



TENSOR... TENSORFLOW... AND... KERAS TOO...

Introduction to ML, DL, AI and OpenVino

Session 08

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Agenda

- What is Tensor
- Overview of libraries
- TensorFlow
- Summary

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The collage contains several diagrams:

- Simple Linear Model:** Shows a green circle labeled $g \mid f$ receiving inputs x_1 and x_2 (labeled 'Input') and a bias w_0 (labeled 'Threshold'). The output is \hat{y} (labeled 'Output').
- Single-Layer Perceptron:** Shows a green circle labeled $g \mid f$ receiving inputs x_1 and x_2 (labeled 'Input') and a bias b (labeled '1.0'). The output is \hat{y} (labeled 'Output').
- Neural Network for Classification:** Shows an 'Input' layer with nodes for 'Rains', 'Temperature', 'Homework', 'Team Members', and 'Ground'. These are connected to a 'Hidden' layer and an 'Output' layer with nodes for 'Climate', 'Team', and 'Resources'. Some connections are marked with red 'X' symbols.
- Neural Network for Regression:** Shows a green circle labeled $g \mid f$ receiving inputs x_1 and x_2 (labeled 'Input') and a bias b (labeled '1.0'). The output is \hat{y} (labeled 'Output').
- Multi-Layer Perceptron:** Shows an 'Input Layer' with nodes x_1 and x_2 , a 'Hidden Layer' with nodes $a^{[1]}_1, a^{[1]}_2, a^{[1]}_3, a^{[1]}_4$, and an 'Output Layer' with nodes $a^{[2]}_1$ and $a^{[2]}_2$. Weights $w^{[1]}_1, w^{[1]}_2, w^{[1]}_3, w^{[1]}_4$ and $w^{[2]}_1, w^{[2]}_2$ are shown. The output is \hat{y} (labeled 'Output').
- Graph:** A line graph showing a green curve and a purple curve. The green curve is labeled 'Angle = 21.5° Approx'. The x-axis is labeled '21.00' and the y-axis is labeled '0.90'.

A large red diagonal text overlay reads: **All models are wrong... some models are useful!**

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What is Tensor...

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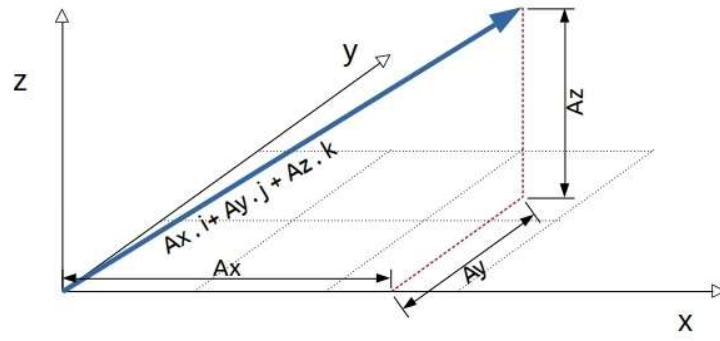
What is a vector???

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Vector – Rank 1 Tensor



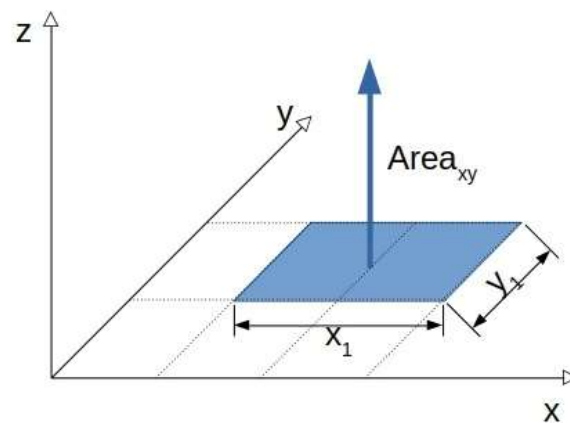
Tensor of Rank 1

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Area too can be represented as vector....



