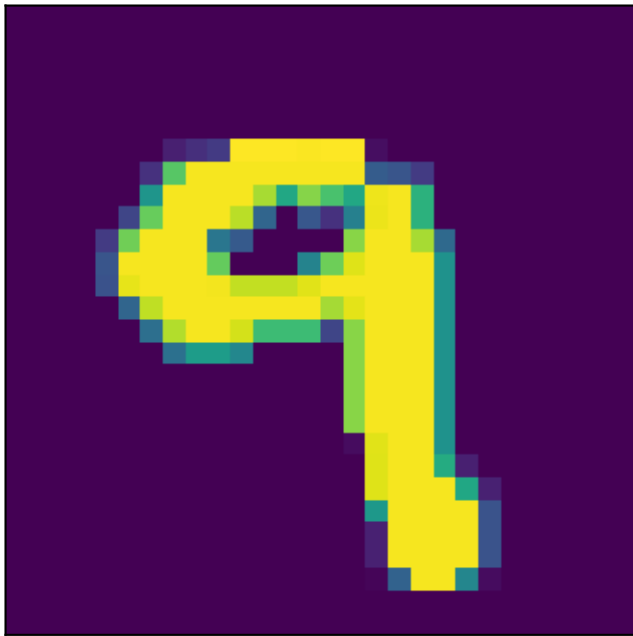
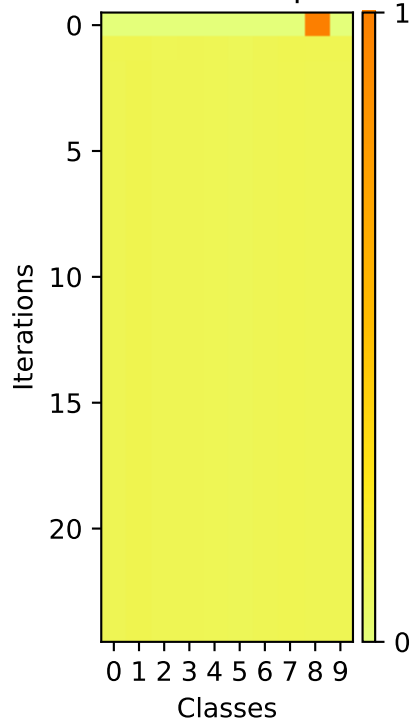


Image



Softmax Outputs

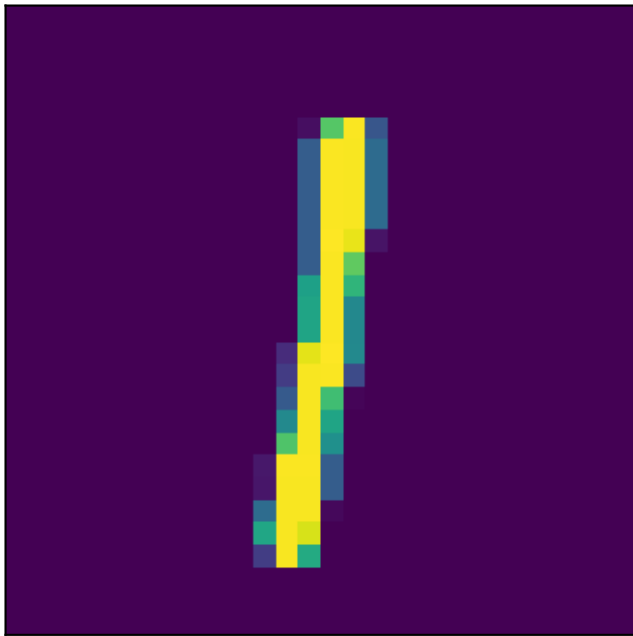


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares in various shades of yellow, orange, and brown, giving it a textured, hand-drawn appearance. It is positioned in the lower-left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

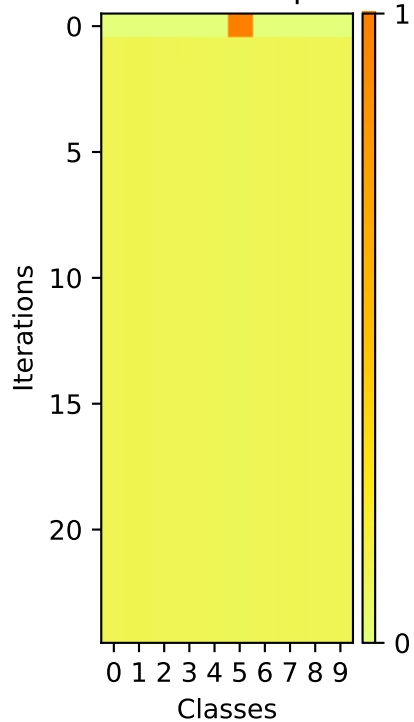
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 8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

A pixelated, low-resolution version of the number 3. The number is primarily yellow with some blue and green pixels, set against a dark purple background. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

Image



Softmax Outputs



A pixelated graphic of the number 5, rendered in a style reminiscent of early digital art or video game sprites. The number is composed of small squares in three colors: yellow, green, and blue. It is set against a solid black background. The number 5 is positioned in the lower-left quadrant of the image.

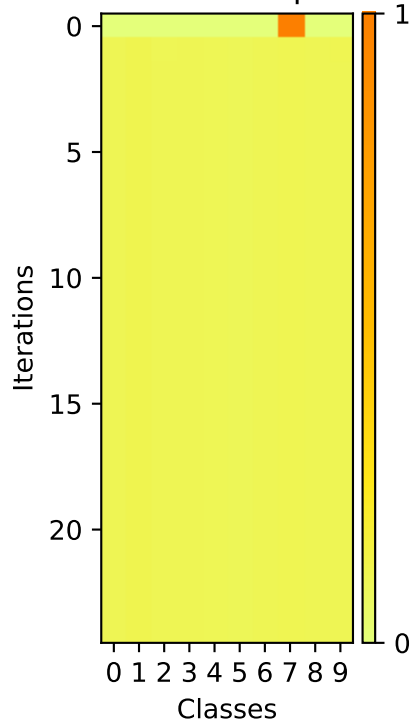
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

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

Image



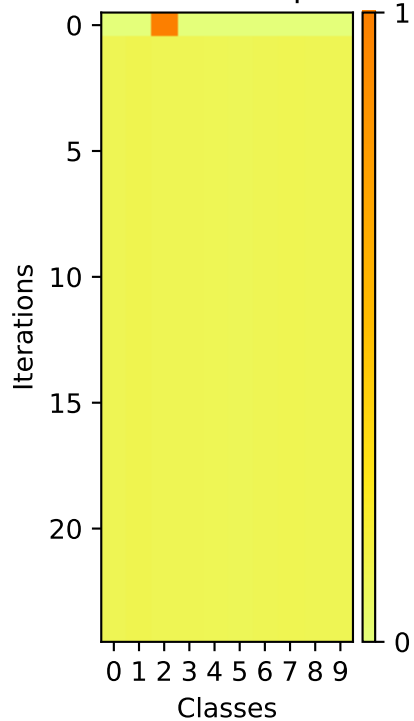
Softmax Outputs



Image



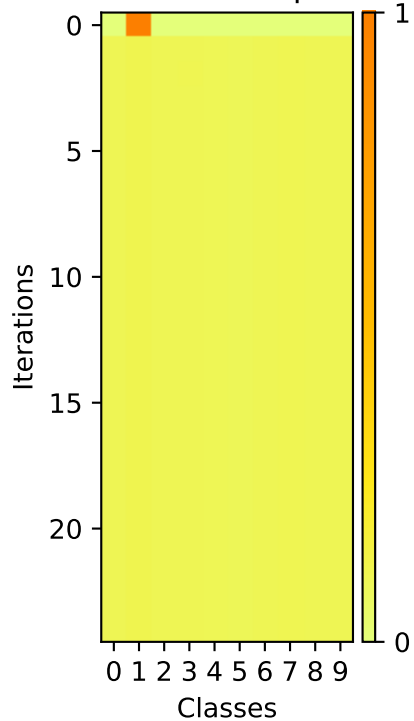
Softmax Outputs



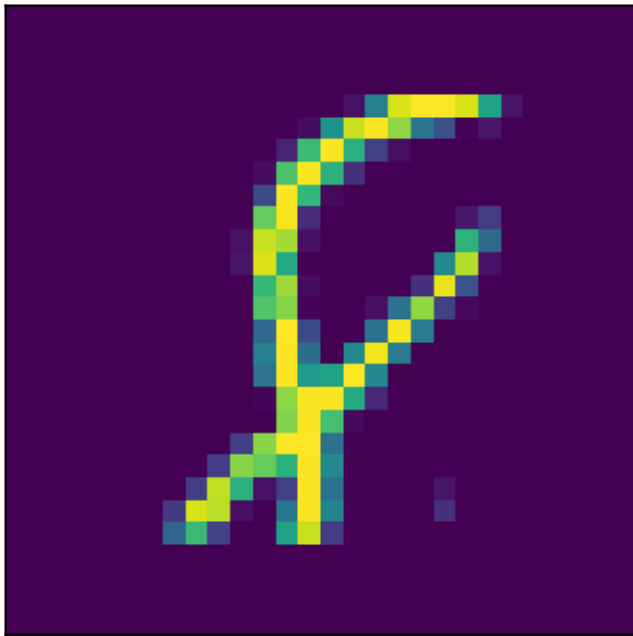
Image



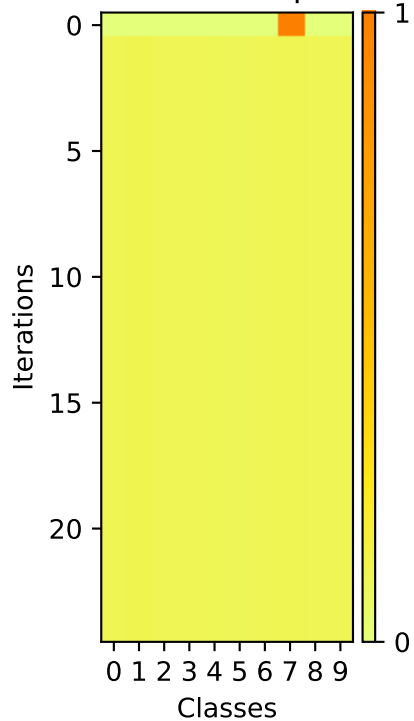
Softmax Outputs



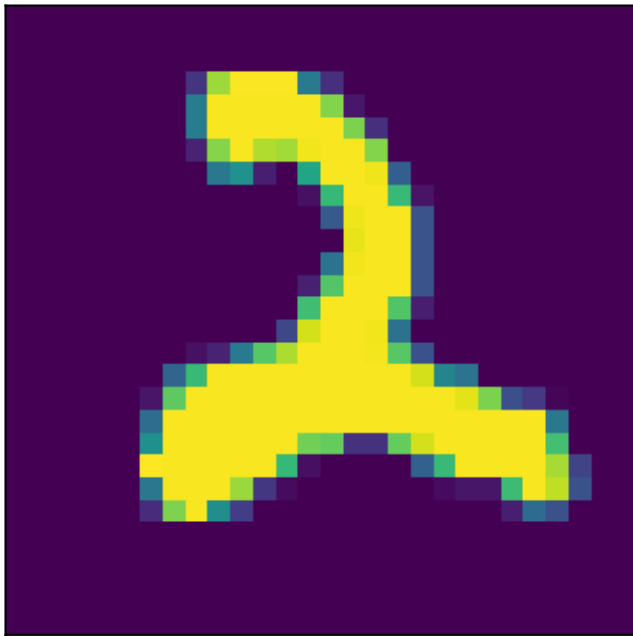
Image



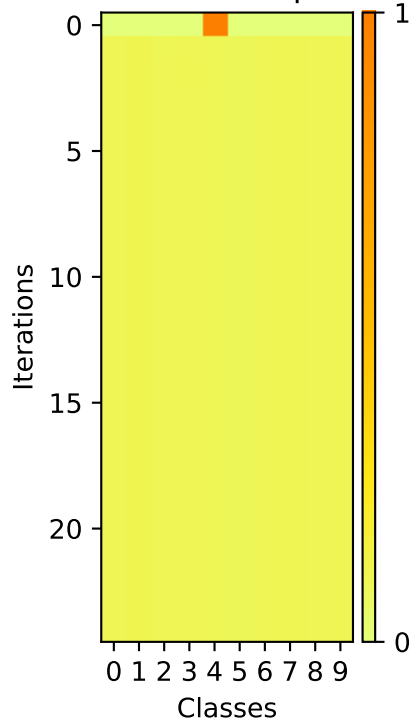
Softmax Outputs



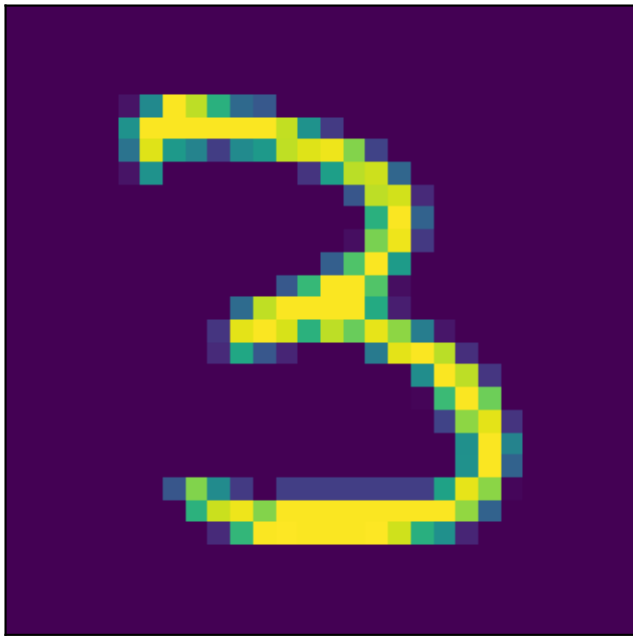
Image



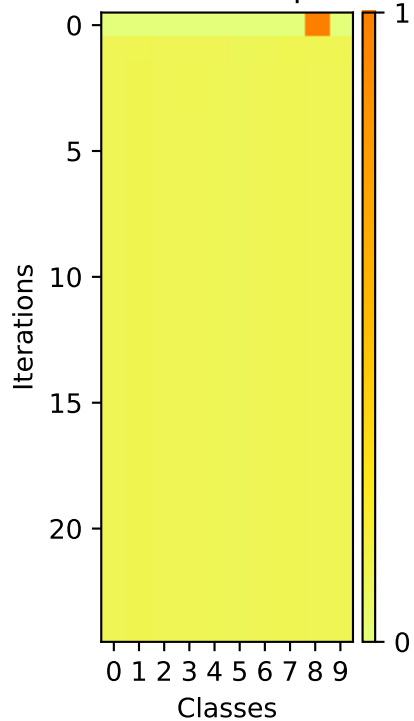
Softmax Outputs



Image



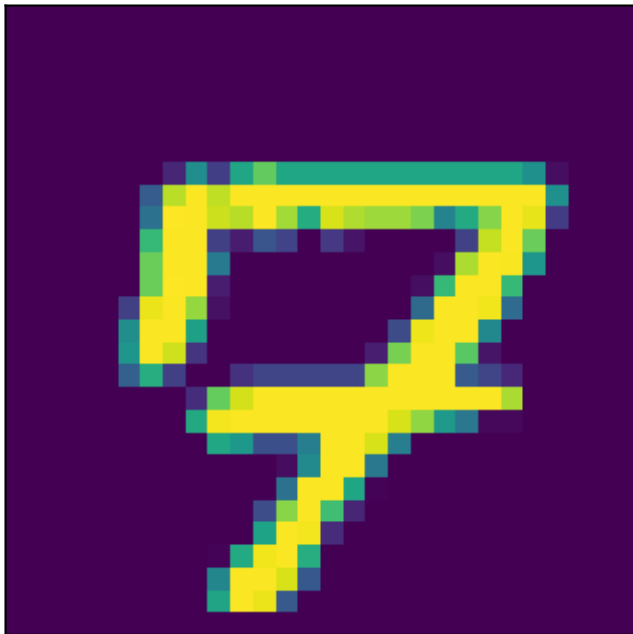
Softmax Outputs



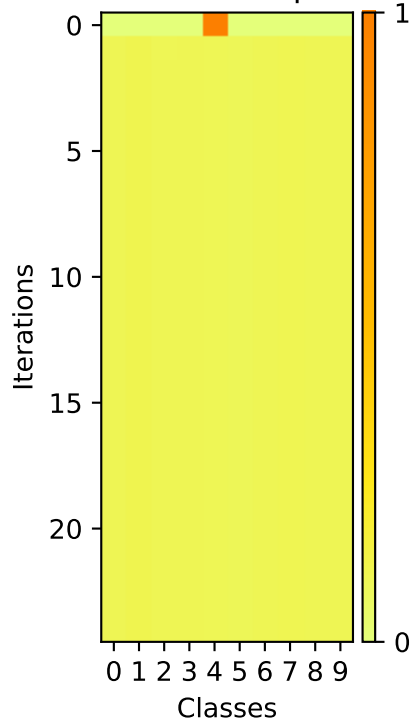
A pixelated yellow number 7 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow or greenish-yellow, giving it a slightly textured or 3D appearance. The background is a solid, deep purple.

