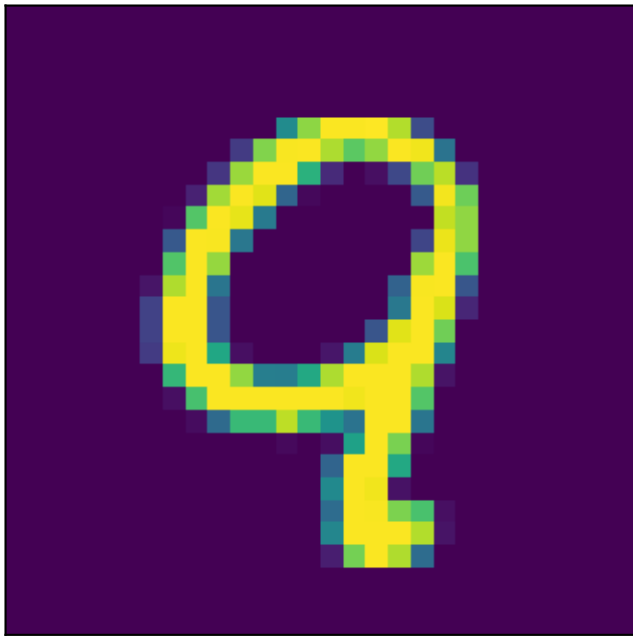
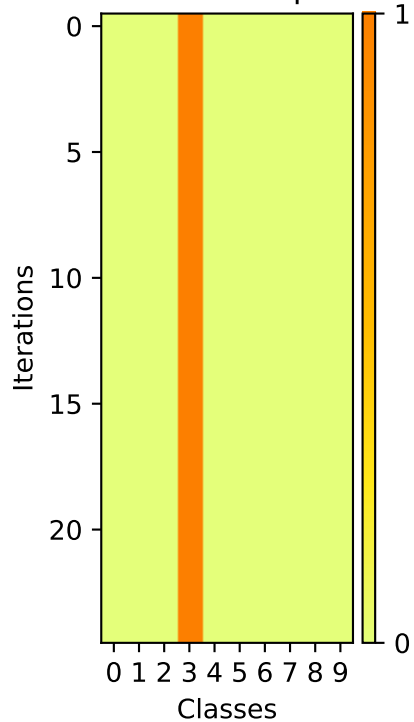


Image



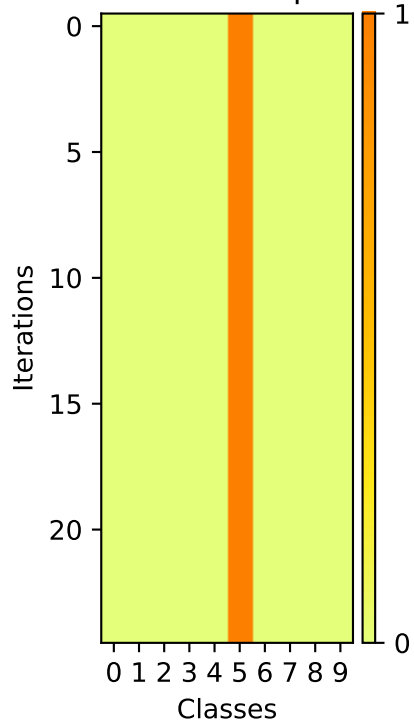
Softmax Outputs



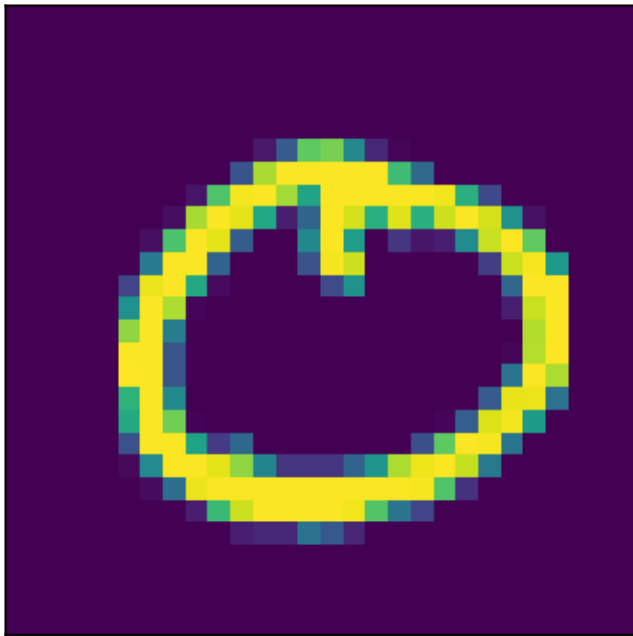
Image



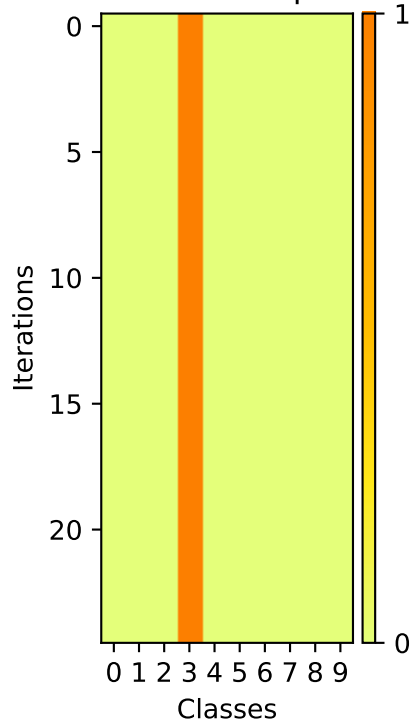
Softmax Outputs



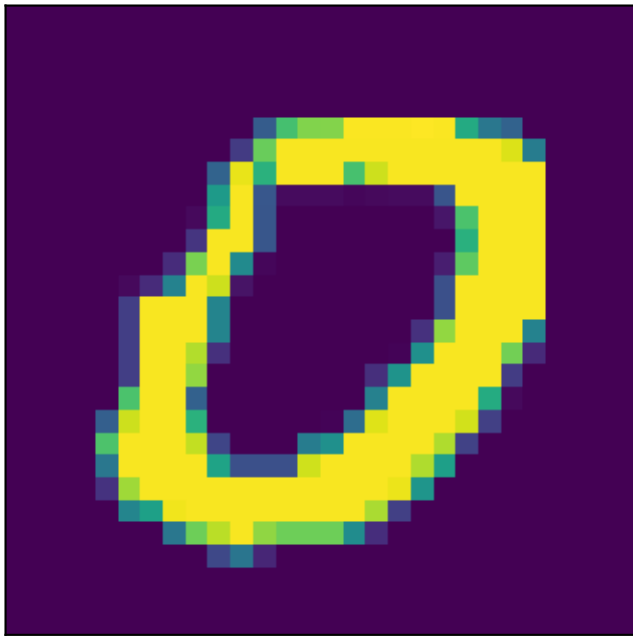
Image



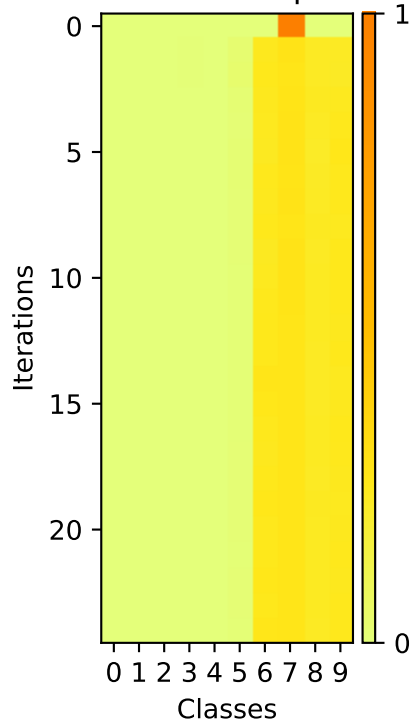
Softmax Outputs



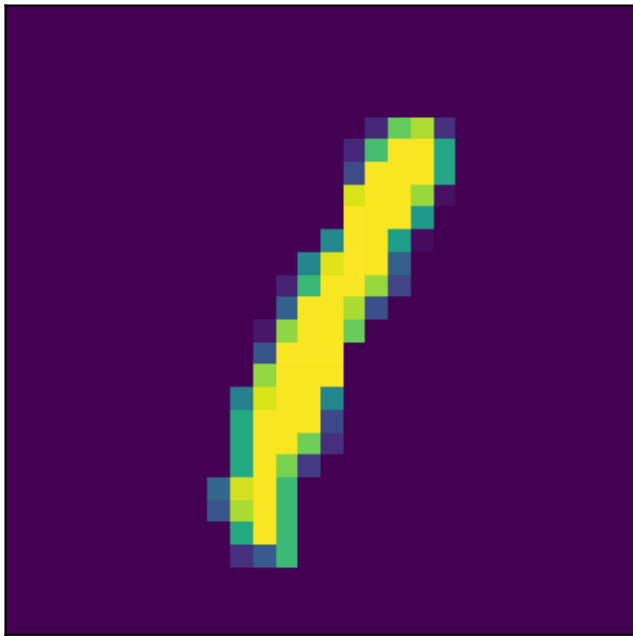
Image



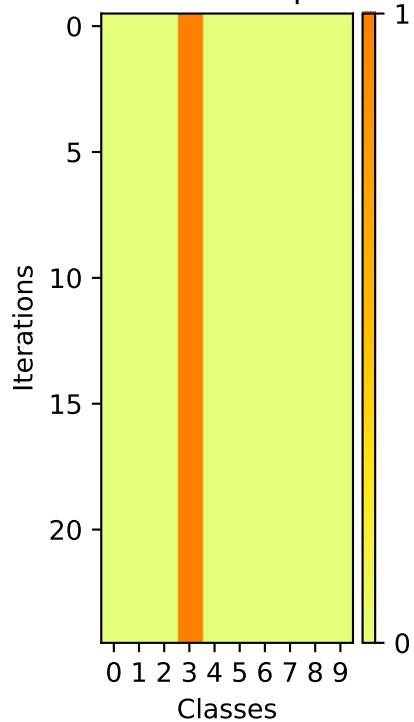
Softmax Outputs



Image



Softmax Outputs



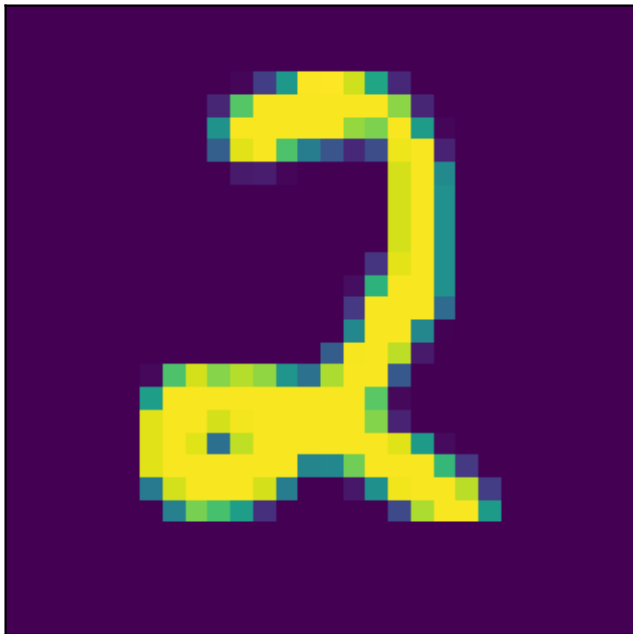
A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a retro, digital aesthetic, similar to early computer graphics or video game sprites.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 6 shows a sharp increase in probability starting around iteration 5, reaching a peak near 1.0 by iteration 10.

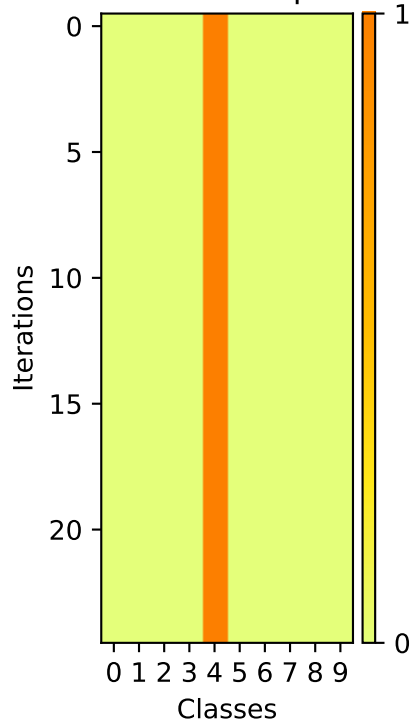
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

