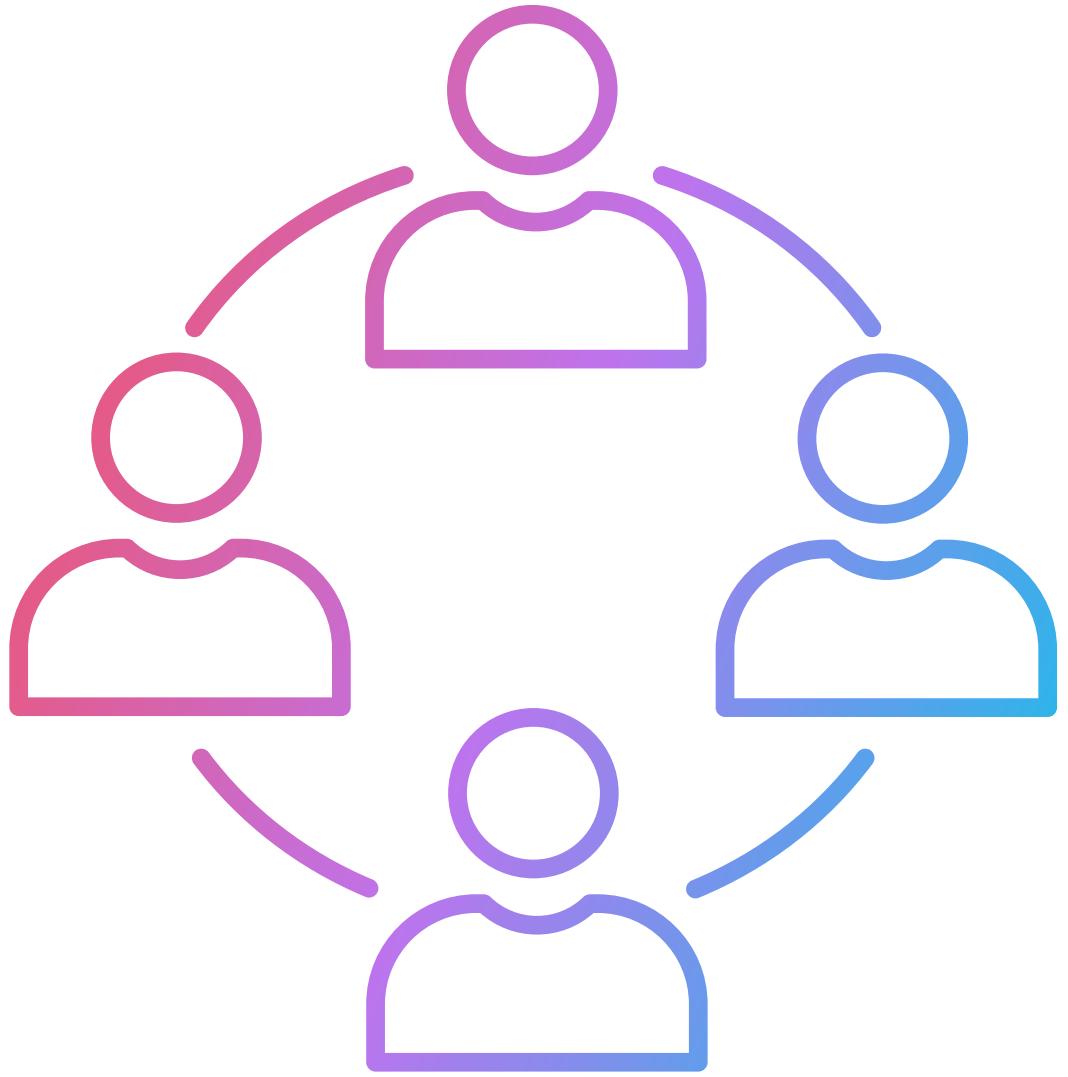


# PERCEPTRON

# Team



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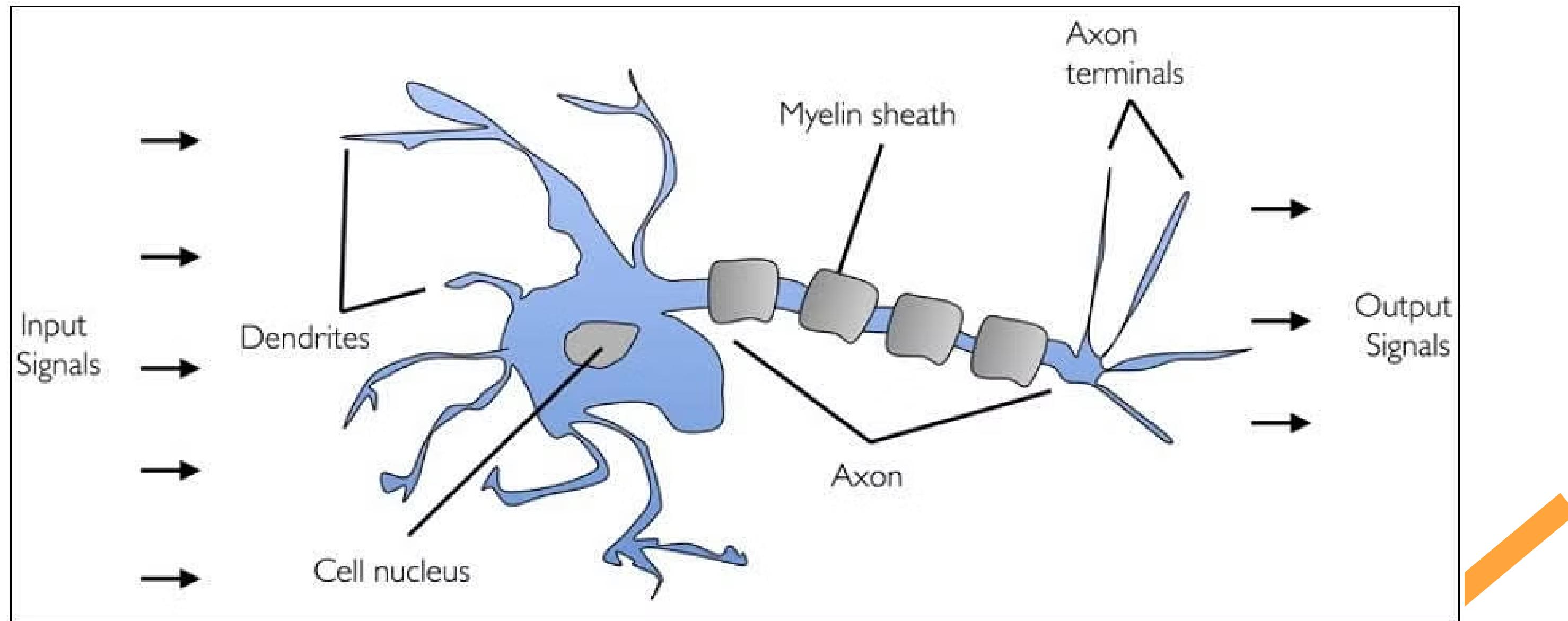
# Team 1



# **What is a Perceptron?**

**Let's understand a Biological Neuron first**

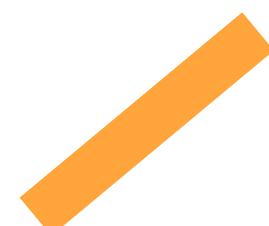
- Dendrites are branches that receive information from other neurons.
- Cell nucleus or Soma processes the information received from dendrites.
- Axon is a cable that is used by neurons to send information.
- Synapse is the connection between an axon and other neuron dendrites



- Neurons in many regions of the brains are organized into layers
- Neuron in one layer receives inputs from adjacent layer
- Connections between layers are mostly in one direction
- Low level processing to higher level coordination

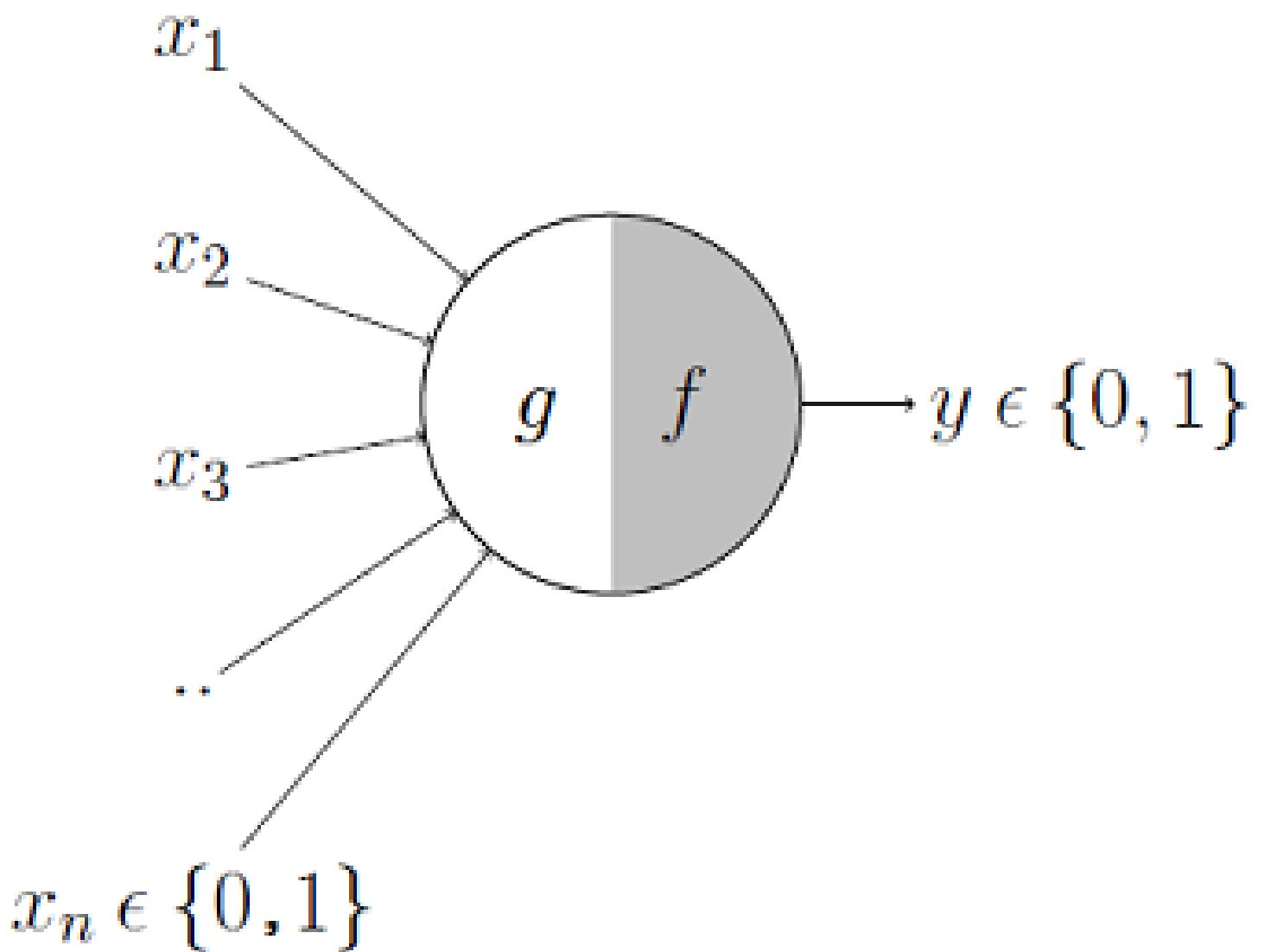


| <b>Biological Neuron</b> | <b>Artificial Neuron</b>    |
|--------------------------|-----------------------------|
| Cell Nucleus (Soma)      | Node                        |
| Dendrites                | Input                       |
| Synapse                  | Weights or interconnections |
| Axon                     | Output                      |



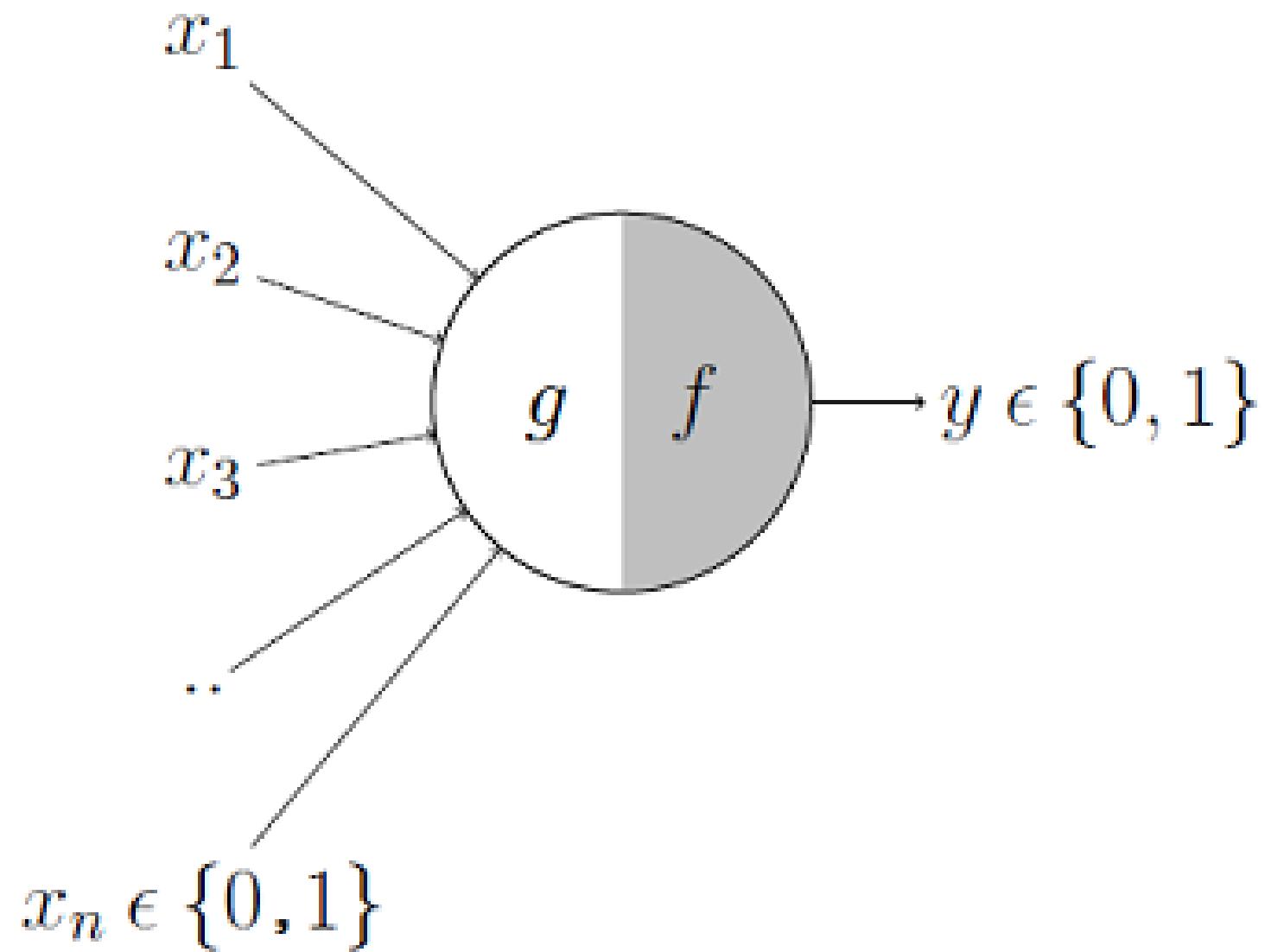
# Rise of Artificial Neurons

- Researchers Warren McCulloch and Walter Pitts published their first concept of simplified brain cell in 1943
- They described such a nerve cell as a simple logic gate with binary outputs.
- This was called McCulloch-Pitts (MCP) neuron.



# How Artificial Neurons work

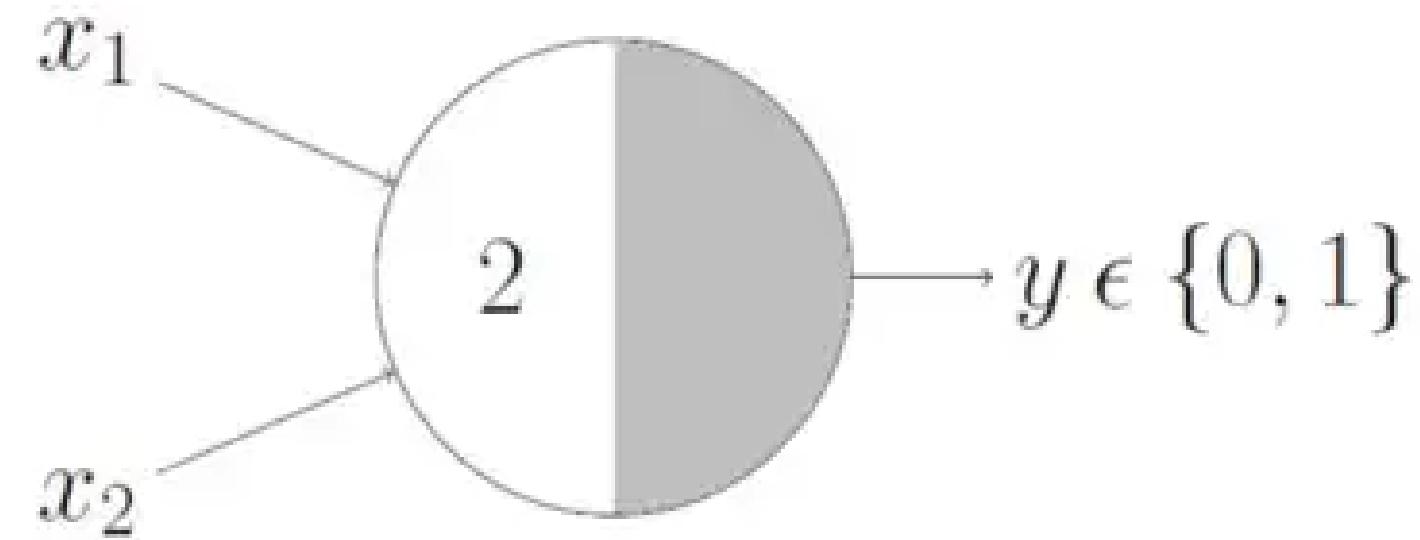
- A neuron is a mathematical function modeled on the working of biological neurons
- It is an elementary unit in an artificial neural network
- One or more inputs are separately weighted
- Inputs are summed and passed through a nonlinear function to produce output
- $g$  performs an aggregation and based on the aggregated value,  $f$  makes a decision



# Implementation of McCulloch Pitts model for AND Gate

- Net input is  $y_{in} = x_1 + x_2$
- Activation function =

$$\begin{cases} 1 & \text{if } y_{in} \geq 2 \\ 0 & \text{if } y_{in} < 2 \end{cases}$$



