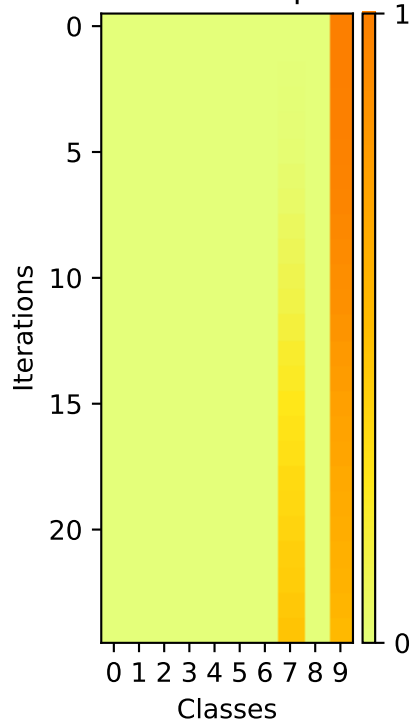


Image



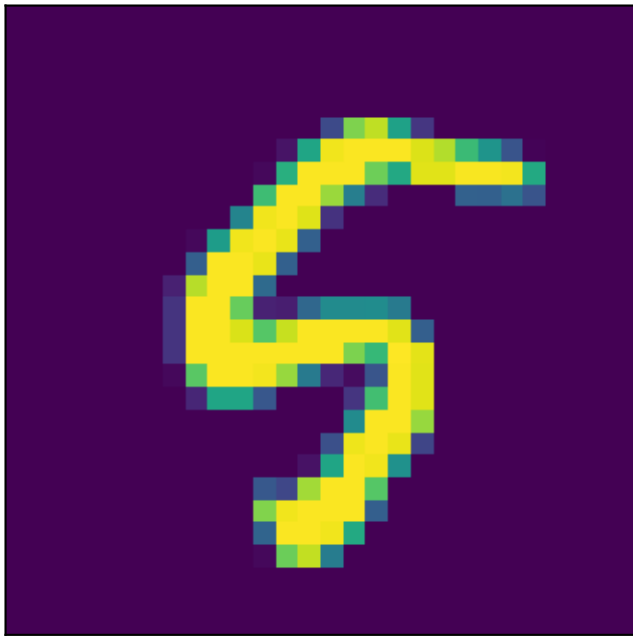
Softmax Outputs



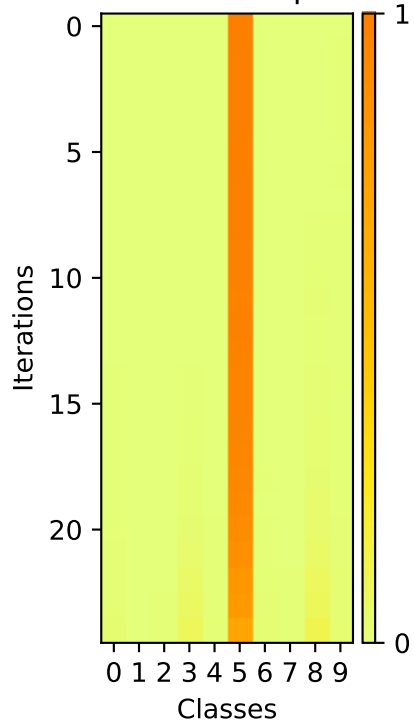
A pixelated, low-resolution image of a yellow character with a large head, small body, and a single eye, set against a dark purple background. The character has a large, rounded head with a single, large, dark eye. Its body is small and rectangular, with a single leg visible. The character is positioned in the center of the frame, facing forward. The background is a solid, dark purple color. The image has a low-resolution, pixelated appearance, with visible square blocks of color.

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 strong, persistent peak in probability, while other classes remain near zero.

Image



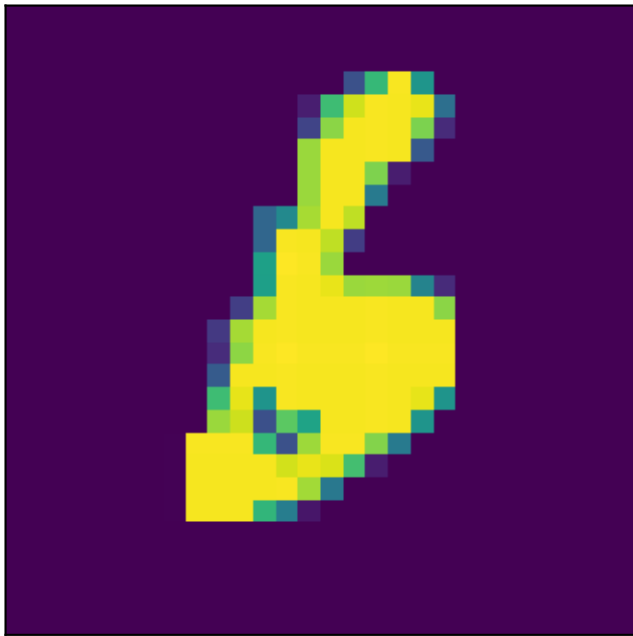
Softmax Outputs



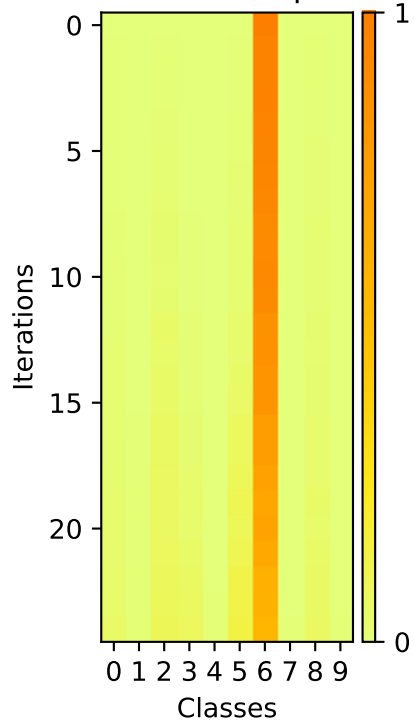
A 16x16 pixel grid image. The background is dark purple. A vertical yellow bar is centered horizontally, spanning from row 1 to row 15 and column 10 to column 12. A small cyan square is located at row 1, column 13. A small green square is located at row 15, column 13.

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

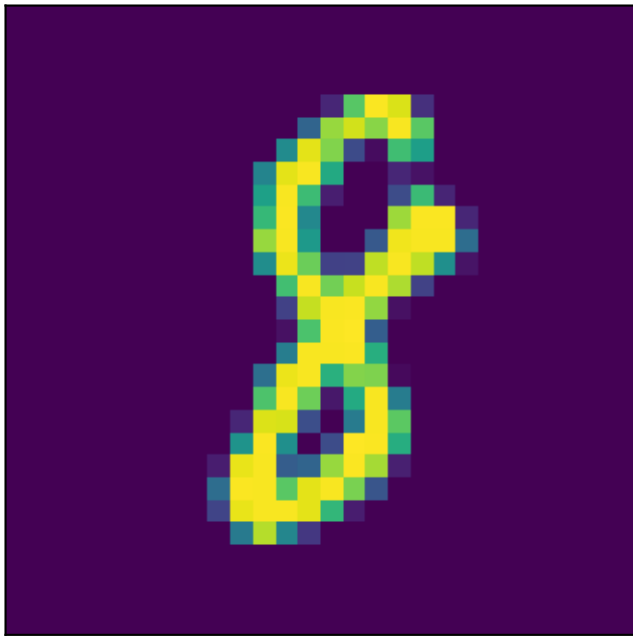
Image



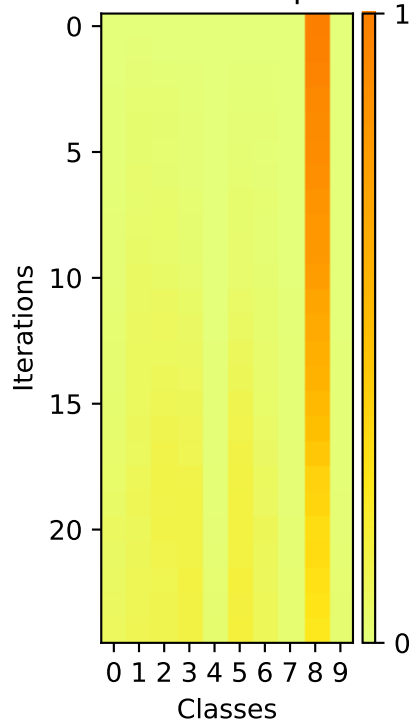
Softmax Outputs



Image

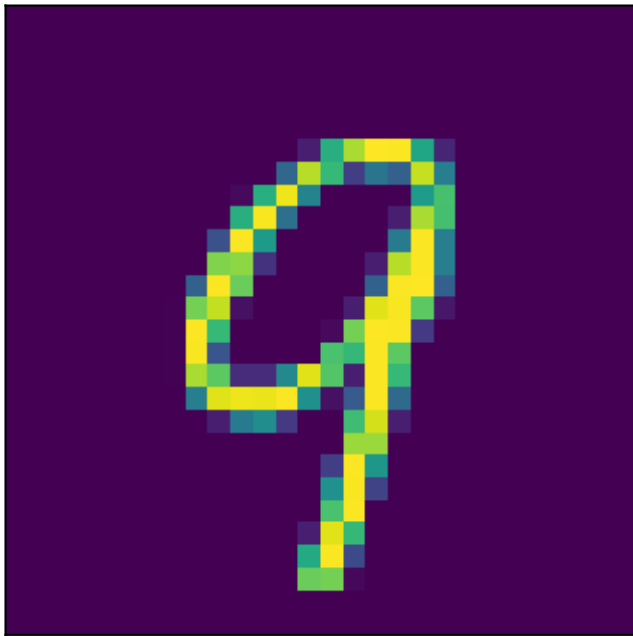


## Softmax Outputs

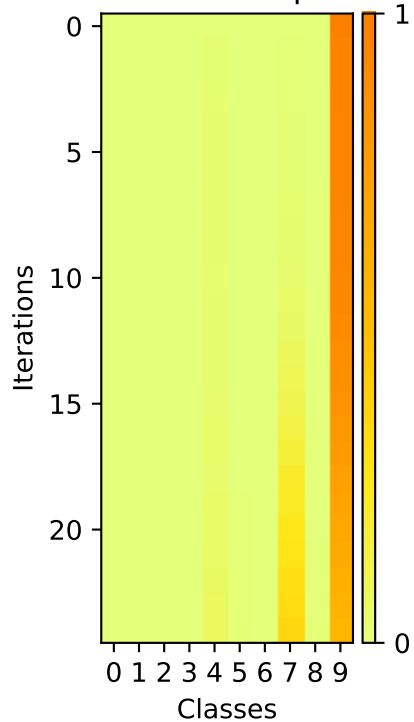




Image



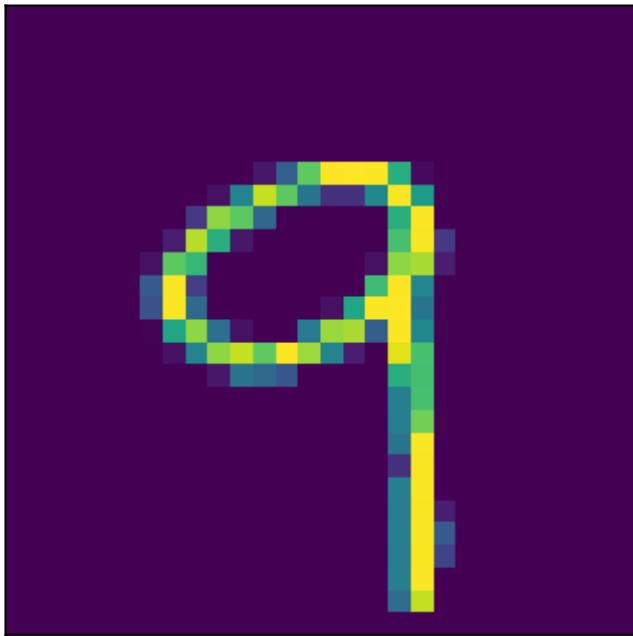
Softmax Outputs



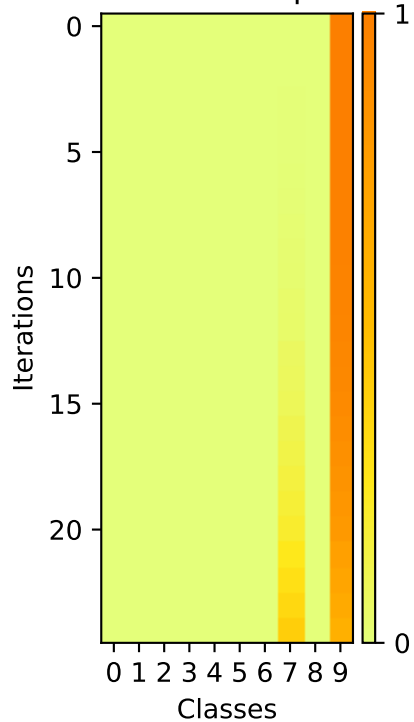


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a slightly blurred or 'glowing' appearance. The background is a solid, deep purple.

