

Week 2 Quiz

1.	How do you use Image Augmentation in TensorFLow	1 poin
	○ With the tf.augment API	
	○ With the keras.augment API	
	Using parameters to the ImageDataGenerator	
	You have to write a plugin to extend tf.layers	
2.	If my training data only has people facing left, but I want to classify people facing right, how would I avoid overfitting?	1 poin
	Use the 'flip' parameter	
	Use the 'flip' parameter and set 'horizontal'	
	Use the 'horizontal_flip' parameter	
	Use the 'flip_vertical' parameter around the Y axis	
3.	When training with augmentation, you noticed that the training is a little slower. Why?	1 poin
	Because the image processing takes cycles	
	Because there is more data to train on	
	Because the training is making more mistakes	
	Because the augmented data is bigger	
4.	What does the fill_mode parameter do?	1 poir
	○ There is no fill_mode parameter	
	It creates random noise in the image	
	It attempts to recreate lost information after a transformation like a shear	
	It masks the background of an image	
5.	When using Image Augmentation with the ImageDataGenerator, what happens to your raw Image data on-disk.	1 poir
	It gets overwritten, so be sure to make a backup	
	A copy is made and the augmentation is done on the copy	
	Nothing, all augmentation is done in-memory	
	it gets deleted	
6.	How does Image Augmentation help solve overfitting?	1 poir
	it slows down the training process	
	It manipulates the training set to generate more scenarios for features in the images	
	$\begin{tabular}{l} \hline \end{tabular} It manipulates the validation set to generate more scenarios for features in the images \\ \hline \end{tabular}$	
	It automatically fits features to images by finding them through image processing techniques	
7.	When using Image Augmentation my training gets	1 poir
	Slower	
	○ Faster	
	○ Stays the Same	
	○ Much Faster	
8.	Using Image Augmentation effectively simulates having a larger data set for training.	1 poin
	○ False	
	True	
	I, S. M. Sabiul Hajjaj, understand that submitting work that isn't my own may result in permanent	68