

A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of several distinct shapes: a horizontal bar at the top, a vertical stem, and a circular base. The colors are primarily yellow and green, with some darker green and blue pixels interspersed, giving it a blocky, digital appearance.

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

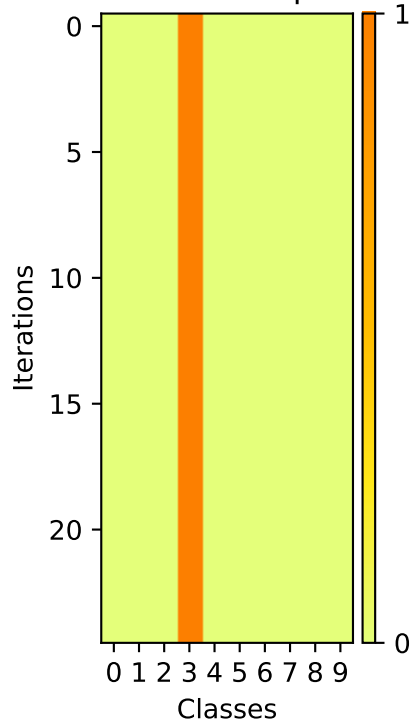
A pixelated, low-resolution image of a yellow and orange diagonal shape on a black background. The shape is composed of several small, square pixels. The main body of the shape is yellow, with orange pixels forming a border or outline. The shape is oriented diagonally, running from the bottom-left towards the top-right. It has a somewhat irregular, hand-drawn appearance. 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 (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.

Image



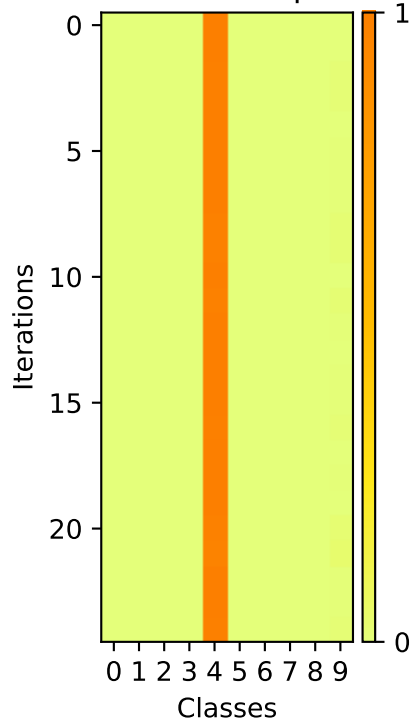
Softmax Outputs



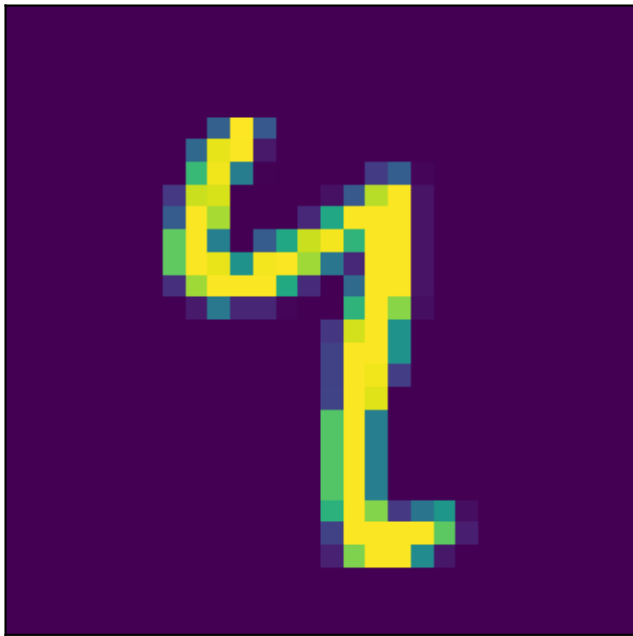
Image



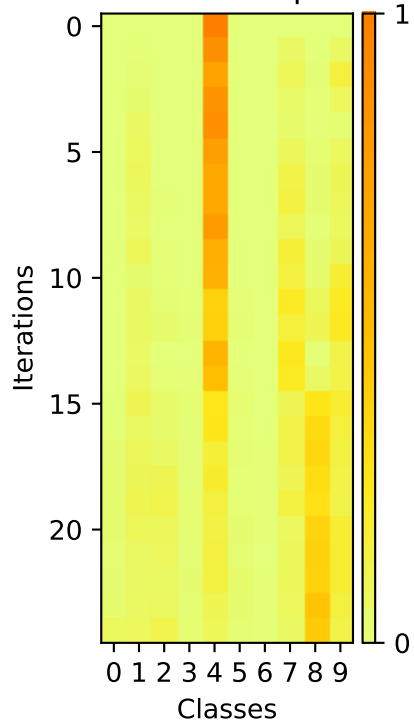
Softmax Outputs



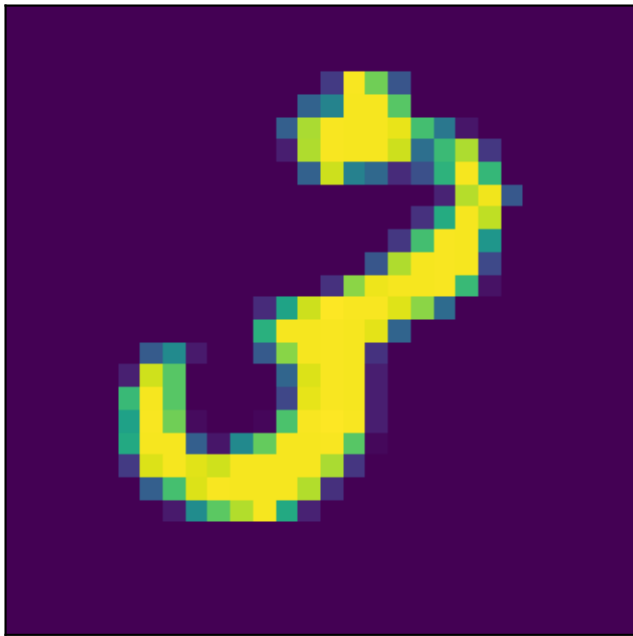
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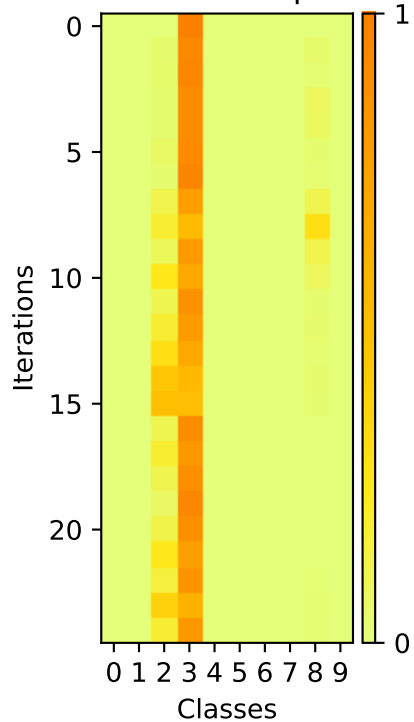
Softmax Outputs



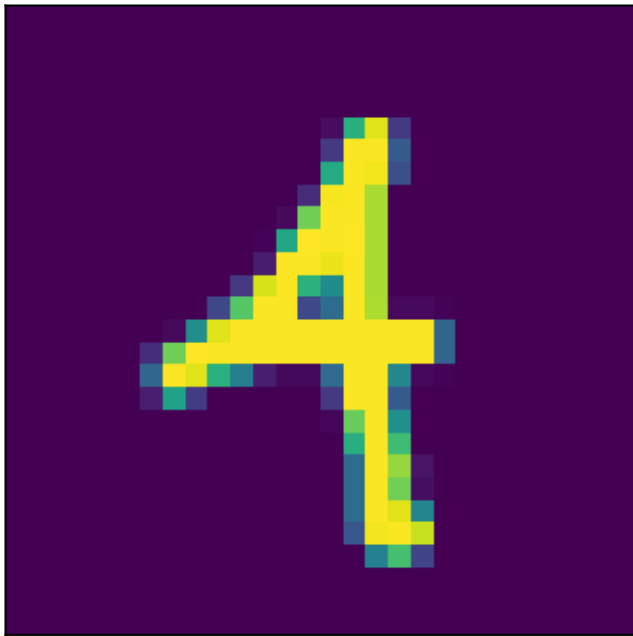
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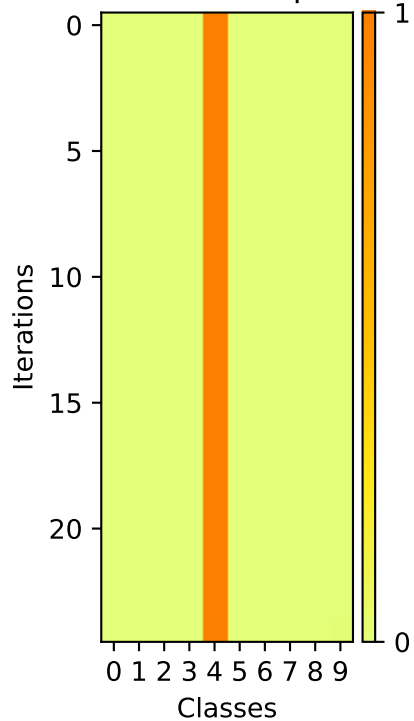
Softmax Outputs



Image

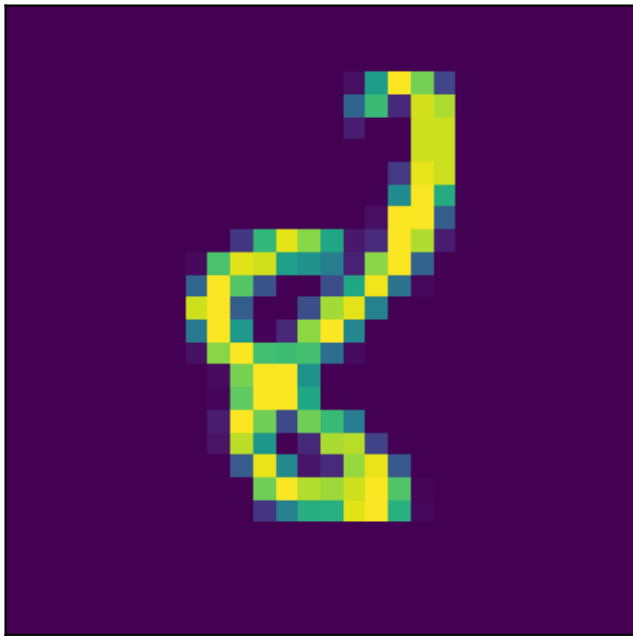


Softmax Outputs

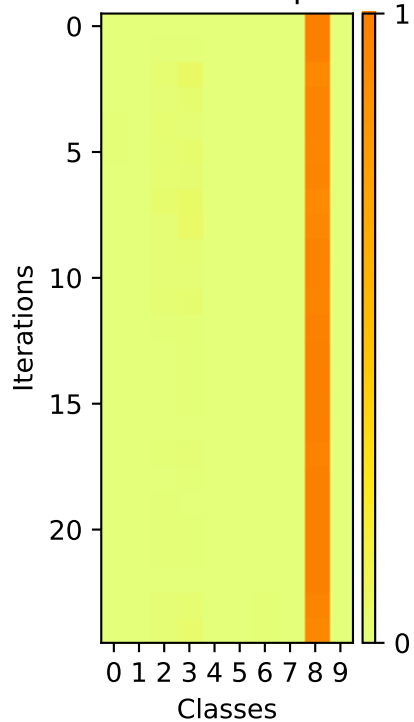


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange). The distribution shows a clear transition from Class 1 (initially 1.0) to Class 0 (initially 0.0) over the iterations.

Image



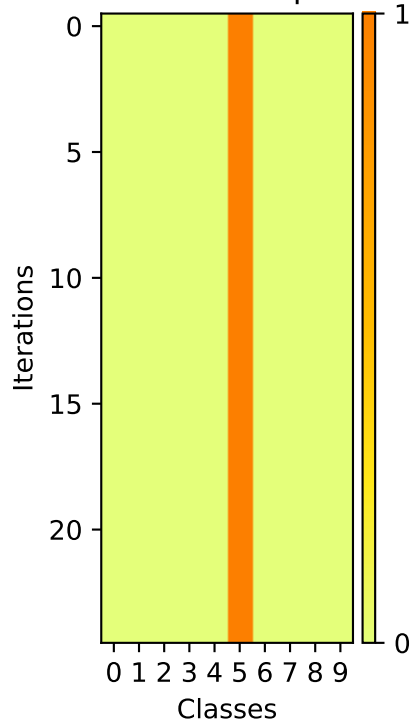
Softmax Outputs



Image



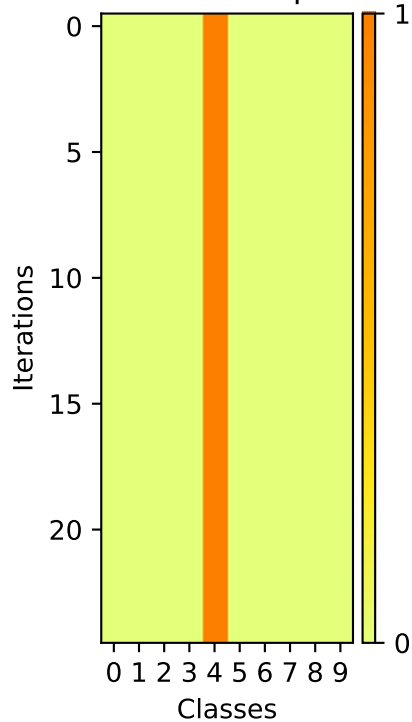
Softmax Outputs



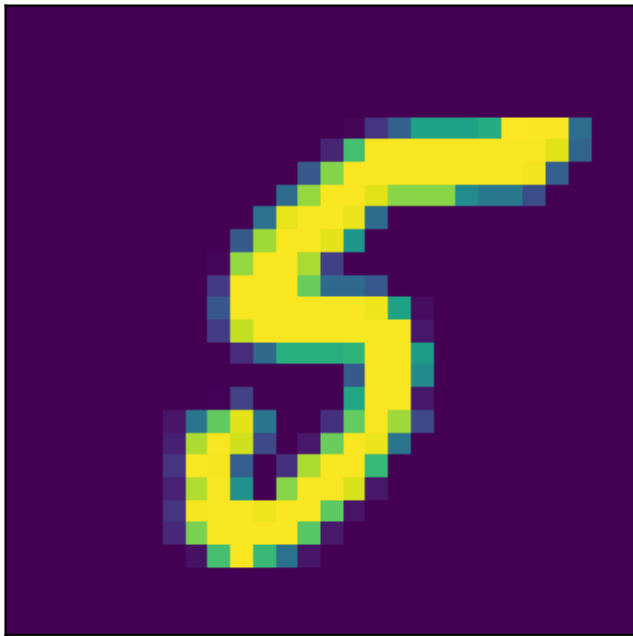
Image



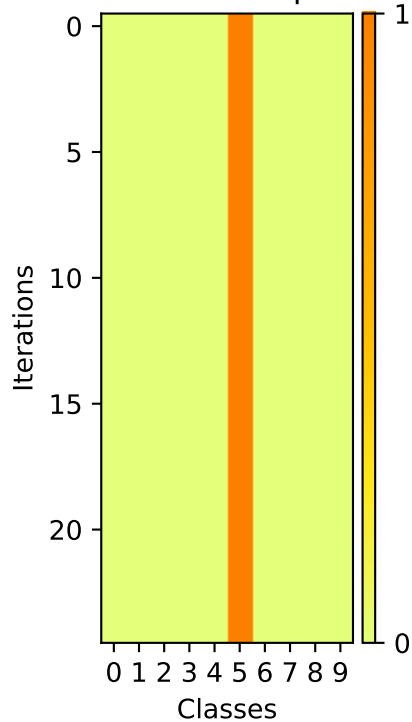
Softmax Outputs



Image



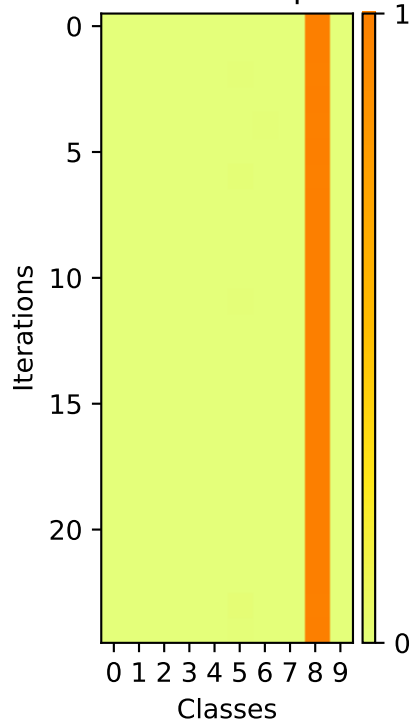
Softmax Outputs



Image



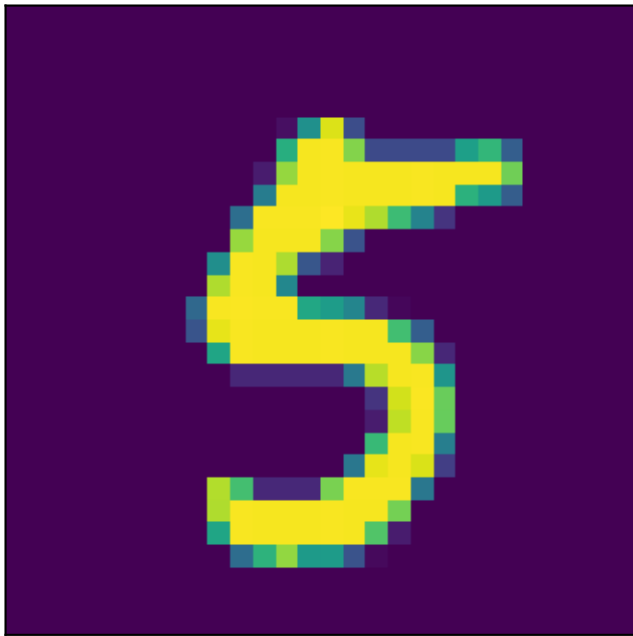
Softmax Outputs



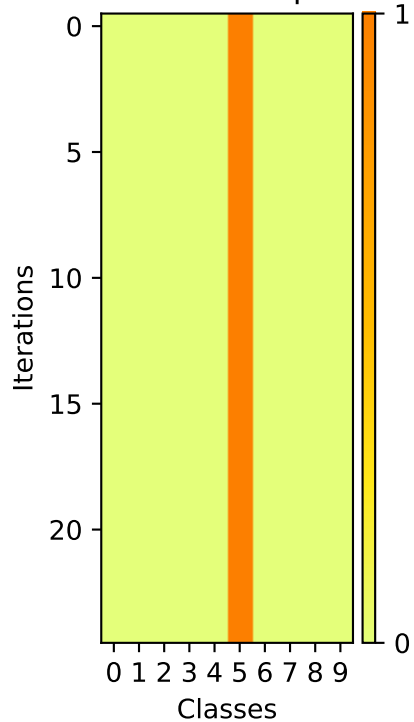
A pixelated, low-resolution image of a vertical bar. The bar is primarily yellow with a blue border on the right side. The image is composed of large, visible square pixels, giving it a blocky appearance. The background is dark blue.

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

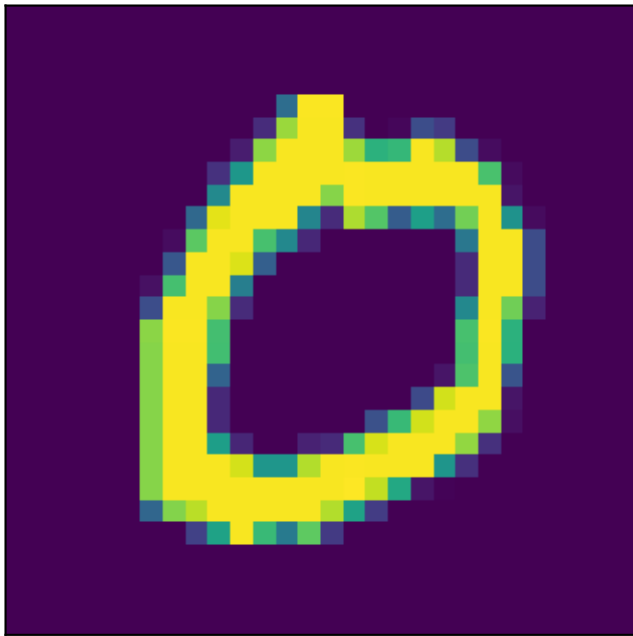
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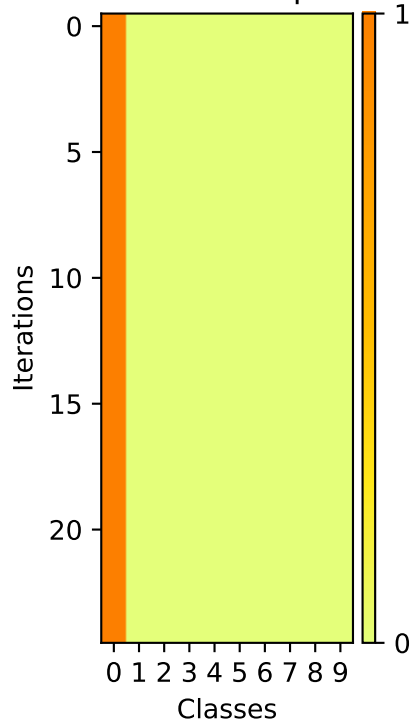
Softmax Outputs



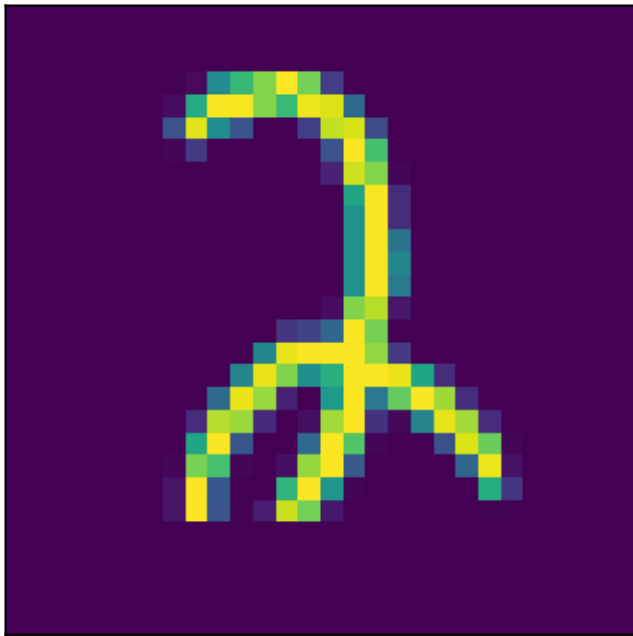
Image



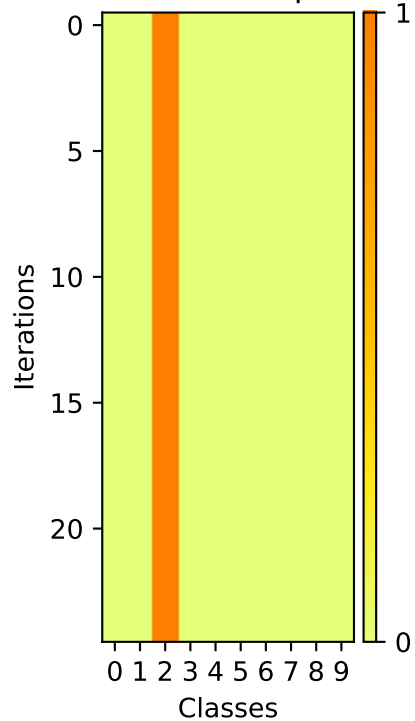
Softmax Outputs



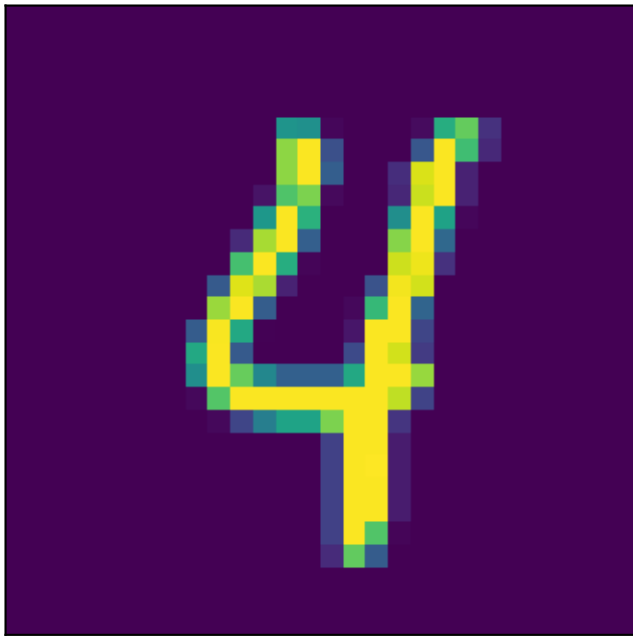
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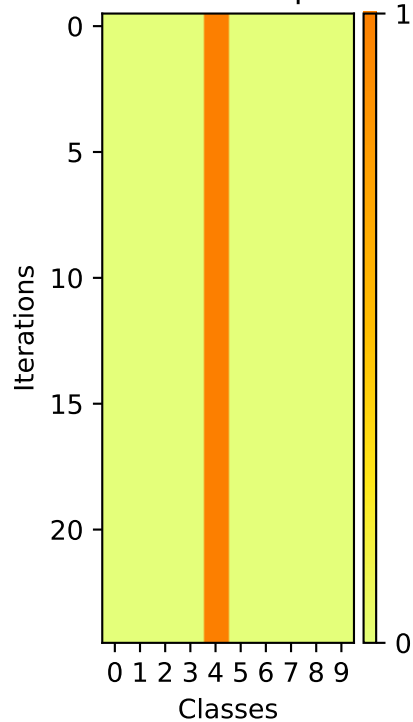
Softmax Outputs



Image



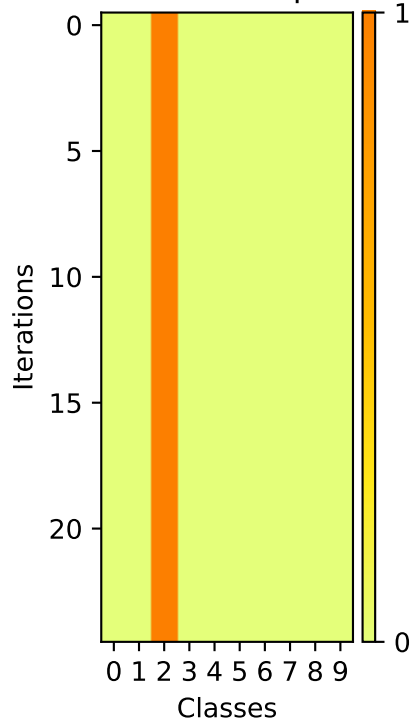
Softmax Outputs



Image



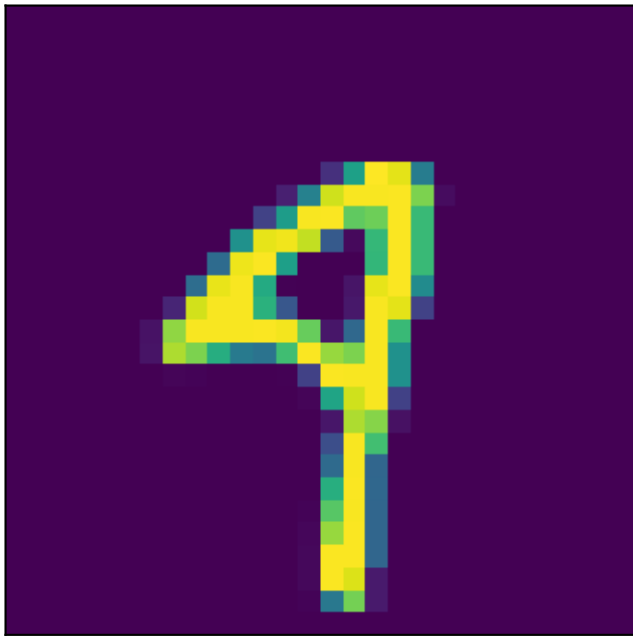
Softmax Outputs



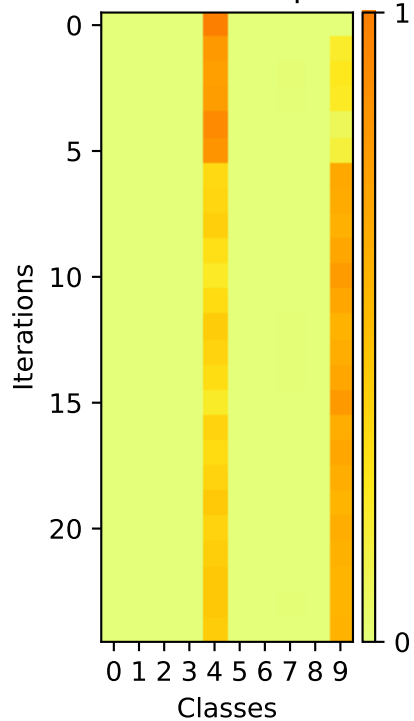
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light blue, and dark blue, creating a jagged, pixelated outline. The overall form is somewhat elongated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

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.

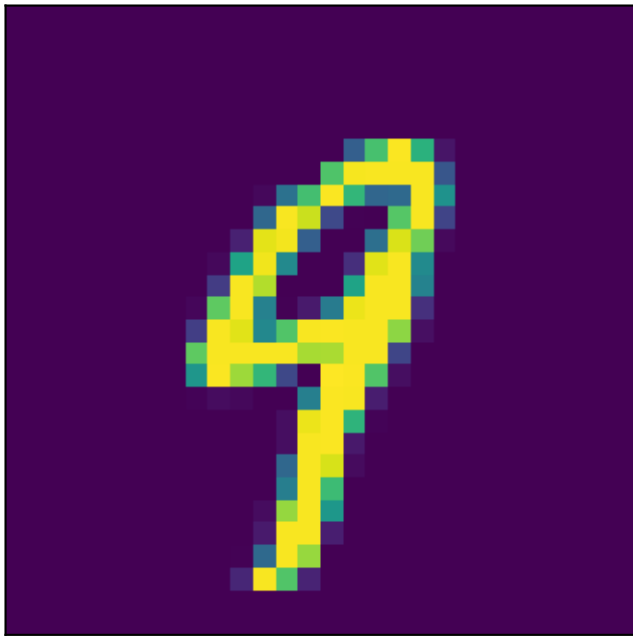
Image



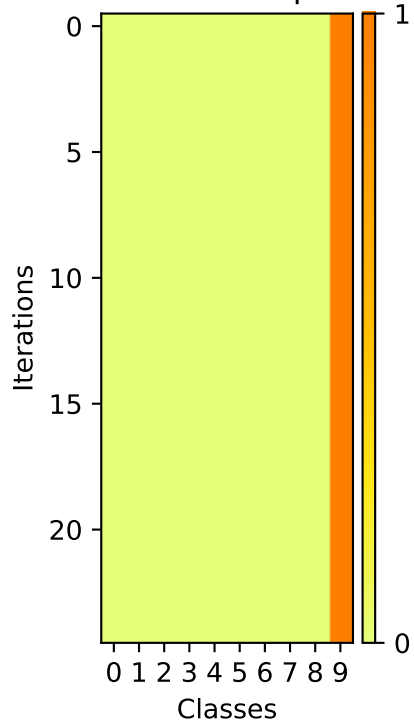
Softmax Outputs



Image



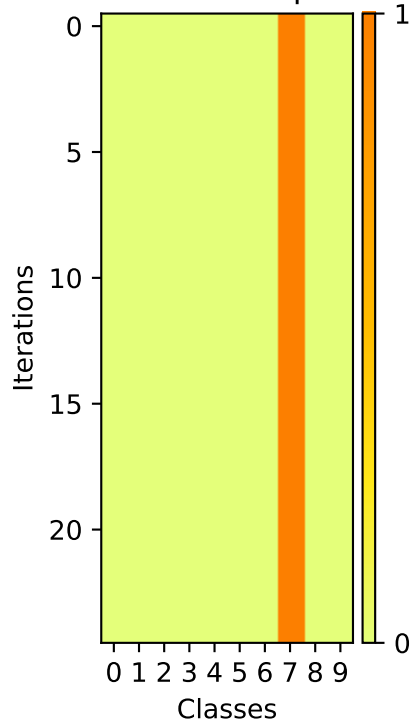
Softmax Outputs



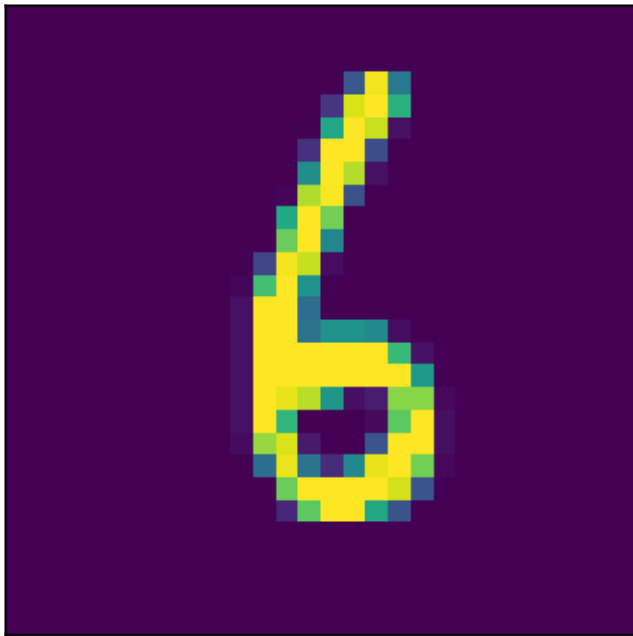
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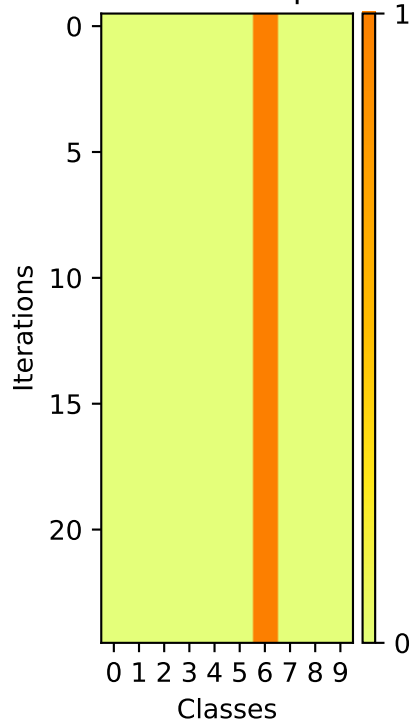
Softmax Outputs



Image

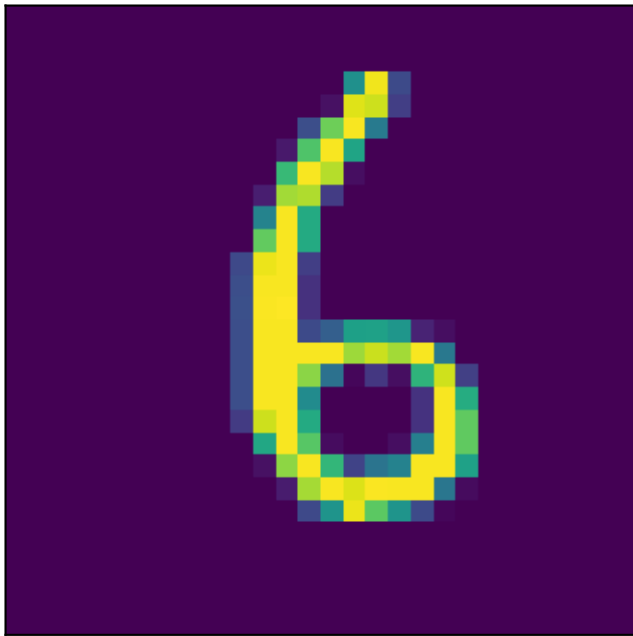


Softmax Outputs

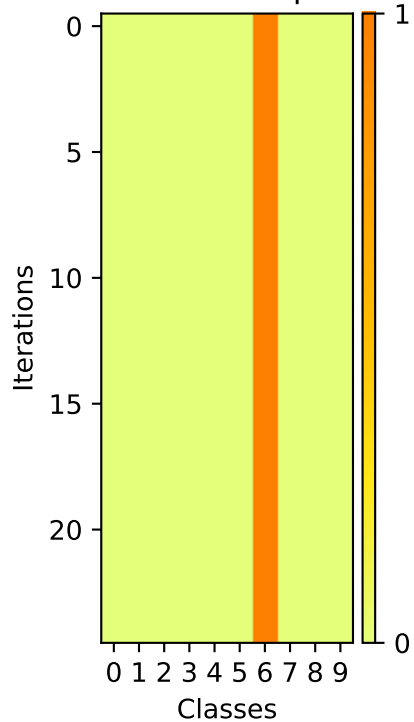


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow and others a darker yellow or greenish-yellow, giving it a slightly textured appearance. The background is a solid dark purple.

