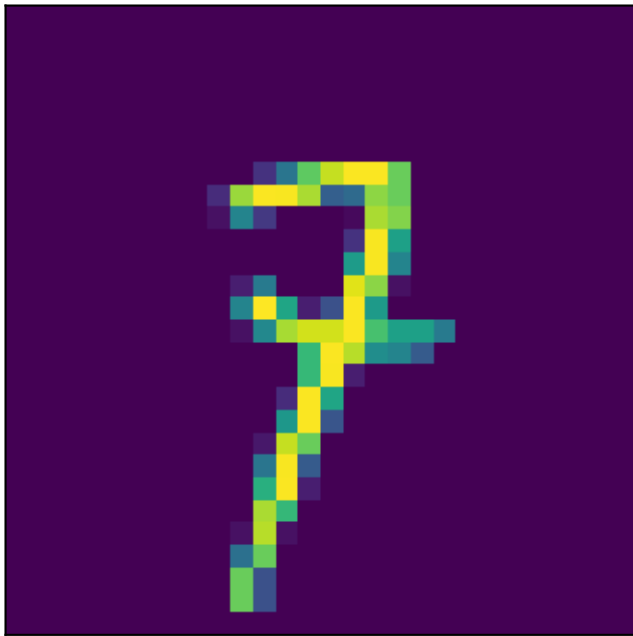
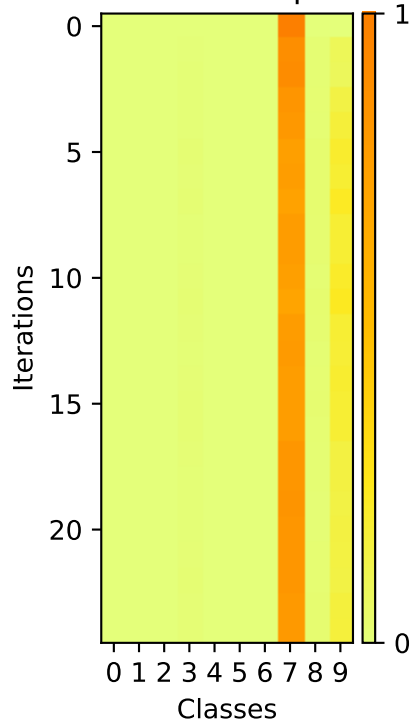


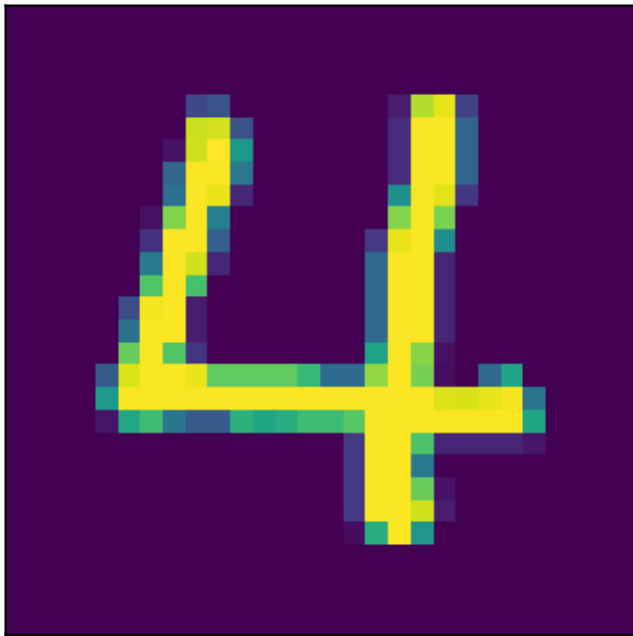
Image



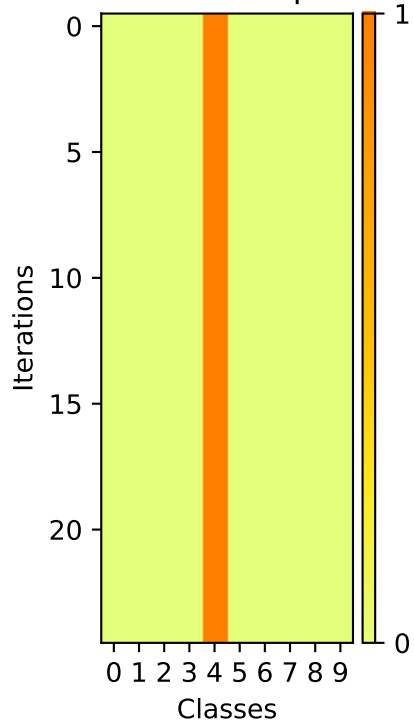
Softmax Outputs



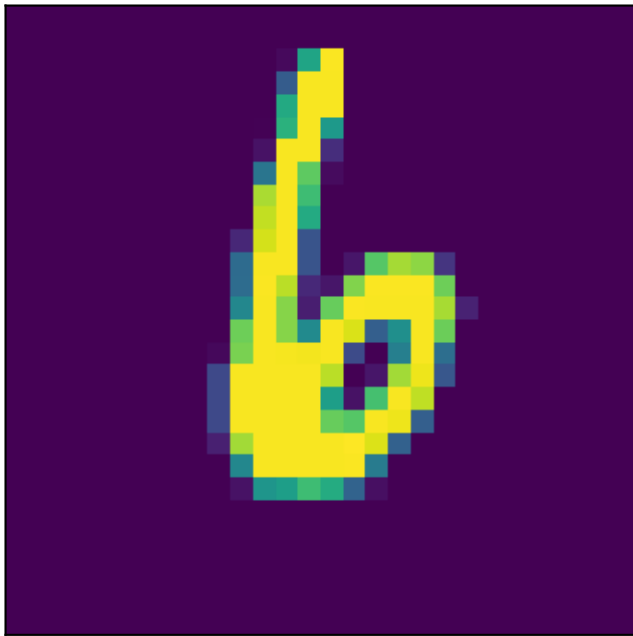
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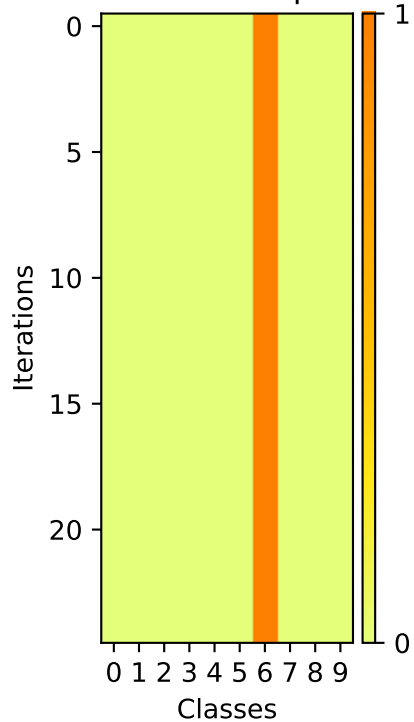
Softmax Outputs



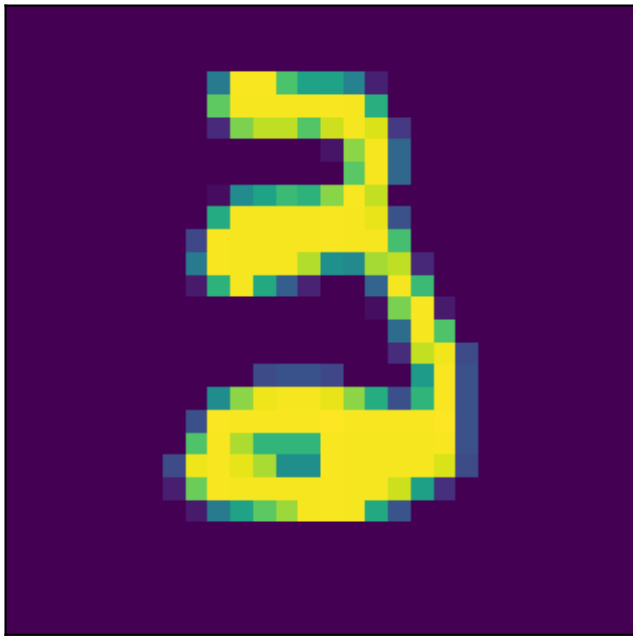
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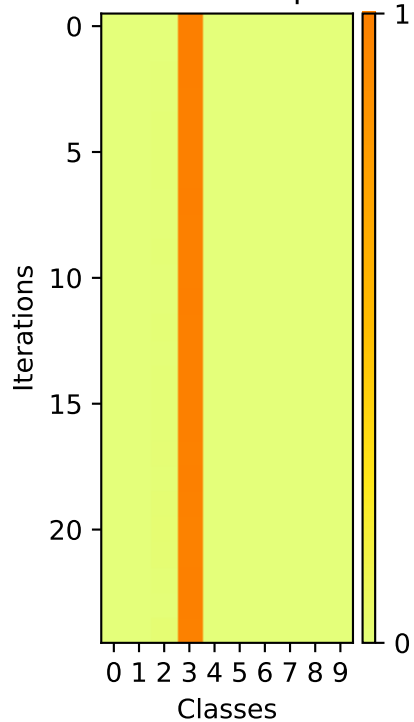
Softmax Outputs



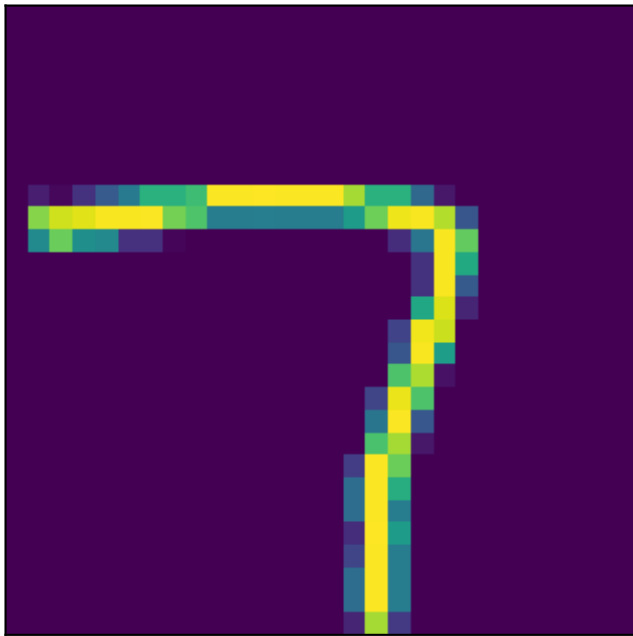
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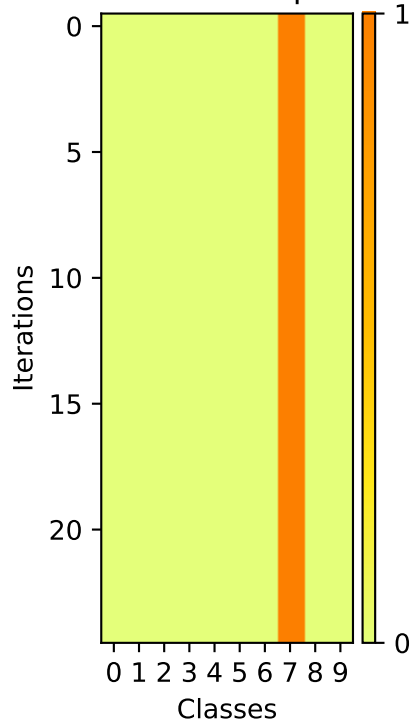
Softmax Outputs



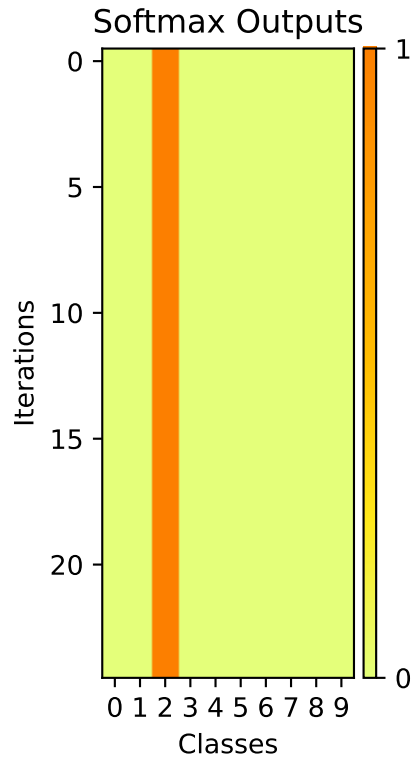
Image



Softmax Outputs



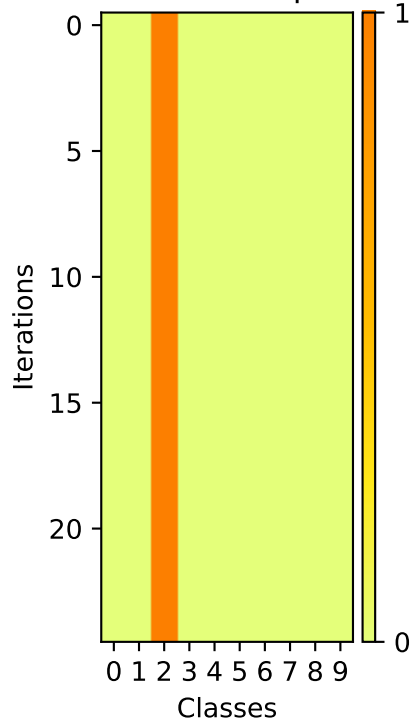
A pixelated yellow number 2 on a dark purple background. The number is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a retro, digital appearance. It is centered in the upper half of the image.



Image



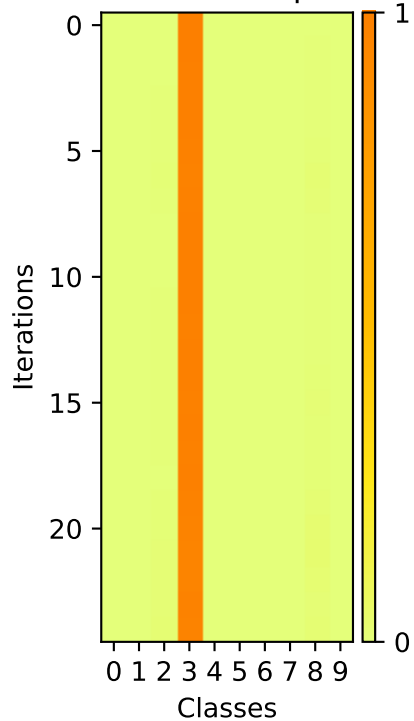
Softmax Outputs



Image



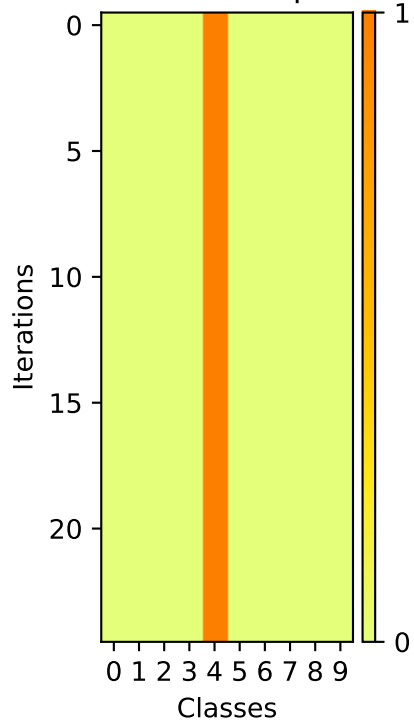
Softmax Outputs



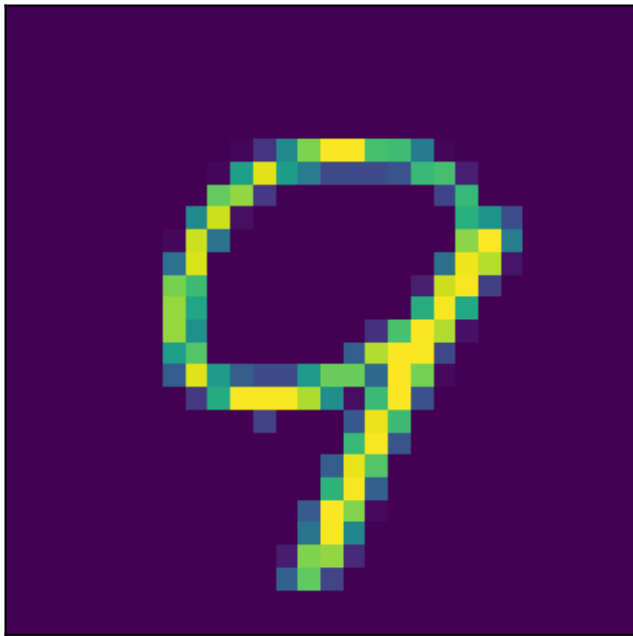
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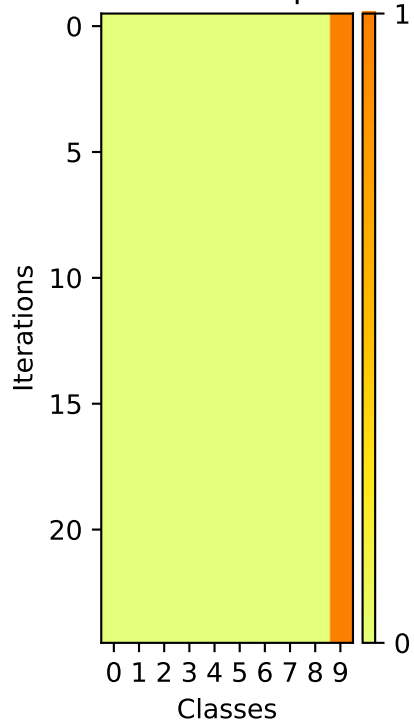
Softmax Outputs



