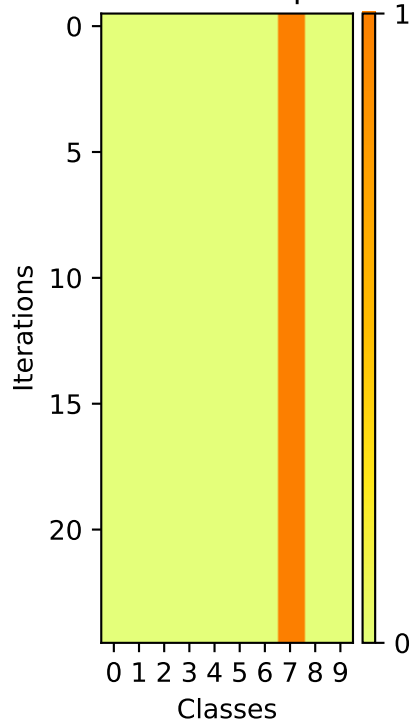


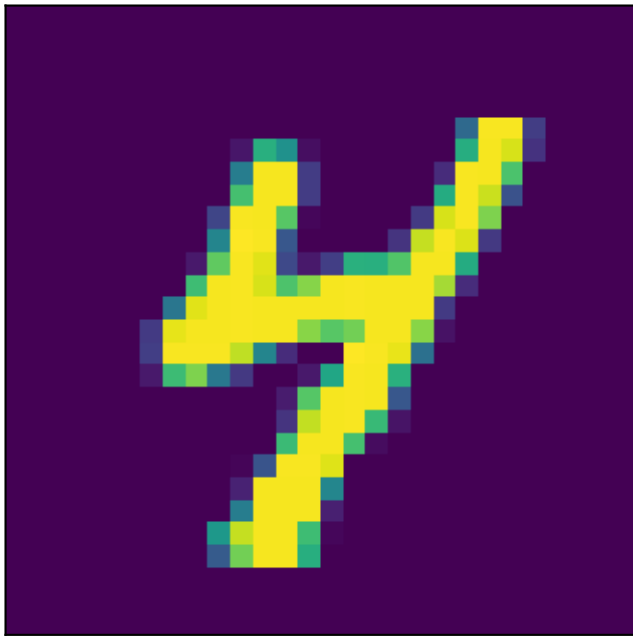
Image



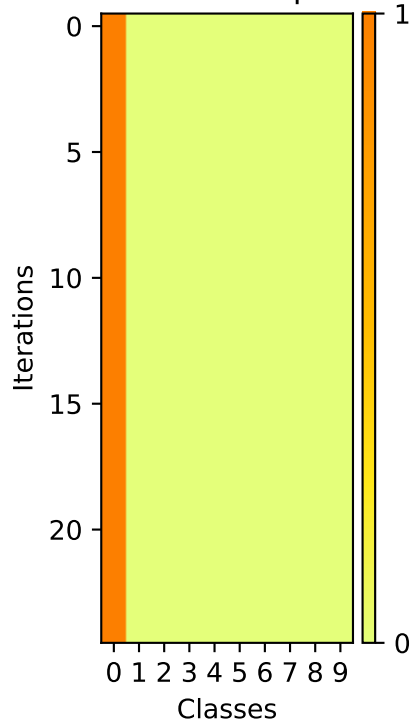
Softmax Outputs



Image



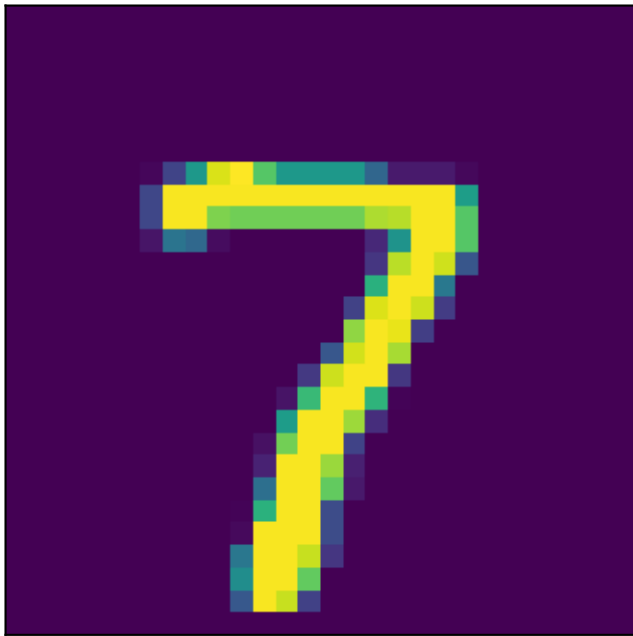
## Softmax Outputs



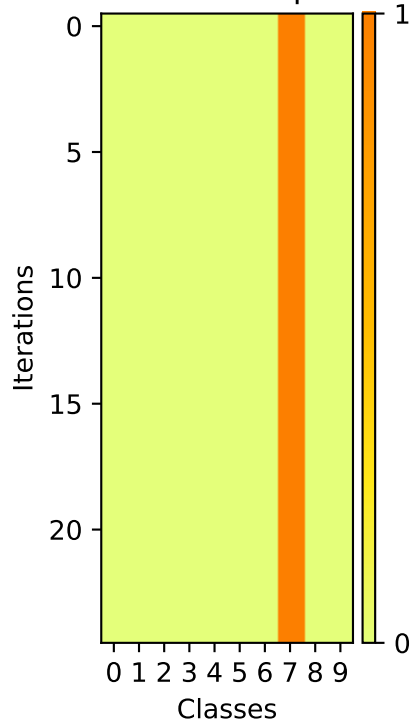
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure is composed of large, distinct pixels in shades of yellow, orange, and brown, giving it a retro, digital appearance. It has a rounded, somewhat abstract shape with some internal detail suggested by darker pixels. The background is a solid, dark grey or black.

Image



Softmax Outputs

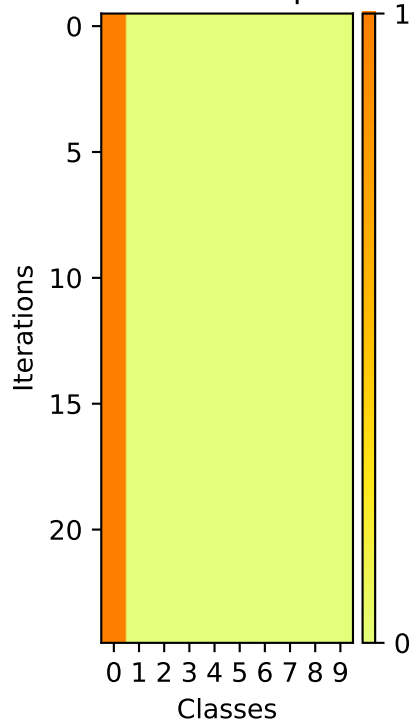




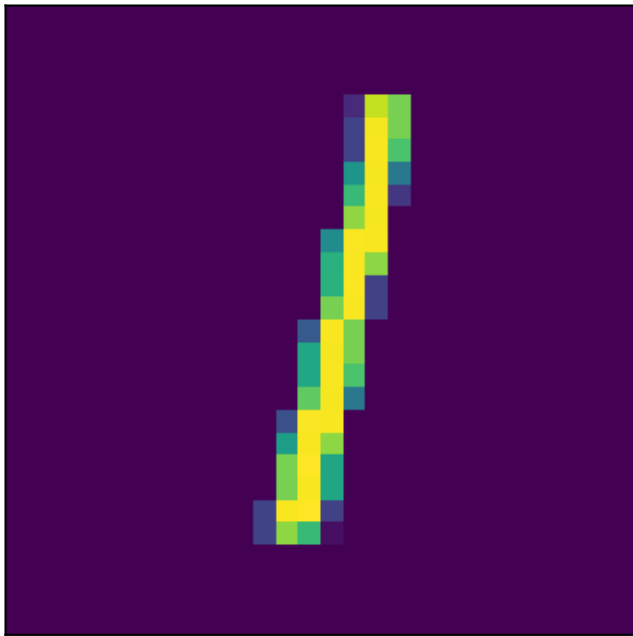
Image



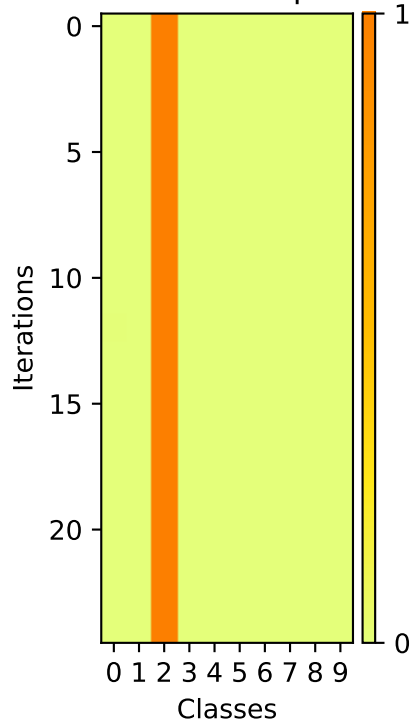
## Softmax Outputs



Image

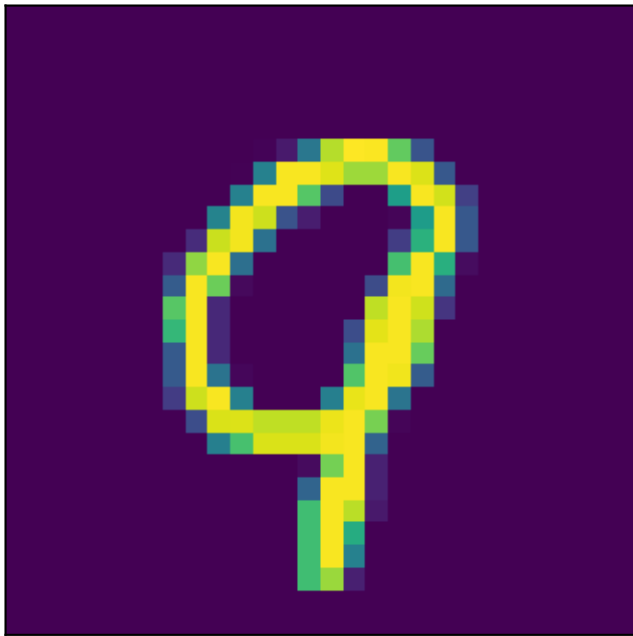


## Softmax Outputs

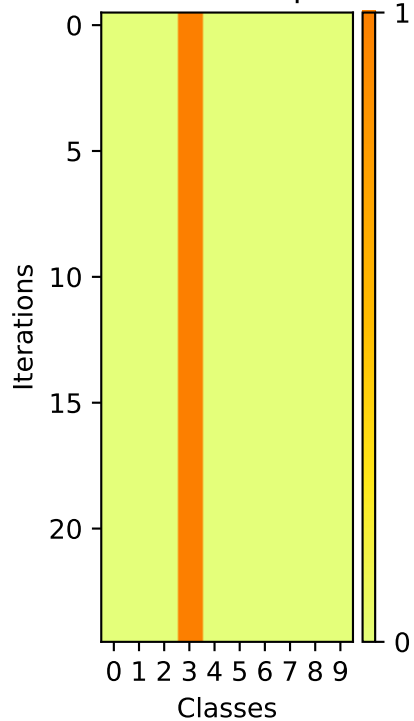




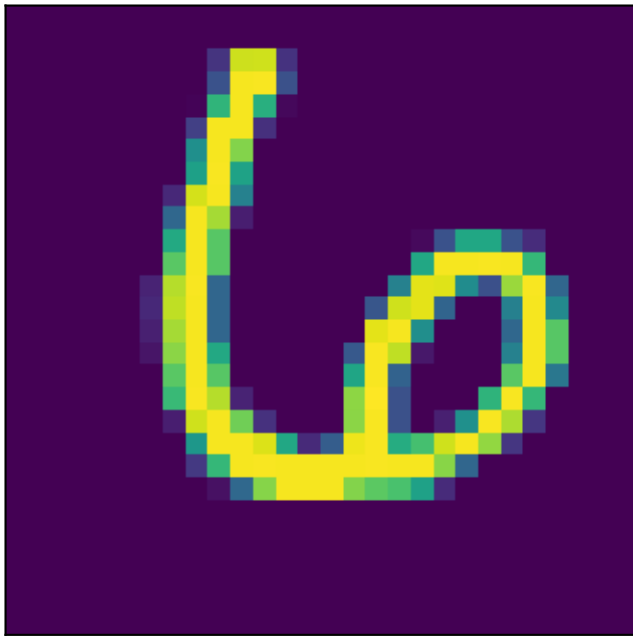
Image



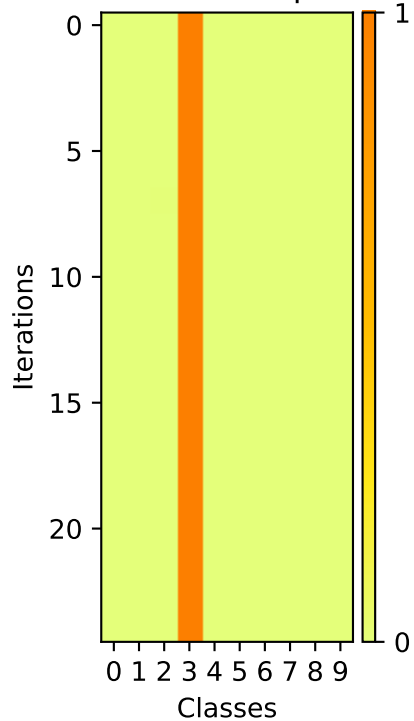
Softmax Outputs



Image



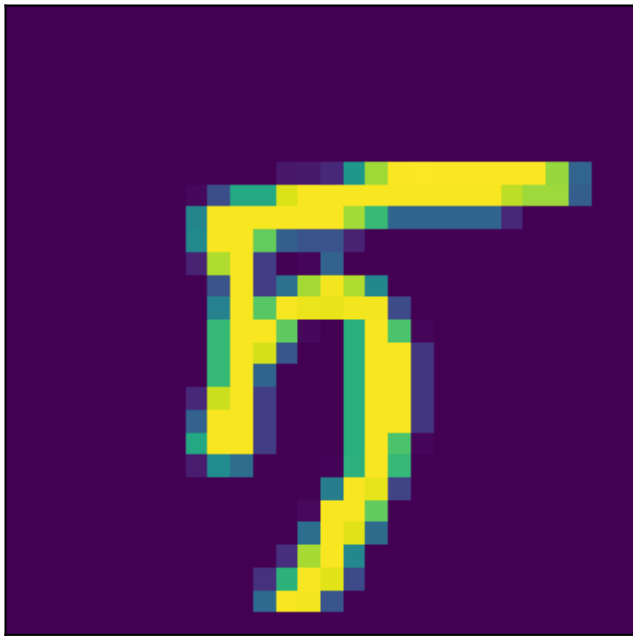
Softmax Outputs



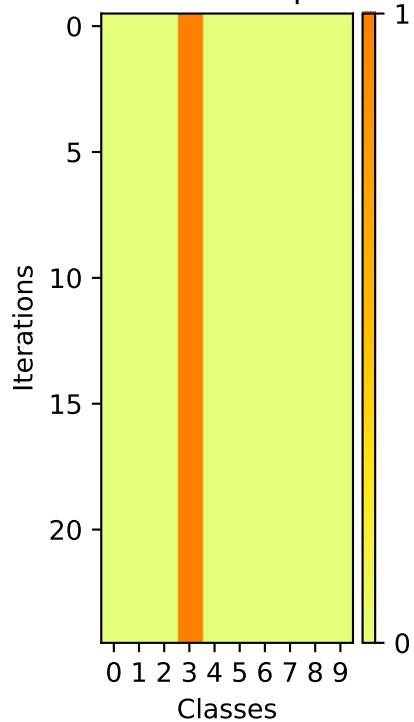
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a slightly blurred or pixelated appearance.

A pixelated, low-resolution image of a yellow question mark on a black background. The question mark is composed of large, distinct square pixels in shades of yellow, light green, and dark blue. The overall shape is a classic question mark, with a circular head and a short, curved tail. The image has a retro, digital aesthetic.

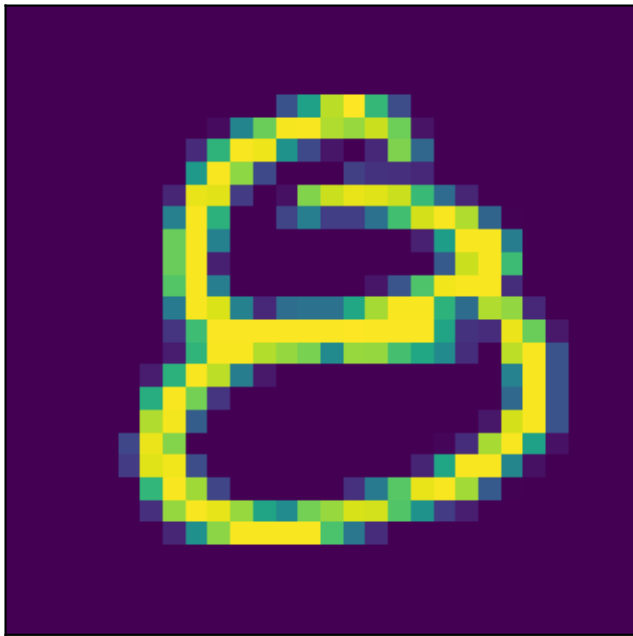
Image



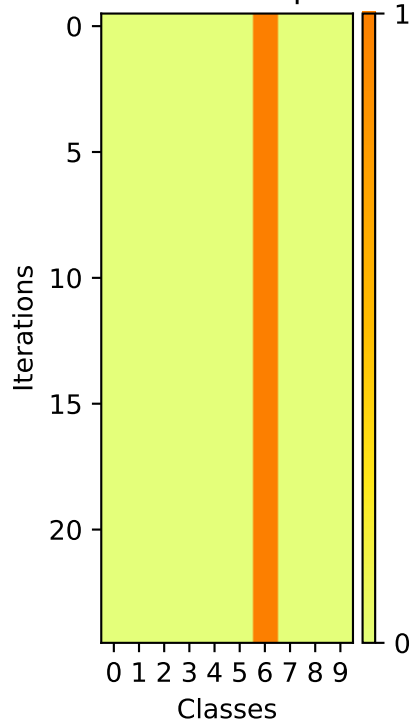
Softmax Outputs



Image



Softmax Outputs



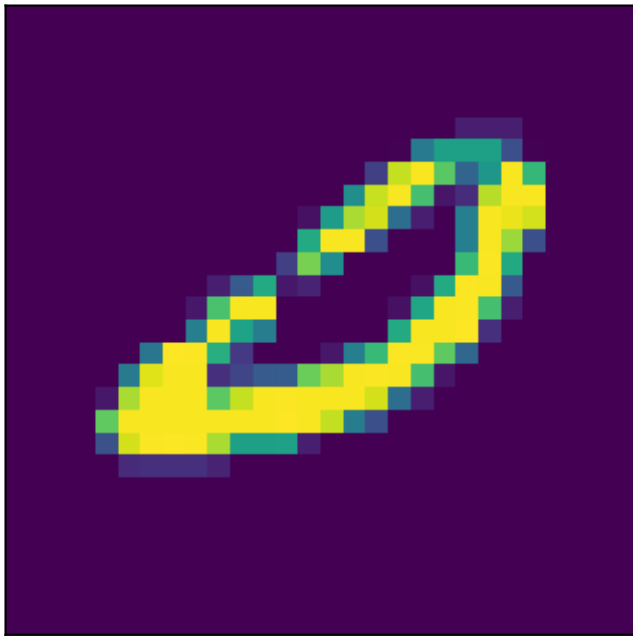
A pixelated yellow number 3 on a dark purple background. The number is composed of small squares in various shades of yellow, green, and blue, giving it a retro, digital appearance. It is centered in the upper half of the image.

