

Tensorflow Set Up



TensorFlow

Installation

```
pip install tensorflow
```

Import

```
1 # Import the TensorFlow library with the alias tf  
2 import tensorflow as tf
```

Tensor Types

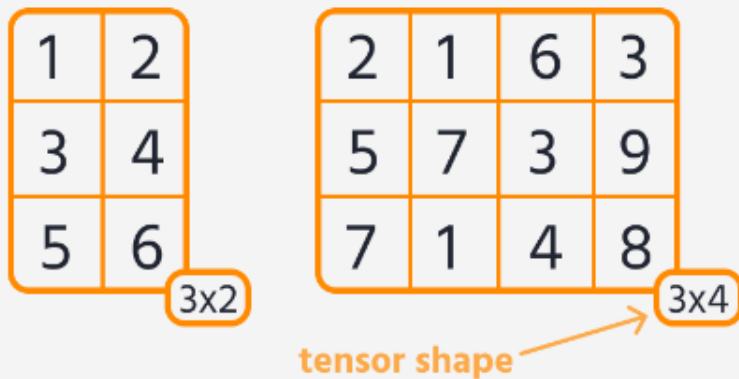
Scalars (0D Tensors)

5 1 7

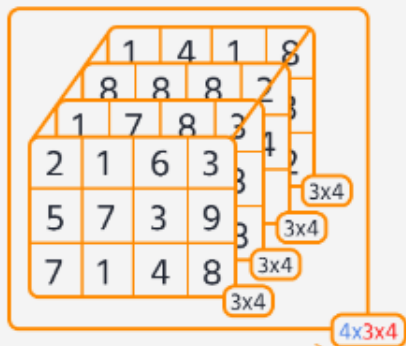
Vectors (1D Tensors)



Matrices (2D Tensors)

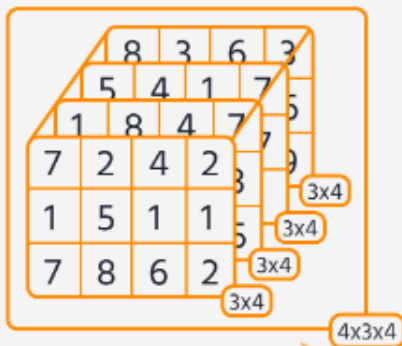


3D Tensor #1



4 matrices with
the shape 3x4

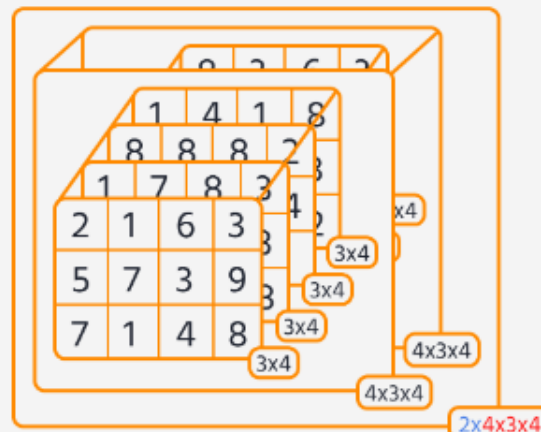
3D Tensor #2



3 numbers in the shape means
3D (three dimensional)