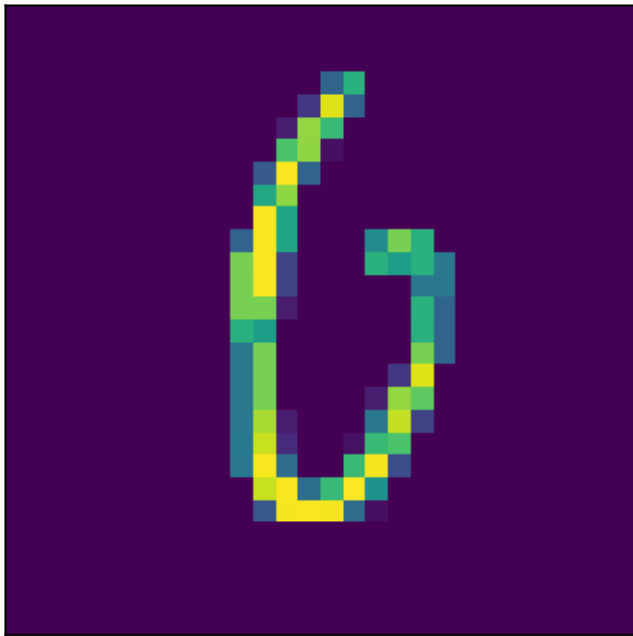
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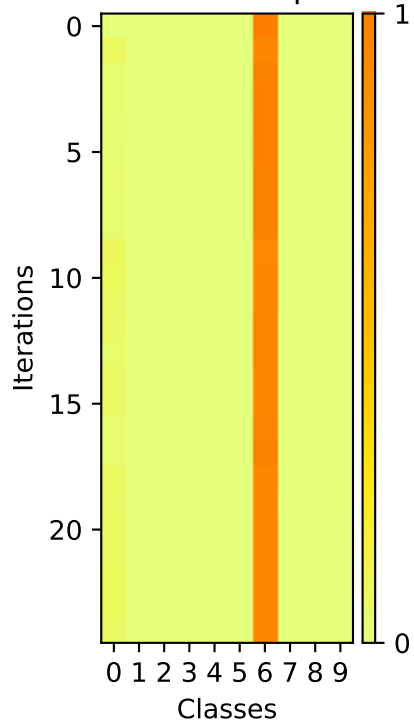
Softmax Outputs



Image



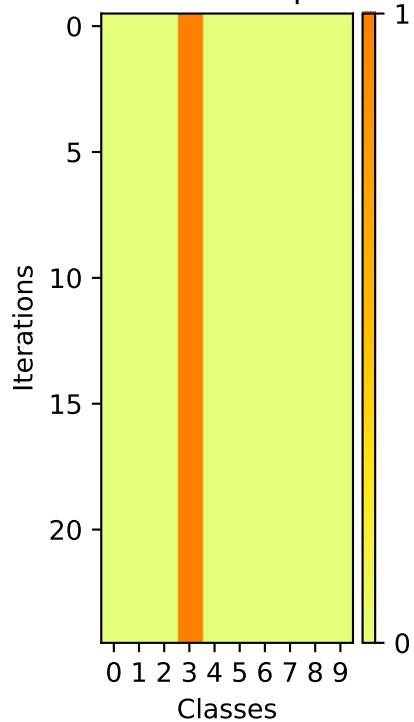
Softmax Outputs



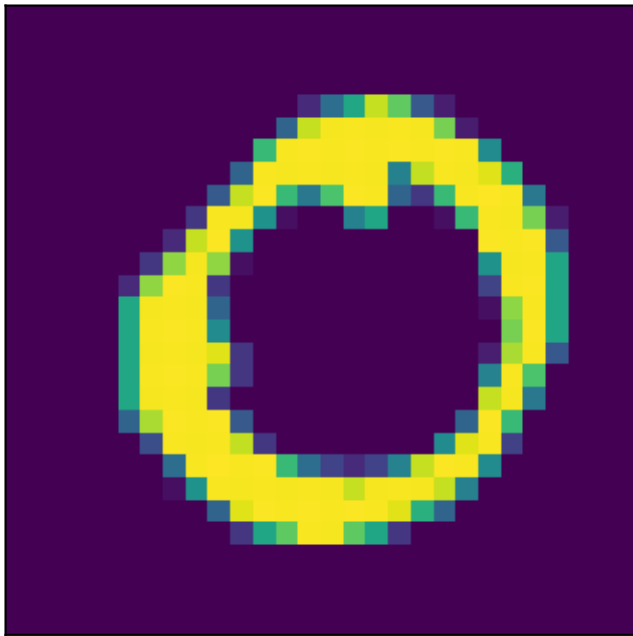
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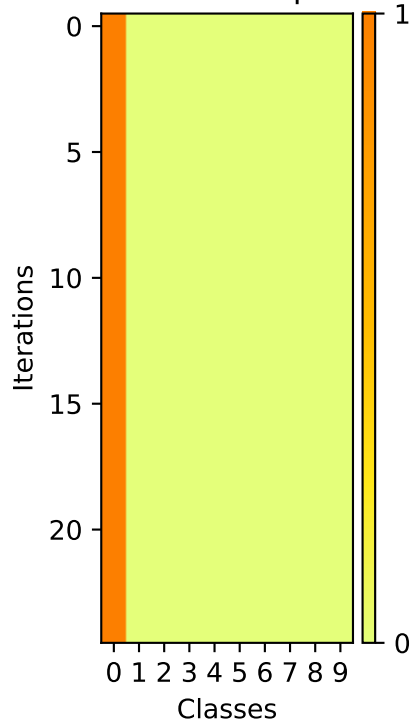
Softmax Outputs



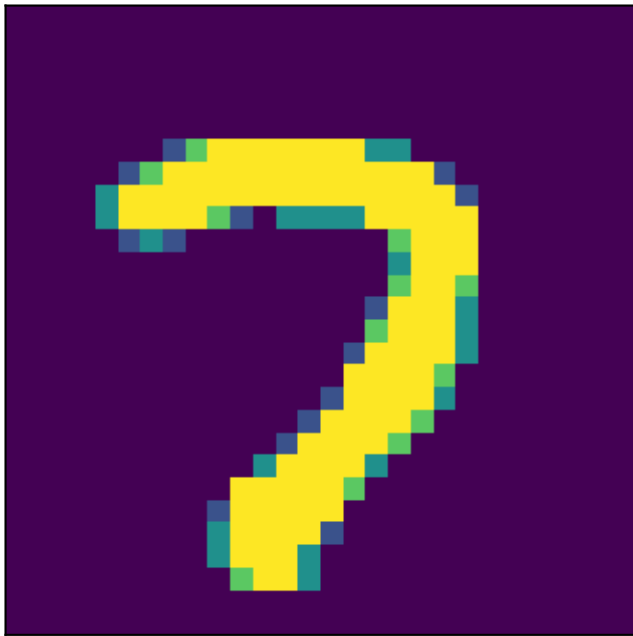
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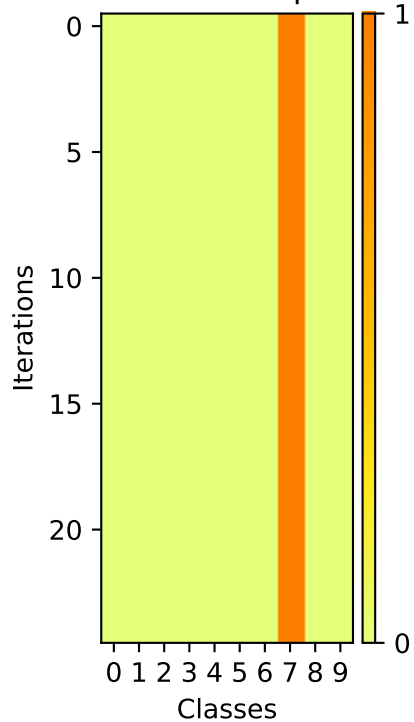
Softmax Outputs



Image



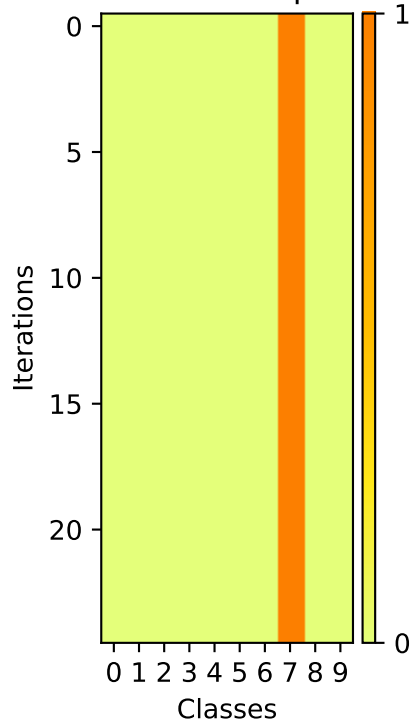
Softmax Outputs



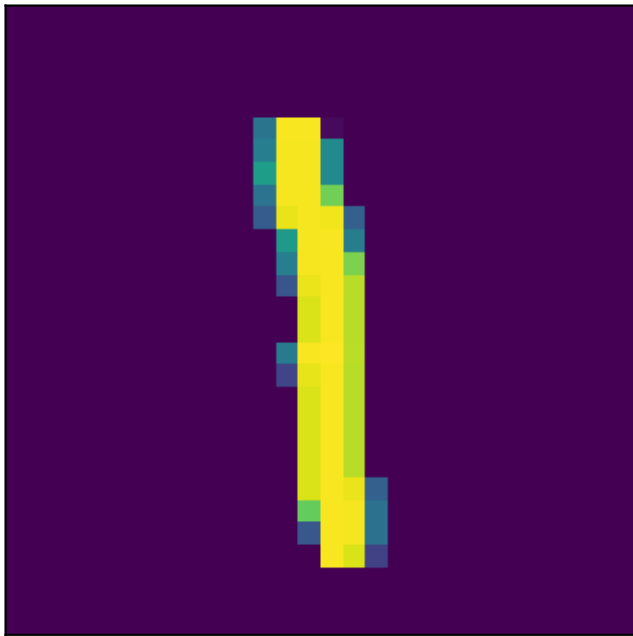
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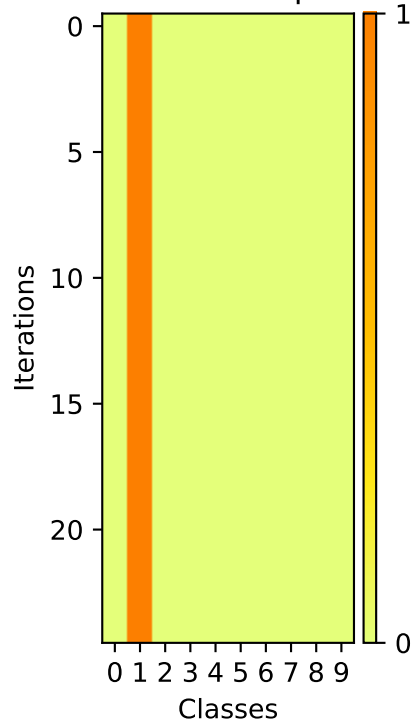
Softmax Outputs



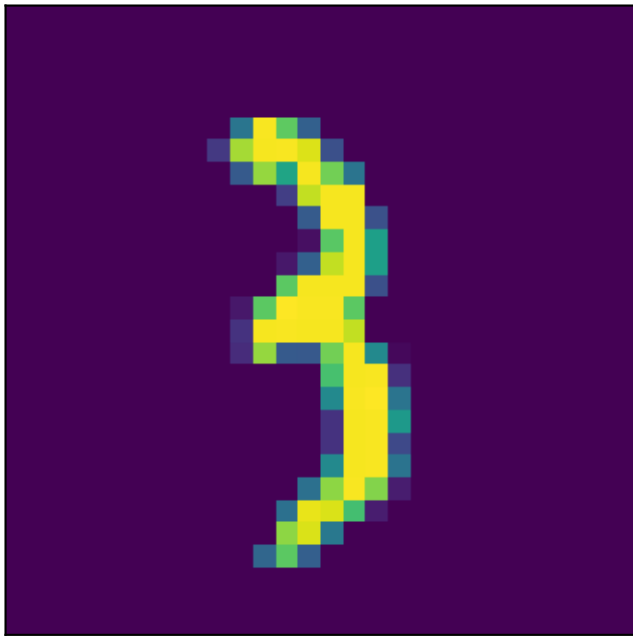
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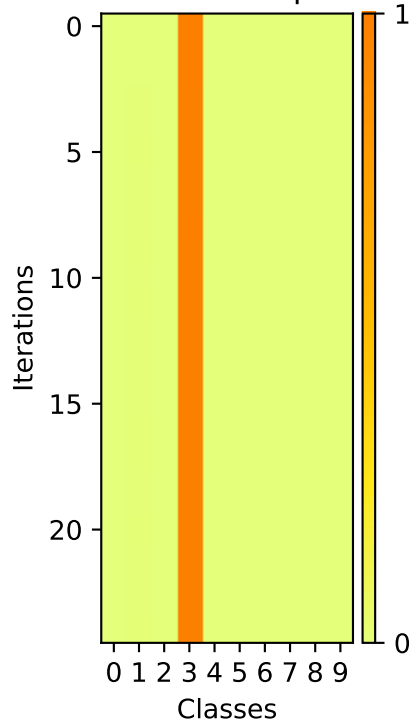
Softmax Outputs



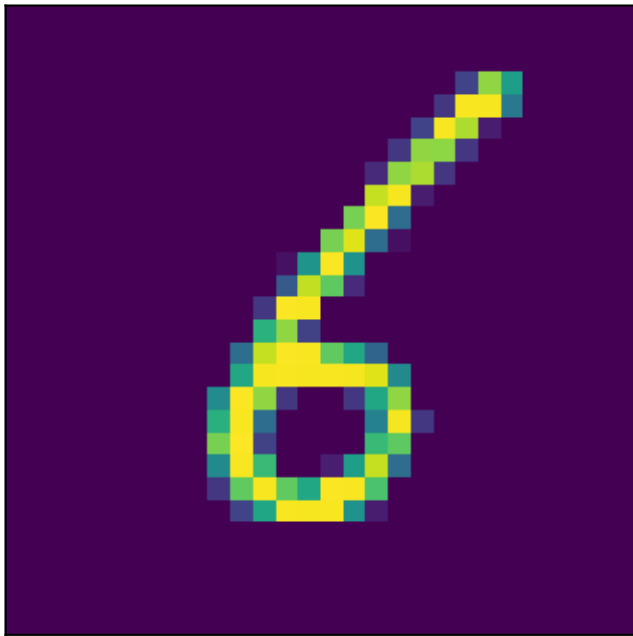
Image



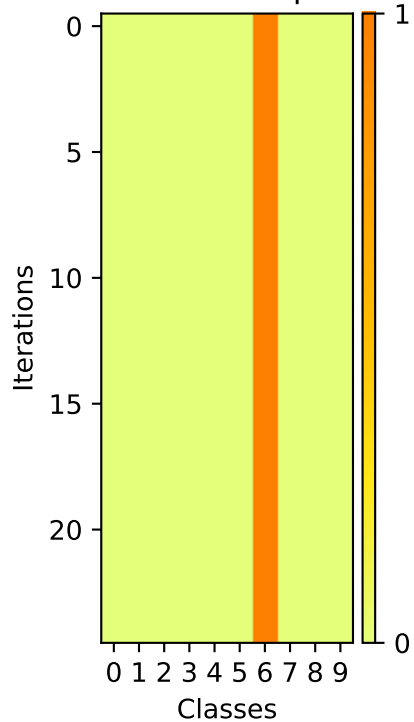
Softmax Outputs



Image



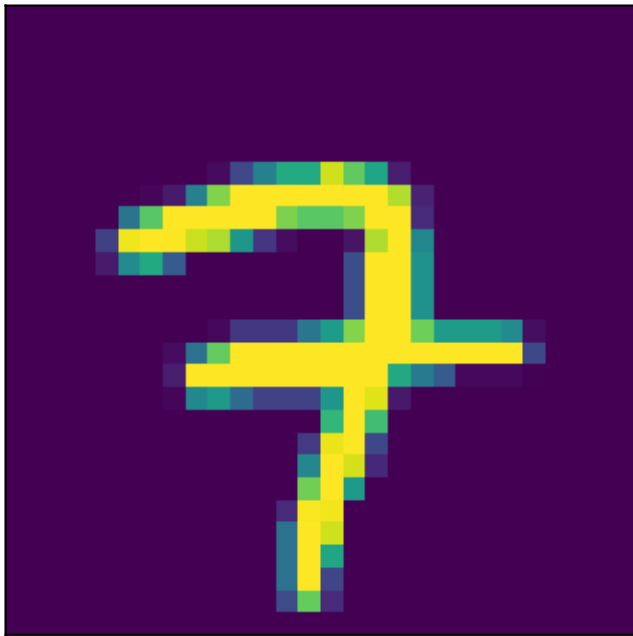
Softmax Outputs



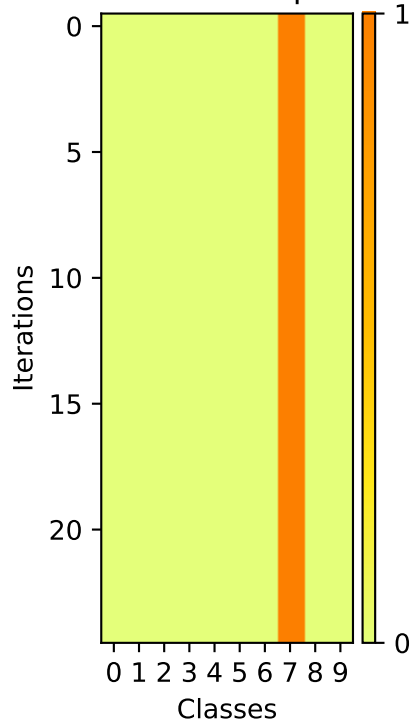
A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure is composed of several distinct, blocky shapes in shades of yellow, orange, and brown, suggesting a stylized or abstract representation. The overall aesthetic is reminiscent of early digital art or a heavily downsampled image.

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.