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

Image

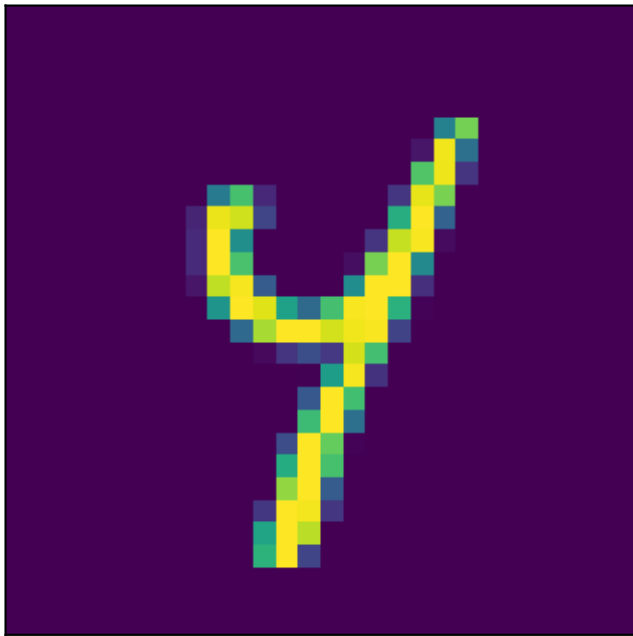


Softmax Outputs

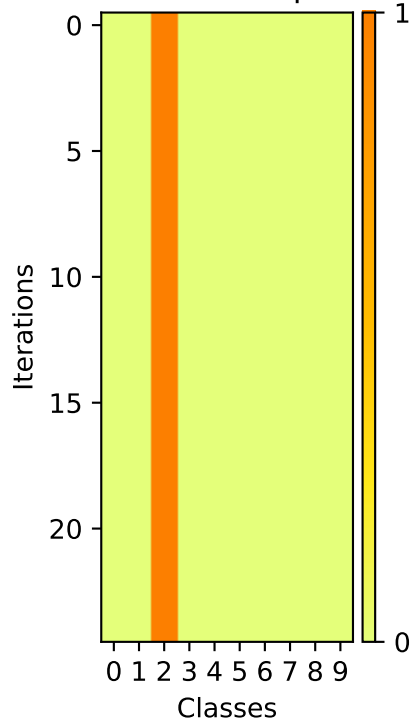




Image



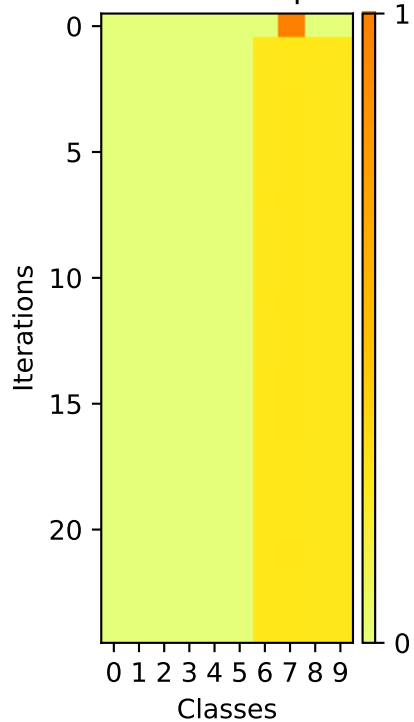
## Softmax Outputs



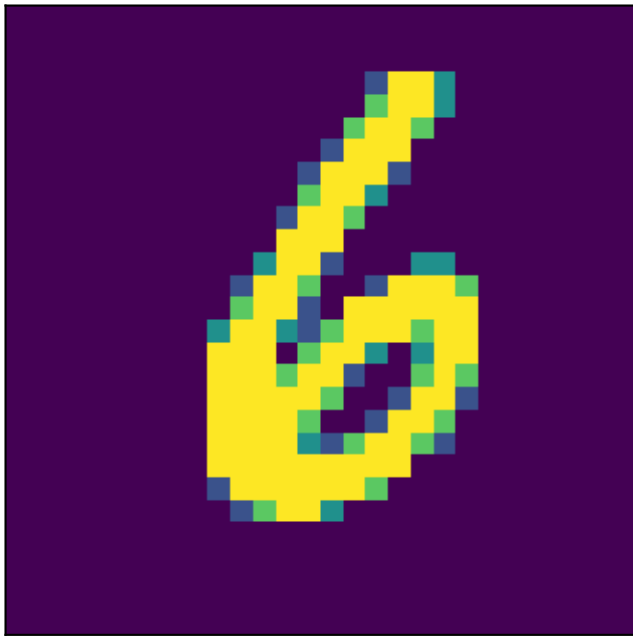
Image



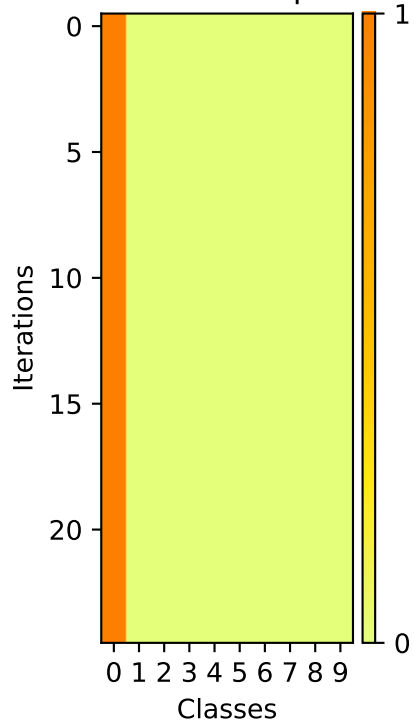
Softmax Outputs



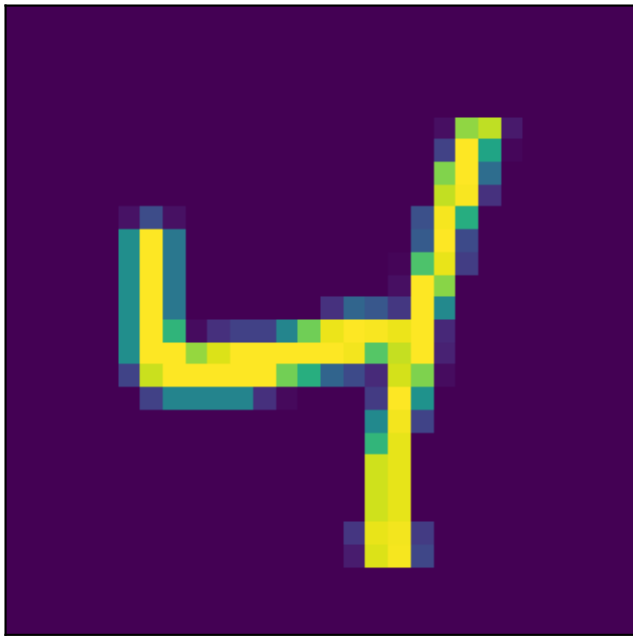
Image



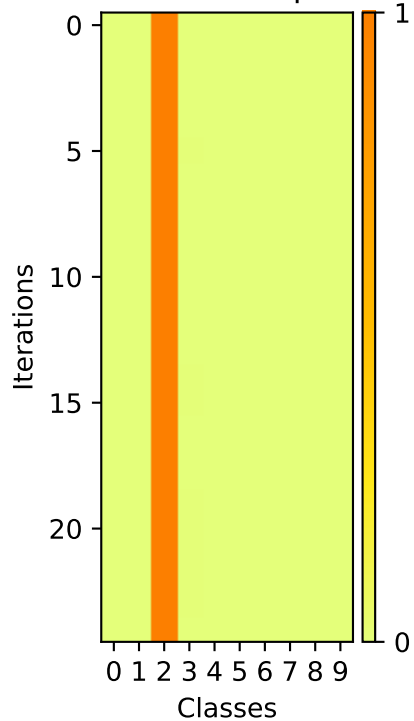
## Softmax Outputs



Image



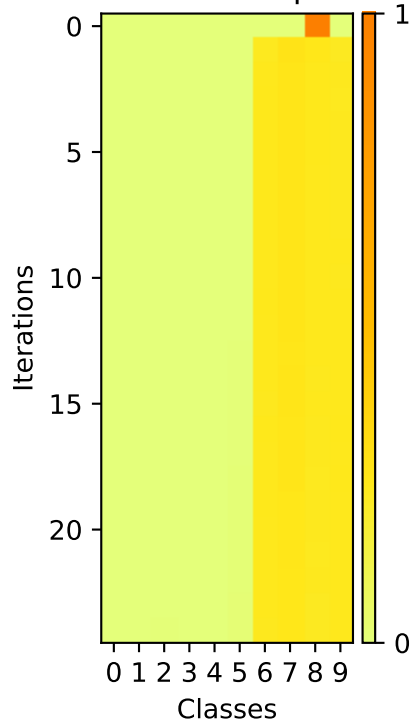
## Softmax Outputs



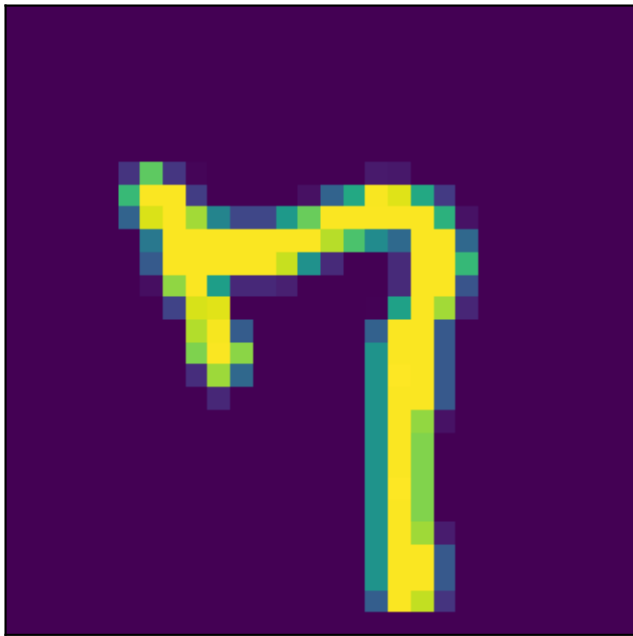
Image



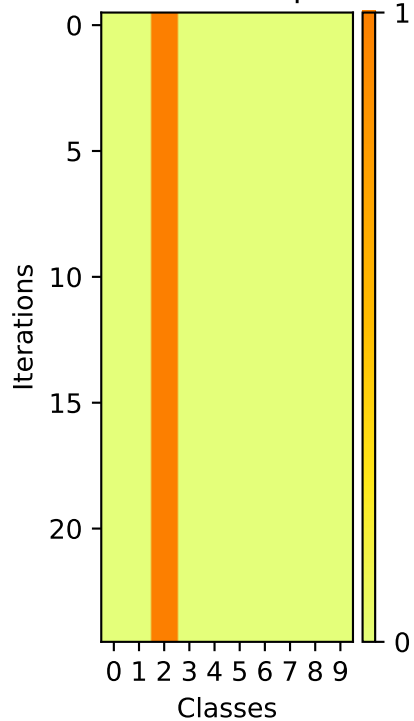
Softmax Outputs



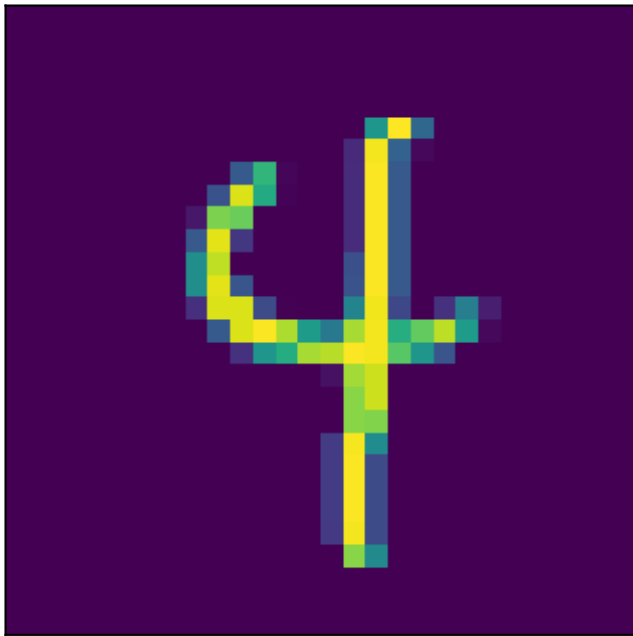
Image



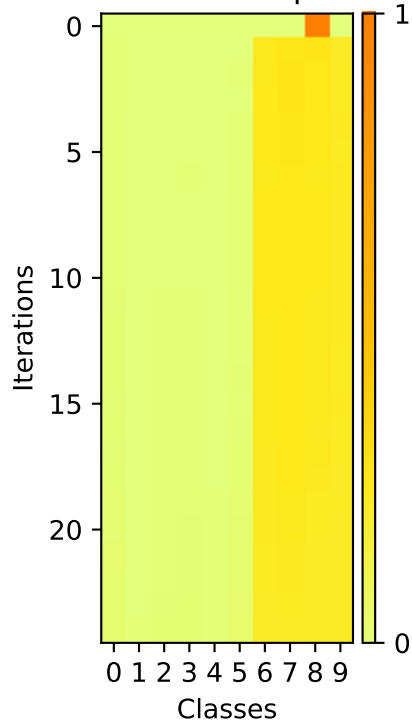
## Softmax Outputs



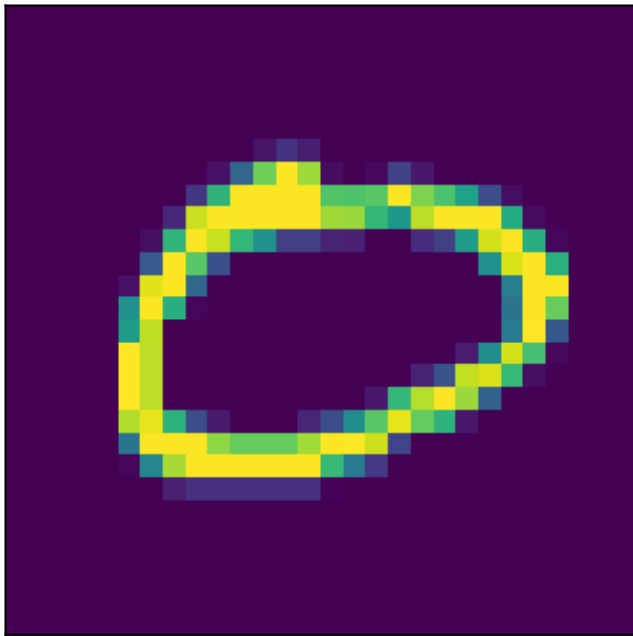
Image



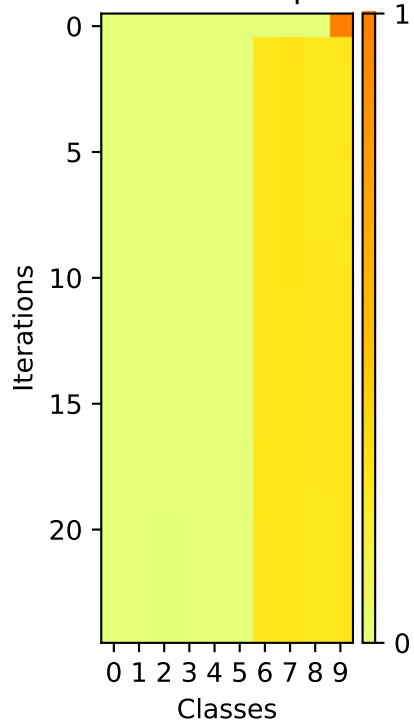
Softmax Outputs



Image



Softmax Outputs

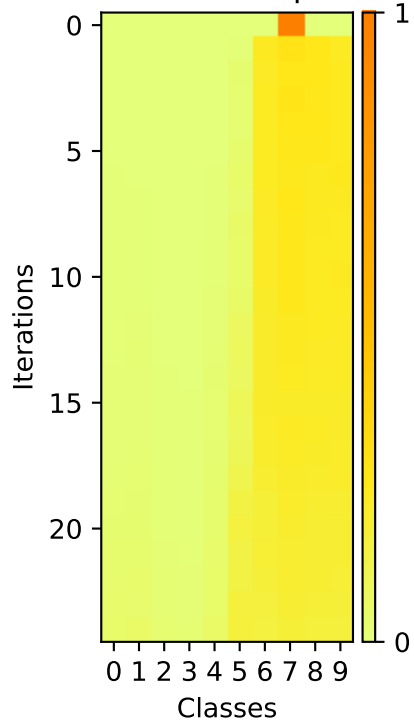




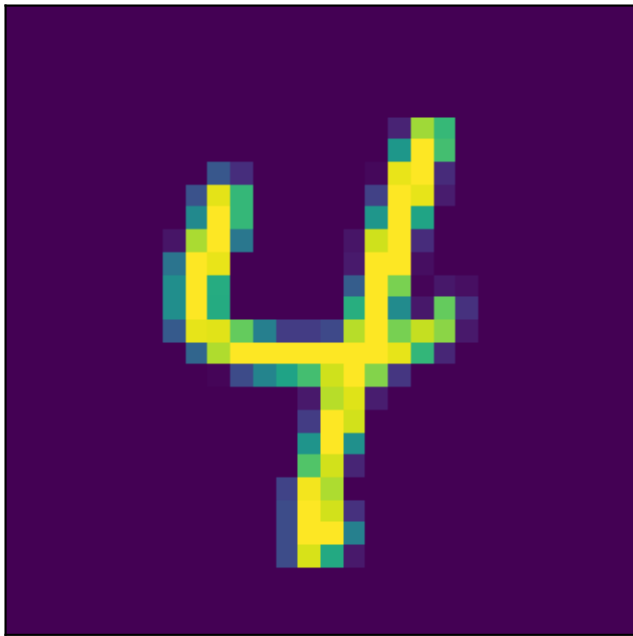
Image



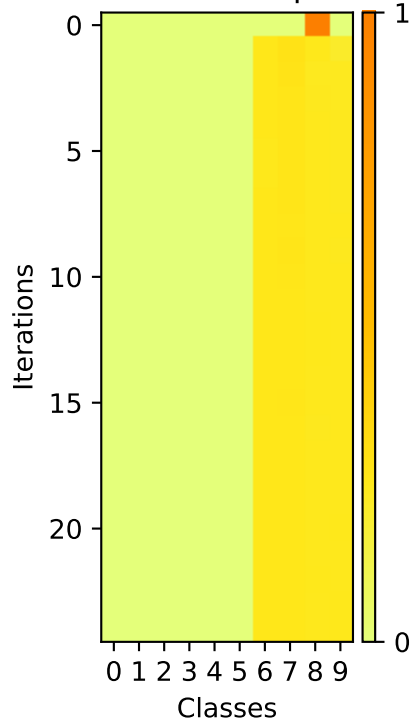
Softmax Outputs



Image



Softmax Outputs



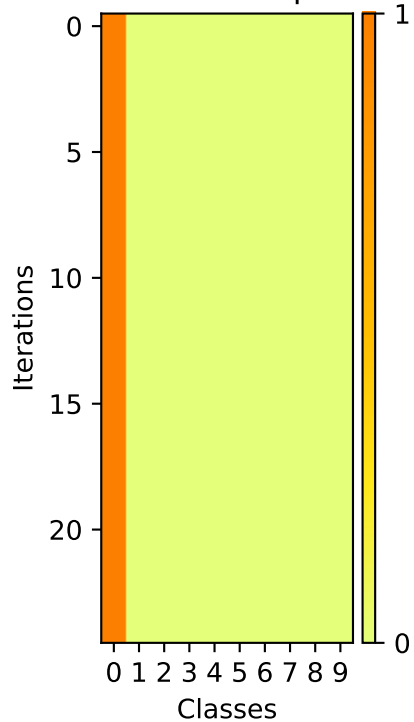
A pixelated drawing of the number 2 on a dark purple background. The number is composed of yellow, green, and blue pixels. The top horizontal bar is yellow with blue and green accents. The vertical stroke is yellow with green and blue accents. The bottom horizontal bar is yellow with green and blue accents. The overall shape is a stylized, blocky representation of the digit 2.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 6 shows a sharp increase in probability starting around iteration 5, reaching 1.0 by iteration 10.

Image

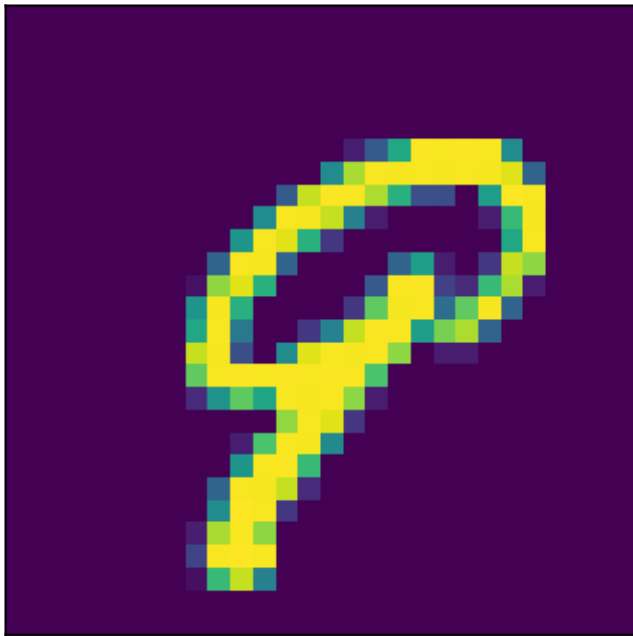


## Softmax Outputs

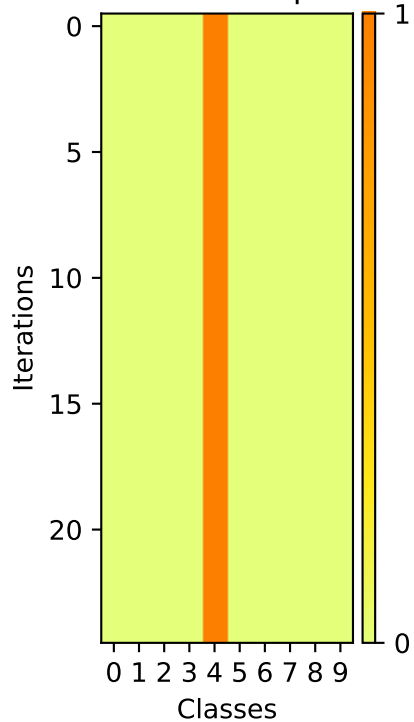


A pixelated drawing of a yellow and green snake with a red tongue, coiled on a black background. The snake's body is composed of yellow and green pixels, with a red pixel representing its tongue. It is coiled in a loose 'S' shape, with its head at the top right and its tail at the bottom left. The background is solid black.

