

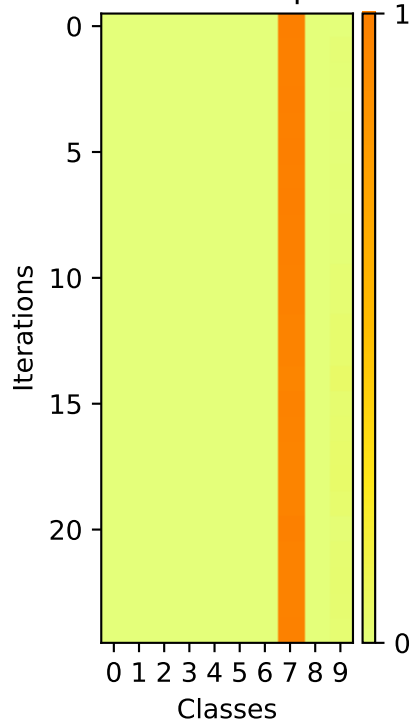
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a prominent horizontal bar and a vertical stem. The colors are bright yellow and light green, with some darker green and blue pixels interspersed, suggesting a dithered or low-bit depth image. The overall appearance 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, ranging from 0 (yellow) to 1 (orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

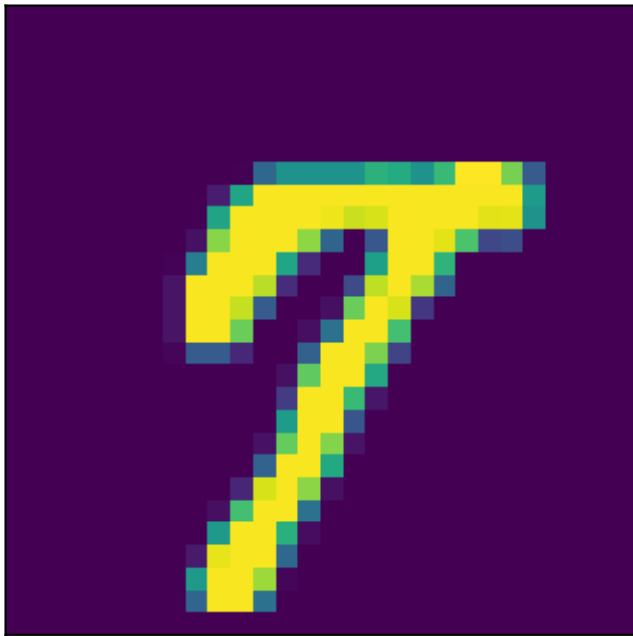
Image



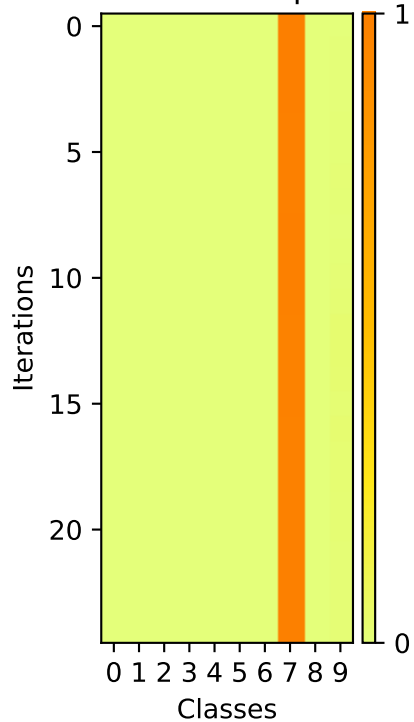
Softmax Outputs



Image



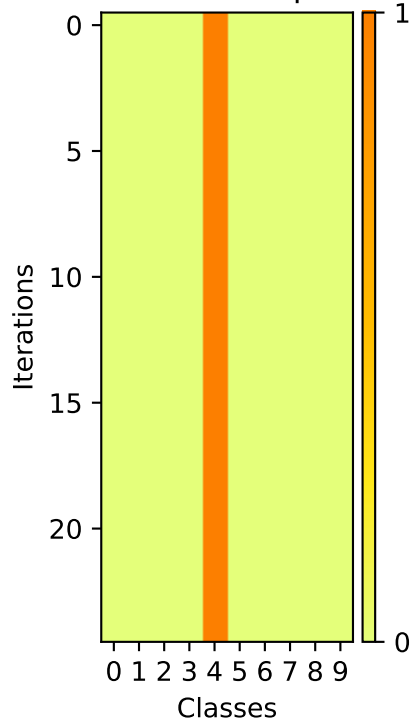
Softmax Outputs



Image



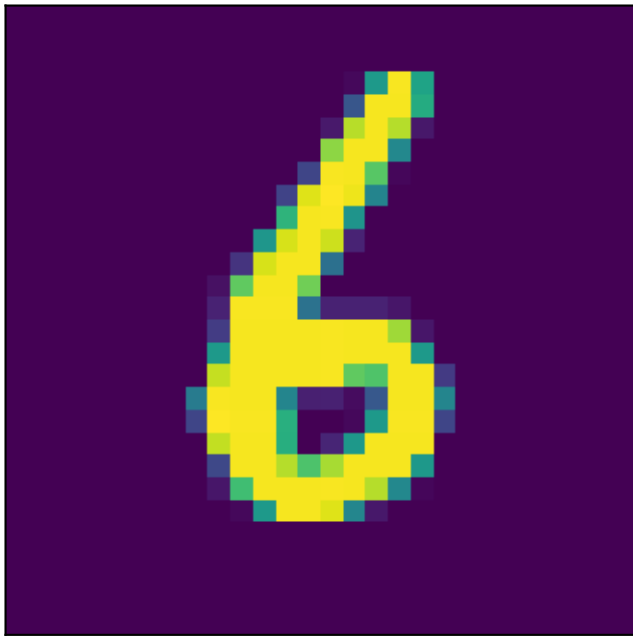
Softmax Outputs



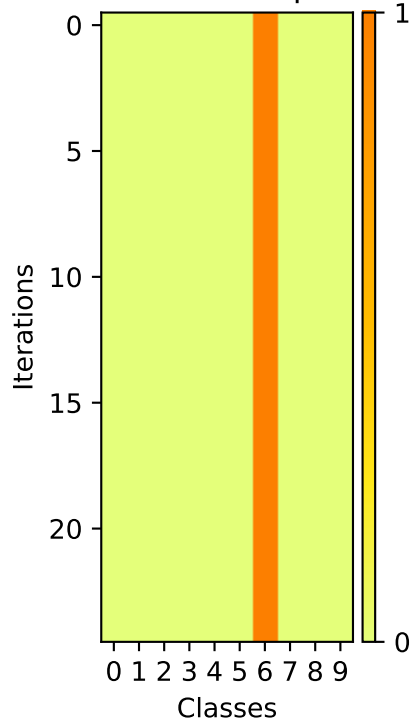
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or 3D appearance. The background is a solid, deep purple.

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, ranging from 0 (yellow) to 1 (orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

Image



Softmax Outputs



A pixelated yellow smiley face is centered on a dark purple background. The face is composed of yellow pixels with some blue and green pixels at the edges, giving it a jagged, digital appearance. It has two dots for eyes and a curved line for a mouth.

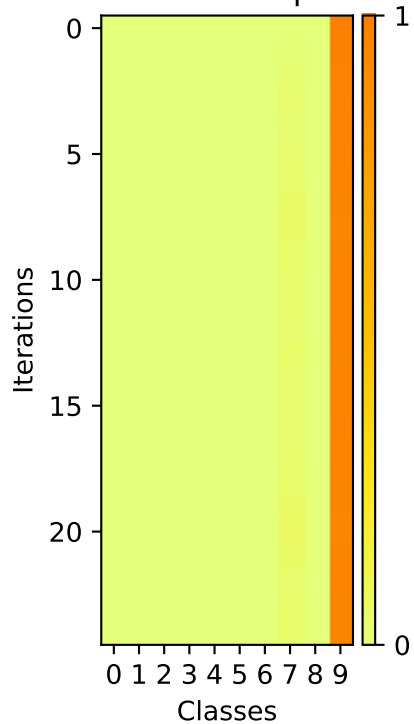
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange).

The distribution starts concentrated on Class 0 (probability 1.0) and rapidly shifts towards Class 1, which reaches a probability of approximately 0.9 by iteration 20. The other classes maintain very low probabilities throughout the iterations.

Image



Softmax Outputs

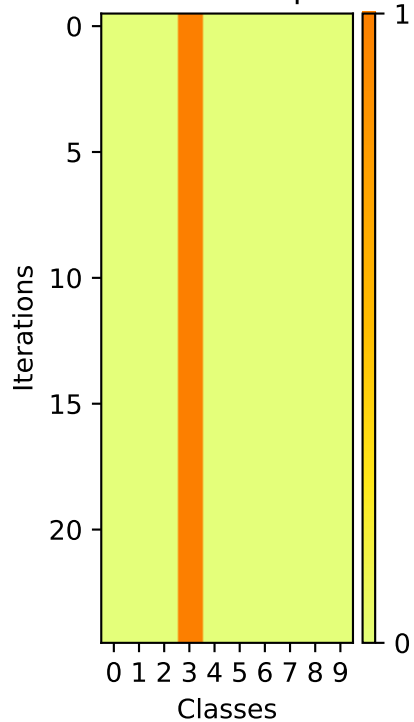


A pixelated yellow figure, possibly a stylized number '2' or a person, is centered on a dark purple background. The figure is composed of yellow pixels with some blue and green pixels scattered around its edges, giving it a jagged, digital appearance.

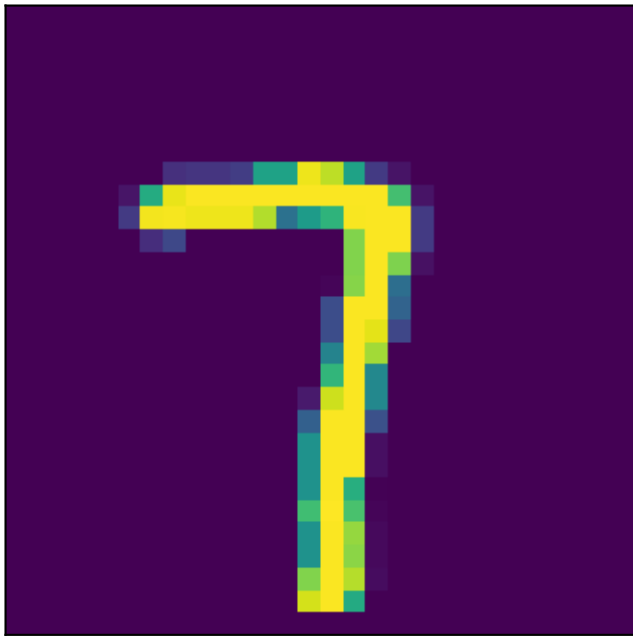
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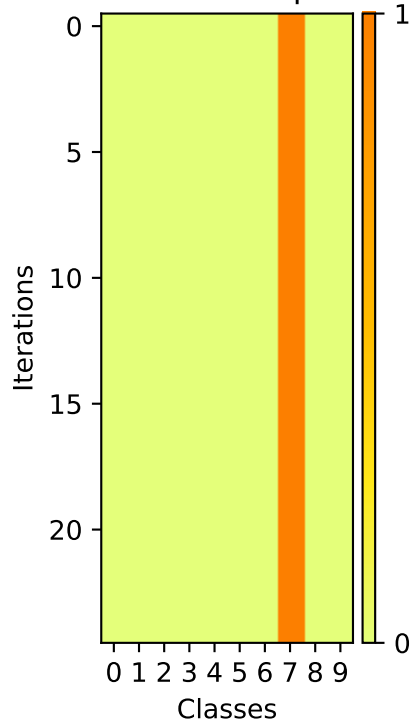
Softmax Outputs



Image



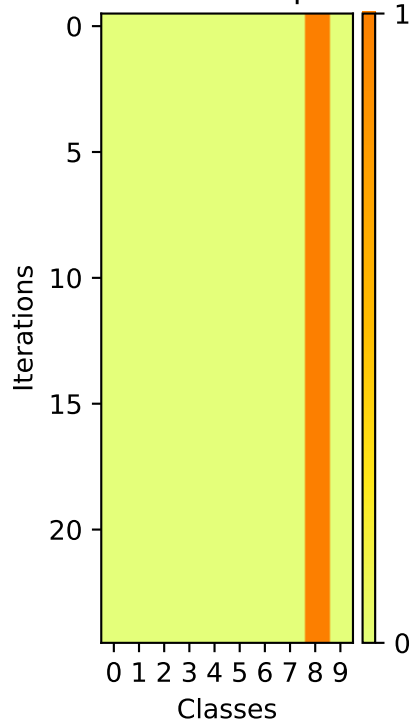
Softmax Outputs



Image



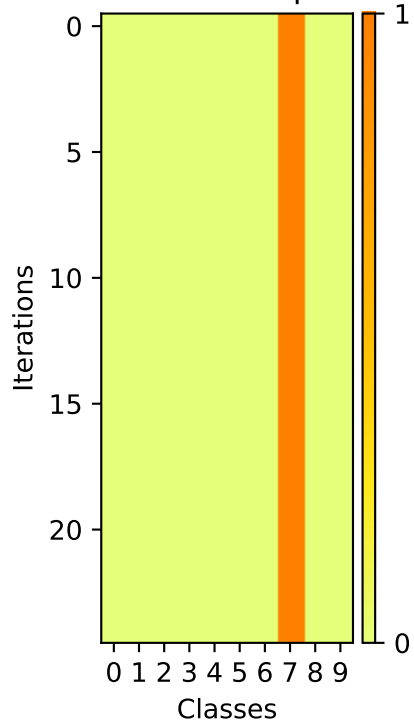
Softmax Outputs



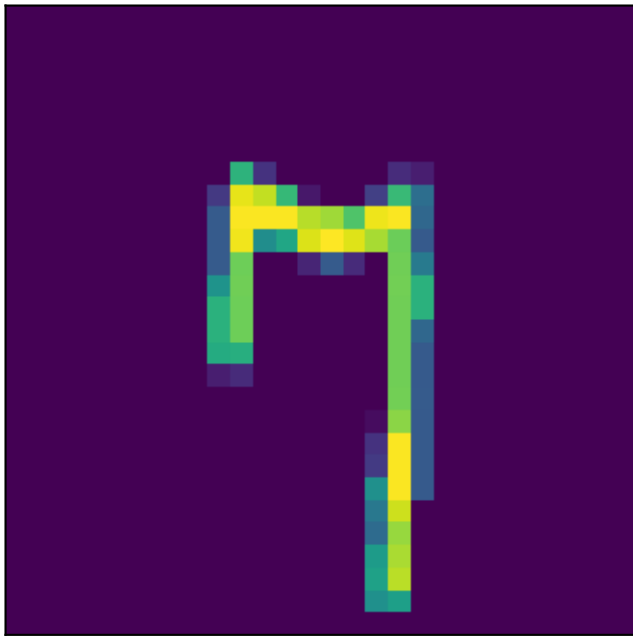
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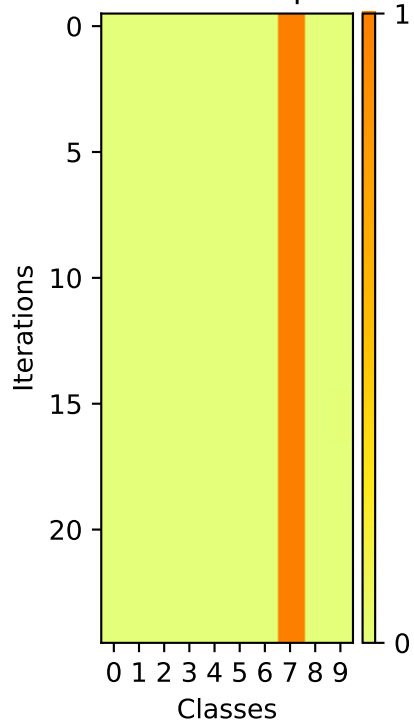
Softmax Outputs



Image



Softmax Outputs

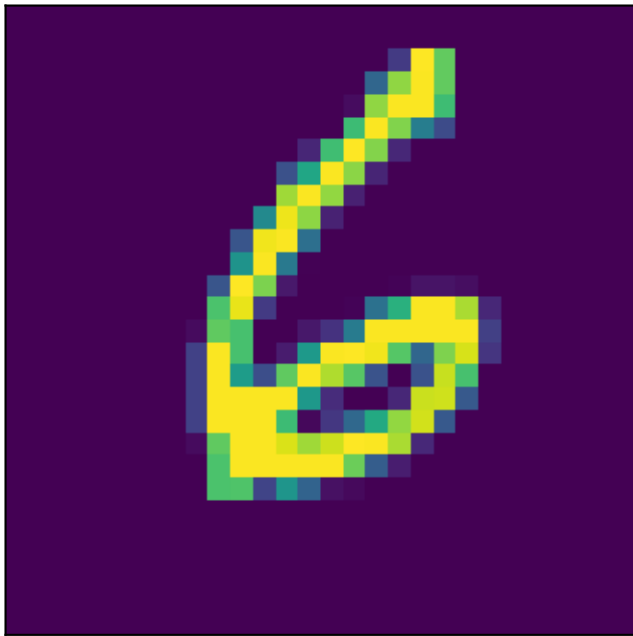


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue, giving it a blocky, digital appearance.

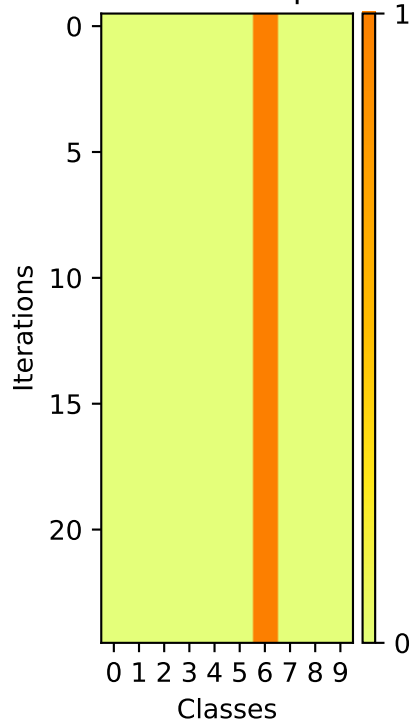
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

The distribution starts at Iteration 0 with Class 1 having a probability of 1.0 and Class 0 having a probability of 0.0. As iterations progress, the probability for Class 1 decreases and the probability for Class 0 increases, eventually reaching a state where Class 0 has a probability of 1.0 and Class 1 has a probability of 0.0 by Iteration 20.

