DynamicTensor

+ DynamicTensor(const std::vector<double>&,const std::vector<size_t>& input_shape =)
DynamicTensor(double)
DynamicTensor()
DynamicTensor(const std::vector<size_t>&,double)
DynamicTensor(Complex)
DynamicTensor(const std::vector<Complex>&,const std::vector<size_t>& input_shape =)
DynamicTensor(const std::vector<size_t>&,Complex)

+ template <typename T> T& at(const std::vector<size_t>&)
+ template <typename T> const T& at(const std::vector<size_t>&)
+ std::ostream& operator<(std::ostream&,const DynamicTensor&)
+ friend DynamicTensor operator*(double,const DynamicTensor&)
+ DynamicTensor operator*(double)
+ size_t size()
+ DynamicTensor operator-(const DynamicTensor&)
+ const std::vector<size_t>& get_shape()
+ friend DynamicTensor operator+(Complex,const DynamicTensor&)
+ DynamicTensor operator+(double)
+ DynamicTensor operator+(const DynamicTensor&)
+ bool IsComplex()
+ DynamicTensor operator/(double)
+ size_t rank()
- template <typename T> std::vector<T>& GetVec()
- size_t calculate_index(const std::vector<size_t>&)

- std::vector<size_t> shape_
- std::vector<> data_