Copilot

Of course, you can add the second term (U2r2 - r1) back into the update for r1. Here's how you can do it:

```
import numpy as np
# Define the sizes
input size case1 = (1, 11088)
input_size_case2 = (16, 864)
r1_{size} = (32,)
r2_{size} = (128,)
U1\_size\_case1 = (1, 11088, 32)
U1\_size\_case2 = (16, 864, 32)
U2_{size} = (32, 128)
# Initialize the tensors
input_case1 = np.random.normal(size=input_size_case1) # Size: (1, 11088)
input_case2 = np.random.normal(size=input_size_case2) # Size: (16, 864)
r1 = np.random.normal(size=r1_size) # Size: (32,)
r2 = np.random.normal(size=r2_size) # Size: (128,)
U1_case1 = np.random.normal(size=U1_size_case1) # Size: (1, 11088, 32)
U1_case2 = np.random.normal(size=U1_size_case2) # Size: (16, 864, 32)
U2 = np.random.normal(size=U2 size) # Size: (32, 128)
# Compute the product U1.tensordot(r1)
product_case1 = np.tensordot(U1_case1, r1, axes=([-1], [0]))  # Size: (1, 11088)
product_case2 = np.tensordot(U1_case2, r1, axes=([-1], [0])) # Size: (16, 864)
# Compute the difference between the input and the product
difference case1 = input case1 - product case1
difference_case2 = input_case2 - product_case2
# Compute the transpose of U1 along the last three axes
U1T_case1 = np.transpose(U1_case1, (2, 0, 1)) # Size: (32, 1, 11088) U1T_case2 = np.transpose(U1_case2, (2, 0, 1)) # Size: (32, 16, 864)
# Compute the dot product of the difference and U1 transpose
gradient_case1 = np.tensordot(difference_case1, U1T_case1, axes=([0, 1], [1, 2])) # Size: (32,)
gradient_case2 = np.tensordot(difference_case2, U1T_case2, axes=([0, 1], [1, 2])) # Size: (32,)
# Compute the product U2.tensordot(r2)
U2r2 = np.tensordot(U2, r2, axes=([1], [0])) # Size: (32,)
# Update r1
r1 += gradient case1 + (U2r2 - r1)
                                      # For case 1
r1 += gradient case2 + (U2r2 - r1) # For case 2
```

In this code, U2r2 is computed as the tensor dot product of U2 and r2, and then it's used in the update for r1. This ensures that r1 is updated according to the difference between the input image and a weight-transformed r1, as well as the difference between U2r2 and r1.

I hope this helps! Let me know if you have any other questions.