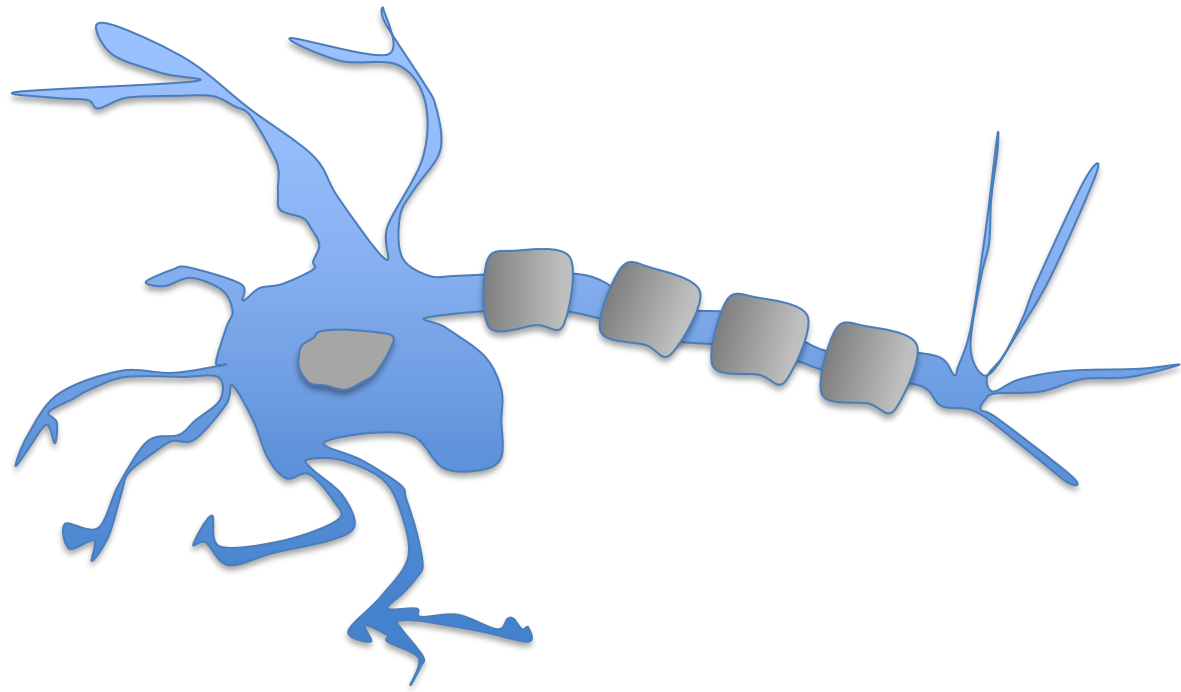
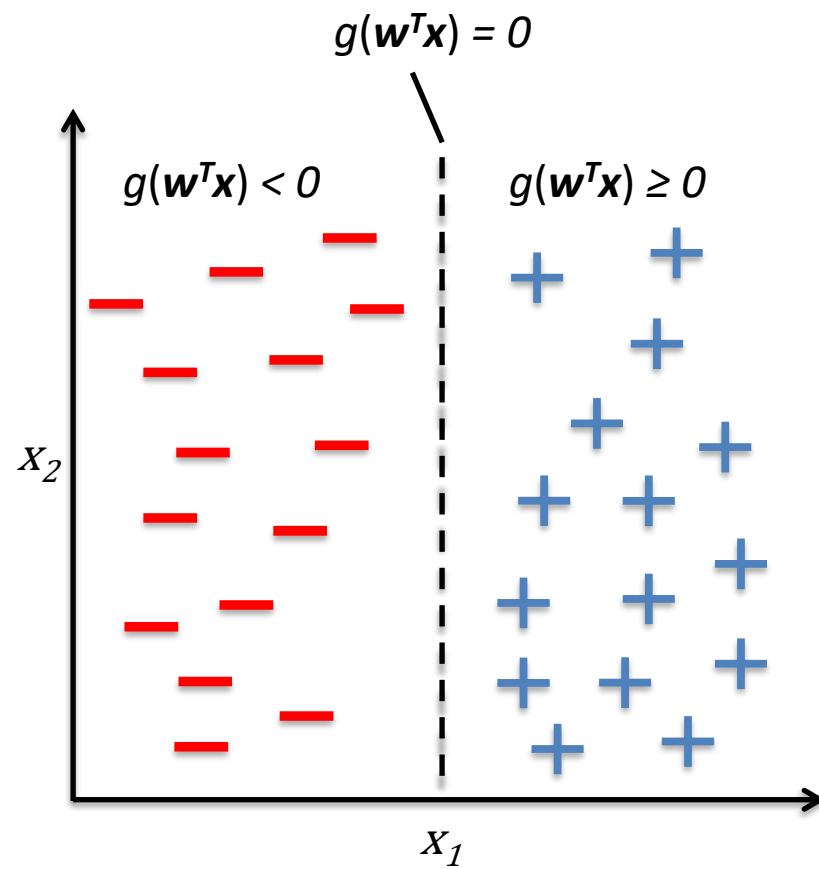
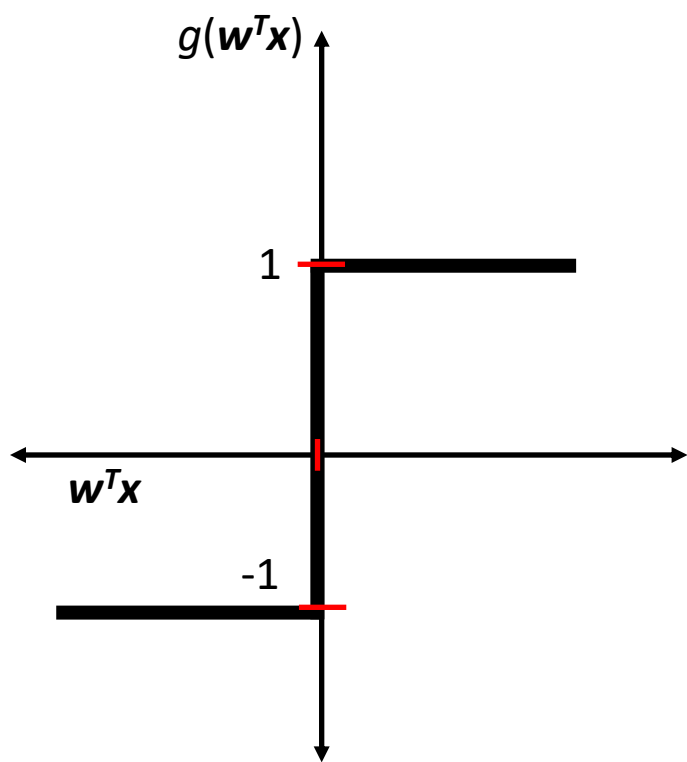
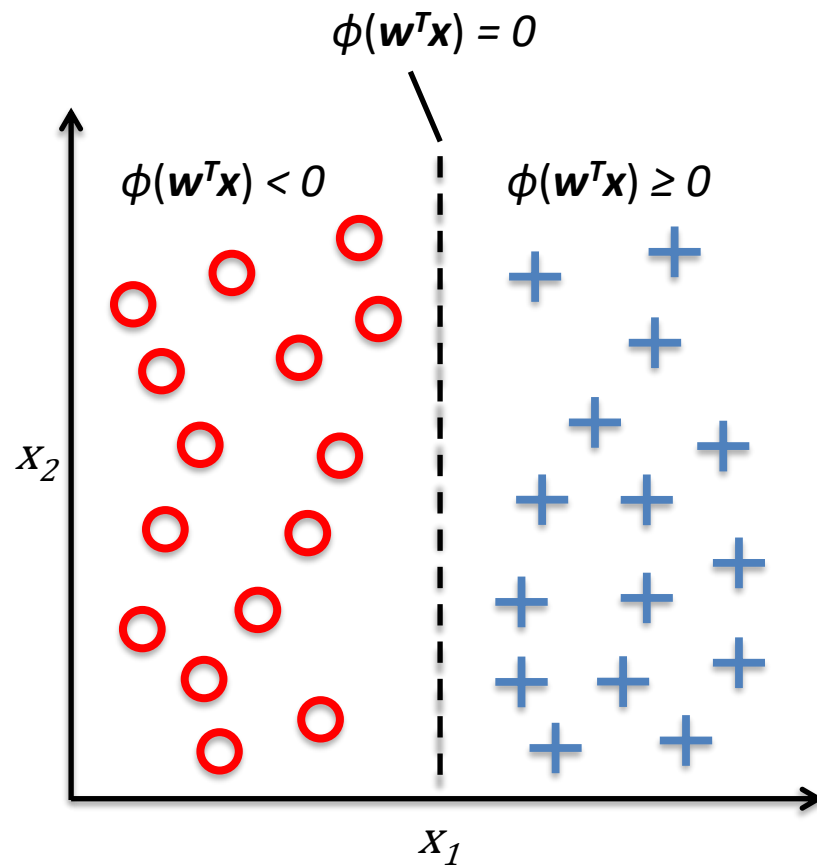
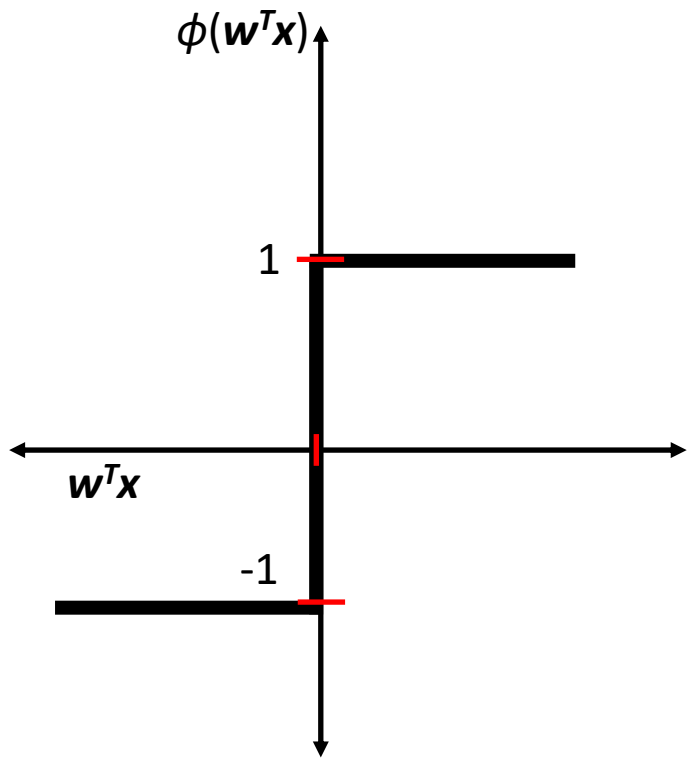
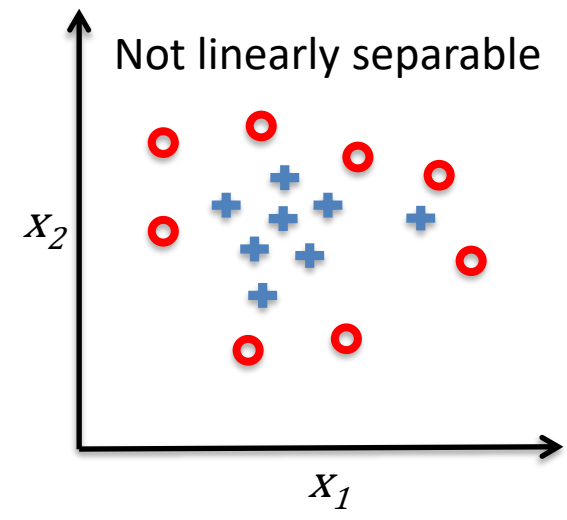
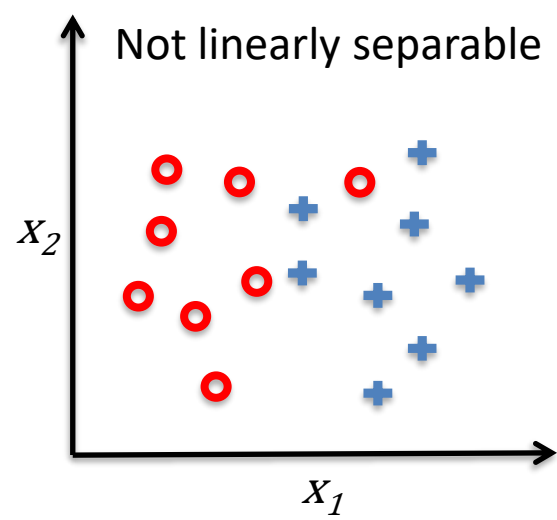
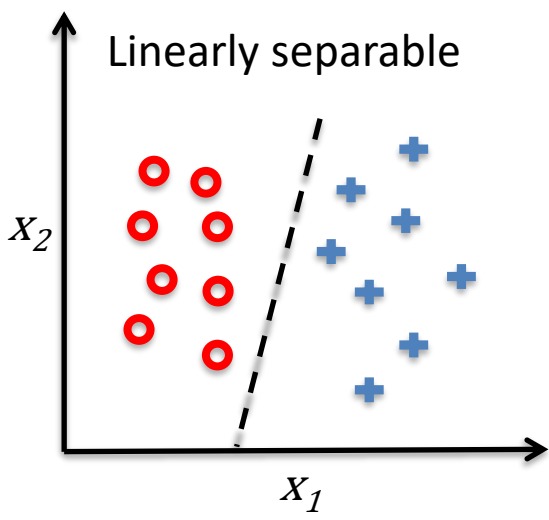