Image



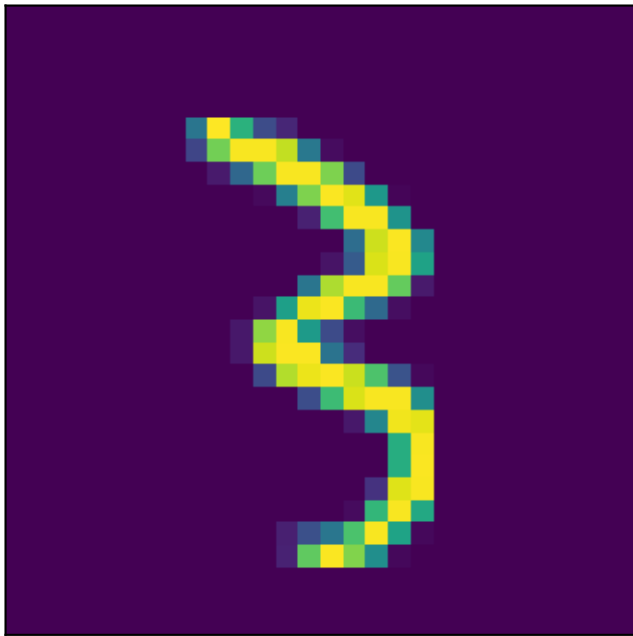
Softmax Outputs



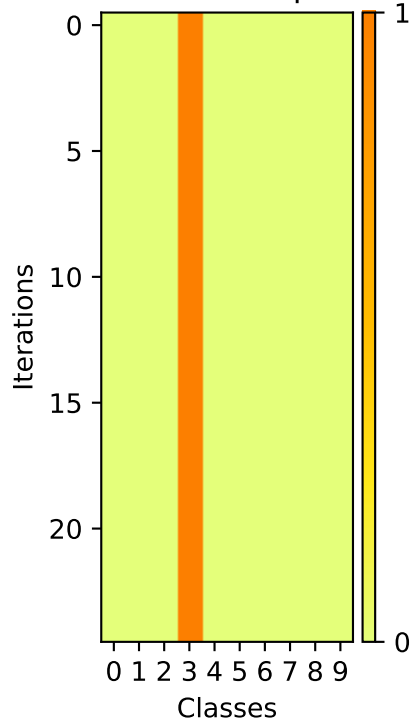
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark blue/purple, giving it a digital or retro aesthetic. It appears to be a stylized letter '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). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 9 consistently shows a high probability, starting near 1 and remaining high throughout the iterations. Other classes show lower probabilities, with some minor fluctuations over time.

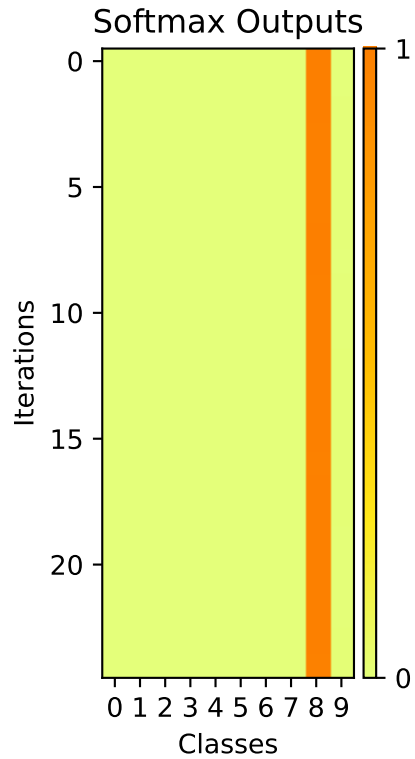
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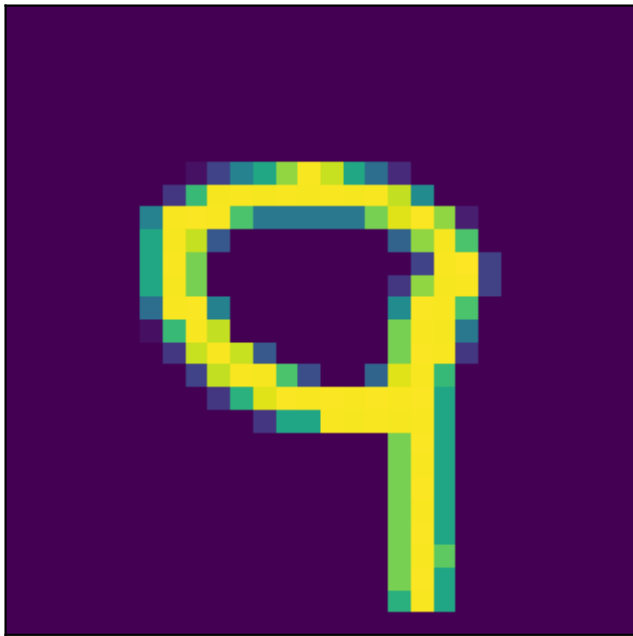
Softmax Outputs



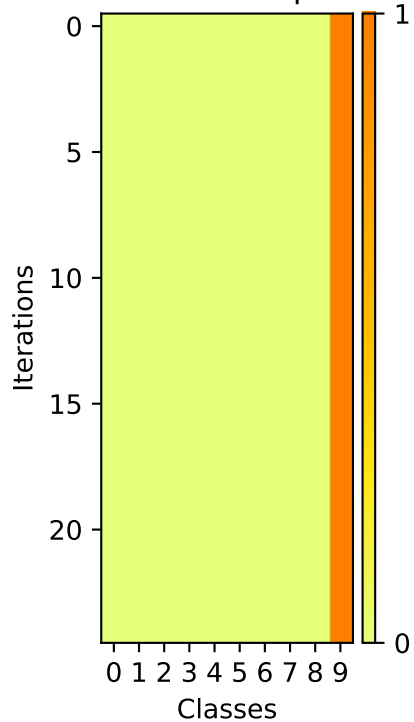
A pixelated yellow number 3 on a dark purple background. The number is composed of bright yellow pixels, with some surrounding pixels in shades of green and blue, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.



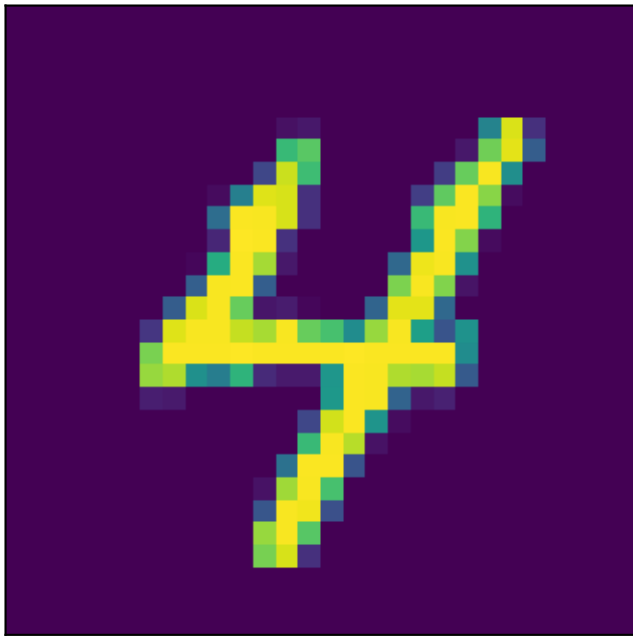
Image



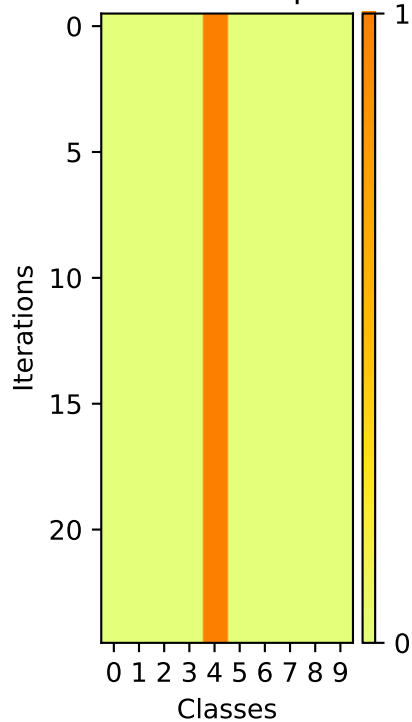
Softmax Outputs



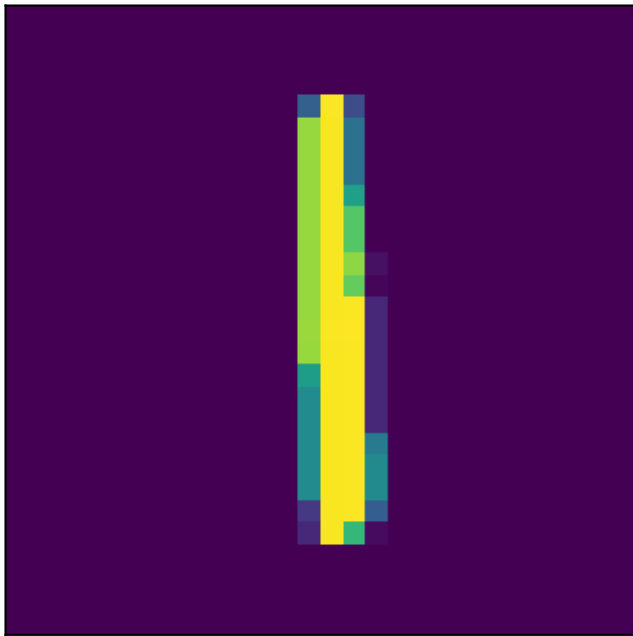
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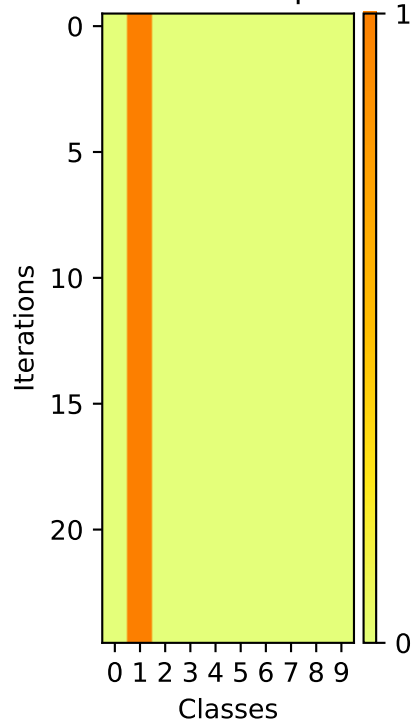
Softmax Outputs



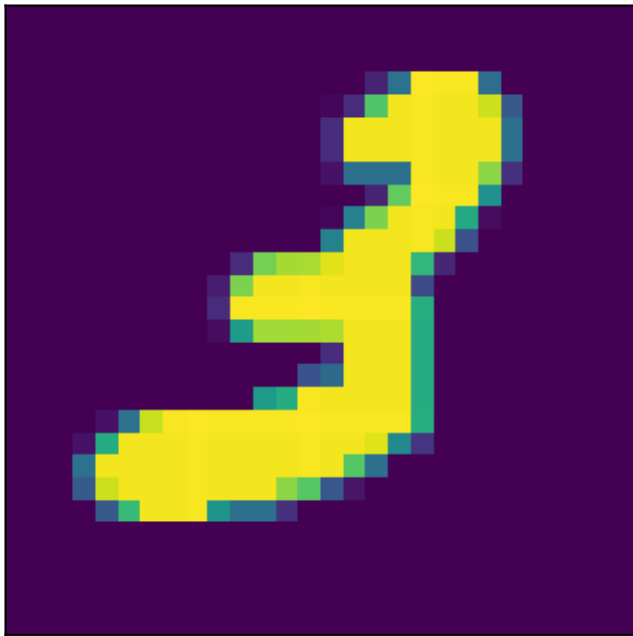
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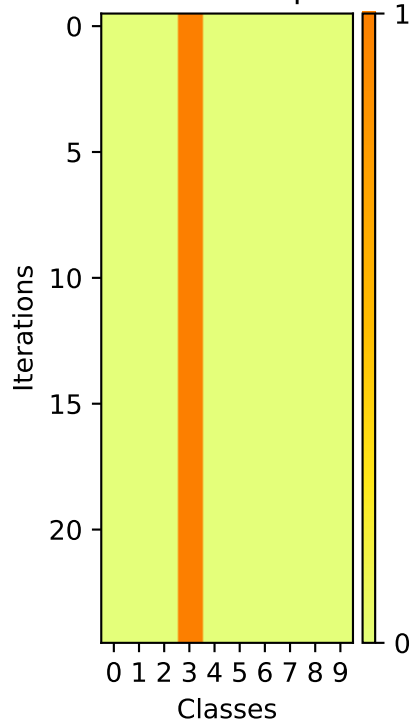
Softmax Outputs



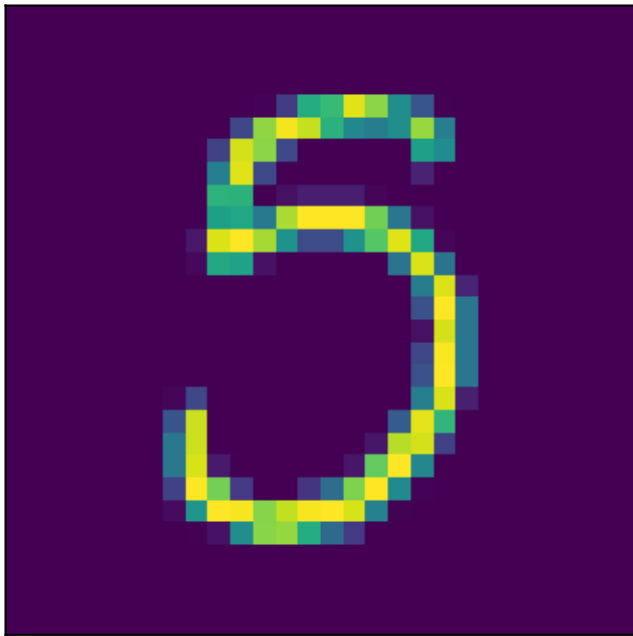
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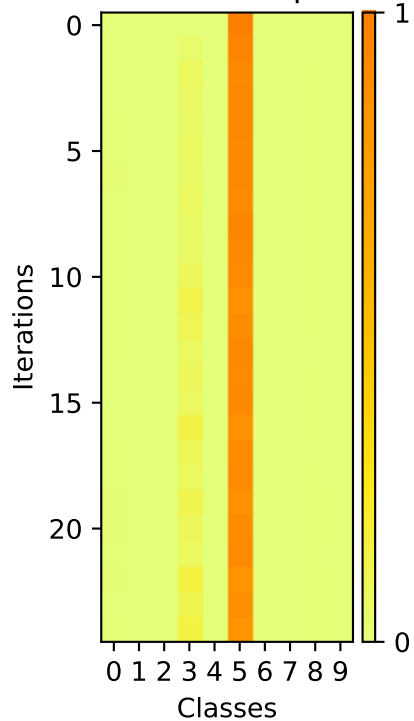
Softmax Outputs



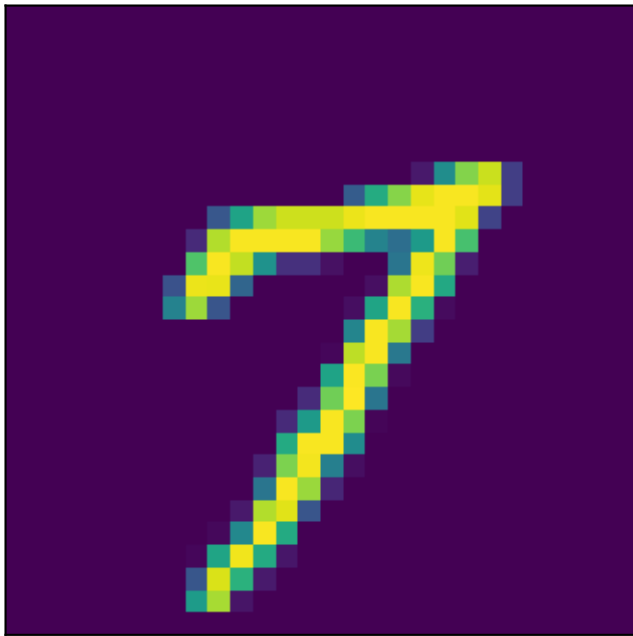
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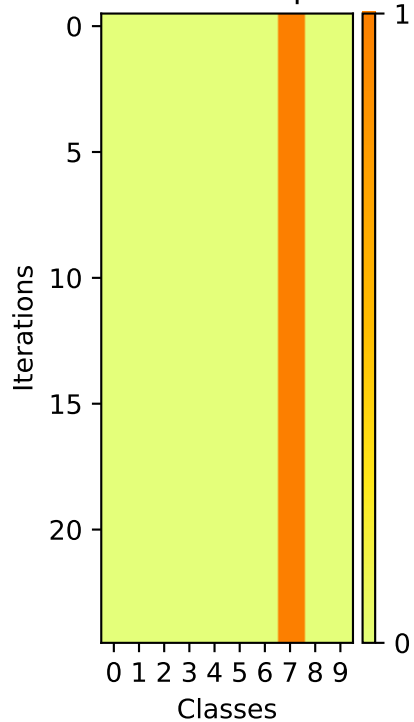
Softmax Outputs



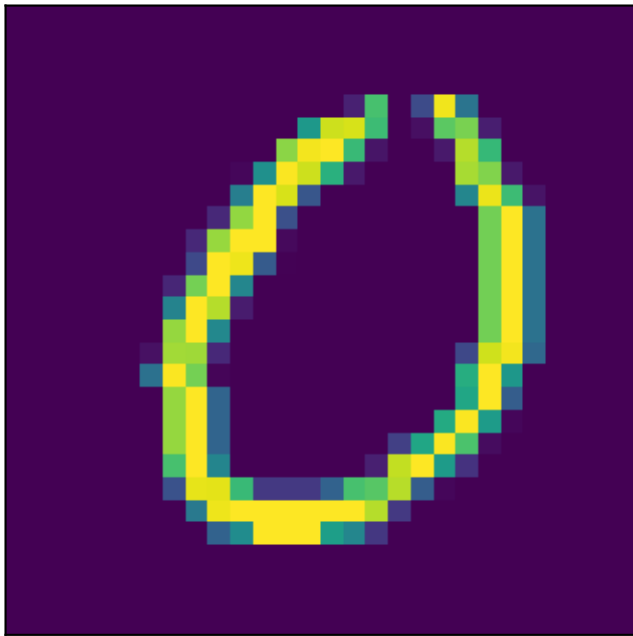
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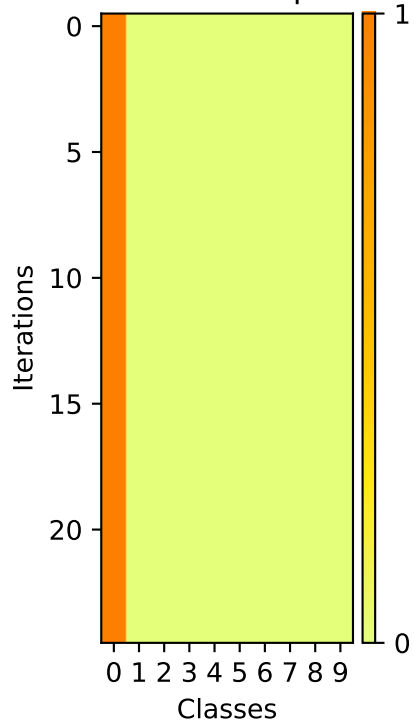
Softmax Outputs