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 (orange). Class 0 shows a sharp drop in loss from iteration 0 to 1, while other classes remain high.

Image



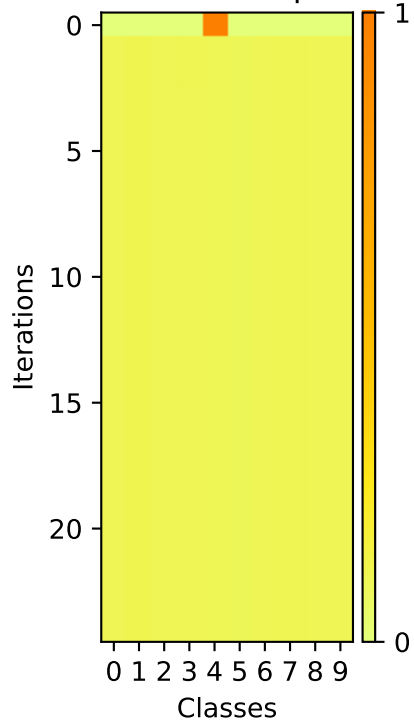
Softmax Outputs



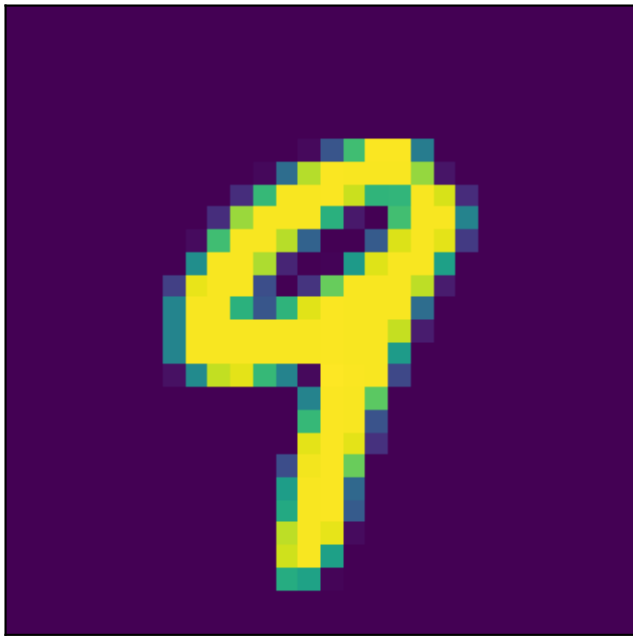
Image



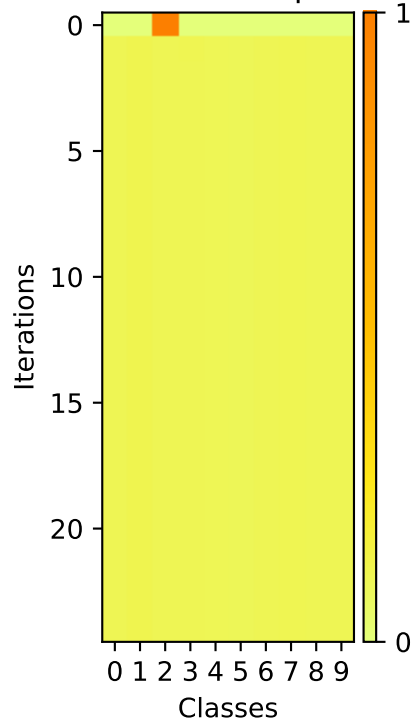
Softmax Outputs



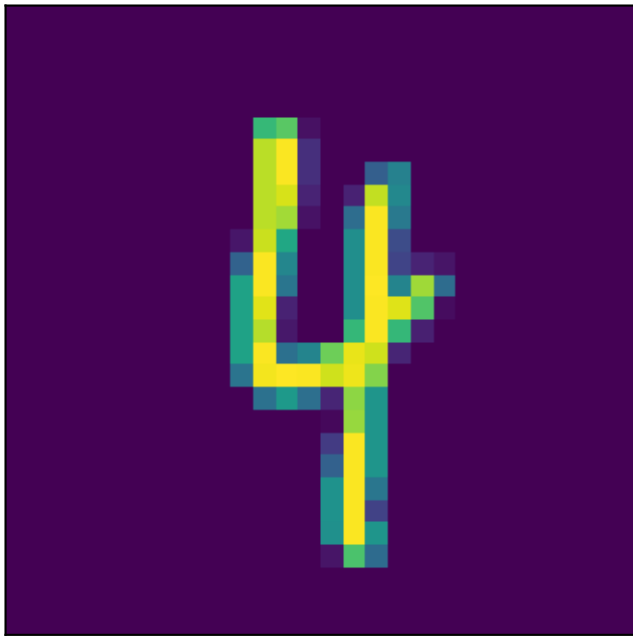
Image



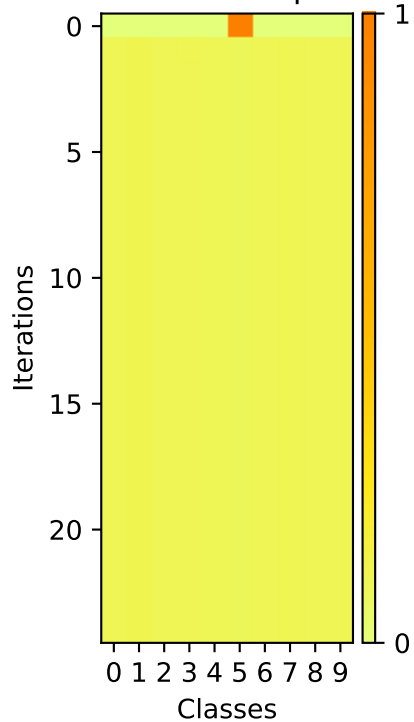
Softmax Outputs



Image



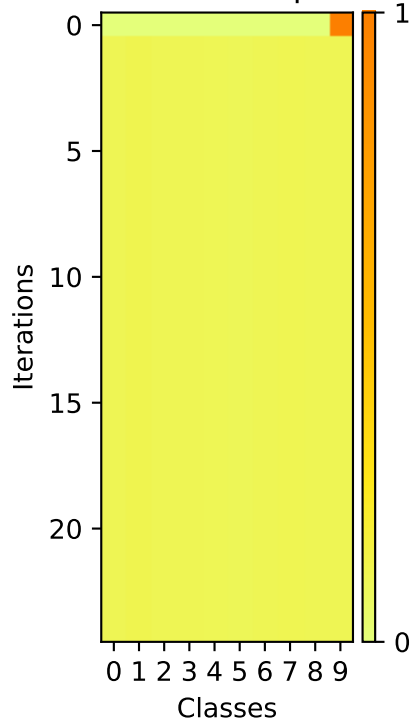
Softmax Outputs



Image



Softmax Outputs

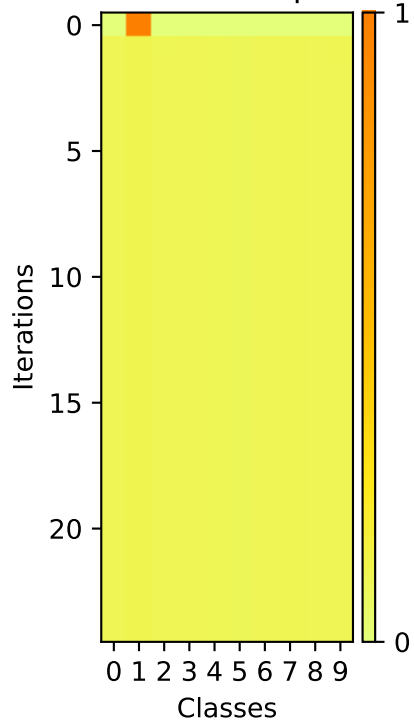


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (red). The distribution starts with a high probability on class 1 at iteration 0 and converges to class 0 by iteration 20.

Image



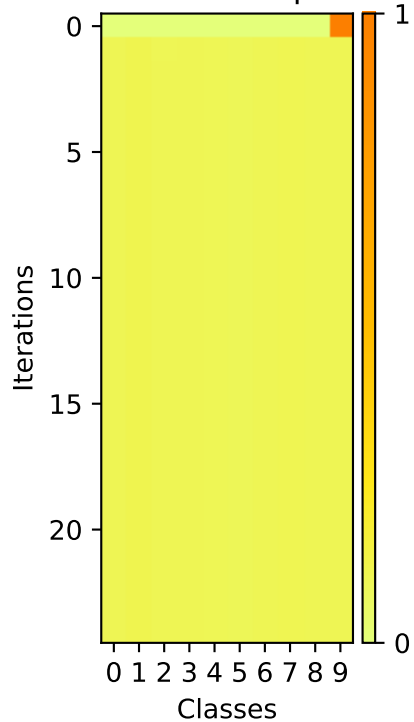
Softmax Outputs



Image



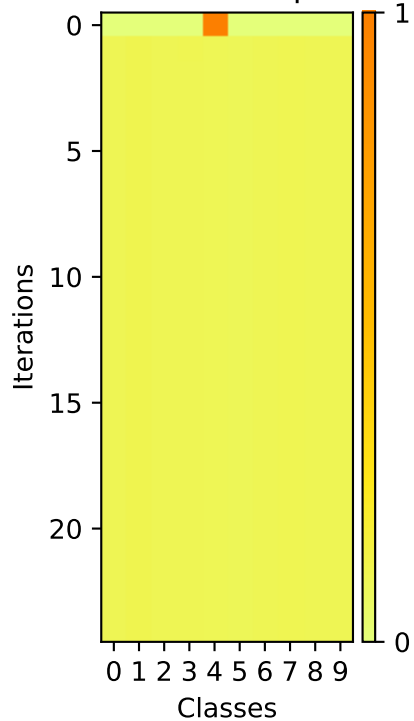
Softmax Outputs



Image



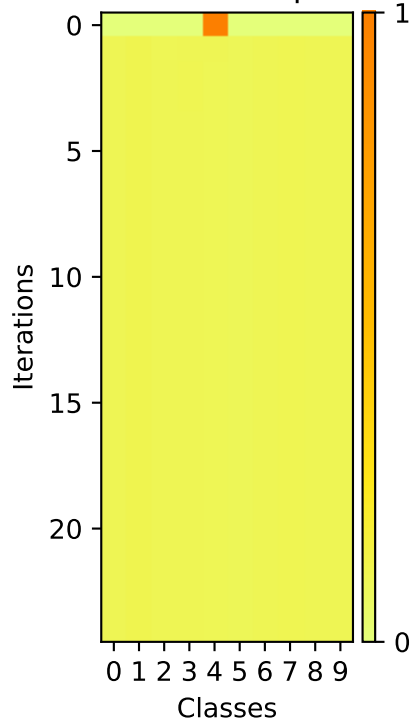
Softmax Outputs



Image



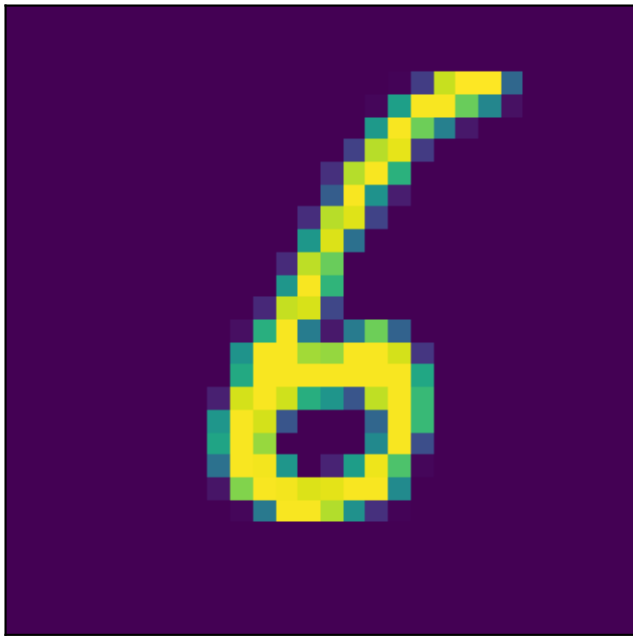
Softmax Outputs



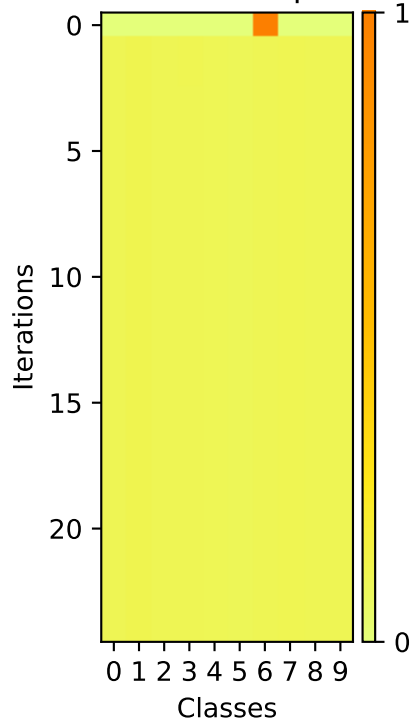
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

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 ranges from 0 (light yellow) to 1 (dark orange). A small dark orange square is visible at iteration 0, class 2.

