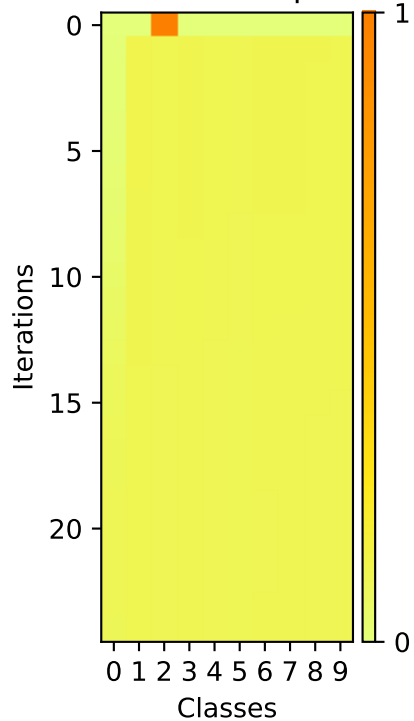


Image



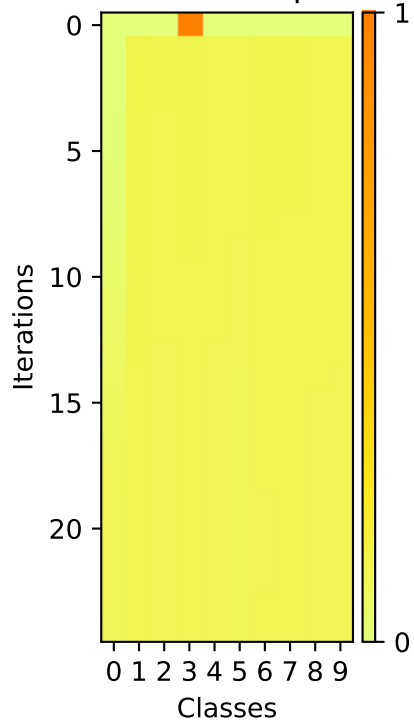
Softmax Outputs



Image

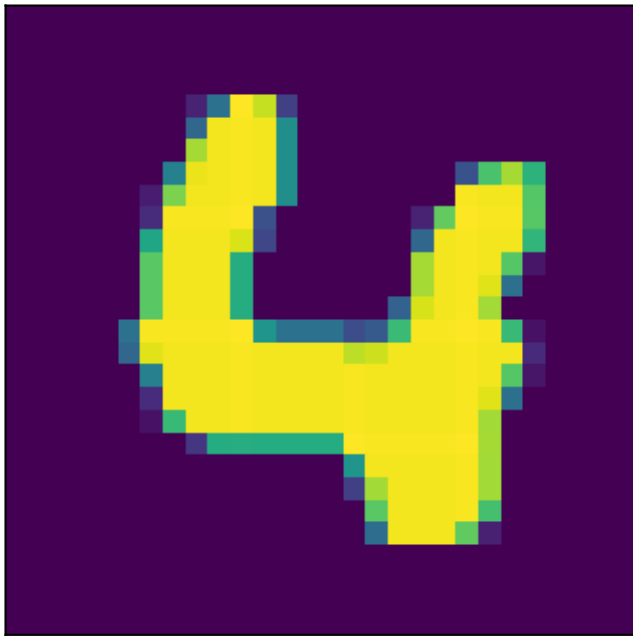


Softmax Outputs

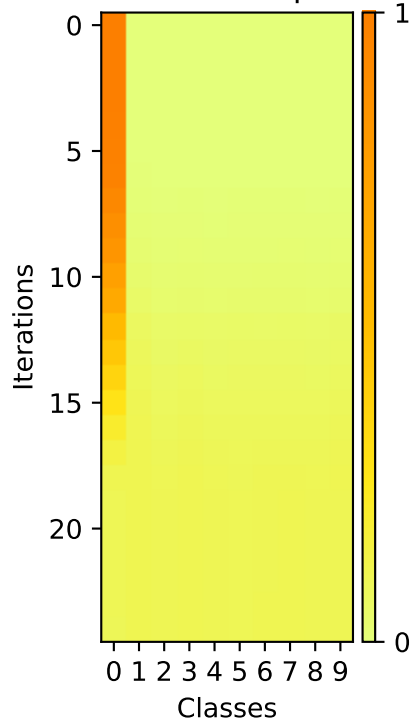


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). High loss (red/orange) is concentrated in the first few iterations for classes 0 and 1, and class 7.

Image



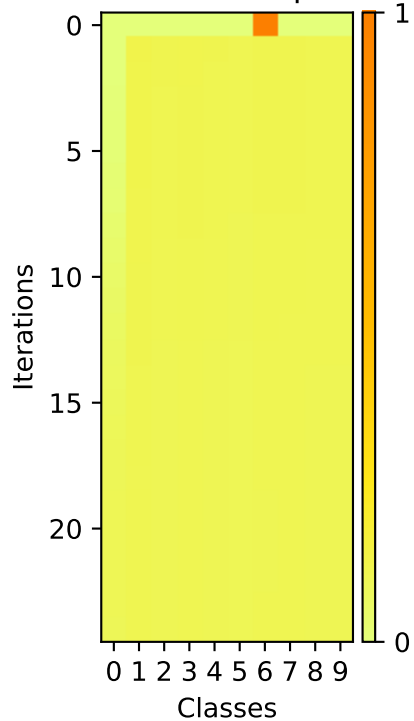
Softmax Outputs



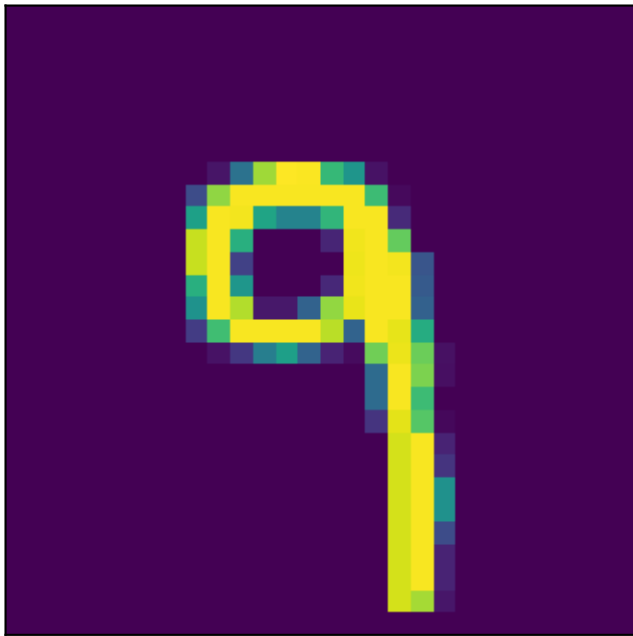
Image



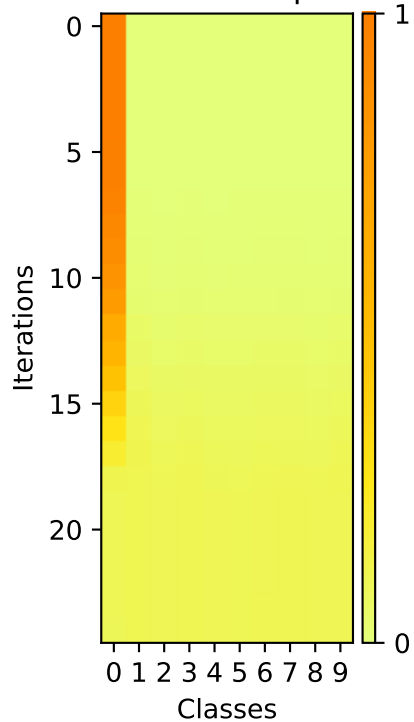
Softmax Outputs



Image



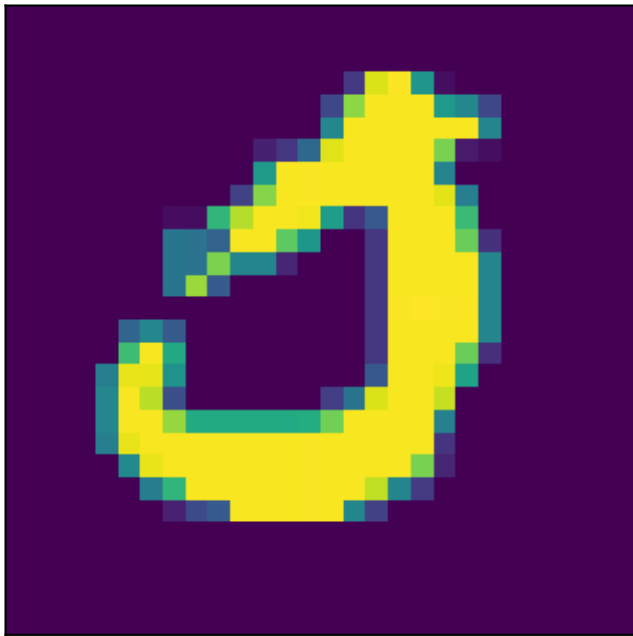
Softmax Outputs



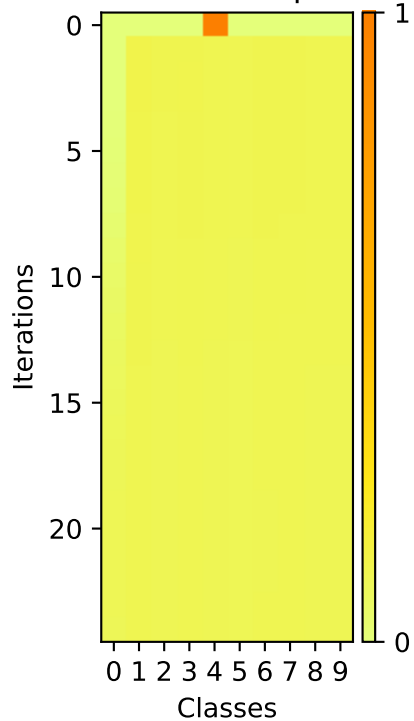
A pixelated, low-resolution image of a yellow and green geometric shape, possibly a stylized letter 'B' or a logo, set against a dark purple background. The shape is composed of several rectangular blocks in yellow, light green, and teal, arranged to form a central vertical column with two horizontal bars extending from it, one above and one below. The edges are jagged and pixelated, giving it a retro, digital appearance.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in loss starting around iteration 15, reaching a maximum of 1.0 by iteration 20.