A pixelated, low-resolution image of the number 3. The number is composed of small squares in shades of yellow, green, and blue, set against a dark purple background. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

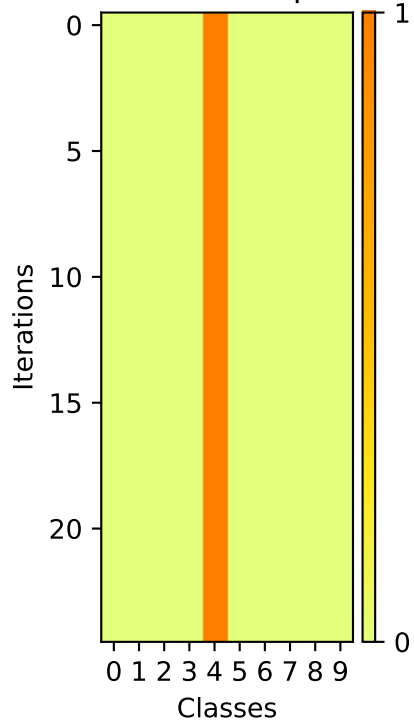
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows a strong concentration of probability, reaching 1.0 by iteration 20.



Image



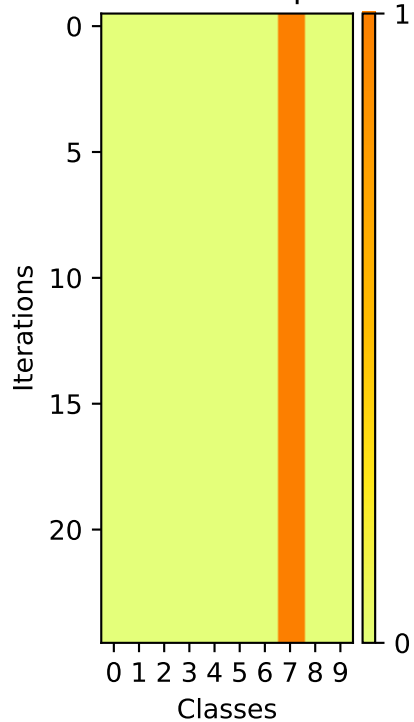
Softmax Outputs



Image



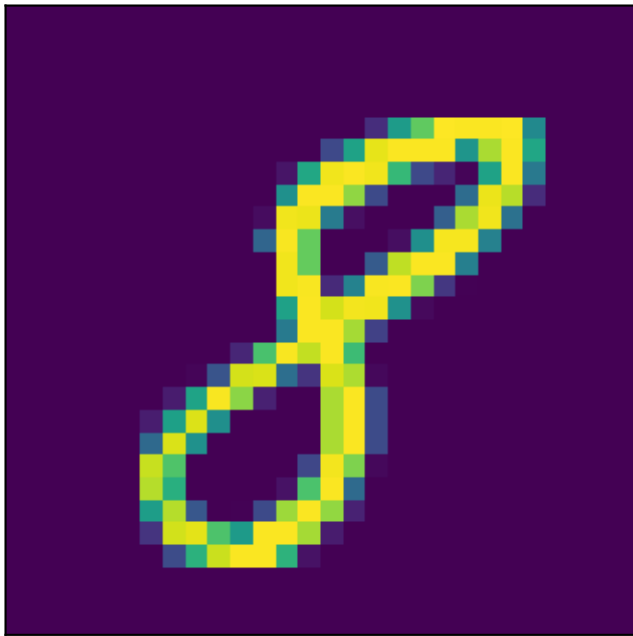
Softmax Outputs



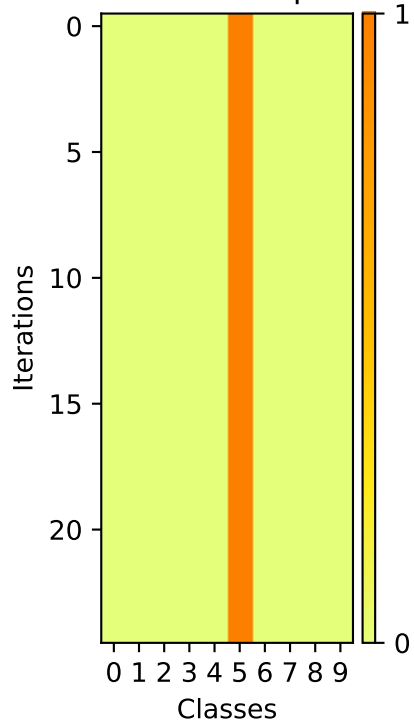
A pixelated, low-resolution image of the number 2. The number is rendered in a bright yellow-green color with a slightly noisy, dithered appearance. It is set against a solid dark purple background. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). The distribution starts concentrated on Class 1 and shifts to Class 0 over the iterations.

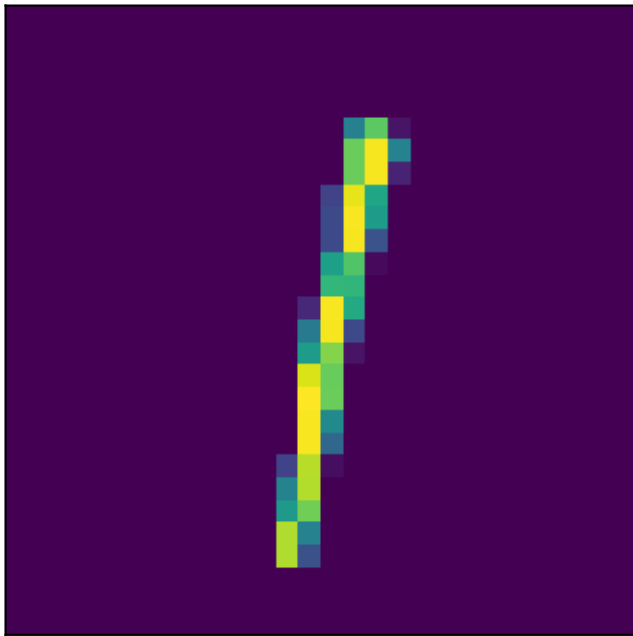
Image



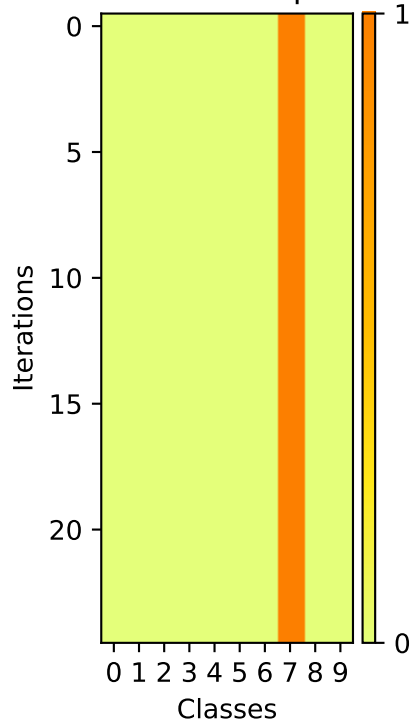
Softmax Outputs



Image



Softmax Outputs

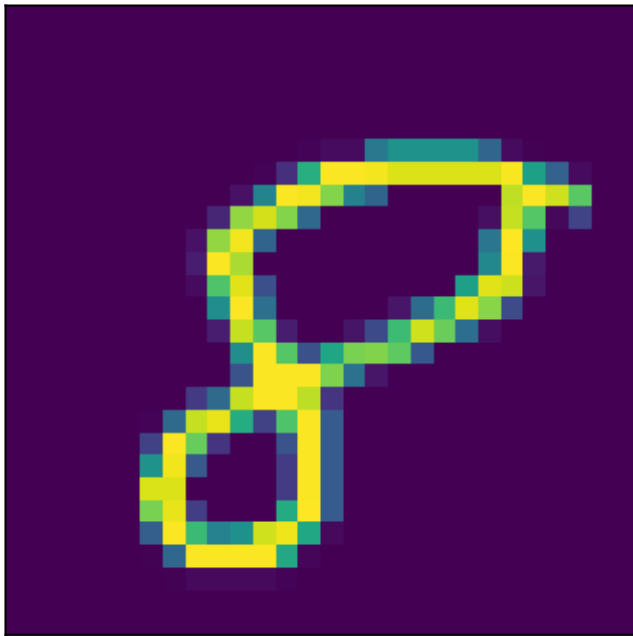




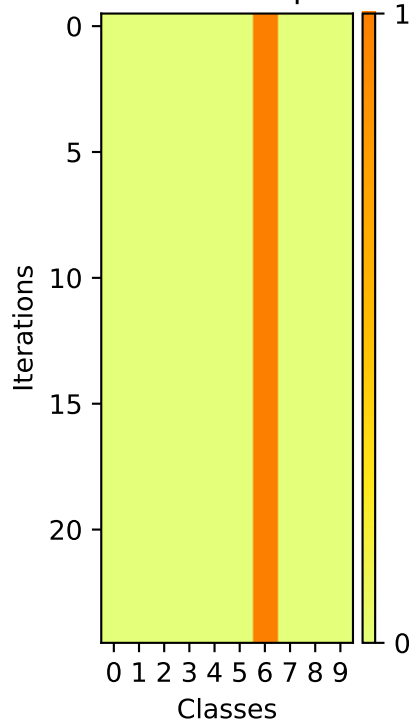
A pixelated yellow number 2 on a black background. The number is composed of small squares in shades of yellow, light green, and light blue, giving it a digital or retro aesthetic. It is centered in the image.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