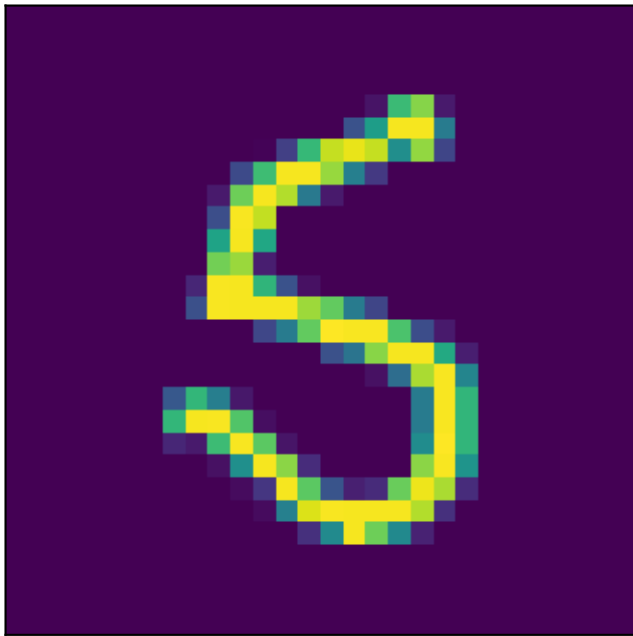
Image



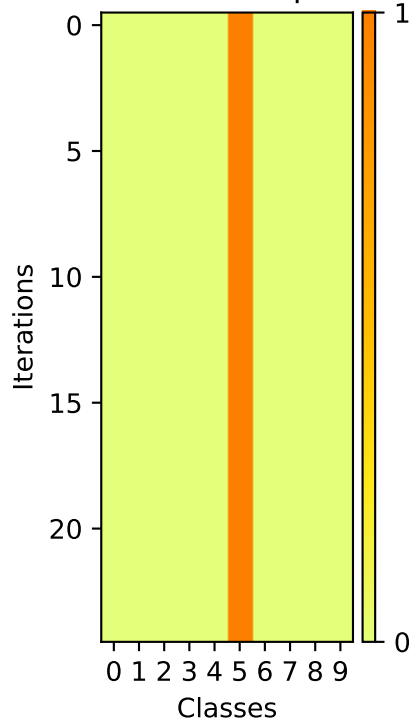
Softmax Outputs



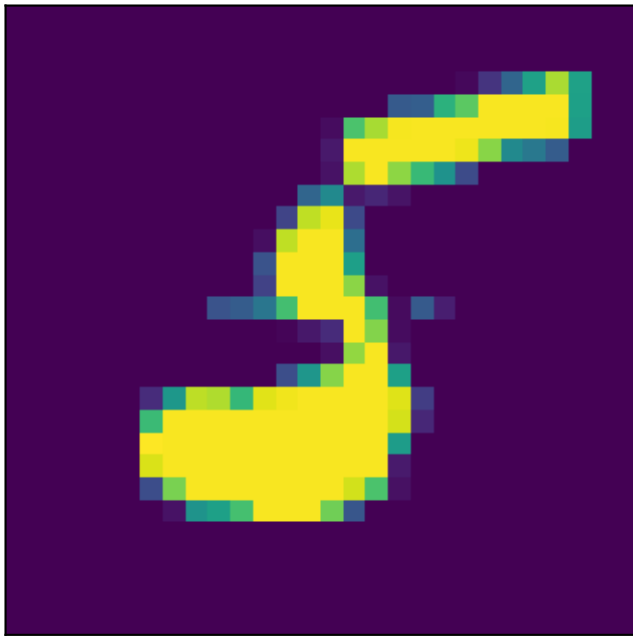
Image



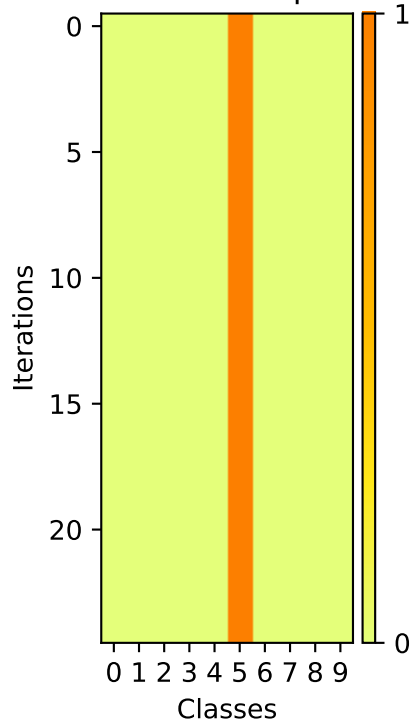
Softmax Outputs



Image



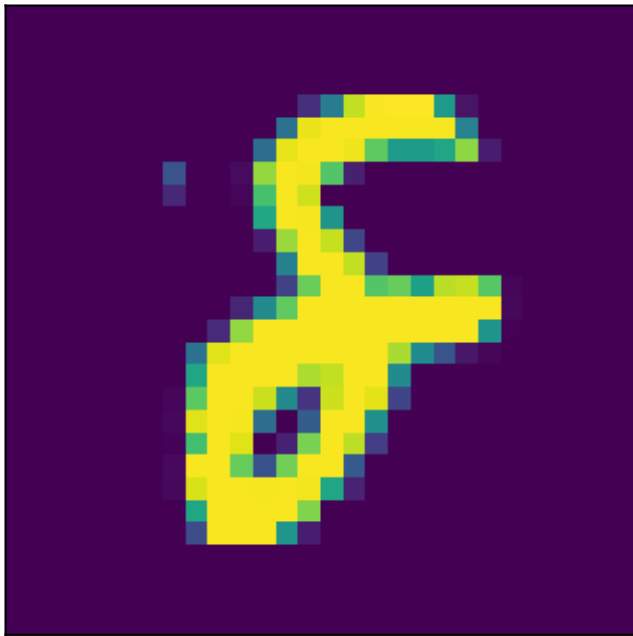
Softmax Outputs



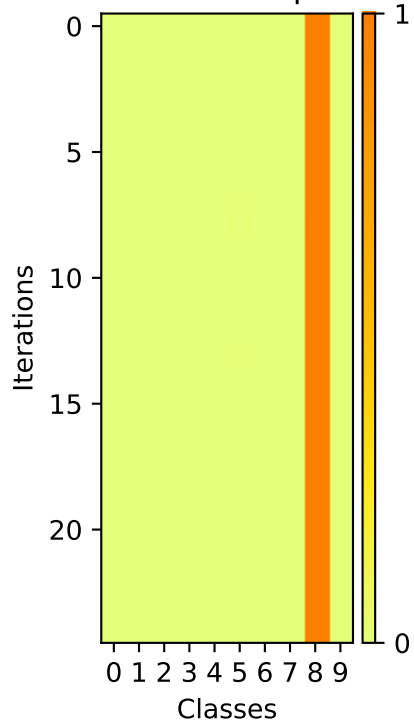
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, creating a jagged, digital appearance. The figure-eight is oriented vertically, with the loops at the top and bottom. The 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 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

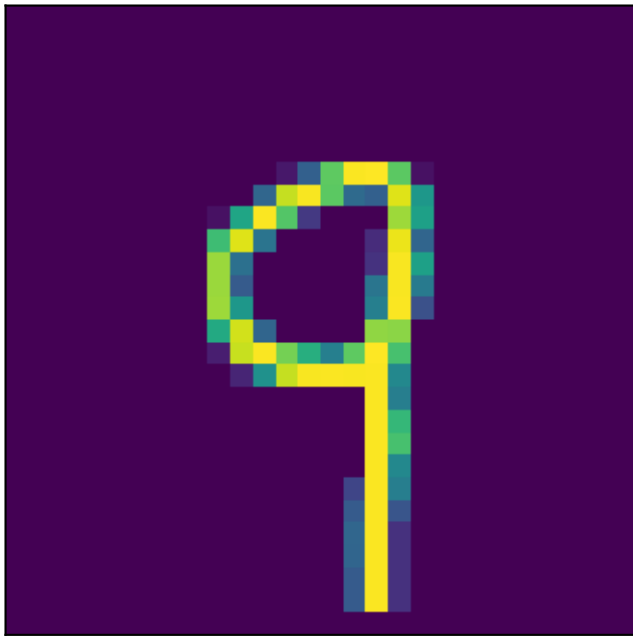
Image



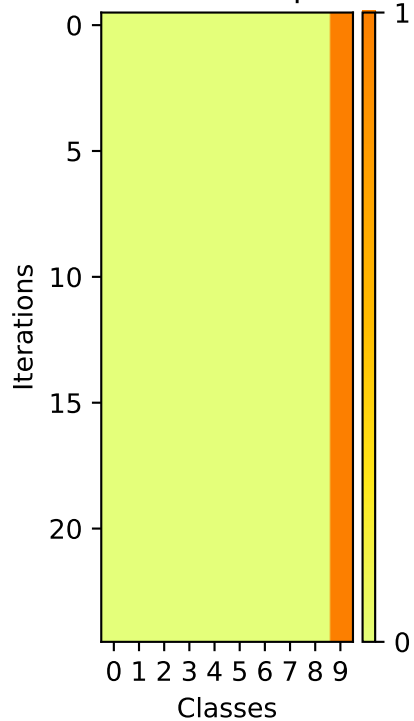
Softmax Outputs



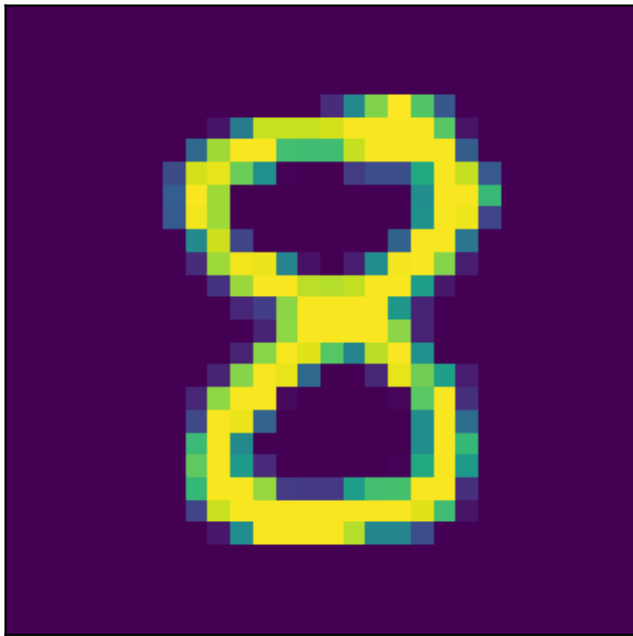
Image



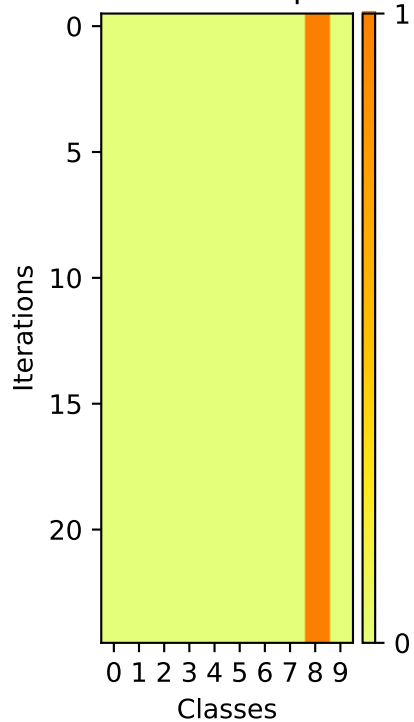
Softmax Outputs



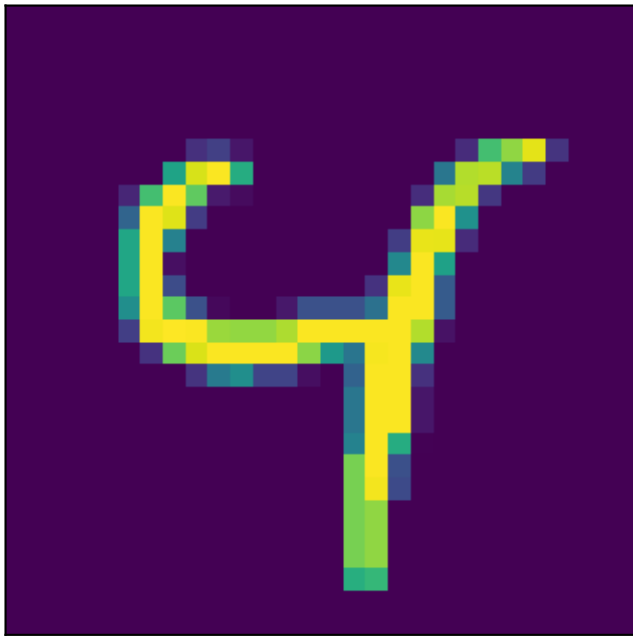
Image



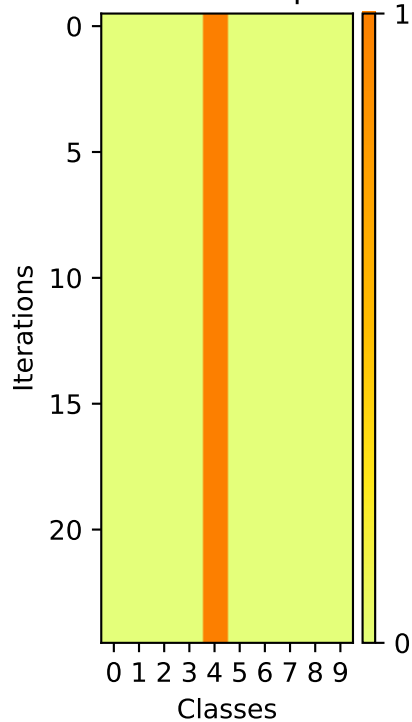
Softmax Outputs



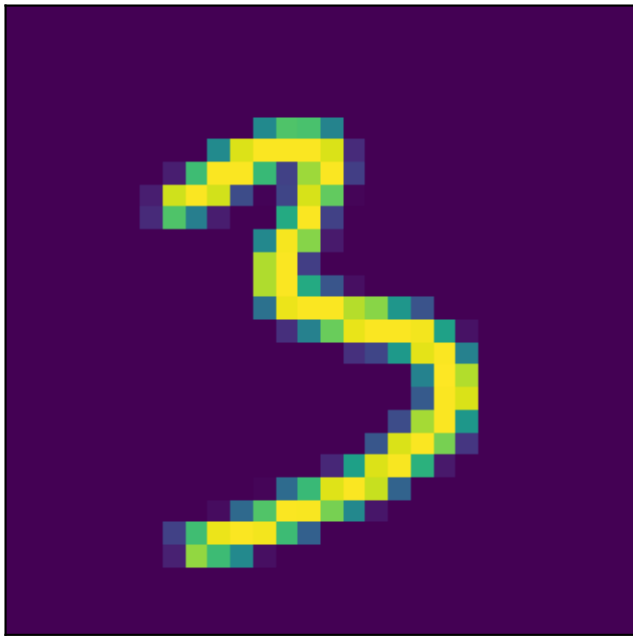
Image



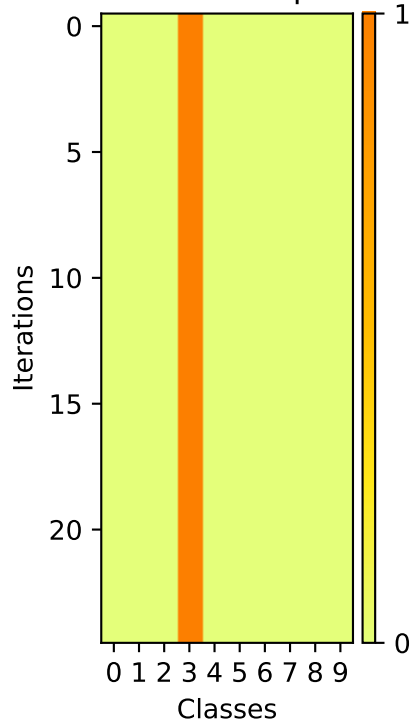
Softmax Outputs



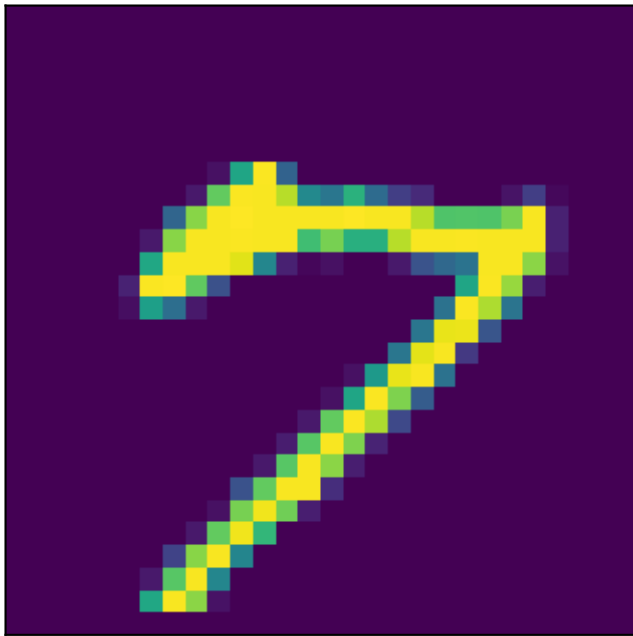
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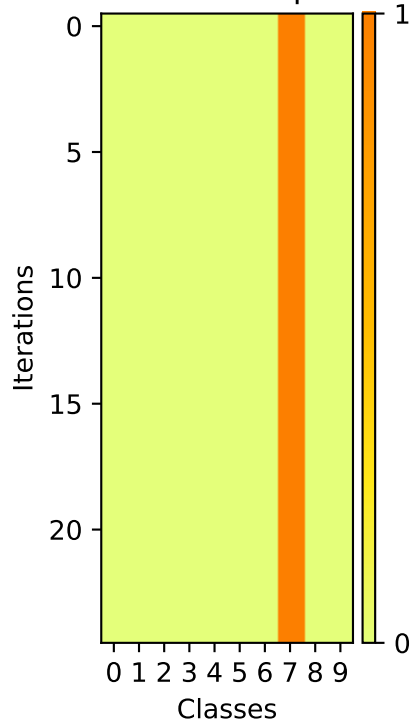
Softmax Outputs



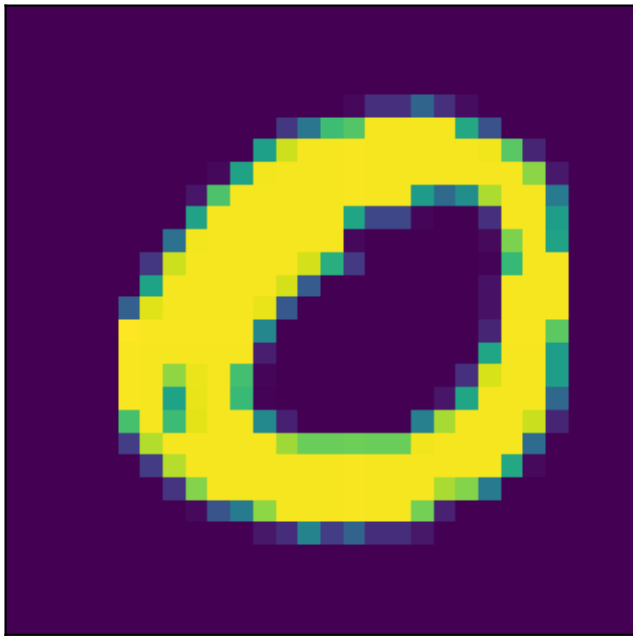
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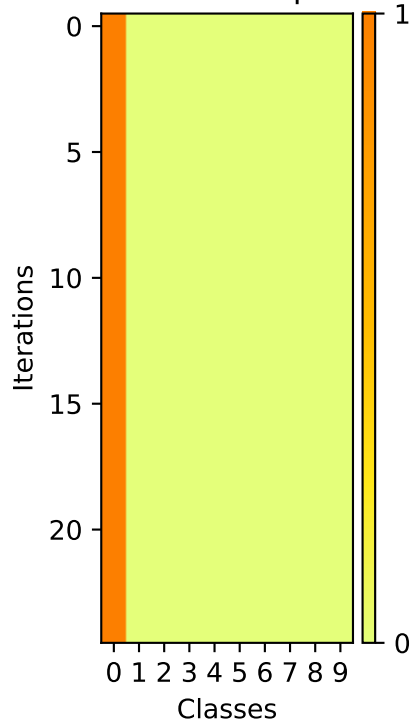
Softmax Outputs



Image



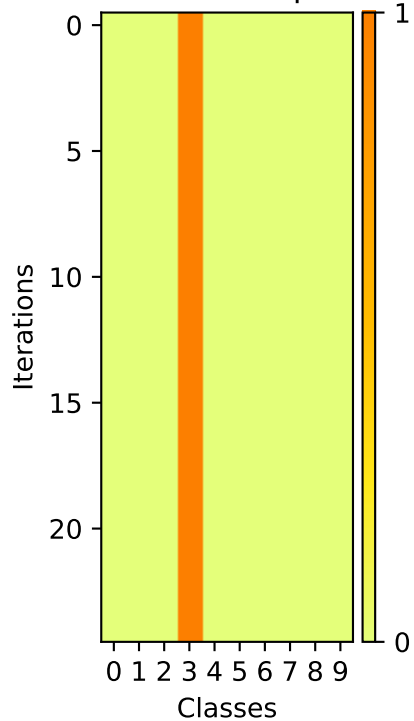
Softmax Outputs



Image



Softmax Outputs



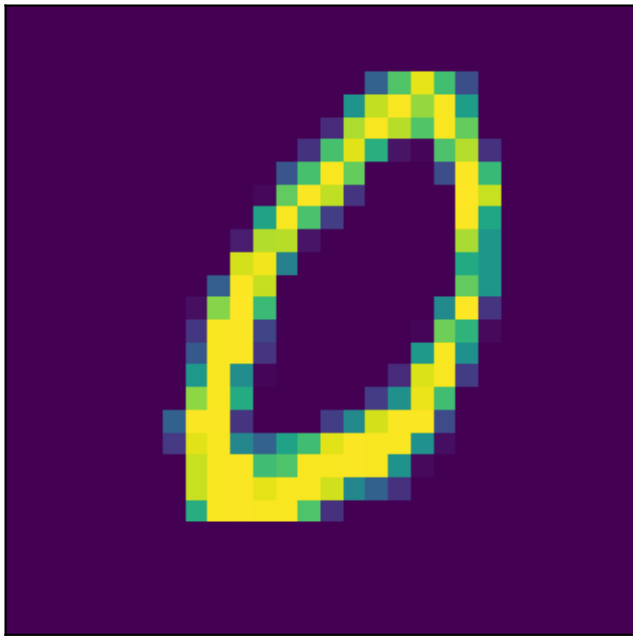
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 22) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the probability value, ranging from 0 (yellow) to 1 (orange).

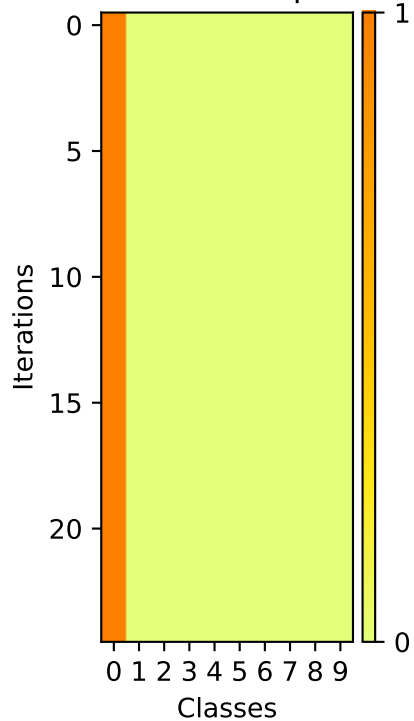
Key observations from the heatmap:

- Class 1:** Maintains a high probability (orange) throughout all iterations.
- Class 2:** Starts with a high probability (orange) but drops significantly after iteration 2, remaining near zero (yellow) for the rest of the process.
- Other Classes (0, 3-9):** Generally maintain low probabilities (yellow), with some minor fluctuations observed in the first 10 iterations.

Image



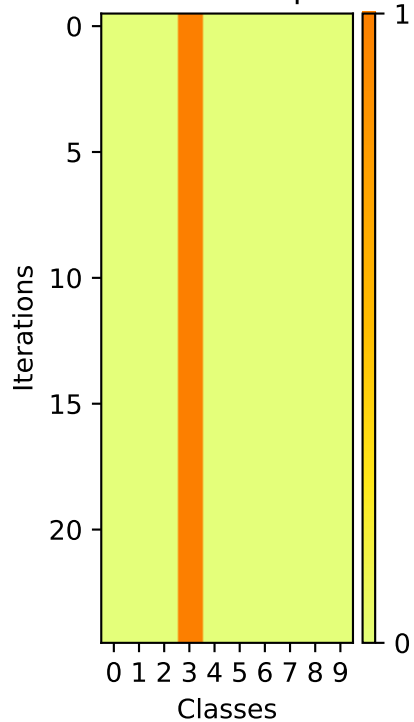
Softmax Outputs



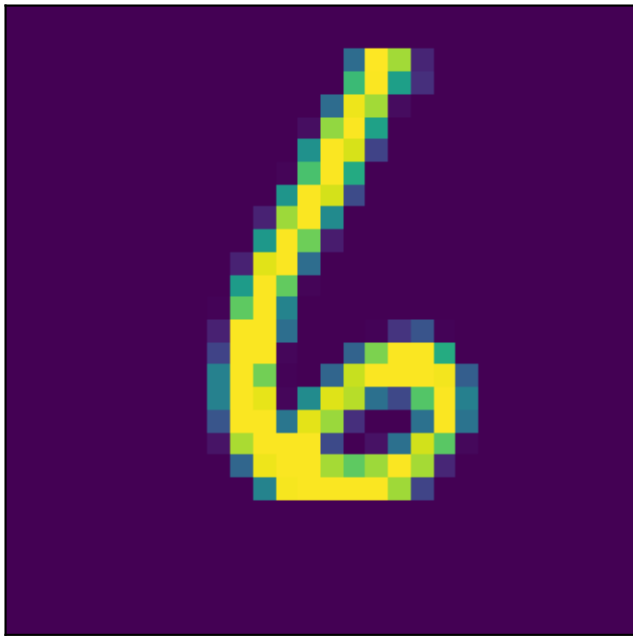
Image



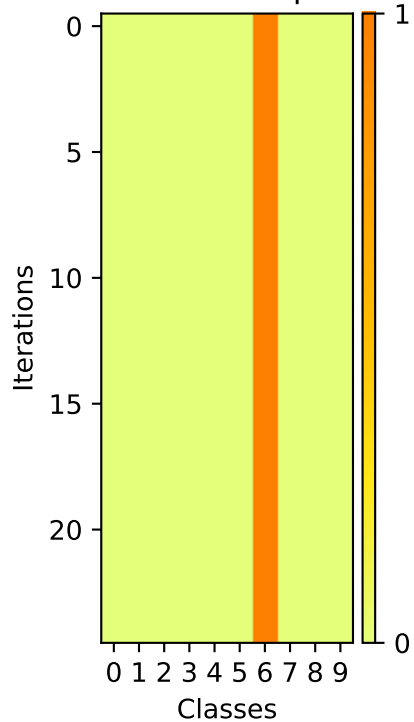
Softmax Outputs



Image



Softmax Outputs

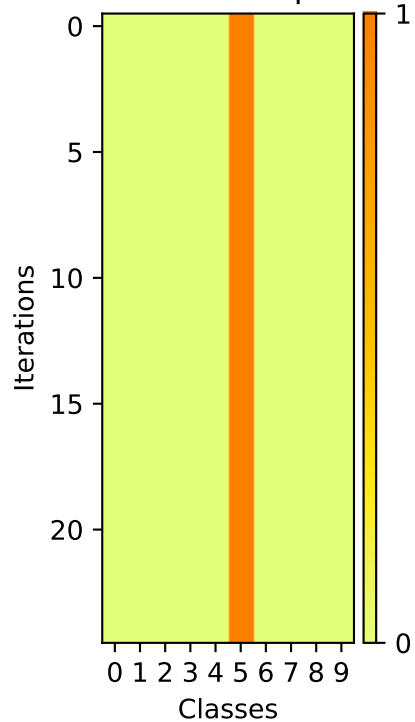


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall form is somewhat irregular, with a horizontal base and a curved, upward-pointing top. The background is a solid, dark purple color.

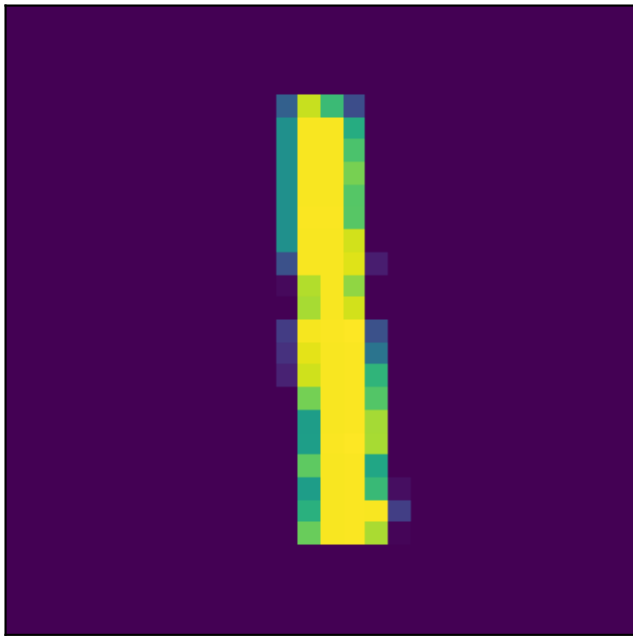
Image



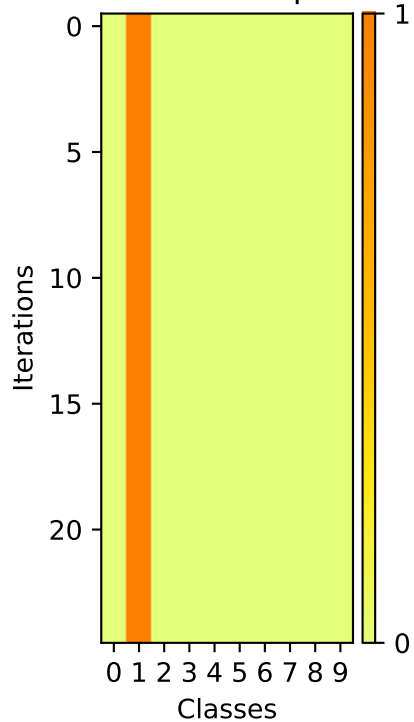
Softmax Outputs



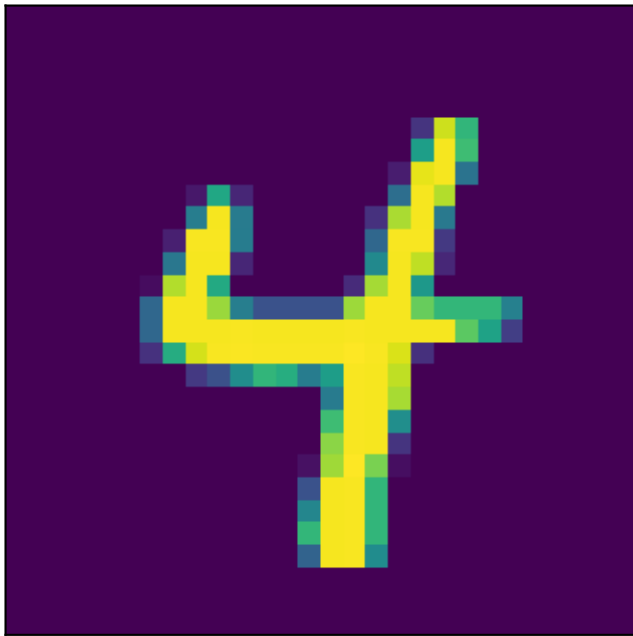
Image



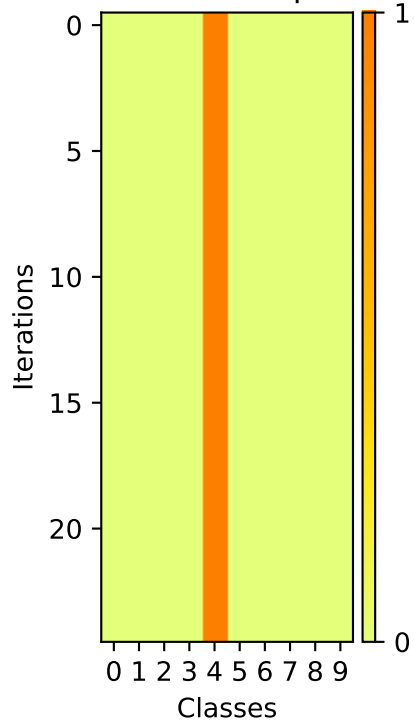
Softmax Outputs



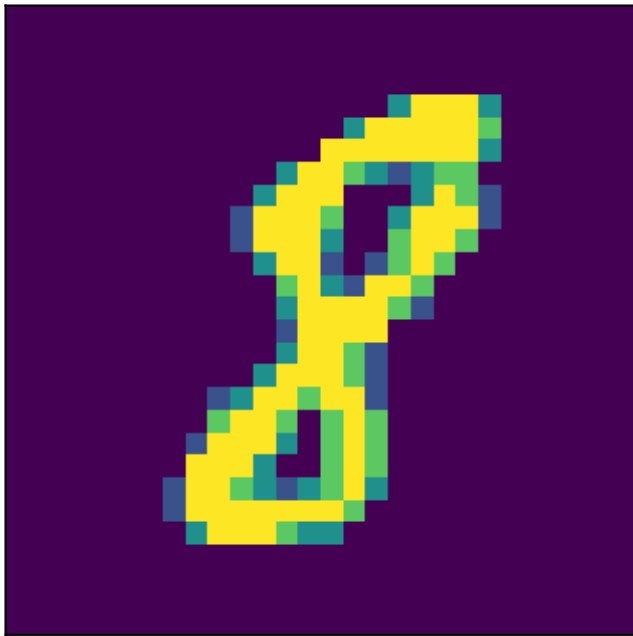
Image



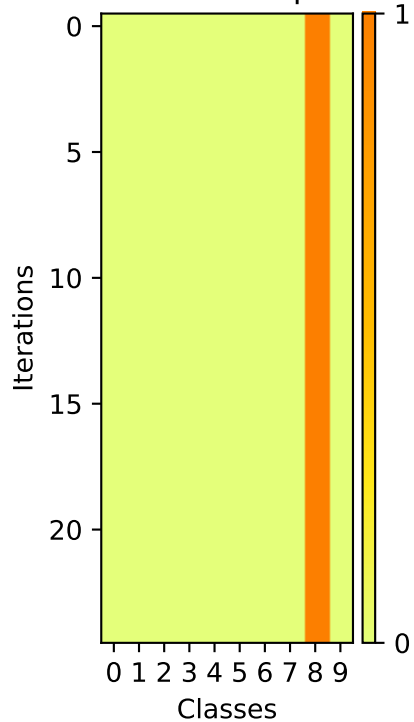
Softmax Outputs



Image



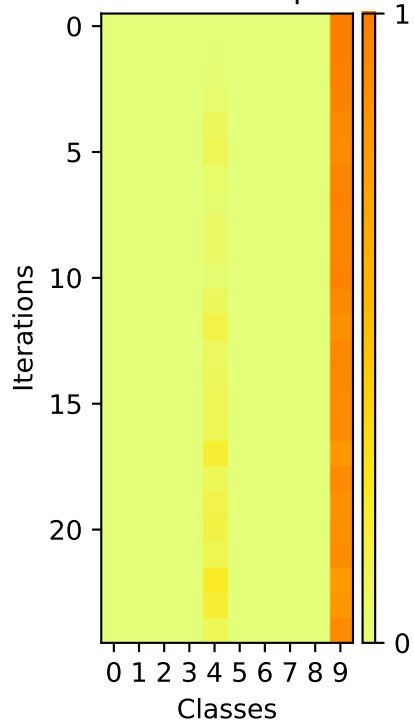
Softmax Outputs



Image



Softmax Outputs



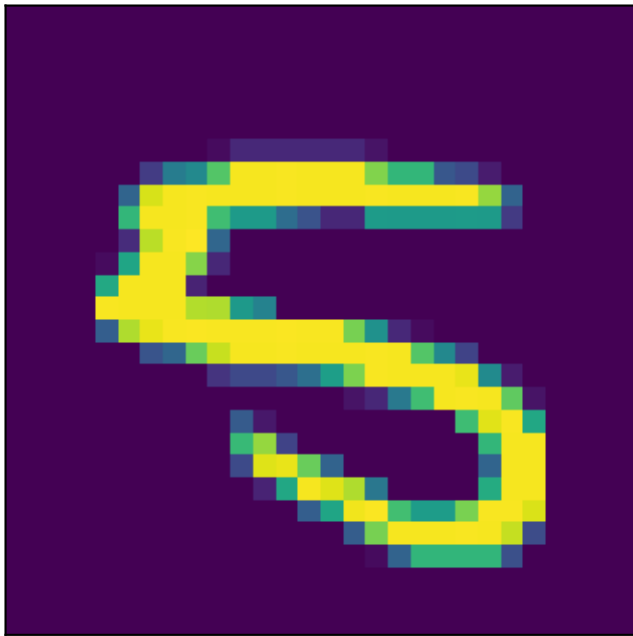
A pixelated yellow number 8 on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a glowing or pixelated appearance. The background is a solid dark purple.