Image



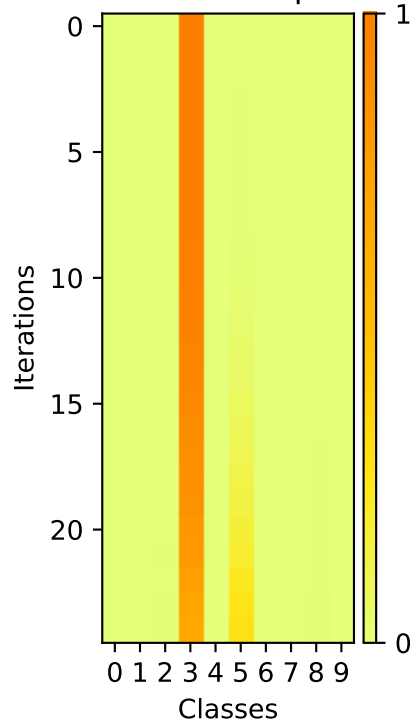
## Softmax Outputs



Image



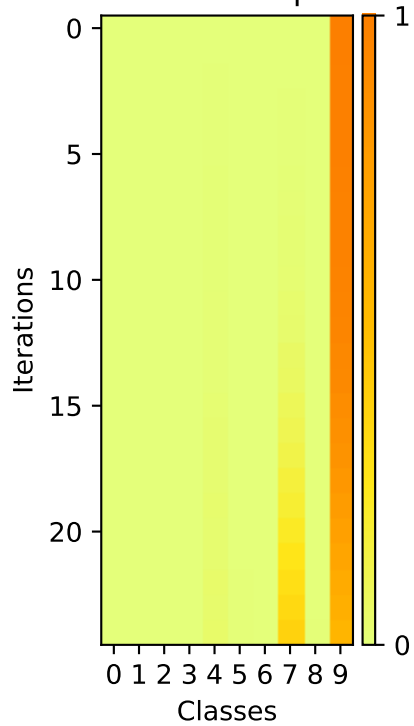
Softmax Outputs



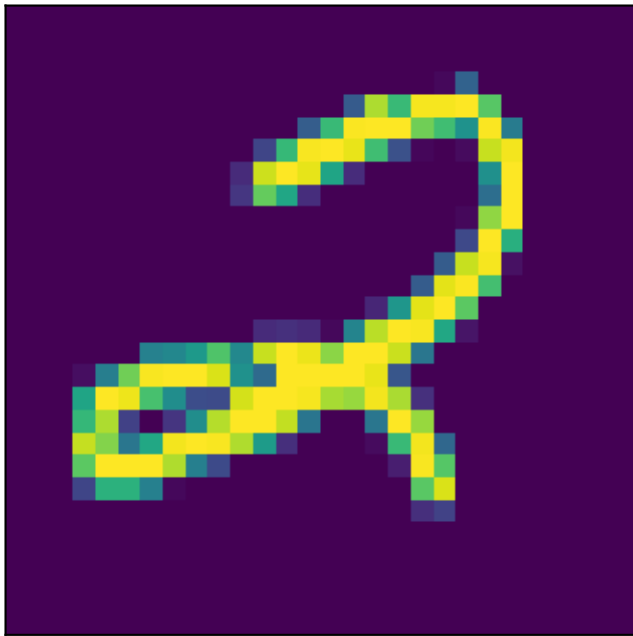
Image



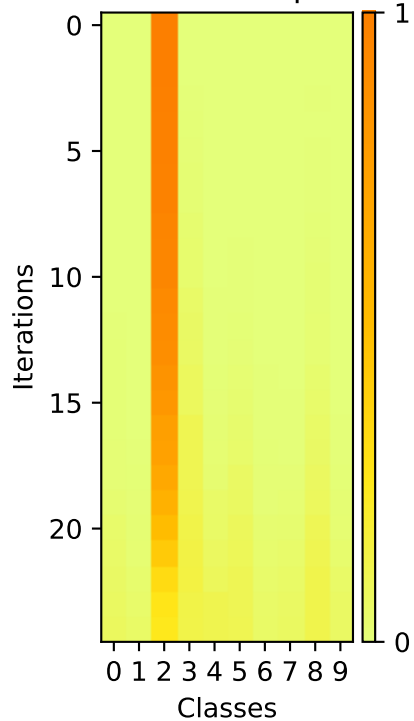
Softmax Outputs



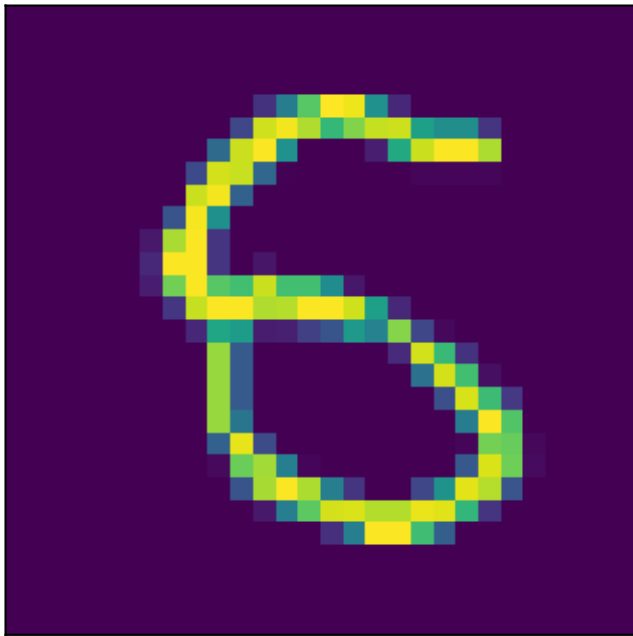
Image



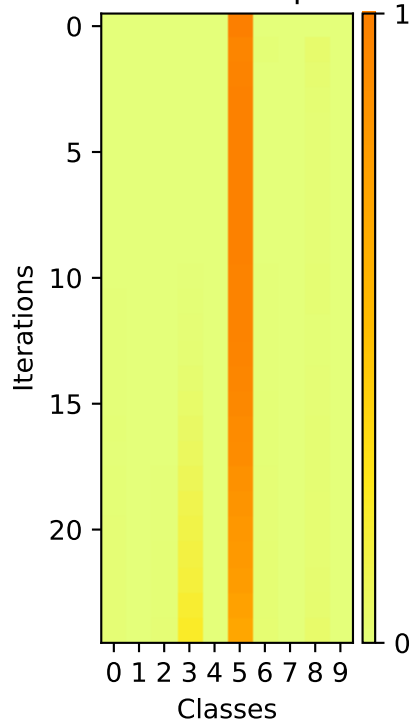
## Softmax Outputs



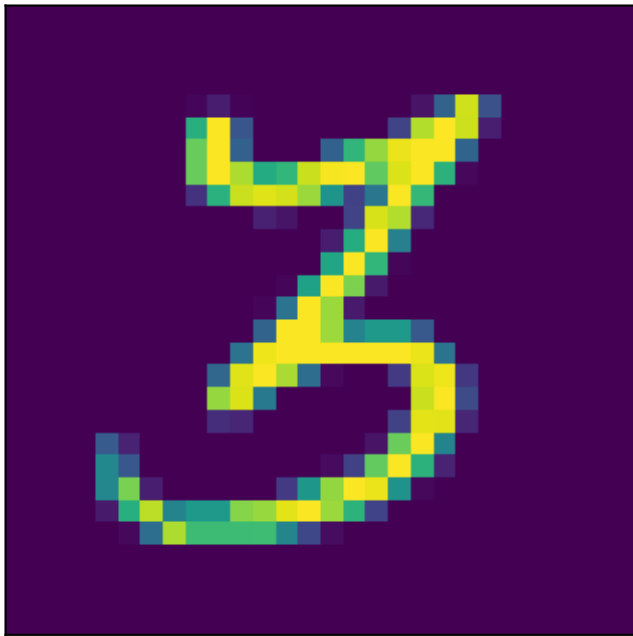
Image



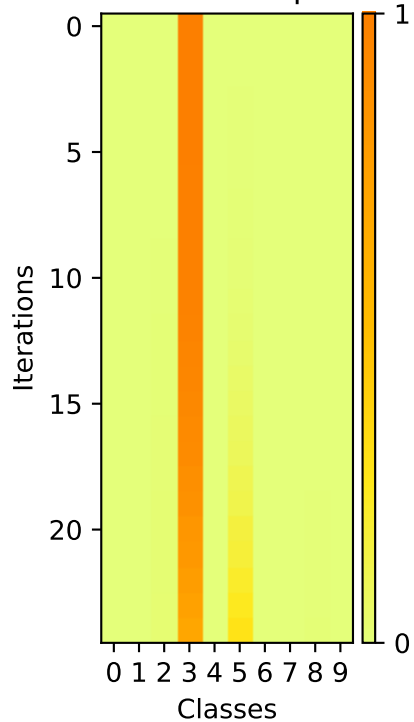
Softmax Outputs



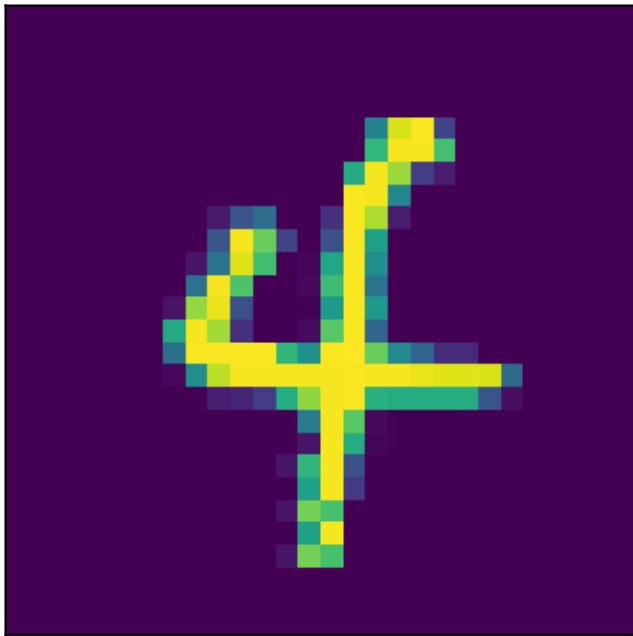
Image



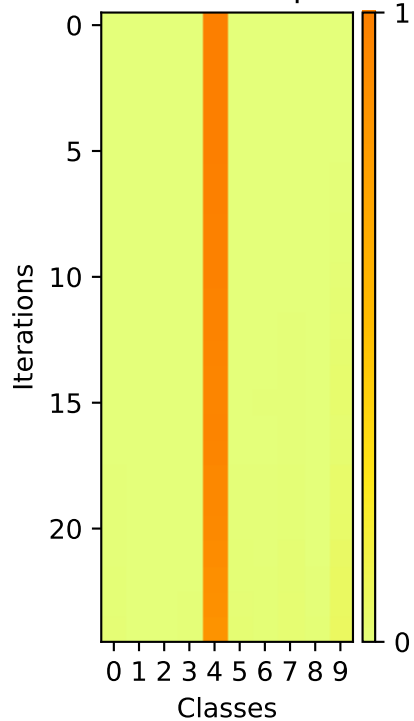
Softmax Outputs



Image



Softmax Outputs





A 10x10 grid visualization of a sparse matrix. The grid is predominantly black, with a diagonal line of yellow and green pixels running from the bottom-left to the top-right. The pixels are arranged in a pattern that suggests a banded or sparse structure, with some off-diagonal elements also visible.

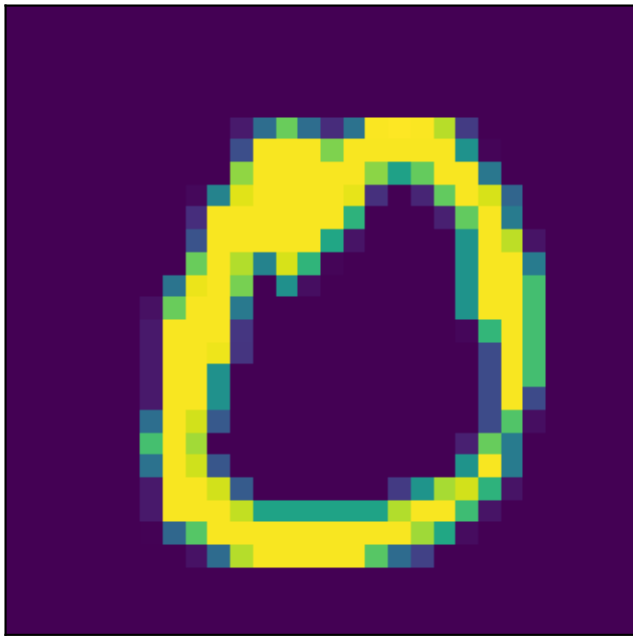
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow or greenish-yellow, giving it a slightly textured or noisy appearance. The background is a solid, dark purple color.

The heatmap visualizes the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). A color bar on the right indicates the magnitude of the values, ranging from 0 (light yellow) to 1 (dark orange). The diagonal elements (where predicted class equals actual class) are consistently high, indicating good classification performance. Class 7 shows the most pronounced diagonal pattern, with values reaching 1.0. Off-diagonal elements are generally low, suggesting minimal misclassification.

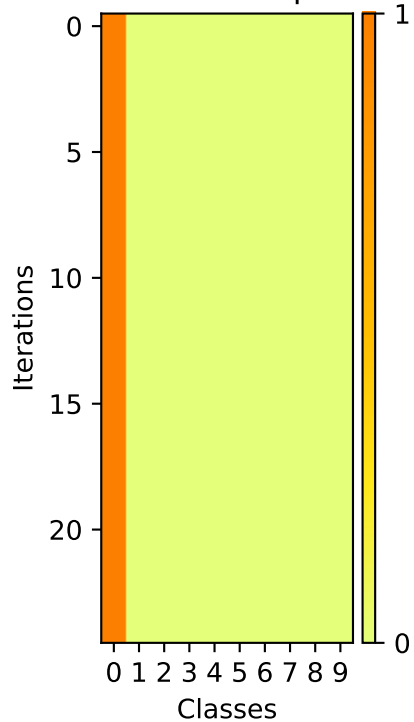
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts with Class 1 having a probability of 1.0 and Class 0 having a probability of approximately 0.15. Over iterations, Class 1's probability decreases to about 0.15, while Class 0's probability increases to about 0.85. The other classes (2 to 9) maintain very low probabilities throughout the iterations.

Image



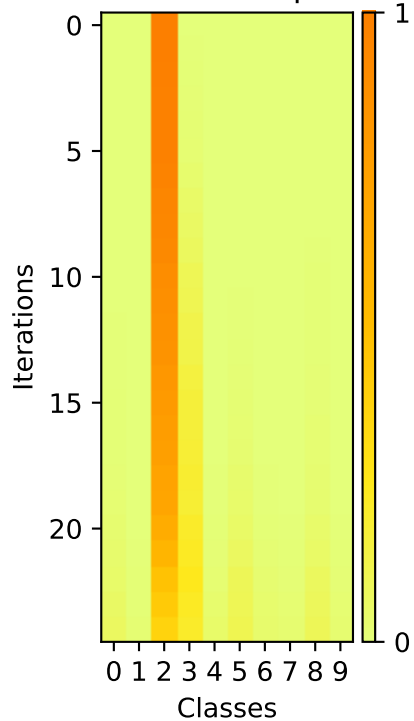
## Softmax Outputs



Image



## Softmax Outputs



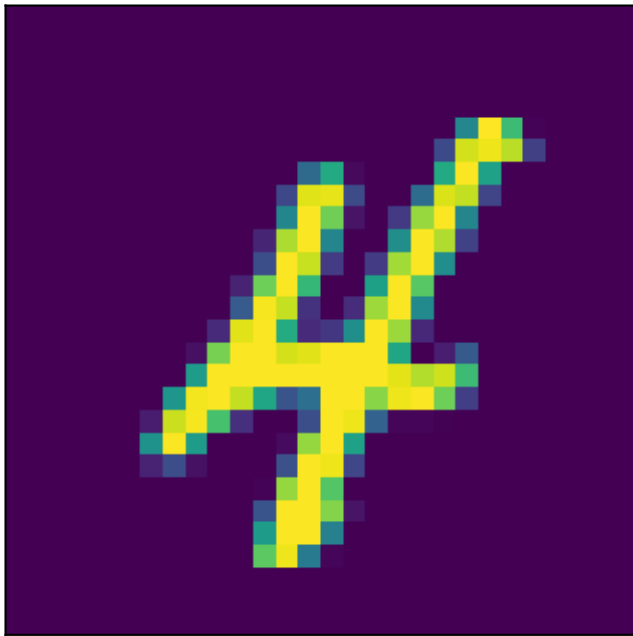
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light green, and dark green, giving it a blocky, digital appearance. It has a rounded, somewhat abstract shape with a central dark green area. The background is a solid, dark purple color.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 consistently shows a high probability, indicated by the dark orange color, while other classes remain at low probability levels (light yellow).

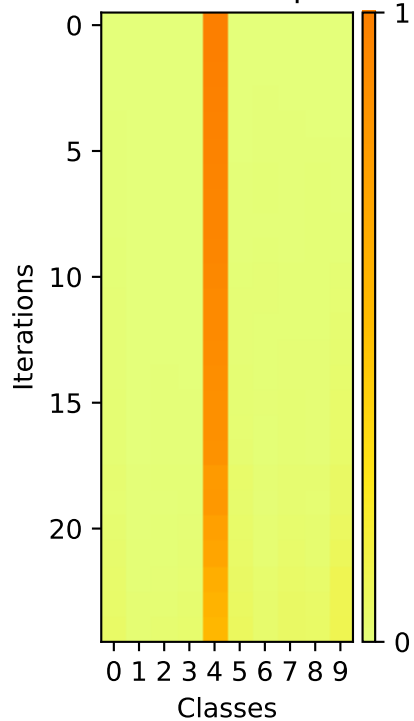
A pixelated, stylized yellow and green shape, possibly representing a letter 'G' or a hook, is centered on a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark blue/purple, giving it a blocky, digital appearance.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 shows a strong, persistent peak in probability, while other classes remain relatively stable and low.

Image



Softmax Outputs

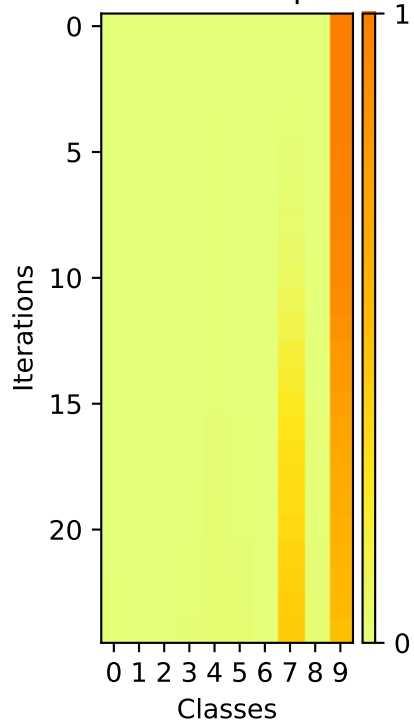


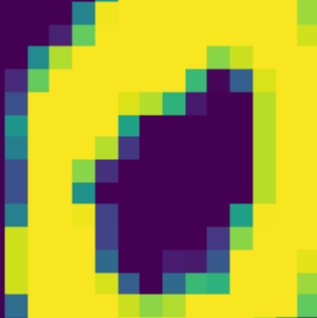
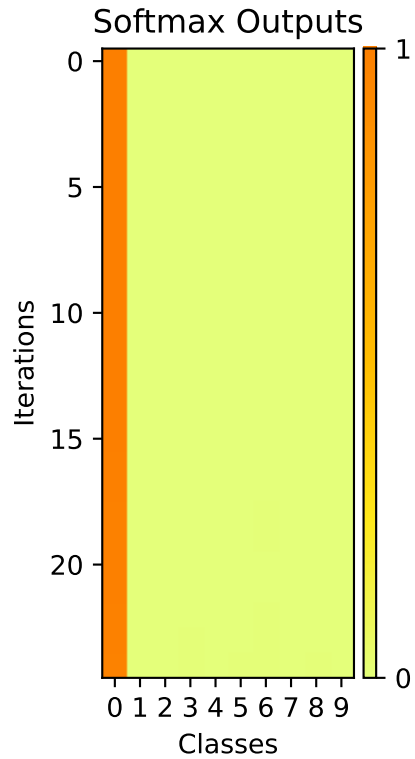


Image



## Softmax Outputs

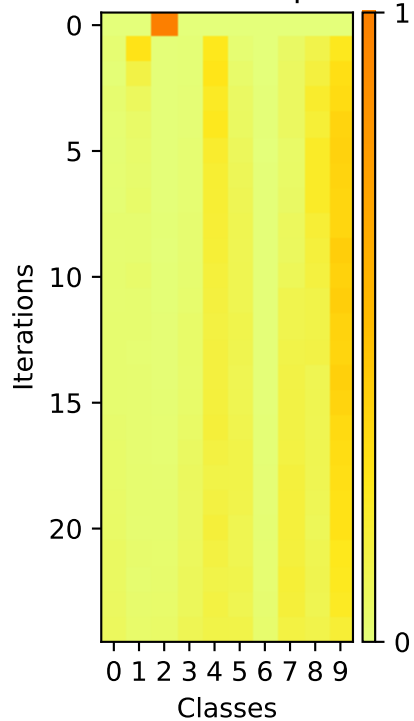


A pixelated yellow smiley face with a black outline, set against a black background. The smiley face is composed of a grid of yellow and black pixels, with a black outline and a black interior. The background is a solid black.

