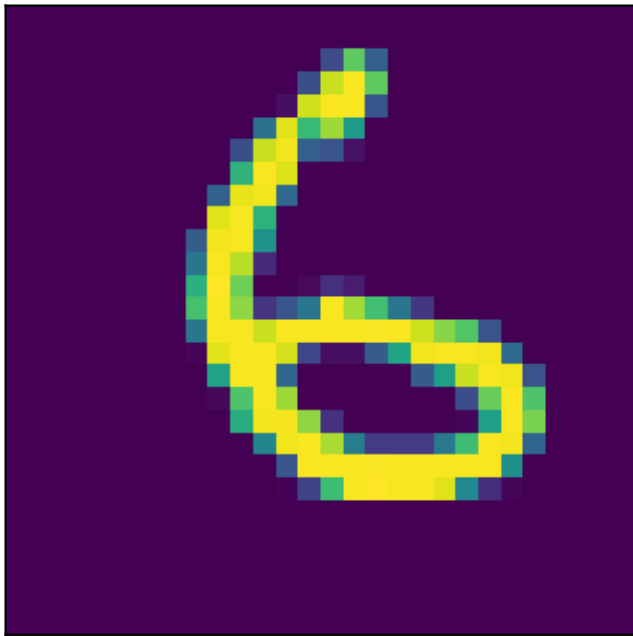
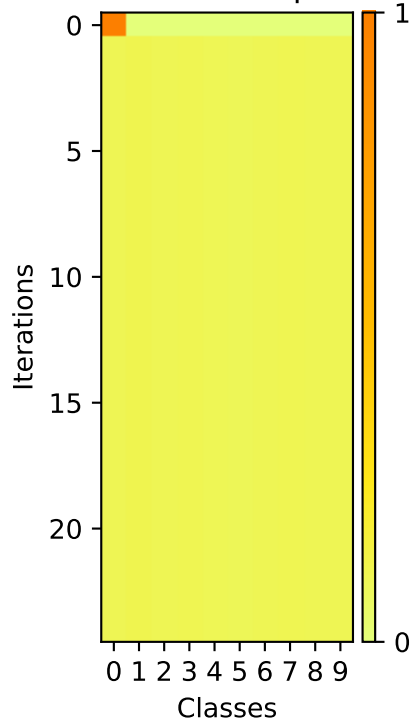


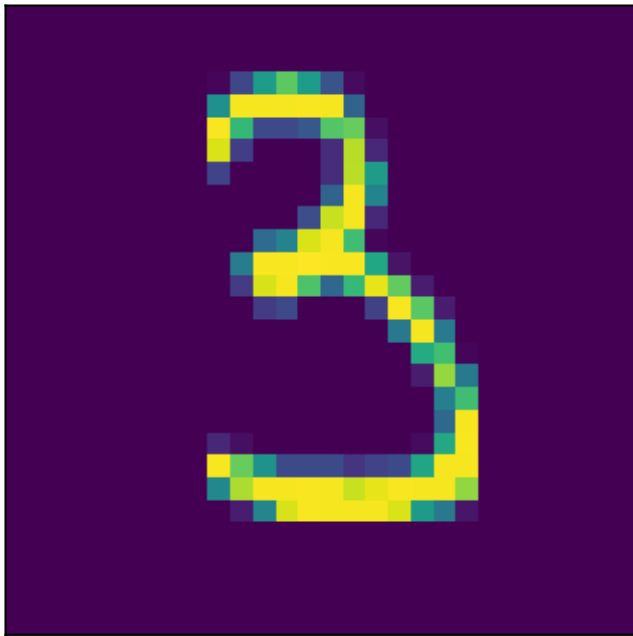
Image



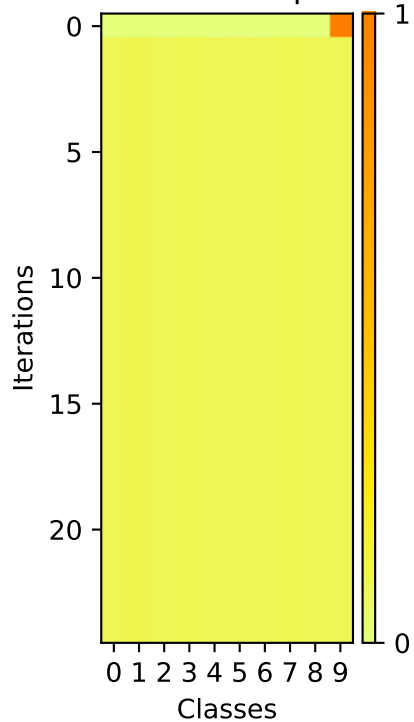
Softmax Outputs



Image

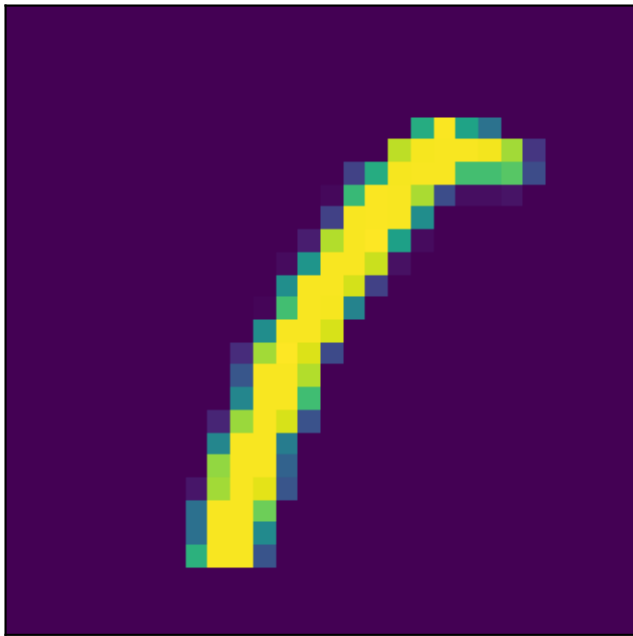


Softmax Outputs

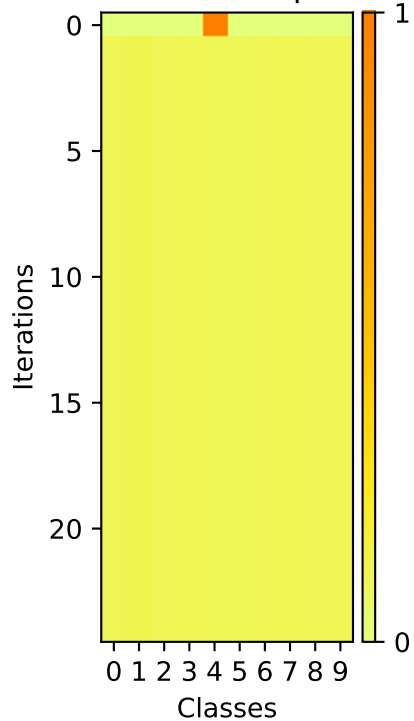


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of large, distinct pixels, giving it a retro, digital appearance. The color of the question mark is a bright yellow, while the background is a deep, dark purple. The overall style is reminiscent of early computer graphics or video game sprites.

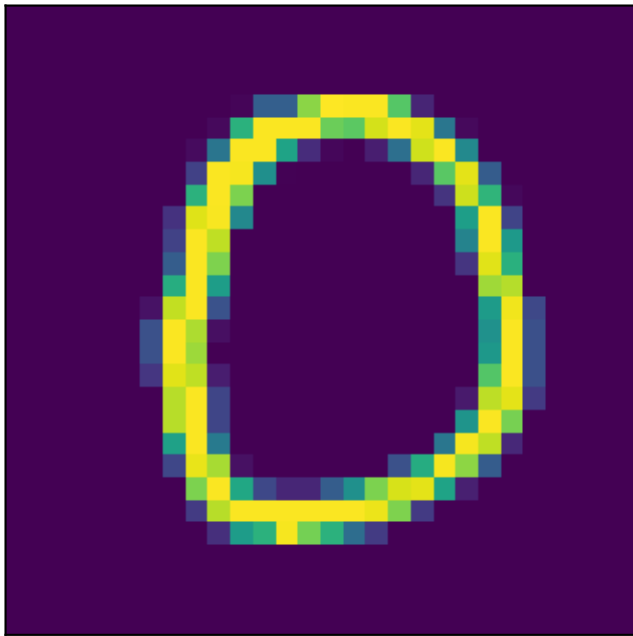
Image



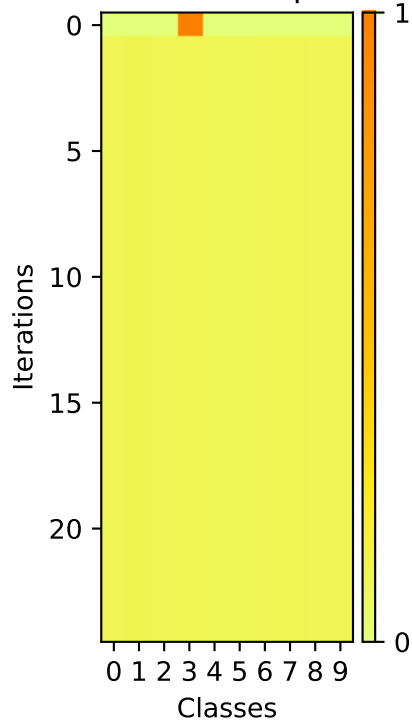
Softmax Outputs



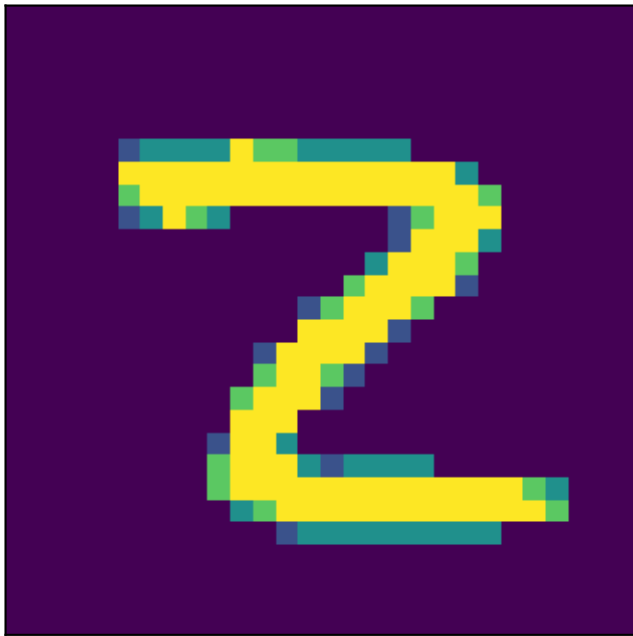
Image



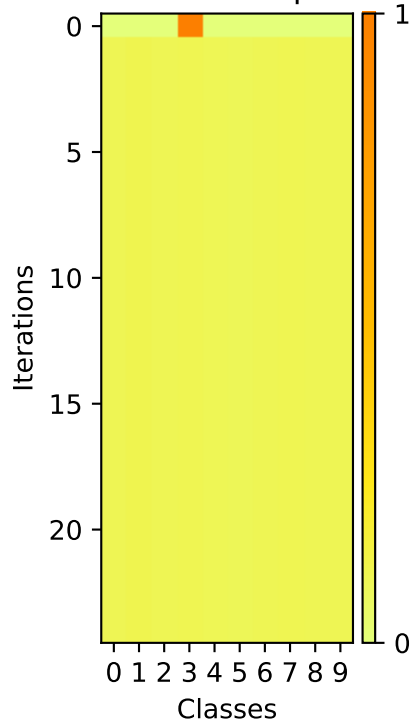
Softmax Outputs



Image

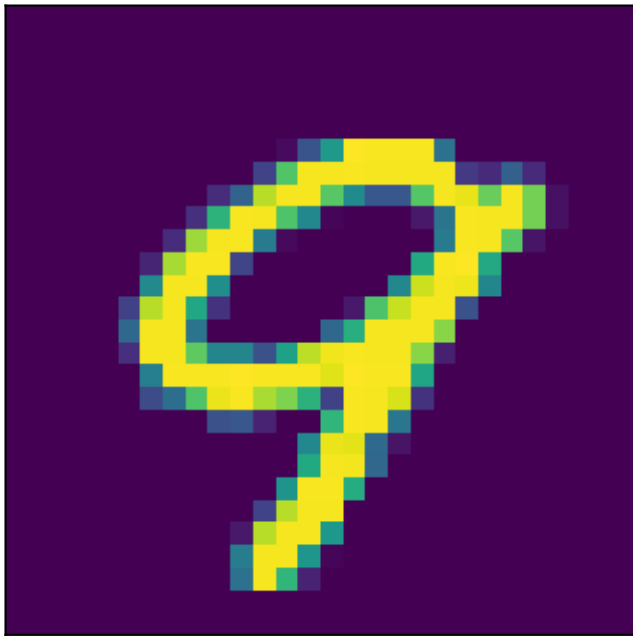


Softmax Outputs

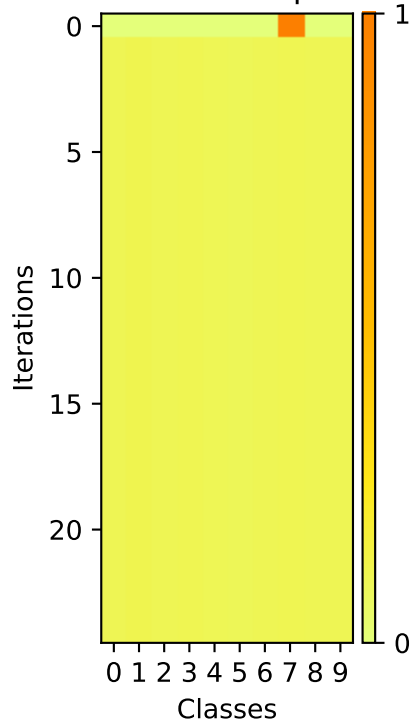


A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with some green and blue pixelated noise or artifacts. It is set against a dark purple background. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

Image

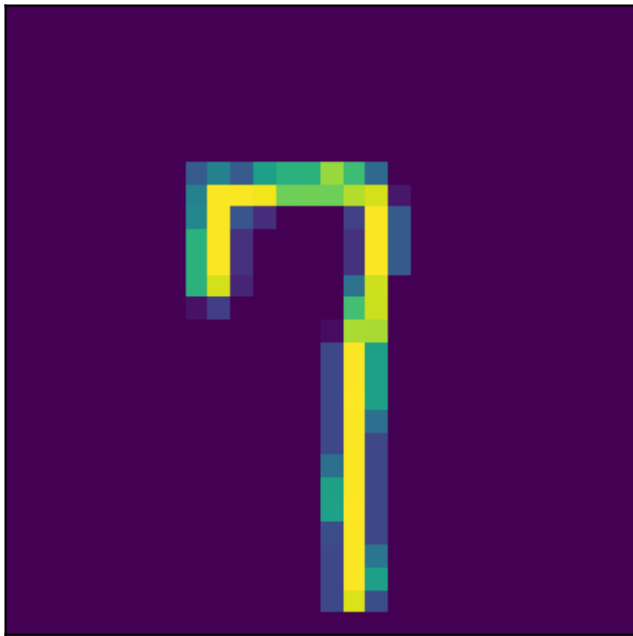


Softmax Outputs

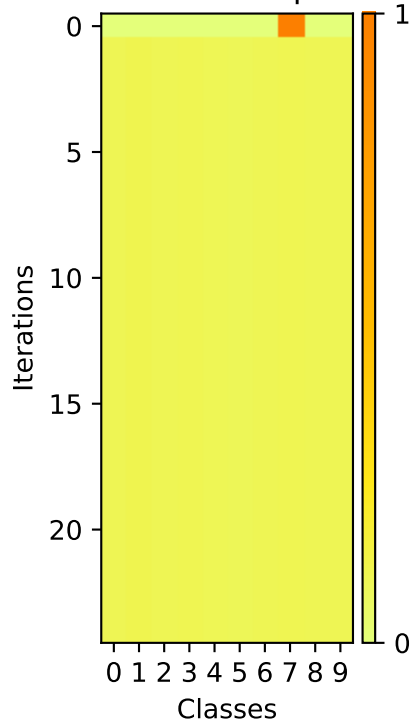


Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0-9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 18, reaching 1.0 by iteration 22.

Image



Softmax Outputs



A pixelated drawing of a yellow and green dinosaur, possibly a T-Rex, standing on a purple background. The dinosaur is facing right, with its head turned slightly towards the viewer. It has a yellow body, green spots, and a long tail. The drawing is composed of small squares, giving it a retro, low-resolution appearance.

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

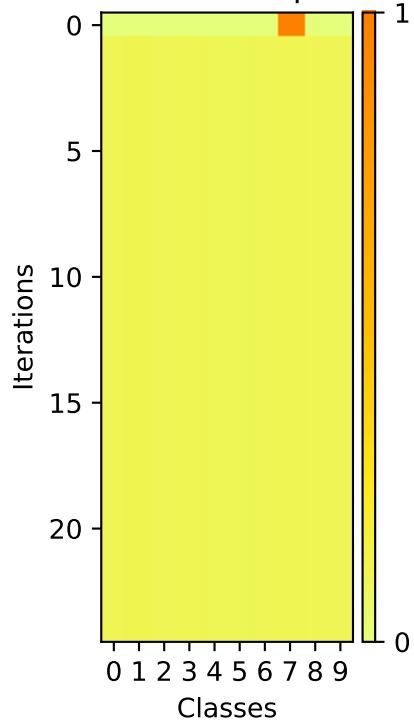
A pixelated, low-resolution image of a stylized letter 'J'. The letter is primarily yellow with green highlights, set against a dark purple background. The image has a jagged, blocky appearance characteristic of early digital graphics.

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.

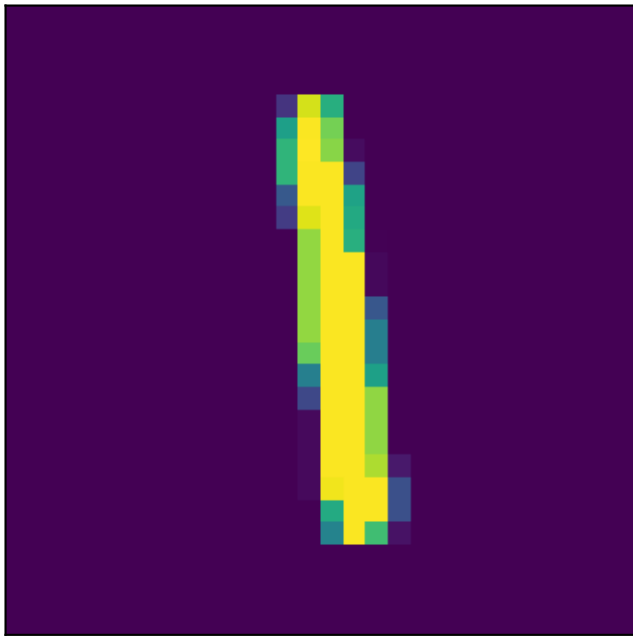
Image



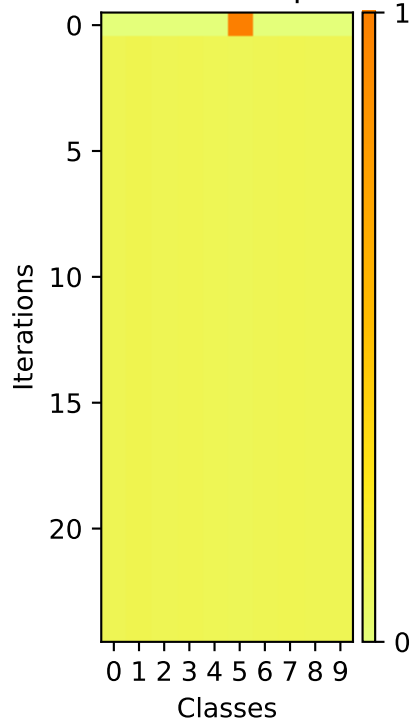
Softmax Outputs



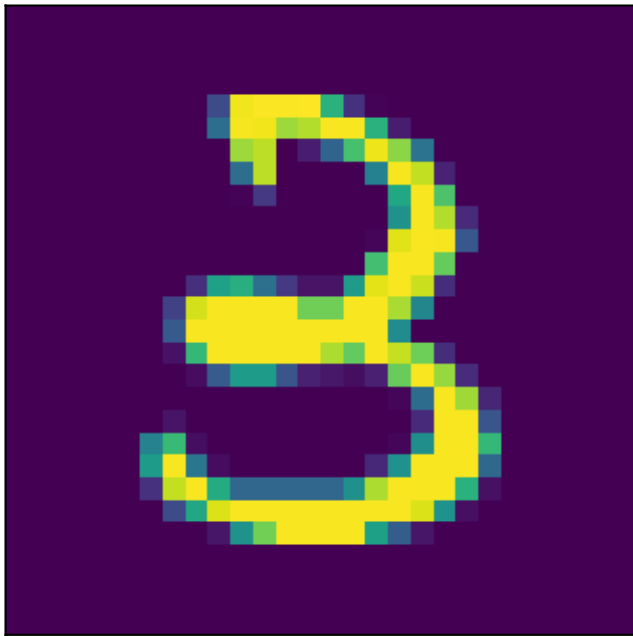
Image



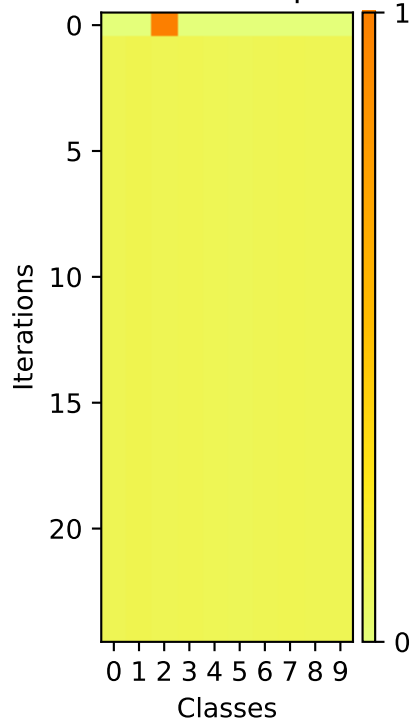
Softmax Outputs



Image



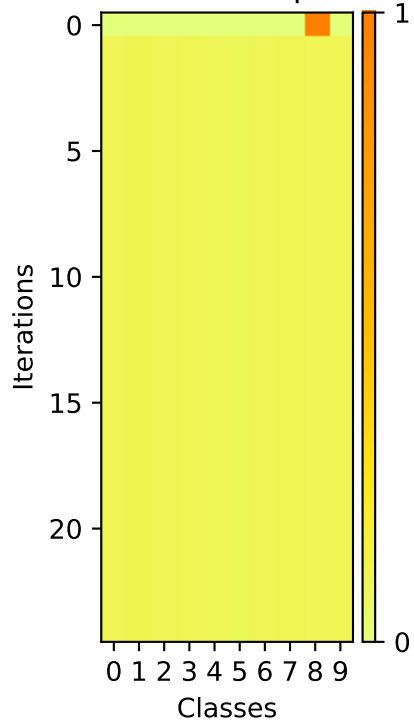
Softmax Outputs



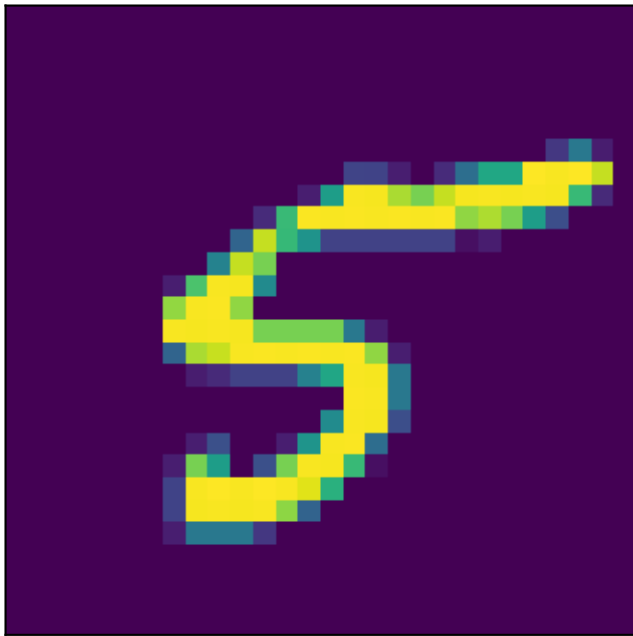
Image



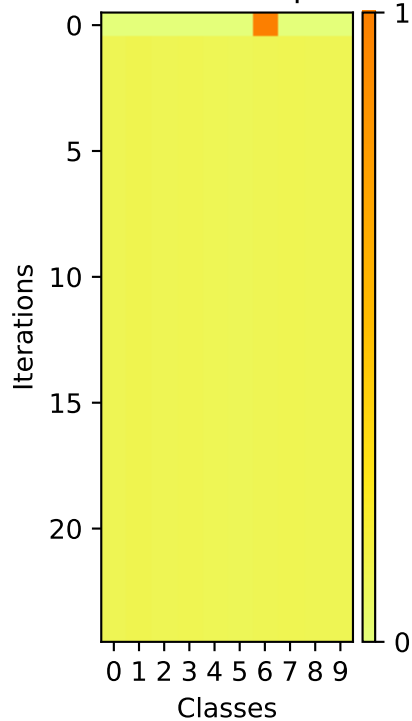
Softmax Outputs



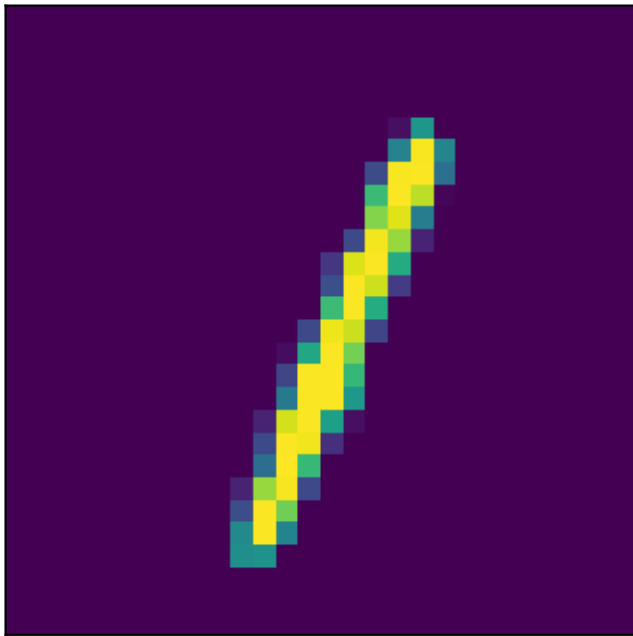
Image



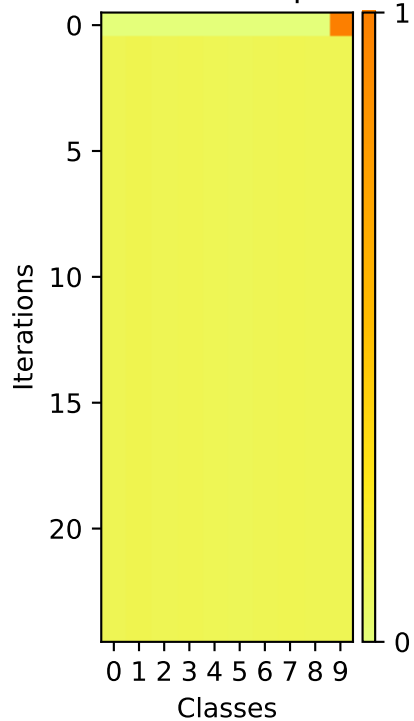
Softmax Outputs



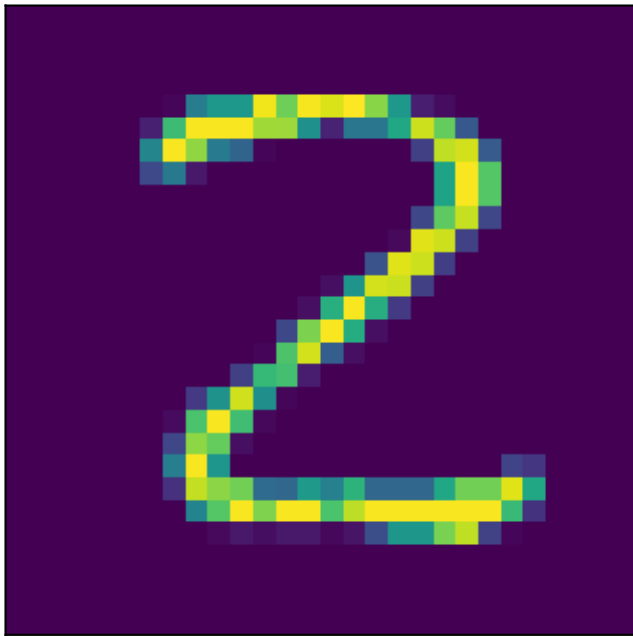
Image



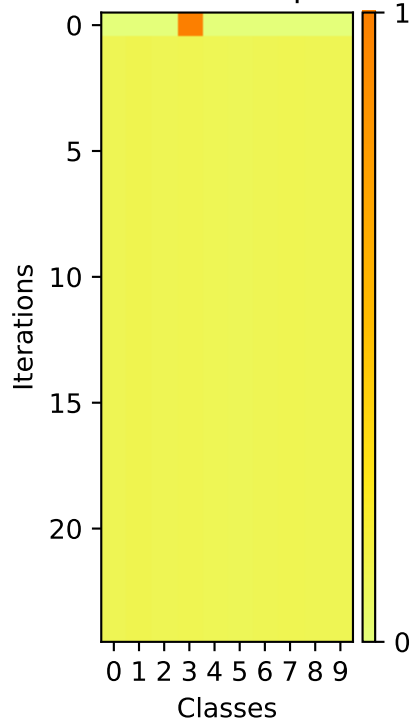
Softmax Outputs



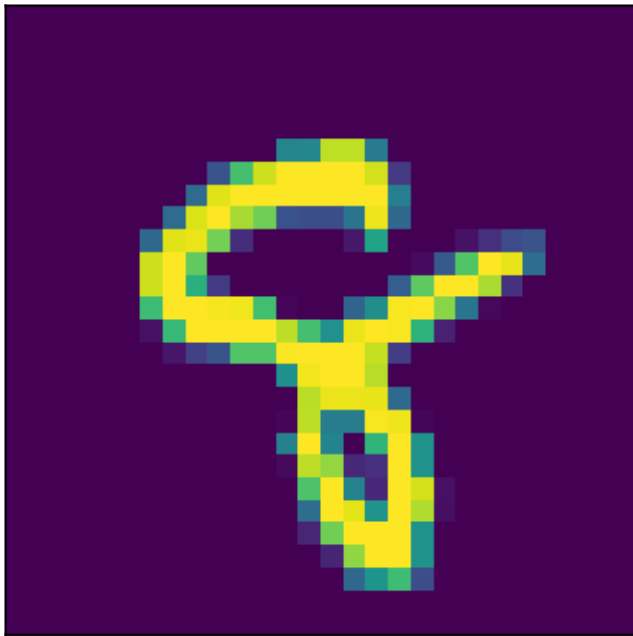
Image



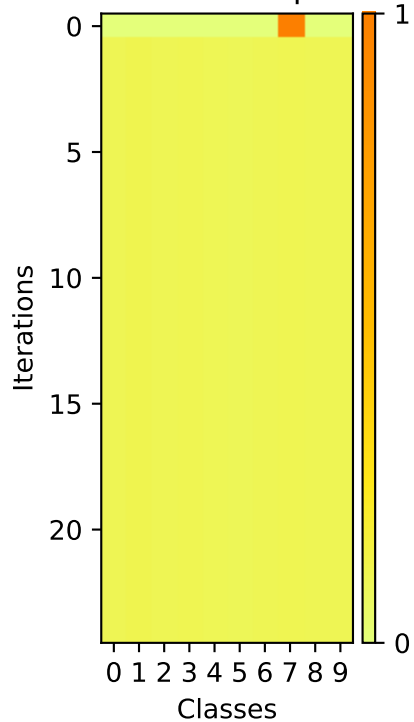
Softmax Outputs



Image



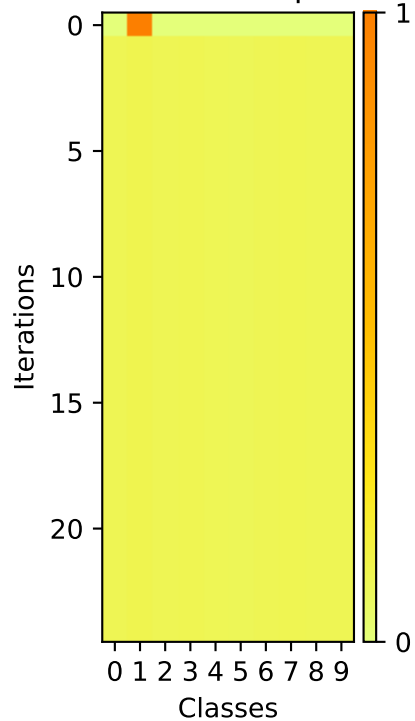
Softmax Outputs



Image

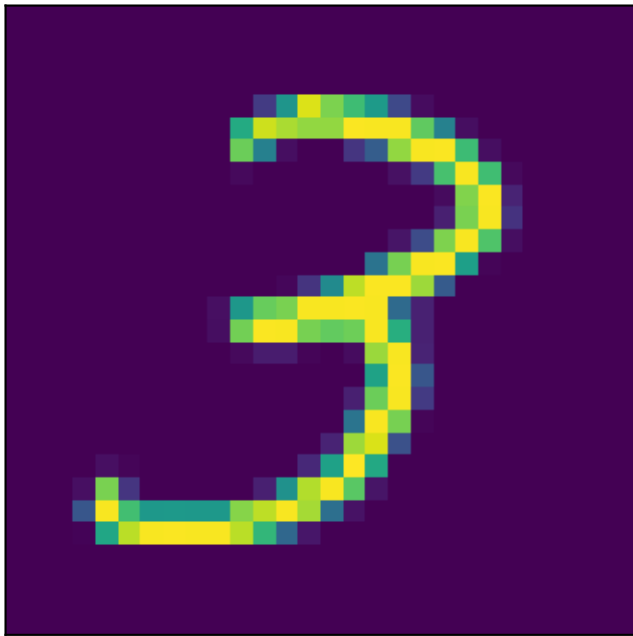


Softmax Outputs

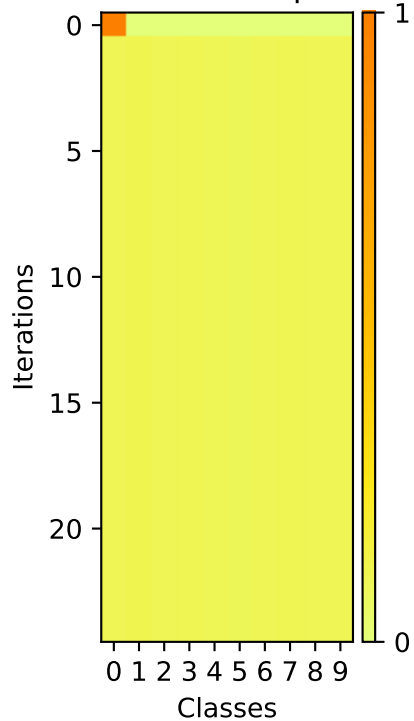


A pixelated, low-resolution image of a yellow smiley face. The face has a wide, open mouth showing a dark interior and a single visible eye on the right side. The image is composed of large, distinct pixels in shades of yellow, green, and blue, set against a dark purple background.