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

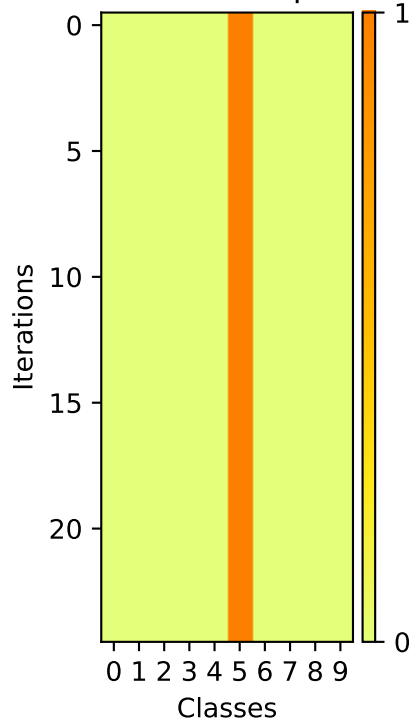
A pixelated yellow number 2 on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance.

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

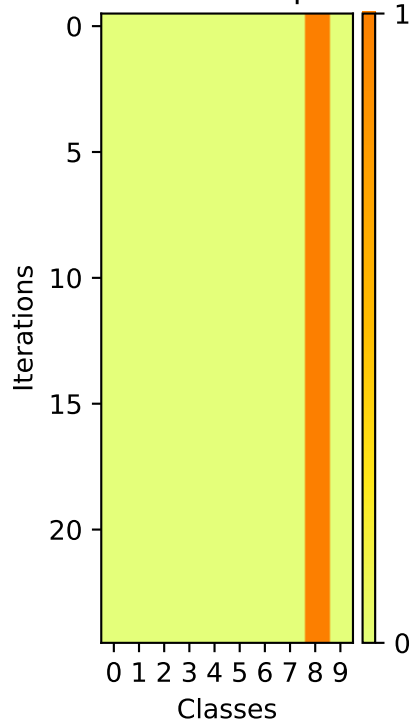


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). The distribution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

Image

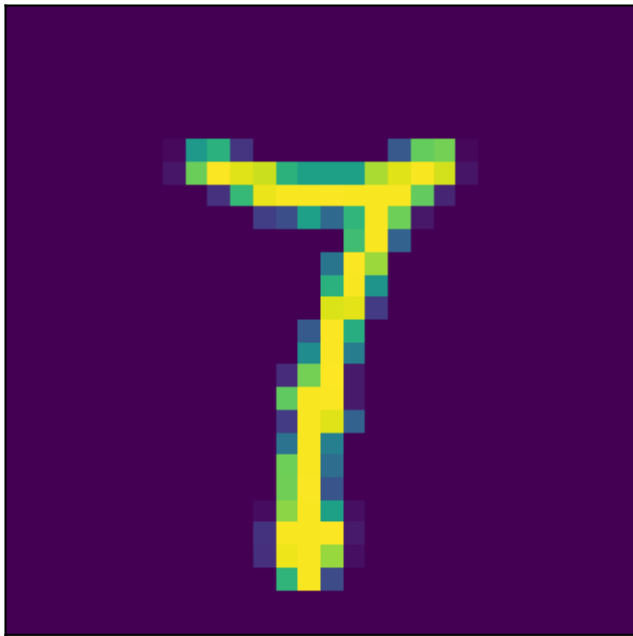


Softmax Outputs

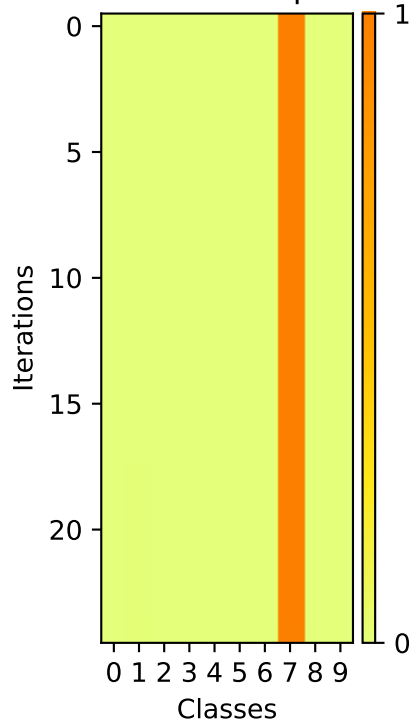


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class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

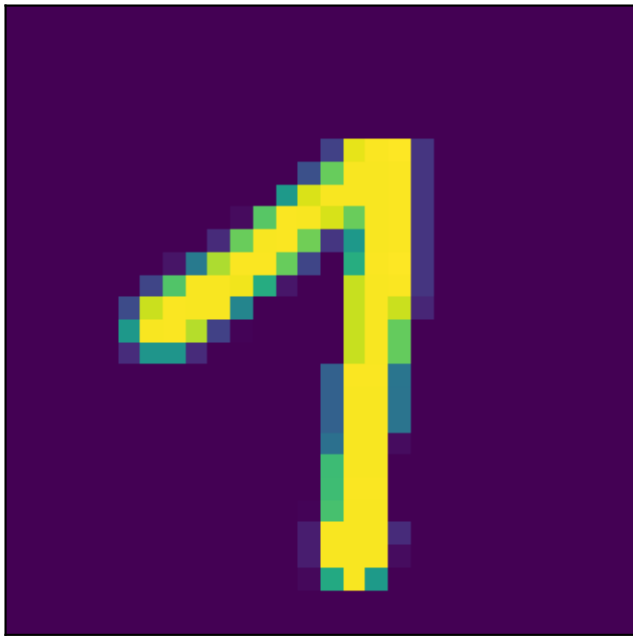
Image



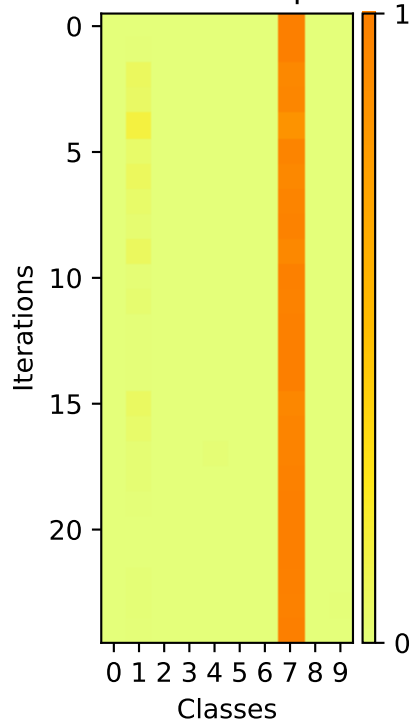
Softmax Outputs



Image



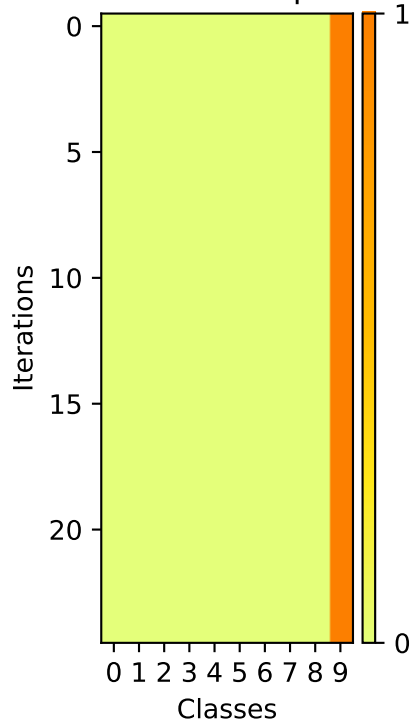
Softmax Outputs



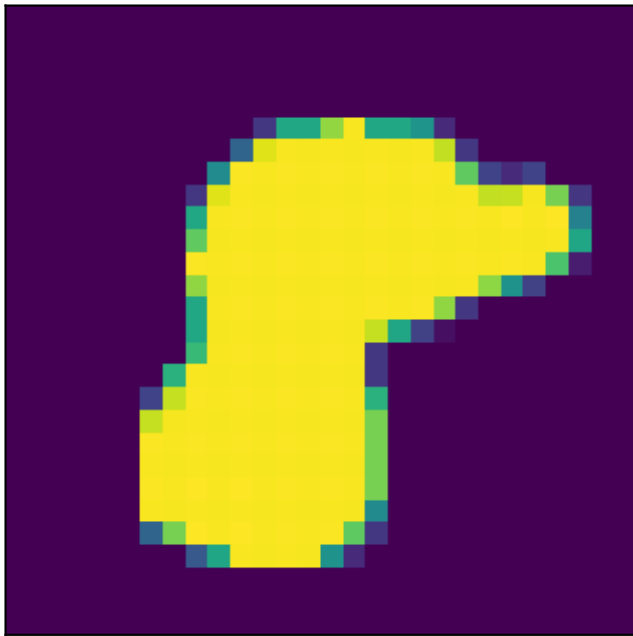
Image



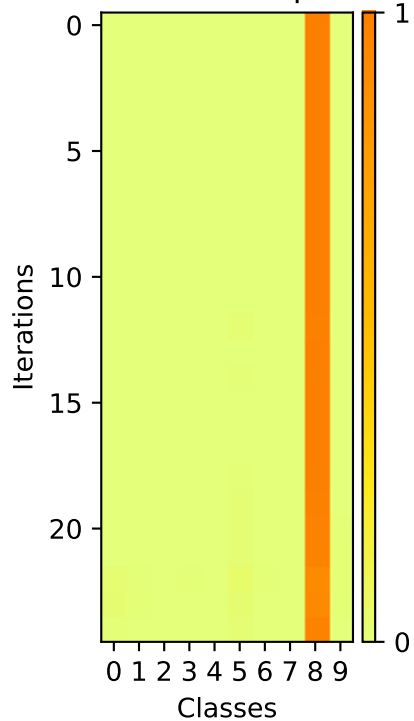
Softmax Outputs



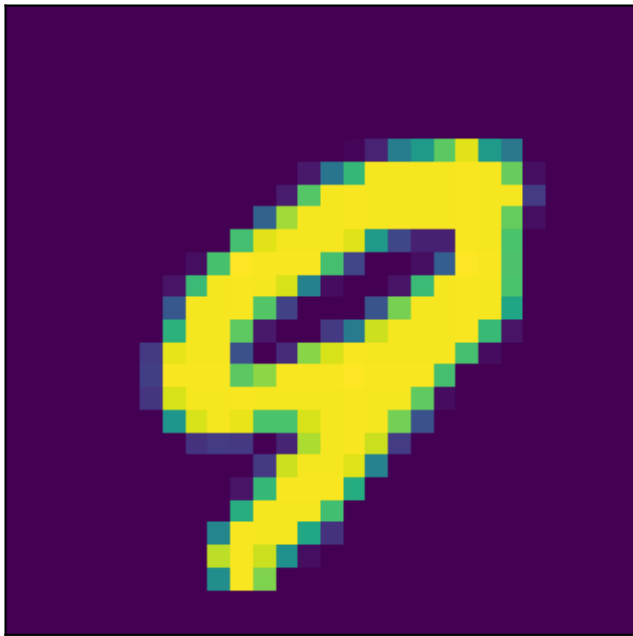
Image



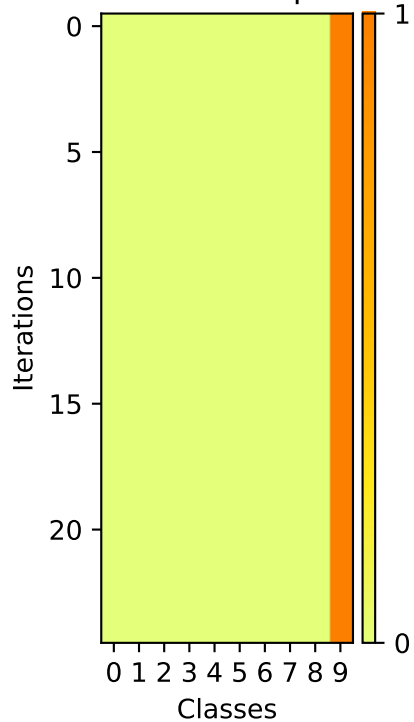
Softmax Outputs



Image



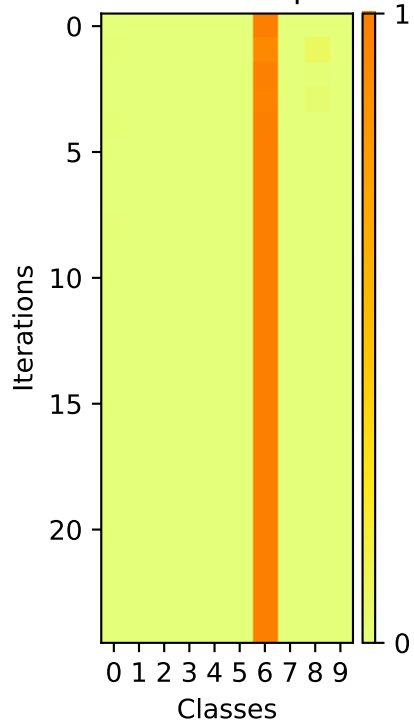
Softmax Outputs



Image



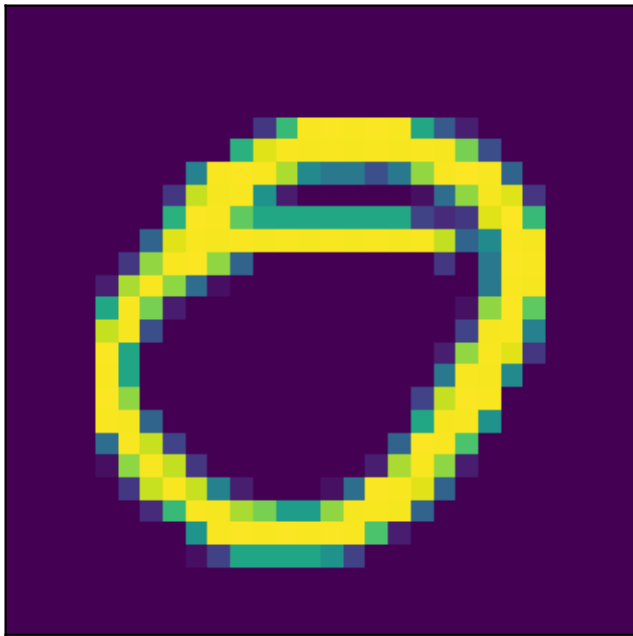
Softmax Outputs



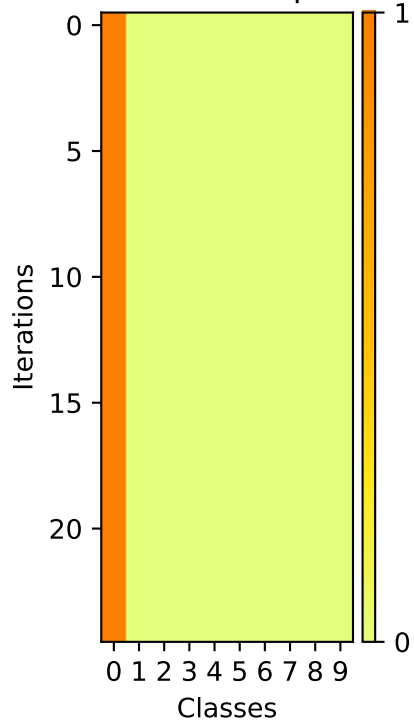
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in yellow, blue, and green, forming a jagged, irregular outline. The overall appearance is reminiscent of a low-quality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

The heatmap visualizes the probability distribution across 10 classes over 25 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 25). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 maintains a high probability (dark orange) throughout all iterations. Other classes show a gradual increase in probability over time, with Class 9 reaching a high probability by iteration 25.

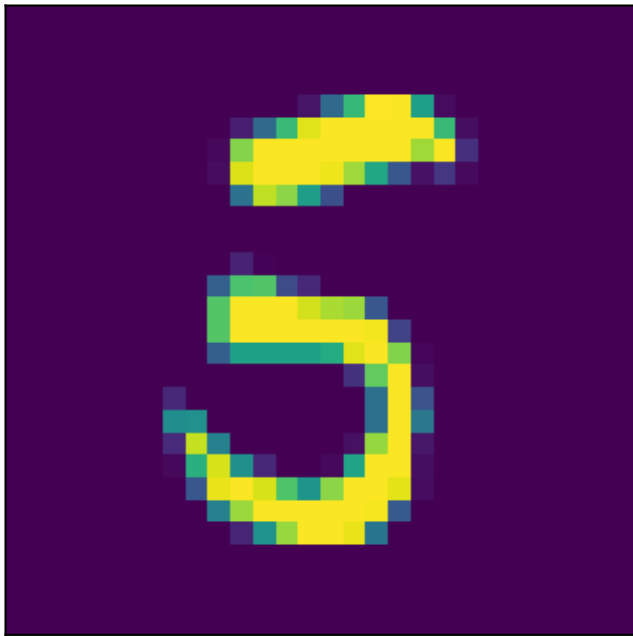
Image



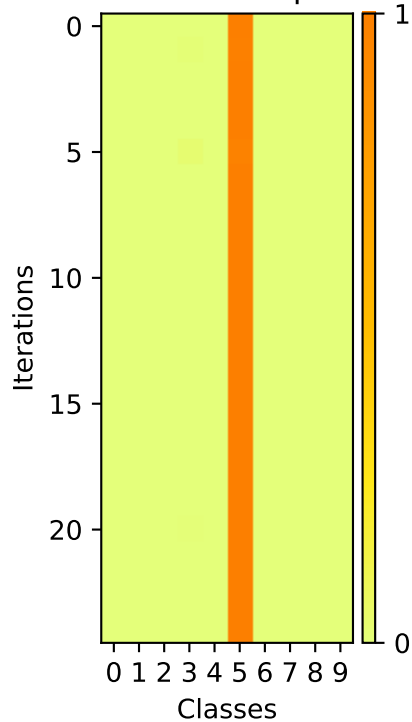
Softmax Outputs



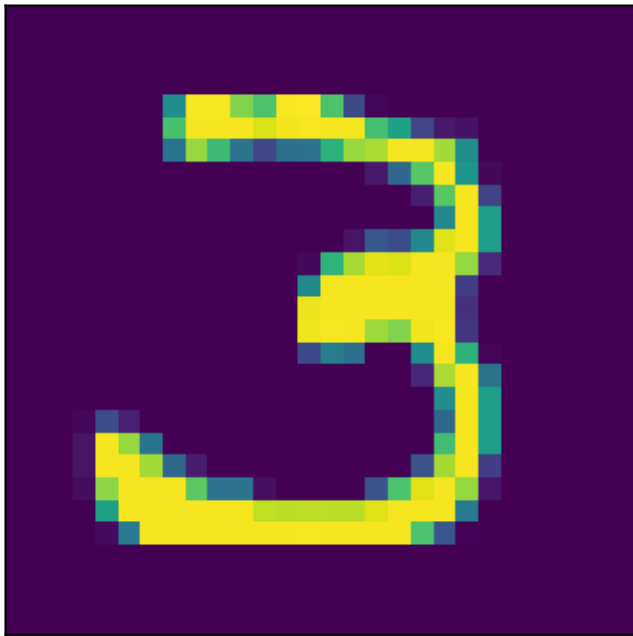
Image



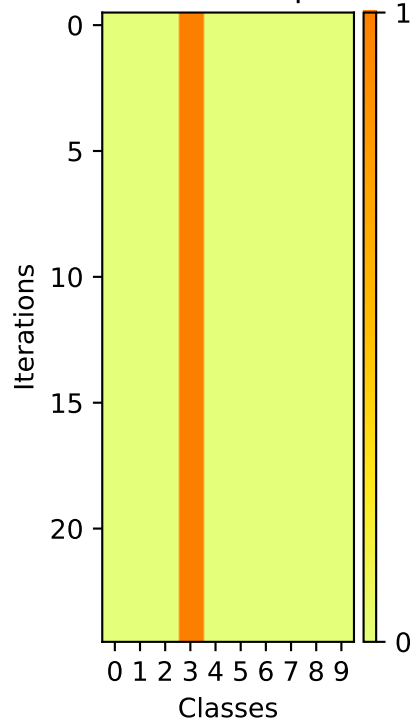
Softmax Outputs



Image



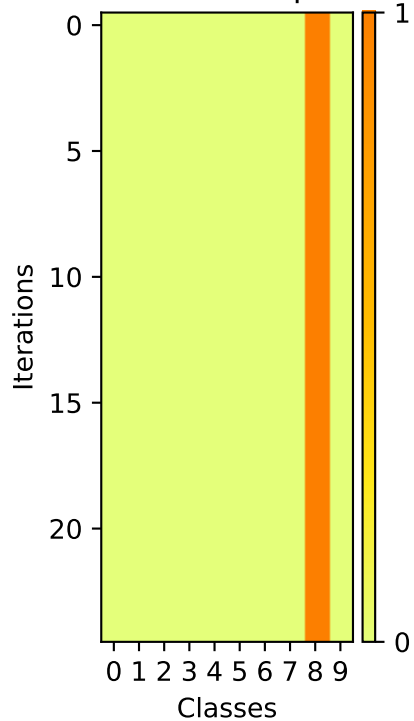
Softmax Outputs



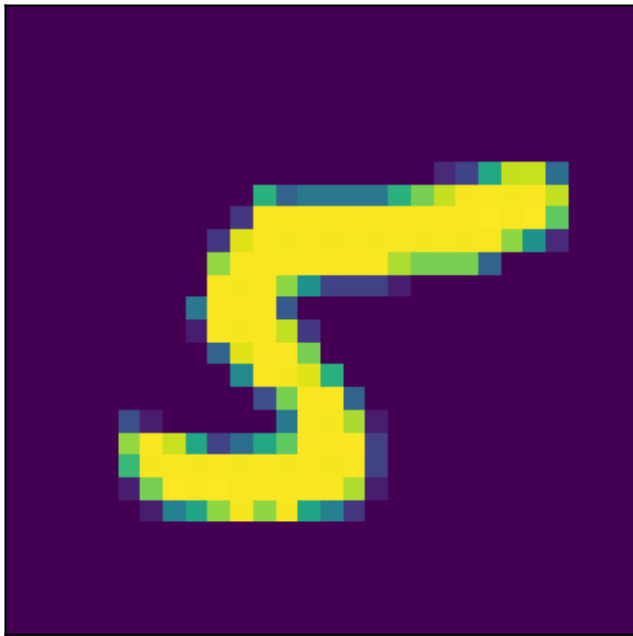
Image



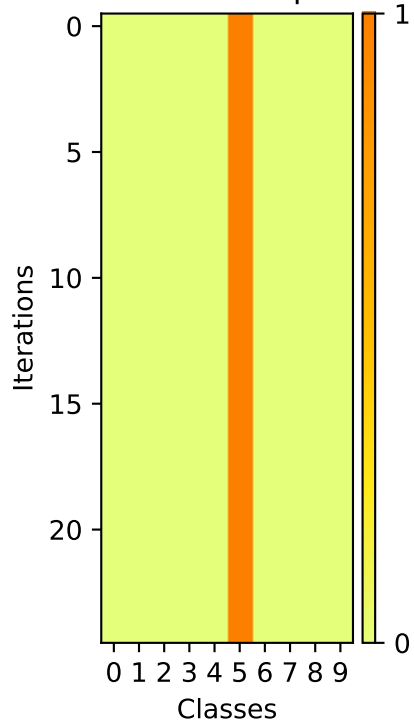
Softmax Outputs



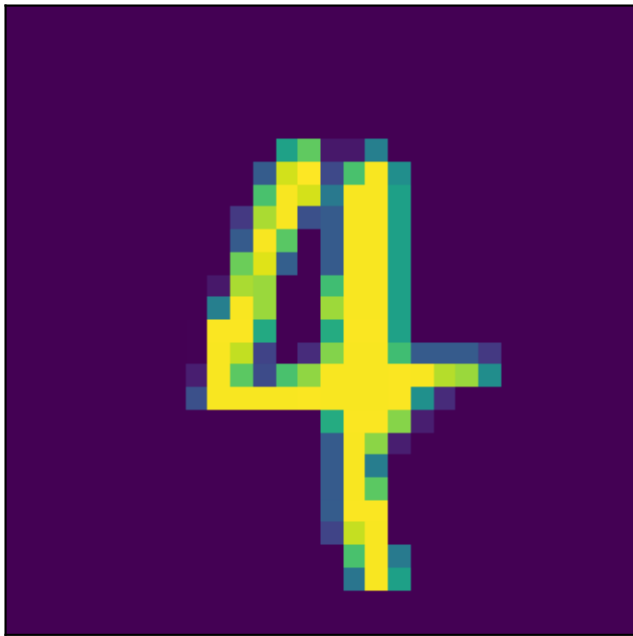
Image



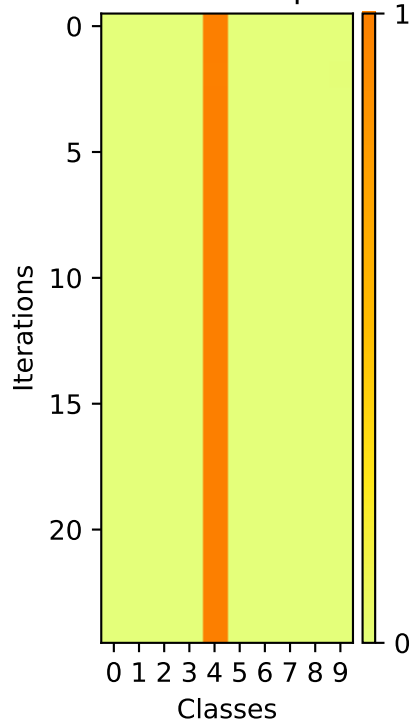
Softmax Outputs



Image

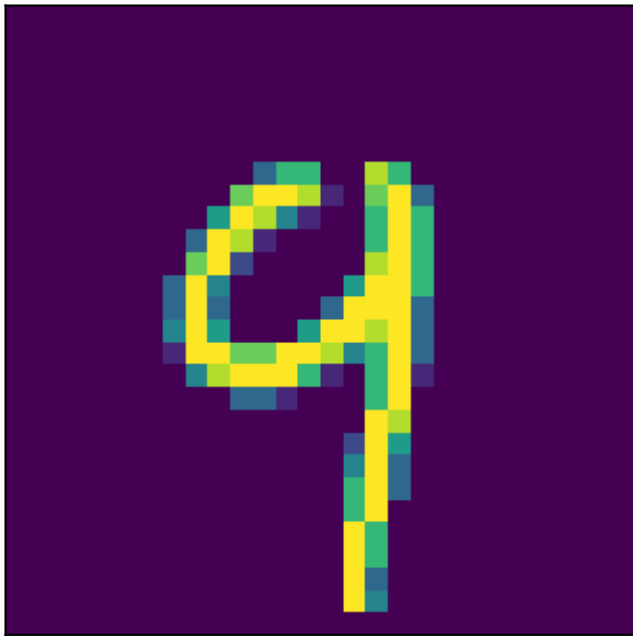


Softmax Outputs

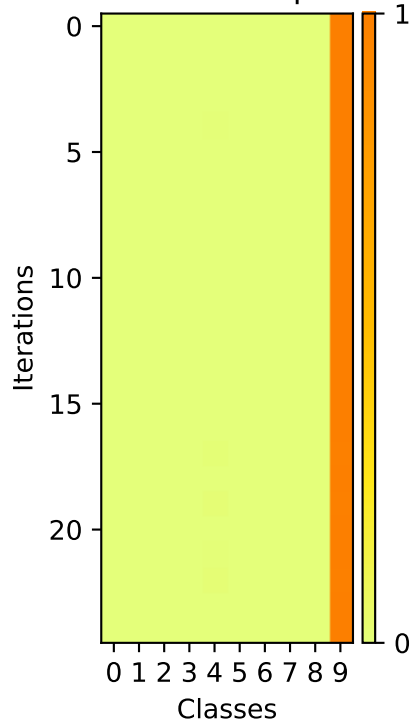


A 10x10 grid of colored squares forming a stylized number 1. The grid is 10 columns wide and 10 rows high. The number 1 is formed by yellow and light green squares, with a vertical stroke and a horizontal base. The background is dark purple.

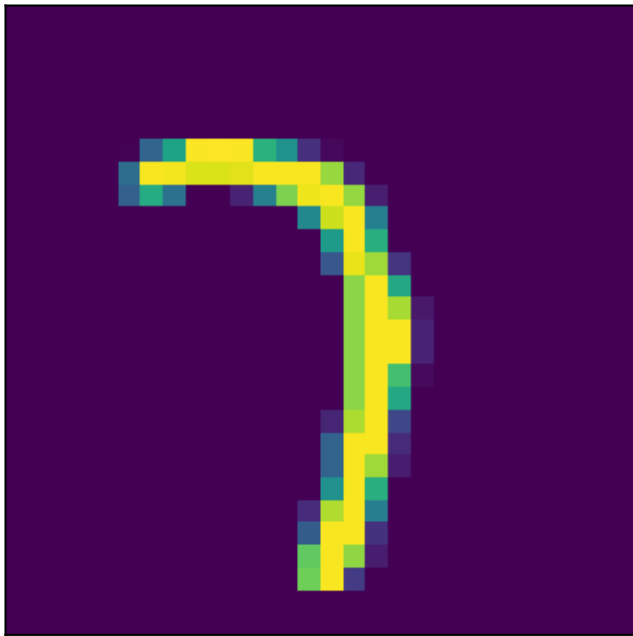
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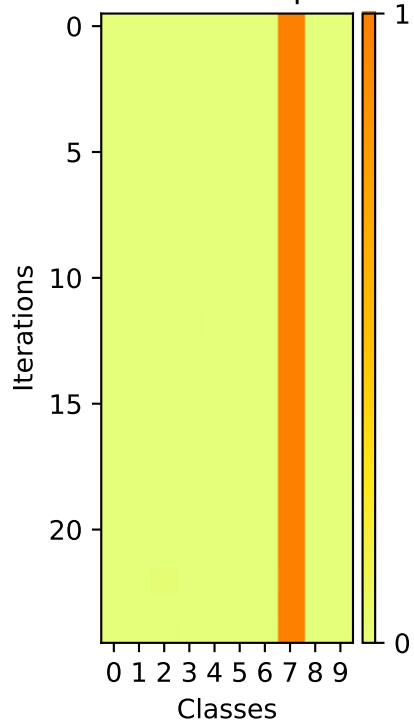
Softmax Outputs



Image



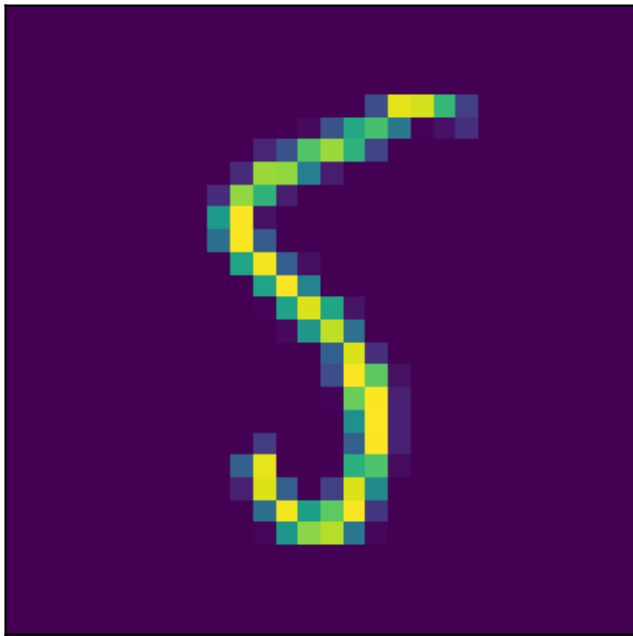
Softmax Outputs



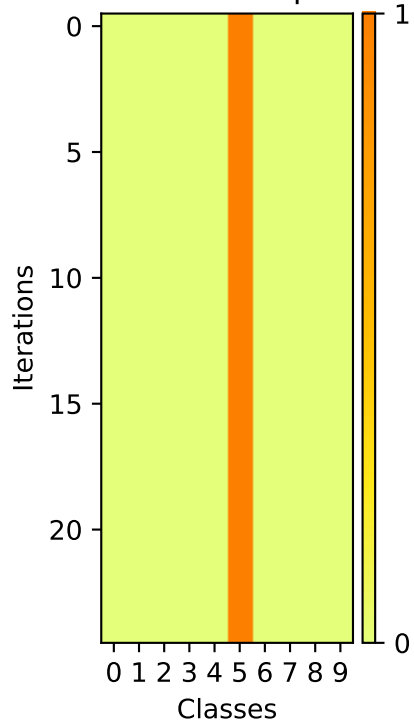
A pixelated, low-resolution image of a yellow and green number '5' on a dark purple background. The number is composed of small squares in shades of yellow, light green, and teal, giving it a blocky, digital appearance. The background is a solid, dark purple. The overall style is reminiscent of early computer graphics or a low-quality scan of a printed digit.

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 ranges 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



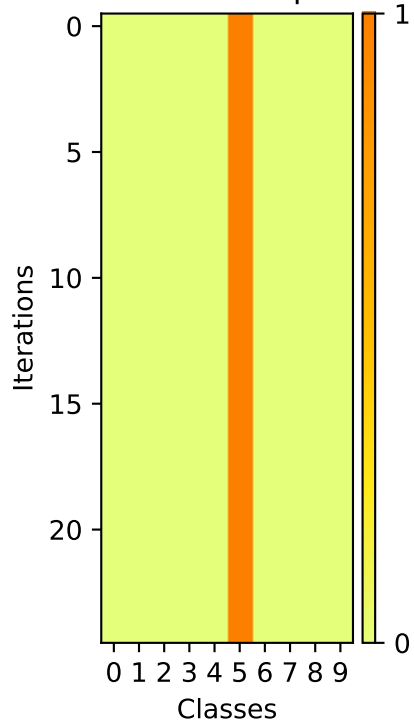
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The figure-eight is oriented vertically, with the loops at the top and bottom. The background is a solid dark purple.