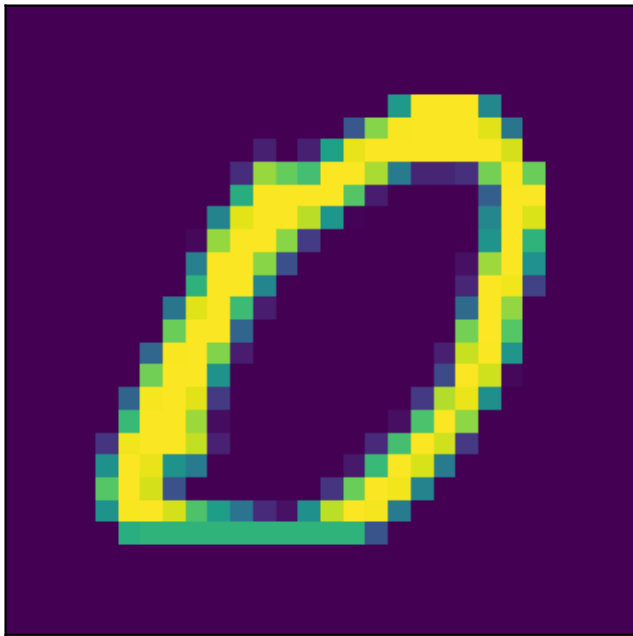
Image



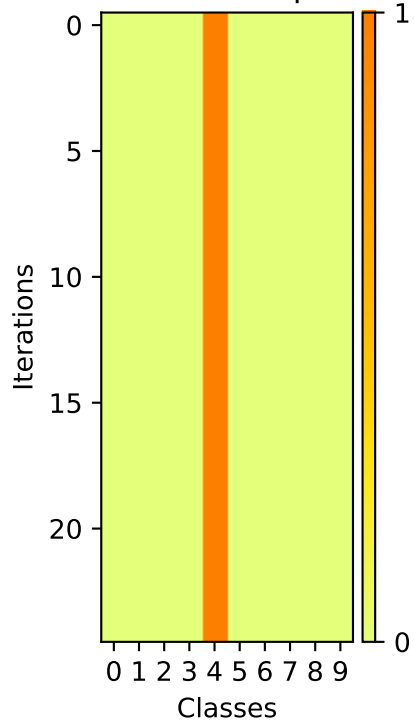
Softmax Outputs



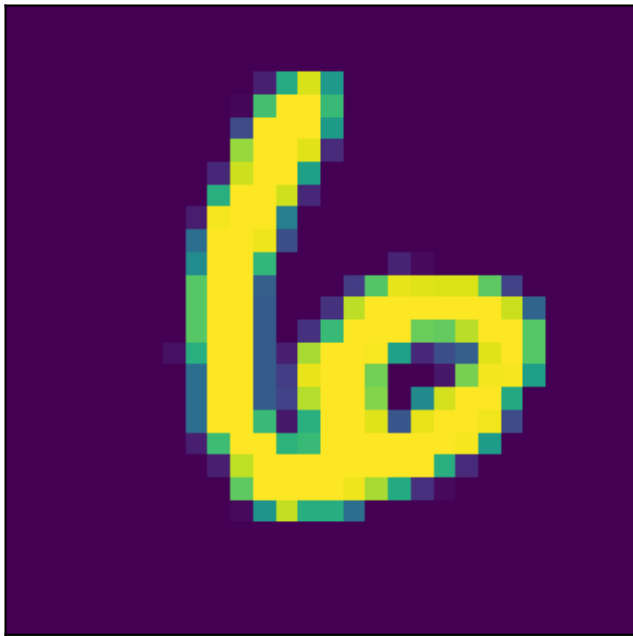
Image



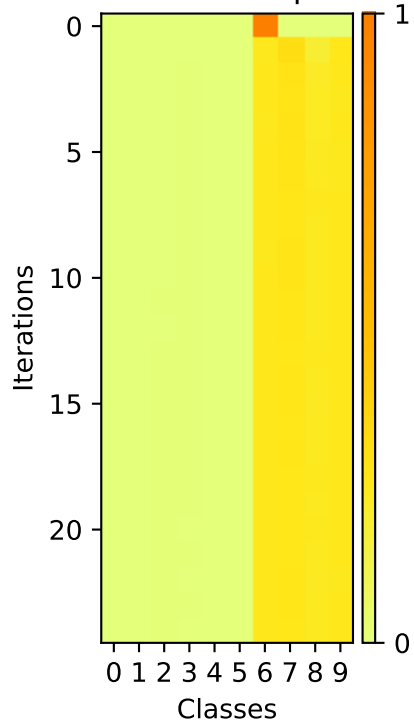
Softmax Outputs



Image



Softmax Outputs

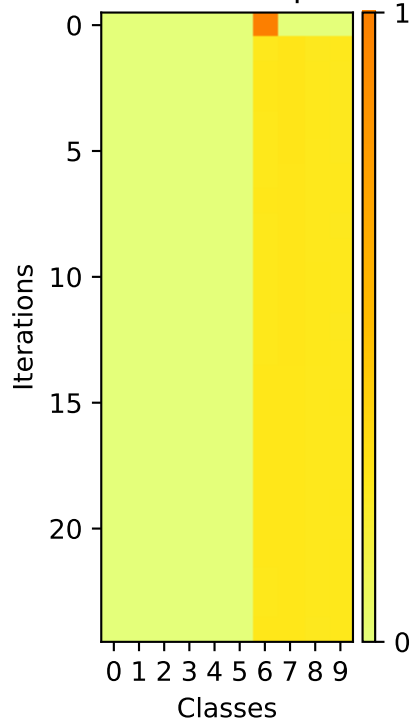




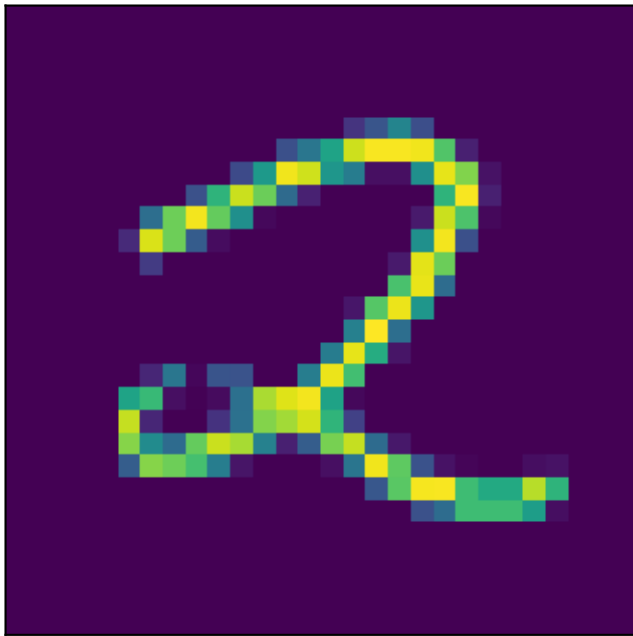
Image



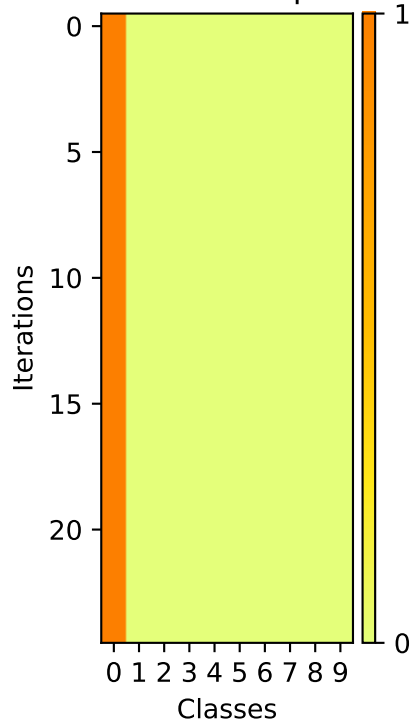
Softmax Outputs



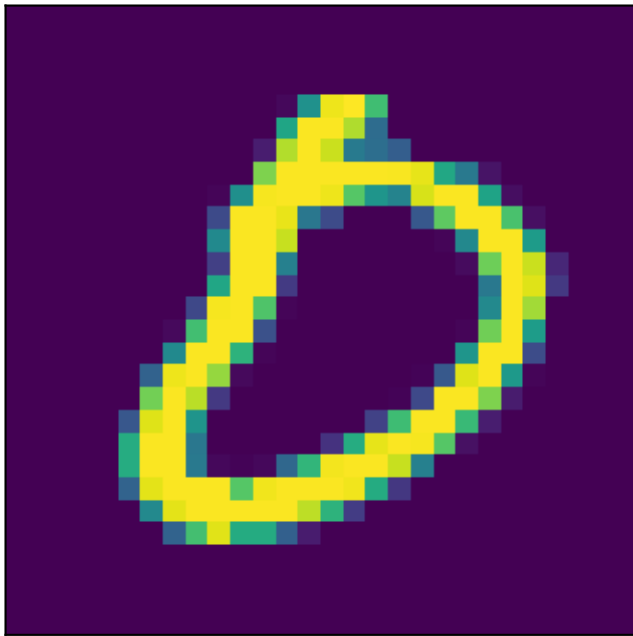
Image



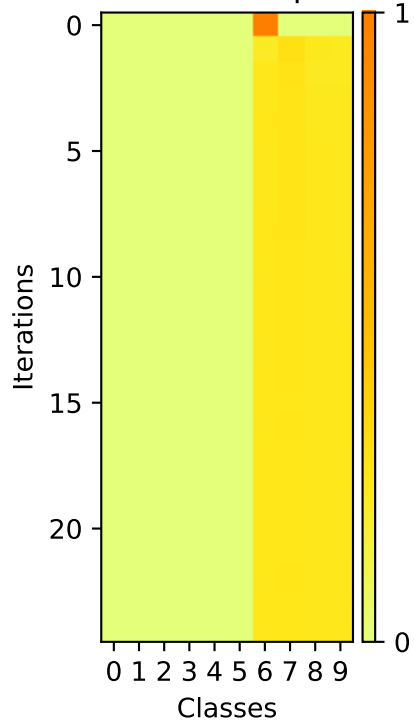
## Softmax Outputs



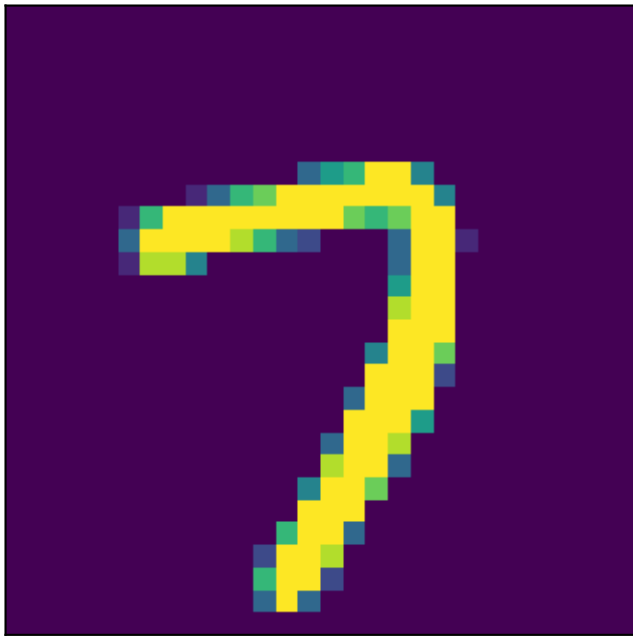
Image



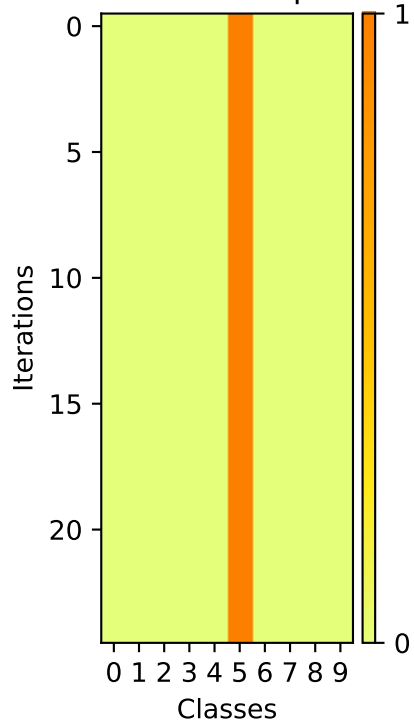
Softmax Outputs



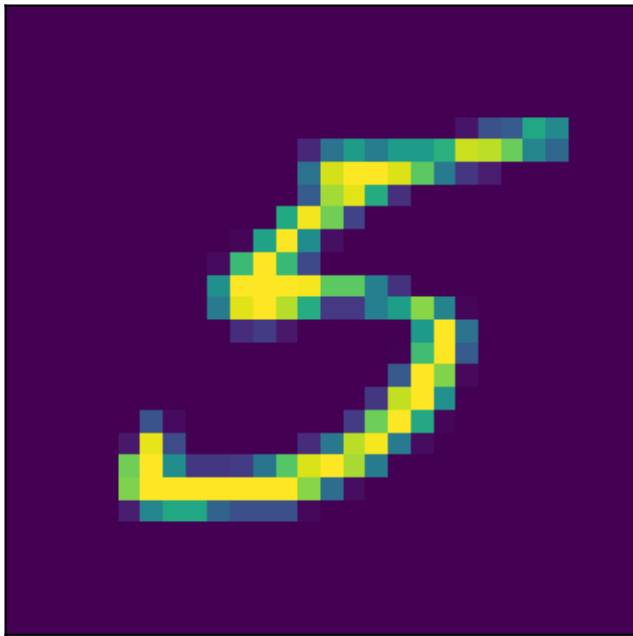
Image



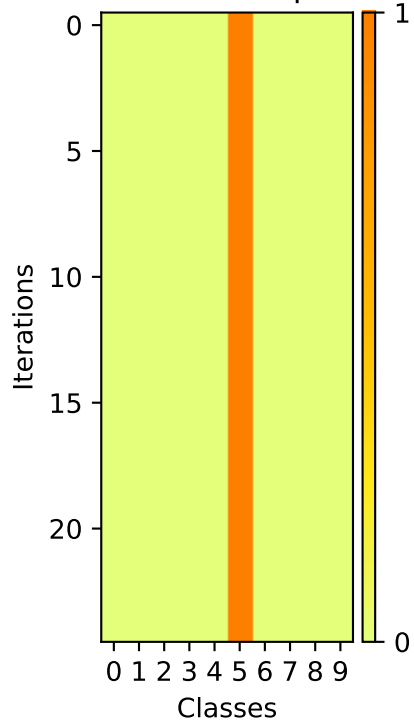
Softmax Outputs



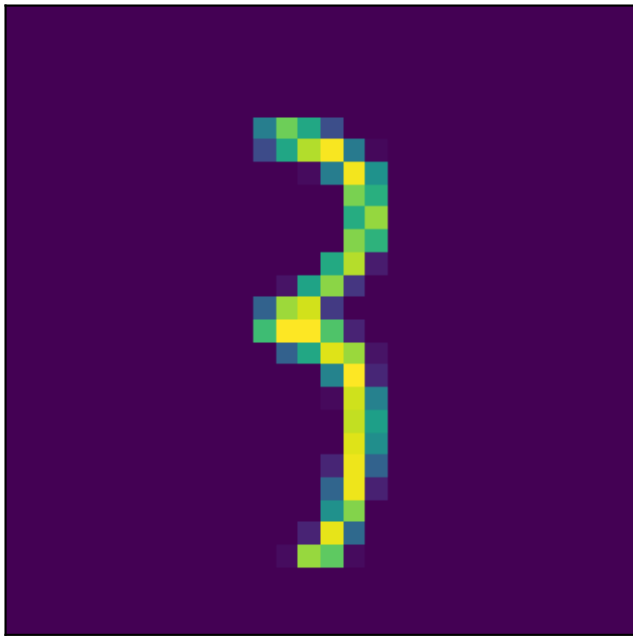
Image



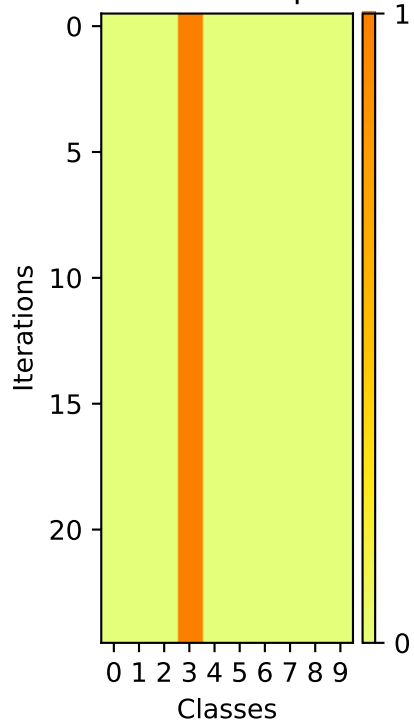
Softmax Outputs



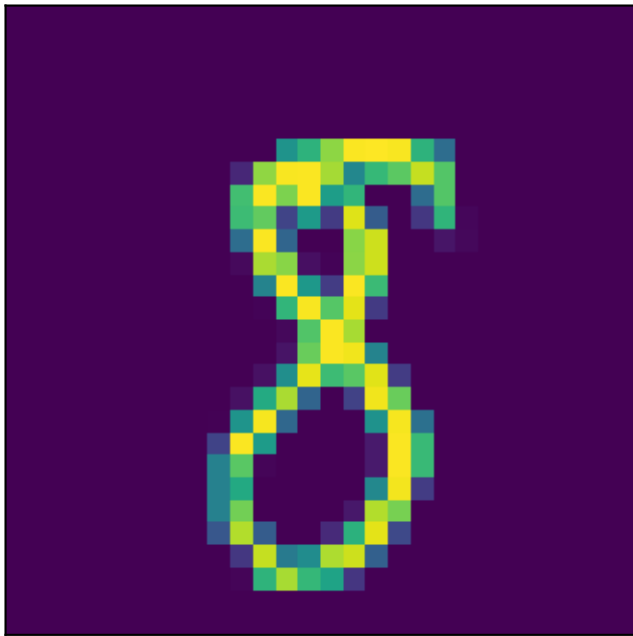
Image



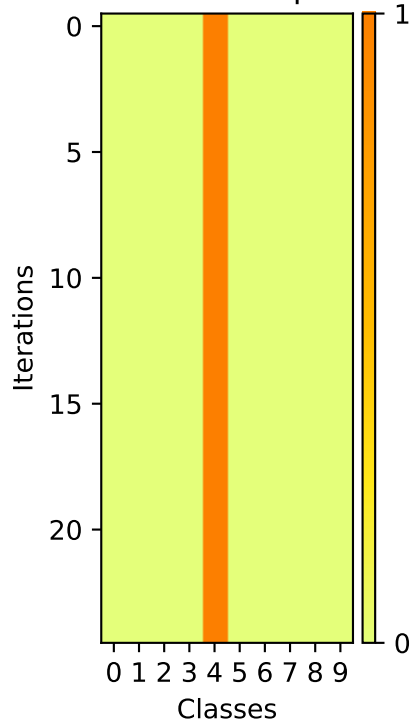
Softmax Outputs



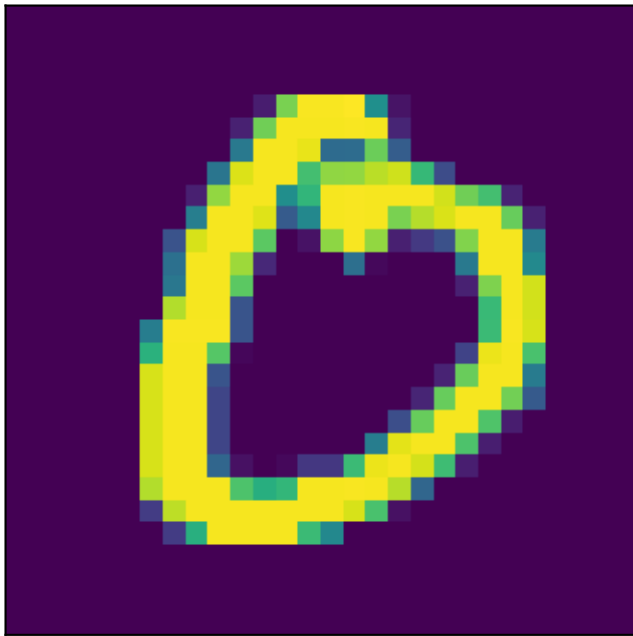
Image



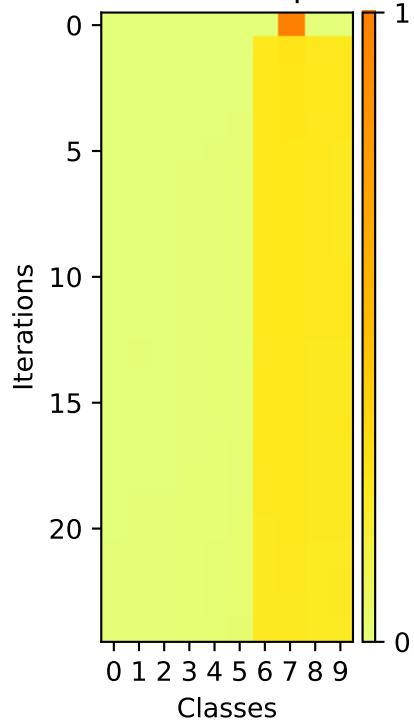
Softmax Outputs



Image



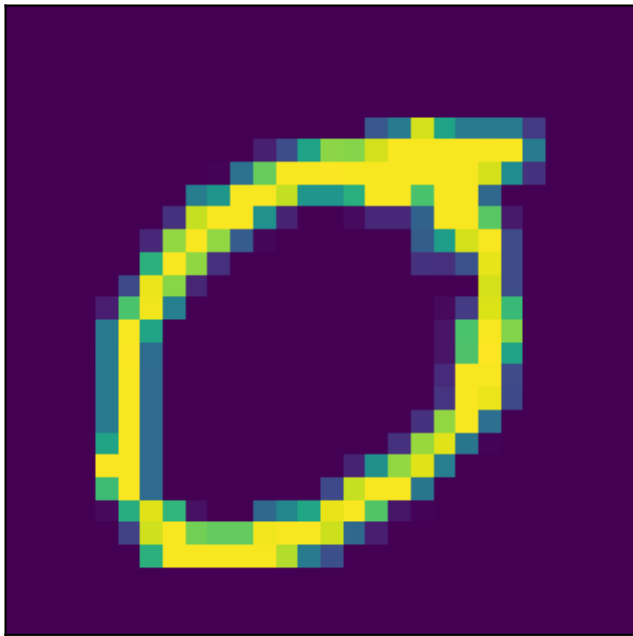
Softmax Outputs



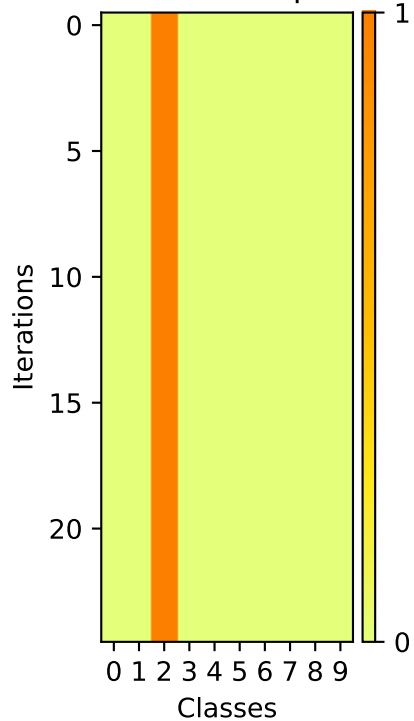


A pixelated, low-resolution image of a yellow and green spiral shape on a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, forming a spiral that starts from the bottom right and curves upwards and to the left, ending in a small loop. The overall appearance is reminiscent of a stylized letter 'P' or a spiral shell.