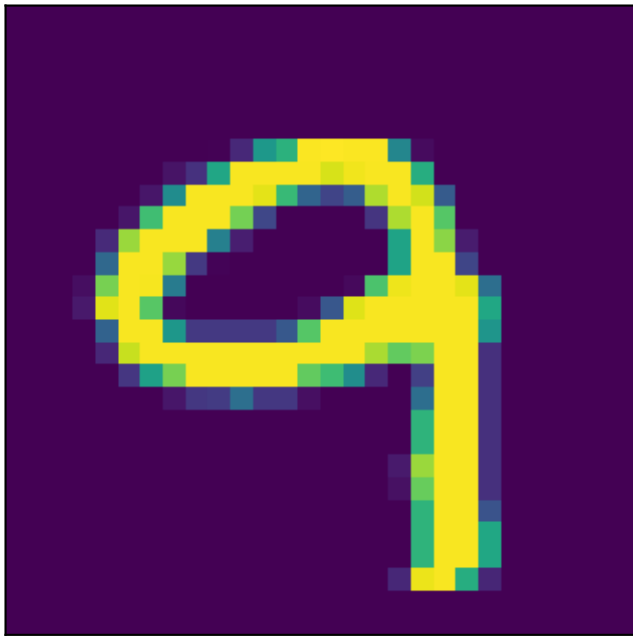
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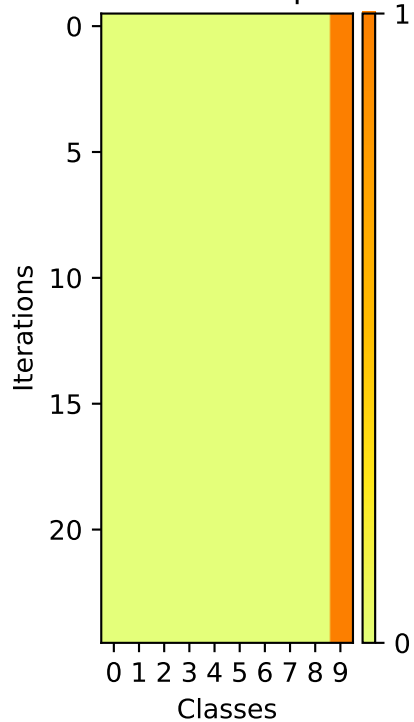
Softmax Outputs



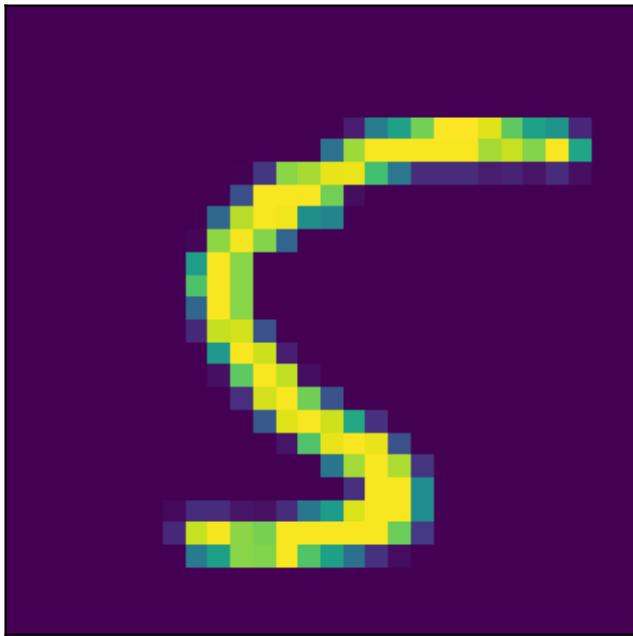
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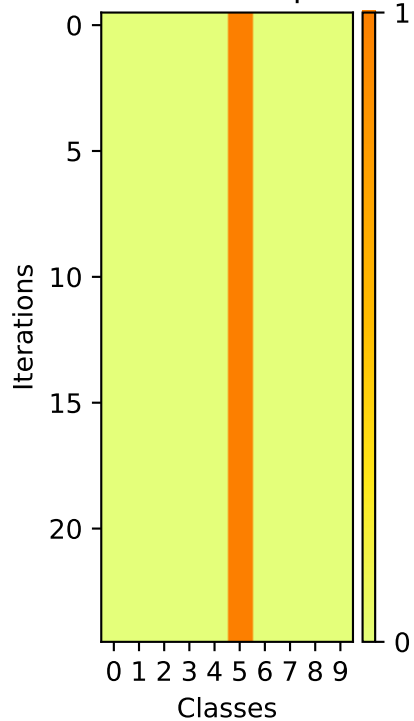
Softmax Outputs



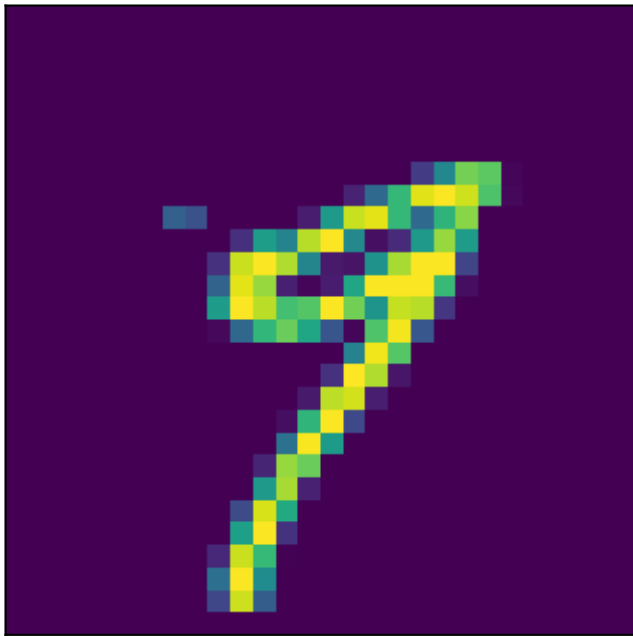
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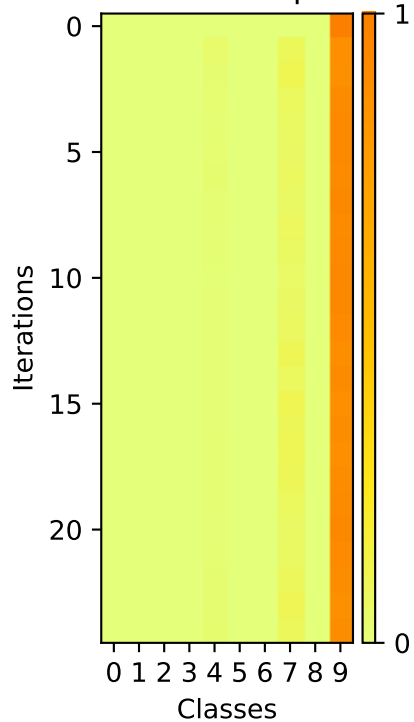
Softmax Outputs



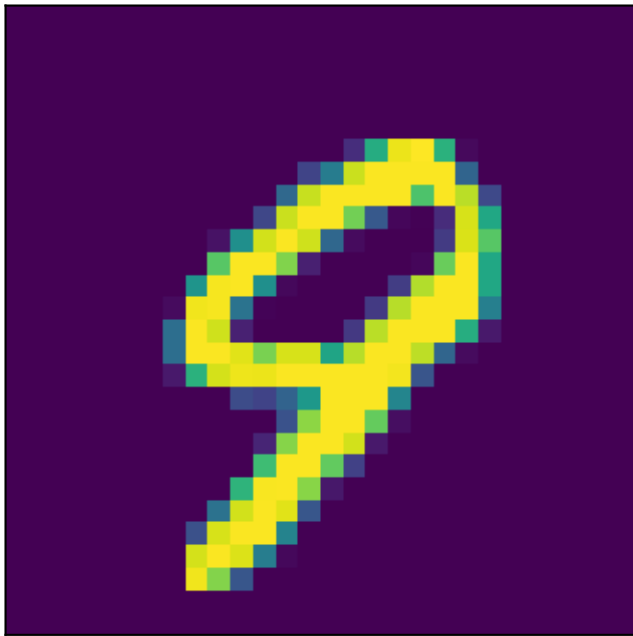
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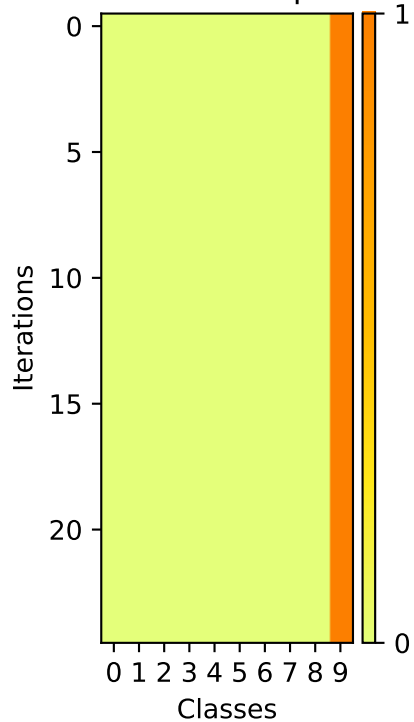
Softmax Outputs



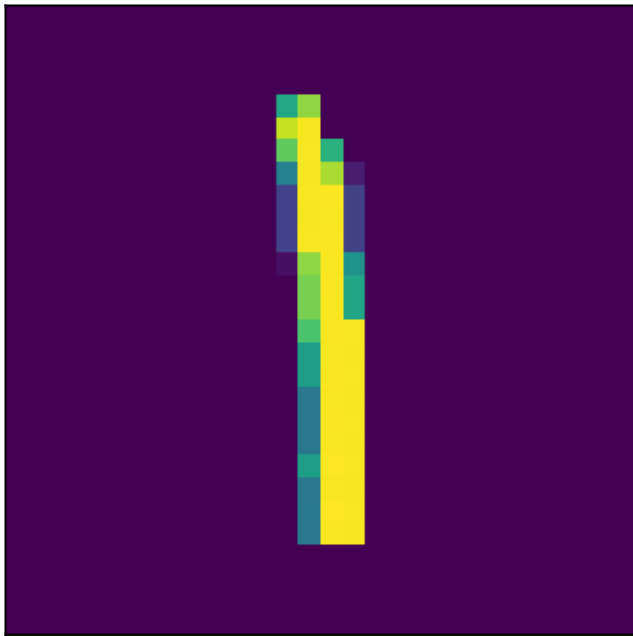
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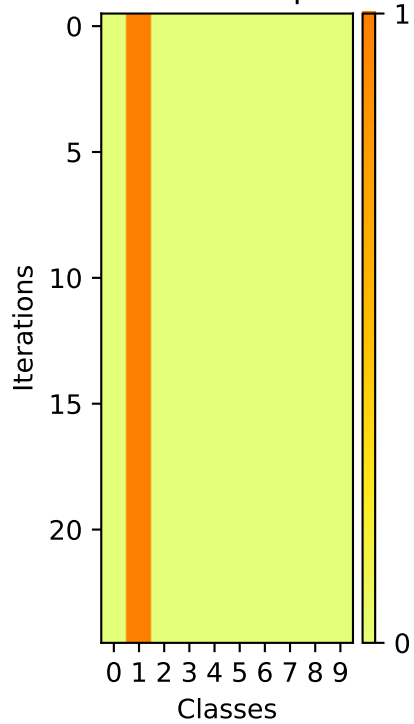
Softmax Outputs



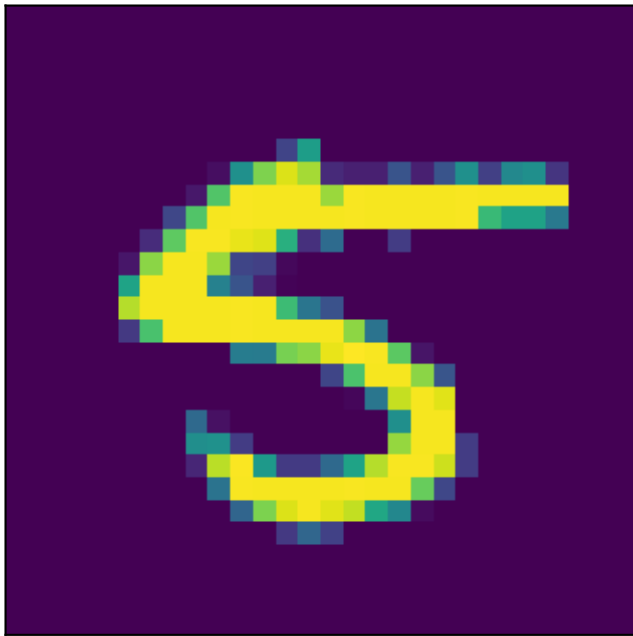
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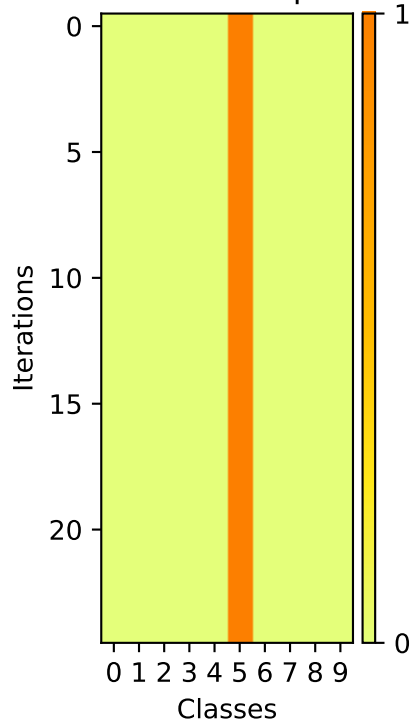
Softmax Outputs



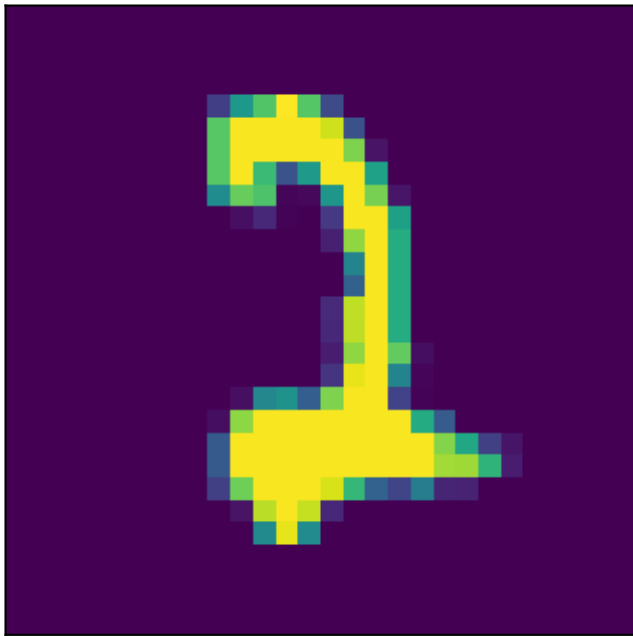
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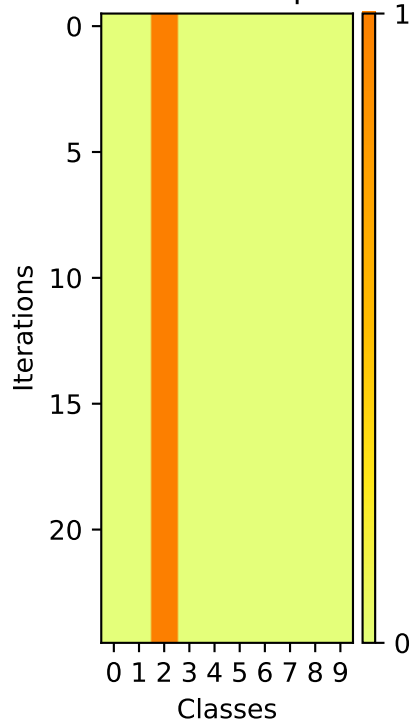
Softmax Outputs



Image

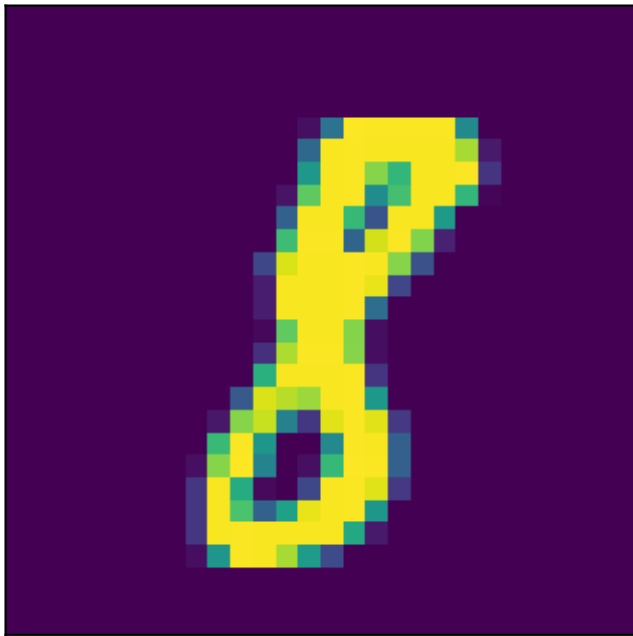


Softmax Outputs

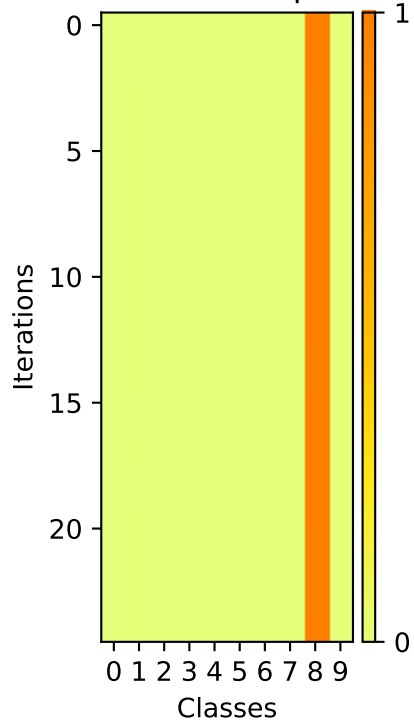


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows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

