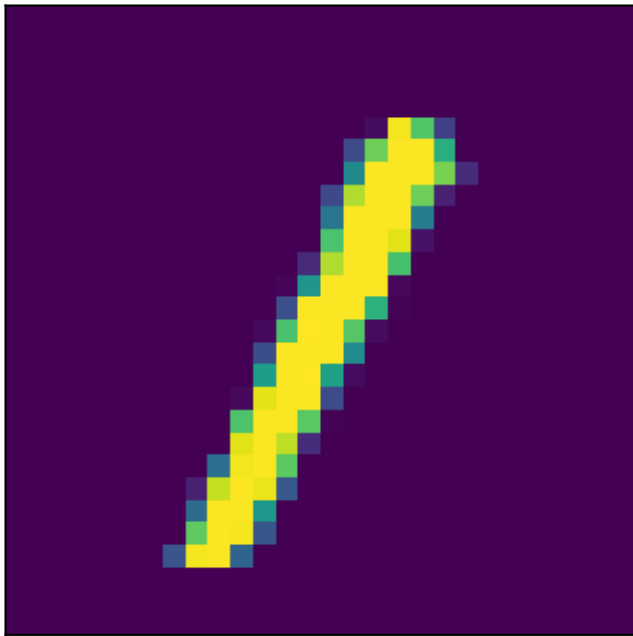
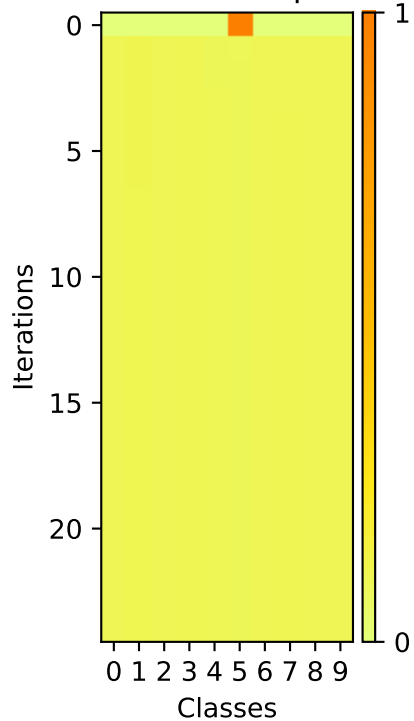


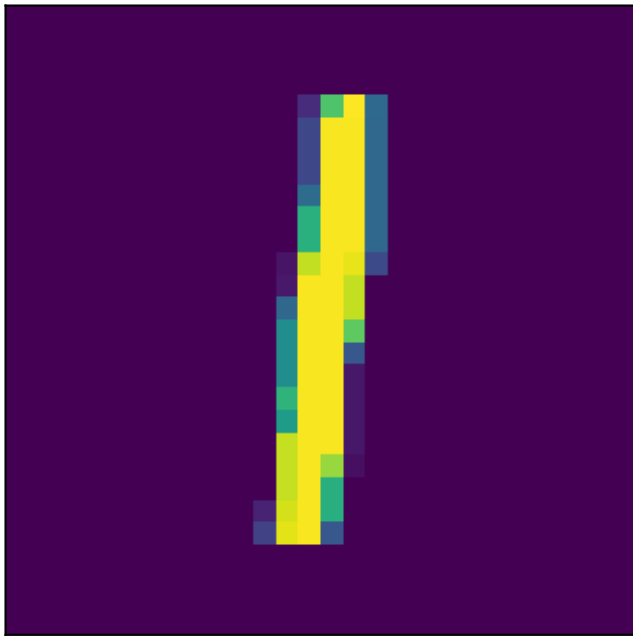
Image



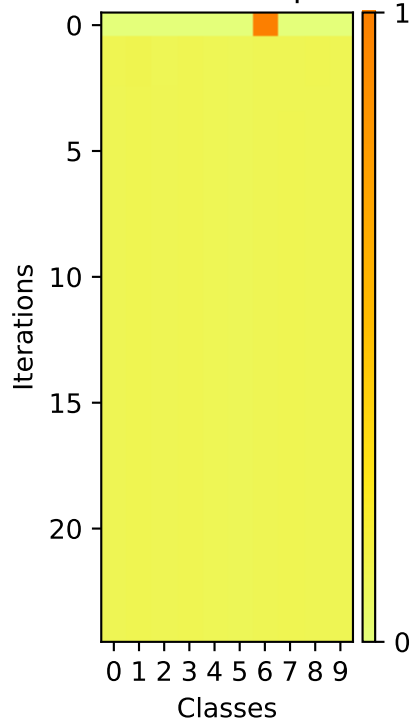
Softmax Outputs



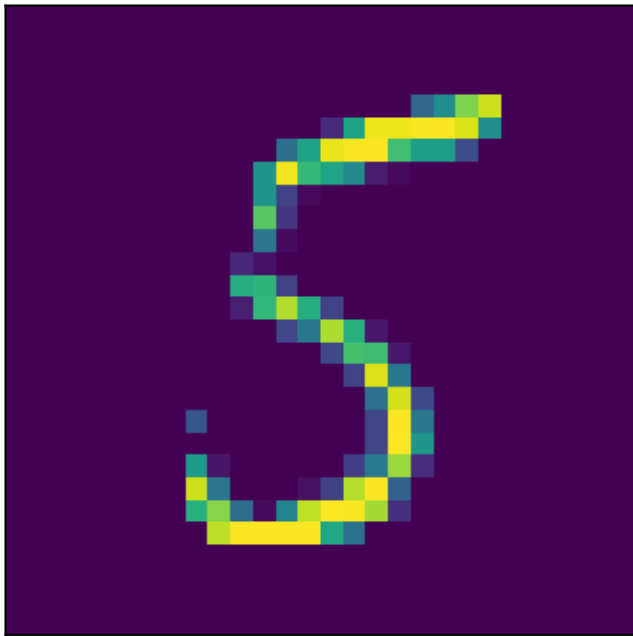
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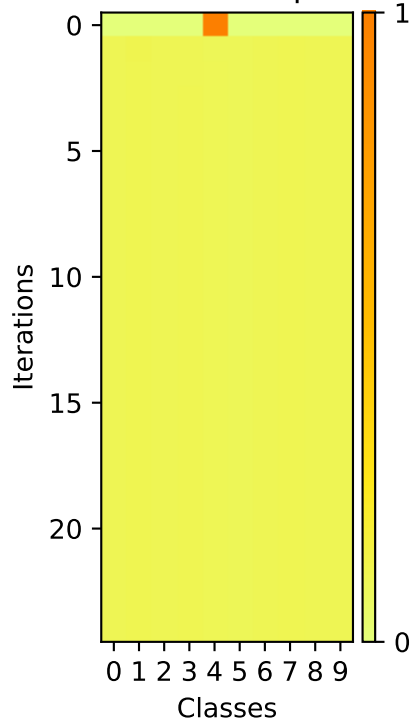
Softmax Outputs



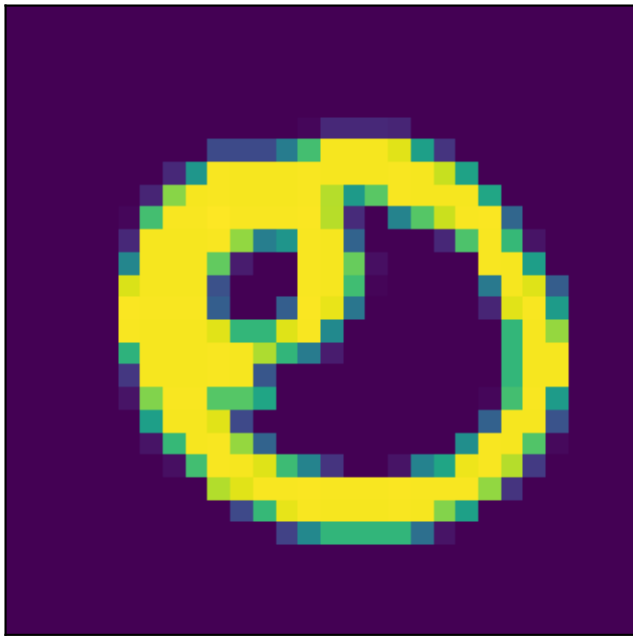
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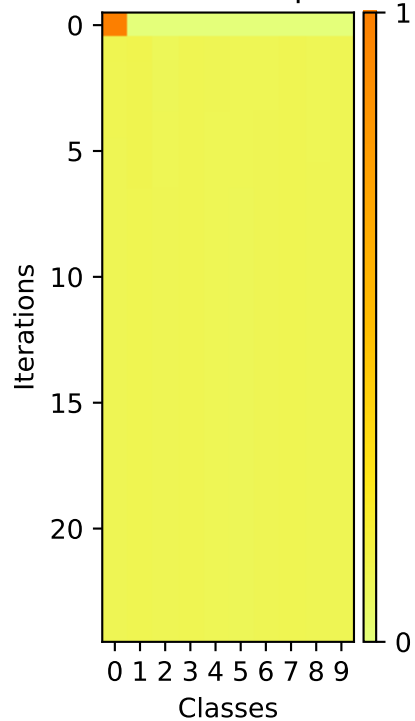
Softmax Outputs



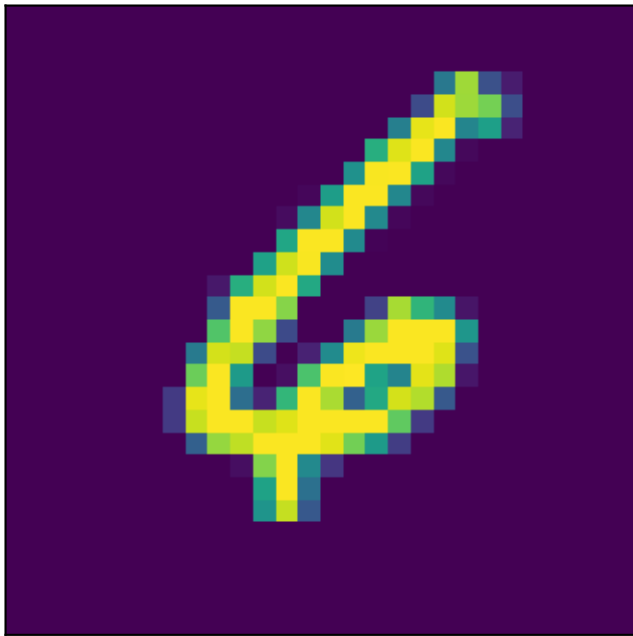
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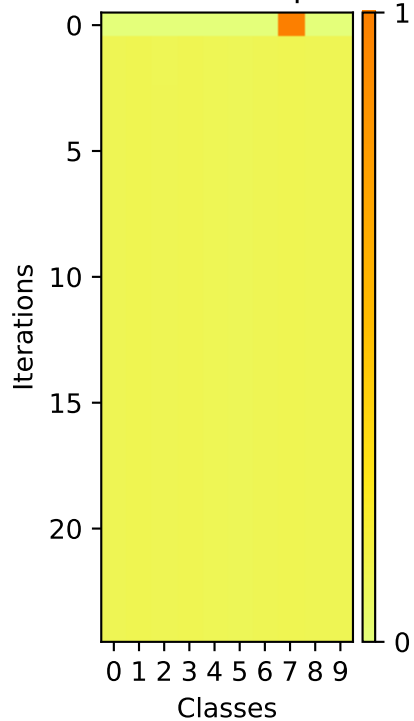
Softmax Outputs



Image



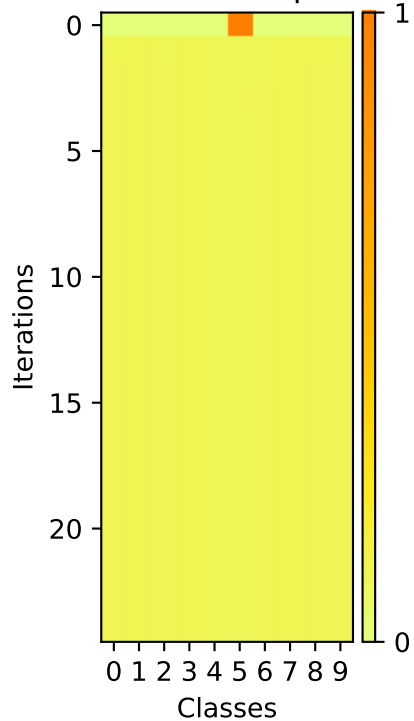
Softmax Outputs



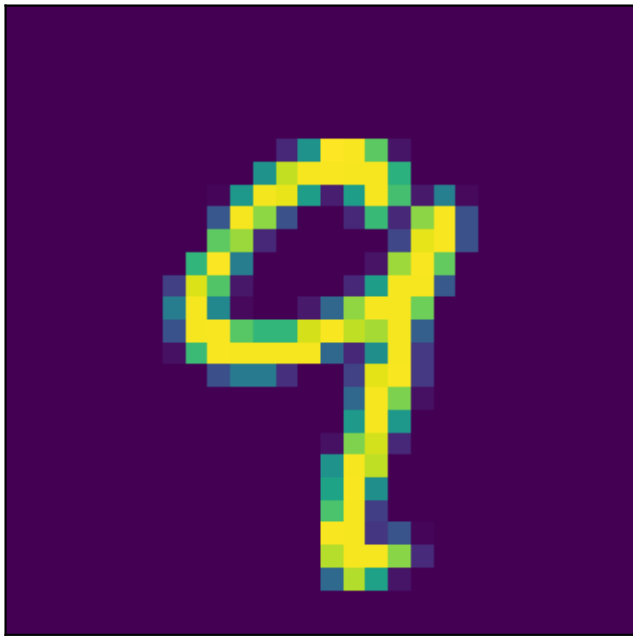
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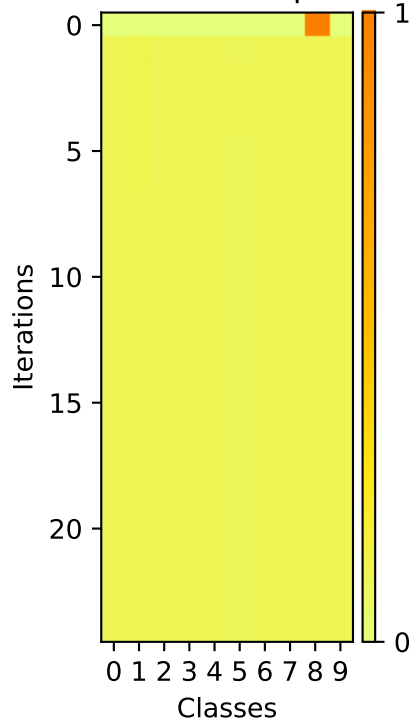
Softmax Outputs



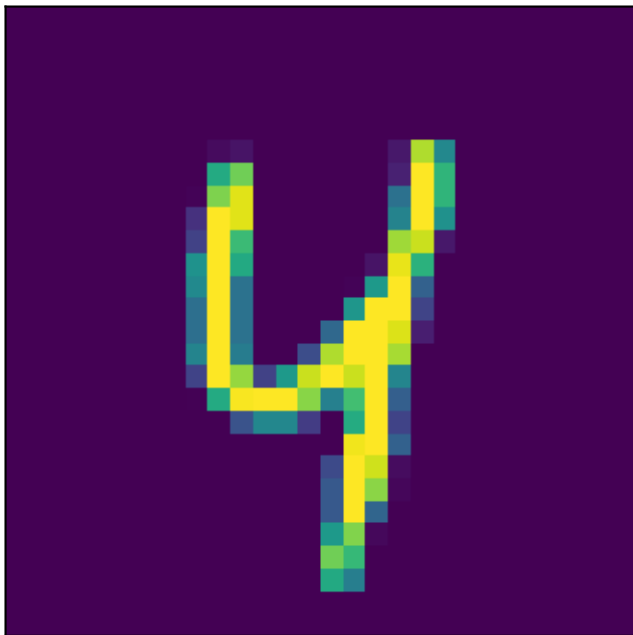
Image



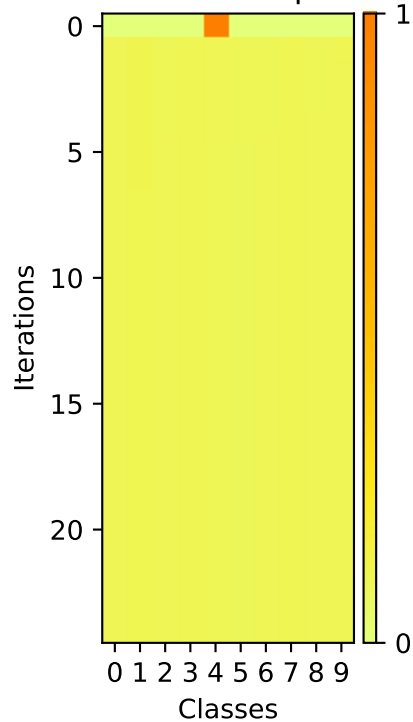
Softmax Outputs



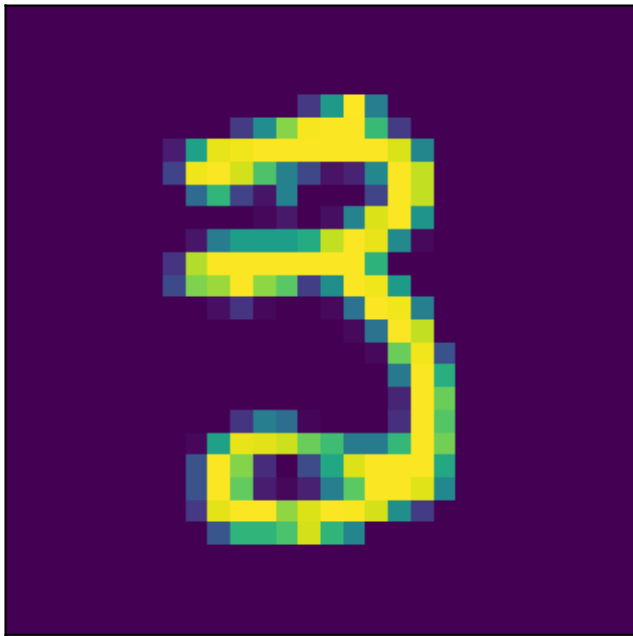
Image



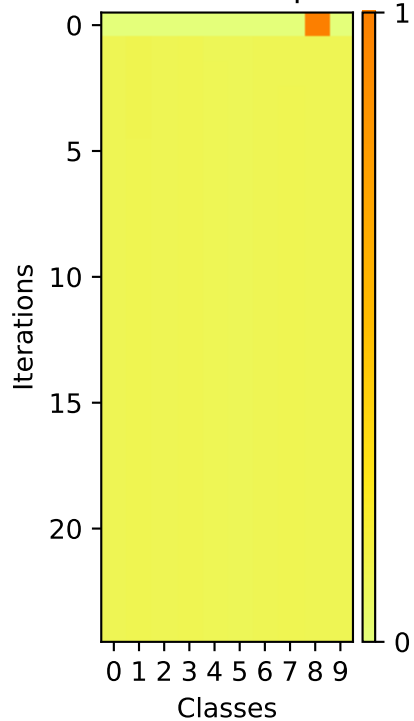
Softmax Outputs



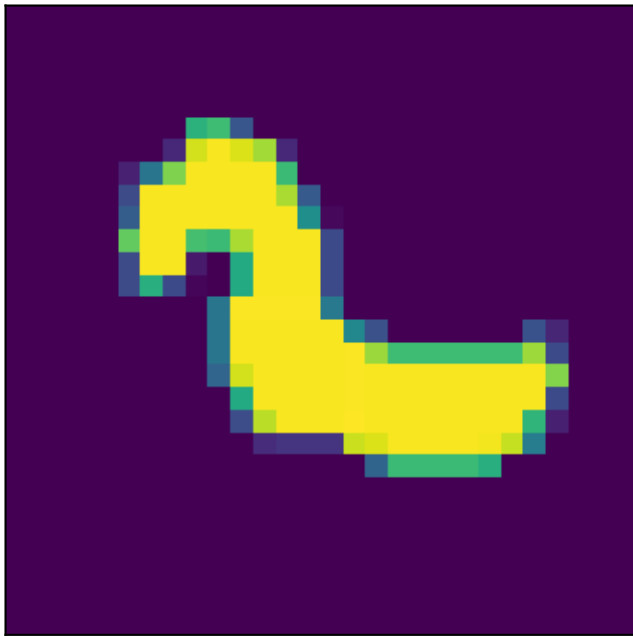
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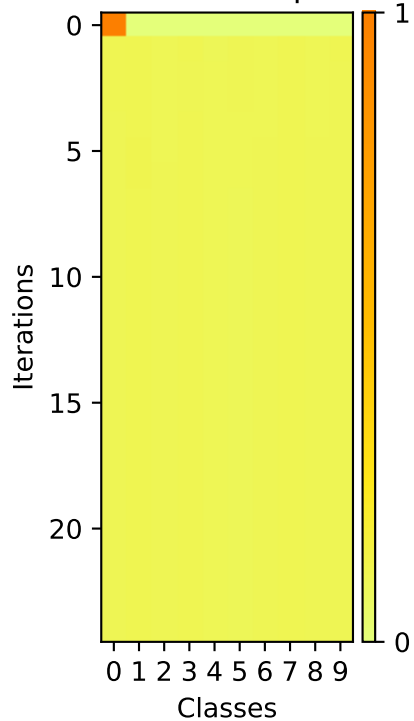
Softmax Outputs



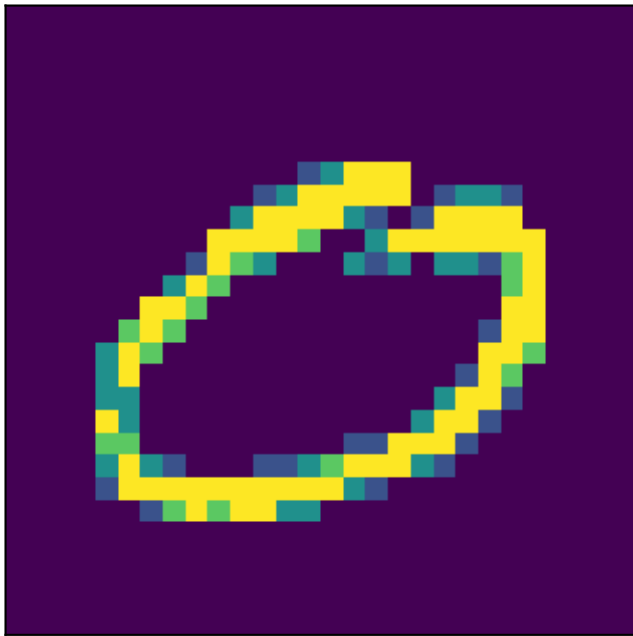
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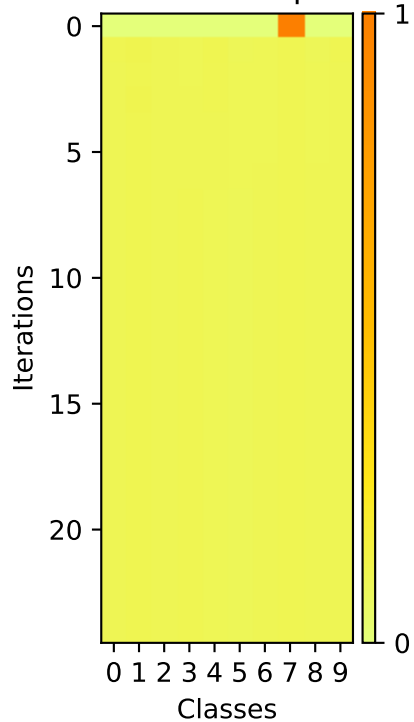
Softmax Outputs



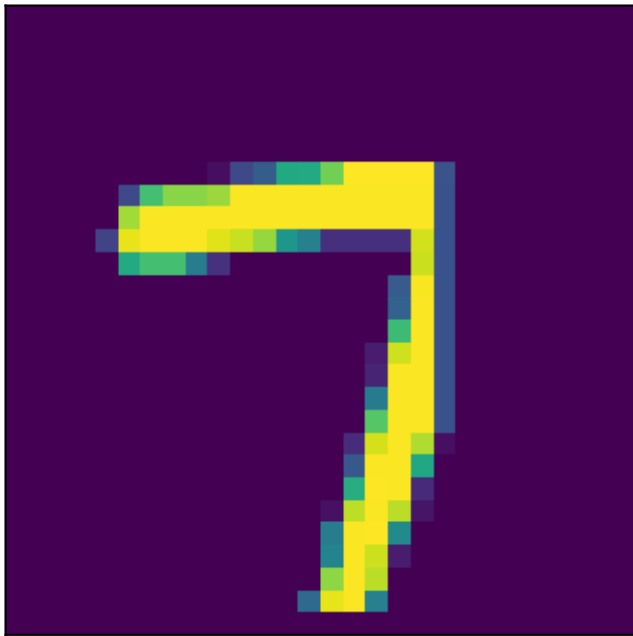
Image



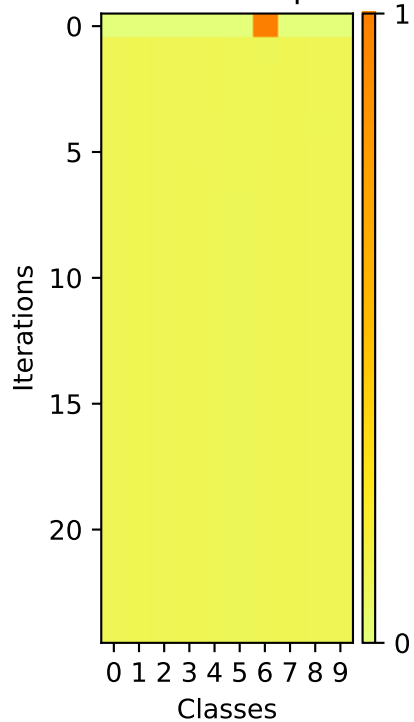
Softmax Outputs



Image



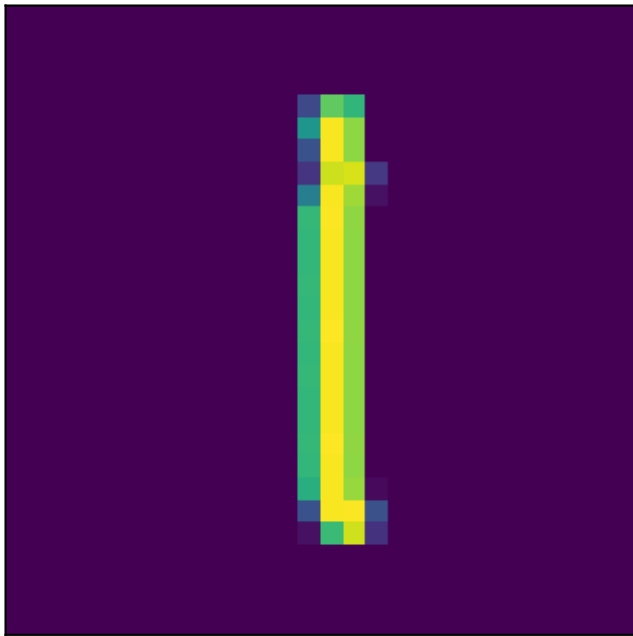
Softmax Outputs



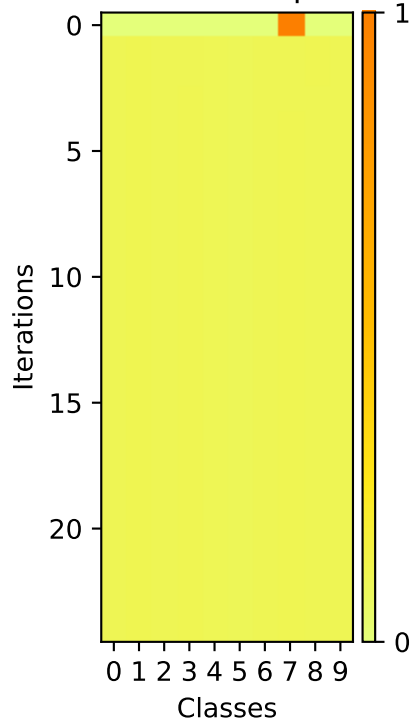
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of small squares, with the main body being yellow and the outline and some internal details in shades of blue and green. The overall style is reminiscent of early digital art or video game graphics.

This heatmap visualizes the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix shows that for most classes, the confusion remains low (yellow) throughout the iterations. However, there is a notable increase in confusion for class 1 at iteration 0, indicated by a small orange square. The overall structure of the matrix suggests that the model's performance is relatively stable across iterations, with minor fluctuations in confusion levels for specific classes.

Image



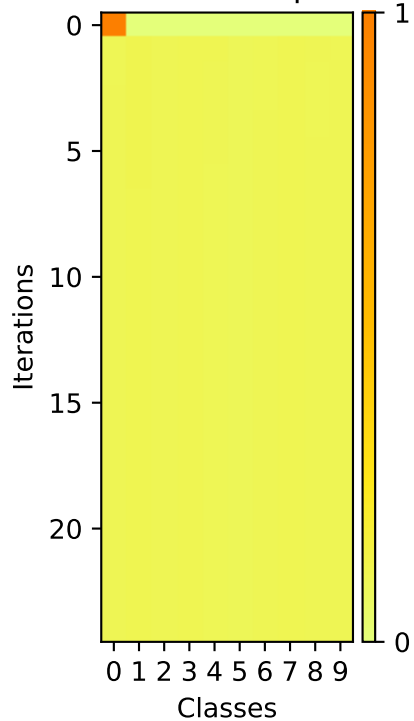
Softmax Outputs



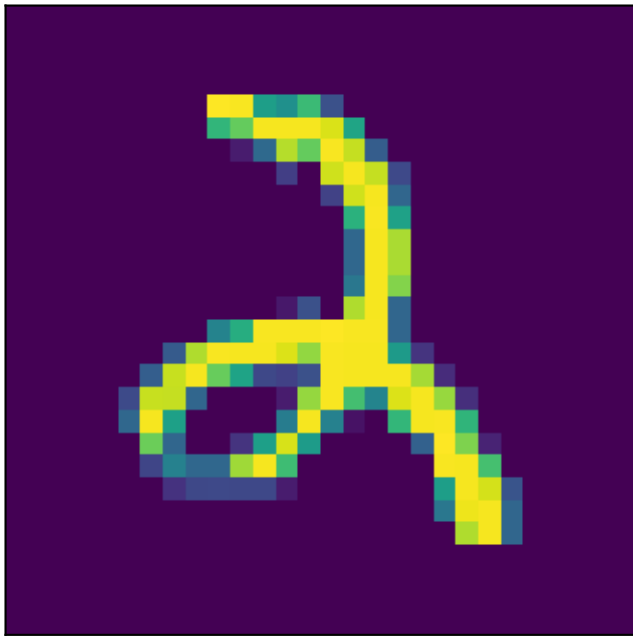
Image



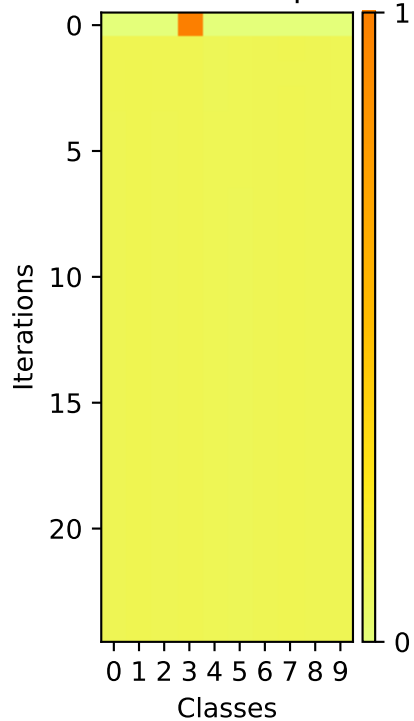
Softmax Outputs



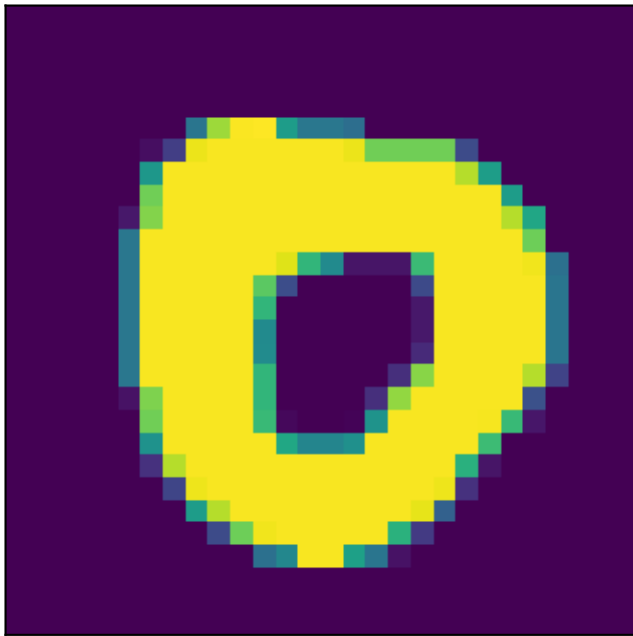
Image



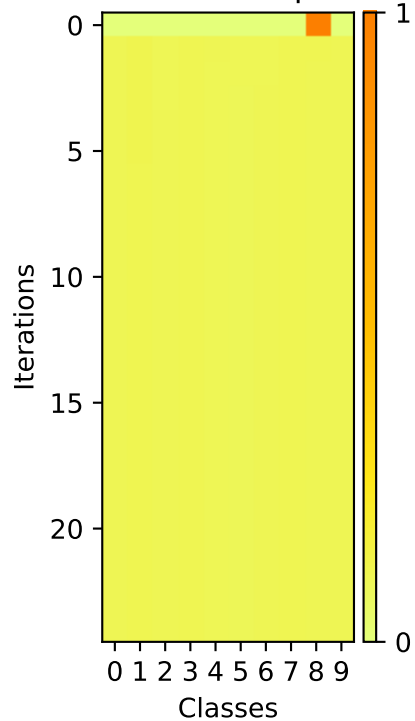
Softmax Outputs



Image

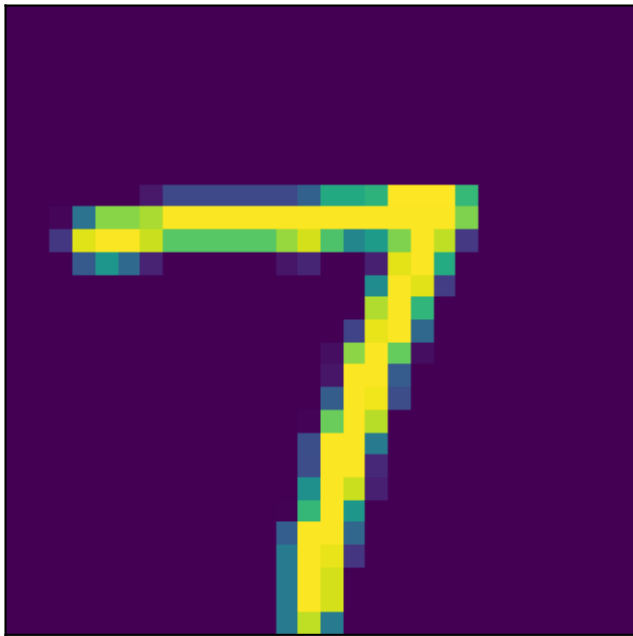


Softmax Outputs

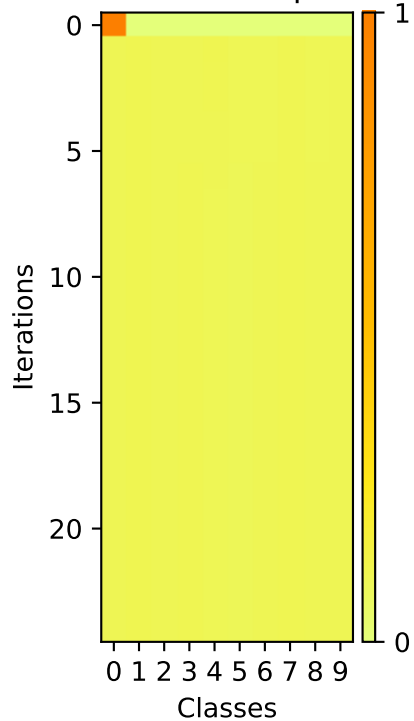


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid dark purple.

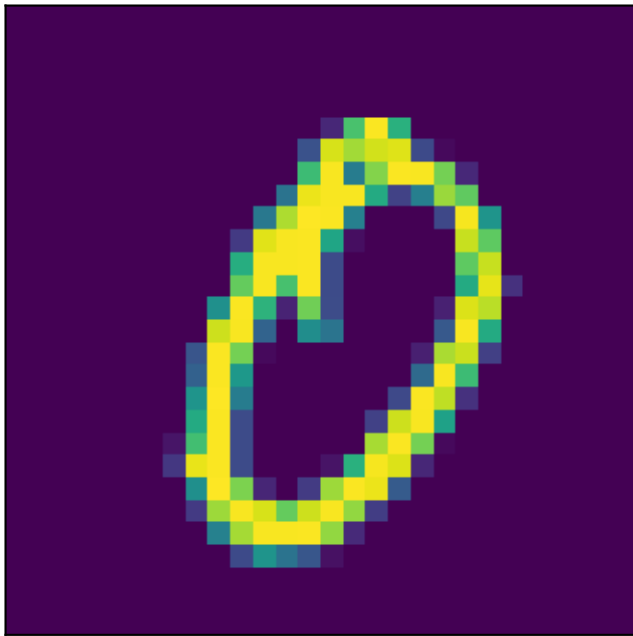
Image



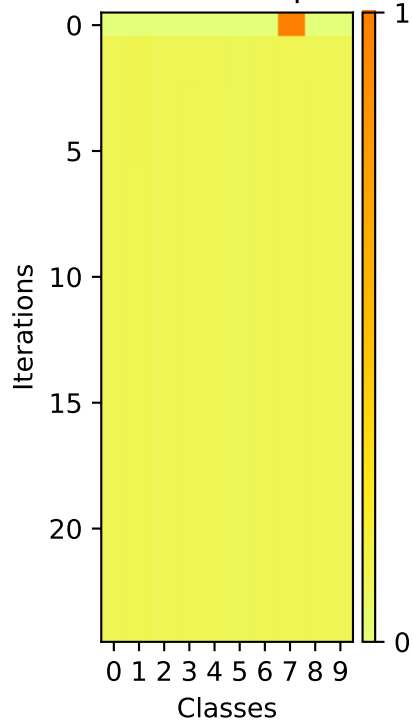
Softmax Outputs



Image

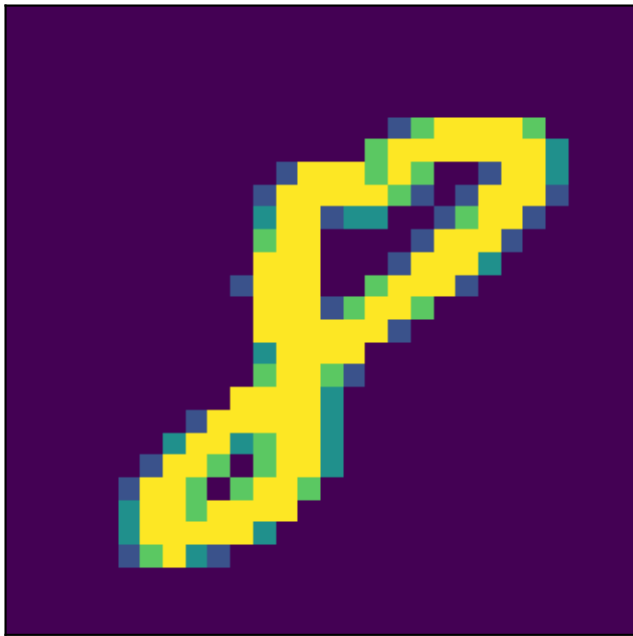


Softmax Outputs

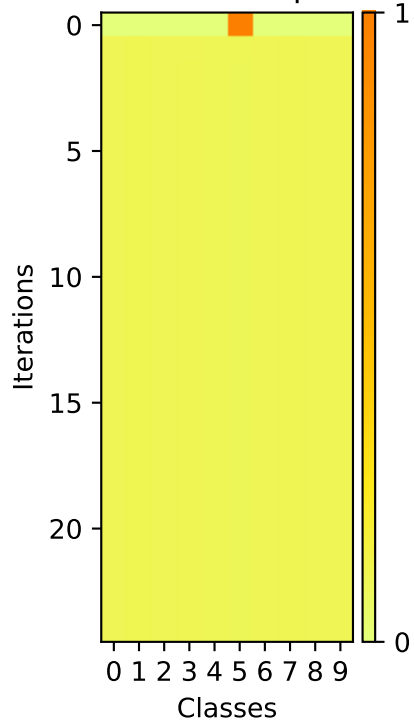


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a black background. The shape is composed of many small squares, giving it a blocky appearance. It features a horizontal top bar and a vertical stem, with some orange pixels interspersed among the yellow ones. The overall form is reminiscent of a stylized '7' or a similar character.

Image



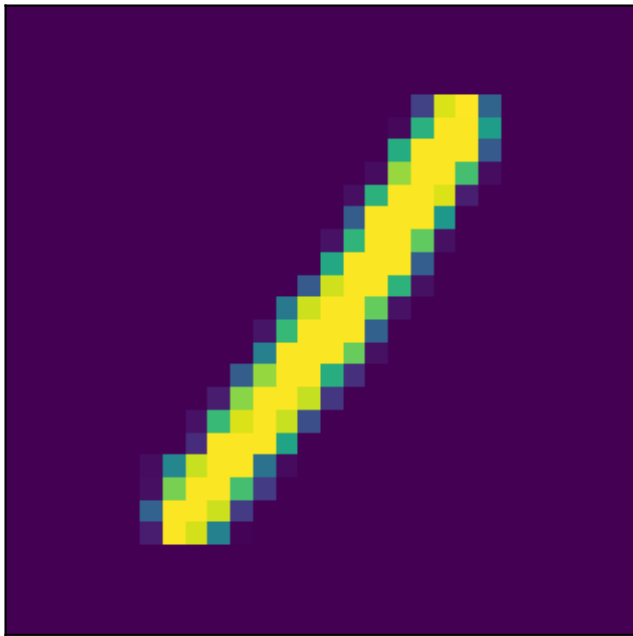
Softmax Outputs



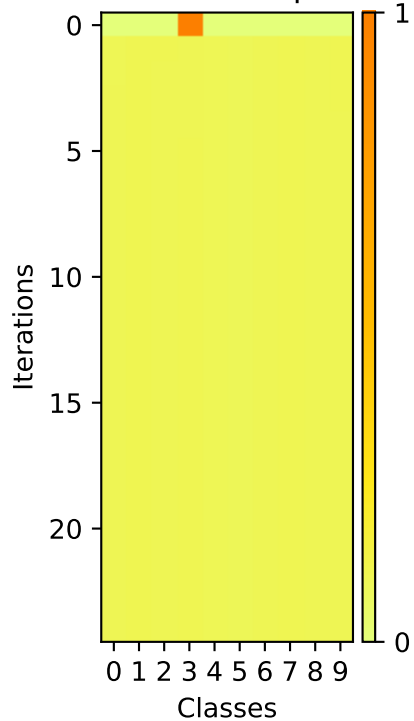
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some lighter green and blue pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

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

Image

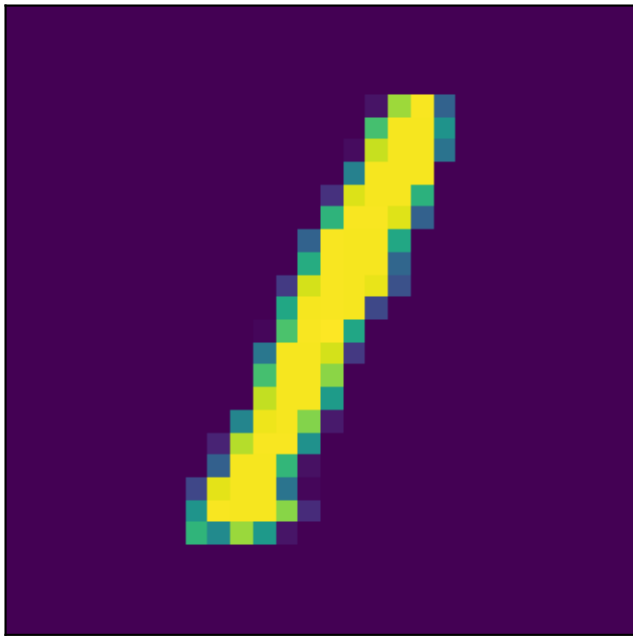


Softmax Outputs

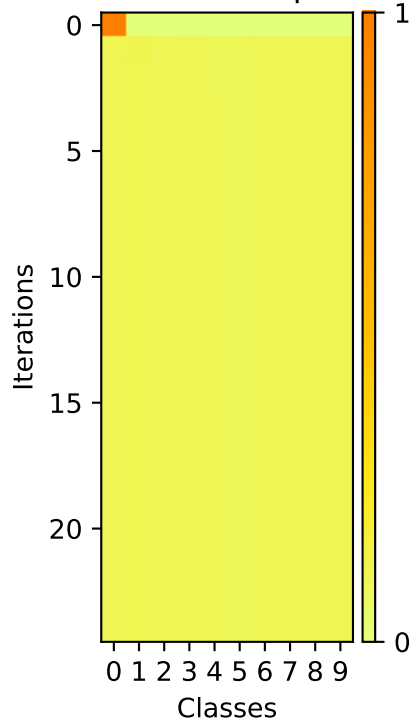


A pixelated yellow number 6 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

Image



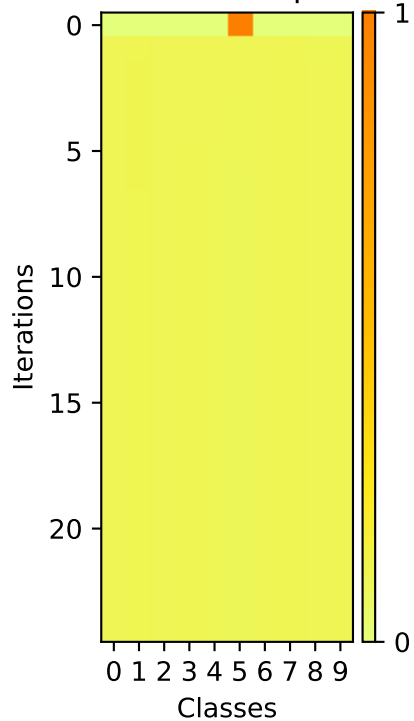
Softmax Outputs



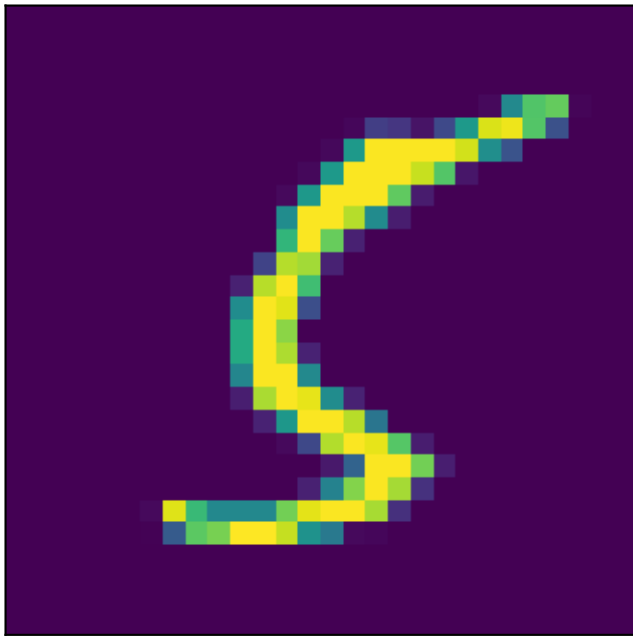
Image



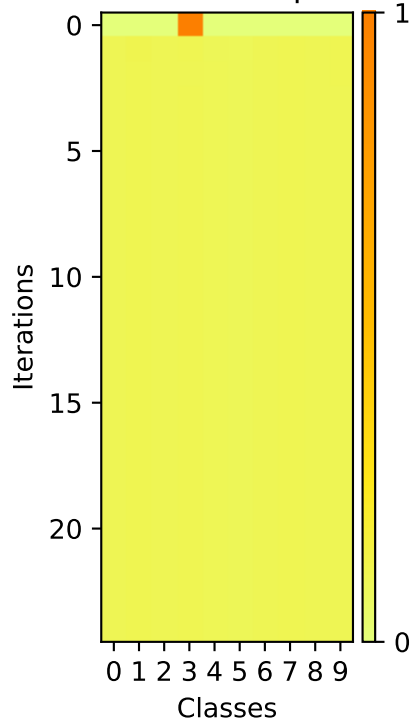
Softmax Outputs



Image



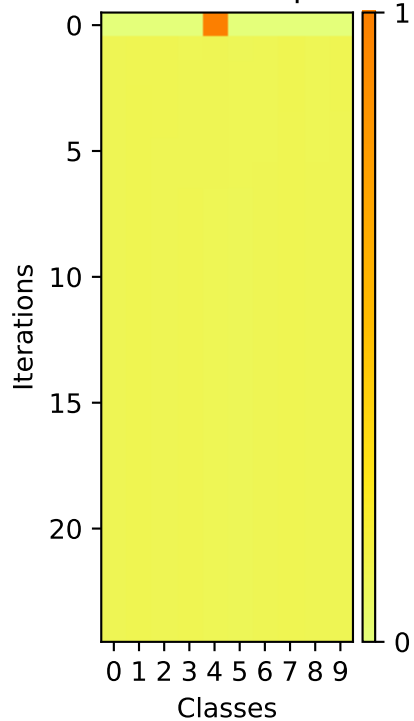
Softmax Outputs



Image

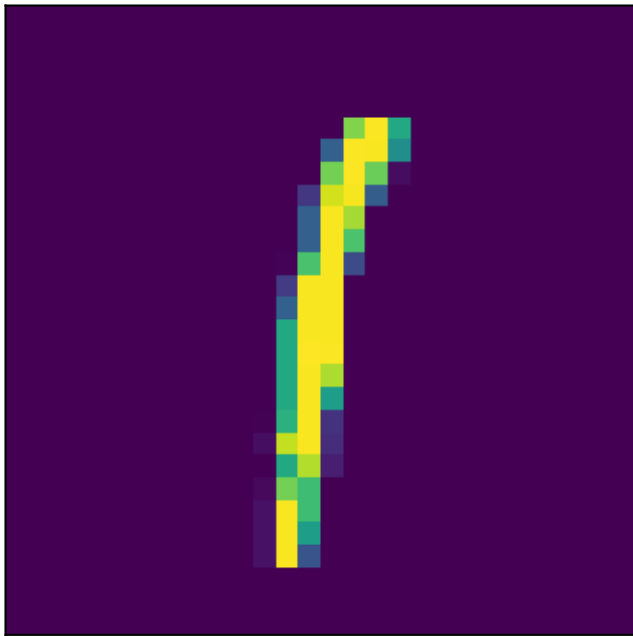


Softmax Outputs

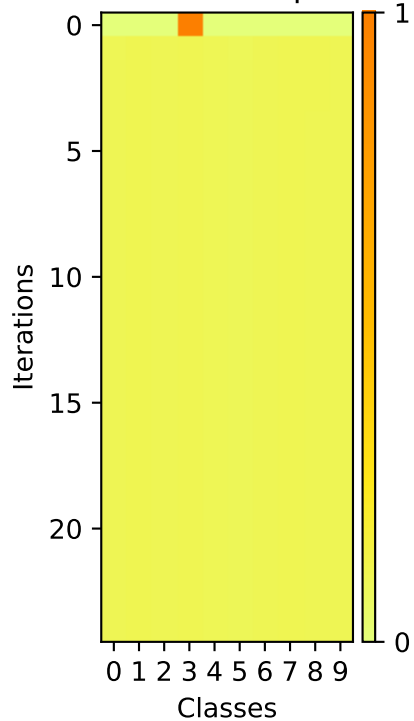


A heatmap showing the evolution of the matrix of the linear system over iterations (Y-axis, 0 to 20) and classes (X-axis, 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0. A small, dark orange square is visible at iteration 0, class 2, indicating a value near 1.

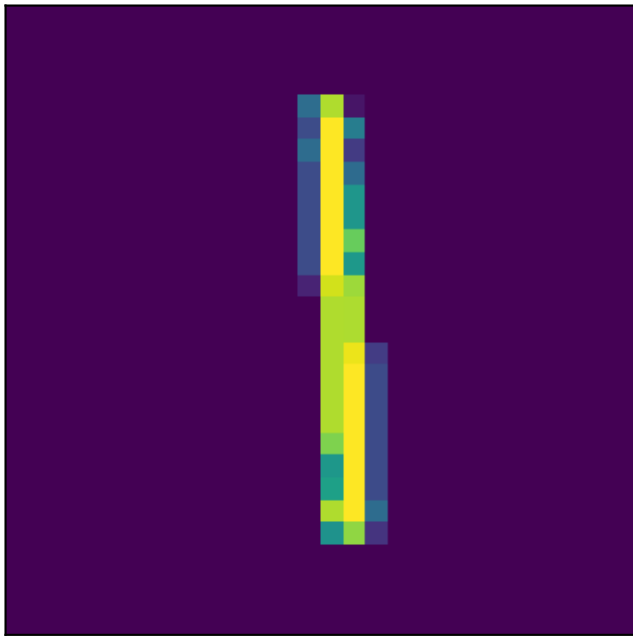
Image



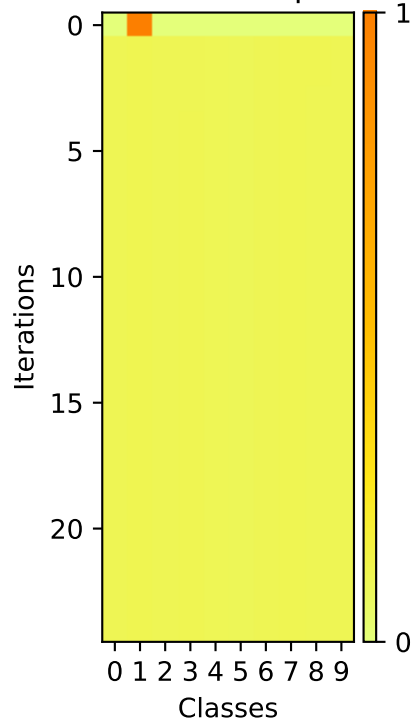
Softmax Outputs



Image



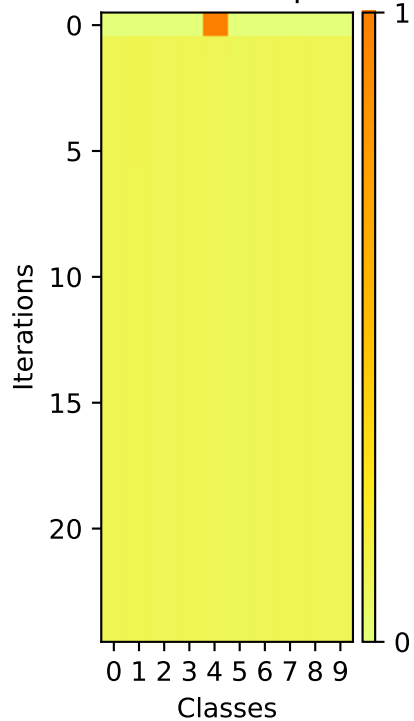
Softmax Outputs



Image



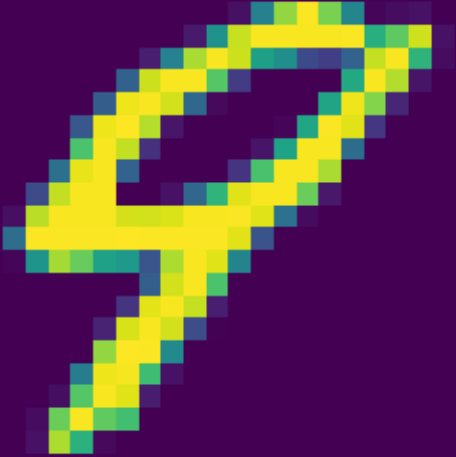
Softmax Outputs



A pixelated, multi-colored number 5 on a black background. The number is composed of various shades of blue, green, and yellow pixels, giving it a digital or retro aesthetic. The strokes are thick and blocky, typical of low-resolution digital art.