=

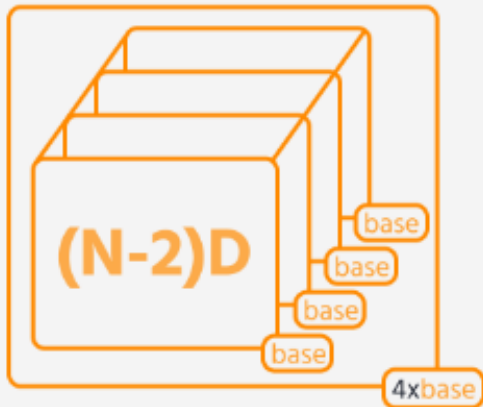
4D Tensor



2 tensors with
the shape 4x3x4

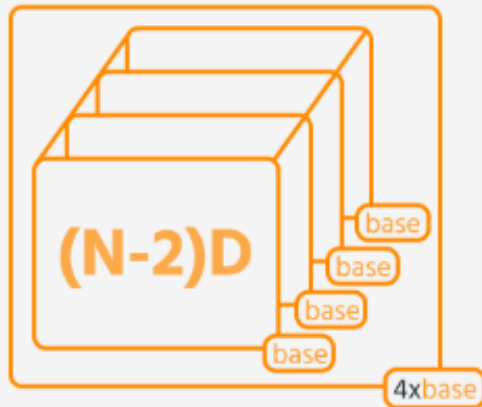
Tensor Types

(N-1)D Tensor #1



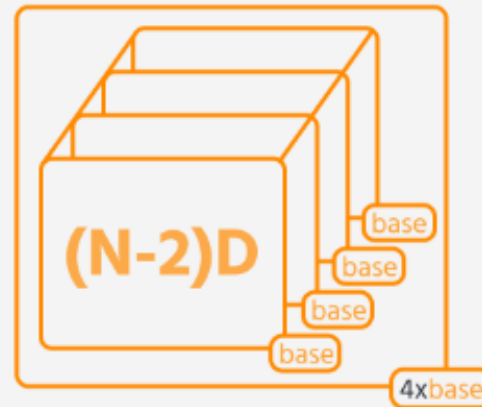
+

(N-1)D Tensor #2



+

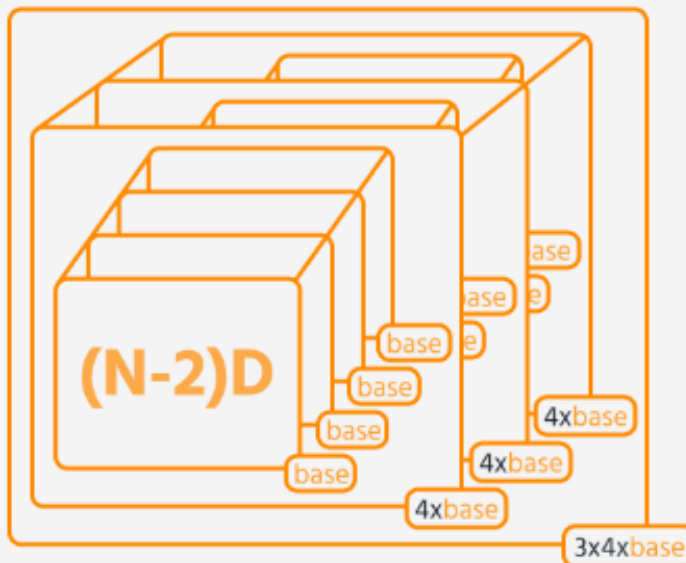
(N-1)D Tensor #3



=

ND Tensor

=



Simple Tensor Creation

```
1 # Create a 1D tensor
2 tensor_1D = tf.constant([1, 2, 3])
3
4 # Create a 2D tensor
5 tensor_2D = tf.constant([[1, 2, 3], [4, 5, 6]])
6
7 # Create a 3D tensor
8 tensor_3D = tf.constant([[[1, 2], [3, 4]], [[5, 6], [7, 8]]])
```

Tensor Properties

- **Rank:** It tells you the *number of dimensions* present in the tensor. For instance, a *matrix* has a rank of 2. You can get the rank of the tensor using the `.ndim` attribute:

```
print(f'Rank of a tensor: {tensor.ndim}')
```

- **Shape:** This describes how many values exist in each dimension. A 2x3 matrix has a shape of `(2, 3)`. The length of the shape parameter matches the tensor's rank (*its number of dimensions*). You can get the the shape of the tensor by the `.shape` attribute:

```
print(f'Shape of a tensor: {tensor.shape}')
```

- **Types:** Tensors come in various data types. While there are many, some common ones include `float32`, `int32`, and `string`. You can get the the data type of the tensor by the `.dtype` attribute:

```
print(f'Data type of a tensor: {tensor.dtype}')
```

Tensor Properties

Matrix (2D Tensor)

A 2D tensor (Matrix) with 3 rows and 4 columns. The shape is labeled as 3x4.

2.2	1.4	5.8	2.0
6.7	4.9	3.1	9.2
4.0	2.5	2.2	4.5

Shape: (3x4)

Rank: 2

Data type: float32

3D Tensor

A 3D tensor with 4 matrices, each having 3 rows and 4 columns. The shape is labeled as 4x3x4.

8	3	6	3
5	4	1	7
1	8	4	7
7	2	4	2
1	5	1	1
7	8	6	2


Shape: (4x3x4)

Rank: 3

Data type: int32

Tensor Axes

Scalar (0D Tensor)


No Shape and No Axes
Rank: 0
Data type: int32

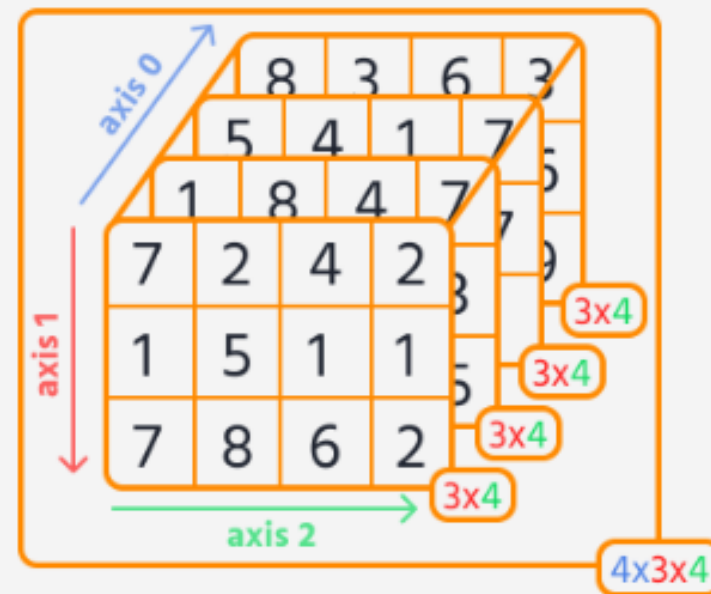
Vector (1D Tensor)



