

✔ Selamat! Anda lulus!

Nilai diterima 100%

Nilai Pengiriman Terbaru 100%

UNTUK LULUS 70% atau lebih tinggi

Pergi ke item berikutnya

1. In the training set below, what is $x_4^{(3)}$? Please type in the number below (this is an integer such as 123, no decimal points).

1 / 1 poin

| Size in feet ² | Number of bedrooms | Number of floors | Age of home in years | Price (\$) in \$1000's |
|---------------------------|--------------------|------------------|----------------------|------------------------|
| x_1 | x_2 | x_3 | x_4 | |
| 2104 | 5 | 1 | 45 | 460 |
| 1416 | 3 | 2 | 40 | 232 |
| 1534 | 3 | 2 | 30 | 315 |
| 852 | 2 | 1 | 36 | 178 |
| ... | ... | ... | ... | ... |

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Benar

Yes! $x_4^{(3)}$ is the 4th feature (4th column in the table) of the 3rd training example (3rd row in the table).

2.

1 / 1 poin

Which of the following are potential benefits of vectorization? Please choose the best option.

- ☐ It makes your code run faster
- ☐ It can make your code shorter
- ☐ It allows your code to run more easily on parallel compute hardware
- ☒ All of the above



Benar

Correct! All of these are benefits of vectorization!

3. True/False? To make gradient descent converge about twice as fast, a technique that almost always works is to double the learning rate *alpha*.

1 / 1 poin

- ☐ True
- ☒ False



Benar

Doubling the learning rate may result in a learning rate that is too large, and cause gradient descent to fail to find the optimal values for the parameters w and b .