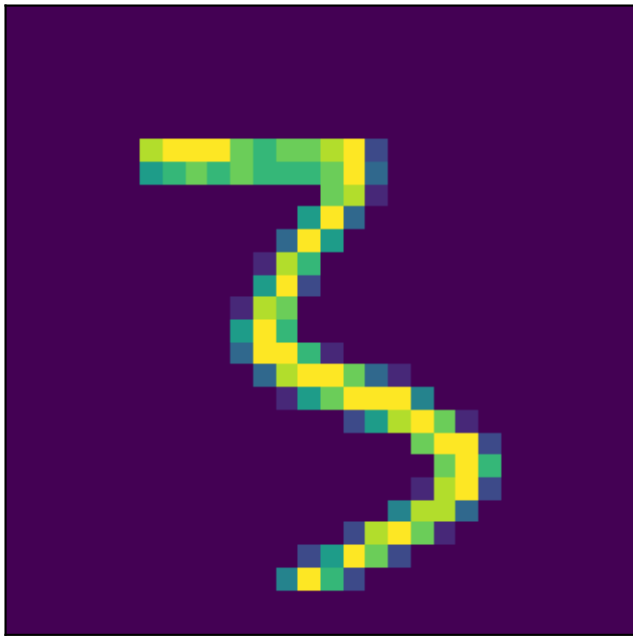
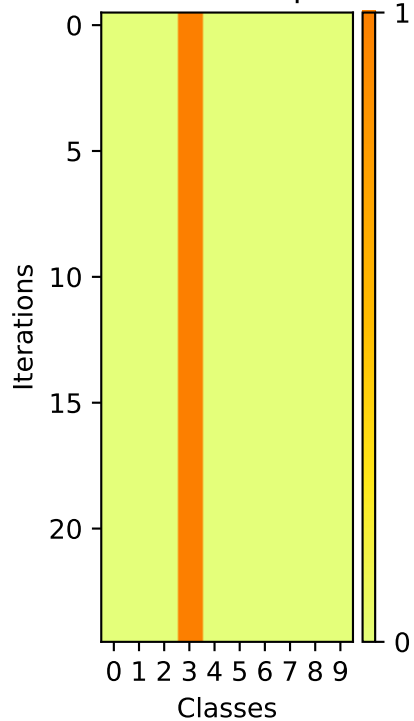


Image

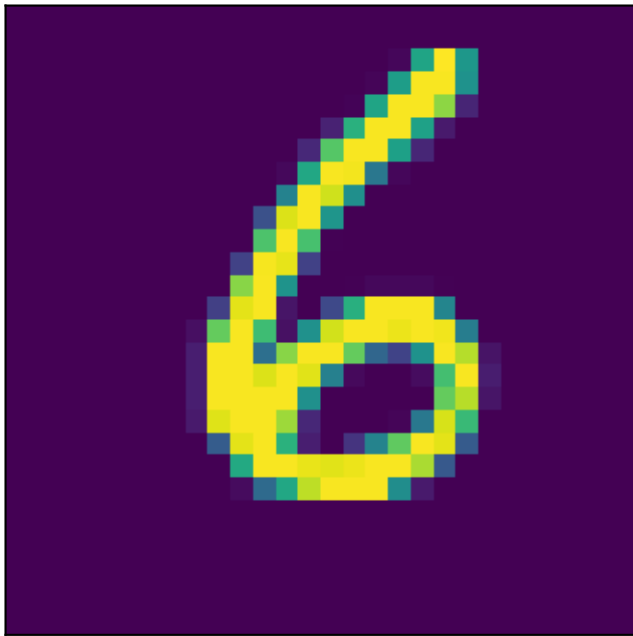


Softmax Outputs

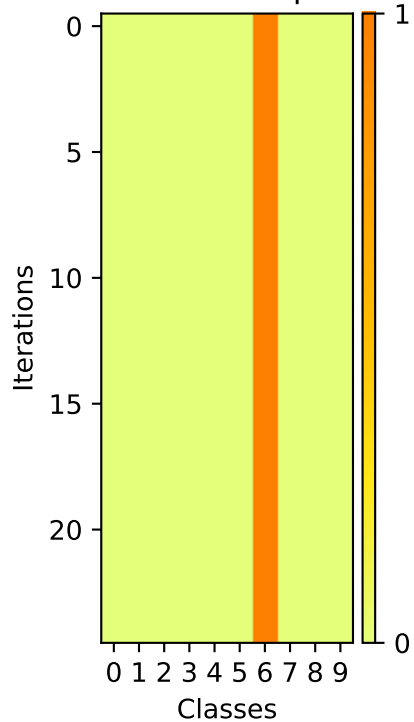




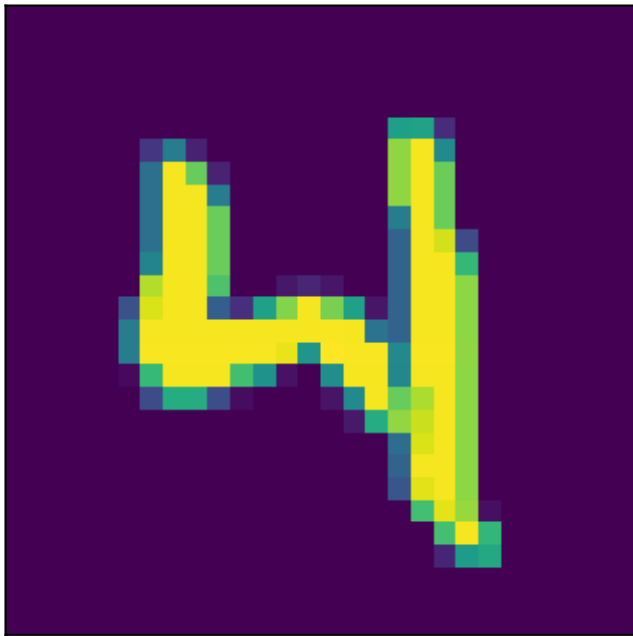
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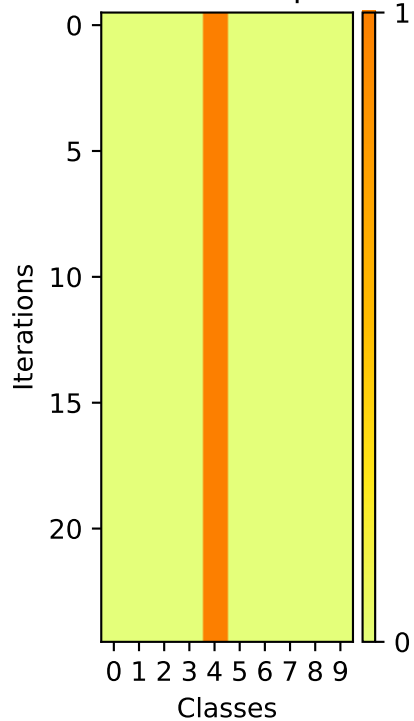
Softmax Outputs



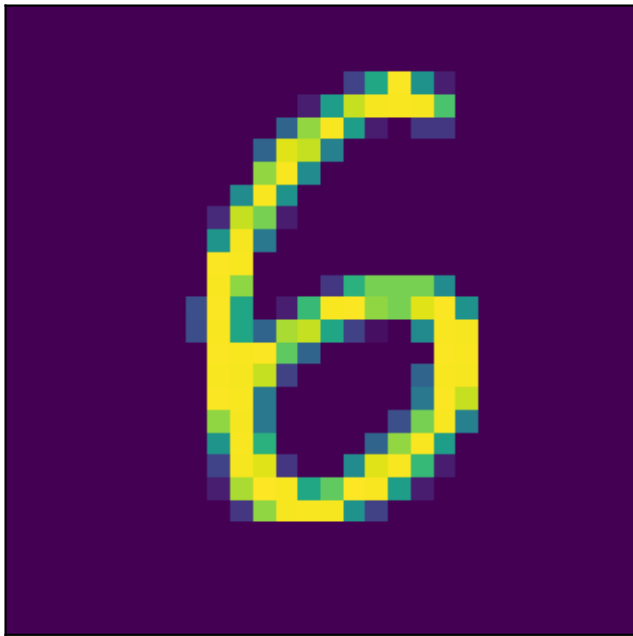
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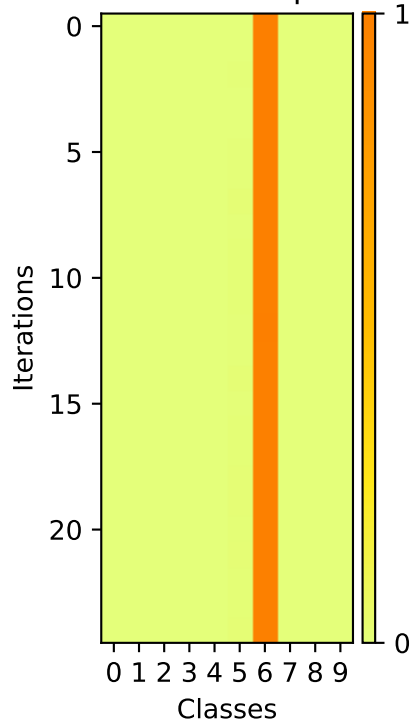
Softmax Outputs



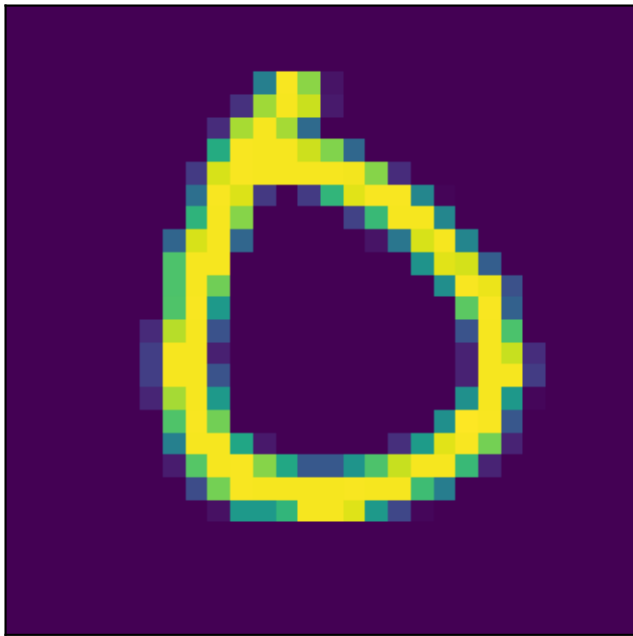
Image



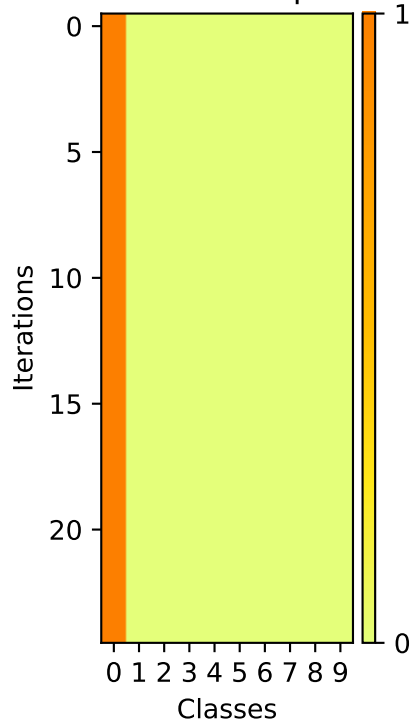
Softmax Outputs



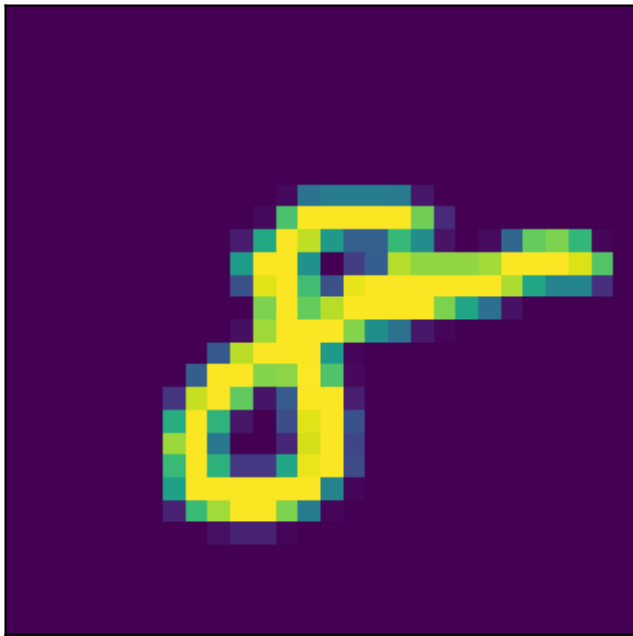
Image



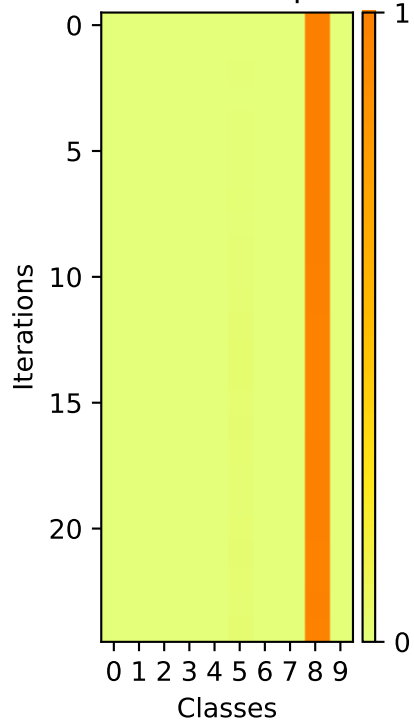
## Softmax Outputs



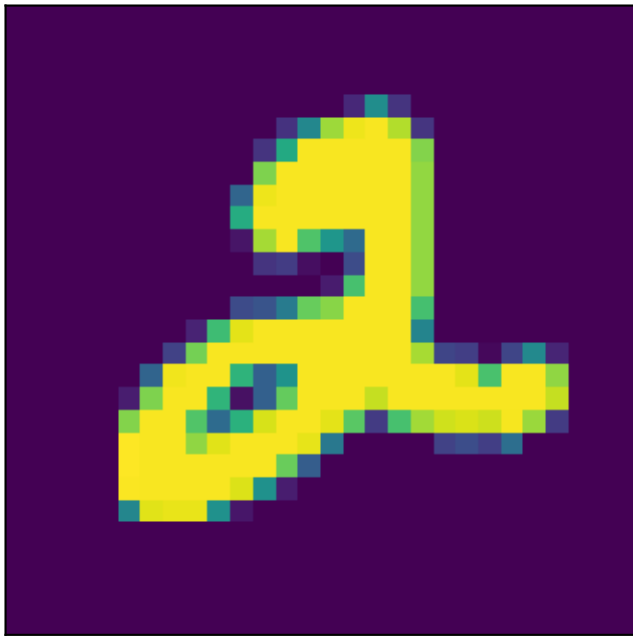
Image



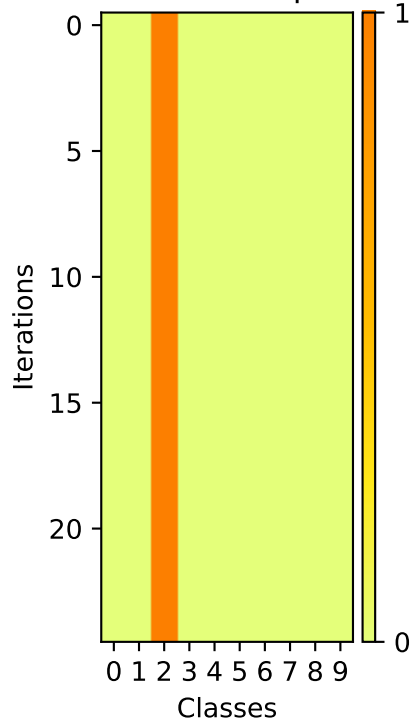
## Softmax Outputs



Image



## Softmax Outputs

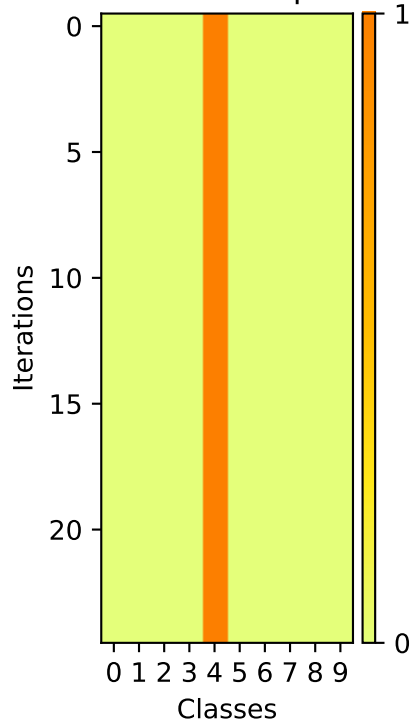




Image

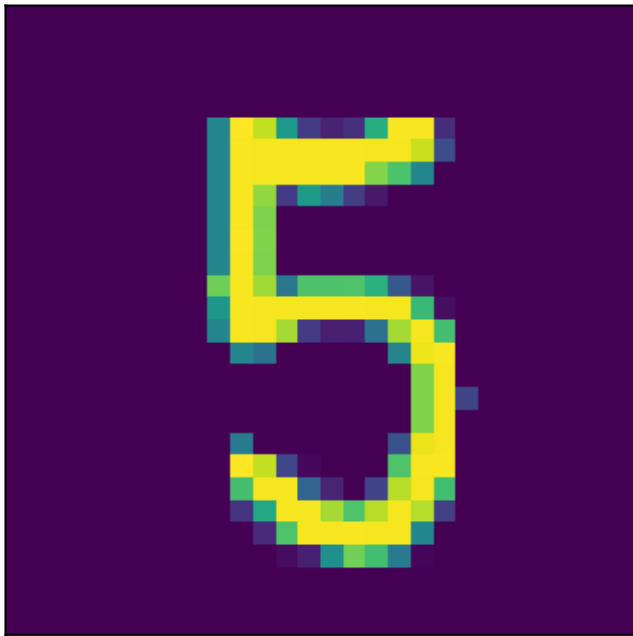


Softmax Outputs

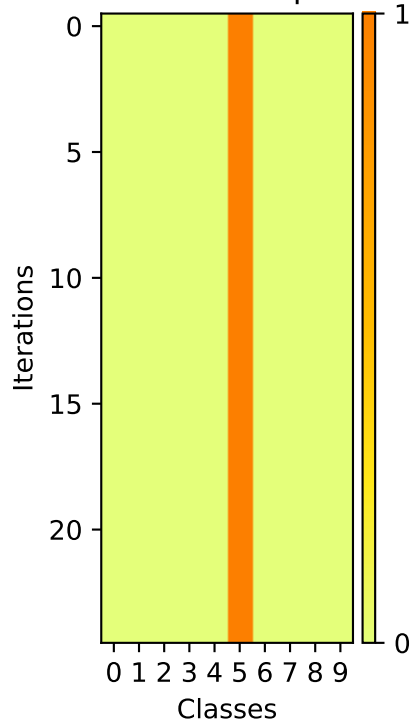


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). The distribution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