*AND function*

$$x_1 + x_2 = \sum_{i=1}^2 x_i \geq 2$$

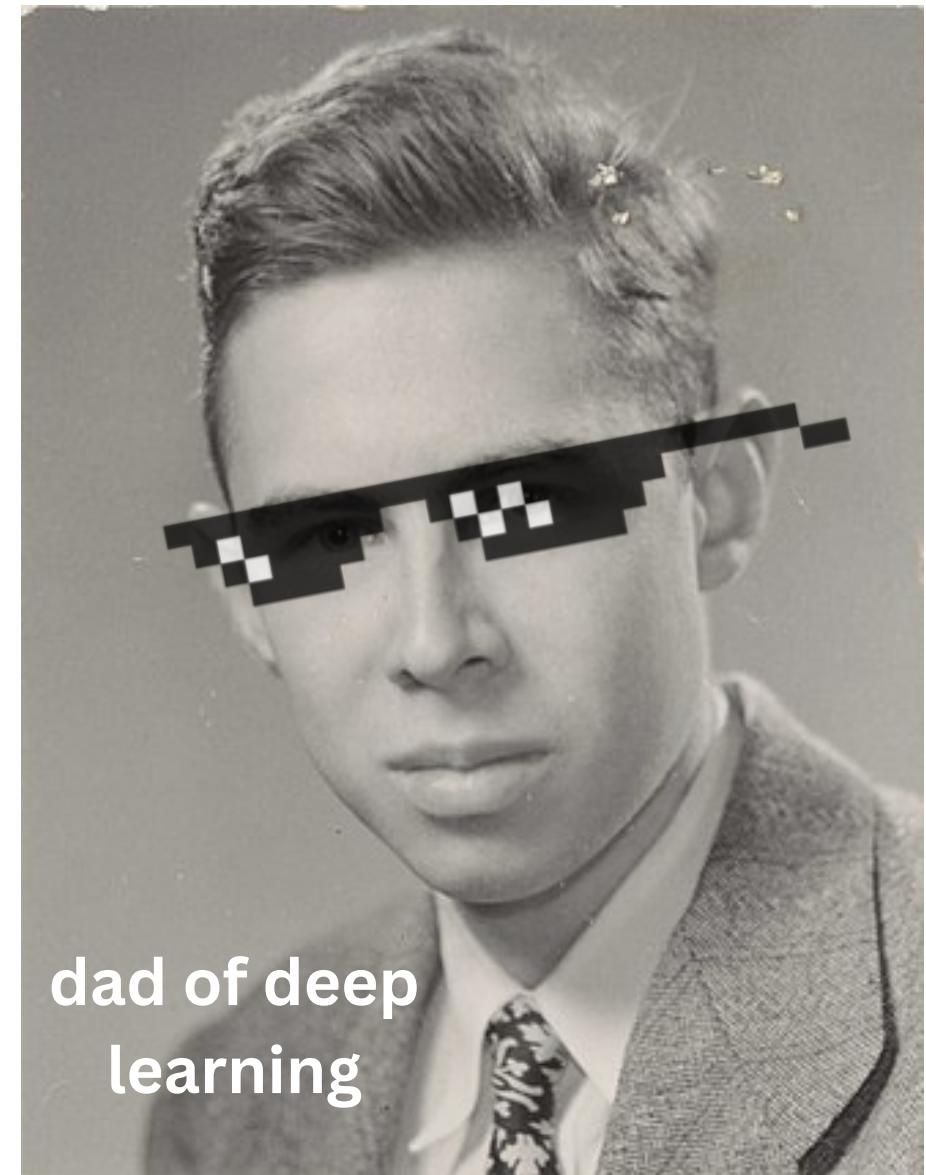


# BUT WHAT IS A PERCEPTRON?!?!?!



# Perceptron

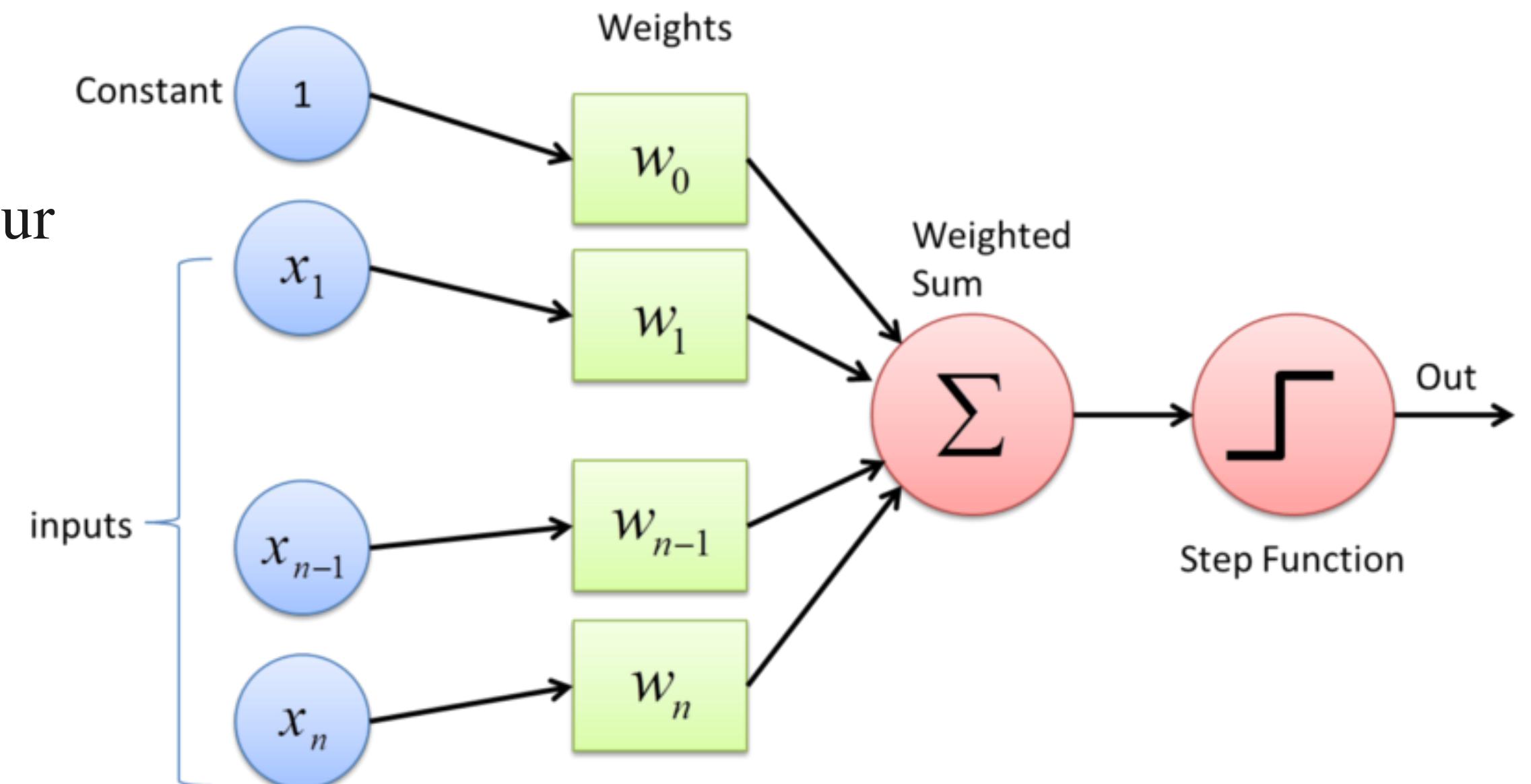
- Perceptron was introduced by Frank Rosenblatt in 1957.
- He proposed a Perceptron learning rule based on the original MCP neuron.
- An algorithm for supervised learning of binary classifiers.
- Enables neurons to learn and processes elements in the training set one at a time.



# What does it consist of?

Perceptron is considered a single-layer neural link with four main parameters.

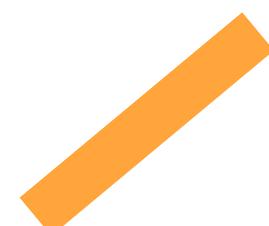
- Input Values
- Weights and bias
- Net sum
- Activation function



# How does it work?

Frank Rosenblatt suggested this algorithm:

- Set a threshold value
- Multiply all inputs with its weights
- Sum all the results
- Activate the output

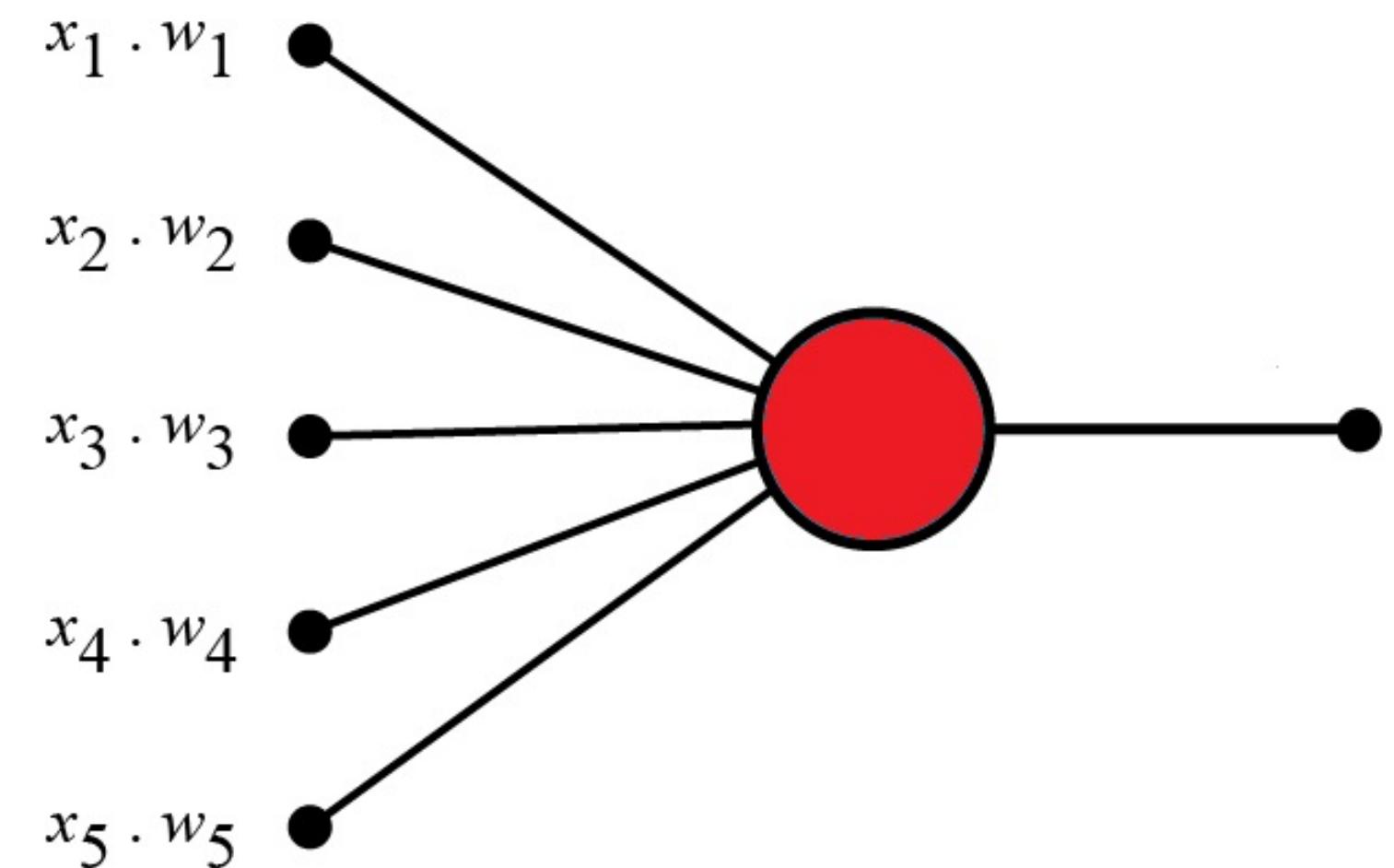


1. Set a threshold value

Threshold = 0

2. Multiply all inputs with its weights:

- $x_1 \cdot w_1 = 1 \cdot 0.7 = 0.7$
- $x_2 \cdot w_2 = 0 \cdot 0.6 = 0$
- $x_3 \cdot w_3 = 1 \cdot 0.5 = 0.5$
- $x_4 \cdot w_4 = 0 \cdot 0.3 = 0$
- $x_5 \cdot w_5 = 1 \cdot 0.4 = 0.4$



### 3. Sum all the results

$$0.7 + 0 + 0.5 + 0 + 0.4 = 1.6$$

(The Weighted Sum)

$\sum_{k=1}^5 K$

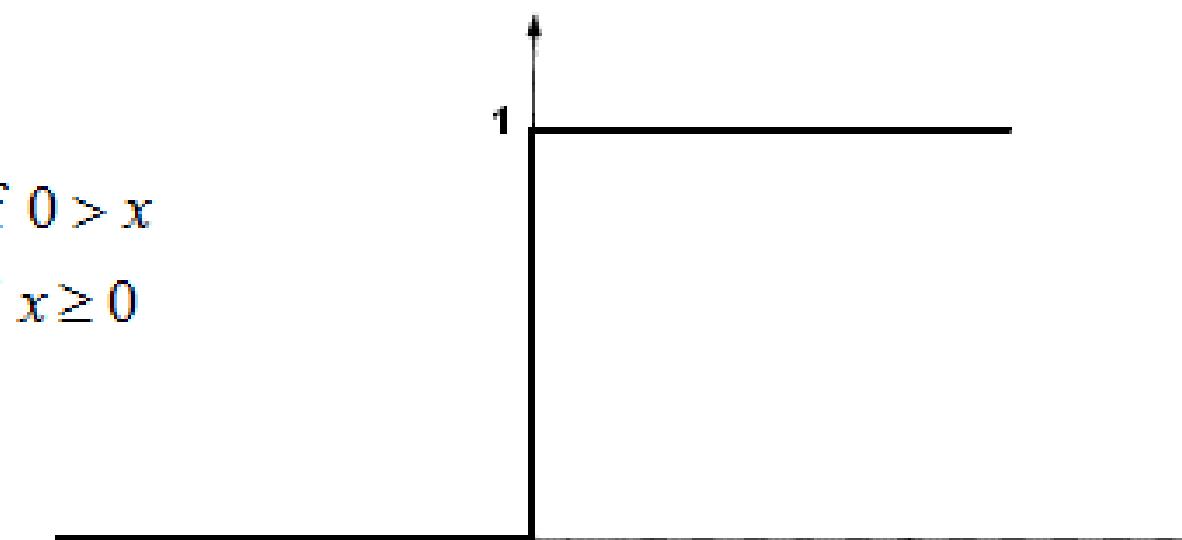
- term we end with
- sigma for summation
- the formula for the **nth** term
- the term we start with
- k is the index  
(It's like a counter.  
Some books use i.)

### 4. Activate the Output

Return true if the sum > 0

$$\begin{cases} 0 & \text{if } 0 > x \\ 1 & \text{if } x \geq 0 \end{cases}$$

Unit step (threshold)



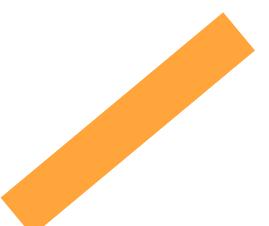
# Why weights, bias and activation function?

Why do we need Weights and Bias?

- Weights shows the strength of the particular node.
- A bias value allows you to shift the activation function curve up or down.

Why do we need Activation Function?

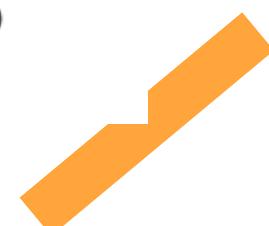
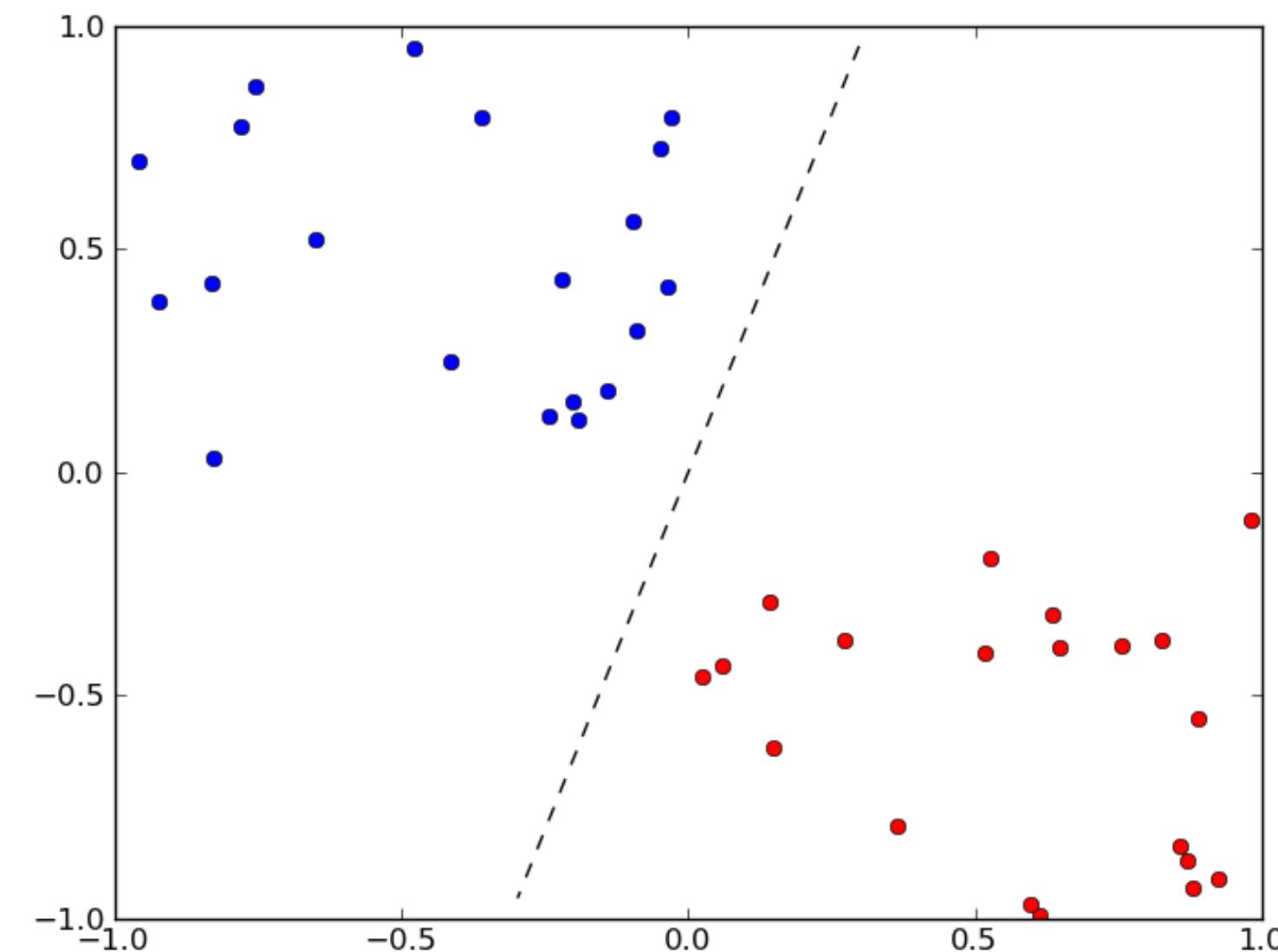
- The activation functions are used to map the input between the required values like  $(0, 1)$  or  $(-1, 1)$ .