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

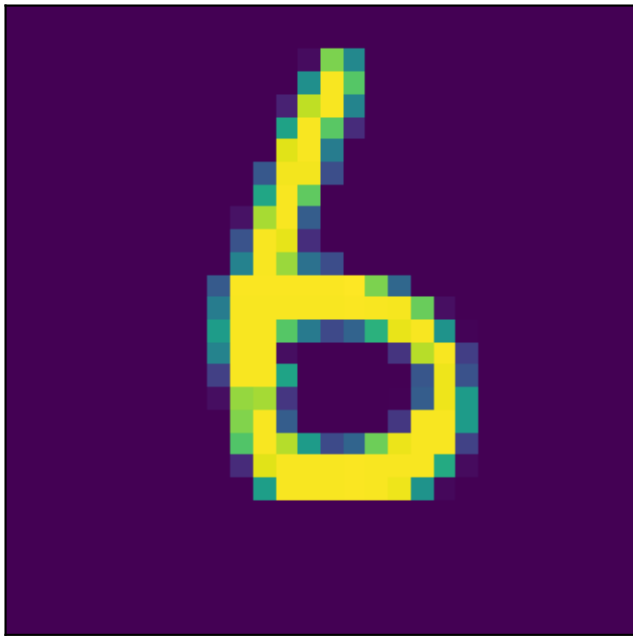
Image



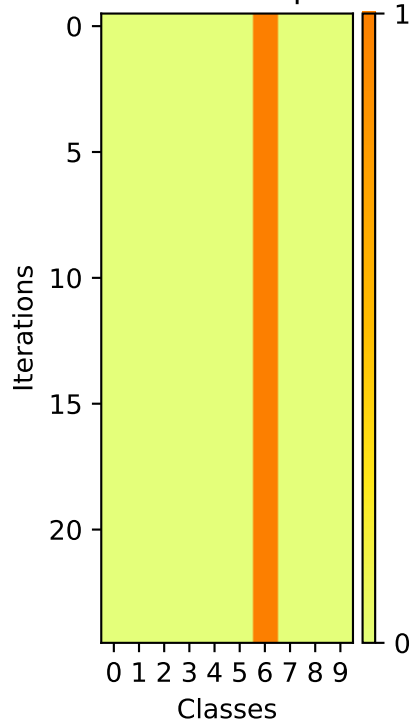
Softmax Outputs



Image



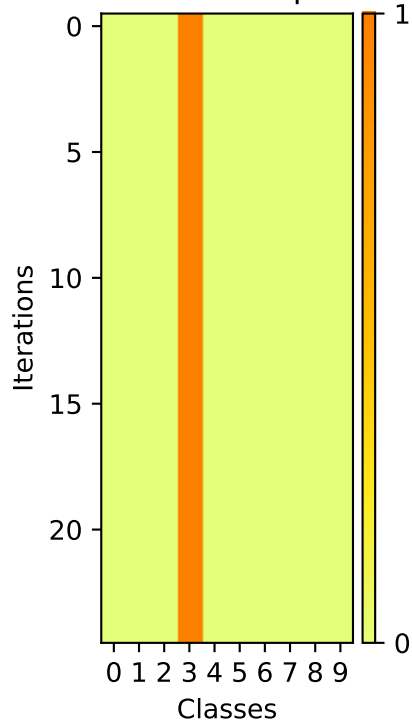
Softmax Outputs



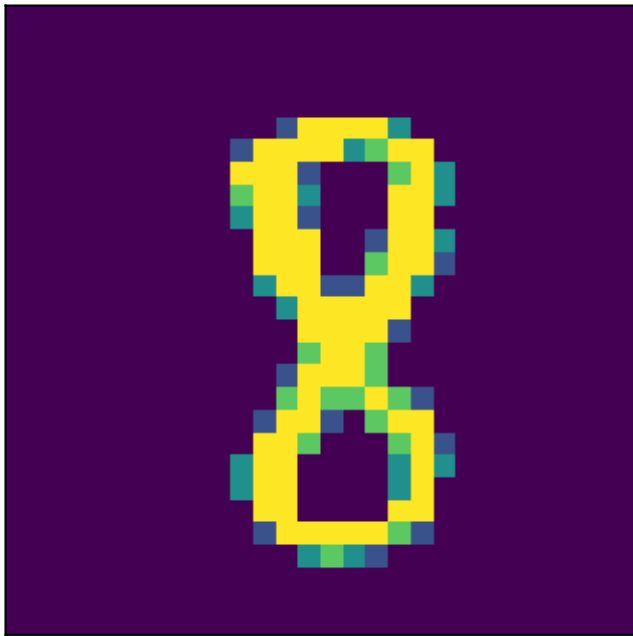
Image



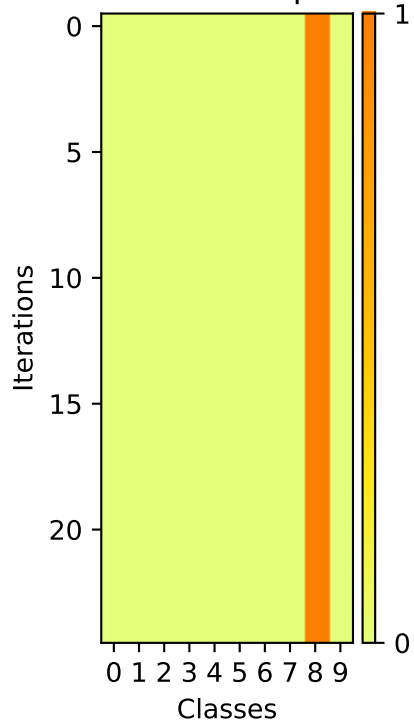
Softmax Outputs



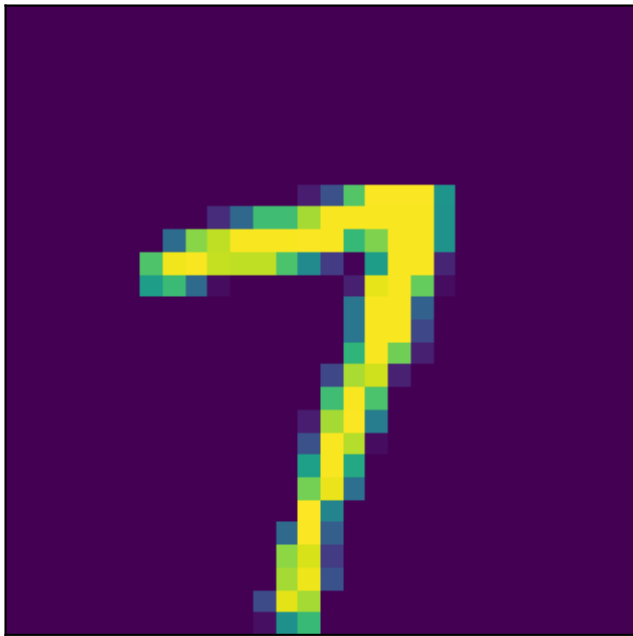
Image



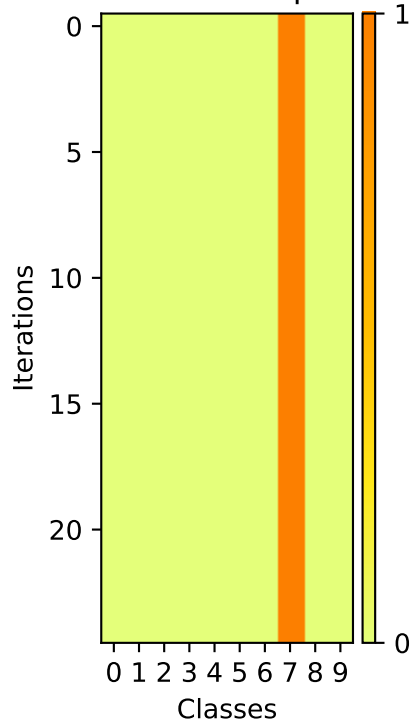
Softmax Outputs



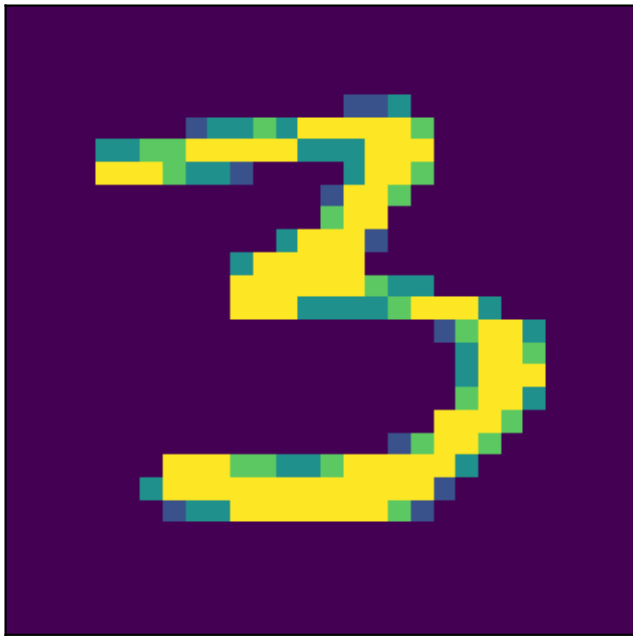
Image



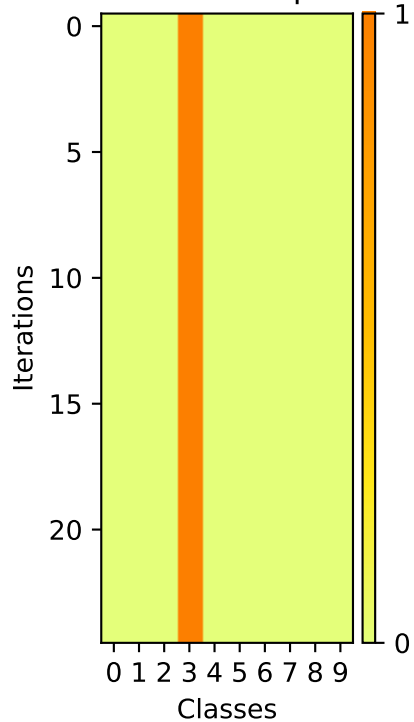
Softmax Outputs



Image



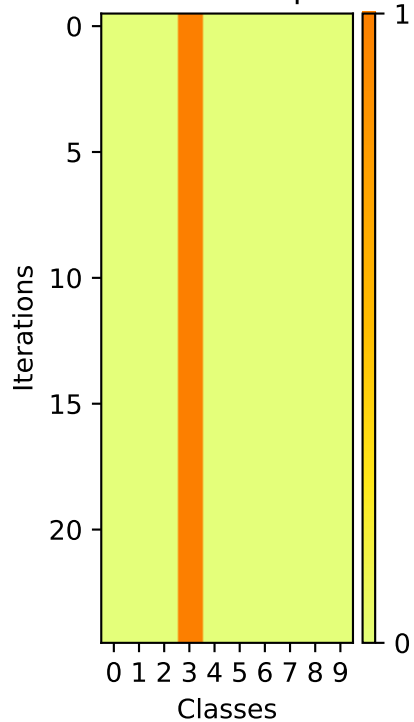
Softmax Outputs



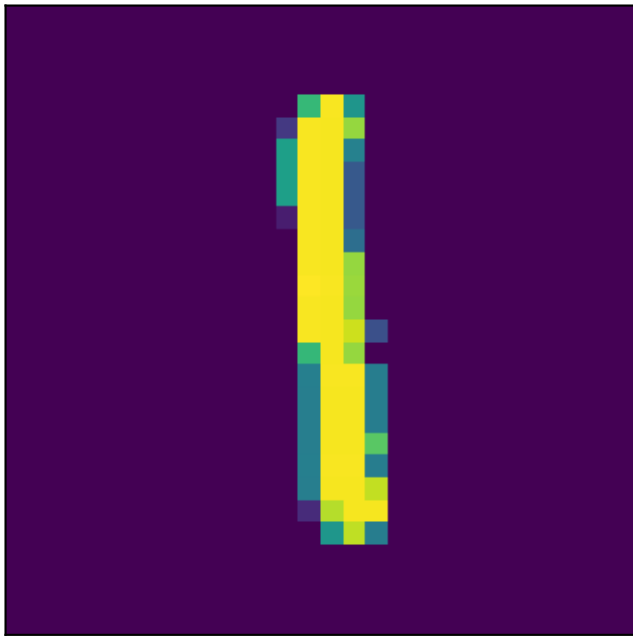
Image



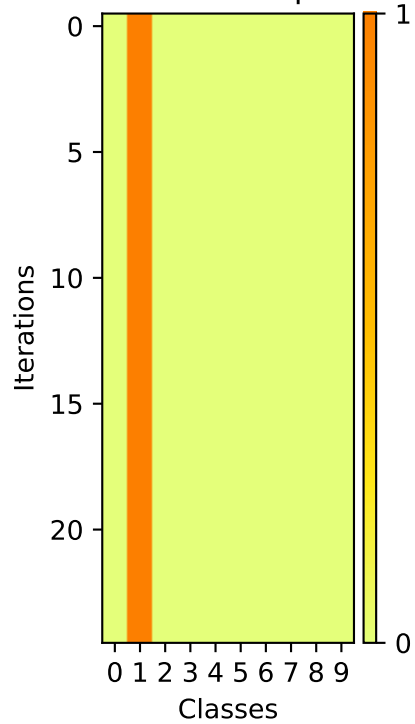
Softmax Outputs



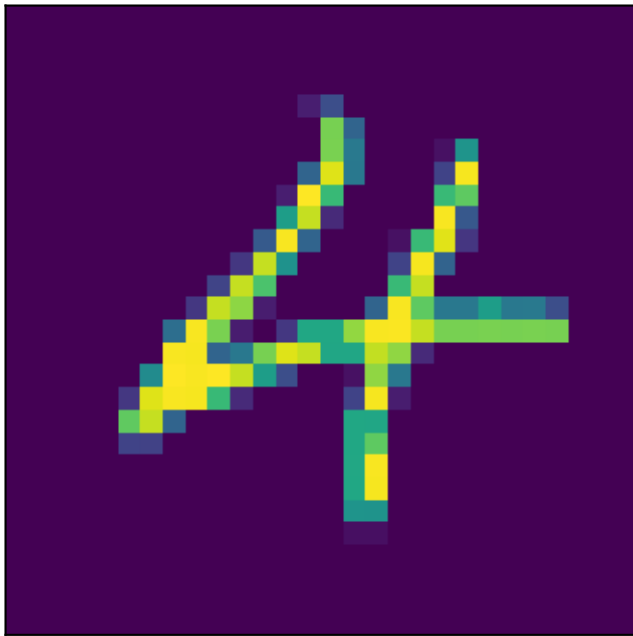
Image



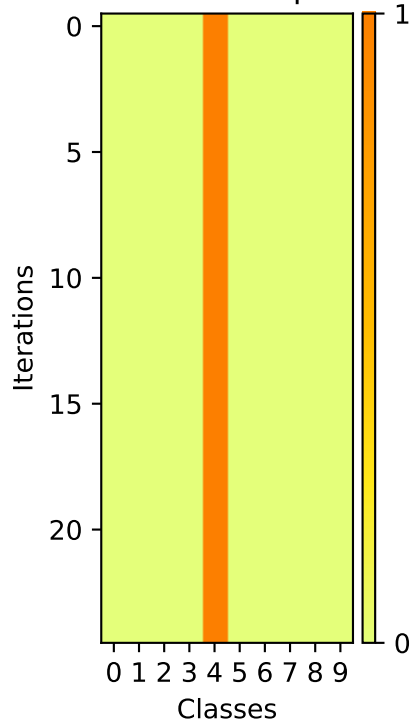
Softmax Outputs



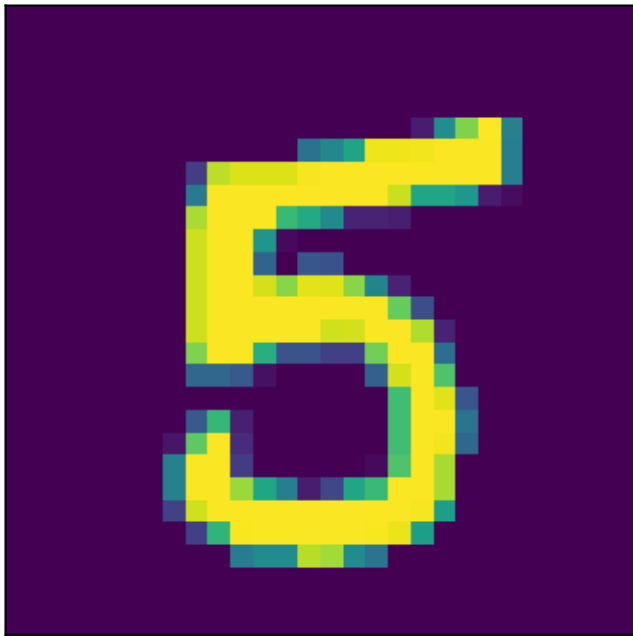
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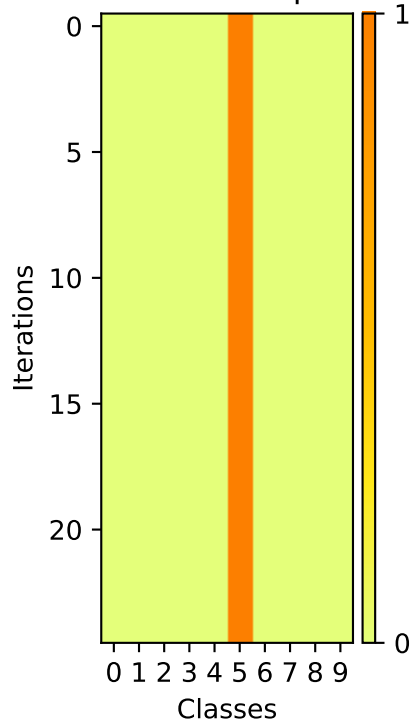
Softmax Outputs



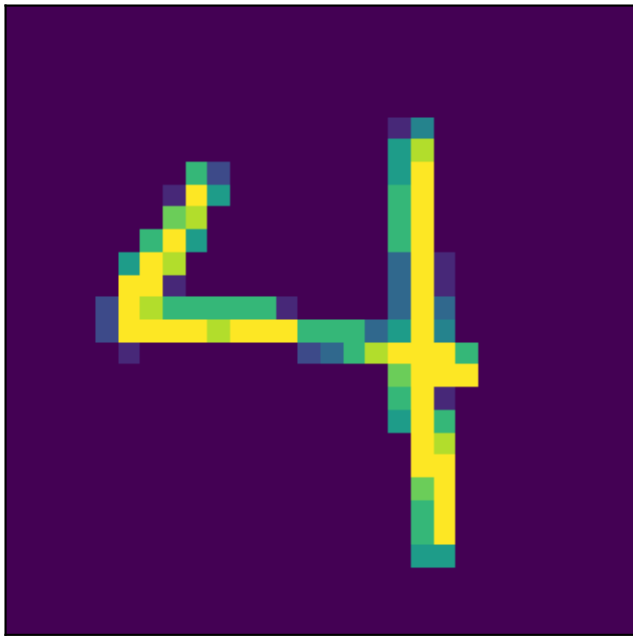
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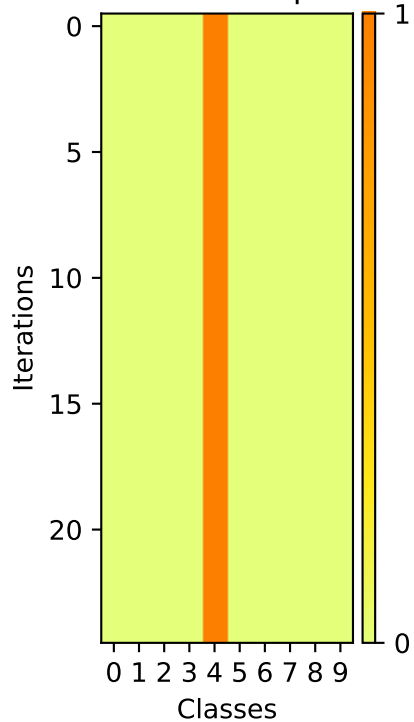
Softmax Outputs



Image



Softmax Outputs



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

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

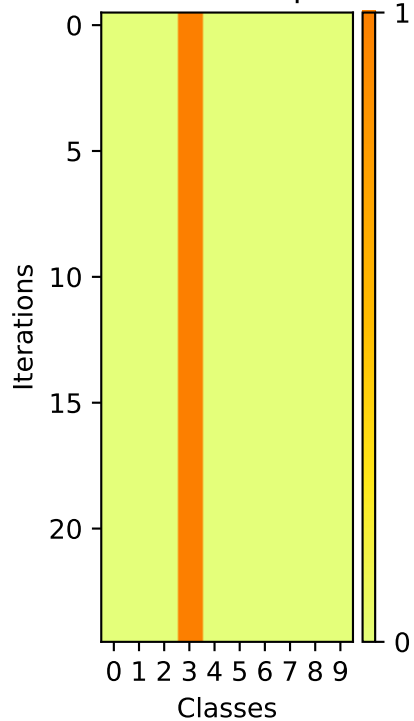
A pixelated, low-resolution image of the number 1. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a blocky, digital aesthetic, similar to early computer graphics or video game sprites. The number 1 is centered horizontally and vertically within the frame.

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.

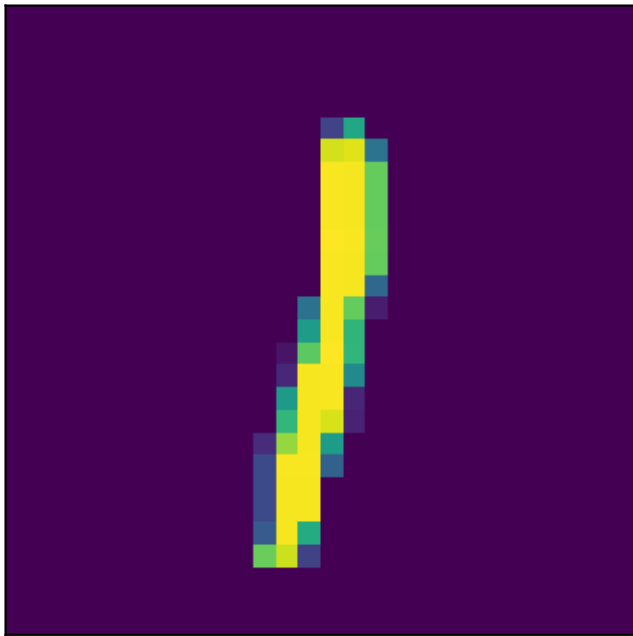
Image



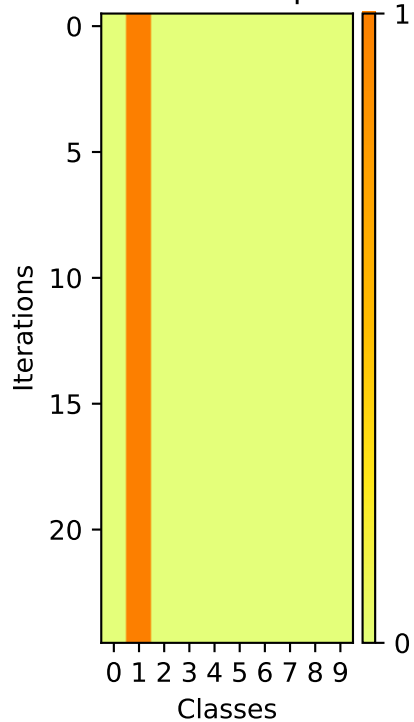
Softmax Outputs



Image



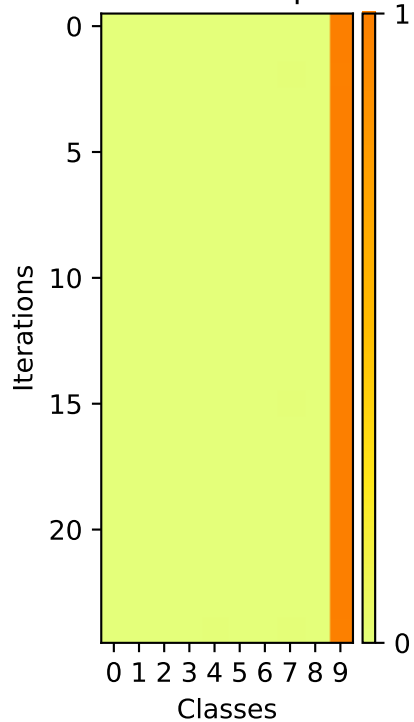
Softmax Outputs



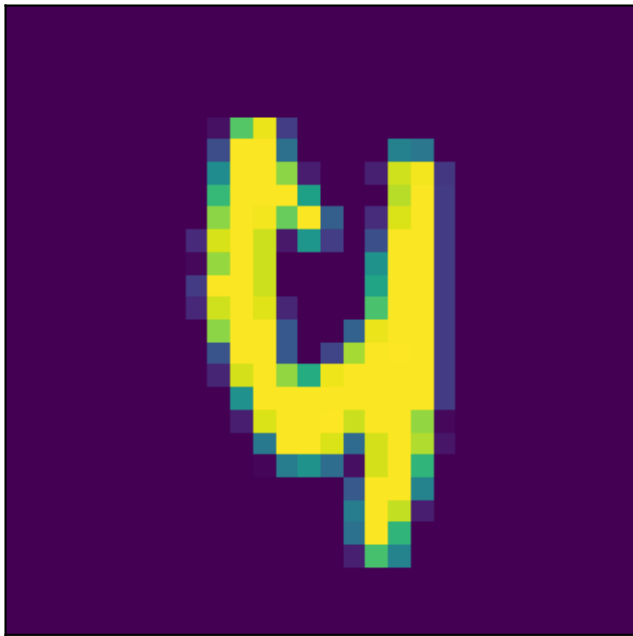
Image



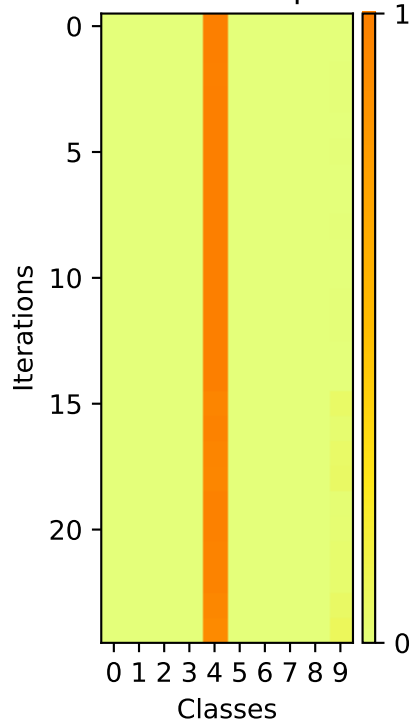
Softmax Outputs



Image

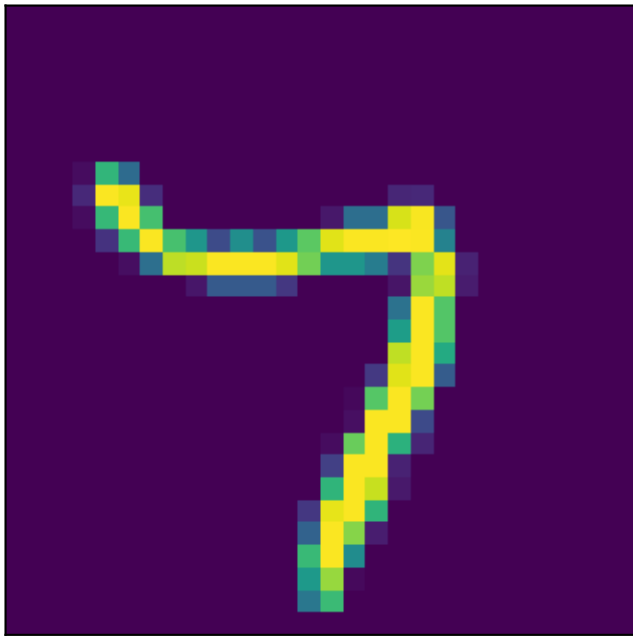


Softmax Outputs

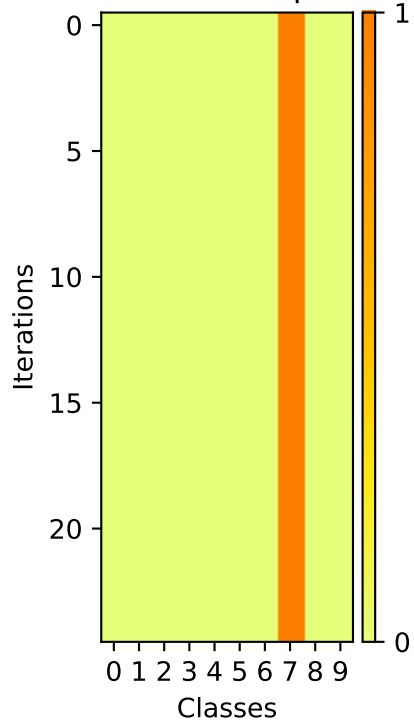


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange). The distribution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

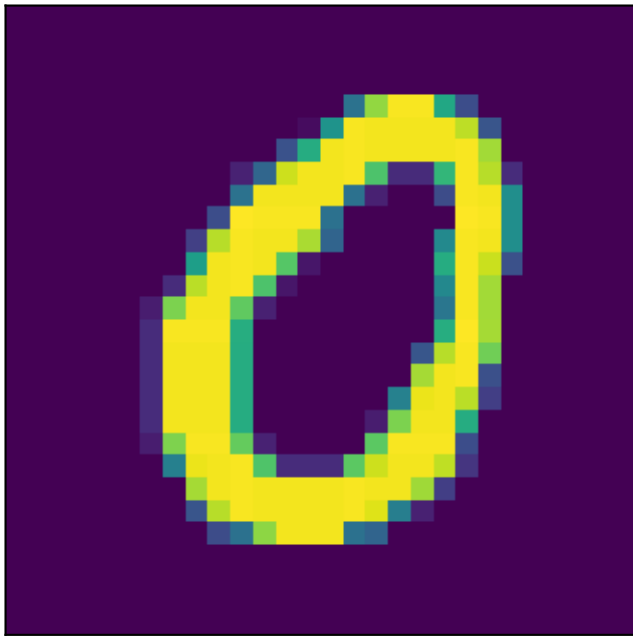
Image



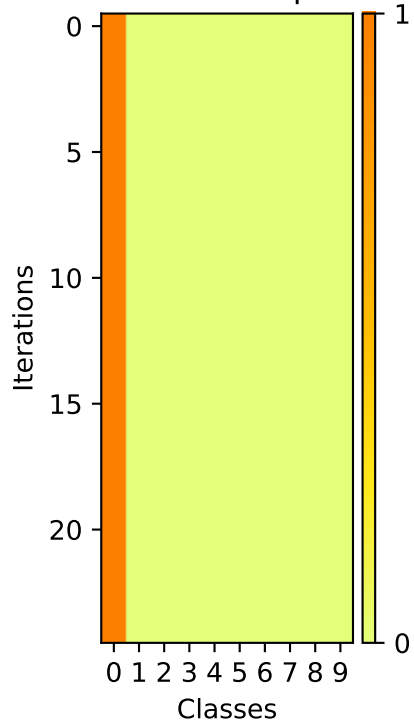
Softmax Outputs



Image



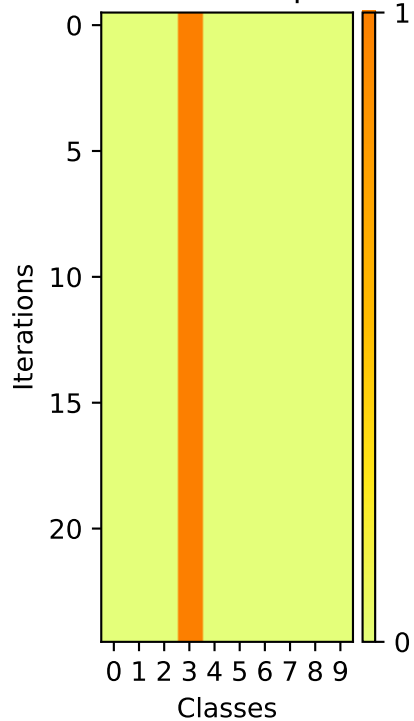
Softmax Outputs



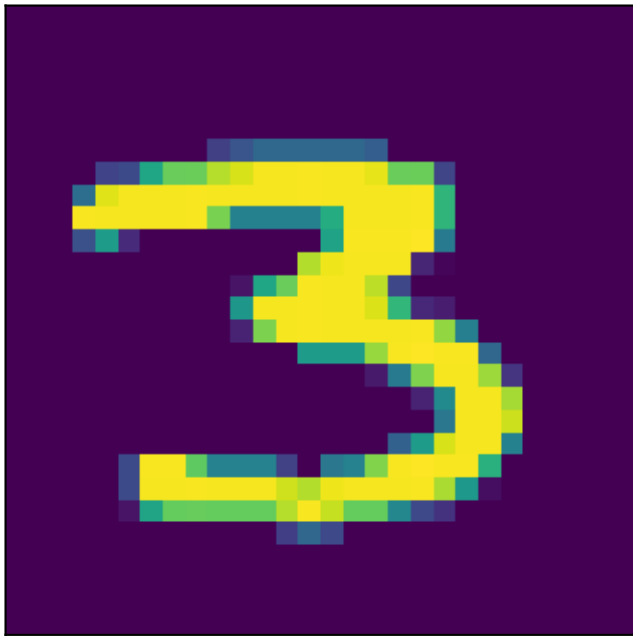
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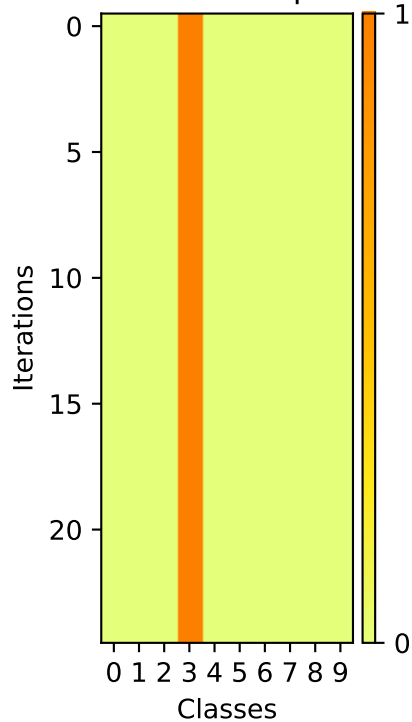
Softmax Outputs



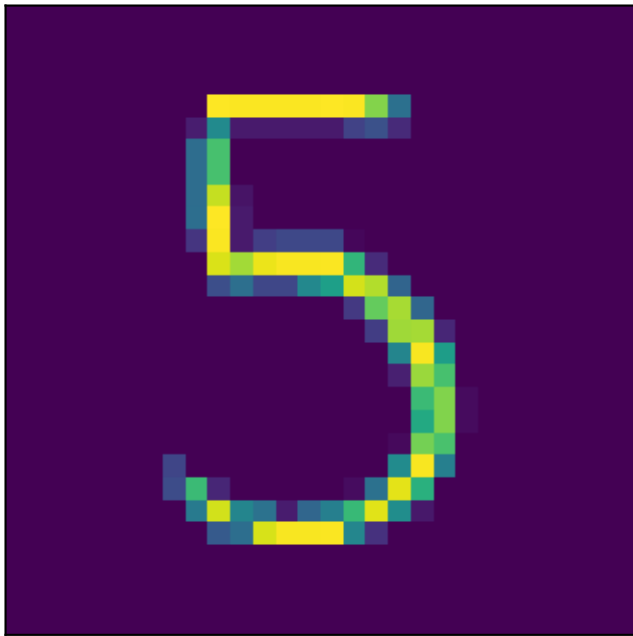
Image



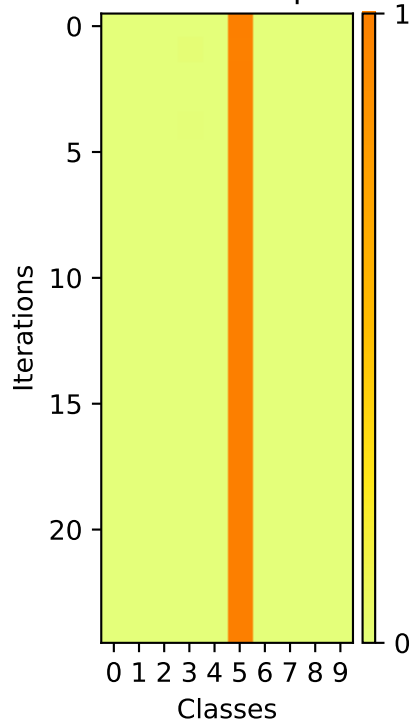
Softmax Outputs



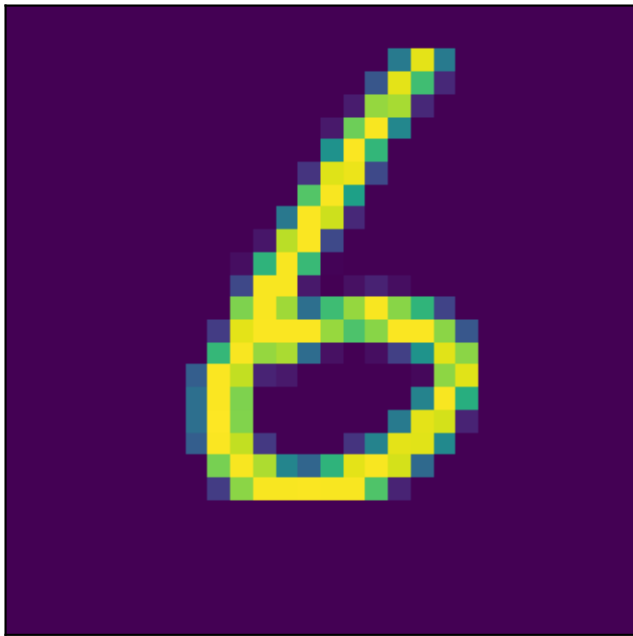
Image



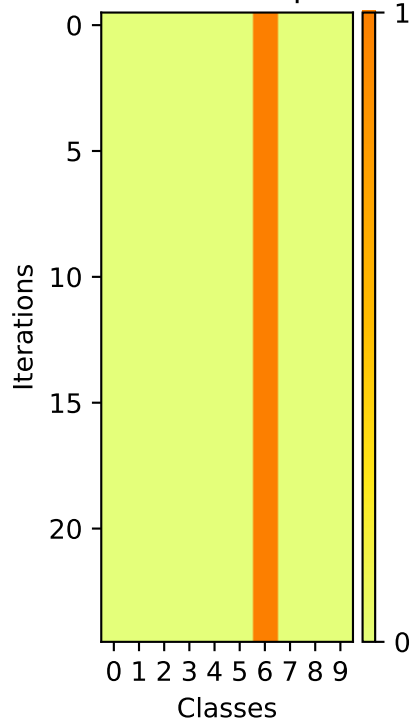
Softmax Outputs



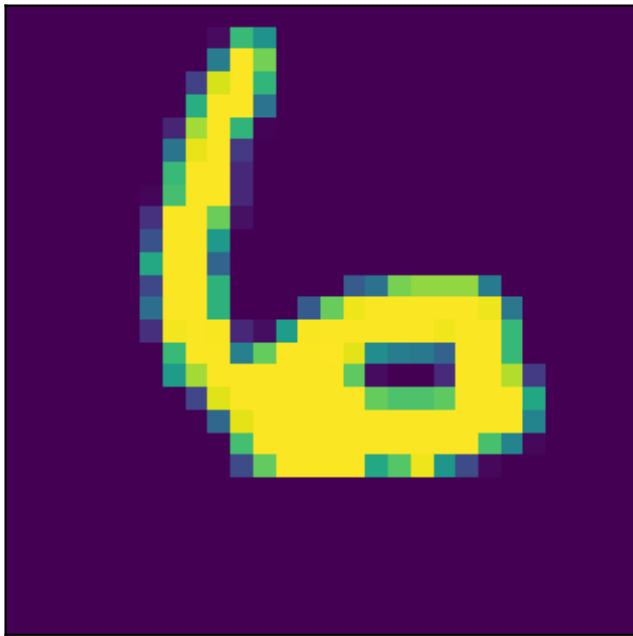
Image



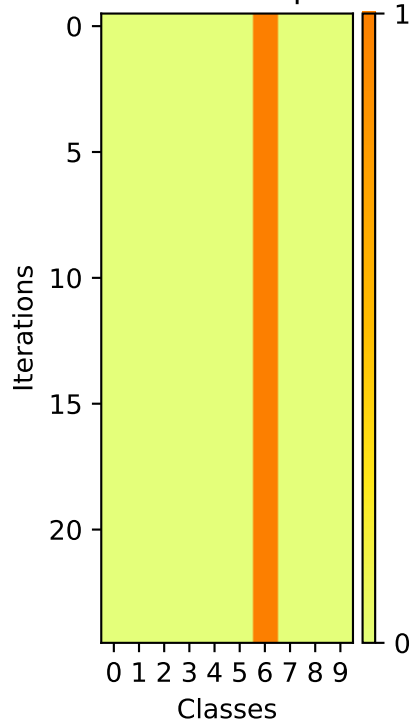
Softmax Outputs



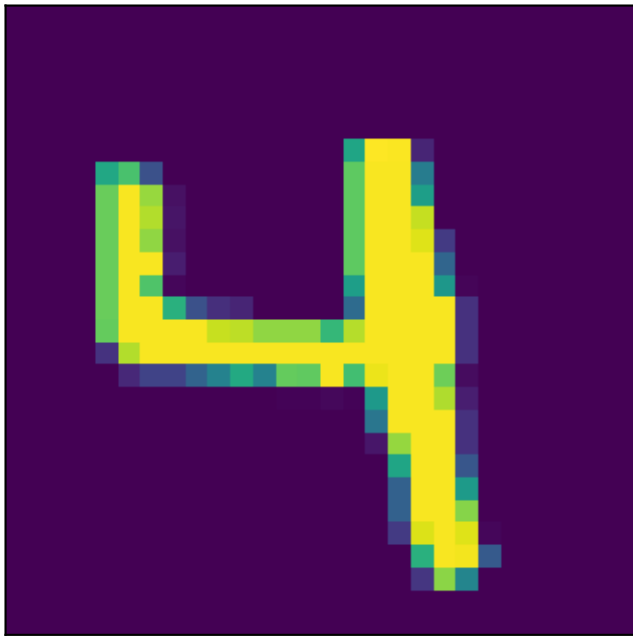
Image



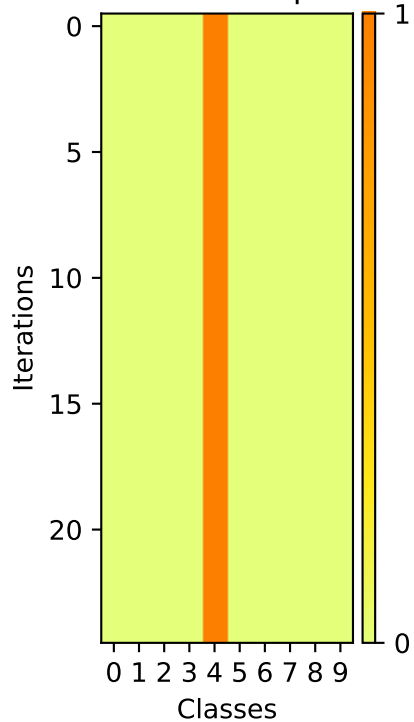
Softmax Outputs



Image

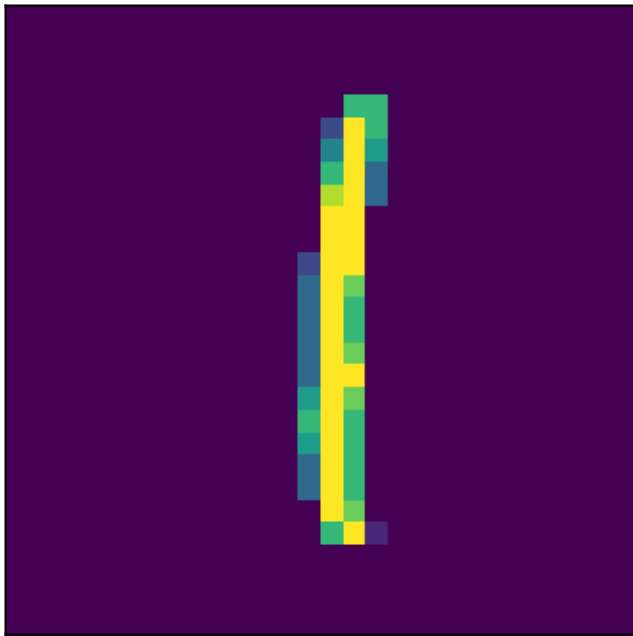


Softmax Outputs

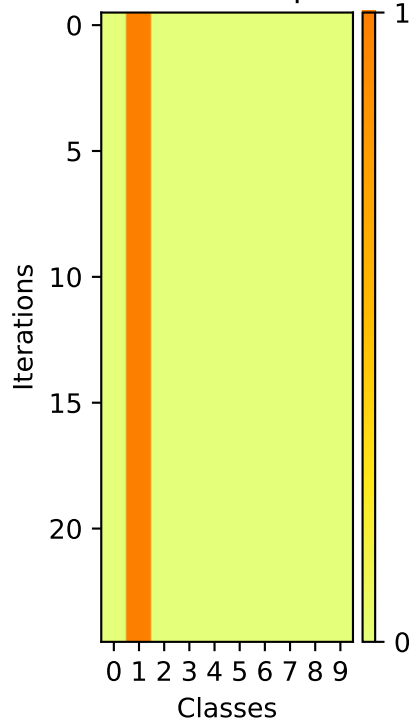


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 10,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