Image

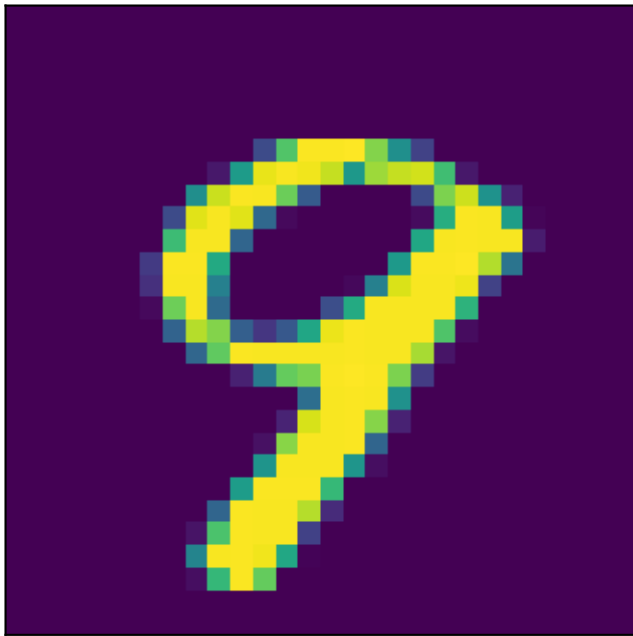


Softmax Outputs

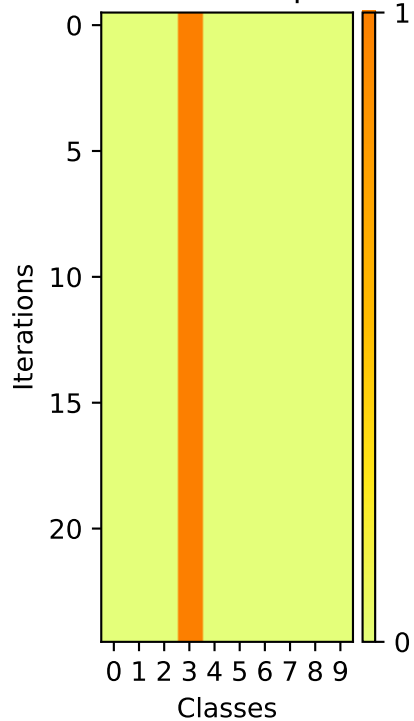




Image



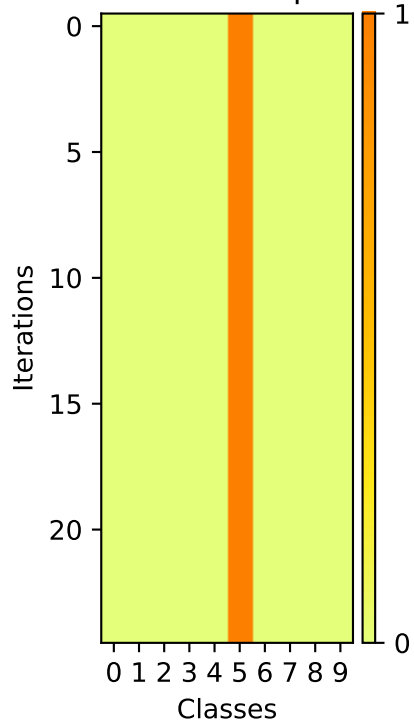
Softmax Outputs



Image



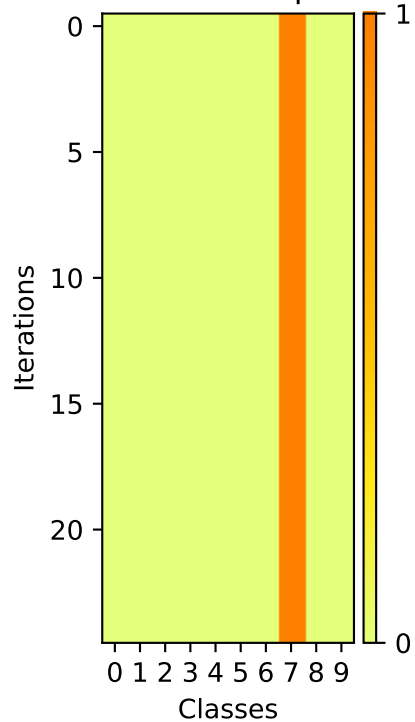
Softmax Outputs



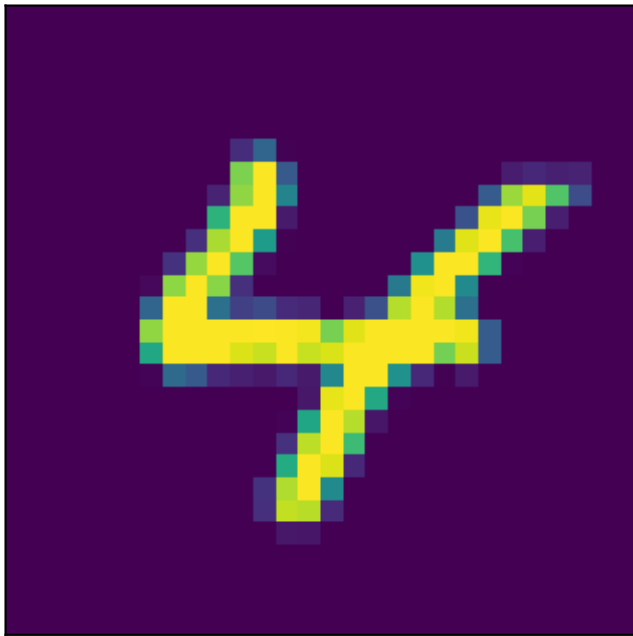
Image



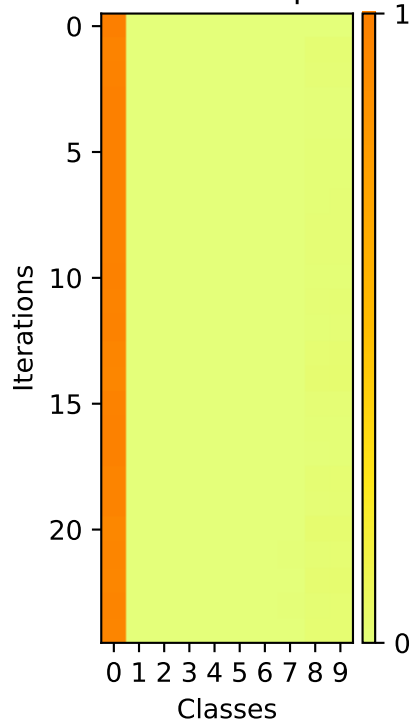
Softmax Outputs



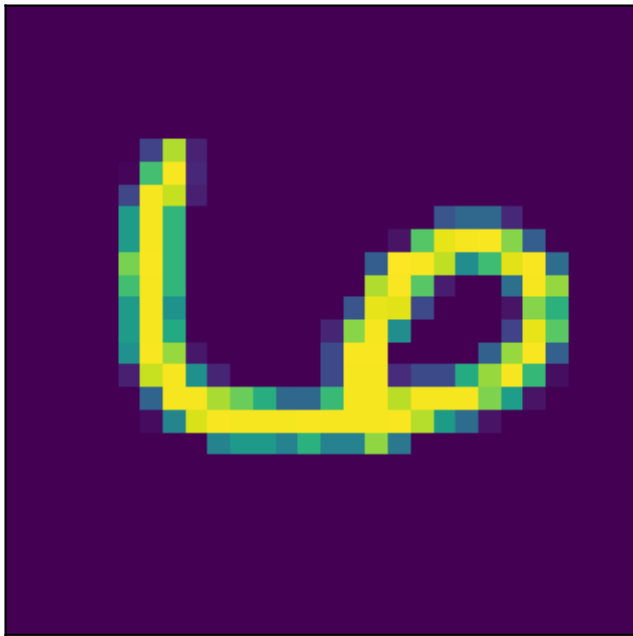
Image



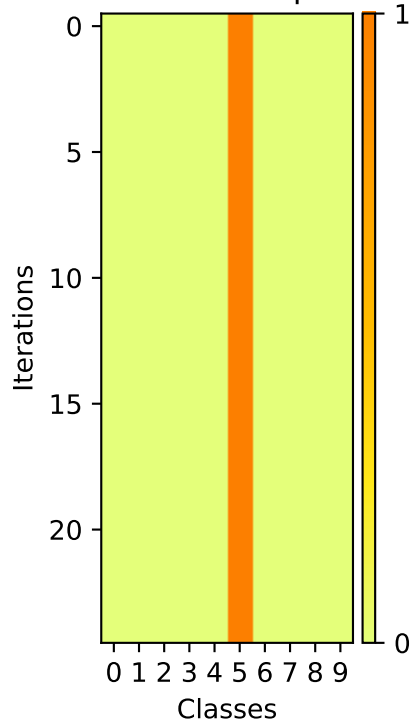
## Softmax Outputs



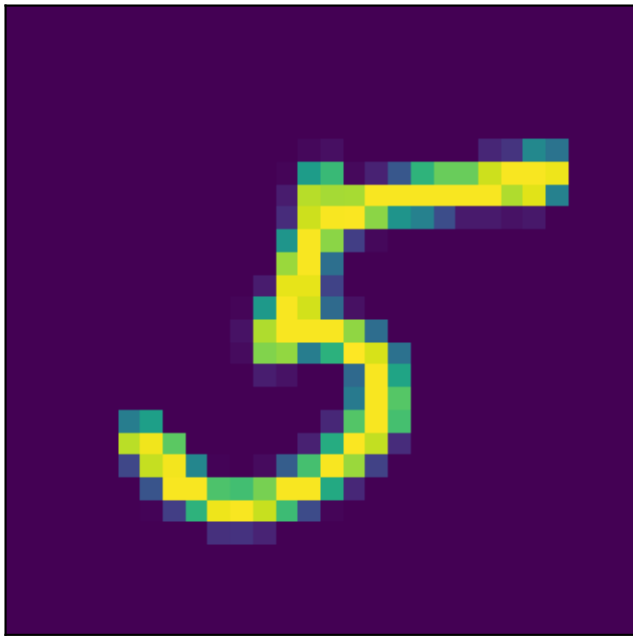
Image



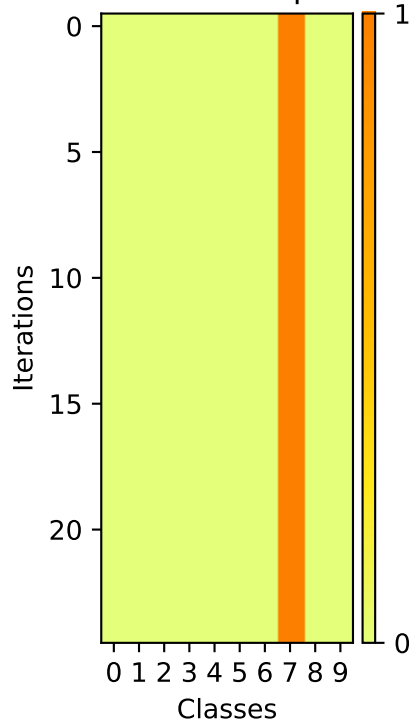
Softmax Outputs



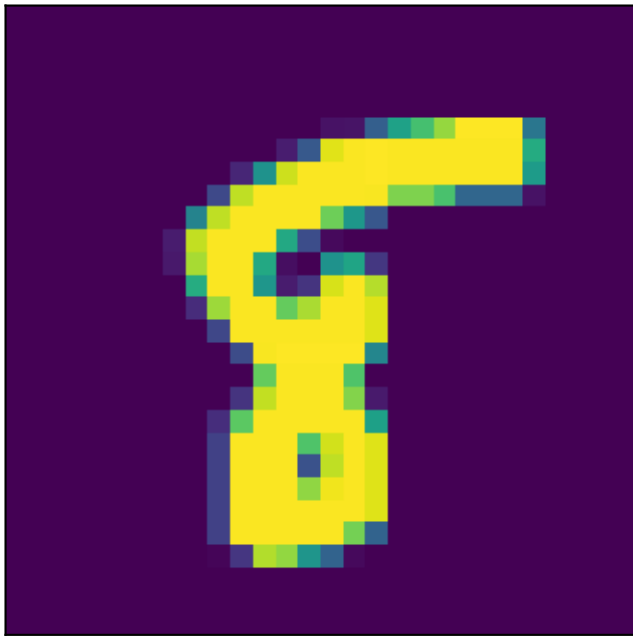
Image



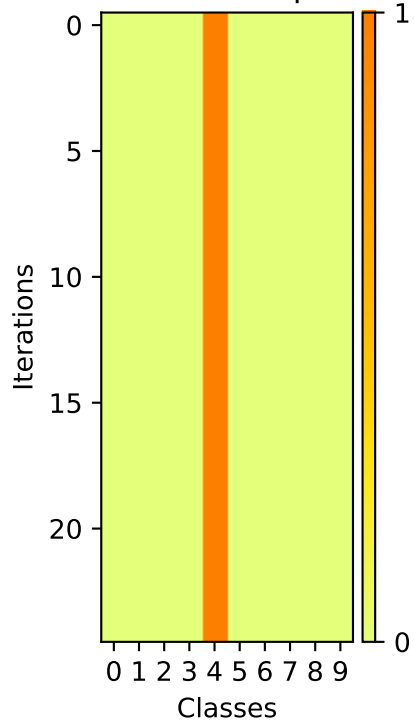
Softmax Outputs



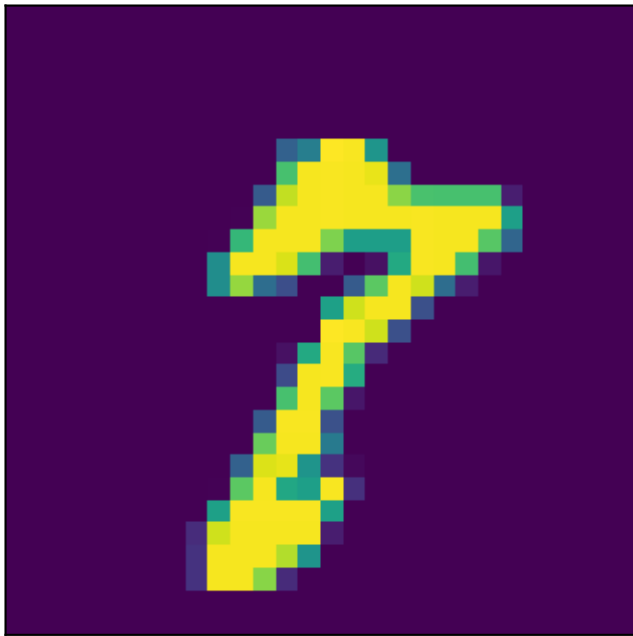
Image



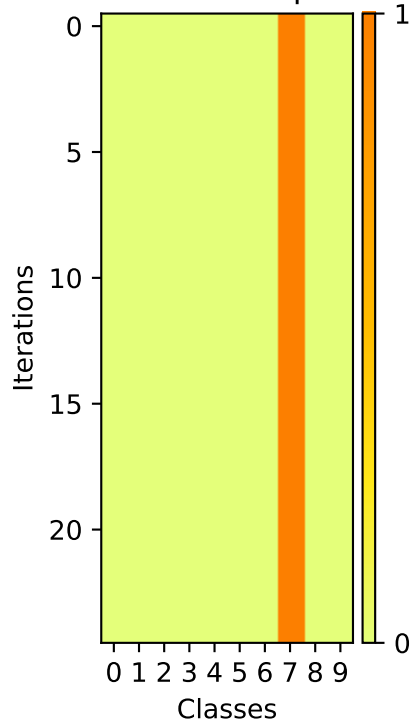
Softmax Outputs



Image



Softmax Outputs





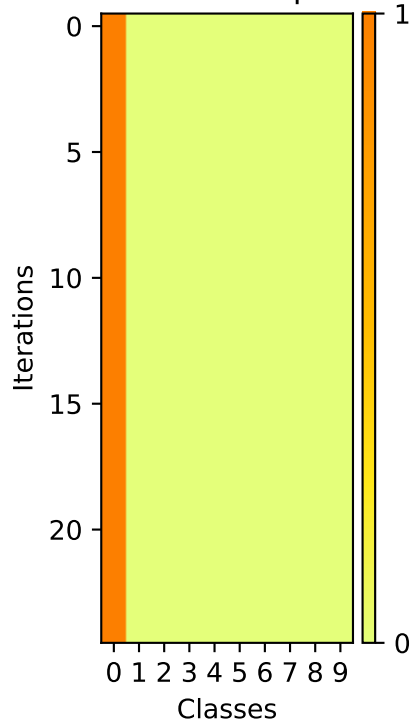
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 9, which reaches a probability of 1.0 by iteration 20. Other classes show very low probabilities, with a slight increase in Class 3 and Class 7 over time.

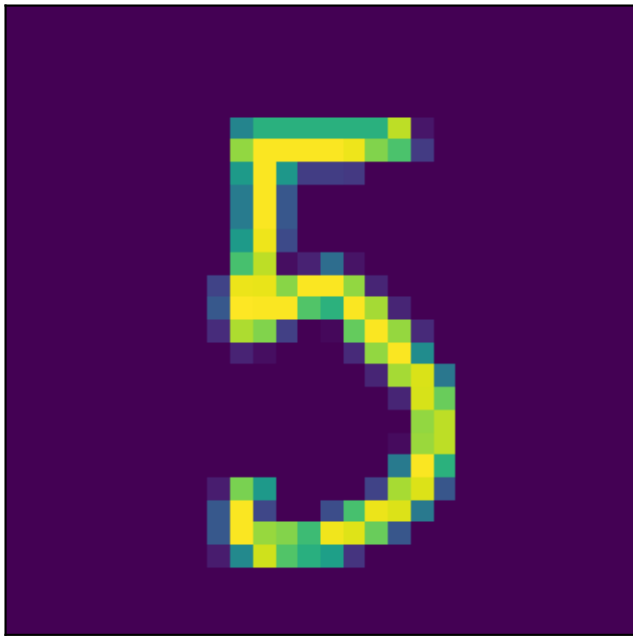
Image



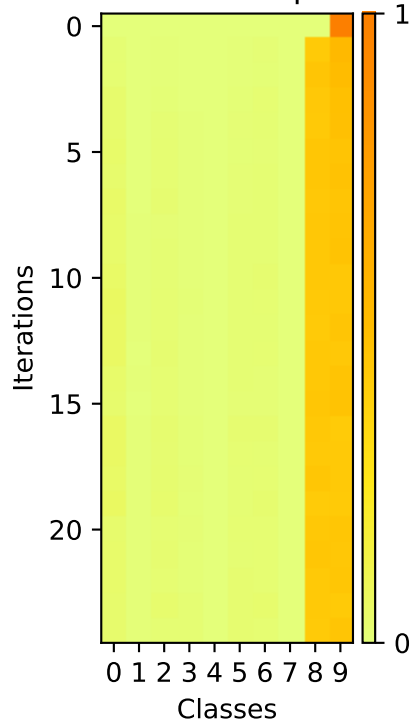
## Softmax Outputs



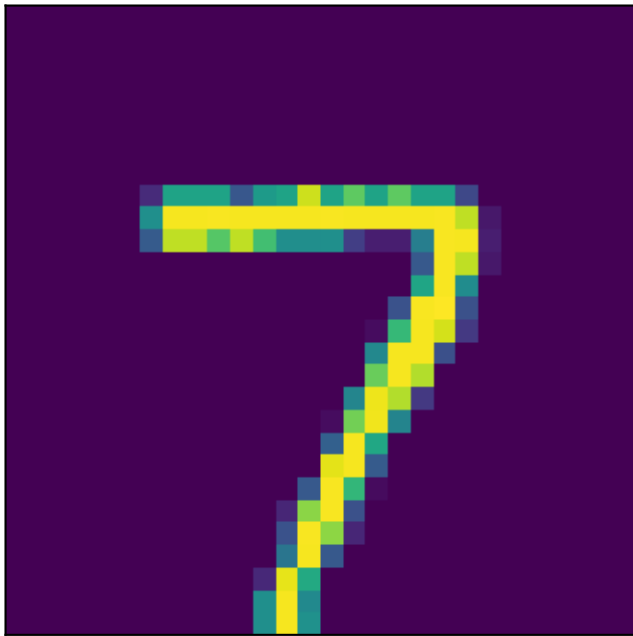
Image



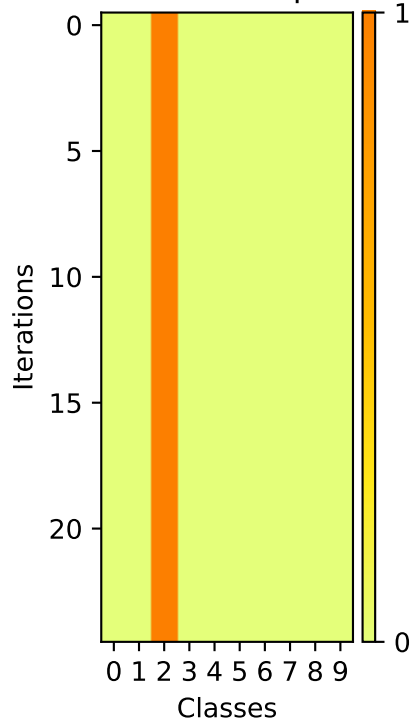
Softmax Outputs



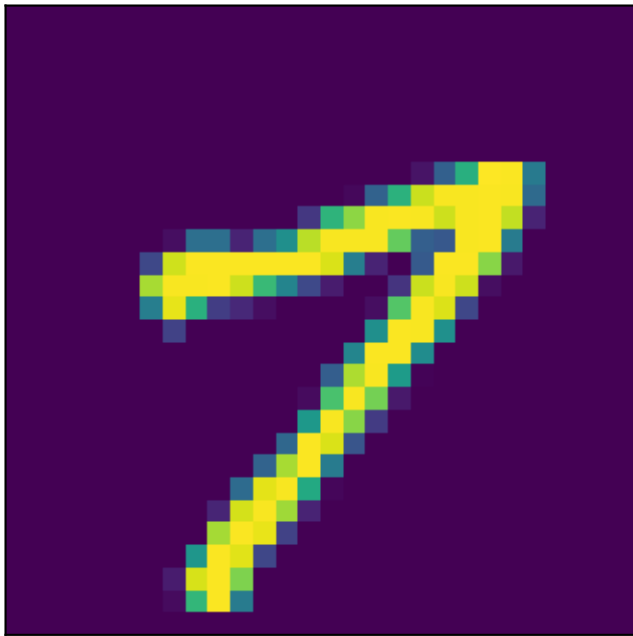
Image



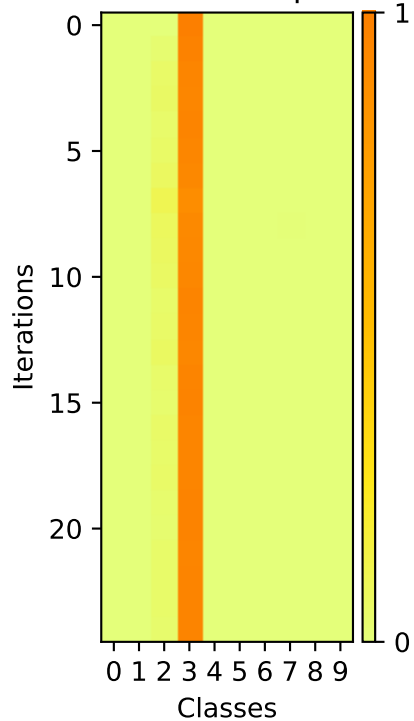
Softmax Outputs



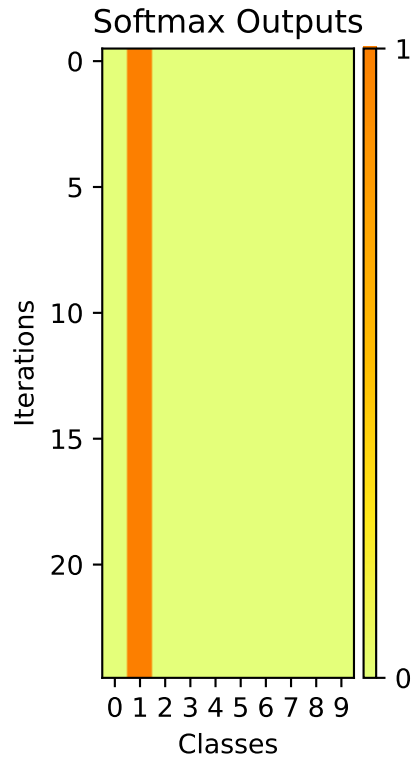
Image



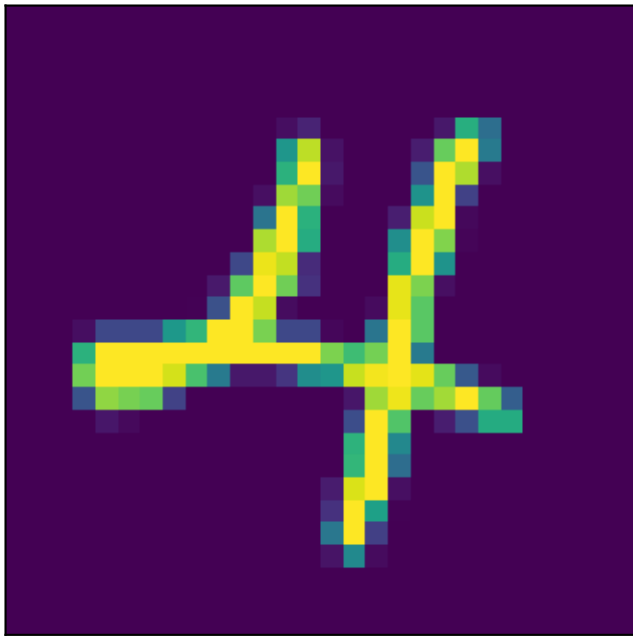
Softmax Outputs



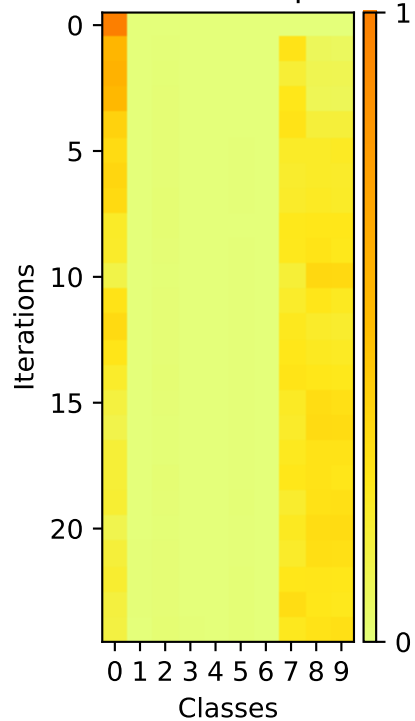
A pixelated yellow ring, resembling a donut or a thick letter 'O', centered on a black background. The ring is composed of many small yellow and light green squares, giving it a blocky, digital appearance. The center of the ring is a solid black circle.