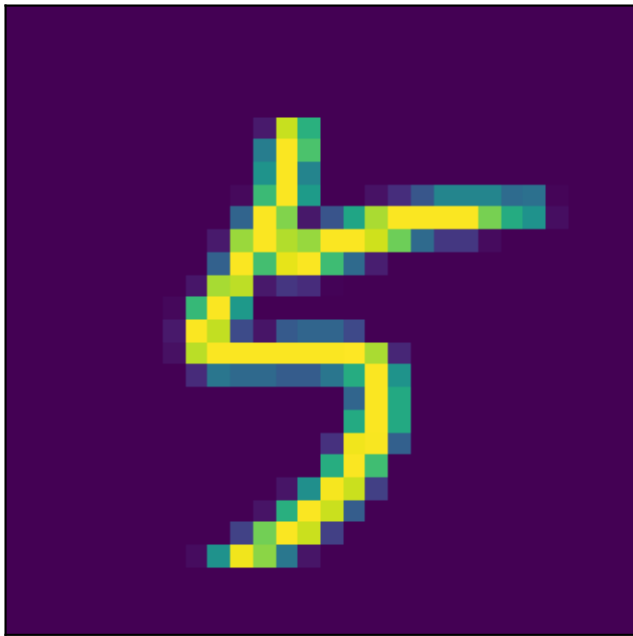
Image



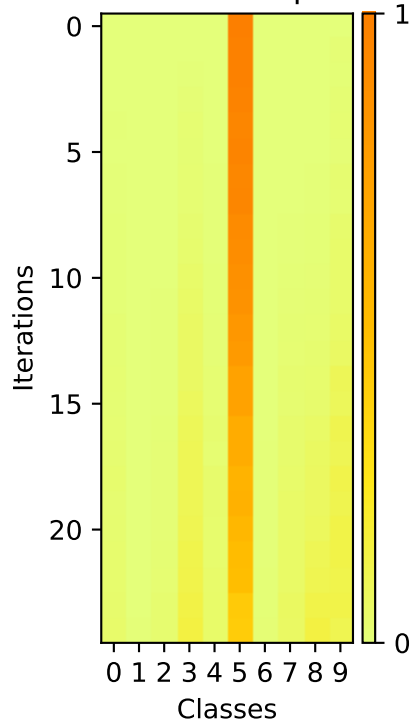
Softmax Outputs



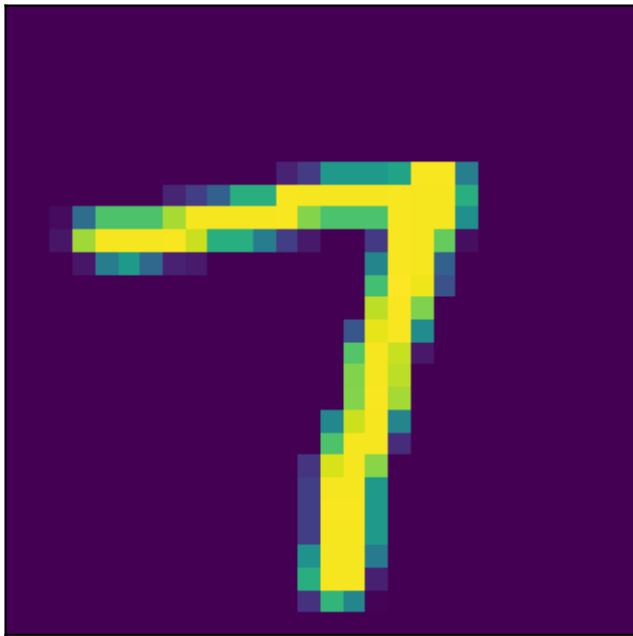
Image



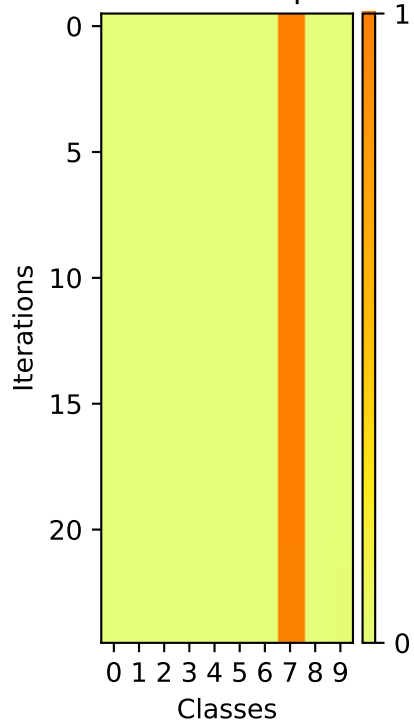
Softmax Outputs



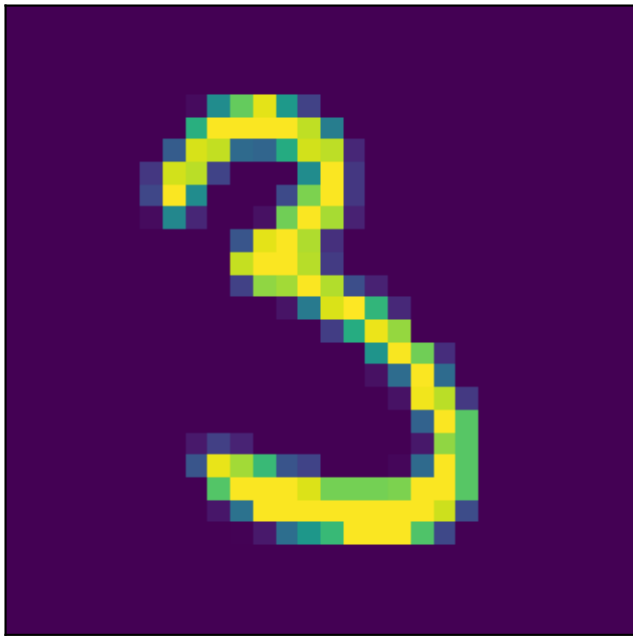
Image



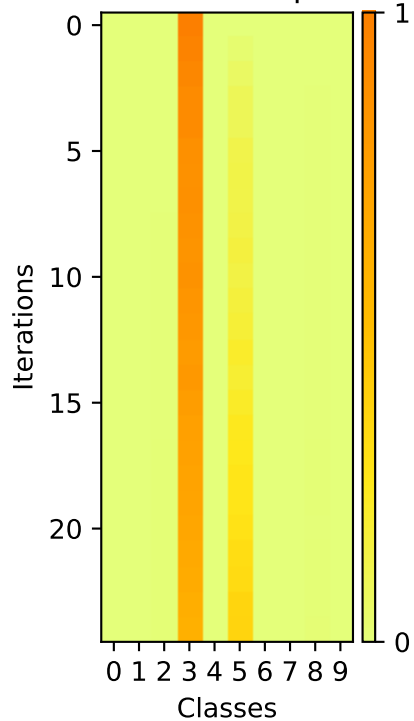
Softmax Outputs



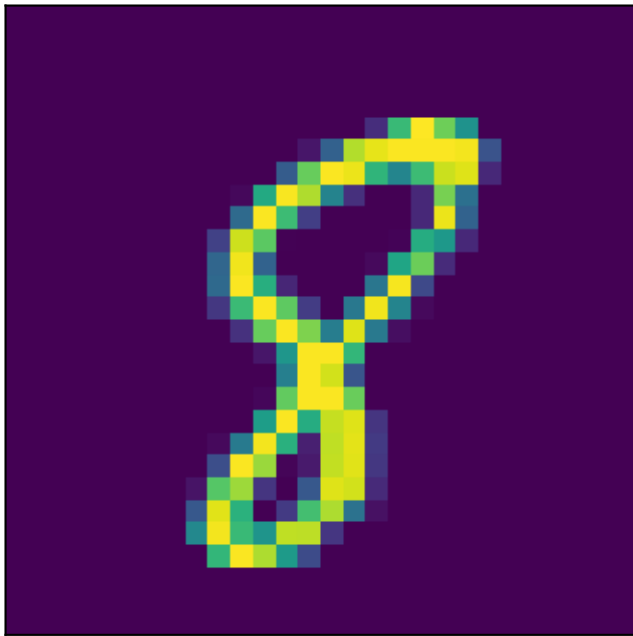
Image



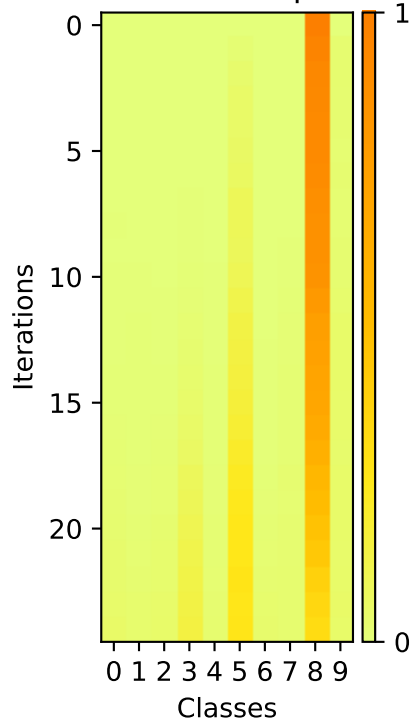
Softmax Outputs



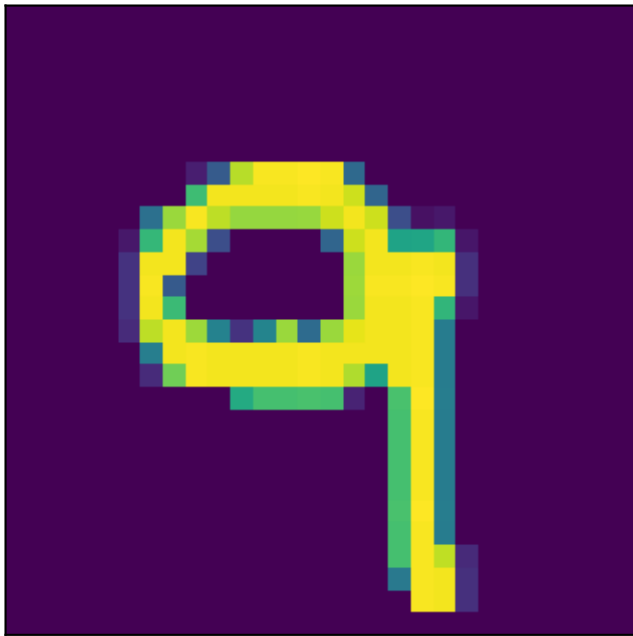
Image



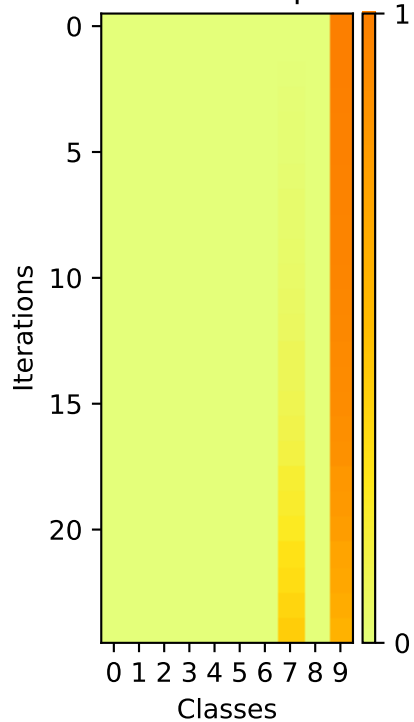
## Softmax Outputs



Image

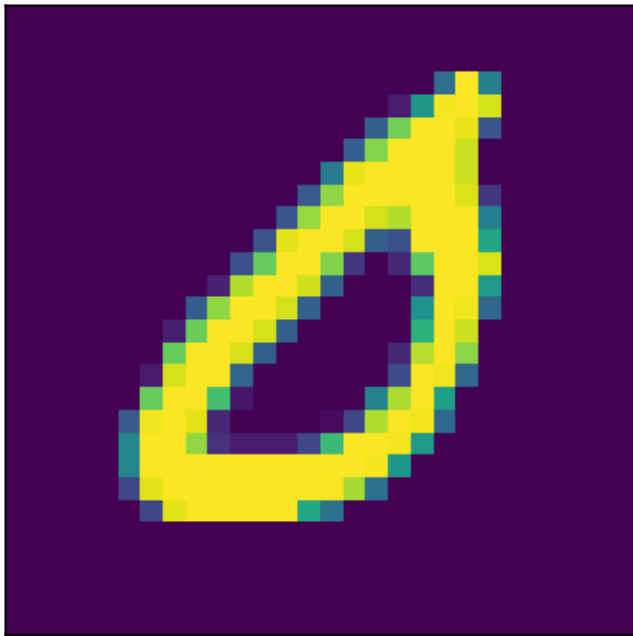


Softmax Outputs

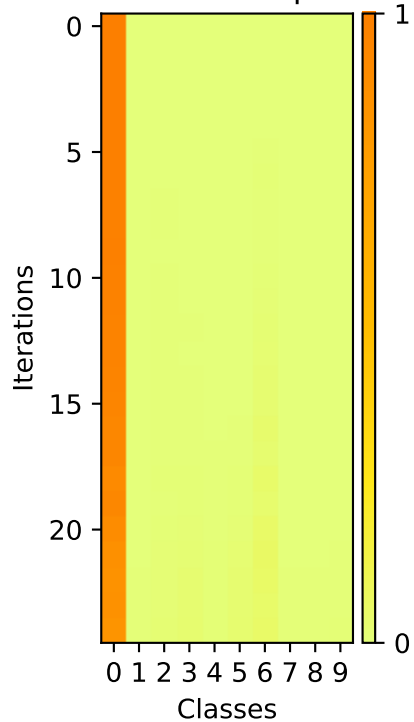




Image



## Softmax Outputs



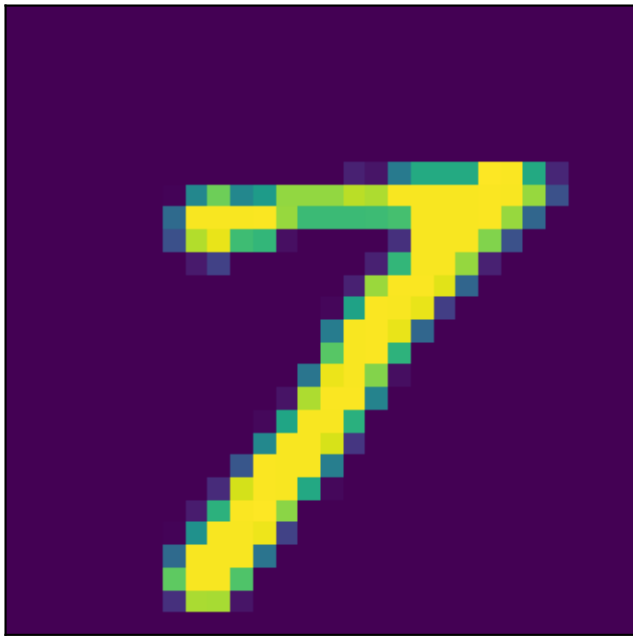
A pixelated, low-resolution image of a yellow lightning bolt striking a dark, jagged shape, set against a black background. The lightning bolt is bright yellow with a greenish-yellow outline, and the dark shape it strikes is composed of dark blue and black pixels. The overall style is reminiscent of early digital art or a low-quality scan of a graphic.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 9 consistently shows a high probability, indicated by the dark orange color, while other classes remain near zero probability (light yellow).

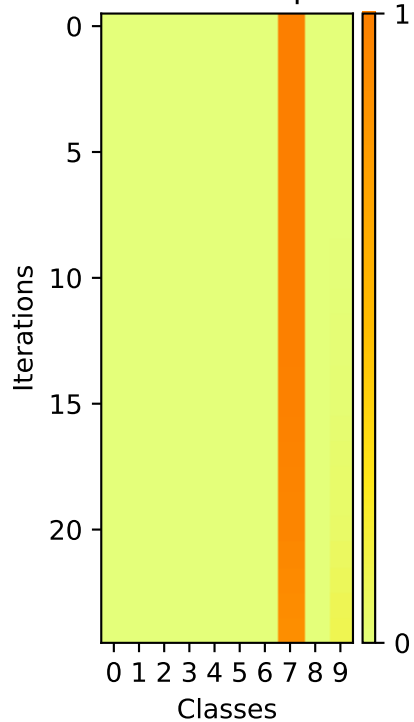
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow or greenish-yellow, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple.

A pixelated, low-resolution image of a yellow and green object, possibly a character or creature, set against a dark purple background. The object has a yellow body with green accents and a small green head. It appears to be a stylized, blocky representation of a character.

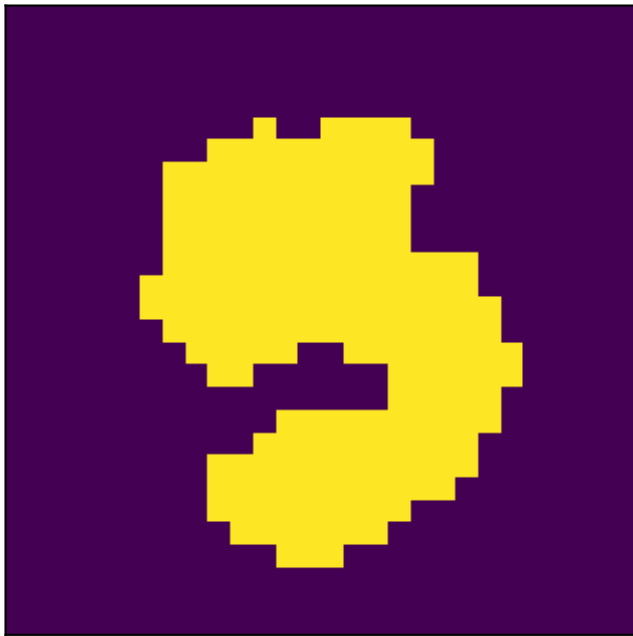
Image



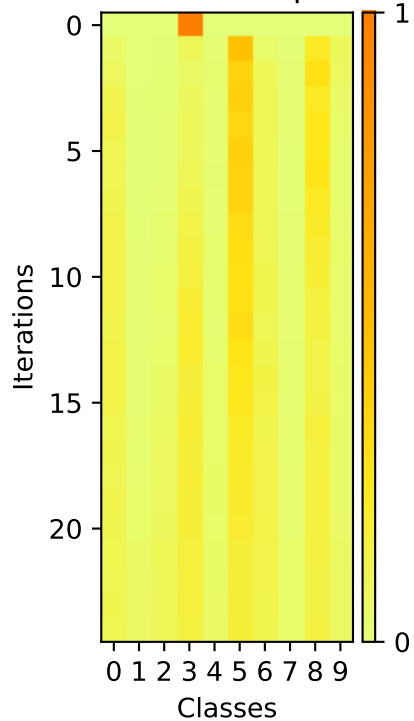
Softmax Outputs



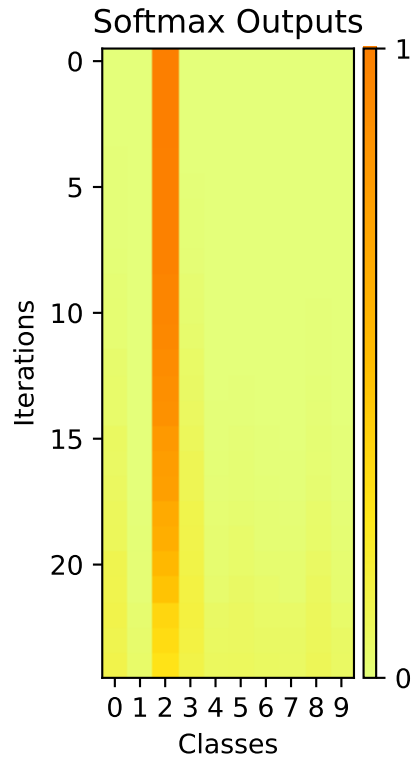
Image

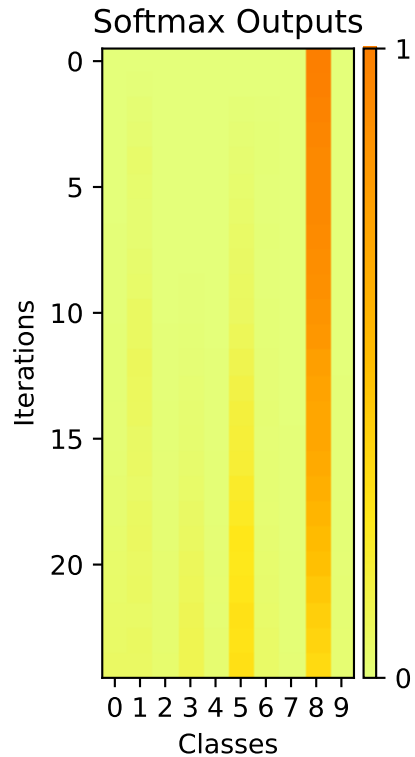


Softmax Outputs



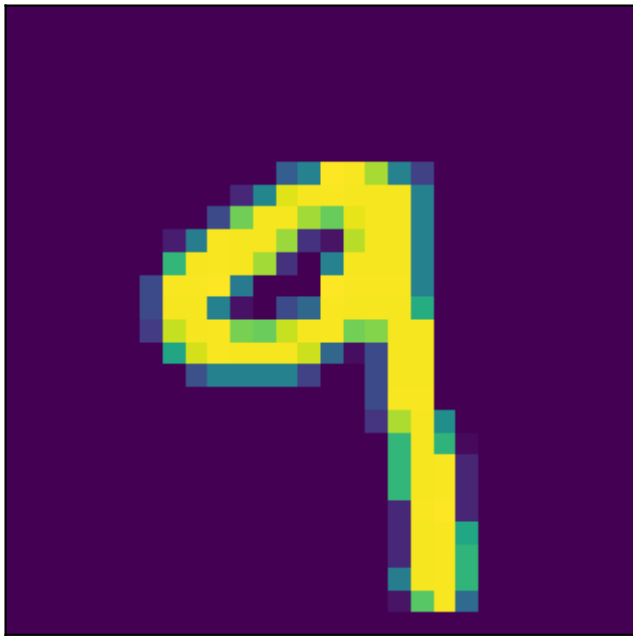
A pixelated yellow number 2 on a dark purple background. The number is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid dark purple.