Image



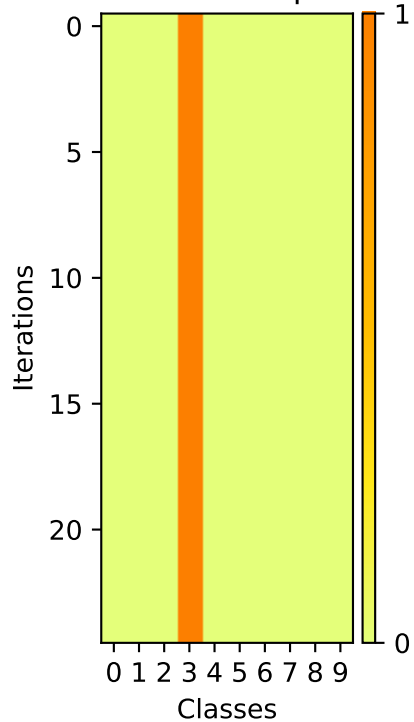
Softmax Outputs



Image



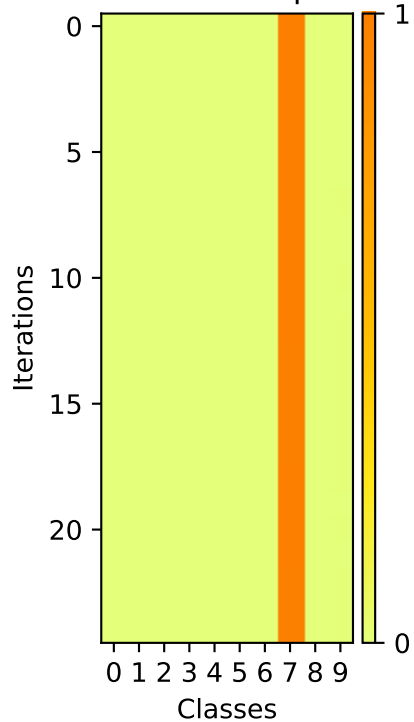
Softmax Outputs



Image



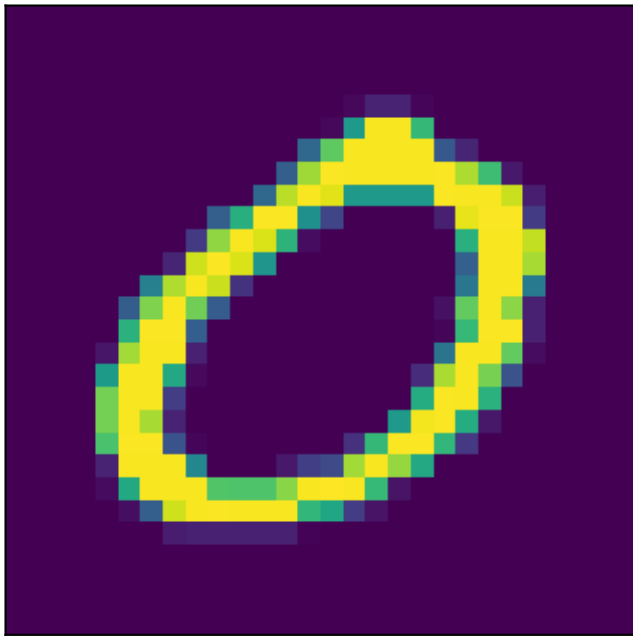
Softmax Outputs



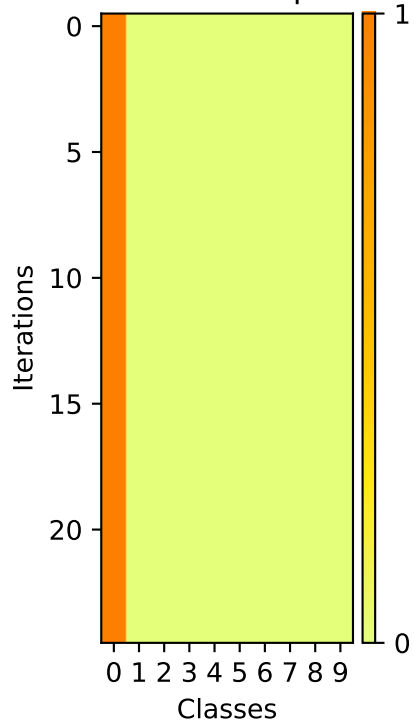
A 10x10 grid of pixels. The background is dark purple. A diagonal line of yellow and green pixels runs from the bottom-left towards the top-right. The line is composed of several yellow pixels and is flanked by green pixels. The overall shape is a thick, slightly irregular diagonal stroke.

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 (initially at 1.0) to Class 0 (initially at 0.0) over the iterations.

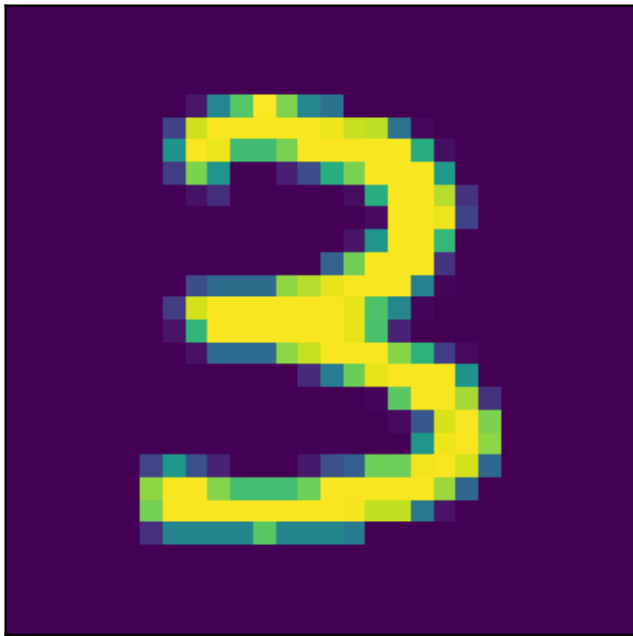
Image



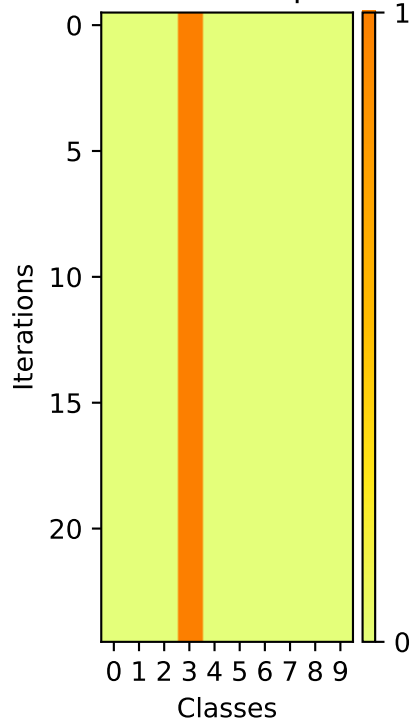
Softmax Outputs



Image



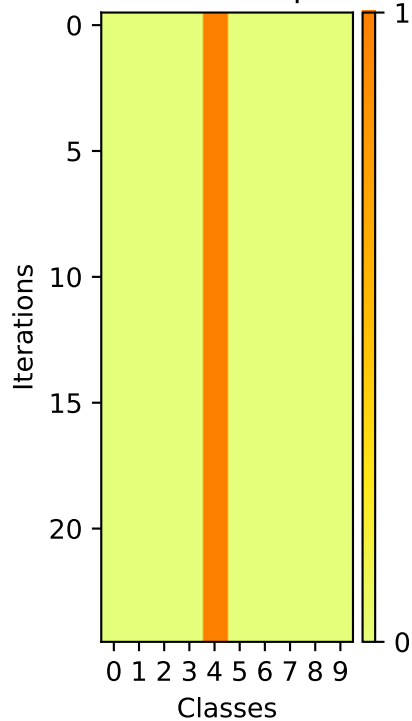
Softmax Outputs



Image



Softmax Outputs

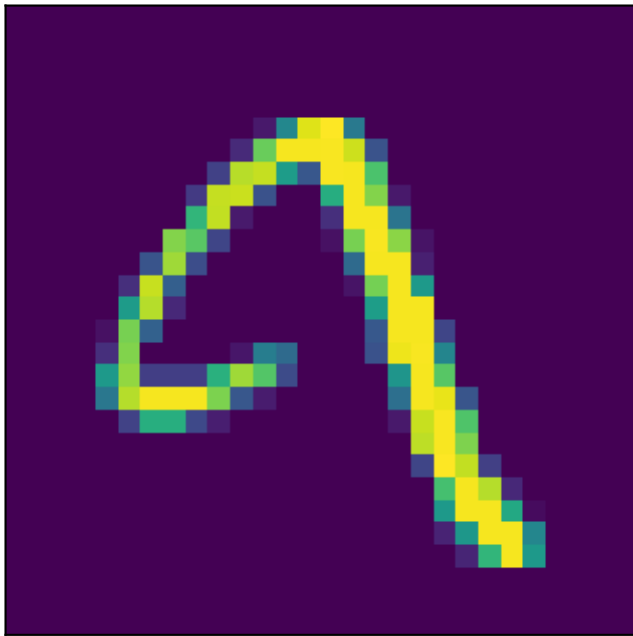


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small, square pixels in various shades of yellow, orange, and brown, giving it a jagged, hand-drawn appearance. It is positioned in the upper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

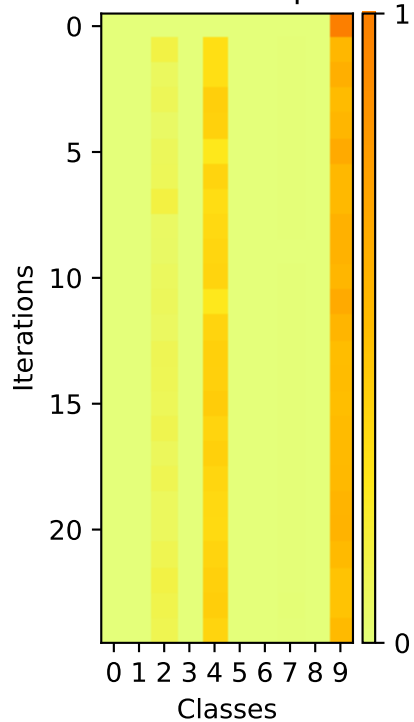
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

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.

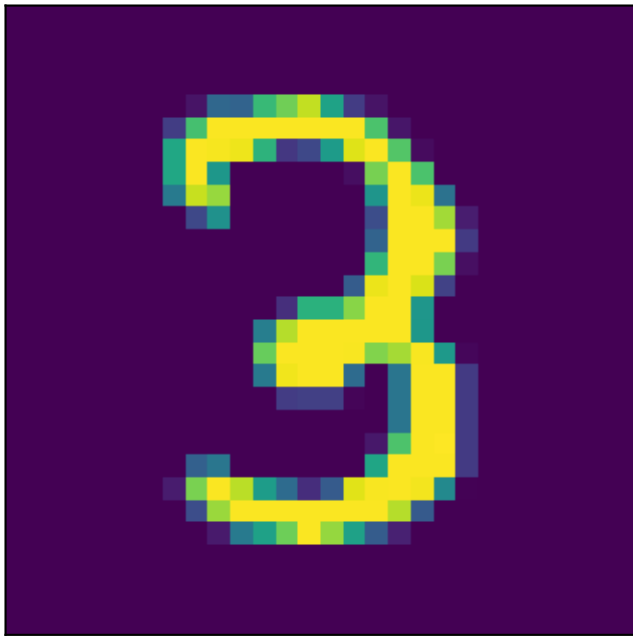
Image



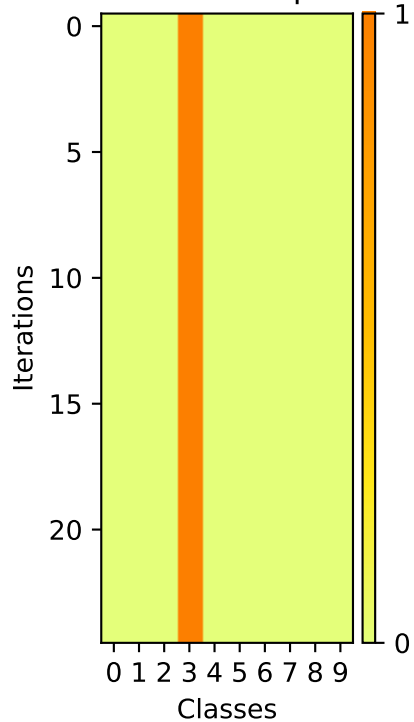
Softmax Outputs



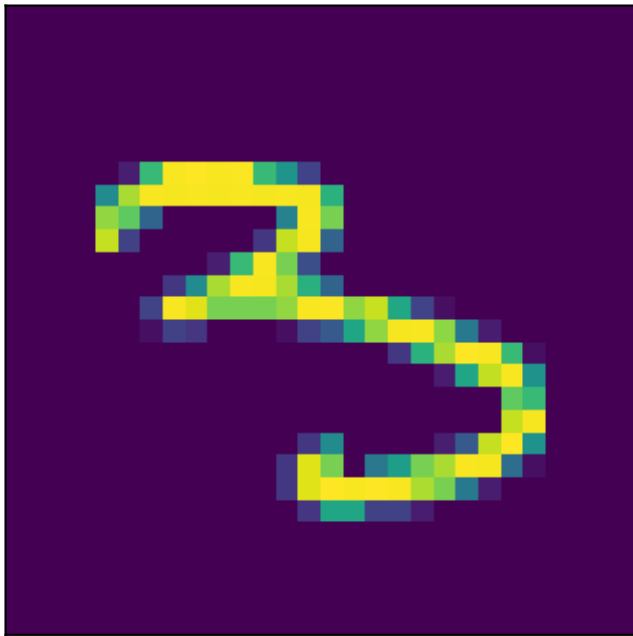
Image



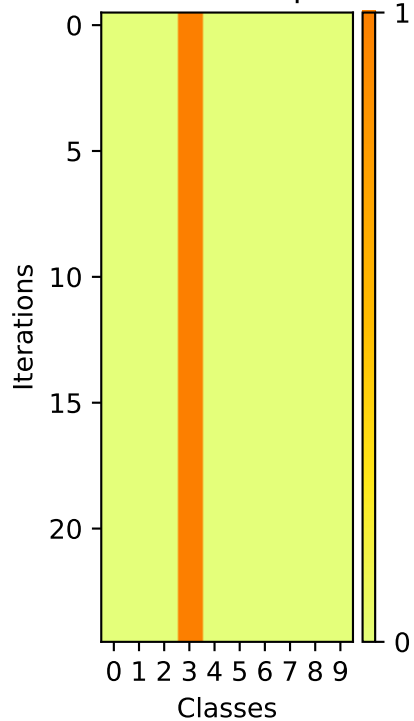
Softmax Outputs



Image



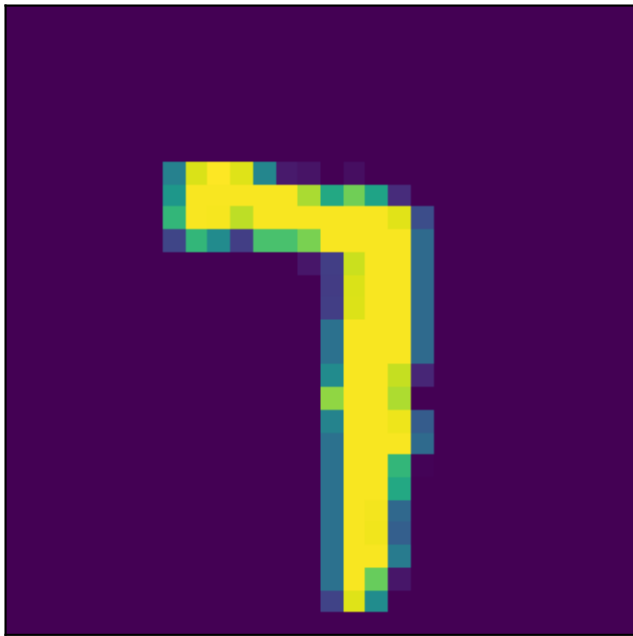
Softmax Outputs



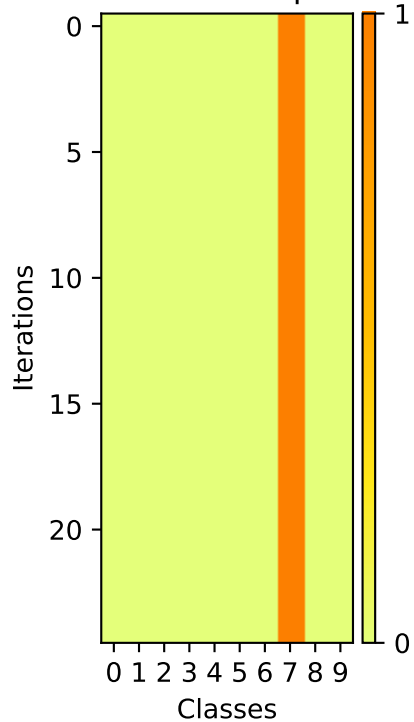
A 10x10 grid visualization of a handwritten digit '1' on a dark purple background. The digit is formed by a sequence of colored pixels: yellow for the main body, light green for the top and bottom curves, and dark blue for the background.