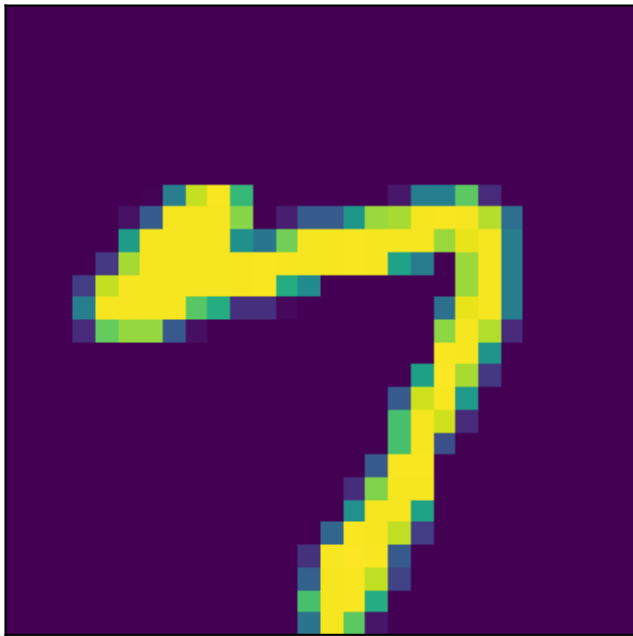
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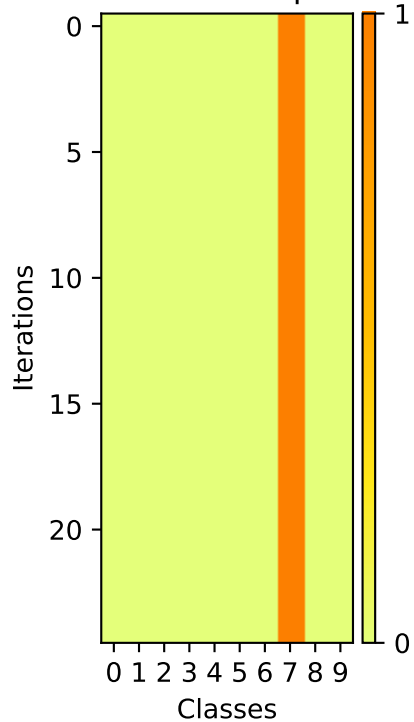
Softmax Outputs



Image



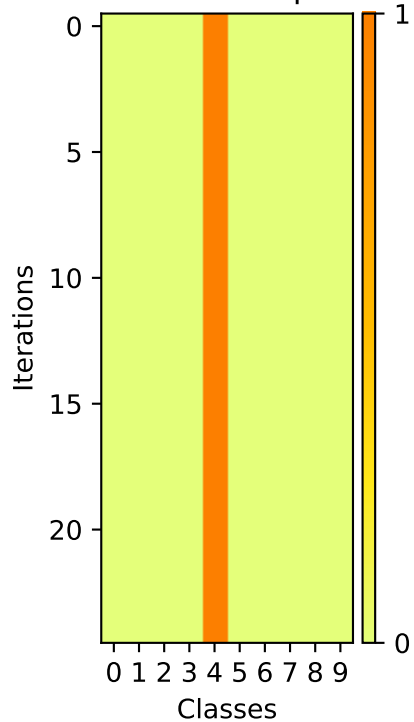
Softmax Outputs



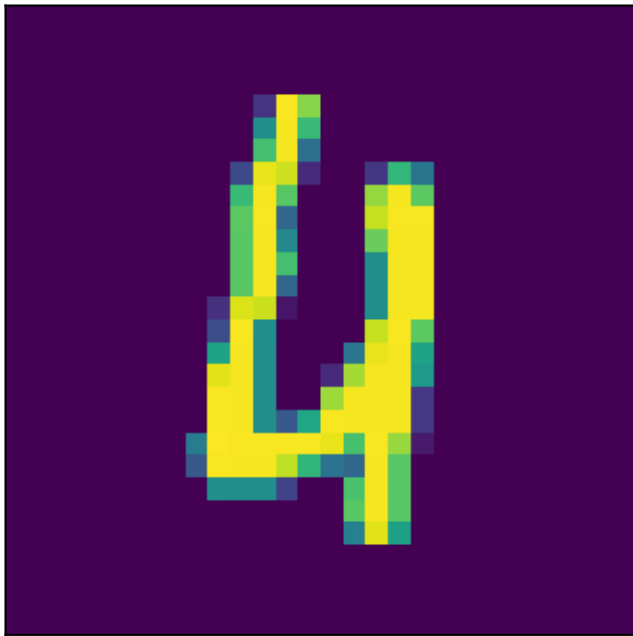
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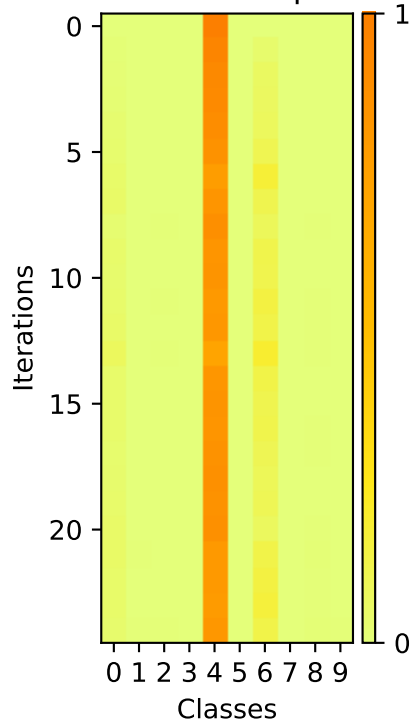
Softmax Outputs



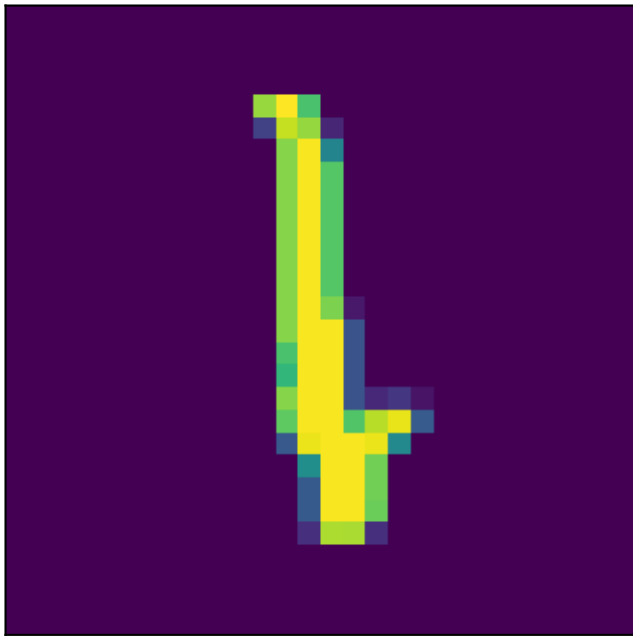
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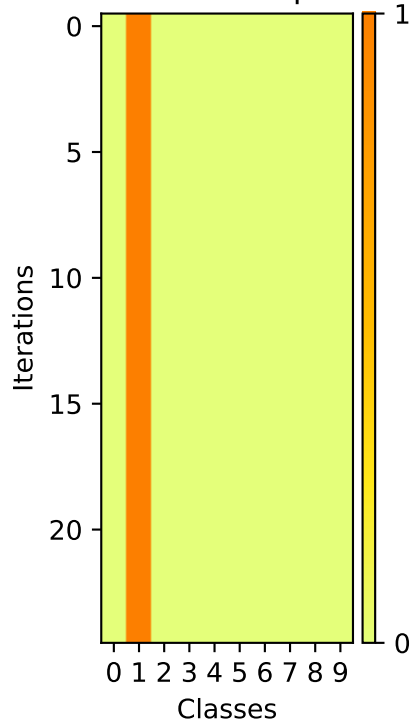
Softmax Outputs



Image



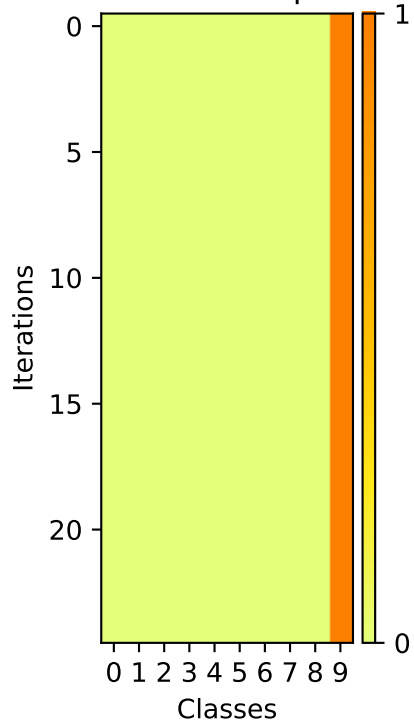
Softmax Outputs



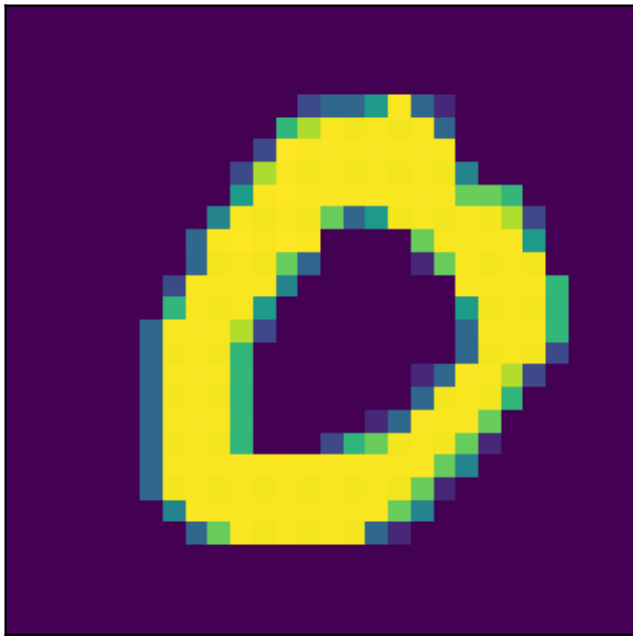
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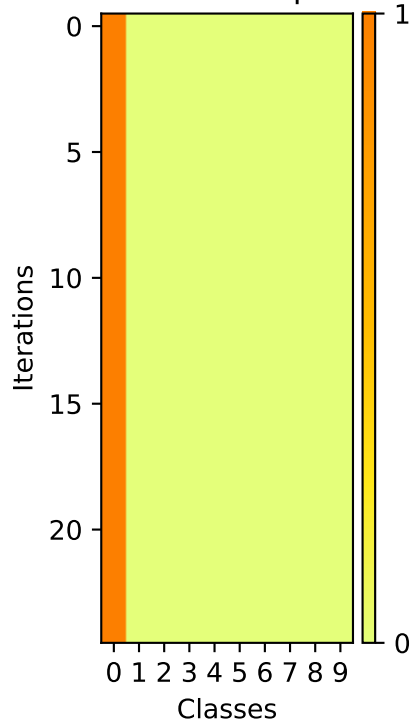
Softmax Outputs



Image



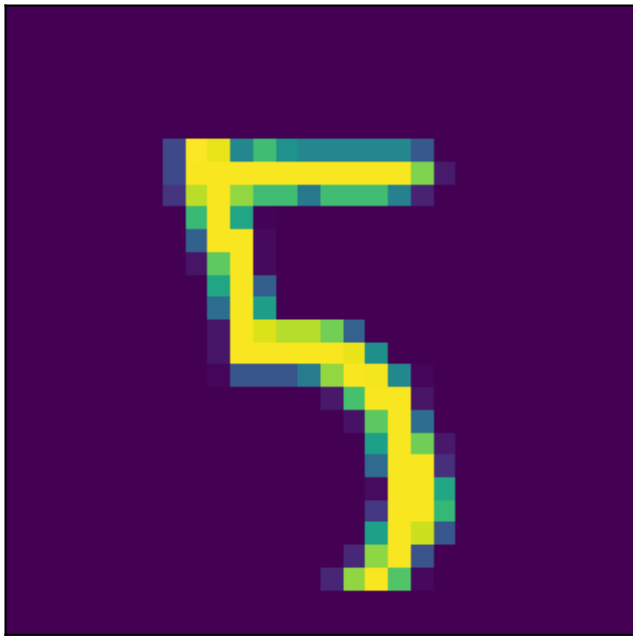
Softmax Outputs



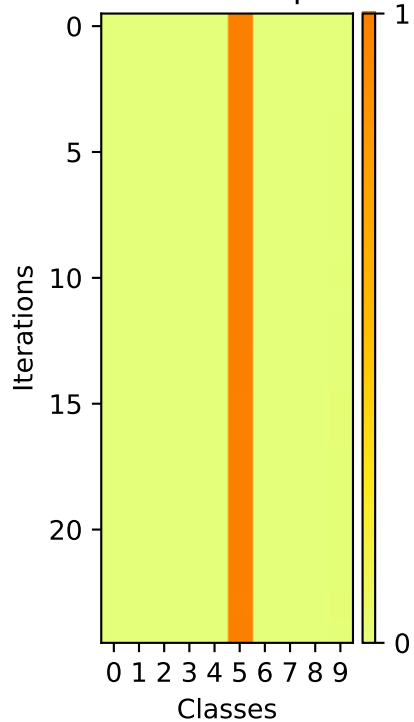
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, square pixels in shades of yellow, light green, and teal. The background is a solid, dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

The heatmap displays 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 8 consistently shows a high probability (dark orange) across all iterations, while other classes remain near zero (light yellow).

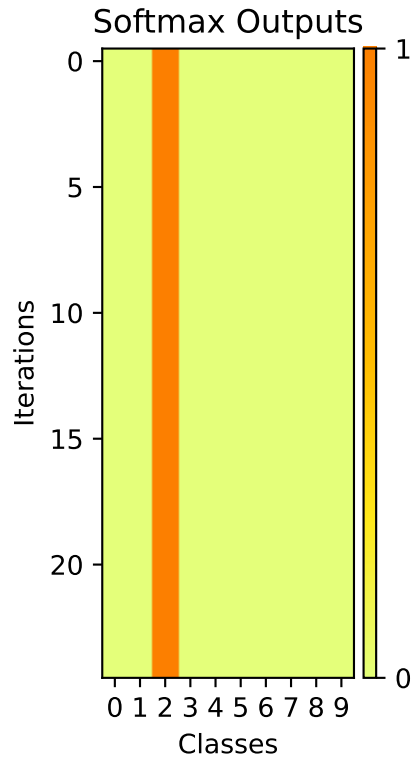
Image



Softmax Outputs



A pixelated yellow number 2 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 digital or retro appearance.



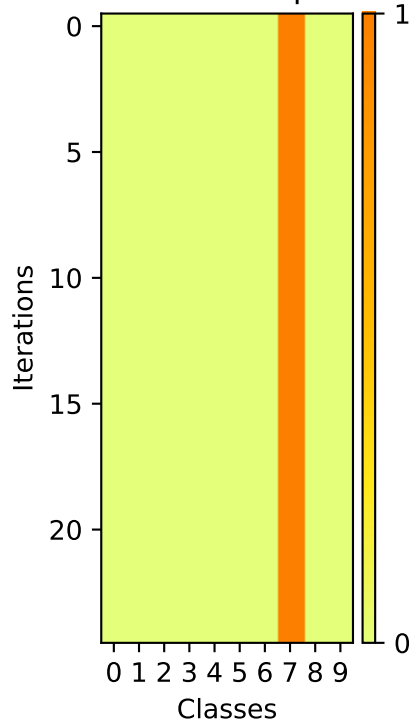
A pixelated yellow number 9 on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, blocky appearance. The background is a solid dark purple.

The heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution remains relatively stable for most classes, with Class 8 showing a significant increase in probability over time, reaching a value near 1 by iteration 20.

Image



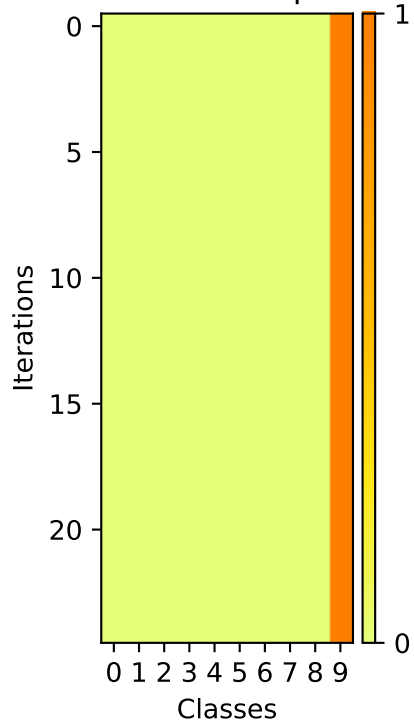
Softmax Outputs



Image



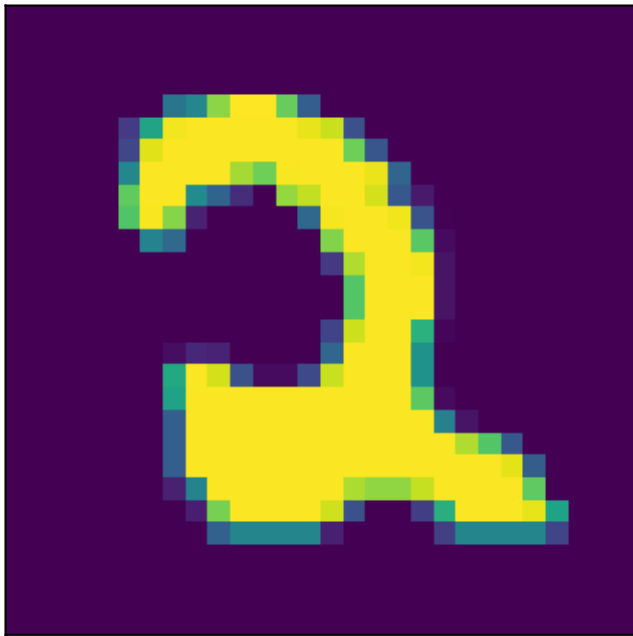
Softmax Outputs



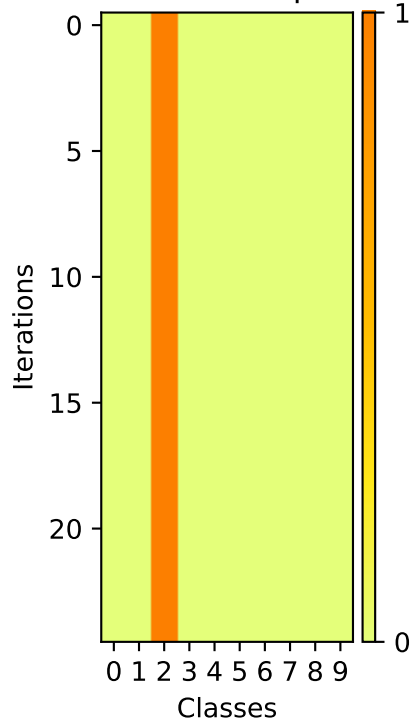
A pixelated, low-resolution image of a yellow and green snake-like creature, possibly a Gengar, with a long, thin body and a small head, set against a dark purple background. The creature has a yellow body with green accents and is coiled in a loose 'S' shape. The image is highly stylized with large, visible pixels.

