$$W_{h} = \begin{vmatrix} 4 & -5 \\ -3 & 2 \end{vmatrix}$$
 $b_{0} = \begin{bmatrix} 0 & 0 \end{bmatrix}$ 

$$w_{y} = -4$$

$$2 \qquad \qquad \chi_{y} = 1 \qquad \chi_{y} = 2 \qquad \chi_{z} = 3$$

$$h_1 = \tanh (1 \times [3 - 4] + 0 + 0)$$

$$h_2 = \tanh \left(2 \times \left[3 - 4\right] + \left[0.99505 - 0.99932\right] \left[4 - 5\right] + \left[3 - 4\right] + \left[3 - 99505 - 0.99932\right] \left[4 - 5\right] + \left[3 - 99505 - 0.99932\right] \left[4 - 9505 - 0.99932\right] \left[4 - 9505 - 0.99932\right] \left[4 - 9505 - 0.99952\right] \left[4 - 9505 - 0.99952\right] \left[4 - 9505 - 0.9952\right] \left[4$$

$$h_3 = \tanh \left( 3 \times \left[ 3 - 4 \right] + \left[ 0.99999 - 1 \right] \left[ 4 - 5 \right] + 0 \right)$$

+10 4-8 = 101

| Model: "sequential"  |                |         |
|--|----------------|---------|
| Layer (type)   | Output Shape   | Param # |
| embedding (Embedding)  | (None, 20, 6)  | 72120   |
| simple_rnn (SimpleRNN)   | (None, 20, 64) | 4544    |
| simple_rnn_1 (SimpleRNN)   | (None, 20, 32) | 3104    |
| simple_rnn_2 (SimpleRNN)   | (None, 16)     | 784     |
| dropout (Dropout)  | (None, 16)     | 0       |
| dense (Dense)  | (None, 24)     | 408     |
| dense_1 (Dense)  Total params: 81,110  Trainable params: 81,110  Non-trainable params: 0 | (None, 6)      | 150     |
|  |                |         |

Q2. 7. Embedding -> 72120 12020 X 6 (input dim (required output dim) II. Simple RNN (1) -> 4544 (64 × 64) + (64 × 6) + 64 (recurrent meights (no. of units x (biases)
= no of units x no. of features backpsop.
no. of units) from embedding) TI SimpleRNN(2) -> 3104  $(32 \times 32) + (32 \times 64) + 32$ (securent weight) (ifp weight = (backprop)
no. of write × no. of units of previous layer) TV Simple RNN (3) -> 784 (16 × 16) + (16 × 32) + 16 (recurrent weights) (if p weights) (backprop.) T. Dense -> 408 (24 X 16) + 24 no. of unds x no. of units) (backprop)
of previous of previous VI. Dense (output layer) -> 150 (6 × 24) + 6 (no of of x no of write ) (backprop.)
units of previous hidden layer