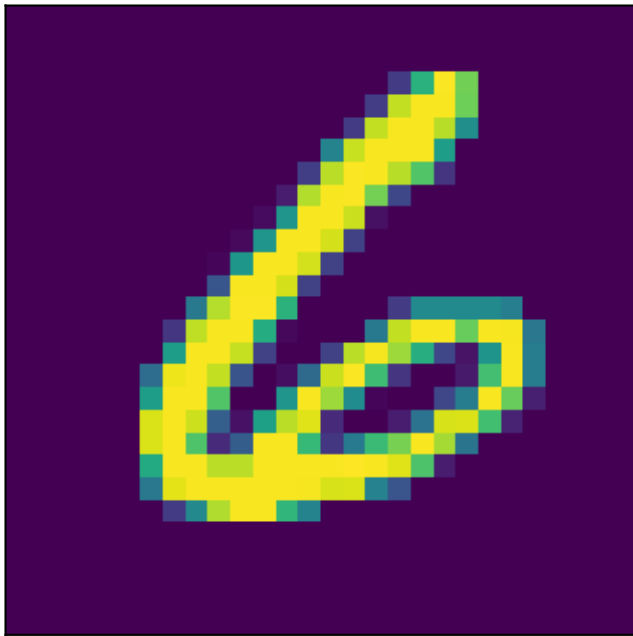
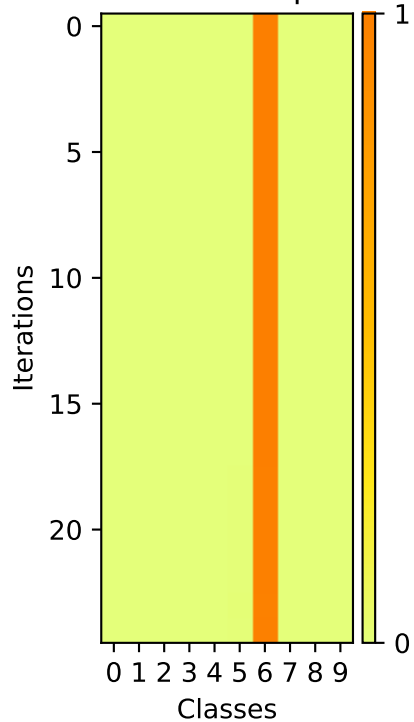


Image



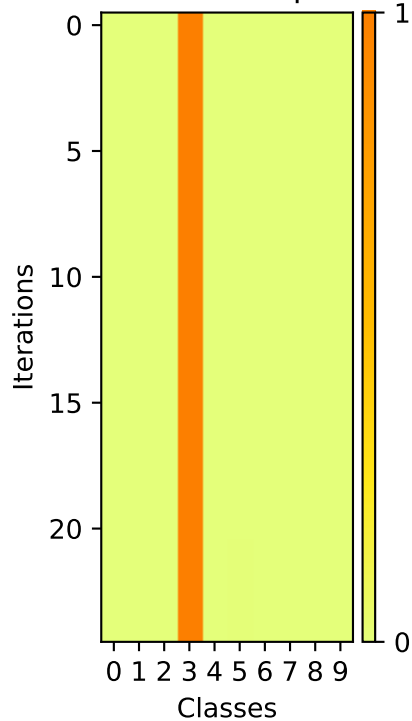
Softmax Outputs



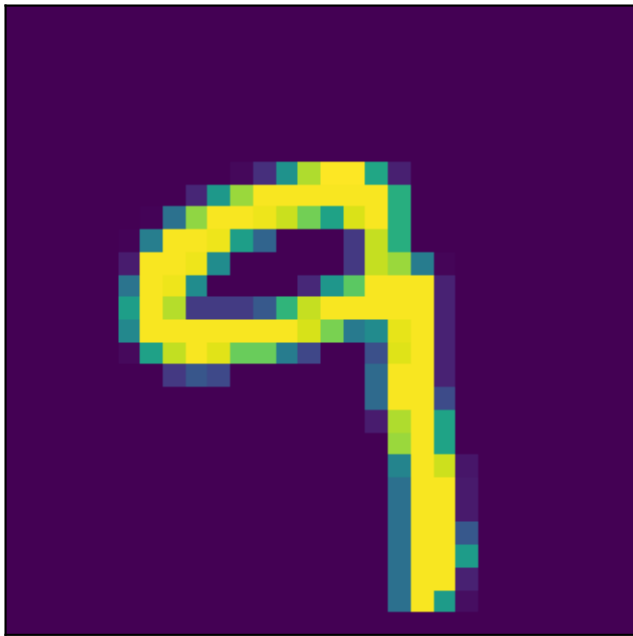
Image



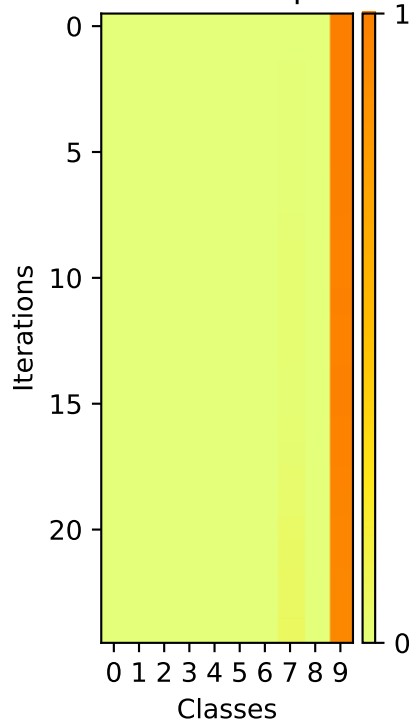
Softmax Outputs



Image



Softmax Outputs



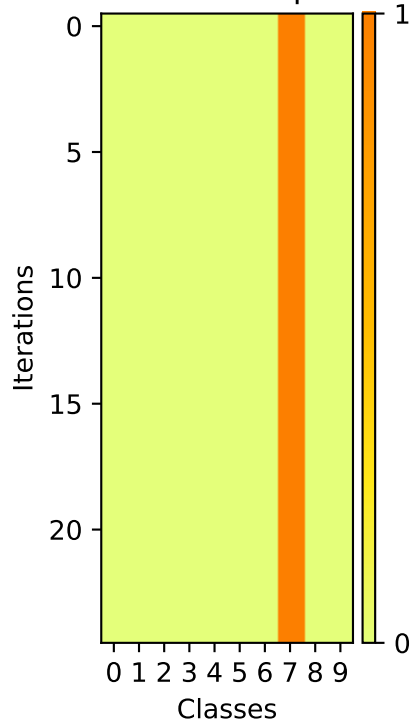
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a yellow body with green accents and is positioned in the center of the frame.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 shows a strong, persistent probability, while others are mostly low.

