1. (True/False) Simulation is a common approach for Reinforcement Learning applications that are complex or computing intensive. 1 / 1 point

- (●) True
- ( ) False

Correct
Correct! You can find more information on the lesson Reinforcement Learning.

2. (True/False) Discounting rewards refers to an agent reducing the value of the reward based on its uncertainty. 1 / 1 point

- ( ) True
- (●) False

Correct
Correct! You can find more information on the lesson Reinforcement Learning.

3. (True/False) Successful Reinforcement Learning approaches are often limited by extreme sensitivity to hyperparameters. 1 / 1 point

- (●) True
- ( ) False

Correct
Correct! You can find more information on the lesson Reinforcement Learning.

4. (True/False) Reinforcement Learning approaches are often limited by excessive computation resources and data requirements. 1 / 1 point

- (●) True
- ( ) False

Correct
Correct! You can find more information on the lesson Reinforcement Learning.

5. Which type of Deep Learning approach is most commonly used for image recognition? 1 / 1 point

- ( ) Autoencoders
- ( ) Multi-Layer Perceptron
- ( ) Recurrent Neural Network
- (●) Convolutional Neural Network

Correct
Correct! You can find more information on the lesson Reinforcement Learning.

6. Which type of Deep Learning approach is most commonly used for forecasting problems? 1 / 1 point

- ○ Autoencoders
- ○ Multi-Layer Perceptron
- ◉ Recurrent Neural Network
- ○ Convolutional Neural Network

✓ Correct
Correct! You can find more information on the lesson Reinforcement Learning.

7. Which type of Deep Learning approach is most commonly used for generating artificial images? 1 / 1 point

- ◉ Autoencoders
- ○ Multi-Layer Perceptron
- ○ Recurrent Neural Network
- ○ Convolutional Neural Network

✓ Correct
Correct! You can find more information on the lesson Reinforcement Learning.