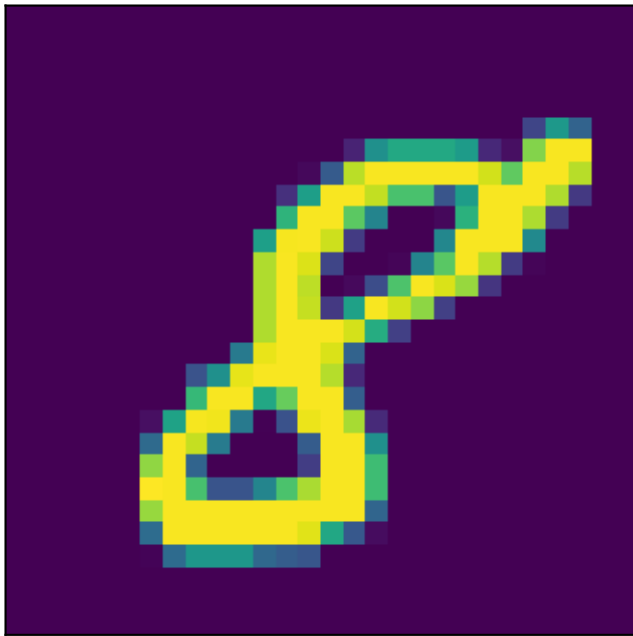
Image



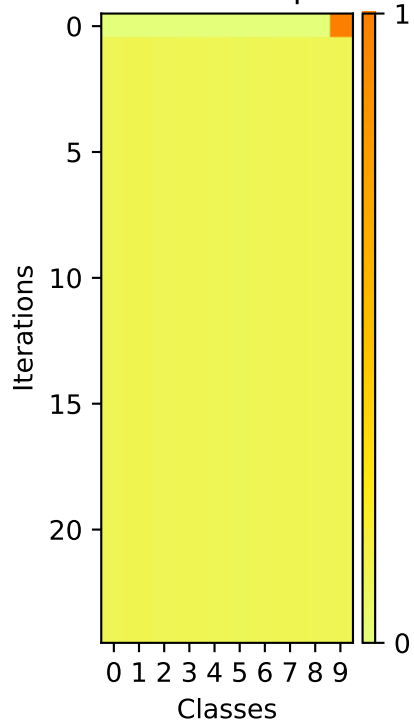
Softmax Outputs



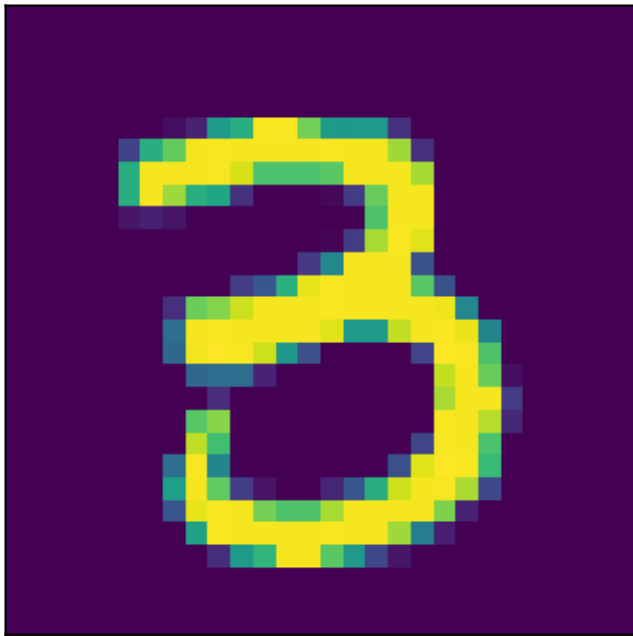
Image



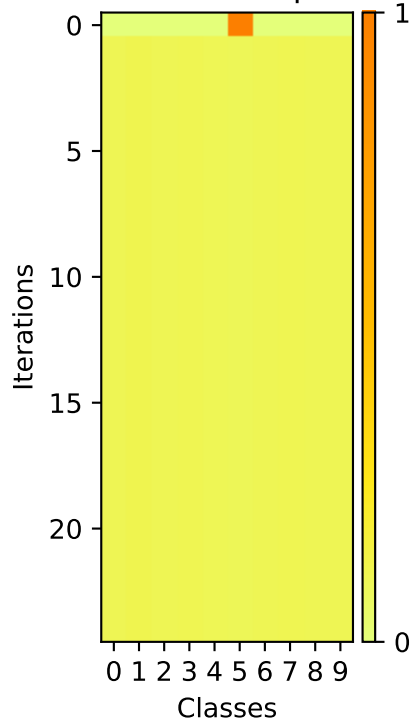
Softmax Outputs



Image



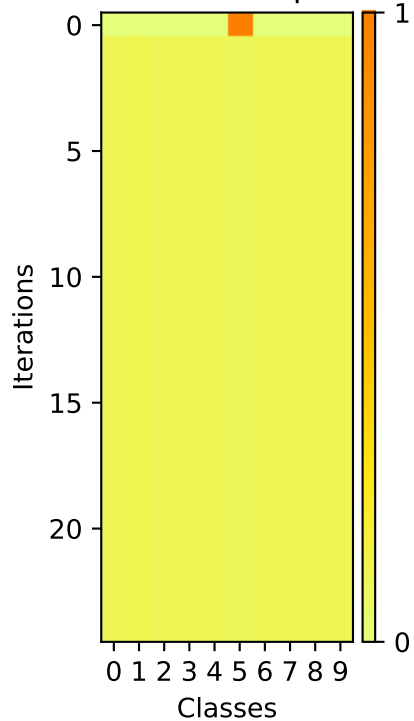
Softmax Outputs



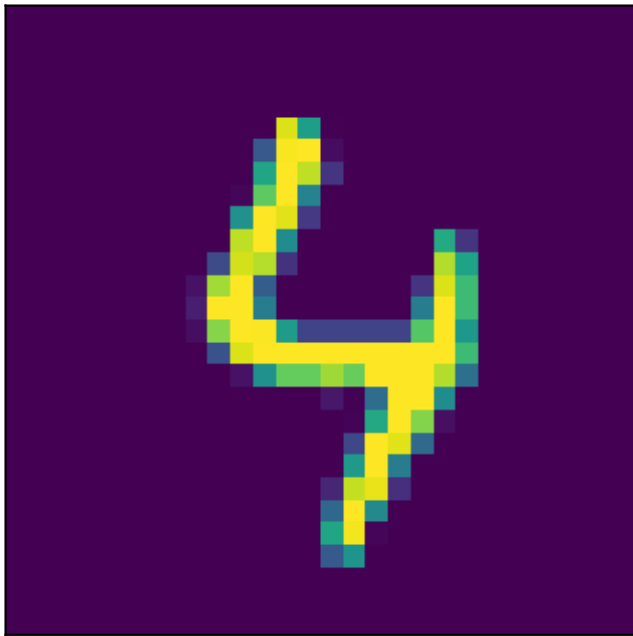
Image



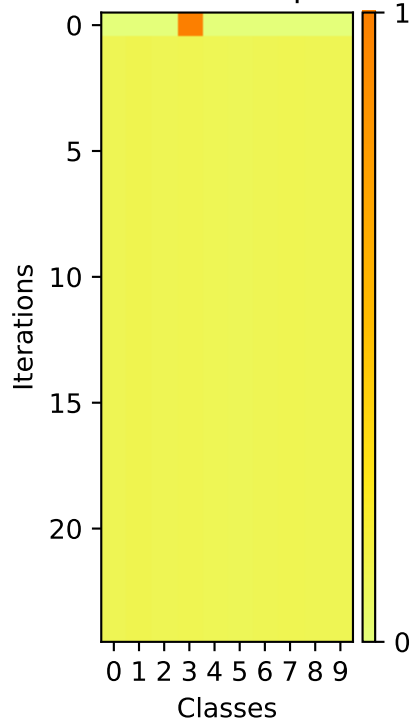
Softmax Outputs



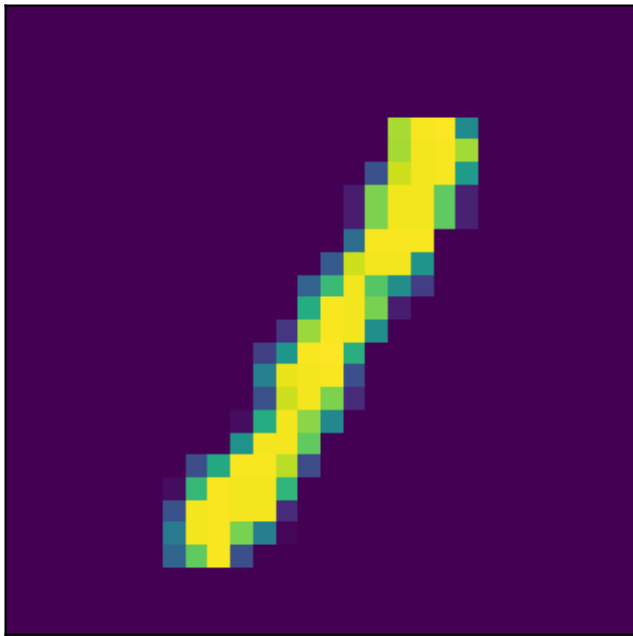
Image



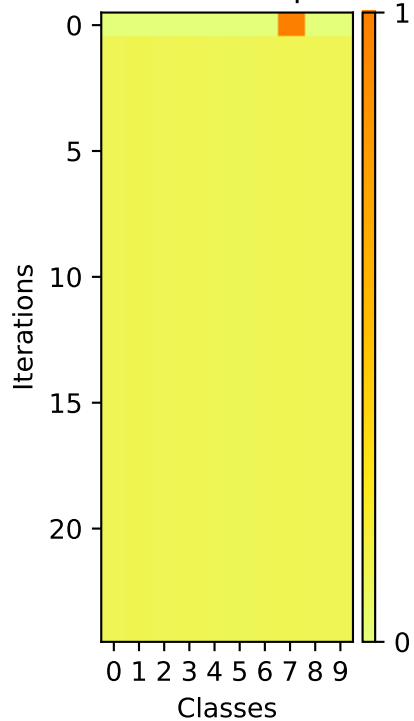
Softmax Outputs



Image



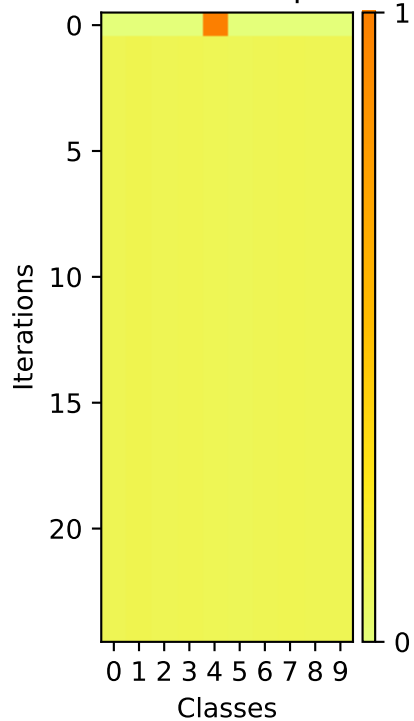
Softmax Outputs



Image



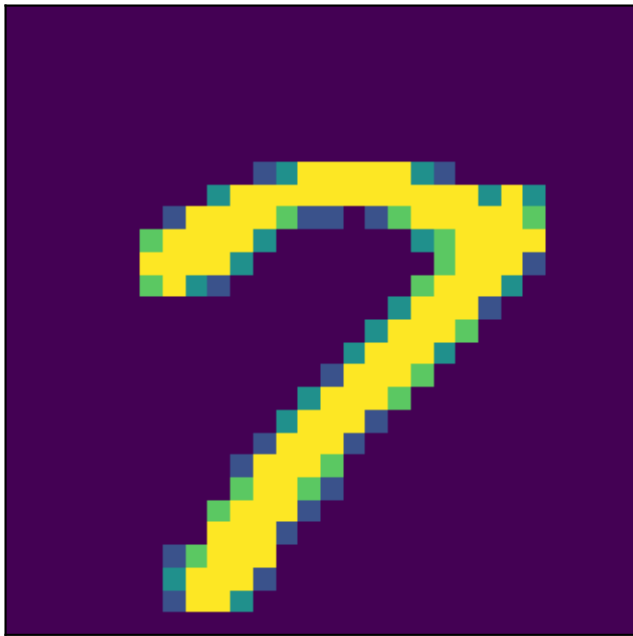
Softmax Outputs



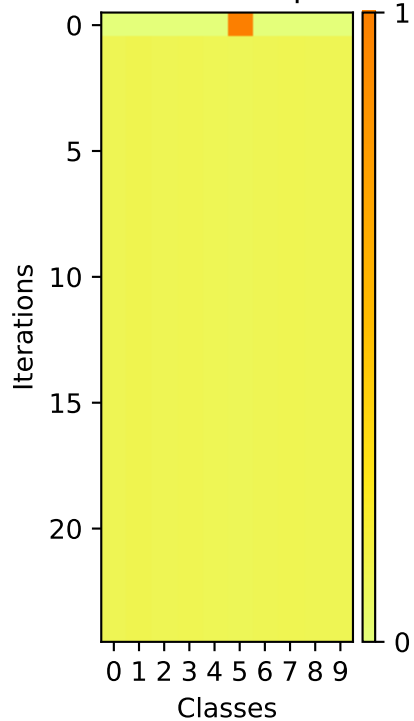
A large, pixelated yellow number 3 is centered on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. The color of the number is a bright yellow, and the background is a deep, solid purple.

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

Image



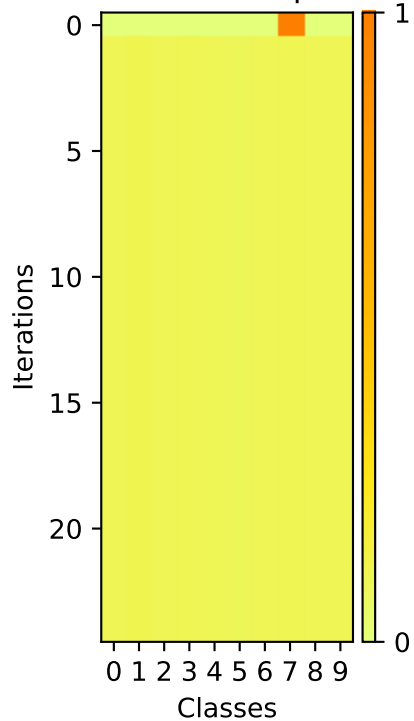
Softmax Outputs



Image



Softmax Outputs

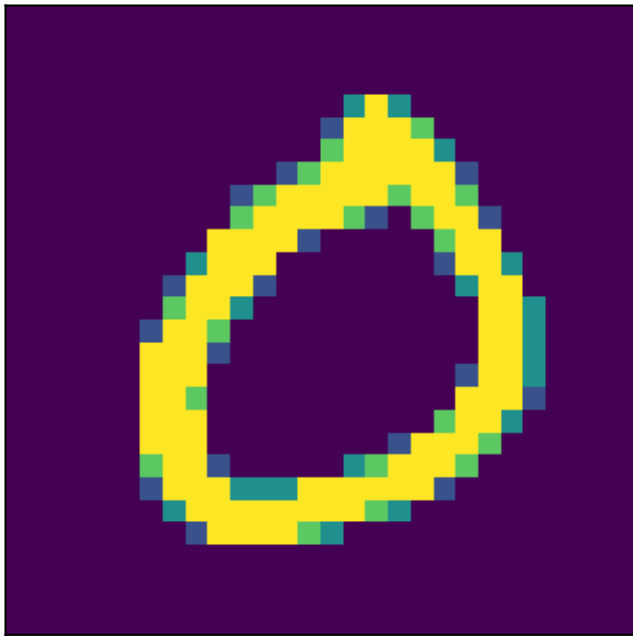


A pixelated, low-resolution image of a yellow and green ring or circle on a black background. The ring is composed of several pixels, with yellow and green being the primary colors, and some blue and purple pixels visible at the edges. The overall shape is roughly circular, with a small gap at the bottom.

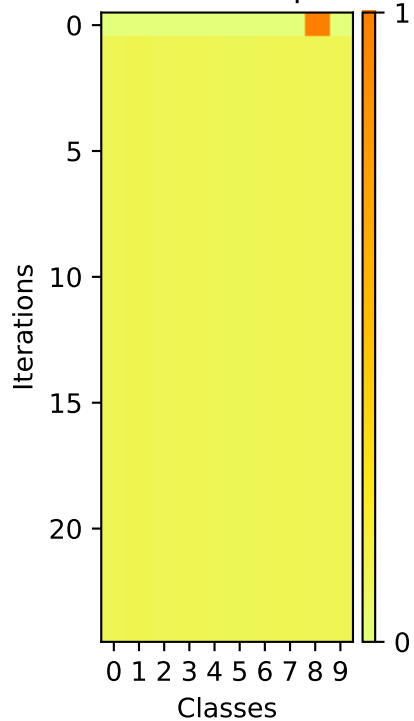
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 15,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

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 teal, giving it a digital or retro aesthetic.

Image



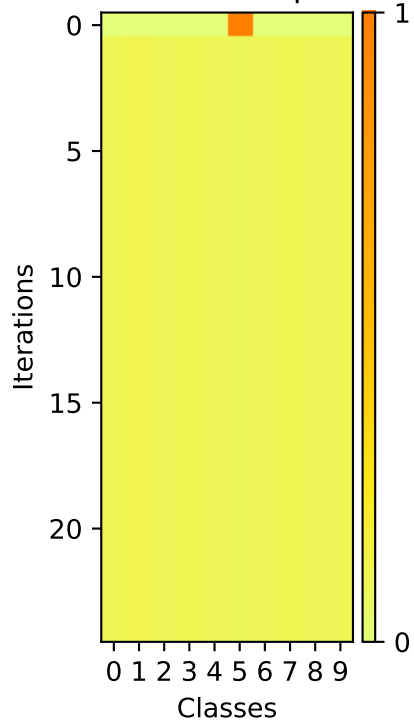
Softmax Outputs



Image



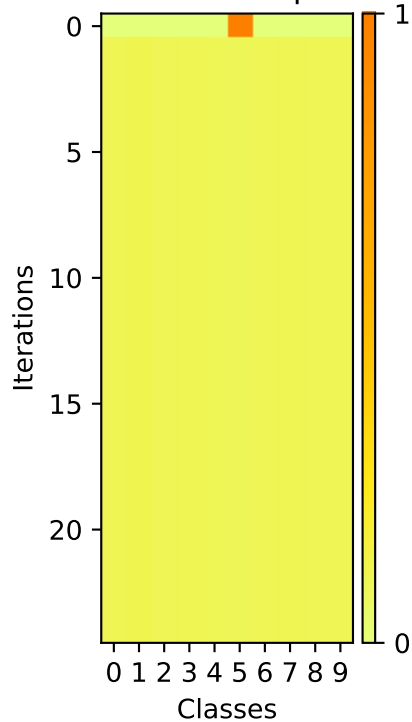
Softmax Outputs



Image

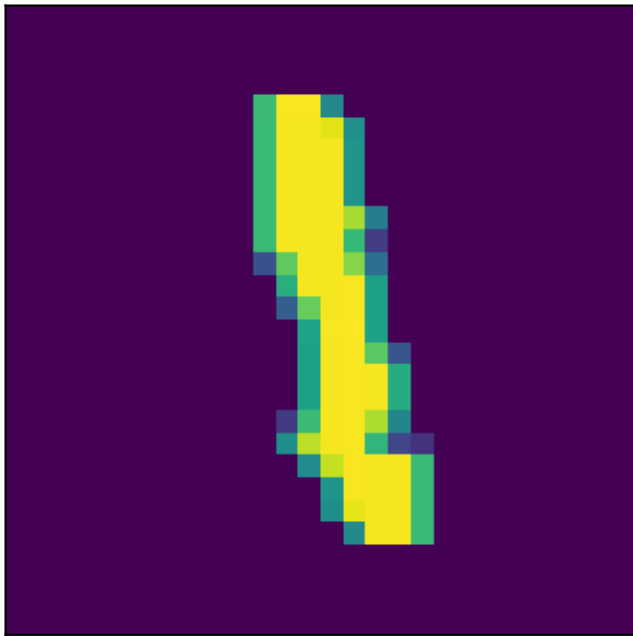


Softmax Outputs

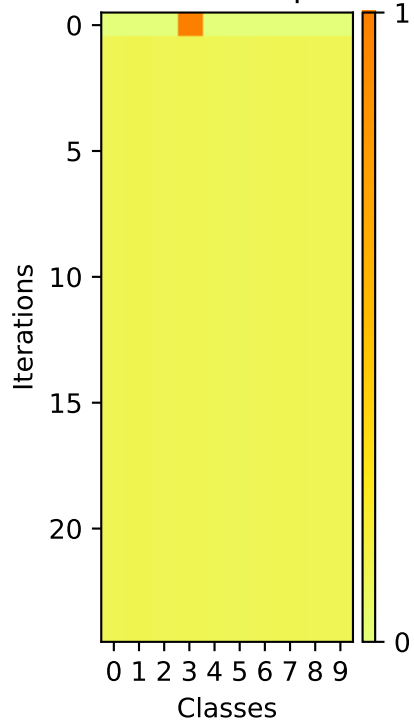


A pixelated yellow number 5 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

Image

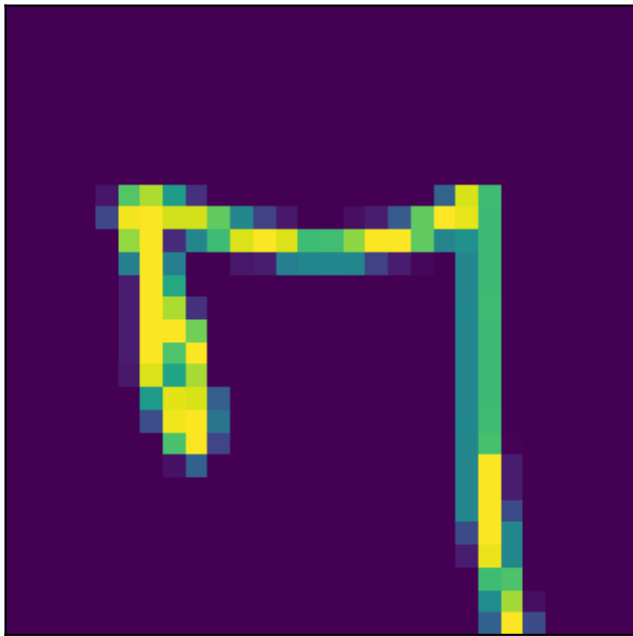


Softmax Outputs

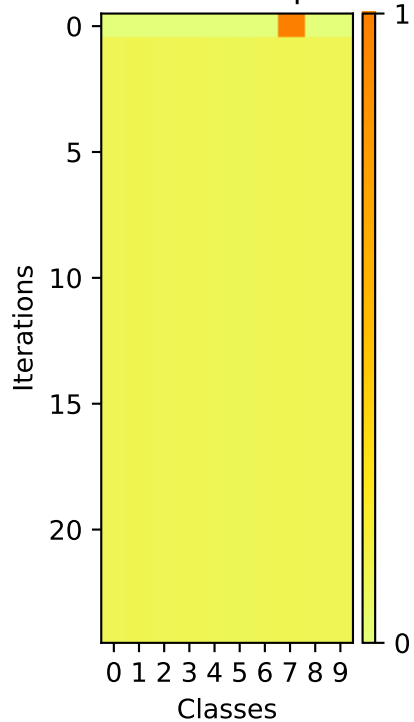


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). The distribution is highly concentrated on class 7, which reaches a probability of 1.0 by iteration 20.

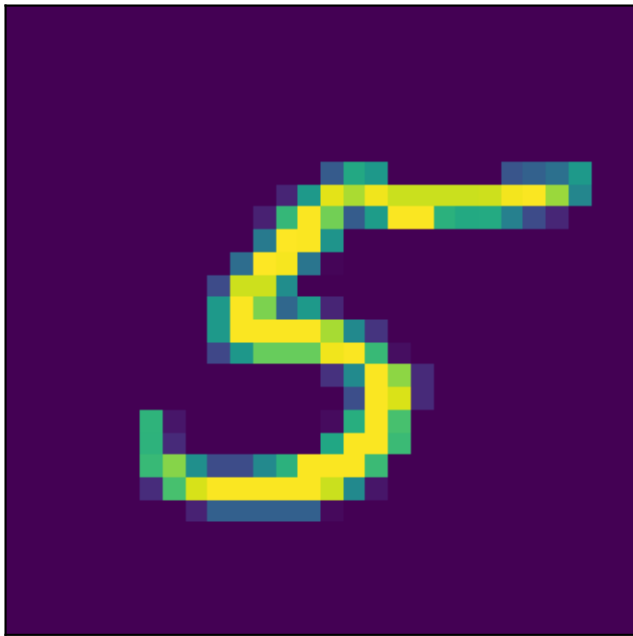
Image



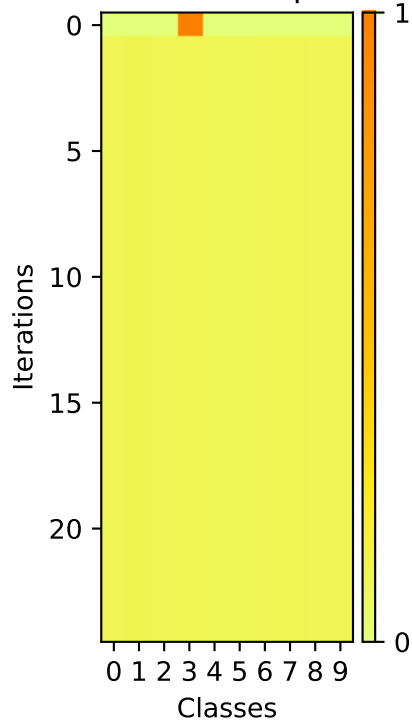
Softmax Outputs



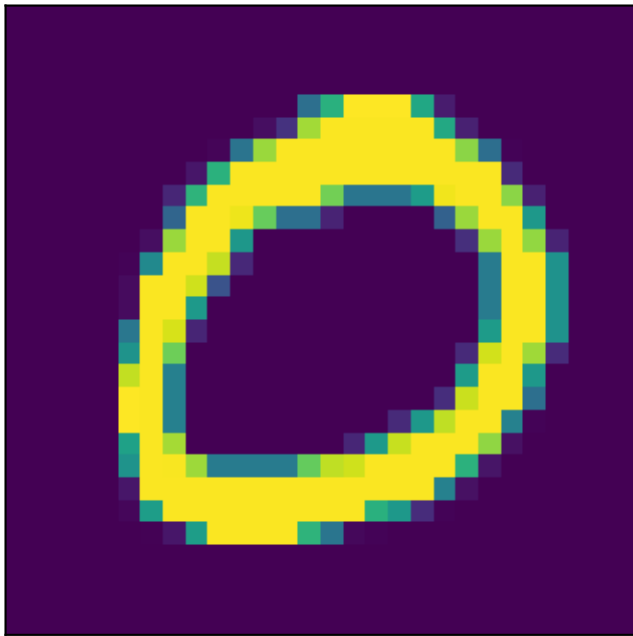
Image



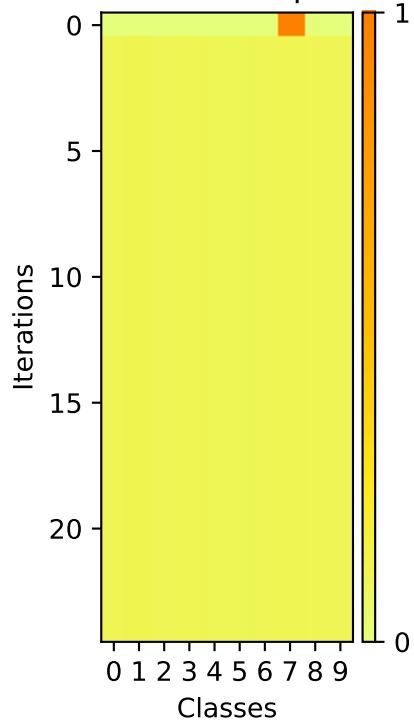
Softmax Outputs



Image



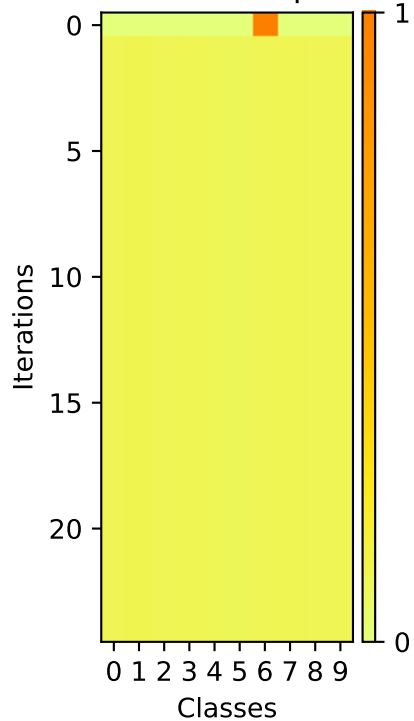
Softmax Outputs



Image



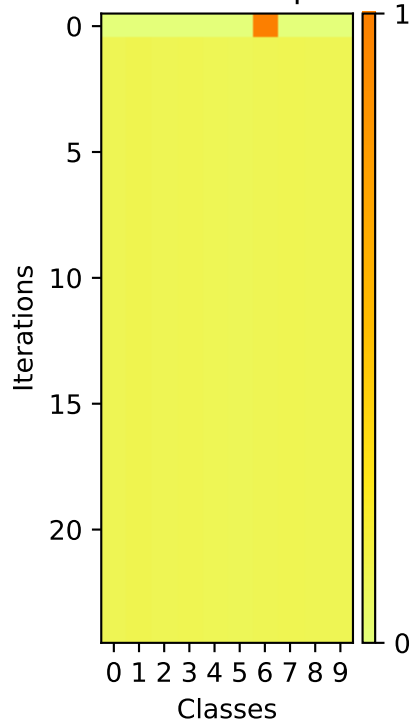
Softmax Outputs



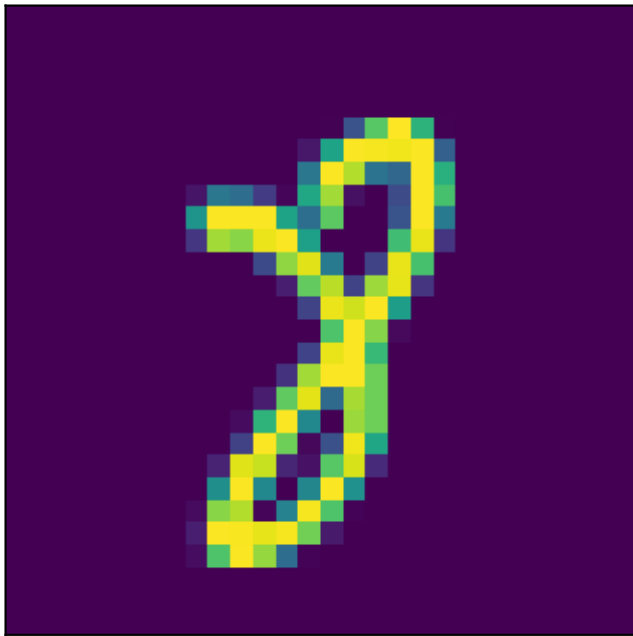
Image



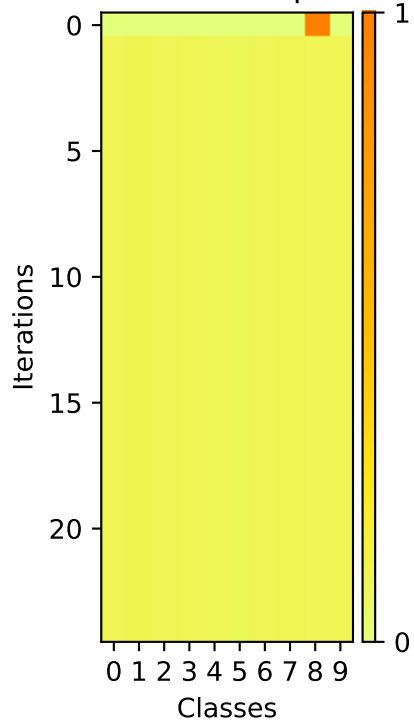
Softmax Outputs



Image

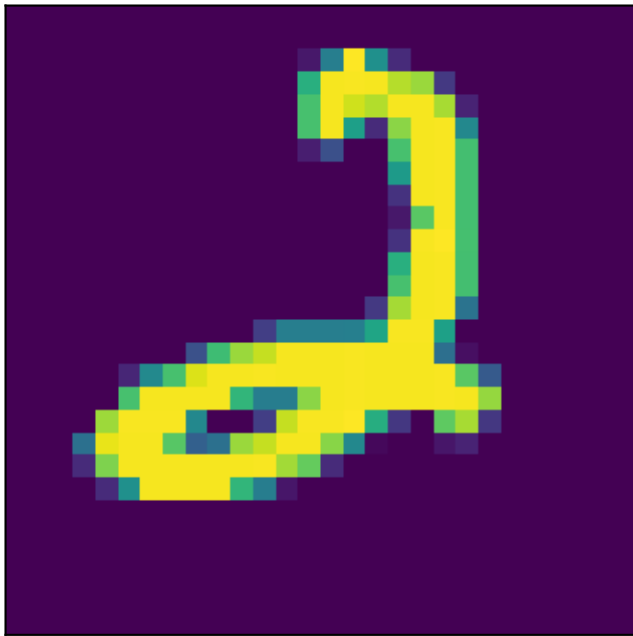


Softmax Outputs

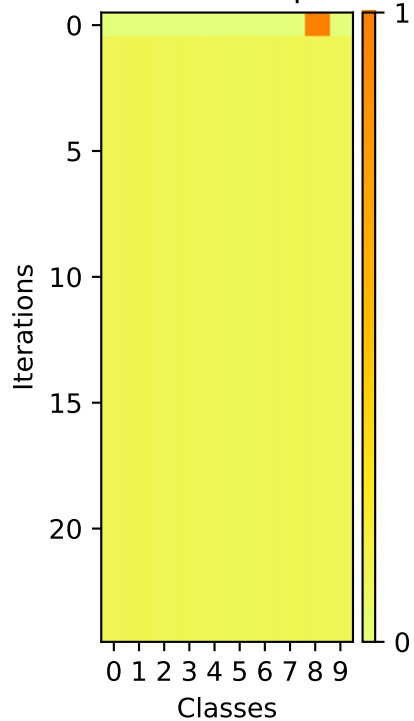


A pixelated, low-resolution image of a stylized letter 'v' or 'w' in shades of green and yellow on a black background. The image is composed of small, square pixels in various shades of green, yellow, and black, creating a jagged, hand-drawn appearance. The letter is positioned in the center of the frame.

