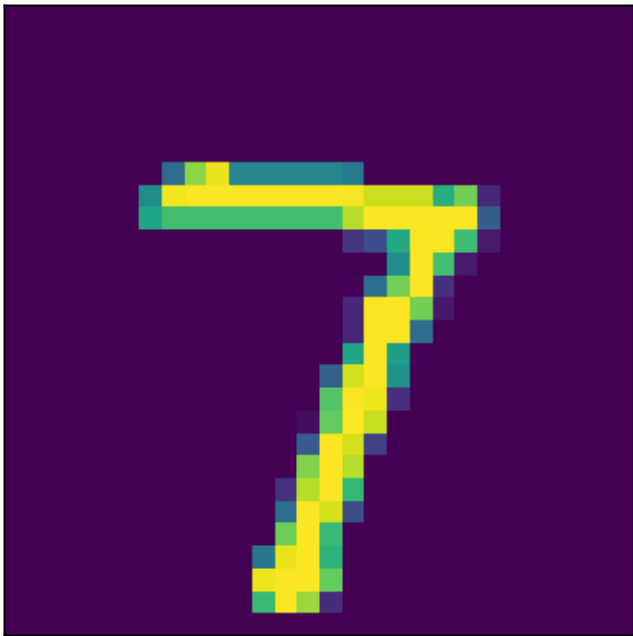
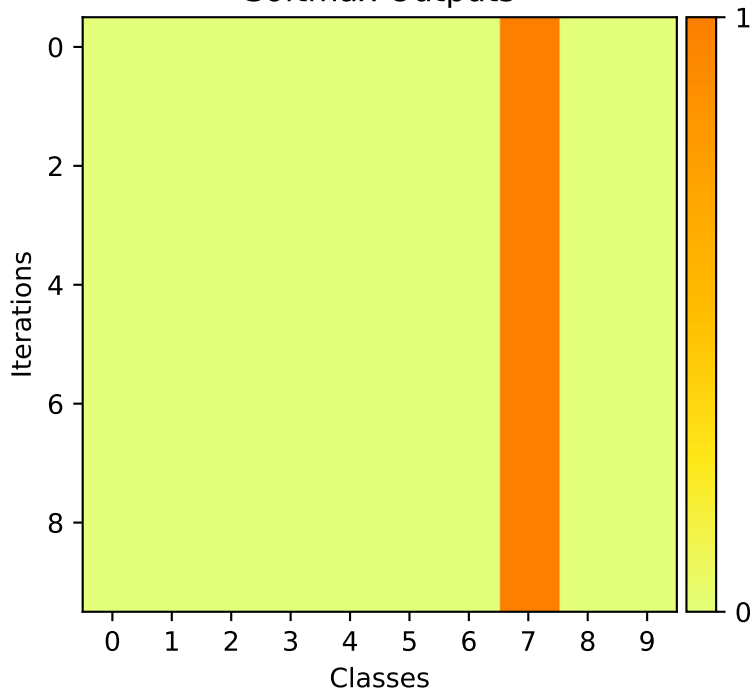


Image



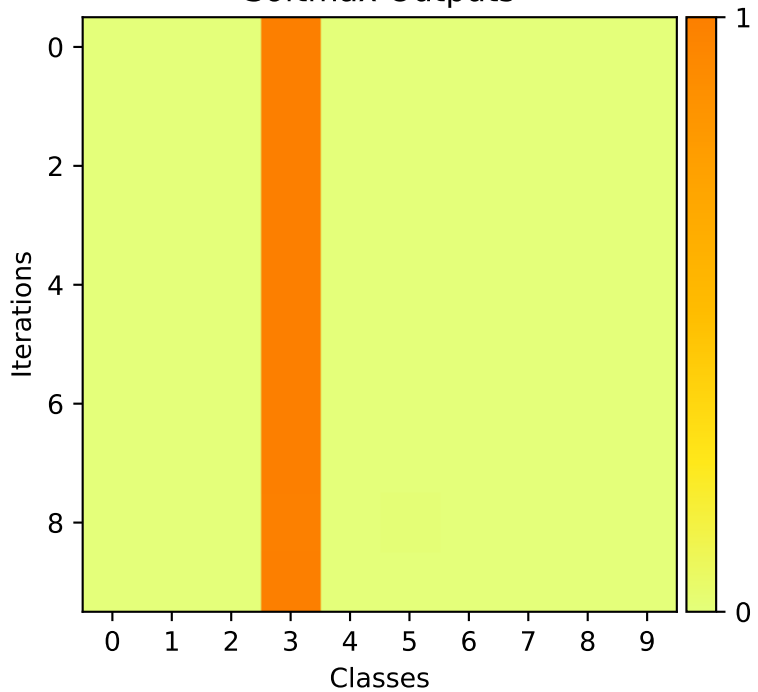
Softmax Outputs



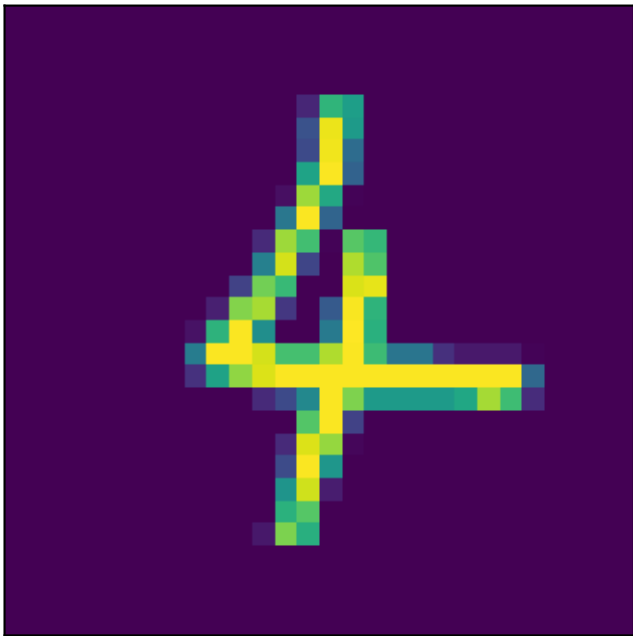
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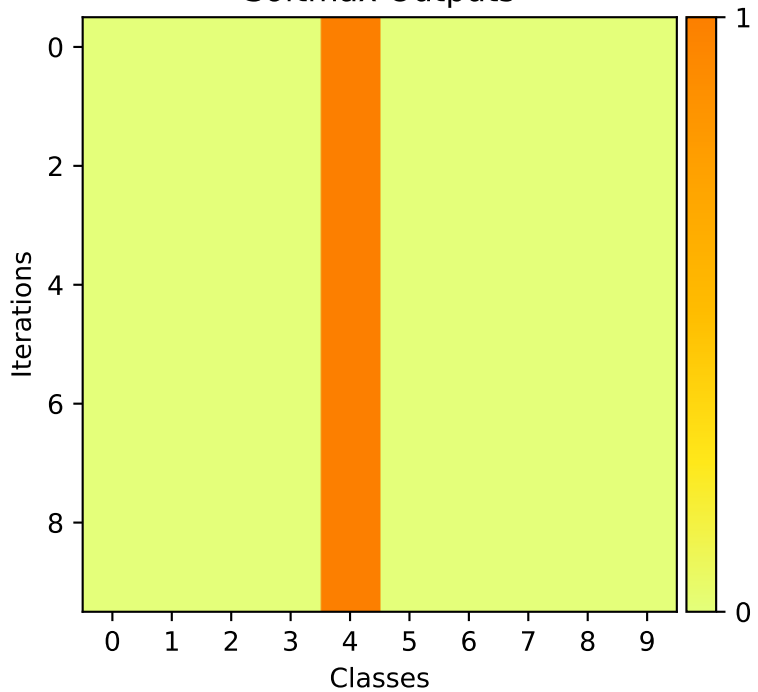
Softmax Outputs



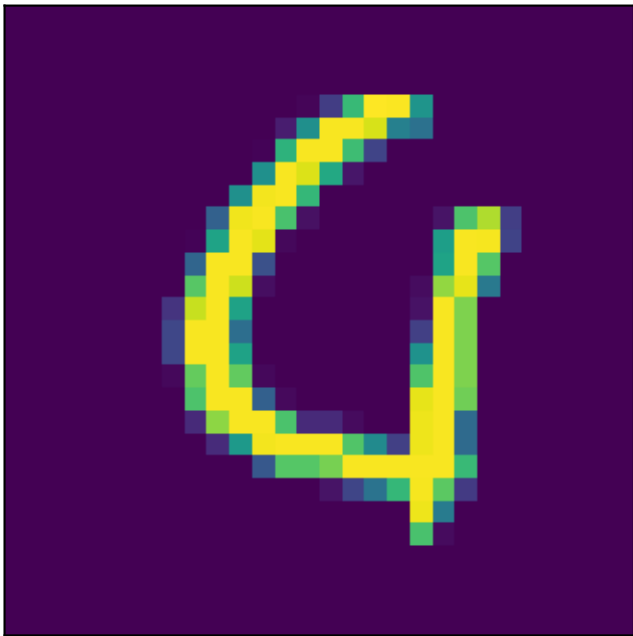
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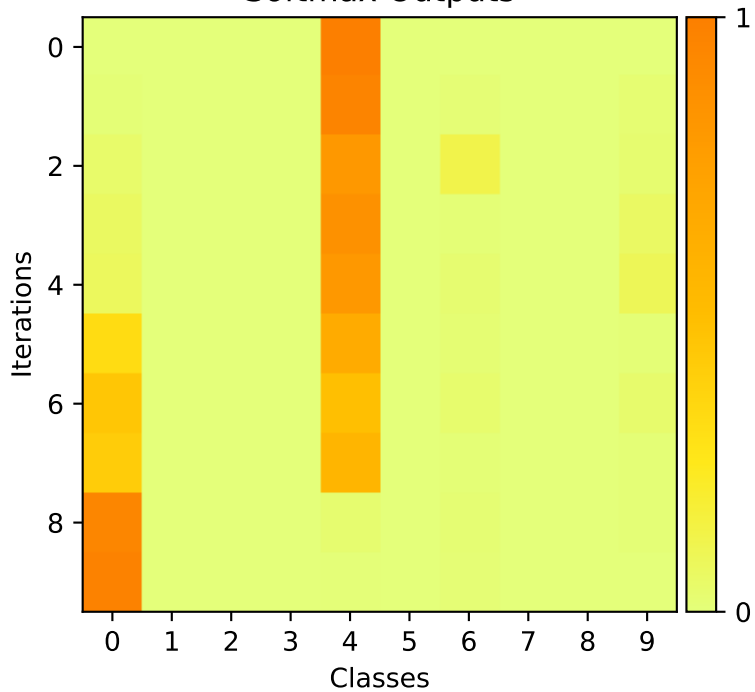
Softmax Outputs



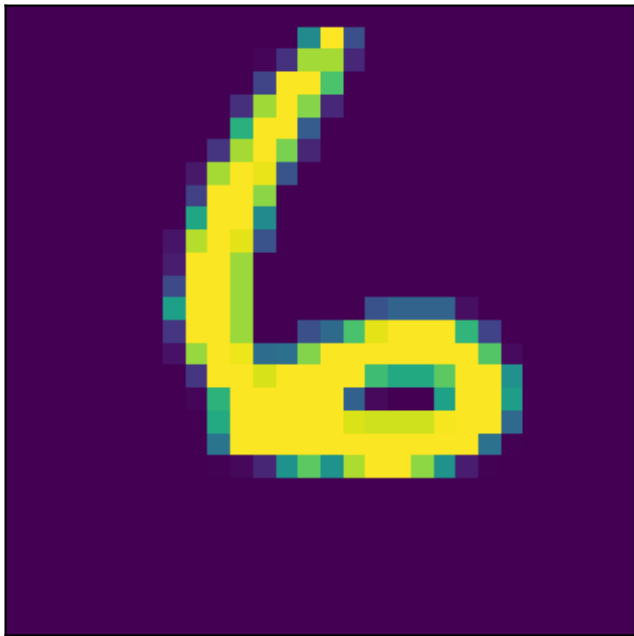
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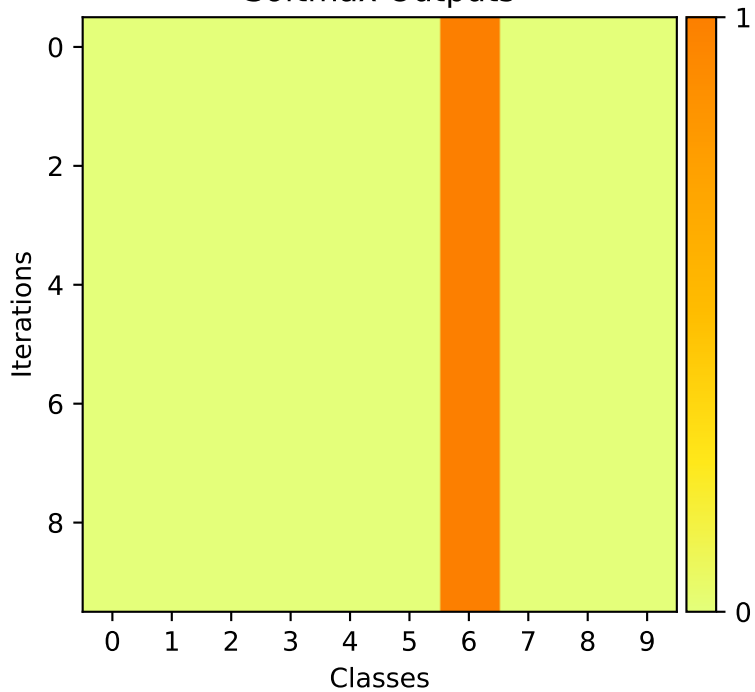
Softmax Outputs



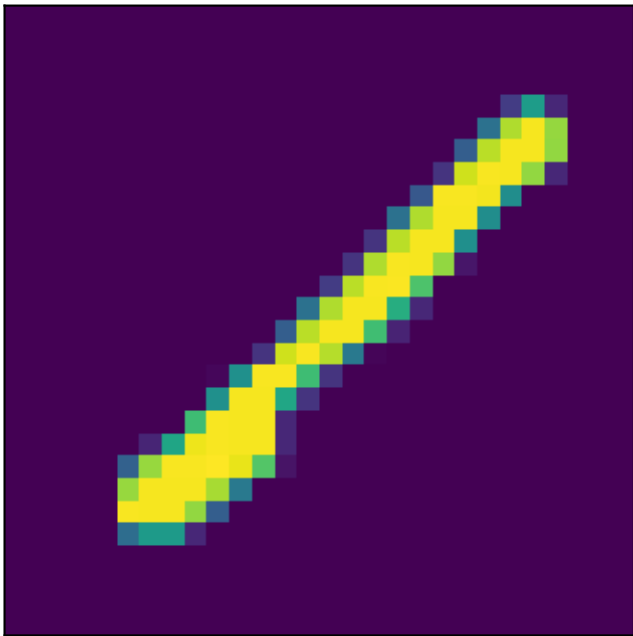
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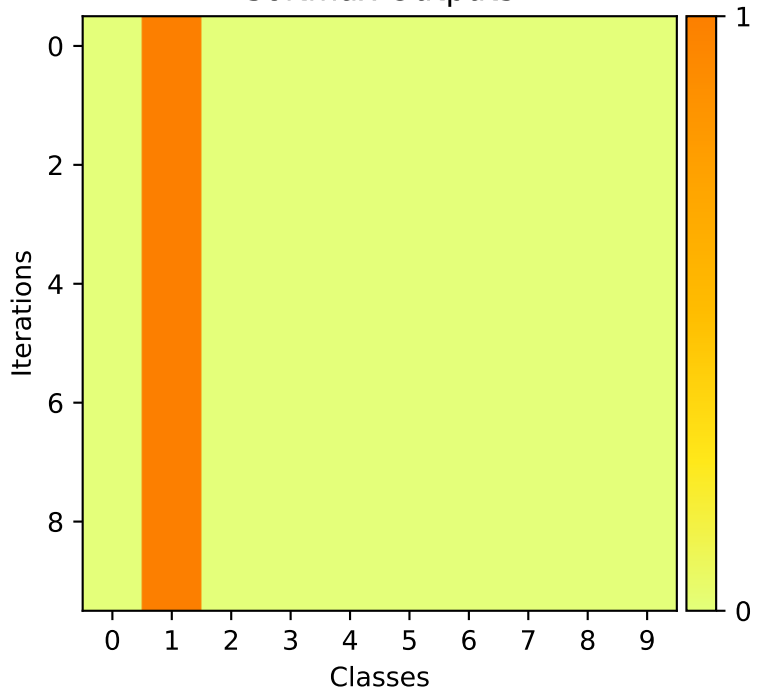
Softmax Outputs



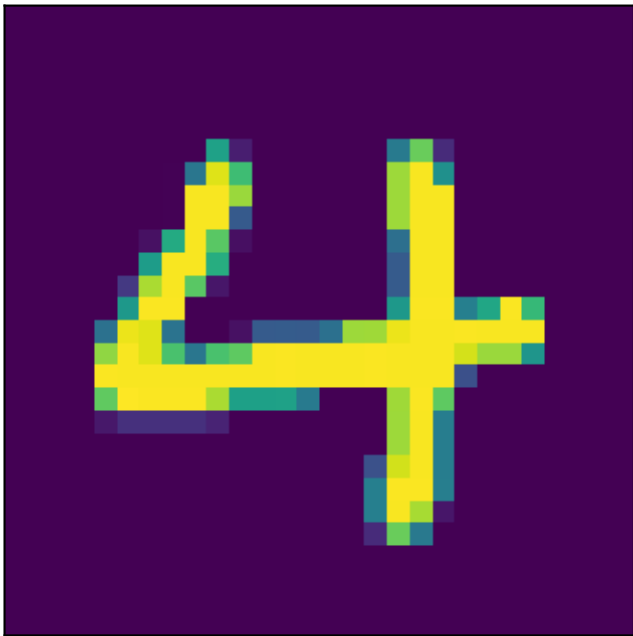
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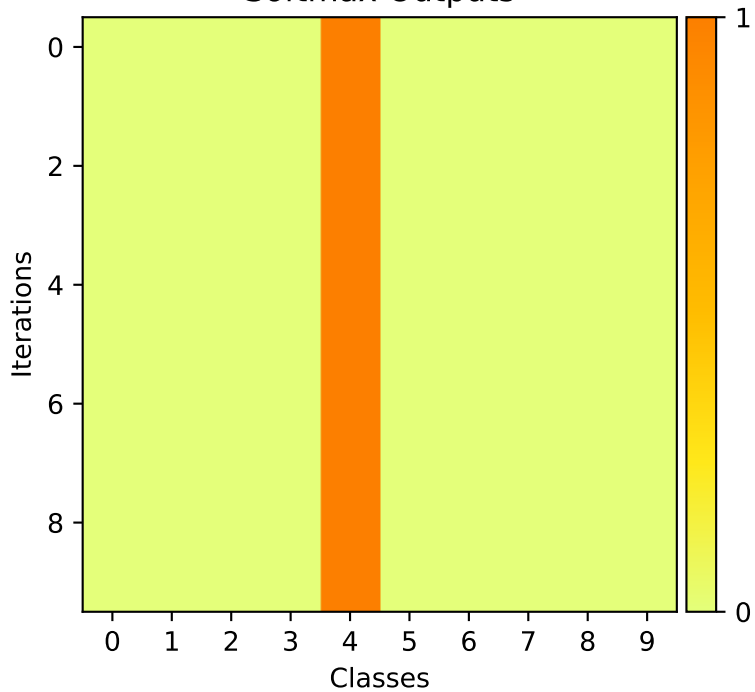
## Softmax Outputs



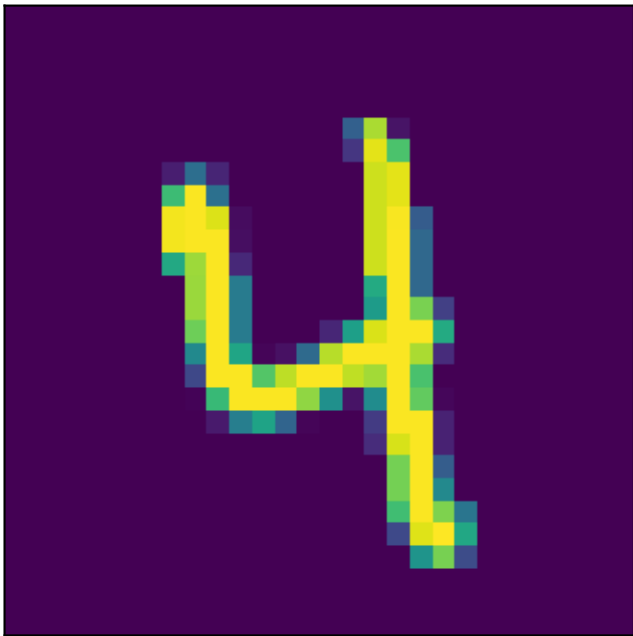
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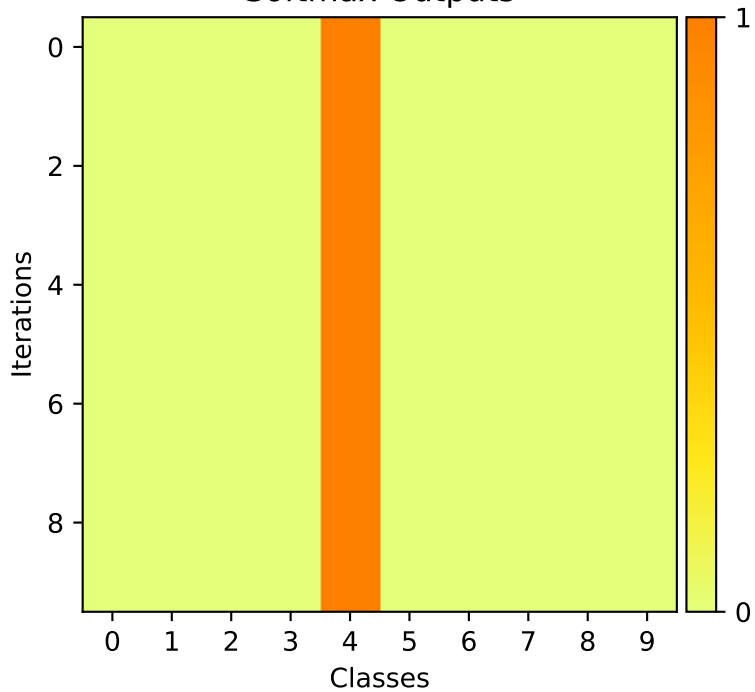
Softmax Outputs



Image



Softmax Outputs

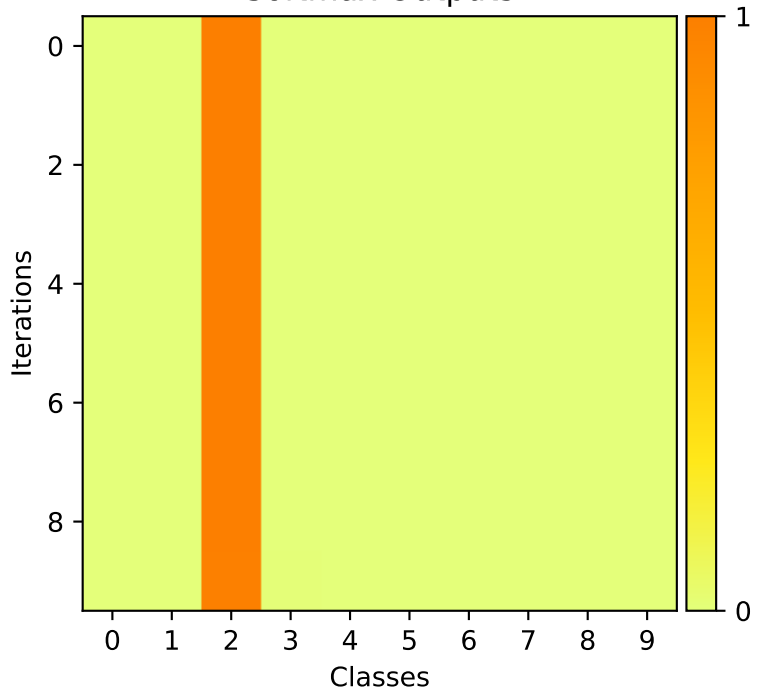




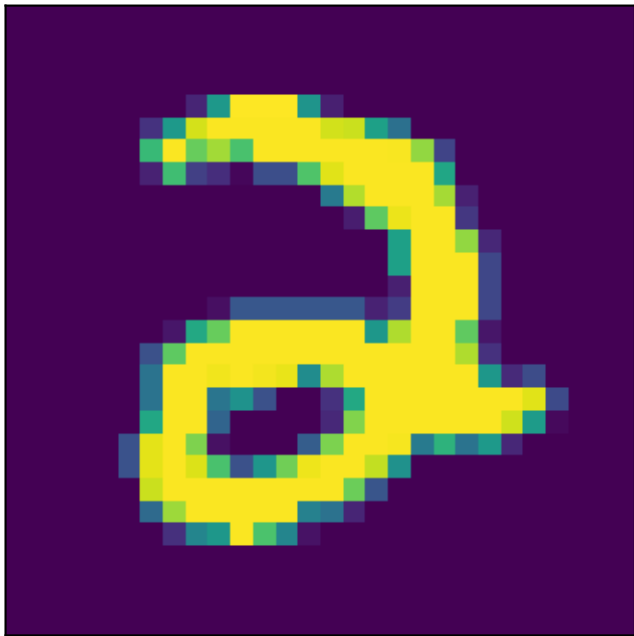
## Image



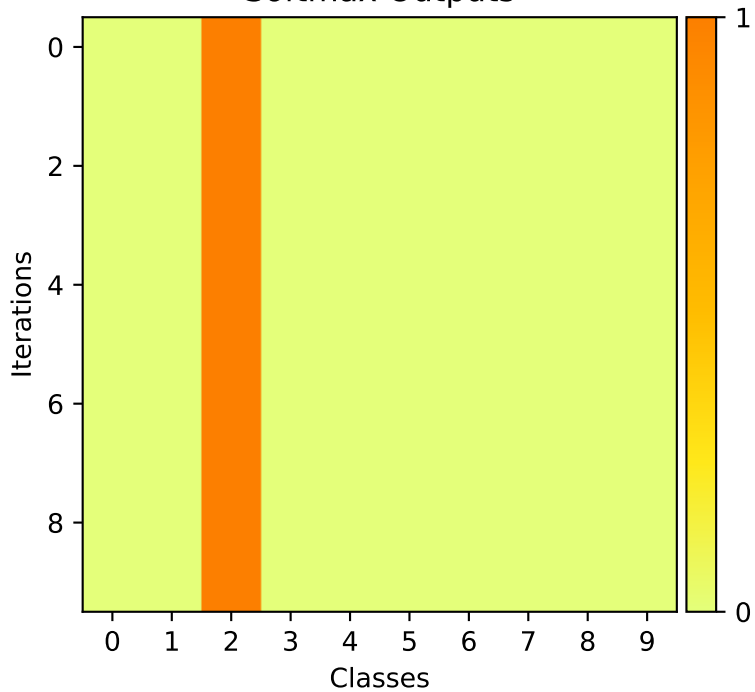
## Softmax Outputs



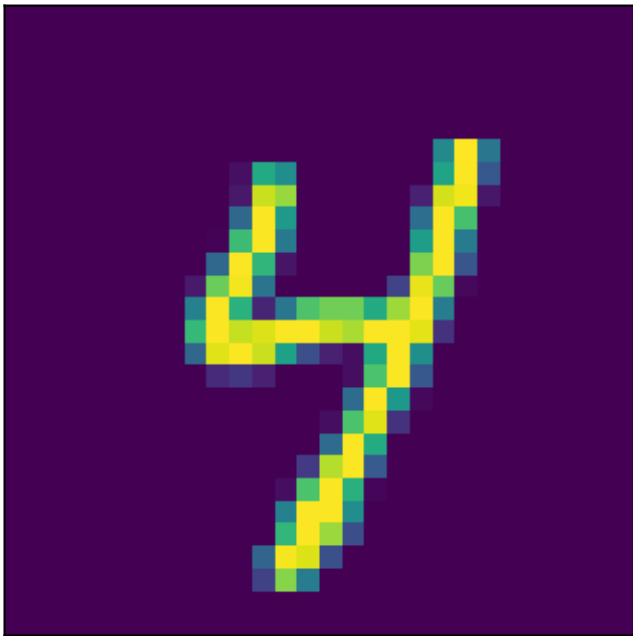
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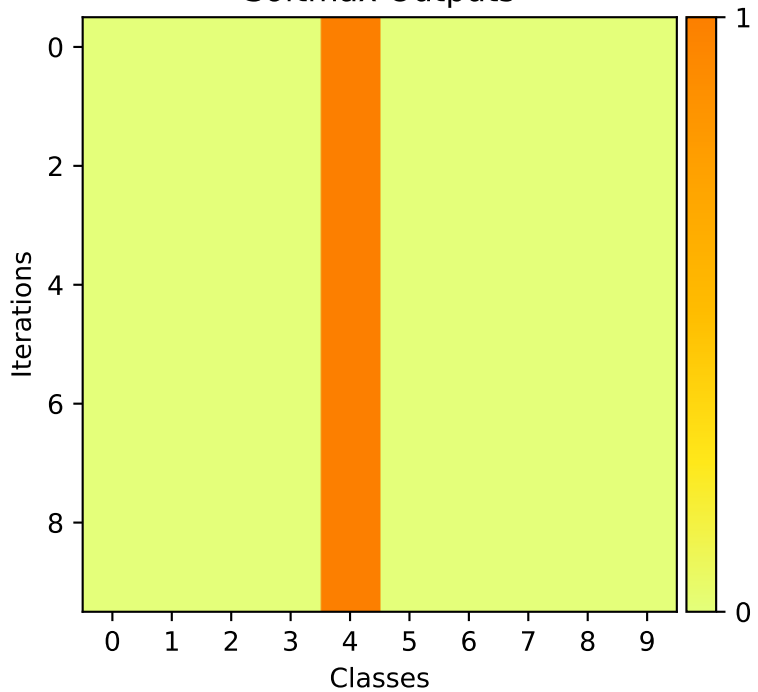
Softmax Outputs



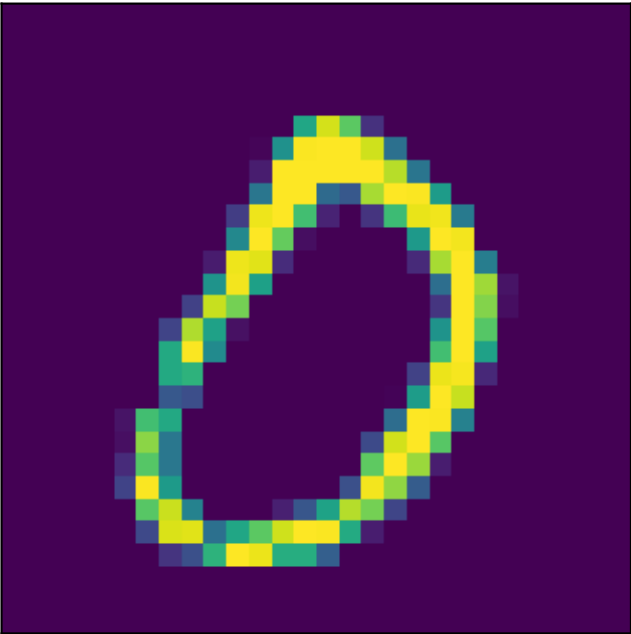
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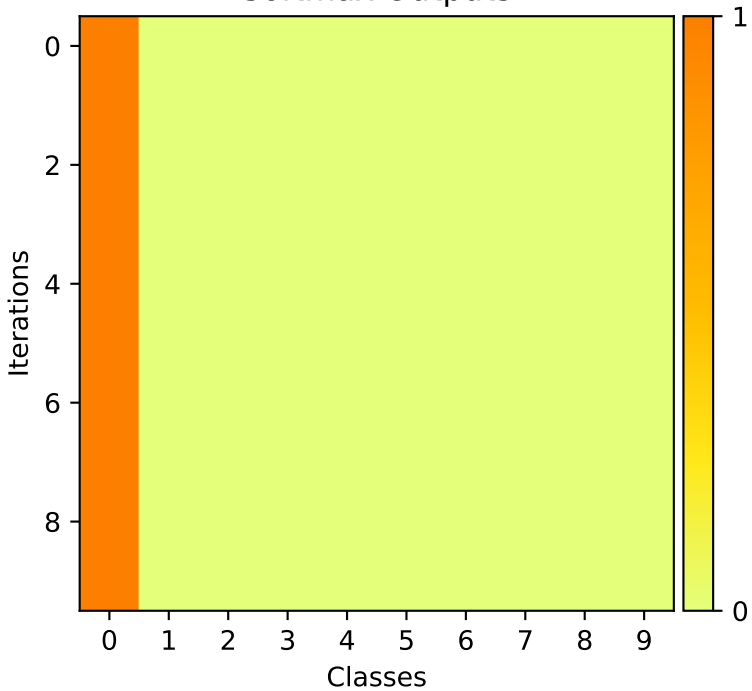
Softmax Outputs



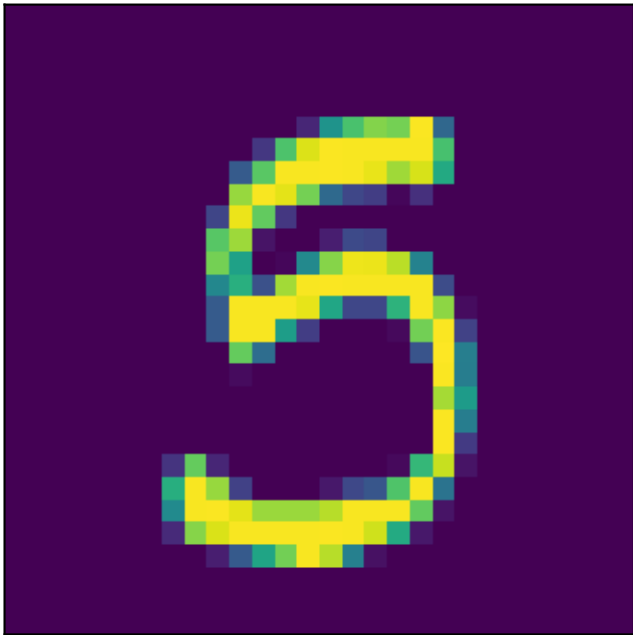
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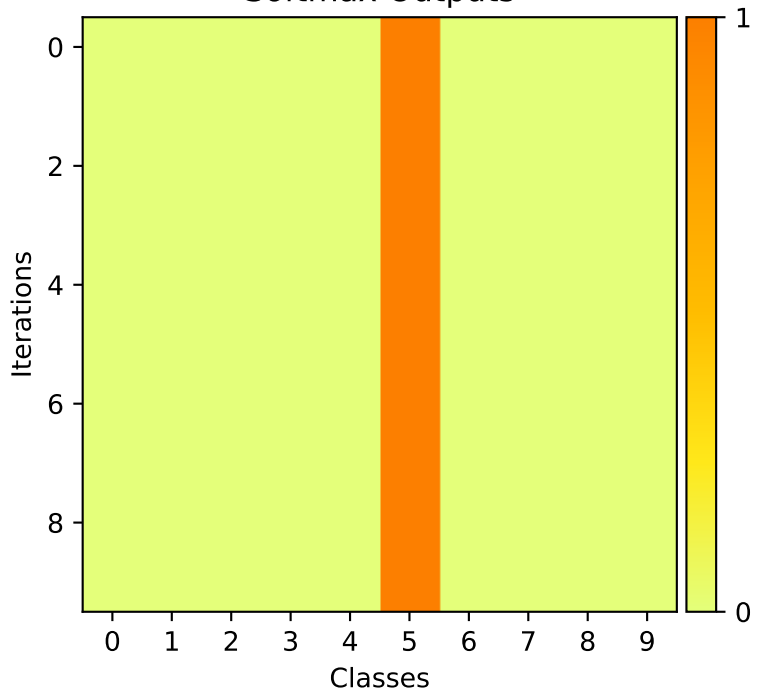
## Softmax Outputs



Image



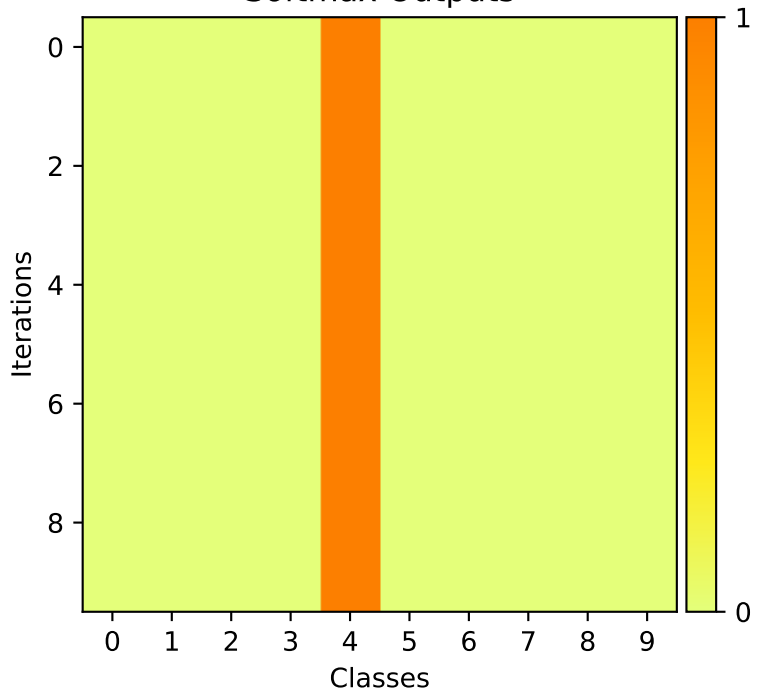
Softmax Outputs



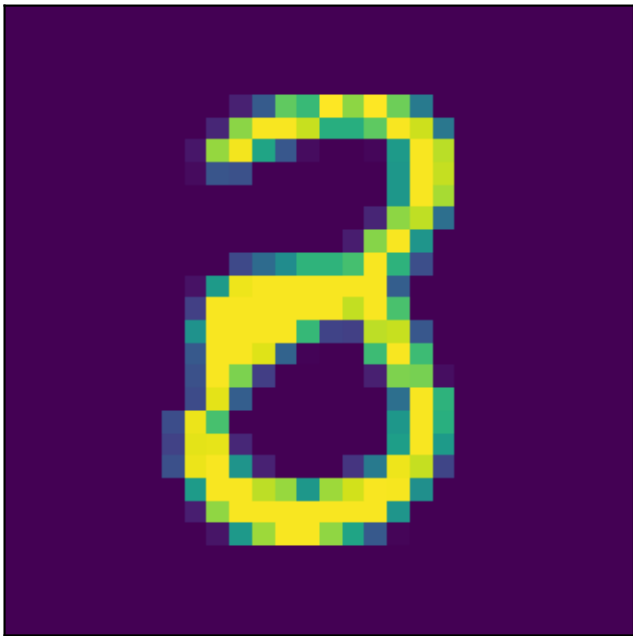
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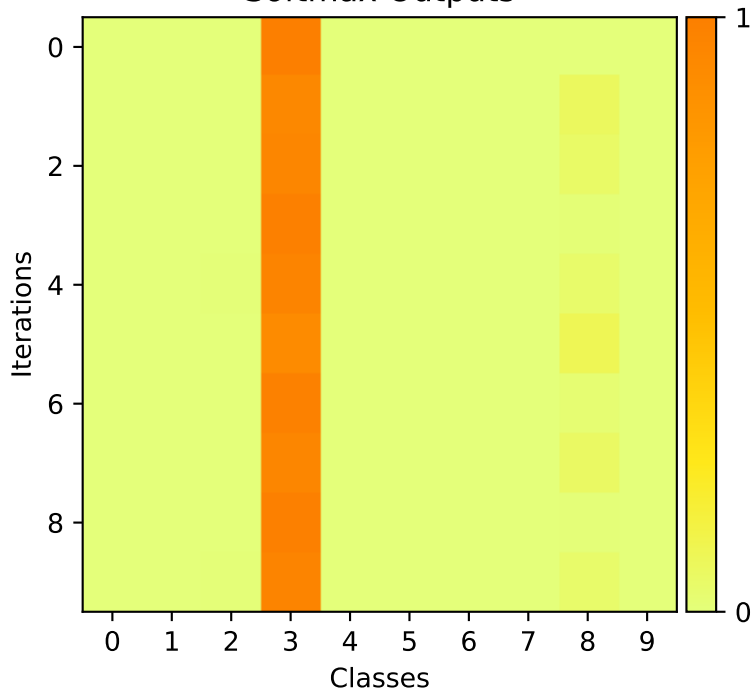
Softmax Outputs



Image



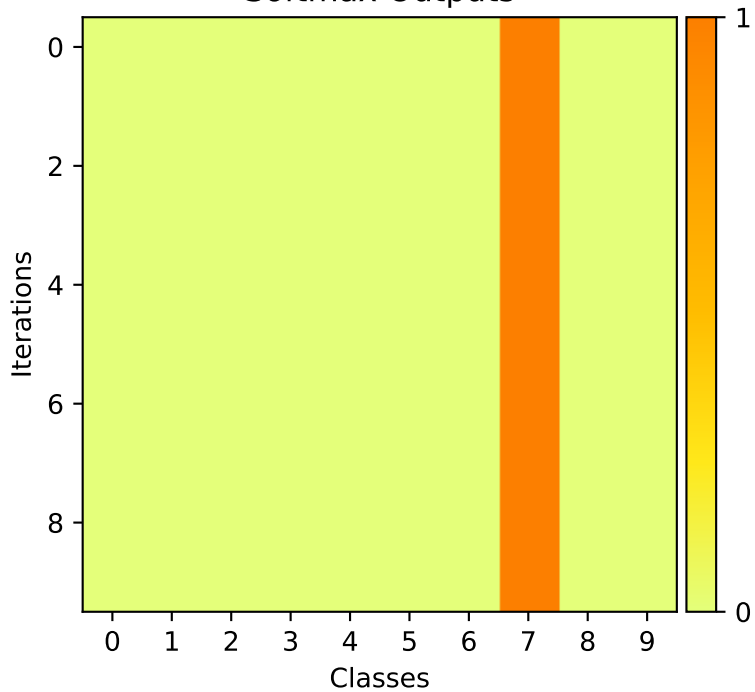
Softmax Outputs



Image

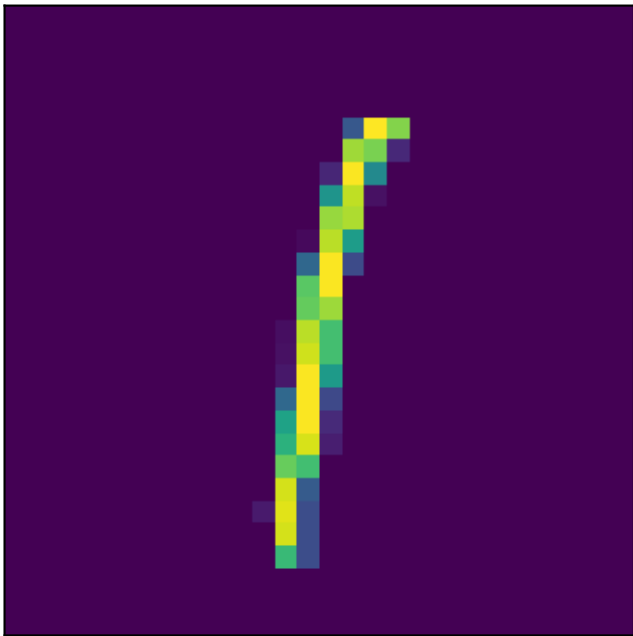


Softmax Outputs

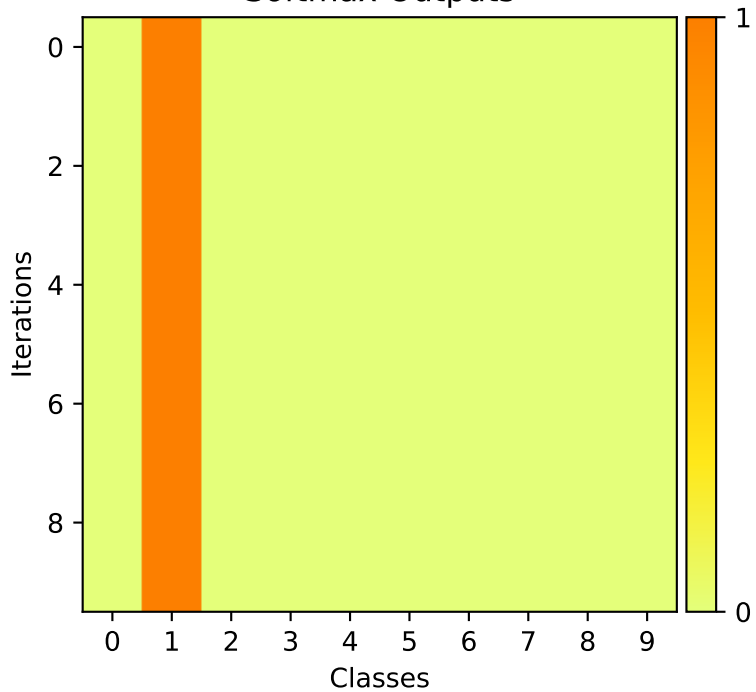




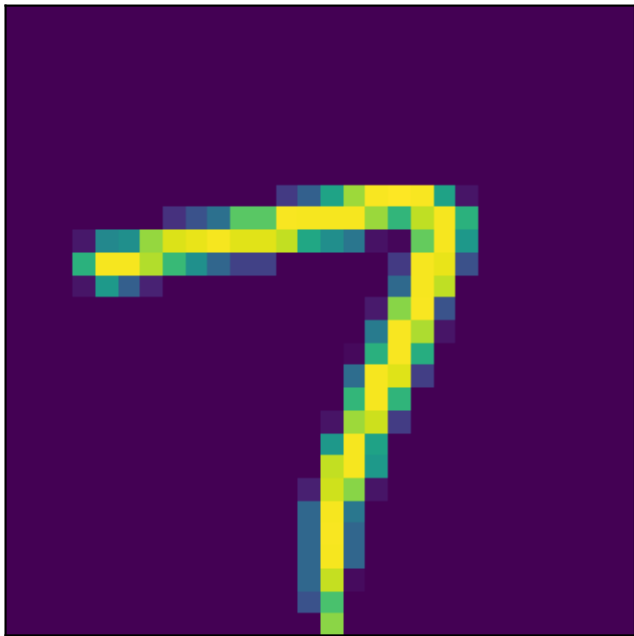
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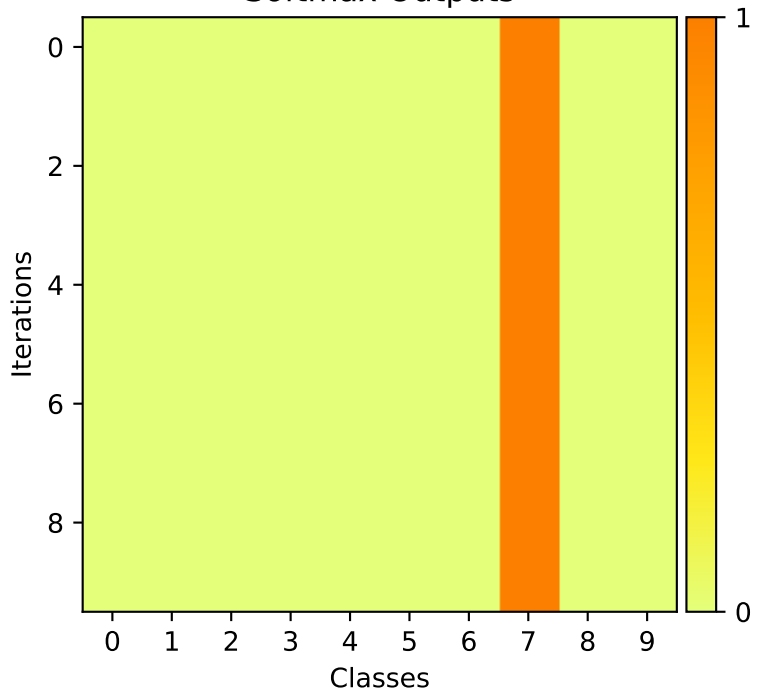
## Softmax Outputs



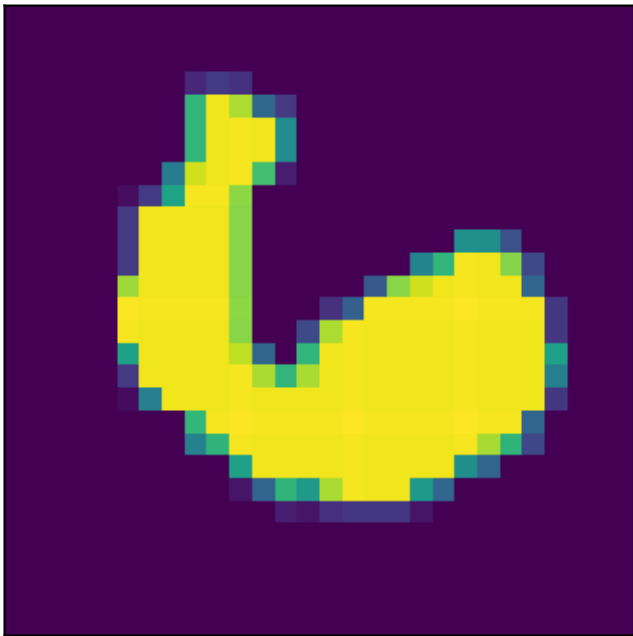
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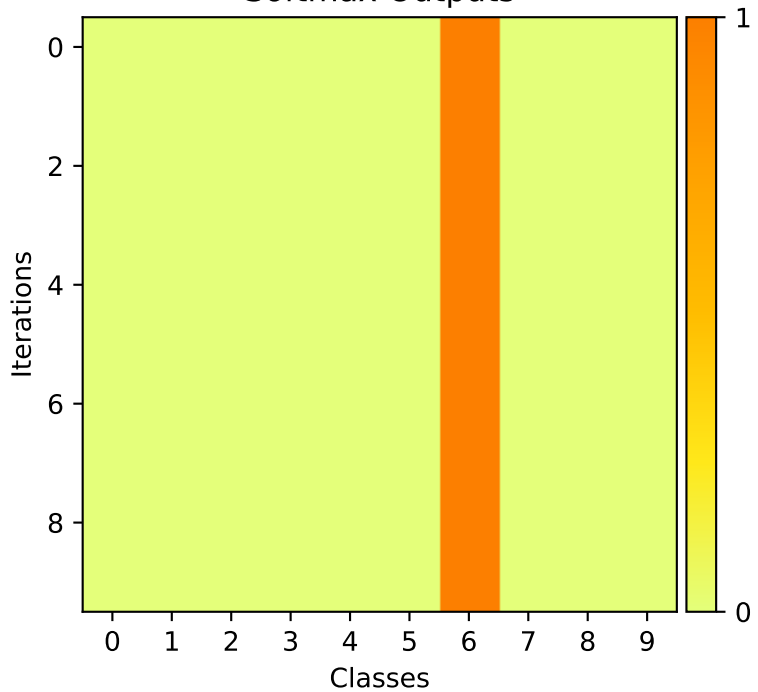
Softmax Outputs



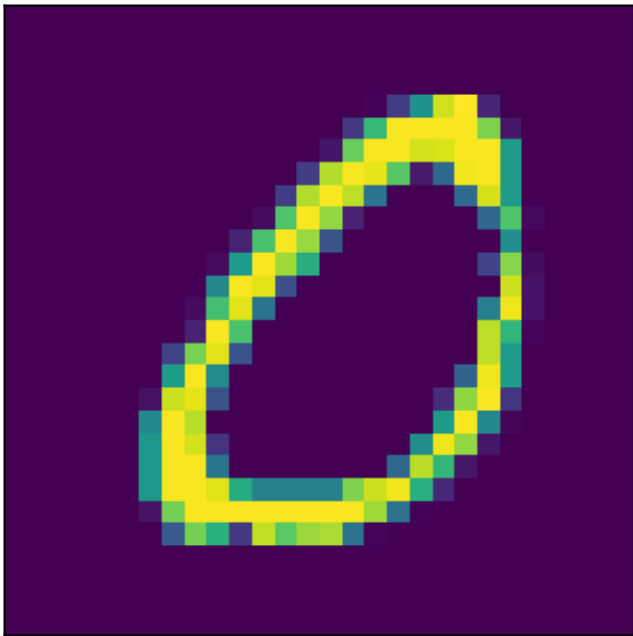
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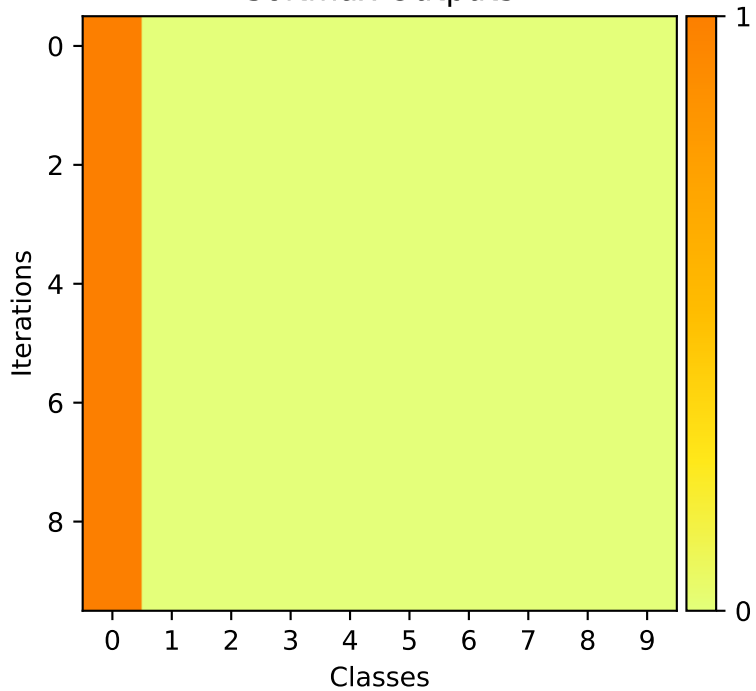
Softmax Outputs



## Image



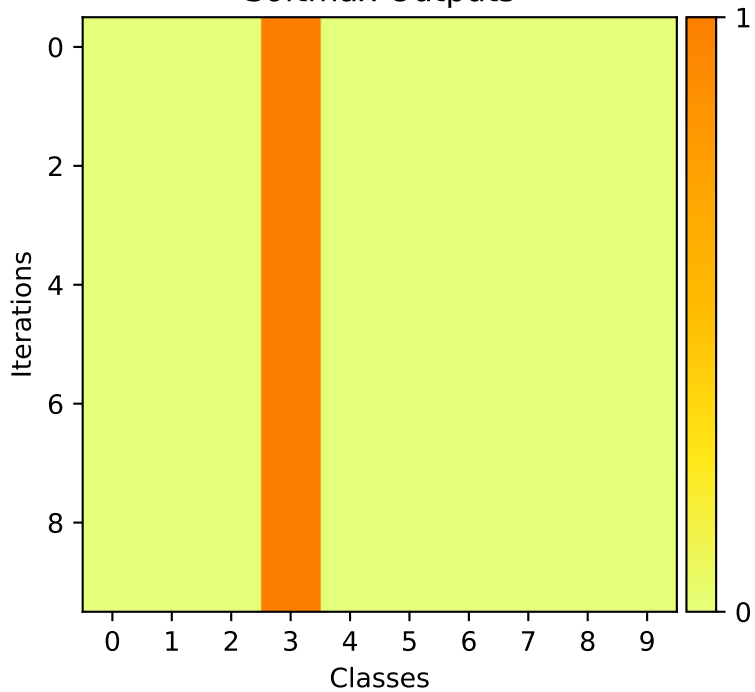
## Softmax Outputs



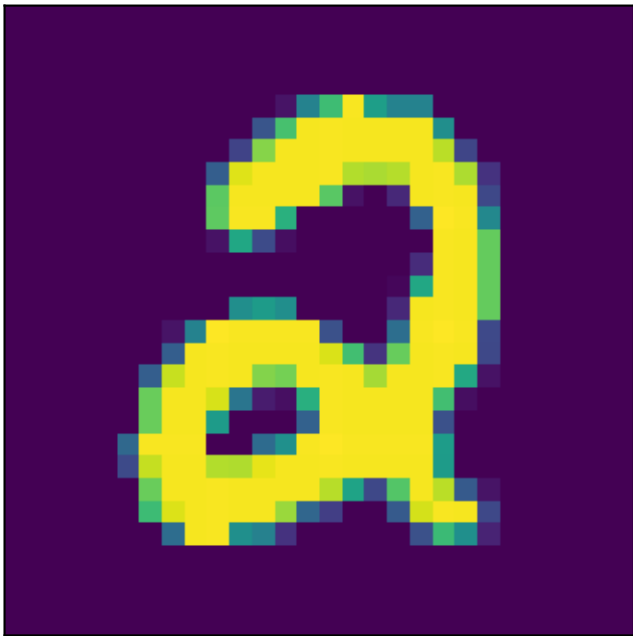
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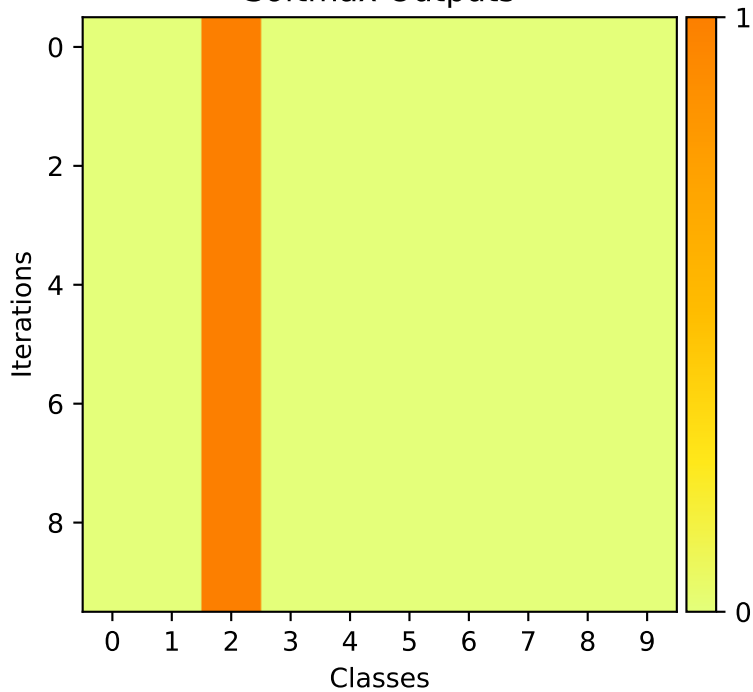
Softmax Outputs



Image



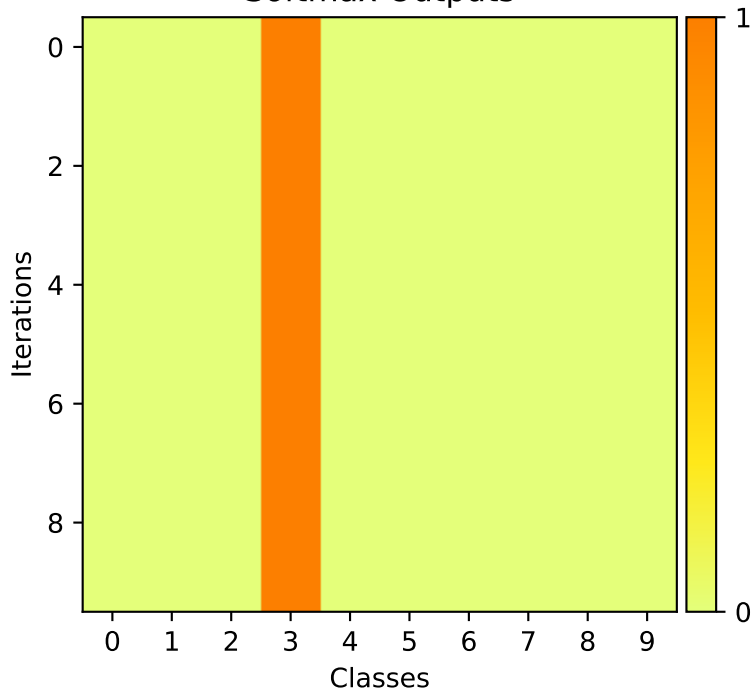
Softmax Outputs



Image



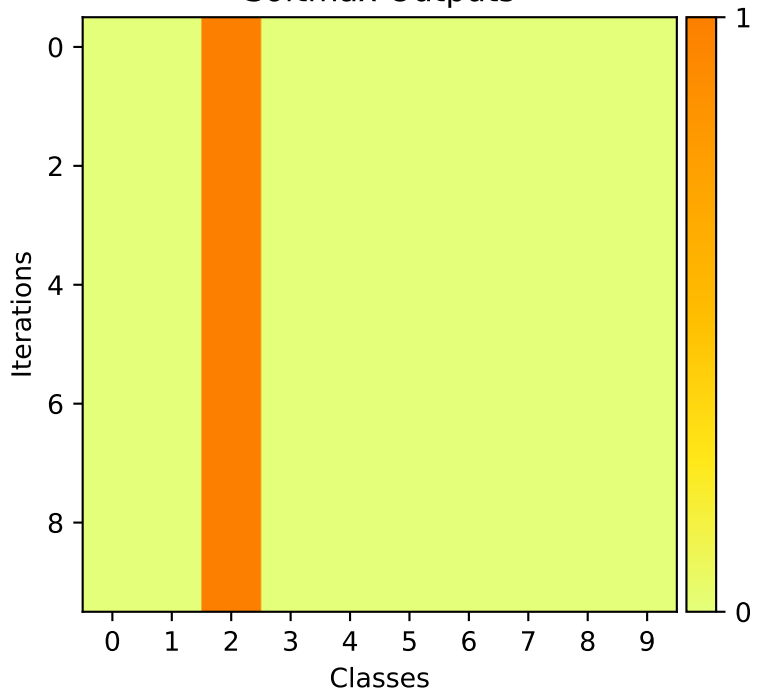
Softmax Outputs



Image

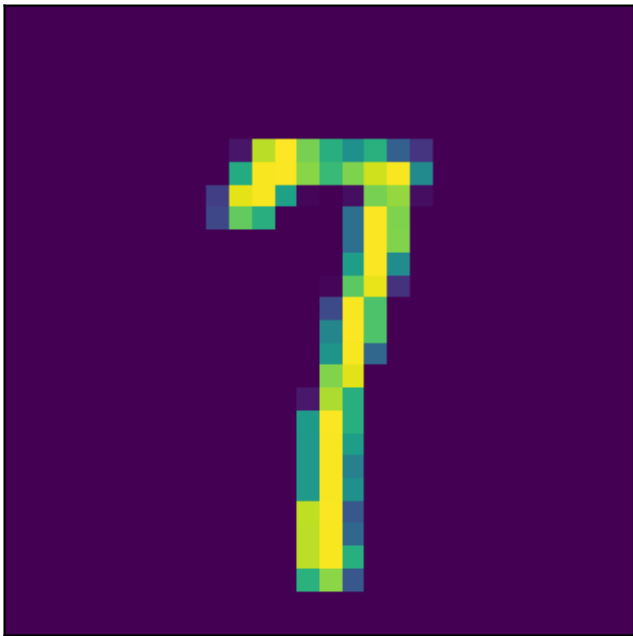


Softmax Outputs

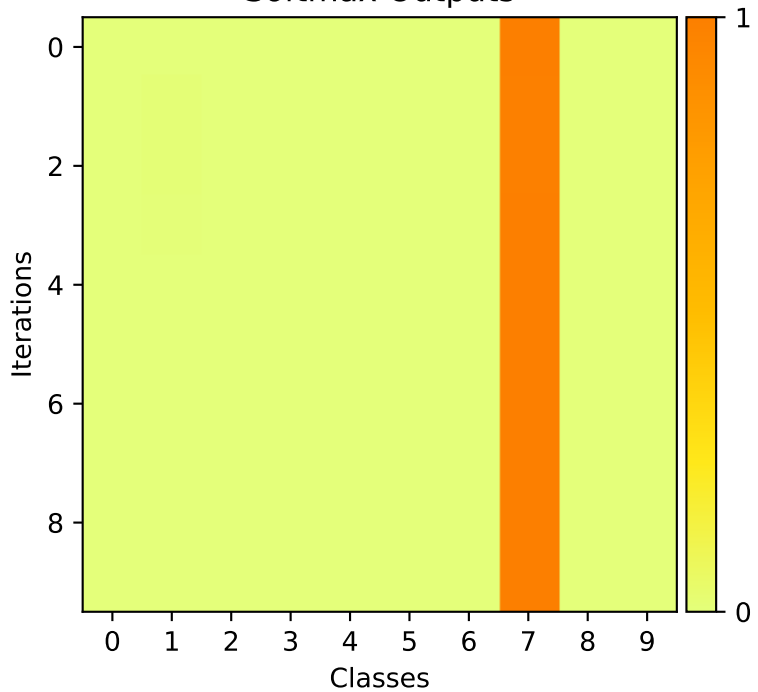




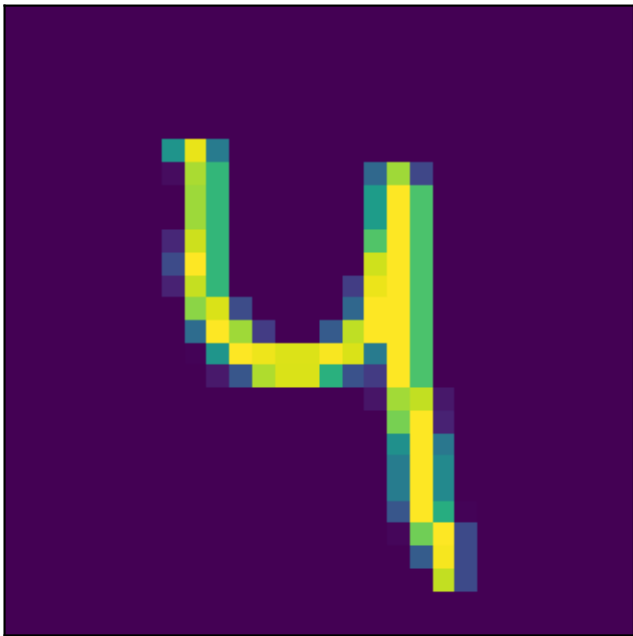
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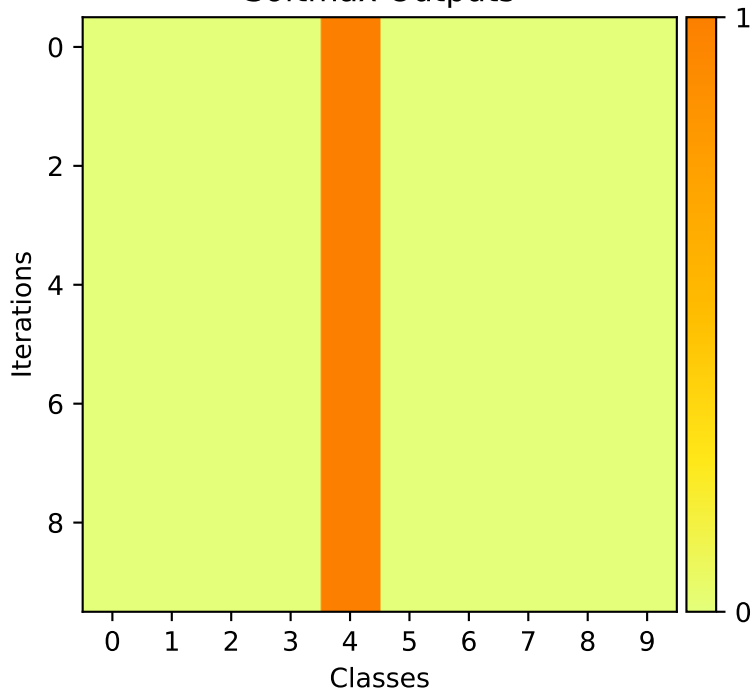
Softmax Outputs



