

## 1. Preliminaries

### 1.1. Torch Tensor

#### Creating a tensor.

`torch.<method>(<options>)`

<code>arange(l, r, s)</code>	$(l, l + s, \dots, l + ks) \ni l + ks < r$ and $k$ is the largest such integer. Default: $l = 0, s = 1$ .
<code>linspace(l, r, n)</code>	$(l, l + s, \dots, r (= l + n \times s)) \& s = (r - l) / n$ .
<code>ones(&lt;shape&gt;)</code>	
<code>zeros(&lt;shape&gt;)</code>	
<code>full(&lt;shape&gt;, k)</code>	Constant tensor filled with each element = $k$ .
<code>randn</code>	
<code>tensor</code>	From NDAarray. Eg: <code>torch.tensor([1, 2, 3])</code> .
<code>from_numpy</code>	

Other related methods: `zeros_like`, `ones_like`, `empty_like`.

Eg: `y = ones_like(x)`.

#### Tensor Properties & Operation

<code>numel()</code>	Number of elements. Eg, a $2 \times 2$ tensor has 4 elements.
<code>dtype</code>	
<code>shape</code>	
<code>reshape()</code>	Eg: <code>torch.arange(8).reshape(4, 4)</code> Eg: <code>torch.arange(8).reshape(4, -1)</code> <a href="#">Use <code>-1</code> to automatically infer one of the dimensions.</a>
<code>numpy()</code>	
<code>item()</code>	Can be applied only to a tensor with single element. Returns the element. Single element tensors can also be converted as follows: <code>int(x)</code> , <code>float(x)</code> , etc.
<code>cat</code>	Concatenate along a dimension. Specify <code>dim</code> .
<code>sum</code>	

#### Operations

#### Uncategorized