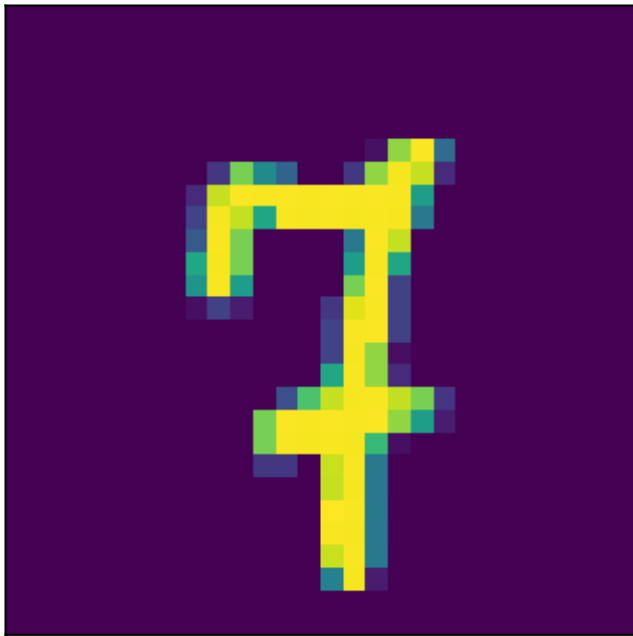
A pixelated yellow number 3 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is positioned in the upper left quadrant of the image.

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

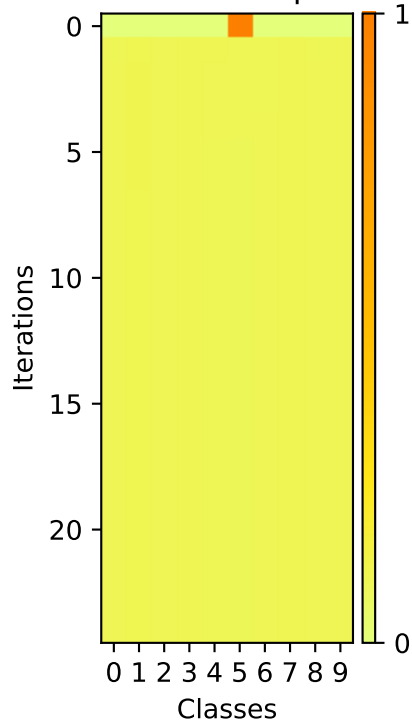
A pixelated yellow lightning bolt with a green and blue gradient, set against a dark purple background. The bolt is oriented diagonally from the top right to the bottom left.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark orange). The distribution remains mostly uniform (yellow) until iteration 15, after which Class 7 shows a sharp increase in probability, reaching 1.0 by iteration 20.

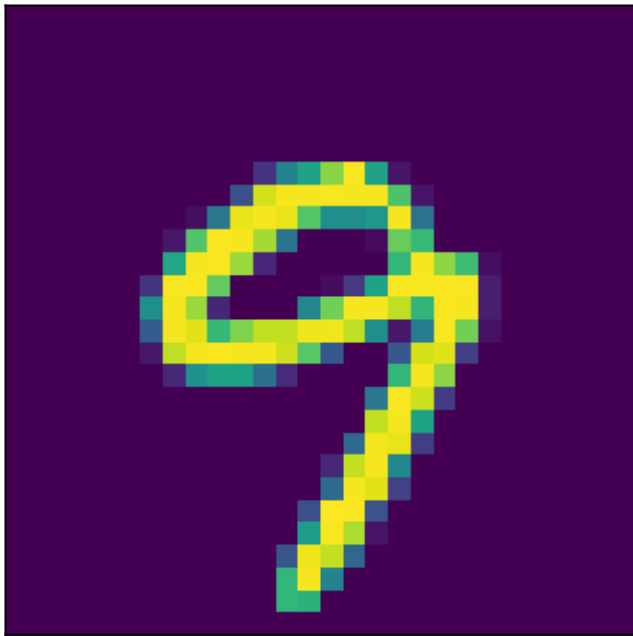
Image



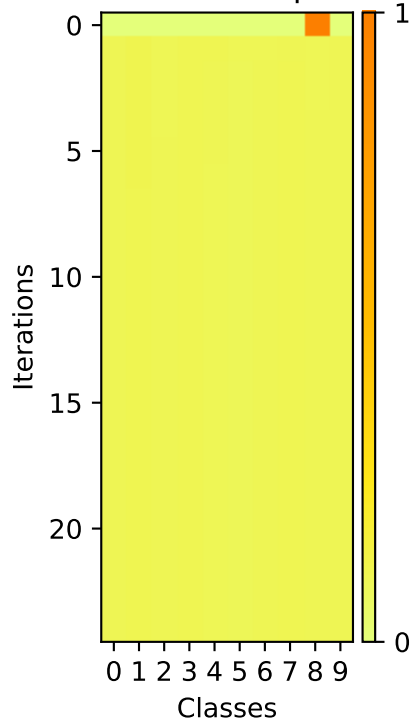
Softmax Outputs

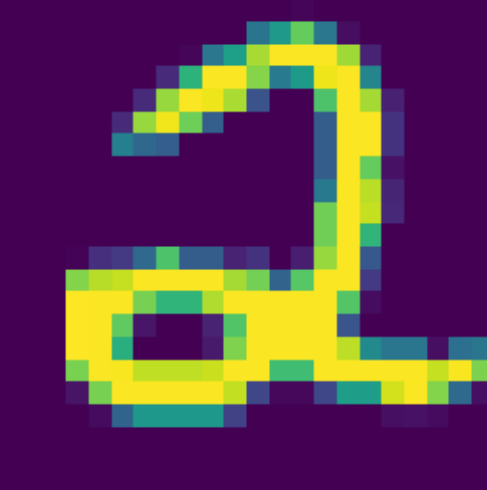


Image



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).

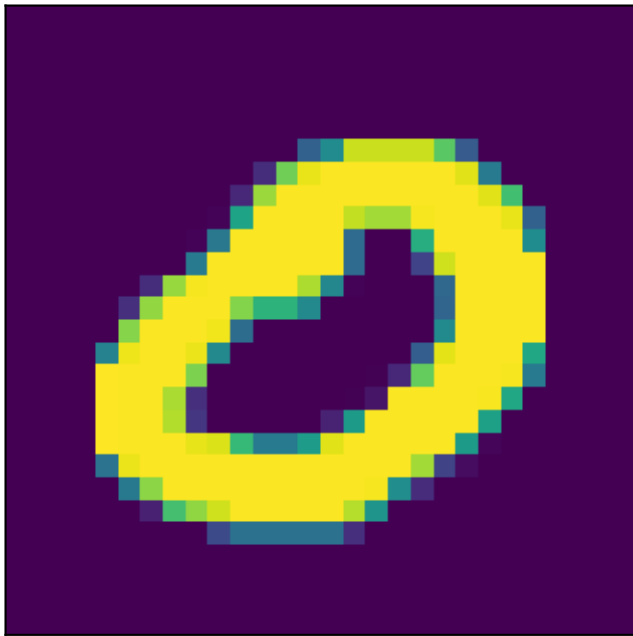
The distribution starts at Iteration 0 with Class 0 having a probability of 1.0 and Class 1 having a probability of 0.0. As iterations progress, the probability for Class 0 decreases and for Class 1 increases, eventually reaching a state where Class 0 has a probability of 0.0 and Class 1 has a probability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

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

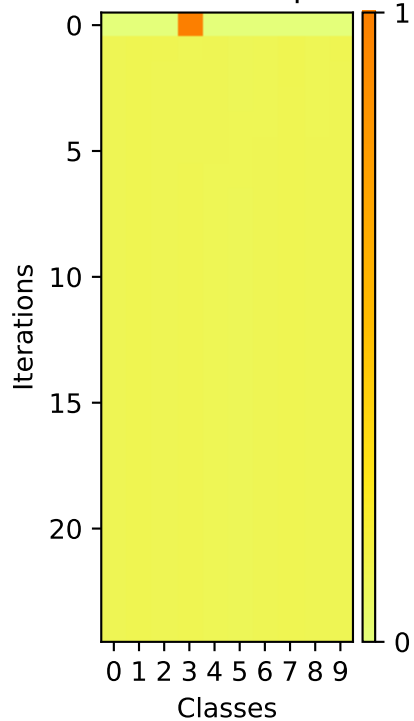
A pixelated drawing of the number 5 in a bright yellow color, set against a dark purple background. The number is composed of a grid of small squares, giving it a blocky, digital appearance. The stroke is thick and consistent throughout. The number 5 is positioned in the center of the image.

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

Image



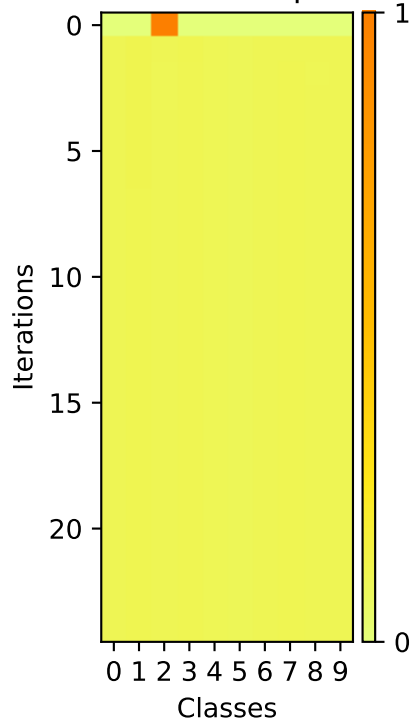
Softmax Outputs



Image

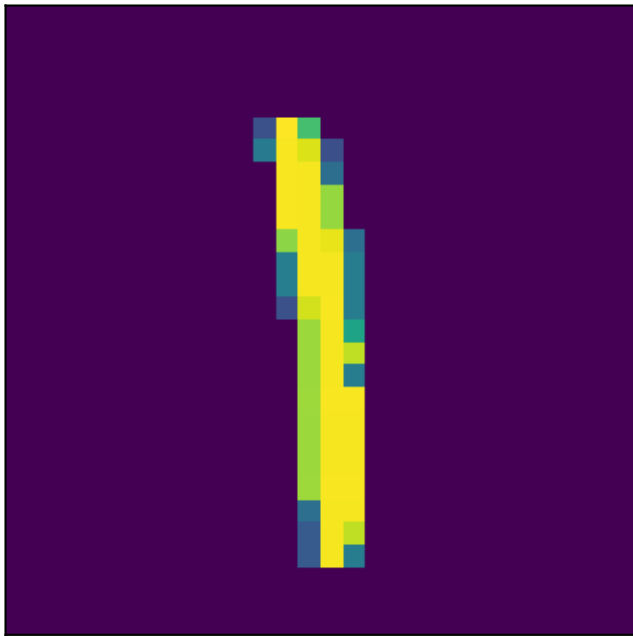


Softmax Outputs

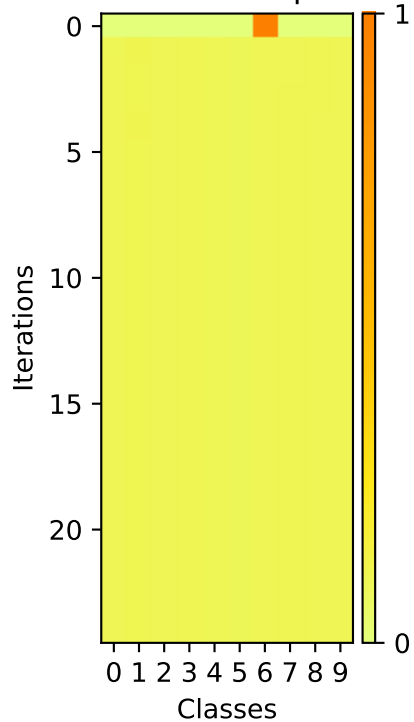


A pixelated yellow number 9 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is positioned in the lower-left quadrant of the image.

Image



Softmax Outputs

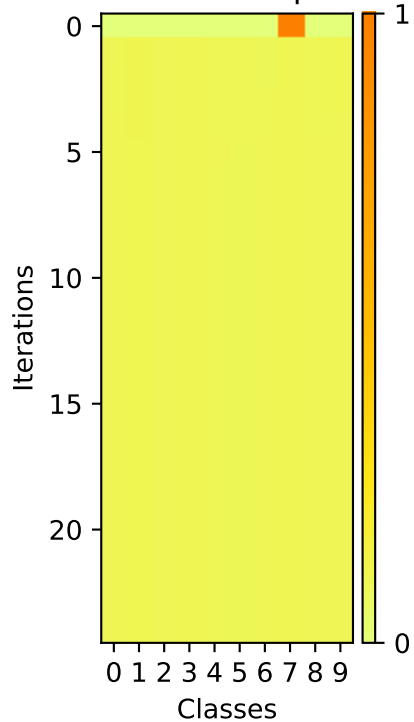


A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The figure-eight is oriented vertically, with the loops at the top and bottom. The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

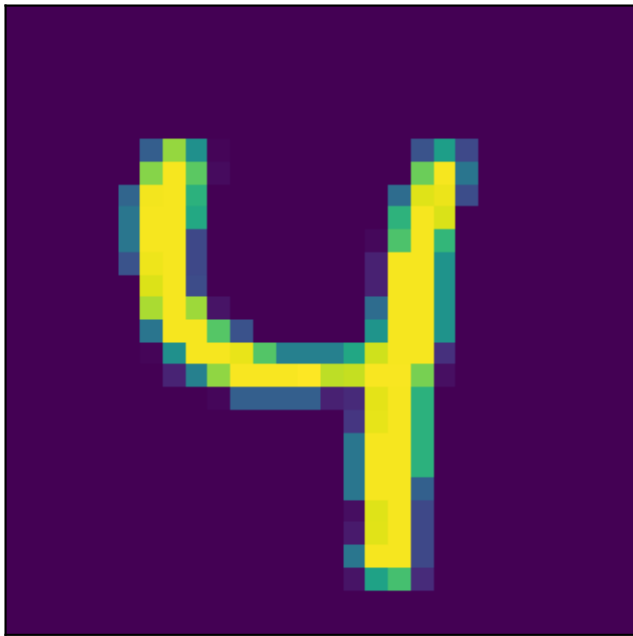
Image



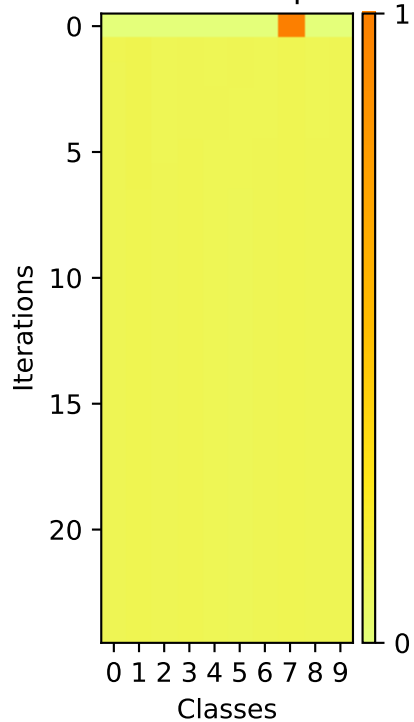
Softmax Outputs



Image



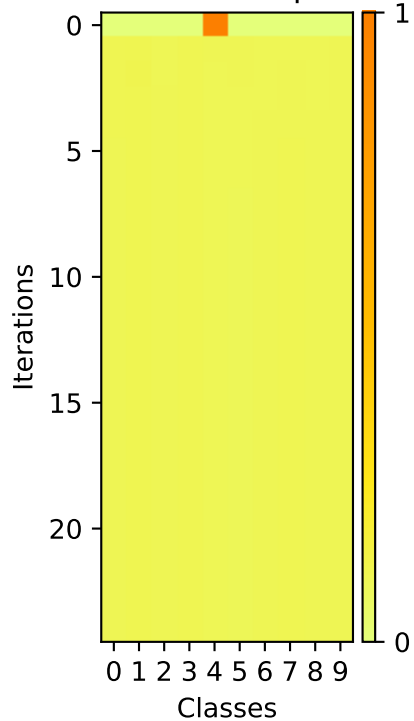
Softmax Outputs



Image



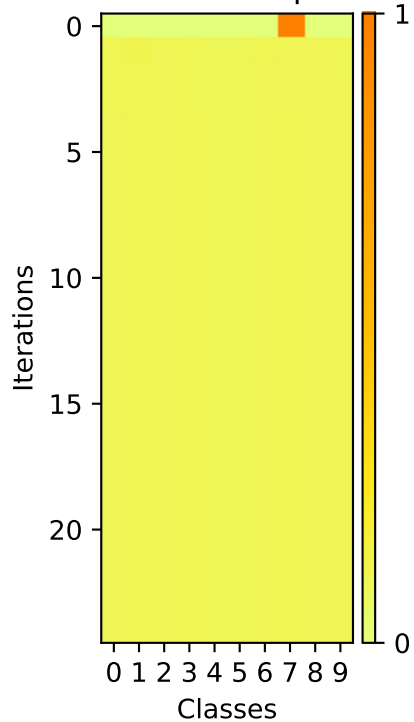
Softmax Outputs



Image



Softmax Outputs



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

A pixelated yellow cross is centered on a dark purple background. The cross is composed of a vertical bar and a horizontal bar that intersect in the middle. The edges of the cross are jagged, giving it a digital or low-resolution appearance. The background is a solid, deep purple color.

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

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

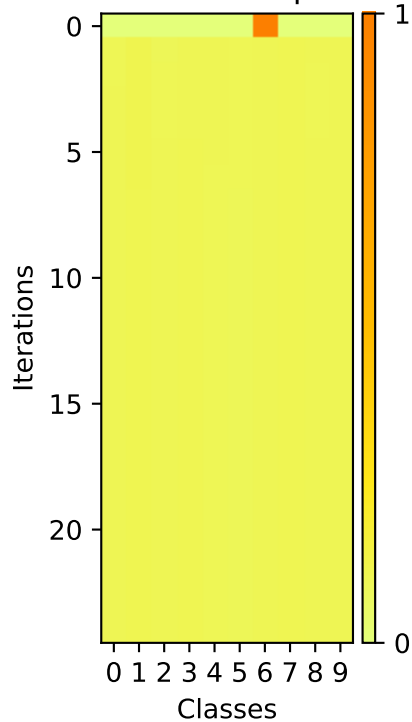
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange). The distribution remains mostly uniform (yellow) across all classes, with a small, localized increase in probability (orange) observed for Class 3 around Iteration 1.

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

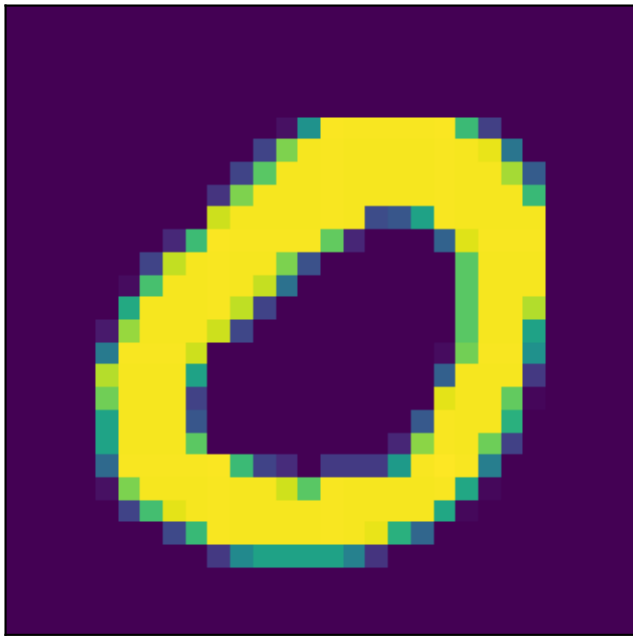
Image



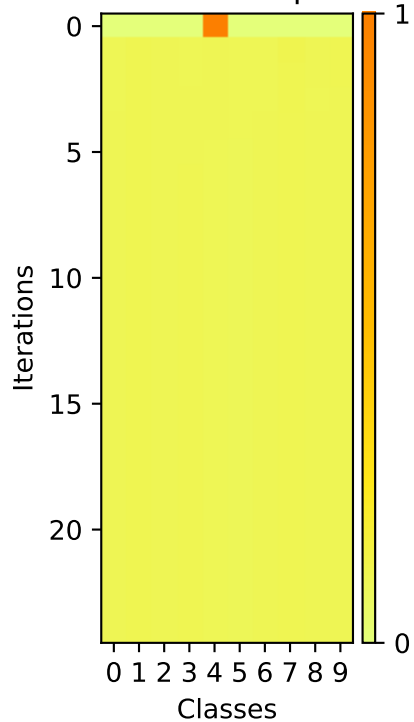
Softmax Outputs



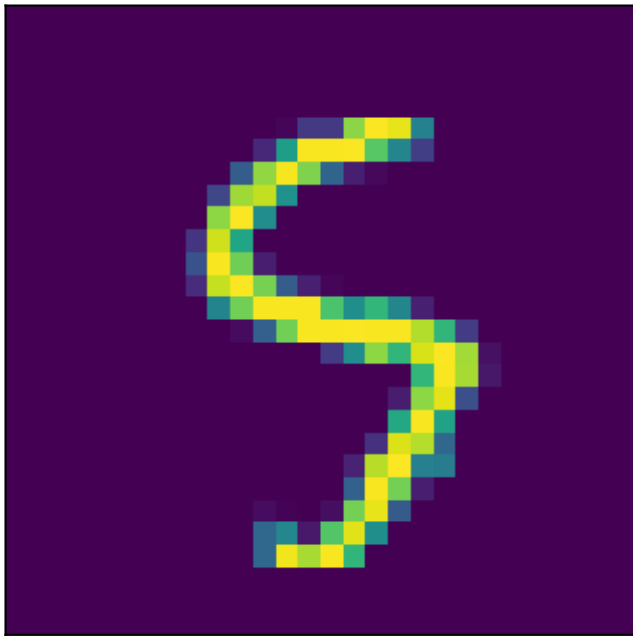
Image



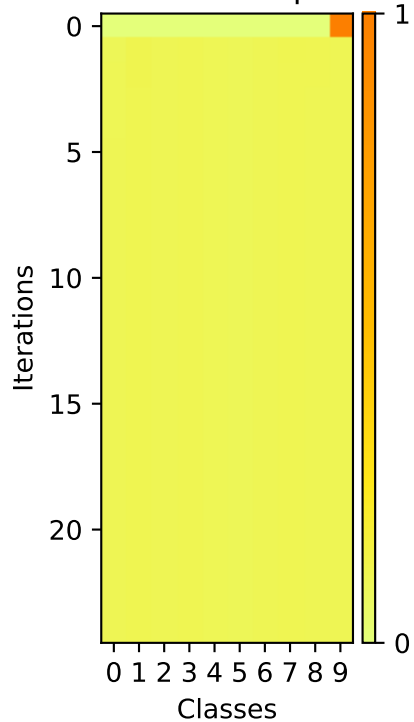
Softmax Outputs



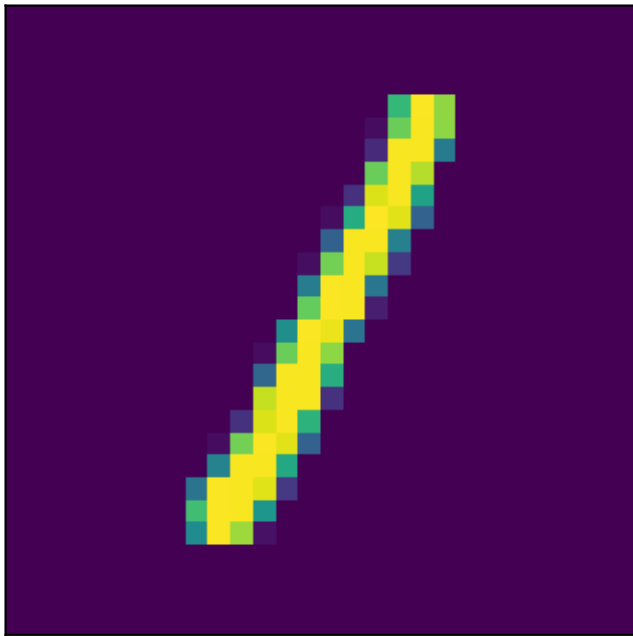
Image



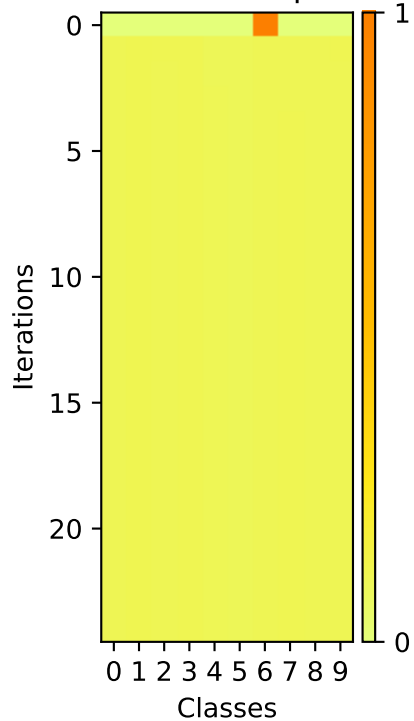
Softmax Outputs



Image



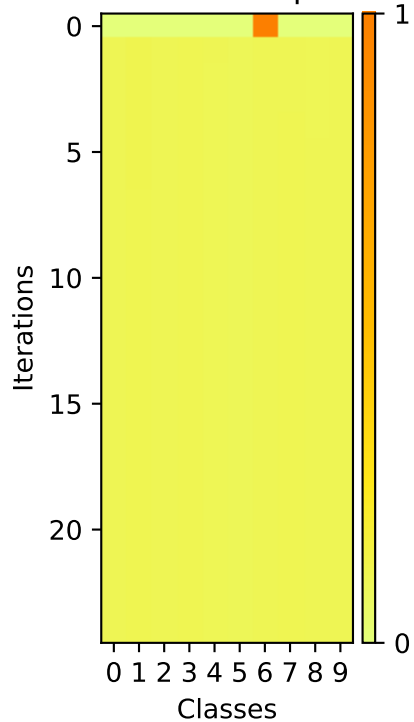
Softmax Outputs



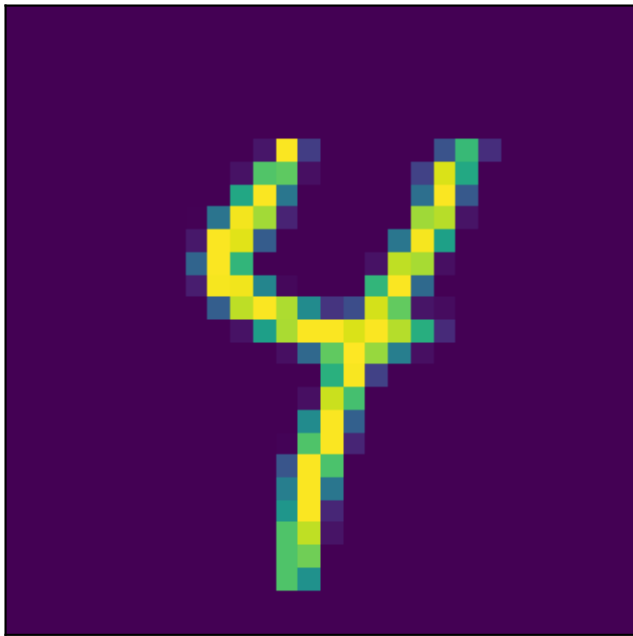
Image



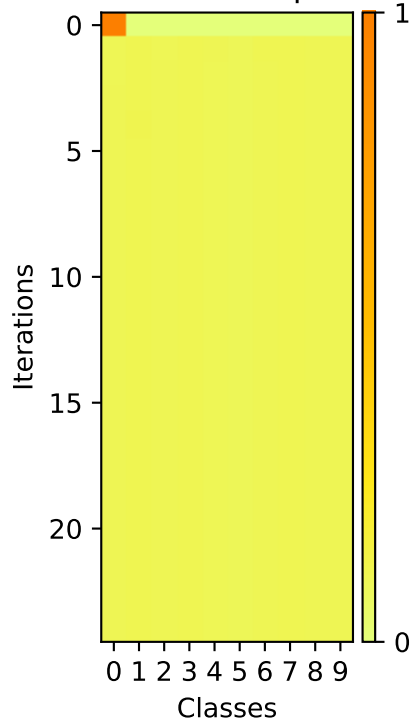
Softmax Outputs



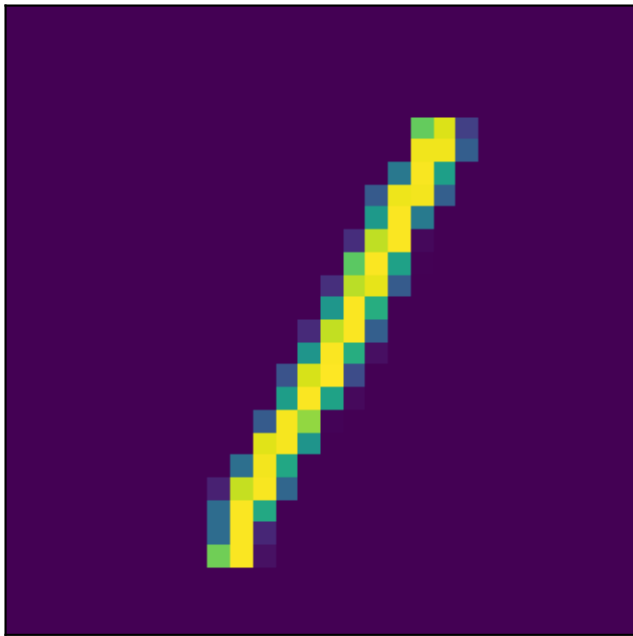
Image



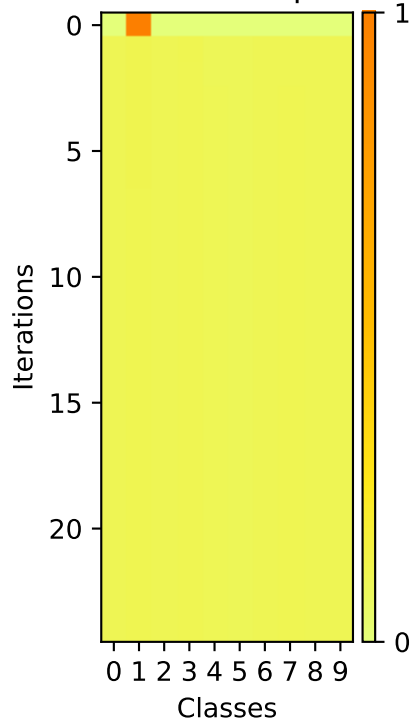
Softmax Outputs



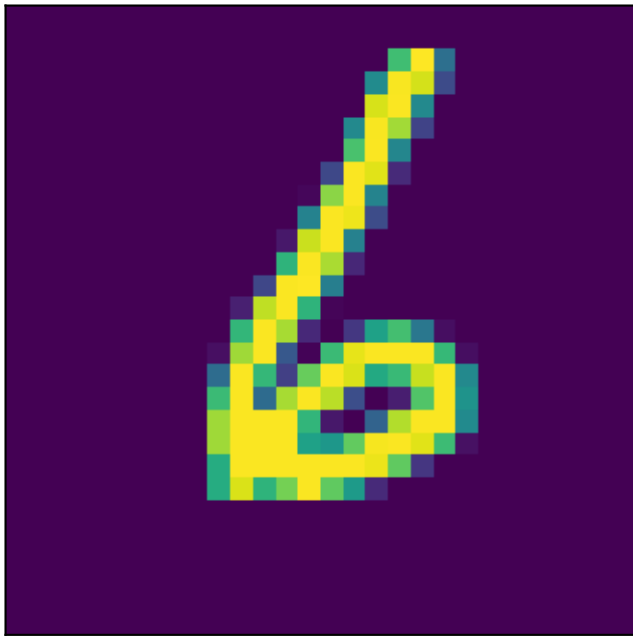
Image



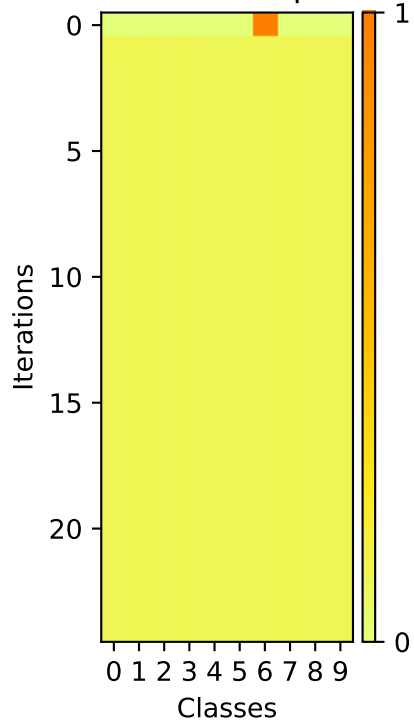
Softmax Outputs



Image



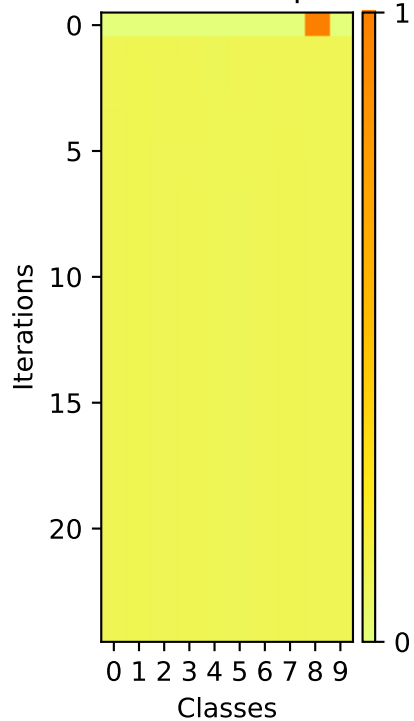
Softmax Outputs



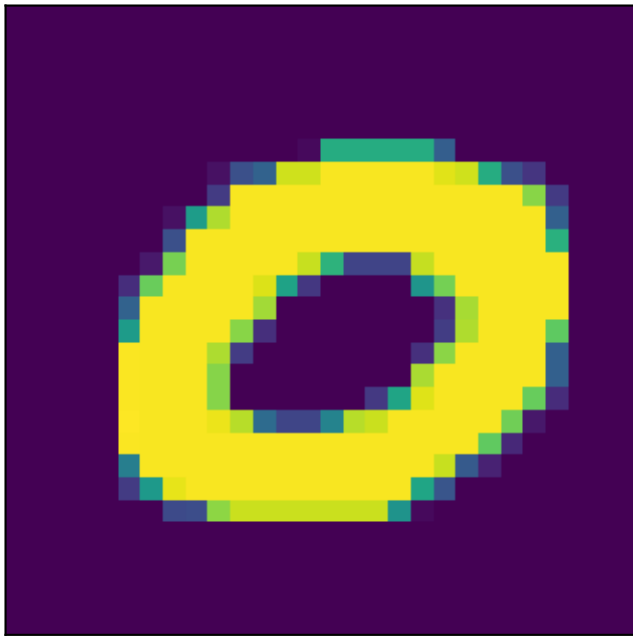
Image



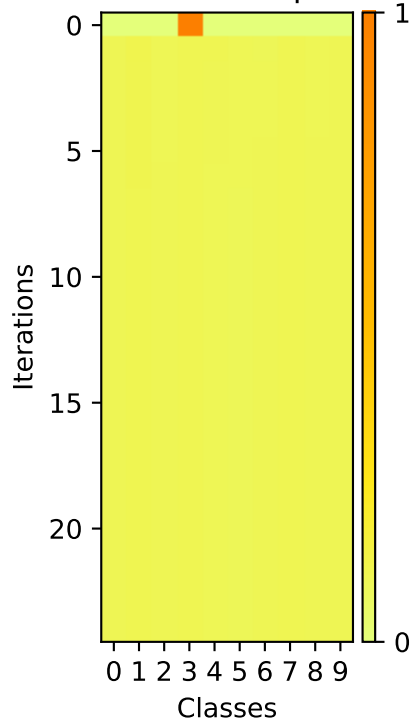
Softmax Outputs



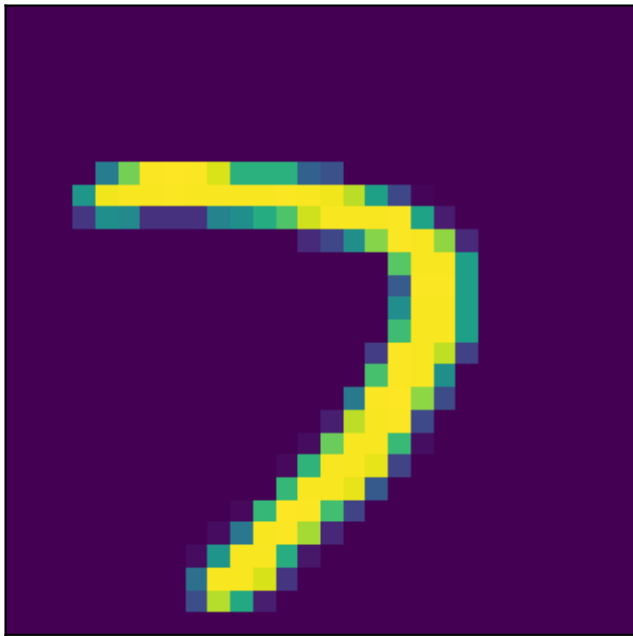
Image



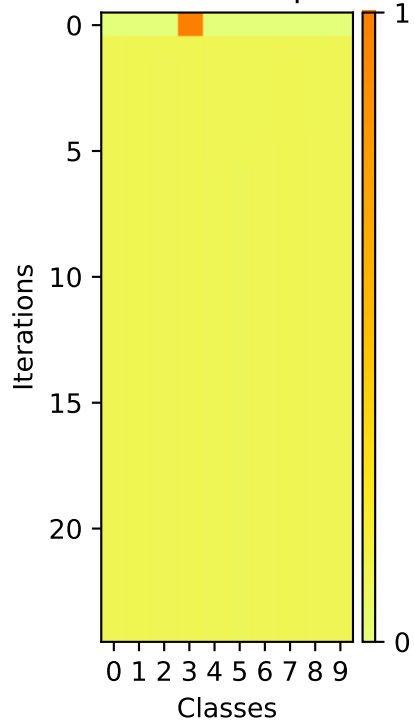
Softmax Outputs



Image



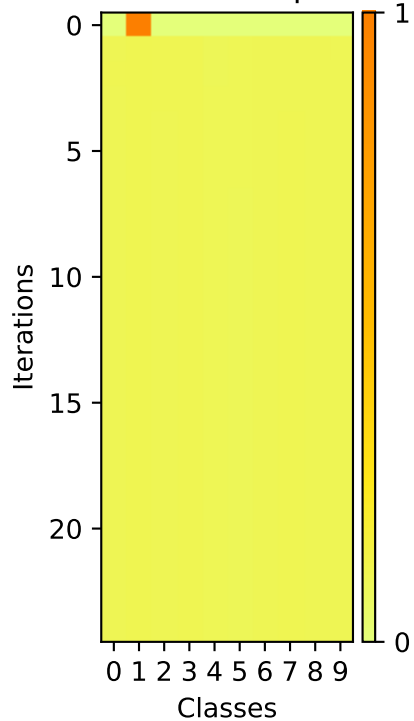
Softmax Outputs



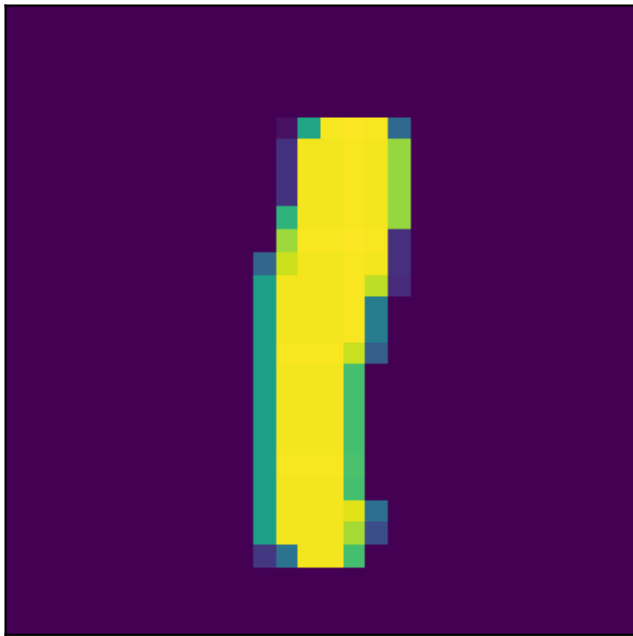
Image



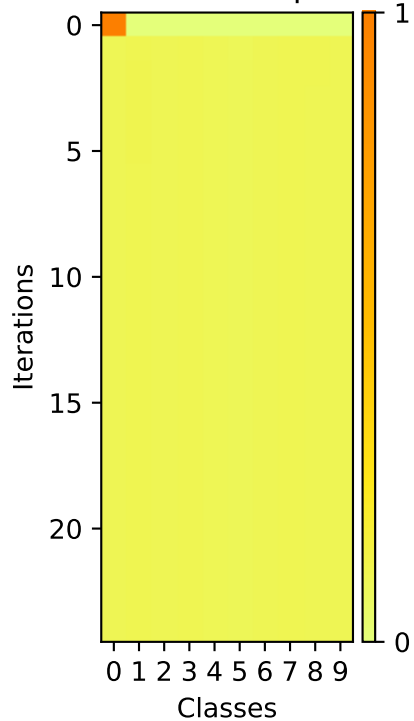
Softmax Outputs



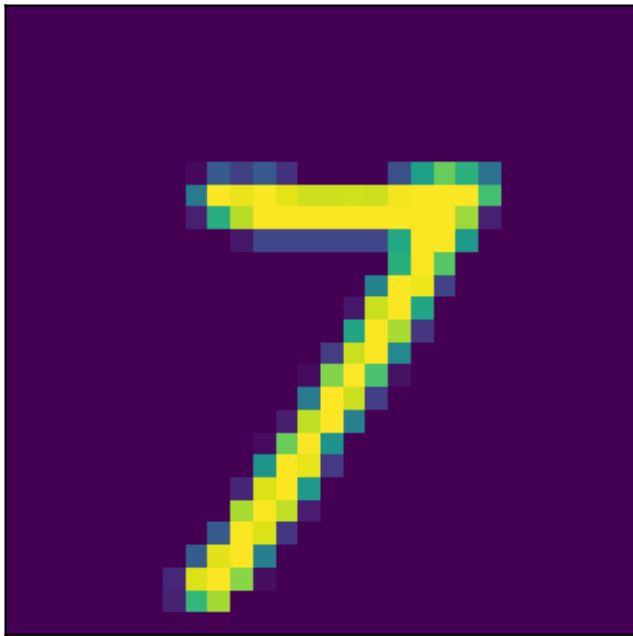
Image



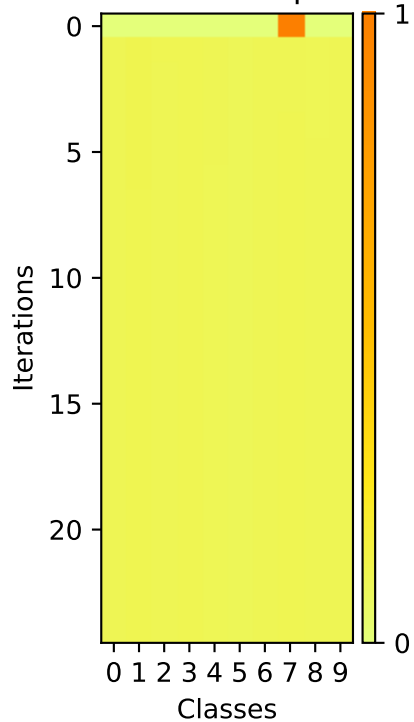
Softmax Outputs



Image



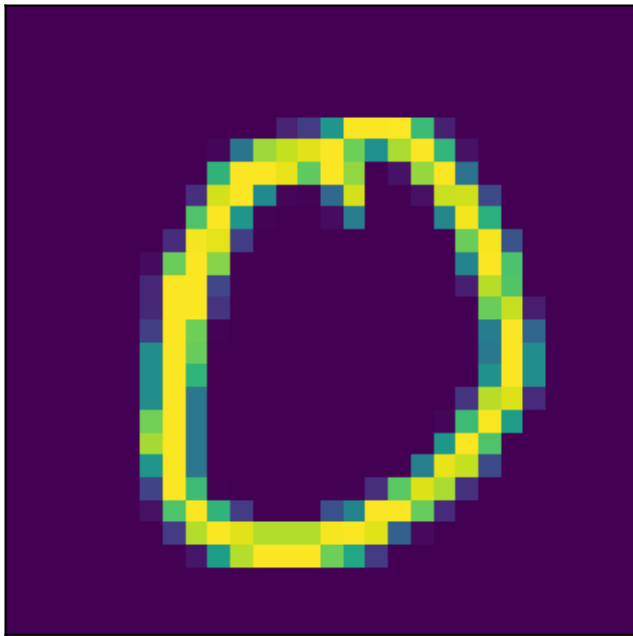
Softmax Outputs



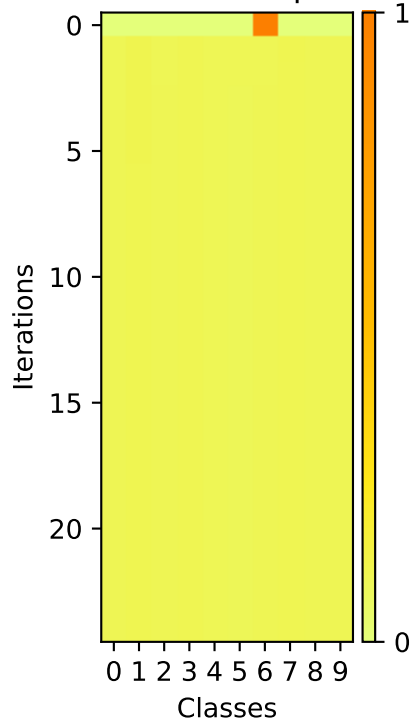
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

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

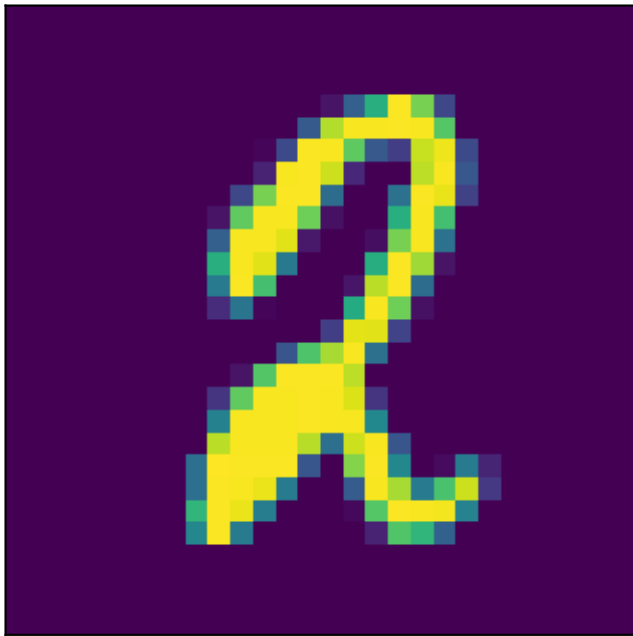
Image



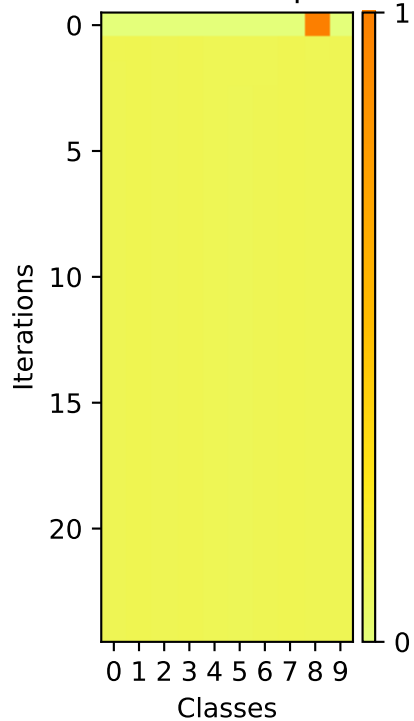
Softmax Outputs



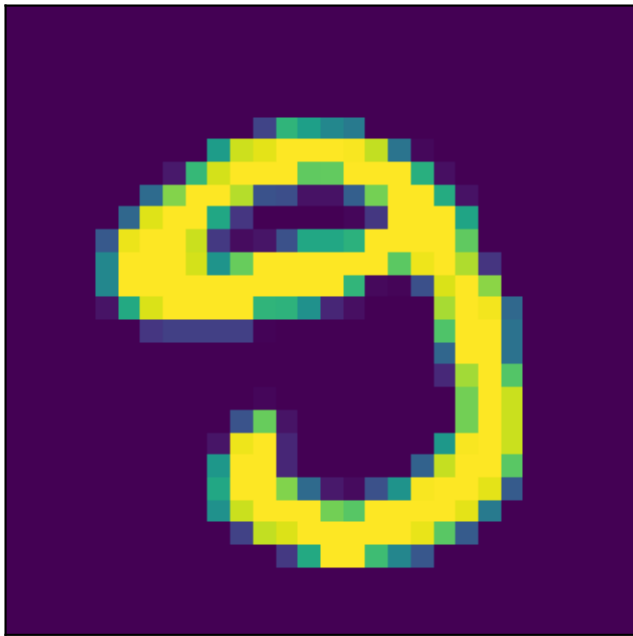
Image



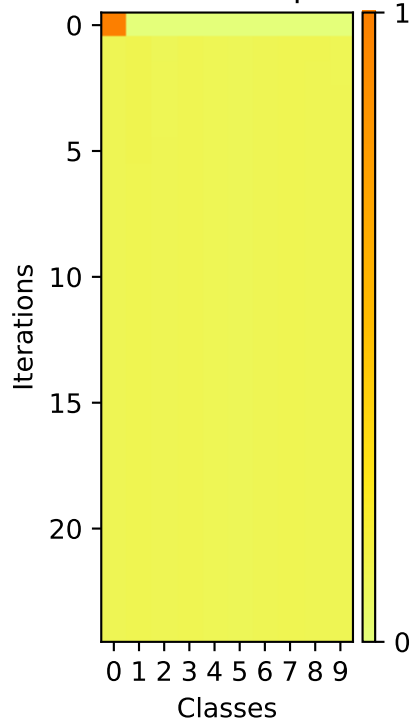
Softmax Outputs



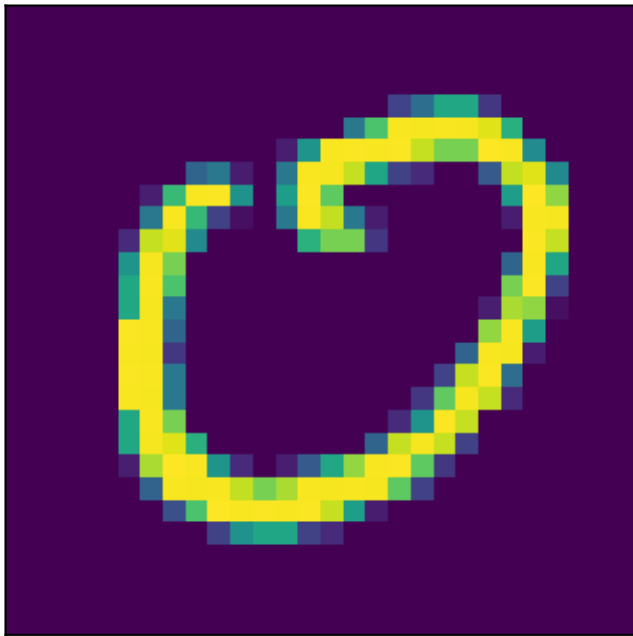
Image



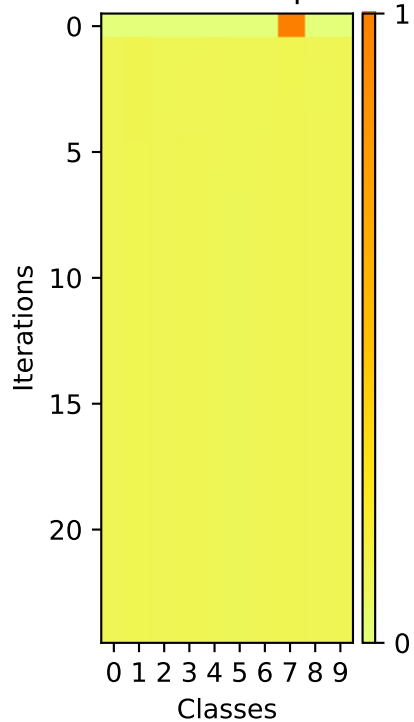
Softmax Outputs



Image



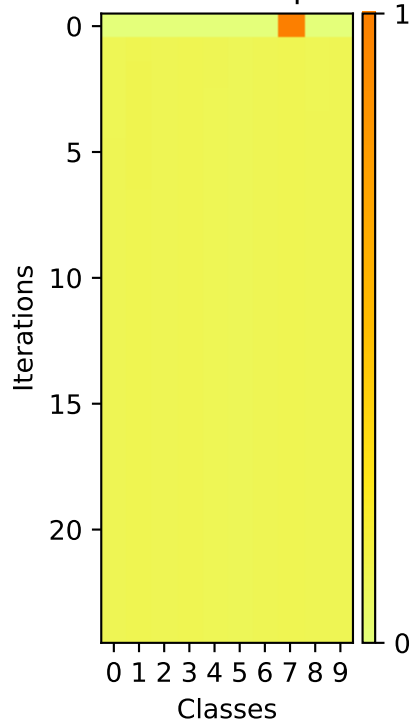
Softmax Outputs



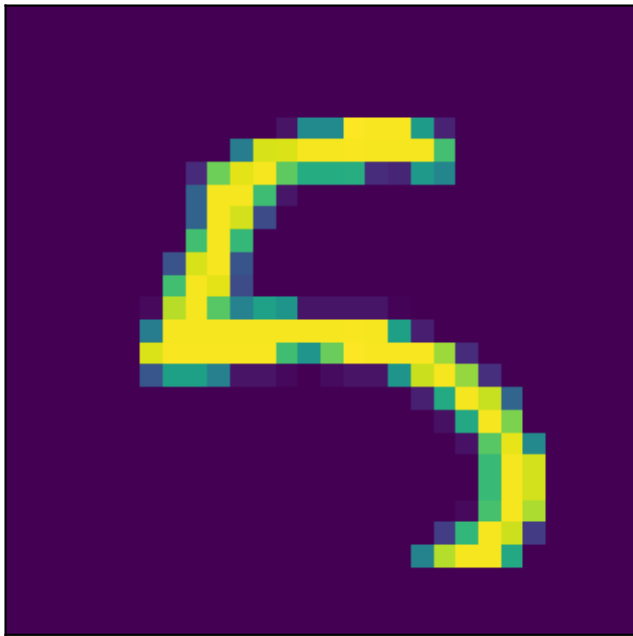
Image



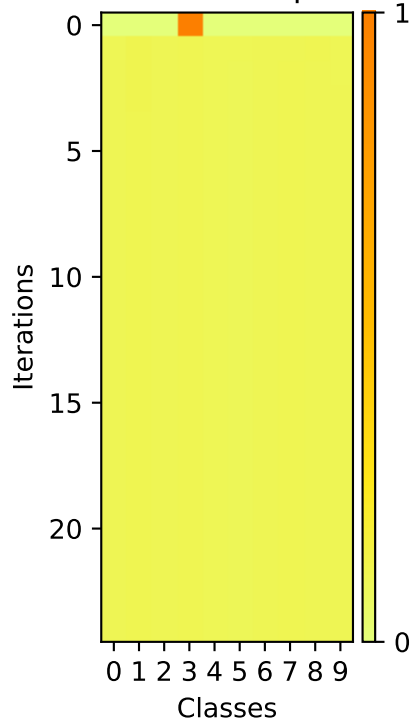
Softmax Outputs



Image



Softmax Outputs

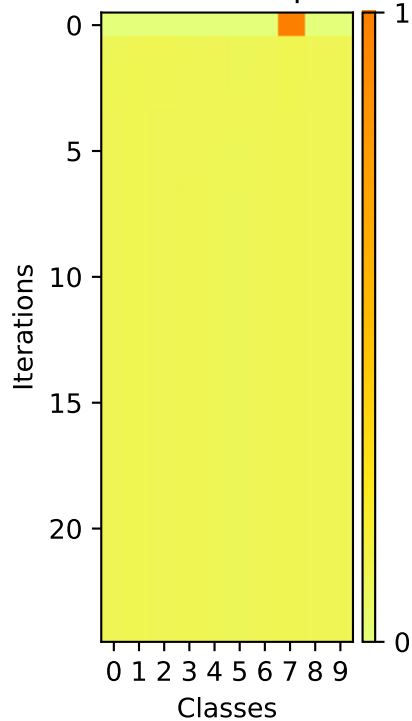


Heatmap visualization of the confusion matrix for the CIFAR-10 dataset. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale ranges from 0 (light yellow) to 1 (dark orange). The diagonal elements are dark orange, indicating high accuracy. There is a small dark orange square at iteration 0, class 6.

