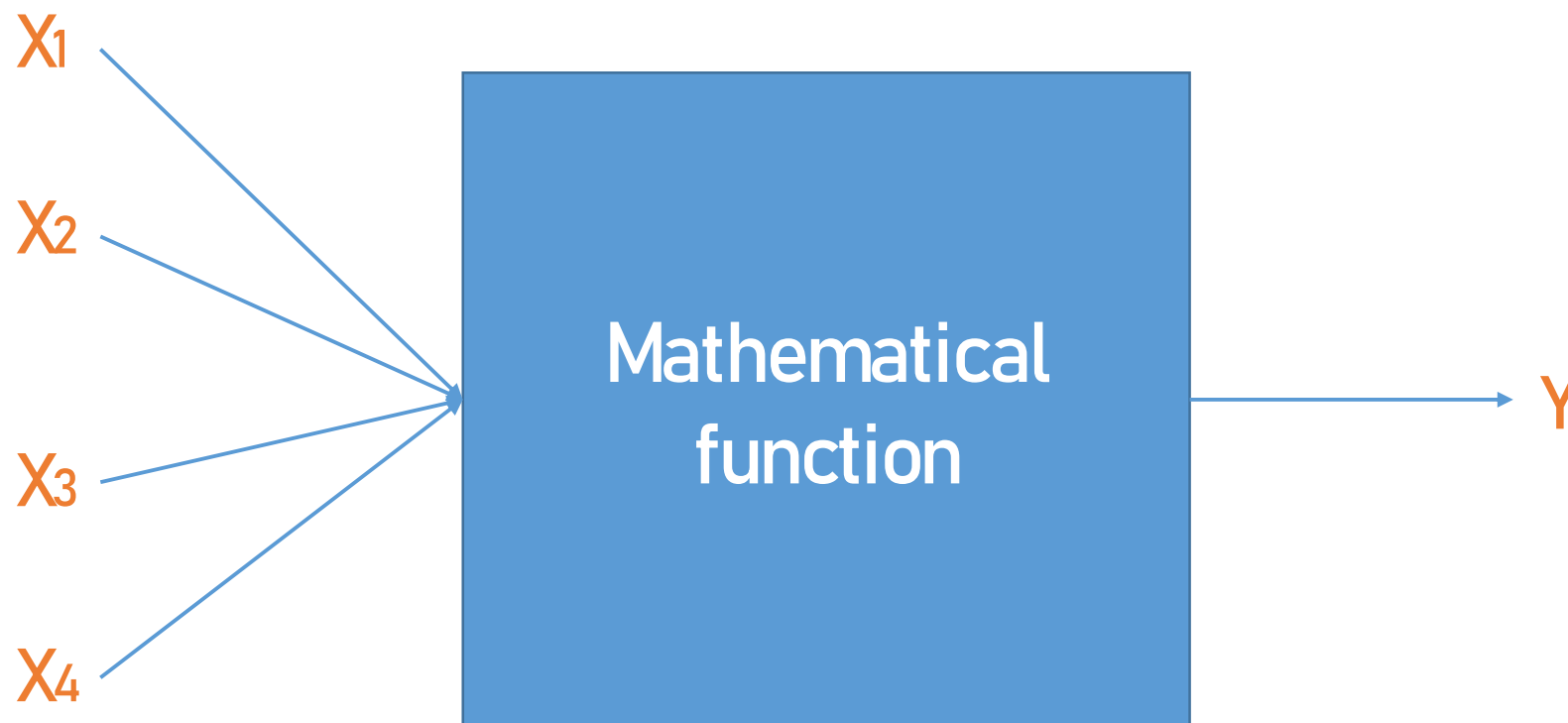


# Neuron as a mathematical function

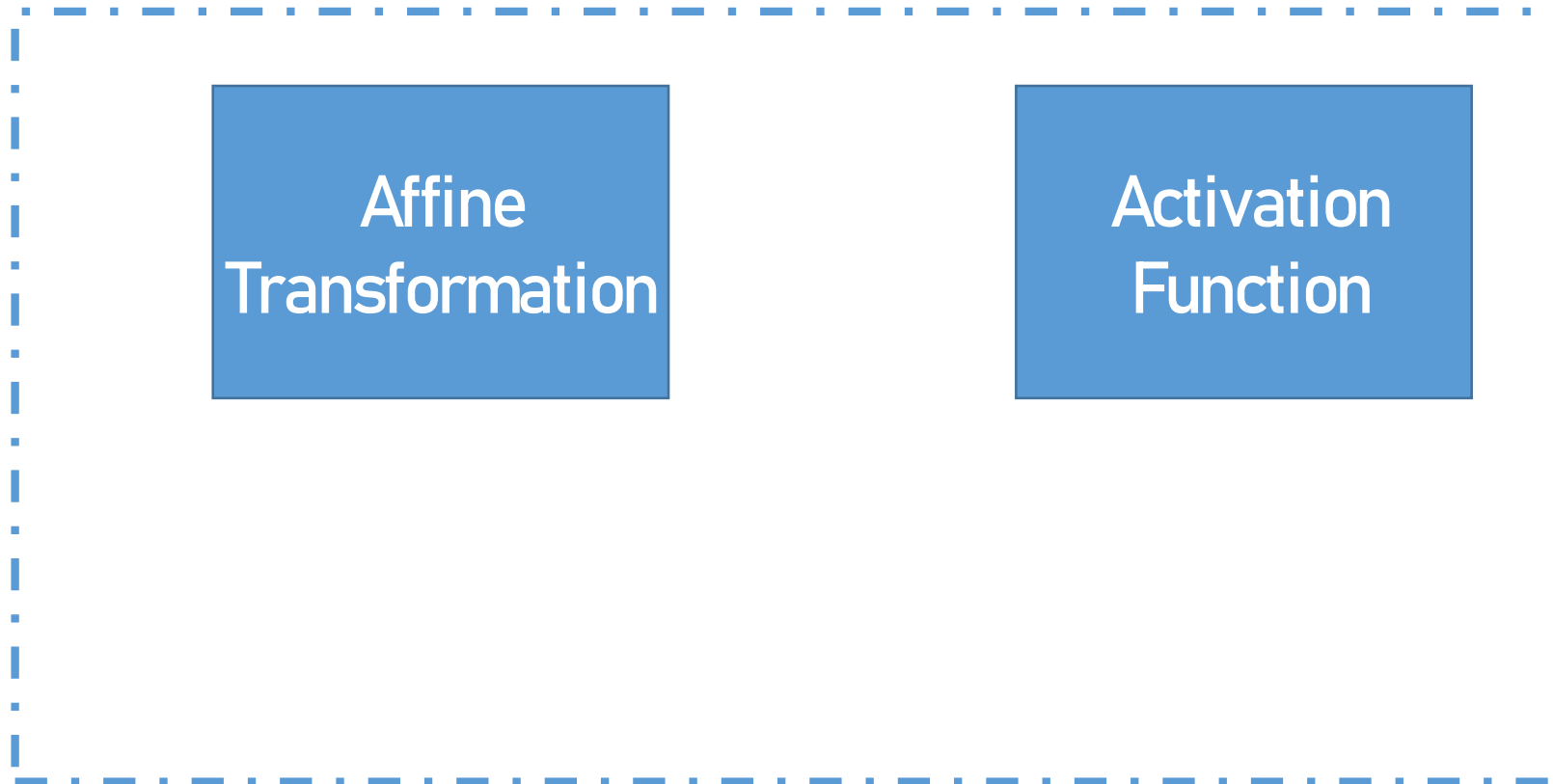
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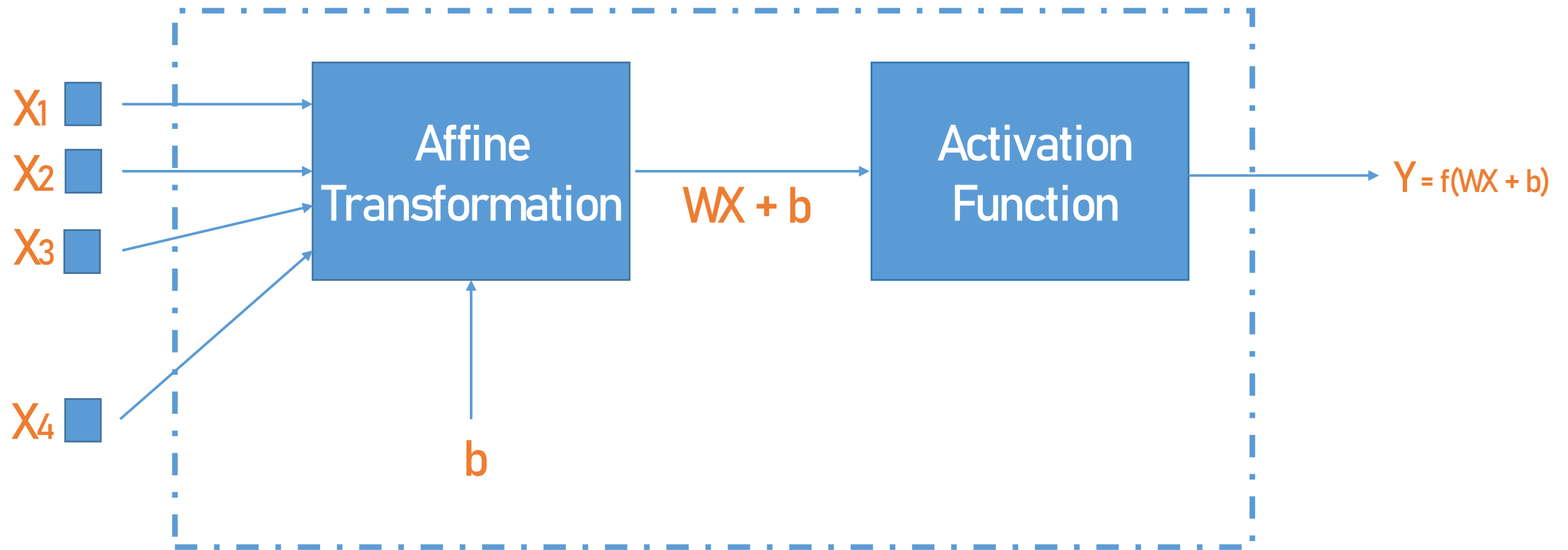
# Zoom into a neuron