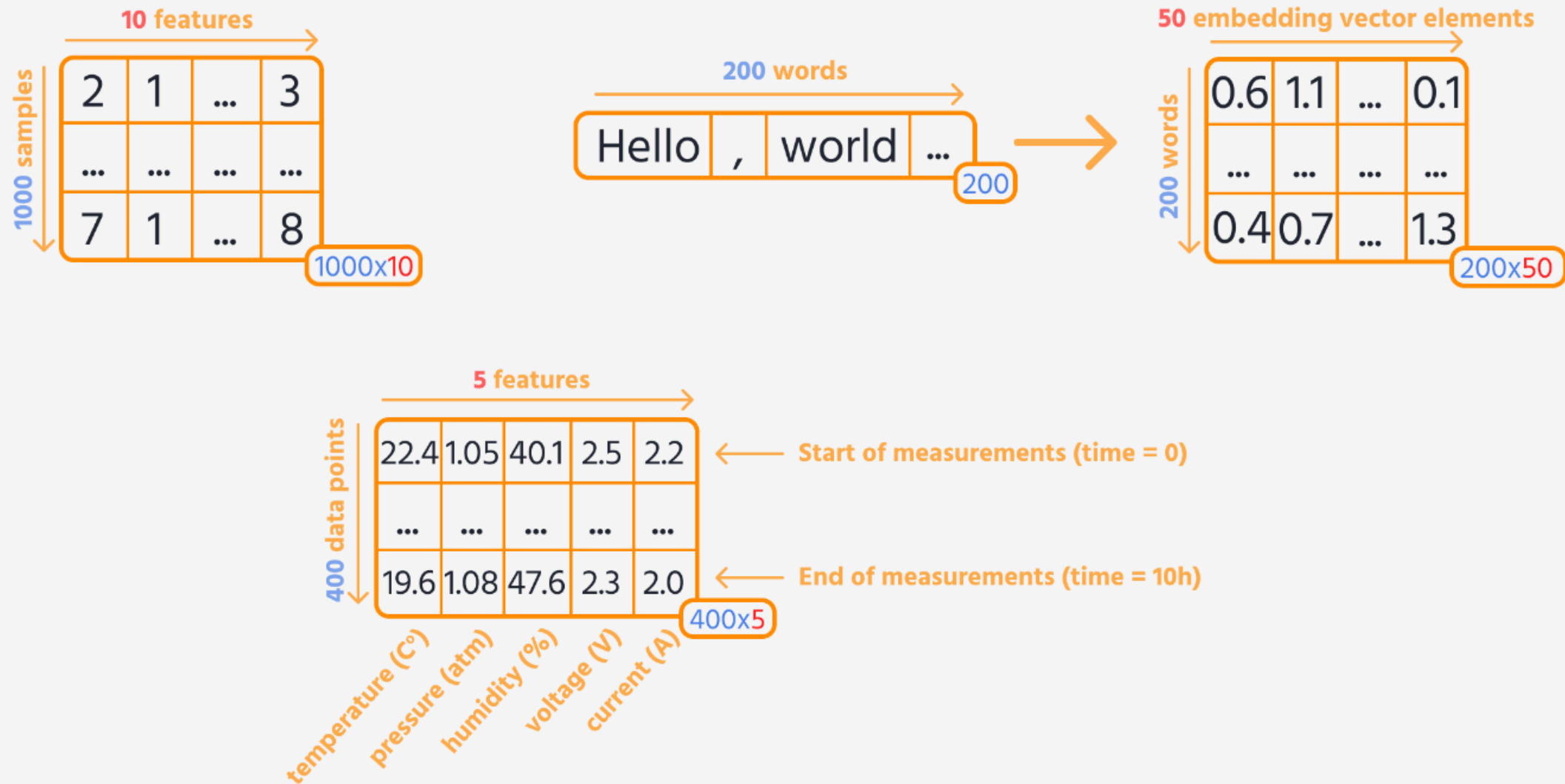
Matrix (2D Tensor)



3D Tensor



Applications of Tensors



Applications of Tensors

R **G** **B** **R** **G** **B**
[235, 228, 161] [88, 87, 84]

4 pixels with
shape (2x2)

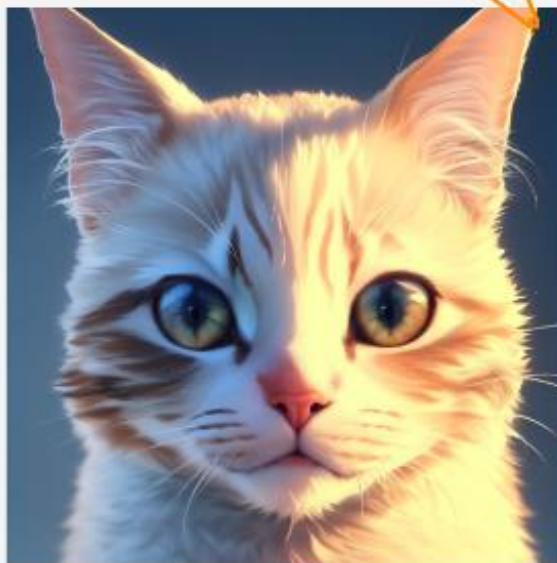
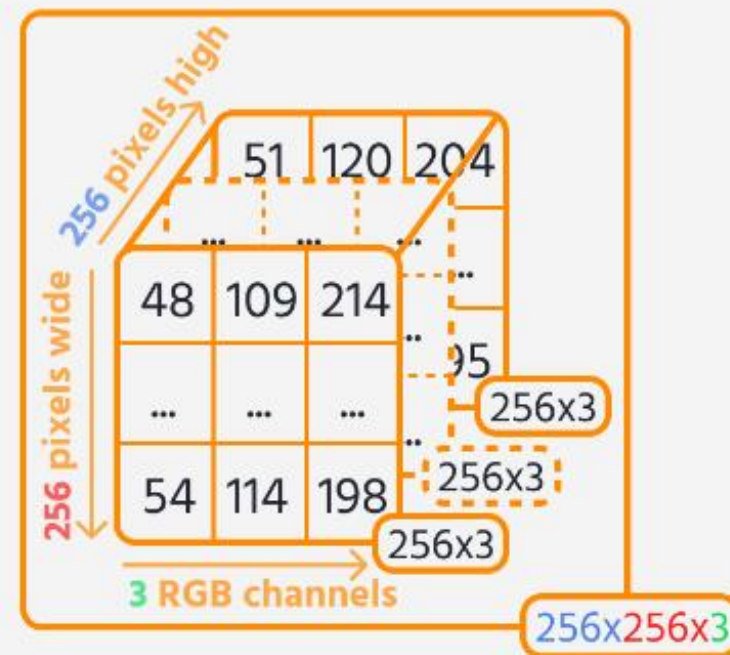
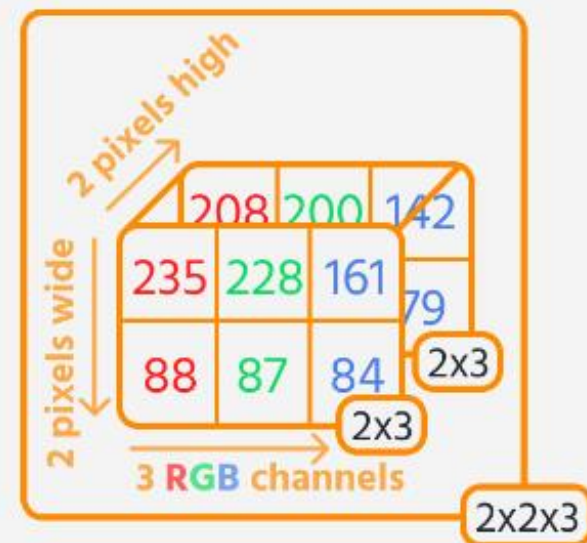
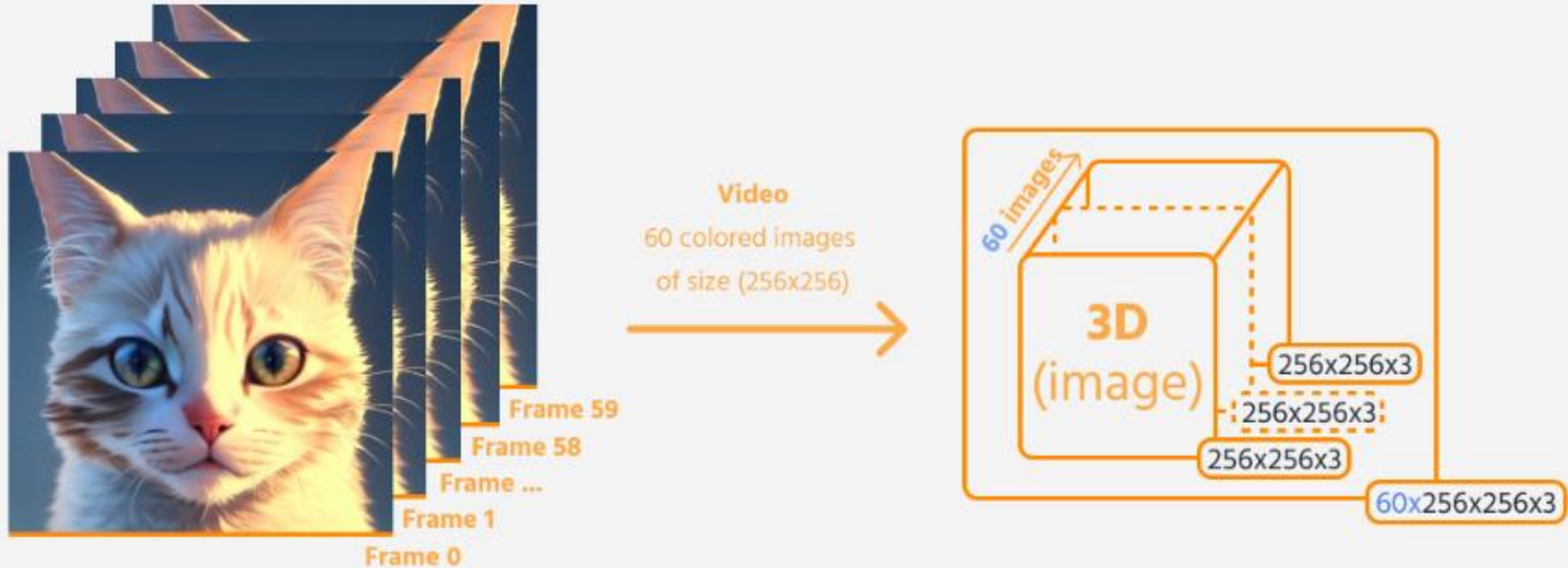


