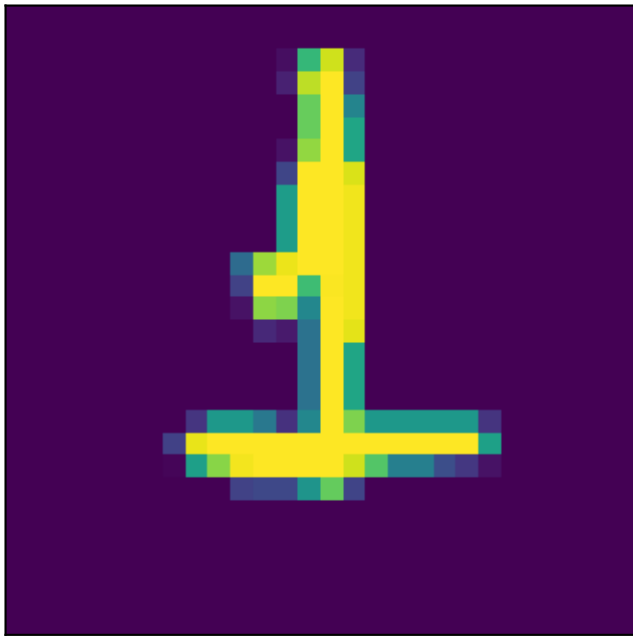
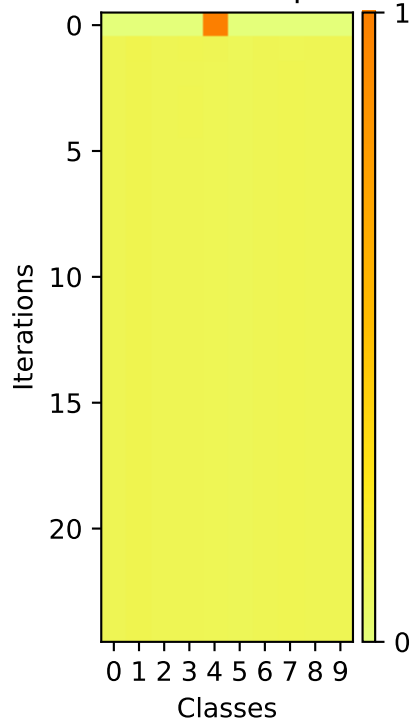


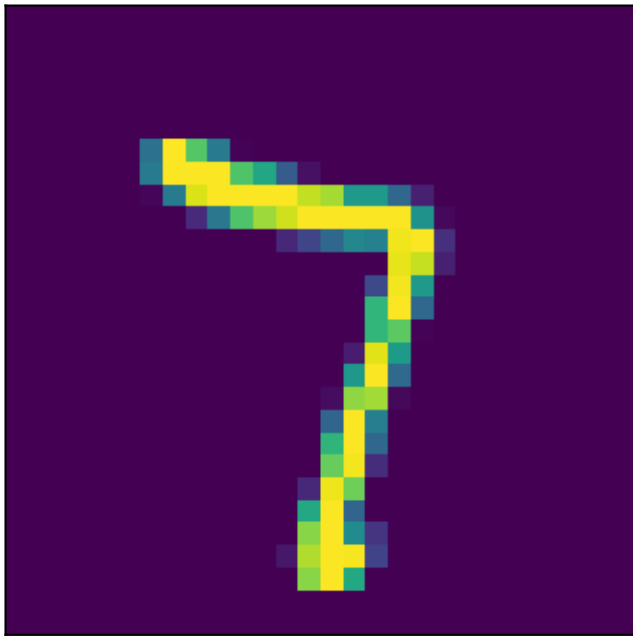
Image



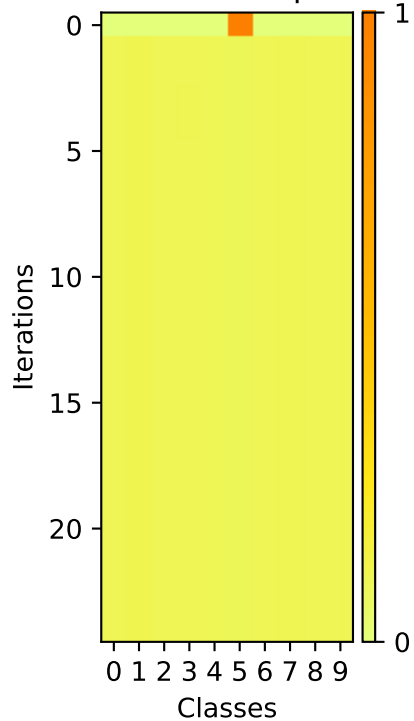
Softmax Outputs



Image



Softmax Outputs



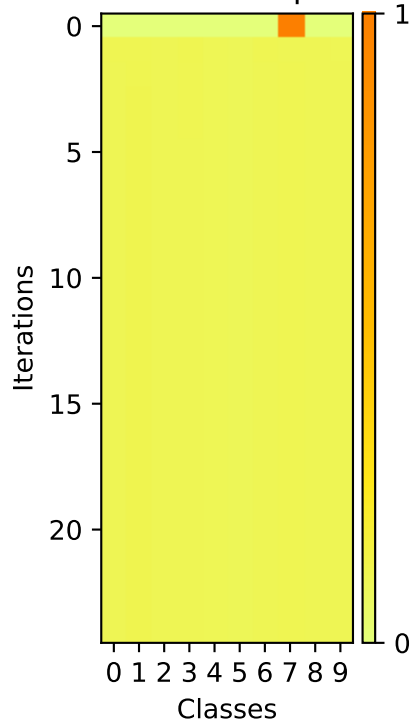
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0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

A pixelated, low-resolution image of a yellow and green number '2' on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue/purple, giving it a blocky, digital appearance. The '2' is positioned in the lower-left quadrant of the image.

Image



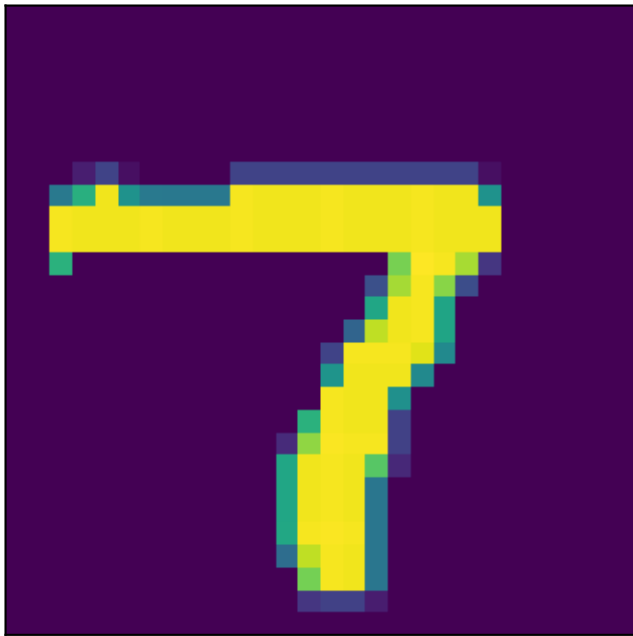
Softmax Outputs



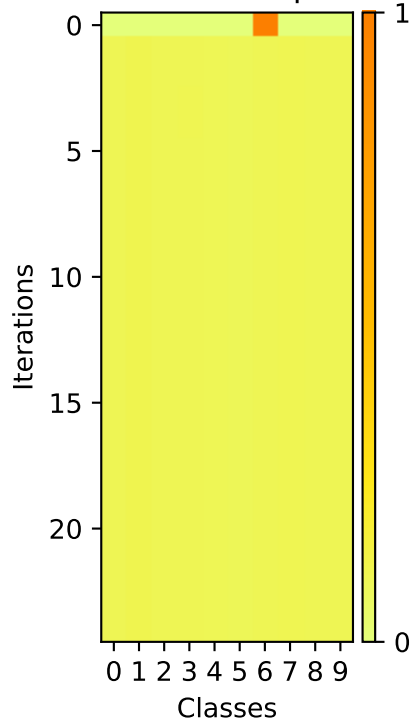
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

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 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

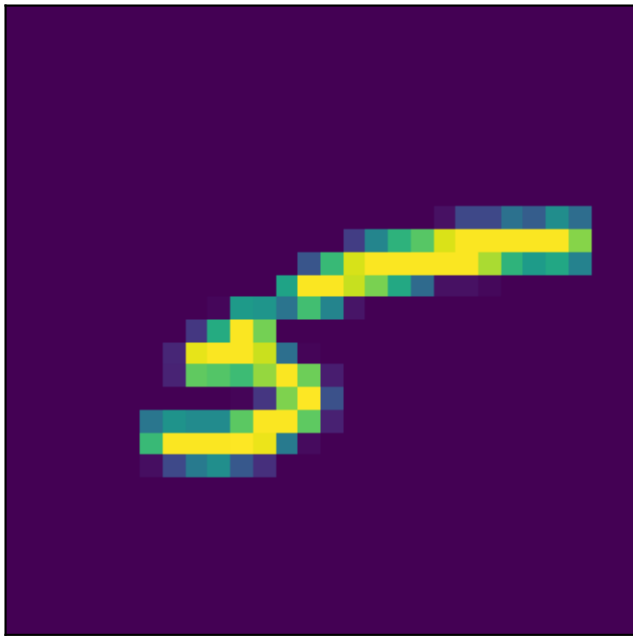
Image



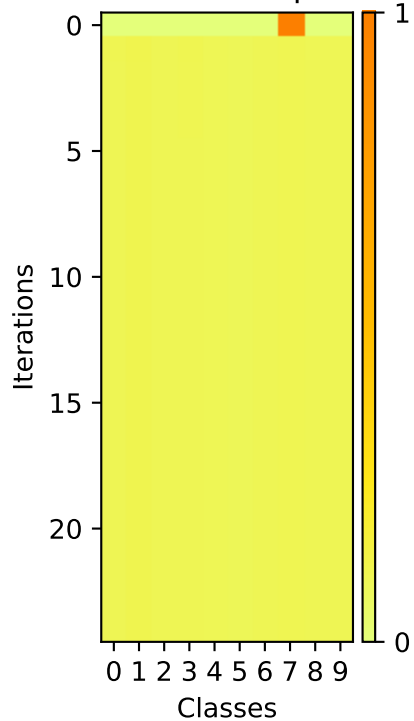
Softmax Outputs



Image



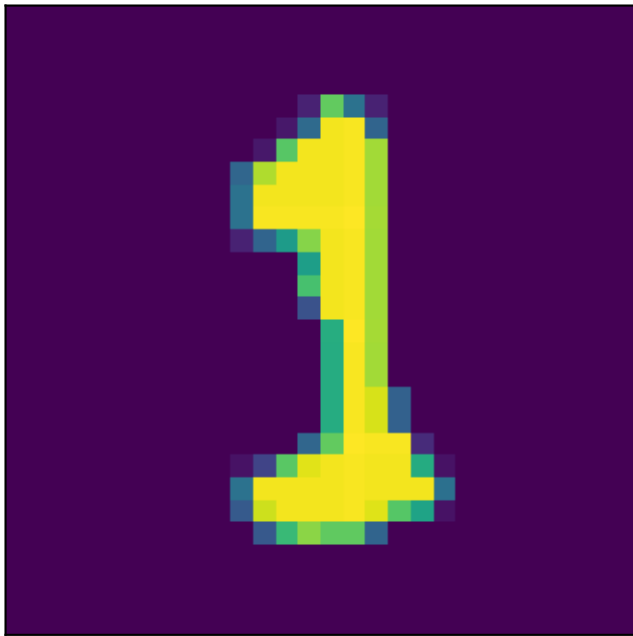
Softmax Outputs



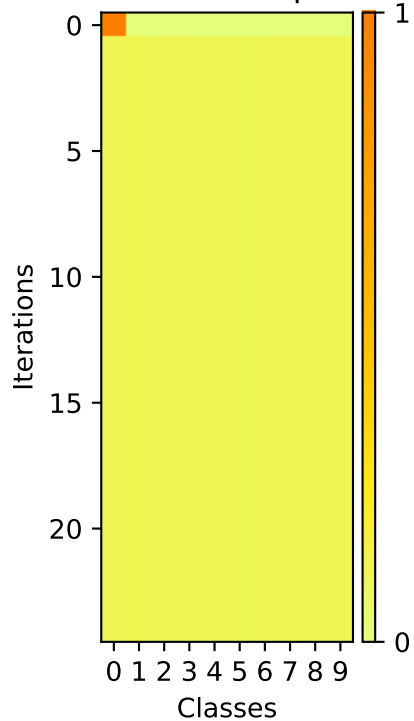


A pixelated, low-resolution image of a stylized letter 'V' or 'W' shape. The shape is composed of yellow and blue pixels, with a thick yellow horizontal bar across the middle. The background is black. The image has a jagged, pixelated appearance, similar to a low-quality digital drawing or a heavily compressed image.