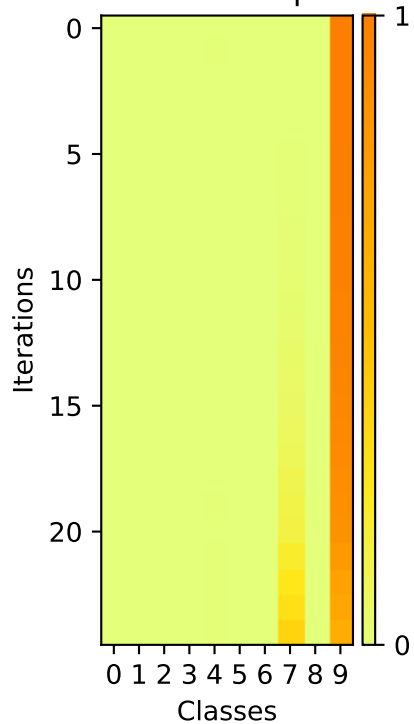




Image



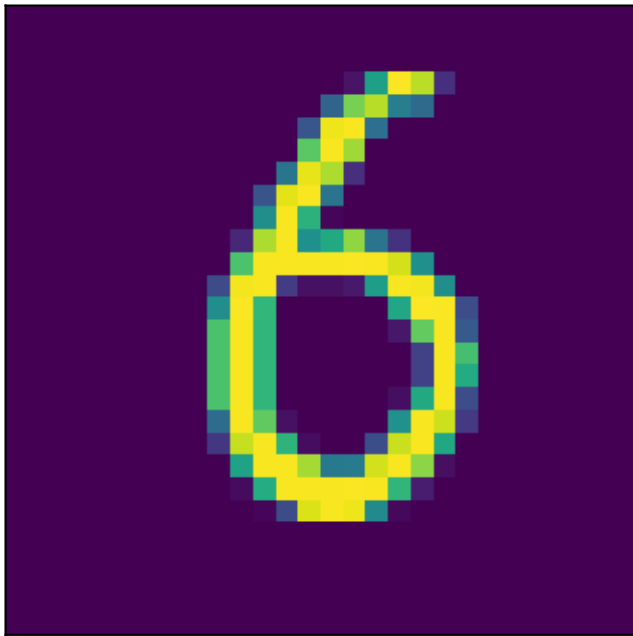
Softmax Outputs



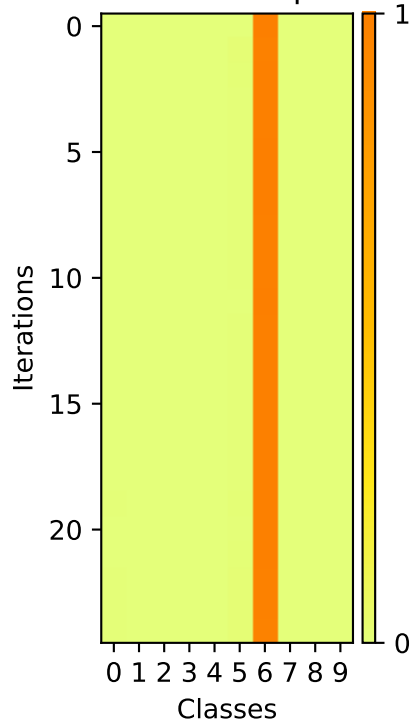
A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure appears to be a stylized, blocky representation of a person or creature, with a yellow body and orange accents. The image is composed of large, visible pixels, giving it a retro, digital art feel. The figure is positioned in the center of the frame, facing slightly to the right. The background is a solid, dark color, which makes the bright yellow and orange of the figure stand out. The overall style is reminiscent of early computer graphics or low-resolution digital art.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 consistently shows a high probability, indicated by the dark orange color, while other classes remain at low probability levels (light yellow).

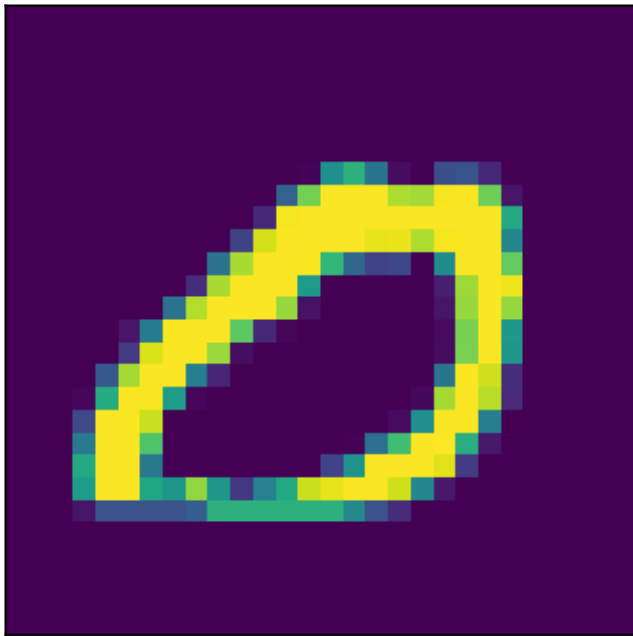
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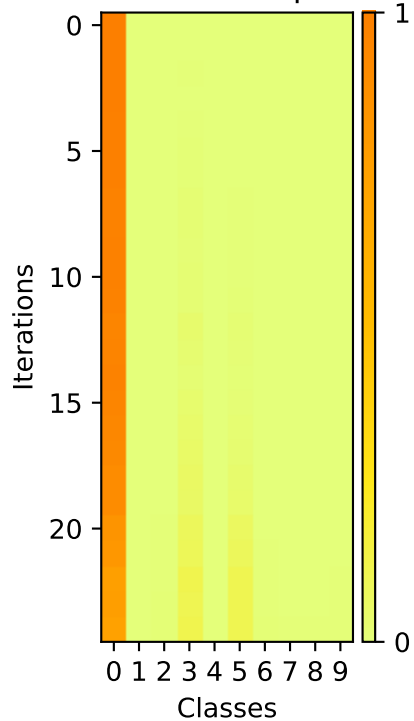
Softmax Outputs



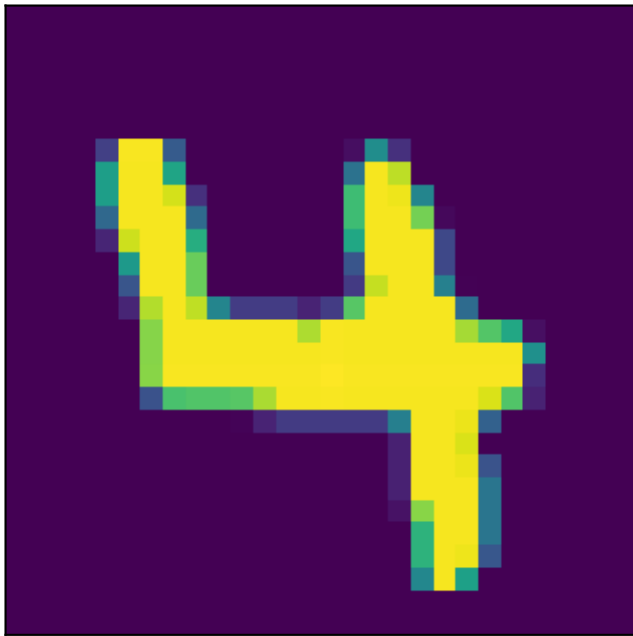
Image



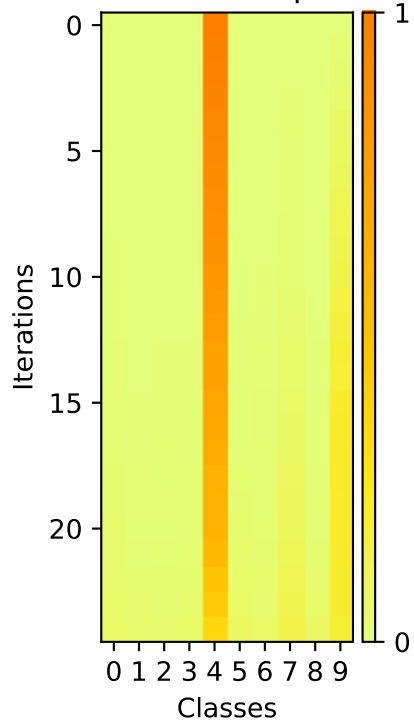
Softmax Outputs



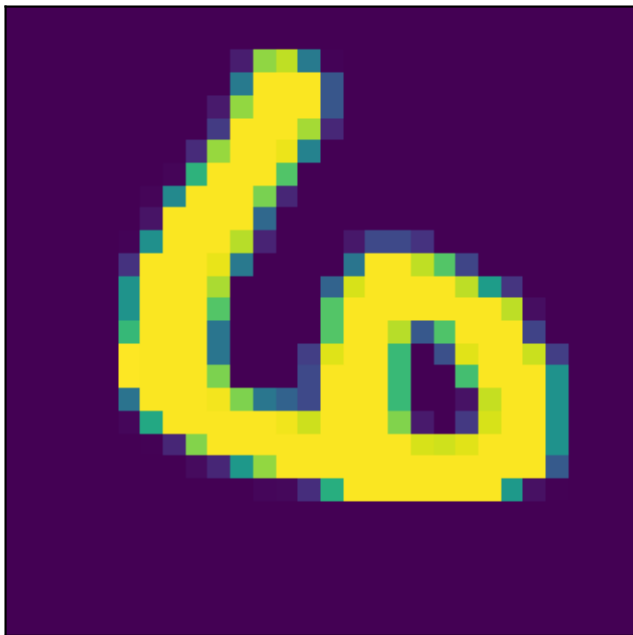
Image



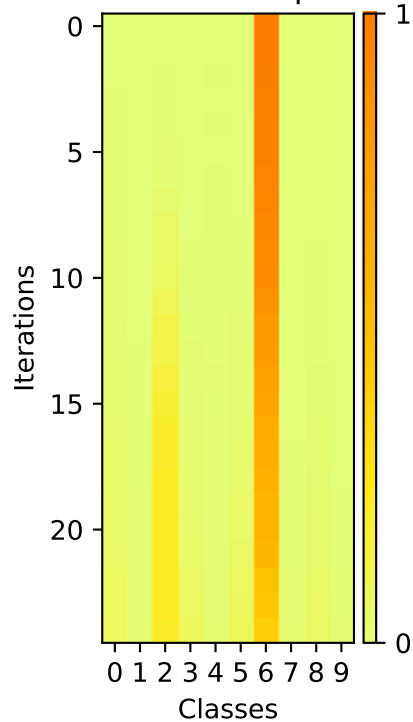
Softmax Outputs



Image



Softmax Outputs



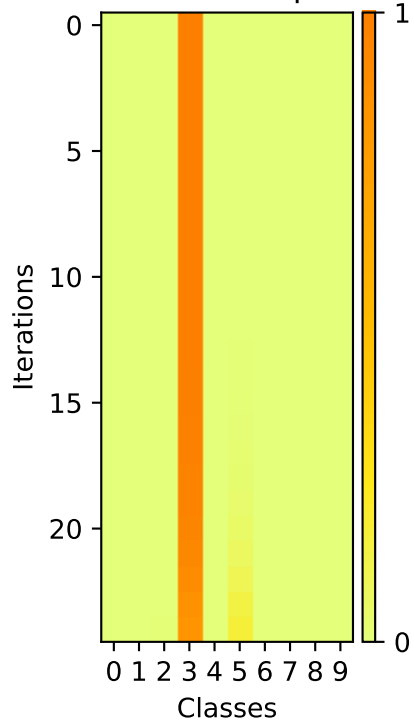
A pixelated yellow number 1 is centered on a dark purple background. The number is composed of several small squares in shades of yellow, green, and blue, giving it a blocky, digital appearance.

