Specification Quiz for Programming Assignment #4

Due Dec 18 at 11:59pm **Points** 10 **Questions** 10
Available Dec 2 at 8am - Dec 18 at 11:59pm 17 days **Time Limit** 30 Minutes
Allowed Attempts Unlimited

Instructions

This quiz is intended to establish your understanding of the specification document for Programming Assignment #4 (PA4spec.pdf).
The goal is to encourage you to read the specification document carefully and to think about the material presented in the textbook and during class meetings relevant to the given program requirements. Such an understanding should make the successful completion of Programming Assignment #4 somewhat easier. You may reference any notes that you have during the quiz, but, once you start the quiz, you only have 30 minutes to complete it. This means that you should familiarize yourself with the specification document prior to starting the quiz.

You must re-take this quiz as many times as necessary to achieve a perfect score on it. No credit will be given for Programming Assignment #4 unless a perfect score is achieved on this quiz.

Take the Quiz Again

Attempt History

	Attempt	Time	Score
KEPT	Attempt 3	less than 1 minute	10 out of 10
LATEST	Attempt 3	less than 1 minute	10 out of 10
	Attempt 2	less than 1 minute	8 out of 10
	Attempt 1	2 minutes	7 out of 10

ⓘ Correct answers will be available Dec 18 at 11:59pm - Dec 19 at 12pm.

Submitted Dec 15 at 1:51pm

Question 1

1 / 1 pts

In this assignment, how many functions are you expected to implement?

- ○ 1
- ◉ 2
- ○ 3

Question 2

1 / 1 pts

How many other layers can send their activation levels to a given layer?

- ○ 1
- ○ 2

- any number

Question 3

1 / 1 pts

To how may other layers can a given layer send its activation levels?

- 1
- 2
- any number

Question 4

1 / 1 pts

Which of the following functions needs to make use of "Layer" object target vectors?

- computeActivation
- computeOutputDelta

- computeHiddenDelta

Question 5

1 / 1 pts

How are connection weight values stored in this assignment?

- in "Vector" objects
- (•) in "Matrix" objects
- in "Pattern" objects

Question 6

1 / 1 pts

How are unit activation values stored in this assignment?

- (•) in "Vector" objects
- in "Matrix" objects

- in "Pattern" objects

Question 7

1 / 1 pts

How are unit error values stored in this assignment?

- (●) in "Vector" objects
- ( ) in "Matrix" objects
- ( ) in "Pattern" objects

Question 8

1 / 1 pts

How many layers can provide input to a given "Projection" object?

- (●) 1
- ( ) 2

- any number

Question 9

1 / 1 pts

How many layers can receive the output of a given "Projection" object?

- (selected) 1
- 2
- any number

Question 10

1 / 1 pts

Mathematical utility functions are provided to help make your solution code compact. From which subfield of mathematics do these utility functions arise?

- probability theory

- (●) linear algebra
- ( ) complexity theory