

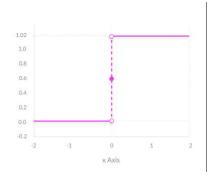
### **Activation Functions**

- ☐ Activation functions is a function attached to each neuron in the network
  - It determines whether it should be activated ("fired") or not, based on whether each neuron's input is relevant for the model's prediction
- □ Activation functions also help normalize the output of each neuron to a range:
  - ❖ Between 1 and 0 or
  - ❖ Between -1 and 1
  - Or other desired ranges
- □ Need to be computationally lightweight
  - It is calculated for each neuron for every data instance (row)
- □ It's a mathematical gate that turns a neuron on or off

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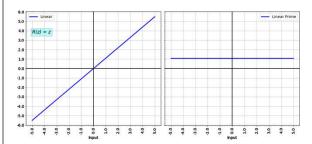
# **Activation Functions**

□ Binary Step function



□ We already seen this in previous session!!!!

□ Linear Activation Function



- □ That will be simple linear regression!
  - There may still be some use cases...

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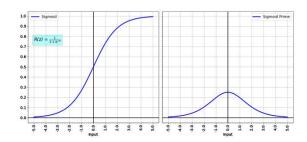
# **Non-Linear Activation Functions**

- ☐ There are many popular activation functions
  - Sigmoid / Logistic
  - Softmax
  - Tanh (Hyperbolic Tangent)
  - \* ReLU (Rectified Linear Unit)
  - Leaky ReLU
  - Parametric ReLU
  - Swish
  - ❖ Lisht
  - Mish
- □ Stay tuned... it's an active research area...

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# Sigmoid



- □ Takes a real value as input and outputs another value between 0 and 1 i.e. [0,1]
- □ It's easy to work with; Most suitable as activation functions
- □ Non-linear, continuously differentiable, monotonic, and has a fixed output range
- □ Good for binary classification tasks

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# Sigmoid – drawbacks

- □ Towards either end, becomes sluggish
  - Problem of "vanishing gradients"
  - \* The network refuses to learn further or is drastically slow
  - Another reason why we need to scale values
- □ Its output isn't zero centered. It makes the gradient updates go too far in different directions.
  - ❖ 0 < output < 1, and it makes optimization harder</p>
- □ Sigmoid saturates and kills gradients

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## **Softmax Function**

- □ In physics and statistical mechanics, it is known as the **Boltzmann** distribution or the **Gibbs** distribution.
- ☐ Formulated by the Austrian physicist and philosopher **Ludwig Boltzmann** in **1868**.
- □ In 1959, **Robert Duncan Luce** proposed the use of the Softmax function for reinforcement learning in his book "Individual Choice Behavior: A Theoretical Analysis".
- ☐ Take vector of N values and convert into vector of N values with sum = 1
- □ Input values are natural numbers (Positive, Negative).
- $\Box$  Output is always numbers between 0 and 1 i.e.  $A = \{a \mid real(a) \land 0 \le a \le 1\}$

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#### **Softmax Function**

- □ Softmax is multi-class logistic regression,
  - ❖ Takes vector of N values and converts into vector of N values with sum = 1
  - Input values are natural numbers (Positive, Negative).
  - Output is always numbers between 0 and 1 i.e.  $A = \{a \mid real(a) \land 0 \le a \le 1\}$
  - It is differentiable everywhere.

$$S(\vec{Z}) = \frac{e^{z_i}}{\sum_{j=1}^K e^{z_i}}$$

- □ Its helps in representing values as probabilities
  - \* Smaller the value, smaller the probability and vice versa

Like Sigmoid Activation function, Vanishing Gradient is still a problem!

- ☐ Its formula is very similar to Sigmoid function,
  - Sigmoid function is one special case of Softmax
- □ Softmax is very useful because it converts the scores to a normalized probability distribution
  - Invariably, multi-layer neural networks end in a penultimate layer which outputs real-valued scores,
  - \* It is non-linear in nature. So, it introduces non-linearity in the network enabling it to learn better.