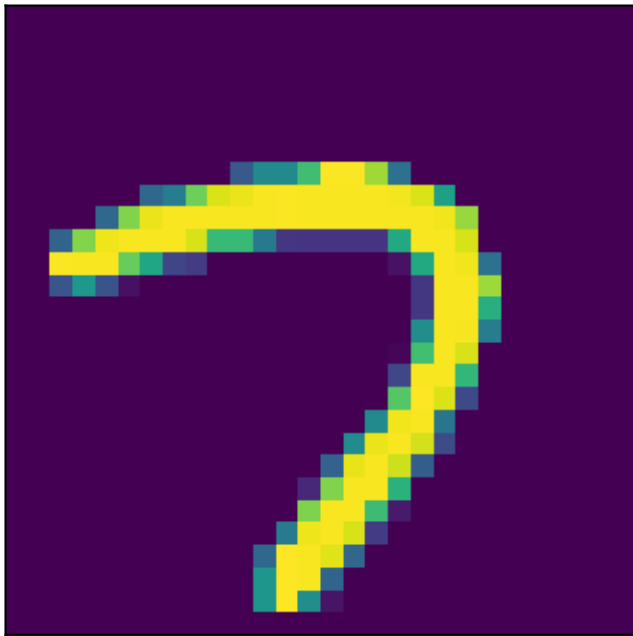
Image



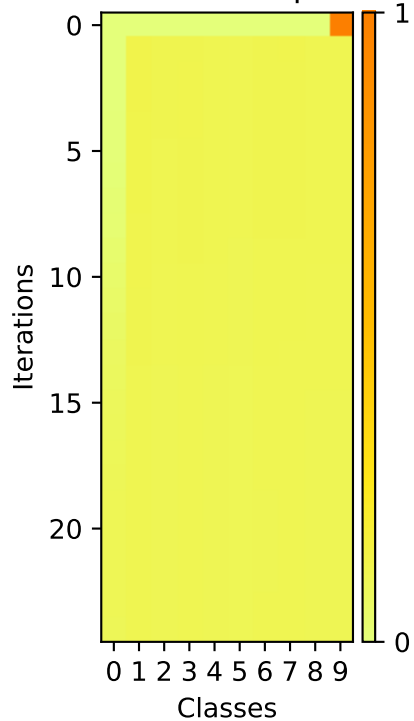
Softmax Outputs



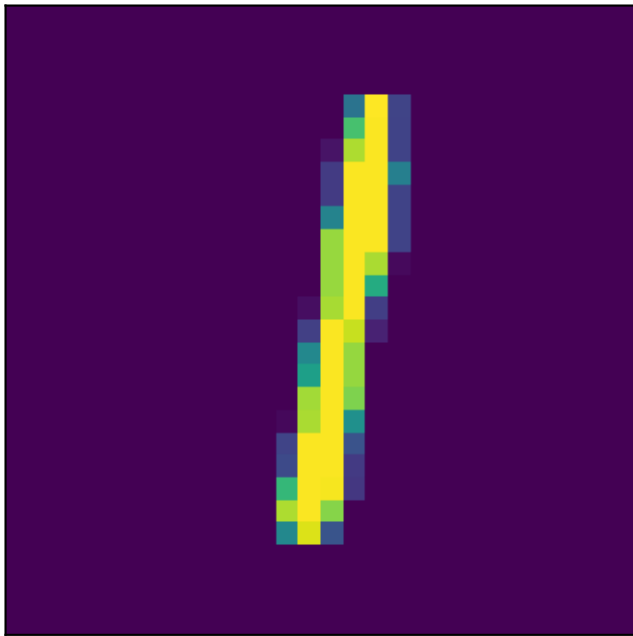
Image



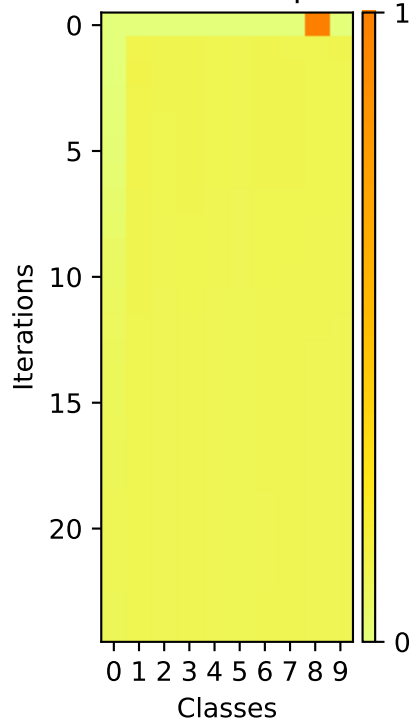
Softmax Outputs



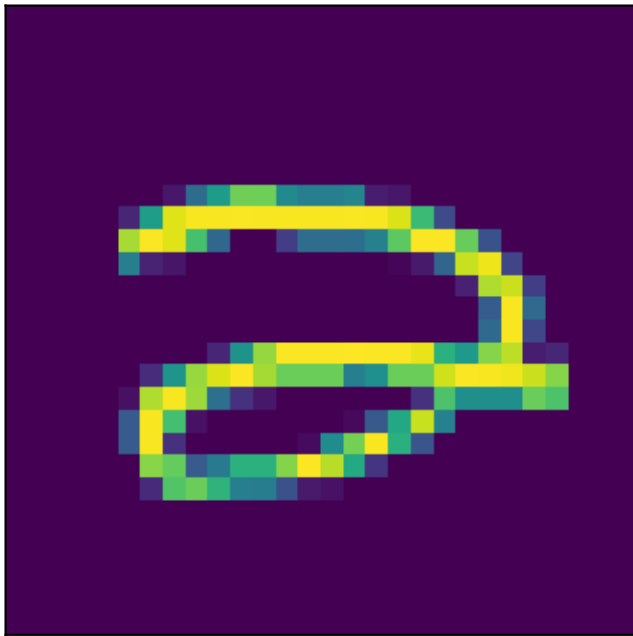
Image



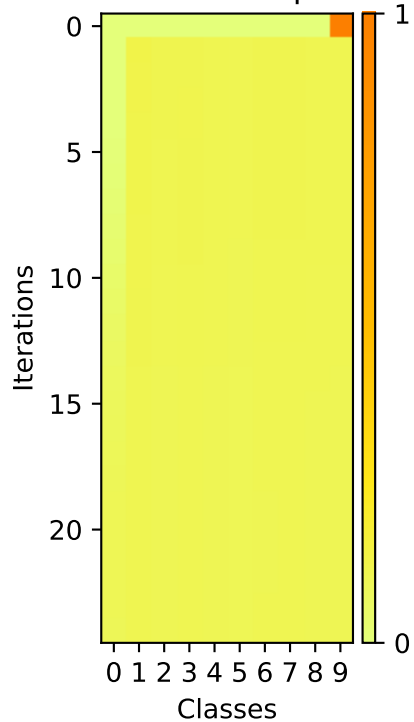
Softmax Outputs



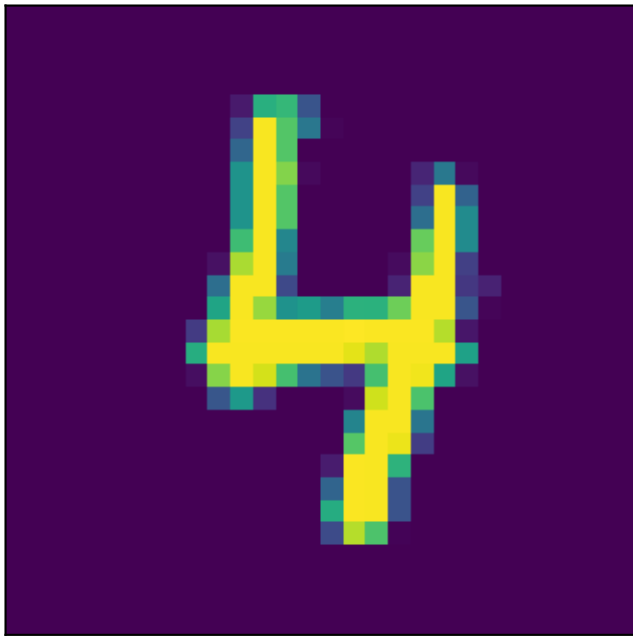
Image



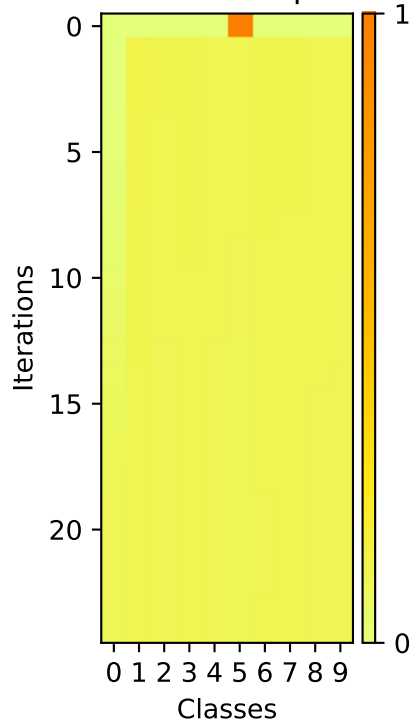
Softmax Outputs



Image



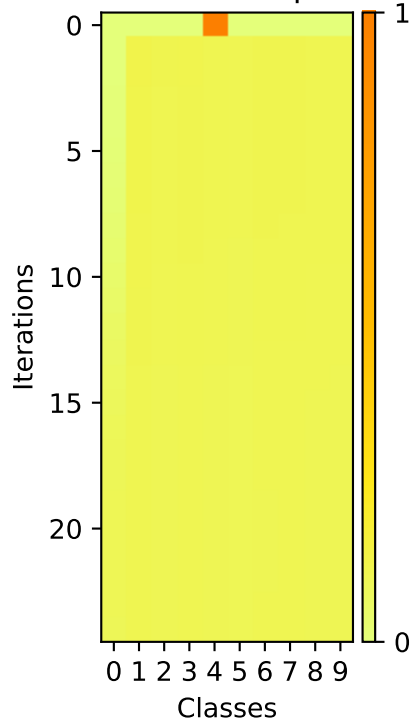
Softmax Outputs



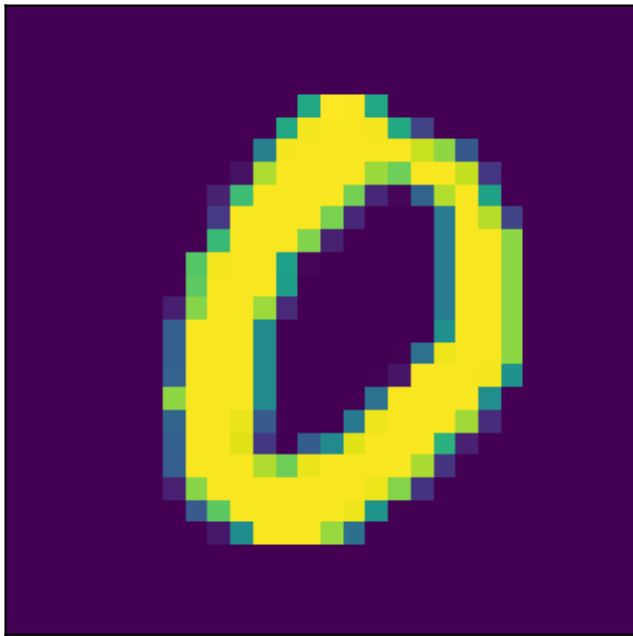
Image



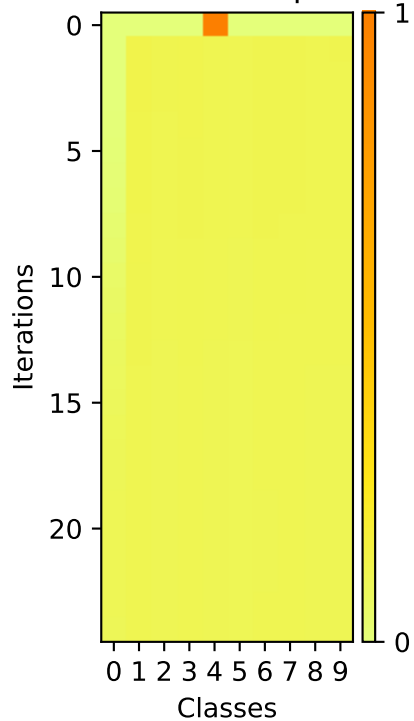
Softmax Outputs



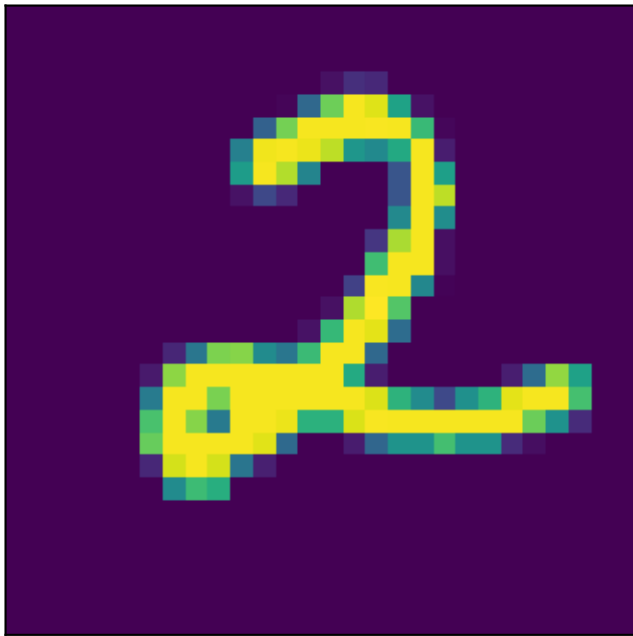
Image



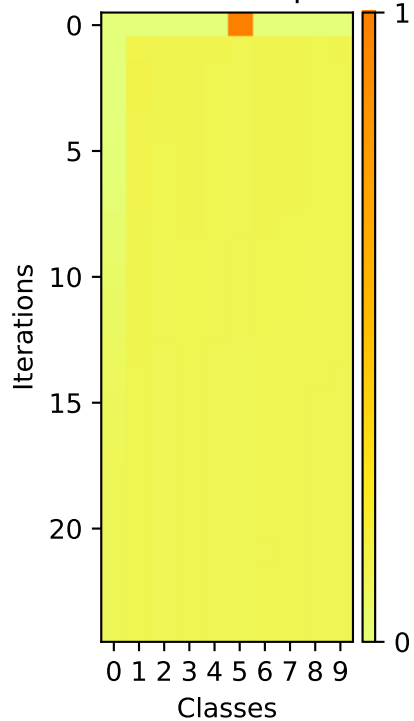
Softmax Outputs



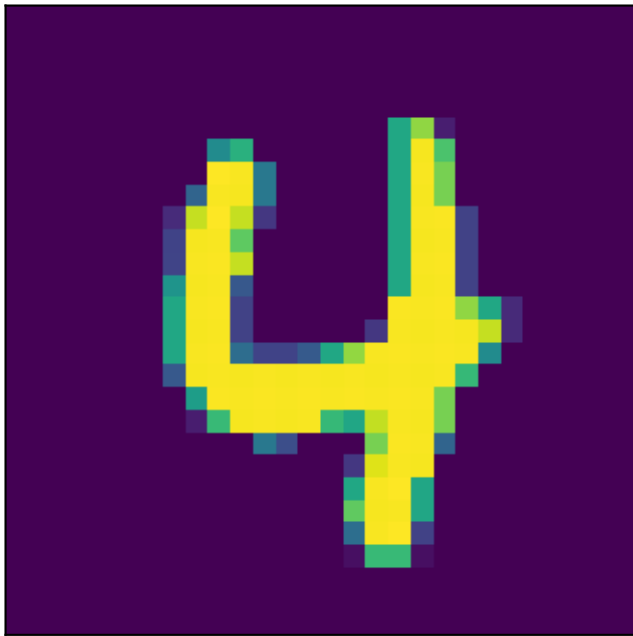
Image



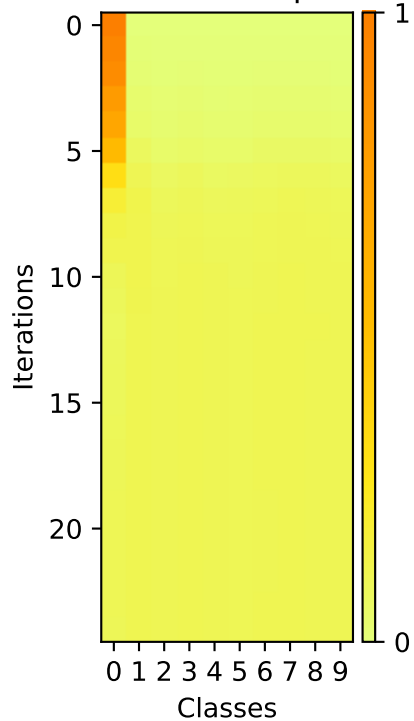
Softmax Outputs



Image




Softmax Outputs

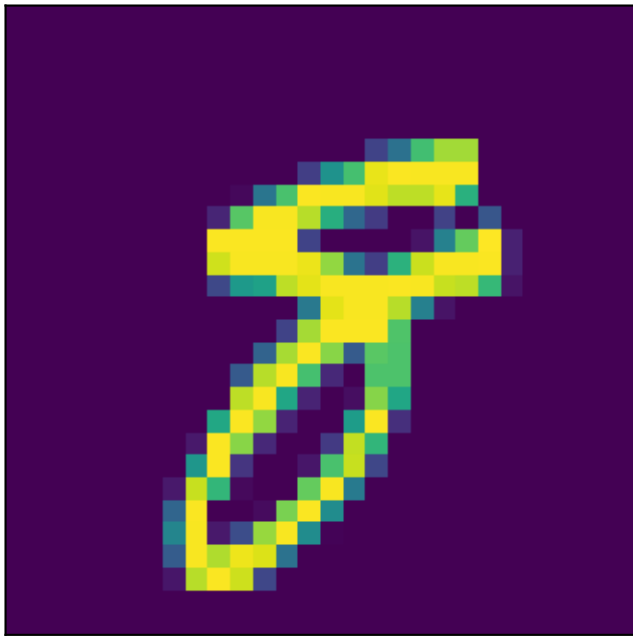


A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, digital appearance. The background is a solid, dark purple color.

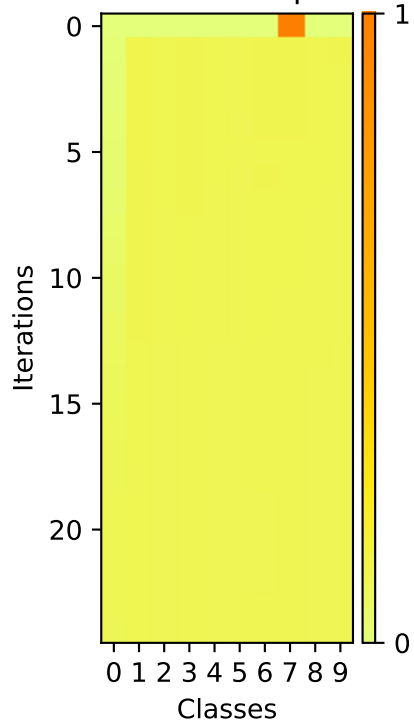
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high loss (red) at iteration 0, which decreases to near zero by iteration 1. Other classes remain near zero throughout the iterations.



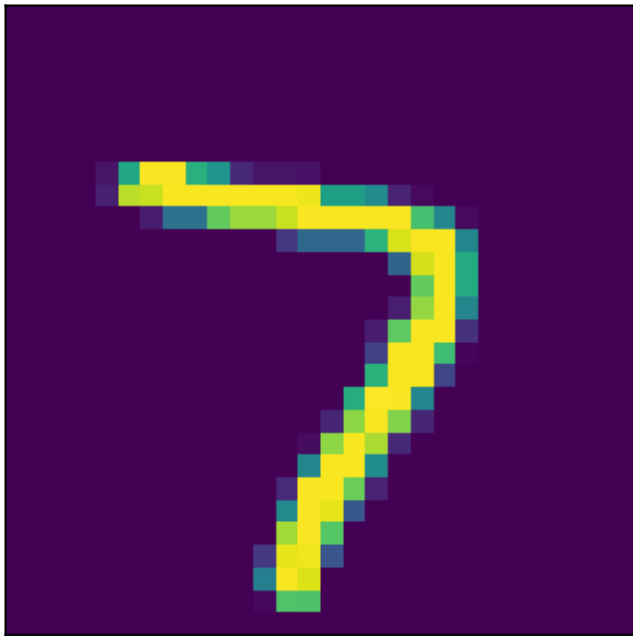
Image



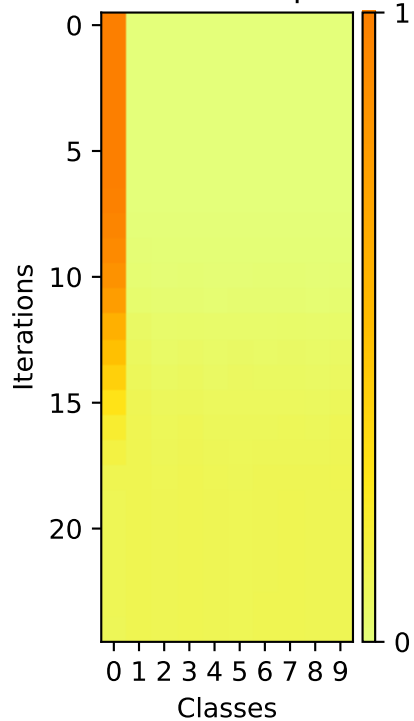
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-quality scan or a pixel art graphic.

A pixelated drawing of a yellow number 4 on a dark purple background. The number is composed of yellow pixels, with some green and blue pixels used for shading and detail. The background is a solid dark purple.

A pixelated, multi-colored letter 'O' on a black background. The letter is composed of various shades of blue, green, and yellow, giving it a digital or retro aesthetic. The edges are jagged and pixelated, and the interior of the letter is a solid black, matching the background.

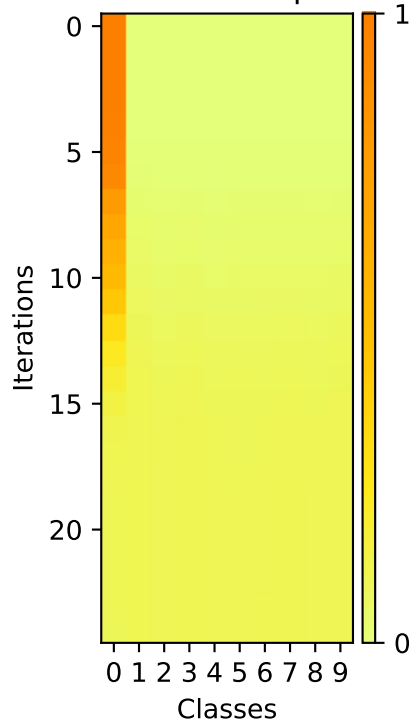
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of many small squares, with some squares being a lighter yellow or a light blue, giving it a slightly textured or noisy appearance. The overall shape is a standard '2' with a horizontal top bar, a vertical stem, and a curved bottom.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high loss (red) at iteration 0, which decreases to near zero by iteration 1. Other classes remain near zero throughout the iterations.