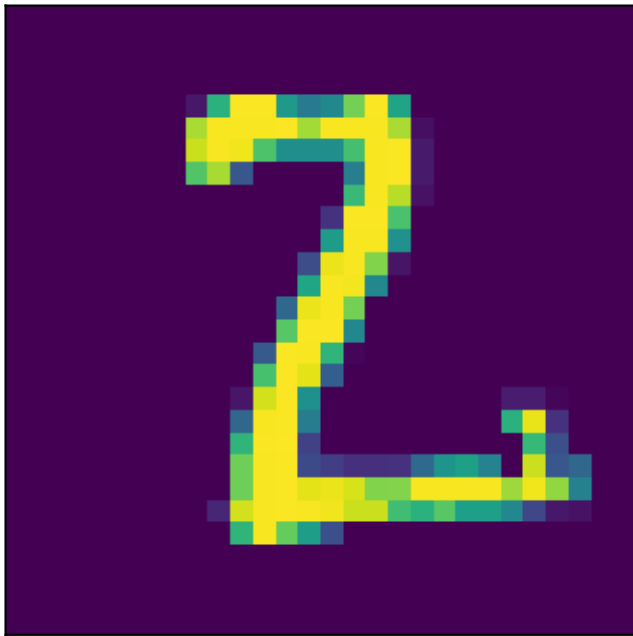
Image



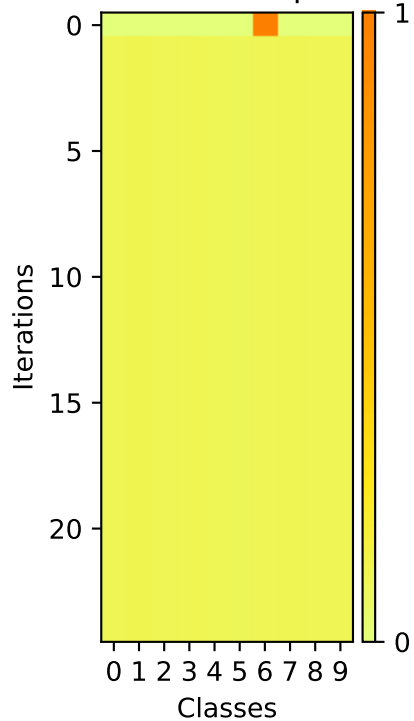
Softmax Outputs



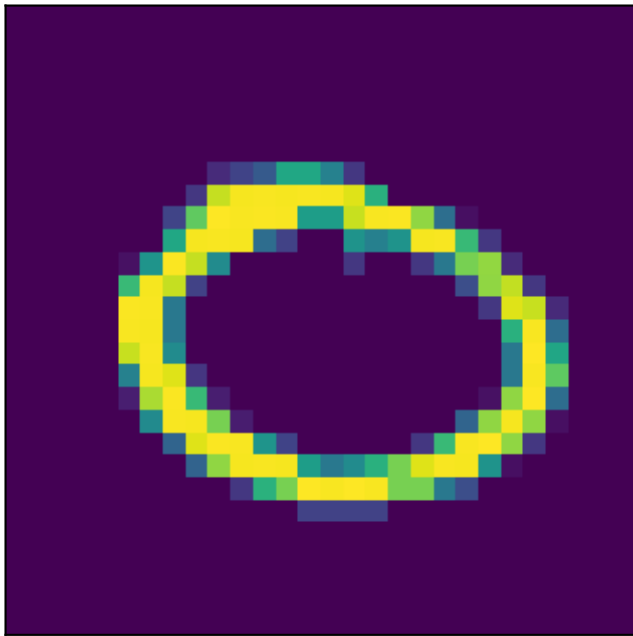
Image



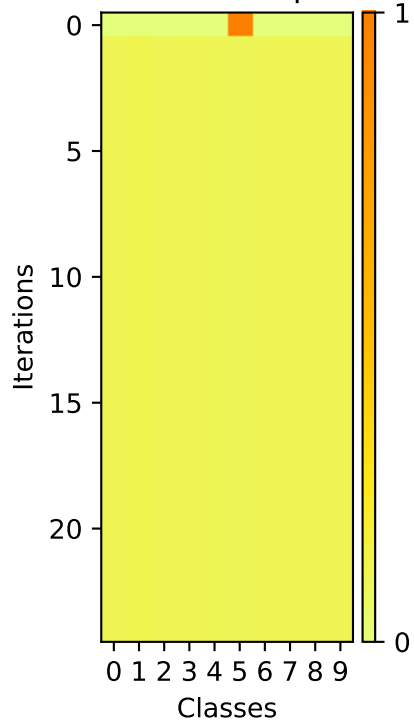
Softmax Outputs



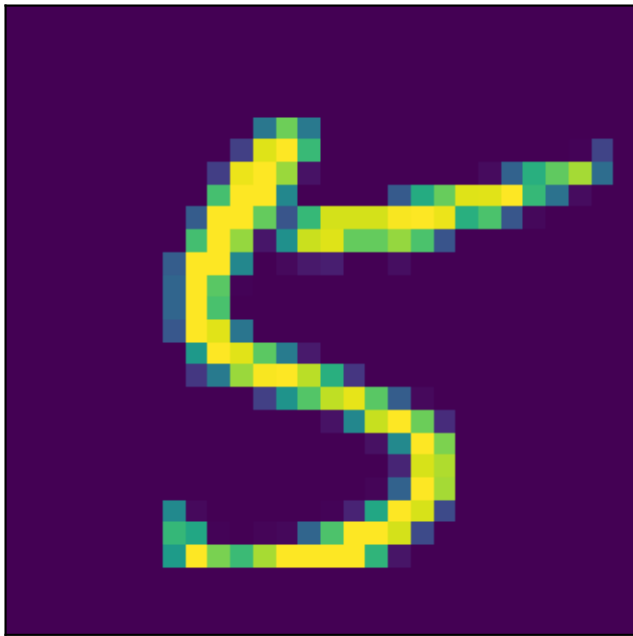
Image



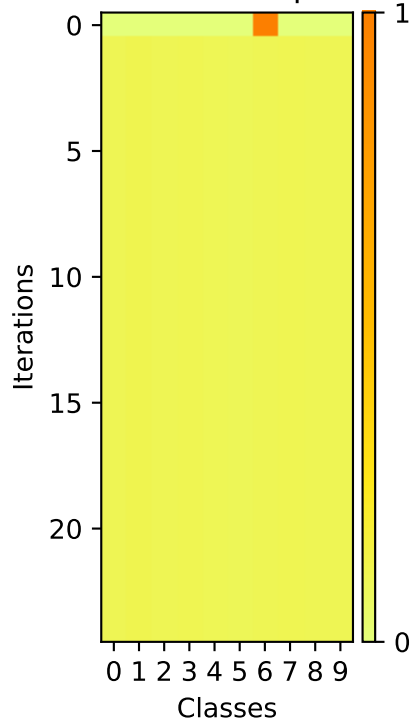
Softmax Outputs



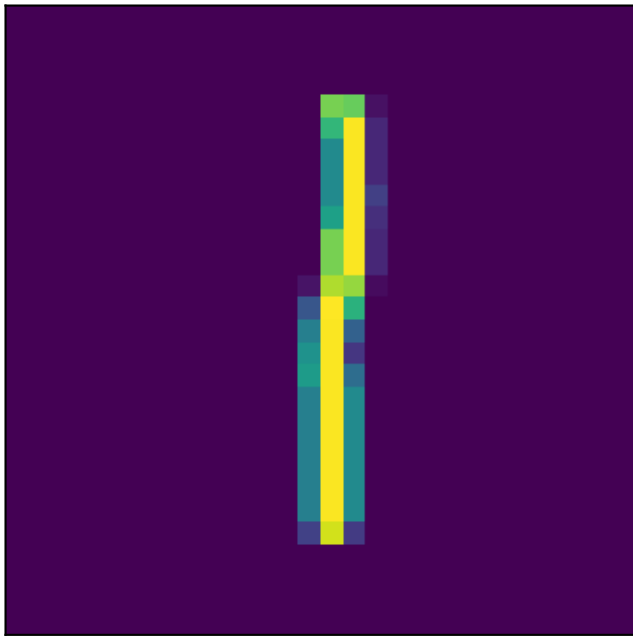
Image



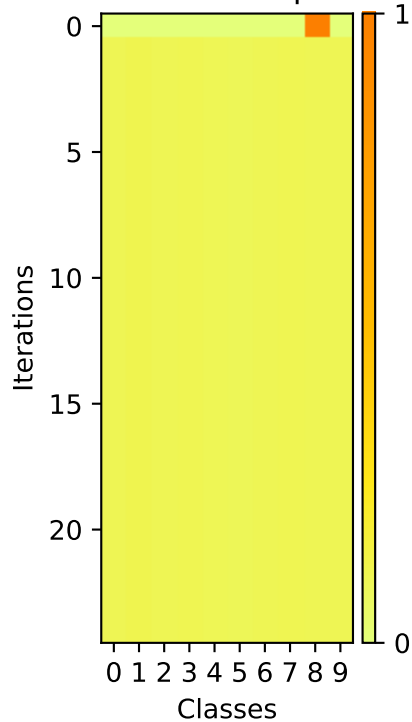
Softmax Outputs



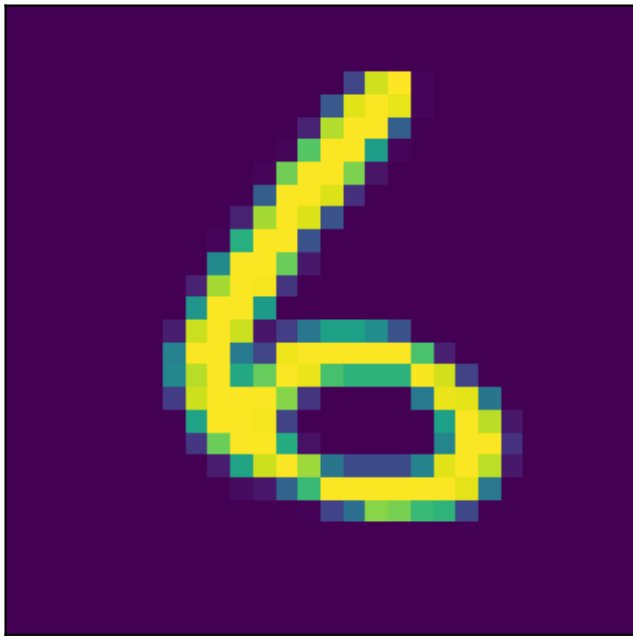
Image



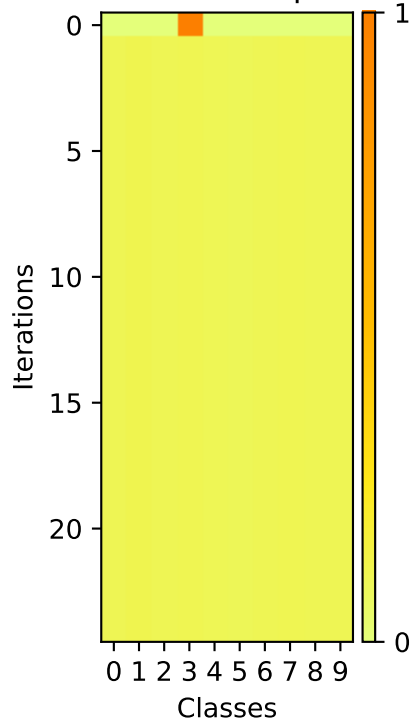
Softmax Outputs



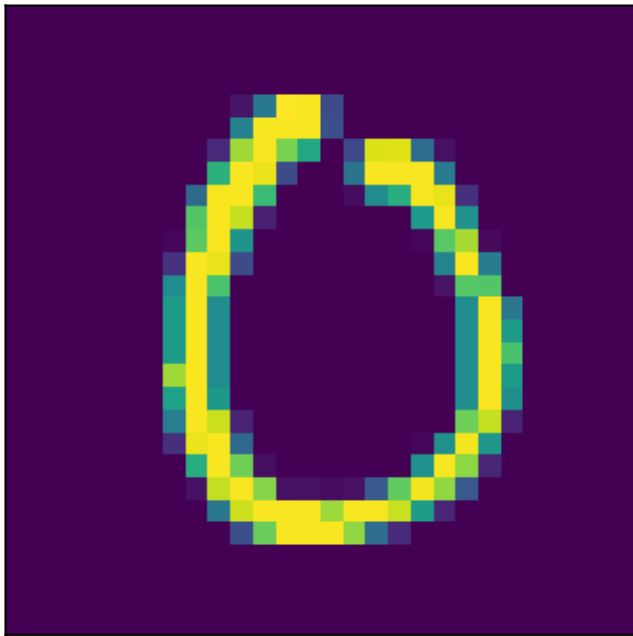
Image



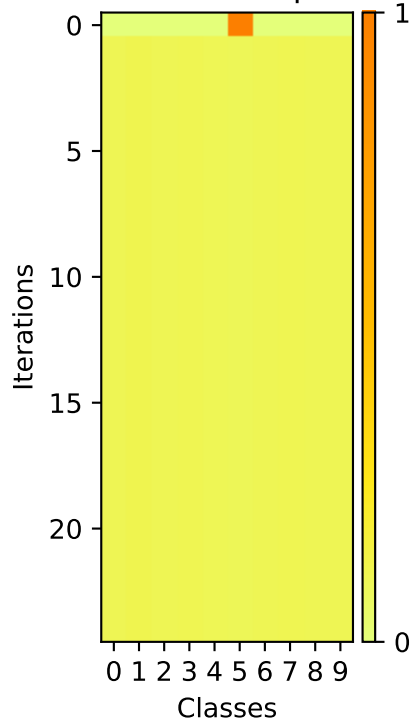
Softmax Outputs



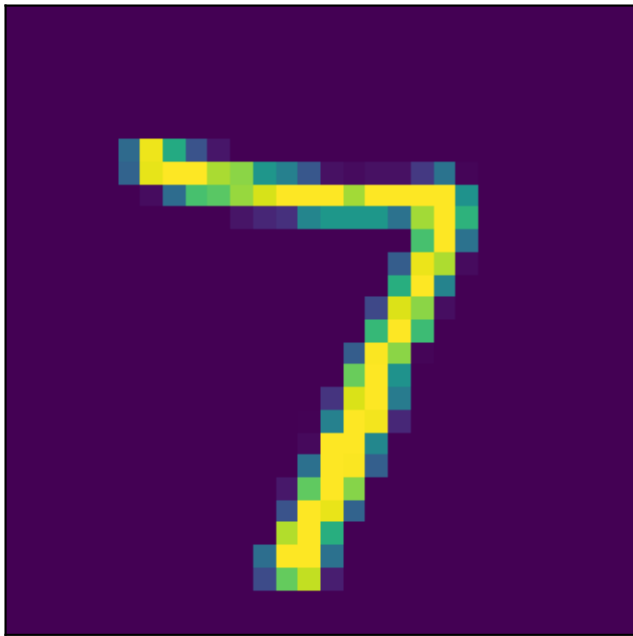
Image



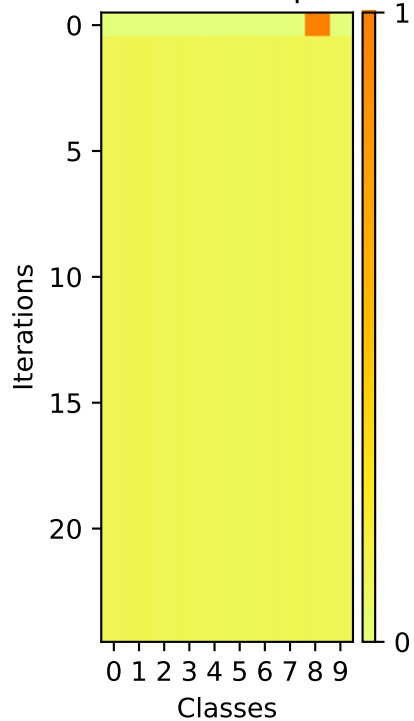
Softmax Outputs



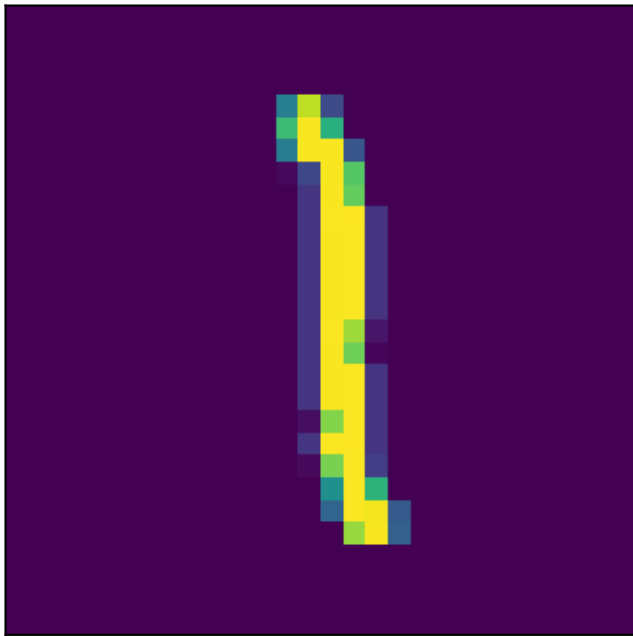
Image



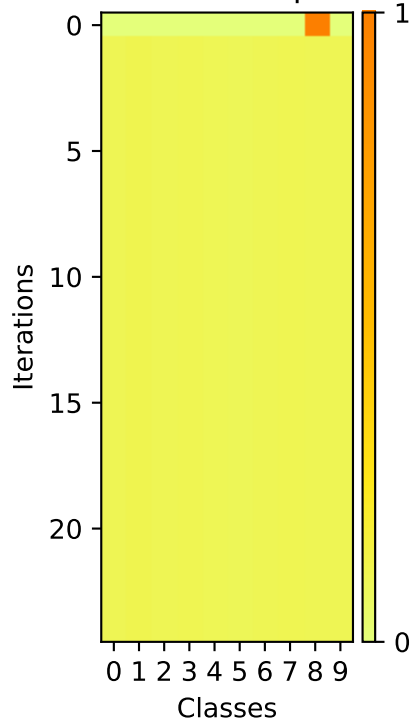
Softmax Outputs



Image



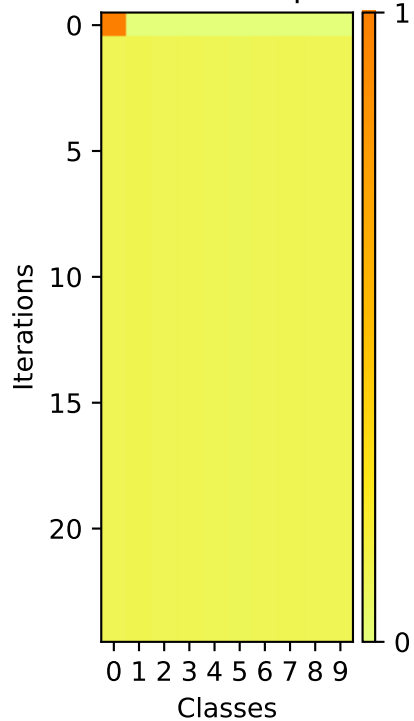
Softmax Outputs



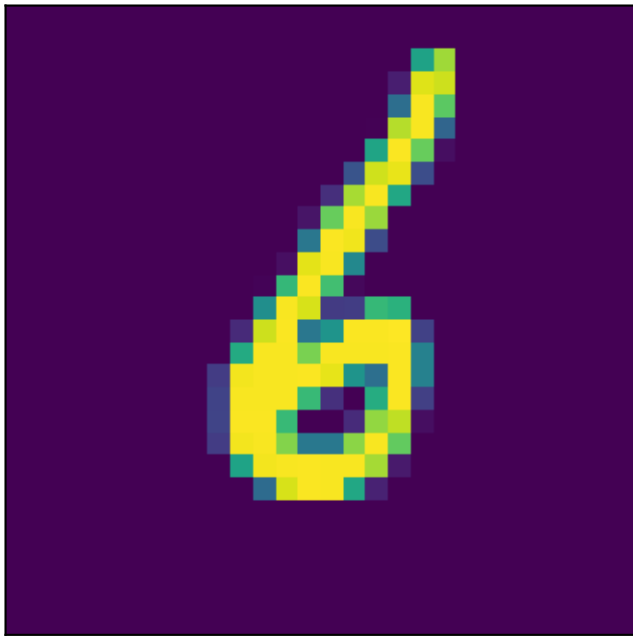
Image



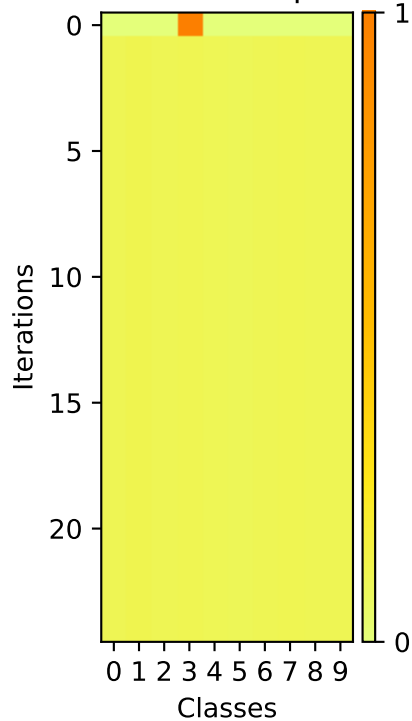
Softmax Outputs



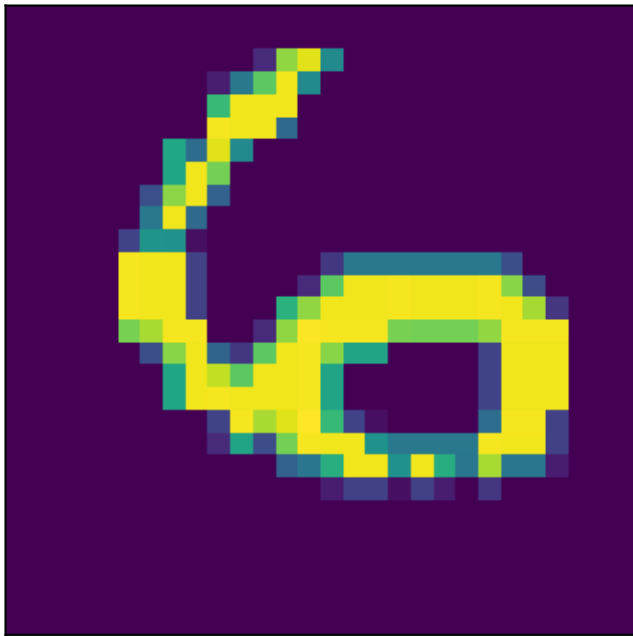
Image



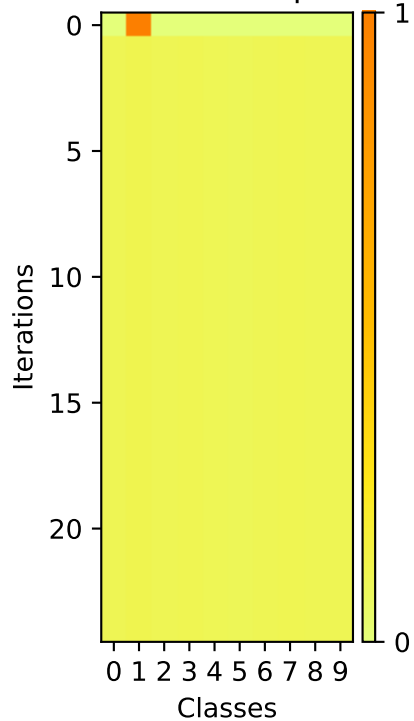
Softmax Outputs



Image



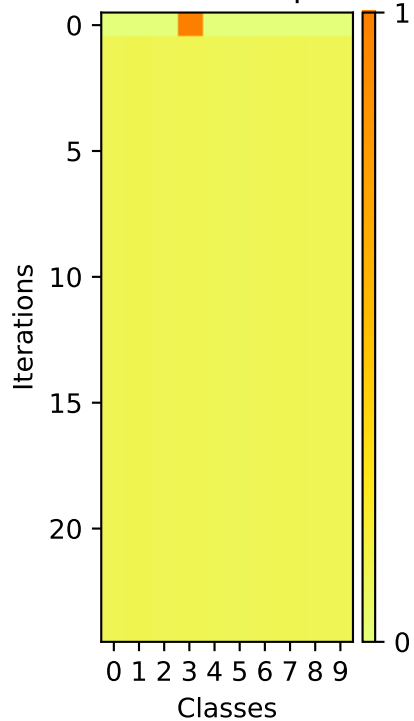
Softmax Outputs



Image



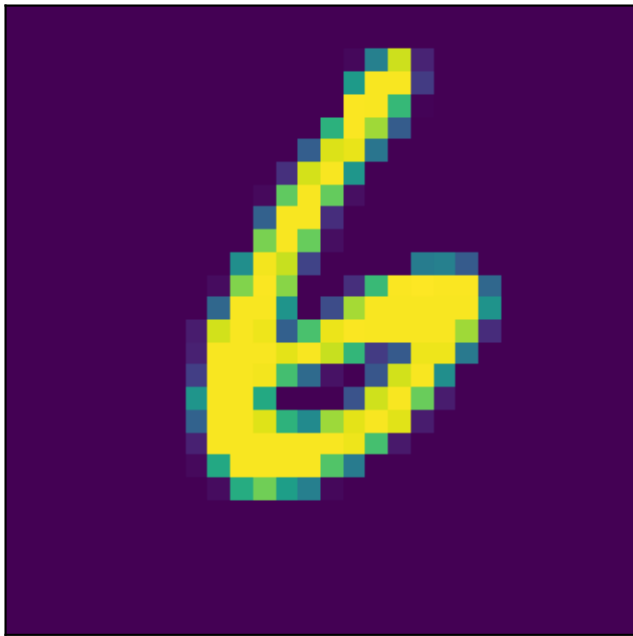
Softmax Outputs



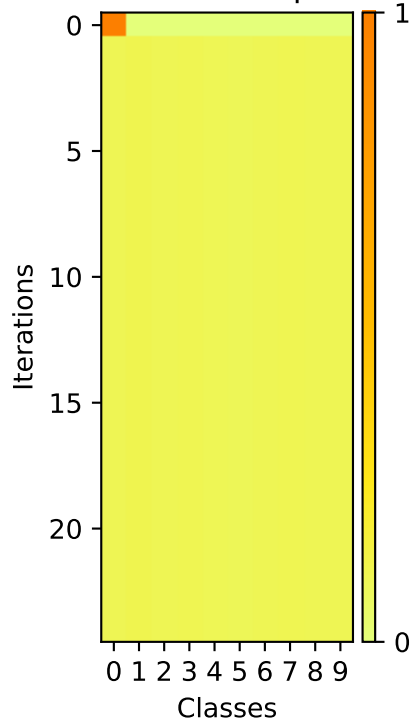
A pixelated graphic of the number 7, rendered in yellow and light green pixels against a dark purple background. The number is positioned in the center of the frame.

Heatmap visualization of the confusion matrix for the CIFAR-10 dataset. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale indicates the proportion of samples, ranging from 0 (yellow) to 1 (dark orange). The diagonal elements are dark orange, indicating high accuracy. A small dark orange square is visible at iteration 0, class 2.

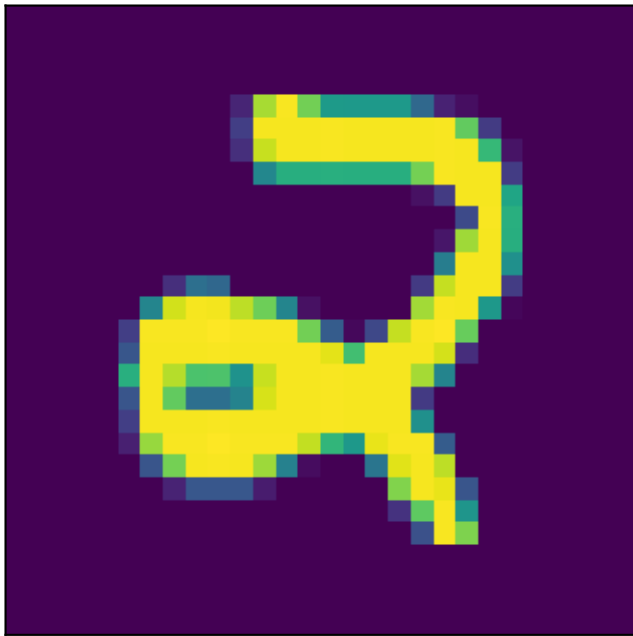
Image



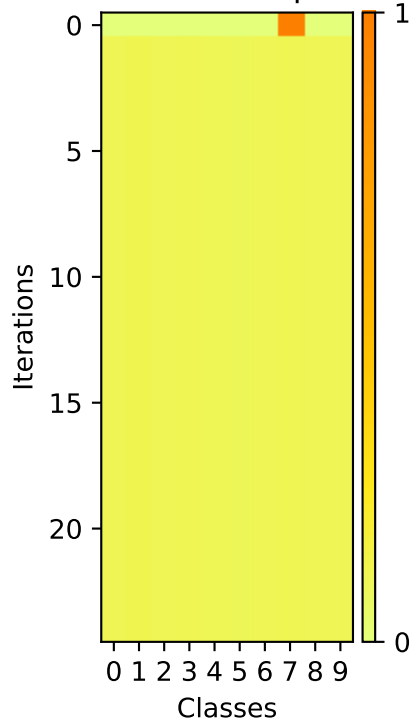
Softmax Outputs



Image

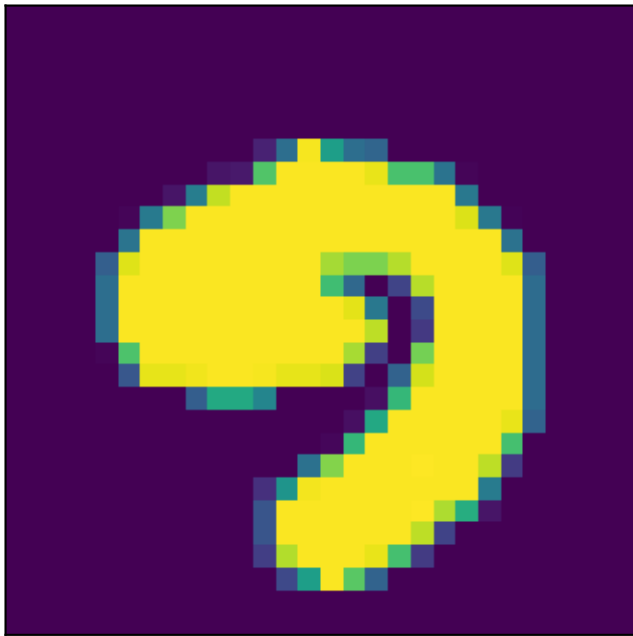


Softmax Outputs

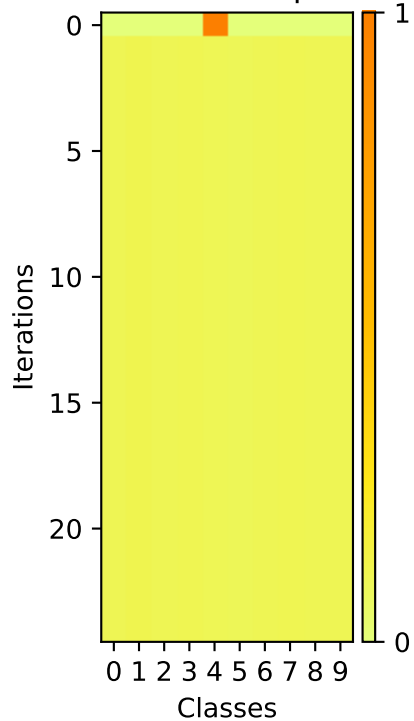


A pixelated, low-resolution image of a yellow ring with a blue center, set against a dark blue background. The image is framed by a thick black border. The ring is composed of yellow and light blue pixels, with a darker blue center. The overall style is reminiscent of early digital art or a low-quality scan of a logo.

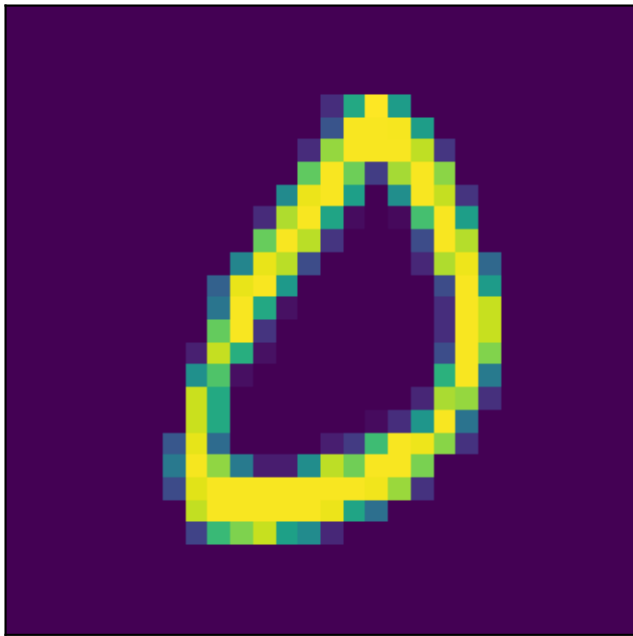
Image



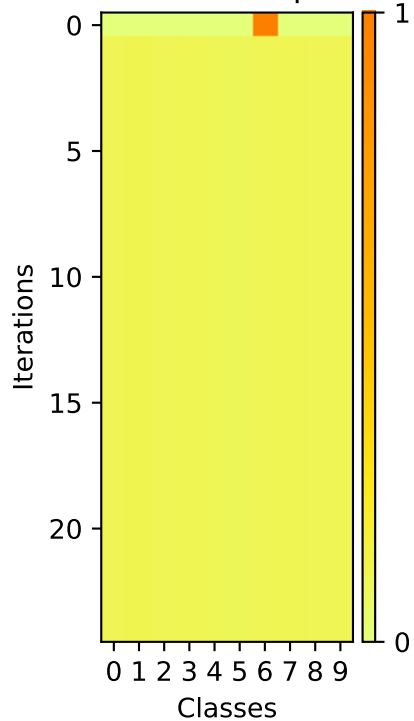
Softmax Outputs



Image

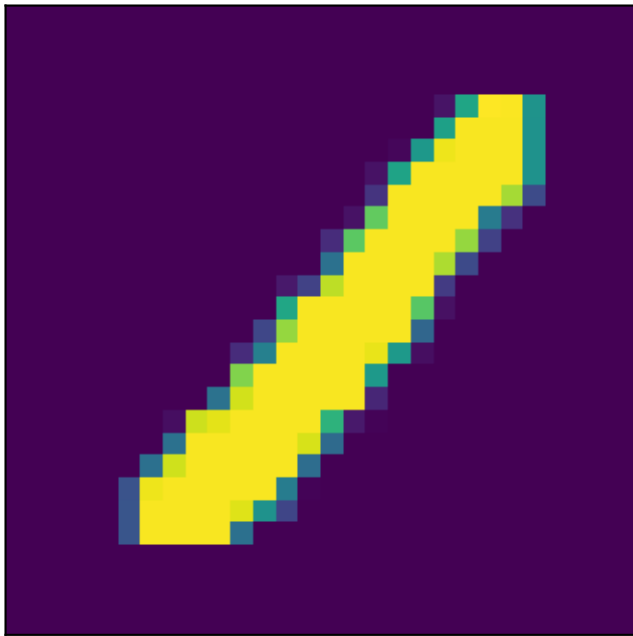


Softmax Outputs

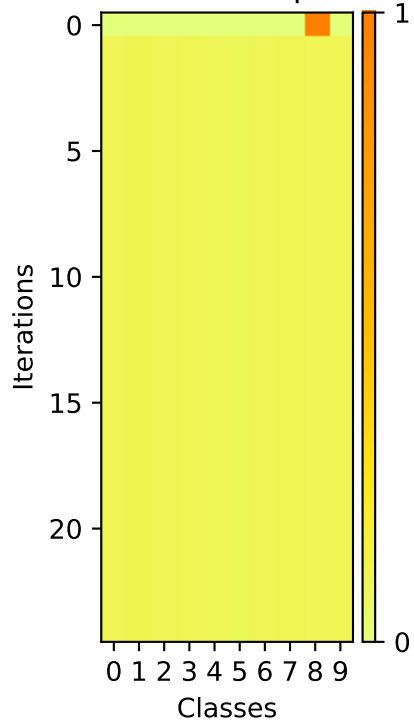


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 15,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

