

## 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 serializing 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 conjugated tensor, i.e. its conjugate bit 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 dtype to <code>d</code> .
<code>get_default_dtype</code>	Get the current default floating point <code>torch.dtype</code> .
<code>set_default_tensor_type</code>	Sets the default <code>torch.Tensor</code> type to floating point tensor type <code>t</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

<div>• NOTE</div> <div>Random sampling creation ops are listed under <b>Random sampling</b> 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 <b>In-place random sampling</b> methods to create <code>torch.Tensor</code> s with values sampled from a broader range of distributions.</div>	
<code>tensor</code>	Constructs a tensor with no autograd history (also known as a "leaf tensor", see <b>Autograd mechanics</b> ) by copying <i>data</i> .
<code>sparse_coo_tensor</code>	Constructs a <b>sparse tensor in COO(rdinate) format</b> with specified values at the given <i>indices</i> .

<code>asarray</code>	Converts <code>obj</code> to a tensor.
<code>as_tensor</code>	Converts data into a tensor, sharing data and preserving autograd history if possible.
<code>as_strided</code>	Create a view of an existing <code>torch.Tensor</code> <code>input</code> with specified <code>size</code> , <code>stride</code> and <code>storage_offset</code> .
<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 $\text{base}^{\text{start}}$ to $\text{base}^{\text{end}}$ , 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 undefined 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.

`quantize_per_channel`

Converts a float tensor to a per-channel quantized tensor with given scales and zero points.

`dequantize`

Returns an fp32 Tensor by dequantizing a quantized Tensor

`complex`

Constructs a complex tensor with its real part equal to `real` and its imaginary part equal to `imag`.

`polar`

Constructs a complex tensor whose elements are Cartesian coordinates corresponding to the polar coordinates with absolute value `abs` and angle `angle`.

`heaviside`

Computes the Heaviside step function for each element in `input`.

Indexing, Slicing, Joining, Mutating Ops

`adjoint`

Returns a view of the tensor conjugated and with the last two dimensions transposed.

`argwhere`

Returns a tensor containing the indices of all non-zero elements of `input`.

`cat`

Concatenates the given sequence of `seq` tensors in the given dimension.

`concat`

Alias of `torch.cat()`.

`concatenate`

Alias of `torch.cat()`.

`conj`

Returns a view of `input` with a flipped conjugate bit.

`chunk`

Attempts to split a tensor into the specified number of chunks.

`dsplit`

Splits `input`, a tensor with three or more dimensions, into multiple tensors depthwise according to `indices_or_sections`.

`column_stack`

Creates a new tensor by horizontally stacking the tensors in `tensors`.

`dstack`

Stack tensors in sequence depthwise (along third axis).

`gather`

Gathers values along an axis specified by `dim`.

`hsplit`

Splits `input`, a tensor with one or more dimensions, into multiple tensors horizontally according to `indices_or_sections`.

`hstack`

Stack tensors in sequence horizontally (column wise).

`index_add`

See `index_add_()` for function description.

`index_copy`

See `index_add_()` for function description.

`index_reduce`

See `index_reduce_()` 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 narrowed version of <code>input</code> tensor.
<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>split</code>	Splits the tensor into chunks.
<code>squeeze</code>	Returns a tensor with all the 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 transposed version of <code>input</code> .
<code>unbind</code>	Removes a tensor dimension.
<code>unsqueeze</code>	Returns a new tensor with a dimension of size one inserted at the specified 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>x</code> or <code>y</code> , depending on <code>condition</code> .

Generators

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

<code>seed</code>	Sets the seed for generating random numbers to a non-deterministic random number.
<code>manual_seed</code>	Sets the seed for generating random numbers.
<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>torch.default_generator</code>	Returns the default CPU torch.Generator
<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 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 CPU operations
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set\_num\_threads

Sets the number of threads used for intraop parallelism on CPU.

get\_num\_interop\_threads

Returns the number of threads used for inter-op parallelism on CPU (e.g.

set\_num\_interop\_threads

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 thread local, so they won't work if you send work to another thread using the `threading` module, etc.