Image

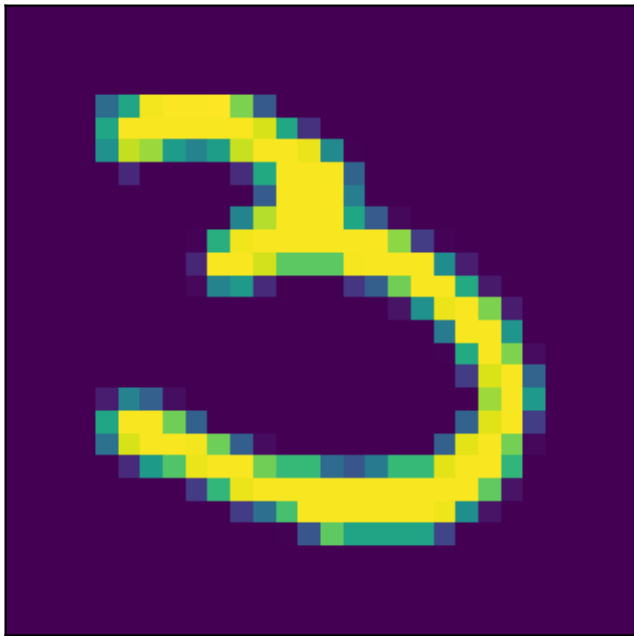


Softmax Outputs

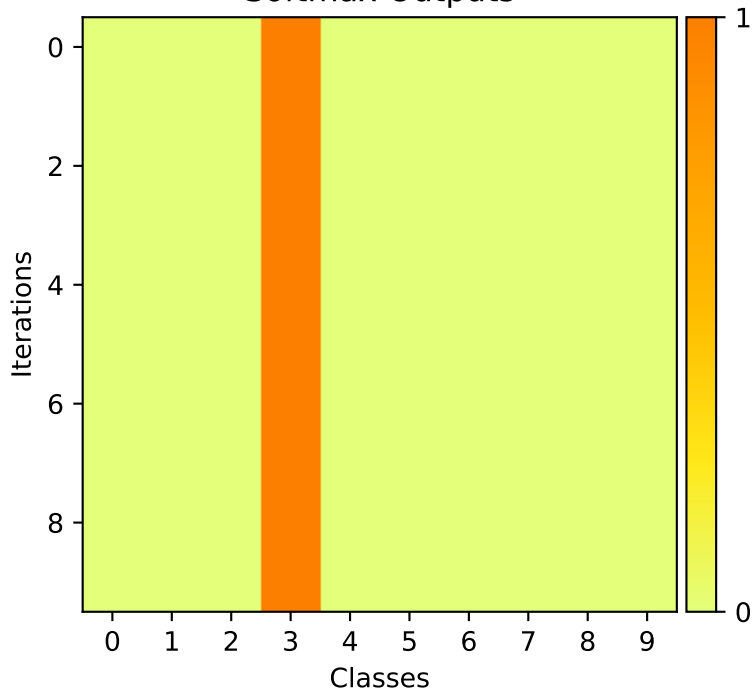


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

Image



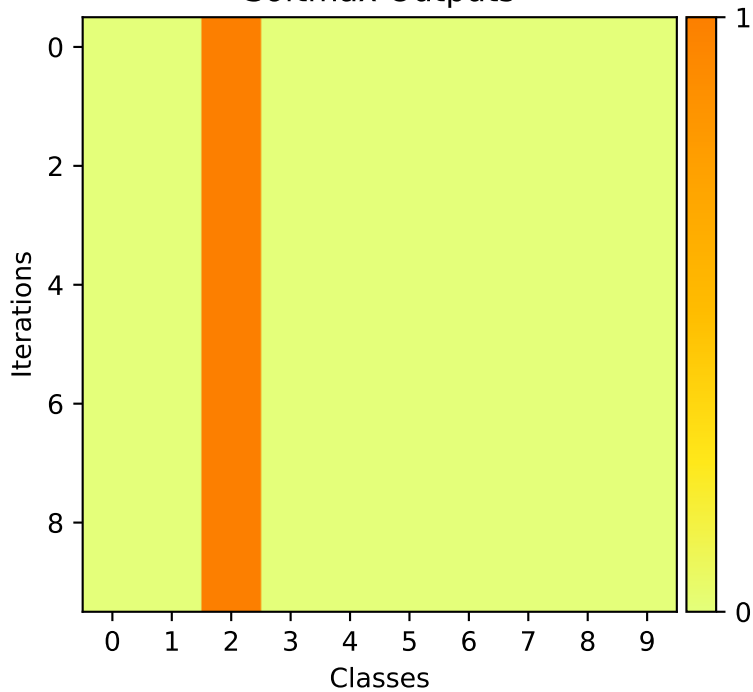
Softmax Outputs



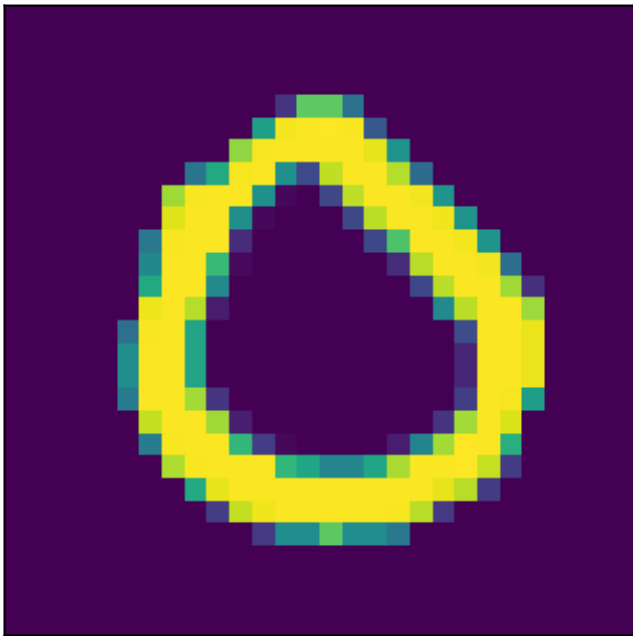
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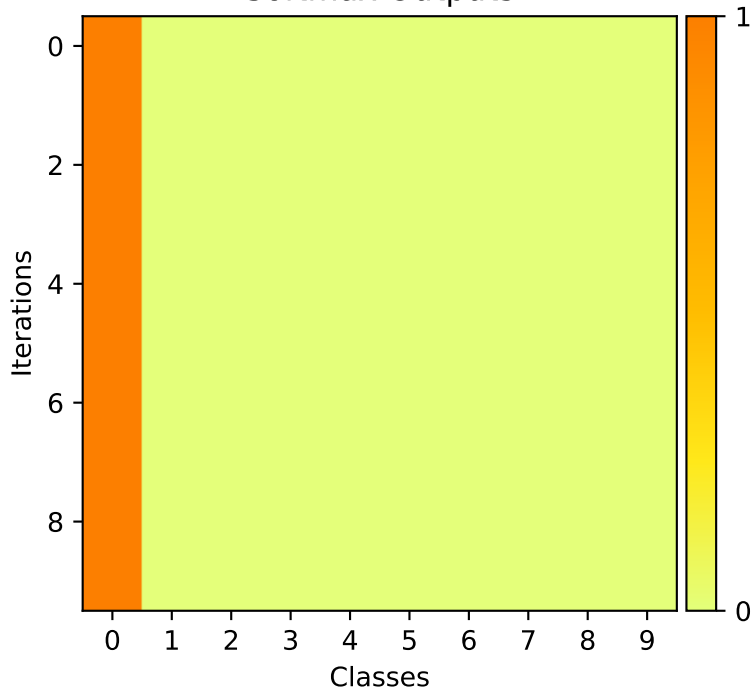
Softmax Outputs



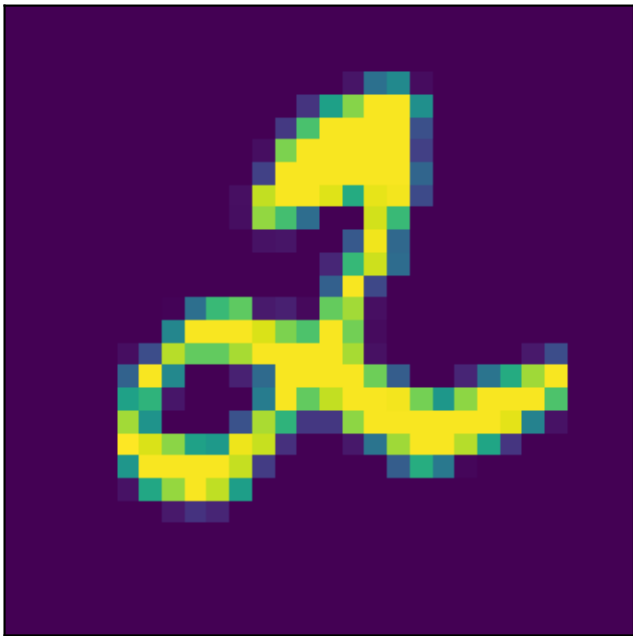
## Image



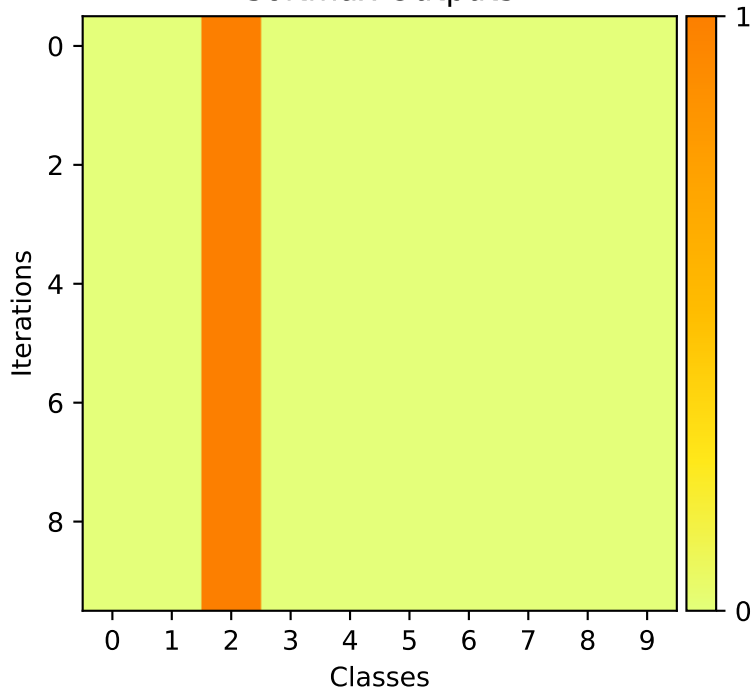
## Softmax Outputs



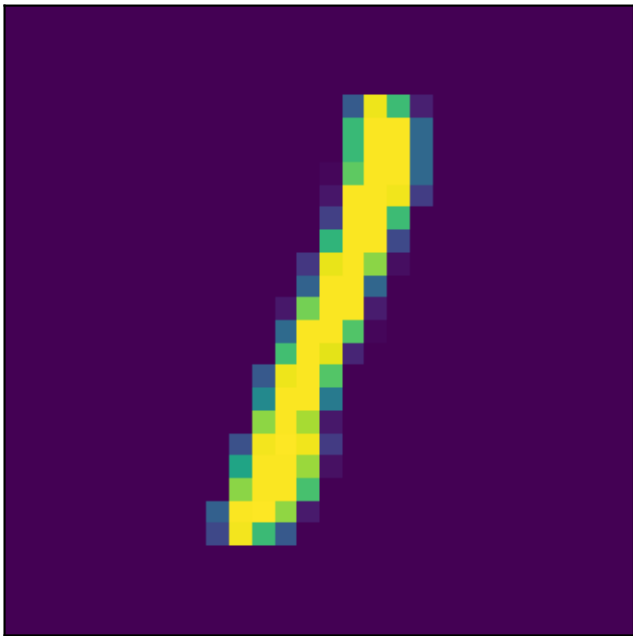
## Image



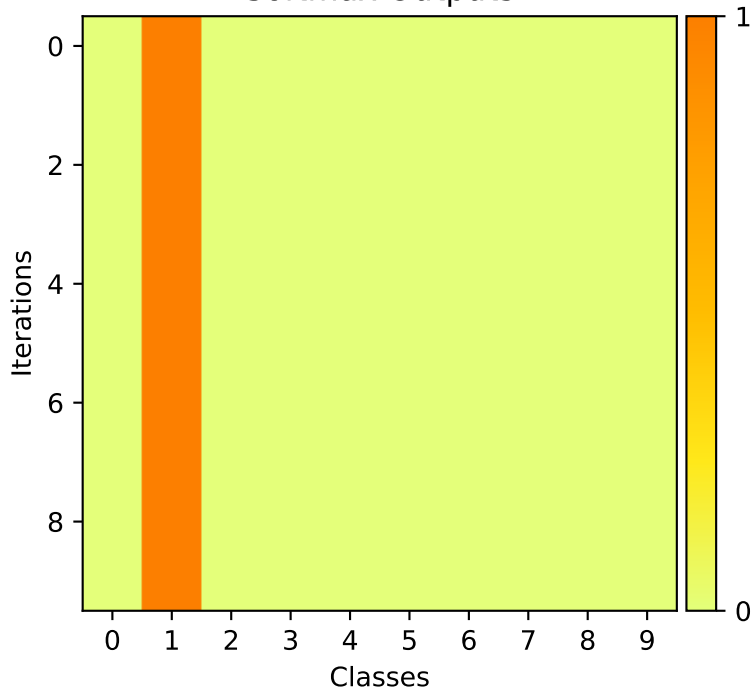
## Softmax Outputs



Image

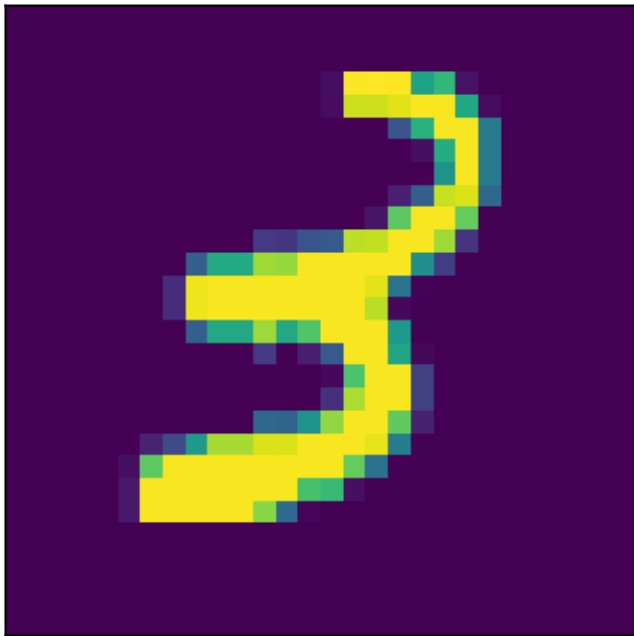


## Softmax Outputs

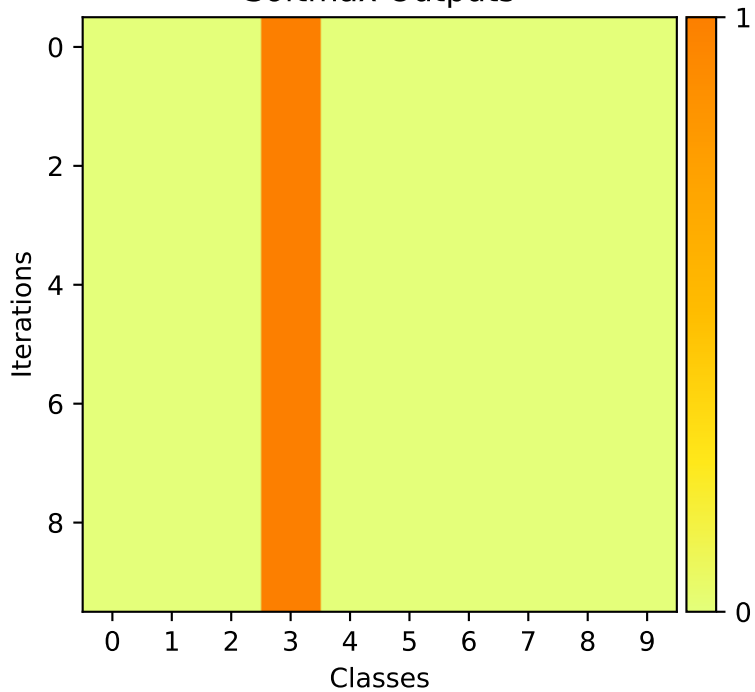




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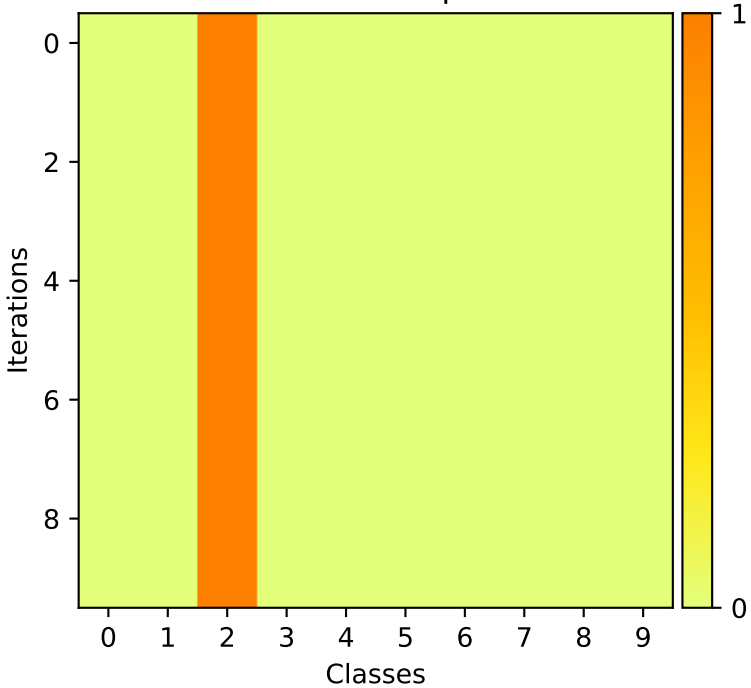
Softmax Outputs



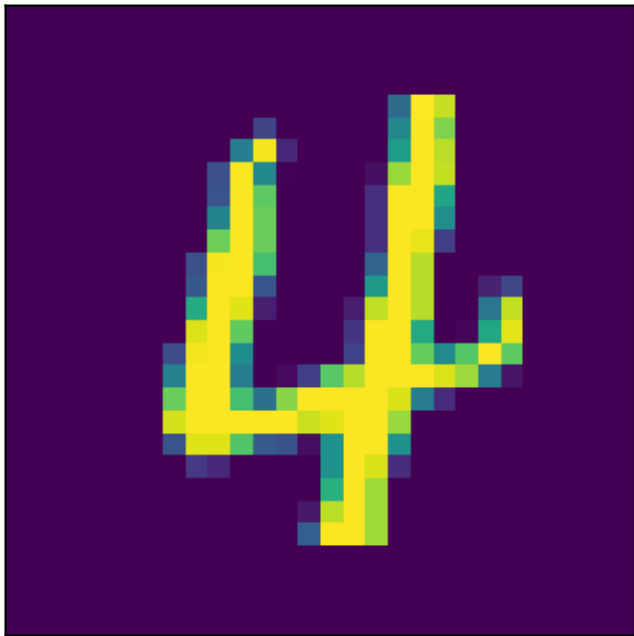
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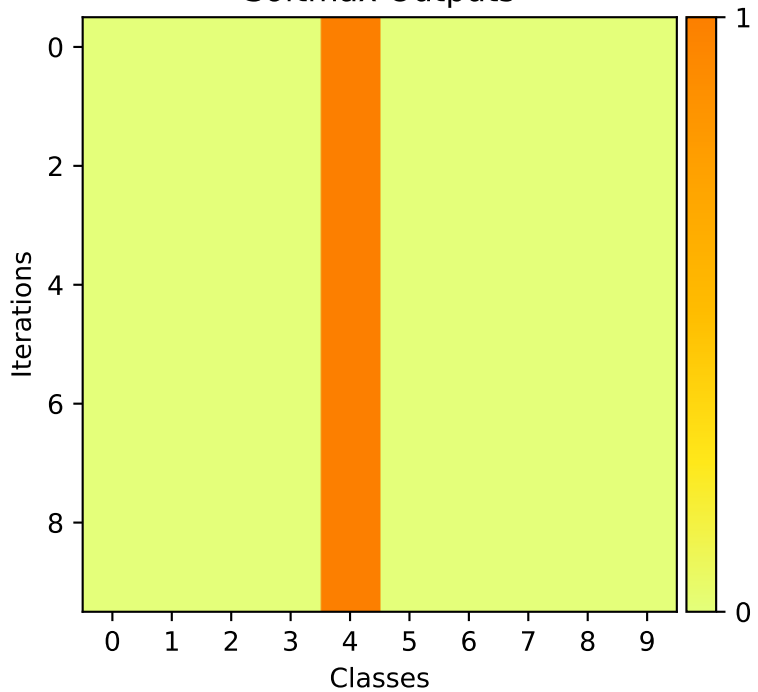
## Softmax Outputs



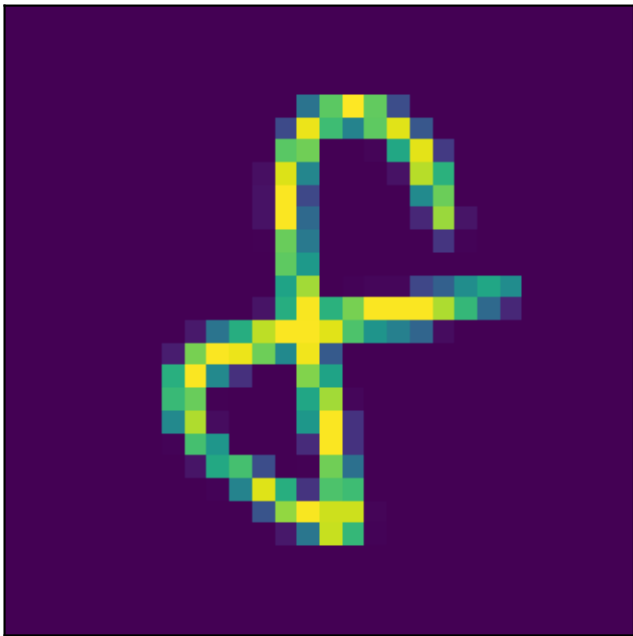
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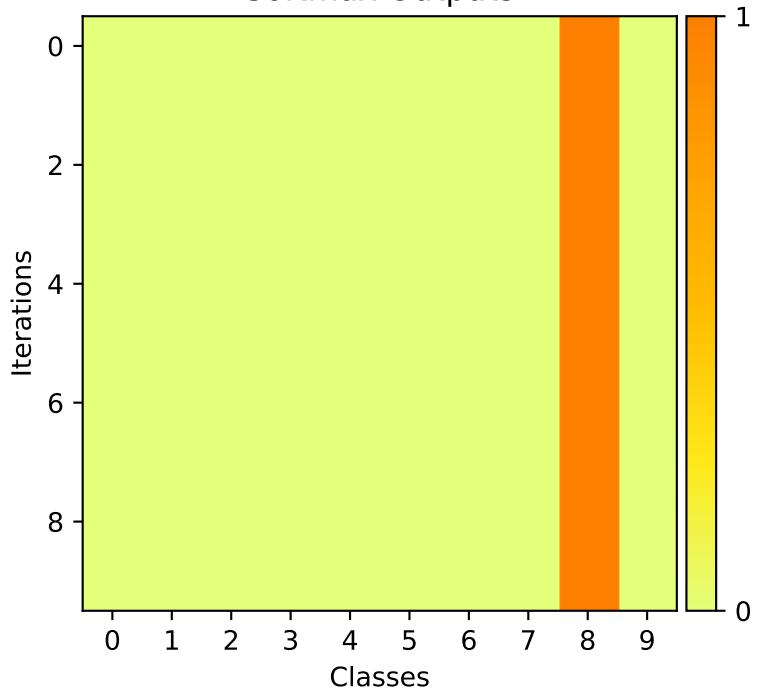
Softmax Outputs



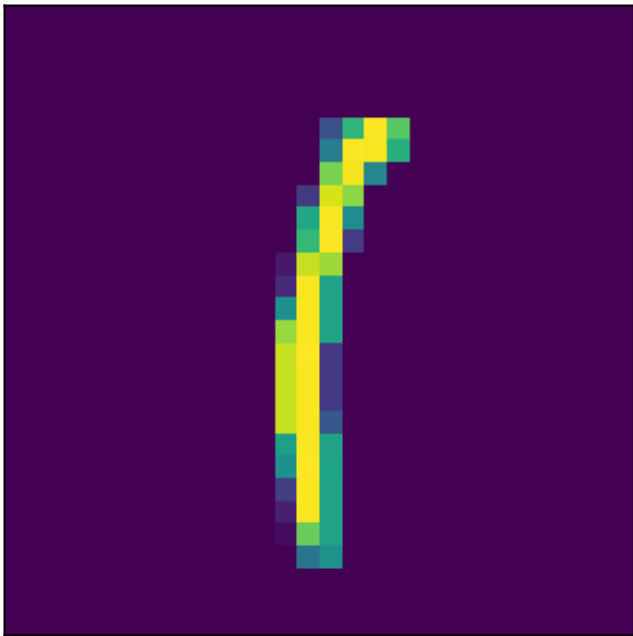
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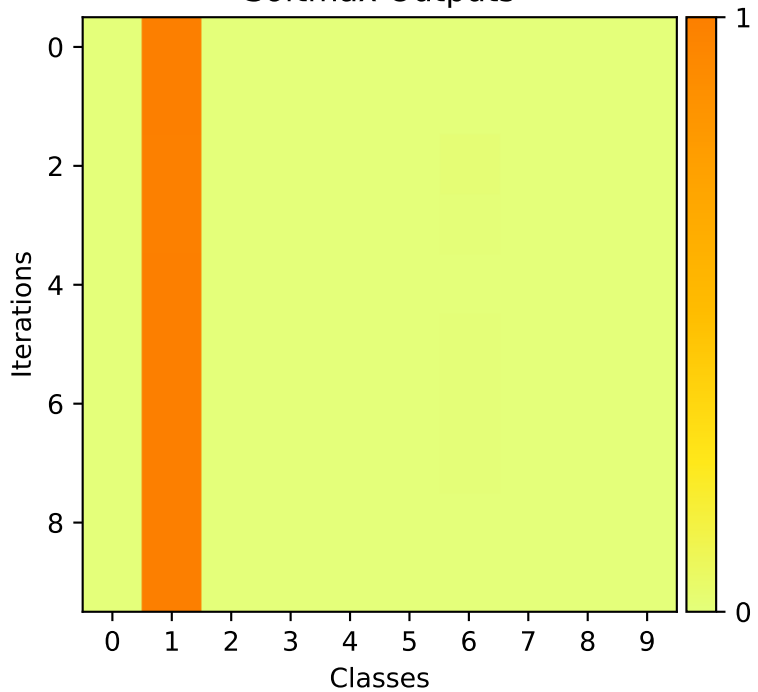
## Softmax Outputs



Image



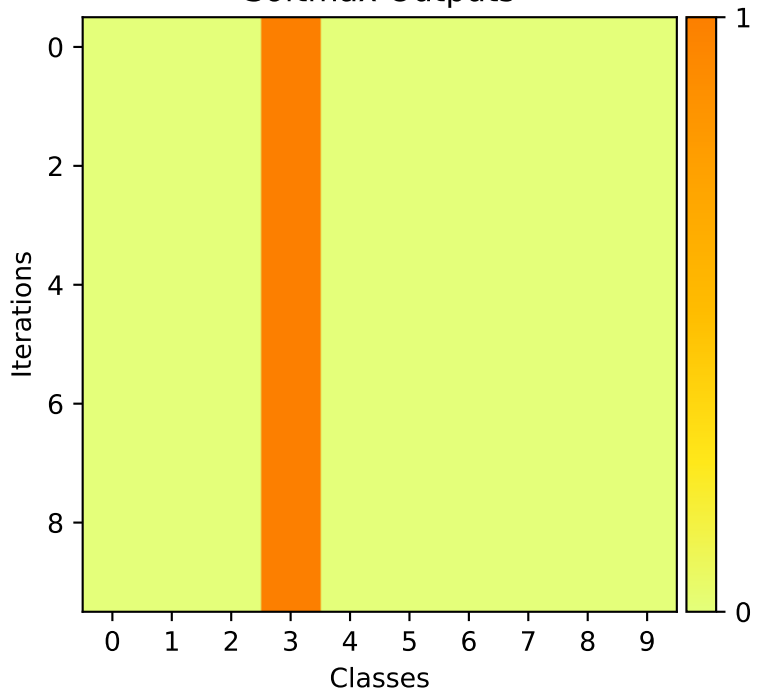
## Softmax Outputs



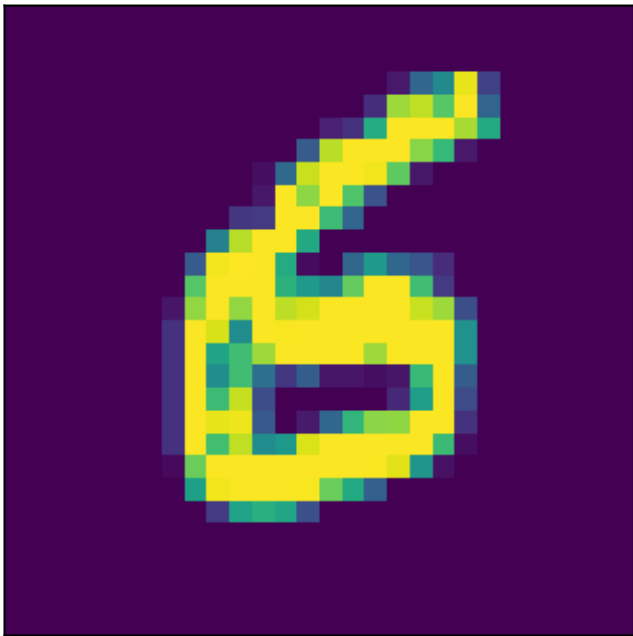
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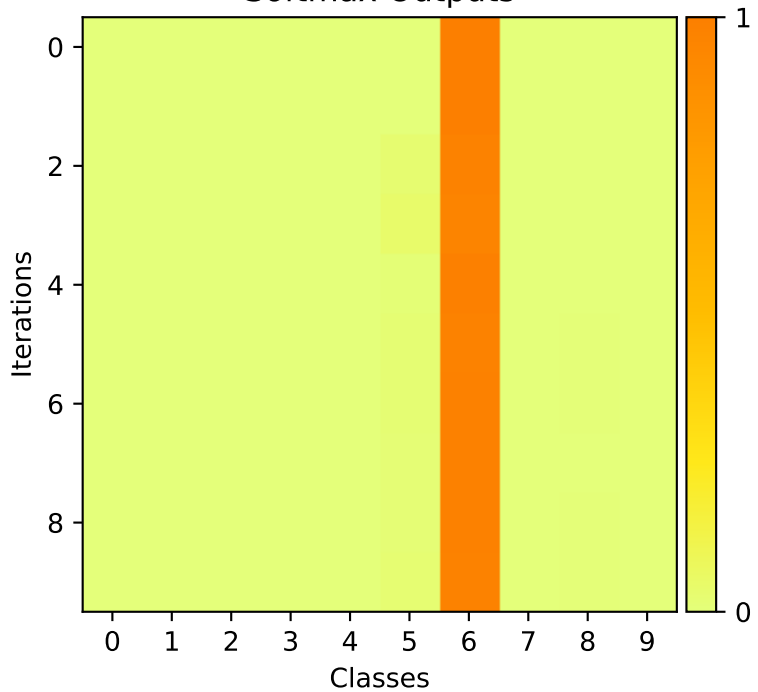
Softmax Outputs



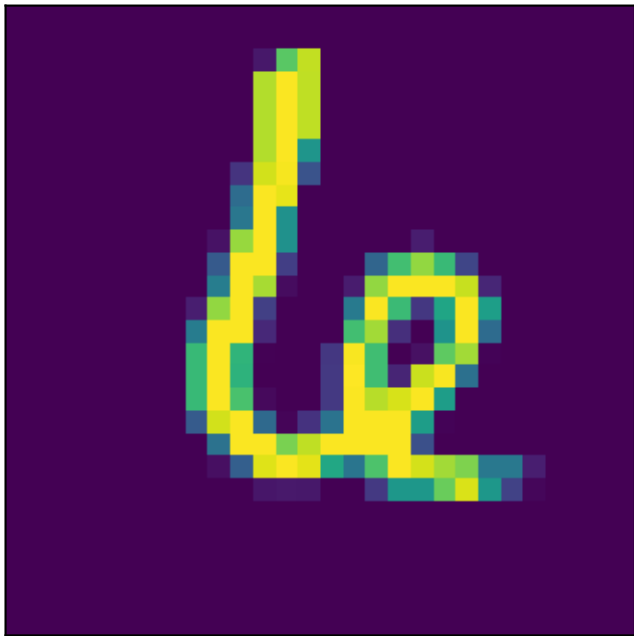
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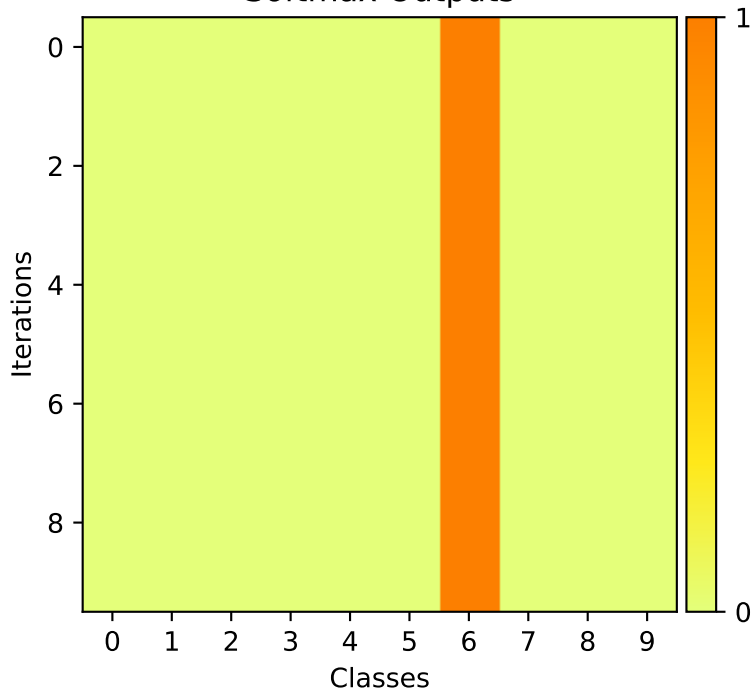
Softmax Outputs



Image



Softmax Outputs

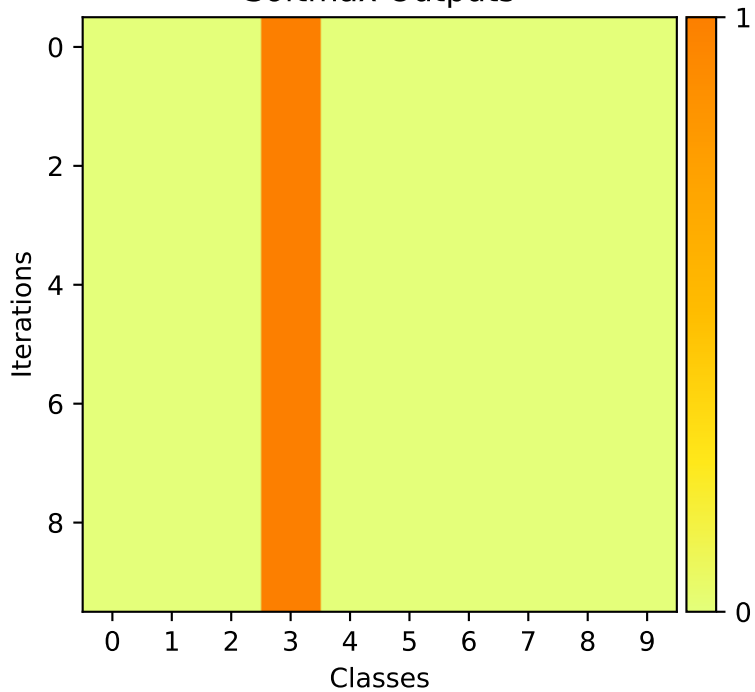




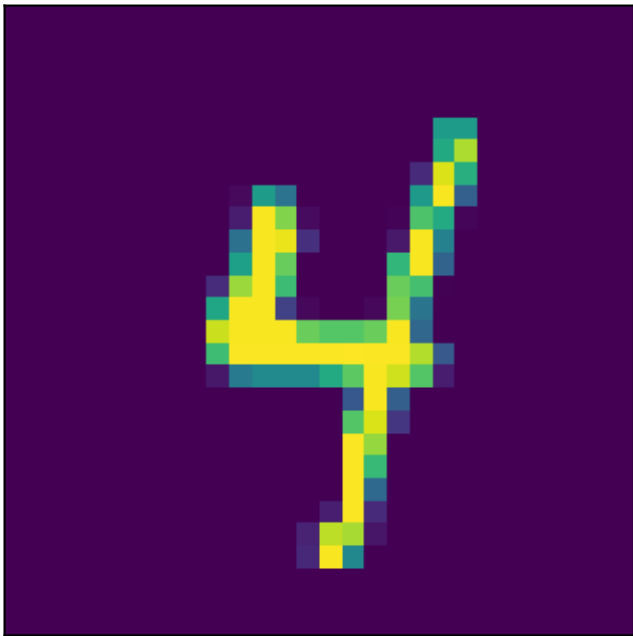
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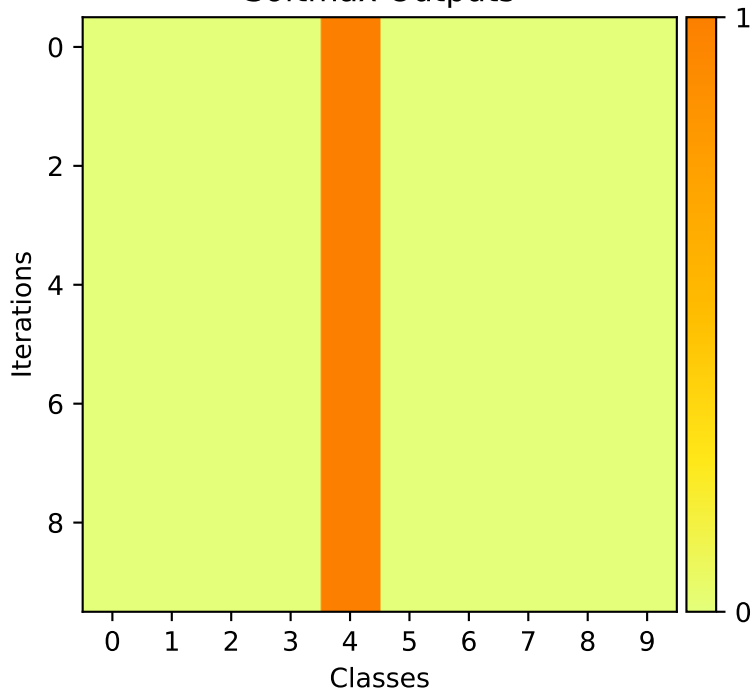
Softmax Outputs



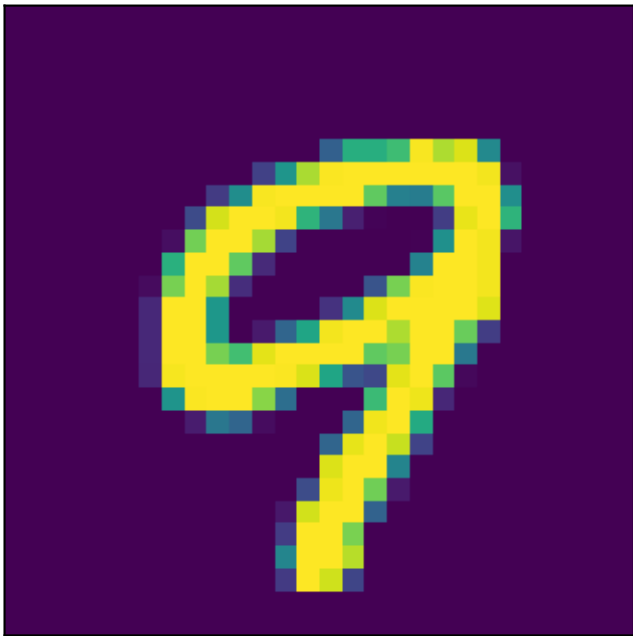
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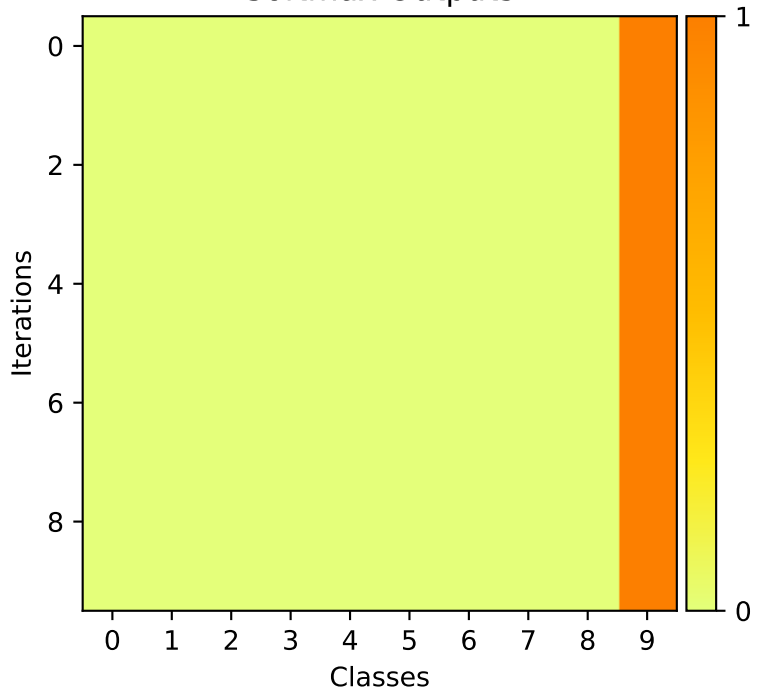
Softmax Outputs



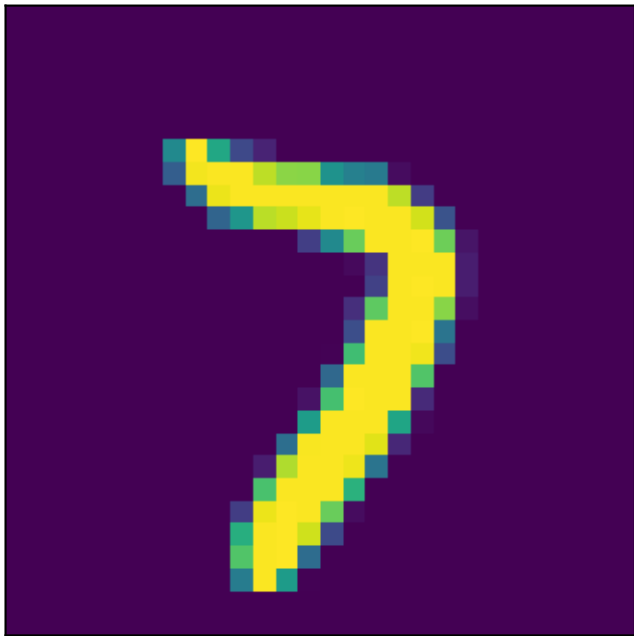
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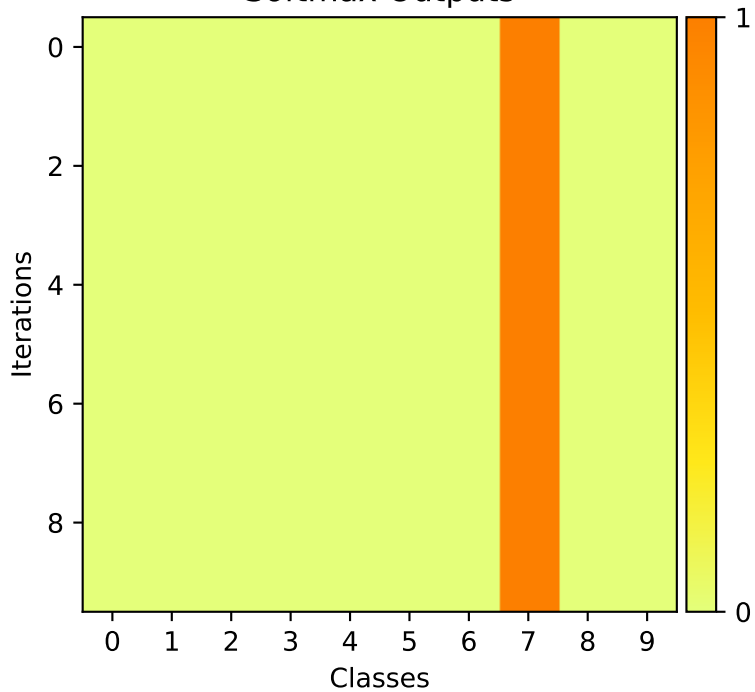
## Softmax Outputs



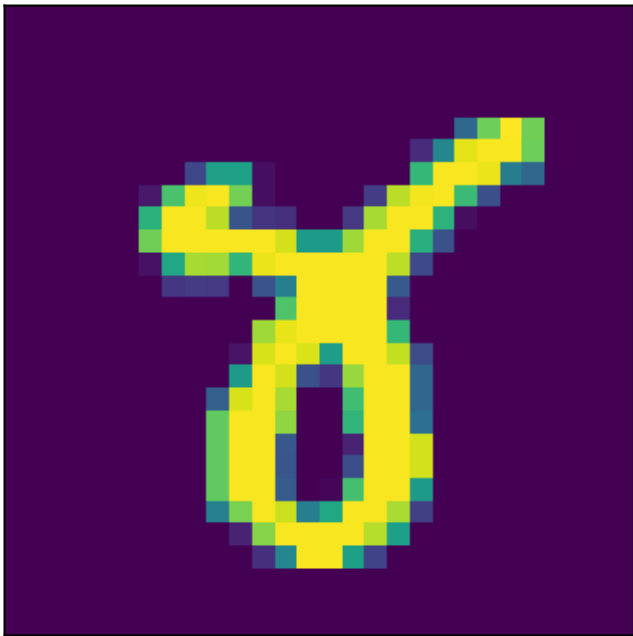
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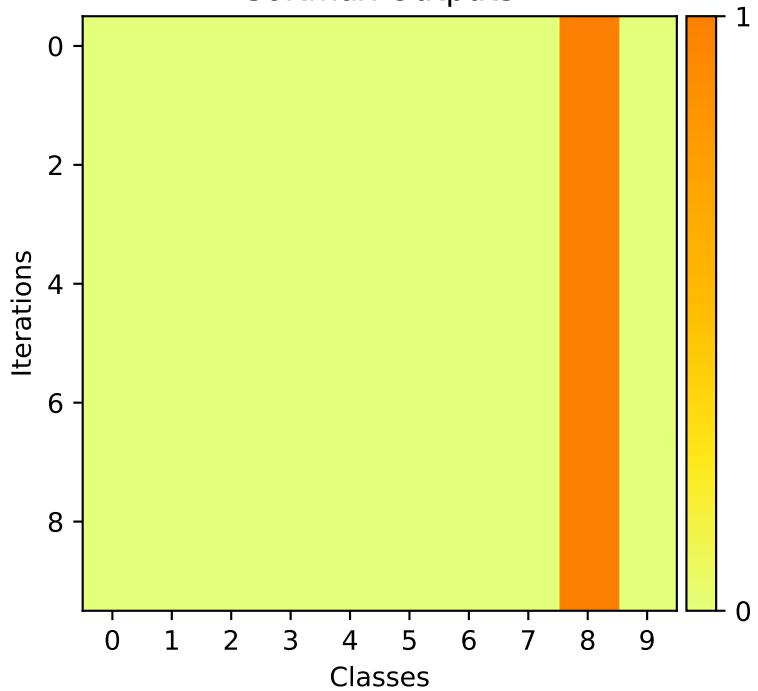
Softmax Outputs



## Image

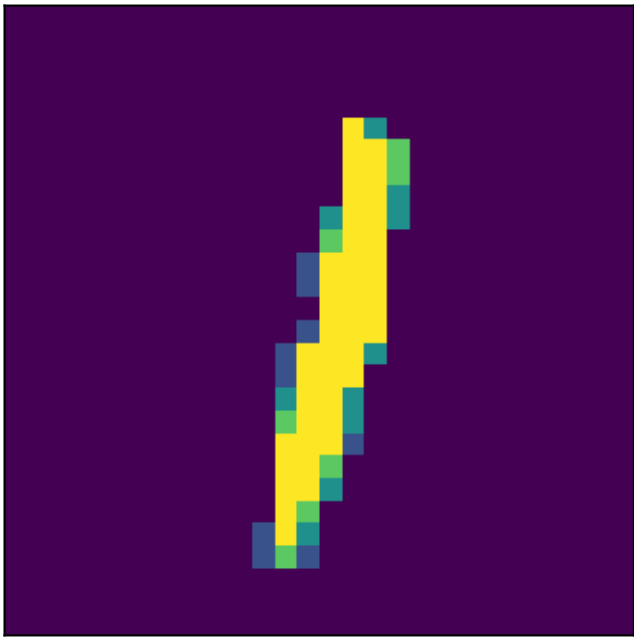


## Softmax Outputs

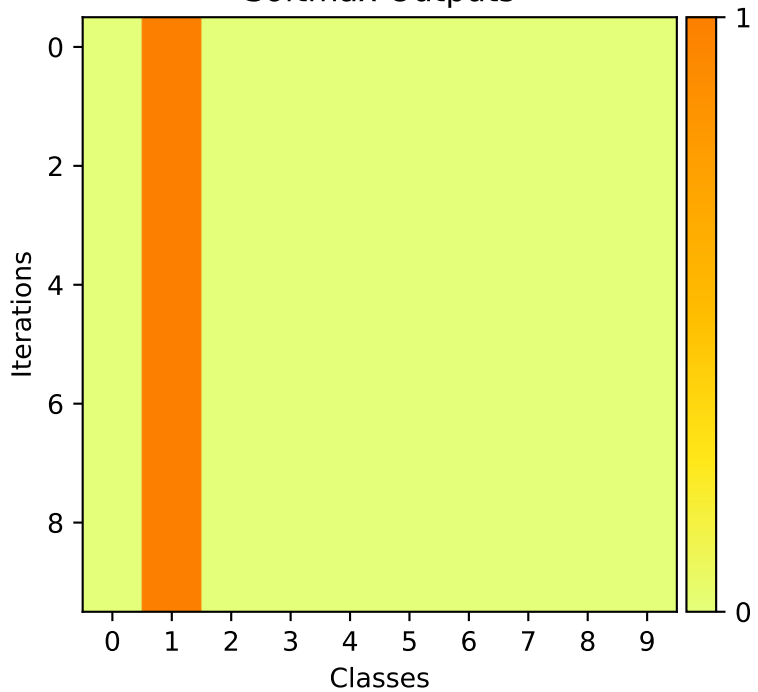




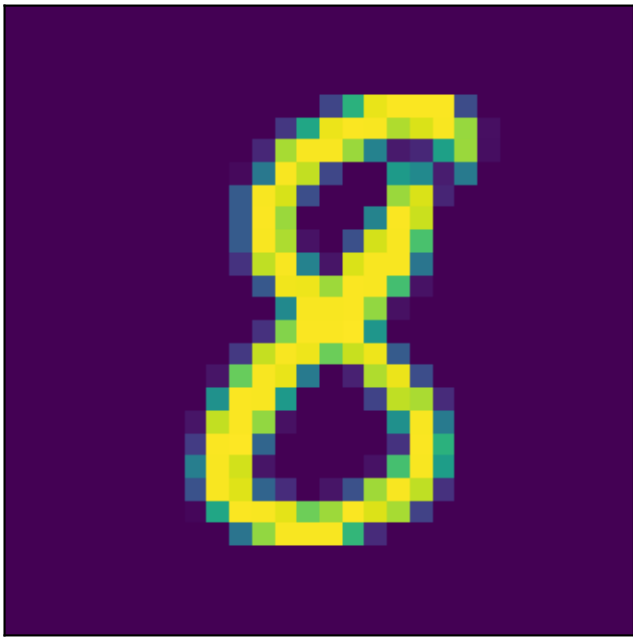
## Image



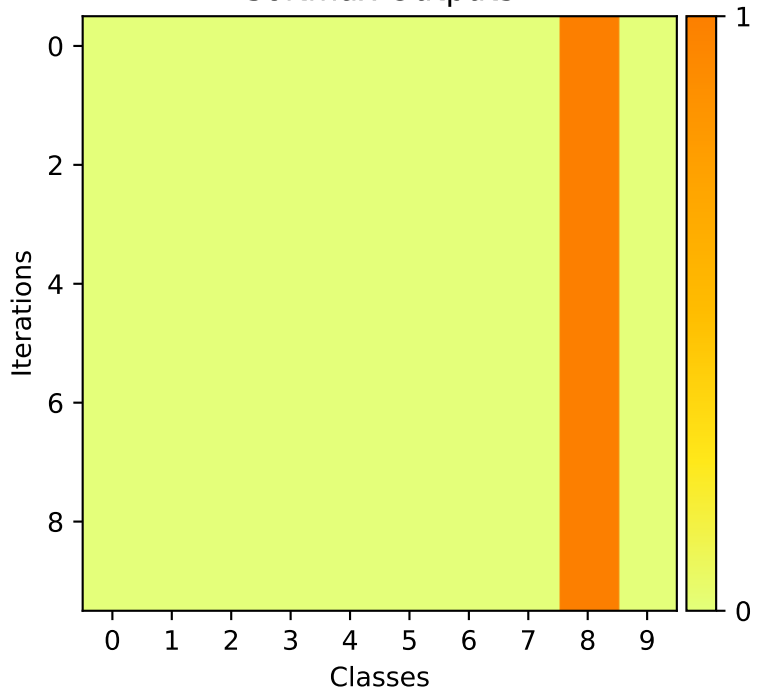
## Softmax Outputs



Image



## Softmax Outputs

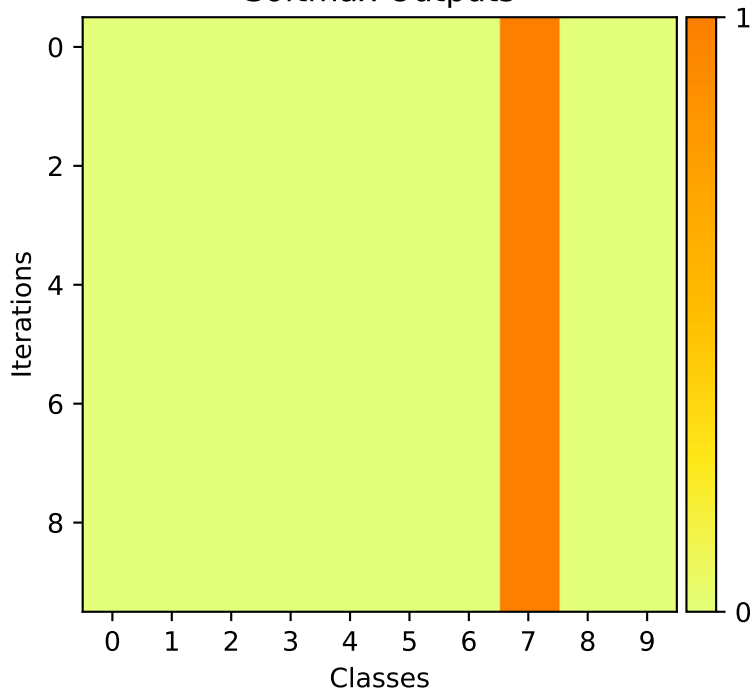




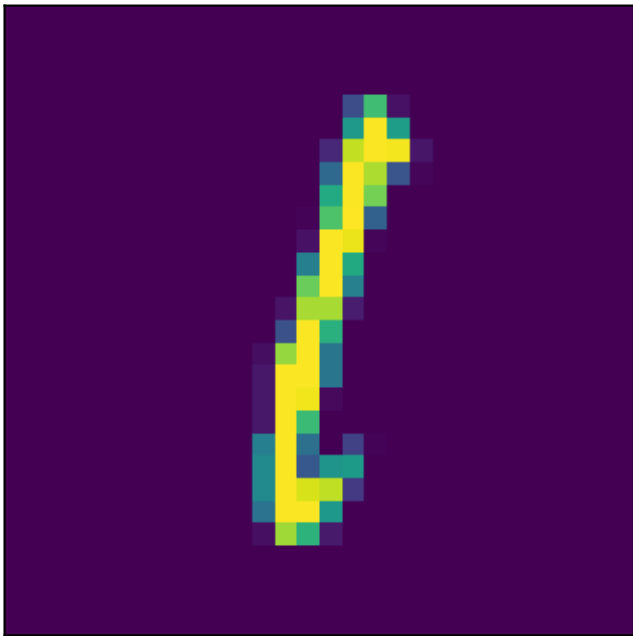
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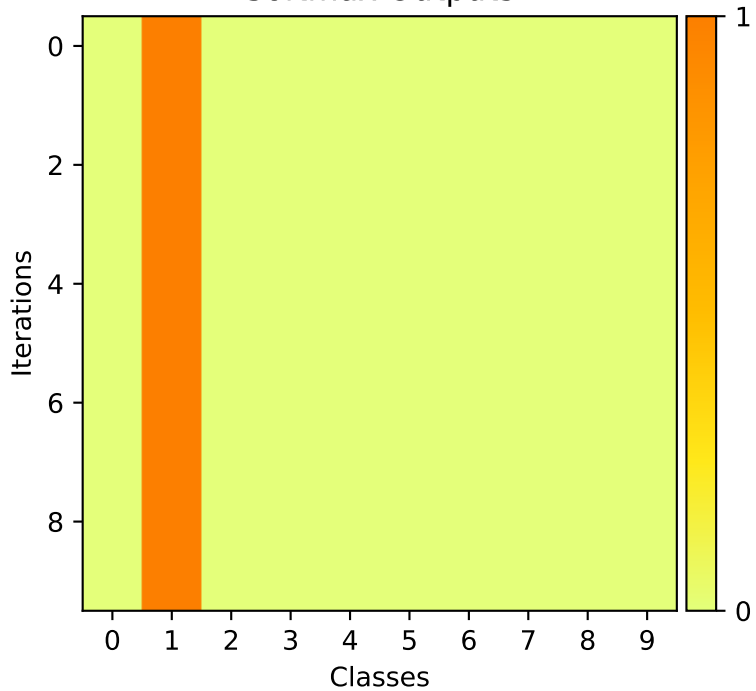
Softmax Outputs