Image



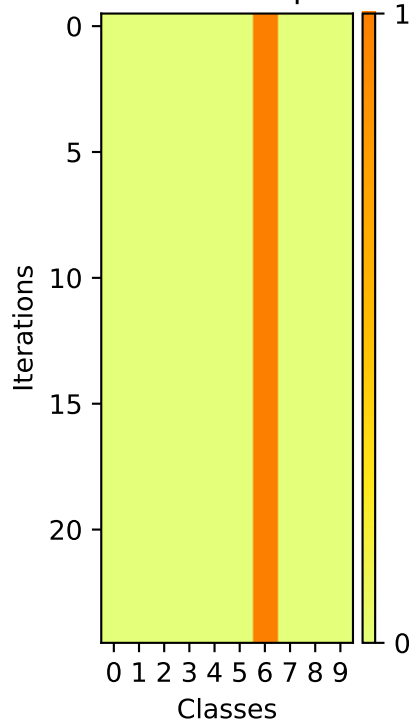
## Softmax Outputs



Image

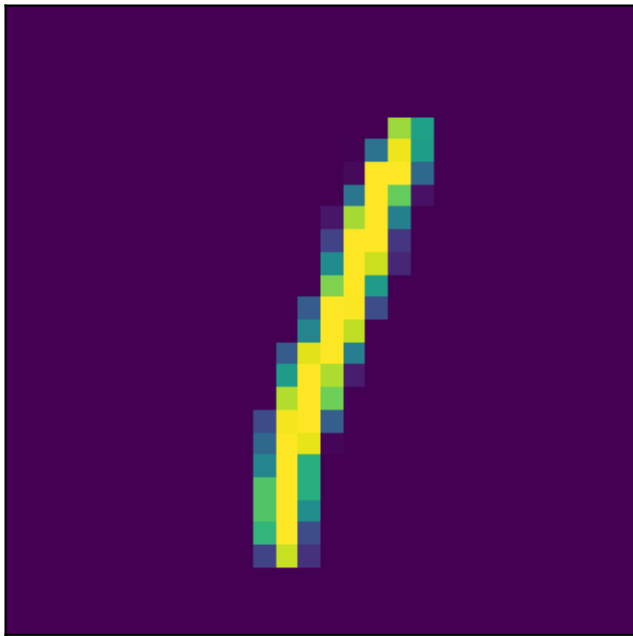


Softmax Outputs

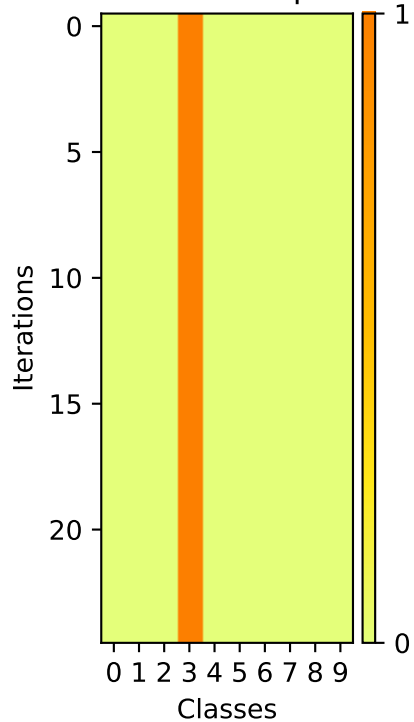




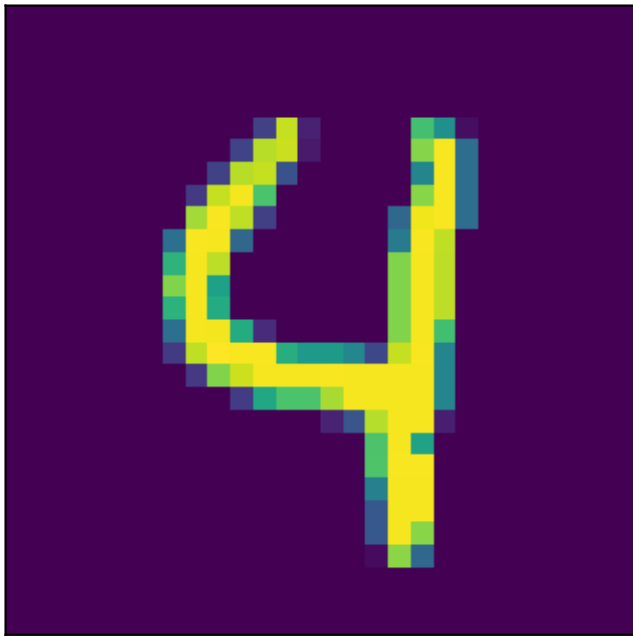
Image



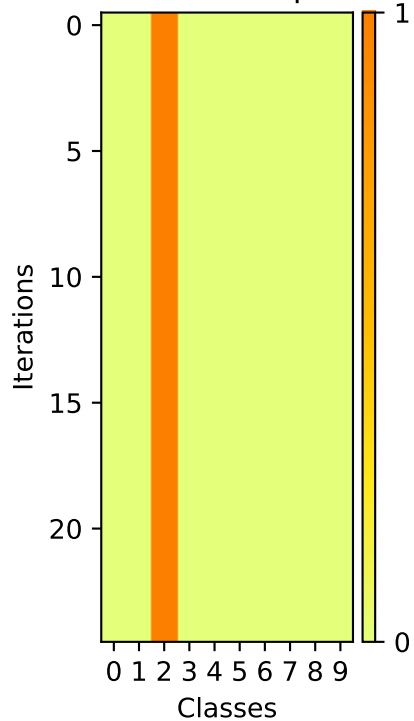
Softmax Outputs



Image

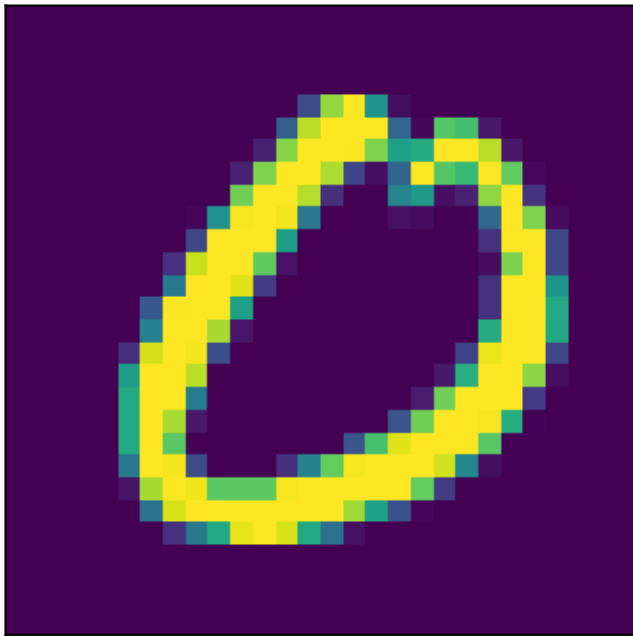


## Softmax Outputs

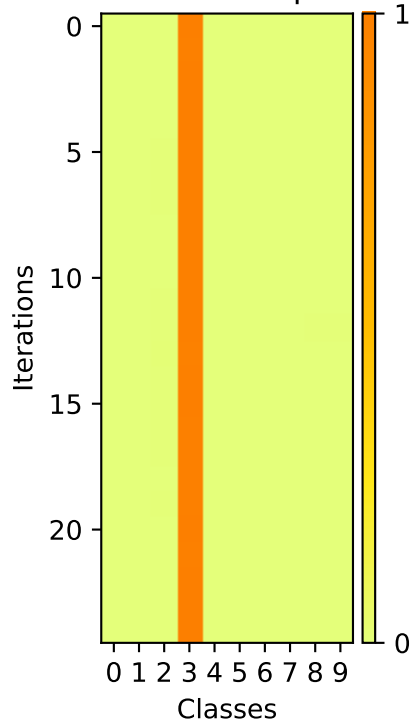




Image

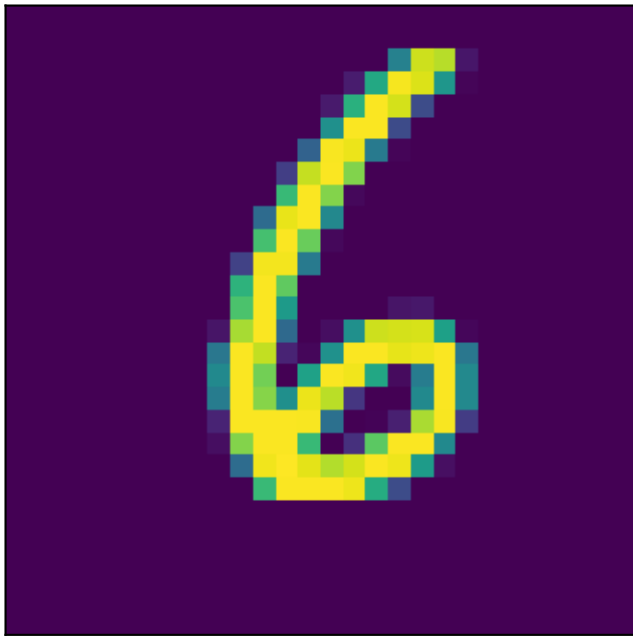


Softmax Outputs

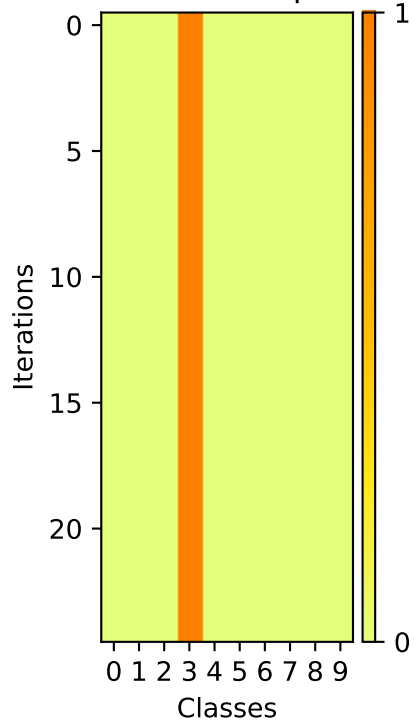




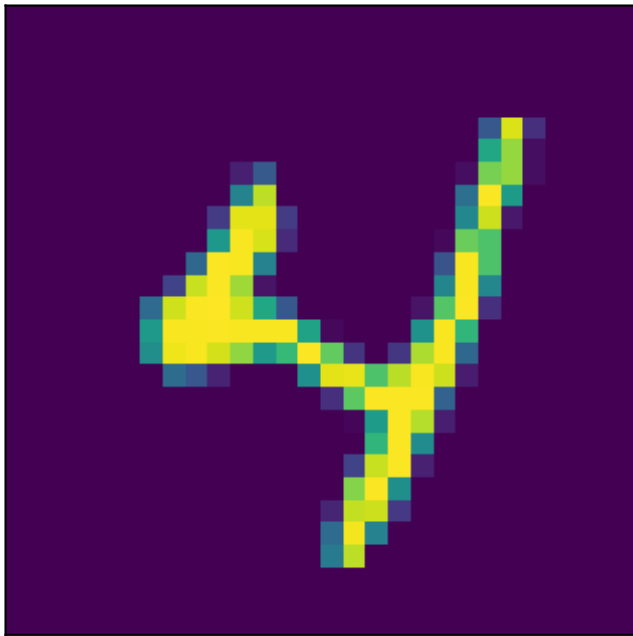
Image



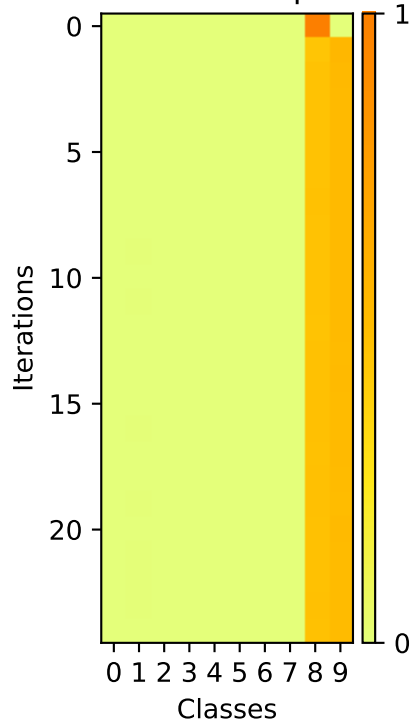
Softmax Outputs



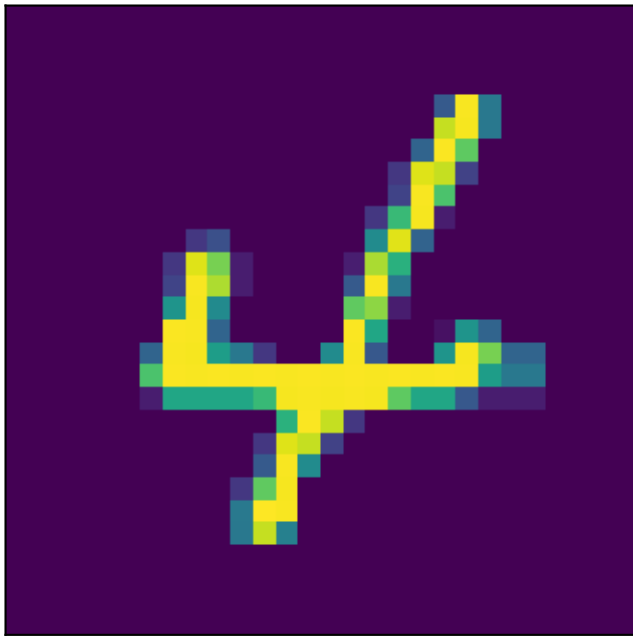
Image



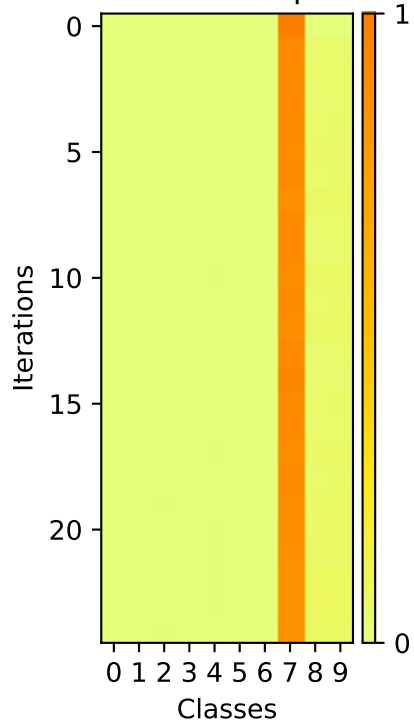
## Softmax Outputs



Image



Softmax Outputs



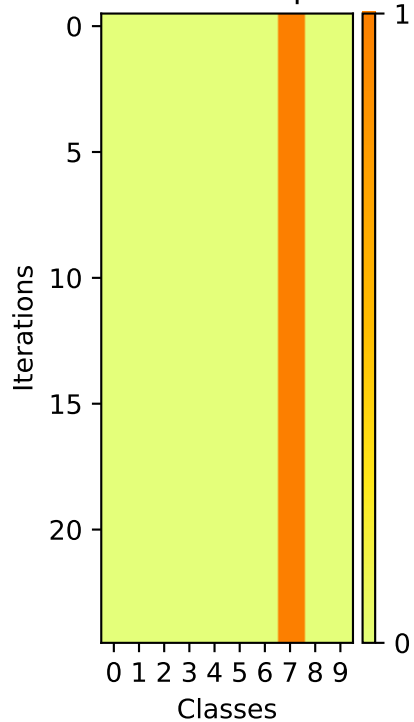


A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, arranged to form a stylized figure-eight or infinity symbol. The background is a solid dark purple.