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



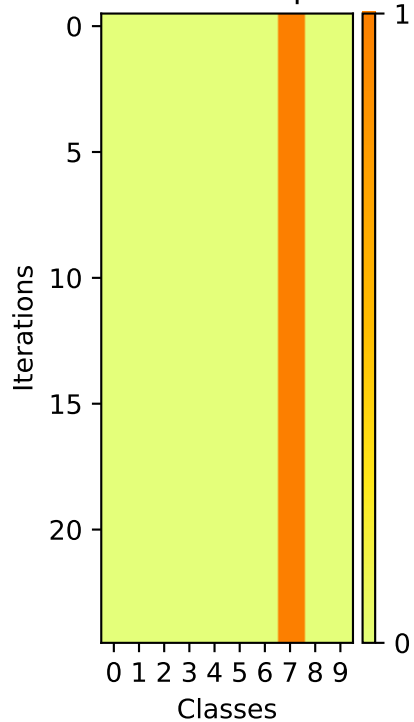
Softmax Outputs



Image




Softmax Outputs



A pixelated yellow number 8 is centered on a dark purple background. The number is composed of a grid of yellow and light blue pixels, giving it a blocky, digital appearance. The background is a solid dark purple.

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 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

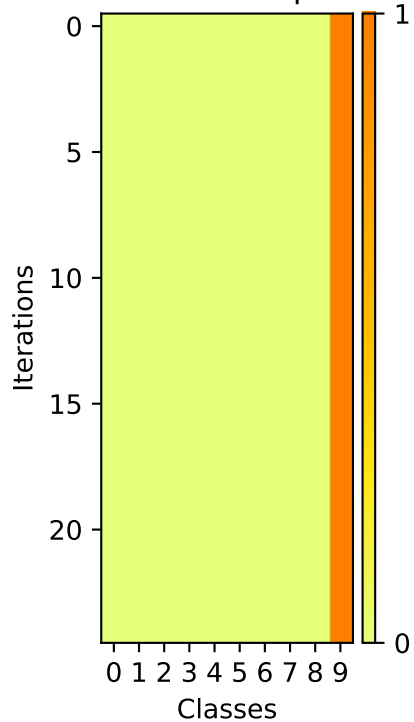


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). The distribution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

Image



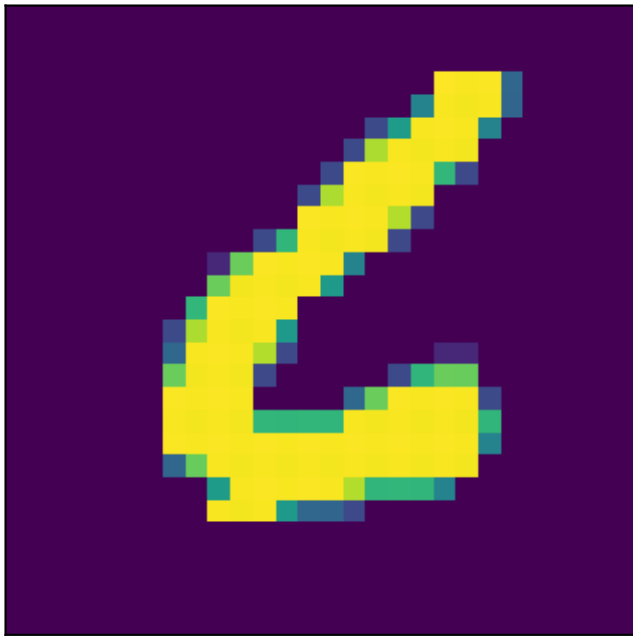
Softmax Outputs



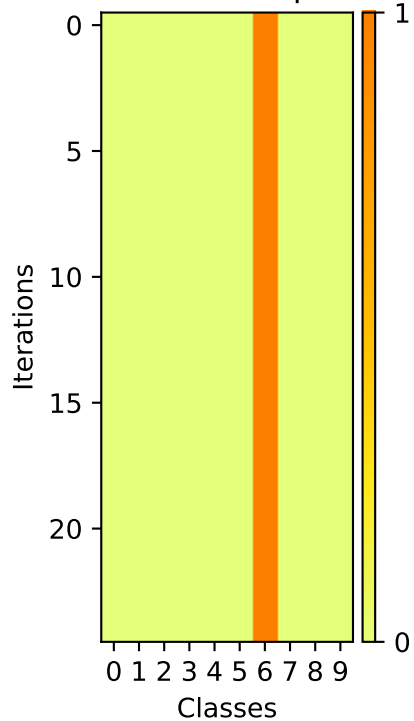
A pixelated, low-resolution image of the number 2, rendered in yellow and green against a dark purple background. The image is composed of a grid of small squares, each representing a pixel. The number 2 is formed by a series of these colored pixels, with the main body being yellow and the outlines and some internal details being green. The overall style is reminiscent of early digital art or a low-quality scan of a printed digit.

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



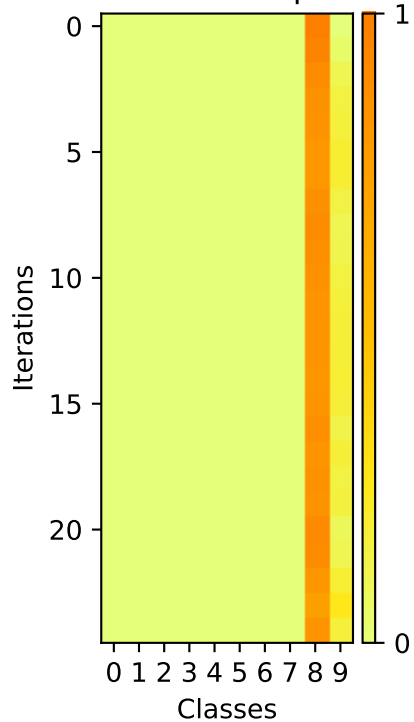
Softmax Outputs



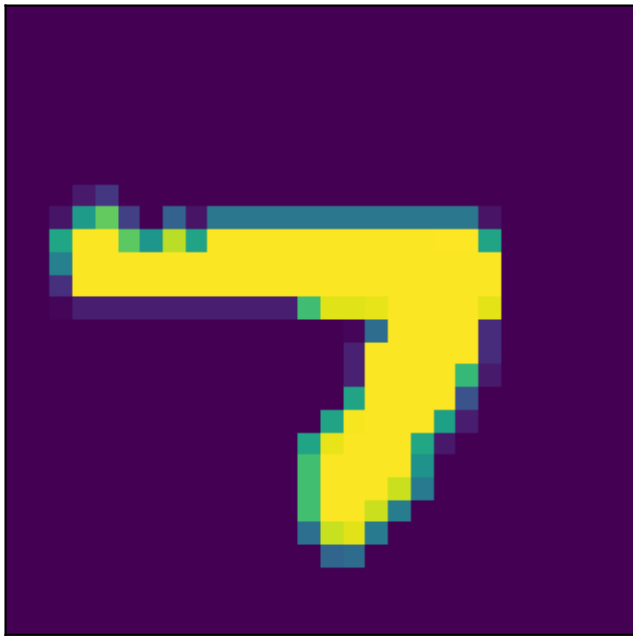
Image



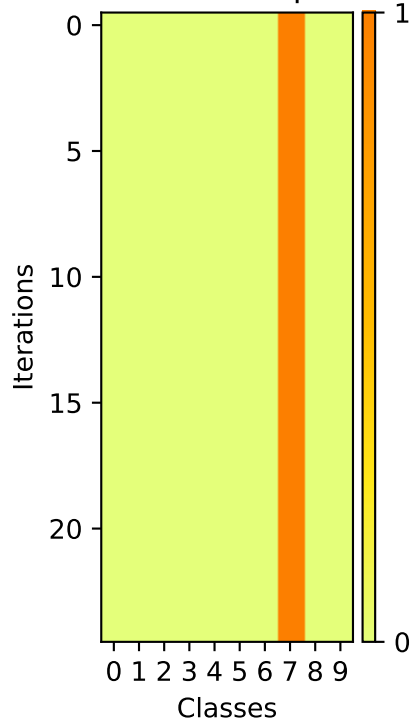
Softmax Outputs



Image



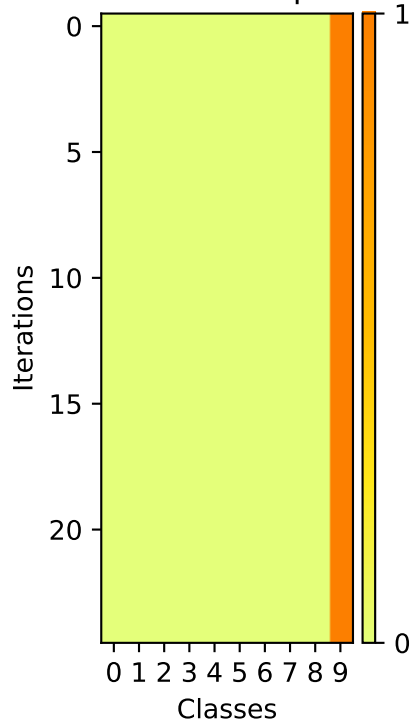
Softmax Outputs



Image



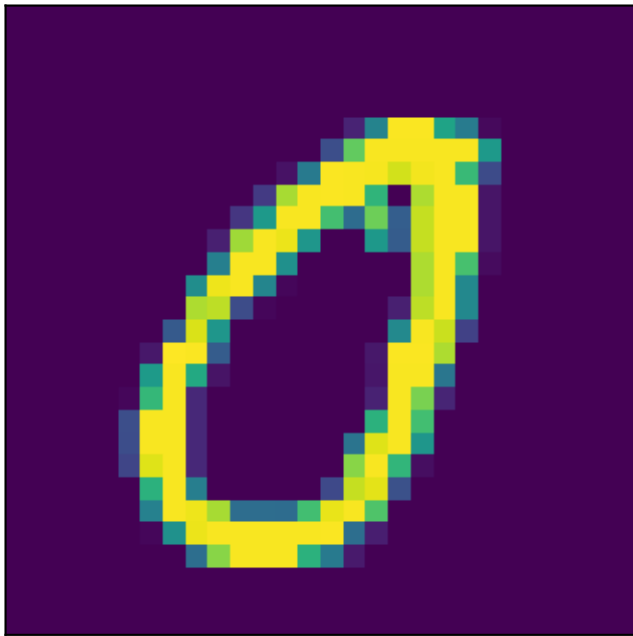
Softmax Outputs



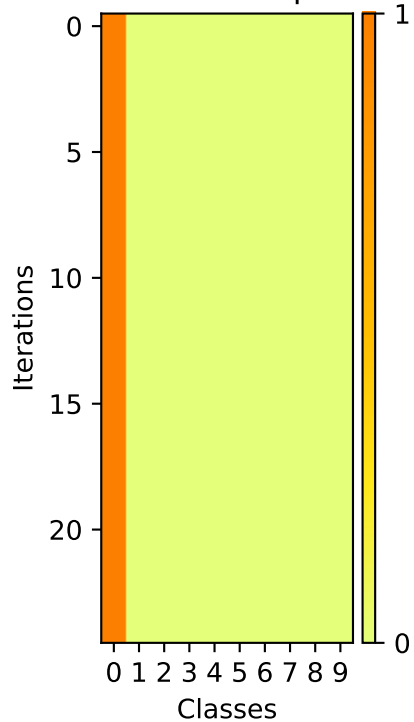
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a retro, digital appearance.

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

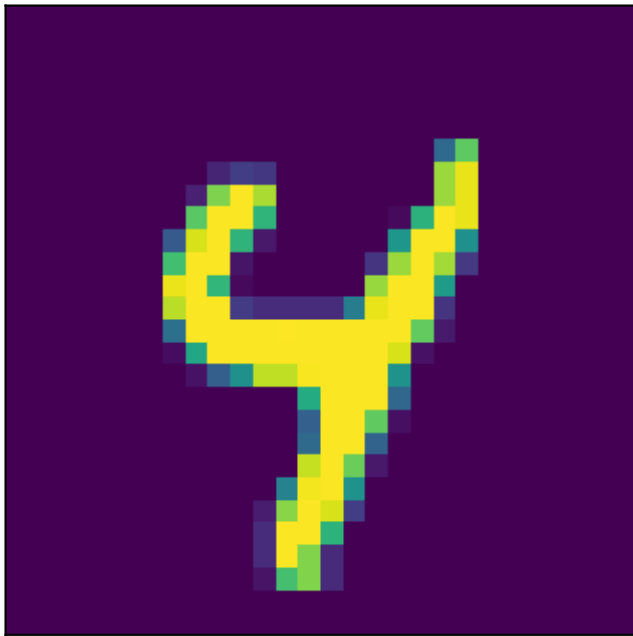
Image



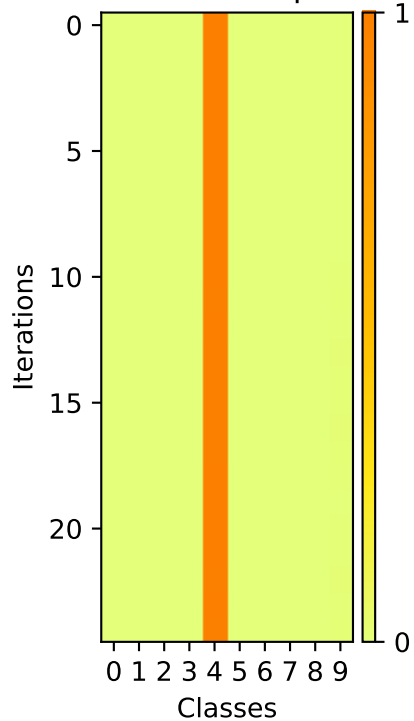
Softmax Outputs



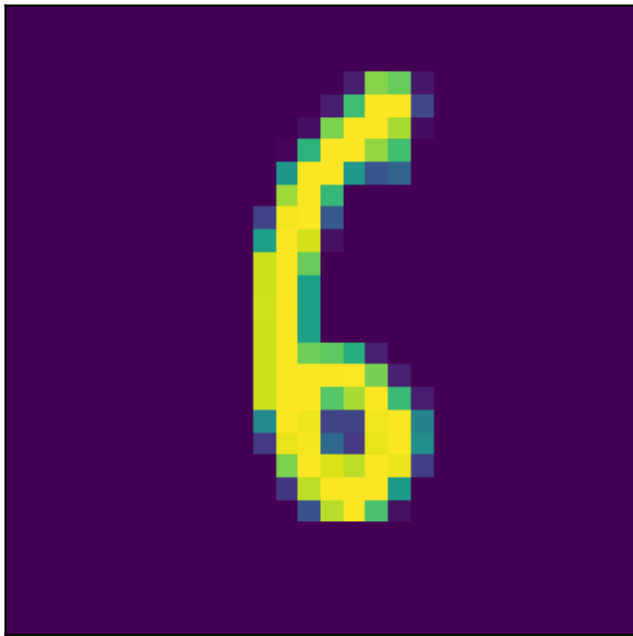
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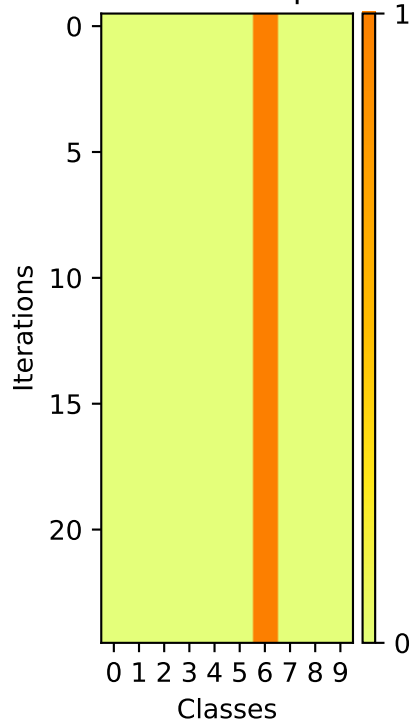
Softmax Outputs



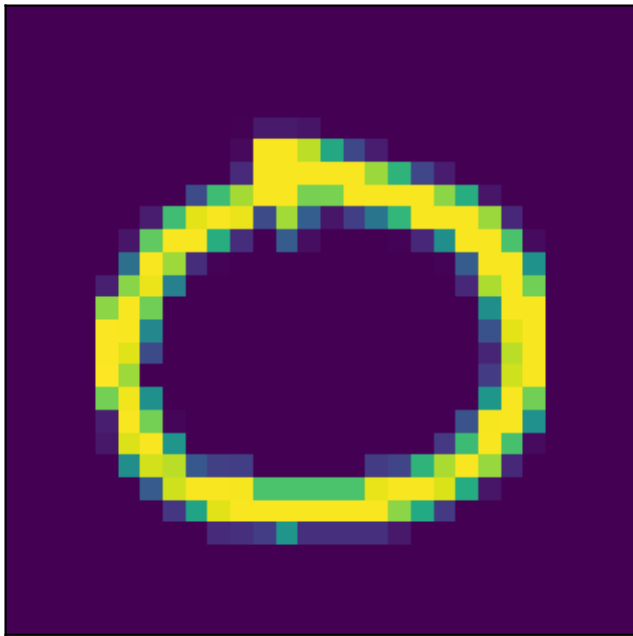
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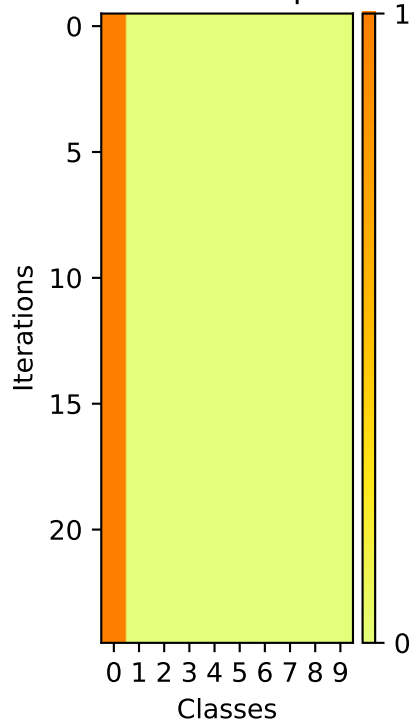
Softmax Outputs