Examples:

```
>>> 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 disabled gradient calculation.

enable\_grad

Context-manager that enables gradient calculation.

set\_grad\_enabled

Context-manager that sets gradient calculation to on or off.

is\_grad\_enabled

Returns True if grad mode is currently enabled.

inference\_mode

Context-manager that enables or disables inference mode

is\_inference\_mode\_enabled

Returns True if inference mode is currently enabled.

## Math operations

### 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()`.

<code>acosh</code>	Returns a new tensor with the inverse hyperbolic cosine of the elements of <code>input</code> .
<code>arccosh</code>	Alias for <code>torch.acosh()</code> .
<code>add</code>	Adds <code>other</code> , scaled by <code>alpha</code> , to <code>input</code> .
<code>addcdiv</code>	Performs the element-wise division of <code>tensor1</code> by <code>tensor2</code> , multiply the result by the scalar <code>value</code> and add it to <code>input</code> .
<code>addcmul</code>	Performs the element-wise multiplication of <code>tensor1</code> by <code>tensor2</code> , multiply the result by the scalar <code>value</code> and add it to <code>input</code> .
<code>angle</code>	Computes the element-wise angle (in radians) of the given <code>input</code> tensor.
<code>asin</code>	Returns a new tensor with the arcsine of the elements of <code>input</code> .
<code>arcsin</code>	Alias for <code>torch.asin()</code> .
<code>asinh</code>	Returns a new tensor with the inverse hyperbolic sine of the elements of <code>input</code> .
<code>arcsinh</code>	Alias for <code>torch.asinh()</code> .
<code>atan</code>	Returns a new tensor with the arctangent of the elements of <code>input</code> .
<code>arctan</code>	Alias for <code>torch.atan()</code> .
<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>fix</code>	Alias for <code>torch.trunc()</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 <code>second-order accurate central differences method</code> .
<code>imag</code>	Returns a new tensor containing imaginary values of the <code>self</code> tensor.
<code>ldexp</code>	Multiplies <code>input</code> by <code>2**attr:other</code> .
<code>lerp</code>	Does a linear interpolation of two tensors <code>start</code> (given by <code>input</code> ) and <code>end</code> based on 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> .

hypot	Given the legs of a right triangle, return its hypotenuse.
i0	Alias for <code>torch.special.i0()</code> .
igamma	Alias for <code>torch.special.gammainc()</code> .
igammac	Alias for <code>torch.special.gammaincc()</code> .
mul	Multiplies <code>input</code> by <code>other</code> .
multiply	Alias for <code>torch.mul()</code> .
mvlgamma	Alias for <code>torch.special.multigammaln()</code> .
nan_to_num	Replaces NaN, positive infinity, and negative infinity values in <code>input</code> with the values specified by <code>nan</code> , <code>posinf</code> , and <code>neginf</code> , respectively.
neg	Returns a new tensor with the negative of the elements of <code>input</code> .
negative	Alias for <code>torch.neg()</code>
nextafter	Return the next floating-point value after <code>input</code> towards <code>other</code> , elementwise.
polygamma	Alias for <code>torch.special.polygamma()</code> .
positive	Returns <code>input</code> .
pow	Takes the power of each element in <code>input</code> with <code>exponent</code> and returns a tensor with the result.
quantized_batch_norm	Applies batch normalization on a 4D (NCHW) quantized tensor.
quantized_max_pool1d	Applies a 1D max pooling over an input quantized tensor composed of several input planes.
quantized_max_pool2d	Applies a 2D max pooling over an input quantized tensor composed of several input planes.
rad2deg	Returns a new tensor with each of the elements of <code>input</code> converted from angles in radians to degrees.
real	Returns a new tensor containing real values of the <code>self</code> tensor.
reciprocal	Returns a new tensor with the reciprocal of the elements of <code>input</code>
remainder	Computes Python's modulus operation entrywise.
round	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>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>true_divide</code>	Alias for <code>torch.div()</code> with <code>rounding_mode=None</code> .
<code>trunc</code>	Returns a new tensor with the truncated 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>	Returns the mean value of all elements in the <code>input</code> tensor.
<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 namedtuple ( <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>	If <code>unbiased</code> is <code>True</code> , Bessel’s correction will be used.
<code>std_mean</code>	If <code>unbiased</code> is <code>True</code> , Bessel’s correction will be used to calculate the standard deviation.
<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.

`unique_consecutive`

Eliminates all but the first element from every consecutive group of equivalent elements.