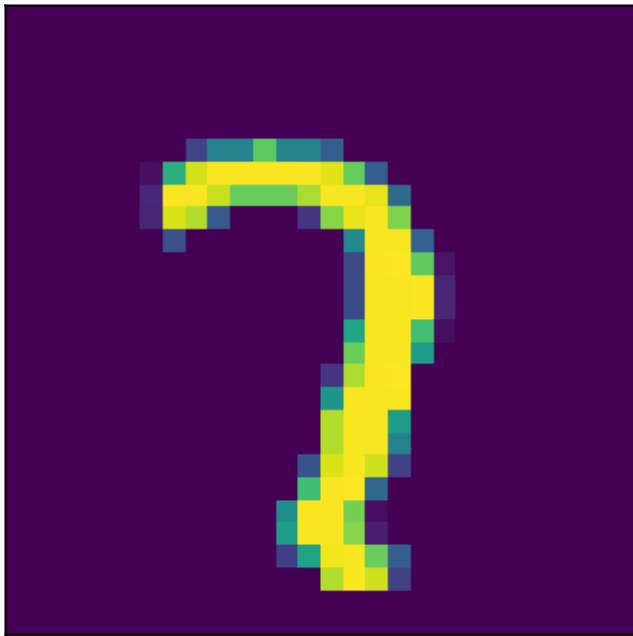
Image



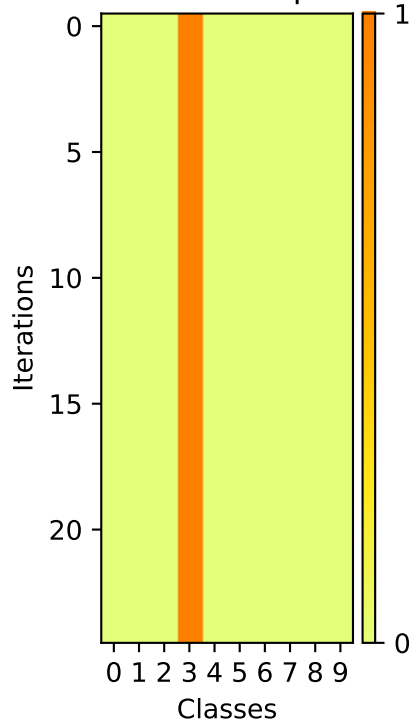
Softmax Outputs



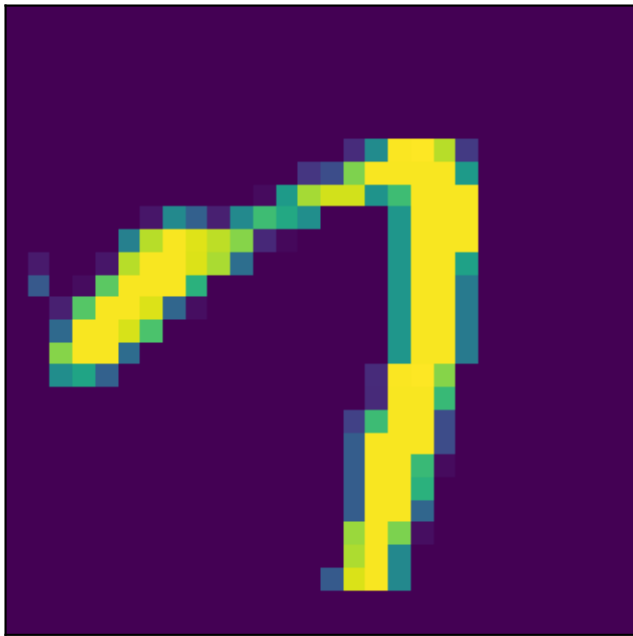
Image



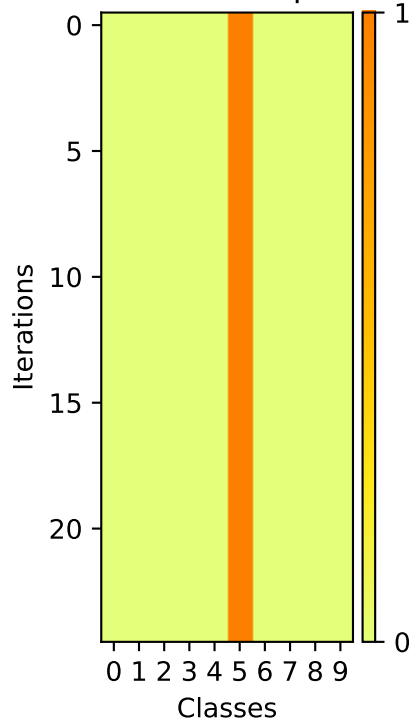
Softmax Outputs



Image

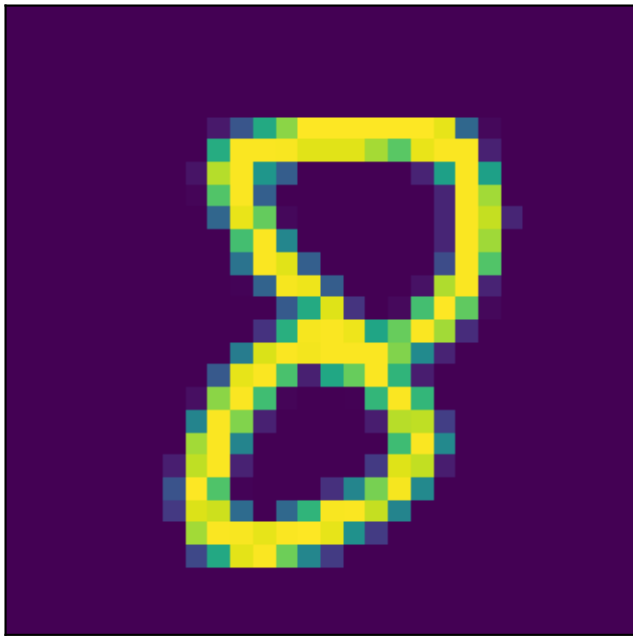


Softmax Outputs

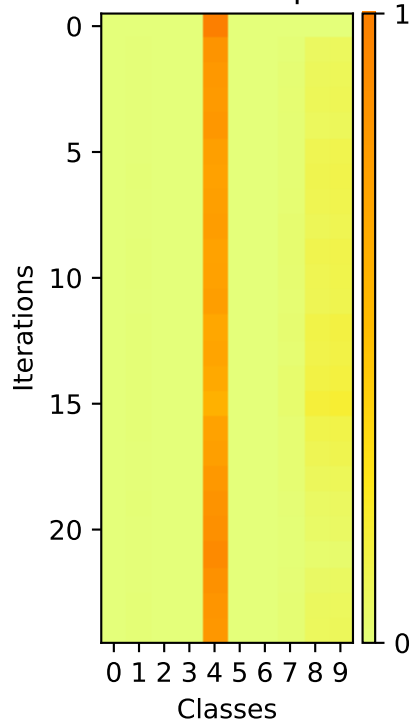




Image

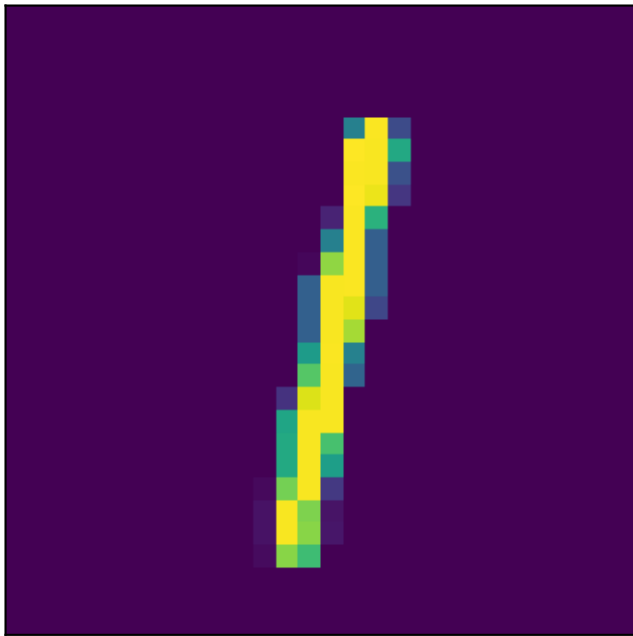


Softmax Outputs

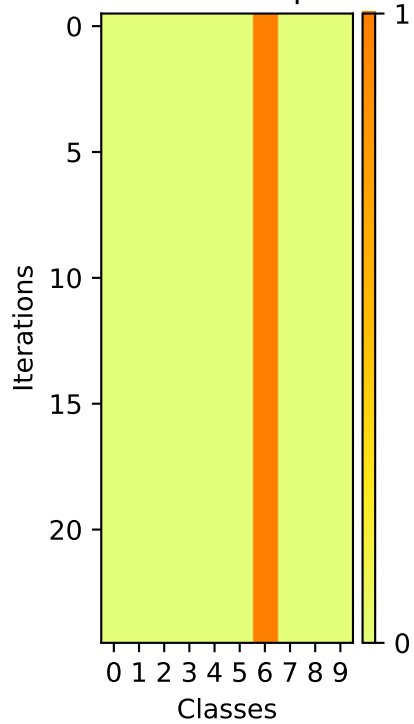


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 10, reaching near 1.0 by iteration 20.

Image

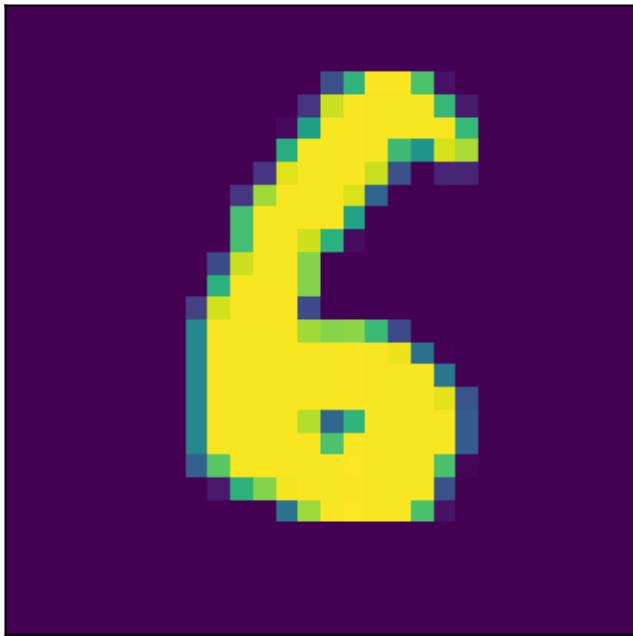


Softmax Outputs

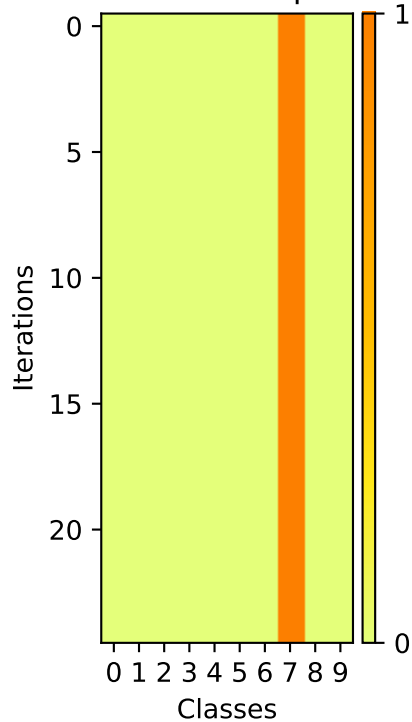




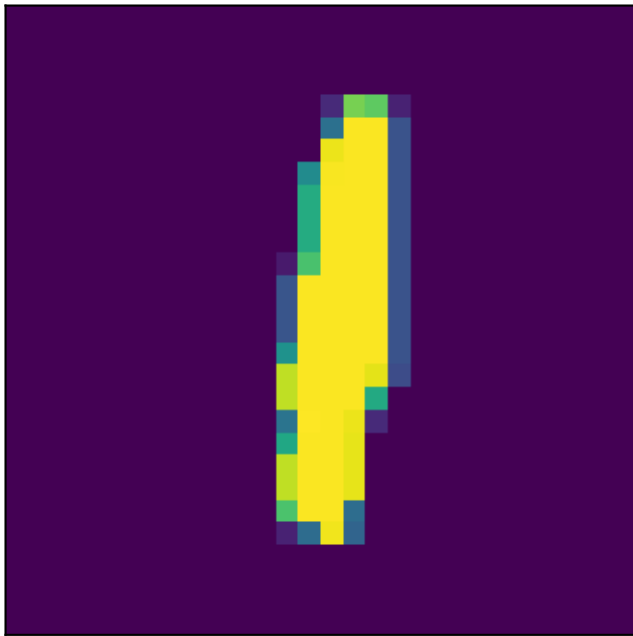
Image



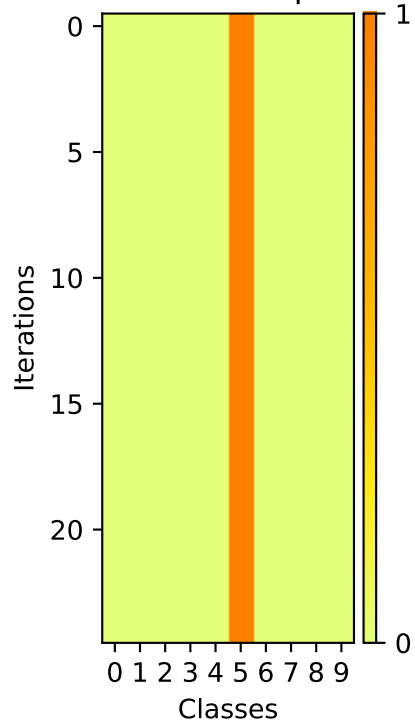
Softmax Outputs



Image

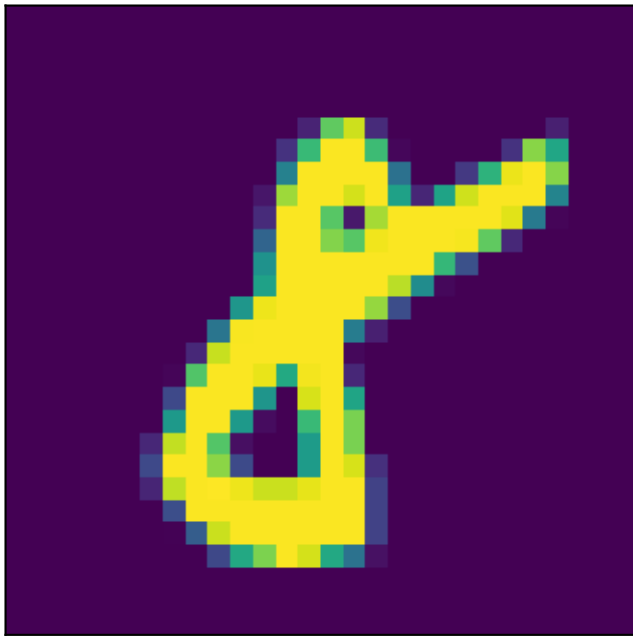


Softmax Outputs

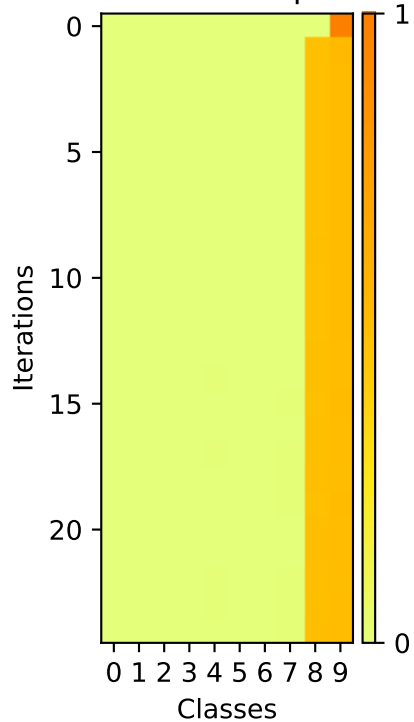


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

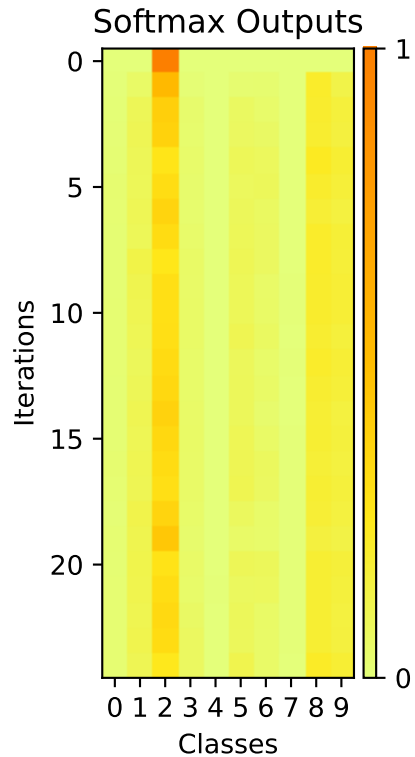
Image



## Softmax Outputs



A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow and others a darker yellow or green, giving it a textured, blocky appearance. The background is a solid dark purple.

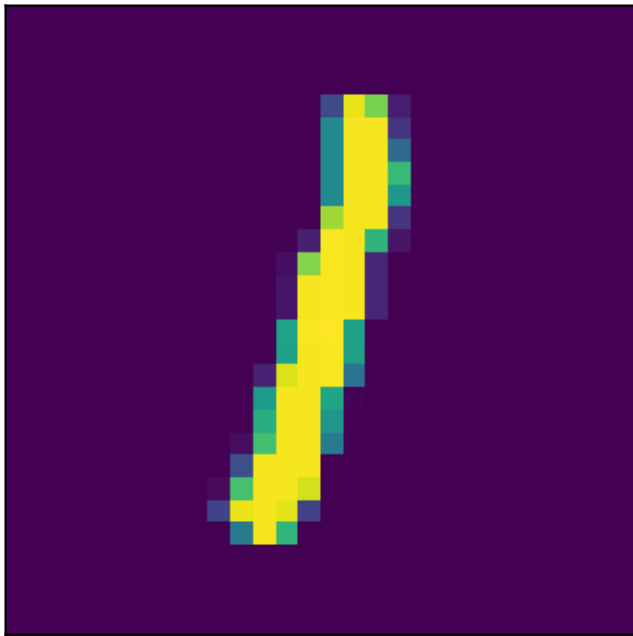


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or 3D appearance. The background is a solid, deep purple.

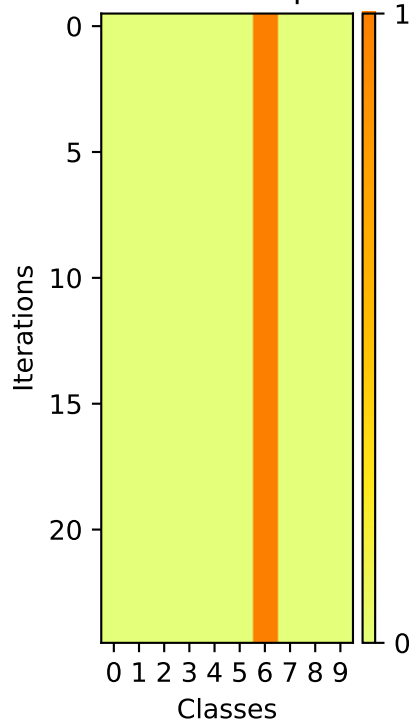
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). Class 1 starts at 1.0 and decreases to 0.0, while Class 0 increases from 0.0 to 1.0.



Image

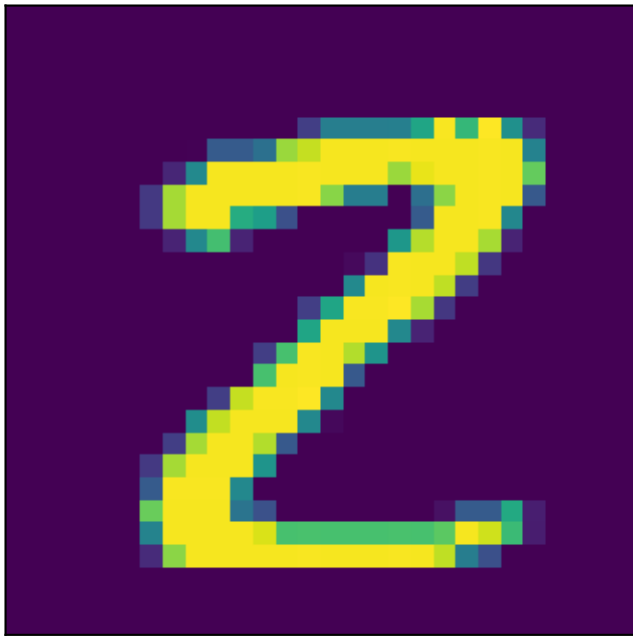


Softmax Outputs

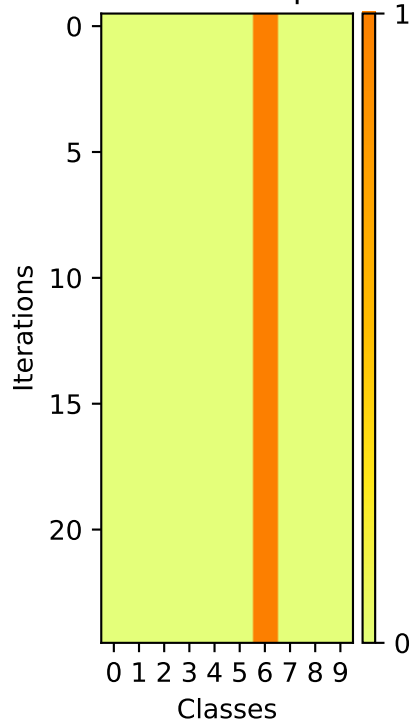




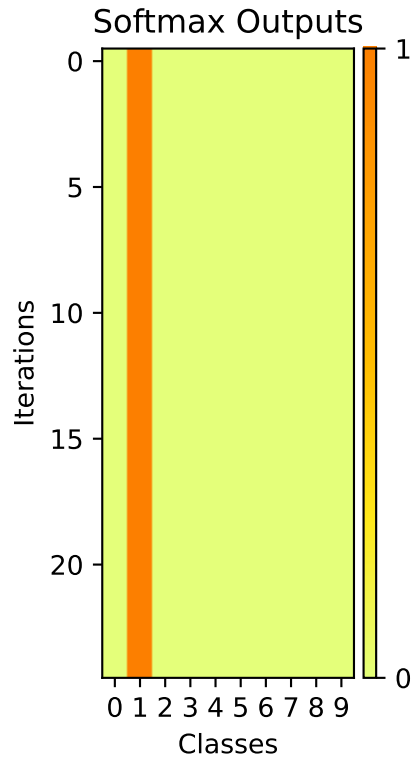
Image



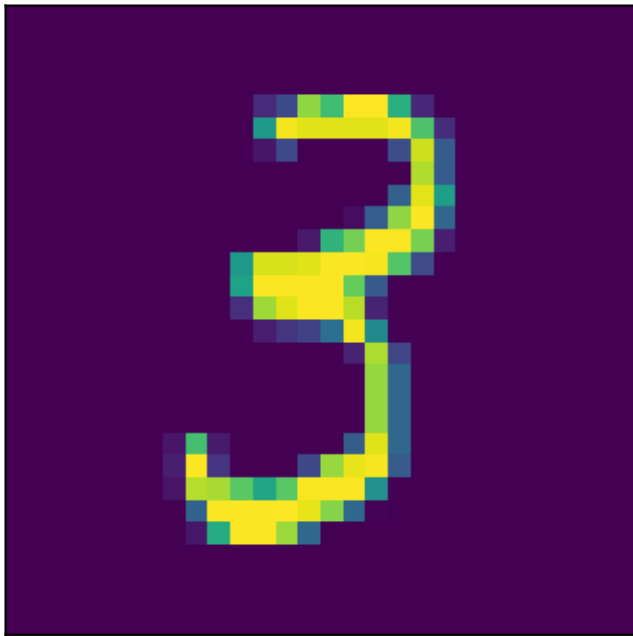
Softmax Outputs



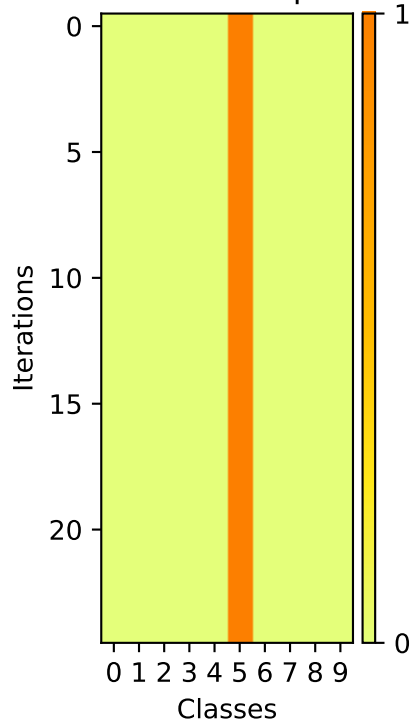
A pixelated, low-resolution image of a yellow and green snake-like creature on a dark purple background. The creature has a long, winding body with a yellow head and green body, and a long, thin tail. It is positioned in the upper left quadrant of the image.



