

Are there more than Rank 3 Tensors....

- □ The rank(order) R of a tensor is independent of the number of dimensions N of the underlying space
- □ Consider intuitively that a tensor represents a physical entity which may be characterized by magnitude and multiple directions simultaneously (Fleisch 2012).
- □ Therefore, the number of simultaneous directions is denoted R and is called the rank of the tensor in question.
- \Box A rank-0 tensor (i.e., a scalar) can be represented by $N^0 = 1$
- \square A rank-1 tensor (i.e., a vector) in N-dimensional space can be represented by N^1 = N
- $\ \square$ A general ranked tensor by N^R numbers

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How many rank tensor can have?

Rank	Object
0	Scalar
1	Vector
2	Matrix
>=3	Tensor

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So What are Tensors

- ☐ A tensor is a multidimensional array with a uniform data type
- ☐ You can never update a tensor but create a new one
- □ Looks similar to Numpy Array, even behave similar way in some aspects
- ☐ A Tensor is a suitable choice on GPU
- ☐ A tensor can reside in accelerator's memory

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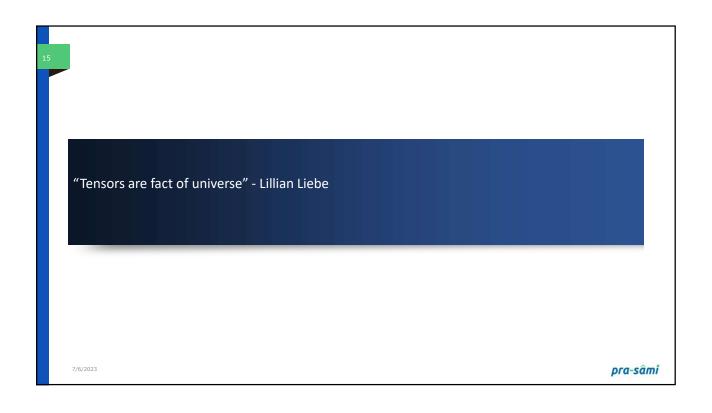
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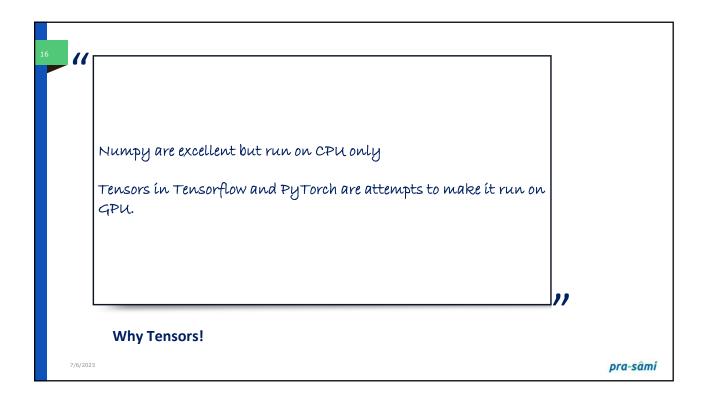
As a Data Scientist...

- □ A tensor is a type of *multidimensional array* with certain *transformation properties*
- □ Let's take for example velocity of some object:
 - * It can be represented by three numbers, or a multidimensional array (1 x 3).
 - Value in this array depends on your system on reference.
 - ❖ In one system of reference these numbers can be [100, 0, 0].
 - In another system of reference the numbers corresponding to the velocity of this very object at this very moment can be absolutely different.
 - Let's say [60, 0, -80]
- ☐ You toss a ball in the air, how many numbers do I need to define it's velocity?
 - * 1... 2... 6! Right?
 - $\succ v_x, v_y, v_z, r_x, r_y, r_z$
 - What if I am standing outside earth?
 - Outside our galaxy.... My head is spinning already!
- It's the rules of changing representation when switching between systems of reference that make multidimensional array a tensor.

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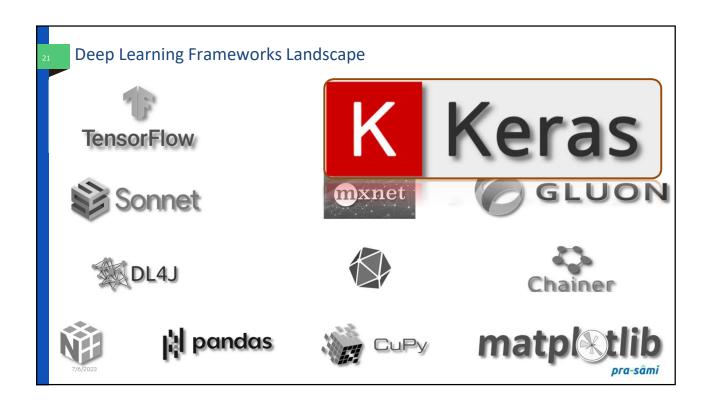