## Image



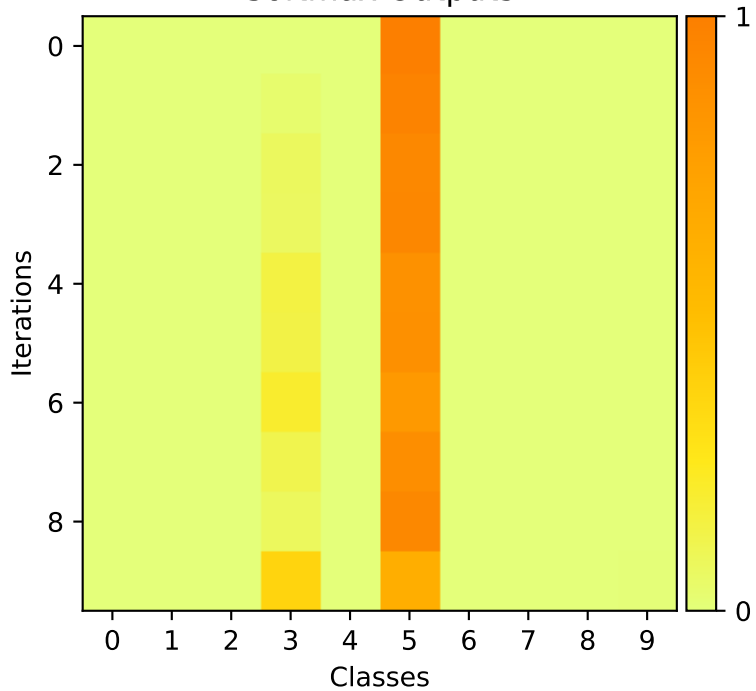
## Softmax Outputs



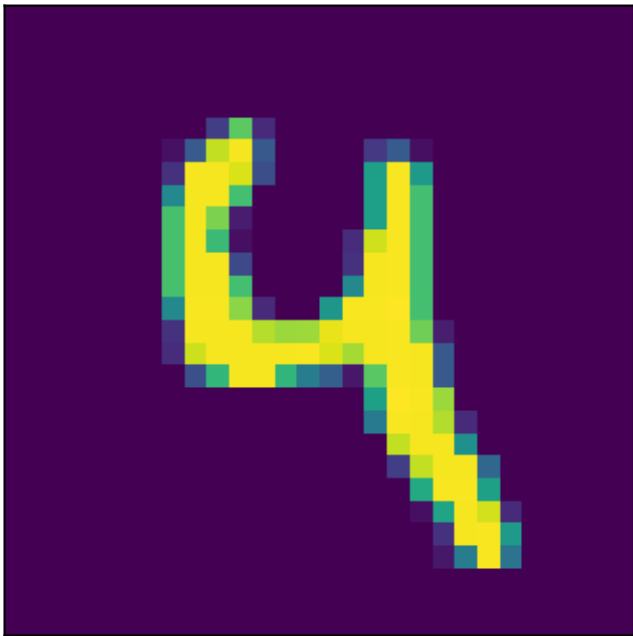
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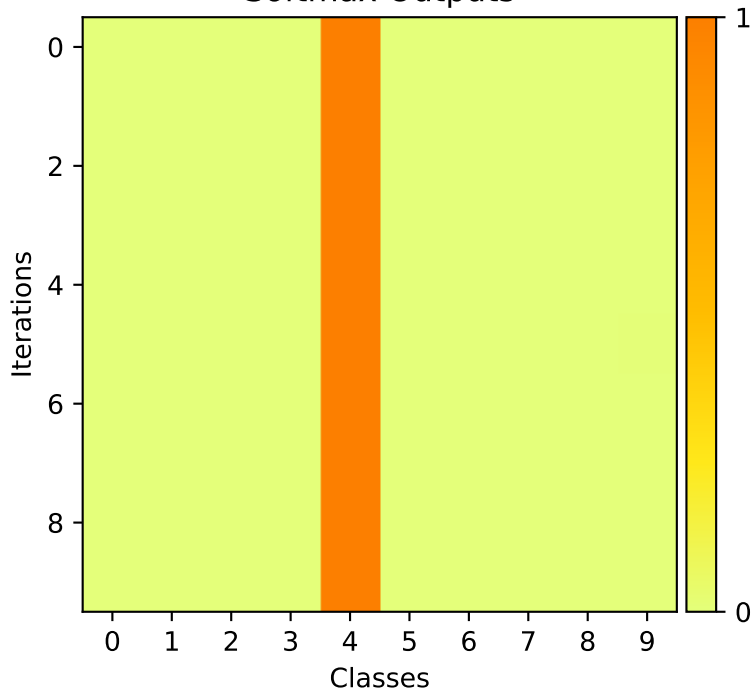
Softmax Outputs



Image



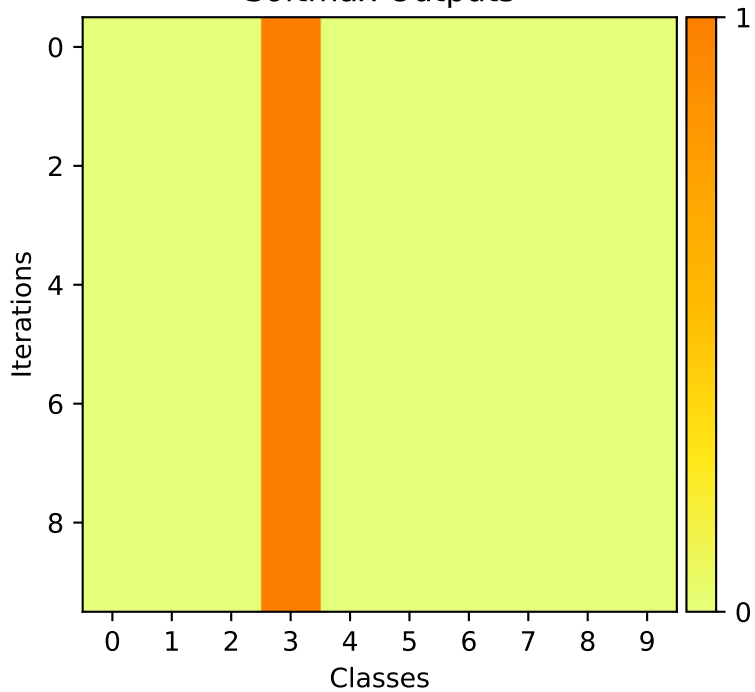
Softmax Outputs



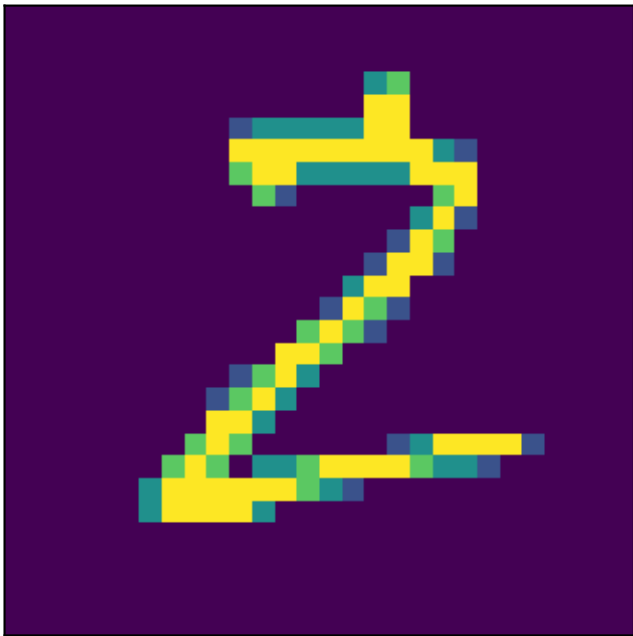
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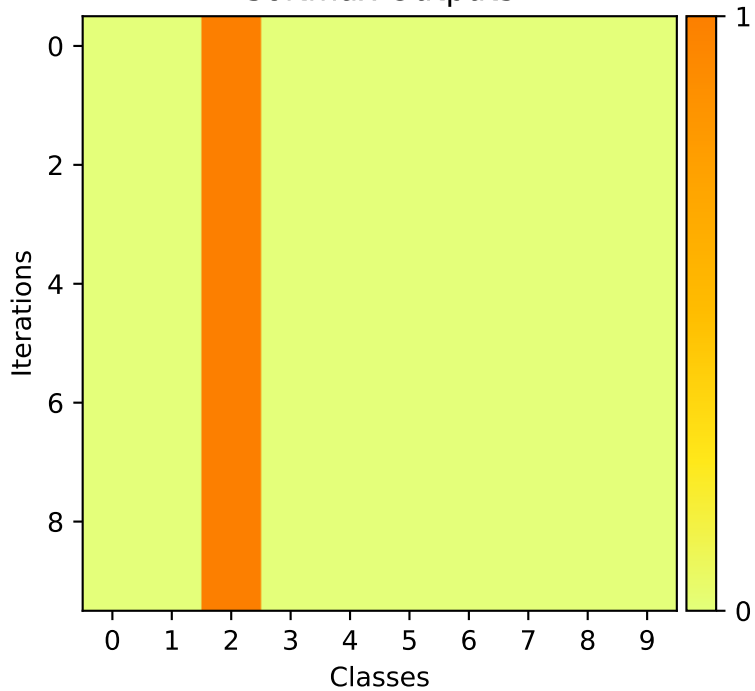
Softmax Outputs



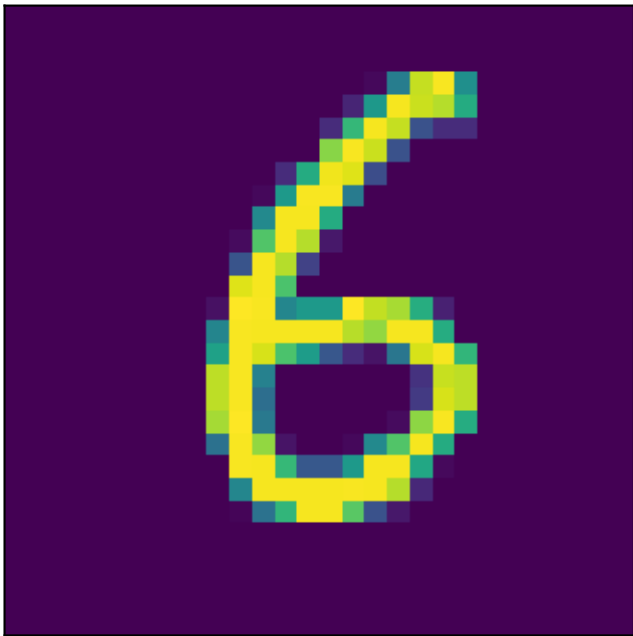
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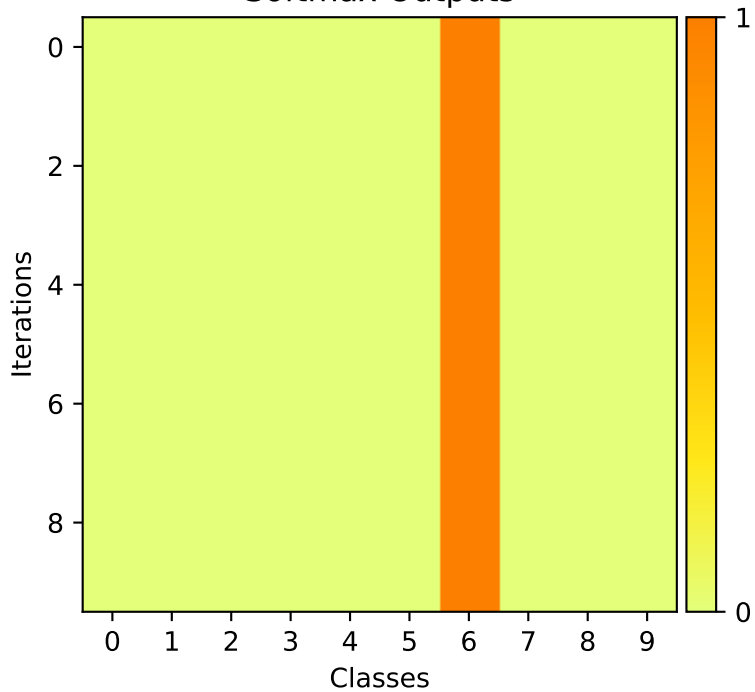
Softmax Outputs



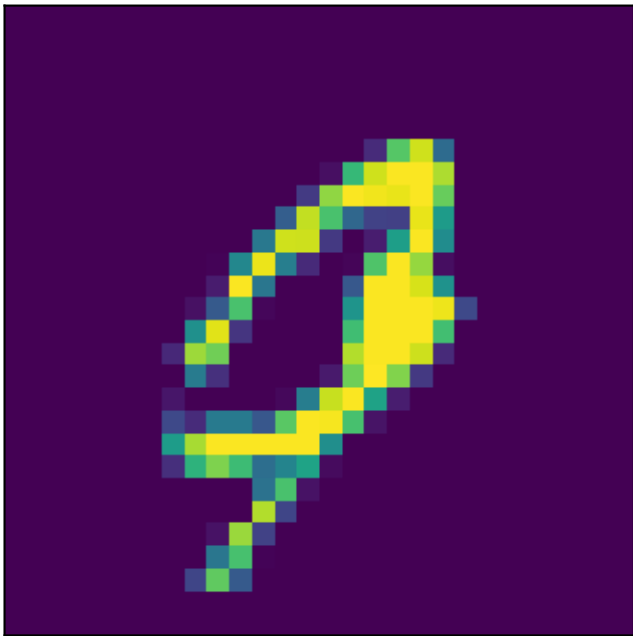
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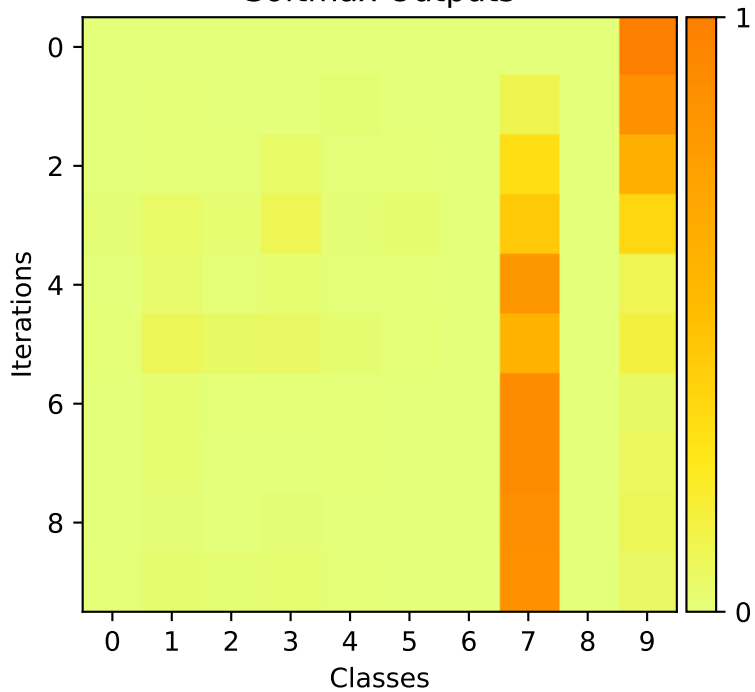
Softmax Outputs



Image

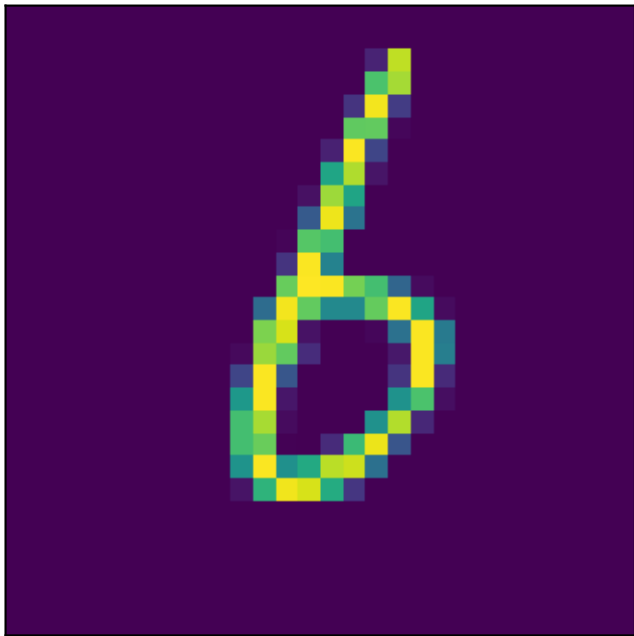


Softmax Outputs

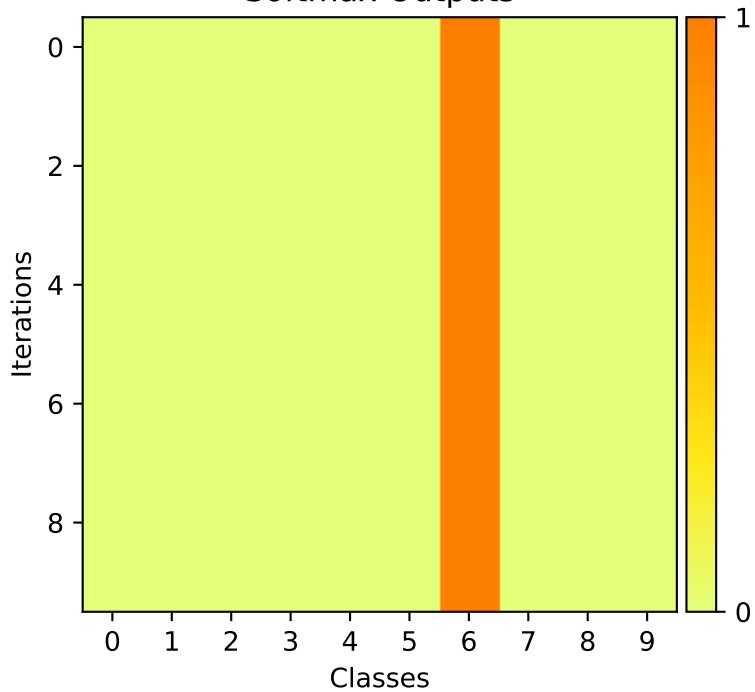




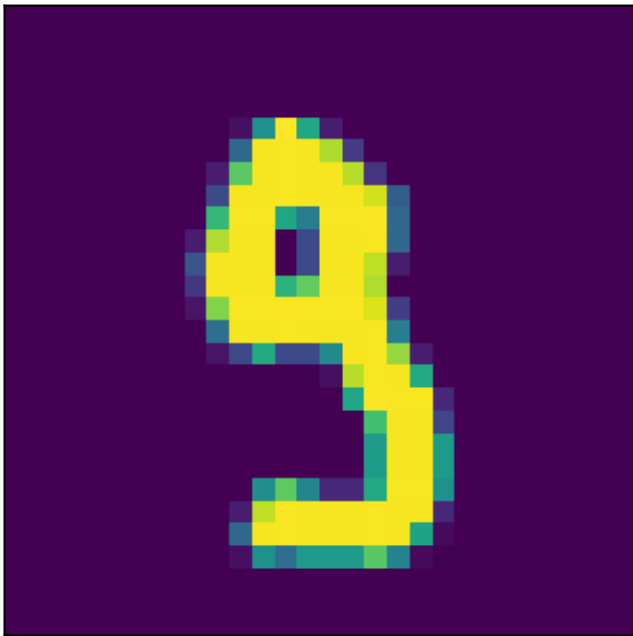
Image



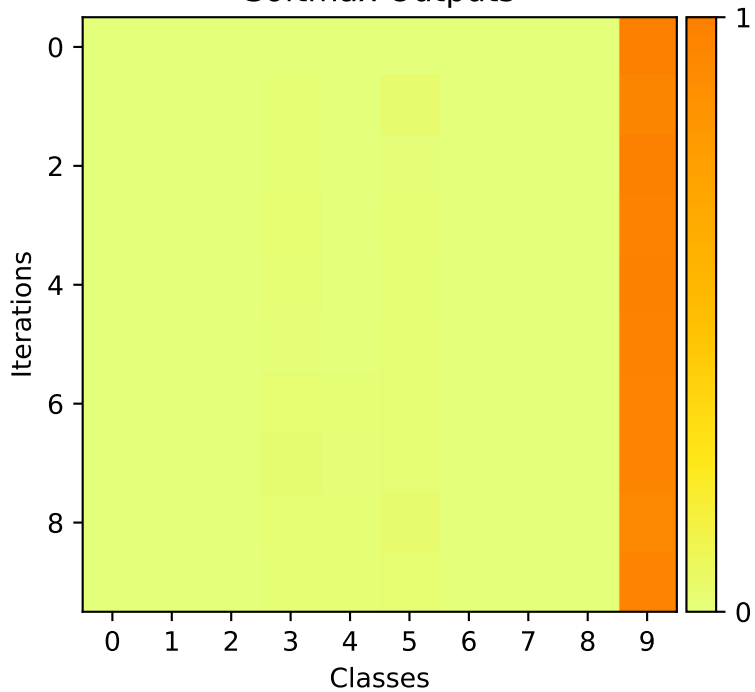
Softmax Outputs



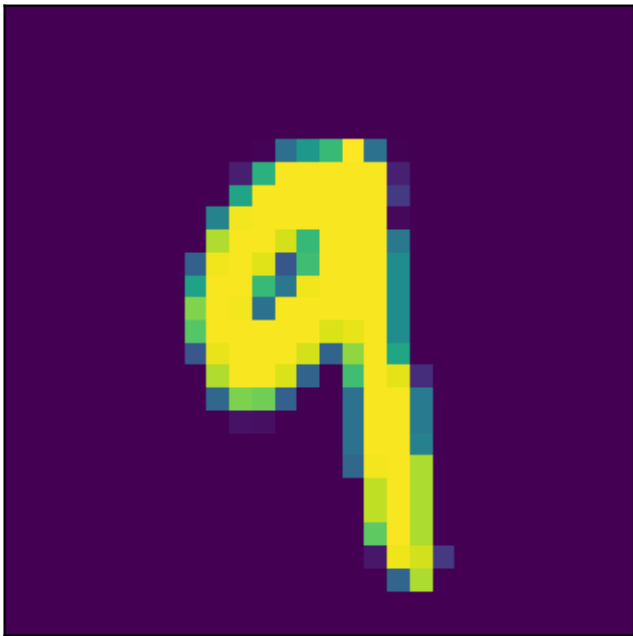
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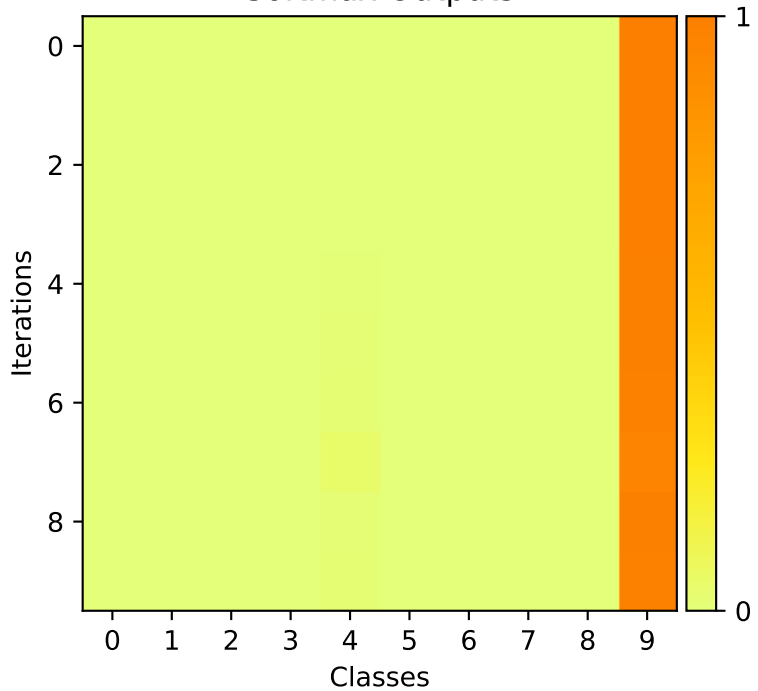
Softmax Outputs



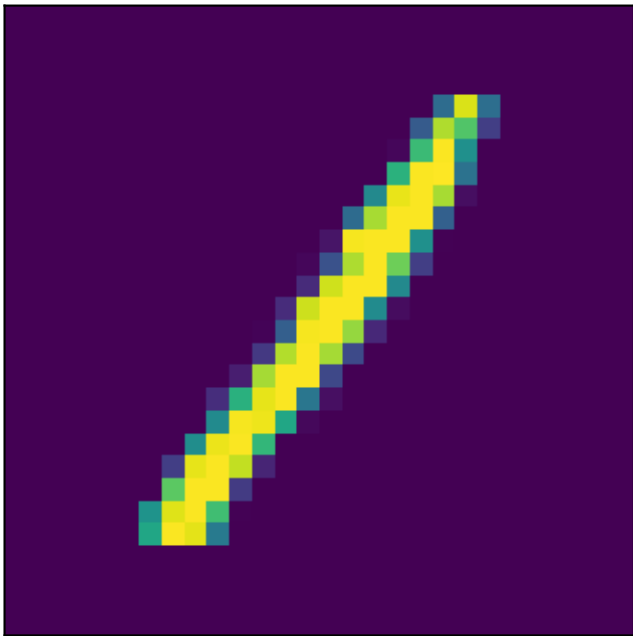
## Image



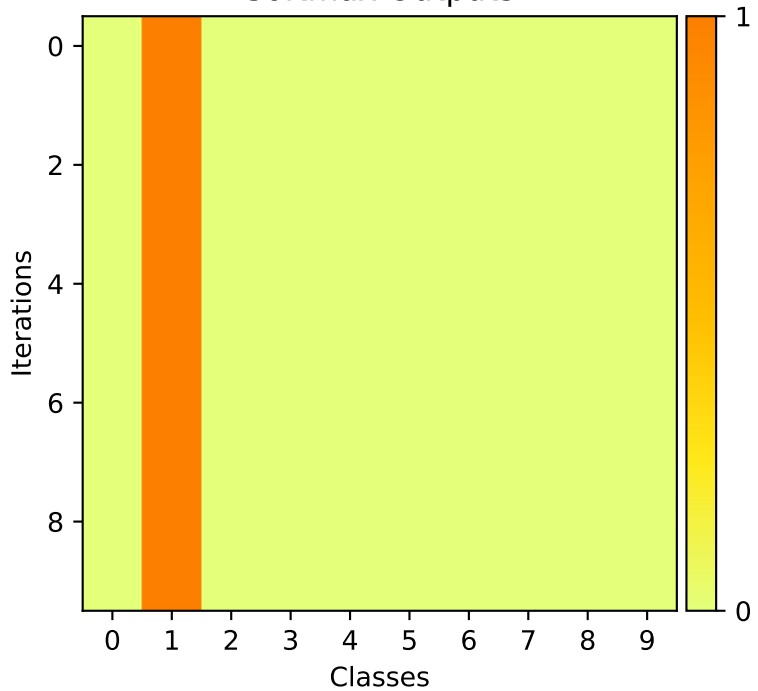
## Softmax Outputs



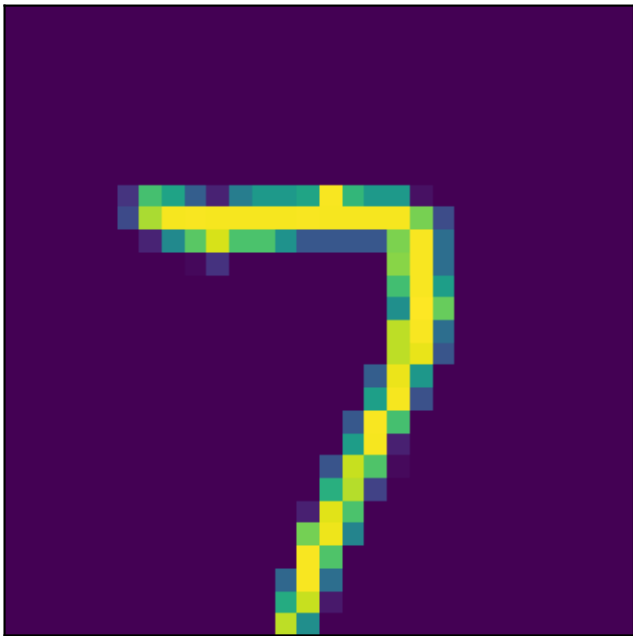
Image



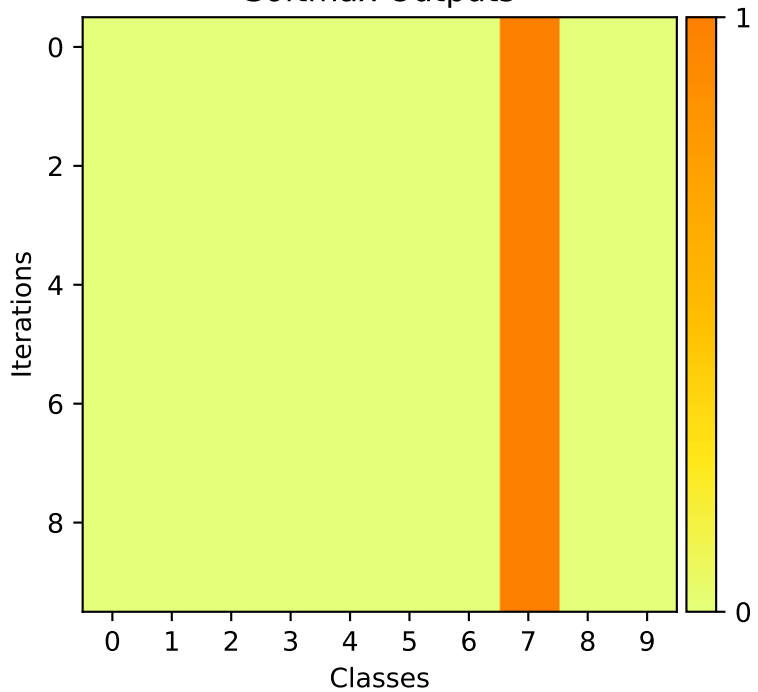
## Softmax Outputs



Image



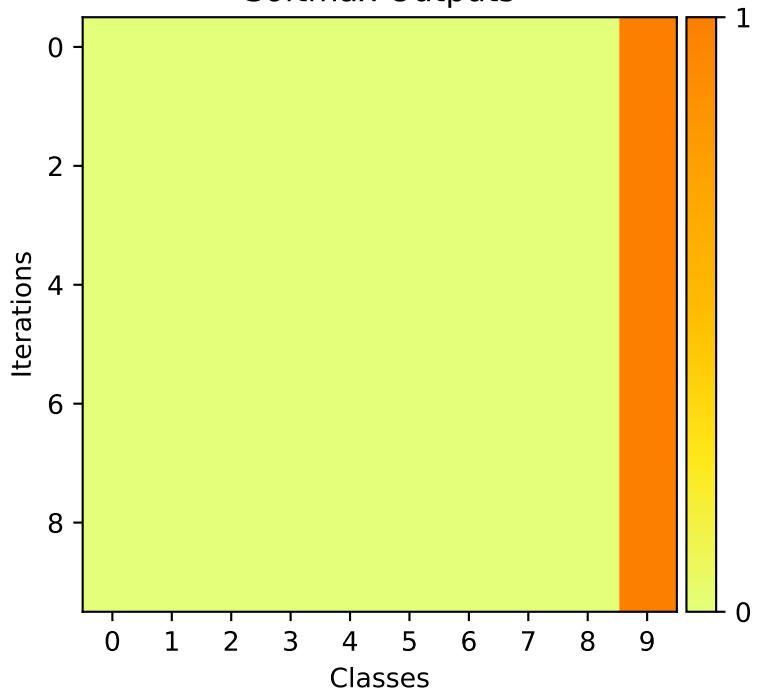
Softmax Outputs



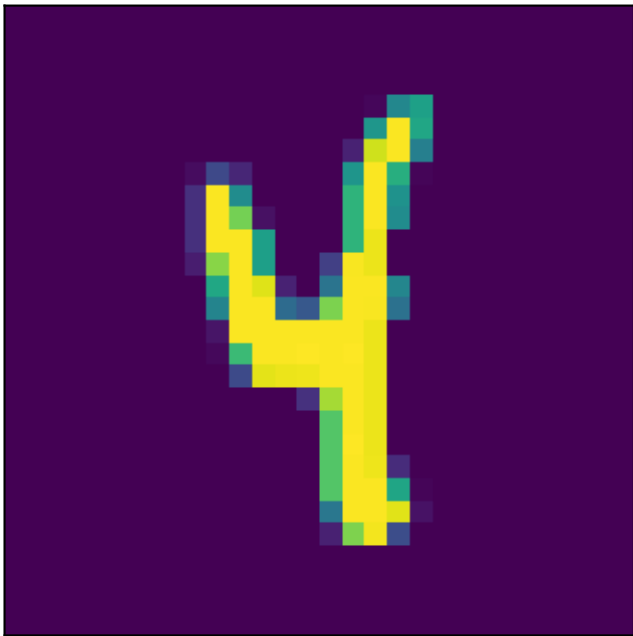
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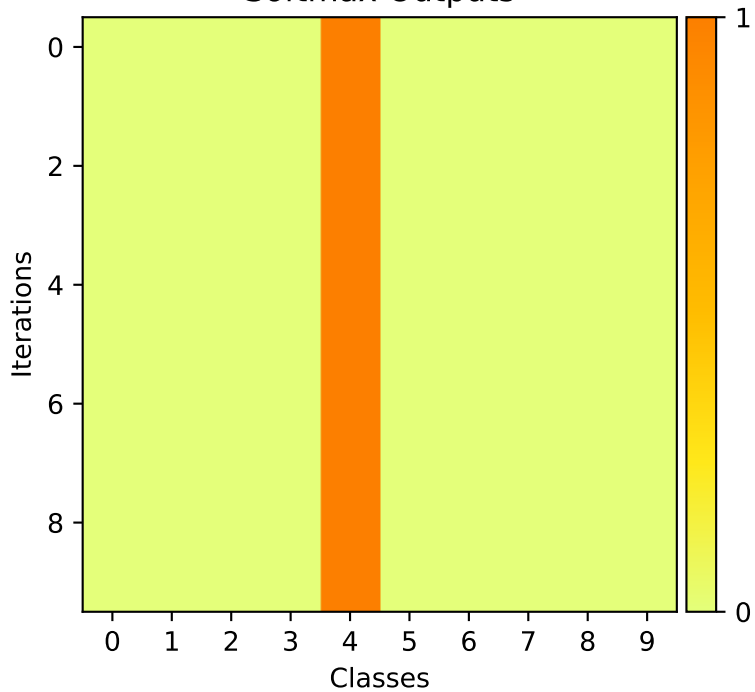
## Softmax Outputs



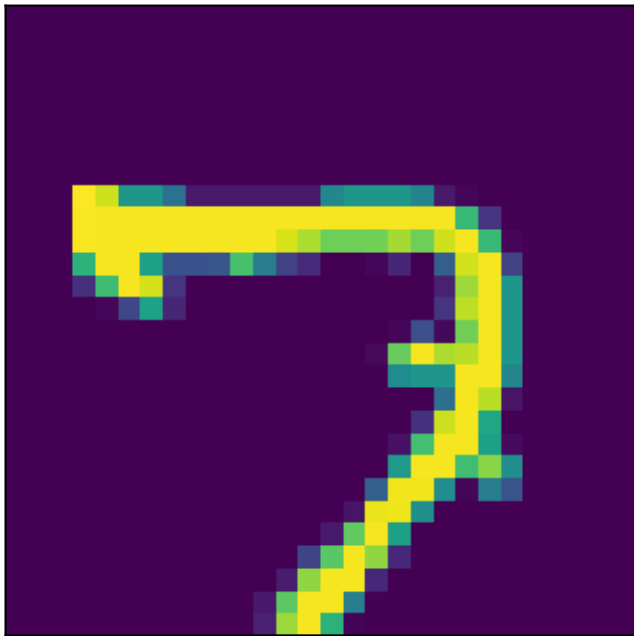
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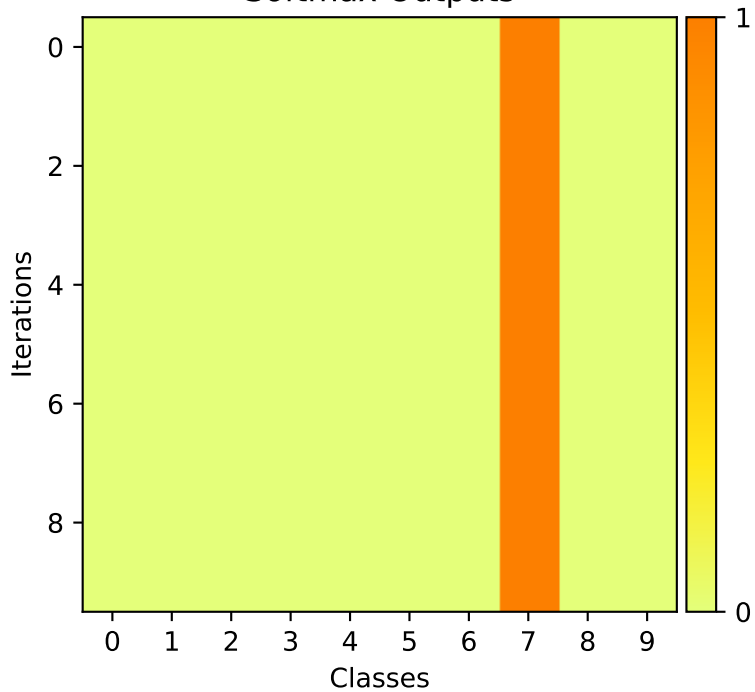
Softmax Outputs



Image

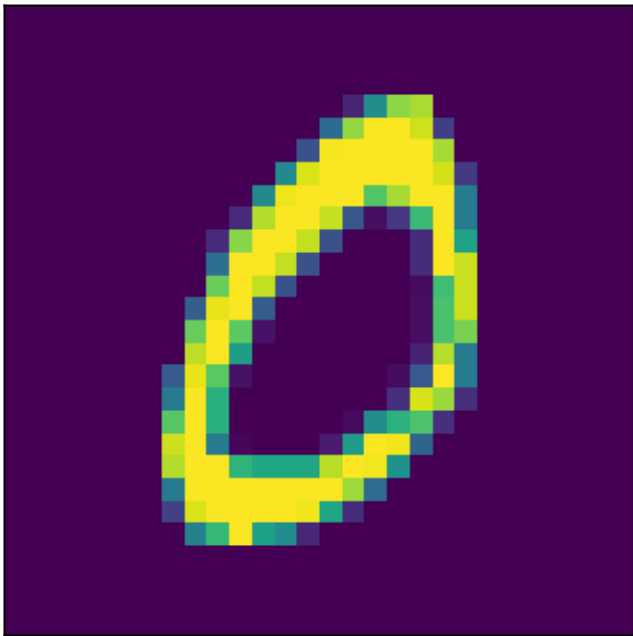


Softmax Outputs

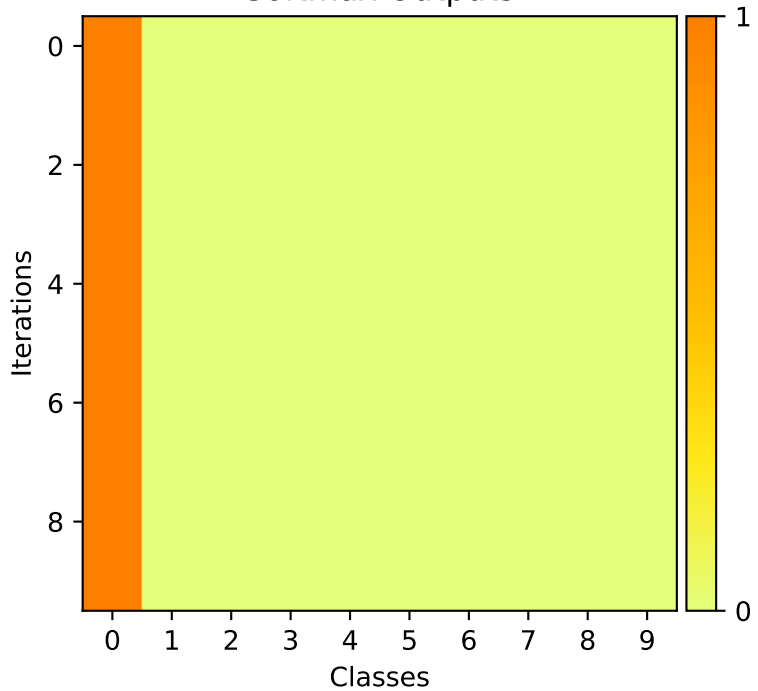




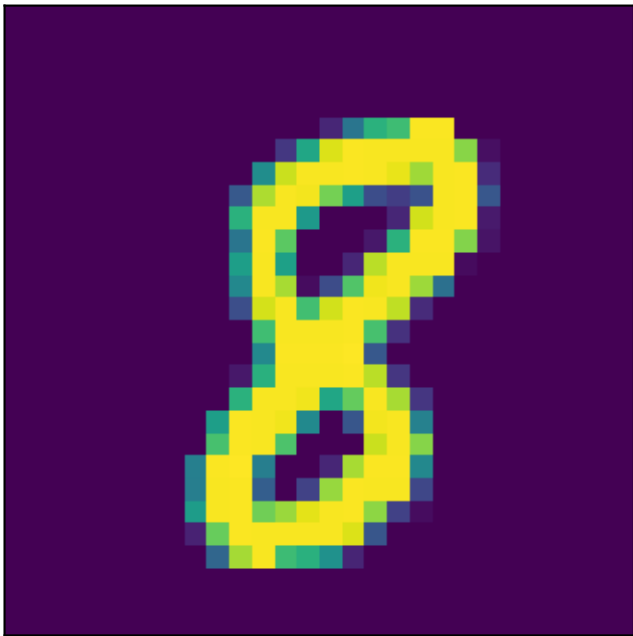
## Image



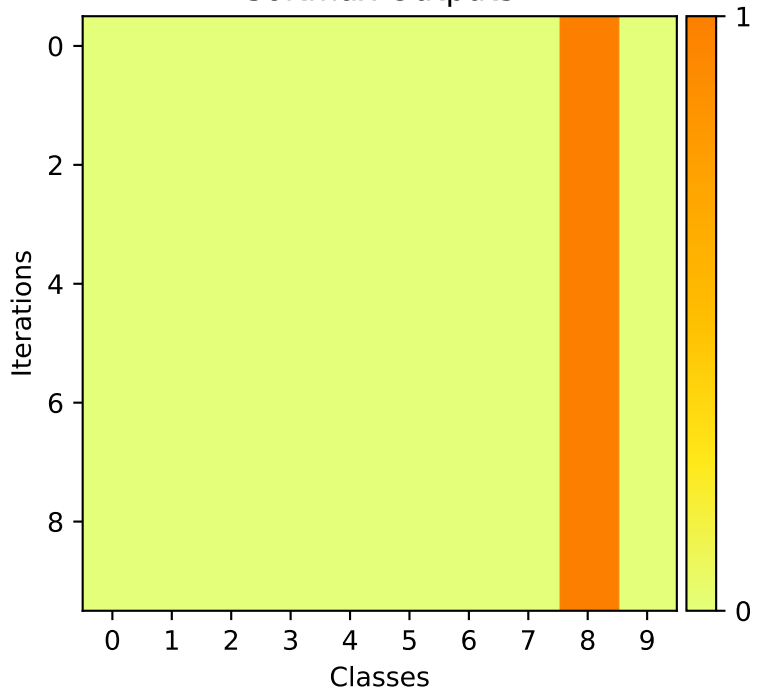
## Softmax Outputs



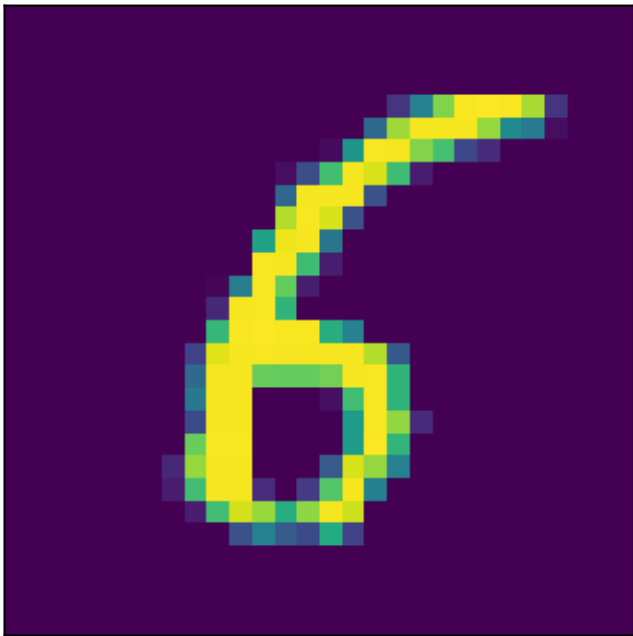
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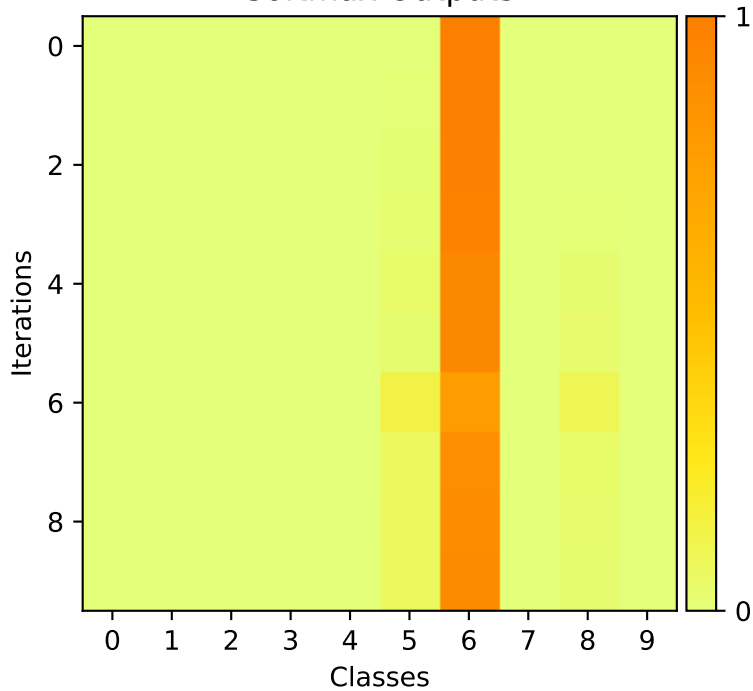
## Softmax Outputs



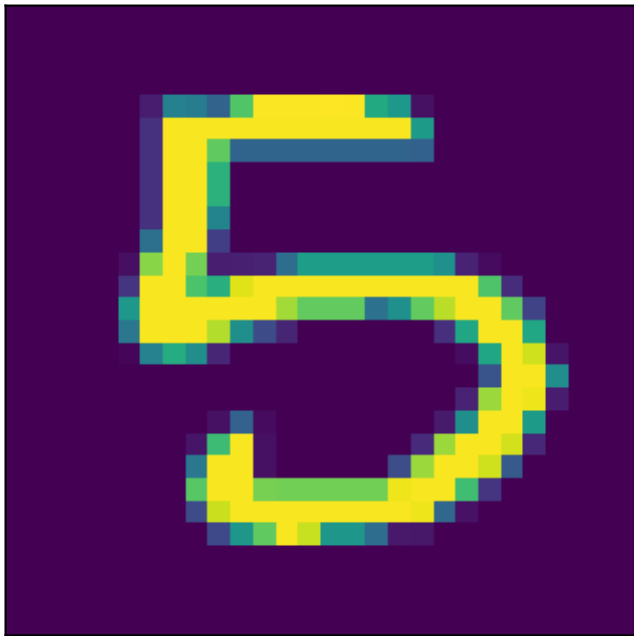
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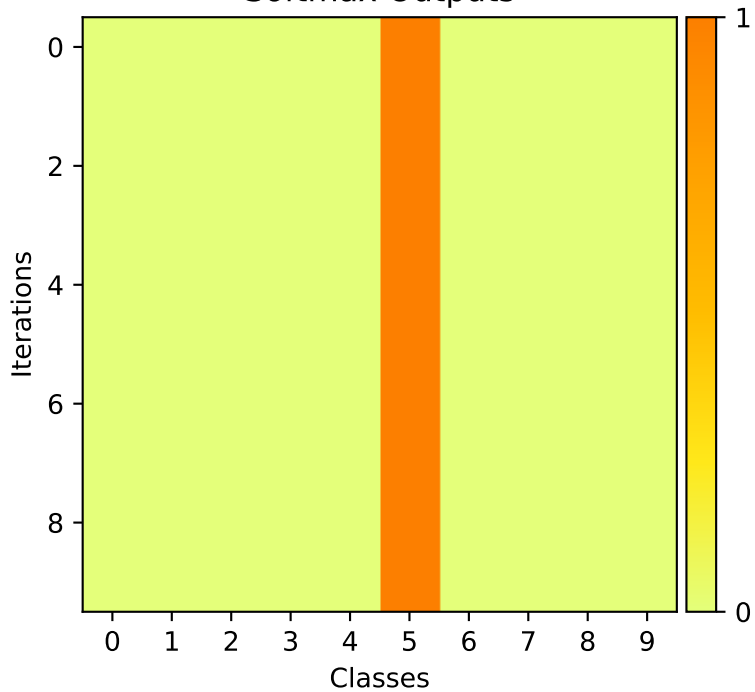
Softmax Outputs



Image

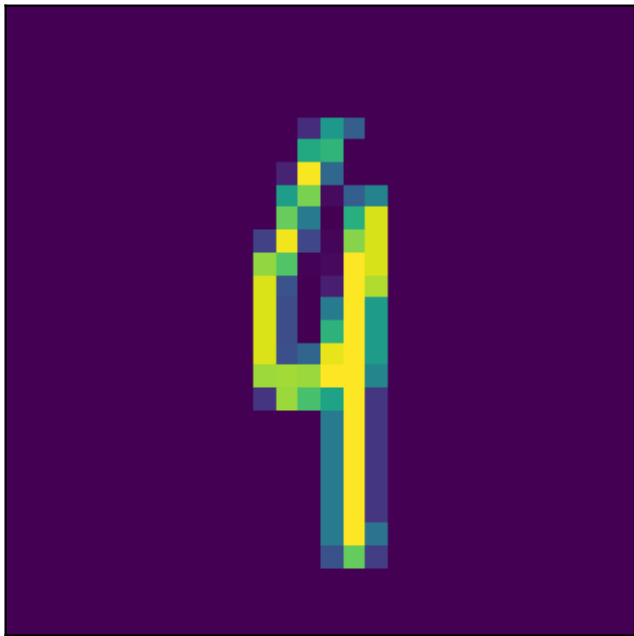


Softmax Outputs

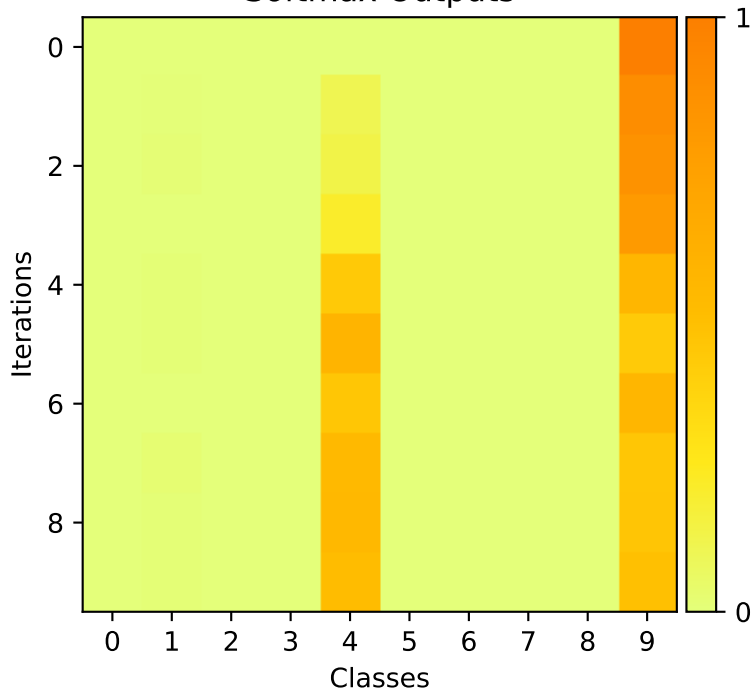




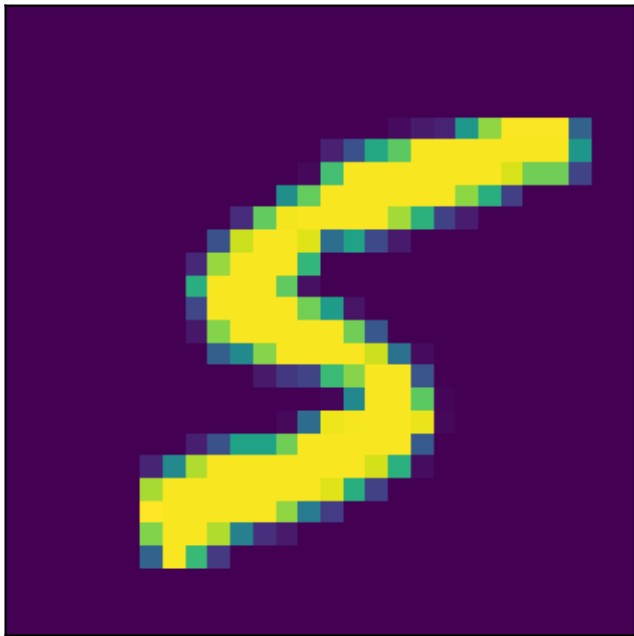
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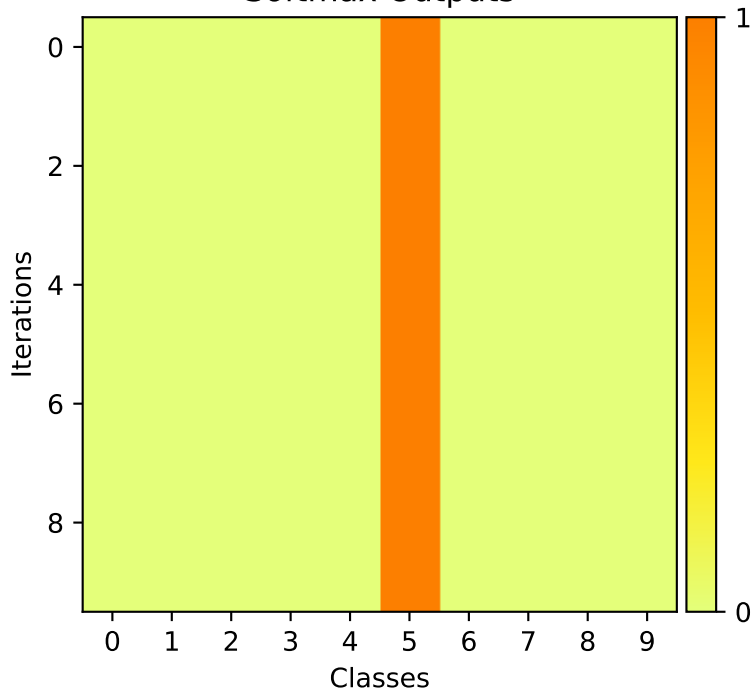
Softmax Outputs



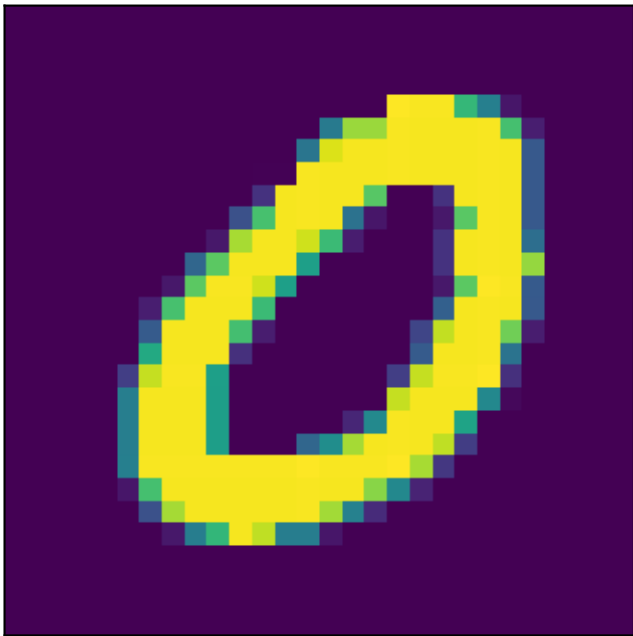
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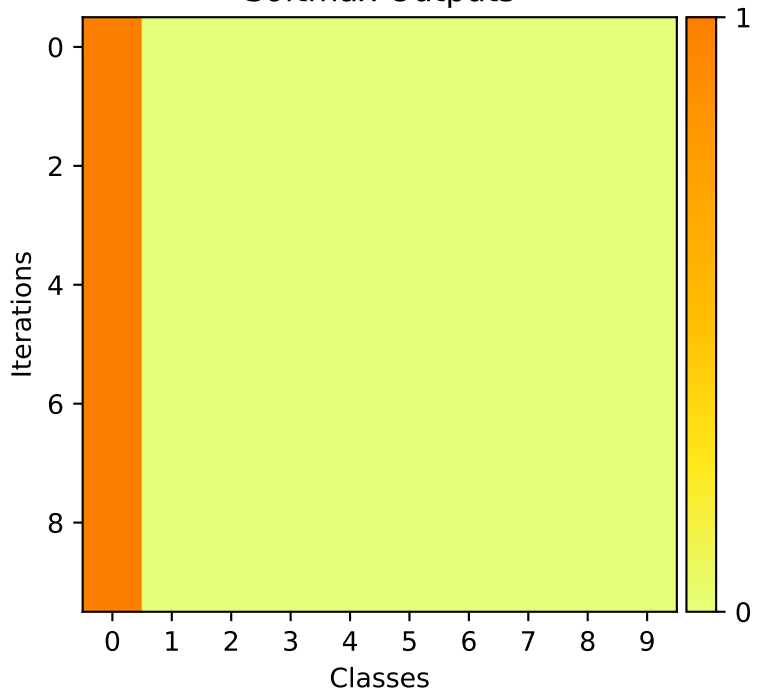
Softmax Outputs



Image

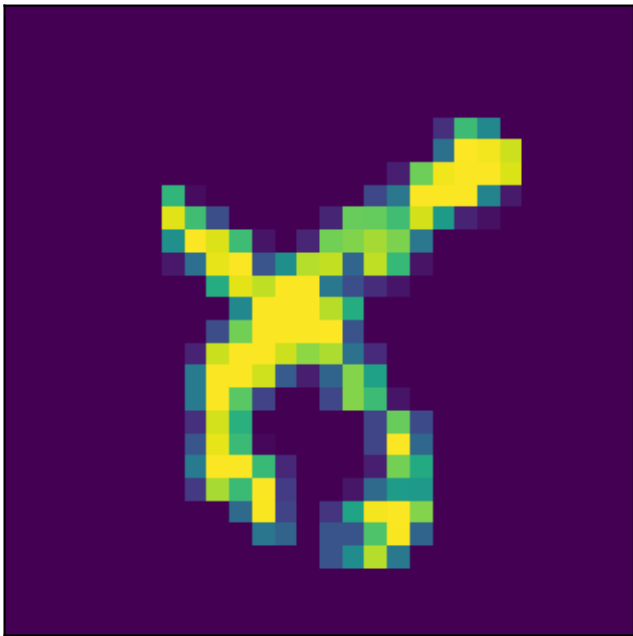


## Softmax Outputs

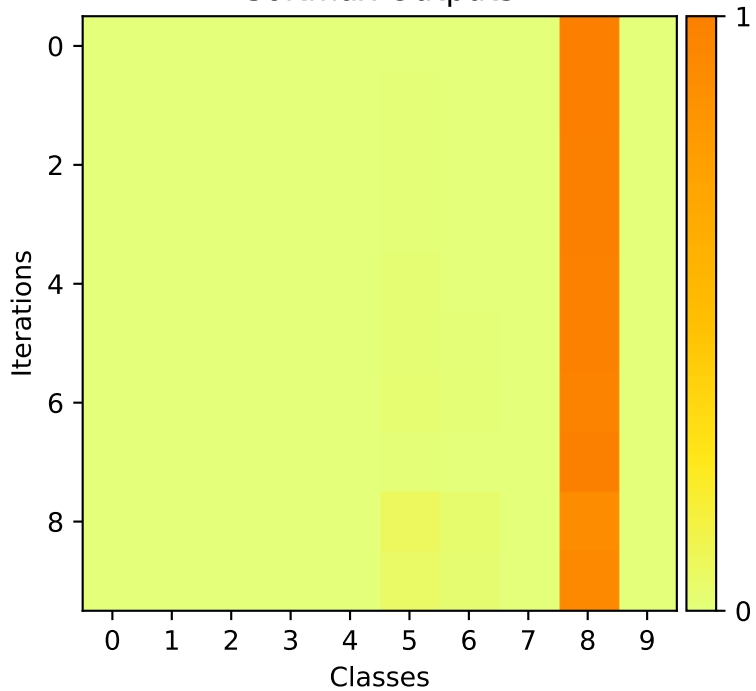




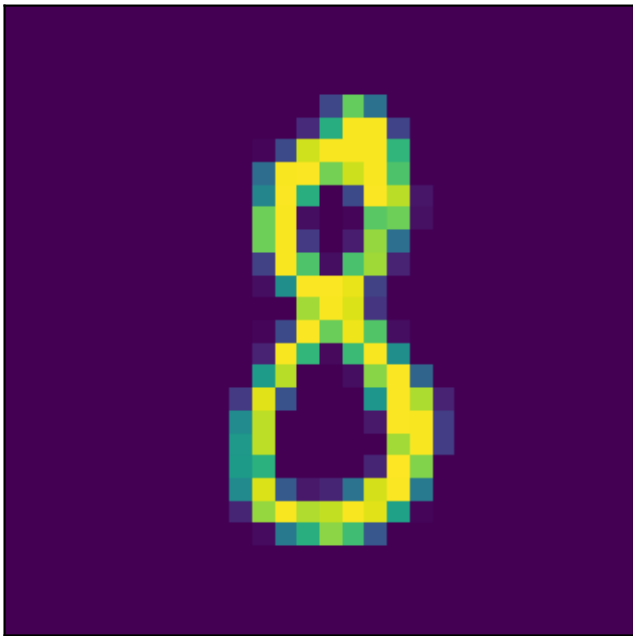
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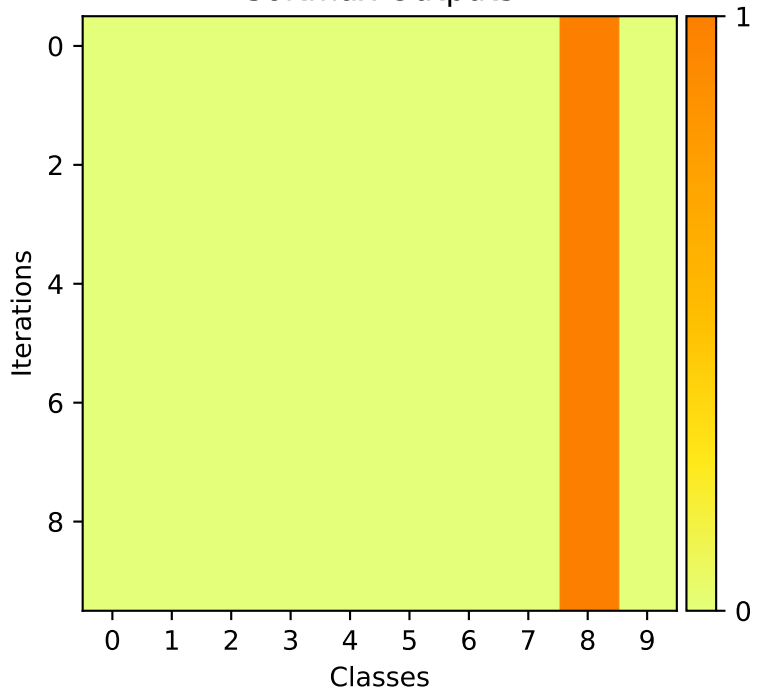
## Softmax Outputs