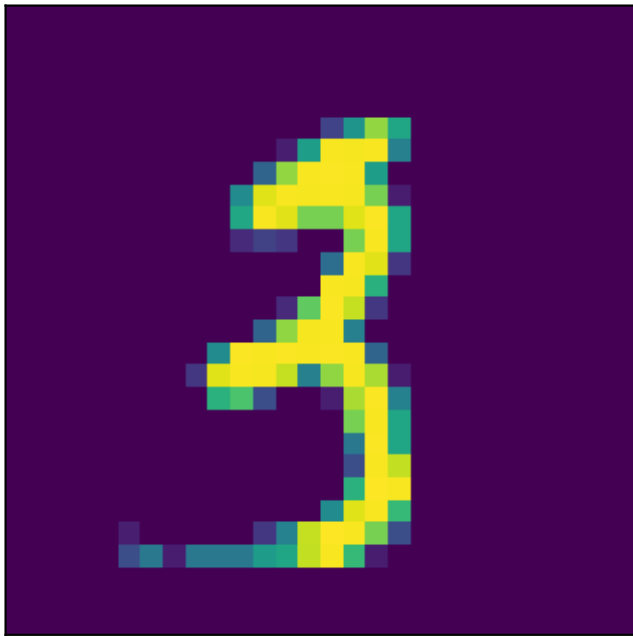
Image



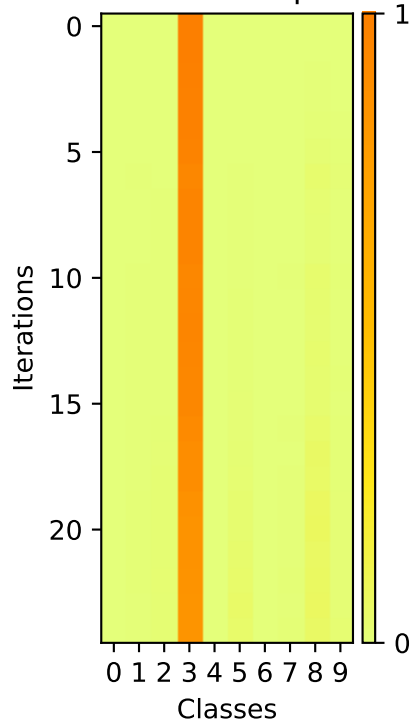
Softmax Outputs



Image

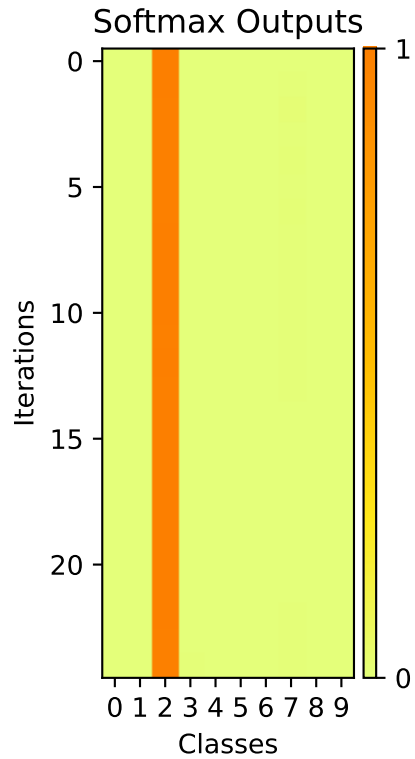


Softmax Outputs

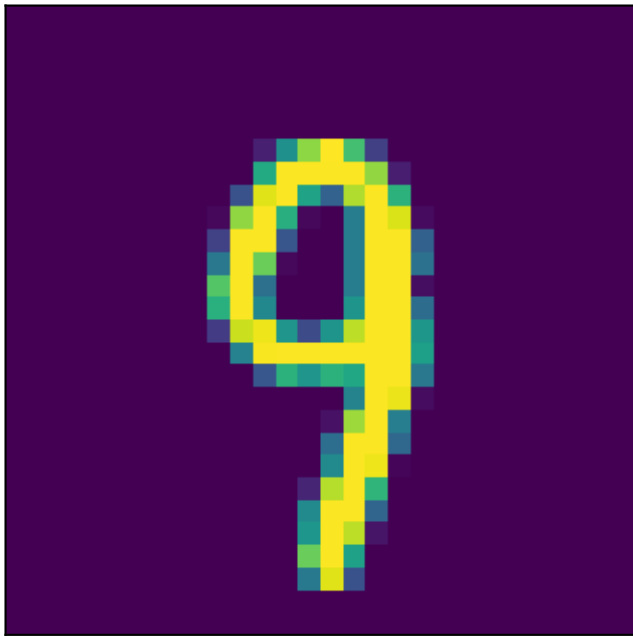


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares in various shades of yellow, orange, and brown, giving it a blocky, digital appearance. It resembles a stylized letter 'Q' or a similar symbol.

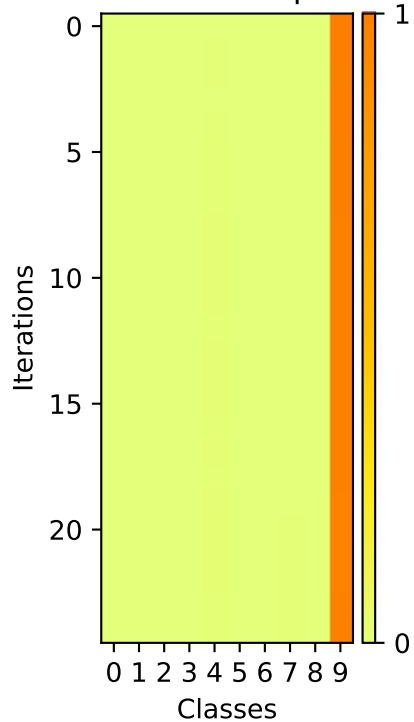
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected pixel blocks, with a central yellow area and green blocks forming the outer edges and internal details. The overall appearance is reminiscent of a low-quality digital scan or a retro-style graphic.



