## **Theano LEVEL 27**

- 1. Making the double type
- 2. Type's contract
- 3. Additional definitions
- 4. Defining double
- 5. Untangling some concepts
- 6. Making arithmetic Ops on double
- 7. Op's contract
- 8. Optional methods or attributes
- 9. Gradient
- 10. Defining an Op: mul
- 11. Trying out our new Op