Image



Softmax Outputs



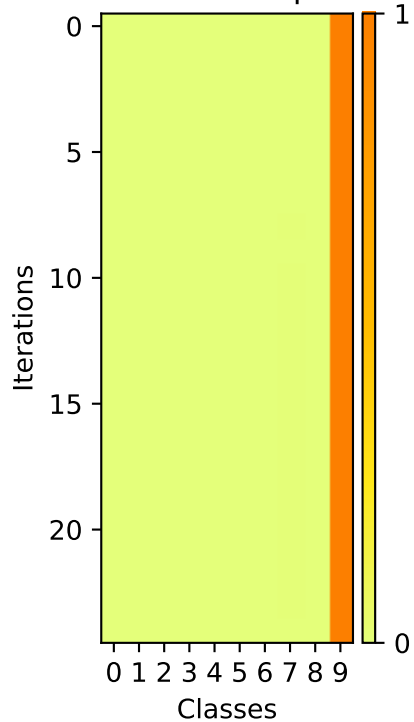




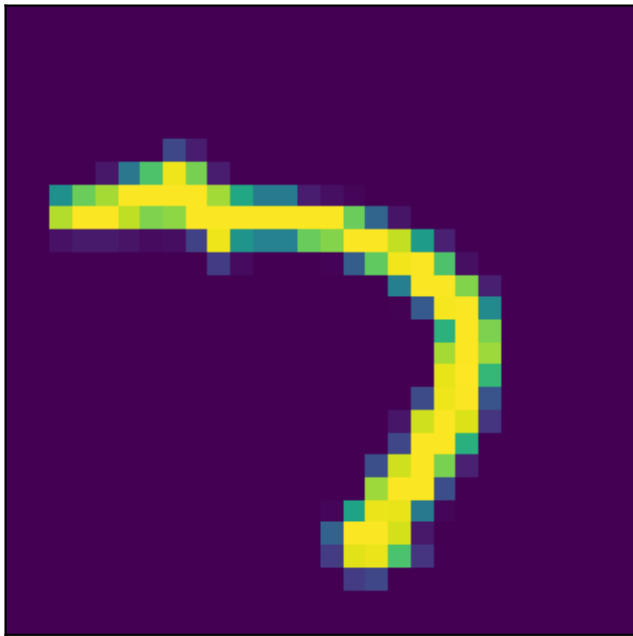
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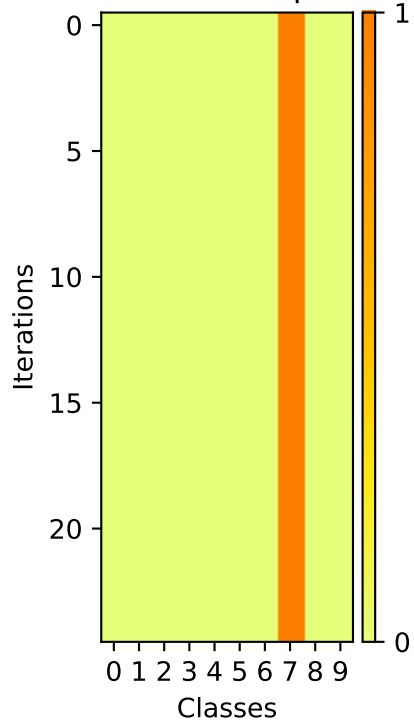
## Softmax Outputs



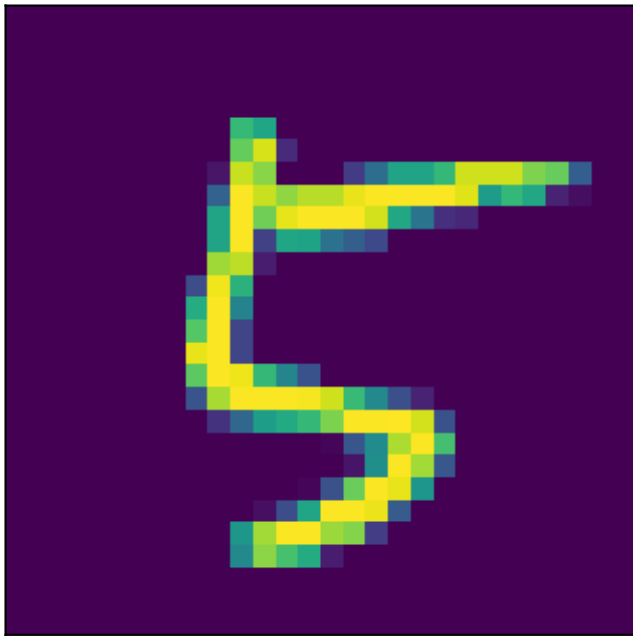
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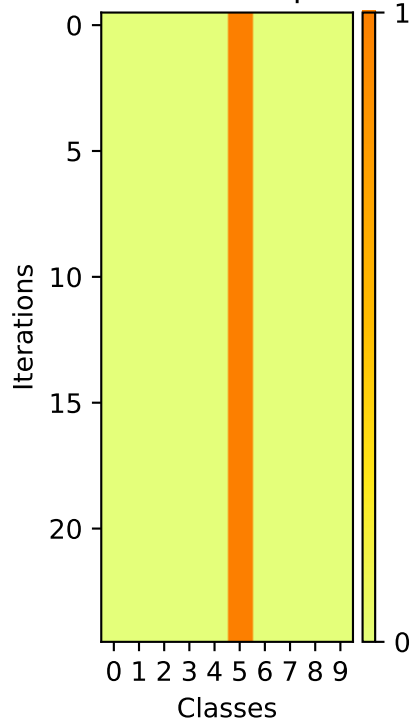
Softmax Outputs



Image



Softmax Outputs

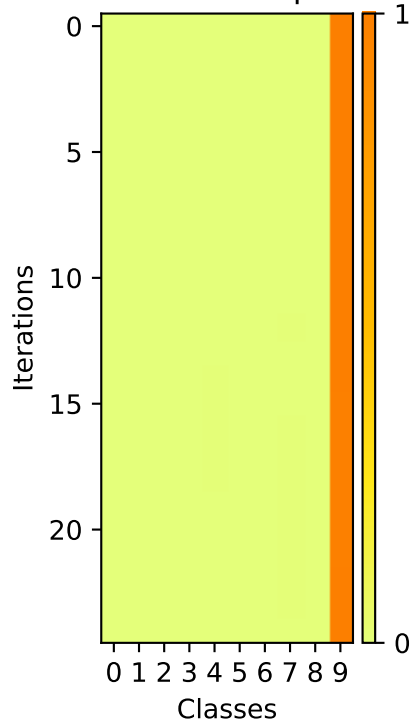




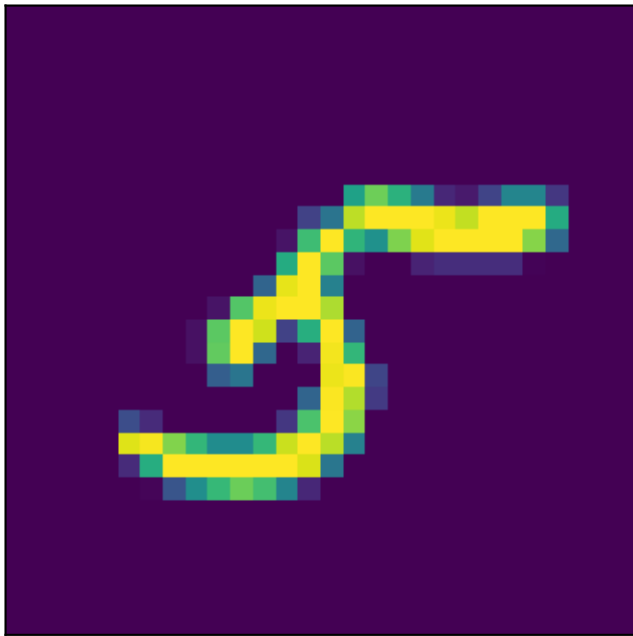
Image



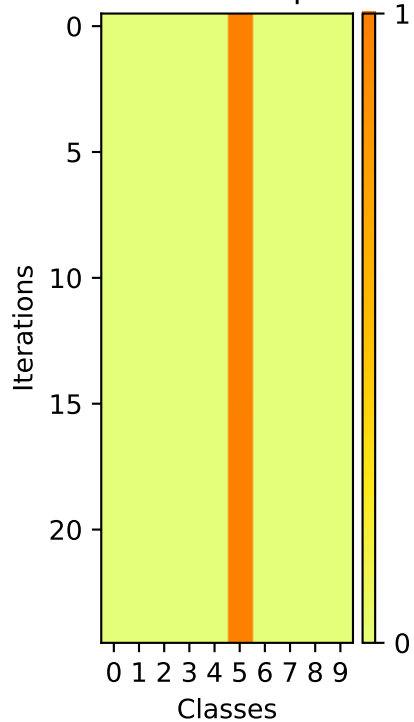
## Softmax Outputs



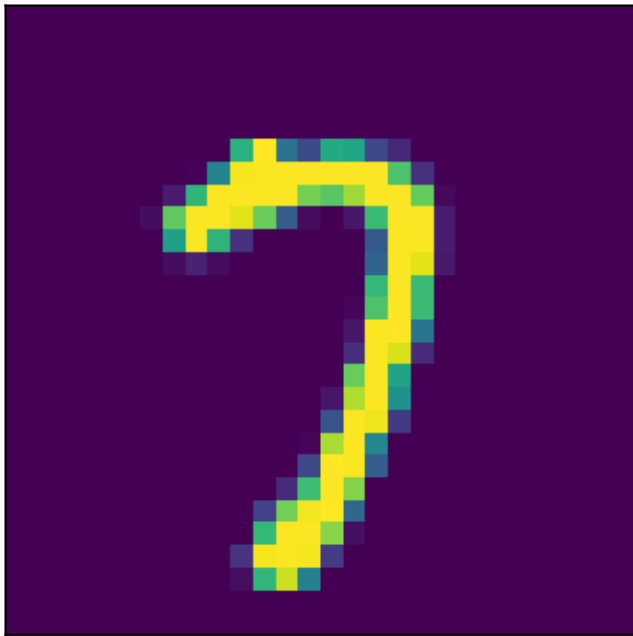
Image



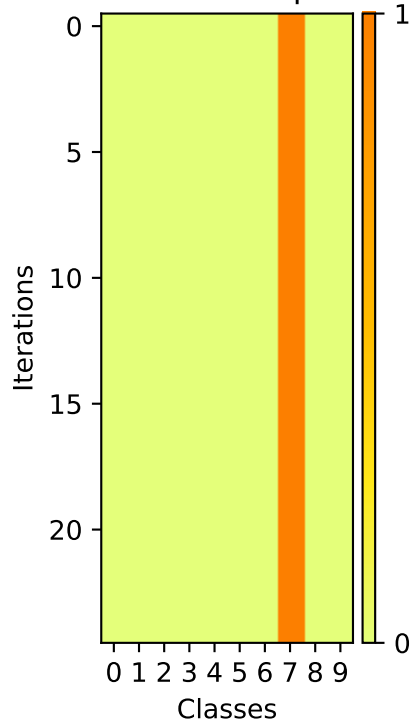
Softmax Outputs



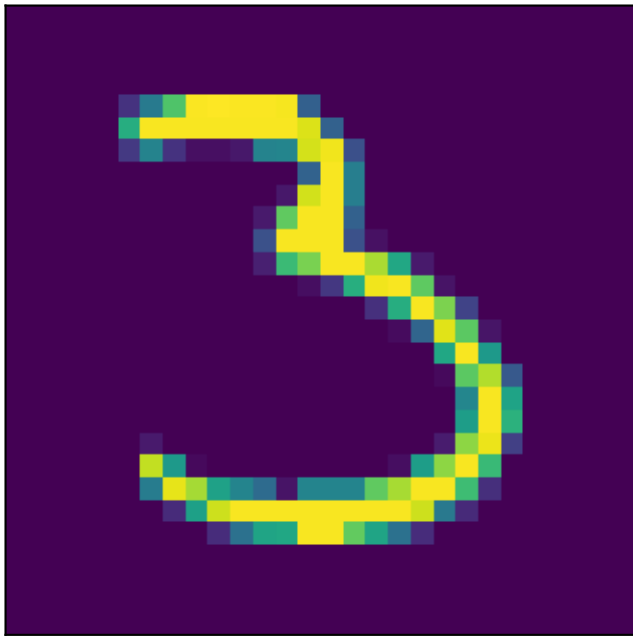
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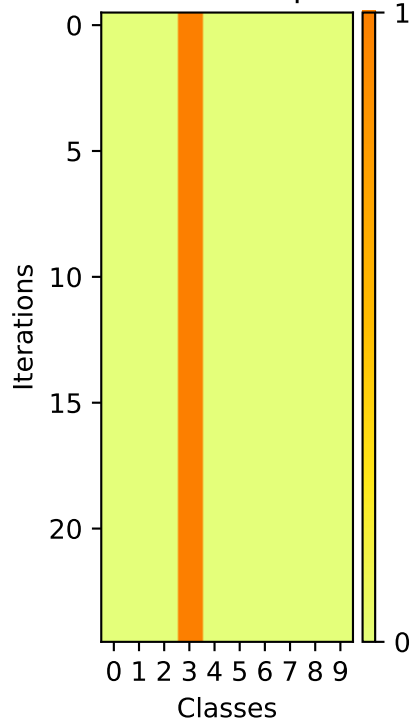
Softmax Outputs