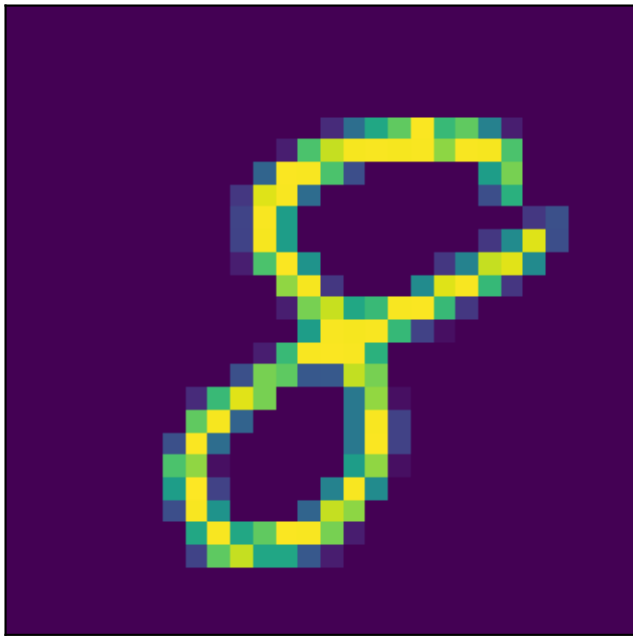
Image



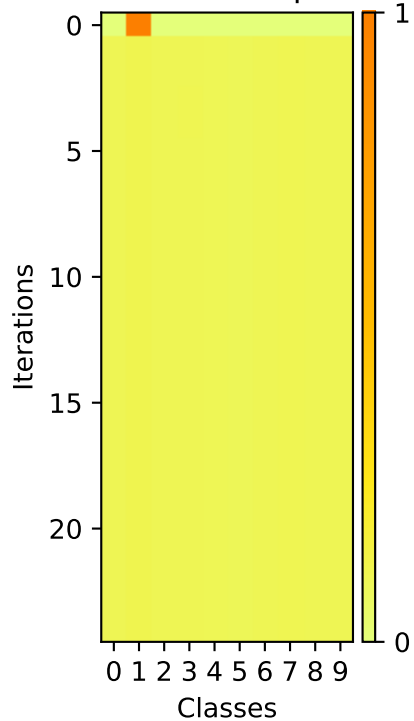
## Softmax Outputs



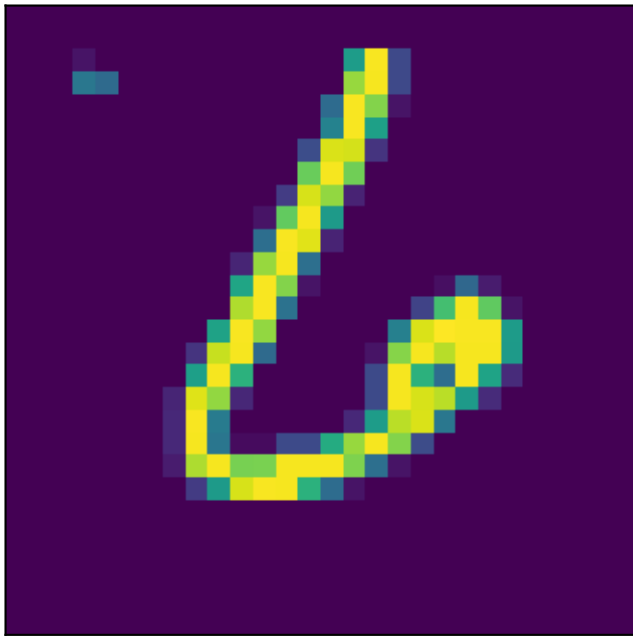
Image



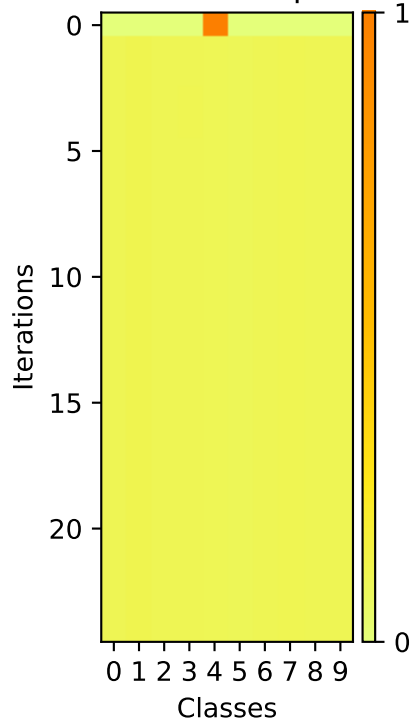
## Softmax Outputs



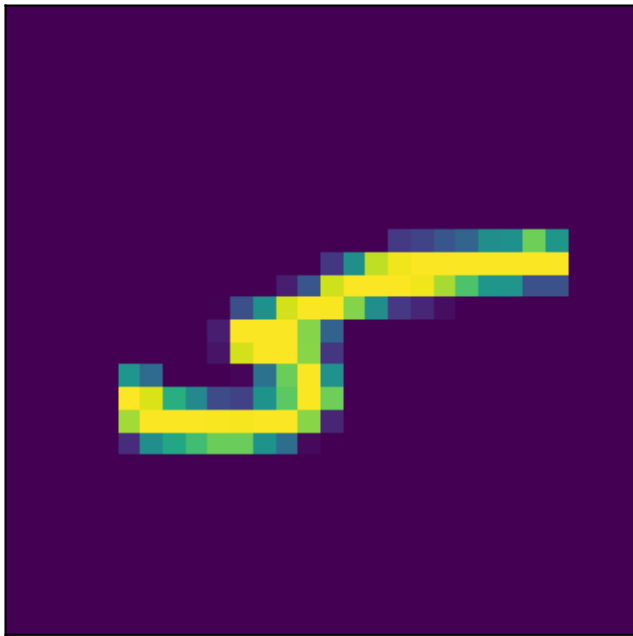
Image



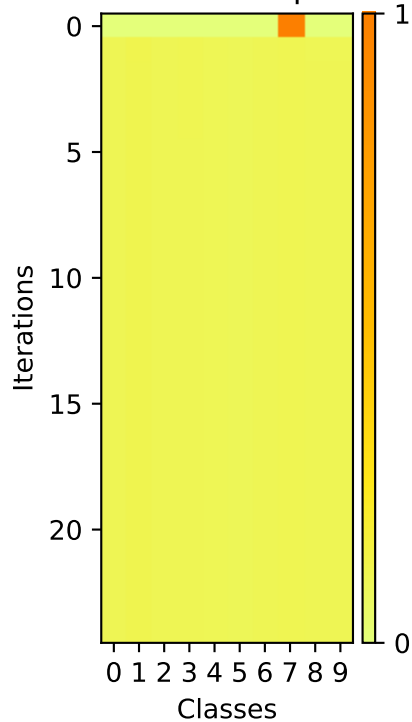
Softmax Outputs



Image



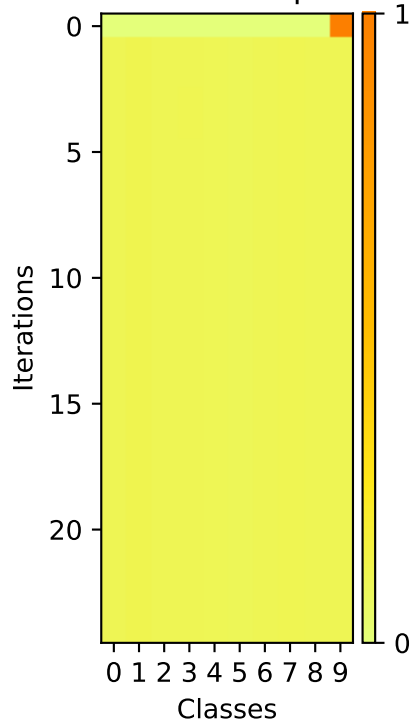
Softmax Outputs



Image



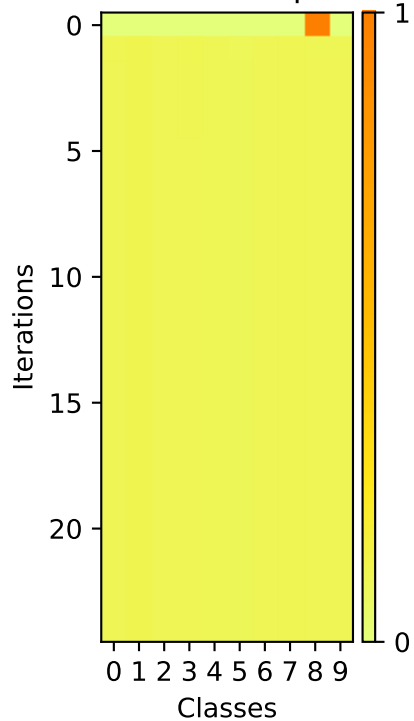
## Softmax Outputs



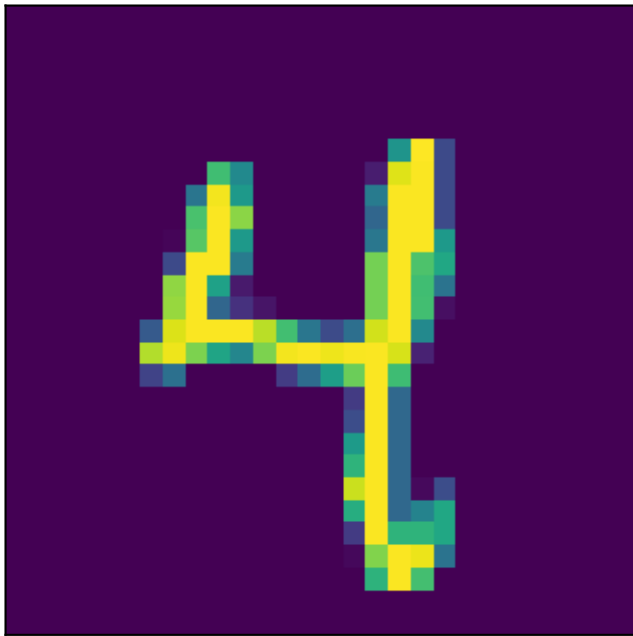
Image



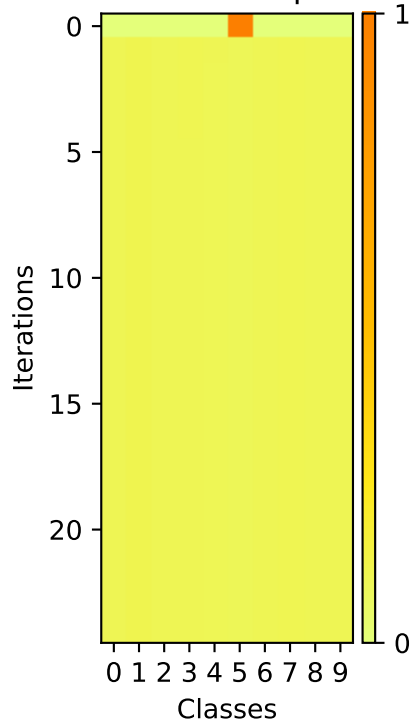
## Softmax Outputs



Image

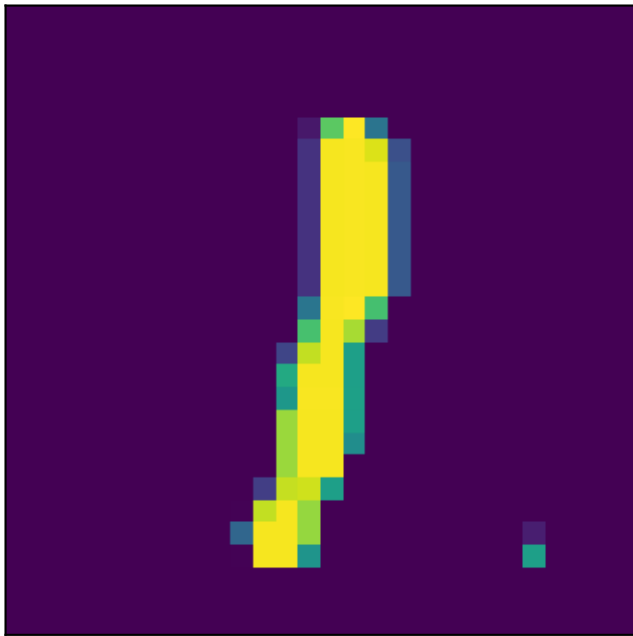


Softmax Outputs

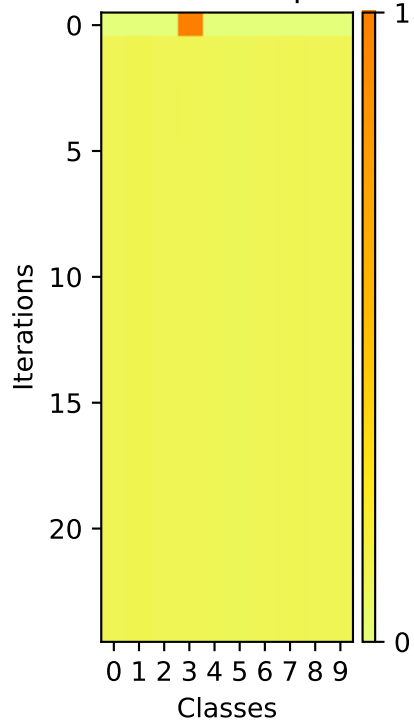




Image

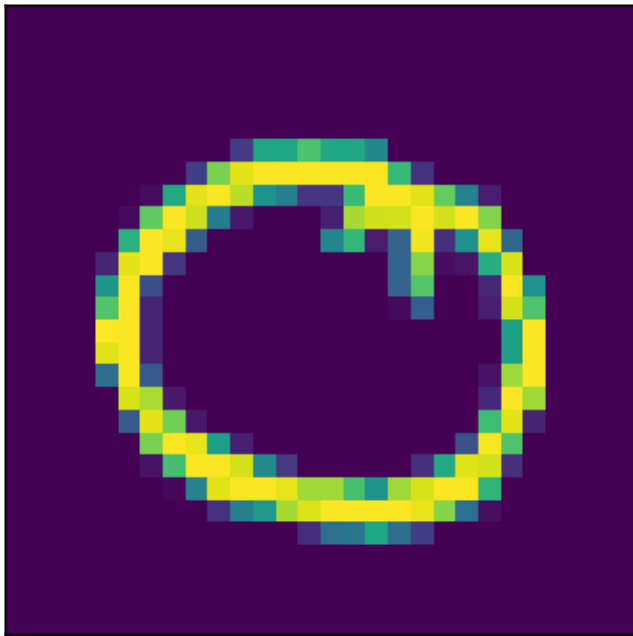


Softmax Outputs

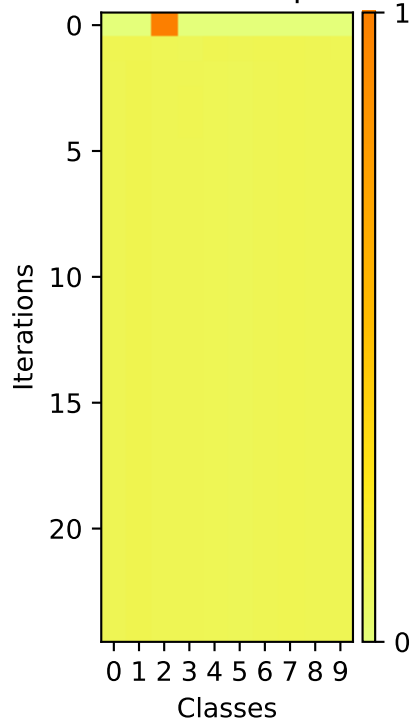


A pixelated, low-resolution image of a yellow and green figure, possibly a stylized letter 'Y' or a character, set against a dark purple background. The figure is composed of several small, colored squares (yellow, green, and blue) arranged to form a central vertical stem with two diagonal branches extending upwards and outwards. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

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, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic.

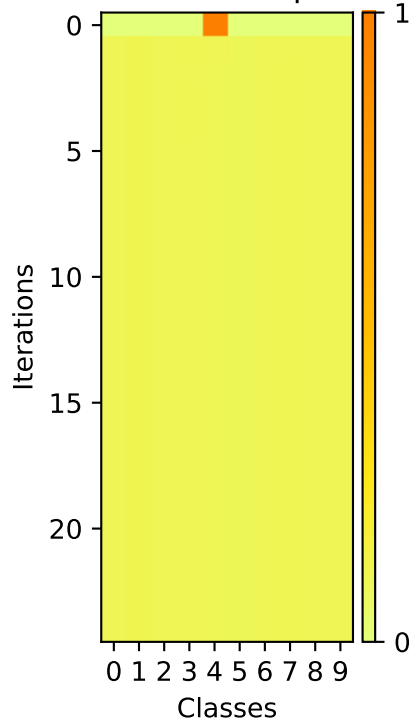
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance.

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.