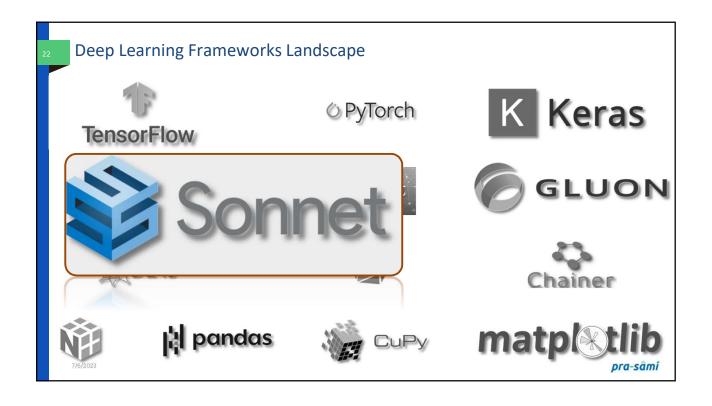


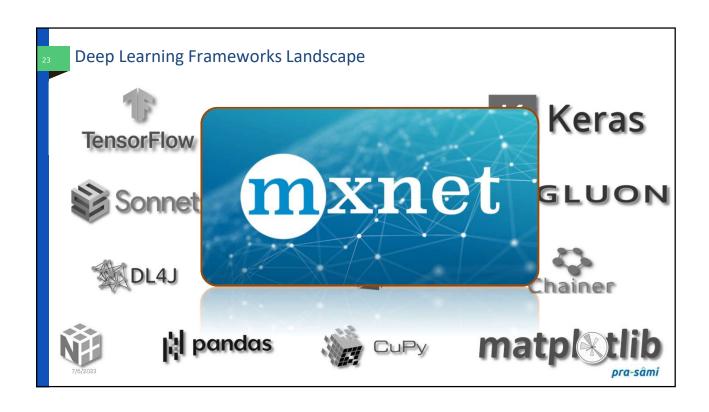


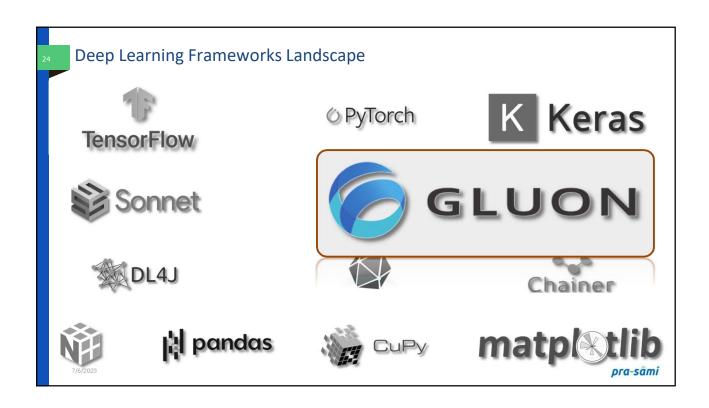




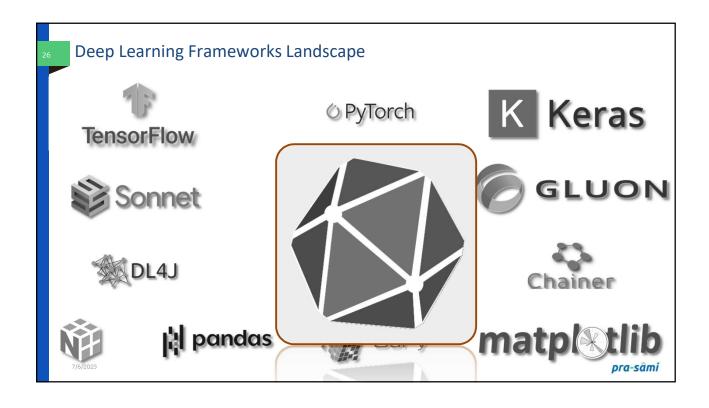


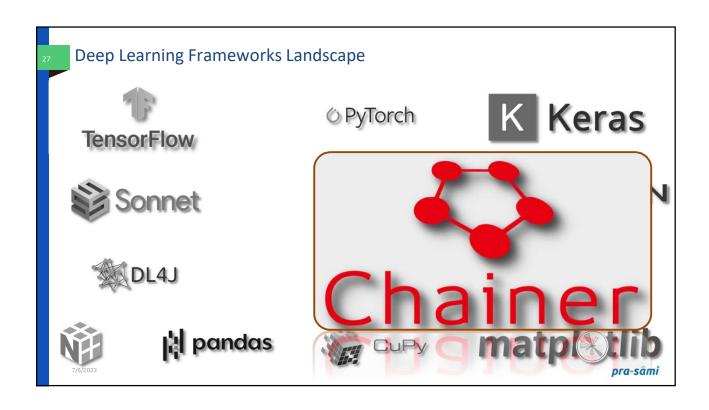


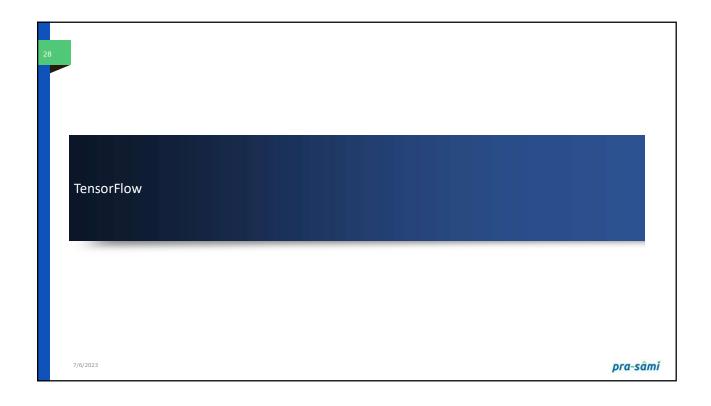












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TensorFlow vs. Theano

- ☐ Theano was an inspiration for Tensorflow
 - * A deep-learning library with python wrapper
- ☐ Theano and TensorFlow are very similar systems
- □ TensorFlow has better support for distributed systems though
- □ Development of Tensorflow is funded by Google, while Theano is an academic project.
- ☐ TensorFlow and Numpy are quite similar
 - Both are N-d array libraries!
- Numpy has Ndarray support, but doesn't offer methods to create tensor functions and automatically compute derivatives
- □ Numpy had no GPU support
 - CuPy for GPU support

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Formats are near similar!

Numpy	TensorFlow
a = np.zeros((2,2)); b = np.ones((2,2))	a = tf.zeros((2,2)), b = tf.ones((2,2))
np.sum(b, axis=1)	tf.reduce_sum(a,reduction_indices=[1])
a.shape	a.get_shape()
np.reshape(a, (1,4))	tf.reshape(a, (1,4))
b * 5 + 1	b * 5 + 1
np.dot(a,b)	tf.matmul(a, b)
a[0,0], a[:,0], a[0,:]	a[0,0], a[:,0], a[0,:]

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```
TensorFlow requires explicit evaluation!
\Box a = np.zeros((2,2))
\Box ta = tf.zeros((2,2))
                                                            TensorFlow computations define
                                                            a computation graph that has no
