← Neural Network Basics

Quiz, 10 questions

✓ Congratulations! You passed!

Next Item



1/1 points

1.

What does a neuron compute?

- A neuron computes an activation function followed by a linear function (z = Wx + b)
- A neuron computes the mean of all features before applying the output to an activation function
- A neuron computes a function g that scales the input x linearly (Wx + b)
- A neuron computes a linear function (z = Wx + b) followed by an activation function

Correct

Correct, we generally say that the output of a neuron is a = g(Wx + b) where g is the activation function (sigmoid, tanh, ReLU, ...).

Neural Network Basics

9/10 points (90%)

2_{Quiz, 10 questions}

Which of these is the "Logistic Loss"?

$$\mathcal{L}^{(i)}(\hat{y}^{(i)},y^{(i)}) = \mid y^{(i)} - \hat{y}^{(i)} \mid$$

$$igcup_{i} \mathcal{L}^{(i)}(\hat{y}^{(i)}, y^{(i)}) = max(0, y^{(i)} - \hat{y}^{(i)})$$

$$egin{aligned} \mathcal{L}^{(i)}(\hat{y}^{(i)},y^{(i)}) = -(y^{(i)}\log(\hat{y}^{(i)}) + (1-y^{(i)})\log(1-\hat{y}^{(i)}) \end{aligned}$$

Correct

Correct, this is the logistic loss you've seen in lecture!

$$igcup_{i} \mathcal{L}^{(i)}(\hat{y}^{(i)},y^{(i)}) = \mid y^{(i)} - \hat{y}^{(i)}\mid^2$$



1/1 points

3.

Suppose img is a (32,32,3) array, representing a 32x32 image with 3 color channels red, green and blue. How do you reshape this into a column vector?



x = img.reshape((32*32*3,1))

Correct

Quiz, 10 questions x = img.reshape((3,32*32))

x = img.reshape((32*32,3))



1/1 points

4.

Consider the two following random arrays "a" and "b":

```
1 a = np.random.randn(2, 3) # a.shape = (2, 3)
2 b = np.random.randn(2, 1) # b.shape = (2, 1)
3 c = a + b
```

What will be the shape of "c"?



c.shape = (2, 3)

Correct

Yes! This is broadcasting. b (column vector) is copied 3 times so that it can be summed to each column of a.

c.shape = (2, 1)

9/10 points (90%)

The computation cannot happen because the sizes don't match. It's going to be "Error"!



0/1 points

5.

Consider the two following random arrays "a" and "b":

```
1 a = np.random.randn(4, 3) # a.shape = (4, 3)
2 b = np.random.randn(3, 2) # b.shape = (3, 2)
3 c = a*b
```

What will be the shape of "c"?



c.shape = (4, 3)

This should not be selected

No! In numpy the "*" operator indicates element-wise multiplication. The broadcasting cannot happen because of the shape of b. b should have been something like (4, 1) or (1, 3) to broadcast properly.

- c.shape = (4,2)
- c.shape = (3, 3)

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Quiz, 10 questions



1/1 points

6.

Suppose you have n_x input features per example. Recall that $X=[x^{(1)}x^{(2)}\dots x^{(m)}].$ What is the dimension of X?



 (n_x,m)

Correct

- (m,1)
- (1,m)
- \bigcap (m,n_x)



1/1 points

7.

Recall that "np.dot(a,b)" performs a matrix multiplication on a and b, whereas "a*b" performs an element-wise multiplication.

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9/10 points (90%)

Consider the two following random arrays "a" and "b": Quiz, 10 questions

```
1 a = np.random.randn(12288, 150) # a.shape = (12288, 150)
2 b = np.random.randn(150, 45) # b.shape = (150, 45)
3 c = np.dot(a,b)
```

What is the shape of c?



c.shape = (12288, 45)

Correct

Correct, remember that a np.dot(a, b) has shape (number of rows of a, number of columns of b). The sizes match because :

"number of columns of a = 150 = number of rows of b"

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- c.shape = (150,150)
- c.shape = (12288, 150)



1/1 points

Consider the following code snippet:

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2 # b.shape = (4,1)

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4 for i in range(3):

5 for j in range(4):
6 c[i][j] = a[i][j] + b[j]

9/10 points (90%)

How do you vectorize this?



c = a + b.T

Correct

c = a + b

c = a.T + b

c = a.T + b.T



1/1

points

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2 b = np.random.randn(3, 1)	
Qu³z, 19 qu@štÞons	

9/10 points (90%)

What will be c? (If you're not sure, feel free to run this in python to find out).

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)



Correct

- 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).
- 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)



1/1

points