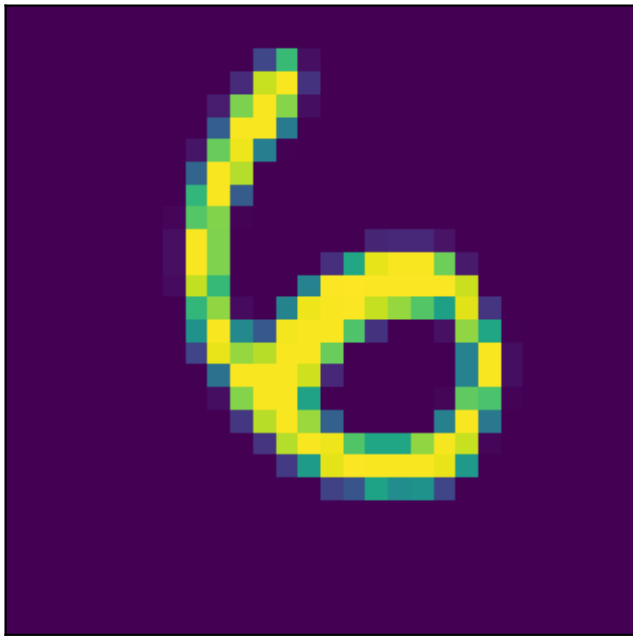
Image



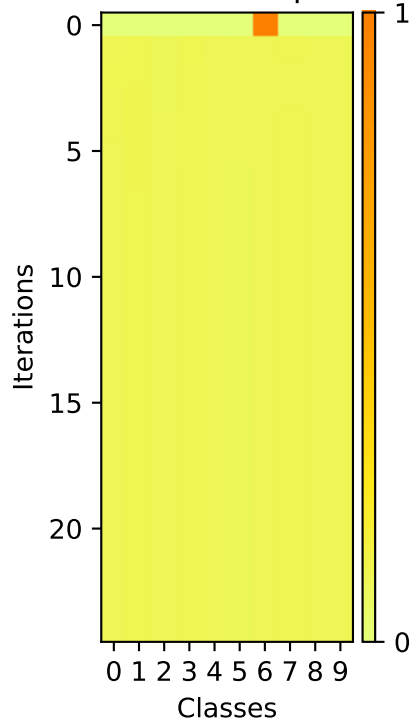
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow smiley face with a black outline, set against a dark purple background. The smiley face is composed of yellow pixels, with a black outline for the eyes and mouth. The background is a solid dark purple.

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 teal, forming a curved, somewhat irregular outline. The background is a solid dark purple.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (dark orange). A small dark orange square is visible at iteration 0, class 2.

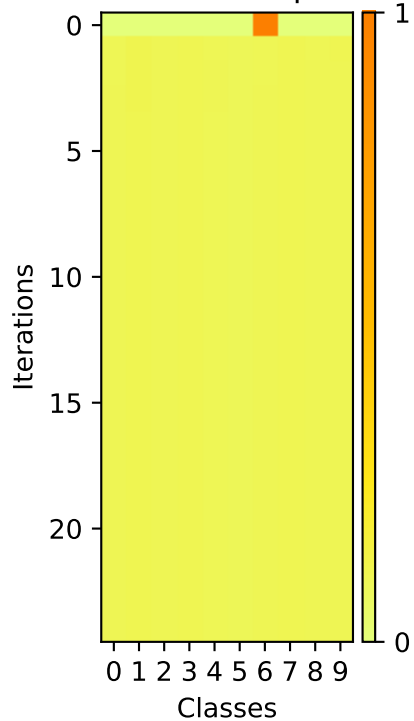
A pixelated, low-resolution image of a yellow and green ring or circle on a dark purple background. The ring is composed of several pixels, with the outer edge being yellow and the inner edge being green. The background is a solid dark purple. The image has a very low resolution, with large, visible pixels.

A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of many small squares in various shades of yellow, green, and blue, giving it a blocky, digital appearance.

Image



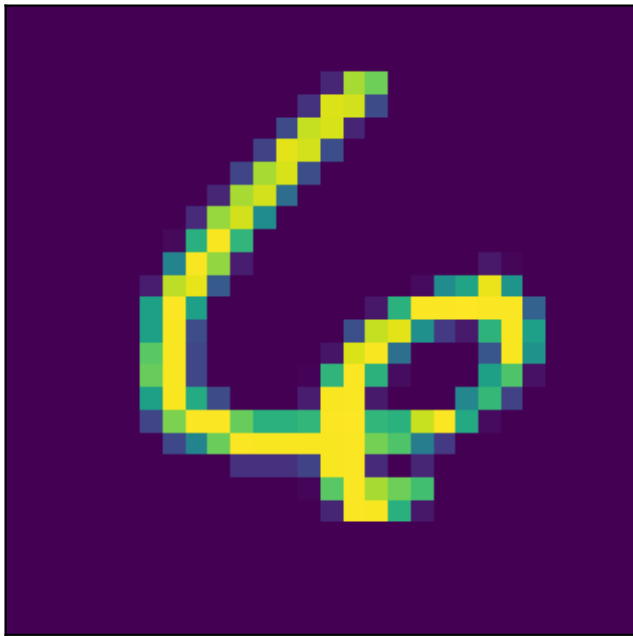
Softmax Outputs



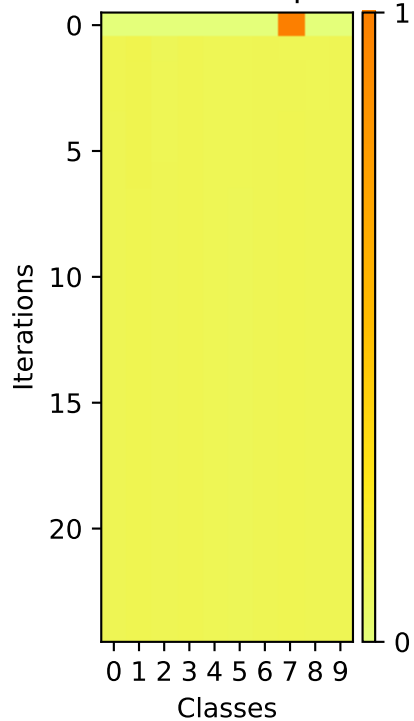
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and light blue/purple pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

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 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

Image



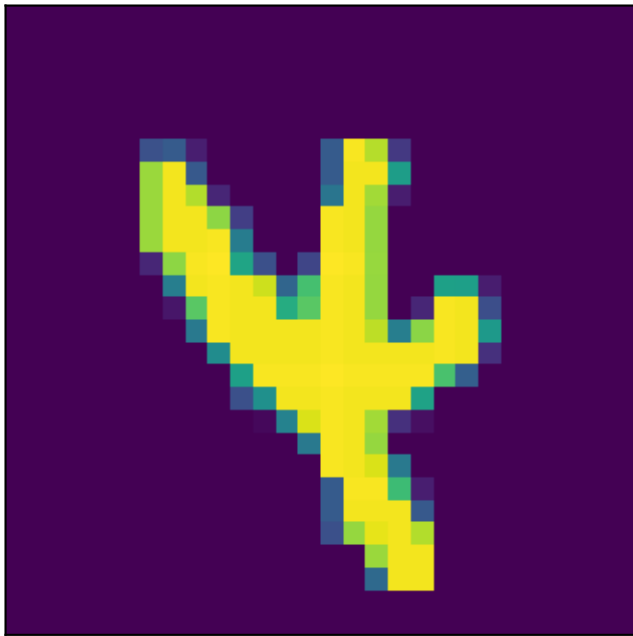
Softmax Outputs



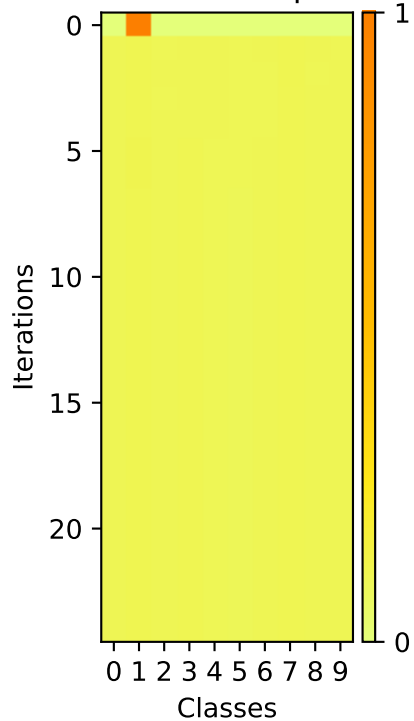
A pixelated, low-resolution image of a stylized letter 'Y'. The letter is primarily yellow with green and blue-tinted pixels, giving it a digital or retro aesthetic. It is set against a solid dark purple background. The 'Y' has a horizontal crossbar and two diagonal arms that extend upwards and outwards. The edges are jagged due to the low resolution.

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

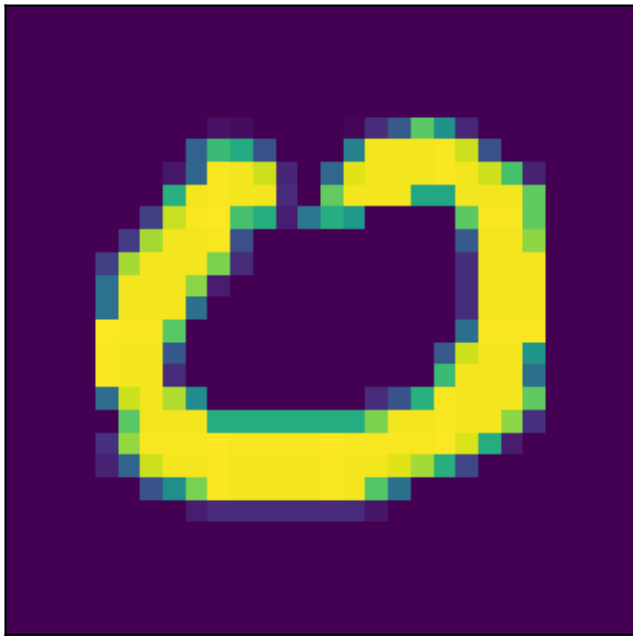
Image



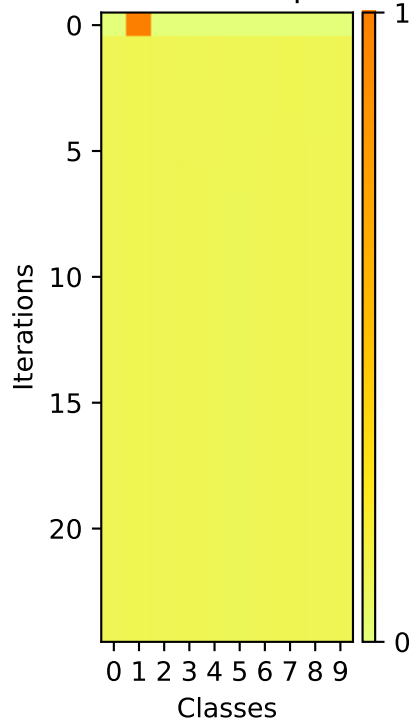
Softmax Outputs



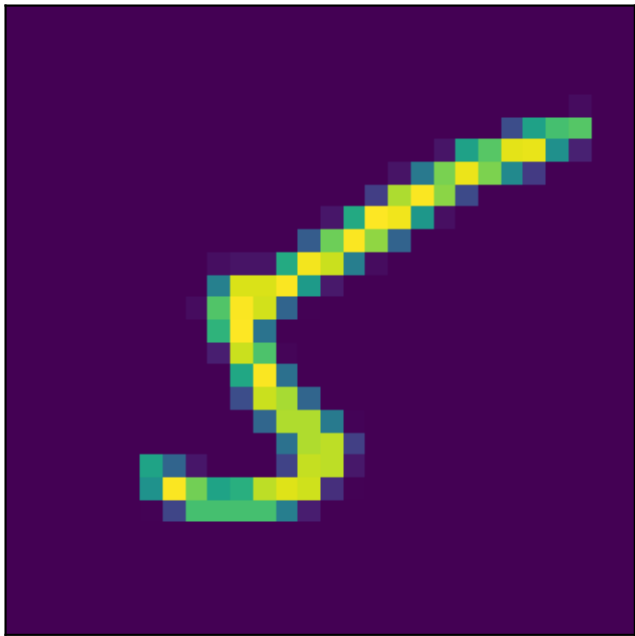
Image



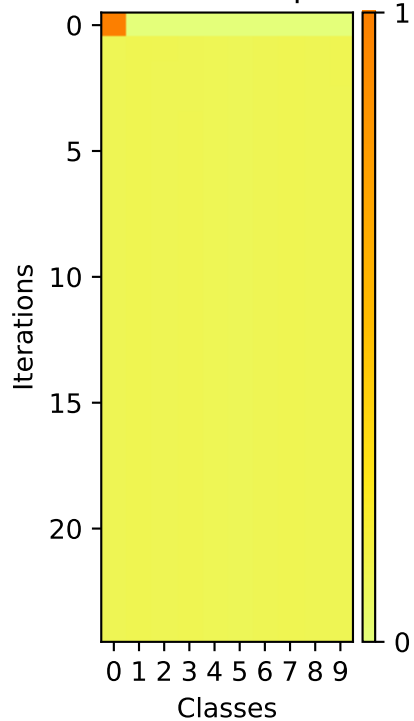
Softmax Outputs



Image



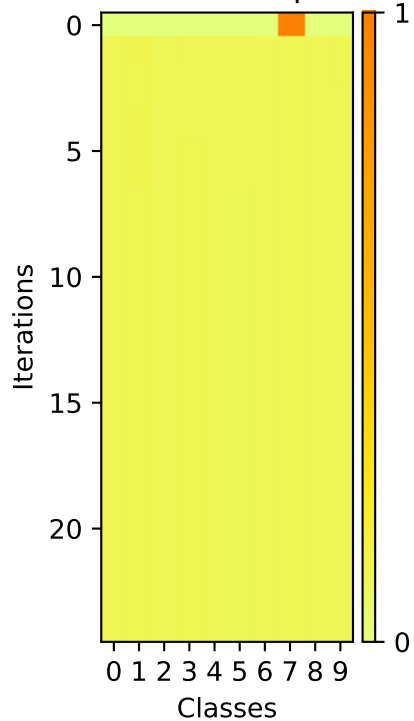
Softmax Outputs



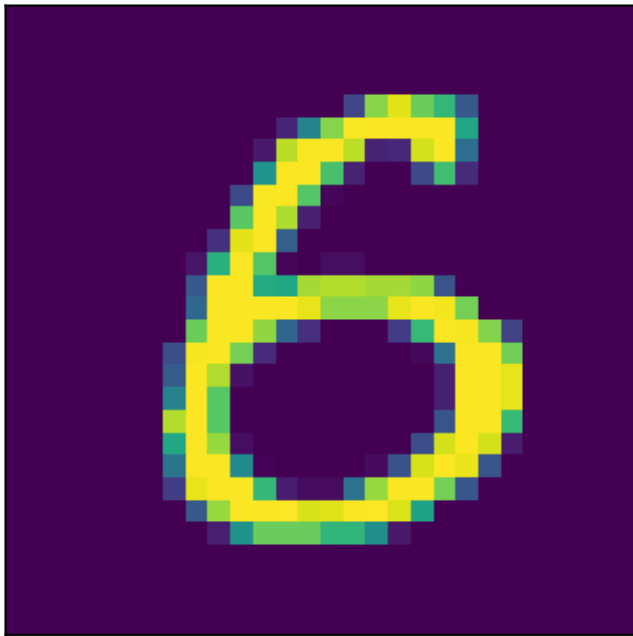
Image



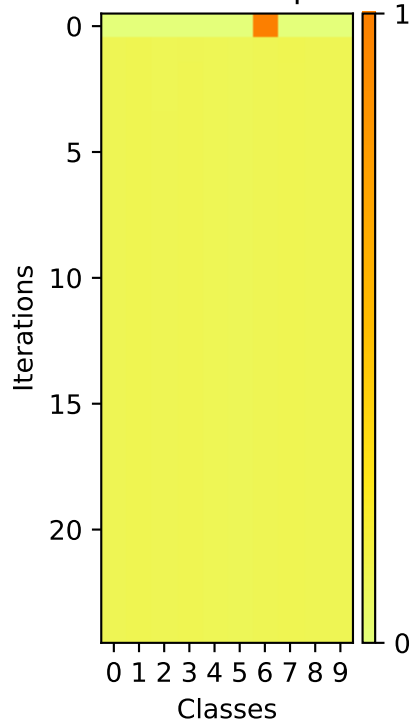
Softmax Outputs



Image



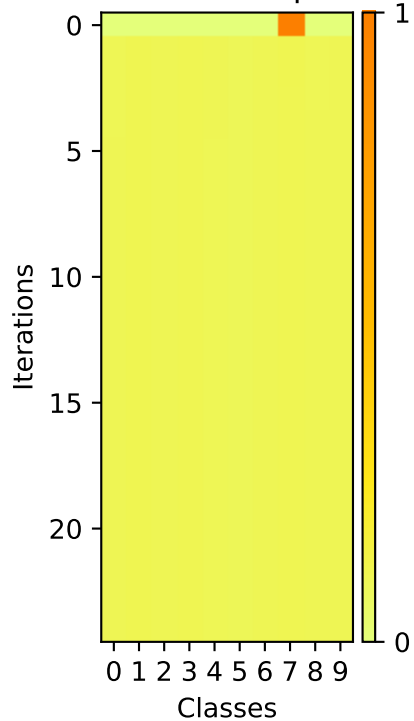
Softmax Outputs



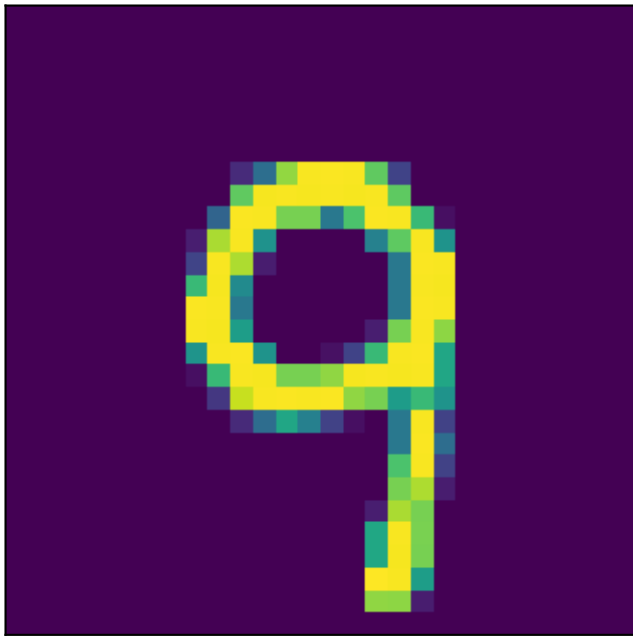
Image



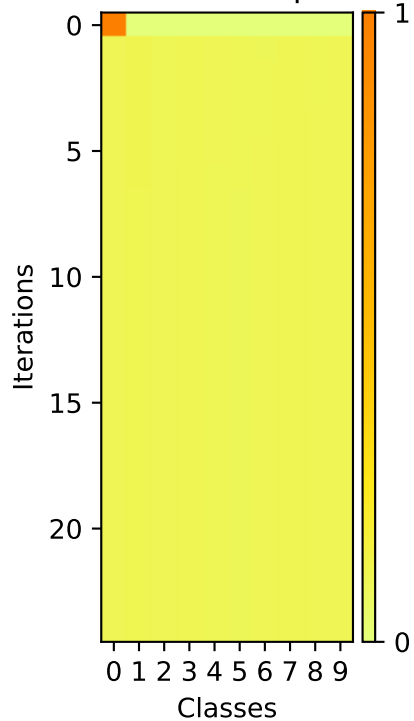
Softmax Outputs



Image



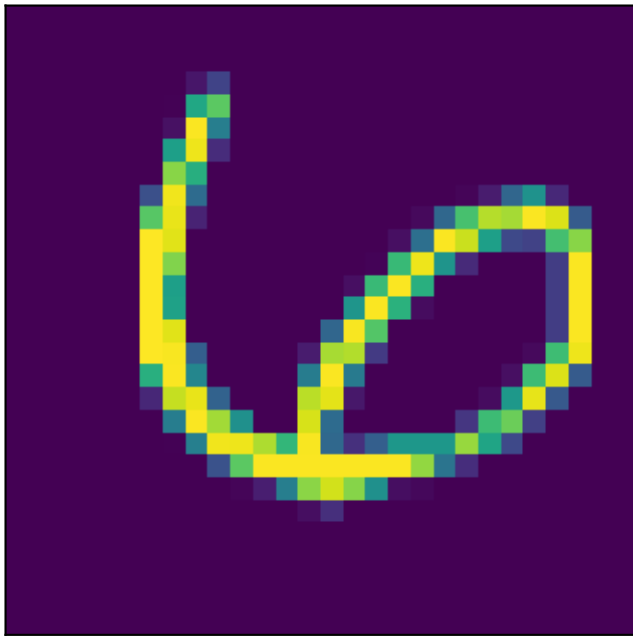
Softmax Outputs



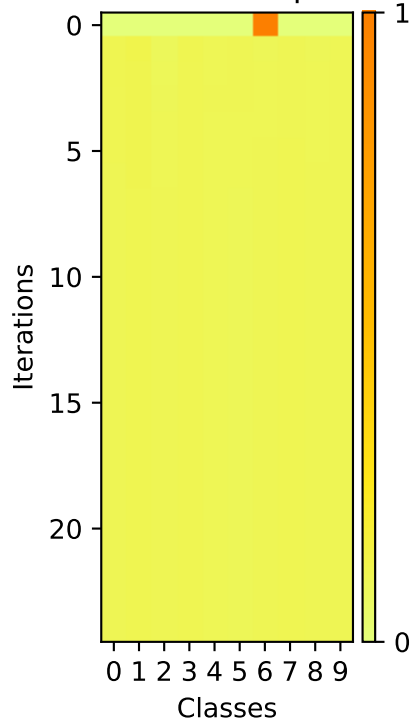
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple color.

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

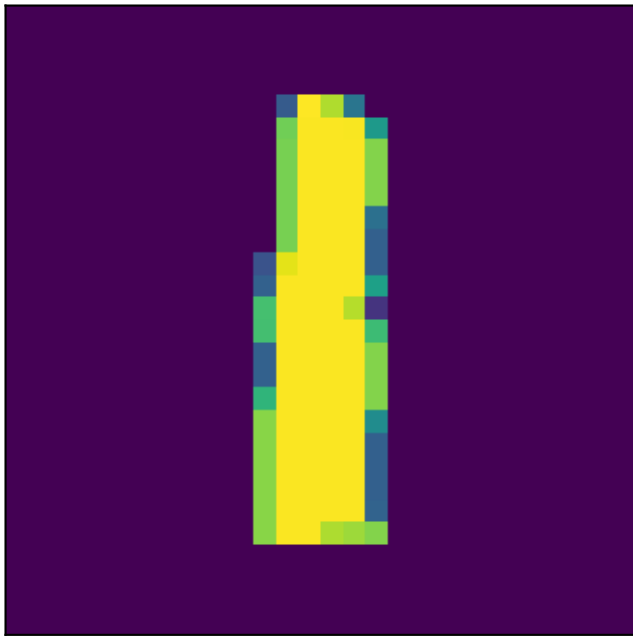
Image



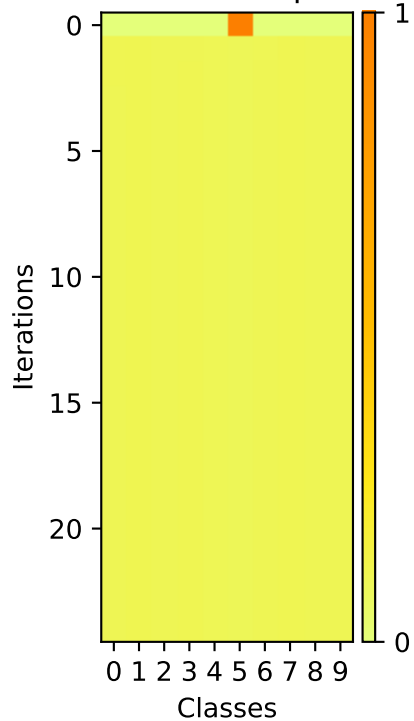
Softmax Outputs



Image



Softmax Outputs

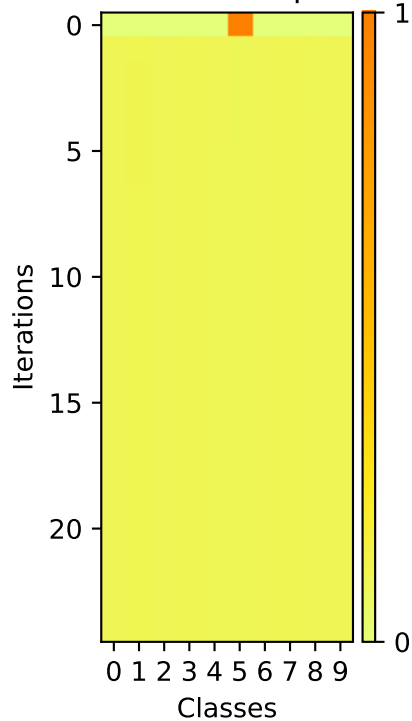


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light blue pixels, giving it a blocky, digital appearance. The background is a solid dark purple.

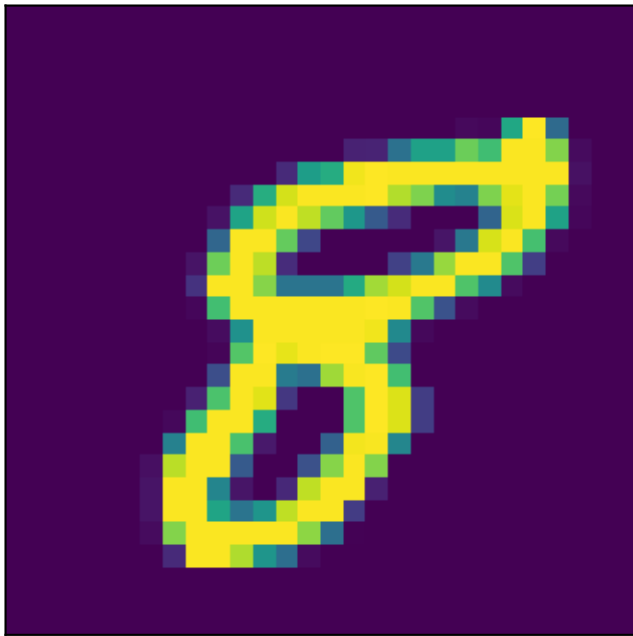
Image



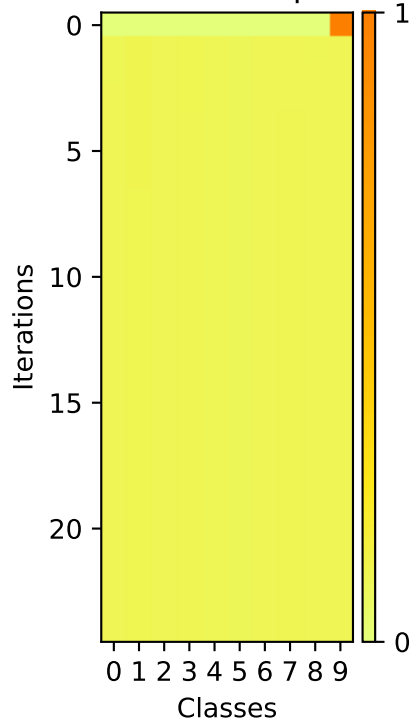
Softmax Outputs



Image

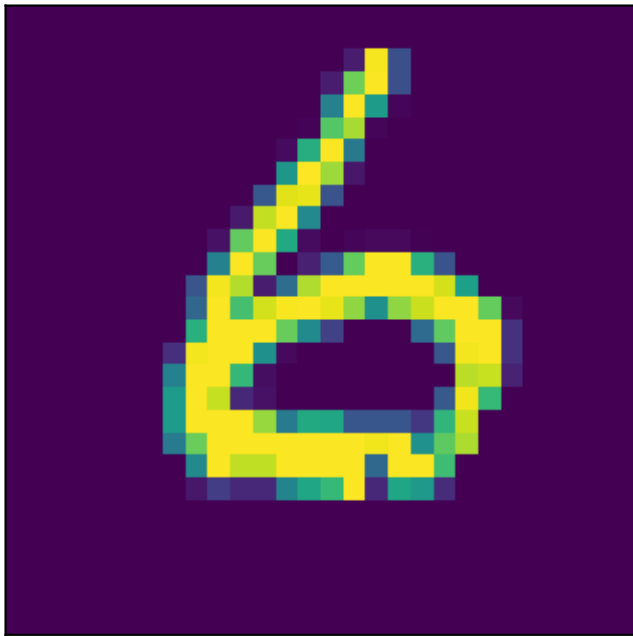


Softmax Outputs

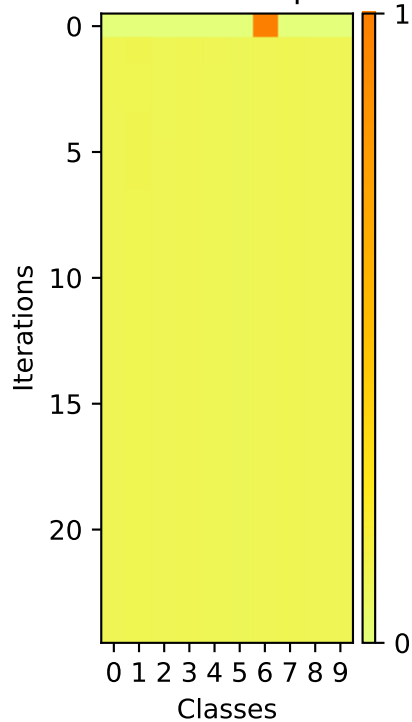


A pixelated, low-resolution image of the number 7. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic. The number 7 is positioned in the lower-left quadrant of the frame.

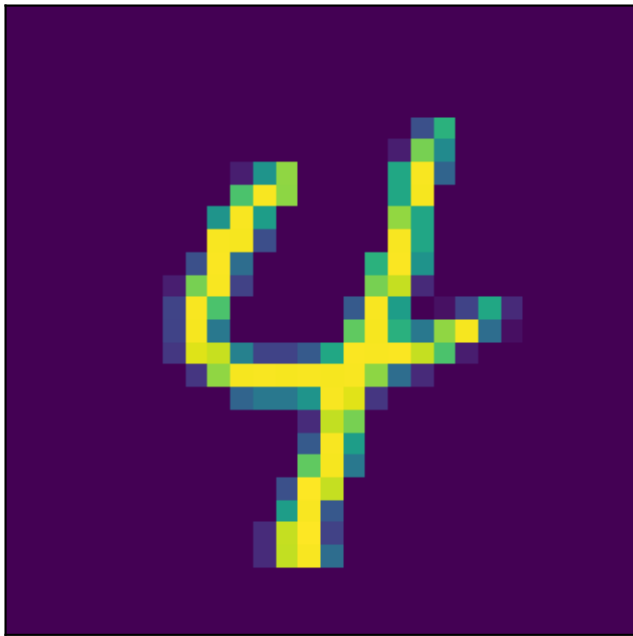
Image



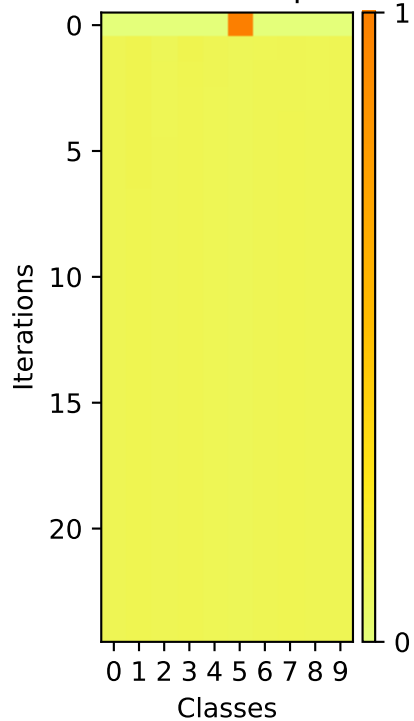
Softmax Outputs



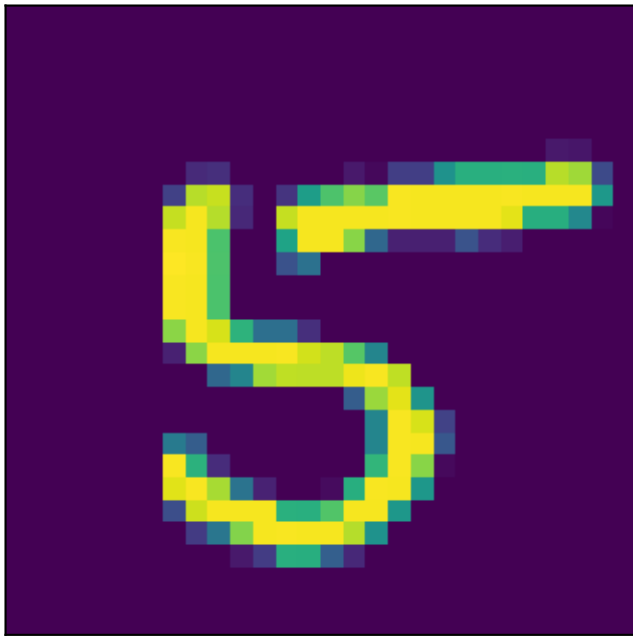
Image



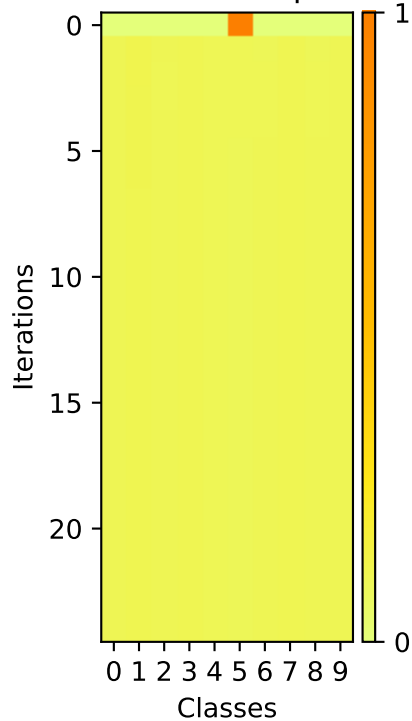
Softmax Outputs



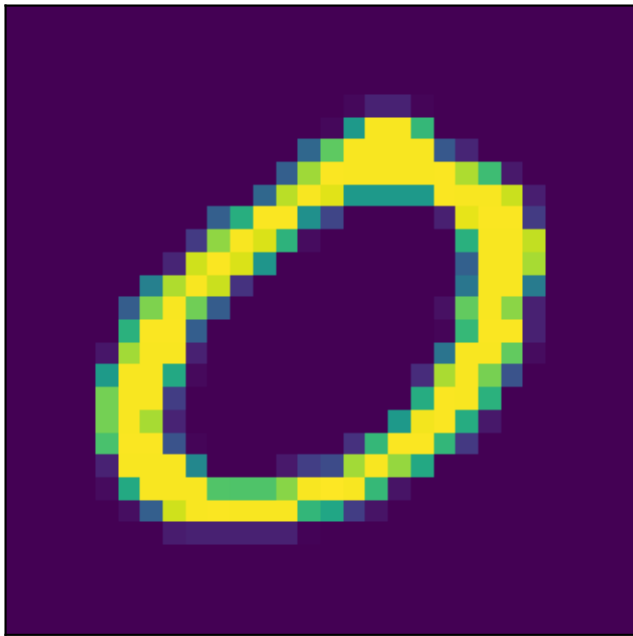
Image



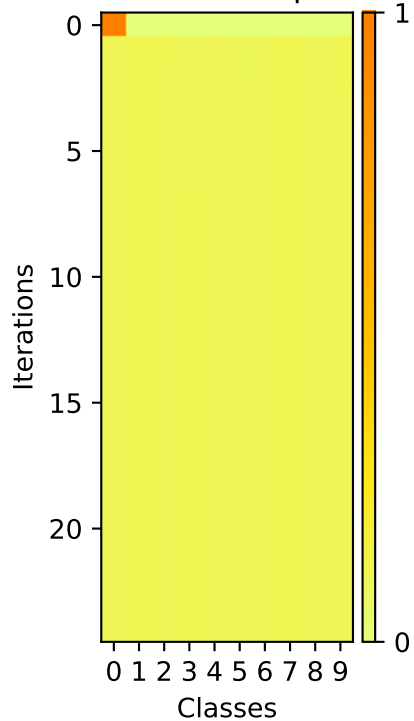
Softmax Outputs



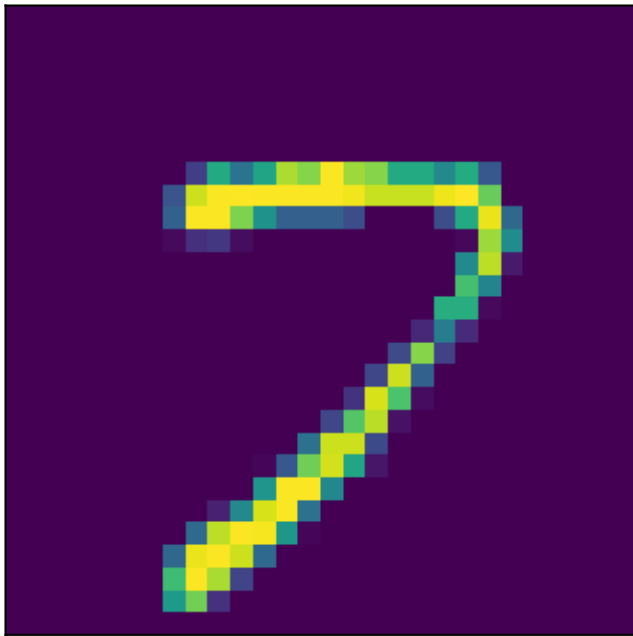
Image



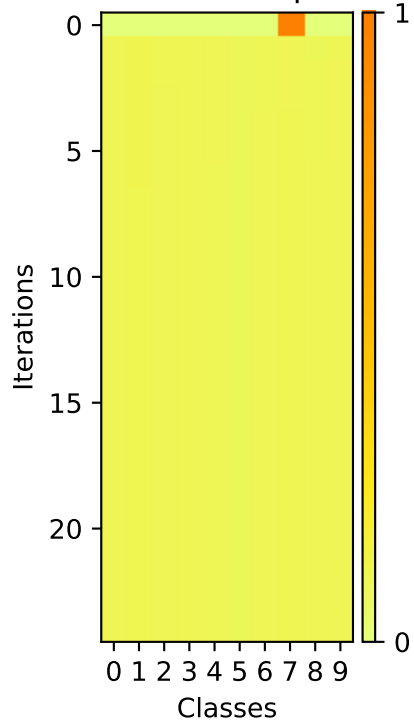
Softmax Outputs



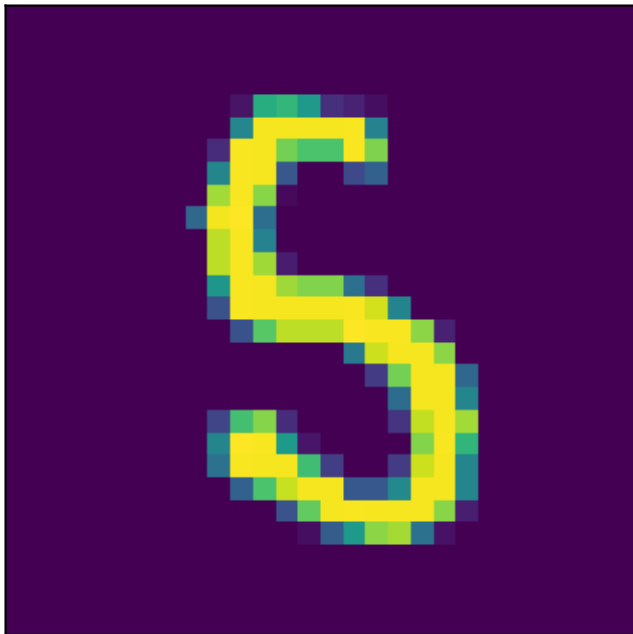
Image



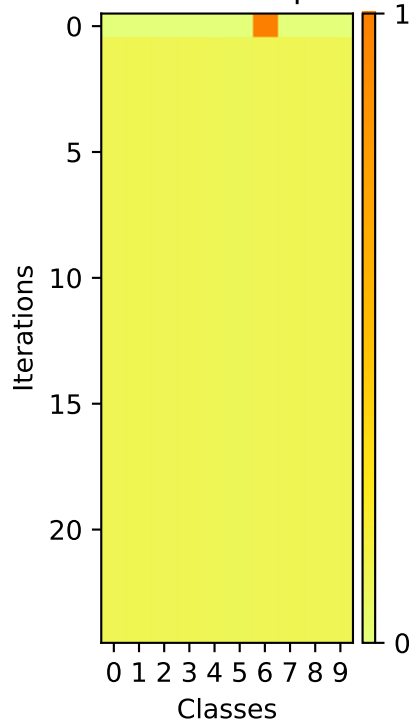
Softmax Outputs



Image



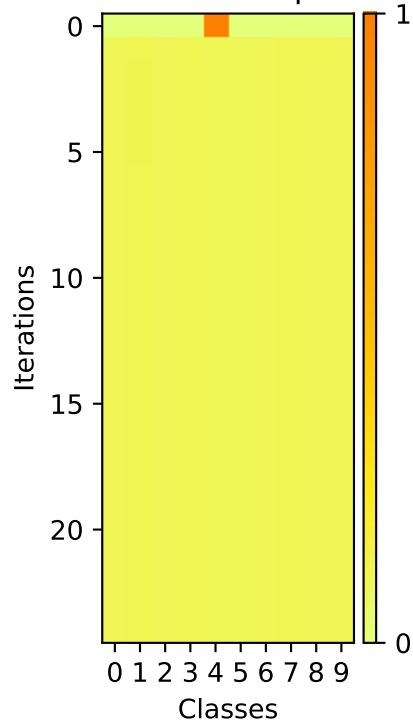
Softmax Outputs



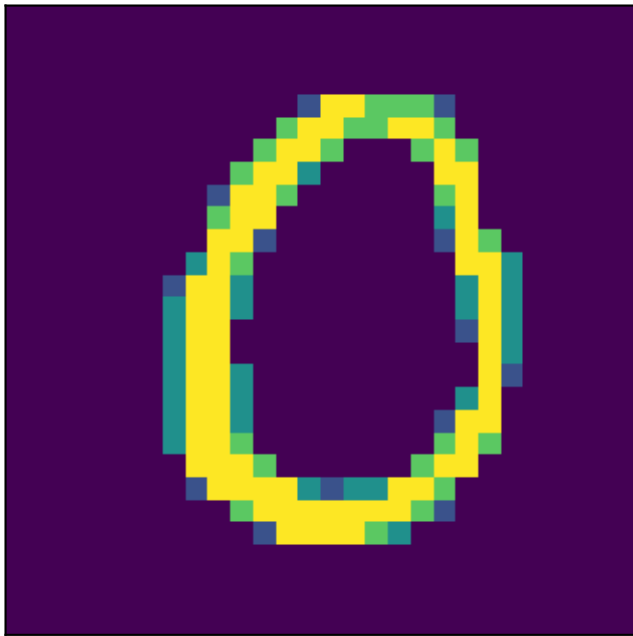
Image



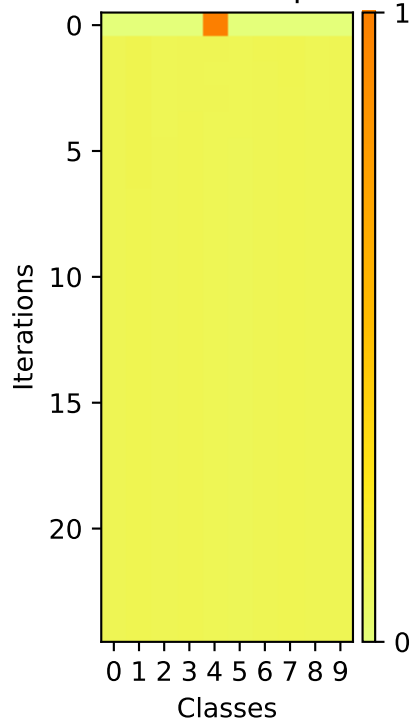
Softmax Outputs



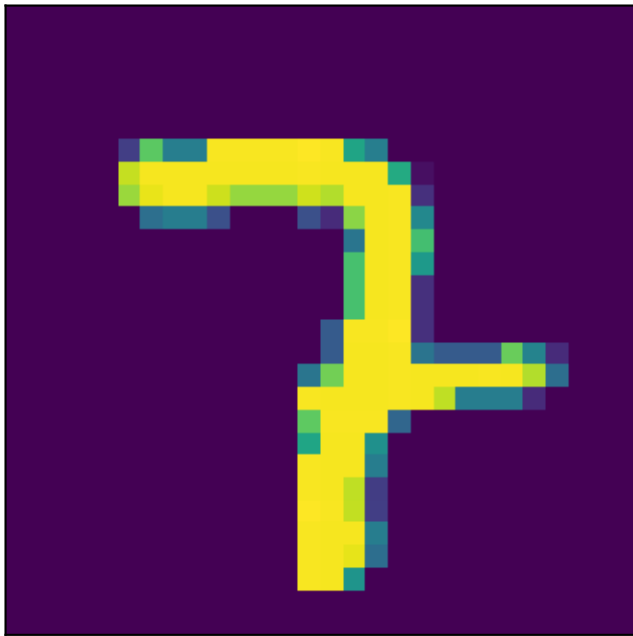
Image



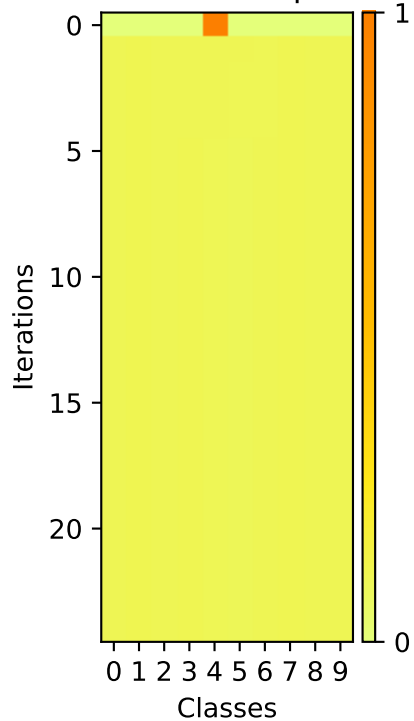
Softmax Outputs



Image



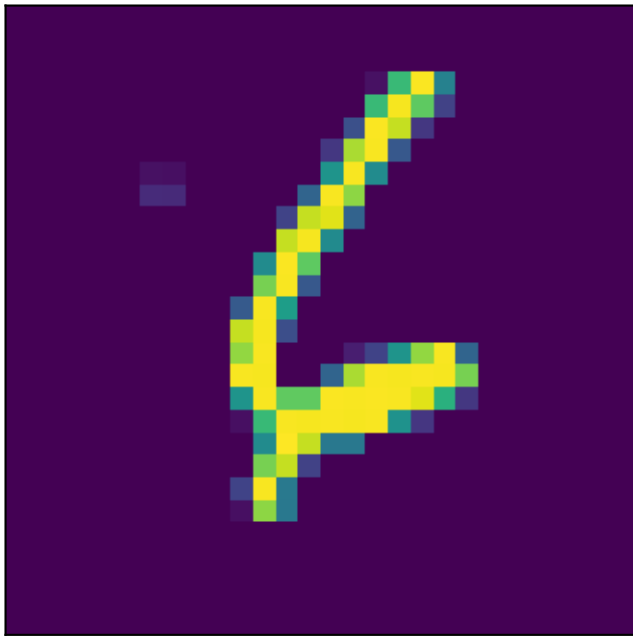
Softmax Outputs



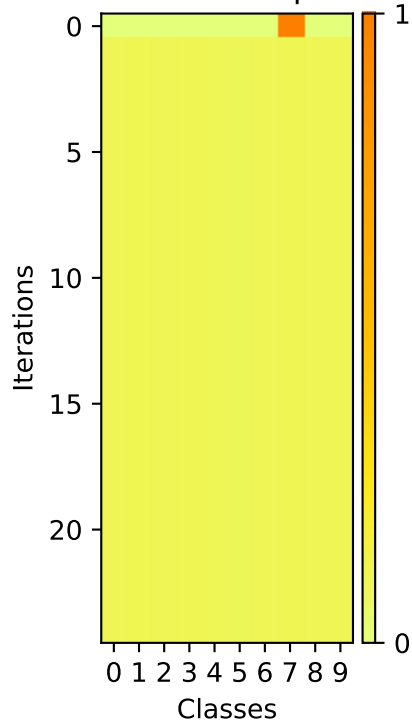
A pixelated yellow number 2 on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and teal pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid dark purple.

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

Image

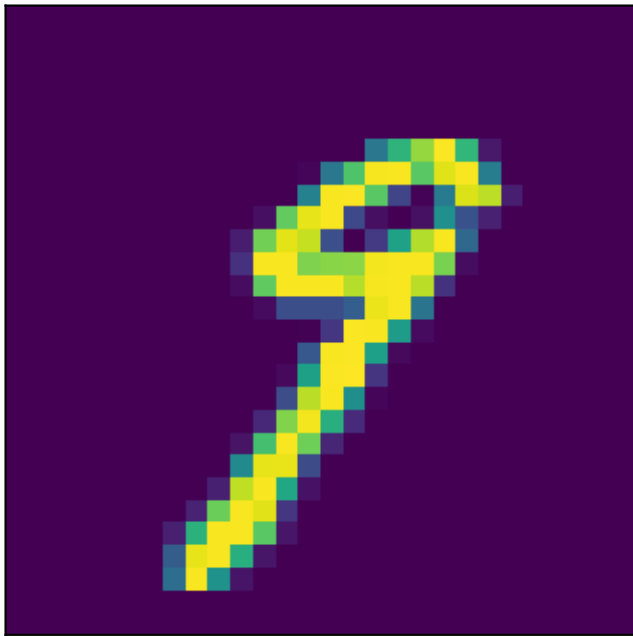


Softmax Outputs

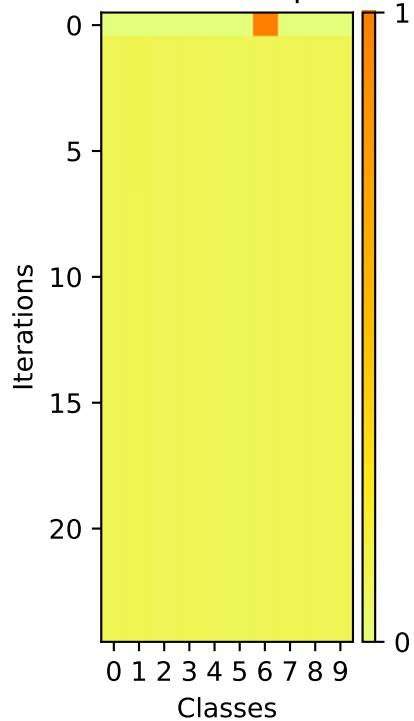


A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, centered on a black background. The figure has a rounded, somewhat abstract shape with a central dark area, suggesting a face or a hollow center. The colors are bright yellow and orange, with some darker orange or brownish tones at the edges, giving it a retro, digital-art appearance.