`var`

If `unbiased` is `True`, Bessel’s correction will be used.

`var_mean`

If `unbiased` is `True`, Bessel’s correction will be used to calculate the variance.

`count_nonzero`

Counts the number of non-zero values in the tensor `input` along the given `dim`.

Comparison Ops

`allclose`

This function checks if all `input` and `other` satisfy the condition:

`argsort`

Returns the indices that sort a tensor along a given dimension in ascending order by value.

`eq`

Computes element-wise equality

`equal`

`True` if two tensors have the same size and elements, `False` otherwise.

`ge`

Computes `input`  $\geq$  `other` element-wise.

`greater_equal`

Alias for `torch.ge()`.

`gt`

Computes `input`  $>$  `other` element-wise.

`greater`

Alias for `torch.gt()`.

`isclose`

Returns a new tensor with boolean elements representing if each element of `input` is “close” to the corresponding element of `other`.

`isfinite`

Returns a new tensor with boolean elements representing if each element is *finite* or not.

`isin`

Tests if each element of `elements` is in `test_elements`.

`isinf`

Tests if each element of `input` is infinite (positive or negative infinity) or not.

`isposinf`

Tests if each element of `input` is positive infinity or not.

`isneginf`

Tests if each element of `input` is negative infinity or not.

`isnan`

Returns a new tensor with boolean elements representing if each element of `input` is NaN or not.

`isreal`

Returns a new tensor with boolean elements representing if each element of `input` is real-valued or not.

`kthvalue`

Returns a namedtuple (`values`, `indices`) where `values` is the `k` th smallest element of each row of the `input` tensor in the given dimension `dim`.

<code>le</code>	Computes <code>input ≤ other</code> element-wise.
<code>less_equal</code>	Alias for <code>torch.le()</code> .
<code>lt</code>	Computes <code>input &lt; other</code> 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 <code>input ≠ other</code> element-wise.
<code>not_equal</code>	Alias for <code>torch.ne()</code> .
<code>sort</code>	Sorts the elements of the <code>input</code> tensor along a given dimension in ascending order by value.
<code>topk</code>	Returns the <code>k</code> largest elements of the given <code>input</code> tensor along a given dimension.
<code>msort</code>	Sorts the elements of the <code>input</code> tensor along its first dimension in ascending order by 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 <b>Broadcasting semantics</b> .
<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 batched 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 <i>r</i> 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> .
<code>cummax</code>	Returns a namedtuple ( <code>values</code> , <code>indices</code> ) where <code>values</code> is the cumulative maximum of elements of <code>input</code> in the dimension <code>dim</code> .
<code>cummin</code>	Returns a namedtuple ( <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 dimension <code>dim</code> .



`diag`

- If `input` is a vector (1-D tensor), then returns a 2-D square tensor

`diag_embed`

Creates a tensor whose diagonals of certain 2D planes (specified by `dim1` and `dim2`) are filled by `input`.

`diagflat`

- If `input` is a vector (1-D tensor), then returns a 2-D square tensor

`diagonal`

Returns a partial view of `input` with the its diagonal elements with respect to `dim1` and `dim2` appended as a dimension at the end of the shape.

`diff`

Computes the n-th forward difference along the given dimension.

`einsum`

Sums the product of the elements of the input `operands` along dimensions specified using a notation based on the Einstein summation convention.

`flatten`

Flattens `input` by reshaping it into a one-dimensional tensor.

`flip`

Reverse the order of a n-D tensor along given axis in dims.

`fliplr`

Flip tensor in the left/right direction, returning a new tensor.

`flipud`

Flip tensor in the up/down direction, returning a new tensor.

`kron`

Computes the Kronecker product, denoted by  $\otimes$ , of `input` and `other`.

`rot90`

Rotate a n-D tensor by 90 degrees in the plane specified by dims axis.

`gcd`

Computes the element-wise greatest common divisor (GCD) of `input` and `other`.

`histc`

Computes the histogram of a tensor.

`histogram`

Computes a histogram of the values in a tensor.

`histogramdd`

Computes a multi-dimensional histogram of the values in a tensor.

`meshgrid`

Creates grids of coordinates specified by the 1D inputs in `attr:tensors`.

`lcm`

Computes the element-wise least common multiple (LCM) of `input` and `other`.

`logcumsumexp`

Returns the logarithm of the cumulative summation of the exponentiation of elements of `input` in the dimension `dim`.

`ravel`

Return a contiguous flattened tensor.

`renorm`

Returns a tensor where each sub-tensor of `input` along dimension `dim` is normalized such that the  $p$ -norm of the sub-tensor is lower than the value `maxnorm`

