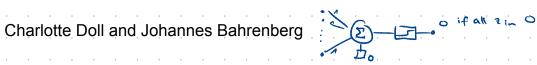
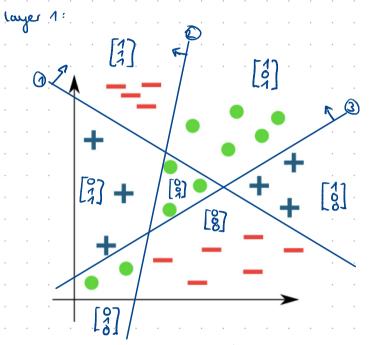
Ex2 - Task 1

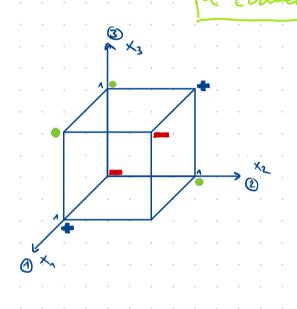


masked logical or:
$$z_{out} = g(z;c) = \Psi(z;\beta+b;c)$$
 with $\psi=\sigma$, $\beta=c\cdot 100$, $b=-50$

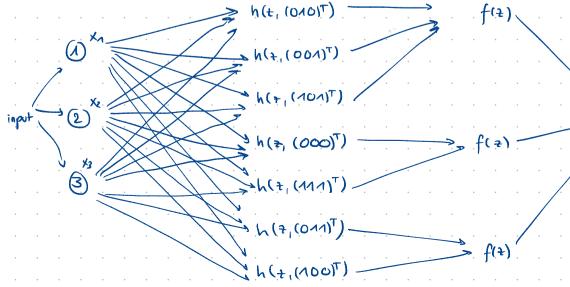
perfect match:
$$f_{\text{out}} = h(f_{\text{i}},c) = \Psi(f_{\text{i}},c) = \Psi(f_{\text{i}},c) = -100$$
scalar now $f_{\text{out}} = f_{\text{out}}$

(5) I this solution shader water too





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 $z_{i,j} = X_{i,j}$, $\tilde{z}_{i,j} = z_{i,j}$, $g_{i,j} + g_{i,j}$, $g_{i,j} = \phi_{i,j}(\tilde{z}_{i,j})$

assume \$\psi_ is identity fet \rightarrow Z_L = Z_L

for L>1 layers -> = (... ((2, B, +b,)B, +b2)B3 +b3)...)BL + bL

$$= ((...(5^{\circ}B_{1}B_{2} + b_{1}B_{2} + b_{2})B_{3} + b_{3})...)B_{L} + b_{L}$$