Image



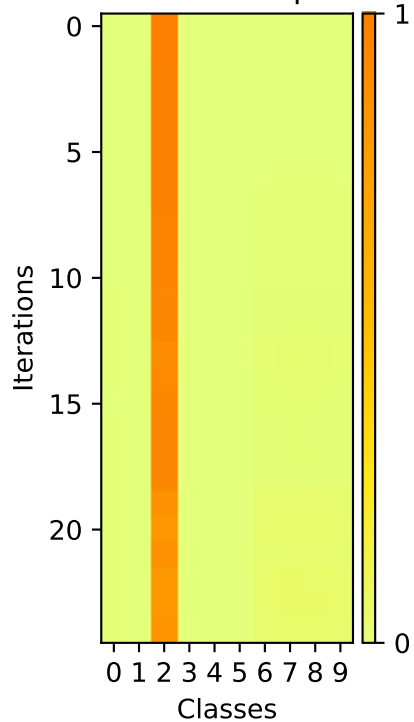
## Softmax Outputs



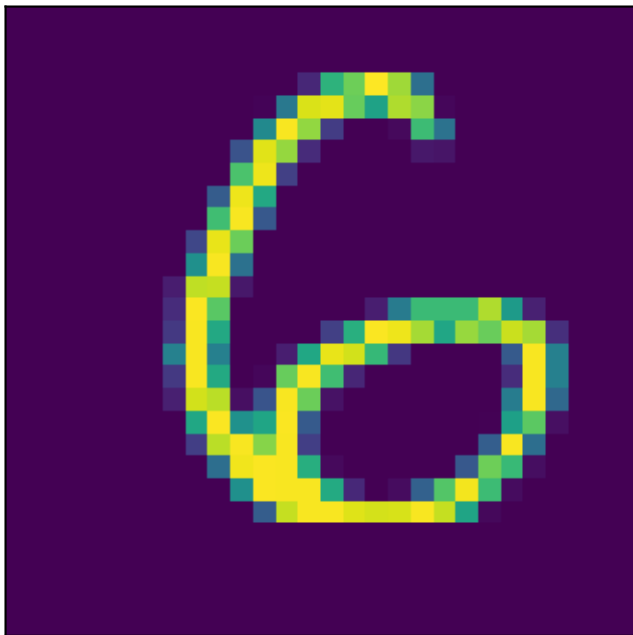
Image



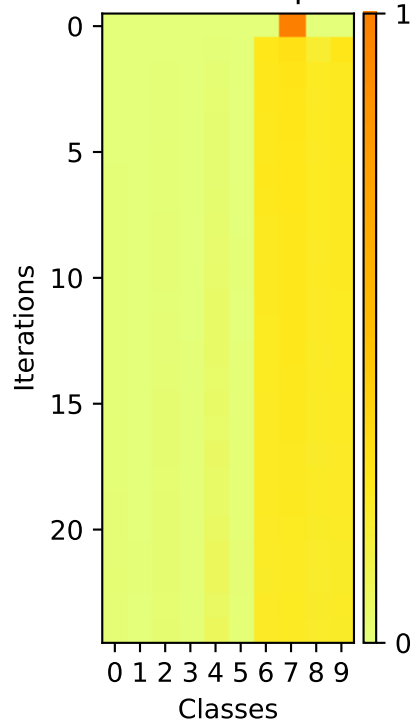
## Softmax Outputs



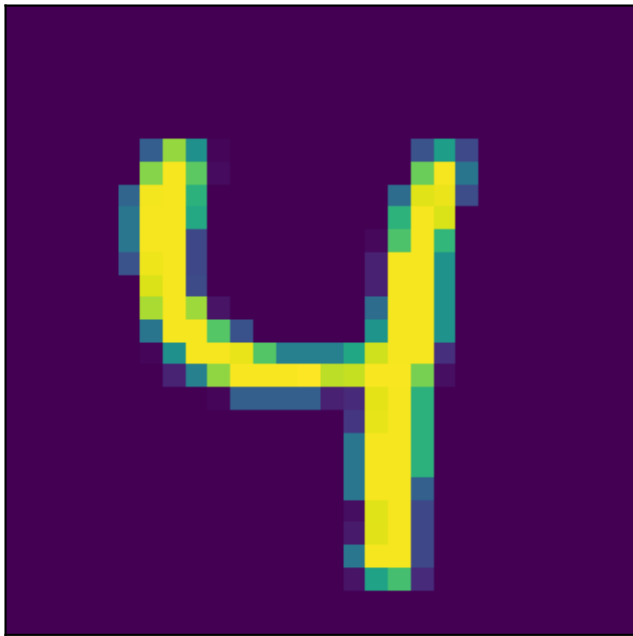
Image



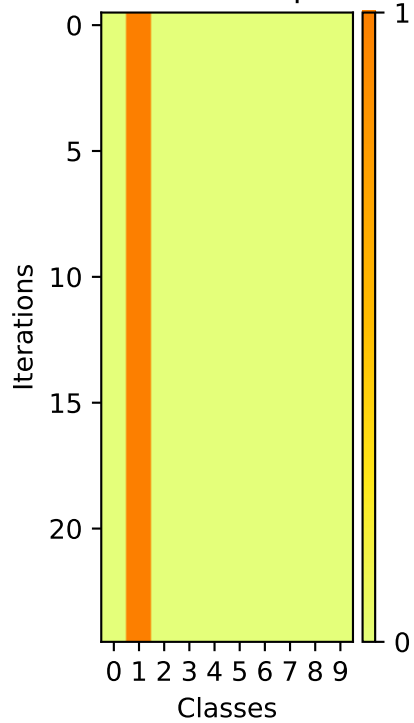
Softmax Outputs



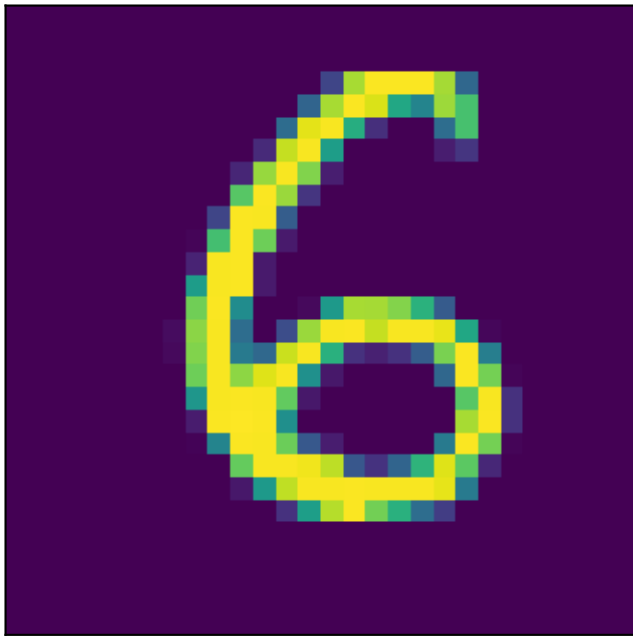
Image



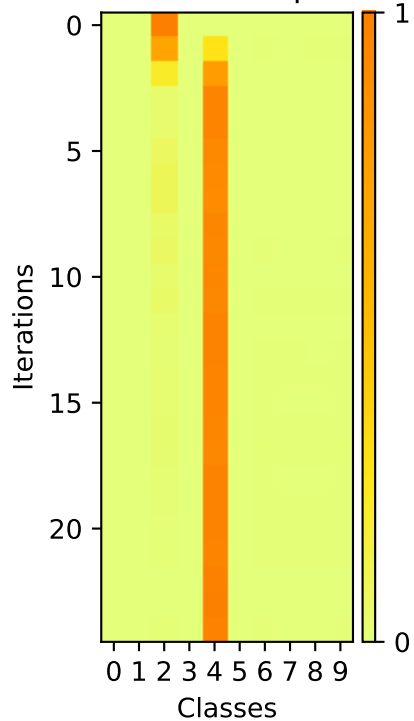
## Softmax Outputs



Image



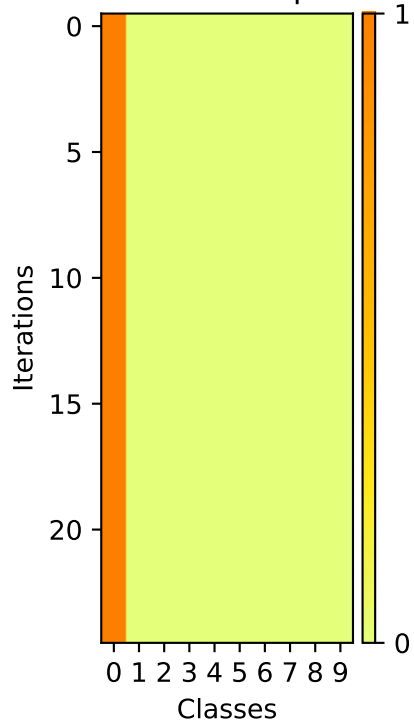
Softmax Outputs



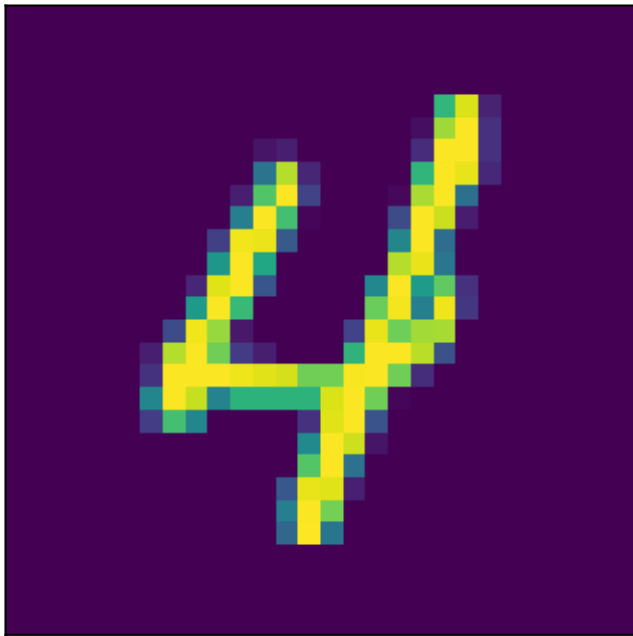
Image



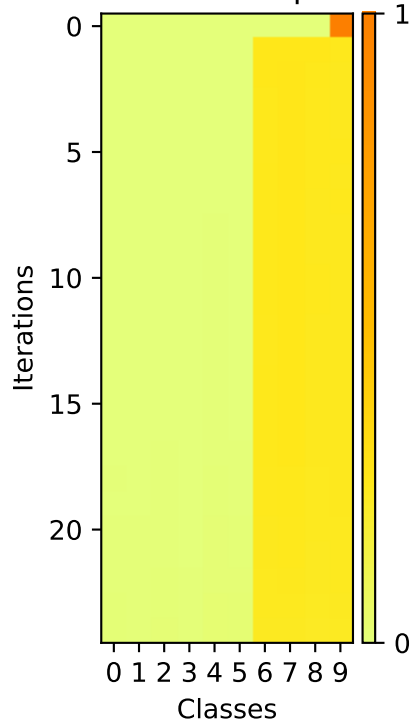
## Softmax Outputs



Image



Softmax Outputs

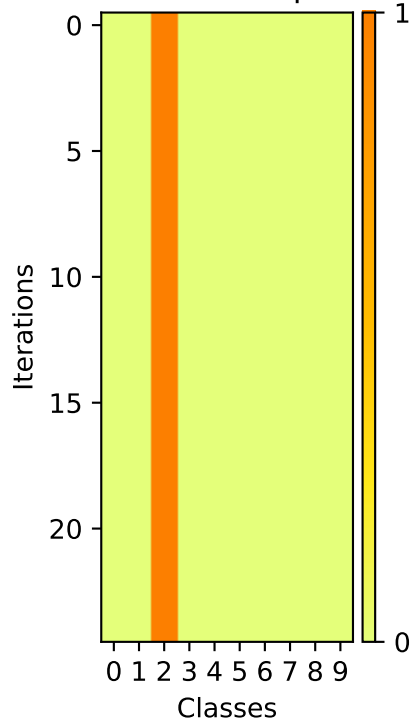




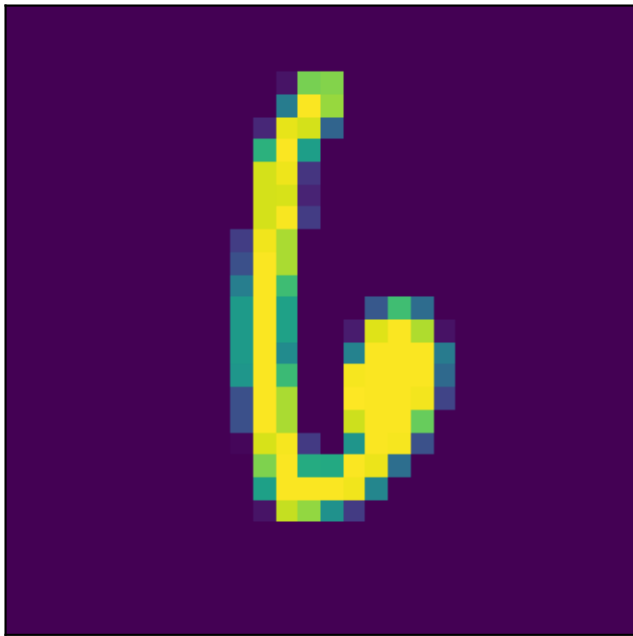
Image



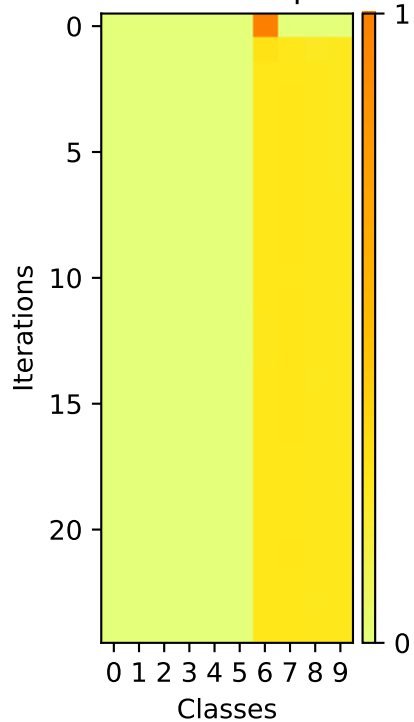
## Softmax Outputs



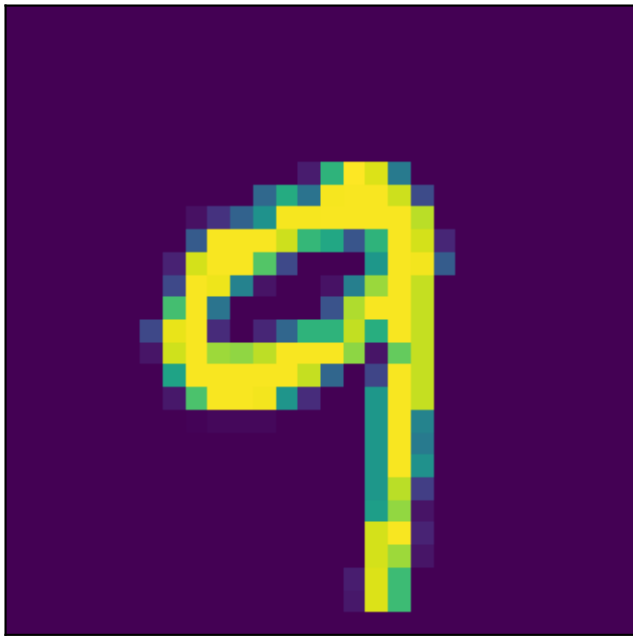
Image



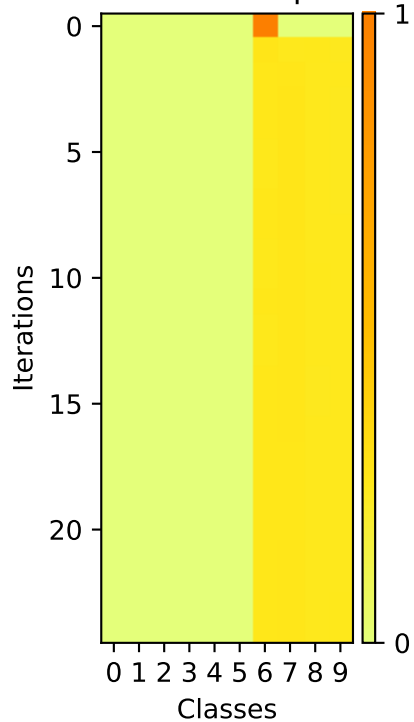
Softmax Outputs



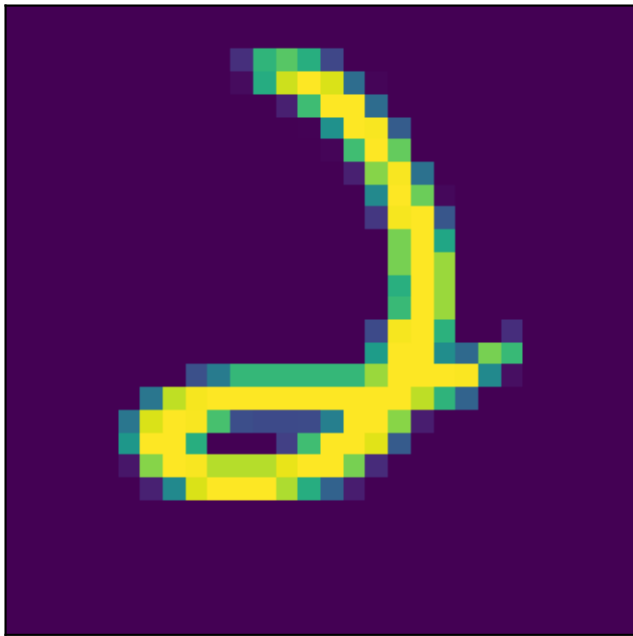
Image



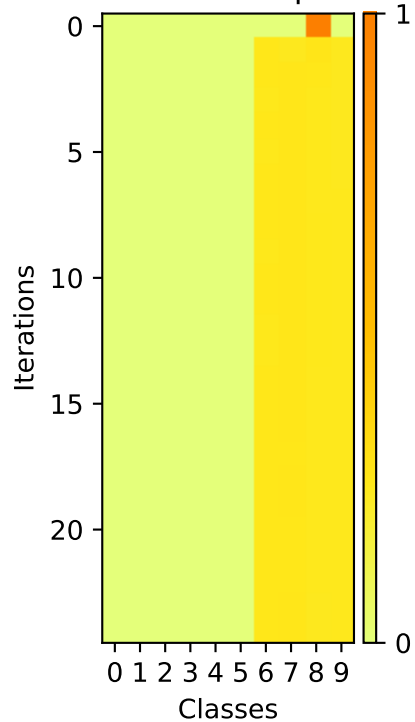
Softmax Outputs



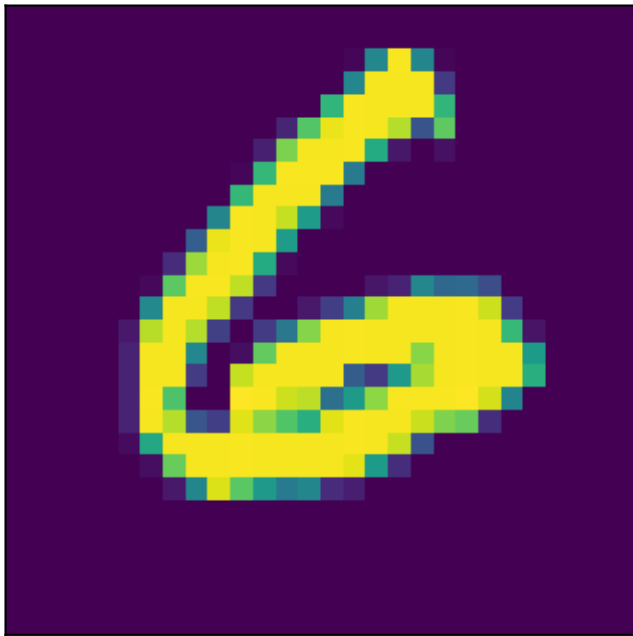
Image



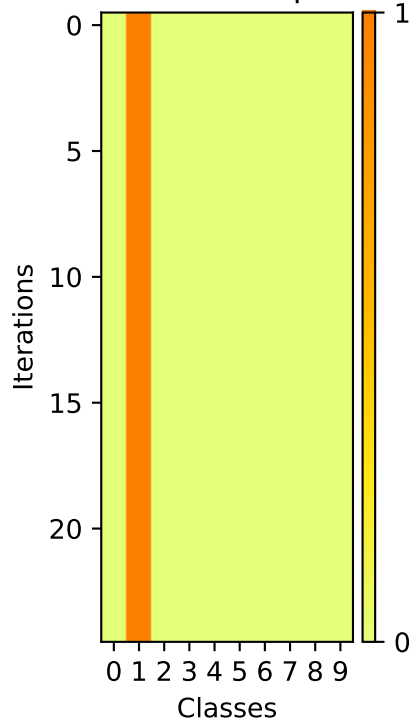
Softmax Outputs



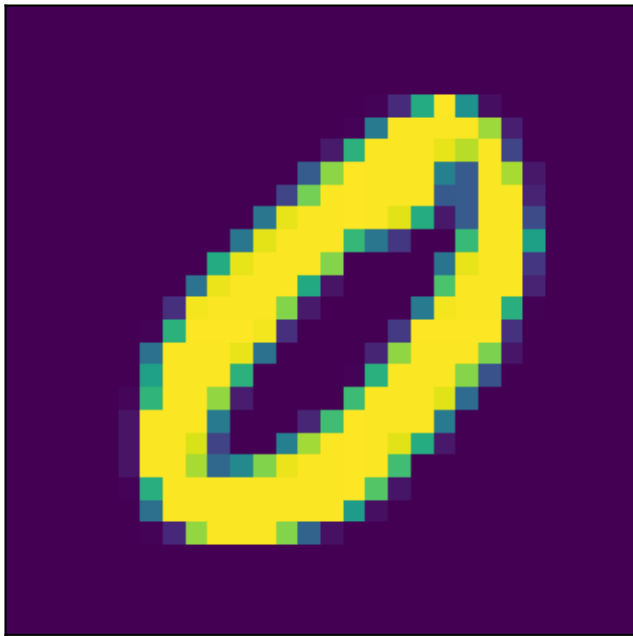
Image



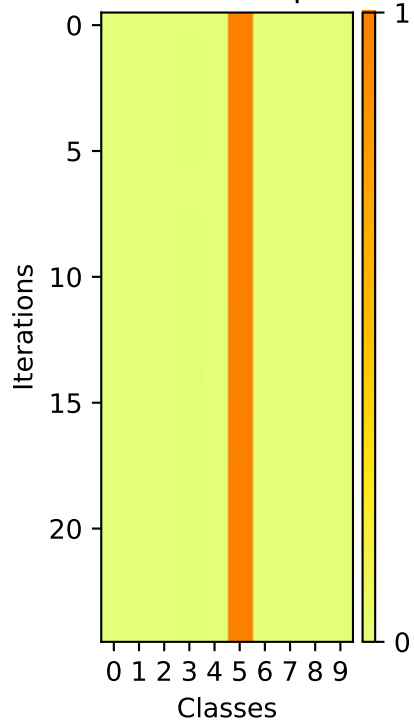
## Softmax Outputs



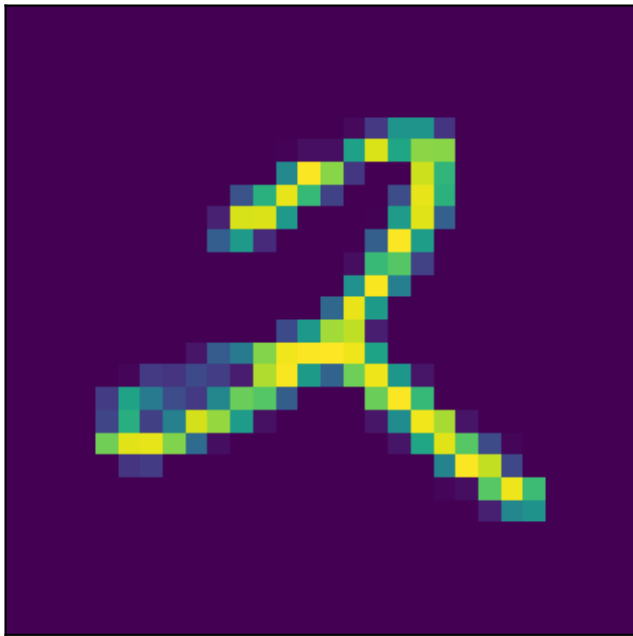
Image



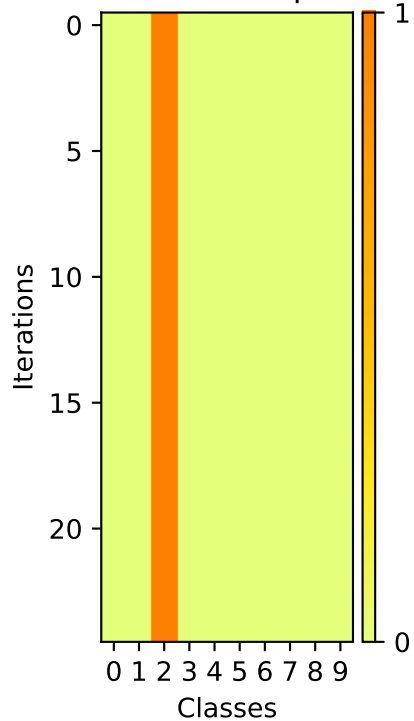
Softmax Outputs



Image



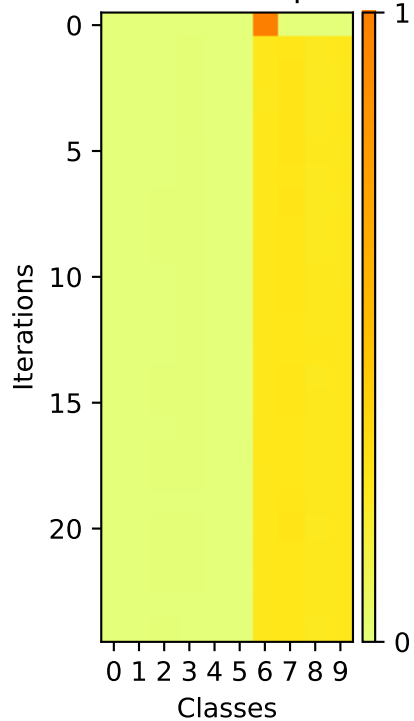
## Softmax Outputs



Image

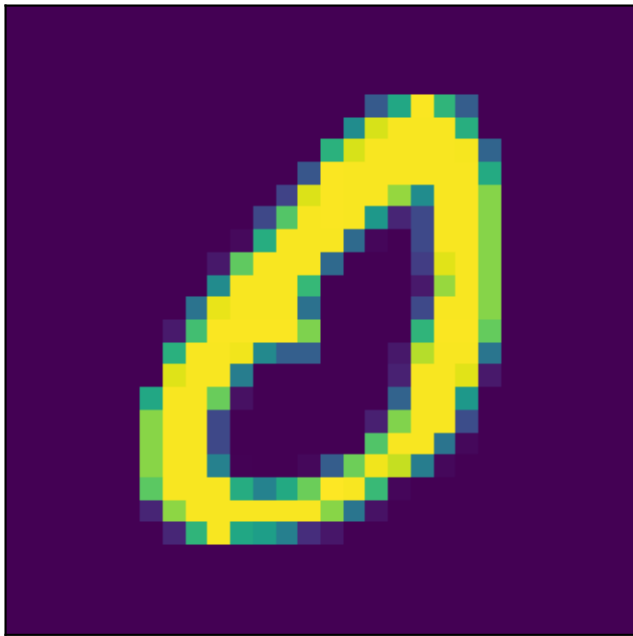


Softmax Outputs

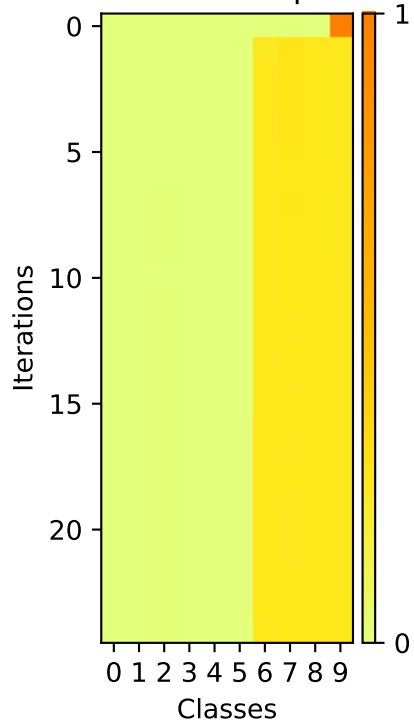