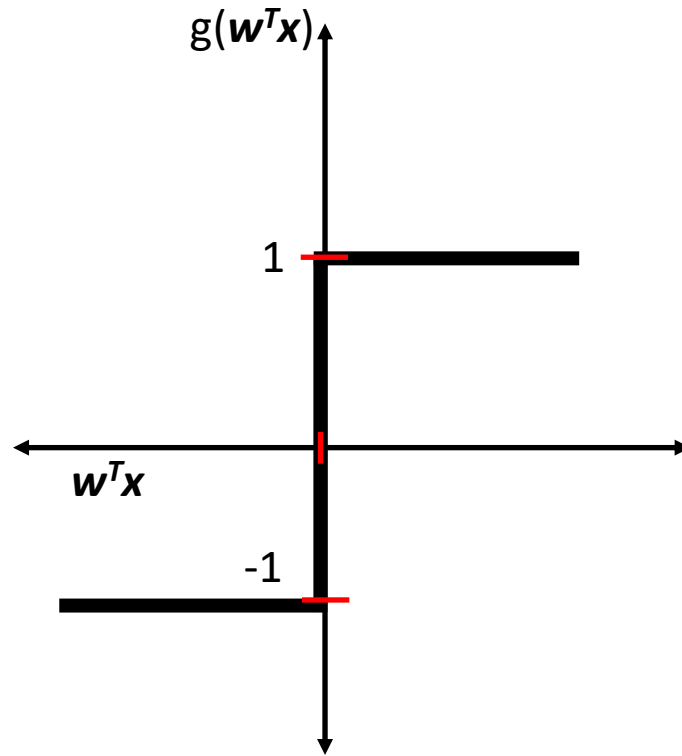
Schematic of a biological neuron.



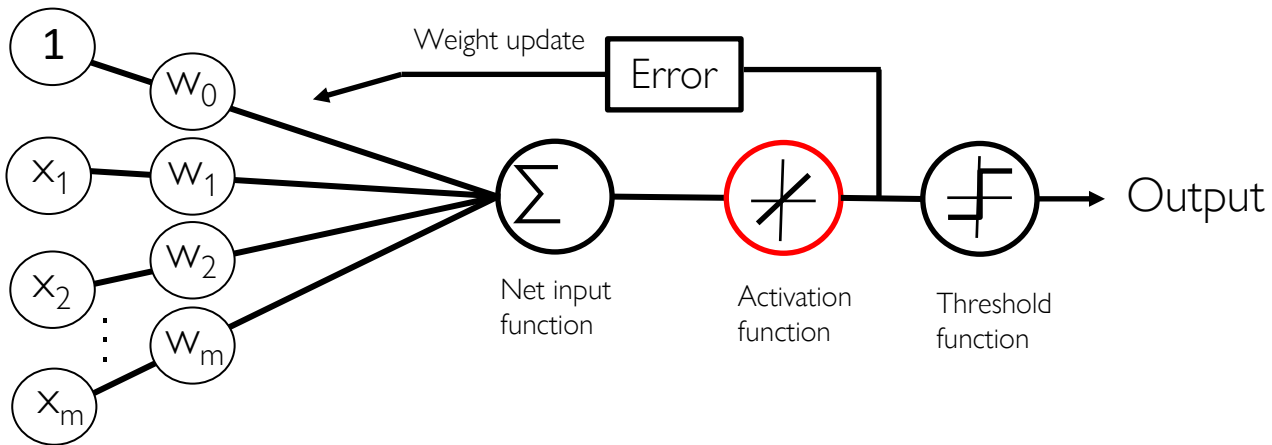
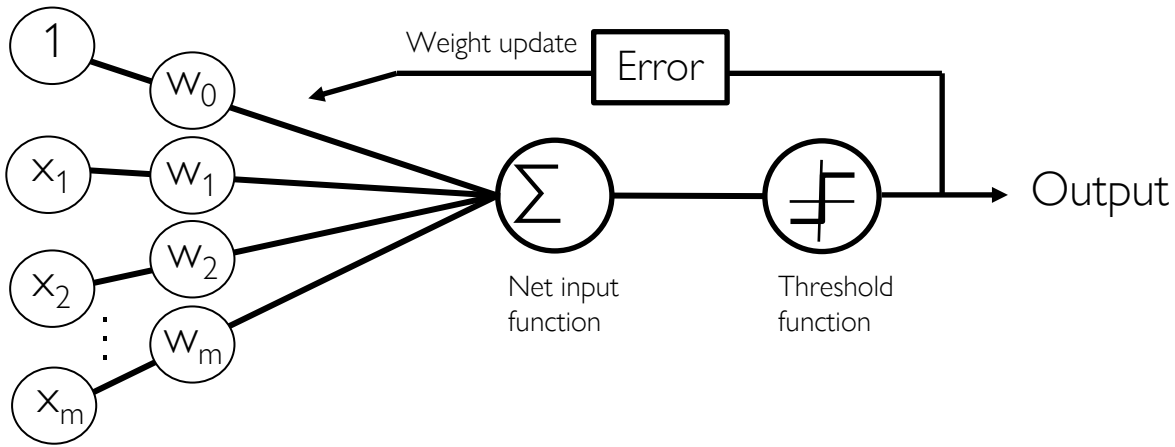




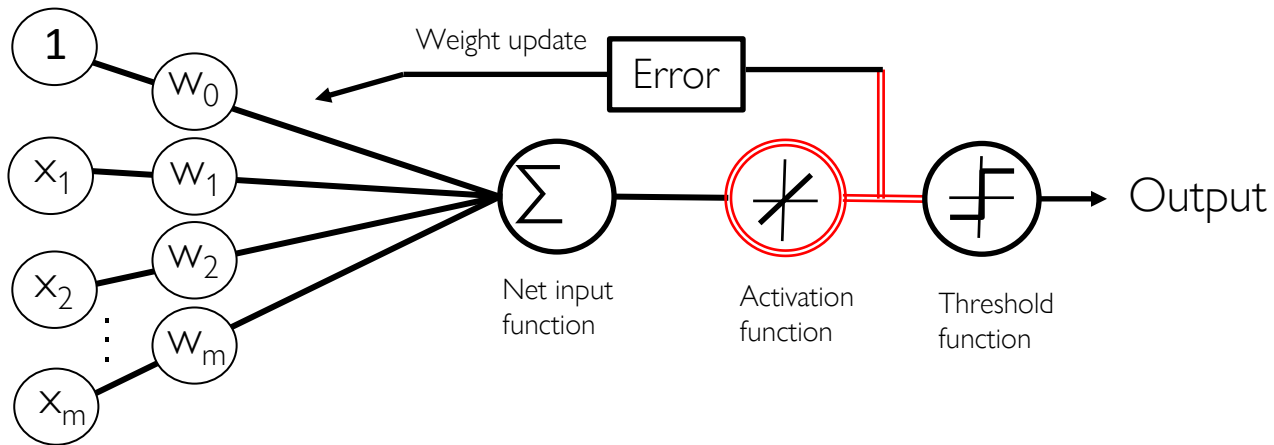
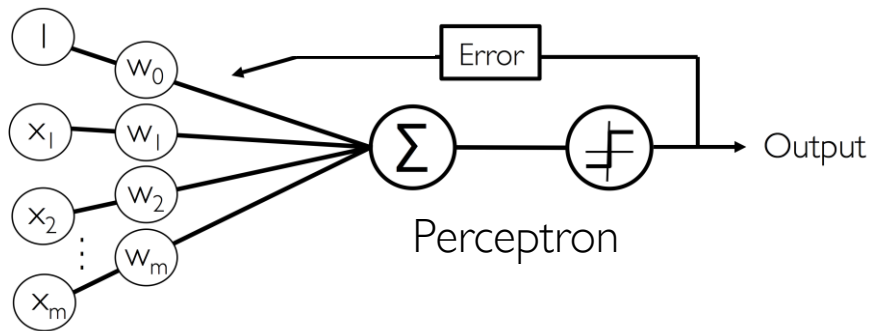