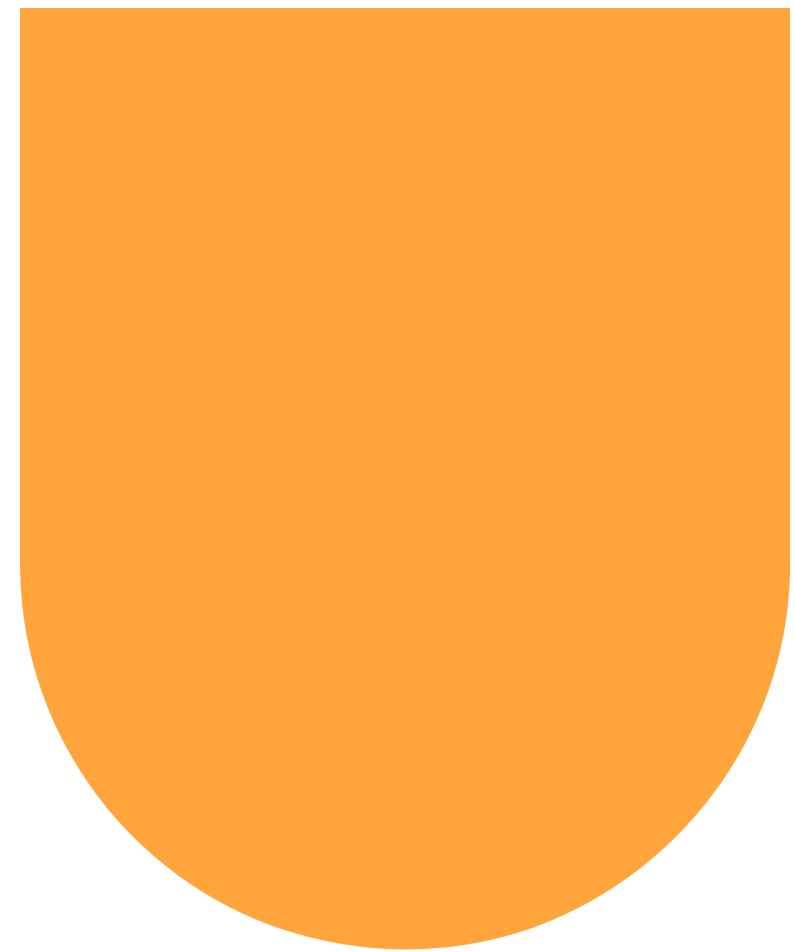
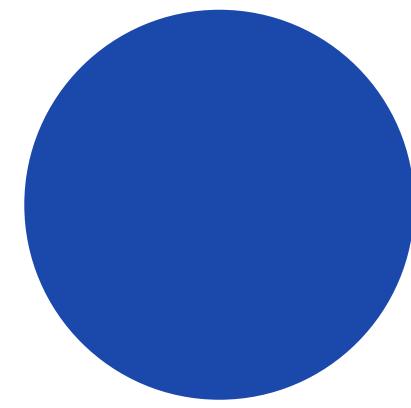
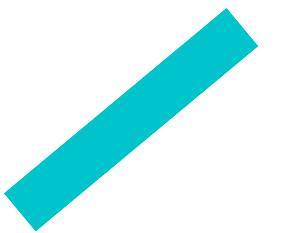
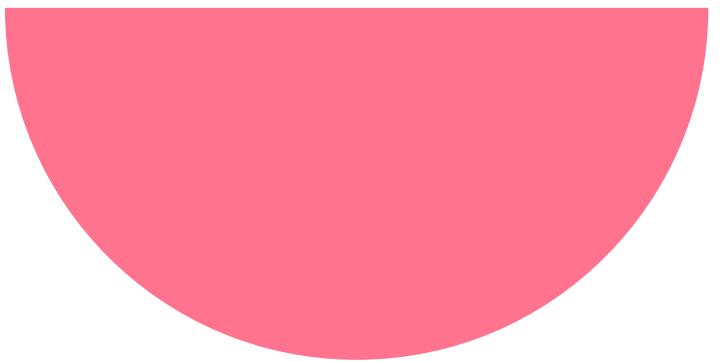
# Where do we use Perceptrons?

Perceptron is usually used to classify and cluster information based on the specified parameters.

Therefore, it is also known as a Linear Binary Classifier.



# Team 2

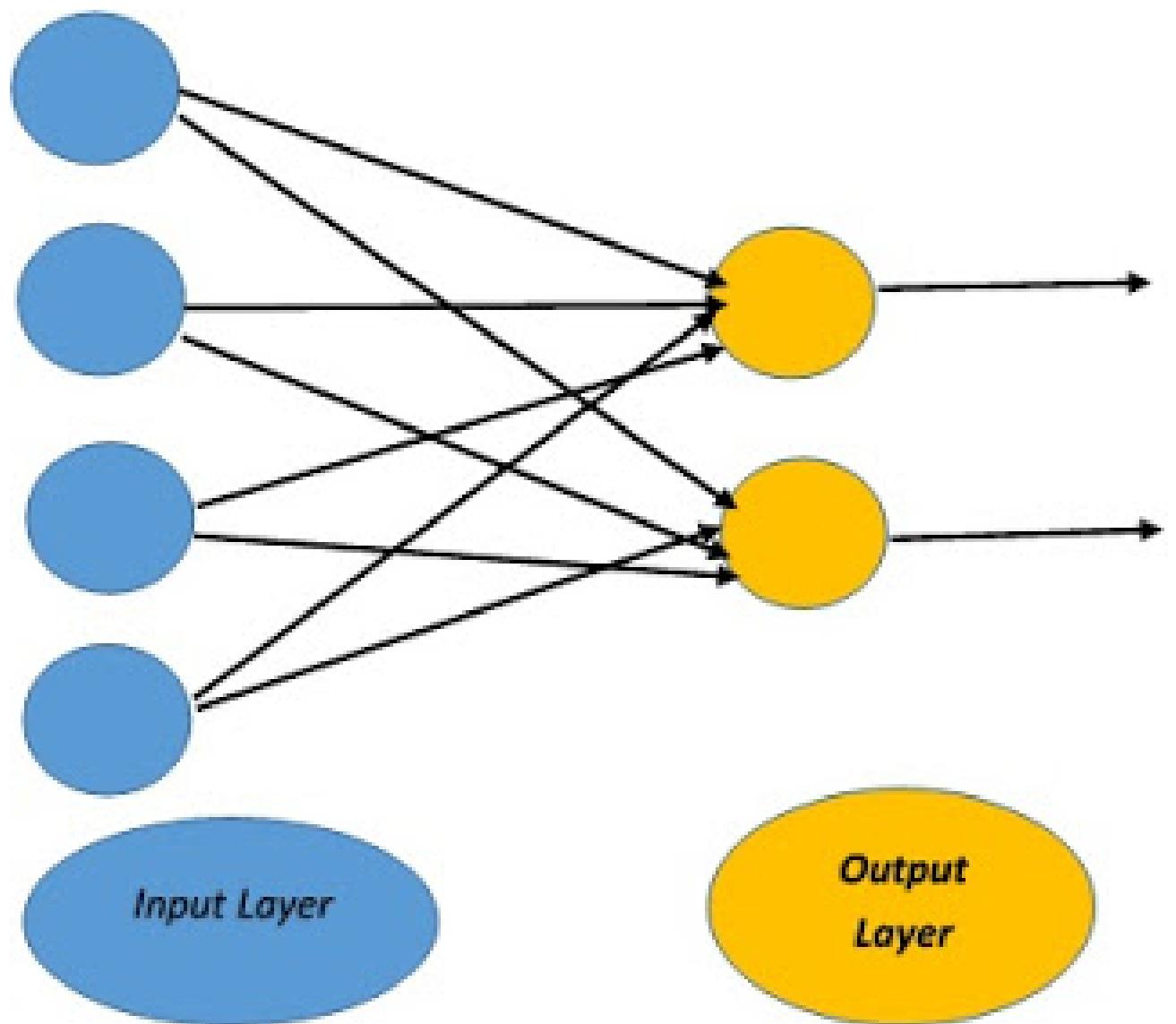


# Types of Perceptron Models

# Single Layered Perceptron Model

- The first neural network model.
- Proposed in 1958 by Frank Rosenbluth
- Goal is to find a linear decision function measured by the weight vector  $w$  and the bias parameter  $b$ .
- It is necessary to comprehend artificial neural networks (ANNs).
- Often called perceptrons
- type of feed-forward neural network made up of input and output layers.

- Inputs provided are multi-dimensional
- Perceptrons are acyclic in nature
- The sum of the product of weights and the inputs is calculated in each node.
- The output can be represented in one or two values(0 or 1).



## **Advantages of Single-layered Neural Network**

- These are easy to set up and train them as there is absence of hidden layers
- It has explicit links to statistical models.

## **Disadvantages of Single-layered Neural Network**

- It can work better only for linearly separable data.
- It has low accuracy as compared to multi-layer neural network.

# Algorithm

Step 1:- Initialize the weights and bias for easy calculation at them at 0. Also initialize learning rate  $\alpha$  ( $0 < \alpha \leq 1$ ) for simplicity set  $\alpha$  to 1.

Step 2:- calculate output of the network. To do so, calculate net input first

$$y_{in} = b + \sum_{i=1}^n w_i$$

$n \rightarrow$  no. of input neurons.  
Apply activation function over the net input calculated to obtain the output.

$$Y = f(y_{in}) = \begin{cases} 1, & y_{in} > 0 \\ 0, & -\theta < y_{in} \leq \theta \\ -1, & y_{in} < -\theta \end{cases}$$

Step 3:- Weight and bias adjustment. Compare the value of the actual(calculated) and desired(target output).

if  $y \neq t$ , then

$$w_i(\text{new}) = w_i(\text{old}) + \alpha x_i$$

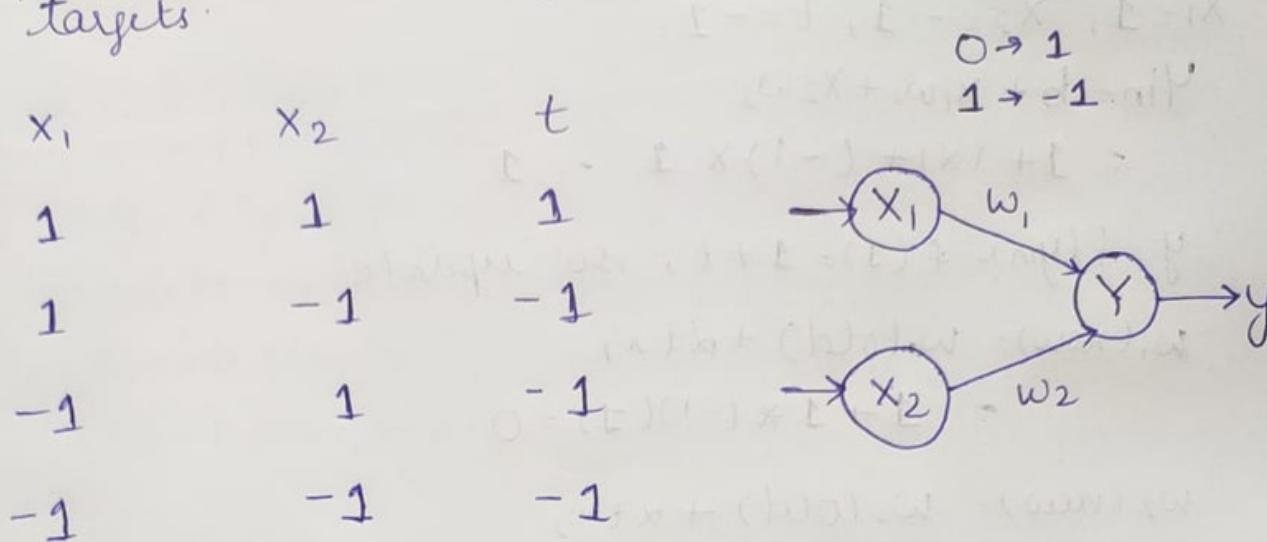
$$b(\text{new}) = b(\text{old}) + \alpha t$$

else, we have

$$w_i(\text{new}) = w_i(\text{old})$$

$$b(\text{new}) = b(\text{old})$$

Question 1:- Implement AND function using perception networks for bipolar inputs and targets.



Initialize,  $w_1 = w_2 = b = 0$  &  $\theta = 0, \alpha = 1$

for 1<sup>st</sup> input:-

$$x_1 = 1 = x_2 = t$$

calculate net input,

$$y_{in} = b + w_1 x_1 + w_2 x_2 \\ = 0 + 0 + 0 = 0$$

Check with the activation function:

$$Y = f(y_{in}) = \begin{cases} 1, & y_{in} > 0 \\ 0, & y_{in} = 0 \\ -1, & y_{in} < 0 \end{cases}$$

$f(0) = 0 \neq t$ , hence update the weights.

$$w_1(\text{new}) = w_1(\text{old}) + \alpha t x_1 \\ = 0 + 1 \times 1 \times 1 = 1$$

$$w_2(\text{new}) = w_2(\text{old}) + \alpha t x_2 \\ = 0 + 1 \times 1 \times 1 = 1$$

$$b(\text{new}) = b(\text{old}) + \alpha t \\ = 0 + 1 \times 1 = 1$$

$$\Delta w_1 = \alpha t x_1 = 1 \\ \Delta w_2 = \alpha t x_2 = 1 \\ \Delta b = \alpha t = 1$$

For II input

$$x_1 = 1, x_2 = -1, t = -1$$

$$y_{in} = b + w_1 x_1 + w_2 x_2 \\ = 1 + 1 \times 1 + (-1) \times 1 = 1$$

$y = f(y_{in}) = f(1) = 1 \neq t$ , so update.

$$w_1(\text{new}) = w_1(\text{old}) + \alpha t x_1 \\ = 1 + 1 \times (-1) \times (-1) = 0$$

$$w_2(\text{new}) = w_2(\text{old}) + \alpha t x_2$$

$$= 1 + (-1) \times (-1) \times (-1) = 2$$

$$b(\text{new}) = b(\text{old}) + \alpha t \\ = 1 + 1 \times -1 = 0$$

$$\Delta w_1 = -1, \Delta w_2 = 2, \Delta b = -1$$

For III input,

$$x_1 = -1, x_2 = 1, t = -1$$

$$y_{in} = b + w_1 x_1 + w_2 x_2 \\ = 0 + (-1)(0) + (1)(2) = 2$$

$y = f(y_{in}) = f(2) = 1 \neq t$ , hence update weights.

$$w_1(\text{new}) = w_1(\text{old}) + \alpha t x_1 \\ = 0 + 1 \times (-1) \times (-1) = 1$$

$$w_2(\text{new}) = w_2(\text{old}) + \alpha t x_2 \\ = 2 + 1 \times -1 \times 1 = 1$$

$$b(\text{new}) = b(\text{old}) + \alpha t \\ = 0 + (1) \times (-1) = -1$$

$$\Delta w_1 = 1, \\ \Delta w_2 = -1, \\ \Delta b = -1$$

For  $\Sigma$  input:-

$$x_1 = -1, x_2 = -1, t = -1$$

$$y_{in} = b + w_1 x_1 + w_2 x_2 \\ = -1 + (1)(-1) + (1)(-1) = -3$$

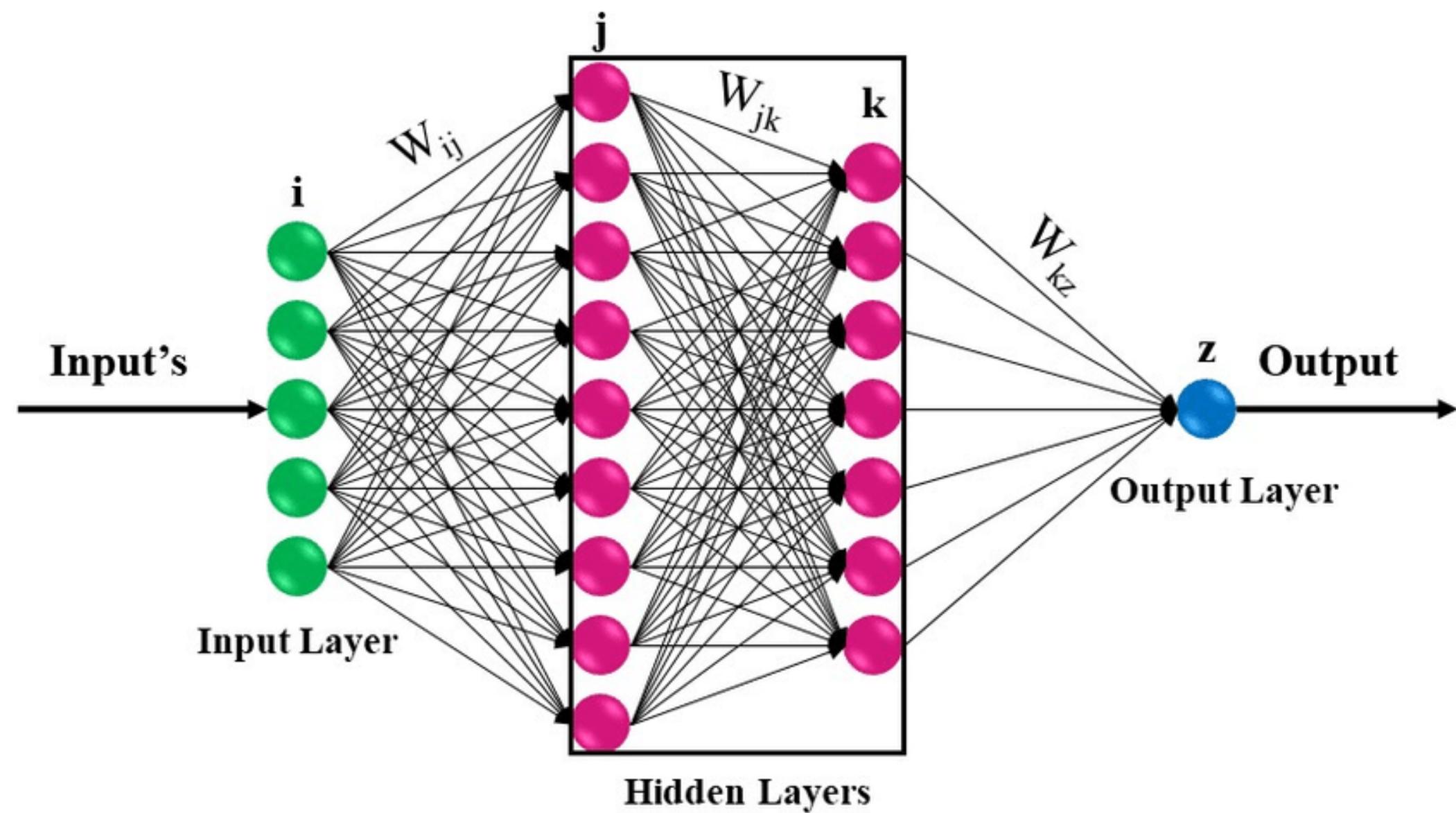
$y = f(y_{in}) = f(-3) = -1 = t$ . Hence don't update weights.