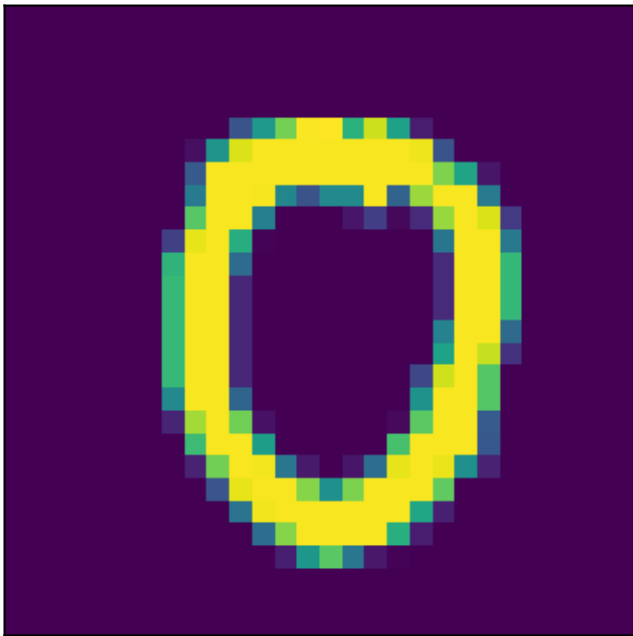
## Image



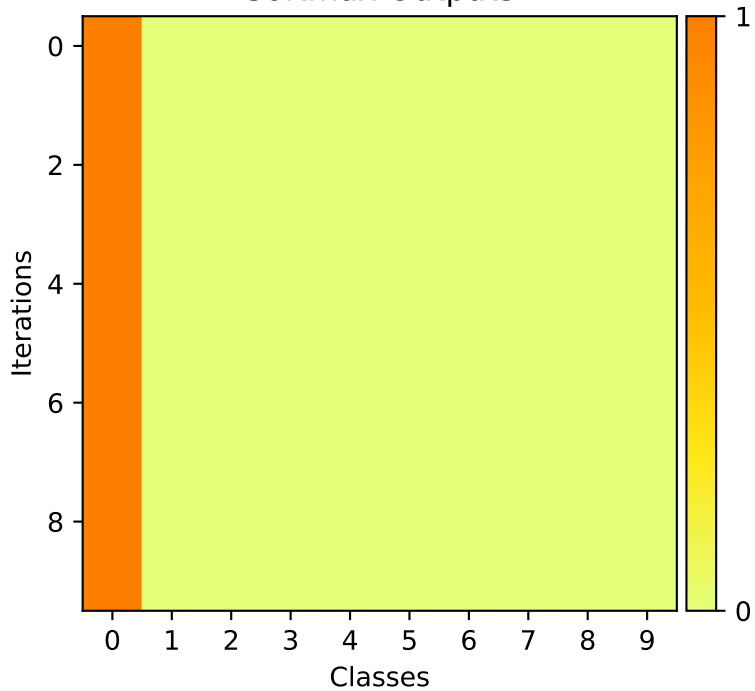
## Softmax Outputs



Image



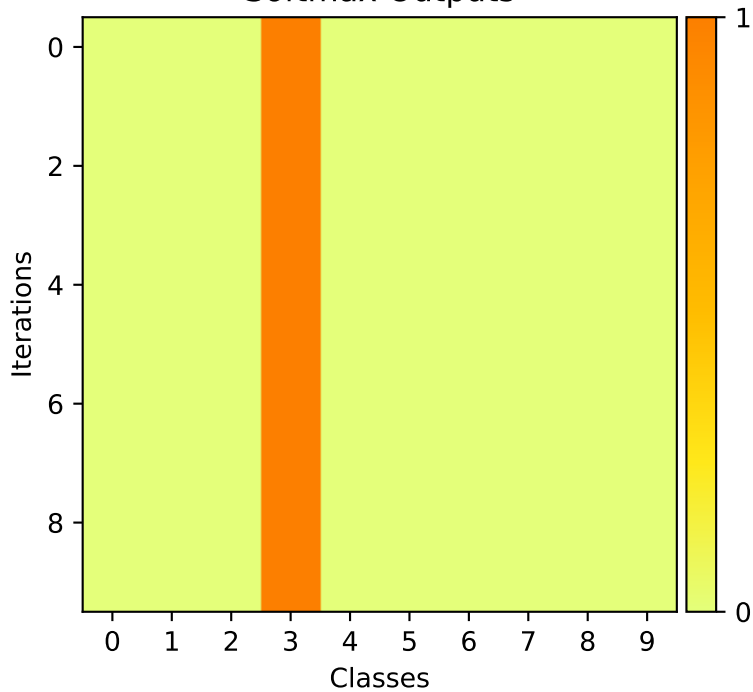
## Softmax Outputs



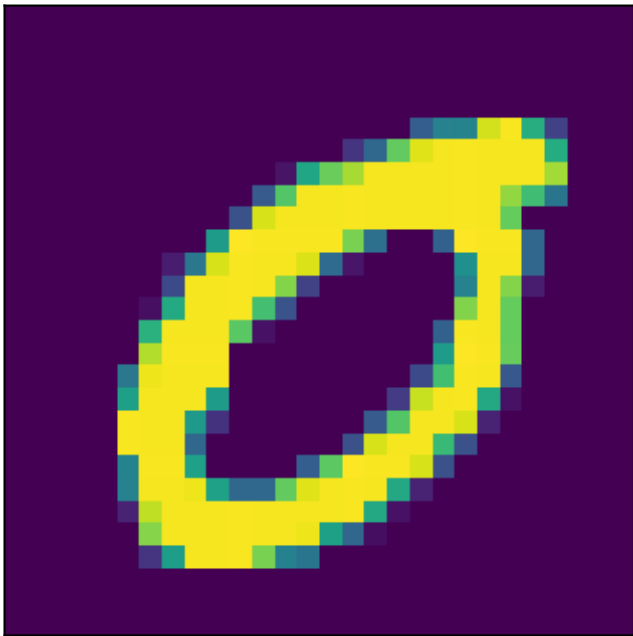
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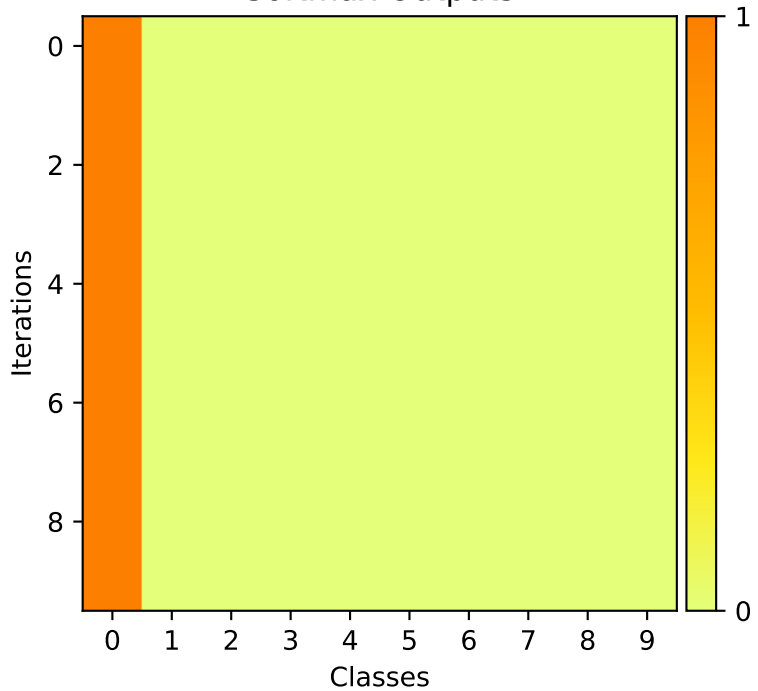
Softmax Outputs



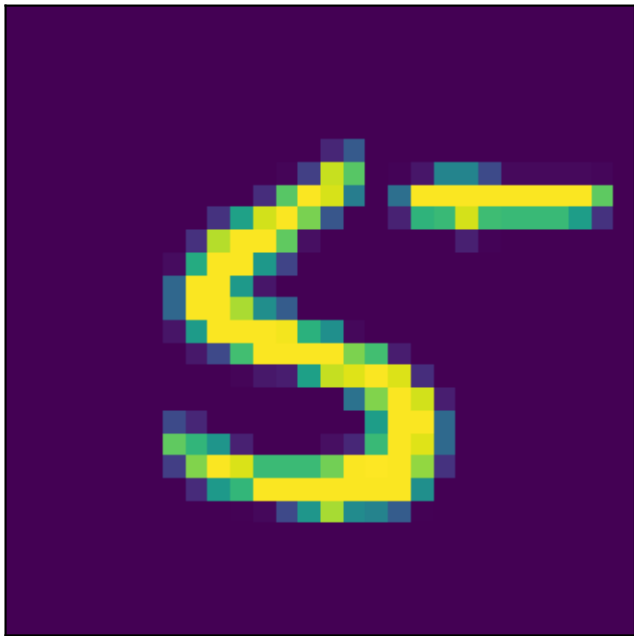
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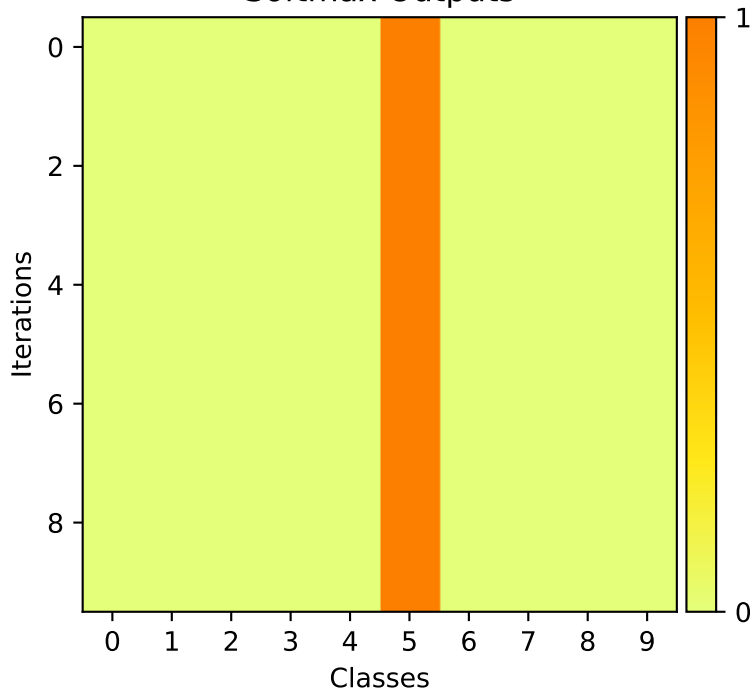
## Softmax Outputs



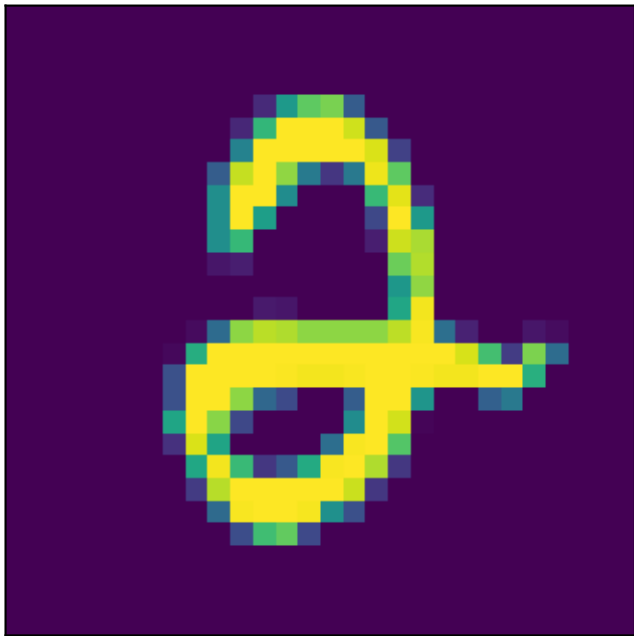
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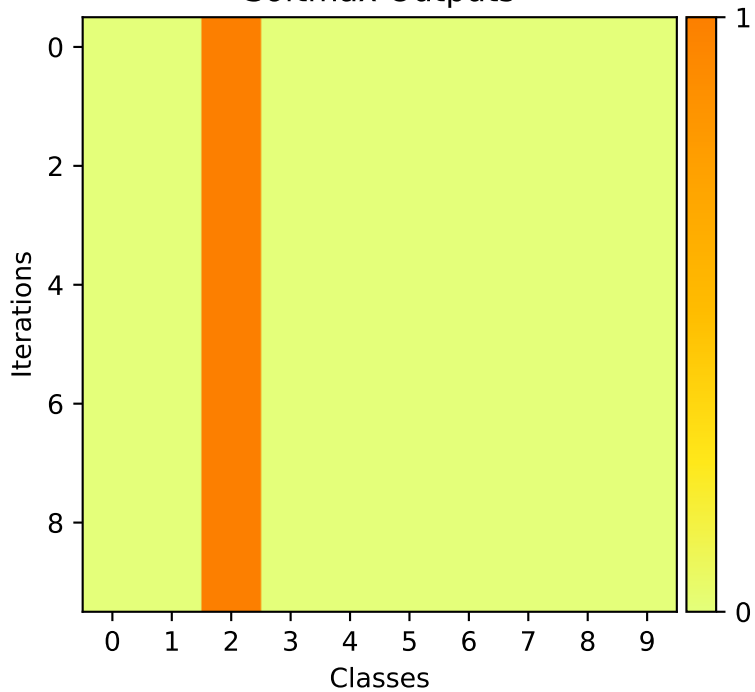
Softmax Outputs



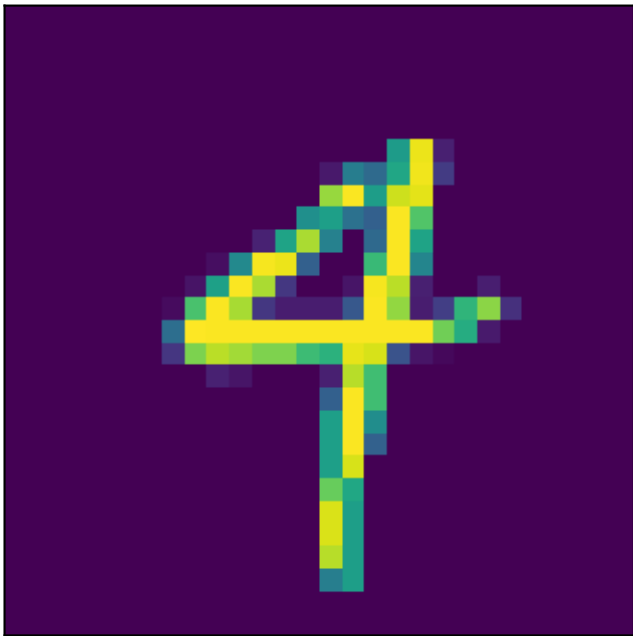
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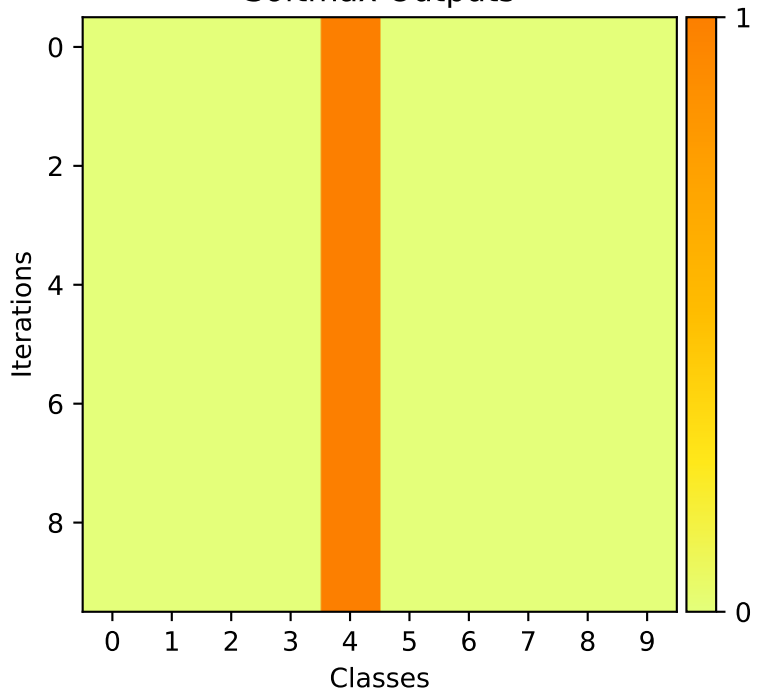
Softmax Outputs



Image

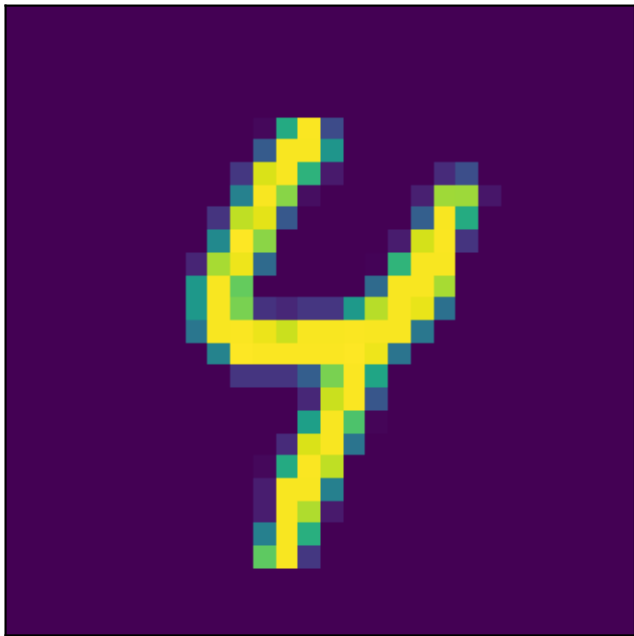


Softmax Outputs

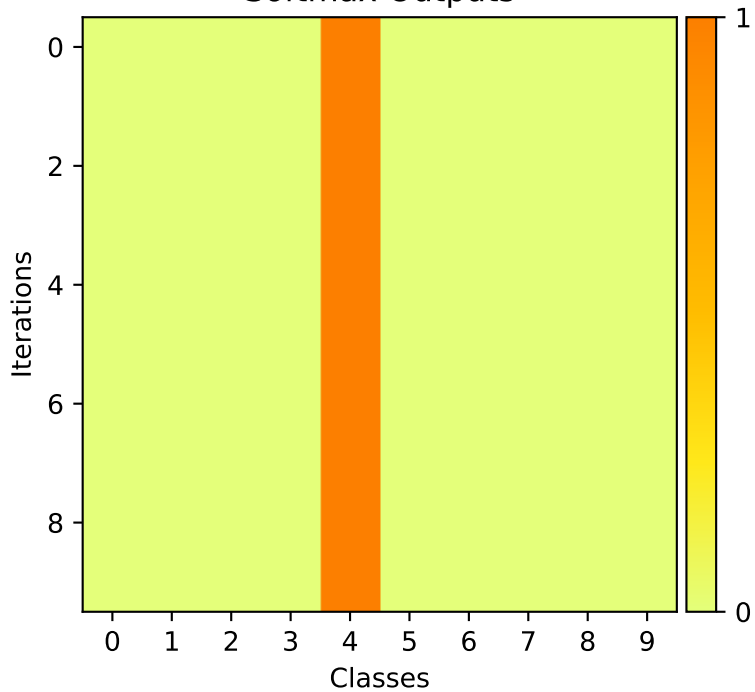




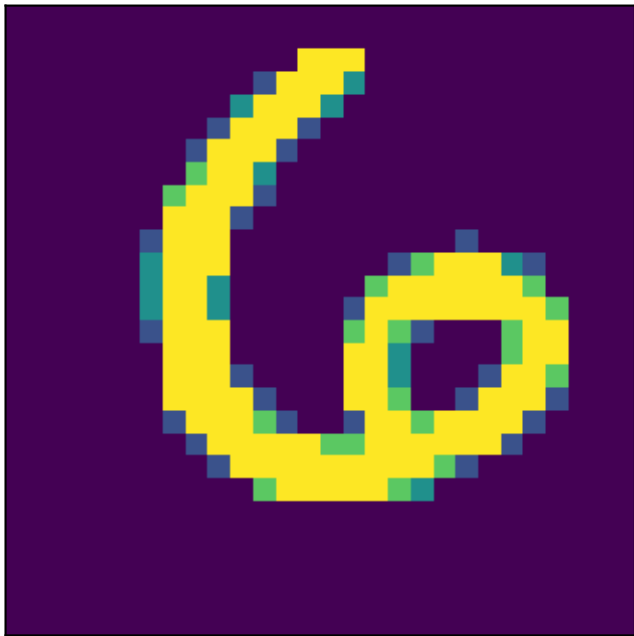
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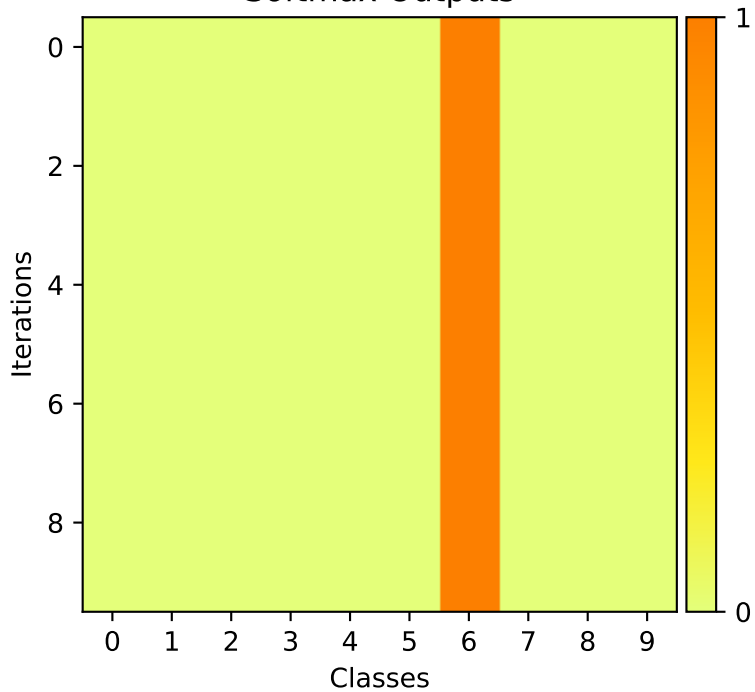
Softmax Outputs



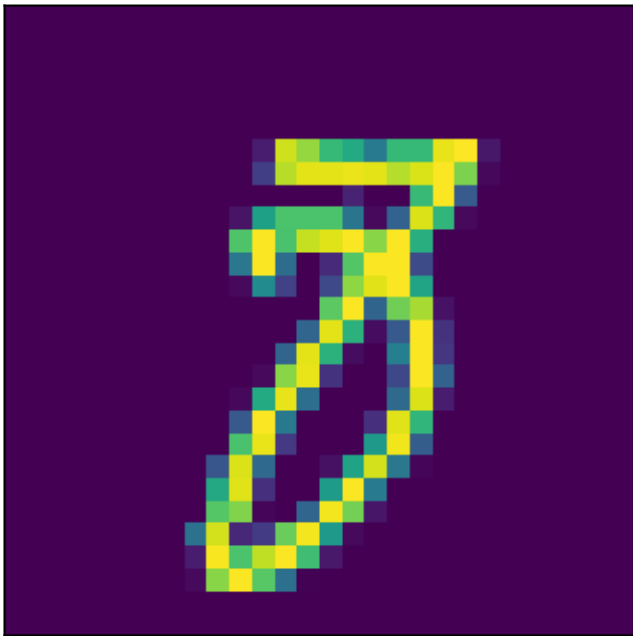
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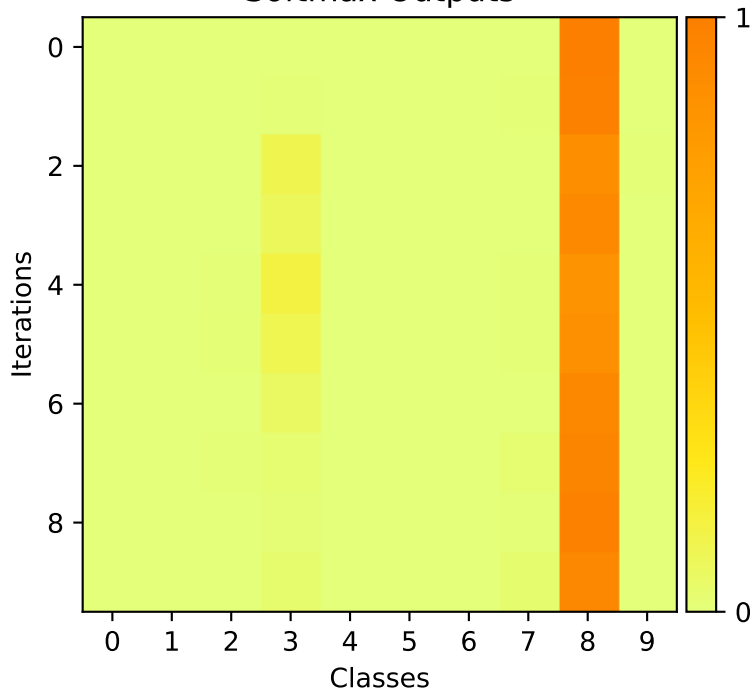
Softmax Outputs



Image



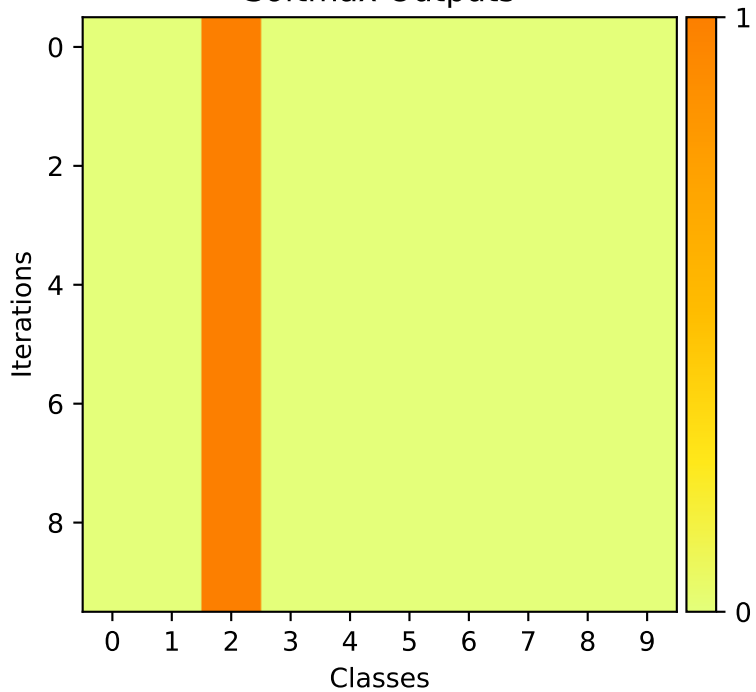
Softmax Outputs



Image



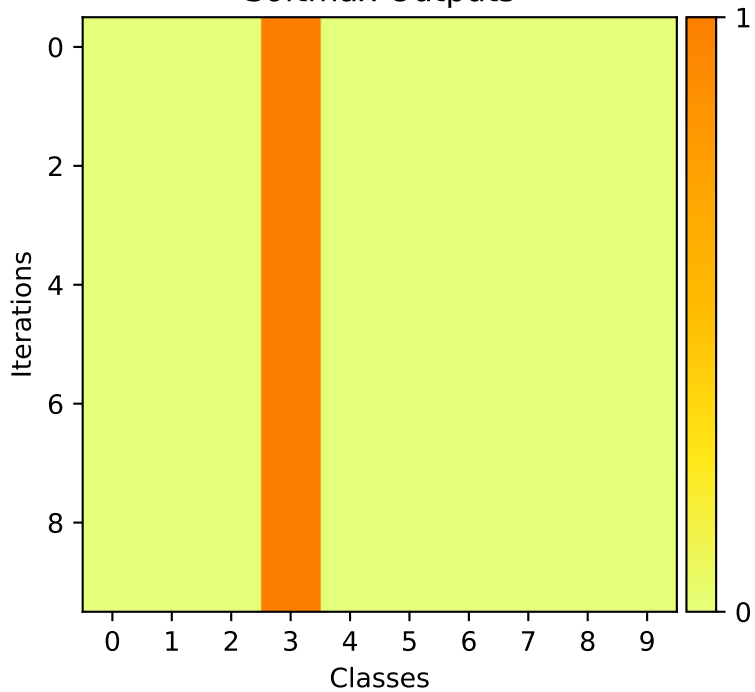
Softmax Outputs



Image



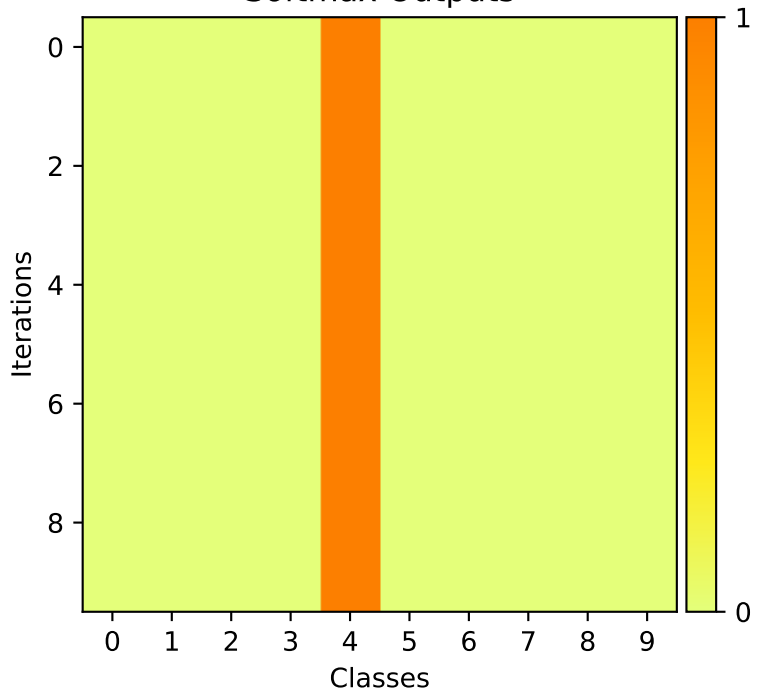
Softmax Outputs



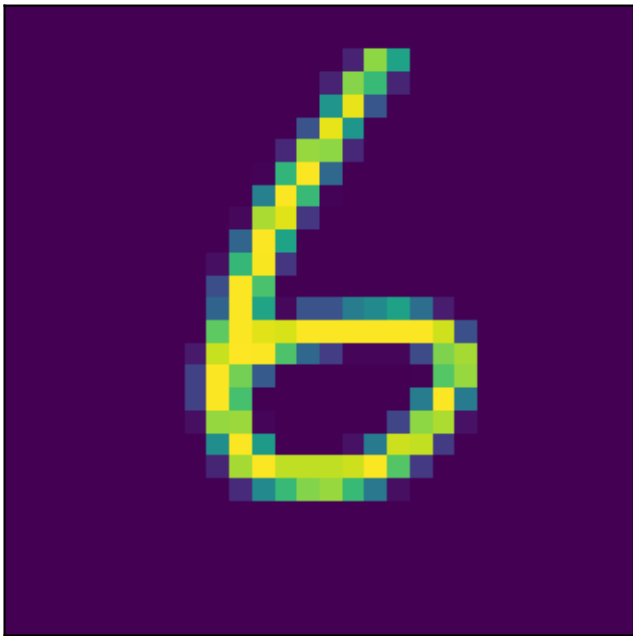
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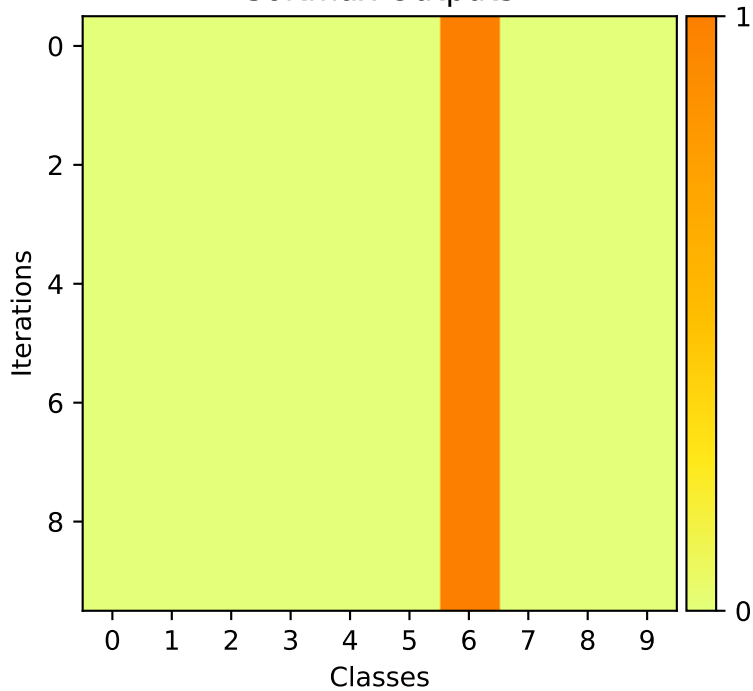
Softmax Outputs



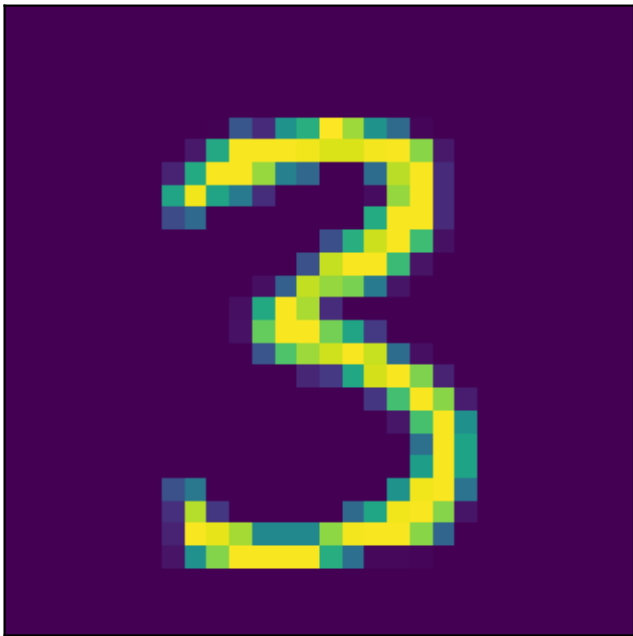
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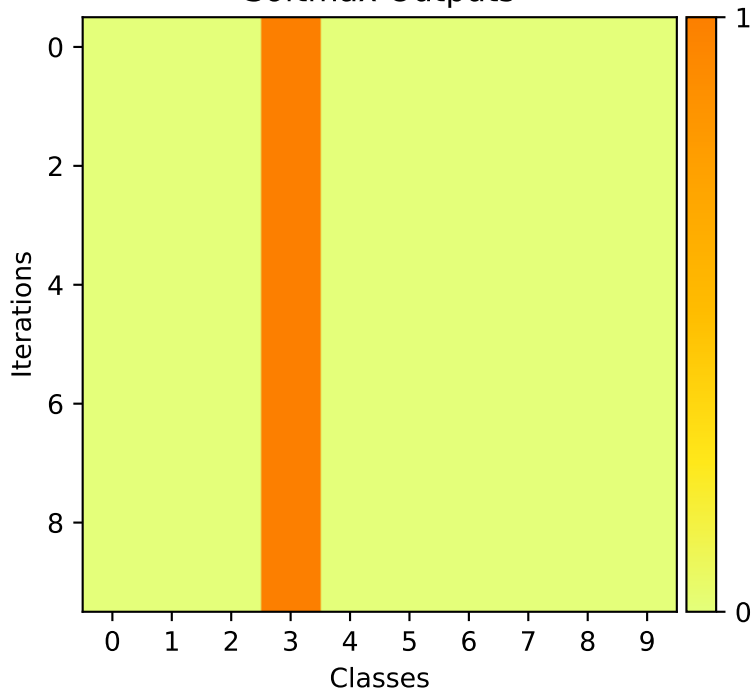
Softmax Outputs



Image

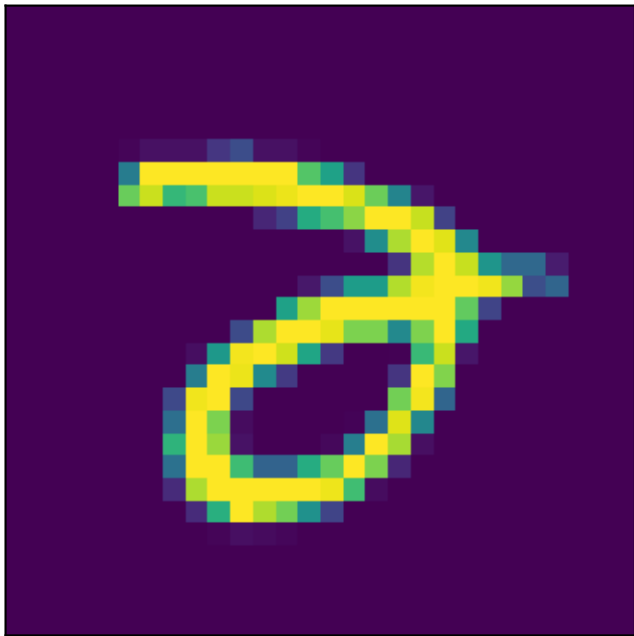


Softmax Outputs

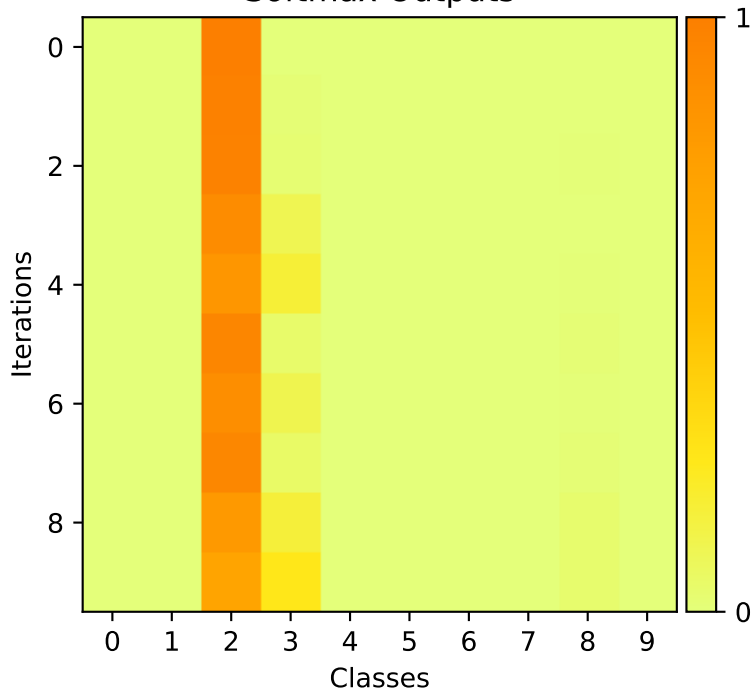




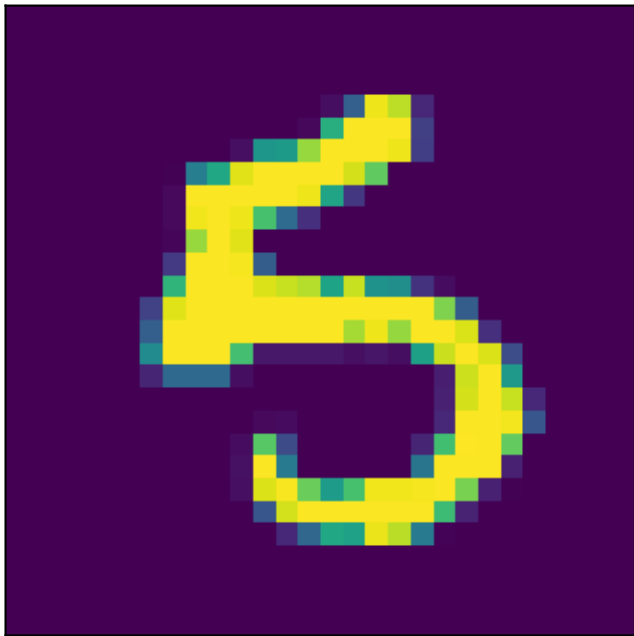
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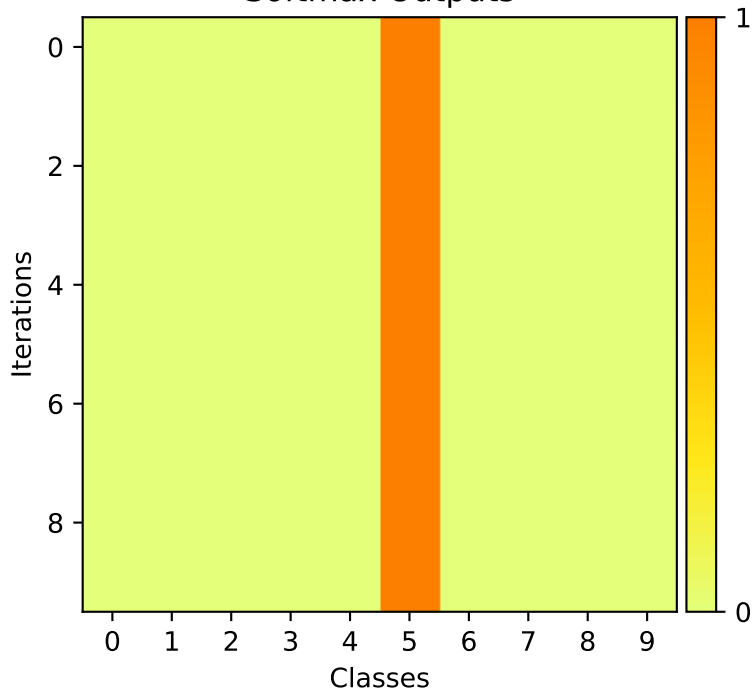
Softmax Outputs



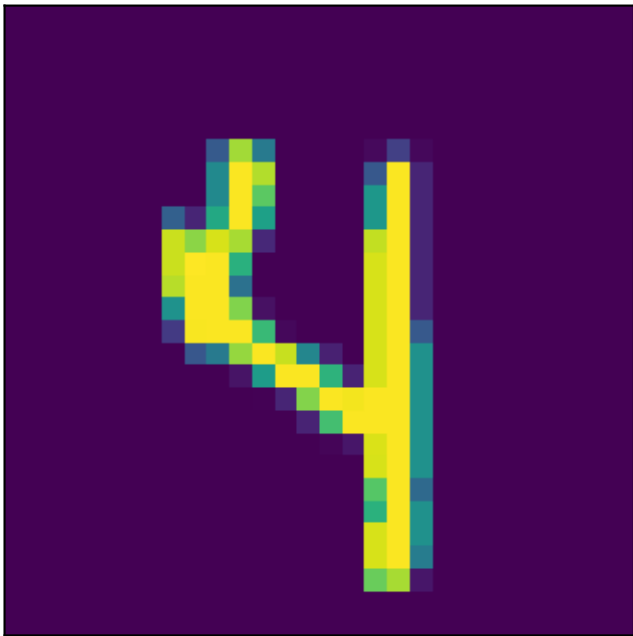
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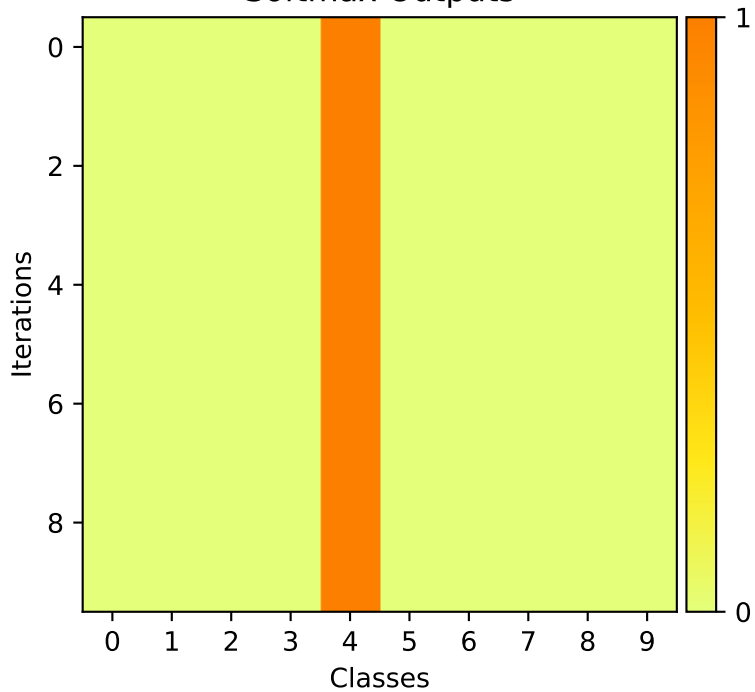
Softmax Outputs



Image



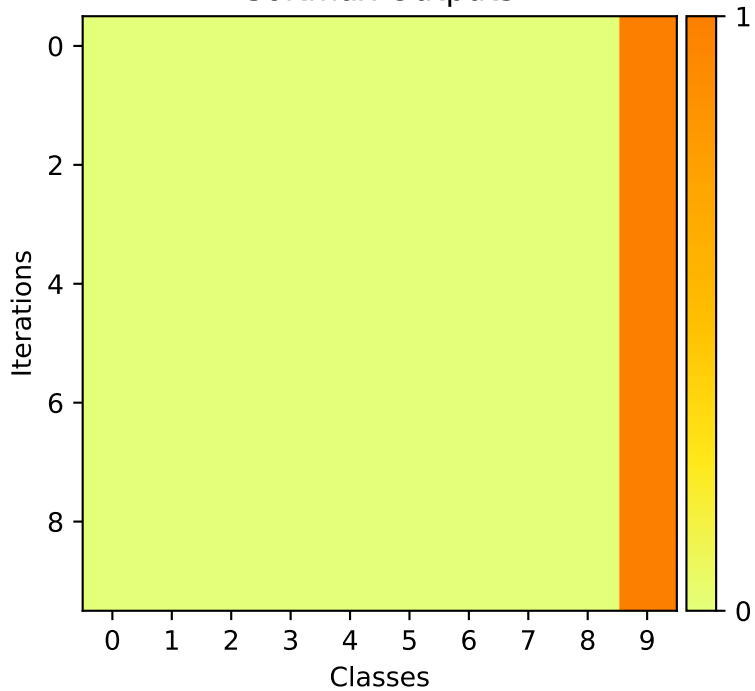
Softmax Outputs



Image



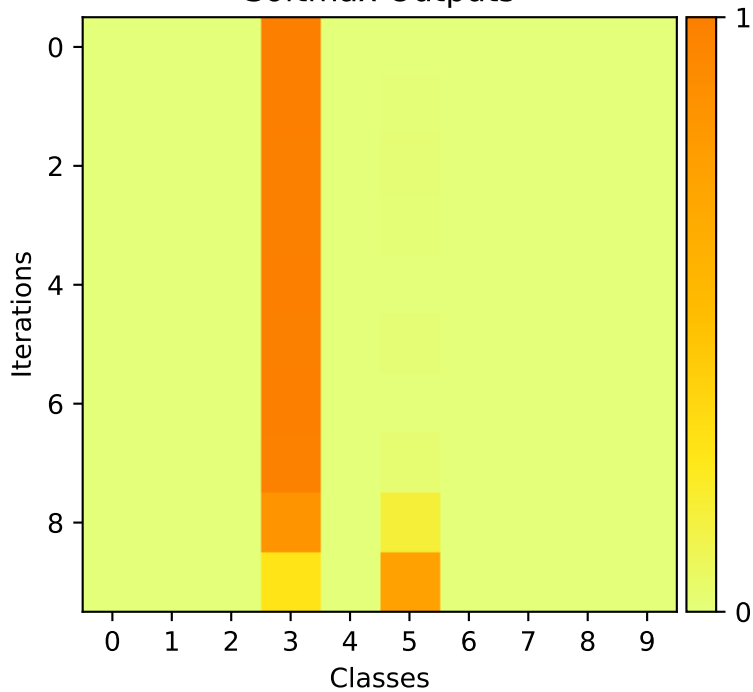
## Softmax Outputs



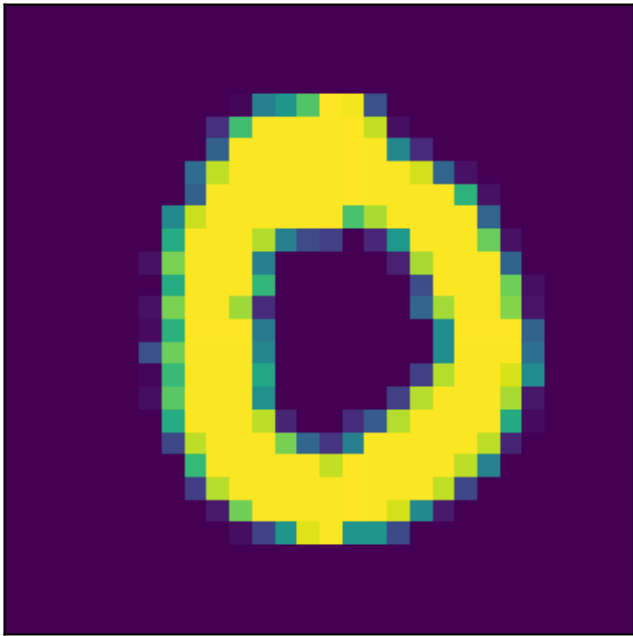
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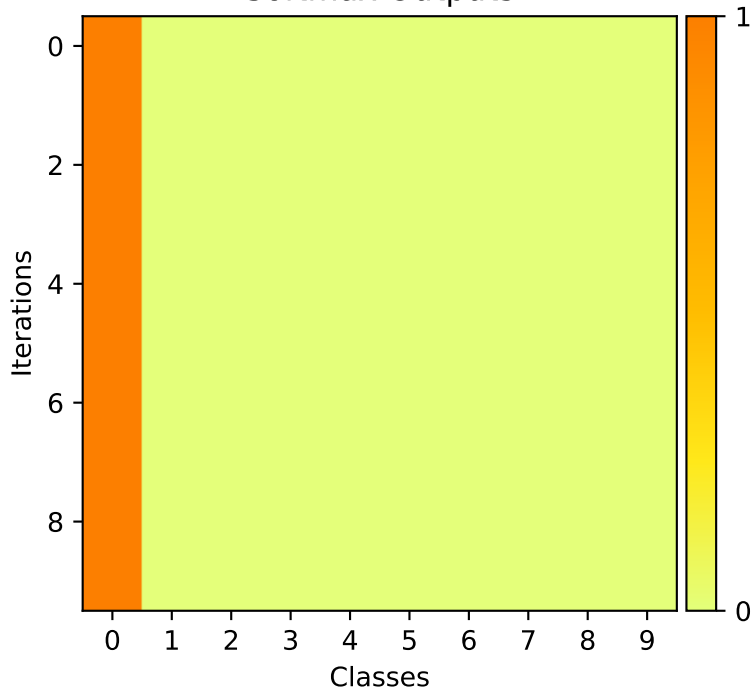
Softmax Outputs



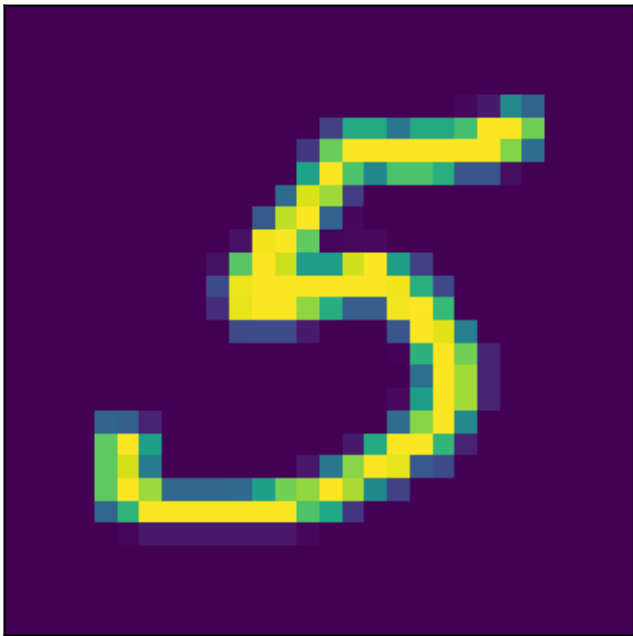
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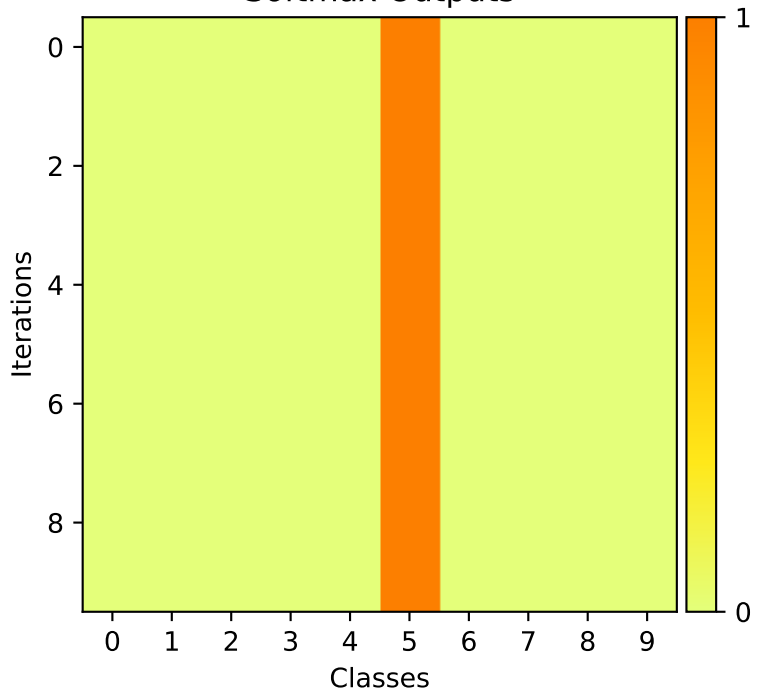
## Softmax Outputs



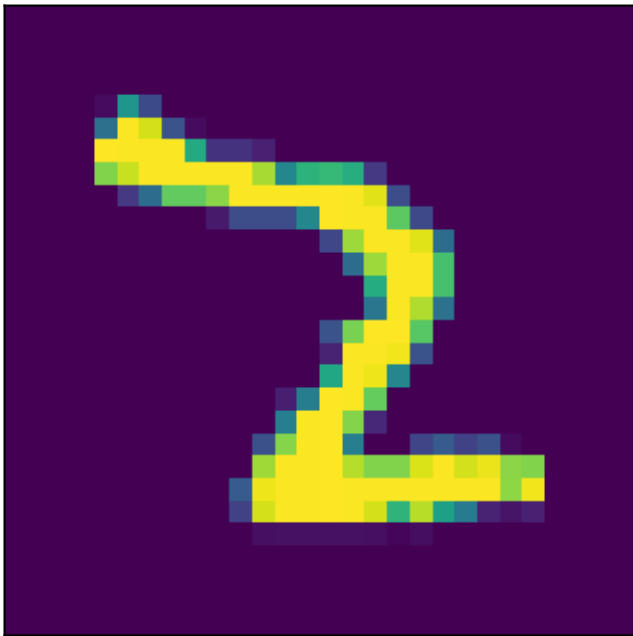
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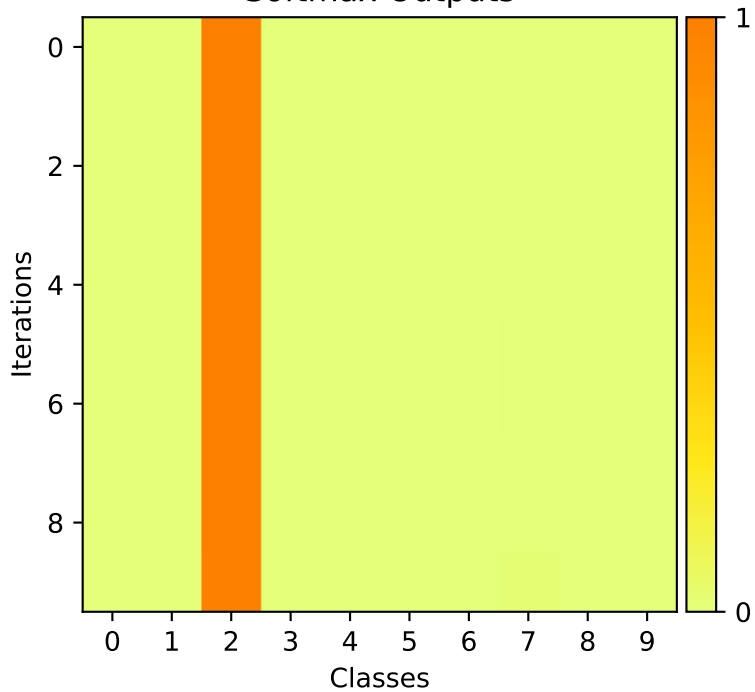
Softmax Outputs



Image



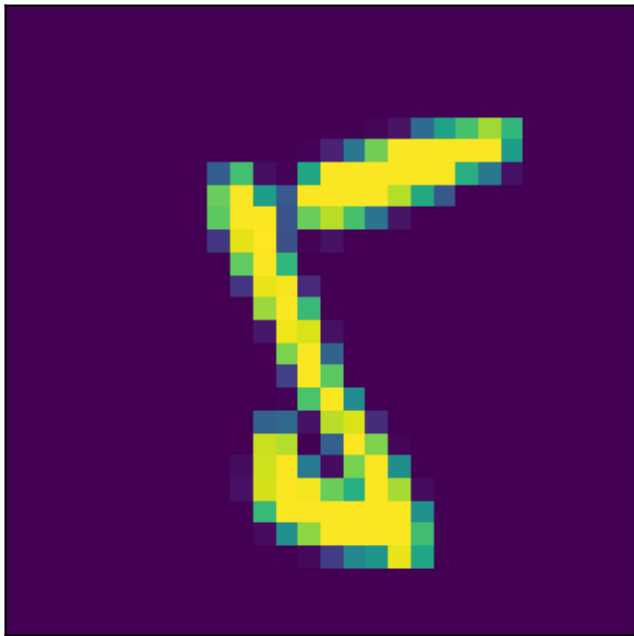
Softmax Outputs



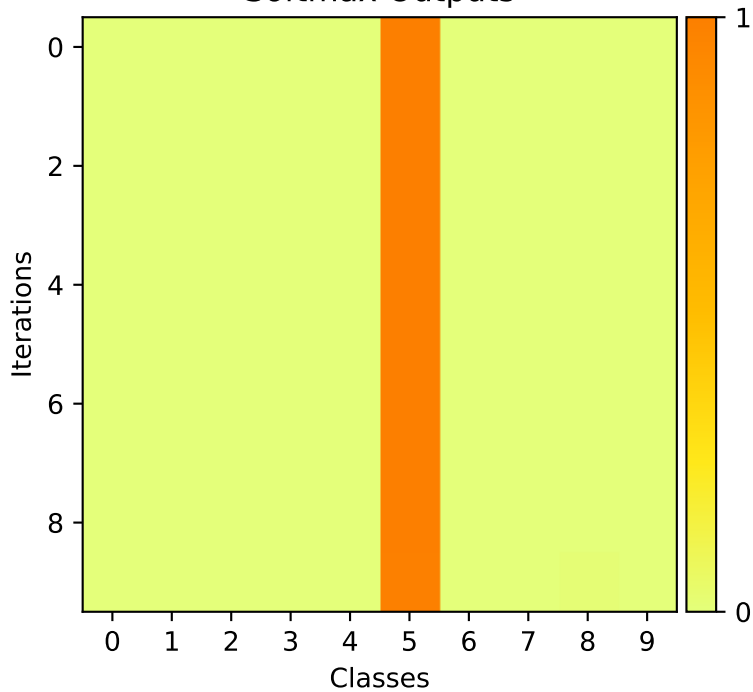


A pixelated, low-resolution image of a yellow and green snake-like creature, possibly a Gengar, on a dark purple background. The creature has a long, winding body with a yellow head and green body, and a long, thin tail. It is positioned in the center of the frame, facing left. The image is composed of large, visible pixels, giving it a retro, digital art appearance.