**Unit step function.**

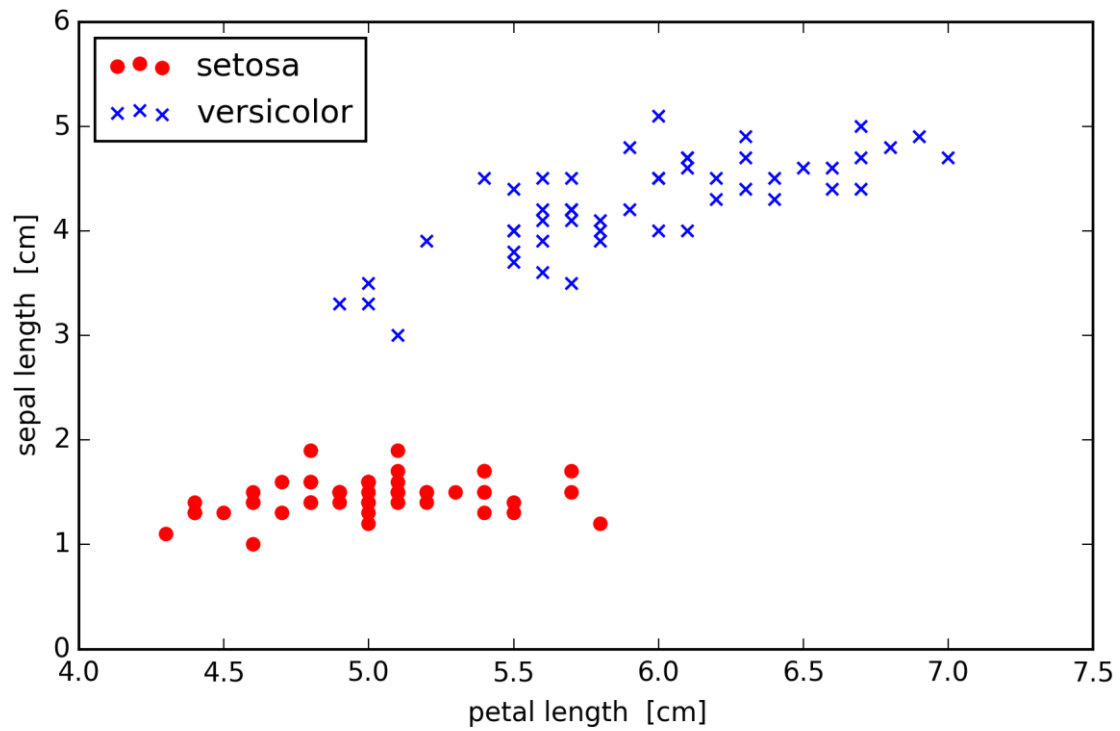


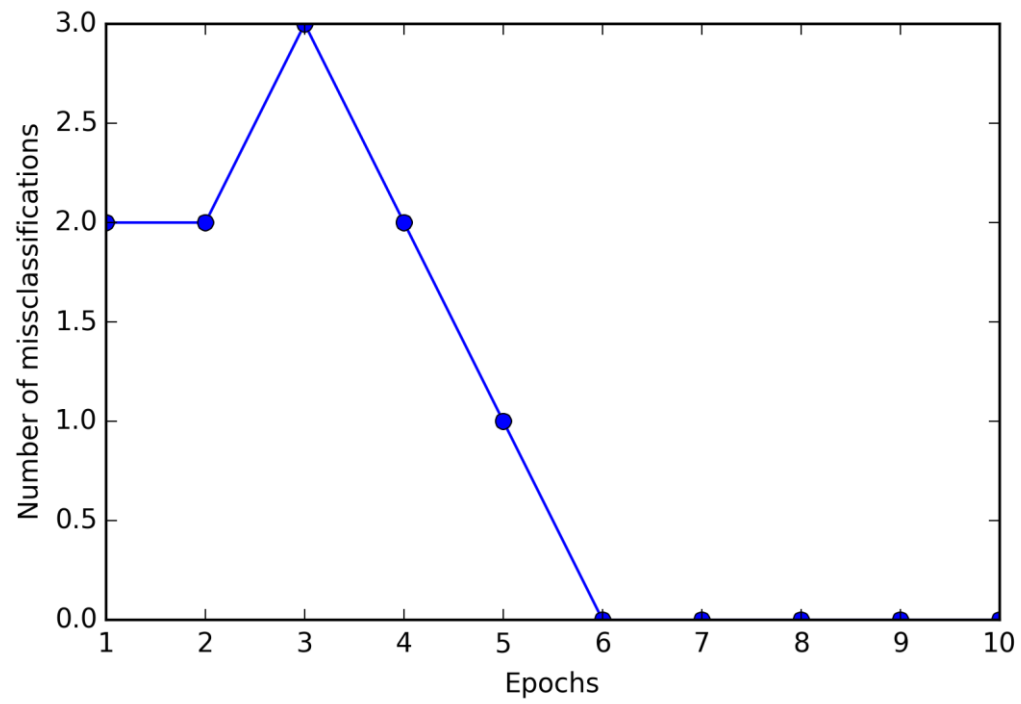
Adaptive Linear Neuron (Adaline)

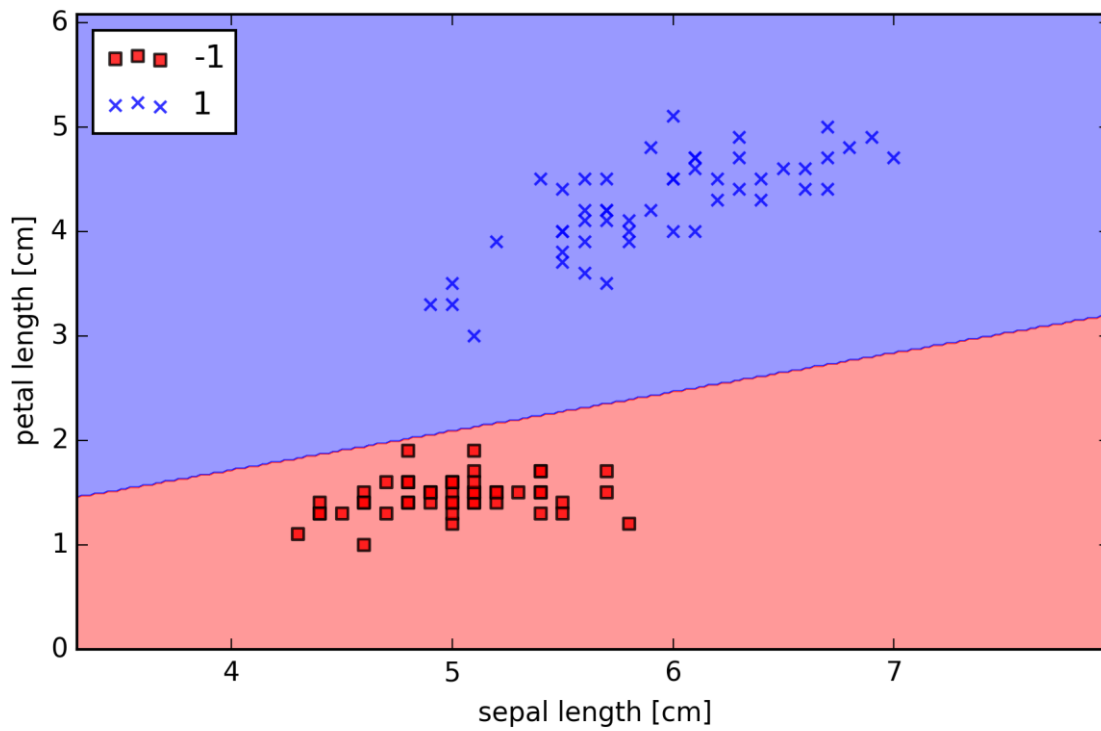


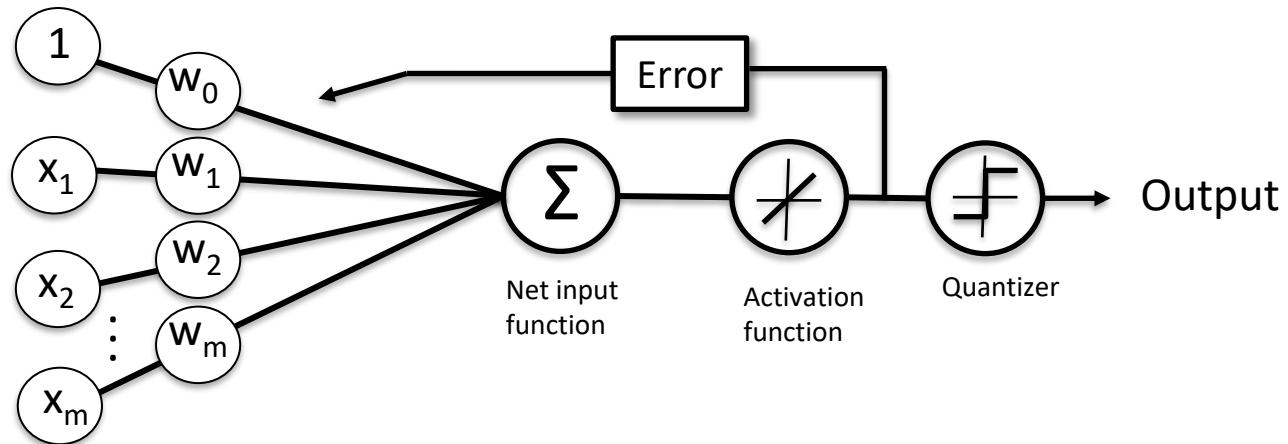


	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>145</b>	6.7	3.0	5.2	2.3	Iris-virginica
<b>146</b>	6.3	2.5	5.0	1.9	Iris-virginica
<b>147</b>	6.5	3.0	5.2	2.0	Iris-virginica
<b>148</b>	6.2	3.4	5.4	2.3	Iris-virginica
<b>149</b>	5.9	3.0	5.1	1.8	Iris-virginica

