

1.

Pertanyaan #1

What is the name of the API at the heart of TensorFlow.js which allows things like layers to be used?

0 / 1 poin

☐

JS API

☐

TFJS API

☐

Core API

☒

Core TF API

Salah

2.

Pertanyaan #2

How does TensorFlow.js use GPU acceleration in the browser?

1 / 1 poin

☐

It doesn't

☒

You access GPU through WebGL in the browser

☐

It works natively through GPU libraries in TensorFlow

☐

You have to install GPU runtimes for each browser, and explicitly use them

Benar

3.

Pertanyaan #3

How can you use a TPU with TensorFlow.js?

1 / 1 poin

☐

You can't

☐

Only using Colab

☐

You have to serve your JS from a GCP instance

☒

You can use Node.js on GCP and access TPU instances

Benar

4.

Pertanyaan #4

Which of the following lines of code will correctly add a single dense layer containing a single neuron that takes a numeric input to a model using JavaScript?

1 / 1 poin

☐

`model.add(tf.layers.dense({units= 1, inputShape: [1]}));`



1

```
model.add(tf.layers.dense({units: 1, inputShape: [1]}));
```



1

2

```
model.add(tf.layers.dense({units: 1, inputShape:= [1]}));
```



1

```
model.add(tf.layers({units: 1, inputShape: [1,1]}))
```



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5.

Pertanyaan #5

When creating data to input to a model using Python you could use a numpy array. How would you do it in JavaScript?

1 / 1 poin



Use a tensor2d containing a numpyjs array



Use a tensor2d containing the data



Use a tensor2d containing the data and the shape of the data



Use a numpyjs array

Benar

6.

Pertanyaan #6

If I train a model to detect a linear relationship (i.e. $Y=2X-1$), what line of code would output a prediction from that model for Y where $X=10$?

1 / 1 poin



1

```
alert(model.predict(tf.tensor2d([10], [1,1])));
```



1

```
alert(model.predict(10));
```



1

2

```
alert(model.predict([10], [1,1]));
```



1

```
alert(model.predict(tf.tensor2d([10])));
```



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7.

Pertanyaan #7

When training a model, if I want to log training status at the end of an epoch, what is the name of the callback event you want to capture?

1 / 1 poin



onEpochEnd



EpochEnded



EpochEnd



OnEpochEnded

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