	b = np.random.randn(2,1)  #b.shape = (2,1)	
	c = a + b	
	What will be the shape of $c$ ?	
	The computation cannot happen because the sizes don't match. It's going to be "Error"!	
	c.shape = (2, 1)	
	c.shape = (3, 2)	
	c.shape = (2, 3)	
	∠ <sup>7</sup> Expand	
	<ul> <li>Correct</li> <li>Yes! This is broadcasting. b (column vector) is copied 3 times so that it can be summed to each column of</li> </ul>	
	a.	
5.	Consider the two following random arrays $a$ and $b$ :	1 / 1 point
	a = np.random.randn(1,3)  #  a.shape = (1,3)	
	b = np.random.randn(3,3)  #b.shape = (3,3)	
	c=a*b	
	What will be the shape of $c$ ?	
	The computation cannot happen because the sizes don't match.	
	c.shape = (3, 3)	
	c.shape = (1, 3)	
	The computation cannot happen because it is not possible to broadcast more than one	
	dimension.	
	∠ <sup>2</sup> Expand	
	⟨ Correct	
	Yes. Broadcasting allows row a to be multiplied element-wise with each row of b to from c.	
	- ( /1) (2) (m)1	
6.	Suppose you have $n_x$ input features per example. Recall that $X=[x^{(1)}x^{(2)}x^{(m)}]$ . What is the dimension of X?	1/1 point
	$\bigcirc \ (m,n_x)$	
	$\bigcirc$ $(m,1)$	
	$\bigcirc$ $(1,m)$	
	$\bigcirc$ $(n_x,m)$	
	∠ <sup>™</sup> Expand	
	<b>⊘</b> Correct	
7.	Consider the following array:	1/1 point
	a=np.array([[2,1],[1,3]])	
	What is the result of $ast a$ ?	
	$\bigcirc$ (4 2)	
	∠ <sup>7</sup> Expand	
	⊗ Incorrect	
9.	Consider the following code:	1/1 point
	a = np.random.randn(3,3)	
	b = np.random.randn(3, 1)	
	c = a * b	
	What will be $c$ ? (If you're not sure, feel free to run this in python to find out).	

It will lead to an error since you cannot use "\*" to operate on these two matrices. You need

	to instead use np.dot(a,b)	
	This will invoke broadcasting, so b is copied three times to become (3, 3), and * invokes a matrix multiplication operation of two 3x3 matrices so c.shape will be (3, 3)	
	This will multiply a 3x3 matrix a with a 3x1 vector, thus resulting in a 3x1 vector. That is, c.shape = (3,1).	
	This will invoke broadcasting, so b is copied three times to become (3,3), and ★ is an	
	element-wise product so c.shape will be (3, 3)	
	∠ <sup>2</sup> Expand	
	⊙ Correct	
	∠ <sup>A</sup> Expand	
	○ Correct	
	Yes. Broadcasting allows row a to be multiplied element-wise with each row of b to from c.	
6.	Suppose you have $n_x$ input features per example. Recall that $X=[x^{(1)}x^{(2)}x^{(m)}]$ . What is the dimension of X?	1 / 1 point
	$\bigcirc \ (m,n_x)$	
	$\bigcirc$ $(m,1)$	
	$\bigcirc$ $(1,m)$	
	$\bigcirc$ $(n_x,m)$	
	∠ <sup>2</sup> Expand	
	_	
	○ Correct	
7.	Consider the following array:	1/1 point
	a=np.array([[2,1],[1,3]])	
	What is the result of $ast a$ ?	
	$\bigcirc \begin{pmatrix} 4 & 2 \\ 2 & 6 \end{pmatrix}$	
	$\bigcirc \begin{pmatrix} 5 & 5 \\ 5 & 10 \end{pmatrix}$	
	The computation cannot happen because the sizes don't match. It's going to be an	
	∠ <sup>A</sup> Expand	
	<ul> <li>Correct</li> <li>Yes, recall that * indicates element-wise multiplication.</li> </ul>	
	res, recait that inforcates element-wise multiplication.	
8.	Consider the following code snippet: $a.shape = (3,4)$	0 / 1 point
	a.s.nape = (3, 4) b.s.nape = (4, 1)	
	for i in range(3):	
	for j in range(4):	
	c[i][j] = a[i][j] + b[j]	
	How do you vectorize this?	
	○ c = a + b.T	
	C = a + b	
	C = a.T + b	
	(iii) c = a.T + b.T	
	∠ <sup>A</sup> Expand	
	⊗ Incorrect	

a=np.random.randn(3,3)	
b = np.random.randn(3,1)	
c = a * b	
What will be $\it c$ ? (If you're not sure, feel free to run this in python to find out).	
It will lead to an error since you cannot use *** to operate on these two matrices. You need to instead use np.dot(a,b)	
This will invoke broadcasting, so b is copied three times to become (3, 3), and * invokes a matrix multiplication operation of two 3x3 matrices so c.shape will be (3, 3)	
This will multiply a 3x3 matrix a with a 3x1 vector, thus resulting in a 3x1 vector. That is, c.shape = (3,1).	
This will invoke broadcasting, so b is copied three times to become (3,3), and * is an element-wise product so c.shape will be (3, 3)	
∠ <sup>⊅</sup> Expand	
$ \begin{array}{ccc}                                   $	
The computation cannot happen because the sizes don't match. It's going to be an   Z  Expand	
✓ Correct     Yes, recall that * indicates element-wise multiplication.	
Consider the following code snippet:	0 / 1 poin
a.shape = (3,4)	0/1000
b.shape = (4,1)	
for i in range(3):	
for j in range(4):	
c[i][j] = a[i][j] + b[j]	
How do you vectorize this?	
c = a + b.T	
0	

c = a.T + b c = a.T + b.T