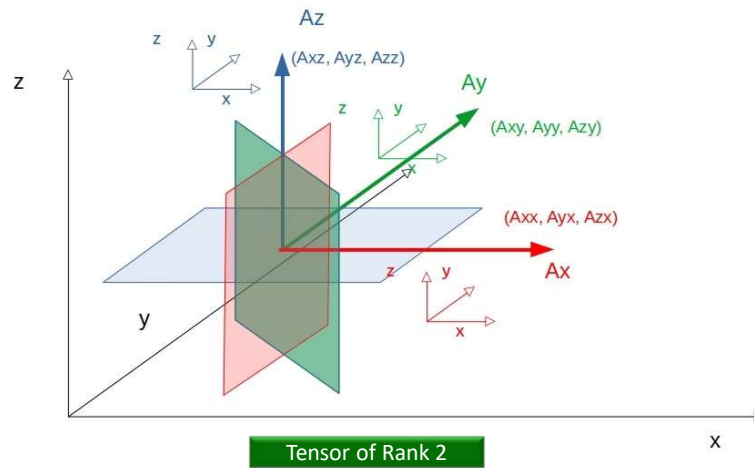
Area as a Vector

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Area can have three vectors attached to it...

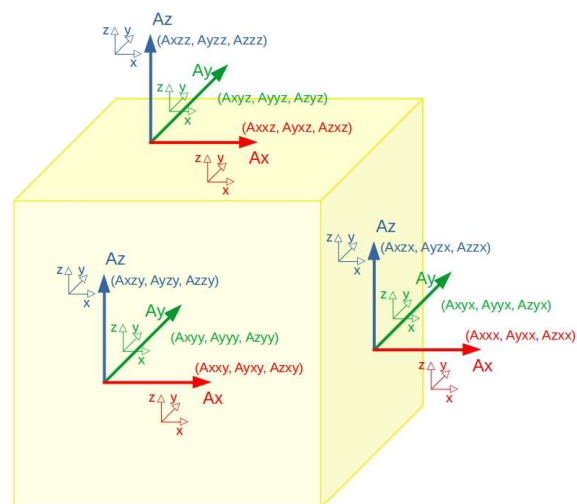


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So What is Rank 3 Tensor....



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Are there more than Rank 3 Tensors....

- ❑ The rank(order) R of a tensor is independent of the number of dimensions N of the underlying space
- ❑ Consider intuitively that a tensor represents a physical entity which may be characterized by magnitude and multiple directions simultaneously (Fleisch 2012).
- ❑ Therefore, the number of simultaneous directions is denoted R and is called the rank of the tensor in question.
- ❑ A rank-0 tensor (i.e., a scalar) can be represented by $N^0 = 1$
- ❑ A rank-1 tensor (i.e., a vector) in N -dimensional space can be represented by $N^1 = N$
- ❑ A general ranked tensor by N^R numbers

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How many rank tensor can have?

Rank	Object
0	Scalar
1	Vector
2	Matrix
≥ 3	Tensor

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So What are Tensors

- ❑ A tensor is a multidimensional array with a uniform data type
- ❑ You can never update a tensor but create a new one
- ❑ Looks similar to Numpy Array, even behave similar way in some aspects
- ❑ A Tensor is a suitable choice on GPU
- ❑ A tensor can reside in accelerator's memory

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As a Data Scientist...

- ❑ A tensor is a type of *multidimensional array* with certain *transformation properties*
- ❑ Let's take for example velocity of some object:
 - ❖ It can be represented by three numbers, or a multidimensional array (1 x 3).
 - ❖ Value in this array depends on your system of reference.
 - ❖ In one system of reference these numbers can be [100, 0, 0].
 - ❖ In another system of reference the numbers corresponding to the velocity of this very object at this very moment can be absolutely different.
 - ❖ Let's say [60, 0, -80]
- ❑ You toss a ball in the air, how many numbers do I need to define its velocity?
 - ❖ 1... 2... 6! Right?
 - $v_x, v_y, v_z, r_x, r_y, r_z$
 - ❖ What if I am standing outside earth?
 - ❖ Outside our galaxy.... My head is spinning already!
- ❑ It's the rules of changing representation when switching between systems of reference that make multidimensional array a tensor.

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"Tensors are fact of universe" - Lillian Liebe

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“

Numpy are excellent but run on CPU only

Tensors in Tensorflow and PyTorch are attempts to make it run on GPU.