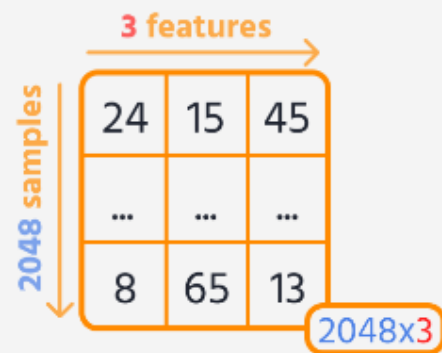
Image with
shape (256x256)



Applications of Tensors



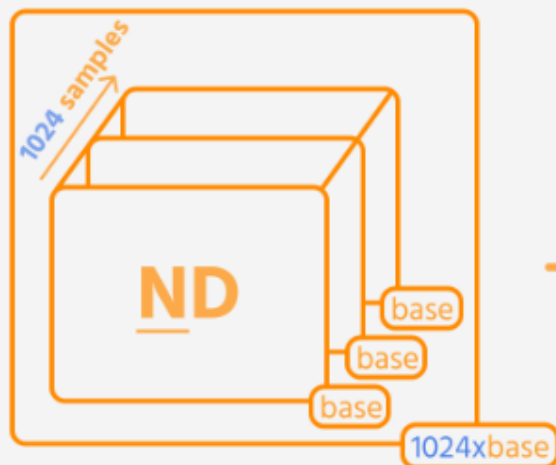
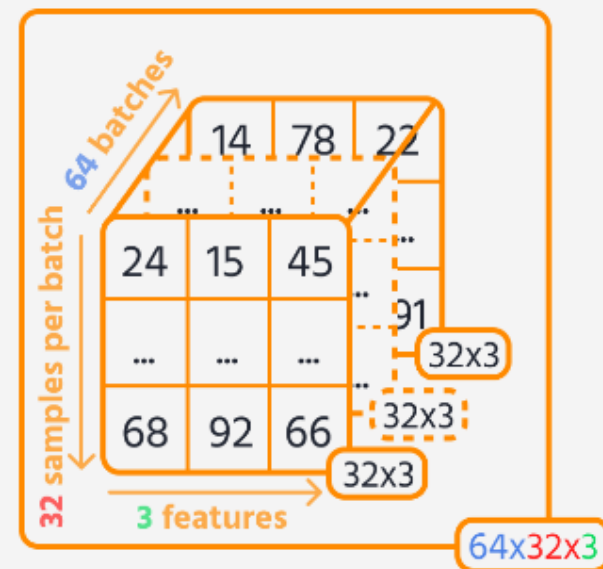
Batches



Base shape = (3)

