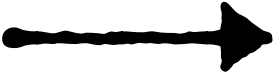




Snake



Feedforward











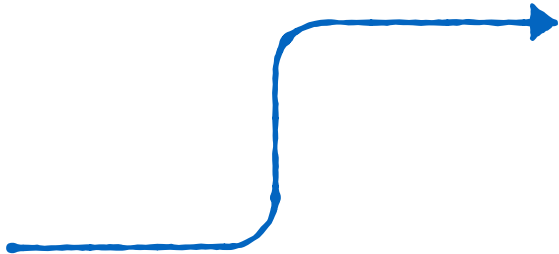


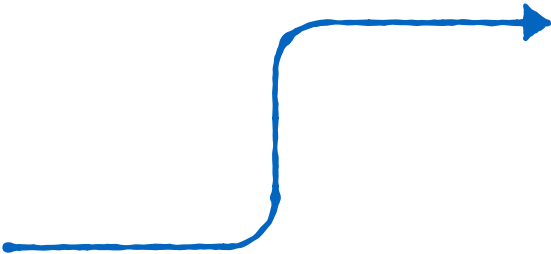


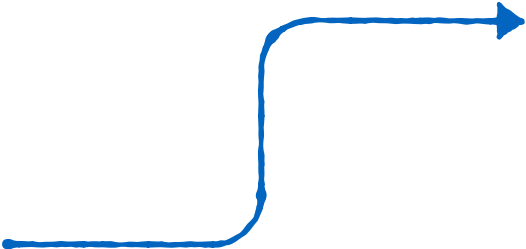


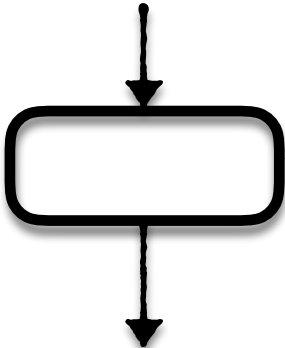


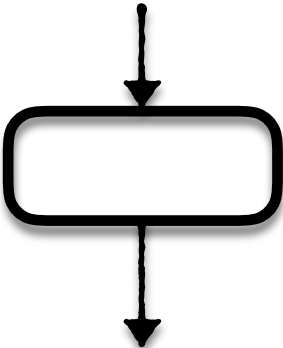
Seal

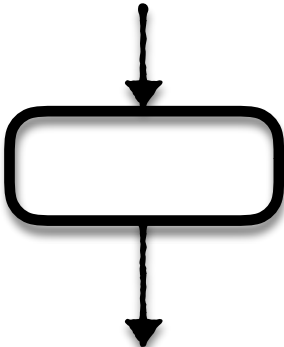


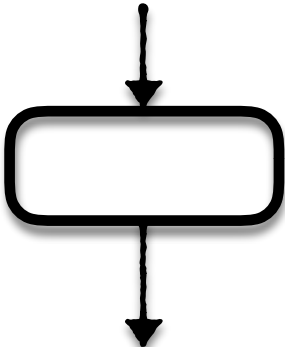


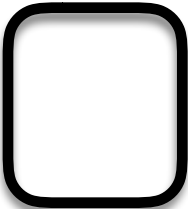


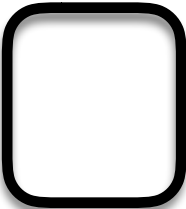




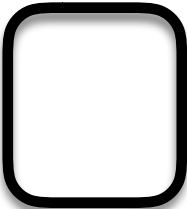




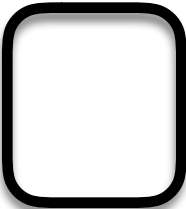














correct fine class



correct coarse, wrong fine class