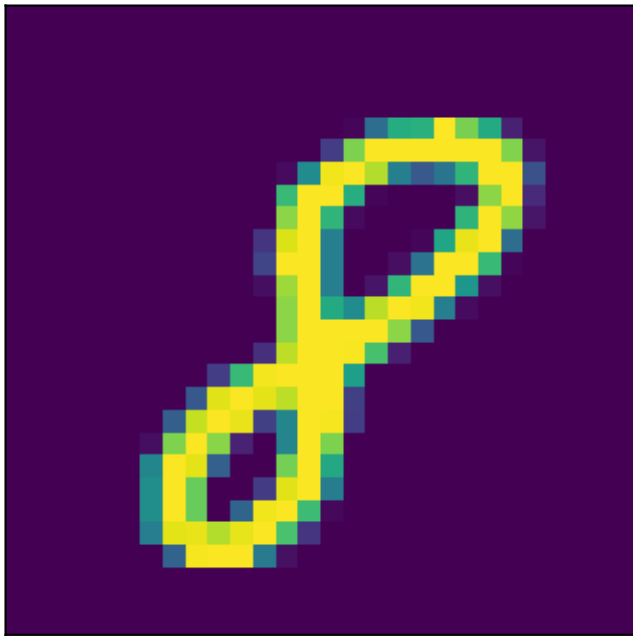
Image



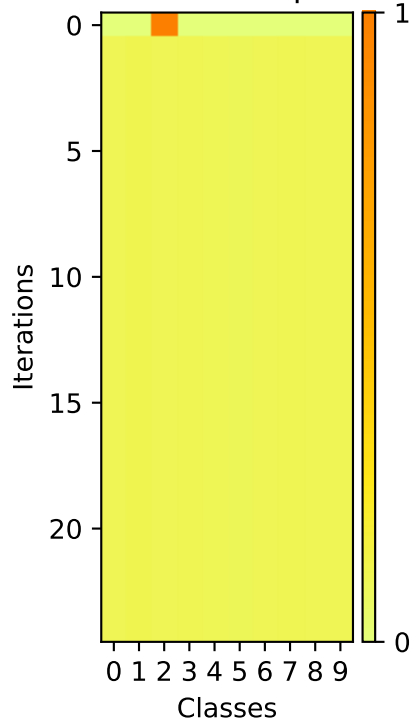
Softmax Outputs



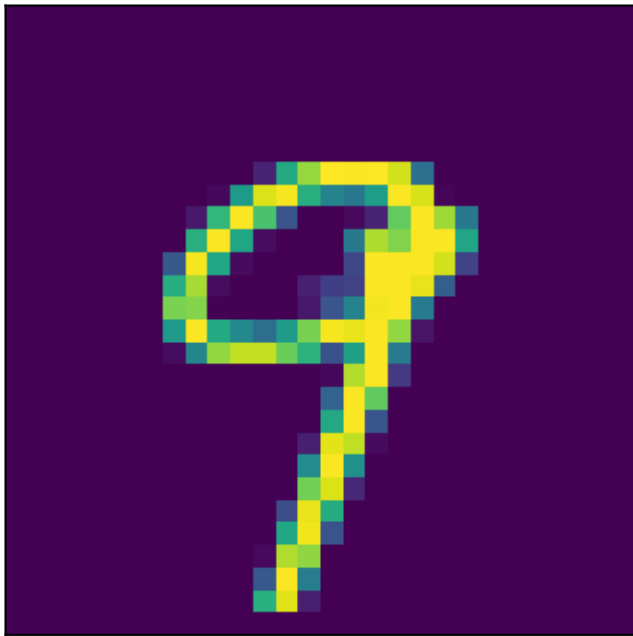
Image



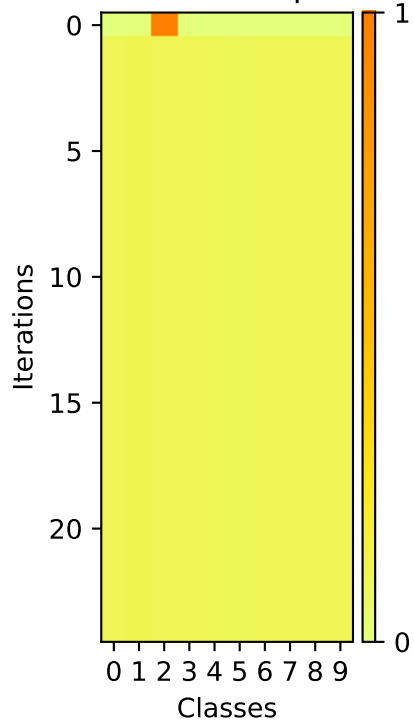
Softmax Outputs



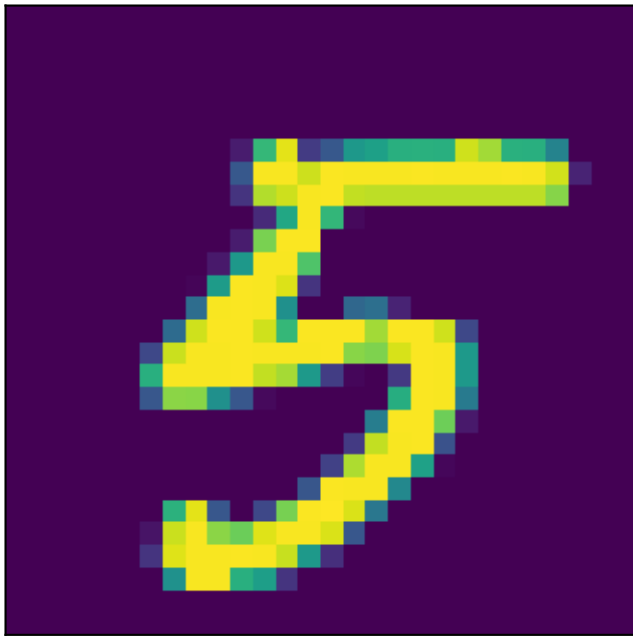
Image



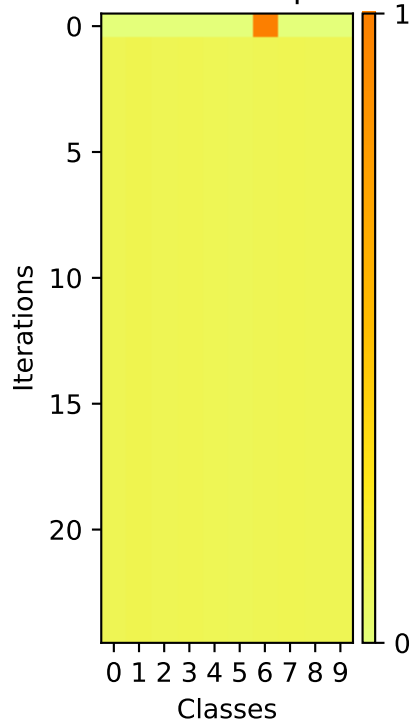
Softmax Outputs



Image



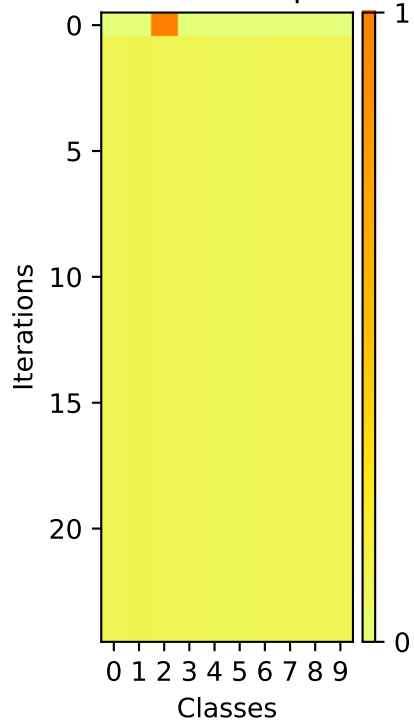
Softmax Outputs



Image



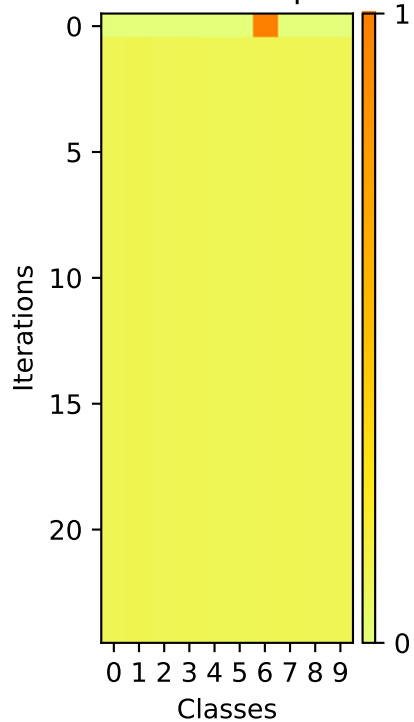
Softmax Outputs



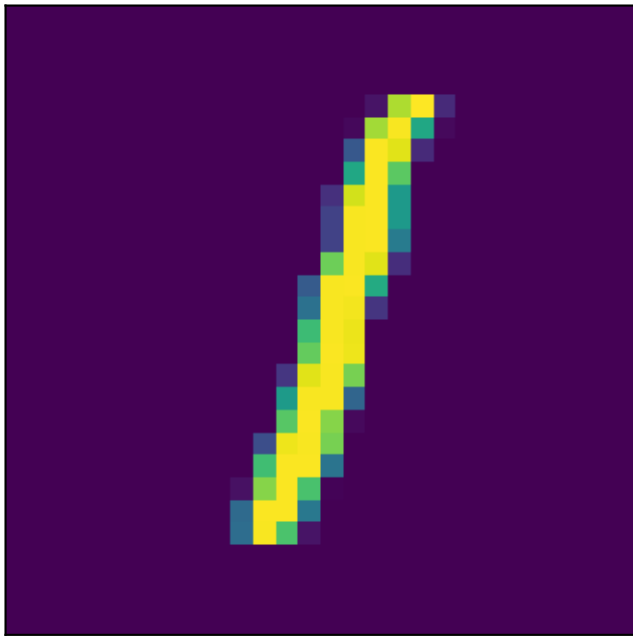
Image



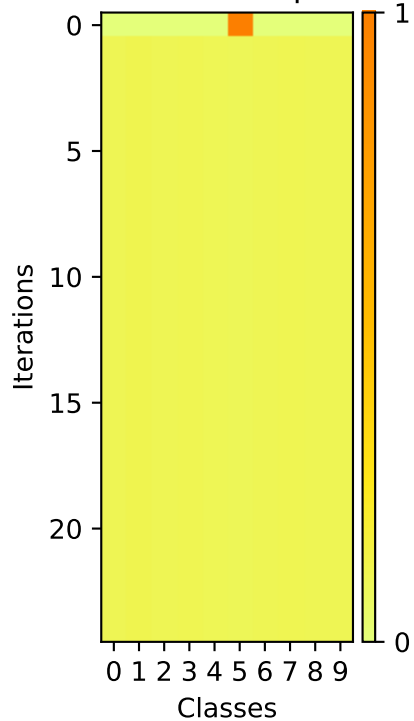
Softmax Outputs



Image

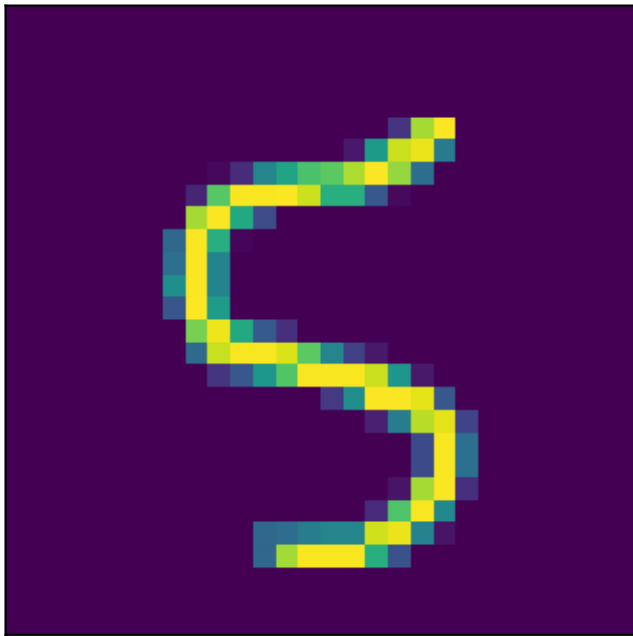


Softmax Outputs

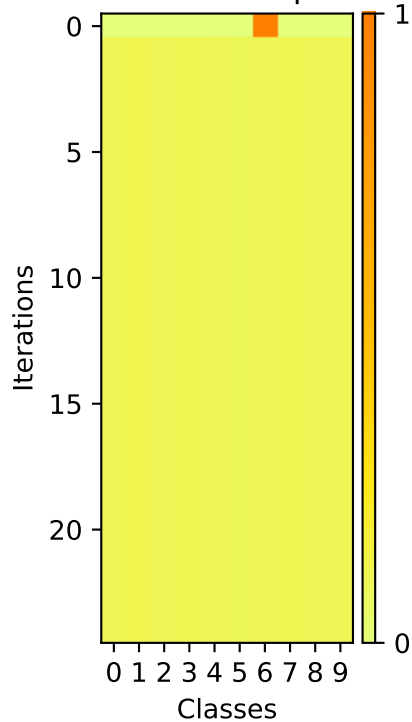


A pixelated drawing of a yellow number 7 on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early digital art or video game graphics.

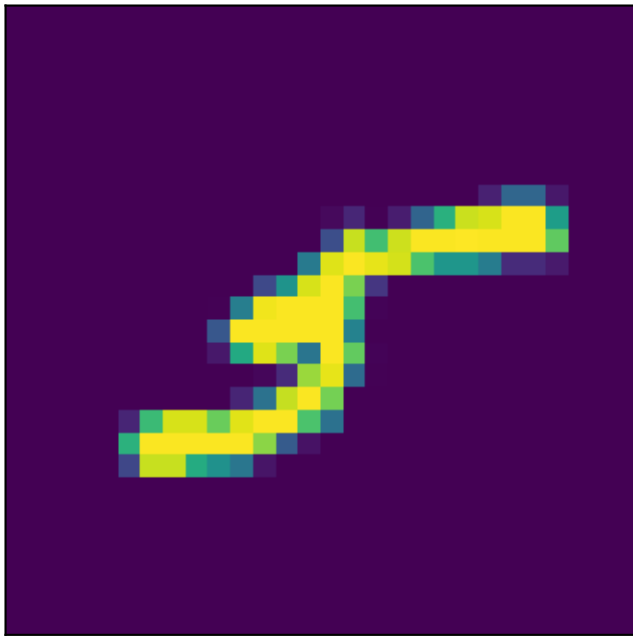
Image



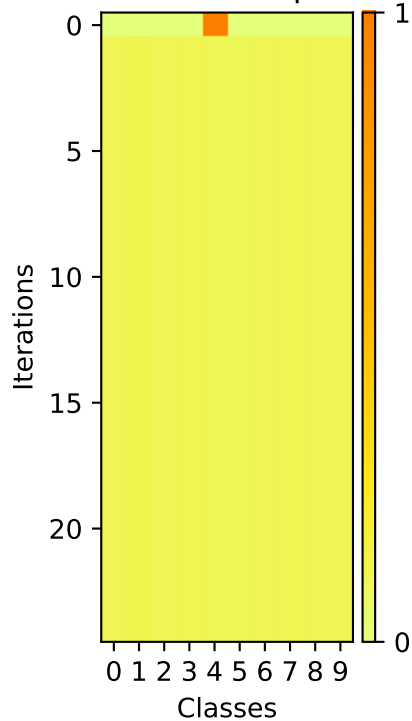
Softmax Outputs



Image

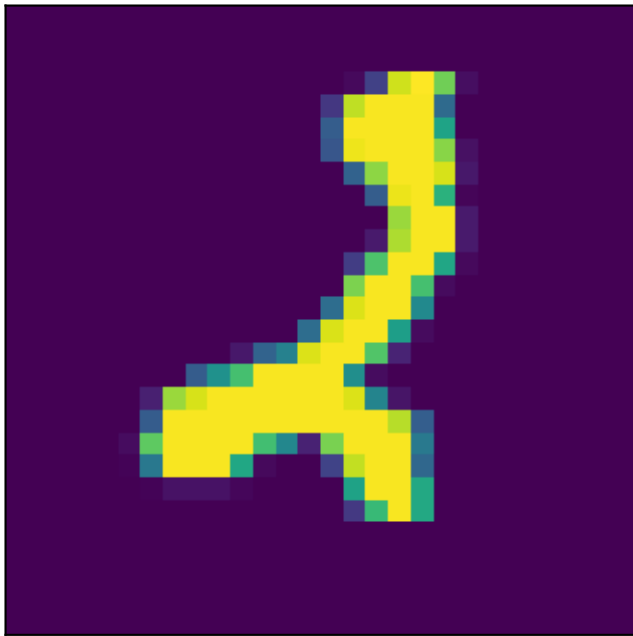


Softmax Outputs

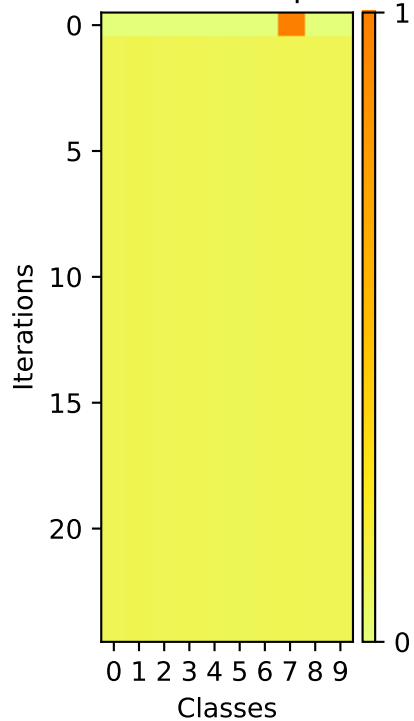


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized '7' or a similar character.

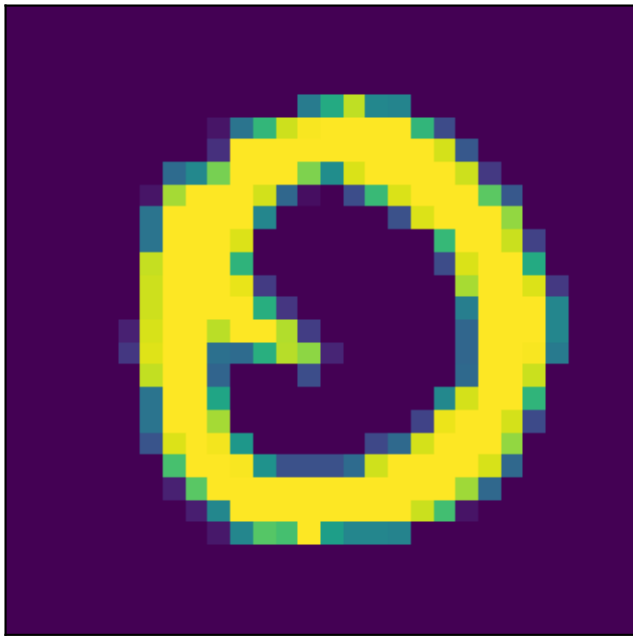
Image



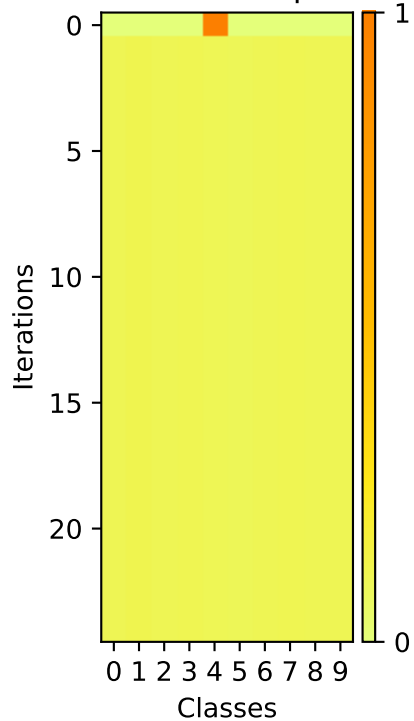
Softmax Outputs



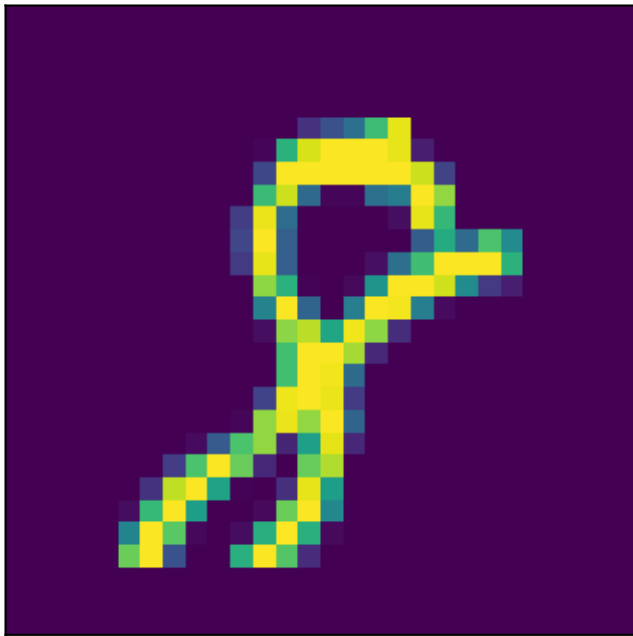
Image



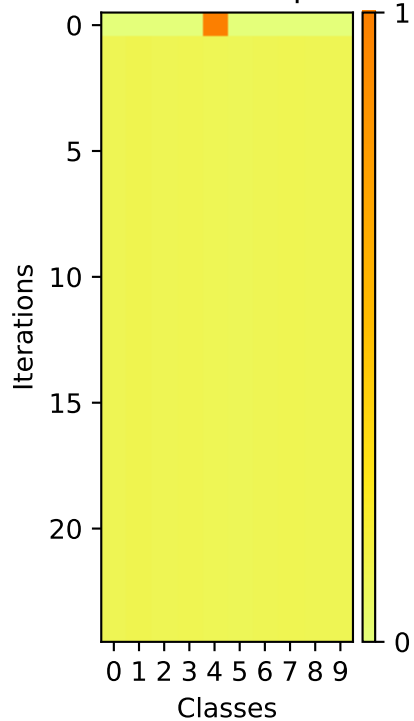
Softmax Outputs



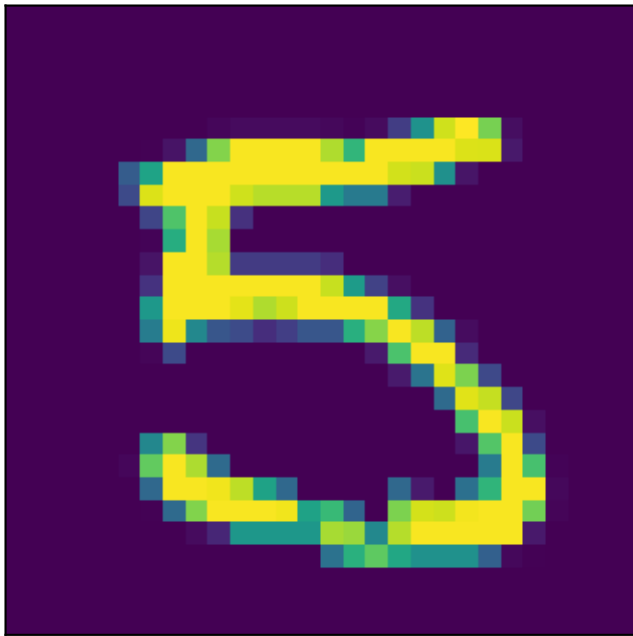
Image



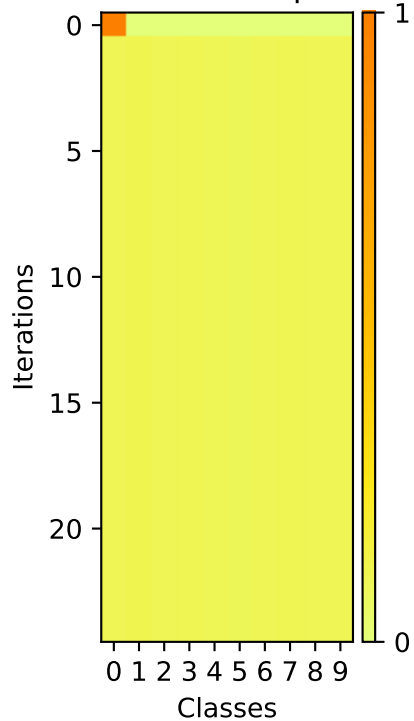
Softmax Outputs



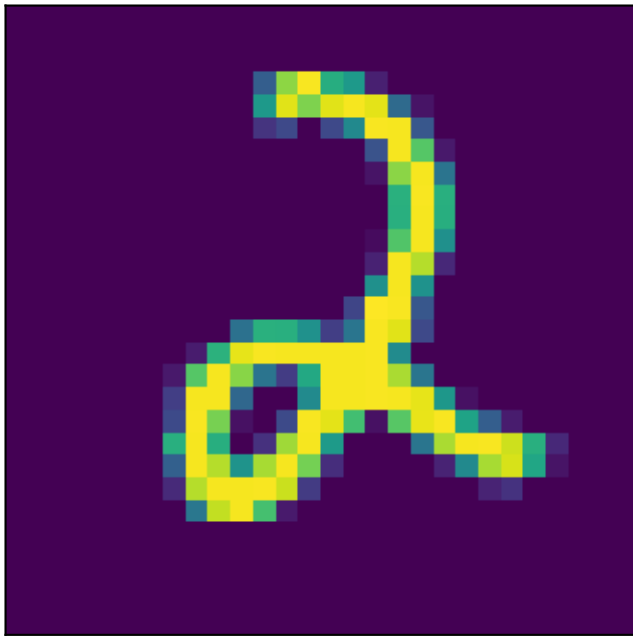
Image



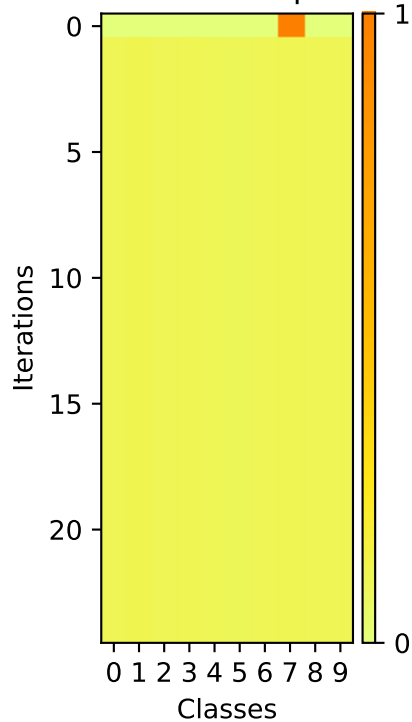
Softmax Outputs

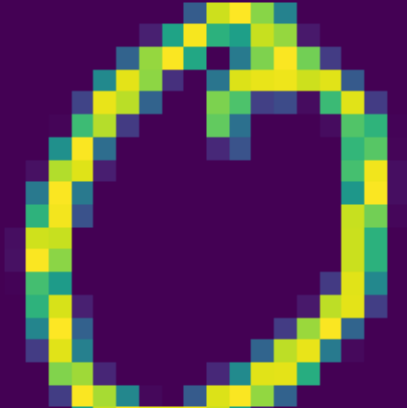


Image



Softmax Outputs



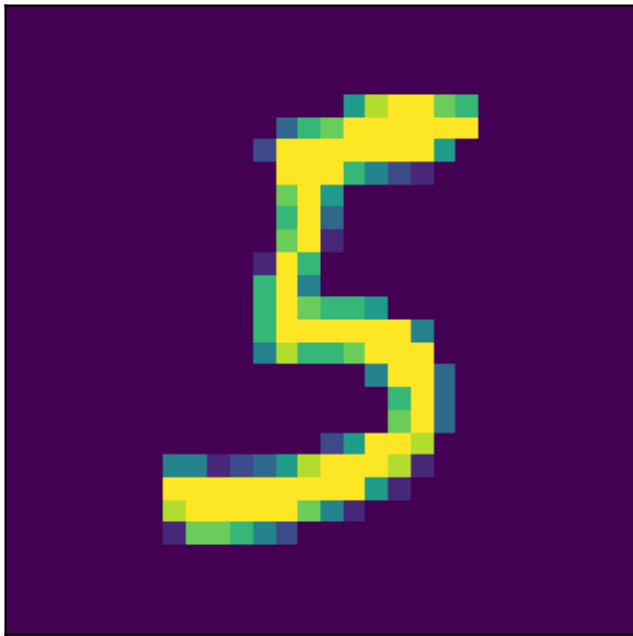
A pixelated circular logo featuring a thick border composed of yellow and green squares. The interior of the circle is a solid dark purple, matching the background. The logo is centered on a dark purple rectangular field.

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 is highly concentrated on Class 1, which reaches a probability of 1.0 by iteration 20.

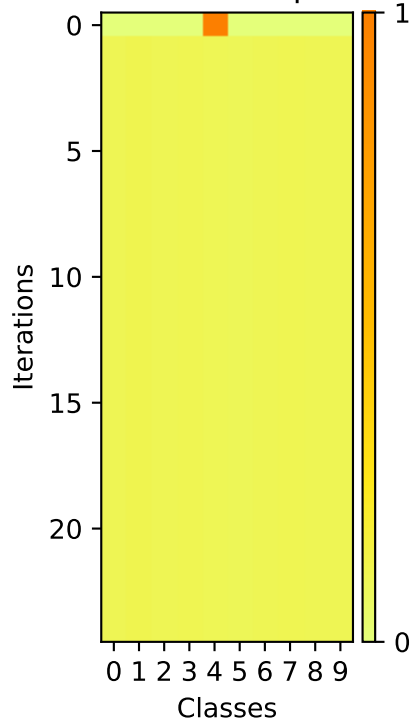
A pixelated yellow number 4 on a dark purple background. The number is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a digital or retro aesthetic. It is centered in the upper half of the image.

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

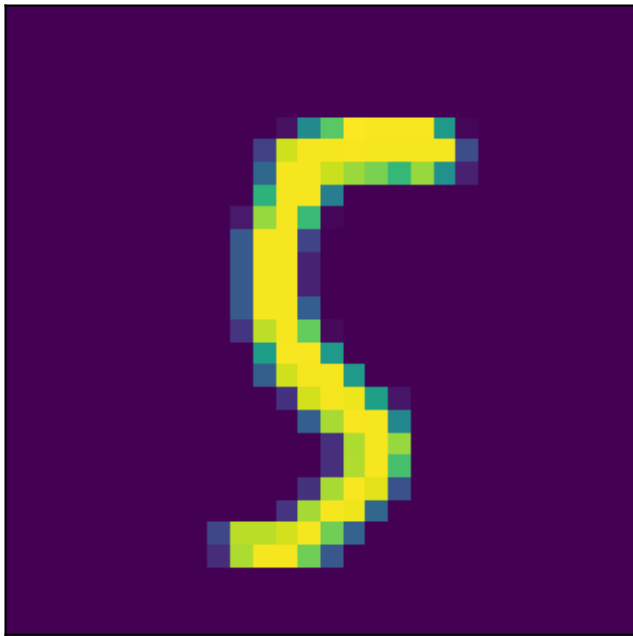
Image



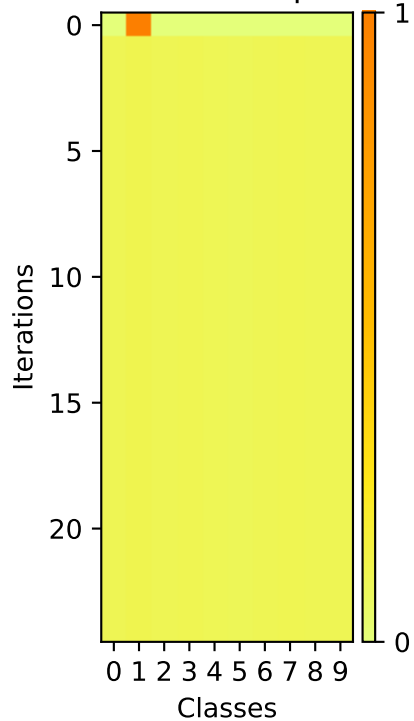
Softmax Outputs



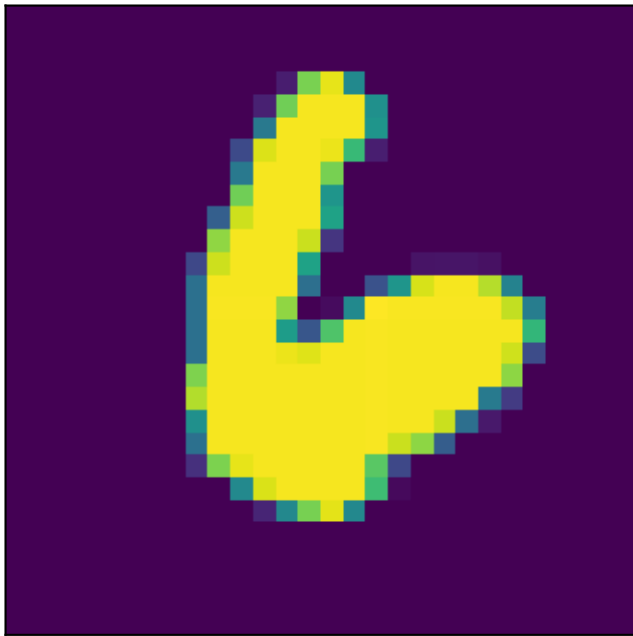
Image



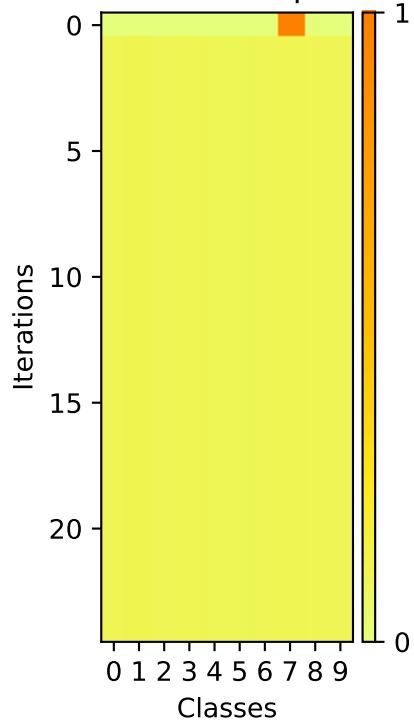
Softmax Outputs



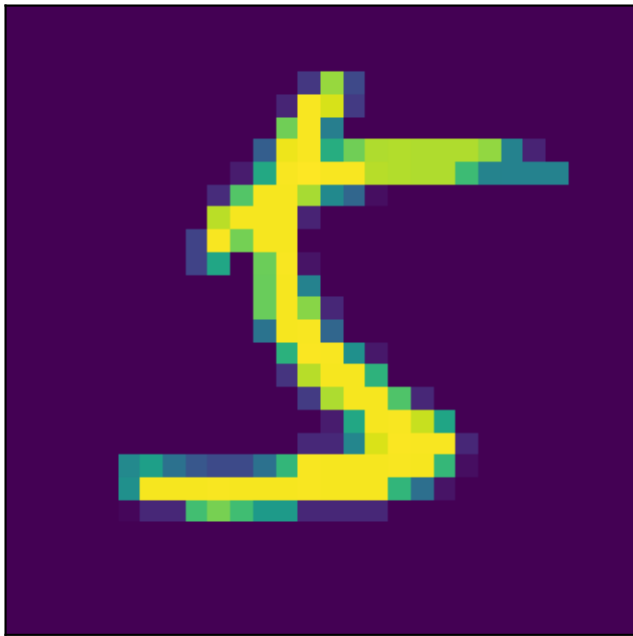
Image



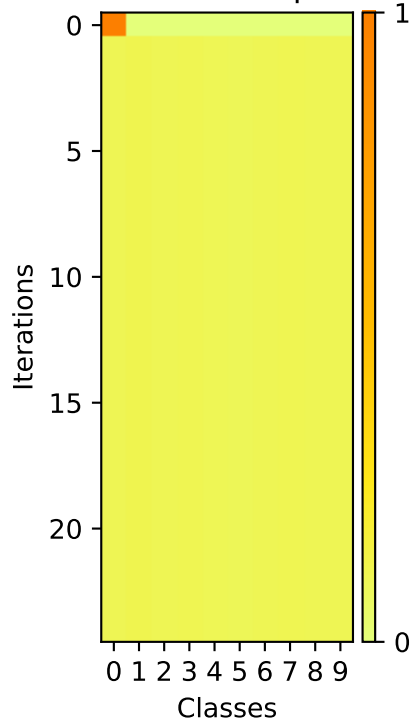
Softmax Outputs



Image



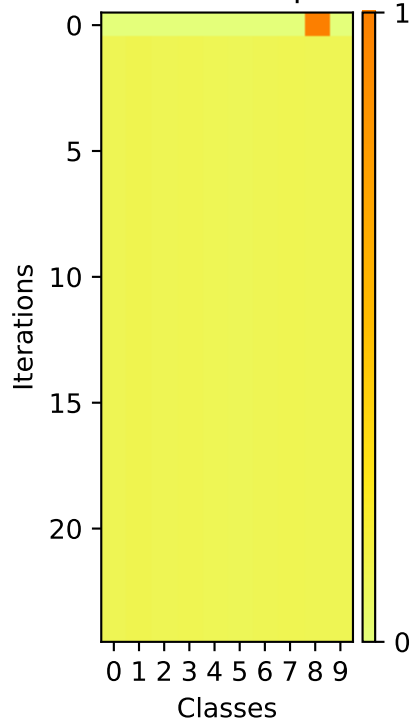
Softmax Outputs



Image



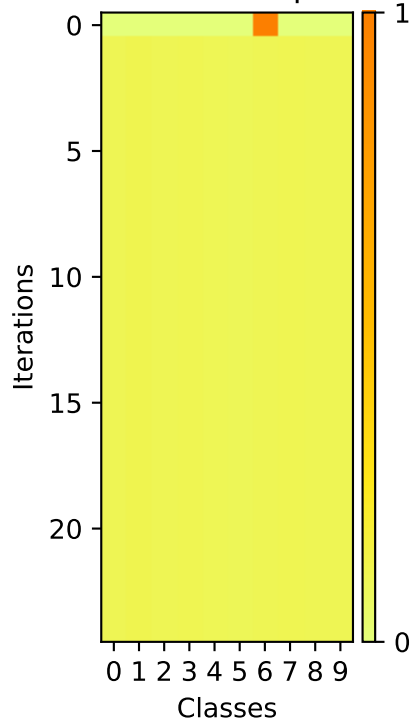
Softmax Outputs



Image



Softmax Outputs



[illegible]

A pixelated yellow number 9 is centered on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early digital art or video game graphics.