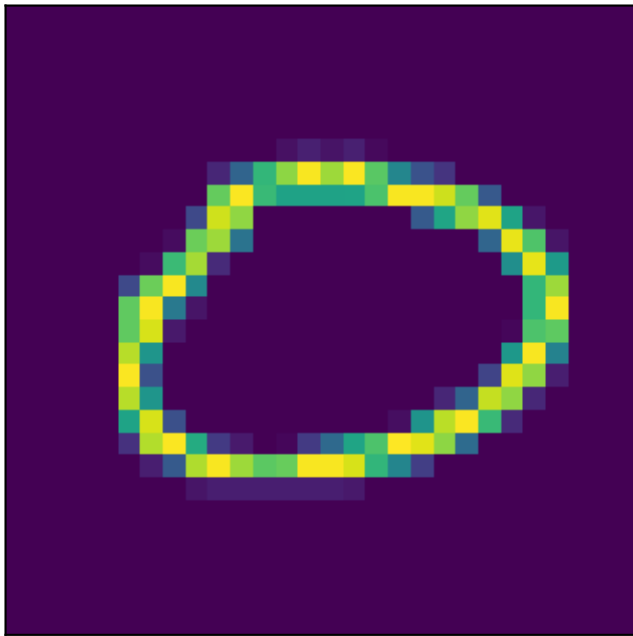
Image



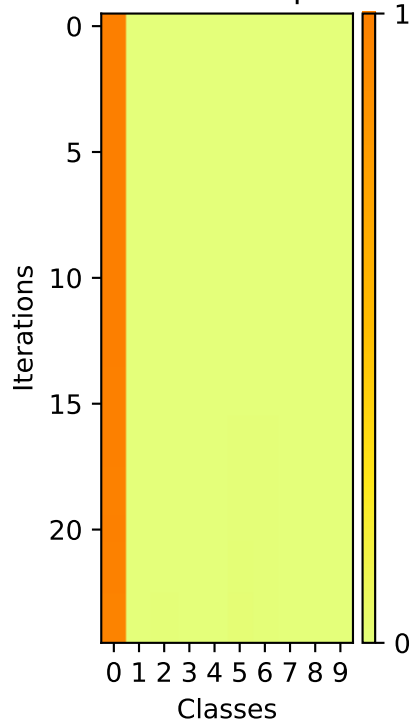
Softmax Outputs



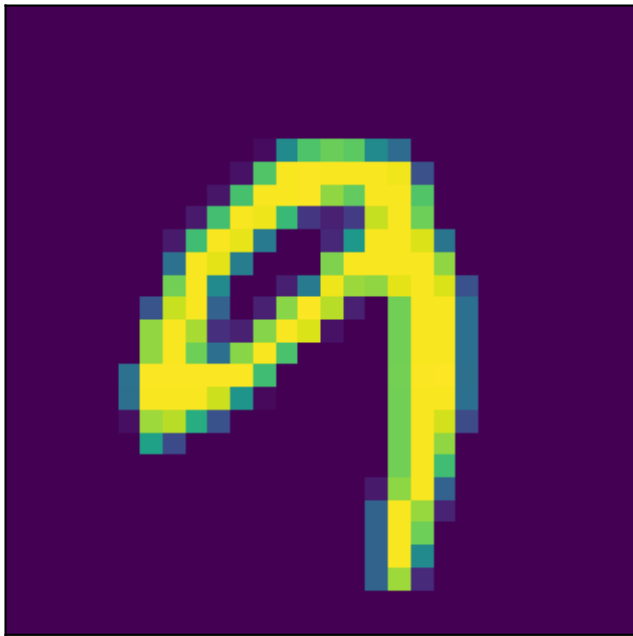
Image



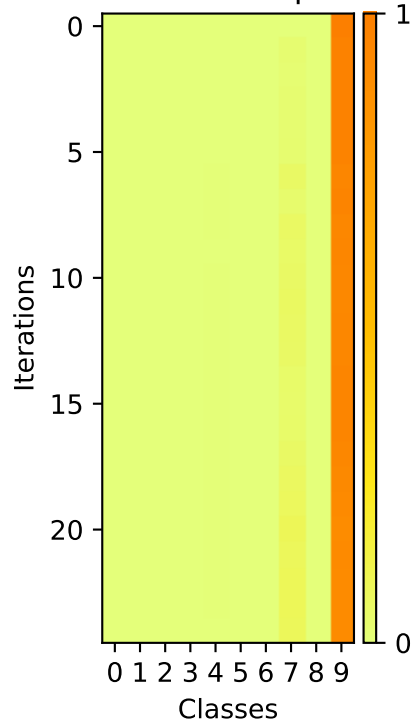
Softmax Outputs



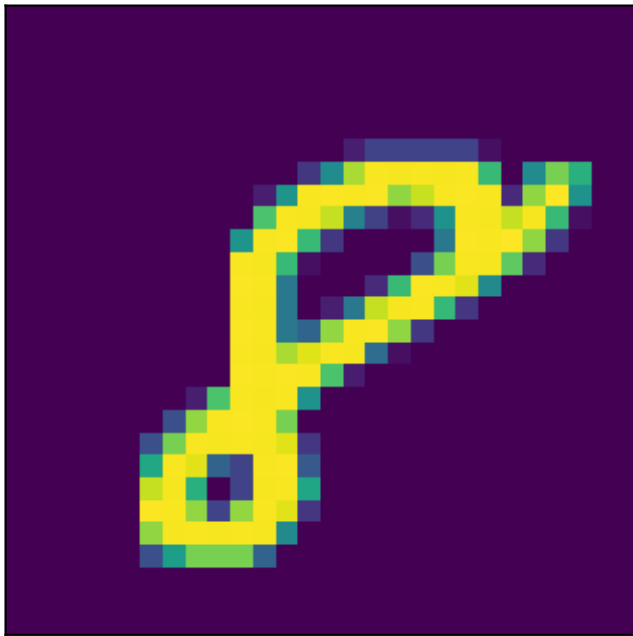
Image



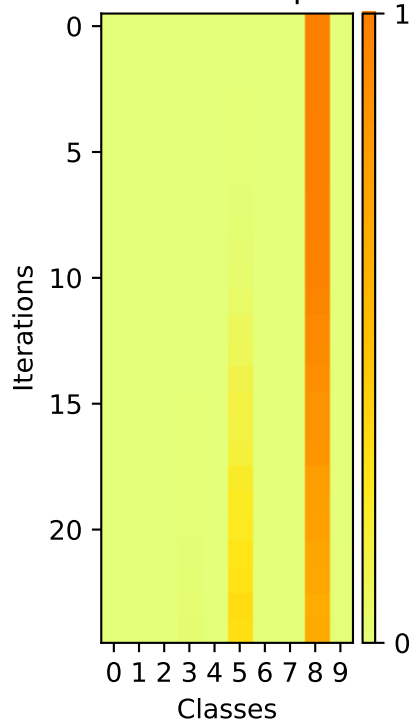