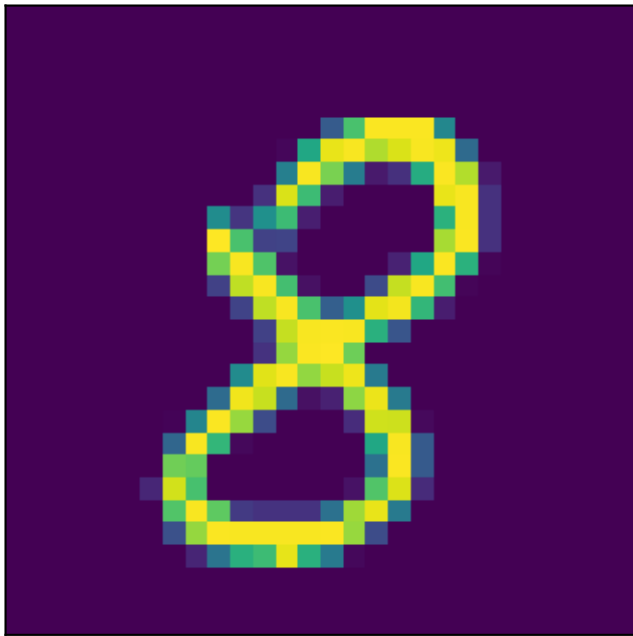
Image



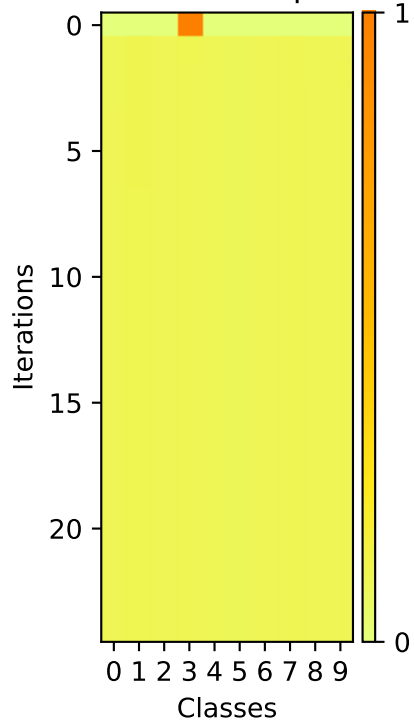
Softmax Outputs



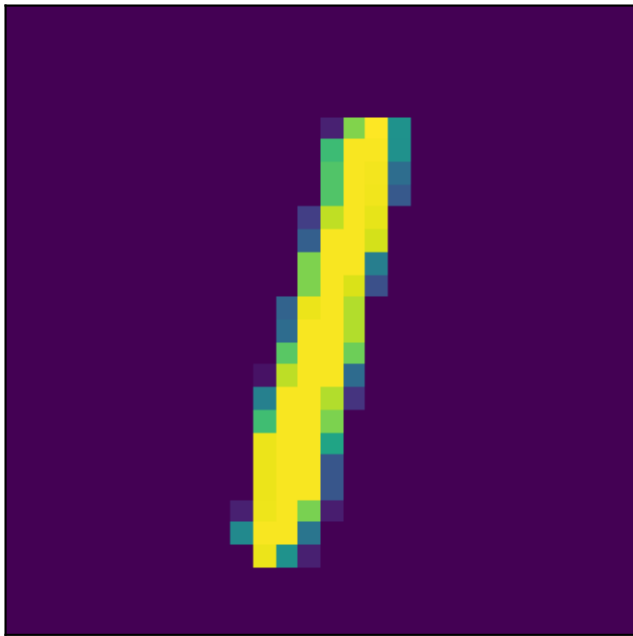
Image



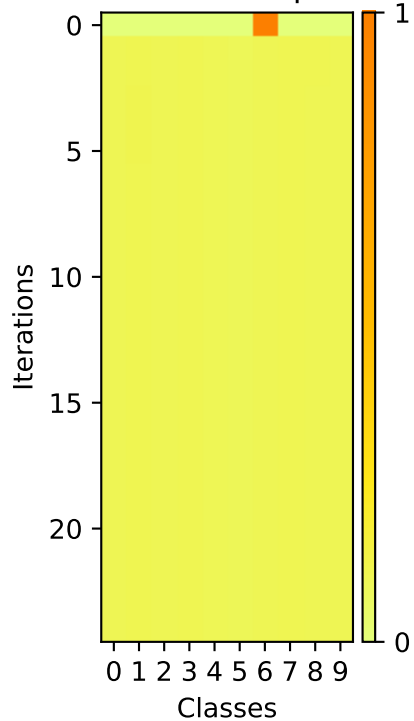
Softmax Outputs



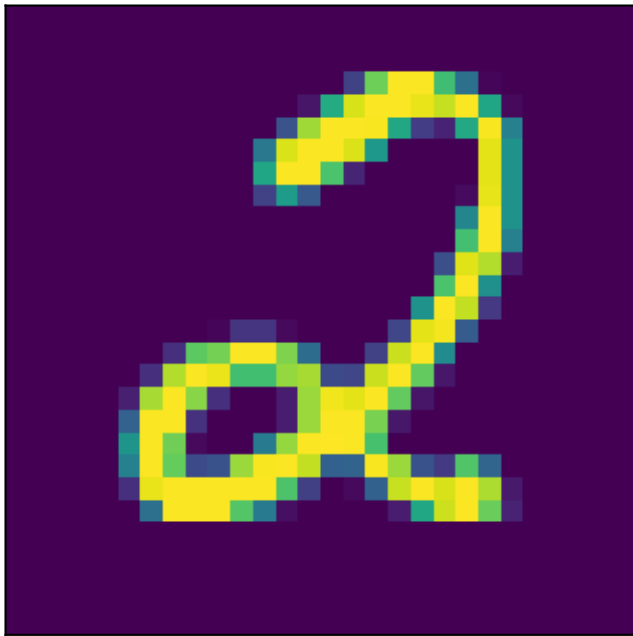
Image



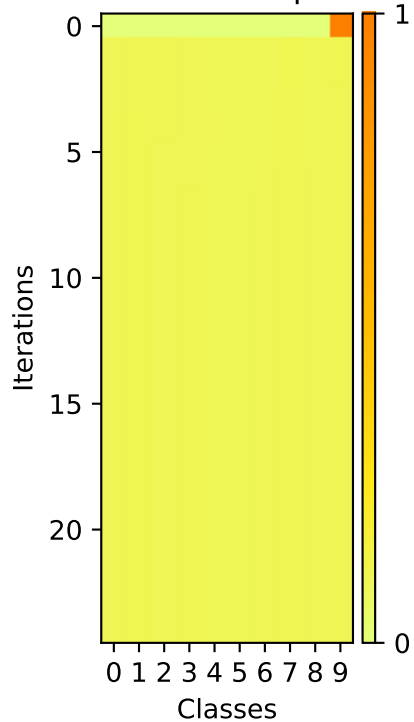
Softmax Outputs



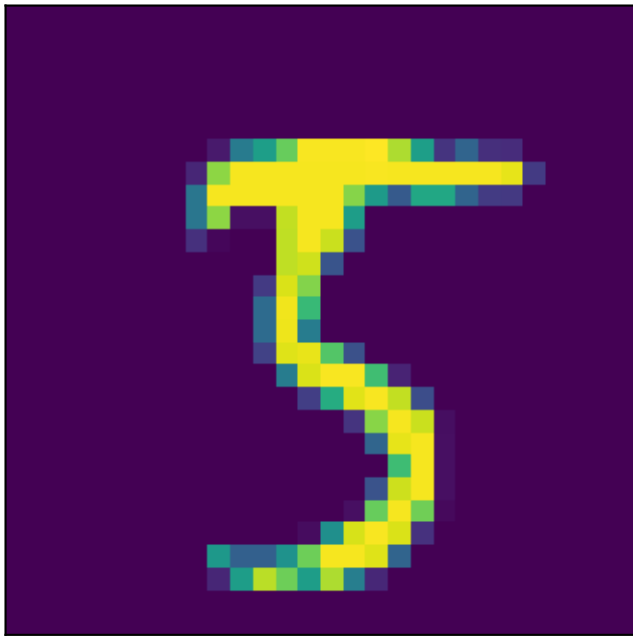
Image



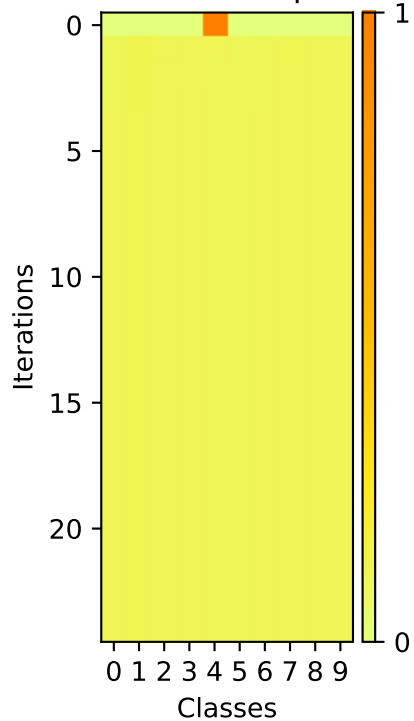
Softmax Outputs



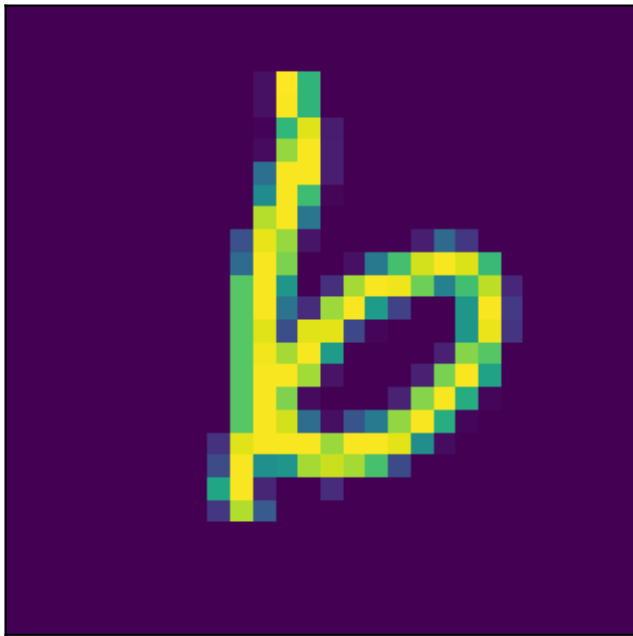
Image



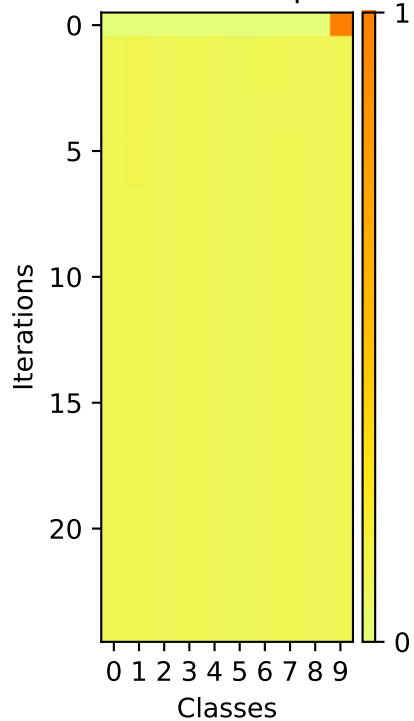
Softmax Outputs



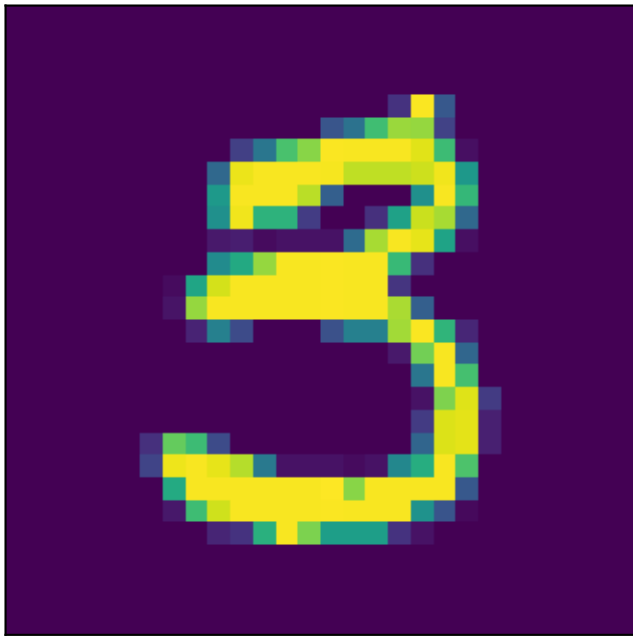
Image



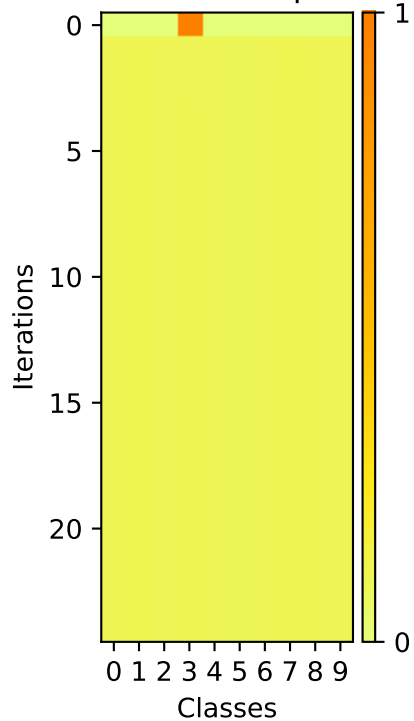
Softmax Outputs



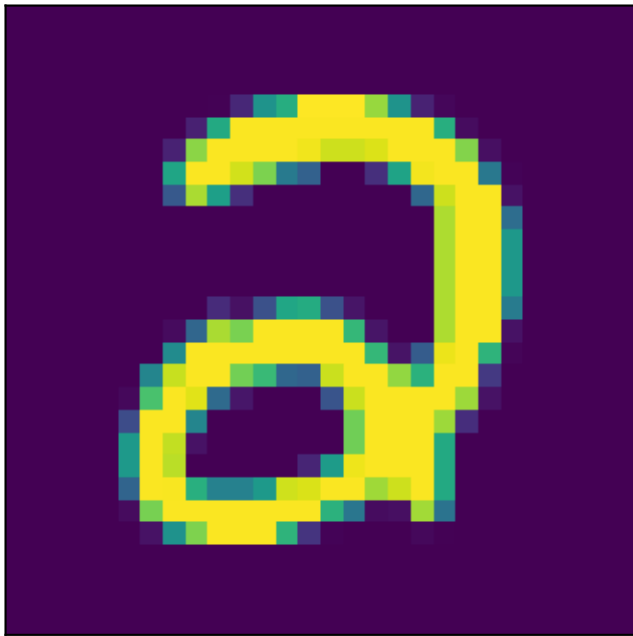
Image



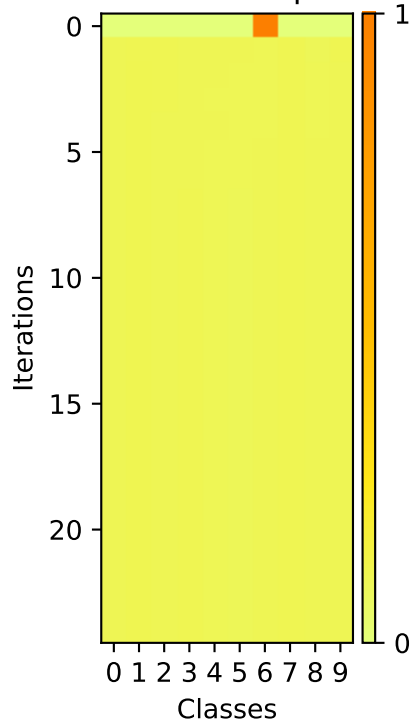
Softmax Outputs



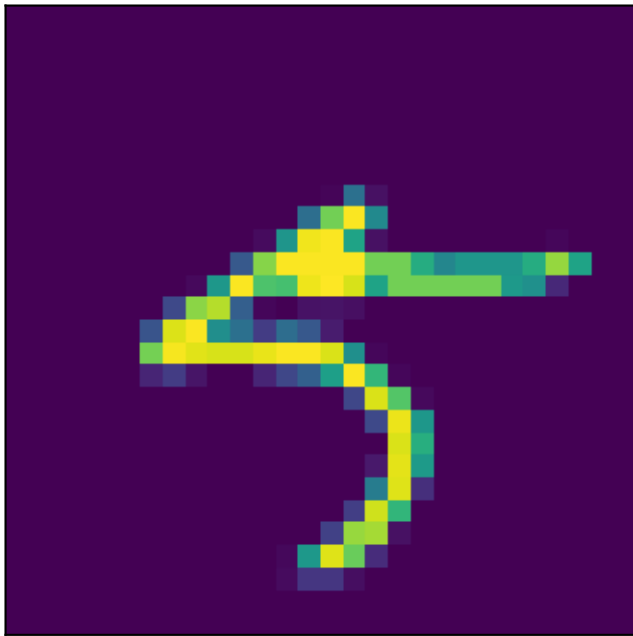
Image



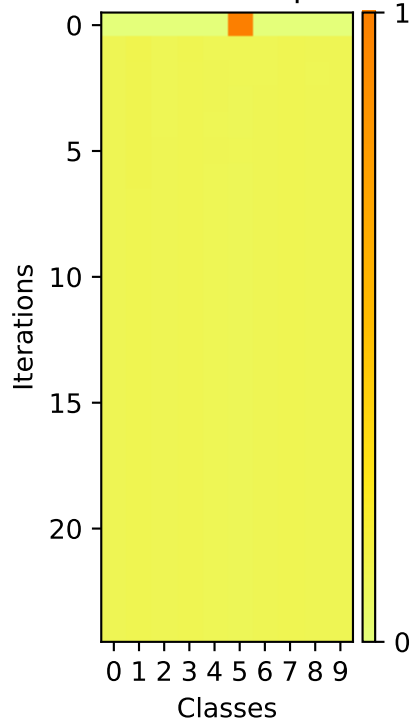
Softmax Outputs



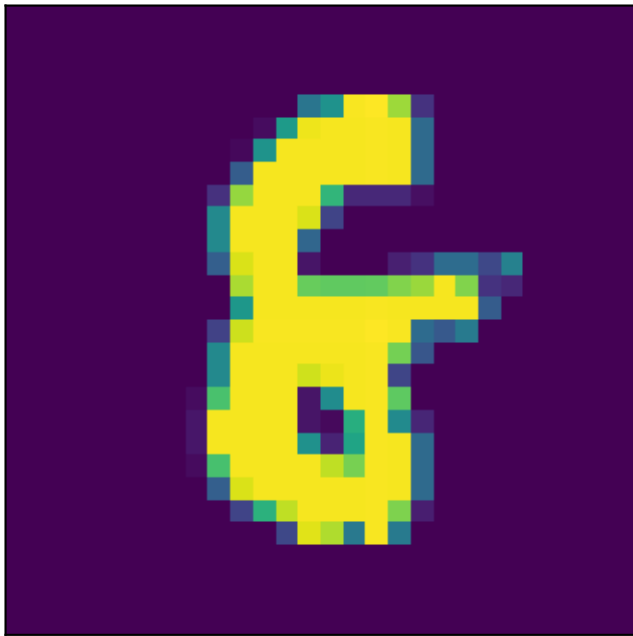
Image



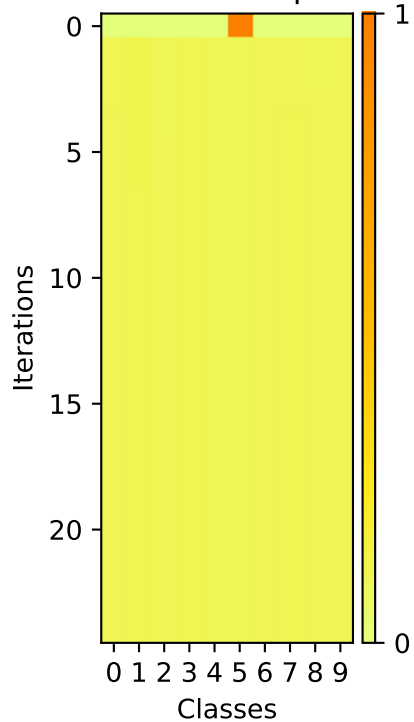
Softmax Outputs



Image



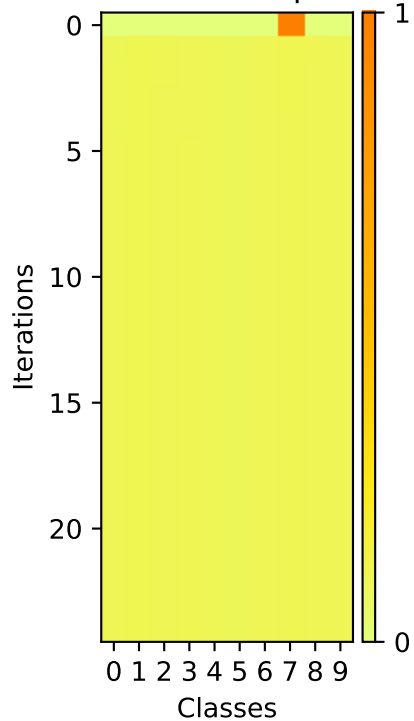
Softmax Outputs



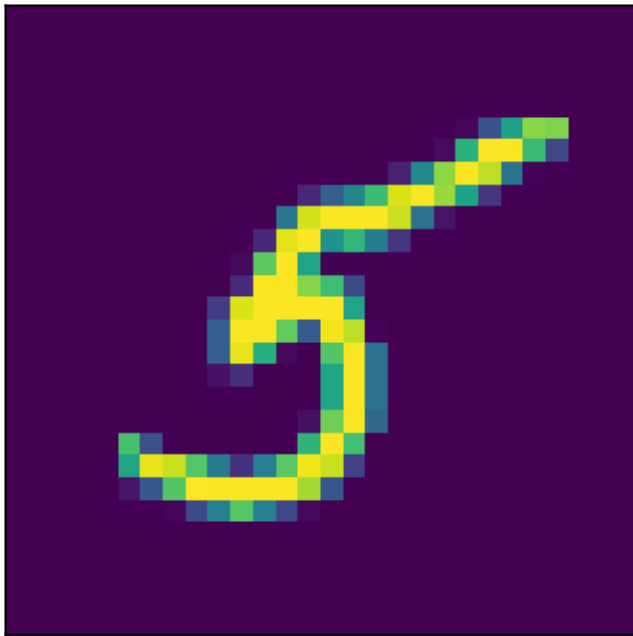
Image



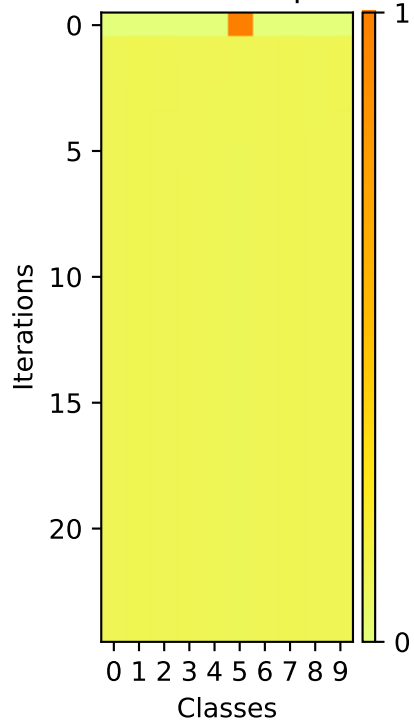
Softmax Outputs



Image



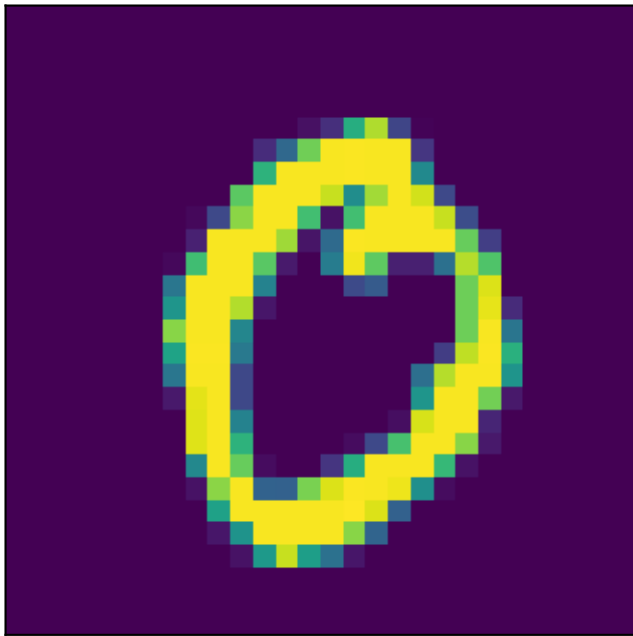
Softmax Outputs



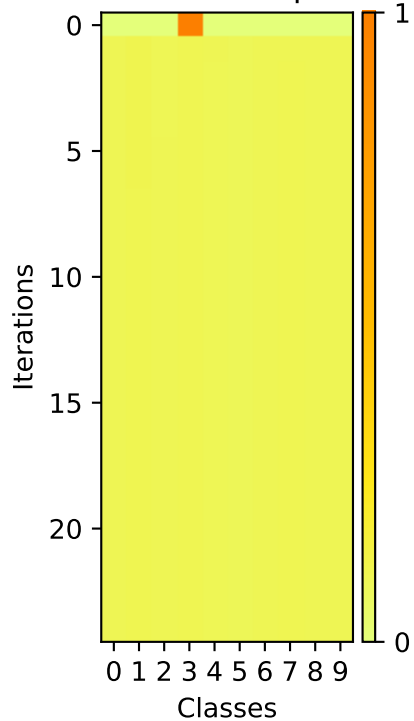
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light green, and dark purple. It has a rounded, somewhat abstract shape with a small, dark purple, cross-like feature in the center. The overall appearance is reminiscent of early digital art or a heavily compressed 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 (yellow) to 1 (orange). The distribution starts concentrated on class 0 at iteration 0 and quickly spreads across all classes by iteration 1, remaining uniform thereafter.

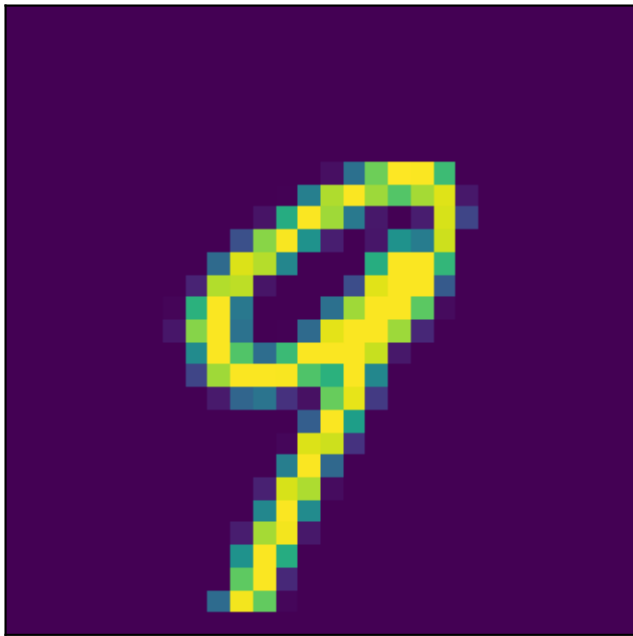
Image



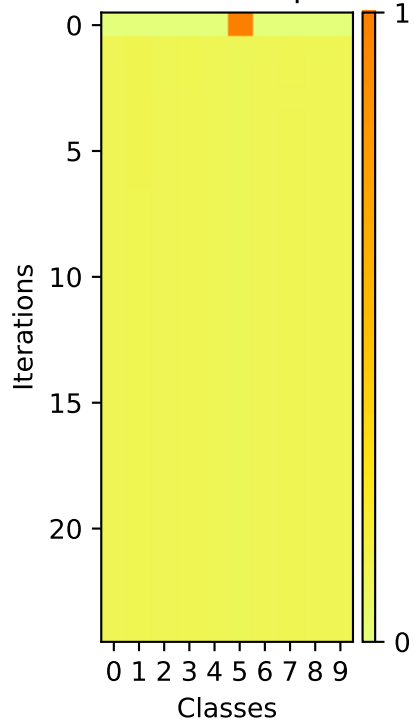
Softmax Outputs



Image



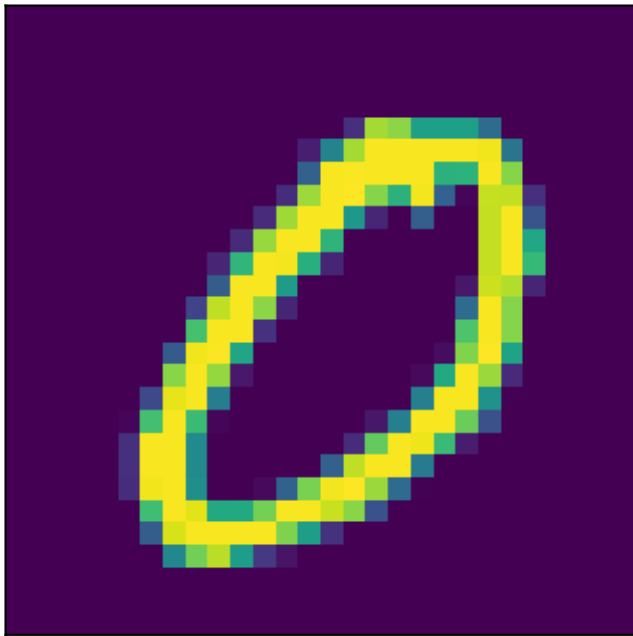
Softmax Outputs



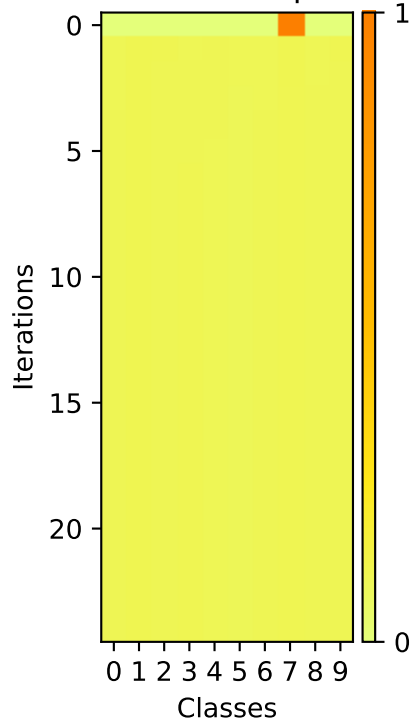
A pixelated, low-resolution image of a yellow and blue geometric shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a prominent yellow central area and blue/purple outer segments. The overall appearance is that of a digital art piece or a logo rendered in a retro, pixelated style.

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

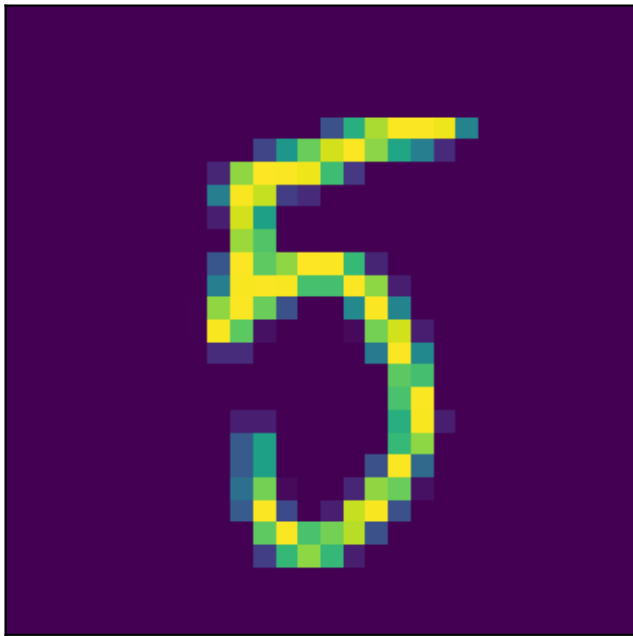
Image



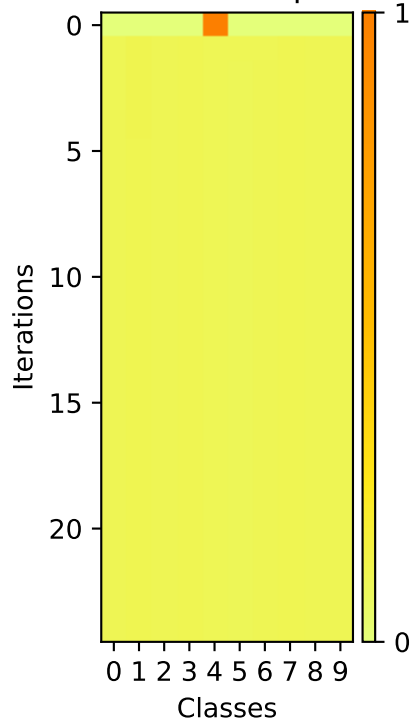
Softmax Outputs



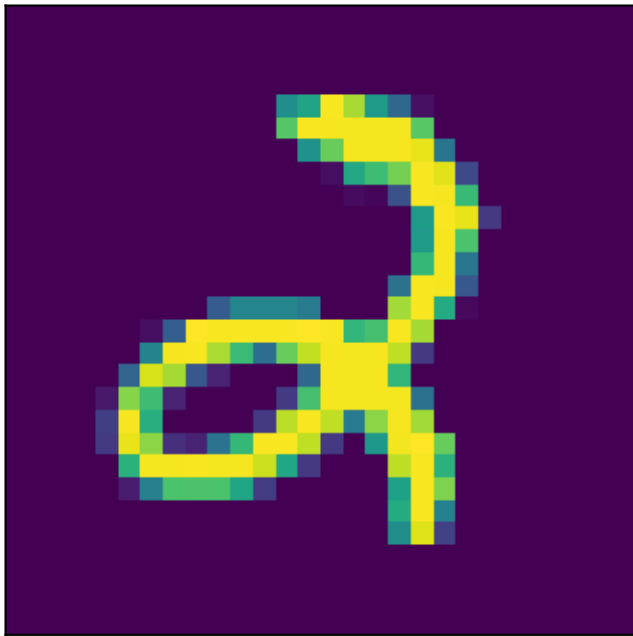
Image



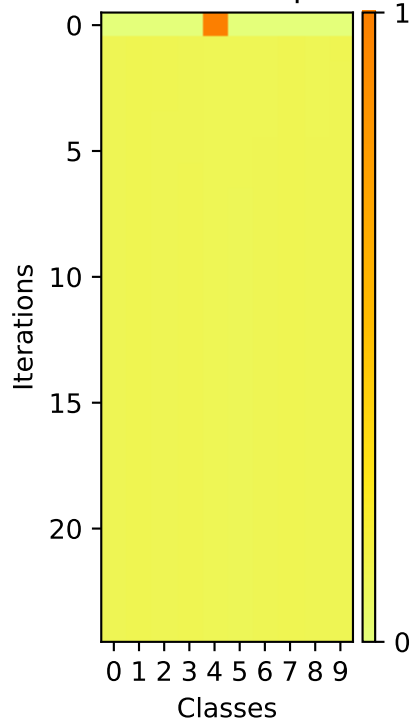
Softmax Outputs



Image



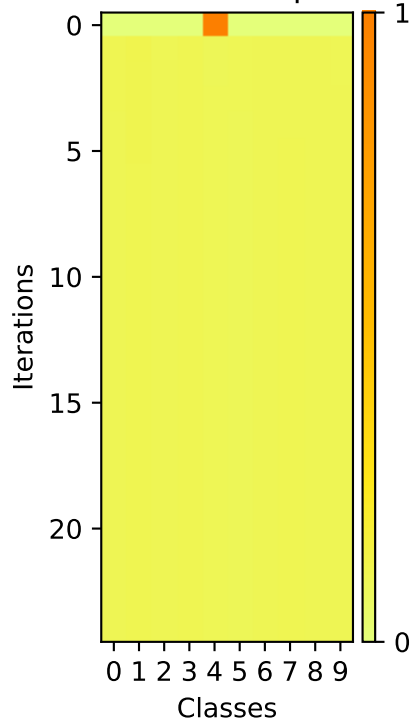
Softmax Outputs



Image



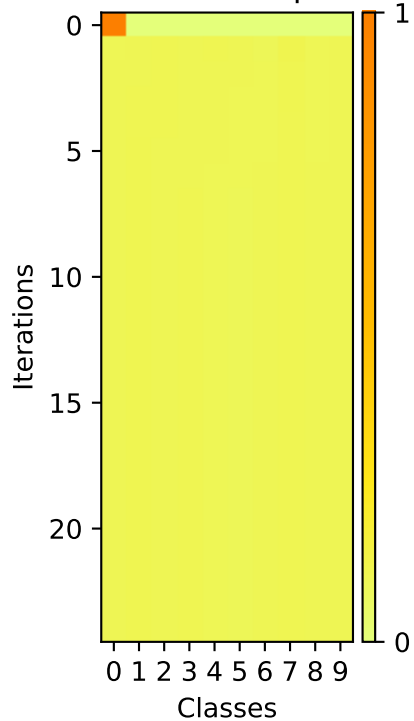
Softmax Outputs



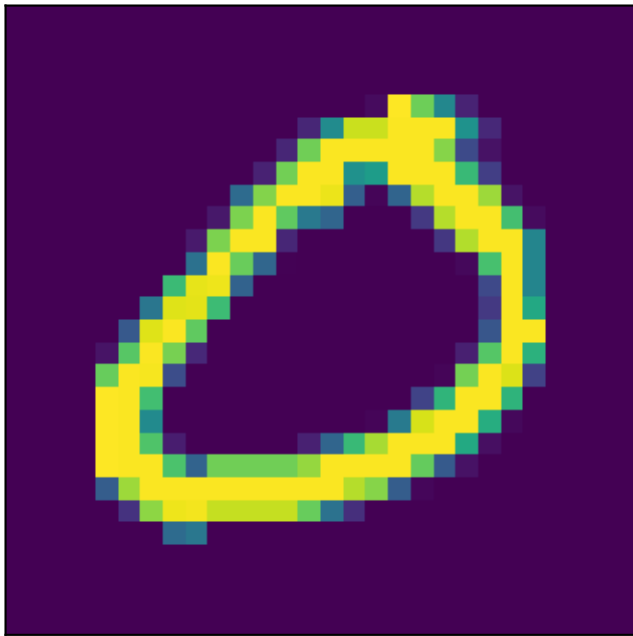
Image



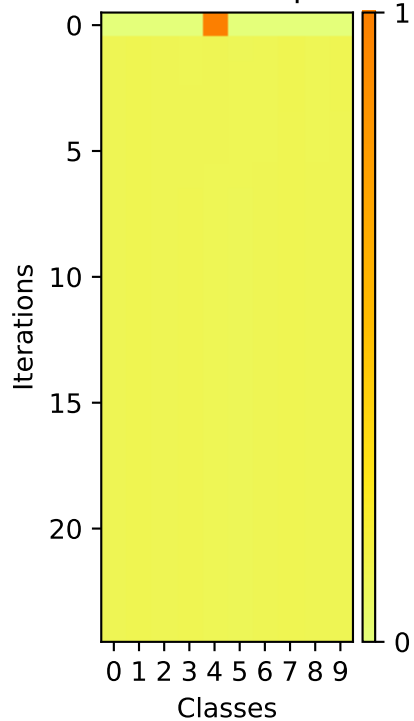
Softmax Outputs



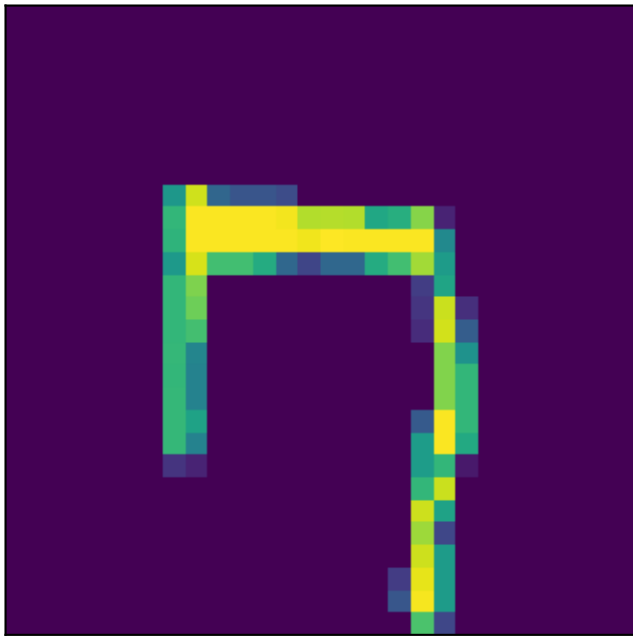
Image



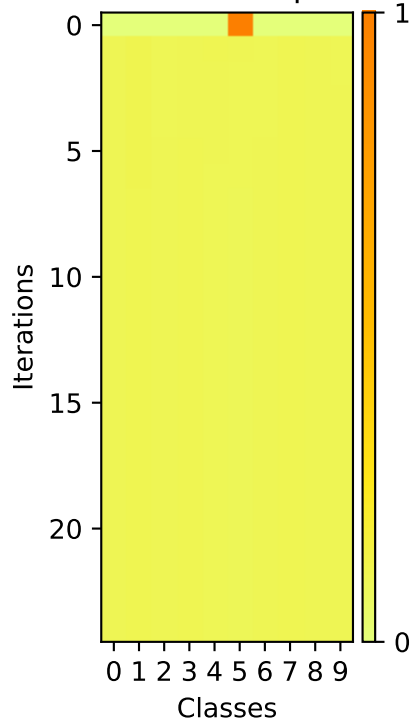
Softmax Outputs



Image

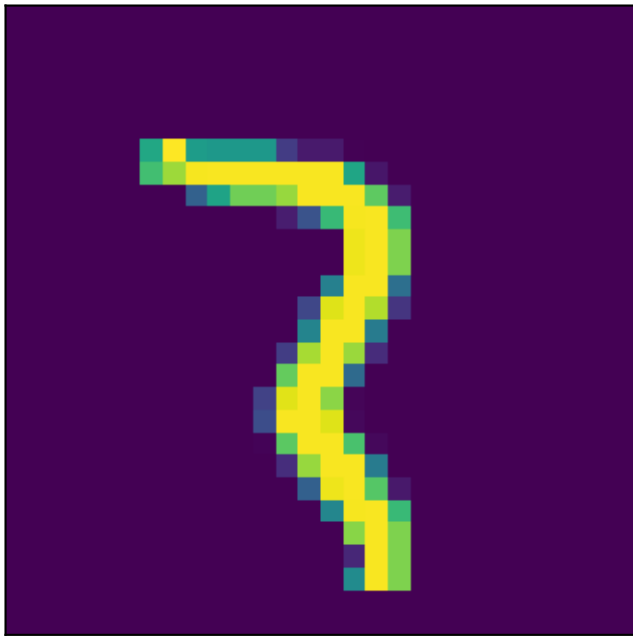


Softmax Outputs

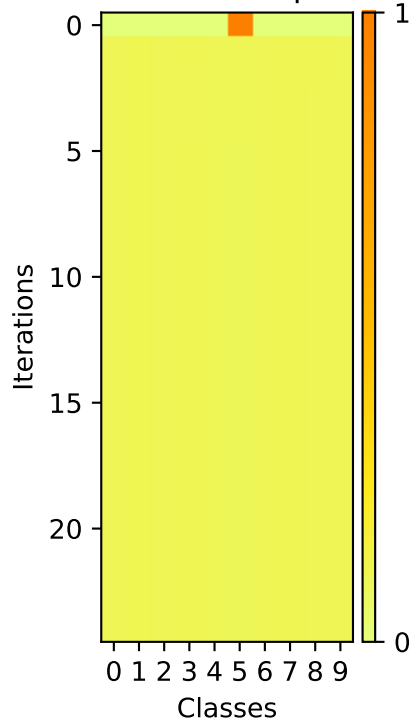


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0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

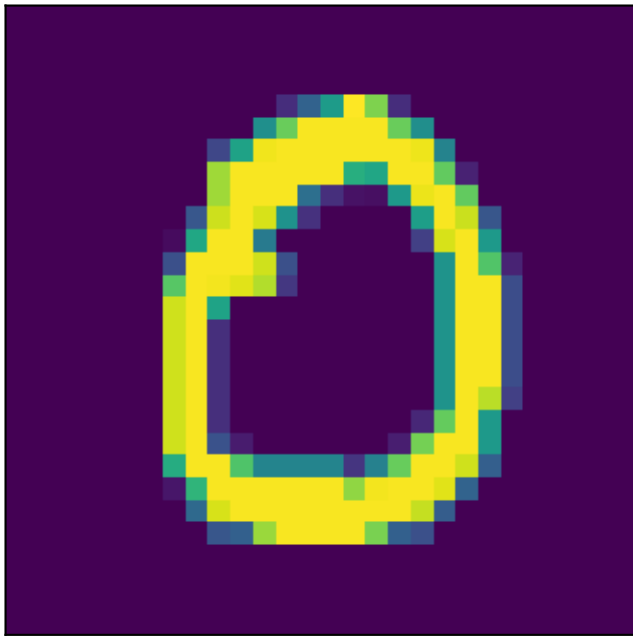
Image



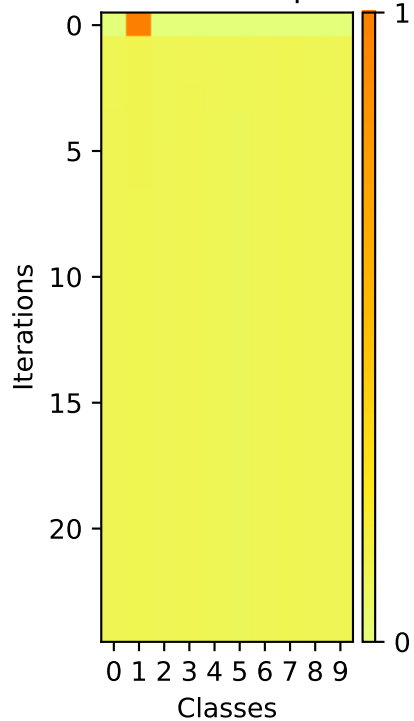
Softmax Outputs



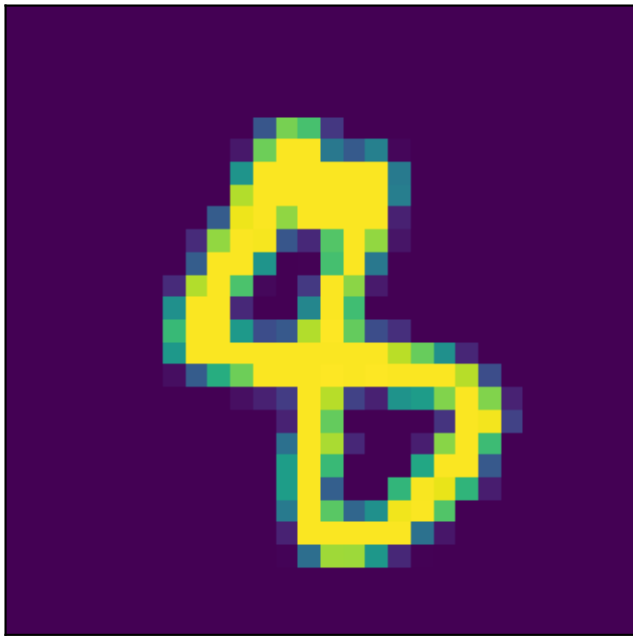
Image



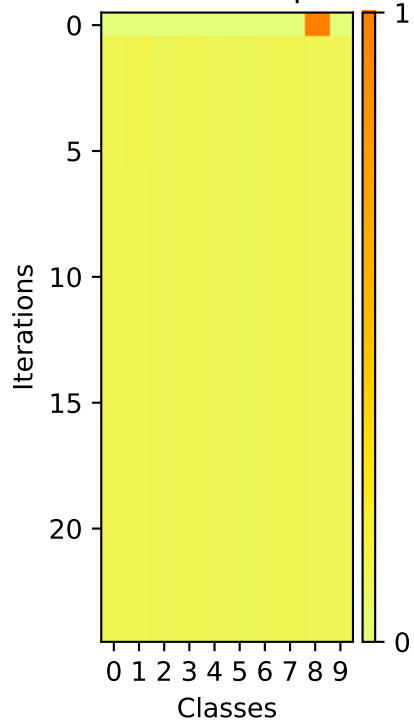
Softmax Outputs



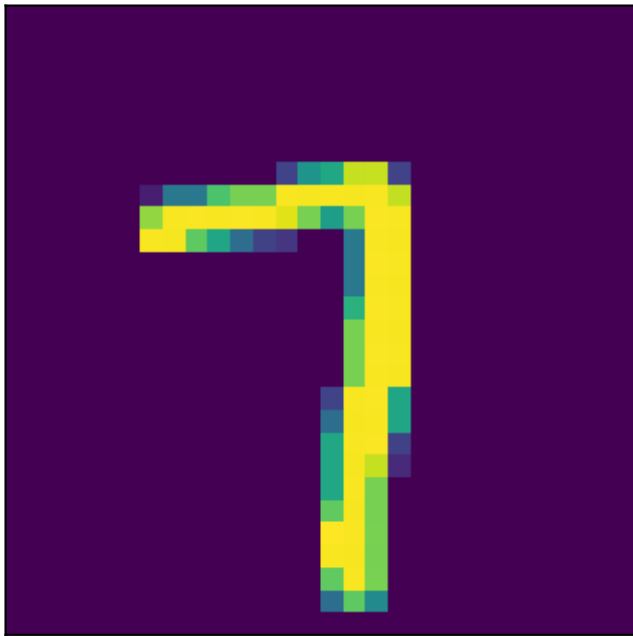
Image



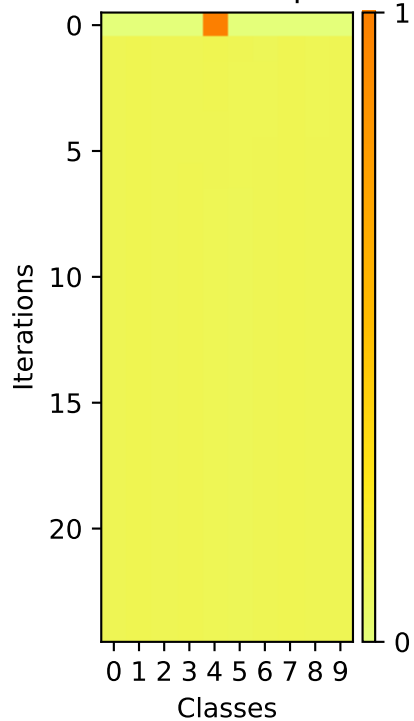
Softmax Outputs



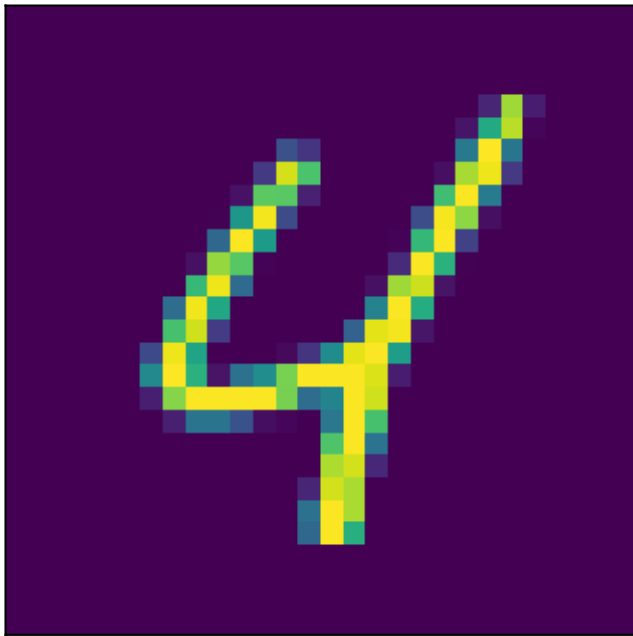
Image



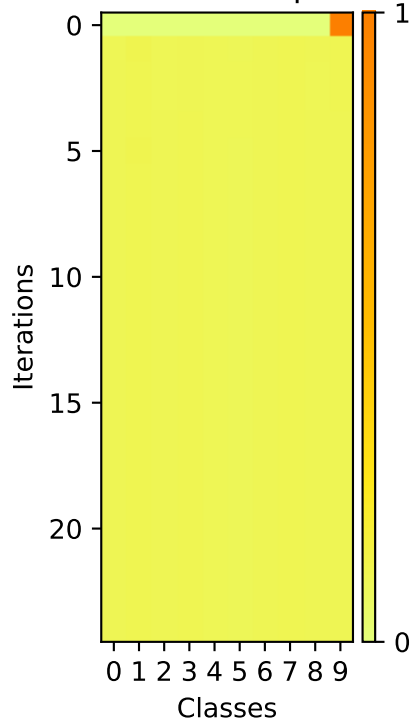
Softmax Outputs



Image



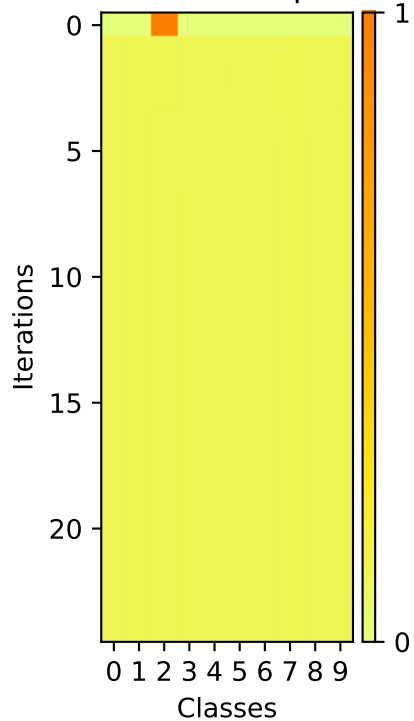
Softmax Outputs



Image

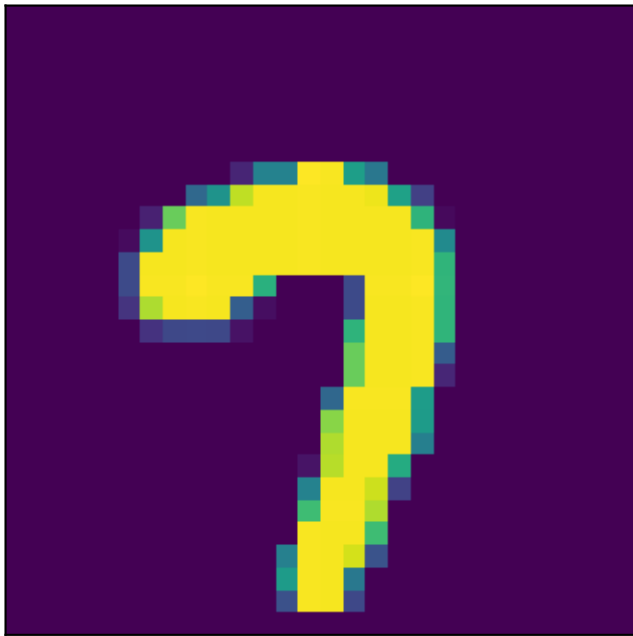


Softmax Outputs

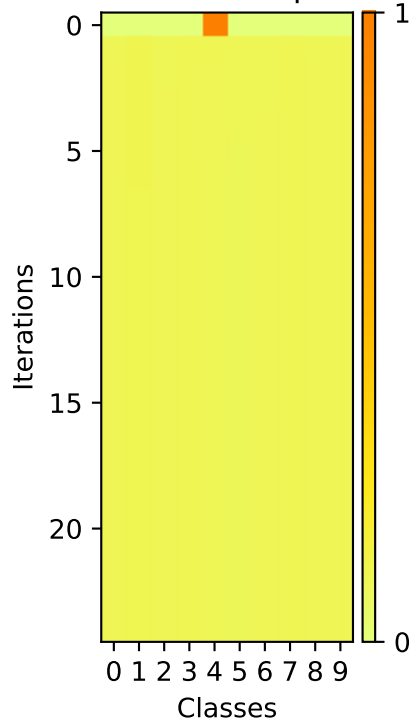


A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a yellow body with green accents and a green head. It appears to be in a dynamic pose, possibly jumping or running. The image is composed of large, visible pixels, giving it a retro, digital art feel.

