

## ✔ Congratulations! You passed!

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1. What does a neuron compute?

1 / 1 point

- ☒ A neuron computes a linear function  $z = Wx + b$  followed by an activation function
- ☐ 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
- ☐ A neuron computes an activation function followed by a linear function  $z = Wx + b$

 Expand

✔ Correct

Correct, we generally say that the output of a neuron is  $a = g(Wx + b)$  where  $g$  is the activation function.

2. Suppose that  $\hat{y} = 0.9$  and  $y = 1$ . What is the value of the "Logistic Loss"? Choose the best option.

1 / 1 point

- ☐  $+\infty$
- ☒ 0.105
- ☐  $\mathcal{L}(\hat{y}, y) = -(\hat{y} \log y + (1 - \hat{y}) \log(1 - y))$
- ☐ 0.005

 Expand

✓ **Correct**

Yes. Since  $\mathcal{L}(\hat{y}, y) = -(y \log \hat{y} + (1 - y) \log(1 - \hat{y}))$ , for the given values we get  
 $\mathcal{L}(\hat{y}, y) = -(1 \log 0.9 + 0 \log 0.1)$

3. Consider the Numpy array  $x$ :

1 / 1 point

```
 $x = np.array([[[1], [2]], [[3], [4]]])$ 
```

What is the shape of  $x$ ?

- ☐ (4,)
- ☐ (1, 2, 2)
- ☒ (2,2,1)
- ☐ (2, 2)

 Expand

✓ Correct

Yes. This array has two rows and in each row it has 2 arrays of 1x1.

4. Consider the following random arrays  $a$  and  $b$ , and  $c$ :

1 / 1 point

```
 $a = np.random.randn(3, 4) \# a.shape = (3, 4)$ 
```

```
 $b = np.random.randn(1, 4) \# b.shape = (1, 4)$ 
```

```
 $c = a + b$ 
```

What will be the shape of  $c$ ?

- ☐  $c.shape = (3, 1)$
- ☐ The computation cannot happen because it is not possible to broadcast more than one dimension.
- ☒  $c.shape = (3, 4)$
- ☐  $c.shape = (1, 4)$

 Expand

✓ **Correct**

Yes. Broadcasting is used, so row  $b$  is copied 3 times so it can be summed to each row of  $a$ .

5. Consider the two following random arrays  $a$  and  $b$ :

$$a = np.random.randn(4, 3) \# a.shape = (4, 3)$$
$$b = np.random.randn(1, 3) \# b.shape = (1, 3)$$
$$c = a * b$$

What will be the shape of  $c$ ?

- ☐ The computation cannot happen because the sizes don't match.
- ☐ The computation cannot happen because it is not possible to broadcast more than one dimension.
- ☒  $c.shape = (4, 3)$
- ☐  $c.shape = (1, 3)$

 Expand



**Correct**

Yes. Broadcasting is invoked, so row  $b$  is multiplied element-wise with each row of  $a$  to create  $c$ .

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  $X$ ?

1 / 1 point

☐  $(m, 1)$

☐  $(m, n_x)$

☒  $(n_x, m)$

☐  $(1, m)$

 Expand

 Correct

7. Consider the following array:

```
a = np.array([[2, 1], [1, 3]])
```

What is the result of  $a * a$ ?

☐  $\begin{pmatrix} 4 & 2 \\ 2 & 6 \end{pmatrix}$

☐  $\begin{pmatrix} 5 & 5 \\ 5 & 10 \end{pmatrix}$

☐ The computation cannot happen because the sizes don't match. It's going to be an "Error"!

☒  $\begin{pmatrix} 4 & 1 \\ 1 & 9 \end{pmatrix}$

 Expand

✓ Correct

Yes, recall that  $*$  indicates element-wise multiplication.

8. Consider the following code snippet:

```
a.shape = (3, 4)
```

```
b.shape = (4, 1)
```

```
for i in range(3):
```

```
    for j in range(4):
```

```
        c[i][j] = a[i][j] + b[j]
```

How do you vectorize this?

- ☐ `c = a + b`
- ☒ `c = a + b.T`
- ☐ `c = a.T + b`
- ☐ `c = a.T + b.T`

 Expand

 Correct



9. Consider the following code:

```
a = np.random.randn(3,3)
```

```
b = np.random.randn(3,1)
```

```
c = a * b
```

What will be *c*? (If you're not sure, feel free to run this in python to find out).

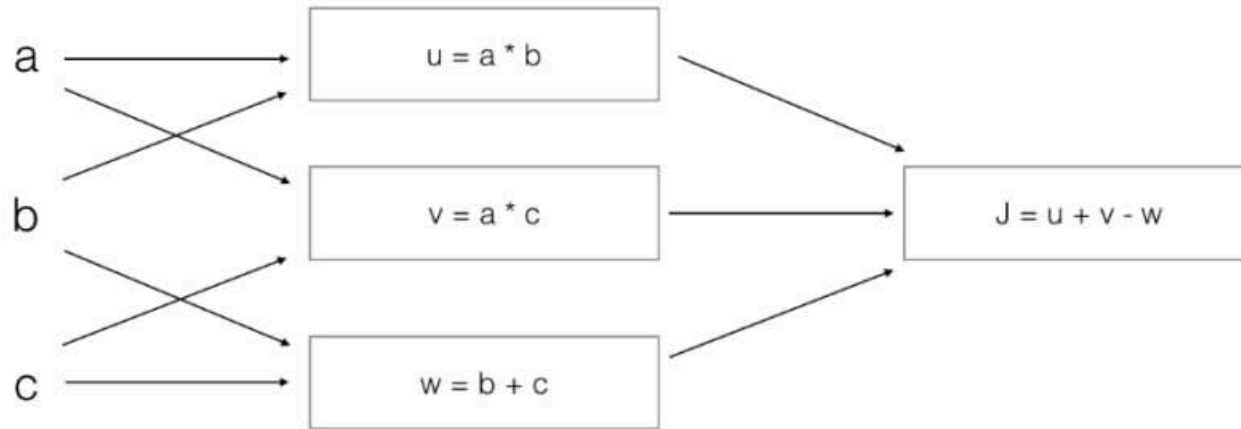
- ☒ This will invoke broadcasting, so *b* is copied three times to become (3,3), and  $*$  is an element-wise product so *c.shape* will be (3, 3)
- ☐ It will lead to an error since you cannot use  $*$  to operate on these two matrices. You need to instead use `np.dot(a,b)`
- ☐ This will invoke broadcasting, 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* = (3,1).

 Expand

 Correct

10. Consider the following computation graph.

1 / 1 point



What is the output  $J$ ?

- ☐  $J = (b - 1) * (c + a)$
- ☒  $J = (a - 1) * (b + c)$
- ☐  $J = (c - 1) * (b + a)$
- ☐  $J = a * b + b * c + a * c$

What is the output J?

- ☐  $J = (b - 1) * (c + a)$
- ☒  $J = (a - 1) * (b + c)$
- ☐  $J = (c - 1) * (b + a)$
- ☐  $J = a * b + b * c + a * c$

 Expand

 **Correct**

Yes.  $J = u + v - w = a * b + a * c - (b + c) = a * (b + c) - (b + c) = (a - 1) * (b + c)$ .