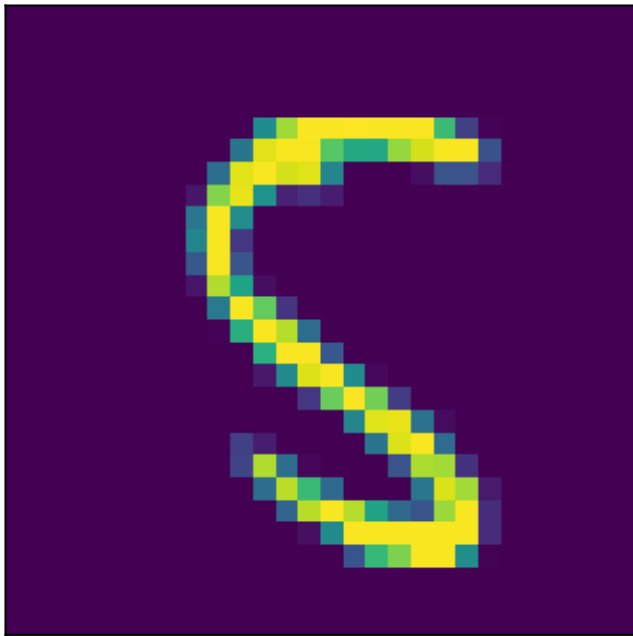
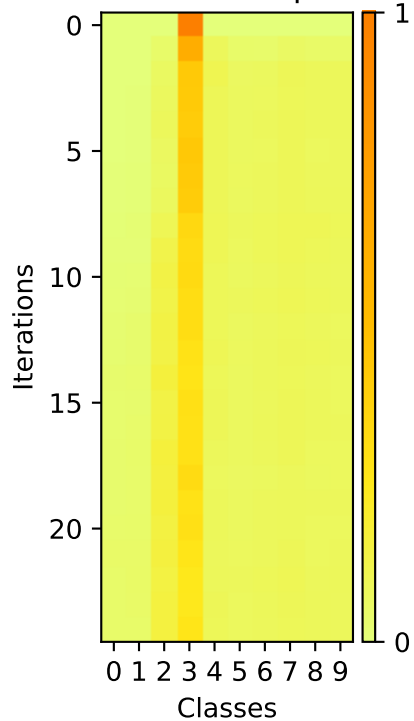


Image



Softmax Outputs



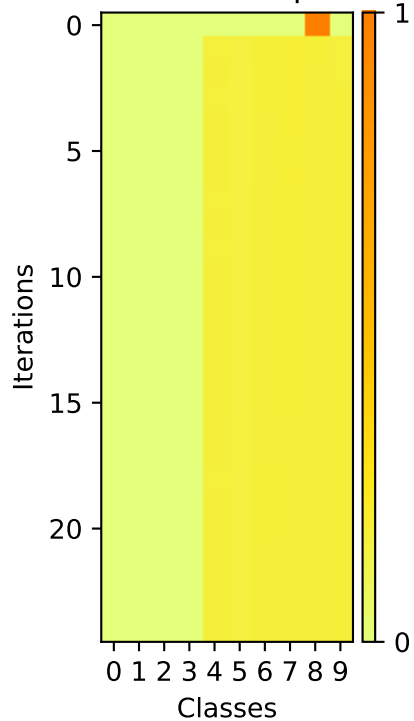
A pixelated yellow number 7 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow or greenish-yellow, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

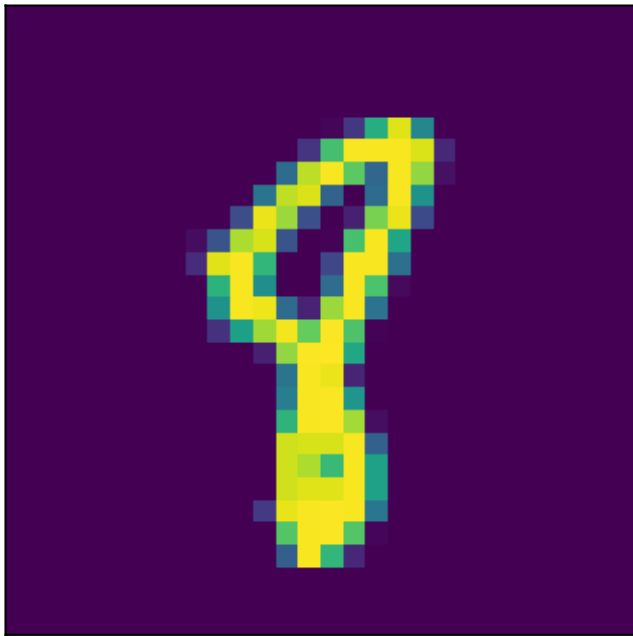
Image



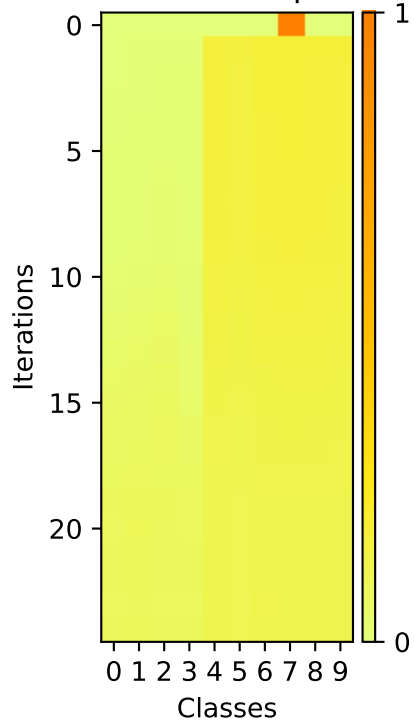
Softmax Outputs



Image



Softmax Outputs

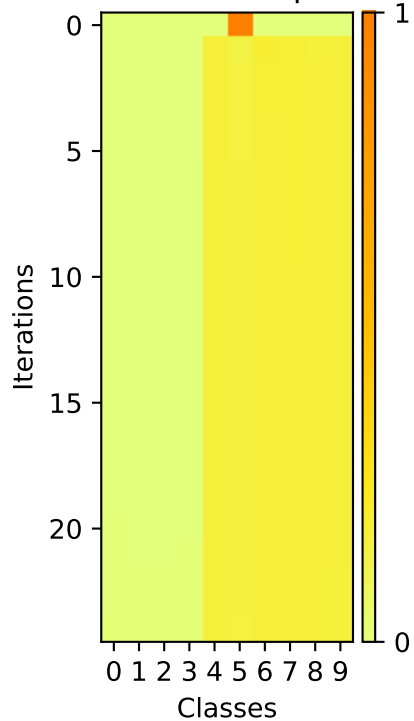


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). Class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

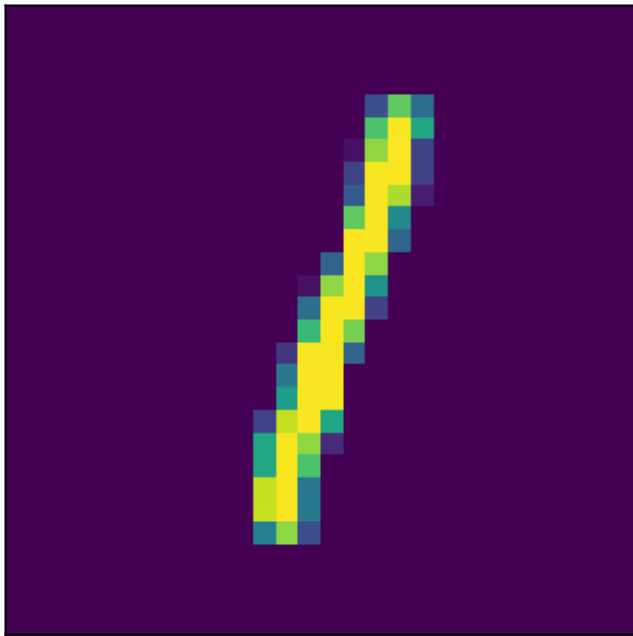
Image



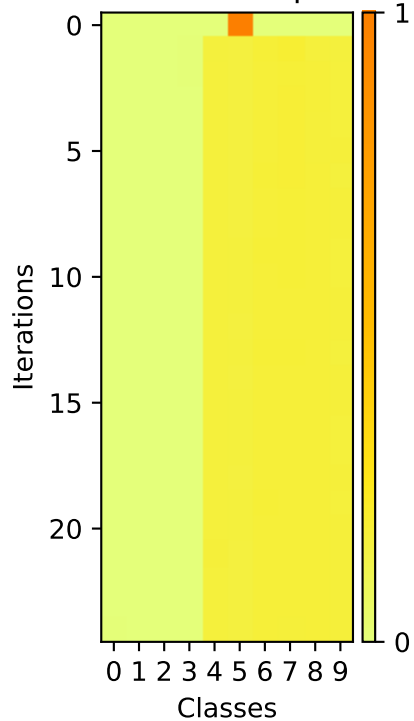
Softmax Outputs



Image



Softmax Outputs

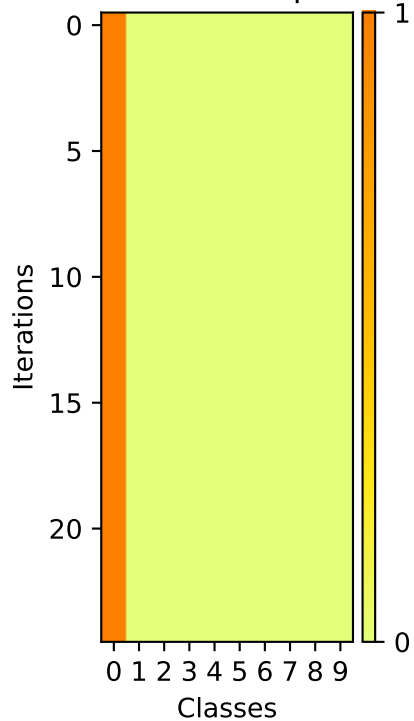


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). The distribution converges to a state where Class 0 has a probability of approximately 0.1 and Class 1 has a probability of approximately 0.9, while all other classes have a probability near 0.0.

Image



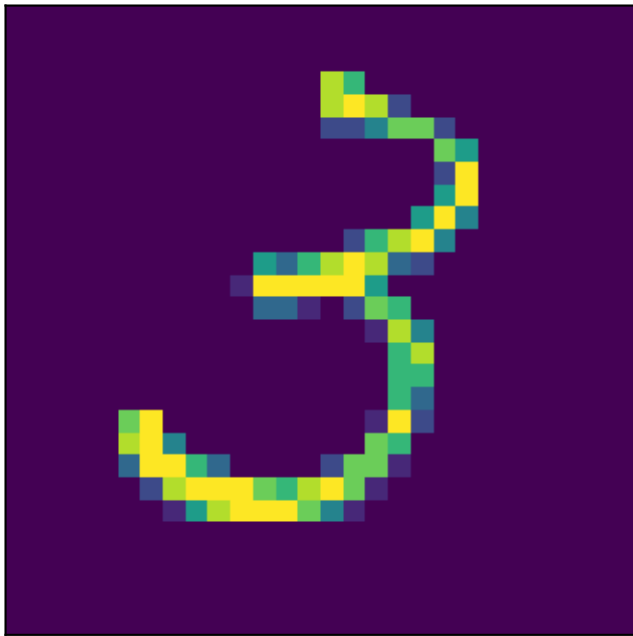
Softmax Outputs



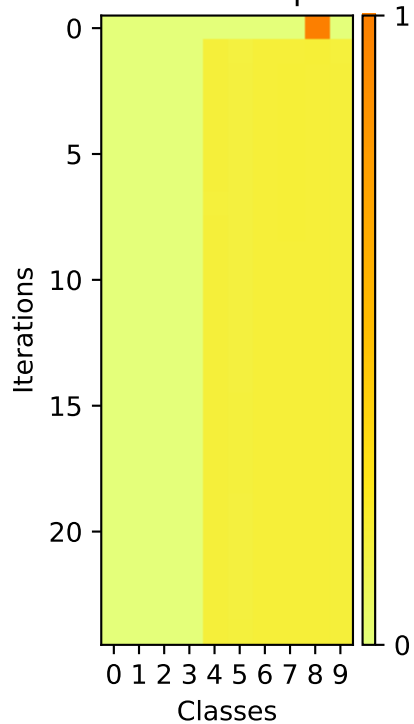
A pixelated yellow number 2 on a dark purple background. The number is composed of yellow pixels with some green and blue pixels at the edges, giving it a digital or retro appearance. It is centered in the upper half of the image.

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

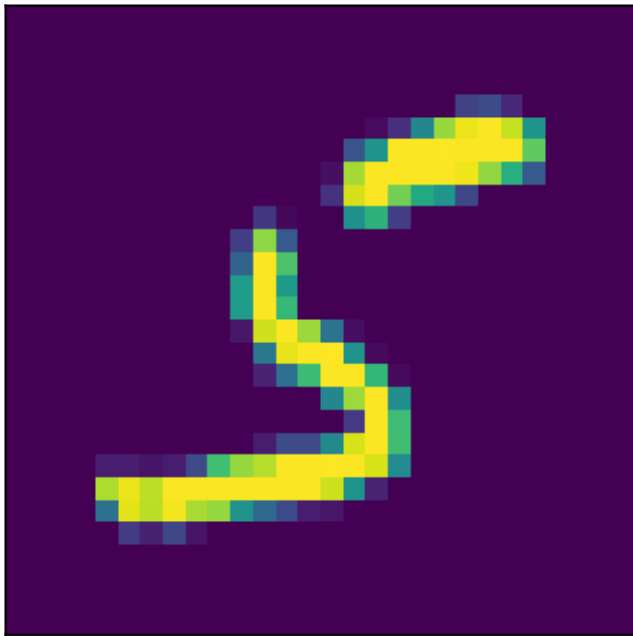
Image



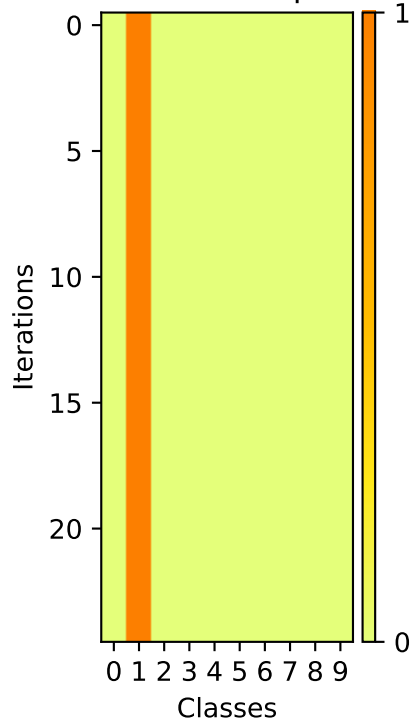
Softmax Outputs



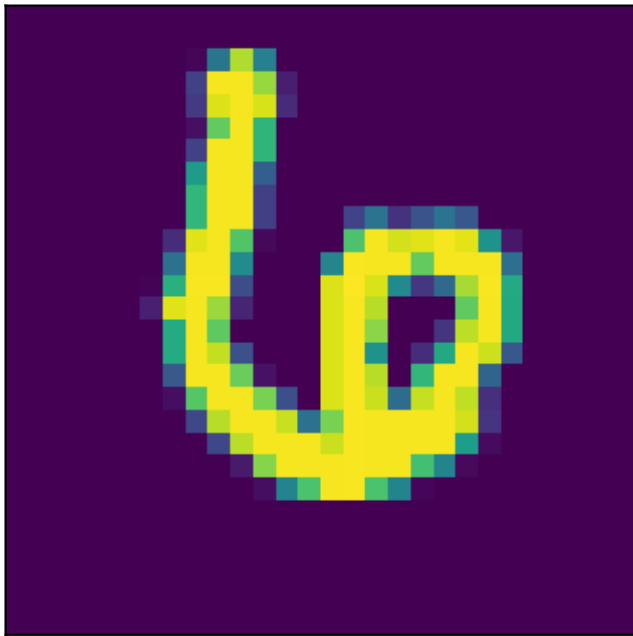
Image



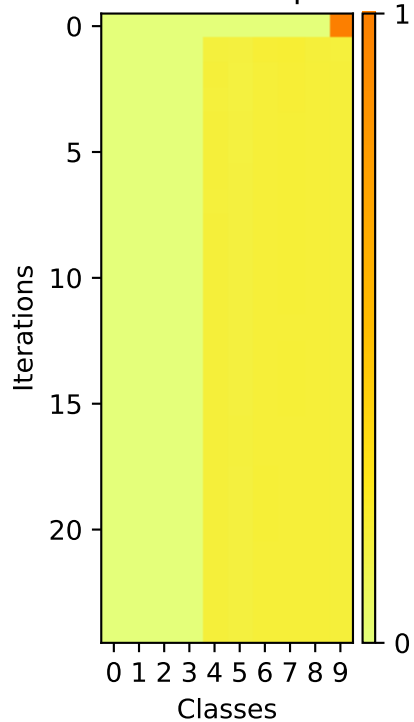
Softmax Outputs



Image



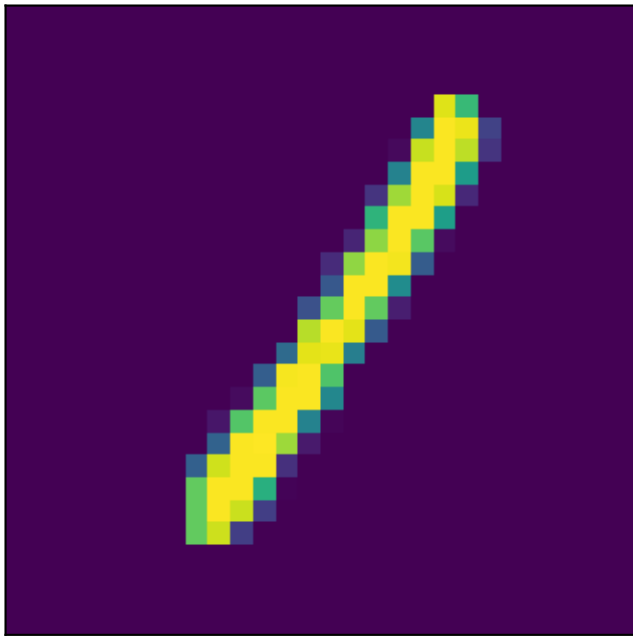
Softmax Outputs



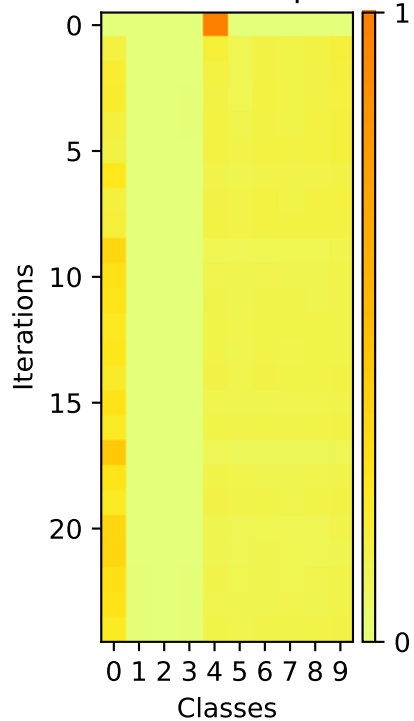
A pixelated, low-resolution version of the number 6 on a black background. The number is rendered in a bright yellow color with a thick, blocky stroke. The edges are jagged and pixelated, giving it a retro, digital appearance. The number is centered in the frame.