Softmax Outputs



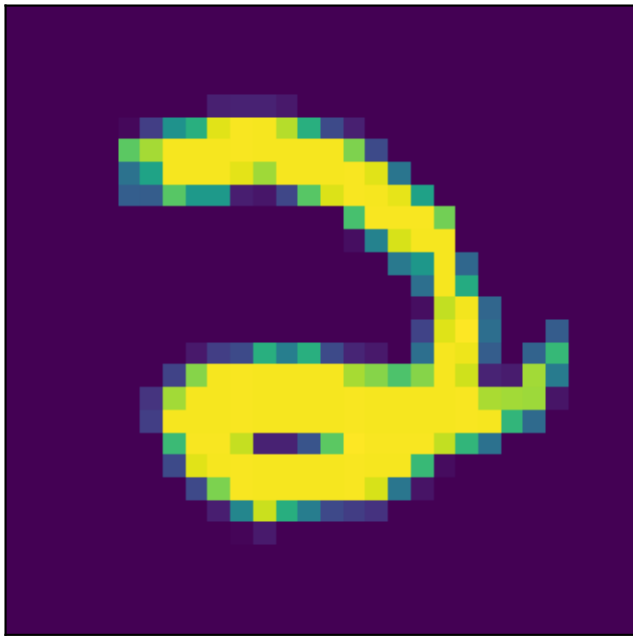
Image



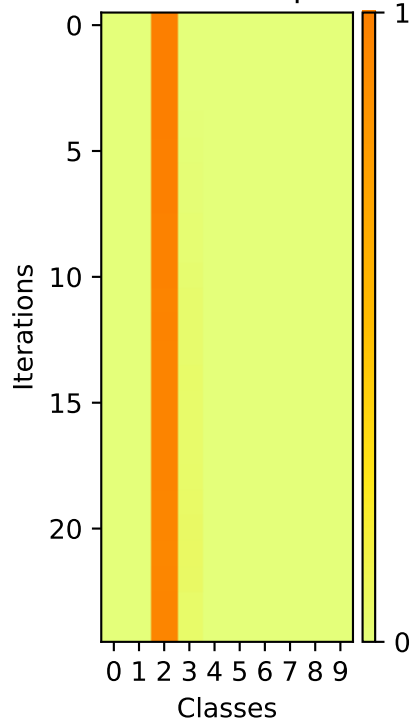
Softmax Outputs



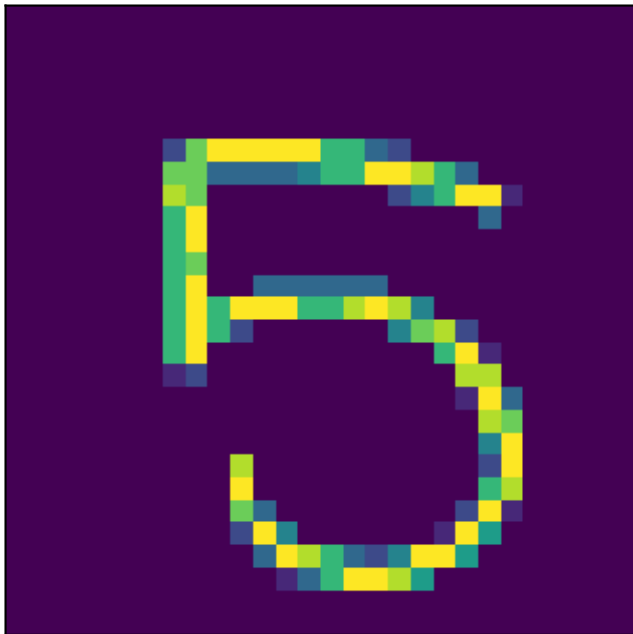
Image



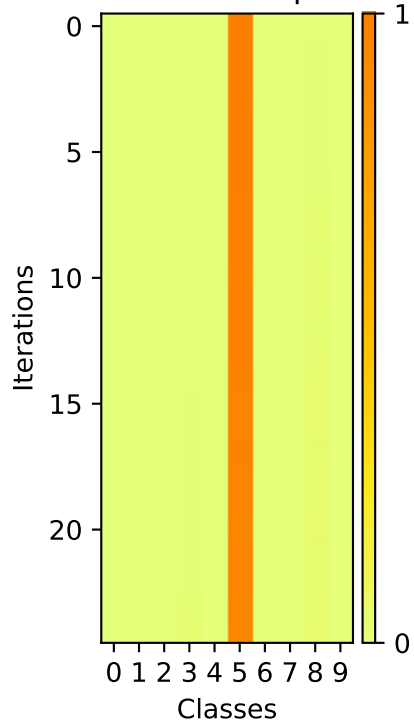
Softmax Outputs



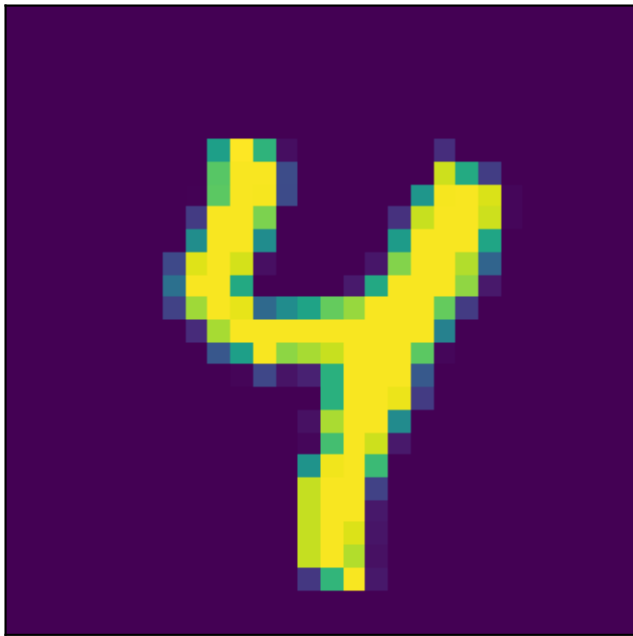
Image