Batch Conversion

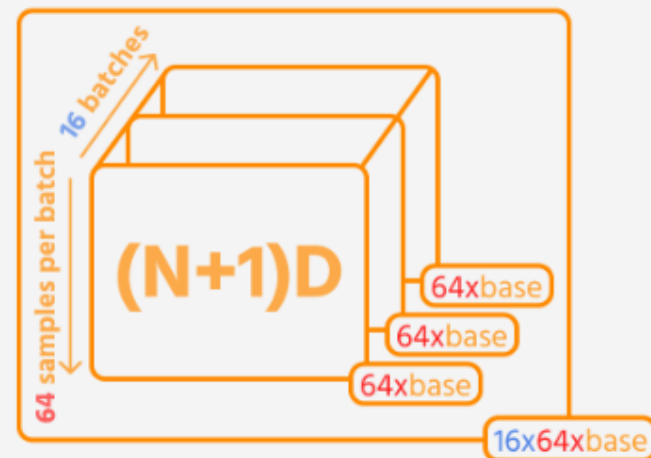
Every 32 samples
form one batch



Base shape = (base)

Batch Conversion

Every 64 samples
form one batch



Tensor Creation Methods

```
1 # Create a 2x2 constant tensor
2 tensor_const = tf.constant([[1, 2], [3, 4]])
3
4 # Create a variable tensor
5 tensor_var = tf.Variable([[1, 2], [3, 4]])
6
7 # Zero tensor of shape (3, 3)
8 tensor_zeros = tf.zeros((3, 3))
9
10 # Ones tensor of shape (2, 2)
11 tensor_ones = tf.ones((2, 2))
12
13 # Tensor of shape (2, 2) filled with 6
14 tensor_fill = tf.fill((2, 2), 6)
15
16 # Generate a sequence of numbers starting from 0, ending at 9
17 tensor_range = tf.range(10)
18
19 # Create 5 equally spaced values between 0 and 10
20 tensor_linspace = tf.linspace(0, 10, 5)
21
22 # Tensor of shape (2, 2) with random values normally distributed
23 tensor_random = tf.random.normal((2, 2), mean=4, stddev=0.5)
24
25 # Tensor of shape (2, 2) with random values uniformly distributed
26 tensor_random = tf.random.uniform((2, 2), minval=-2, maxval=2)
```

Conversions

- NumPy to Tensor

```
1 # Create a NumPy array based on a Python list
2 numpy_array = np.array([[1, 2], [3, 4]])
3
4 # Convert a NumPy array to a tensor
5 tensor_from_np = tf.convert_to_tensor(numpy_array)
```

- Pandas to Tensor

```
1 # Create a DataFrame based on dictionary
2 df = pd.DataFrame({'A': [1, 2], 'B': [3, 4]})
3
4 # Convert a DataFrame to a tensor
5 tensor_from_df = tf.convert_to_tensor(df.values)
```

- Constant Tensor to a Variable Tensor

```
1 # Create a variable from a tensor
2 tensor = tf.random.normal((2, 3))
3 variable_1 = tf.Variable(tensor)
4
5 # Create a variable based on other generator
6 variable_2 = tf.Variable(tf.zeros((2, 2)))
```

Data Types

Data Type	Range of Values
float32	3.4 e ^{+/- 38} (7 digits)
float64	1.7 e ^{+/- 308} (15 digits)
int8	-128 to 127
int32	-2,147,483,648 to 2,147,483,647
uint32	0 to 4,294,967,295
bool	True or False (1 or 0)
string	Limited by available memory

```
1 # Creating a tensor of type float16
2 tensor_float = tf.constant([1.2, 2.3, 3.4], dtype=tf.float16)
3
4 # Convert tensor_float from float32 to int32
5 tensor_int = tf.cast(tensor_float, dtype=tf.int32)
```


Arithmetic

- Addition

```
1 c1 = tf.add(a, b)
2 c2 = a + b
3
4 # Changes the object inplace without creating a new one
5 a.assign_add(b)
```

- Subtraction

```
1 c1 = tf.subtract(a, b)
2 c2 = a - b
3
4 # Inplace subtraction
5 a.assign_sub(b)
```

- Element-wise Multiplication

```
1 c1 = tf.multiply(a, b)
2 c2 = a * b
```

- Division

```
1 c1 = tf.divide(a, b)
2 c2 = a / b
```

Broadcasting

Shape (3) + Shape (1)

Vector		
1	2	3

3

+

Scalar		
1	1	1

1 3

Broadcasting

=

Vector		
2	3	4

3

Shape (3x2) + Shape (1x2)

1	2
3	4
5	6

3x2

+

2	4
2	4
2	4

1x2 3x2

Broadcasting

=

2	8
6	16
10	24

3x2

Shape (2x3) / Shape (2x1)

2	4	6
4	8	12

2x3

/

2	2	2
4	4	4

2x1 2x3

Broadcasting

=

1	2	3
1	2	3

2x3

Linear Algebra

- Matrix Multiplication

```
1 product1 = tf.matmul(matrix1, matrix2)
2 product2 = matrix1 @ matrix2
```