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

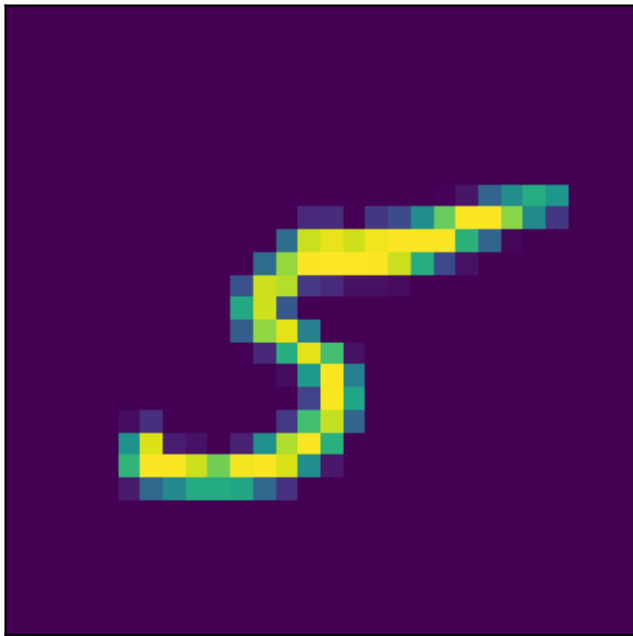
Image



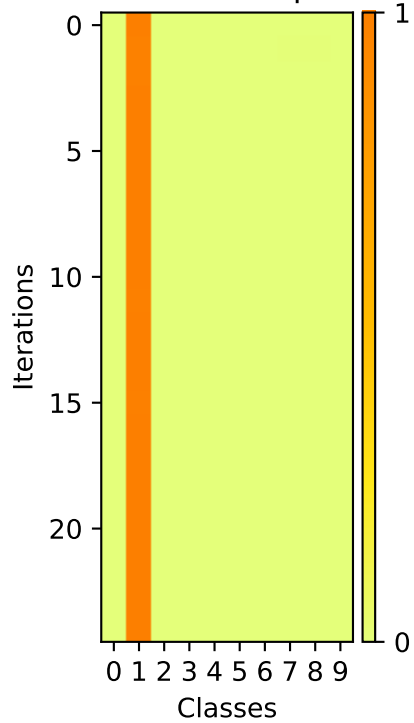
Softmax Outputs



Image



Softmax Outputs



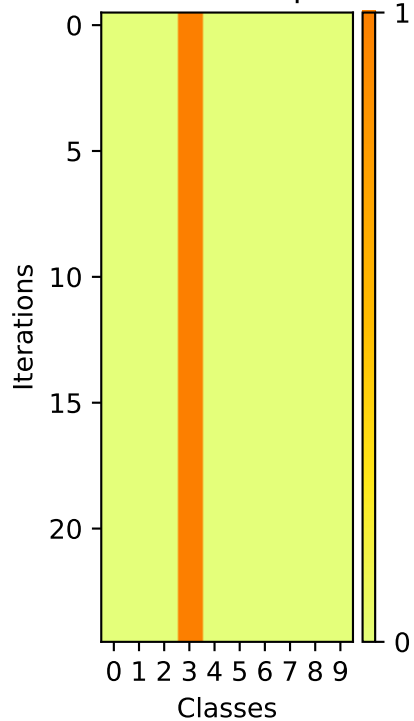
A pixelated yellow number 3 on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early digital art or video game graphics.

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

Image

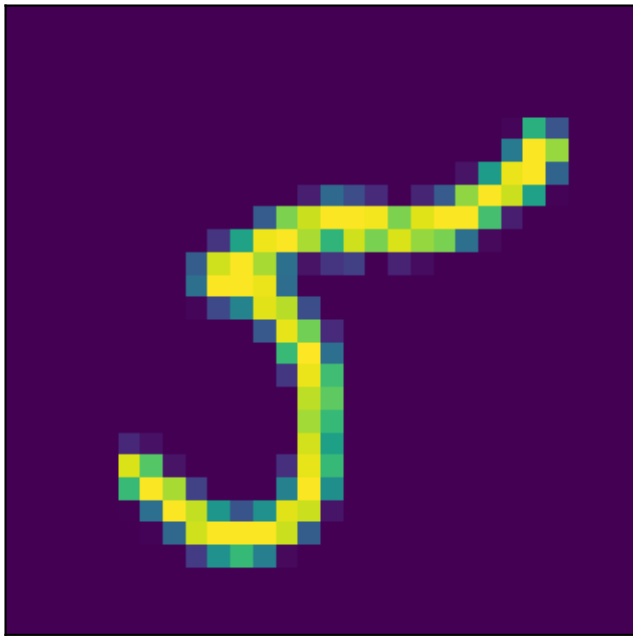


Softmax Outputs

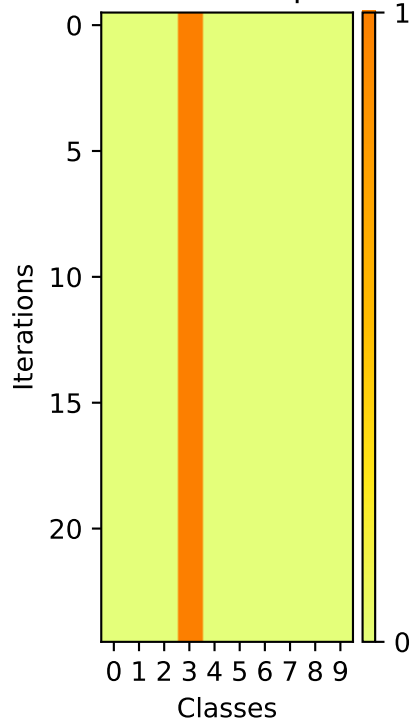


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The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

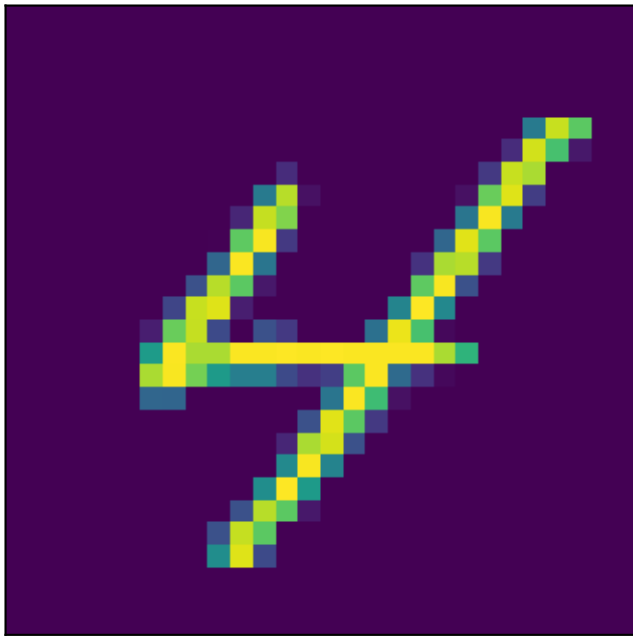
Image



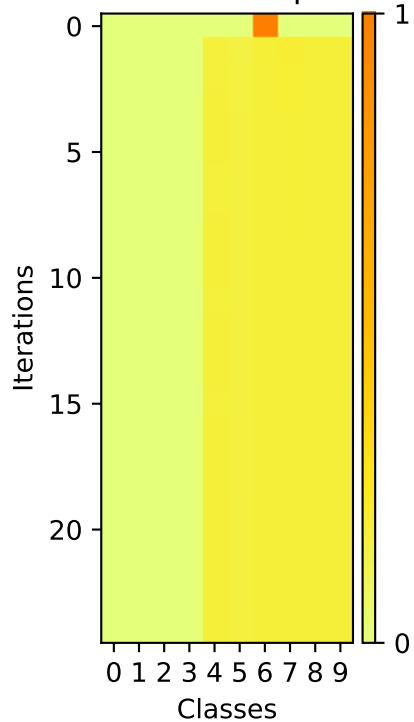
Softmax Outputs



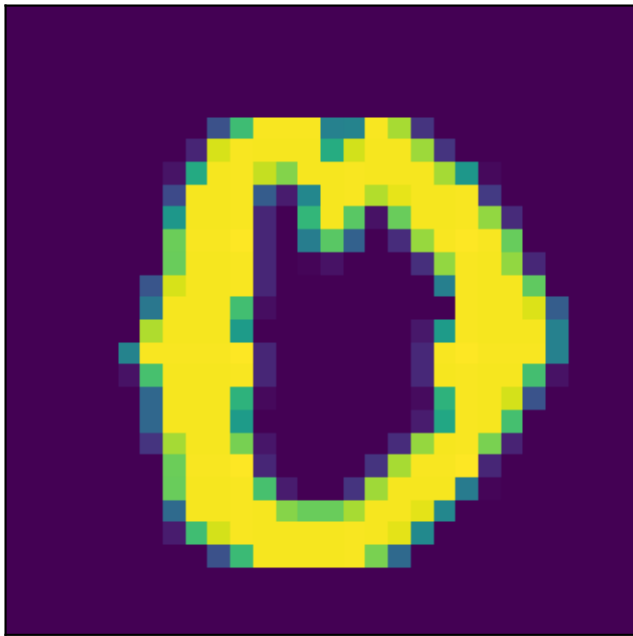
Image



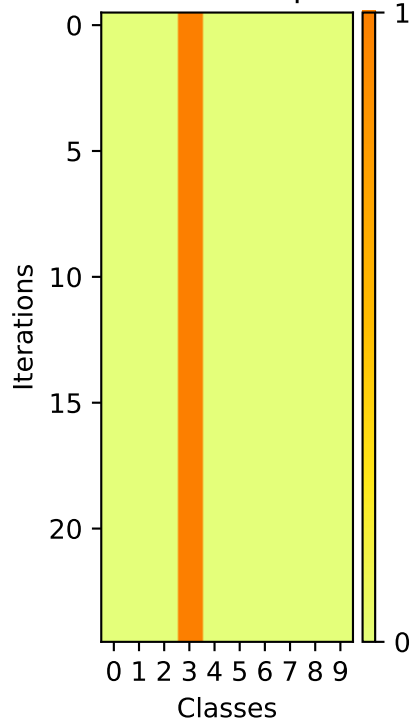
Softmax Outputs



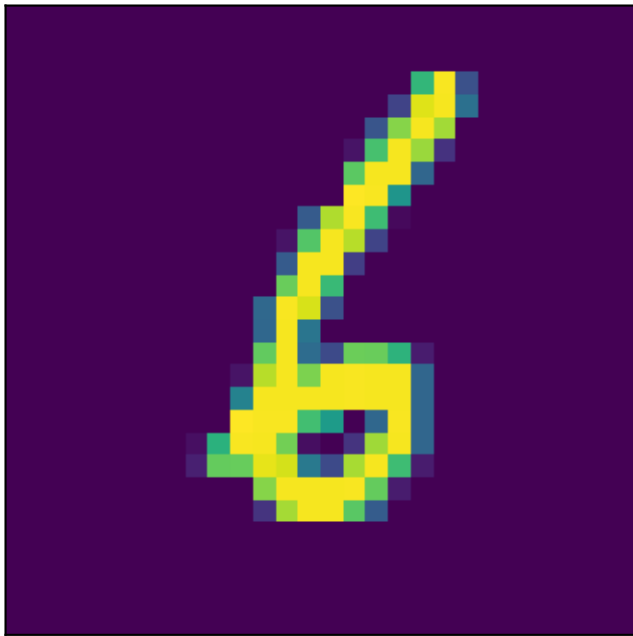
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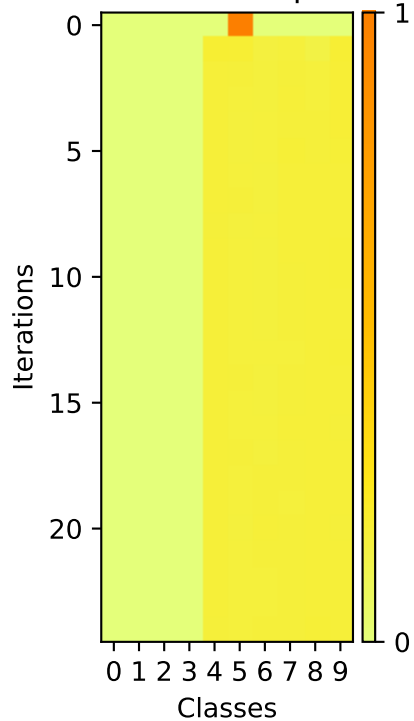
Softmax Outputs