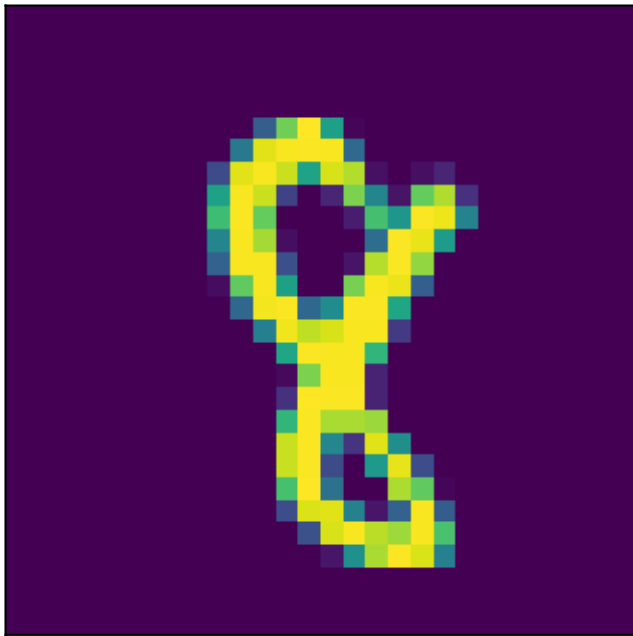
Image



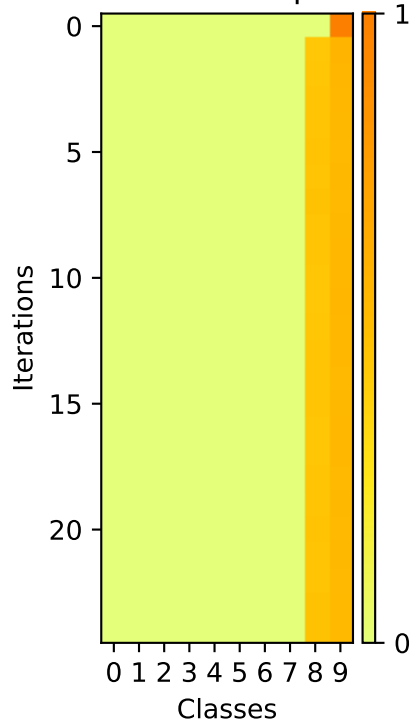
Softmax Outputs



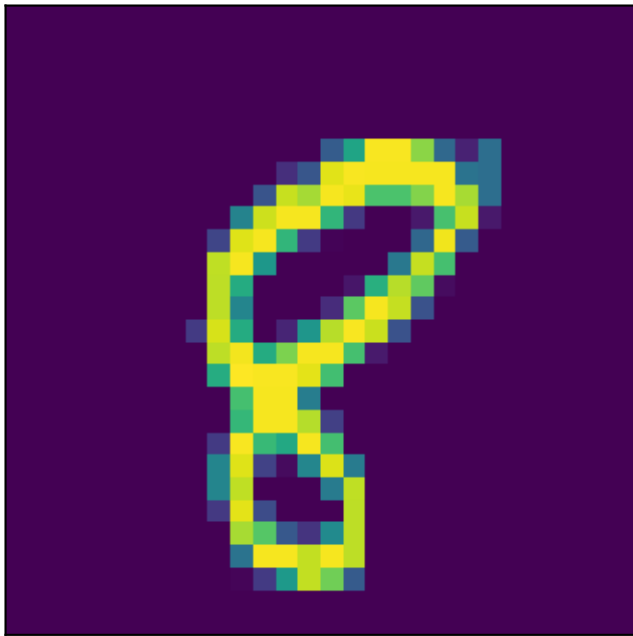
Image



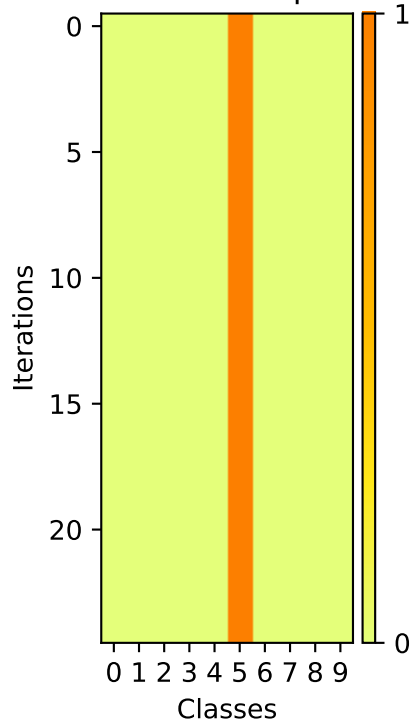
## Softmax Outputs



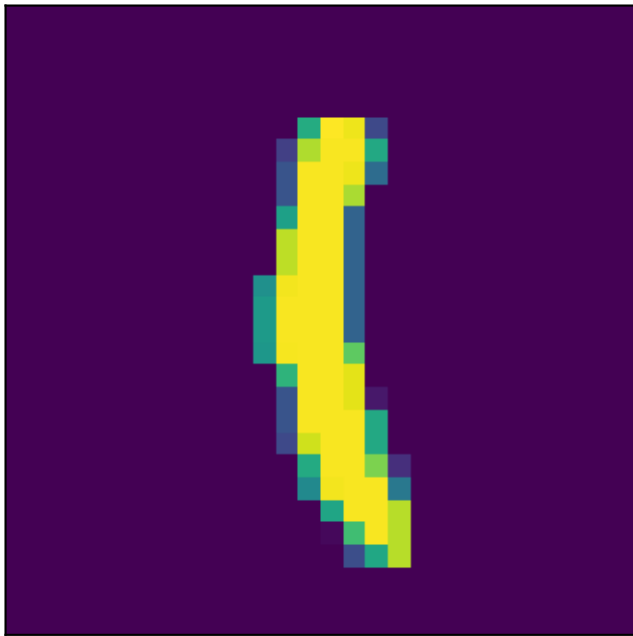
Image



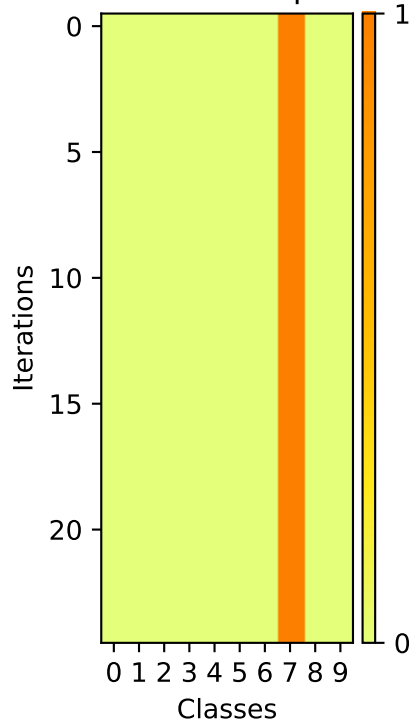
Softmax Outputs



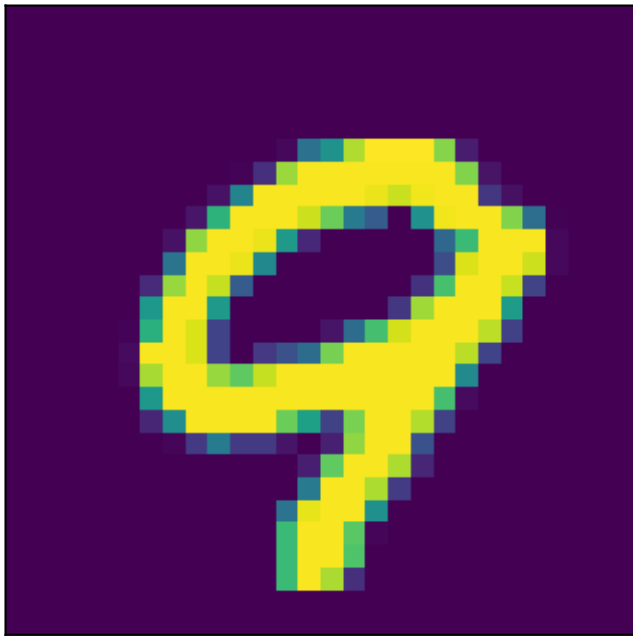
Image



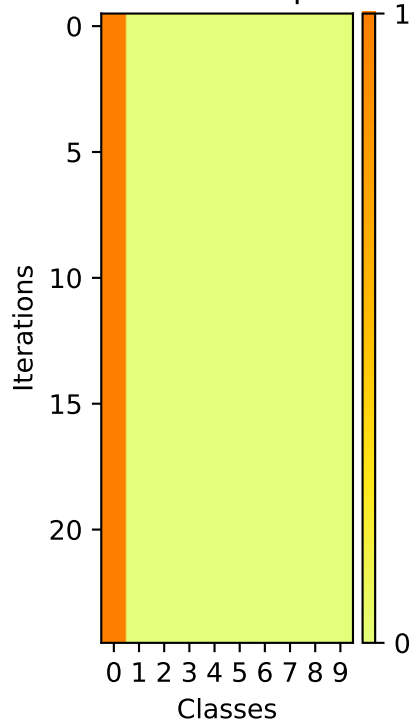
Softmax Outputs



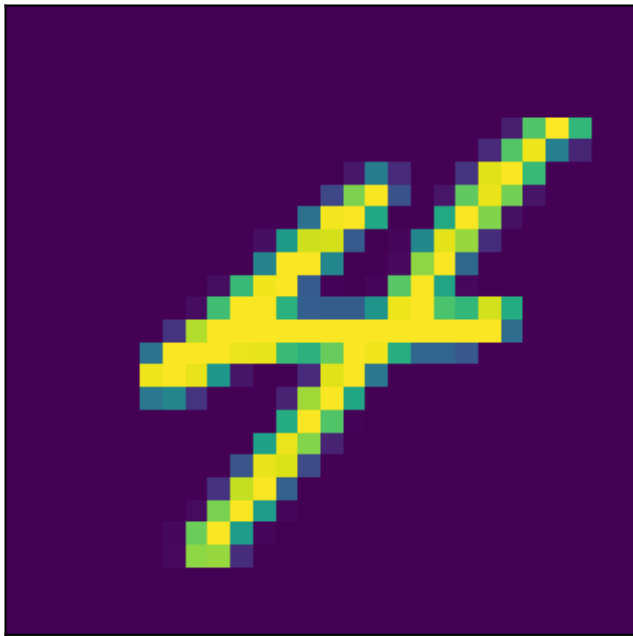
Image



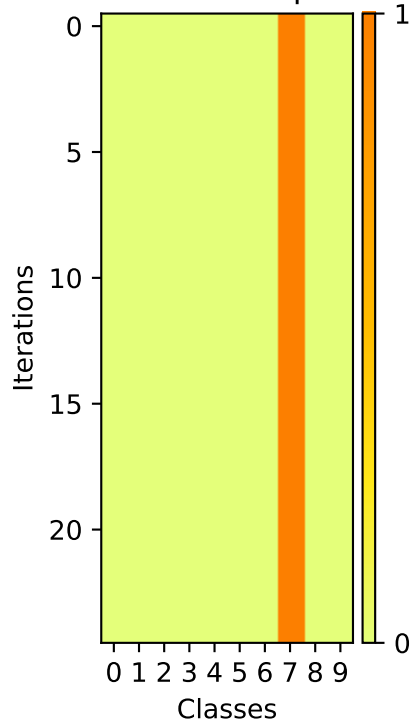
## Softmax Outputs



Image

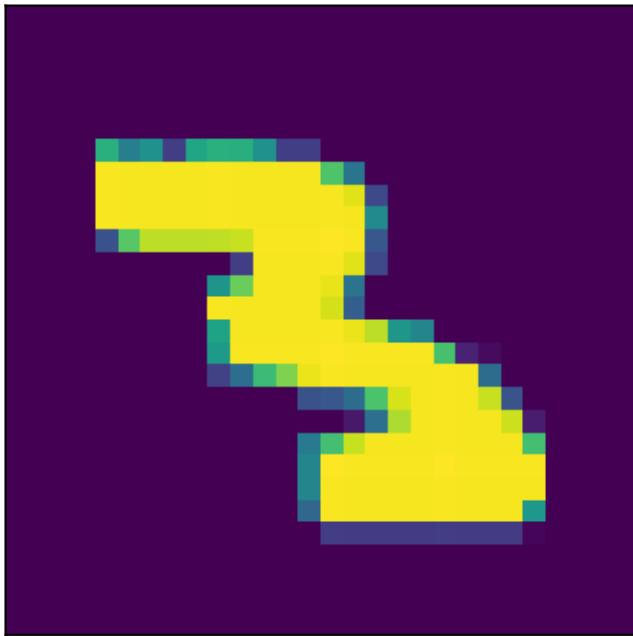


Softmax Outputs

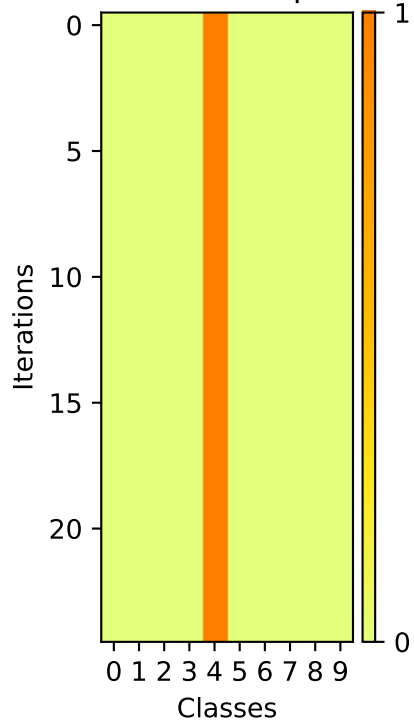




Image



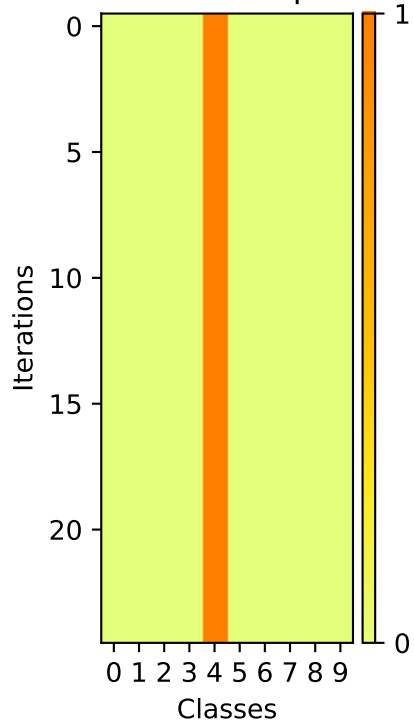
Softmax Outputs



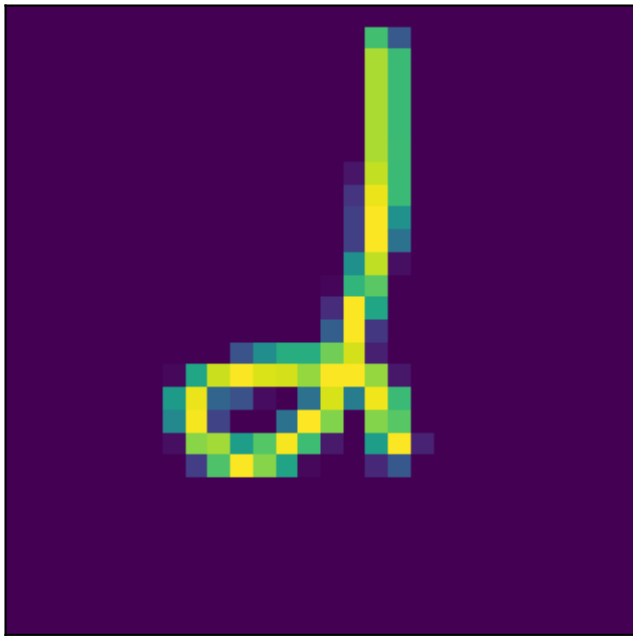
Image



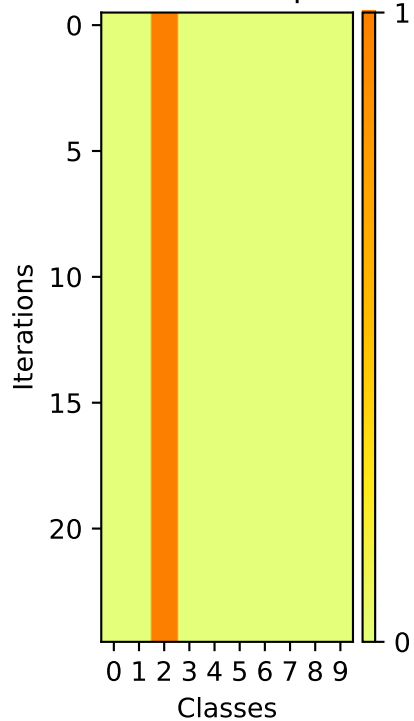
Softmax Outputs



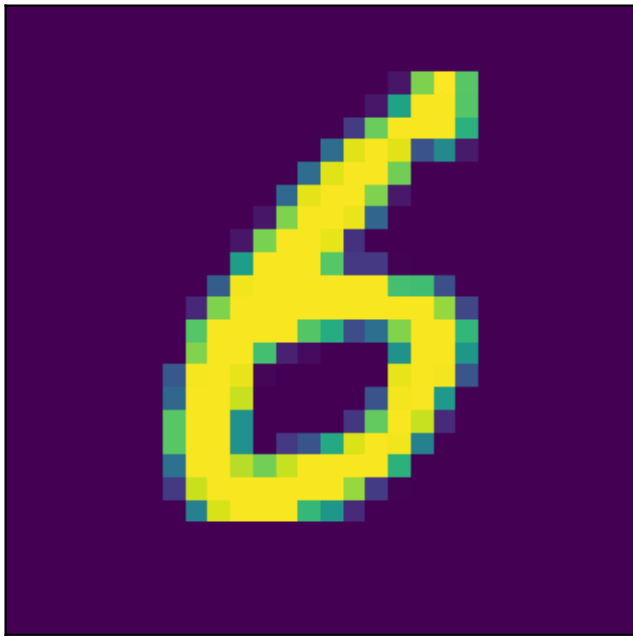
Image



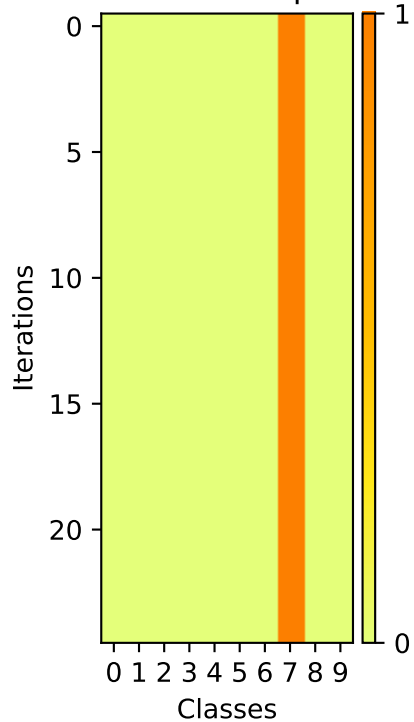
