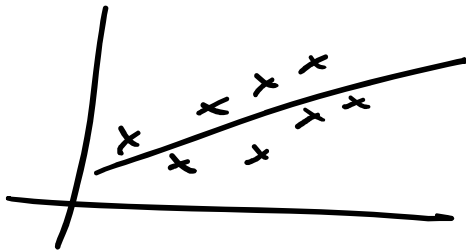
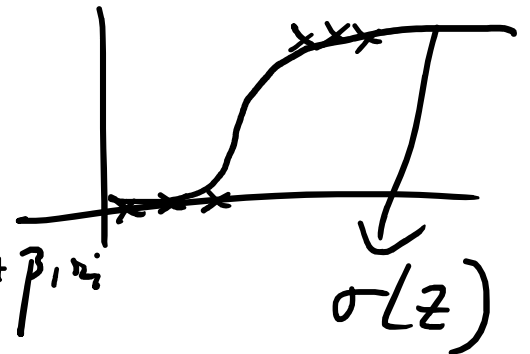


\Rightarrow Activation Functions :

linear Reg
(Regression)



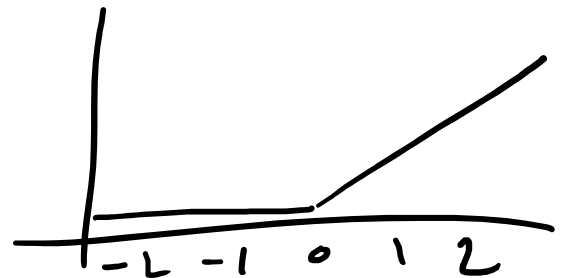
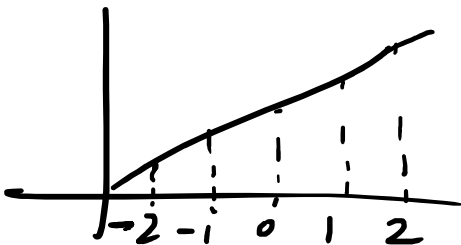
Logistic Reg
(Classification)



$$\hat{y} = \beta_0 + \beta_1 x_i$$

Activation Functions convert the linear equation to non-linear equation.

\Rightarrow Rectified linear Unit (ReLU)



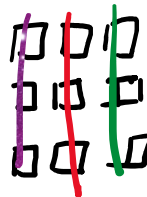
\rightarrow This layer cannot be used in o/p layer.

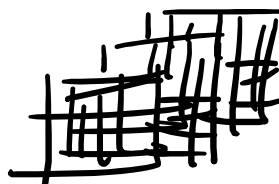
\rightarrow Relu (Tensor):

\Rightarrow Relu (Tensor):
 $\max(0, \text{Tensor})$

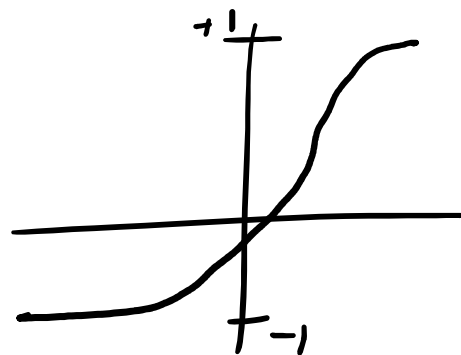
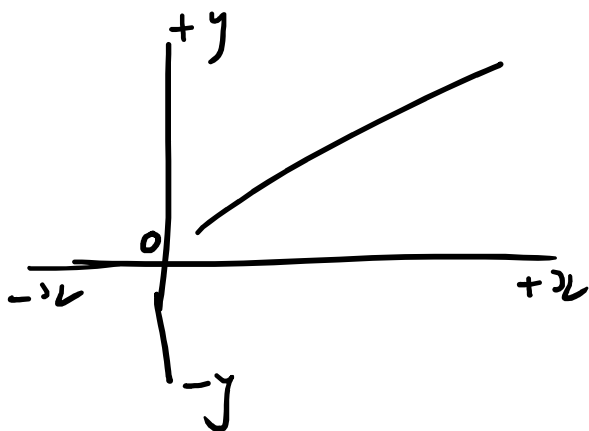
$[\cdot]$ 1D Scalar

$\left\{ \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix} \right\}$ 2D Vector