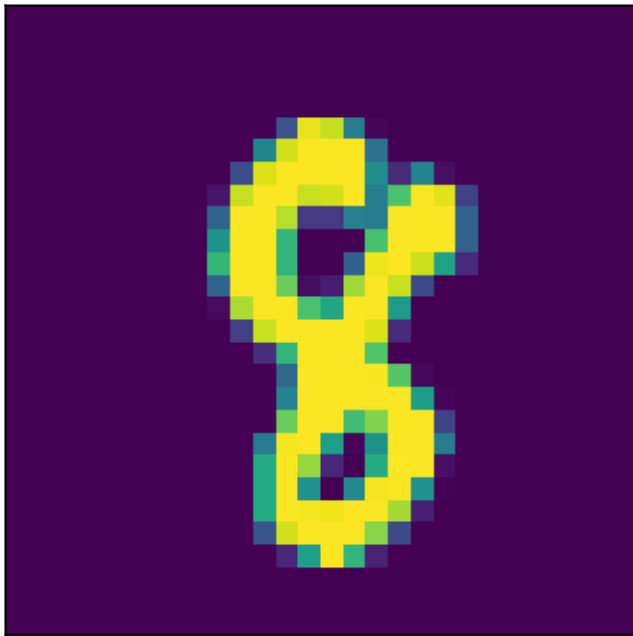
Image



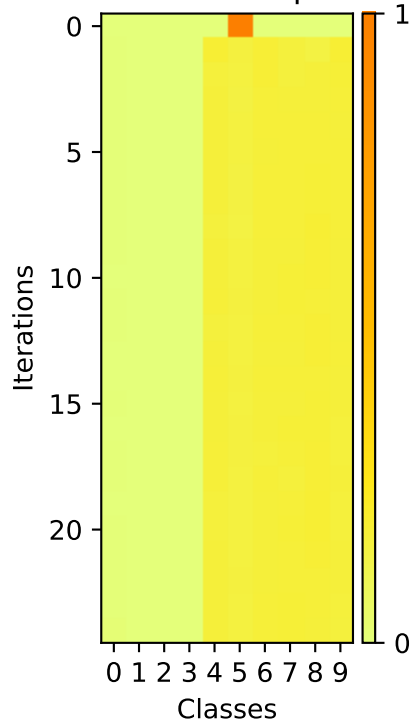
Softmax Outputs



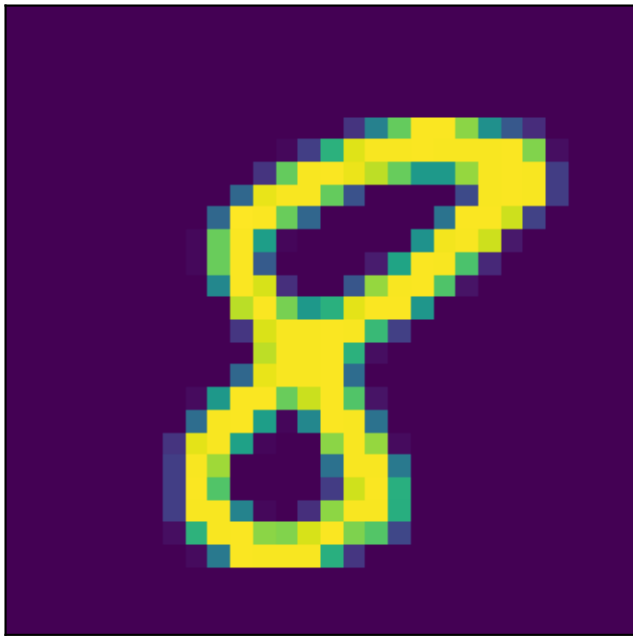
Image



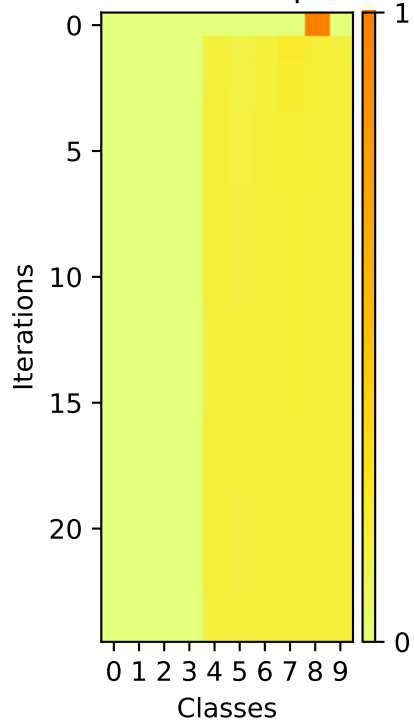
Softmax Outputs



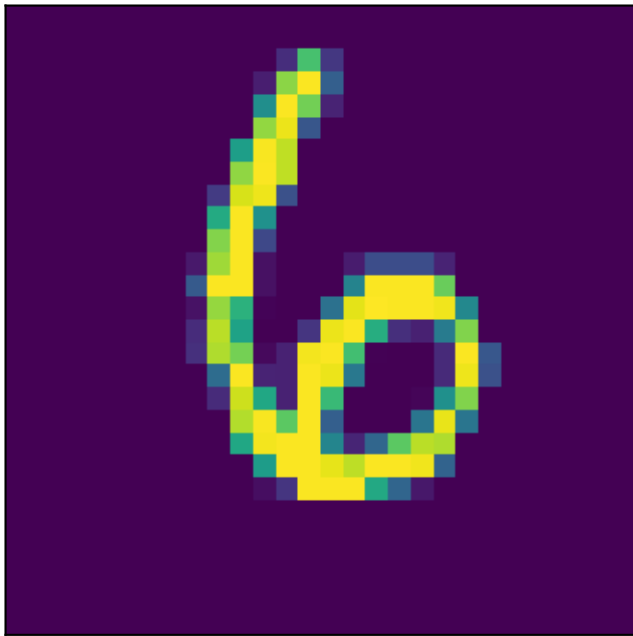
Image



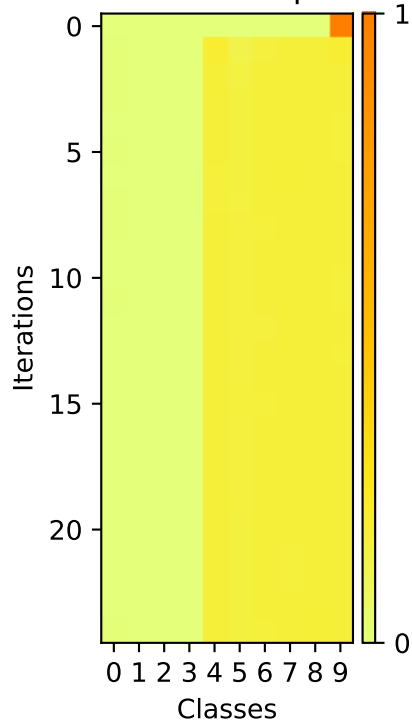
Softmax Outputs



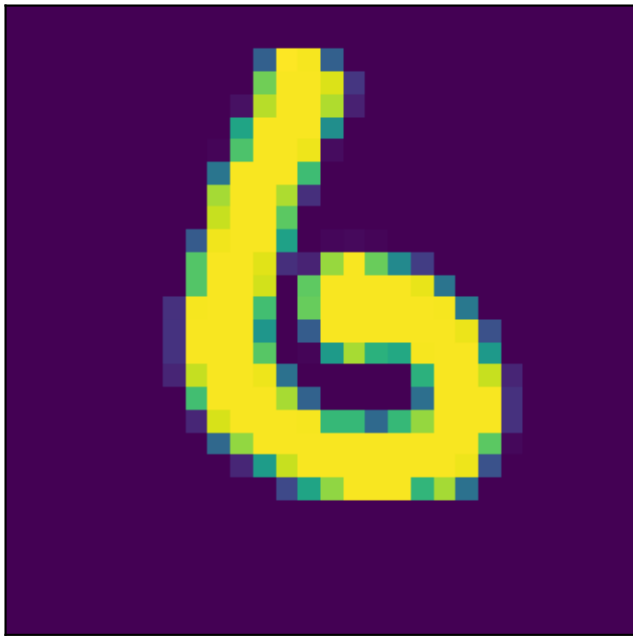
Image



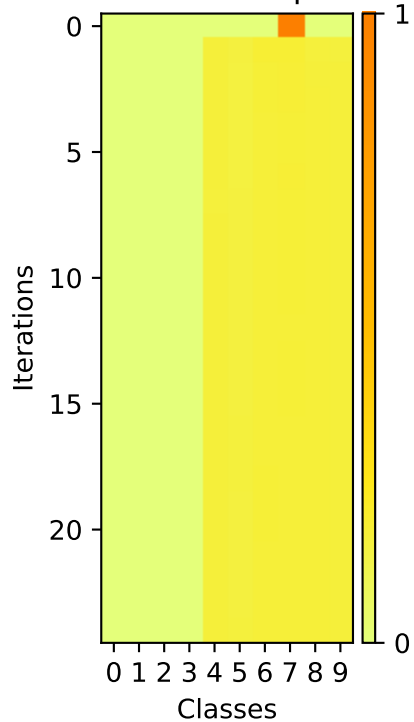
Softmax Outputs



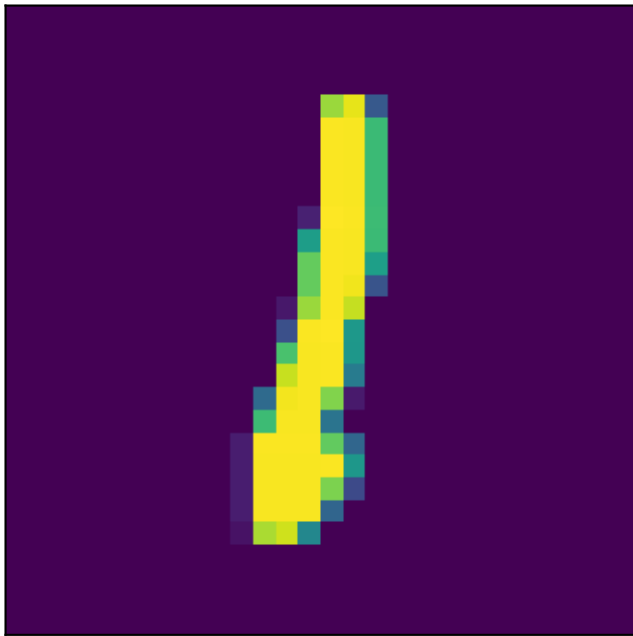
Image



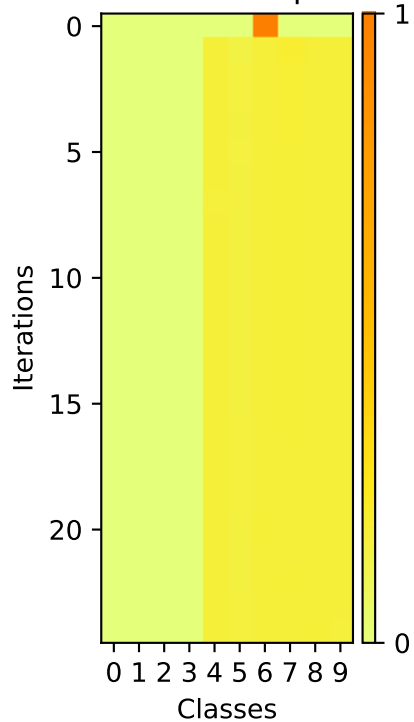
Softmax Outputs



Image

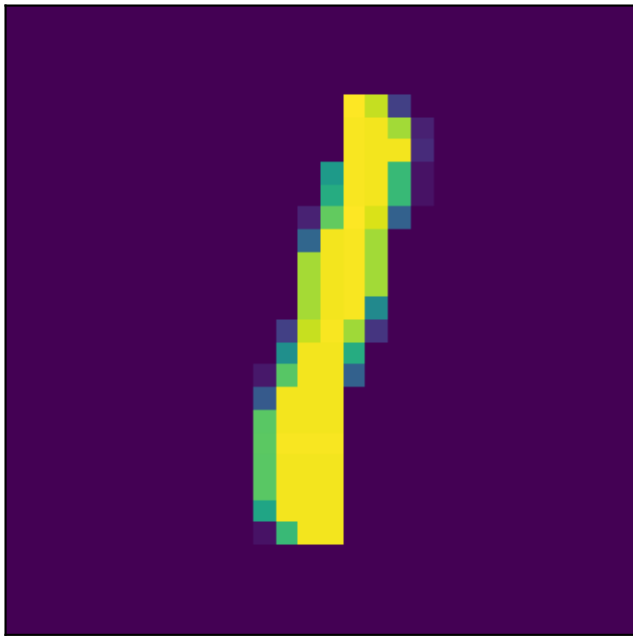


Softmax Outputs

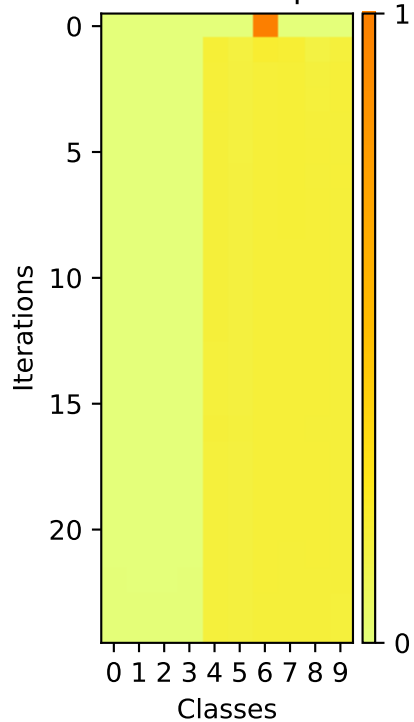


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

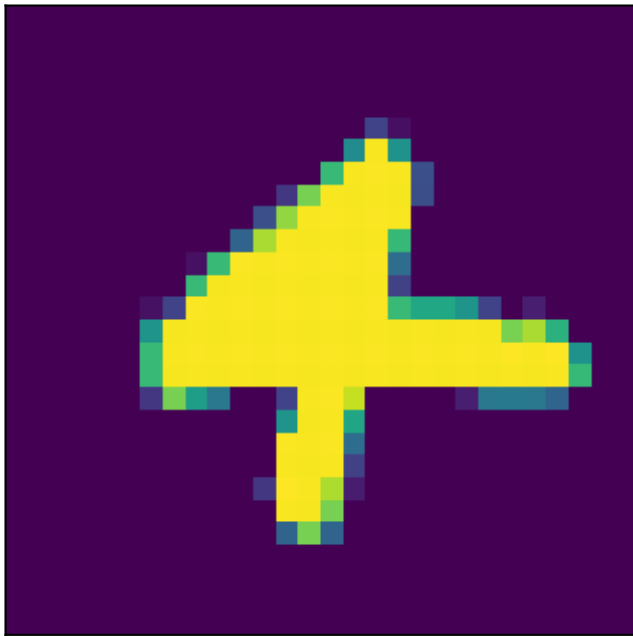
Image



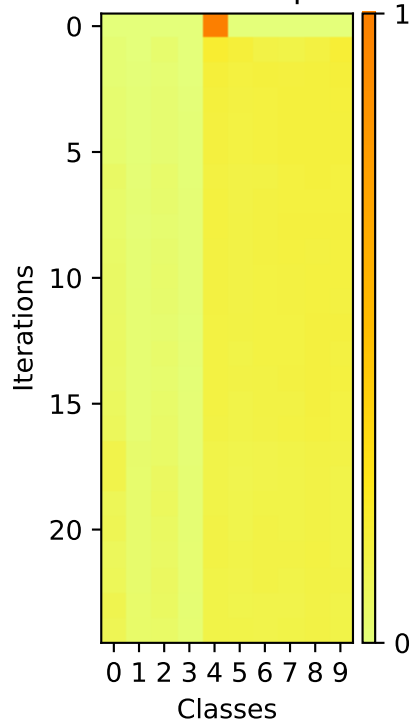
Softmax Outputs



Image



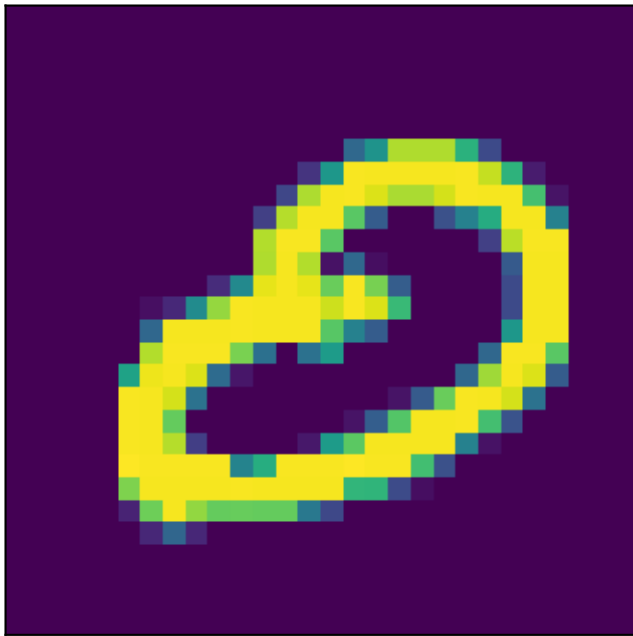
Softmax Outputs



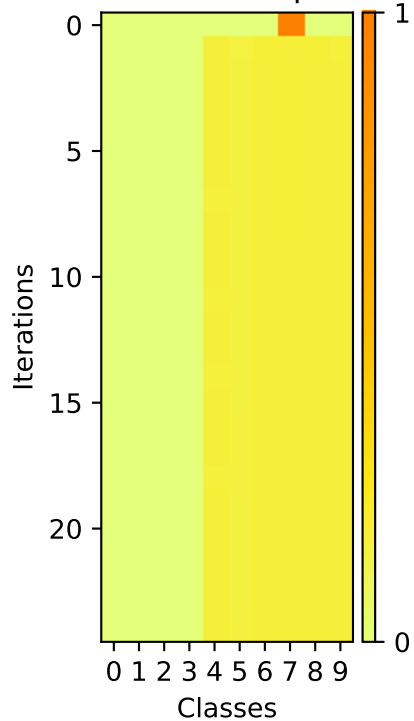
A pixelated, low-resolution image of the number 4. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a very low resolution, with large, visible square pixels. The number 4 is positioned in the center of the frame.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (orange). Class 1 maintains a high probability (orange) throughout all iterations. Other classes start with high probability (orange/yellow) and decrease over time, converging towards zero (light yellow) by iteration 20.

Image



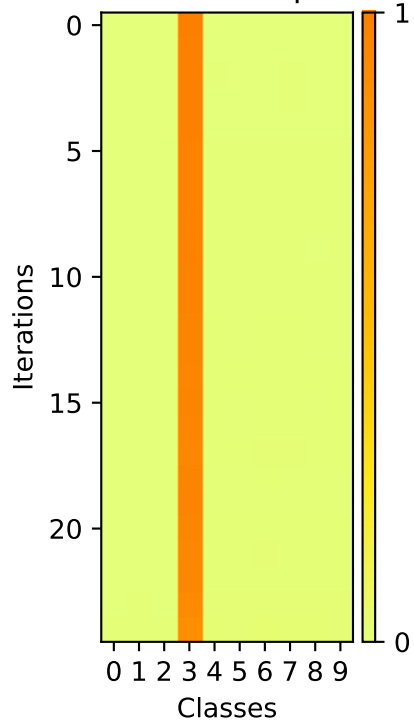
Softmax Outputs



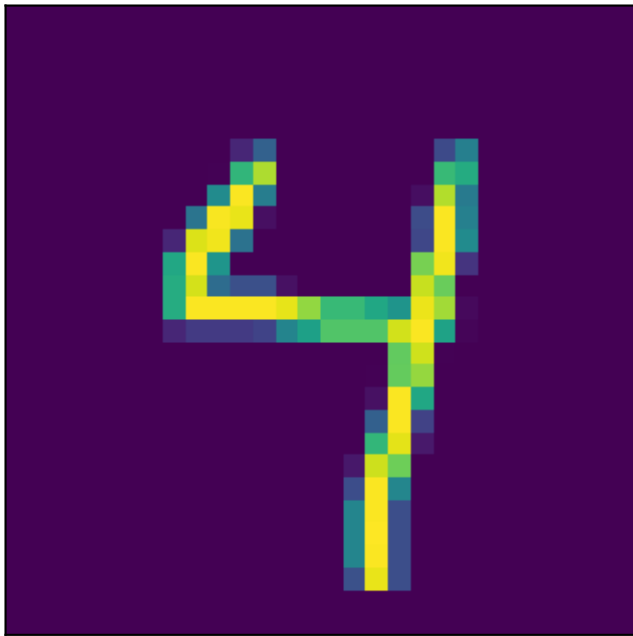
Image



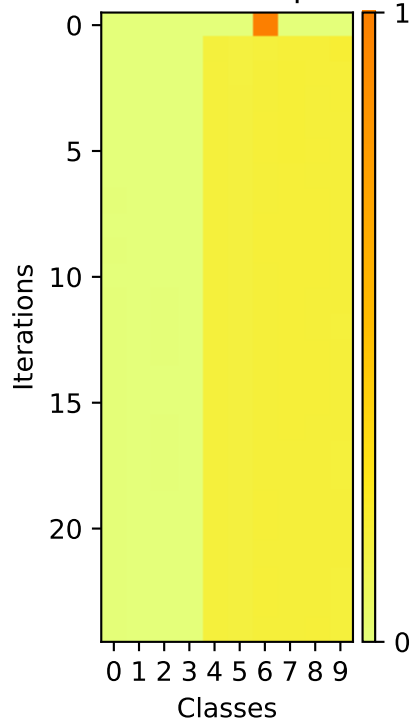
Softmax Outputs



Image



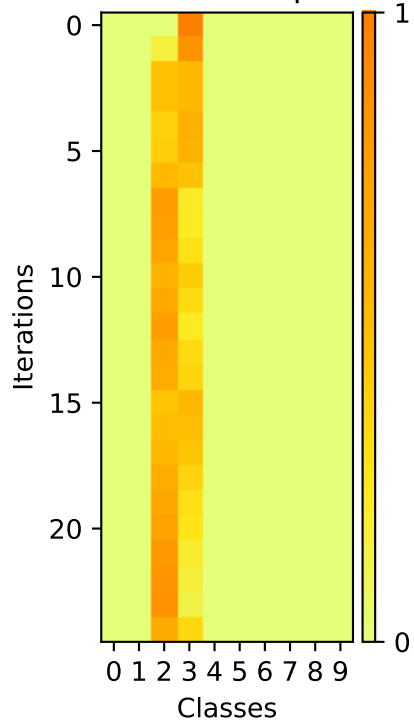
Softmax Outputs



Image

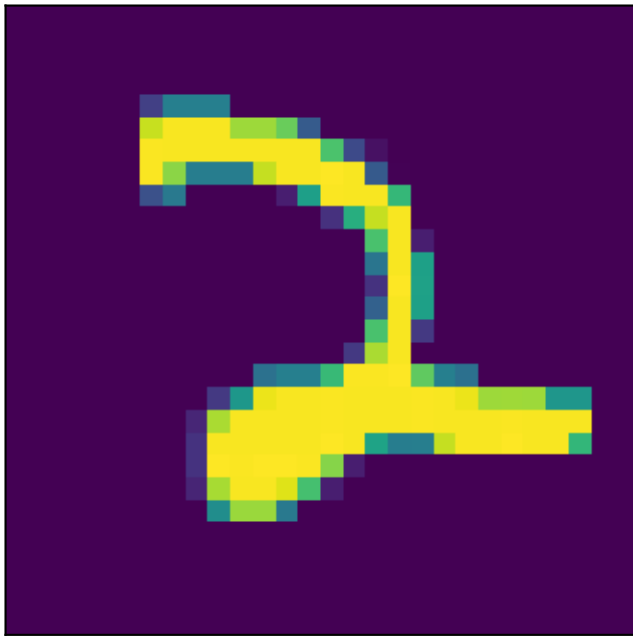


Softmax Outputs

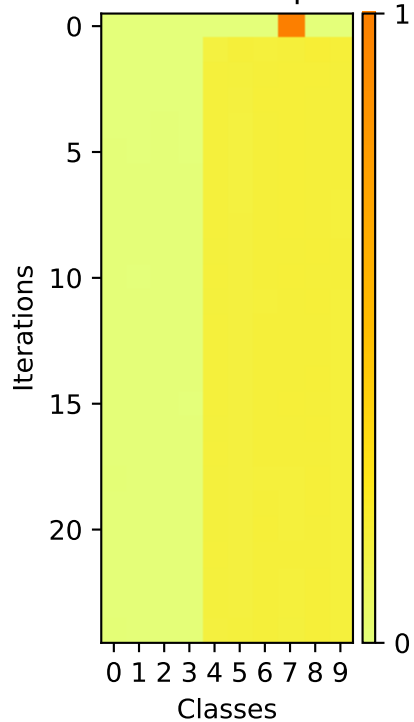


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2 is consistently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