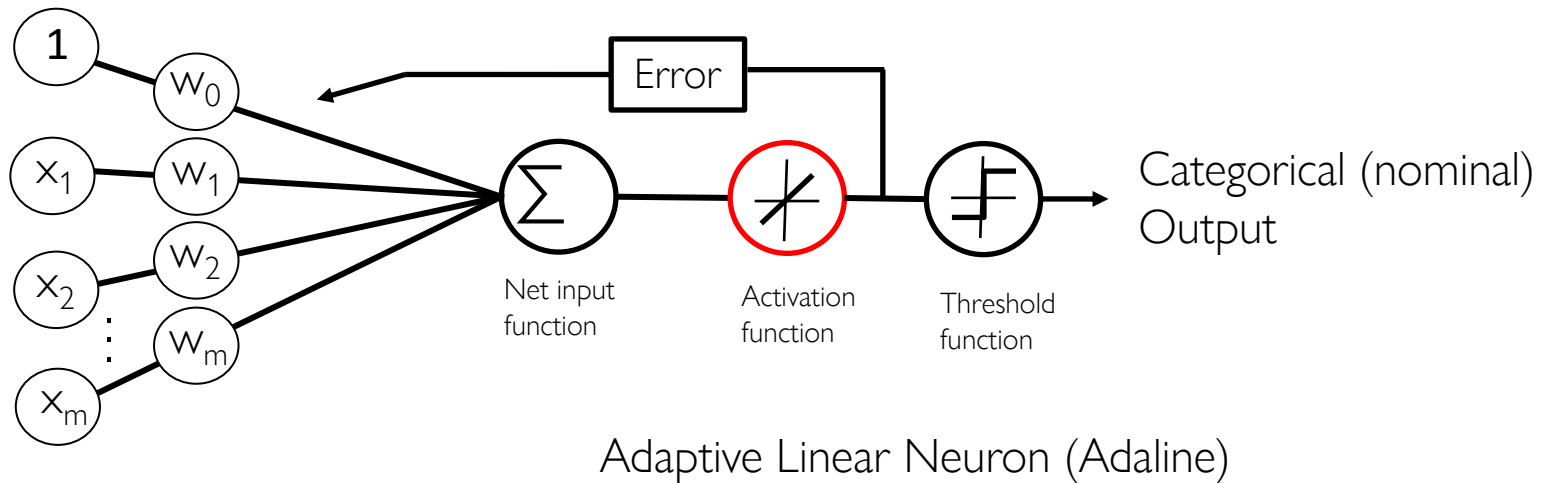
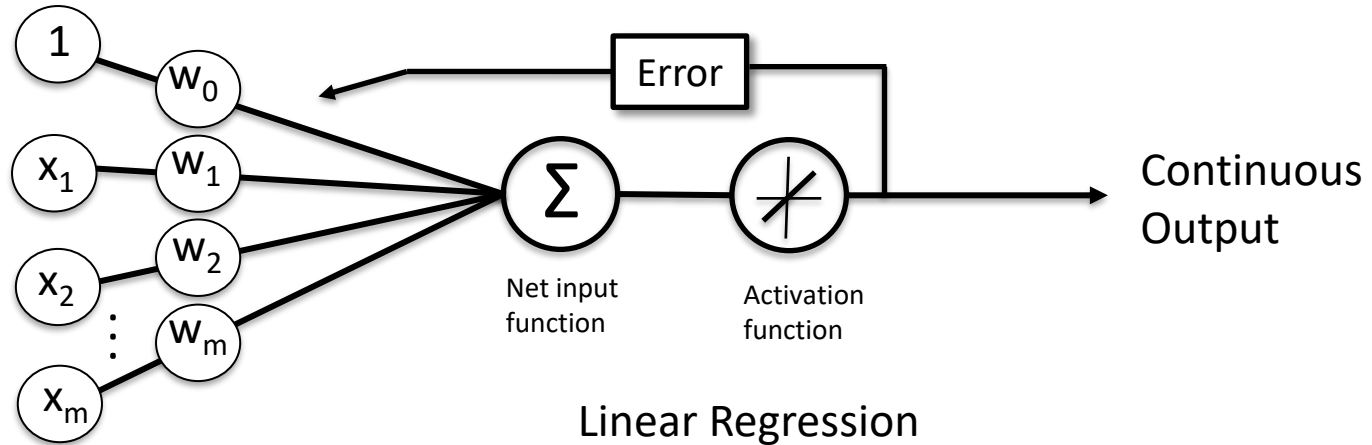








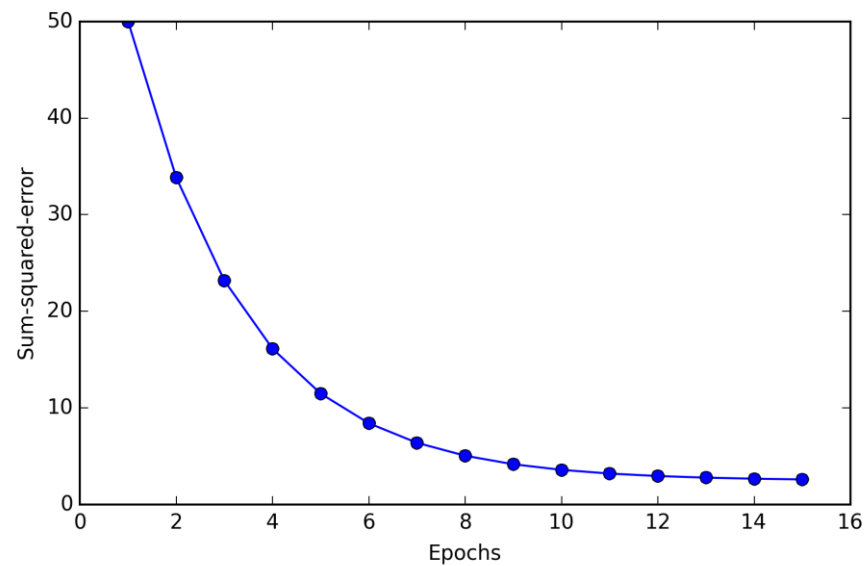
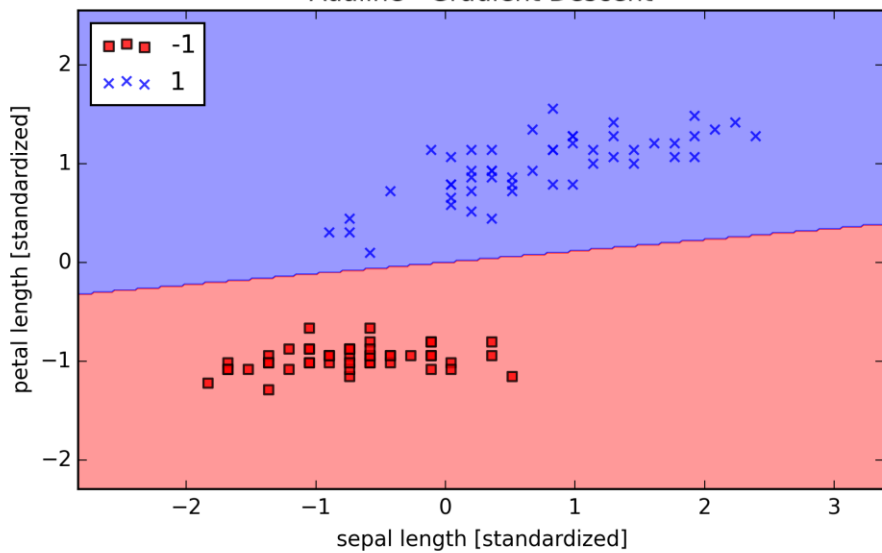
Adaline.



iris\_adaline\_gd\_cost\_convergence\_1.png

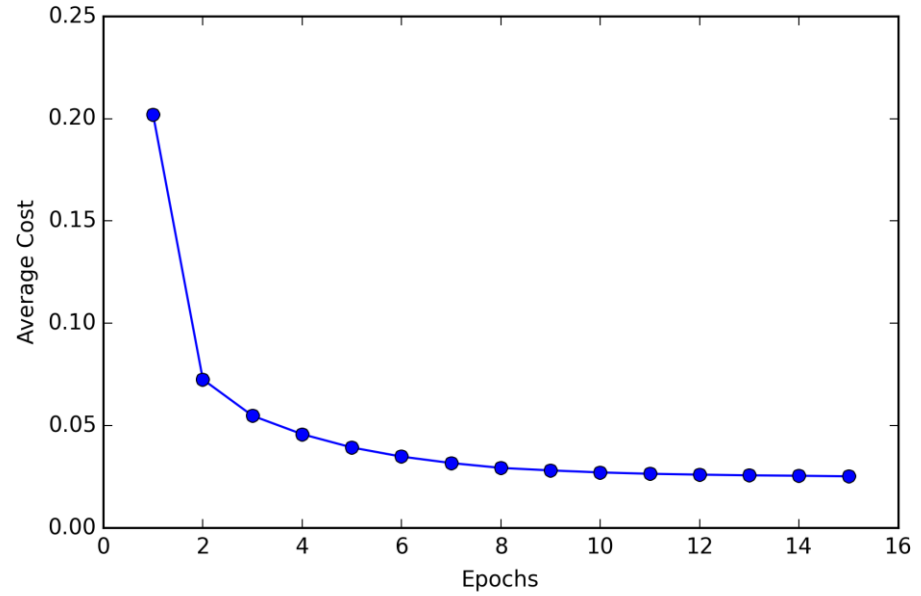
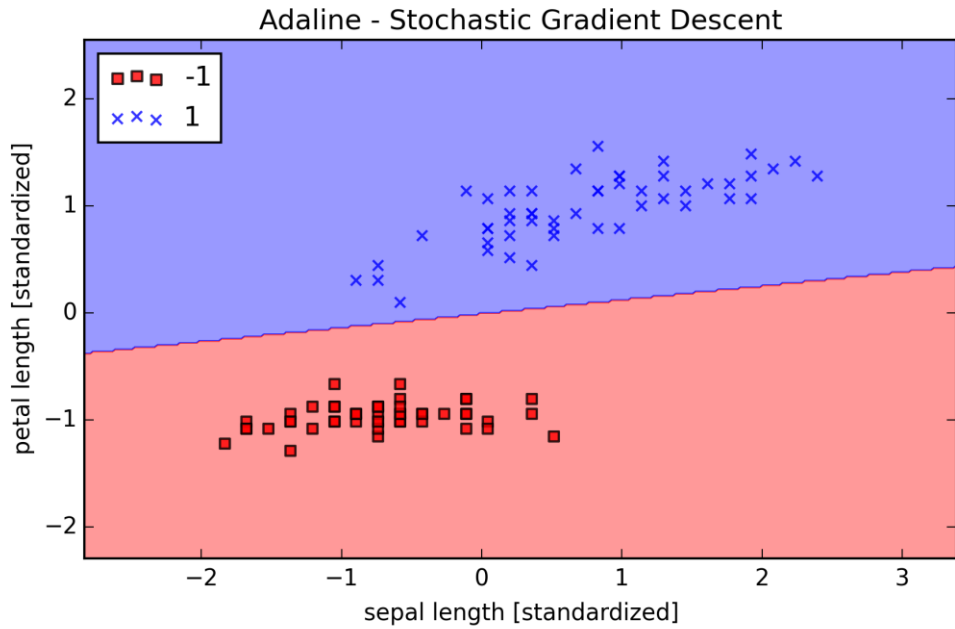
iris\_adaline\_gd\_cost\_convergence\_2.png