 3-D Matrix

 ...
 N-D Tensor

\Rightarrow Hyperbolic Tangent (Tanh)

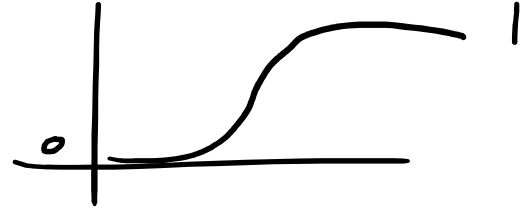
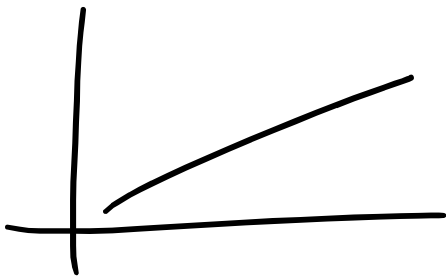


Can't be used in dr layer.

$$\text{Tanh} = \frac{e^x - e^{-x}}{e^x + e^{-x}}$$

① Range b/w
-1 to 1

=> Sigmoid (Logit Function): Binary Classification
It gives probabilistic o/p. (0 to 1)



$$\sigma(z) = \frac{1}{1 + e^{-z}}$$

z represent linear equation

=> Always used in o/p layer.

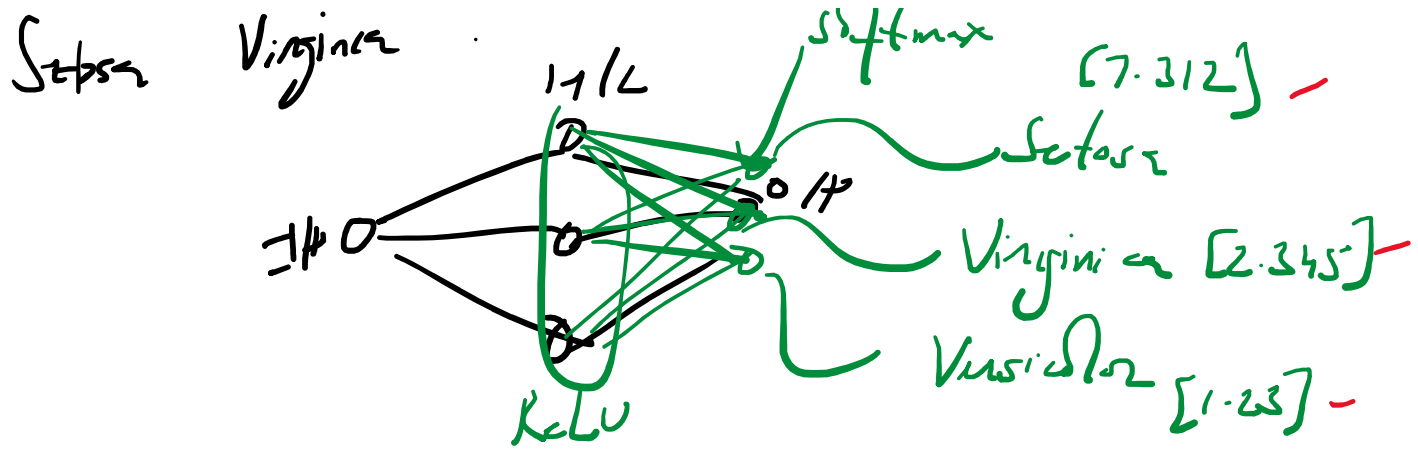
=> Softmax: Categorical Classification -
Type of cumulative probabilistic function.

=> This

Subst Virginia Unsider
14/2

softmax

(7.312)



ReLU is into vector $\begin{bmatrix} - \\ - \\ - \end{bmatrix}$ } Cumulative 0-1

argmax $\begin{bmatrix} 0.63 \\ 0.07 \\ 0.4 \end{bmatrix}$ } 1

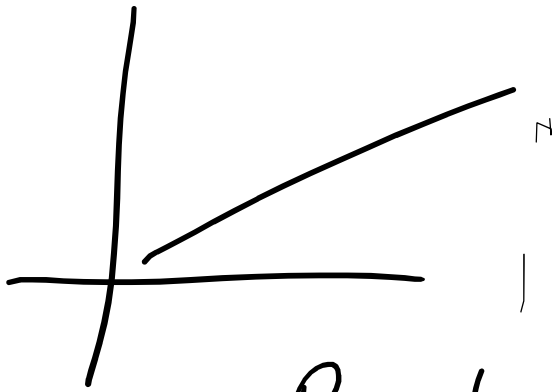
Softmax is always used in o/p layer in all cases.