Image



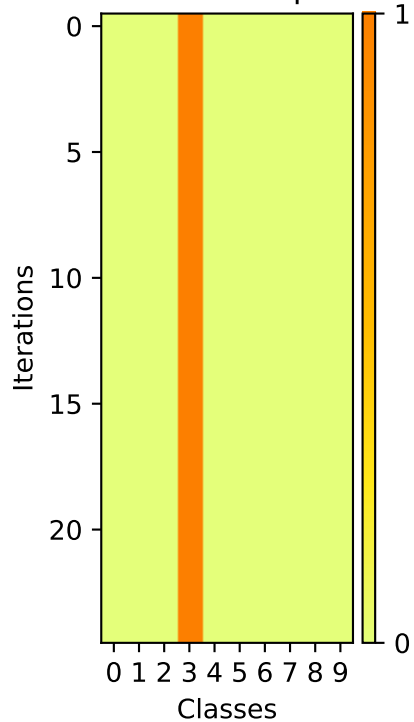
Softmax Outputs



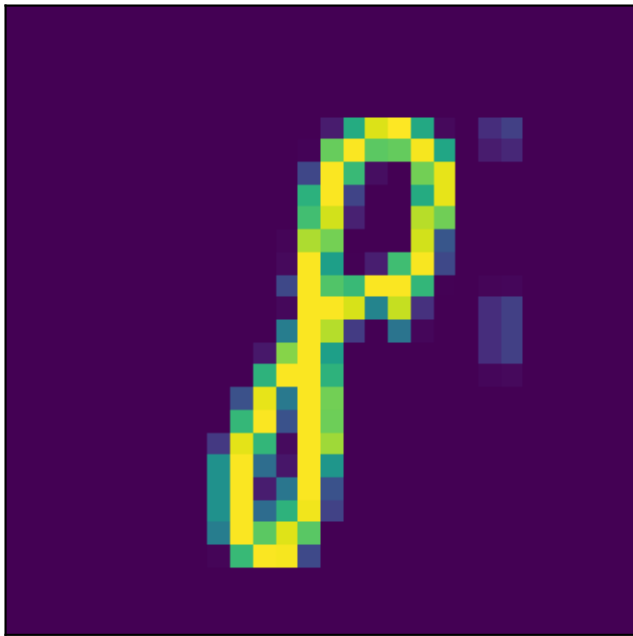
Image



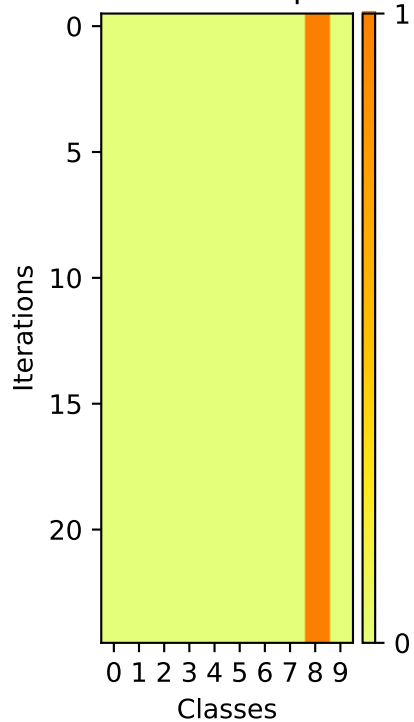
Softmax Outputs



Image



Softmax Outputs



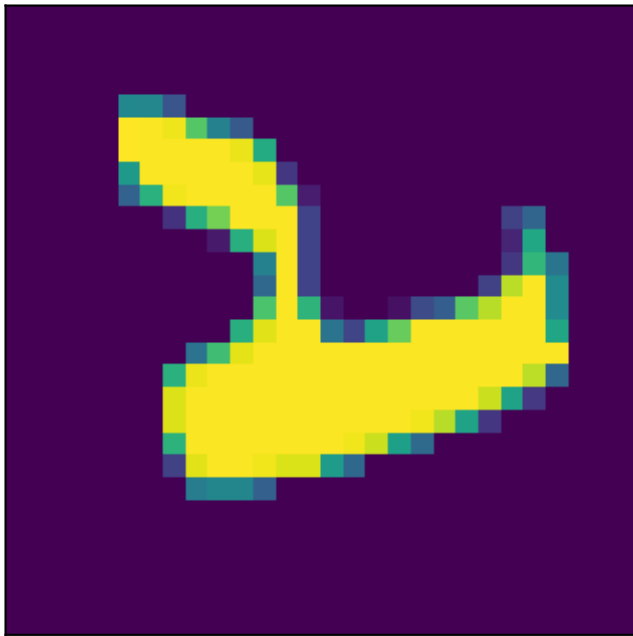
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter 'L' or a logo, set against a dark purple background. The shape is composed of several small squares in shades of yellow, green, and blue, arranged to form a vertical stem and a horizontal base. The overall appearance is reminiscent of a digital drawing or a low-quality scan of a logo.

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 value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 2, which remains the most probable class throughout all iterations. Class 9 is consistently the least probable class.

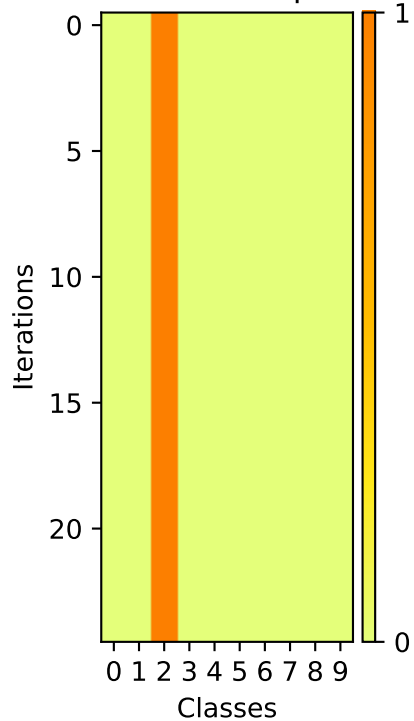
A pixelated yellow number 3 on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance.

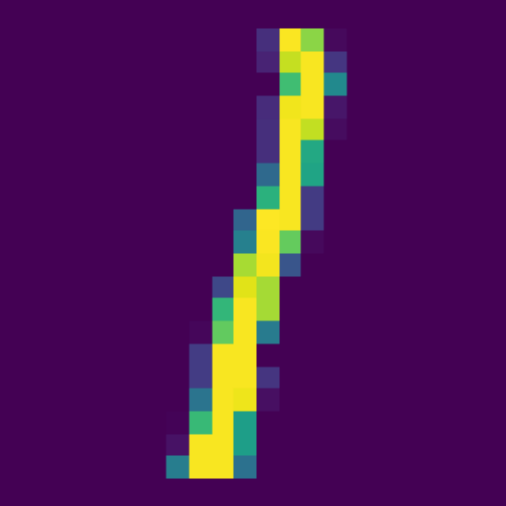
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 8, which reaches a probability of 1.0 by iteration 20.

Image

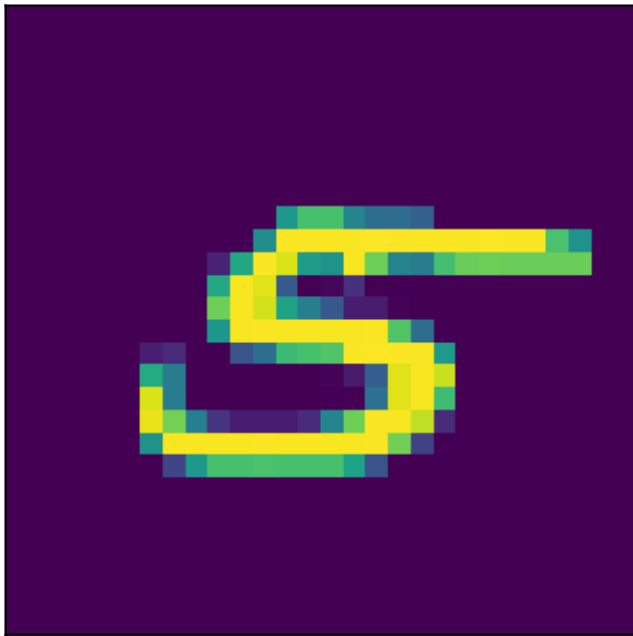


Softmax Outputs

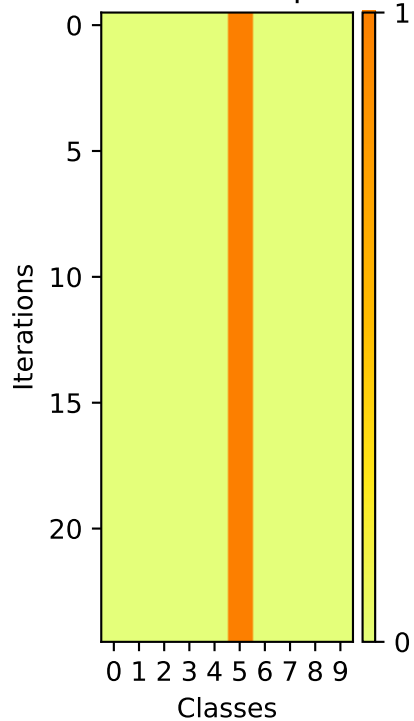




Image



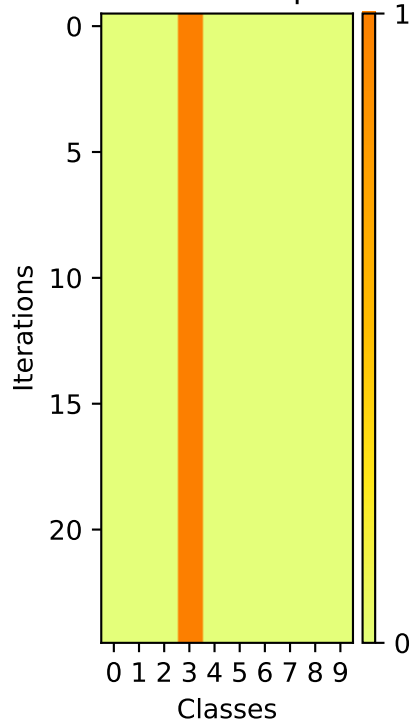
Softmax Outputs



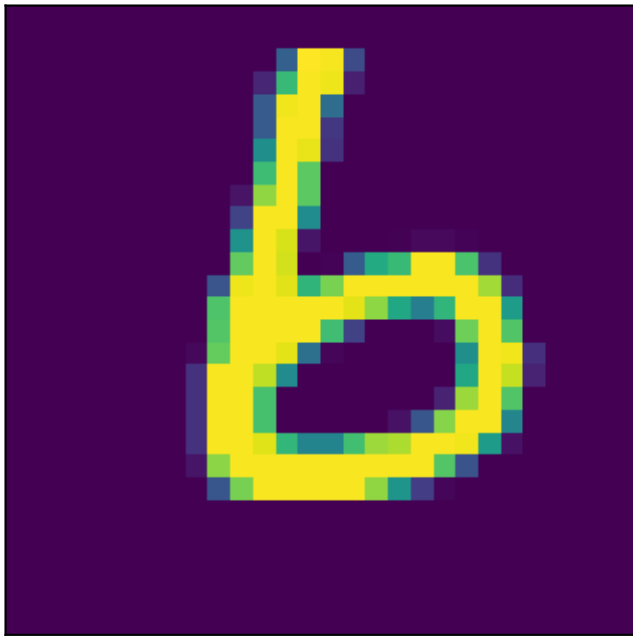
Image



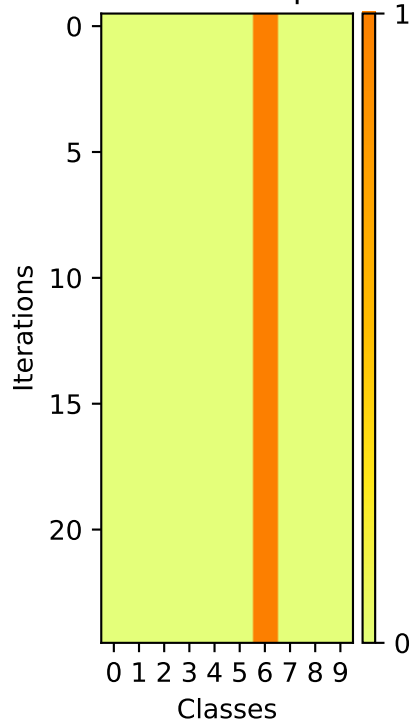
Softmax Outputs



Image



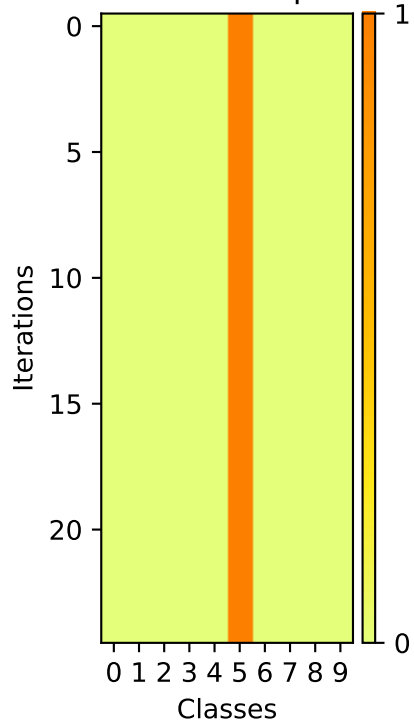
Softmax Outputs



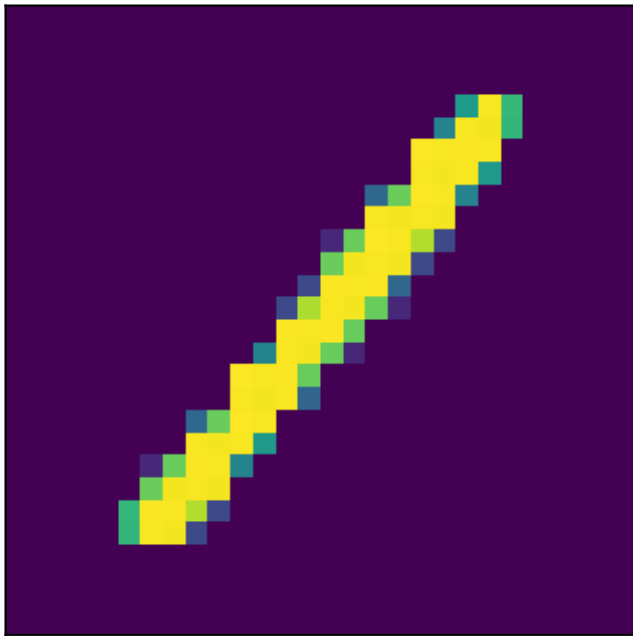
Image



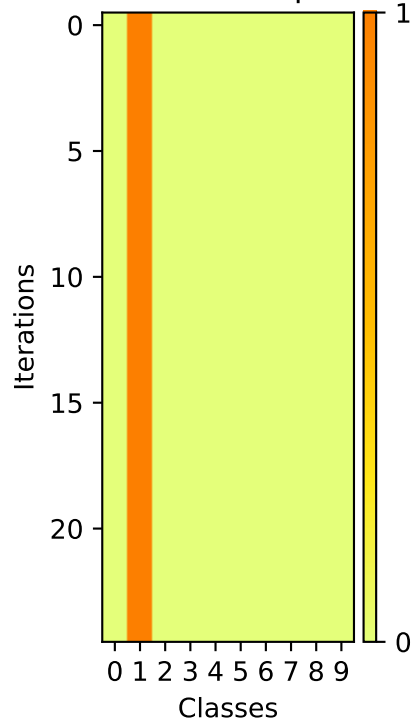
Softmax Outputs



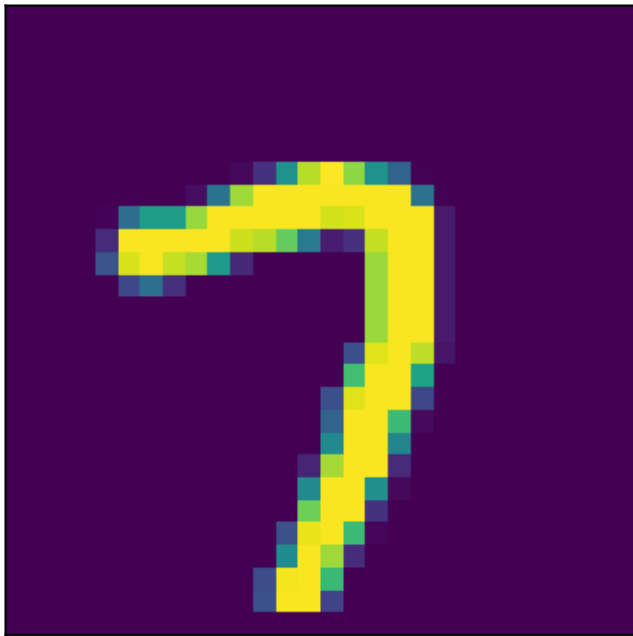
Image



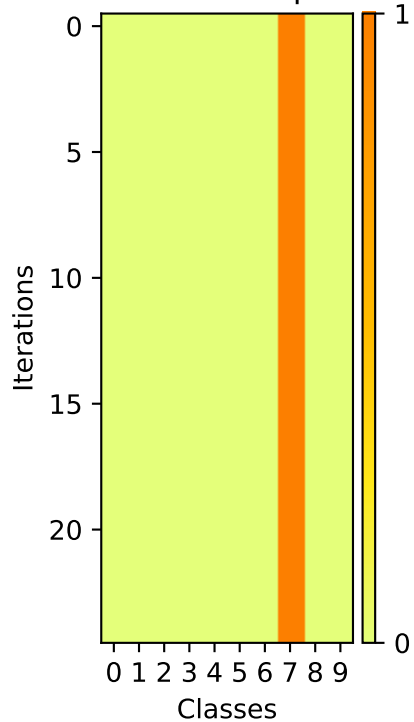
Softmax Outputs



Image



Softmax Outputs



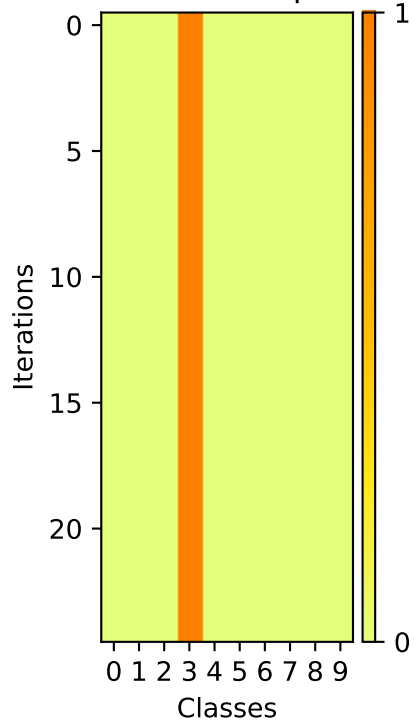
A pixelated yellow number 6 on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

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.

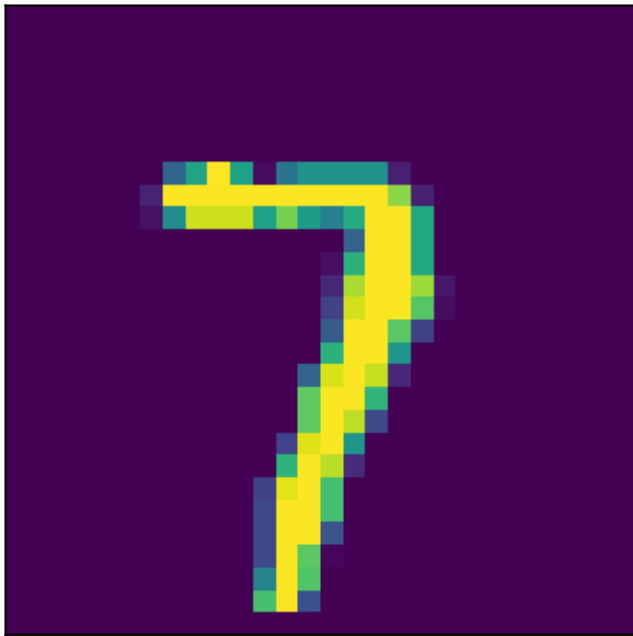
Image



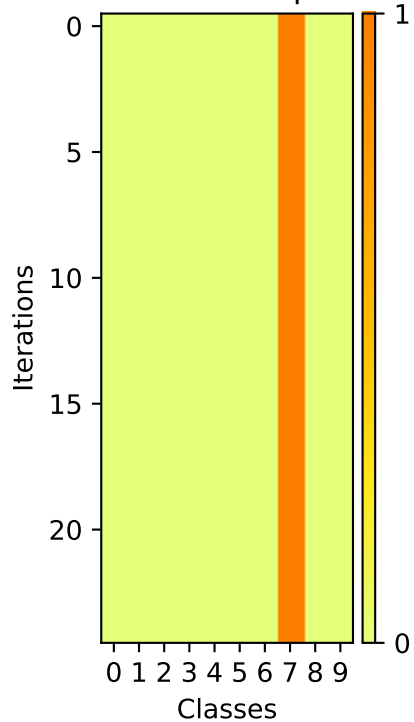
Softmax Outputs



Image



Softmax Outputs

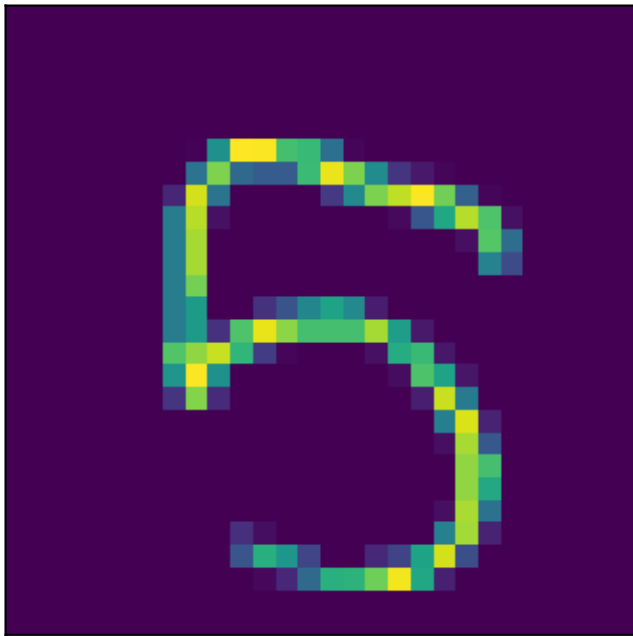


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of a grid of yellow and light blue pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

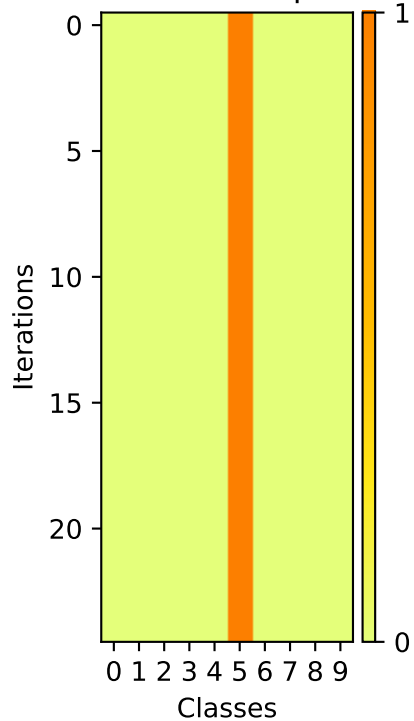
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange).

The distribution starts with Class 2 having a probability of 1.0 and all other classes having a probability of 0.1. Over iterations, the probability for Class 2 decreases, while the probabilities for the other classes increase and converge towards a value of approximately 0.25.

Image



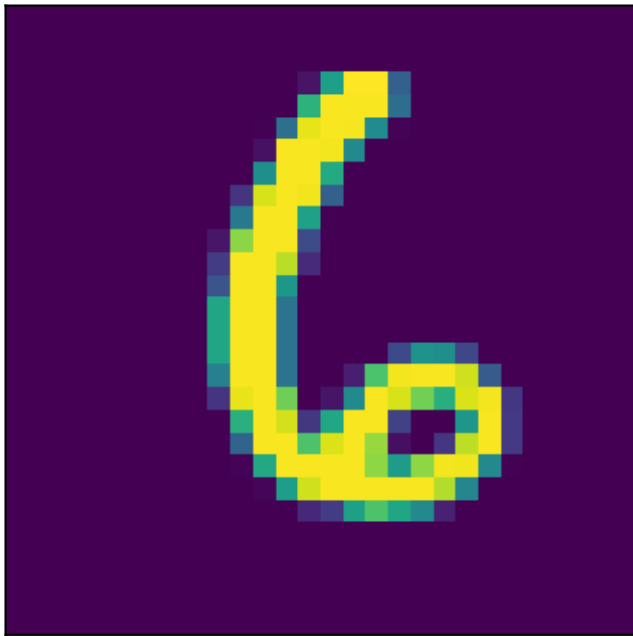
Softmax Outputs



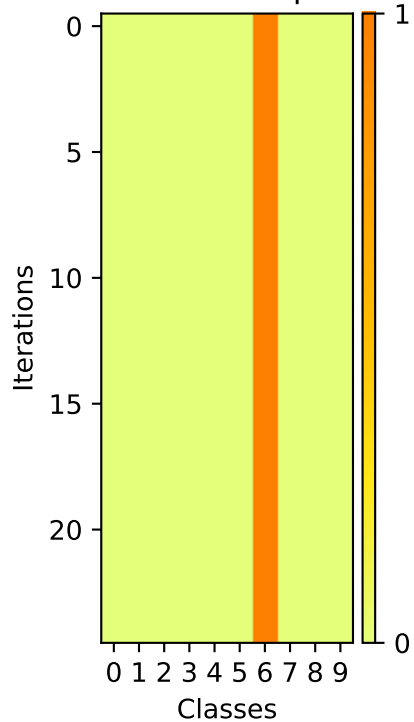
A pixelated, low-resolution image of a yellow and green number '2' on a dark purple background. The number is composed of small squares in shades of yellow, light green, and teal, giving it a blocky, digital appearance. The background is a solid dark purple. The number is positioned in the lower-left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