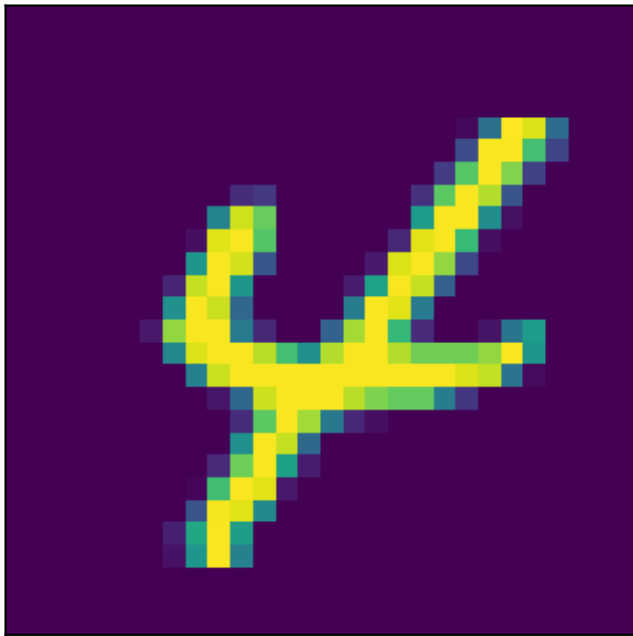
Image



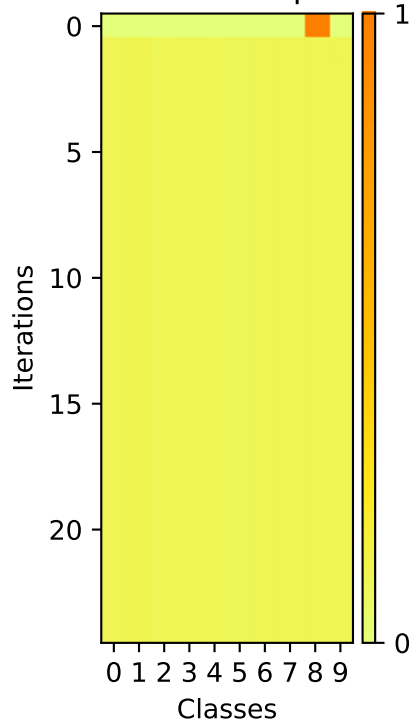
Softmax Outputs



Image



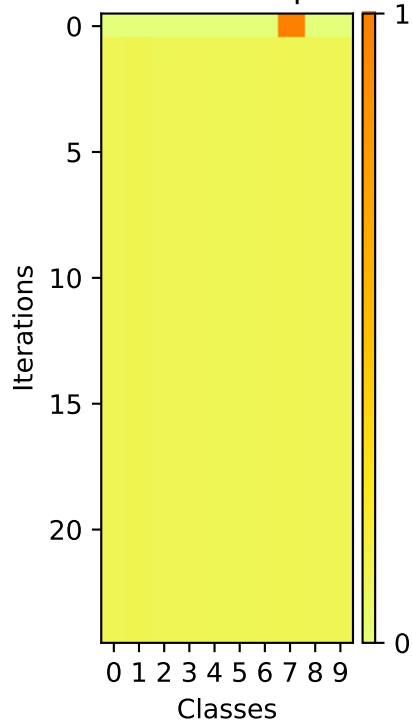
Softmax Outputs



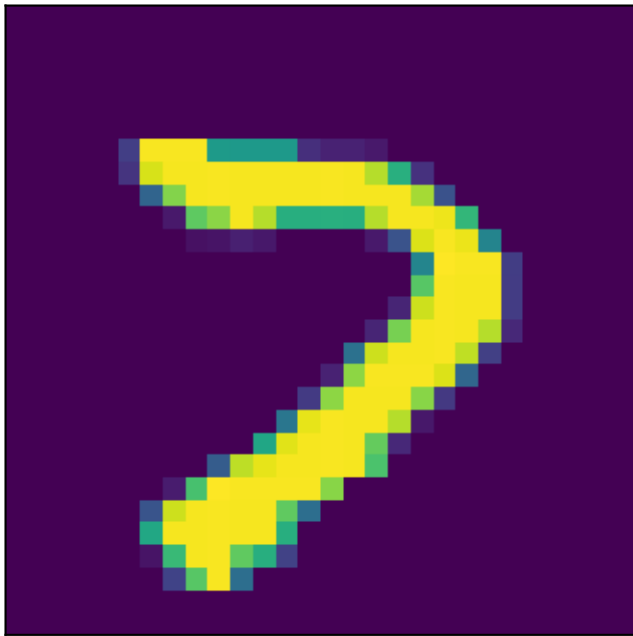
Image



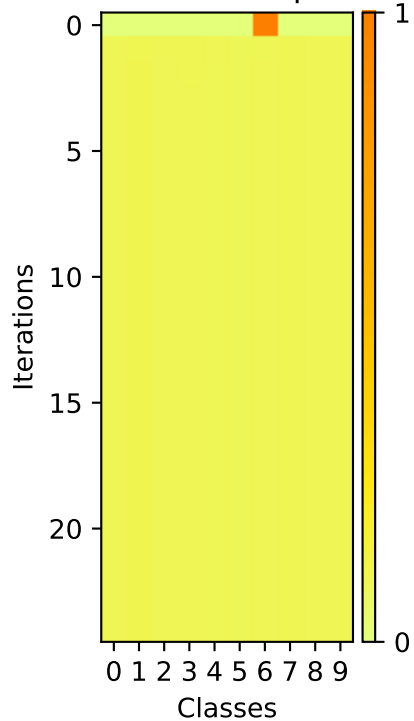
Softmax Outputs



Image

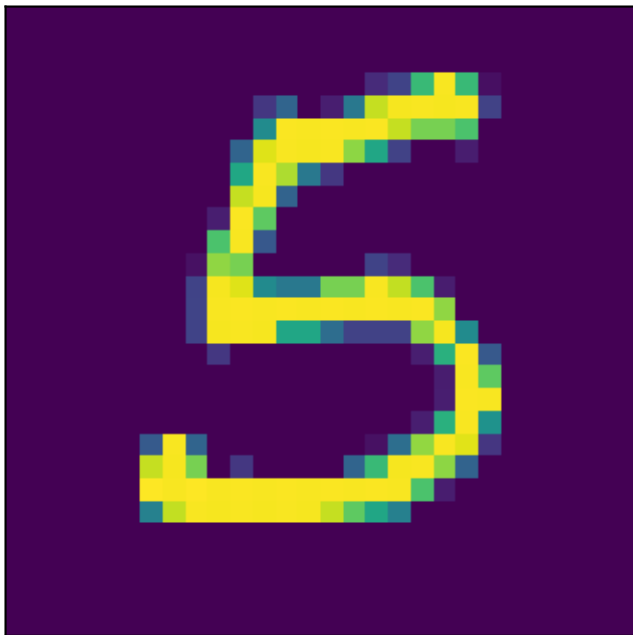


Softmax Outputs

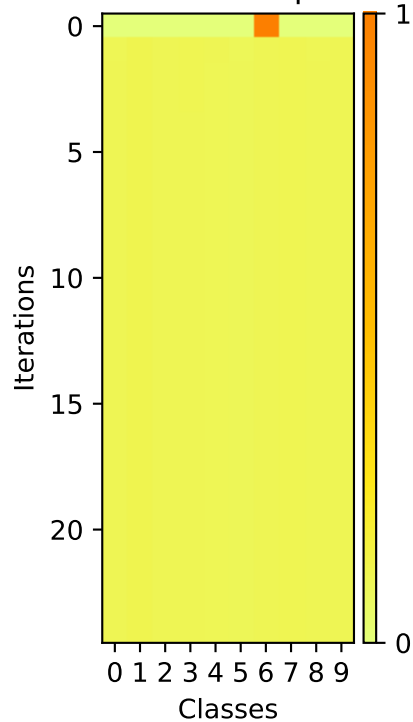


A pixelated yellow number 9 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a blocky, digital appearance.

Image

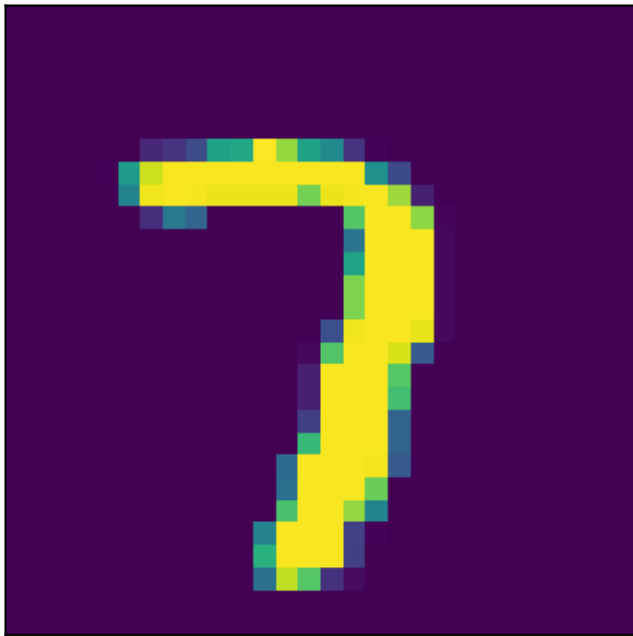


Softmax Outputs

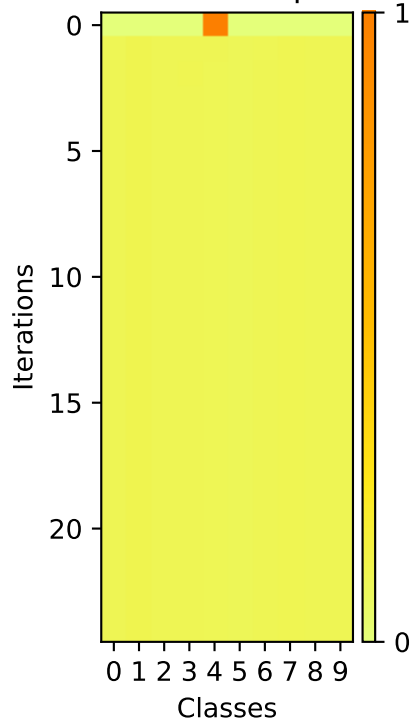


A pixelated yellow number 6 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is positioned in the upper right quadrant of the image.

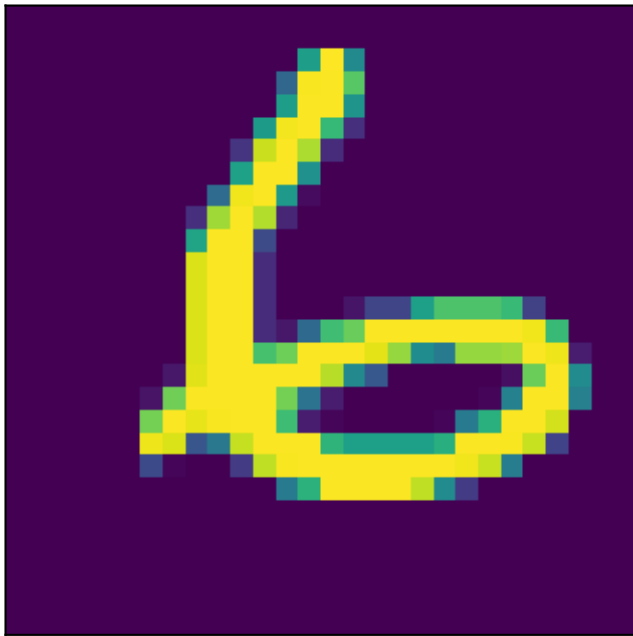
Image



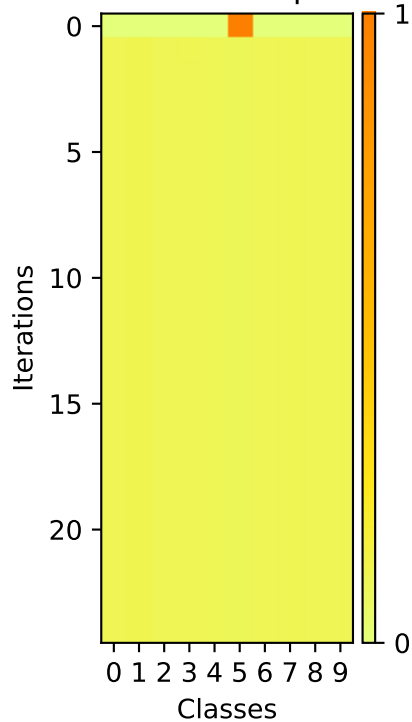
Softmax Outputs



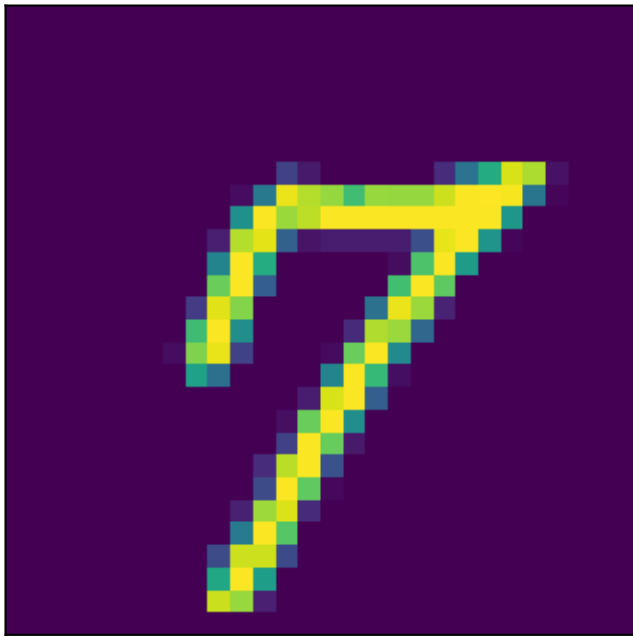
Image



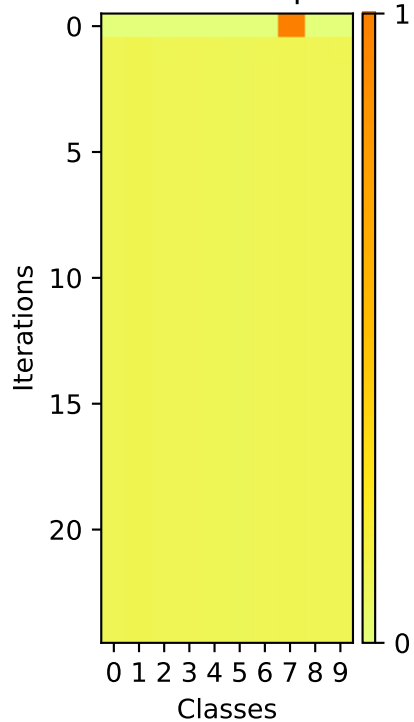
Softmax Outputs



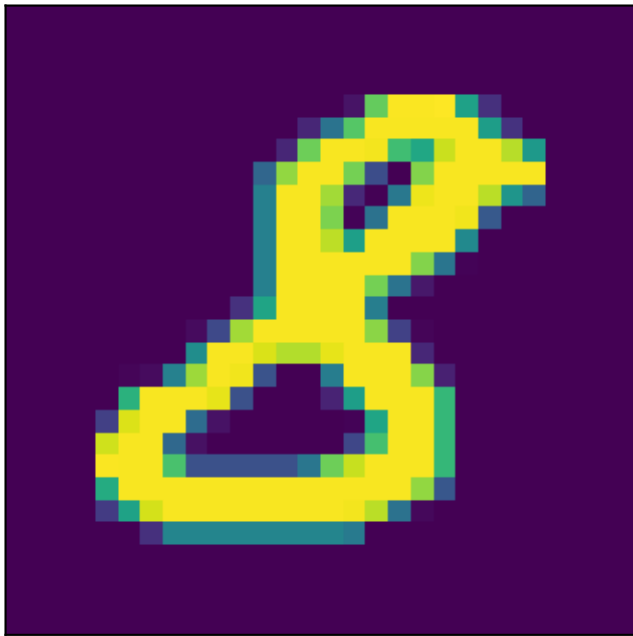
Image



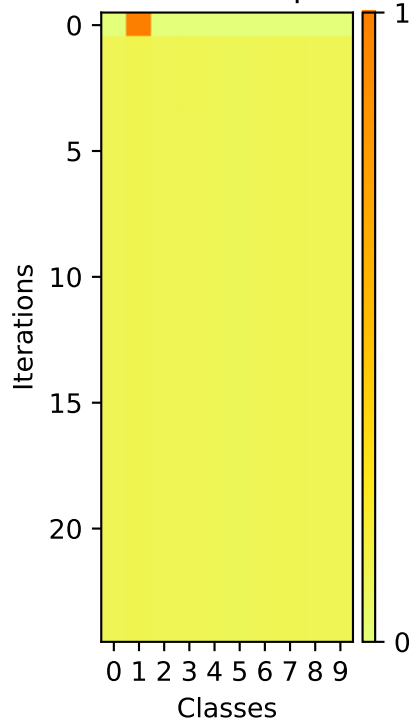
Softmax Outputs



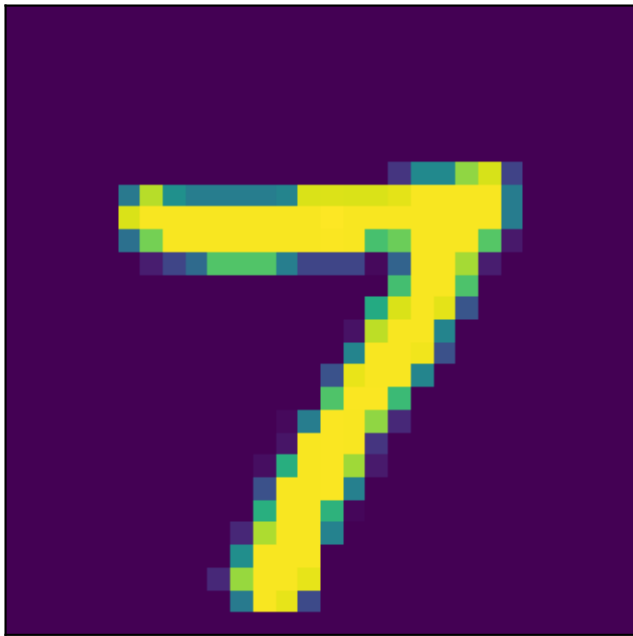
Image



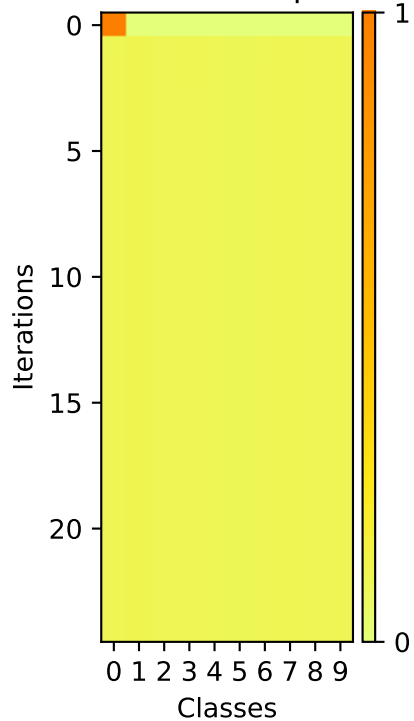
Softmax Outputs



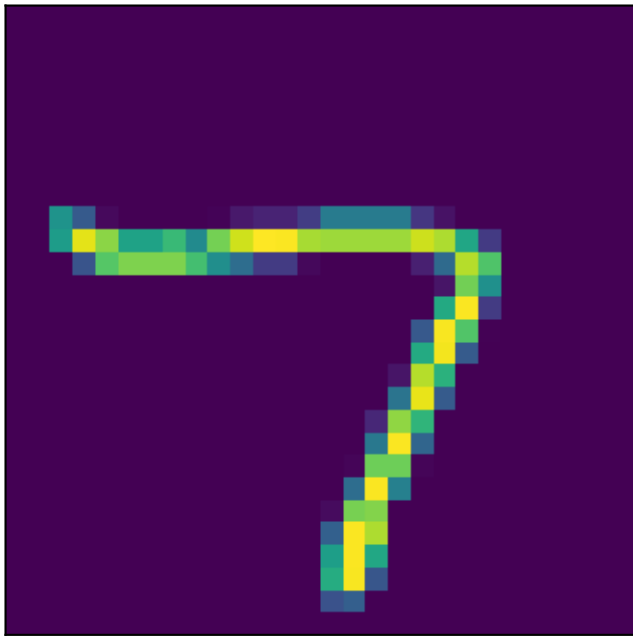
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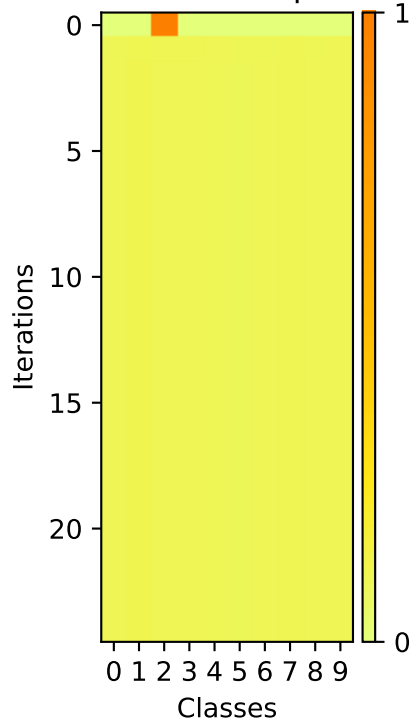
Softmax Outputs