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# **Softmax Function**

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- □ Softmax is multi-class logistic regression,
- □ Its formula is very similar to Sigmoid function,
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$$\sigma(z) = \frac{1}{1 + e^{-z}}$$

$$S(\vec{Z}) = \frac{e^{z_i}}{\sum_{i=1}^K e^{z_i}}$$

- □ Invariably, multi-layer neural networks end in a penultimate layer which outputs real-valued scores,
- □ Softmax is very useful because it converts the scores to a normalized probability distribution,
- ☐ For this reason, we use a softmax function as the final layer of the neural network

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# Softmax vs. Sigmoid

□ Softmax

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

□ Sigmoid

$$S(\vec{Z}) = \frac{e^{z_i}}{\sum_{j=1}^K e^{z_i}}$$

☐ For single class value will be [ 0, x], Softmax

$$S(\vec{Z}) = \frac{e^{z_i}}{\sum_{j=1}^{K} e^{z_i}}$$

$$S(\vec{Z}) = \frac{e^{z_1}}{e^{z_1} + e^{z_2}}$$

$$S(X) = \frac{e^{x}}{e^{0} + e^{x}}$$

$$S(X) = \frac{e^{x}}{1 + e^{x}}$$

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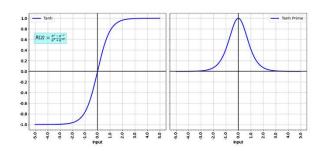
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# Softmax vs. Argmax

- □ Both work the same way, Softmax is expected to be a differentiable alternative to argmax
- □ Argmax returns index of highest value and no idea about other values.
- ☐ It is common to train using the Softmax

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<sub>1</sub> Tanh



- □ Mathematically shifted version of the sigmoid function with
- Non-linear, but zero-centered
  - Very useful in hidden layers
  - \* Helps in centering the data around zero ( bring mean closer to zero). Learning next layer becomes easier.
- ☐ The gradient is stronger than sigmoid
  - Derivatives are steeper
- □ Other problems are similar to sigmoid

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Tanh

#### ■ Advantage:

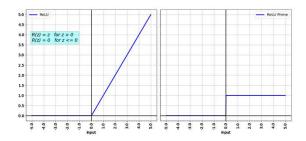
- \* The negative inputs will be mapped negative and the zero inputs will be mapped near zero
- \* The function is differentiable.
- \* The function is monotonic while its derivative is not monotonic.
- Faster convergence for two reason:
  - > Steeper than Sigmoid function
  - > Zero centric output

#### □ Disadvantage:

- Vanishing gradient have not gone away yet!
- □ Different research papers different views as to why it is better or even it is not always better!
- ☐ And the debate will continue...
- □ Early stages of design, Tanh in intermediate layer is a good starting point

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# Rectified Linear Units (ReLU)



- Non-linear function (almost)
- □ Better performance than Sigmoid or Tan in almost all models
- □ It avoids and rectifies vanishing gradient problem.
- Q ReLU is less computationally expensive than tanh and sigmoid because it involves simpler mathematical operations.
- □ Suitable for Hidden layers only.

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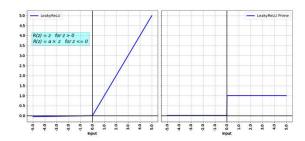
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# Rectified Linear Units (ReLU)

- □ Some gradients can be fragile during training and can die.
- □ Could result in Dead Neurons.
- $f \Box$  For activations in the region (x<0) of ReLu , gradient will be zero
  - Weights will not get adjusted during descent
  - Neurons which go into that state will stop responding to variations in error/input
  - ❖ Dying ReLu problem
- □ The range of ReLu is  $[0, \infty]$ 
  - \* Can blow up the activation

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Leaky ReLU

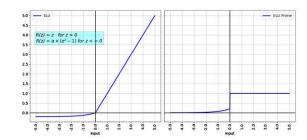


- □ Attempt to fix the "dying ReLU" problem by having a small negative slope (of 0.01, or so).
- □ LeakyRelu is a variant of ReLU; allows a small, non-zero negative values
  - $\Rightarrow R(z_i) = \begin{vmatrix} z_i & if z_i \ge 0 \\ a_i \cdot z_i & if z_i < 0 \end{vmatrix}$
  - \* Work–under–progress : benefits across different architectures and domains still being investigated
- ☐ As it possess linearity, it can't be used for the complex Classification.
- □ Lags behind the Sigmoid and Tanh for some of the use cases.

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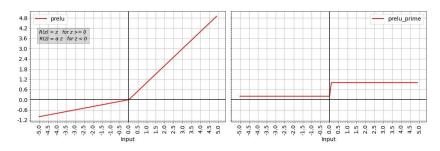
Exponential Linear Unit (ELU)



- Converges faster; Has alpha constant which should be positive number
- □ ELU is a strong alternative to ReLU.
- □ Unlike to ReLU, ELU can produce negative outputs.
- $\Box$  For x > 0, it can blow up the activation with the output range of [0,  $\infty$ ].

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Parameterized ReLU



- □ A Parametric Rectified Linear Unit, or PReLU, is an activation function that generalizes the traditional rectified unit with a slope for negative values.
- ☐ The intuition is that different layers may require different types of nonlinearity.