<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>tensordot</code>	Returns a contraction of a and b over multiple dimensions.
<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</code> -by- <code>col</code> matrix in a 2-by-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</code> by <code>col</code> matrix in a 2-by-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 materialized 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 materialized 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 reduced add step (all matrix multiplications get accumulated 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>addr</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> .

bmm	Performs a batch matrix-matrix product of matrices stored in <code>input</code> and <code>mat2</code> .
chain_matmul	Returns the matrix product of the $N$ 2-D tensors.
cholesky	Computes the Cholesky decomposition of a symmetric positive-definite matrix $A$ or for batches of symmetric positive-definite matrices.
cholesky_inverse	Computes the inverse of a symmetric positive-definite matrix $A$ using its Cholesky factor $u$ : returns matrix <code>inv</code> .
cholesky_solve	Solves a linear system of equations with a positive semidefinite matrix to be inverted given its Cholesky factor matrix $u$ .
dot	Computes the dot product of two 1D tensors.
geqrf	This is a low-level function for calling LAPACK's geqrf directly.
ger	Alias of <code>torch.outer()</code> .
inner	Computes the dot product for 1D tensors.
inverse	Alias for <code>torch.linalg.inv()</code>
det	Alias for <code>torch.linalg.det()</code>
logdet	Calculates log determinant of a square matrix or batches of square matrices.
slogdet	Alias for <code>torch.linalg.slogdet()</code>
lu	Computes the LU factorization of a matrix or batches of matrices $A$ .
lu_solve	Returns the LU solve of the linear system $Ax = b$ using the partially pivoted LU factorization of A from <code>lu_factor()</code> .
lu_unpack	Unpacks the LU decomposition returned by <code>lu_factor()</code> into the $P, L, U$ matrices.
matmul	Matrix product of two tensors.
matrix_power	Alias for <code>torch.linalg.matrix_power()</code>
matrix_exp	Alias for <code>torch.linalg.matrix_exp()</code> .
mm	Performs a matrix multiplication of the matrices <code>input</code> and <code>mat2</code> .
mv	Performs a matrix-vector product of the matrix <code>input</code> and 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 product of Householder matrices with a general matrix.
<code>outer</code>	Outer product of <code>input</code> and <code>vec2</code> .
<code>pinverse</code>	Alias for <code>torch.linalg.pinv()</code>
<code>qr</code>	Computes the QR decomposition of a matrix or a batch of matrices <code>input</code> , and returns a namedtuple (Q, R) of tensors such that $\text{input} = QR$ with $Q$ being an orthogonal matrix or batch of orthogonal matrices and $R$ being an upper triangular matrix or batch of upper triangular matrices.
<code>svd</code>	Computes the singular value decomposition of either a matrix or batch of matrices <code>input</code> .
<code>svd_lowrank</code>	Return the singular value decomposition ( <code>U</code> , <code>S</code> , <code>V</code> ) of a matrix, batches of matrices, or a sparse matrix $A$ such that $A \approx U \text{diag}(S) V^T$ .
<code>pca_lowrank</code>	Performs linear Principal Component Analysis (PCA) on a low-rank matrix, batches of such matrices, or sparse matrix.
<code>symeig</code>	This function returns eigenvalues and eigenvectors of a real symmetric or complex Hermitian matrix <code>input</code> or a batch thereof, represented by a namedtuple (eigenvalues, eigenvectors).
<code>lobpcg</code>	Find the k largest (or smallest) eigenvalues and the corresponding eigenvectors of a symmetric positive definite generalized eigenvalue problem using matrix-free LOBPCG methods.
<code>trapez</code>	Alias for <code>torch.trapezoid()</code> .
<code>trapezoid</code>	Computes the <b>trapezoidal rule</b> along <code>dim</code> .
<code>cumulative_trapezoid</code>	Cumulatively computes the <b>trapezoidal rule</b> along <code>dim</code> .
<code>triangular_solve</code>	Solves a system of equations with a square upper or lower triangular invertible matrix $A$ and multiple right-hand sides $b$ .
<code>vdot</code>	Computes the dot product of two 1D vectors along a dimension.

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 <a href="#">documentation</a> .
<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>get_deterministic_debug_mode</code>	Returns the current value of 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>is_warn_always_enabled</code>	Returns True if the global warn_always flag is turned on.
<code>_assert</code>	A wrapper around Python’s assert which is symbolically traceable.

Operator Tags

CLASS	torch.Tag
Members:	
inplace_view	
nondeterministic_seeded	
dynamic_output_shape	
data_dependent_output	
view_copy	
generated	
nondeterministic_bitwise	
PROPERTY	name

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