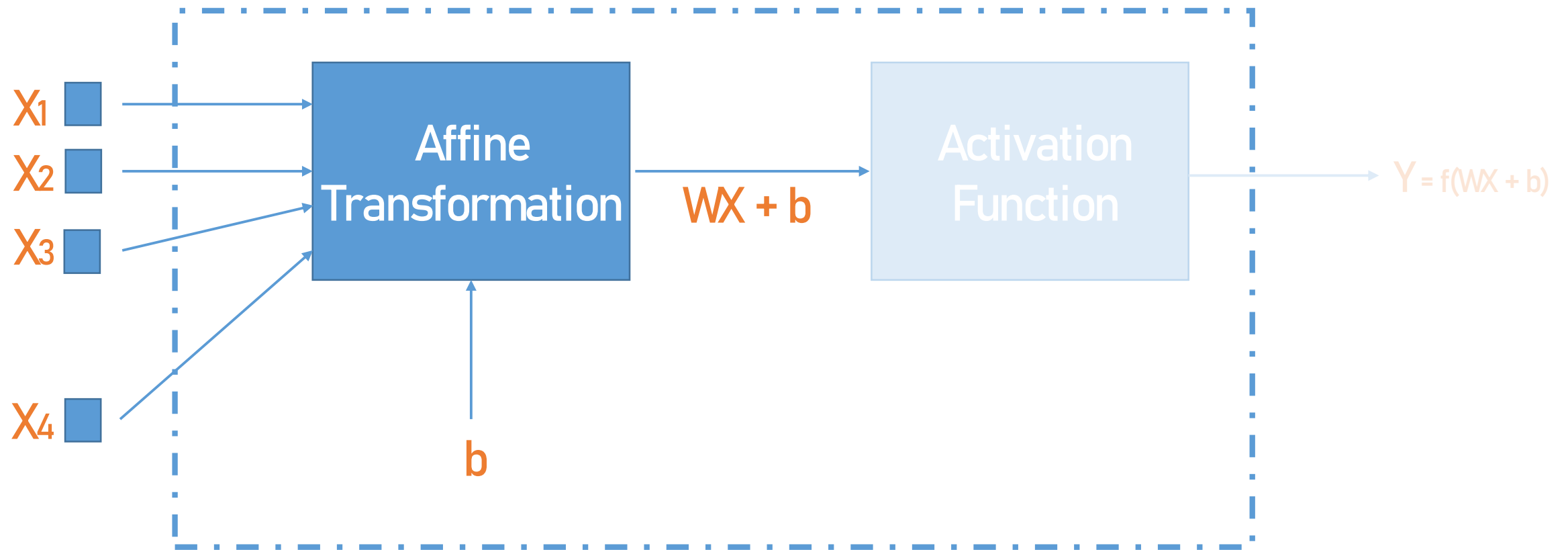
# Zoom into a neuron



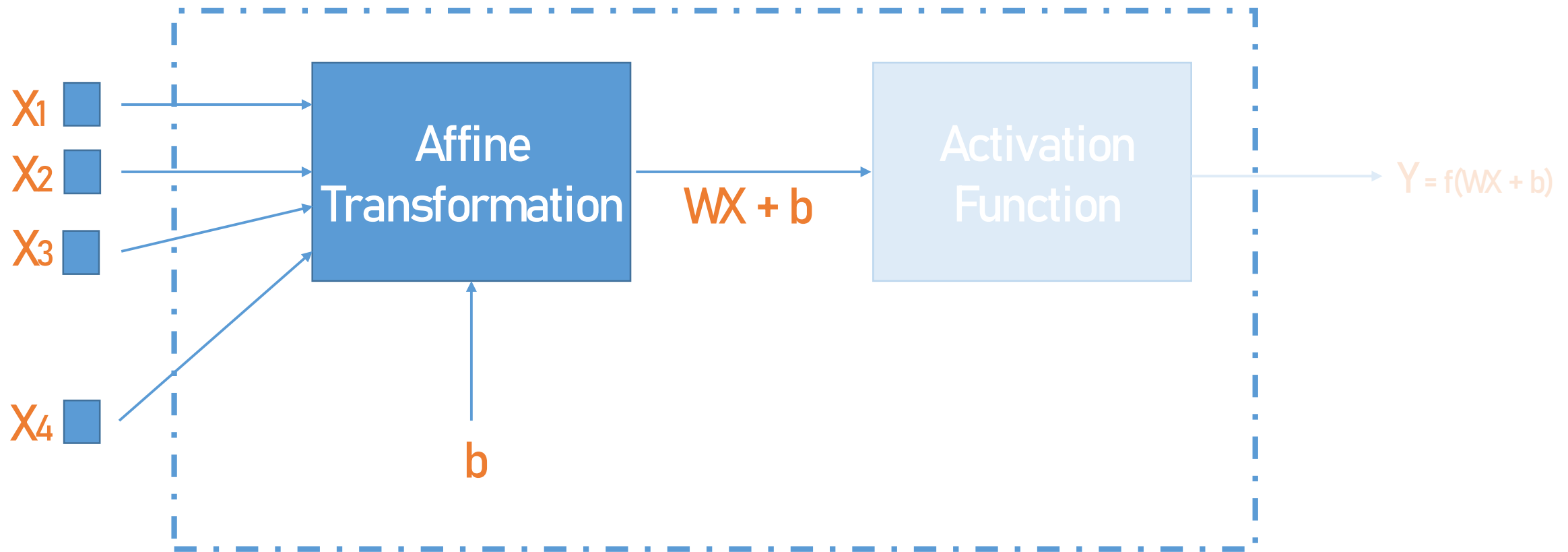
# Zoom into a neuron



# Zoom into a neuron



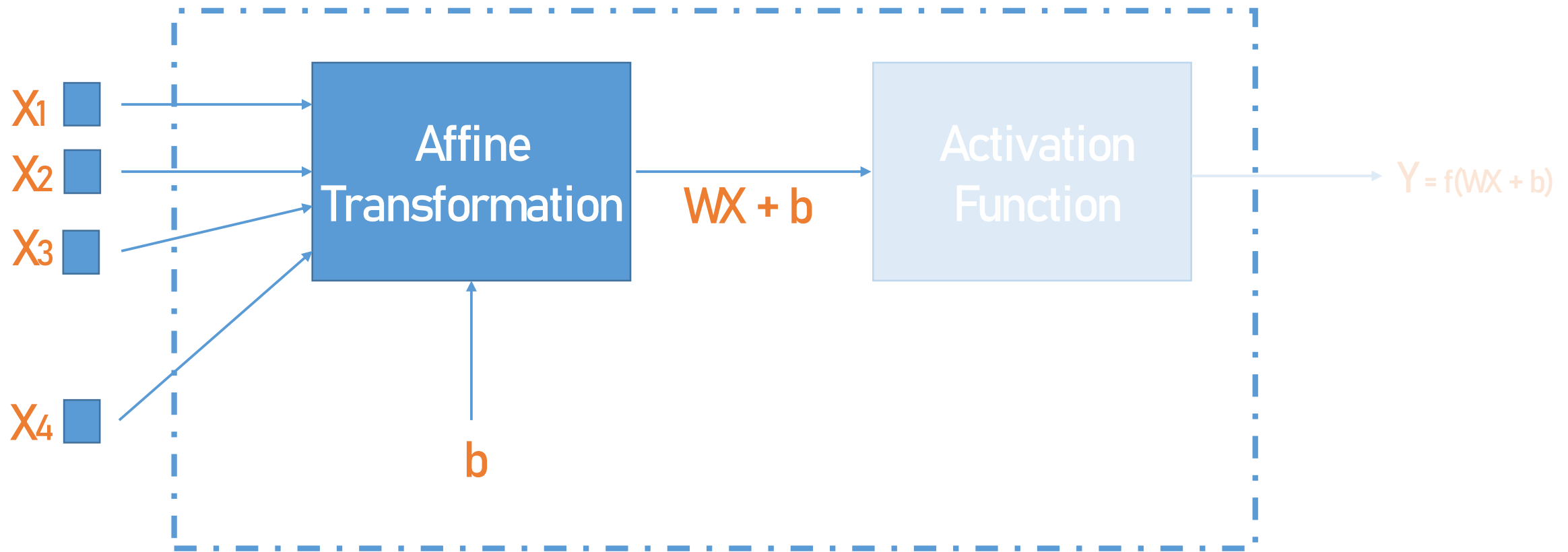
# Zoom into a neuron



Affine transformation can learn only **linear relationships** between inputs & output



