

h1 = x1\*w11 + x2\*w21 h2 = x1\*w12 + x2\*w22 h3 = x1\*w13 + x2\*w23 h4 = x1\*w14 + x2\*w24

y = max(0, h1)\*v1 + max(0, h2)\*v2 + max(0, h3)\*v3 + max(0, h4)\*v4