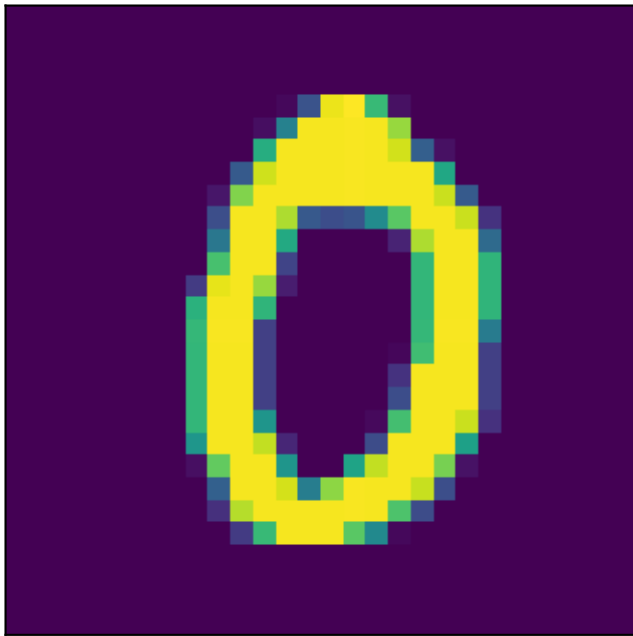
Image



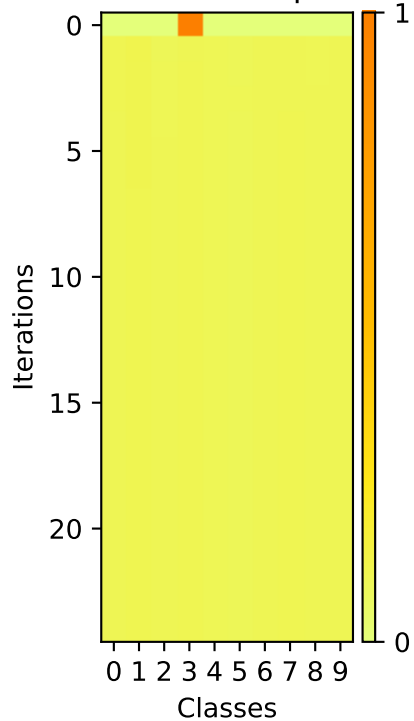
Softmax Outputs



Image



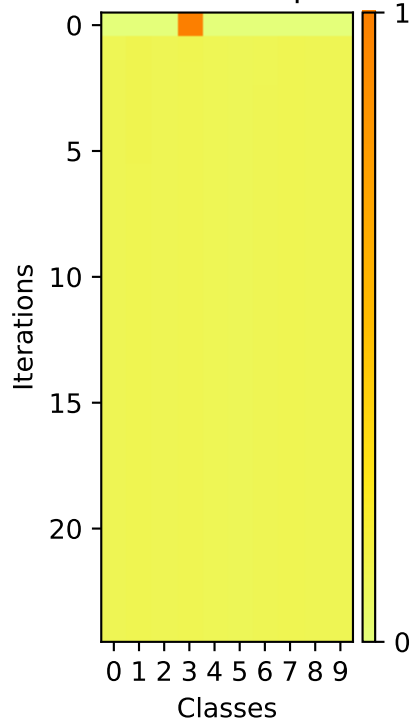
Softmax Outputs



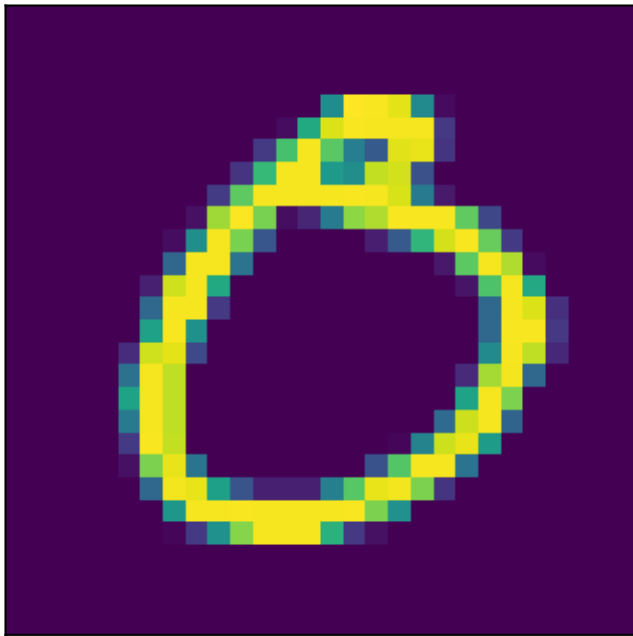
Image



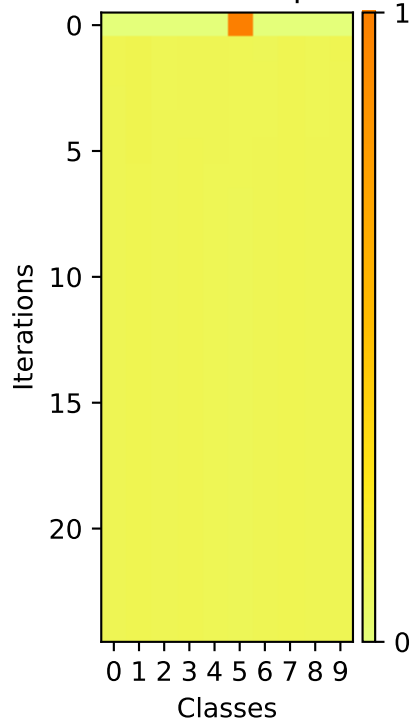
Softmax Outputs



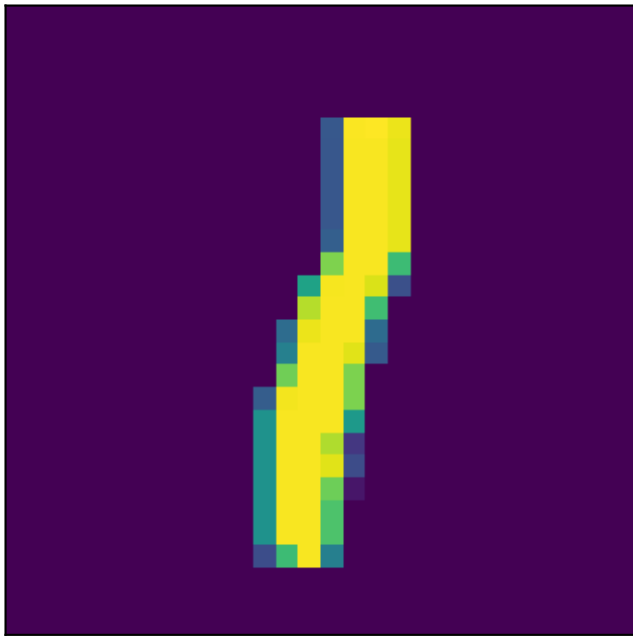
Image



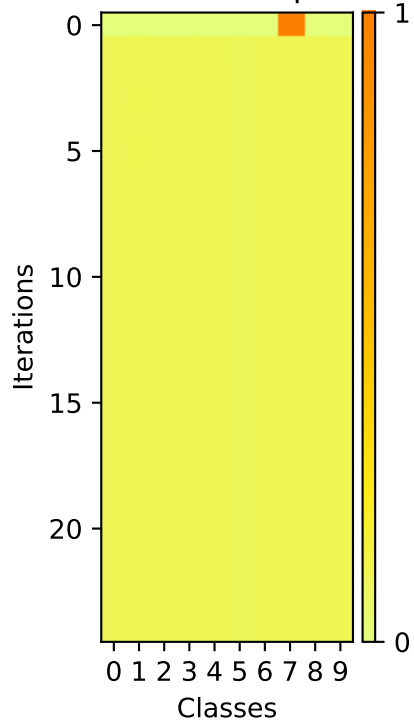
Softmax Outputs



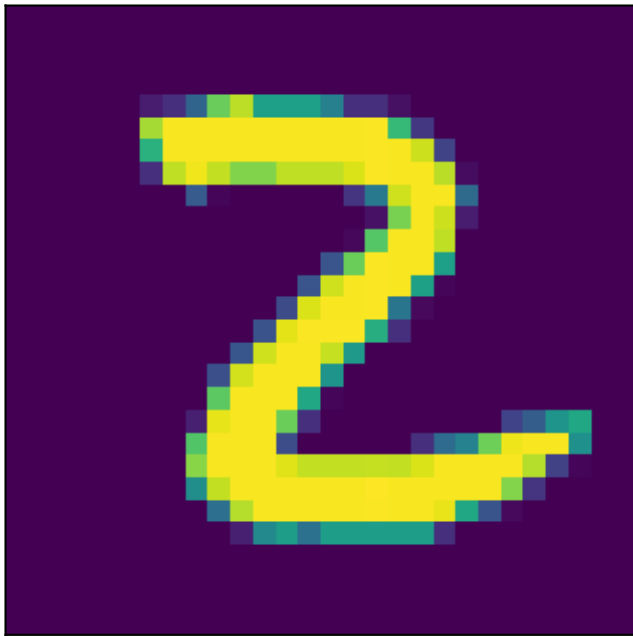
Image



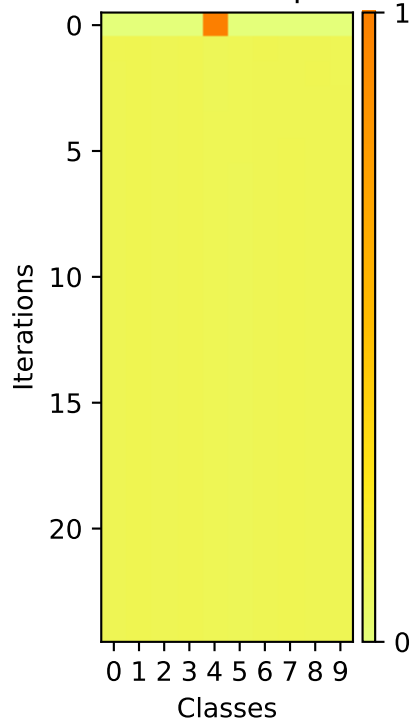
Softmax Outputs



Image



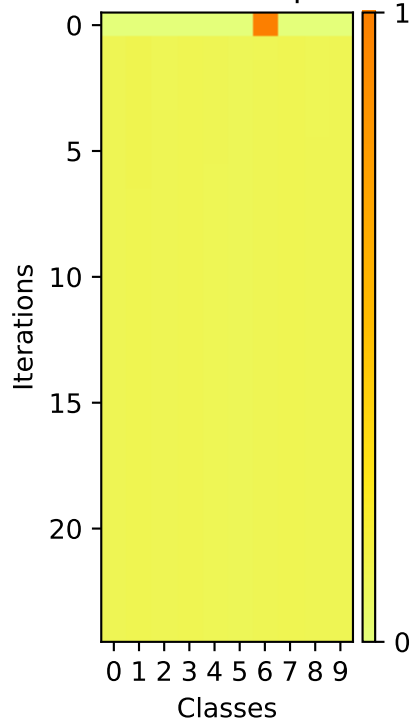
Softmax Outputs



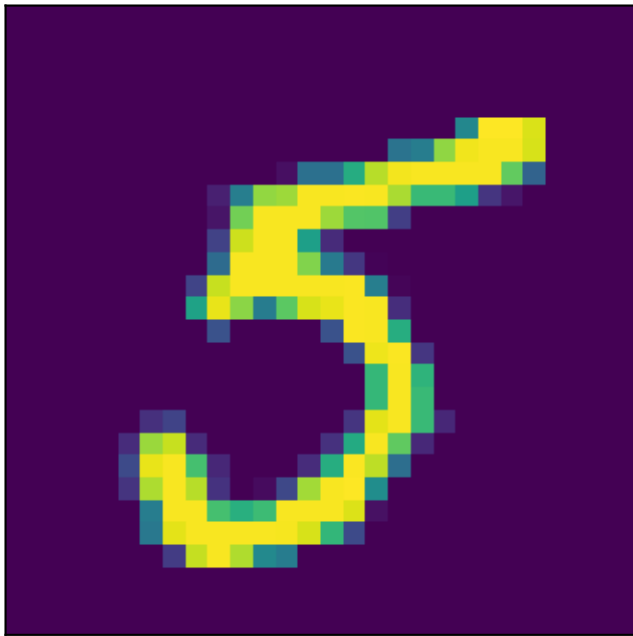
Image



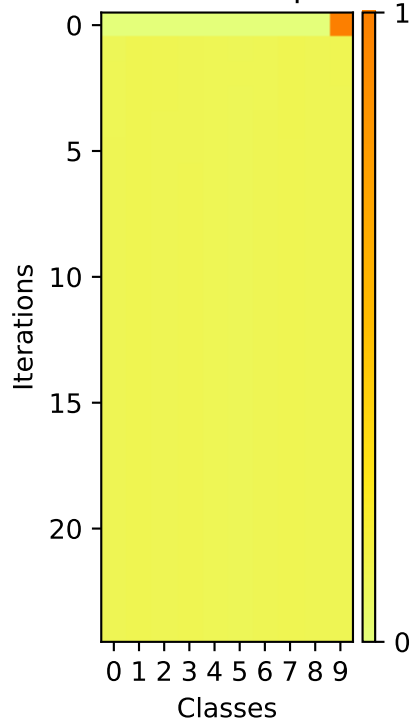
Softmax Outputs



Image



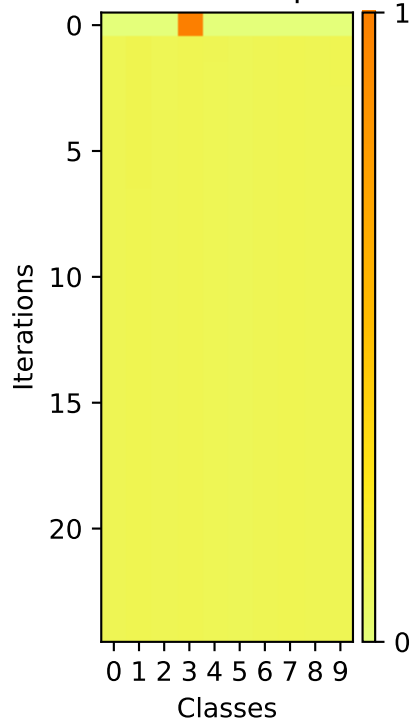
Softmax Outputs



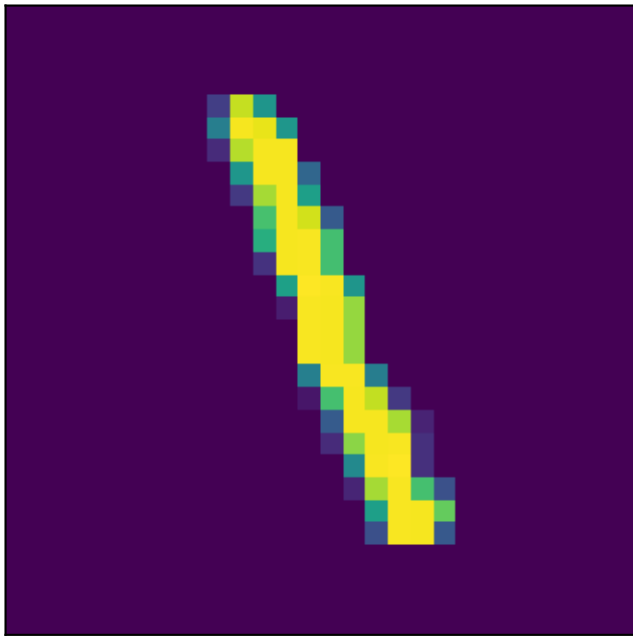
Image



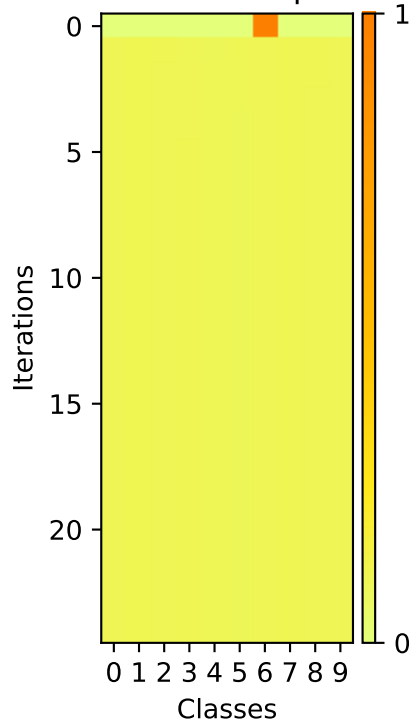
Softmax Outputs



Image

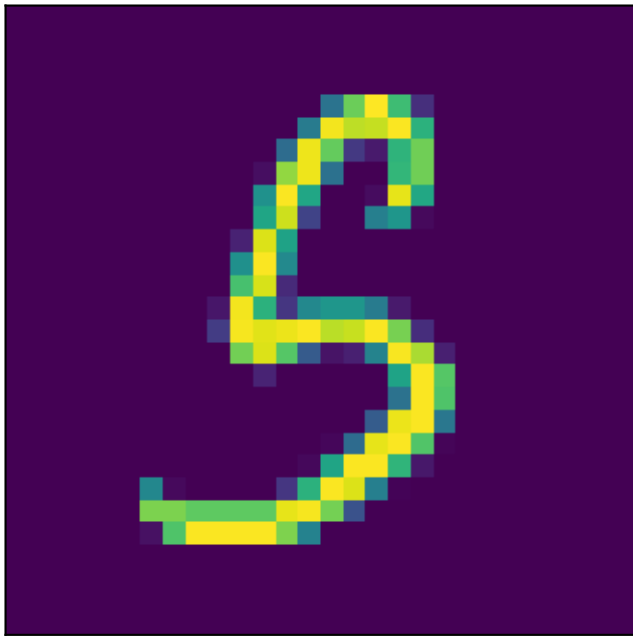


Softmax Outputs

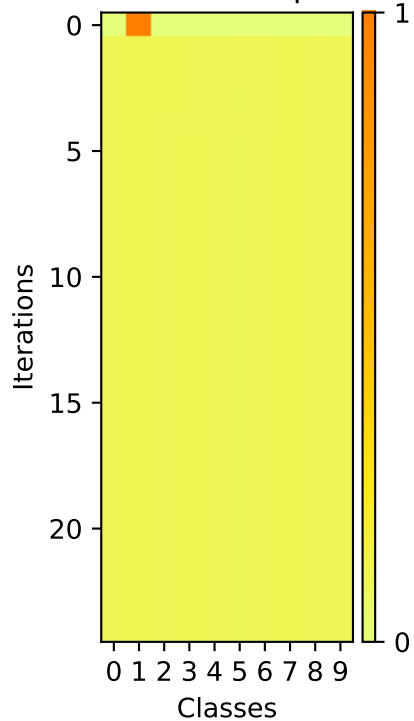


A pixelated, low-resolution image of a vertical bar. The bar is primarily yellow with green segments at the top and bottom. It is set against a dark purple background. The image has a very low resolution, with large, visible pixels.

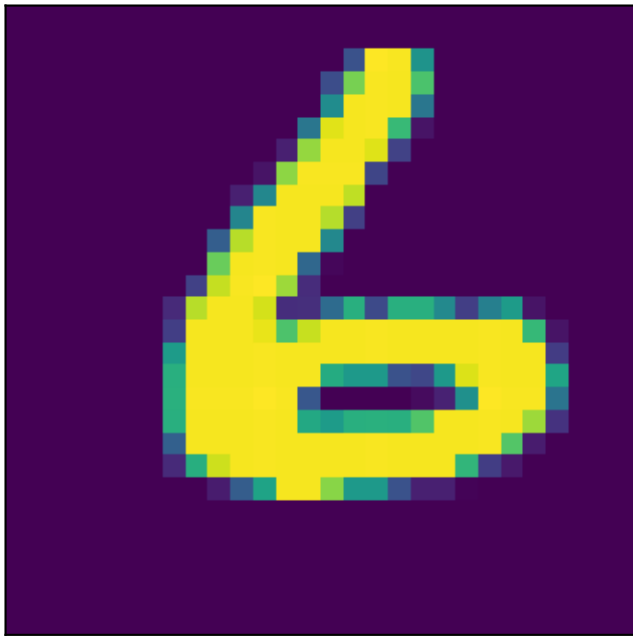
Image



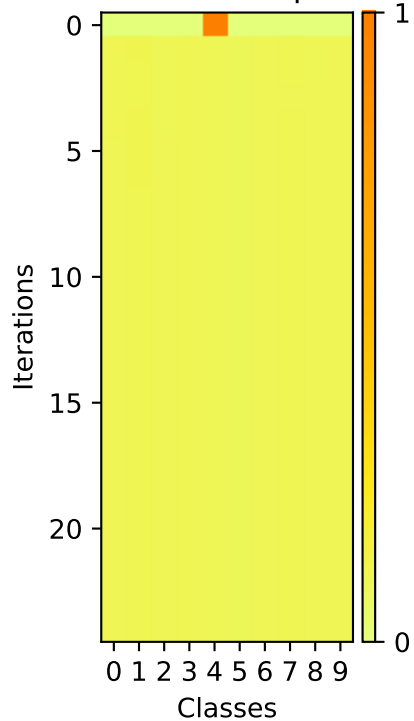
Softmax Outputs



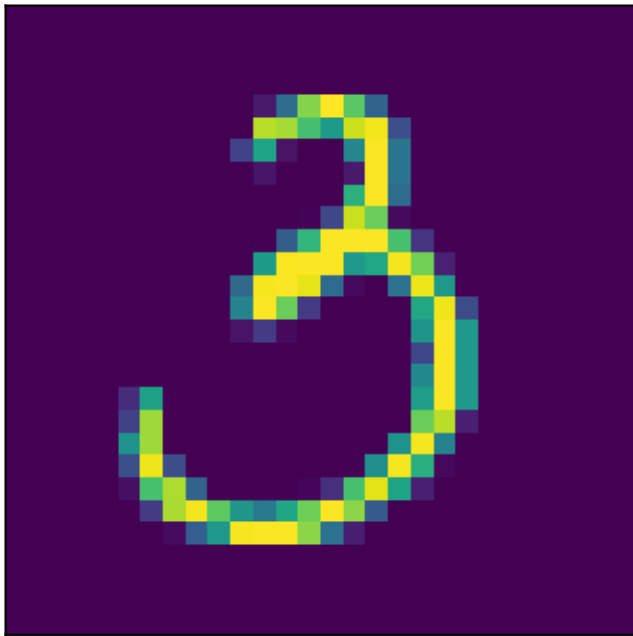
Image



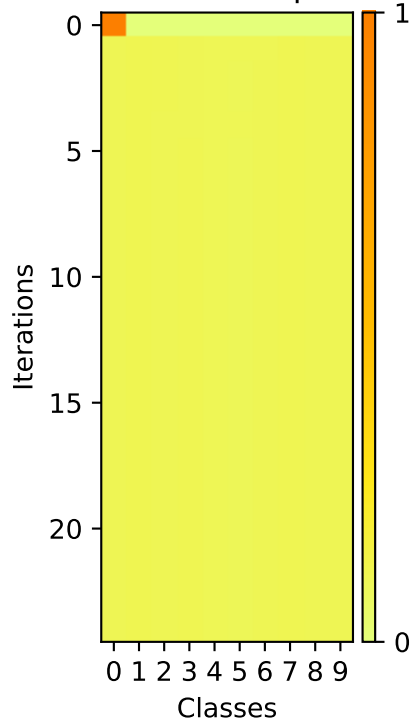
Softmax Outputs



Image



Softmax Outputs

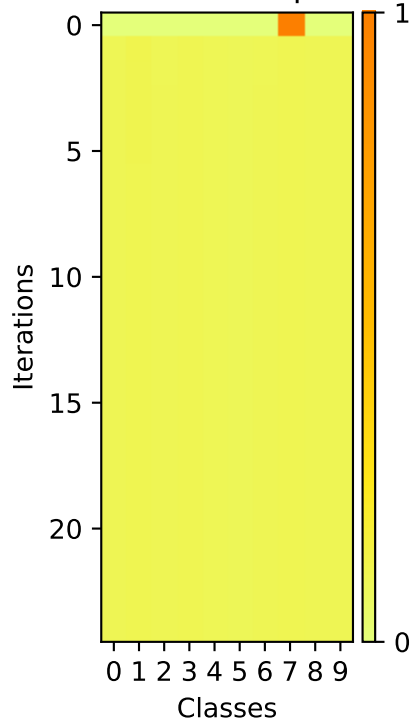


A pixelated yellow number 5 is centered on a dark purple background. The number is composed of yellow pixels, with some teal and blue pixels at the edges, giving it a blocky, digital appearance.

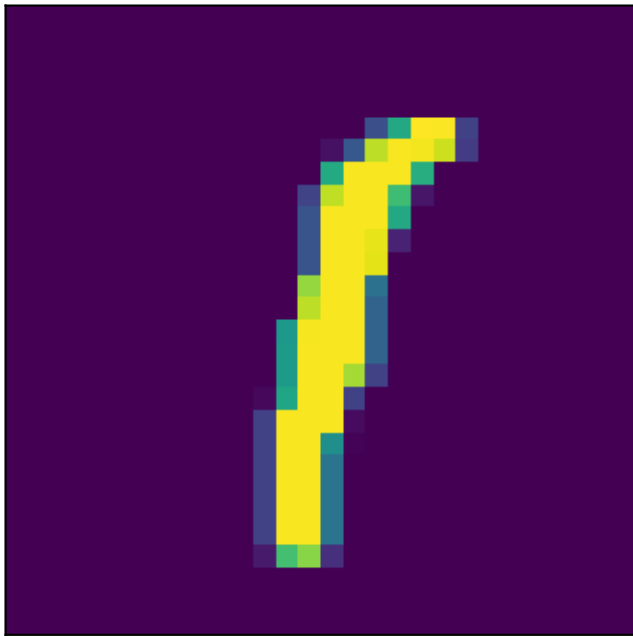
Image



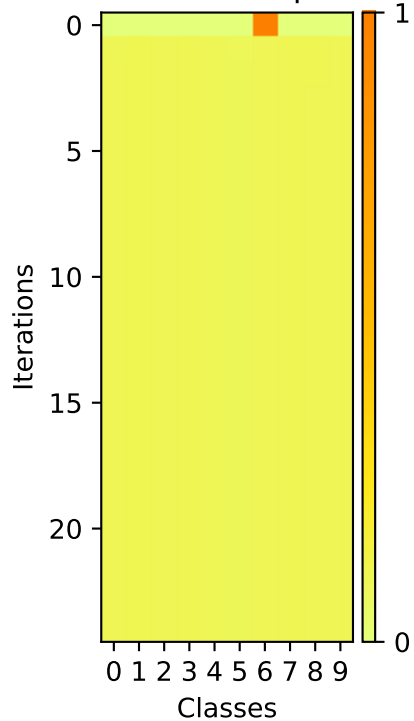
Softmax Outputs



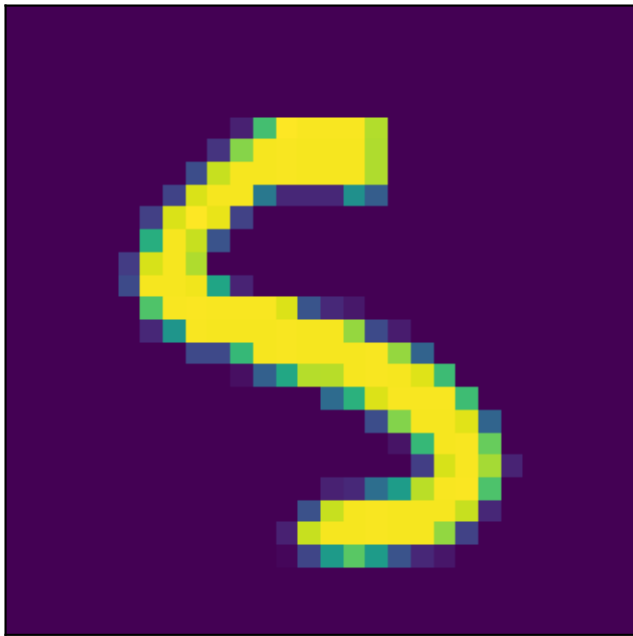
Image



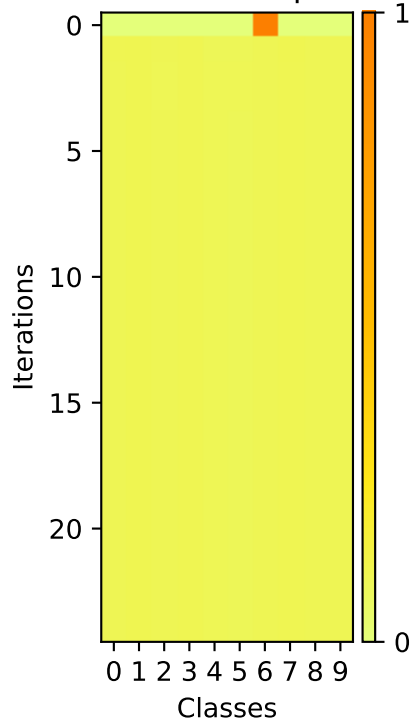
Softmax Outputs




Image



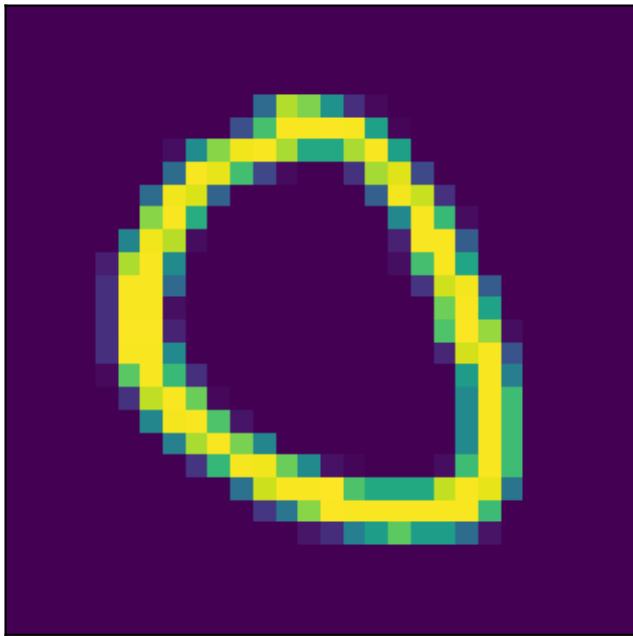
Softmax Outputs



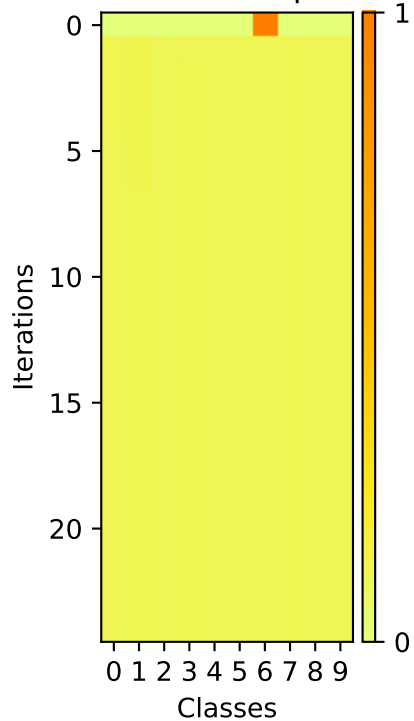
A pixelated yellow letter 'D' on a black background. The letter is composed of small squares, with some squares being a lighter yellow or greenish-yellow, giving it a slightly textured or glowing appearance. The 'D' is centered in the upper half of the image.

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

Image



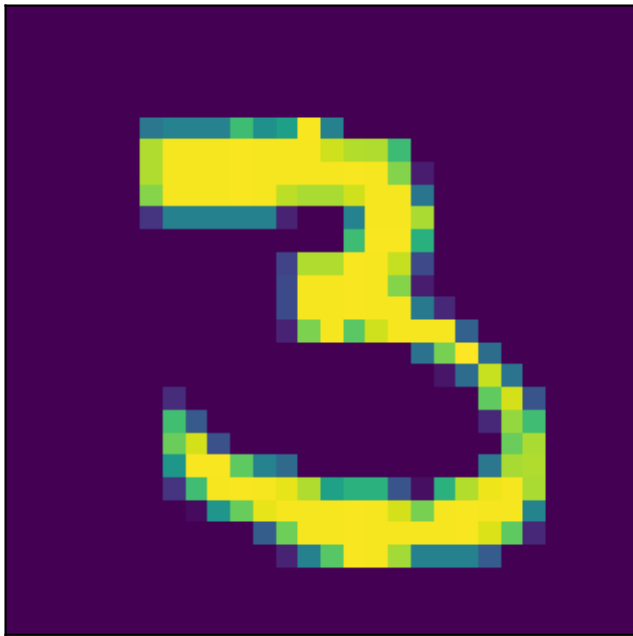
Softmax Outputs



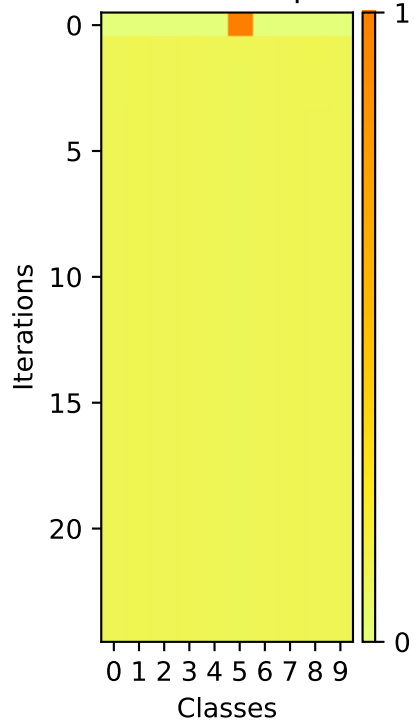
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0-9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale 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 22.

Image



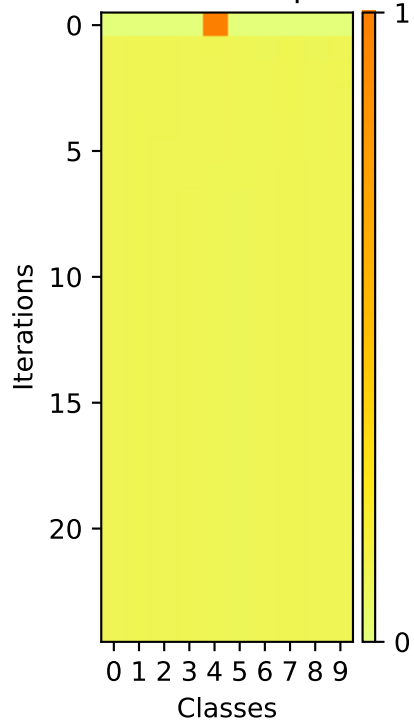
Softmax Outputs



Image



Softmax Outputs



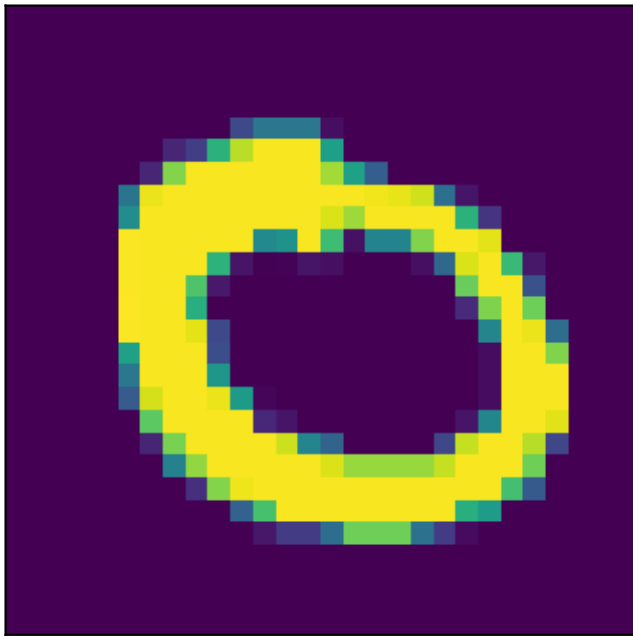
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares, with yellow being the primary color and green used for highlights or outlines. The overall form is irregular and somewhat jagged, suggesting a digital or hand-drawn aesthetic.

A pixelated, low-resolution image of a person in a dynamic pose, possibly a dancer or athlete, rendered in a limited color palette of yellow, green, and blue against a black background. The figure is positioned centrally, with one leg extended upwards and the other bent, suggesting a dance move or athletic stance. The image has a retro, digital art aesthetic.

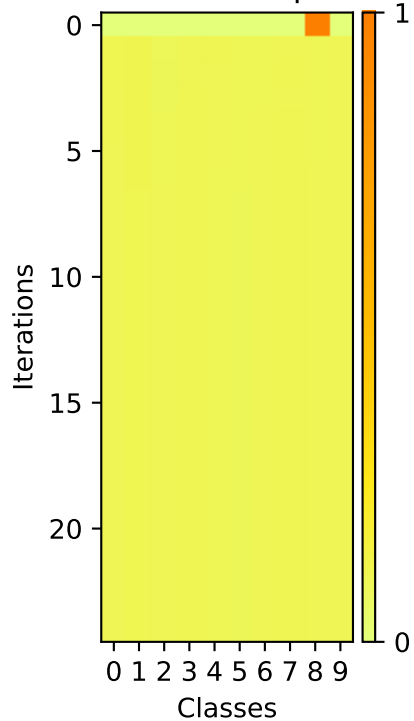
A pixelated yellow number 3 on a dark purple background. The number is composed of yellow and light green pixels, with a slight shadow of darker purple pixels around its edges. It is centered vertically and horizontally within the frame.

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

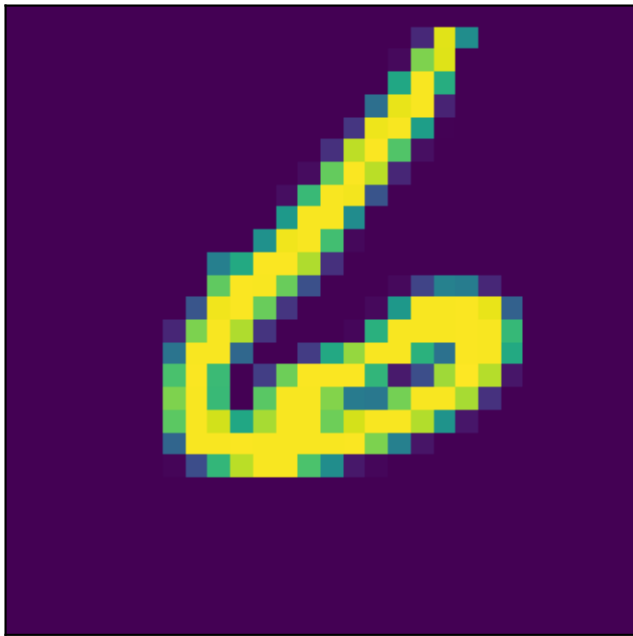
Image



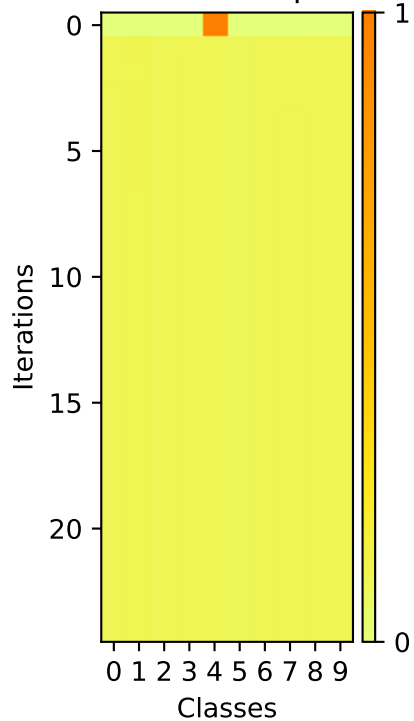
Softmax Outputs



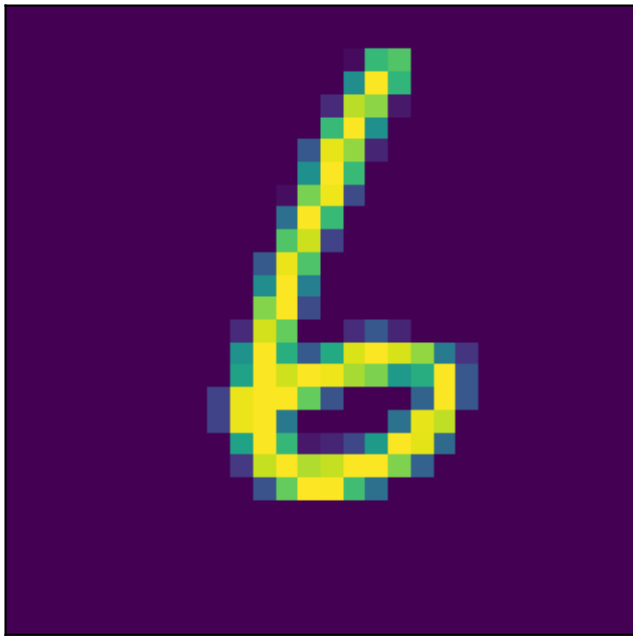
Image



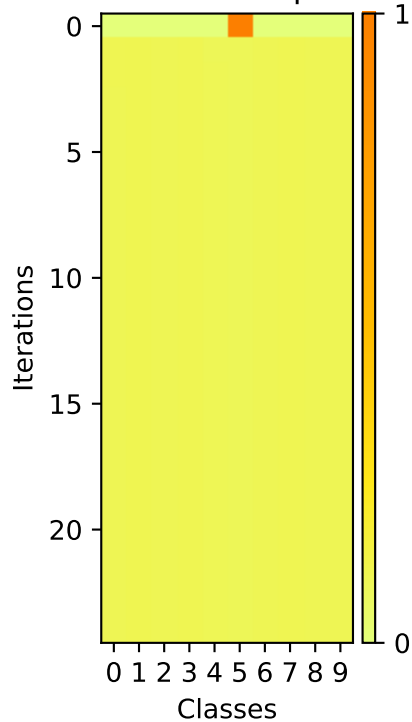
Softmax Outputs



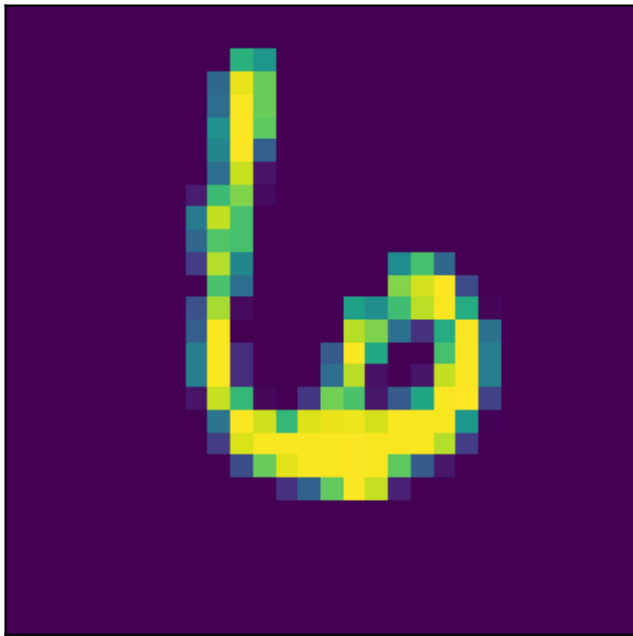
Image



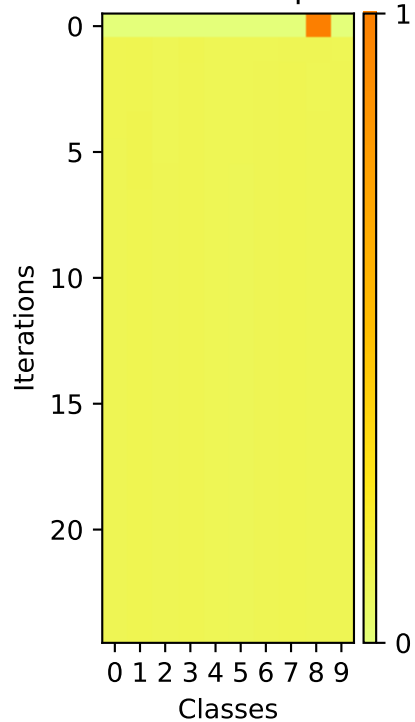
Softmax Outputs



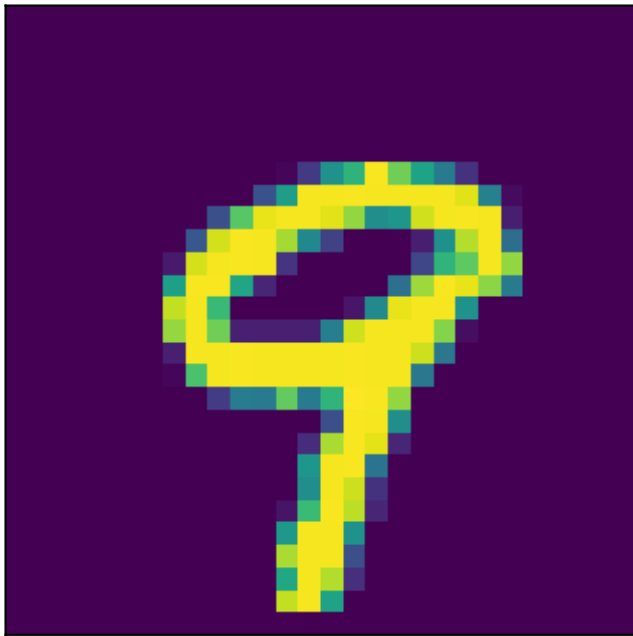
Image



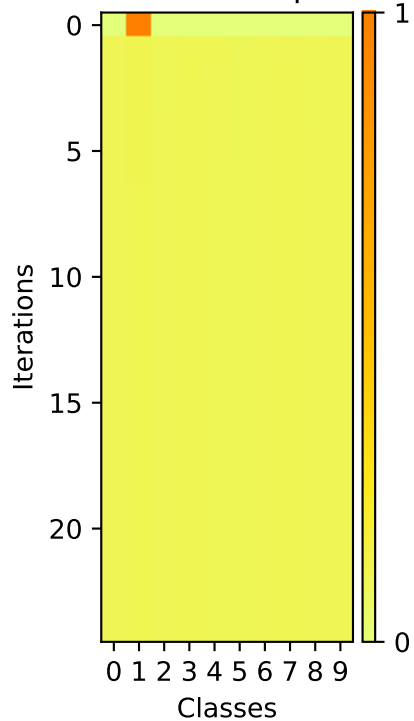
Softmax Outputs



Image



Softmax Outputs



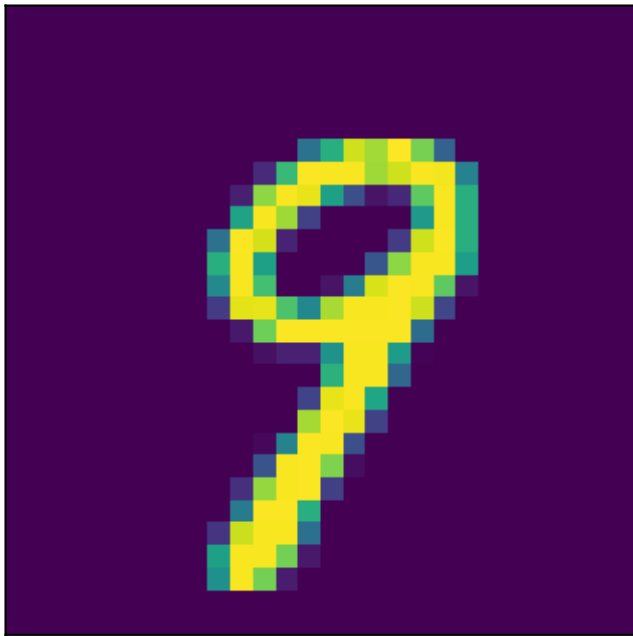
A pixelated yellow letter 'C' is centered on a dark purple background. The letter is composed of small squares, with some squares being a lighter yellow or greenish-yellow, giving it a slightly irregular, hand-drawn appearance. The background is a solid, deep purple.

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 light blue and green, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

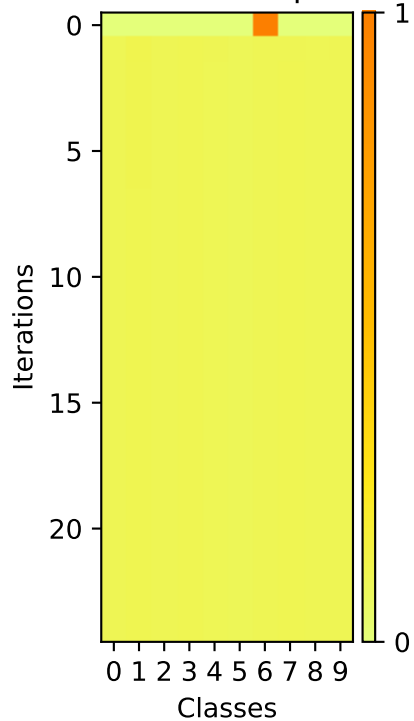
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

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

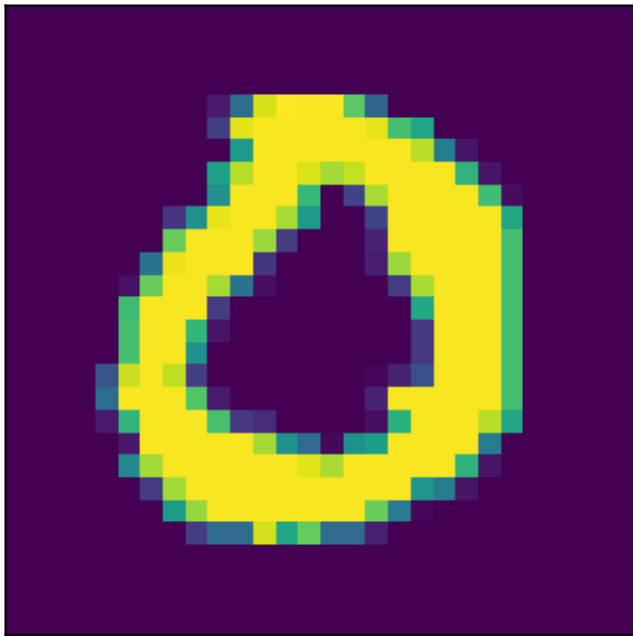
Image



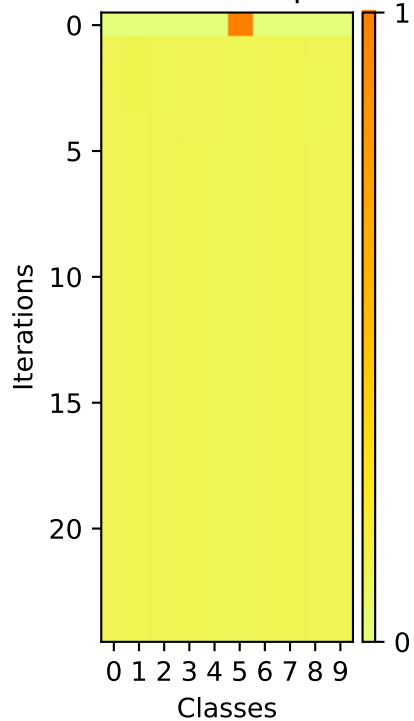
Softmax Outputs



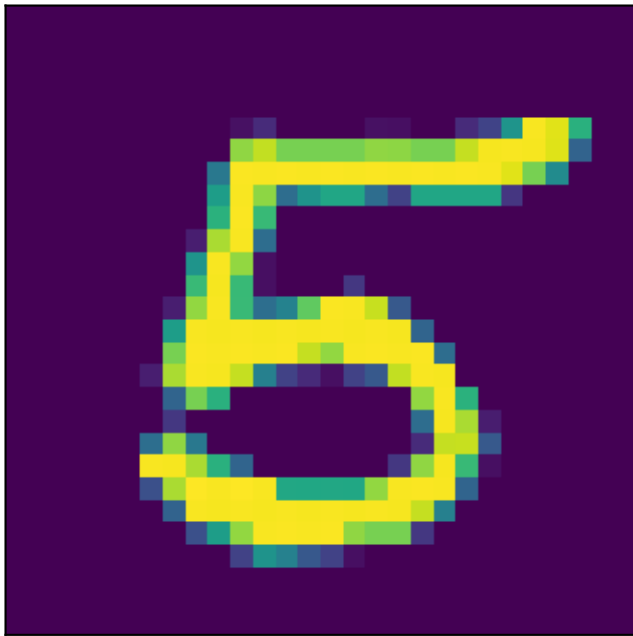
Image



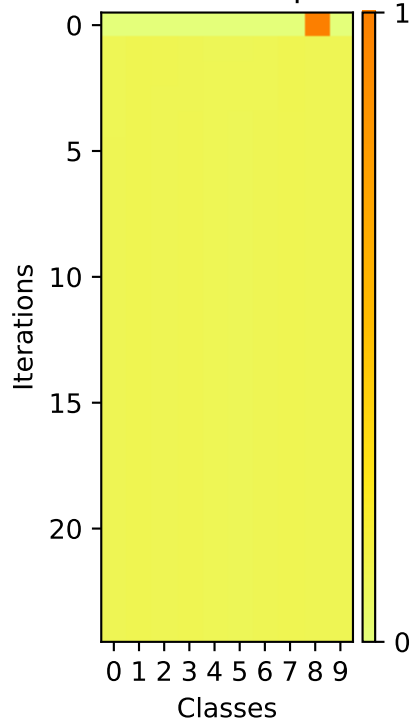
Softmax Outputs



Image



Softmax Outputs



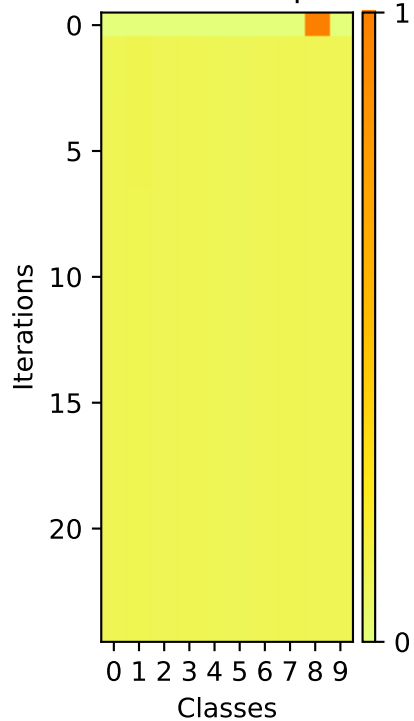
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow or greenish-yellow, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

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

Image



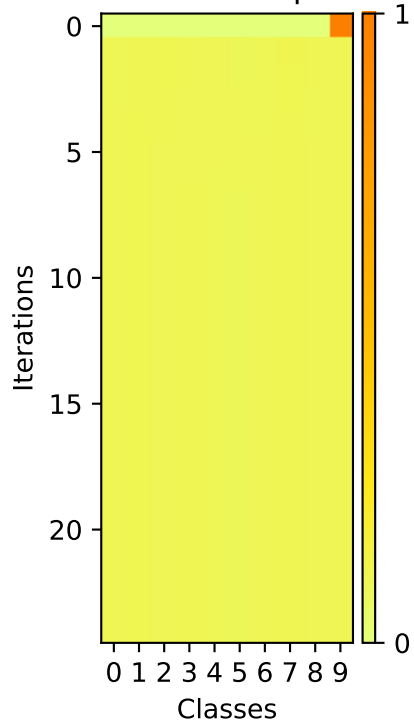
Softmax Outputs



Image



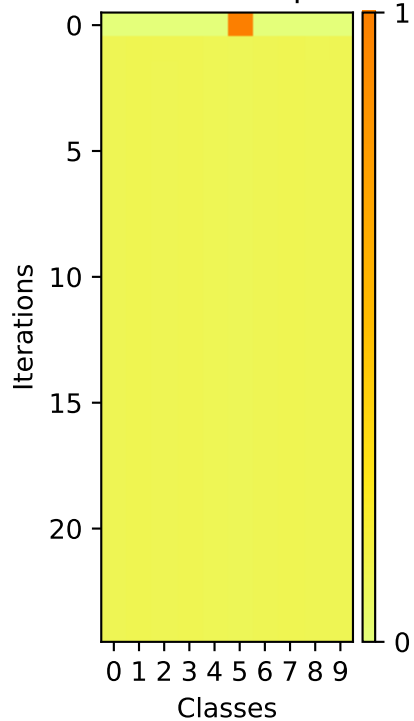
Softmax Outputs



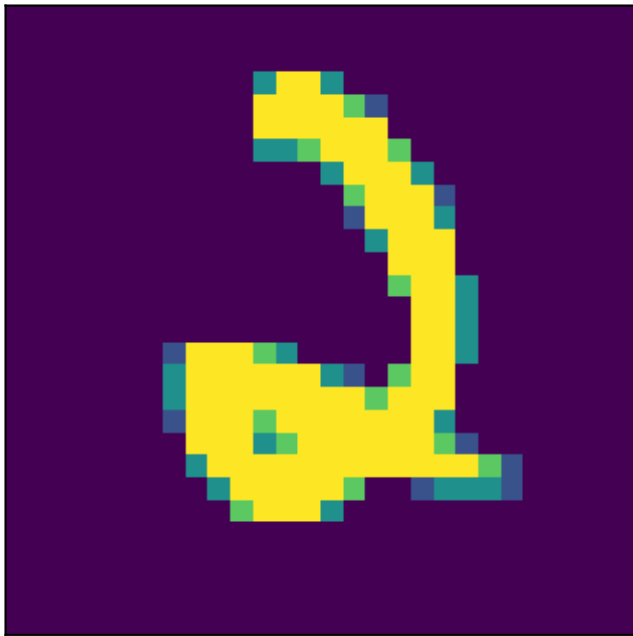
Image



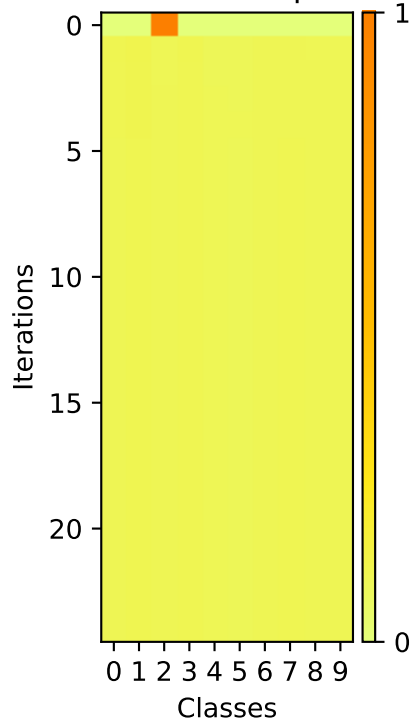
Softmax Outputs



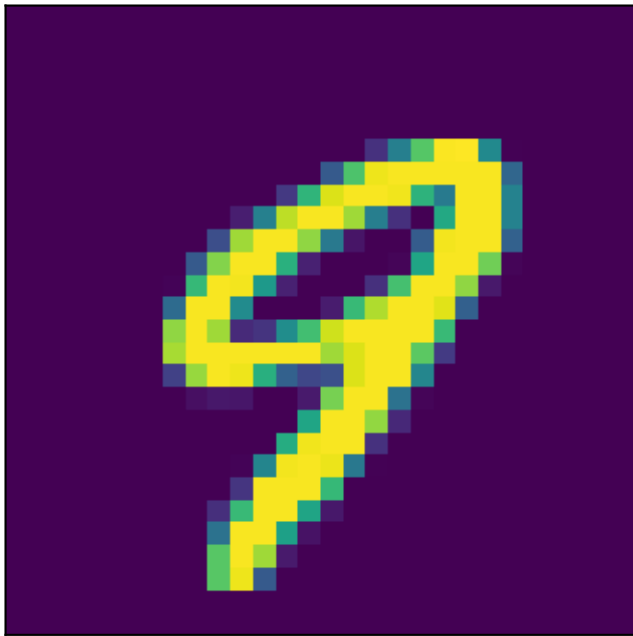
Image



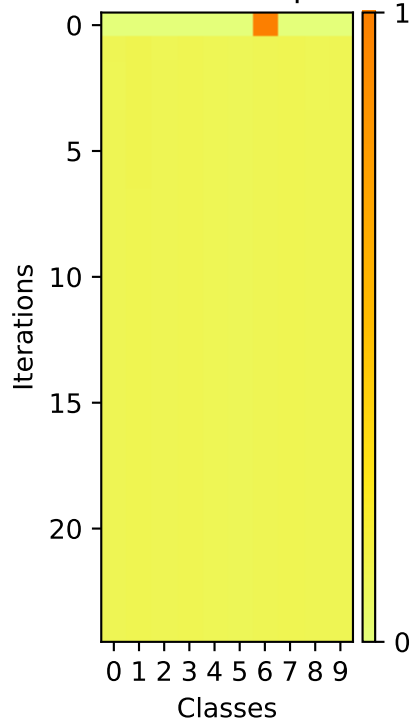
Softmax Outputs

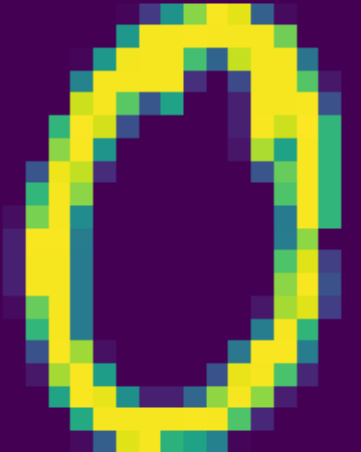


Image



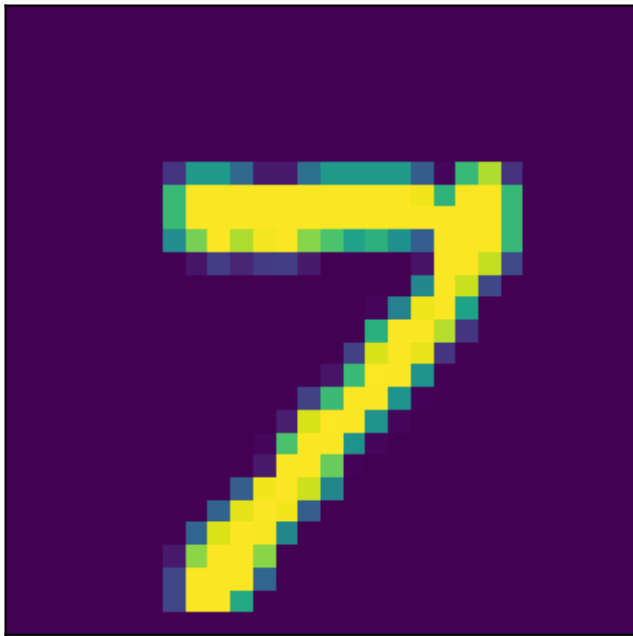
Softmax Outputs



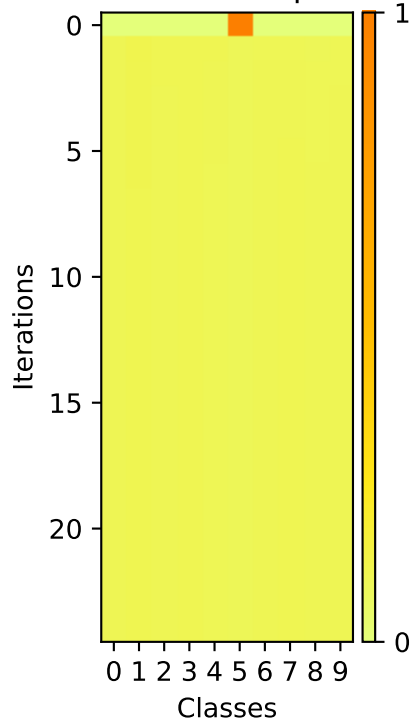


A heatmap showing the evolution of the matrix of the linear system over iterations (Y-axis, 0 to 20) and classes (X-axis, 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0, with a small dark orange region (value near 1) at iteration 0, class 1.

