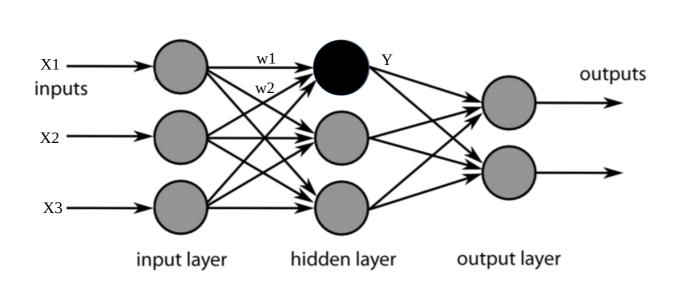
w1	0.6		0.4		-1	
w2	0.6		0.4		0	
b	0		0		1	
	Y=w1*x1+w2*x2+b	round(Y)	Υ	round(Y)	Υ	round(Y)
	0	0	0	0	1	1
	0.6	1	0.4	0	1	1

0.4

8.0



0.6

1.2

x1

x2

x1 or x2 | x1 and x2

not x1