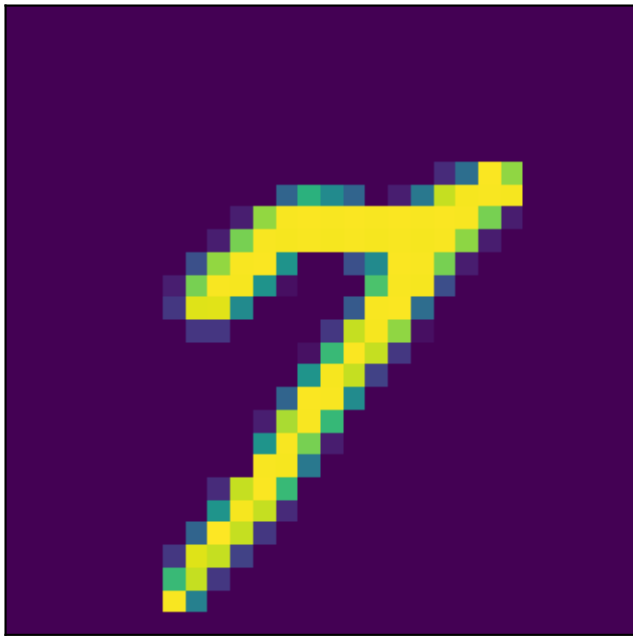
Image



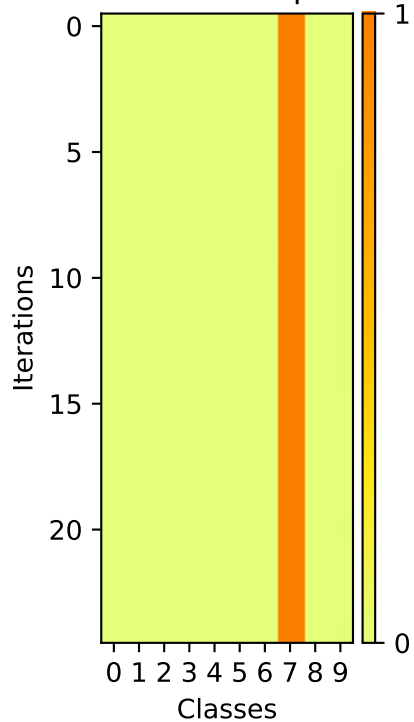
Softmax Outputs



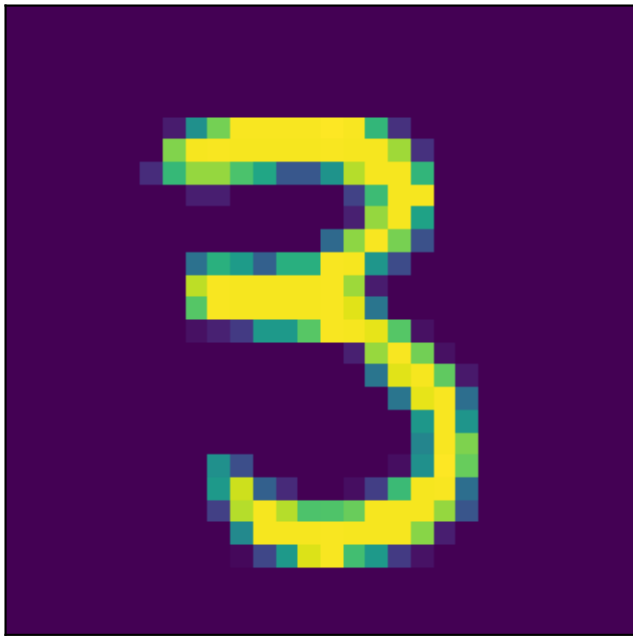
Image



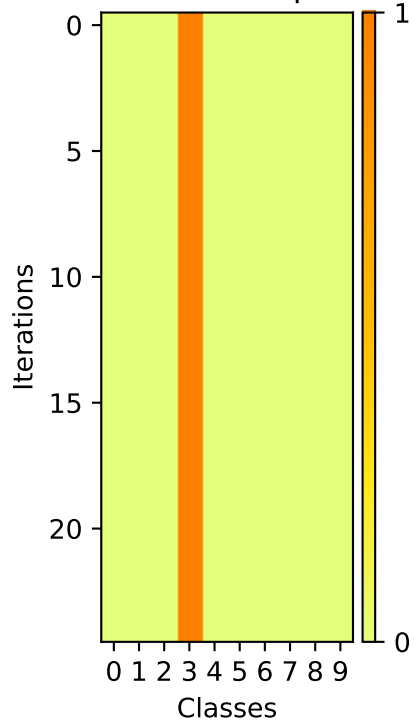
Softmax Outputs



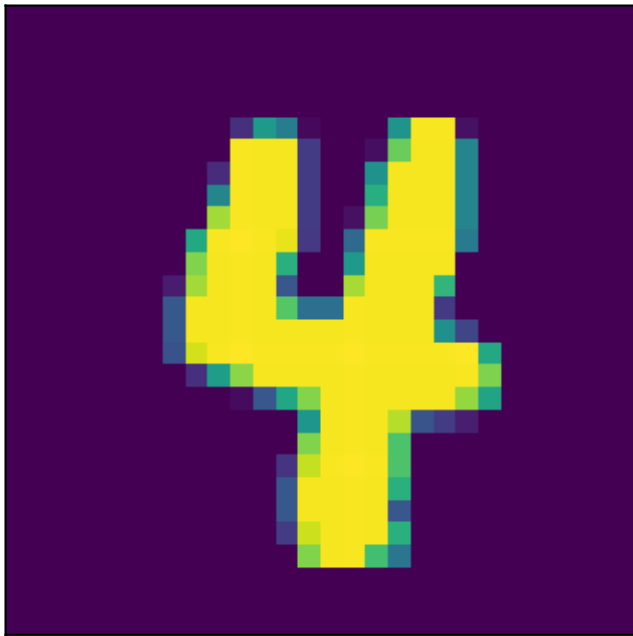
Image



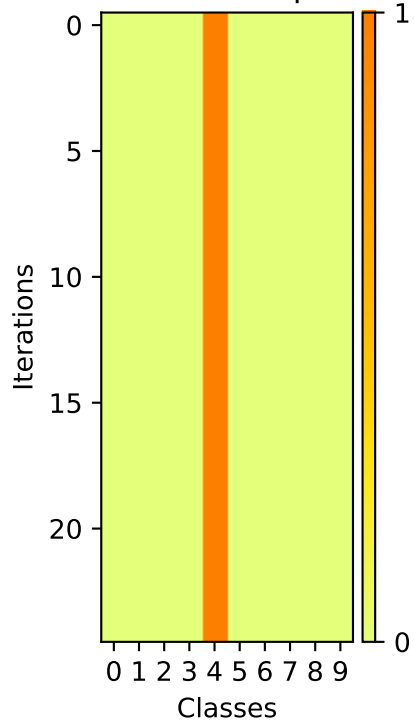
Softmax Outputs



Image



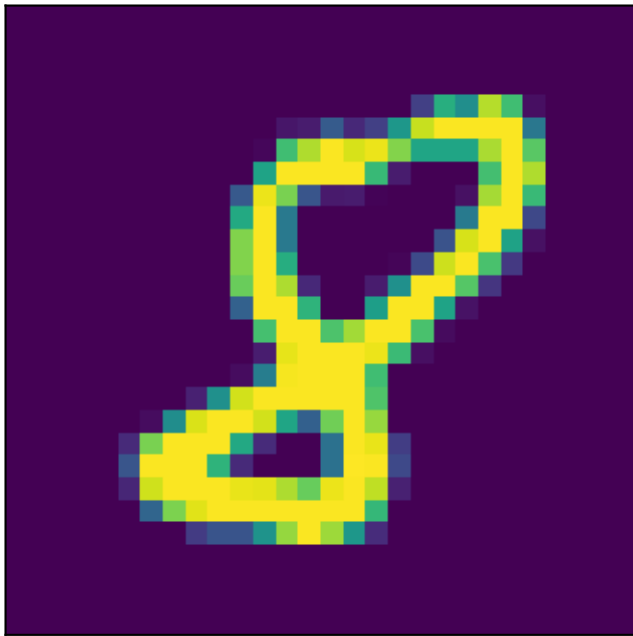
Softmax Outputs



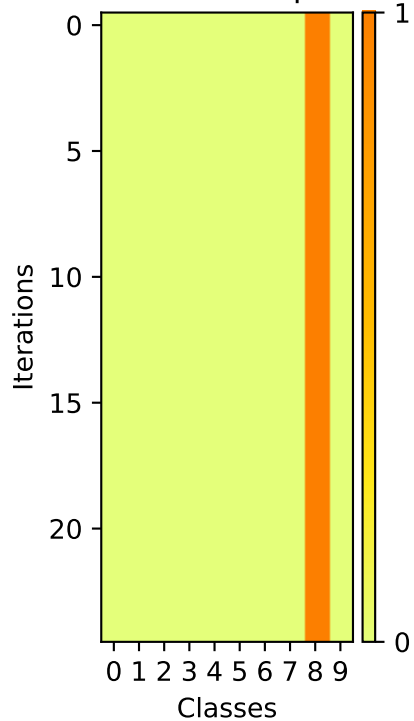
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (orange). Class 2 is consistently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



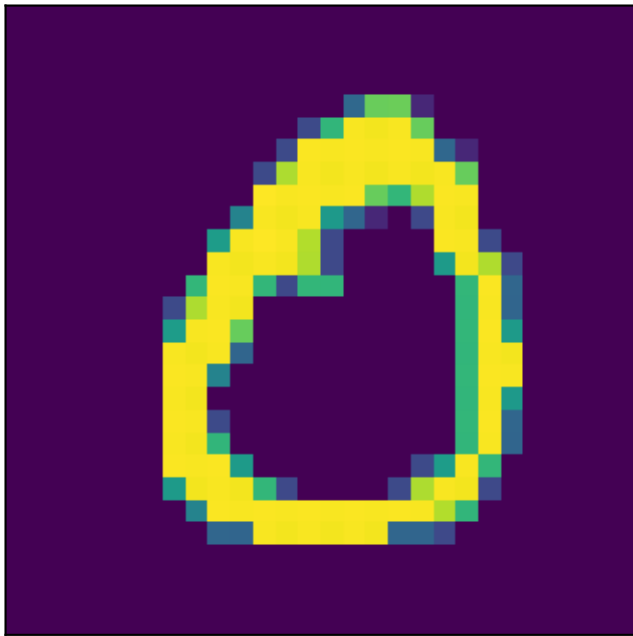
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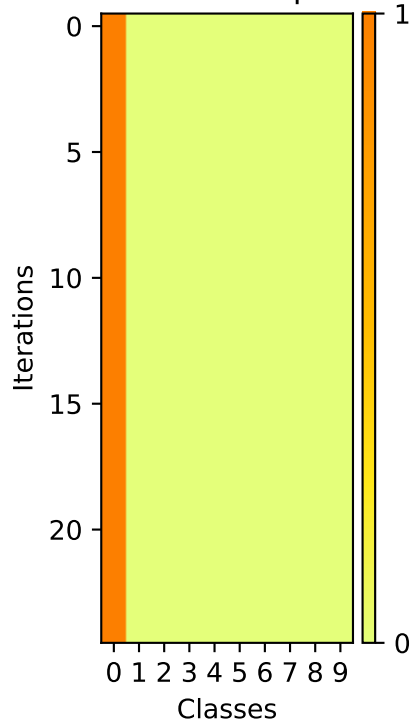
## Softmax Outputs



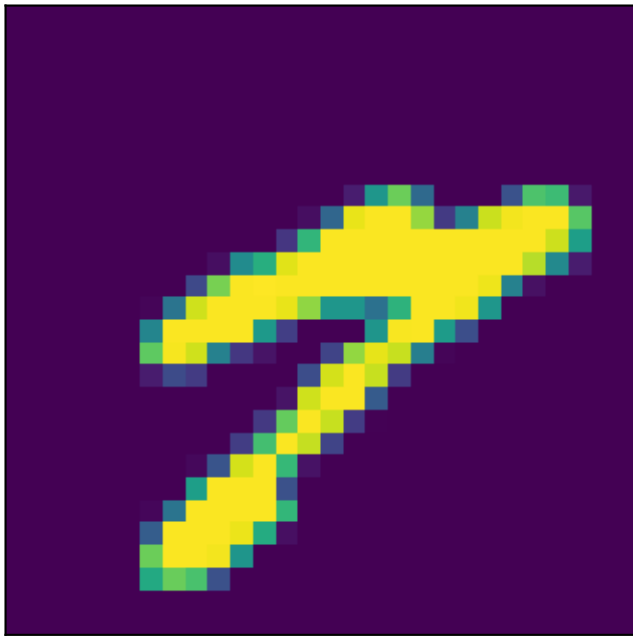
Image



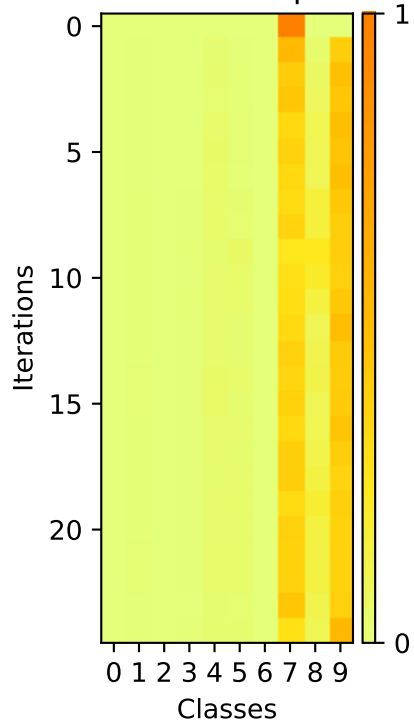
## Softmax Outputs



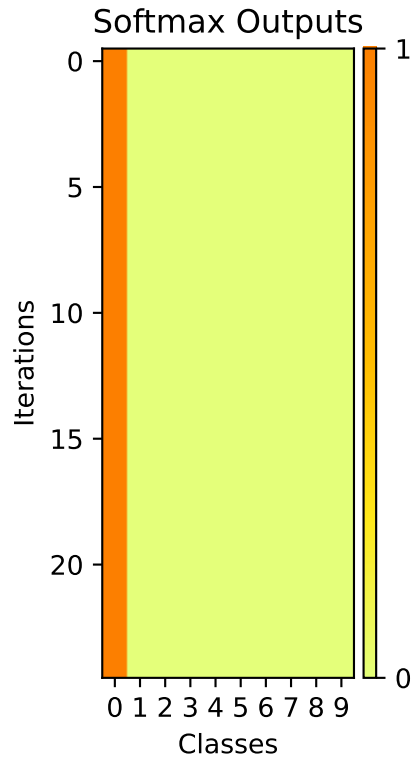
Image



Softmax Outputs

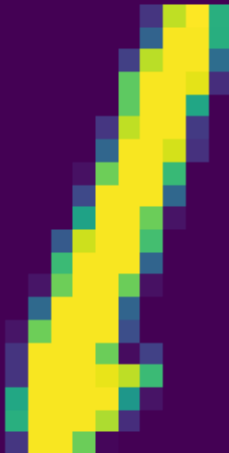


A pixelated, low-resolution image of a yellow and green ring-like structure, possibly a stylized letter 'O' or a molecular structure, set against a dark purple background. The structure is composed of many small squares in shades of yellow, green, and blue, forming a circular shape with a central void. The edges are jagged and pixelated, giving it a retro, digital appearance.

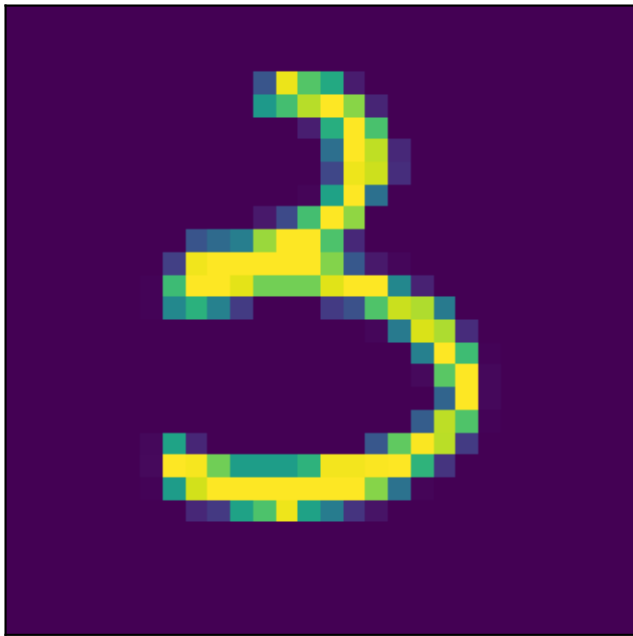


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

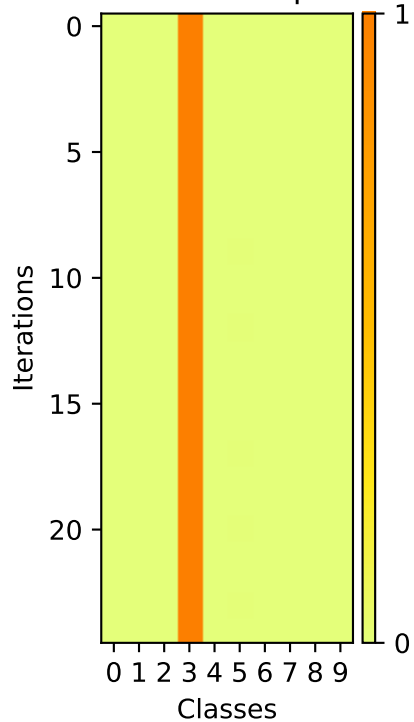
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2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



Image



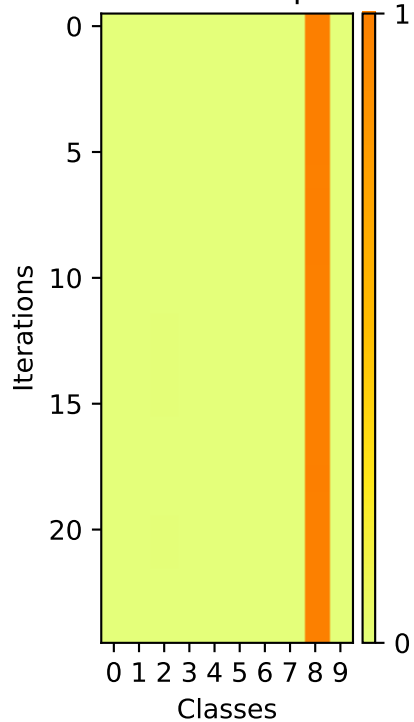
Softmax Outputs



Image



## Softmax Outputs

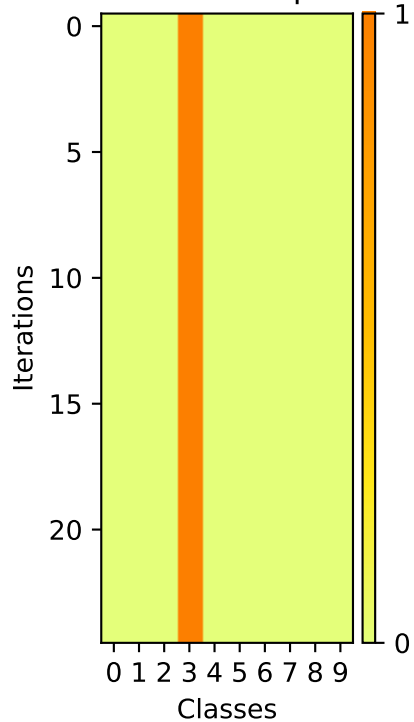




Image



Softmax Outputs



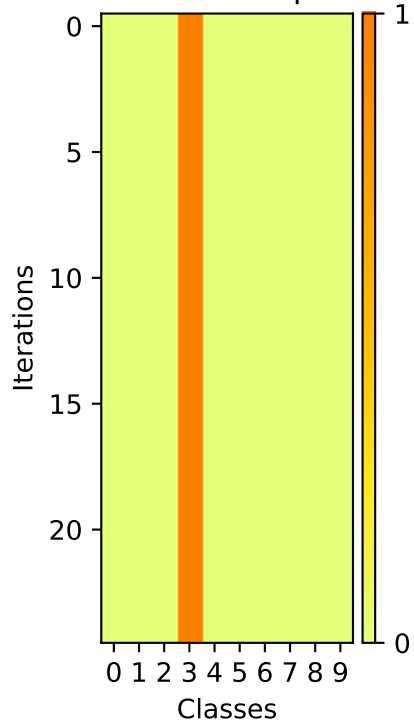
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). The distribution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



