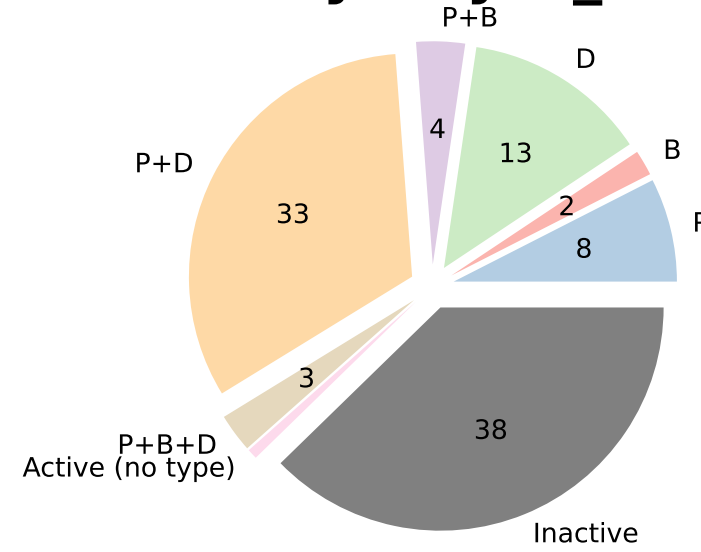
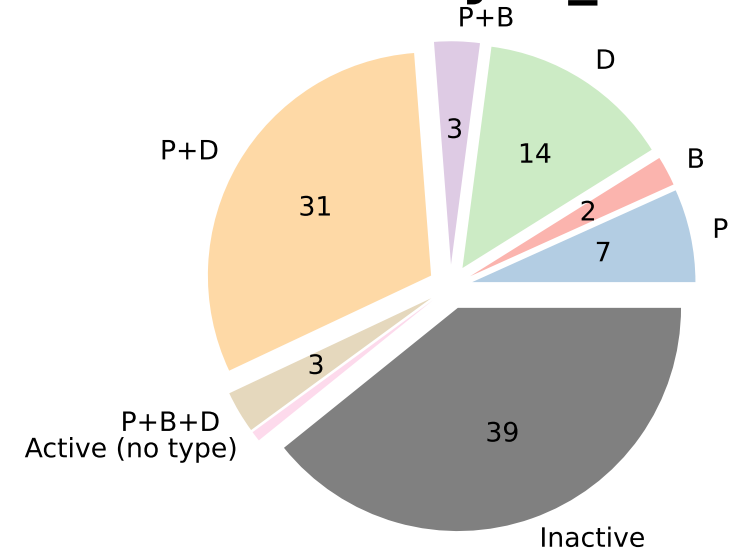


# ViT-B/16 (untrained)

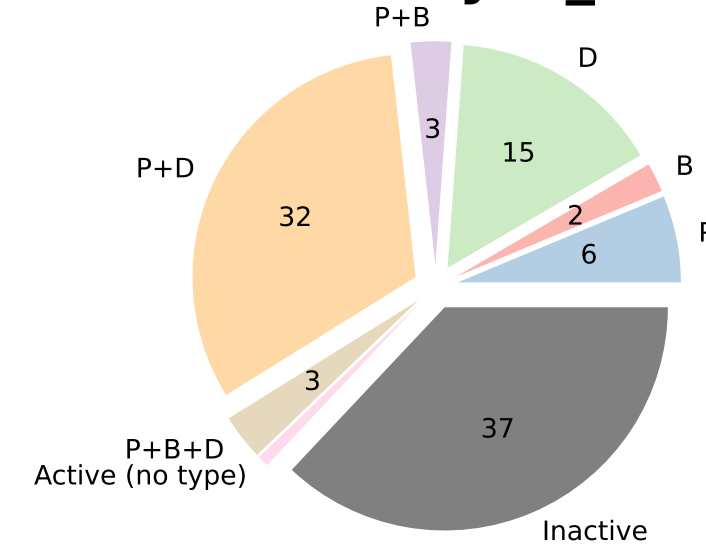
## Early (layer\_3)



## Mid (layer\_6)



## Late (layer\_9)



## Penultimate (layer\_12)