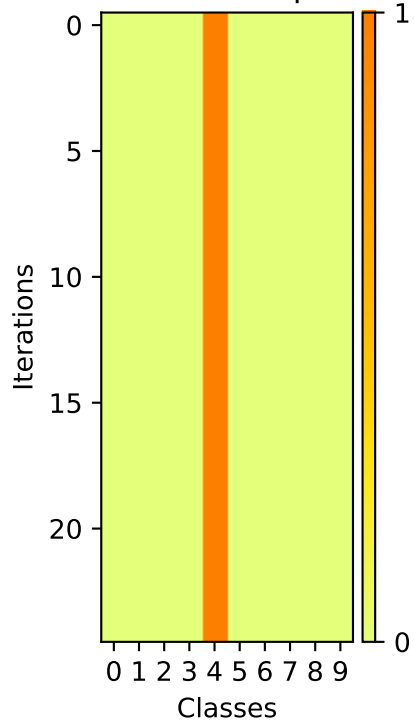
Softmax Outputs



Image

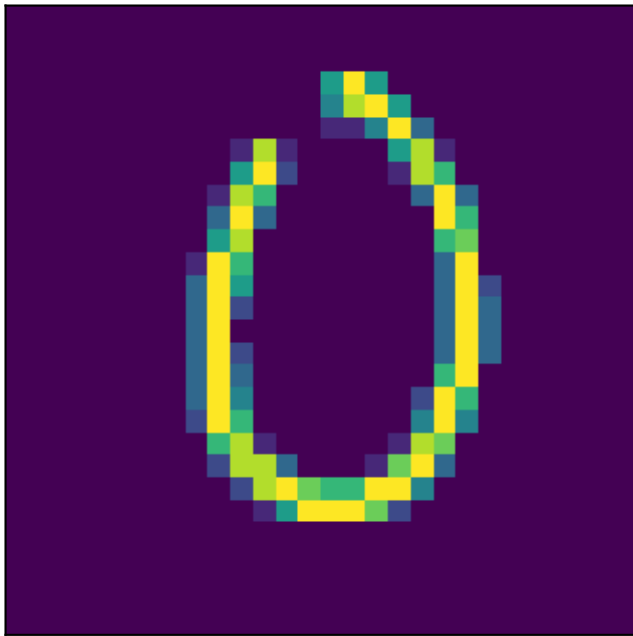


Softmax Outputs

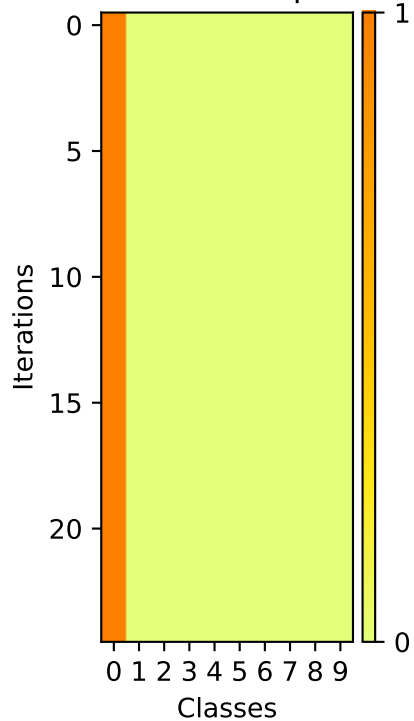


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). The distribution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