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

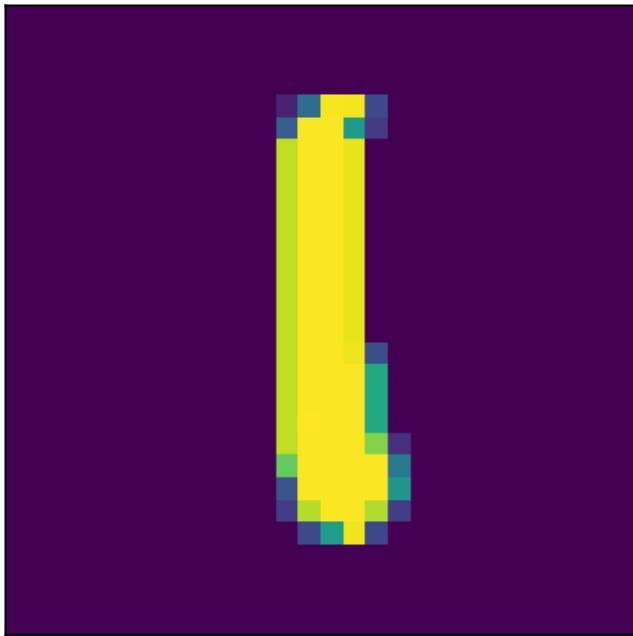
Image



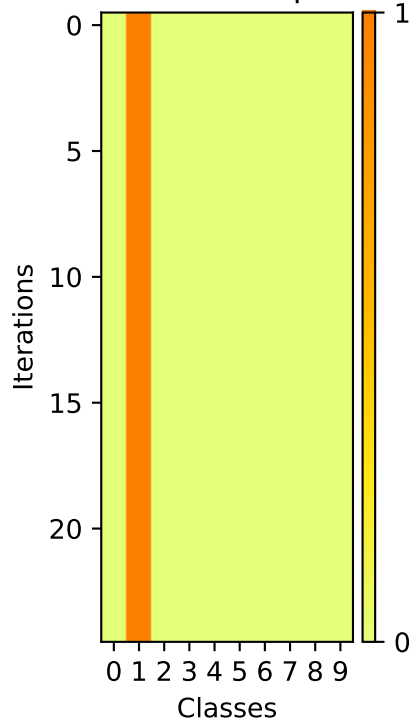
Softmax Outputs



Image



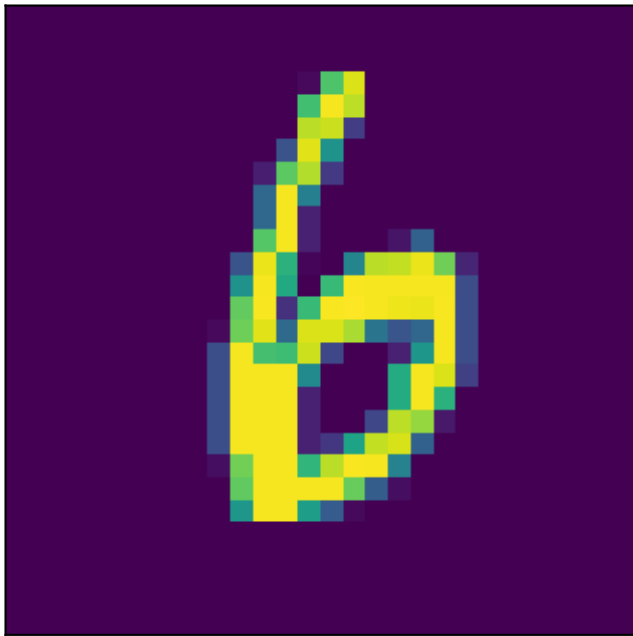
Softmax Outputs



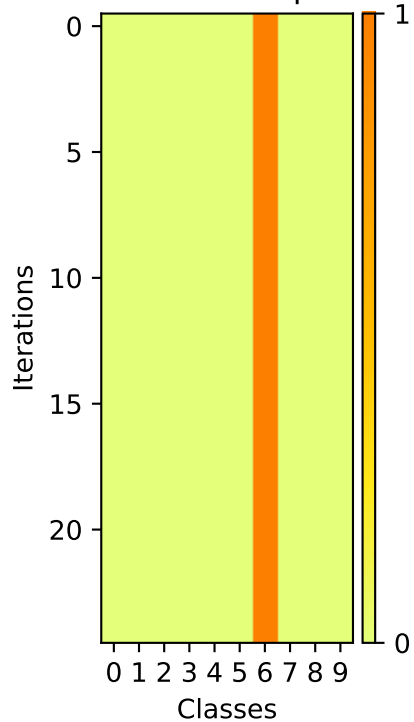
A pixelated yellow number 2 on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels for shading, giving it a 3D or embossed appearance. The background is a solid, deep purple. The overall style is reminiscent of early digital art or video game graphics.

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.

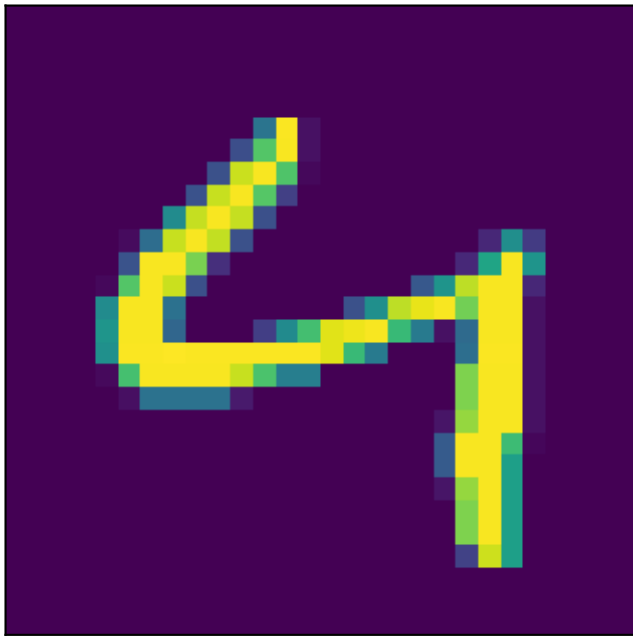
Image



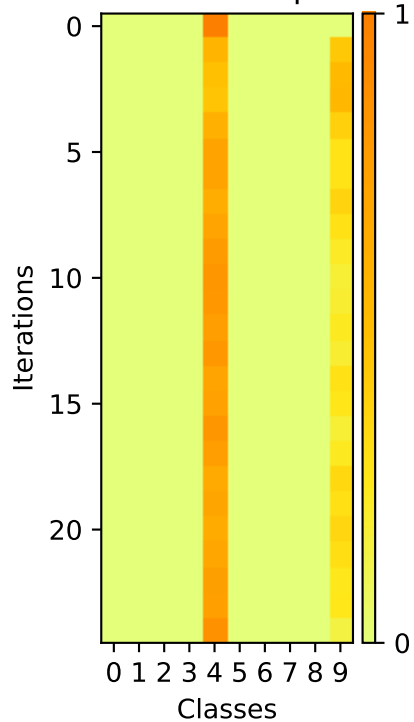
Softmax Outputs



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 several small squares in shades of yellow, light green, and dark green, arranged to form a vertical, slightly curved structure. The overall appearance is reminiscent of a digital art style or a low-quality scan of a graphic.

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). The distribution shows a clear transition from Class 1 (initially 1.0) to Class 0 (initially 0.0) over the iterations.

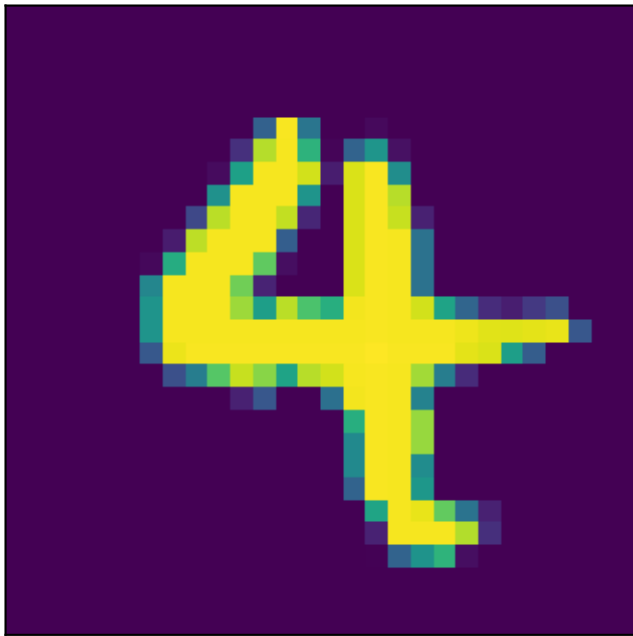
A pixelated yellow lightning bolt with a black outline, set against a black background. The lightning bolt is stylized, with a jagged, branching shape. It has a thick yellow body and a thinner yellow outline. The background is solid black.

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 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

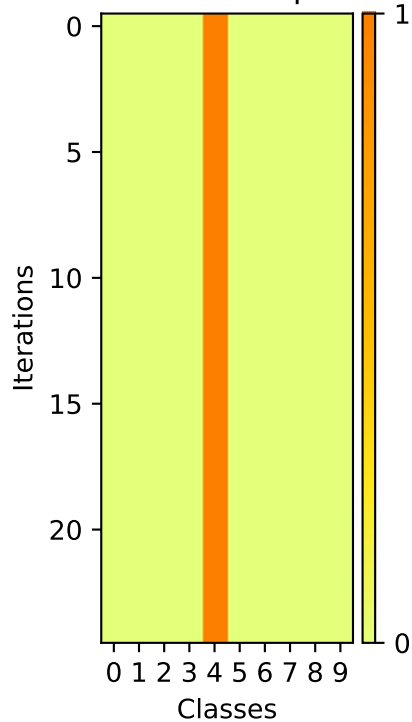
A pixelated, low-resolution image of a yellow smiley face. The face has a wide, open mouth with a dark interior and a single visible eye on the right side. The background is a solid dark purple. The image has a retro, digital aesthetic.