## Softmax Outputs



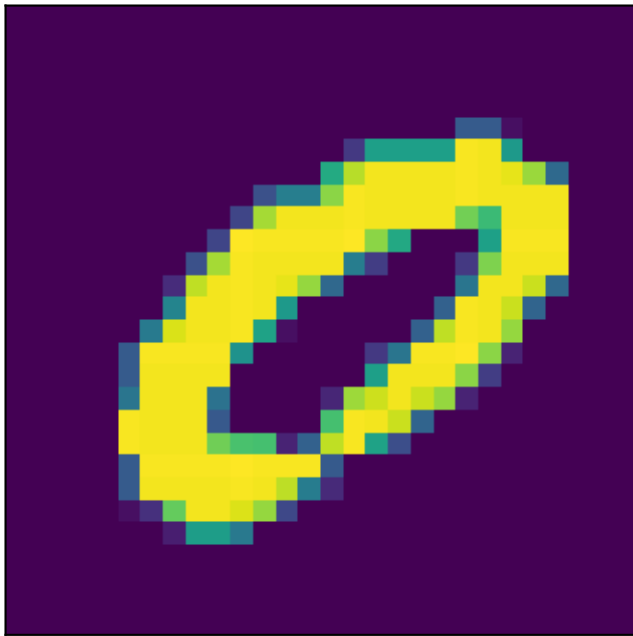
Image



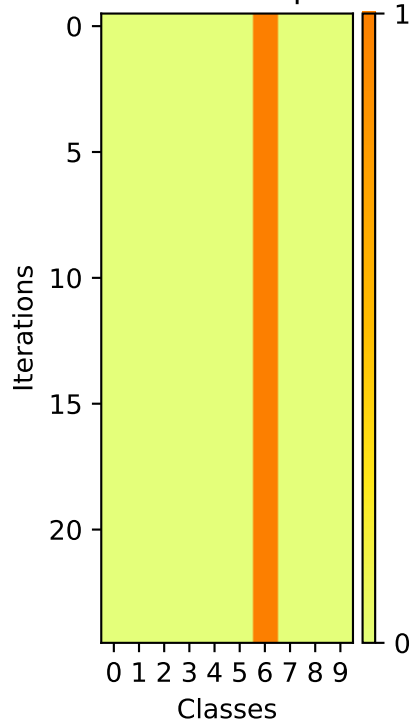
Softmax Outputs



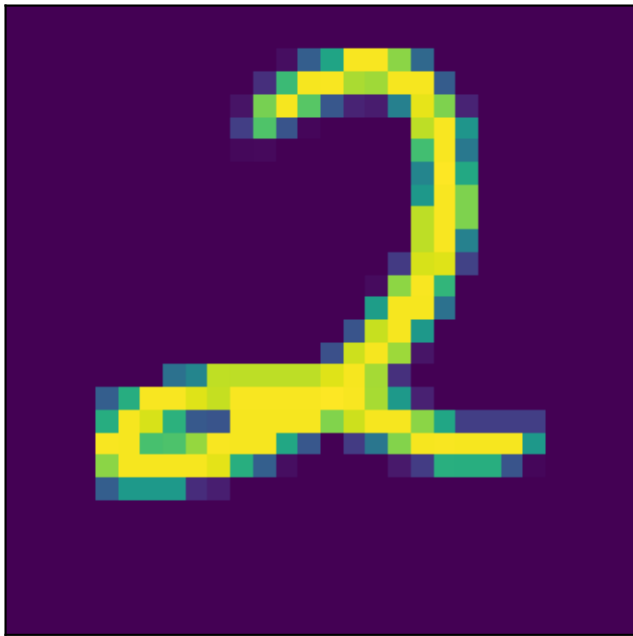
Image



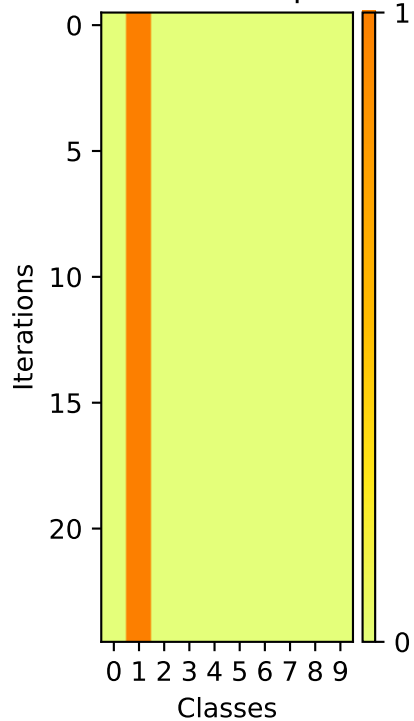
Softmax Outputs



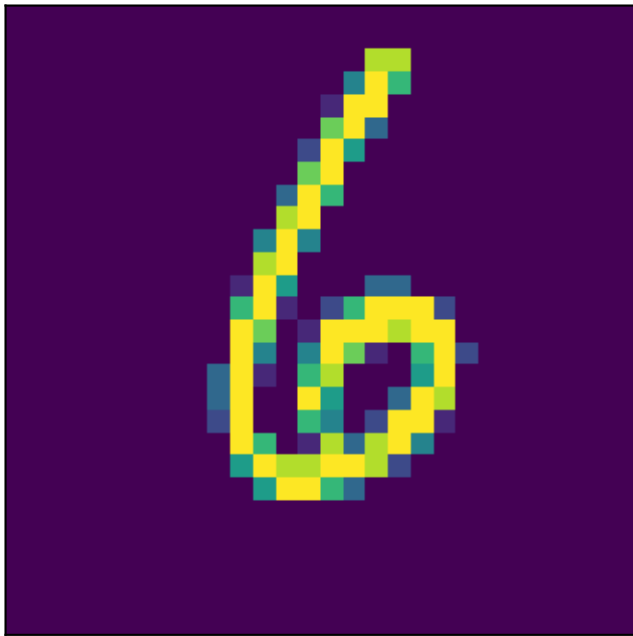
Image



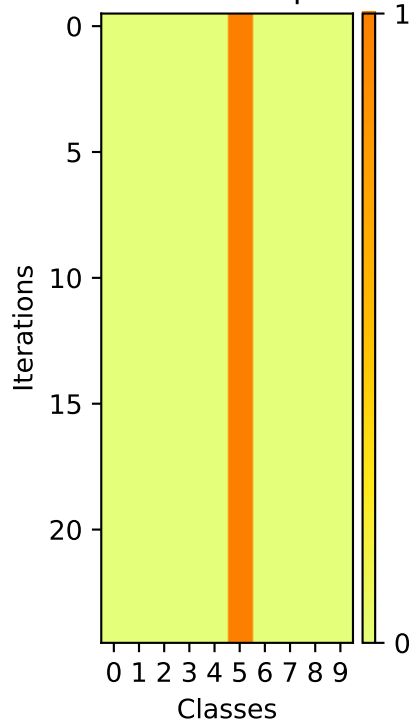
## Softmax Outputs



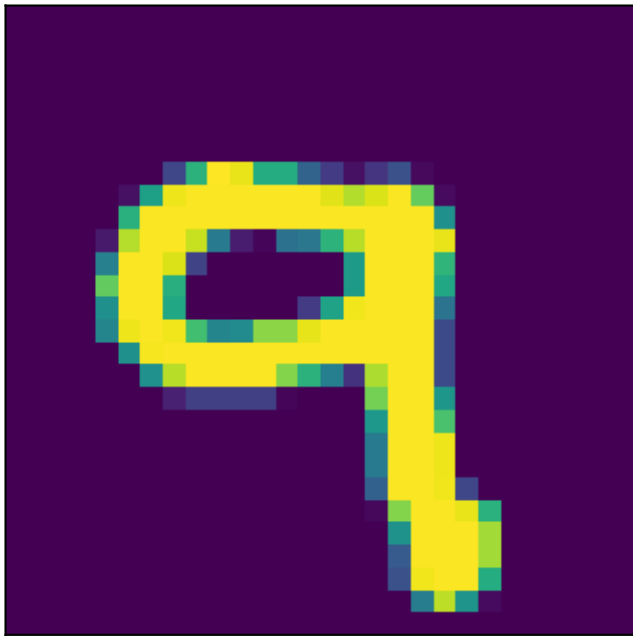
Image



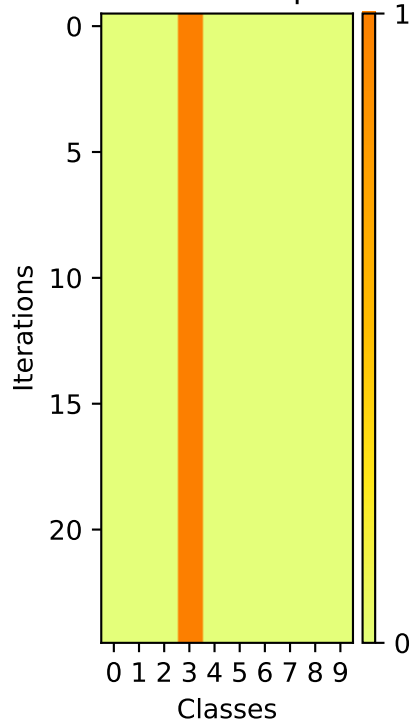
Softmax Outputs



Image



Softmax Outputs





A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

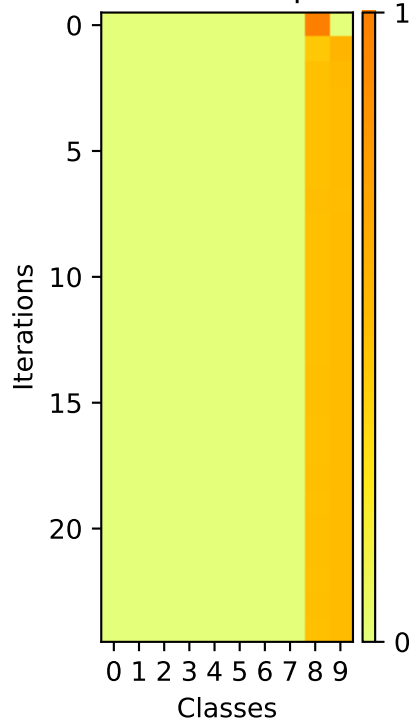
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

The distribution starts at Iteration 0 with Class 1 having a probability of 1.0 and all other classes having 0.0. As iterations progress, the probability for Class 1 decreases and the probability for Class 0 increases, eventually reaching a state where Class 0 has a probability of 1.0 and all other classes have 0.0 by Iteration 20.

