## **Neural Network Basics**

- 1. What does a neuron compute?
  - $\square$  A neuron computes an activation function followed by a linear function (z = Wx + b).
  - Arr A neuron computes a linear function (z = Wx + b) followed by an activation function.
    - Correct, we generally say that the output of a neuron is a=g(Wx+b) where g is the activation function (sigmoid, tanh, ReLU, ...).
  - $\blacksquare$  A neuron computes a function g that scales the input x linearly (Wx + b).
  - A neuron computes the mean of all features before applying the output to an activation function.
- 2. Which of these is the "Logistic Loss"?

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

$$ightharpoons \mathcal{L}^{(i)}(\hat{y}^{(i)}, y^{(i)}) = - ig(y^{(i)}log(\hat{y}^{(i)}) + (1-y^{(i)})log(1-\hat{y}^{(i)})ig)$$

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

$$\square \mathcal{L}^{(i)}(\hat{y}^{(i)}, y^{(i)}) = |y^{(i)} - \hat{y}^{(i)}|$$

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

- 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?
  - $\checkmark$  x = img.reshape((32 \* 32 \* 3, 1))
  - x = img.reshape((1, 32 \* 32 \* 3))
  - x = img.reshape((3, 32 \* 32))
  - x = img.reshape((32 \* 32, 3))
- 4. Consider the two following random arrays "a" and "b":

```
1 | a = np.random.randn(2, 3) # a.shape = (2, 3)
2 | b = np.random.randn(2, 1) # b.shape = (2, 1)
3 | c = a + b
```

What will be the shape of "c"?

Yes! This is broadcasting. b (column vector) is copied 3 times so that it can be summed to each column of a.

- The computation cannot happen because the sizes don't match. It's going to be "Error"!
- $\Box$  c.shape = (2, 1)

```
\Box c.shape = (3, 2)
```

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"?

- $\Box$  c.shape = (3, 3)
- ✓ The computation cannot happen because the sizes don't match. It's going to be "Error"!

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).

- $\Box$  c.shape = (4, 2)
- $\Box$  c.shape = (4, 3)
- 6. 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?
  - $\square$  (1,m)
  - $\square$   $(m, n_x)$
  - $\square$  (m,1)
  - $\checkmark (n_x, m)$
- 7. Recall that np.dot(a,b) performs a matrix multiplication on a and b, whereas a\*b performs an element-wise multiplication. 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?

- c.shape = (12288, 150)
- $\square$  c.shape = (150, 150)

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"

- ☐ The computation cannot happen because the sizes don't match. It's going to be "Error"!
- 8. Consider the following code snippet:

```
1  # a.shape = (3,4)
2  # b.shape = (4,1)
3  for i in range(3):
4   for j in range(4):
5    c[i][j] = a[i][j] + b[j]
```

How do you vectorize this?

```
\Box c = a.T + b.T
```

$$\Box$$
 c = a.T + b

$$\Box$$
 c = a + b

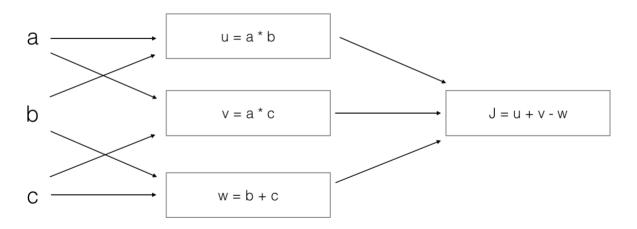
## 9. Consider the following code:

```
1 | a = np.random.randn(3, 3)
2 | b = np.random.randn(3, 1)
3 | c = a * b
```

## What will be c?

- $\checkmark$  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).
- 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, 3).
- 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).

## 10. Consider the following computation graph.



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

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