Image

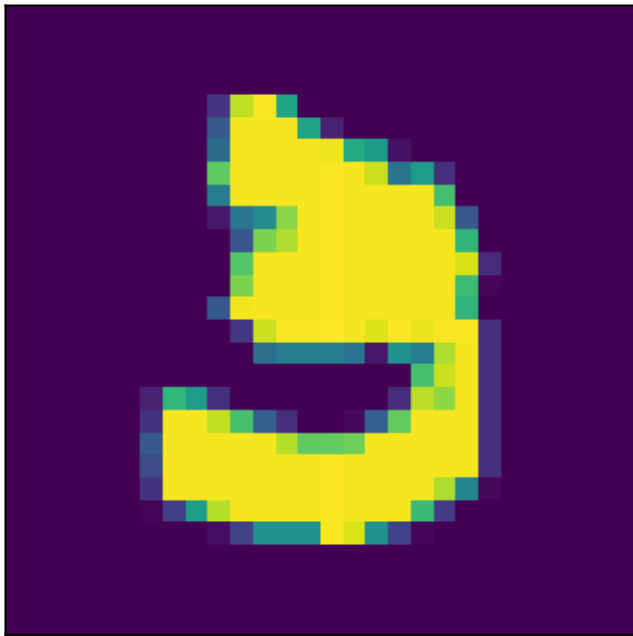


Softmax Outputs

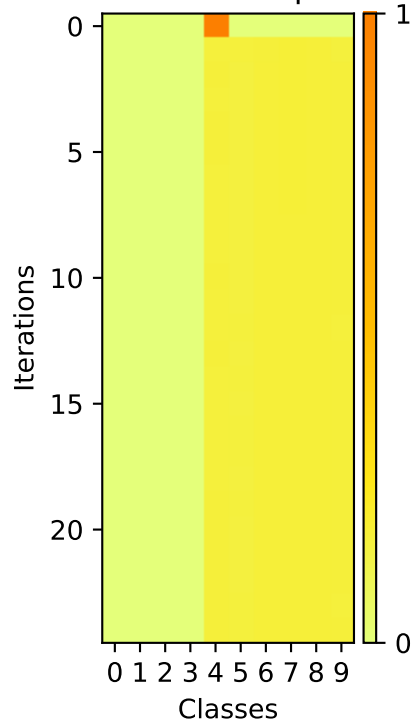


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in loss starting around iteration 15, reaching 1.0 by iteration 20. Other classes remain relatively stable, with Class 3 showing a slight increase towards the end.

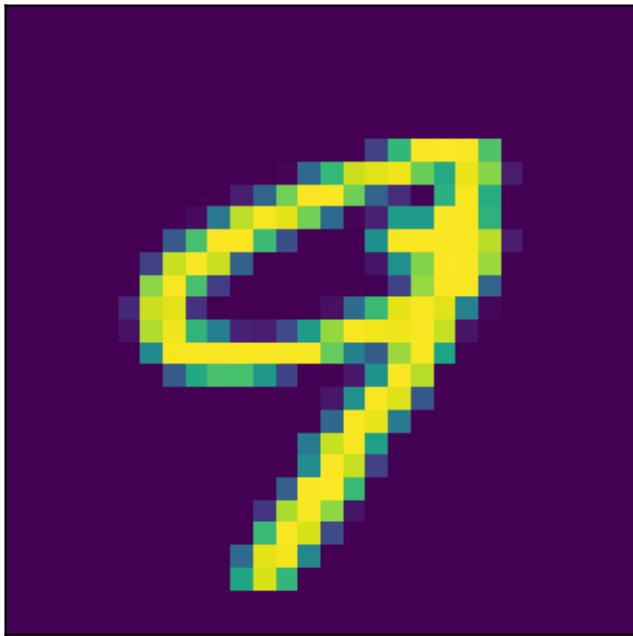
Image



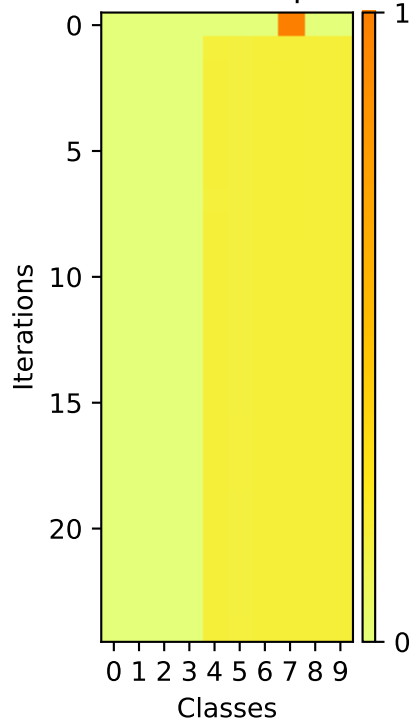
Softmax Outputs



Image



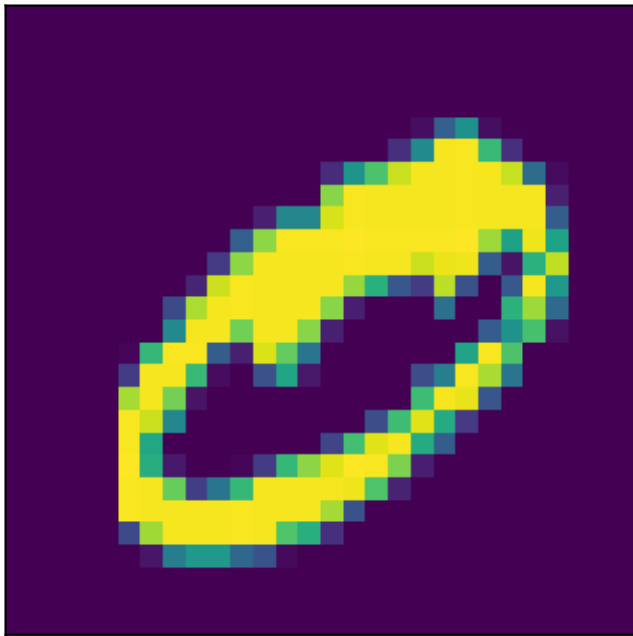
Softmax Outputs



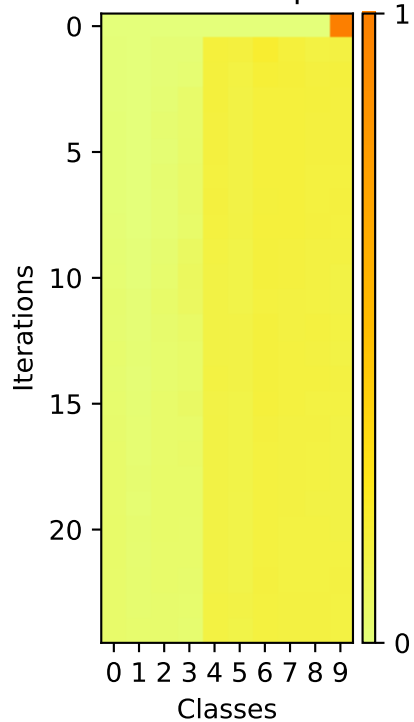
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, creating a jagged, blocky appearance. It resembles a stylized 'S'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

A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

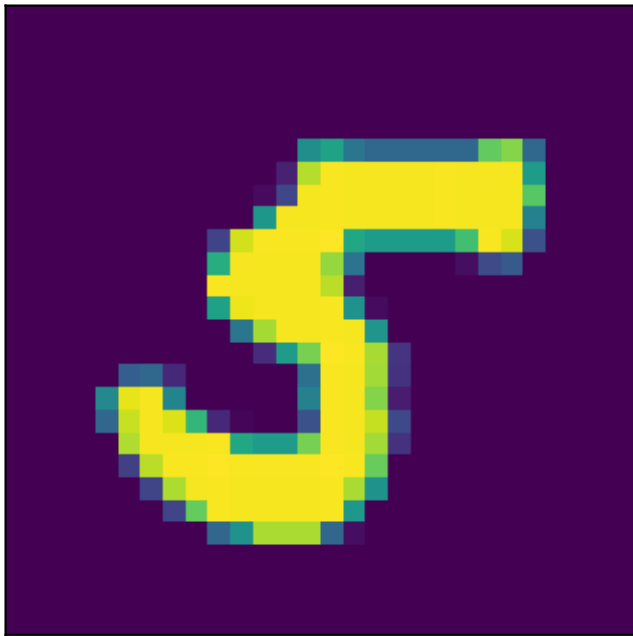
Image



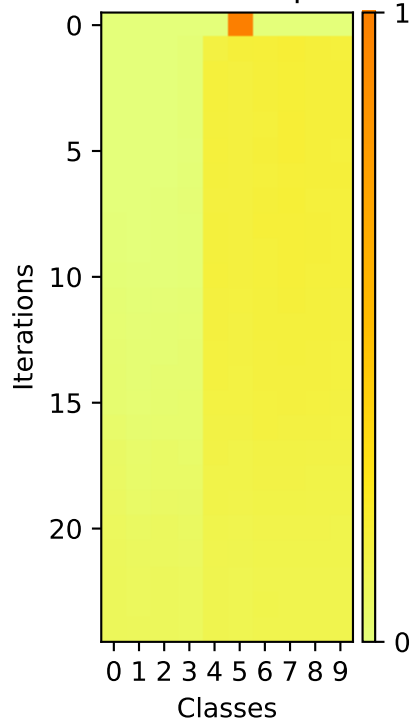
Softmax Outputs



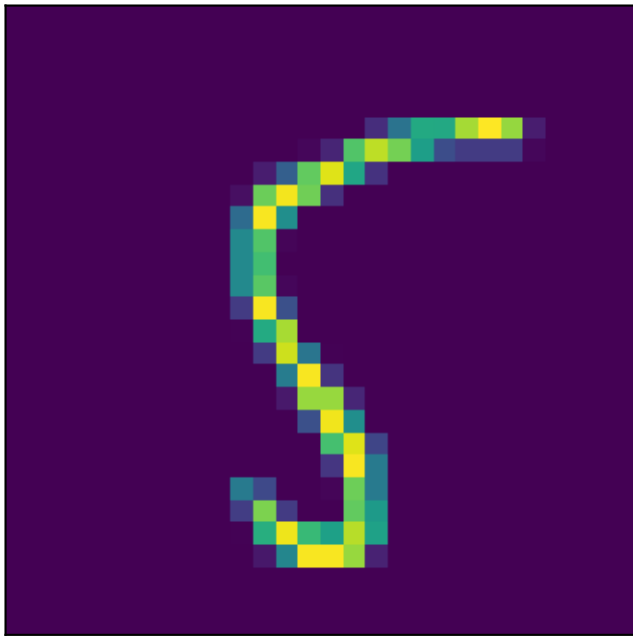
Image



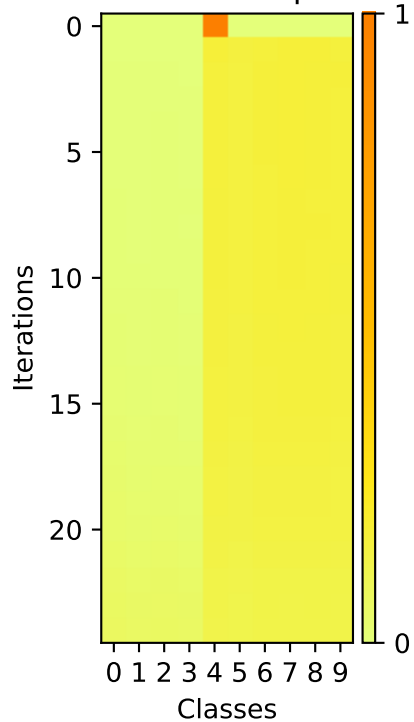
Softmax Outputs



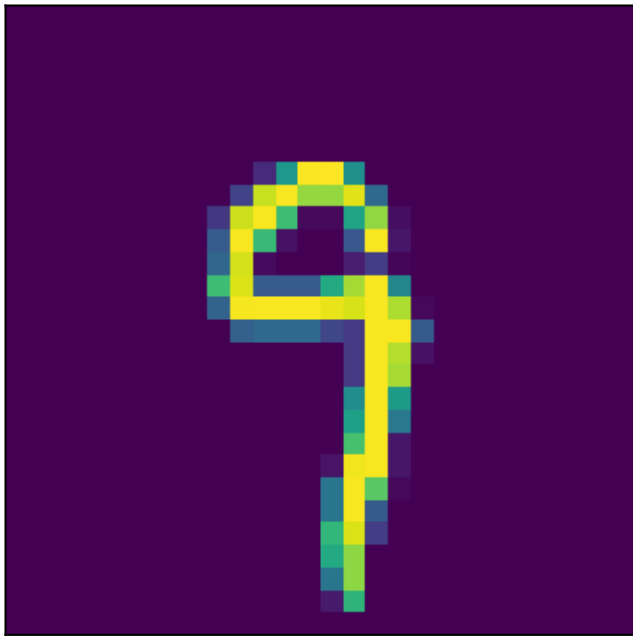
Image



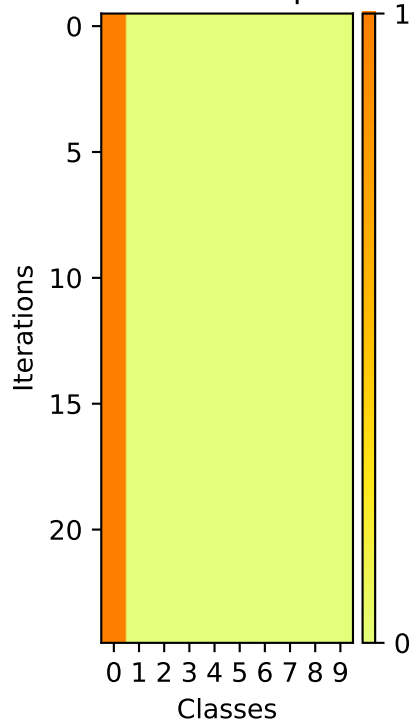
Softmax Outputs



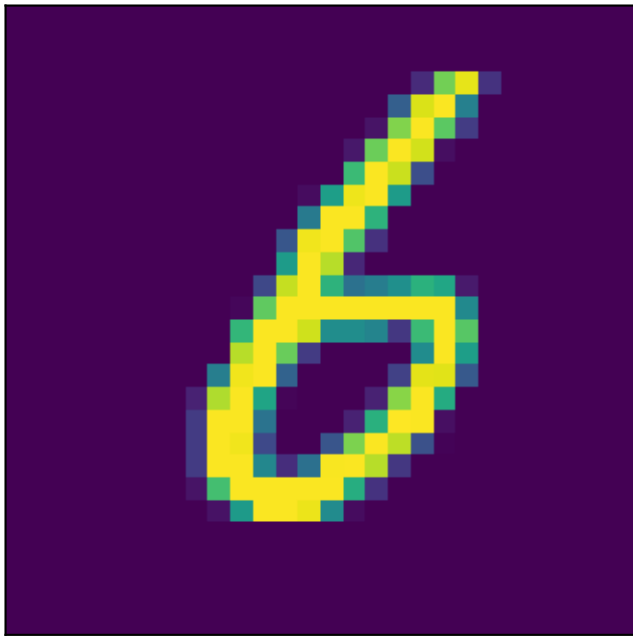
Image



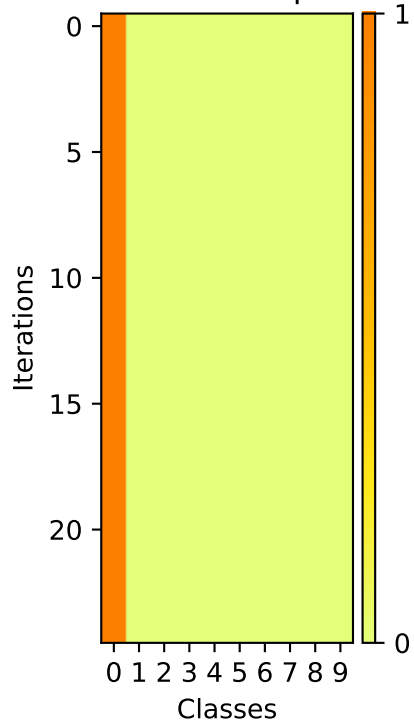
Softmax Outputs



Image



Softmax Outputs



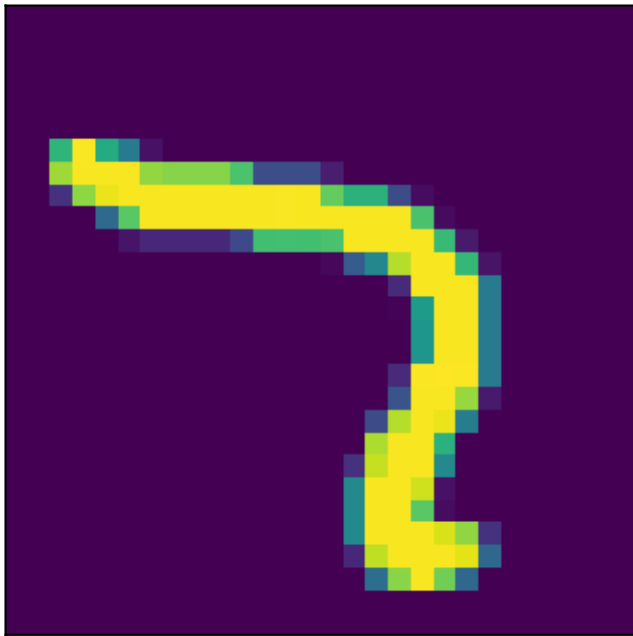
A pixelated, low-resolution image of a yellow and blue figure-eight knot on a black background. The knot is composed of a series of small squares, with yellow forming the main body and blue forming the crossing points. The overall shape is a complex, knotted loop.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (orange). Class 1 maintains a high probability (orange) throughout all iterations. Other classes start with high probability (orange/yellow) and decrease over time, converging towards zero (light yellow) by iteration 20.