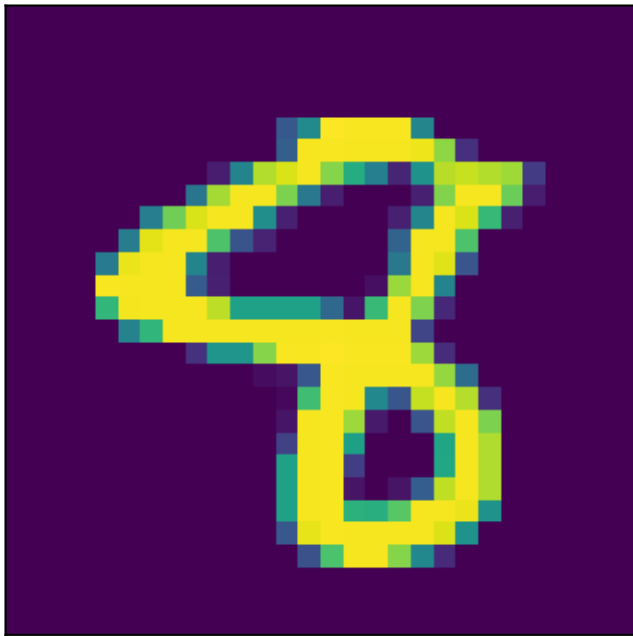
Image



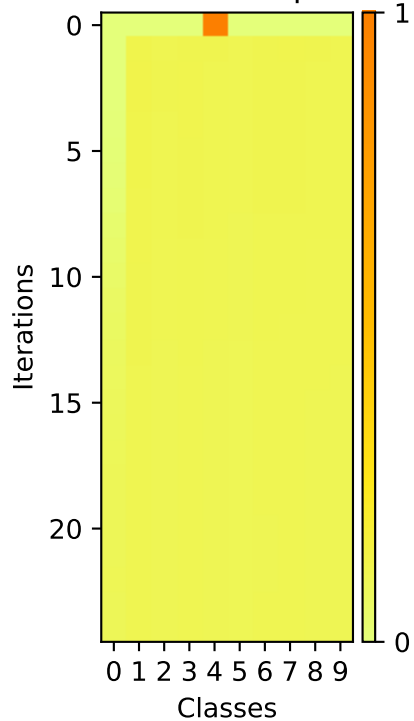
Softmax Outputs



Image



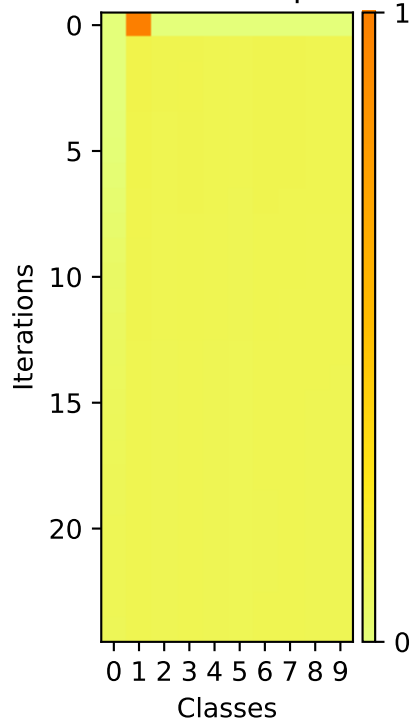
Softmax Outputs



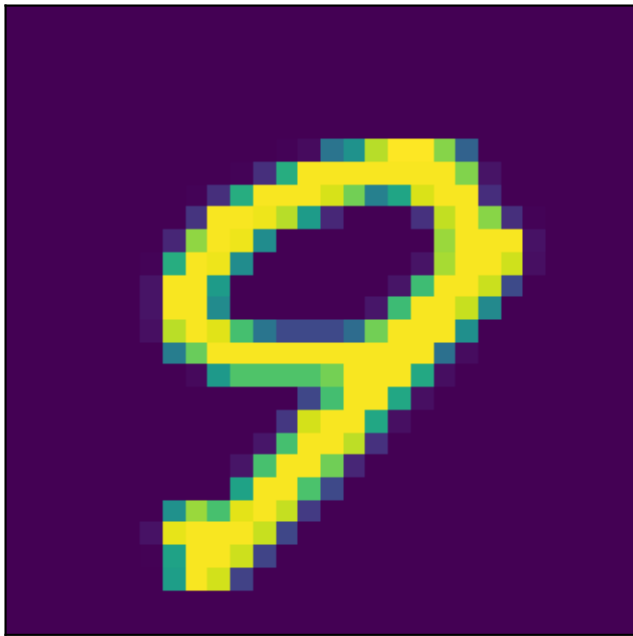
Image



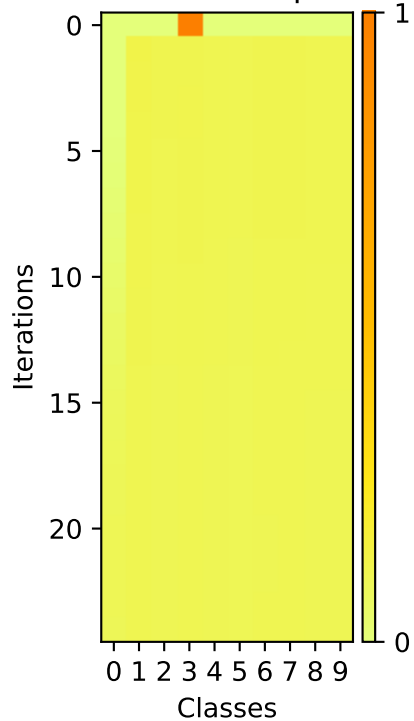
Softmax Outputs



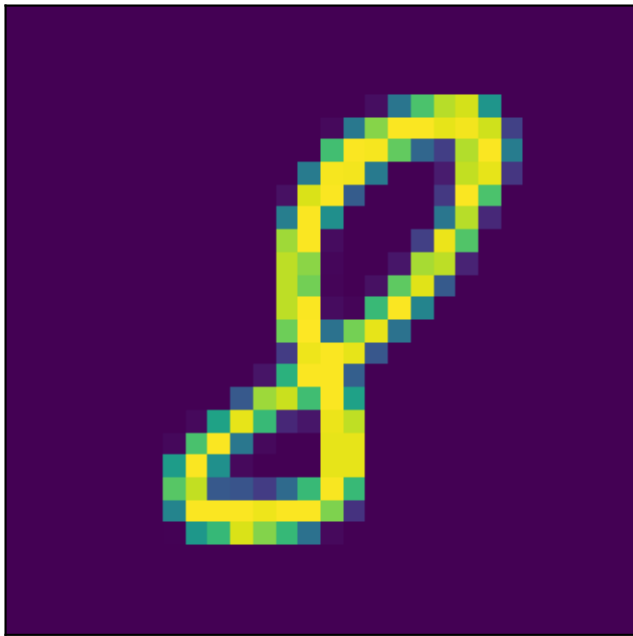
Image



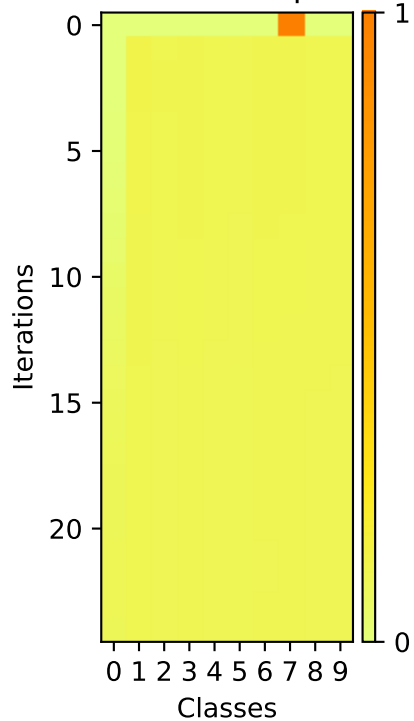
Softmax Outputs



Image

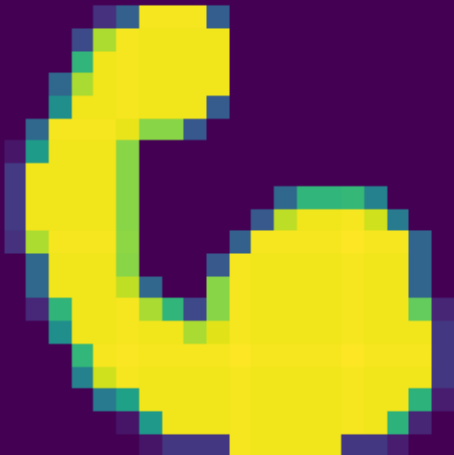


Softmax Outputs



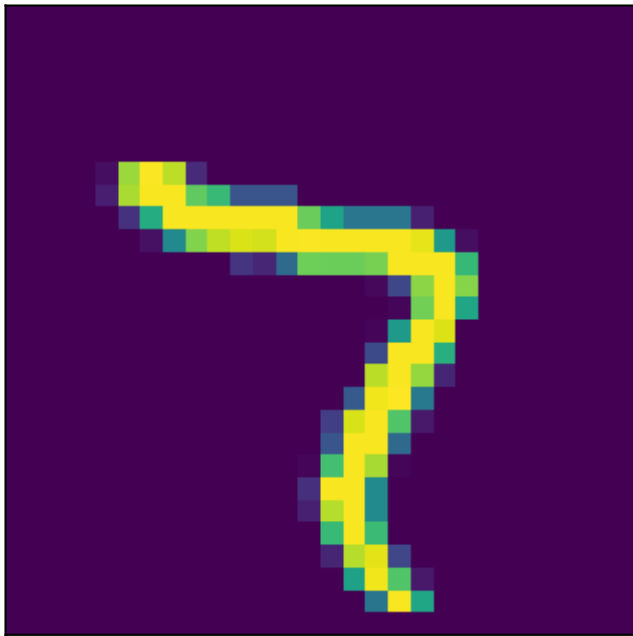
A pixelated, low-resolution image of a yellow and blue figure, possibly a character or logo, set against a dark purple background. The figure is composed of yellow and blue pixels, with a yellow body and blue limbs. It has a rounded, somewhat abstract shape, possibly representing a character or a stylized letter. The background is a solid dark purple.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates values from 0 (yellow) to 1 (dark orange). A small dark orange square is visible at iteration 0, class 2.

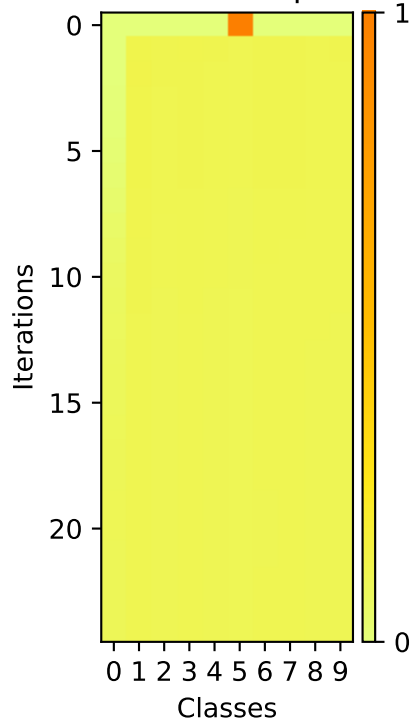


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (orange). The distribution starts highly concentrated on class 0 at iteration 0 and gradually spreads across all classes, reaching a more uniform distribution by iteration 20.

Image



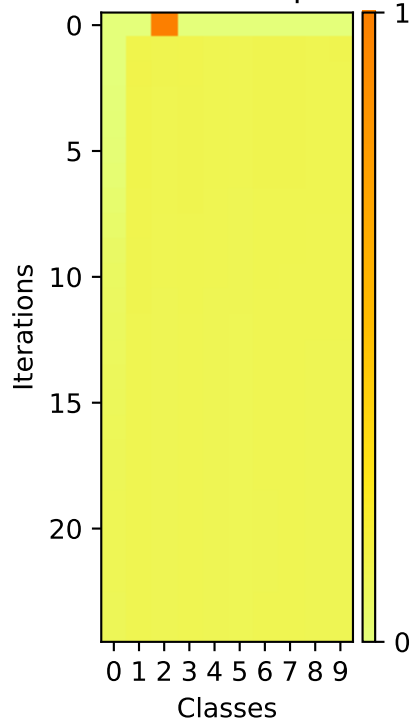
Softmax Outputs



Image



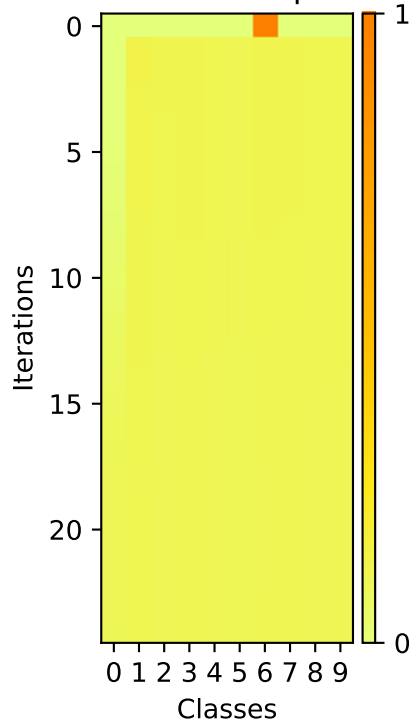
Softmax Outputs



Image



Softmax Outputs

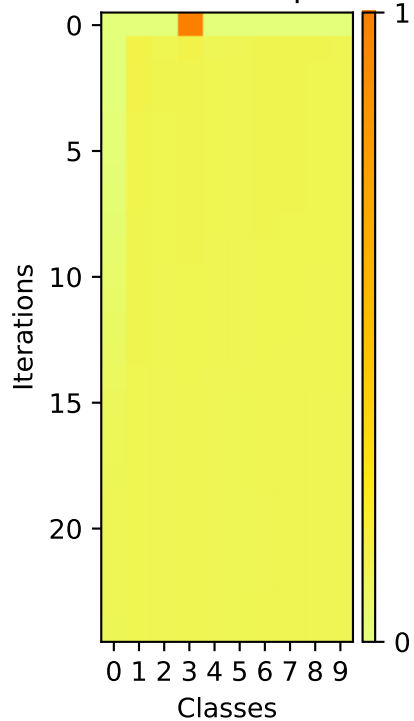


A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow and others being a darker yellow or greenish-yellow, giving it a slightly textured appearance. The background is a solid dark purple.

Image



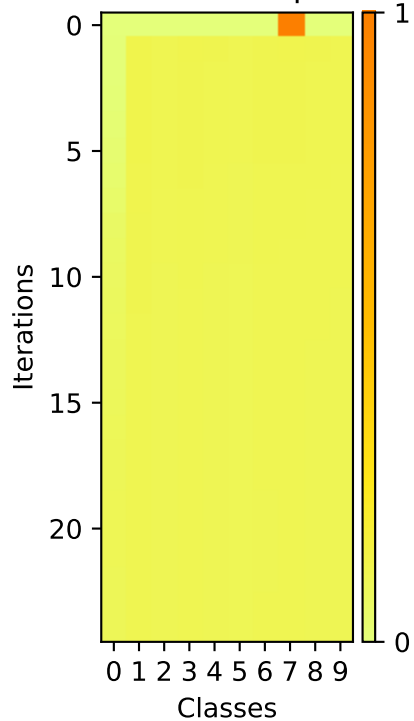
Softmax Outputs



Image



Softmax Outputs



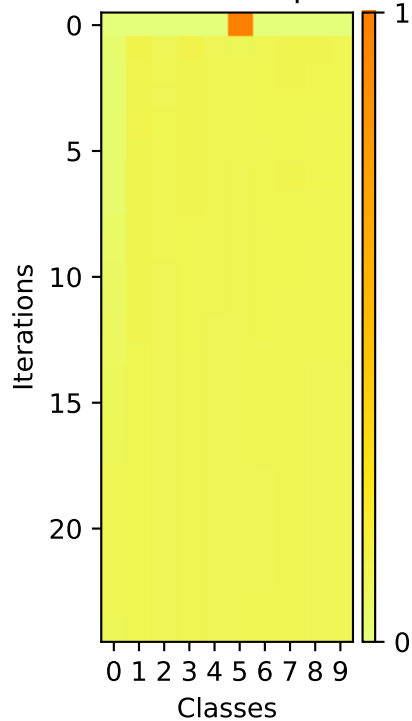
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

The heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark orange). The distribution starts concentrated on class 0 and spreads across all classes by iteration 20.