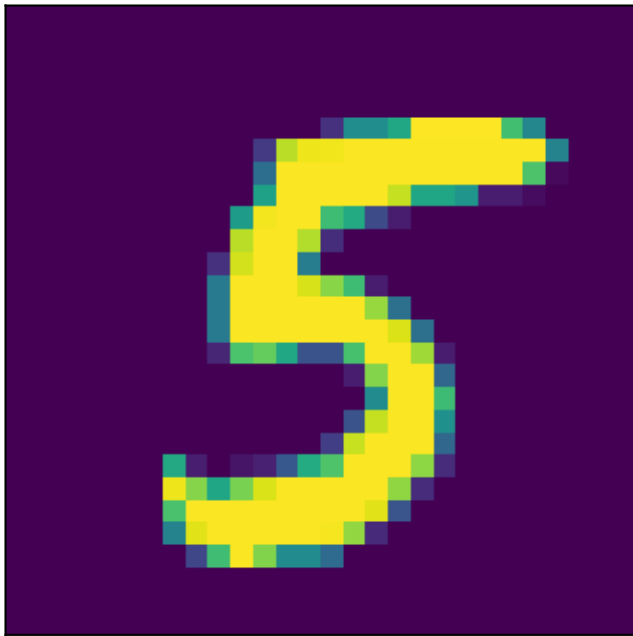
Image



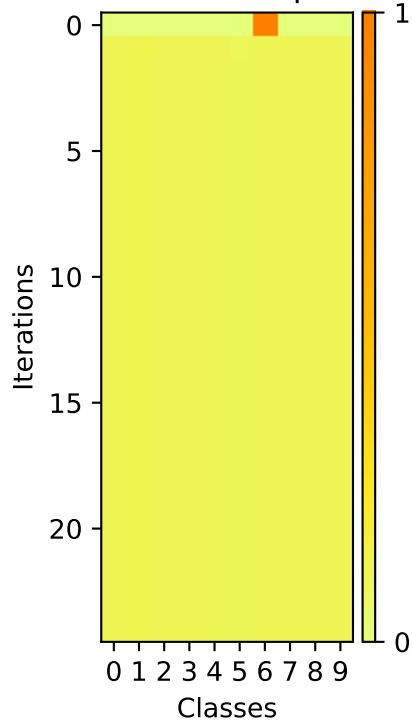
Softmax Outputs



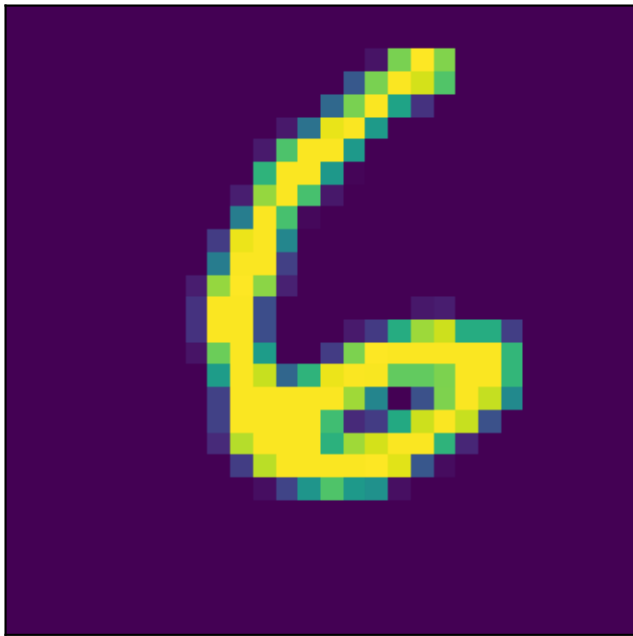
Image



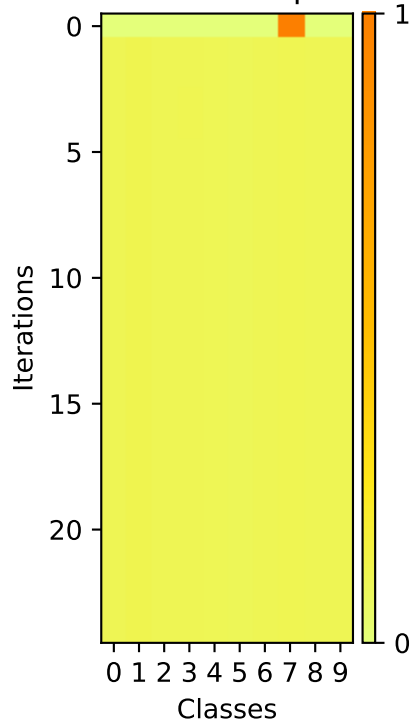
Softmax Outputs



Image

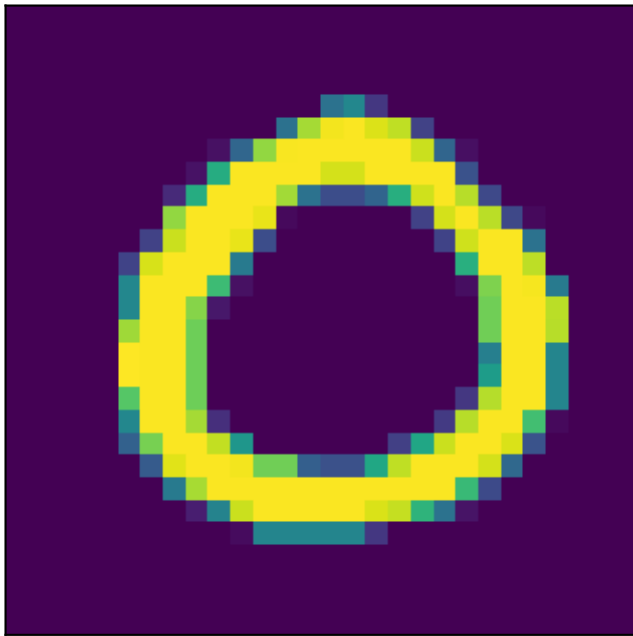


Softmax Outputs

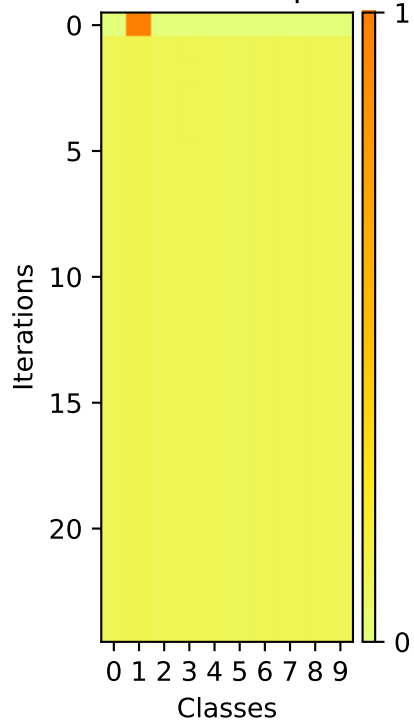




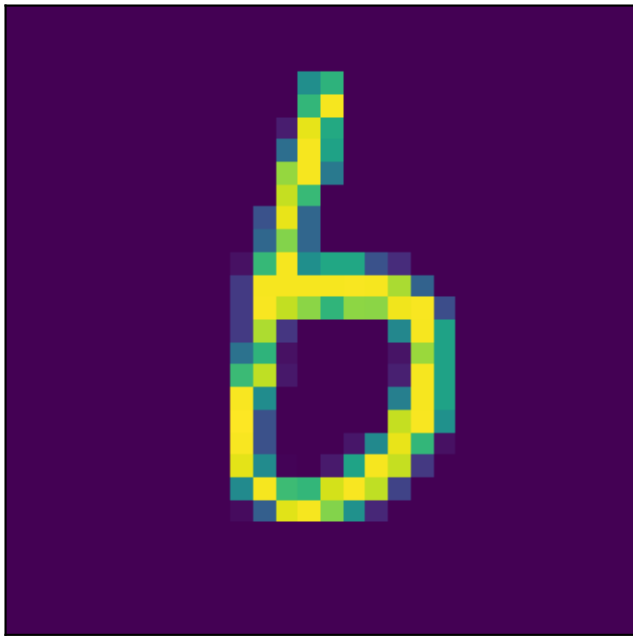
Image



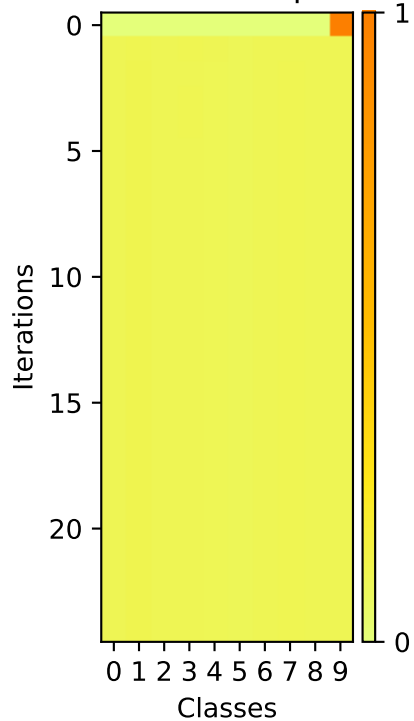
## Softmax Outputs



Image

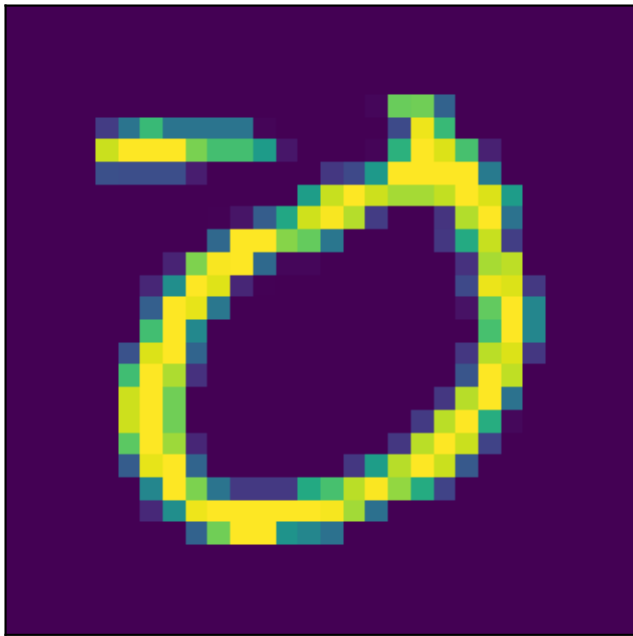


## Softmax Outputs

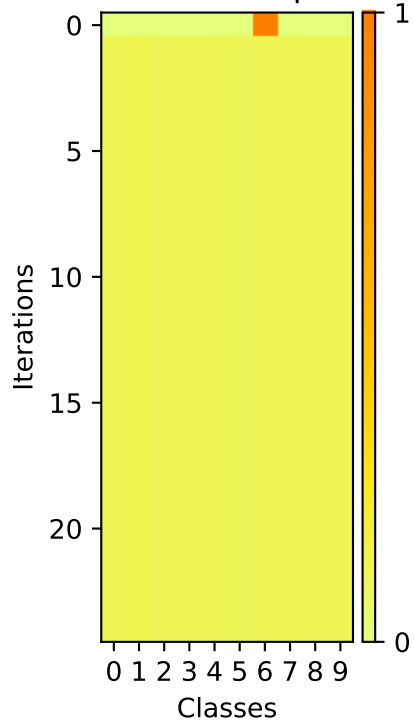


A pixelated yellow letter 'Q' is centered on a dark purple background. The letter has a thick, blocky appearance with a small square notch at the top of its vertical stem. The edges of the letter are irregular and pixelated, with some surrounding pixels showing a mix of yellow, green, and blue, suggesting a slight glow or anti-aliasing effect. The overall style is reminiscent of early computer graphics or video game sprites.

Image



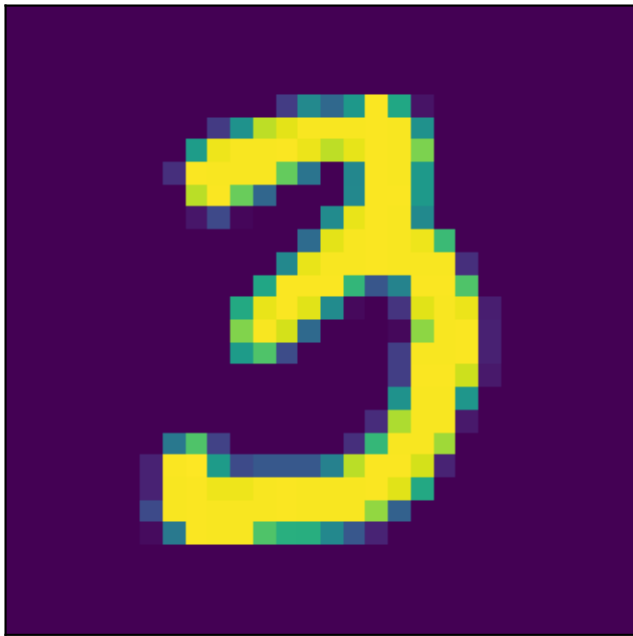
Softmax Outputs



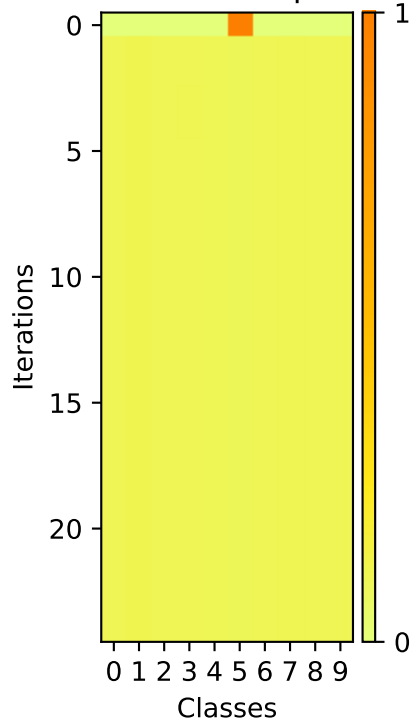
A pixelated yellow number 3 on a dark purple background. The number is composed of yellow and light green pixels, giving it a blocky, digital appearance. It is centered in the upper half of the image.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (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.

Image



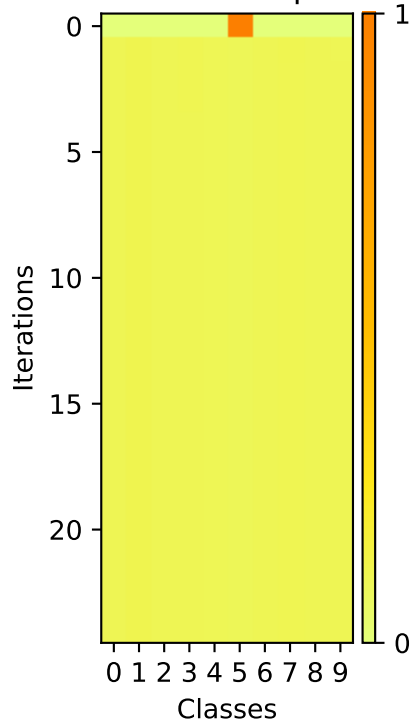
Softmax Outputs



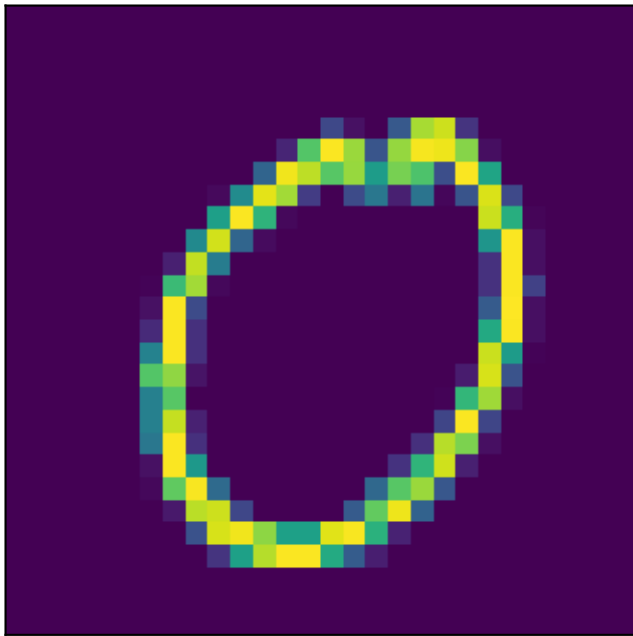
Image



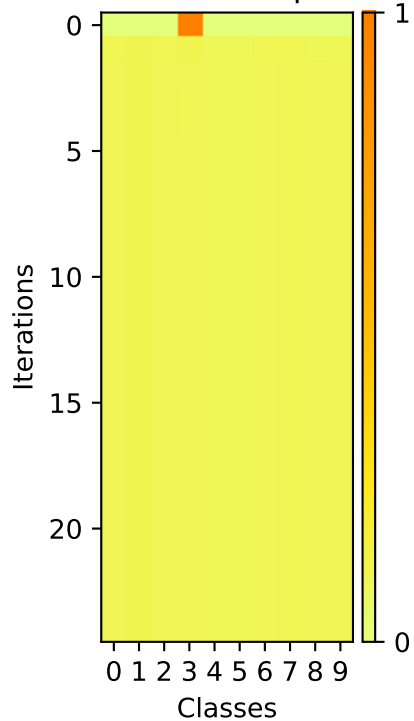
Softmax Outputs



Image

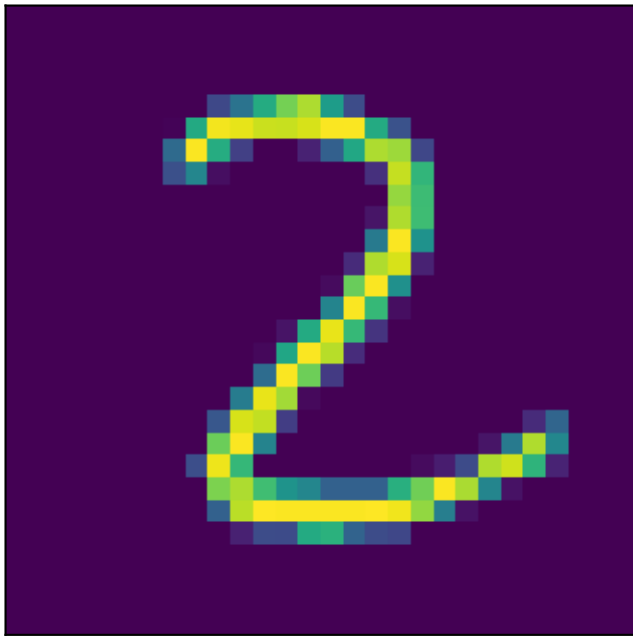


Softmax Outputs

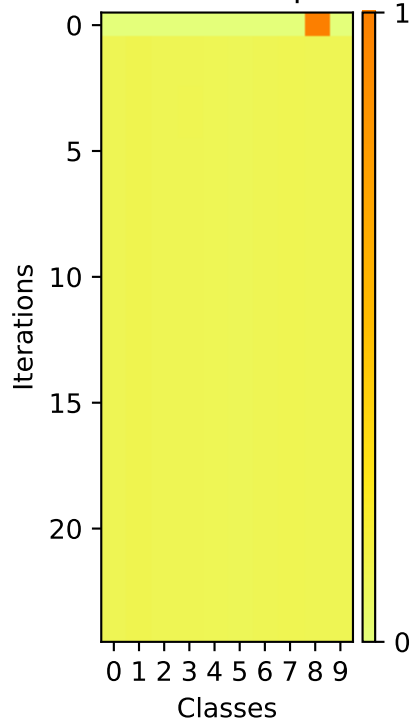




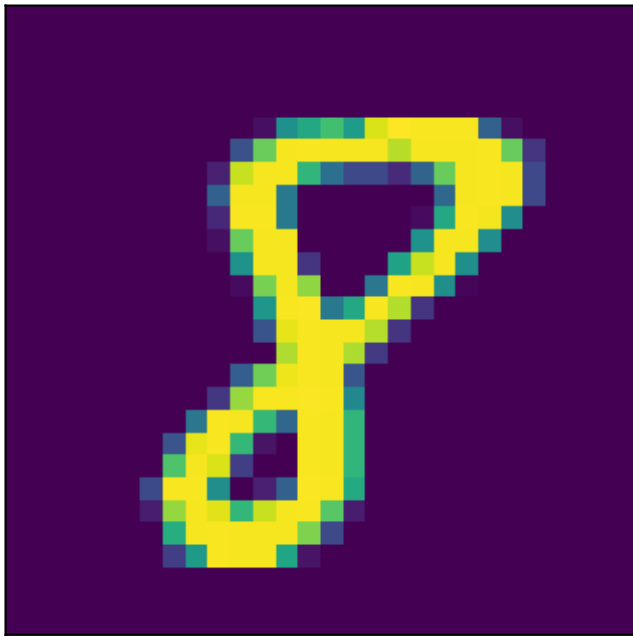
Image



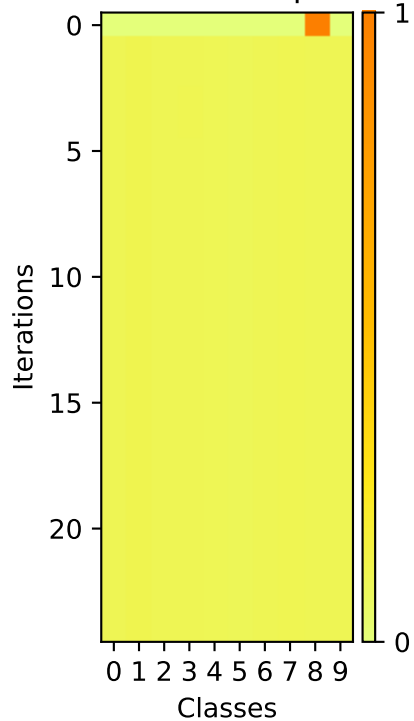
Softmax Outputs



Image



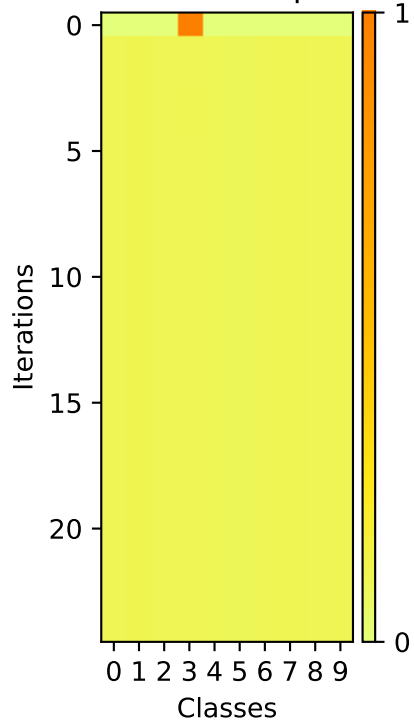
Softmax Outputs



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 many small squares in shades of yellow, light green, and dark green, creating a jagged, blocky outline. It has a horizontal base and a vertical stem that curves slightly to the right at the top. The overall appearance is reminiscent of early digital art or a low-quality scan of a graphic.

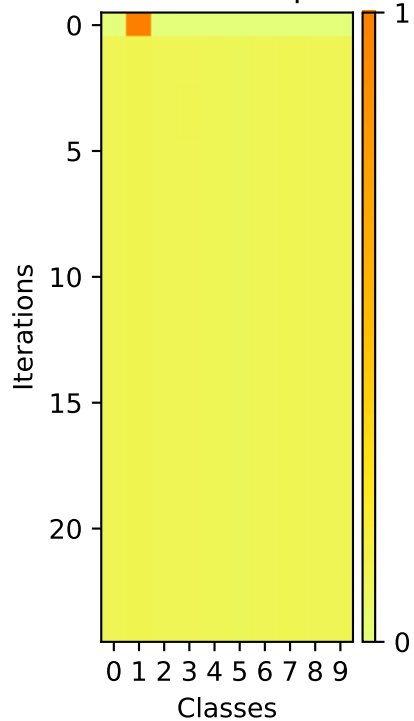
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (dark red). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

A pixelated yellow ring with a dark blue center on a black background. The ring is composed of yellow pixels, with some blue and green pixels scattered around its perimeter, suggesting a noisy or blurred edge. The center of the ring is a solid dark blue square.