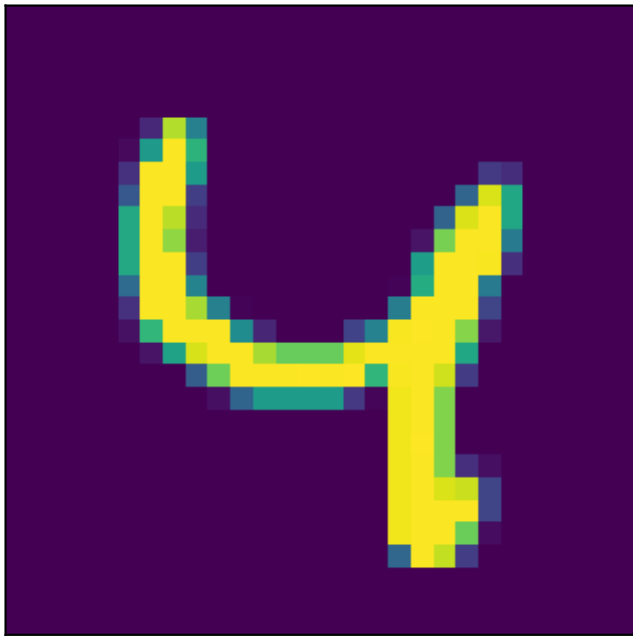
Image



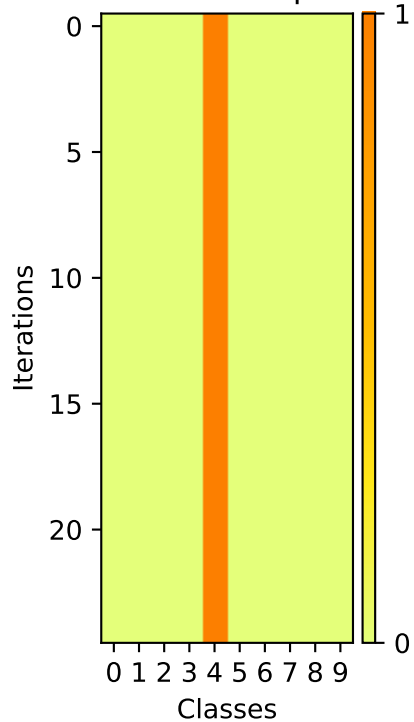
Softmax Outputs



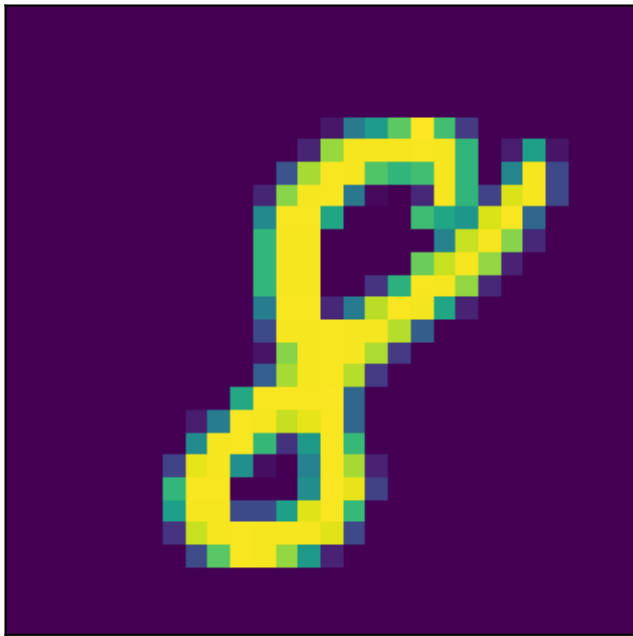
Image



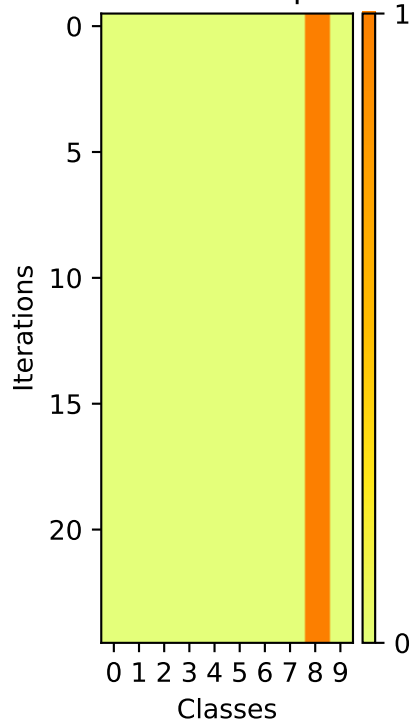
Softmax Outputs



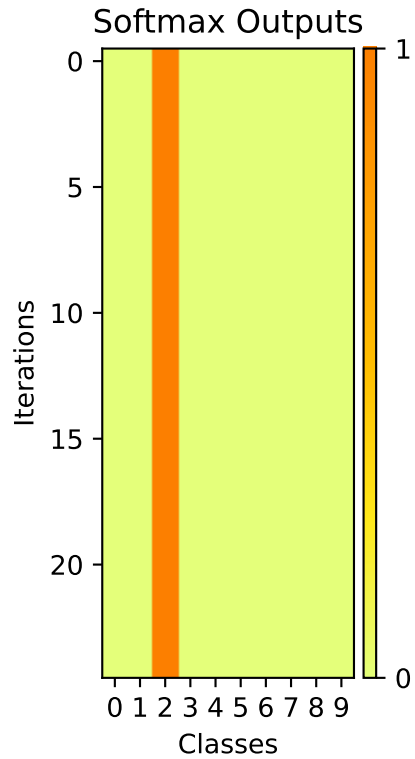
Image



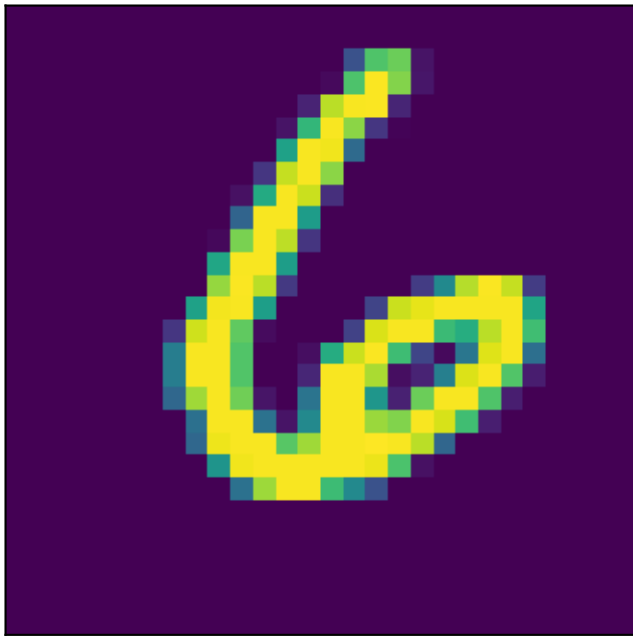
## Softmax Outputs



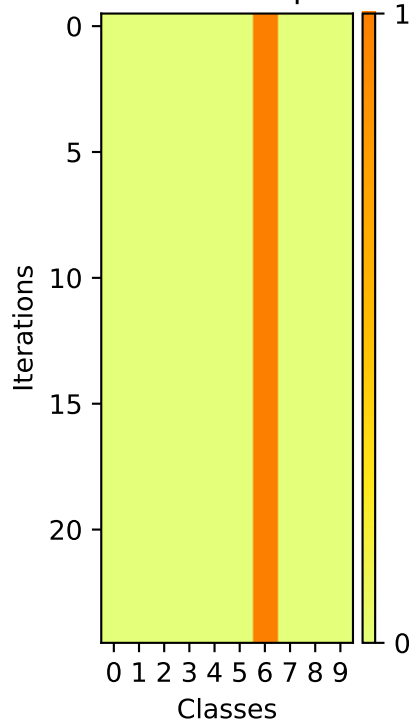
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.



Image

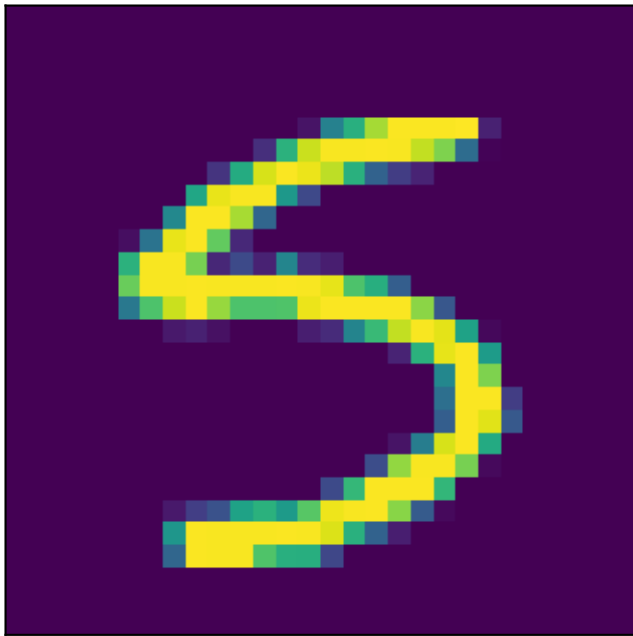


Softmax Outputs

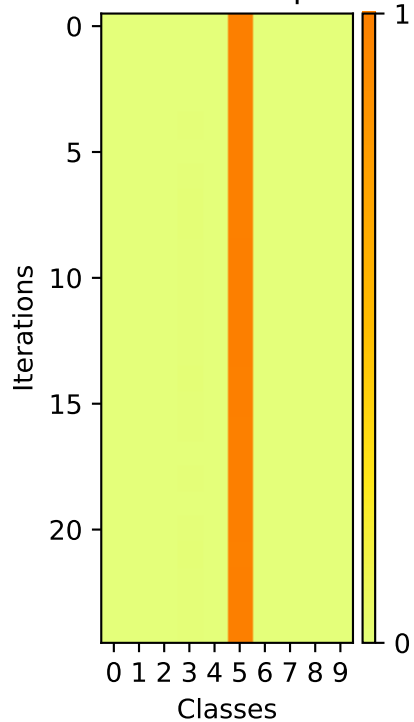




Image



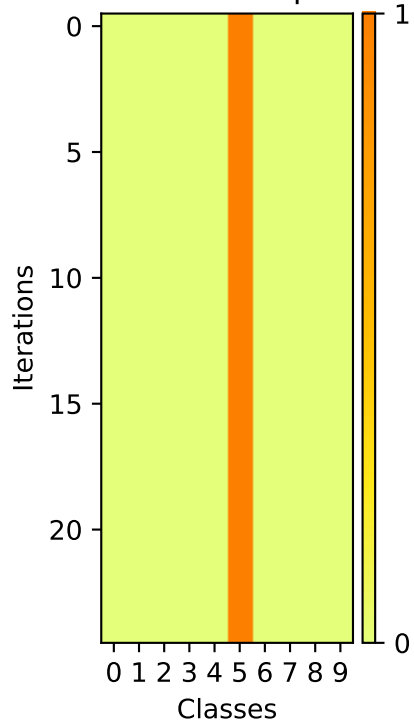
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of a yellow and orange figure-eight shape on a black background. The shape is composed of small squares, with the central vertical bar and the loops' outlines in yellow, and the inner areas of the loops in orange. The overall appearance is that of a digital drawing or a low-quality scan of a physical drawing.

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 1.0 by iteration 20.

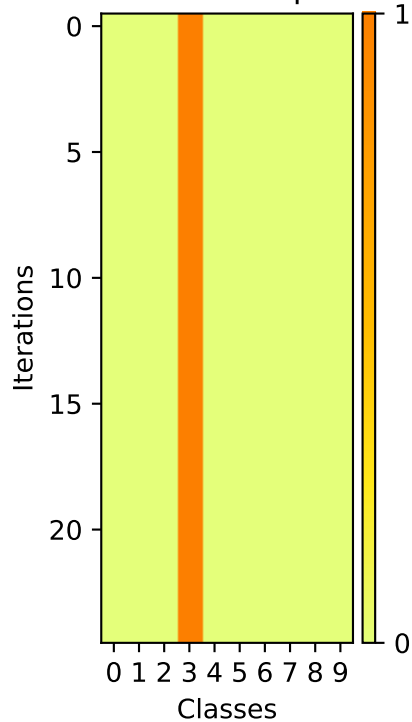
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, light green, and teal, arranged to form a continuous loop with a central crossing. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

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). Class 8 shows a strong, persistent probability, while other classes show low probability, with some minor fluctuations in classes 4, 5, and 9.

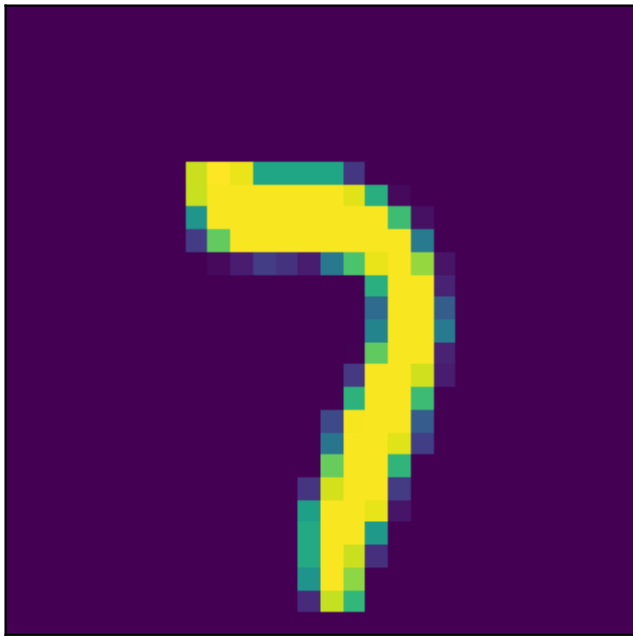
Image



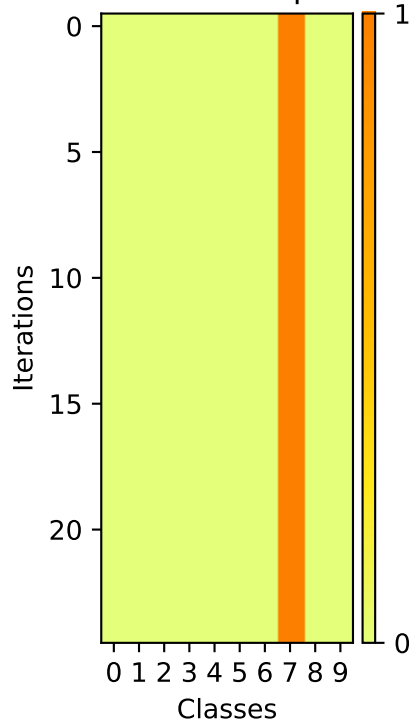
Softmax Outputs



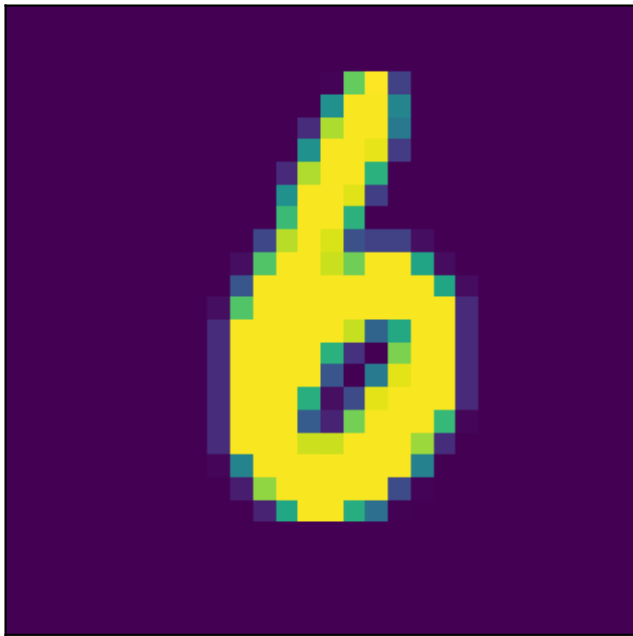
Image



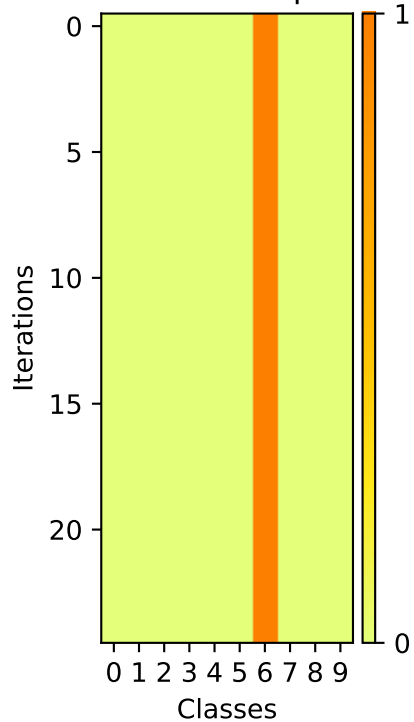
Softmax Outputs



Image



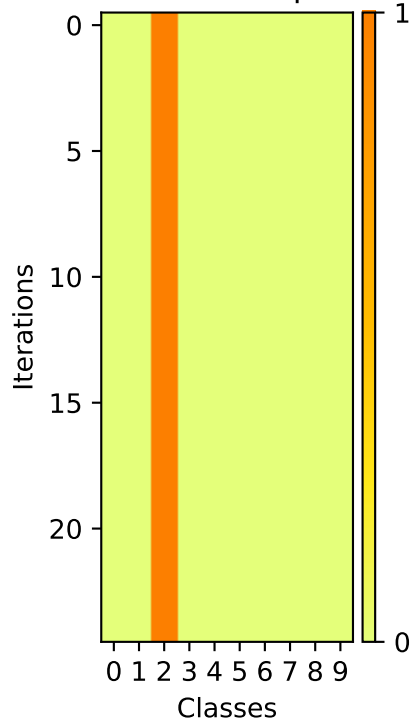
Softmax Outputs



Image



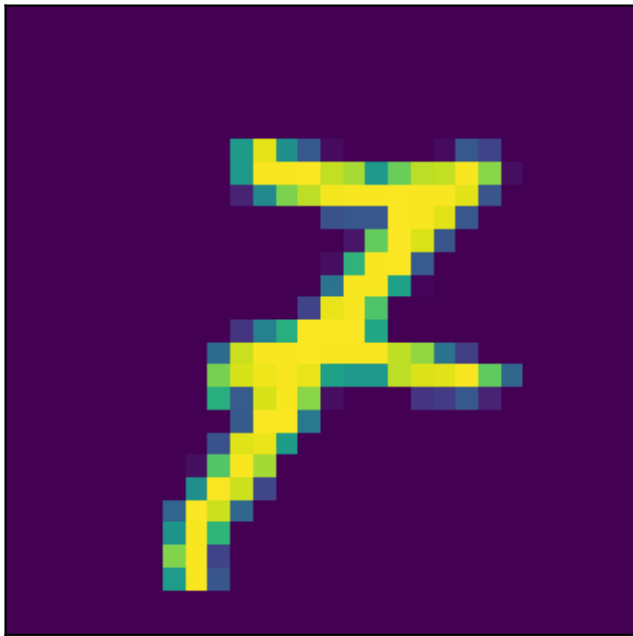
## Softmax Outputs



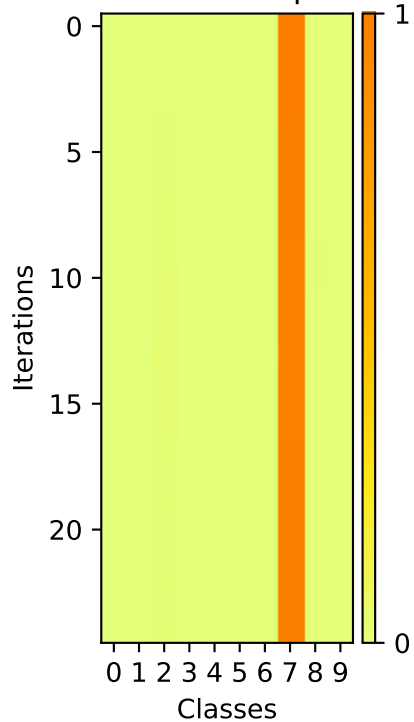


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or noisy appearance. The background is a solid, deep purple.

Image



Softmax Outputs



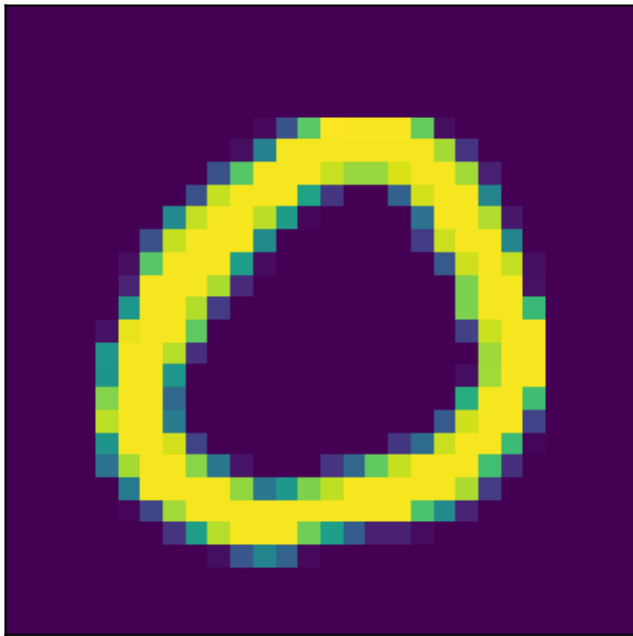
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The figure-eight is oriented vertically, with the loops at the top and bottom. The background is a solid dark purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 8, which reaches a probability of 1.0 by iteration 20.

