

Setting up your Machine Learning Application

Connect with your Mentors and Fellow Learners on Discourse!

Regularizing your Neural Network

Setting Up your Optimization Problem

Lecture Notes (Optional)

Quiz

Programming Assignments

- ✓ Reading: How to Download your Notebook
- ✓ Reading: How to Refresh your Workspace 5 min
- ✓ Programming Assignment: Initialization

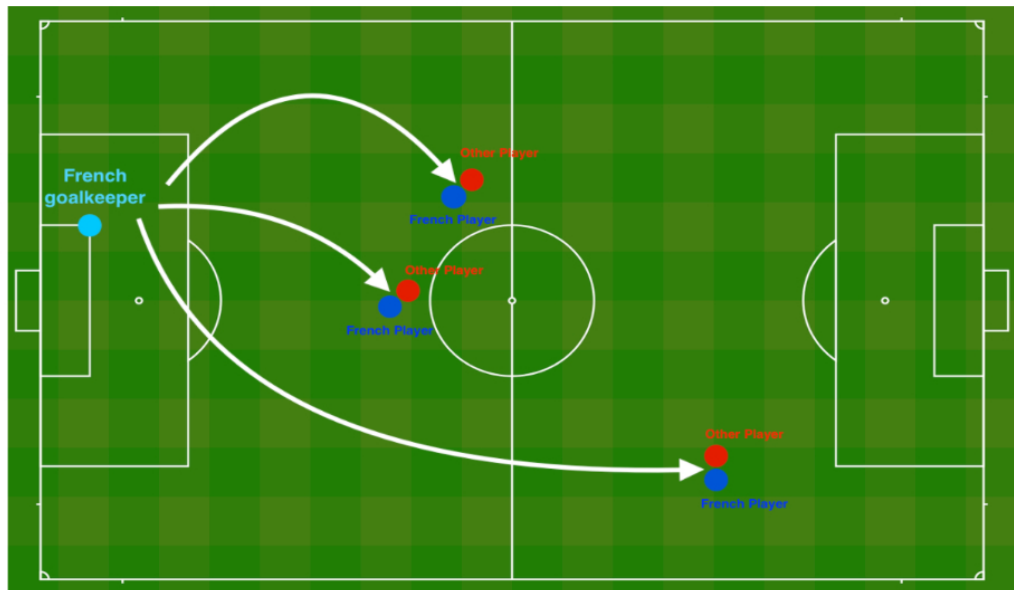
Programming Assignment: Regularization

✓ Passed · 100/100 points

Deadline The assignment was due on Jan 29, 11:59 PM +06
You can still pass this assignment before the course ends.

[Work in Browser](#)**Instructions****My submissions**

Welcome to the second (required) assignment of Course 2 of the Deep Learning Specialization! In this notebook, you'll apply L2 regularization and dropout to a deep learning model that recommends positions to football players. Your "goal" (pun intended) is to avoid overfitting and make better recommendations to the goal keeper.

**Instructions:**

- Avoid using for-loops and while-loops, unless you are explicitly told to do so.
- After coding your function, run the cell right below it to check if your result is correct.

Take your time to complete this assignment and make sure you get the expected outputs when working through the different exercises. When you see the following:

All tests passed.

...You're in good shape. :)

Some code blocks contain graded functions, where you'll be expected to write some code. These are marked at the top of the block by a #GRADED FUNCTION comment, and you'll write your code in between the ### START SOLUTION HERE ### and ###END SOLUTION HERE### comments. Also, look for another comment that indicates roughly how many lines of code it will take to complete the graded function.

After you are done, submit your work and check your results. You need to score 70% to pass. Good luck! :)

Click on "My Submission" above to see your grades. It might take up to one minute for the graders to process your submission. You will see the point breakdown of your assignment, along with the grader feedback.