Image



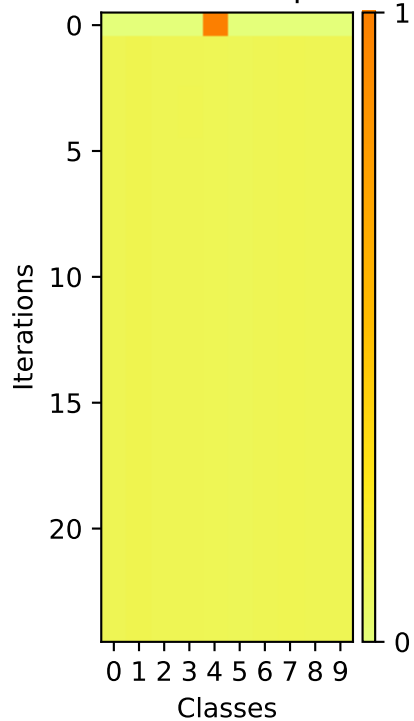
Softmax Outputs



Image



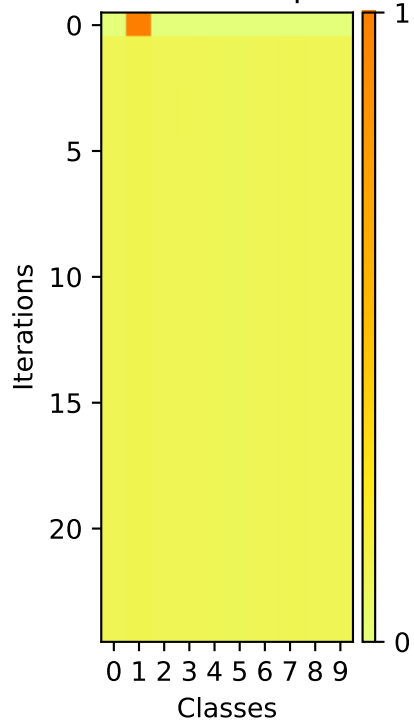
Softmax Outputs



Image

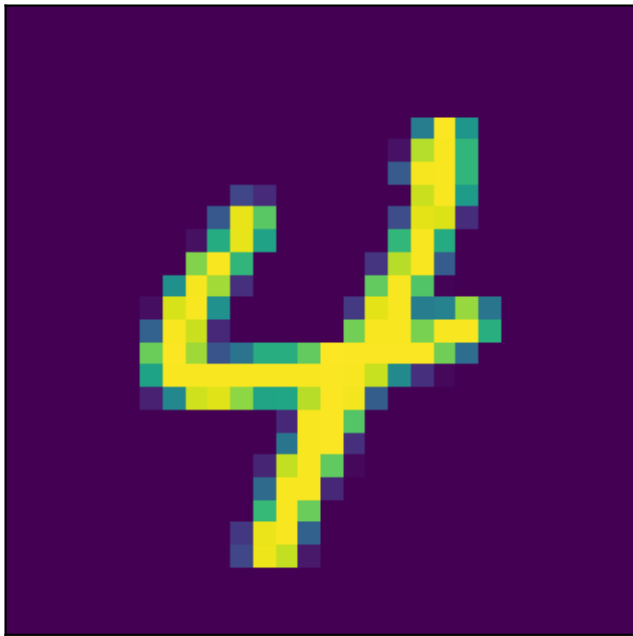


## Softmax Outputs

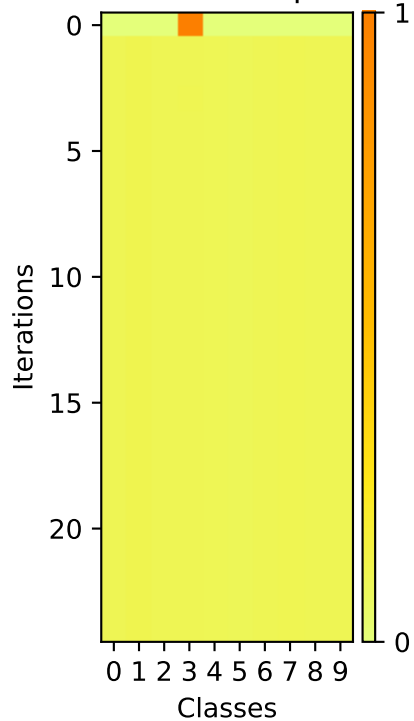




Image

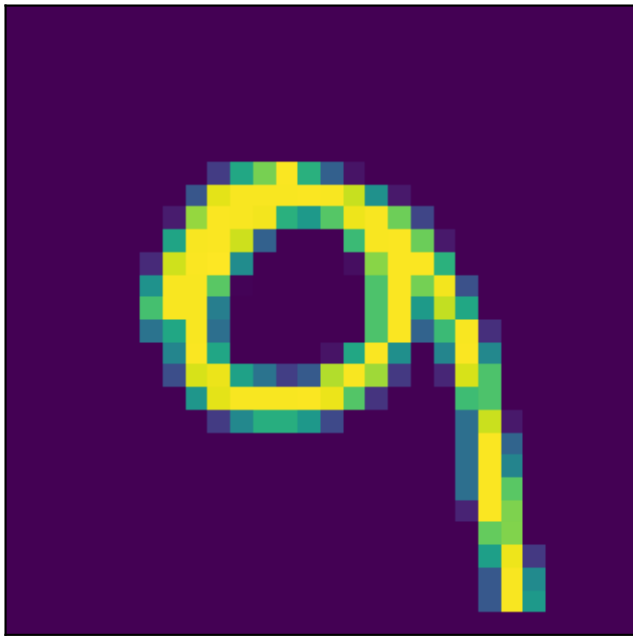


Softmax Outputs

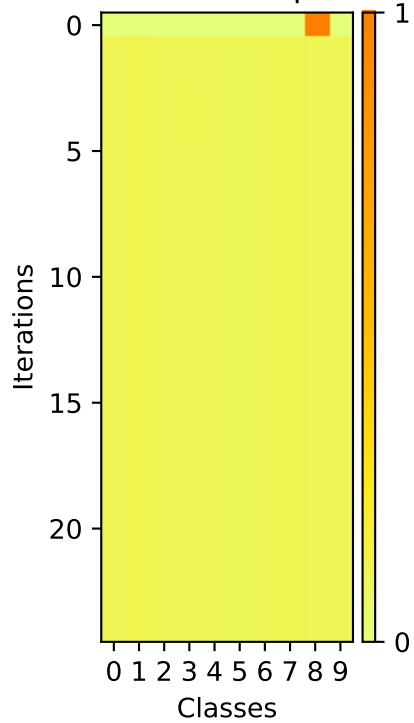


A pixelated yellow number 5 is centered on a dark purple background. The number is composed of bright yellow pixels with some light green and blue pixels at the edges, giving it a digital or retro aesthetic. The background is a solid, deep purple.