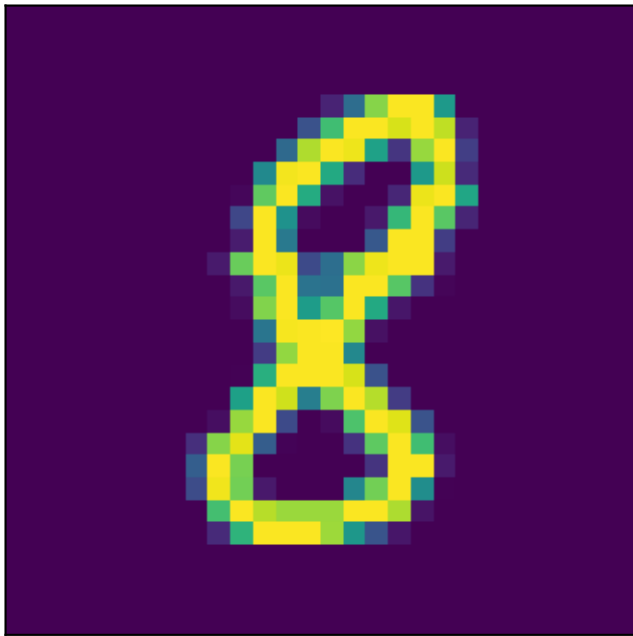
Image



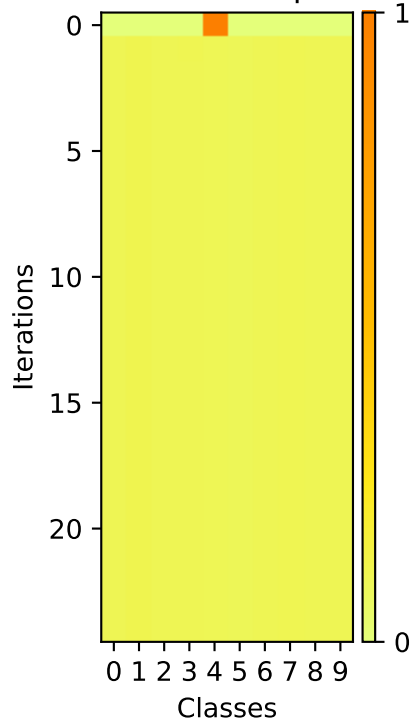
Softmax Outputs



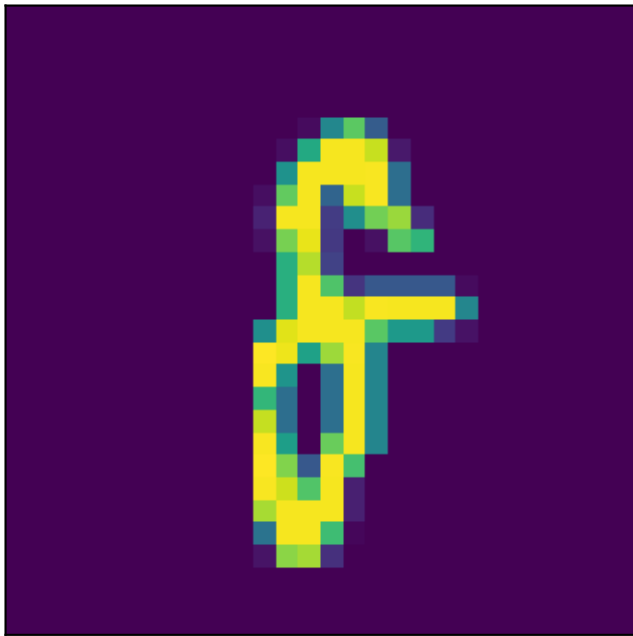
Image



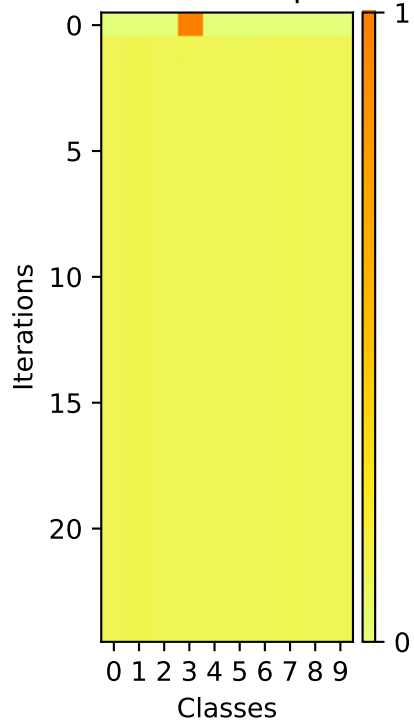
Softmax Outputs



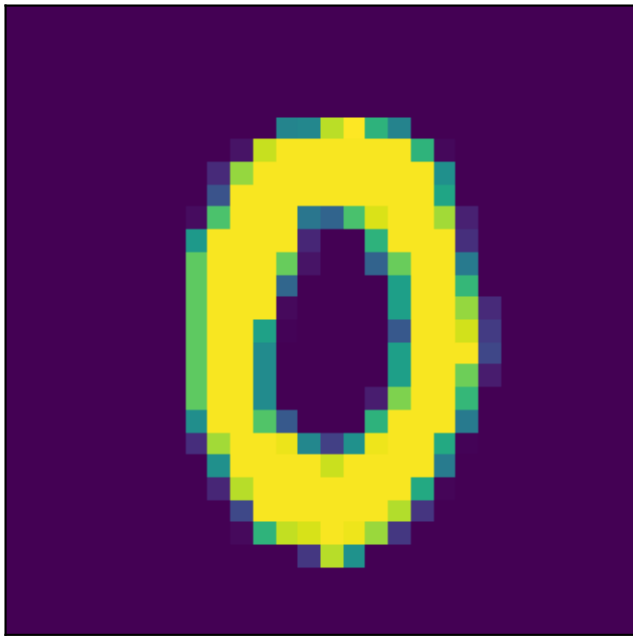
Image



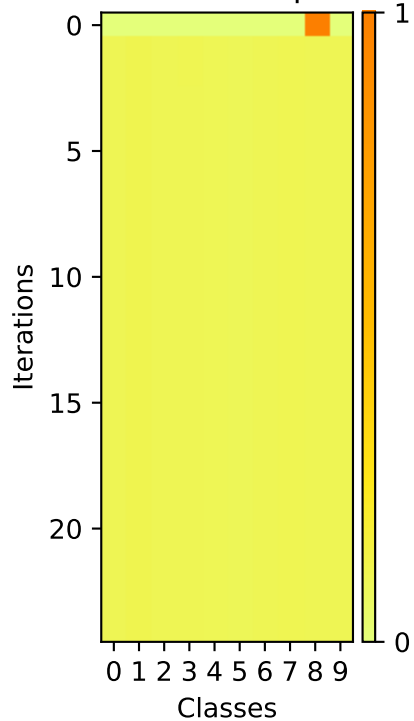
Softmax Outputs



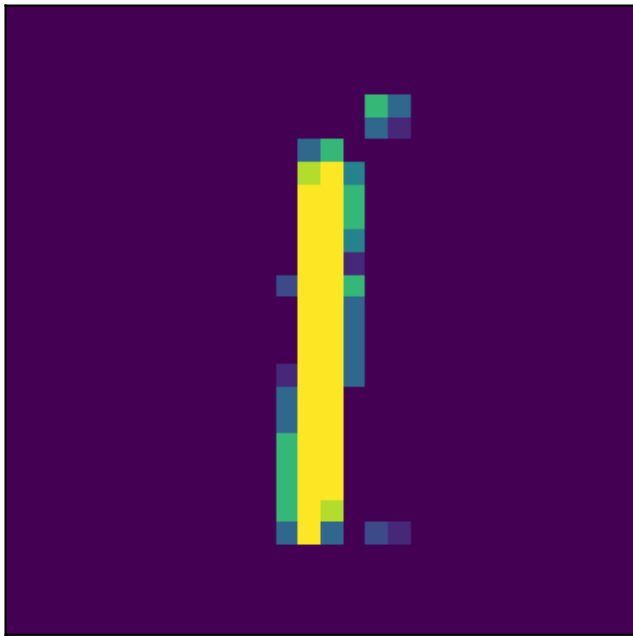
Image



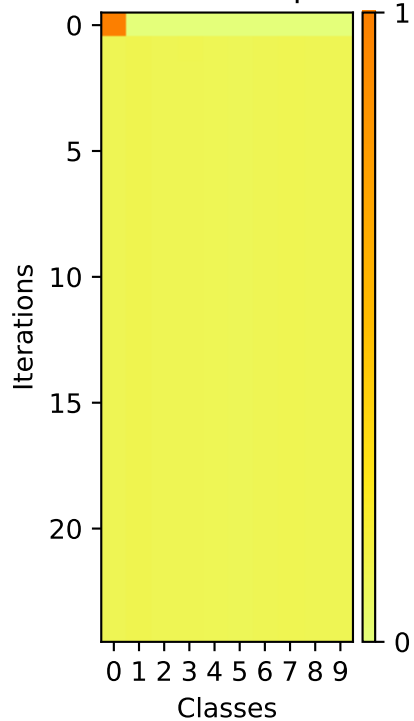
Softmax Outputs



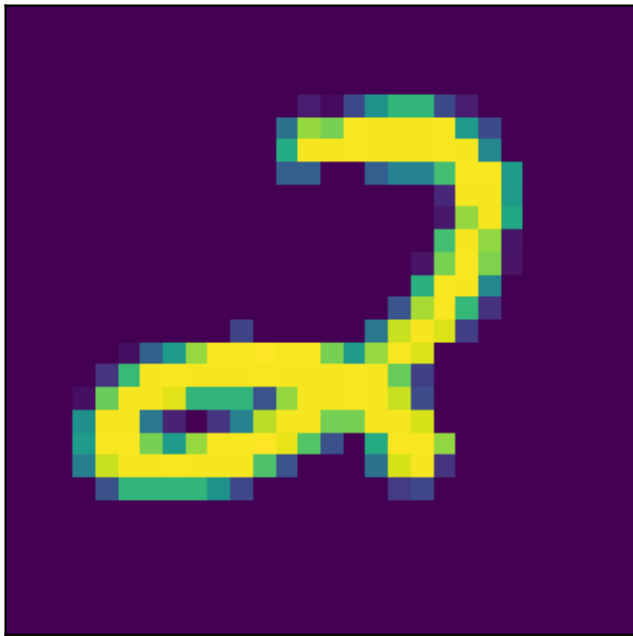
Image



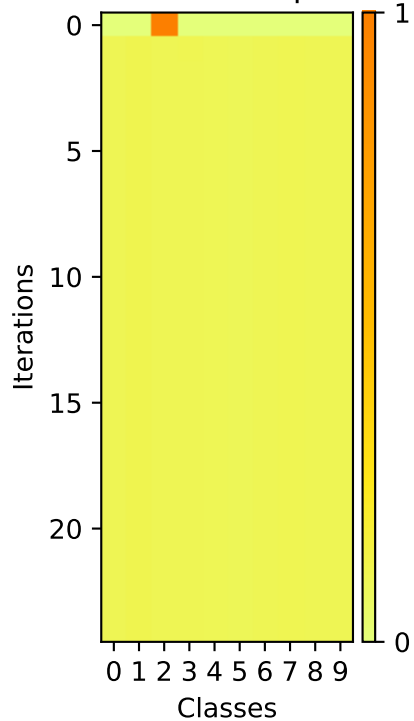
Softmax Outputs



Image



Softmax Outputs

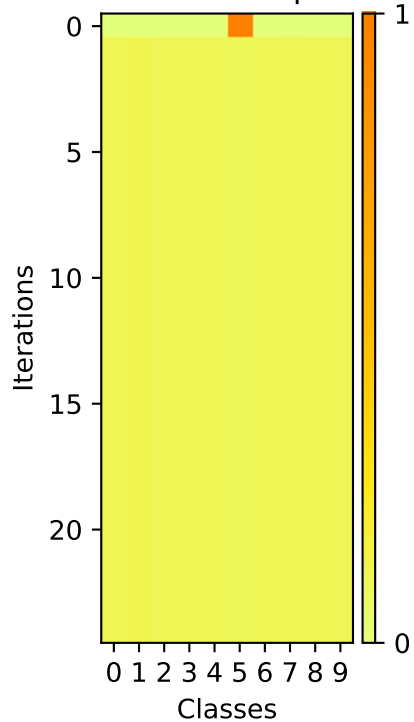


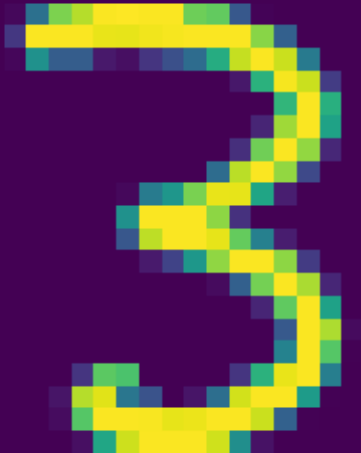
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, orange, and brown, giving it a textured, hand-drawn appearance. The background is a solid, deep purple.