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Parameterized ReLU

$$F(z_i) = \begin{vmatrix} z_i & if z_i \ge 0 \\ a_i \cdot z_i & if z_i < 0 \end{vmatrix}$$

- □ Pick your own parameter
- □ In experiments with convolutional neural networks, PReLus for the initial layer have more positive slopes, i.e. closer to linear.
  - Since the filters of the upper layers are edge or texture detectors,
  - This shows a circumstance where positive and negative responses of filters are respected.
- ☐ In contrast, deeper layers have smaller coefficients
  - Model becomes more discriminative at later layers
  - While it wants to retain more information at earlier layers.

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# Challenges with ReLU

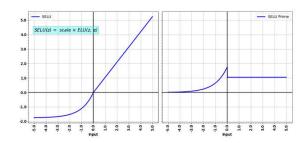
- □ The consistent problem is that its derivative is 0 for half of the values of the input x in the Function, i.e. f(x)=max(0,x)
- ☐ As parameter update algorithm, could used Stochastic Gradient Descent and other optimizers
  - If the parameter itself is 0, then that parameter will never be updated as it just assigns the parameter back to itself
  - ❖ Leading close to 40% Dead Neurons in the Neural network environment where z is negative
  - Various substitutes like Leaky ReLU Prameterized ReLU have unsuccessfully tried to devoid it of this issue.

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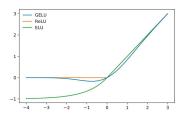
# Scaled ELU (SELU)



- ☐ Activation was introduced in a 2017 paper by Klambauer et al
- □ Properly initialization, the networks will self-normalize
  - \* Each layer's output will roughly be zero-centered with standard deviation equal to one
- ☐ Helps prevent the vanishing or exploding gradients problems

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# Gaussian Error Linear Unit (GELU)



The GELU ( $\mu=0,\sigma=1$ ), ReLU, and ELU( $\alpha=1$ )

- □ Contrary to the ReLU, GELU weights its inputs by their value instead of thresholding them by their sign
- $\Box$  Defines as The GELU activation function is  $x*\Phi(x)$ ,
  - $\ \ \, \hbox{where} \,\, \Phi(x): the \,\, standard \,\, Gaussian \,\, cumulative \,\, distribution \,\, function \,\, refer \,\, scipy's \,\, norm.cdf(x)$

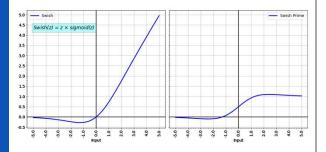
$$\mathrm{GELU}(x) = xP(X \leq x) = x\Phi(x)$$

- $\star \approx 0.5x(1 + \tanh[\sqrt{2/\pi(x + 0.044715x^3)}])$
- $\star$  or  $x\sigma(1.702x)$ ,

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## **Swish**



- Google Brain Team proposed a new activation function:
  - $\star$  f(x) = x · sigmoid(x)
- Experiments show that Swish tends to work better than ReLU on deeper models across a number of challenging data sets
  - Simply replacing ReLUs with Swish units improves top-1 classification accuracy on ImageNet by 0.9% for Mobile NASNetA and 0.6% for Inception-ResNet-v2
- The simplicity of Swish and its similarity to ReLU make it easy for practitioners to replace ReLUs with Swish units in any neural network.
- Swish is a smooth, non-monotonic function that consistently matches or outperforms ReLU on deep networks

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### Swish

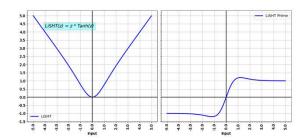
- Unbounded above and bounded below
  - Non-monotonic attribute that actually creates the difference
- We can train deeper Swish networks than ReLU networks when using BatchNorm (loffe & Szegedy, 2015) despite having gradient squishing property
- With MNIST data set, when Swish and ReLU are compared, both activation functions achieve similar performances up to 40 layers.
- □ Swish outperforms ReLU by a large margin in the range between 40 and 50 layers
  - For less than 40 layers, performance is comparable
- ☐ In very deep networks, Swish achieves higher test accuracy than ReLU.
- □ Swish outperforms ReLU on every batch size, suggesting that the performance difference between the two activation functions remains even when varying the batch size.
- ☐ Gradient descent problem was still there may be to a lesser degree!

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# **LiSHT Activation Function**



- ☐ The function scale the non-linear Hyperbolic Tangent ( Tanh ) function by a linear function
  - Help tackle the dying gradient problem
- □ According to paper it has outperformed Swish on a number of problems

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