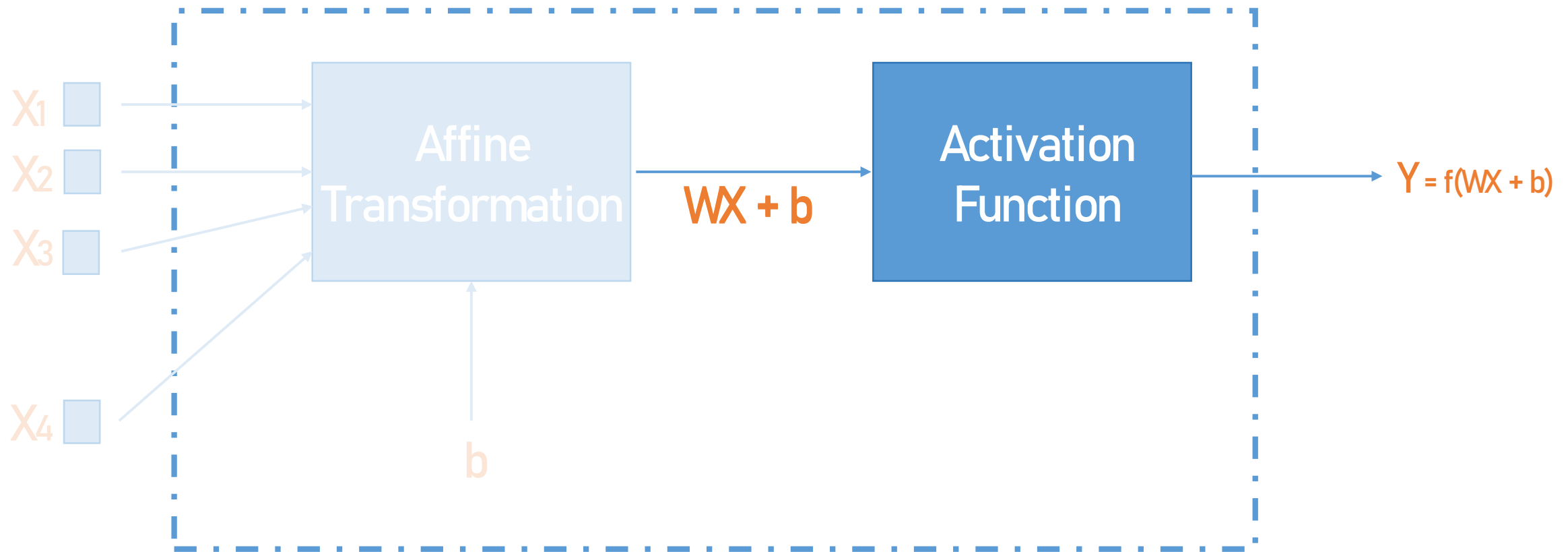
# Zoom into a neuron



$WX + b$  is the weighted sum of the inputs & associated weights  
with a bias:  $W_1X_1 + W_2X_2 + W_3X_3 + \dots + W_NX_N + b$



# Zoom into a neuron

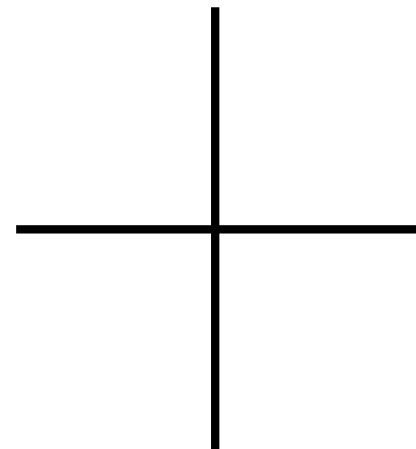
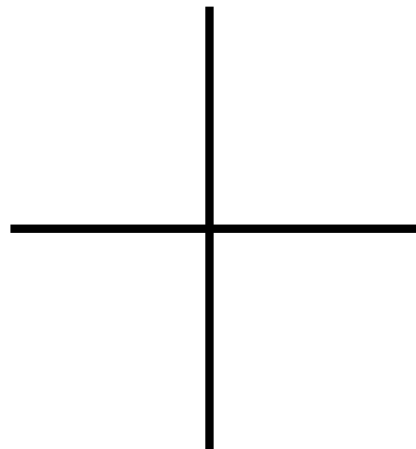
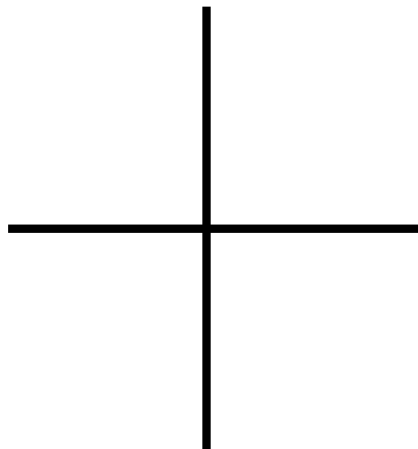


Activation functions helps in finding **non-linear relationships** between inputs & output