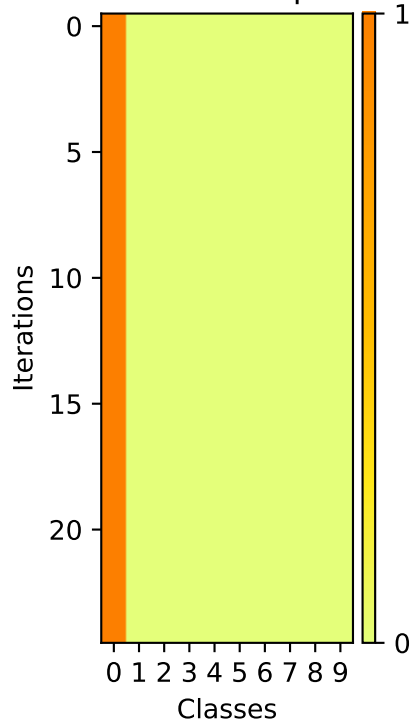
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 1 maintains a high probability (orange) throughout the iterations, while other classes start high and decrease over time.

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

Image



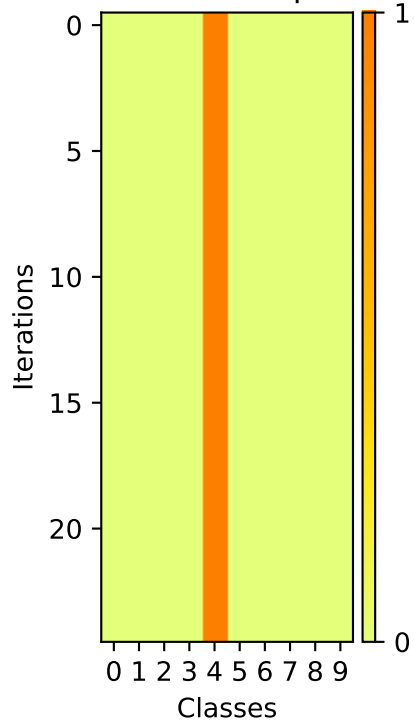
## Softmax Outputs



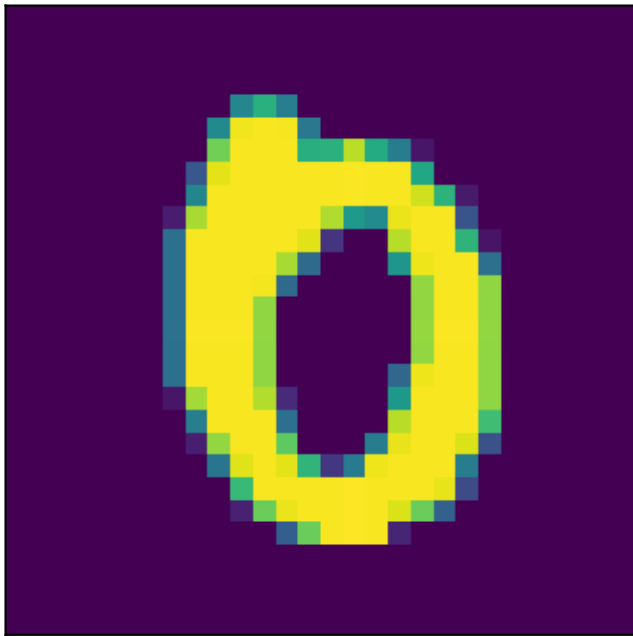
Image



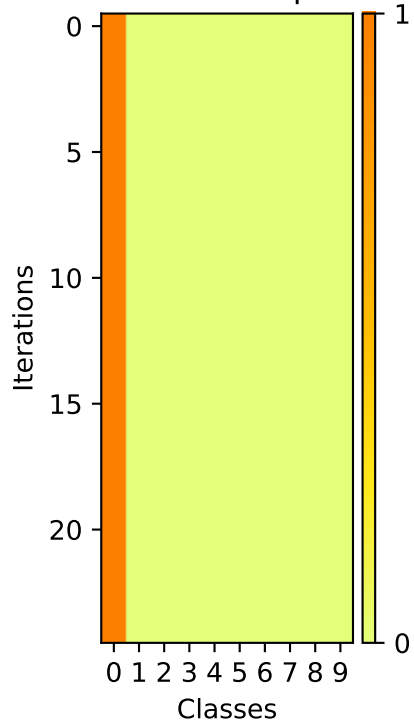
Softmax Outputs



Image



## Softmax Outputs

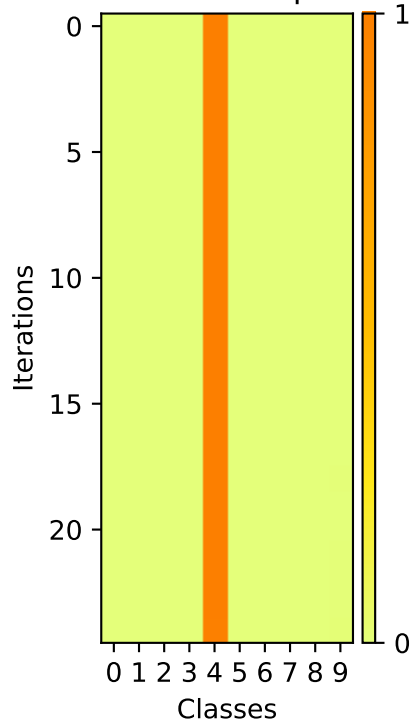




Image

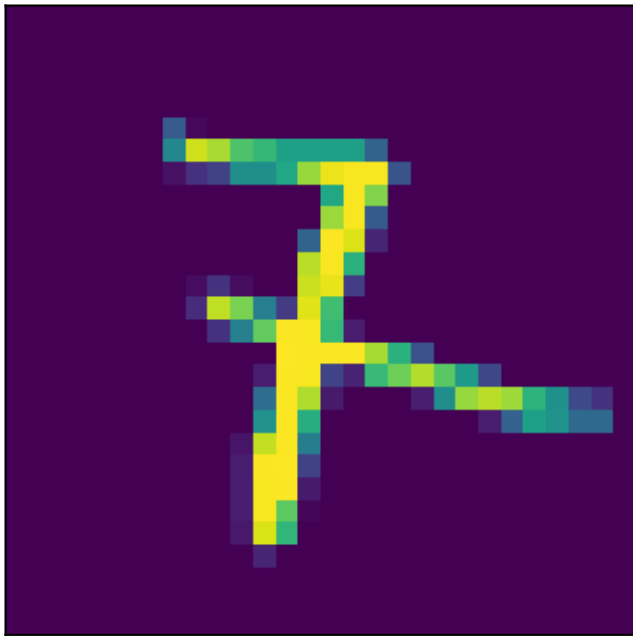


Softmax Outputs

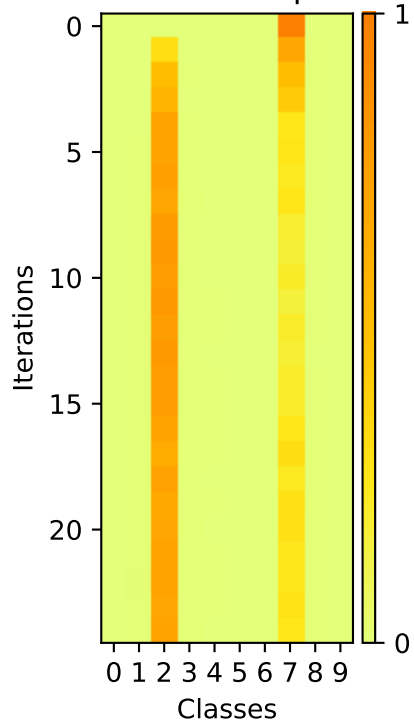


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 2 is consistently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

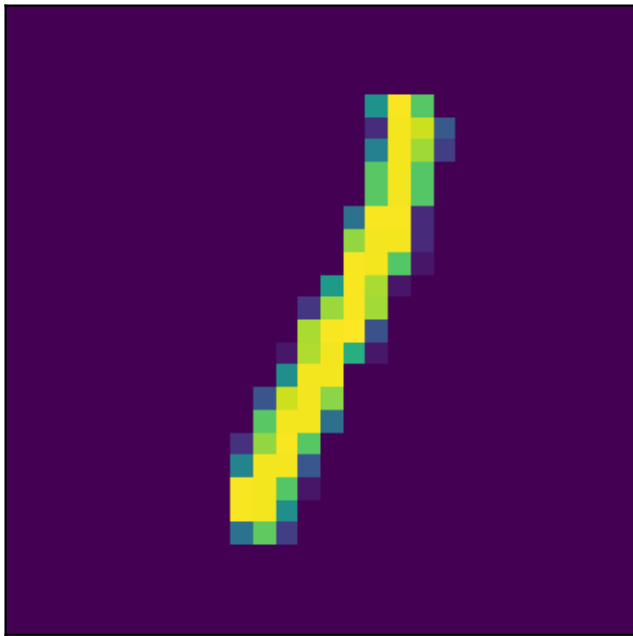
Image



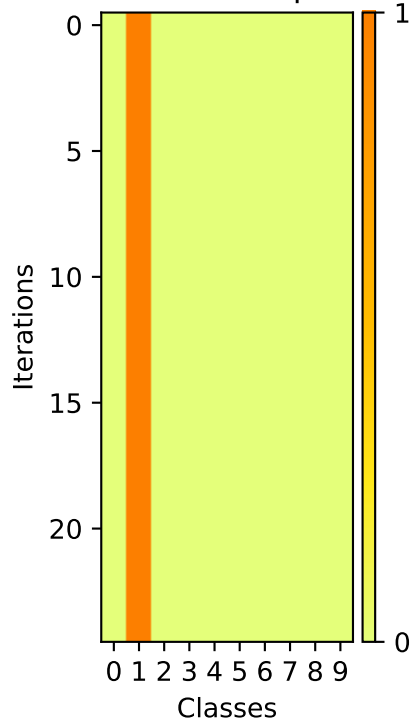
Softmax Outputs



Image



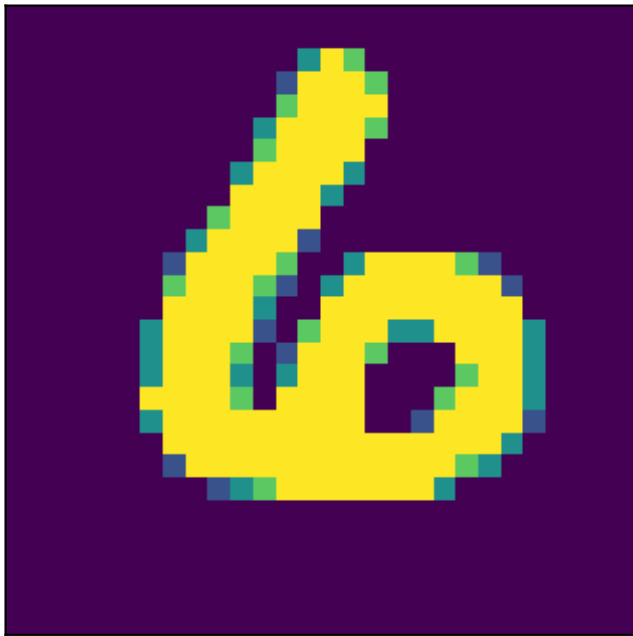
## Softmax Outputs



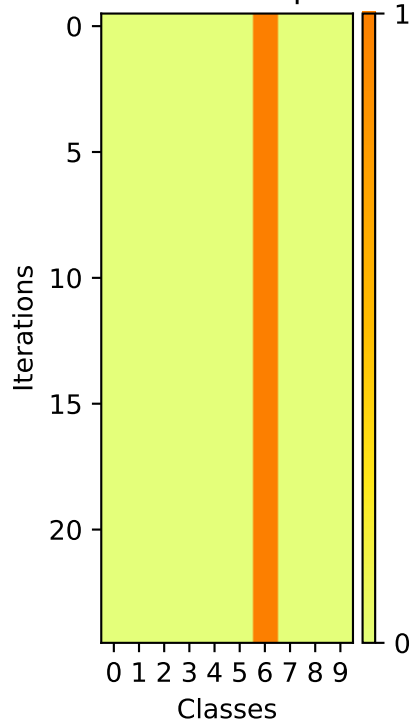
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

The distribution starts with Class 1 having a probability of 1.0 (orange) and all other classes having a probability of 0.0 (light yellow). Over the iterations, the probability for Class 1 decreases to 0.0, while the probability for Class 0 increases to 1.0. The other classes (2 to 9) remain at 0.0 throughout the iterations.

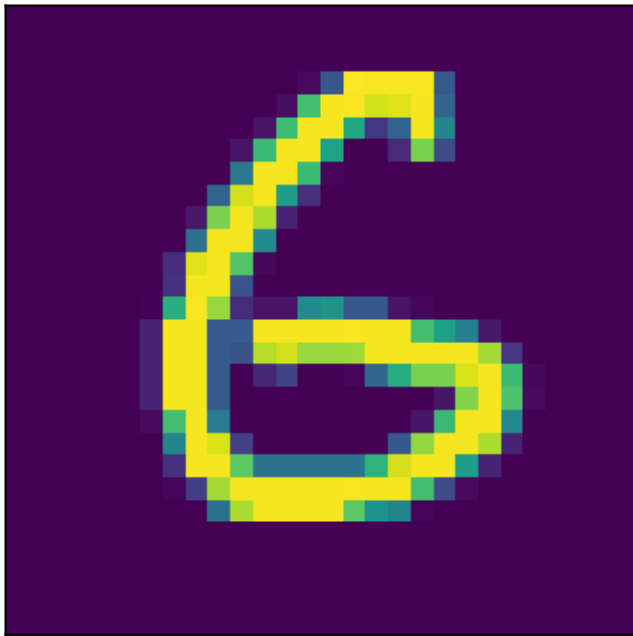
Image



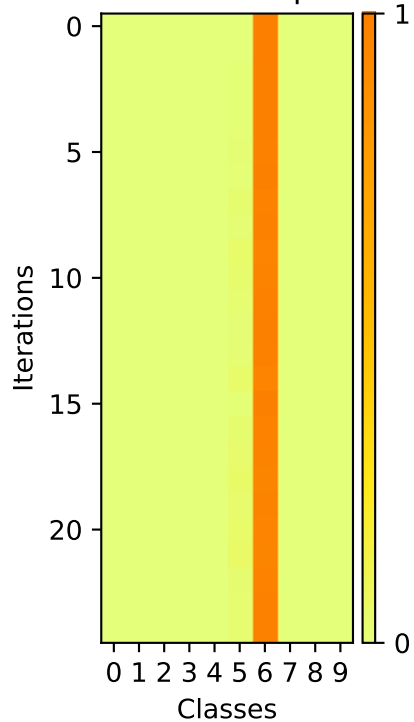
Softmax Outputs



Image



Softmax Outputs



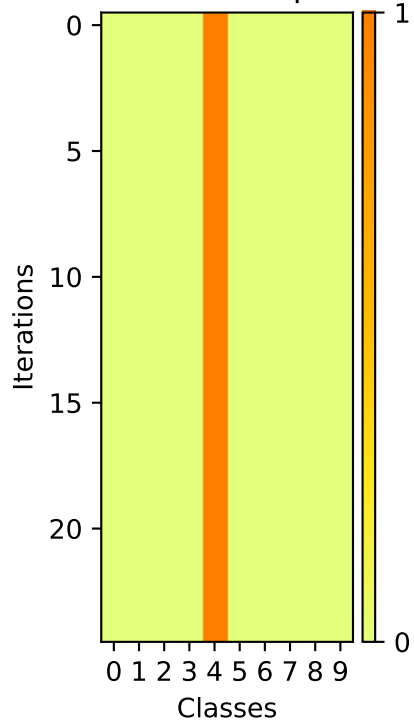
A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a black background. The shape is composed of small, square pixels in various shades of yellow, orange, and brown, giving it a jagged, hand-drawn appearance. It is positioned in the lower-left quadrant of the image.



Image



Softmax Outputs

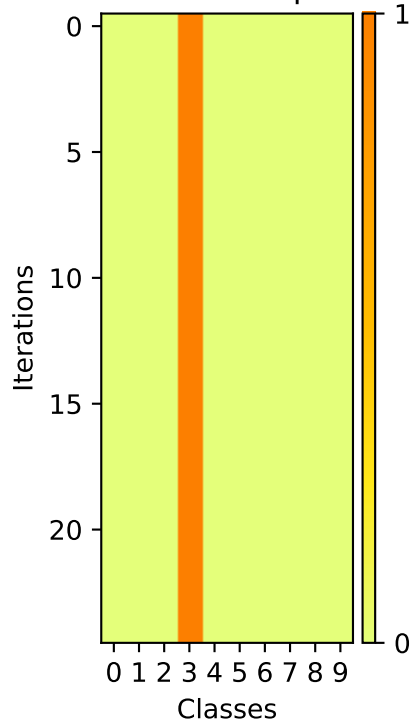


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). The distribution starts concentrated on Class 1 (probability 1.0) and shifts towards Class 0 (probability 1.0) over the iterations.