”

Why Tensors!

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Deep Learning Frameworks Landscape

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Deep Learning Frameworks Landscape



TensorFlow

 PyTorch Keras Sonnet mxnet GLUON DL4J Chainer

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 pandas CuPy matplotlib
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Deep Learning Frameworks Landscape



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Deep Learning Frameworks Landscape



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 TensorFlow


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 pandas

 CuPy



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Deep Learning Frameworks Landscape


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 PyTorch

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Deep Learning Frameworks Landscape



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Deep Learning Frameworks Landscape


 TensorFlow


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 pandas

 PyTorch

 Keras

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 matplotlib
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TensorFlow

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TensorFlow vs. Theano

- ❑ Theano was an inspiration for Tensorflow
 - ❖ A deep-learning library with python wrapper
- ❑ Theano and TensorFlow are very similar systems
- ❑ TensorFlow has better support for distributed systems though
- ❑ Development of Tensorflow is funded by Google, while Theano is an academic project.
- ❑ TensorFlow and Numpy are quite similar
 - ❖ Both are N-d array libraries!
- ❑ Numpy has Nddarray support, but doesn't offer methods to create tensor functions and automatically compute derivatives
- ❑ Numpy had no GPU support
 - ❖ CuPy for GPU support

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Formats are near similar!

Numpy	TensorFlow
<code>a = np.zeros((2,2)); b = np.ones((2,2))</code>	<code>a = tf.zeros((2,2)), b = tf.ones((2,2))</code>
<code>np.sum(b, axis=1)</code>	<code>tf.reduce_sum(a, reduction_indices=[1])</code>
<code>a.shape</code>	<code>a.get_shape()</code>
<code>np.reshape(a, (1,4))</code>	<code>tf.reshape(a, (1,4))</code>
<code>b * 5 + 1</code>	<code>b * 5 + 1</code>
<code>np.dot(a,b)</code>	<code>tf.matmul(a, b)</code>
<code>a[0,0], a[:,0], a[0,:]</code>	<code>a[0,0], a[:,0], a[0,:]</code>

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TensorFlow requires explicit evaluation!

- ❑ `a = np.zeros((2,2))`
- ❑ `ta = tf.zeros((2,2))`
- ❑ `print(a)`

```
[[ 0. 0.]
 [ 0. 0.]]
```
- ❑ `print(ta)`

```
Tensor("zeros_1:0", shape=(2, 2), dtype=float32)
```
- ❑ `print(ta.eval())`

```
[[ 0. 0.]
 [ 0. 0.]]
```

TensorFlow computations define a computation graph that has no numerical value until evaluated!

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Session Object

- ❑ Till version 1:
 "A Session object encapsulates the environment in which Tensor objects are evaluated"
 - TensorFlow Docs
- ❑ `a = tf.constant (5.0)`
`b = tf.constant (6.0)`
- ❑ `c = a * b`
- ❑ with `tf.Session()` as `sess`:

```
print(sess.run(c))
print(c.eval())
```

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Session Object

- ❑ Till version 1 - "A Session object represents the environment in which Tensor objects are evaluated" - TensorFlow
- ❑ `a = tf.constant(5.0)`
`b = tf.constant(2.0)`
- ❑ `c = a * b`
- ❑ `with tf.Session() as sess:`
`print(sess.run(c))`
`print(sess.run(b))`



Not available in Version 2.0!

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TensorFlow

- ❑ "TensorFlow programs are usually structured into a construction phase, that assembles a graph, and an execution phase that uses a session to execute ops in the graph." - TensorFlow docs
- ❑ All computations add nodes to global default graph (docs)
- ❑ "When you train a model you use variables to hold and update parameters. Variables are in-memory buffers containing tensors" - TensorFlow Docs.
- ❑ Variables are created and tracked via the `tf.Variable` class.
 - ❖ A `tf.Variable` represents a tensor whose value can be changed by running ops on it.
 - ❖ Specific ops allow you to read and modify the values of this tensor.
 - ❖ Higher level libraries like `tf.keras` use `tf.Variable` to store model parameters. -- TensorFlow Docs

A lot could have changed since last update
Must Read: <https://www.tensorflow.org/guide/variable>

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