Image



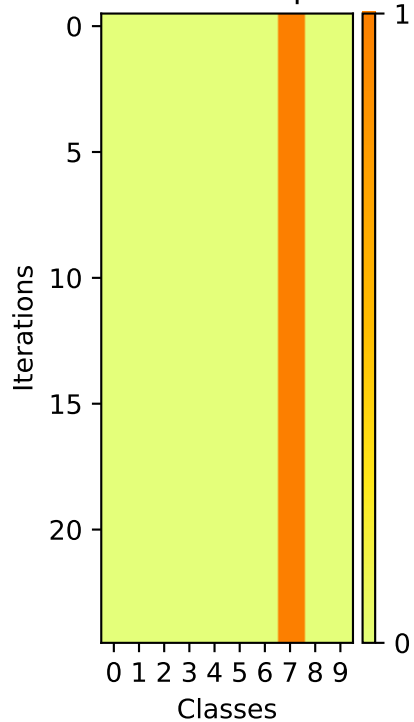
Softmax Outputs



Image



Softmax Outputs

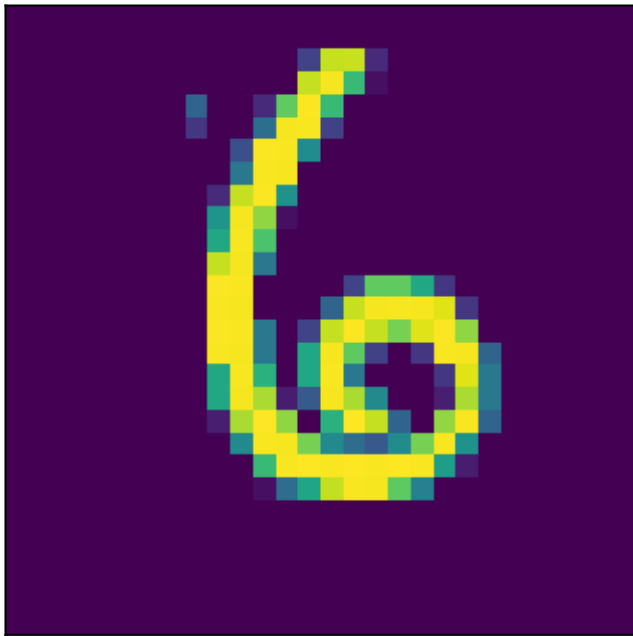


A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, digital appearance. The center of the ring is a solid dark purple, matching the background.

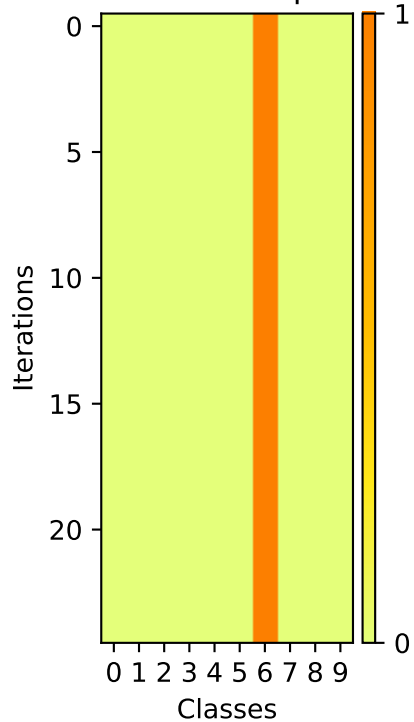
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts concentrated on Class 0 (probability 1.0) and rapidly shifts towards Class 1, which reaches a probability of approximately 0.9 by iteration 20. The other classes maintain very low probabilities throughout the iterations.

