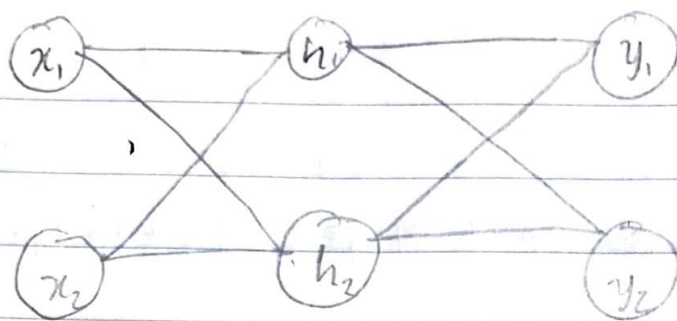


Toy Example



$$x = \begin{bmatrix} 1 \\ 0 \end{bmatrix} \begin{cases} \text{cat} \end{cases} \quad \text{dog} \\ \begin{bmatrix} 0 \\ 1 \end{bmatrix} \quad \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$

$$W_1^1 = \begin{bmatrix} 3 & 6 \\ 4 & 5 \end{bmatrix} \quad w_0^1 = \begin{bmatrix} 1 \\ -6 \end{bmatrix}$$

$$W_2^2 = \begin{bmatrix} 2 & 3 \\ 4 & 3 \end{bmatrix} \quad w_0^2 = \begin{bmatrix} -1 \\ -2 \end{bmatrix}$$

$$h_1 = \sigma_{\text{Sog}} (W_1^{1T} x + w_0^1)$$

$$h_2 = \sigma_{\text{Softmax}} (W_2^{2T} h + w_0^2)$$