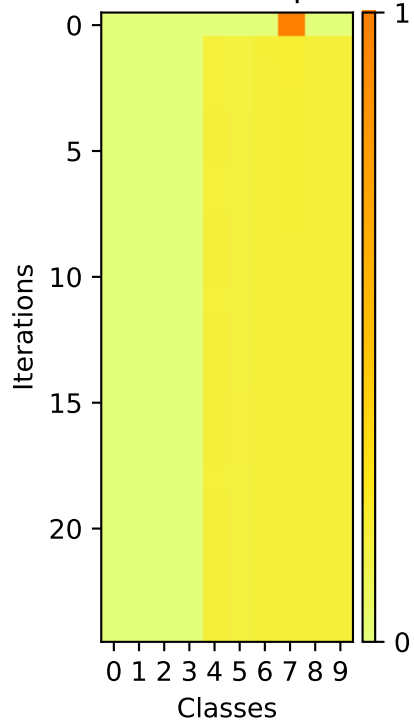
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares, with yellow being the primary color and green used for highlights and outlines. The overall form is somewhat irregular, with a curved top and a more defined base.

Heatmap visualization showing the evolution of the loss function over 20 iterations (Y-axis) for 10 classes (X-axis). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in loss starting around iteration 15, reaching 1.0 by iteration 20. Other classes remain near 0.

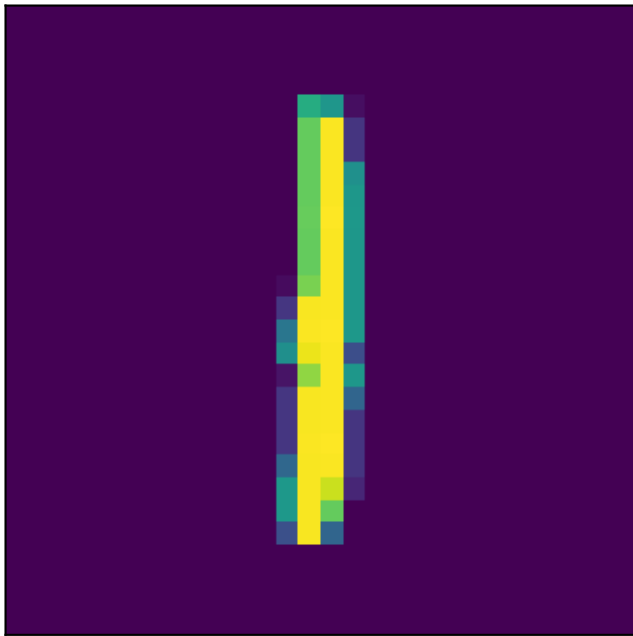
Image



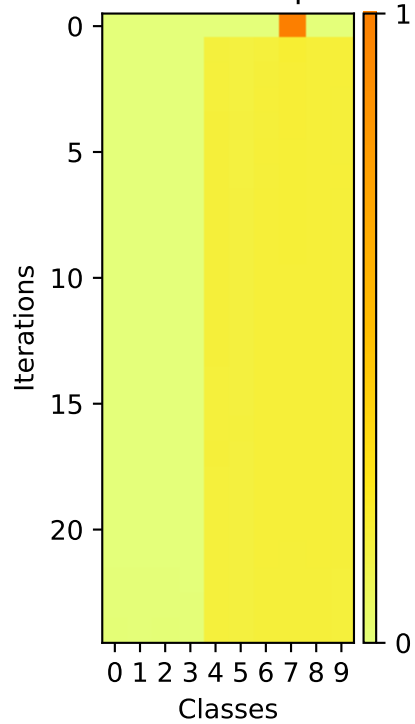
Softmax Outputs



Image



Softmax Outputs

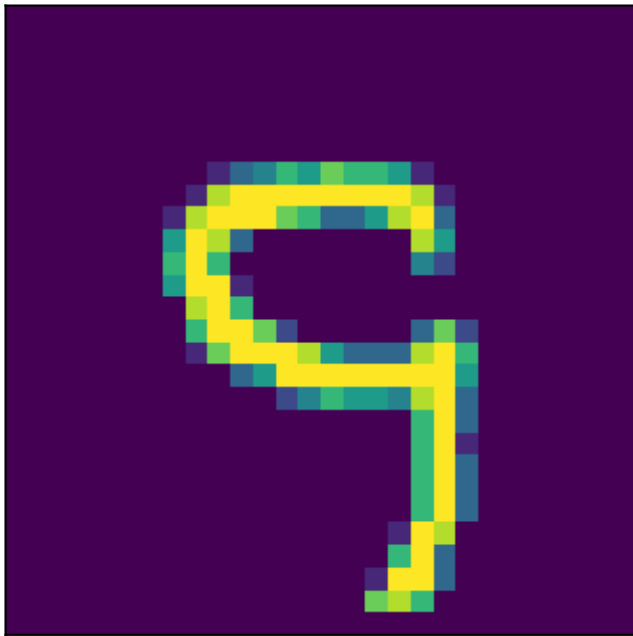


Heatmap visualization showing the evolution of the loss function over 20 iterations (Y-axis) for 10 classes (X-axis). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in loss starting around iteration 15, reaching 1.0 by iteration 20. Other classes remain near 0.

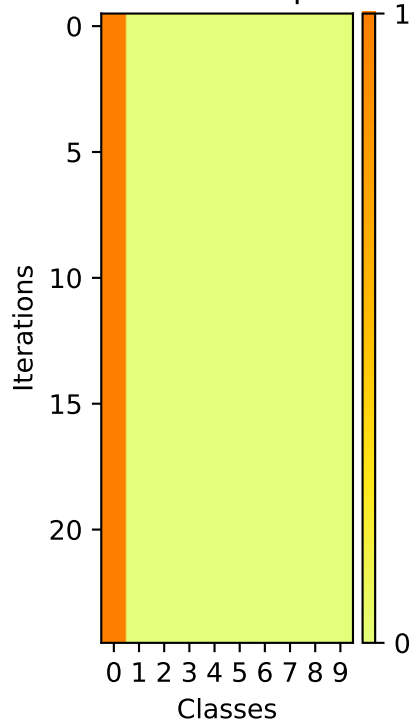
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early digital art or video game graphics.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). The distribution converges to a state where Class 0 has a probability of approximately 0.1 and Class 1 has a probability of approximately 0.9, while all other classes have a probability near 0.0.