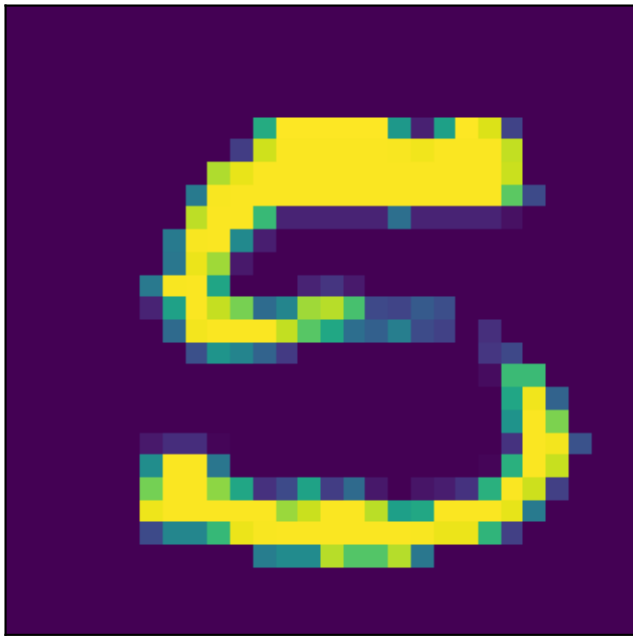
Image



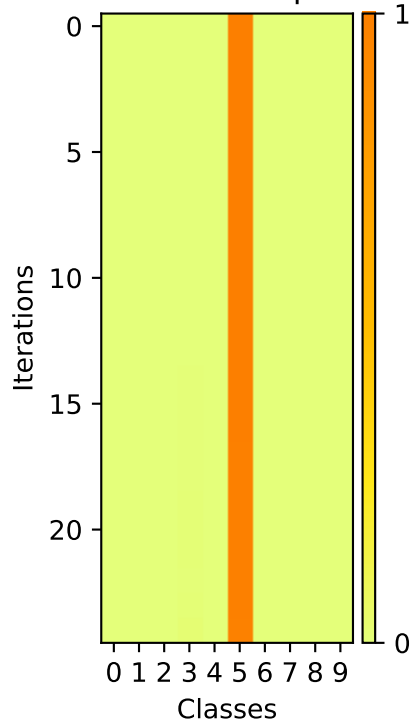
Softmax Outputs



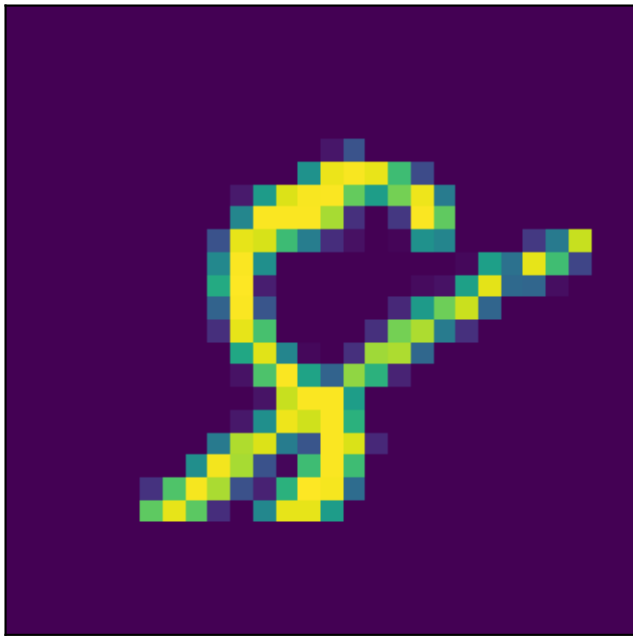
Image



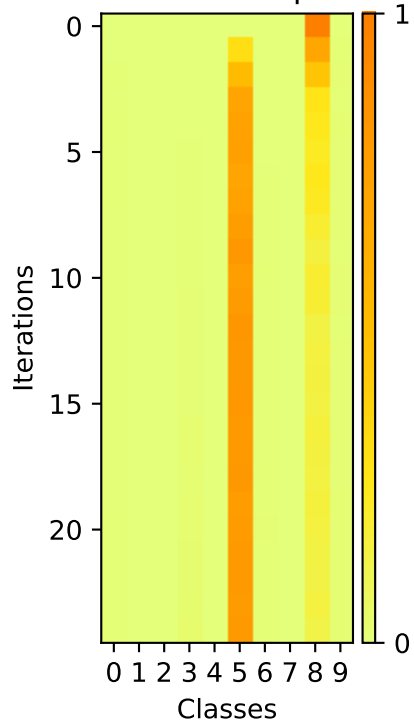
Softmax Outputs



Image



Softmax Outputs



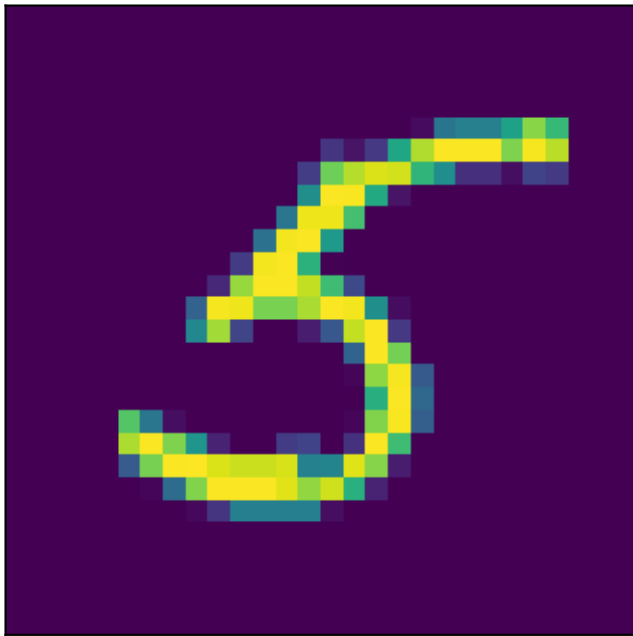
A pixelated, low-resolution image of a yellow and blue vertical shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several vertical columns of pixels. The central column is primarily yellow, with some blue and green pixels interspersed. The surrounding columns are mostly blue and green, with some yellow pixels. The overall appearance is that of a digital artifact or a low-quality scan of a logo.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 1 starts at 1.0 and decreases to 0.0. Class 8 starts at 0.0 and increases to 1.0. Other classes remain at 0.0.

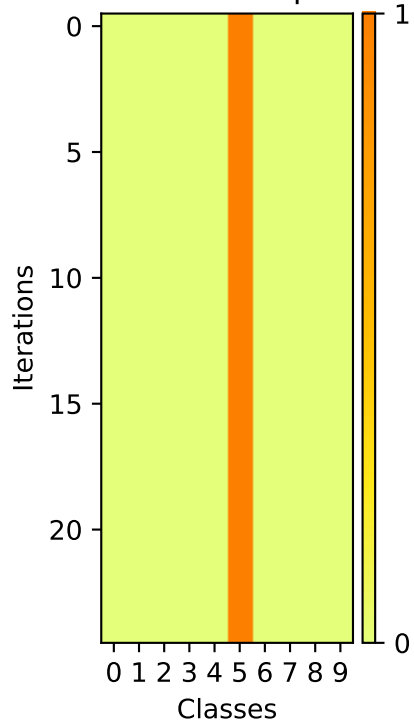
A pixelated, low-resolution image of a yellow ring with a green and blue border, set against a black background. The ring is composed of yellow pixels, with a green and blue border. The image is centered and has a low resolution, giving it a retro, digital appearance.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale ranges from 0 (light yellow) to 1 (orange). Class 0 starts at 1.0 and decreases to 0.0. Class 1 starts at 0.0 and increases to 1.0. Other classes remain at 0.0.