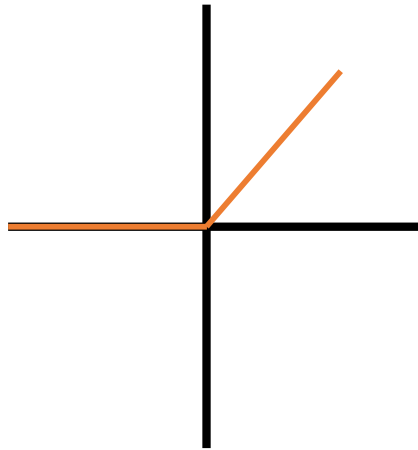




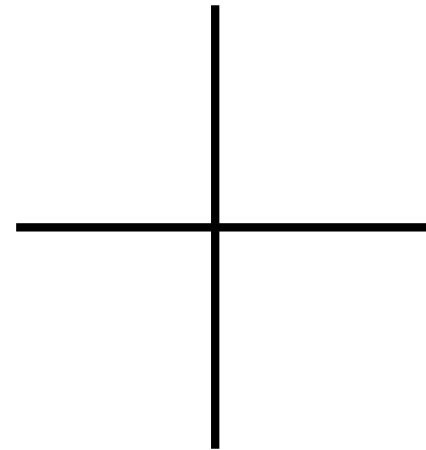
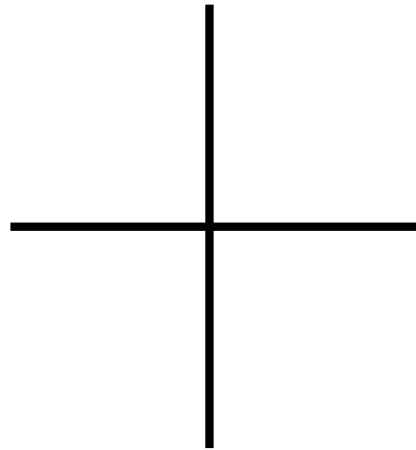
# Common Activation Functions



