✓ **Congratulations! You passed!**

✔ 1 / 1
point

1.

What does a neuron compute?

◉ 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, ...).

◯ 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)

✔ 1 / 1
point

2.

Which of these is the "Logistic Loss"?

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

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

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

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

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

✔ 1 / 1
point

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))

○ x = img.reshape((3,32*32))

○ x = img.reshape((1,32*32,*3))

◉ x = img.reshape((32*32*3,1))

Correct

✔ 1 / 1
point

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 = (3, 2)

○ c.shape = (2, 1)

◉ 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.

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

✔ 1 / 1 point

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)

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

Correct
Indeed! In numpy the "*" operator indicates element-wise multiplication. It is different from "np.dot()". If you would try "c = np.dot(a,b)" you would get c.shape = (4, 2).

○ c.shape = (4,2)

○ c.shape = (3, 3)

✔ 1 / 1 point

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?

○ (m, n_x)

○ $(m, 1)$

◉ (n_x, m)

Correct

○ $(1, m)$

✔ 1 / 1 point

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

10/10 points
(100%)

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

```
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 = (150,150)

◉ 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"

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

○ c.shape = (12288, 150)

✔ 1 / 1
point

8.
Consider the following code snippet:

```
1  # a.shape = (3,4)
2  # b.shape = (4,1)
3
4  for i in range(3):
5    for j in range(4):
6      c[i][j] = a[i][j] + b[j]
```

How do you vectorize this?

◉ c = a + b.T

○ c = a.T + b.T

○ c = a + b

○ c = a.T + b

✔ 1 / 1 point

9.
Consider the following code:

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

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).
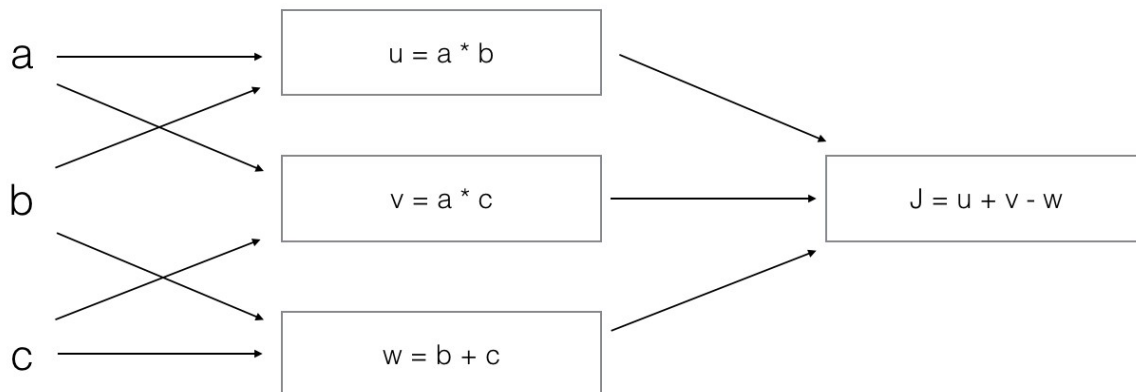
○ It will lead to an error since you cannot use "*" to operate on these two matrices. You need to instead use np.dot(a,b)

✔ 1 / 1 point

Consider the following computation graph.

```
a  ───────────────▶  ┌─────────────────┐
      ╲        ╱      │   u = a * b     │ ──────╲
       ╲      ╱       └─────────────────┘        ╲
        ╲    ╱                                     ╲
         ╲  ╱                                       ▶ ┌──────────────────┐
b         ╲╱         ┌─────────────────┐    ──────▶   │  J = u + v - w   │
         ╱  ╲        │   v = a * c     │              └──────────────────┘
        ╱    ╲       └─────────────────┘             ╱
       ╱      ╲                                      ╱
      ╱        ╲                                    ╱
c  ───────────────▶  ┌─────────────────┐  ────────╱
                     │   w = b + c     │
                     └─────────────────┘
```

What is the output J?

○ J = (c - 1)*(b + a)

◉ J = (a - 1) * (b + c)

Correct
Yes. J = u + v - w = a*b + a*c - (b + c) = a * (b + c) - (b + c) = (a - 1) * (b + c).

○ J = a*b + b*c + a*c

○ J = (b - 1) * (c + a)