- Matrix Inversion

```
inverse_mat = tf.linalg.inv(matrix)
```

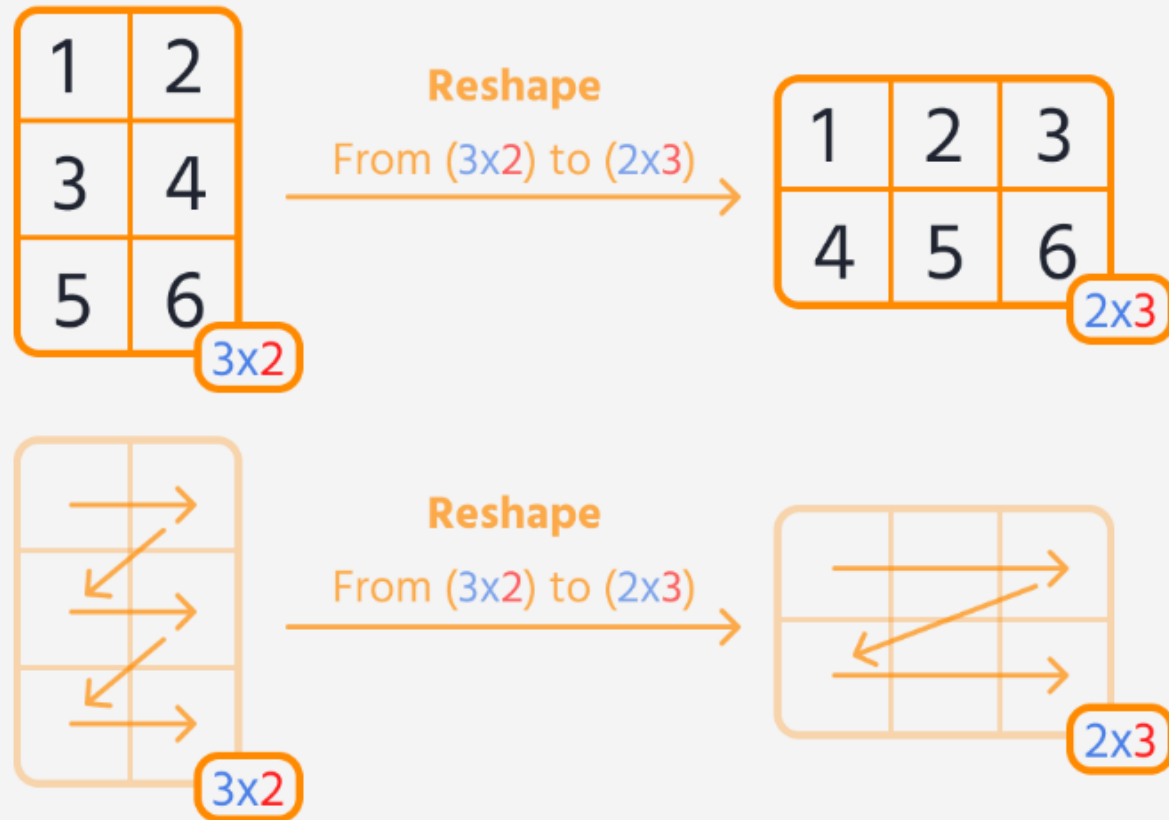
- Transpose

```
transposed = tf.transpose(matrix)
```

- Dot Product

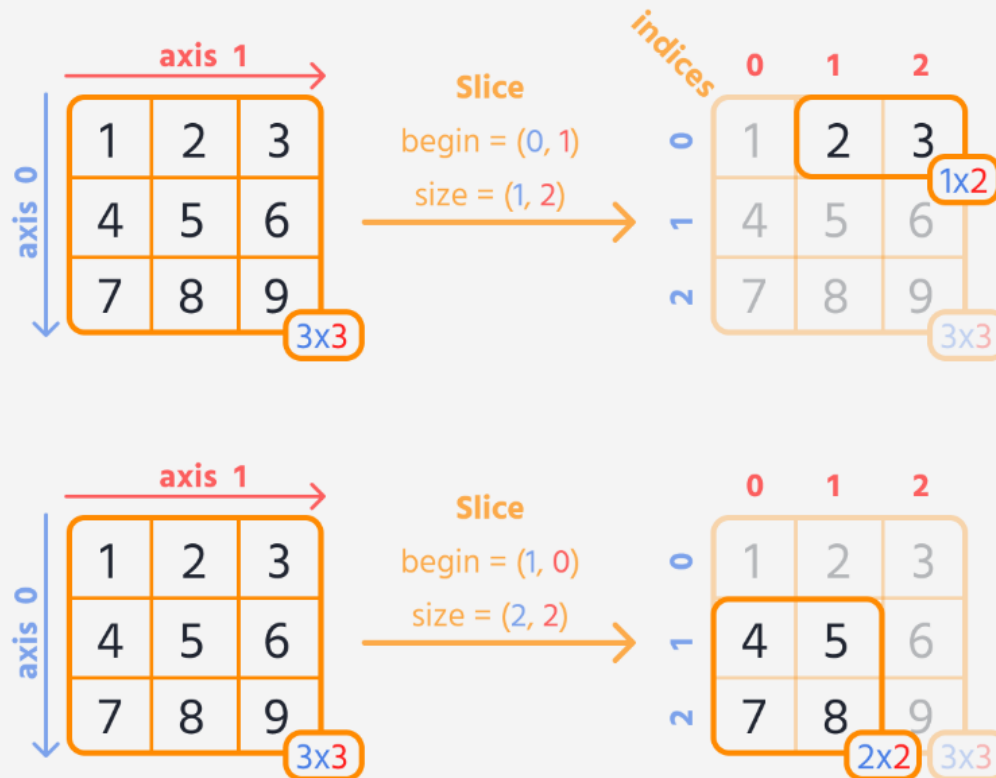
```
1 # Dot product along axes
2 dot_product_axes1 = tf.tensordot(matrix1, matrix2, axes=1)
3 dot_product_axes0 = tf.tensordot(matrix1, matrix2, axes=0)
```

