x1 = (2228964 / 8964879) \* 23 = 5.71855704912

x2 = (2228964 / 8964879) \* 32 = 7.95625328574

x3 = (2228964 / 8964879) \* 56 = 13.92344325

x4 = (2228964 / 8964879) \* 48 = 11.9343799286

h1 = (x1 \* w1) + (x2 \* w3) + + (x3 \* w5) (x4 \* w7)

h1 = (5.71855704912 \* 0.2) + (7.95625328574 \* 0.2) + (13.92344325 \* 0.2) + (11.9343799286 \* 0.2)

= 1.14371140982 + 1.59125065715 + 2.78468865 + 2.38687598572

**h1 = 7.90652670269**

**Note:** Relu function is return 0 if the input is negative else return the input as it is

h2 = (x1 \* w2) + (x2 \* w4) + + (x3 \* w6) (x4 \* w8)

= (5.71855704912 \* 0.2) + (7.95625328574 \* 0.2) + (13.92344325 \* 0.2) + (11.9343799286 \* 0.2)

= 1.14371140982 + 1.59125065715 + 2.78468865 + 2.38687598572

**h2 = 7.90652670269**

**Note:** Relu function is return 0 if the input is negative else return the input as it is

h3 = (h1 \* w9) + (h2 \* w11)

= (7.90652670269 \* 0.1) + (7.90652670269 \* 0.1)

**= 1.58130534054**

h4 = (h1 \* w10) + (h2 \* w12)

= (7.90652670269 \* 0.1) + (7.90652670269 \* 0.1)

**= 1.58130534054**

O1 = (1 \* 0.5) + (h3 \* w13) + (h4 \* w15)

= 0.5 + (1.58130534054 \* 0.3) + (1.58130534054 \* 0.3)

= **1.44878320432**

O2 = 1 + (h3 \* w14) + (h4 \* w16)

= 1 + (1.58130534054 \* 0.3) + (1.58130534054 \* 0.3)

= **1.94878320432**