$$\Delta w_1 = 0, \Delta w_2 = 0, \Delta b = 0$$

$$w_1 = 1, w_2 = 1, b = -1$$

| $x_1$ | $x_2$ | $t$ | $y_{in}$ | $y$ | $\Delta w_1$ | $\Delta w_2$ | $\Delta b$ | $w_1$ | $w_2$ | $b$ |
|-------|-------|-----|----------|-----|--------------|--------------|------------|-------|-------|-----|
| 1     | 1     | 1   | 0        | 0   | 1            | 1            | 1          | 1     | 1     | 1   |
| 1     | -1    | -1  | 1        | 1   | -1           | 1            | -1         | 0     | 2     | 0   |
| 1     | 1     | -1  | 2        | 1   | 1            | -1           | -1         | 1     | 1     | -1  |
| -1    | -1    | -1  | -3       | -1  | 0            | 0            | 0          | 1     | 1     | -1  |

# Multi-layered Perceptron Model



# Multi-layered Perceptron Model

- Similar to a single-layer perceptron model, the multi-layer perceptron model also implements the identical model structure but with more hidden layers.
- It is also known as backpropagation algorithm.
- It works in two stages:
  1. Forward Stage
  2. Backward Stage

# Multi-layered Perceptron Model

## Advantages:

- A multi-layered perceptron model can be used to solve complex non-linear problems.
- It works well with both small and large input data.
- It helps us to obtain quick predictions after the training.
- It helps to obtain the same accuracy ratio with large as well as small data.

# Multi-layered Perceptron Model

## Disadvantages:

- In Multi-layer perceptron, computations are difficult and time-consuming.
- In multi-layer Perceptron, it is difficult to predict how much the dependent variable affects each independent variable.
- The model functioning depends on the quality of the training.

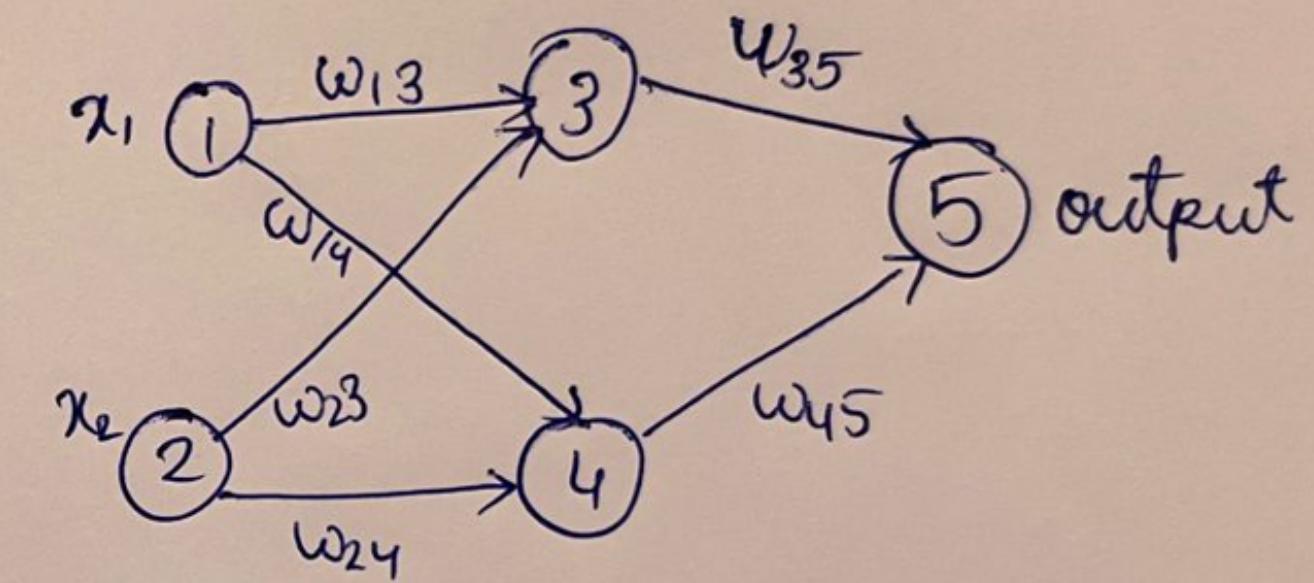
### Example

$$w_{12} = 2, w_{35} = 2$$

$$w_{23} = -3, w_{45} = -1$$

$$w_{14} = 1 \quad w_{24} = 4$$

$$x_1 = 1, x_2 = 0$$



$$f(x) = \begin{cases} 1 & ; \text{ if } x \geq 0 \\ 0 & \text{otherwise} \end{cases}$$

$$\begin{aligned} \textcircled{1} \quad v_3 &= \omega_{13}x_1 + \omega_{23}x_2 \\ &= 2(1) + (-3)(0) \\ &= 2 \\ f(x) &= 1 \end{aligned}$$

$$\begin{aligned} \textcircled{2} \quad v_4 &= \omega_{14}x_1 + \omega_{24}x_2 \\ &= 1(1) + 4(0) \\ &= 1 \\ f(x) &= 1 \end{aligned}$$

$$\begin{aligned} \textcircled{3} \quad v_5 &= \omega_{35}v_3 + \omega_{45}v_4 \\ &= 2(1) + (-1)(1) \\ &= 1 \\ f(x) &= 1 \end{aligned}$$

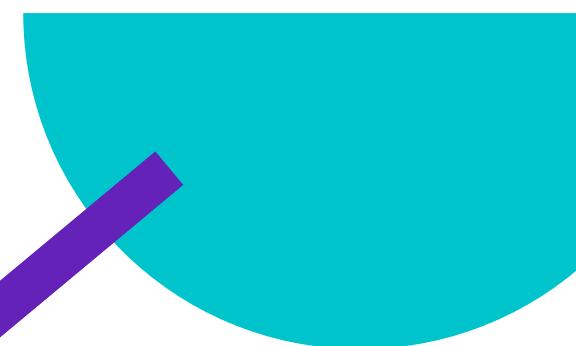
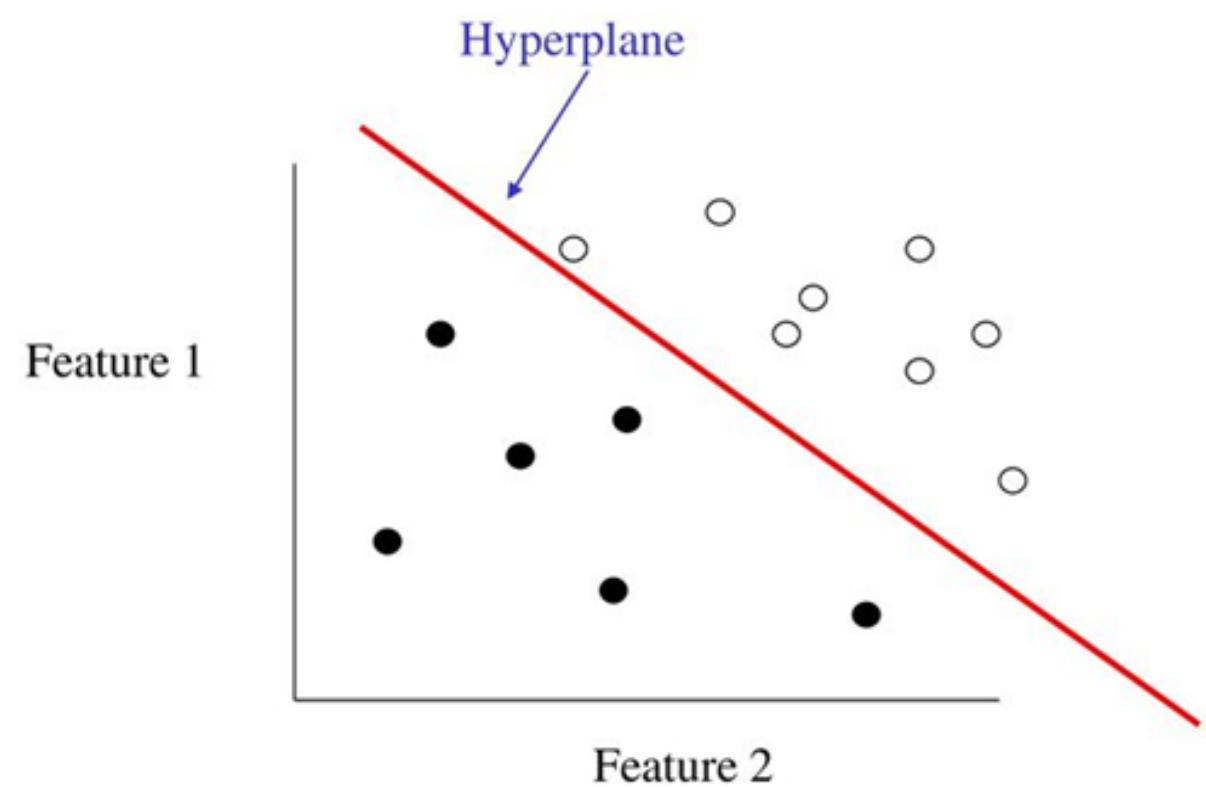
# Team 3

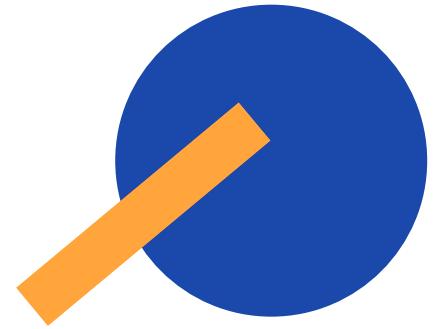


# Introduction

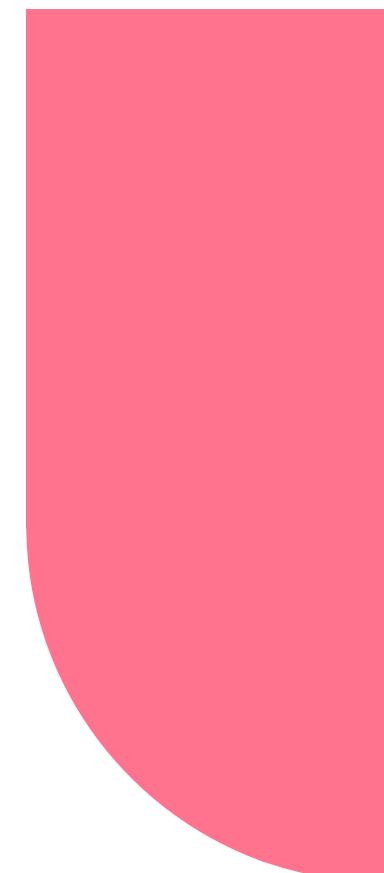
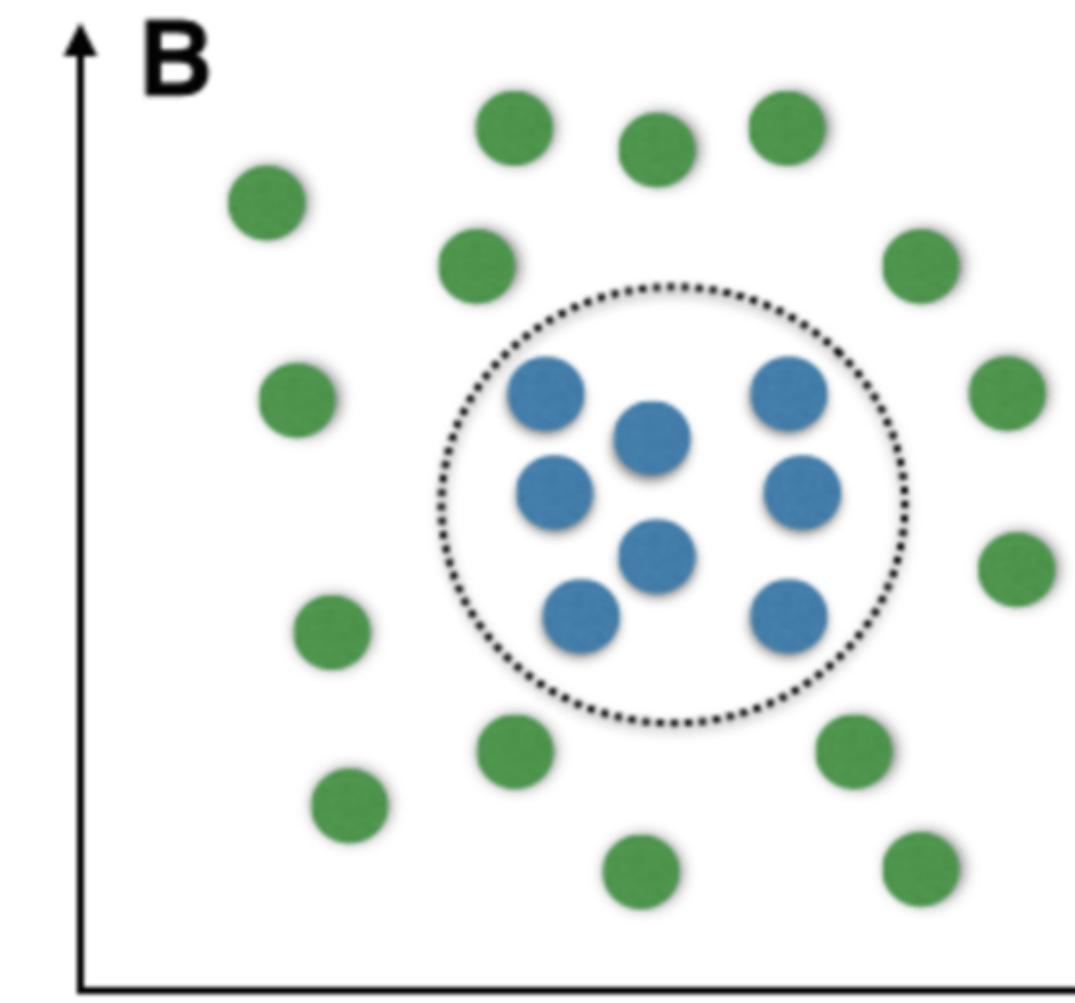
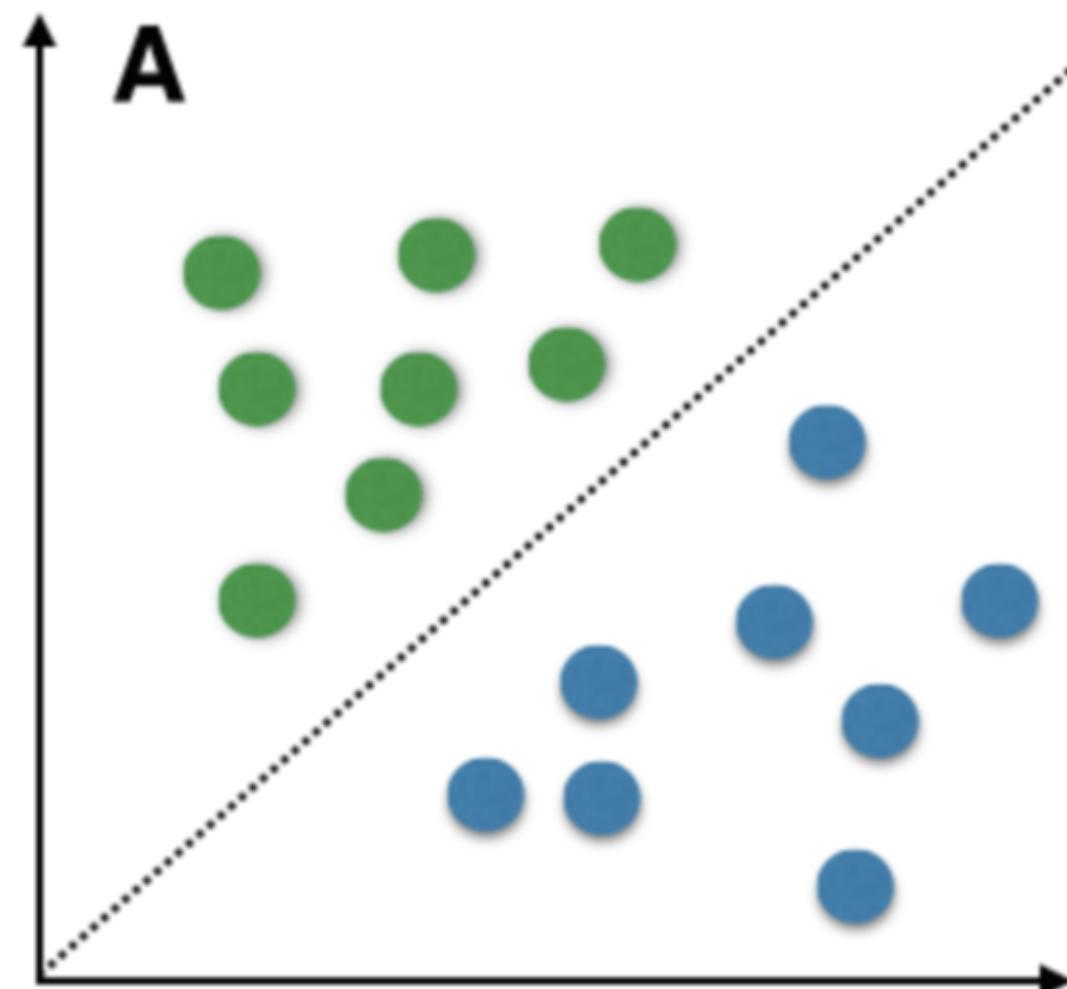
## Linear Separability:

- Linear Separability is the concept wherein the separation of the input space into regions is based on whether the network response is positive or negative.
- A set of points in n-dimensional space are linearly separable if there is a hyper plane of n-1 dimensions that separates the sets.
- A perceptron can separate data that is linearly separable.





