Neural Network Basics

10/10 points (100%)

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, ...).



1/1 points

2.

Which of these is the "Logistic Loss"?

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

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

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

 $\text{Neural Network Basics}_{\mathcal{L}}(\hat{y}^{(i)}, y^{(i)}) = -(y^{(i)} \log(\hat{y}^{(i)}) + (1 - y^{(i)}) \log(1 - \hat{y}^{(i)})) \qquad \text{10/10 points (100\%)}$

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Correct

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



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

Correct

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



1/1 points

4.

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

| 37 137 | - 1 | D : |
|-------------------|-------|---|
| Neural Netw | 7011k | Basics $ndom.randn(2, 3) # a.shape = (2, 3)$ |
| | 2 | b = np.random.randn(2, 1) # b.shape = (2, 1) |
| Ouiz 10 questions | 3 | c = a + b |

10/10 points (100%)

What will be the shape of "c"?

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

- 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.



1/1 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 = (3, 3)
- c.shape = (4,2)

c.shape = (4, 3)

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

10/10 points (100%)

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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).



1/1 points

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?

Correct



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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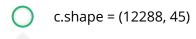
10/10 points (100%)

Quiz, 10 questions

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?



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"

- c.shape = (150,150)
 c.shape = (12288, 150)
- The computation cannot happen because the sizes don't match. It's going to be "Error"!



1/1 points

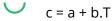
8.

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
- c = a.T + b



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c = a.T + b.T



1/1 points

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 points

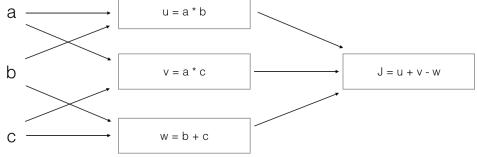
10.

Consider the following computation graph.

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What is the output J?

$$J = (c - 1)*(b + a)$$

$$J = (a - 1) * (b + c)$$

Correct

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

$$\int = a*b + b*c + a*c$$

$$J = (b - 1) * (c + a)$$