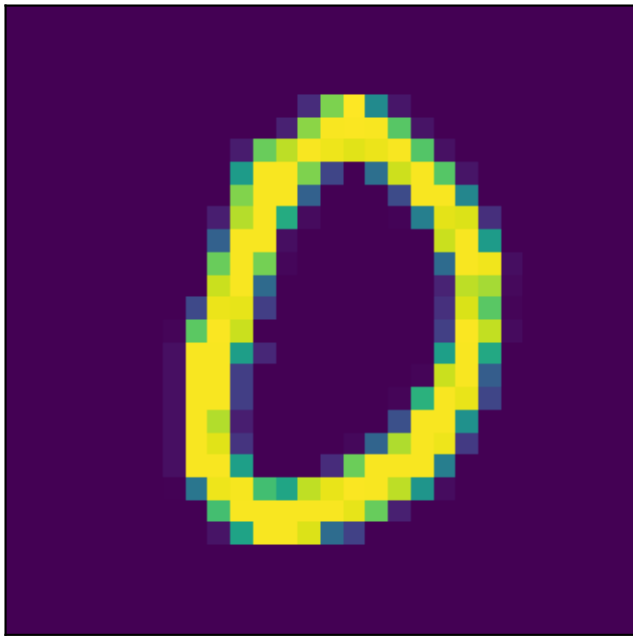
Image



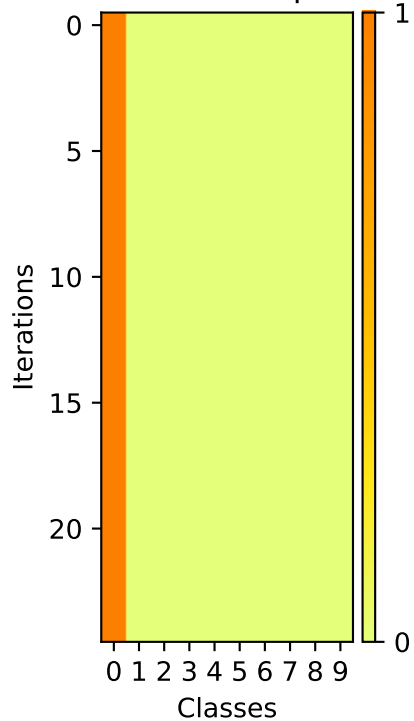
Softmax Outputs



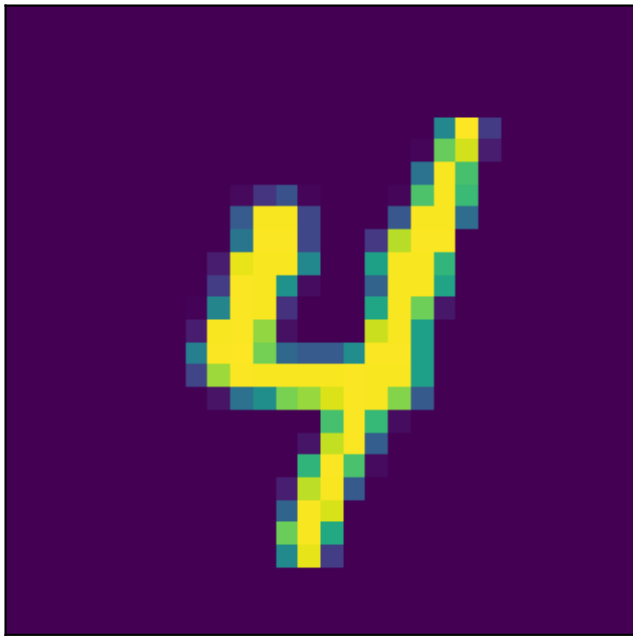
Image



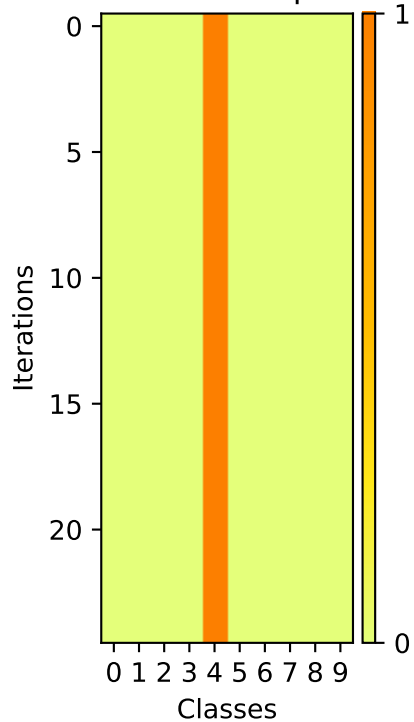
## Softmax Outputs



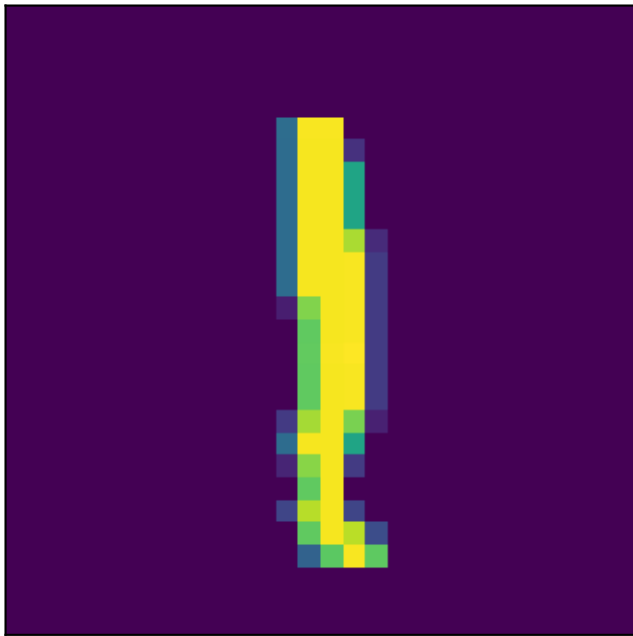
Image



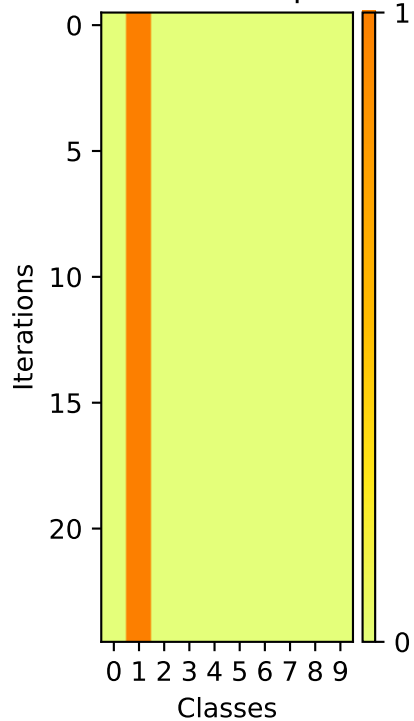
Softmax Outputs



Image



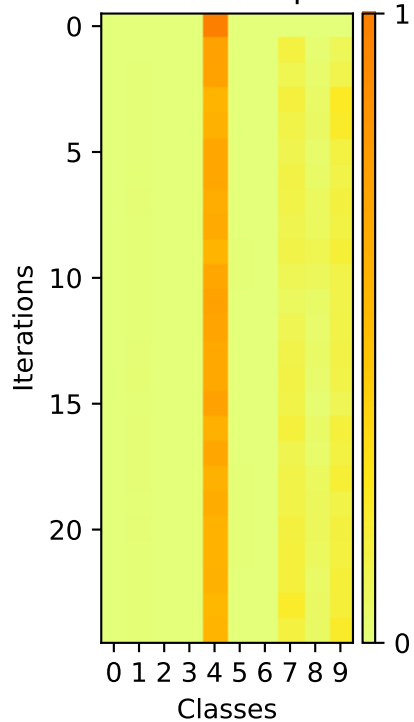
## Softmax Outputs



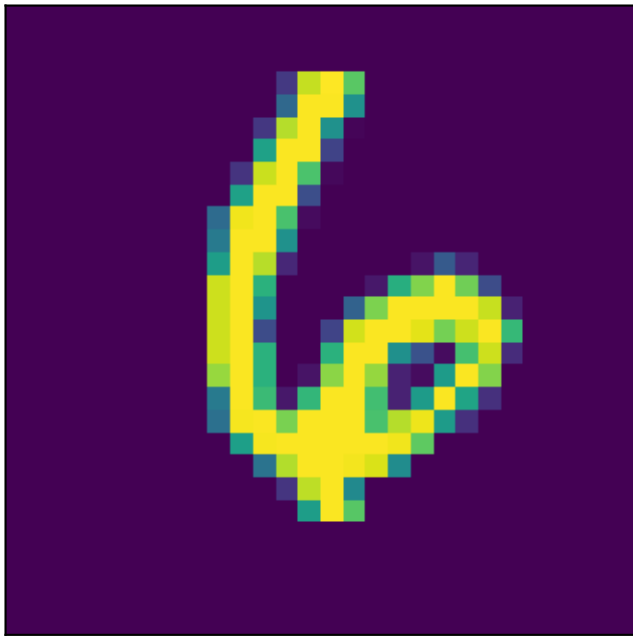
Image



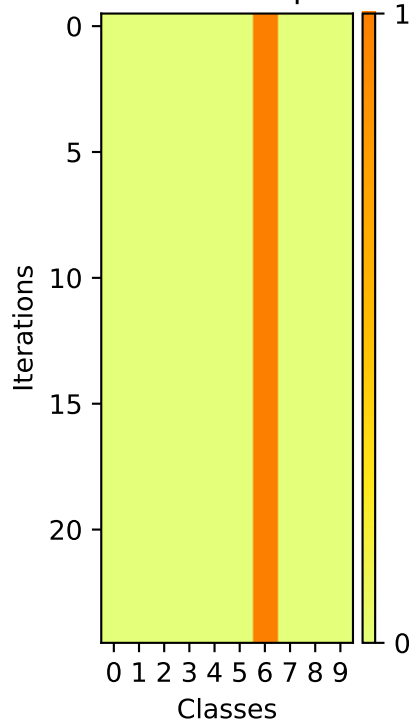
Softmax Outputs



Image

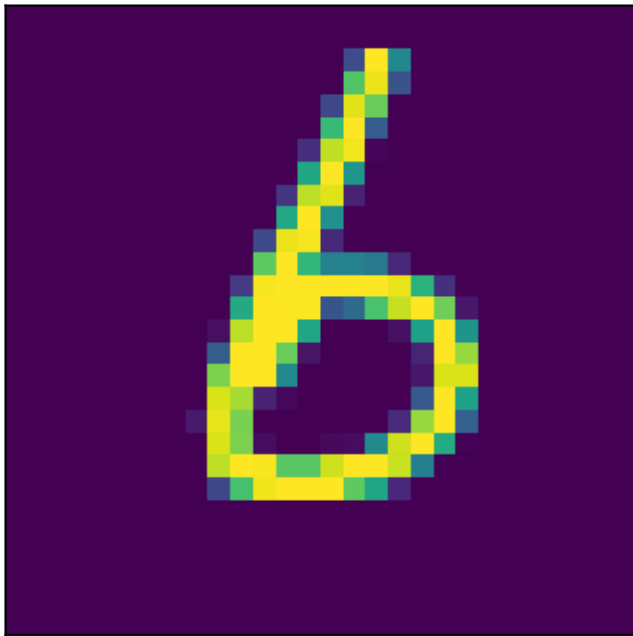


Softmax Outputs

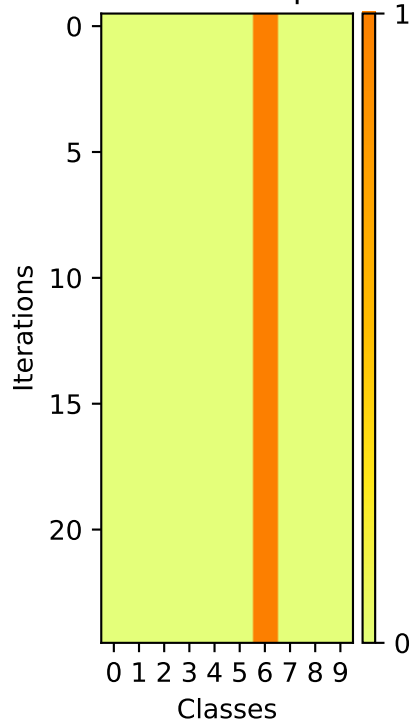




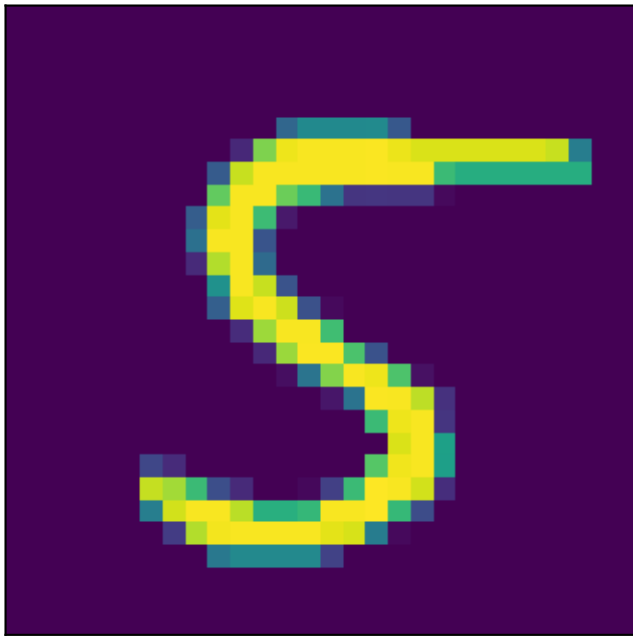
Image



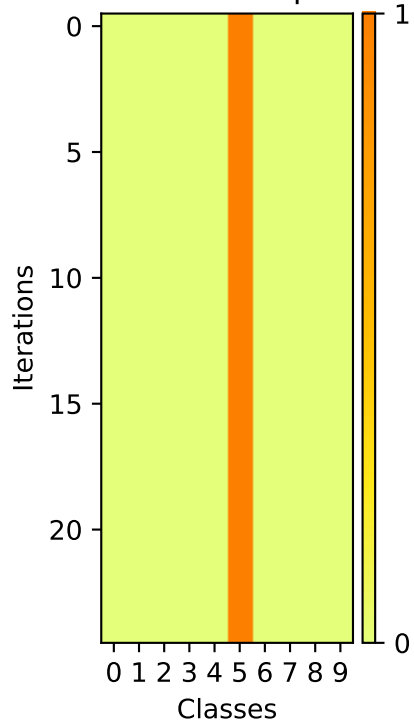
Softmax Outputs



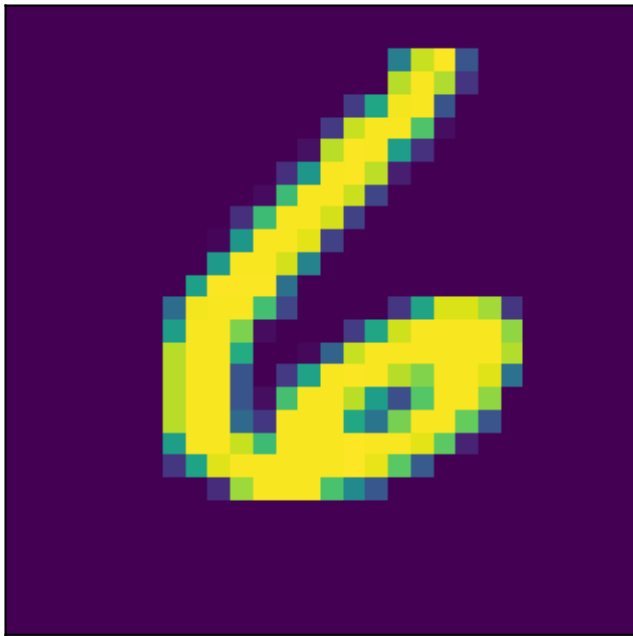
Image



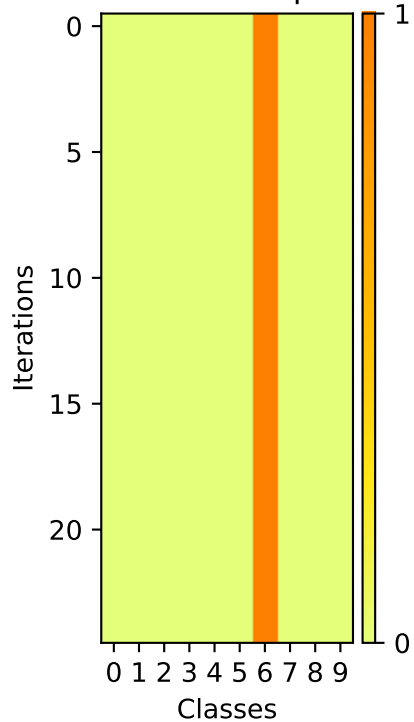
Softmax Outputs



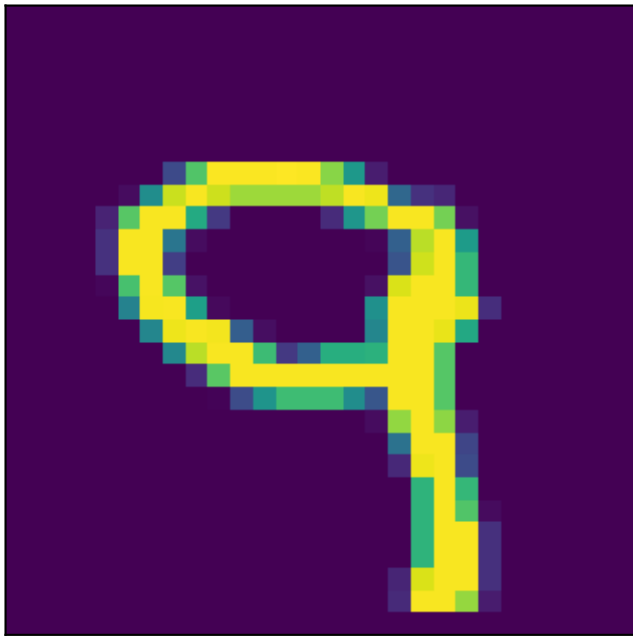
Image



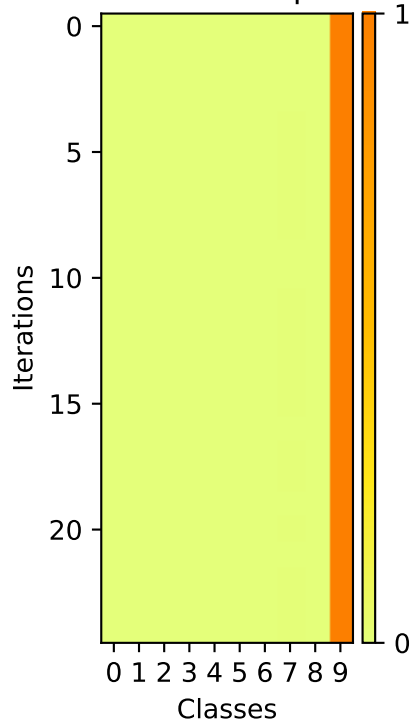
Softmax Outputs



Image



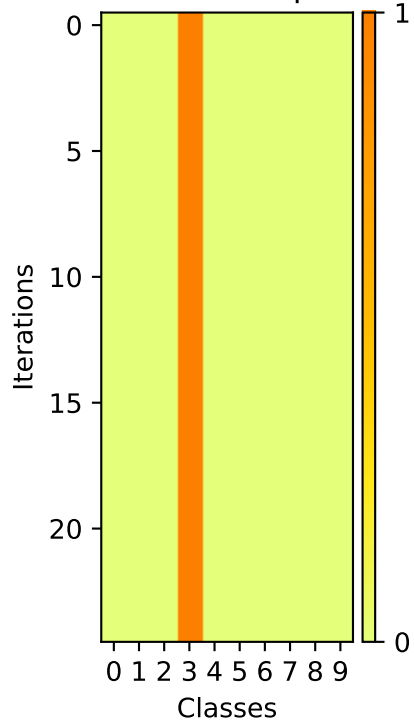
## Softmax Outputs



Image



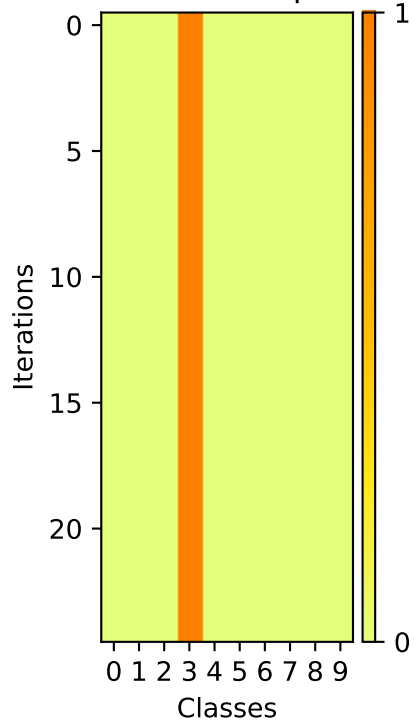
Softmax Outputs



Image



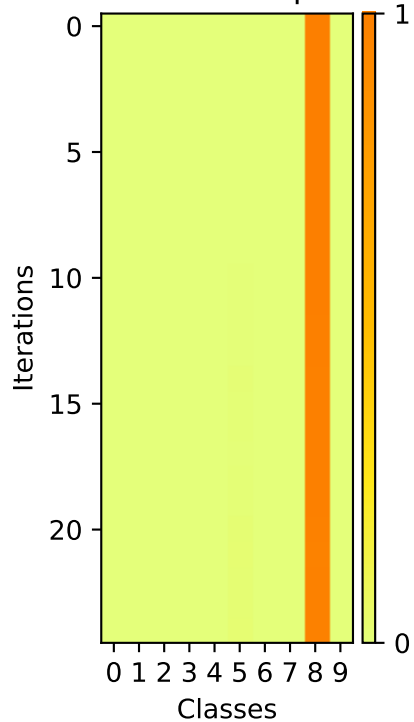
Softmax Outputs