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

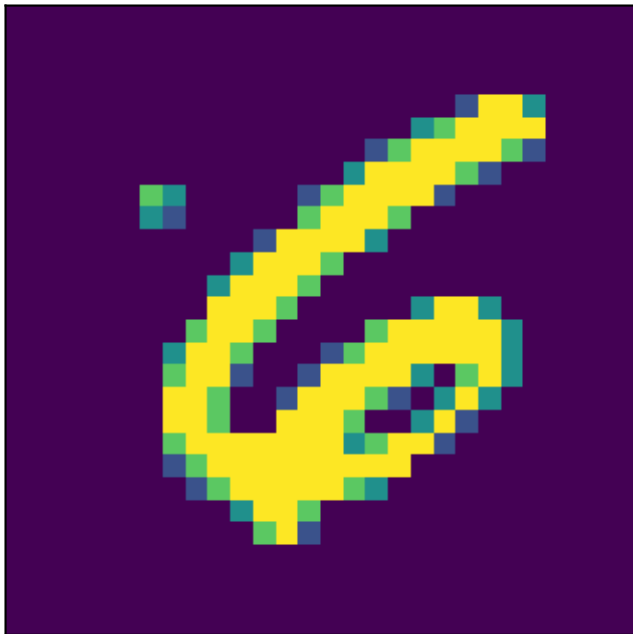
Image



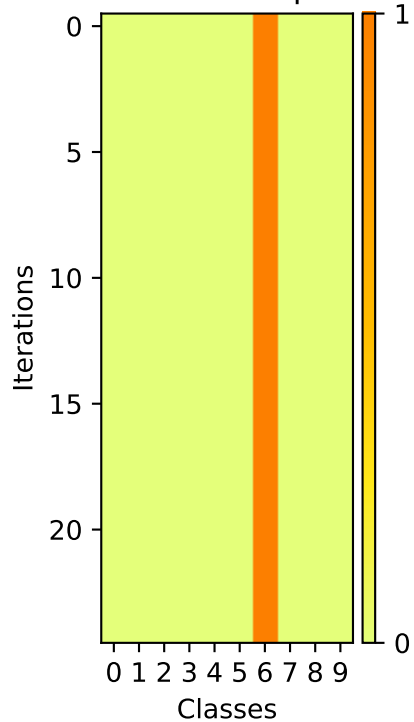
Softmax Outputs



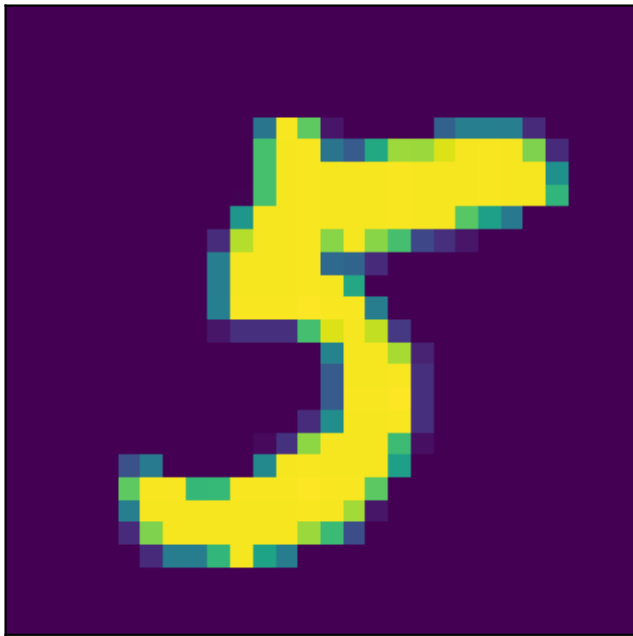
Image



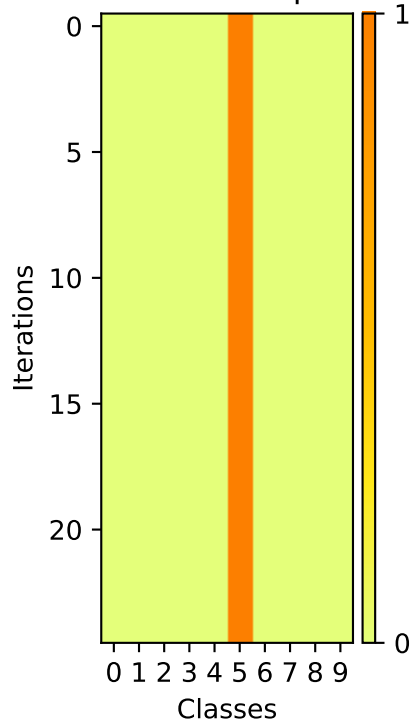
Softmax Outputs



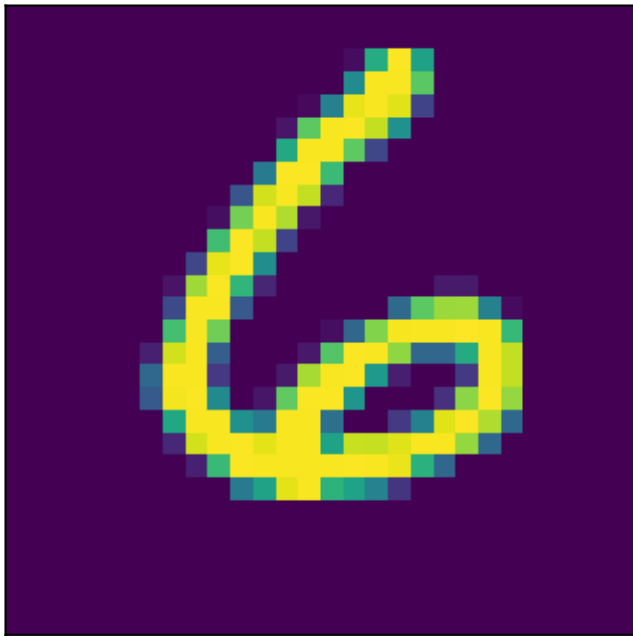
Image



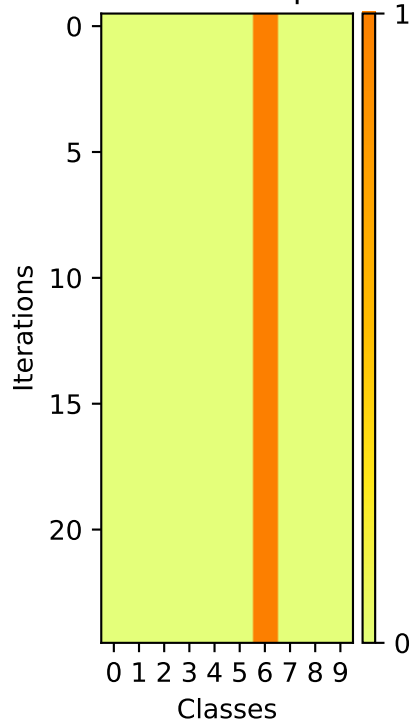
Softmax Outputs



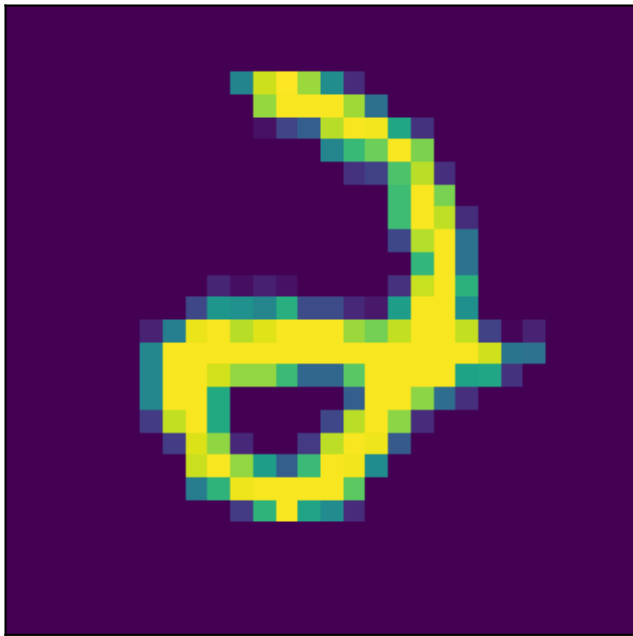
Image



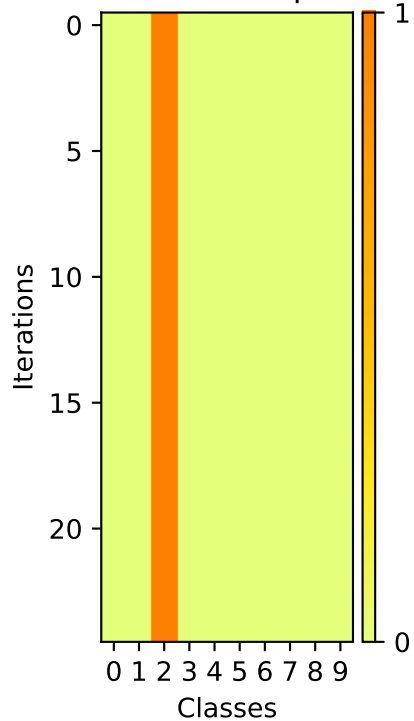
Softmax Outputs



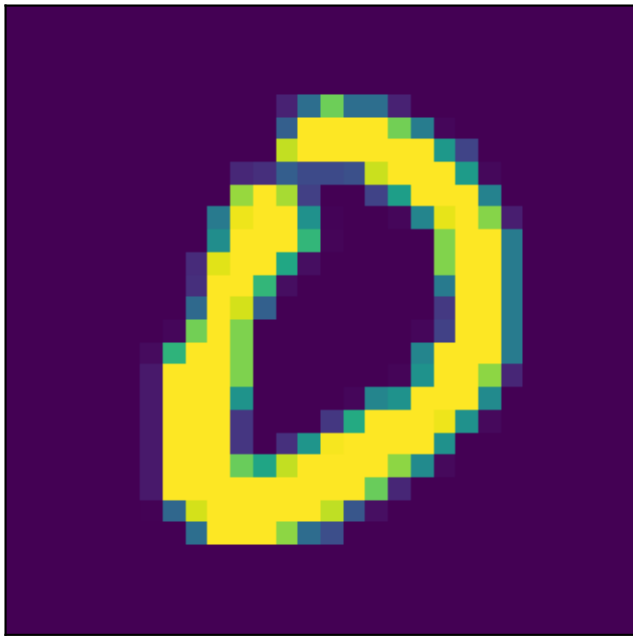
Image



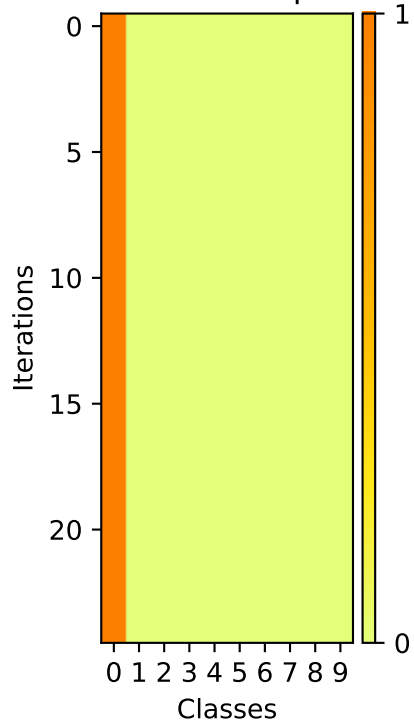
Softmax Outputs



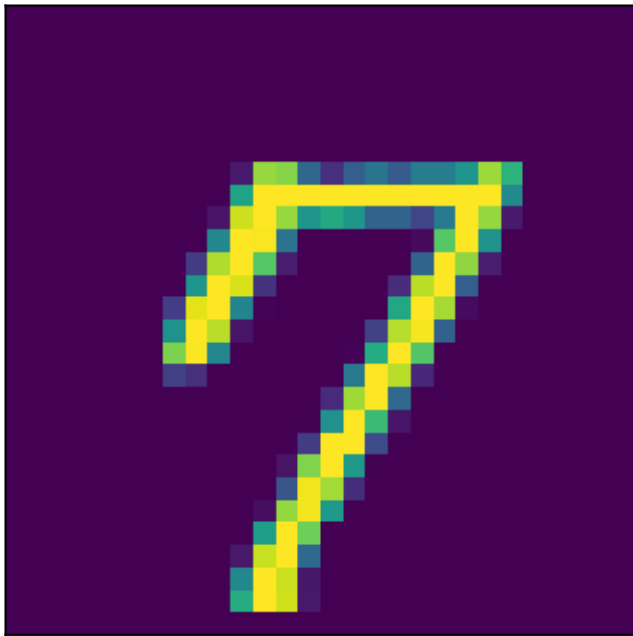
Image



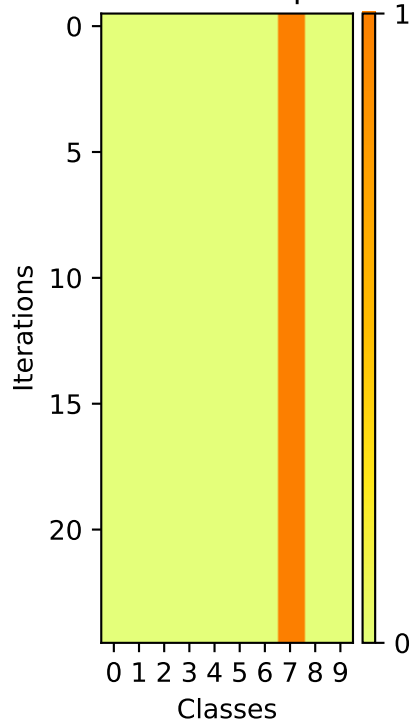
Softmax Outputs



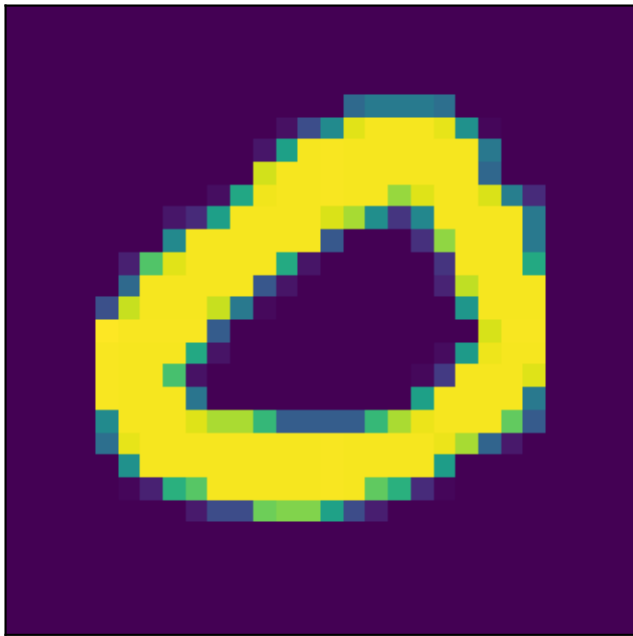
Image



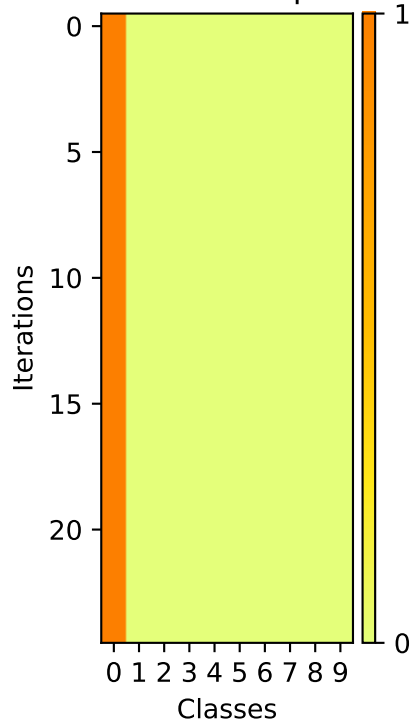
Softmax Outputs



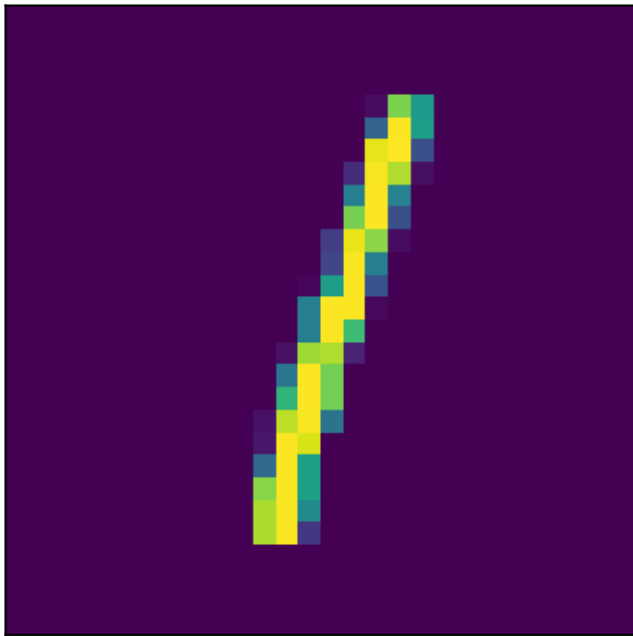
Image



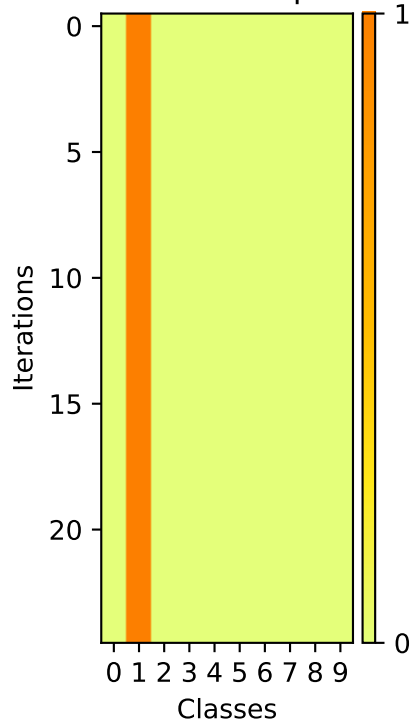
Softmax Outputs



Image



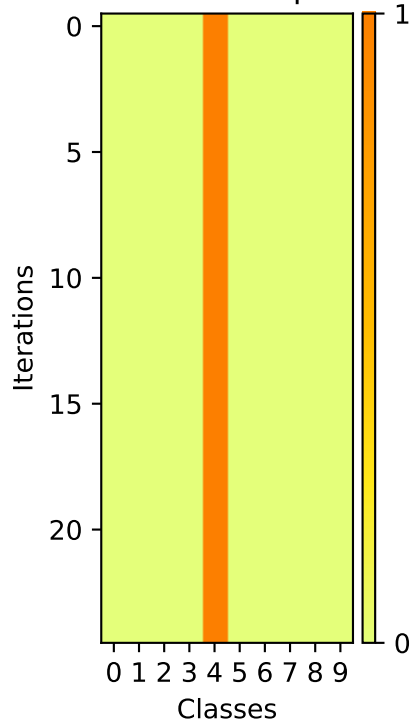
Softmax Outputs



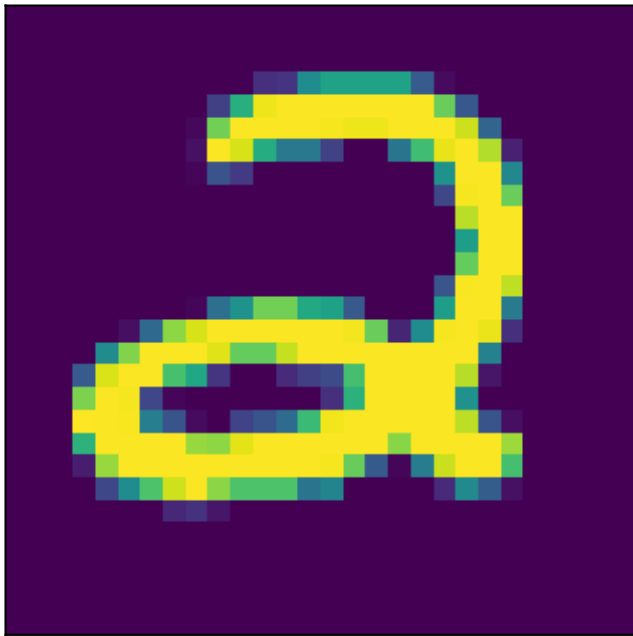
Image



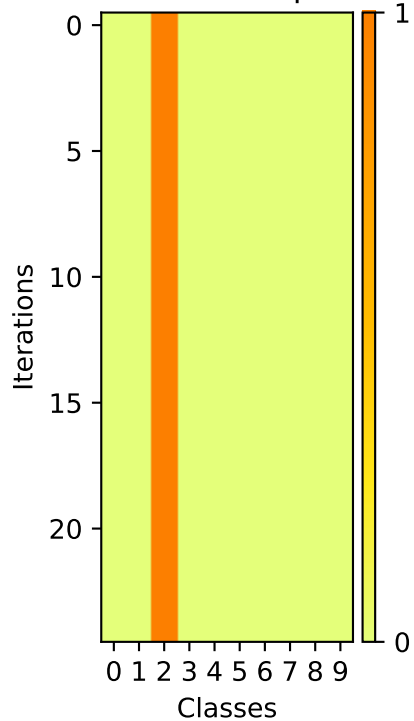
Softmax Outputs



Image



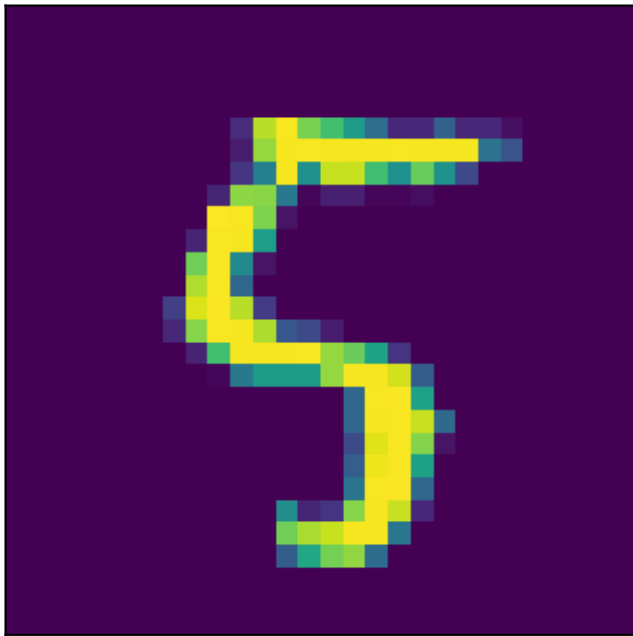
Softmax Outputs



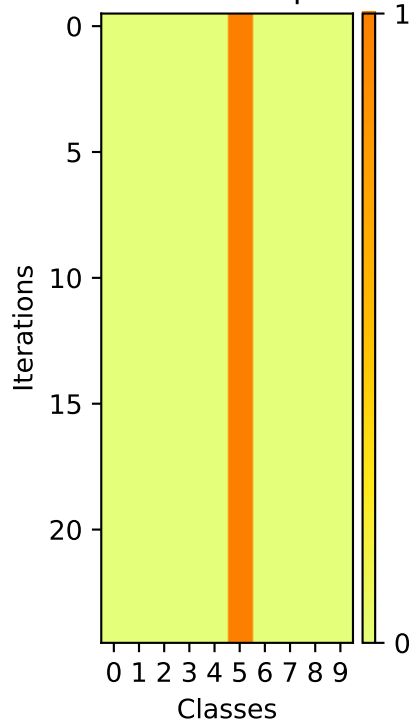
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in shades of yellow, light blue, and dark blue, creating a jagged, blocky appearance. It resembles a stylized '2' or a similar character.

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

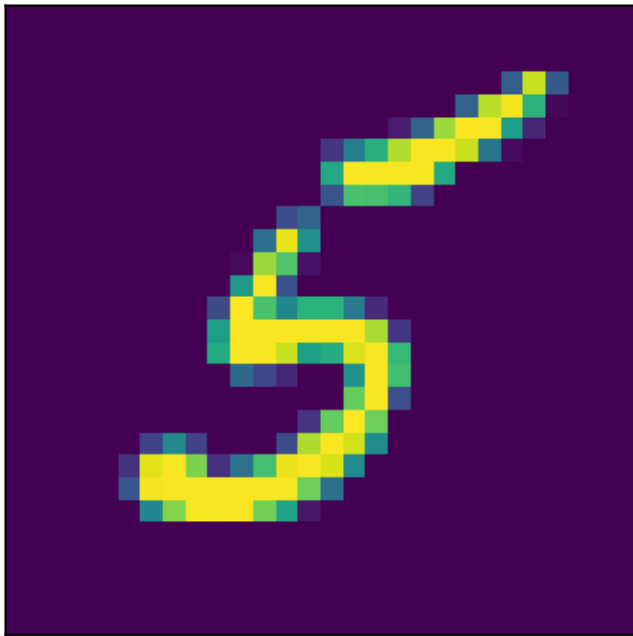
Image



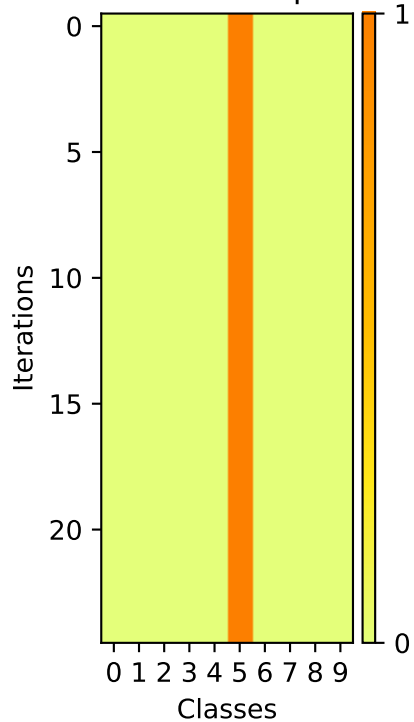
Softmax Outputs



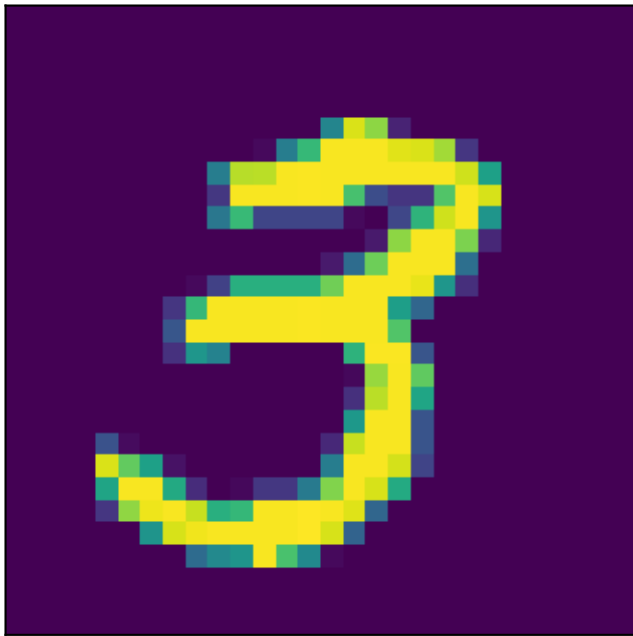
Image



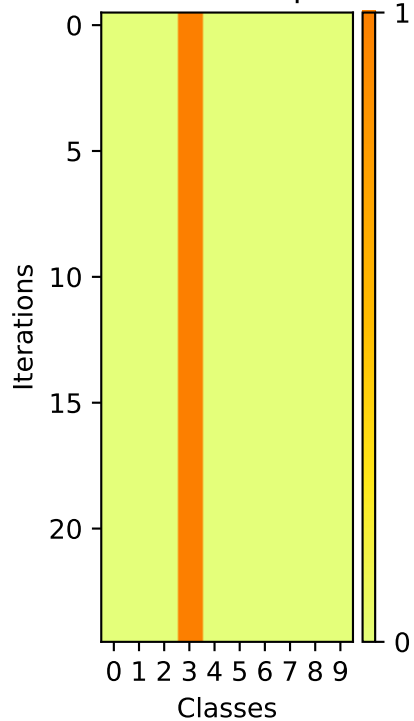
Softmax Outputs



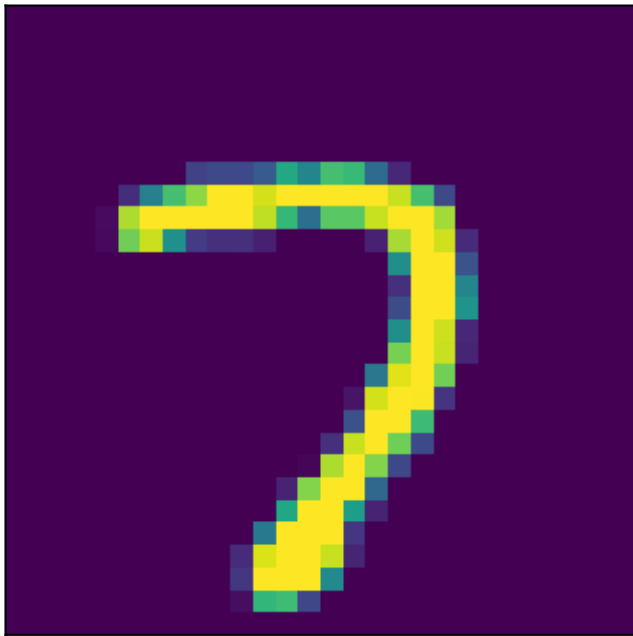
Image



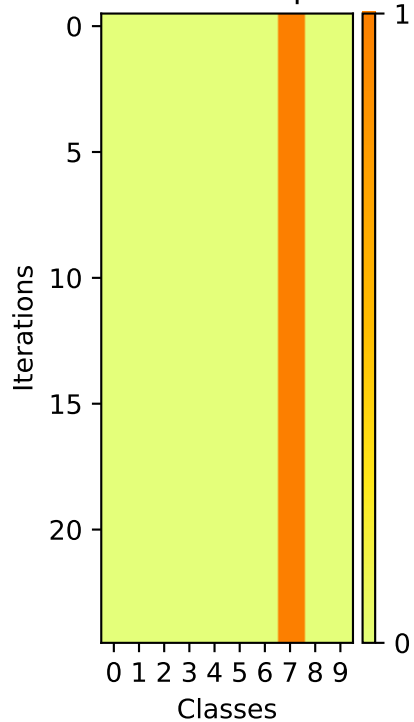
Softmax Outputs



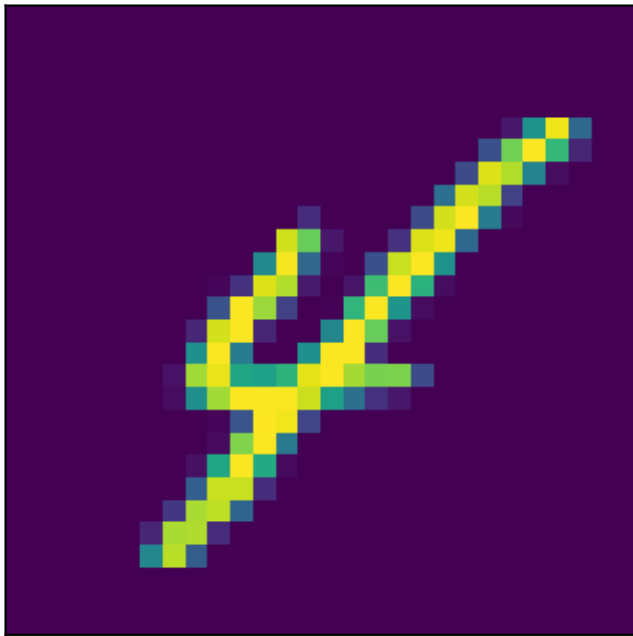
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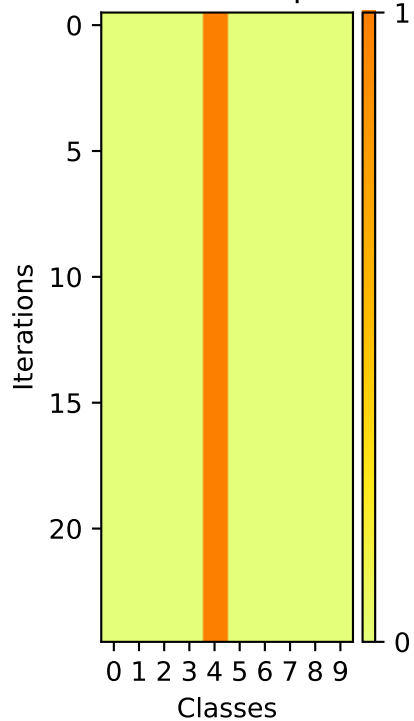
Softmax Outputs



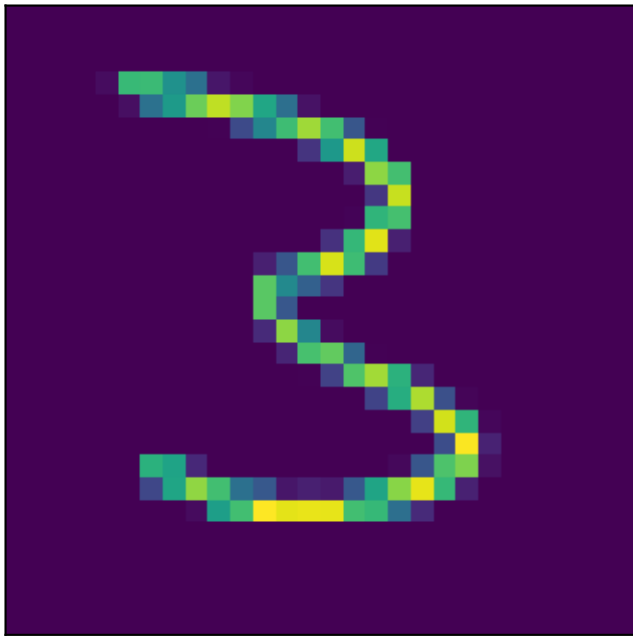
Image



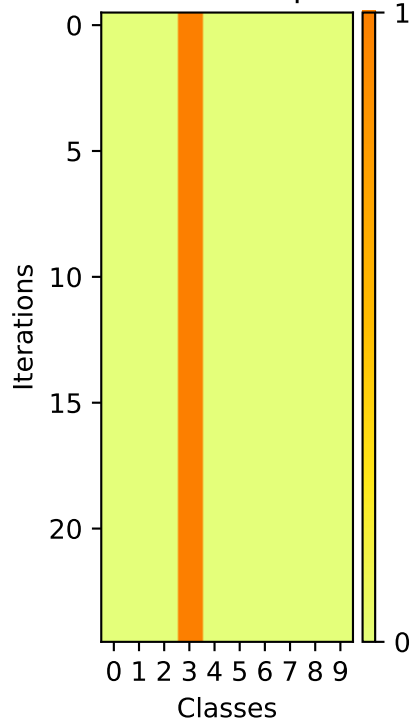
Softmax Outputs



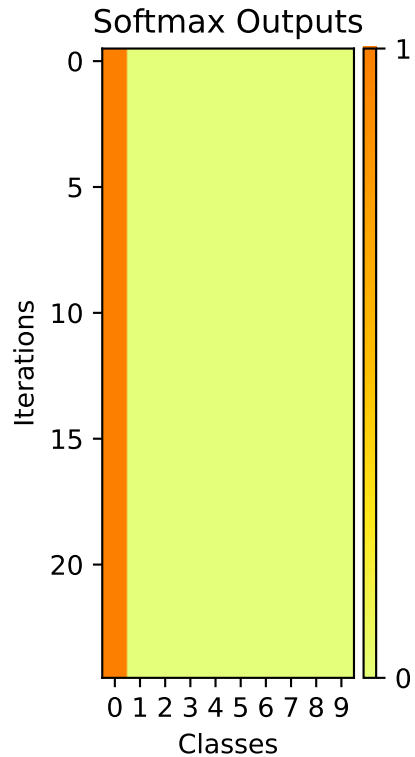
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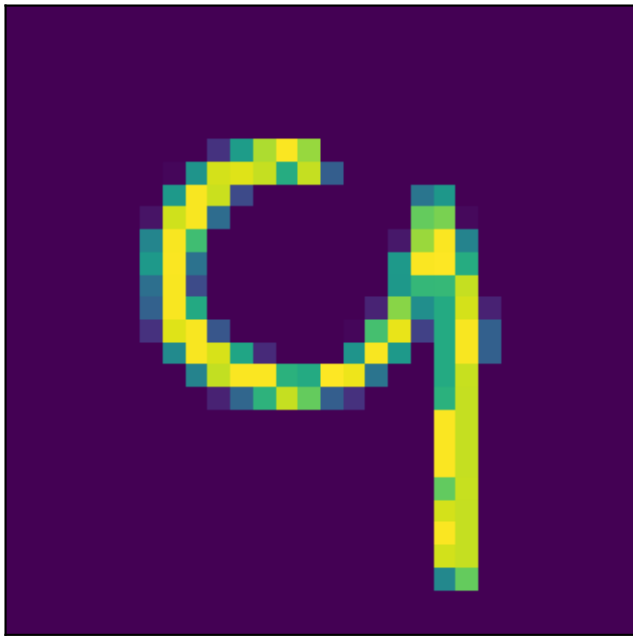
Softmax Outputs



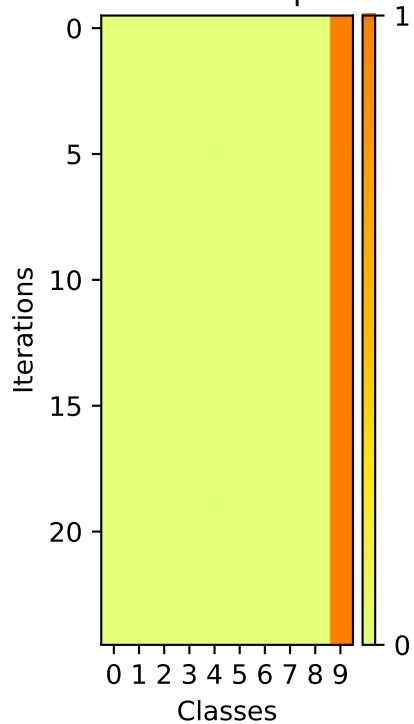
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, green, and blue, giving it a jagged, hand-drawn appearance. The center of the ring is a solid dark purple, matching the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