wrong coarse and fine class



Snake









Chair



Lizard



Snake



Cloud



Snail



Snake

Qualitative results on CIFAR 100 test set

Snake

quary

predicted class

Nearest Neighbor

•

•

Ground Truth

physical/virtual
depth: 8

Nearest Neighbor

imdg

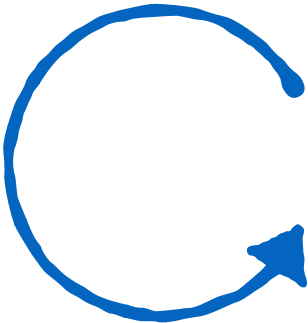
physical/virtual
depth: 16

physical/virtual
depth: 24

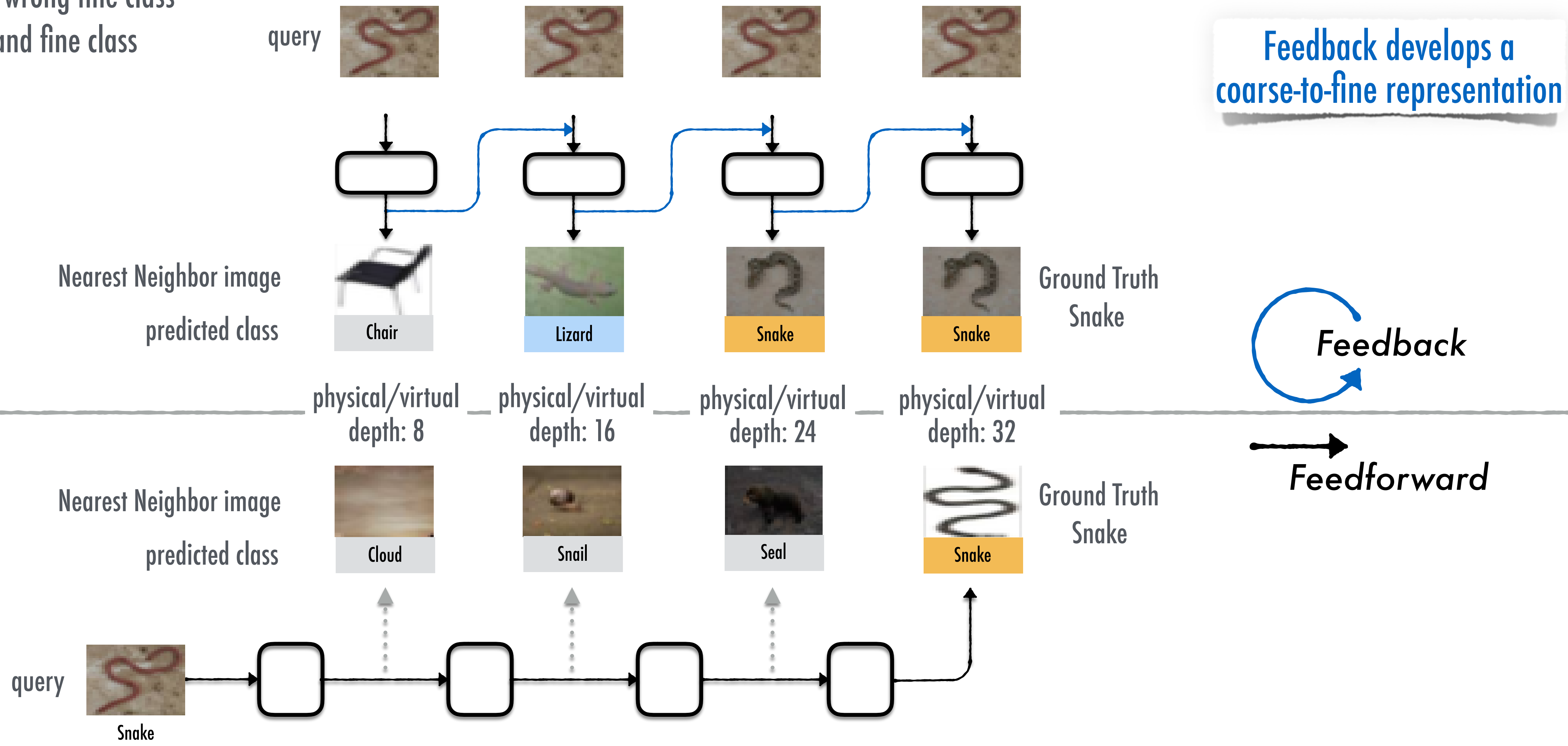
physical/virtual
depth: 32

**Feedback develops a
coarse-to-fine representation**

Feedback



- correct fine class
- correct coarse, wrong fine class
- wrong coarse and fine class



Qualitative results on CIFAR100 test set