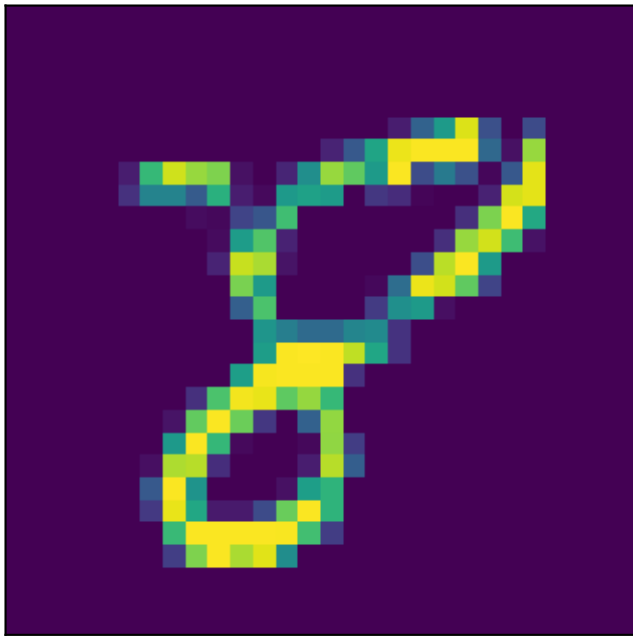
Image



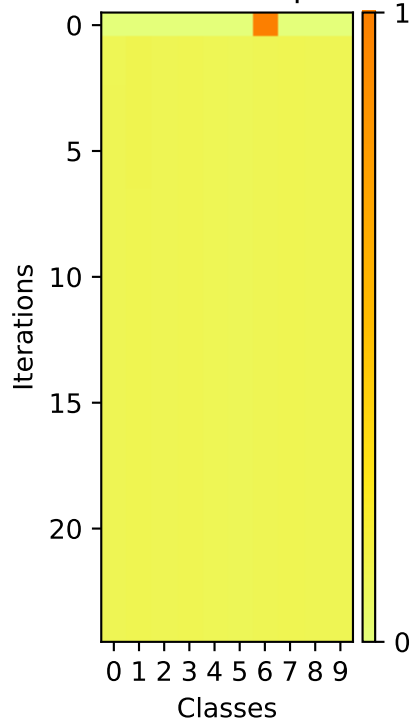
Softmax Outputs



Image



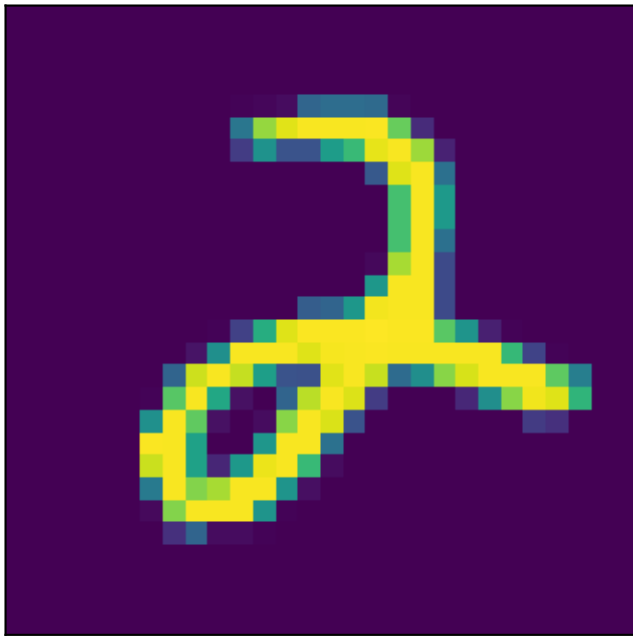
Softmax Outputs



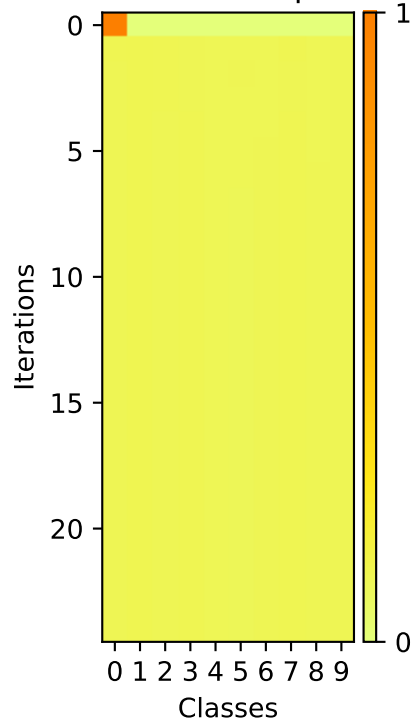
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly irregular, hand-drawn appearance. The background is a solid, deep purple.

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 15, reaching 1.0 by iteration 20.

Image



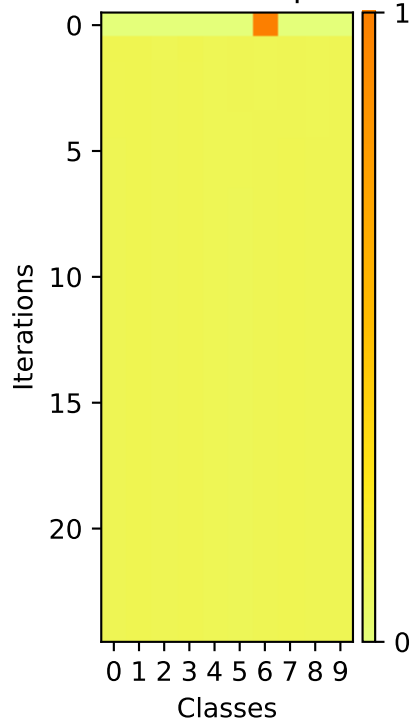
Softmax Outputs



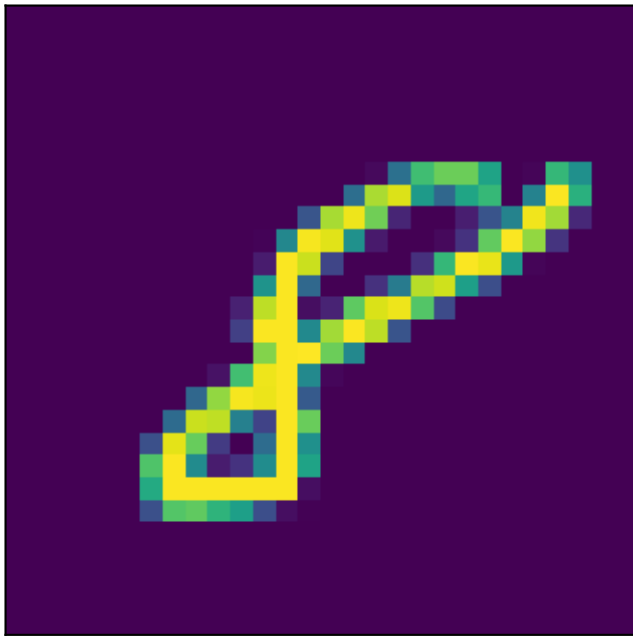
Image



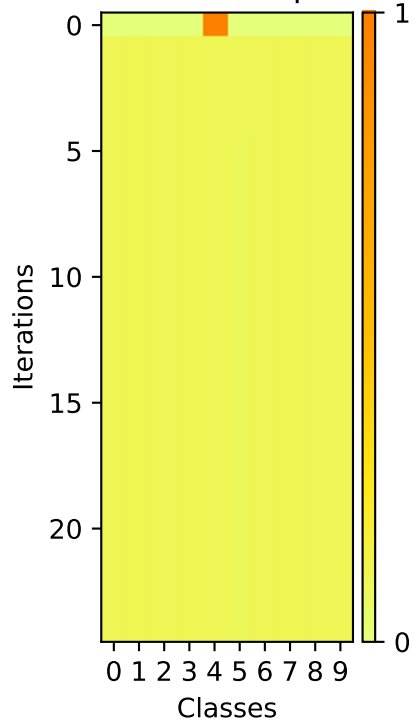
Softmax Outputs



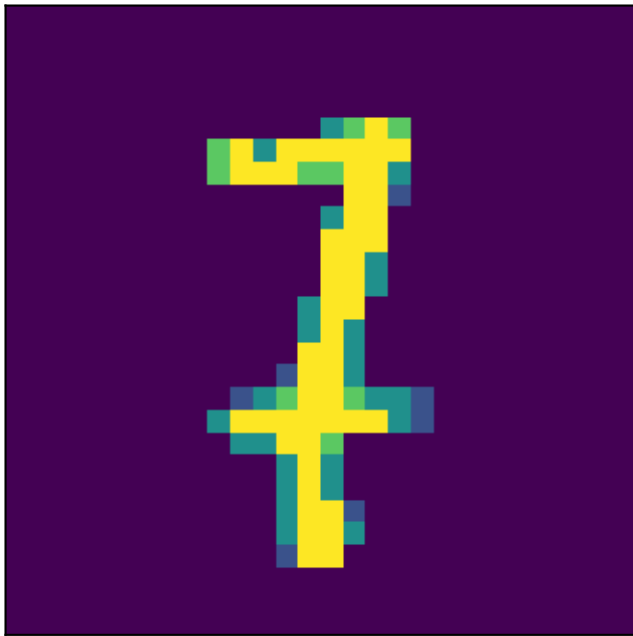
Image



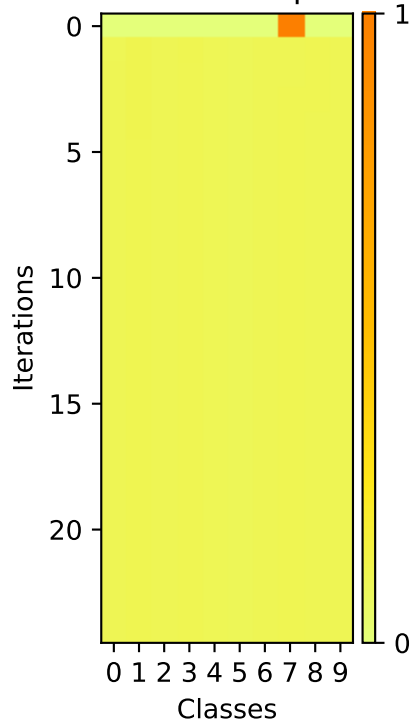
Softmax Outputs



Image



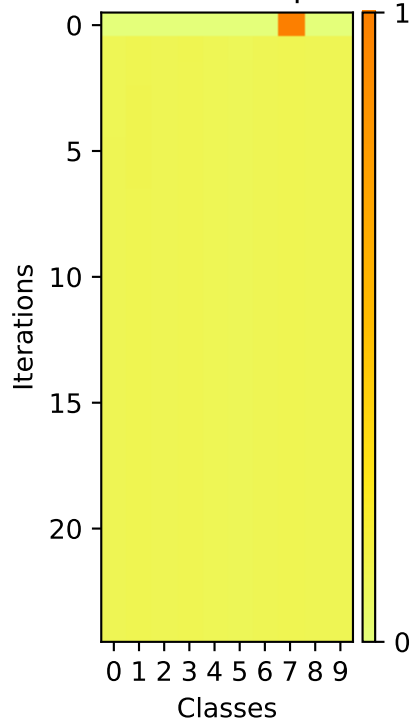
Softmax Outputs



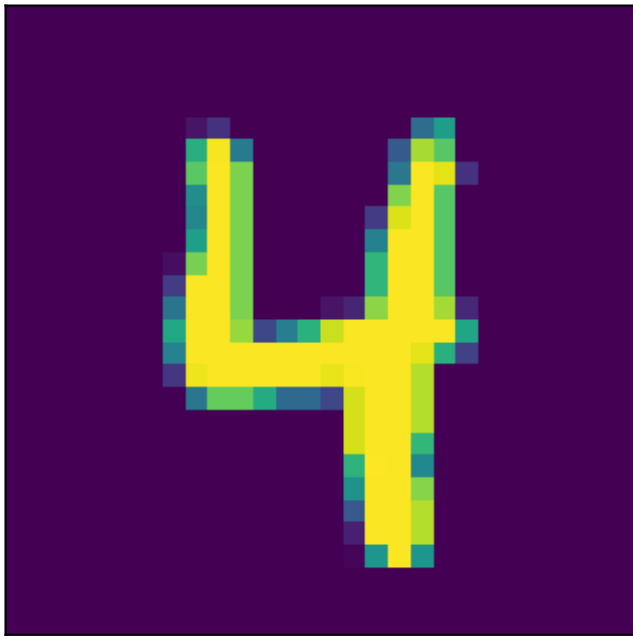
Image



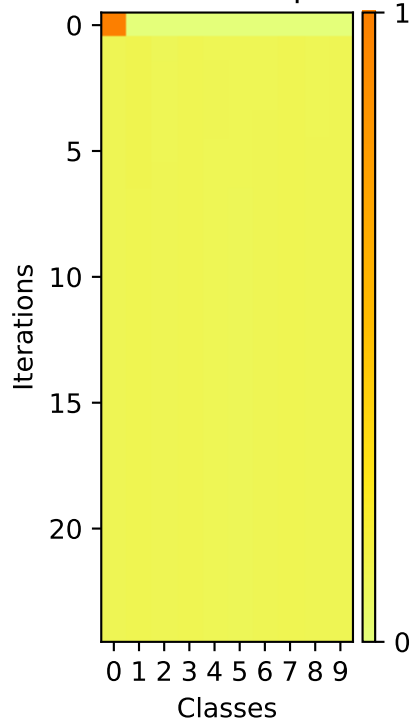
Softmax Outputs



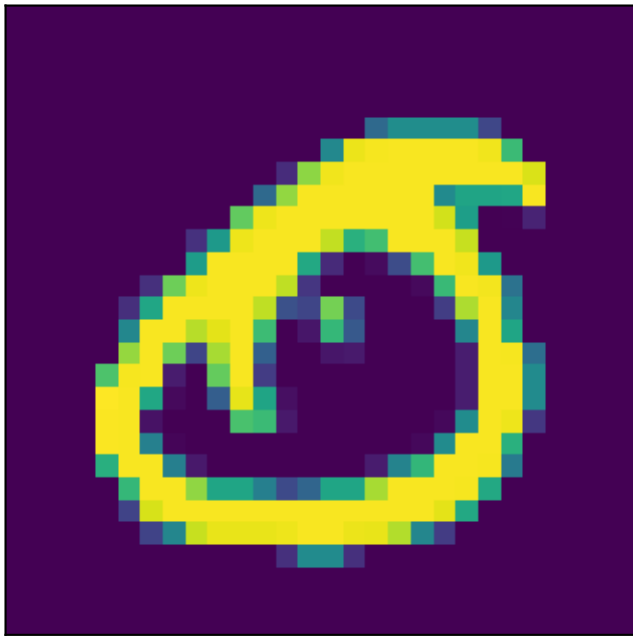
Image



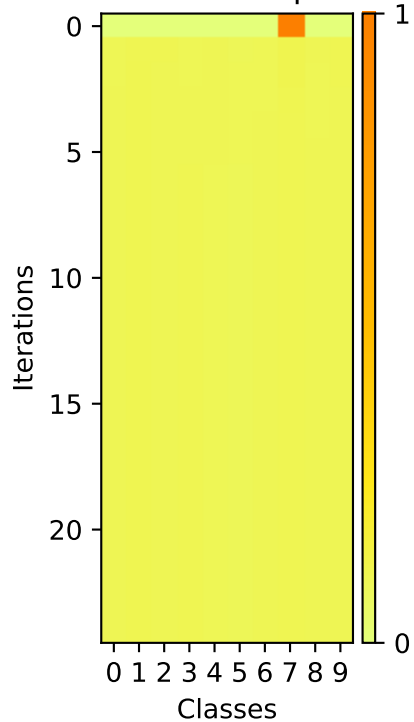
Softmax Outputs



Image

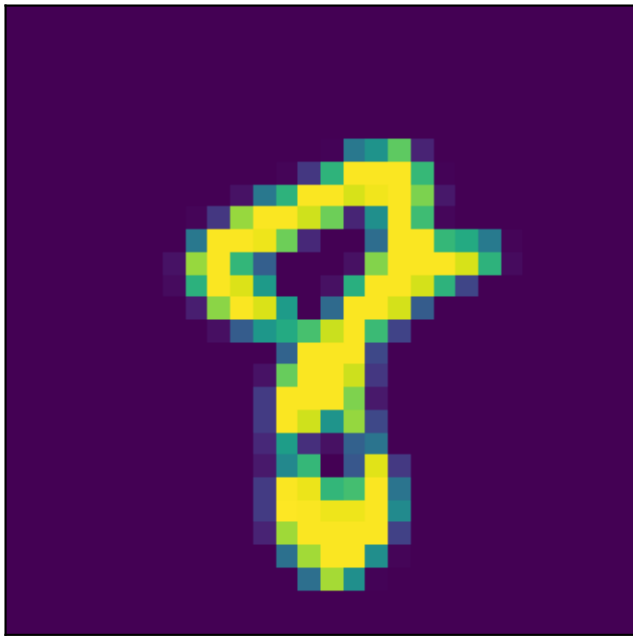


Softmax Outputs

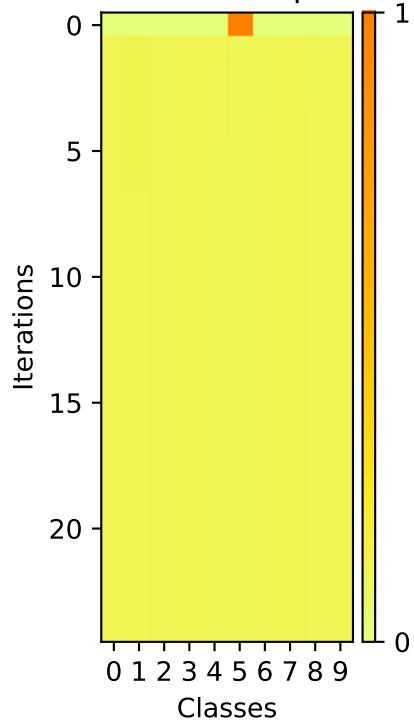


A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or blocky appearance. The background is a solid, deep purple.

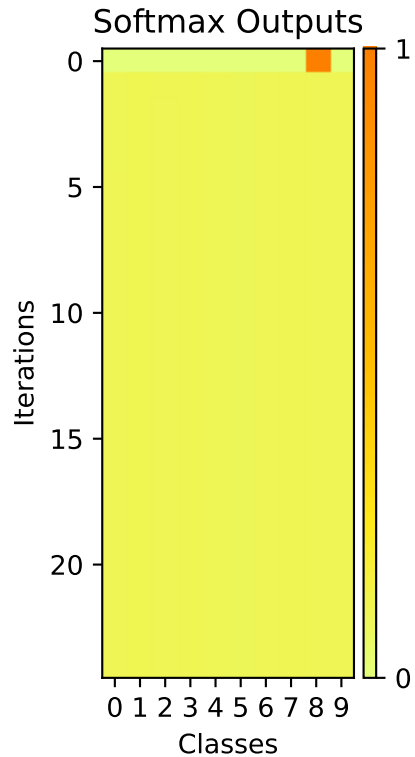
Image



Softmax Outputs



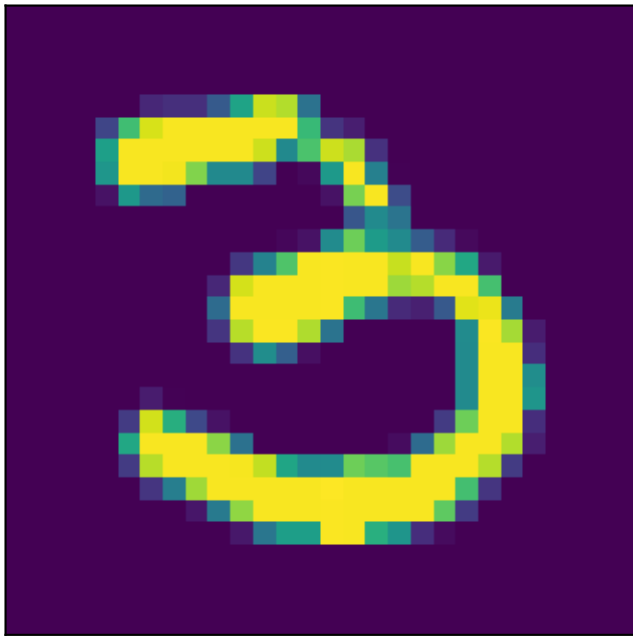
A large, pixelated yellow number 5 is centered on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. The color of the number is a bright yellow, and the background is a deep, dark purple.



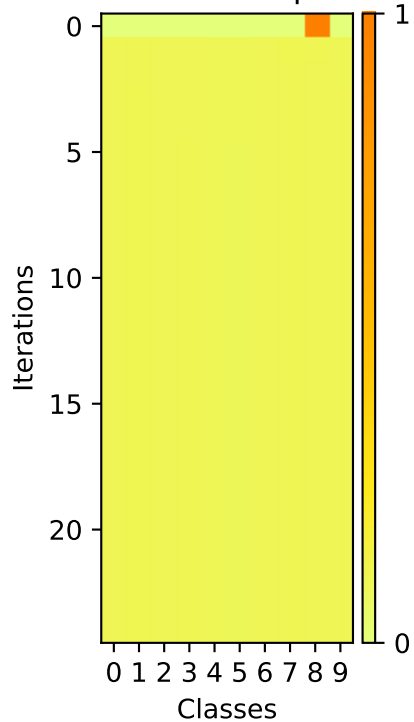
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, distinct pixels in shades of yellow, light green, and dark blue. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in loss starting around iteration 15, reaching a peak of 1.0 by iteration 18.

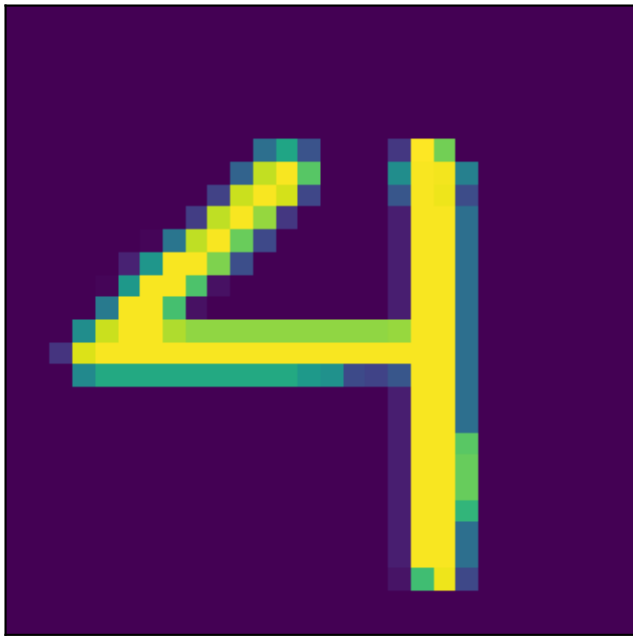
Image



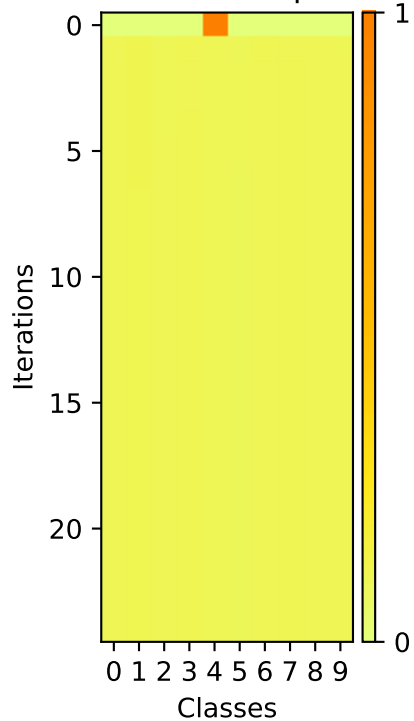
Softmax Outputs



Image



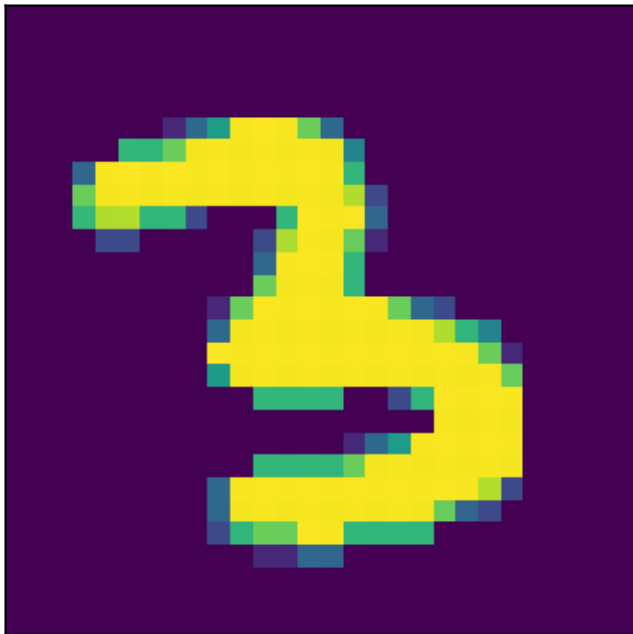
Softmax Outputs



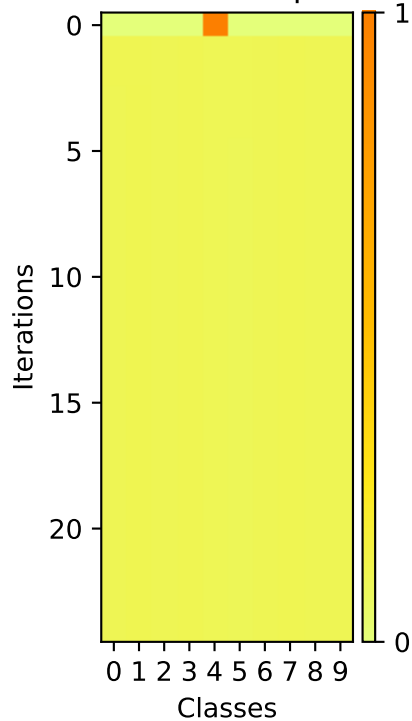
A pixelated, low-resolution image of a yellow and green L-shaped object, resembling a stylized letter 'L' or a corner bracket, set against a dark purple background. The object is composed of several small squares in shades of yellow, green, and blue, forming a shape that is roughly L-shaped with some internal detail and a small protrusion on the left side.

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, ranging from 0 (yellow) to 1 (red). The distribution starts concentrated on class 1 at iteration 0 and shifts to class 0 by iteration 20.

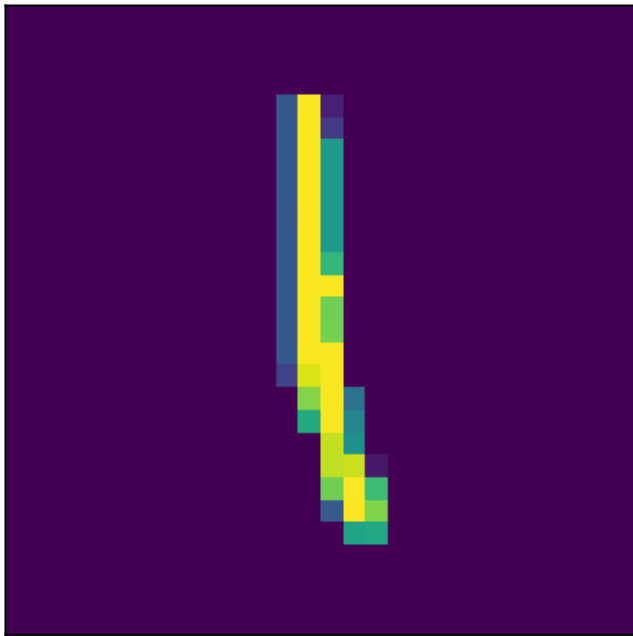
Image



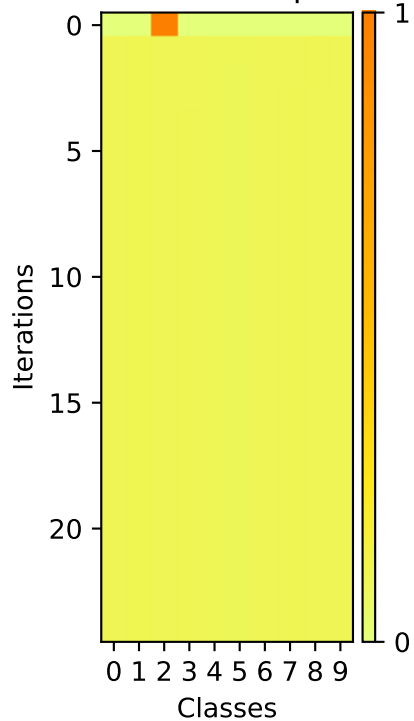
Softmax Outputs



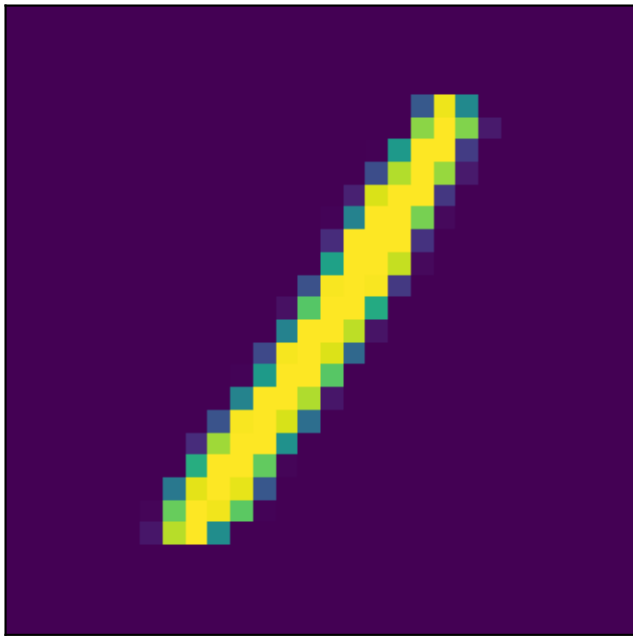
Image



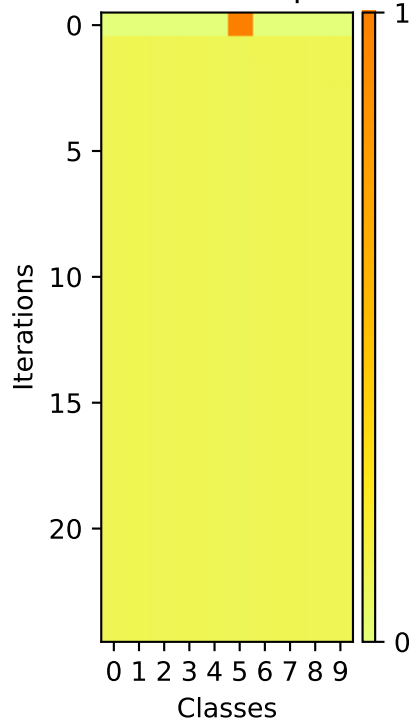
Softmax Outputs



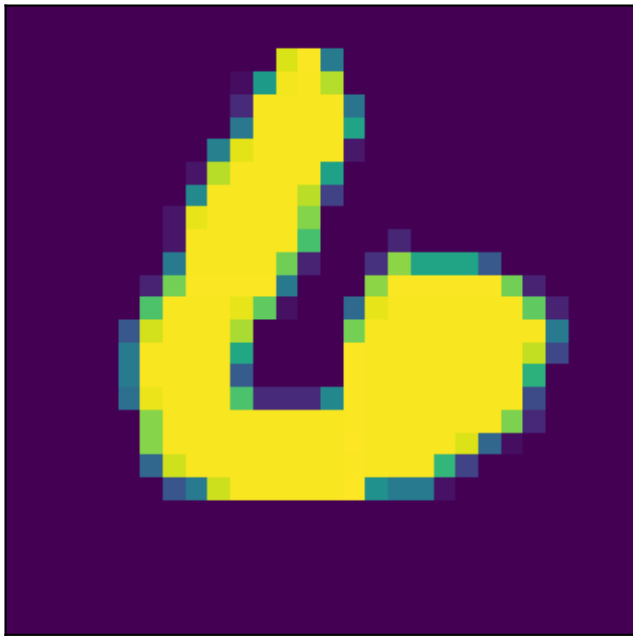
Image



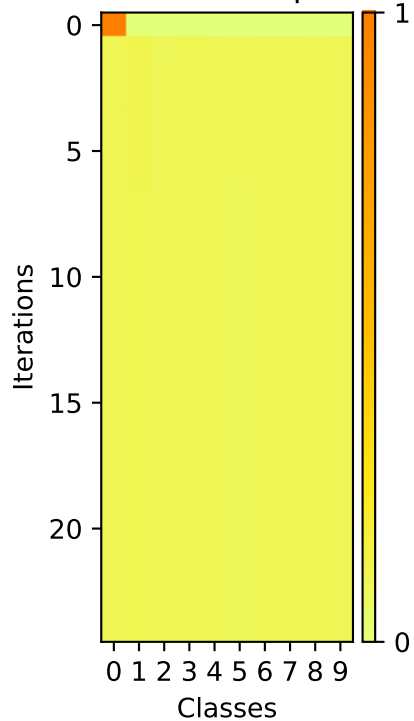
Softmax Outputs



Image



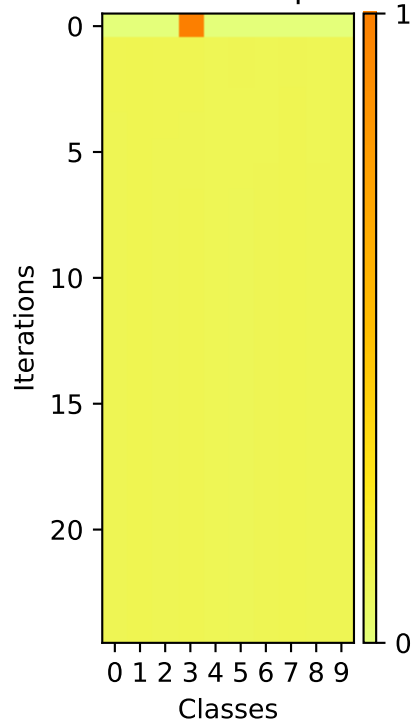
Softmax Outputs



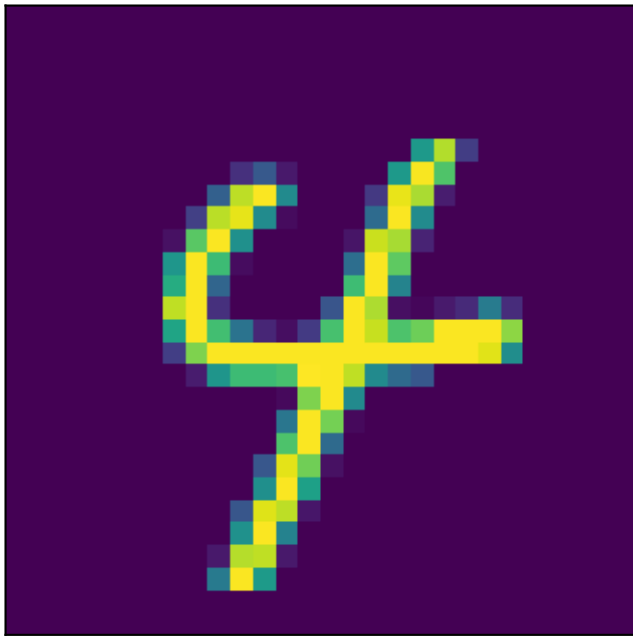
Image



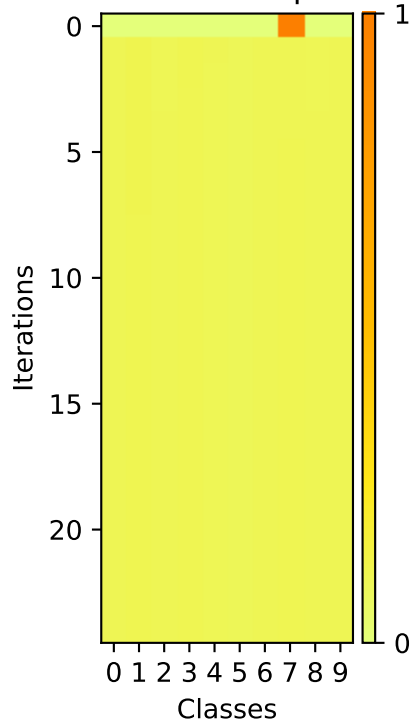
Softmax Outputs



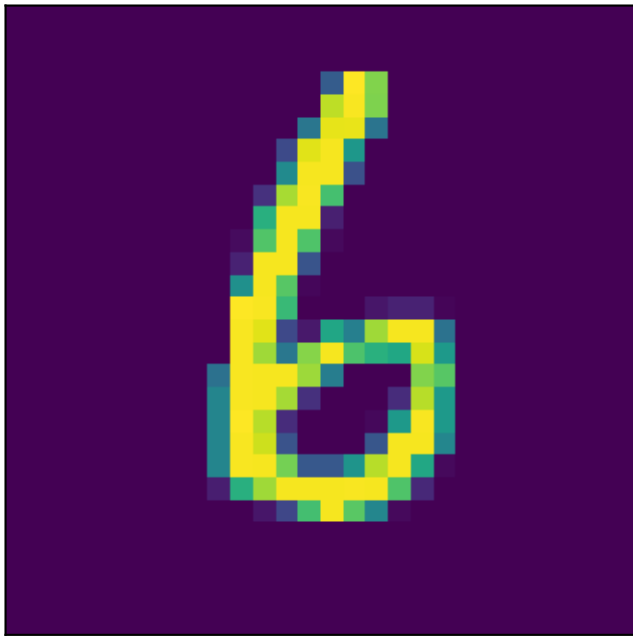
Image



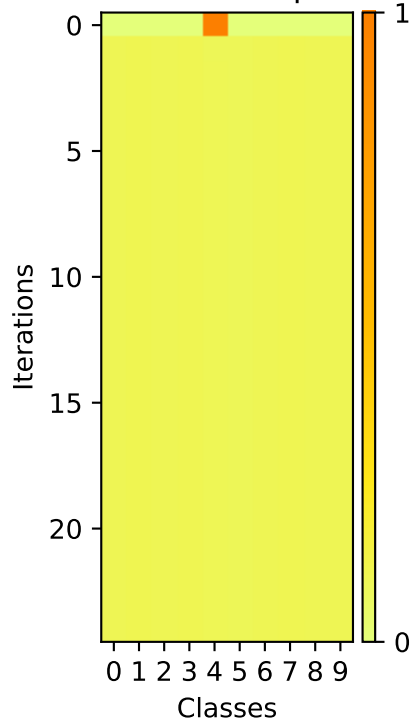
Softmax Outputs



Image

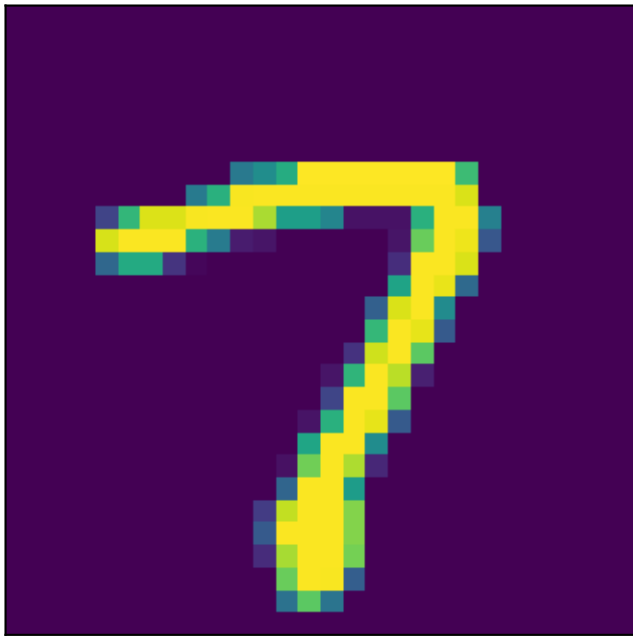


Softmax Outputs

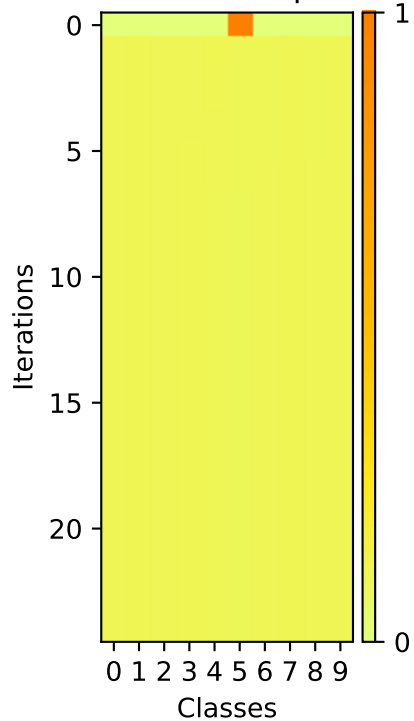


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares, giving it a blocky appearance. It features a horizontal bar at the top, a vertical stem, and a curved, hook-like bottom. The colors are primarily yellow and orange, with some darker, brownish tones at the edges. The overall style is reminiscent of early digital art or a low-quality scan of a graphic.

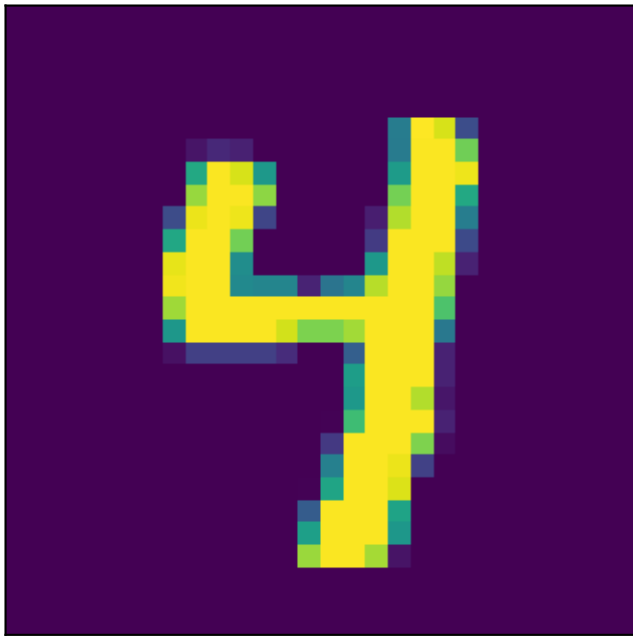
Image



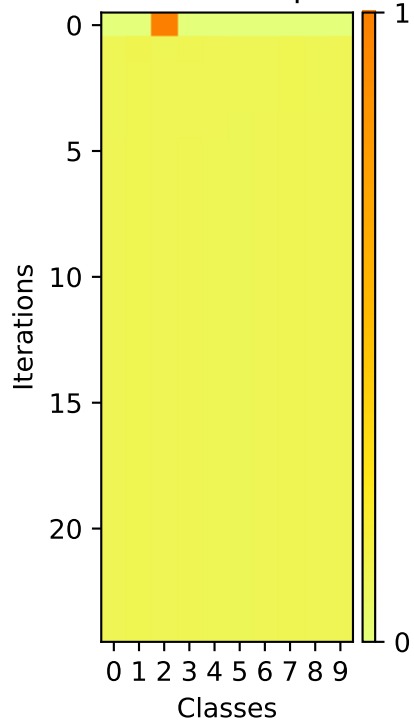
Softmax Outputs



Image



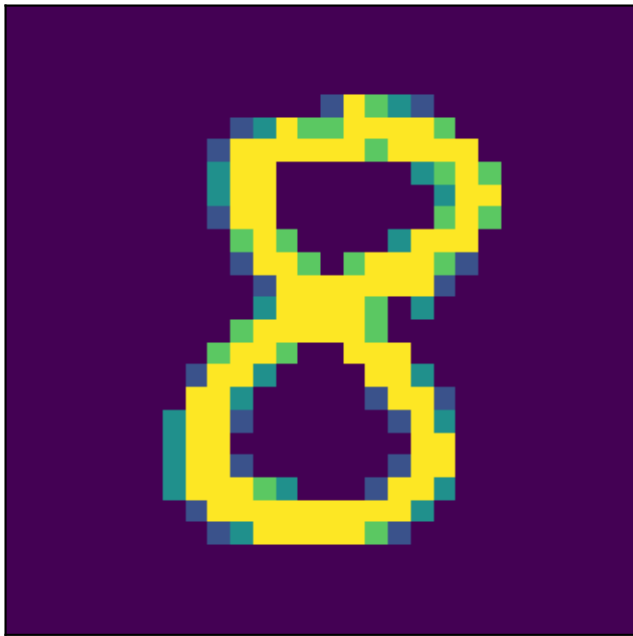
Softmax Outputs



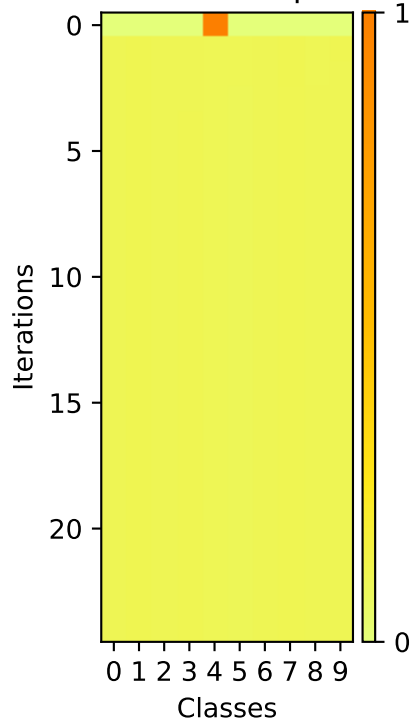
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a thick, blocky stem and a circular head with a small hook at the bottom. The pixels are in shades of yellow, light green, and dark blue, giving it a retro, digital appearance.

This heatmap visualizes the confusion matrix at each iteration from 0 to 20. The x-axis represents the target classes (0-9), and the y-axis represents the iterations. The color scale on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (dark orange). The matrix shows that for most classes, the confusion remains low (yellow) throughout the iterations. However, there is a notable increase in confusion for class 1 at iteration 0, indicated by a dark orange square. As iterations progress, the matrix for most classes stabilizes to a uniform yellow color, suggesting low confusion.

