



0	W :: Matrix float32
Shape	(2, 2)
Overwrites Input -1	Data 0n: CPU
Value	Matrix (2, 2) [2 1] [0.9 0.7] [0.4 0.2]

1	x :: Vector float32
Shape	(2)
Overwrites Input -1	Data 0n: CPU
Value	Vector (2) [1] [ 5 7]