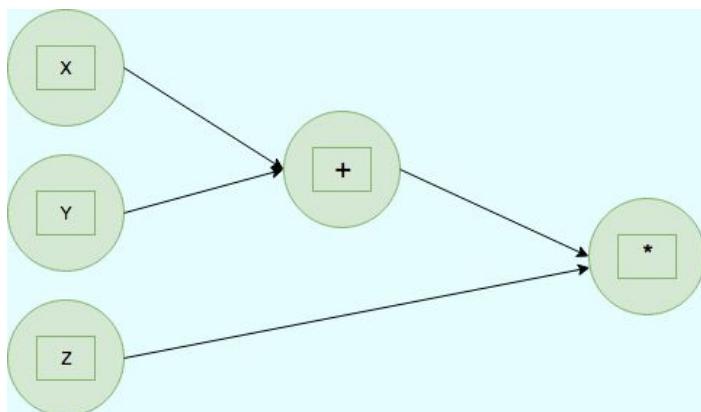
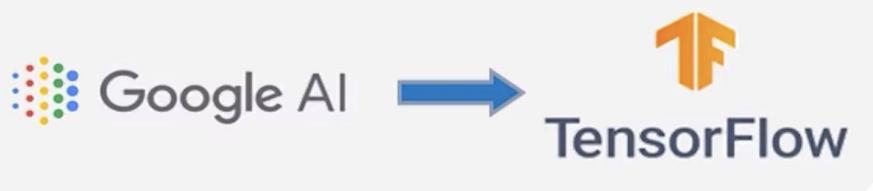


# Deep Learning frameworks



PyTorch

# TensorFlow

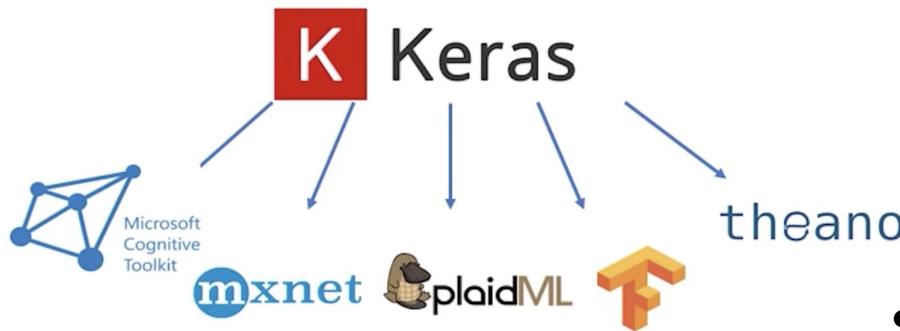


- Low level-software library created by Google to implement ML models and to solve complex numerical problems.

- It performs calculations by converting every element into graphical form. The variables of the graph are called **Tensors** and the mathematical operations are called **operators**.

**Tensors are IMMUTABLE.**

# Keras



- A high-level deep learning API written in Python for easy implementation and computation of neural networks.
- It also integrates with various backend engines to help with fast computation while maintaining ease of implementation.



- A low-level API developed by Facebook AI for Natural Language Processing and Computer Vision tasks.
- Think of a more powerful version of NumPy.
- Emphasizes flexibility and allows Deep Learning models to be expressed in basic Python.



# 1. Level of API



High- and  
Low-Level  
API



High Level  
API



Low Level  
API



## 2. Speed



Very Fast,  
used for high  
performance



Slower than  
TensorFlow as it  
works on top of  
TensorFlow



Same speed  
as TensorFlow



### 3. Architecture



Has a complex architecture and is hard to use



Has a simpler architecture as abstraction is used to make it simple to use



Has a complex architecture



# 4. Datasets and Debugging



Used for very high-performance models. Debugging is hard



Used for smaller datasets. Debugging is easy and less frequent due to smaller models



Used for large datasets. Easier to debug than TensorFlow



# 5. Ease of Development



Hard to  
develop and  
write code



Easy to develop  
and is best for  
newbies



Easier to  
learn than  
TensorFlow

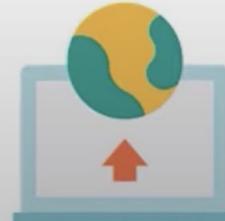
# 6. Ease of Deployment



Easy to deploy  
with 'TensorFlow  
Serving'



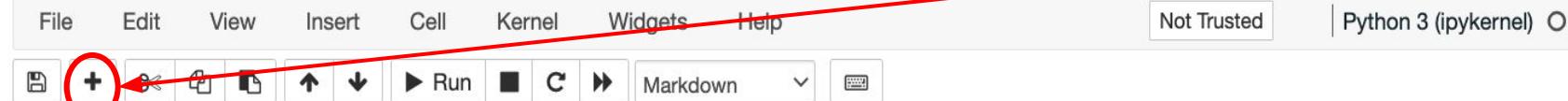
Model deployment  
can be done with  
TensorFlow serving  
or Flask



'Pytorch Mobile' makes  
deployment easy, but  
not as much as in  
TensorFlow



## jupyter Fitts\_law\_regressor (autosaved)



*Starting Point*

*- Distance (D) -*

*End Point*

*Width (W)*