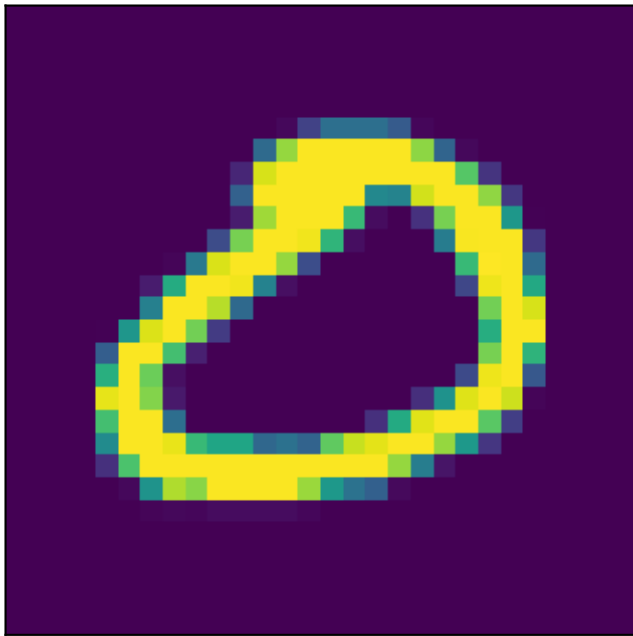
Image



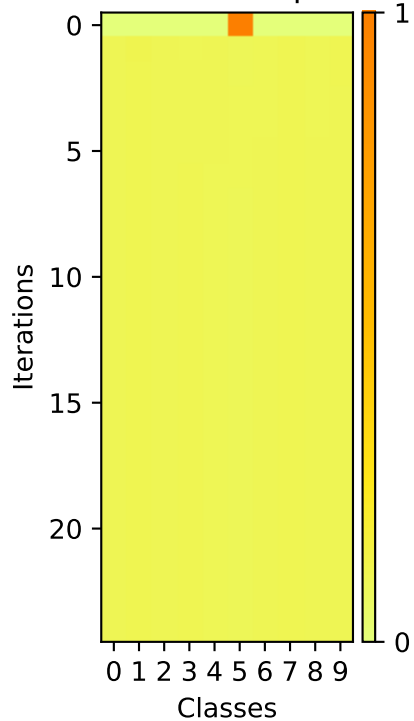
Softmax Outputs



Image



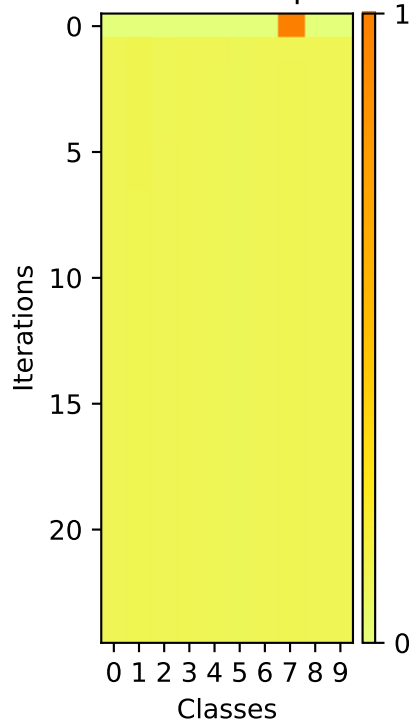
Softmax Outputs



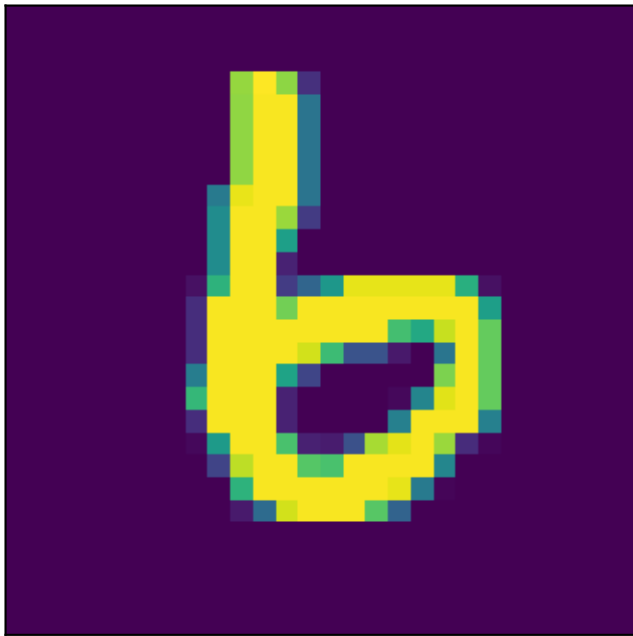
Image



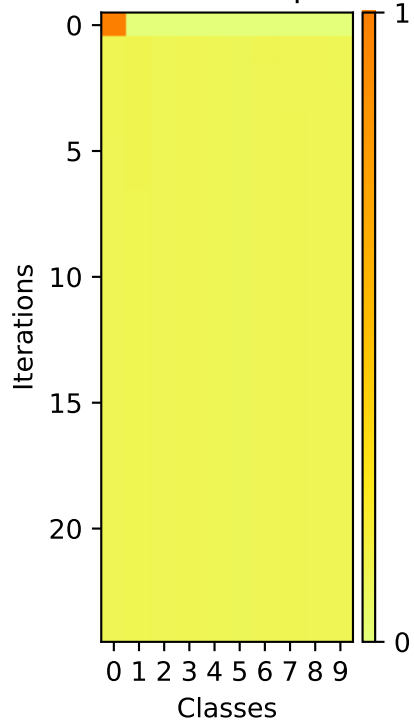
Softmax Outputs



Image



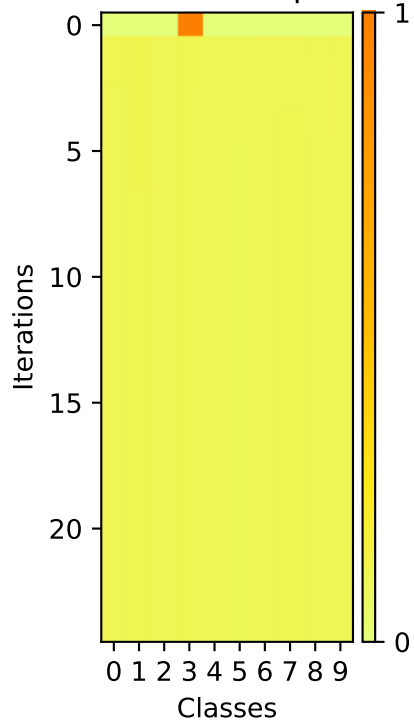
Softmax Outputs



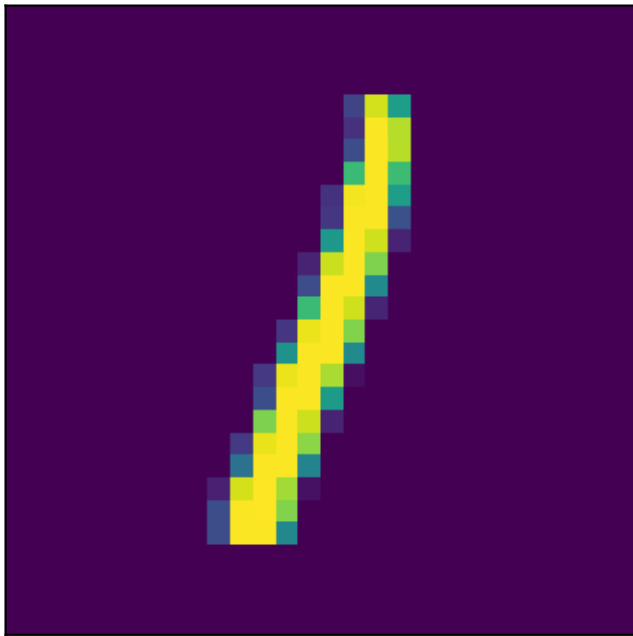
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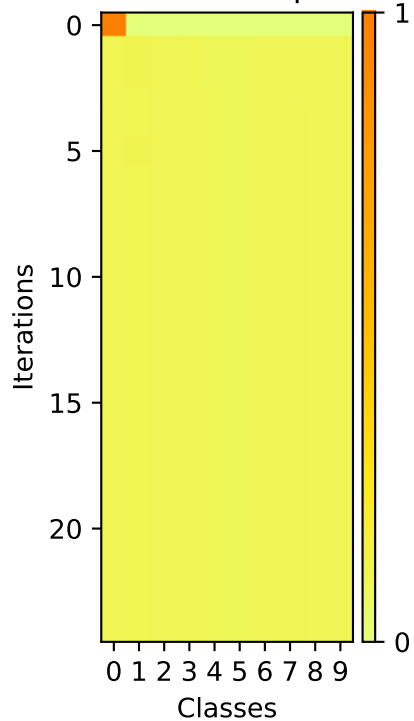
Softmax Outputs



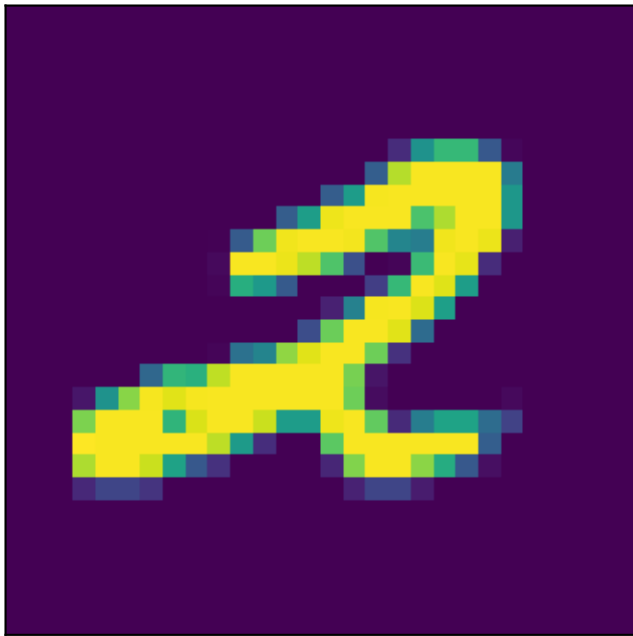
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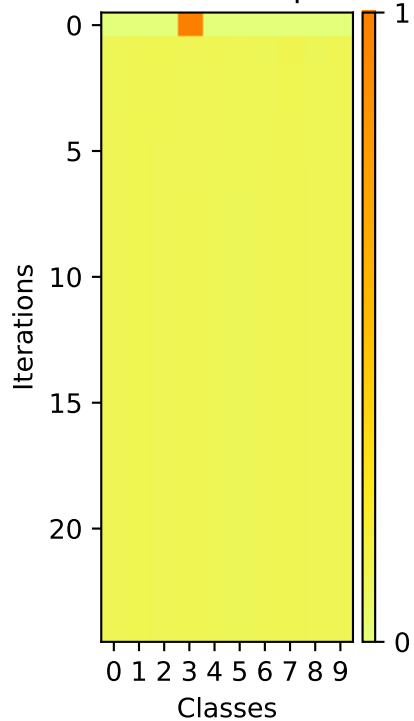
Softmax Outputs



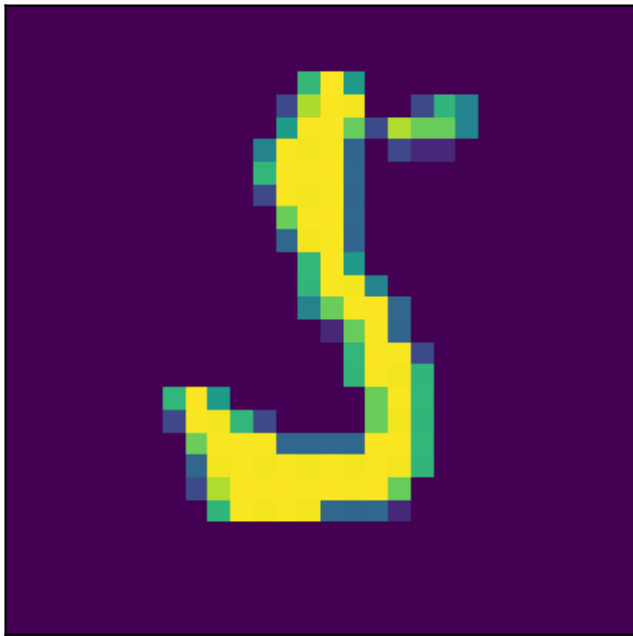
Image



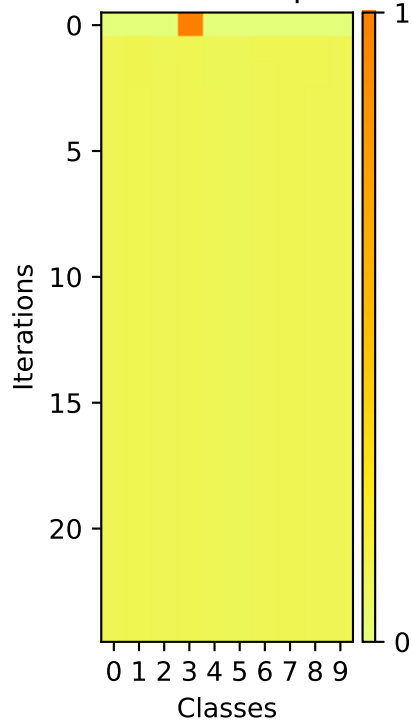
Softmax Outputs



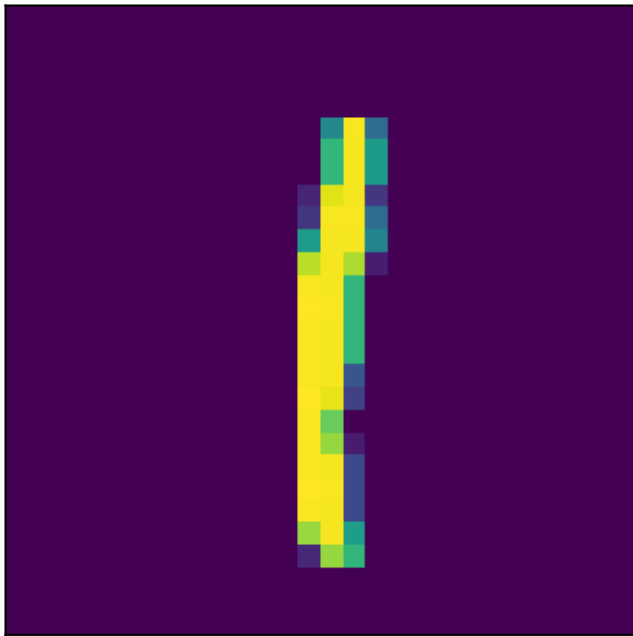
Image



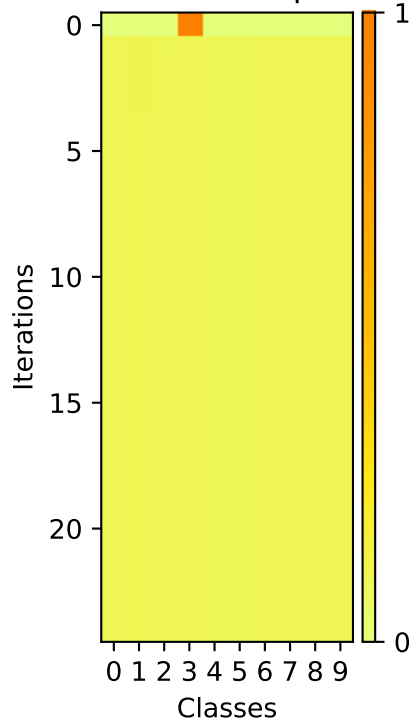
Softmax Outputs



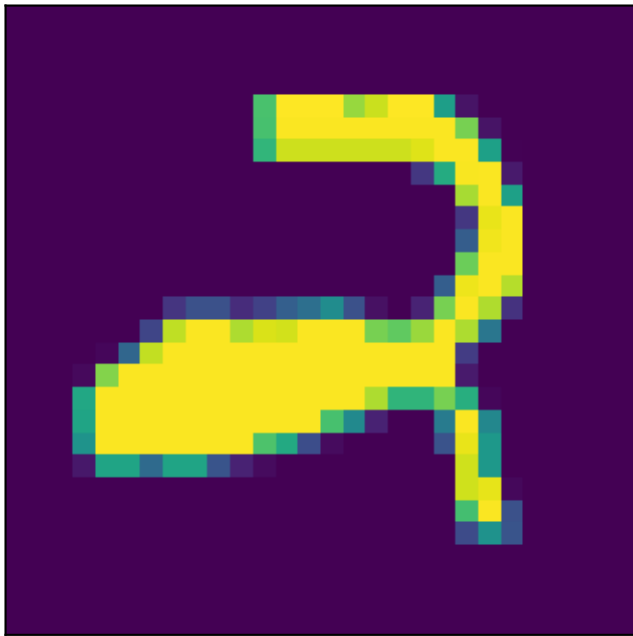
Image



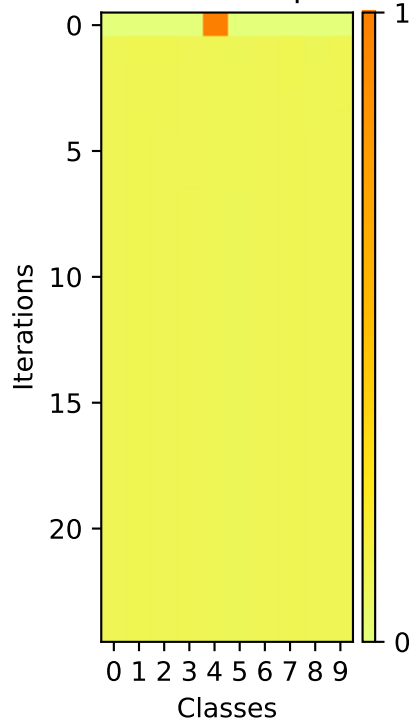
Softmax Outputs



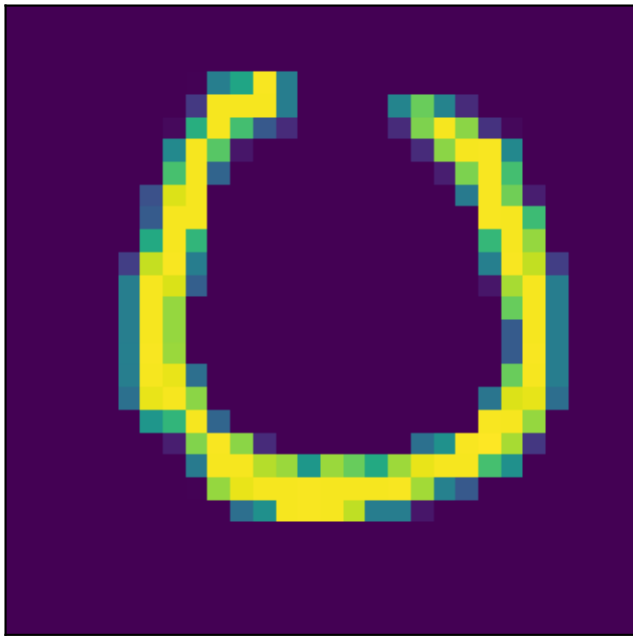
Image



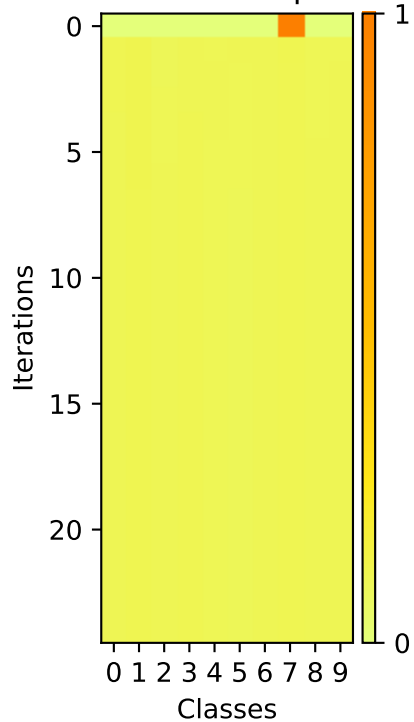
Softmax Outputs



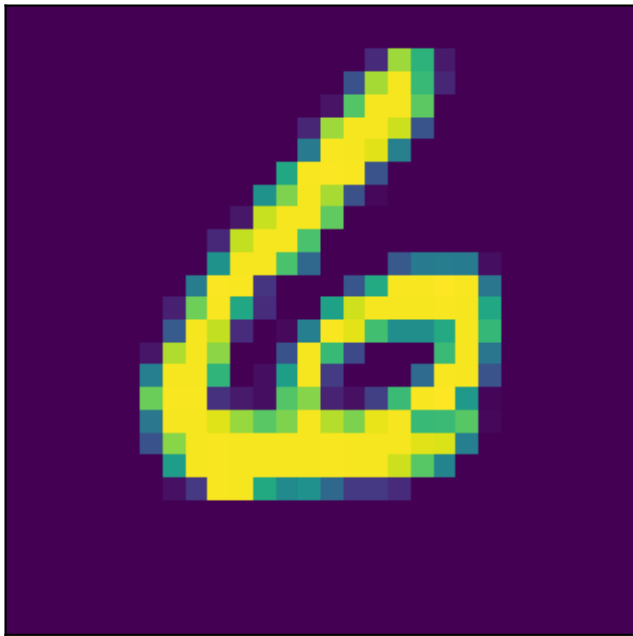
Image



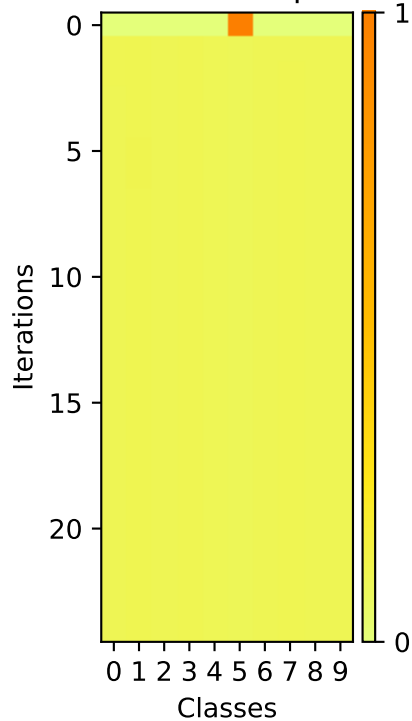
Softmax Outputs



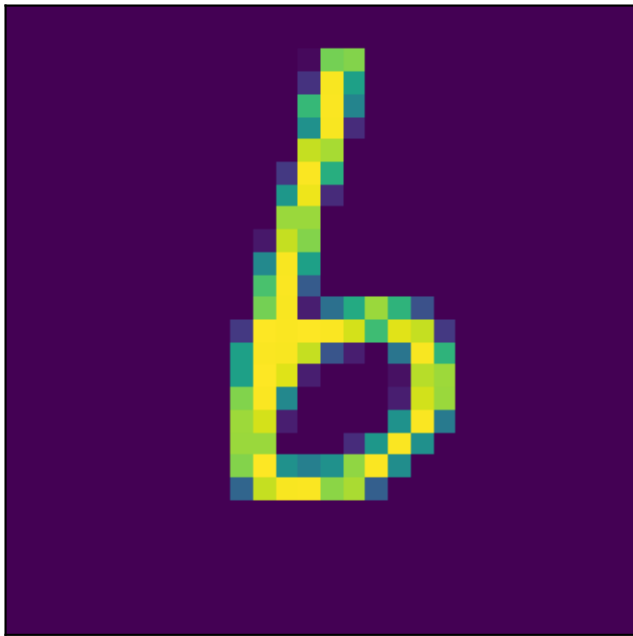
Image



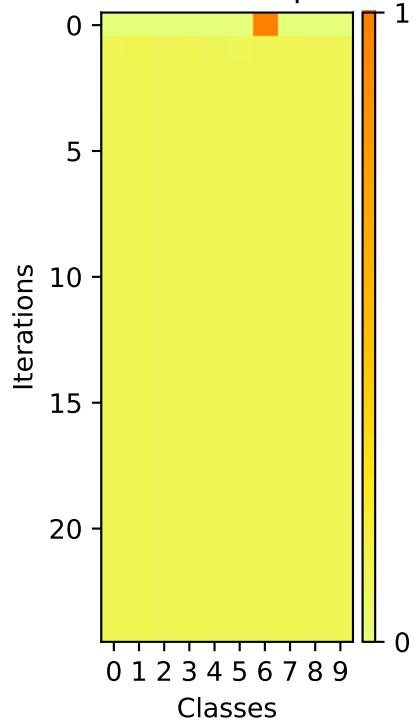
Softmax Outputs



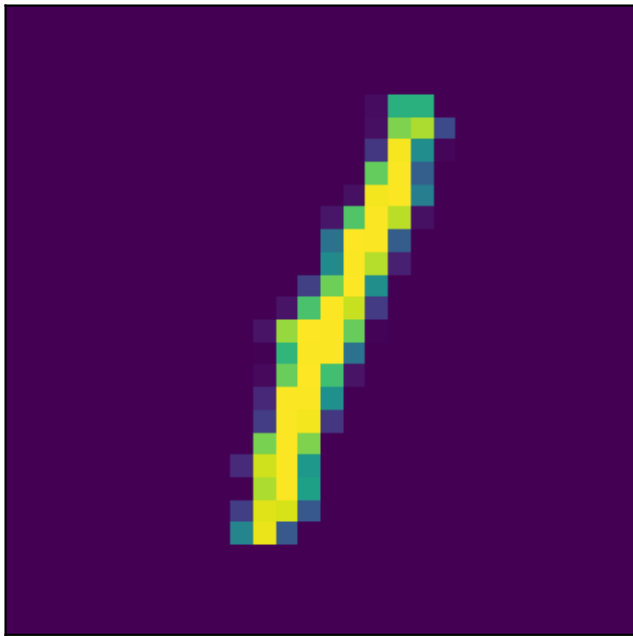
Image



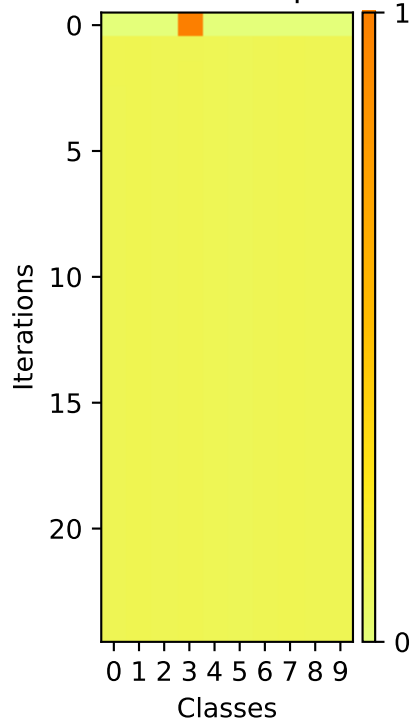
Softmax Outputs



Image



Softmax Outputs



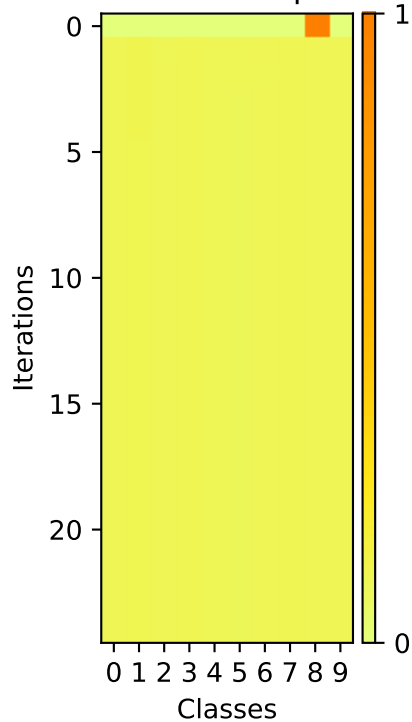
A pixelated ring shape composed of yellow and green pixels, set against a dark purple background. The ring is approximately 100x100 pixels in size and has a thick, irregular border.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates values from 0 (light yellow) to 1 (dark orange). A small dark orange square is visible at iteration 0, class 2.

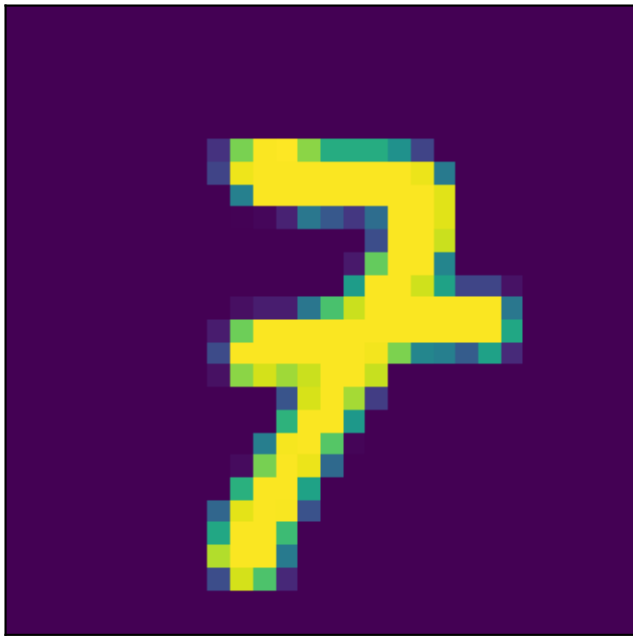
Image



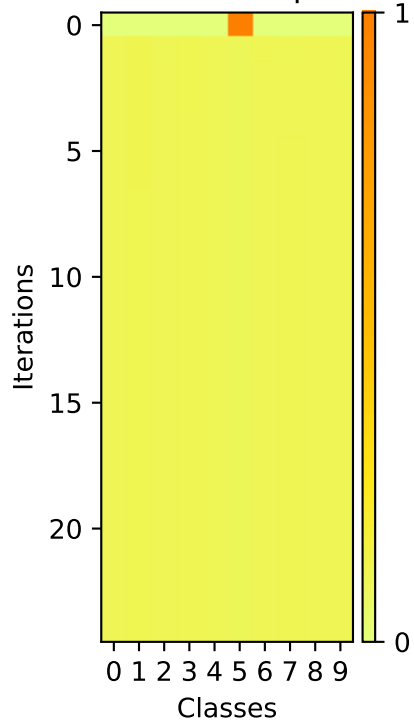
Softmax Outputs



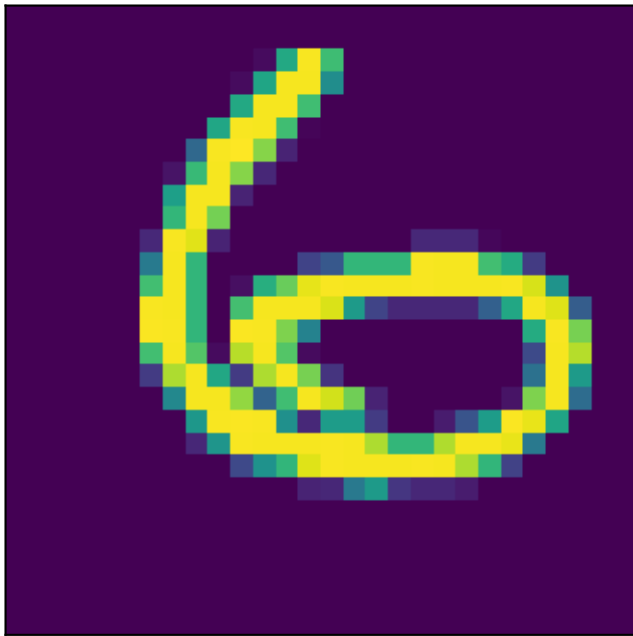
Image



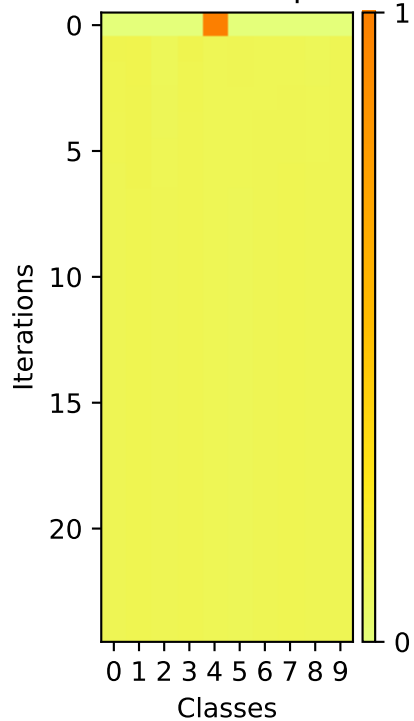
Softmax Outputs



Image



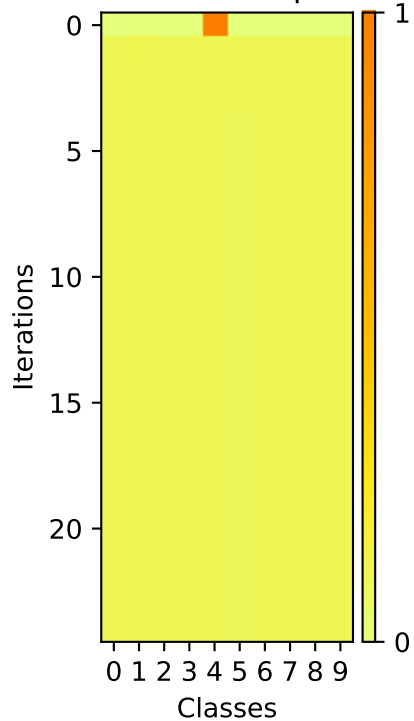
Softmax Outputs



Image

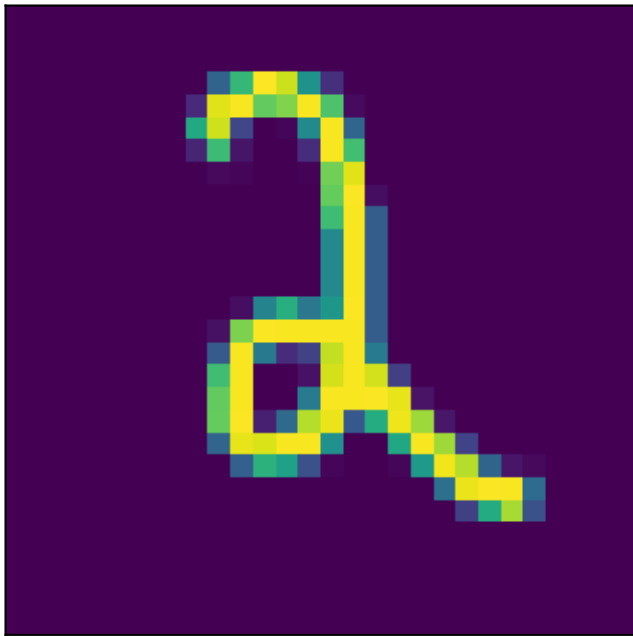


Softmax Outputs

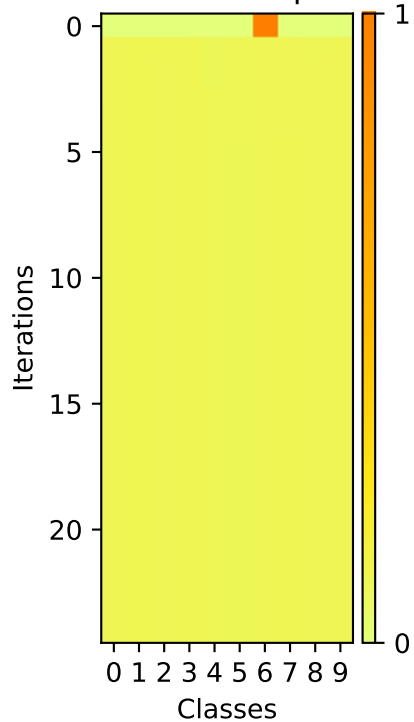


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow or a slightly different shade of yellow, giving it a textured, blocky appearance. The background is a solid, deep purple.

Image

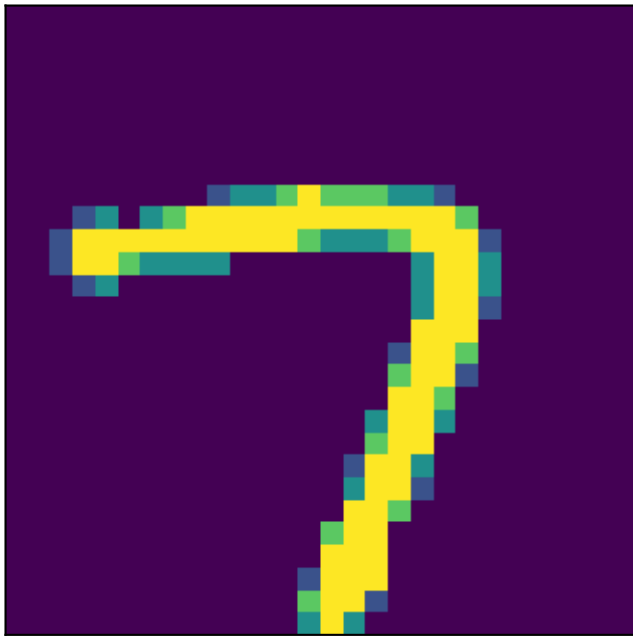


Softmax Outputs

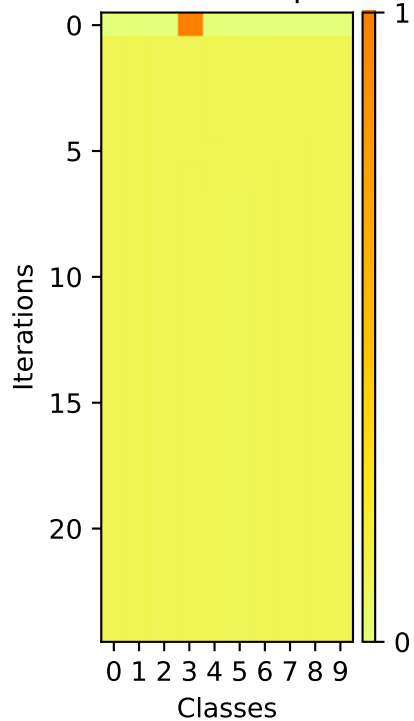


A pixelated yellow number 8 on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a hand-drawn or digital art appearance. It is centered in the upper half of the image.

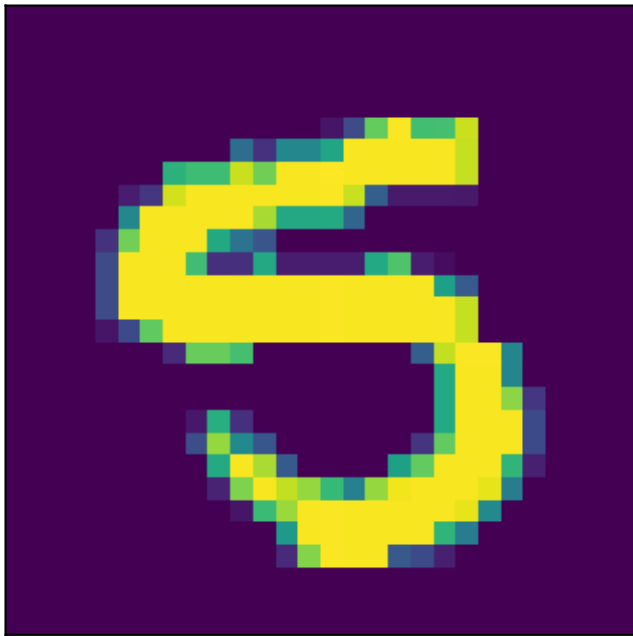
Image



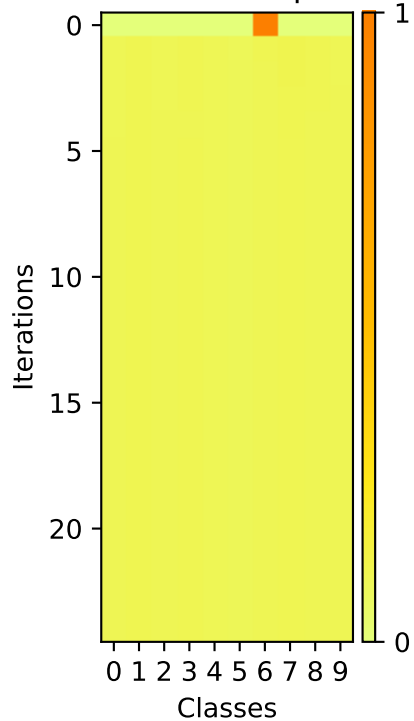
Softmax Outputs



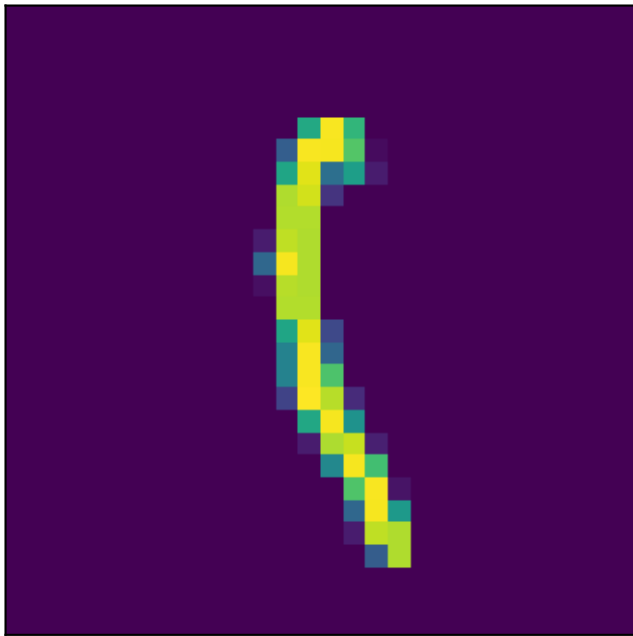
Image



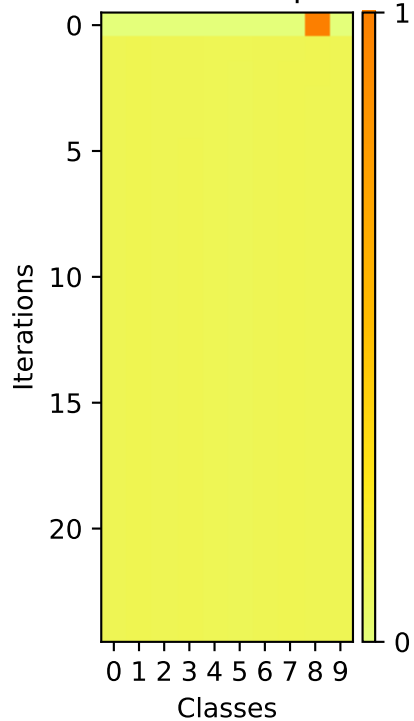
Softmax Outputs



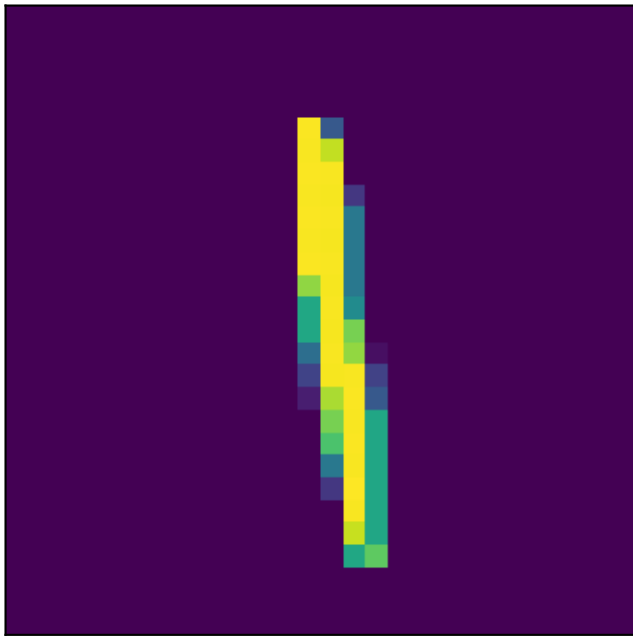
Image



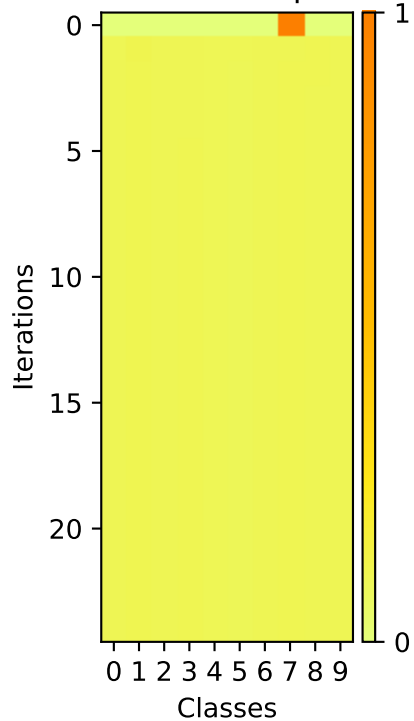
Softmax Outputs



Image



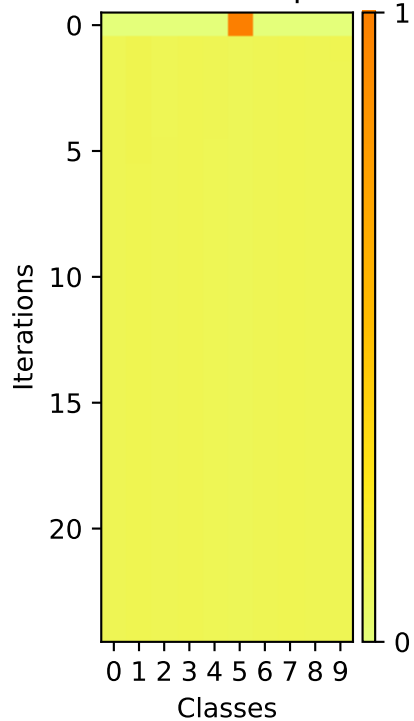
Softmax Outputs



Image



Softmax Outputs

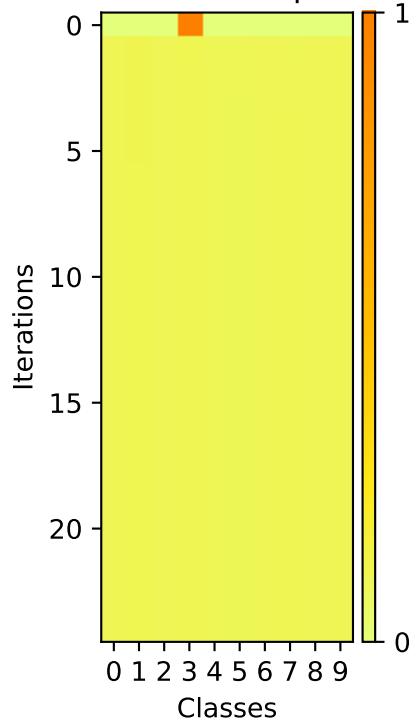


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (red). Class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

Image



Softmax Outputs

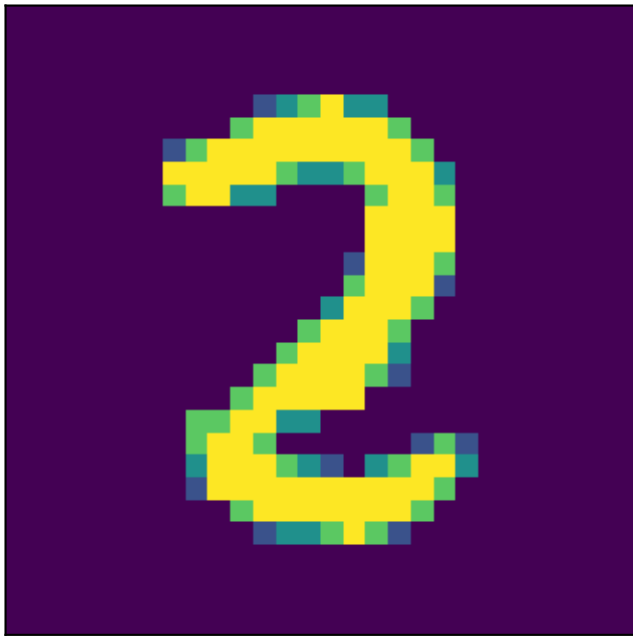


A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The figure-eight is centered and oriented vertically.

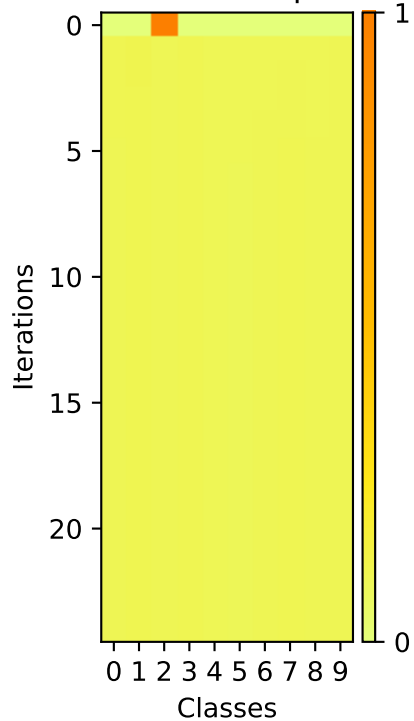
A pixelated, low-resolution image of a yellow and blue figure, possibly a stylized letter or logo, set against a dark purple background. The figure is composed of yellow and light blue pixels, with a darker blue outline. It has a vertical stem on the left, a horizontal bar at the top, and a curved, hook-like shape on the right side. The overall appearance is that of a low-quality digital graphic or a heavily compressed image.


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

Image



Softmax Outputs



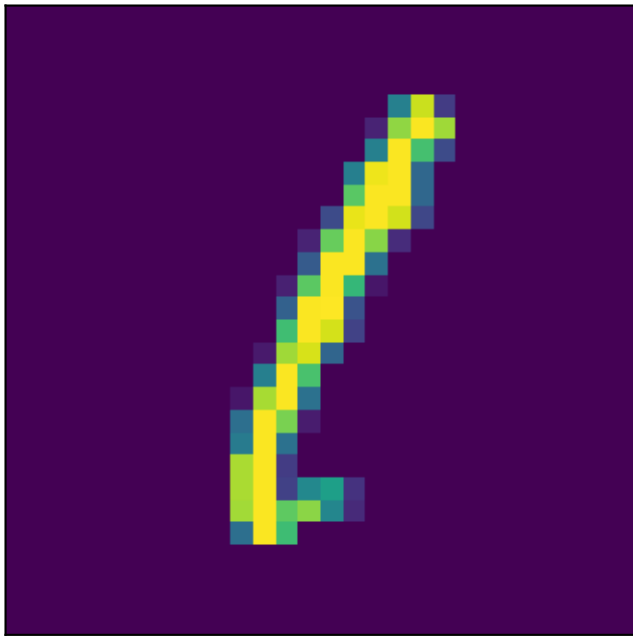
A pixelated yellow lightning bolt with a black outline, set against a black background. The lightning bolt is stylized and jagged, pointing downwards and to the right.

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

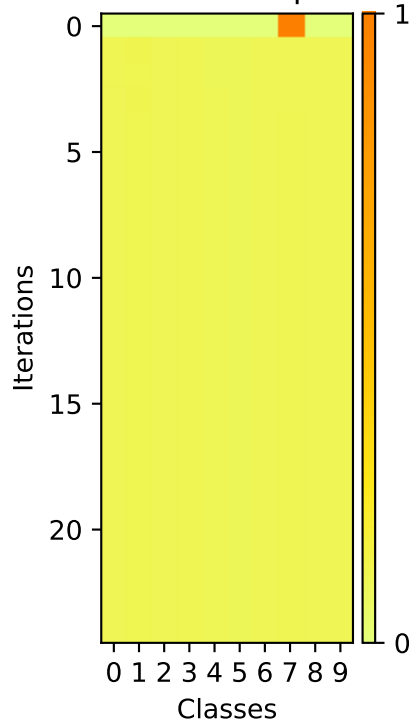
A pixelated, low-resolution image of a yellow and blue object, possibly a stylized letter or logo, set against a dark purple background. The object has a yellow body with blue and green accents, particularly around the edges and in the center. It resembles a stylized 'S' or a similar abstract shape.

A pixelated, low-resolution image of a yellow and green letter 'D' on a black background. The letter is composed of small squares in various shades of yellow, green, and blue, giving it a digital or retro aesthetic. The 'D' is slightly tilted and has a rough, hand-drawn appearance.

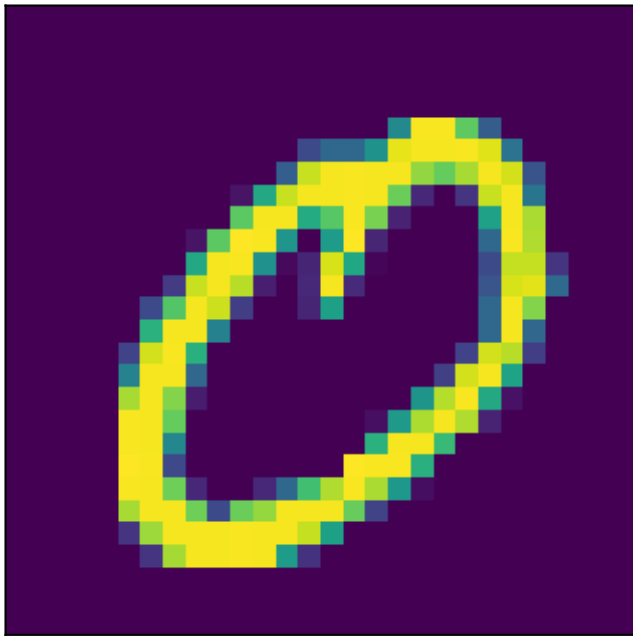
Image



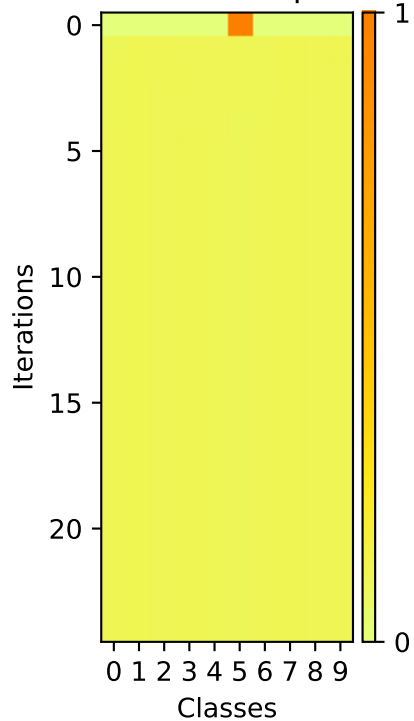
Softmax Outputs



Image



Softmax Outputs



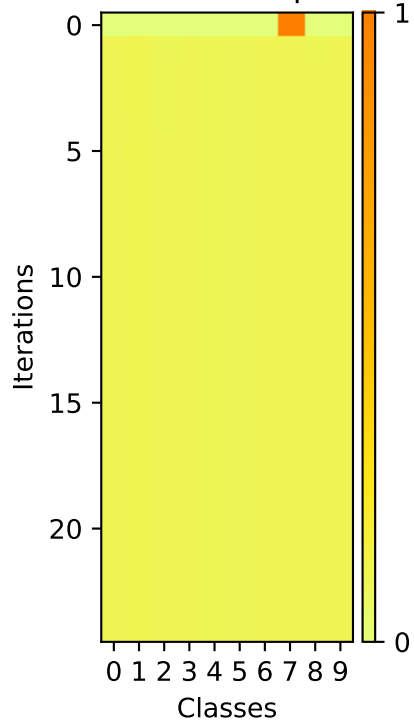
A pixelated, low-resolution image of the number 9. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (orange). The distribution is highly concentrated on Class 4, which reaches a probability of 1.0 by iteration 0. Other classes maintain a probability near 0.0 throughout the iterations.