Image



Softmax Outputs





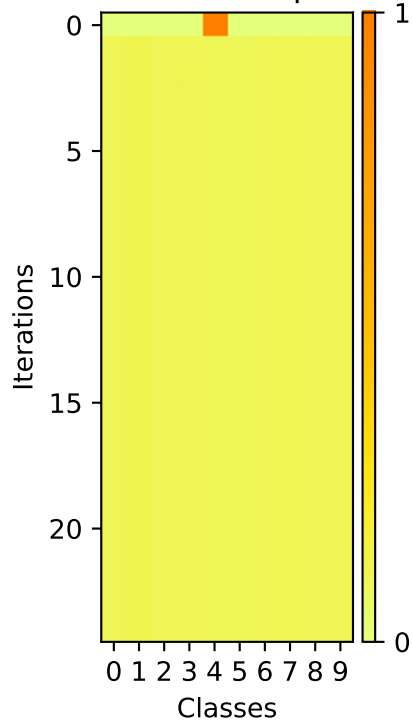
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a long horizontal arm extending to the right and a vertical leg extending downwards. The image is composed of large, distinct pixels in shades of yellow, green, and blue, giving it a retro, digital appearance.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

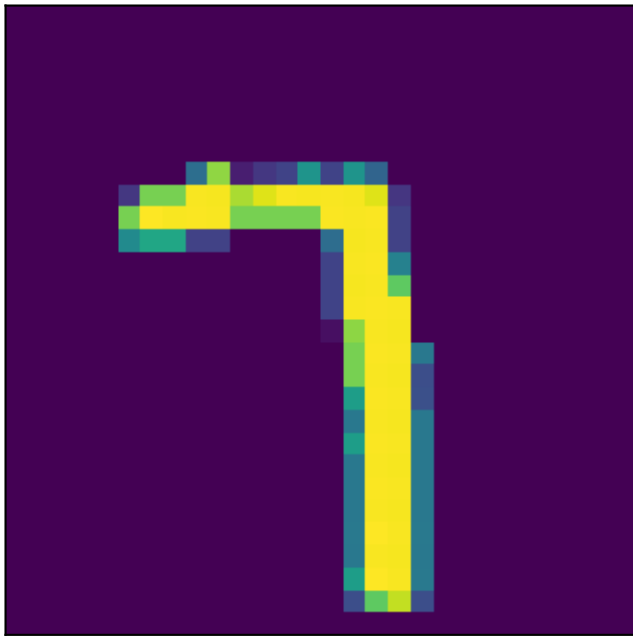
Image



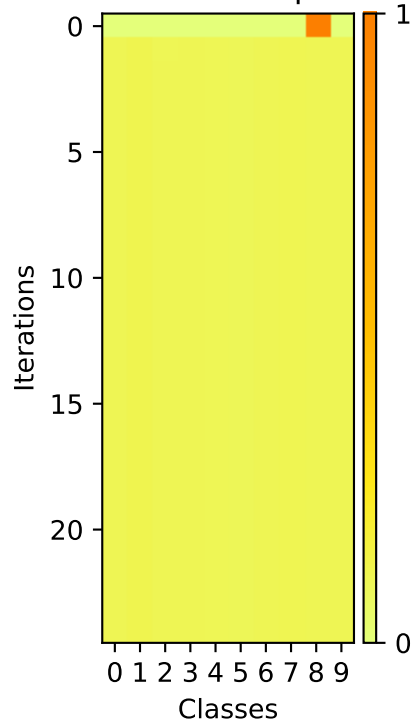
Softmax Outputs



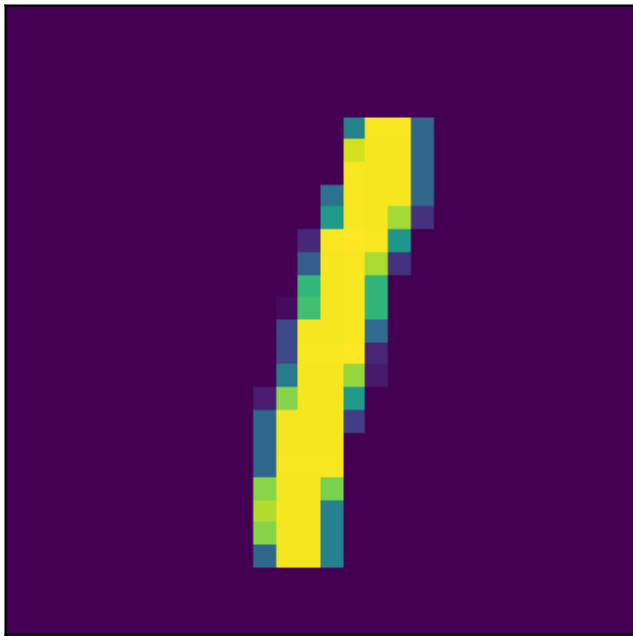
Image



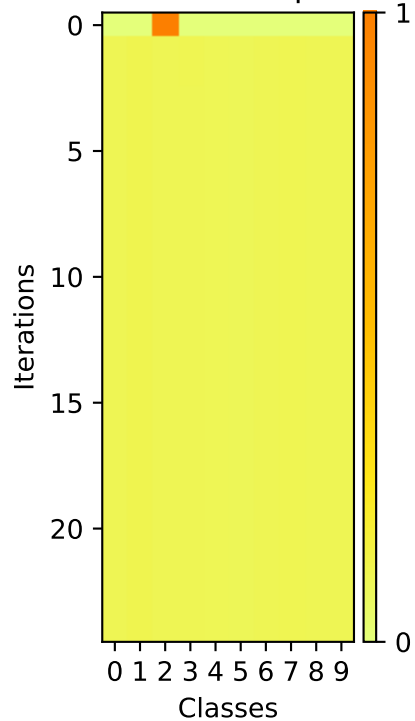
Softmax Outputs



Image



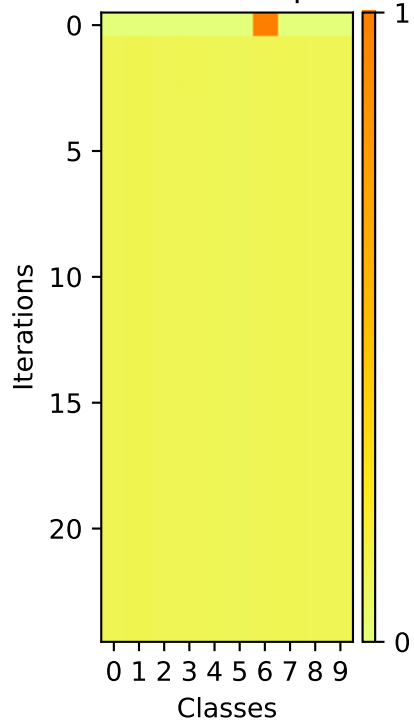
Softmax Outputs



Image



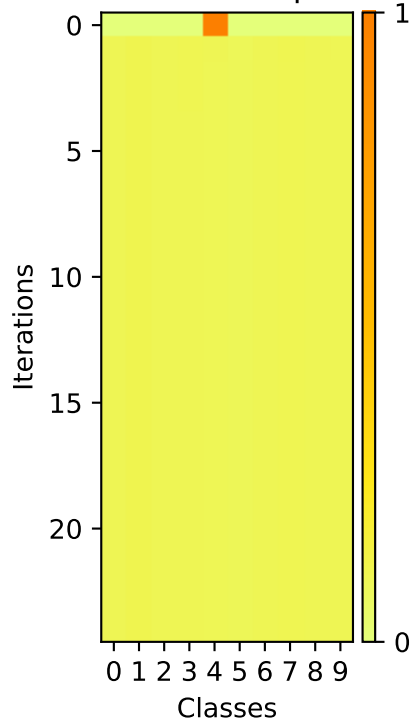
Softmax Outputs



Image



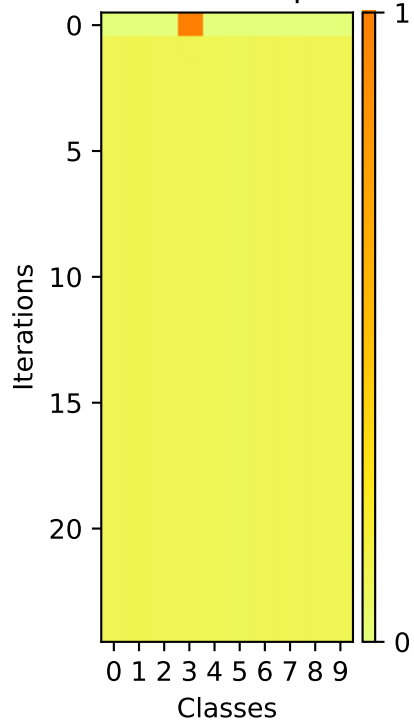
Softmax Outputs



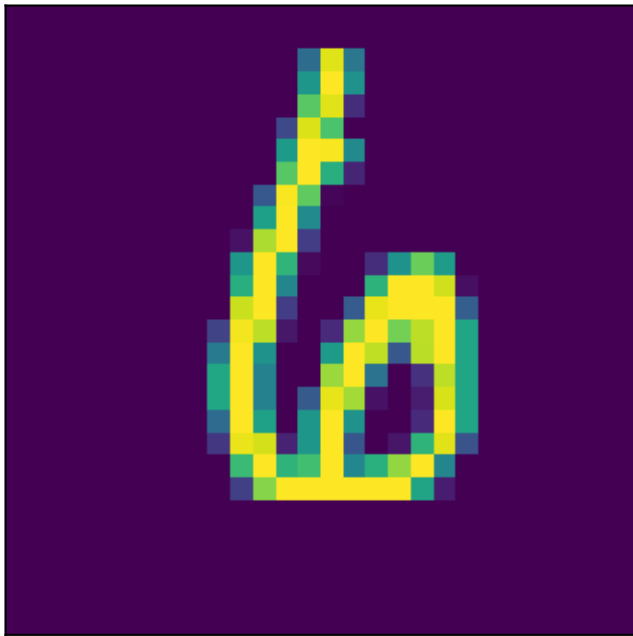
Image



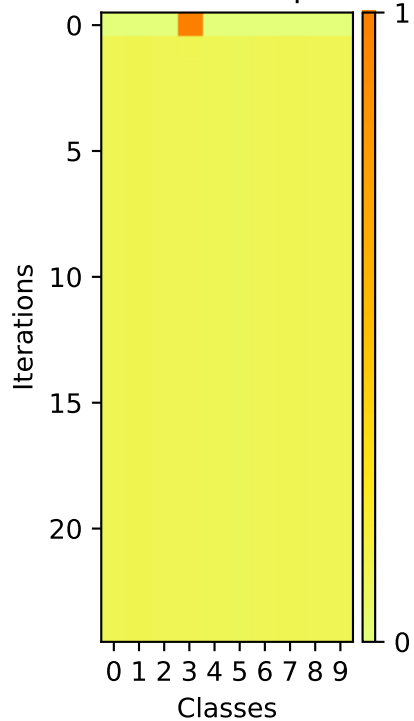
Softmax Outputs



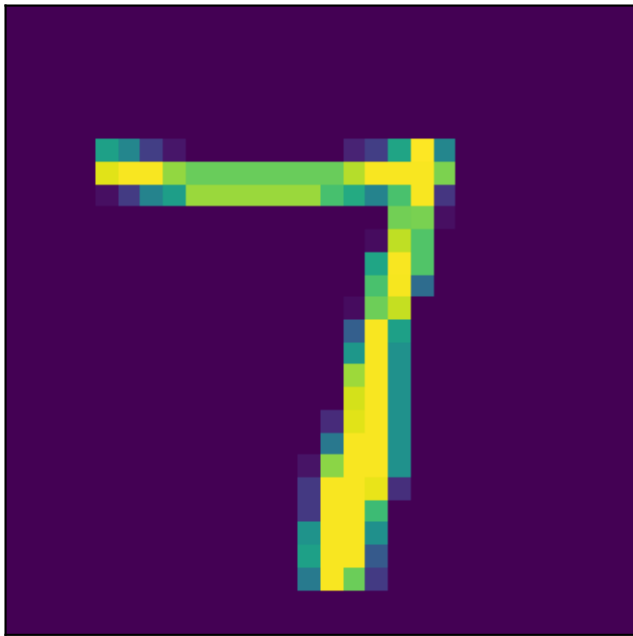
Image



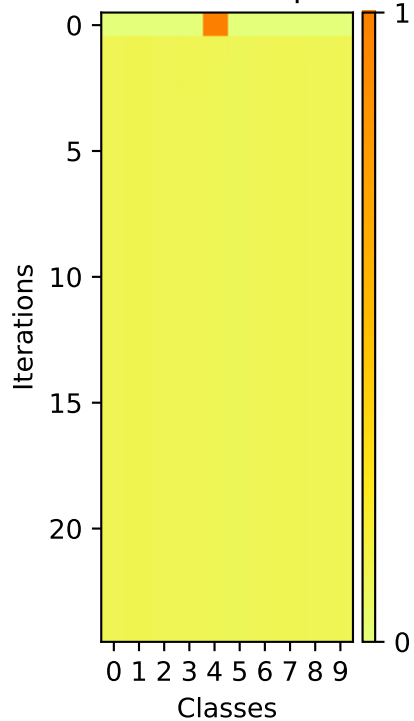
Softmax Outputs



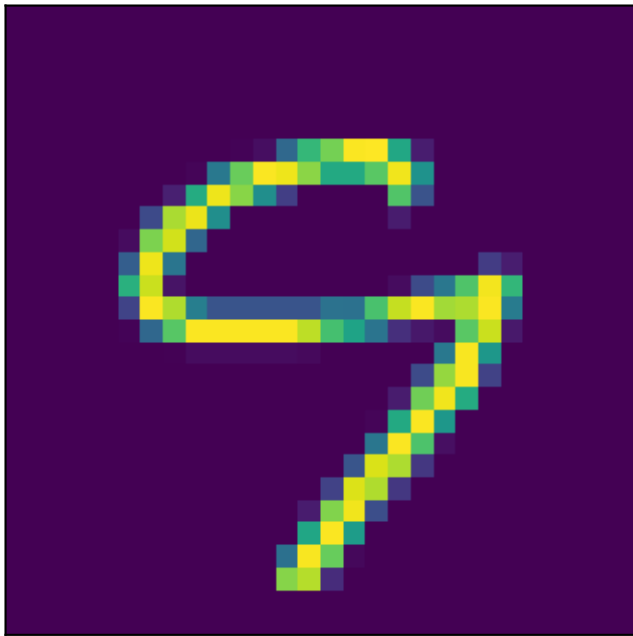
Image



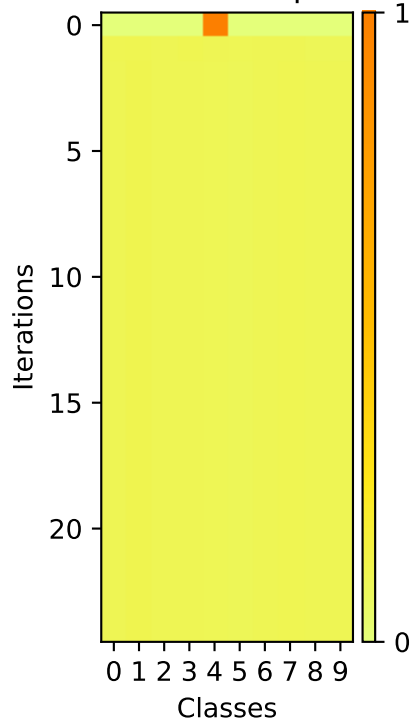
Softmax Outputs



Image



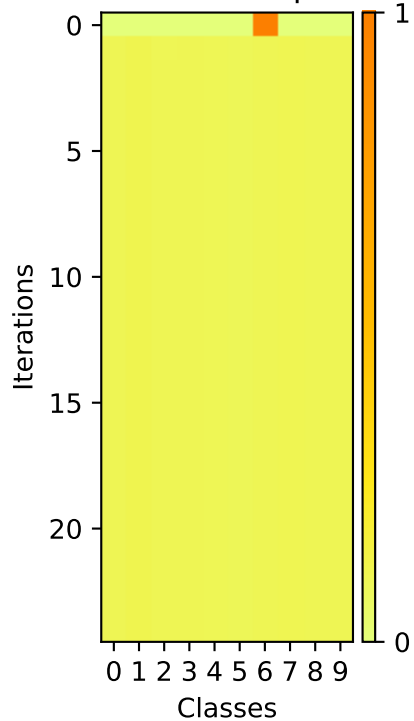
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution version of the number 3, 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 centered on the page.

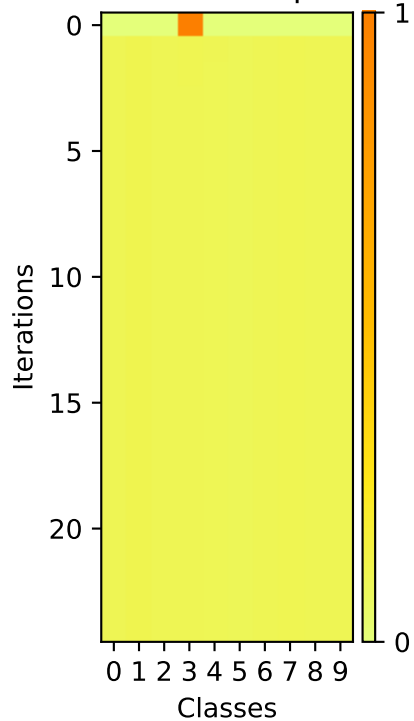
A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic. The number 5 is centered and occupies most of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

Heatmap visualization showing the evolution of the probability distribution over 25 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 20, reaching 1.0 by iteration 25.