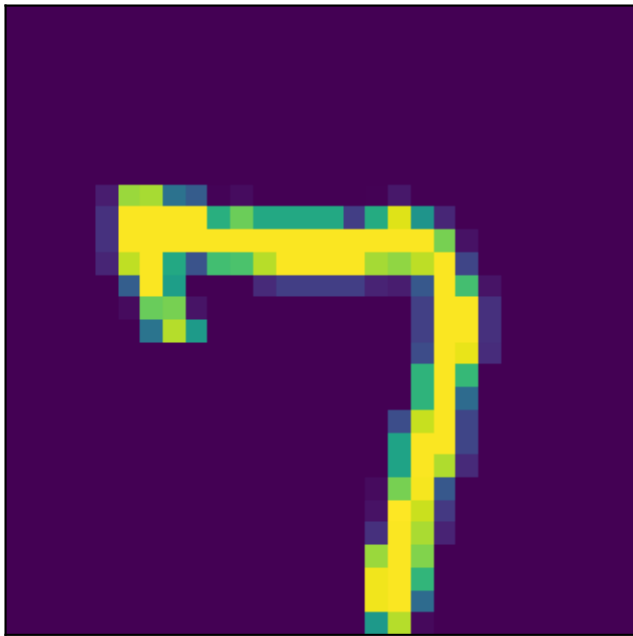
Image



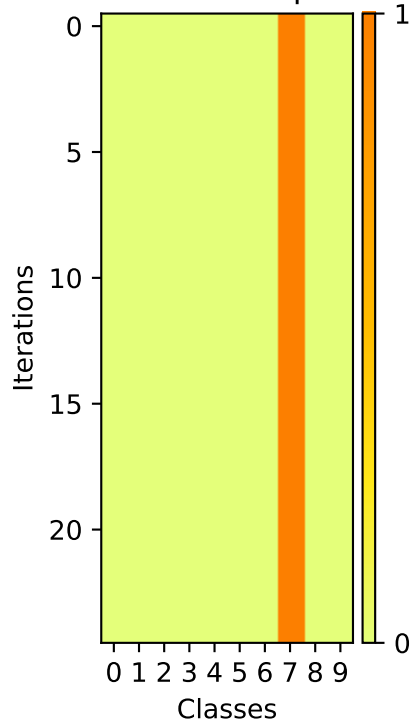
Softmax Outputs



Image



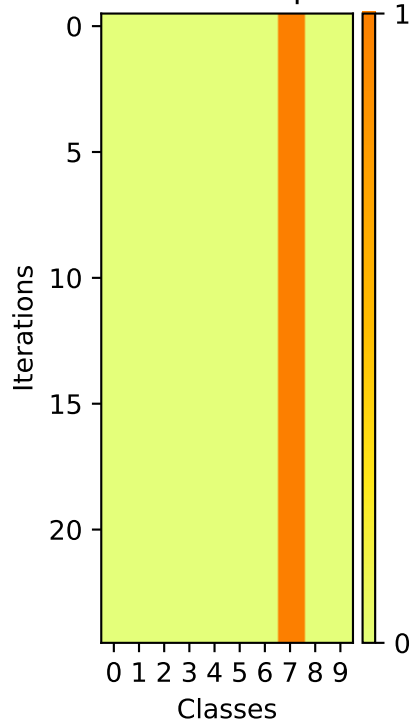
Softmax Outputs



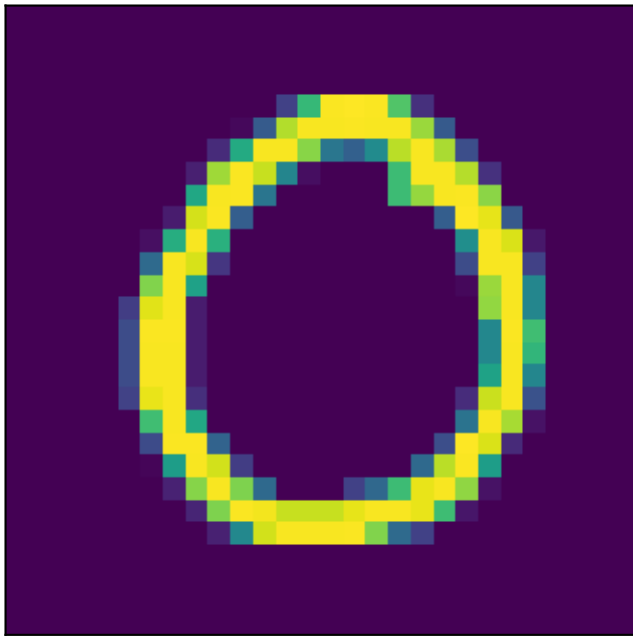
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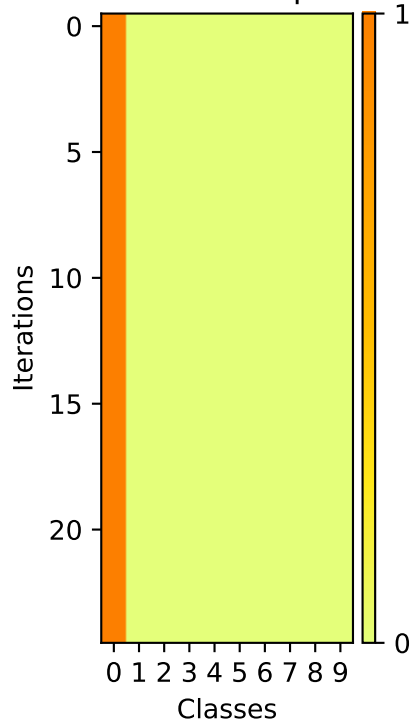
Softmax Outputs



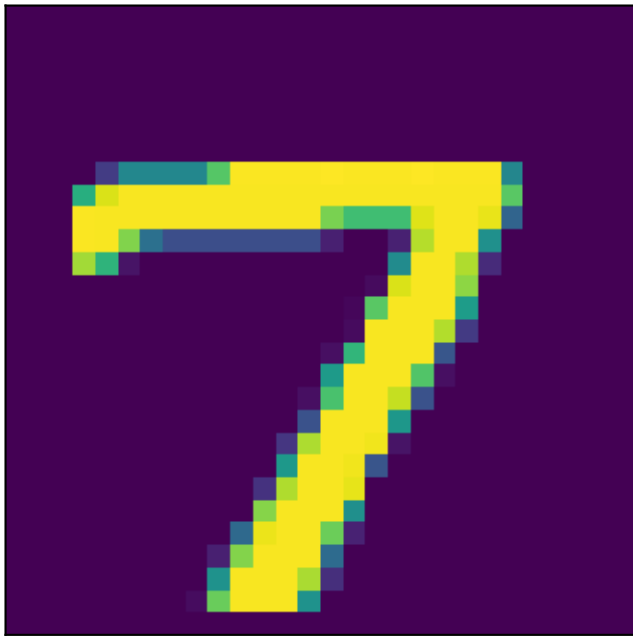
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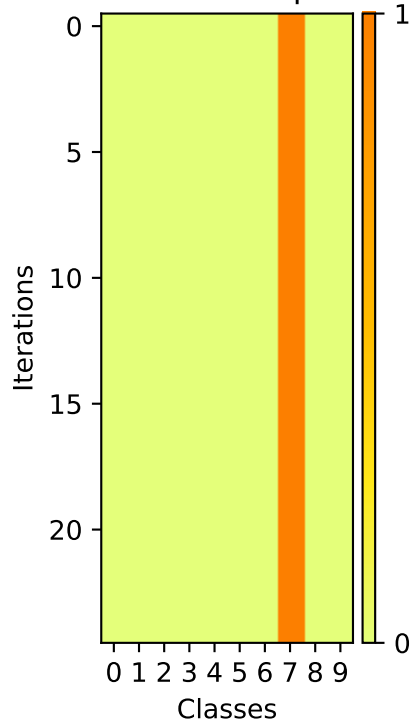
Softmax Outputs



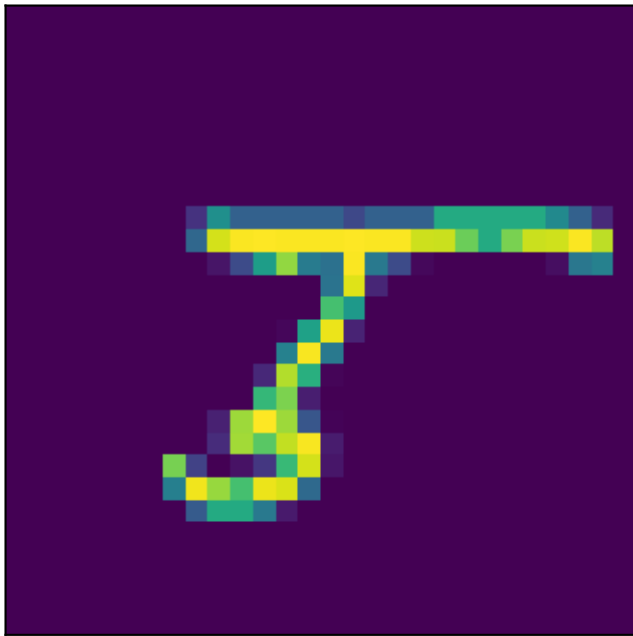
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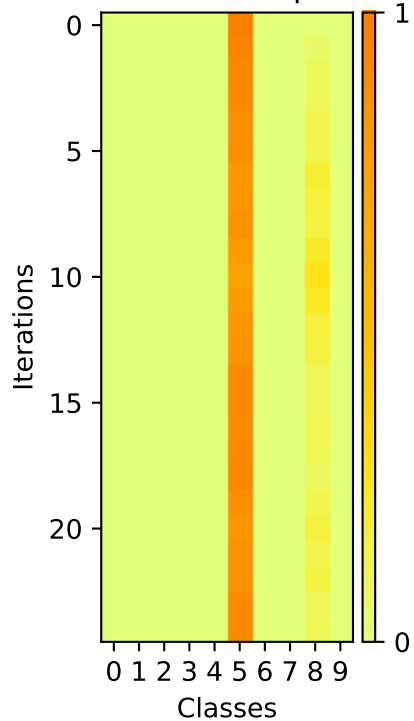
Softmax Outputs



Image



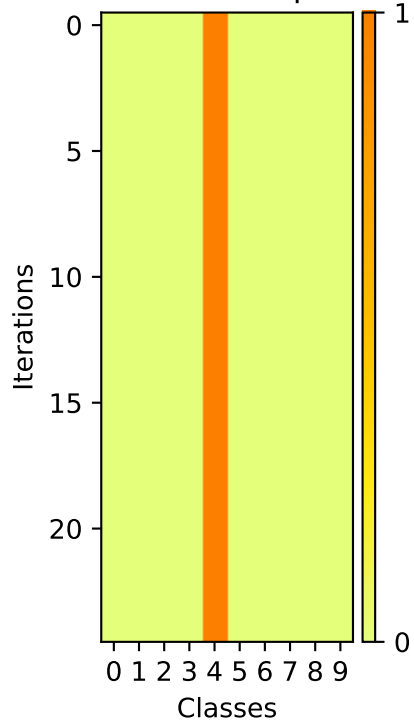
Softmax Outputs



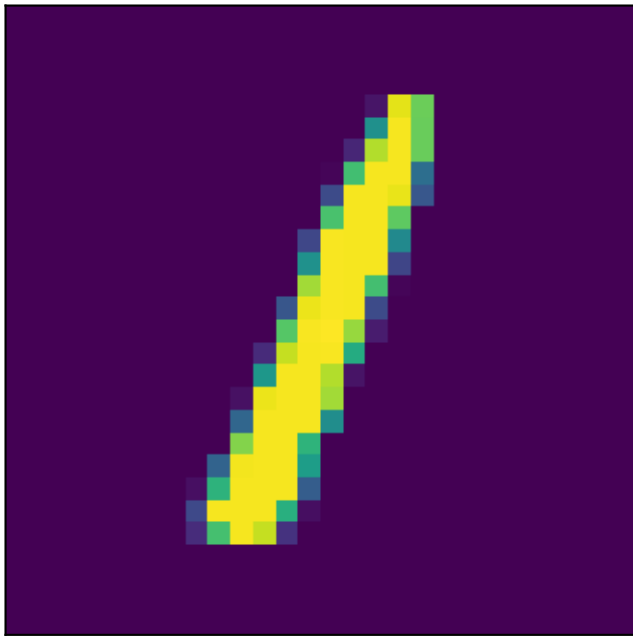
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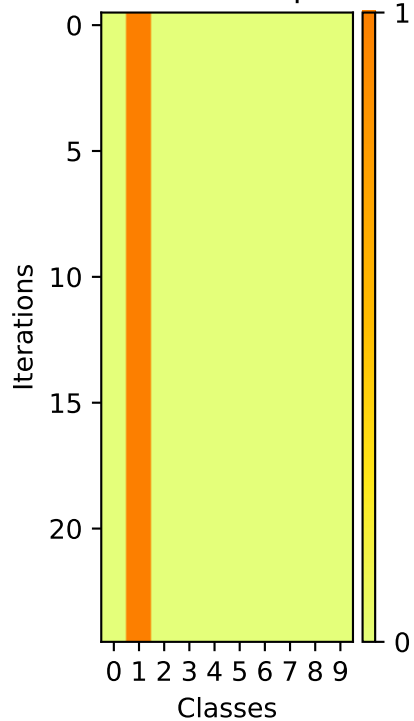
Softmax Outputs



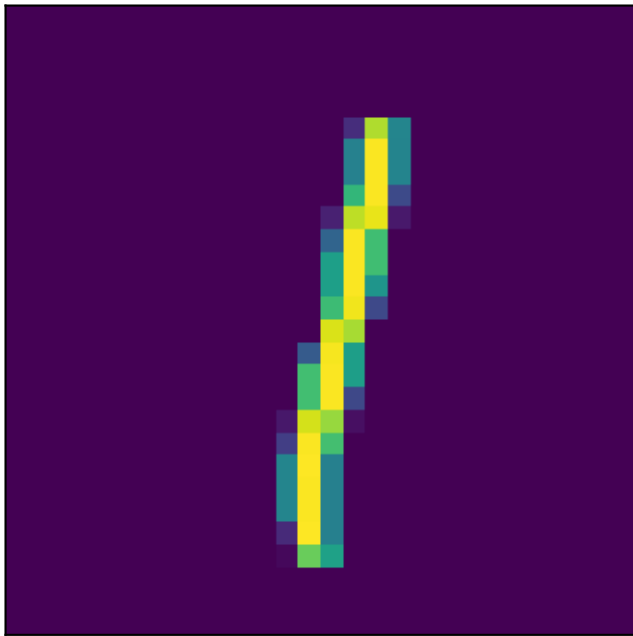
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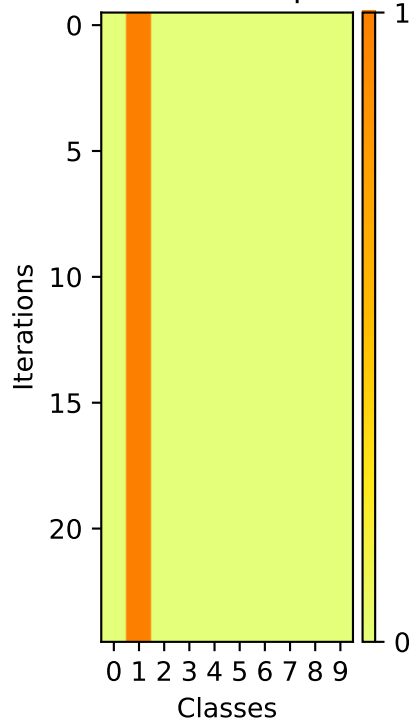
Softmax Outputs



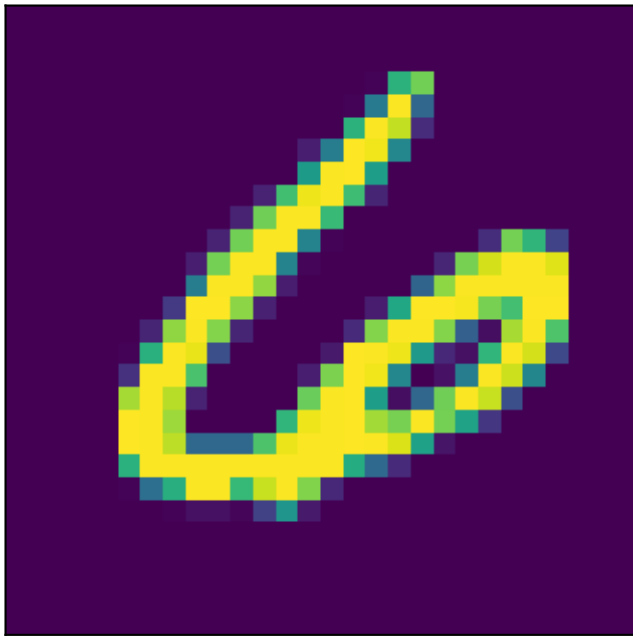
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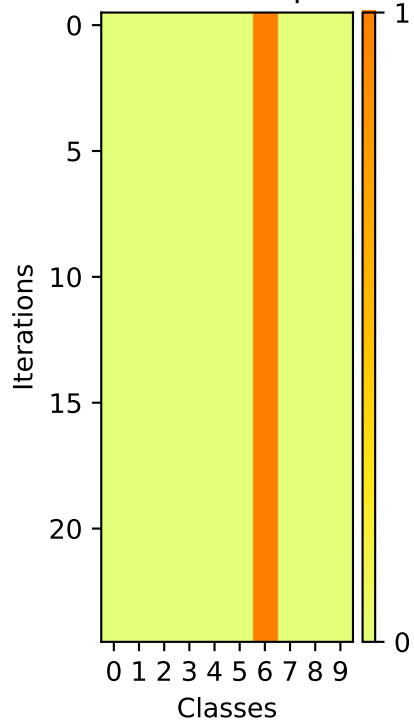
Softmax Outputs



