## INSTITUTE OF TECHNOLOGICAL STUDIES OF BIZERTE

**AY: 2024-2025** EXAM | **AI-ECUE322** 

Jan. 2025

M2-S3: Dept. of Electrical Engineering

Teacher: A. Mhamdi Time Limit:  $1\frac{1}{2}$  h

This document contains 7 pages numbered from 1/7 to 7/7. As soon as it is handed over to you, make sure it is complete. The 2 tasks are independent and can be treated in the order that suits you.

The following rules apply:

- **1** A handwritten double-sided A4 sheet is permitted.
- **2** Any electronic material, except basic calculator, is prohibited.
- **Mysterious or unsupported answers** will not receive full credit.
- **9 Round results** to the nearest thousandth (i.e., third digit after the decimal point).
- **6** Task №2: Each correct answer will grant a mark with no negative scoring.



Task Nº1

You are given a single-channel input image, a convolutional filter (kernel), and a bias term. Your task is to compute the output of a convolution operation followed by the application of an activation function and a pooling operation.

• Input Image (3): A  $4 \times 4$  grayscale image:

$$\mathfrak{I} = \begin{bmatrix} 1 & 2 & 0 & 1 \\ 3 & 1 & 2 & 2 \\ 0 & 1 & 1 & 0 \\ 2 & 3 & 0 & 1 \end{bmatrix}$$

• Filter (Kernel) (K): A  $2 \times 2$  kernel:

$$\mathsf{K} = \begin{bmatrix} 1 & -1 \\ 0 & 1 \end{bmatrix}$$

- Activation Function: ReLU (Rectified Linear Unit)
- Pooling Operation: Max pooling with a  $2 \times 2$  window and a stride of 2.
- (a) (3 points) Compute the output of the convolution operation with stride 1 and no

padding. The formula for convolution is:

$$O_{i,j} = \sum_{n=1}^{2} \sum_{m=1}^{2} I_{i+n-1, j+m-1} \cdot K_{n, m} + b$$

We compute the convolution output (0) for each valid position of the  $2 \times 2$  kernel on the  $4 \times 4$  input image. With a stride of 1 and no padding, the output size is  $3 \times 3$ .

$$O = \begin{bmatrix} O_{1,1} & O_{1,2} & O_{1,3} \\ O_{2,1} & O_{2,2} & O_{2,3} \\ O_{3,1} & O_{3,2} & O_{3,3} \end{bmatrix}$$

Where:

$$O_{1,1} = (1)(1) + (2)(-1) + (3)(0) + (1)(1) + 1 = 1 - 2 + 0 + 1 + 1 = 1$$

$$O_{1,2} = (2)(1) + (0)(-1) + (1)(0) + (2)(1) + 1 = 2 + 0 + 0 + 2 + 1 = 5$$

$$O_{1,3} = (0)(1) + (1)(-1) + (2)(0) + (2)(1) + 1 = 0 - 1 + 0 + 2 + 1 = 2$$

Similarly, compute for all positions:

$$\mathbf{Q} = \begin{bmatrix} 1 & 5 & 2 \\ 4 & 1 & 1 \\ 3 & 1 & 3 \end{bmatrix}$$

(b) (2 points) Apply the ReLU activation function to the convolution output.

The ReLU activation function is defined by:

$$ReLU(x) = max(0, x)$$

Activated output:

$$O_{\mathsf{ReLU}} \ = \ \begin{bmatrix} \mathsf{max}(0,1) & \mathsf{max}(0,5) & \mathsf{max}(0,2) \\ \mathsf{max}(0,4) & \mathsf{max}(0,1) & \mathsf{max}(0,1) \\ \mathsf{max}(0,3) & \mathsf{max}(0,1) & \mathsf{max}(0,3) \end{bmatrix} \ = \ \begin{bmatrix} 1 & 5 & 2 \\ 4 & 1 & 1 \\ 3 & 1 & 3 \end{bmatrix}$$

(c) (2 points) Perform max pooling with a  $2 \times 2$  window and a stride of 2 on the activated output.

## **Pooling regions:**

① Top-left region:

$$\begin{bmatrix} 1 & 5 \\ 4 & 1 \end{bmatrix}, \quad \text{Max: } 5$$

② Top-right region:

$$\begin{bmatrix} 2 \\ 1 \end{bmatrix}$$
, Max: 2

3 Bottom-left region:

$$\begin{bmatrix} 3 & 1 \end{bmatrix}$$
, Max: 3

4 Bottom-right region:

$$\begin{bmatrix} 3 \end{bmatrix}$$
, Max: 3

Final pooled output:

$$O_{\mathsf{pool}} = \begin{bmatrix} 5 & 2 \\ 3 & 3 \end{bmatrix}$$

	AY: 2024-2025	Full Name:		
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Tas	sk Nº2		Second 1 (13 points)	
	(a) $(\frac{1}{2}$ point) What is the purpose of the	! symbol at the e	nd of a function name in Julia?	
	$\bigcirc$ It indicates the function return	rns a Boolean val	ue	
	$\sqrt{}$ It is purely a convention indi	cating that the fu	nction modifies its arguments	
	<ul> <li>It enforces immutability on full</li> </ul>	unction inputs		
	<ul> <li>It performs element-wise ope</li> </ul>	erations		
	(b) $(\frac{1}{2}$ point) Which layer type is typically	used to extract l	ocal features in a CNN?	
	√ Convolutional layer			
	O Pooling layer			
	<ul><li>Fully connected layer</li></ul>			
	<ul><li>Activation layer</li></ul>			
	(c) $(\frac{1}{2}$ point) When applying a horizontal	l flip to an input	image (mirroring), which of the	
	following statements is true about a sta	andard CNN's abil	ity to recognize the same object?	
		ecognize the flip	ped image since the features are	
	now in different positions			
	•		t as well as the original because	
	CNNs are naturally invariant t			
	during training data augment	_	ge if horizontal flipping was used	
			the same accuracy because con-	
	volution operations are horize			
	(d) $(\frac{1}{2}$ point) What is the main difference			
	ditional autoencoders?	JOHN COIL VAIIALIN	onal nationicodolo (VNLS) and tra-	
		ons, while tradit	ional autoencoders use nonlinear	
	transformations			