Image



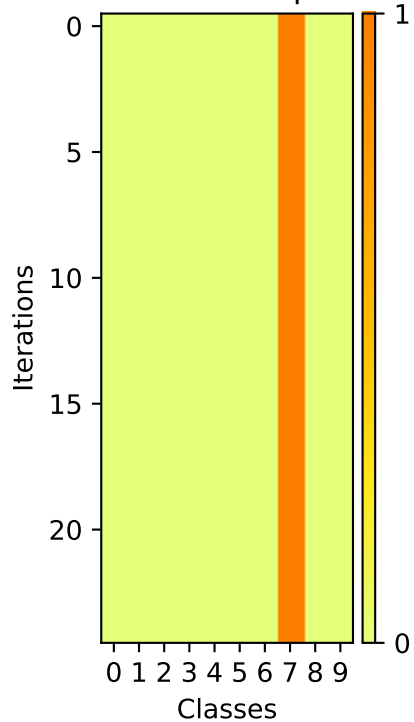
Softmax Outputs



Image



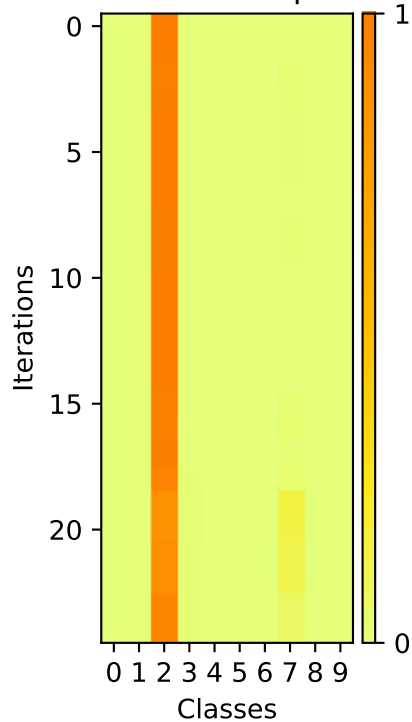
Softmax Outputs



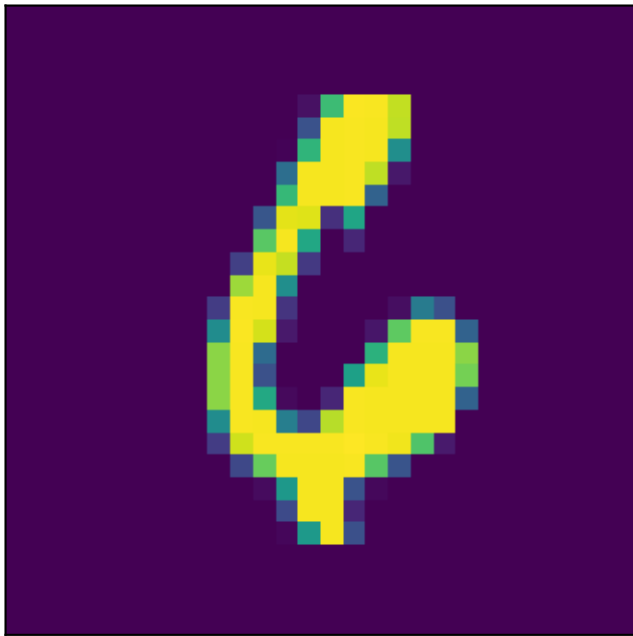
Image



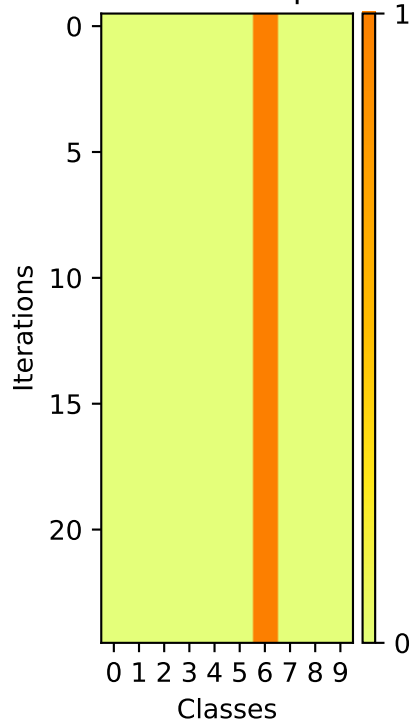
Softmax Outputs



Image



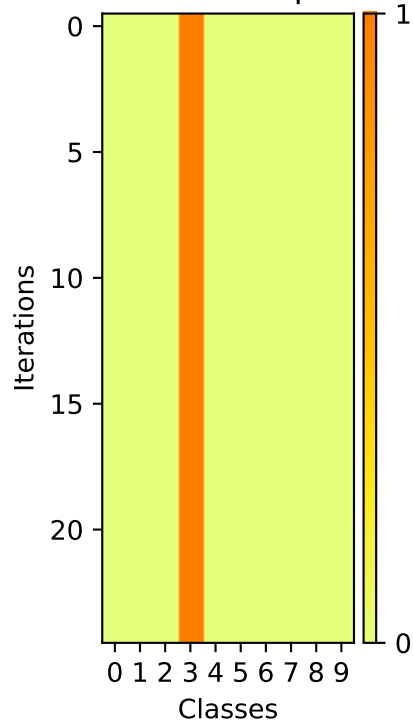
Softmax Outputs



Image



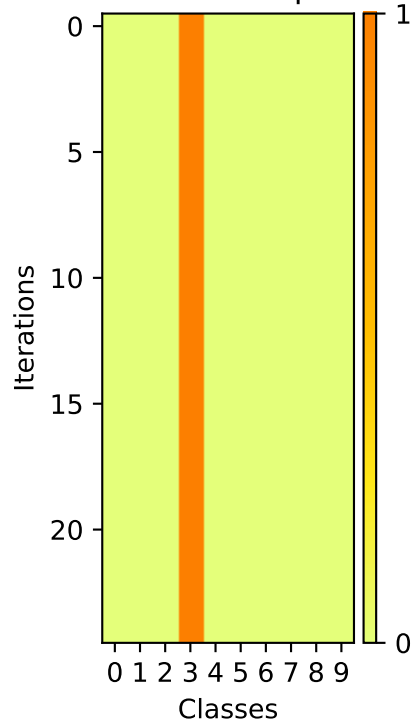
Softmax Outputs



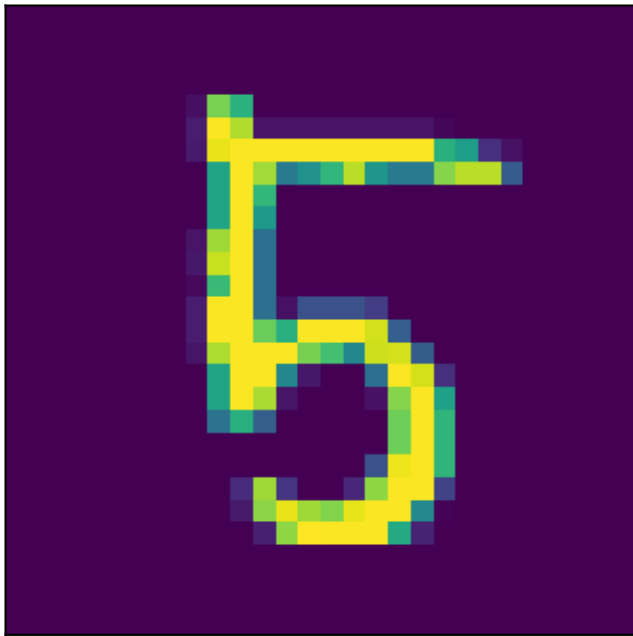
Image



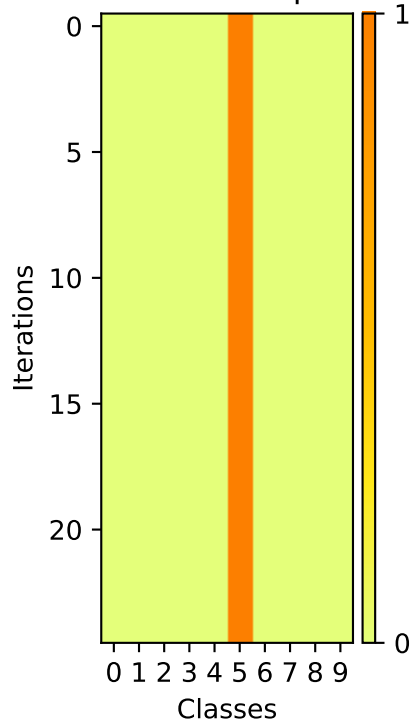
Softmax Outputs



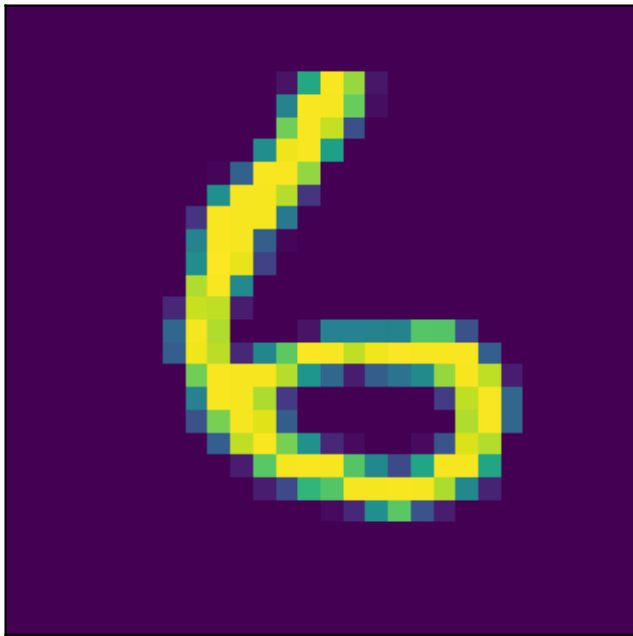
Image



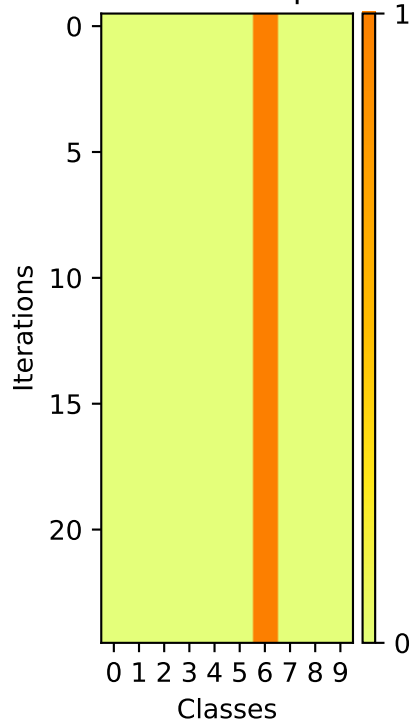
Softmax Outputs



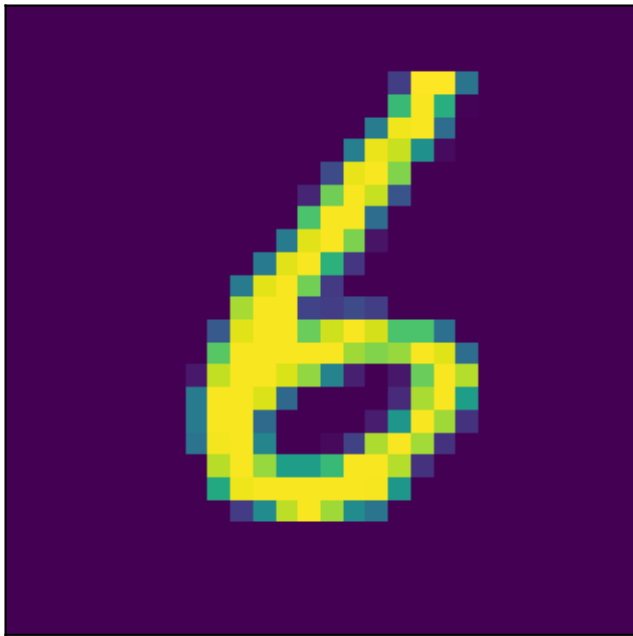
Image



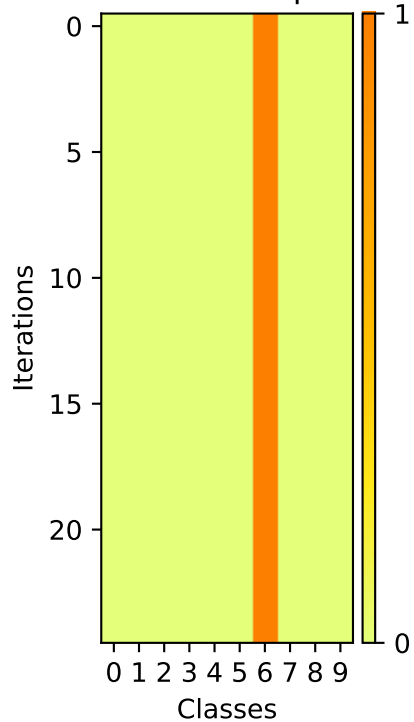
Softmax Outputs



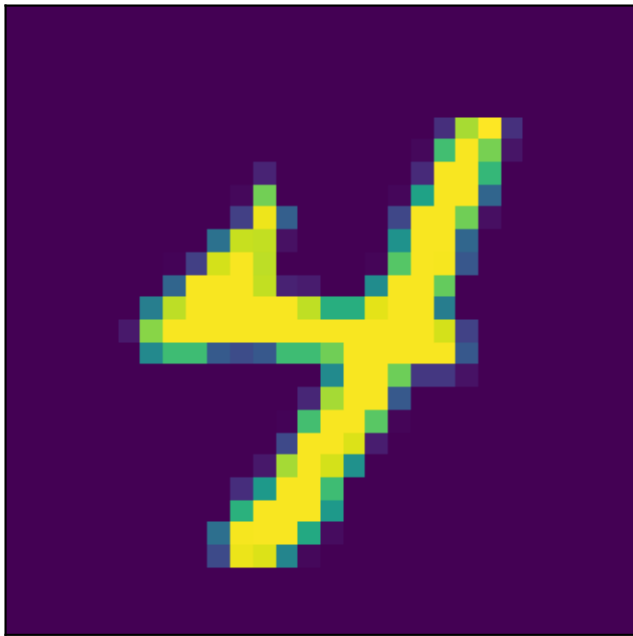
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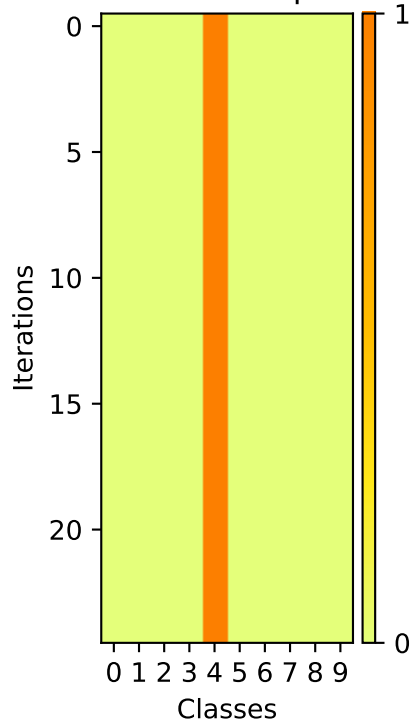
Softmax Outputs



Image



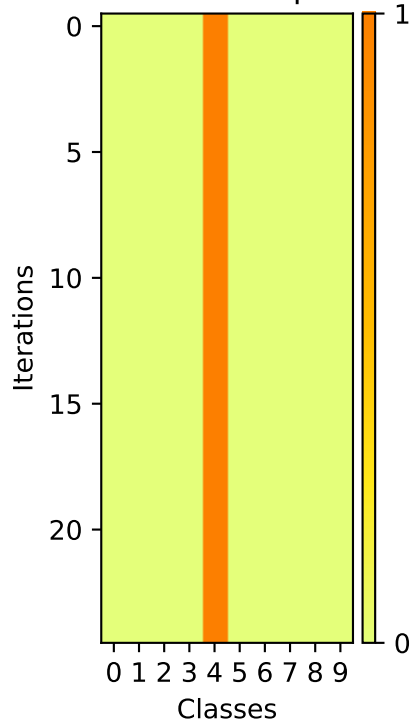
Softmax Outputs



Image



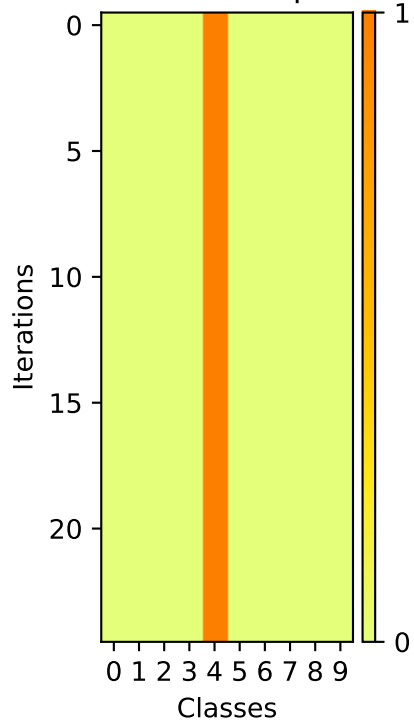
Softmax Outputs



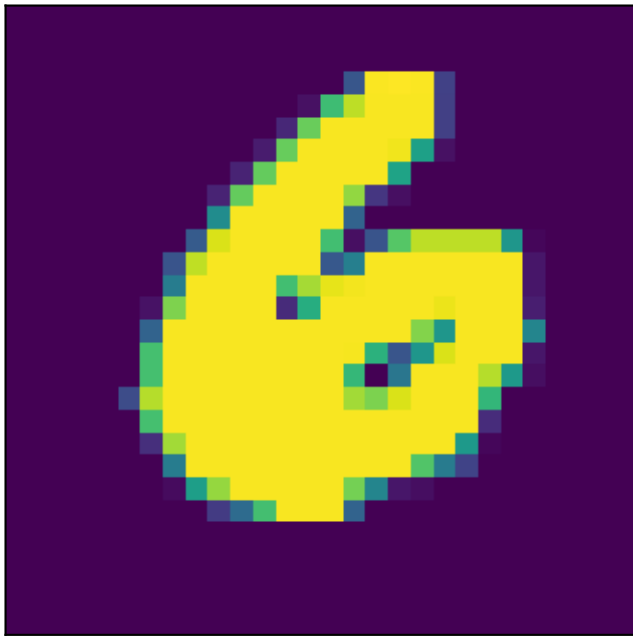
Image



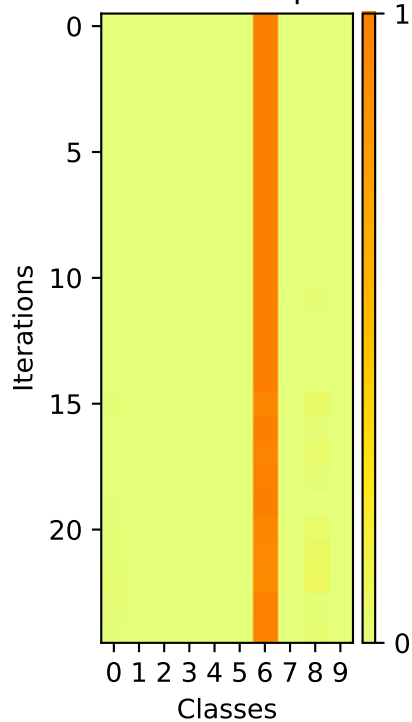
Softmax Outputs



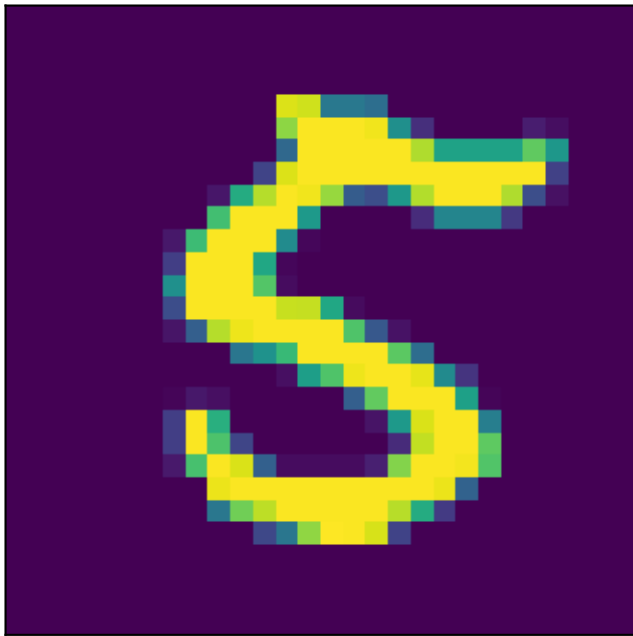
Image



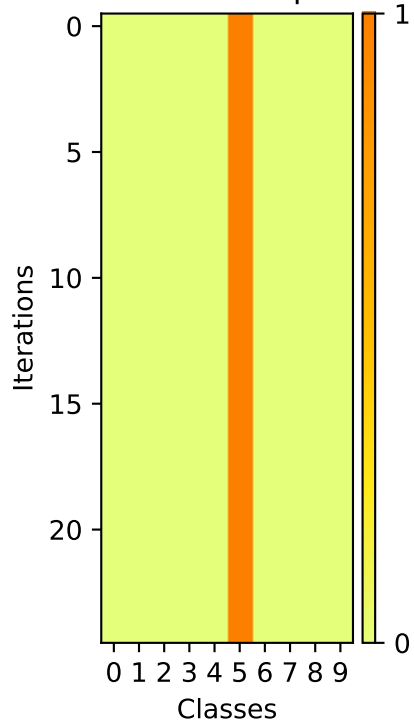
Softmax Outputs



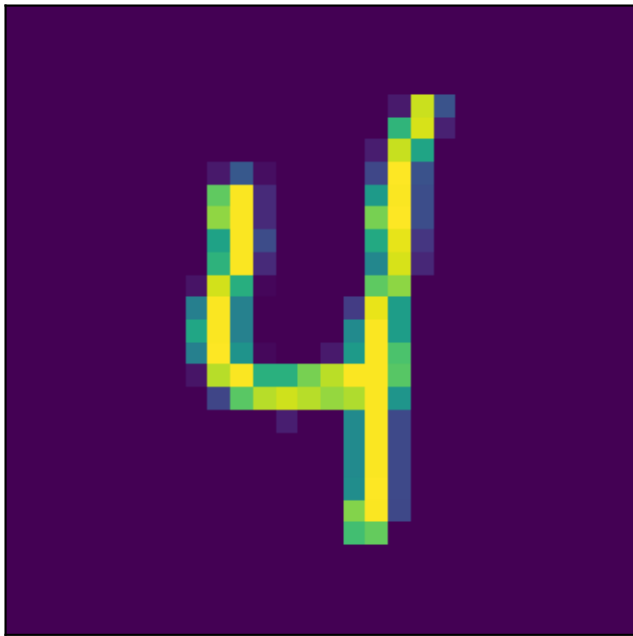
Image



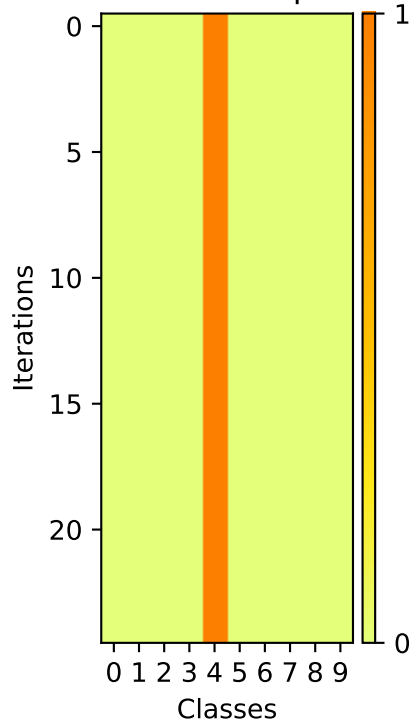
Softmax Outputs



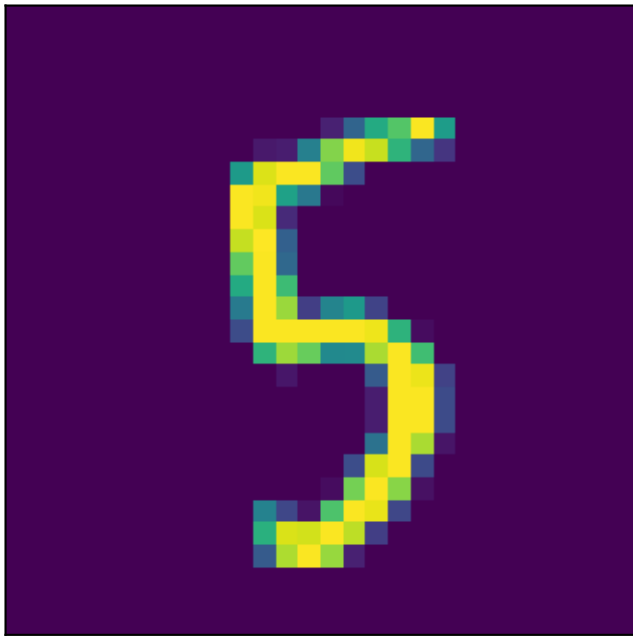
Image



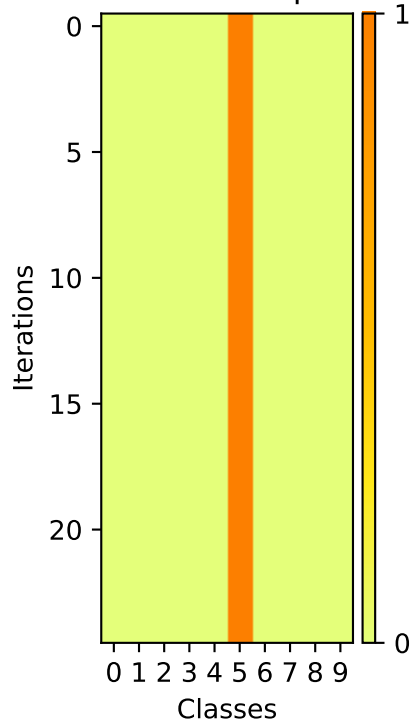
Softmax Outputs



Image



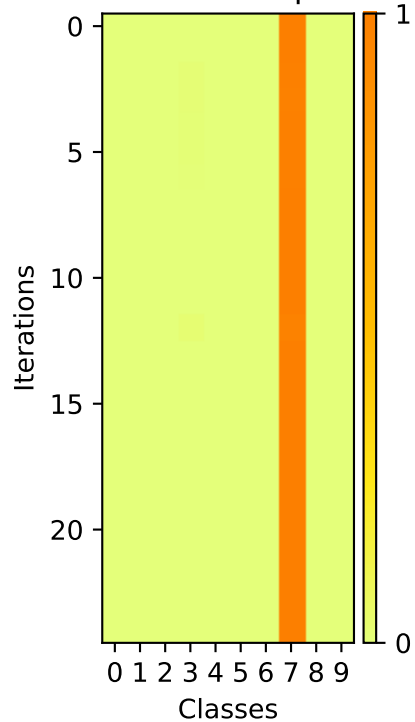
Softmax Outputs



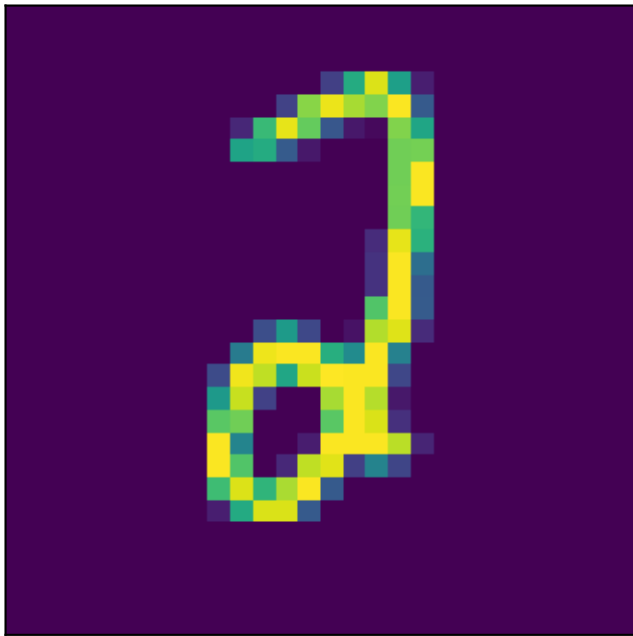
Image



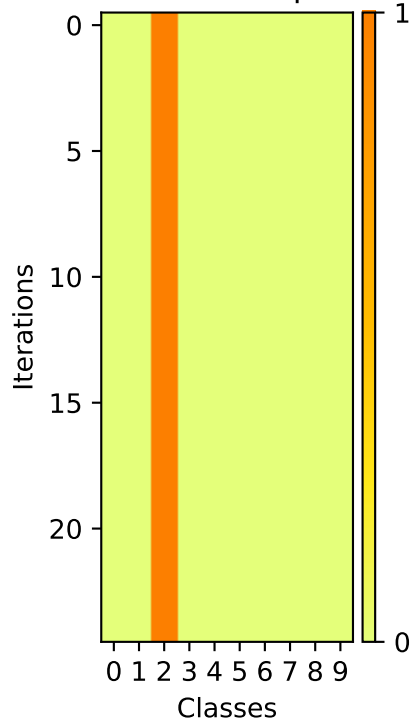
Softmax Outputs



Image



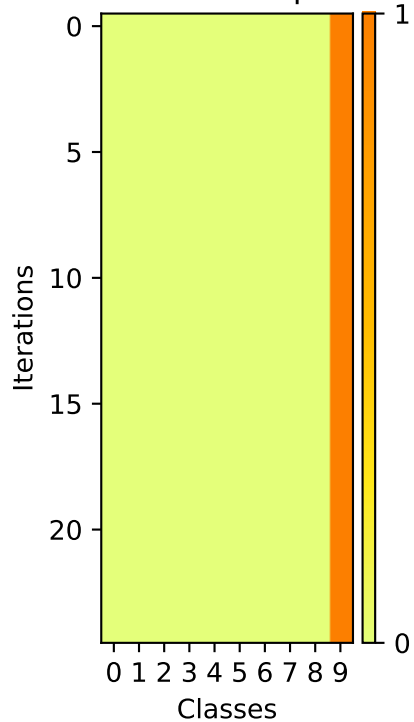
Softmax Outputs



Image



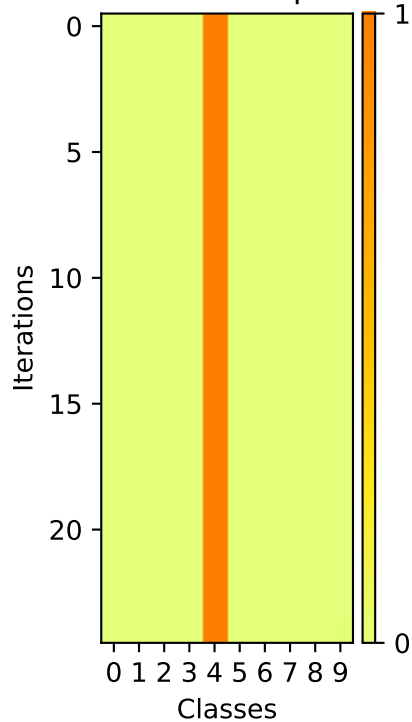
Softmax Outputs



Image



Softmax Outputs

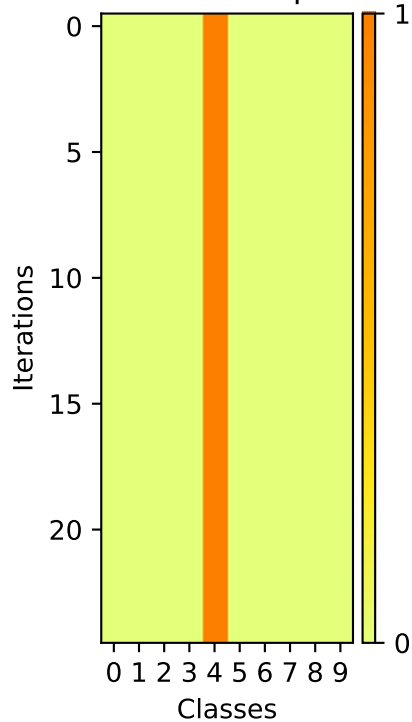


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (orange).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

Image



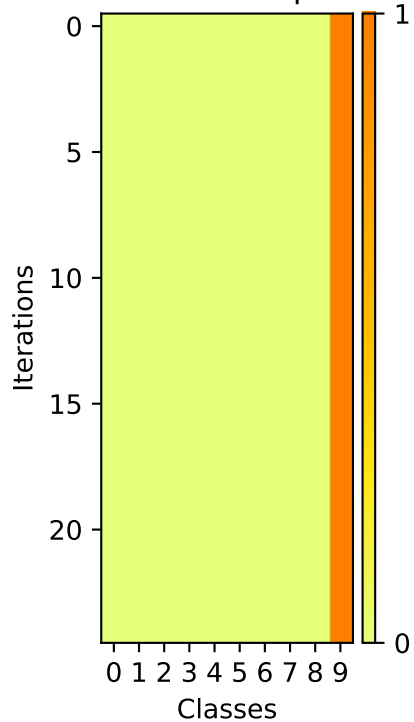
Softmax Outputs



Image



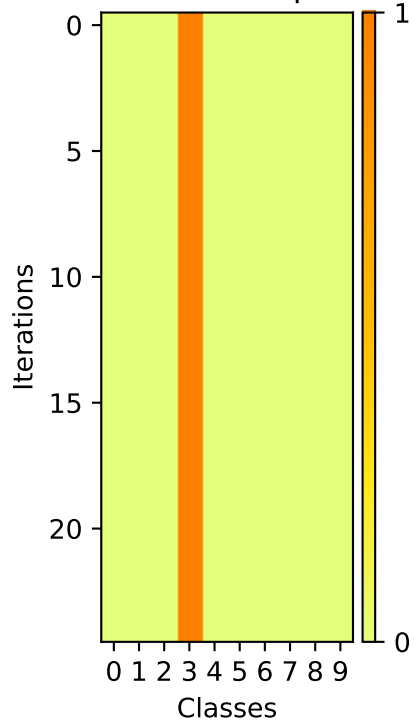
Softmax Outputs



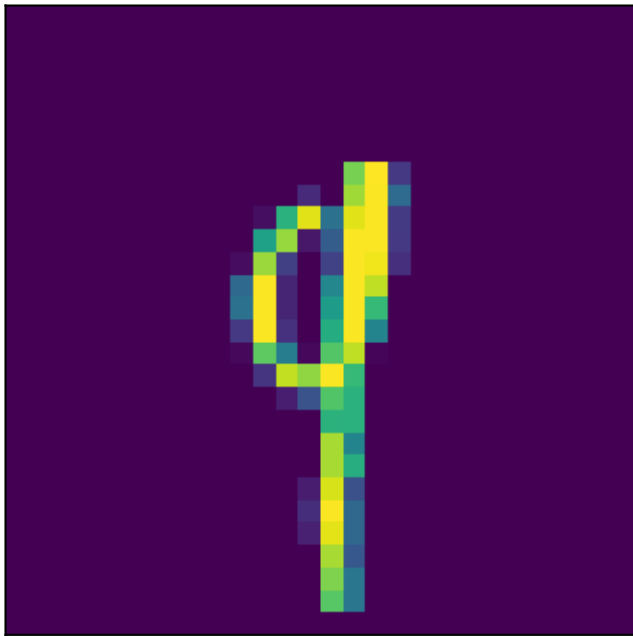
Image



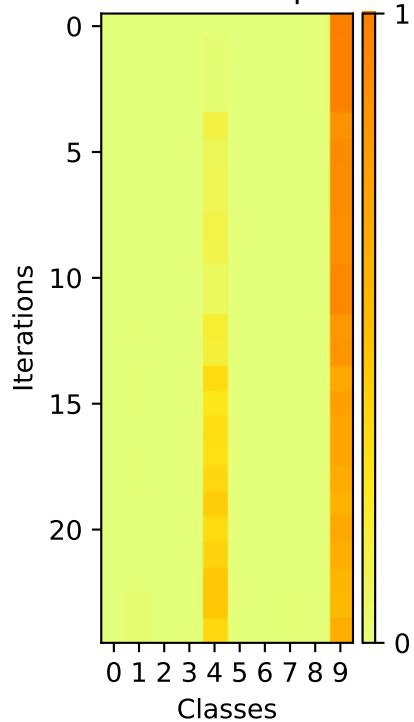
Softmax Outputs



Image



Softmax Outputs



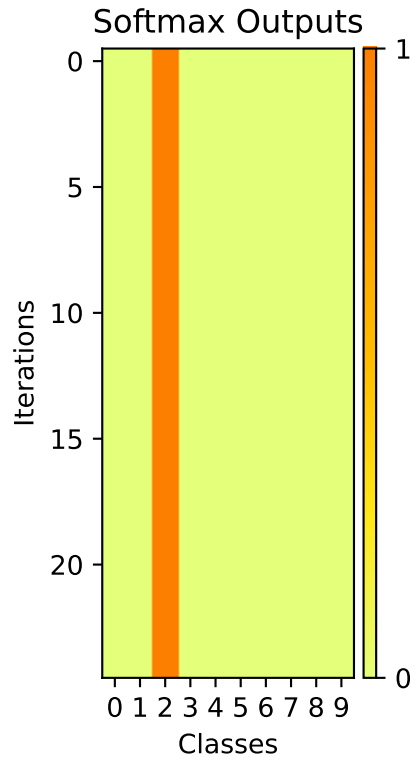
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of two loops joined at a central point. The loops are primarily yellow, with green and blue pixels forming the outlines and internal details. The overall appearance is that of a digital art style or a low-quality scan of a physical drawing.

