tensor.bitwise_and

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```

Copy fnbitwise_and(self:@Tensor, other:@Tensor)->Tensor;

```

Computes the bitwise AND of two tensors element-wise. The input tensors must have either:

- Exactly the same shape
- The same number of dimensions and the length of each dimension is either a common length or 1.
-

Args

- self
- (@Tensor
-) - The first tensor to be compared
- other
- (@Tensor
-) - The second tensor to be compared
-

Panics

- Panics if the shapes are not equal or broadcastable
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Returns

A newTensor with the same shape as the broadcasted inputs.

Example

```

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

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

fnand_example()->Tensor { lettensor_1=TensorTrait:::new( shape:array![3,3].span(), data:array![0,1,2,3,4,5,6,7,8].span(), );

lettensor_2=TensorTrait::::new( shape:array![3,3].span(), data:array![0,1,2,0,4,5,0,6,2].span(), );

returntensor_1.bitwise_and(@tensor_2); }

                    [0,1,2,0,4,5,0,6,2]

```

Previous tensor.where Next tensor.bitwise_xor

Last updated3 months ago