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

Image



Softmax Outputs

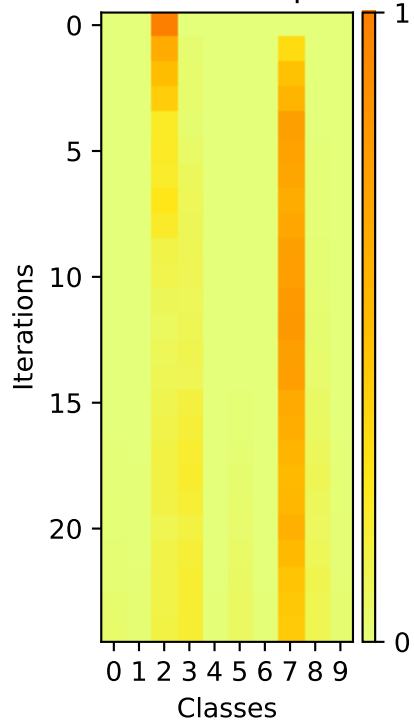




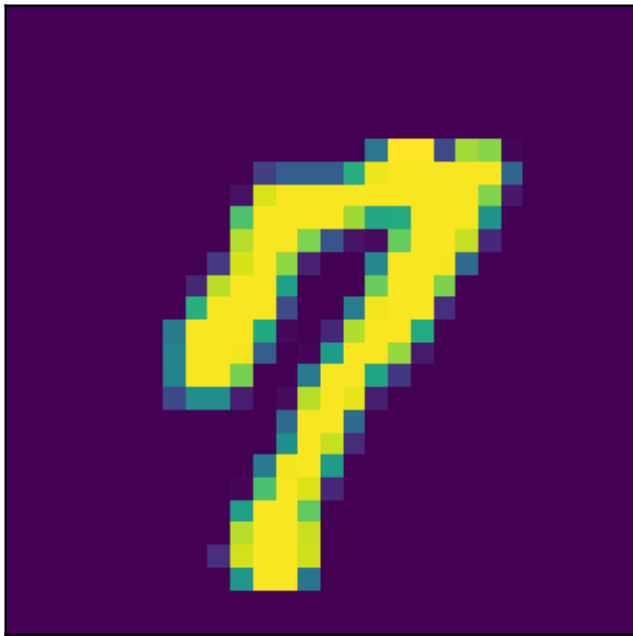
Image



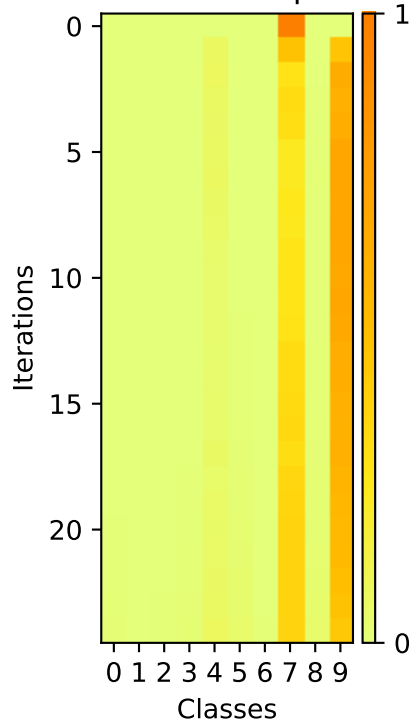
Softmax Outputs



Image



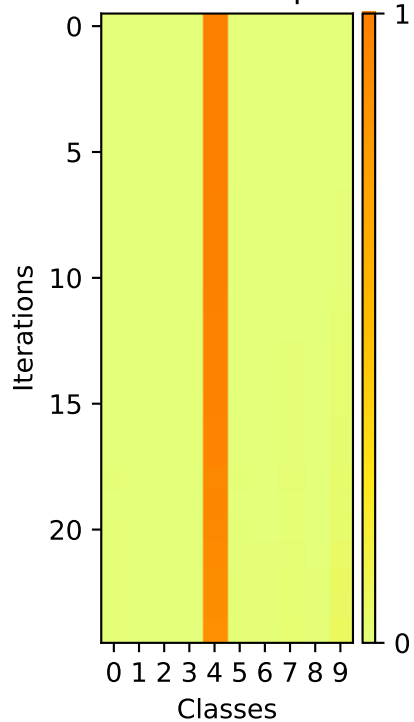
Softmax Outputs



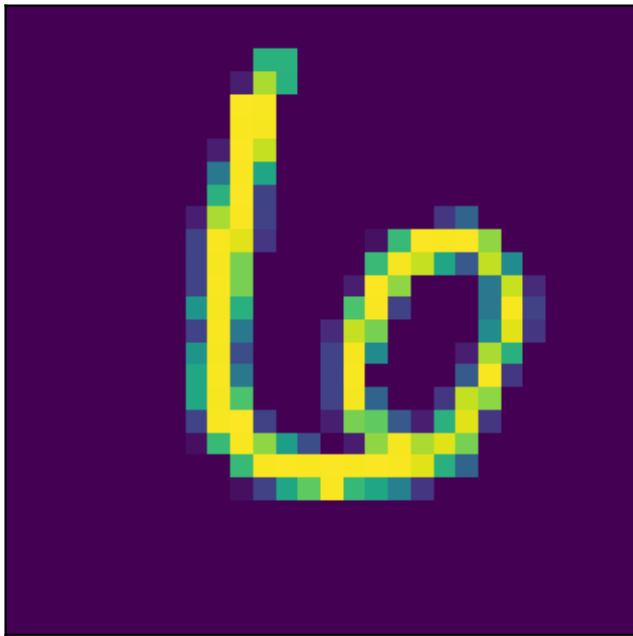
Image



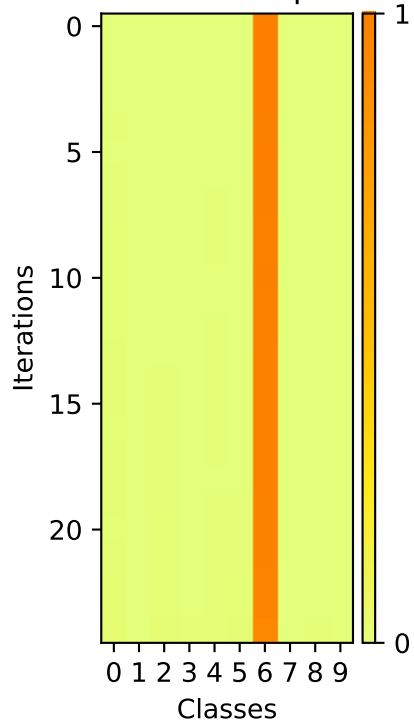
Softmax Outputs



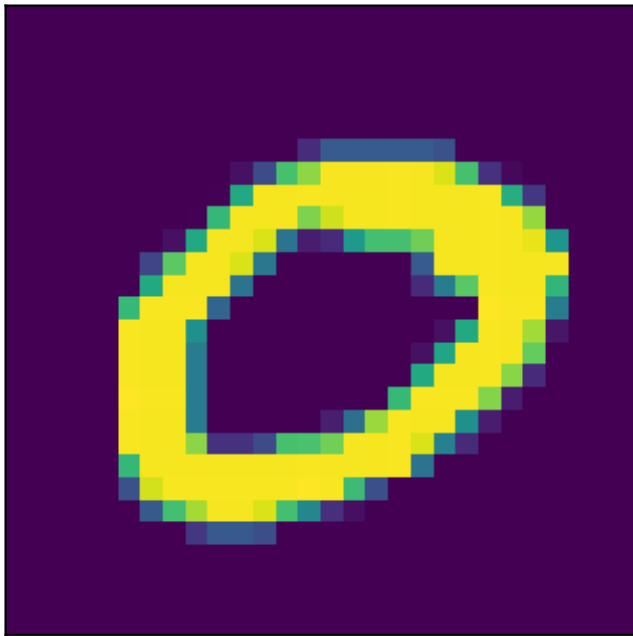
Image



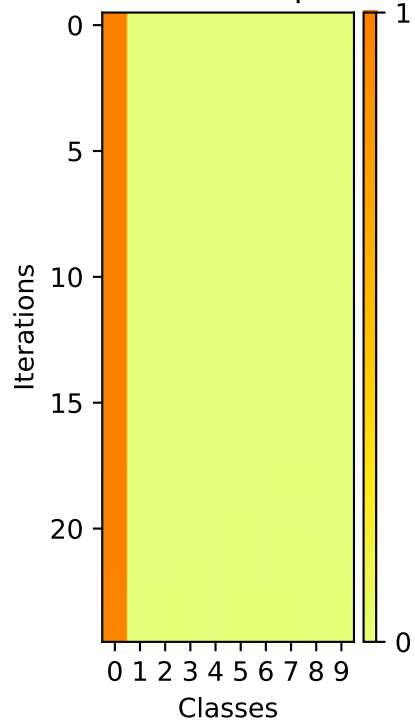
Softmax Outputs



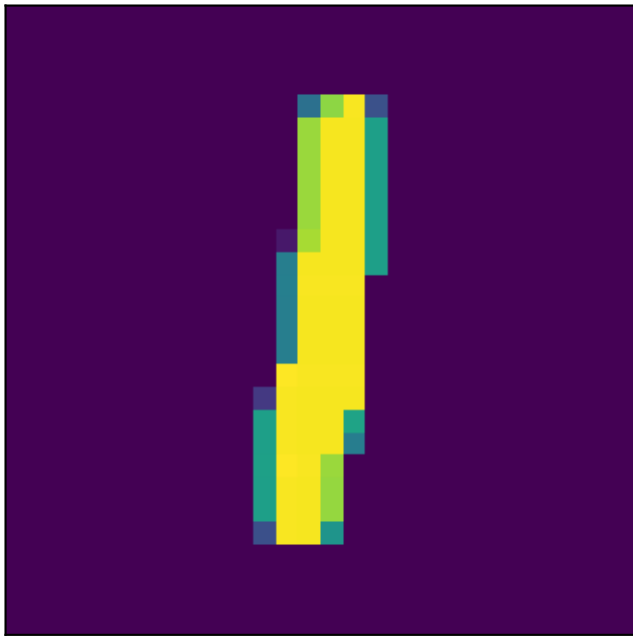
Image



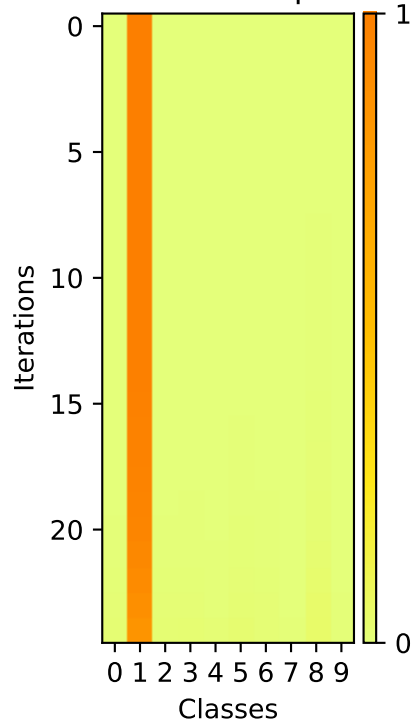
## Softmax Outputs



Image



## Softmax Outputs





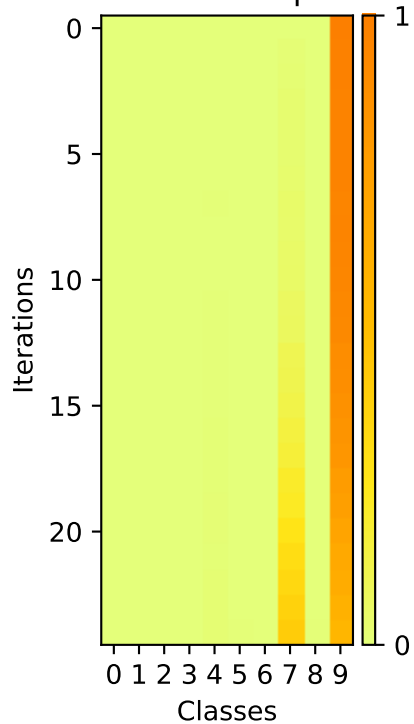




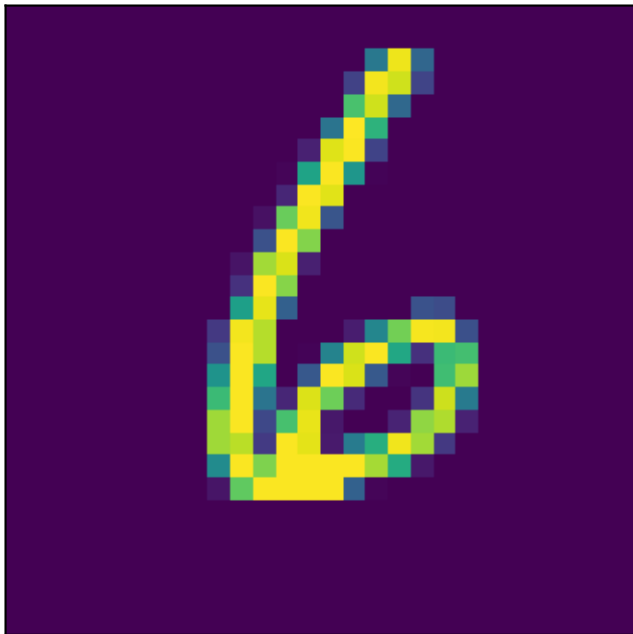
Image



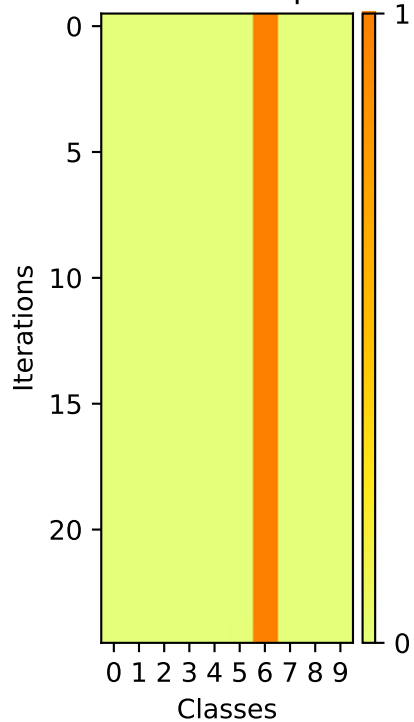
## Softmax Outputs



Image



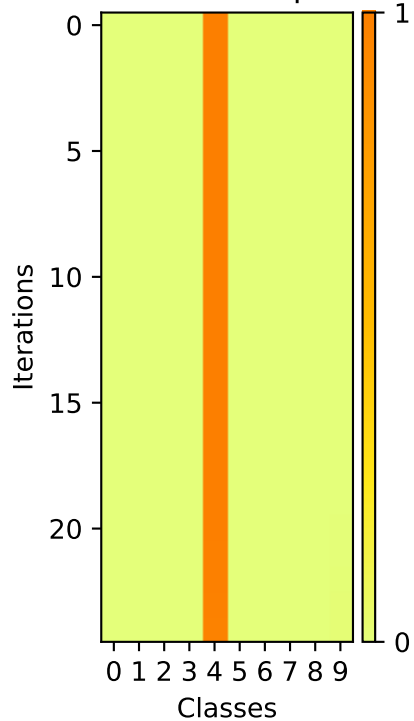
Softmax Outputs



Image



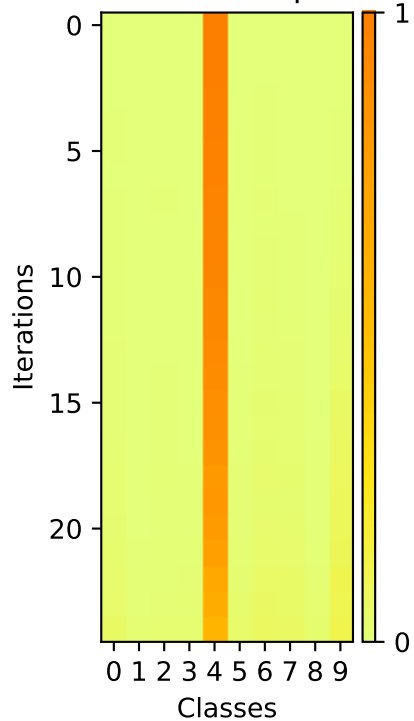
Softmax Outputs



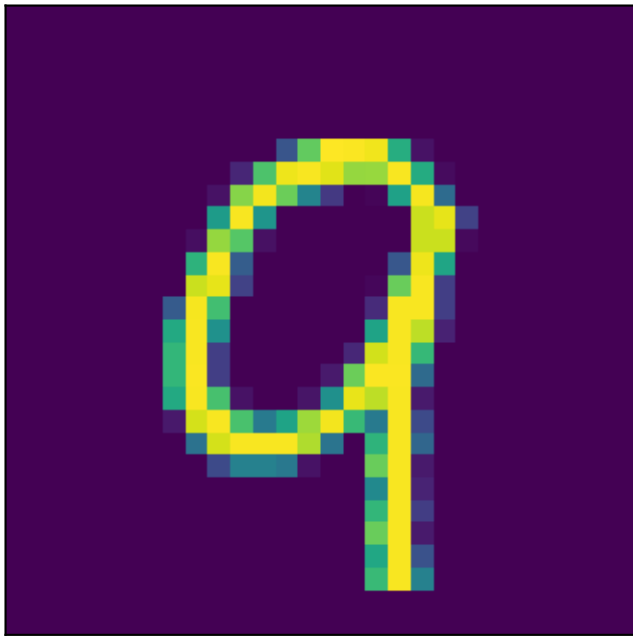
Image



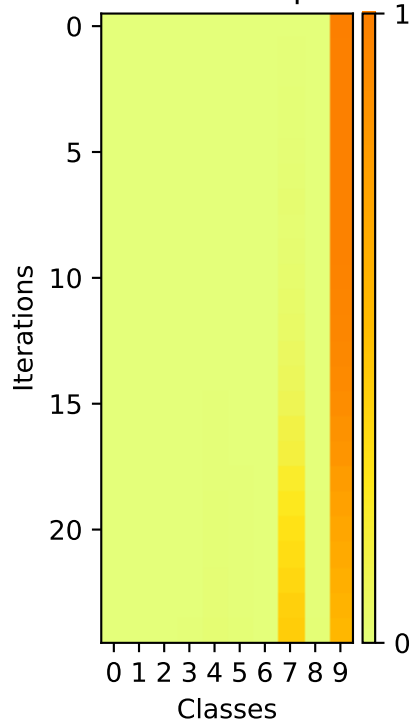
Softmax Outputs



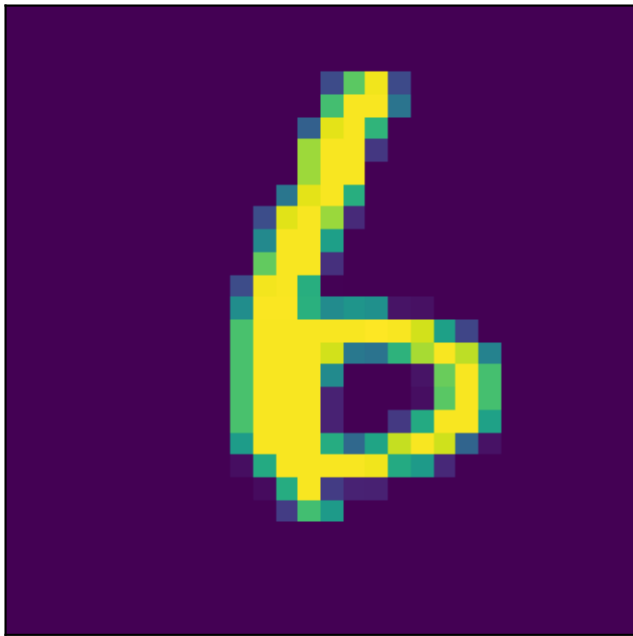
Image



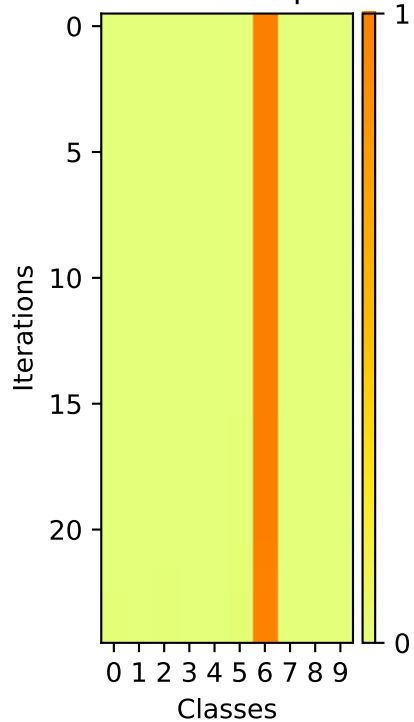
## Softmax Outputs



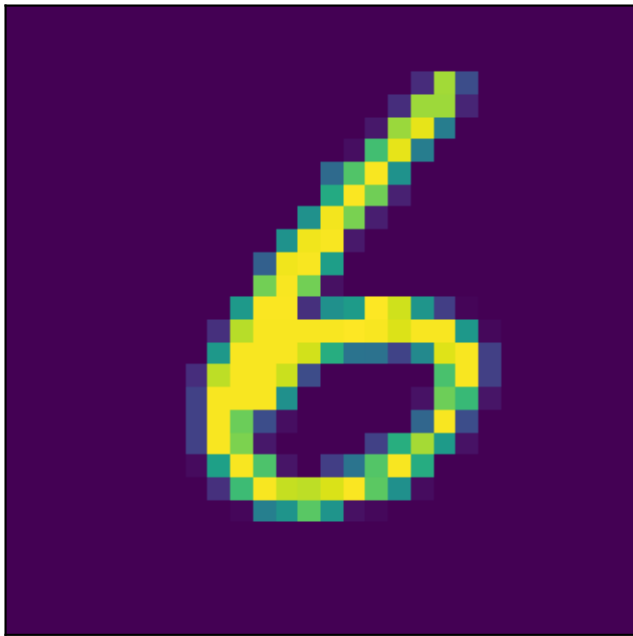
Image



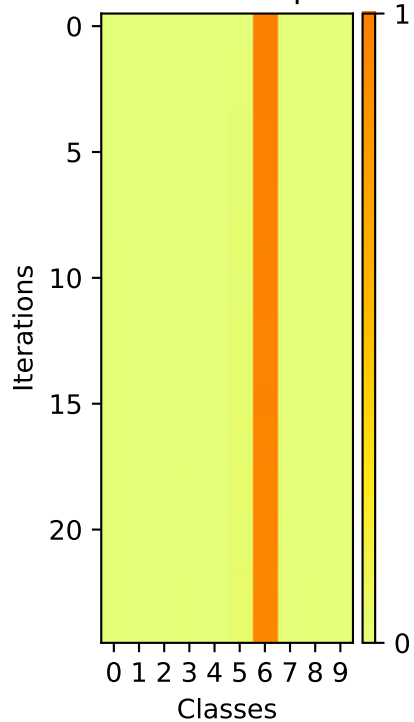
Softmax Outputs



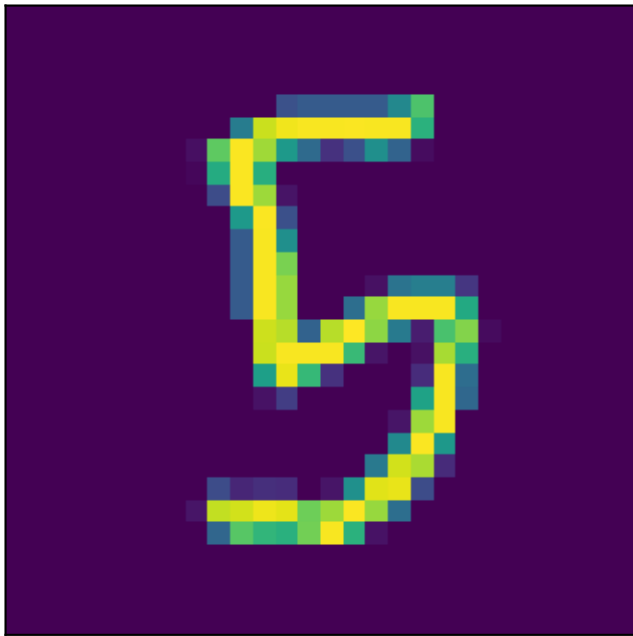
Image



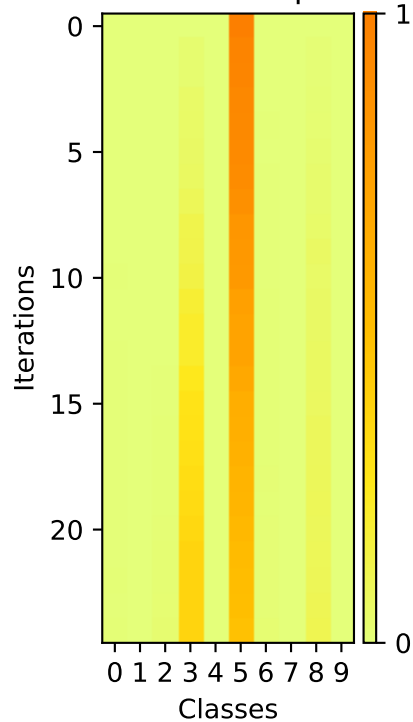
Softmax Outputs



Image