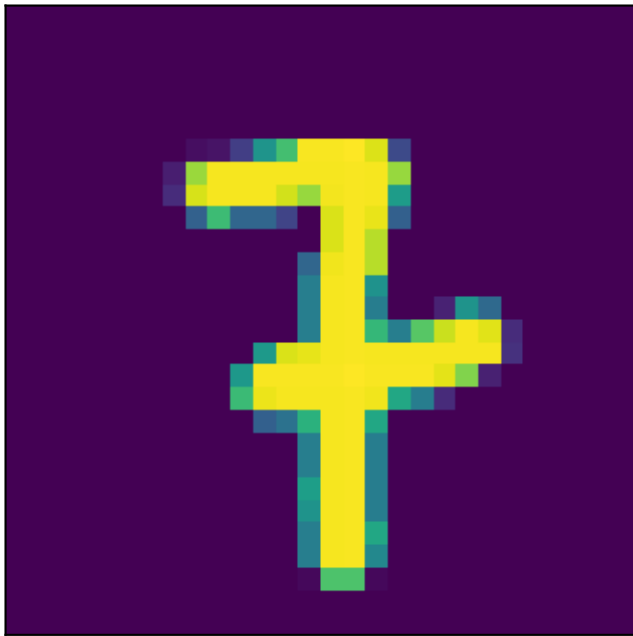
Image



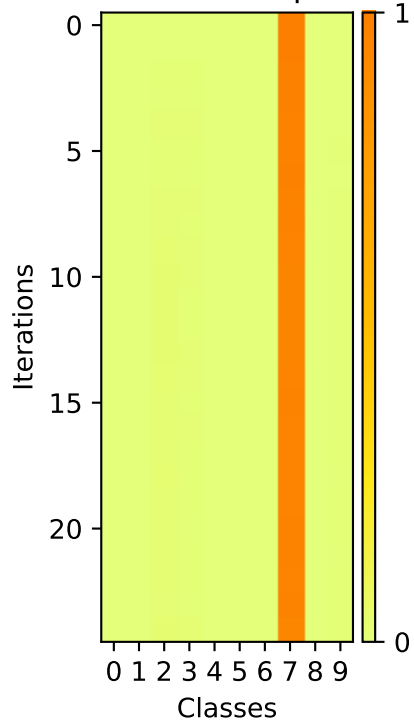
## Softmax Outputs



Image

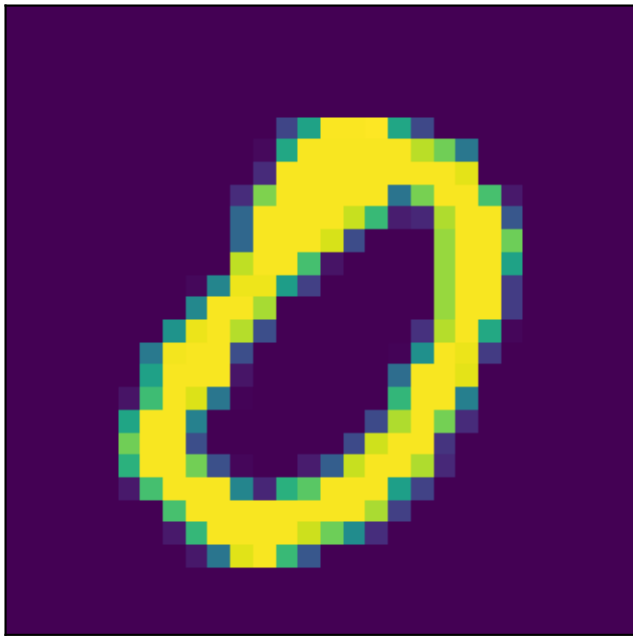


Softmax Outputs

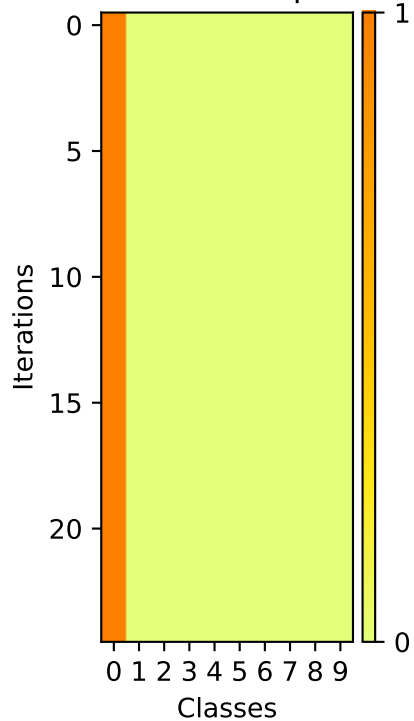




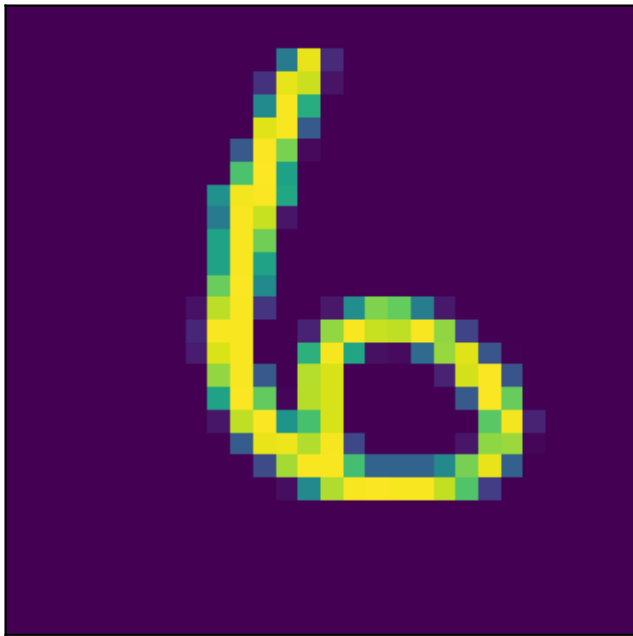
Image



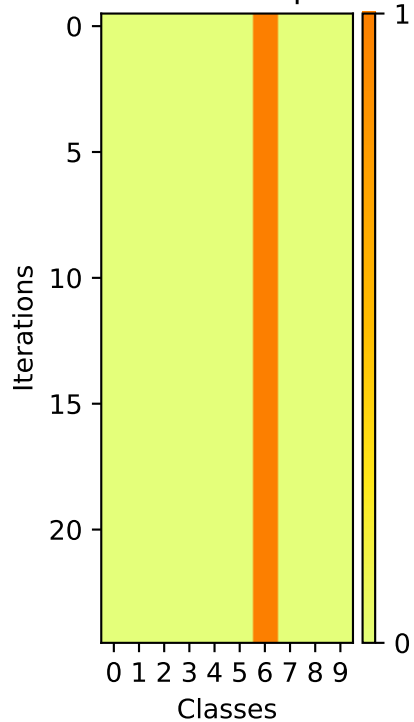
## Softmax Outputs



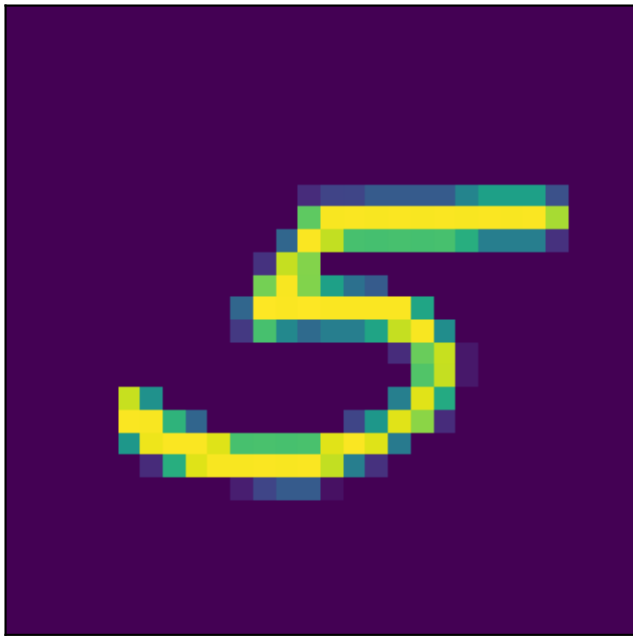
Image



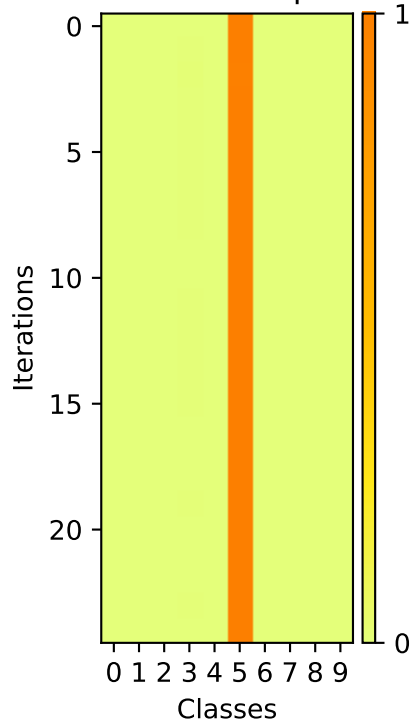
Softmax Outputs



Image



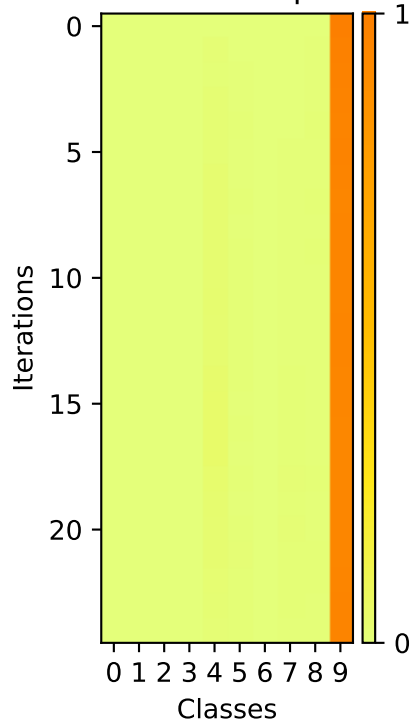
Softmax Outputs



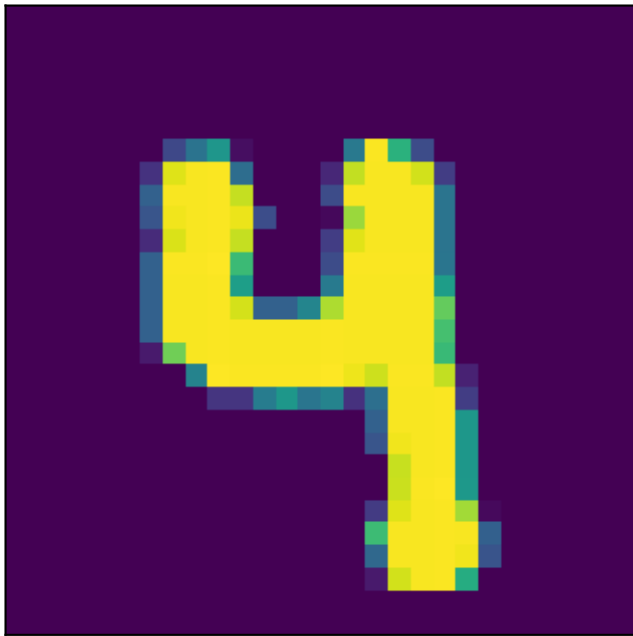
Image



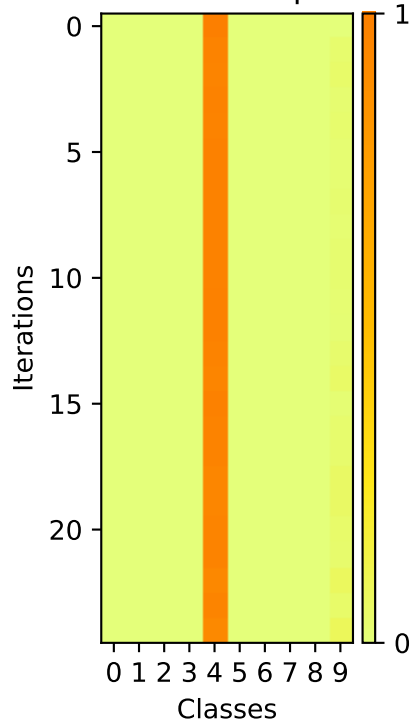
## Softmax Outputs



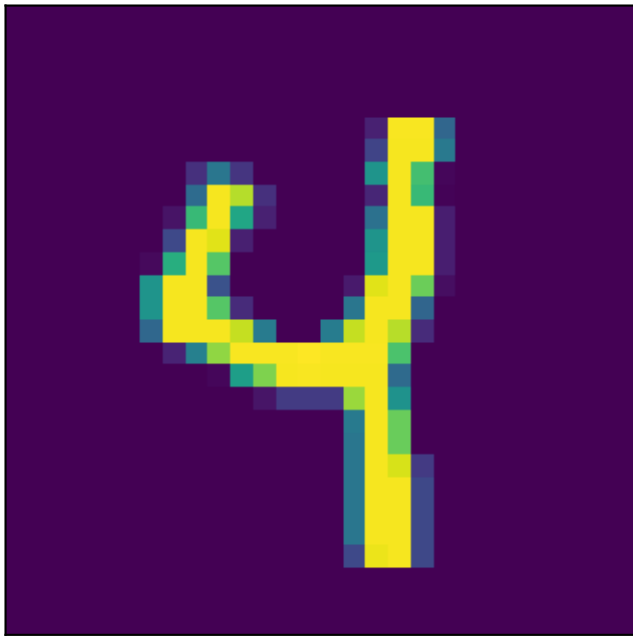
Image



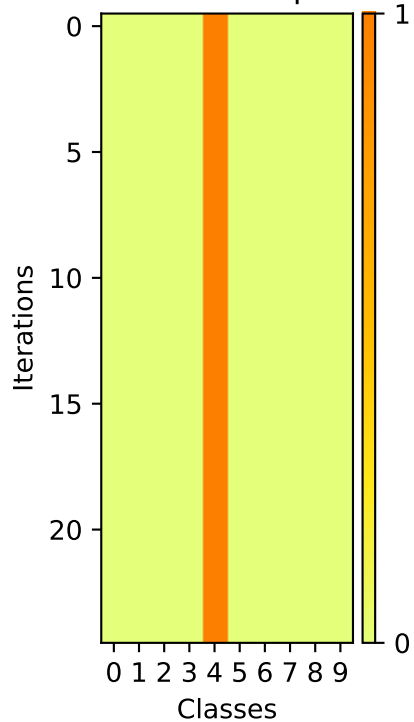
Softmax Outputs



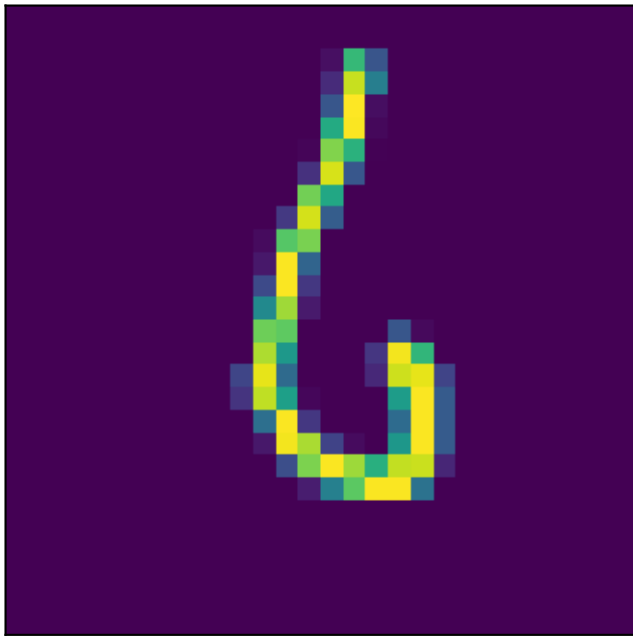
Image



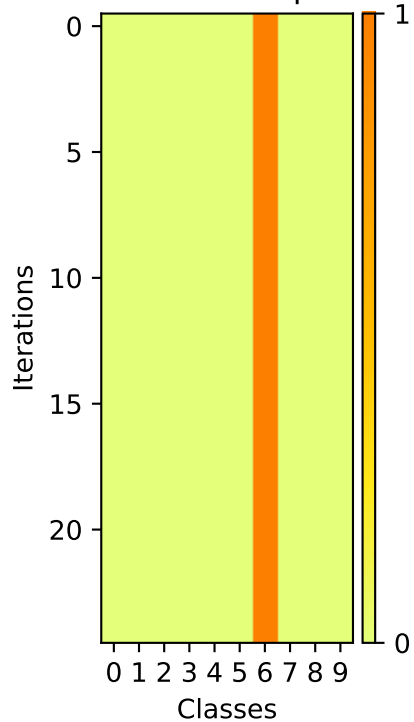
Softmax Outputs



Image



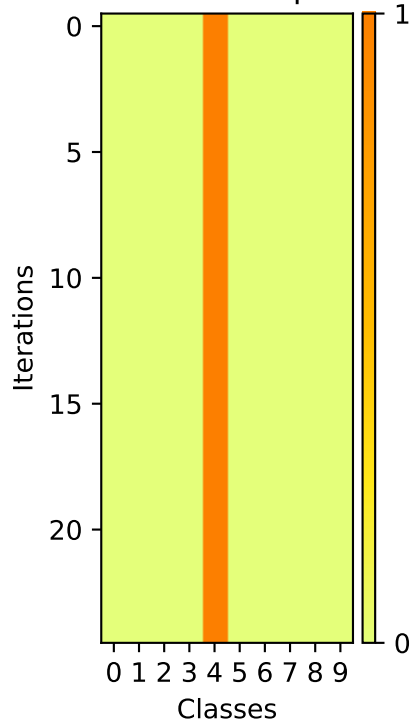
Softmax Outputs



Image



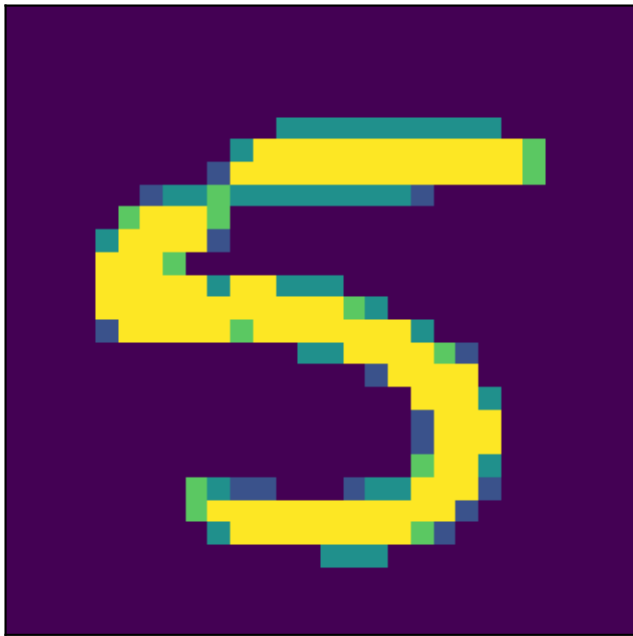
Softmax Outputs



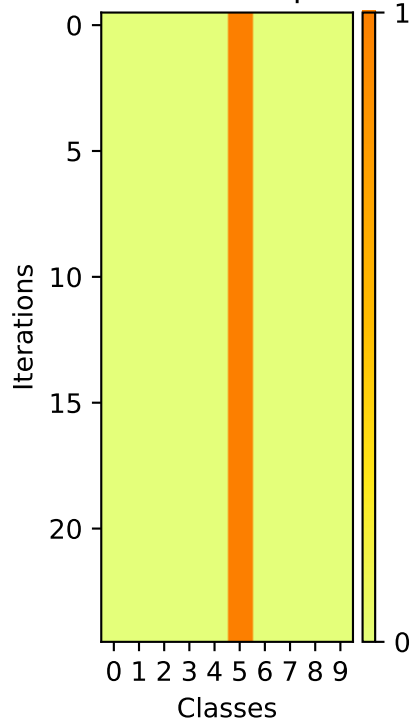


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a slightly blurred or 'glowing' appearance. The background is a solid, deep purple.

