## Your grade: 90%

Your latest: 90% • Your highest: 90% • To pass you need at least 80%. We keep your highest score.

Next item  $\rightarrow$ 

1. You are building a 3-class object classification and localization algorithm. The classes are: pedestrian (c=1), car (c=2), motorcycle (c=3). What should y be for the image below? Remember that "?" means "don't care", which means that the neural network loss function won't care what the neural network gives for that component of the output. Recall  $y=[p_c,b_x,b_y,b_h,b_w,c_1,c_2,c_3]$ .



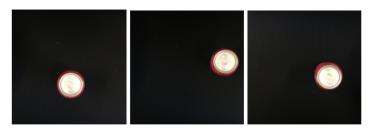


- $\bigcirc \ y = [1, 0.22, 0.5, 0.2, 0.3, ?, ?, 1]$
- $\bigcirc \ y = [1, 0.22, 0.5, 0.2, 0.3, 1, 1, 1]$
- $\bigcirc y = [1, 0.22, 0.5, 0.2, 0.3, 0, 0, 0]$
- **⊘** Correct

Correct.  $p_c=1$  since there is a motorcycle in the picture. We can also see that  $b_x,b_y$  as percentages of the image are adequate. They look approximately correct as well as  $b_h,b_w$ , and the value of  $c_3=1$  for the motorcycle.

2. You are working on a factory automation task. Your system will see a can of soft-drink coming down a conveyor belt, and you want it to take a picture and decide whether (i) there is a soft-drink can in the image, and if so (ii) its bounding box. Since the soft-drink can is round, the bounding box is always square, and the soft drink can always appear the same size in the image. There is at most one soft drink can in each image. Here are some typical images in your training set:





What are the most appropriate (lowest number of) output units for your neural network?

- igotimes Logistic unit,  $b_x$  and  $b_y$
- O Logistic unit (for classifying if there is a soft-drink can in the image)
- $\bigcirc$  Logistic unit,  $b_x, b_y, b_h, b_w$
- O Logistic unit,  $b_x$ ,  $b_y$ ,  $b_h$  (since  $b_w = b_h$ )



|    | (assume that the imputimage contains exactly one face), we need two coordinates for each tandmark, thus we  |            |  |  |  |  |  |  |  |
|----|---|------------|--|--|--|--|--|--|--|
|    | need 2N output units. True/False?   |            |  |  |  |  |  |  |  |
|    | True  True  |            |  |  |  |  |  |  |  |
|    | ○ False   |            |  |  |  |  |  |  |  |
|    | Correct<br>Correct. Recall that each landmark is a specific position in the face's image, thus we need to specify<br>two coordinates for each landmark.   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
| 4. | When training one of the object detection systems described in the lectures, you need a training set that contains many pictures of the object(s) you wish to detect. However, bounding boxes do not need to be provided in the training set, since the algorithm can learn to detect the objects by itself.  | 1/1 point  |  |  |  |  |  |  |  |
|    | O True  |            |  |  |  |  |  |  |  |
|    | ● False   |            |  |  |  |  |  |  |  |
|    | Correct<br>Correct, you need bounding boxes in the training set. Your loss function should try to match the<br>predictions for the bounding boxes to the true bounding boxes from the training set.   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
| 5. | What is the IoU between the red box and the blue box in the following figure? Assume that all the squares have the same measurements.   | 1/1 point  |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
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|    |   |            |  |  |  |  |  |  |  |
|    | <del></del>   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
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|    |   |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
|    | $\bigcirc \frac{1}{2}$  |            |  |  |  |  |  |  |  |
|    | $\bigcirc \frac{4}{5}$  |            |  |  |  |  |  |  |  |
|    | $\bigcirc \frac{2}{5}$  |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
|    | Correct. IoU is calculated as the quotient of the area of the intersection (16) over the area of the union (28).  |            |  |  |  |  |  |  |  |
|    |   |            |  |  |  |  |  |  |  |
|    | Commence of the second | d (d maint |  |  |  |  |  |  |  |
| 6. | Suppose you run non-max suppression on the predicted boxes below. The parameters you use for non-max suppression are that boxes with probability $\leq 0.4$ are discarded, and the IoU threshold for deciding if two boxes overlap is 0.5. How many boxes will remain after non-max suppression?  |            |  |  |  |  |  |  |  |
|    | boxes overlap is 0.5. now many boxes with remain after non-max suppression:   |            |  |  |  |  |  |  |  |
|    | tree 0.46 tree 0.74   |            |  |  |  |  |  |  |  |
|    | motorcycle 0.58   |            |  |  |  |  |  |  |  |
|    | Car 0.73 car 0.26   |            |  |  |  |  |  |  |  |