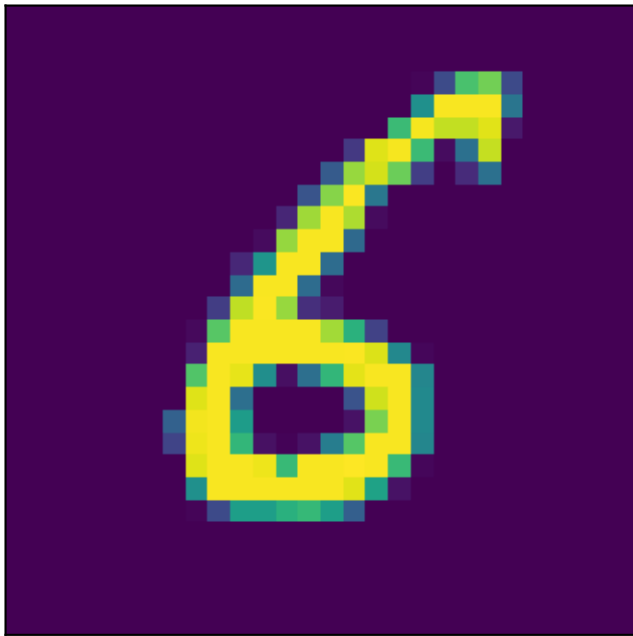


Softmax Outputs

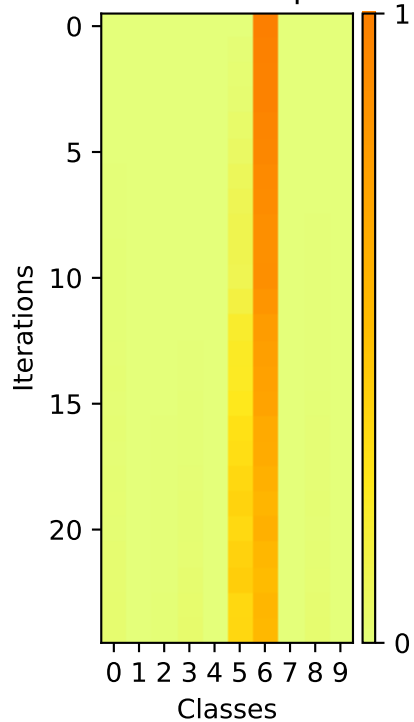




Image



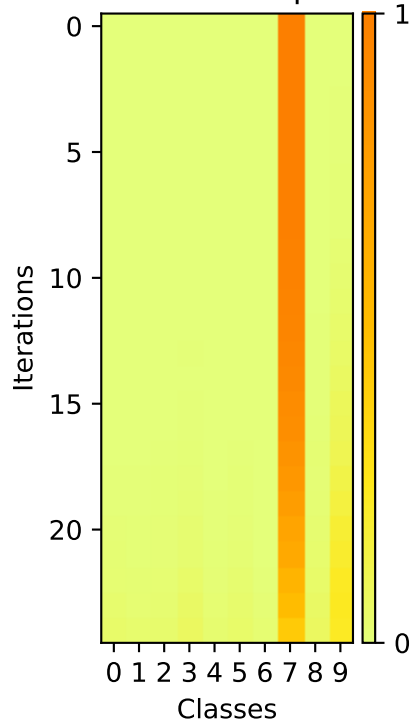
Softmax Outputs



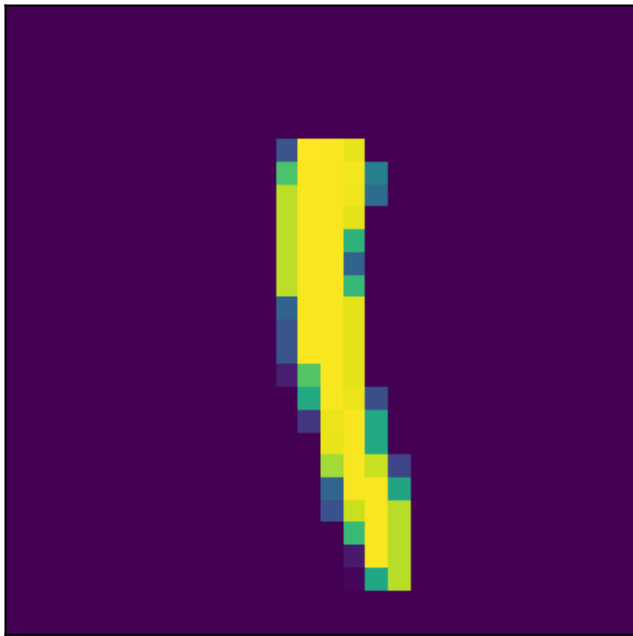
Image



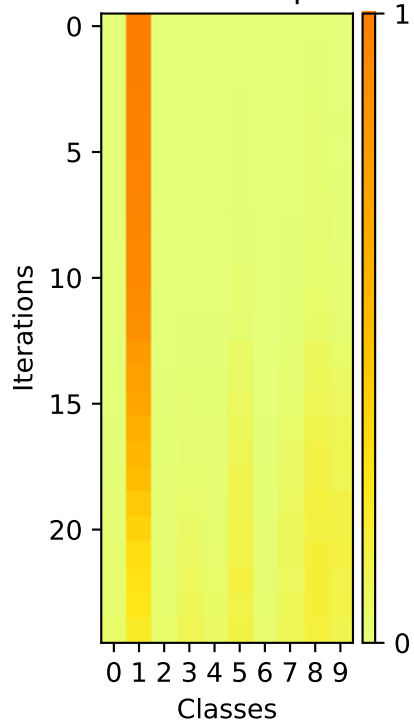
Softmax Outputs



Image

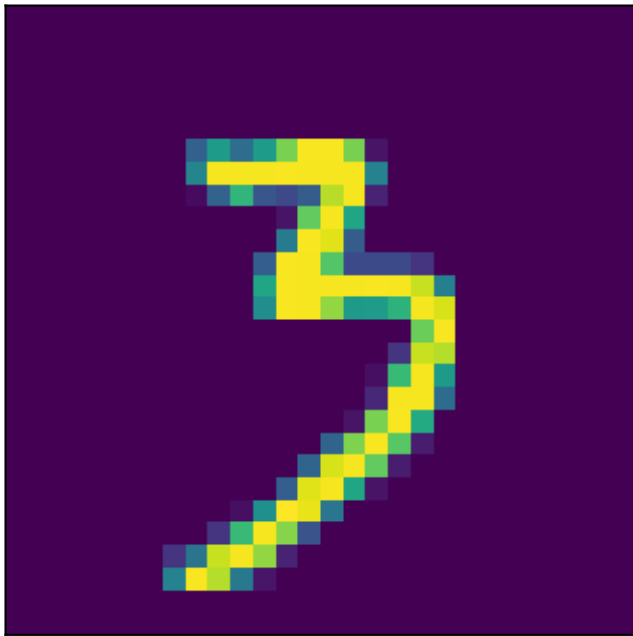


## Softmax Outputs

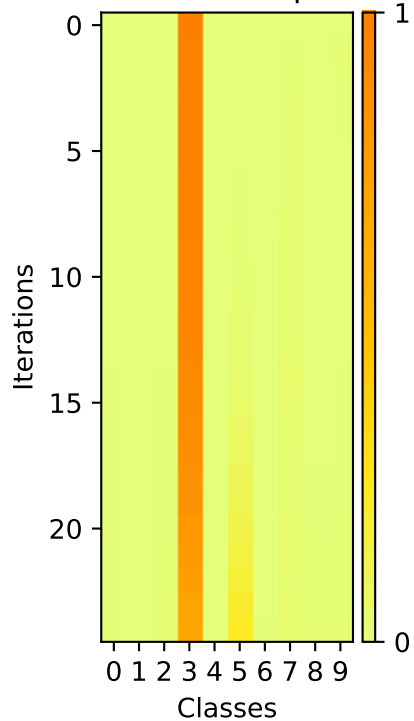




Image



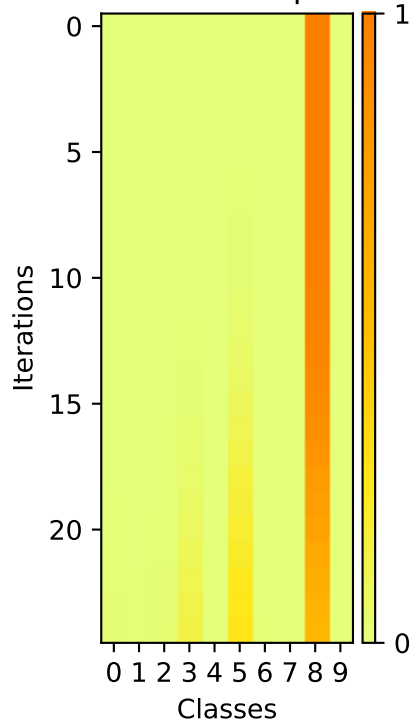
Softmax Outputs



Image



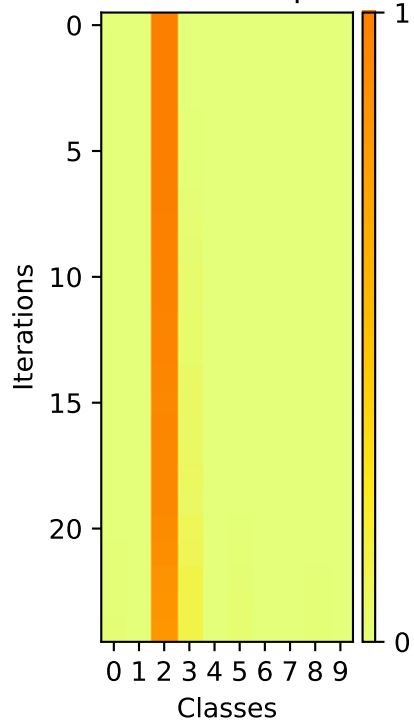
## Softmax Outputs



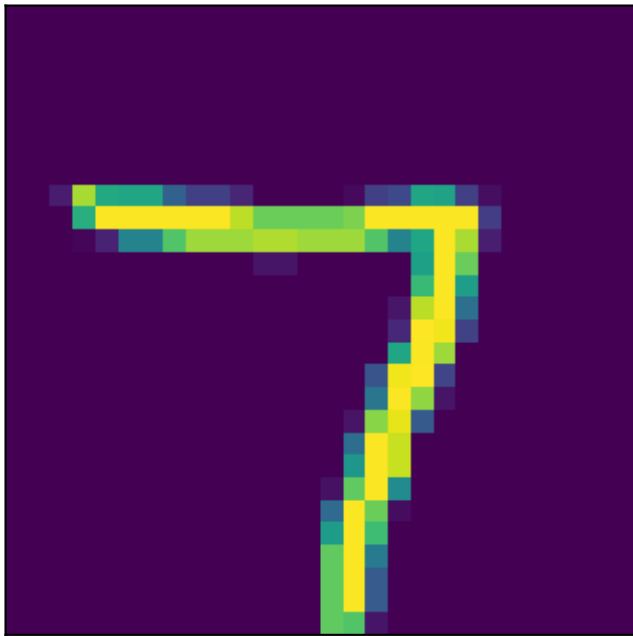
Image



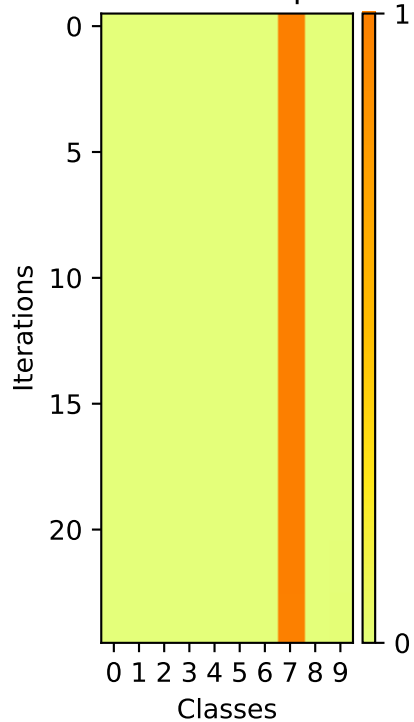
## Softmax Outputs



Image

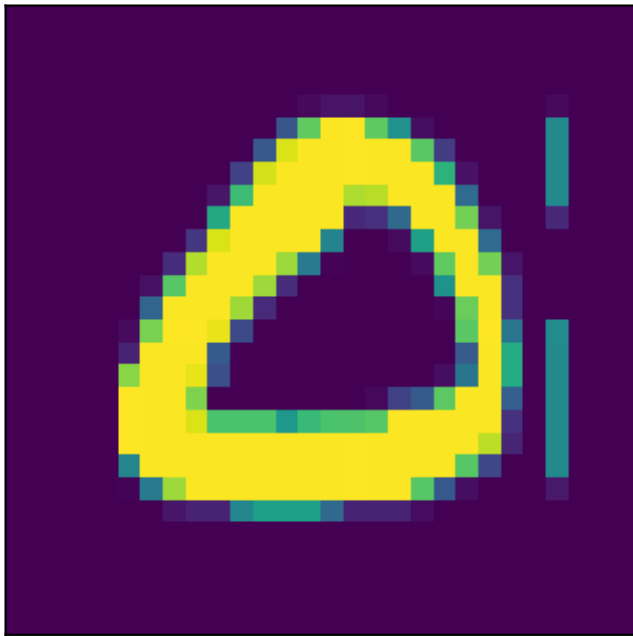


Softmax Outputs

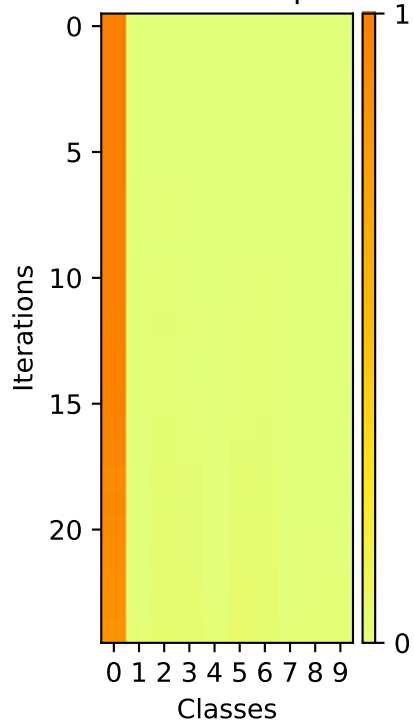




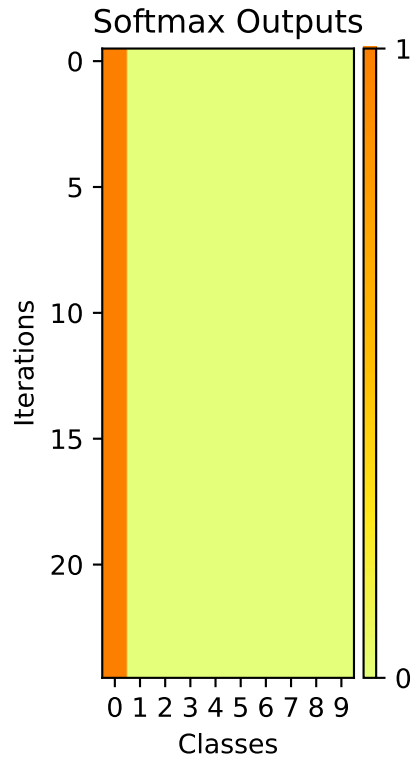
Image



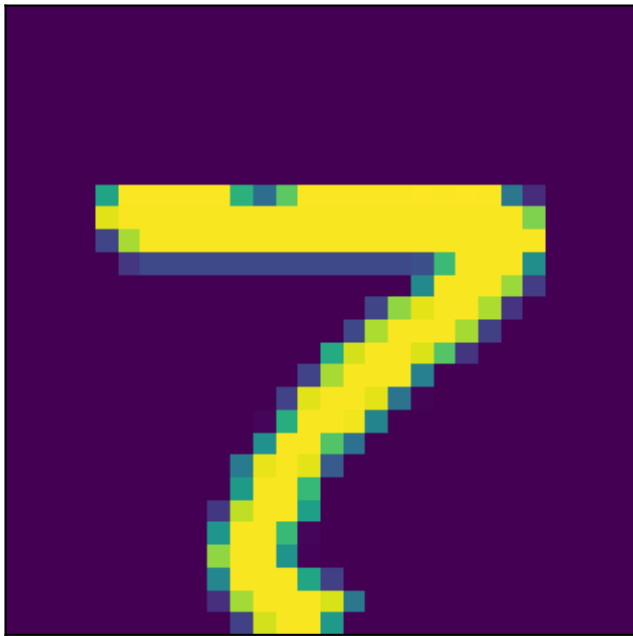
## Softmax Outputs



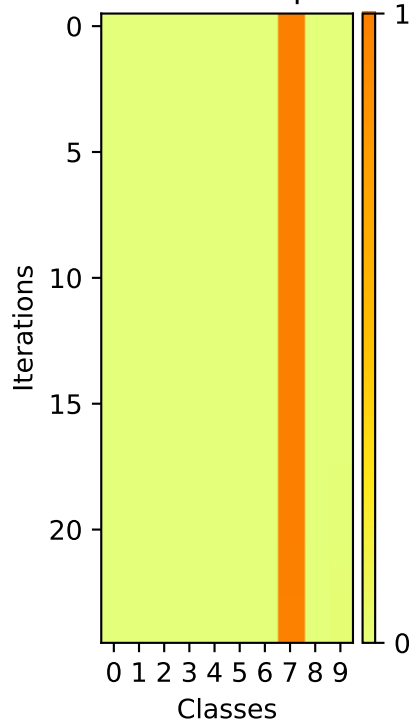
A pixelated ring shape, resembling a donut or a thick circle, is centered on a black background. The ring is composed of individual pixels in three colors: yellow, green, and blue. The yellow pixels form the primary structure of the ring, while green and blue pixels are interspersed, particularly along the outer and inner edges, creating a multi-colored, textured appearance. The overall shape is roughly circular with a diameter of about 200 pixels and a thickness of about 20 pixels.