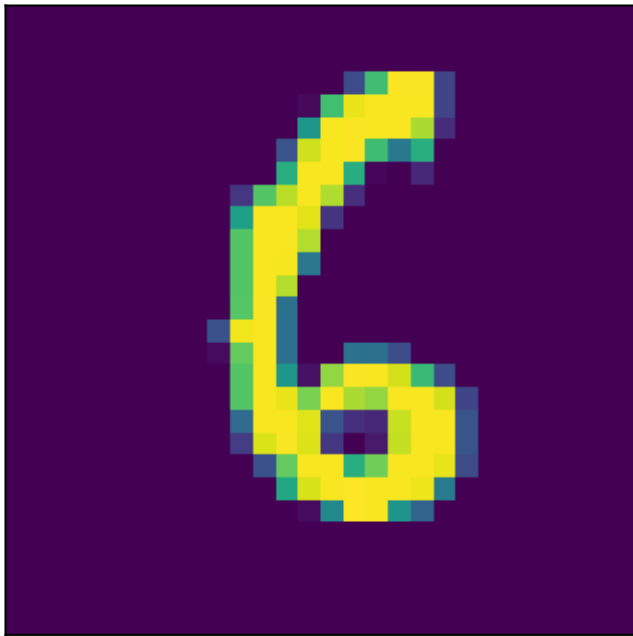
Image



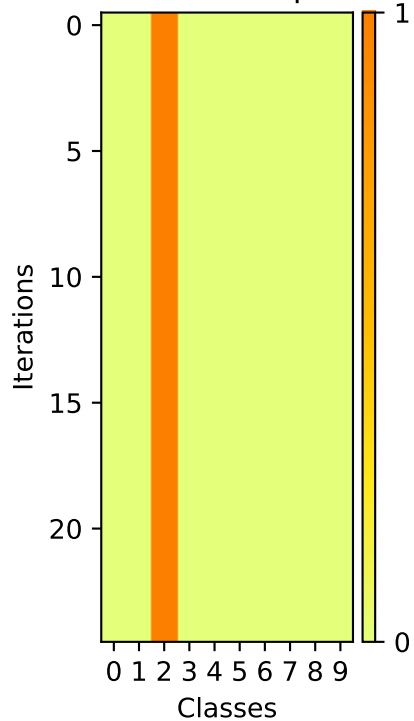
Softmax Outputs



Image



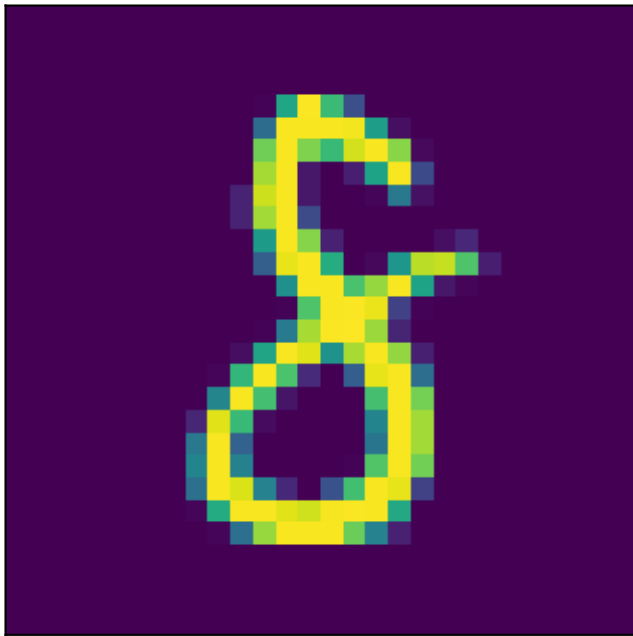
## Softmax Outputs



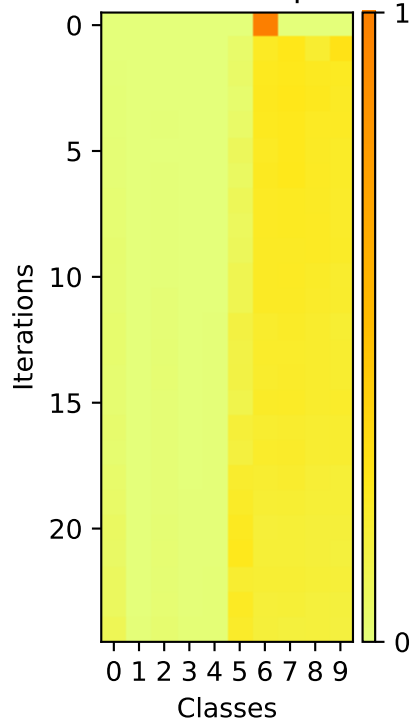
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and teal, arranged in a jagged, angular pattern. It resembles a stylized '4' or a similar character, with a vertical stem on the left and a horizontal base that branches out to the right. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a printed image.

A pixelated yellow number 5 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 dark purple.

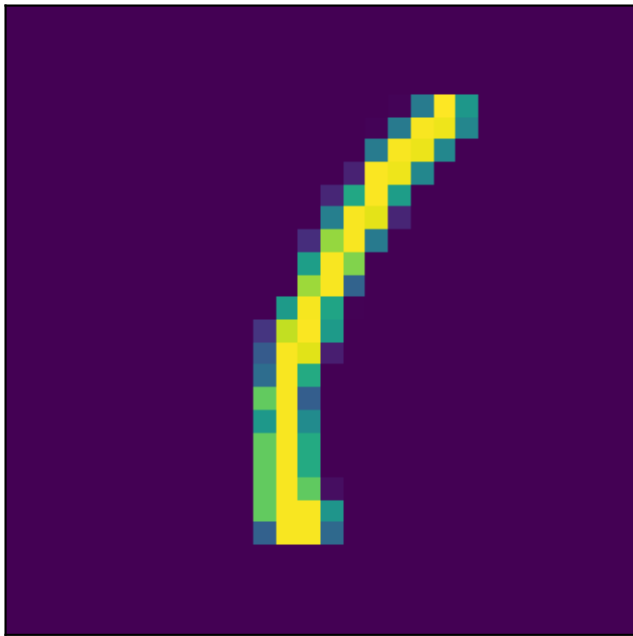
Image



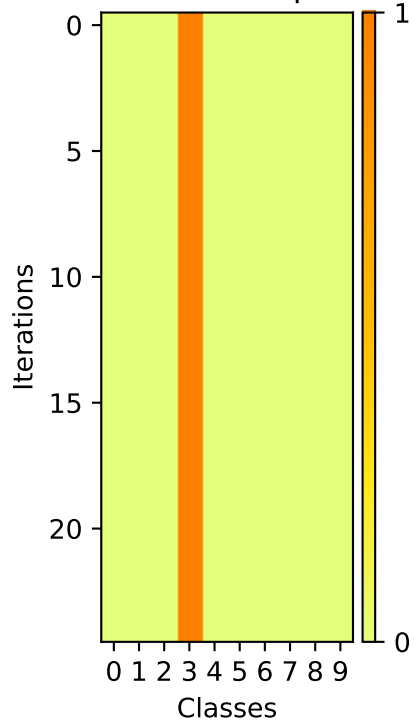
Softmax Outputs



Image



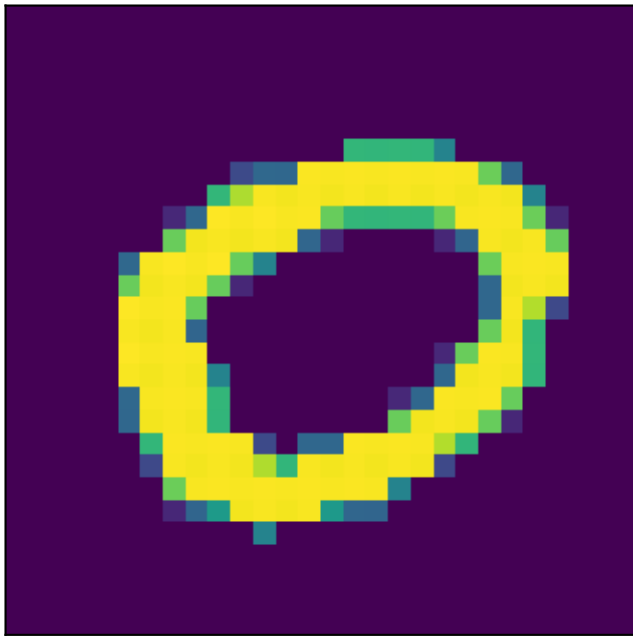
Softmax Outputs



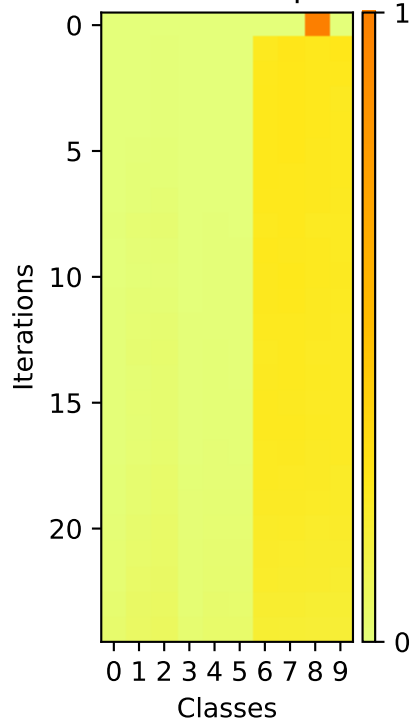
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow pixels with some light blue and green pixels at the edges, giving it a hand-drawn or digital art appearance.

Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 5, reaching 1.0 by iteration 10.

Image

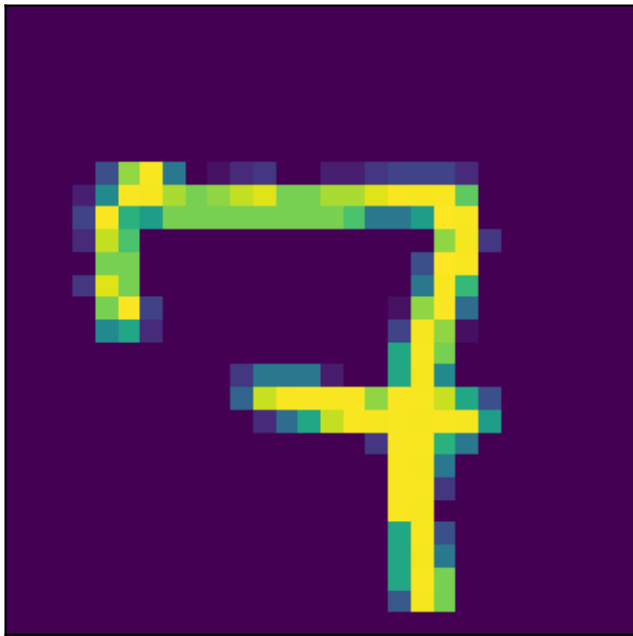


## Softmax Outputs

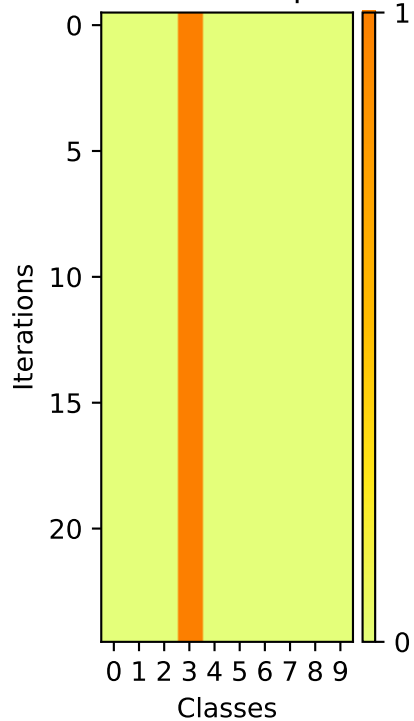




Image



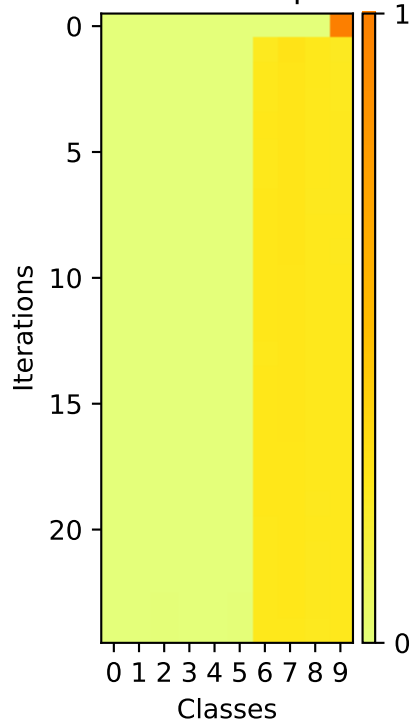
Softmax Outputs



Image



Softmax Outputs



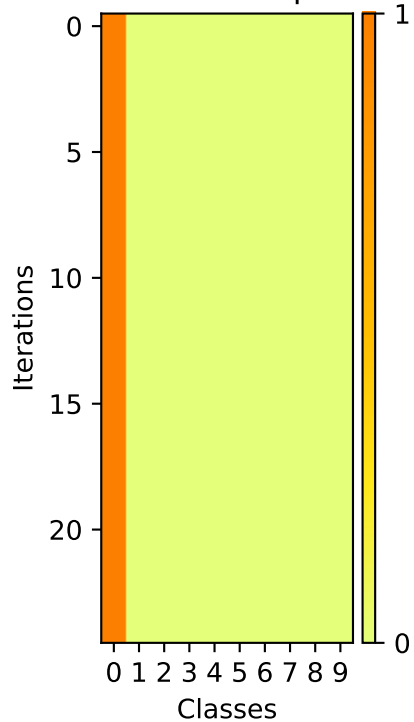
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter shade of yellow or green, giving it a slightly textured appearance. The background is a solid, deep purple.