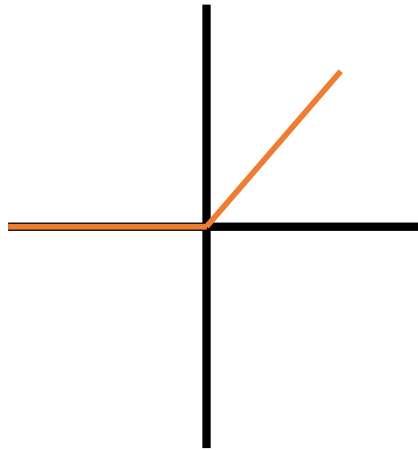
# Common Activation Functions



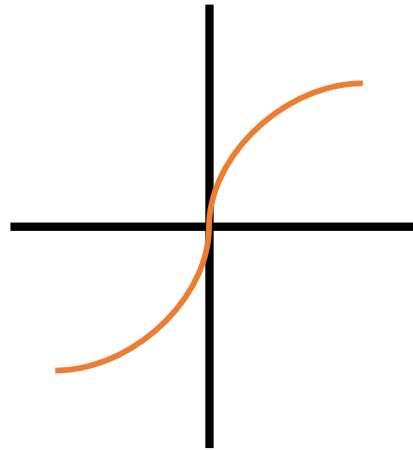
ReLU



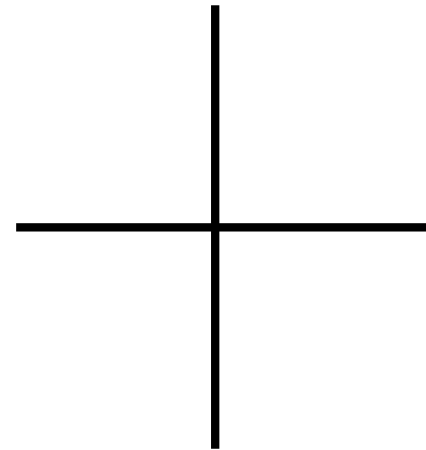
# Common Activation Functions



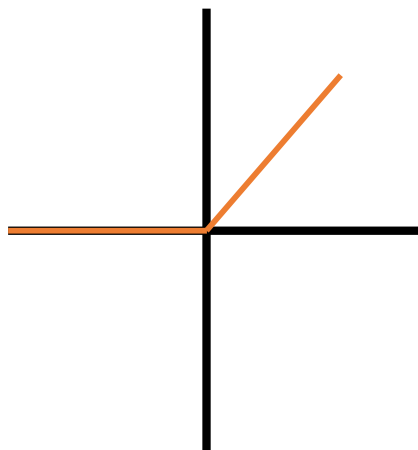
ReLU



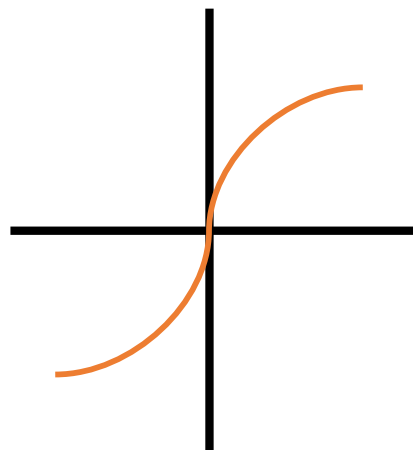
tanh



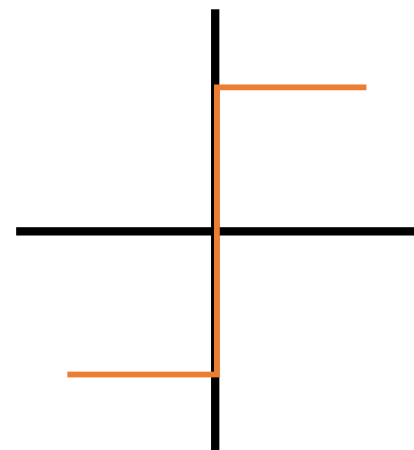
# Common Activation Functions



ReLU

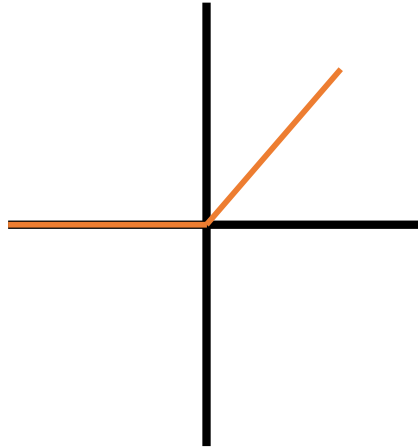


tanh

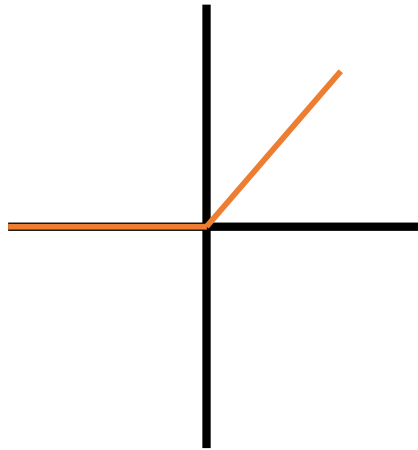


step

# ReLU Activation



# ReLU Activation



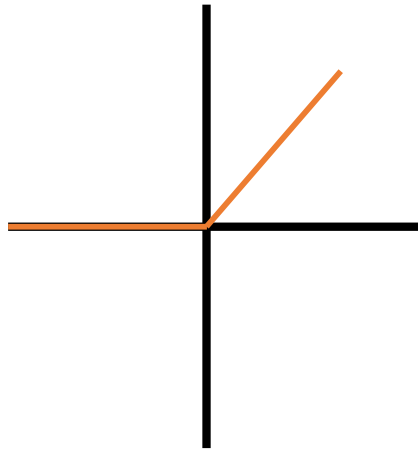
**Most common activation function**

**ReLU:** Rectified Linear Unit

$$\text{ReLU}(X) = \max(X, 0)$$

**Clipping function**

# ReLU Activation



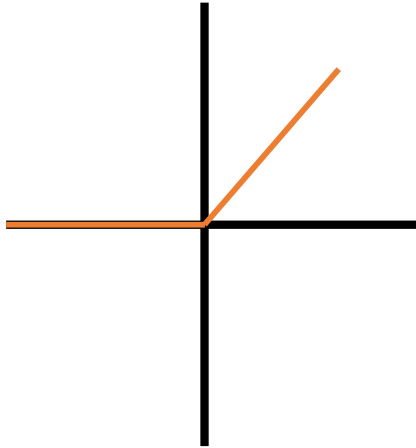
Most common activation function

**ReLU:** Rectified Linear Unit

$$\text{ReLU}(X) = \max(X, 0)$$

Clipping function

# ReLU Activation



Most common activation function

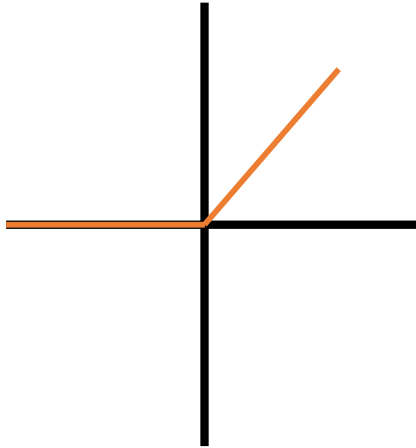
**ReLU:** Rectified Linear Unit

$$\text{ReLU}(X) = \max(X, 0)$$