# Which one is Linearly Separable?



- Initialize the weights to zero or to small random values or to some initial guesses.
- Compute,  $D = b + \sum x_i w_i$

Where D - net input,

b -bias,

$x_i$  - input from neuron i

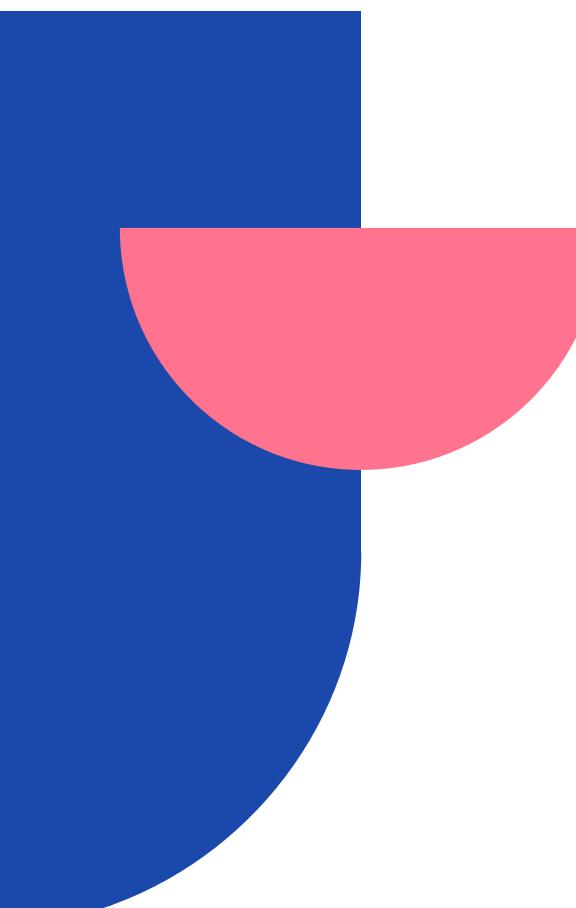
$w_i$  - weight from neuron i

- If D is not equal to threshold then update bias,weights.where ‘t’ is threshold and ‘α’ is learning rate usually taken as 0 or 1.

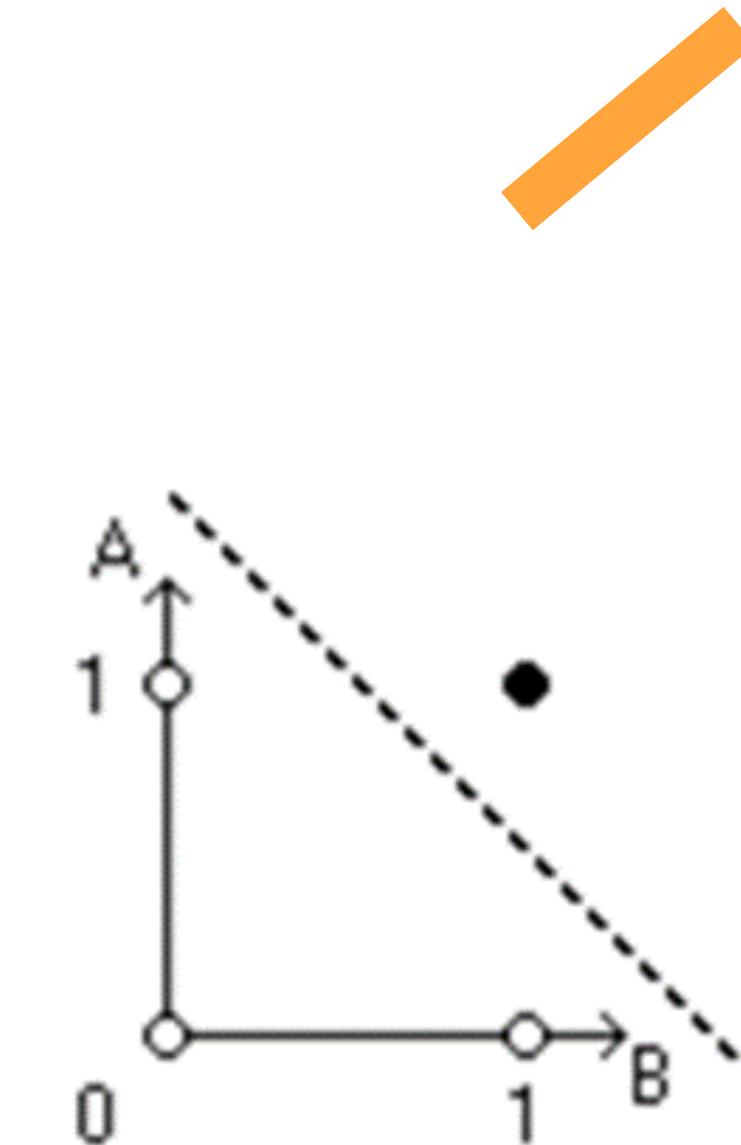
$$b = b + \alpha t$$

$$w_i(\text{new}) = w_i(\text{old}) + \alpha t x_i$$

# Linear Separability for AND gate using Binary Inputs



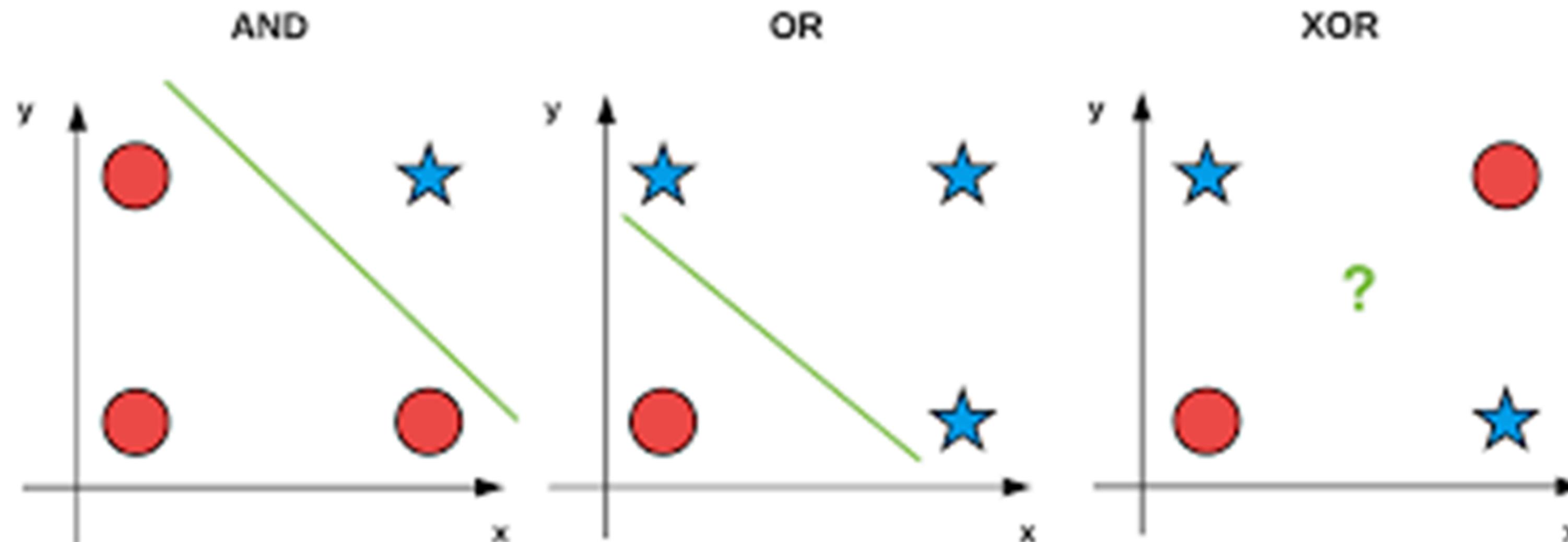
| A | B | Output |
|---|---|--------|
| 0 | 0 | 0      |
| 0 | 1 | 0      |
| 1 | 0 | 0      |
| 1 | 1 | 1      |



| t | j | x1 | x2 | b | w1 | w2 | D | Error | New b | New w1 | New w2 |
|---|---|----|----|---|----|----|---|-------|-------|--------|--------|
| 1 | 1 | 0  | 0  | 0 | 0  | 0  | 0 | No    | 0     | 0      | 0      |
| 2 | 2 | 0  | 1  | 0 | 0  | 0  | 0 | No    | 0     | 0      | 0      |
| 3 | 3 | 1  | 0  | 0 | 0  | 0  | 0 | No    | 0     | 0      | 0      |
| 4 | 4 | 1  | 1  | 0 | 0  | 0  | 0 | Yes   | 1     | 1      | 1      |
| 5 | 1 | 0  | 0  | 1 | 1  | 1  | 1 | No    | 1     | 1      | 1      |
| 6 | 2 | 0  | 1  | 1 | 1  | 1  | 2 | No    | 1     | 1      | 1      |
| 7 | 3 | 1  | 0  | 1 | 1  | 1  | 2 | No    | 1     | 1      | 1      |
| 8 | 4 | 1  | 1  | 1 | 1  | 1  | 3 | No    | 1     | 1      | 1      |

Consider if  $D \geq 3$ , then sign of D is 1 else 0.

# Separability for Gates



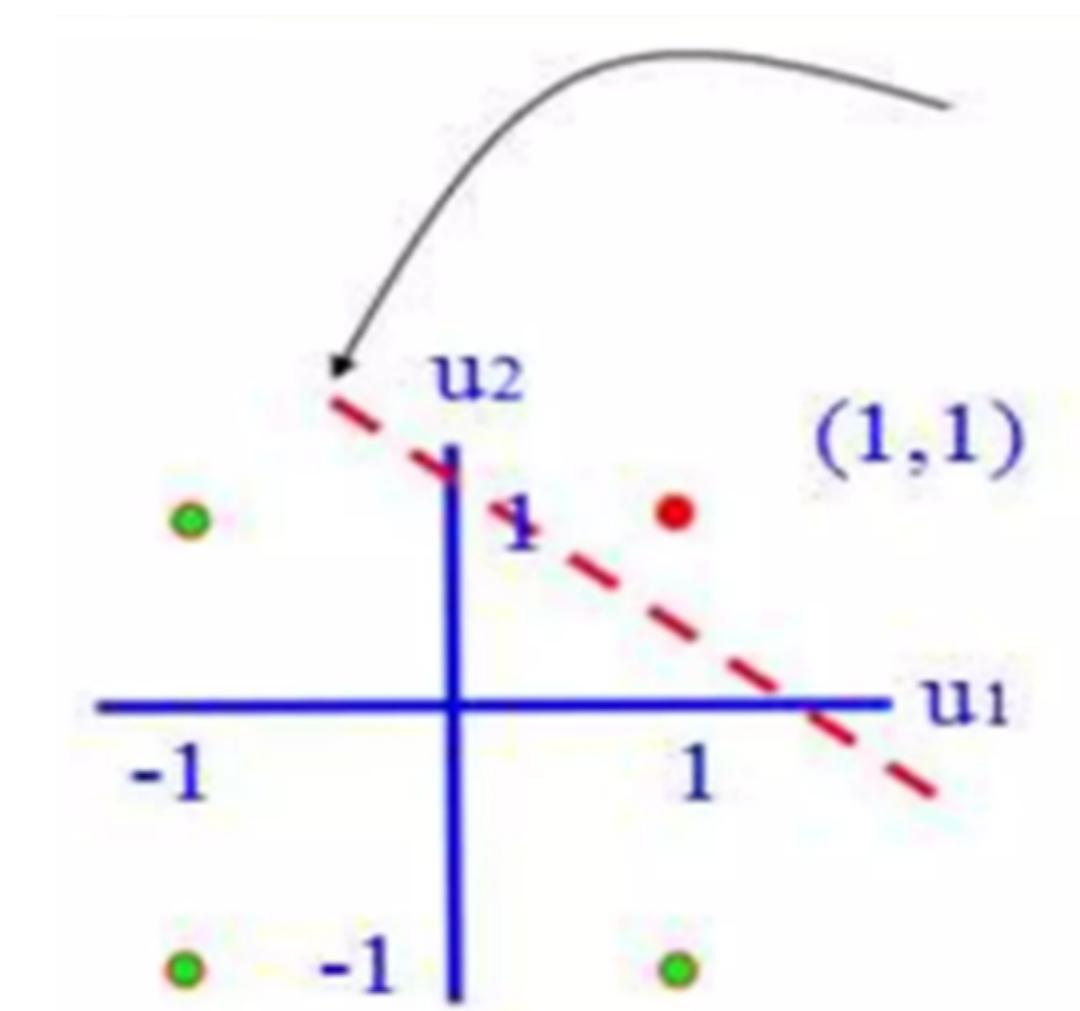
# Bipolar Perceptron Model for AND gate

Binary Inputs

| A | B | Output |
|---|---|--------|
| 0 | 0 | 0      |
| 0 | 1 | 0      |
| 1 | 0 | 0      |
| 1 | 1 | 1      |

Bipolar Inputs

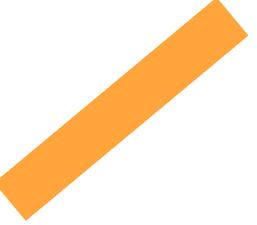
| A  | B  | Output |
|----|----|--------|
| -1 | -1 | -1     |
| -1 | 1  | -1     |
| 1  | -1 | -1     |
| 1  | 1  | 1      |



| t  | i | x1 | x2 | b  | w1 | w2 | D  | Error | New b | New w1 | New w2 |
|----|---|----|----|----|----|----|----|-------|-------|--------|--------|
| 1  | 1 | -1 | -1 | 0  | 0  | 0  | 0  | No    | 0     | 0      | 0      |
| 2  | 2 | -1 | 1  | 0  | 0  | 0  | 0  | No    | 0     | 0      | 0      |
| 3  | 3 | 1  | -1 | 0  | 0  | 0  | 0  | No    | 0     | 0      | 0      |
| 4  | 4 | 1  | 1  | 0  | 0  | 0  | 0  | Yes   | 1     | 1      | 1      |
| 5  | 1 | -1 | -1 | 1  | 1  | 1  | -1 | No    | 1     | 1      | 1      |
| 6  | 2 | -1 | 1  | 1  | 1  | 1  | 1  | Yes   | 0     | 2      | 0      |
| 7  | 3 | 1  | -1 | 0  |    | 0  | 2  | Yes   | -1    | 1      | 1      |
| 8  | 4 | 1  | 1  | -1 | 1  | 1  | 1  | No    | -1    | 1      | 1      |
| 9  | 1 | -1 | -1 | -1 | 1  | 1  | -1 | No    | -1    | 1      | 1      |
| 10 | 2 | -1 | 1  | -1 | 1  | 1  | -1 | No    | -1    | 1      | 1      |
| 11 | 3 | 1  | -1 | -1 | 1  | 1  | -1 | No    | -1    | 1      | 1      |
| 12 | 4 | 1  | 1  | -1 | 1  | 1  | 1  | No    | -1    | 1      | 1      |

Consider if  $D > 0$ , then sign of D is 1 else -1

# Limitations of Perceptron



- Only the boolean functions given below are linearly separable:

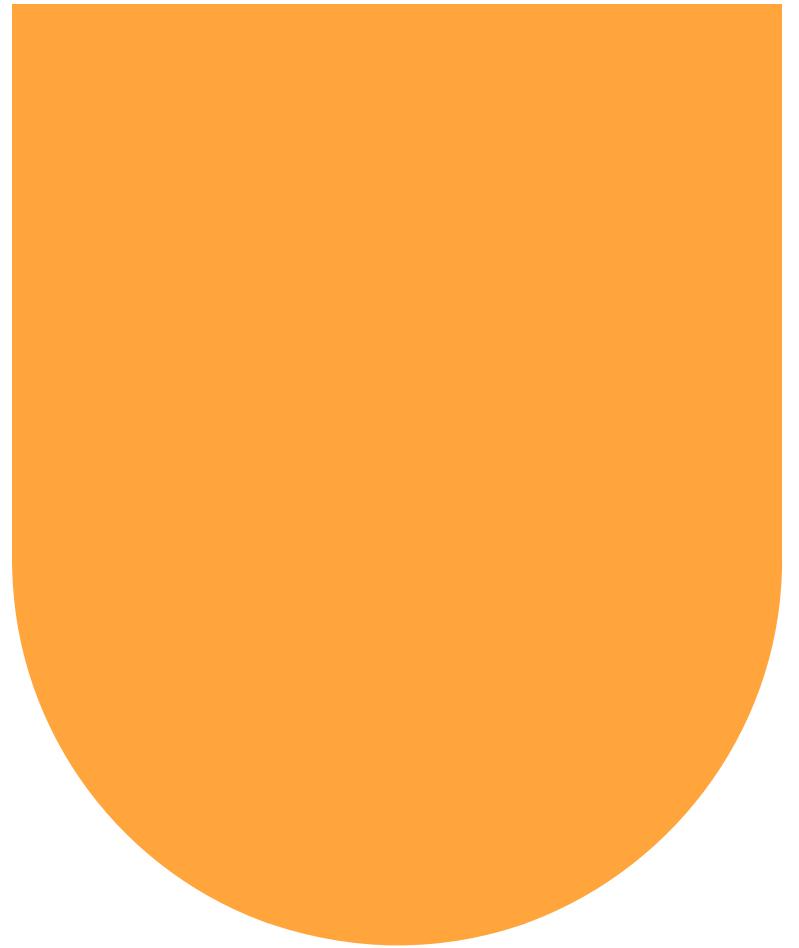
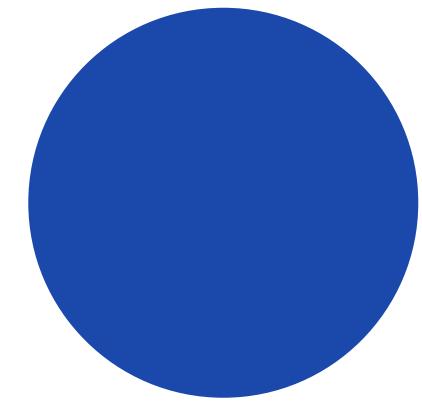
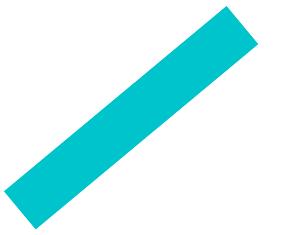
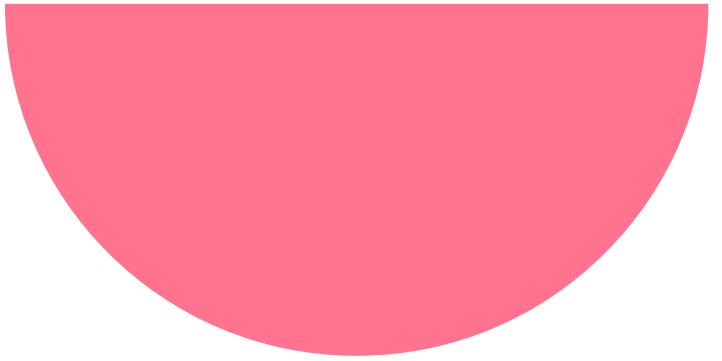
AND

OR

COMPLEMENT

- It cannot model XOR function as it is non linearly separable.
- When the two classes are not linearly separable,it may be desirable to obtain a linear separator that minimizes the mean squared error.