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

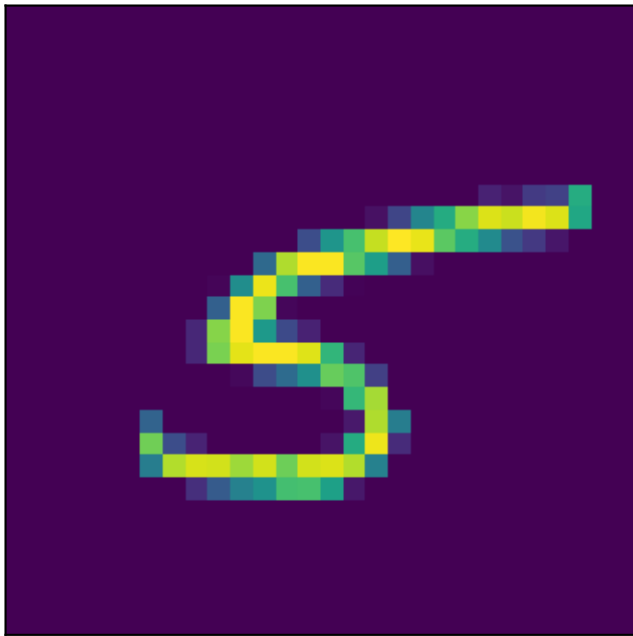
Image



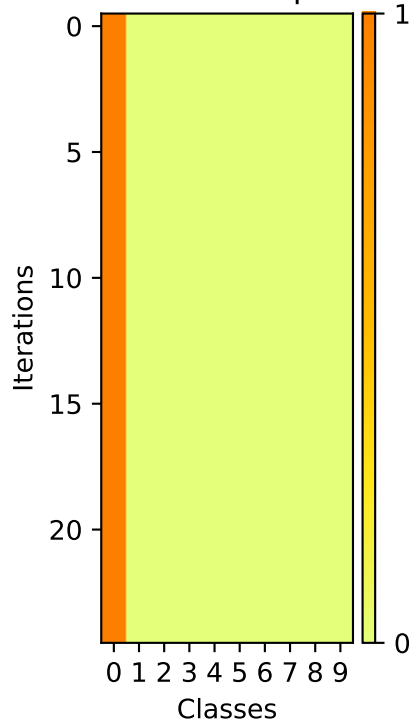
## Softmax Outputs



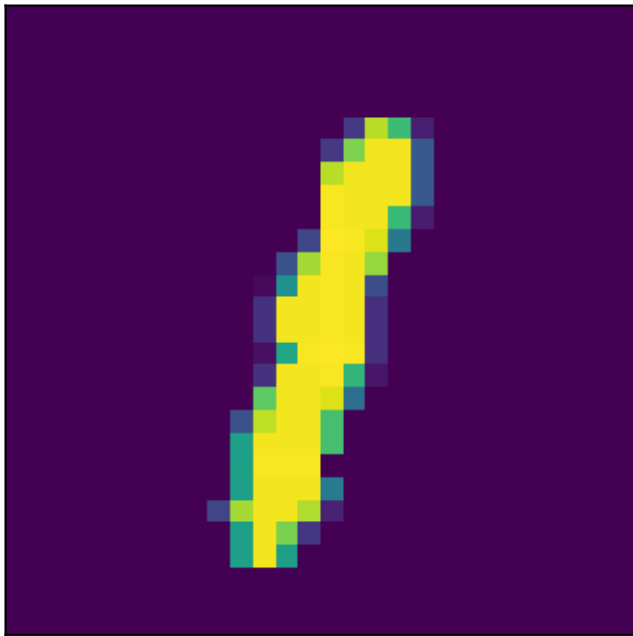
Image



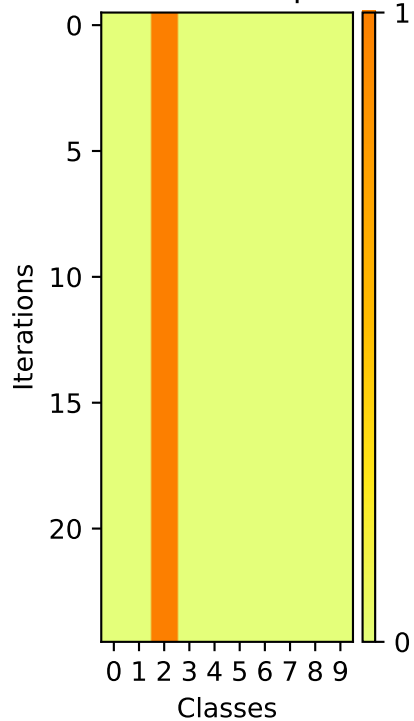
## Softmax Outputs



Image



## Softmax Outputs



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 in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized 'S' or a similar character, with a thick, irregular outline and a central void. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a graphic.

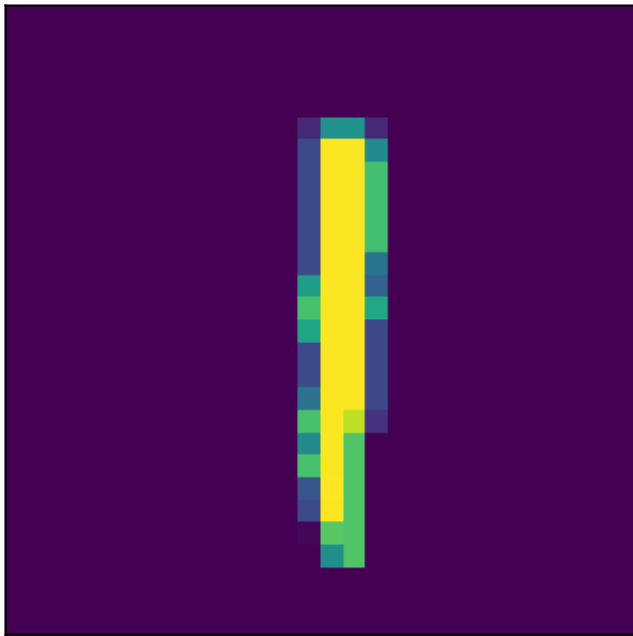
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently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

A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares in various shades of yellow, orange, and brown, giving it a textured, hand-drawn appearance. It resembles a stylized 'S' or a similar abstract form.

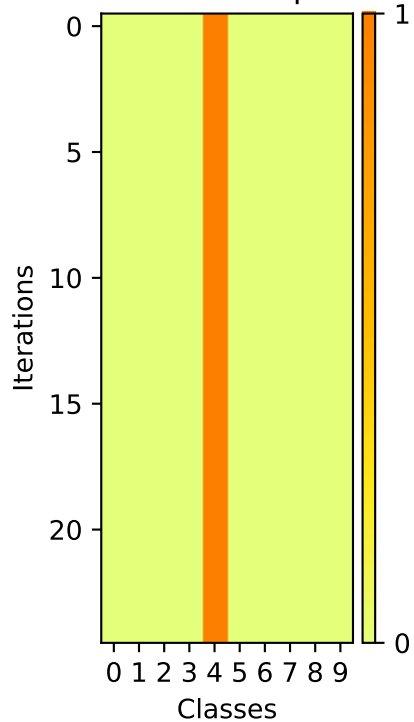
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently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



Image



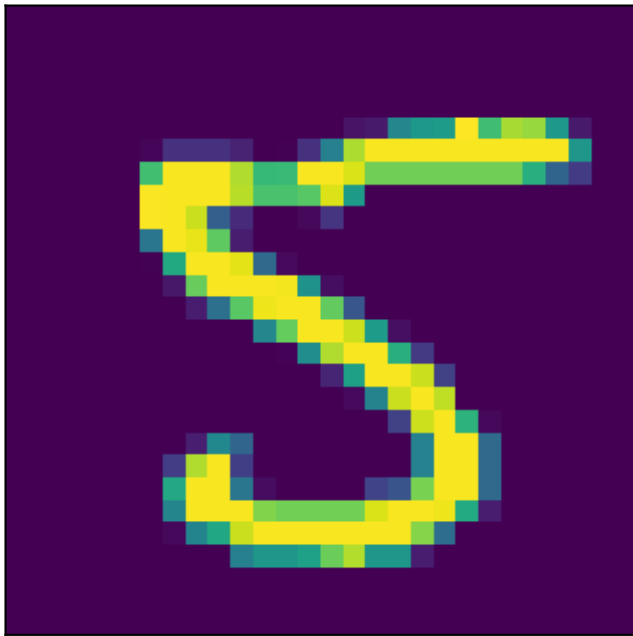
Softmax Outputs



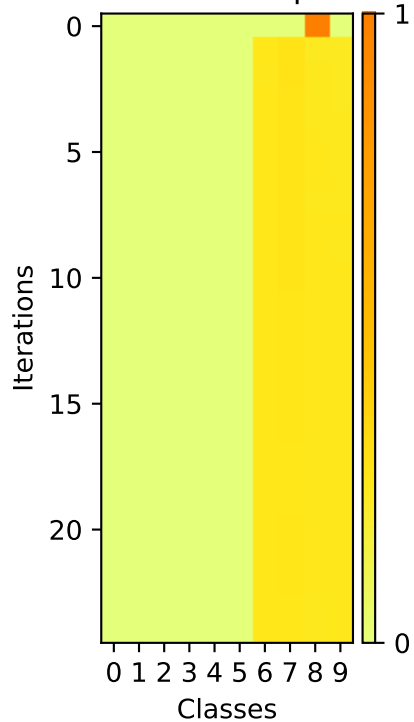
A pixelated, low-resolution image of a yellow and blue vertical shape, possibly a stylized letter or logo, centered on a black background. The shape is composed of several vertical columns of pixels. The central column is primarily yellow, with some blue pixels at the top and bottom. To the left and right of the central column are columns of blue and light blue pixels, creating a sense of depth or a 3D effect. The overall appearance is that of a digital graphic or a stylized character from a video game or digital art style.

Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 6 shows a sharp increase in probability starting around iteration 5, reaching a peak of 1.0 by iteration 7.

Image



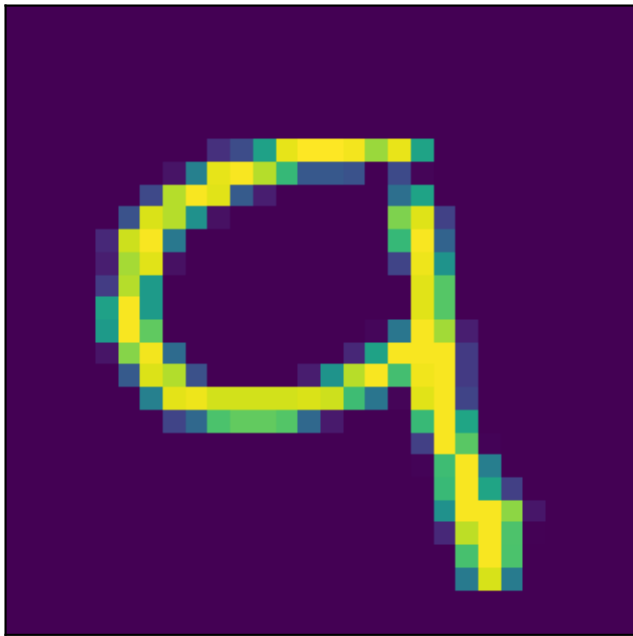
Softmax Outputs



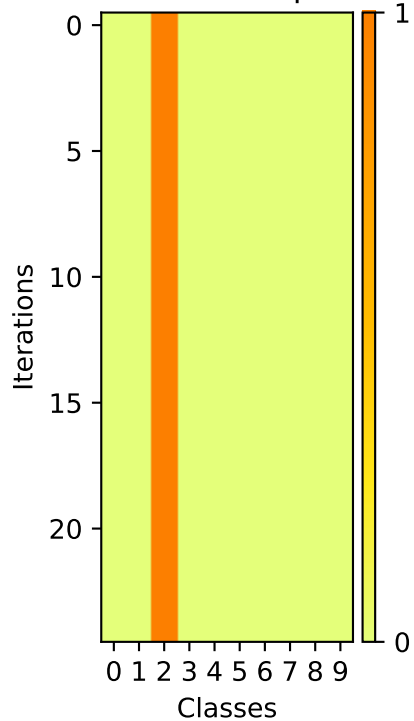
A pixelated yellow number 3 on a dark purple background. The number is composed of several horizontal and vertical bars, with some pixels appearing in shades of green and blue, suggesting a dithered or multi-colored effect. The overall style is reminiscent of early digital art or video game graphics.

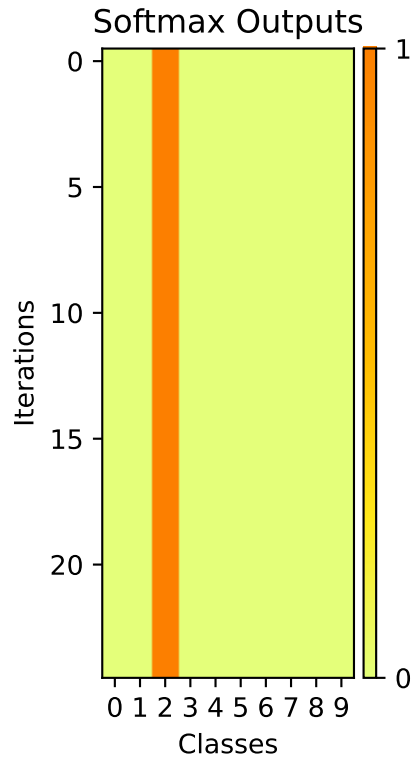
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