Image

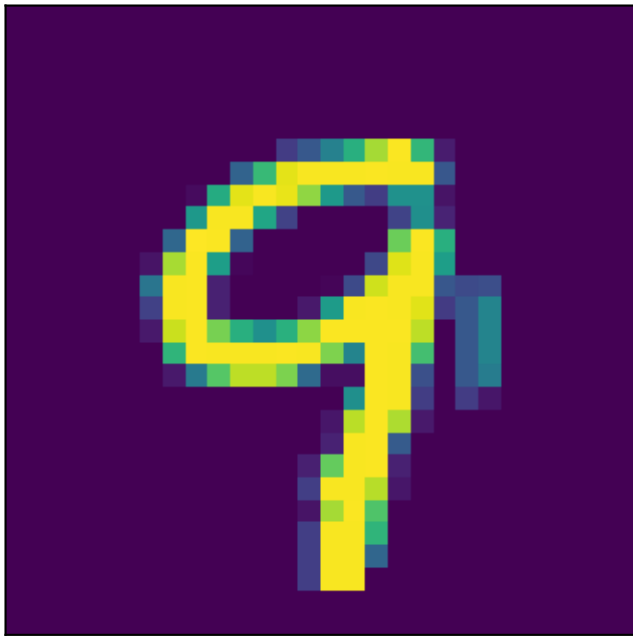


Softmax Outputs

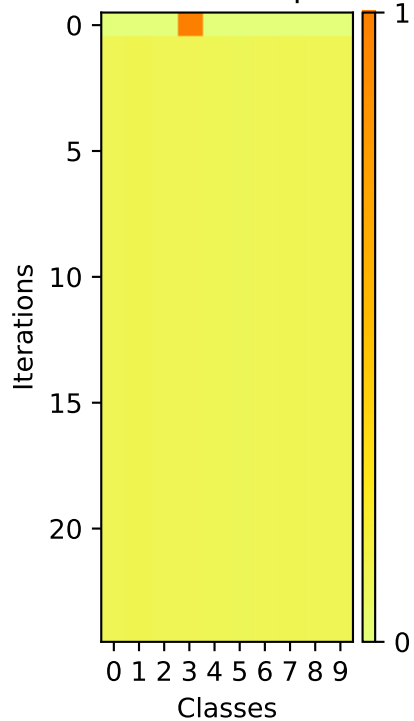


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall appearance is reminiscent of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

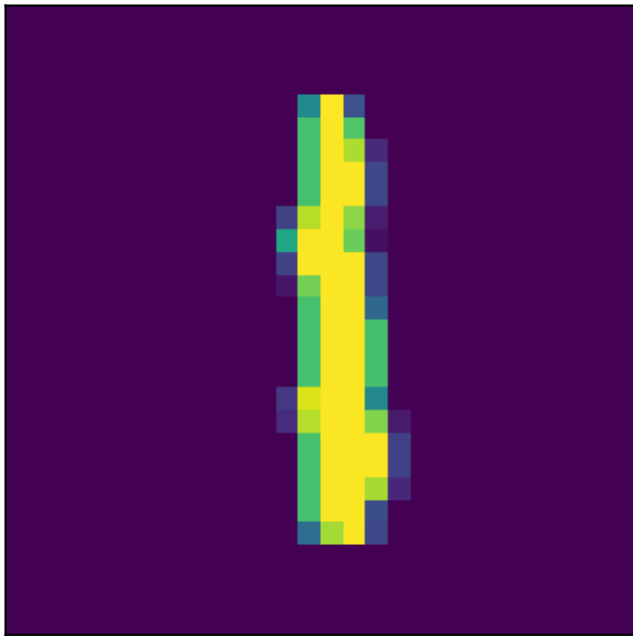
Image



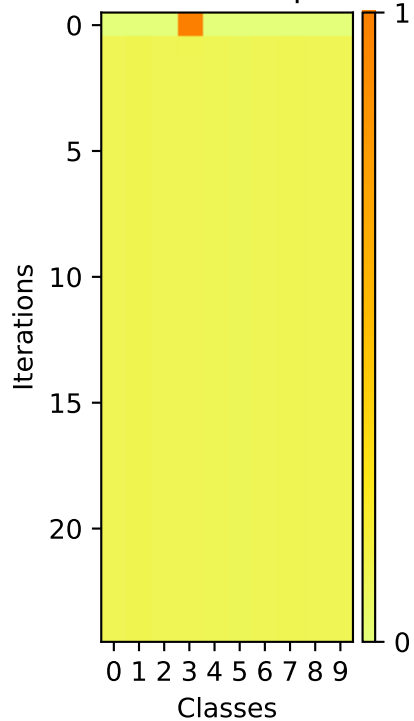
Softmax Outputs



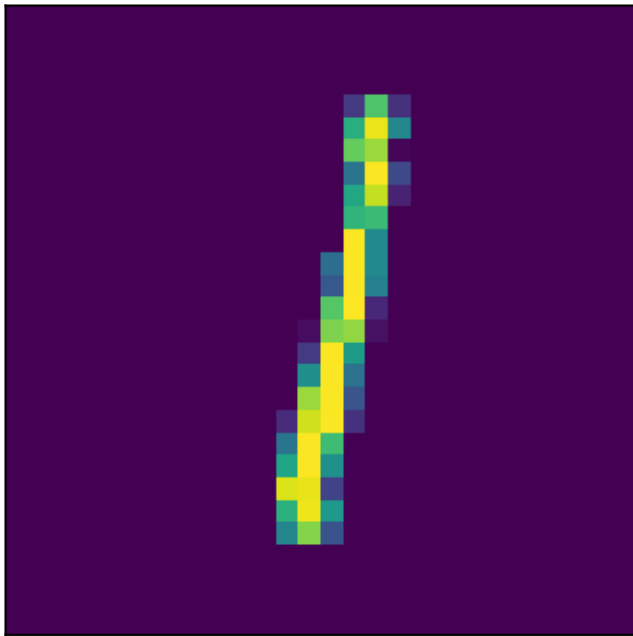
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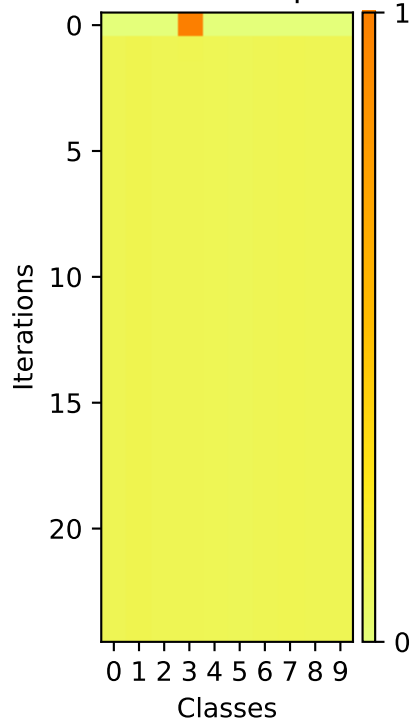
Softmax Outputs



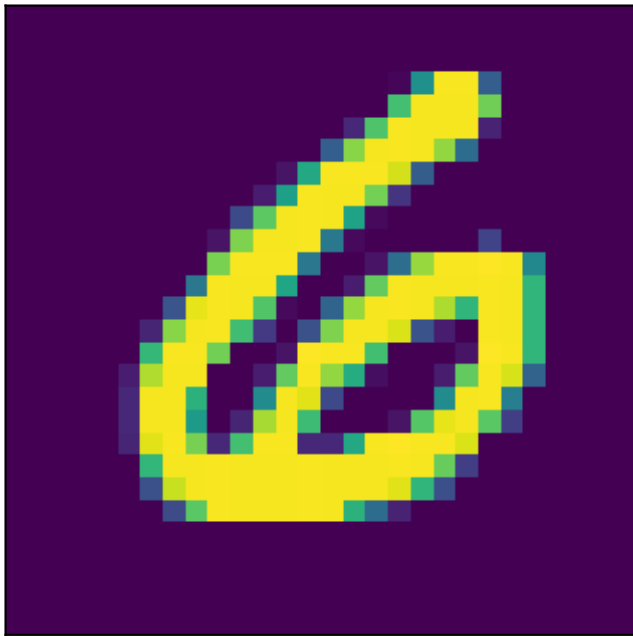
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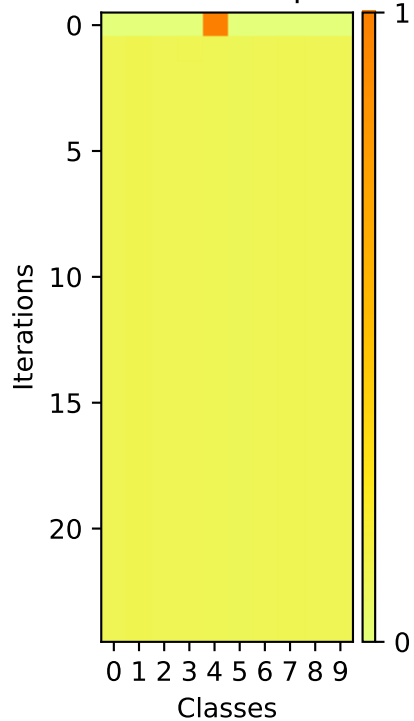
Softmax Outputs



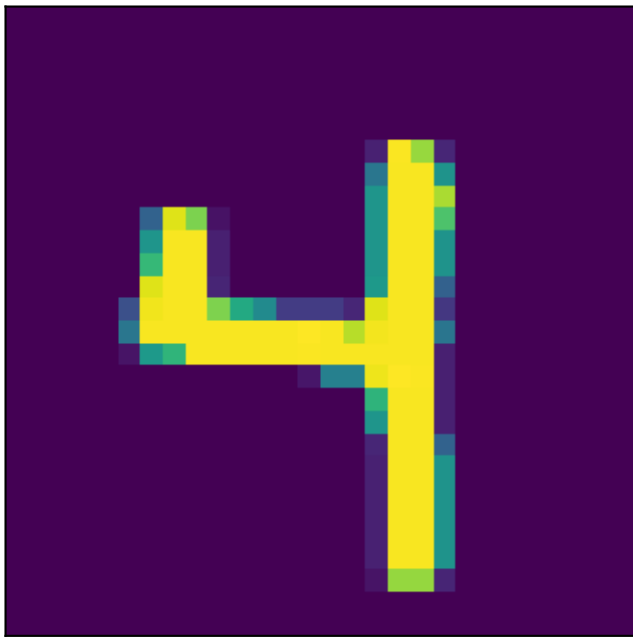
Image



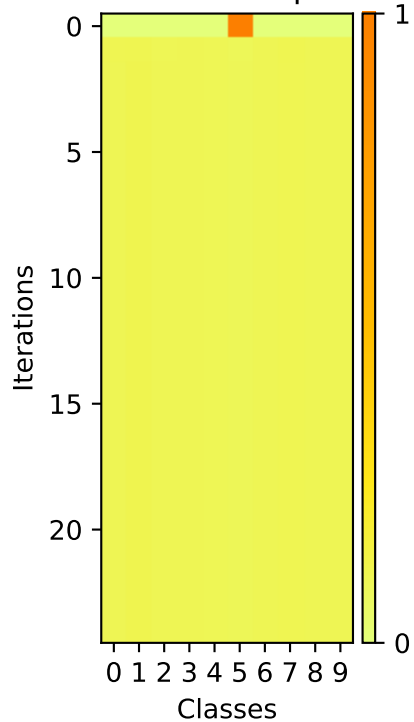
Softmax Outputs



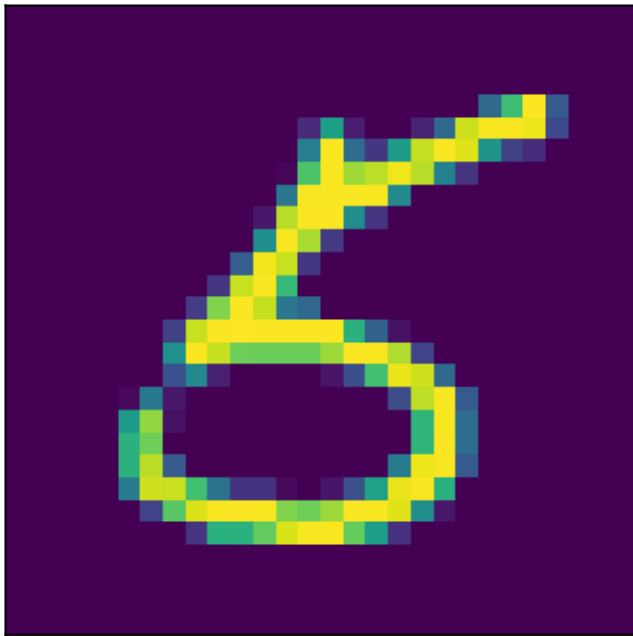
Image



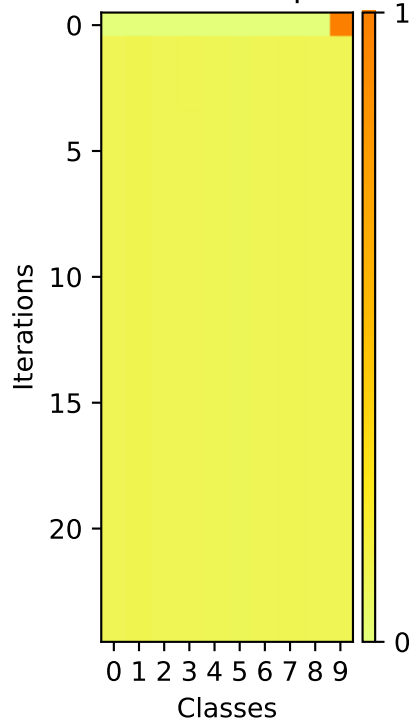
Softmax Outputs



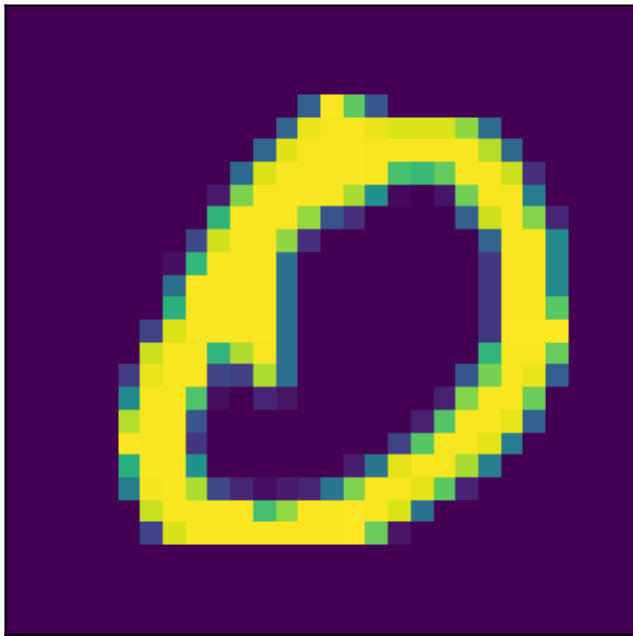
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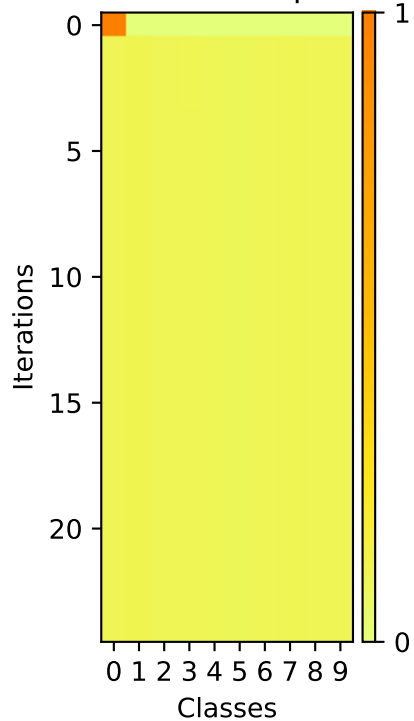
Softmax Outputs