# Team 4



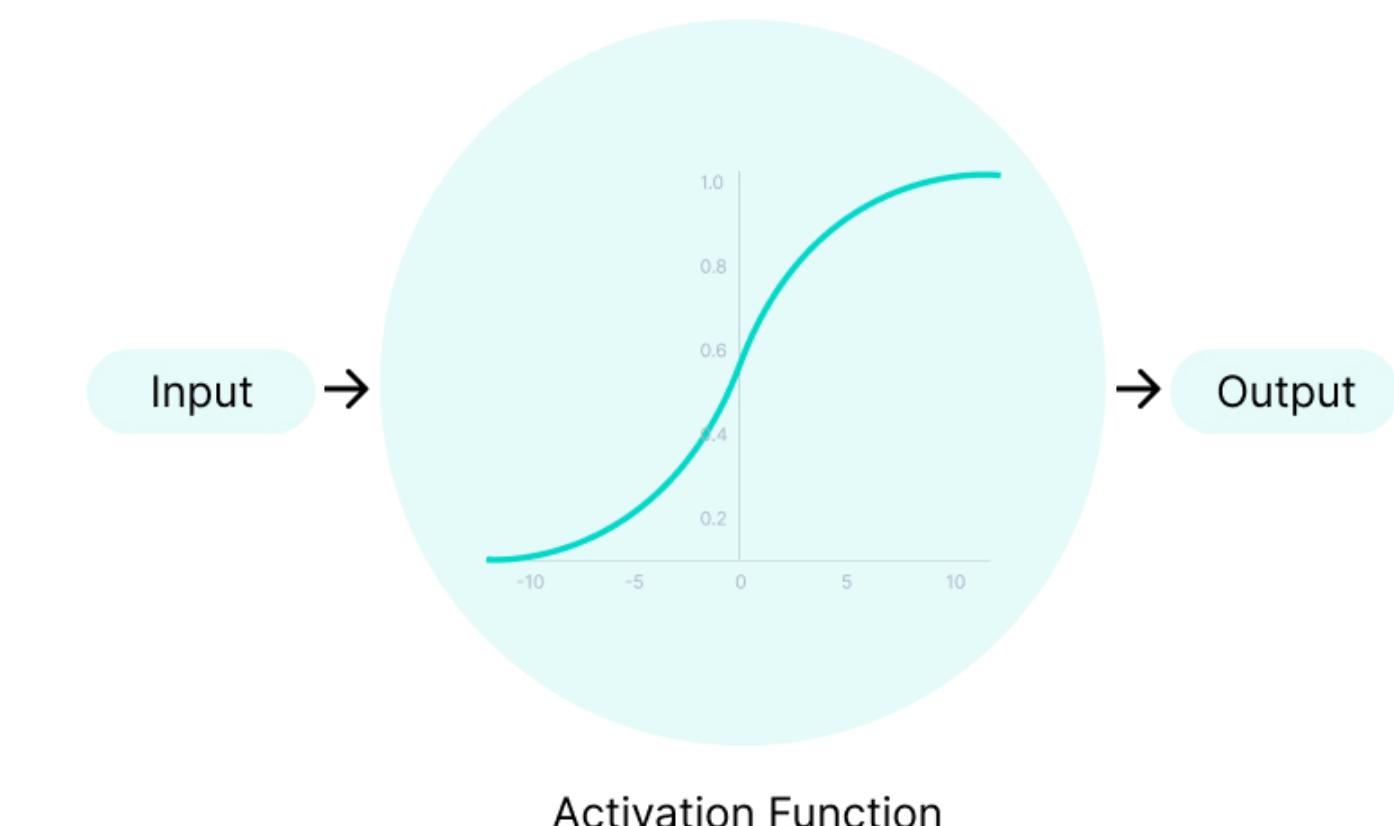


# AGENDA

- Why do Neural Networks Need an activation function?
- 3 Types of Activation functions
- How to choose the right activation function?



# WHAT IS ACTIVATION FUNCTION?



Activation Function

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- Decides whether neuron should be activated or not
- Role : Derive output from a set of input values fed to a node

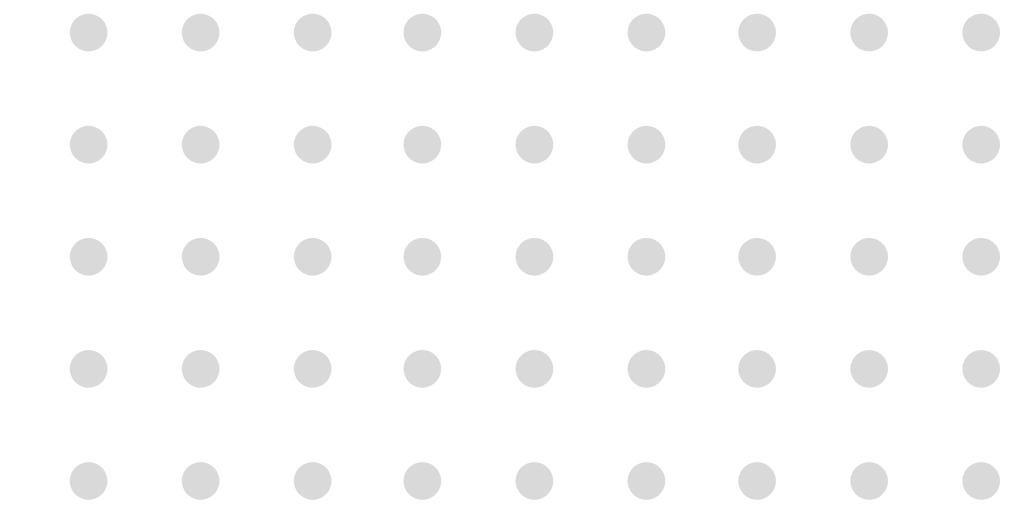


# WHY DO NEURAL NETWORKS NEED AN ACTIVATION FUNCTION?

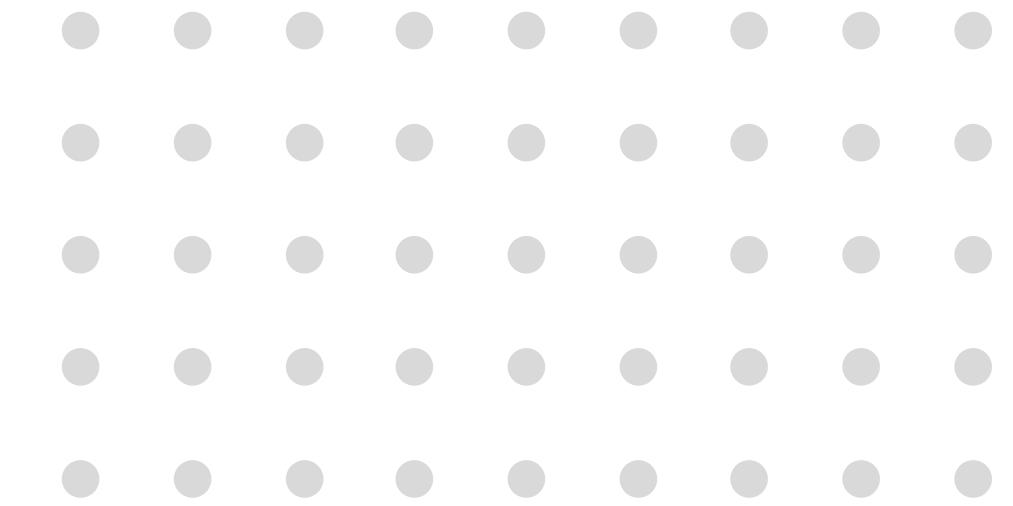
- To add Non Linearity to neural network
- Without Activation Function:
  - Learning complex task becomes impossible
  - Model would be just a linear regression model



# TYPES OF ACTIVATION FUNCTIONS



- Binary Step Function
- Linear Activation Function
- Non-Linear Activation Function



# BINARY STEP FUNCTION

- Depends on a threshold value that decides whether a neuron should be activated or not

*Binary step*

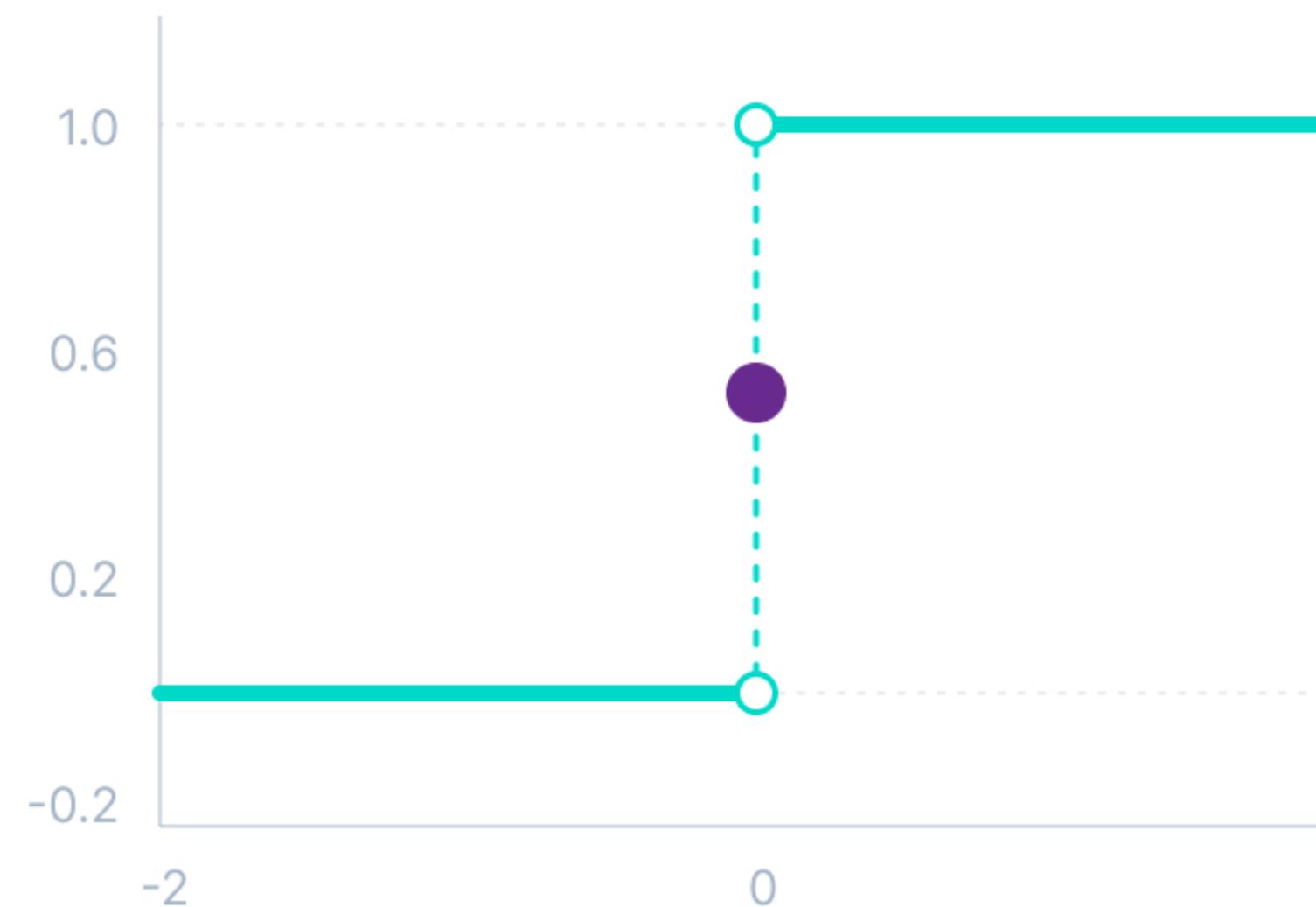
$$f(x) = \begin{cases} 0 & \text{for } x < 0 \\ 1 & \text{for } x \geq 0 \end{cases}$$

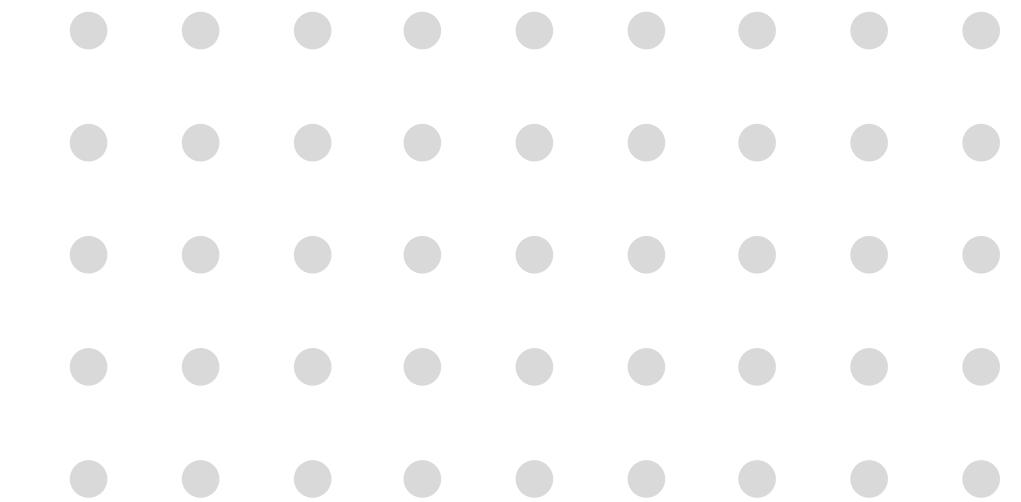


# BINARY STEP FUNCTION



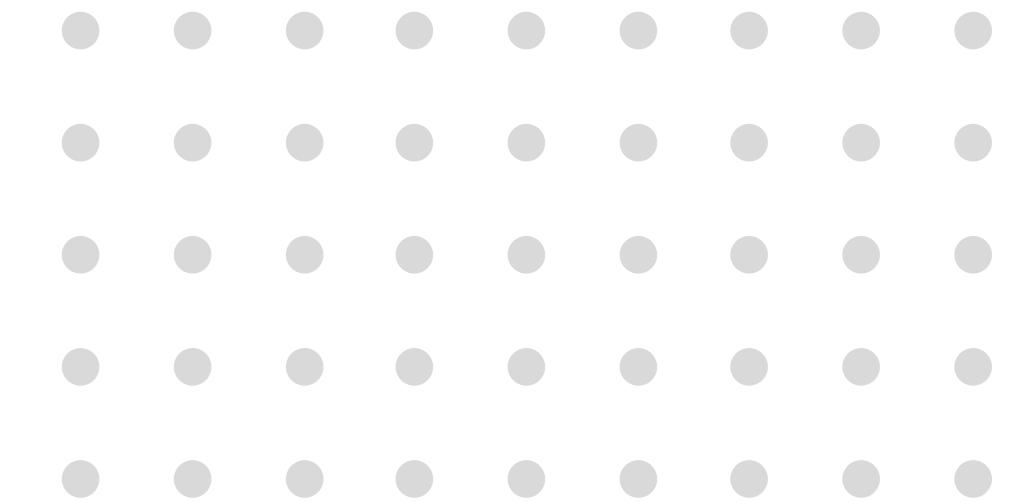
**Binary Step Function**





# BINARY STEP FUNCTION

- Disadvantages:
  - Cannot provide Multi Value Outputs
  - Gradient of step function is 0
    - Causes Hindrance in backpropogation process



# LINEAR ACTIVATION FUNCTION

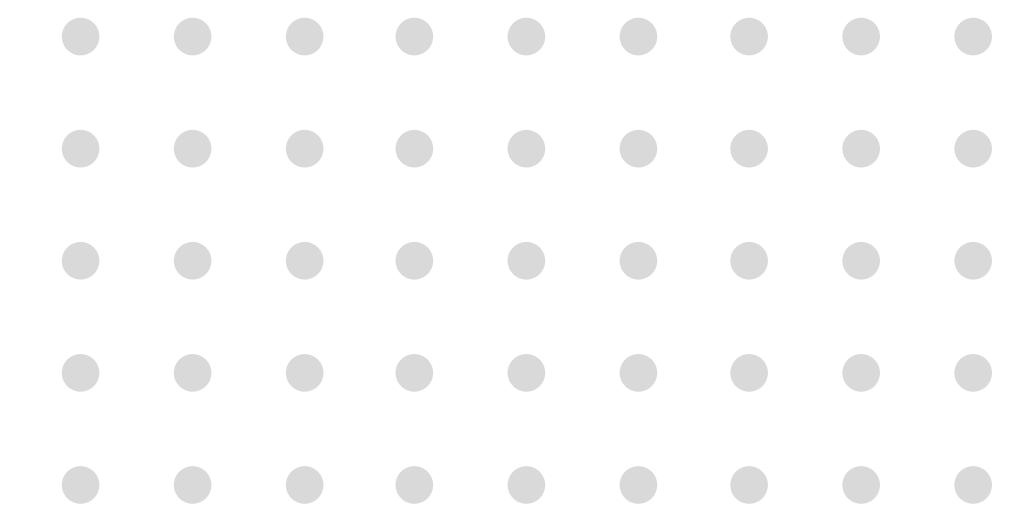
- Identity function
- Simply spits out the value given

