



```
0,= his (1.8) + his (0.9) + his (-0.5) + bias
   = (1.2)(1.8) + (9.6)(0.4) + (11.4)(-0.5)+1
      2:16+ 8.64+ (-5.7)+1
     11.80-57
      64 6.1
0, = h, (0.5) + h,2 (-1.1) + h,3 (0.2) + bias
  = Ax (1.2)(0.5) + (9.6)(-1.1) + (11.4)(0.2) + 0
  = 0.6 - 10.56 + 2.28
  = -8.88
      Since RelV is activation
 0, will output 0
                             A STANGE A
        3 + (1) ds + (1) ds
                 1. 4. 31 -6 3 =
```