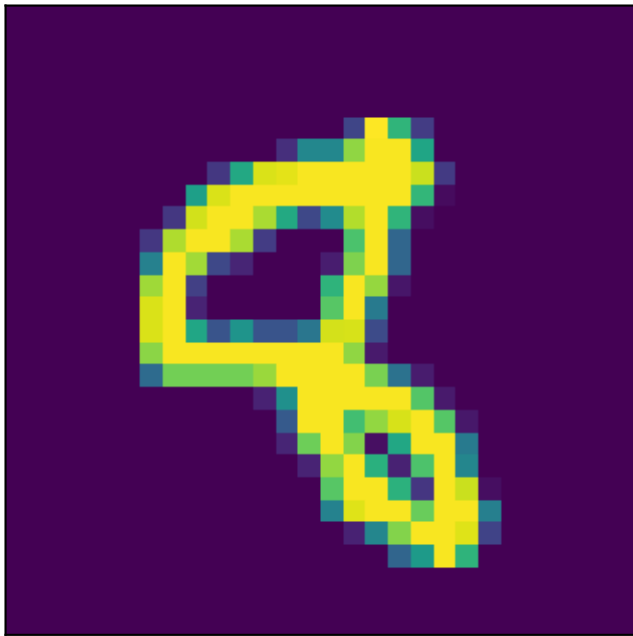
Image



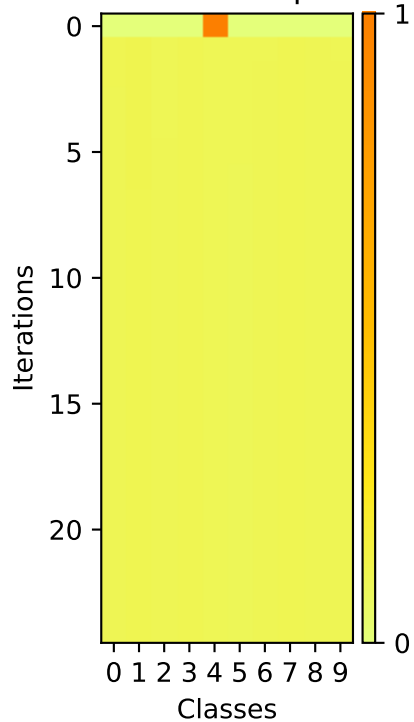
Softmax Outputs



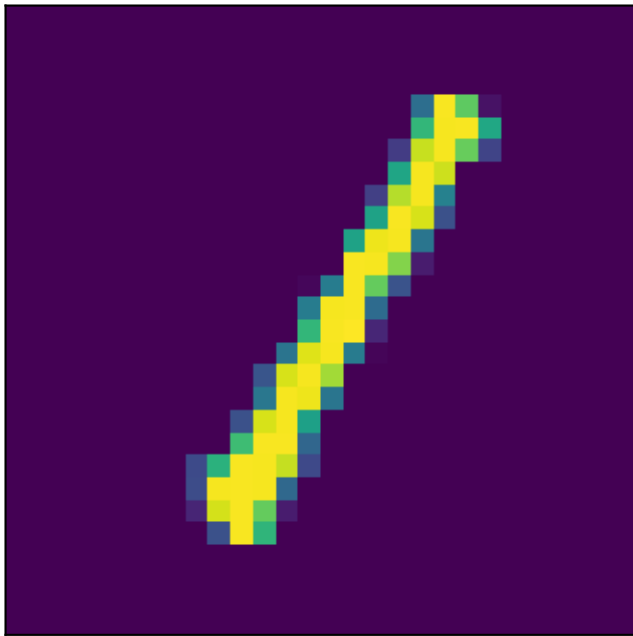
Image



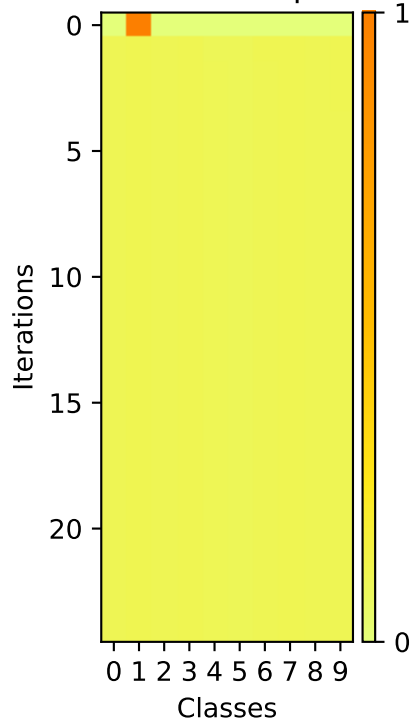
Softmax Outputs



Image



Softmax Outputs

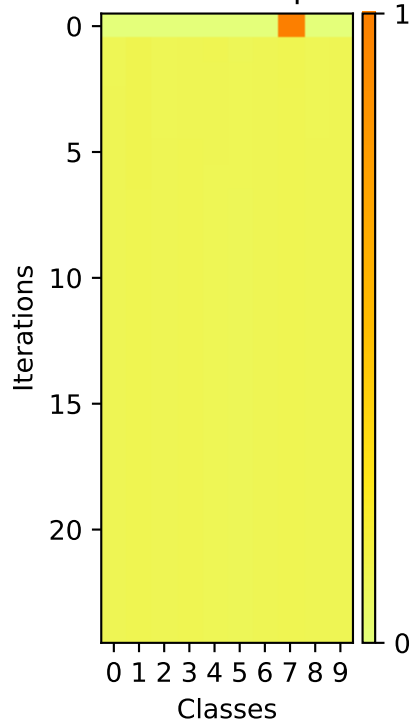


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange). The distribution starts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

Image



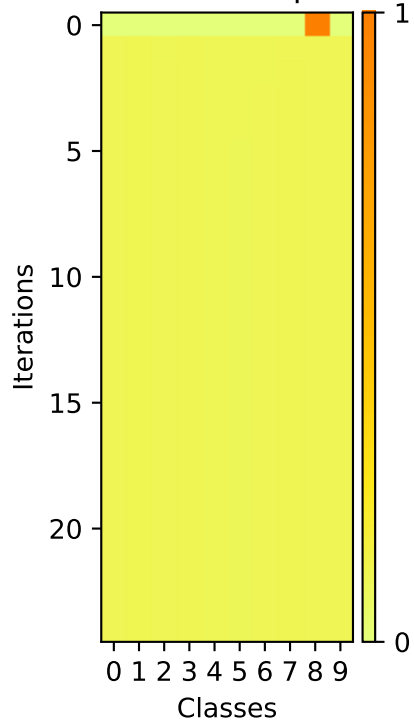
Softmax Outputs



Image



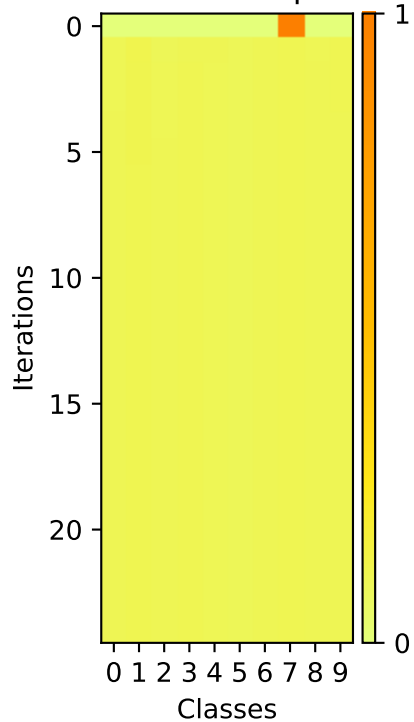
Softmax Outputs



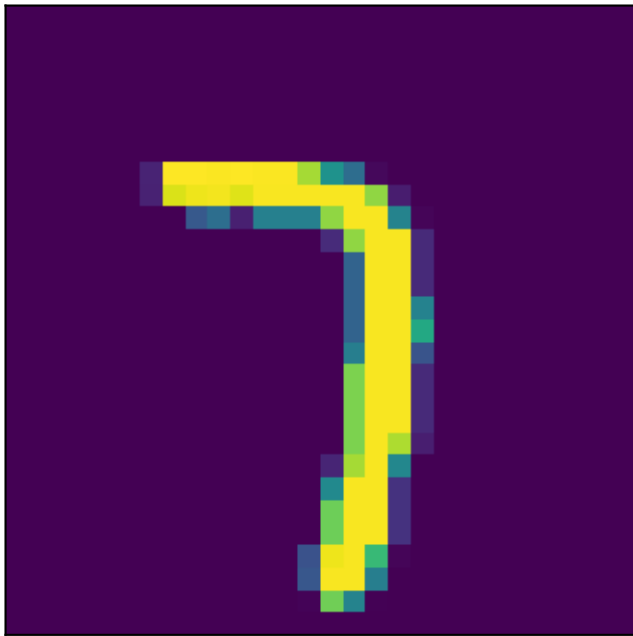
Image



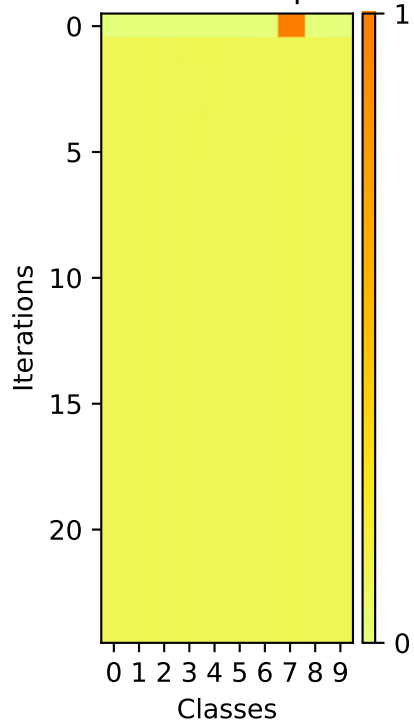
Softmax Outputs



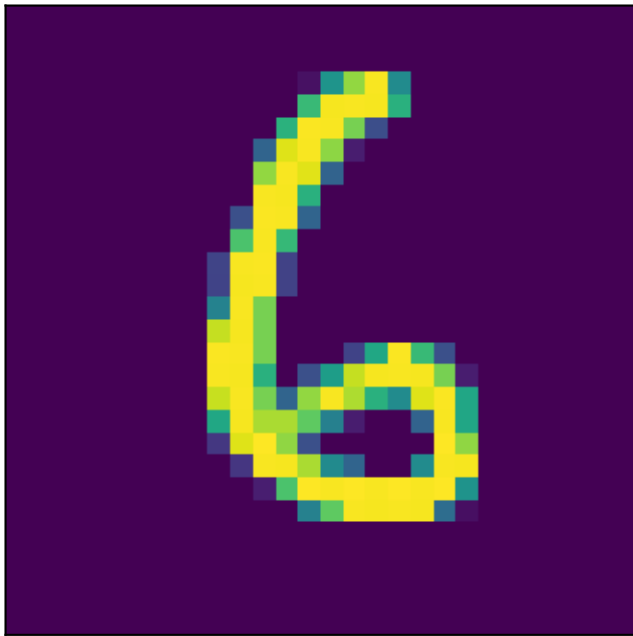
Image



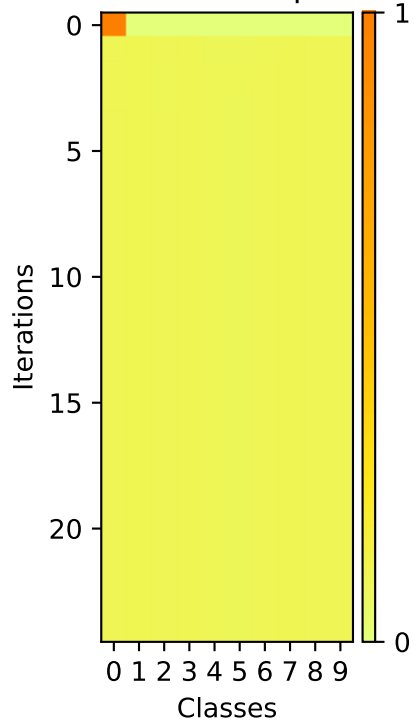
Softmax Outputs



Image



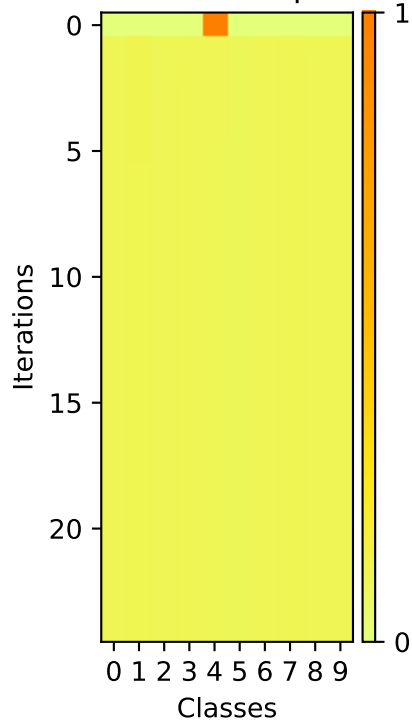
Softmax Outputs



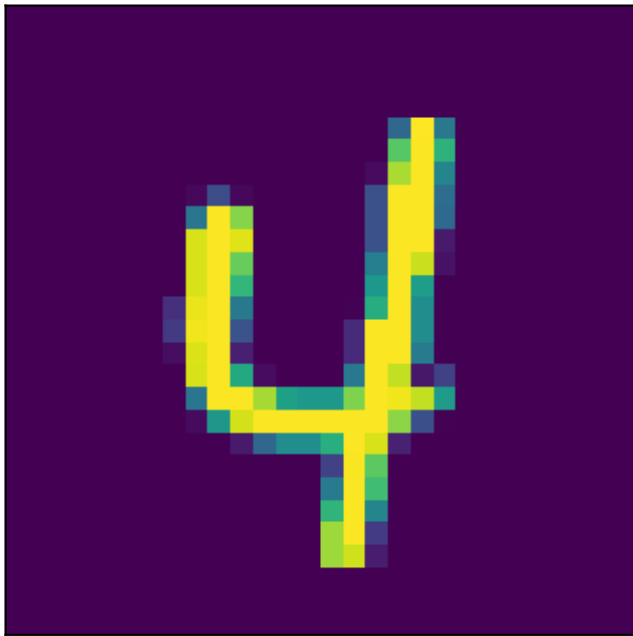
Image



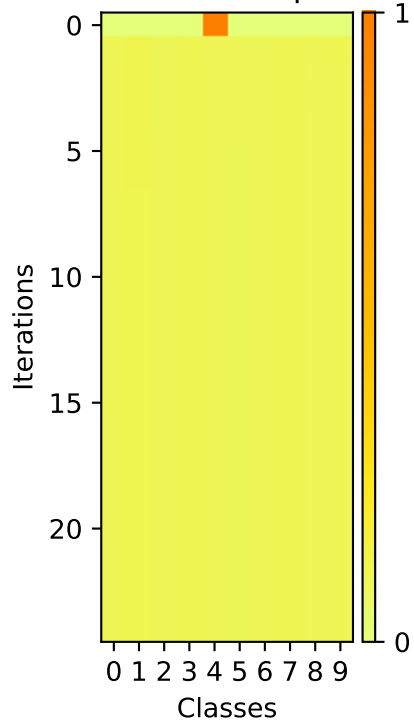
Softmax Outputs



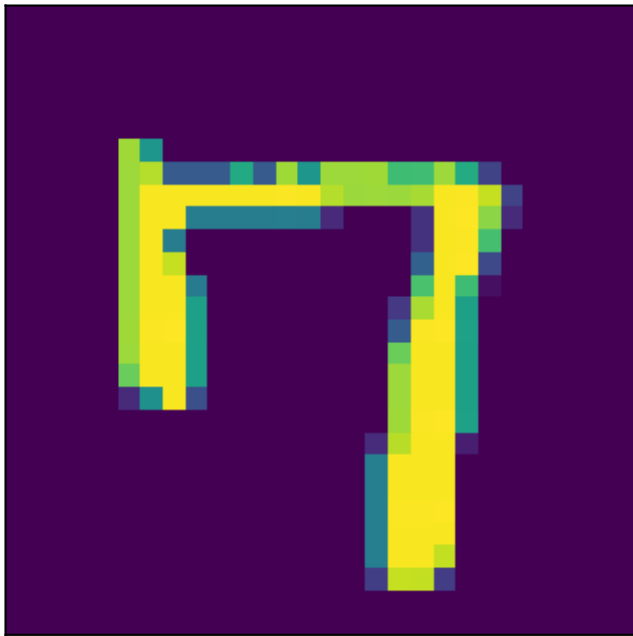
Image



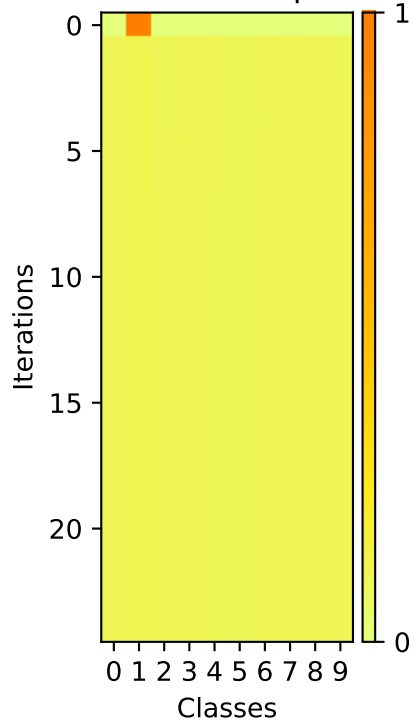
Softmax Outputs

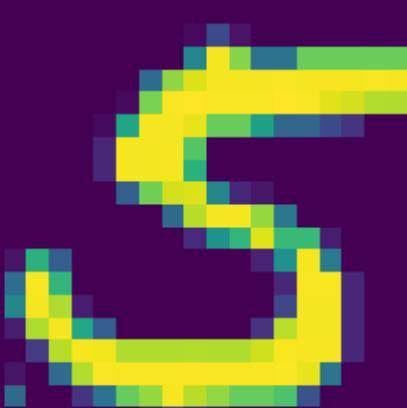


Image

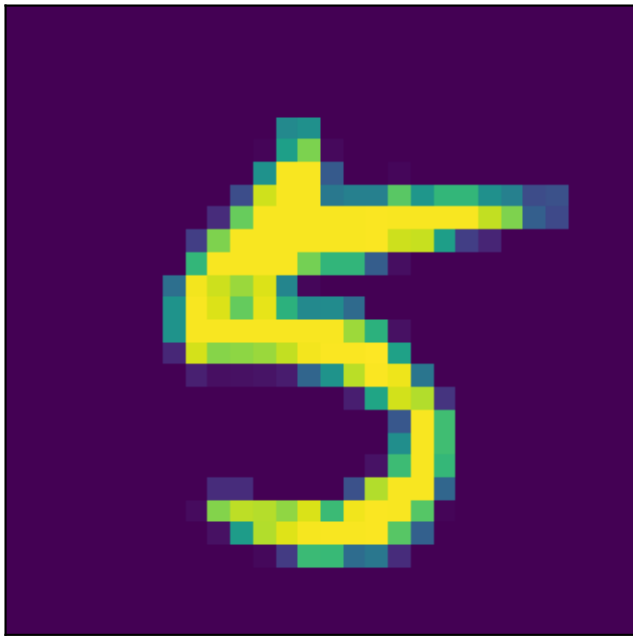


Softmax Outputs

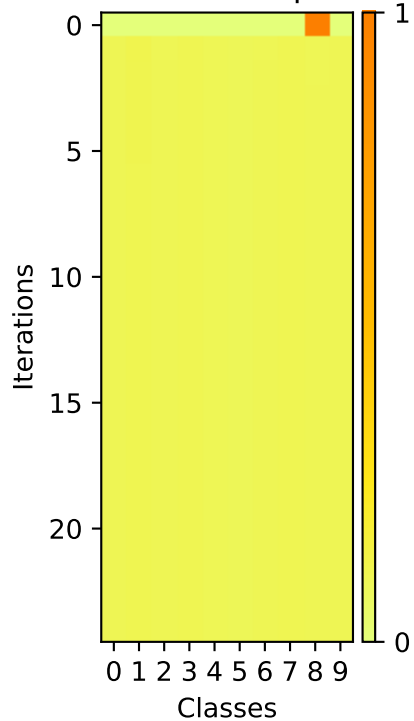




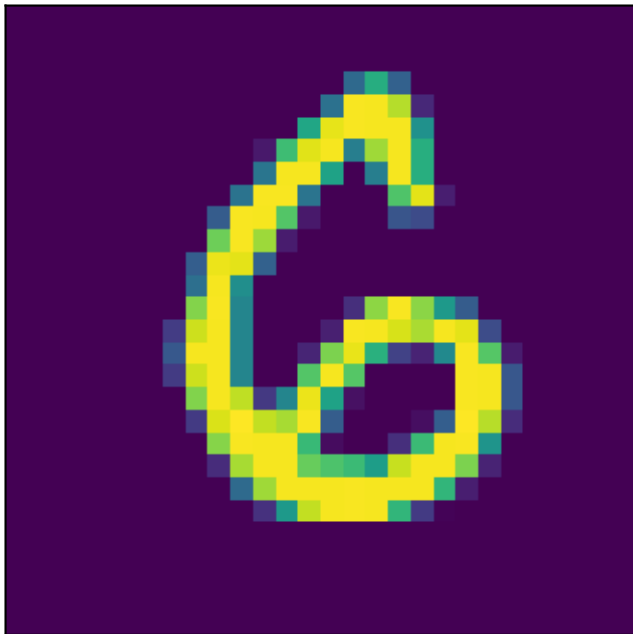
Image



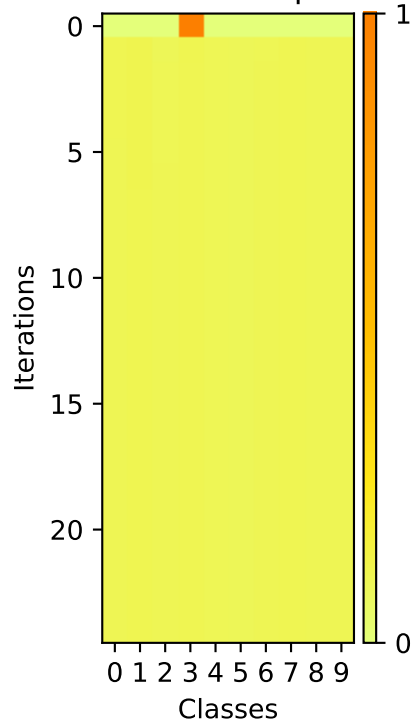
Softmax Outputs



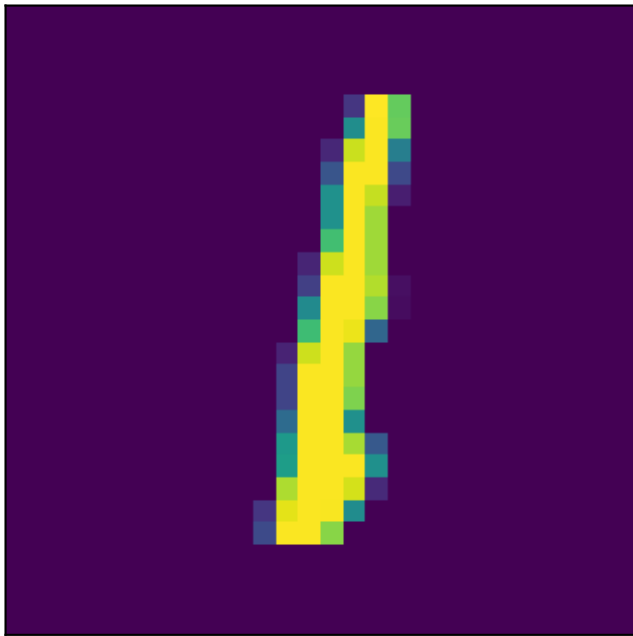
Image



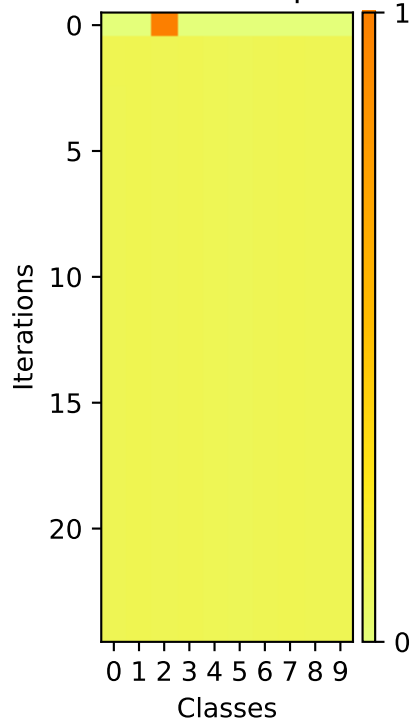
Softmax Outputs



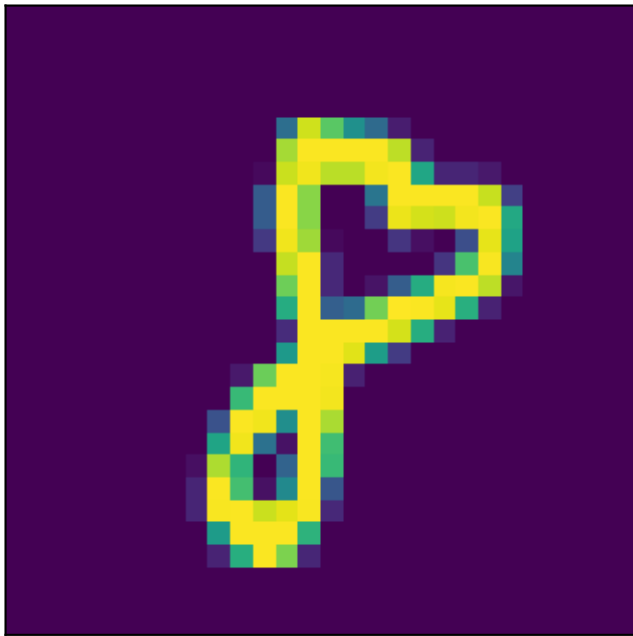
Image



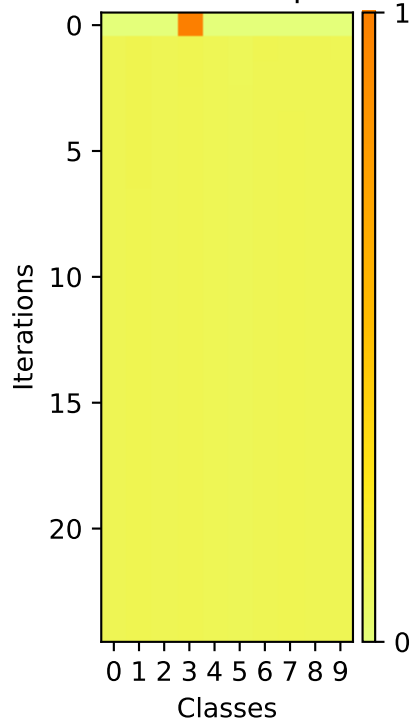
Softmax Outputs



Image



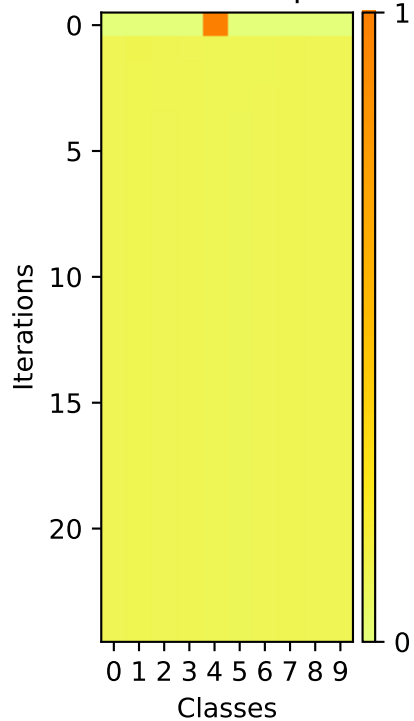
Softmax Outputs



Image



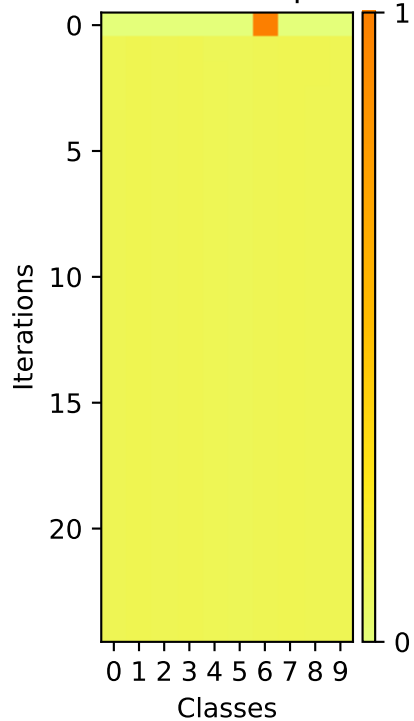
Softmax Outputs



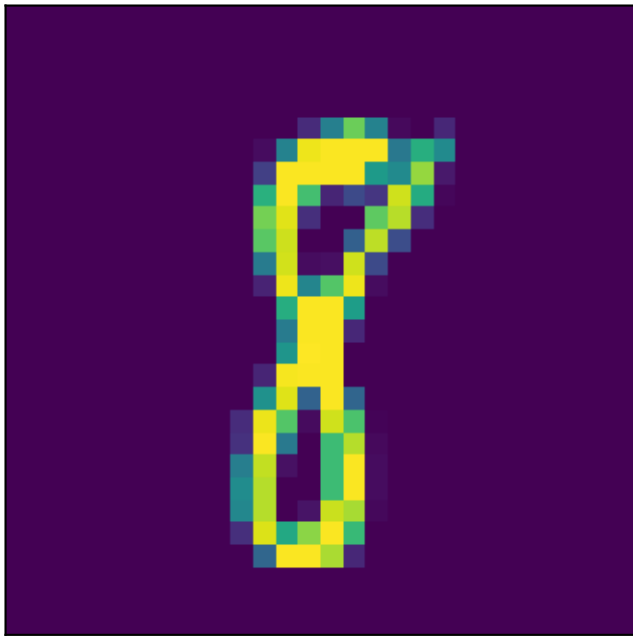
Image



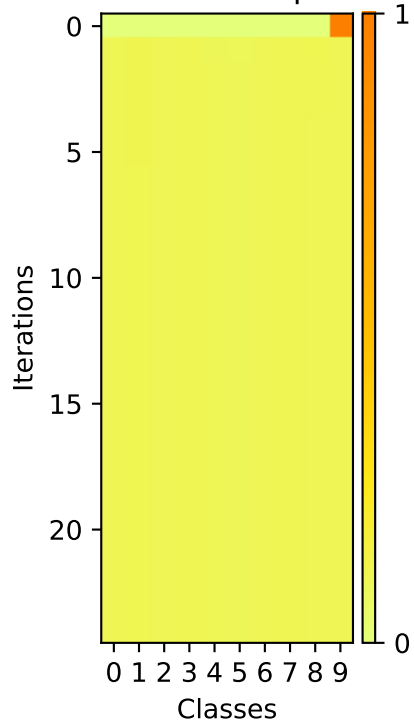
Softmax Outputs

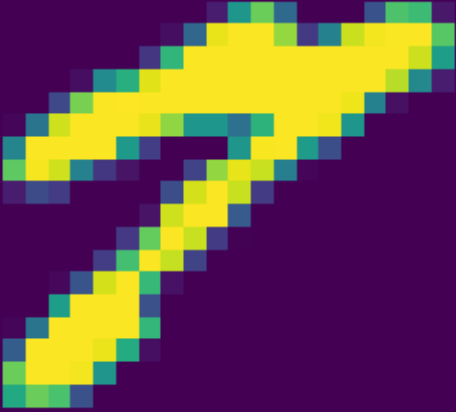


Image



Softmax Outputs

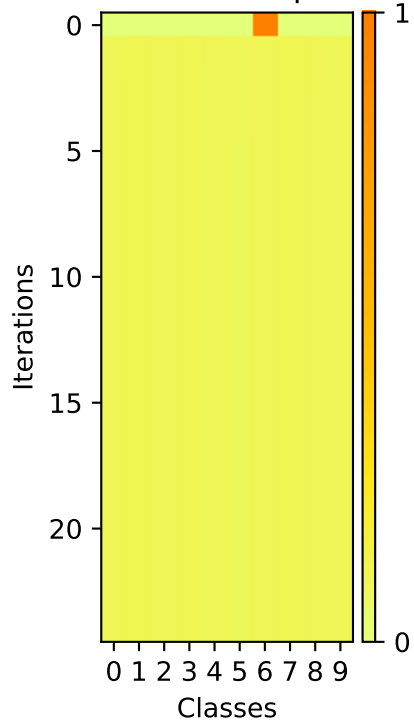




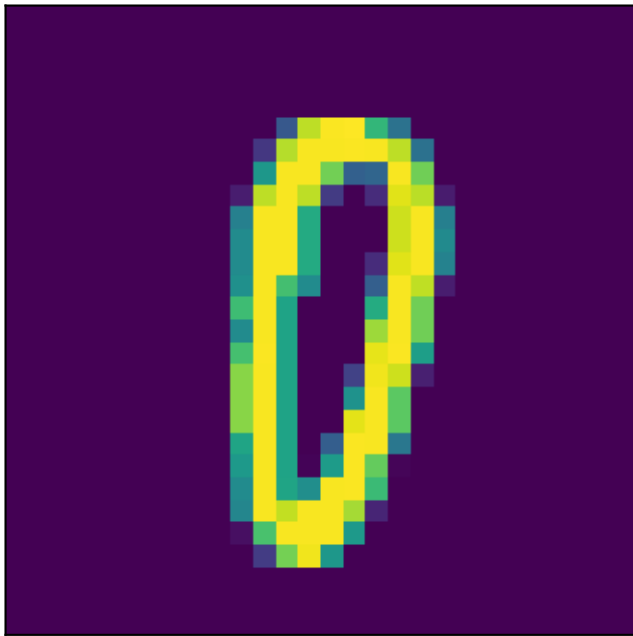
Image



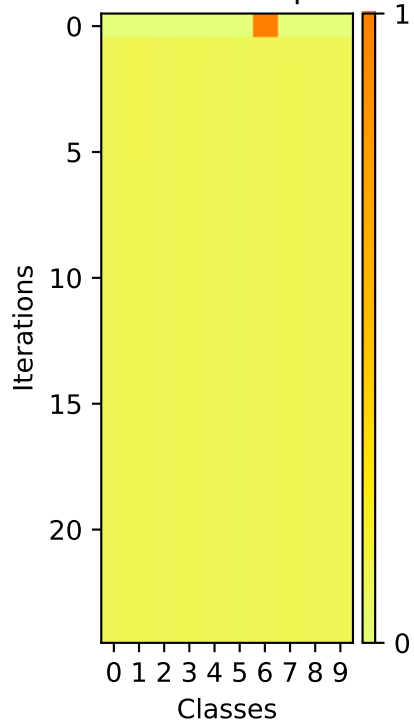
Softmax Outputs



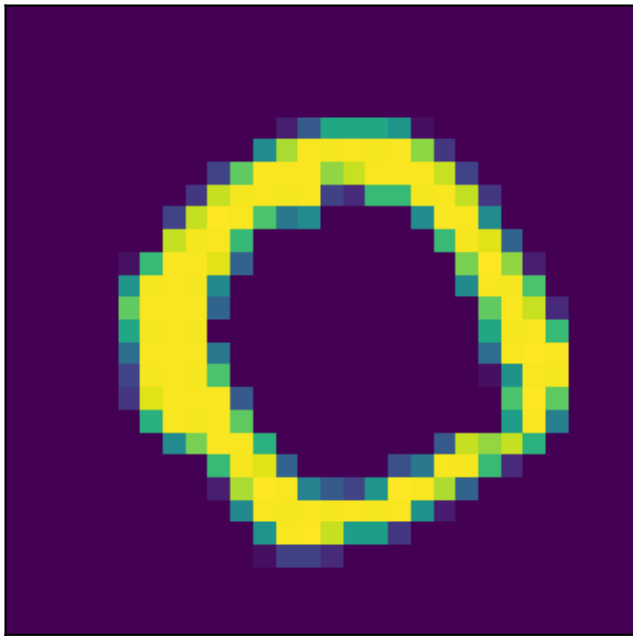
Image



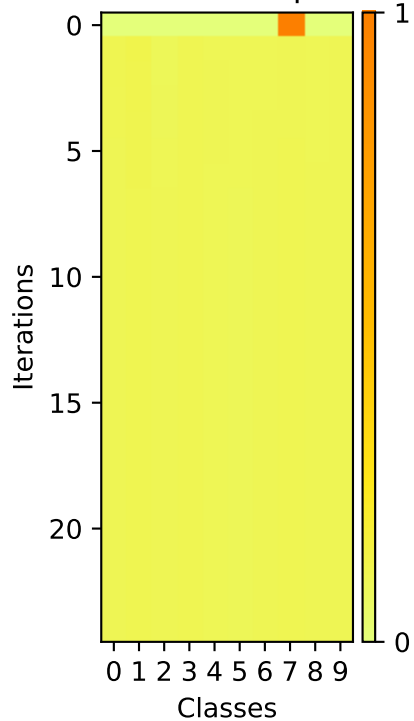
Softmax Outputs



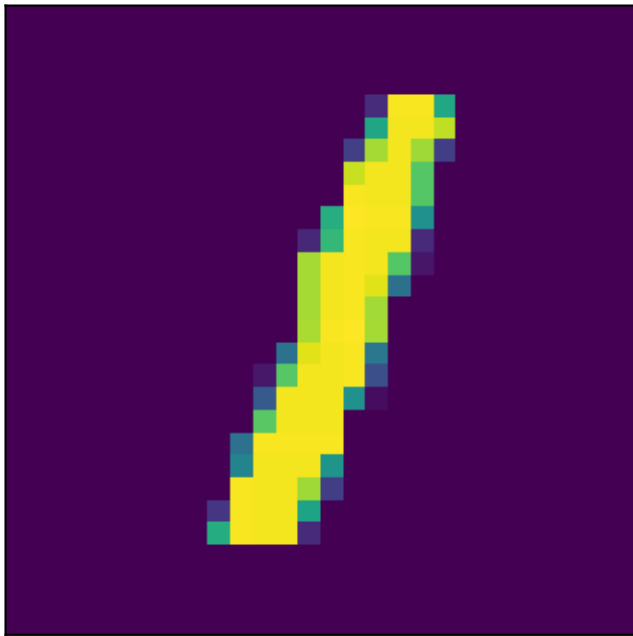
Image



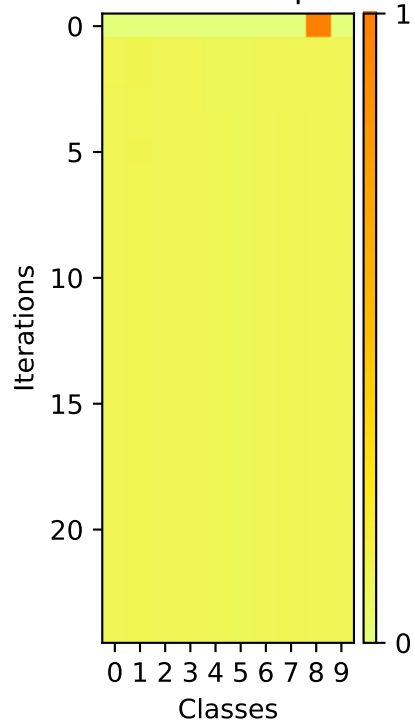
Softmax Outputs



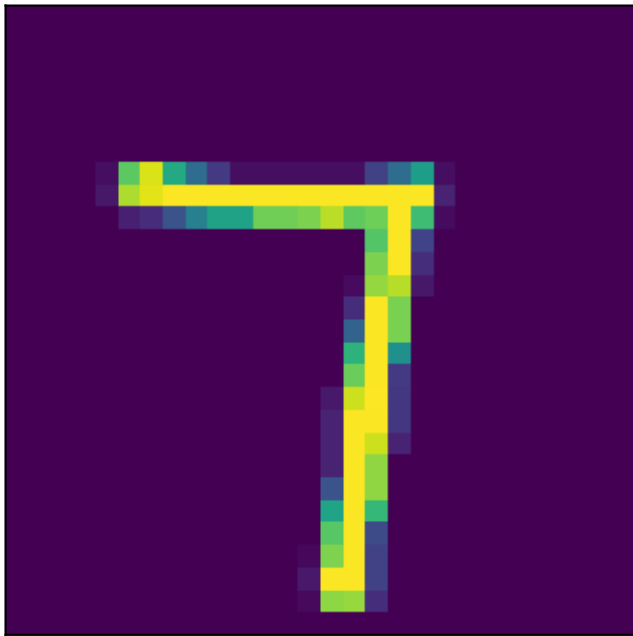
Image



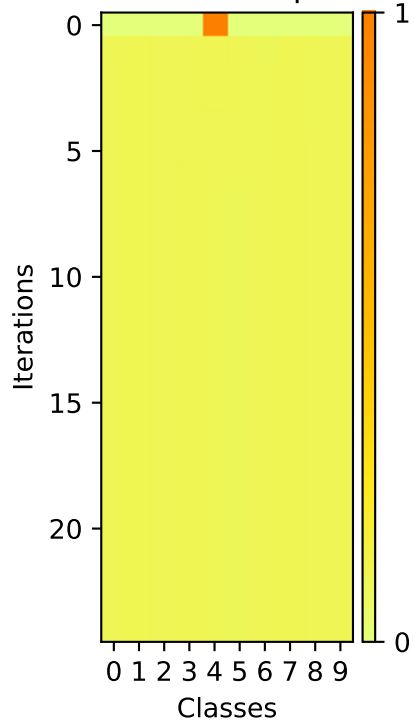
Softmax Outputs



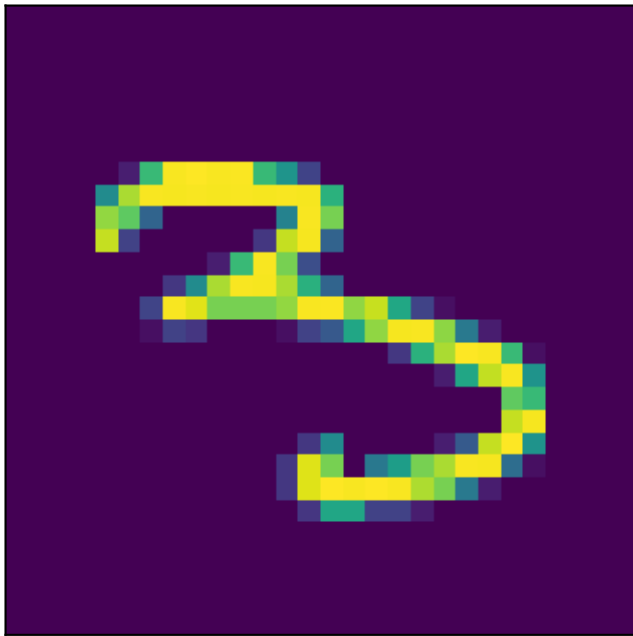
Image



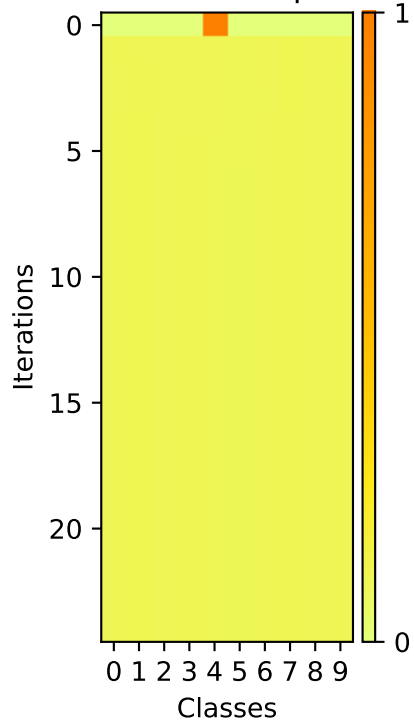
Softmax Outputs



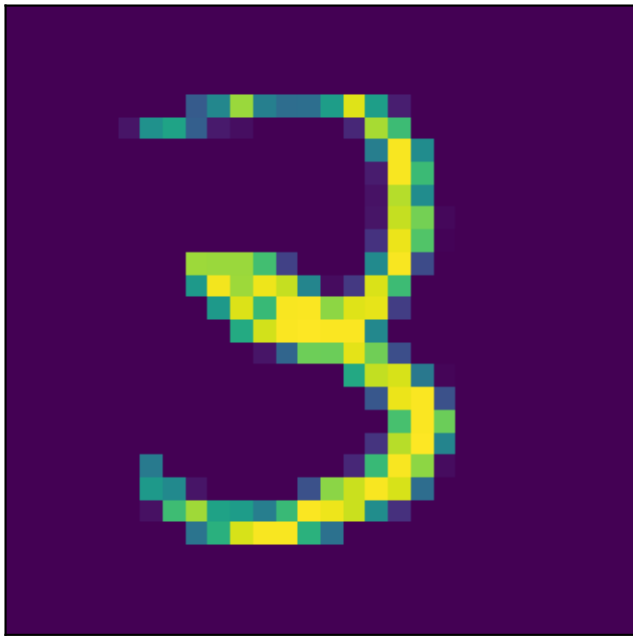
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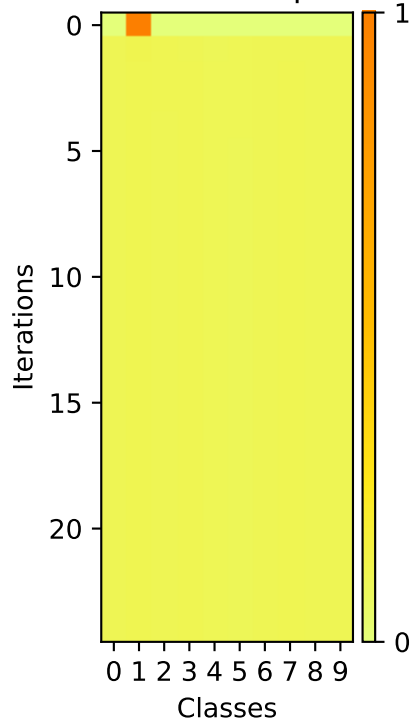
Softmax Outputs



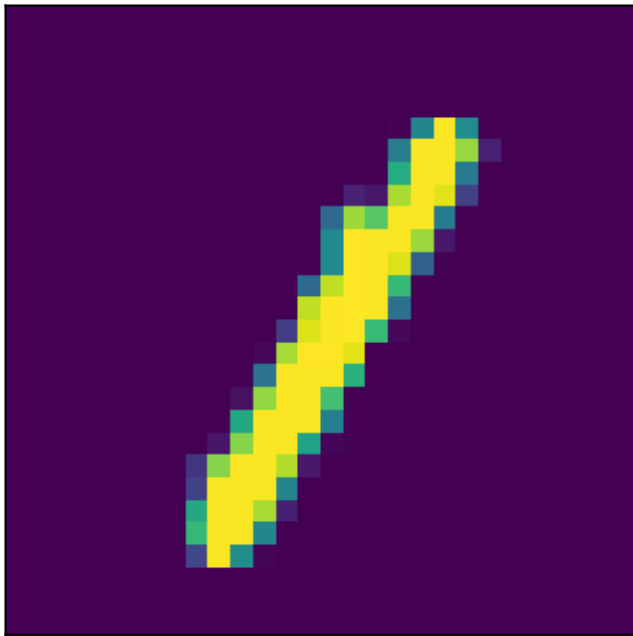
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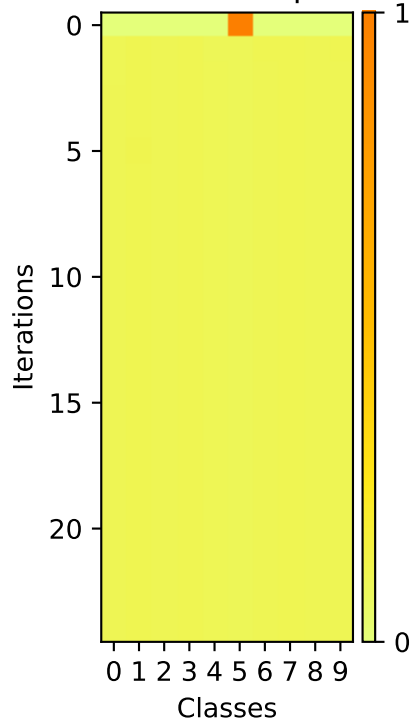
Softmax Outputs



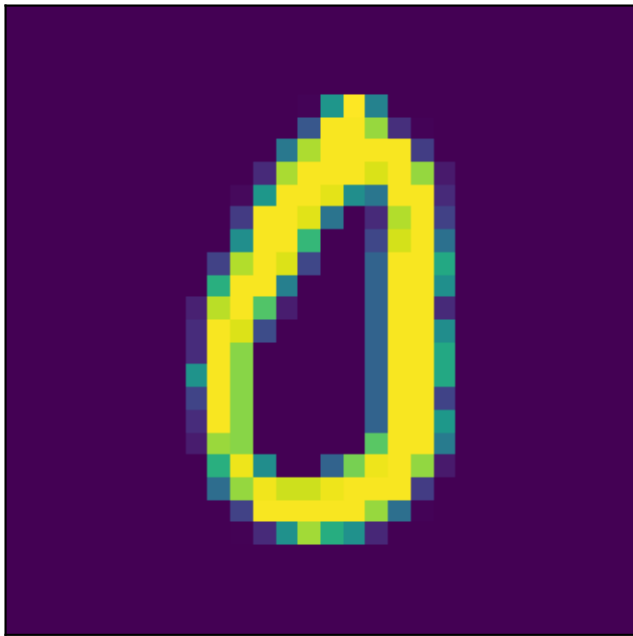
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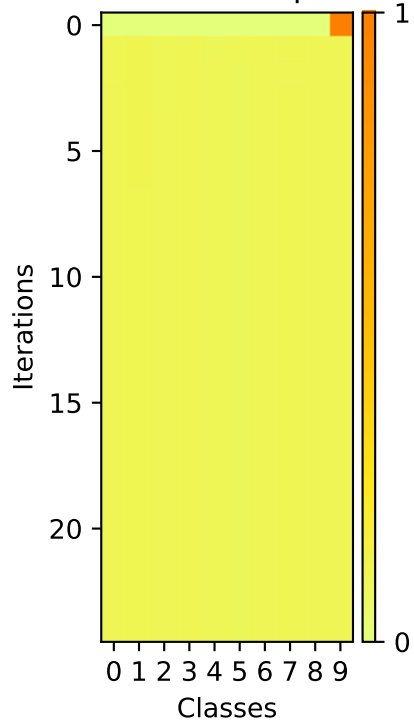
Softmax Outputs



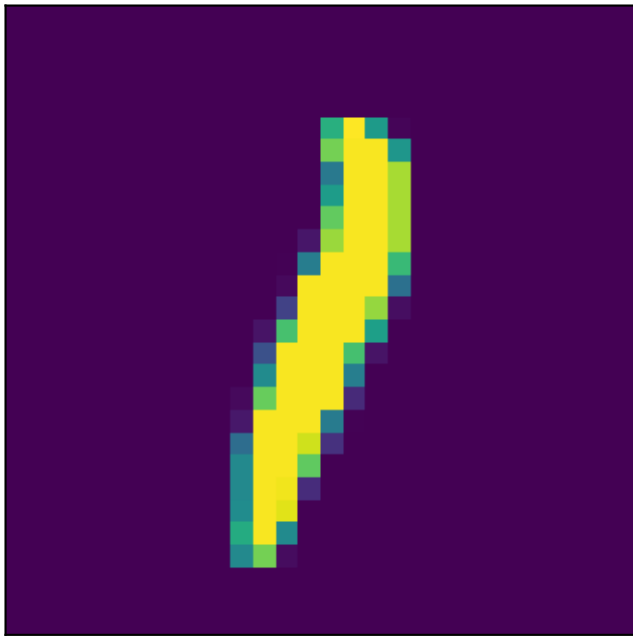
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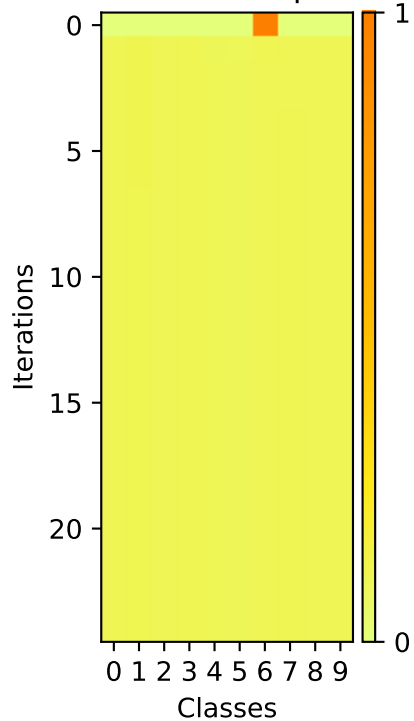
Softmax Outputs



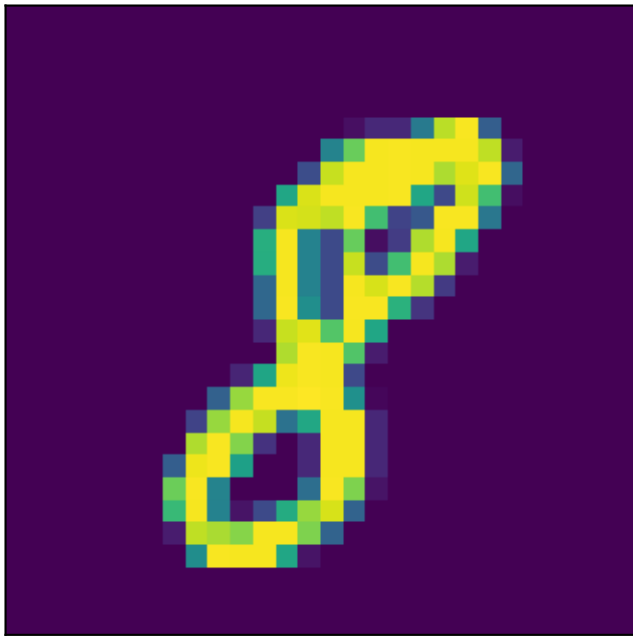
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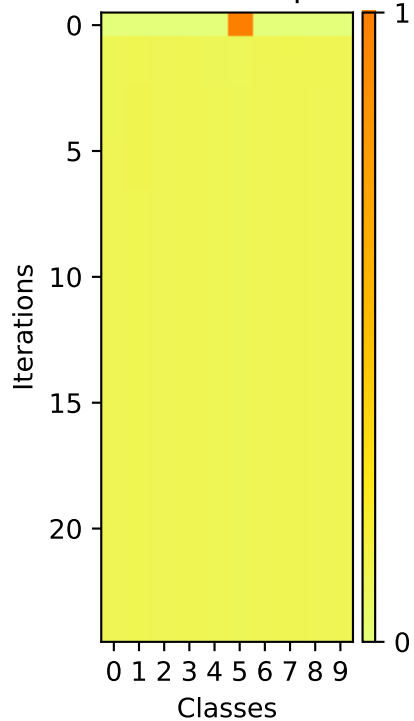
Softmax Outputs



Image



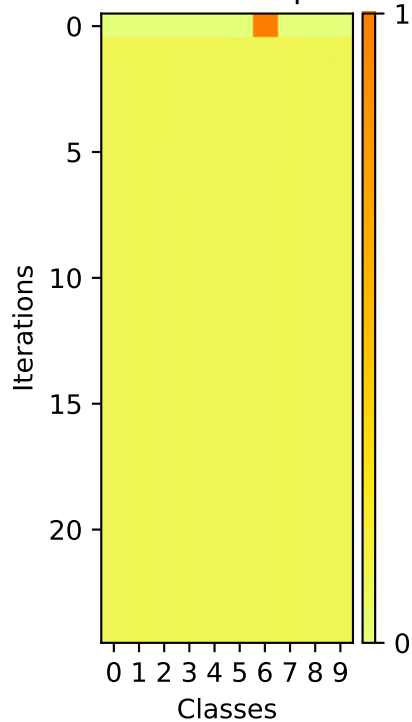
Softmax Outputs



Image



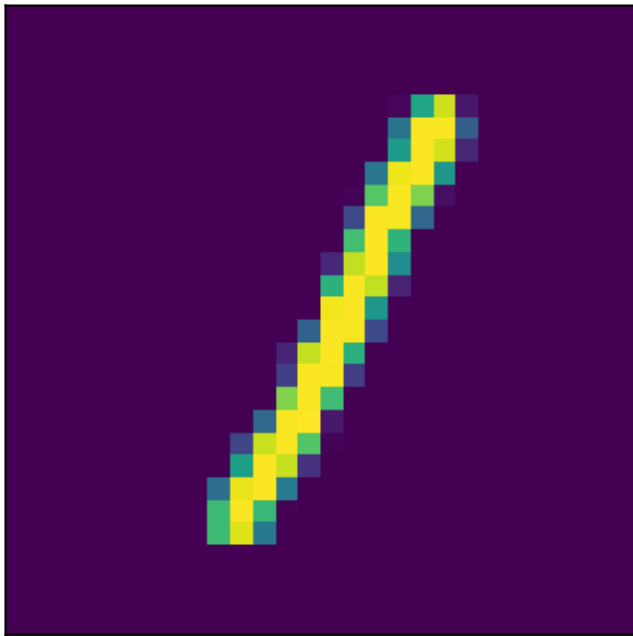
Softmax Outputs



A 10x10 grid with a black border. A diagonal line of yellow and green squares runs from the bottom-left to the top-right. The squares are colored in a repeating pattern of yellow and green, with blue squares at the corners.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (dark orange). Class 5 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

Image



Softmax Outputs