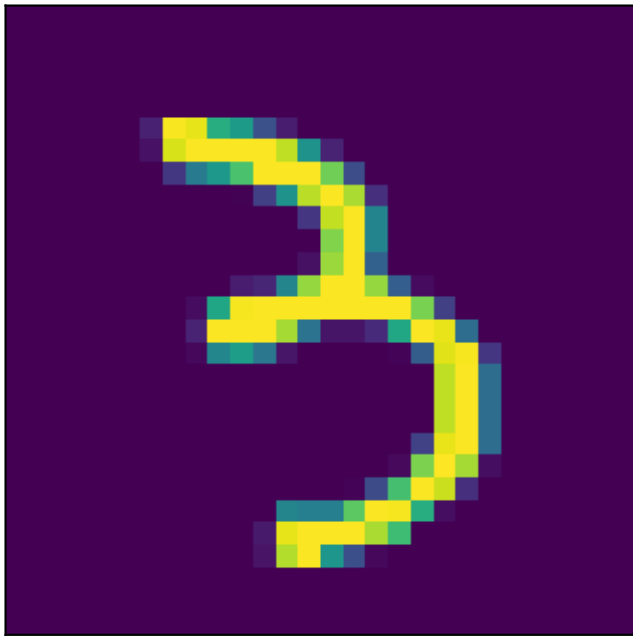
Image



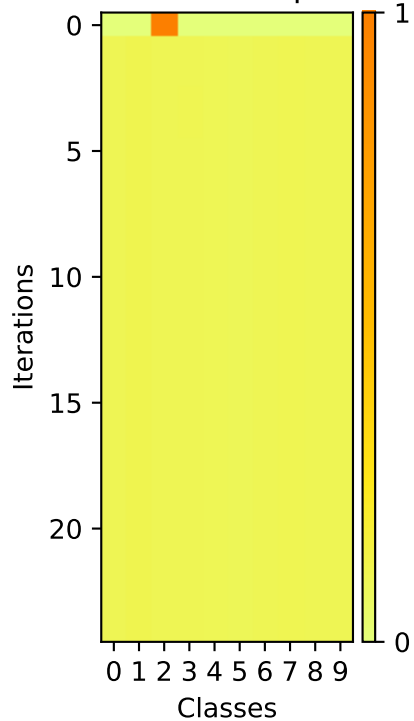
## Softmax Outputs



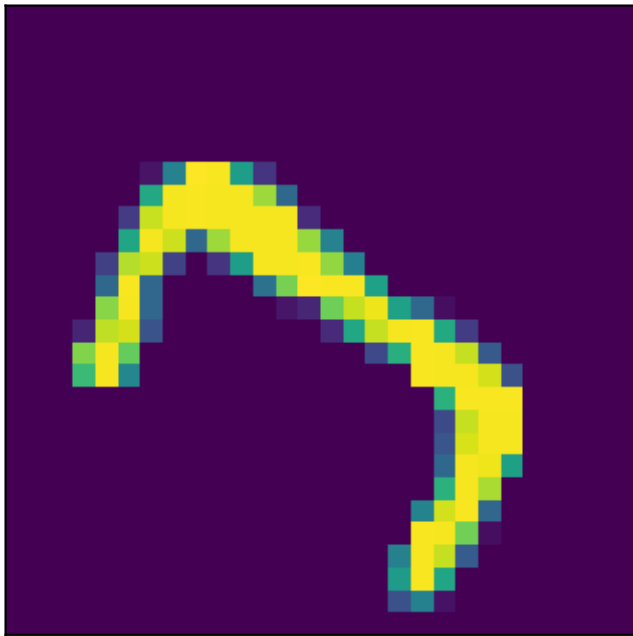
Image



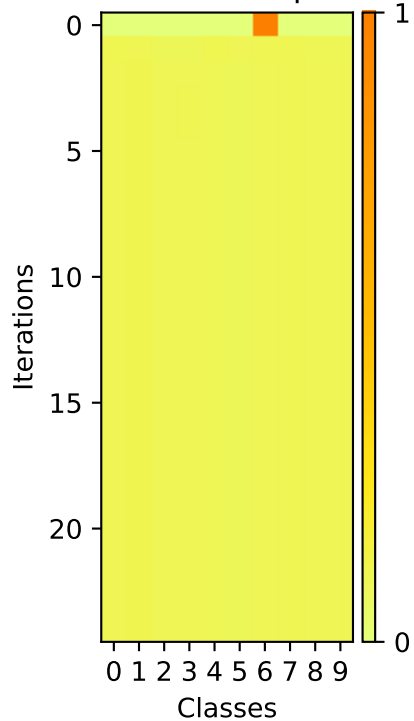
## Softmax Outputs



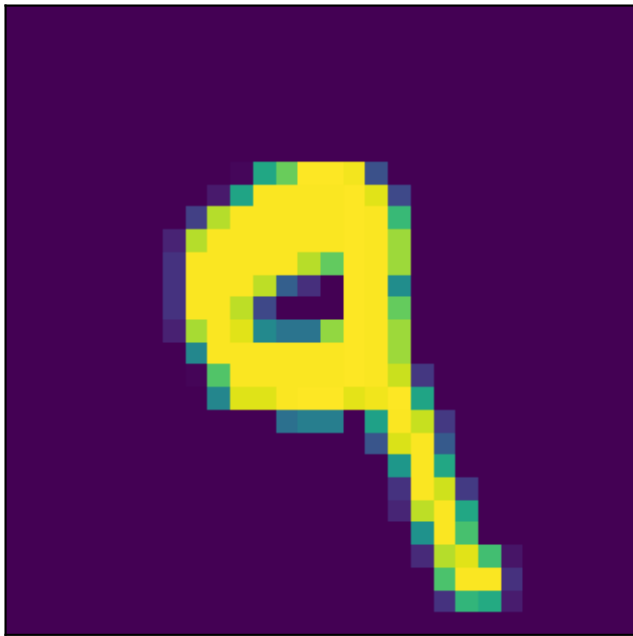
Image



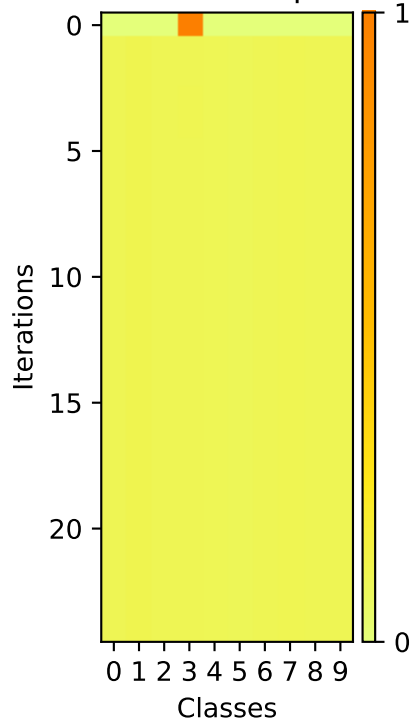
Softmax Outputs



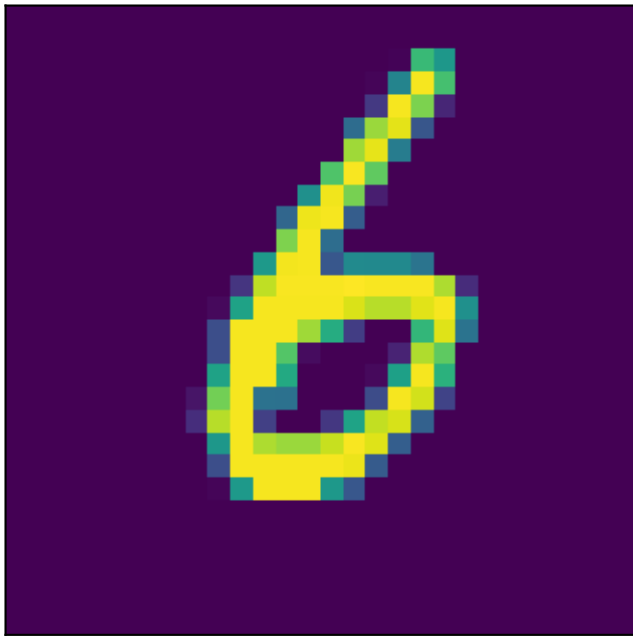
Image



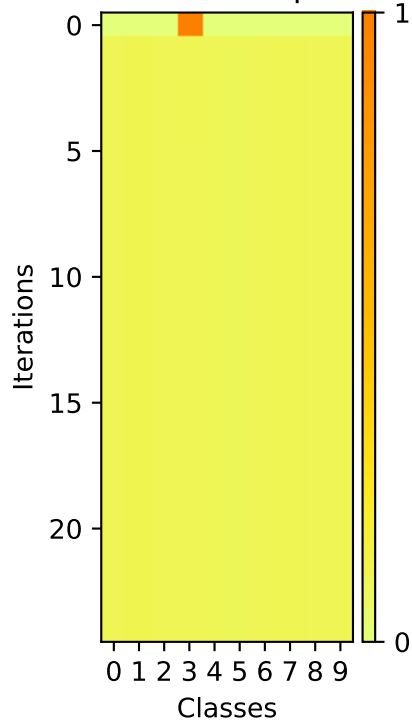
Softmax Outputs



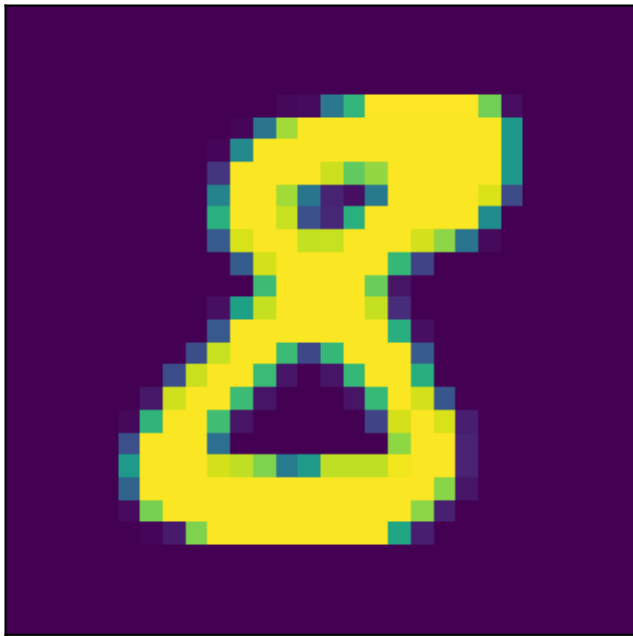
Image



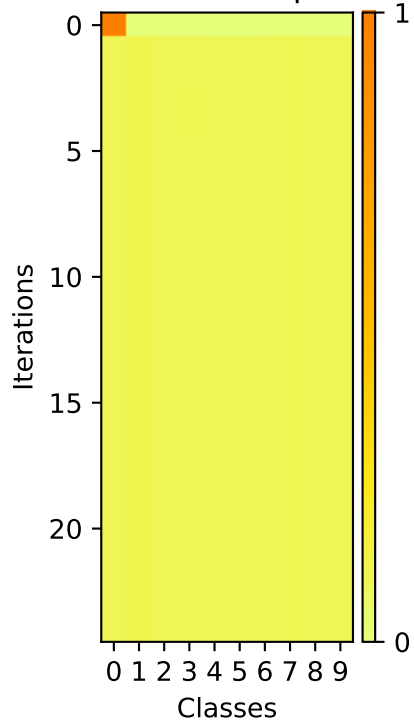
Softmax Outputs



Image

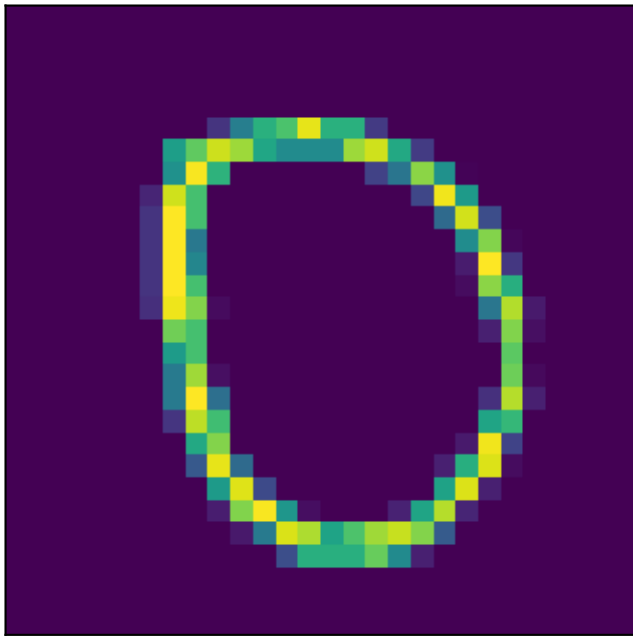


## Softmax Outputs

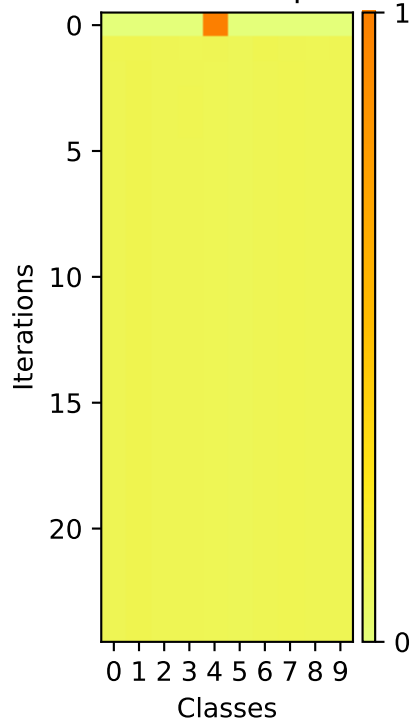




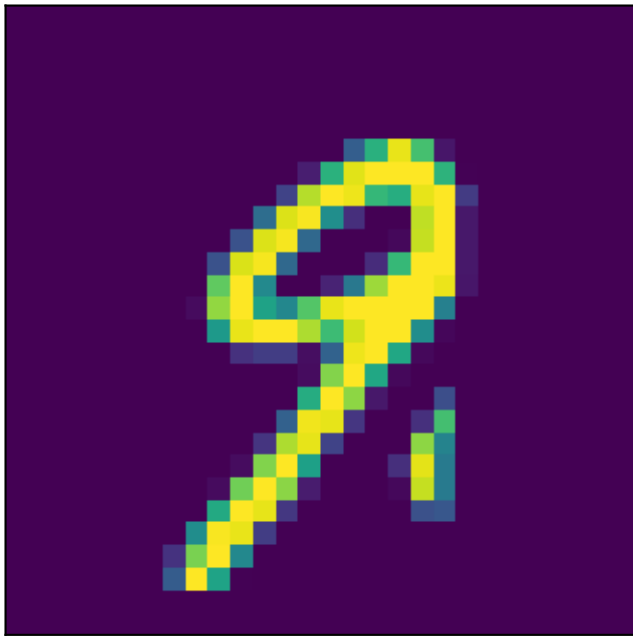
Image



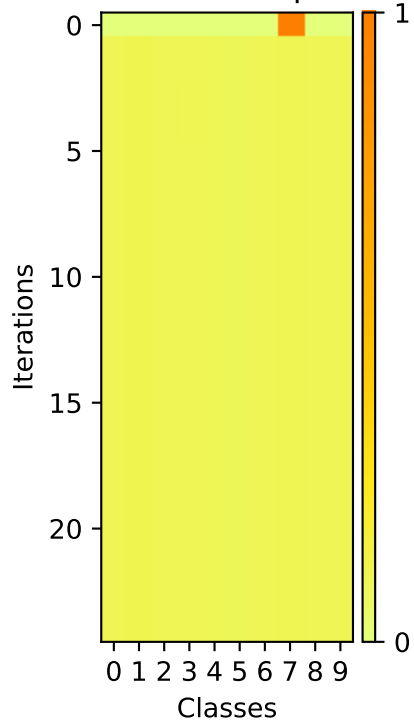
Softmax Outputs



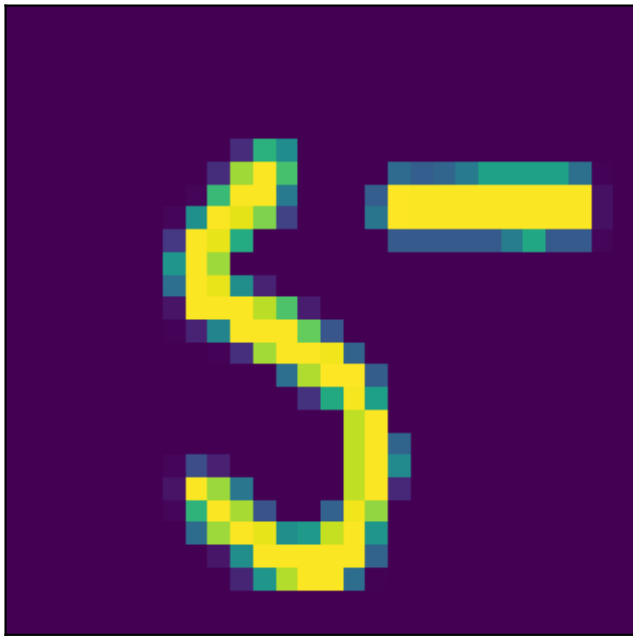
Image



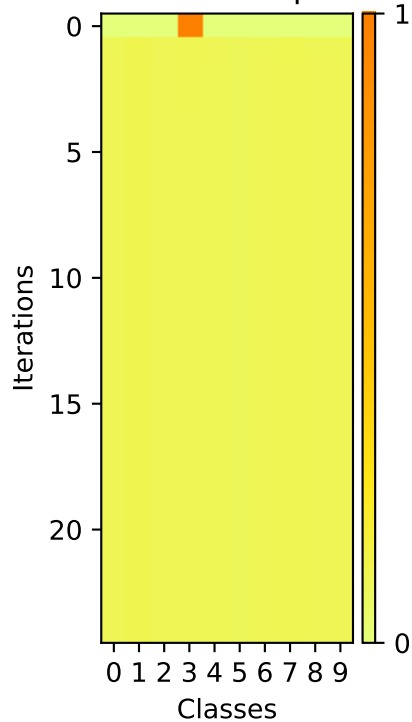
Softmax Outputs



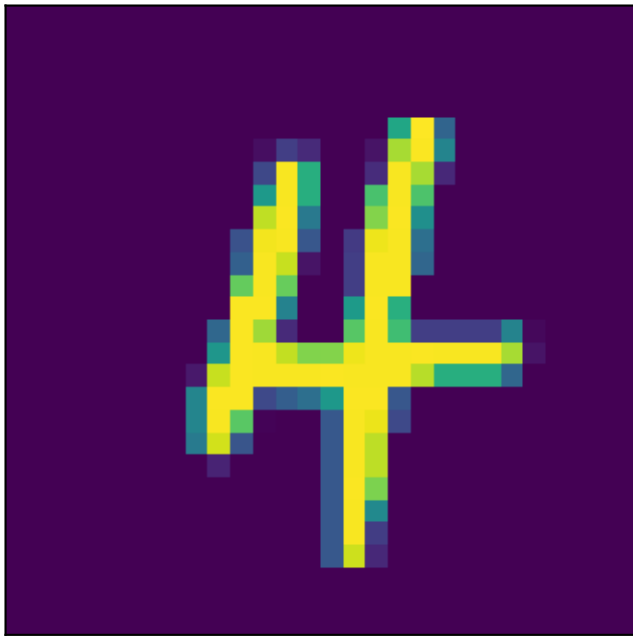
Image



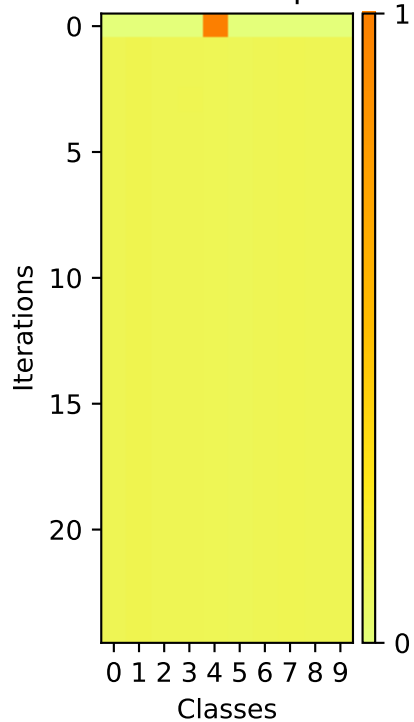
Softmax Outputs



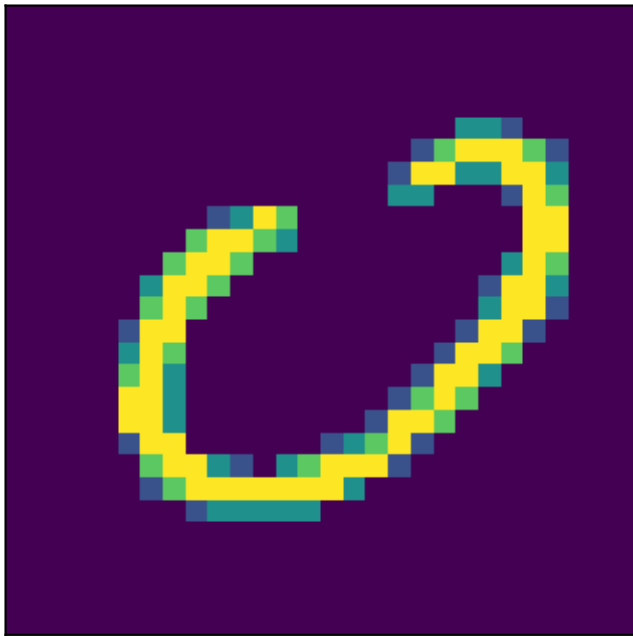
Image



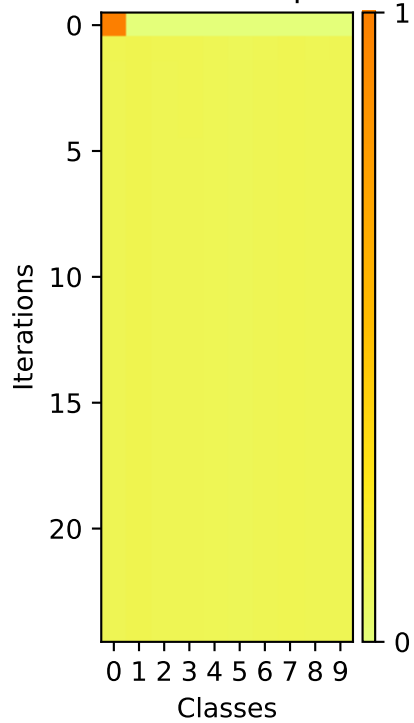
Softmax Outputs



Image



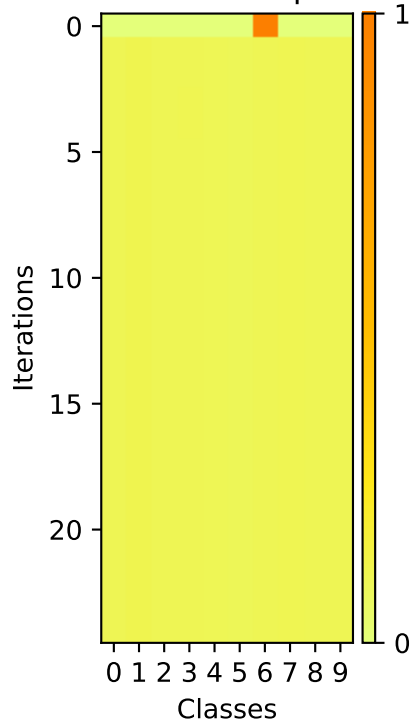
## Softmax Outputs



Image



Softmax Outputs

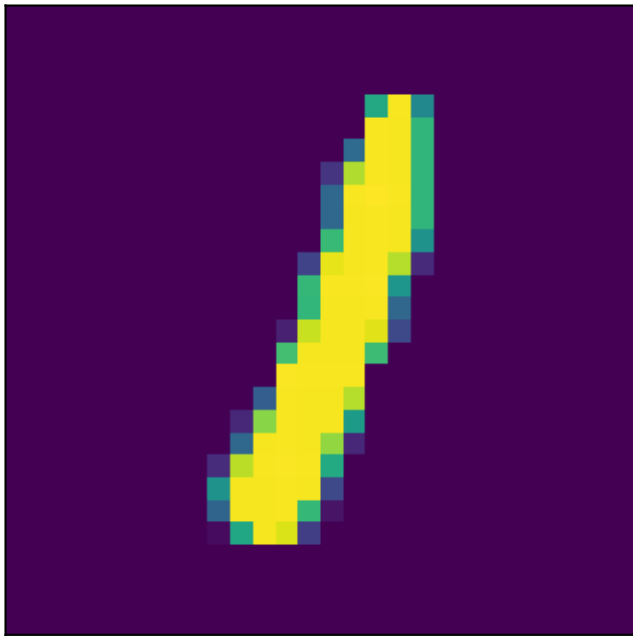


A pixelated, low-resolution image of a yellow and green vertical bar, possibly representing a stylized letter 'I' or a barcode, set against a dark purple background. The bar is composed of several vertical columns of pixels, with the central column being the tallest and most prominent. The colors are bright yellow and light green, contrasting sharply with the dark purple background. The overall appearance is that of a digital artifact or a stylized graphic element.

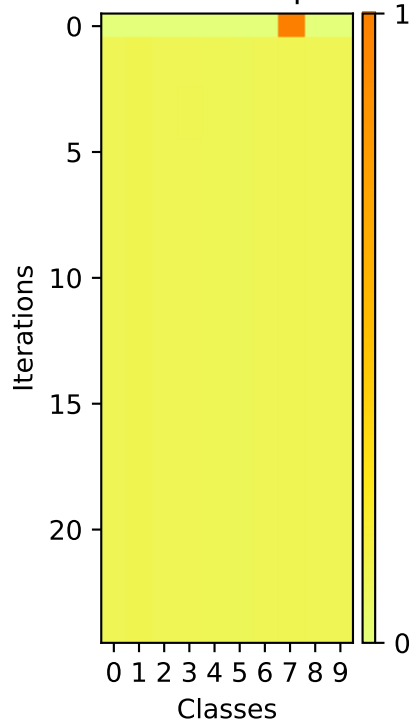
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 15,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



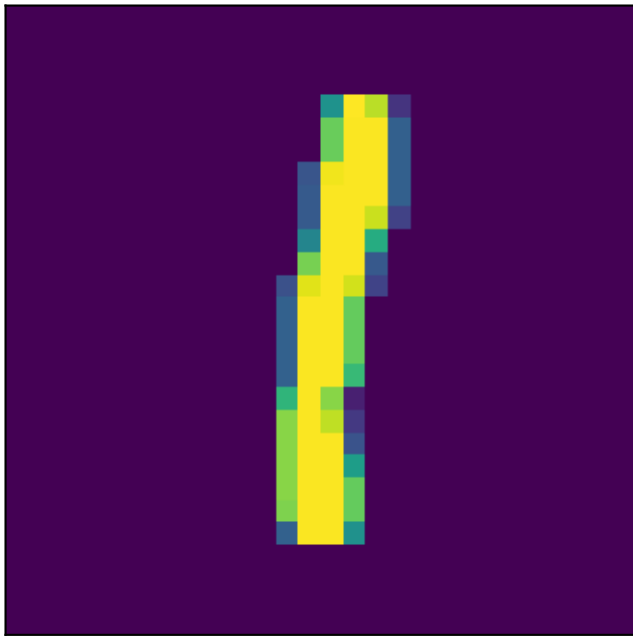
Image



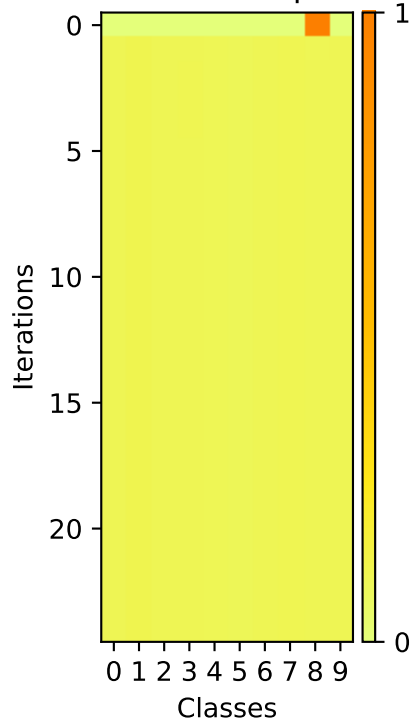
Softmax Outputs



Image



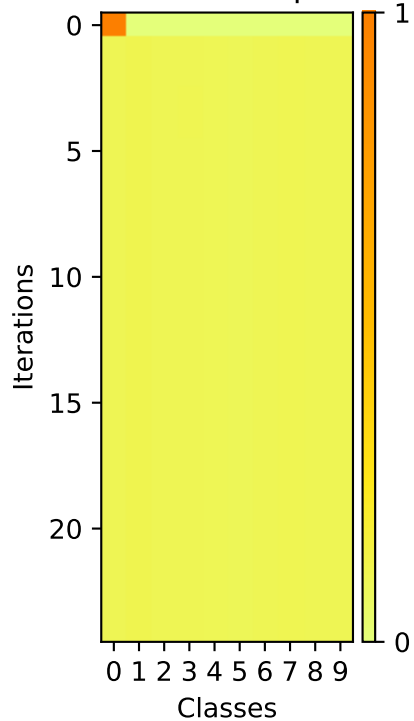
Softmax Outputs



Image



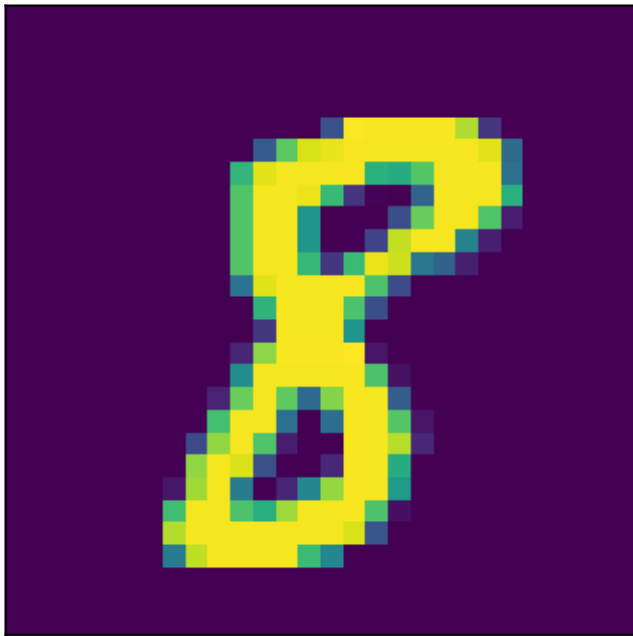
## Softmax Outputs



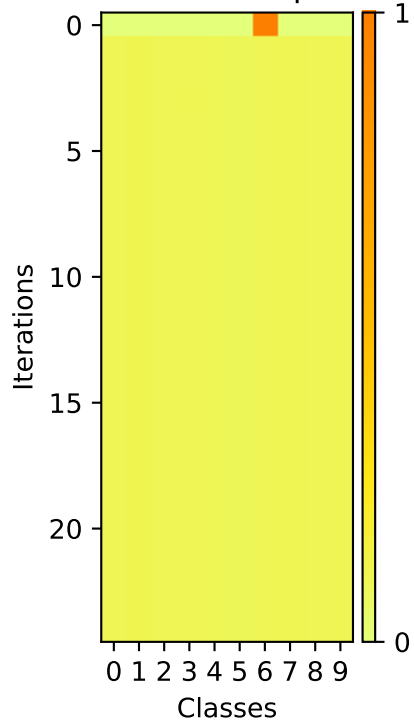


A pixelated yellow number 4 is centered on a dark purple background. The number is composed of small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

Image



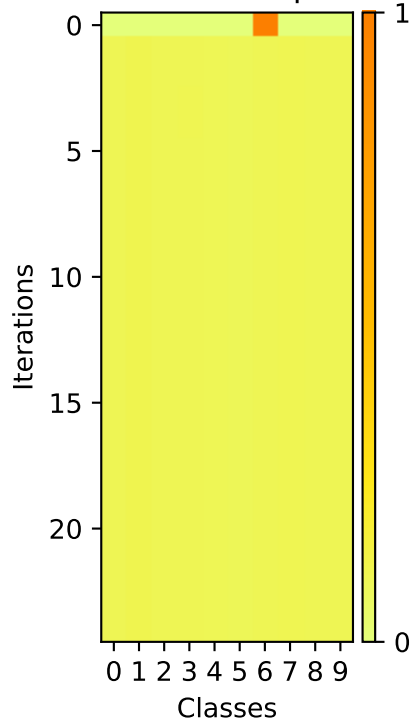
Softmax Outputs



Image



Softmax Outputs

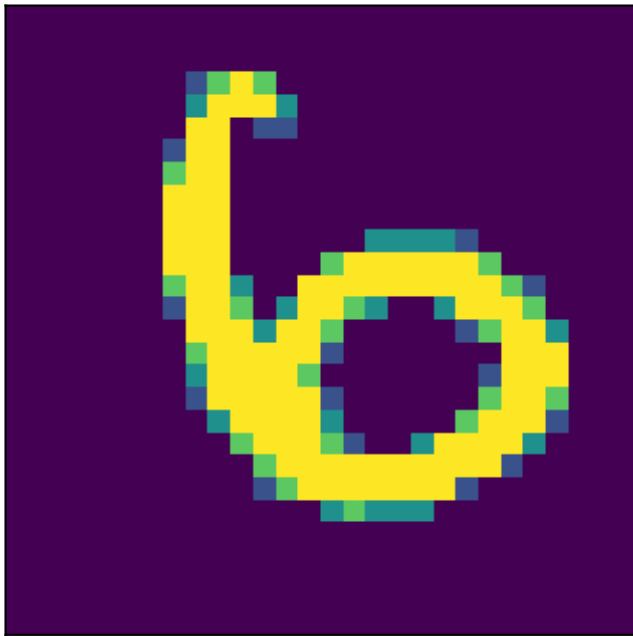


Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (dark red). Class 6 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 22.

