code>_foreach_exp</code>	Apply <code>torch.exp()</code> to each Tensor of the input list.
<code>_foreach_exp_</code>	Apply <code>torch.exp()</code> to each Tensor of the input list.
<code>_foreach_exp1</code>	Apply <code>torch.exp1()</code> to each Tensor of the input list.
<code>_foreach_exp1_</code>	Apply <code>torch.exp1()</code> to each Tensor of the input list.
<code>_foreach_floor</code>	Apply <code>torch.floor()</code> to each Tensor of the input list.
<code>_foreach_floor_</code>	Apply <code>torch.floor()</code> to each Tensor of the input list.
<code>_foreach_log</code>	Apply <code>torch.log()</code> to each Tensor of the input list.
<code>_foreach_log_</code>	Apply <code>torch.log()</code> to each Tensor of the input list.
<code>_foreach_log10</code>	Apply <code>torch.log10()</code> to each Tensor of the input list.
<code>_foreach_log10_</code>	Apply <code>torch.log10()</code> to each Tensor of the input list.
<code>_foreach_log1p</code>	Apply <code>torch.log1p()</code> to each Tensor of the input list.
<code>_foreach_log1p_</code>	Apply <code>torch.log1p()</code> to each Tensor of the input list.
<code>_foreach_log2</code>	Apply <code>torch.log2()</code> to each Tensor of the input list.
<code>_foreach_log2_</code>	Apply <code>torch.log2()</code> to each Tensor of the input list.
<code>_foreach_neg</code>	Apply <code>torch.neg()</code> to each Tensor of the input list.



<code>_foreach_tan</code>	Apply <code>torch.tan()</code> to each Tensor of the input list.
<code>_foreach_tan_</code>	Apply <code>torch.tan()</code> to each Tensor of the input list.
<code>_foreach_sin</code>	Apply <code>torch.sin()</code> to each Tensor of the input list.
<code>_foreach_sin_</code>	Apply <code>torch.sin()</code> to each Tensor of the input list.
<code>_foreach_sinh</code>	Apply <code>torch.sinh()</code> to each Tensor of the input list.
<code>_foreach_sinh_</code>	Apply <code>torch.sinh()</code> to each Tensor of the input list.
<code>_foreach_round</code>	Apply <code>torch.round()</code> to each Tensor of the input list.
<code>_foreach_round_</code>	Apply <code>torch.round()</code> to each Tensor of the input list.
<code>_foreach_sqrt</code>	Apply <code>torch.sqrt()</code> to each Tensor of the input list.
<code>_foreach_sqrt_</code>	Apply <code>torch.sqrt()</code> to each Tensor of the input list.
<code>_foreach_lgamma</code>	Apply <code>torch.lgamma()</code> to each Tensor of the input list.
<code>_foreach_lgamma_</code>	Apply <code>torch.lgamma()</code> to each Tensor of the input list.
<code>_foreach_frac</code>	Apply <code>torch.frac()</code> to each Tensor of the input list.
<code>_foreach_frac_</code>	Apply <code>torch.frac()</code> to each Tensor of the input list.
<code>_foreach_reciprocal</code>	Apply <code>torch.reciprocal()</code> to each Tensor of the input list.
<code>_foreach_reciprocal_</code>	Apply <code>torch.reciprocal()</code> to each Tensor of the input list.
<code>_foreach_sigmoid</code>	Apply <code>torch.sigmoid()</code> to each Tensor of the input list.
<code>_foreach_sigmoid_</code>	Apply <code>torch.sigmoid()</code> to each Tensor of the input list.
<code>_foreach_trunc</code>	Apply <code>torch.trunc()</code> to each Tensor of the input list.
<code>_foreach_trunc_</code>	Apply <code>torch.trunc()</code> to each Tensor of the input list.
<code>_foreach_zero_</code>	Apply <code>torch.zero()</code> to each Tensor of the input list.

Utilities

<code>compiled_with_cxx11_abi</code>	Returns whether PyTorch was built with <code>_GLIBCXX_USE_CXX11_ABI=1</code>
<code>result_type</code>	Returns the <code>torch.dtype</code> that would result from performing an arithmetic operation on the provided input tensors.
<code>can_cast</code>	Determines if a type conversion is allowed under PyTorch casting rules described in the type promotion documentation .
<code>promote_types</code>	Returns the <code>torch.dtype</code> with the smallest size and scalar kind that is not smaller nor of lower kind than either <code>type1</code> or <code>type2</code> .
<code>use_deterministic_algorithms</code>	Sets whether PyTorch operations must use “deterministic” algorithms.
<code>are_deterministic_algorithms_enabled</code>	Returns True if the global deterministic flag is turned on.
<code>is_deterministic_algorithms_warn_only_enabled</code>	Returns True if the global deterministic flag is set to warn only.
<code>set_deterministic_debug_mode</code>	Sets the debug mode for deterministic operations.