Clipping function



# ReLU Activation



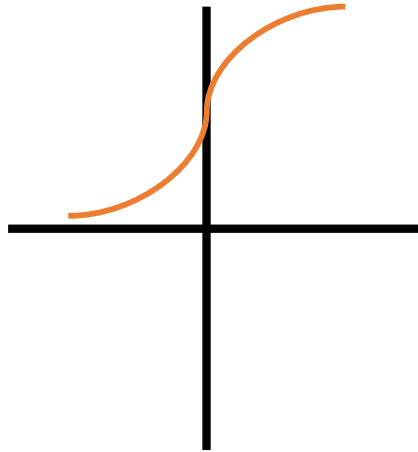
Most common activation function

**ReLU:** Rectified Linear Unit

$$\text{ReLU}(X) = \max(X, 0)$$

**Clipping function**

# Softmax Activation



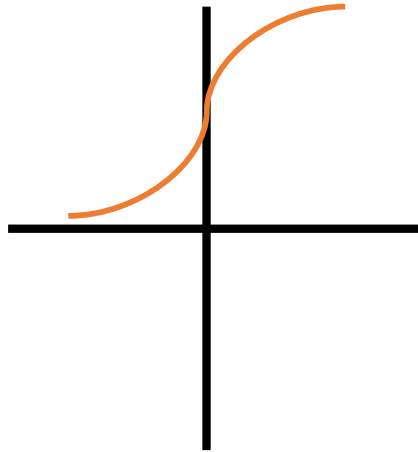
**Very common activation function**

**Softmax(X)** returns a number between 0 & 1

This output is equivalent to a probability

Softmax is generally used in multi class classification

# Softmax Activation



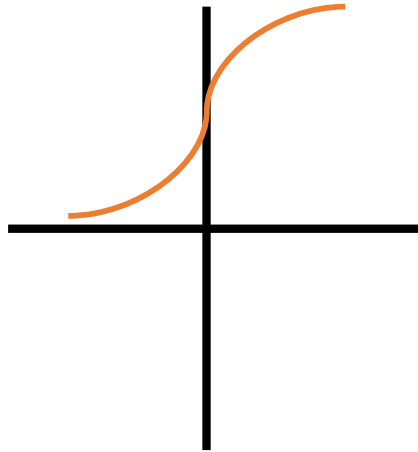
Very common activation function

**Softmax(X)** returns a number between 0 & 1

This output is equivalent to a probability

Softmax is generally used in multi class classification

# Softmax Activation



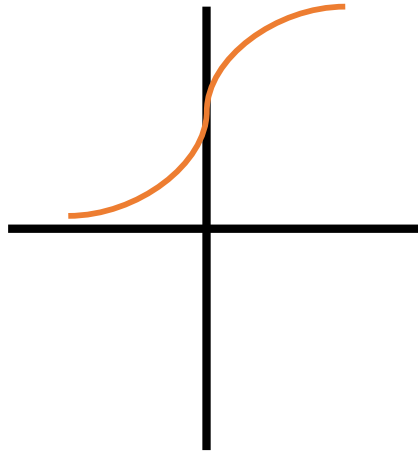
Very common activation function

**Softmax(X)** returns a number between 0 & 1

**This output is equivalent to a probability**

Softmax is generally used in multi class classification

