Congratulations! You passed!

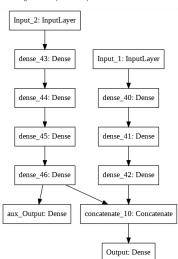
Grade received 100%

Latest Submission Grade 100% To pass 80% or higher

Go to next item

1/1 point

1. Following is an example of a deep and wide network structure.



False

O True

✓ Correct

Correct! This model structure does not have an input path that go through a shallow, or a wide layer.

2. Consider the following code and check all that are true:

1/1 point

```
class MyModel(Model):
 def __init_ (self, units=30, activation='relu', ***kwargs):
     super()._init_ (***kwargs)
     self.hidden1 = Dense(units, activation=activation)
     self.hidden2 = Dense(units, activation=activation)
     self.halm.output = Dense(1)

 def call(self, inputs):
     input A, input B = inputs
     hidden1 = self.hidden1(input_B)
     hidden2 = self.hidden1(input_B)
     hidden2 = concatenate(linput_A, hidden2))
     main_output = self.main_output(concat)
     aux_output = self.main_output(inden2)
     return main_output, aux_output(inden2)
     return main_output, aux_output(inden2)
     return main_output, aux_output(inden2)
```

▼ The output layers cannot give more than 1 result each.

⊘ Correct

Correct! They each hold only 1 unit.

- ☐ The code is incomplete in the sense that you can only initialize and construct your model, you cannot perform training or inference.
- The init function initializes the MyModel Class objects, as well as the attributes that are inherited from the Model Class.

Correct

- $\begin{tabular}{ll} \hline \end{tabular} The \emph{concat} should be defined within the \emph{init} function instead of the \emph{call} function as it is also a hidden layer than the \emph{concat} should be defined within the \emph{init} function instead of the \emph{call} function as it is also a hidden layer than the \emph{concat} should be defined within the \emph{init} function instead of the \emph{call} function as it is also a hidden layer than the \emph{concat} should be defined within the \emph{concat} should be \emph{concat} s$

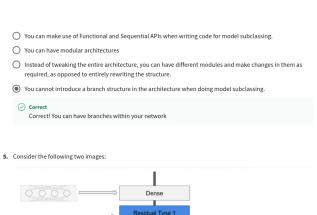
1 / 1 point

How can you build dynamic networks where the architecture changes on the fly, or networks where recursion is used? Check all that are true:

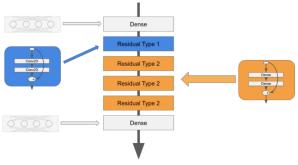
- Using Sequential API
- Using model subclassing
- Correct
 Correct! With model subclassing it is relatively easier to build these complex networks.
- Using Functional API

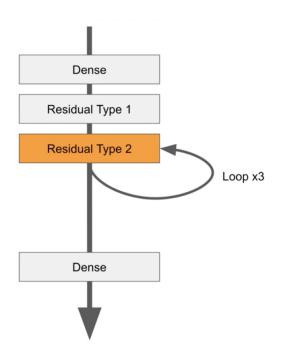
⊘ Correct

Correct! With Functional APIs it is possible to build these networks, but it would require a lot of coding.



1/1 point





Check all that are true:

You make a loop of Residual Type 2 blocks because you want to reduce the depth of the network (making it less complex of an architecture)

Ocrrect!

You loop Residual Type 2 (Dense layers) because you cannot make a loop of Conv2D layers (Residual Type 1)

Each Residual block has two hidden layers and one add layer in it.

⊘ Correct!

When you make a loop of Residual Type 2 blocks, each block could have the same weights.

Orrect!