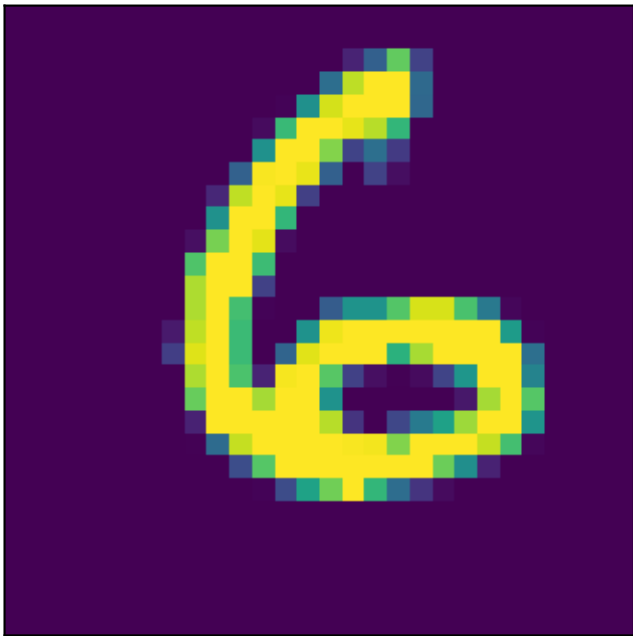
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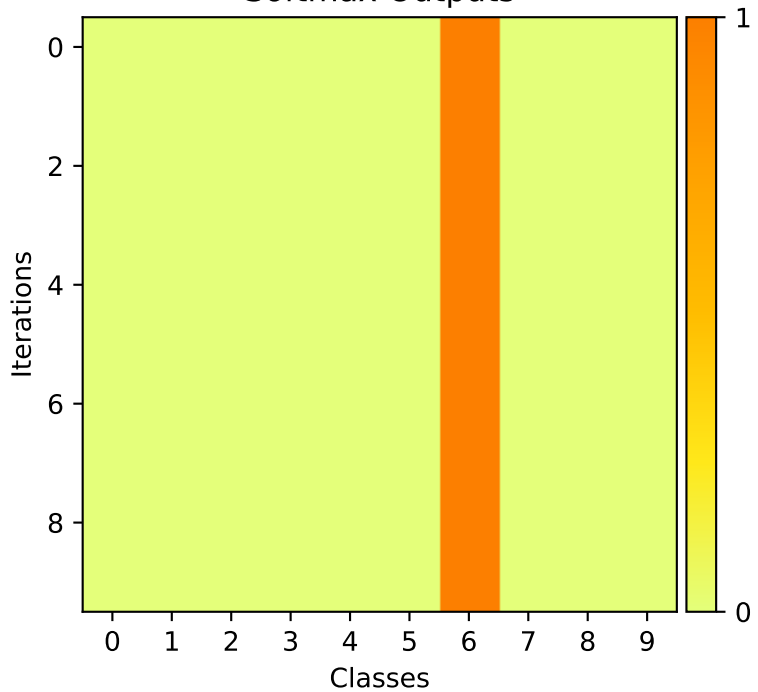
Softmax Outputs



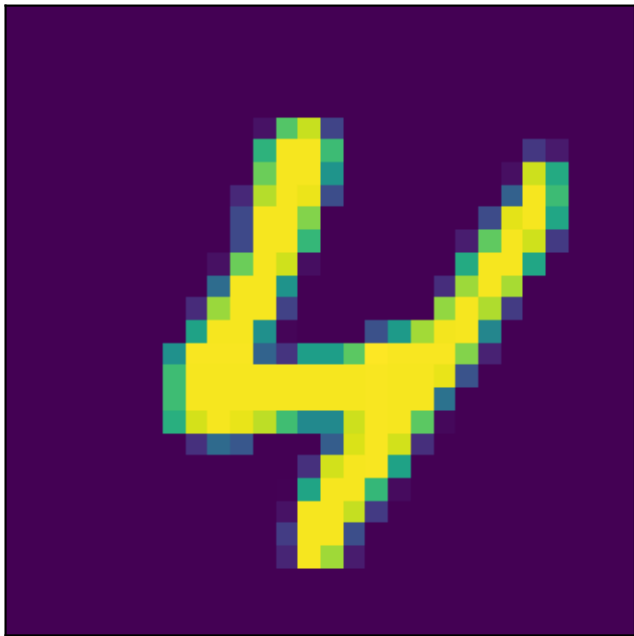
Image



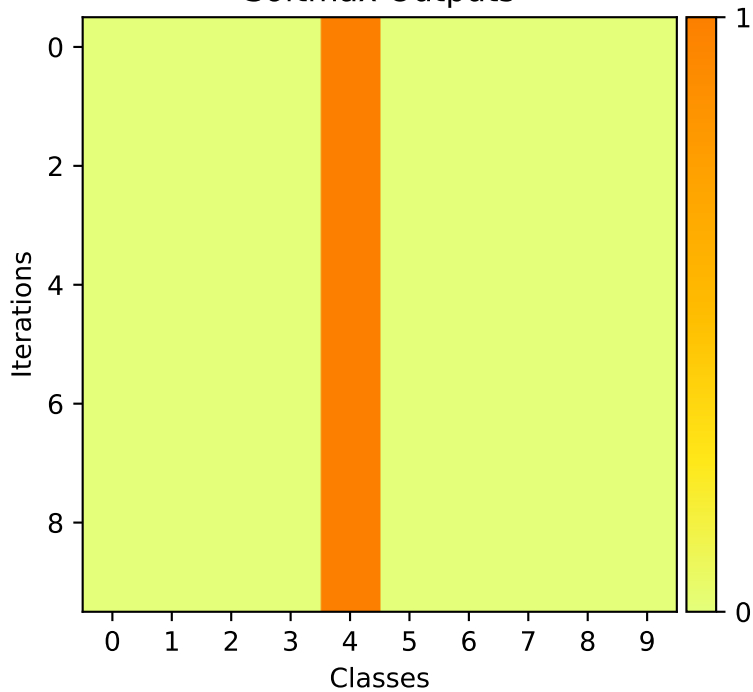
Softmax Outputs



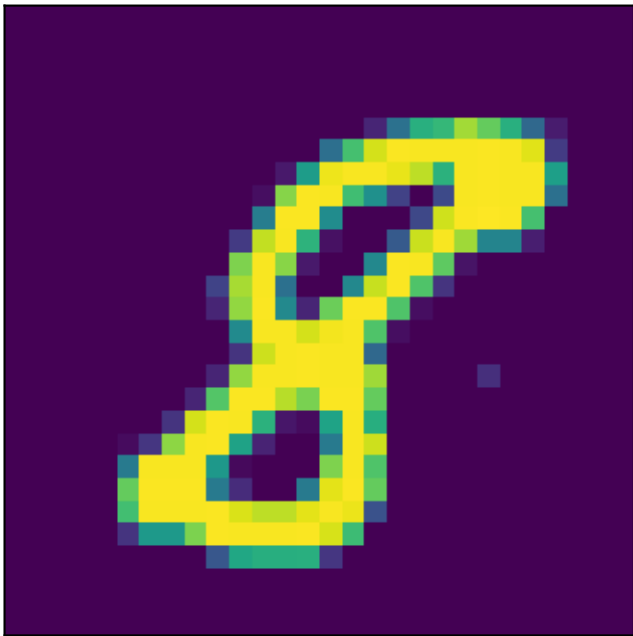
Image



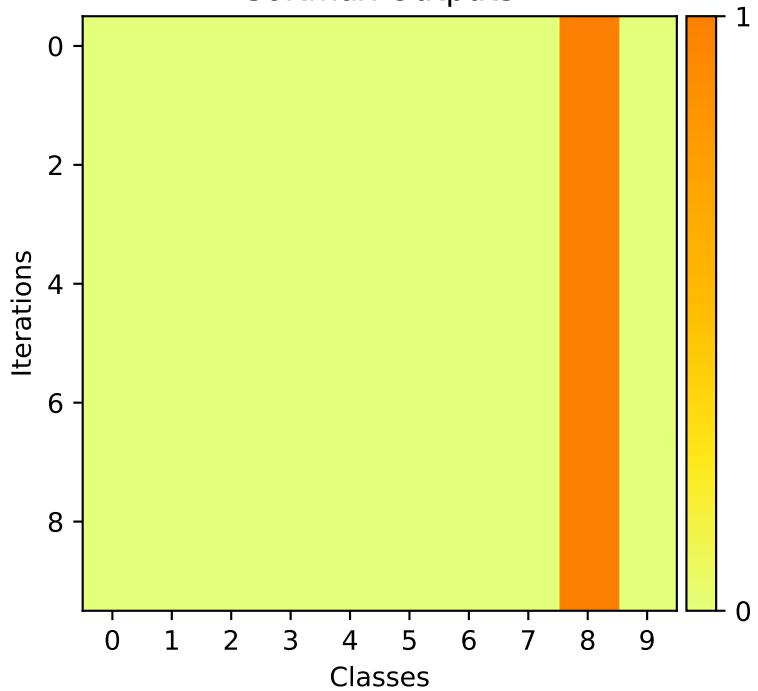
Softmax Outputs



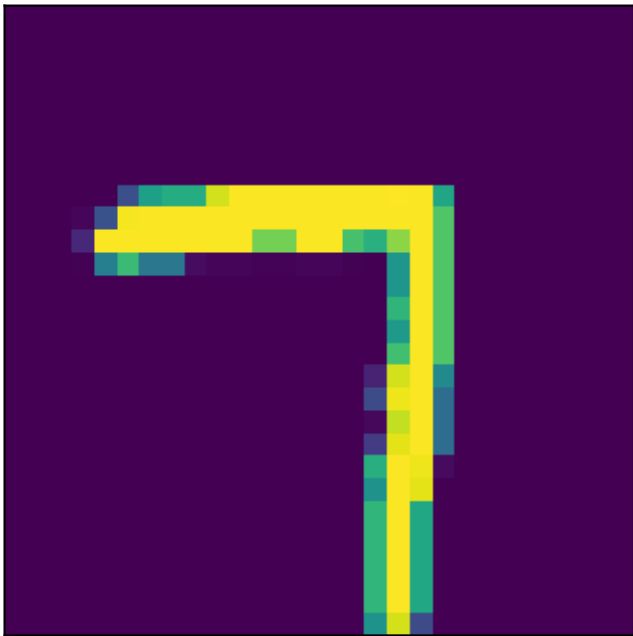
Image



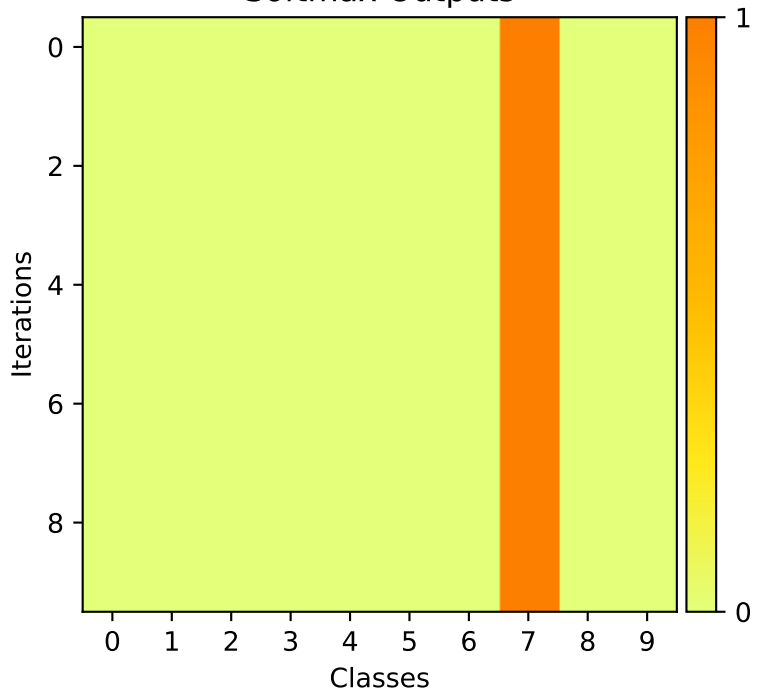
## Softmax Outputs



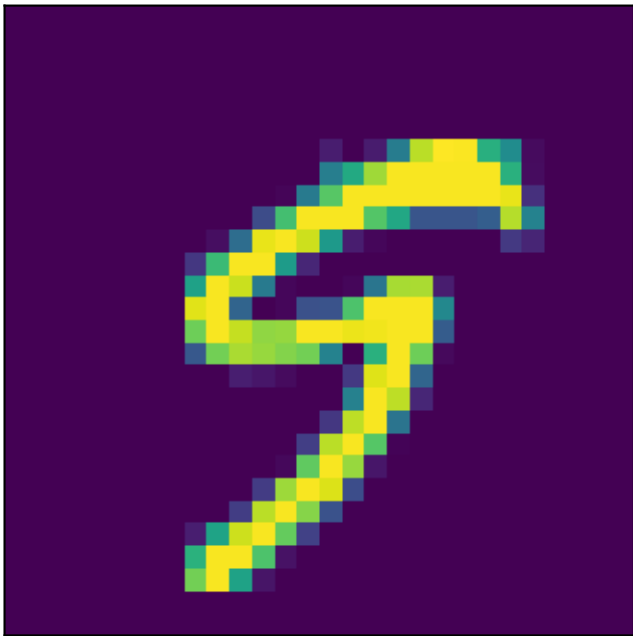
Image



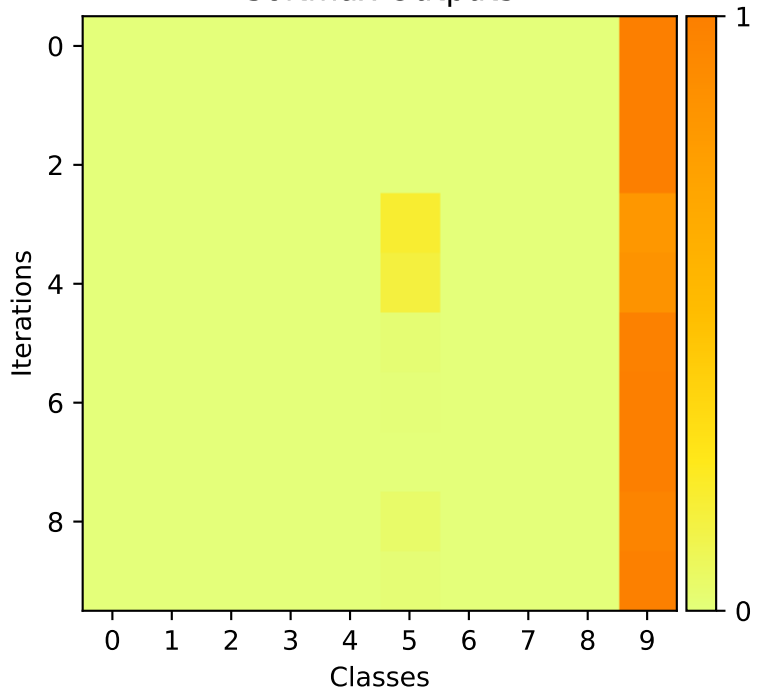
Softmax Outputs



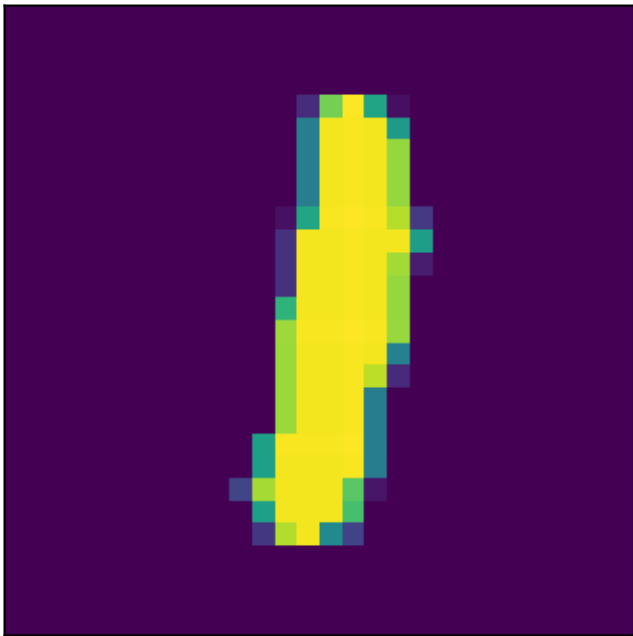
Image



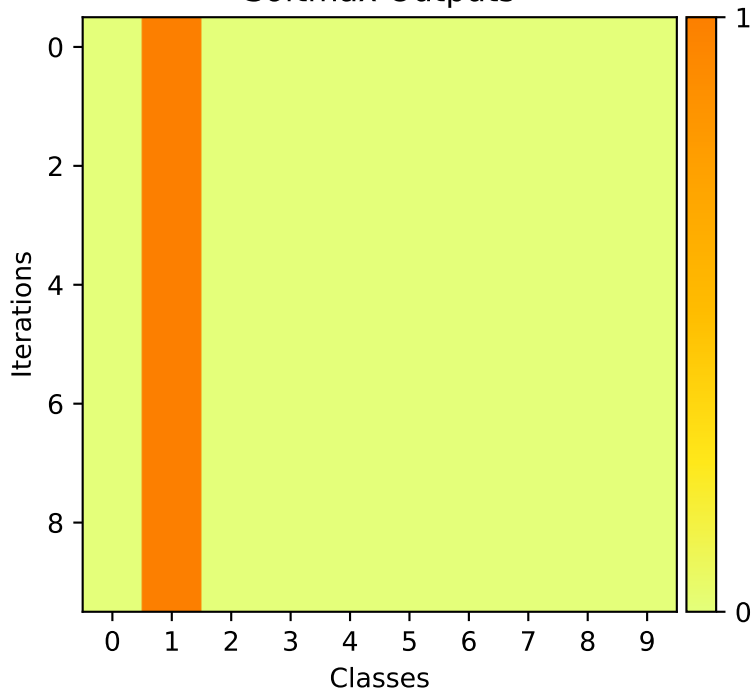
## Softmax Outputs



Image

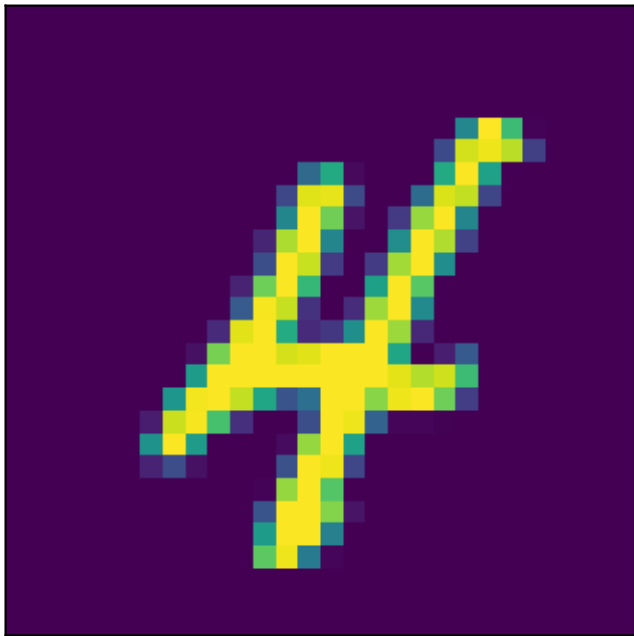


## Softmax Outputs

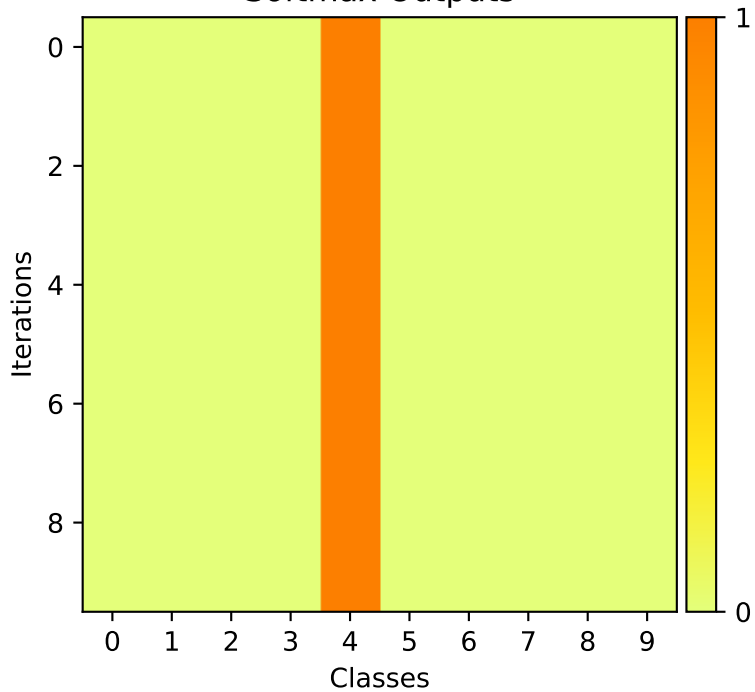




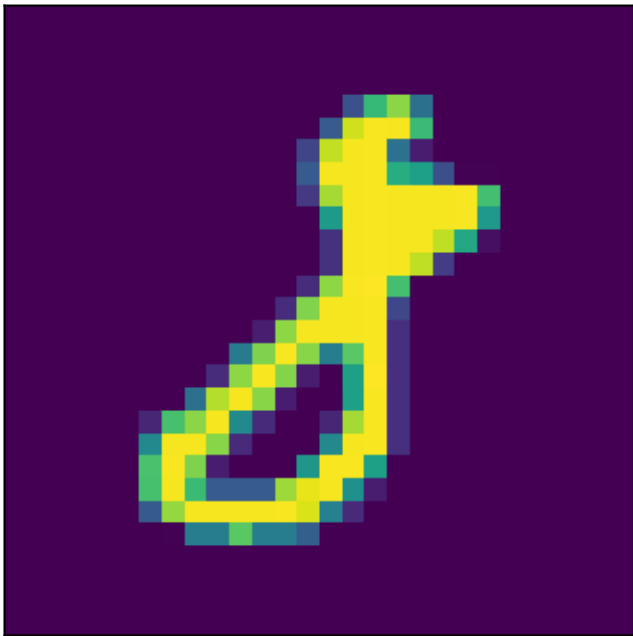
Image



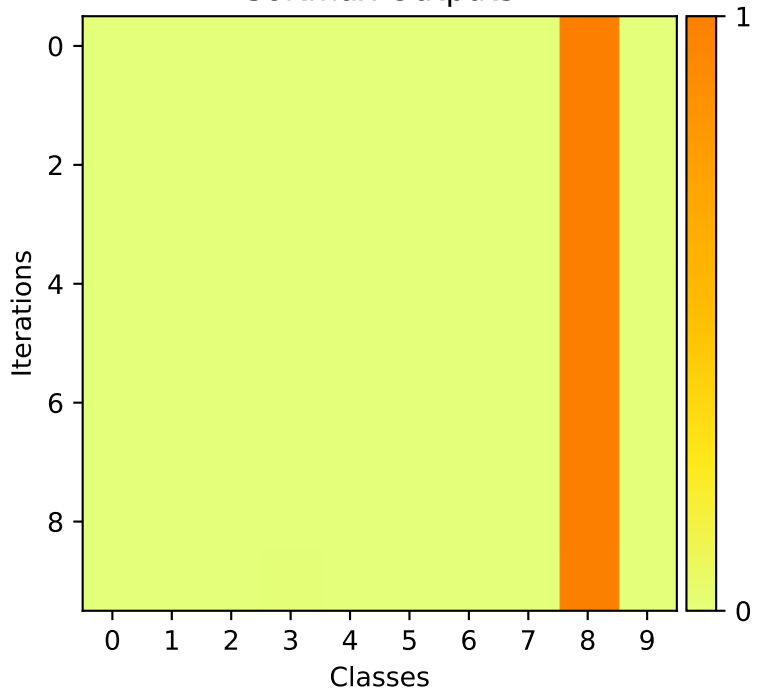
Softmax Outputs



Image



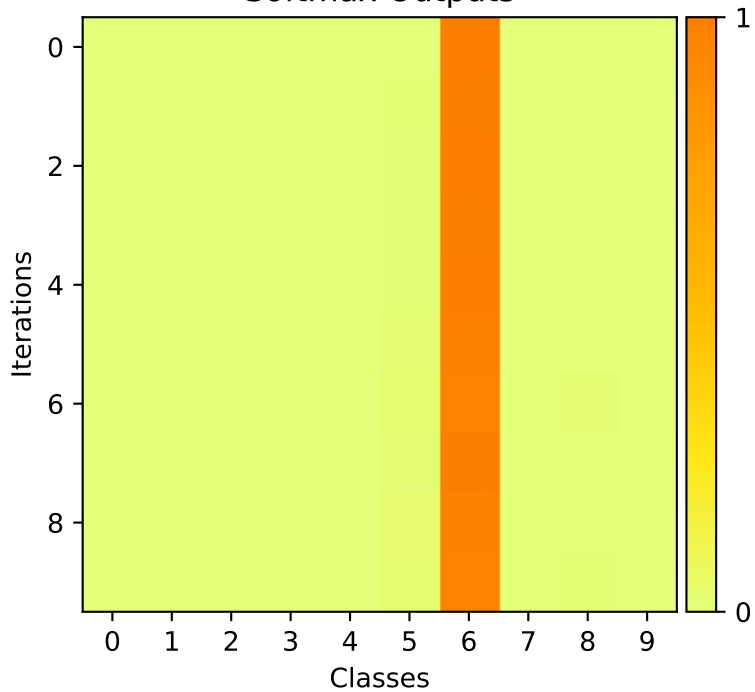
## Softmax Outputs



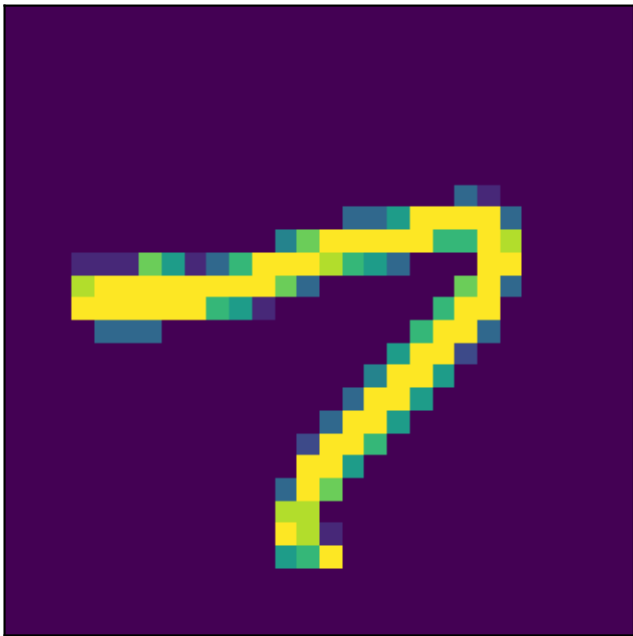
Image



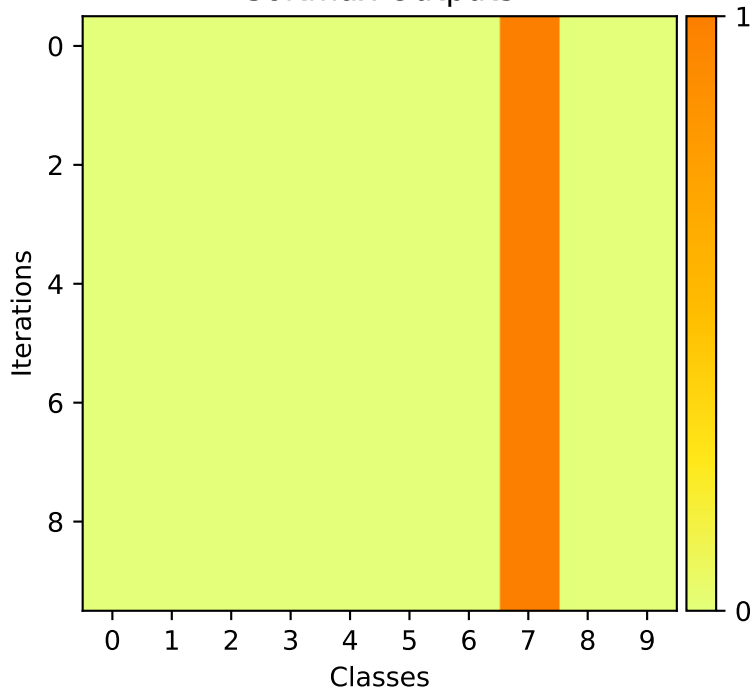
Softmax Outputs



Image



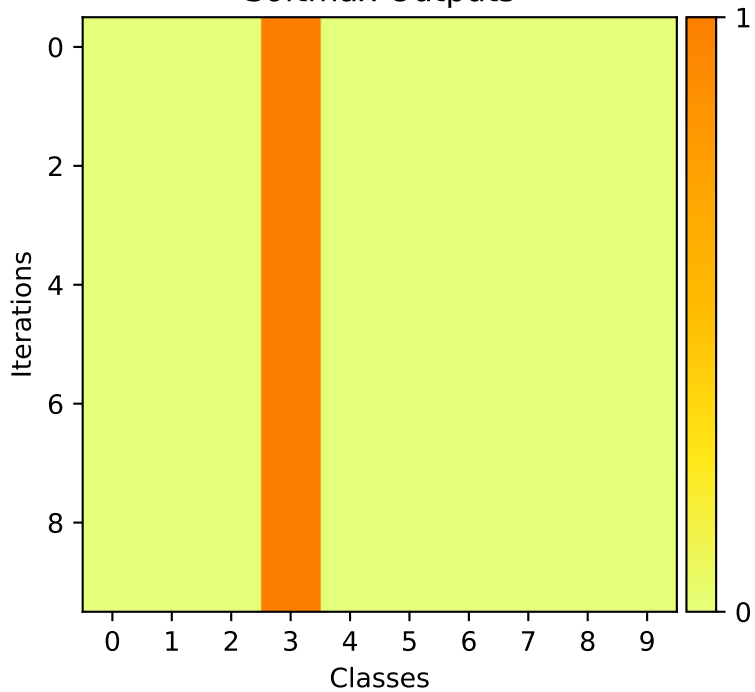
Softmax Outputs



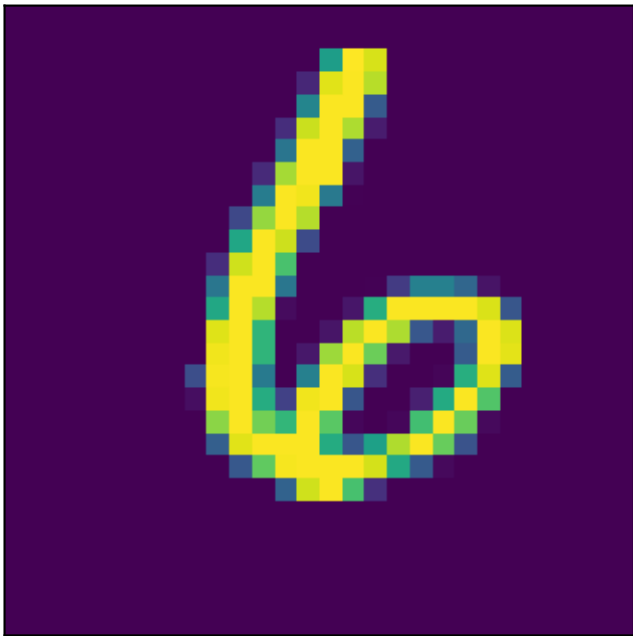
Image



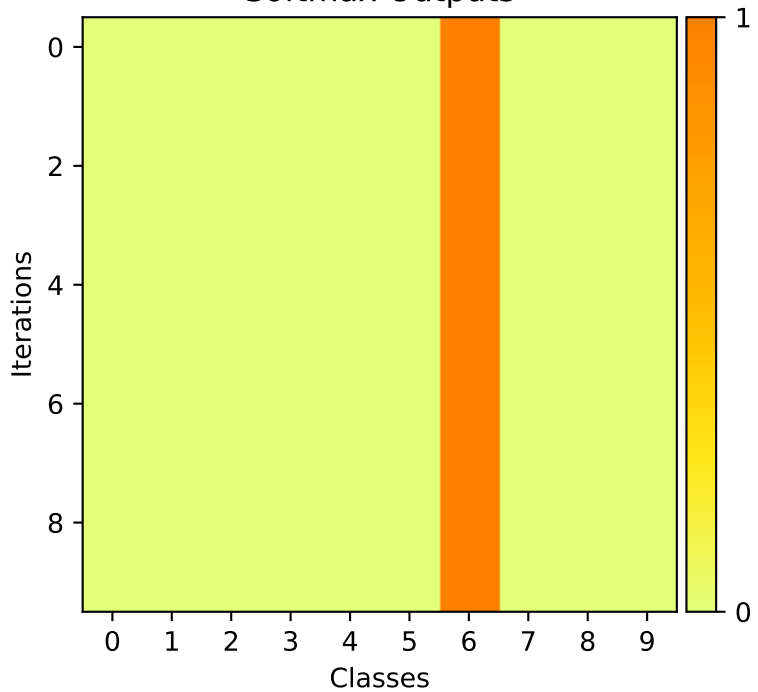
Softmax Outputs



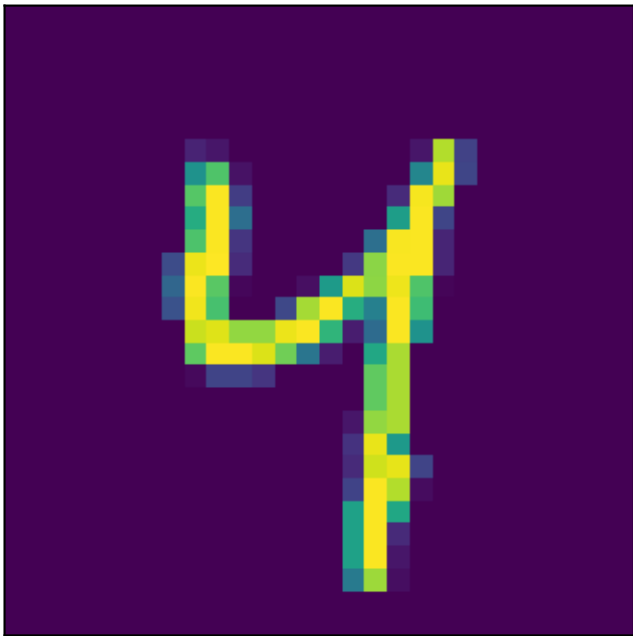
Image



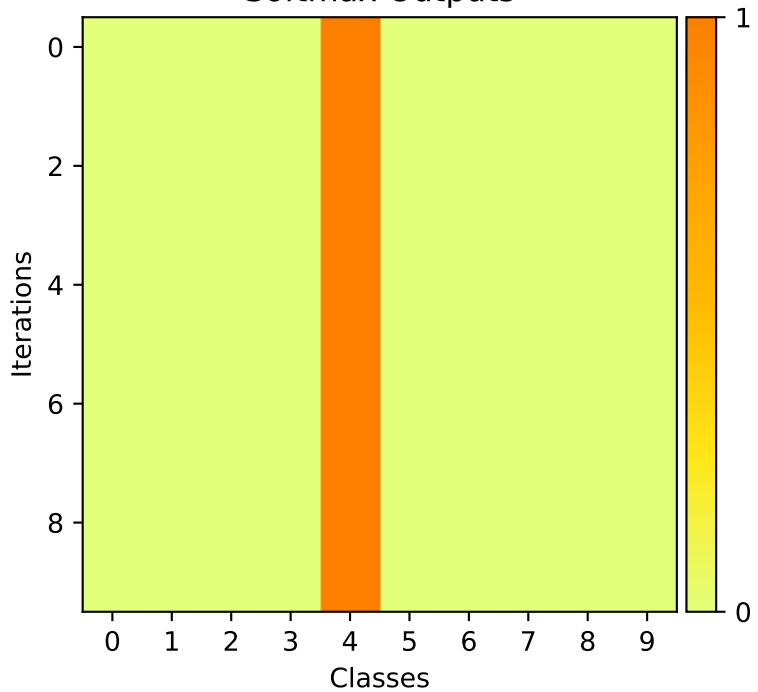
Softmax Outputs



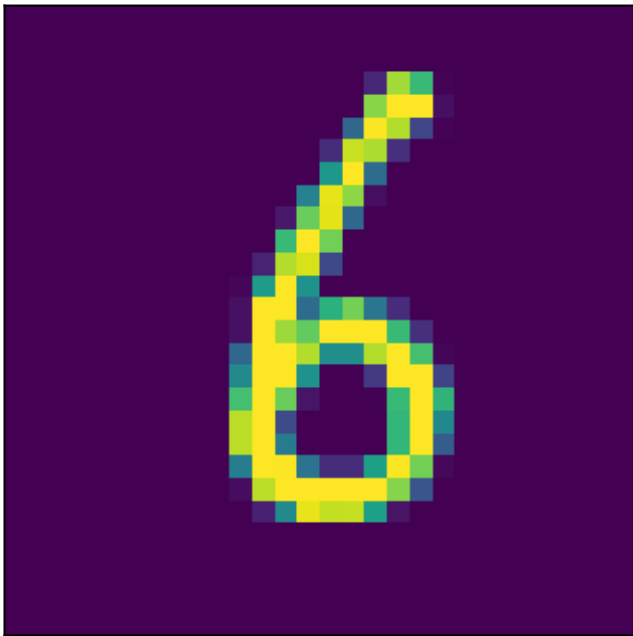
Image



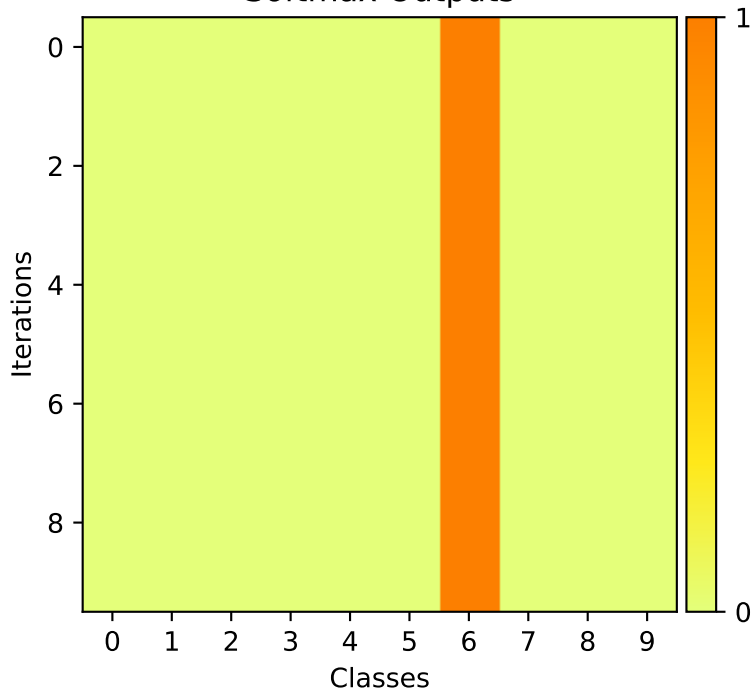
Softmax Outputs



Image

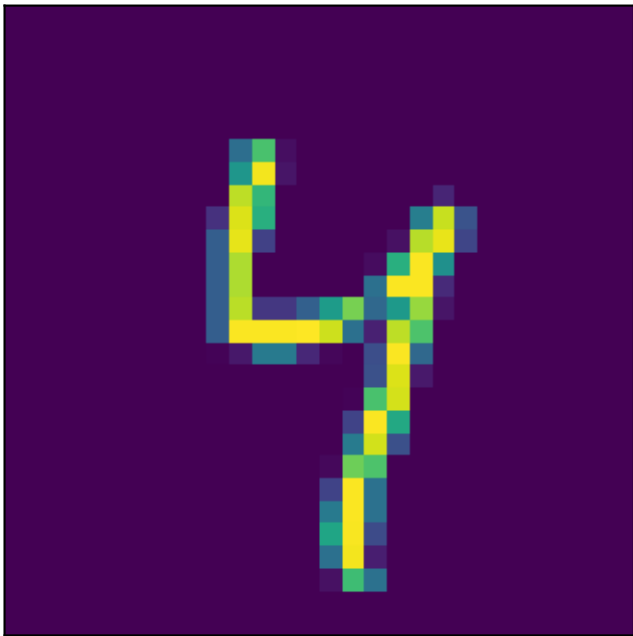


Softmax Outputs

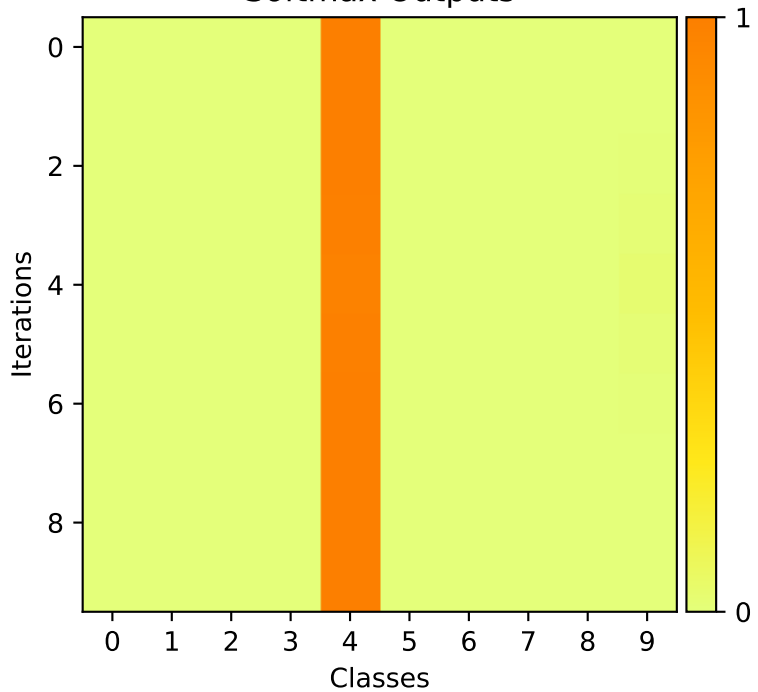




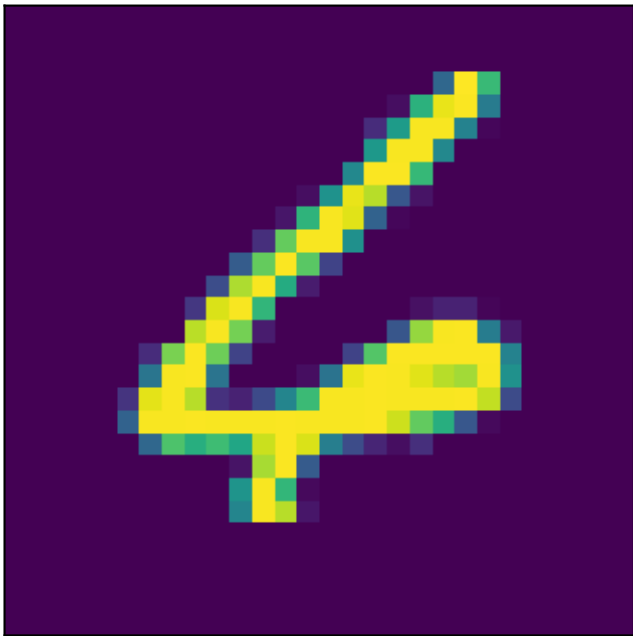
Image



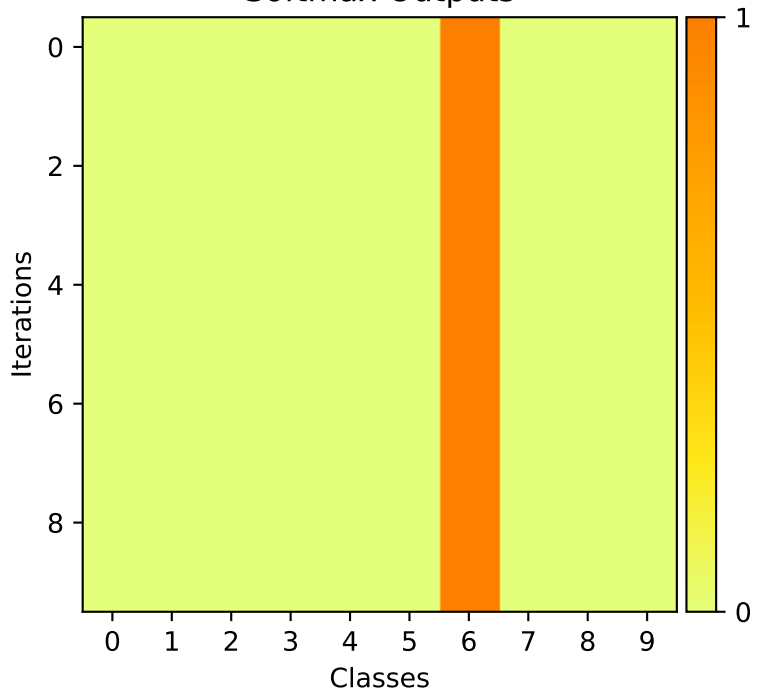
Softmax Outputs



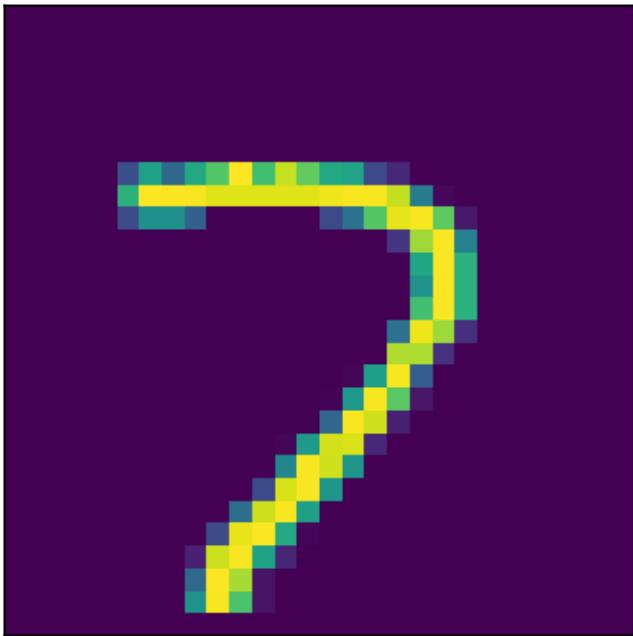
Image



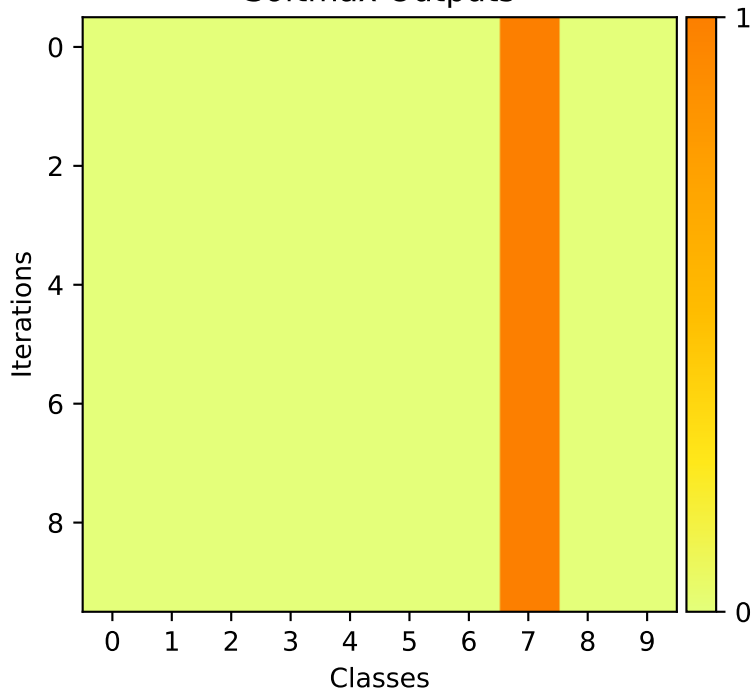
Softmax Outputs



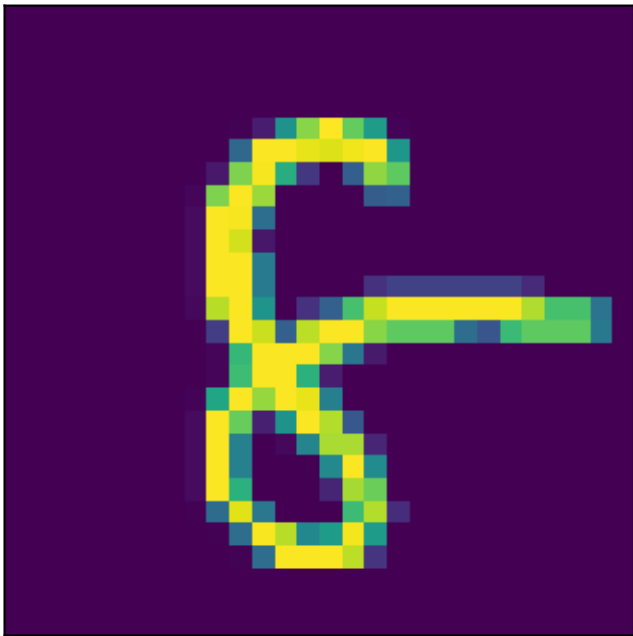
Image



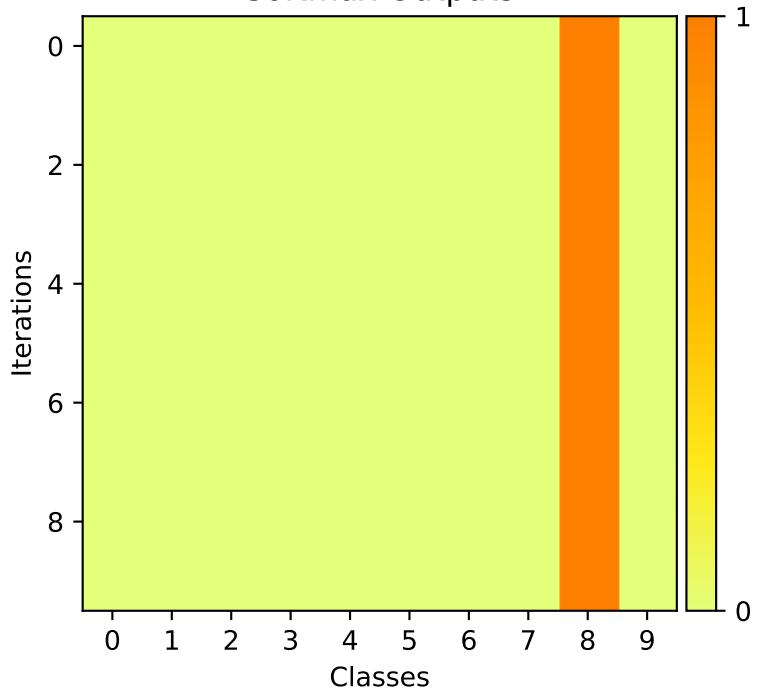
Softmax Outputs



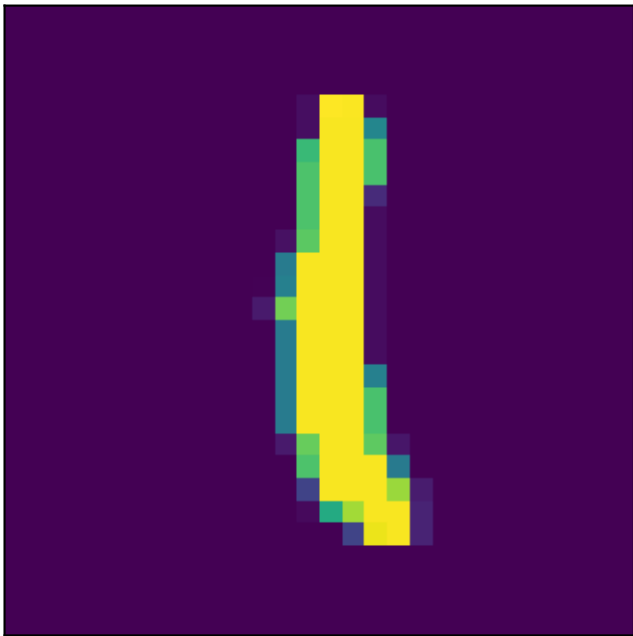
## Image



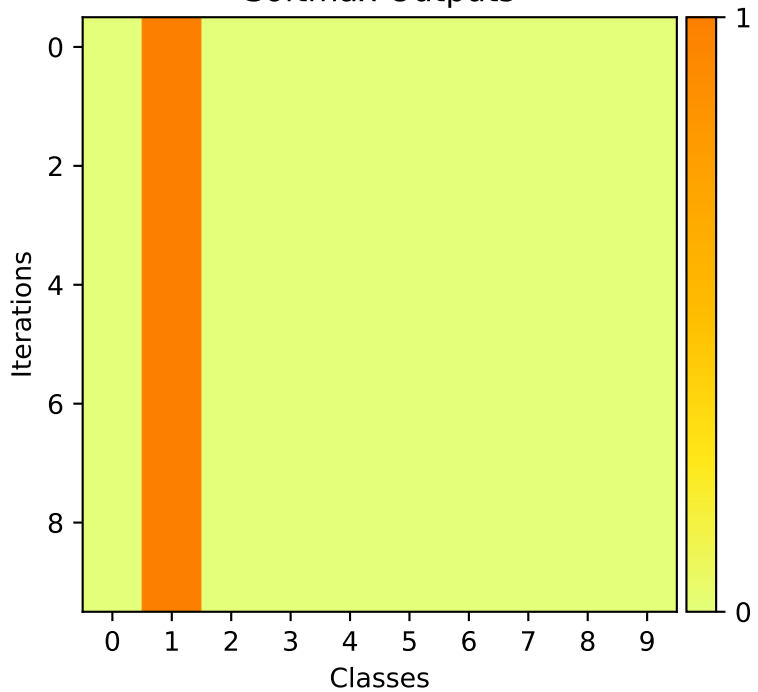
## Softmax Outputs



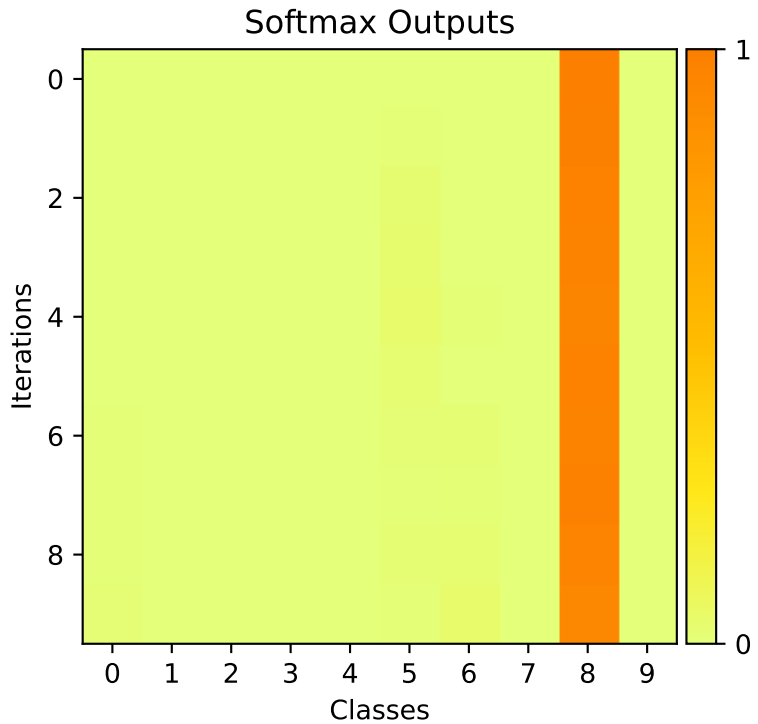
## Image



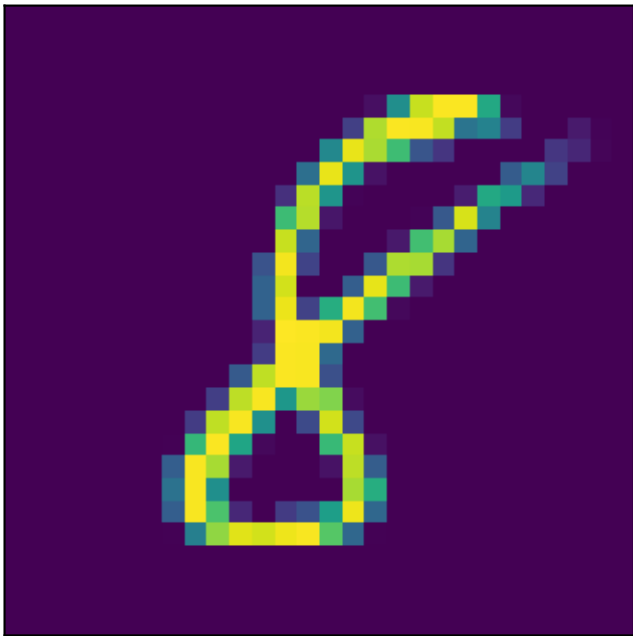
## Softmax Outputs



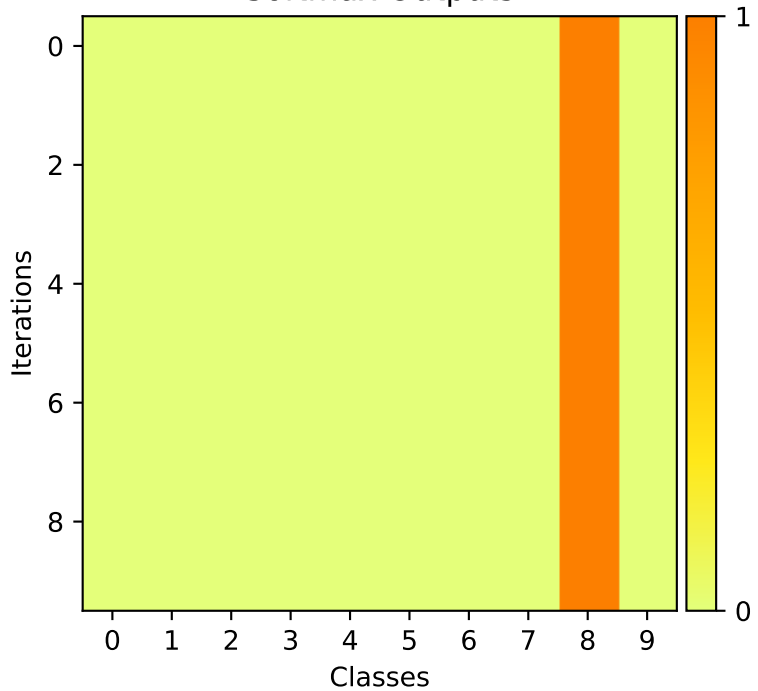
A pixelated, low-resolution version of the number 8, rendered in shades of yellow, green, and blue against a black background. The image is composed of a grid of small squares, each representing a pixel. The number 8 is formed by a central horizontal bar and two circular loops, one above and one below the bar. The colors are distributed in a way that gives the impression of a digital or retro aesthetic, with some pixels being a bright yellow, others a light green, and some a medium blue. The overall effect is a stylized, blocky representation of the digit 8.