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

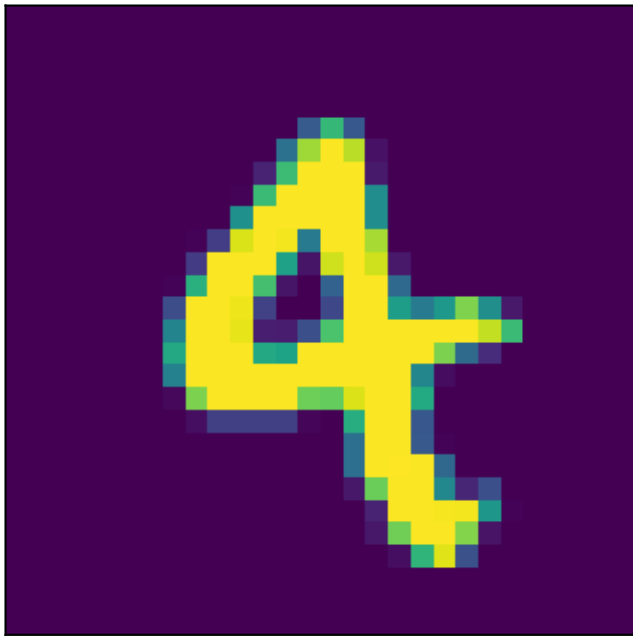
Image



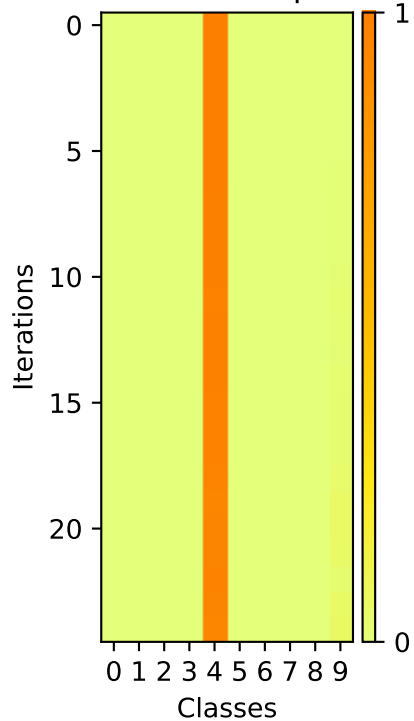
Softmax Outputs



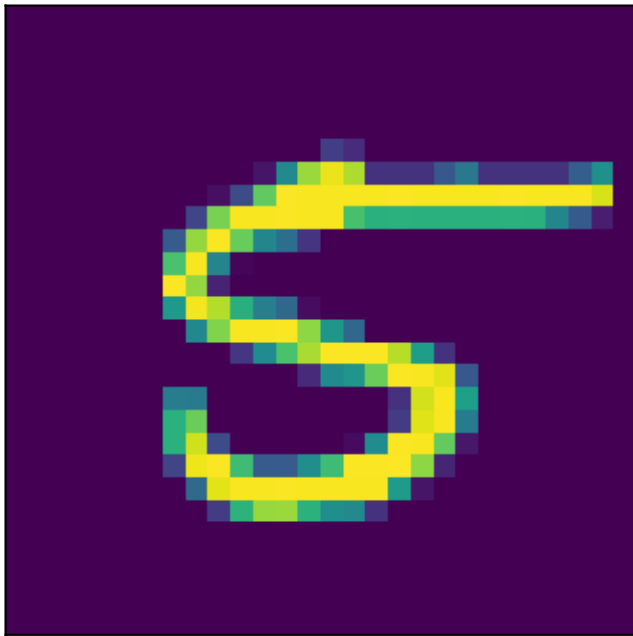
Image



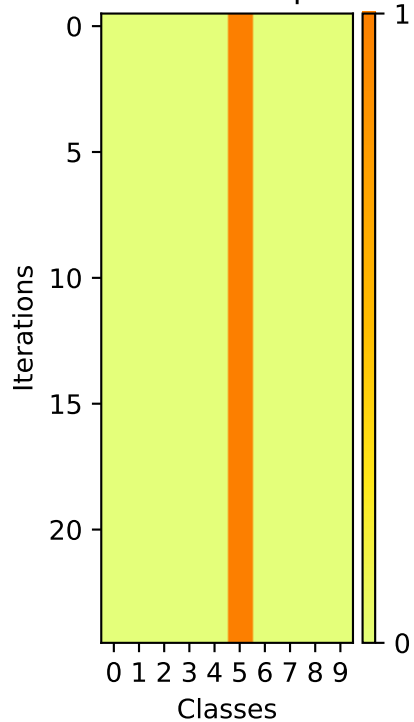
Softmax Outputs



Image



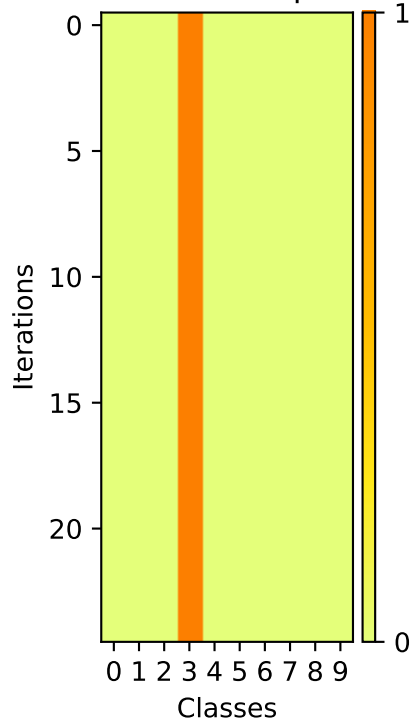
Softmax Outputs



Image



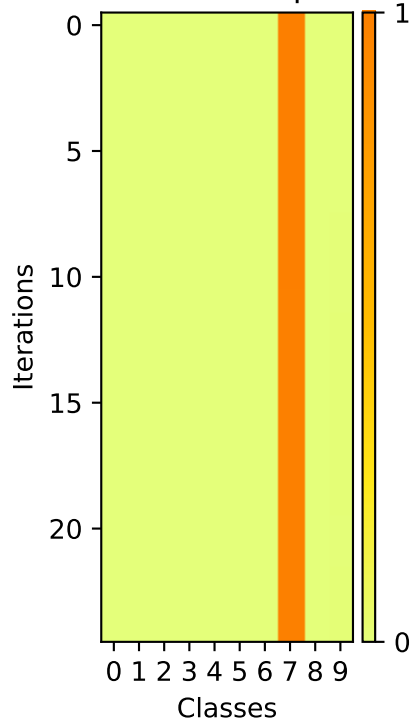
Softmax Outputs



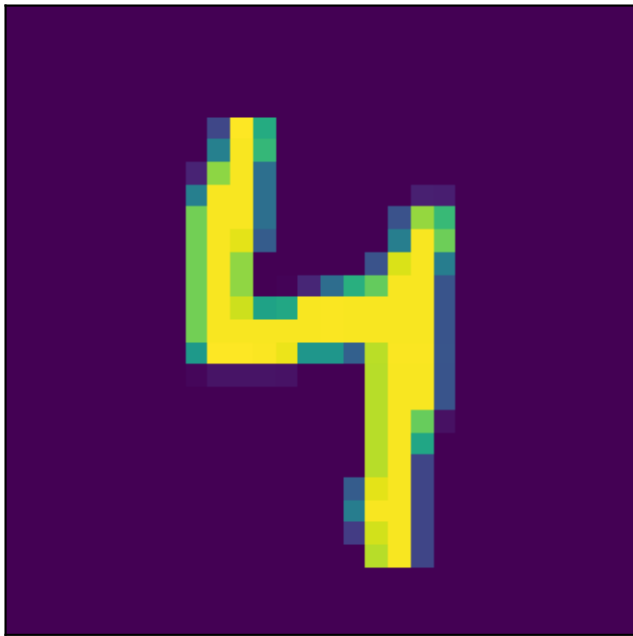
Image



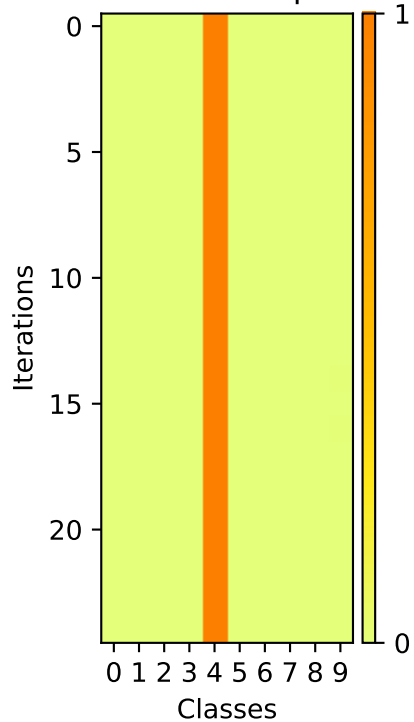
Softmax Outputs



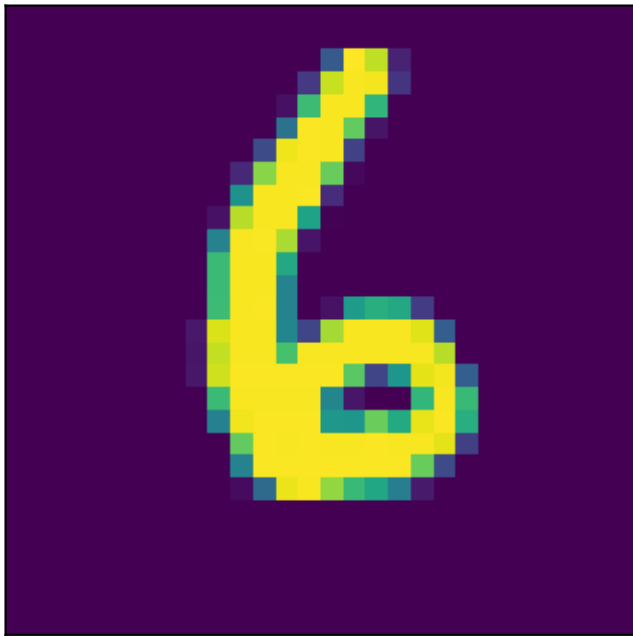
Image



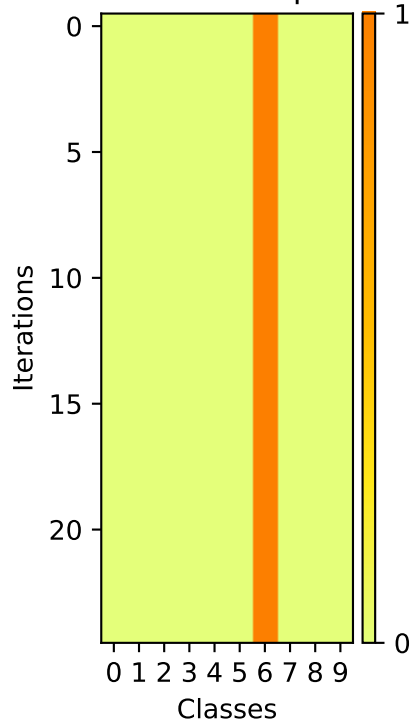
Softmax Outputs



Image



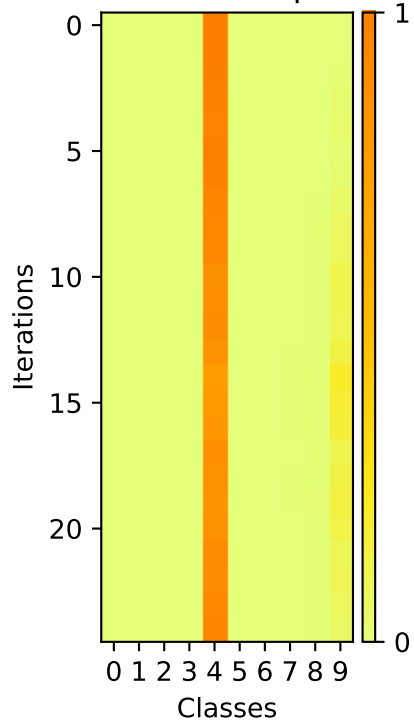
Softmax Outputs



Image



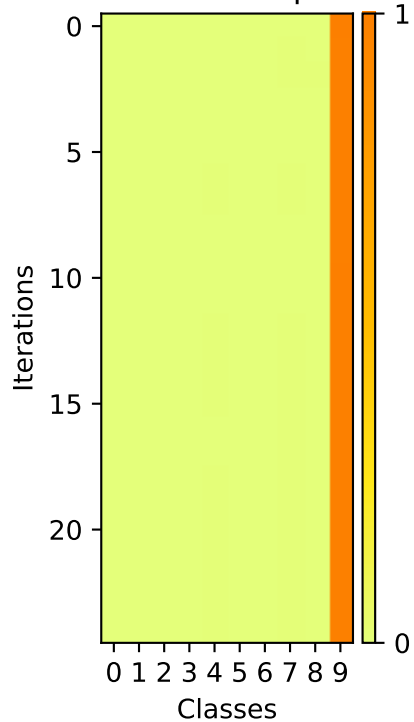
Softmax Outputs



Image



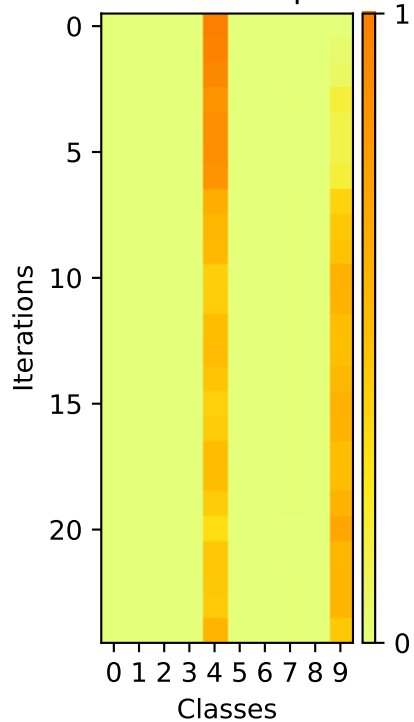
Softmax Outputs



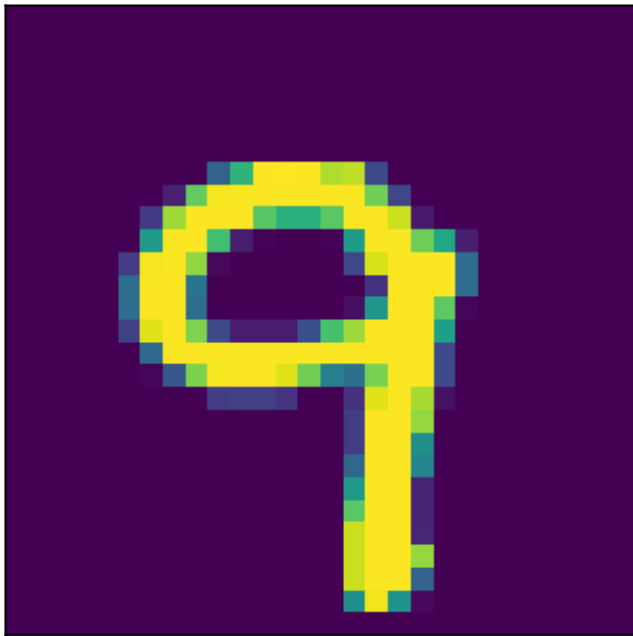
Image



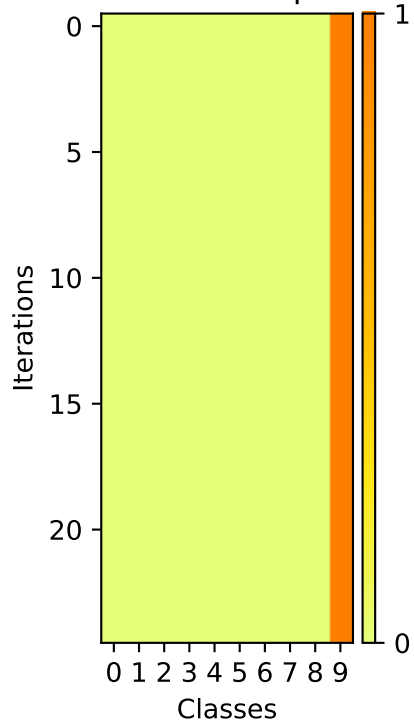
Softmax Outputs



Image



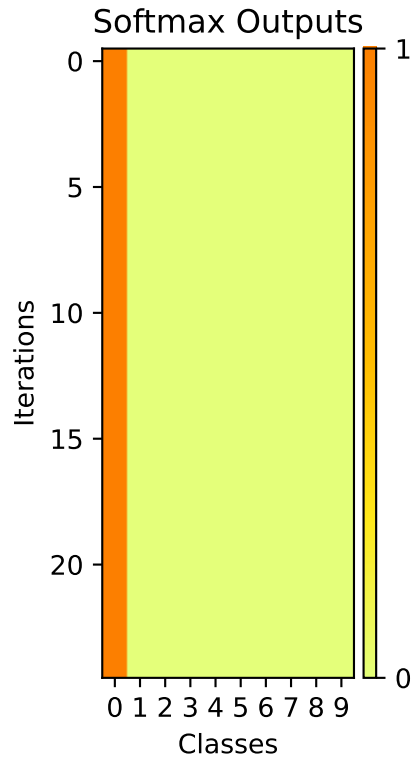
Softmax Outputs



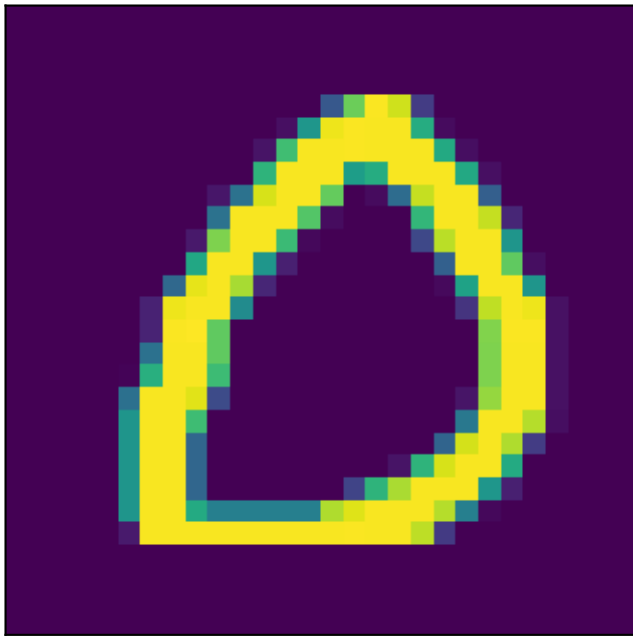
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized 'L' or a similar character, with a vertical stem and a horizontal base that has some internal structure. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a printed image.

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

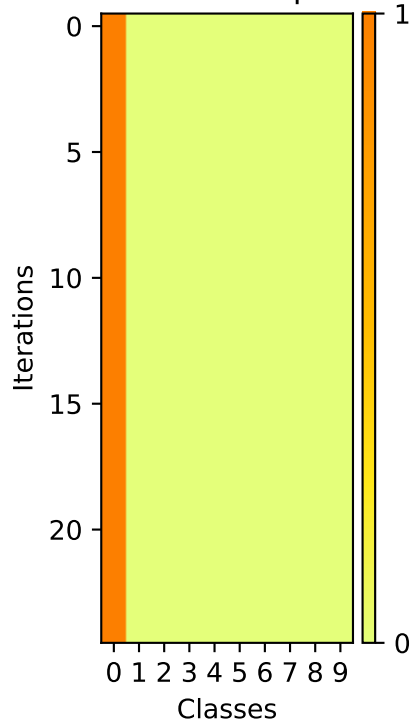
A pixelated yellow letter 'D' is centered on a dark purple background. The letter is composed of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid dark purple.



Image



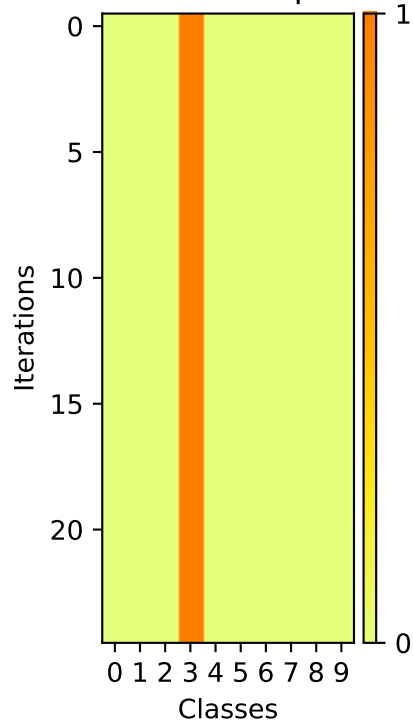
Softmax Outputs



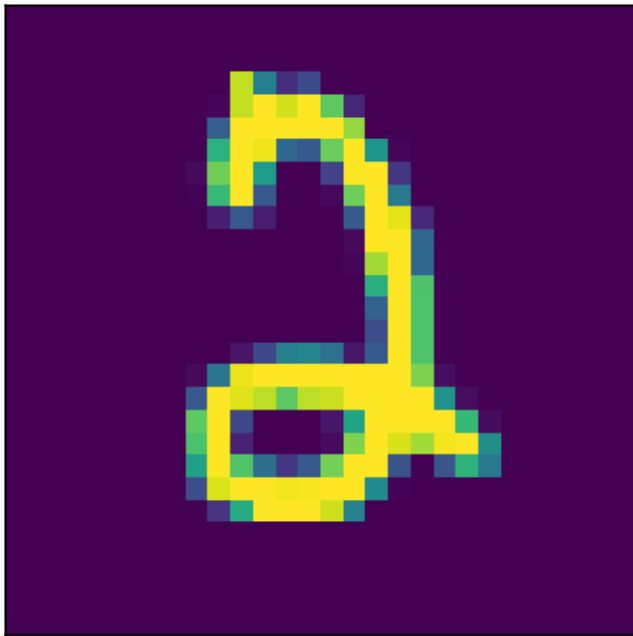
Image



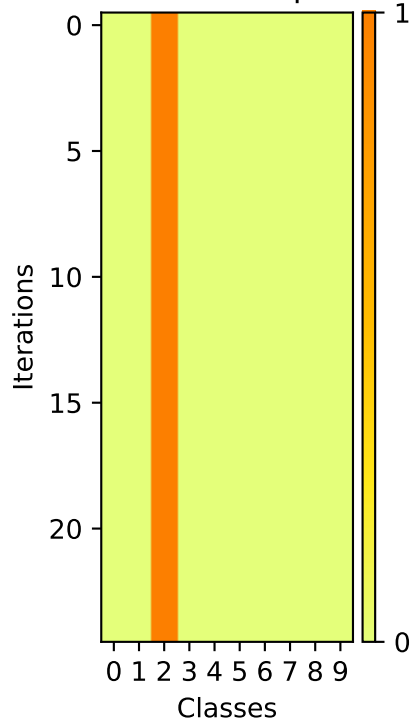
Softmax Outputs



Image

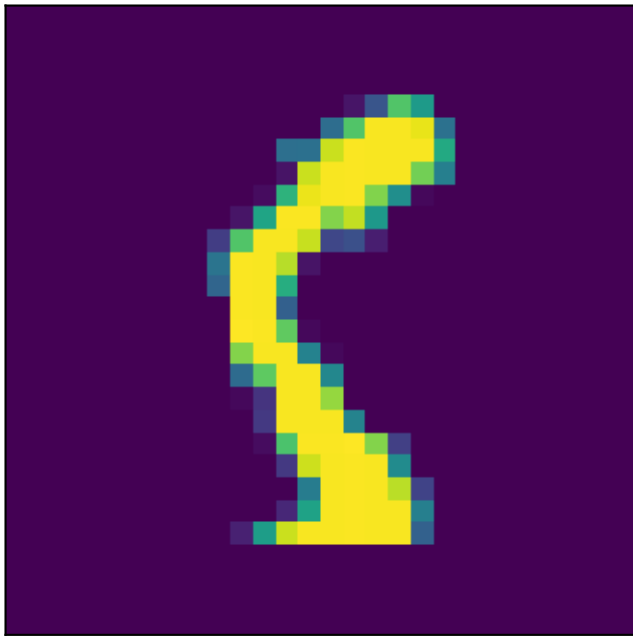


Softmax Outputs

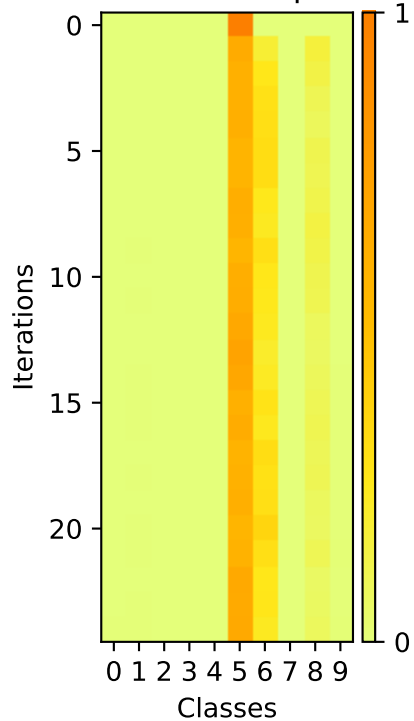


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The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