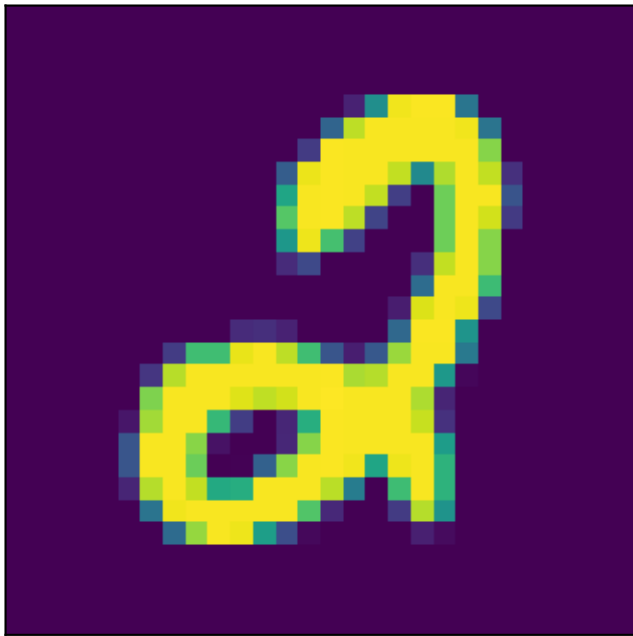
Image



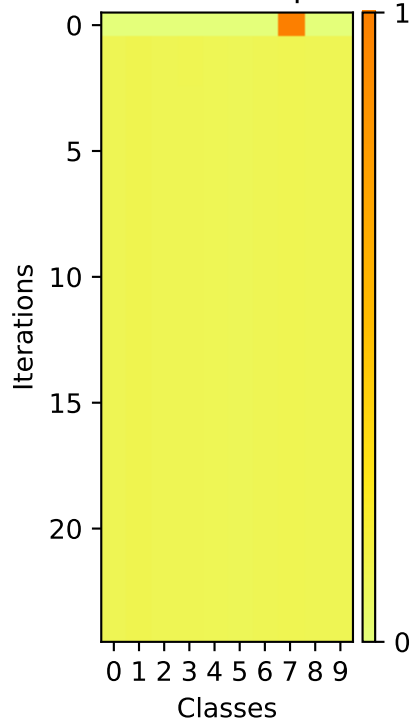
Softmax Outputs



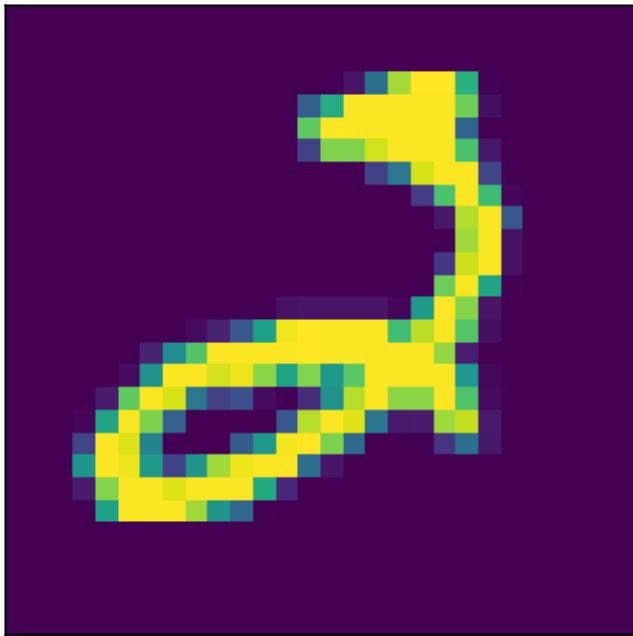
Image



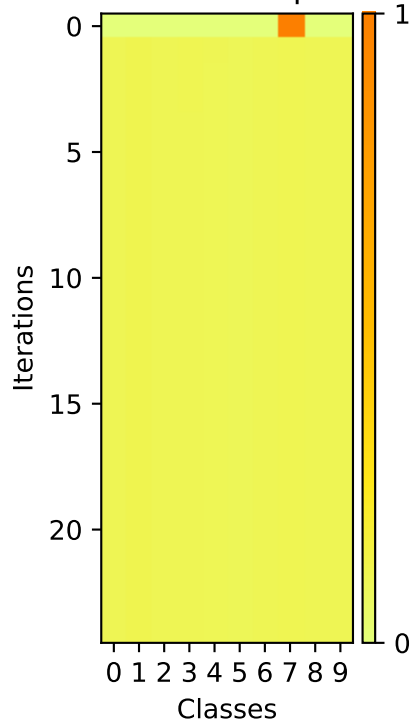
Softmax Outputs



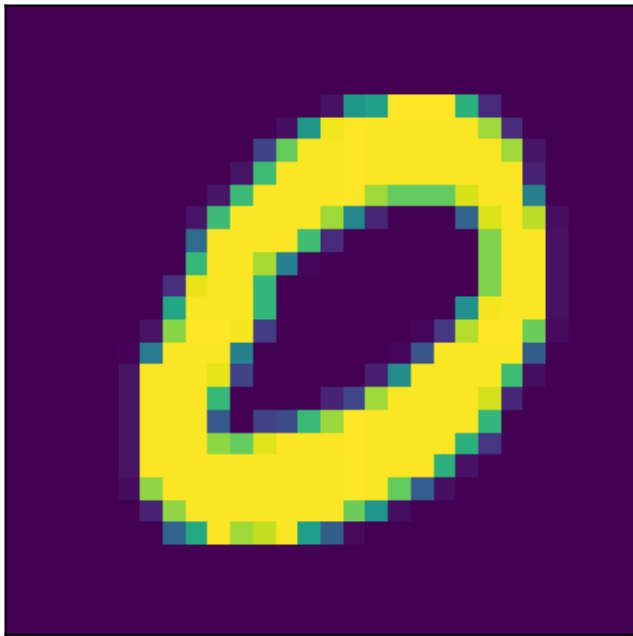
Image



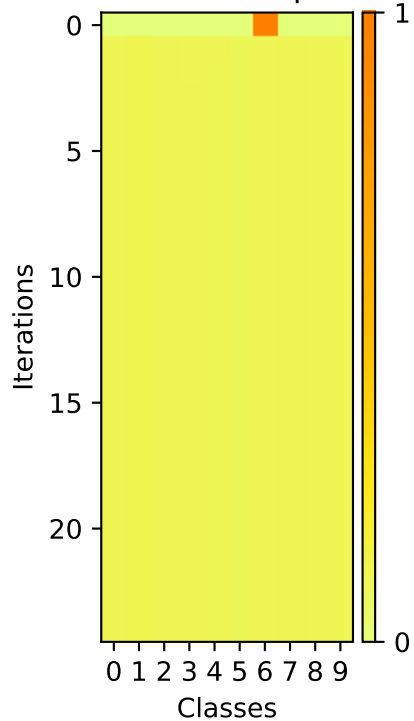
Softmax Outputs



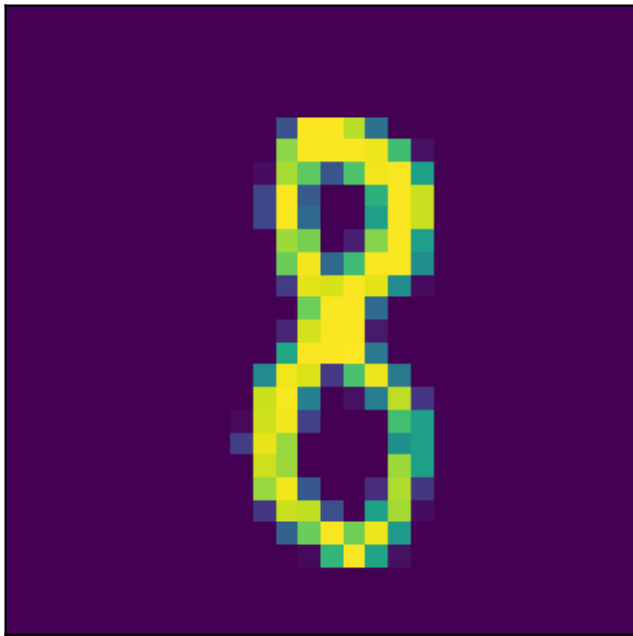
Image



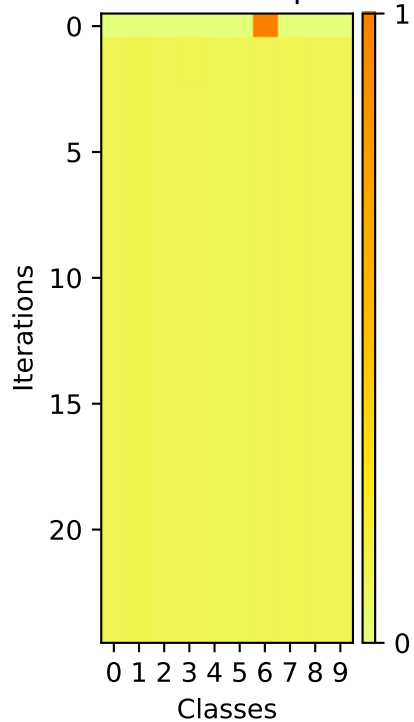
Softmax Outputs



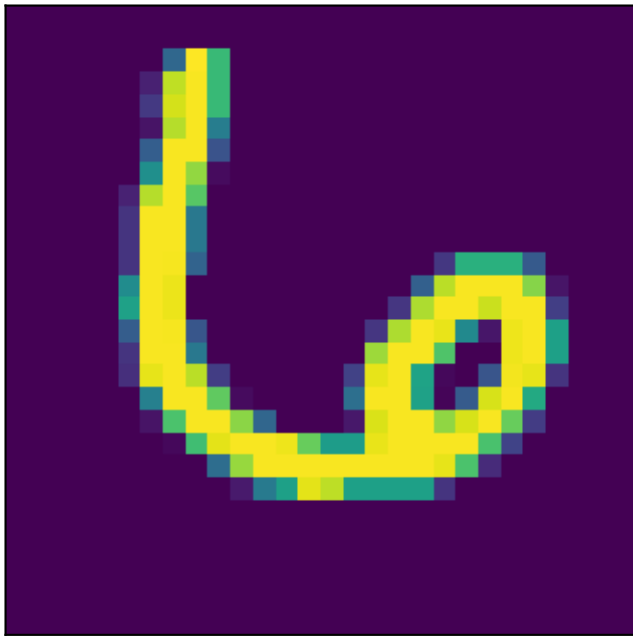
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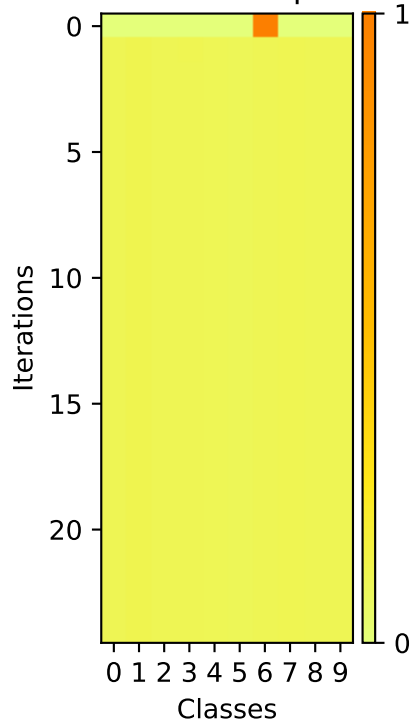
Softmax Outputs



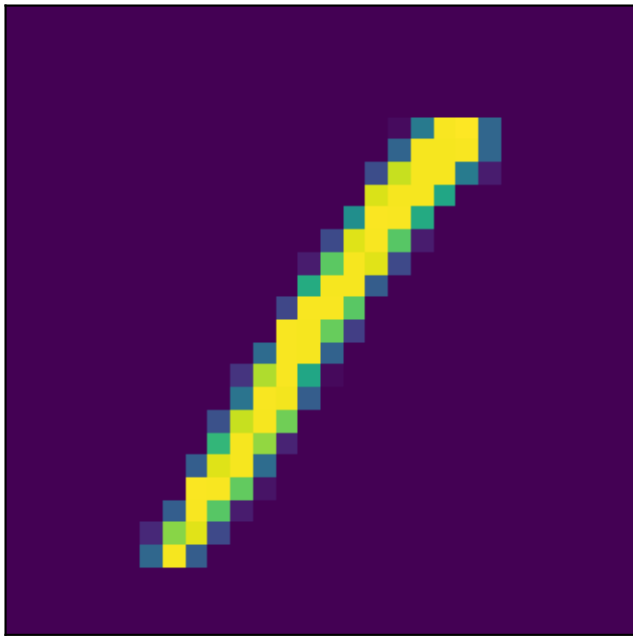
Image



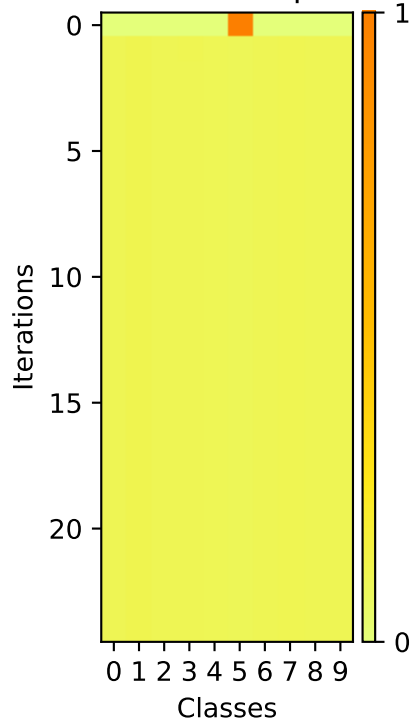
Softmax Outputs



Image



Softmax Outputs

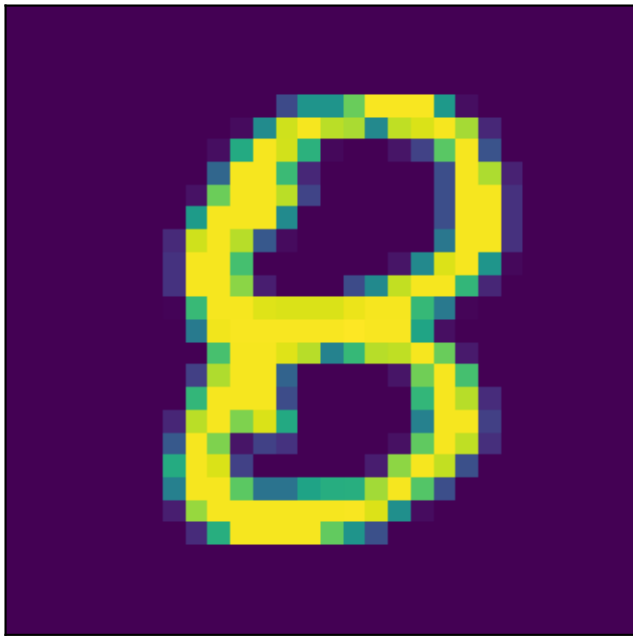


A 10x10 grid of colored squares. The main diagonal consists of yellow squares. Squares immediately adjacent to the diagonal are light green, and squares further out are dark blue. The shape is roughly 10 squares wide and 10 squares high, with a slight curve at the bottom right.

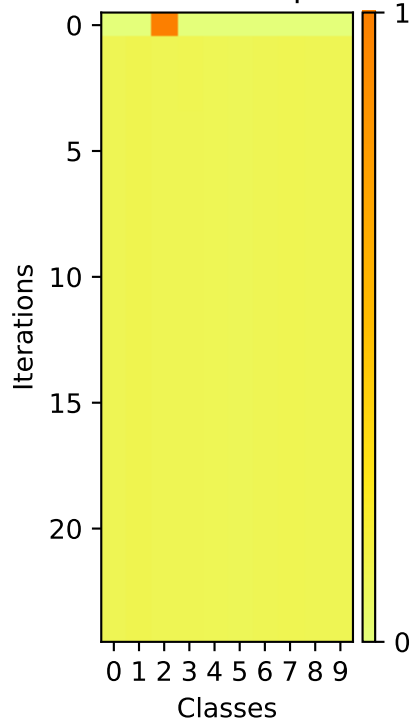
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

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 several small, square pixels in shades of yellow, green, and blue, arranged to form a shape that resembles a stylized letter 'Q' or a similar abstract form. The overall aesthetic is reminiscent of early digital art or video game graphics.