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

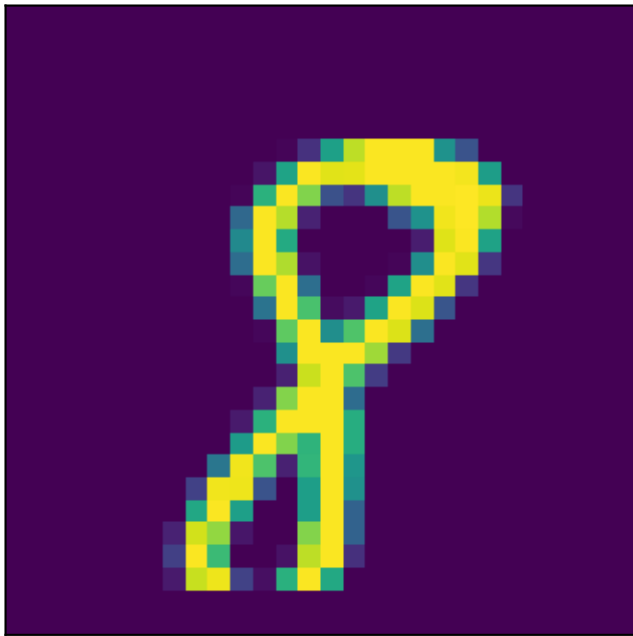
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

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

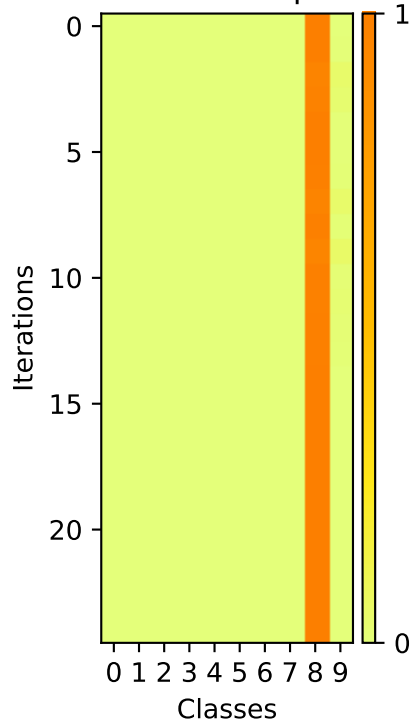
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized 'P' or a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



Image



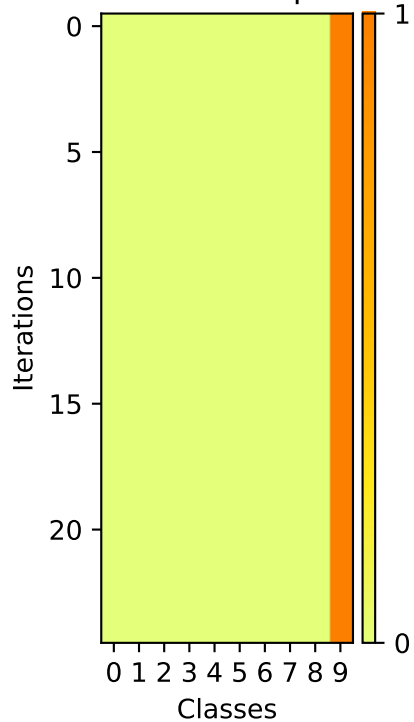
Softmax Outputs



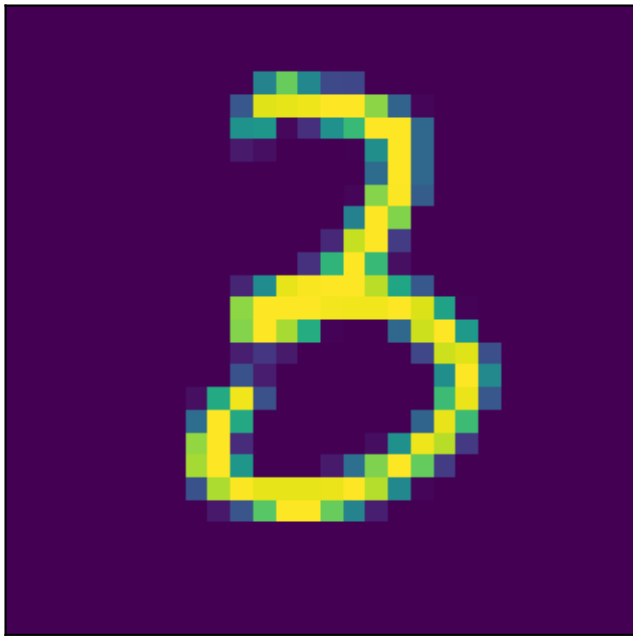
Image



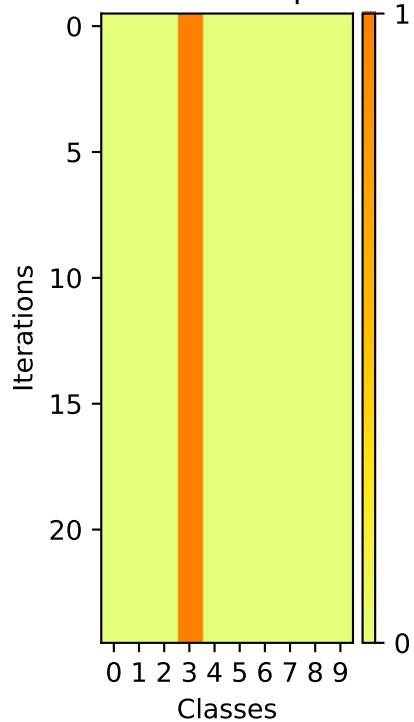
Softmax Outputs



Image

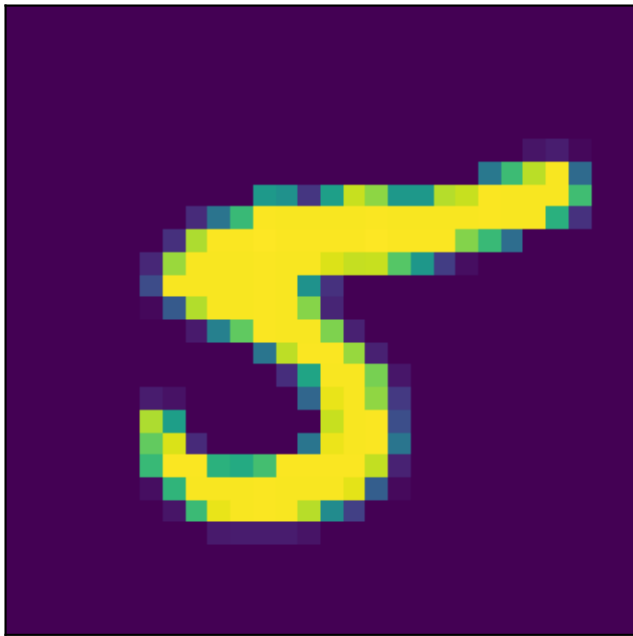


Softmax Outputs

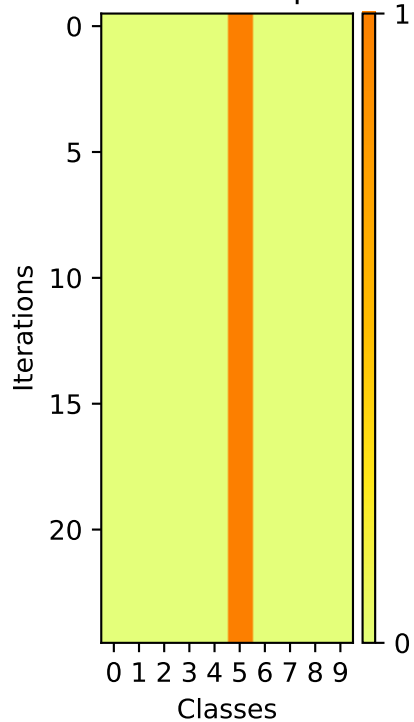


A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a central horizontal bar and a vertical stem. The colors are bright yellow and a medium blue, with some darker blue/purple pixels at the edges, suggesting a dithered or low-bit depth image. The overall appearance is reminiscent of early digital art or a low-quality scan of a logo.

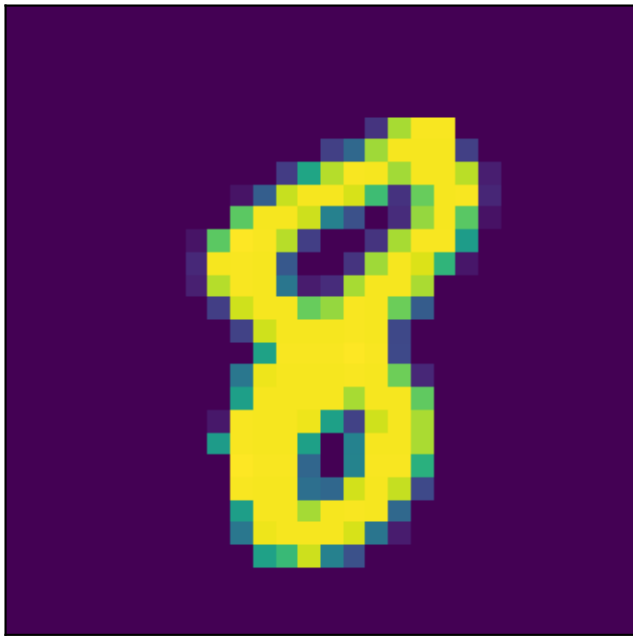
Image



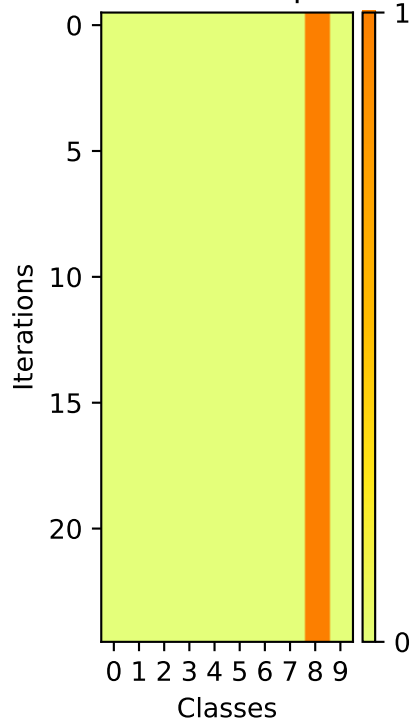
Softmax Outputs



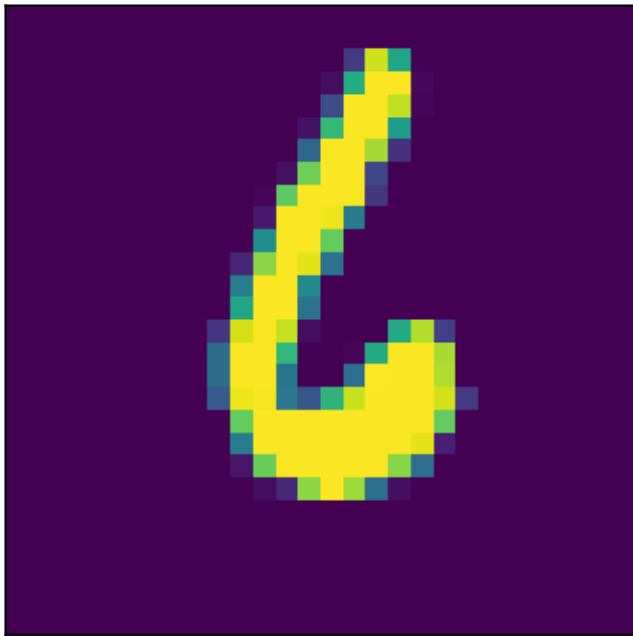
Image



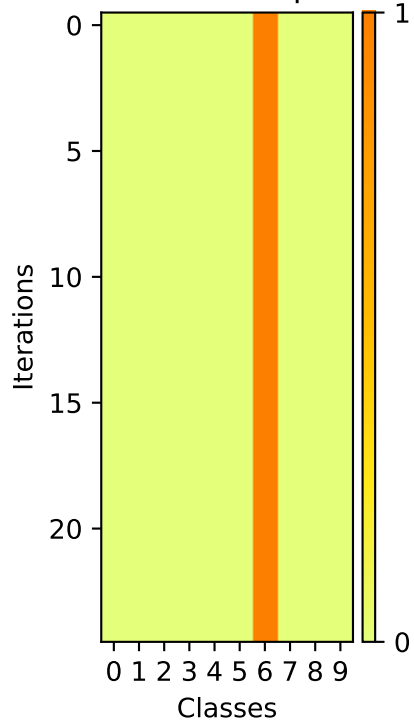
Softmax Outputs



Image



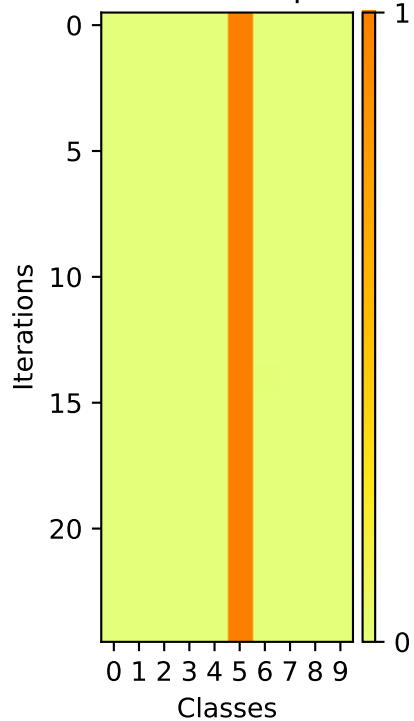
Softmax Outputs



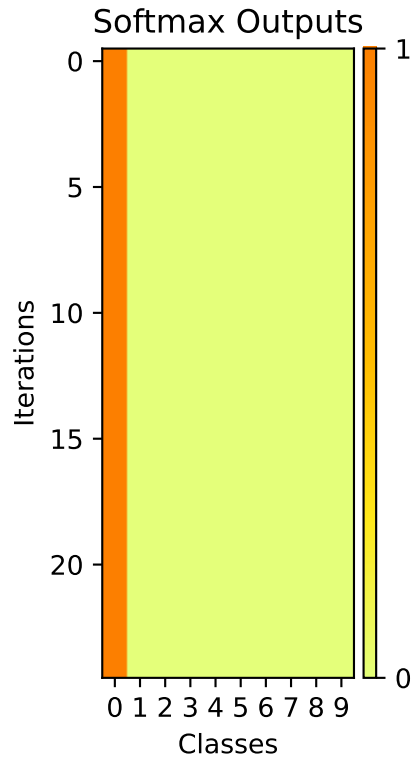
Image



Softmax Outputs



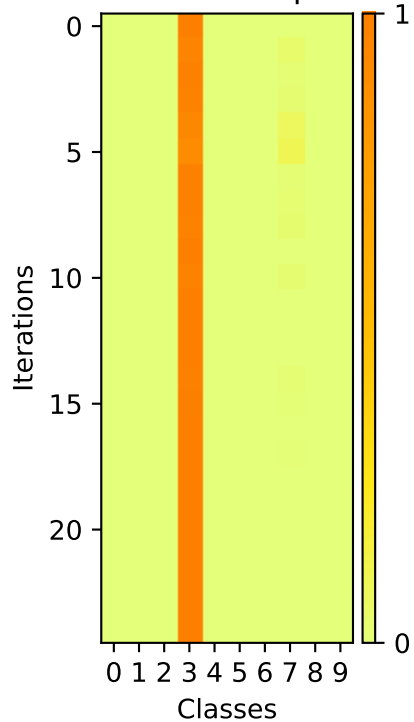
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, digital appearance. The background is a solid, dark purple color.



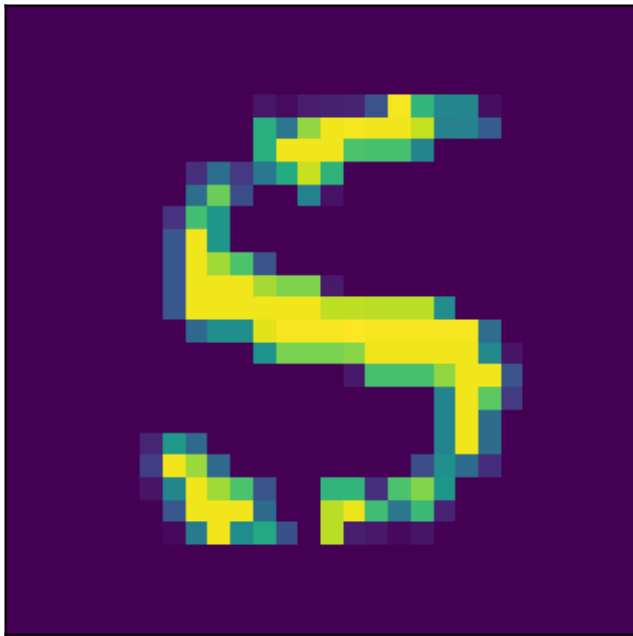
Image



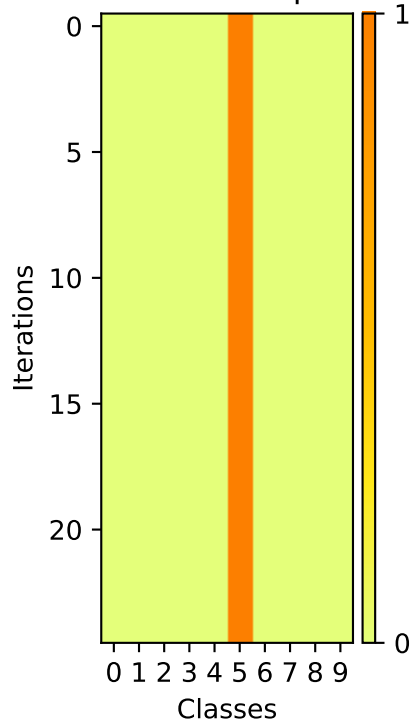
Softmax Outputs



Image



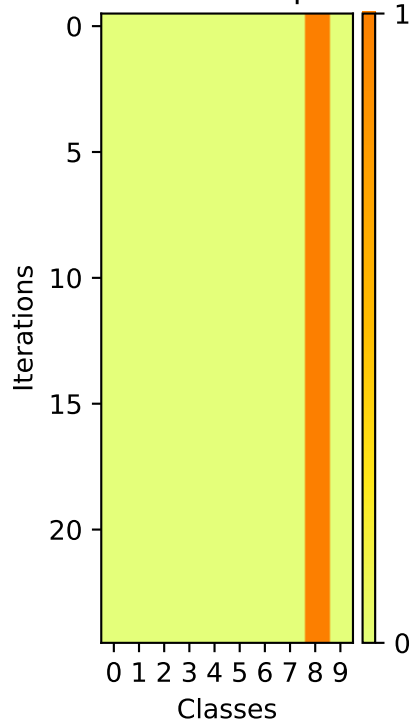
Softmax Outputs



Image



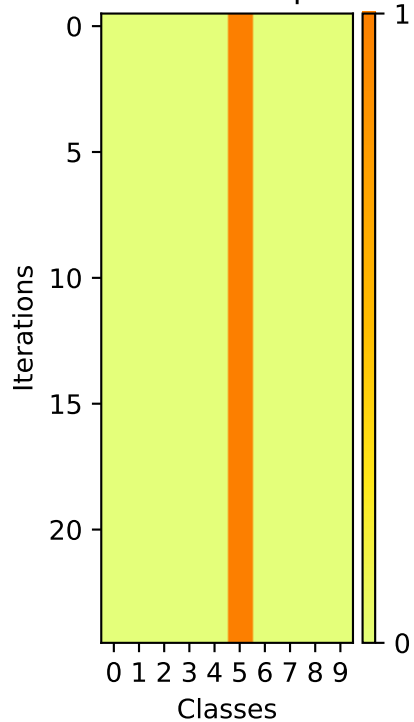
Softmax Outputs



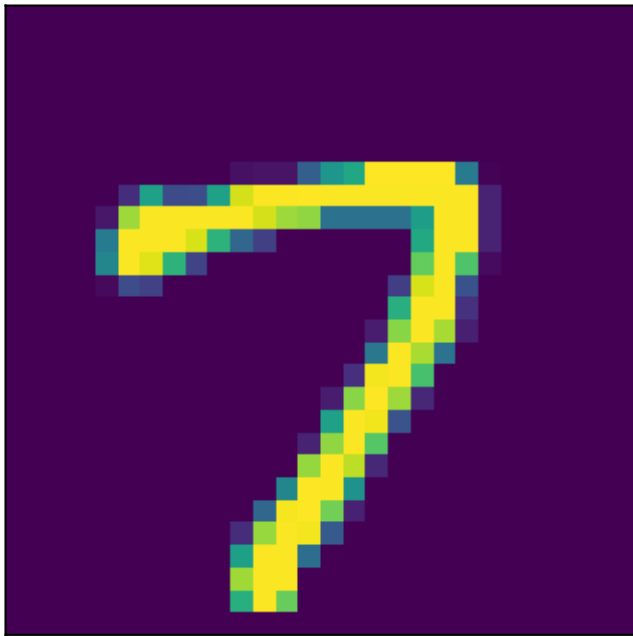
Image



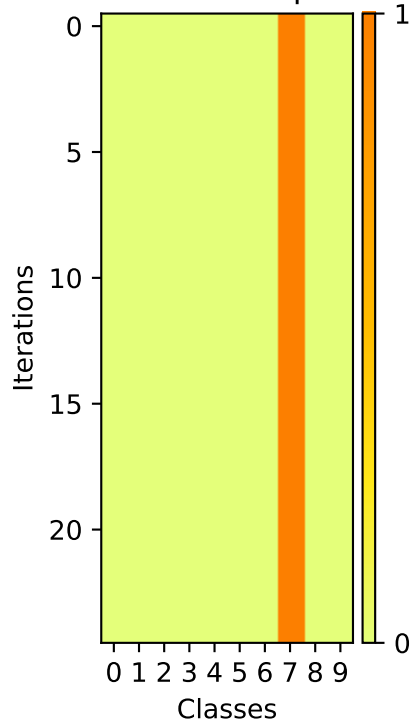
Softmax Outputs



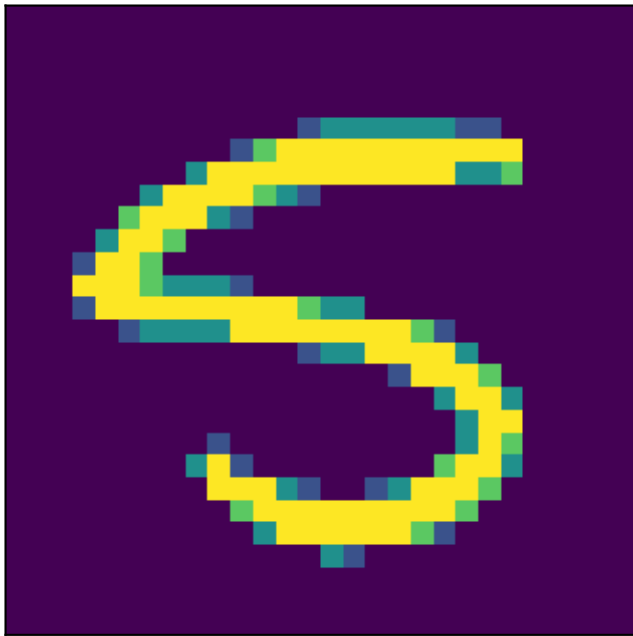
Image



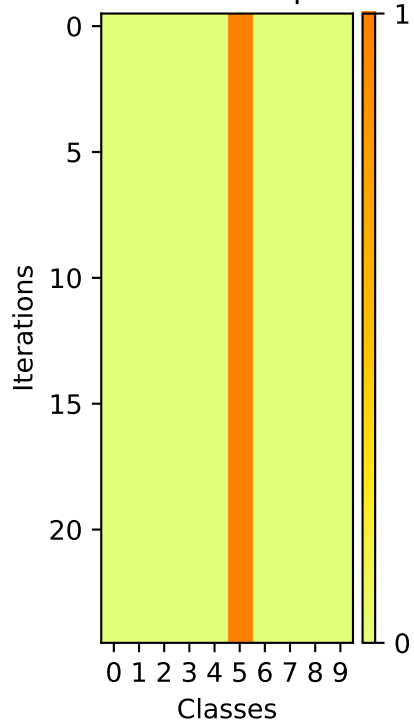
Softmax Outputs



Image



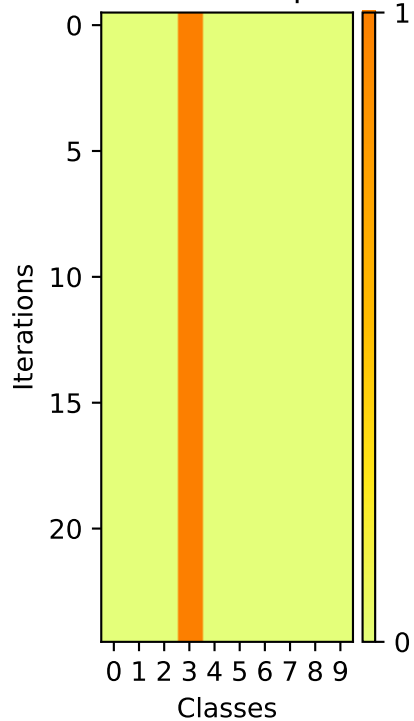
Softmax Outputs



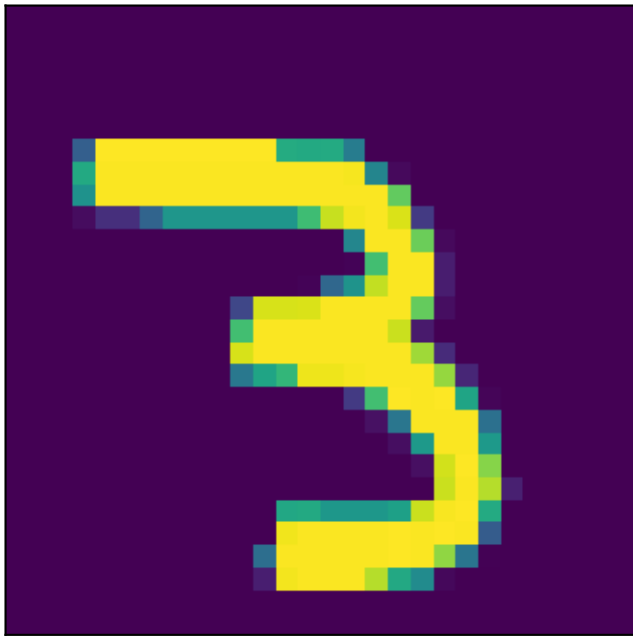
Image



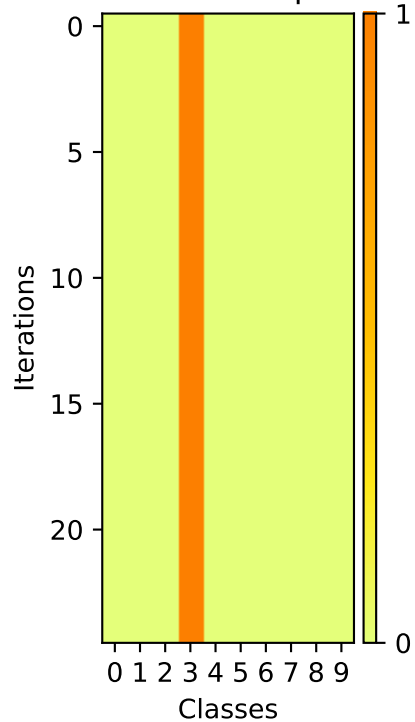
Softmax Outputs



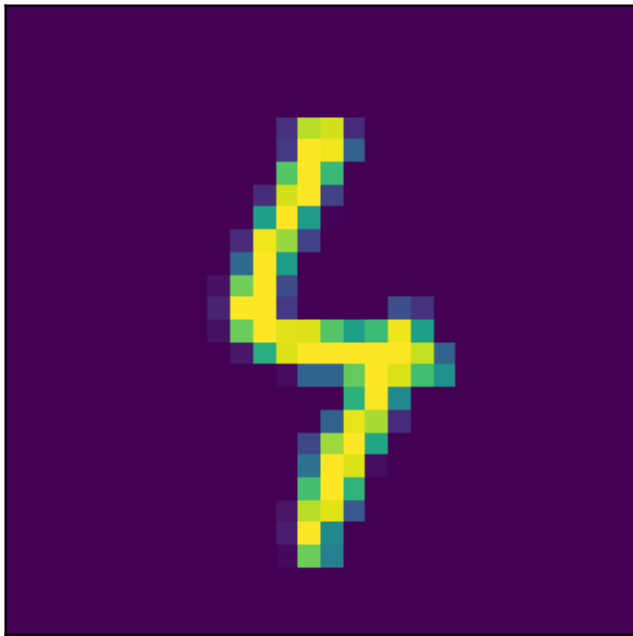
Image



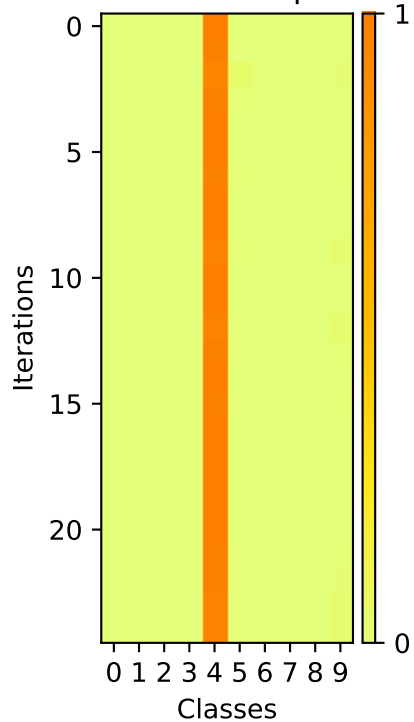
Softmax Outputs



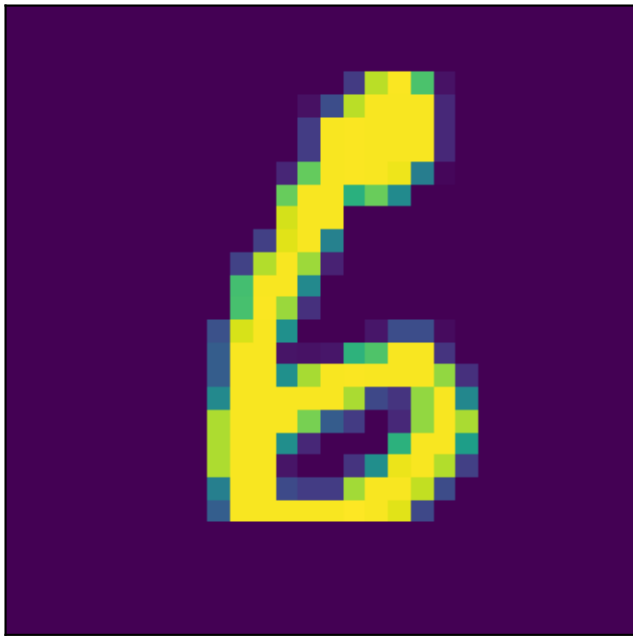
Image



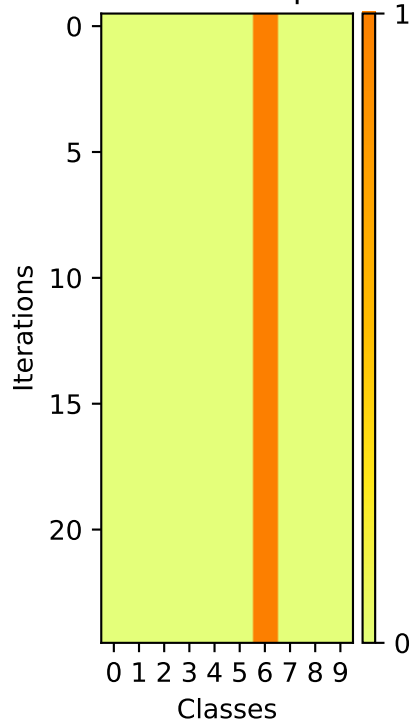
Softmax Outputs



Image



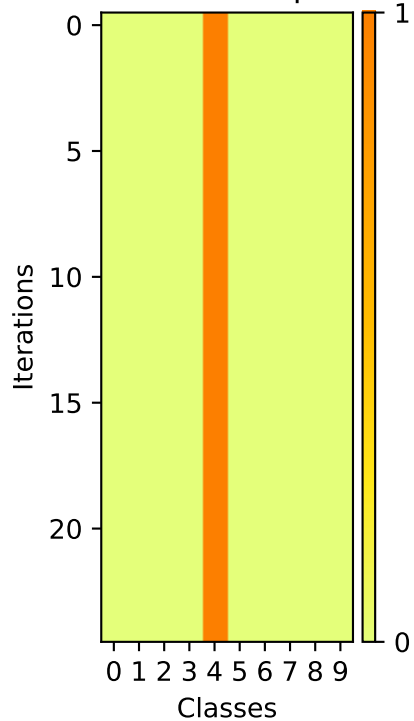
Softmax Outputs



Image



Softmax Outputs



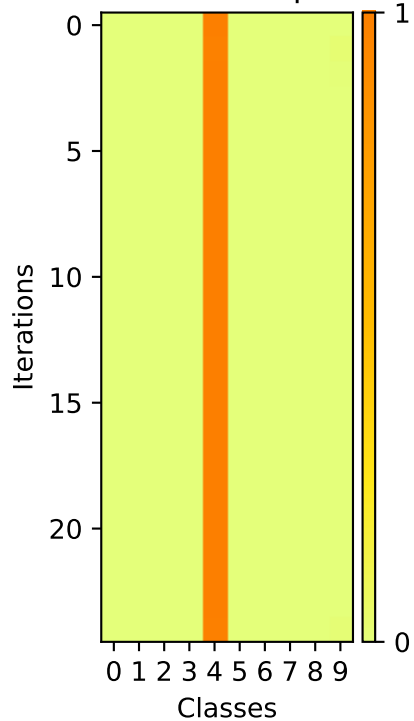
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, light green, and teal, arranged to form a continuous loop that crosses itself in the center. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 8, which reaches a probability of 1.0 by iteration 20.

Image



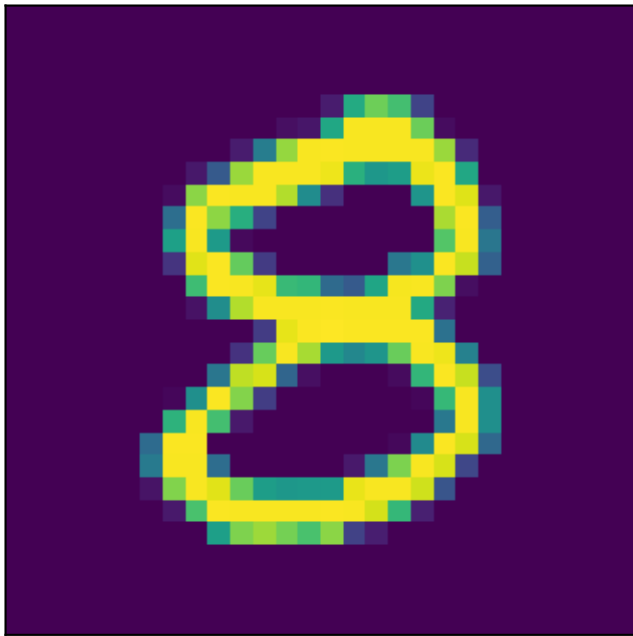
Softmax Outputs



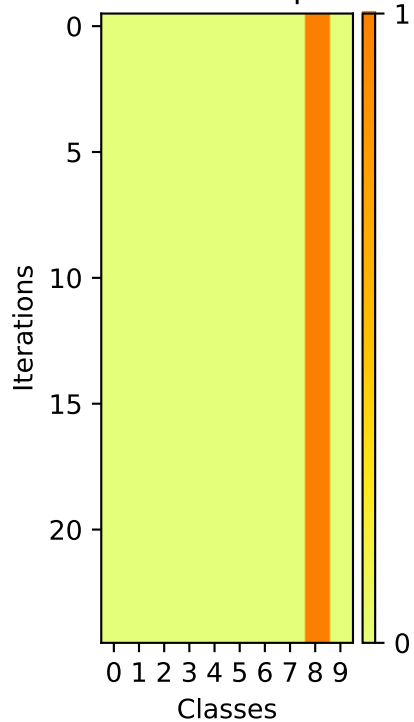
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, creating a jagged, blocky outline. It resembles a stylized 'G' or a similar character, with a curved top and a vertical stem. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a printed 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, 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



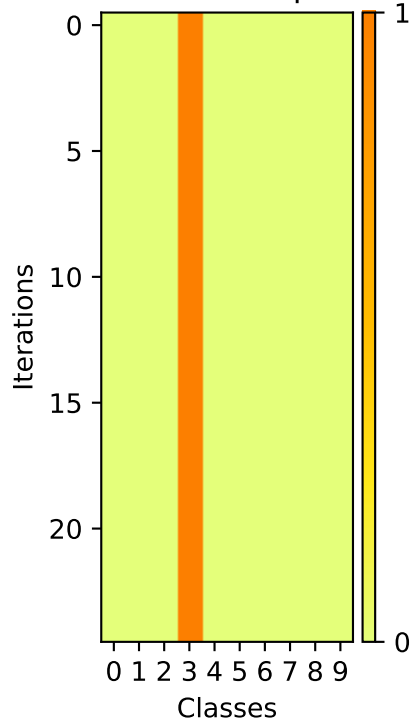
Softmax Outputs



Image



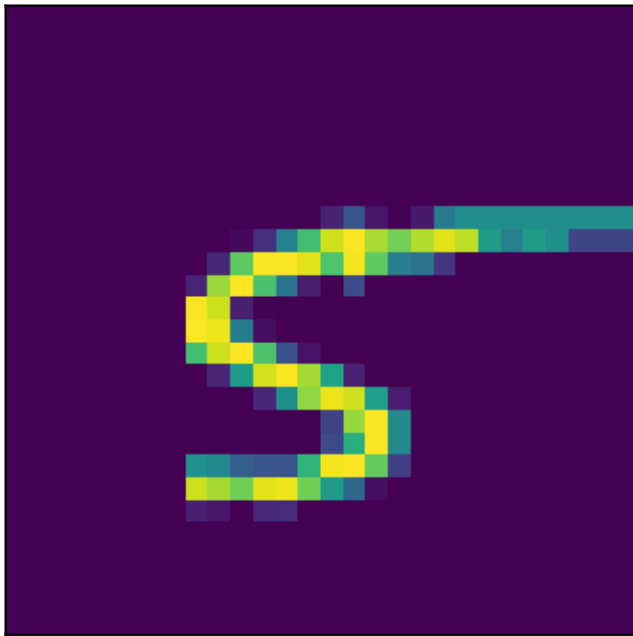
Softmax Outputs



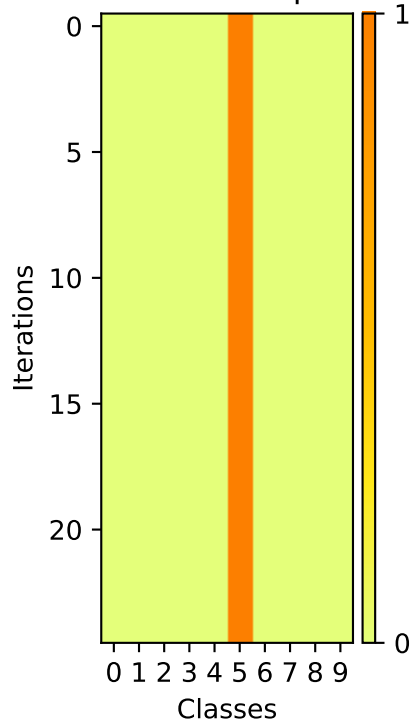
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of a grid of colored pixels, primarily yellow and light green, with some darker green and blue pixels at the edges. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.


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 (yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

Image



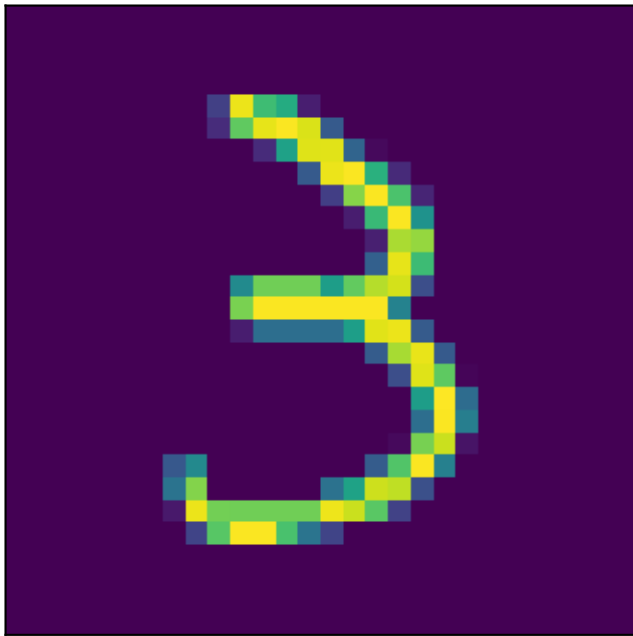
Softmax Outputs





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