Image

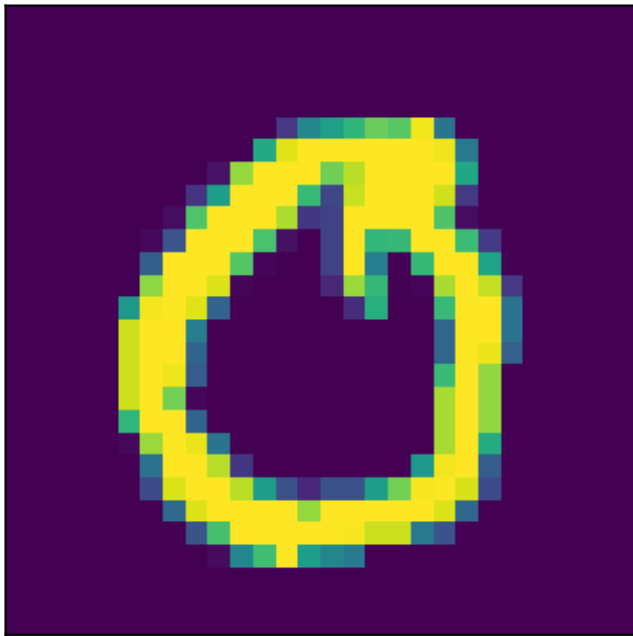


## Softmax Outputs

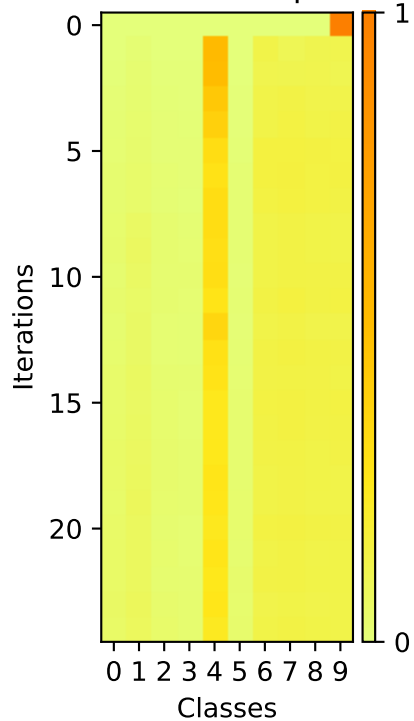




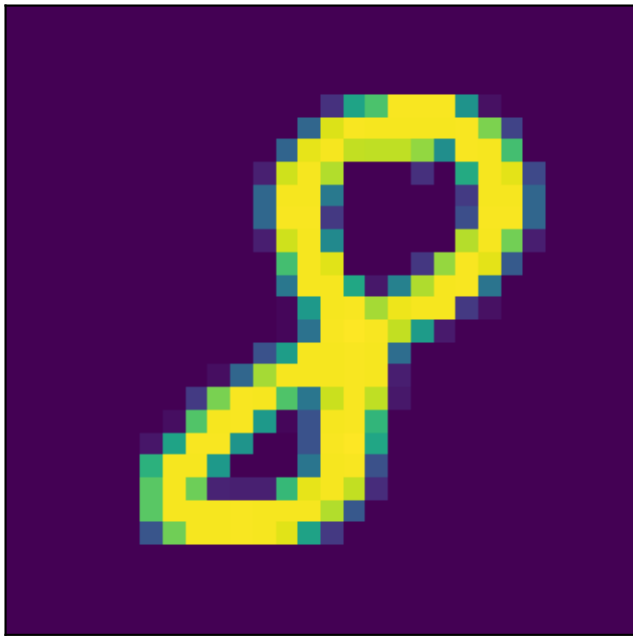
Image



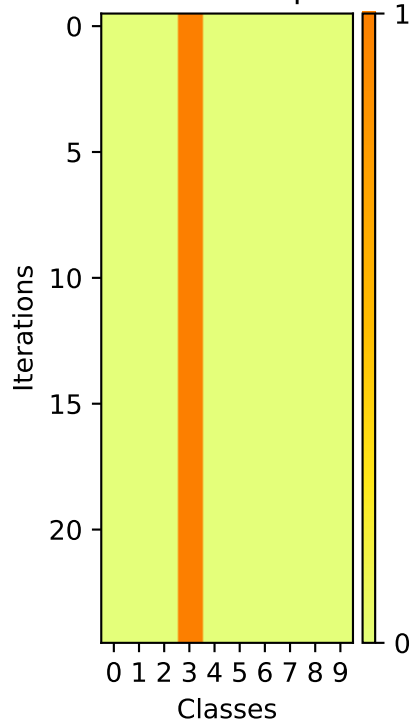
Softmax Outputs



Image

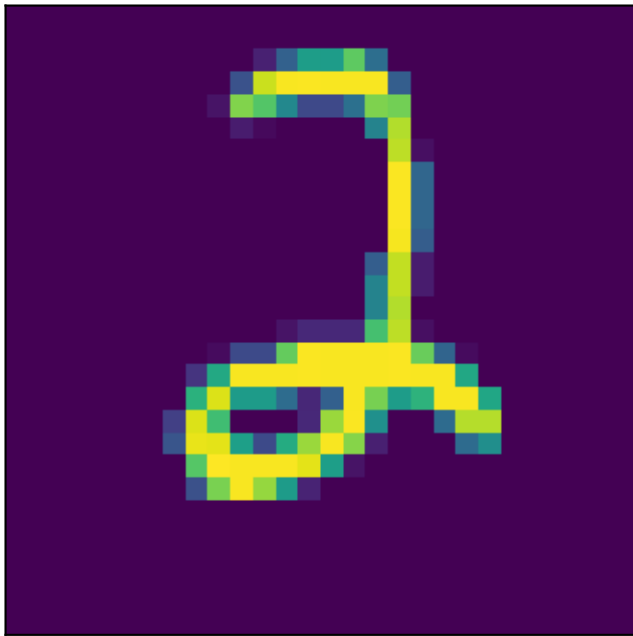


Softmax Outputs

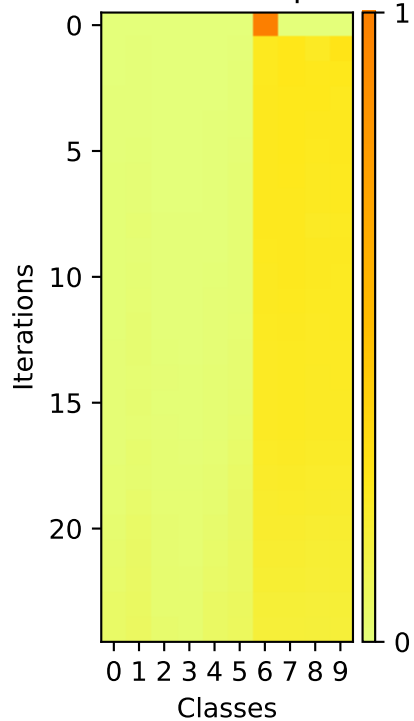




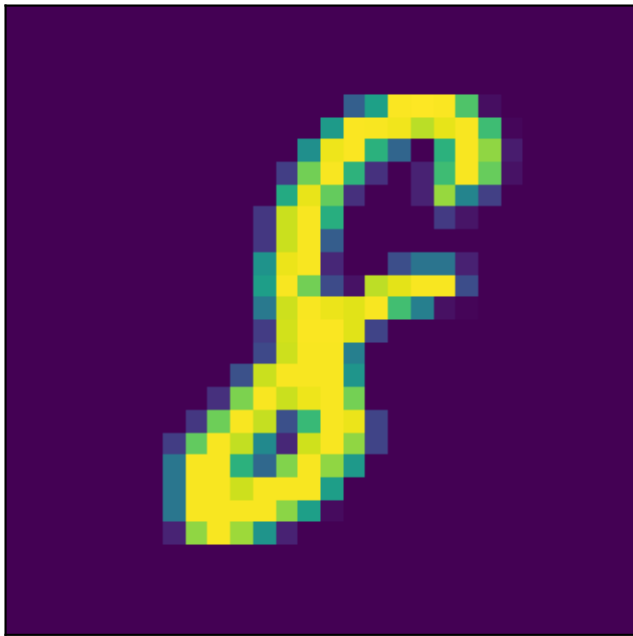
Image



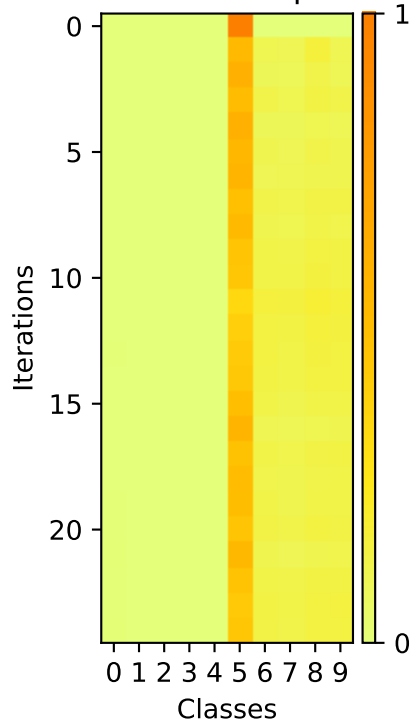
## Softmax Outputs



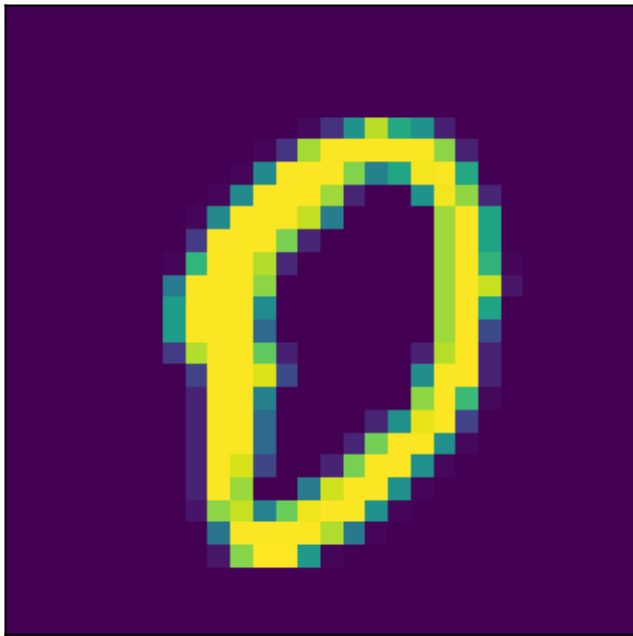
Image



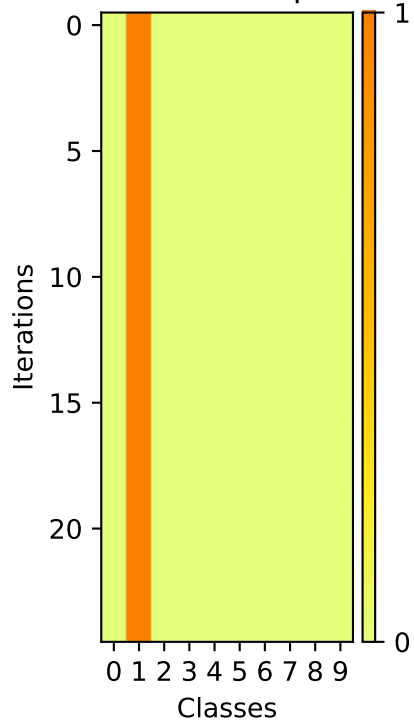
Softmax Outputs



Image



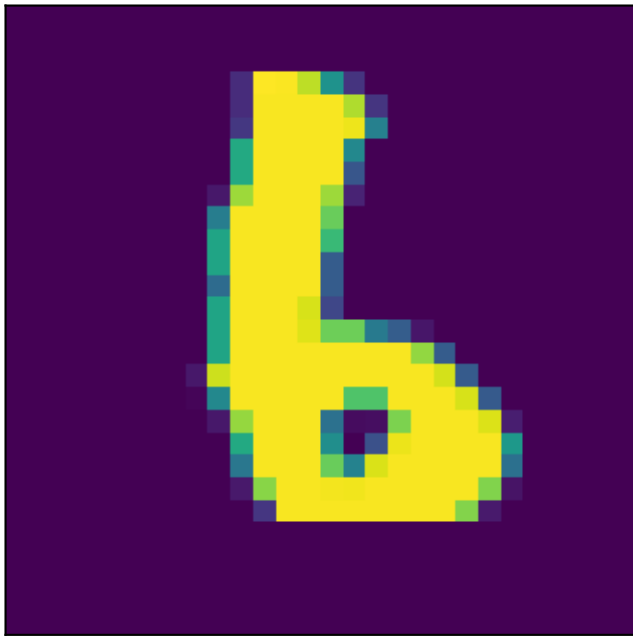
## Softmax Outputs



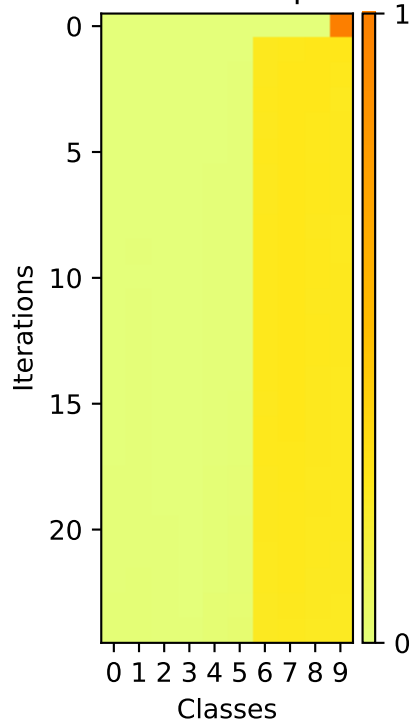
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a black background. The shape is composed of several connected horizontal and vertical segments, with a prominent horizontal bar extending to the right. The colors are bright yellow and a medium blue, with some darker blue/purple pixels at the edges, suggesting a dithered or low-bit depth image. The overall appearance is reminiscent of early digital art or a heavily compressed graphic.

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 5, reaching 1.0 by iteration 10.

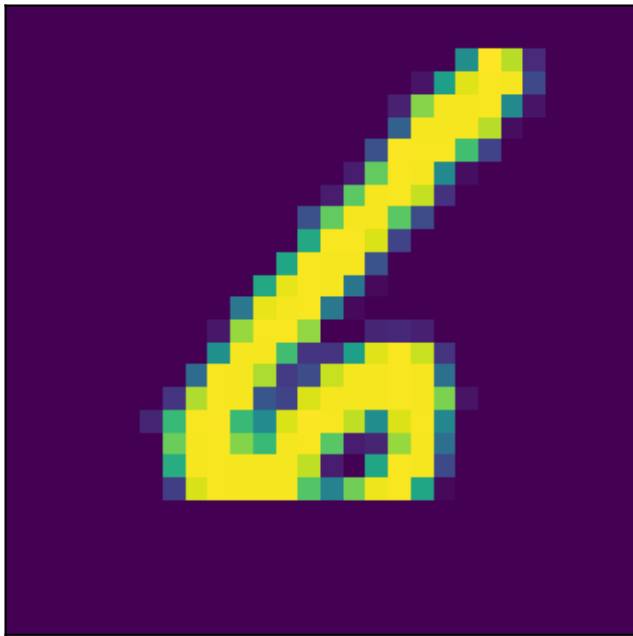
Image



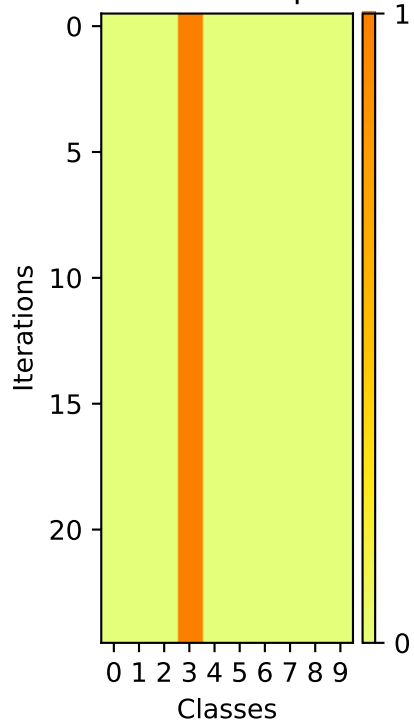
Softmax Outputs



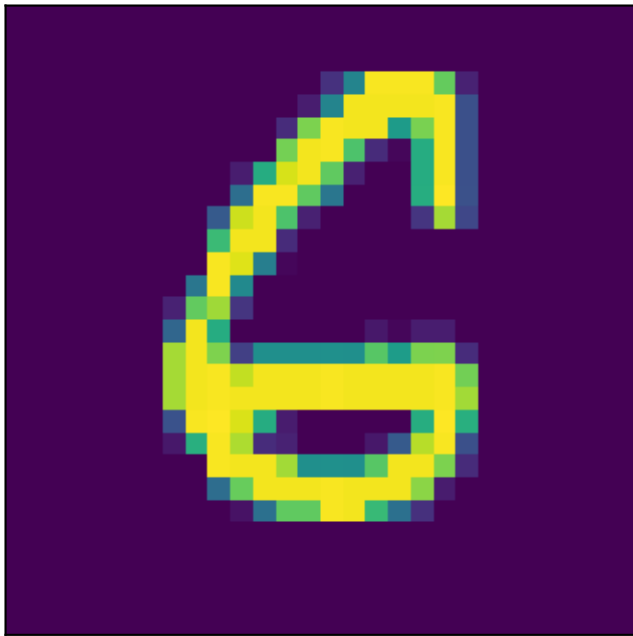
Image



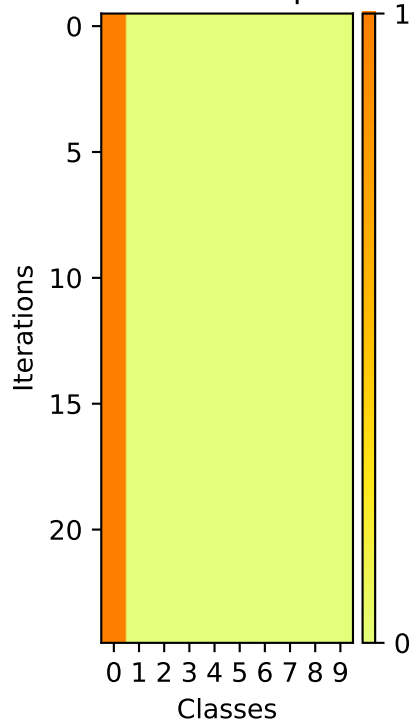
Softmax Outputs



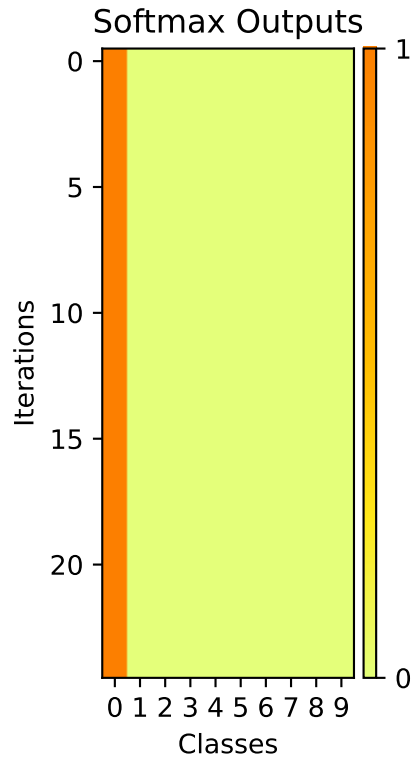
Image



## Softmax Outputs

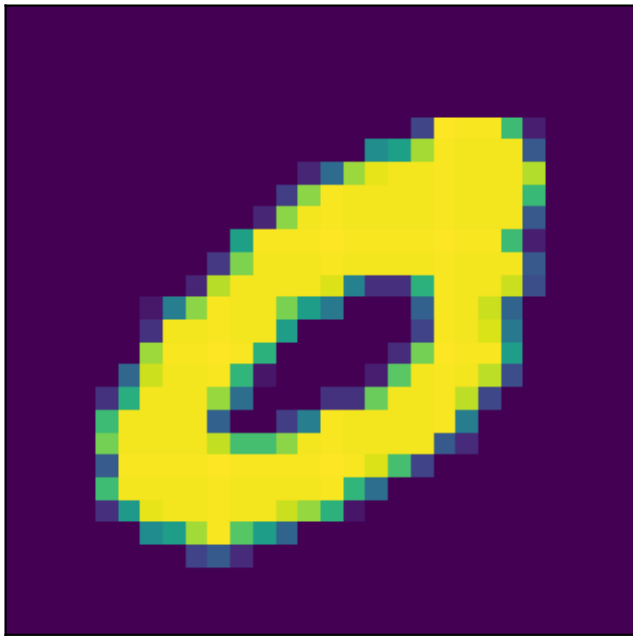


A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

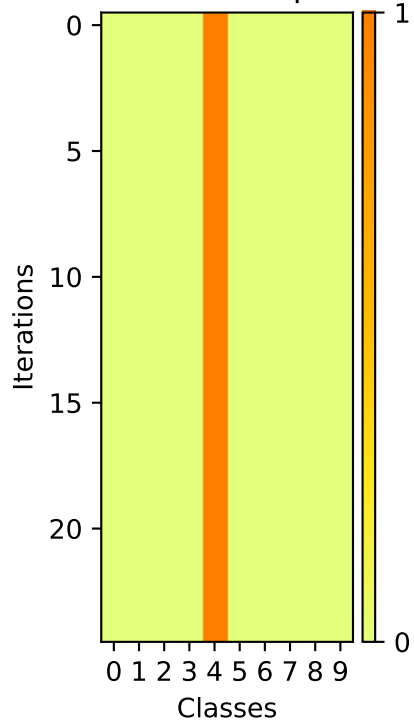




Image



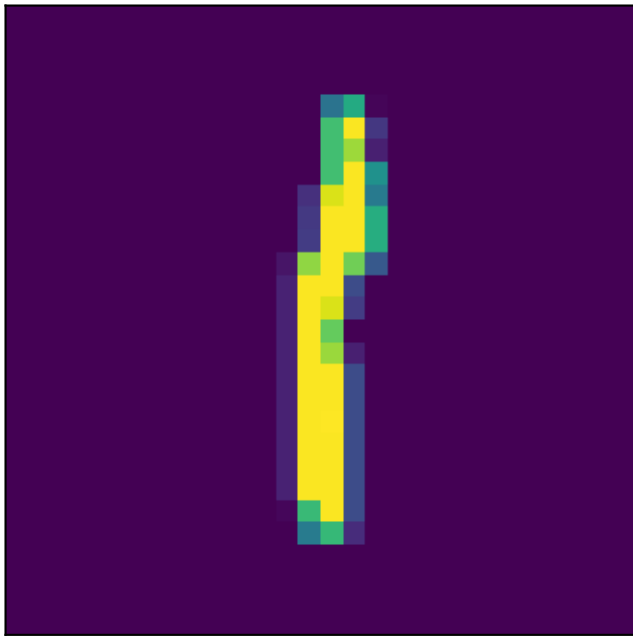
Softmax Outputs



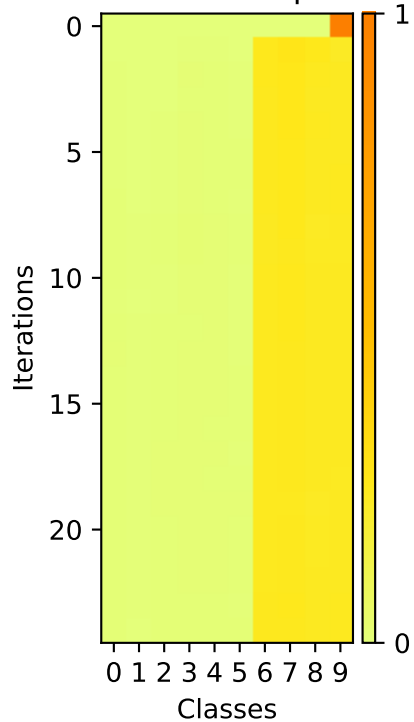
A 10x10 grid with a black border. The grid contains a pattern of colored squares (yellow, green, blue, purple) forming a stylized shape resembling a lowercase 'l' or '1'. The shape is composed of several vertical and horizontal segments of colored squares, with a central vertical column of yellow squares and surrounding segments of green and blue squares.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 5 remains at 0 probability. Class 6 starts at 0 and increases to ~0.8. Class 8 starts at ~0.8 and decreases to 0. Class 9 starts at ~0.2 and decreases to 0. Other classes remain at 0.