*Linear*

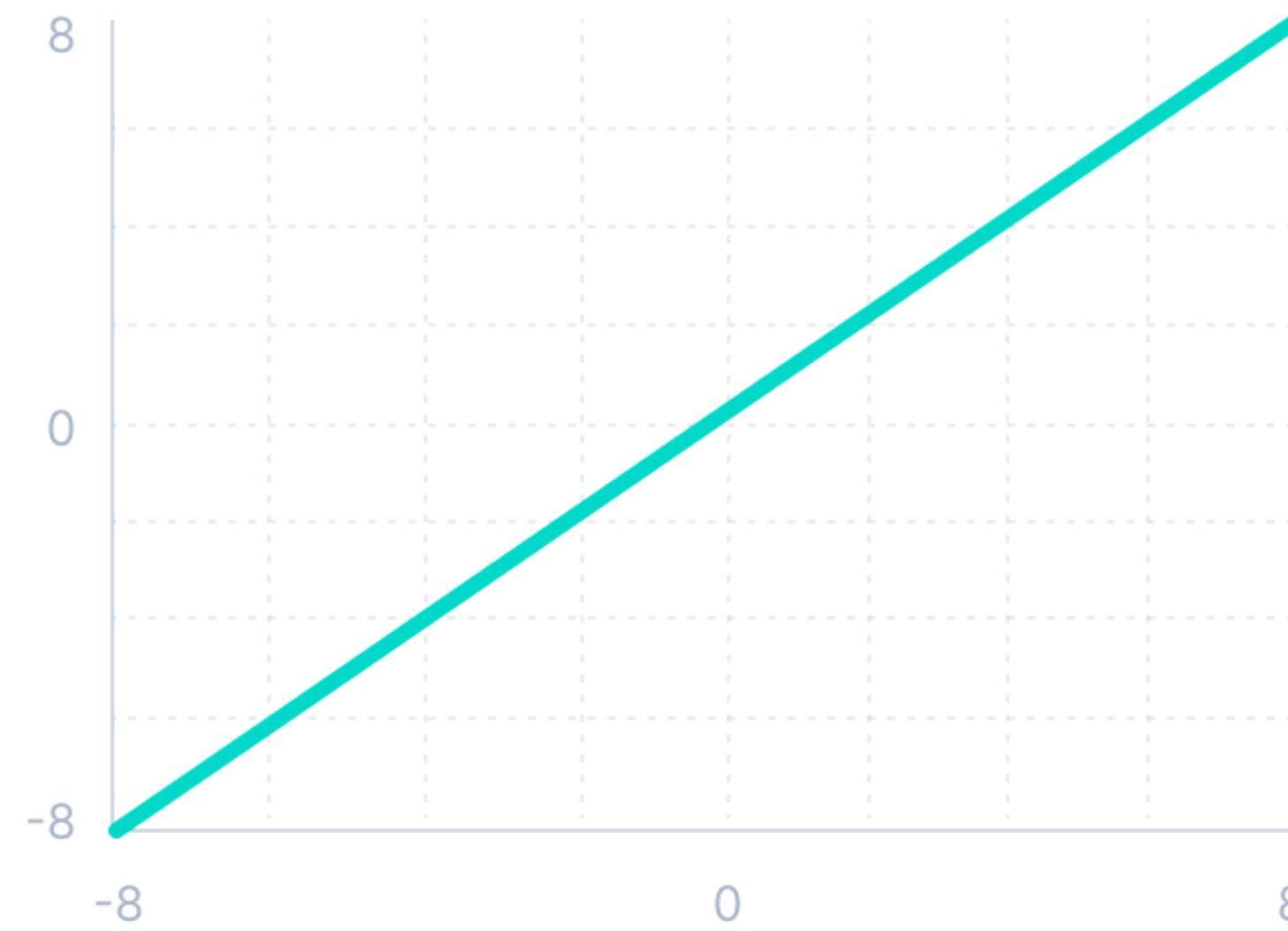
$$f(x) = x$$

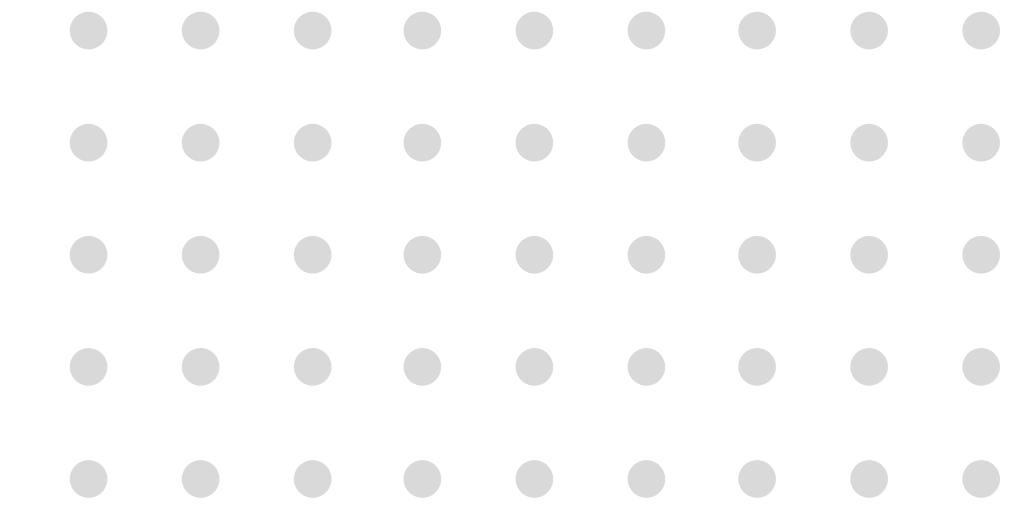


# LINEAR ACTIVATION FUNCTION



Linear Activation Function





# LINEAR ACTIVATION FUNCTION

- Disadvantages:
  - Not Possible to use backpropogation
  - All layers will collapse into one if a linear activation function is used

Simple  
Perceptron

# Non Linear Activation Functions

Sigmoid

Tanh

Rectified  
Linear  
Unit  
(ReLU)

Leaky  
ReLU

Parametric  
ReLU

Exponentia  
l Linear  
Unit (ELU)

Softmax

Swish

Gaussian  
Error  
Linear  
Unit  
(GELU)

Scaled  
Exponenti  
al Linear  
Unit (SELU)

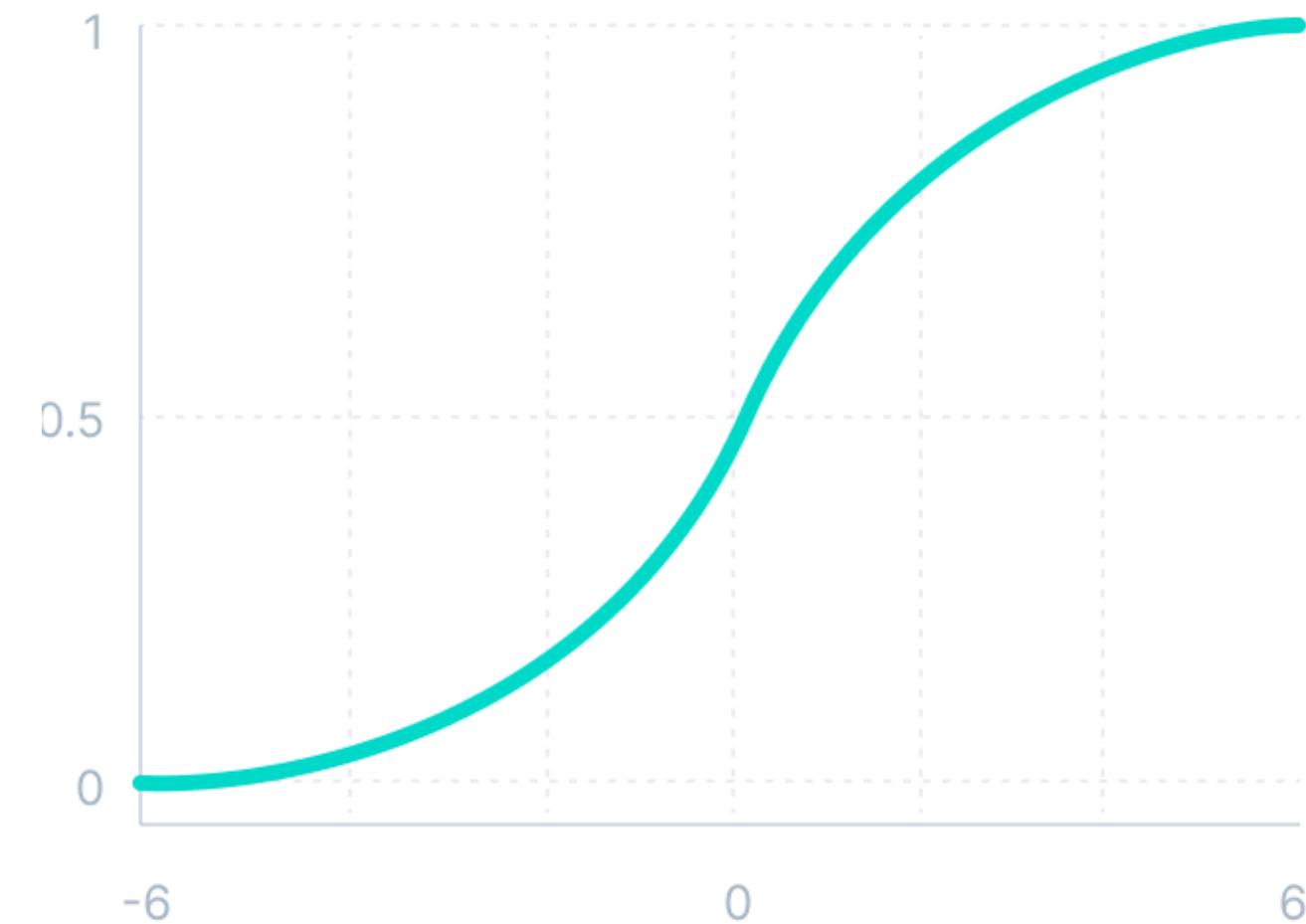
# Sigmoid Activation Function

*Sigmoid / Logistic*

$$f(x) = \frac{1}{1 + e^{-x}}$$

- The function takes any real value as input and outputs values in the range of 0 to 1
- More positive input has output closer to 1
- More negative input has output closer to 0

**Sigmoid / Logistic**

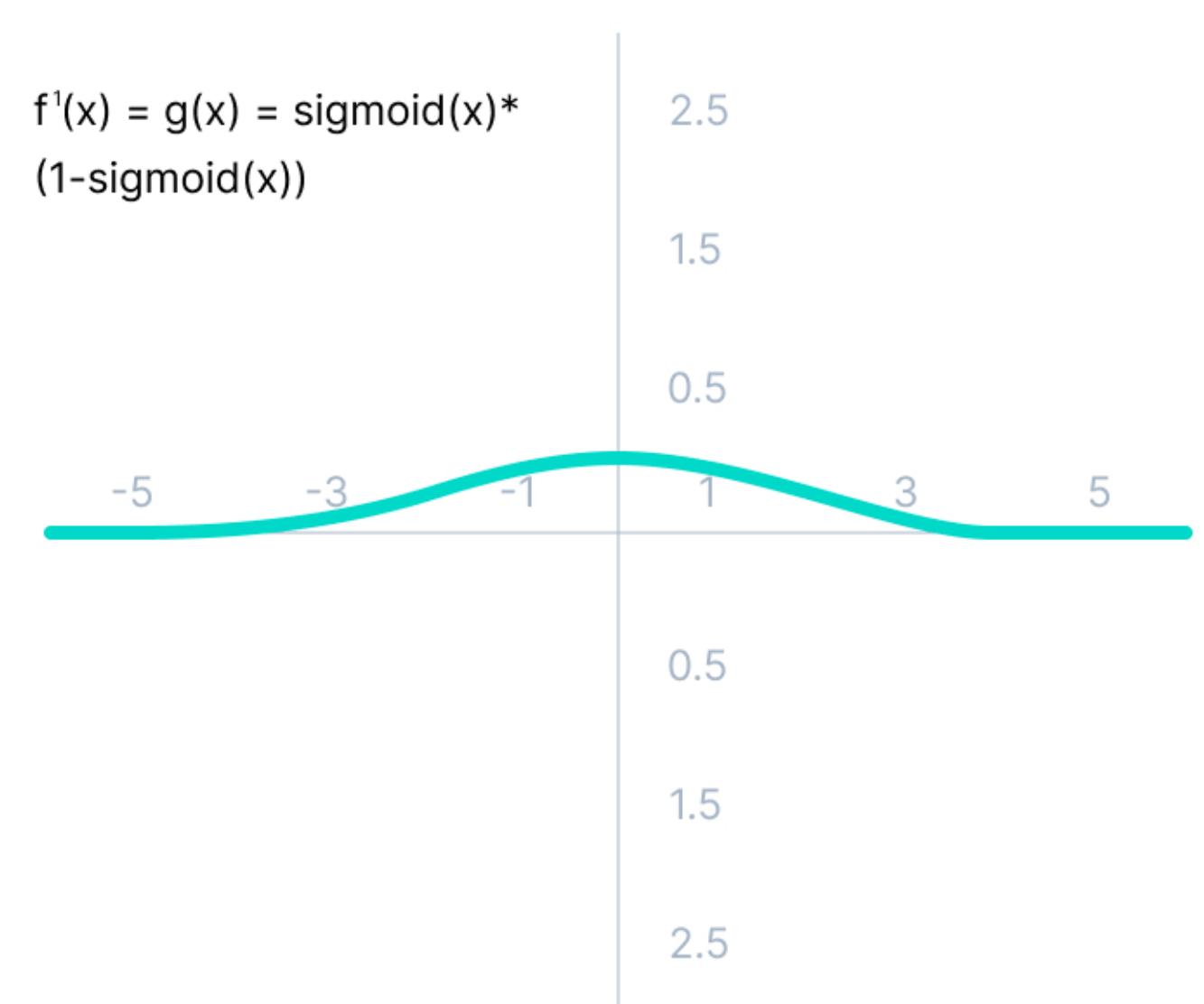


# Advantages

- It is commonly used for models where we have to predict the probability as an output. Since probability of anything exists only between the range of 0 and 1, sigmoid is the right choice because of its range
- The function is differentiable and provides a smooth gradient, i.e., preventing jumps in output values. This is represented by an S-shape of the sigmoid activation function

# Disadvantages

- The derivative of the function is
  - $f'(x) = \text{sigmoid}(x) * (1 - \text{sigmoid}(x))$
- As the gradient value approaches zero, the network ceases to learn and suffers from the Vanishing gradient problem
- The output of the function is not symmetric around zero.
  - So the output of all the neurons will be of the same sign
  - This makes the training of the neural network more difficult and unstable

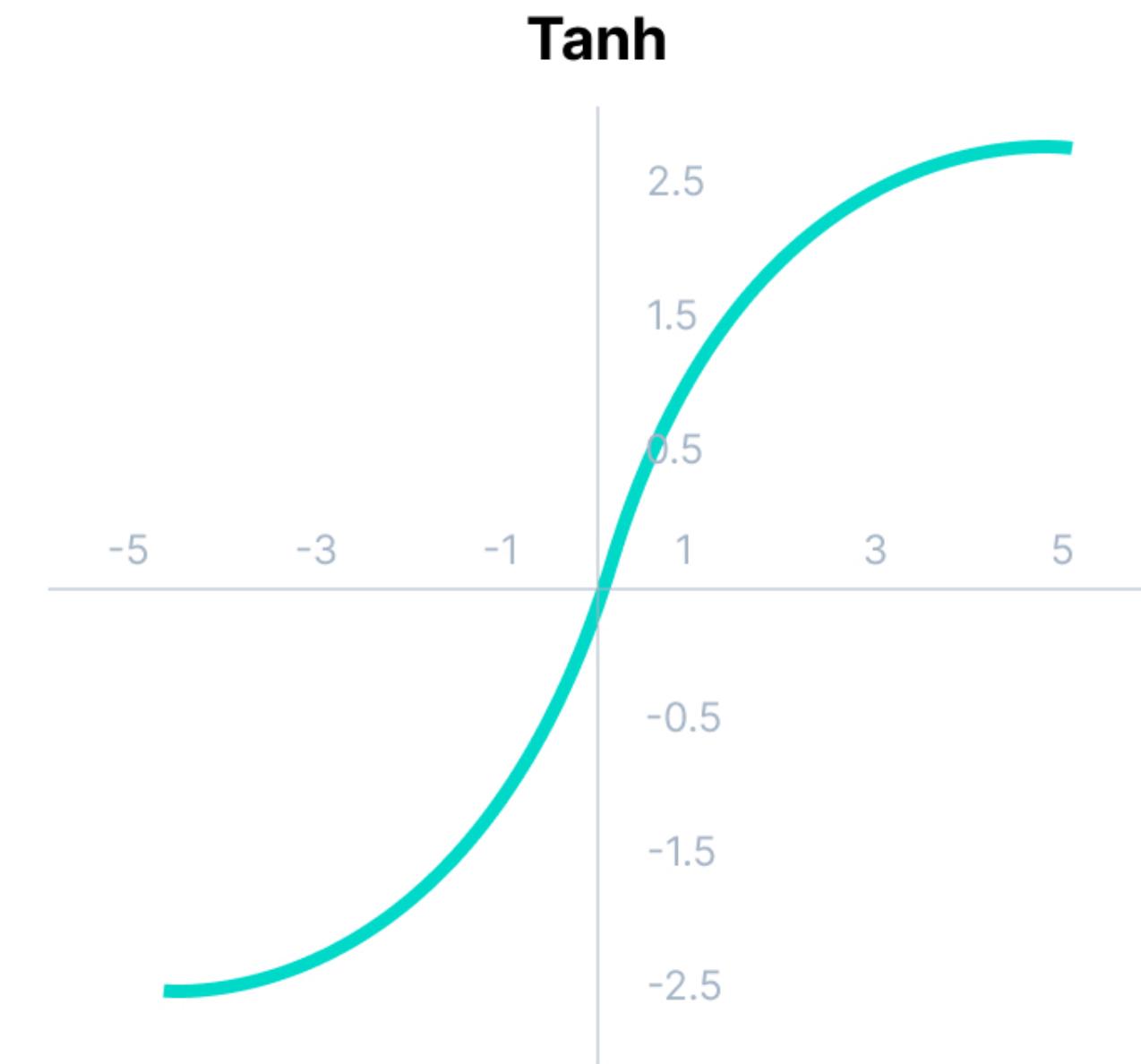


# Tanh Activation Function

*Tanh*

$$f(x) = \frac{(e^x - e^{-x})}{(e^x + e^{-x})}$$

- Tanh function is very similar to the sigmoid/logistic activation function
- It has the same S-shape with the difference in output range of -1 to 1