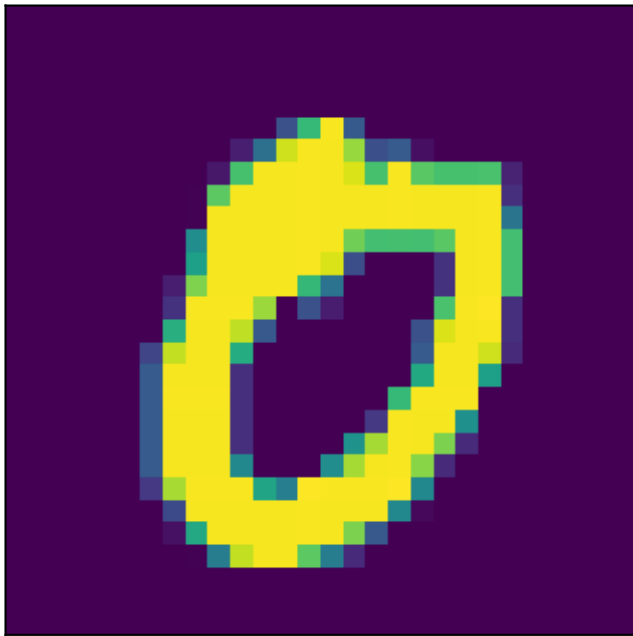
Image



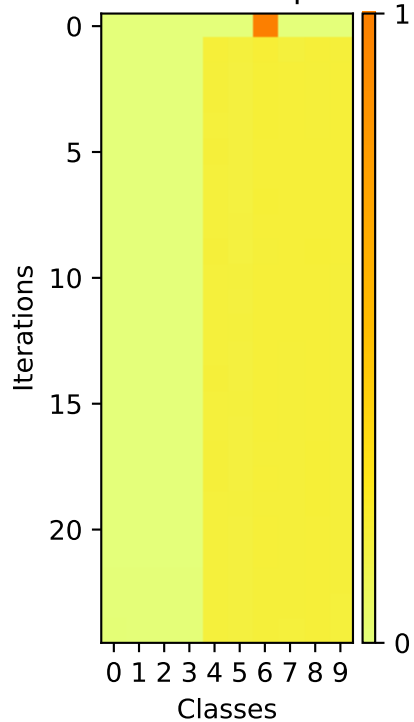
Softmax Outputs



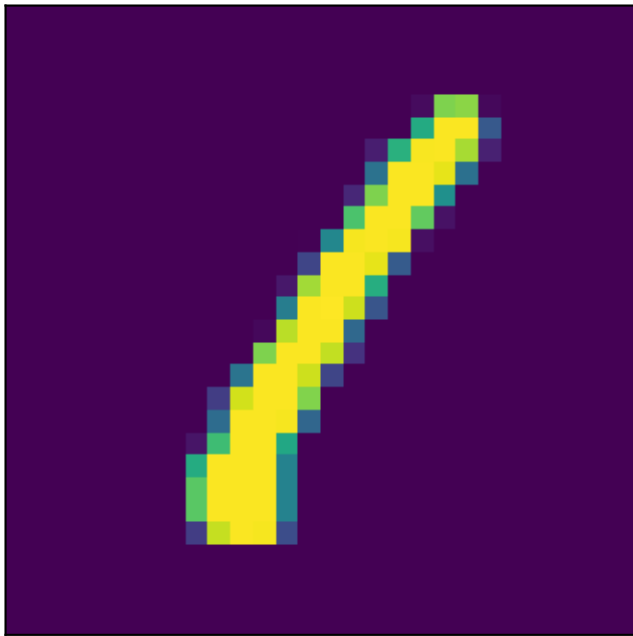
Image



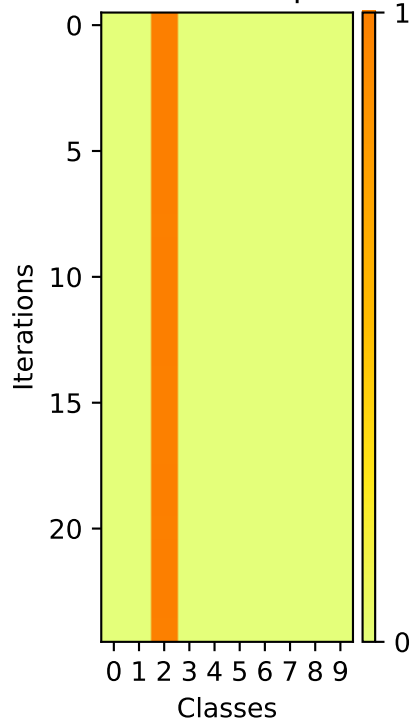
Softmax Outputs



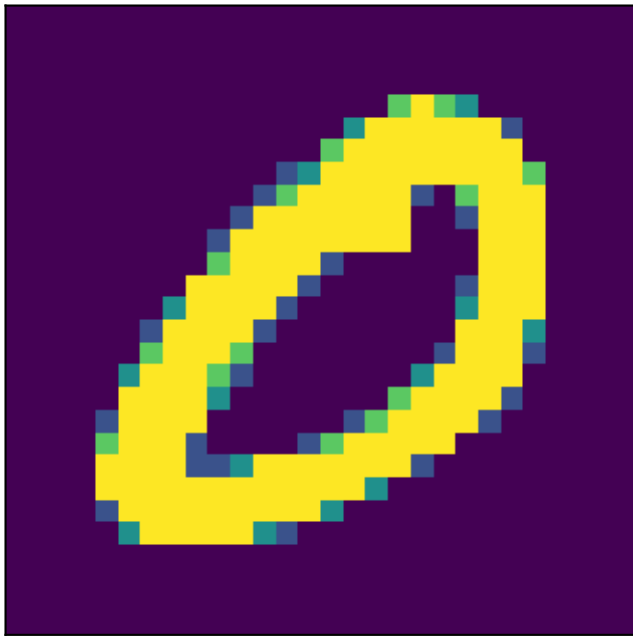
Image



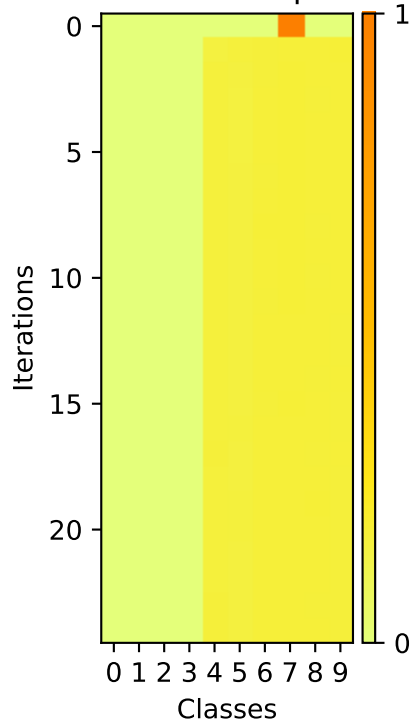
Softmax Outputs



Image



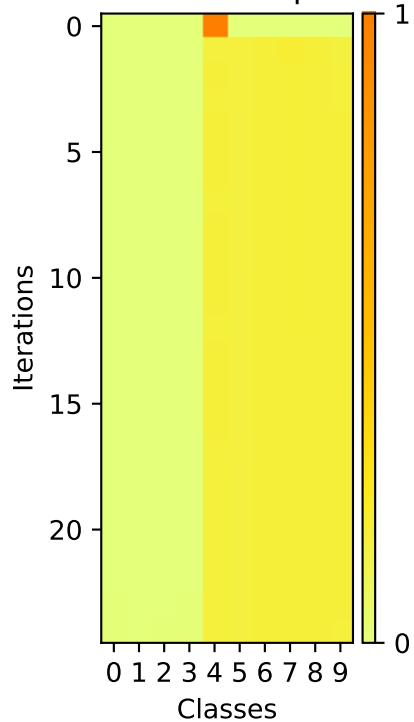
Softmax Outputs



Image



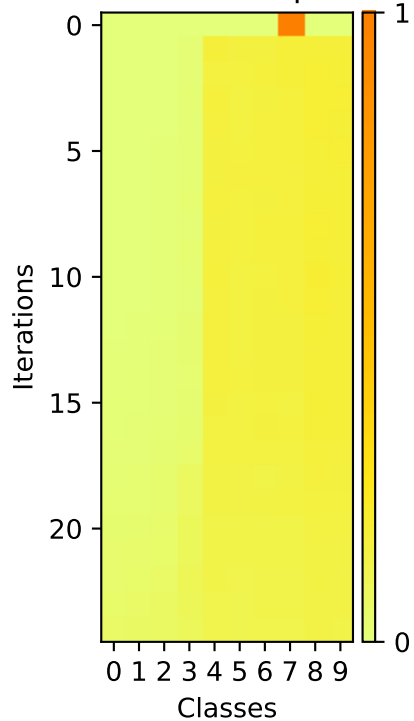
Softmax Outputs



Image



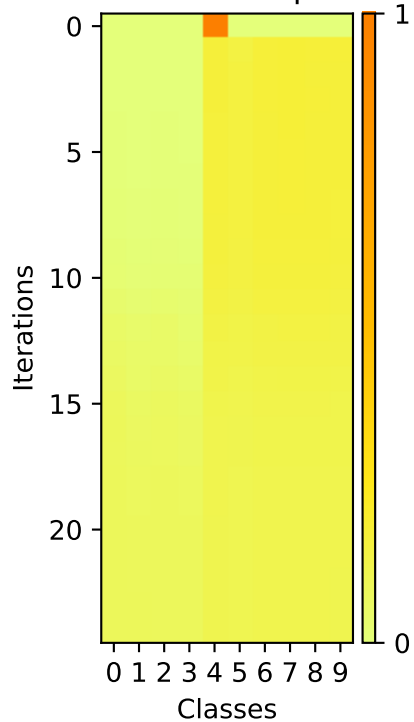
Softmax Outputs



Image



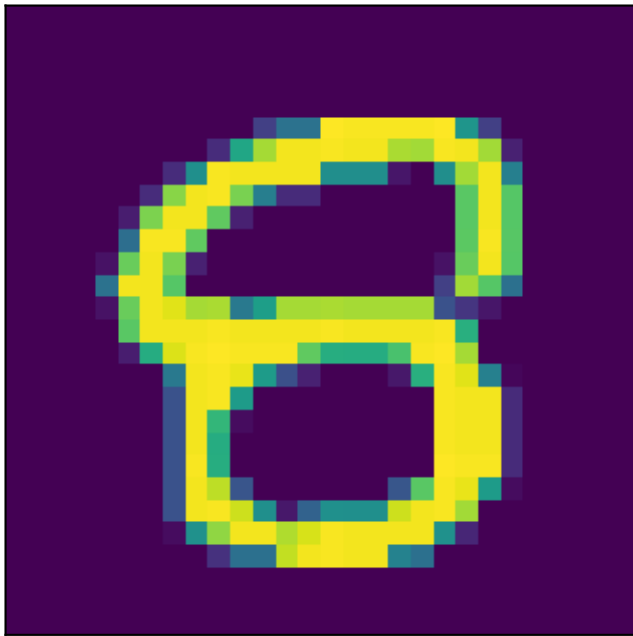
Softmax Outputs



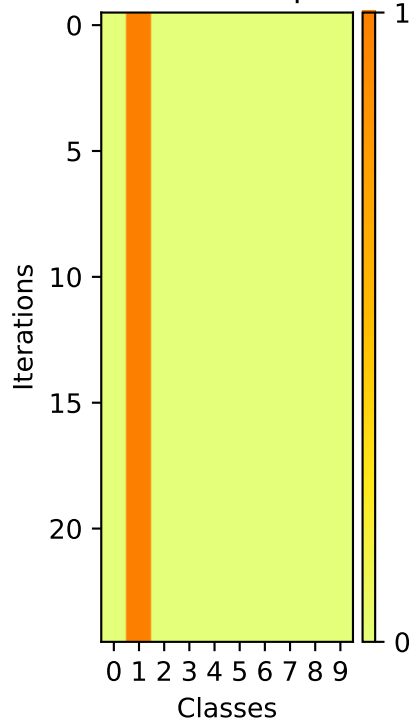
A pixelated, low-resolution image of a yellow and green snake-like creature on a dark purple background. The creature has a long, thin body with a yellow stripe running down its back, a yellow head, and a long, thin tail. It is positioned diagonally across the frame.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in loss starting around iteration 10, reaching 1.0 by iteration 20. Other classes remain relatively stable, with Class 3 showing a slight decrease in loss over time.

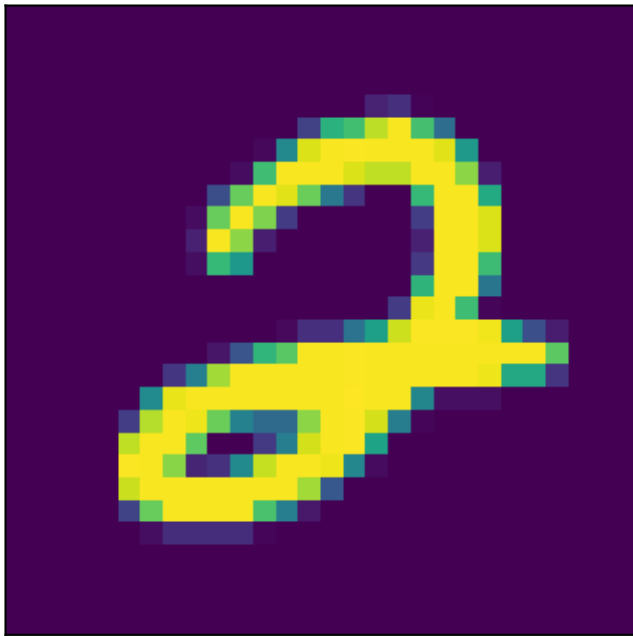
Image



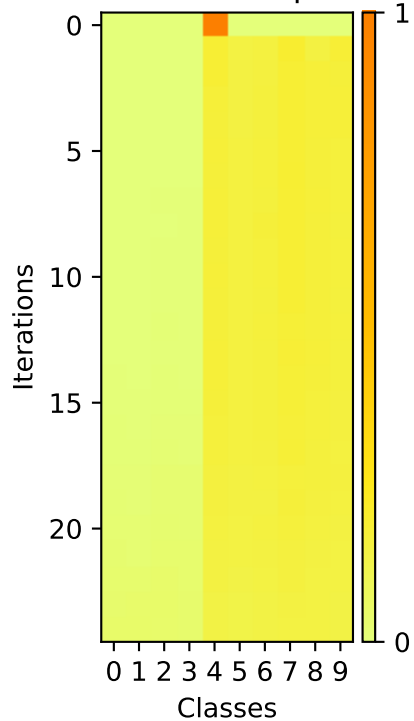
Softmax Outputs



Image



Softmax Outputs



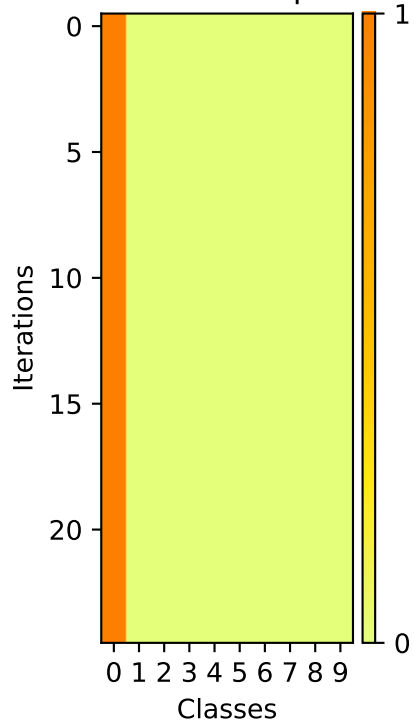
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). Class 3 shows a sharp drop in loss around iteration 4, while Class 7 shows a sharp increase around iteration 1.

A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light green, and dark green. It has a rounded, somewhat abstract shape with a central dark purple area, suggesting a face or a hollow center. The overall style is reminiscent of early digital art or a heavily downsampled image.

Image



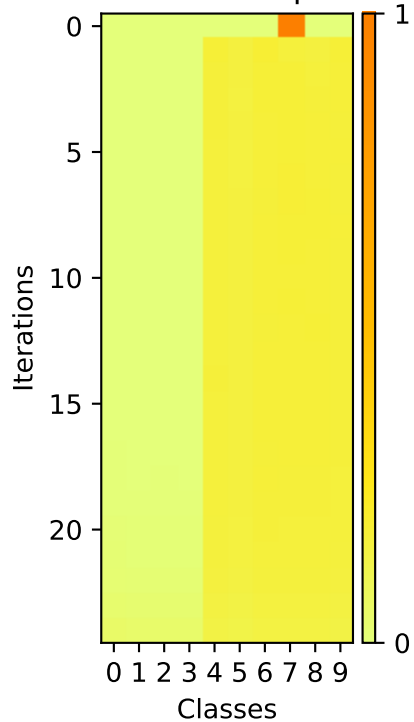
Softmax Outputs



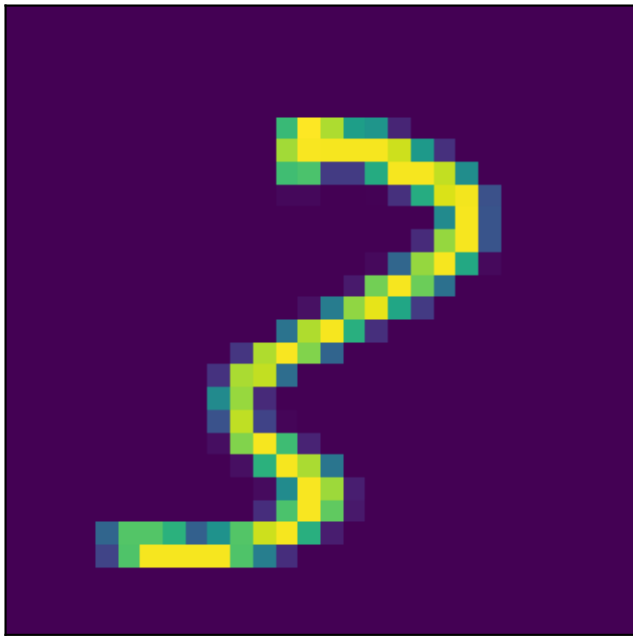
Image



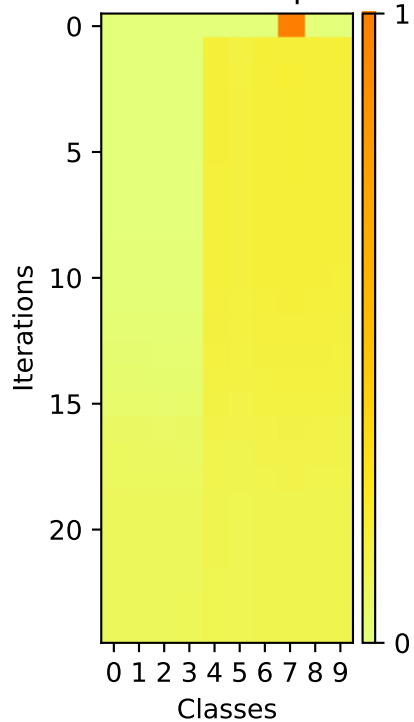
Softmax Outputs



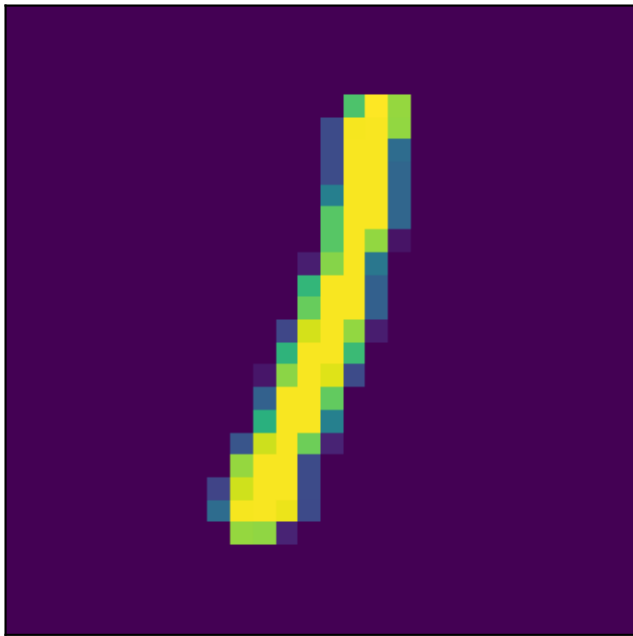
Image



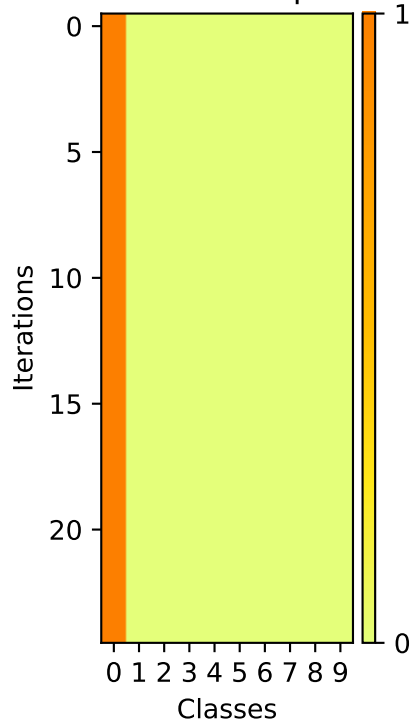
Softmax Outputs



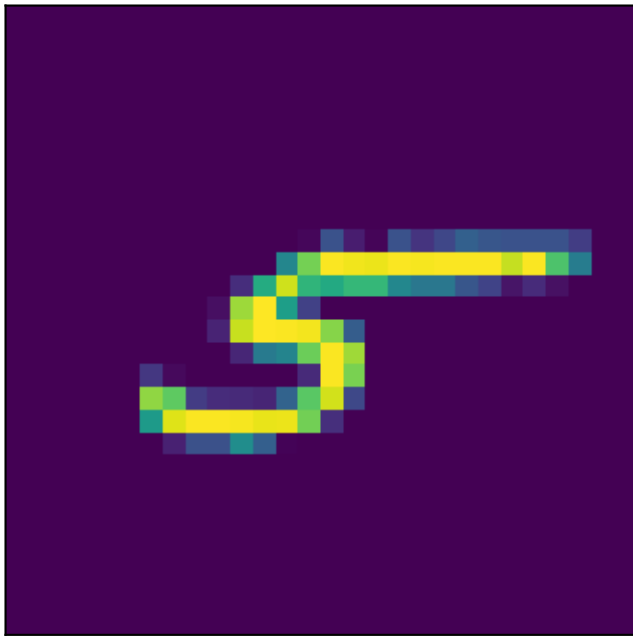
Image



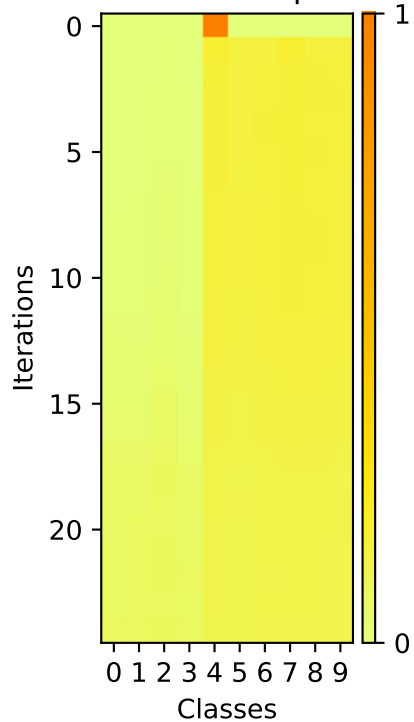
Softmax Outputs



Image



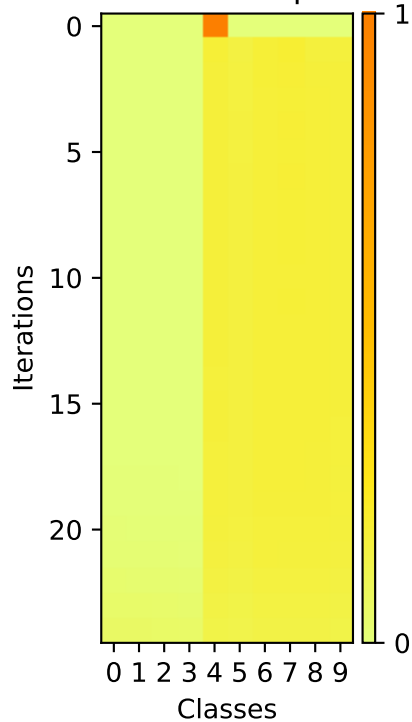
Softmax Outputs



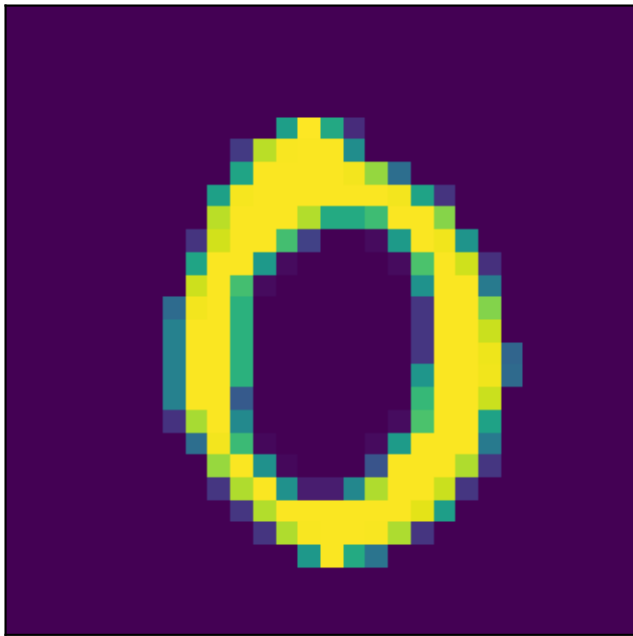
Image



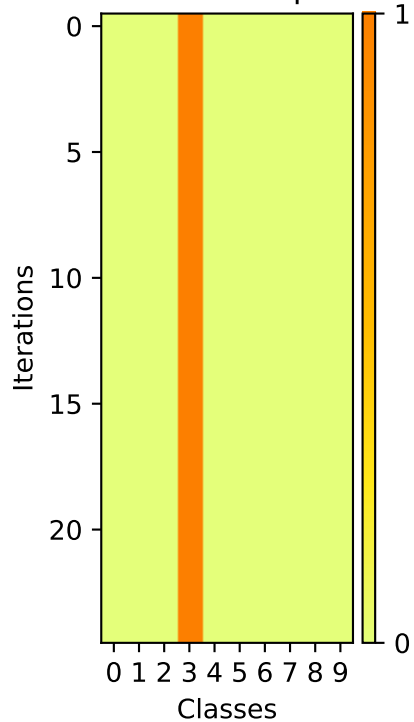
Softmax Outputs



Image



Softmax Outputs

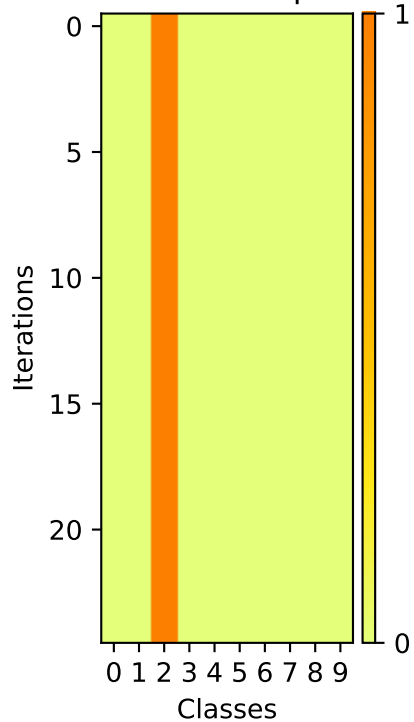


A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a blocky, digital appearance. It is centered in the frame.

