**torch.no\_grad()**

torch.no\_grad是一个类，可用作装饰器，使得函数返回值的requires\_grad=False

x = torch.randn(10, 5, requires\_grad = True)

@torch.no\_grad()

def doubler(c):

return c \* 2

a = doubler(x)

print(a.requires\_grad)

b = x+2

print(b.requires\_grad)

>>>

False

True

此段代码与以下代码等价

x = torch.randn(10, 5, requires\_grad = True)

def doubler(c):

return c \* 2

doubler = torch.no\_grad()(doubler)*#torch.no\_grad()返回一个torch.no\_grad类的实例，再调用该实例的\_\_init\_\_()方法，在该方法中调用torch.no\_grad类的父类\_DecoratorContextManager的初始化函数完成初始化*

a = doubler(a)

print(a.requires\_grad)

b = x+2

print(b.requires\_grad)

>>>

False

True