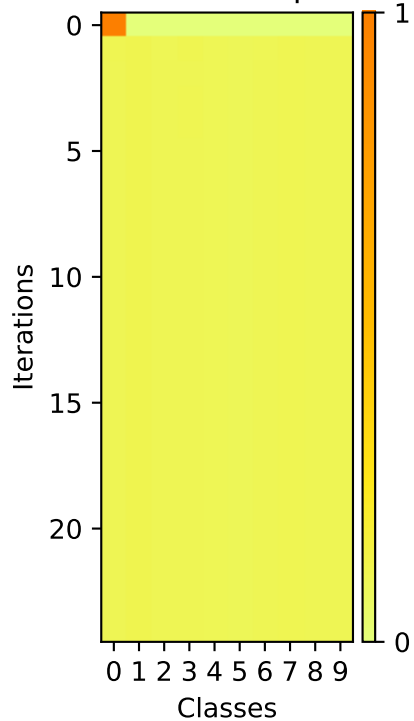


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares in various shades of yellow, orange, and brown, giving it a textured, hand-drawn appearance. It resembles a stylized letter 'P'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

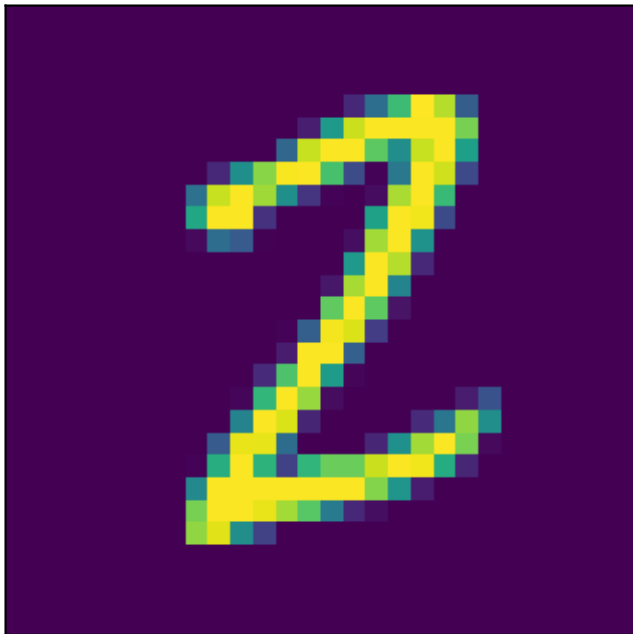
Image



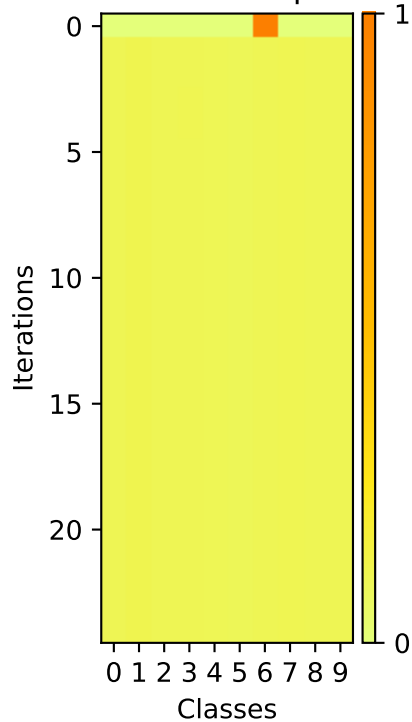
## Softmax Outputs



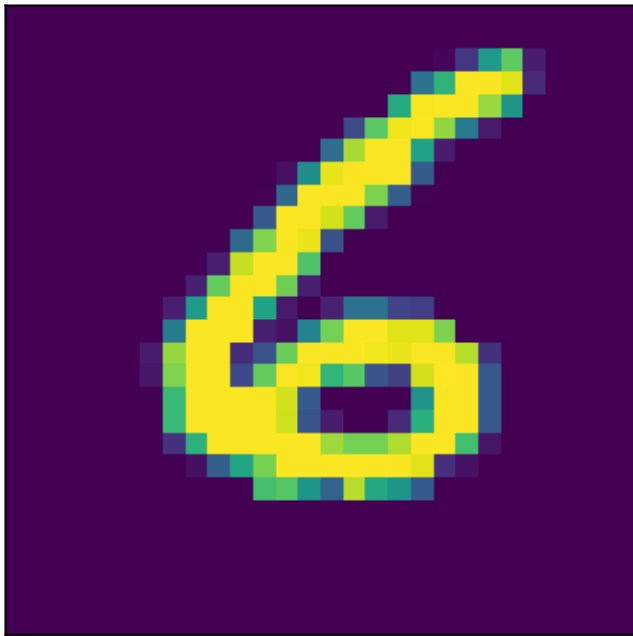
Image



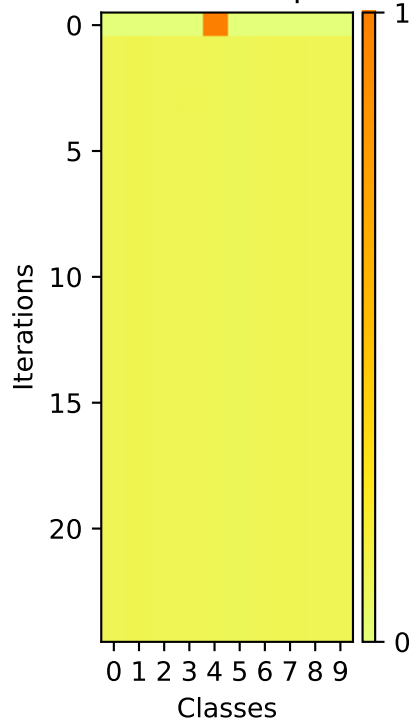
Softmax Outputs



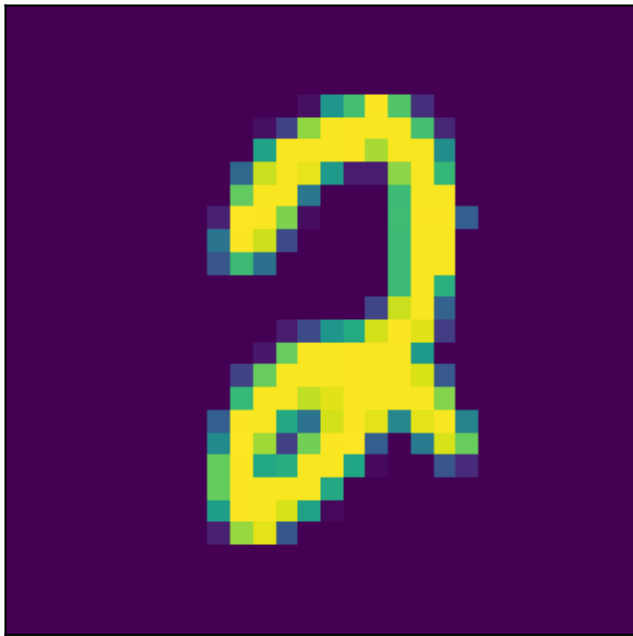
Image



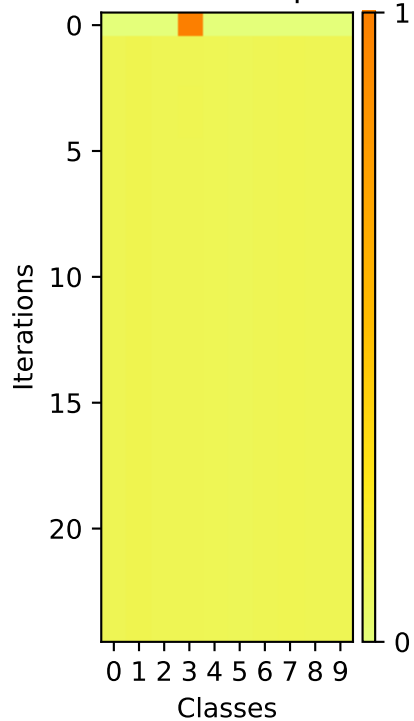
Softmax Outputs



Image

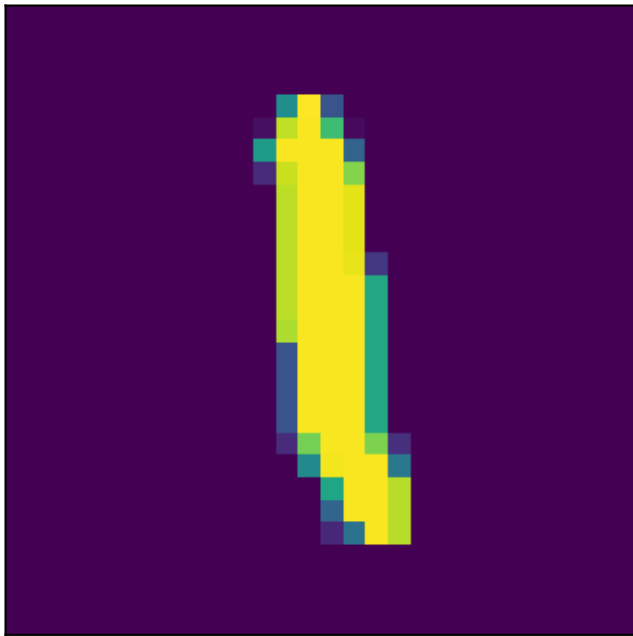


Softmax Outputs

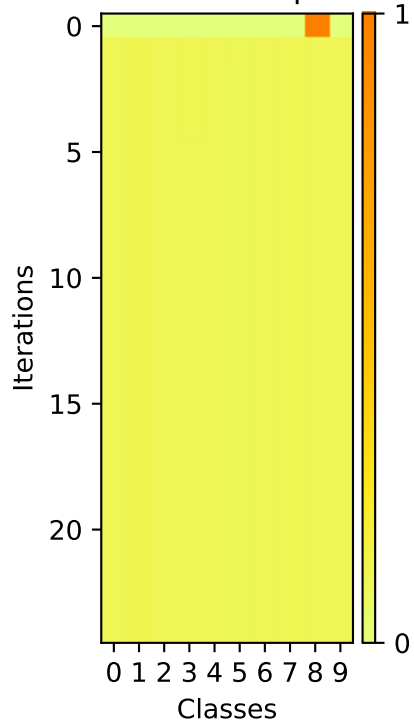


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 8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

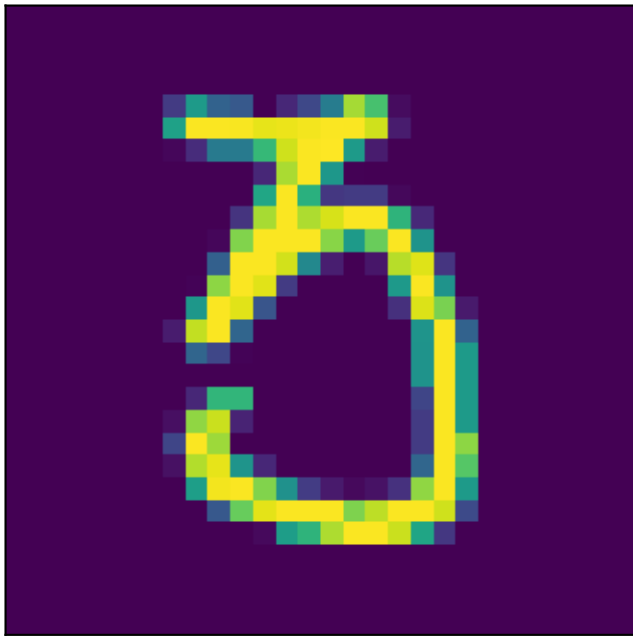
Image



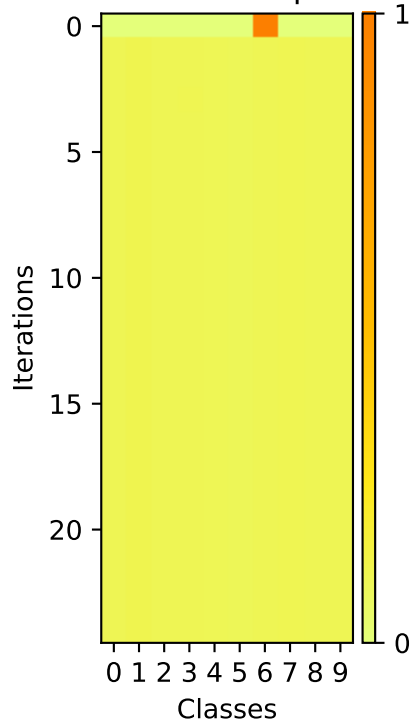
Softmax Outputs



Image



Softmax Outputs

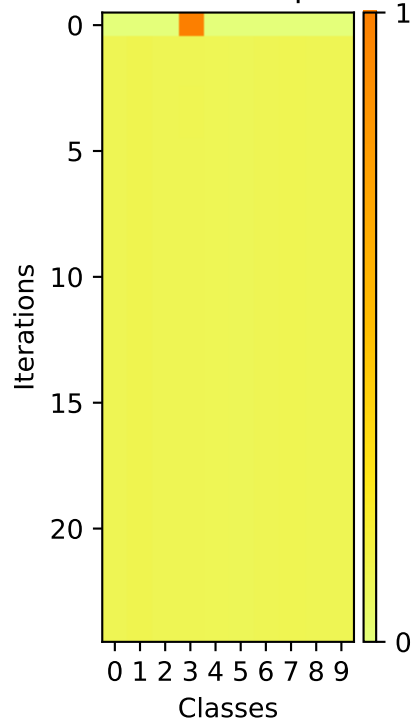




Image



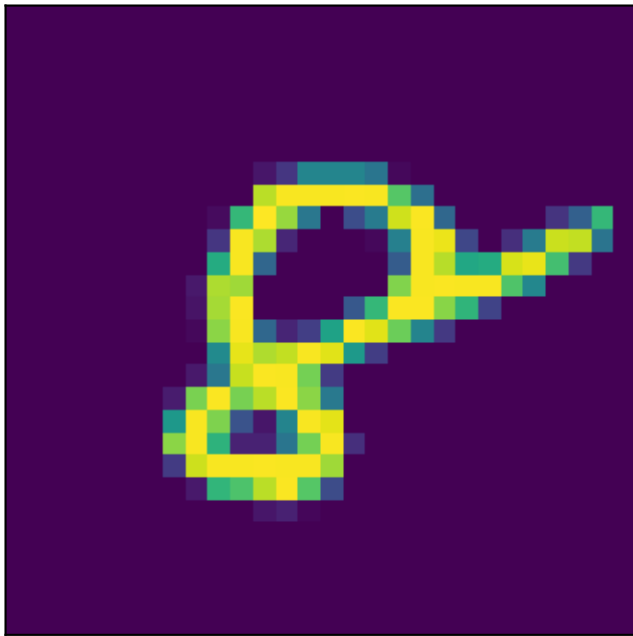
Softmax Outputs



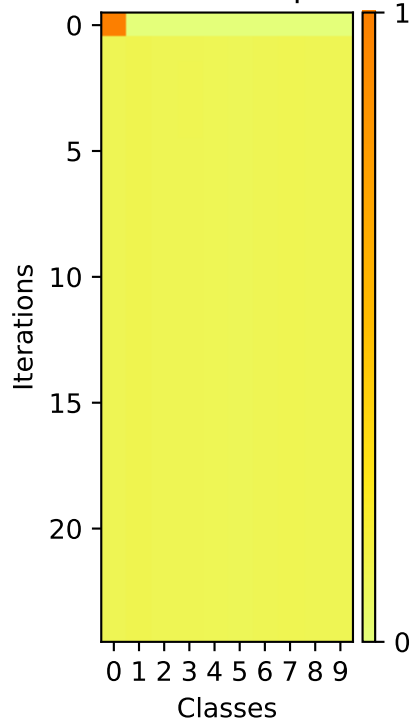
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, orange, and brown, giving it a textured, hand-drawn appearance. The center of the ring is a solid dark purple, matching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

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges 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.