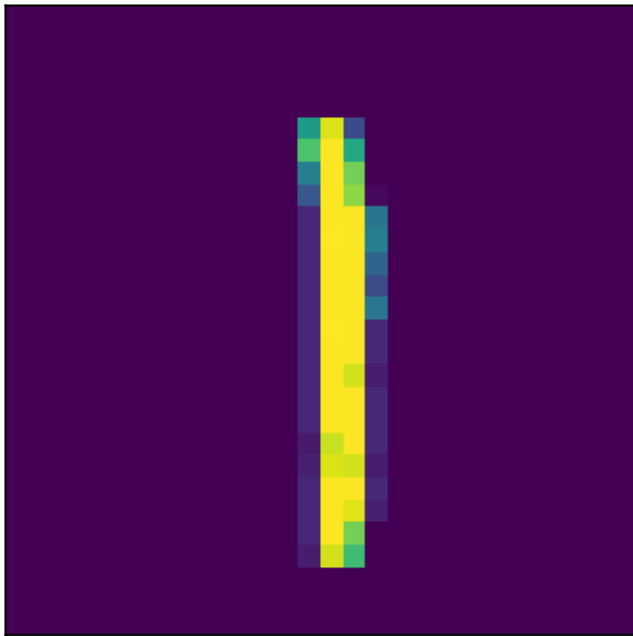
Image



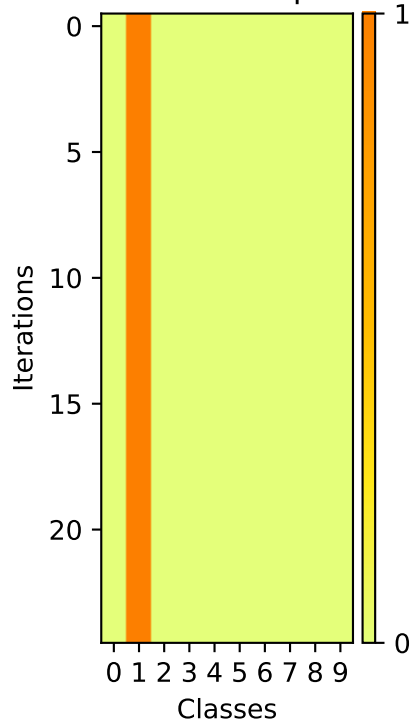
Softmax Outputs



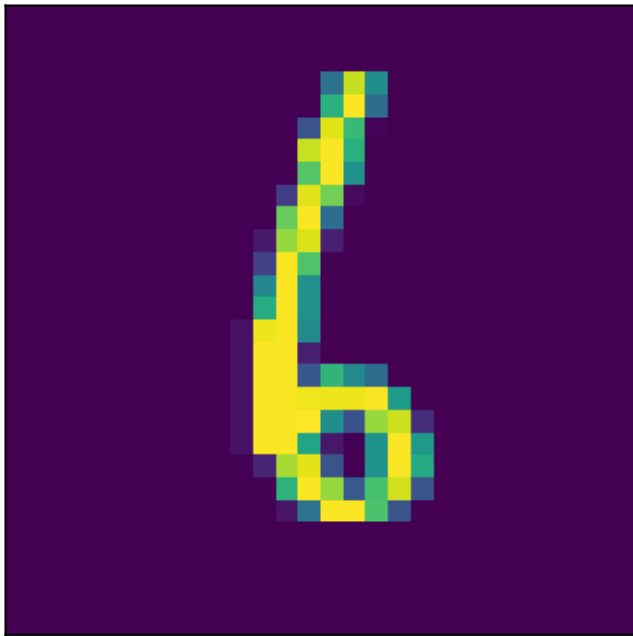
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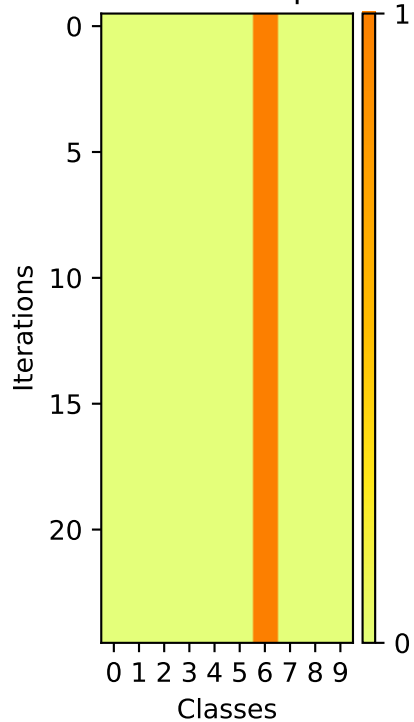
Softmax Outputs



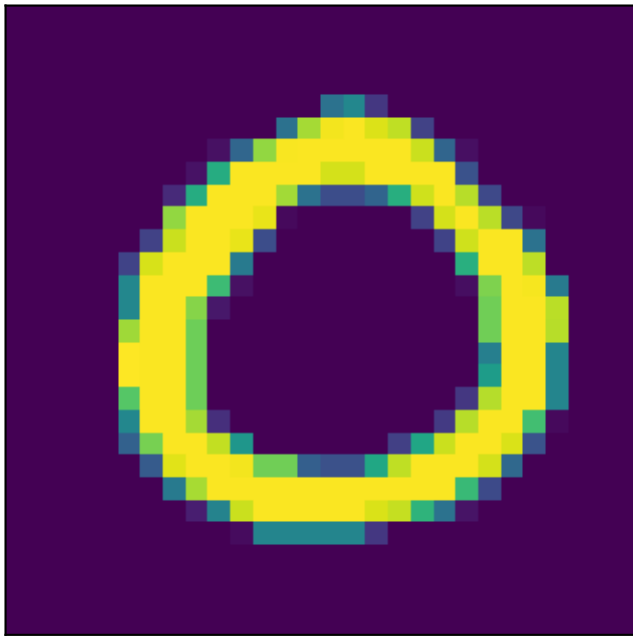
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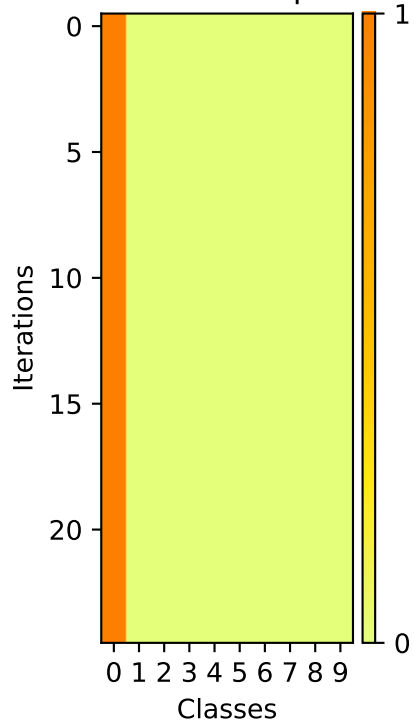
Softmax Outputs



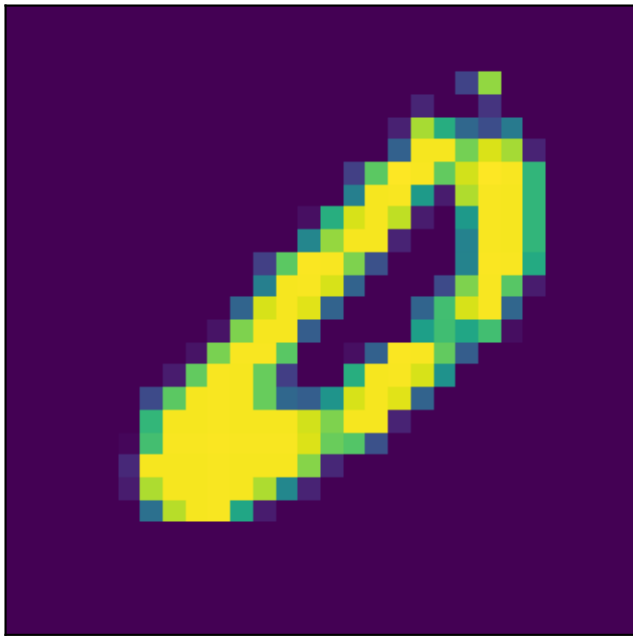
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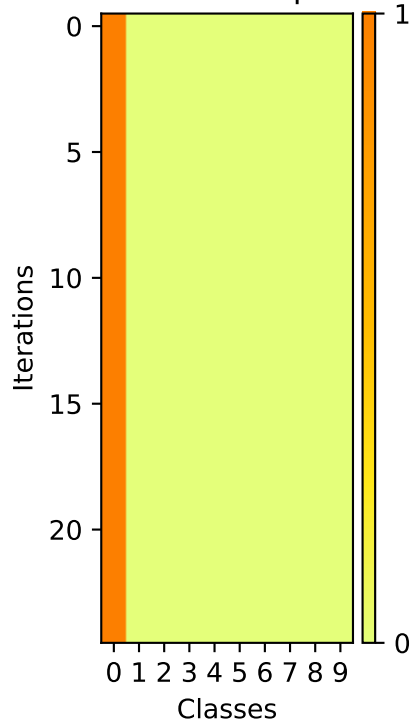
Softmax Outputs



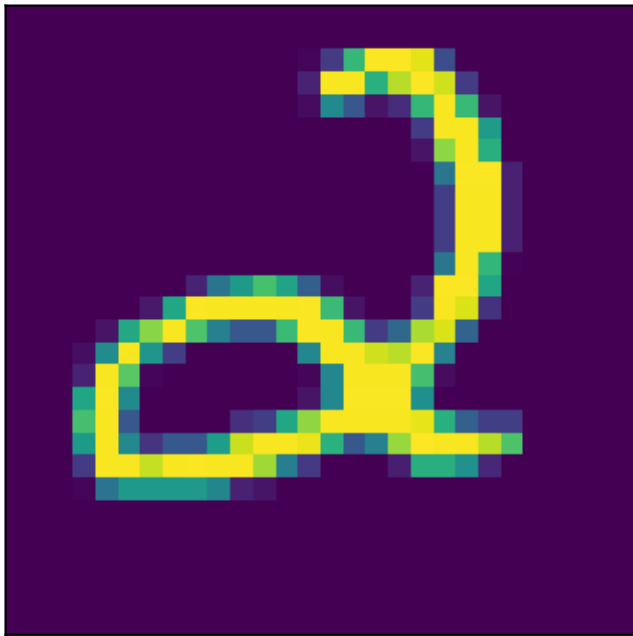
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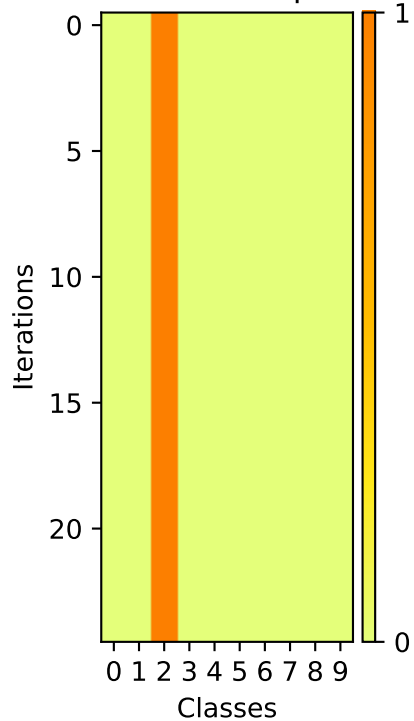
Softmax Outputs



Image



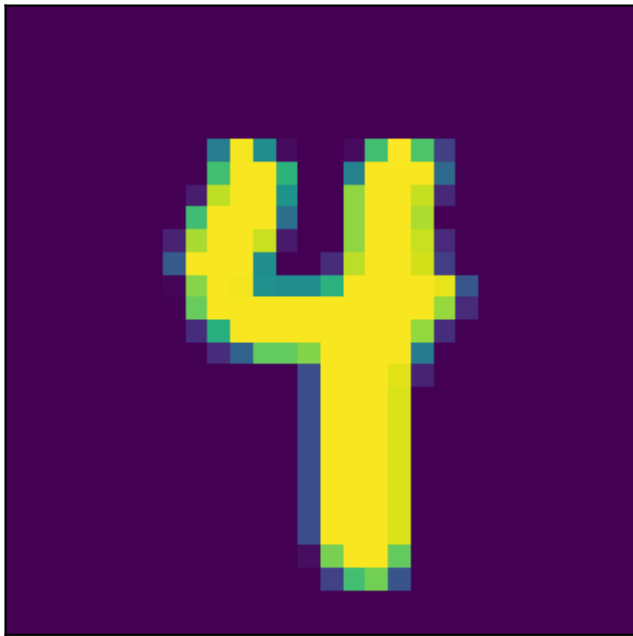
Softmax Outputs



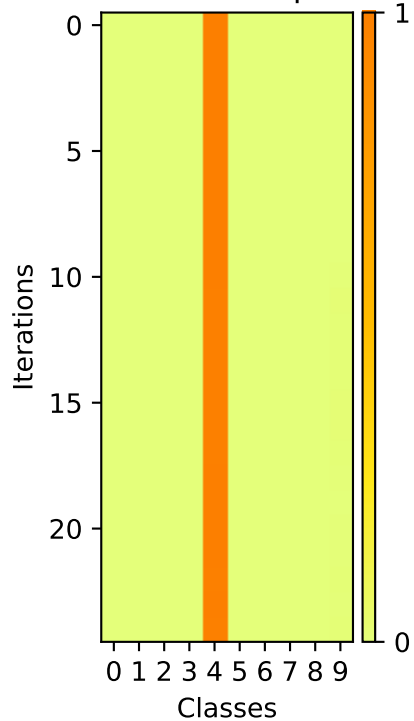
A 10x10 grid visualization of a 2D Gaussian distribution. The grid is colored with a gradient from dark purple (low density) to bright yellow (high density), forming a diagonal band of high values from the bottom-left to the top-right.

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 (probability 1.0) and gradually shifts towards Class 0, reaching a state where Class 0 has a probability of 1.0 and Class 1 has a probability of 0.0 by iteration 20.

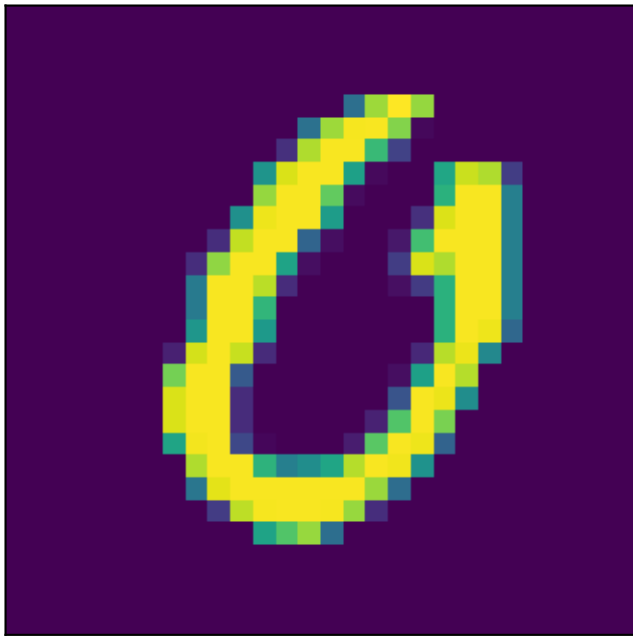
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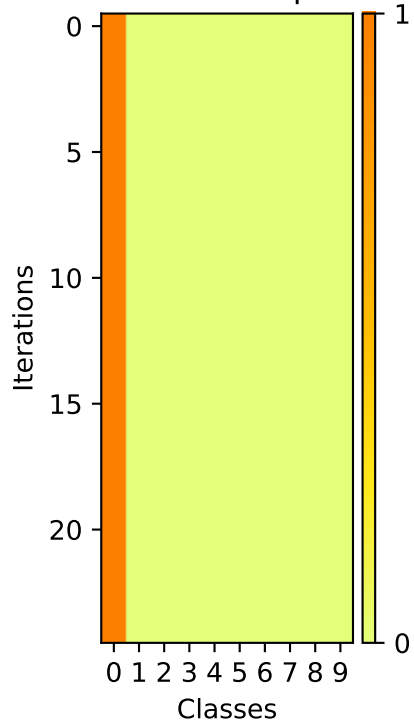
Softmax Outputs



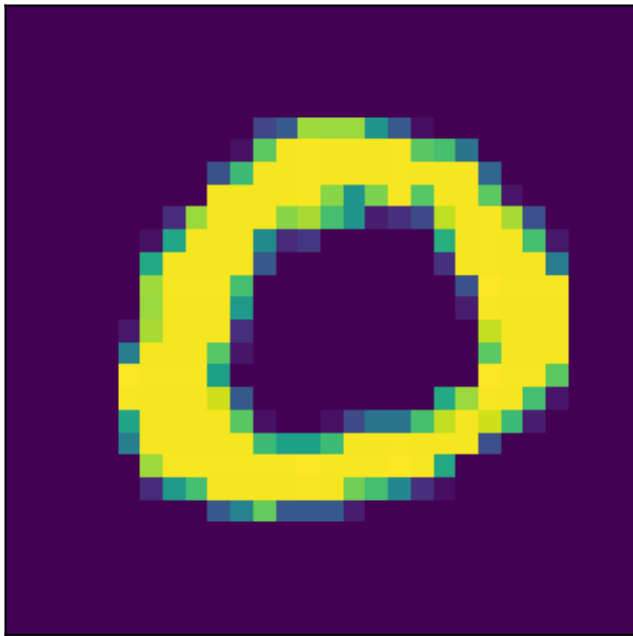
Image



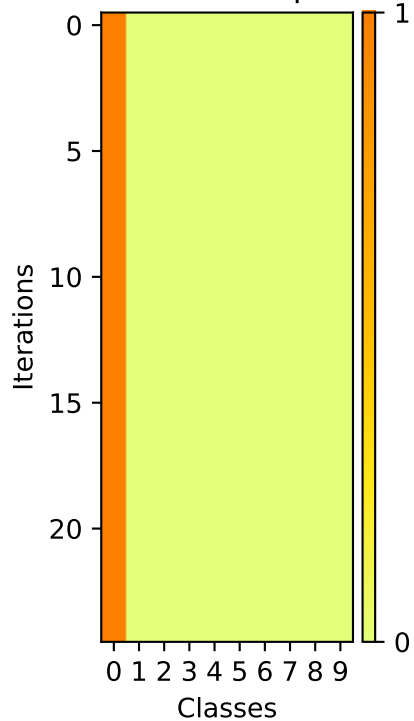
Softmax Outputs



Image



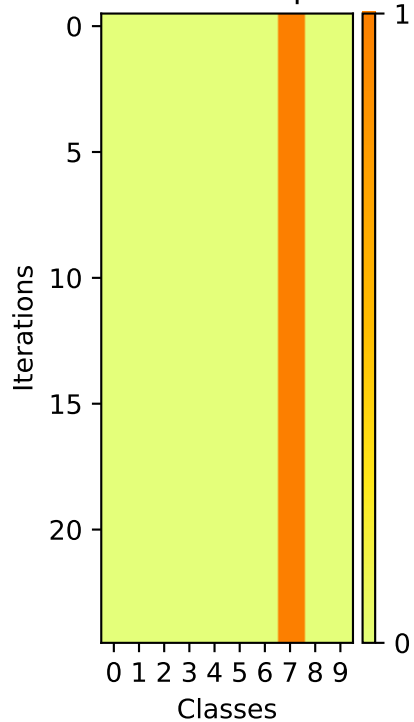
Softmax Outputs



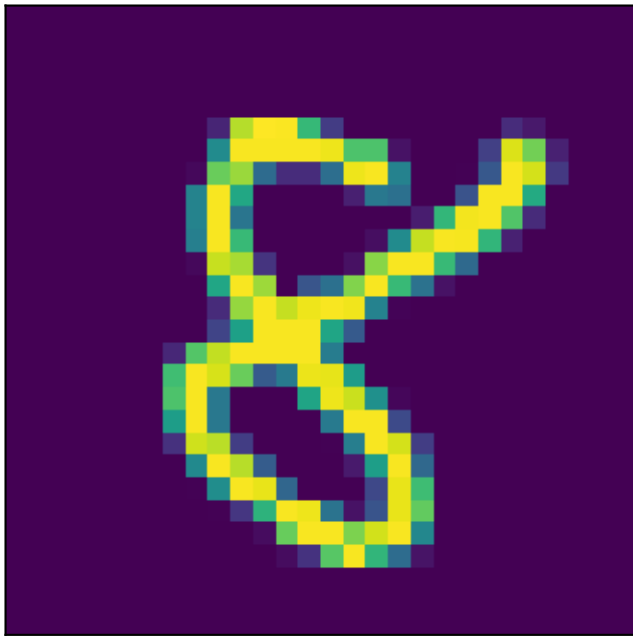
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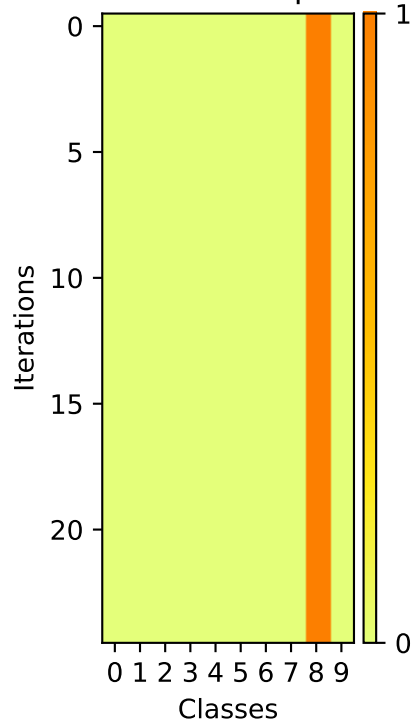
Softmax Outputs