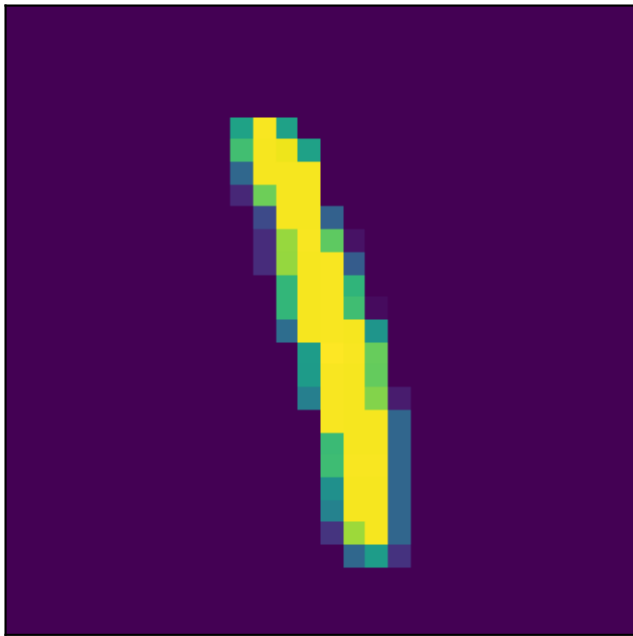
Heatmap visualization of the confusion matrix for the CIFAR-10 dataset. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale indicates the proportion of samples, ranging from 0 (light yellow) to 1 (dark orange). The diagonal elements are dark orange, indicating high accuracy. A small dark orange square is visible at iteration 0, class 2.

A pixelated yellow number 9 on a dark purple background. The number is composed of yellow and light green pixels, with a thick, blocky appearance. The background is a solid dark purple.

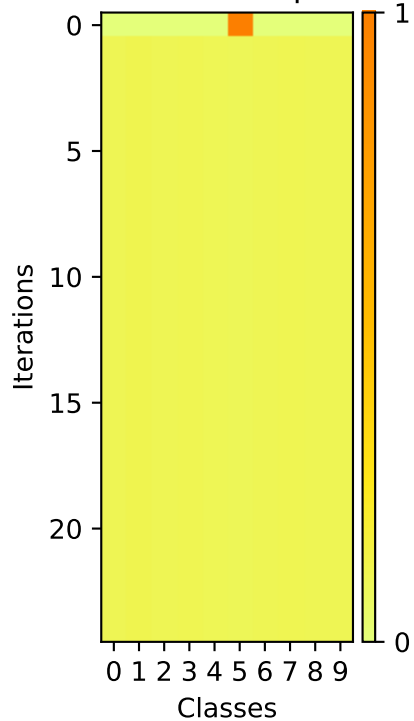
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

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 along its edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

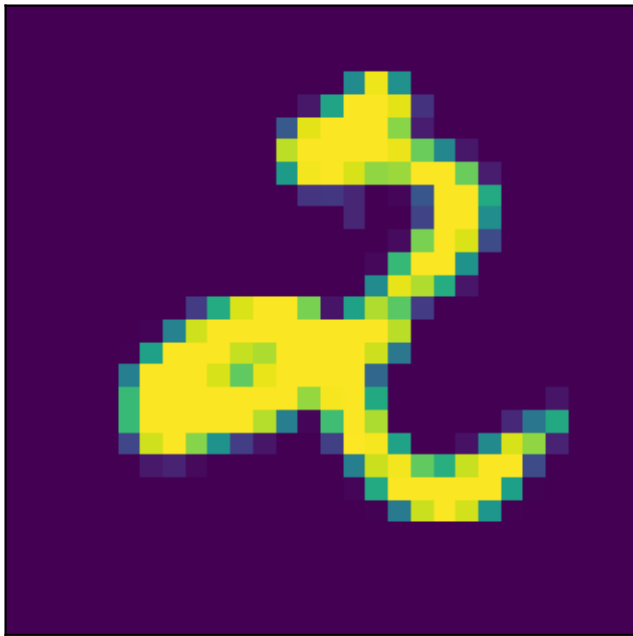
Image



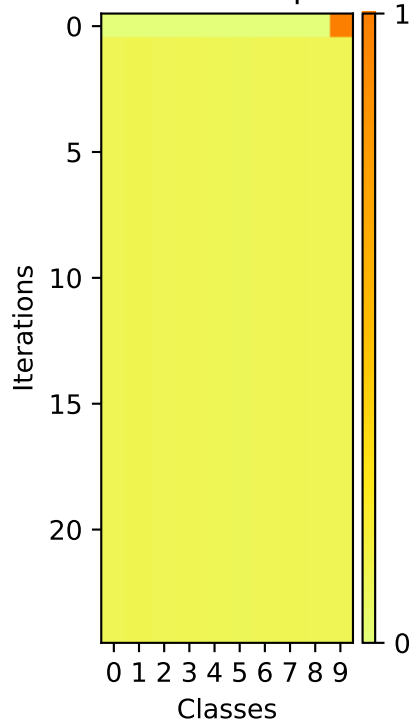
Softmax Outputs



Image



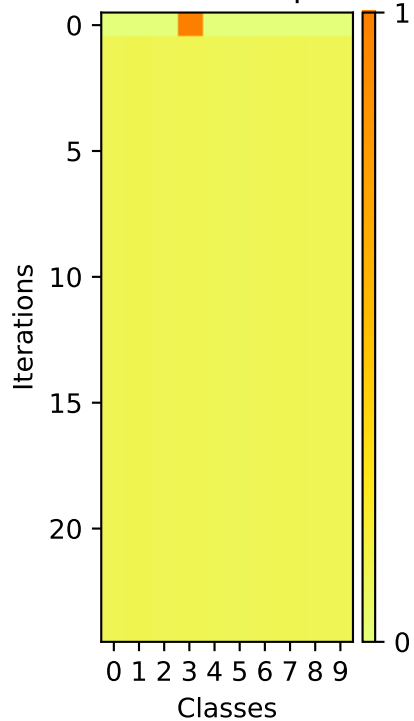
Softmax Outputs



Image



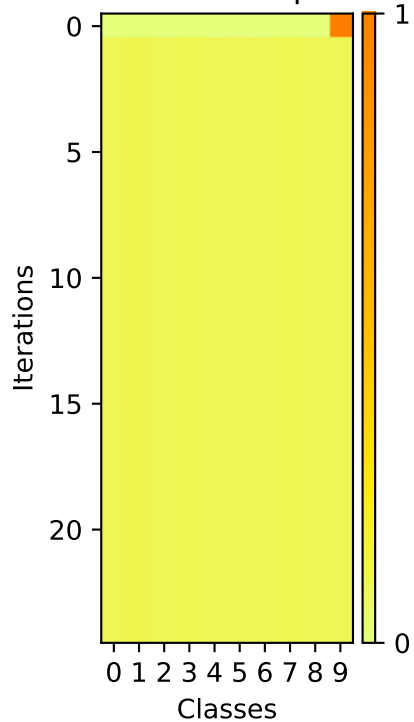
Softmax Outputs



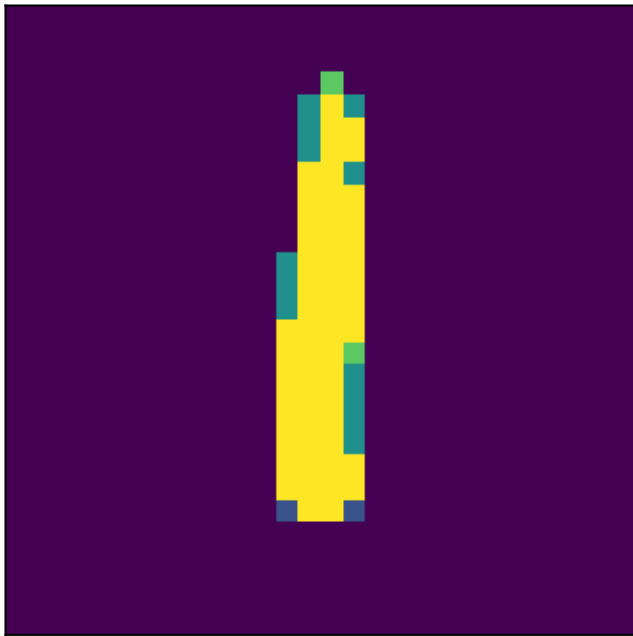
Image



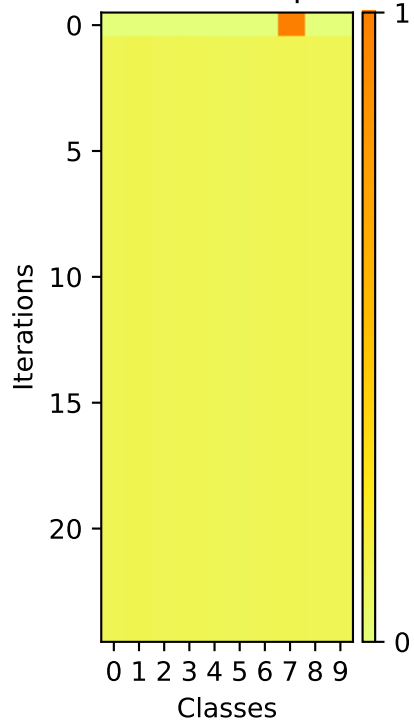
Softmax Outputs



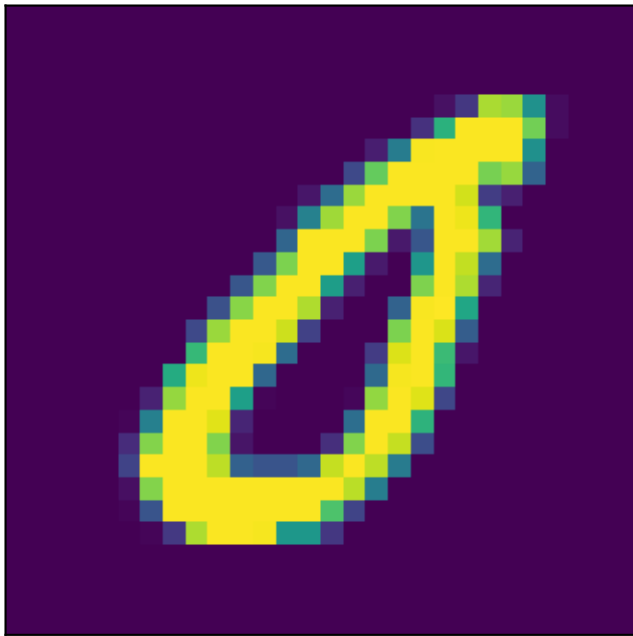
Image



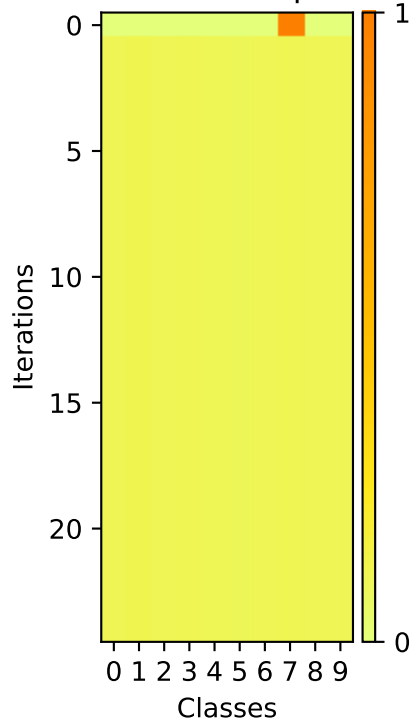
Softmax Outputs



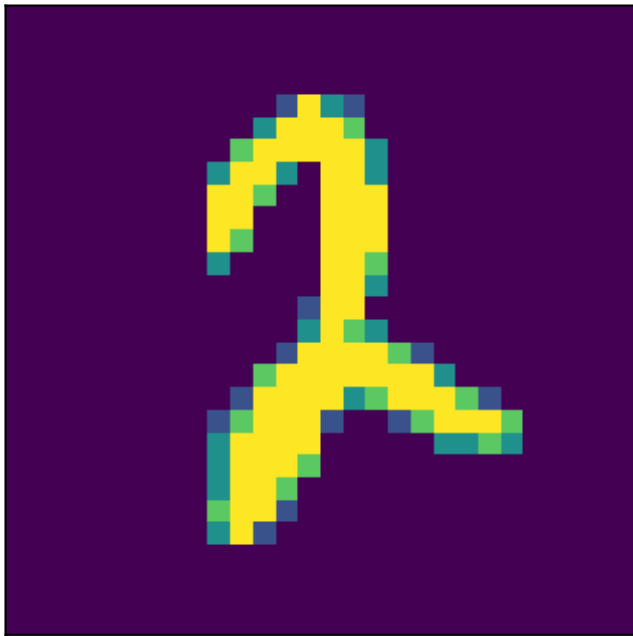
Image



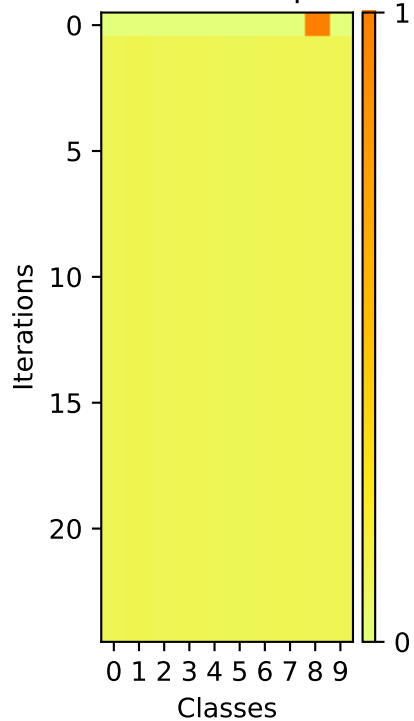
Softmax Outputs



Image



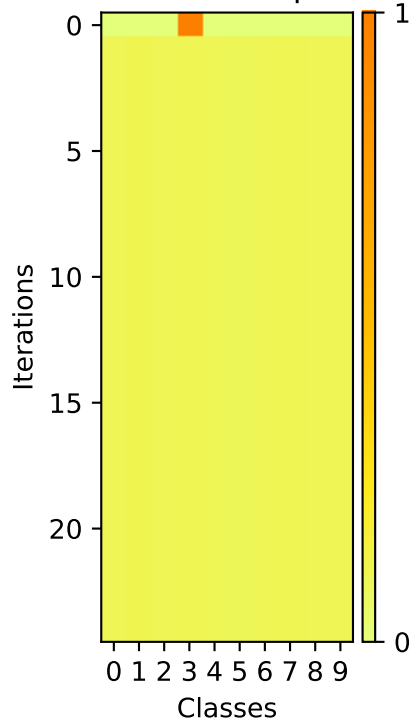
Softmax Outputs



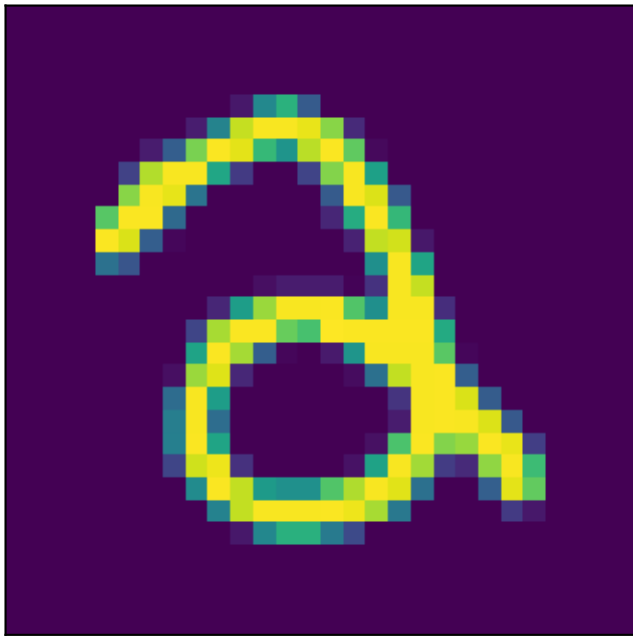
Image



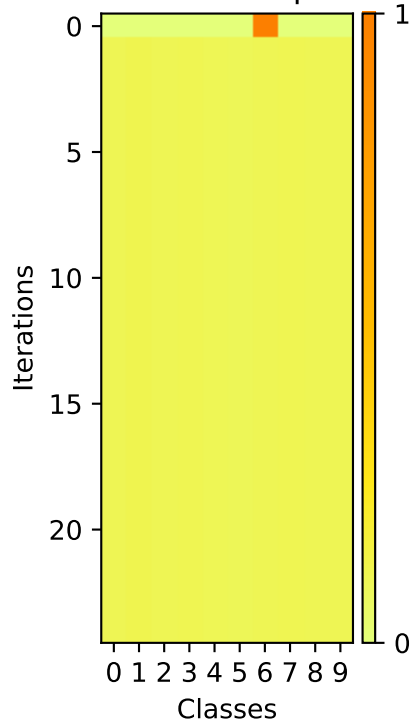
Softmax Outputs



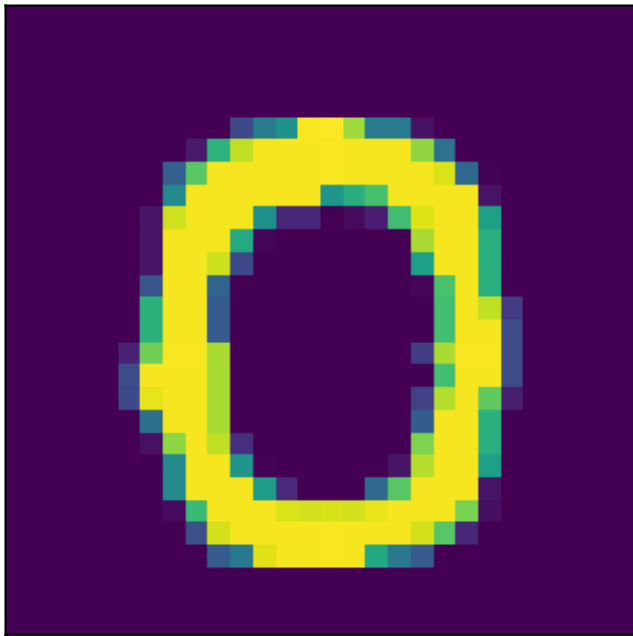
Image



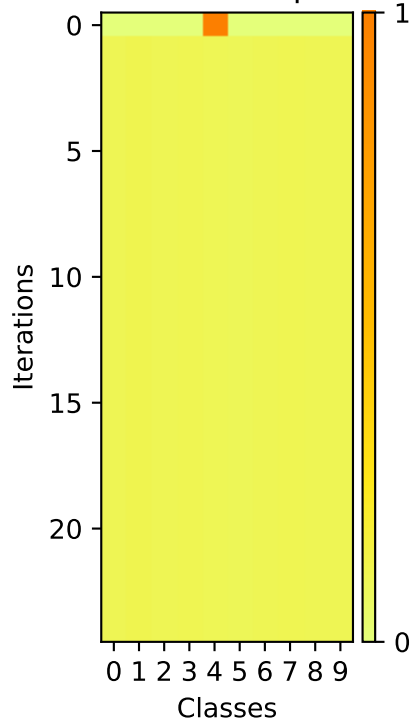
Softmax Outputs



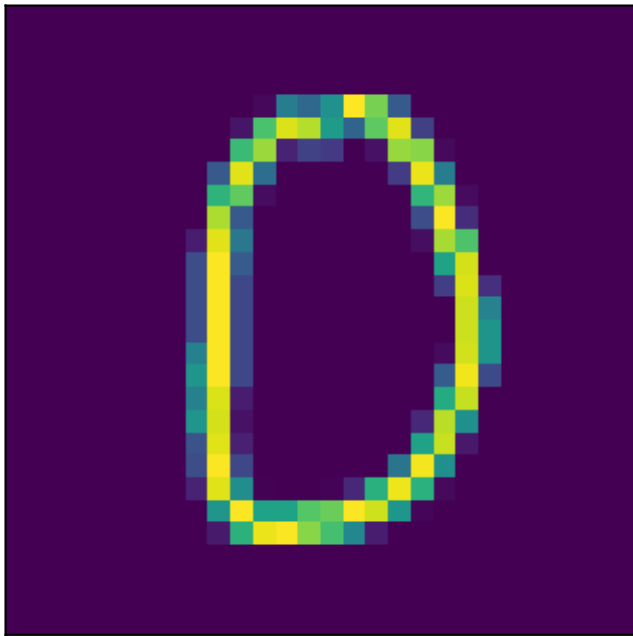
Image



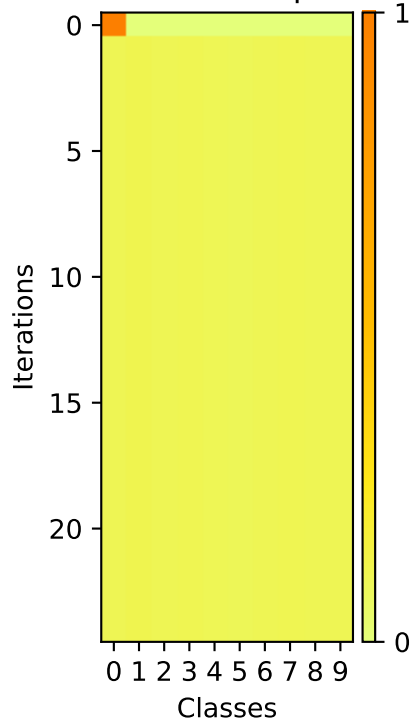
Softmax Outputs



Image

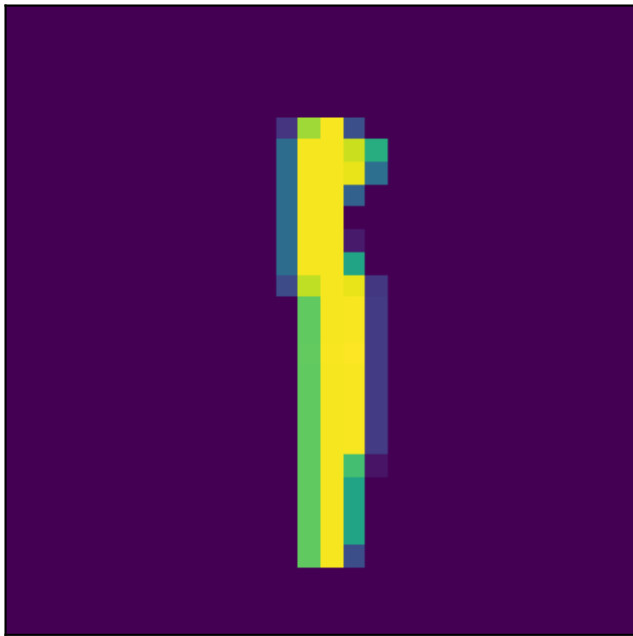


Softmax Outputs

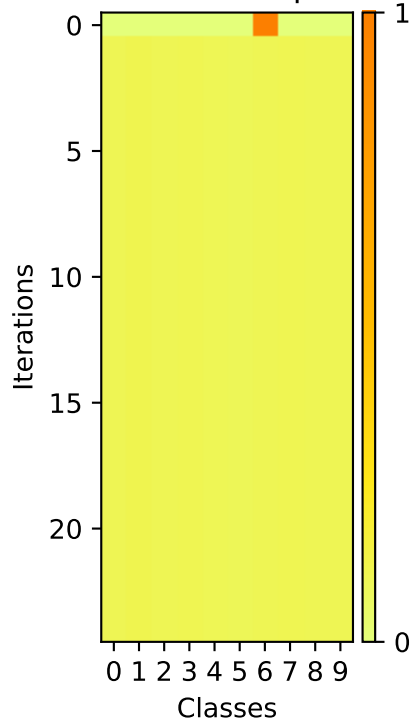


A 10x10 grid of colored squares forming a stylized number 1. The grid is 10 columns wide and 10 rows high. The number 1 is formed by a central vertical column of yellow squares, with teal squares on either side. The top and bottom of the number are also formed by a combination of yellow and teal squares. The background is dark purple.

Image



Softmax Outputs

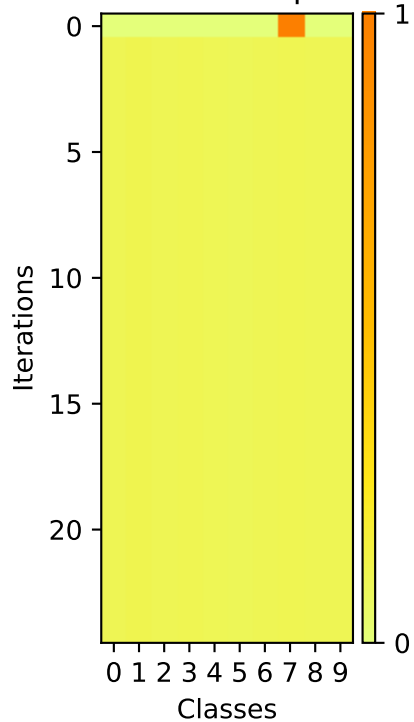


This heatmap visualizes the confusion matrix at each iteration from 0 to 25. The x-axis represents the 'Classes' (0-9) and the y-axis represents the 'Iterations' (0-25). The color scale on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix shows that for most classes, the confusion remains low (yellow) throughout the iterations. However, there is a notable increase in confusion for class 0 in the first few iterations, indicated by the orange color in the top-left corner of the matrix.

Image



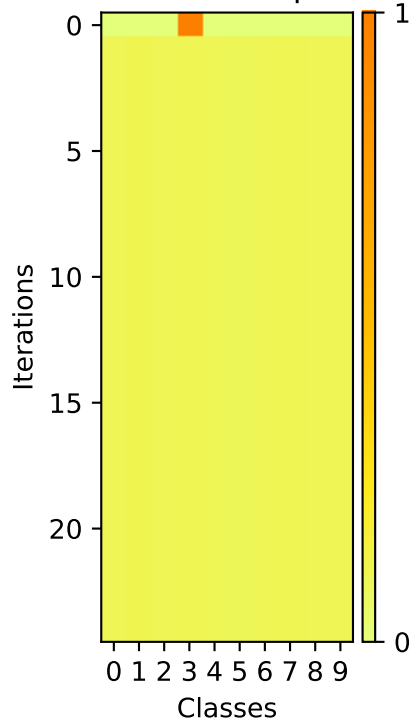
Softmax Outputs



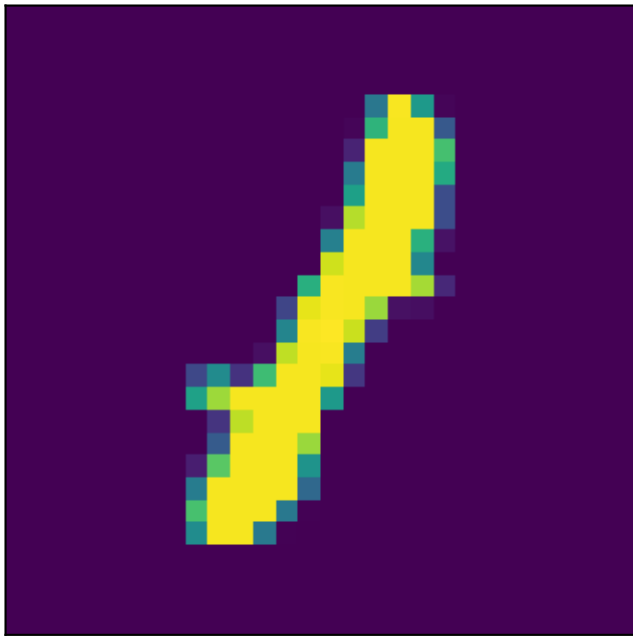
Image



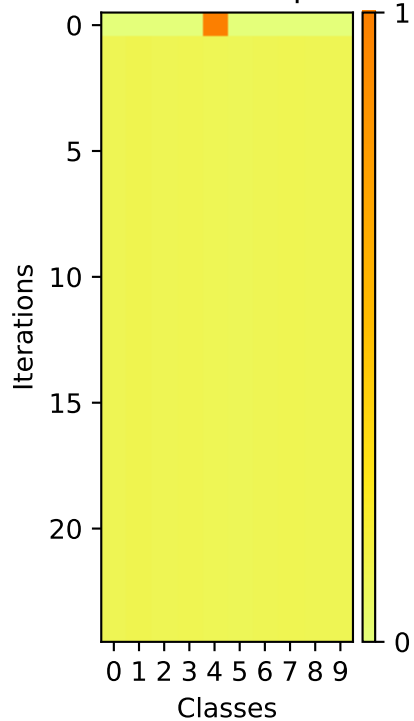
Softmax Outputs



Image



Softmax Outputs

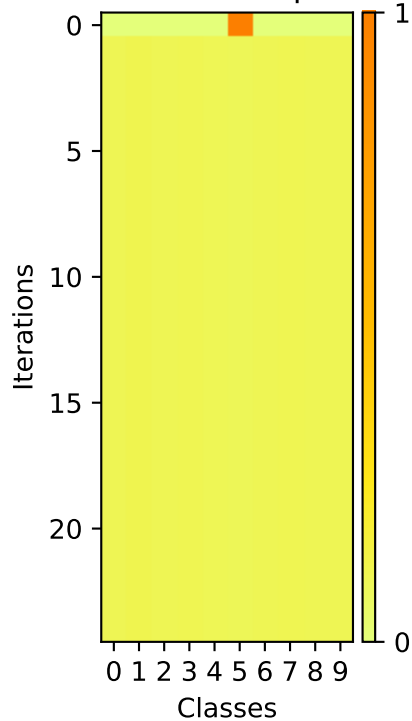


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or blocky appearance. The background is a solid, deep purple.

Image



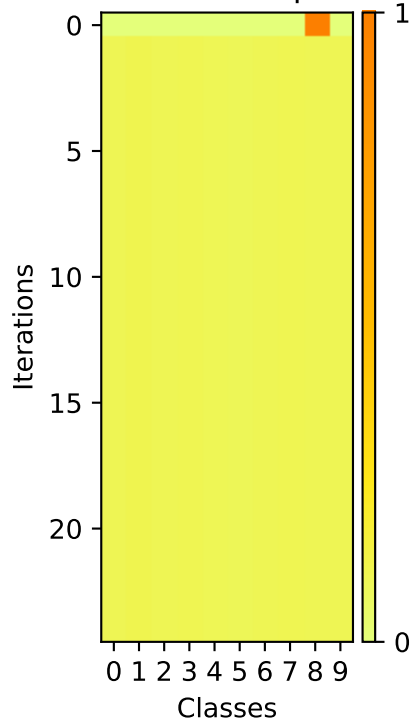
Softmax Outputs



Image



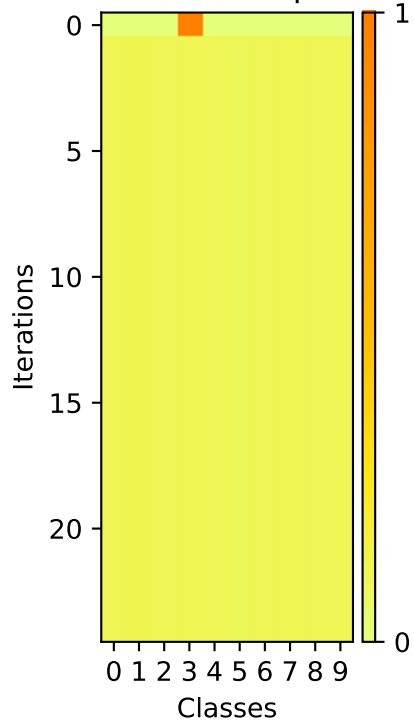
Softmax Outputs



Image

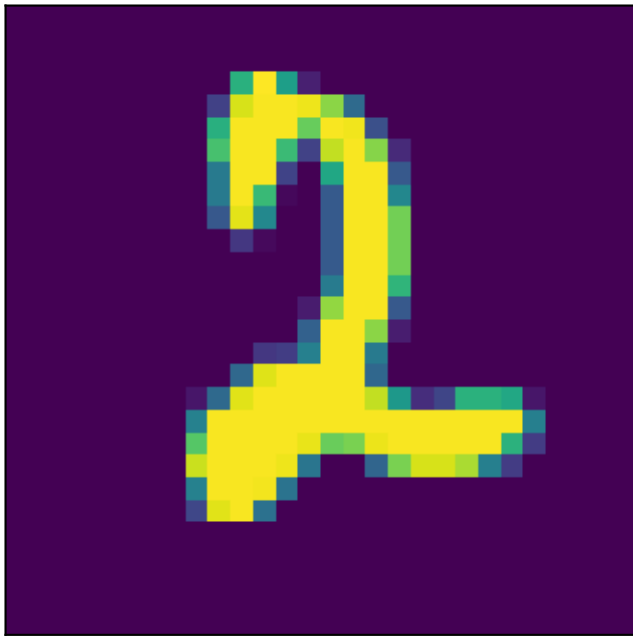


Softmax Outputs

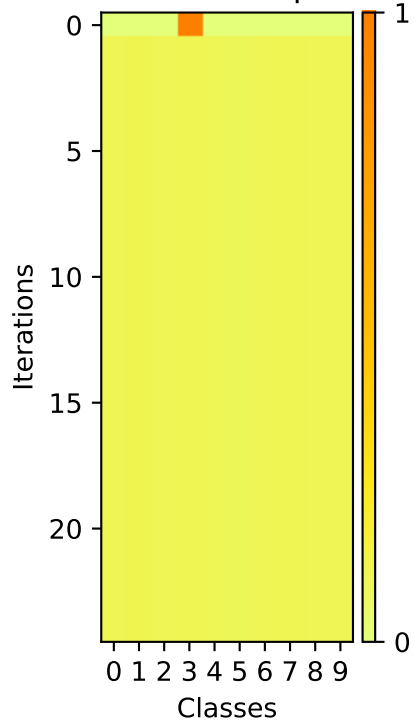


A pixelated, low-resolution image of the number 9. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic.