# Softmax Activation



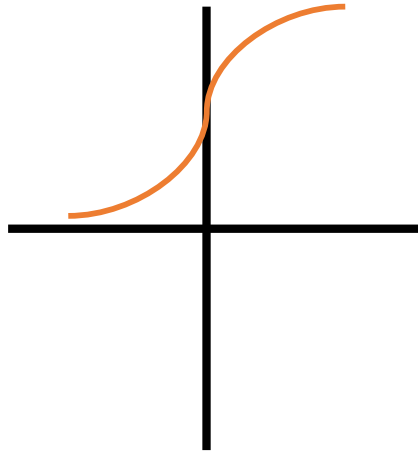
Very common activation function

**Softmax(X)** returns a number between 0 & 1

This output is equivalent to a probability

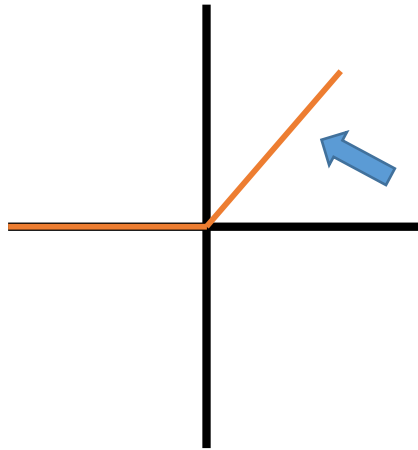
**Softmax is generally used in multi class classification**

# Choose the correct activation function

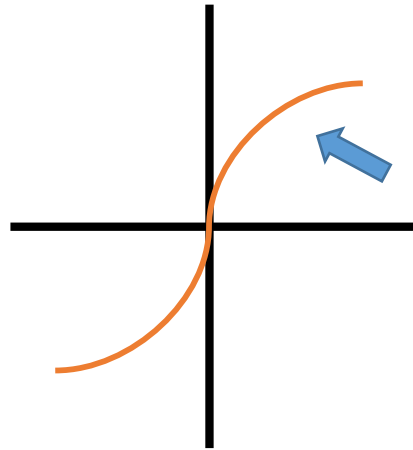


Choice of activation function depends on the problem being solved

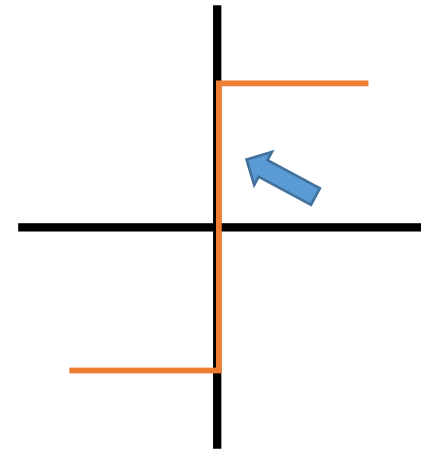
# Regions of an activation function



ReLU



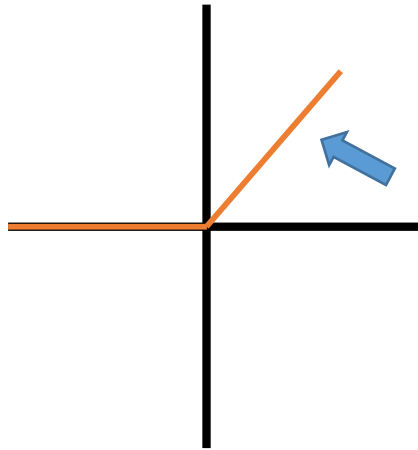
tanh



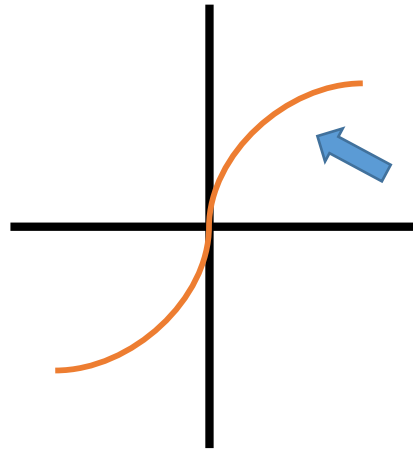
step

Region where activation function changes based on input is called the **active region**

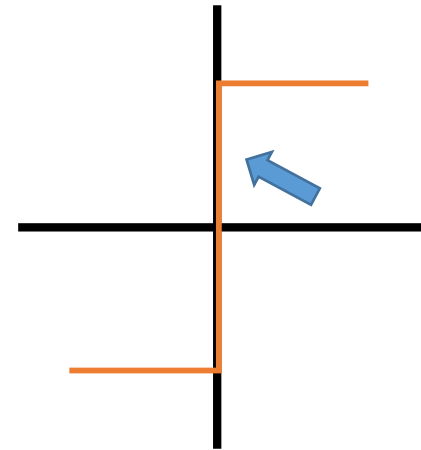
# Regions of an activation function



ReLU



tanh

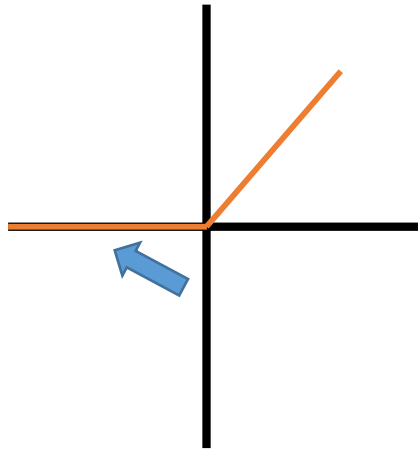


step

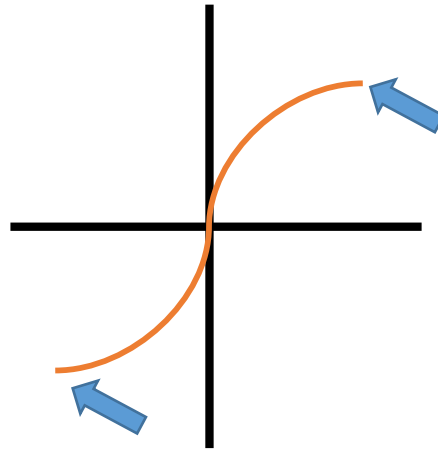
To train and adjust the weights of a neural network, activation functions must work in their **active regions**