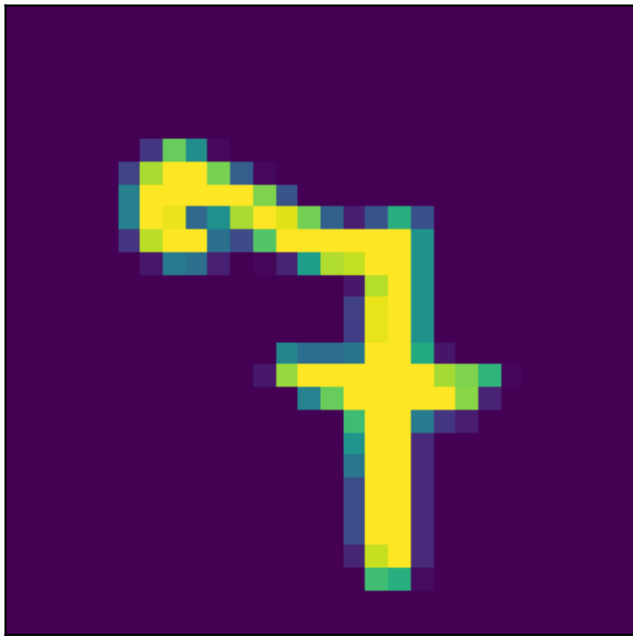
Image



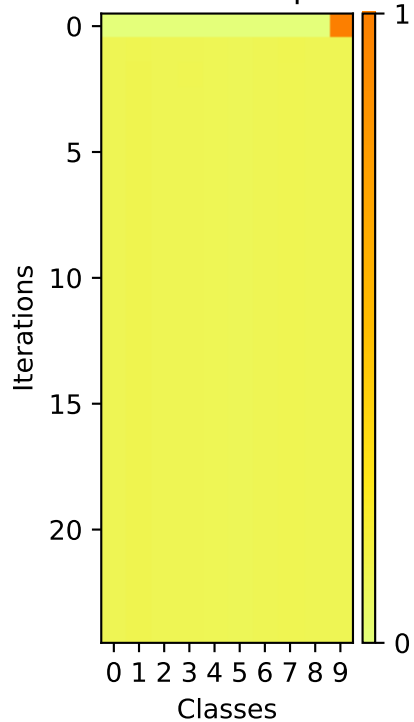
Softmax Outputs



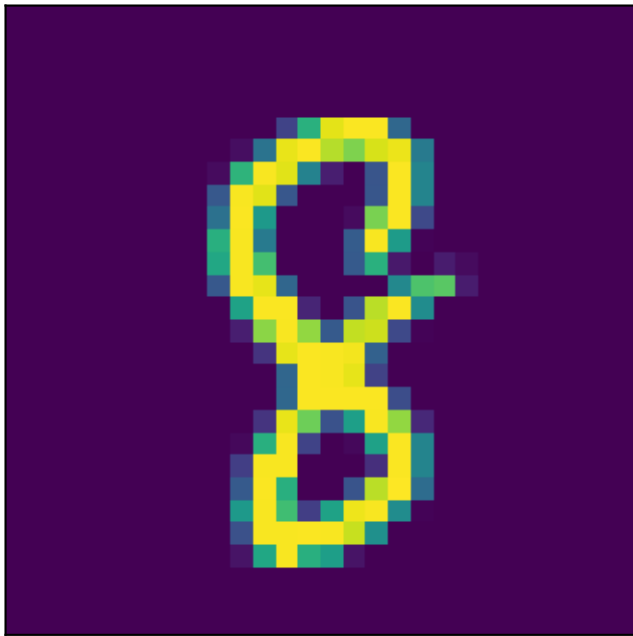
Image



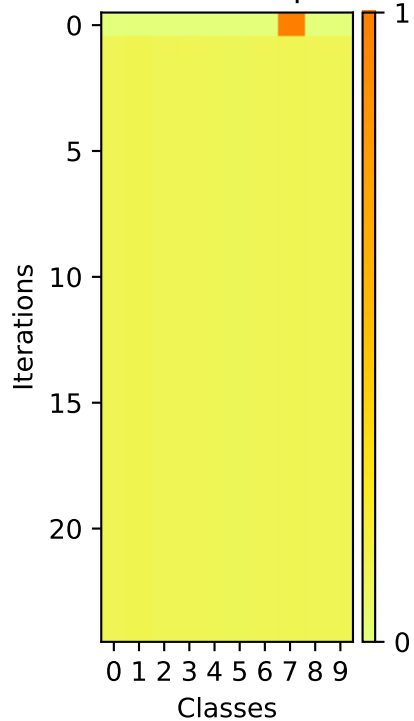
Softmax Outputs



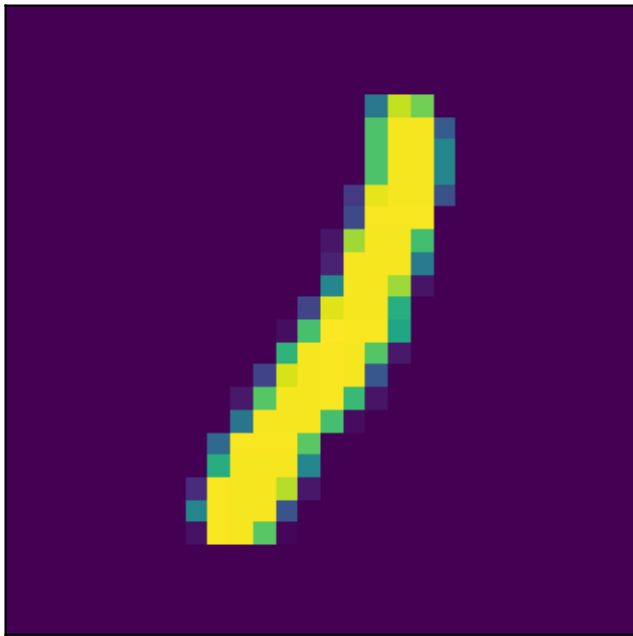
Image



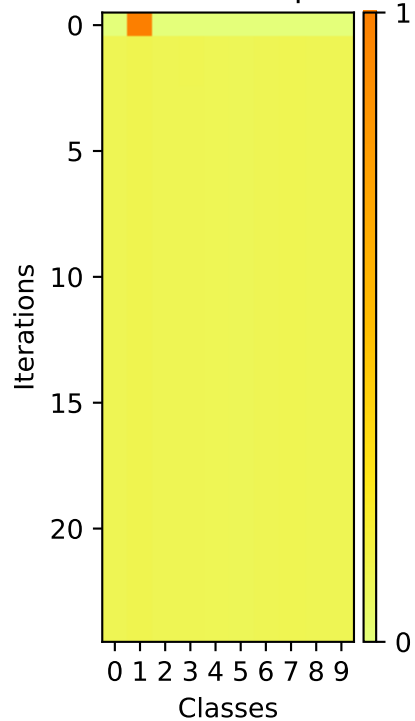
Softmax Outputs



Image



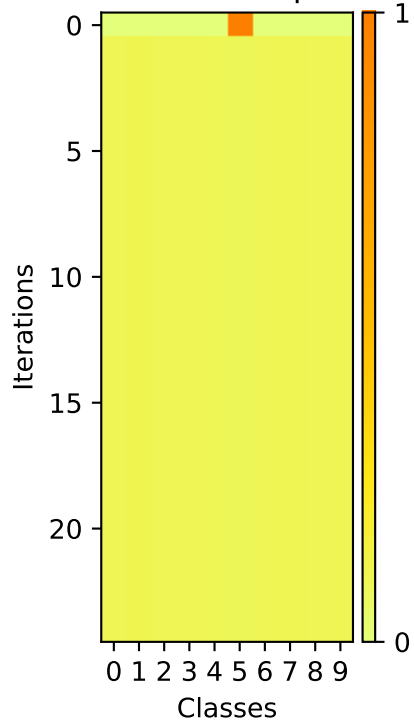
Softmax Outputs



Image



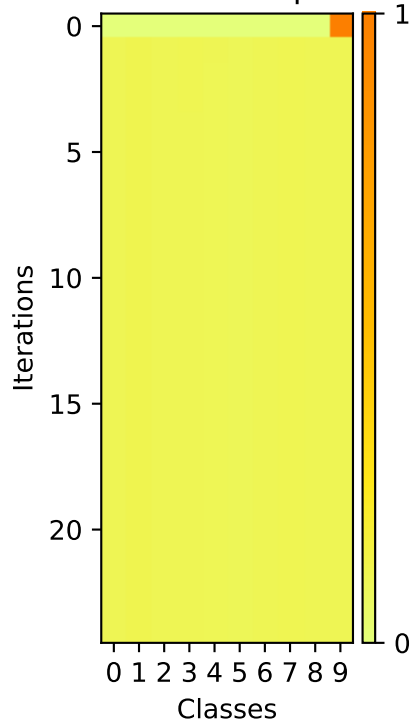
Softmax Outputs



Image



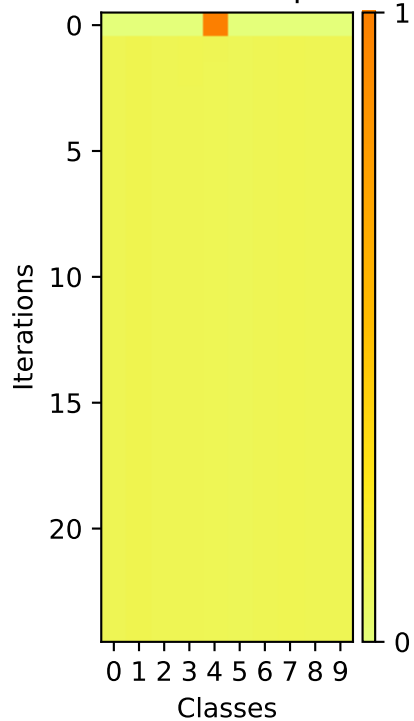
Softmax Outputs



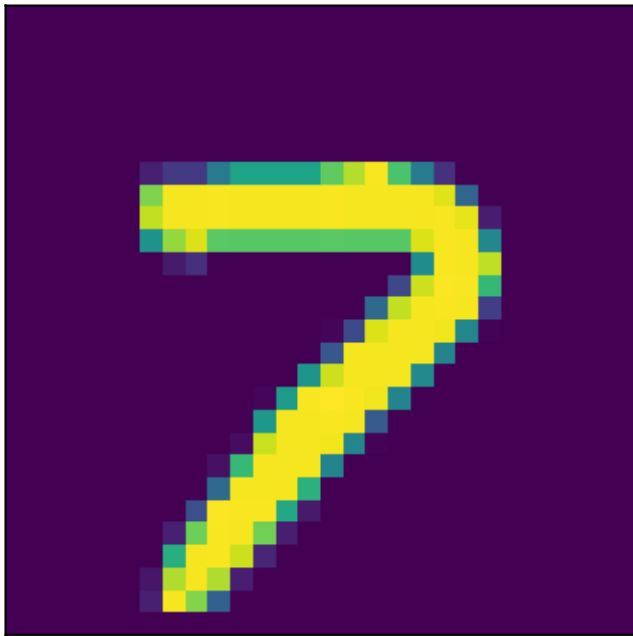
Image



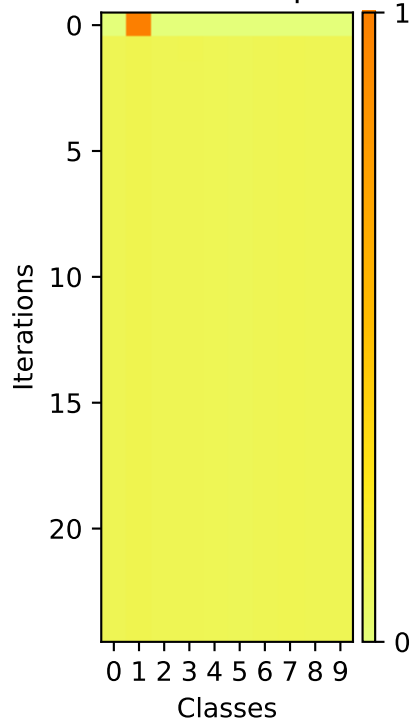
Softmax Outputs



Image



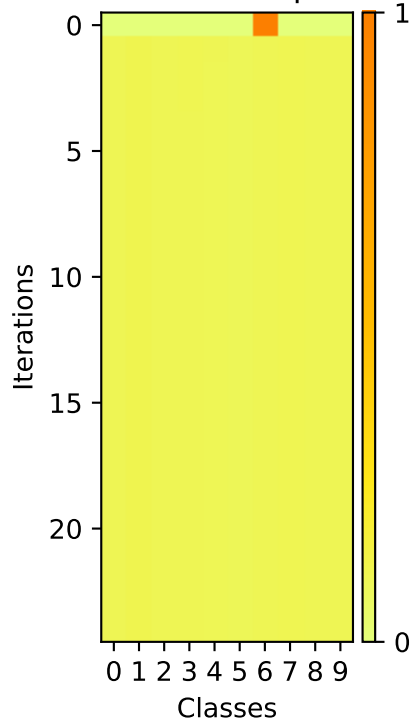
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of the number 1. The number is rendered in a bright yellow color with a green outline. It is centered on a dark purple background. The image has a blocky, digital appearance, similar to a low-resolution scan or a pixel art style.

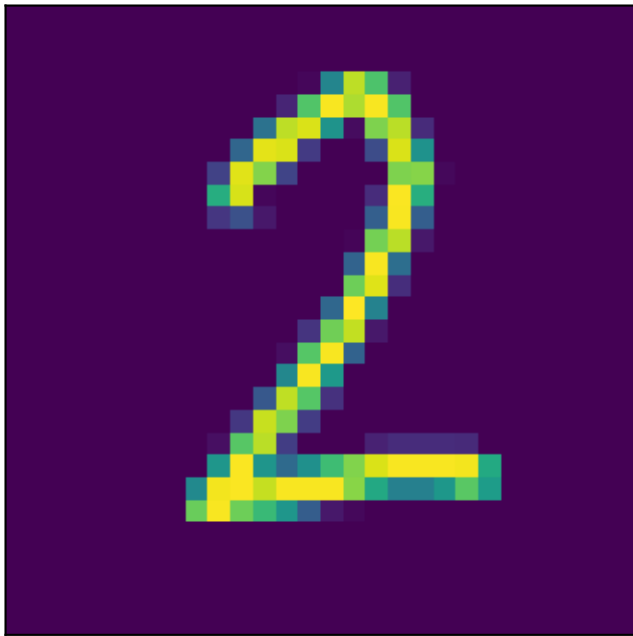
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 1 shows a sharp drop in loss from iteration 0 to 1, while other classes remain high.

A pixelated yellow ring with a dark blue center, surrounded by a dark blue background. The ring is composed of yellow and light blue pixels, with a dark blue center. The background is dark blue.

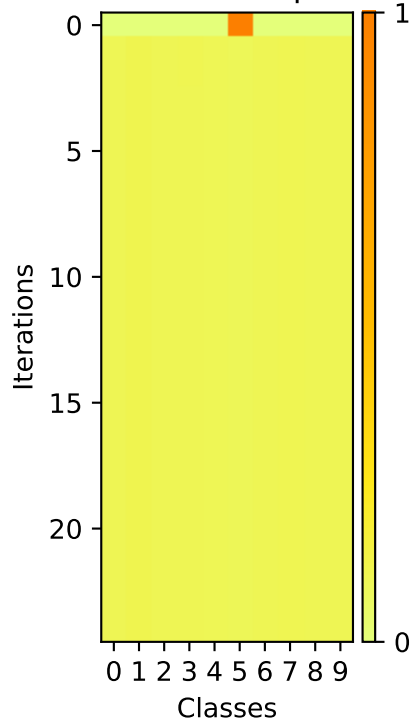
A pixelated yellow number 7 on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly irregular, hand-drawn appearance. The background is a solid dark purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (orange). The distribution is highly concentrated on Class 2, which reaches a probability of 1.0 by iteration 0. Other classes remain near 0.0 throughout the iterations.

Image

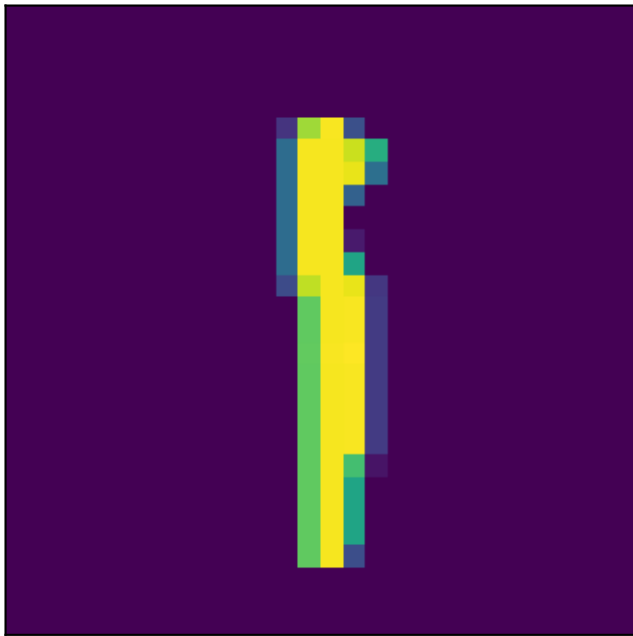


Softmax Outputs

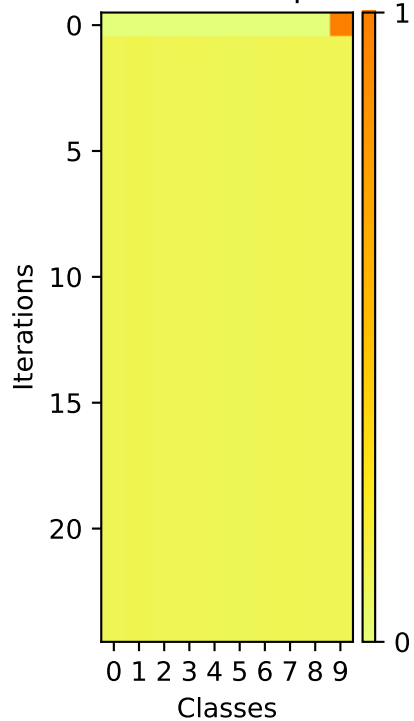


A pixelated yellow ring, resembling a thick '0' or a circular arrow, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, orange, and brown, giving it a hand-drawn or digital-art appearance. The ring is slightly irregular in its shape, with some pixels missing or added, creating a sense of movement or a rough sketch. The background is a solid, deep purple color.

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, light green, and teal, arranged to form a continuous loop that crosses itself. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

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

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

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.