<code>set_float32_matmul_precision</code>	Sets the internal precision of float32 matrix multiplications.
<code>get_float32_matmul_precision</code>	Returns the current value of float32 matrix multiplication precision.
<code>set_warn_always</code>	When this flag is False (default) then some PyTorch warnings may only appear once per process.
<code>get_device_module</code>	Returns the module associated with a given device (e.g., <code>torch.device('cuda')</code> , <code>"mtia:0"</code> , <code>"xpu"</code> , ...).
<code>is_warn_always_enabled</code>	Returns True if the global warn_always flag is turned on.
<code>vmap</code>	<code>vmap</code> is the vectorizing map; <code>vmap(func)</code> returns a new function that maps <code>func</code> over some dimension of the inputs.
<code>_assert</code>	A wrapper around Python's <code>assert</code> which is symbolically traceable.

Symbolic Numbers

CLASS <code>torch.SymInt(<i>node</i>)</code> [SO] [RCE]	
Like an <code>int</code> (including magic methods), but redirects all operations on the wrapped node. This is used in particular to symbolically record operations in the symbolic shape workflow.	
<code>as_integer_ratio()</code> [SO] [RCE]	
Represent this <code>int</code> as an exact integer ratio	
Return type <code>Tuple[SymInt, int]</code>	
CLASS <code>torch.SymFloat(<i>node</i>)</code> [SO] [RCE]	
Like an <code>float</code> (including magic methods), but redirects all operations on the wrapped node. This is used in particular to symbolically record operations in the symbolic shape workflow.	
<code>as_integer_ratio()</code> [SO] [RCE]	
Represent this <code>float</code> as an exact integer ratio	
Return type <code>Tuple[int, int]</code>	
<code>conjugate()</code> [SO] [RCE]	
Returns the complex conjugate of the float.	
Return type <code>SymFloat</code>	
<code>hex()</code> [SO] [RCE]	
Returns the hexadecimal representation of the float.	
Return type <code>str</code>	
<code>is_integer()</code> [SO] [RCE]	
Return True if the float is an integer.	
CLASS <code>torch.SymBool(<i>node</i>)</code> [SO] [RCE]	
Like an <code>bool</code> (including magic methods), but redirects all operations on the wrapped node. This is used in particular to symbolically record operations in the symbolic shape workflow.	
Unlike regular <code>bools</code> , regular <code>boolean</code> operators will force extra guards instead of symbolically evaluate. Use the bitwise operators instead to handle this.	
<code>sym_float</code>	<code>SymInt</code> -aware utility for float casting.
<code>sym_fresh_size</code>	
<code>sym_int</code>	<code>SymInt</code> -aware utility for int casting.
<code>sym_max</code>	<code>SymInt</code> -aware utility for max which avoids branching on <code>a < 0</code> .
<code>sym_min</code>	<code>SymInt</code> -aware utility for <code>min()</code> .
<code>sym_not</code>	<code>SymInt</code> -aware utility for logical negation.
<code>sym_ite</code>	
<code>sym_sum</code>	N-ary <code>add</code> which is faster to compute for long lists than <code>iterate</code> <code>binary add</code> ition.

• WARNING

This feature is a prototype and may have compatibility breaking changes in the future.

export generate /export /in ex

Control Flow

• WARNING

This feature is a prototype and may have compatibility breaking changes in the future.

cond

Conditionally applies *true_fn* or *false_fn*.

Optimizations

compile

Optimizes given model/function using TorchDynamo and specifies backend.

[torch.compile](#) documentation

Operator Tags

CLASS	torch.Tag
	Members:
	core
	ata_openent_output
	ynamic_output_shape
	flexible_layout
	generate
	inplace_view
	maybe_aliasing_or_mutating
	needs_fixes_strides_or
	non_deterministic_itwise
	non_deterministic_see
	pointwise
	pt2_compliant_tag
	view_copy
	PROPERTY name

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