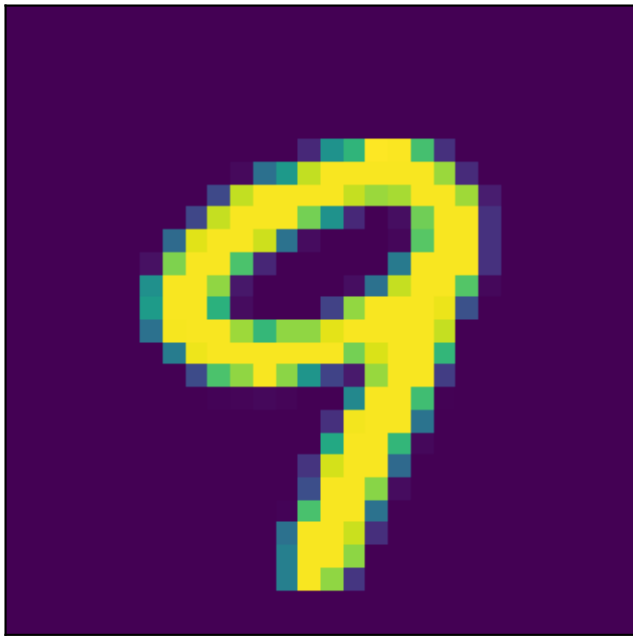
Image



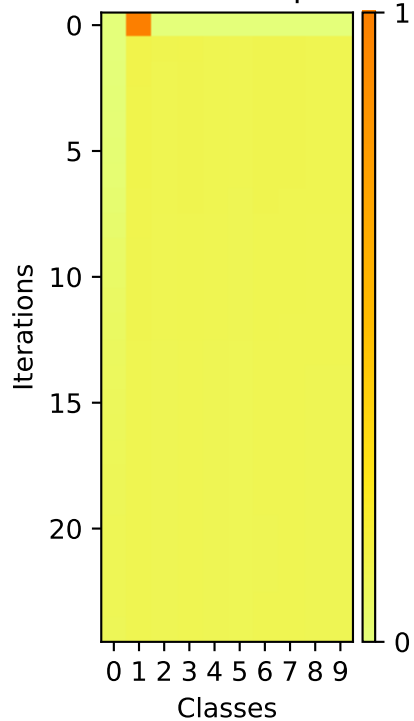
Softmax Outputs



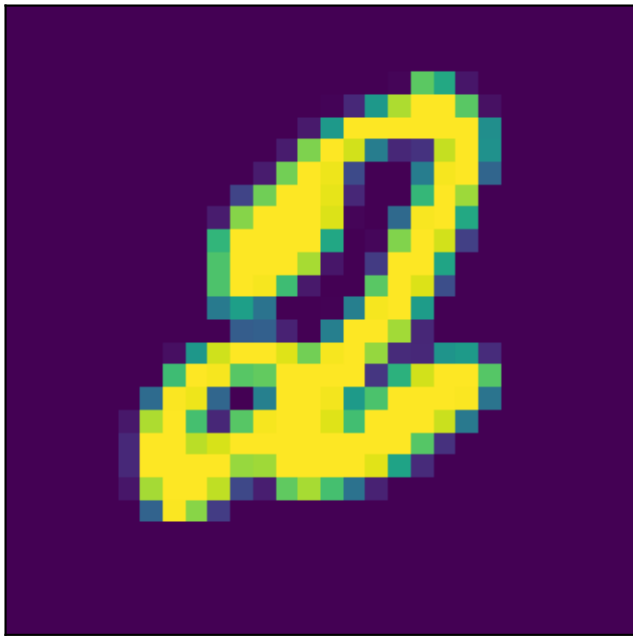
Image



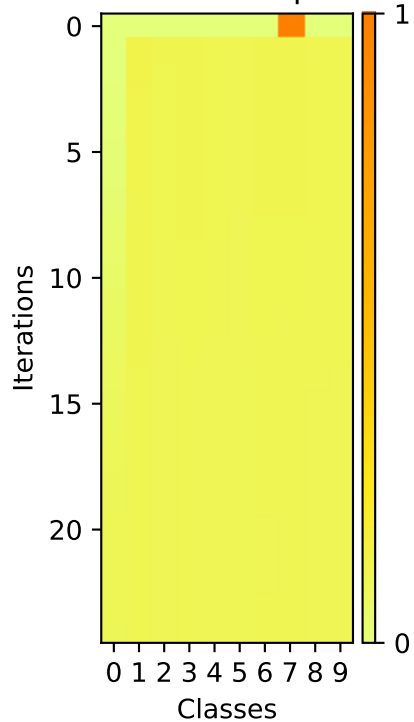
Softmax Outputs



Image



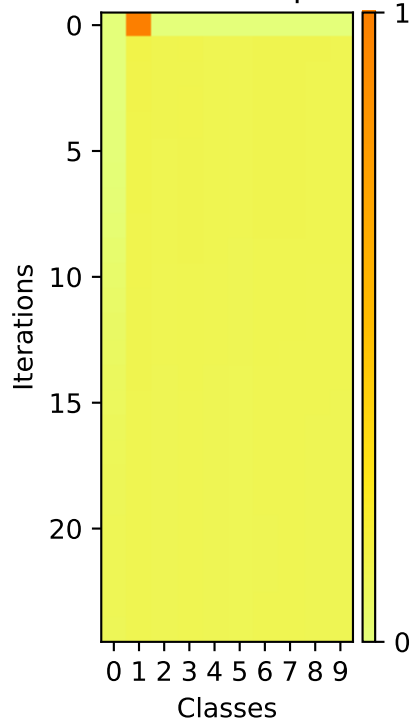
Softmax Outputs



Image



Softmax Outputs

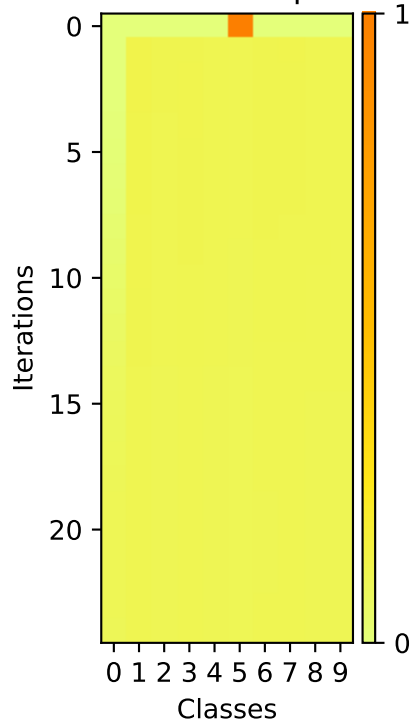


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, with some darker purple pixels visible at the edges, suggesting a low-resolution or dithered image. The shape is a standard question mark, with a curved top and a dot at the bottom.