Image



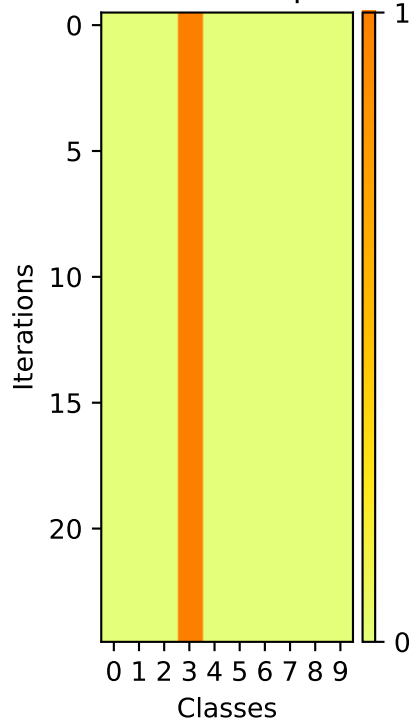
Softmax Outputs



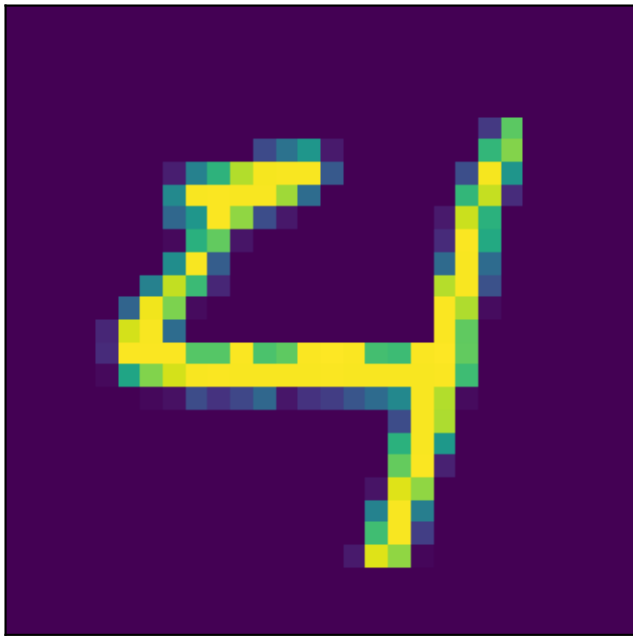
Image



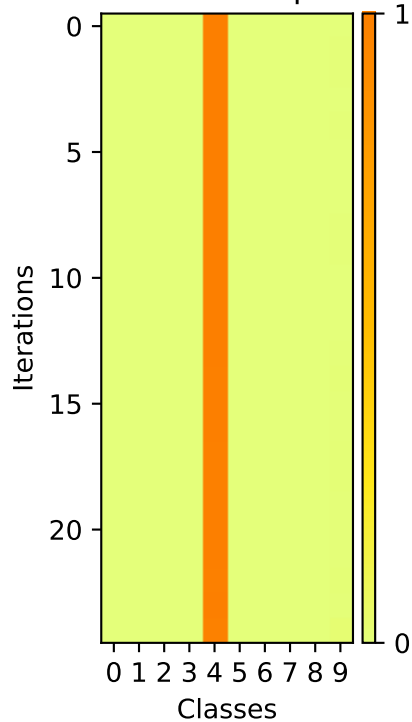
Softmax Outputs



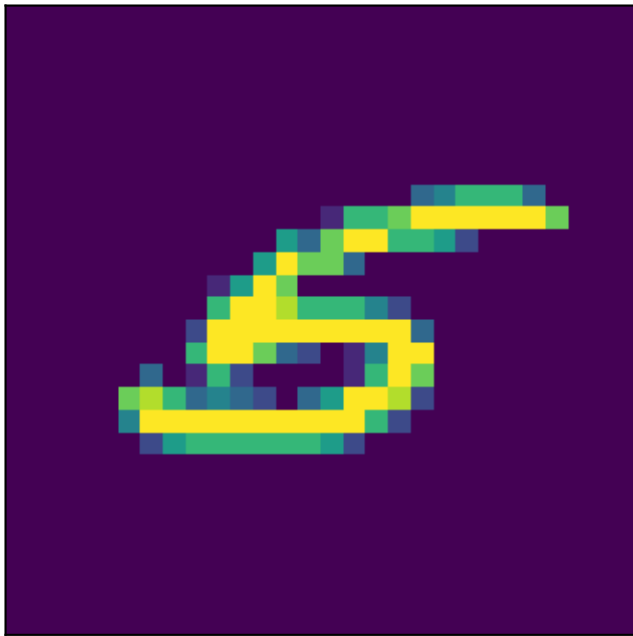
Image



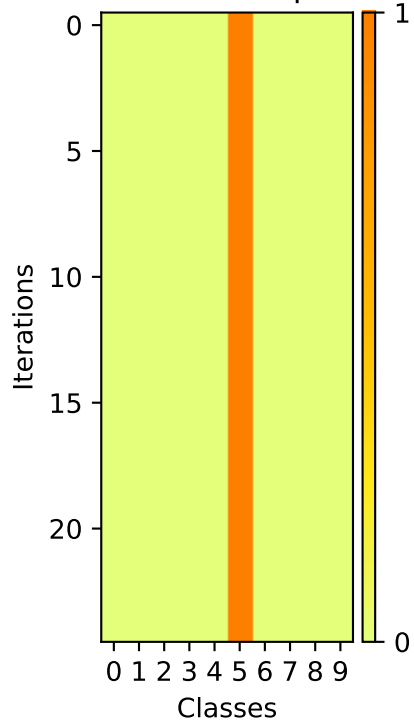
Softmax Outputs



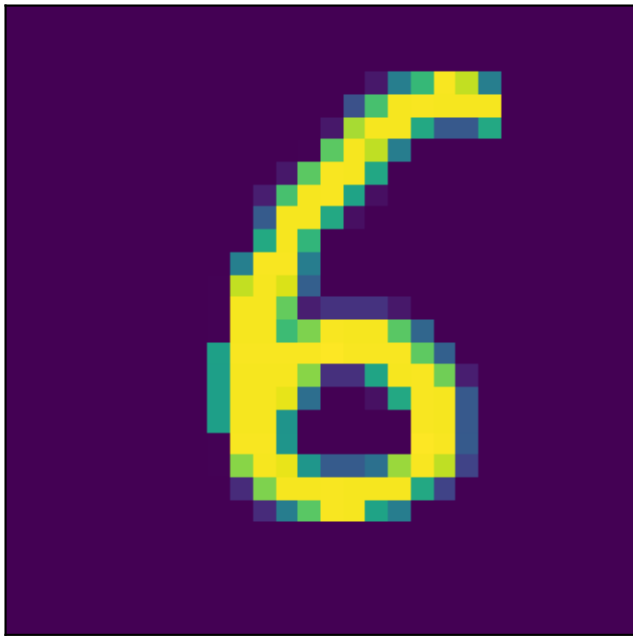
Image



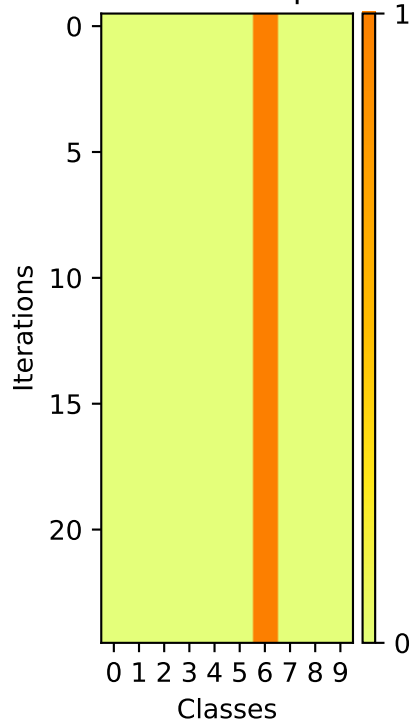
Softmax Outputs



Image



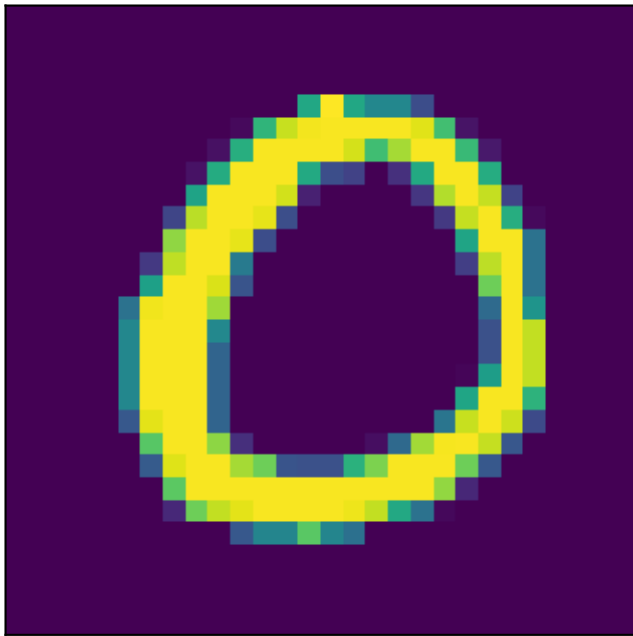
Softmax Outputs



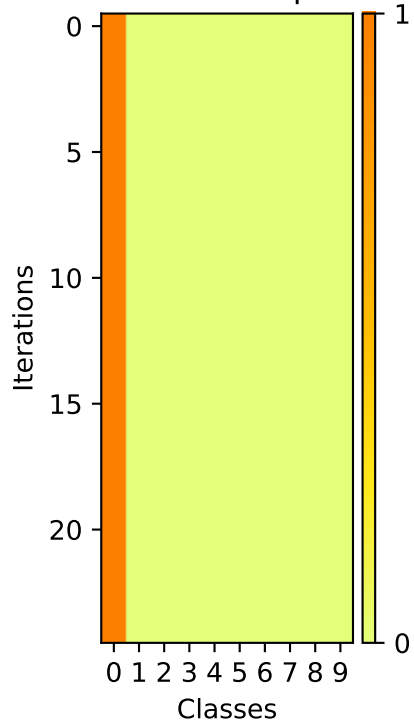
A 10x10 grid representing a 1D lattice model. The background is dark purple. A diagonal line of squares runs from the bottom-left towards the top-right. The squares along this diagonal are colored yellow and green, with some squares being a mix of the two colors. The squares are arranged in a pattern that suggests a wave or a specific state of the lattice.

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 maintains a high probability (orange) throughout the iterations, while other classes start high and decrease over time.

Image



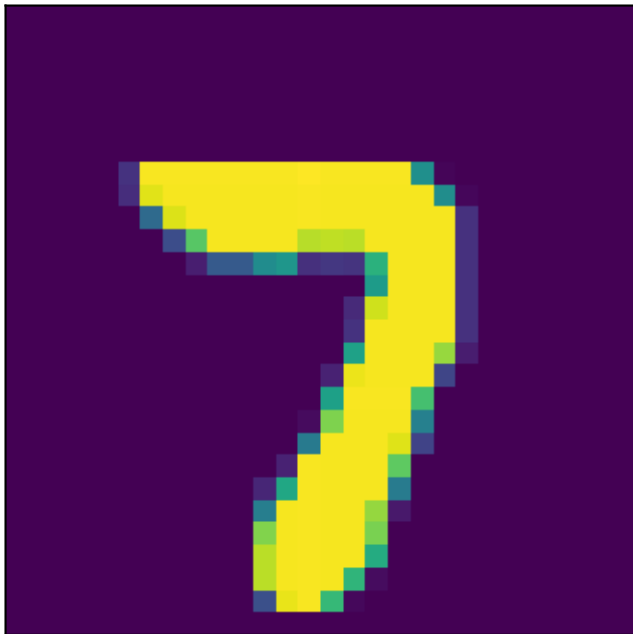
## Softmax Outputs



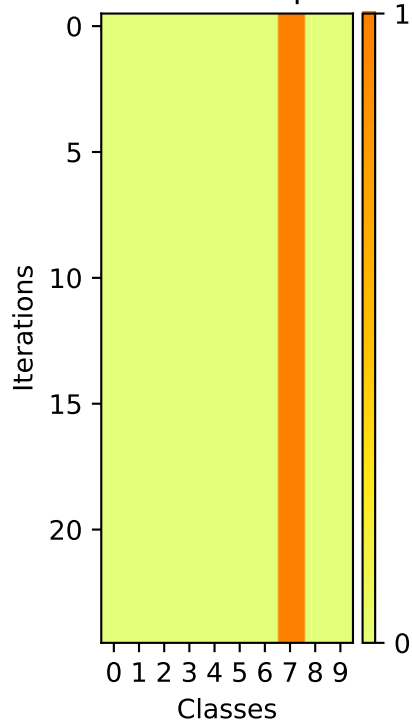


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance.

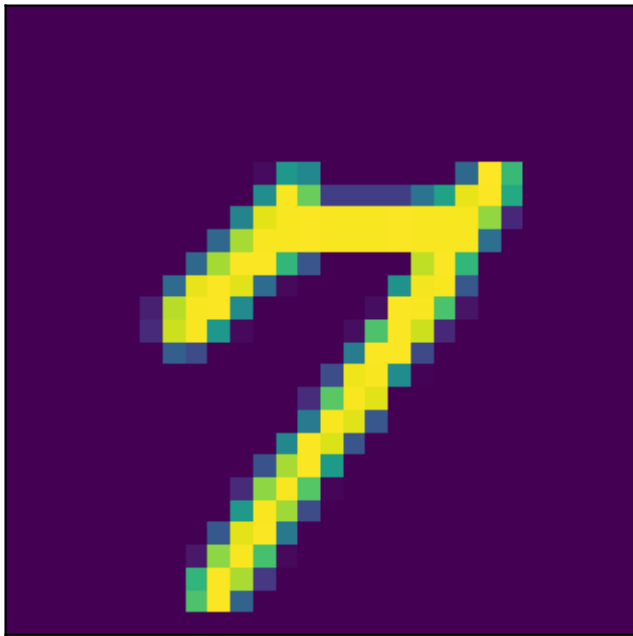
Image



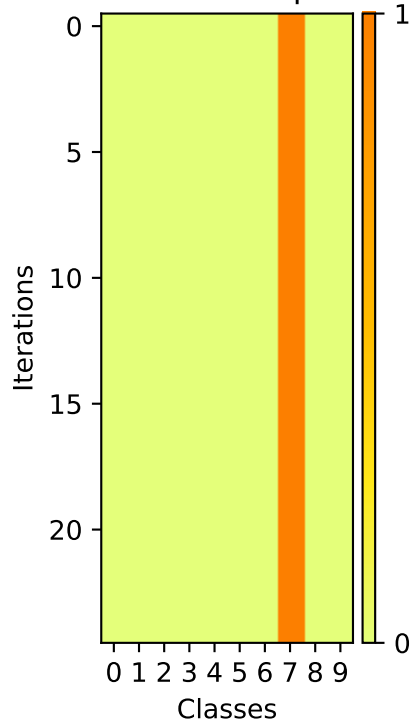
Softmax Outputs



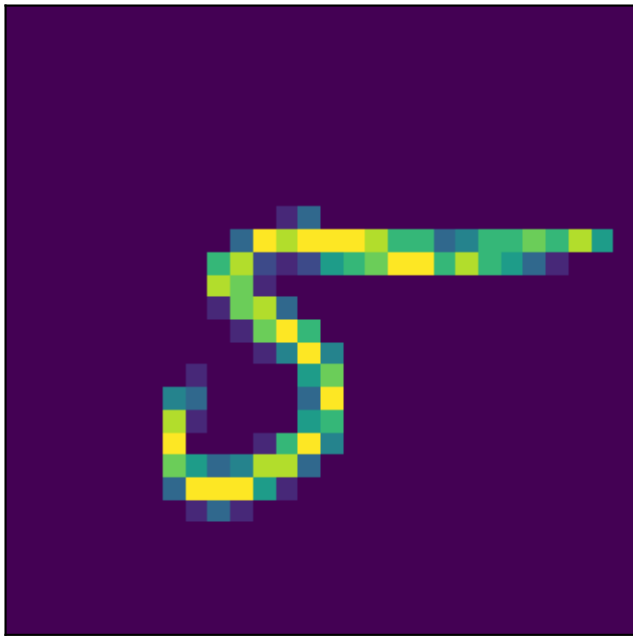
Image



Softmax Outputs



Image



Softmax Outputs