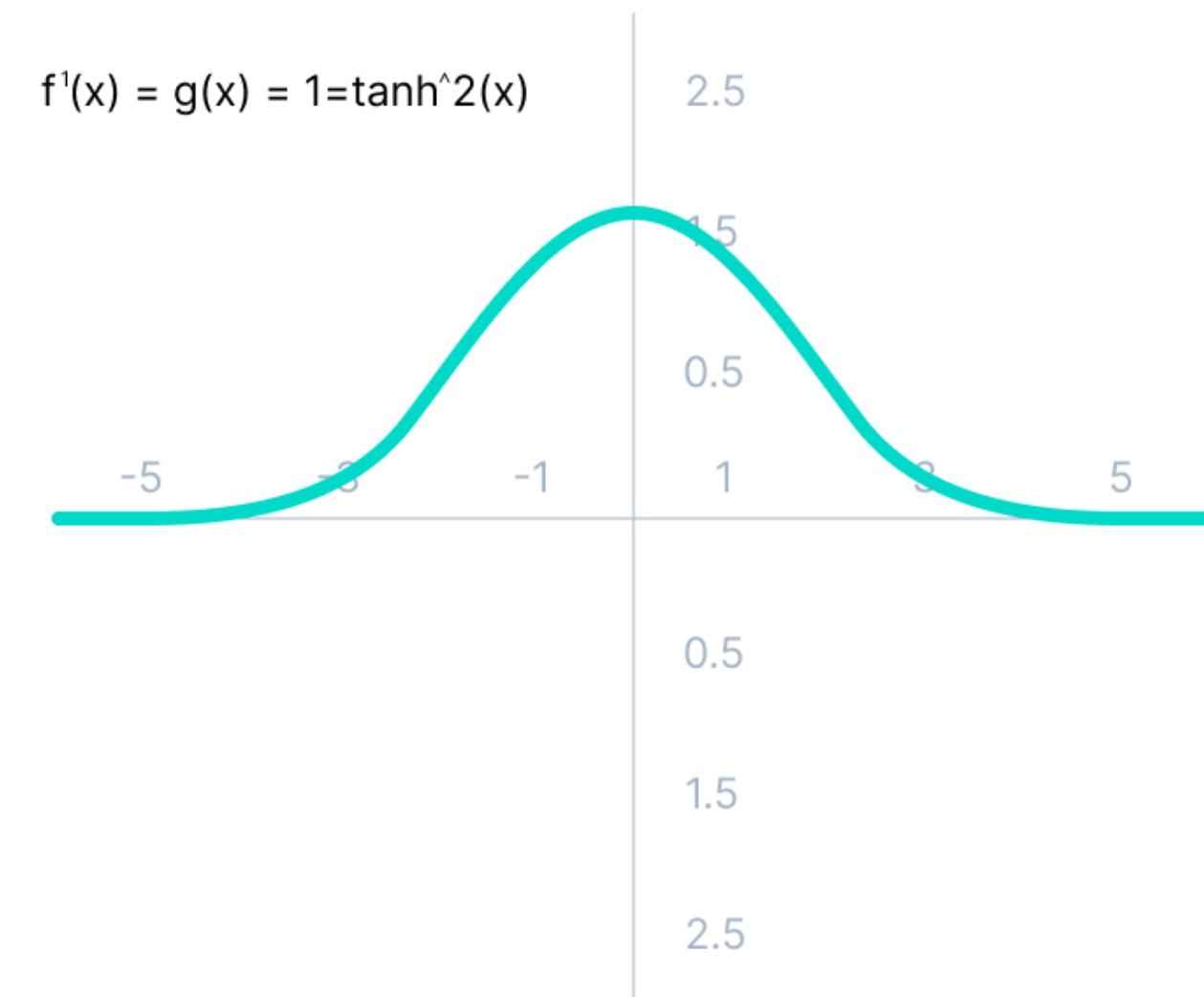
# Advantages

- The output of the function is Zero centered
  - output values can easily be mapped as **strongly negative, neutral, or strongly positive**
- Usually used in hidden layers of a neural network as its values lie between -1 to 1
- The mean for the hidden layer comes out to be 0 or very close to it
- It helps in centering the data and makes learning for the next layer much easier

# Disadvantages

- it also faces the problem of vanishing gradients similar to the sigmoid activation function. Plus the gradient of the tanh function is much steeper as compared to the sigmoid function

**Tanh (derivative)**

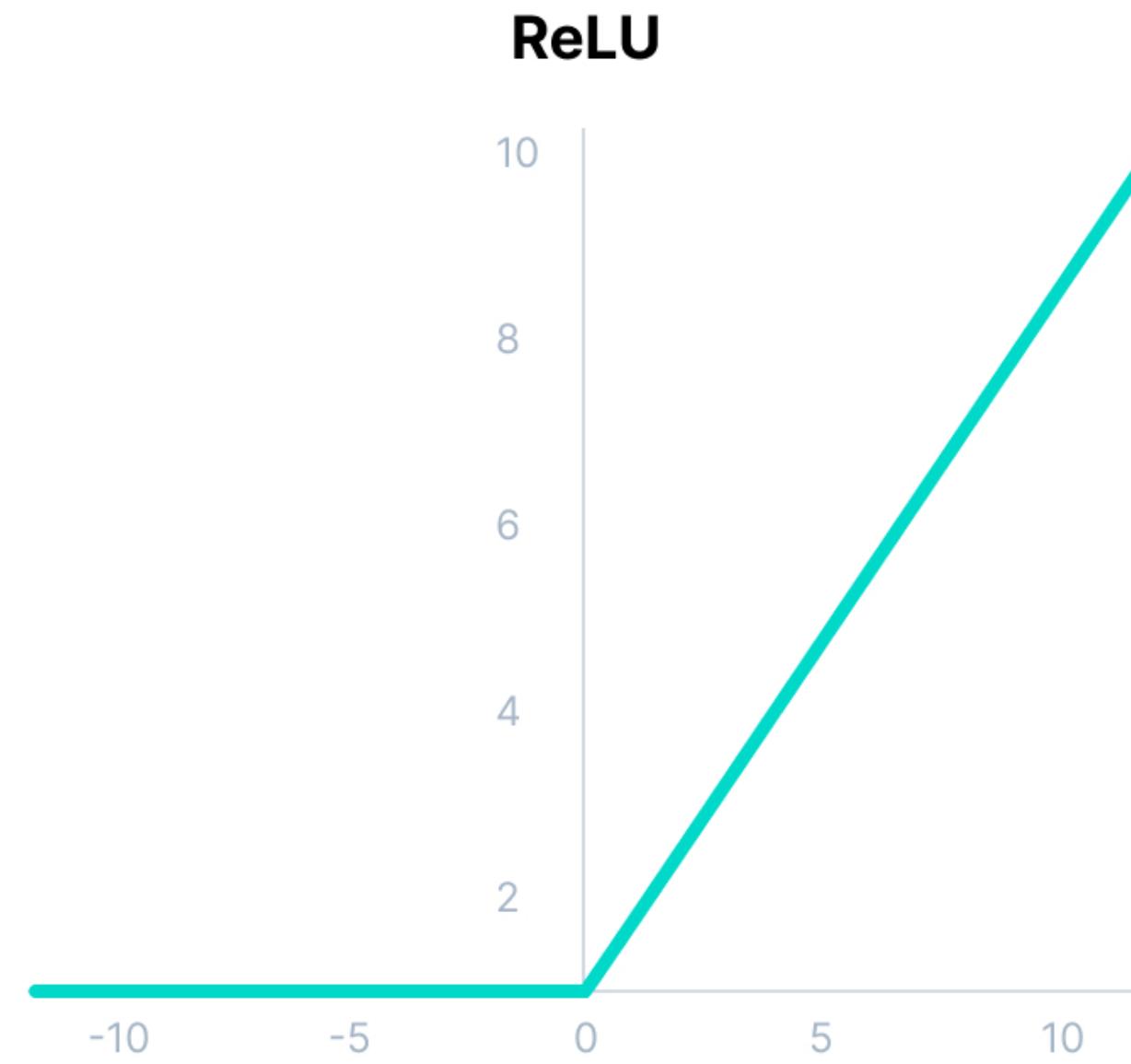


# ReLU Activation Function

*ReLU*

$$f(x) = \max(0, x)$$

- ReLU has a derivative function and allows for backpropagation while simultaneously making it computationally efficient
- It does not activate all the neurons at the same time
- The neurons will only be deactivated if the output of the linear transformation is less than 0



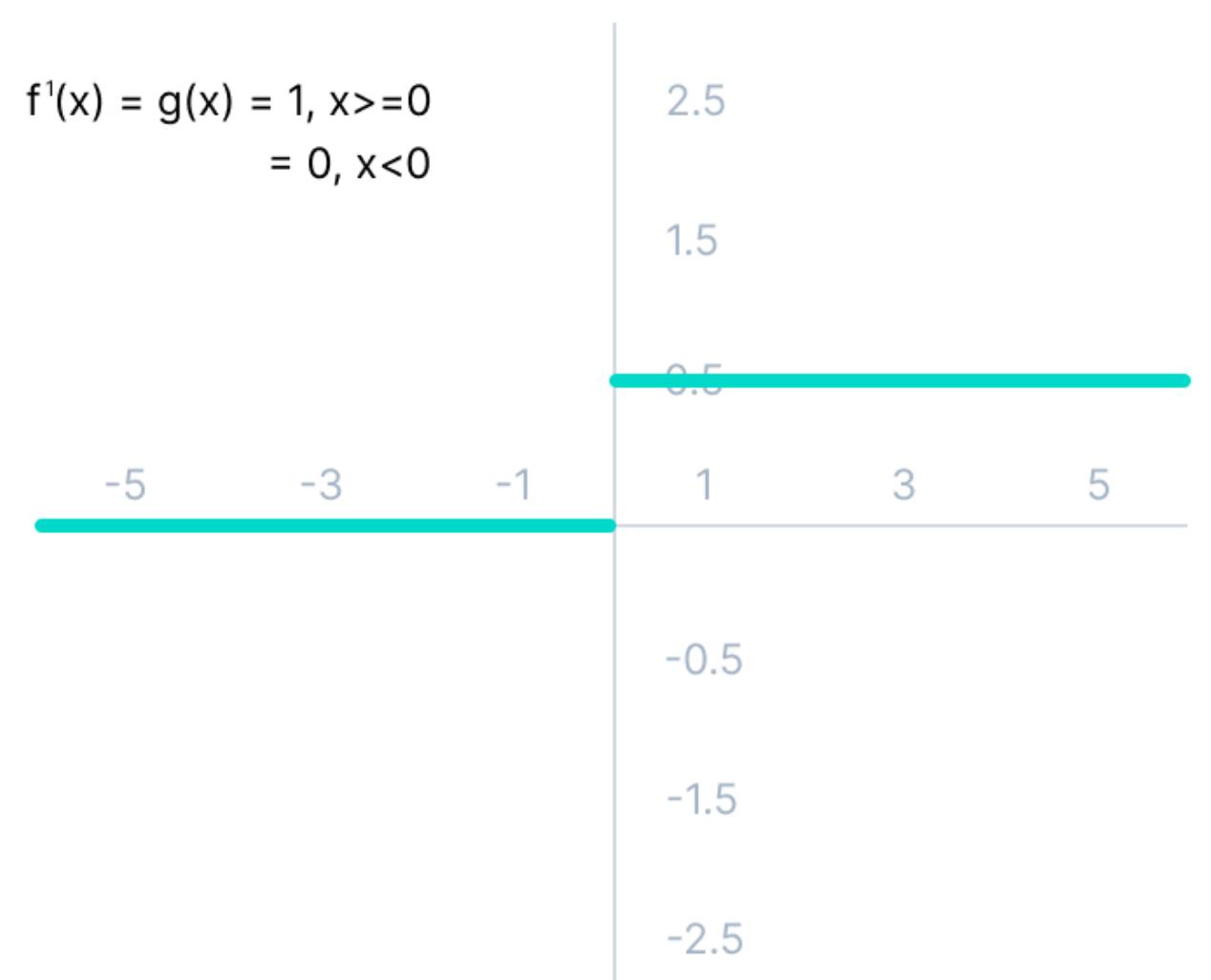
# Advantages

- Since only a certain number of neurons are activated, the ReLU function is far more computationally efficient when compared to the sigmoid and tanh functions.
- ReLU accelerates the convergence of gradient descent towards the global minimum of the loss function due to its linear

# Disadvantages

- The Dying ReLU problem
- The negative side of the graph makes the gradient value zero
- During the backpropagation process, the weights and biases for some neurons are not updated. This can create dead neurons which never get activated
- All the negative input values become zero immediately, which decreases the model's ability to fit or train from the data properly

## The Dying ReLU problem



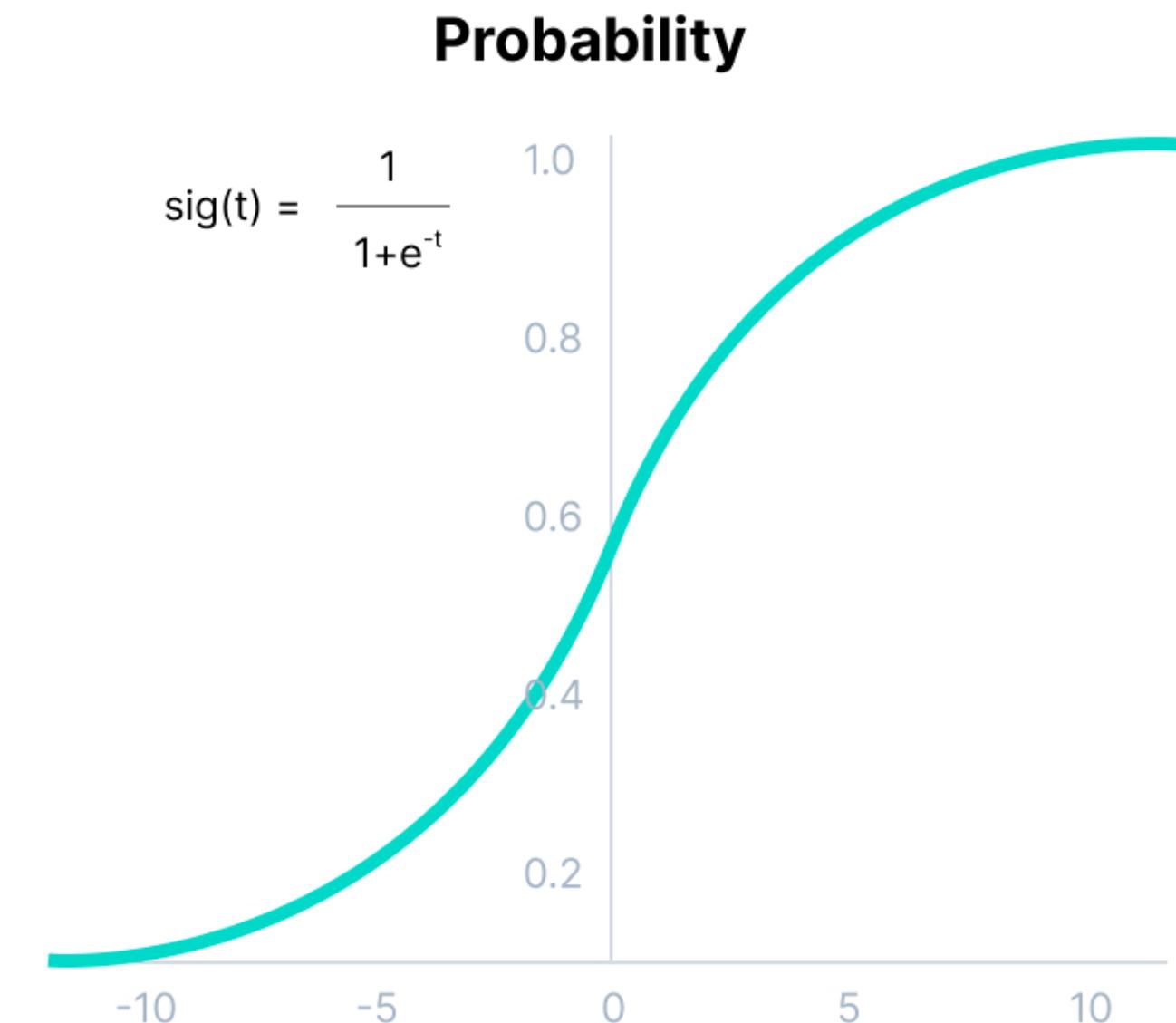
# Softmax Activation Function

**Softmax**

$$\text{softmax}(z_i) = \frac{\exp(z_i)}{\sum_j \exp(z_j)}$$

- The Softmax function is described as a combination of multiple sigmoids
- It calculates the relative probabilities
- It returns the probability of each class
- It is commonly used as an activation function for the last layer of the neural network in the case of multi-class classification

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# How to choose the right activation function?

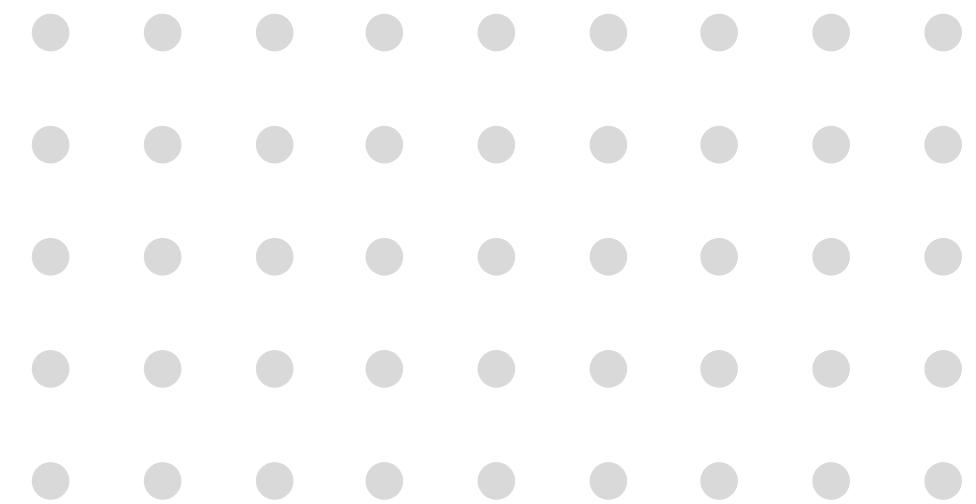
- match your activation function for your output layer based on the type of predicted variable
- Rule of thumb - begin with using the ReLU activation function, then move over to other activation functions if ReLU doesn't provide optimum results
- ReLU activation function should only be used in the hidden layers
- Sigmoid function should not be used in hidden layers as they make the model more susceptible to problems during training (due to vanishing gradients)

# How to choose the right activation function?

- Rules for choosing an activation function for the output layer based on the type of prediction problem :
  - Regression - Linear Activation Function
  - Binary Classification—Sigmoid/Logistic Activation Function
  - Multiclass Classification—Softmax
- The activation function used in hidden layers is typically chosen based on the type of neural network architecture
  - Convolutional Neural Network (CNN): ReLU activation function
  - Recurrent Neural Network: Tanh and/or Sigmoid activation function



# Implementation



## Simple Perceptron

(Click on Links)

Thank you!