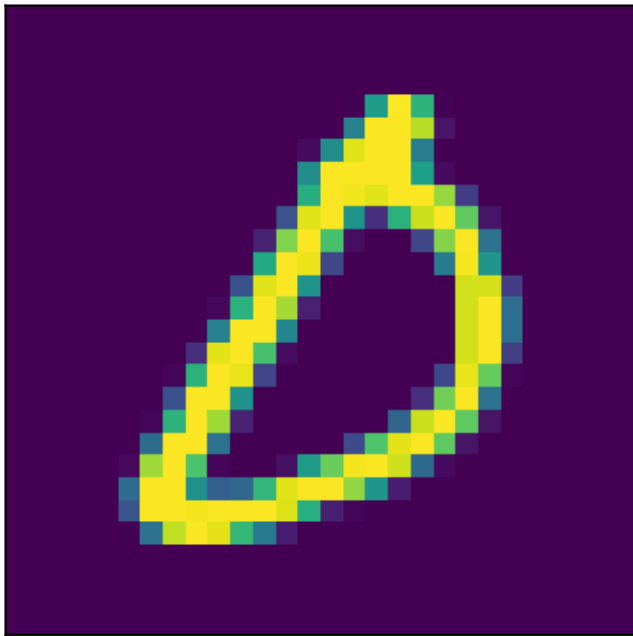
Image



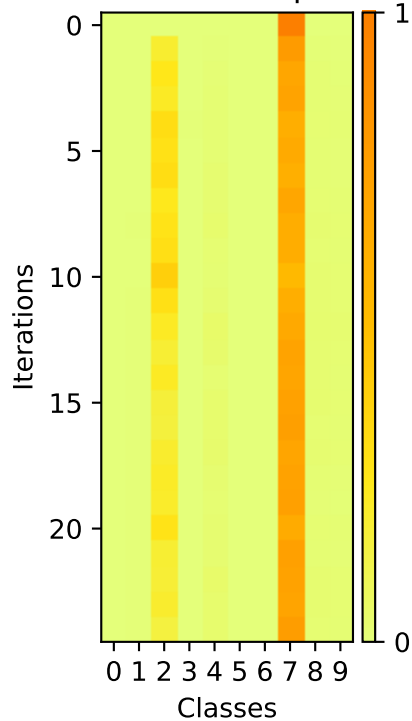
## Softmax Outputs



Image



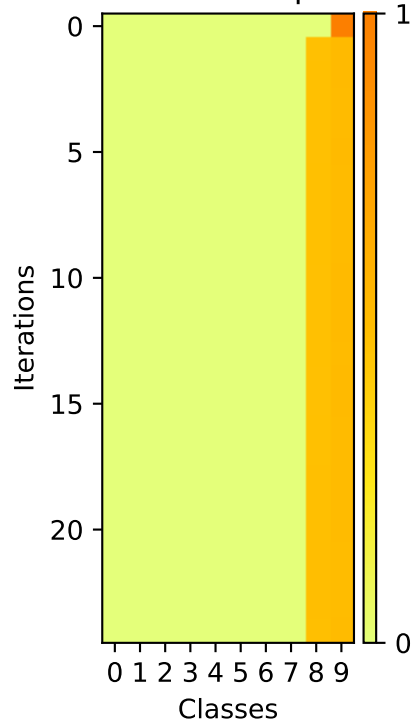
Softmax Outputs



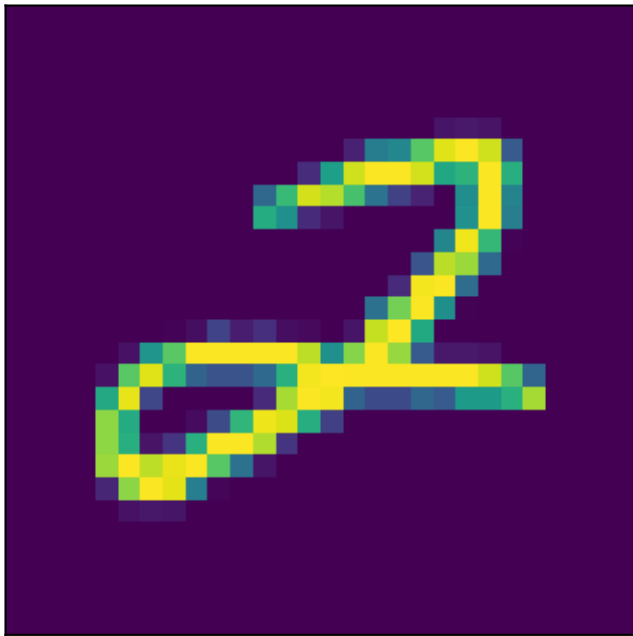
Image



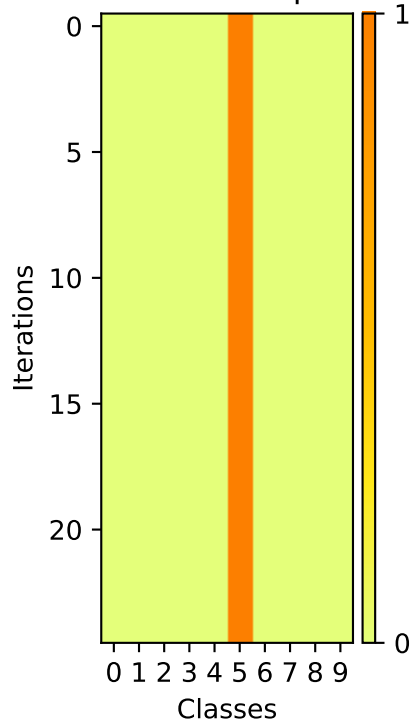
## Softmax Outputs



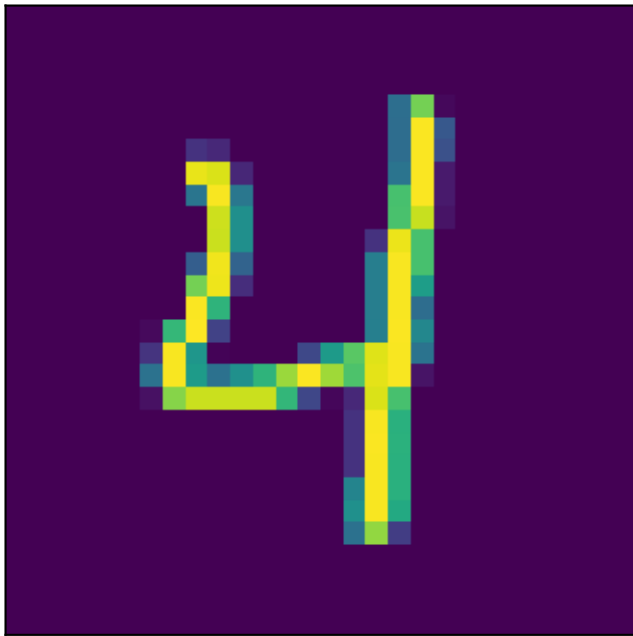
Image



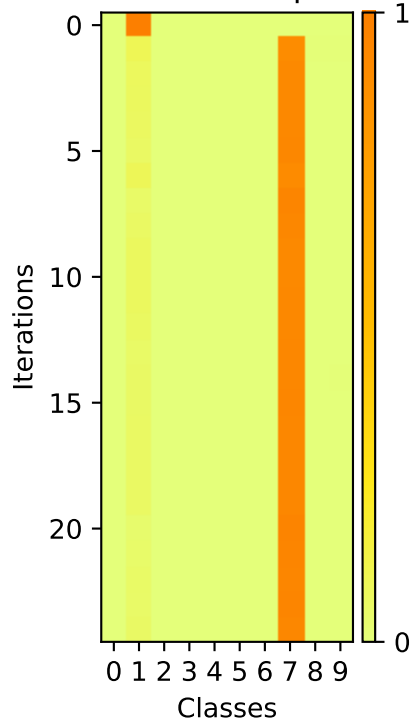
Softmax Outputs



Image



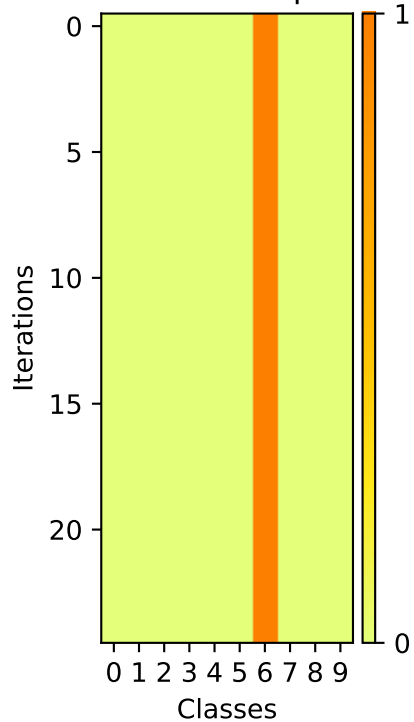
Softmax Outputs



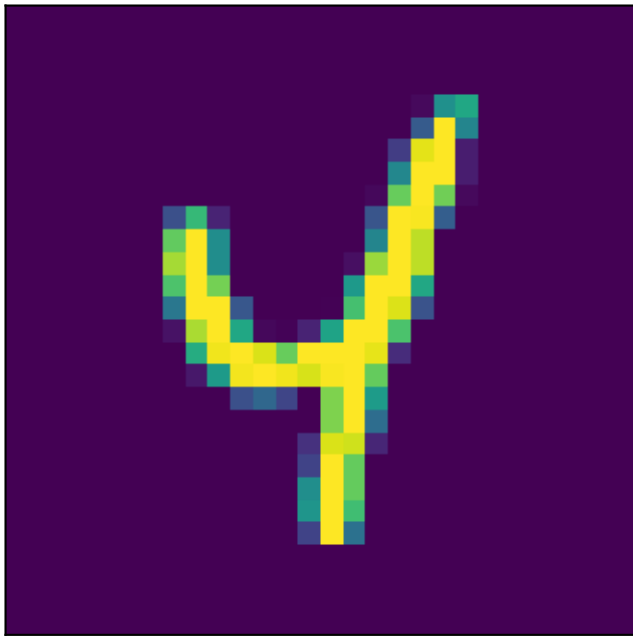
Image



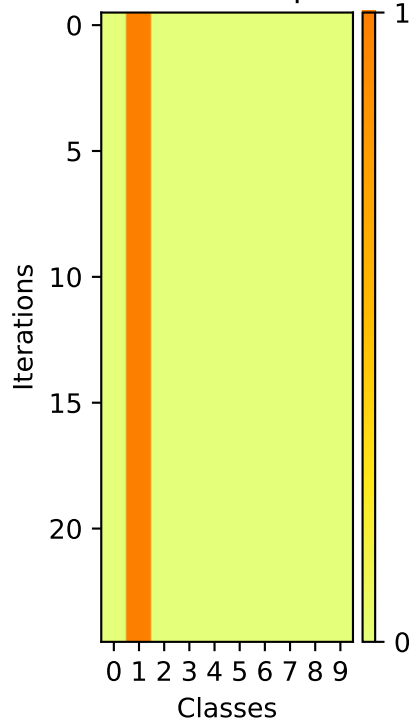
Softmax Outputs



Image

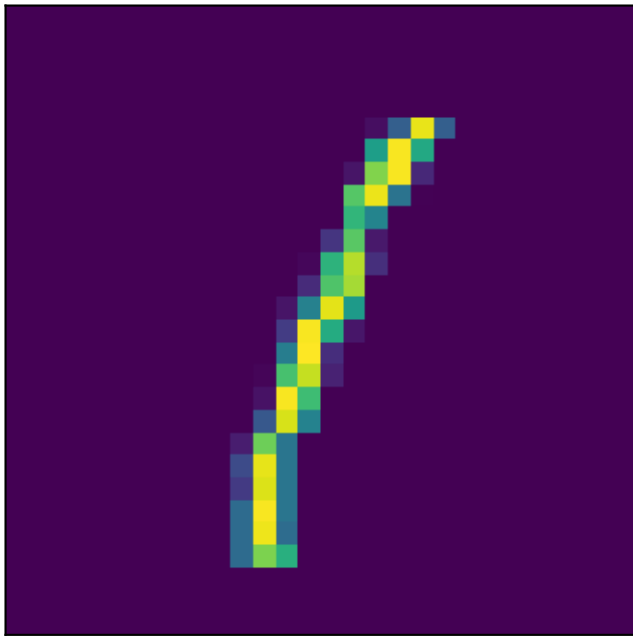


## Softmax Outputs

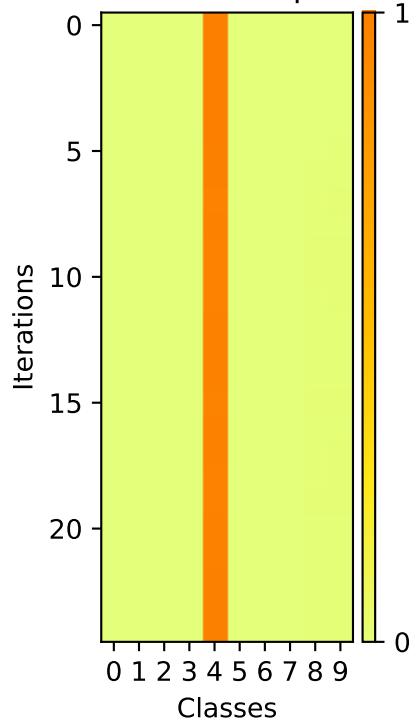




Image



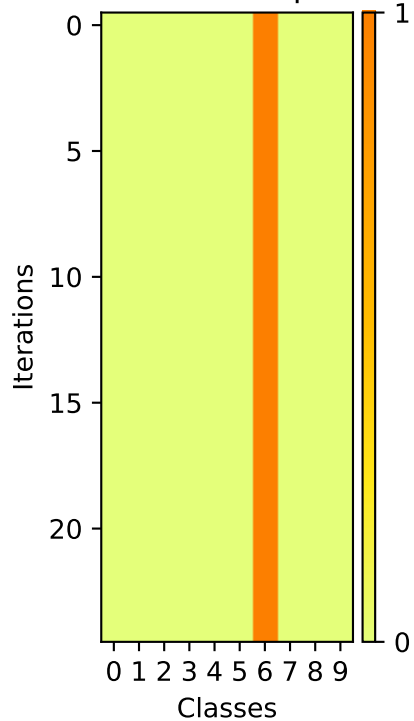
Softmax Outputs



Image



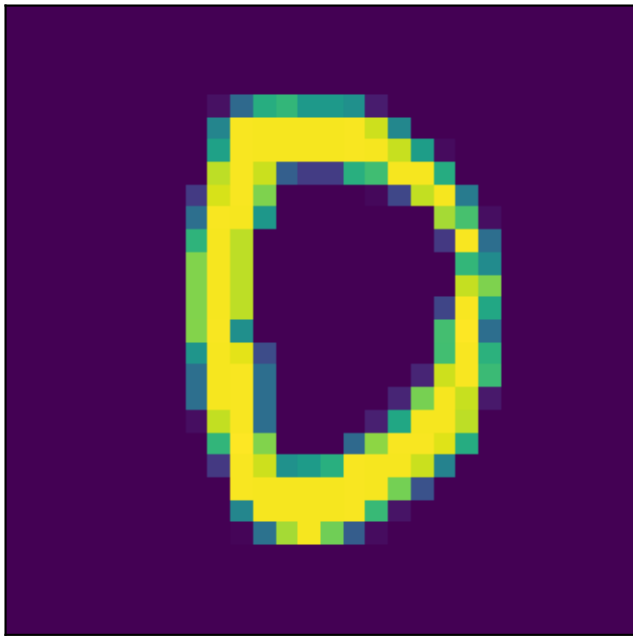
Softmax Outputs



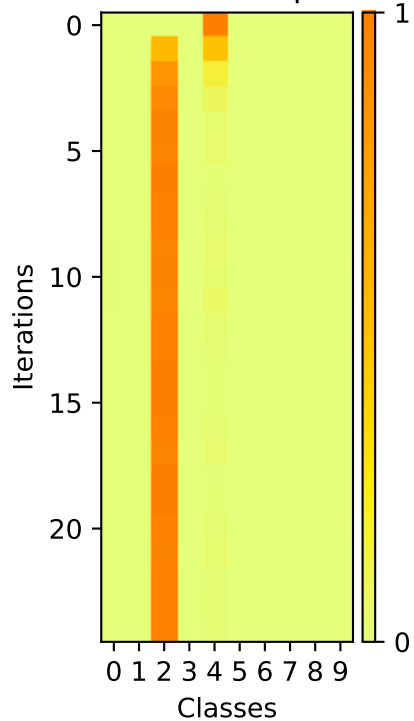
A pixelated, low-resolution image of a yellow and orange object, possibly a banana, set against a dark background. The object is oriented diagonally from the bottom-left towards the top-right. It has a bright yellow body with some orange and brownish pixels at the top, suggesting a stem or a bruise. The image is composed of large, distinct square pixels, giving it a retro, digital-art appearance.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least.

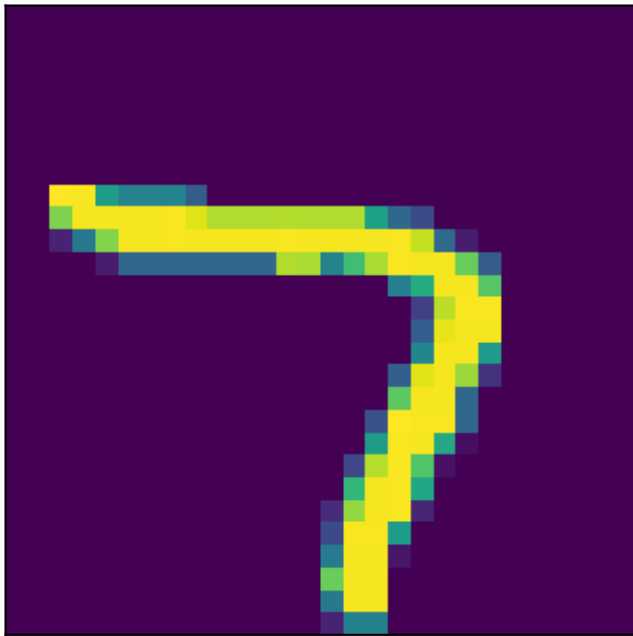
Image



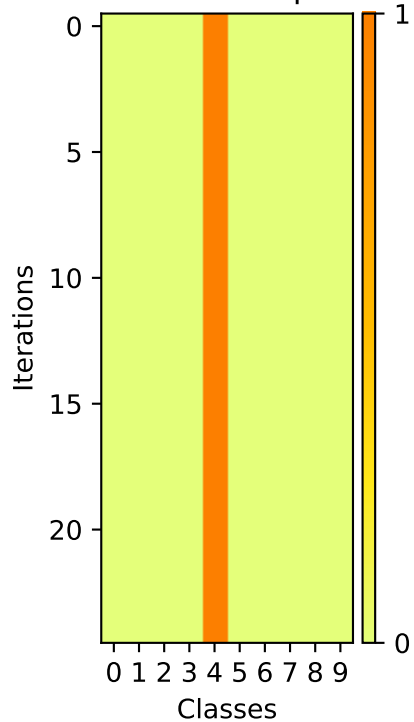
Softmax Outputs



Image



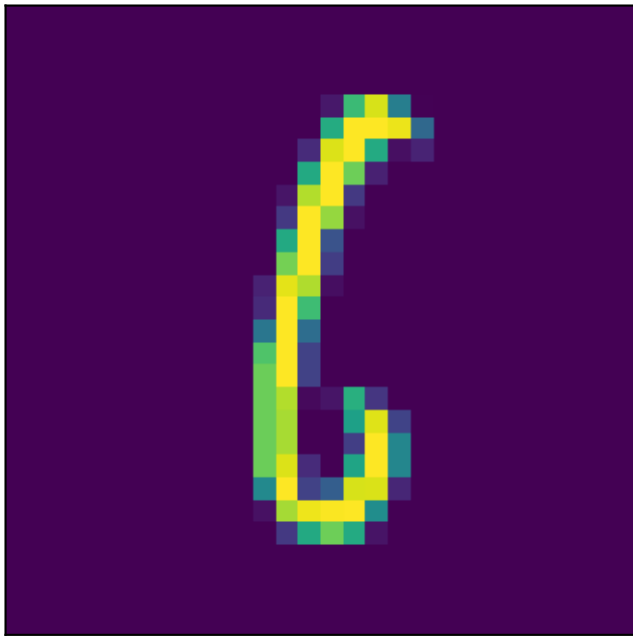
Softmax Outputs



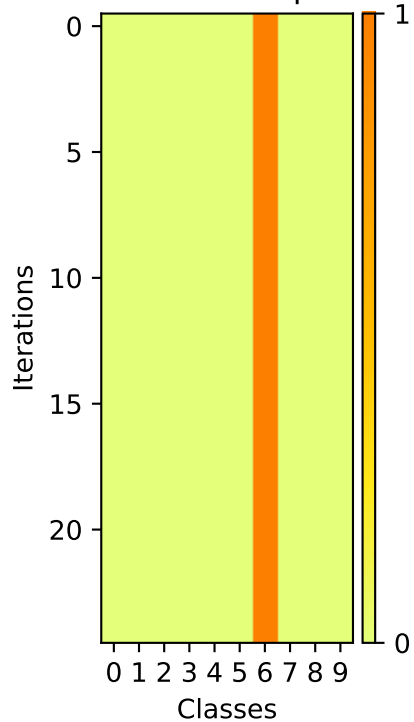
A pixelated yellow question mark is centered on a black background. The question mark is composed of small squares in shades of yellow, orange, and brown, giving it a hand-drawn or digital art appearance.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 10, reaching near 1.0 by iteration 20.

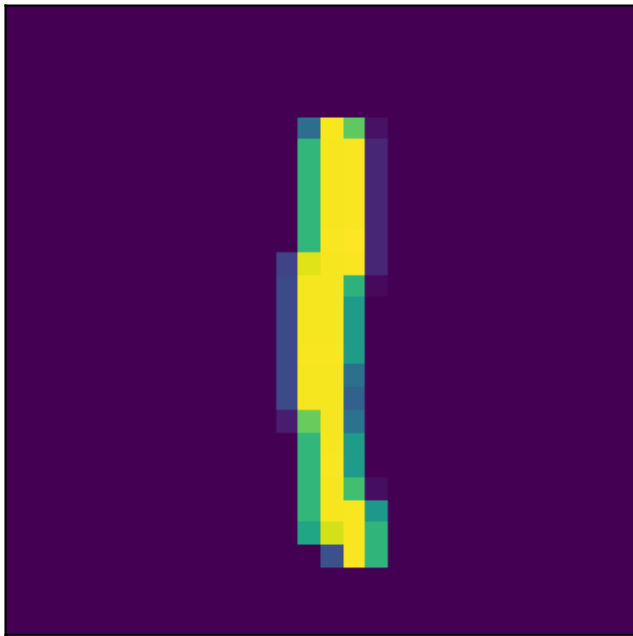
Image



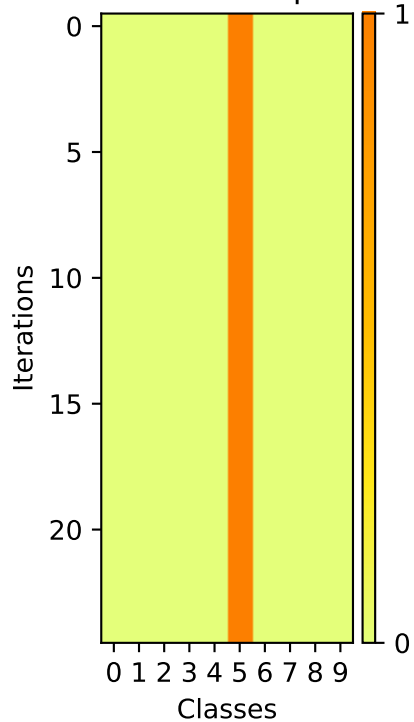
Softmax Outputs



Image

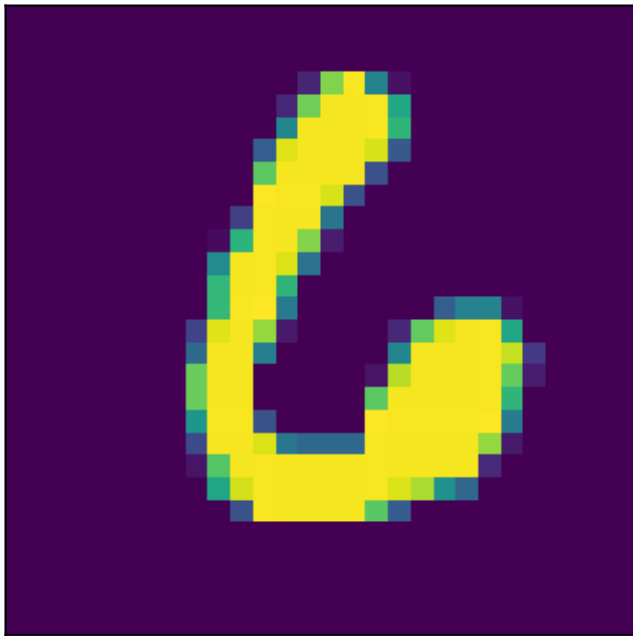


Softmax Outputs

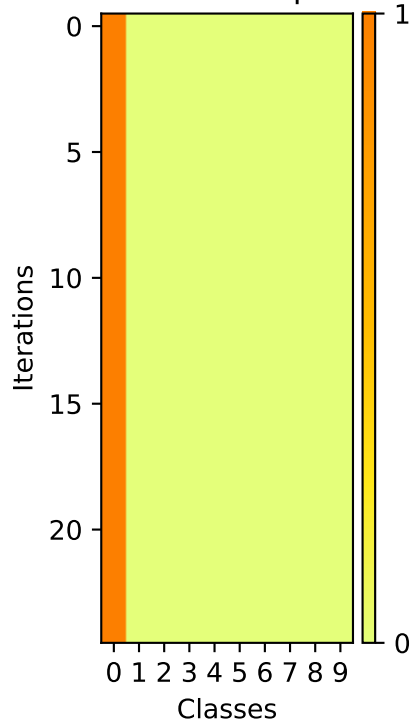


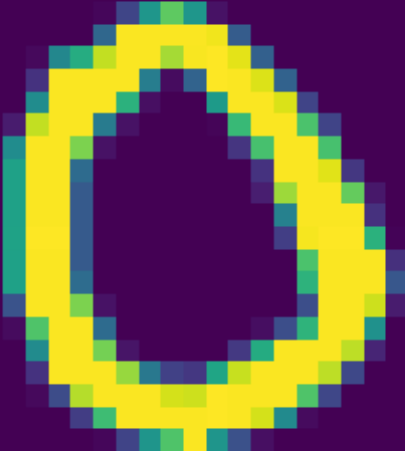


Image



## Softmax Outputs



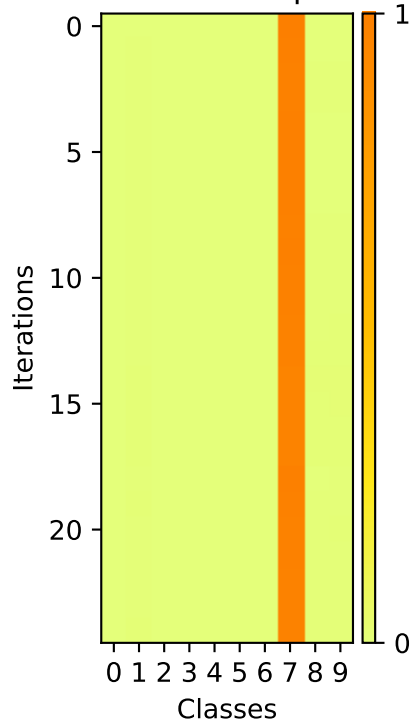
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, orange, and brown, giving it a textured, hand-drawn appearance. The center of the ring is a solid dark purple, matching the background.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

Image



Softmax Outputs



Image



Softmax Outputs

