1. Chapter 1, introduction to pytorch;
2. 1.0, LEARN THE BASICS; Running the Tutorial Code; How to Use this Guide; (2022-1-21)
3. 1.1, QUICKSTART; Working with data; torch.utils.data.DataLoader and torch.utils.data.Dataset; (1) Dataset stores the samples and their corresponding labels, (2) DataLoader wraps an iterable around the Dataset;
4. // the file format is py, not ipynb (short for ipython notebook); (2022-1-21)
5. // we can print the model’s properties; (2022-1-21)
6. // add del model according to leehongyi’s homework 1; (2022-1-21)
7. // use ############# to separate paragraph; (2022-1-21)
8. 1.2, TENSORS; (2022-1-22)
9. 1.3, DATASETS & DATALOADERS; Dataset stores the samples and their corresponding labels, and DataLoader wraps an iterable around the Dataset to enable easy access to the samples; (2022-1-22)
10. 1.4, TRANSFORMS; ToTensor(); Lambda Transforms; (2022-1-22)
11. 1.5, Build the neural network; gpu’s name is cuda; 1, Get Device for Training; 2, Define the Class; 3, Model Layers; 4, Model parameters; (2022-1-23)
12. // replace nn.Sequential with one layer and one layer; (2022-1-24)
13. 1.6, AUTOGRAD; 1, Tensors, Functions and Computational graph; 2, Computing Gradients; 3, Disabling Gradient Tracking; (2022-1-23)
14. 1.7, Optimization; 1, Prerequisite Code; 2, Hyperparameters; 4, Full Implementation; (2022-1-23)
15. // replace loss\_fn with criterion; replace (X, y) with data; replace batch with i; (2022-1-24)
16. // replace nn.Sequential with one layer and one layer; (2022-1-24)
17. 1.8, save & load; 1, Saving and Loading Model Weights; 2, Saving and Loading Models with Shapes; (2022-1-23)
18. Chapter 2, Introduction to PyTorch on YouTube
19. 2.0, INTRODUCTION TO PYTORCH - YOUTUBE SERIES; (2022-1-23)
20. 2.1, INTRODUCTION TO PYTORCH; increase epoch to 10 to check whether result improves;
21. // tensor’s definition is according to dimension, not in mathematics; (2022-1-24)
22. // dtype means data type; (2022-1-24)
23. // assert condition == if not condition: raise AssertionError() (2022-1-25)
24. // Compute Unified Device Architecture，统一计算架构
25. -