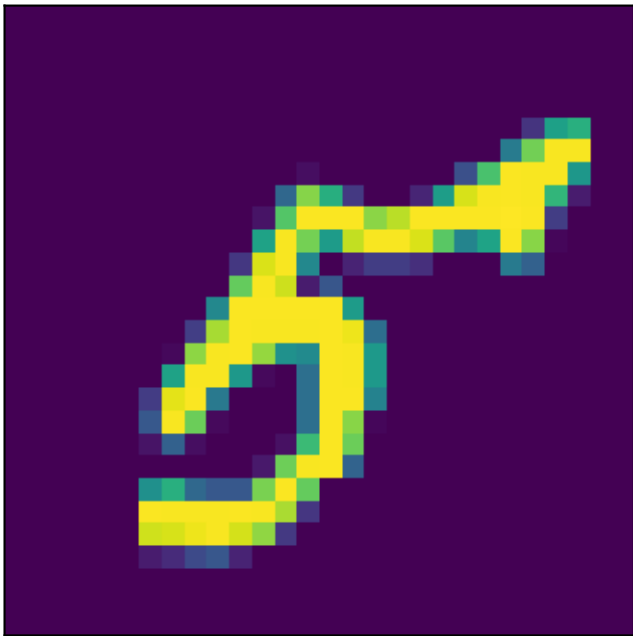
## Image



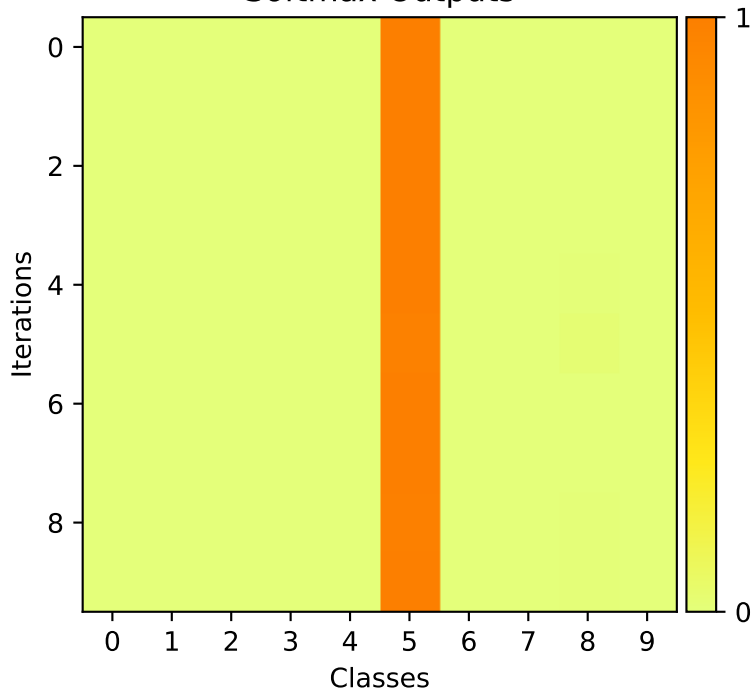
## Softmax Outputs



Image

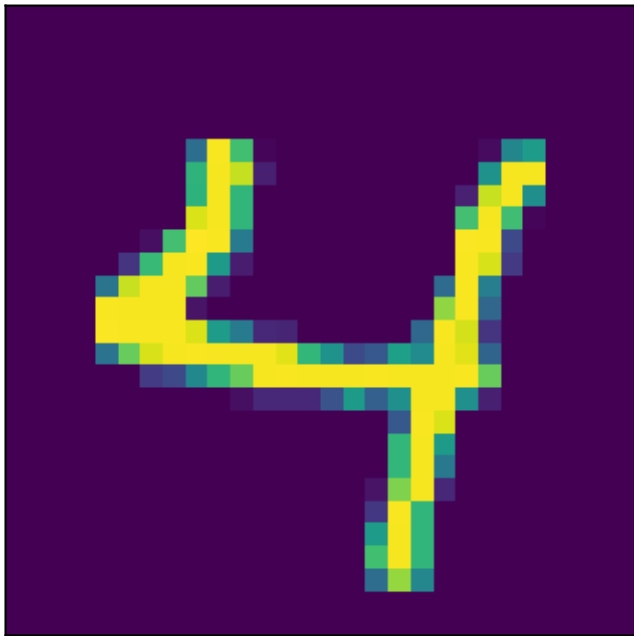


Softmax Outputs

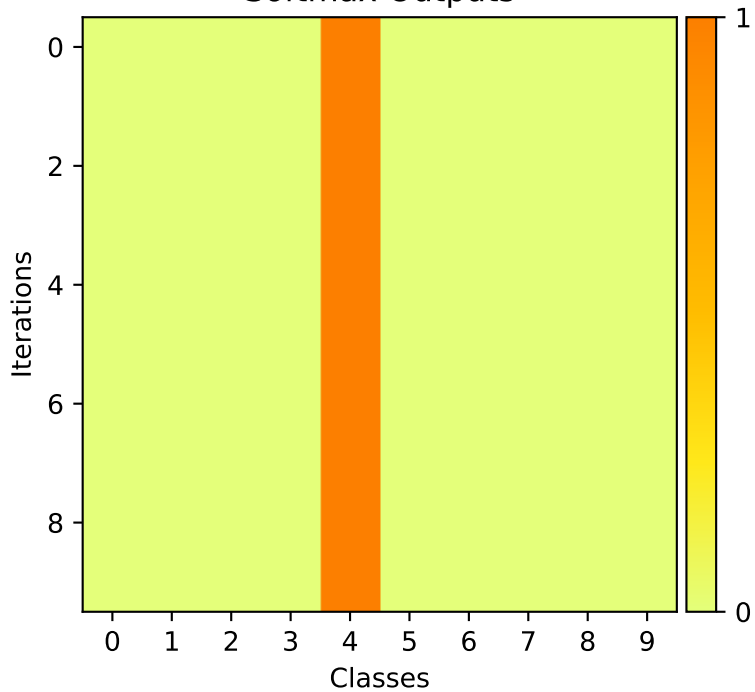




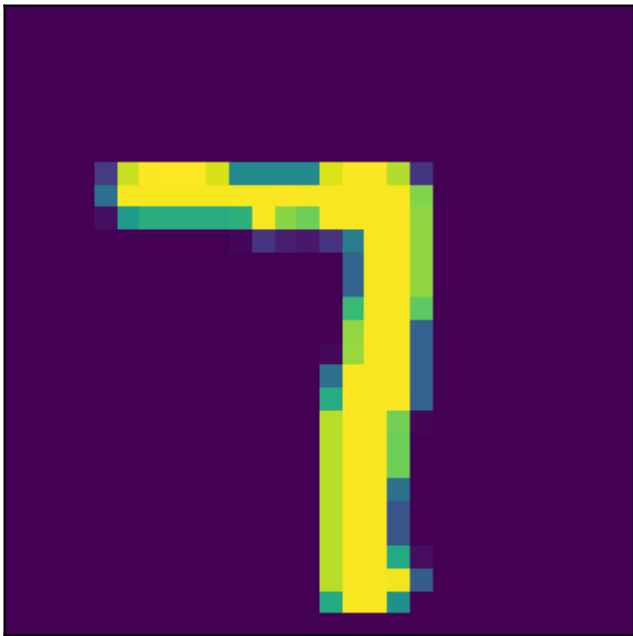
Image



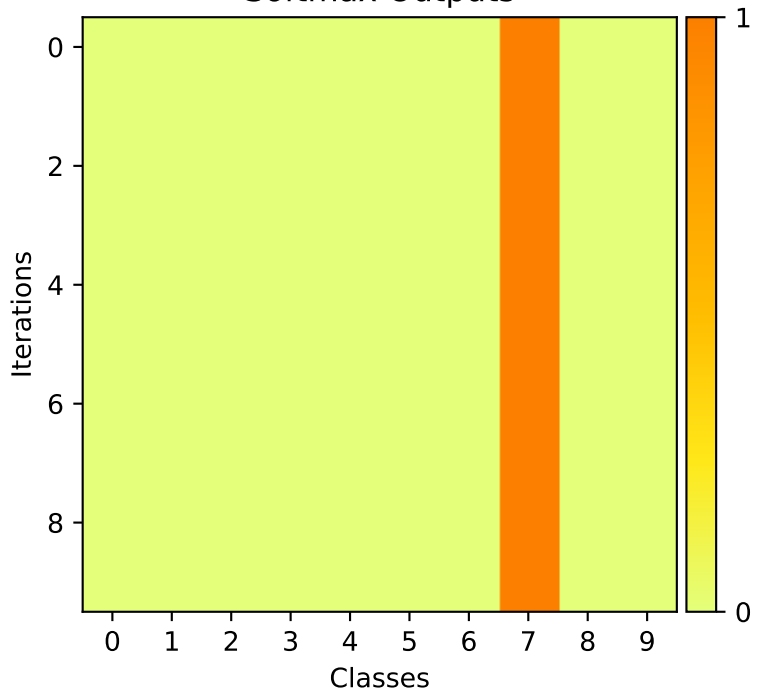
Softmax Outputs



Image



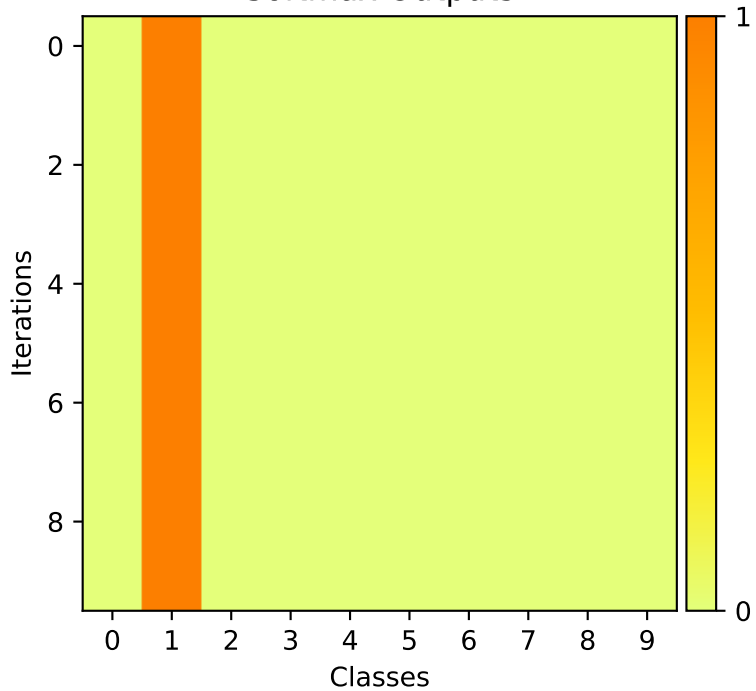
Softmax Outputs



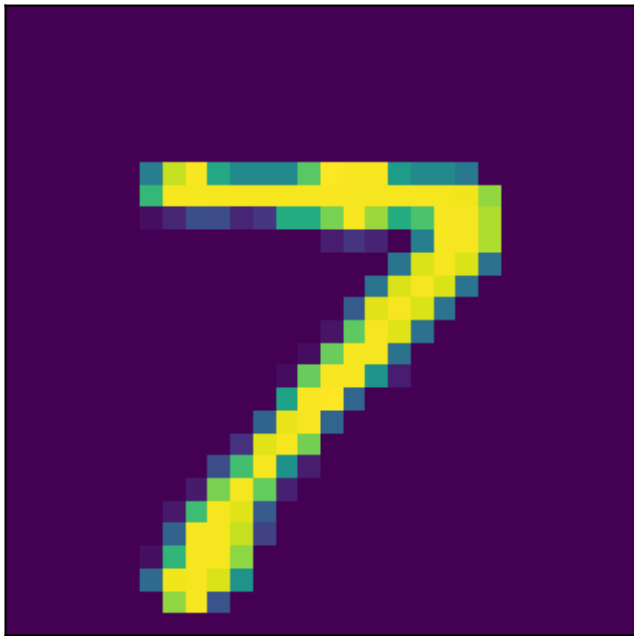
## Image



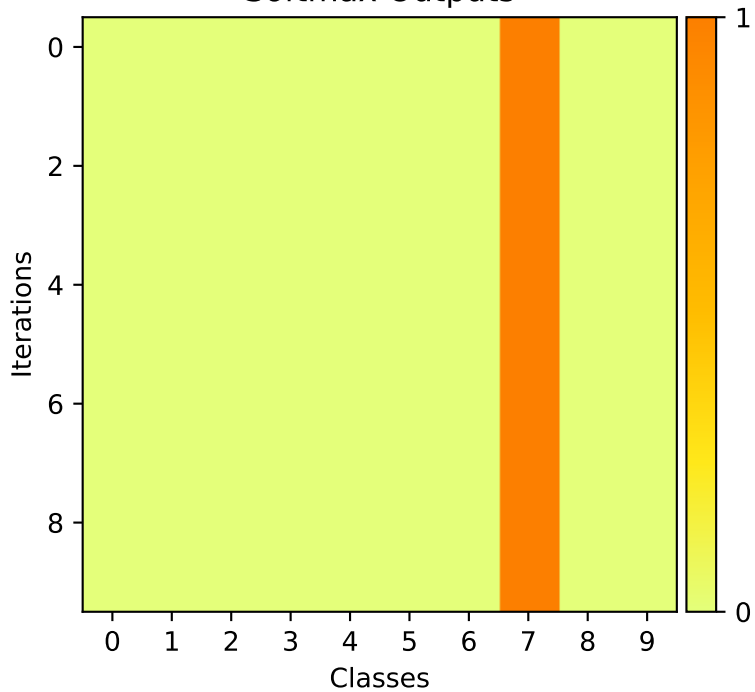
## Softmax Outputs



Image



Softmax Outputs

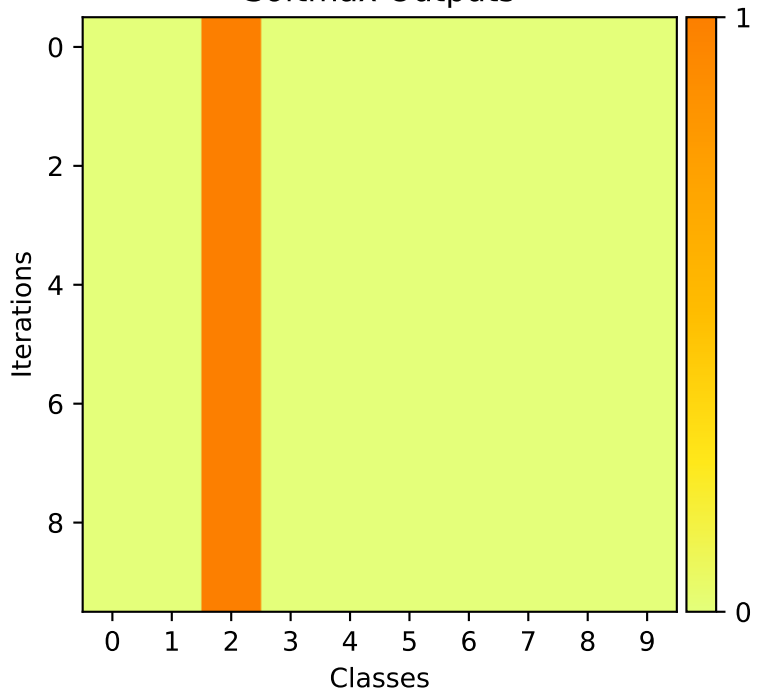




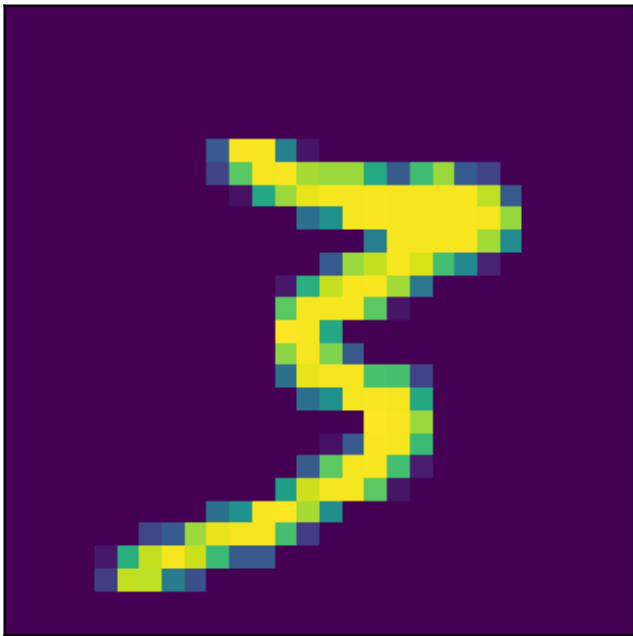
Image



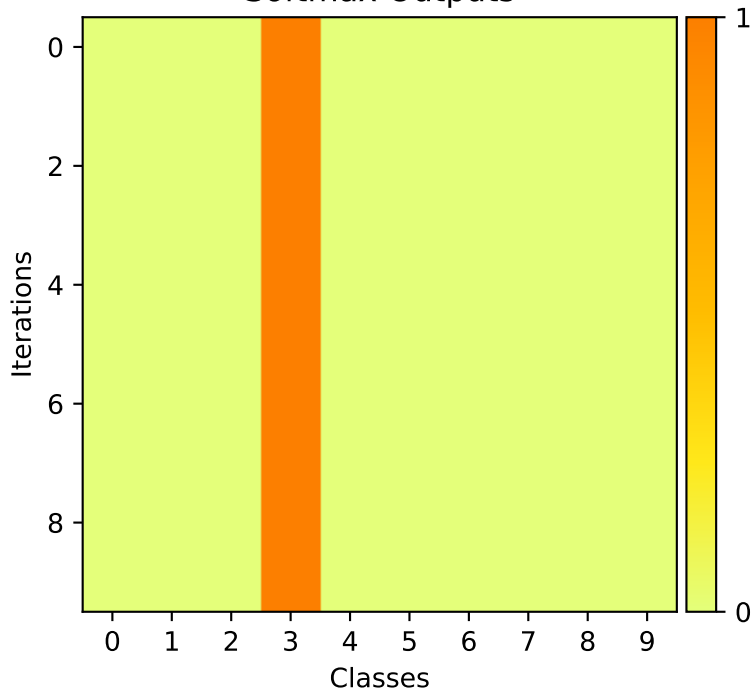
Softmax Outputs



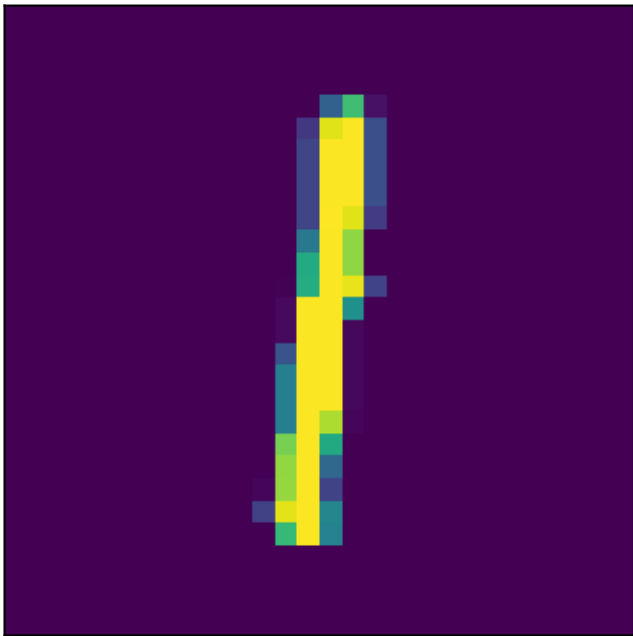
Image



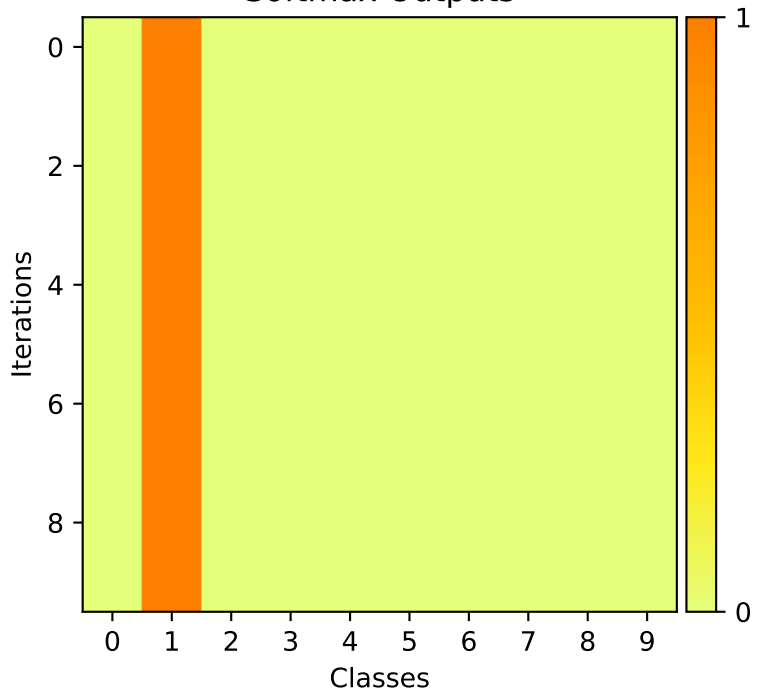
Softmax Outputs



## Image

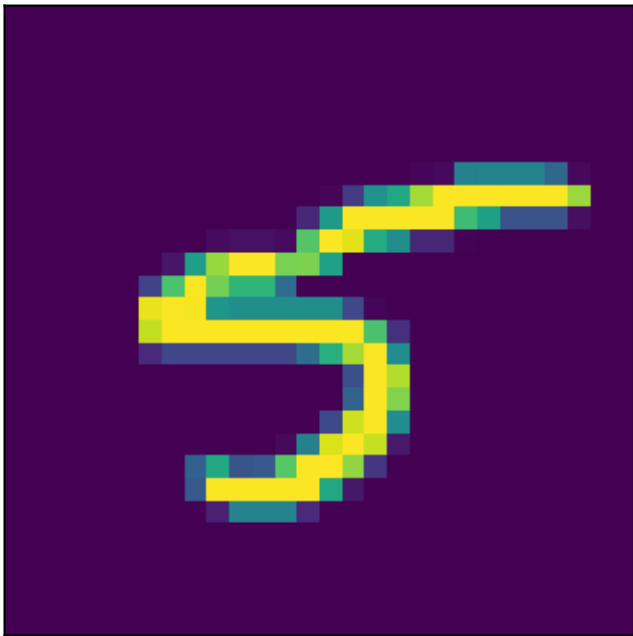


## Softmax Outputs

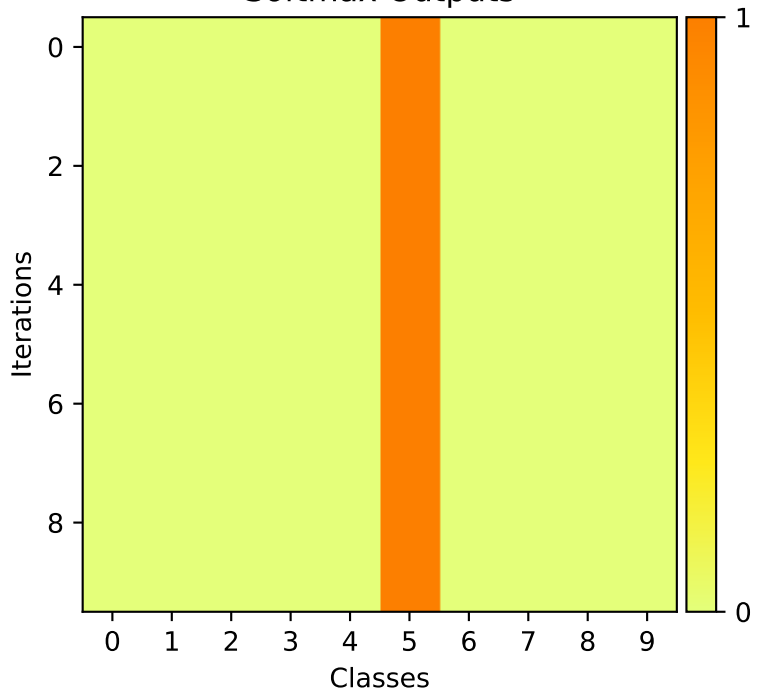




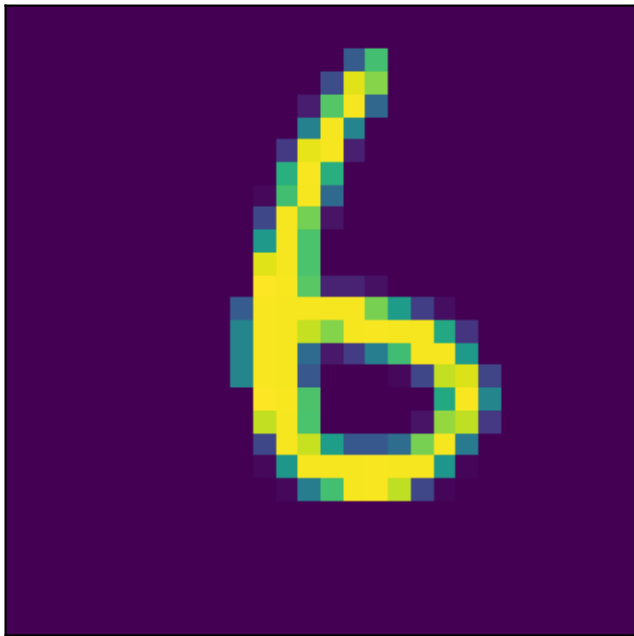
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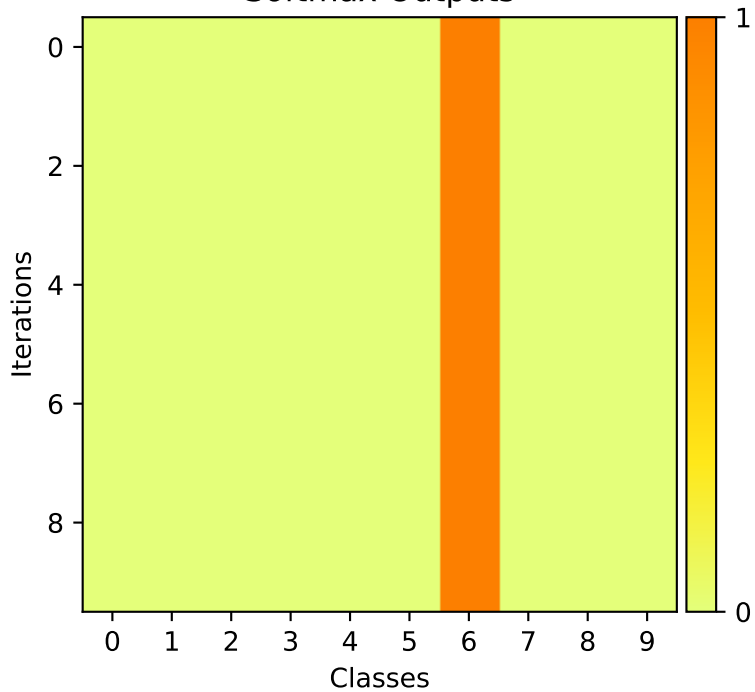
Softmax Outputs



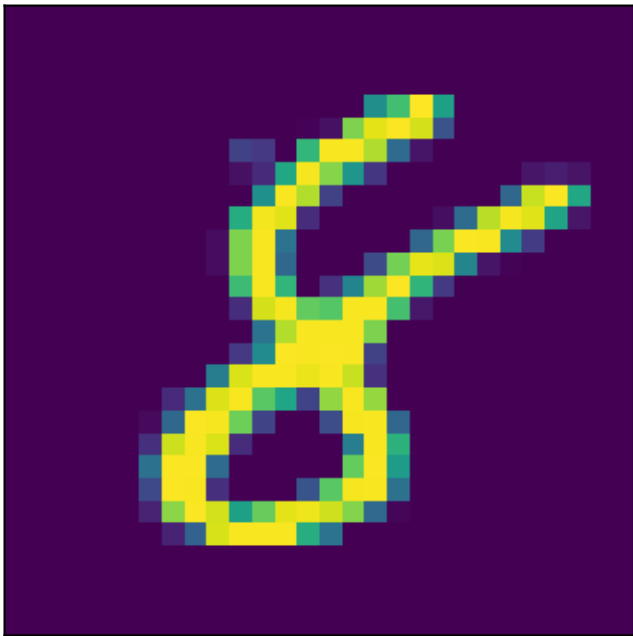
Image



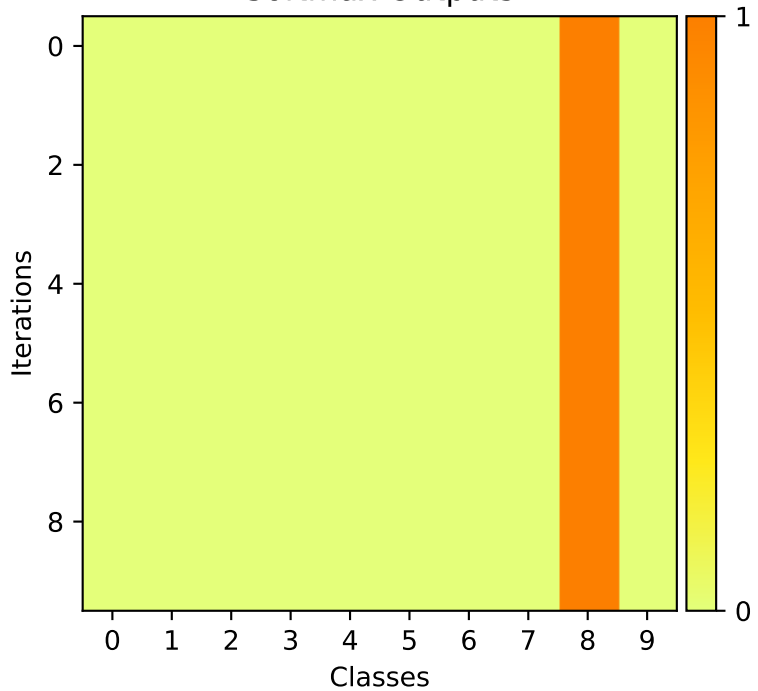
Softmax Outputs



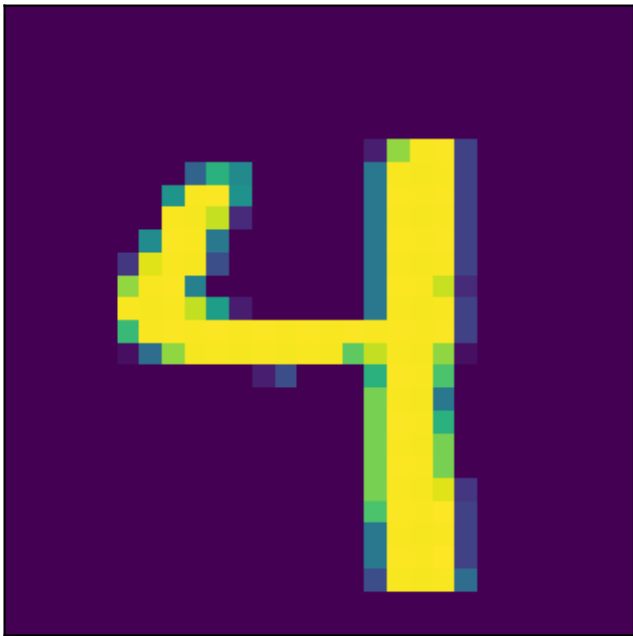
## Image



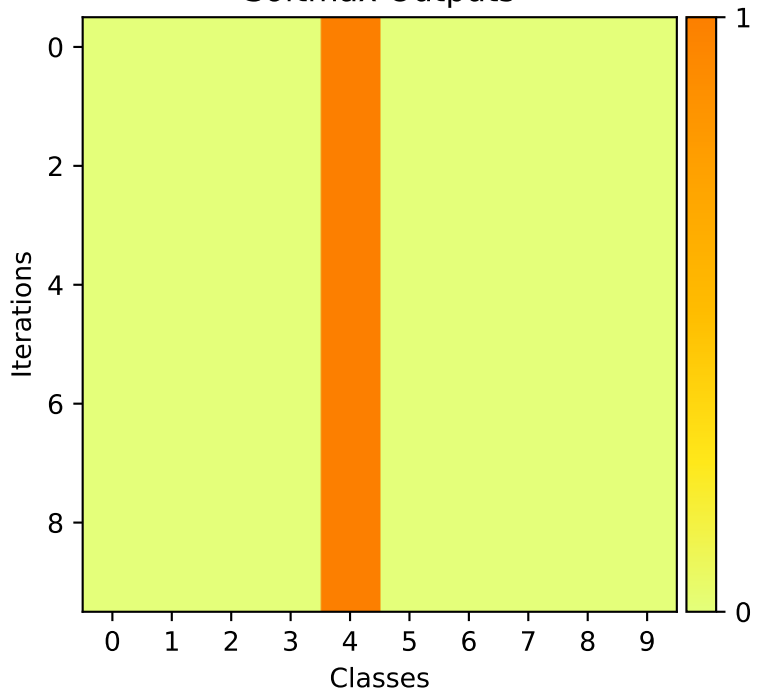
## Softmax Outputs



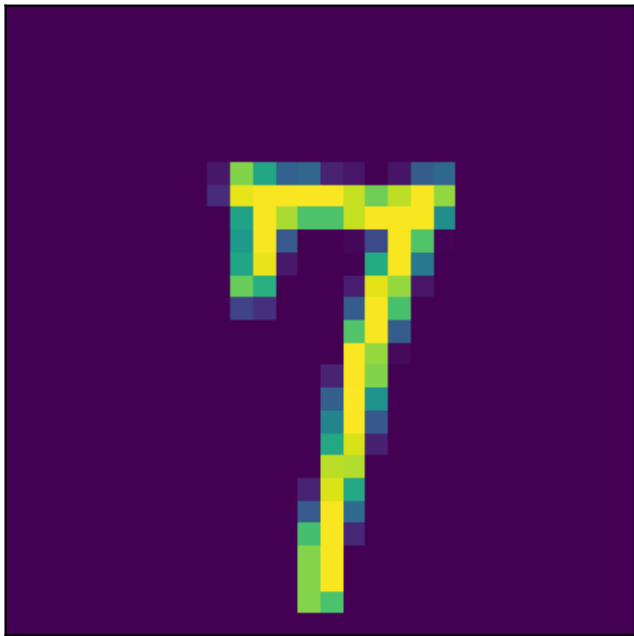
Image



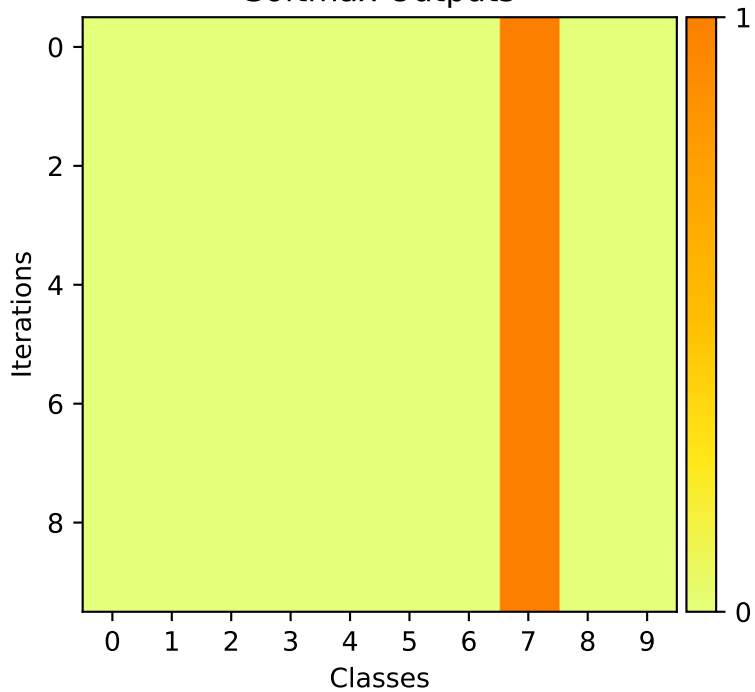
Softmax Outputs



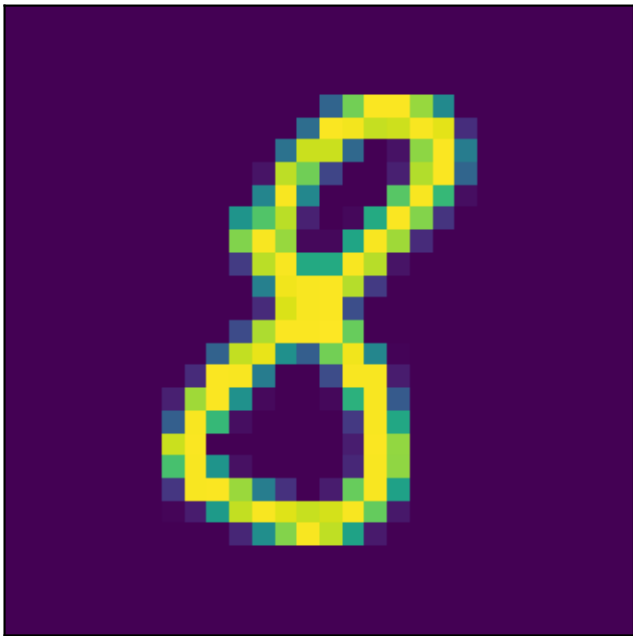
Image



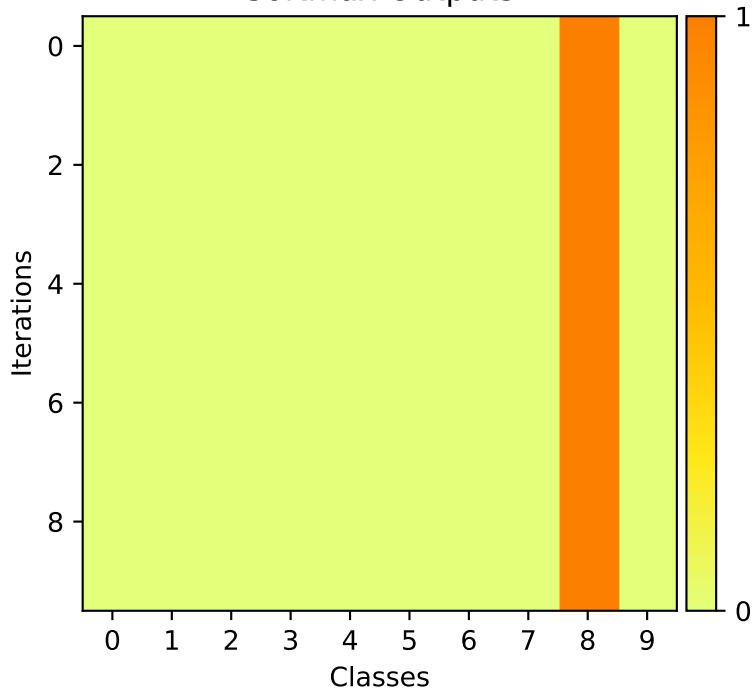
Softmax Outputs



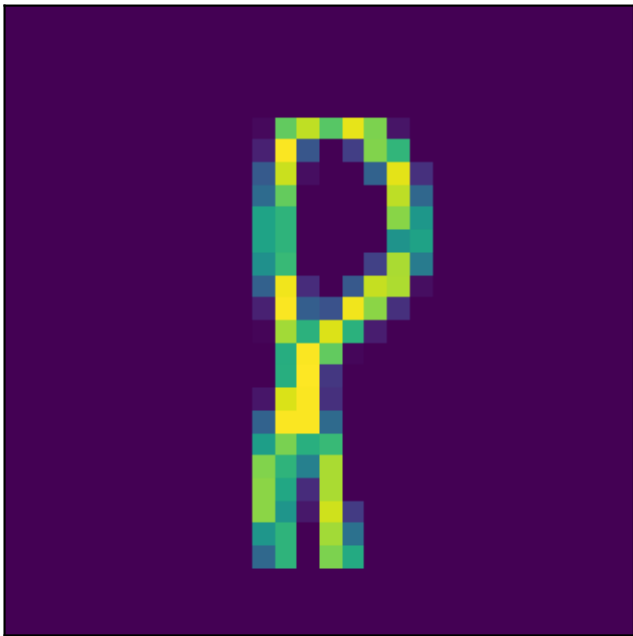
Image



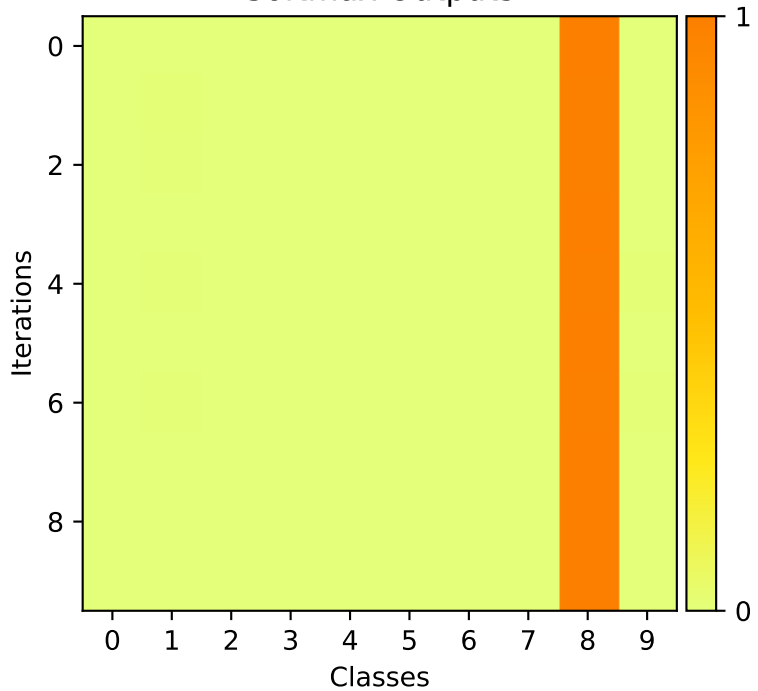
## Softmax Outputs



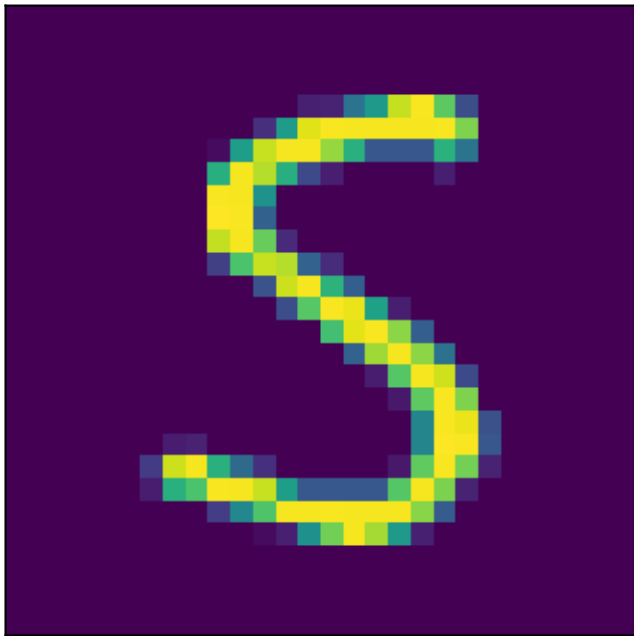
Image



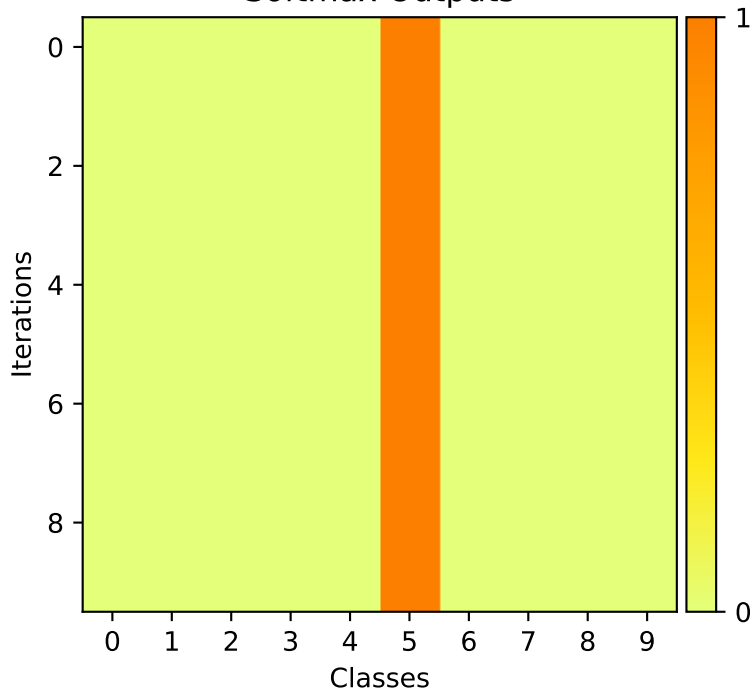
## Softmax Outputs



Image

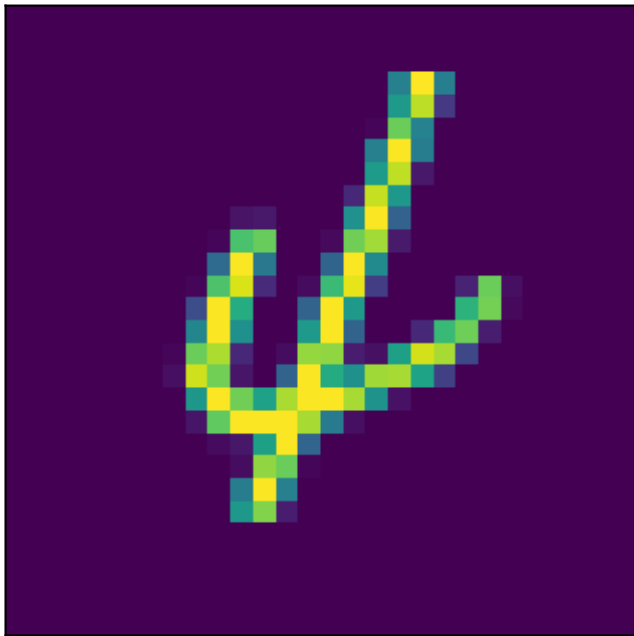


Softmax Outputs

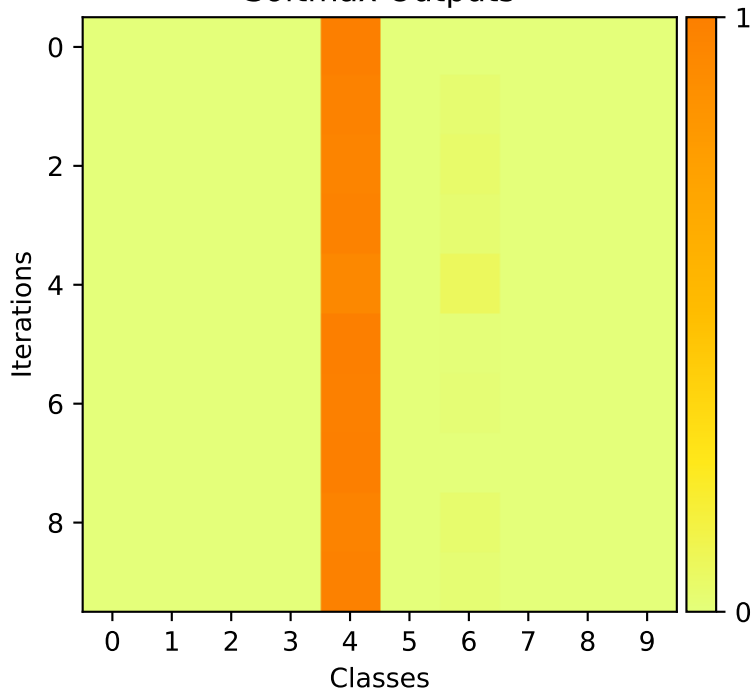




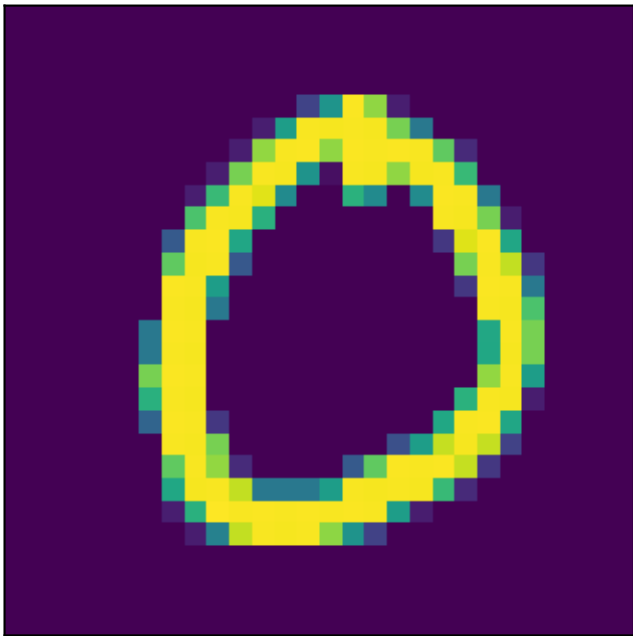
Image



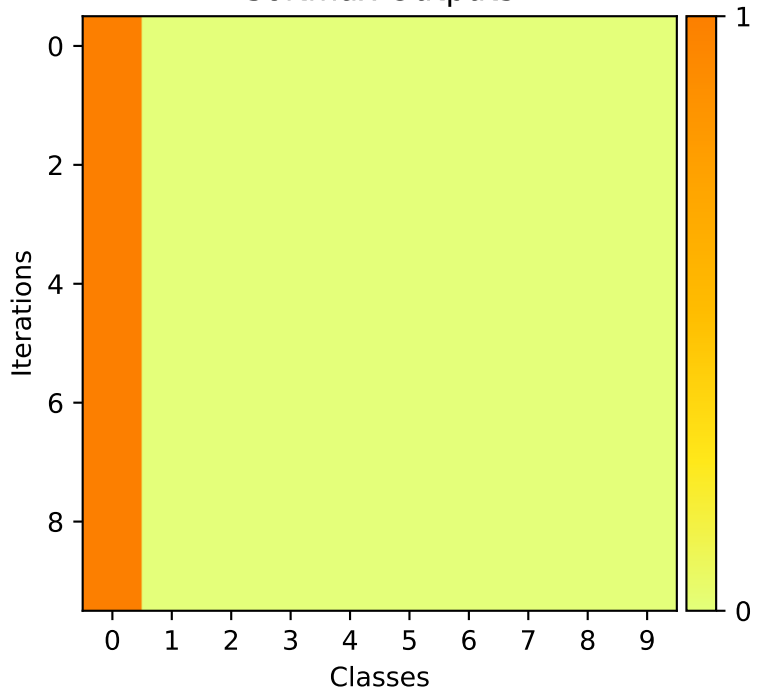
Softmax Outputs



# Image



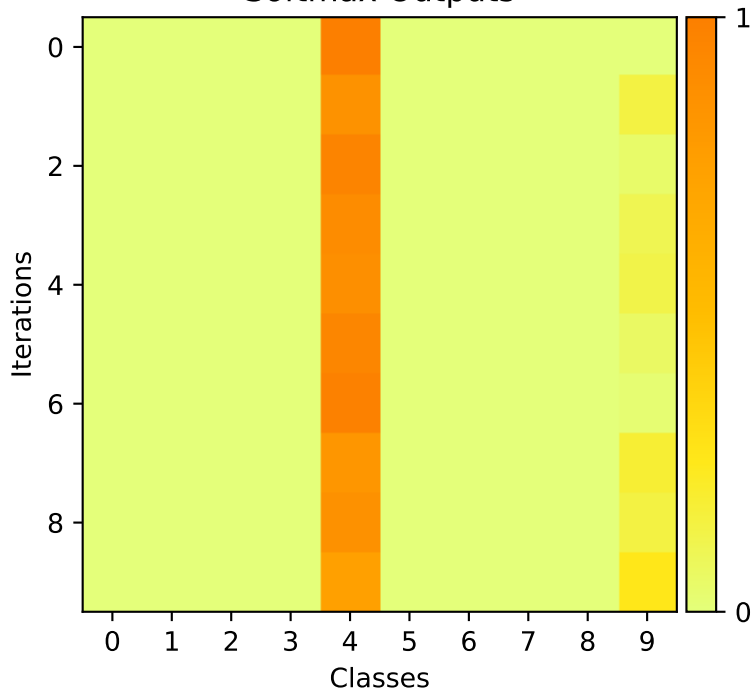
## Softmax Outputs



Image



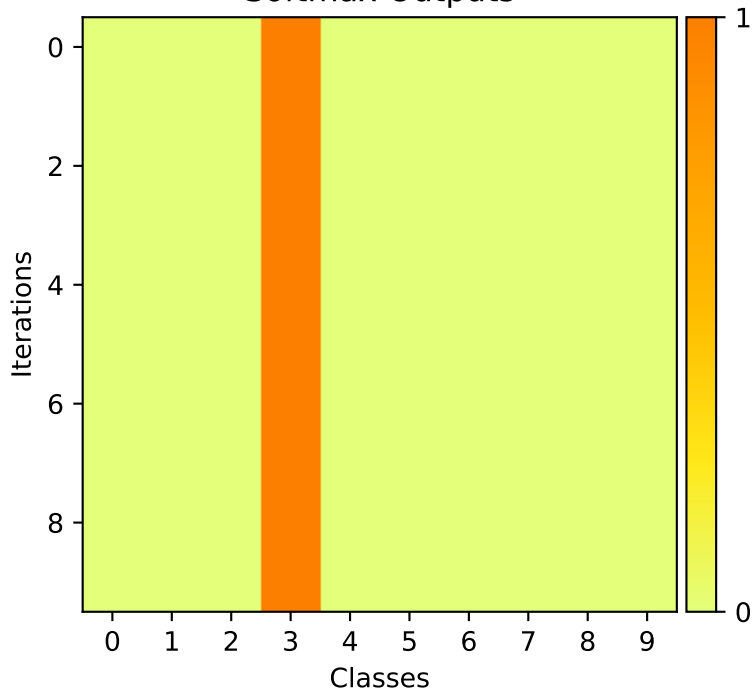
Softmax Outputs



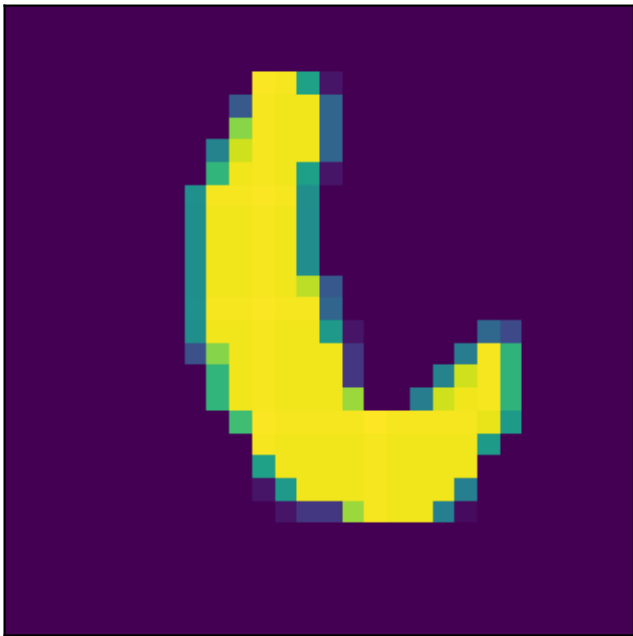
Image



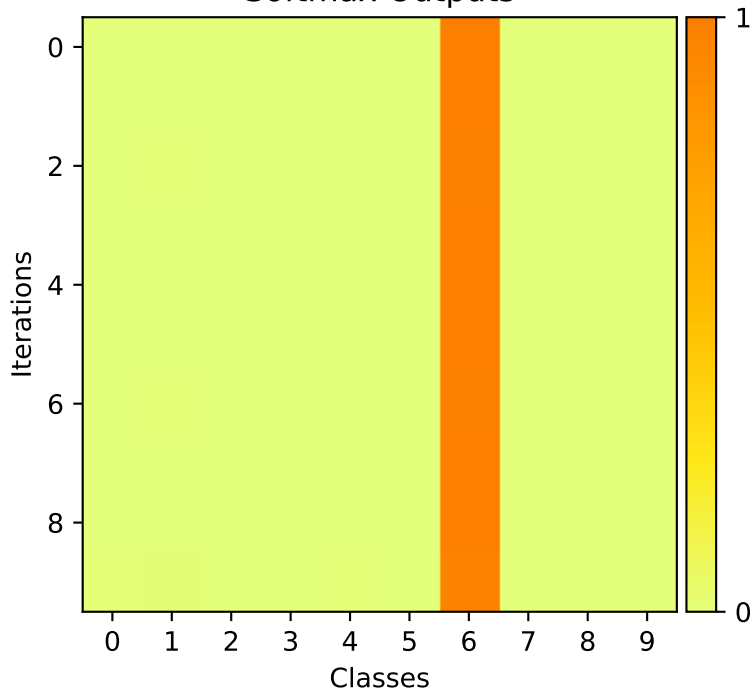
Softmax Outputs



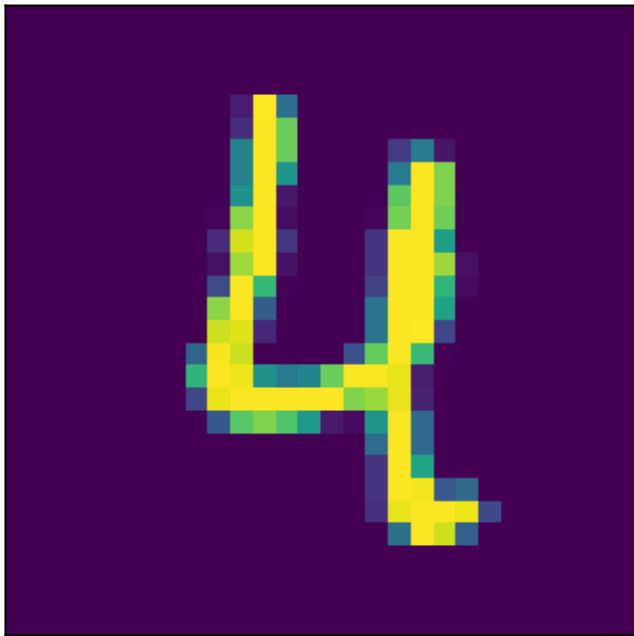
Image



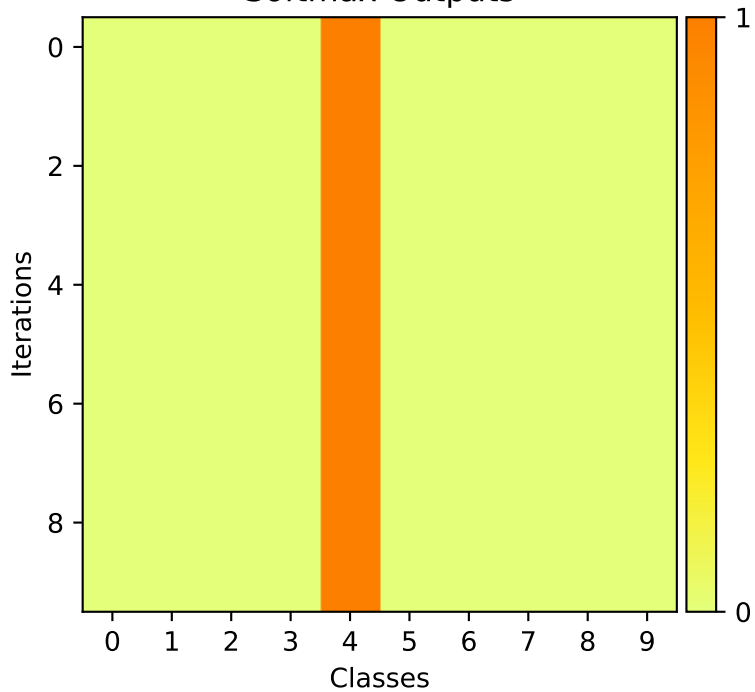
Softmax Outputs



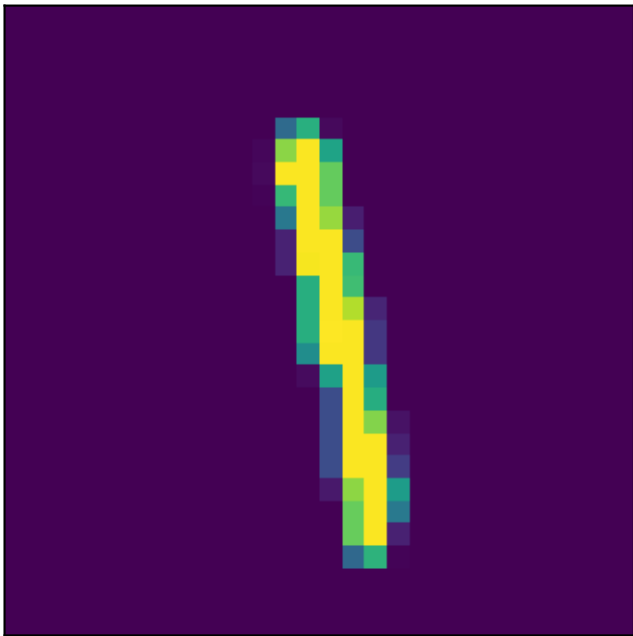
Image



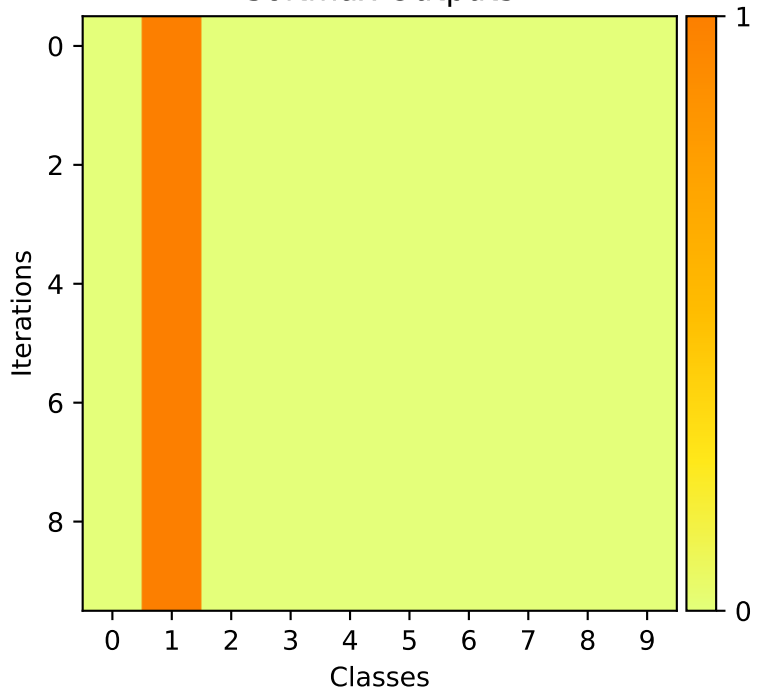
Softmax Outputs



## Image



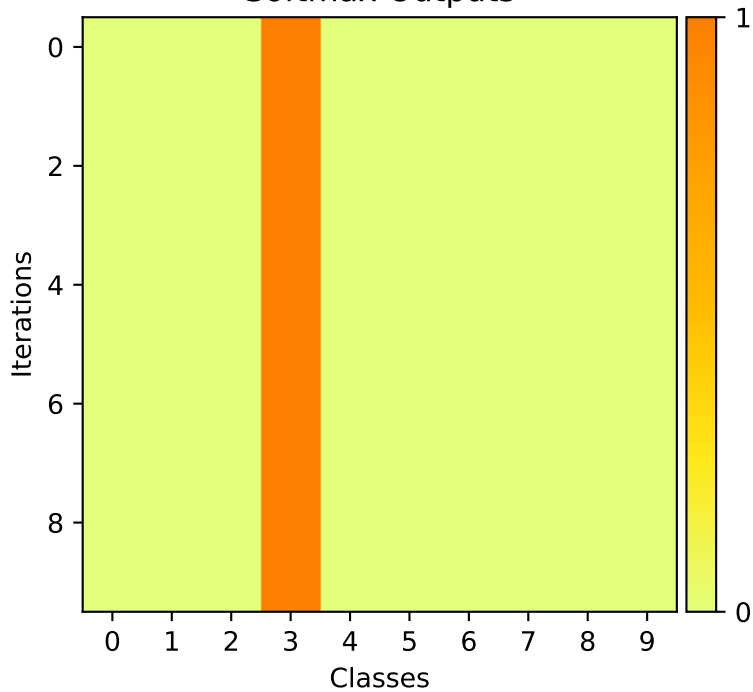
## Softmax Outputs



Image

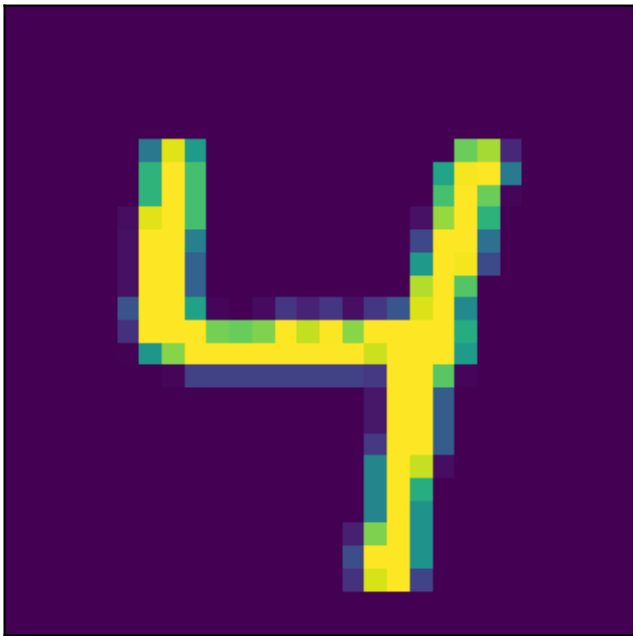


Softmax Outputs

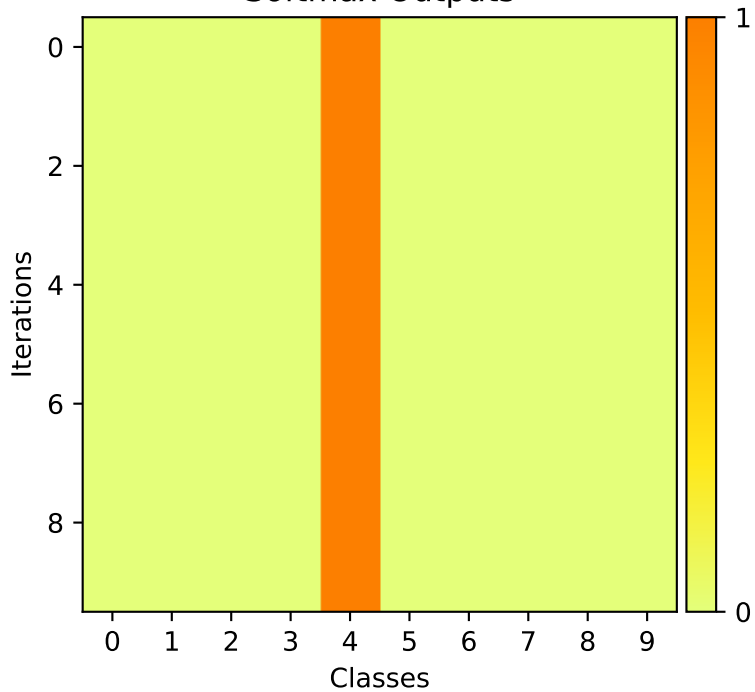




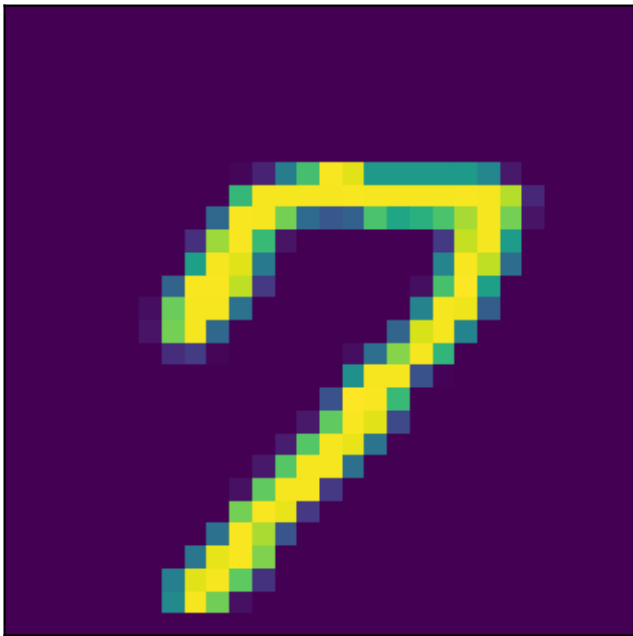
Image



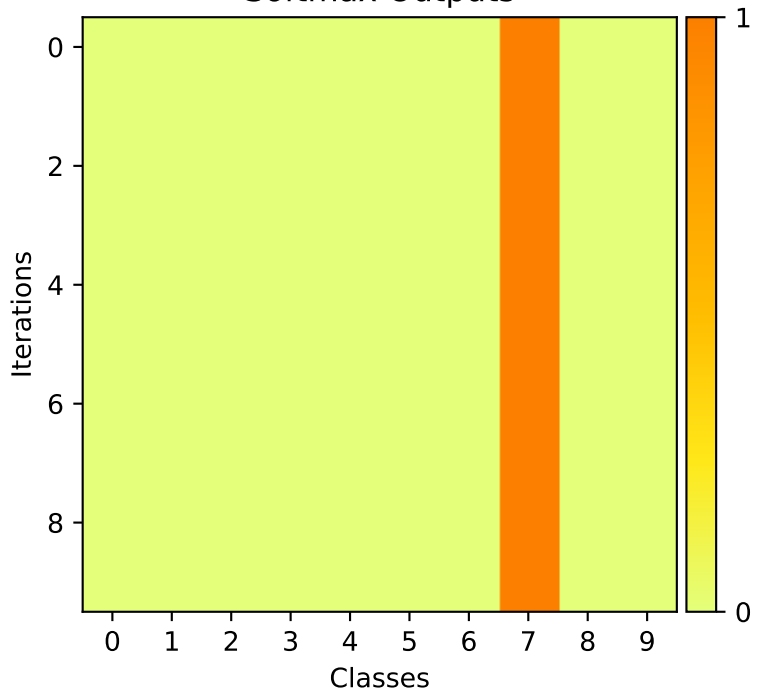
Softmax Outputs



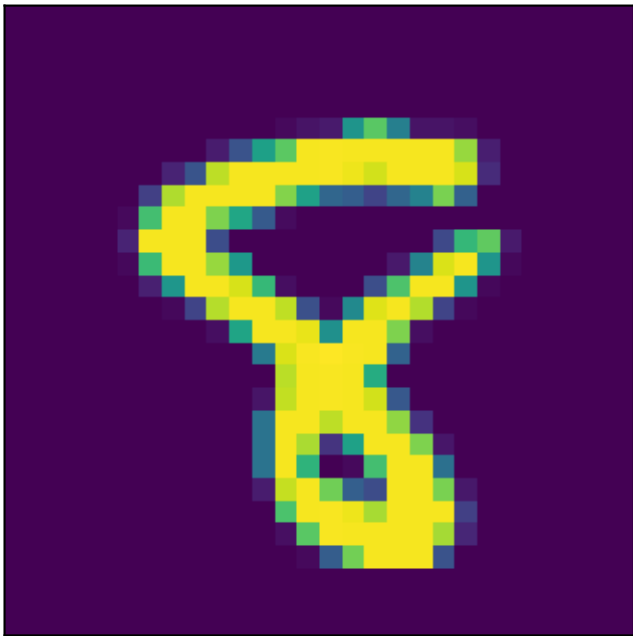
Image



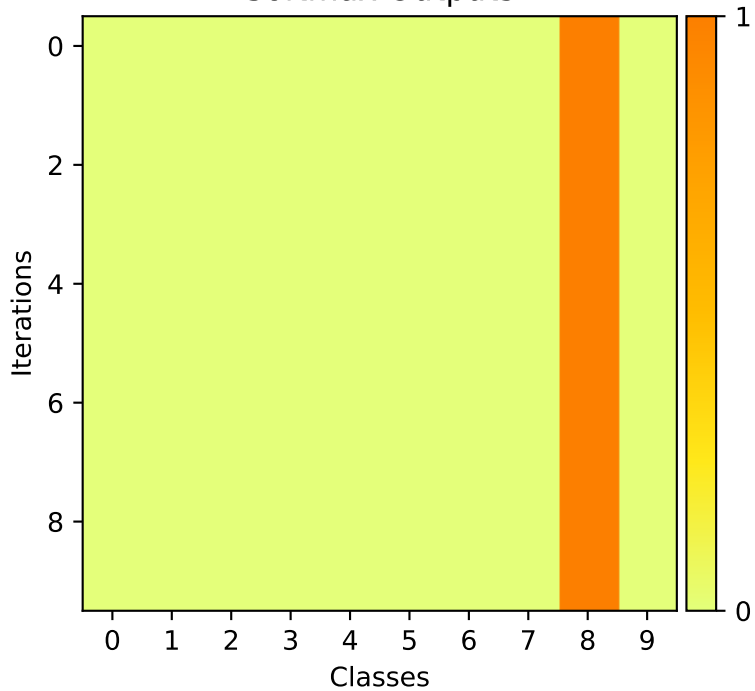
Softmax Outputs



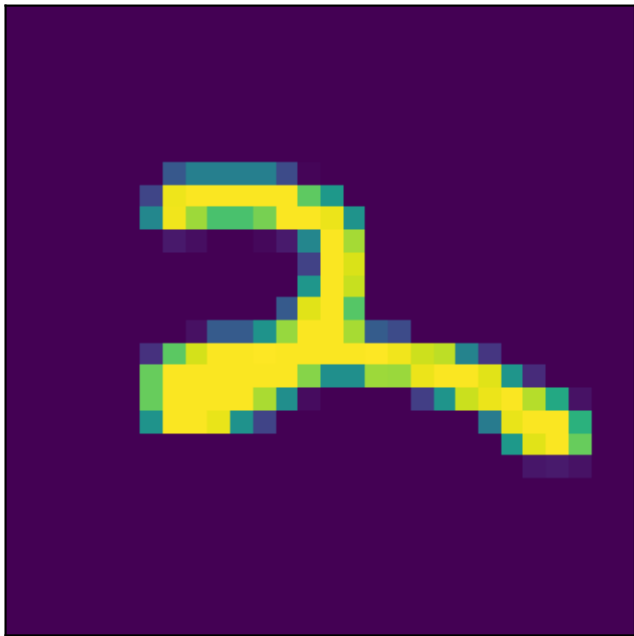
## Image



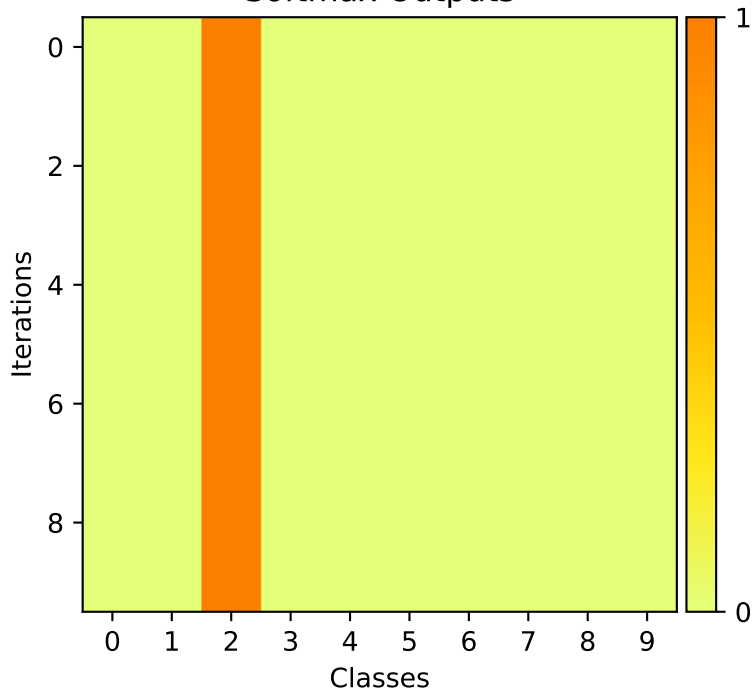
## Softmax Outputs



Image



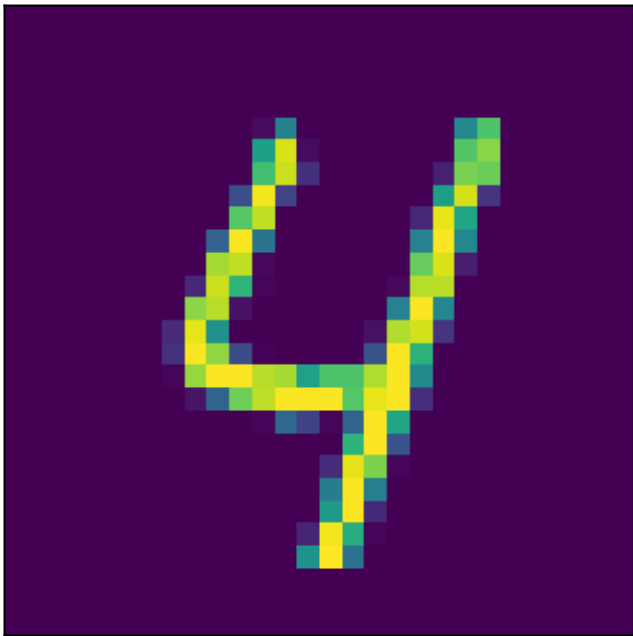
Softmax Outputs



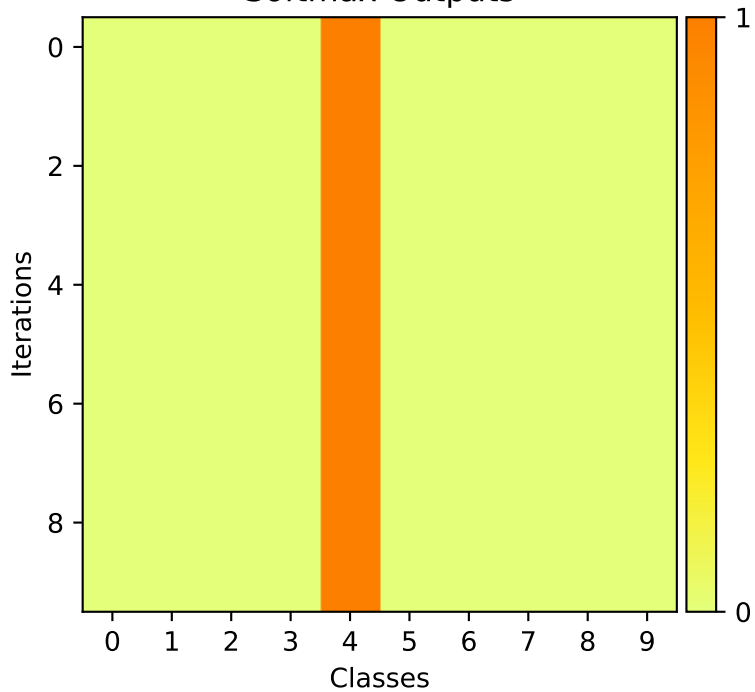
A pixelated, low-resolution graphic of a yellow and green figure, possibly a stylized letter 'S' or a creature, set against a dark purple background. The figure is composed of small squares in shades of yellow, light green, and dark green. It has a horizontal base with a small protrusion on the left, and a long, curved tail that extends upwards and to the right, ending in a small, rounded tip. The overall style is reminiscent of early computer graphics or video game sprites.

