

# tensor.reduce\_l1

tensor.reduce\_l1

...

Copy fnreduce\_l1(self:@Tensor, axis:usize, keepdims:bool)->Tensor;

...

Computes the L1 norm of the input tensor's elements along the provided axes.

## Args

- self
- (@Tensor
- ) - The input tensor.
- axis
- (usize
- ) - The dimension to reduce.
- keepdims
- (bool
- ) - If true, retains reduced dimensions with length 1.
- 

## Panics

- Panics if axis is not in the range of the input tensor's dimensions.
- 

## Returns

A newTensor instance with the specified axis reduced by summing its elements.

## Examples

...

Copy usecore::array::{ArrayTrait,SpanTrait};

useorion::operators::tensor::{TensorTrait,Tensor,U32Tensor};

fnreduce\_l1\_example()->Tensor { lettensor=TensorTrait::new( shape:array![2,2,2].span(), data:array![0,1,2,3,4,5,6,7].span(), );

// We can call reduce\_l1 function as follows. returntensor.reduce\_l1(axis:1, keepdims:false); }

[[2,4],[10,12]]

...

[Previous tensor.reduce\\_l2](#) [Next tensor.reduce\\_prod](#)

Last updated3 months ago