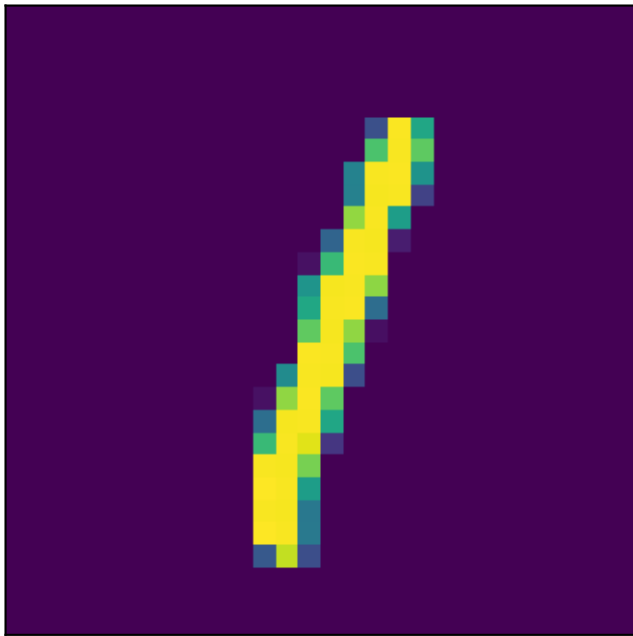
Image



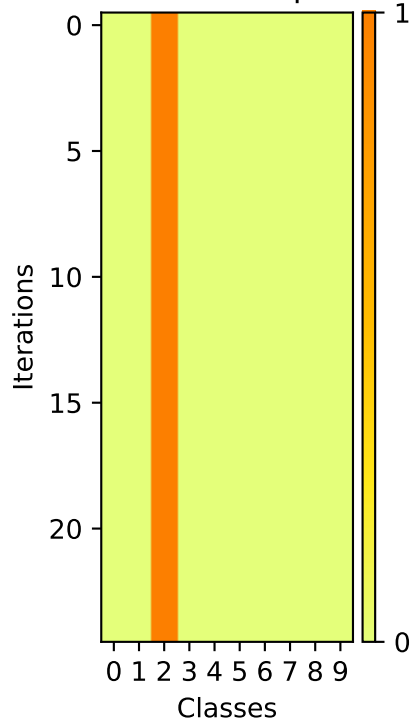
Softmax Outputs



Image



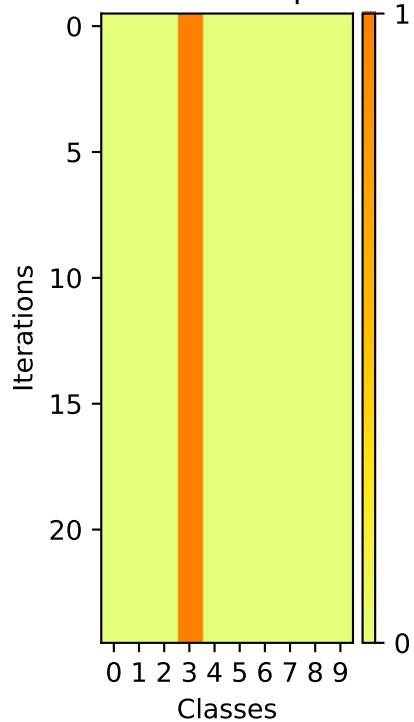
Softmax Outputs



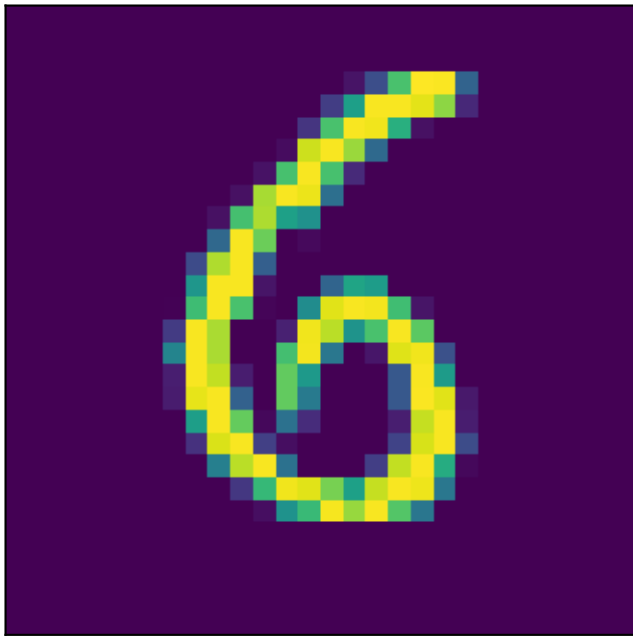
Image



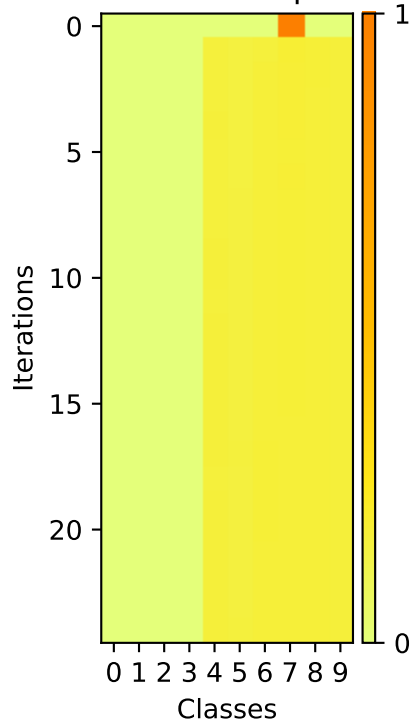
Softmax Outputs



Image



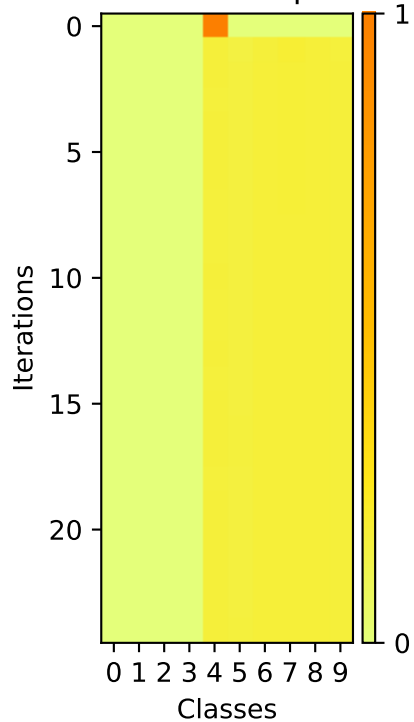
Softmax Outputs



Image



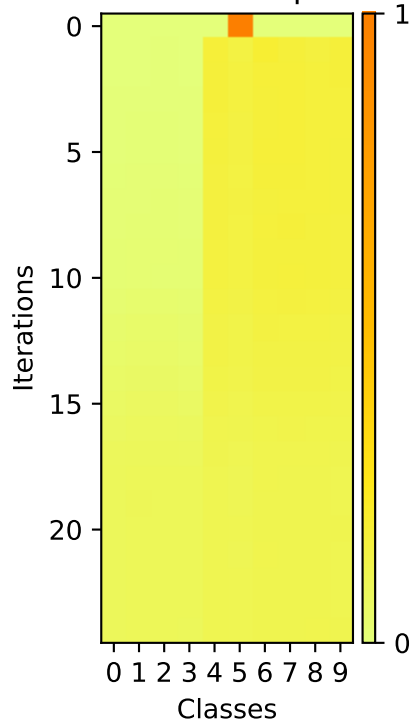
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow number 4 is centered on a dark purple background. The number is composed of yellow and light green pixels, with some blue and purple pixels at the edges, giving it a digital, low-resolution appearance.

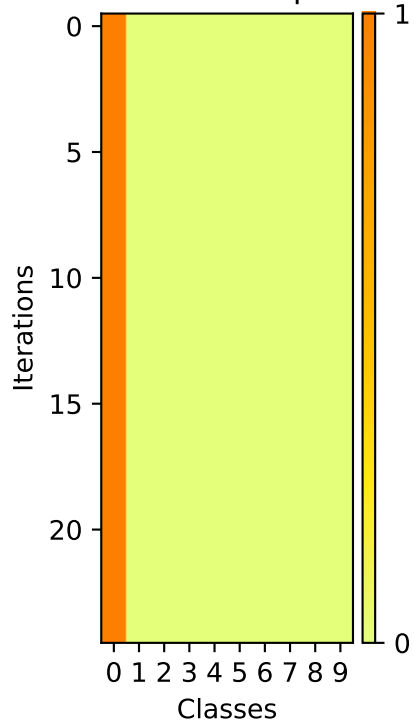
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2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

Heatmap showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents classes 0-9, and the y-axis represents iterations 0-20. A color bar on the right indicates probability from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

Image



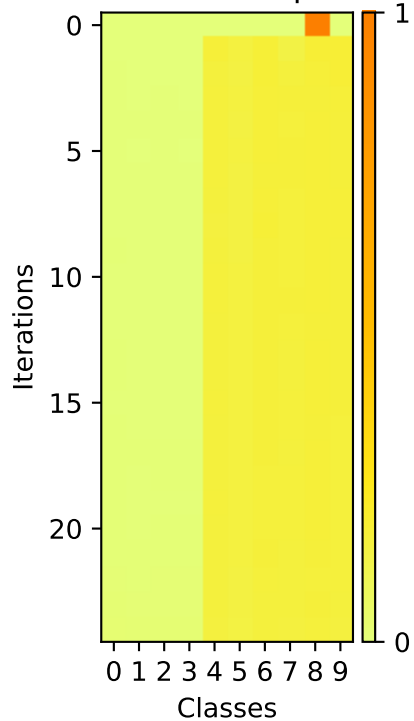
Softmax Outputs



Image



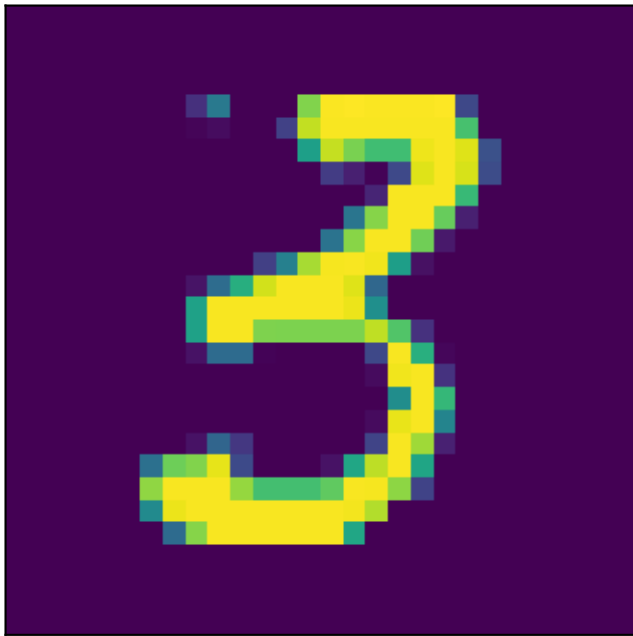
Softmax Outputs



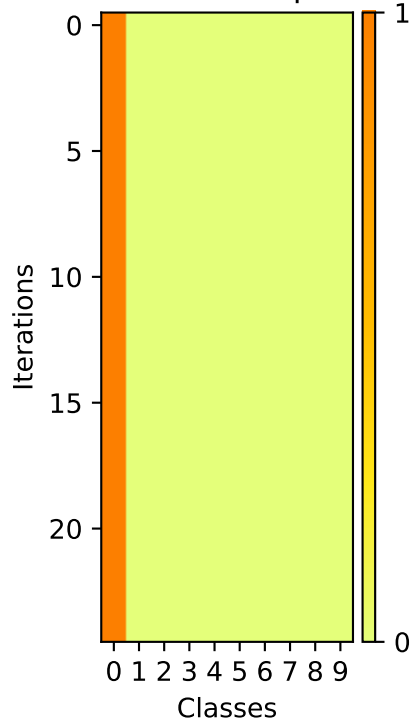
A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure is composed of large, distinct pixels in shades of yellow, orange, and brown, giving it a retro, digital appearance. It has a rounded, somewhat abstract shape with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

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 (light yellow) to 1 (dark orange). Class 3 shows a sharp drop in loss around iteration 4, while Class 8 shows a sharp increase around iteration 1.

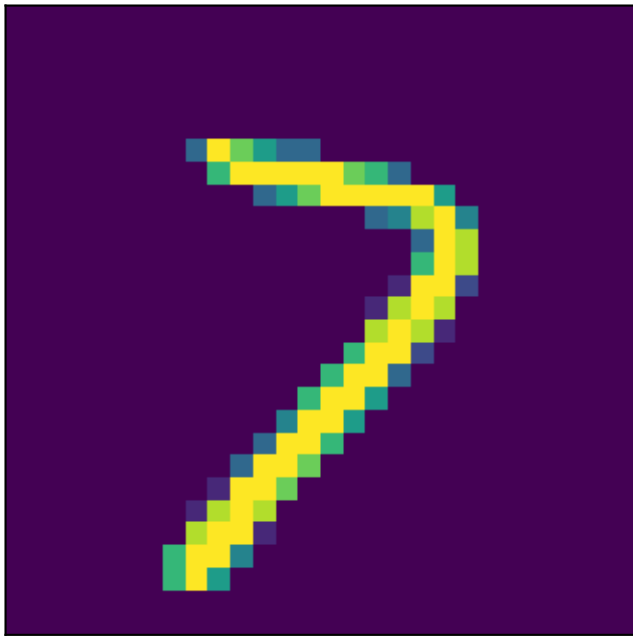
Image



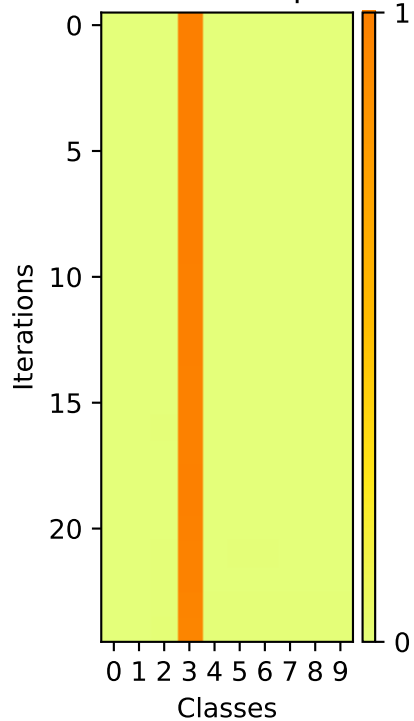
Softmax Outputs



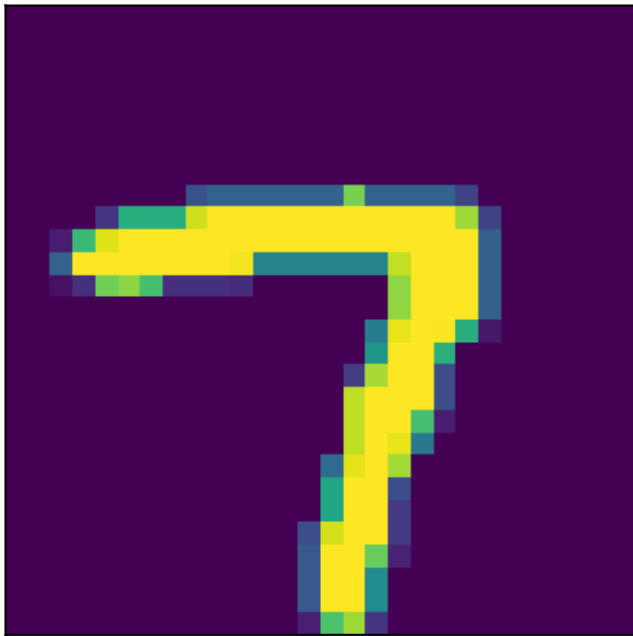
Image



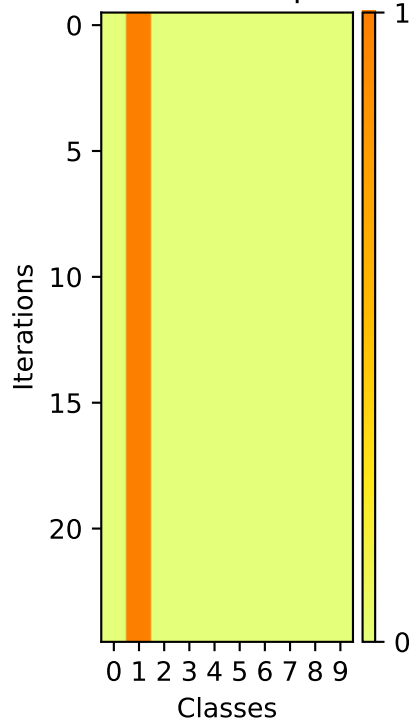
Softmax Outputs



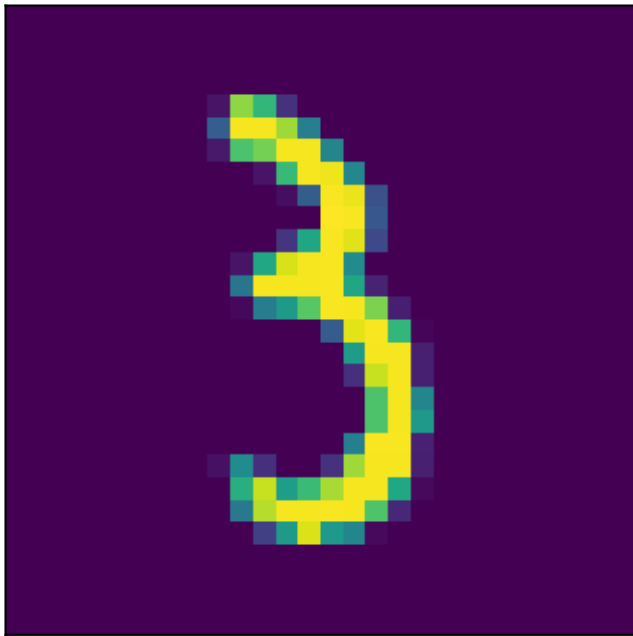
Image



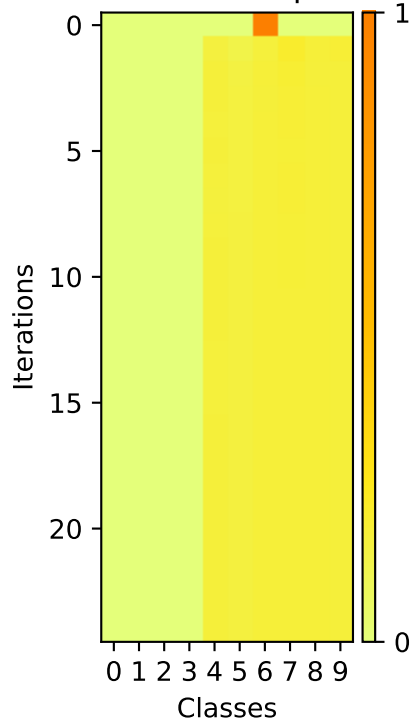
Softmax Outputs



Image



Softmax Outputs

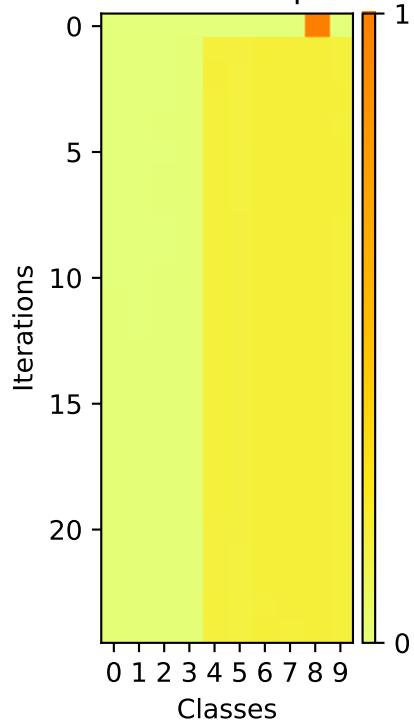


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The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