Heatmap visualization showing the evolution of the probability of each class being the predicted class over 10 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 2 consistently shows a high probability (dark orange) across all iterations, while other classes show low probability (light yellow).

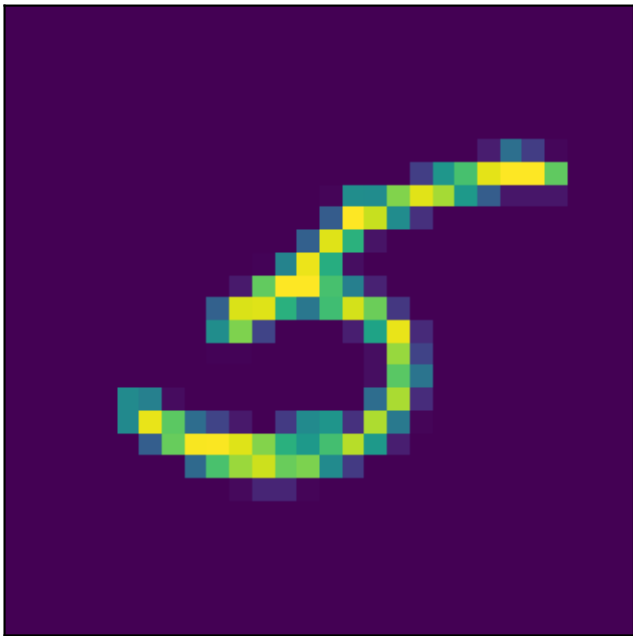
Image



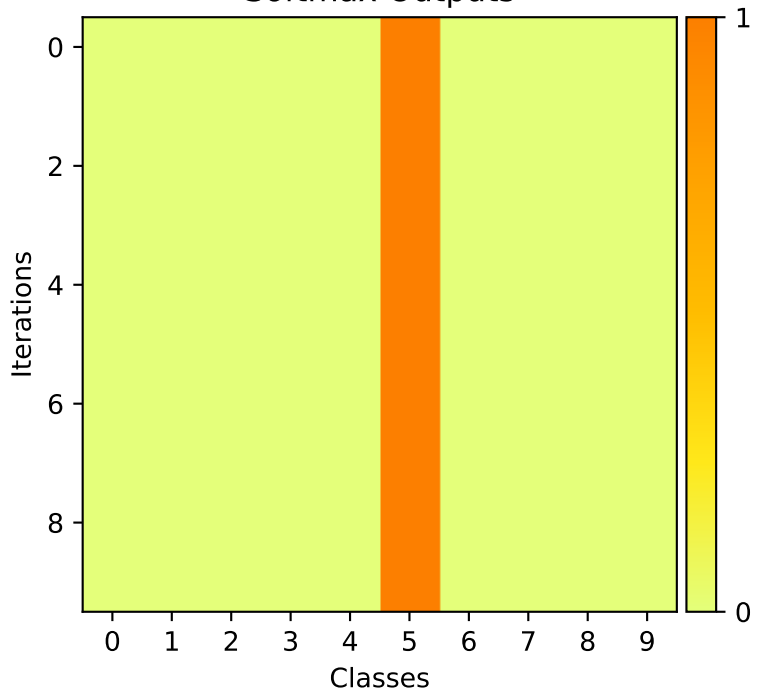
Softmax Outputs



Image



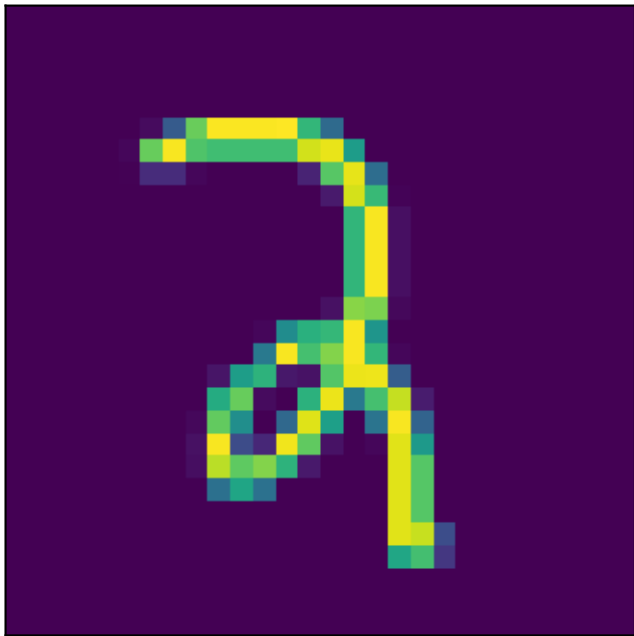
Softmax Outputs



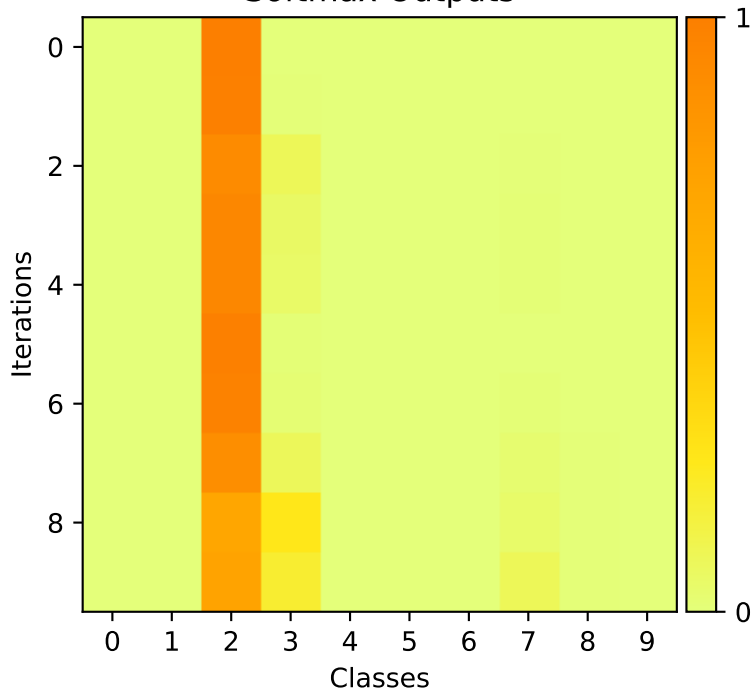
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall appearance is reminiscent of a digital glitch or a low-quality scan of a logo.



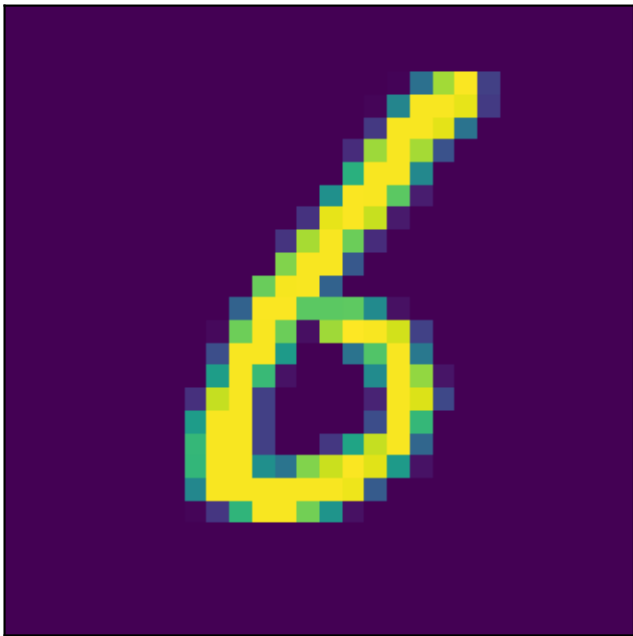
Image



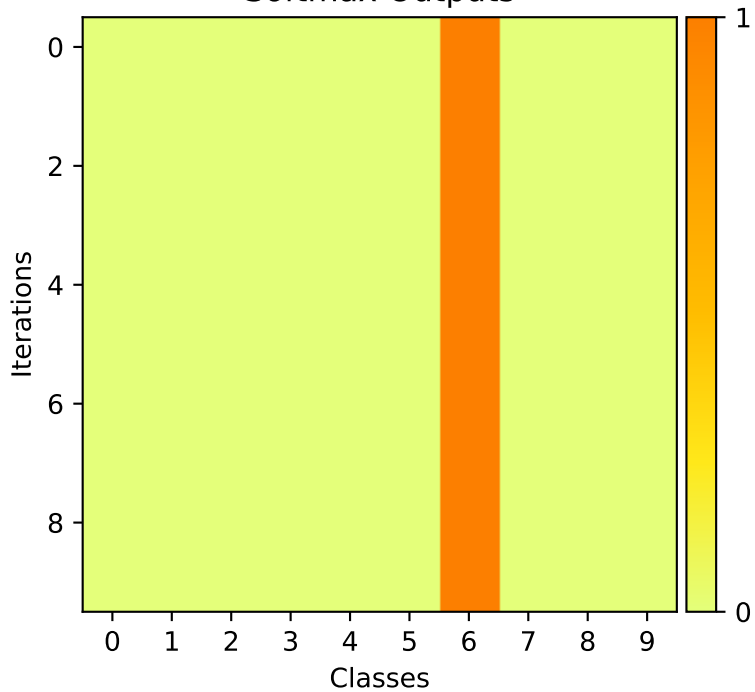
Softmax Outputs



Image



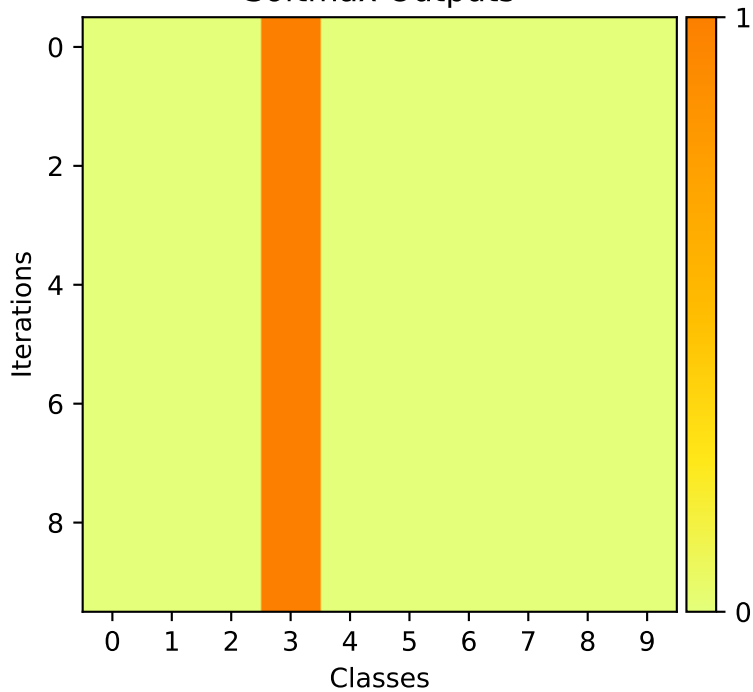
Softmax Outputs



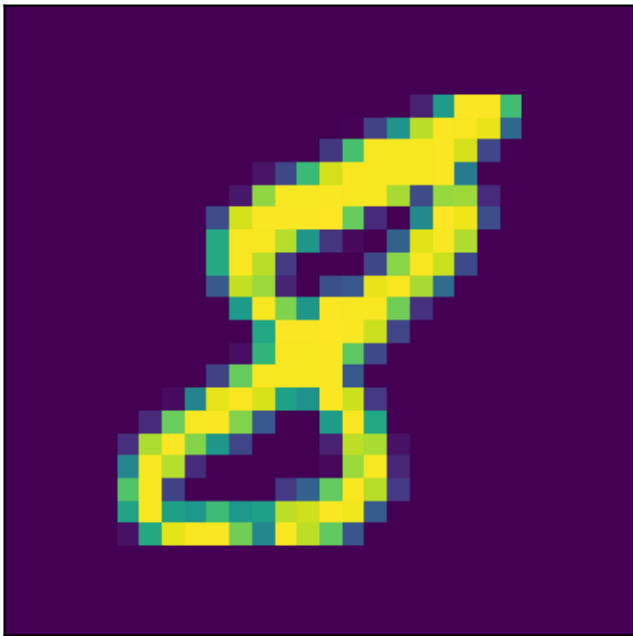
Image



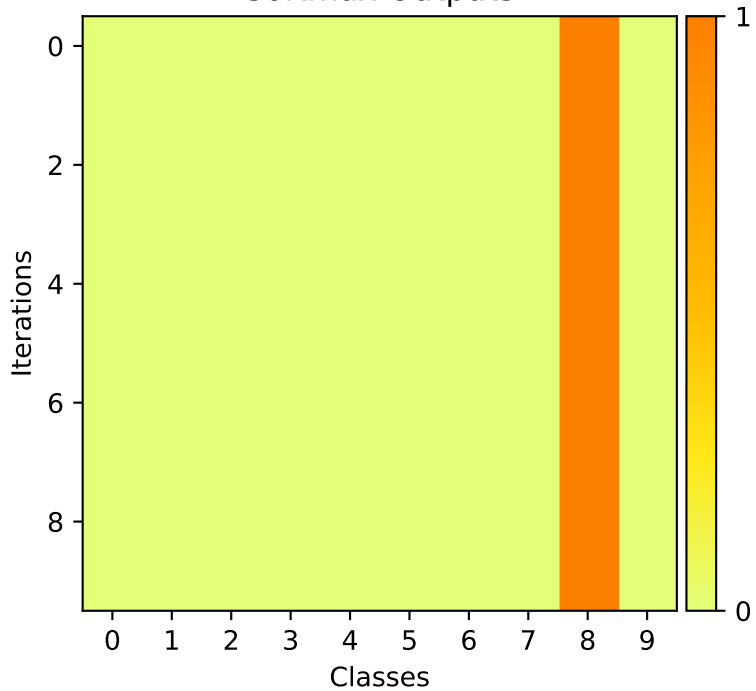
Softmax Outputs



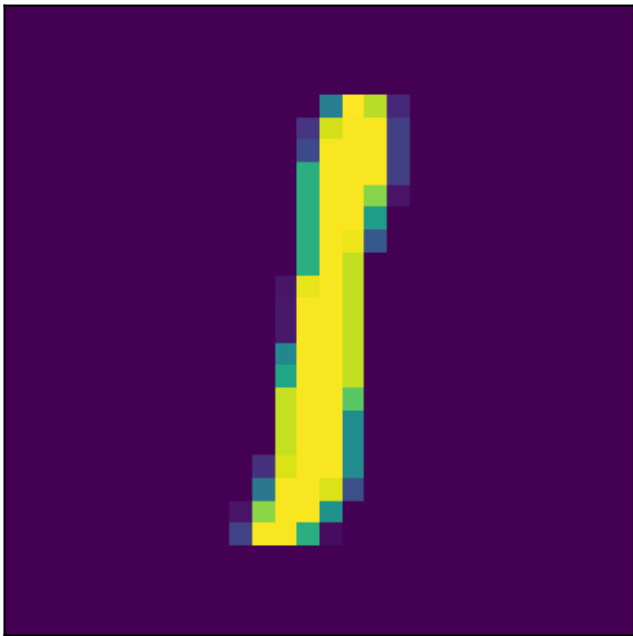
Image



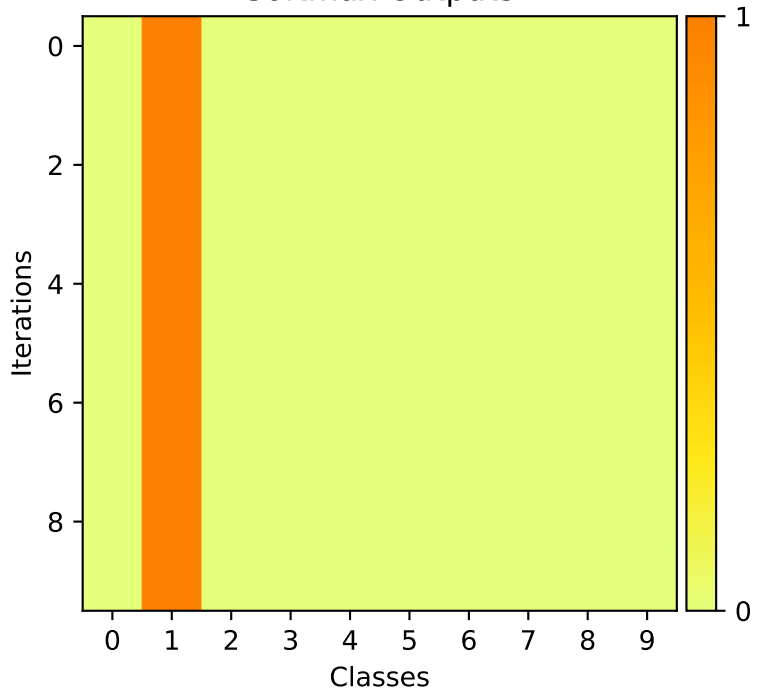
## Softmax Outputs



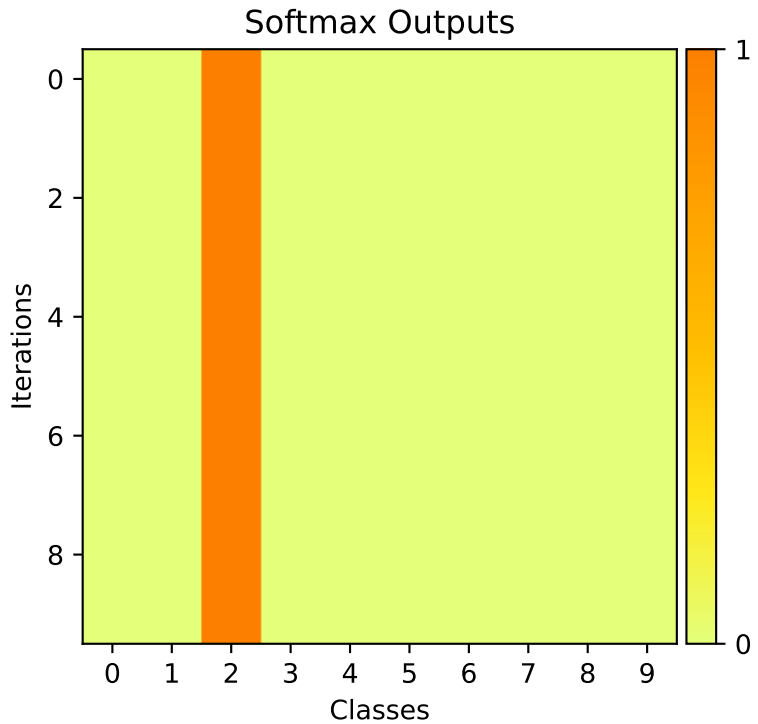
Image



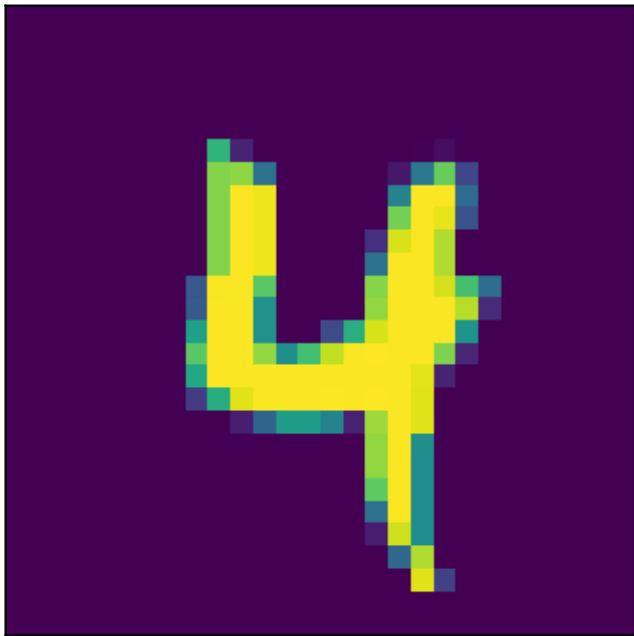
## Softmax Outputs



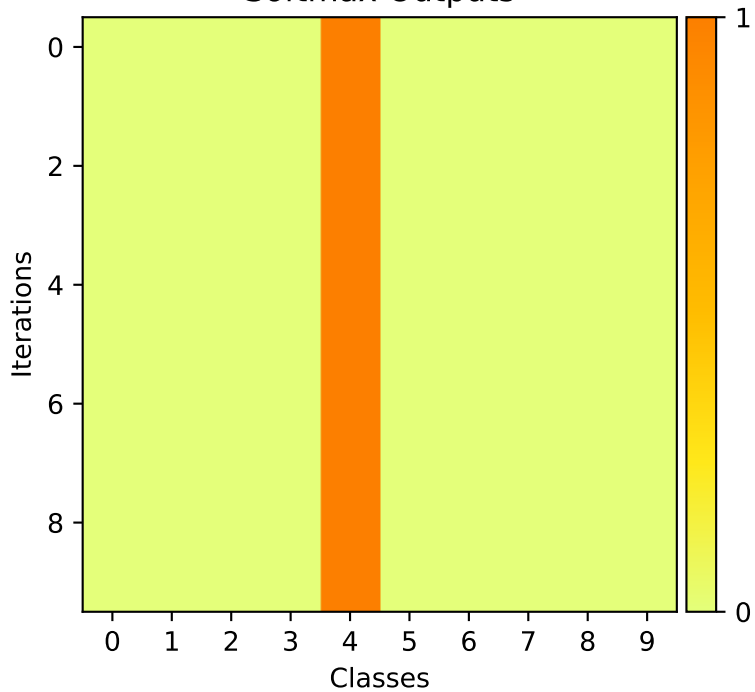
A pixelated yellow number 2 is centered on a purple background. The number is composed of yellow pixels, with some blue and green pixels scattered around it, possibly representing a stylized or noisy version of the digit.



Image



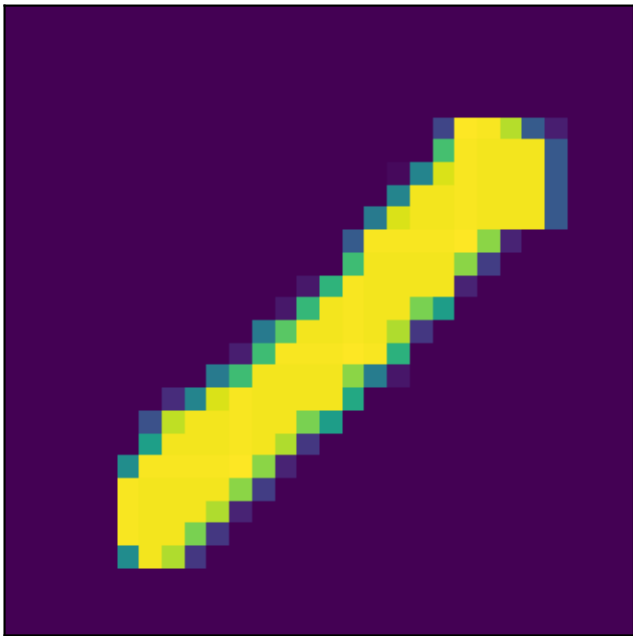
Softmax Outputs



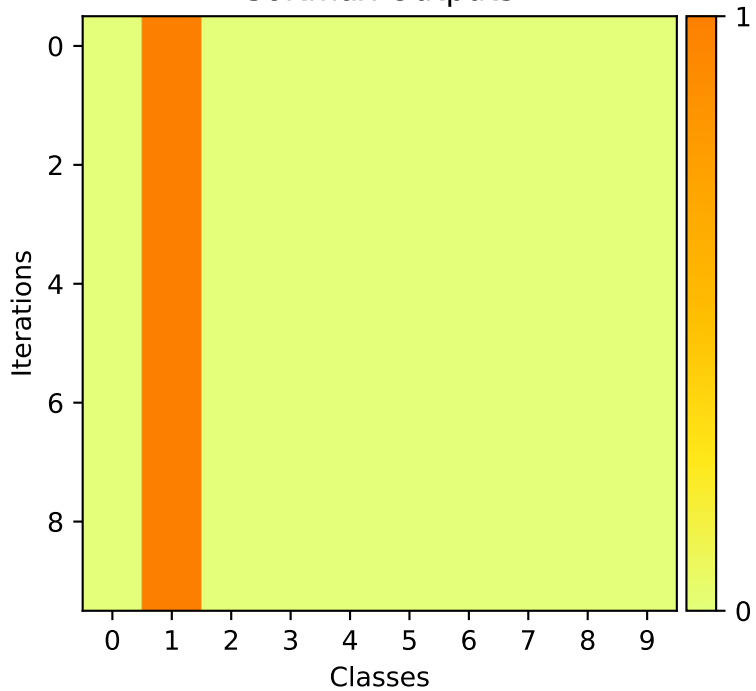




Image



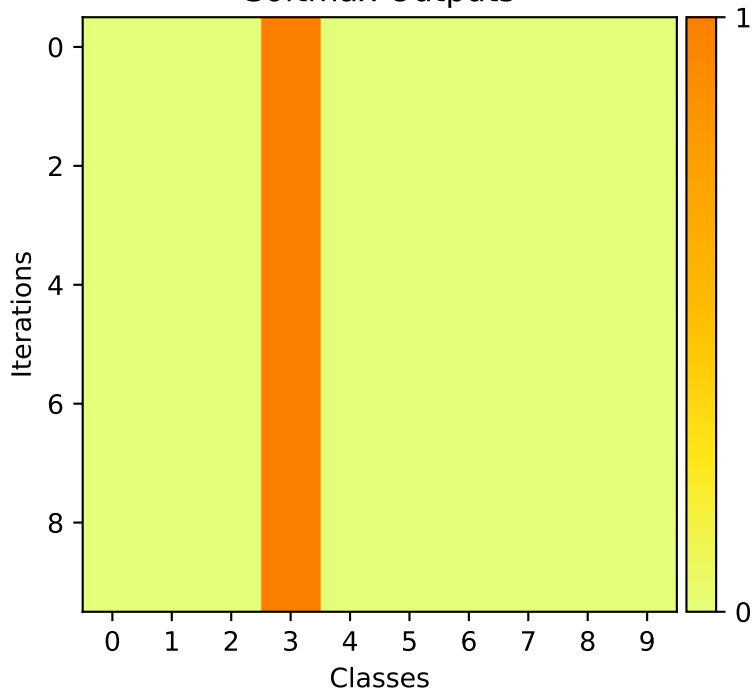
## Softmax Outputs



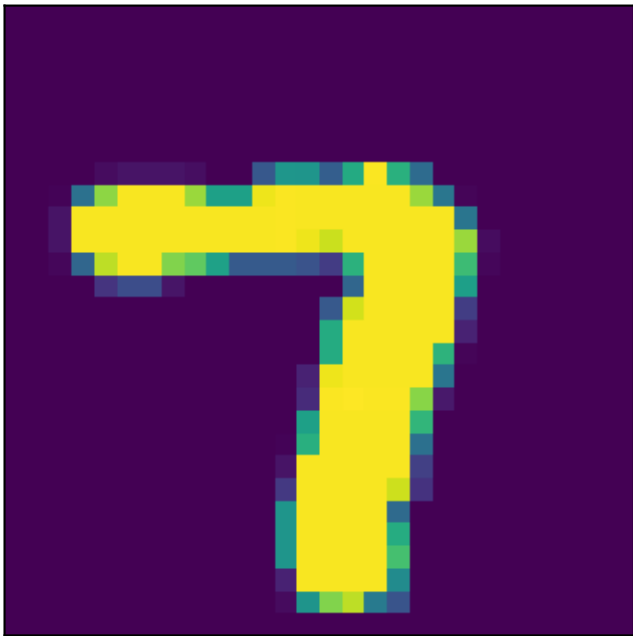
Image



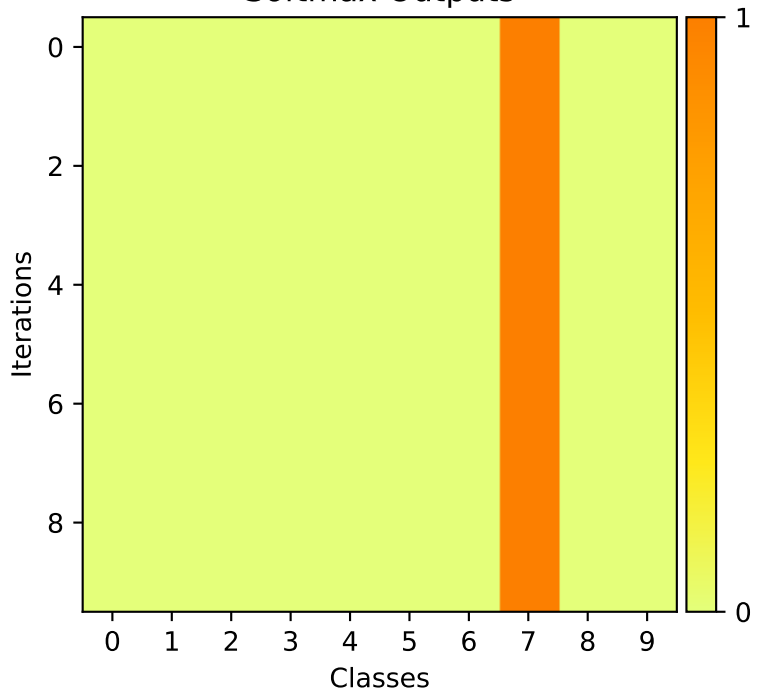
Softmax Outputs



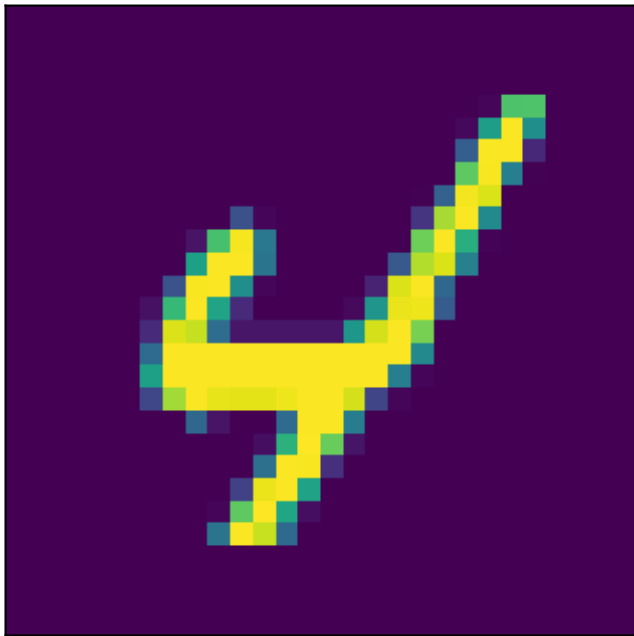
Image



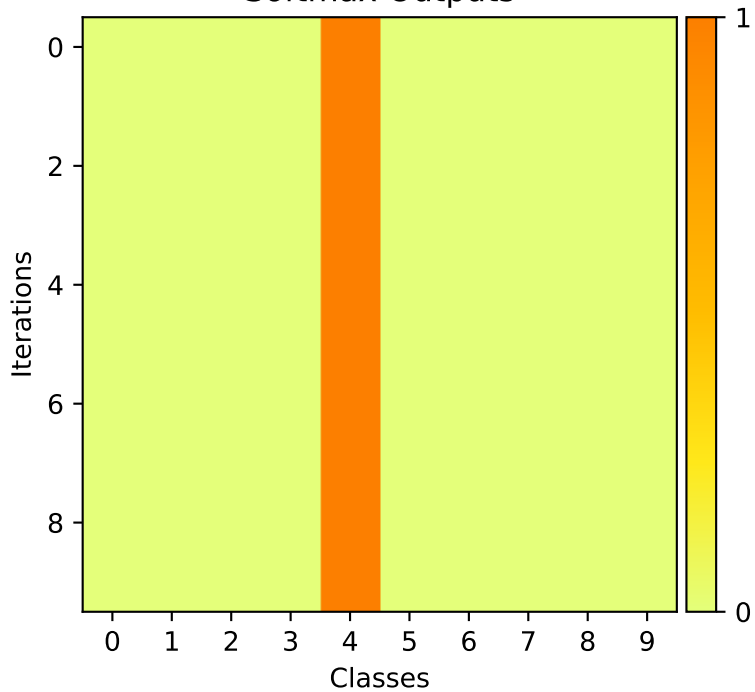
Softmax Outputs



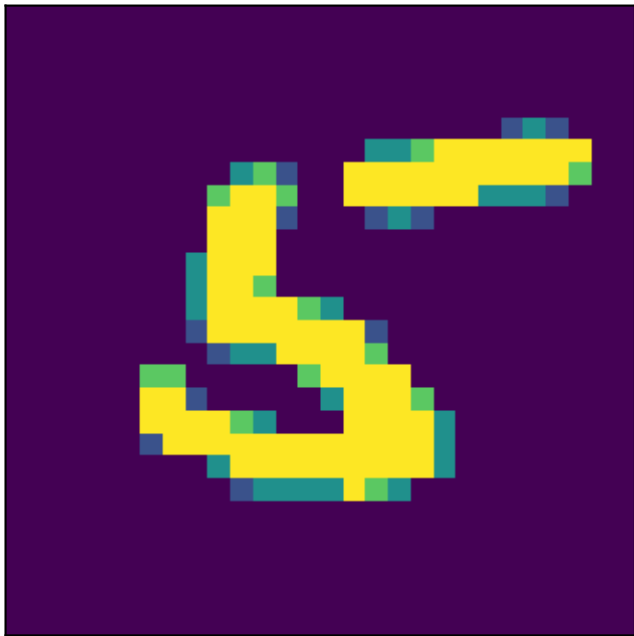
Image



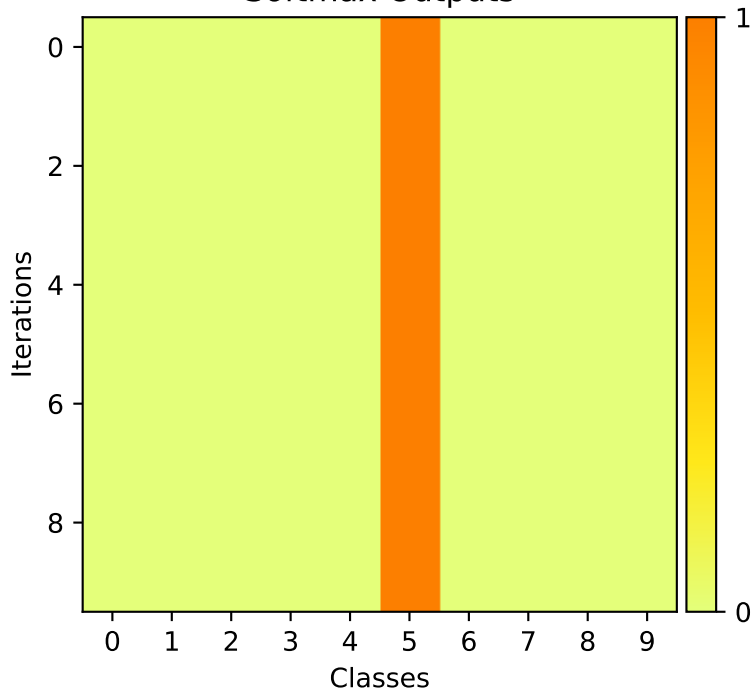
Softmax Outputs



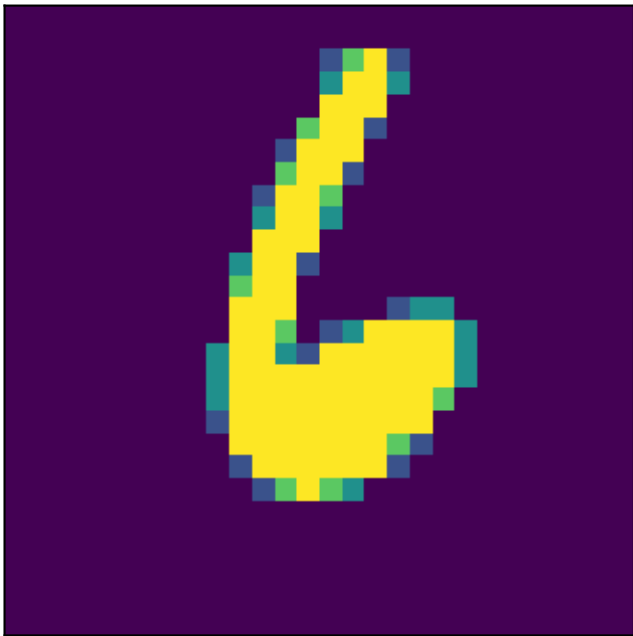
Image



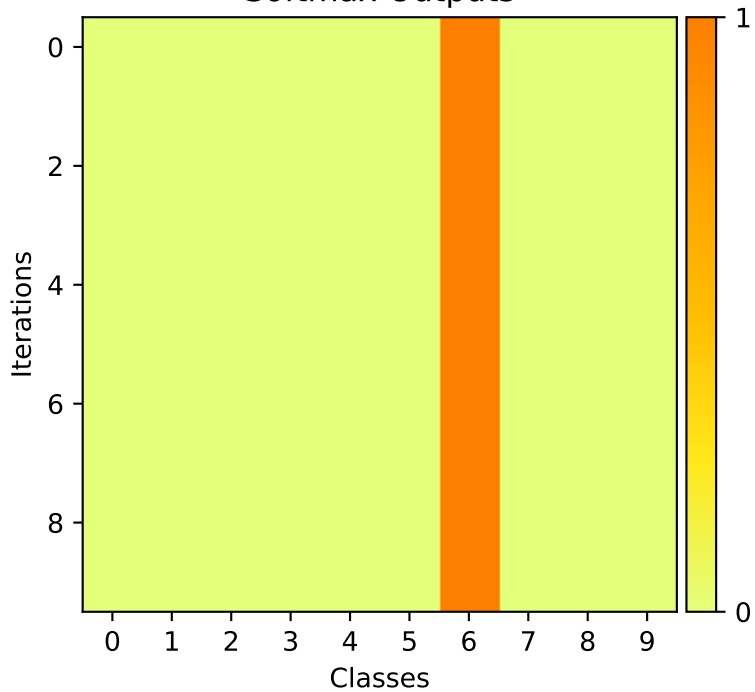
Softmax Outputs



Image



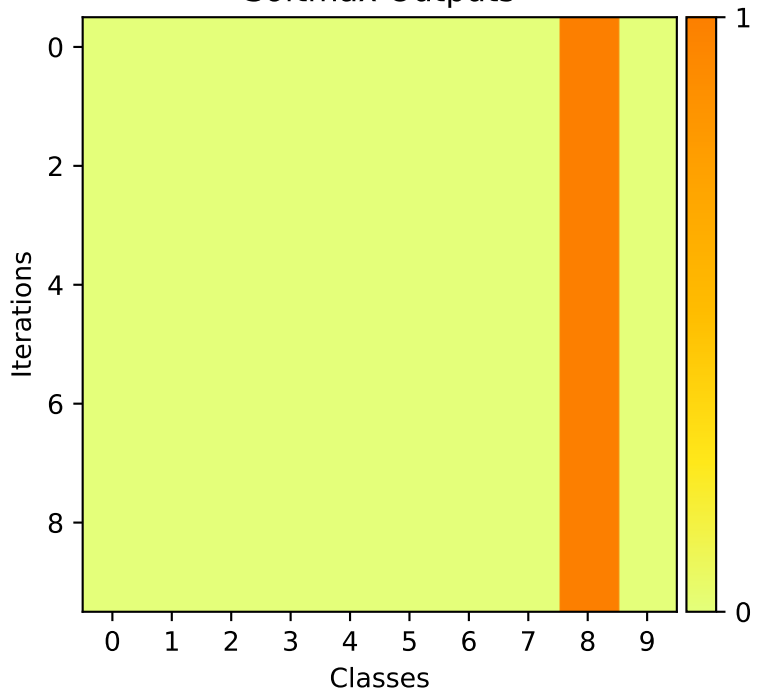
Softmax Outputs



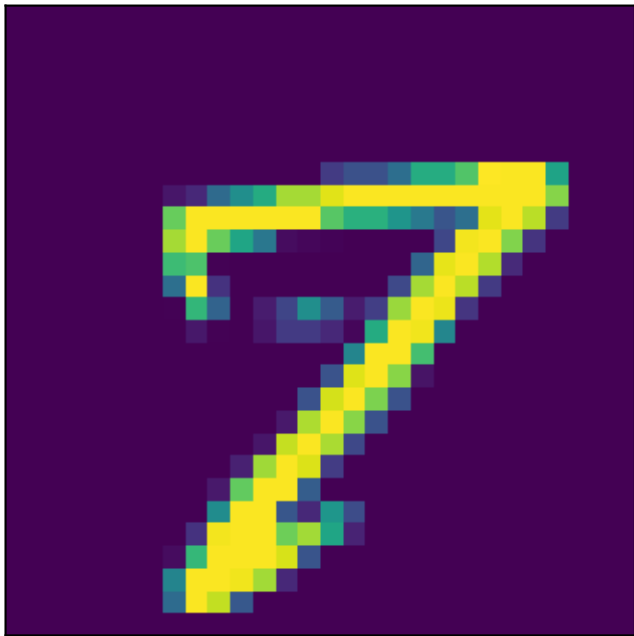
Image



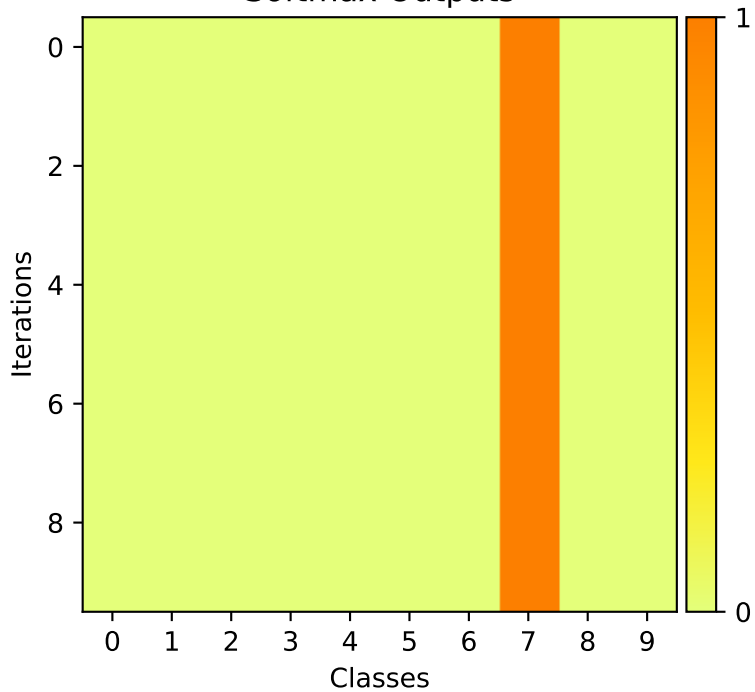
## Softmax Outputs



Image

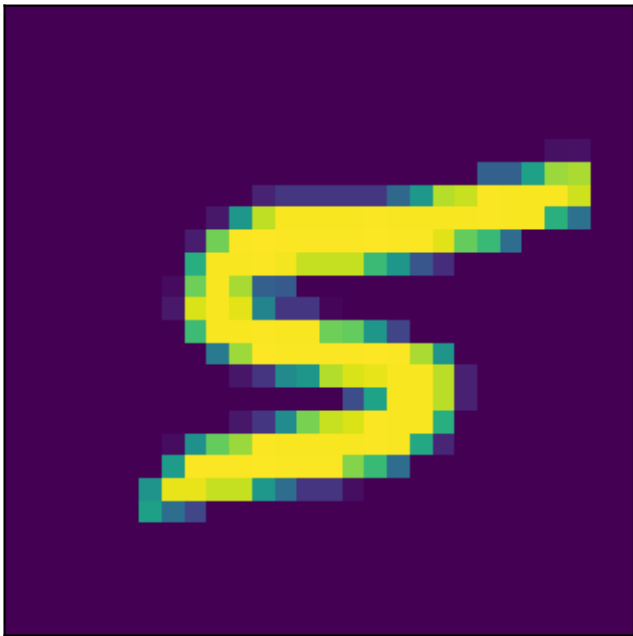


Softmax Outputs

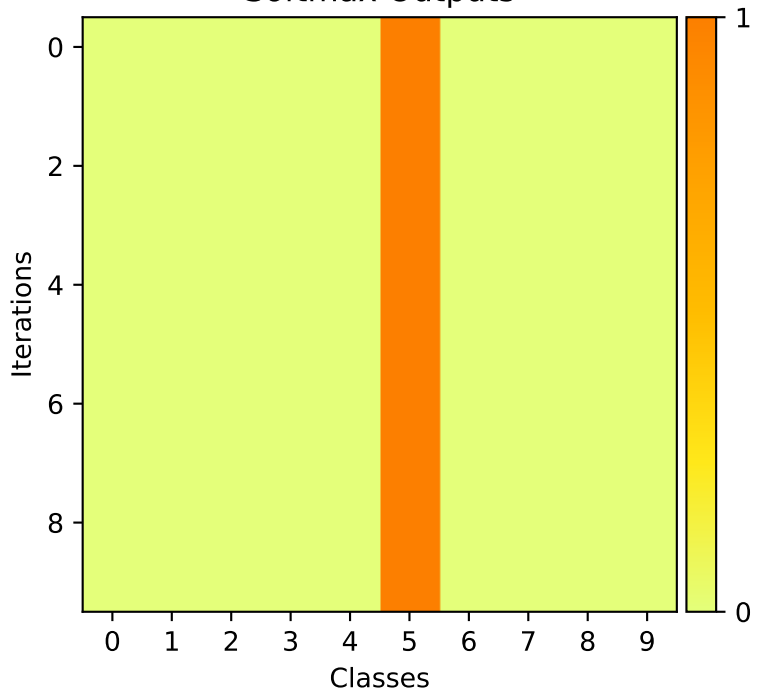




Image



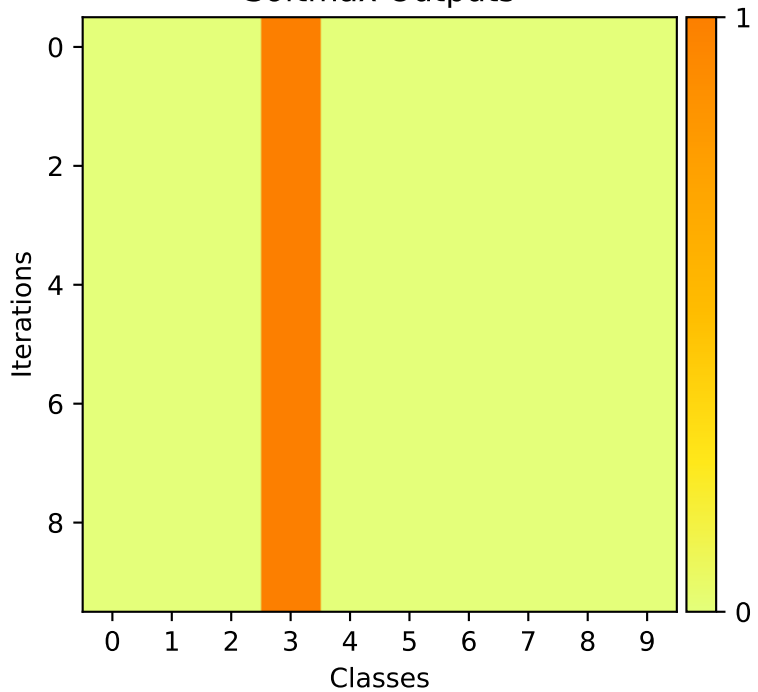
Softmax Outputs



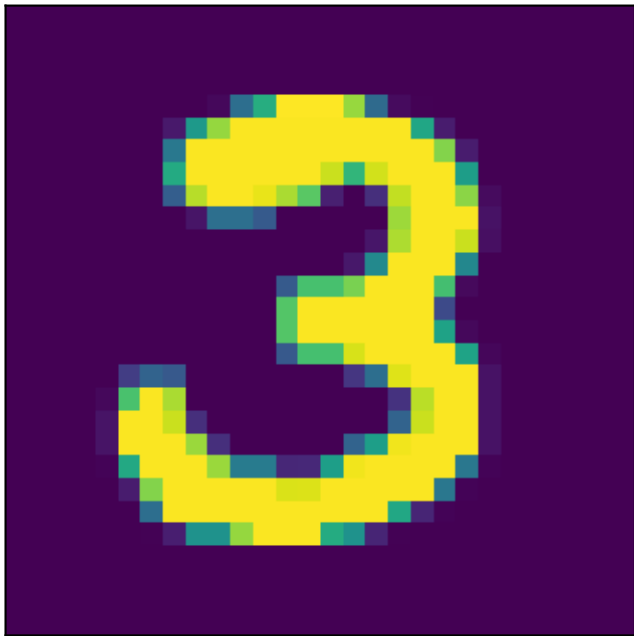
Image



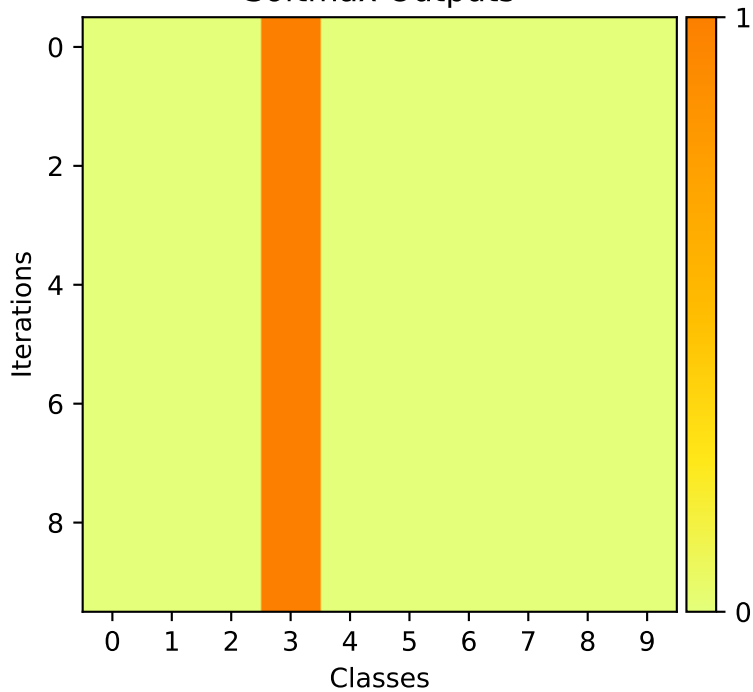
Softmax Outputs



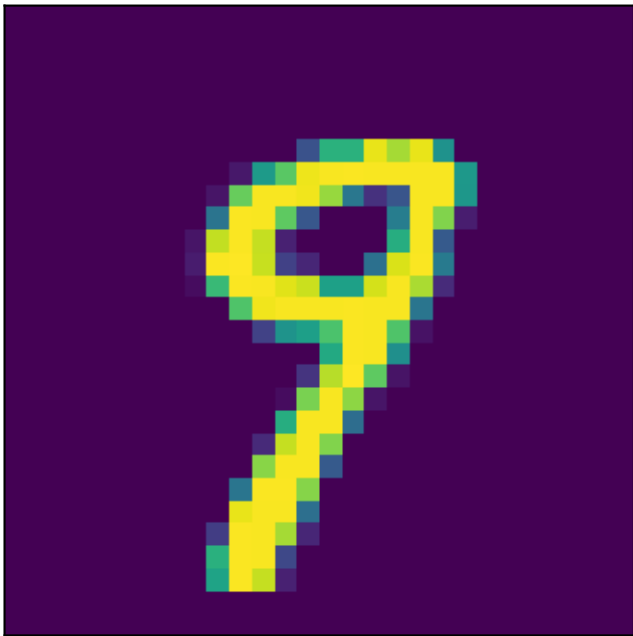
Image



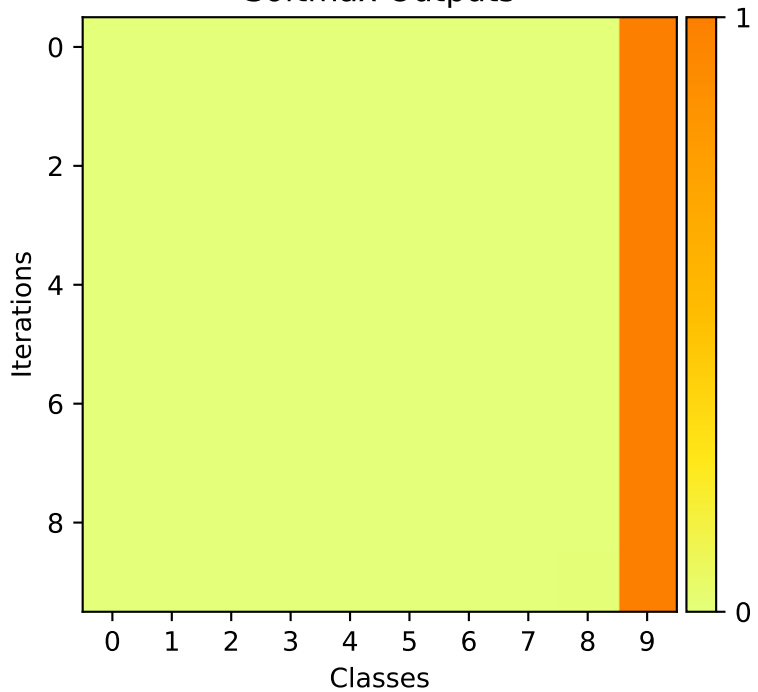
Softmax Outputs



Image



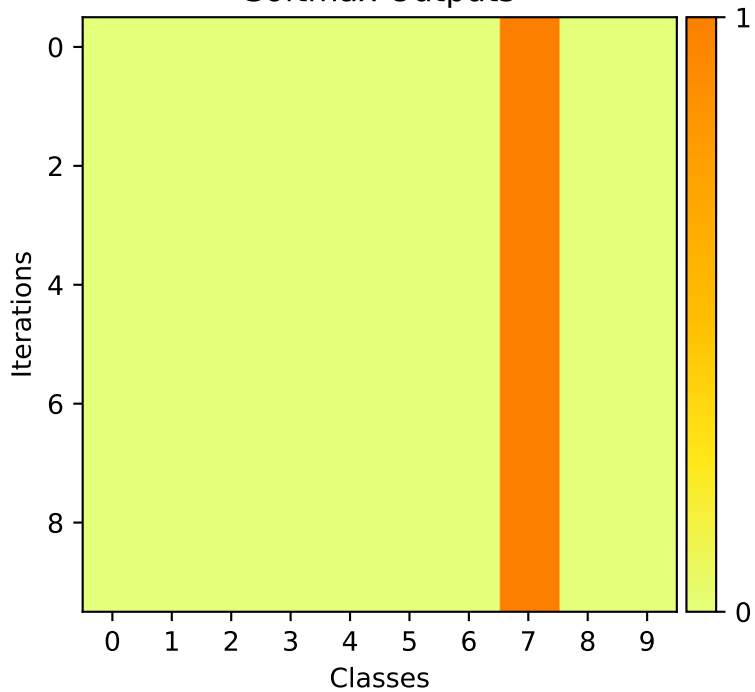
## Softmax Outputs



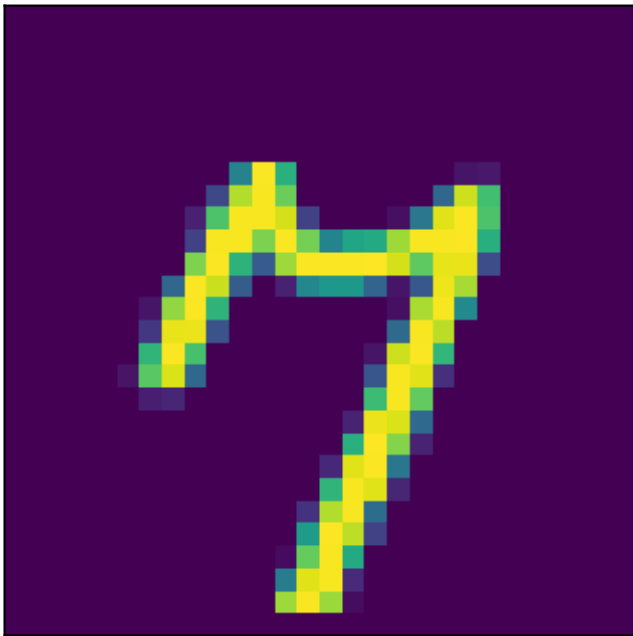
Image



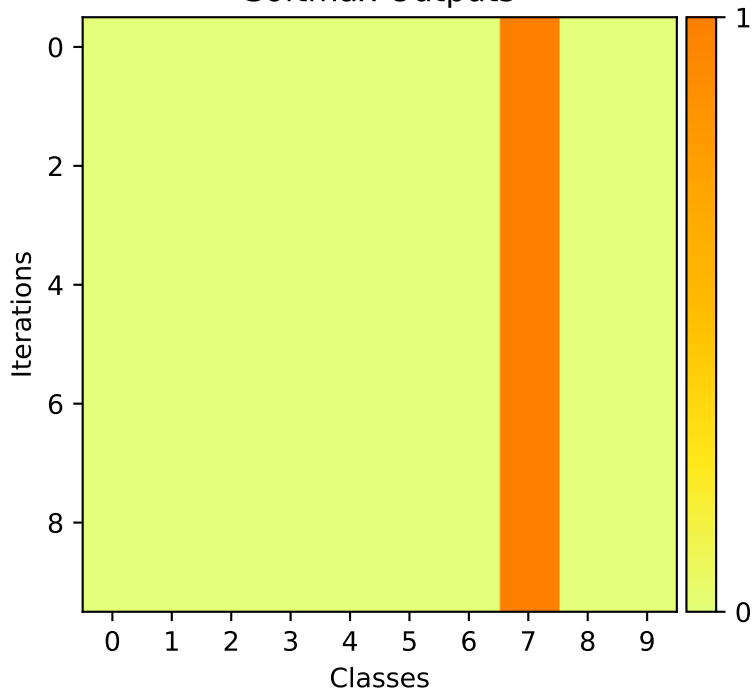
Softmax Outputs



Image

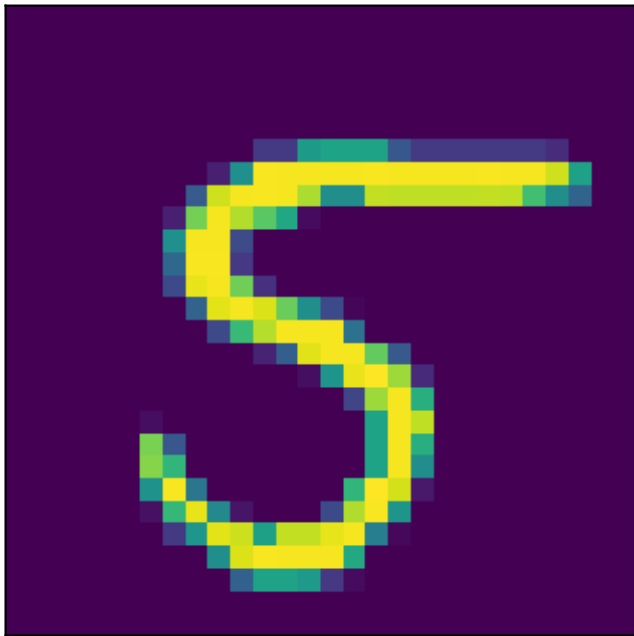


Softmax Outputs

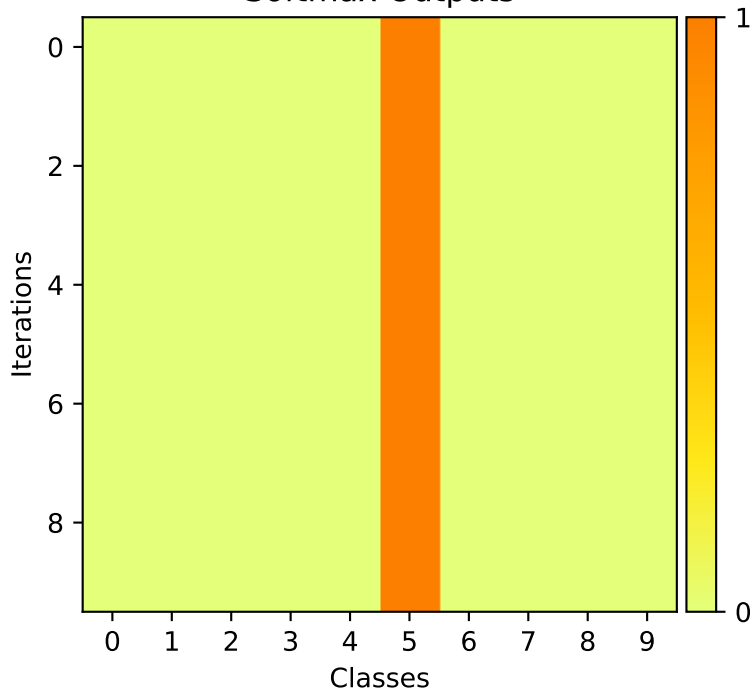


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some darker yellow and light blue/purple pixels at the edges, giving it a slightly blurred or dithered appearance. The background is a solid, deep purple.