Adaline - Gradient Descent

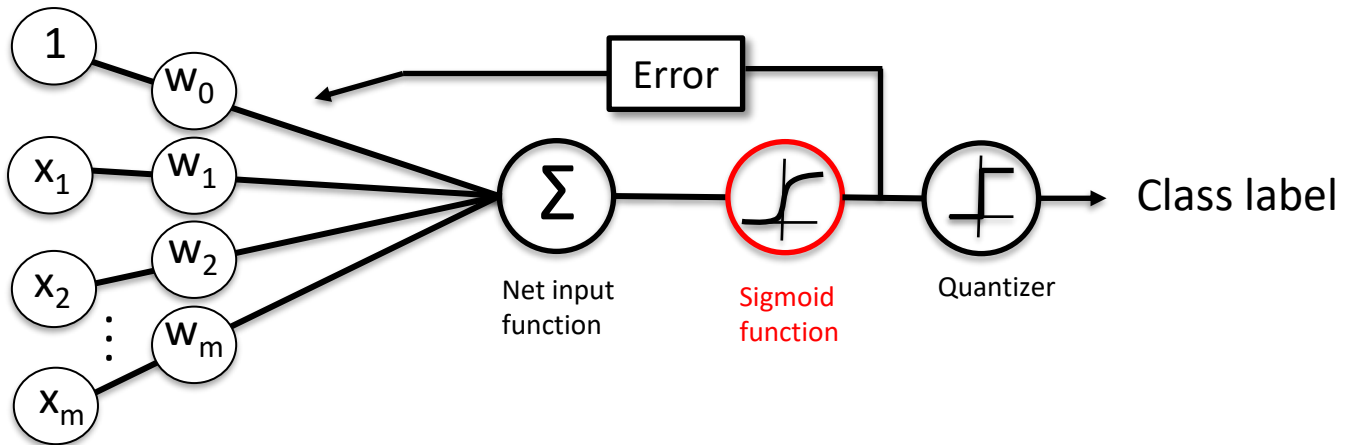


iris\_adaline\_sgd\_cost\_convergence\_1.png

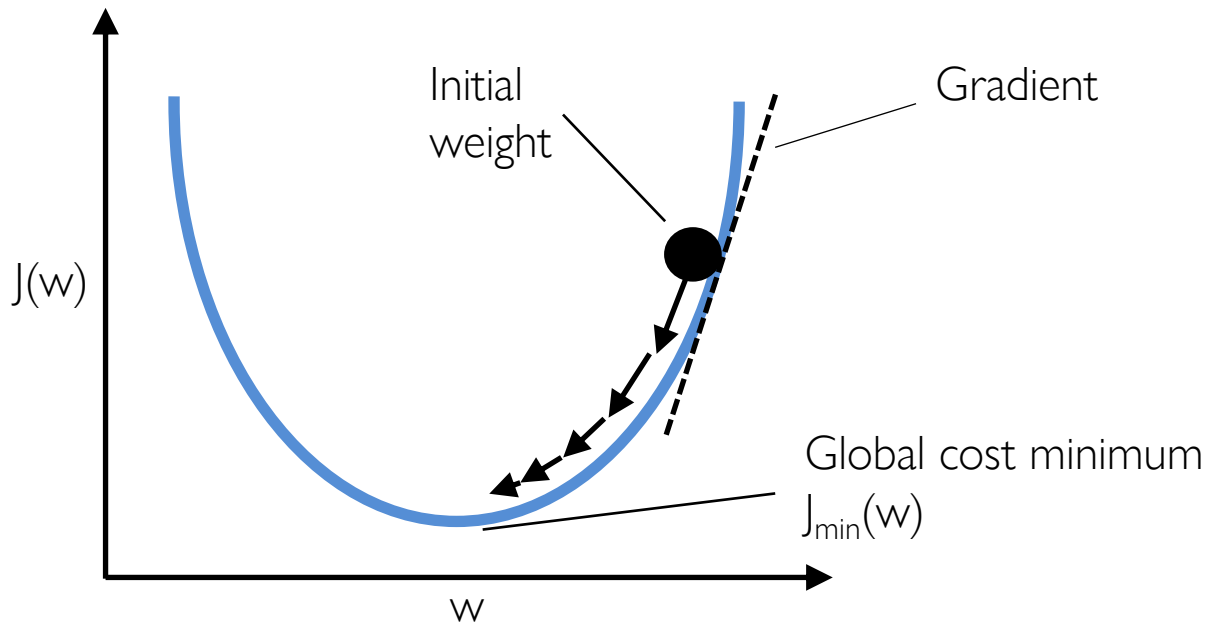
iris\_adaline\_sgd\_cost\_convergence\_2.png

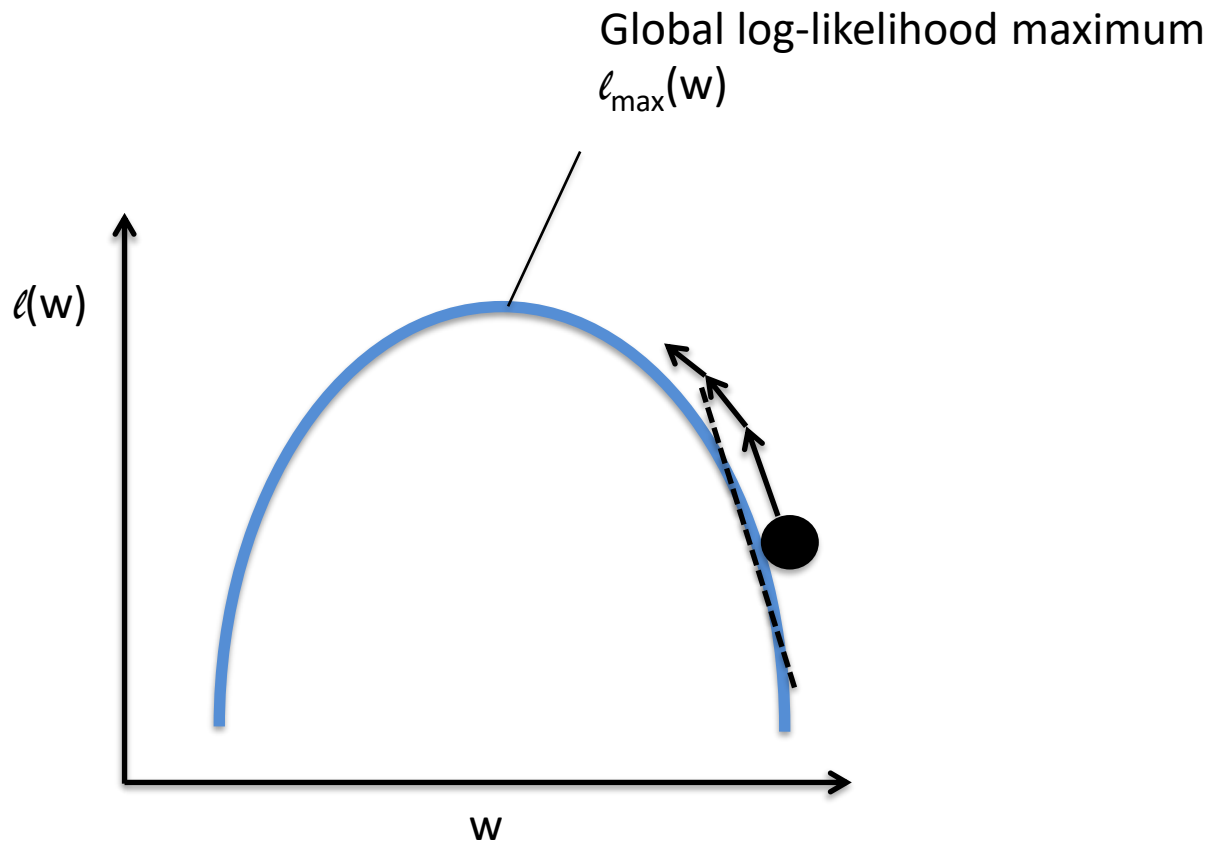


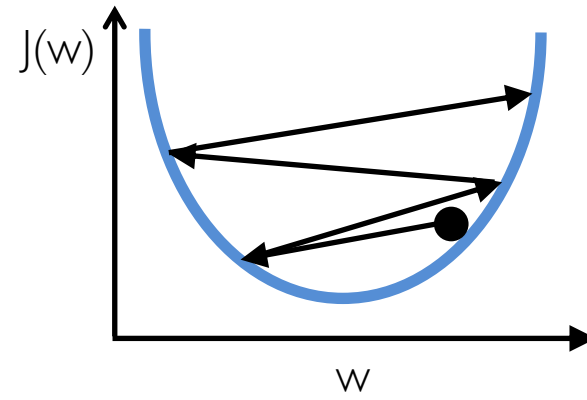
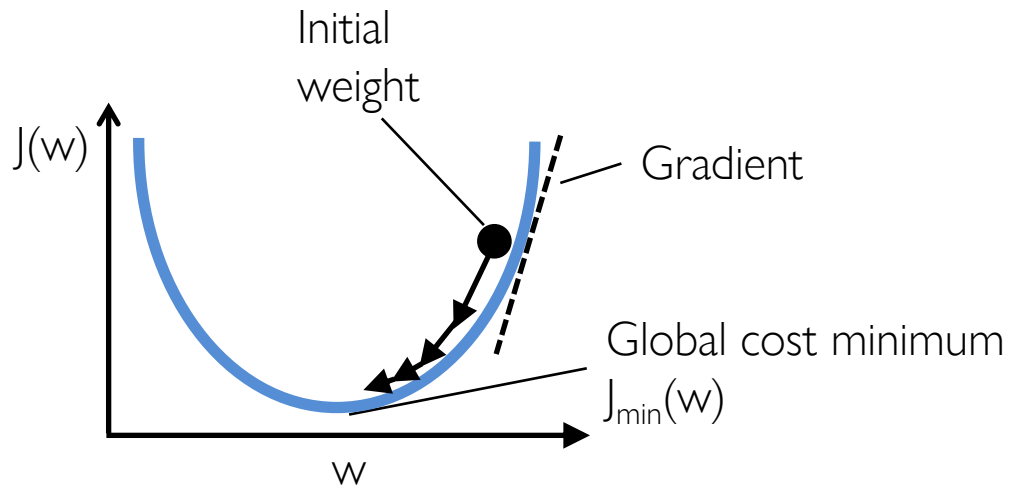