Reshape



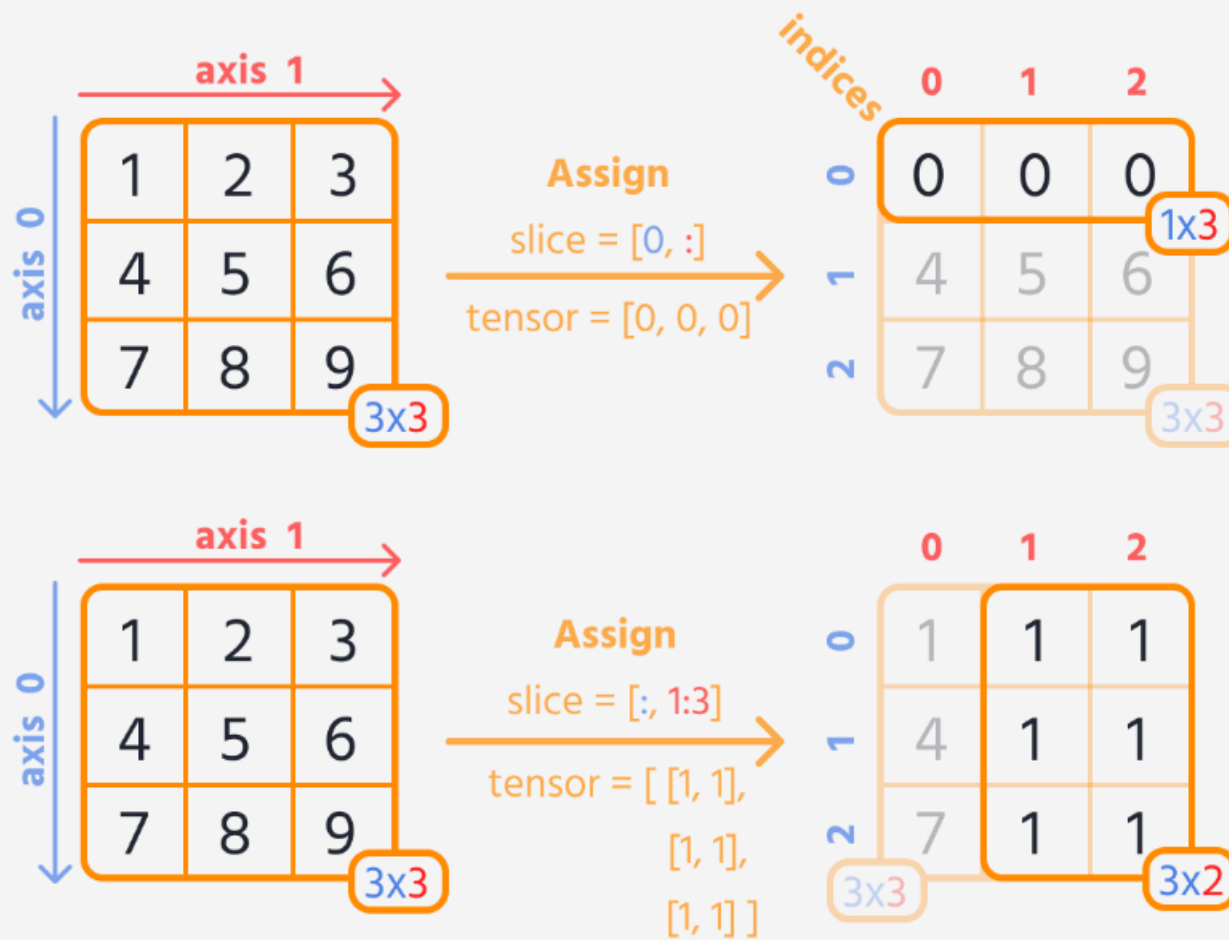
```
1 # Create a tensor with shape (3, 2)
2 tensor = tf.constant([[1, 2], [3, 4], [5, 6]])
3
4 # Reshape the tensor to shape (2, 3)
5 reshaped_tensor = tf.reshape(tensor, (2, 3))
```

Slicing



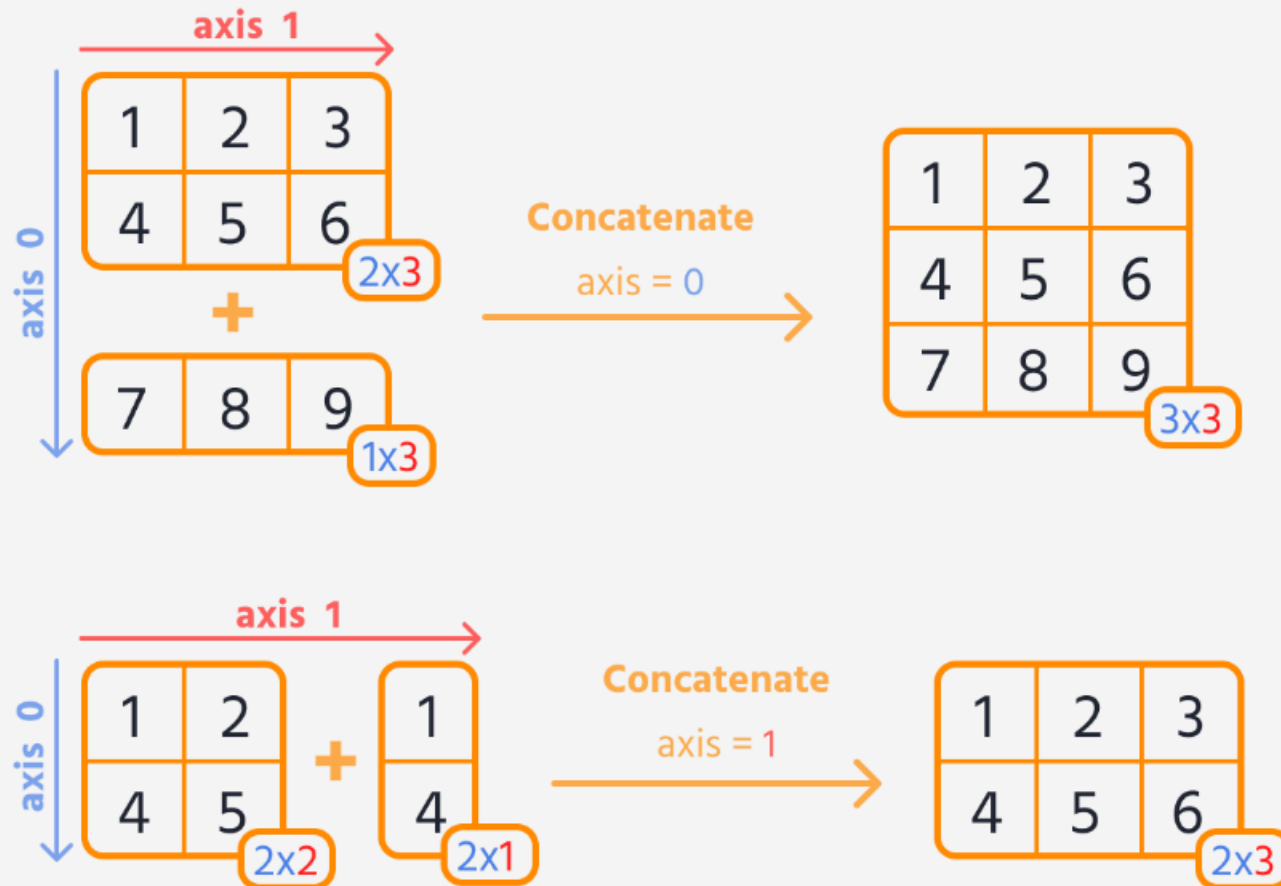
```
1 # Create a tensor
2 tensor = tf.constant([[1, 2, 3], [4, 5, 6], [7, 8, 9]])
3
4 # Slice tensor to extract sub-tensor from index (0, 1) of size (1, 2)
5 sliced_tensor = tf.slice(tensor, begin=(0, 1), size=(1, 2))
6
7 # Slice tensor to extract sub-tensor from index (1, 0) of size (2, 2)
8 sliced_tensor = tf.slice(tensor, (1, 0), (2, 2))
```