Image

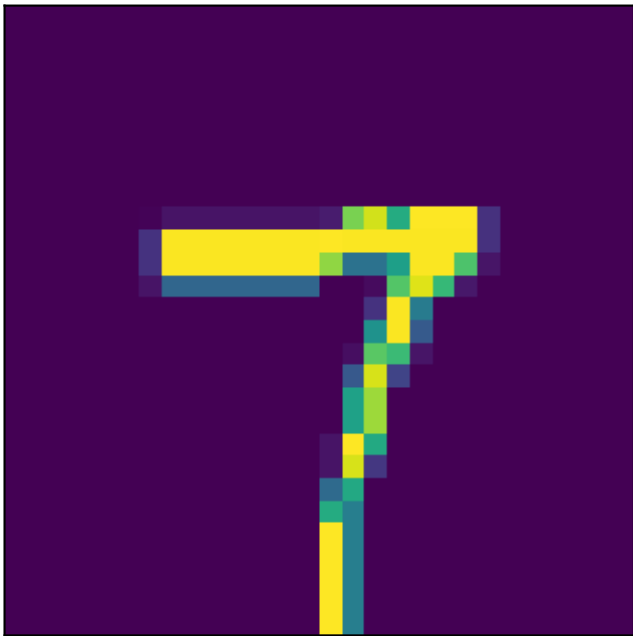


Softmax Outputs

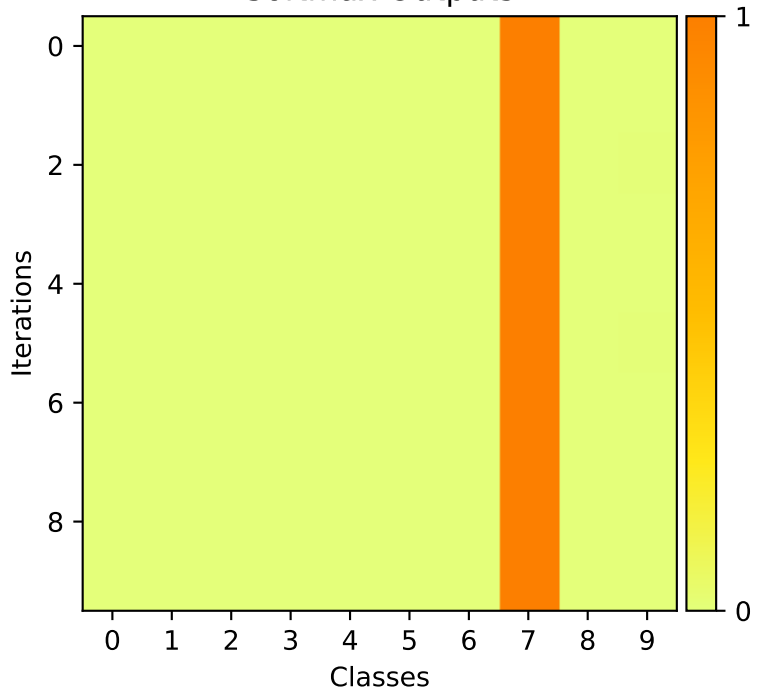




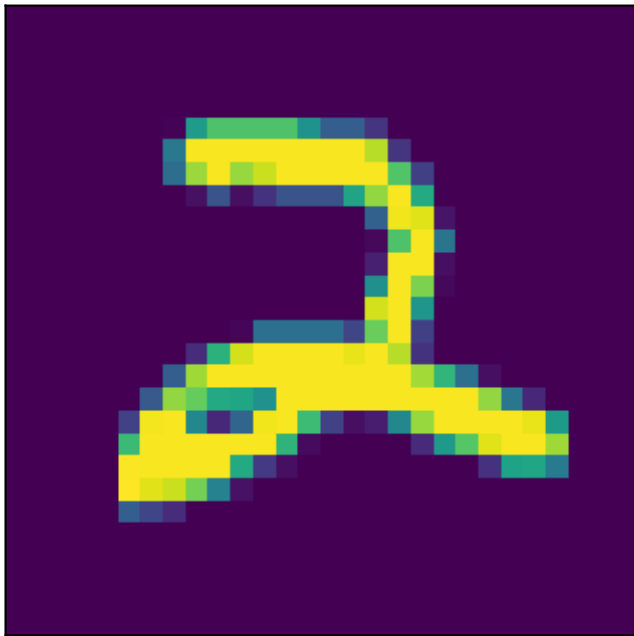
Image



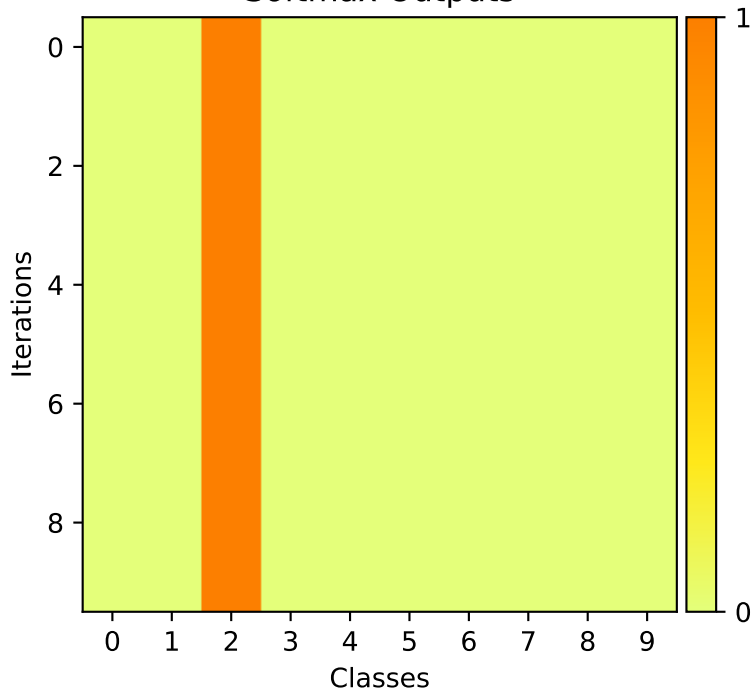
Softmax Outputs



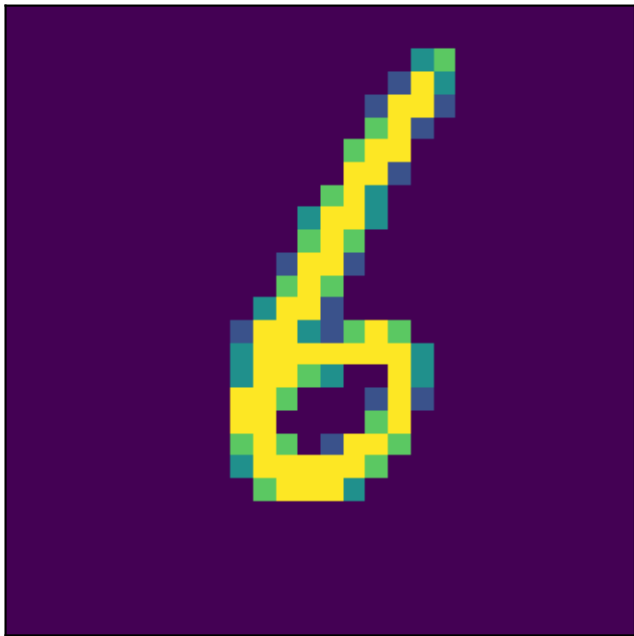
Image



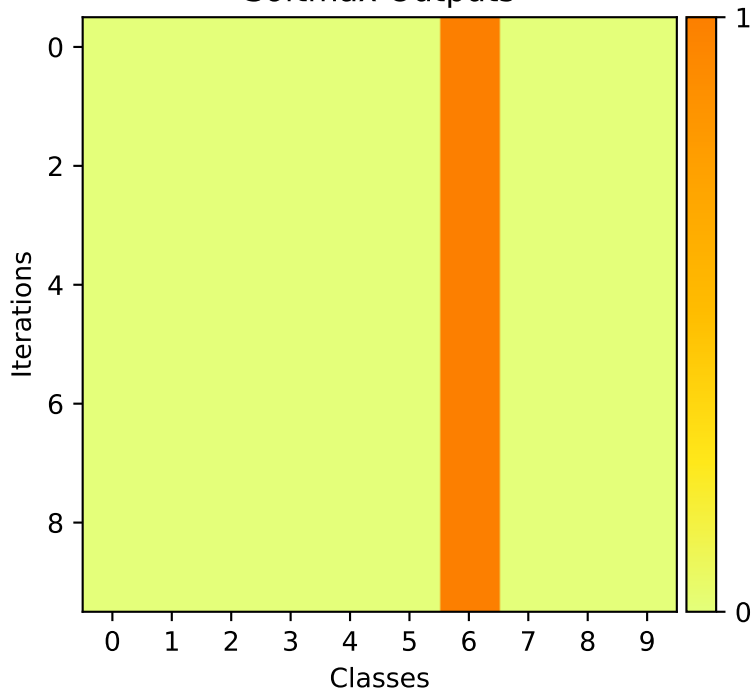
Softmax Outputs



Image



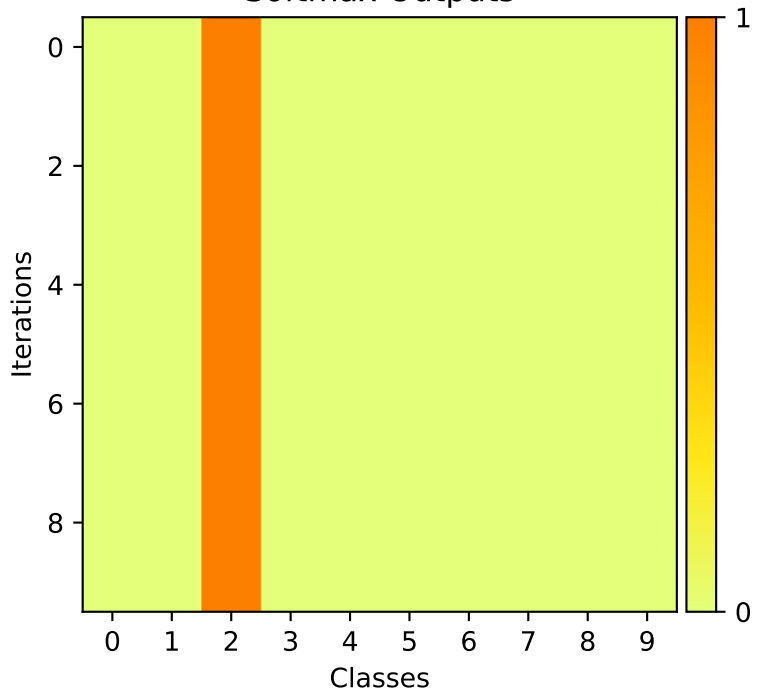
Softmax Outputs



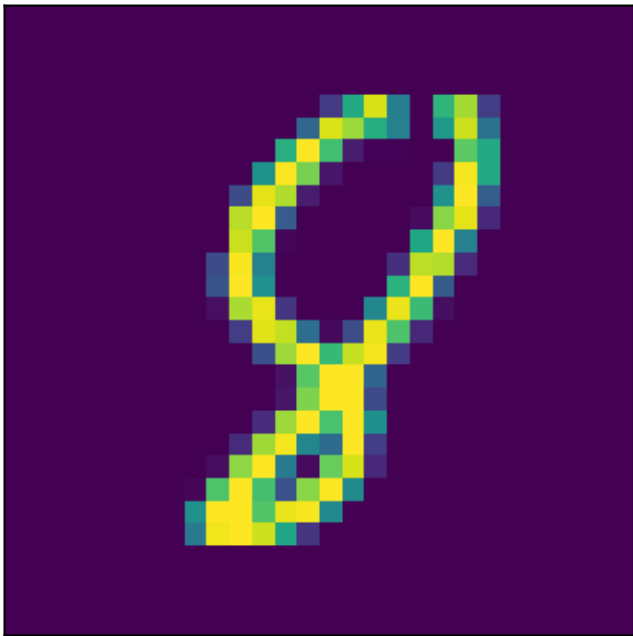
Image



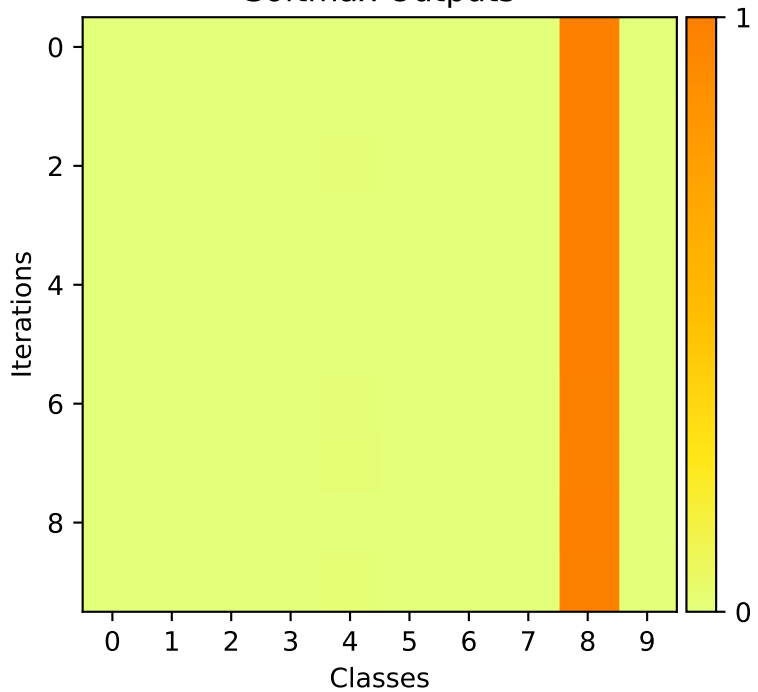
Softmax Outputs



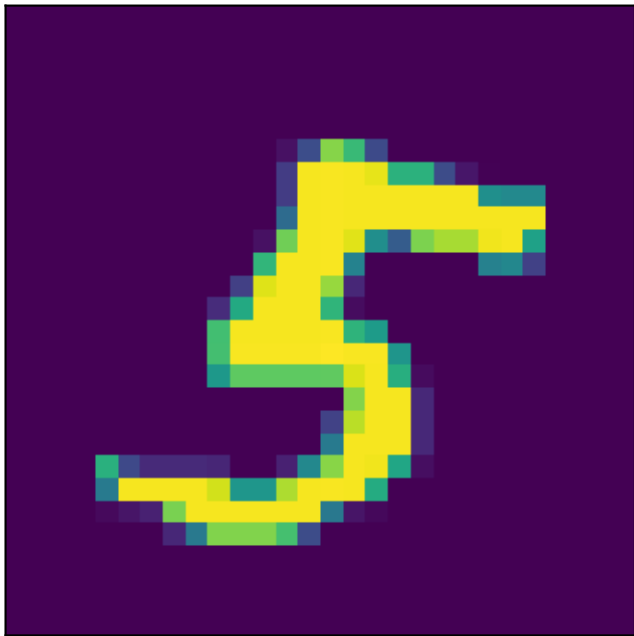
Image



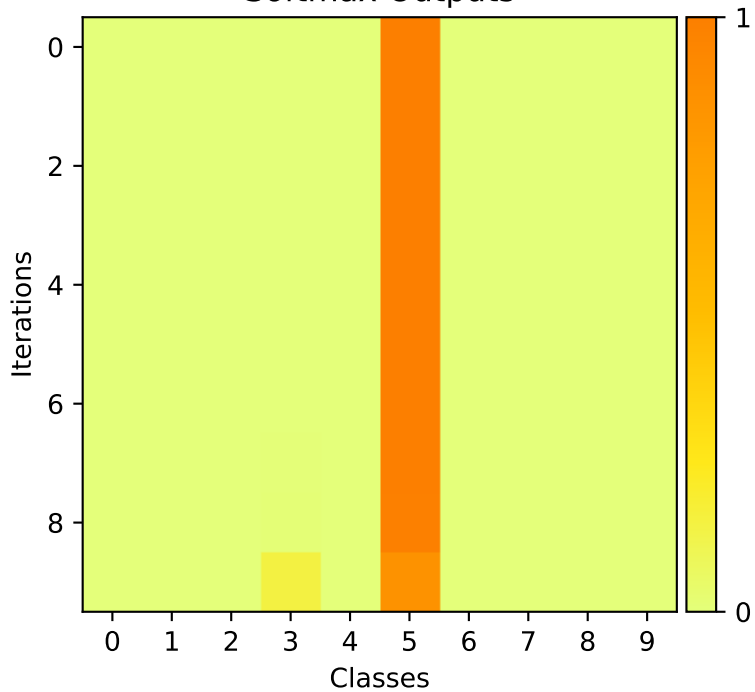
## Softmax Outputs



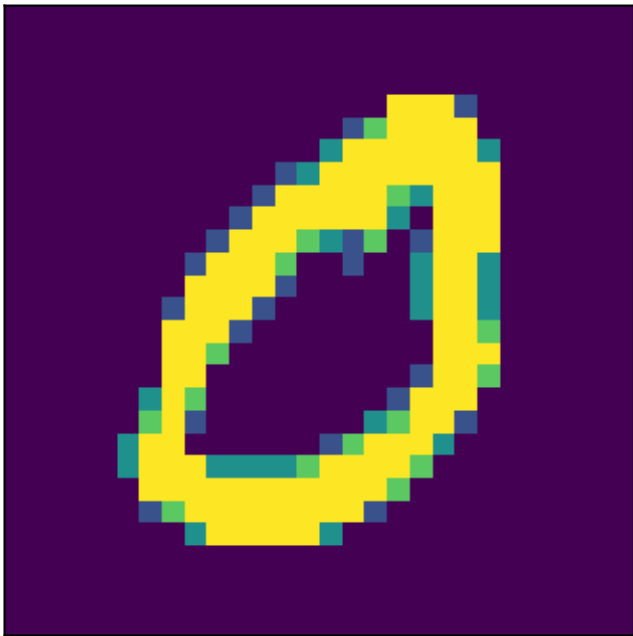
Image



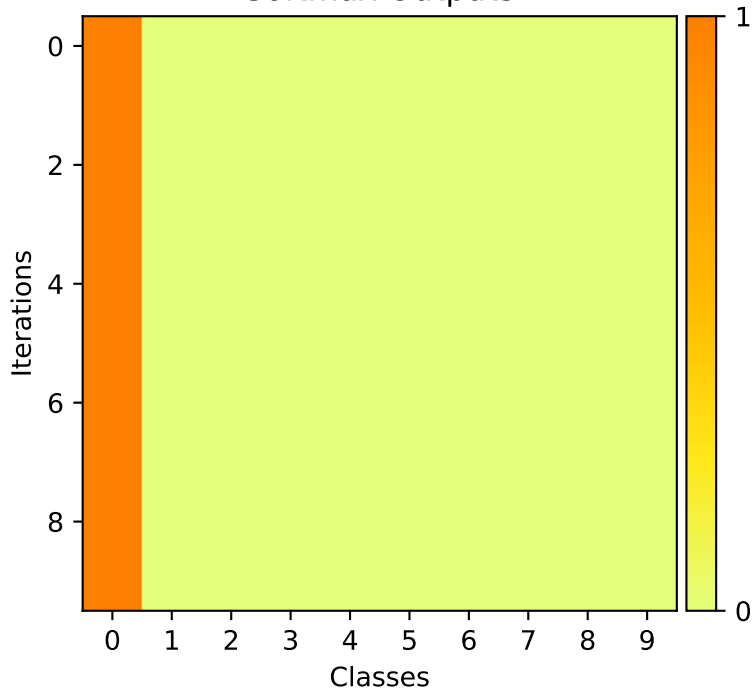
Softmax Outputs



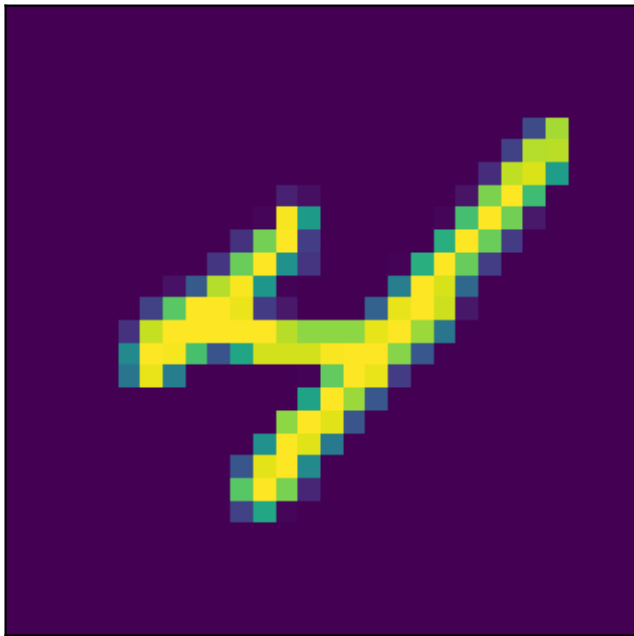
## Image



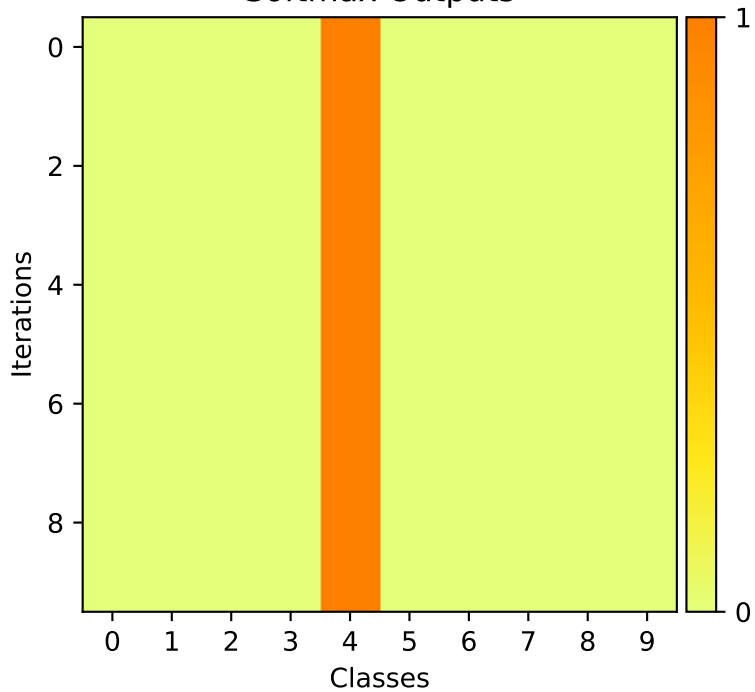
## Softmax Outputs



Image

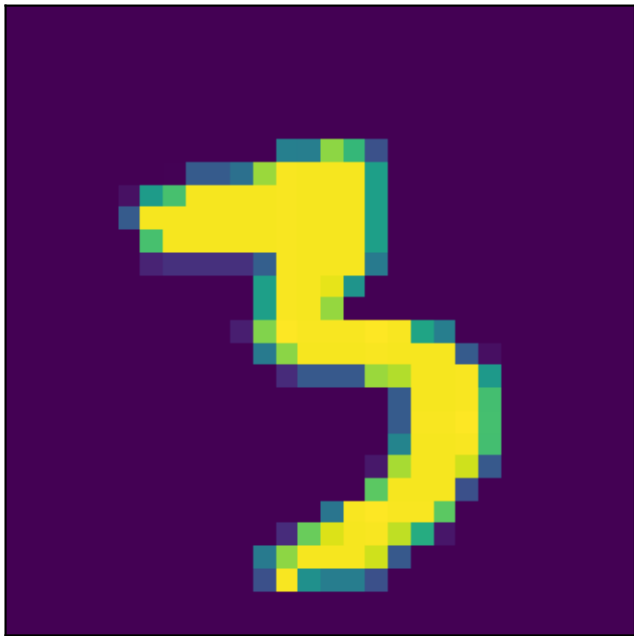


Softmax Outputs

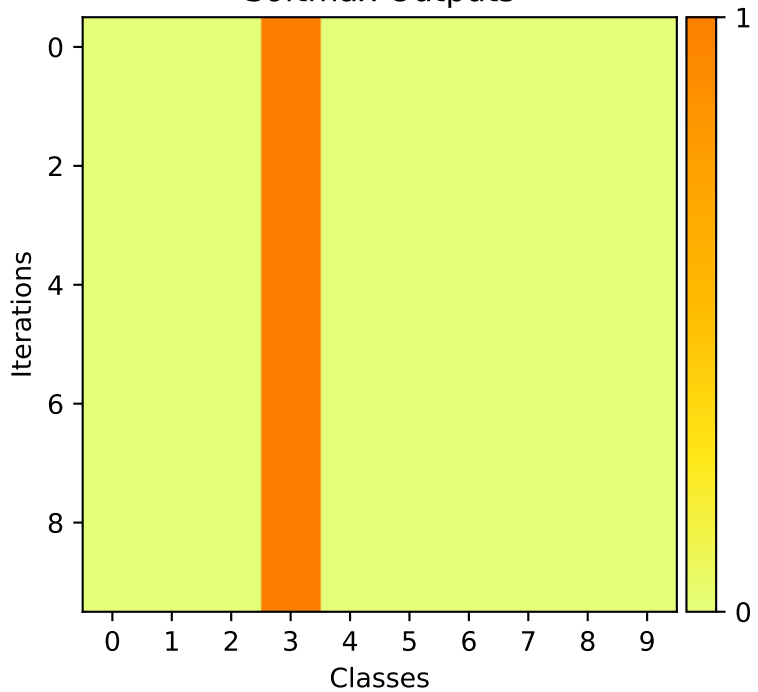




Image



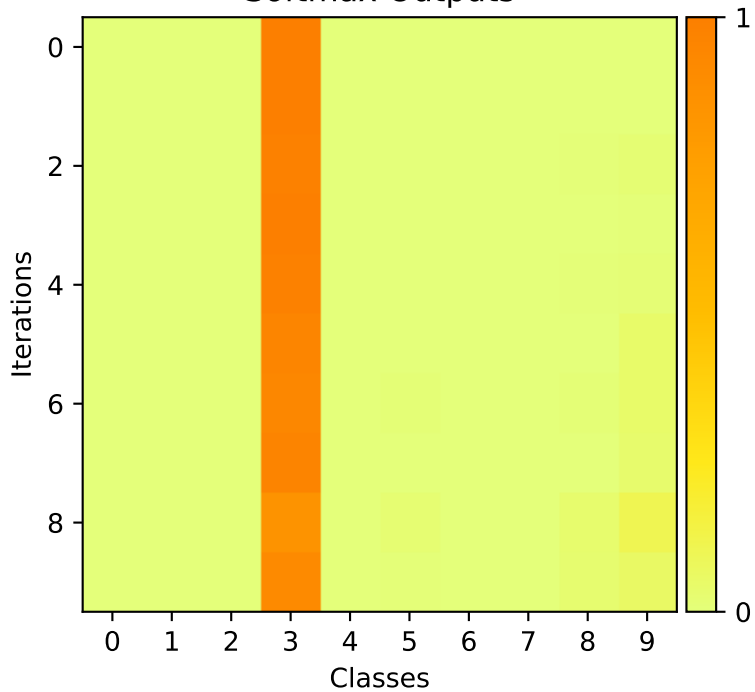
Softmax Outputs



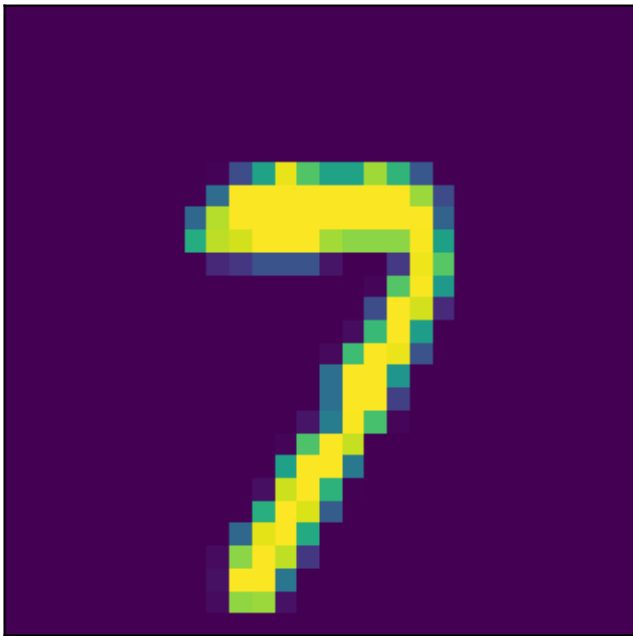
Image



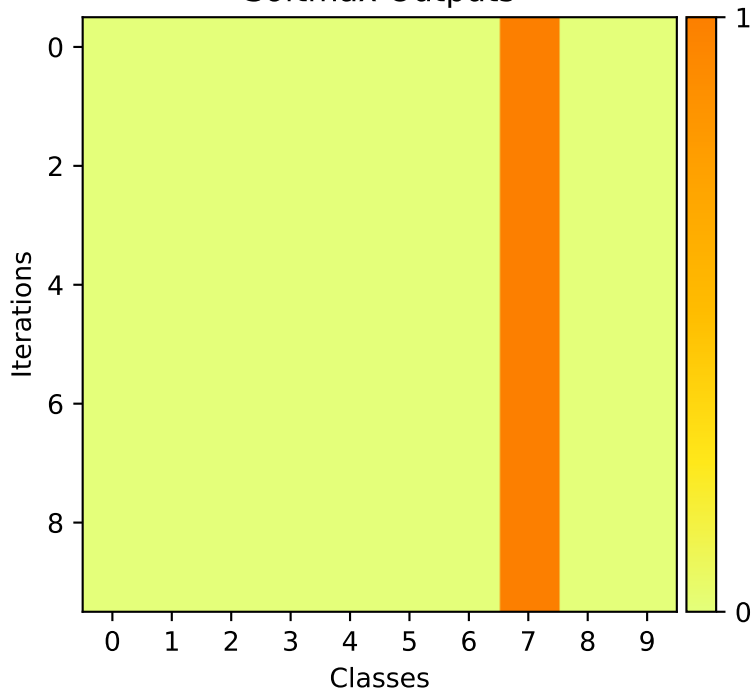
Softmax Outputs



Image



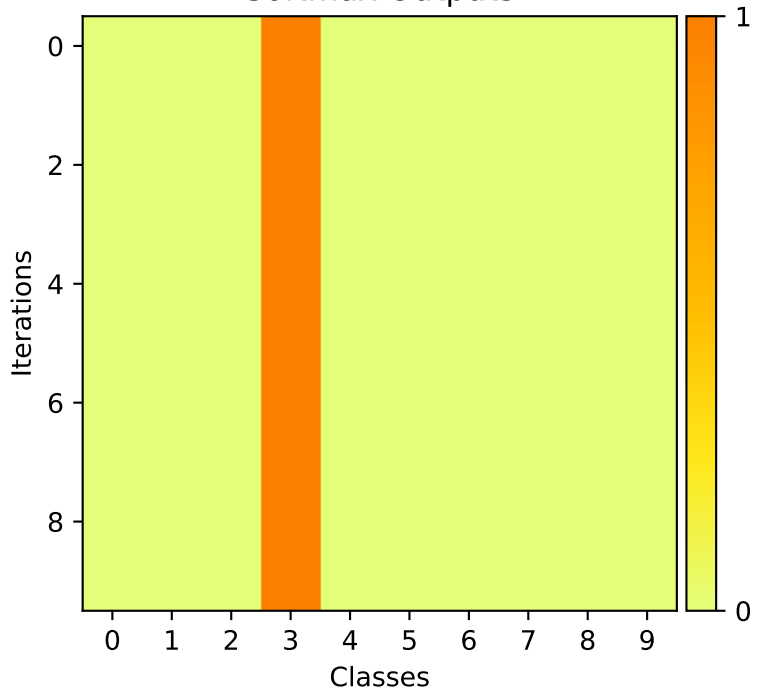
Softmax Outputs



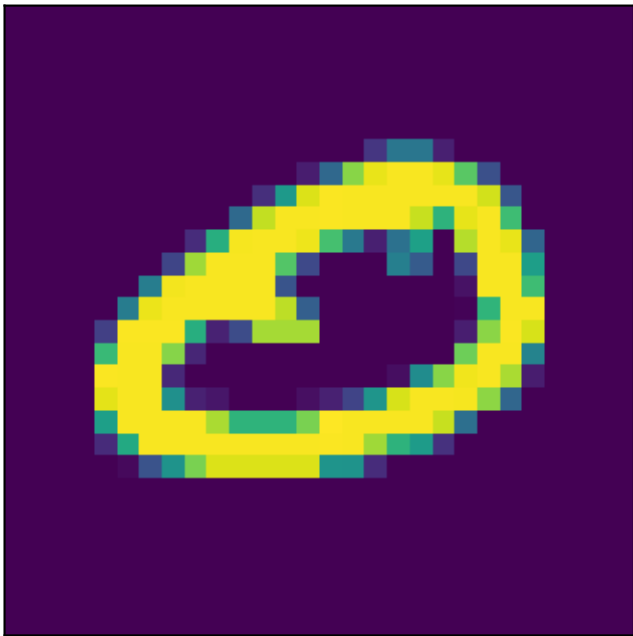
Image



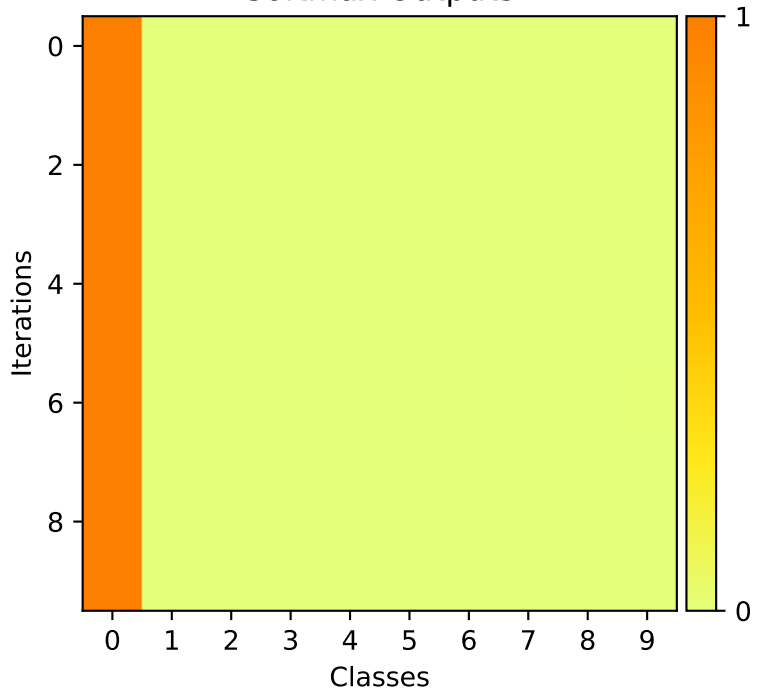
Softmax Outputs



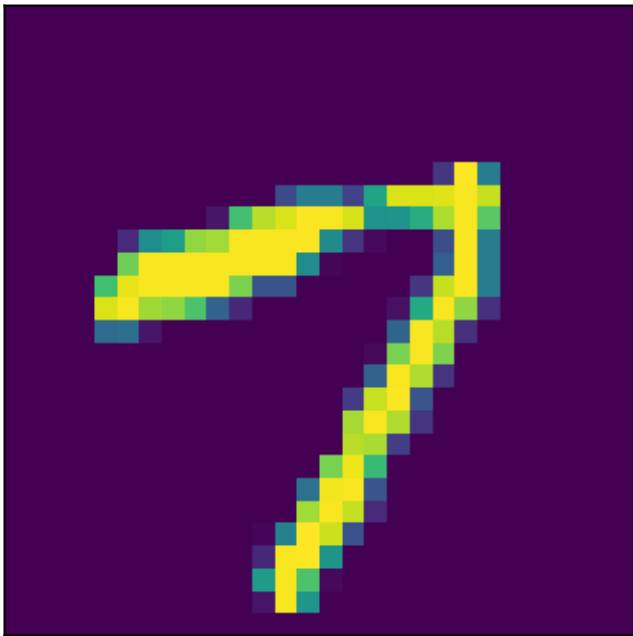
## Image



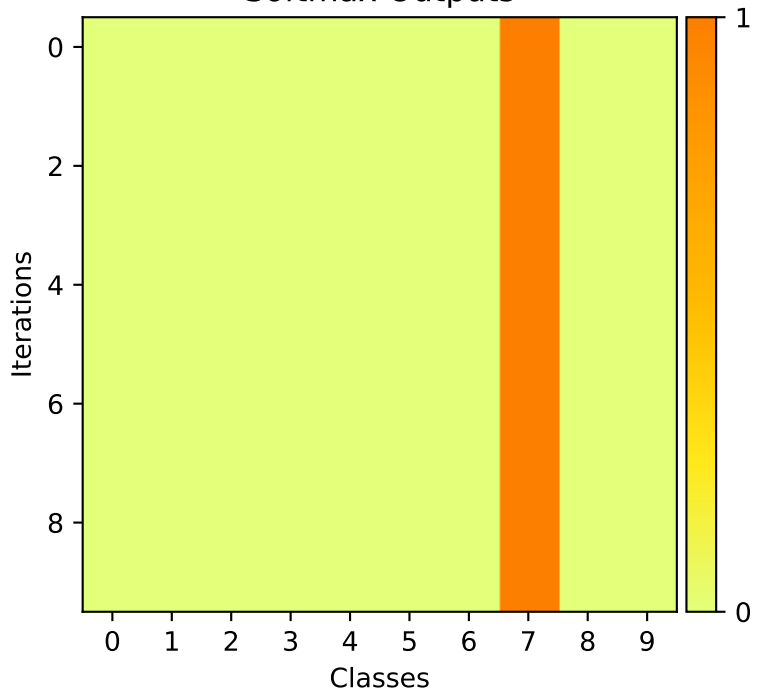
## Softmax Outputs



Image



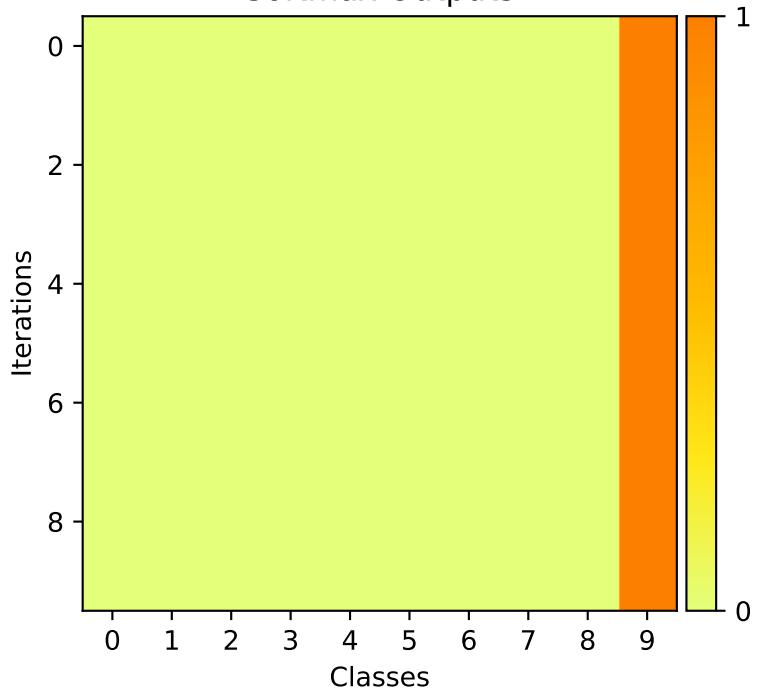
Softmax Outputs



Image



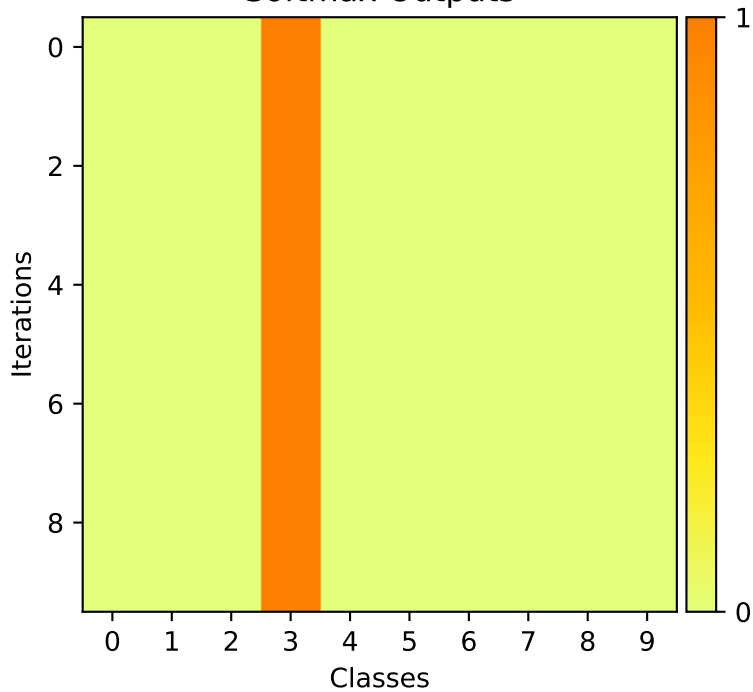
## Softmax Outputs



Image

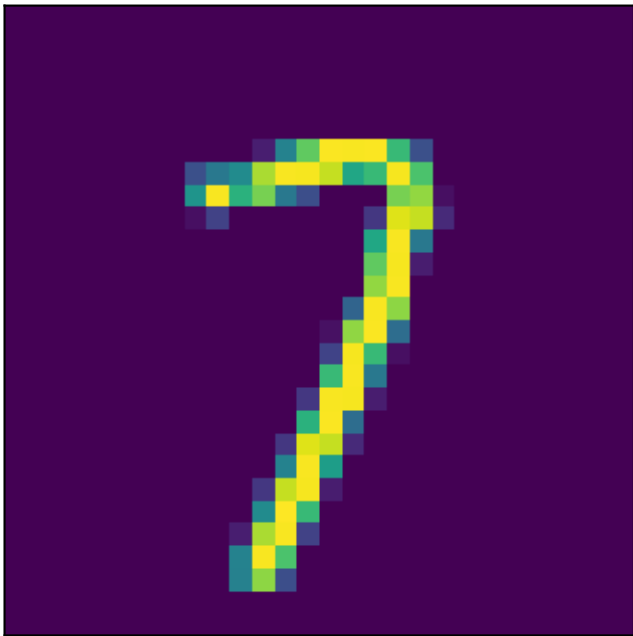


Softmax Outputs

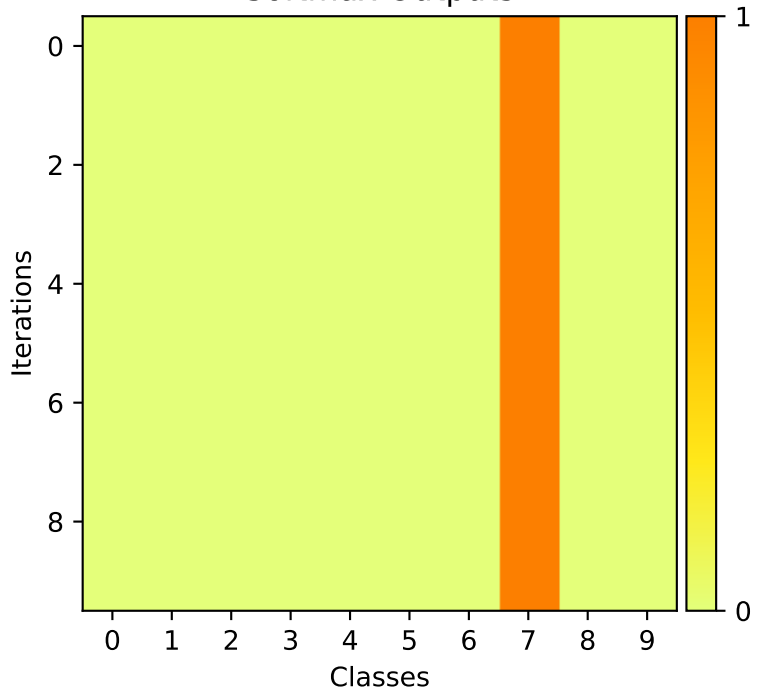




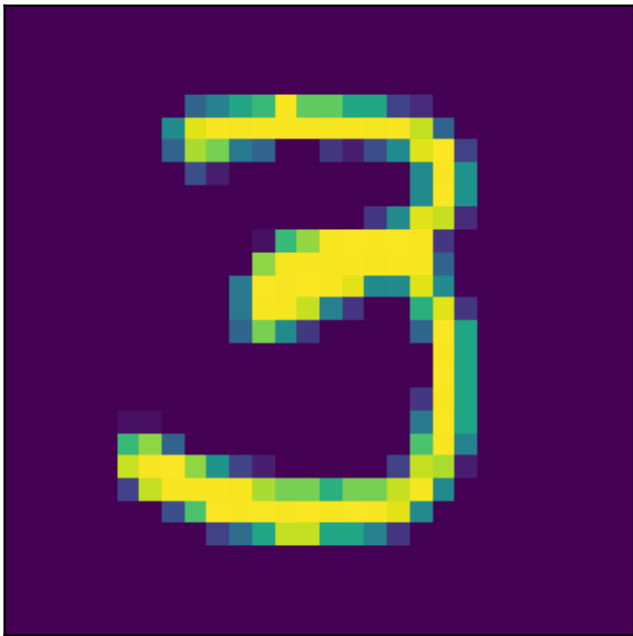
Image



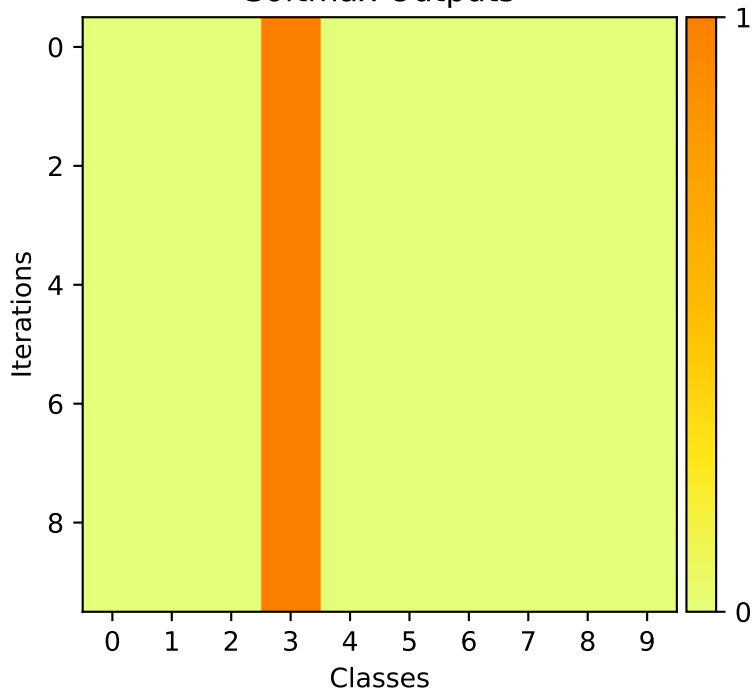
Softmax Outputs



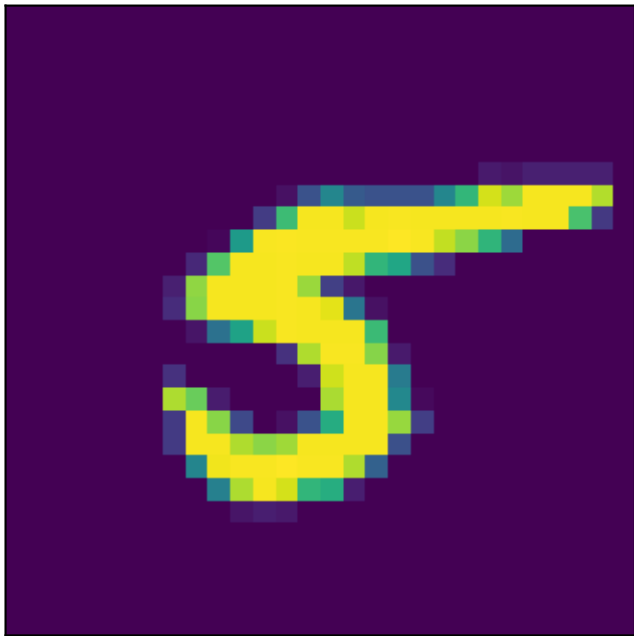
Image



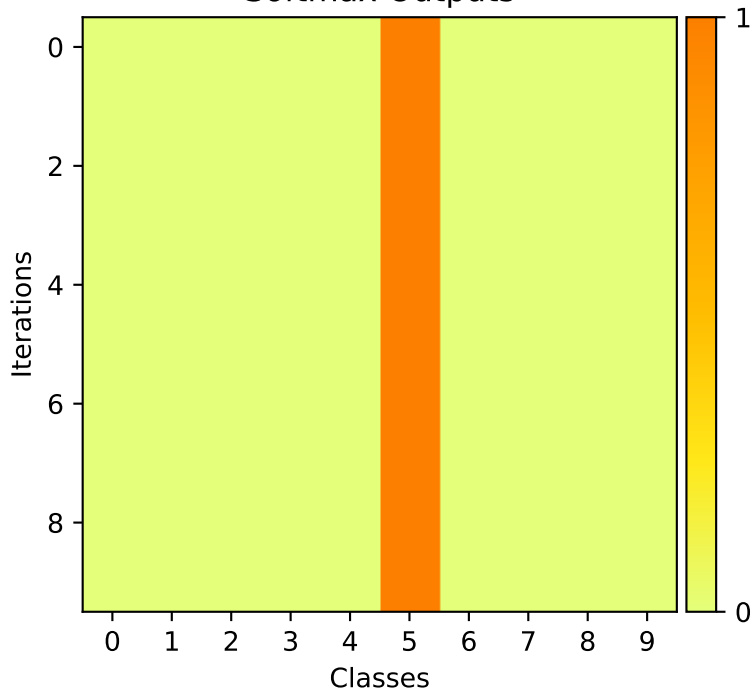
Softmax Outputs



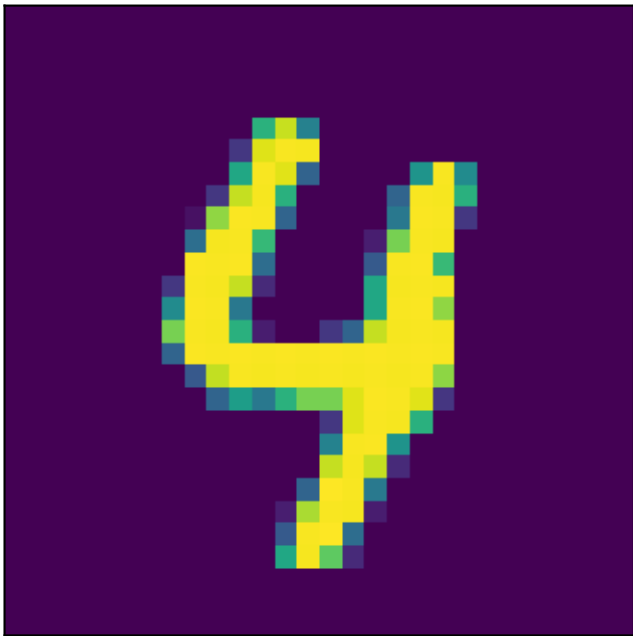
Image



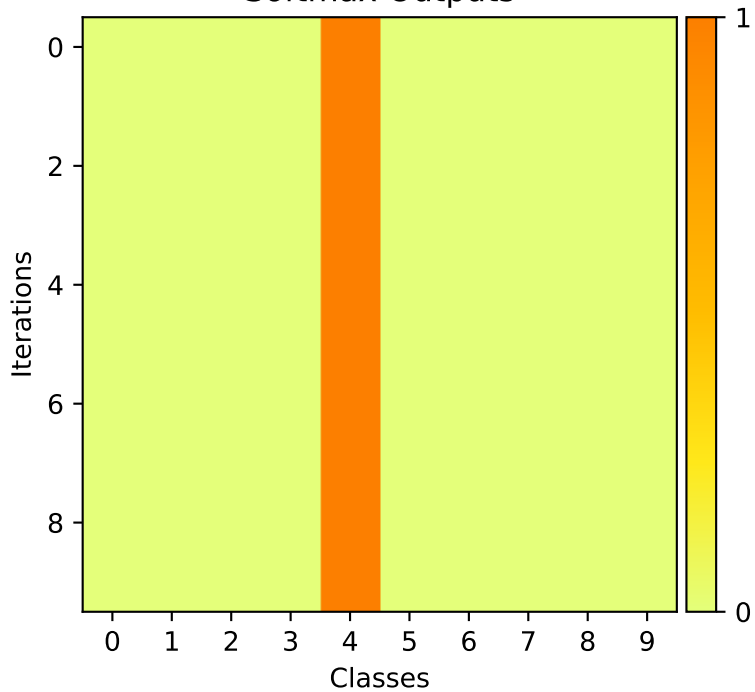
Softmax Outputs



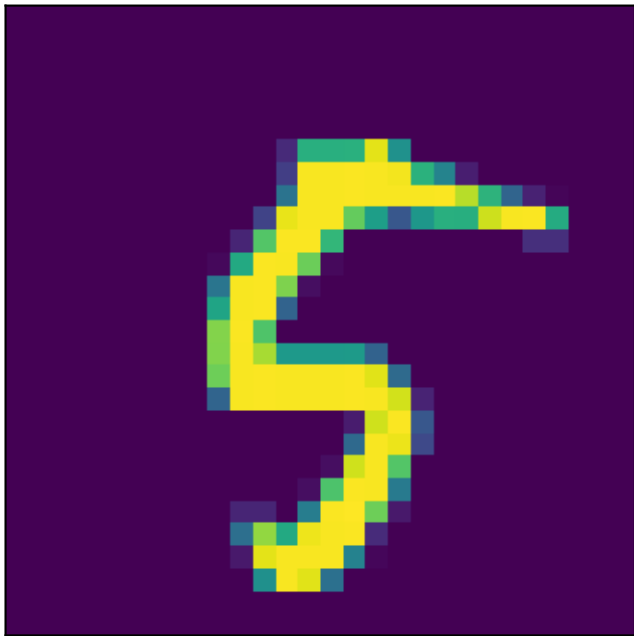
Image



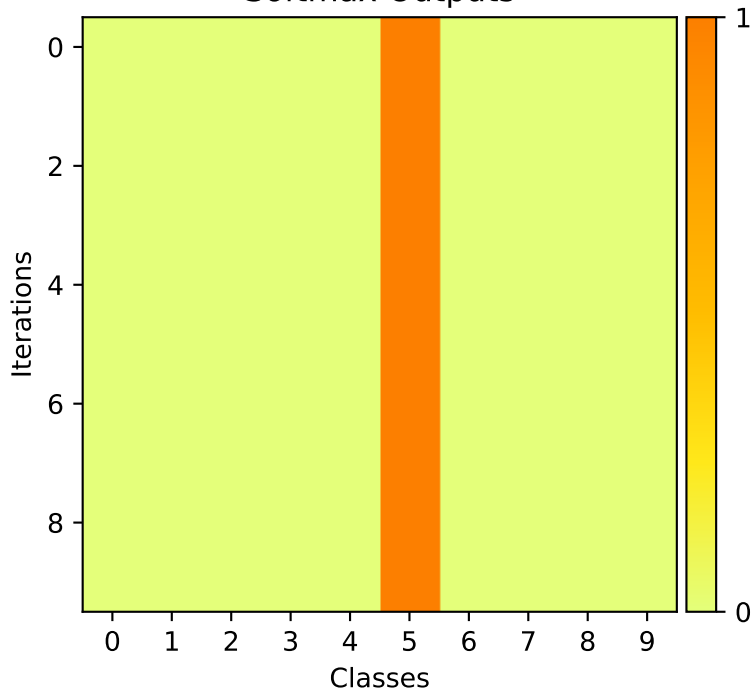
Softmax Outputs



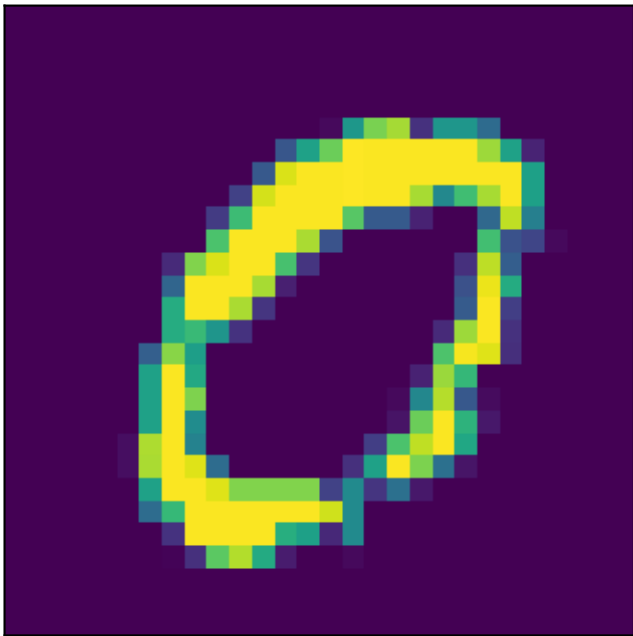
Image



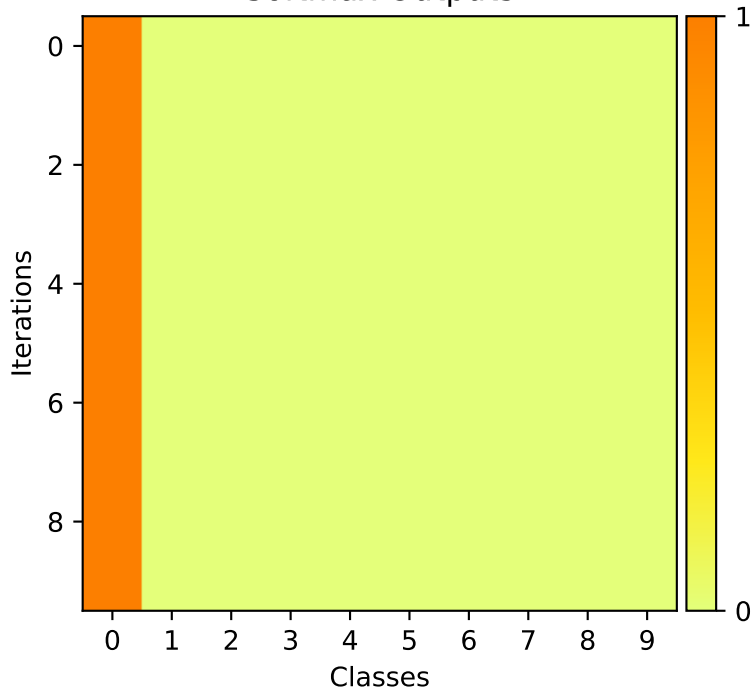
Softmax Outputs



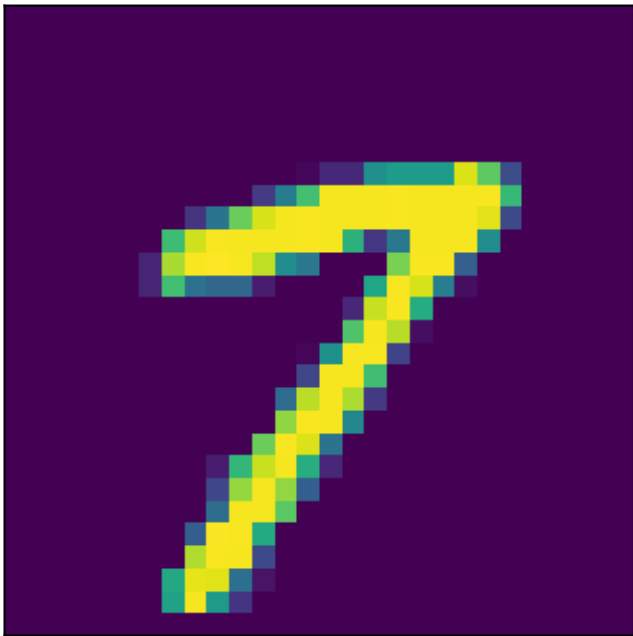
## Image



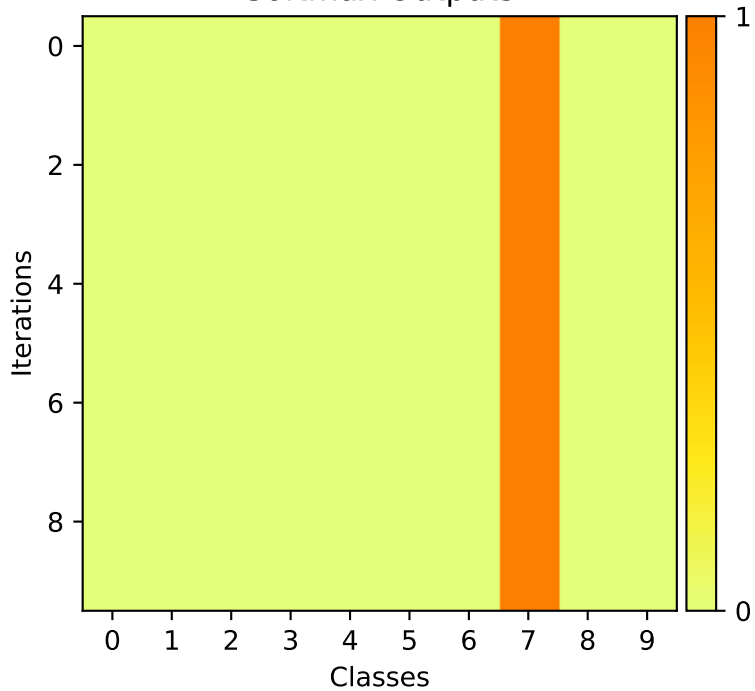
## Softmax Outputs



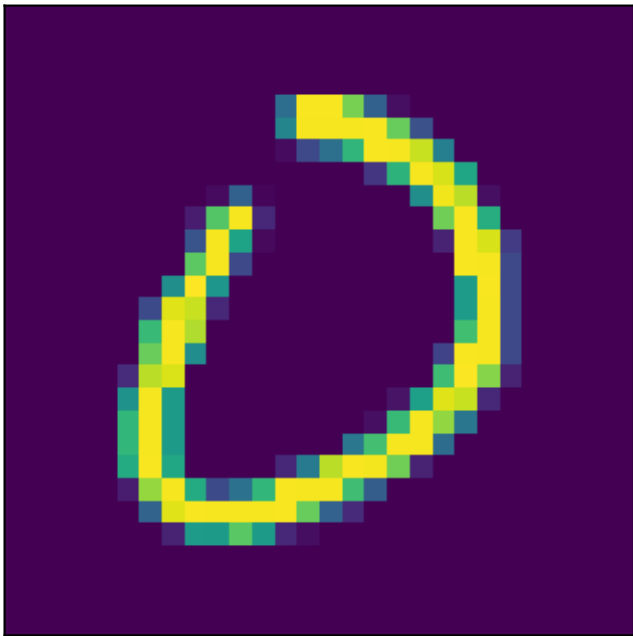
Image



Softmax Outputs



## Image



## Softmax Outputs

