Understanding PyTorch: Tensors, Vectors, and Matrices

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Bindeshwar Singh Kushwaha (PostNetwork Academy) Understanding PyTorch: Tensors, Vectors, and Matrices

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- It supports dynamic computation graphs.

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- It supports dynamic computation graphs.
- Designed to be Pythonic and flexible.

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- PyTorch is an open-source deep learning framework.
- It supports dynamic computation graphs.
- Designed to be Pythonic and flexible.
- Commonly used for research and production in AI/ML.

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• A scalar is a 0-dimensional tensor.

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- **Tensors** can be of higher dimensions (3D, 4D, ...).

Python Code

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• Use torch.tensor(), torch.zeros(), torch.ones(), etc.

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- Specify shape, data type, and device as needed.

Python Code

```
import torch
a = torch.tensor([1, 2, 3])
b = torch.zeros((2, 3))
c = torch.ones((3, 3), dtype=torch.float32)
print(a)
print(b)
print(c)
```

• .shape: shape of the tensor

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- .dtype: data type

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- .dtype: data type
- .device: where the tensor is stored (CPU or GPU)

Python Code

```
import torch
x = torch.tensor([[1, 2, 3], [4, 5, 6]])
print(x.shape)  # torch.Size([2, 3])
print(x.dtype)  # torch.int64
print(x.device)  # cpu
```

Arithmetic Operations

• Element-wise operations: +, -, *, /

6/10

Arithmetic Operations

- Element-wise operations: +, -, *, /
- Matrix multiplication: torch.mm() or @

Python Code

```
import torch
a = torch.tensor([[1, 2], [3, 4]])
b = torch.tensor([[5, 6], [7, 8]])
print(a + b)  # Addition
print(a * b)  # Element-wise multiplication
print(torch.mm(a, b)) # Matrix multiplication
```

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Tensors on GPU

• Use .to('cuda') or .cuda() to move to GPU.

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Tensors on GPU

- Use .to('cuda') or .cuda() to move to GPU.
- Always check GPU availability using torch.cuda.is_available()
- CUDA stands for Compute Unified Device Architecture.
- It is a parallel computing platform and programming model developed by NVIDIA that allows you to use the GPU (Graphics Processing Unit) to perform general-purpose computation not just graphics.

Python Code

```
import torch
if torch.cuda.is_available():
    x = torch.tensor([1.0, 2.0])
    x = x.to('cuda')
    print(x.device) # Should print "cuda:0"
```

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• PyTorch tracks operations on tensors with requires_grad=True

- PyTorch tracks operations on tensors with requires_grad=True
- Use .backward() to compute gradients.

Python Code

```
import torch
x = torch.tensor(2.0, requires_grad=True)
y = x**3 + 2*x**2 + 3*x + 1
y.backward()
print(x.grad) # dy/dx = 3x^2 + 4x + 3 = 23 when x=2
```

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Thank You!

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