Image



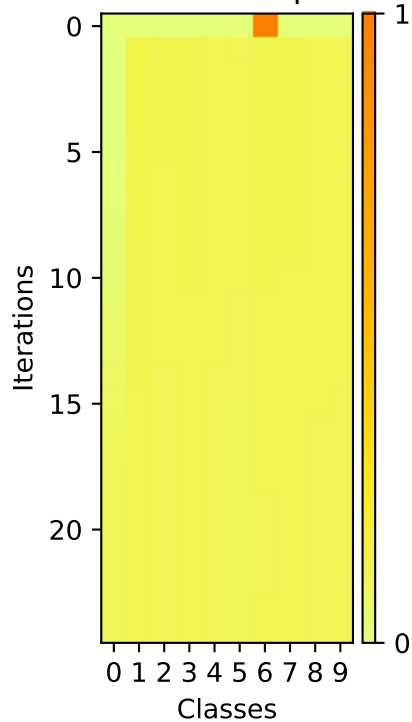
Softmax Outputs



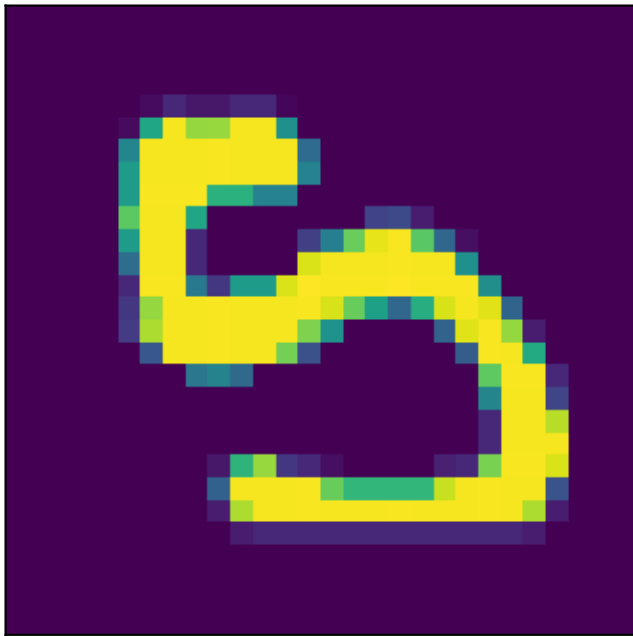
Image



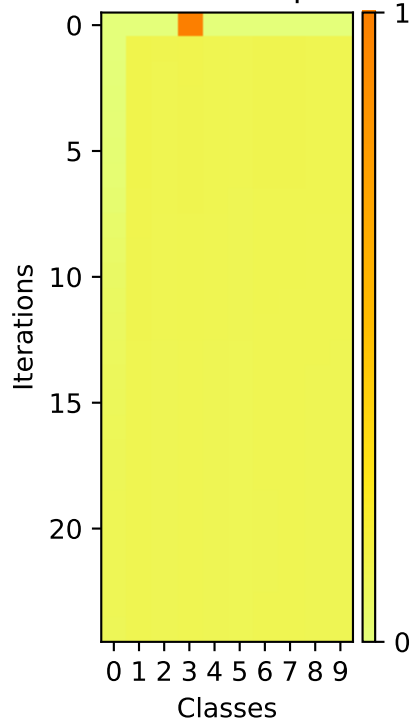
Softmax Outputs



Image



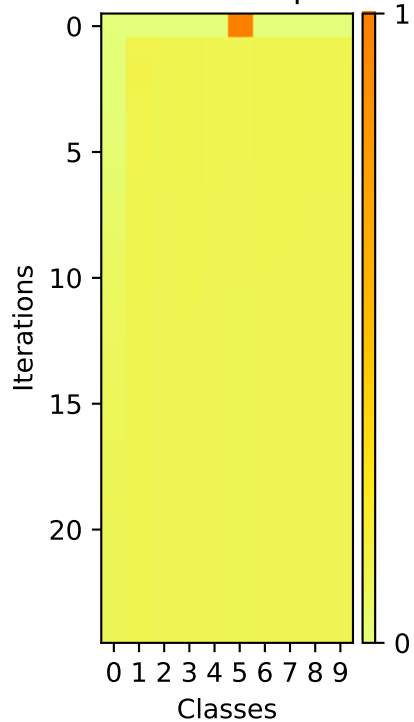
Softmax Outputs



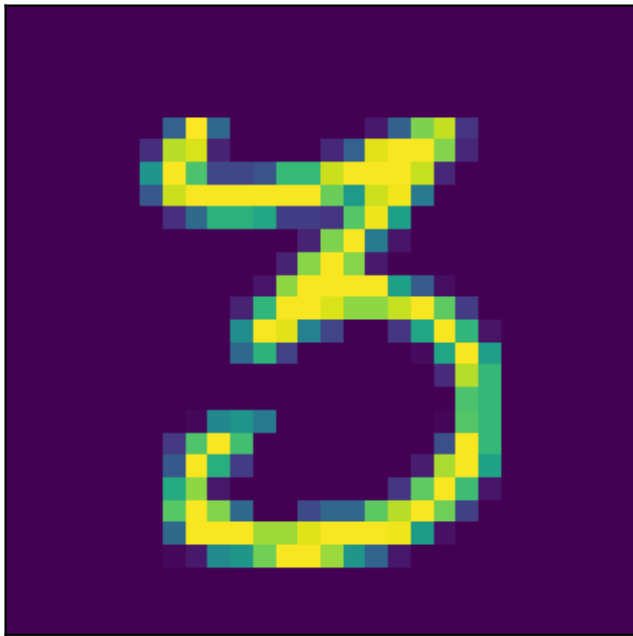
Image



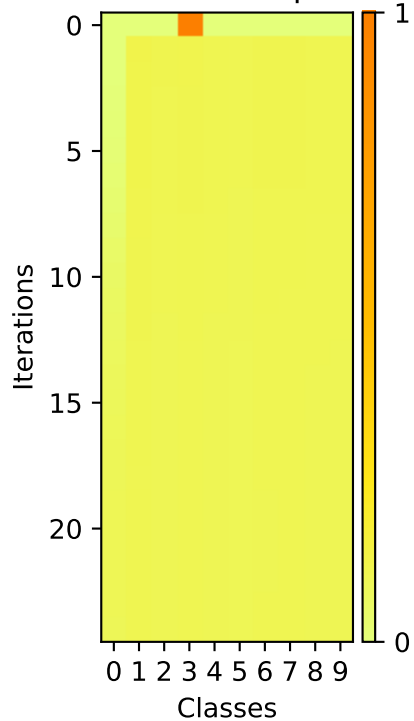
Softmax Outputs



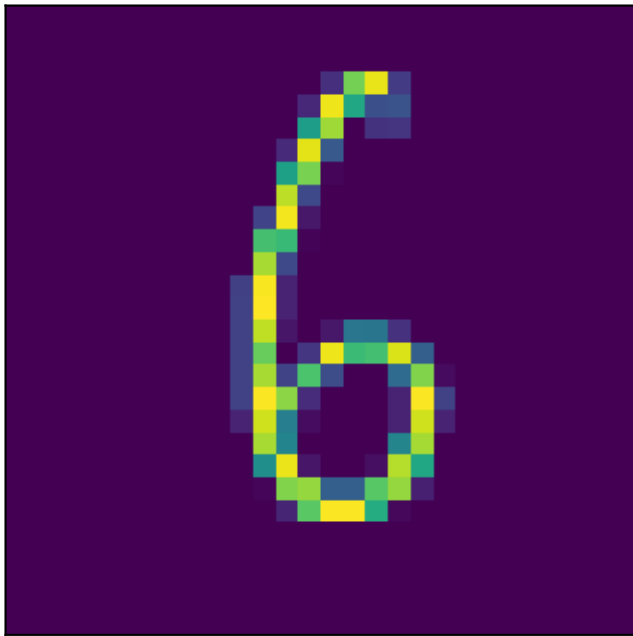
Image



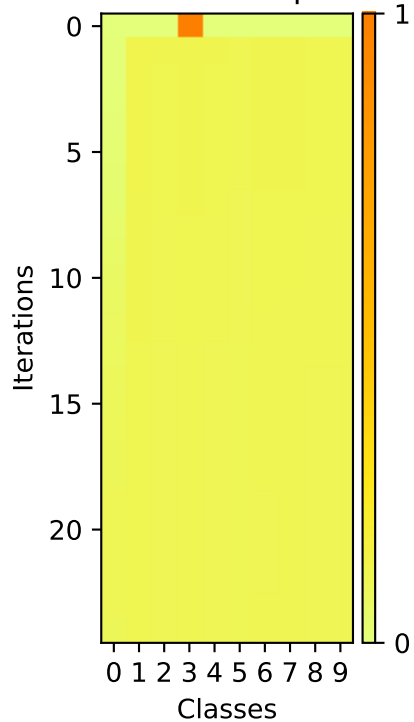
Softmax Outputs



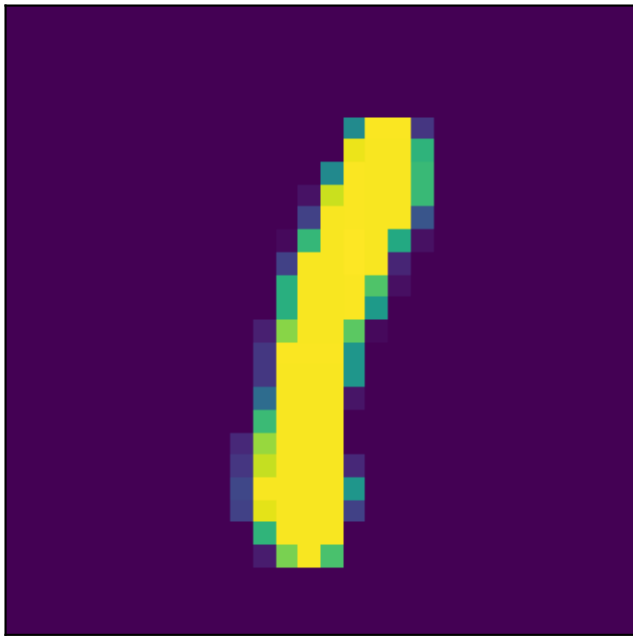
Image



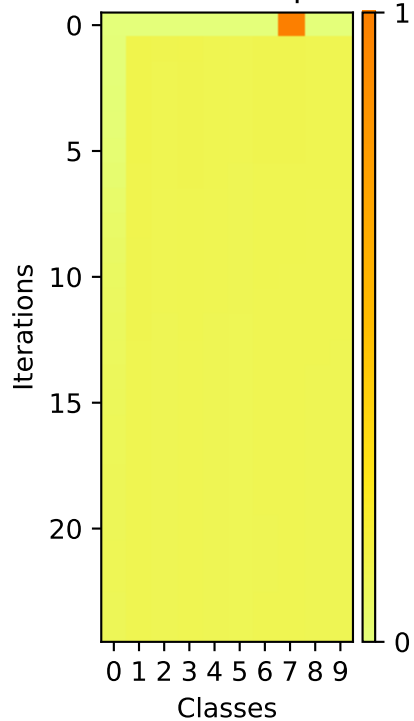
Softmax Outputs



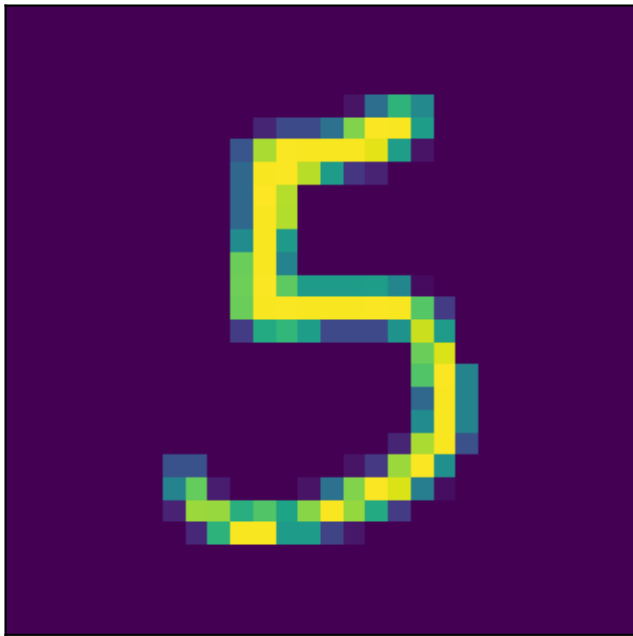
Image



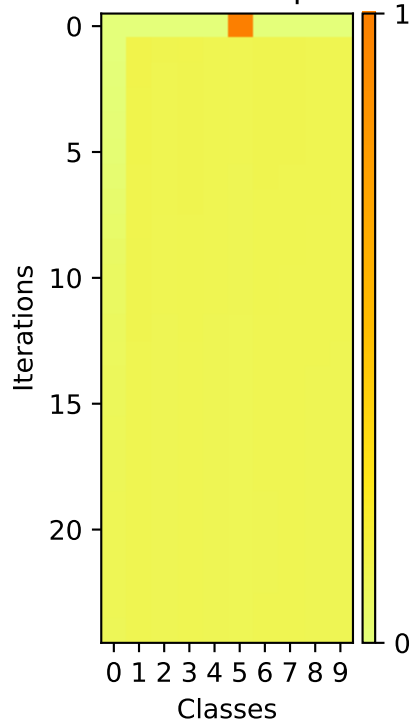
Softmax Outputs



Image



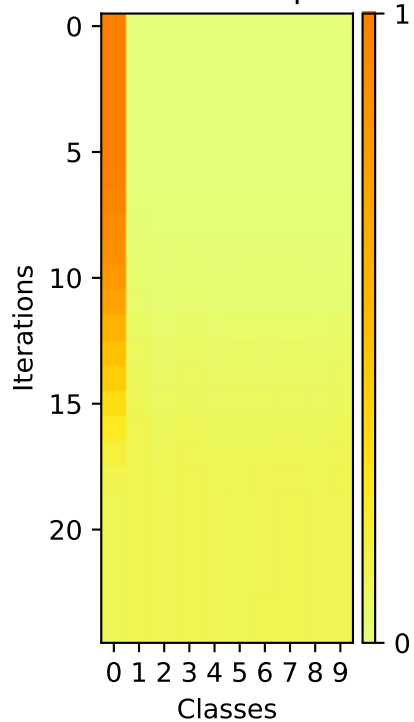
Softmax Outputs



Image

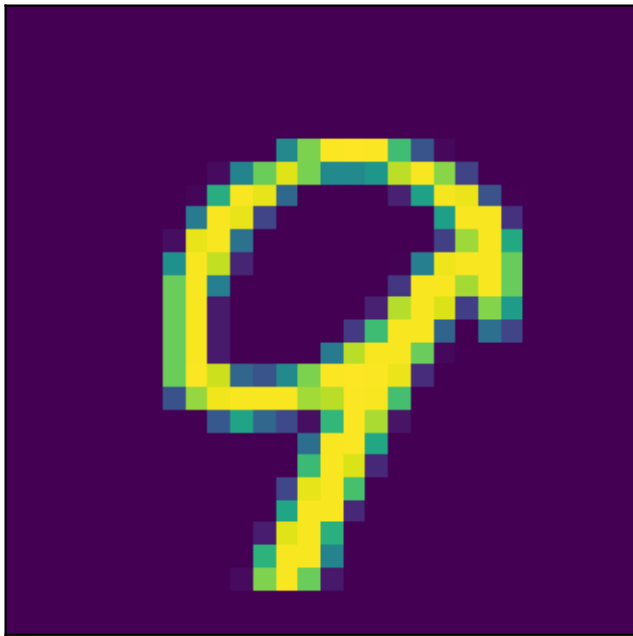


Softmax Outputs

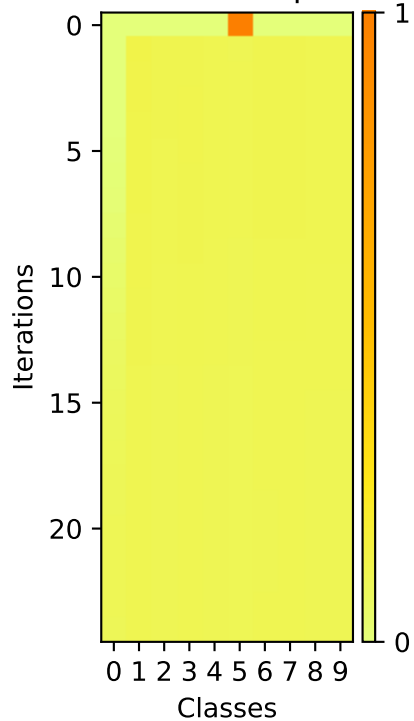


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (dark orange). Class 2 shows a high loss peak at iteration 0, while other classes maintain low loss throughout the iterations.