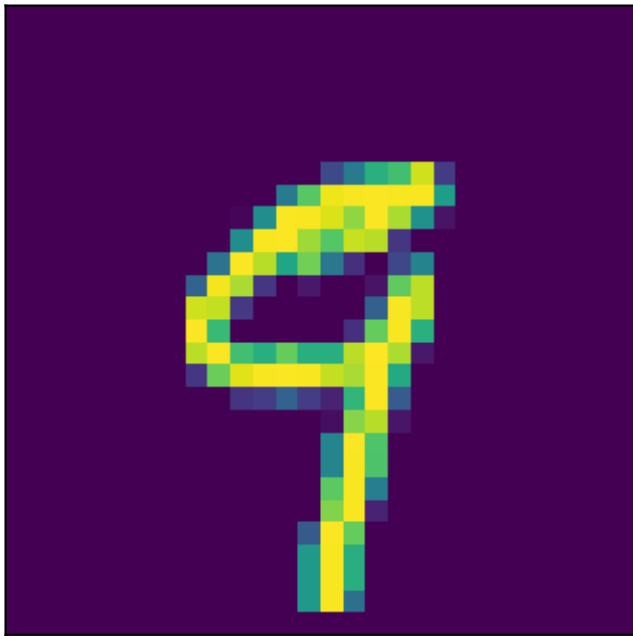
Image



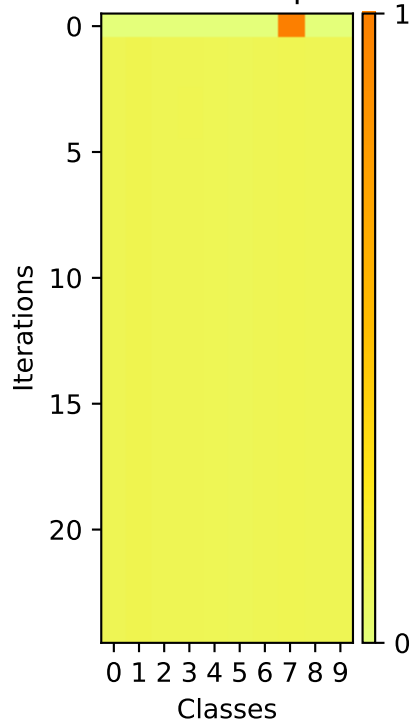
## Softmax Outputs



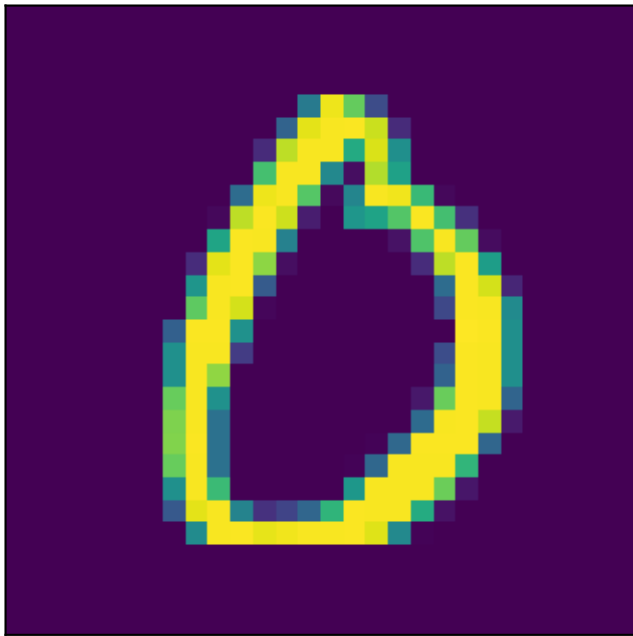
Image



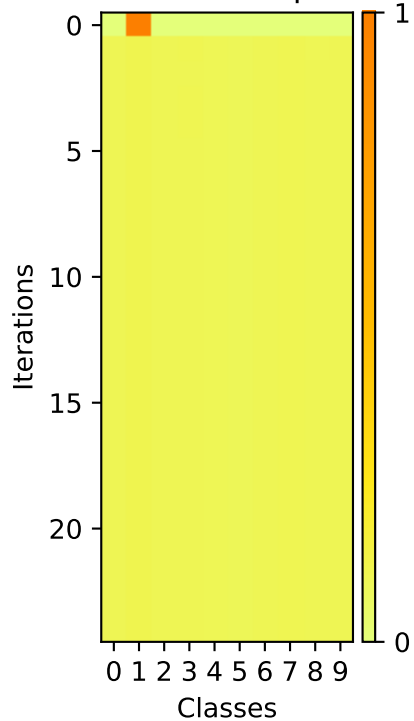
Softmax Outputs



Image



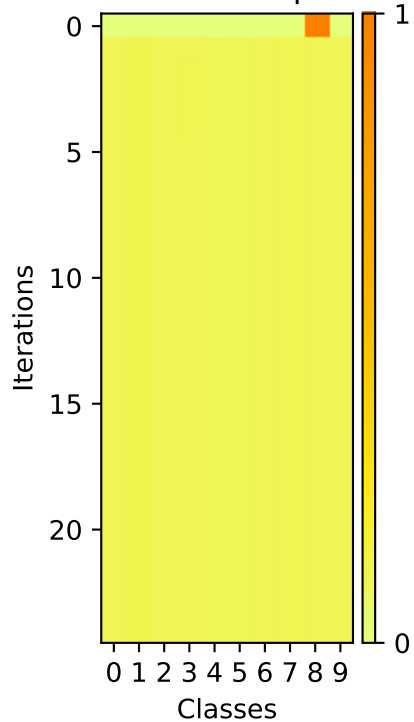
## Softmax Outputs



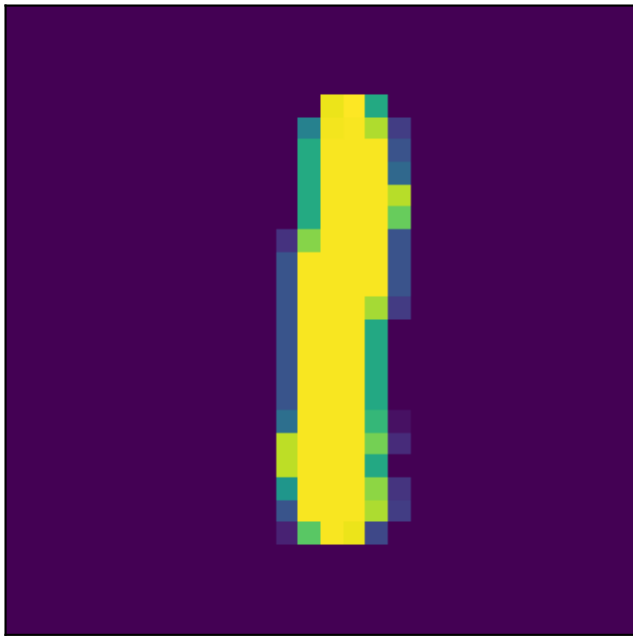
Image



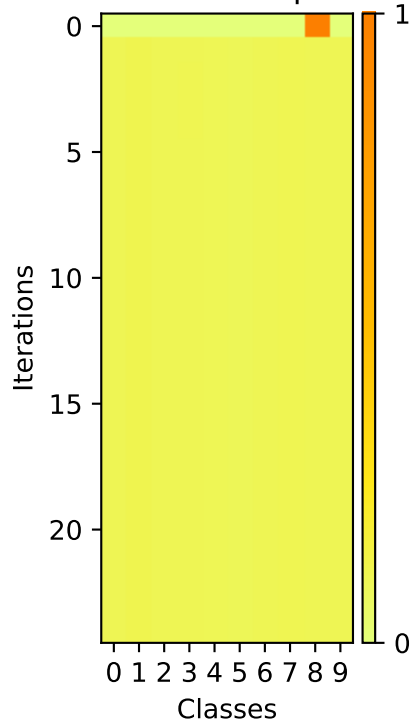
Softmax Outputs



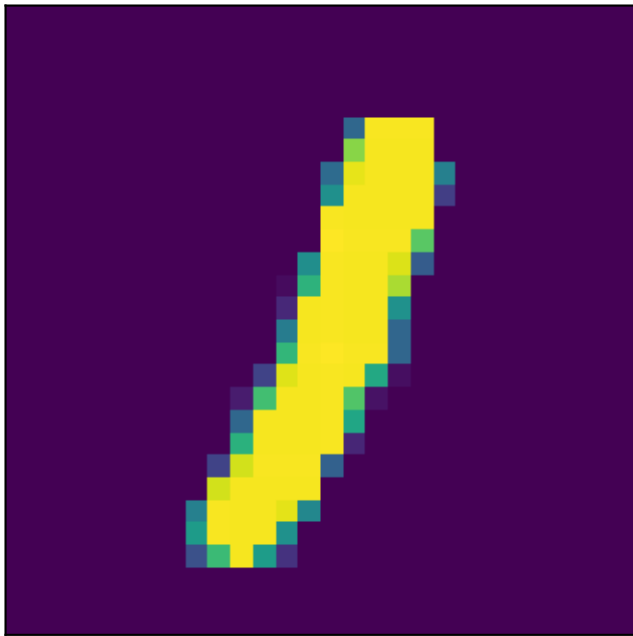
Image



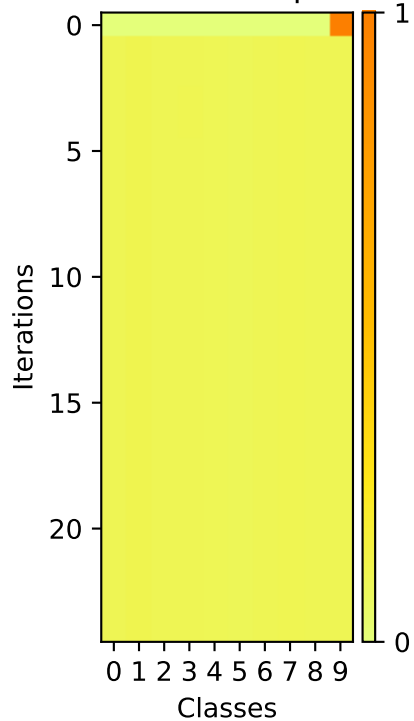
Softmax Outputs



Image



## Softmax Outputs

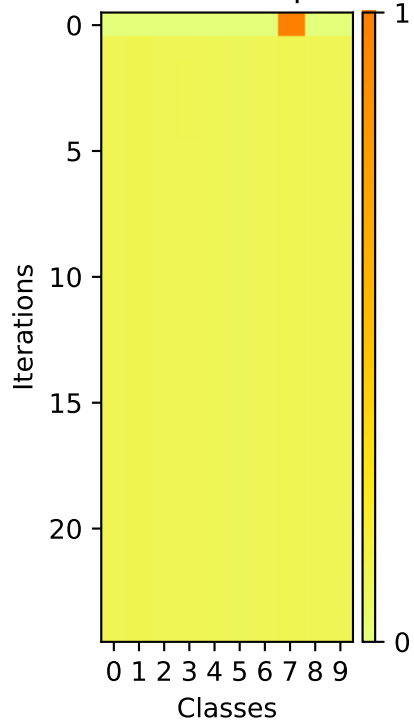




Image

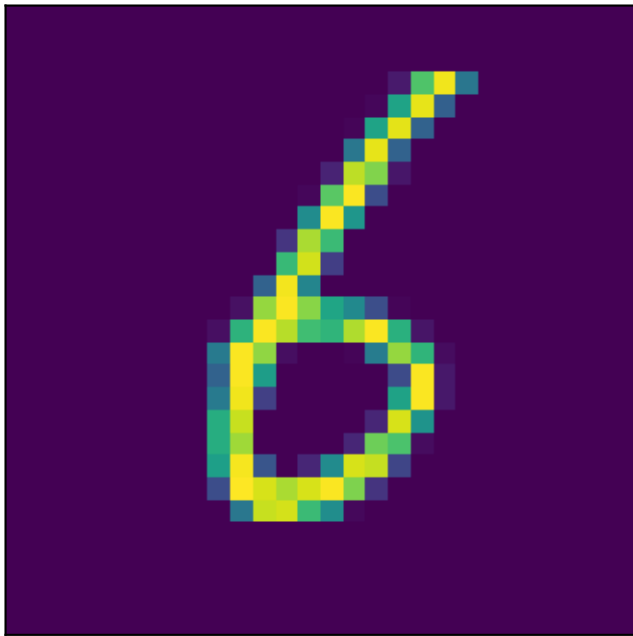


## Softmax Outputs

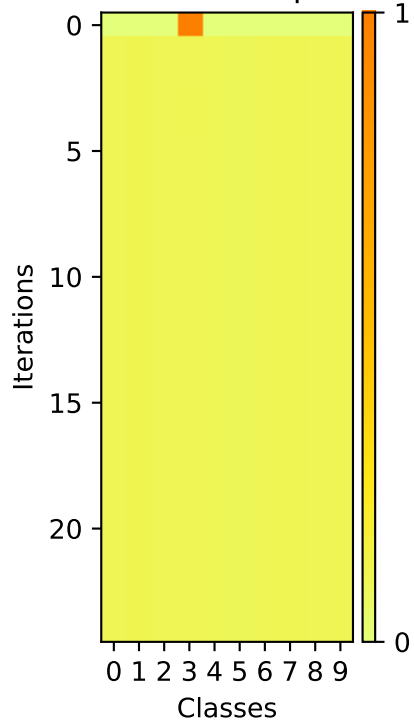


A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured appearance. The background is a solid, deep purple.

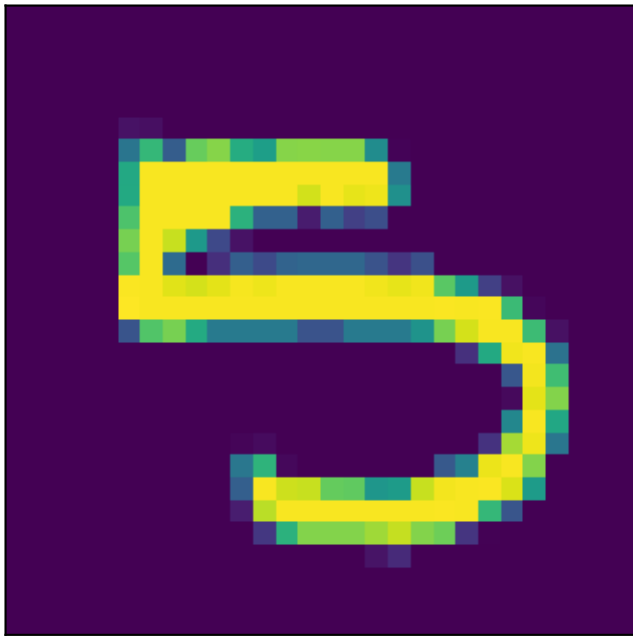
Image



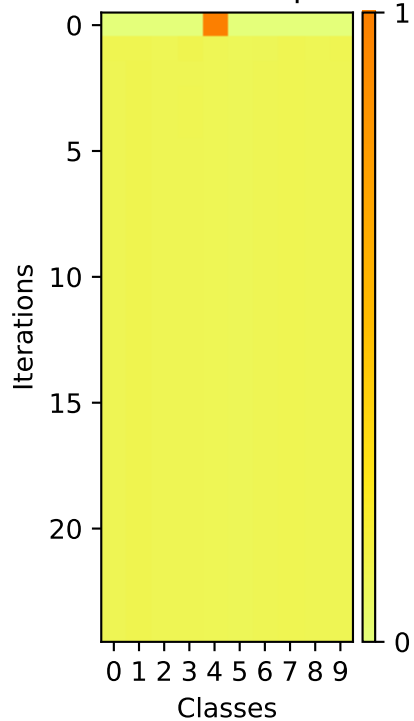
Softmax Outputs



Image



Softmax Outputs



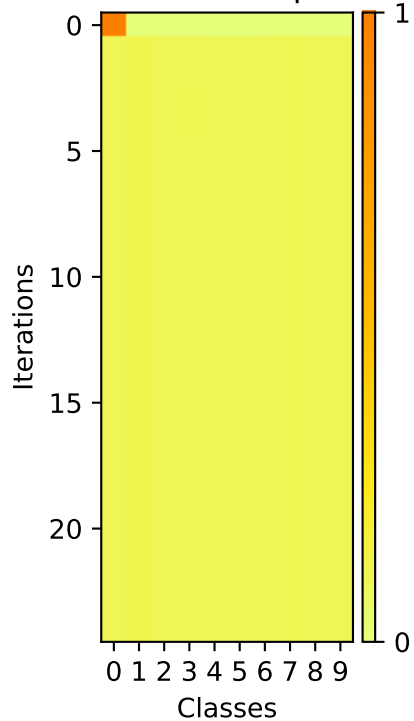
A pixelated yellow number 3 on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. It is centered in the upper half of the image.

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

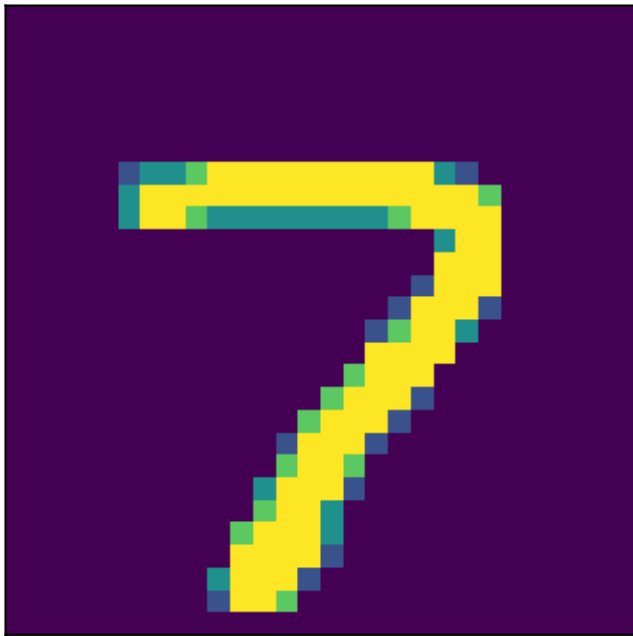
Image



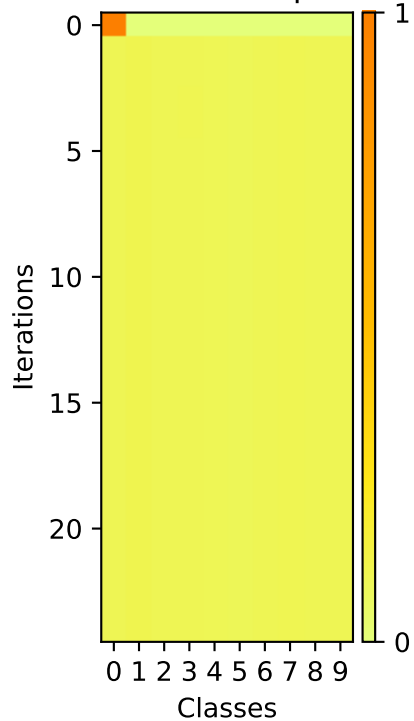
## Softmax Outputs



Image



## Softmax Outputs



A pixelated yellow number 5 on a black background. The number is composed of small squares, giving it a blocky, digital appearance. It is centered in the upper half of the image.