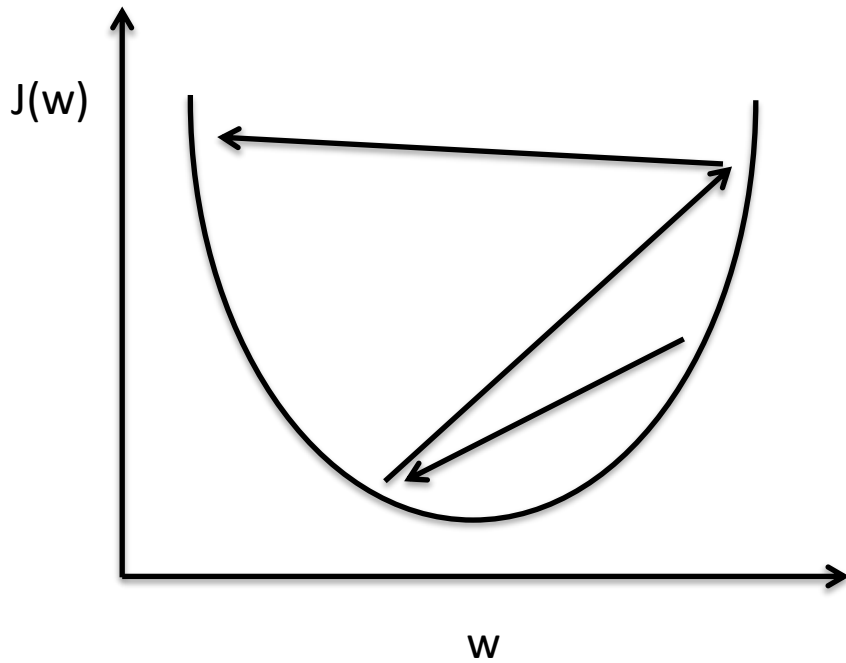


$$\begin{pmatrix} 1 & 2 & 3 \\ \times \end{pmatrix} \begin{pmatrix} 4 \\ 5 \\ 6 \end{pmatrix} = 1 \times 4 + 2 \times 5 + 3 \times 6 = 32$$

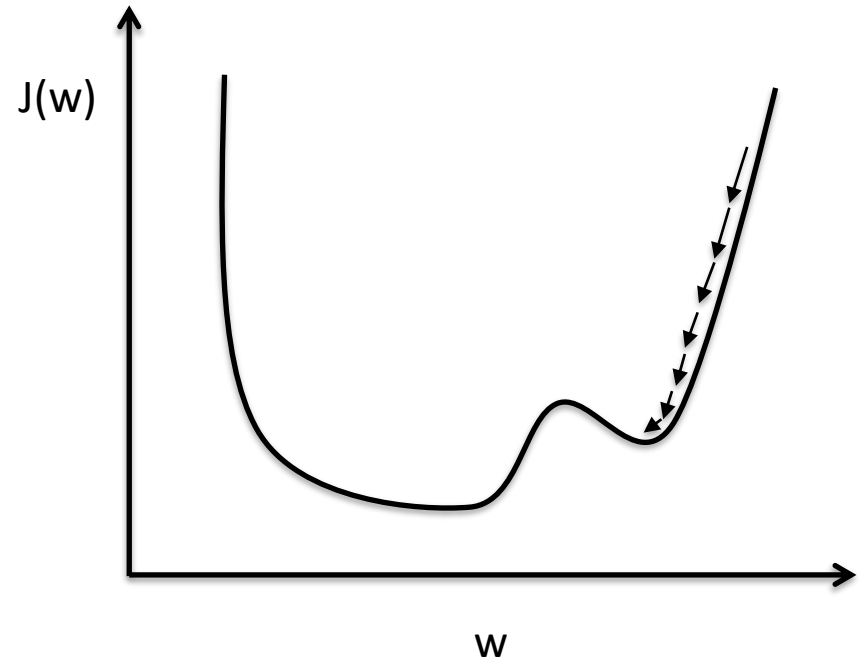




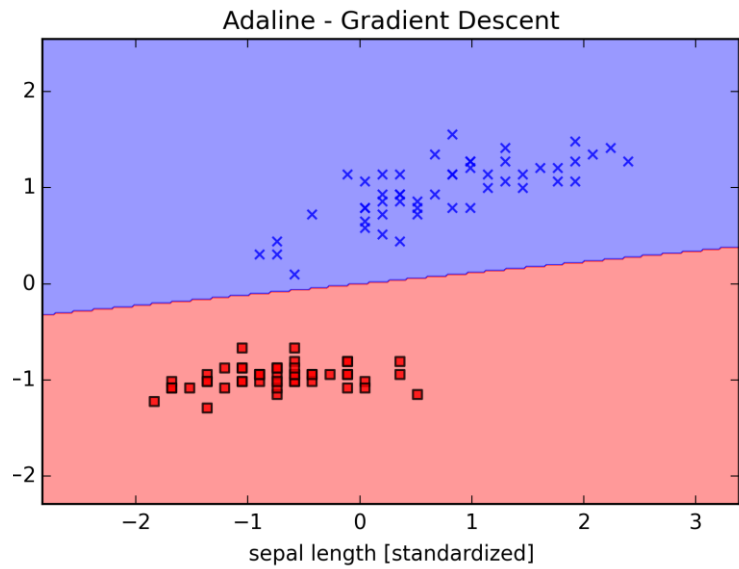
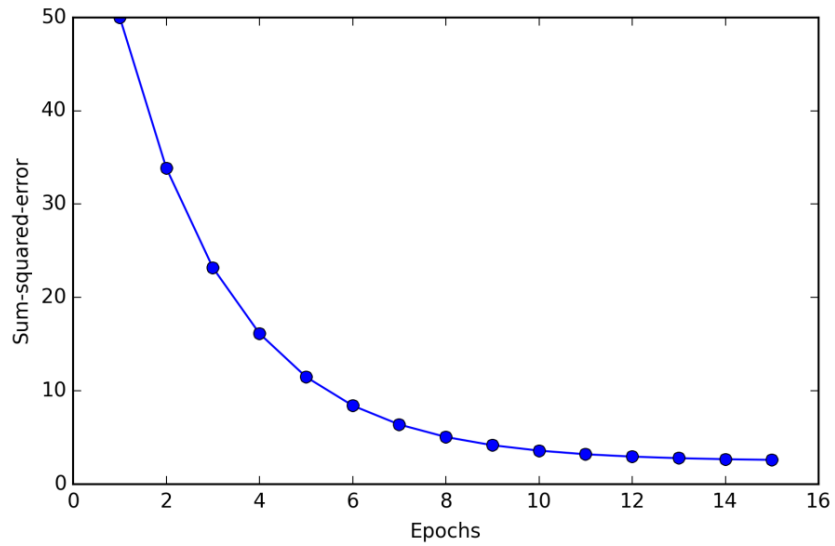


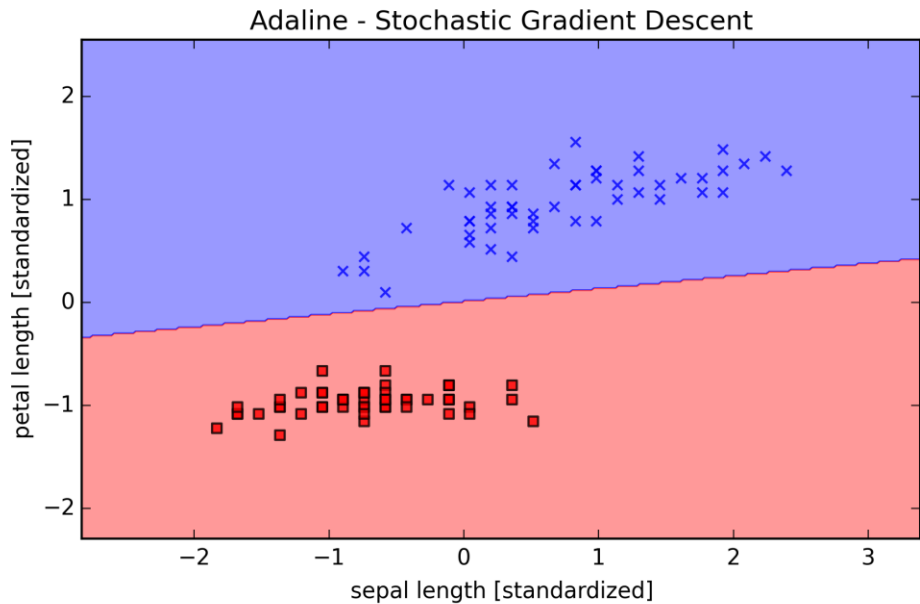
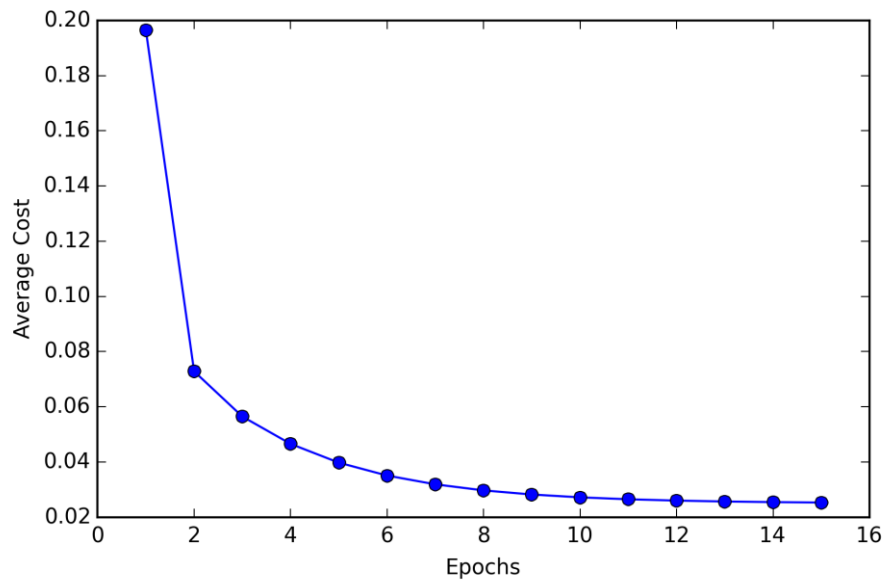