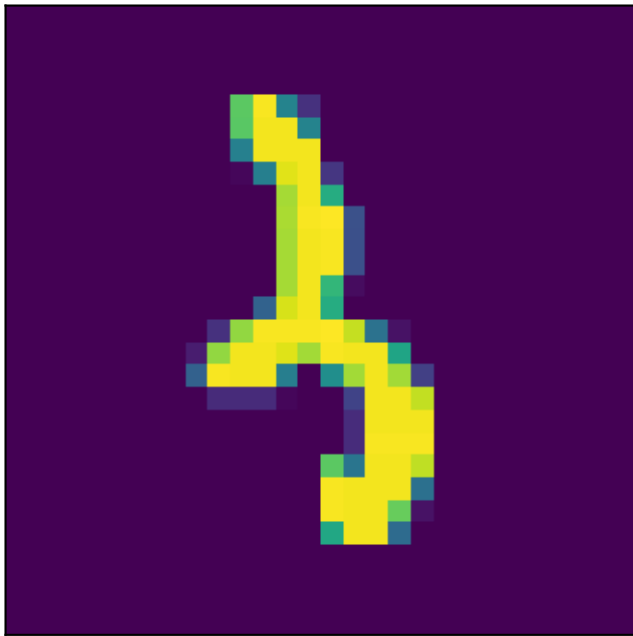
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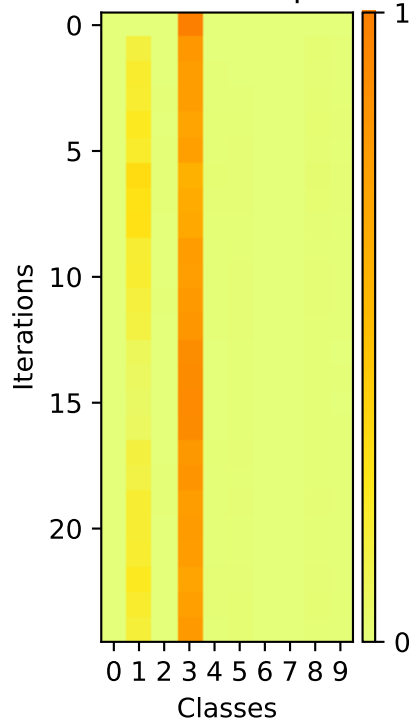
Softmax Outputs



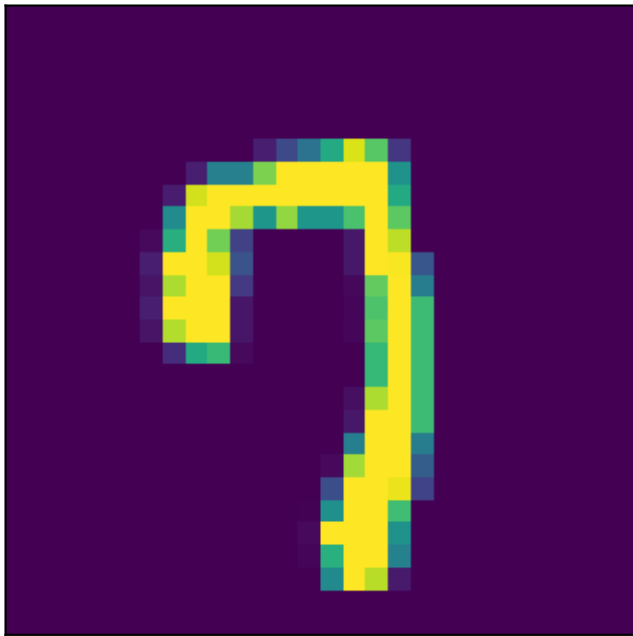
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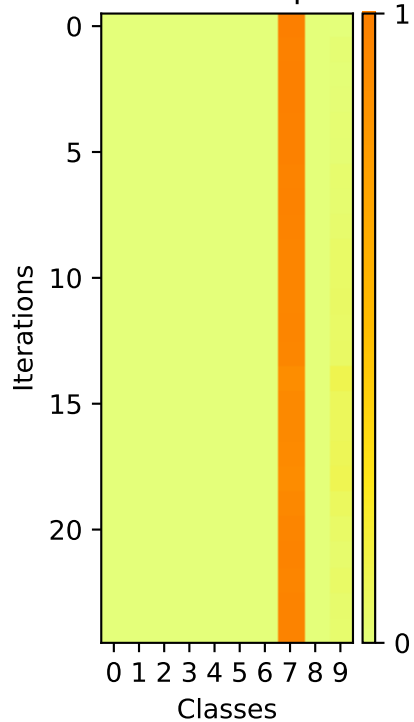
Softmax Outputs



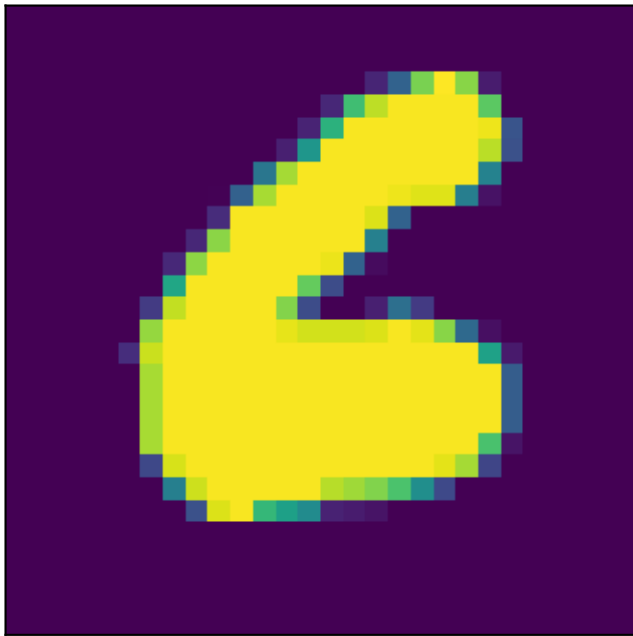
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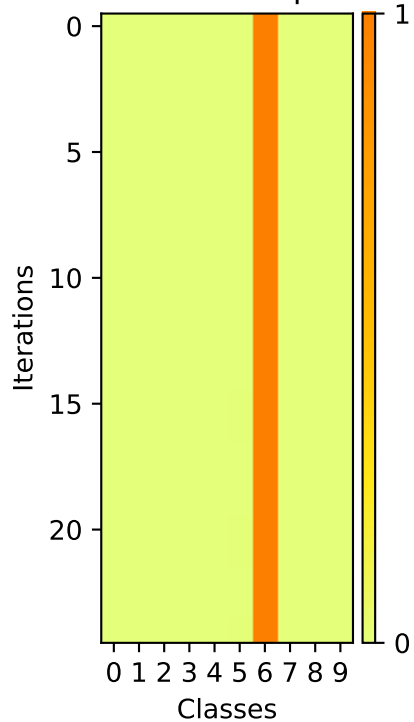
Softmax Outputs



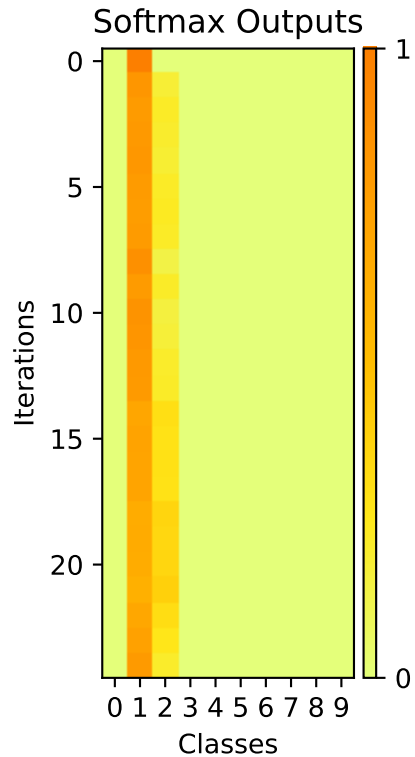
Image



Softmax Outputs



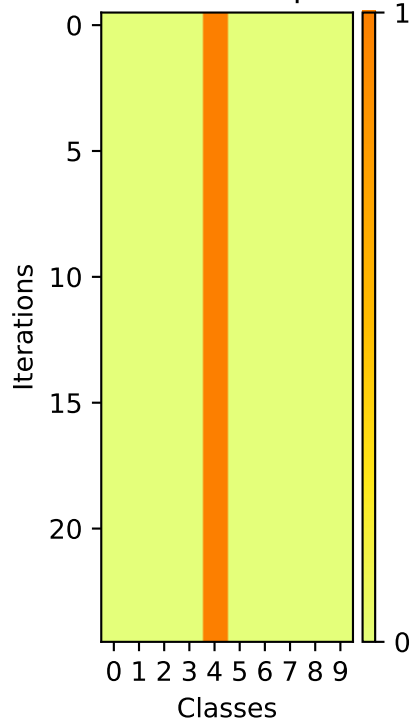
A pixelated drawing of a yellow number 1 on a dark purple background. The number 1 is composed of yellow and light green pixels, with a small blue pixel at the top. It has a horizontal base and a vertical stem. The background is a solid dark purple.



Image



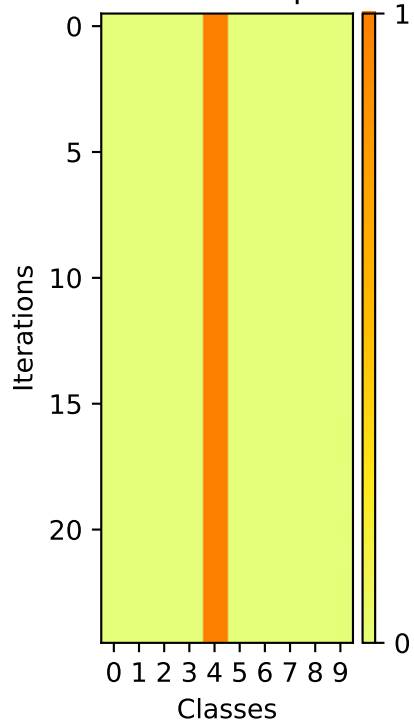
Softmax Outputs



Image



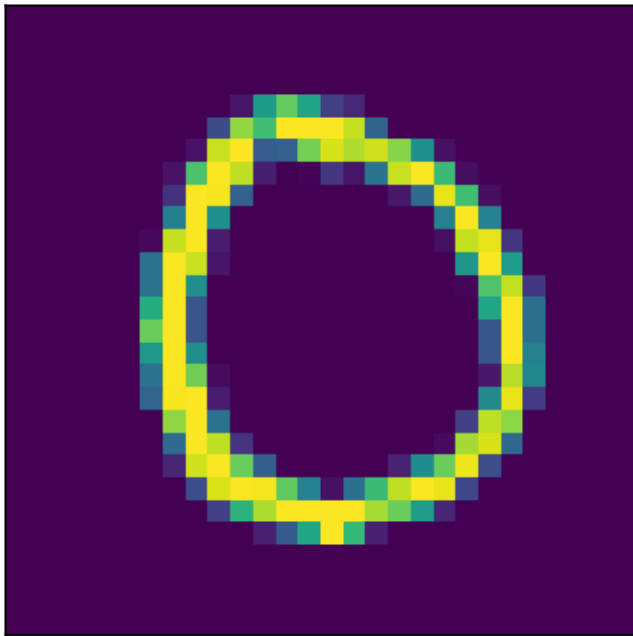
Softmax Outputs



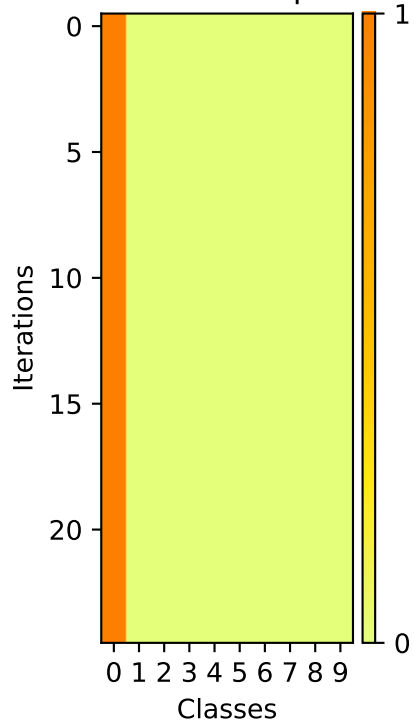
A 10x10 grid representing a 1D lattice. The diagonal elements, from bottom-left to top-right, are colored yellow, green, blue, and purple. The off-diagonal elements are colored light green, light blue, and light purple, representing the hopping parameters t , t' , and t'' respectively.

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 starts with Class 1 at 1.0 and Class 0 at 0.0, and evolves towards a state where Class 0 is at 1.0 and Class 1 is at 0.0.

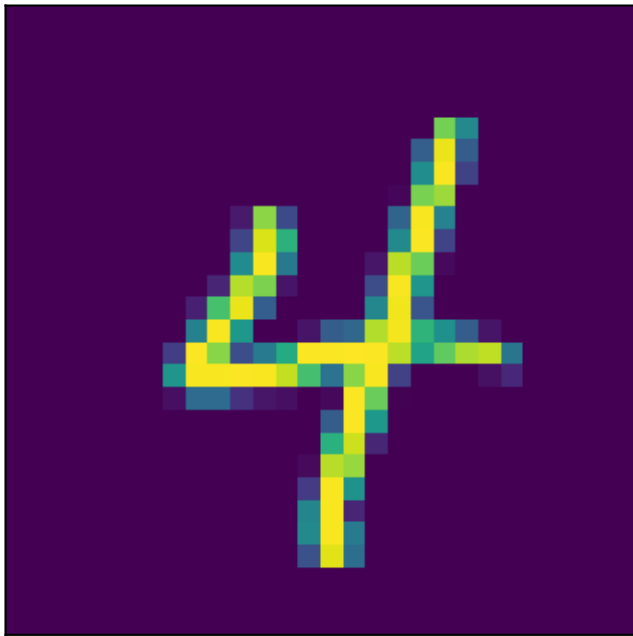
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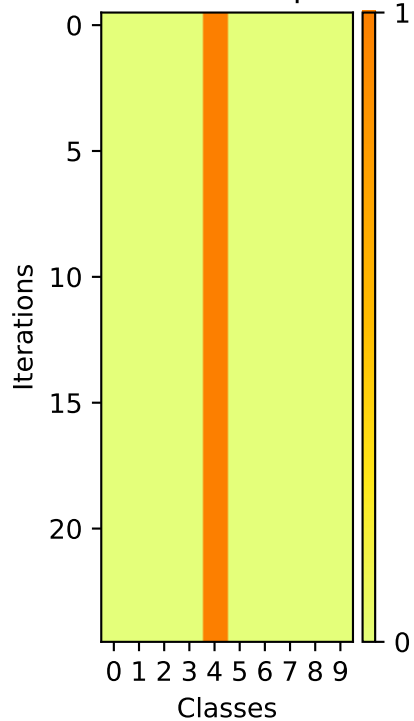
Softmax Outputs



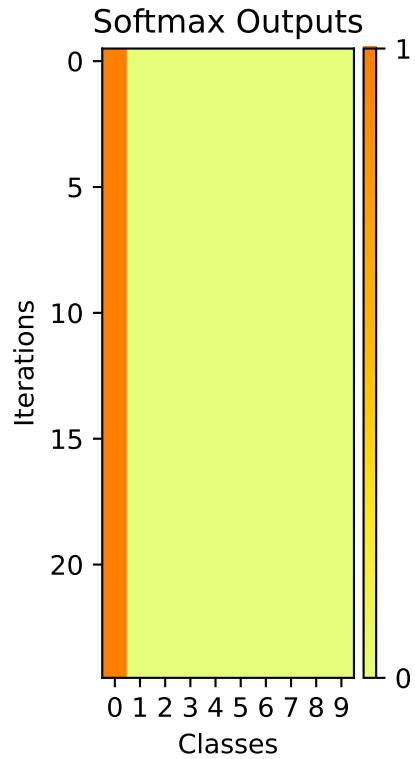
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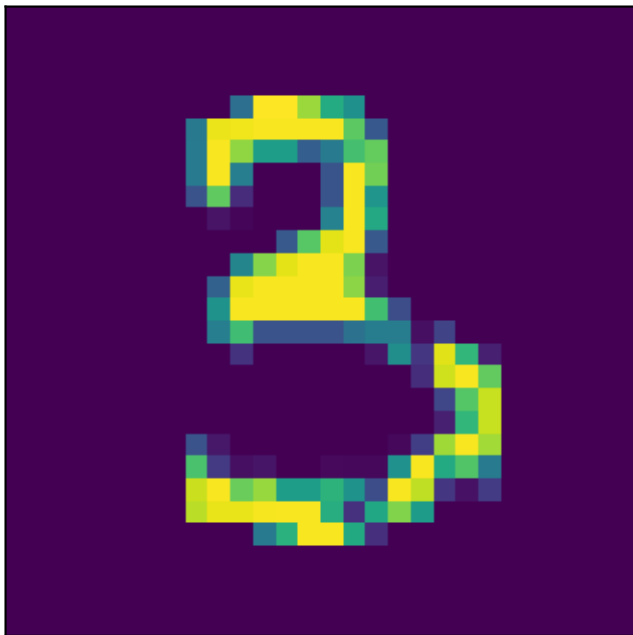
Softmax Outputs



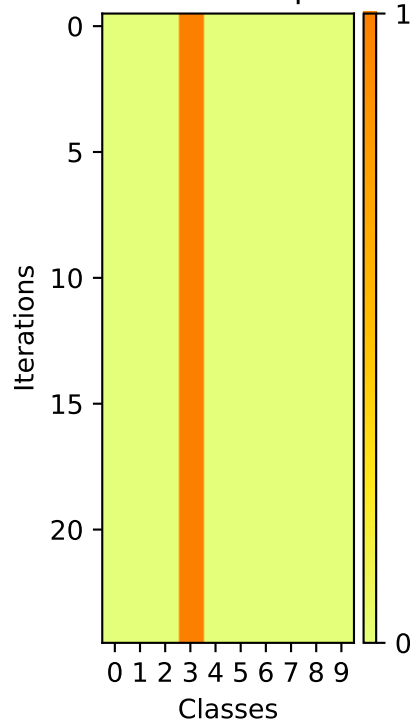
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, green, and blue, giving it a jagged, digital appearance. The center of the ring is a solid dark purple, matching the background.