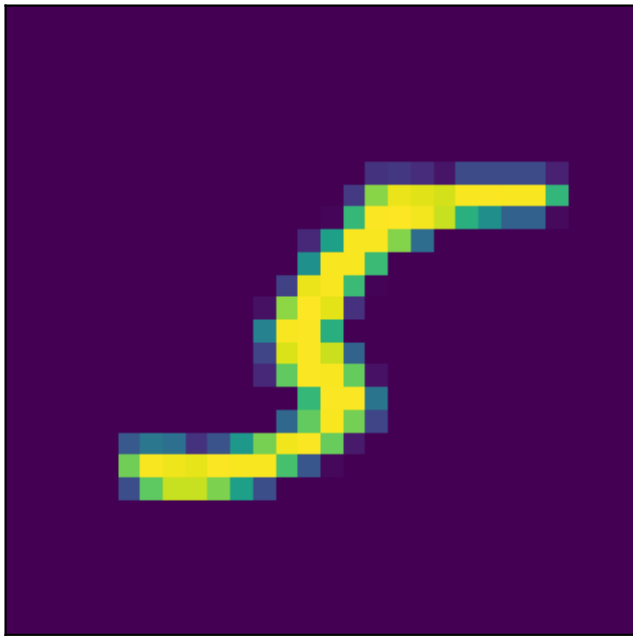
Image



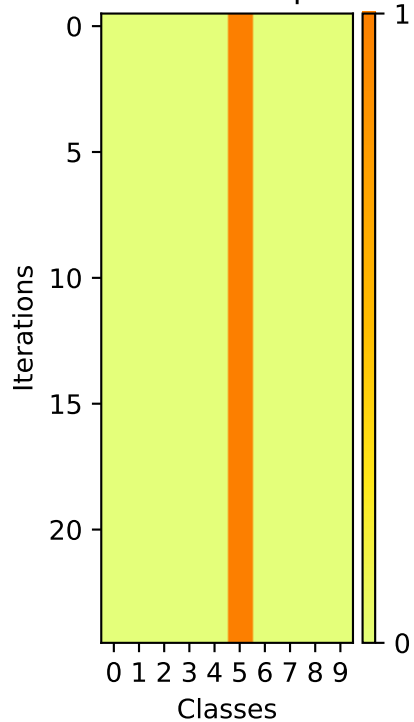
Softmax Outputs



Image



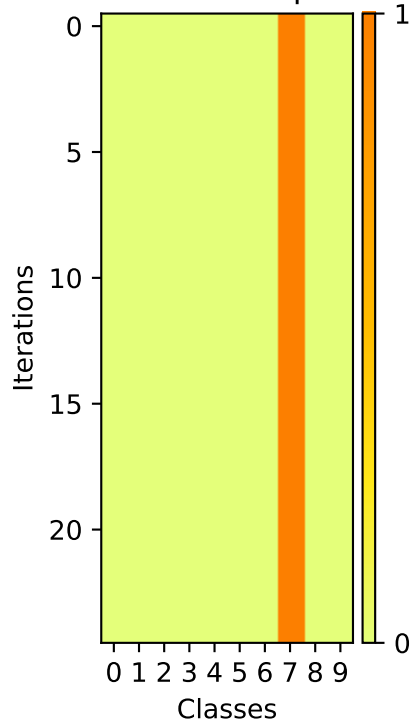
Softmax Outputs



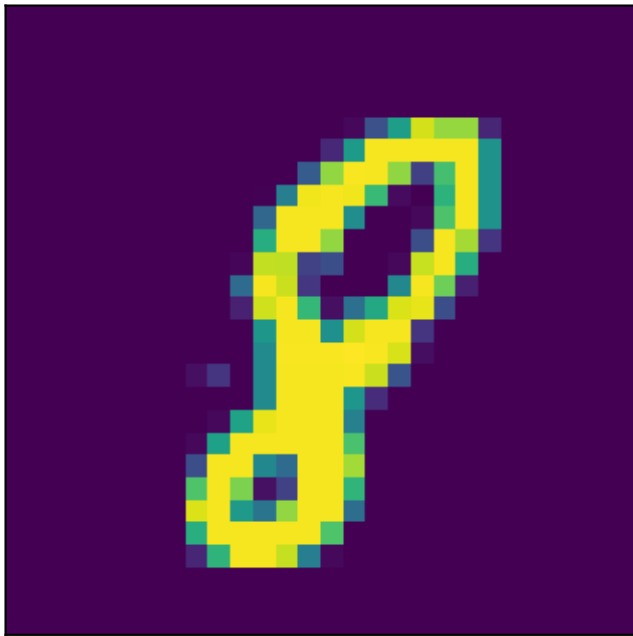
Image



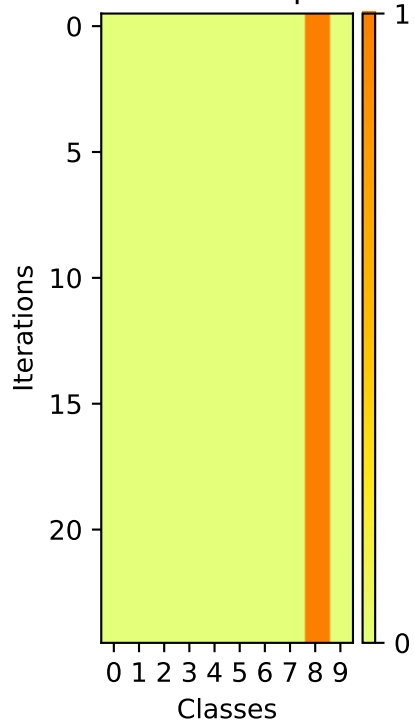
Softmax Outputs



Image



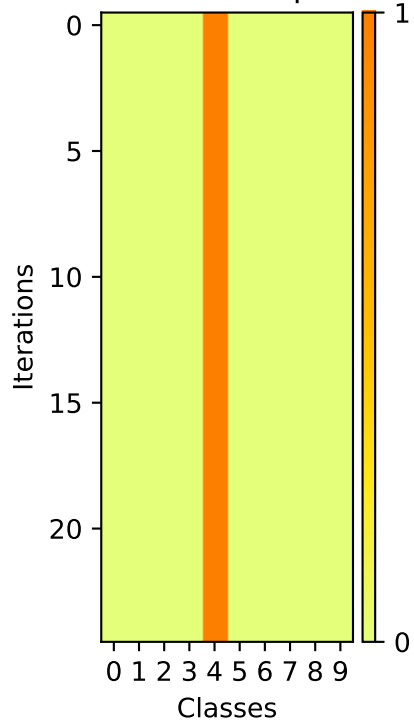
Softmax Outputs



Image



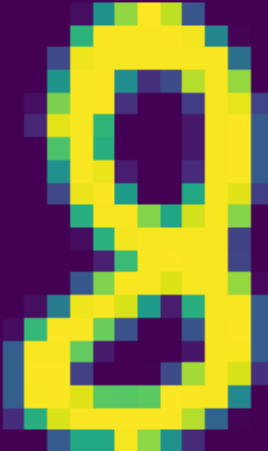
Softmax Outputs



A pixelated, low-resolution graphic of a yellow and green ring, resembling a stylized letter 'D' or a circular shape with a gap. The ring is composed of small squares in shades of yellow, light green, and dark green, set against a solid black background.

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 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.

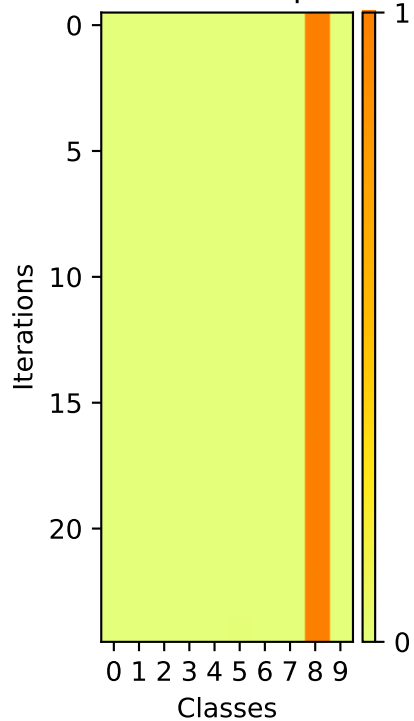
A pixelated representation of the digit '9' in yellow, centered on a black background. The digit is composed of small squares, giving it a blocky, digital appearance. The '9' is formed by a vertical stem on the right, a circular loop at the top, and a horizontal base at the bottom. The edges of the digit are slightly irregular due to the pixelation.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows a high probability (dark orange) that decreases over iterations, while Class 9 shows a low probability (light yellow) that increases over iterations.

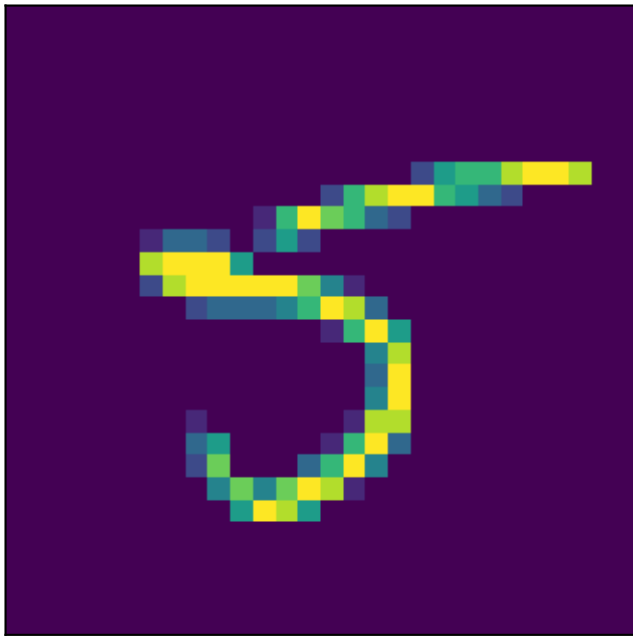
Image



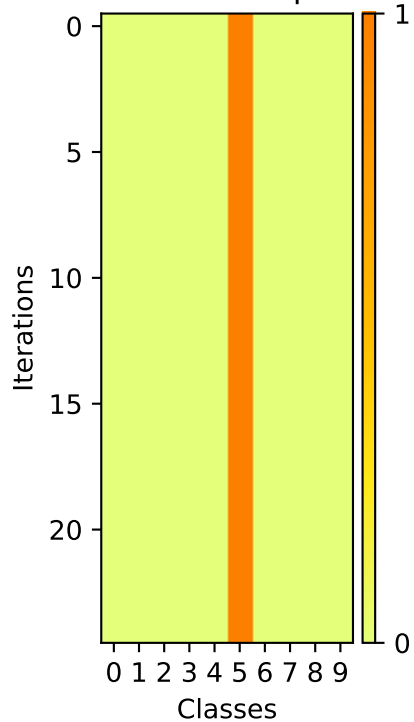
Softmax Outputs



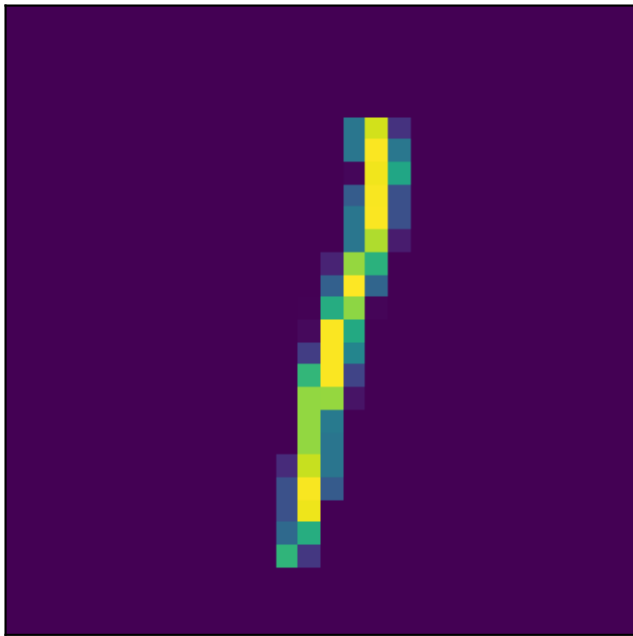
Image



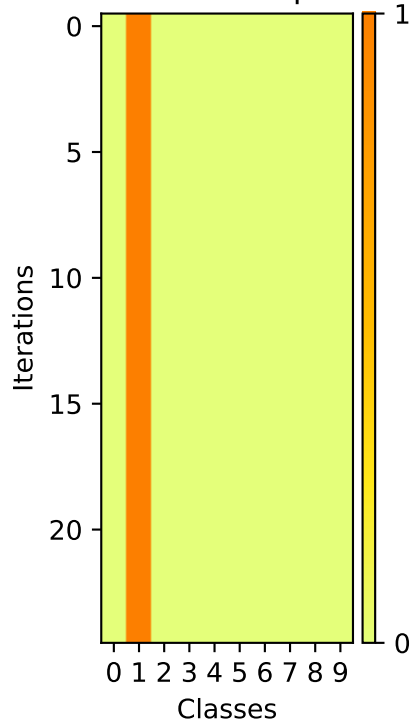
Softmax Outputs



Image



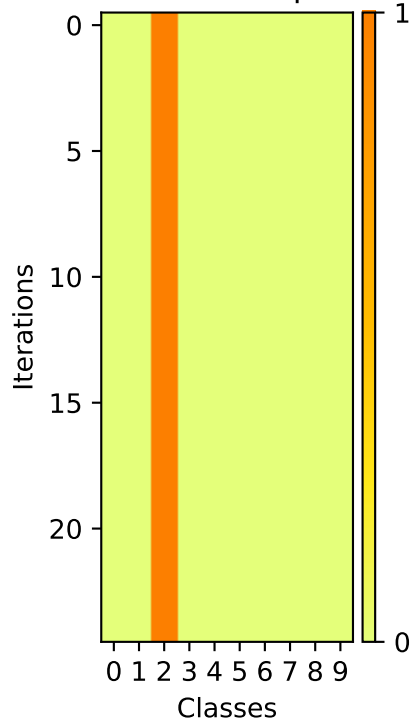
Softmax Outputs



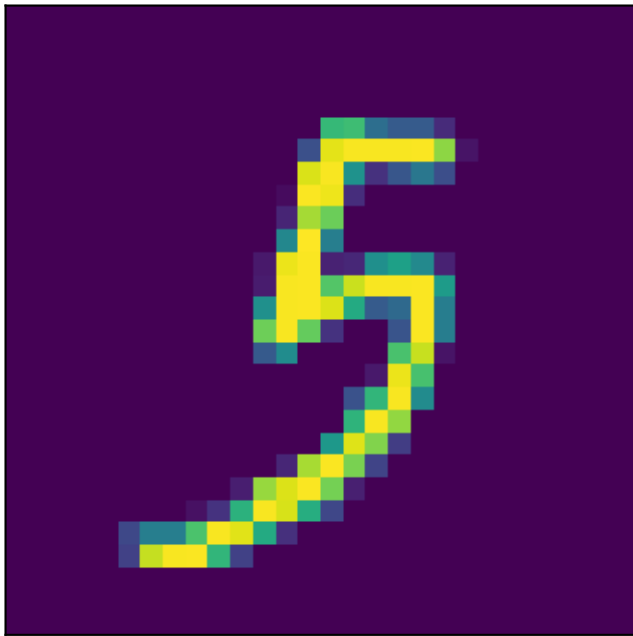
Image



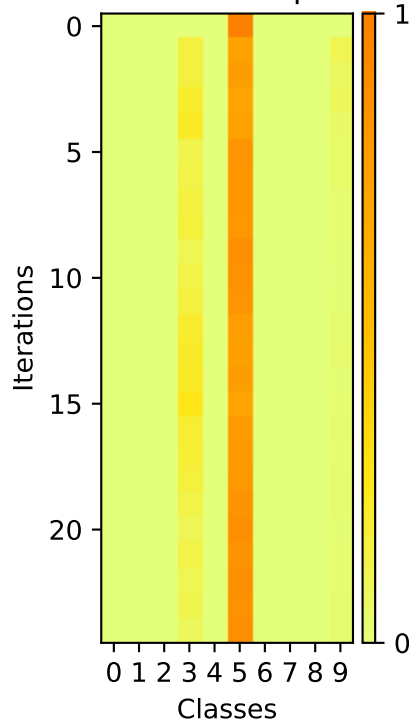
Softmax Outputs



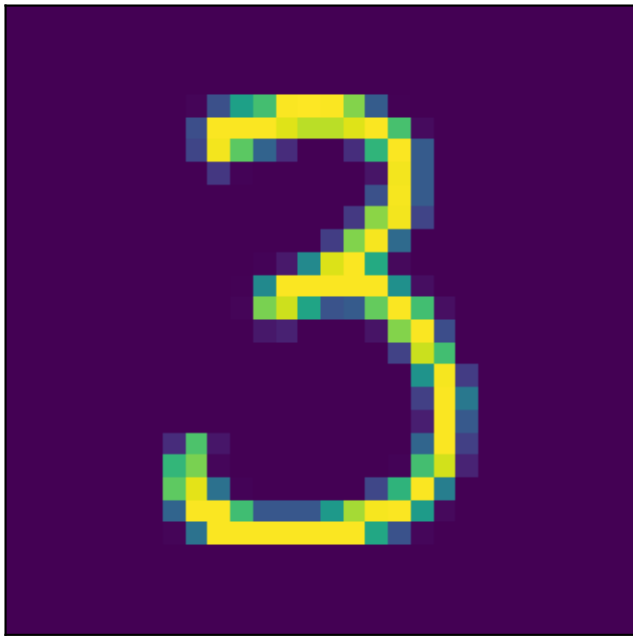
Image



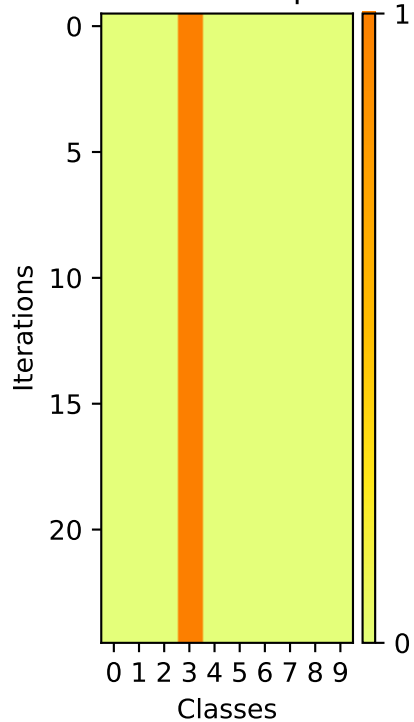
Softmax Outputs



Image



Softmax Outputs

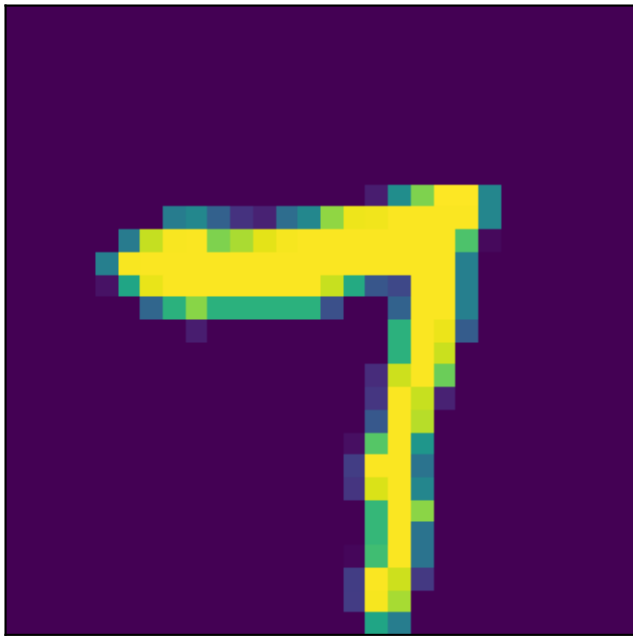


A pixelated, low-resolution image of a yellow smiley face. The face is composed of large, distinct pixels in shades of yellow, light green, and dark blue. It has a wide, open mouth and a single visible eye. The background is solid black.