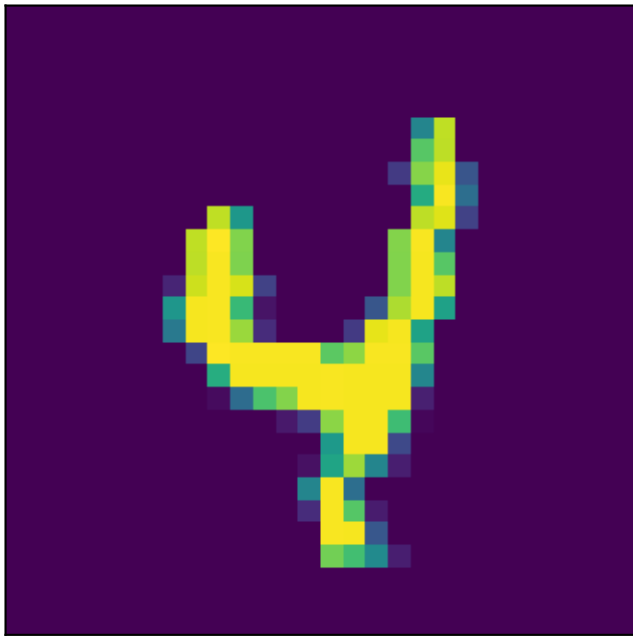
Image



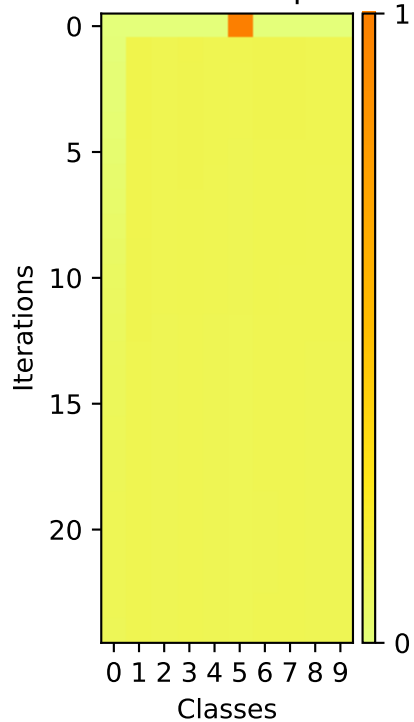
Softmax Outputs



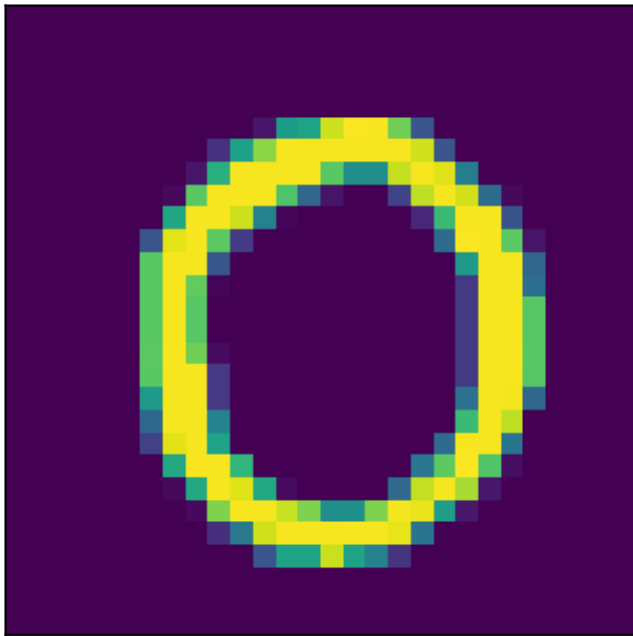
Image



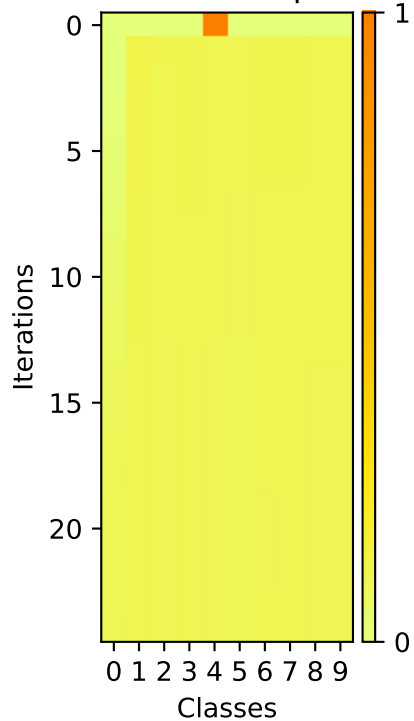
Softmax Outputs



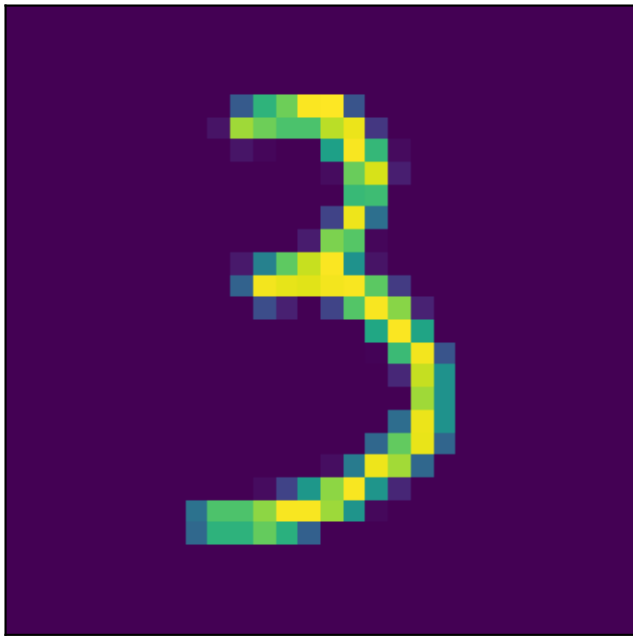
Image



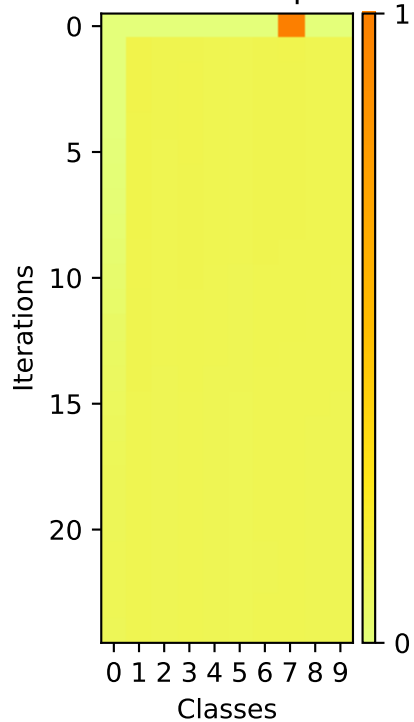
Softmax Outputs



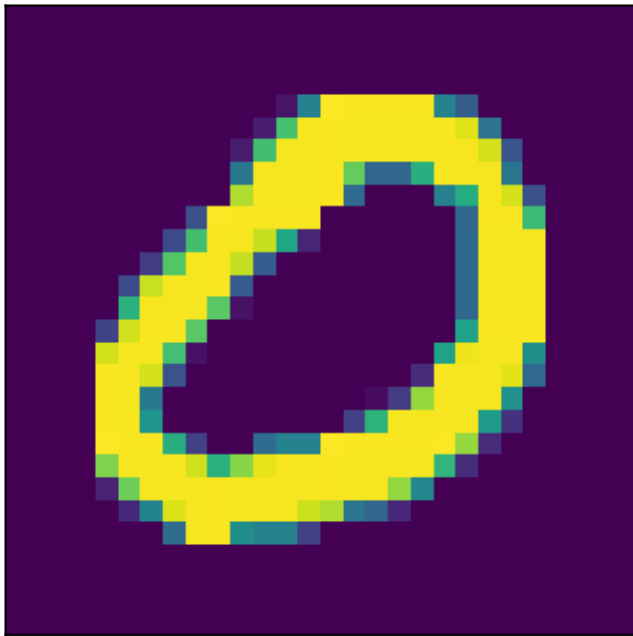
Image



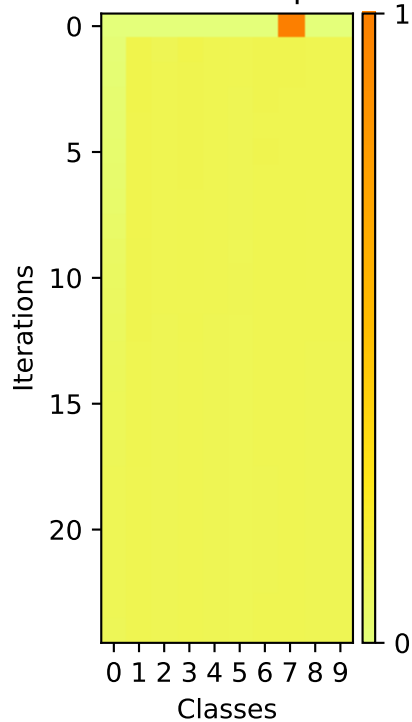
Softmax Outputs



Image



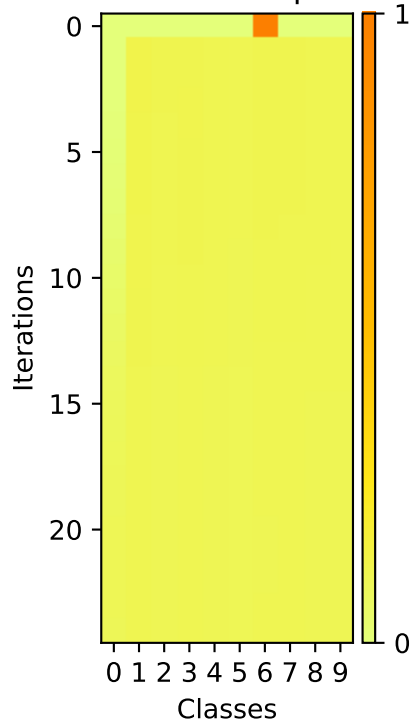
Softmax Outputs



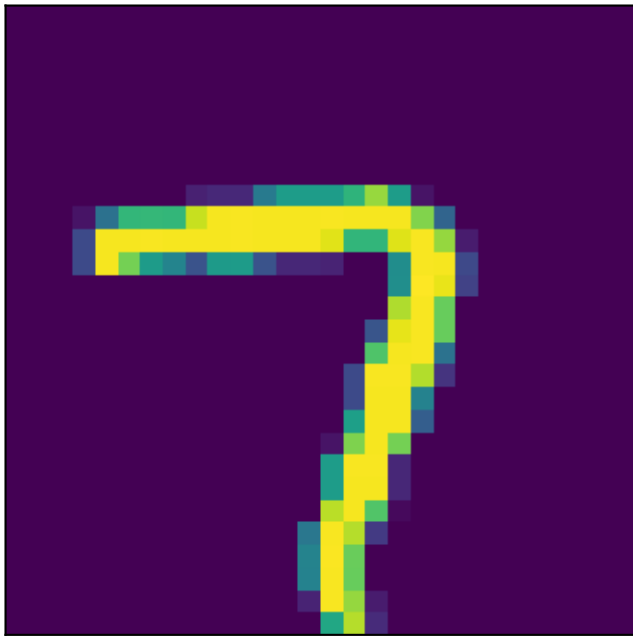
Image



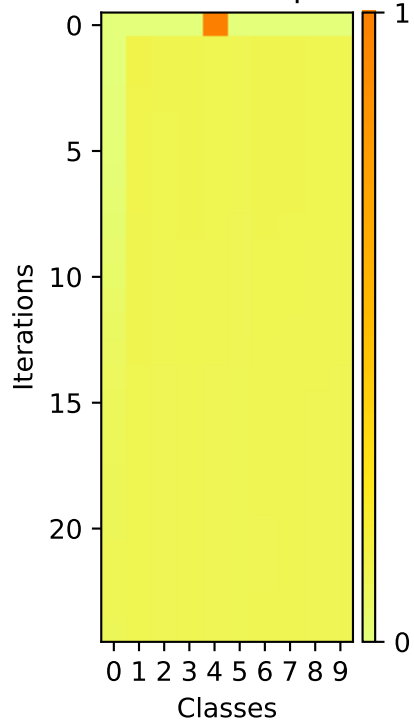
Softmax Outputs



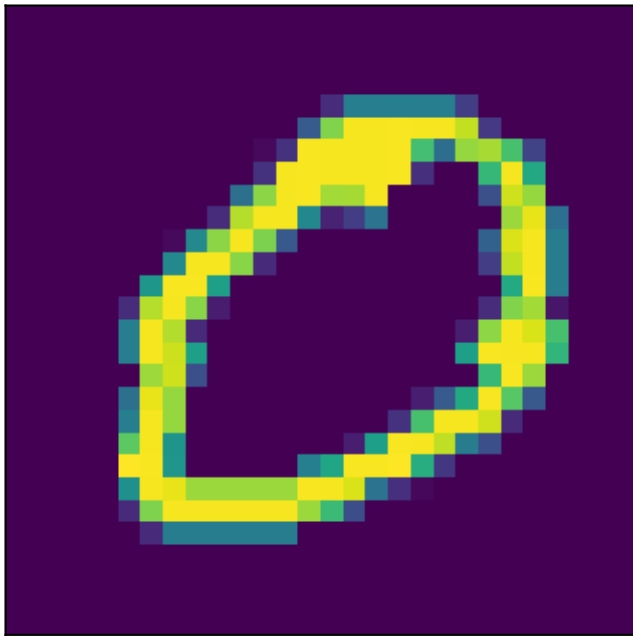
Image



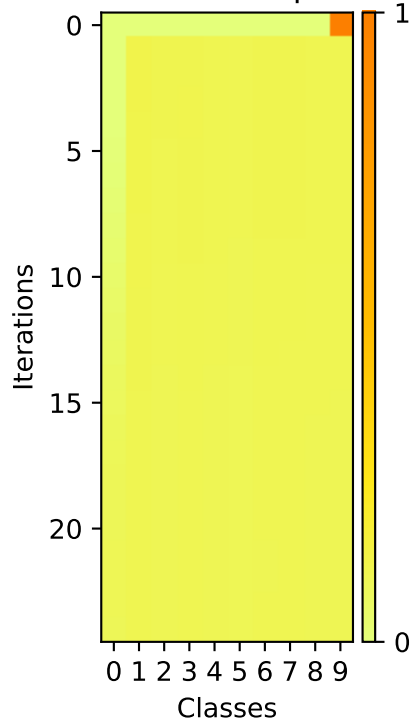
Softmax Outputs



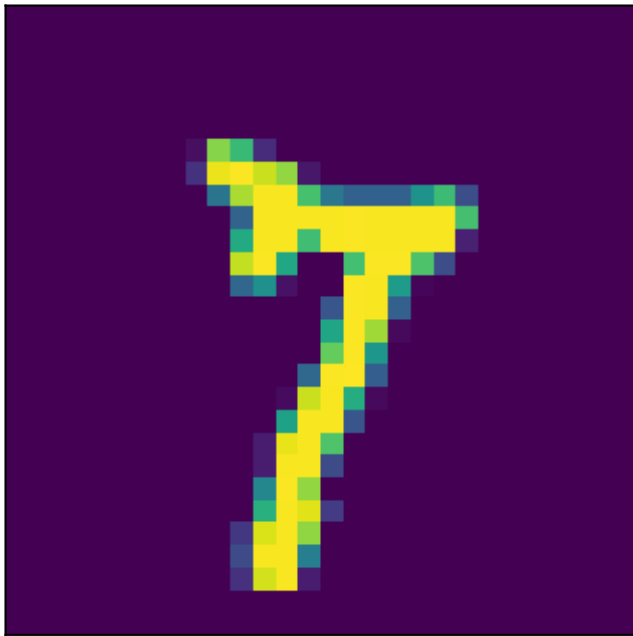
Image



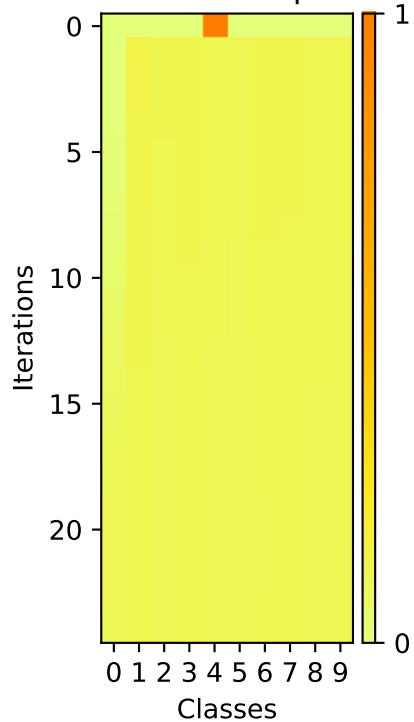
Softmax Outputs



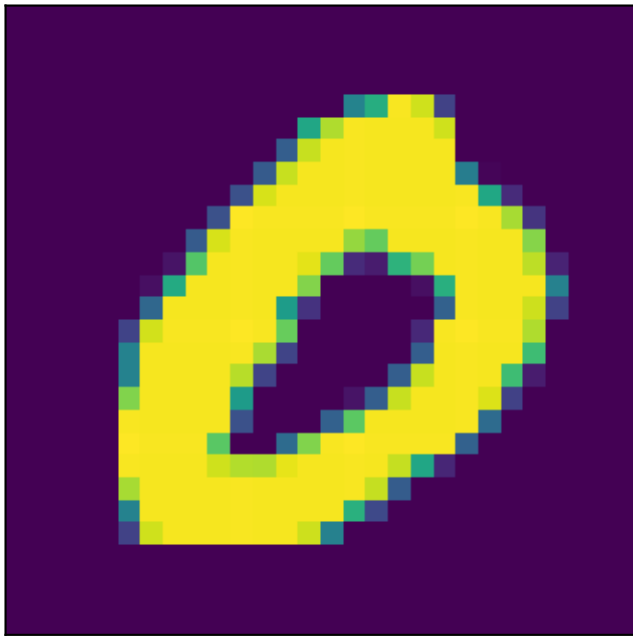
Image



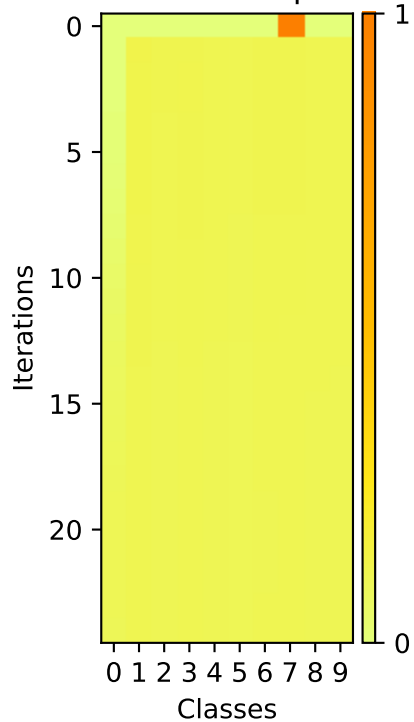
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow number 0 is centered on a dark purple background. The number is composed of a grid of yellow and light blue pixels, giving it a blocky, digital appearance. The background is a solid dark purple.

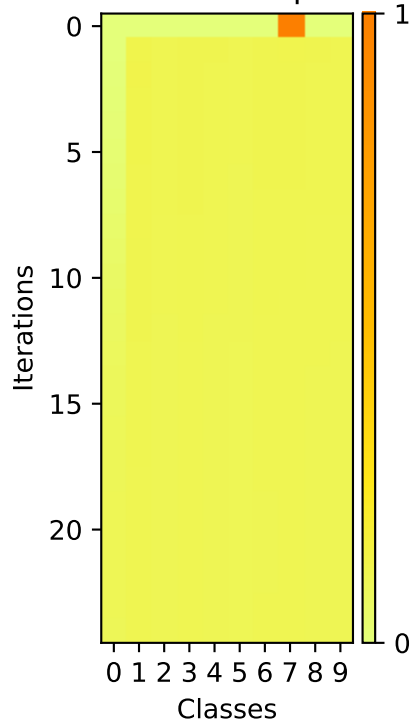
The heatmap visualizes the loss function's evolution. The y-axis represents 'Iterations' from 0 to 20, and the x-axis represents 'Classes' from 0 to 9. A color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 1 shows a sharp drop in loss from iteration 0 to 1, while other classes remain high.

A pixelated, low-resolution image of a yellow and green number 9 on a black background. The number is composed of several small squares, with the main body being yellow and the top and bottom curves being green. The image is centered and has a slightly irregular, hand-drawn appearance.

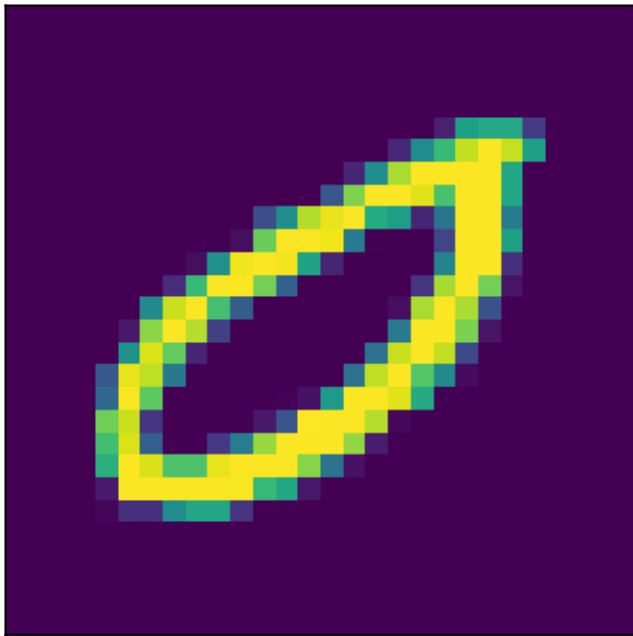
Image



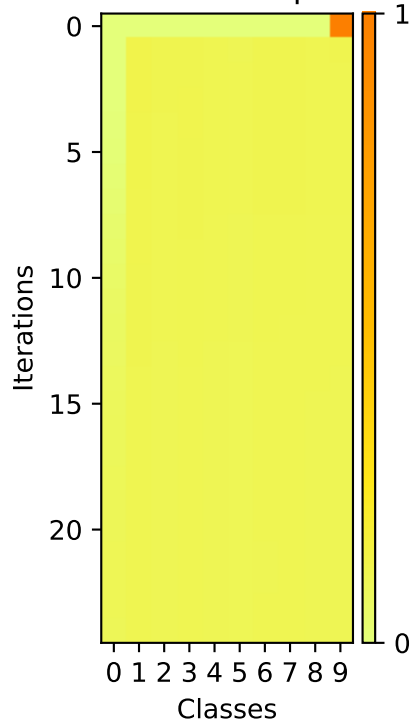
Softmax Outputs



Image



Softmax Outputs



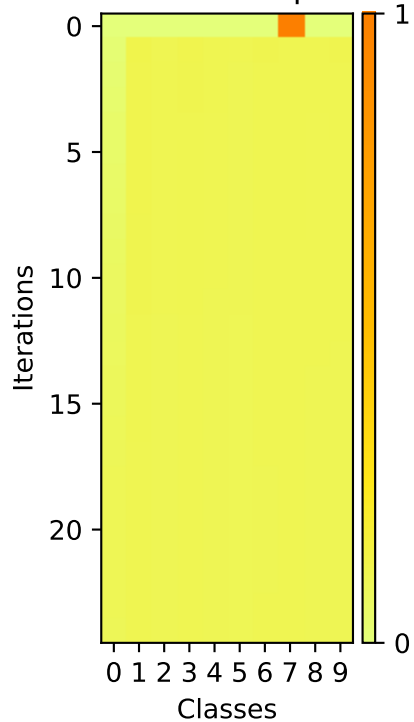
A pixelated yellow ring with a green and blue border on a black background. The ring is composed of yellow pixels, with a green and blue border around it. The center of the ring is black.

A heatmap showing the evolution of the matrix of the linear system over iterations (Y-axis, 0 to 20) and classes (X-axis, 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0. A small, dark orange square is visible at iteration 0, class 2, indicating a value near 1.