Image



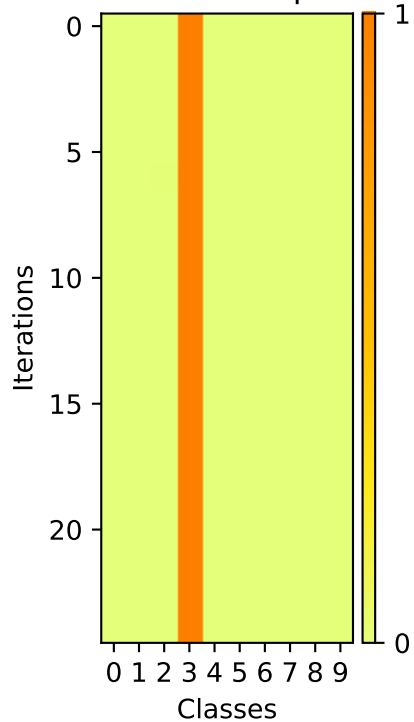
Softmax Outputs



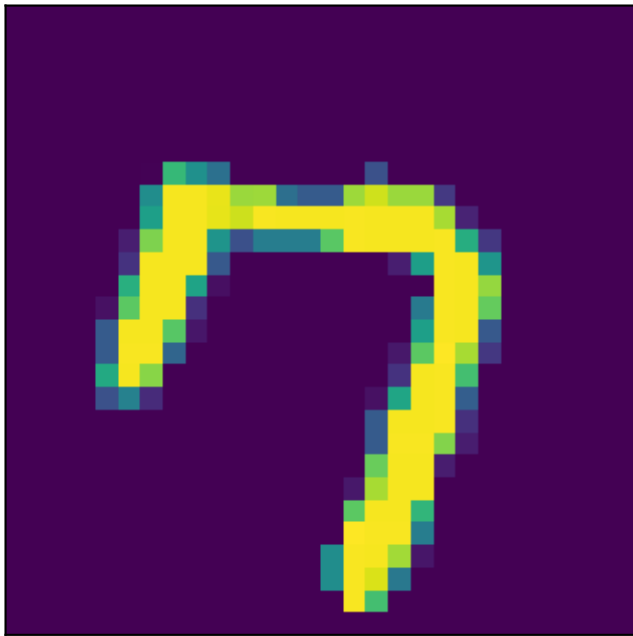
Image



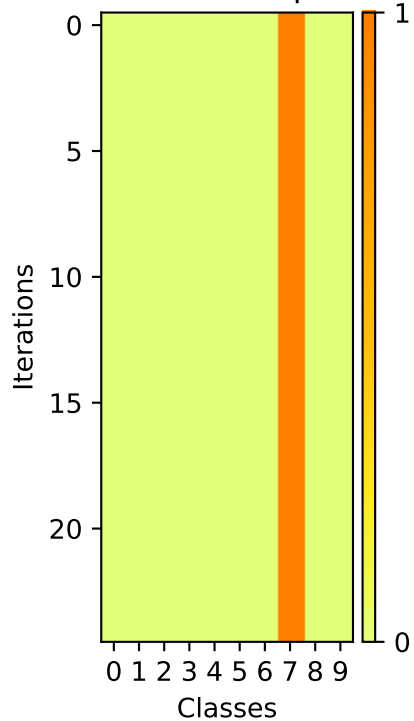
Softmax Outputs



Image



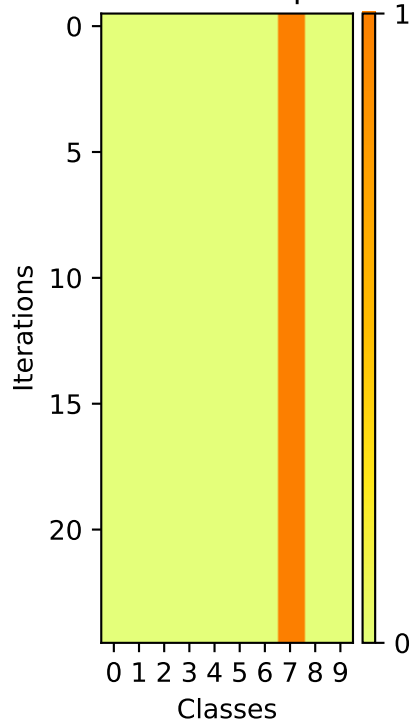
Softmax Outputs



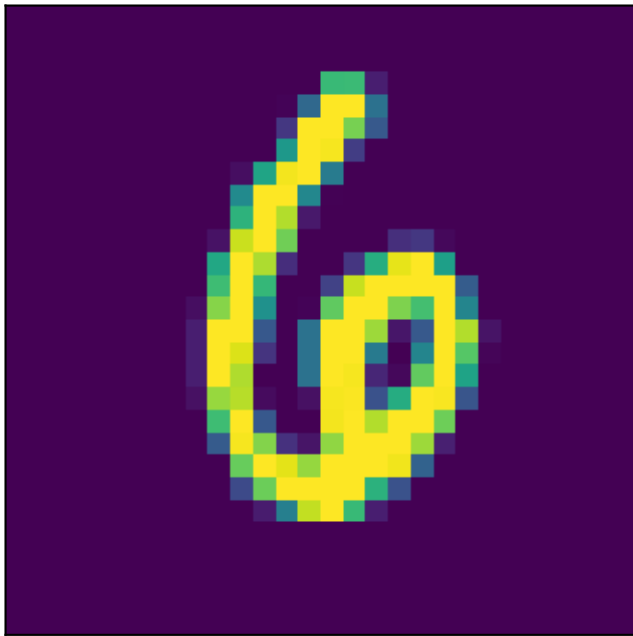
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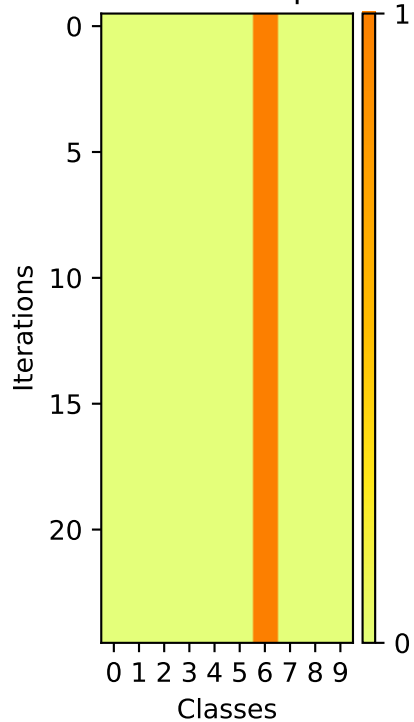
Softmax Outputs



Image



Softmax Outputs

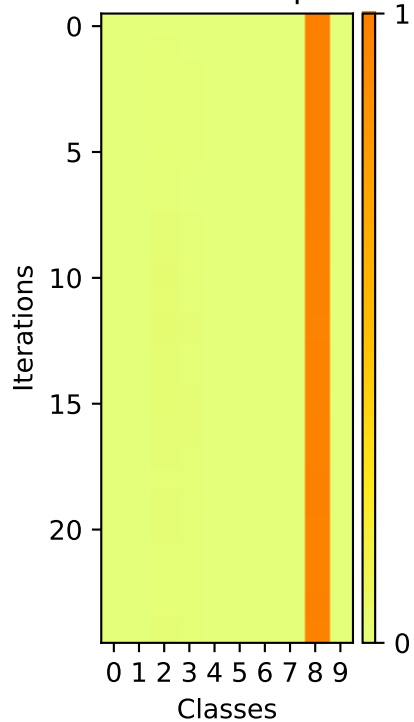


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange). Class 1 maintains a high probability (orange) throughout the iterations, while other classes start high and decrease over time.

Image



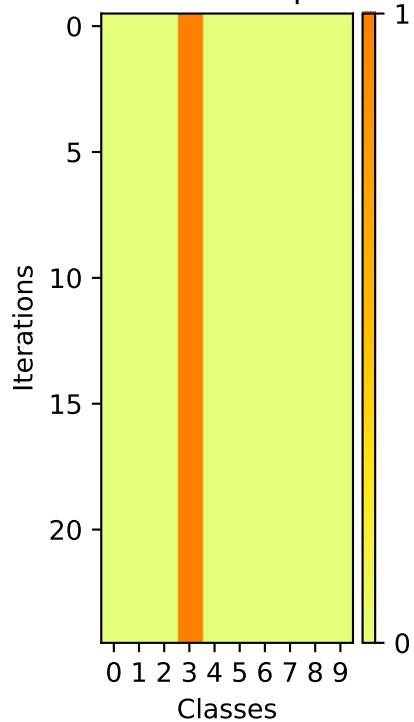
Softmax Outputs



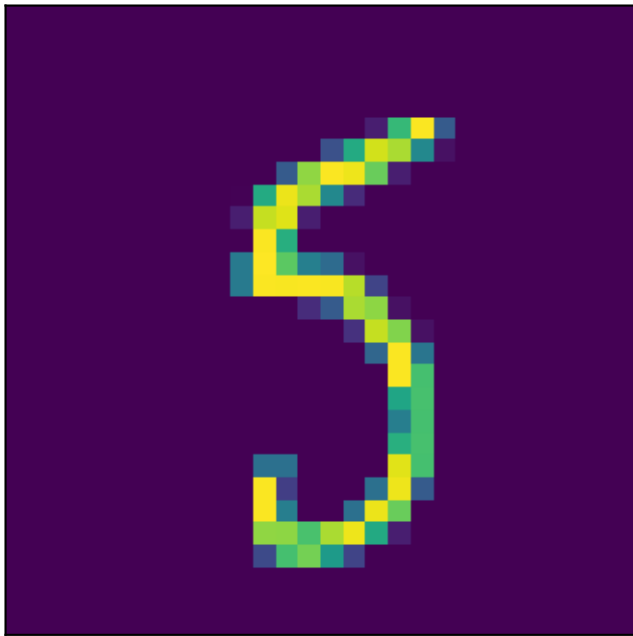
Image



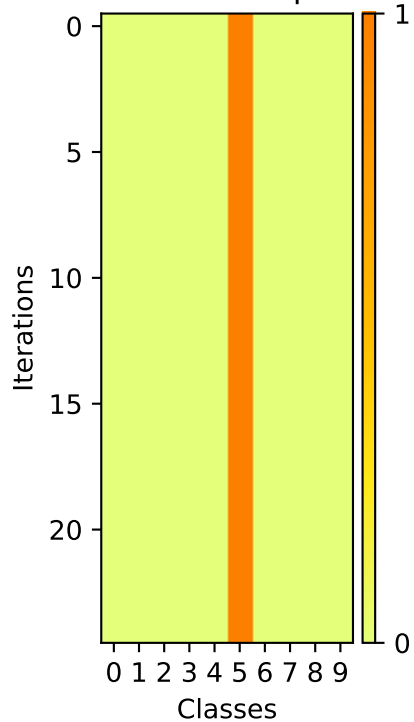
Softmax Outputs



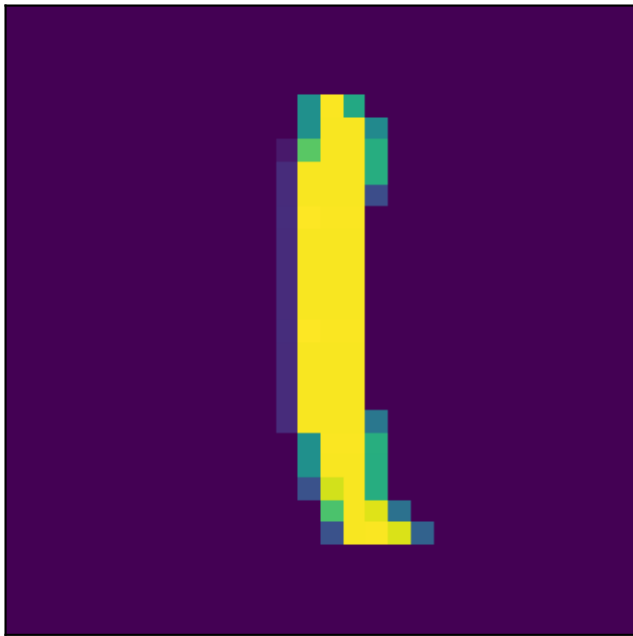
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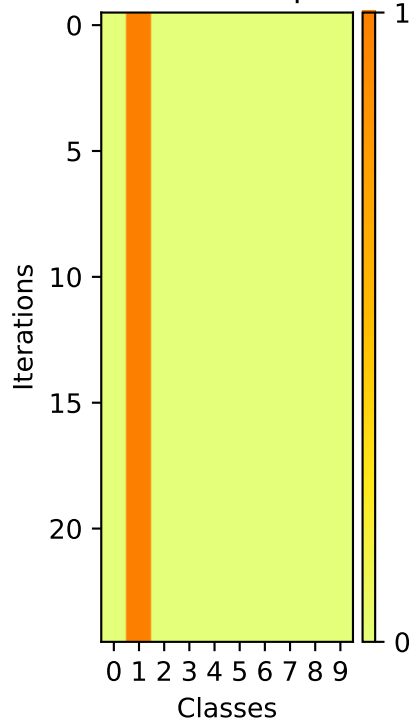
Softmax Outputs



Image

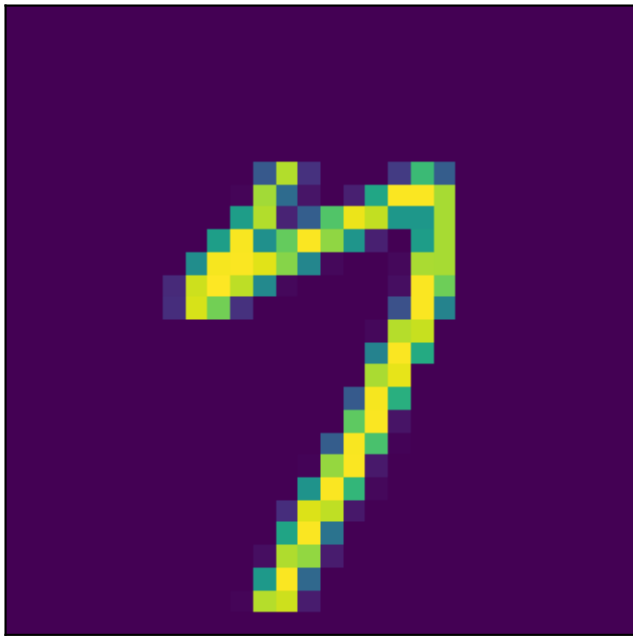


Softmax Outputs

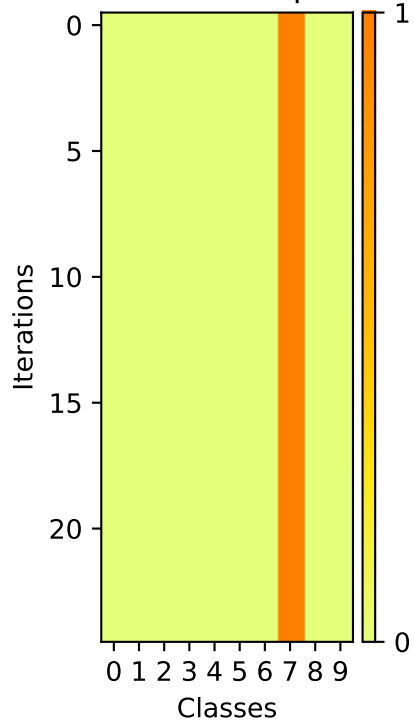


A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, square pixels in shades of yellow, green, and blue, giving it a retro, digital appearance. The background is a solid, dark purple. The overall style is reminiscent of early computer graphics or video game sprites.

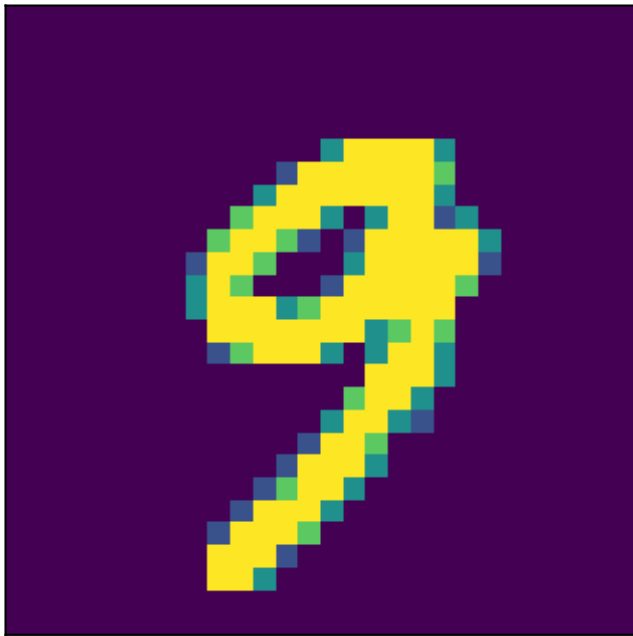
Image



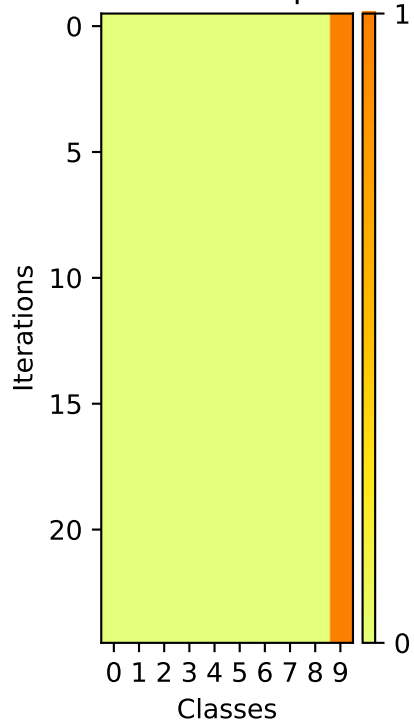
Softmax Outputs



Image



Softmax Outputs



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

This heatmap illustrates 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.