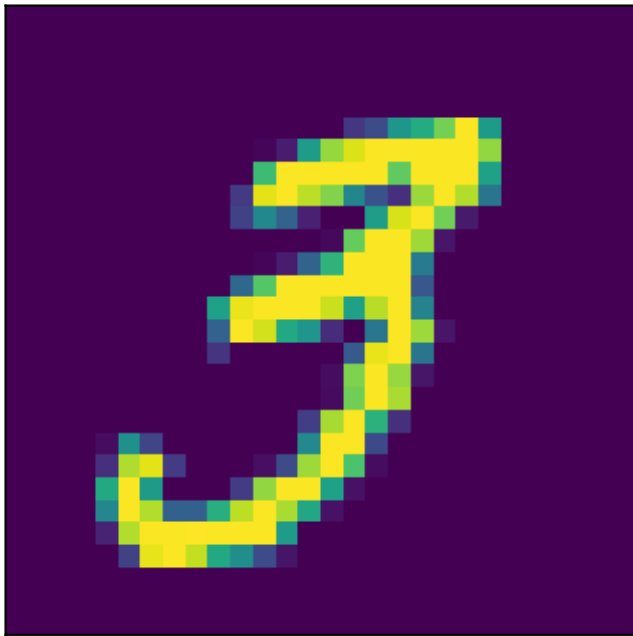
Image



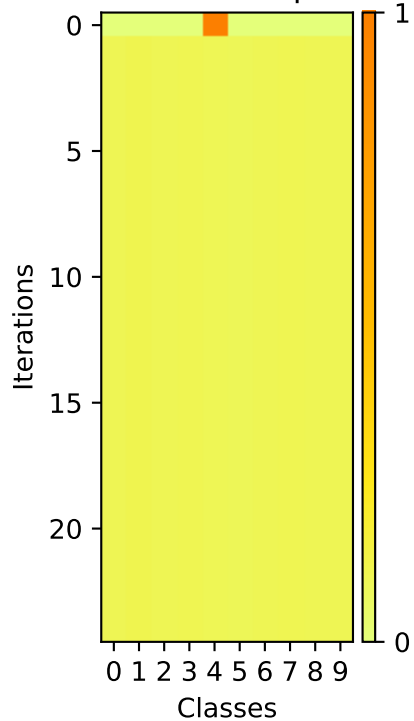
Softmax Outputs



Image



Softmax Outputs

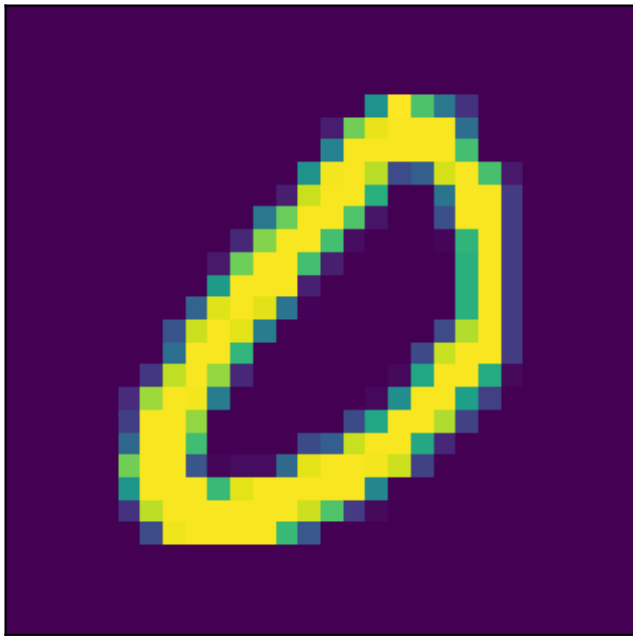


A pixelated, low-resolution image of a yellow and green number 9 on a dark purple background. The number is composed of several small squares, with the main body being yellow and the top and bottom curves being green. The image has a jagged, blocky appearance characteristic of early digital graphics.

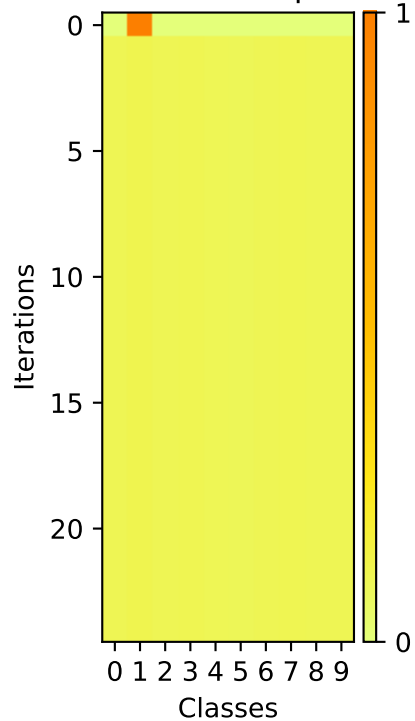
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

The heatmap displays the confusion matrix across 25 iterations. The x-axis is labeled 'Classes' and ranges from 0 to 9. The y-axis is labeled 'Iterations' and ranges from 0 to 25. A color bar on the right indicates the value, ranging from 0 (light yellow) to 1 (dark orange). A small dark orange square is visible at iteration 0, class 3, indicating a high value for that specific class and iteration.

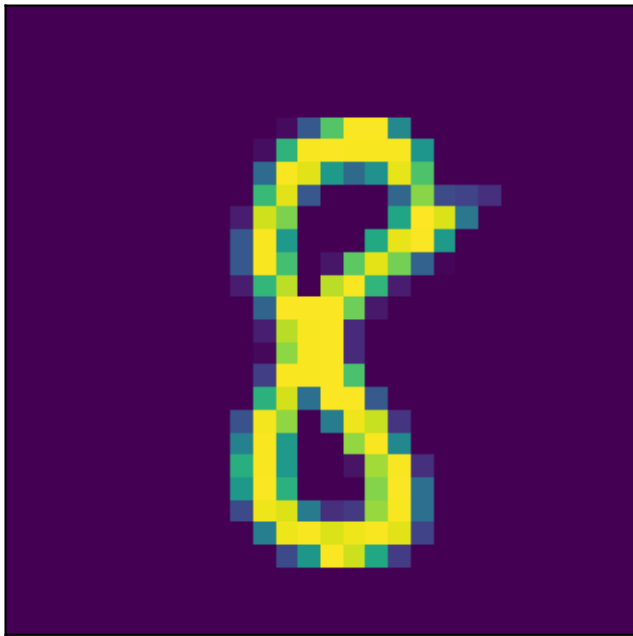
Image



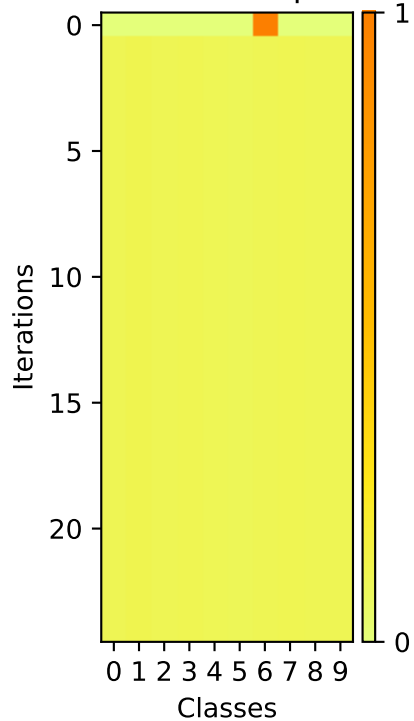
Softmax Outputs



Image

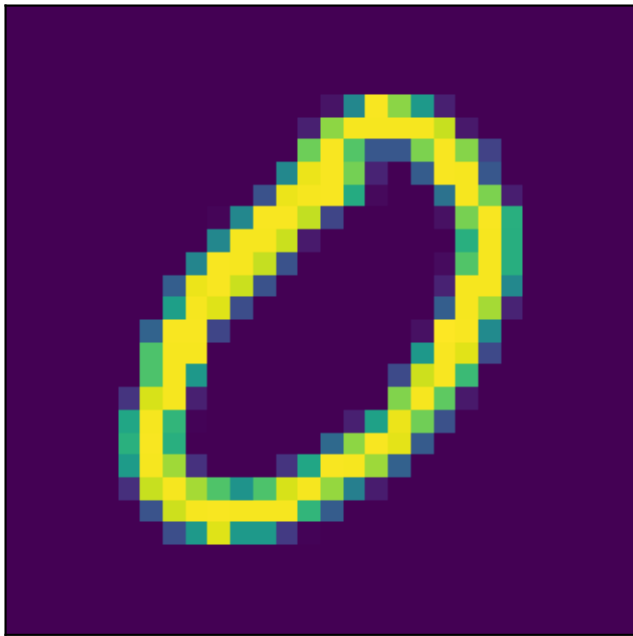


Softmax Outputs

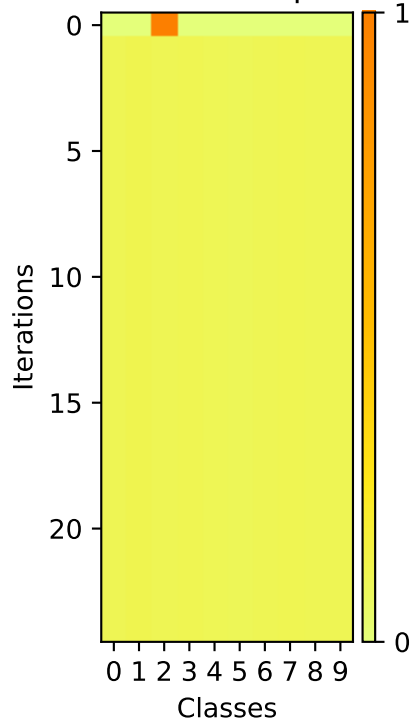


A pixelated yellow number 3 on a dark purple background. The number is composed of several small squares, some of which are a lighter yellow or a teal color, giving it a textured, blocky appearance. The background is a solid dark purple.

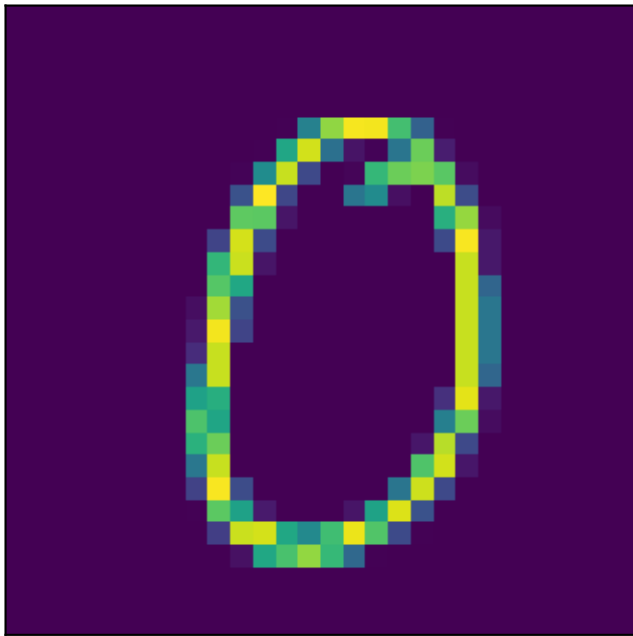
Image



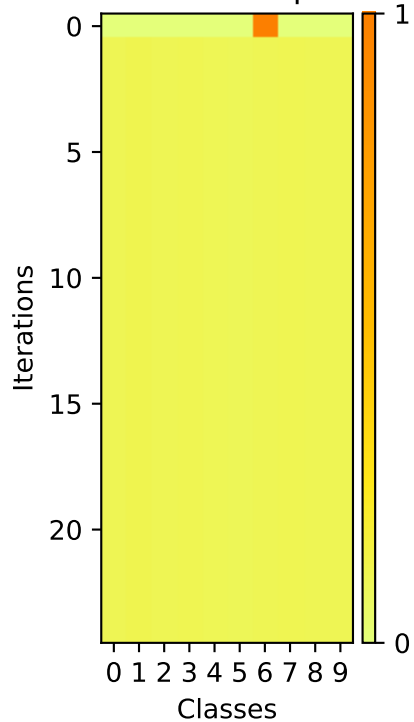
Softmax Outputs



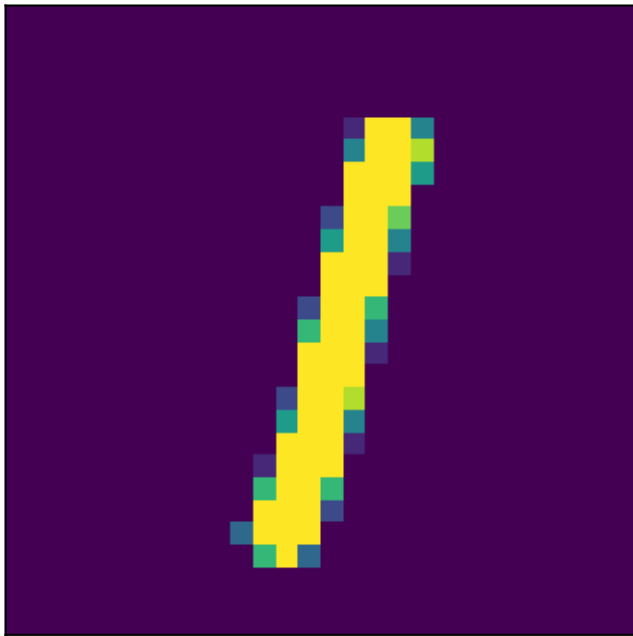
Image



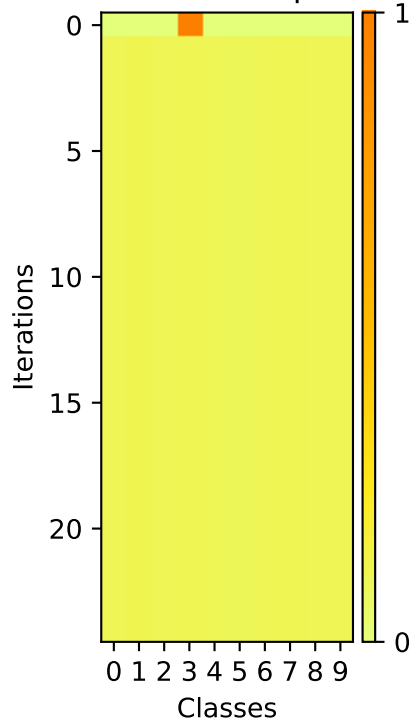
Softmax Outputs



Image

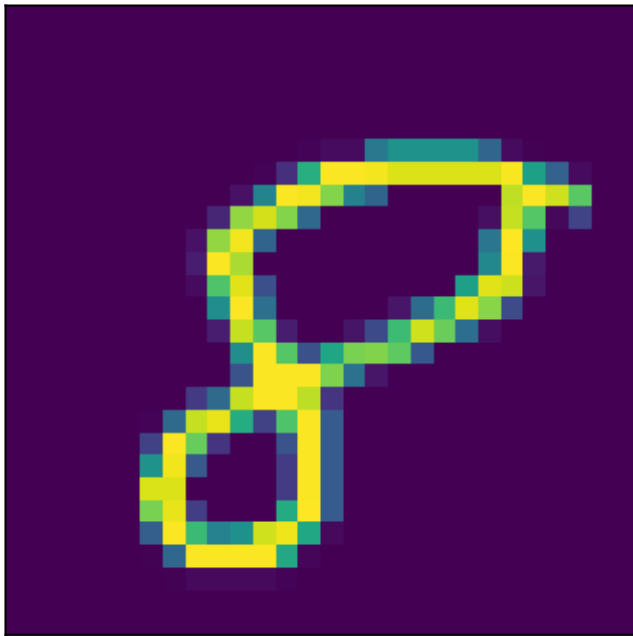


Softmax Outputs

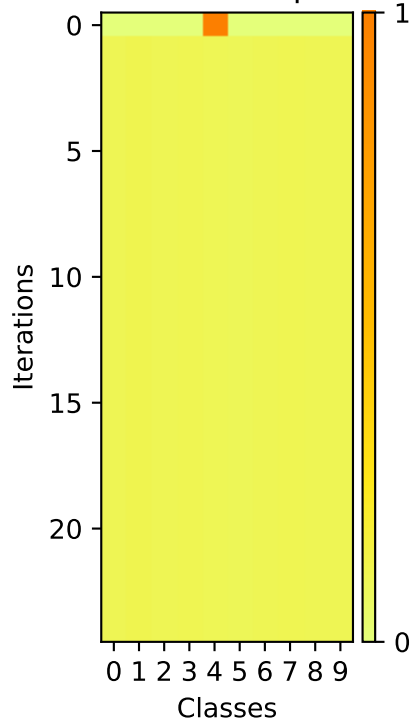


A pixelated yellow number 5 on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid dark purple.

Image



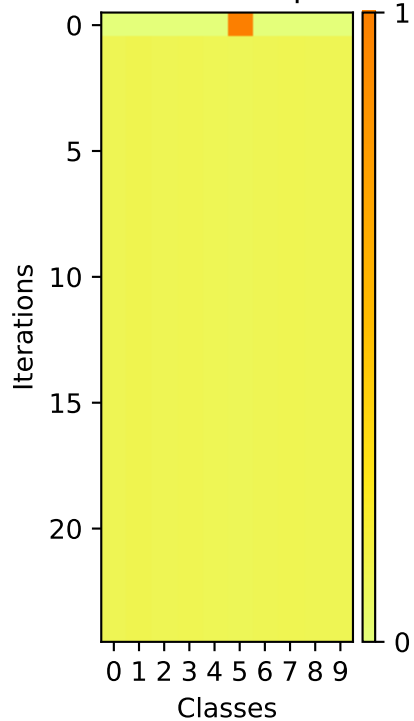
Softmax Outputs



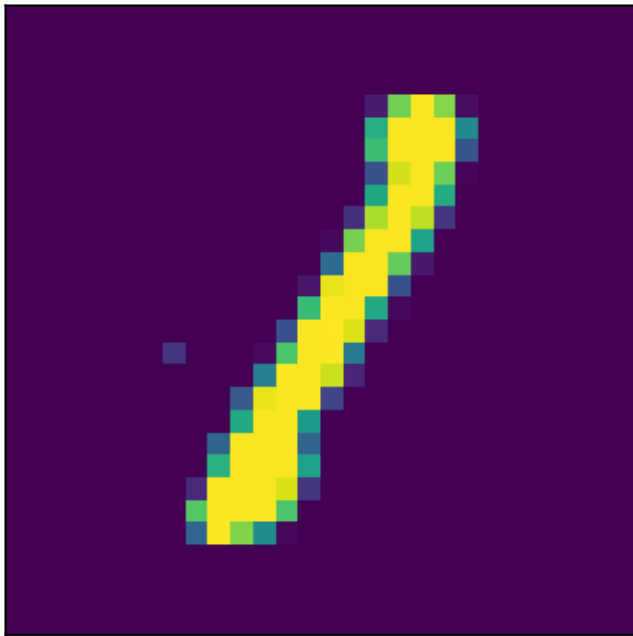
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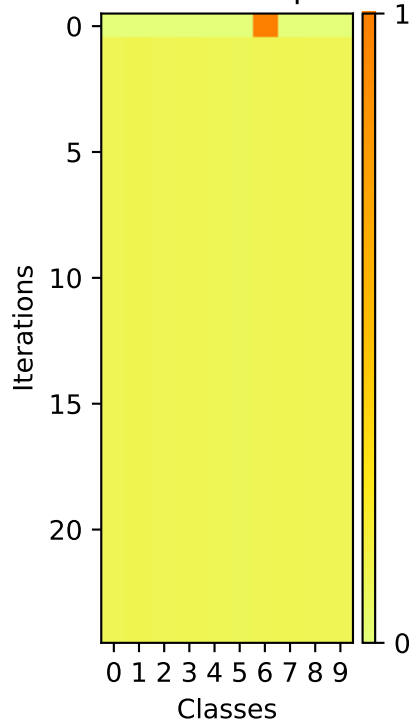
Softmax Outputs



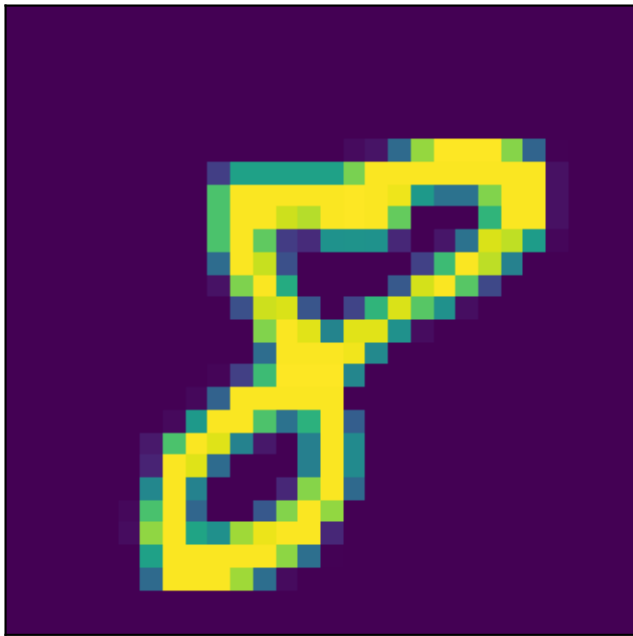
Image



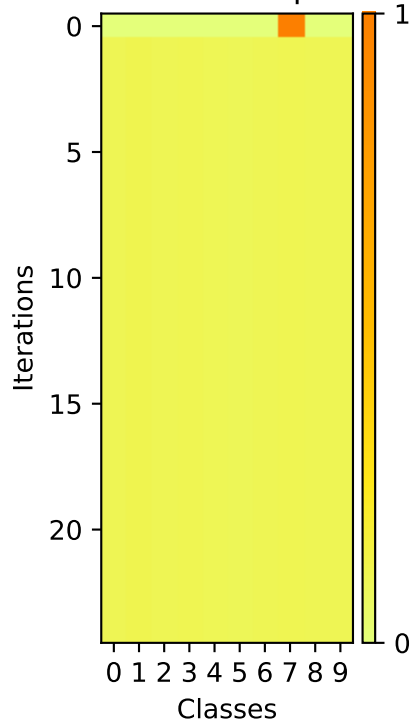
Softmax Outputs



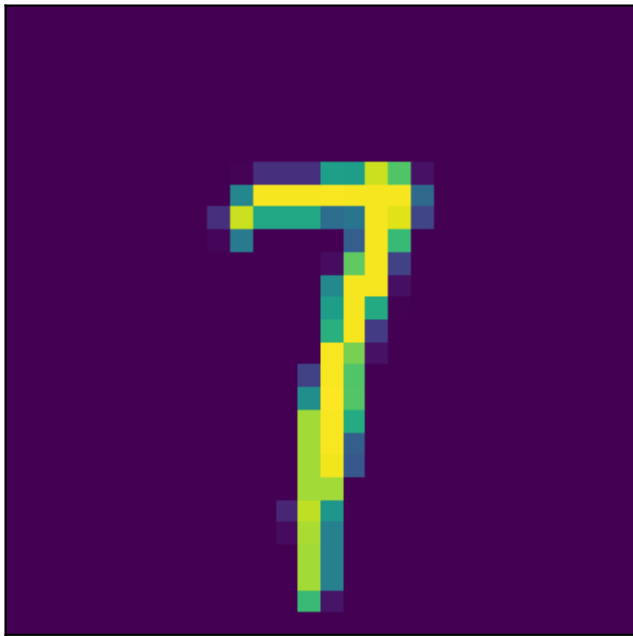
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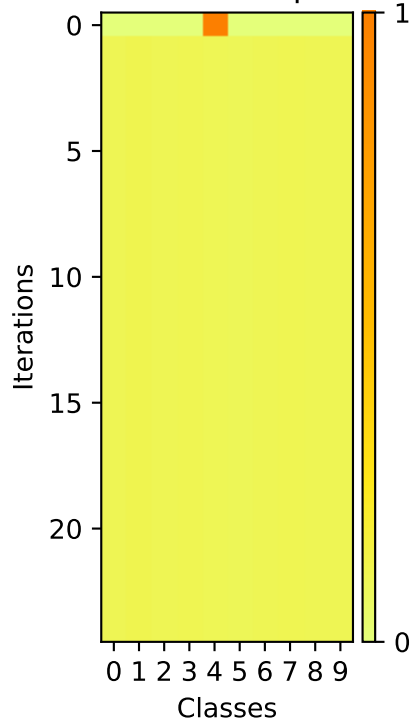
Softmax Outputs



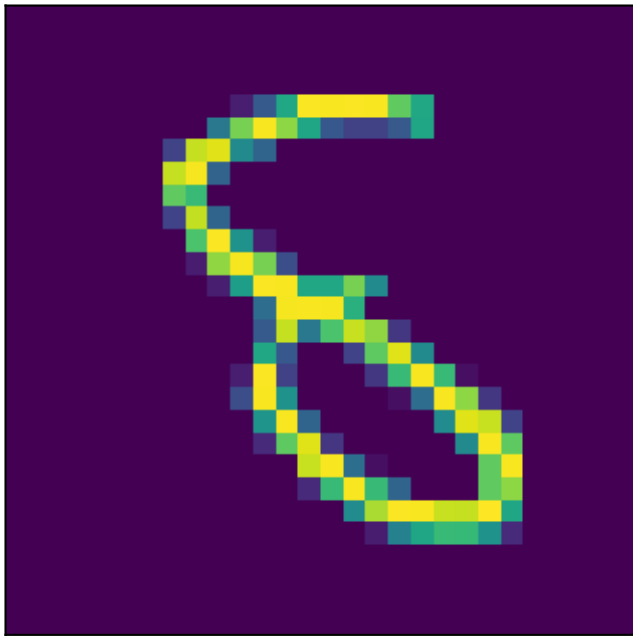
Image



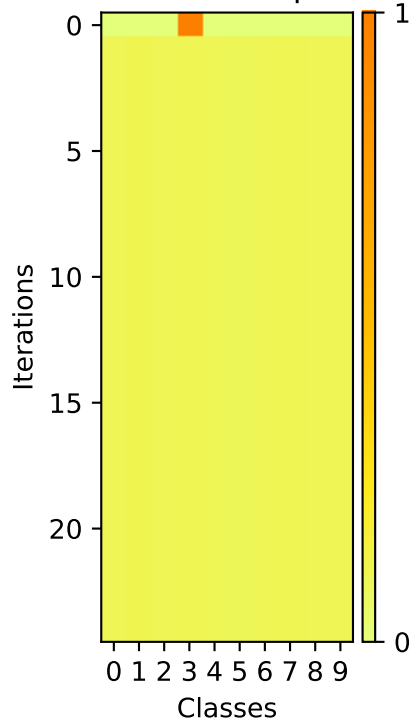
Softmax Outputs



Image



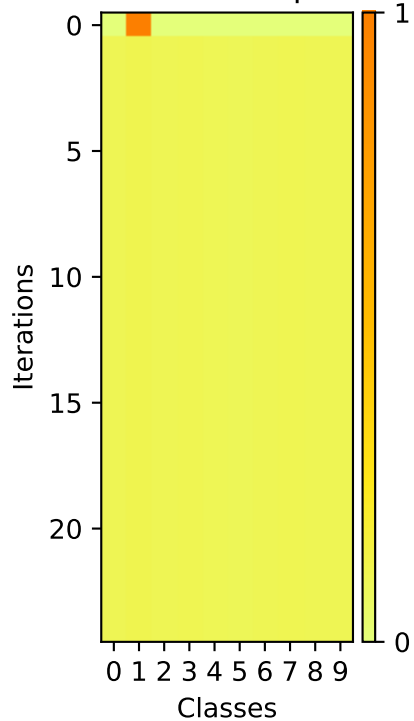
Softmax Outputs



Image



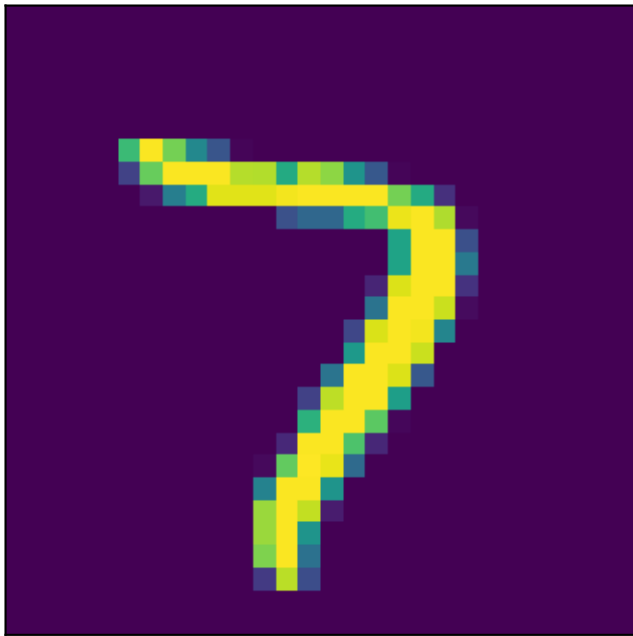
Softmax Outputs



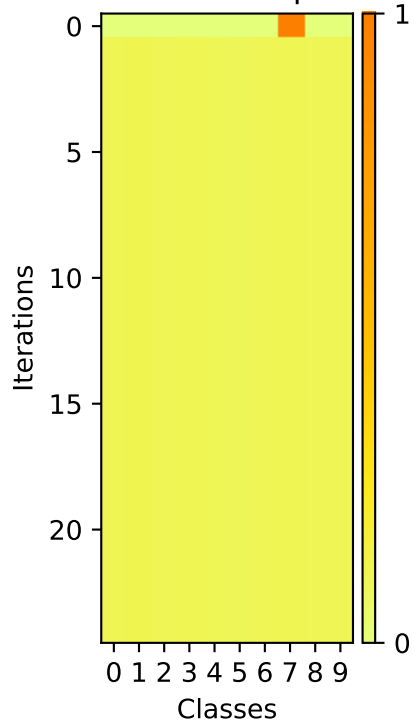
A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents Classes (0-9) and the y-axis represents Iterations (0-20). The color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix is predominantly yellow, indicating low values, with a small orange square at iteration 0, class 8.

Image

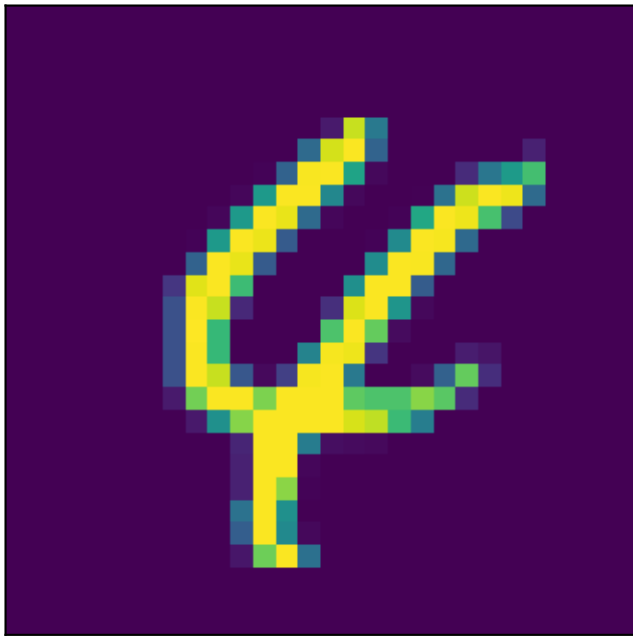


Softmax Outputs

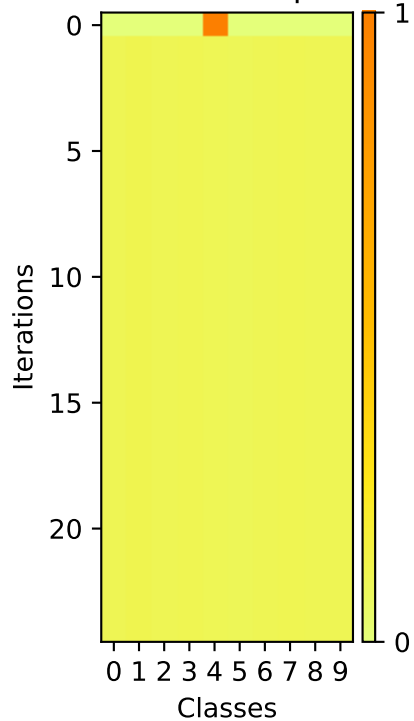


A pixelated yellow number 7 is centered on a dark purple background. The number is composed of bright yellow pixels with some green and blue pixels at the edges, giving it a digital or retro appearance.