**Large learning rate: Overshooting.**

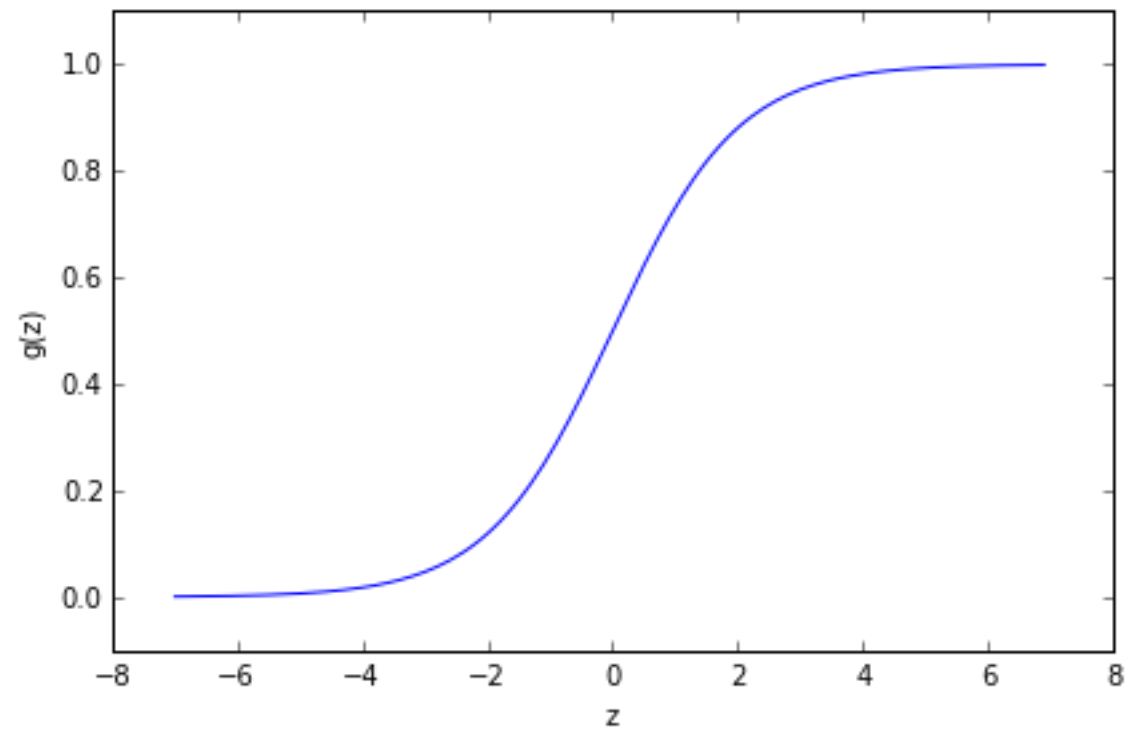


**Small learning rate: Many iterations until convergence and trapping in local minima.**

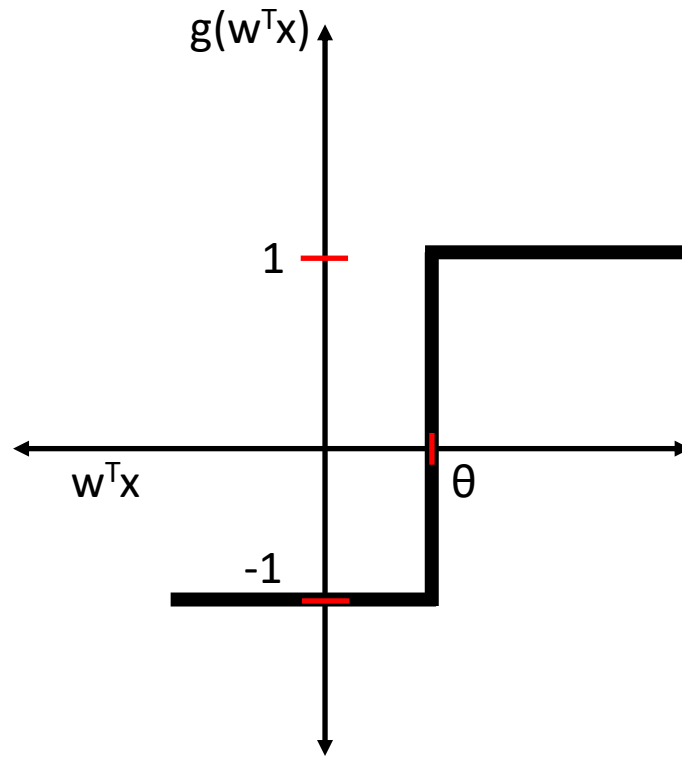




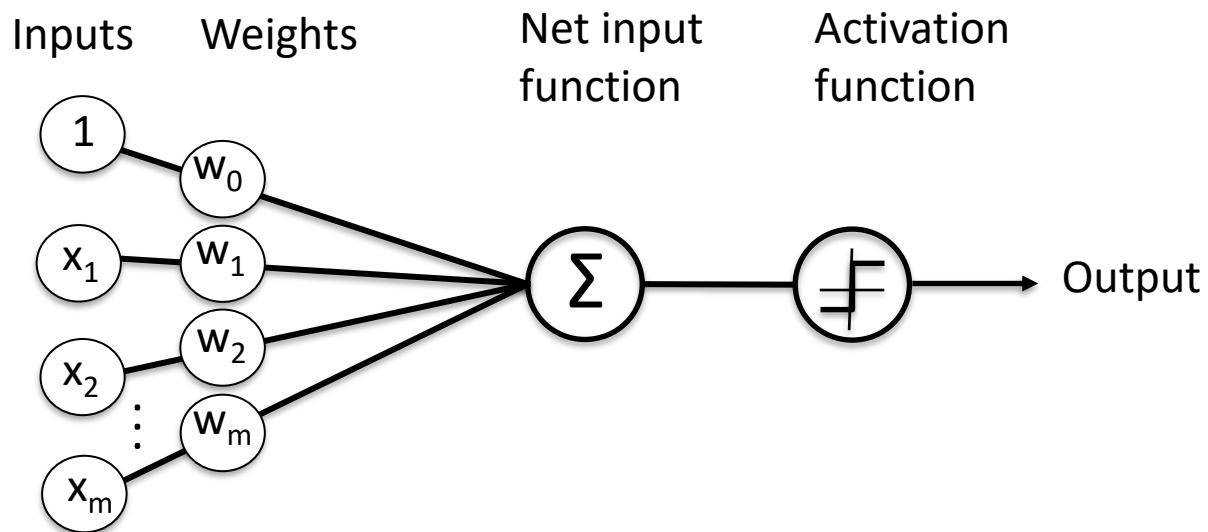




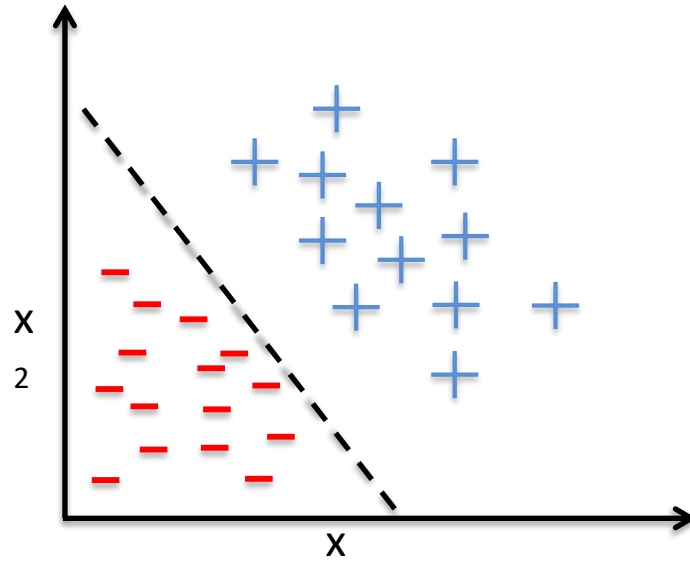




**Unit step function.**

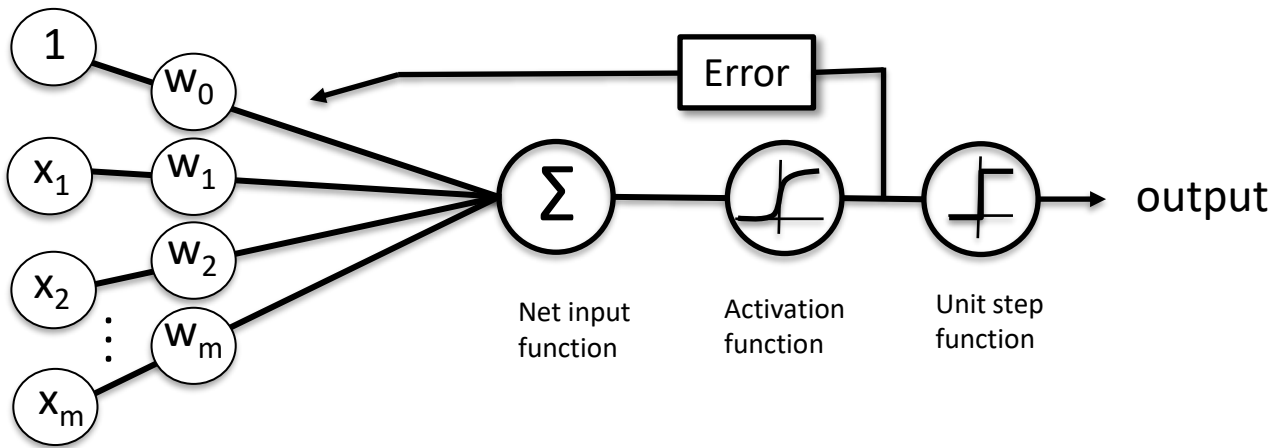


**Schematic of Rosenblatt's perceptron.**

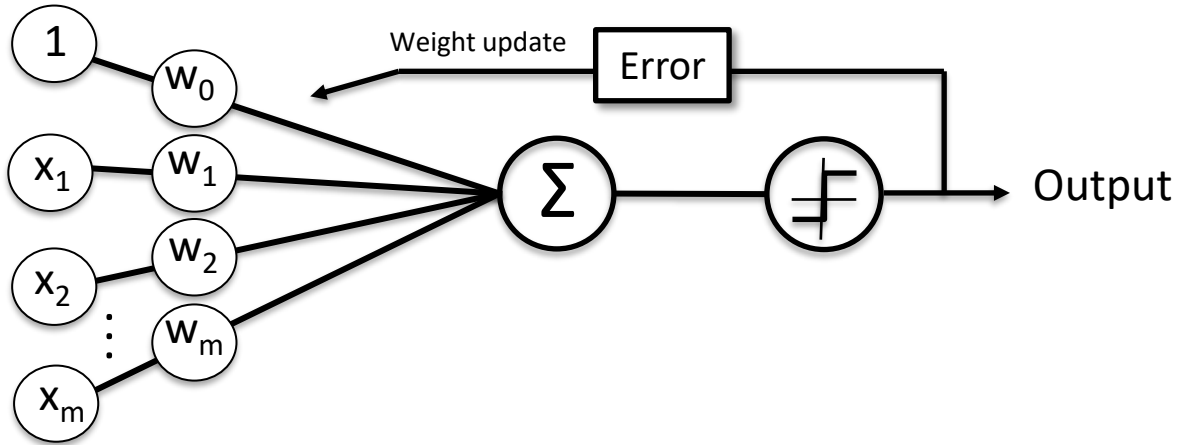


**Example of a<sup>1</sup> linear decision boundary  
for binary classification.**



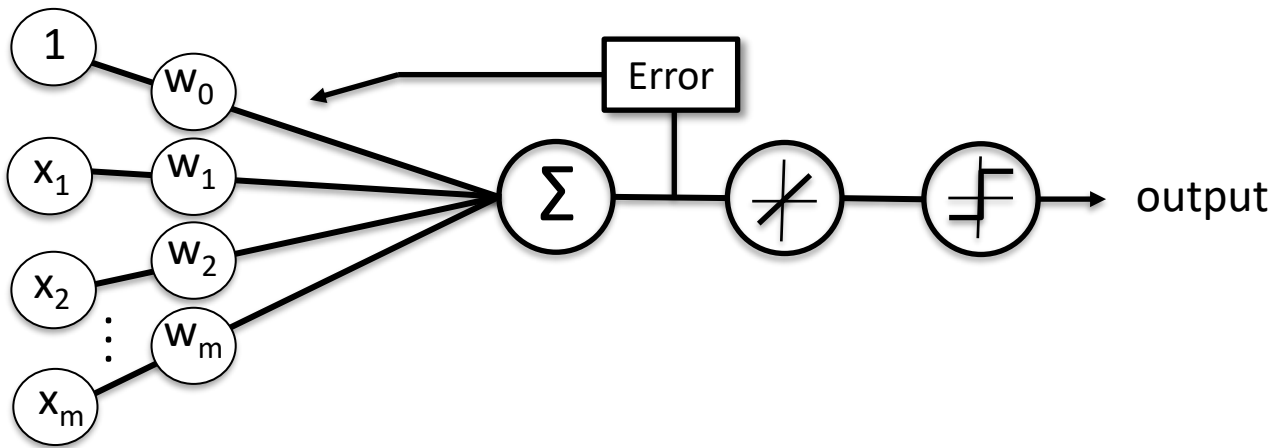


**Schematic of a logistic regression classifier.**








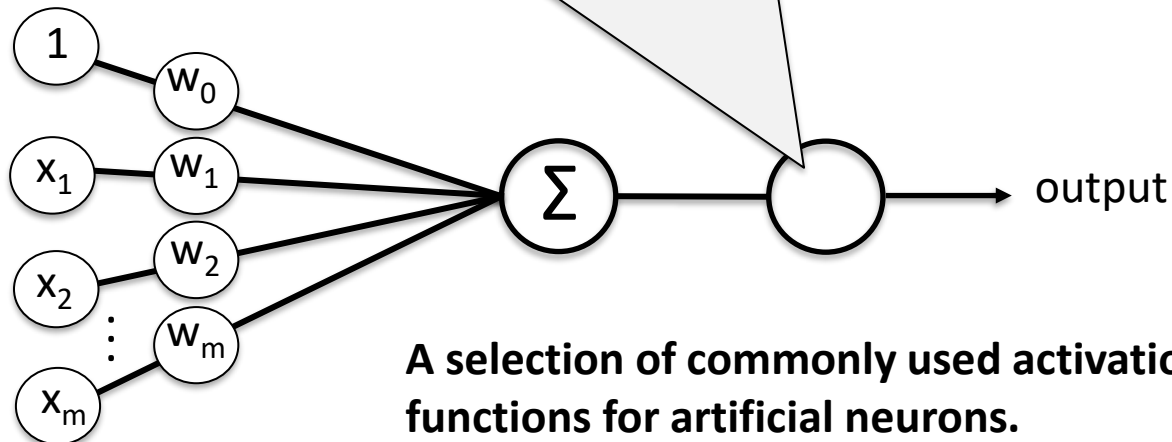