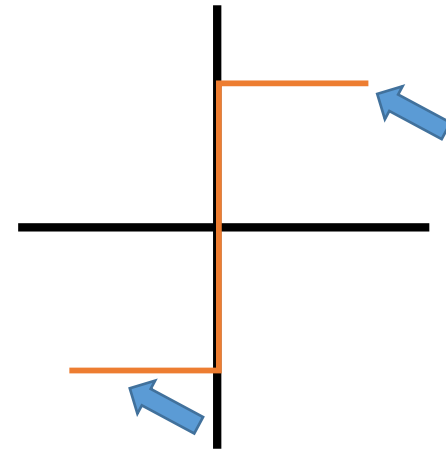
# Regions of an activation function



ReLU



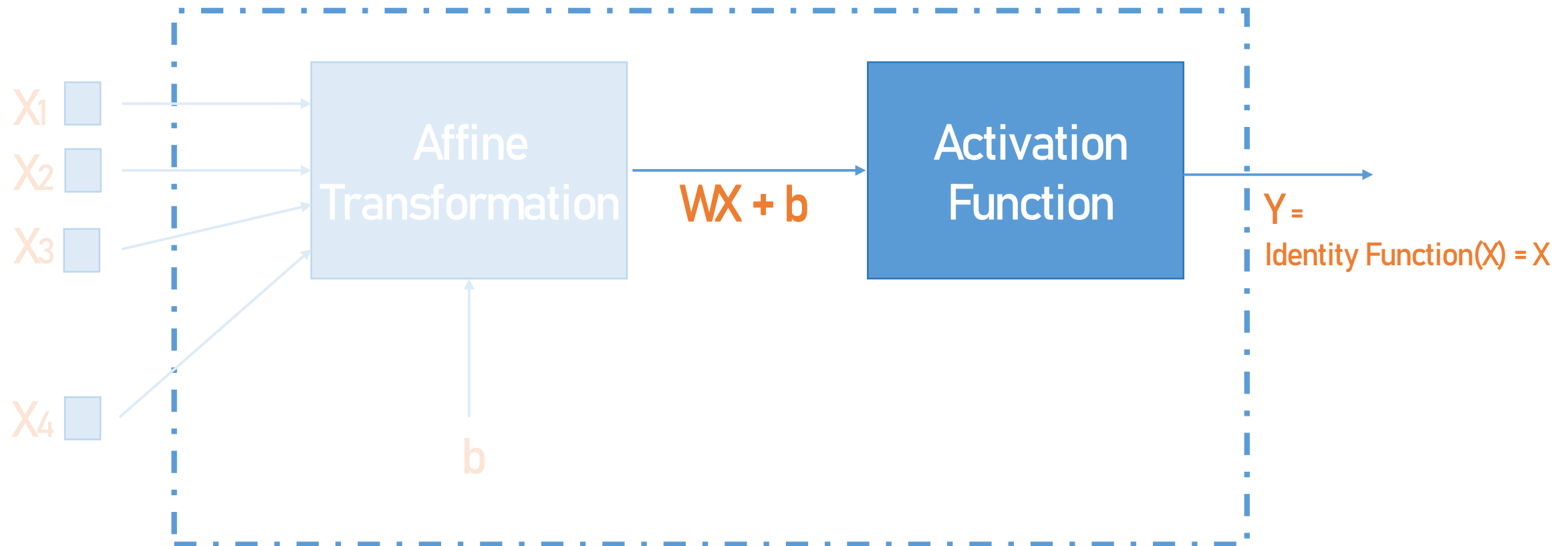
tanh



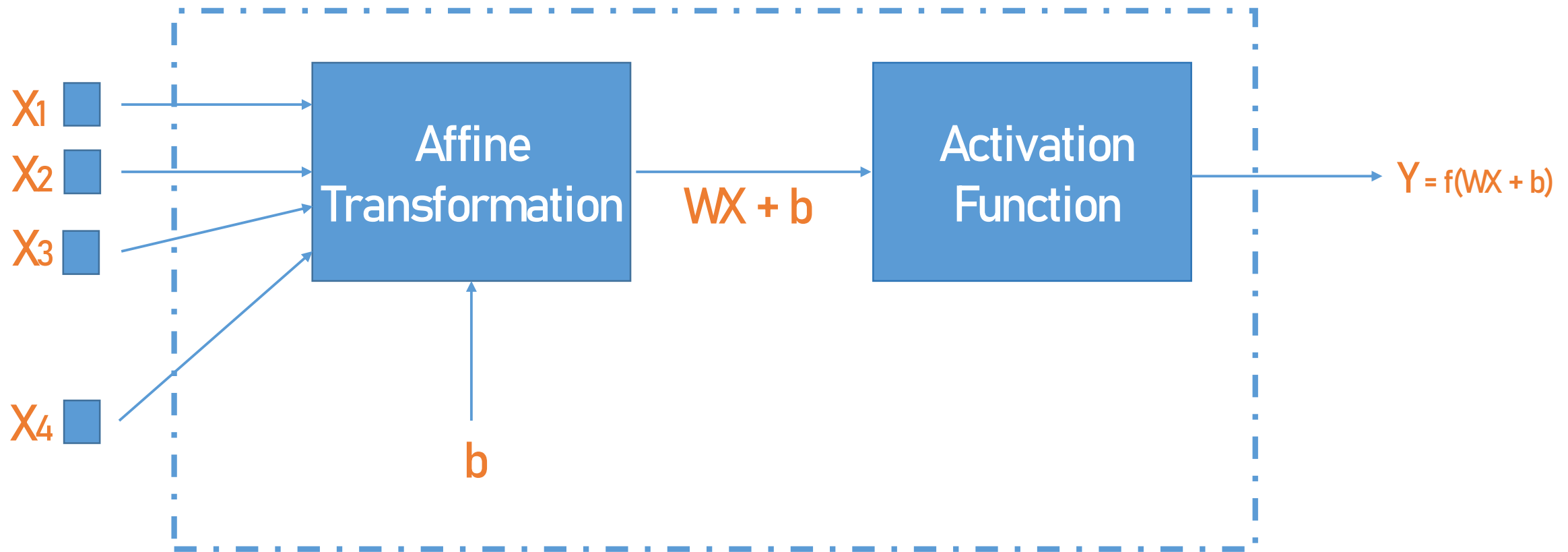
step

Region where activation function never changes based on input is called the **saturation region**

# Linear Neuron



# Zoom into a neuron



Neurons like these working together in a network can do wonders