Image



Softmax Outputs





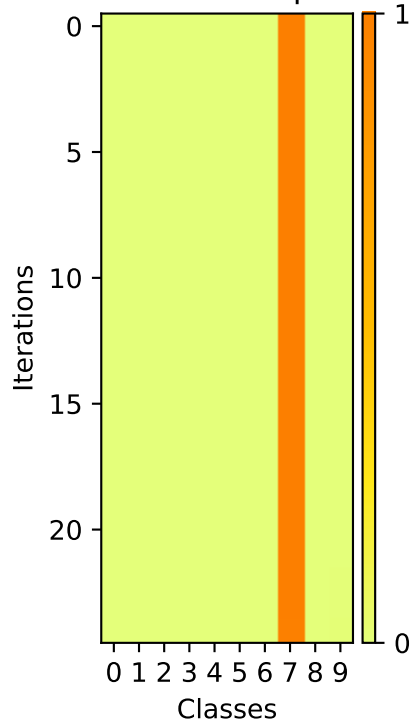
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure appears to be a stylized, abstract shape with a yellow body and green accents, rendered in a blocky, digital art style.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 consistently shows a high probability, indicated by the dark orange color, while other classes remain at low probability levels (light yellow).

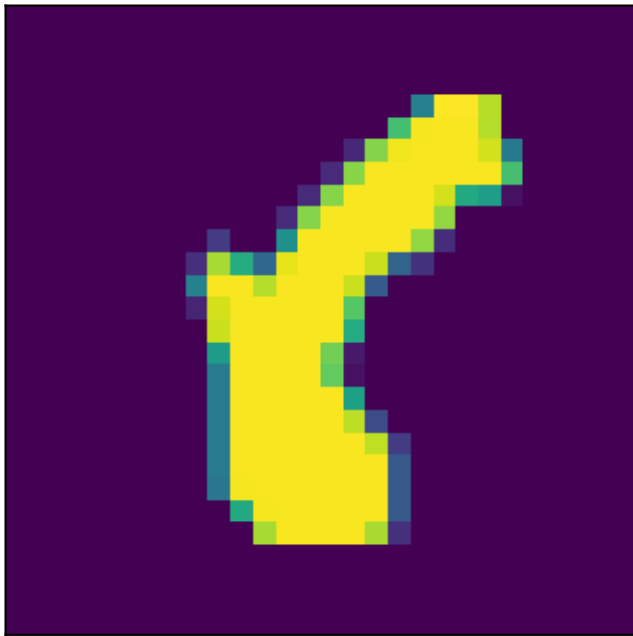
Image



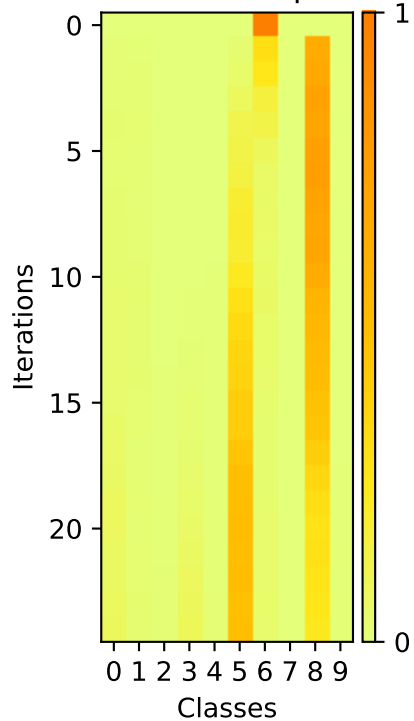
Softmax Outputs



Image



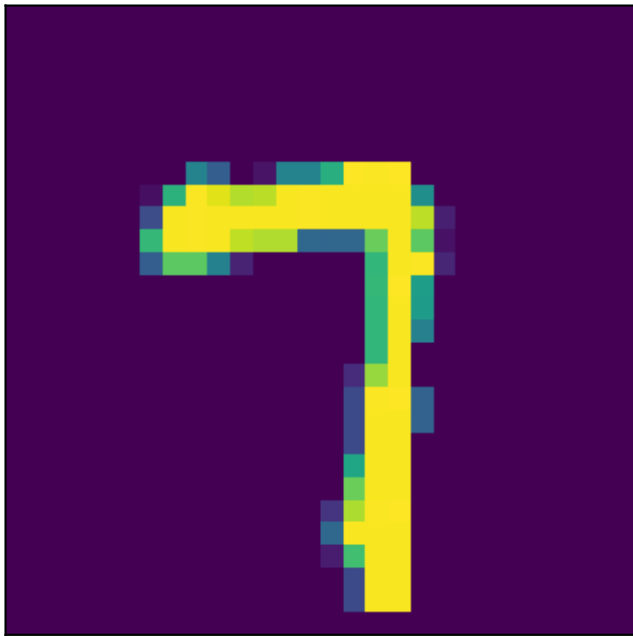
Softmax Outputs



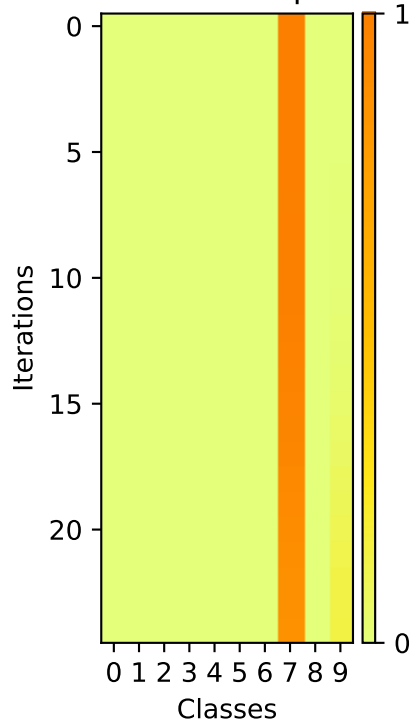
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). The distribution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



Image



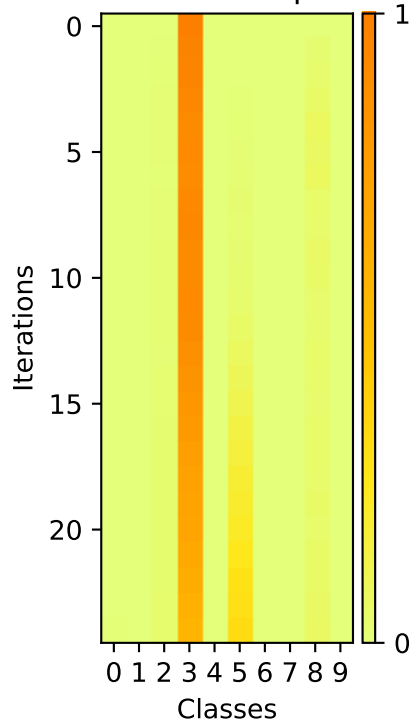
Softmax Outputs



Image



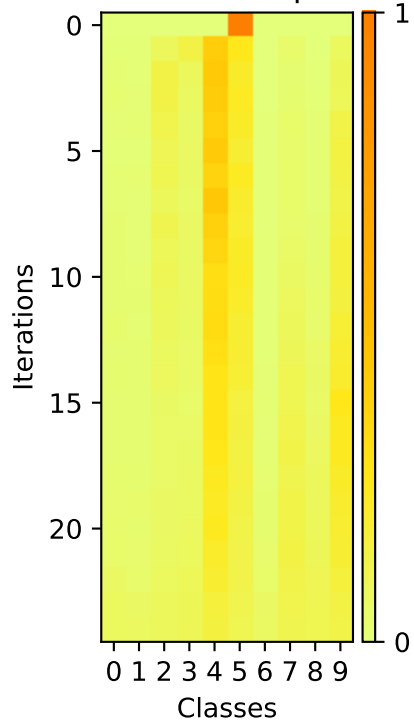
Softmax Outputs



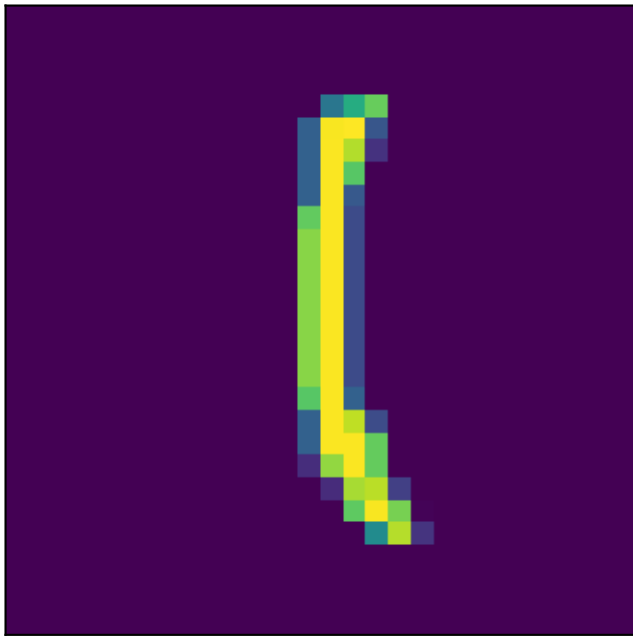
Image



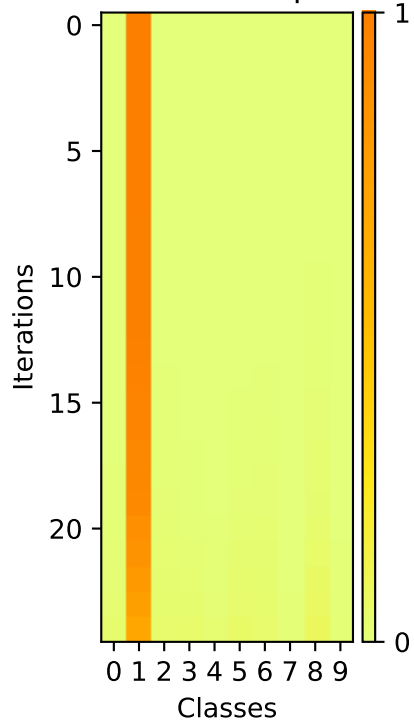
Softmax Outputs



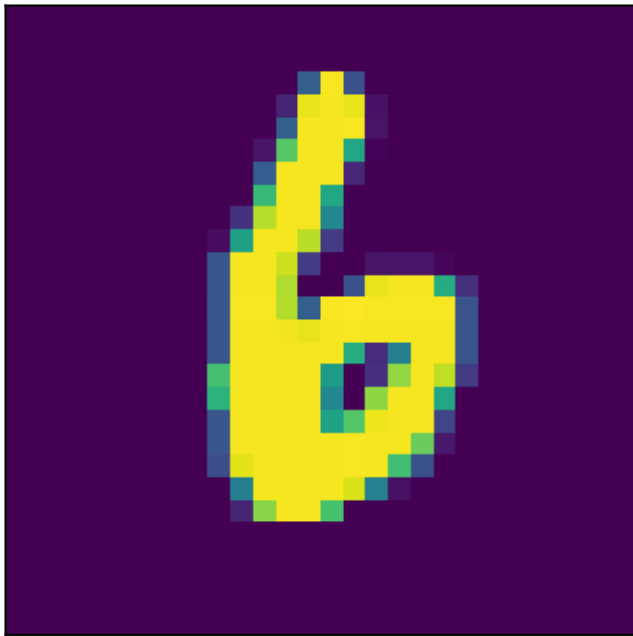
Image



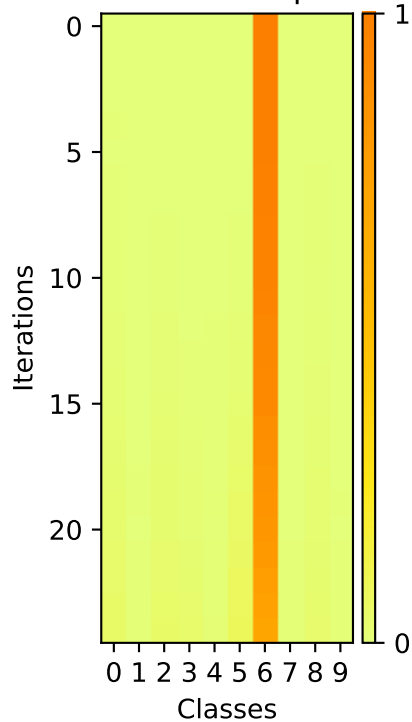
## Softmax Outputs



Image



Softmax Outputs



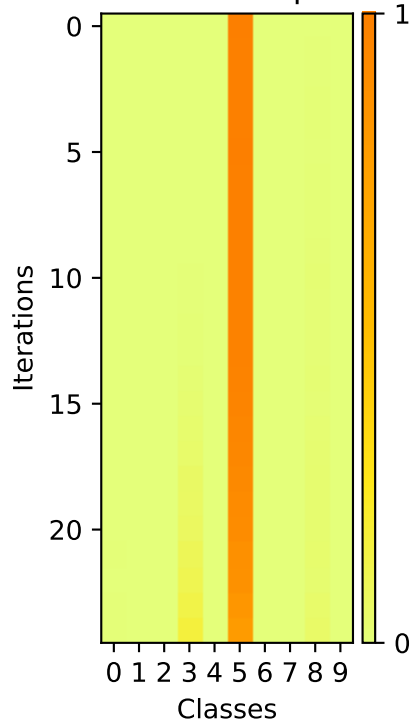
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels, with some surrounding pixels in shades of teal and blue, giving it a slightly blurred or glowing appearance. The background is a solid, deep purple.