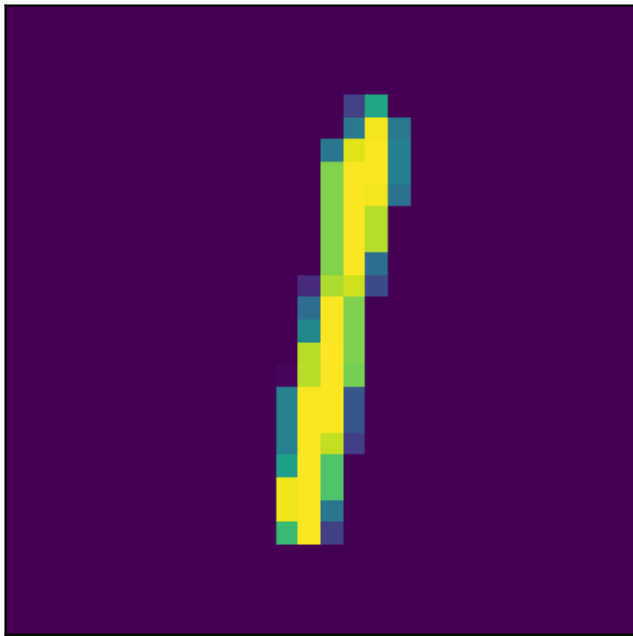
Image



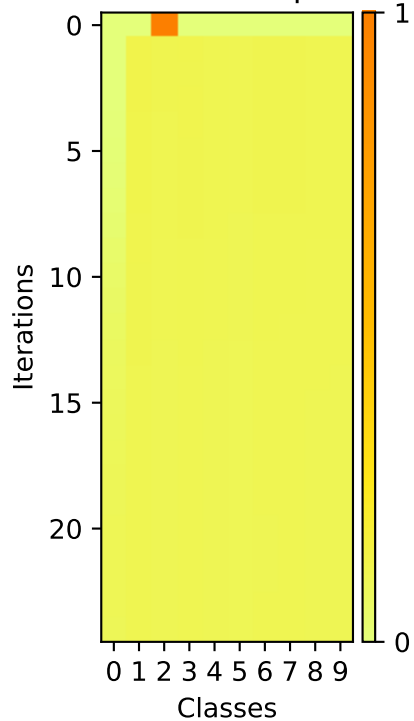
Softmax Outputs



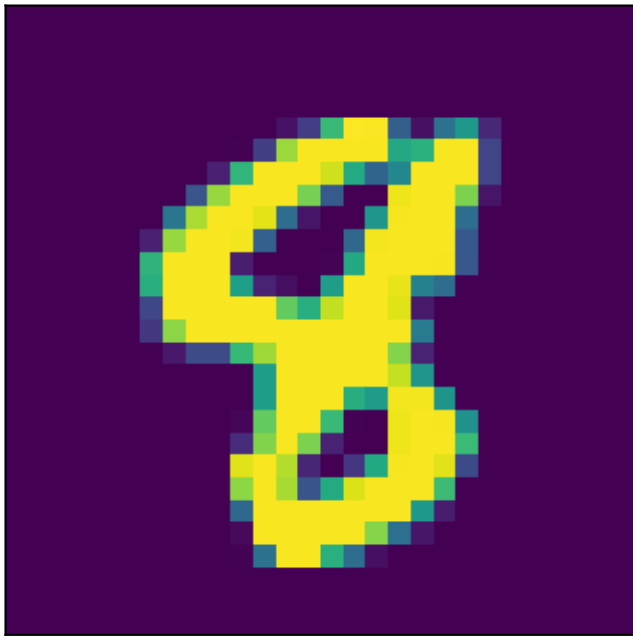
Image



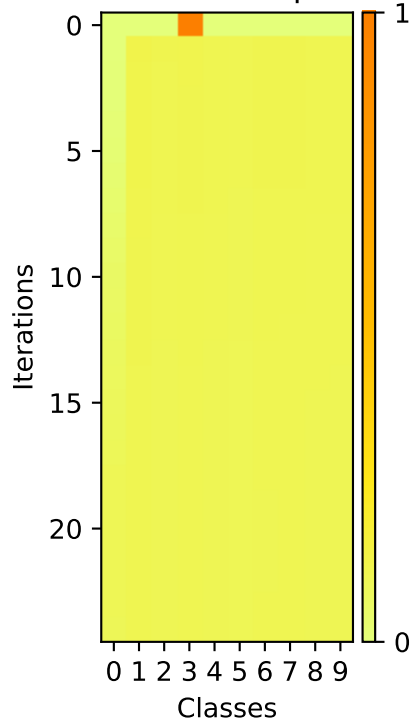
Softmax Outputs



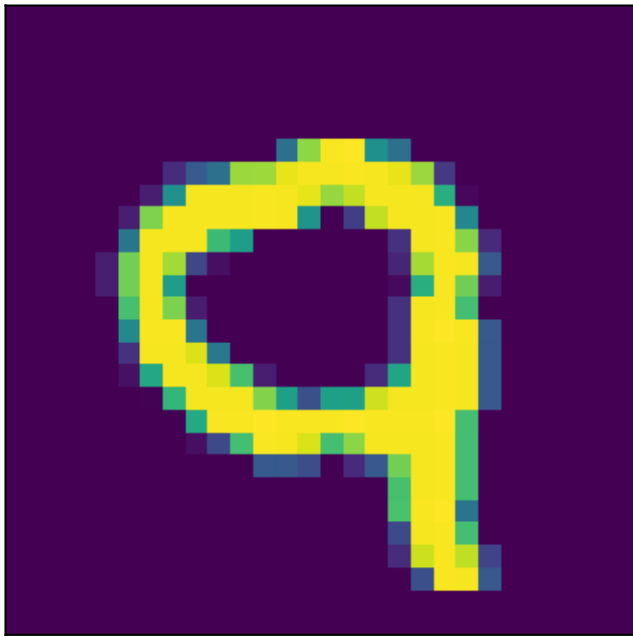
Image



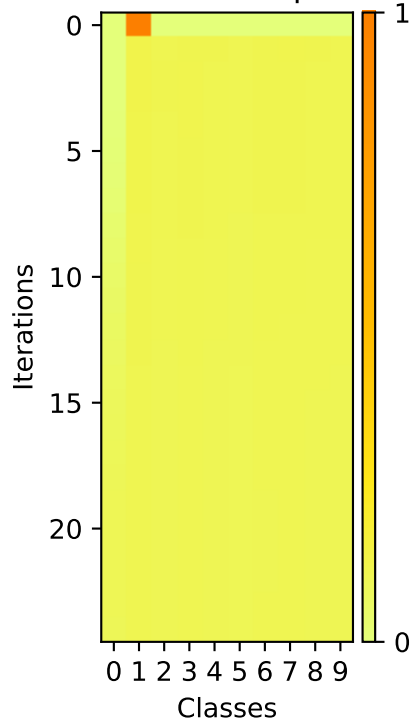
Softmax Outputs



Image



Softmax Outputs

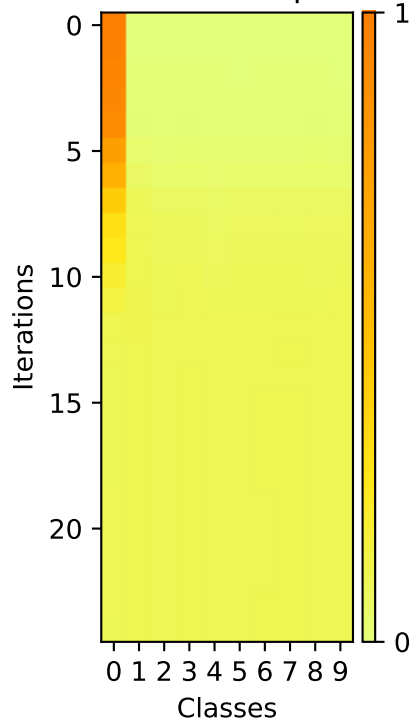


A pixelated yellow number 9 is centered on a dark purple background. The number is composed of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid dark purple.

