G.R. No.	

U482-242A(ESE)

### MAY 2022- END-SEM

## B. TECH. (Electronics and Telecommunications)

(SEMESTER - II)

# Deep Learning (ETUA40182A) Elective V (PATTERN 2018)

Time: [1 Hour]

[Max. Marks: 30]

- (\*) Instructions to candidates:
- 1) Answer Q.1 OR Q.2, Q.3 OR Q.4, Q.5 OR Q.6.
- 2) Figures to the right indicate full marks.
- 3) Use of scientific calculator is allowed
- 4) Use suitable data where ever required
- Q.1) a) Covid test of 137 samples in a society located in suburban of (4) Pune city is as shown in the Table. Calculate the probability of tested positive and having symptoms P (T+|S).

Truth	Positive	Negative	Total
Symptoms	44	23	67
Healthy	10	60	70
Total	54	83	137

In multivariate system, the normalized distributions P(x) and Q(x) are defined as P(x)= N  $(x; \mu_1, \Sigma_1)$  and Q(x)= N  $(x; \mu_2, \Sigma_2)$  prove that KL Divergence  $D_{KL}(P(x)||Q(x))$  is given by  $\frac{1}{2}[\log \frac{|\Sigma_2|}{|\Sigma_1|} - k + tr(\Sigma_2^{-1}\Sigma_1) + (\mu_1 - \mu_2)^T \Sigma_2^{-1} (\mu_1 - \mu_2)]$ 

#### OR

- Q.2) a) With suitable example, explain what you mean by frequency (4) histogram and relative frequency histogram.
  - having fashion items distributed in 10 classes, it is expected to generate a sneaker which belongs to class 7. There are two samples in latent space namely z1 and z2. Construct the conditional VAE for the given requirements. Draw the complete concept diagram. What will be the size of latent vector?

- Q.3) a) The discriminator in GAN has achieved optimality and (4) distribution of the generator  $p_g(x) = 0.7$ . Calculate the value of distribution of the image dataset  $P_{data}(x)$ .
  - b) An Engineer who want to develop fun application where he wants to develop application for image to image translation. Suggest him a suitable deep learning architecture, draw and explain its working.

#### OR

- Q.4) a) Vanishing gradients is a serious drawback in GAN. Suggest a (4) technique to reduce vanishing gradient problem.
  - b) In certain application the DCGAN is used to generate a (6) colour image of 64x64x3 size. Develop a discriminator of DCGAN using 4 convolution layers. The input will a vector of 100x1 size of random samples.
- Q.5) a) In a deterministic environment shown below, agent can move left, right, up and down. When agent moves into position (0, 2) he wins and gets 10 points and if moves into (1, 2) position he losses and gets a penalty of 10 points. In an episode agent moves from start (0, 0) goes right to (0,1) then again right to (0,1) and moves right. What will be the reward if discount factor of 0.9 is considered? The arrows indicate the direction of the movement of the agent (↑up,↓down,→right,←left)

START (0,0)	(0,1)	(0,2) WIN
(0,1)	(1,1)	(1,2) Loose

b) Starting with necessary requirements, write the deep Q (6) network algorithm.

#### OR

- Q.6) a) In a reinforcement based three step game reward at step (4) 0(initially) is 20, step 1 is -10 and step 2 is 30. Taking discount factor equal to 0.9, calculate the total reward.

  Total reward equation  $R_t = \gamma^0 r_t + \gamma^1 r_{t+1} + \gamma^2 r_{t+2} + \dots + \gamma^{t+n} r_{t+n}$ 
  - b) Illustrate the entire reinforcement learning process using (6) block diagram indicating all the components.