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	$\sqrt{}$ VAEs introduce a probability distribution in the latent space, while traditional autoencoders do not
	<ul> <li>VAEs are only applicable to image data, while traditional autoencoders can handle any type of data</li> </ul>
	<ul> <li>VAEs include reconstruction loss in their loss function, while traditional autoer coders do not</li> </ul>
	(e) $(^1\!/_{\!2}$ point) What are the two main components of the loss function used to train VAEs?
	$\sqrt{}$ Reconstruction loss and KL divergence
	<ul> <li>Mean squared error and cross-entropy</li> </ul>
	Binary cross-entropy and cosine similarity
	Euclidean distance and Manhattan distance
	(f) $(1\!/_{\!2}$ point) Which of the following statements about VAEs is true?
	O VAEs can only generate new data points from previously seen examples
	O VAEs learn the distribution of input data but cannot generate new samples
	$\sqrt{\mbox{VAEs}}$ can generate new, previously unseen data points by sampling from th latent space
	O VAEs always produce blurry images
	(g) $(\frac{1}{2}$ point) Which component of a GAN is responsible for generating synthetic samples? $\checkmark$ Generator $\bigcirc$ Discriminator $\bigcirc$ Encoder $\bigcirc$ Decoder
	(h) $(\frac{1}{2}$ point) How does the generator component in a GAN learn to generate realistic samples?
	By minimizing the loss function of the discriminator
	By maximizing the loss function of the discriminator
	A By minimizing the loss function of the generator

 $\bigcirc$  By maximizing the loss function of the generator

(i)  $(\frac{1}{2}$  point) What is the purpose of tokenization in NLP?

 $\sqrt{}$  Breaking text into words or phrases

 $\bigcirc$  Identifying parts of speech

O Removing stop words

O Analyzing sentiment

<
(j) $\binom{1}{2}$ point) What is stemming in NLP?
$\sqrt{}$ Reducing words to their base or root form
<ul> <li>Assigning sentiment scores to words</li> </ul>
Analyzing grammatical structure
<ul> <li>Identifying named entities</li> </ul>
(k) $(\frac{1}{2}$ point) What is the primary purpose of transfer learning?
To train models from scratch for every task
$\sqrt{}$ To leverage pre-trained models for new tasks
To improve model performance on small datasets
To reduce computational costs
(I) $(\frac{1}{2}$ point) Which part of a pre-trained neural network is usually fine-tuned in transfe
learning?
Only the input layer
Only the output layer
○ All layers
$\sqrt{}$ Only the last few layers
(m) $(\frac{1}{2}$ point) What is the primary goal of reinforcement learning?
<ul> <li>To minimize the loss function</li> </ul>
$\sqrt{}$ To maximize cumulative rewards over time
To reduce the number of features
○ To generate labeled data
(n) $(^1\!/_{\!2}$ point) Which component in reinforcement learning is responsible for learning?
○ Environment √ Agent ○ Policy ○ Reward
(o) $(^1\!/_{\!2}$ point) What does the term "environment" refer to in reinforcement learning?
The training data
$\sqrt{}$ The external system with which the agent interacts
A type of algorithm
The loss function

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(p)  $(\frac{1}{2}$  point) What is the purpose of rewards in reinforcement learning?

DO NOT WRITE ANYTHING HERE O The total number of actions taken  $\sqrt{\ }$  A signal given to the agent to indicate how good or bad an action is O The loss value of the agent's model ○ The final state of the environment (q)  $(\frac{1}{2}$  point) What does the term "policy" mean in reinforcement learning? O The function that maps actions to rewards  $\sqrt{\ }$  The strategy that defines how the agent selects actions The model used to predict future states O The algorithm used to update the environment (r)  $(\frac{1}{2}$  point) Which command creates a copy of an existing Git repository?  $\bigcirc$  git copy  $\sqrt{\text{git clone}}$   $\bigcirc$  git replace  $\bigcirc$  git move (s)  $(\frac{1}{2}$  point) The "\_\_\_\_\_" command is a convenient way to set configuration options for defining the behavior of the repository, user information, and preferences.  $\bigcirc$  git head  $\bigcirc$  git conflict  $\bigcirc$  git status  $\checkmark$  git config (t)  $(\frac{1}{2}$  point) The files that can be committed are present in Git's "\_\_\_\_\_" area. (u)  $(\frac{1}{2}$  point) A head is nothing but a reference to the last commit object of a branch.  $\sqrt{\text{Yes}}$   $\bigcirc$  No  $\bigcirc$  Can not say (v)  $(\frac{1}{2}$  point) What is Docker used for? (w)  $(\frac{1}{2}$  point) Which of the following is a keyword of Docker? ○ Develop ○ Ship ○ Run √ All of the previous (x)  $(\frac{1}{2}$  point) What is a Dockerfile used for? ○ Building a container ○ Running a container ✓ Creating an image (y) ( $\frac{1}{2}$  point) Which command is used to build a new image from a Dockerfile and a "context"? ○ docker pull ○ docker run √ docker build ○ docker commit

JAN. 2025 END OF EXAM PAGE 7/7

(z)  $(\frac{1}{2}$  point) What is a Docker registry used for?

Running Docker containersDeleting Docker imagesBuilding Docker images

 $\sqrt{}$  Storing and distributing Docker images