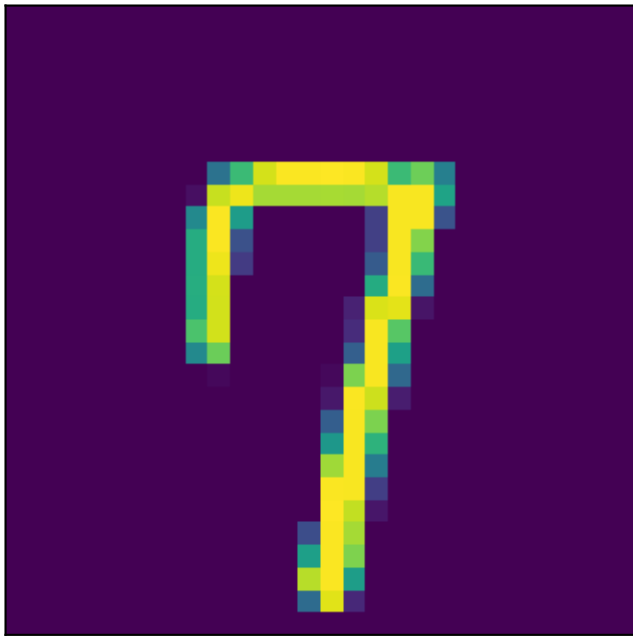
Image



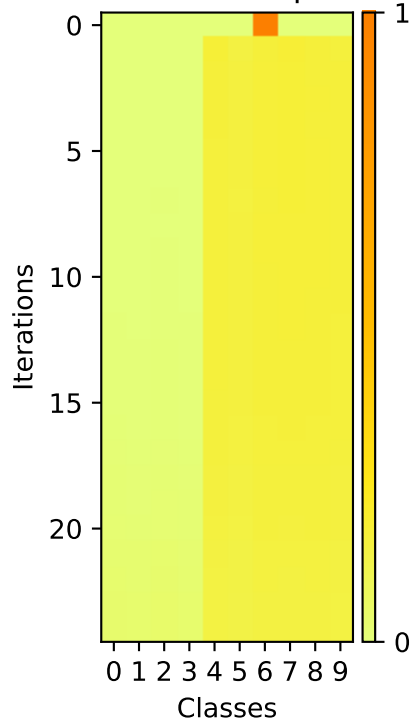
Softmax Outputs



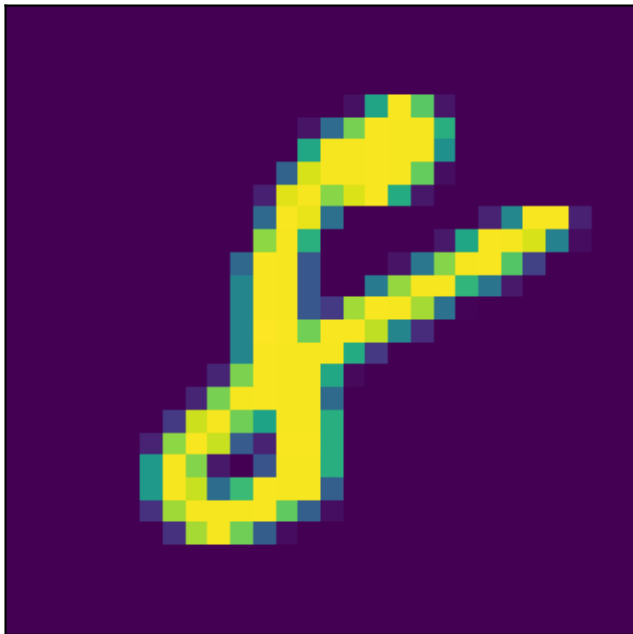
Image



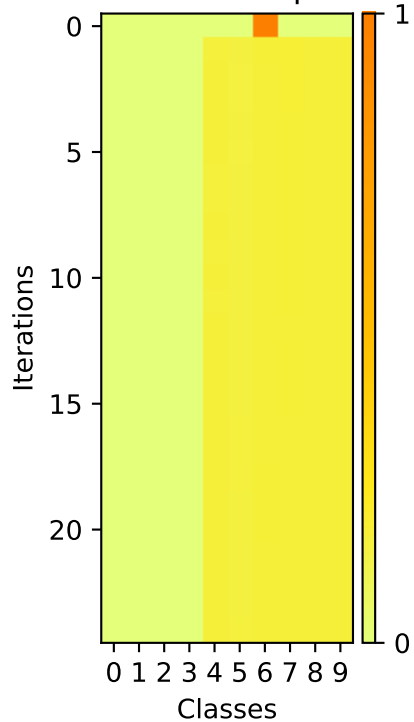
Softmax Outputs



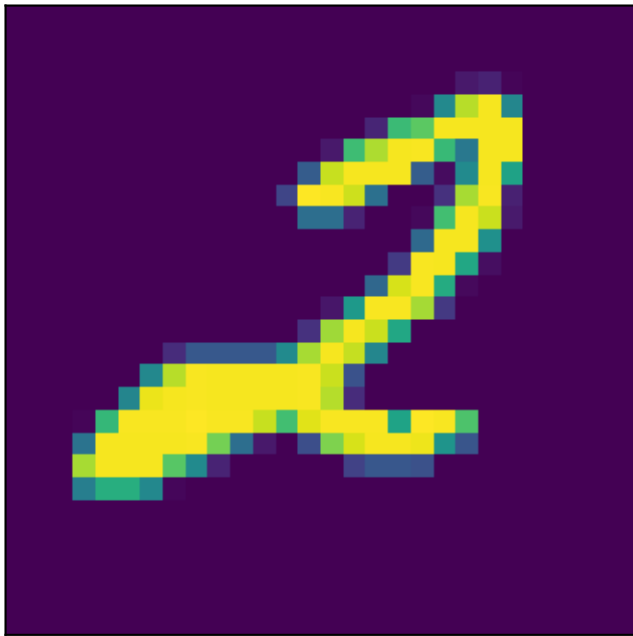
Image



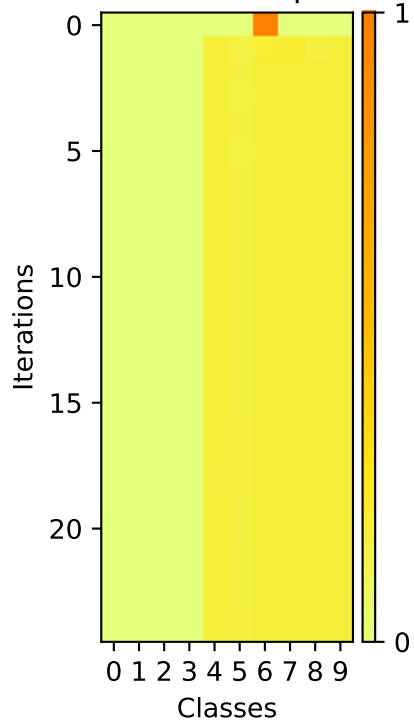
Softmax Outputs



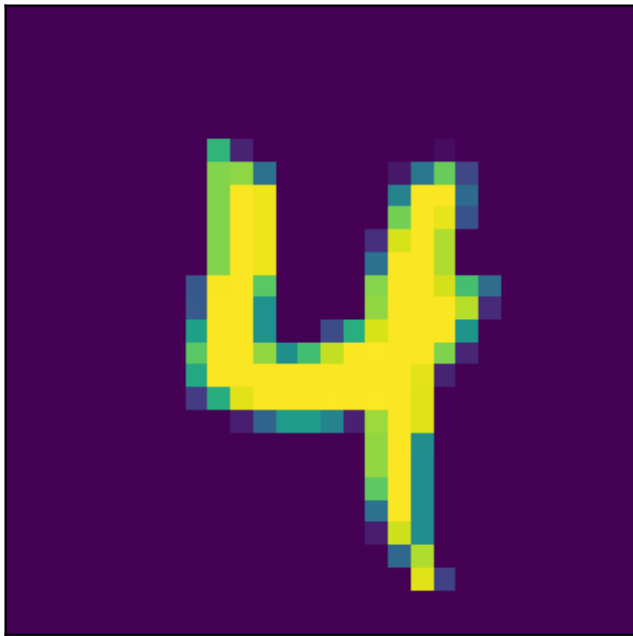
Image



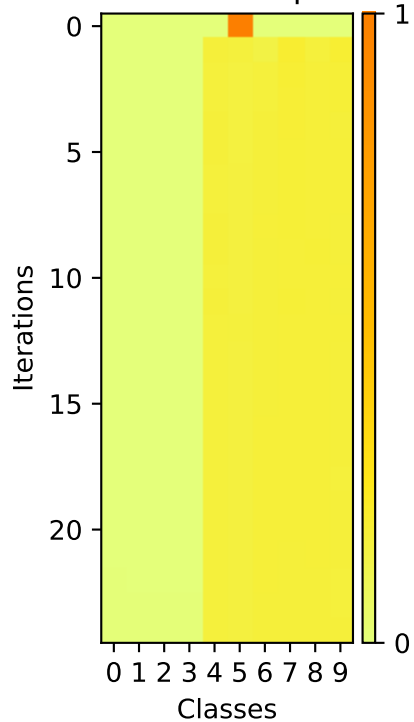
Softmax Outputs



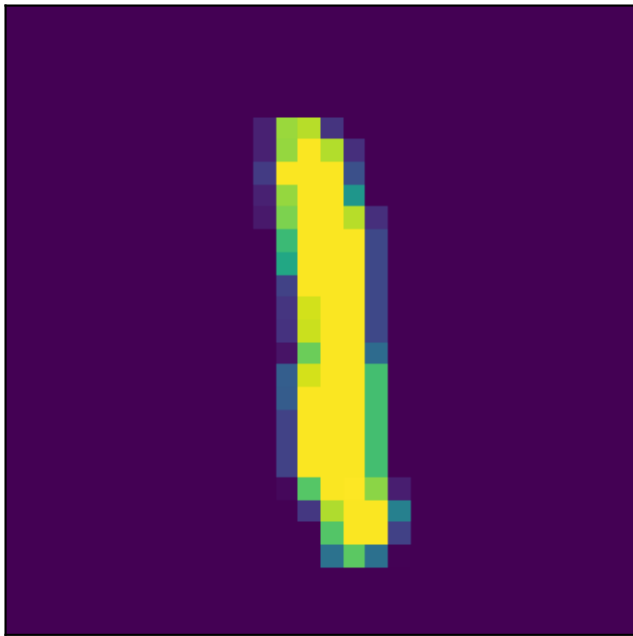
Image



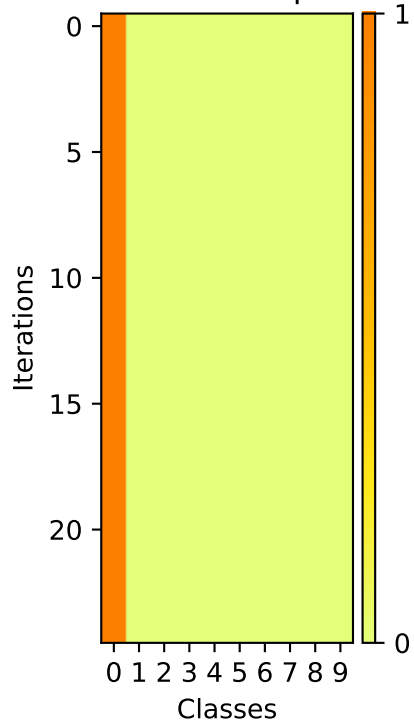
Softmax Outputs



Image



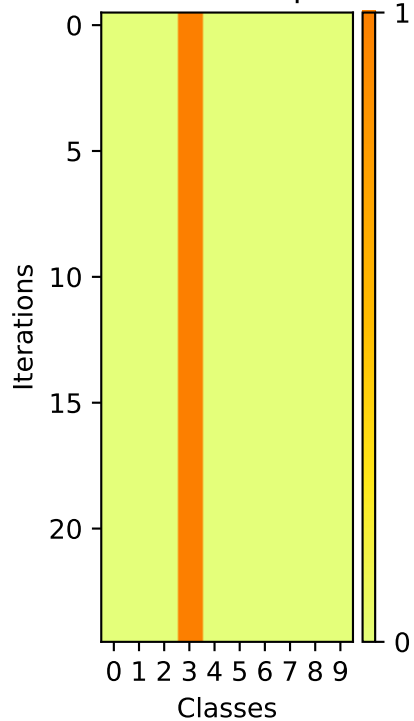
Softmax Outputs



Image



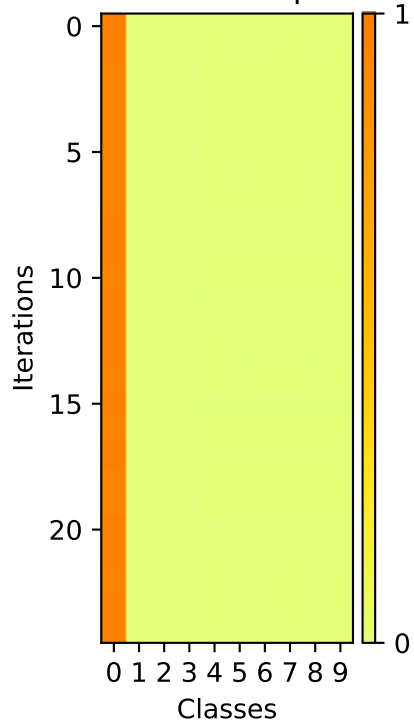
Softmax Outputs



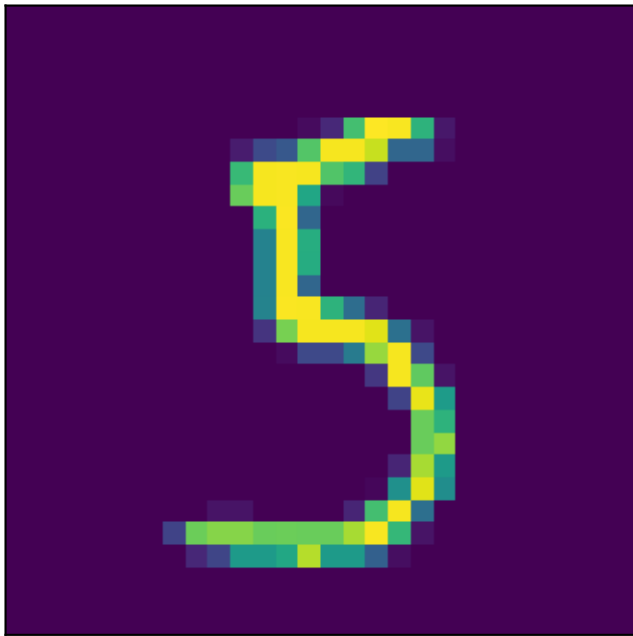
Image



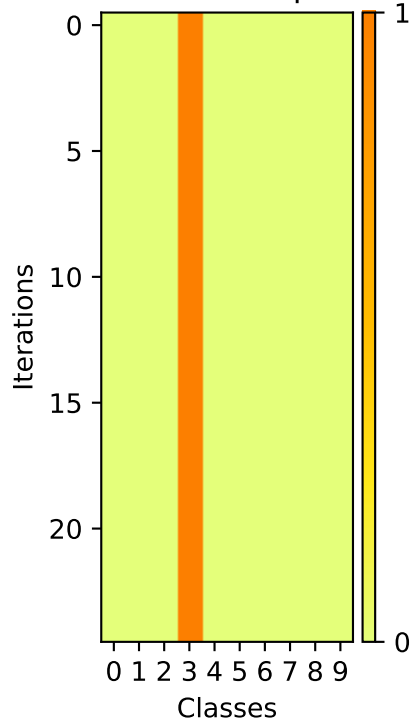
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution version of the number 6, rendered in yellow and green against a dark purple background. The number is composed of small squares, giving it a blocky, digital appearance. It is positioned in the upper left quadrant of the image.