|   | Correct!   |                                       |                     |   |                      |                  |           |
|---|--|---------------------------------------|---------------------|---|----------------------|------------------|-----------|
| bo  | oxes. During tra<br>e neural netwo   | ining, for each i<br>rk; this corresp | image you will need | etection problem with<br>to construct an outpo<br>rr of the neural netwo<br>volume? | ut volume $y$ as the | target value for | 1/1 point |
| 0   | ) 19x19x(20x2  | 5)                                    |                     |   |                      |                  |           |
| 0   | ) 19x19x(25x20   | 0)                                    |                     |   |                      |                  |           |
| •   | ) 19x19x(5x25)   | )                                     |                     |   |                      |                  |           |
| 0   | ) 19x19x(5x20)   | )                                     |                     |   |                      |                  |           |
| (   |  |                                       |                     | encodes information a prdinates $(b_x,b_y,b_h, \ldots )$                            |                      |                  |           |
| . Wh  | hat is Samantic  | : Segmentation                        | 7                   |   |                      |                  | 1/1 point |
|   |  |                                       |                     | ent classes by drawin   | g bounding boxes     | around them.     | 1/1 point |
| _   |  | _                                     |                     | ertain class by drawin  |                      |                  |           |
| _   |  |                                       |                     | pixel as to which clas  |                      |                  |           |
| (   |  |                                       |                     |   |                      |                  |           |
|   | <u> </u>   |                                       |                     |   |                      |                  |           |
|   | (padding = 1, stride = 2)  \[ X = 4, Y = 3, Z = 2 \]  \[ \text{Filter: } 3x3 \]  \[ 1 \]  \[ 0 \]  \[ 1 \] |                                       |                     |   |                      |                  |           |
|   | 0  |                                       | 0                   |   | 0                    |                  |           |
|   |  |                                       | 0                   |   | 1                    |                  |           |
|   | 1  |                                       | 0                   |   |                      |                  |           |
| 0   |  | Z = 0                                 | Ü                   |   |                      |                  |           |
| 0   | 1 X = 10, Y = 0,   |                                       |                     | 0   | 0                    |                  |           |
| 0   | 1 X = 10, Y = 0,   | Z = 0<br>0<br>0                       | 0<br>x              | 0   | 0 7                  |                  |           |
| 0   | 1 X = 10, Y = 0,   | 0                                     | 0                   |   |                      |                  |           |
| 0   | 1 X = 10, Y = 0,   | 0                                     | 0<br>X              | 0   | 7                    |                  |           |
| 0   | 1 X = 10, Y = 0,   | 0 0                                   | 0<br>X<br>0         | 0   | 7<br>Y               |                  |           |
| 0   | 1 X = 10, Y = 0,   | 0<br>0<br>0<br>0                      | 0<br>X<br>0         | 0   | 7<br>Y               |                  |           |
| 0   | 1 ) X=10,Y=0,. ) Result: 6x6  (X=10,Y=0,)  | 0<br>0<br>0<br>0                      | 0<br>X<br>0         | 0   | 7<br>Y               |                  |           |
| 0   | 1  X = 10, Y = 0,  Result: 6x6  X = 10, Y = 0,  X = 3, Y = 0, Z  | 0<br>0<br>0<br>0                      | 0<br>X<br>0         | 0   | 7<br>Y               |                  |           |
| 0   | 1  X = 10, Y = 0,  Result: 6x6  X = 10, Y = 0,  X = 3, Y = 0, Z  Input: 2x2                                | 0<br>0<br>0<br>0                      | 0<br>X<br>0         | 0 0 0   | 7<br>Y               |                  |           |
| 0   | 1  ) X=10,Y=0, ) Result: 6x6  ) X=10,Y=0,  () X=3,Y=0,Z ) Input: 2x2                                       | 0<br>0<br>0<br>0                      | 0<br>X<br>0         | 0 0 0   | 7<br>Y               |                  |           |
| <ul><li>○</li><li>○</li><li>○</li><li>○</li></ul> | 1  X = 10, Y = 0,  Result: 6x6  X = 10, Y = 0,  X = 3, Y = 0,  Input: 2x2  1 2                             | 0<br>0<br>0<br>0                      | 0<br>X<br>0         | 0 0 0   | 7<br>Y               |                  |           |
| 0   | 1  X = 10, Y = 0,  Result: 6x6  X = 10, Y = 0,  X = 3, Y = 0, Z  Input: 2x2  Incorrect                     | 0 0 0 0 0 0 C = 4                     | 0<br>X<br>0         | 0<br>0<br>0   | 7<br>Y               |                  |           |
| 0   | 1  X = 10, Y = 0,  Result: 6x6  X = 10, Y = 0,  X = 3, Y = 0, Z  Input: 2x2  Incorrect                     | 0 0 0 0 0 0 C = 4                     | 0<br>X<br>0<br>Z    | 0<br>0<br>0   | 7<br>Y               |                  |           |
| · · · · · · · · · · · · · · · · · · ·             | 1  X = 10, Y = 0,  Result: 6x6  X = 10, Y = 0,  X = 3, Y = 0, Z  Input: 2x2  1 2  Incorrect To revise the  | 0 0 0 0 0 0 0 Z = 6 = 4               | 0 X 0 Z             | 0<br>0<br>0   | 7<br>Y<br>4          |                  | 1/1 point |

The number of channels doesn't have to match between input and output.