Image

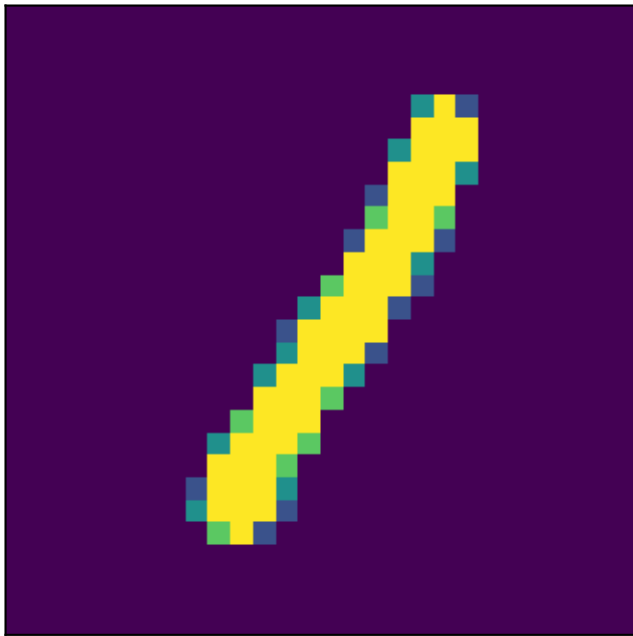


Softmax Outputs

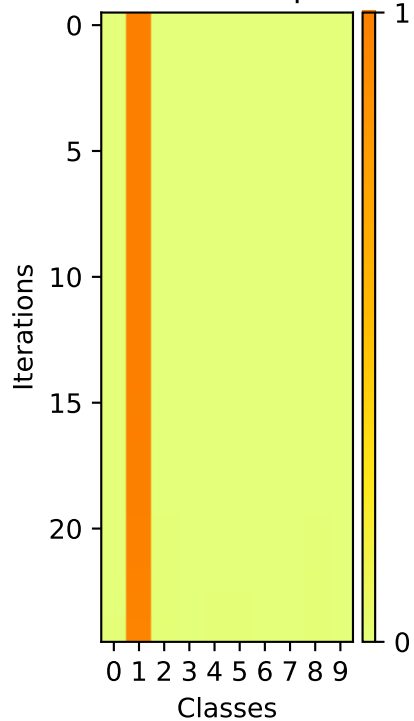




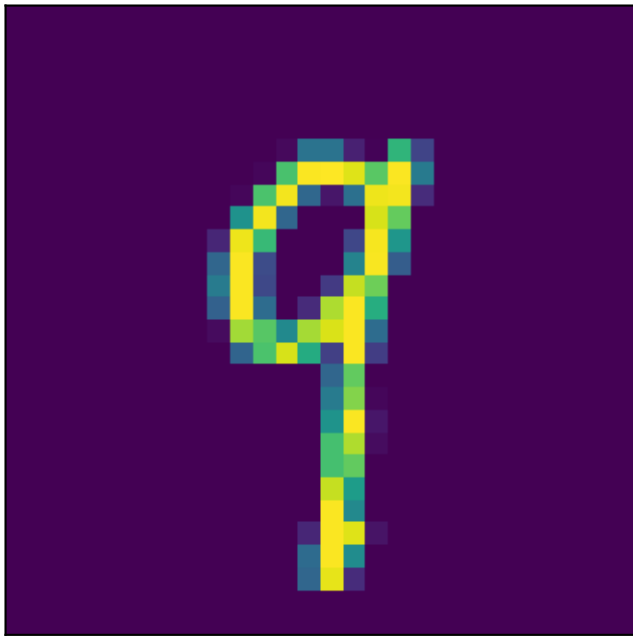
Image



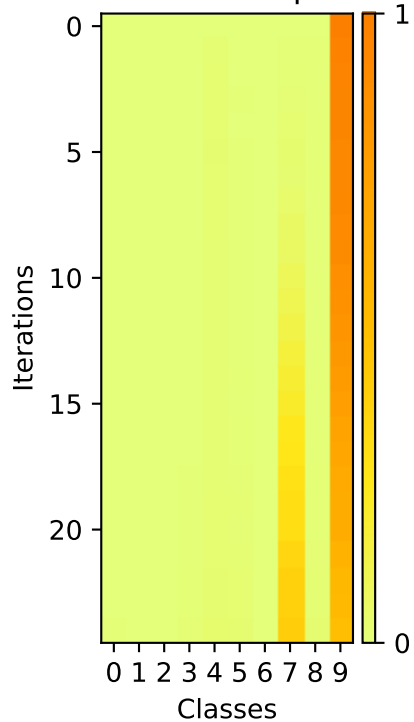
## Softmax Outputs



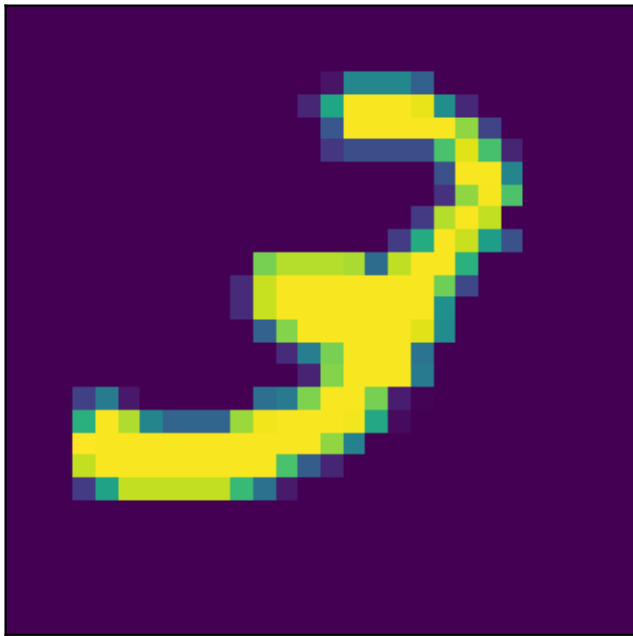
Image



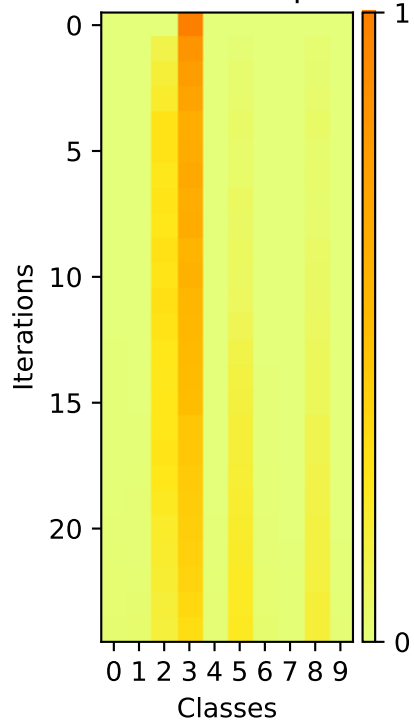
Softmax Outputs



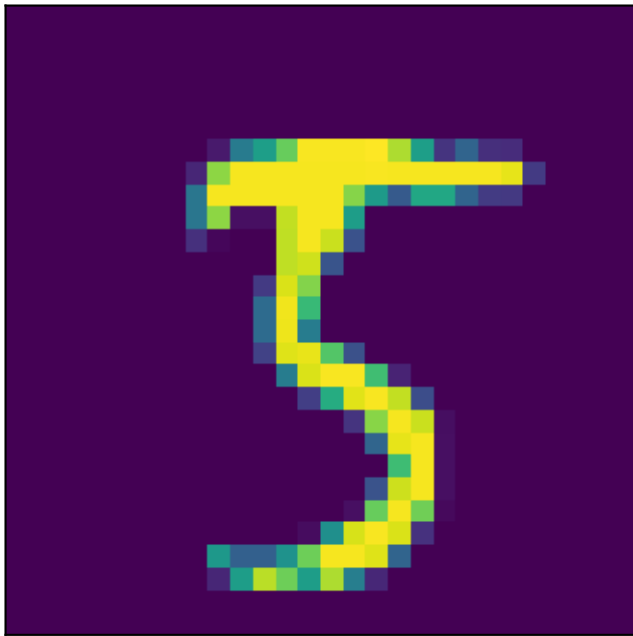
Image



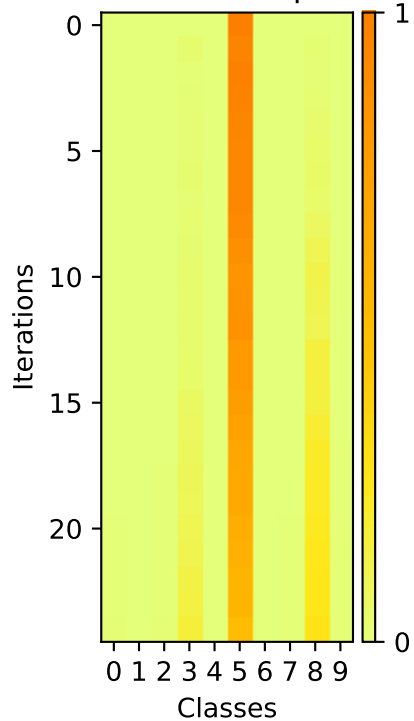
Softmax Outputs



Image



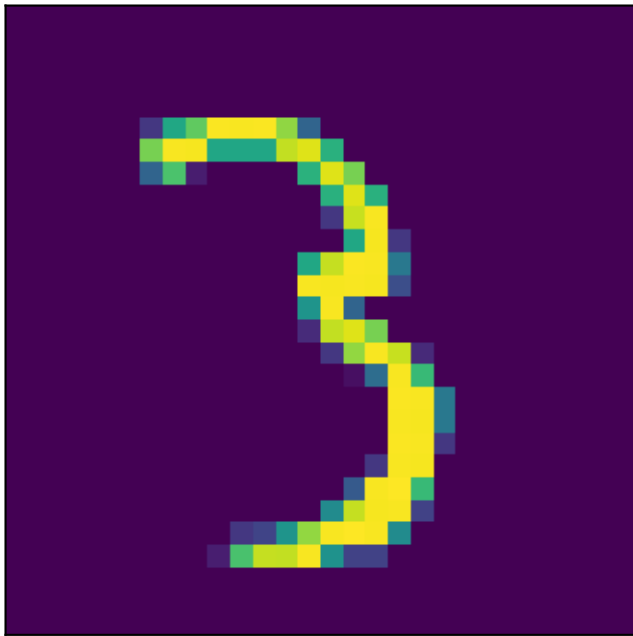
Softmax Outputs



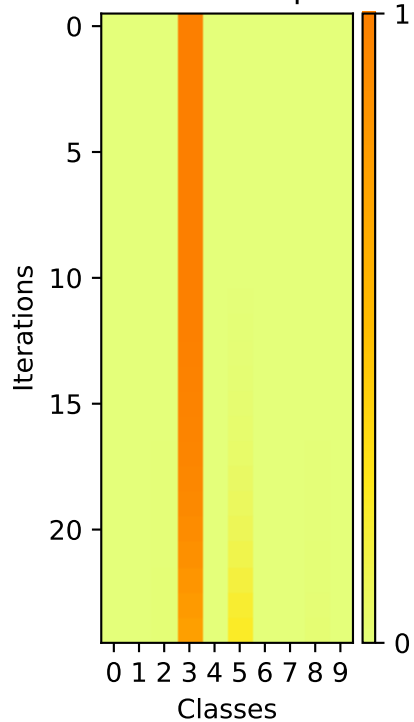
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts concentrated on Class 1 (probability 1.0) and Class 0 (probability ~0.2). Over iterations, the probability mass shifts from Class 1 to Class 0, while other classes remain near zero.

Image



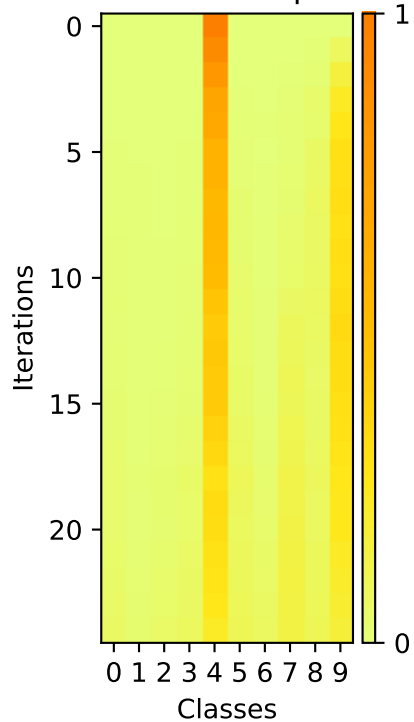
Softmax Outputs



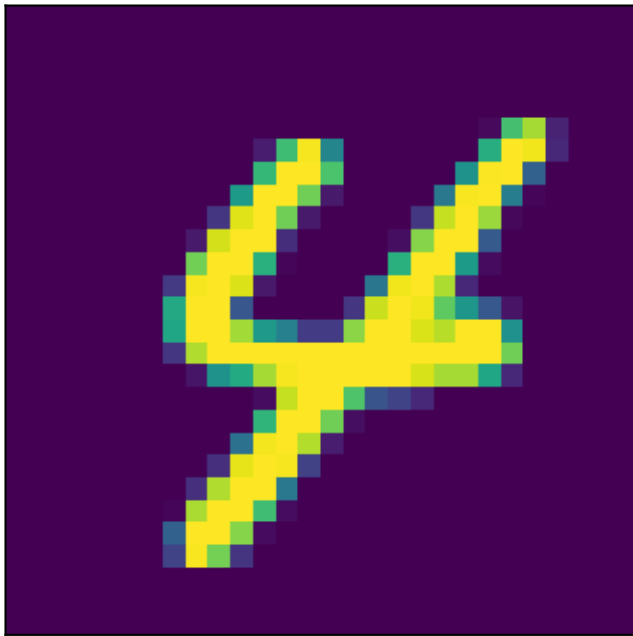
Image



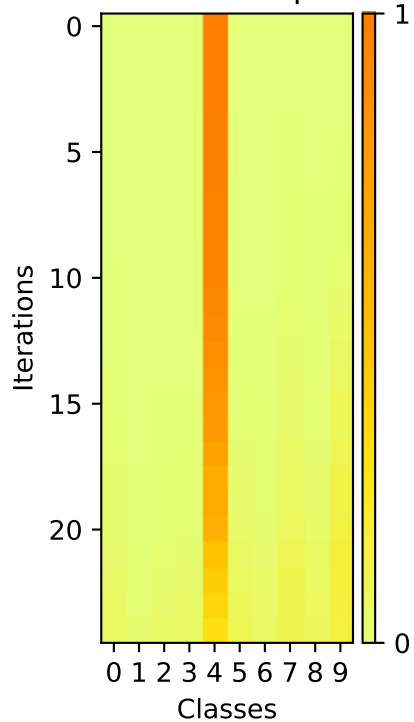
Softmax Outputs



Image

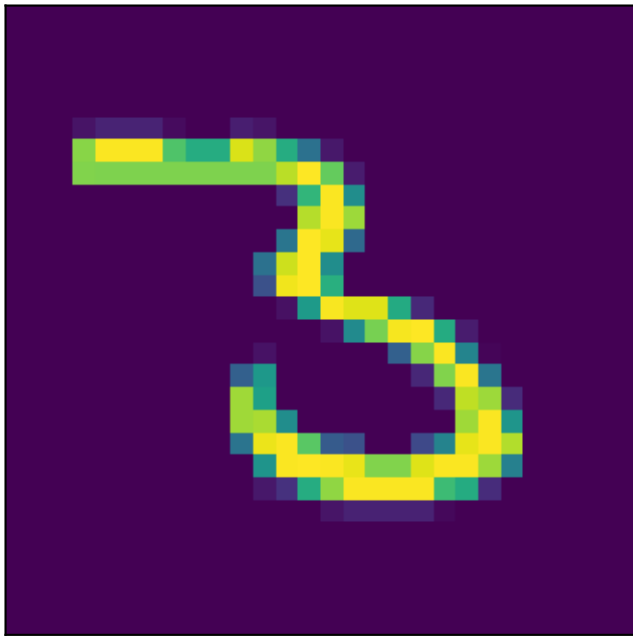


Softmax Outputs

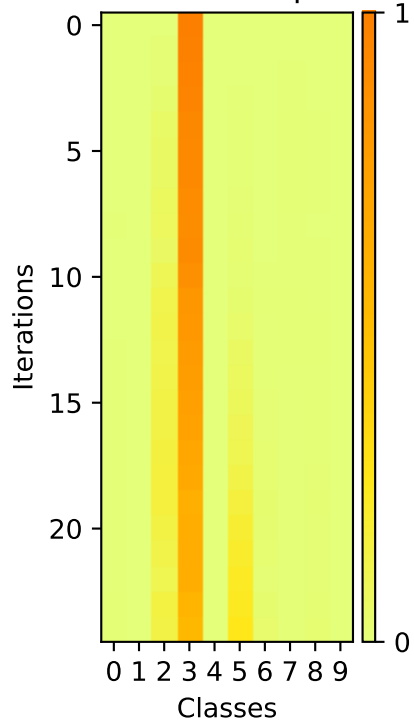




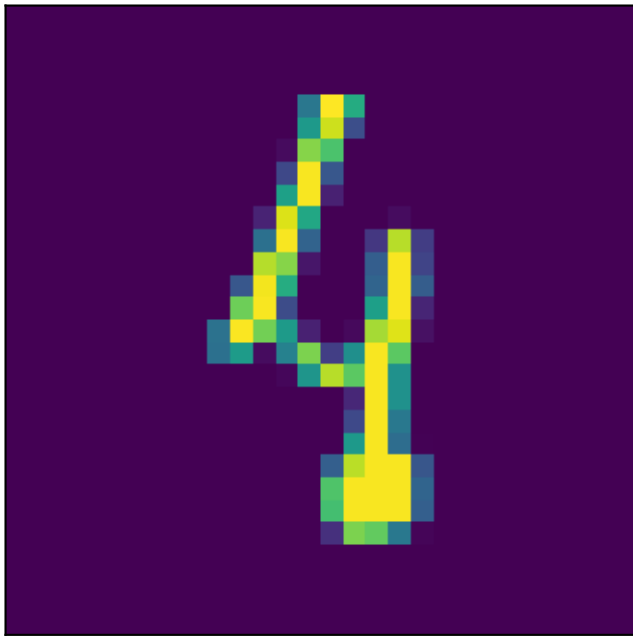
Image



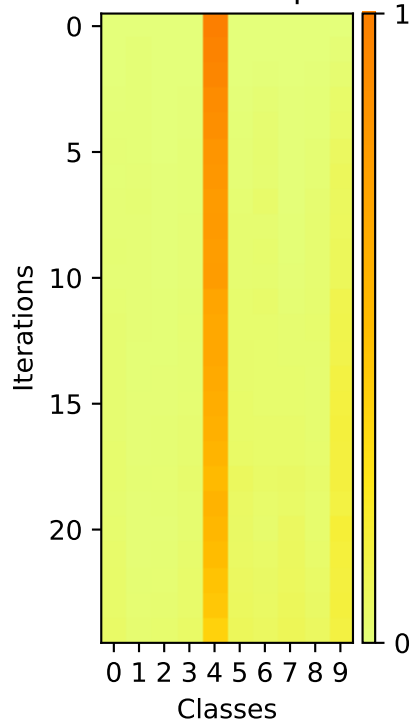
Softmax Outputs



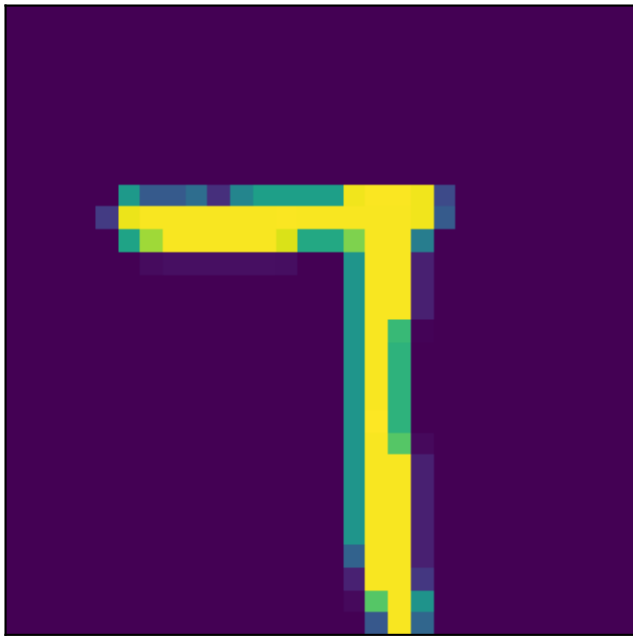
Image



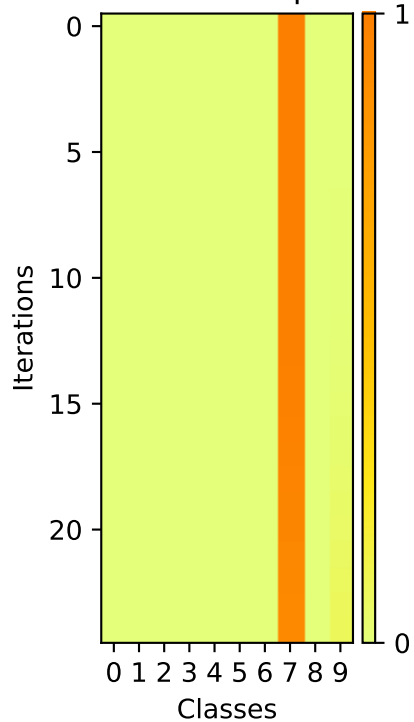
Softmax Outputs



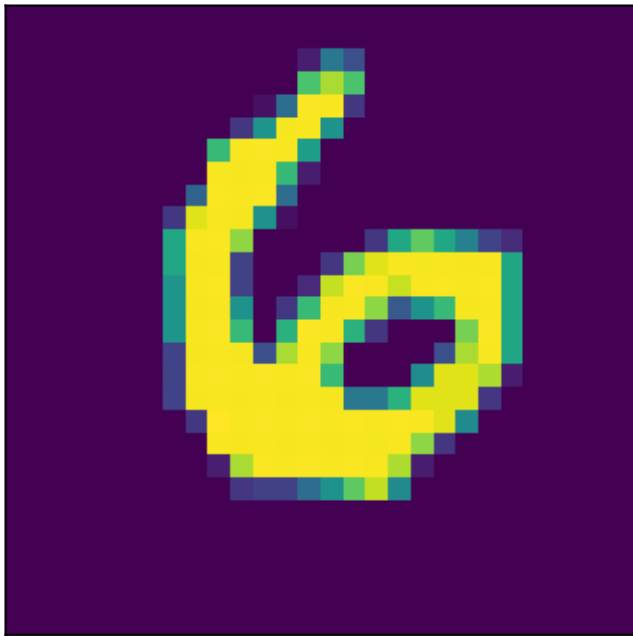
Image



Softmax Outputs



Image



Softmax Outputs