Modifying with Slicing



```
1 # Create a tensor
2 tensor = tf.Variable([[1, 2, 3], [4, 5, 6], [7, 8, 9]])
3
4 # Change the entire first row
5 tensor[0, :].assign([0, 0, 0])
6
7 # Modify the second and the third columns
8 tensor[:, 1:3].assign(tf.fill((3,2), 1))
```

Concatenating

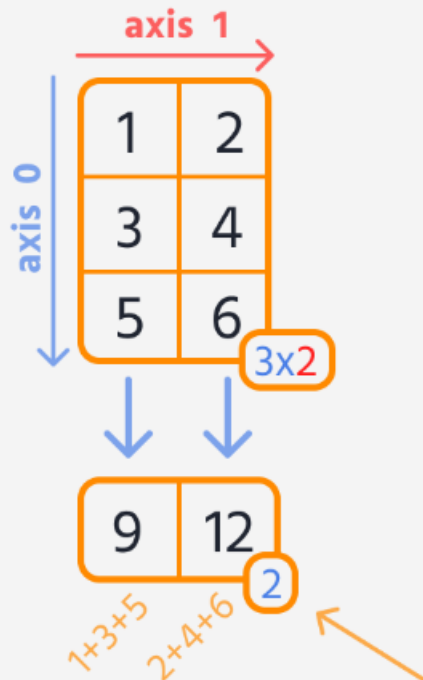


```
1 # Create two tensors
2 tensor1 = tf.constant([[1, 2, 3], [4, 5, 6]])
3 tensor2 = tf.constant([[7, 8, 9]])
4
5 # Concatenate tensors vertically (along rows)
6 concatenated_tensor = tf.concat([tensor1, tensor2], axis=0)
7
8 # Concatenate tensors horizontally (along columns)
9 concatenated_tensor = tf.concat([tensor3, tensor4], axis=1)
```

Reduction Operations

Reduce Sum

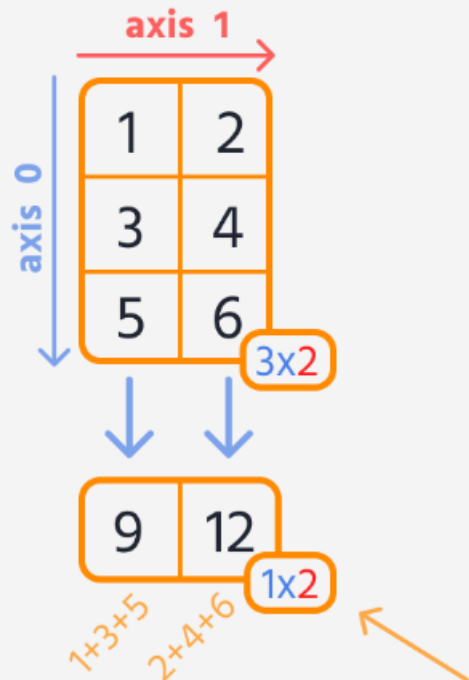
keepdims=False



keepdims=False

Reduce Sum

keepdims=True



keepdims=True

```
1 # Calculate sum of all elements
2 total_sum = tf.reduce_sum(tensor)
3
4 # Calculate mean of all elements
5 mean_val = tf.reduce_mean(tensor)
6
7 # Determine the maximum value
8 max_val = tf.reduce_max(tensor)
9
10 # Find the minimum value
11 min_val = tf.reduce_min(tensor)
```

Gradient Tape

$$\frac{dy}{dX} = 2X = 2 * \begin{bmatrix} 3. & 3. & 3. \\ 3. & 3. & 3. \end{bmatrix}_{2 \times 3} = \begin{bmatrix} 6. & 6. & 6. \\ 6. & 6. & 6. \end{bmatrix}_{2 \times 3}$$

$$y = \text{r_sum}(X^2 + 2z)$$

$$\frac{dy}{dz} = \text{number of elements in X matrix} * 2 = 12$$

```
1 # Define input variables
2 x = tf.Variable(tf.fill((2, 3), 3.0))
3 z = tf.Variable(5.0)
4
5 # Start recording the operations
6 with tf.GradientTape() as tape:
7     # Define the calculations
8     y = tf.reduce_sum(x * x + 2 * z)
9
10 # Extract the gradient for the specific inputs (x and z)
11 grad = tape.gradient(y, [x, z])
12
13 print(f"The gradient of y with respect to x is:\n{grad[0].numpy()}")
14 print(f"The gradient of y with respect to z is: {grad[1].numpy()}")
```

@tf.function

```
1 @tf.function
2 def compute_gradient_conditional(x):
3     with tf.GradientTape() as tape:
4         if tf.reduce_sum(x) > 0:
5             y = x * x
6         else:
7             y = x * x * x
8     return tape.gradient(y, x)
9
10 x = tf.constant([-2.0, 2.0])
11 grad = compute_gradient_conditional(x)
12 print(f"The gradient at x = {x.numpy()} is {grad.numpy()}")
```