$$\text{Softmax} = \frac{e^x}{\sum_i e^{x_i}}$$

Leaky ReLU: Non-linearity fn

Always used in the hidden layers

Always used in the hidden layers



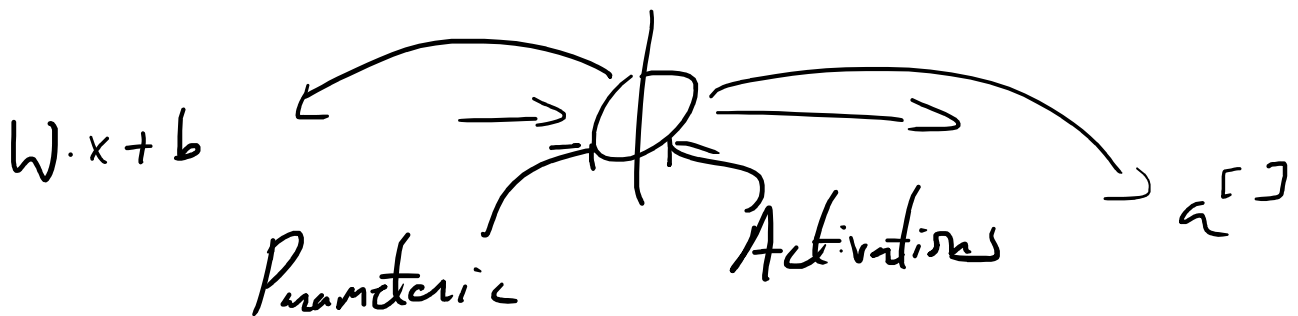
Parameter α



(0.005 to 0.05)

Leaky ReLU (Tensor):
 $\max(\text{Tensor} \times \alpha, \text{Tensor})$

Basics of model :



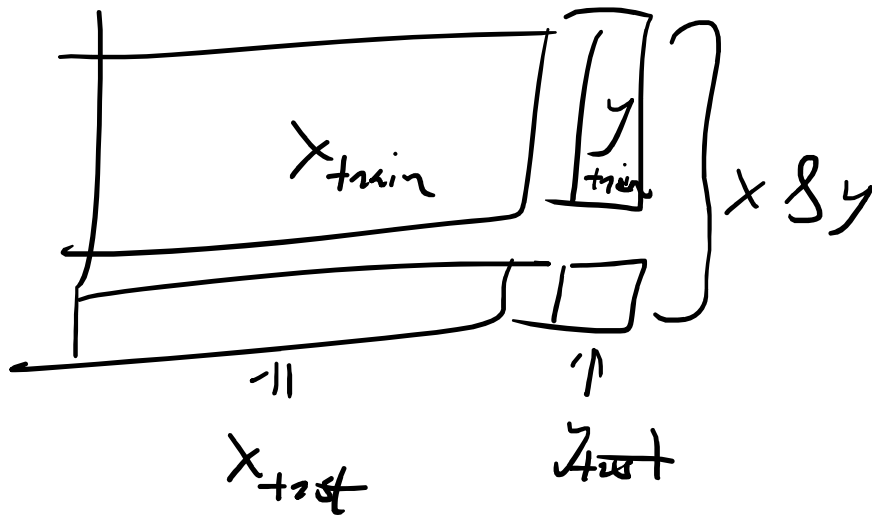
Parameter learning
(Always linear)

W - Weights
 x - Explanatory Variable

b - Bias

Loss Functions

↳ Mean Squared Error:
Linear Equations



$$Error = (\text{Predicted} - \text{Truth Value})$$

$$Error = (\hat{y} - y_i)$$

$$\text{Sum of Error} = \sum_{i=1}^n (\hat{y} - y_i)$$

$$\text{Sum of Squared Error (SSE)} = \sum_{i=1}^n (\hat{y} - y_i)^2$$

$$\text{sum of squares (SSE)} \quad \sum_{i=1}^n \hat{e}_i^2$$

$$MSE = \frac{\sum_{i=1}^n (\hat{y}_i - y_i)^2}{n}$$