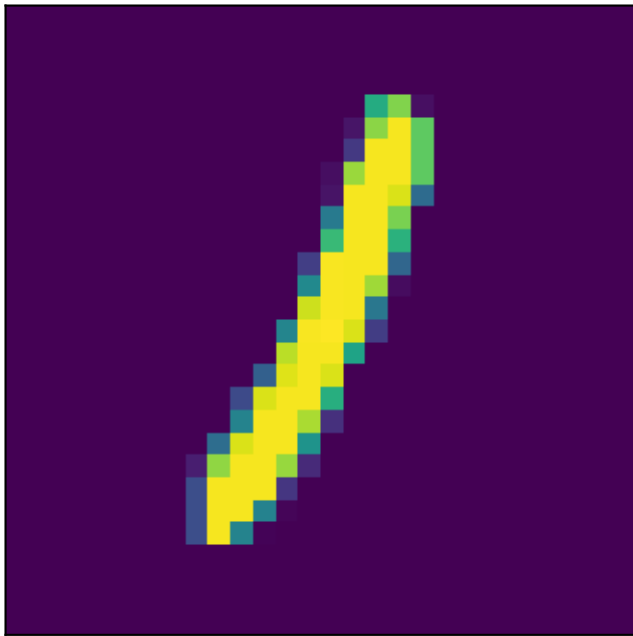
Image



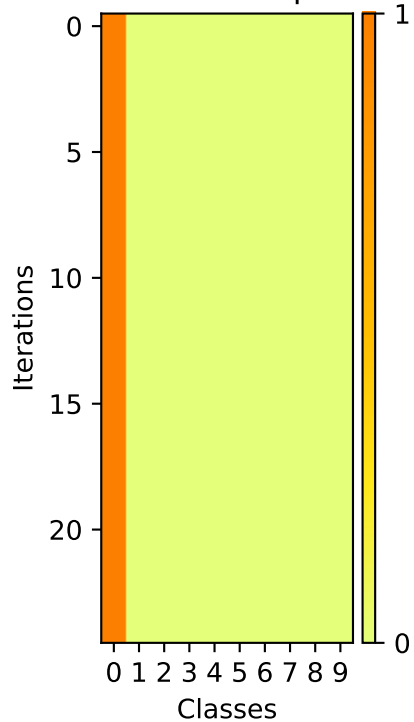
## Softmax Outputs



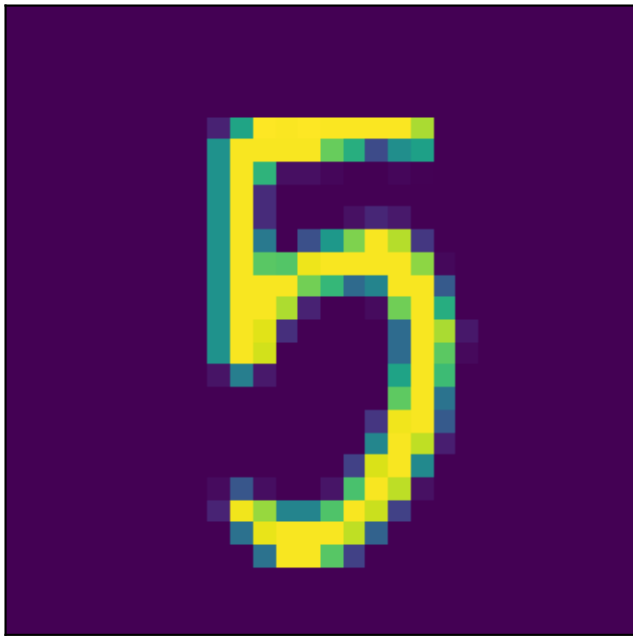
Image



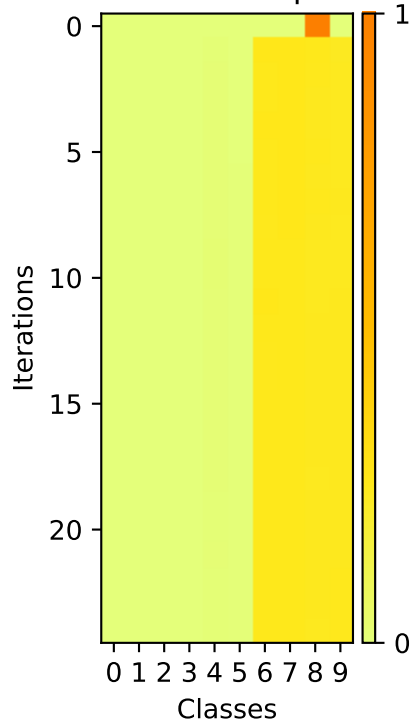
## Softmax Outputs



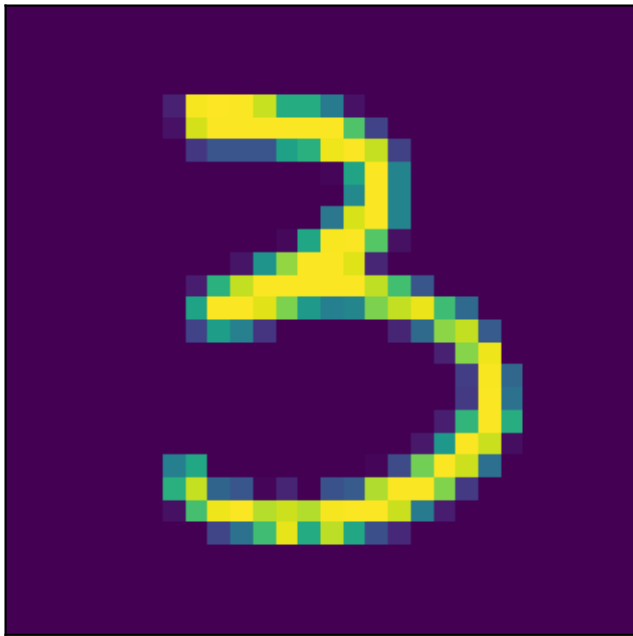
Image



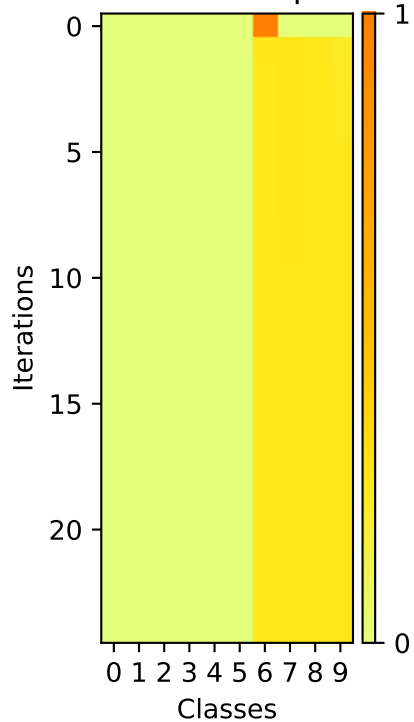
Softmax Outputs



Image



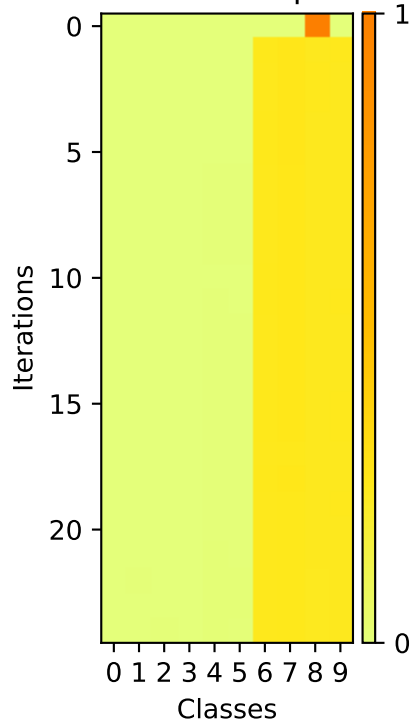
Softmax Outputs



Image



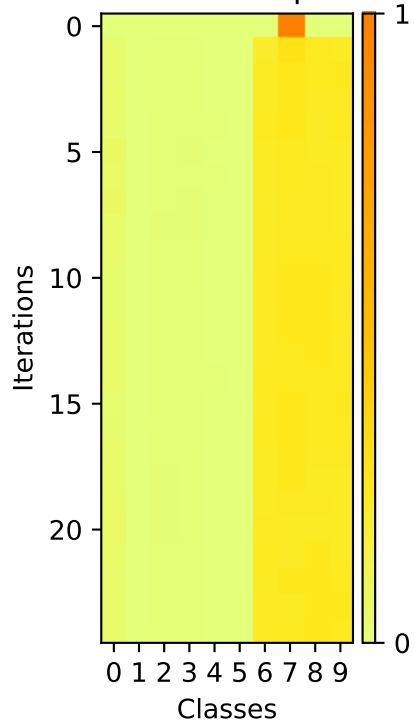
Softmax Outputs



Image



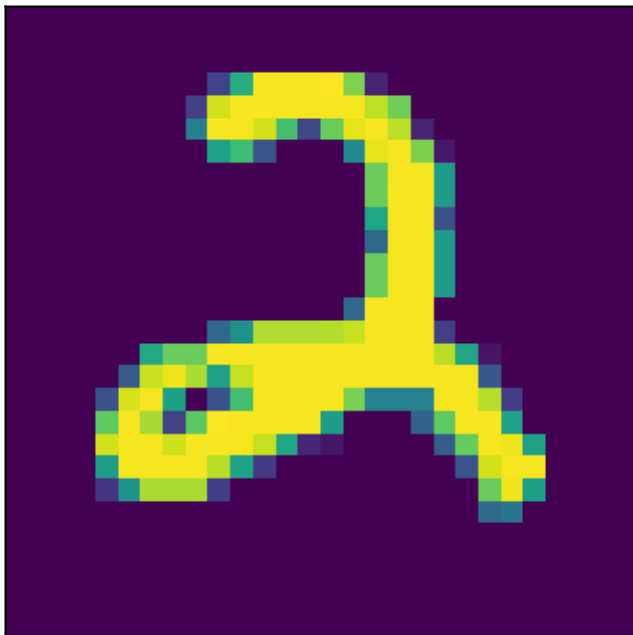
Softmax Outputs



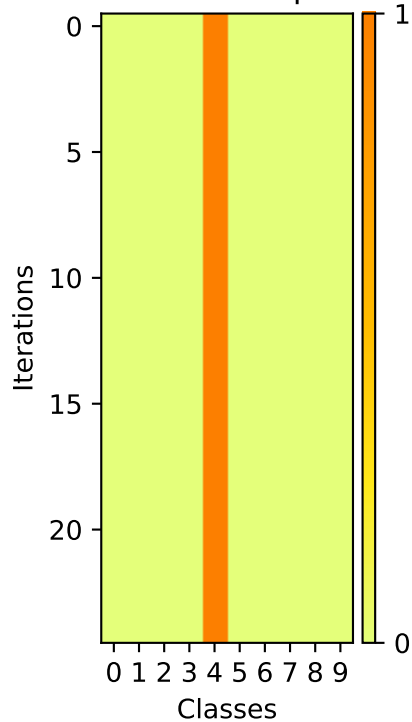


A pixelated, low-resolution image of the number 1. The digit is primarily yellow with green and blue-tinted pixels at the edges, giving it a blocky, digital appearance. It is centered on a dark purple background.

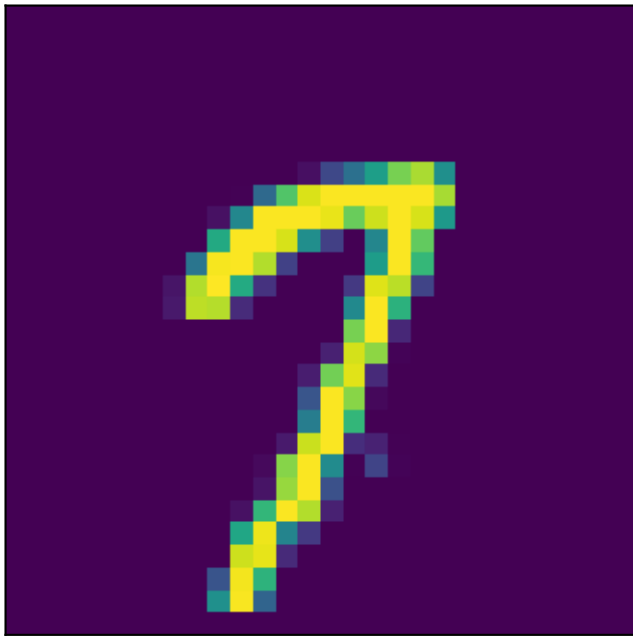
Image



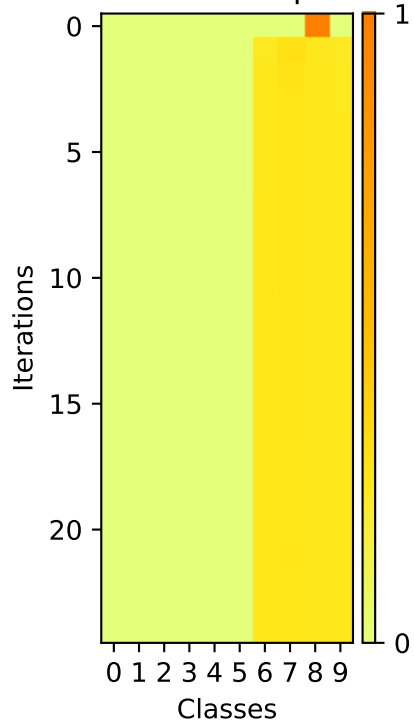
Softmax Outputs



Image



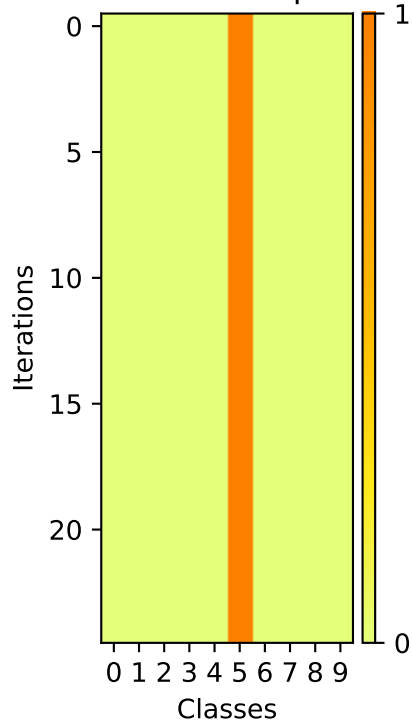
Softmax Outputs



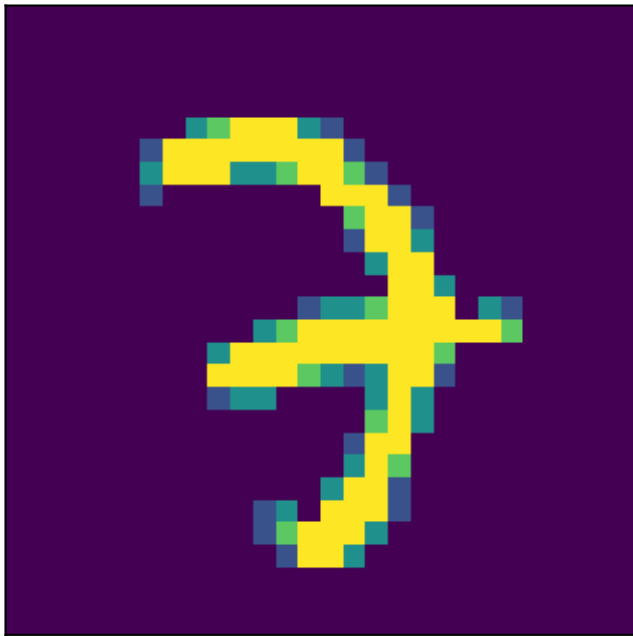
Image



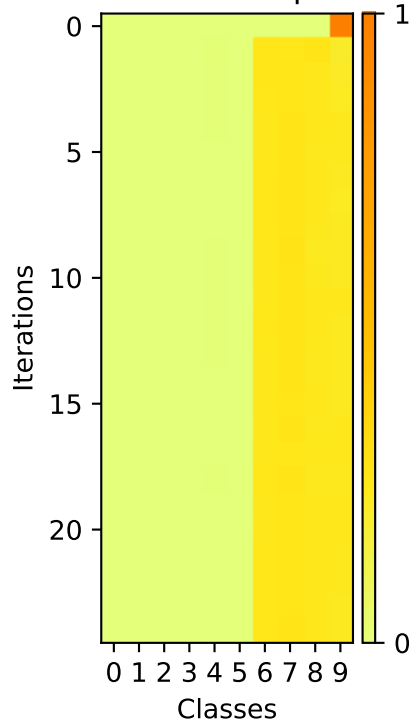
Softmax Outputs



Image



Softmax Outputs

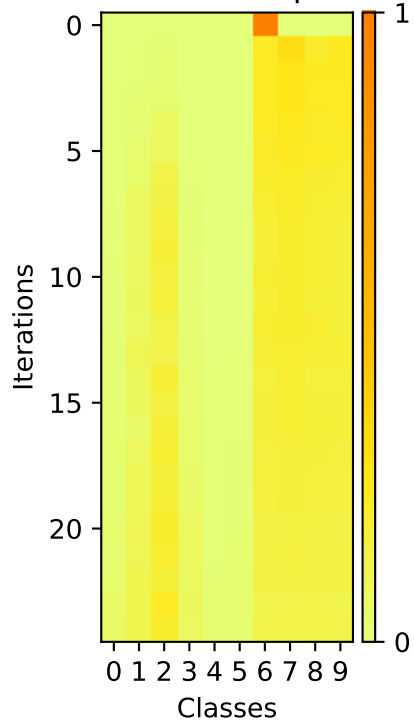


Heatmap showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents classes 0-9, and the y-axis represents iterations 0-20. A color bar on the right indicates probability from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 5, reaching 1.0 by iteration 10.

Image



Softmax Outputs



A pixelated yellow ring, resembling a donut or a torus, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, green, and blue, giving it a jagged, digital appearance. The center of the ring is a solid dark purple, matching the background.

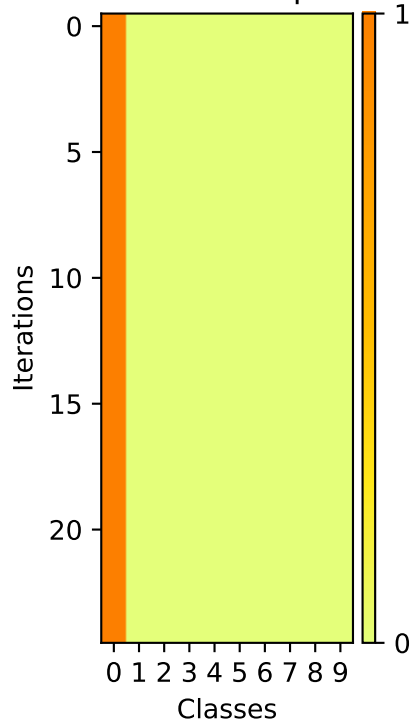
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). The distribution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

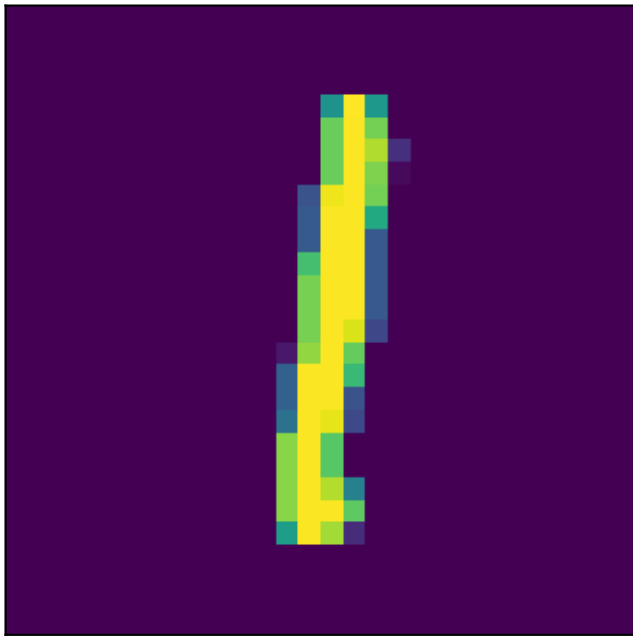


## Softmax Outputs

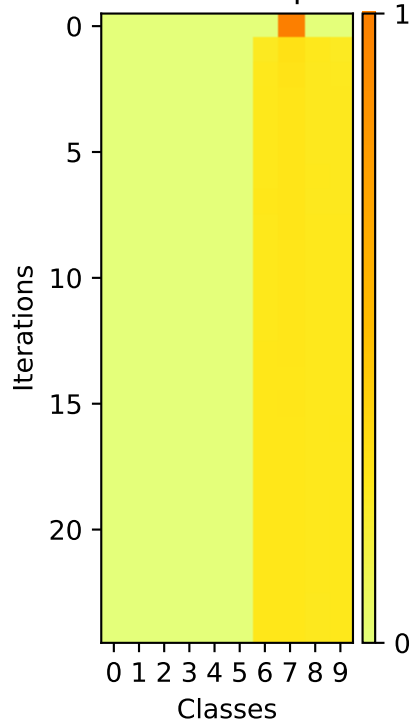


A pixelated, low-resolution image of a yellow and blue 'S' shape on a black background. The shape is composed of small squares, with the main body being yellow and the outlines and some internal details being blue. The overall appearance is that of a stylized letter or a logo, possibly representing the letter 'S' or a similar symbol.

Image



Softmax Outputs



Image



## Softmax Outputs