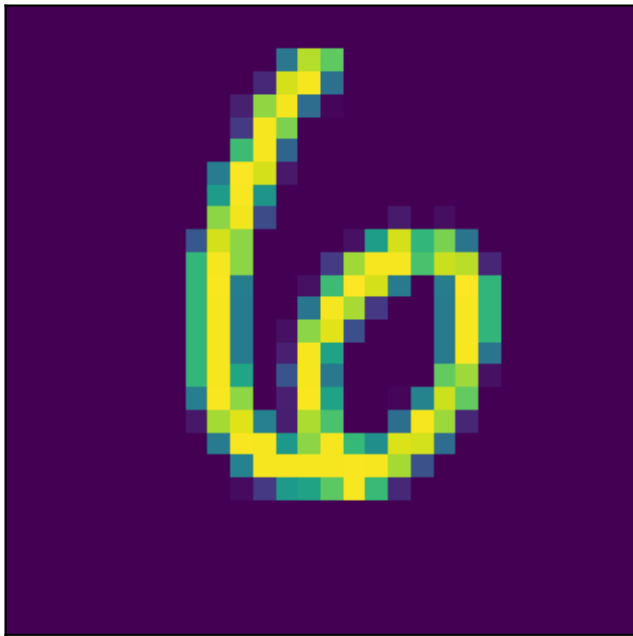
Image



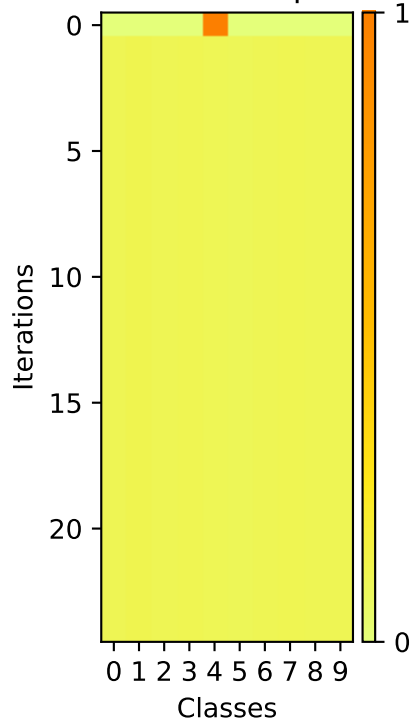
Softmax Outputs



Image



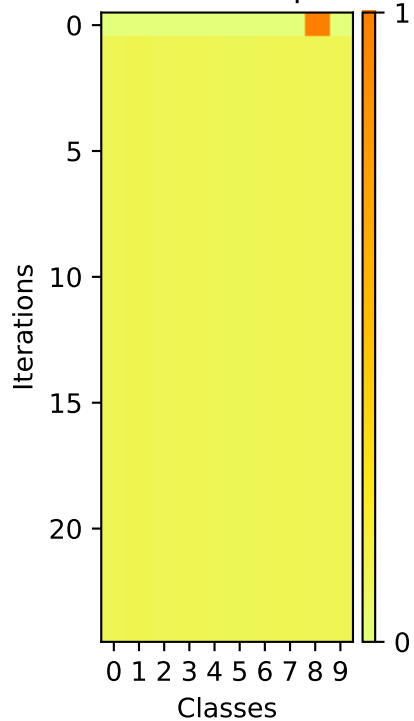
Softmax Outputs



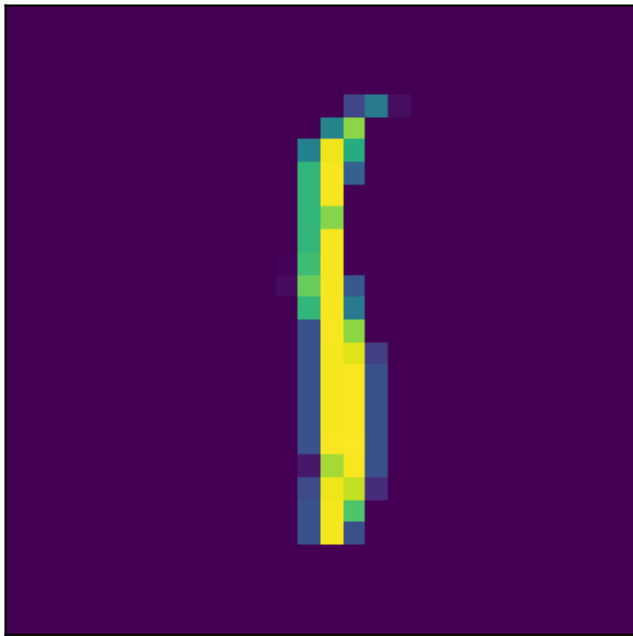
Image



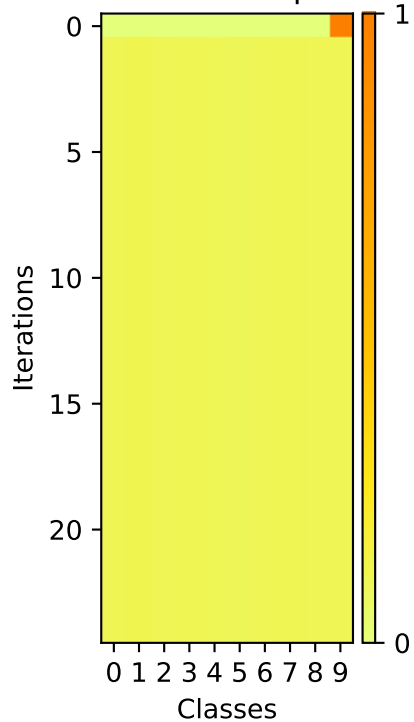
Softmax Outputs



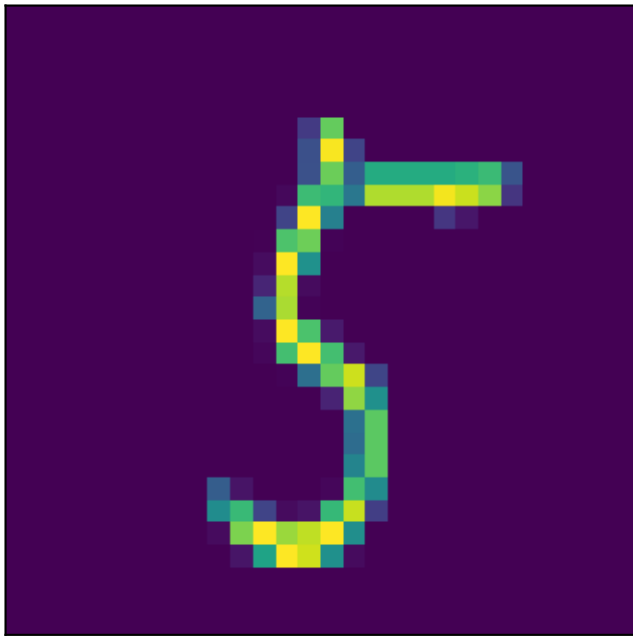
Image



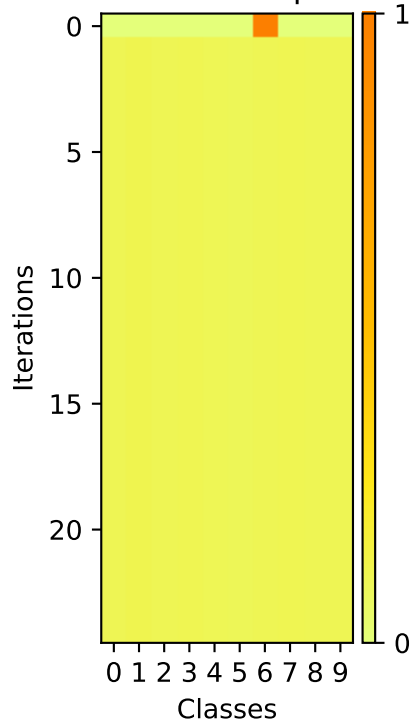
Softmax Outputs



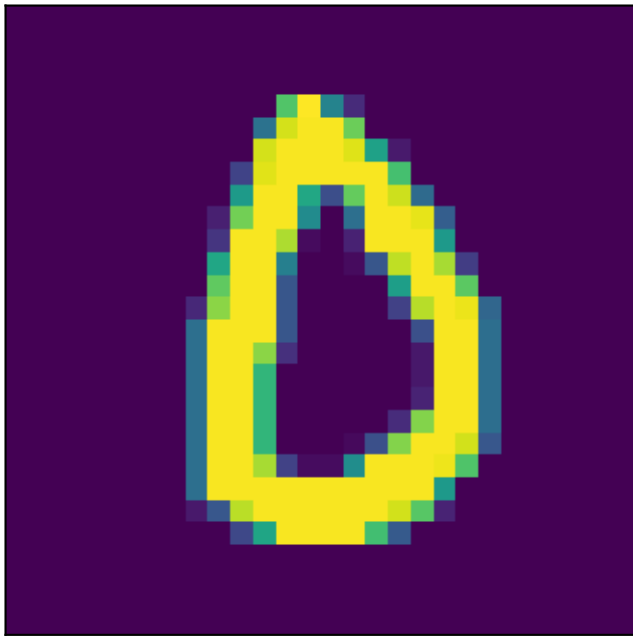
Image



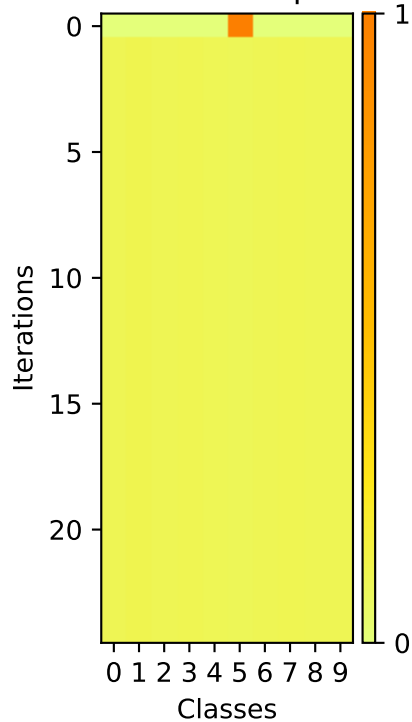
Softmax Outputs



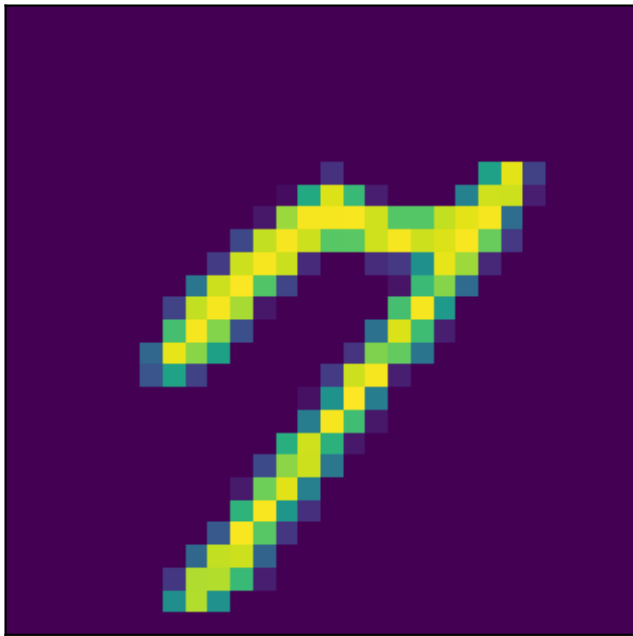
Image



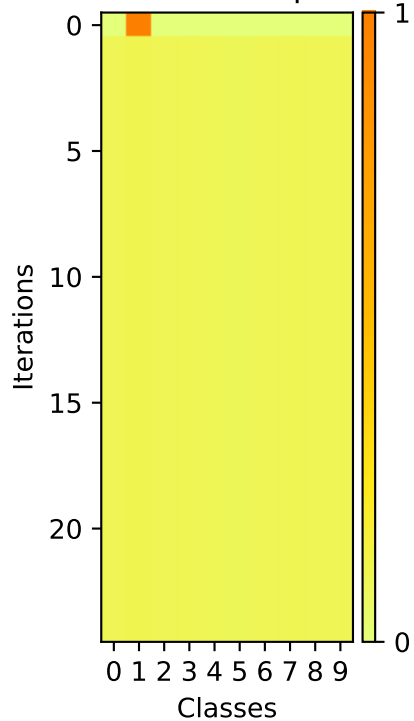
Softmax Outputs



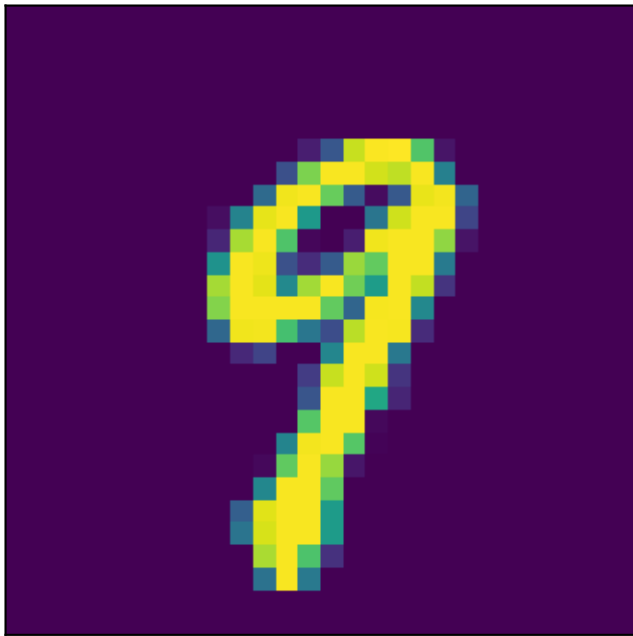
Image



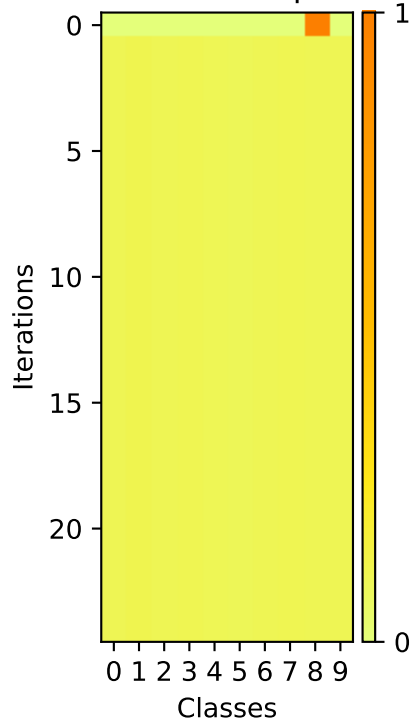
Softmax Outputs



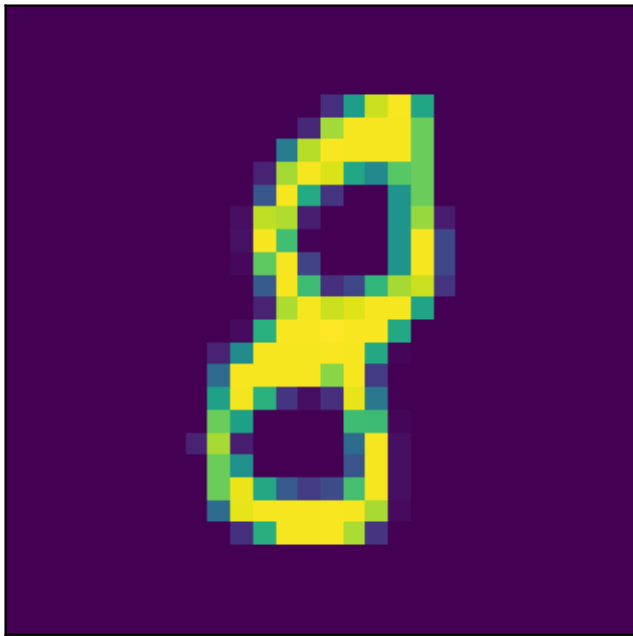
Image



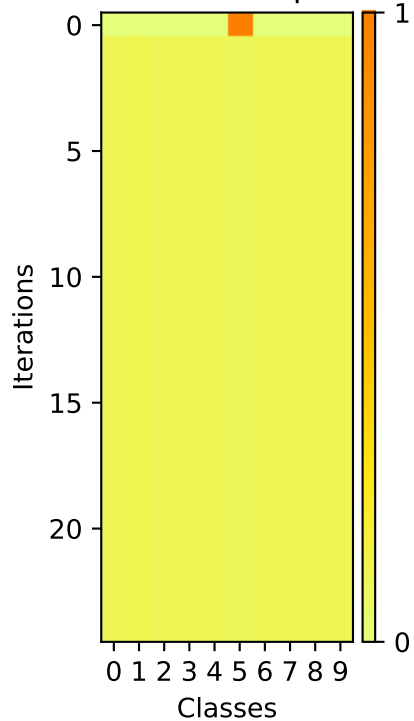
Softmax Outputs



Image

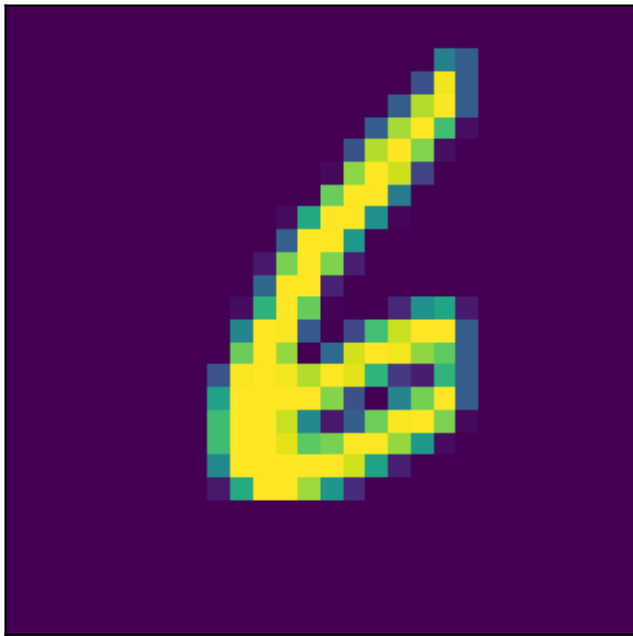


Softmax Outputs

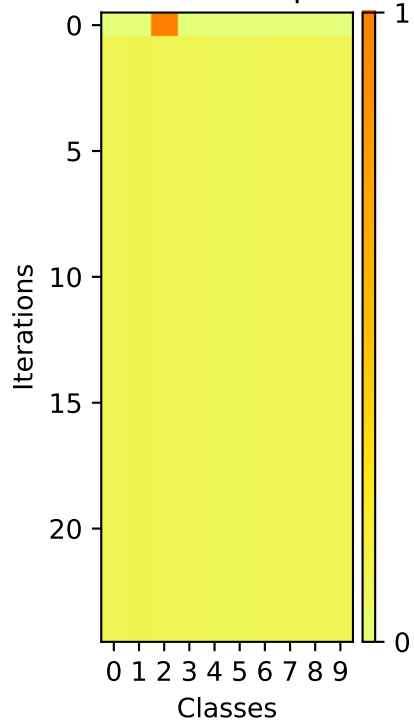


A 10x10 grid with a black border. A diagonal path of yellow and green squares runs from the bottom-left to the top-right. The path is composed of yellow squares in the center and green squares on the sides. Blue squares form a border around the path, and purple squares fill the remaining space.

Image



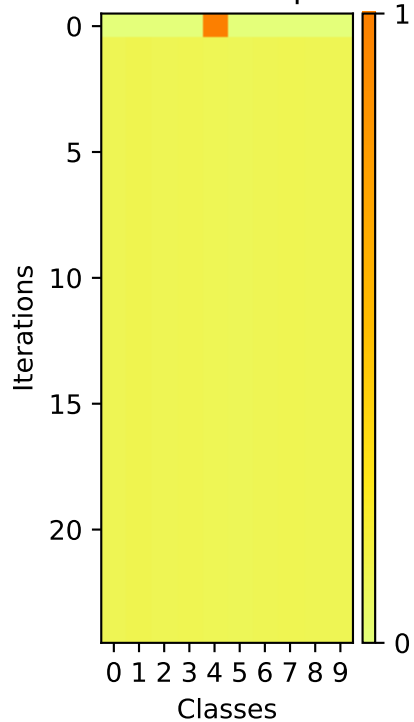
Softmax Outputs



Image



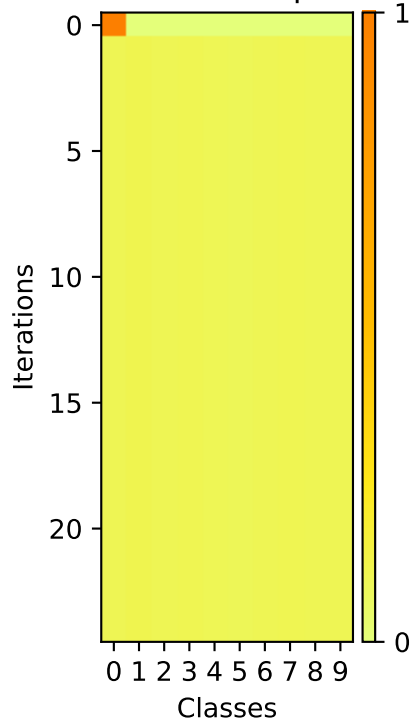
Softmax Outputs



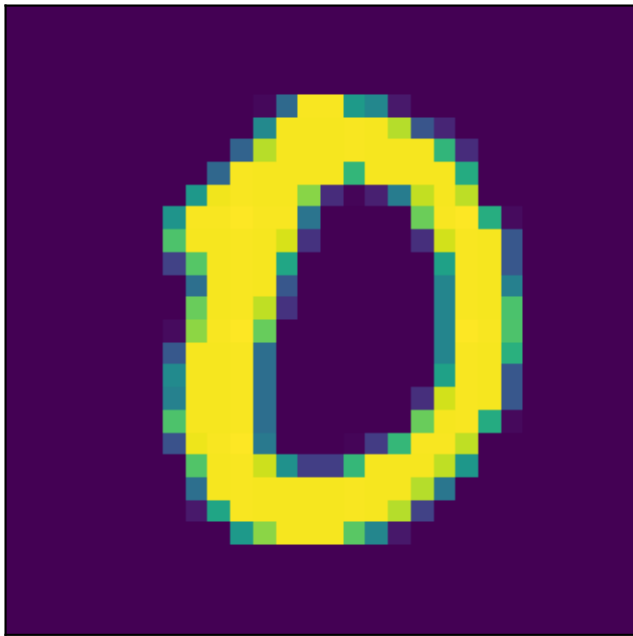
Image



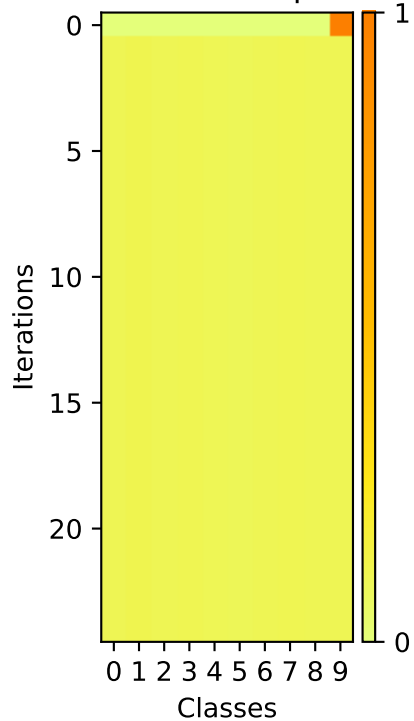
Softmax Outputs



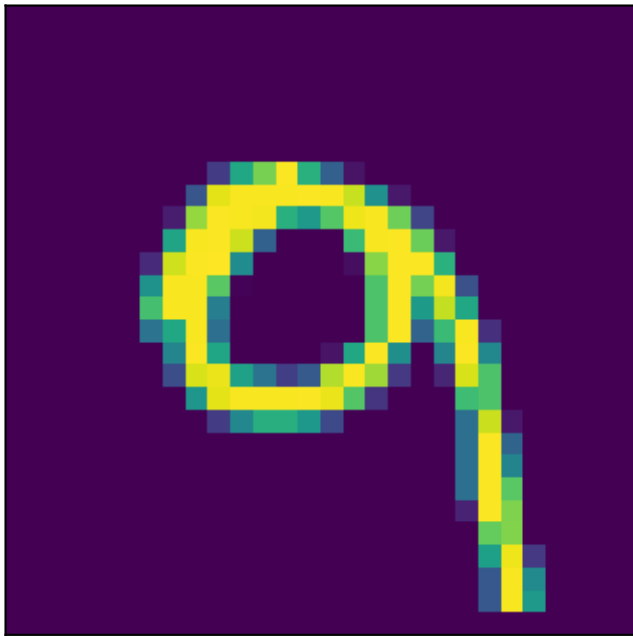
Image



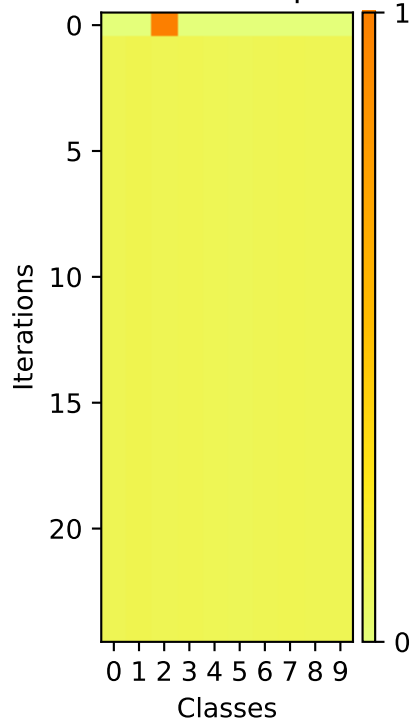
Softmax Outputs



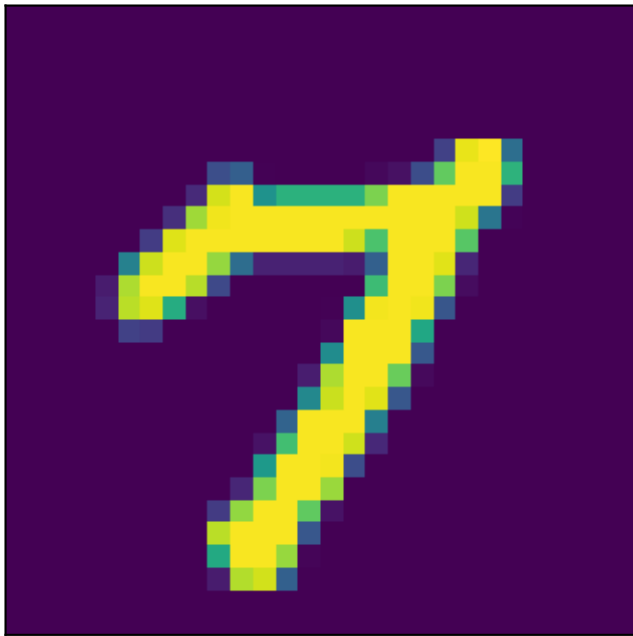
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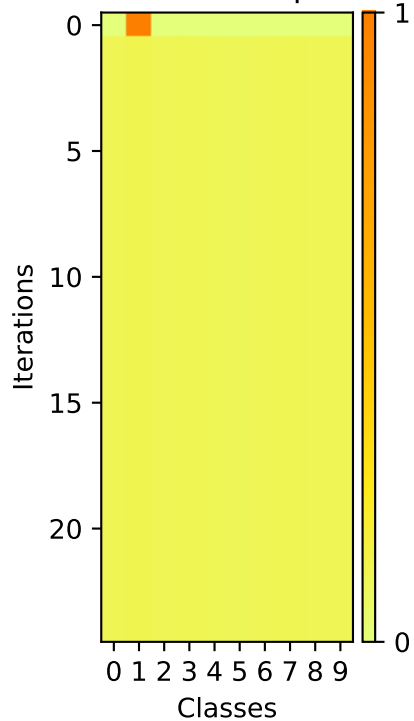
Softmax Outputs



Image



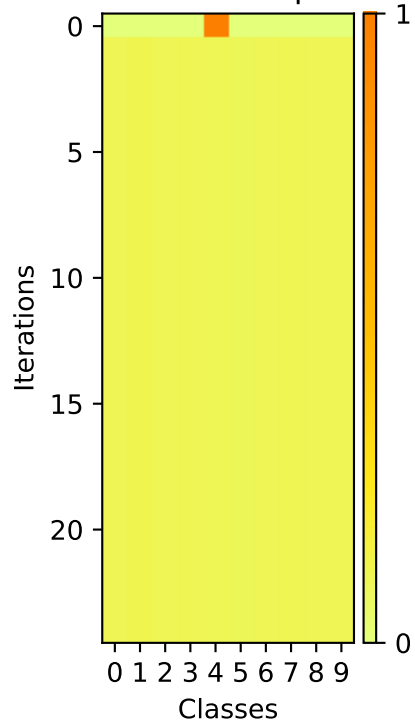
Softmax Outputs



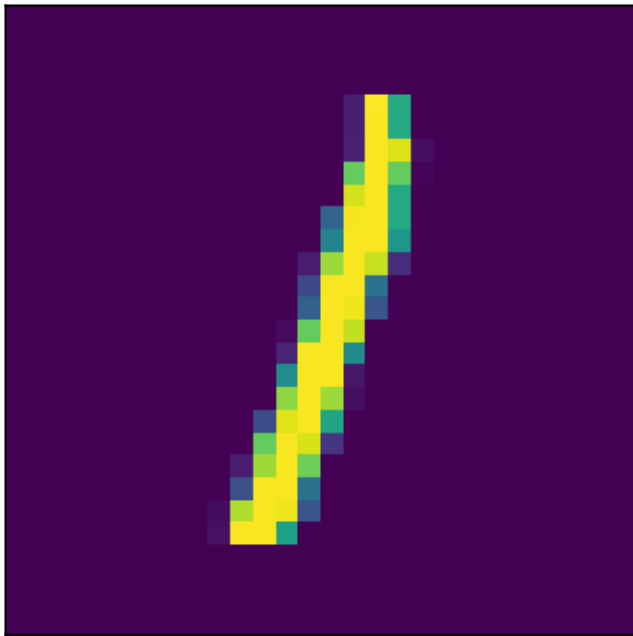
Image



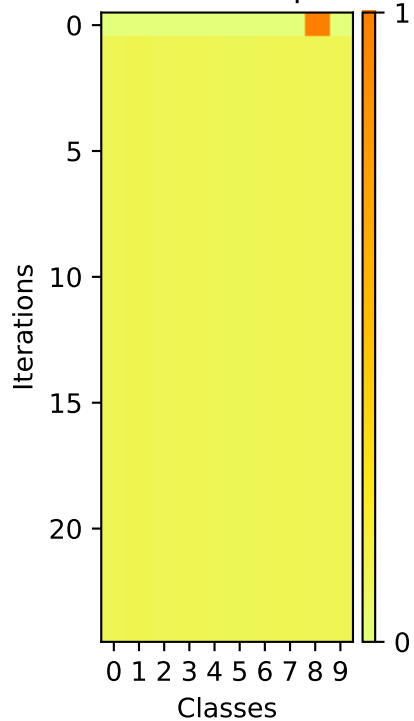
Softmax Outputs



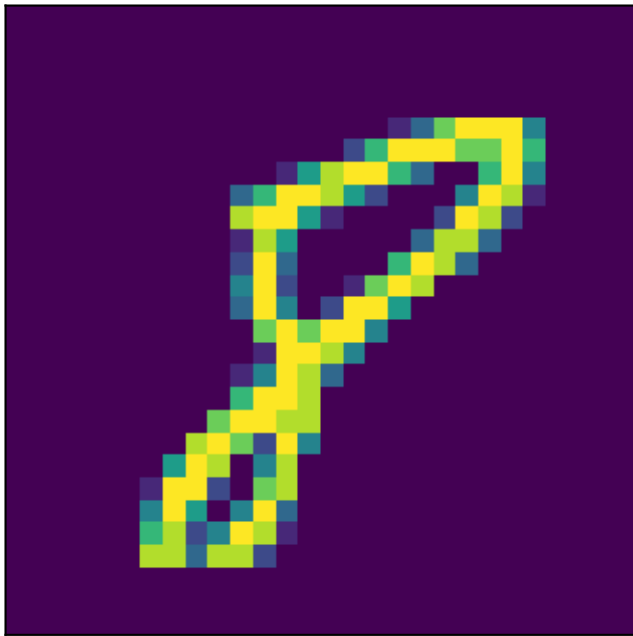
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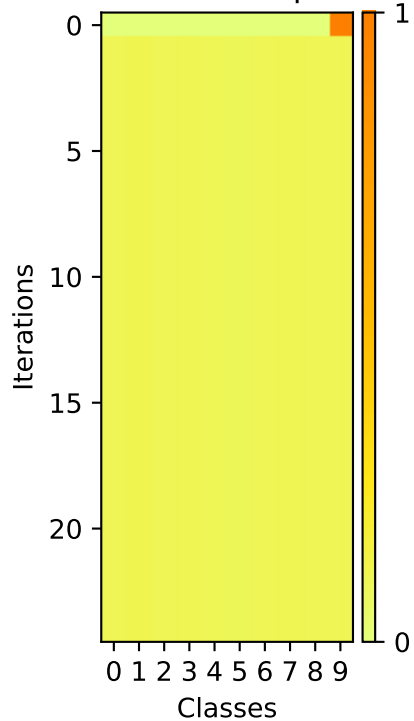
Softmax Outputs



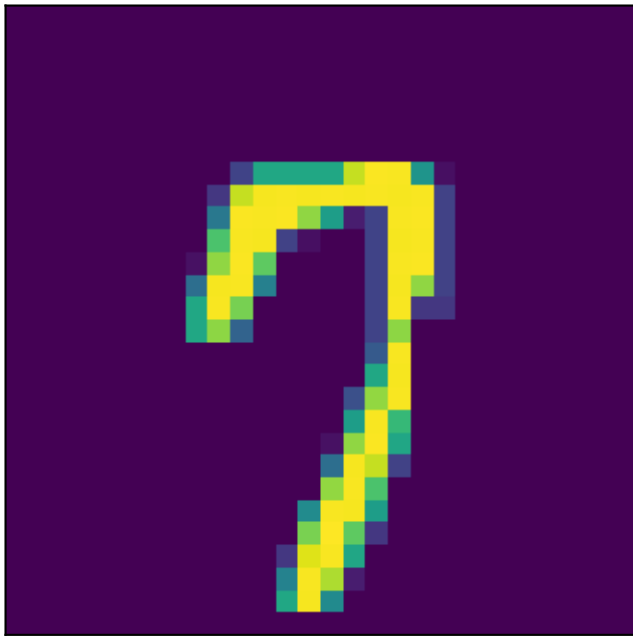
Image



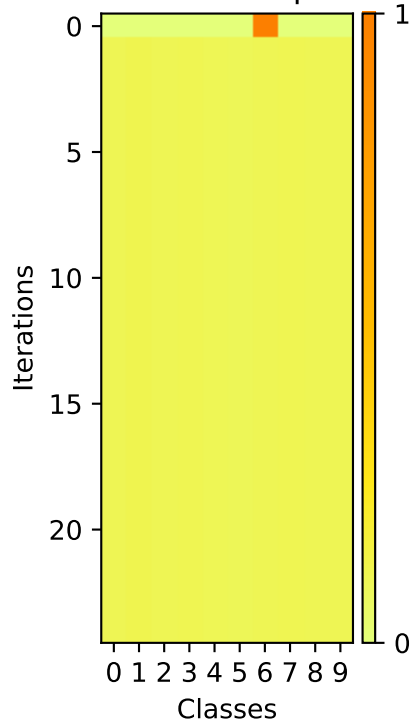
Softmax Outputs



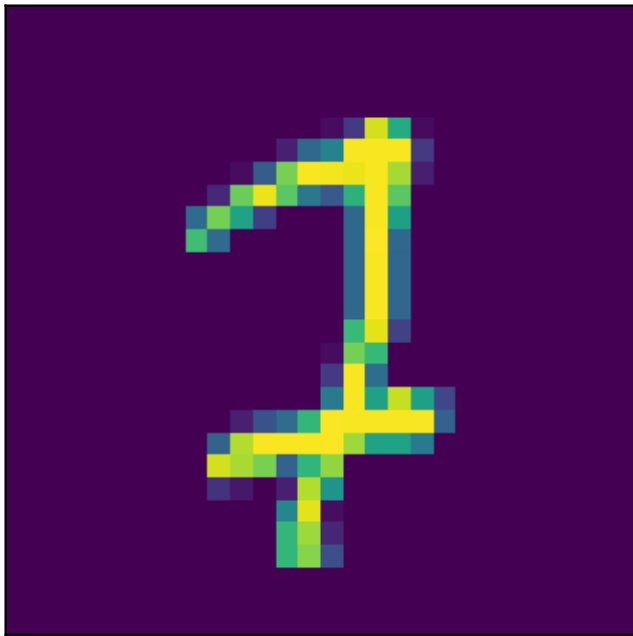
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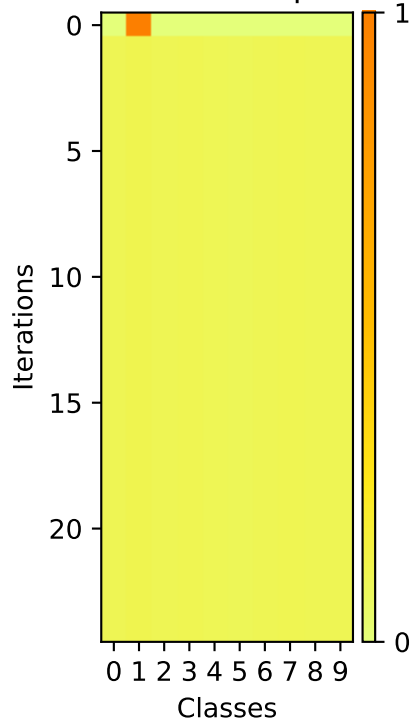
Softmax Outputs



Image



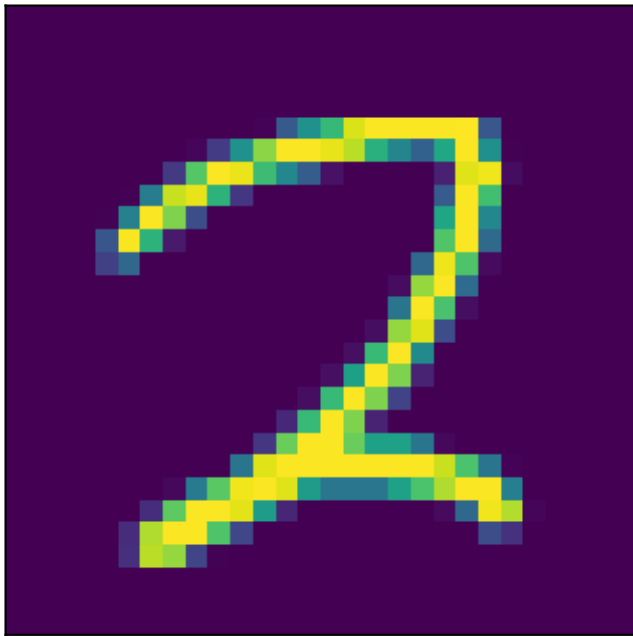
Softmax Outputs



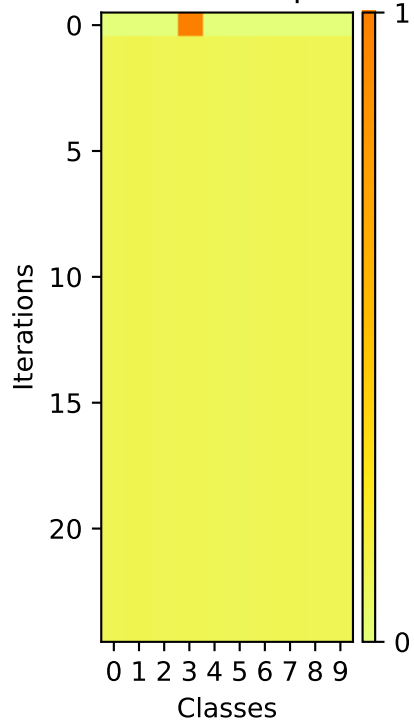
A pixelated yellow number 5 on a dark purple background. The number is composed of several small squares, some of which are a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