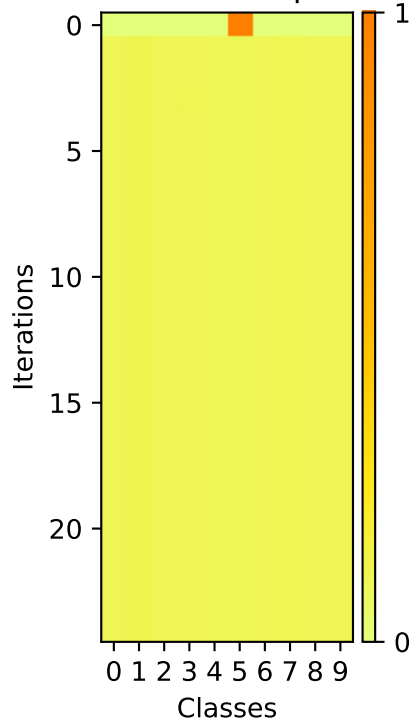


A pixelated yellow number 3 on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

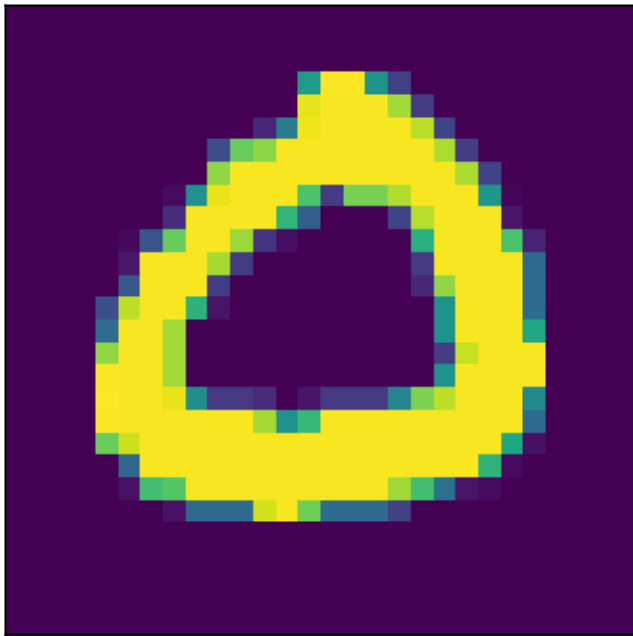
Image



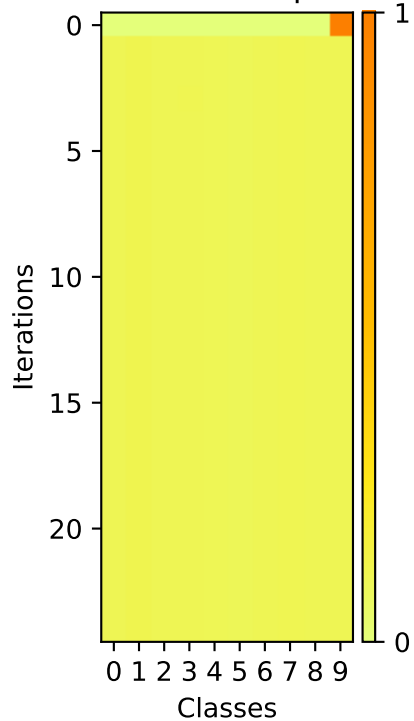
Softmax Outputs



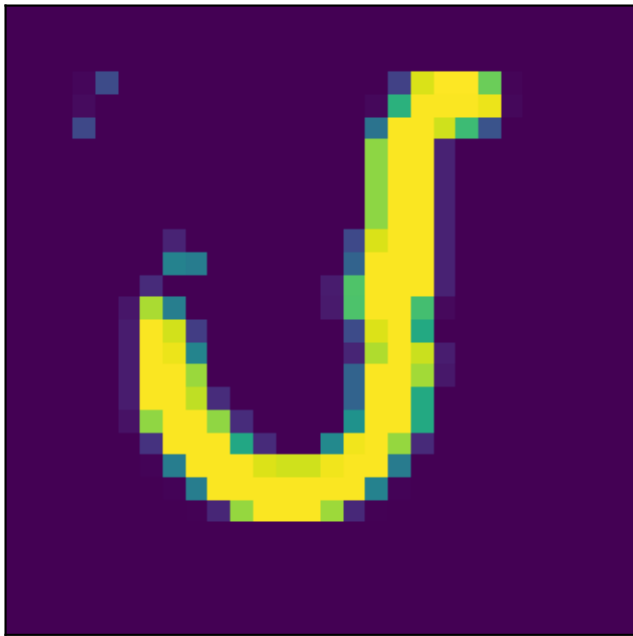
Image



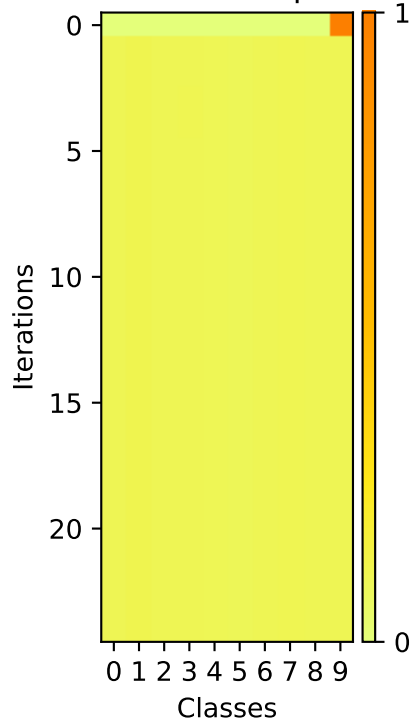
## Softmax Outputs



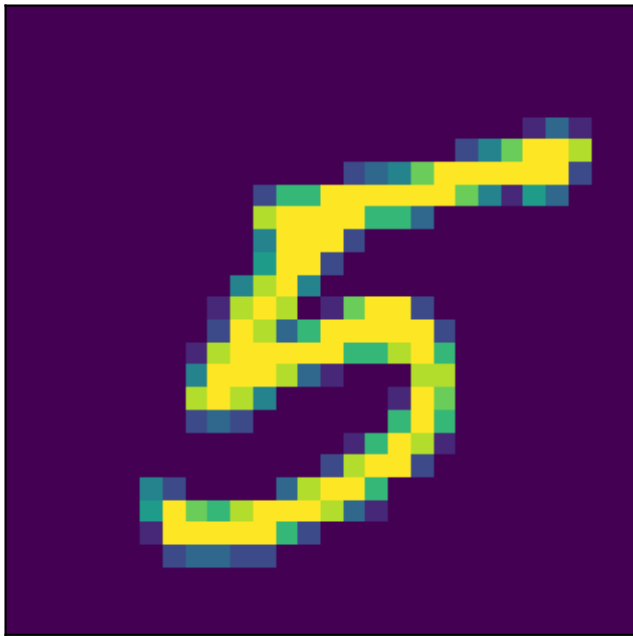
Image



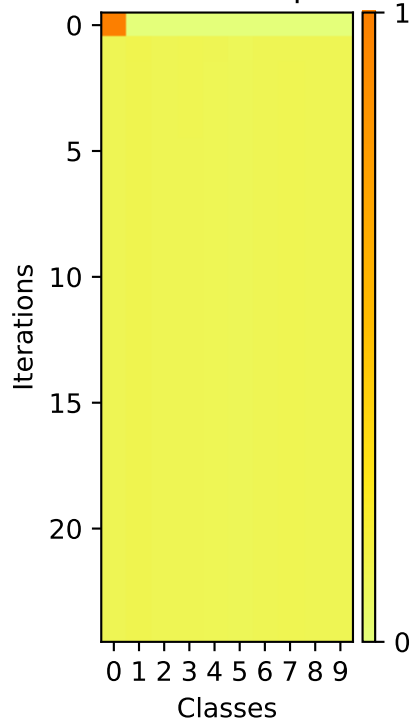
## Softmax Outputs



Image



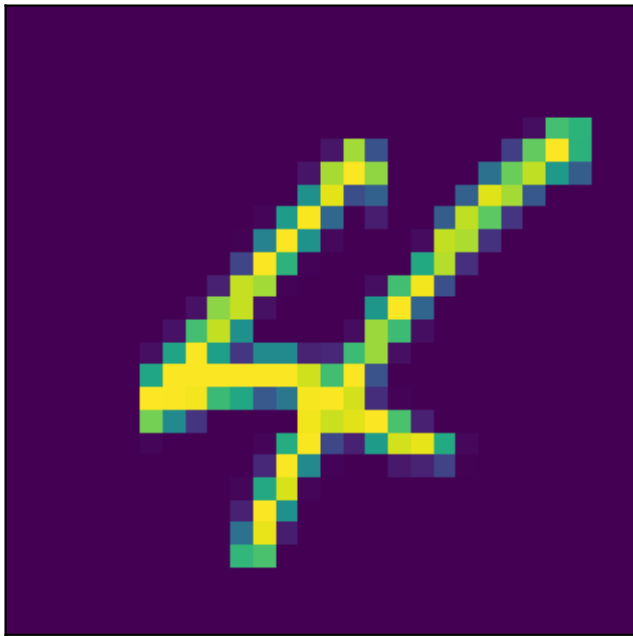
## Softmax Outputs



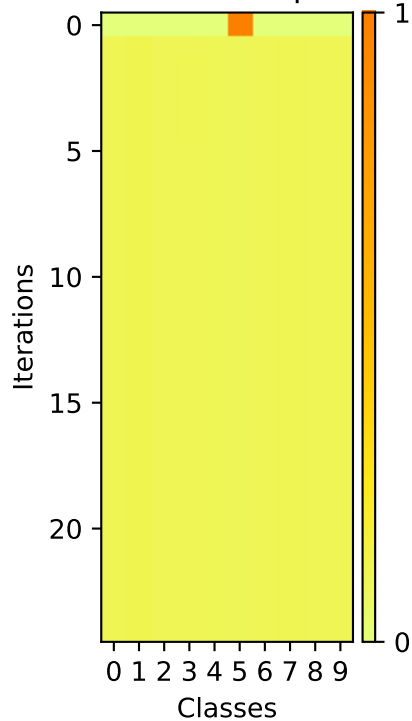
A pixelated, low-resolution image of a yellow and orange abstract shape, possibly a stylized letter or logo, set against a black background. The shape is composed of many small squares, giving it a blocky, digital appearance. It features a horizontal base with a vertical stem on the left and a curved, hook-like extension on the right. The colors are primarily yellow and orange, with some darker orange and black pixels defining the edges and internal structure.

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.

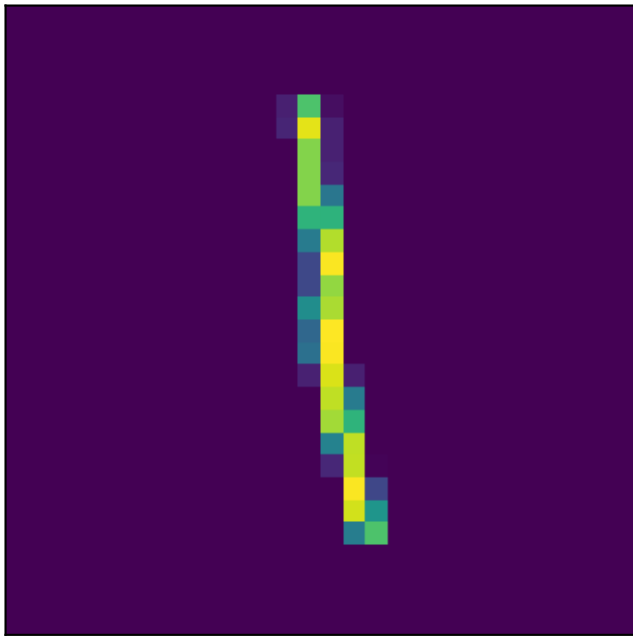
Image



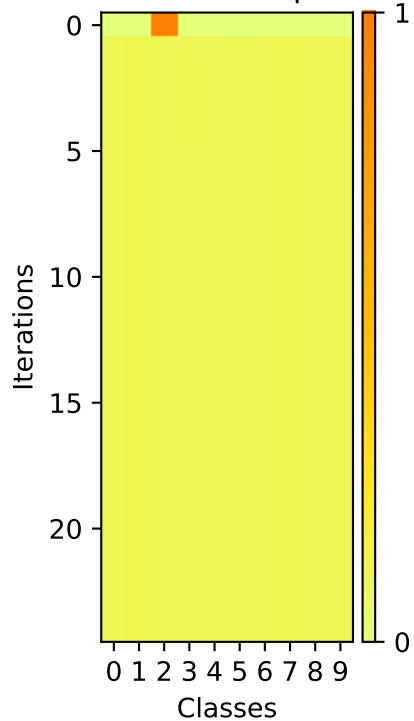
Softmax Outputs



Image

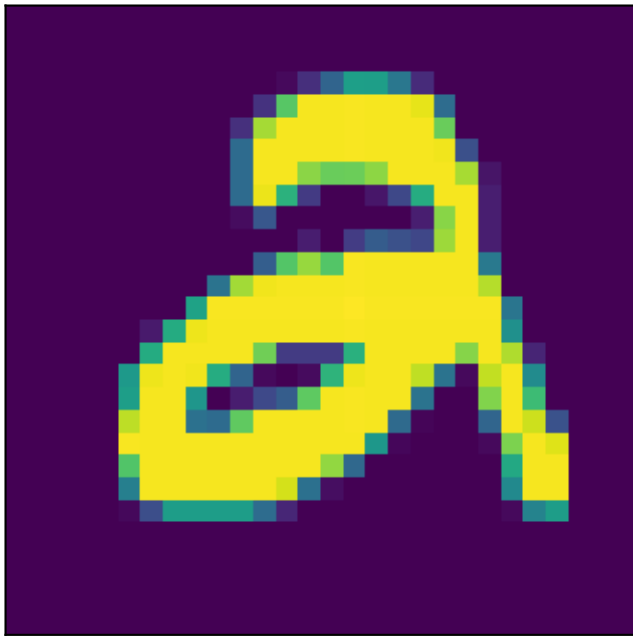


## Softmax Outputs

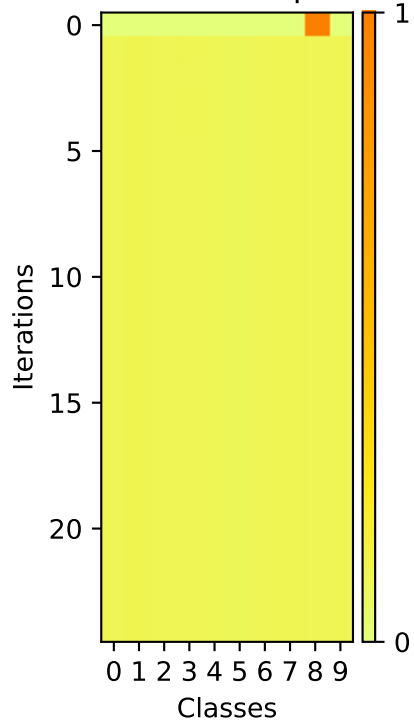




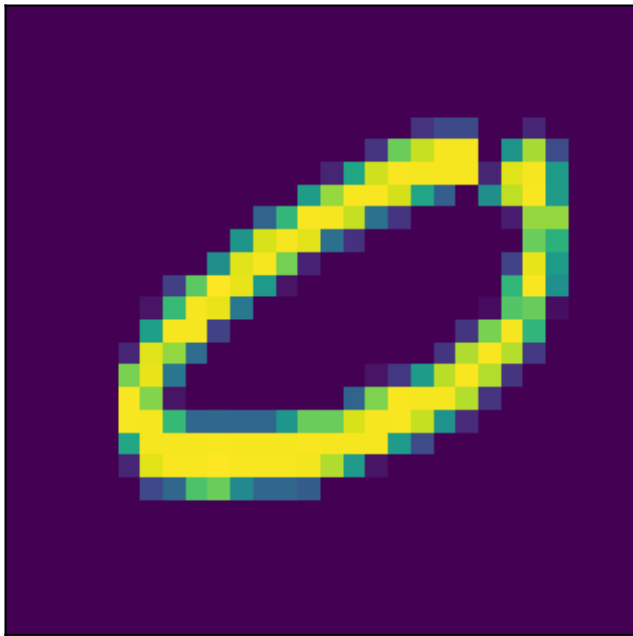
Image



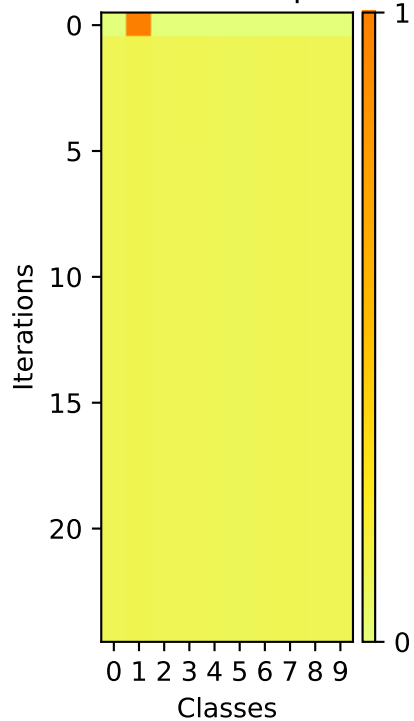
Softmax Outputs



Image



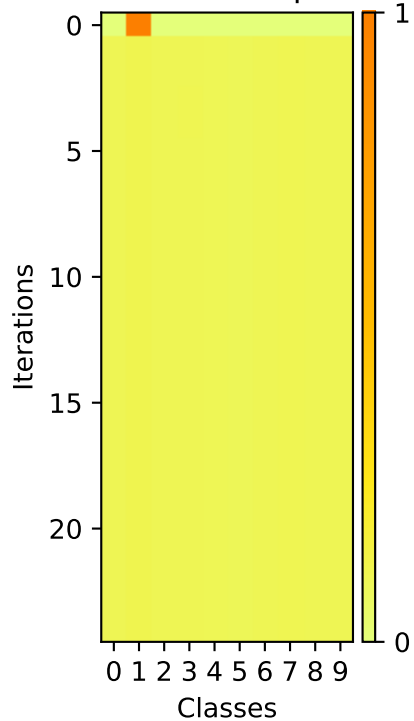
## Softmax Outputs



Image



## Softmax Outputs



A pixelated, low-resolution image of the number 7. 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 7 is positioned in the center of the frame.

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 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.