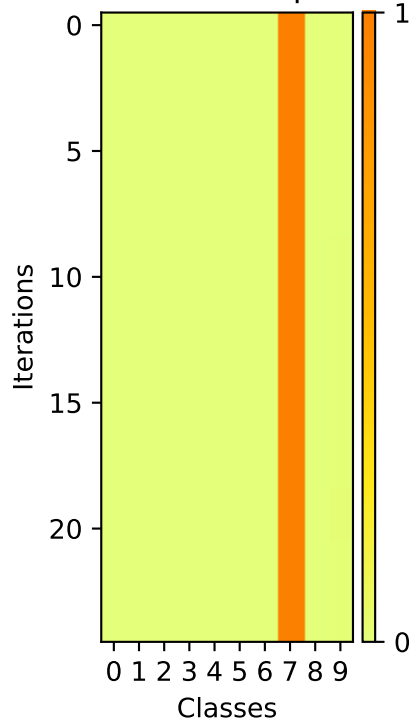
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

The distribution starts 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



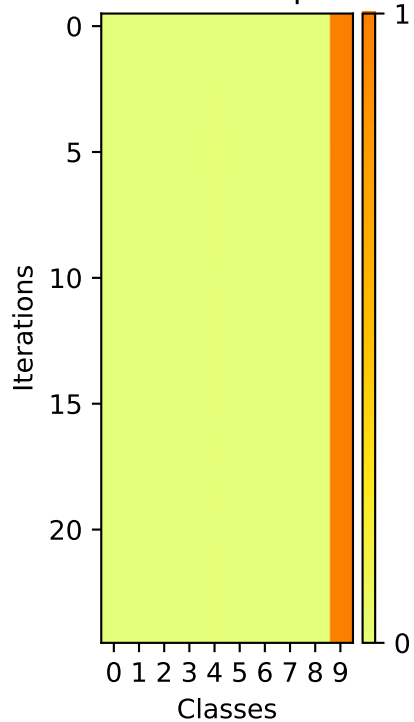
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or glowing appearance. The background is a solid, deep purple.

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

Image



Softmax Outputs

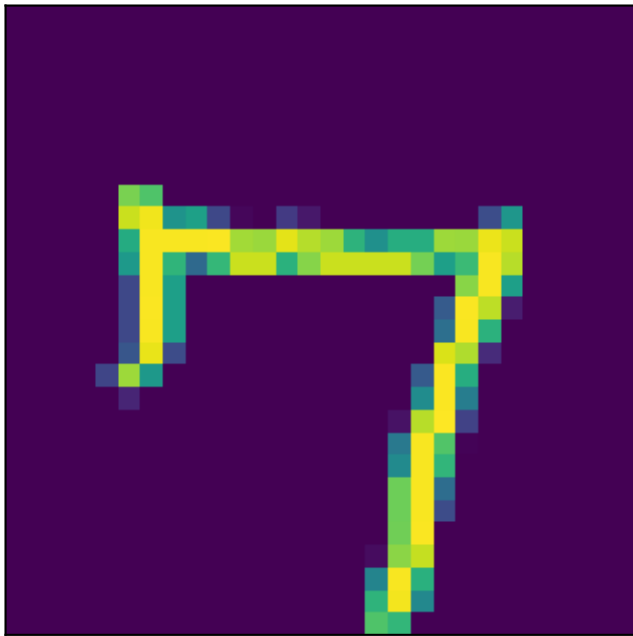


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of several small, square pixels in shades of yellow, orange, and brown, arranged to form a vertical, slightly curved structure. The background is a solid dark color, likely black or dark grey. The overall appearance is that of a low-quality digital graphic or a scan of a physical image.

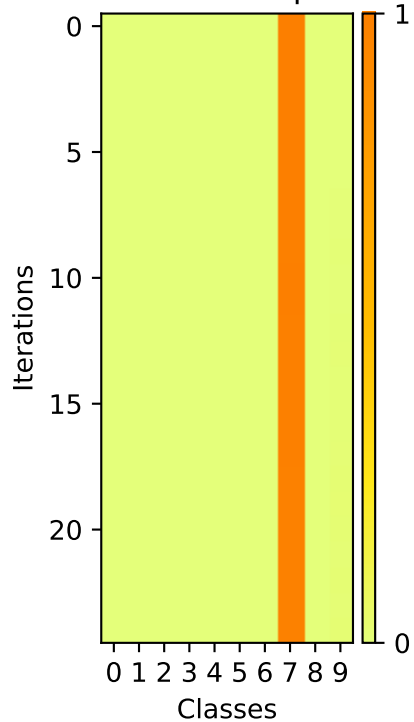
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). Class 1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

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

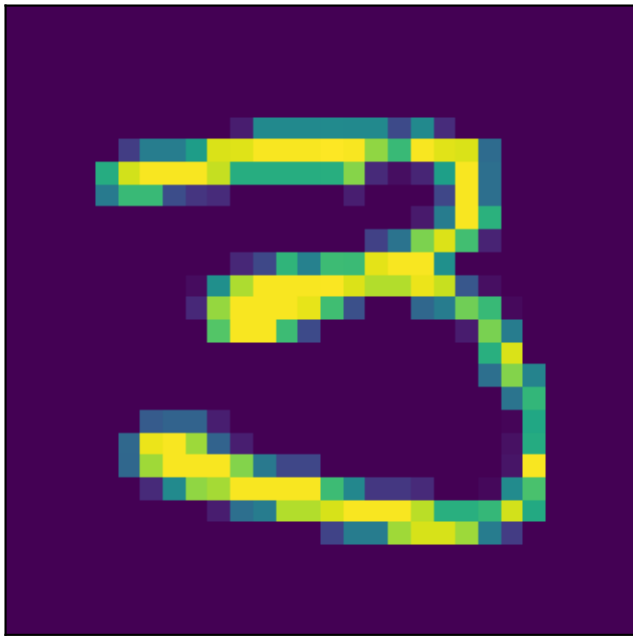
Image



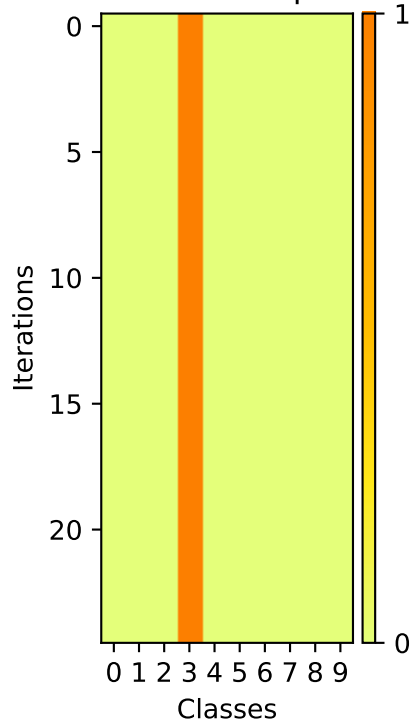
Softmax Outputs



Image



Softmax Outputs

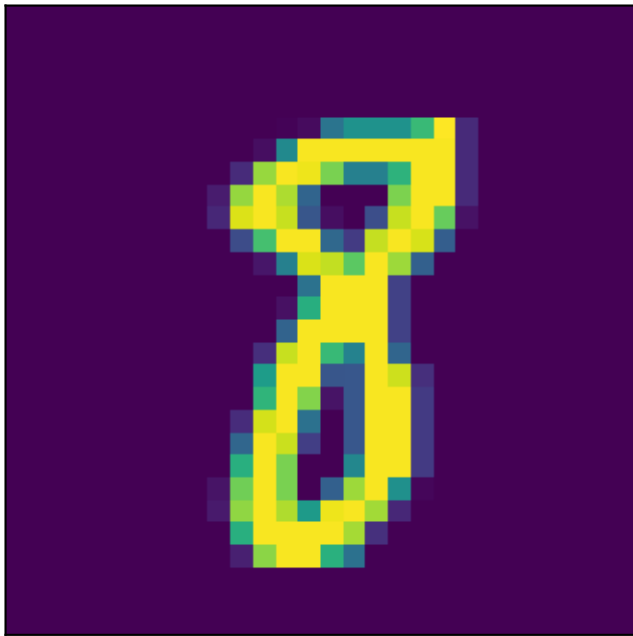


A pixelated, low-resolution image of a yellow and green figure, possibly a character or animal, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light green, and dark green. It has a rounded, somewhat abstract shape with a small, dark green square feature on its side. The overall appearance is reminiscent of a low-quality digital drawing or a heavily compressed image.

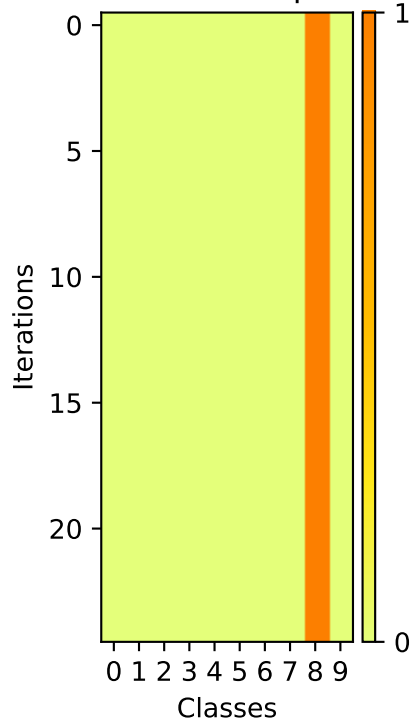
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a curved, hook-like shape with a vertical stem and a small, irregular base. The colors used are yellow, light green, and dark blue/purple for the background. The image is composed of small squares, giving it a blocky appearance.

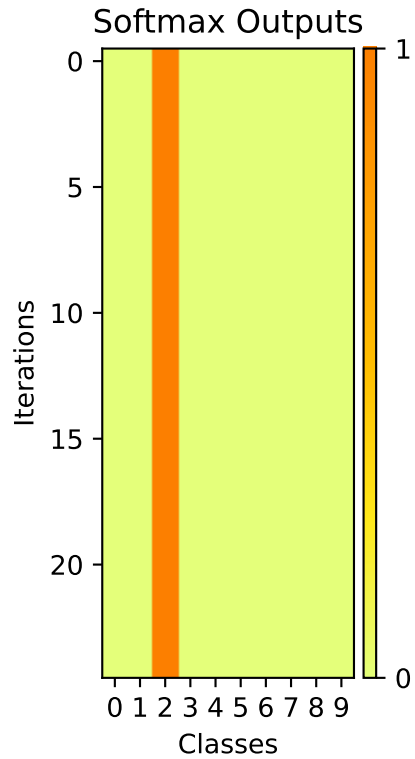
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 6 remains at 0. Class 7 increases from 0 to 1. Class 9 increases from 0 to approximately 0.8. Other classes remain near 0.

Image

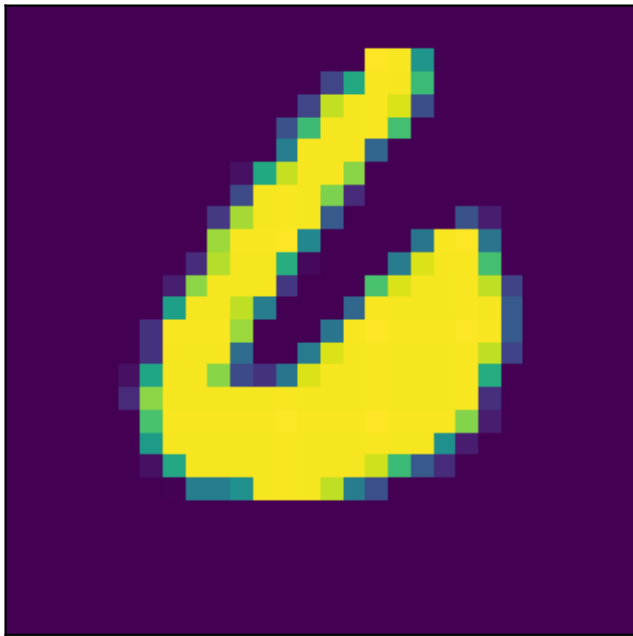


Softmax Outputs

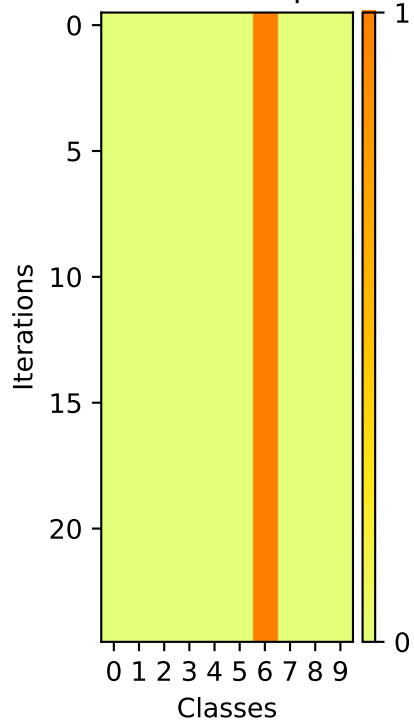




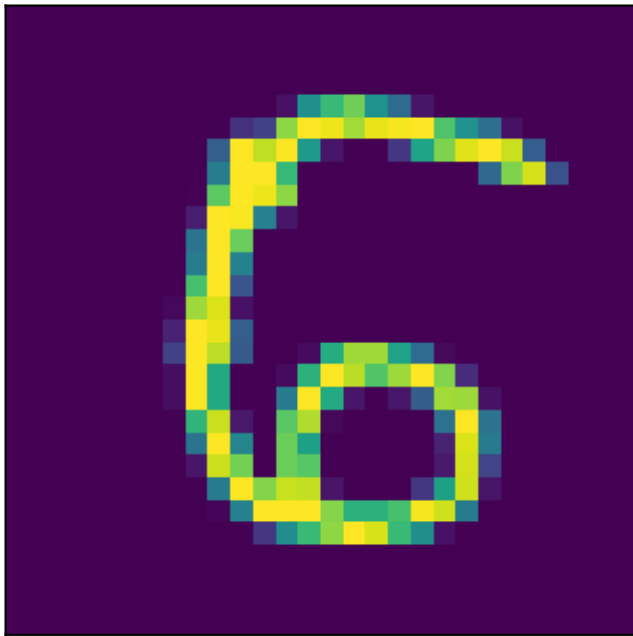
Image



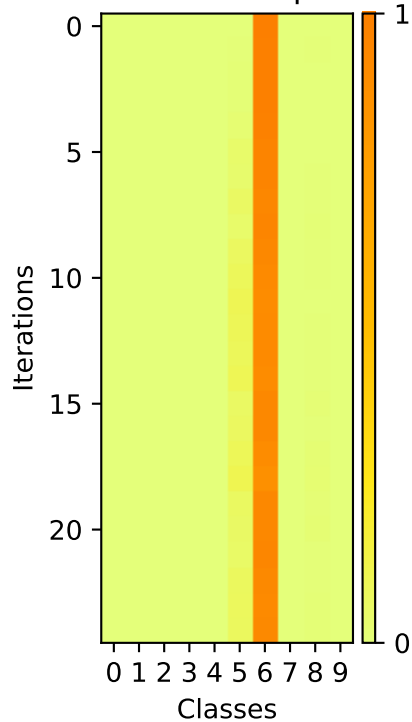
Softmax Outputs



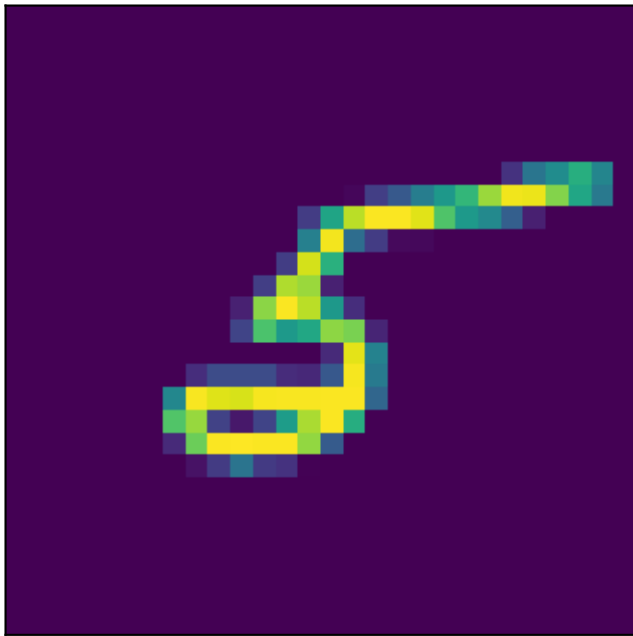
Image



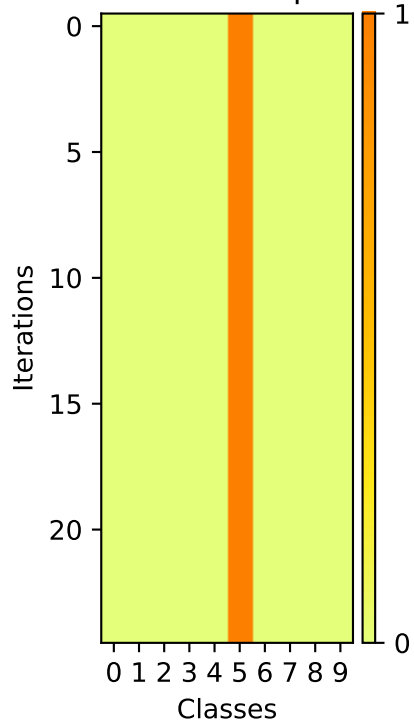
Softmax Outputs



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 (light yellow) to 1 (orange). Class 1 starts at 1.0 and decreases to 0.0, while Class 0 increases from 0.0 to 1.0.

Image



Softmax Outputs