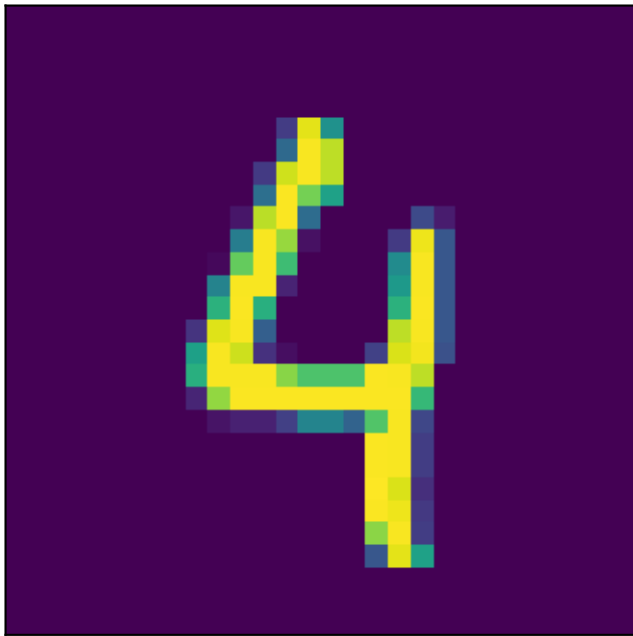
Image



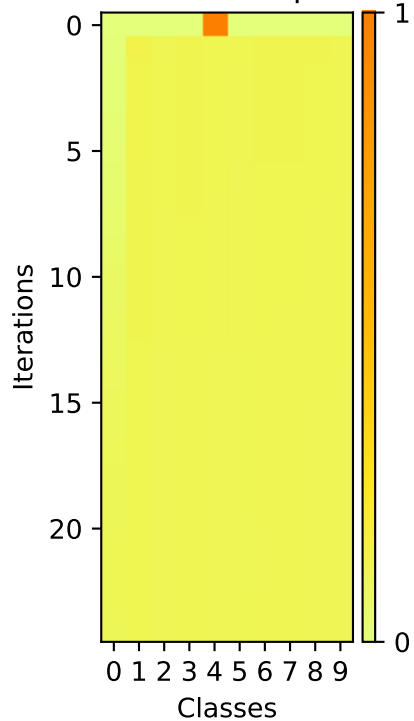
Softmax Outputs



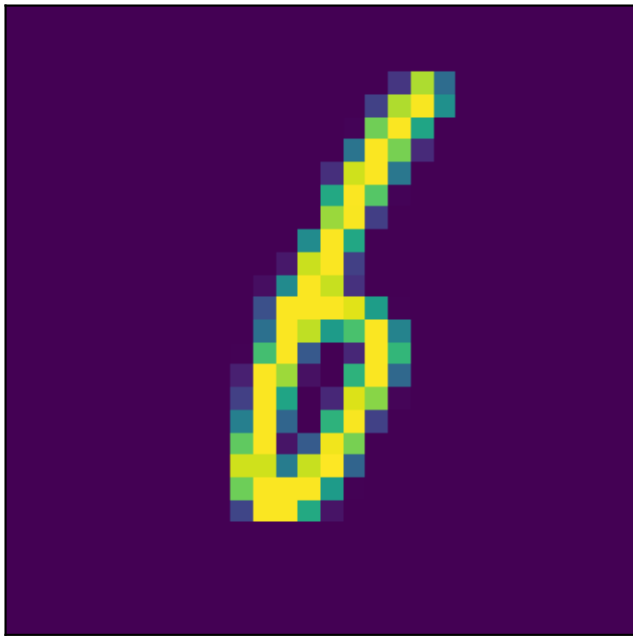
Image



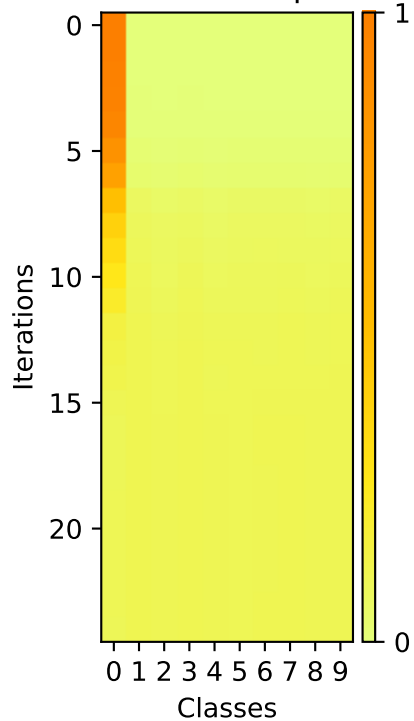
Softmax Outputs



Image



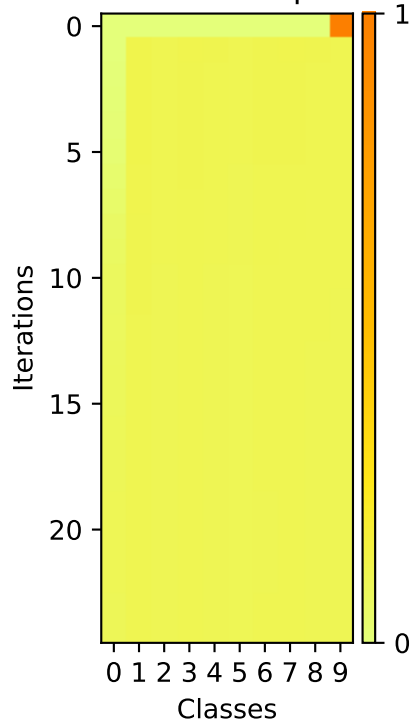
Softmax Outputs



Image



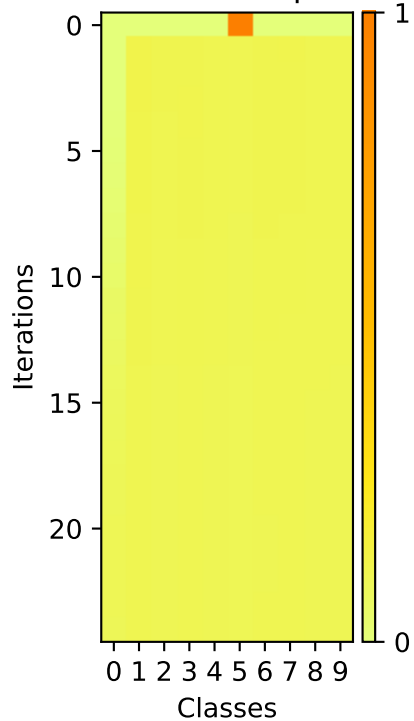
Softmax Outputs



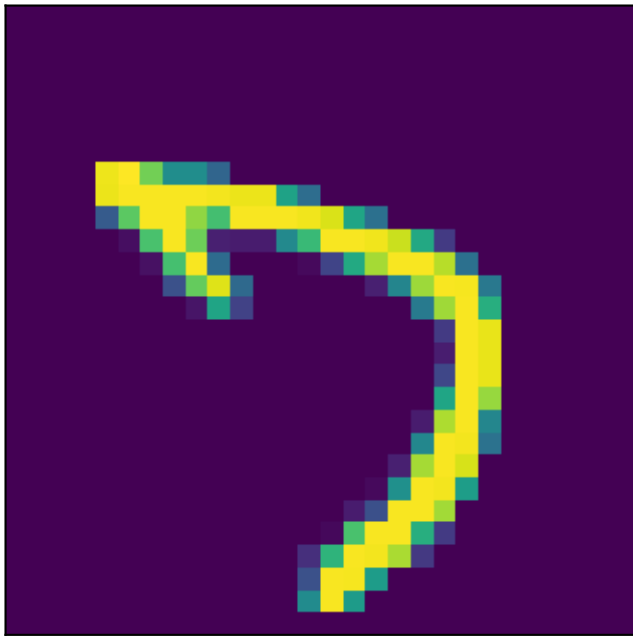
Image



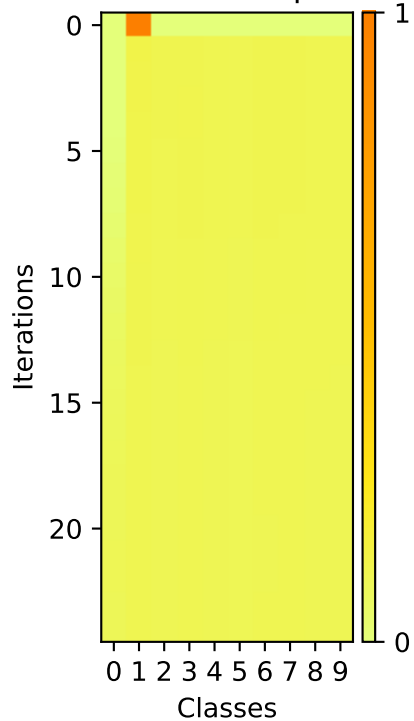
Softmax Outputs



Image



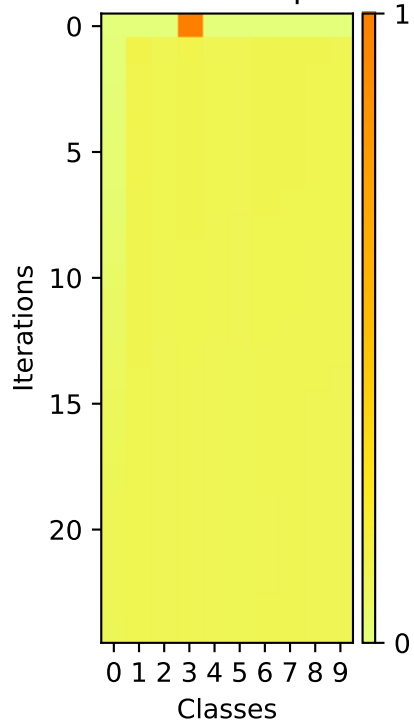
Softmax Outputs



Image



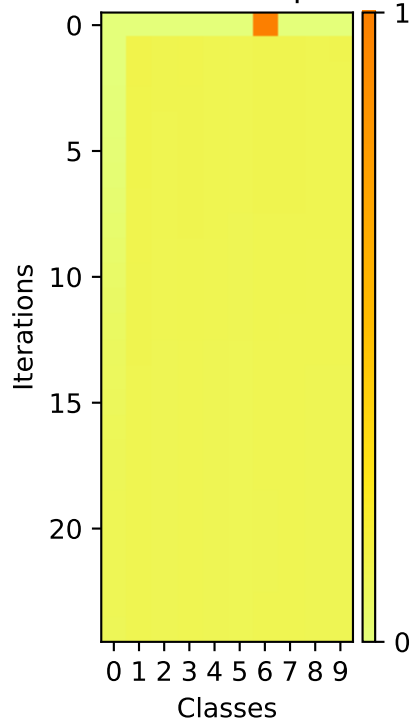
Softmax Outputs



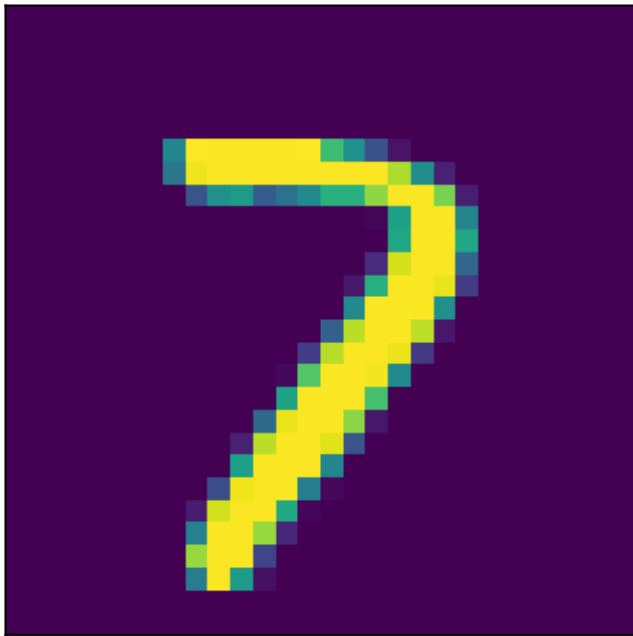
Image



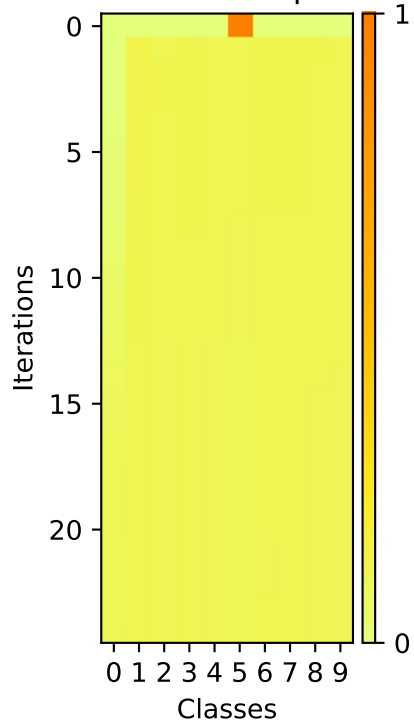
Softmax Outputs



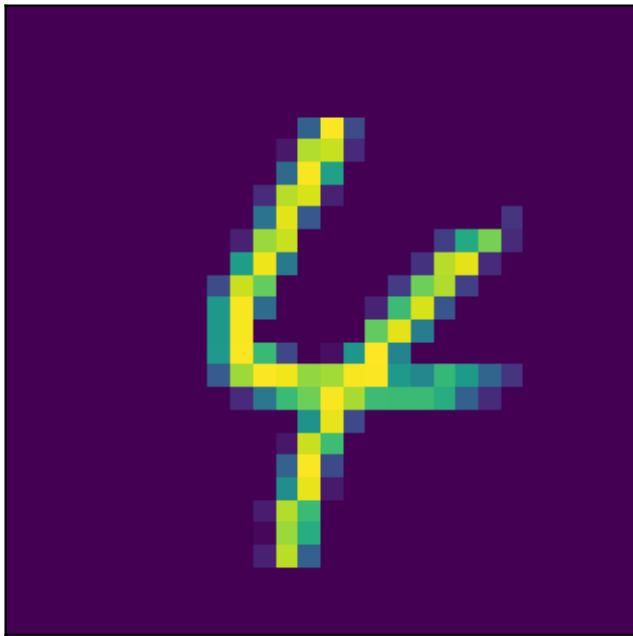
Image



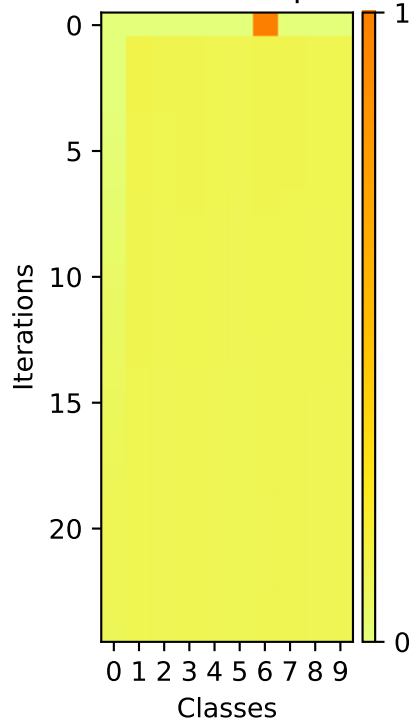
Softmax Outputs



Image



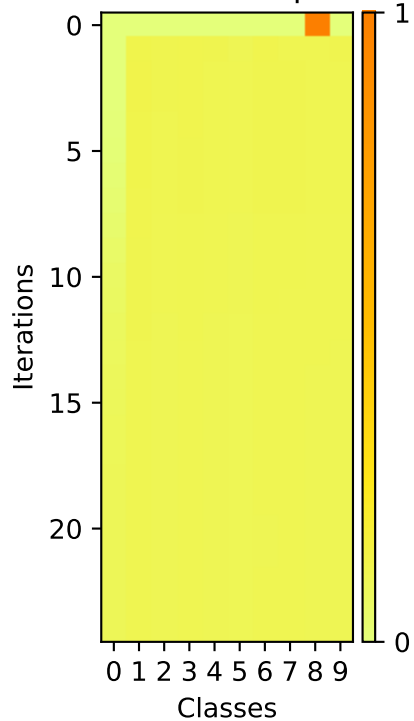
Softmax Outputs



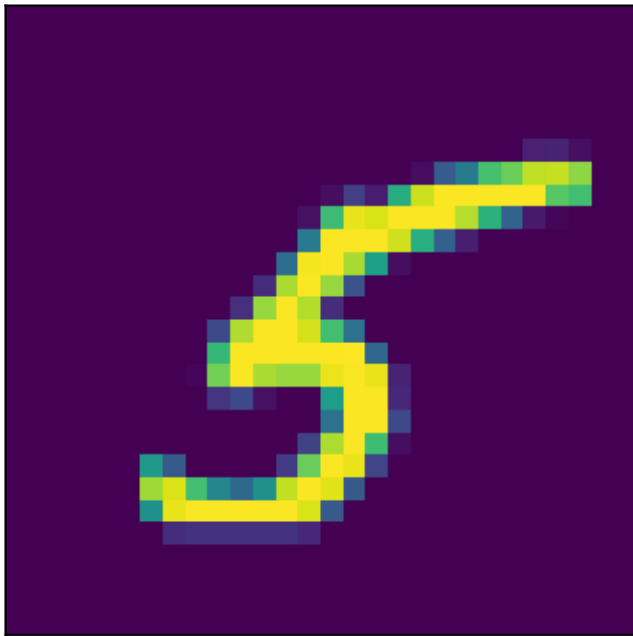
Image



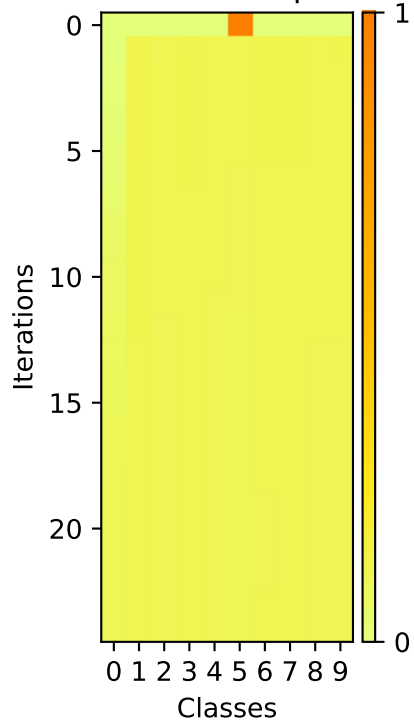
Softmax Outputs



Image



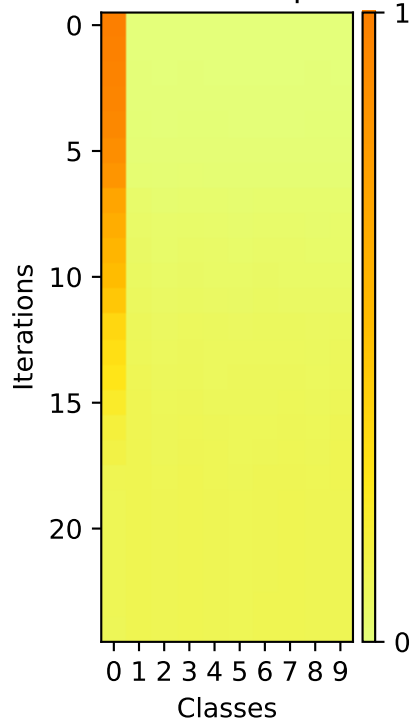
Softmax Outputs



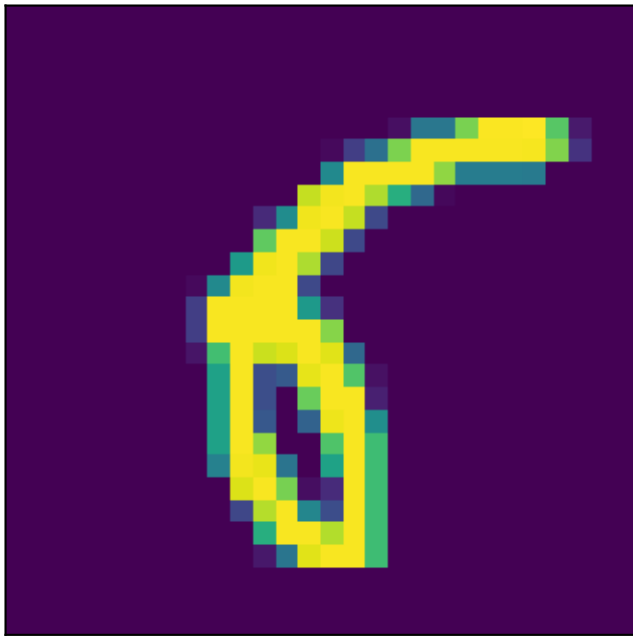
Image



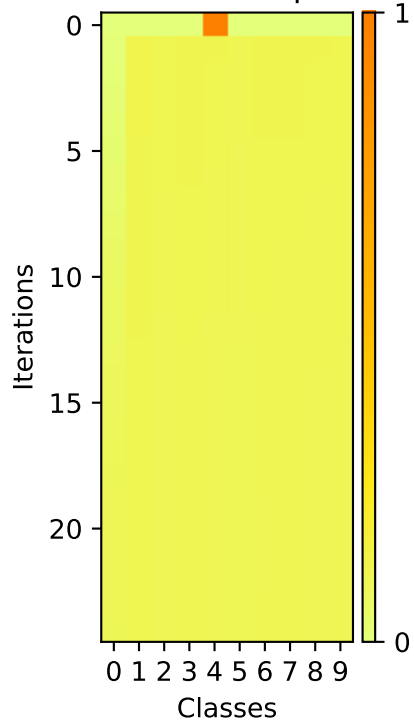
Softmax Outputs



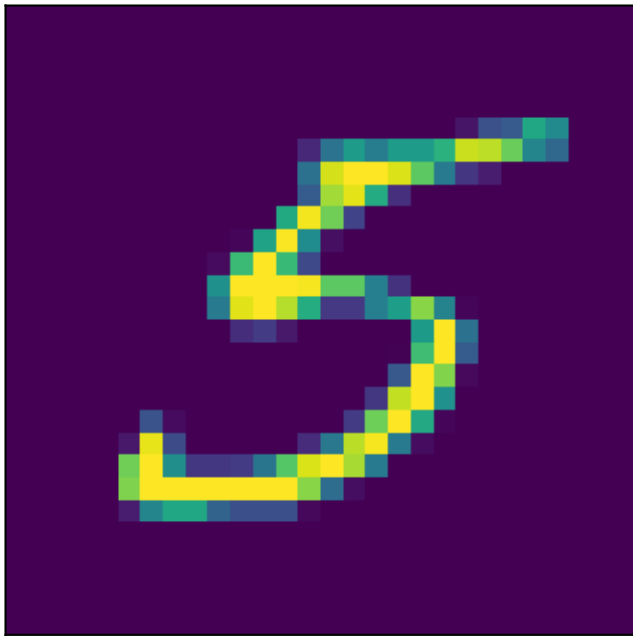
Image



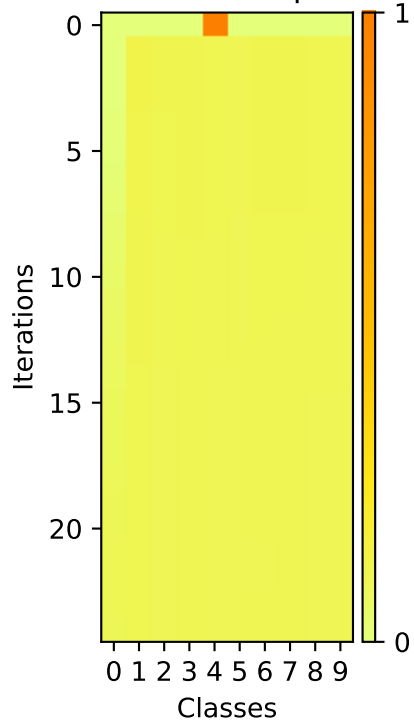
Softmax Outputs



Image



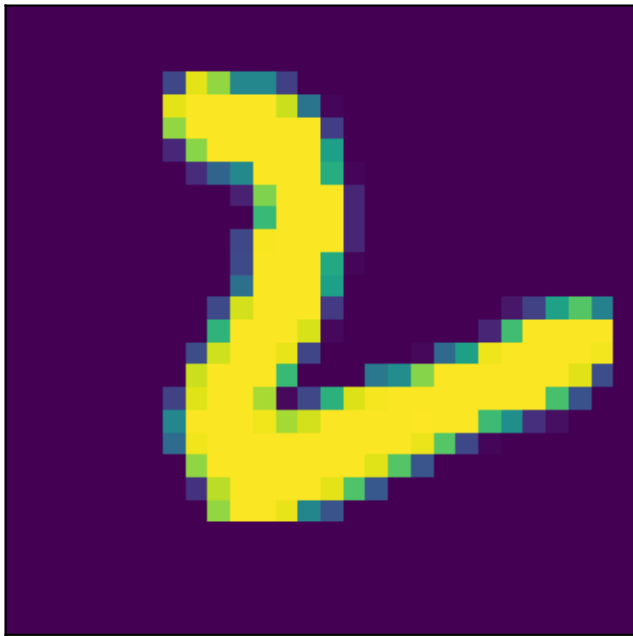
Softmax Outputs



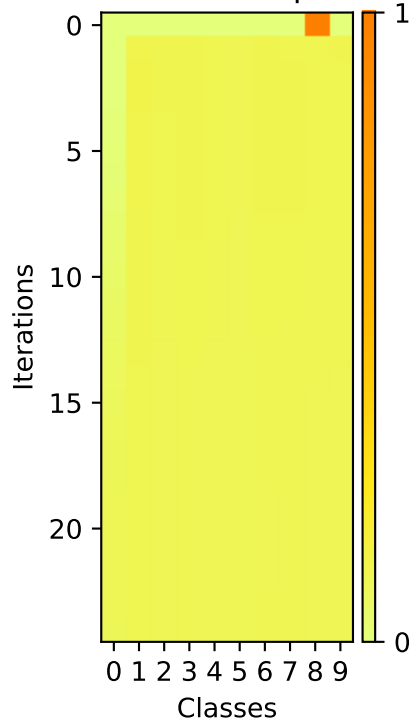
A pixelated, low-resolution image of a yellow and blue geometric shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a prominent horizontal bar at the top and a curved, hook-like section on the right side. The colors are bright yellow and a medium blue, with some darker blue/purple pixels at the edges, suggesting a dithered or anti-aliased effect. The overall appearance is reminiscent of a low-quality digital scan or a retro-style graphic.

A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in shades of yellow, light blue, and dark blue, creating a jagged, blocky appearance. It resembles a stylized 'S' or a similar character, with a horizontal top bar and a curved bottom. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a logo.

Image



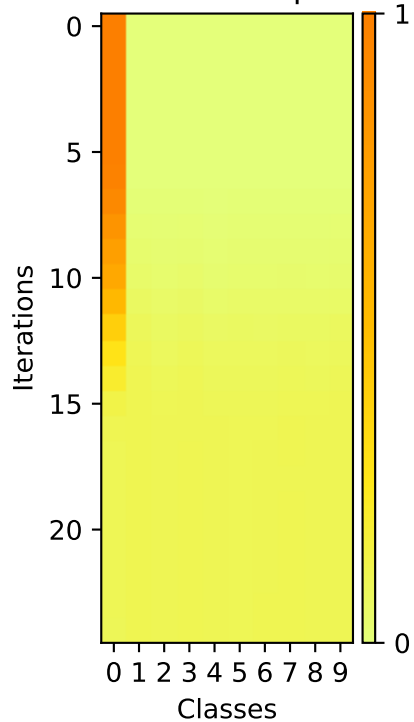
Softmax Outputs



Image



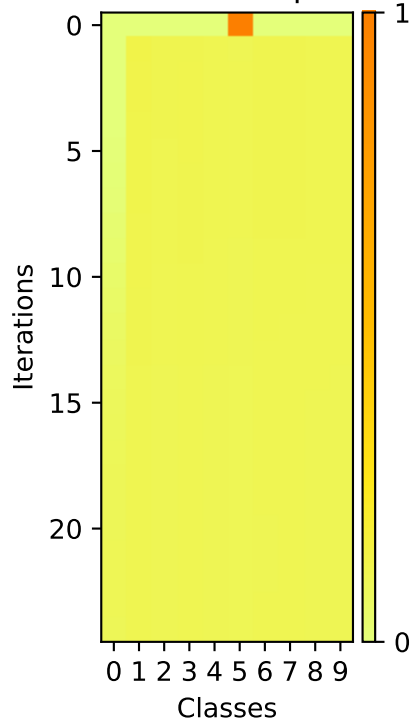
Softmax Outputs



Image



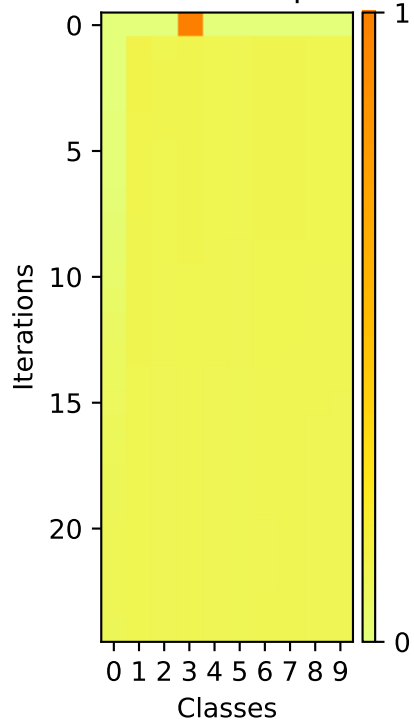
Softmax Outputs



Image



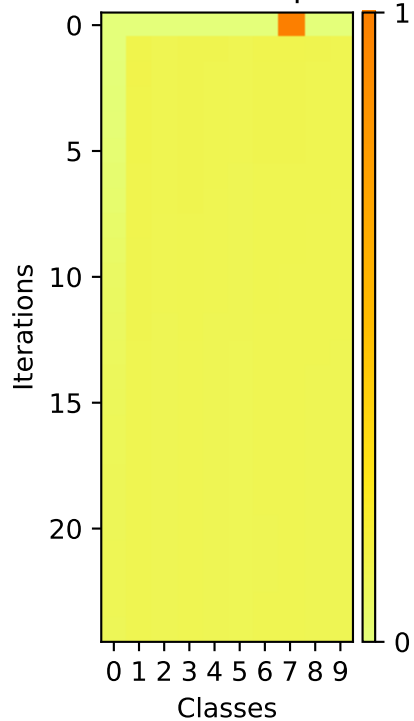
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow number 7 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 blurred or anti-aliased appearance. The background is a solid dark purple.