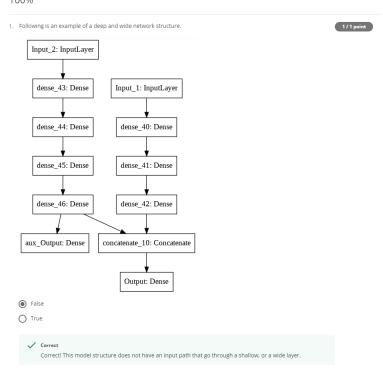


GRADE 100%

Custom Models

LATEST SUBMISSION GRADE 100%



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

ss MyModel(Model):
ef __init__(self, units=30, activation='relu', **kwargs):
super().__init__(**kwargs)
self.hidden1 = Dense(units, activation=activation)
self.hidden2 = Dense(units, activation=activation)
self.main_output = Dense(1)
self.aux_output = Dense(1) def call(self, inputs):
 input_A, input_B = inputs
 hidden1 = self.hidden1(input_B)
 hidden2 = self.hidden2(hidden1)
 concat = concatenate([input_A, hidden2])
 main_output = self.main_output(concat)
 aux_output = self.aux_output(hidden2)
 return main_output, aux_output

- The concat should be defined within the init function instead of the call function as it is also a hidden layer.
- ☐ 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 Correct!

▼ The output layers cannot give more than 1 result each

✓ Correct Correct! They each hold only 1 unit.

3. You have learned that Sequential and Functional APIs have their limitations.

1/1 point

1/1 point

How can you build dynamic networks where the architecture changes on the fly, or networks where recursion is used?

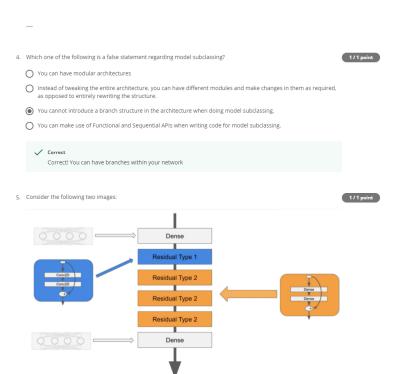
✓ Using model subclassing

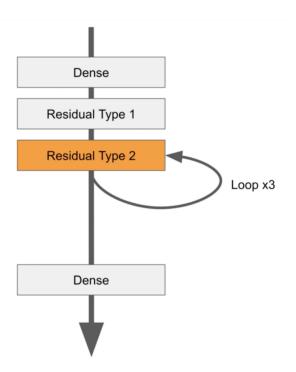
✓ Correct Correct! With model subclassing it is relatively easier to build these complex networks. ■ Using Functional API



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

Using Sequential API



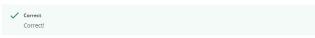


Check all that are true:

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



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)



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

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

✓ Correct
Correct!