**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**



1

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]}))





**Benar**

**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 contining 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])));





**Benar**

**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

**Benar**