□ print(a)
                                                            numerical value until evaluated!
        [[0.0.]
        [0.0.]
□ print(ta)
        Tensor("zeros_1:0", shape=(2, 2), dtype=float32)
□ print(ta.eval())
        [[ 0. 0.]
         [0.0.]
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```

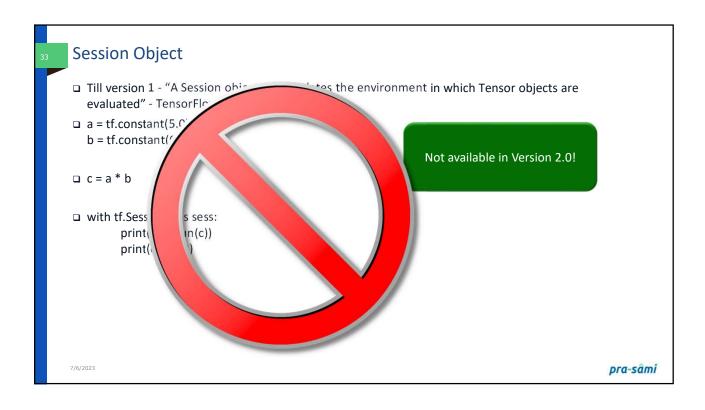
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Session Object

| Till version 1:
    "A Session object encapsulates the environment in which Tensor objects are evaluated"
    - TensorFlow Docs

| a = tf.constant (5.0)
| b = tf.constant (6.0)

| c = a * b

| with tf.Session() as sess:
| print(sess.run(c))
| print(c.eval())
```



TensorFlow

- □ "TensorFlow programs are usually structured into a construction phase, that assembles a graph, and an execution phase that uses a session to execute ops in the graph." TensorFlow docs
- □ All computations add nodes to global default graph (docs)
- □ "When you train a model you use variables to hold and update parameters. Variables are in-memory buffers containing tensors" TensorFlow Docs.
- □ Variables are created and tracked via the tf. Variable class.
 - * A tf. Variable represents a tensor whose value can be changed by running ops on it.
 - Specific ops allow you to read and modify the values of this tensor.
 - Higher level libraries like tf.keras use tf.Variable to store model parameters. -- TensorFlow Docs

A lot could have changed since last update

Must Read: https://www.tensorflow.org/guide/variable

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