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

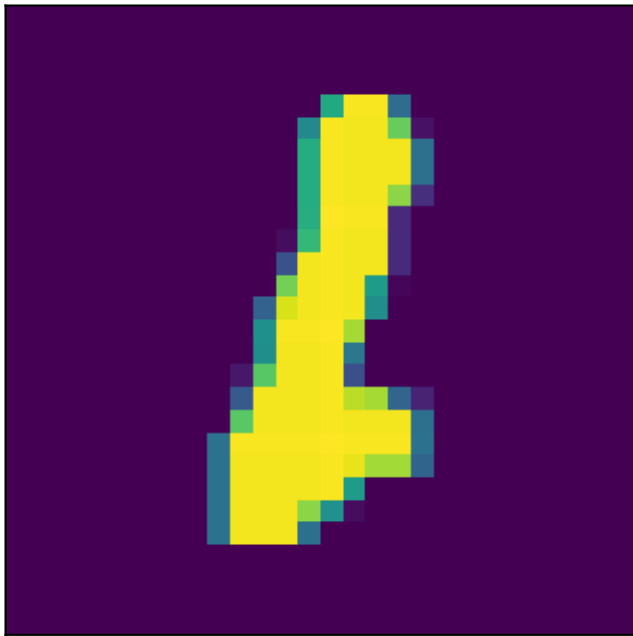
Image



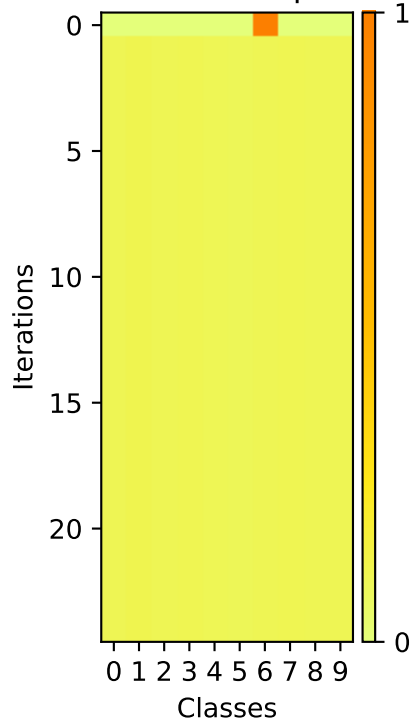
Softmax Outputs



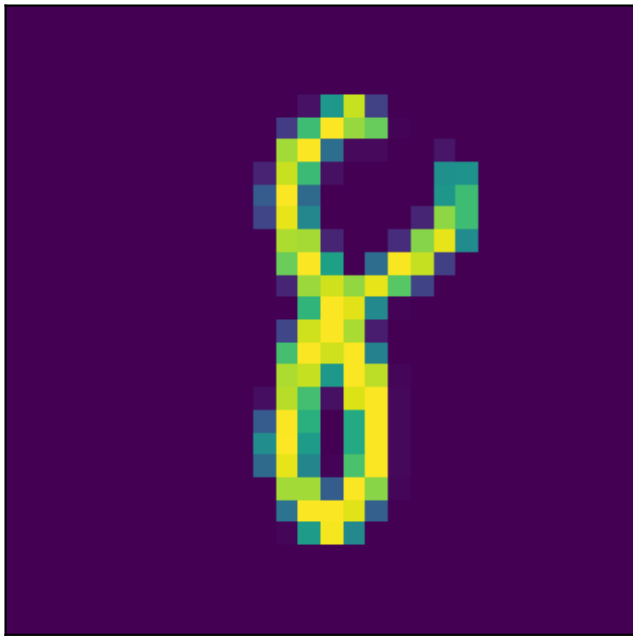
Image



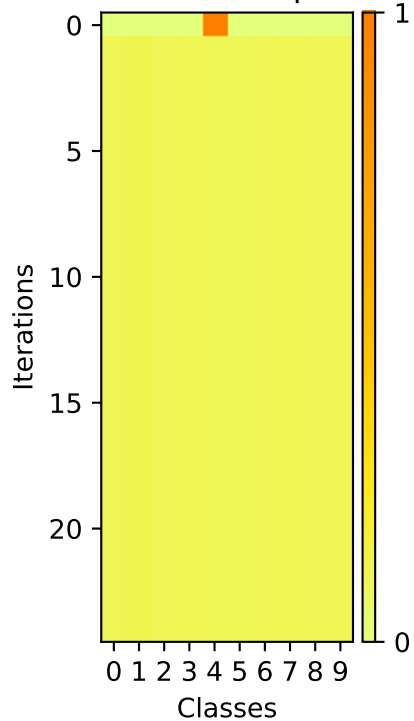
Softmax Outputs



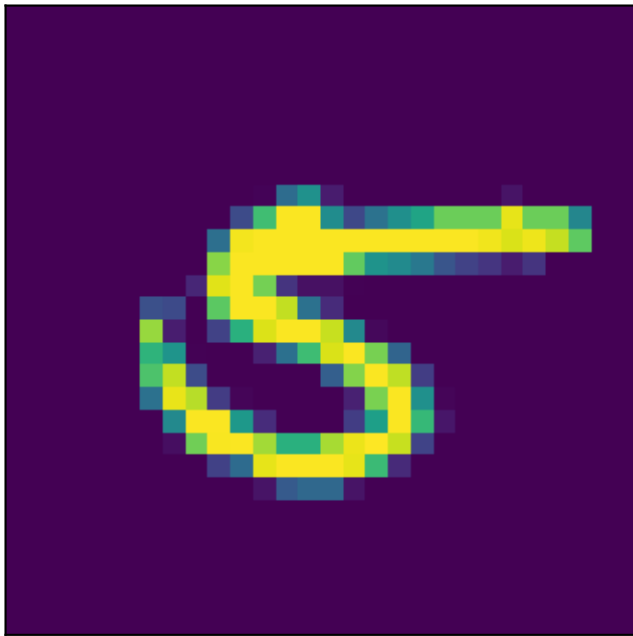
Image



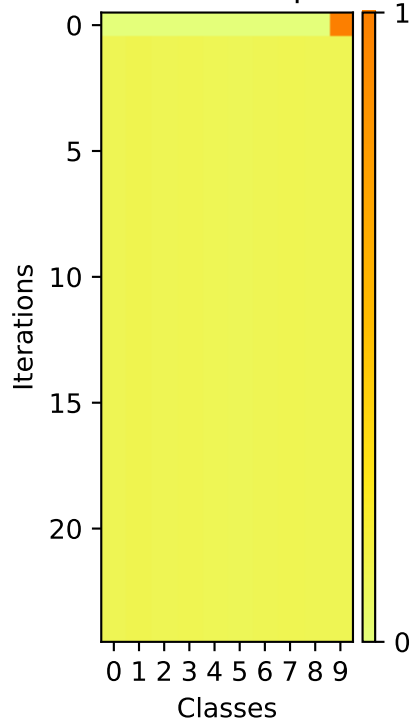
Softmax Outputs



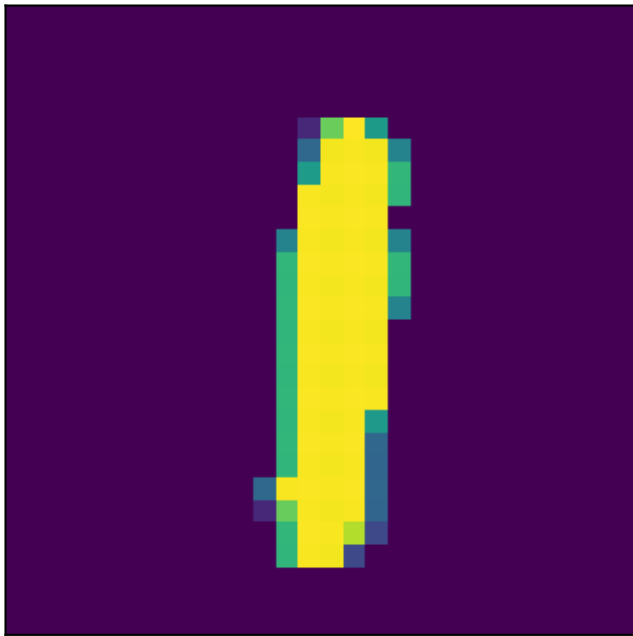
Image



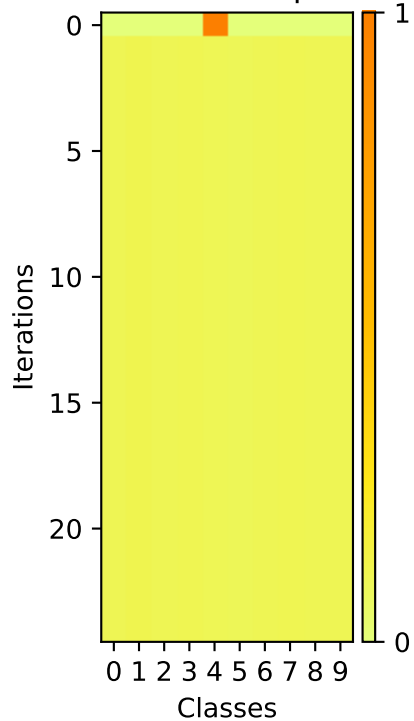
Softmax Outputs



Image



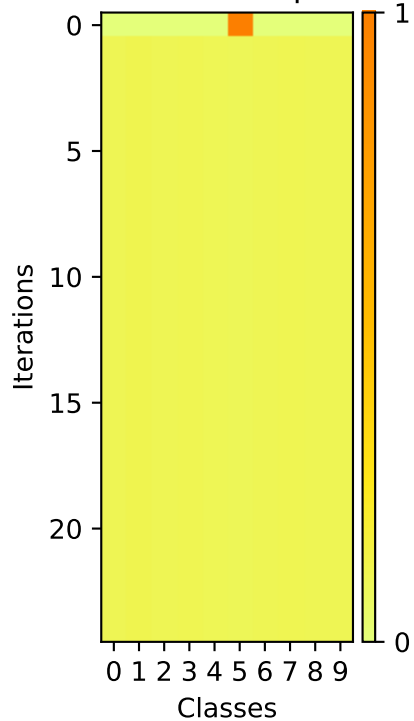
Softmax Outputs



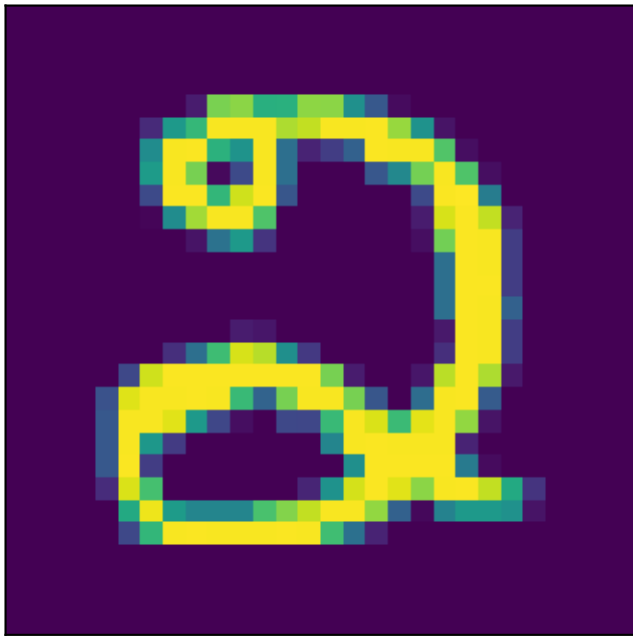
Image



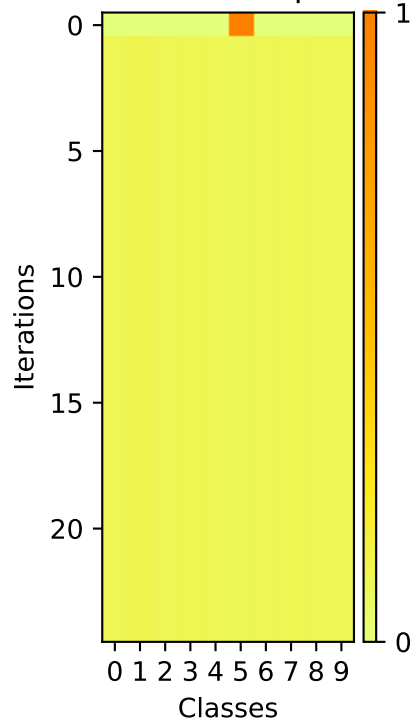
Softmax Outputs



Image



Softmax Outputs

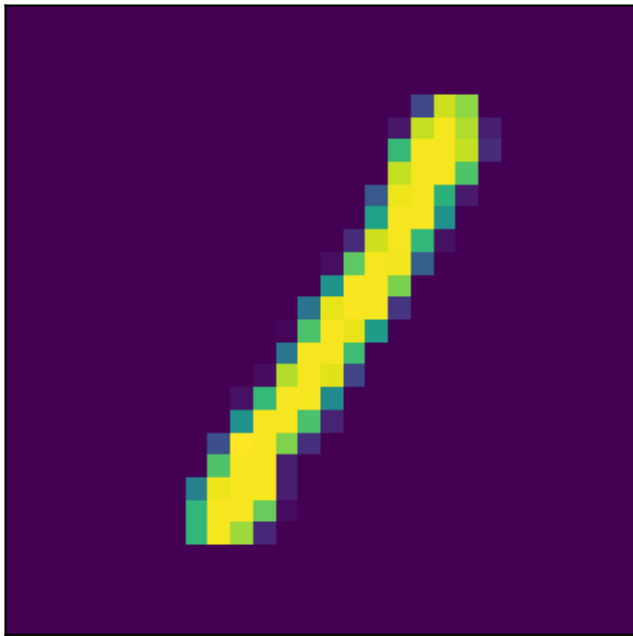


A pixelated, multi-colored drawing of the number 9 on a black background. The number is composed of various shades of yellow, green, and blue, giving it a vibrant, digital appearance. The strokes are thick and blocky, characteristic of low-resolution digital art.

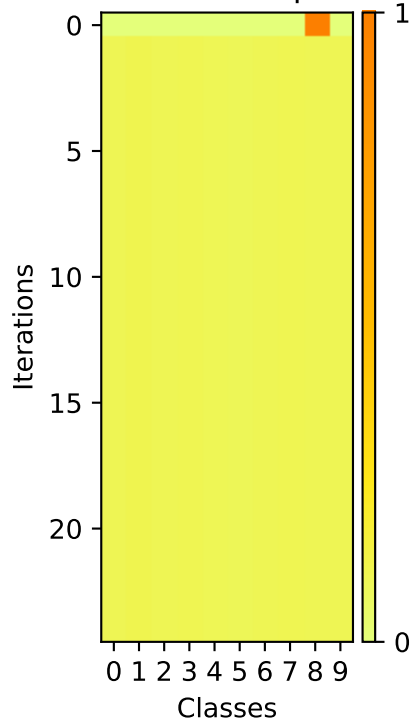
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

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

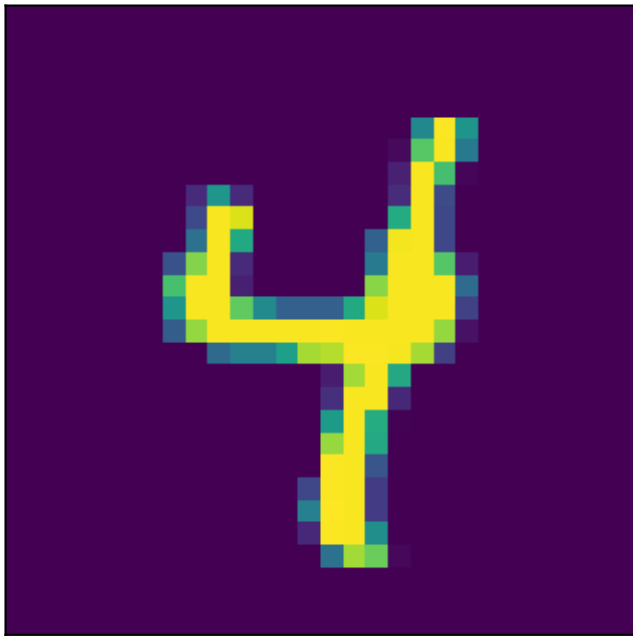
Image



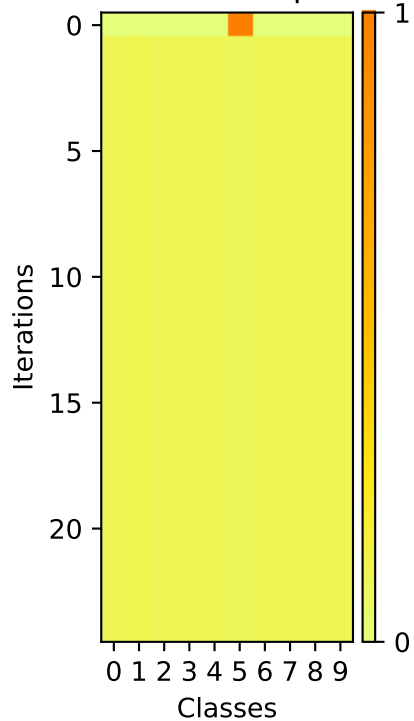
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution version of the number 5, rendered in yellow and green against a dark purple background. The number is composed of several small, square blocks, giving it a blocky, digital appearance. The color palette is limited to yellow, green, and dark purple.

A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The background is a solid dark purple.

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

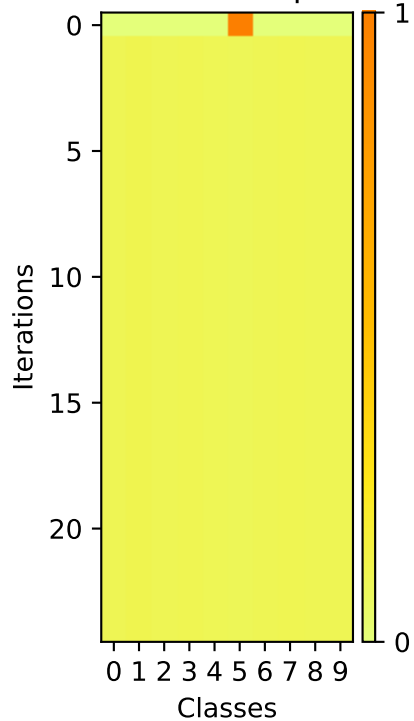
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares, with yellow forming the main body and blue forming the outline and some internal details. The overall appearance is reminiscent of a digital drawing or a low-quality scan of a graphic.

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 15, reaching 1.0 by iteration 22.

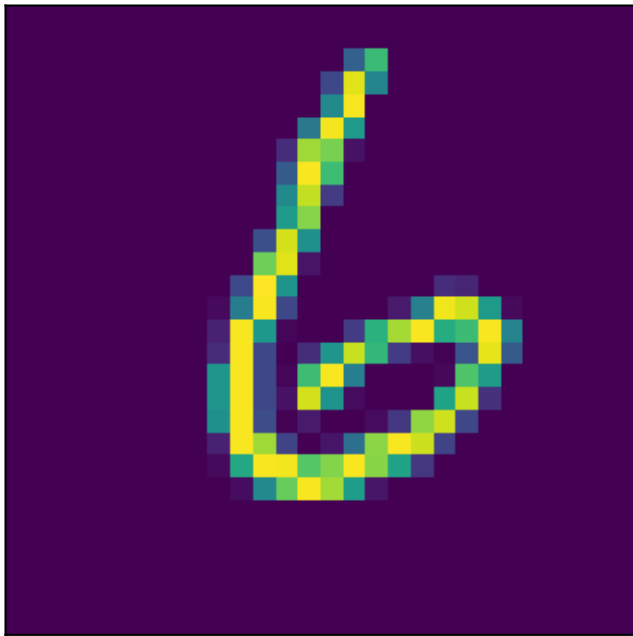
Image



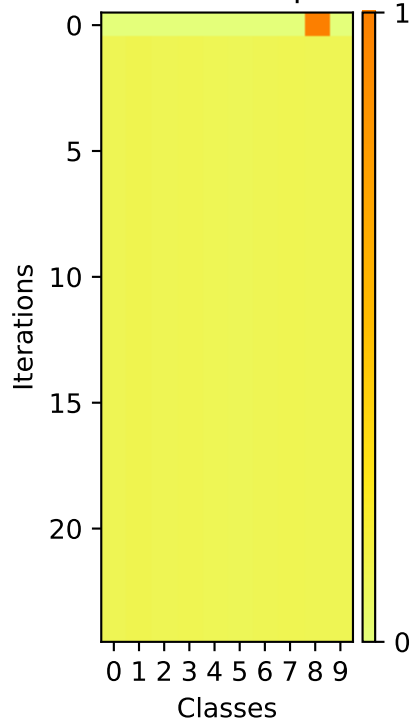
Softmax Outputs



Image



Softmax Outputs



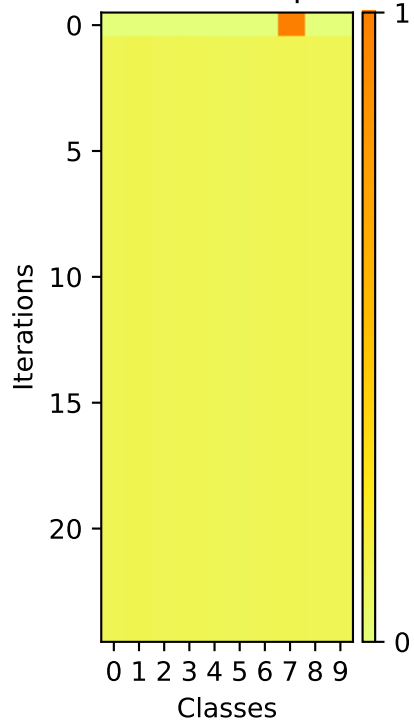
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and light blue, giving it a digital or retro aesthetic. The background is a solid dark purple.

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

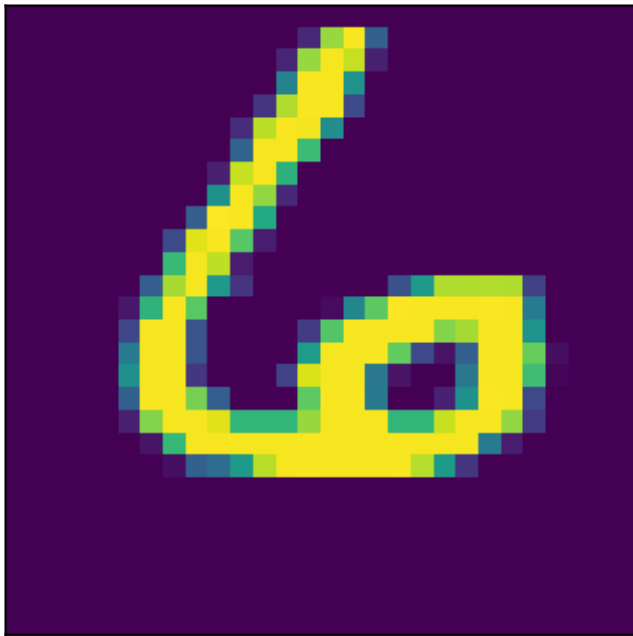
Image



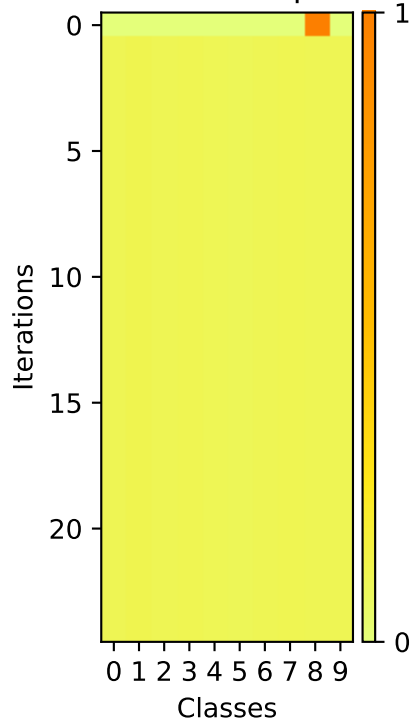
Softmax Outputs



Image



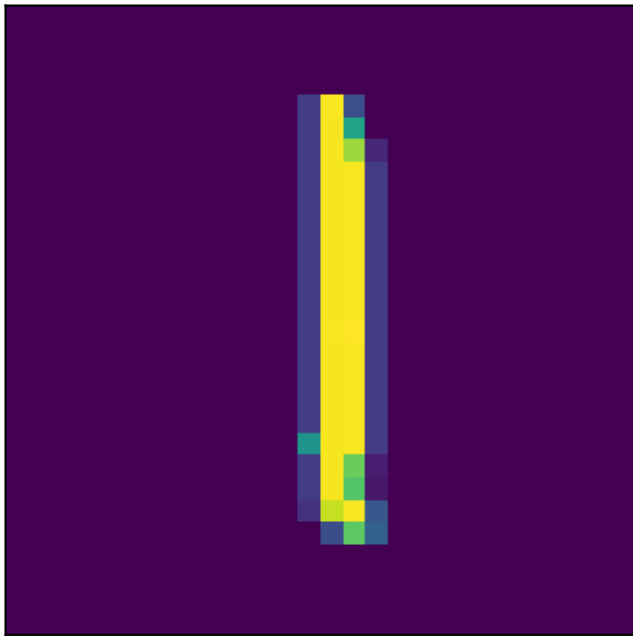
Softmax Outputs



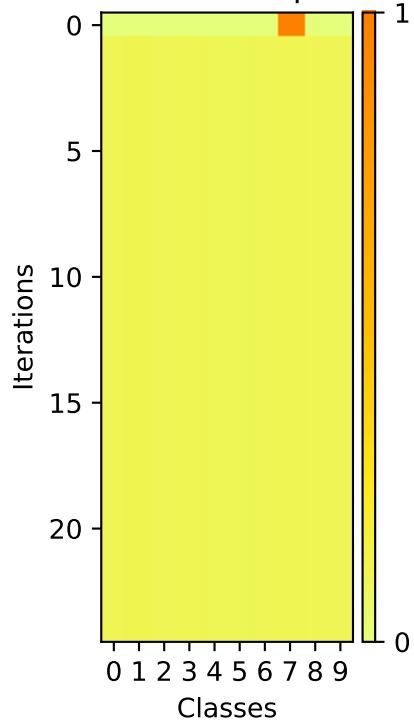
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow pixels with some blue and green pixels at the edges, giving it a slightly blurred or shadowed appearance. The background is a solid dark purple.

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

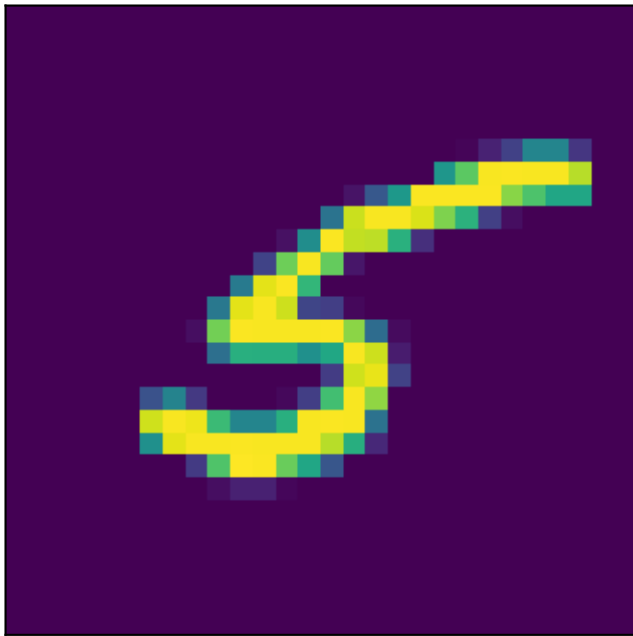
Image



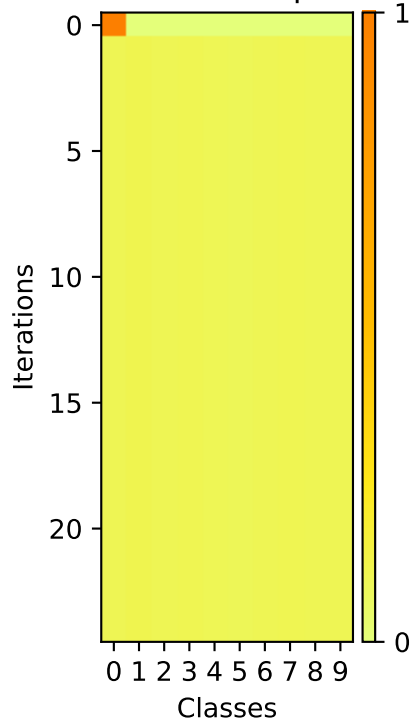
Softmax Outputs



Image



Softmax Outputs



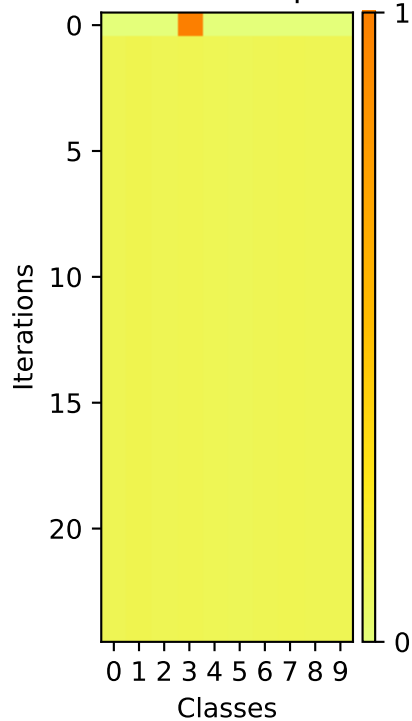
A pixelated, low-resolution image of a yellow and green 'D' shape on a dark purple background. The shape is composed of small squares, with the outer border being yellow and the inner area being green. The overall appearance is that of a digital artifact or a stylized logo.

Heatmap visualization of the loss landscape for the MNIST dataset. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). A small red square is visible at iteration 0, class 2, indicating a high loss value.

Image



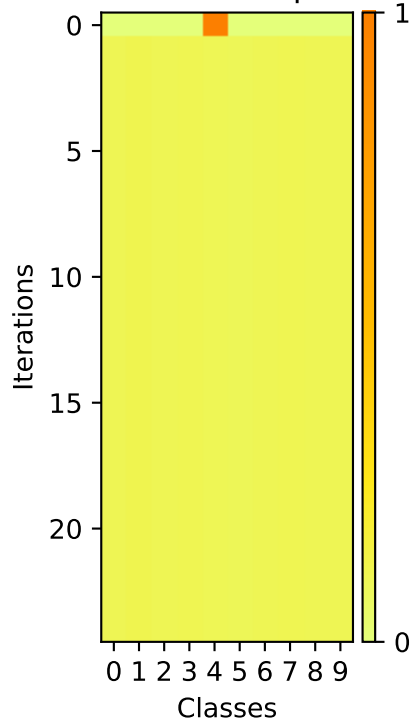
Softmax Outputs



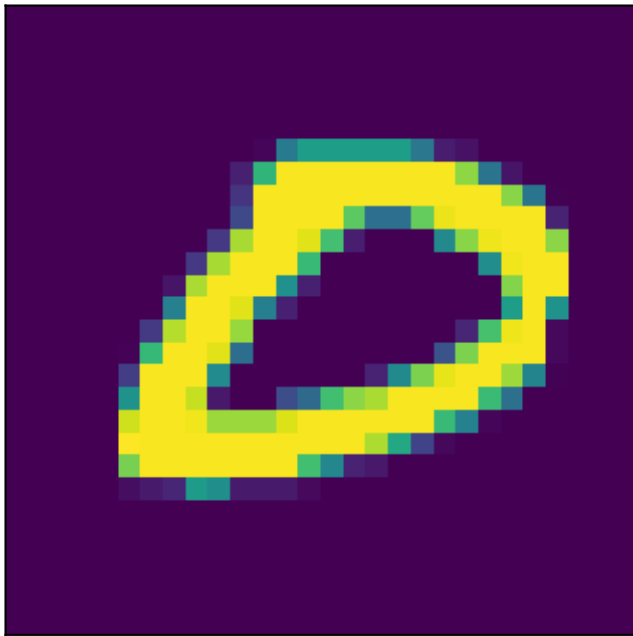
Image



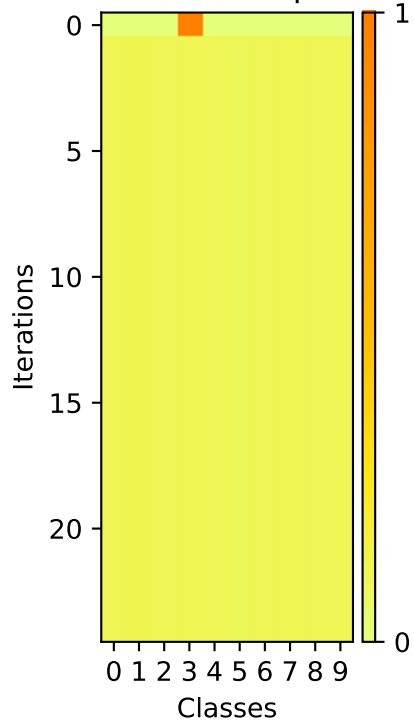
Softmax Outputs



Image



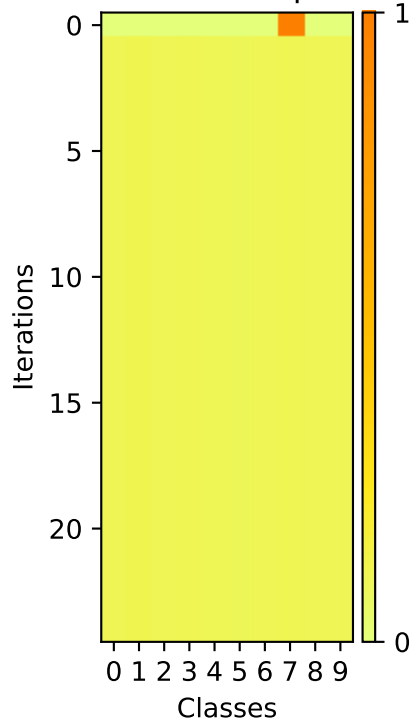
Softmax Outputs



Image




Softmax Outputs



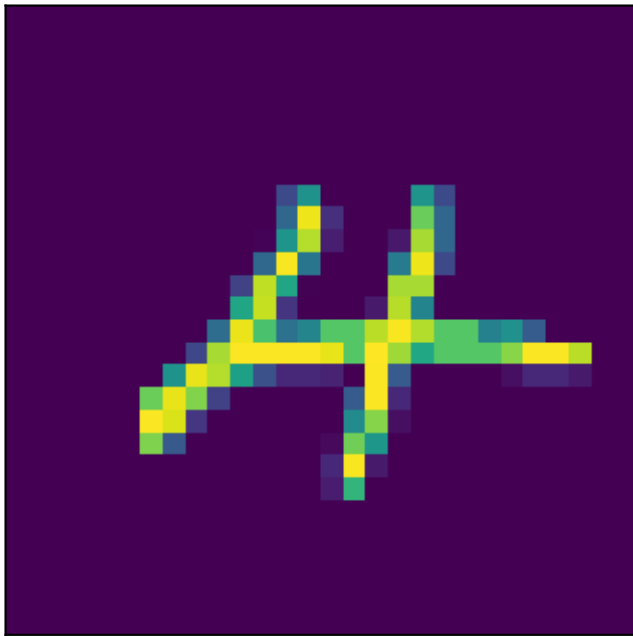
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall form is somewhat elongated and curved, with a distinct 'hook' or 'tail' at the bottom left. The background is a solid, dark purple color.

This heatmap visualizes the confusion matrix over 25 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-25). The color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (dark orange). The matrix shows that for most classes, the confusion remains low (yellow) throughout the iterations. However, there is a notable increase in confusion for class 1 at iteration 0, indicated by a dark orange square. This suggests an initial misclassification or high uncertainty for class 1 that may be resolved in subsequent iterations.

A pixelated, low-resolution version of the Twitter bird logo. The bird is depicted in a stylized, blocky manner using a palette of yellow, light green, and teal. It is set against a solid dark purple background. The image has a retro, digital aesthetic.



Image



Softmax Outputs