**Schematic of a perceptron classifier.**



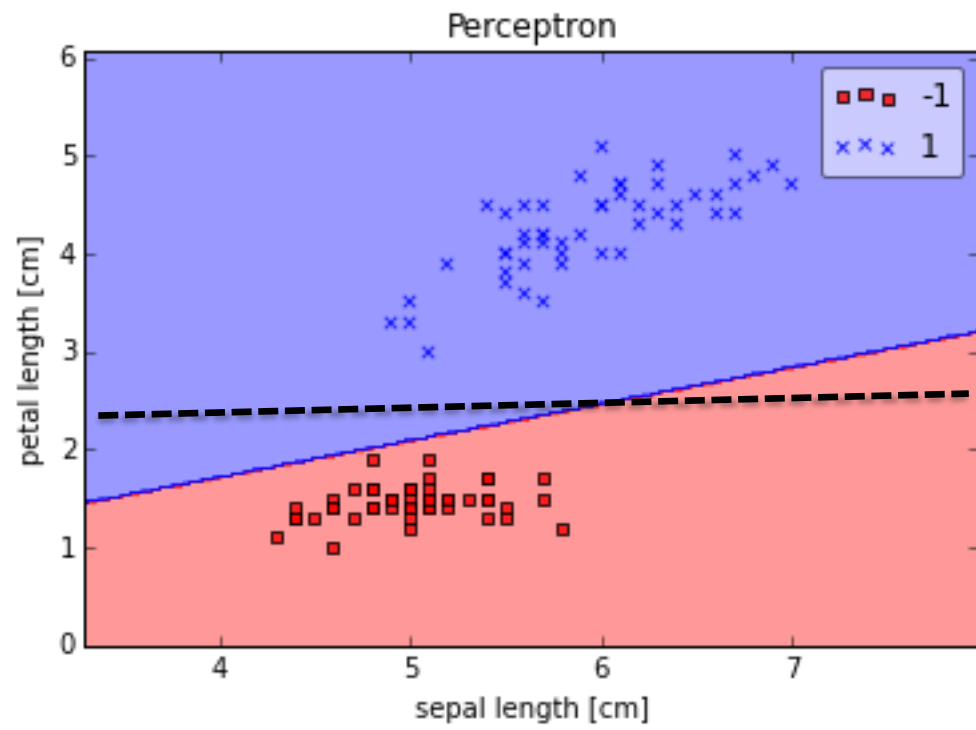


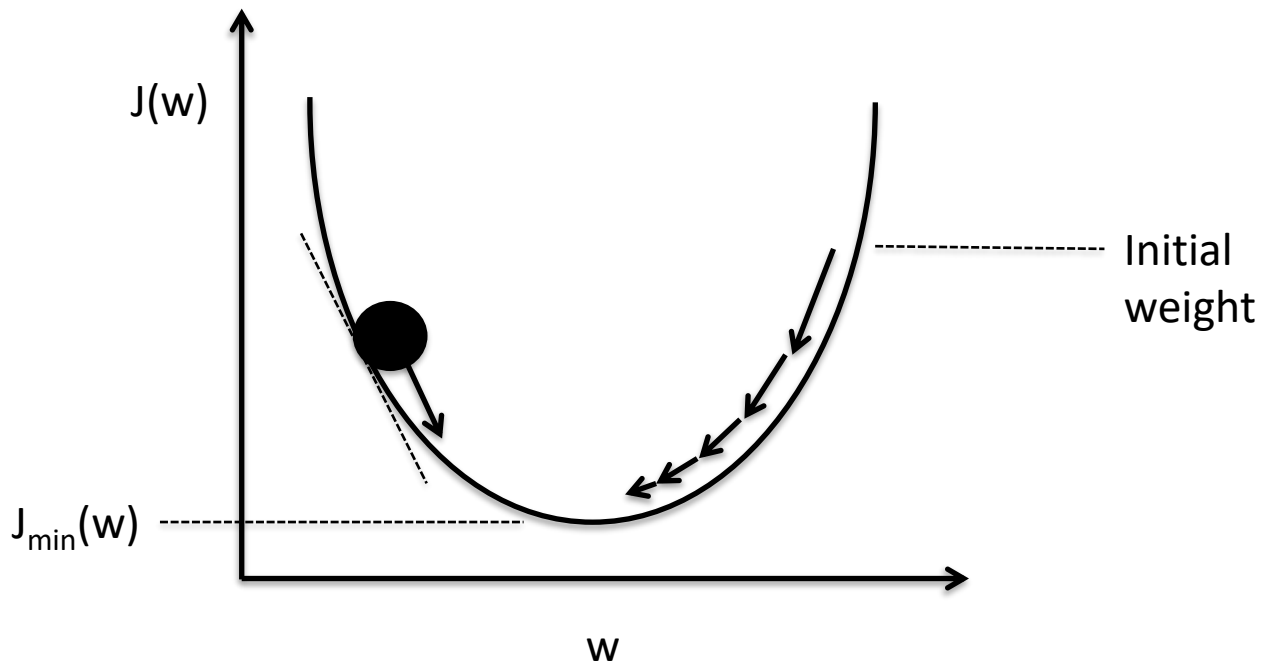
**Schematic of an Adaline classifier.**

	Unit step	$g(z) = \begin{cases} 1 & \text{if } z \geq 0 \\ -1 & \text{otherwise.} \end{cases}$
		$g(z) = \begin{cases} 1 & \text{if } z \geq 0 \\ 0 & \text{otherwise.} \end{cases}$
	Linear	$g(z) = z$
	Logistic (sigmoid)	$g(z) = 1 / (1 + \exp(-z))$
	Hyperbolic tangent (sigmoid)	$g(z) = \frac{\exp(2z) - 1}{\exp(2z) + 1}$
...		



**A selection of commonly used activation functions for artificial neurons.**





**Schematic of gradient descent.**