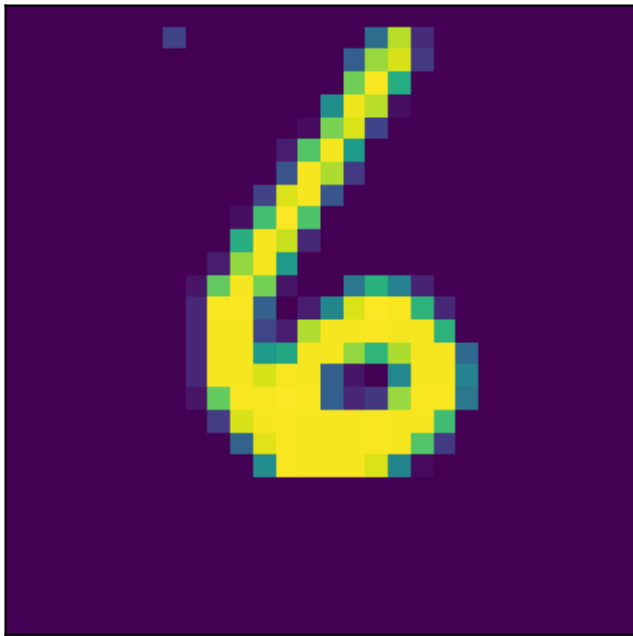
Image



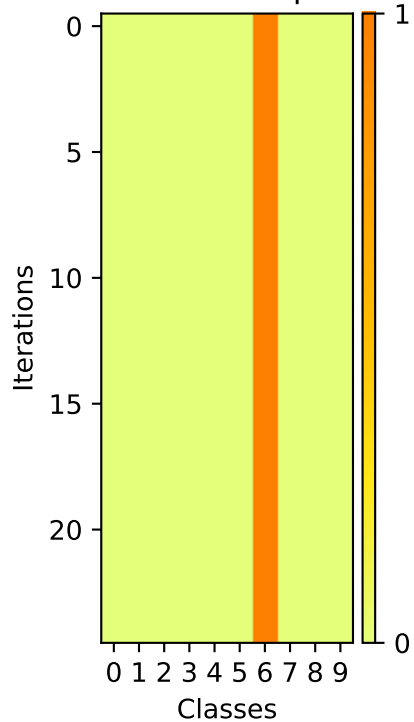
Softmax Outputs

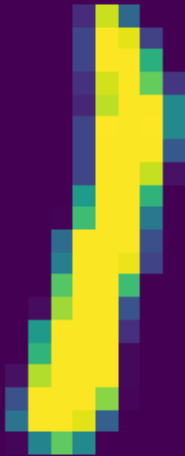


Image



Softmax Outputs

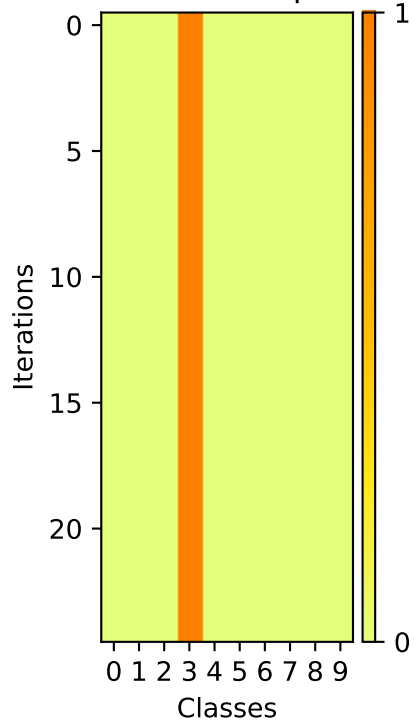




Image



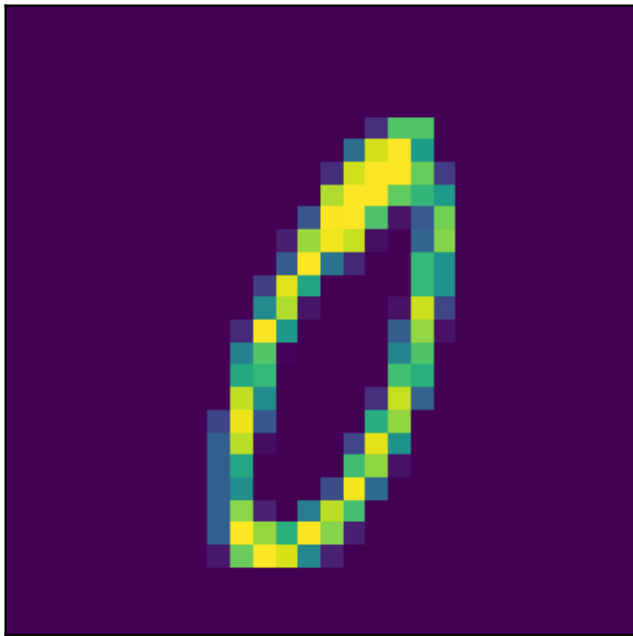
Softmax Outputs



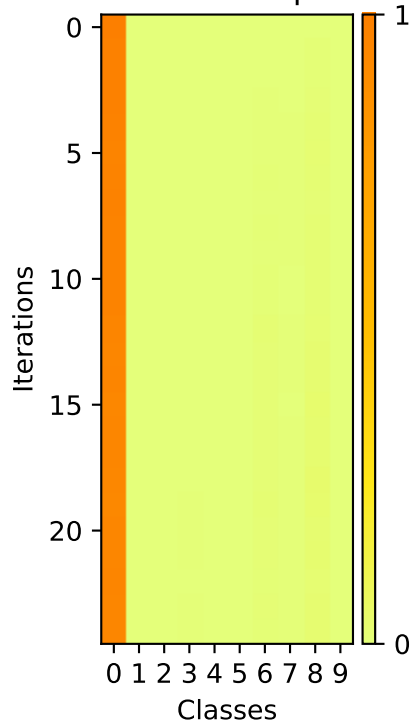
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a prominent yellow central part and green segments extending outwards. The overall appearance is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

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

Image



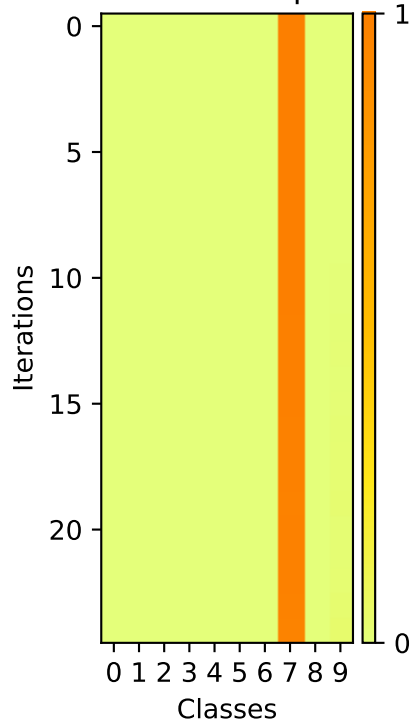
Softmax Outputs



Image



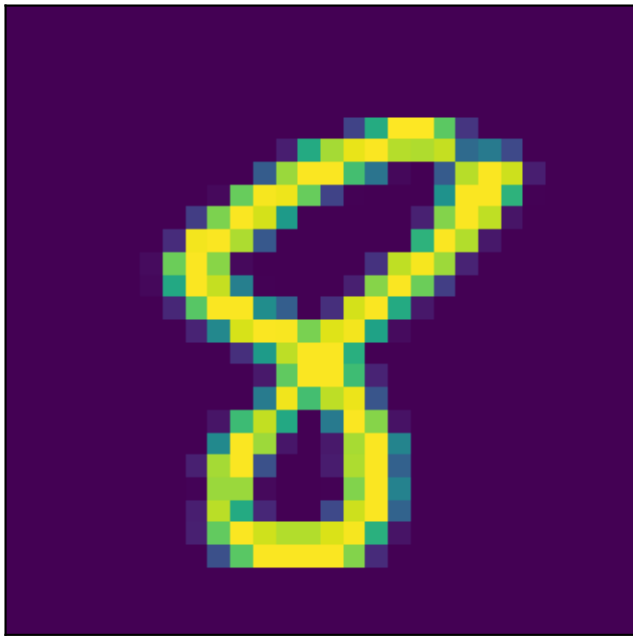
Softmax Outputs



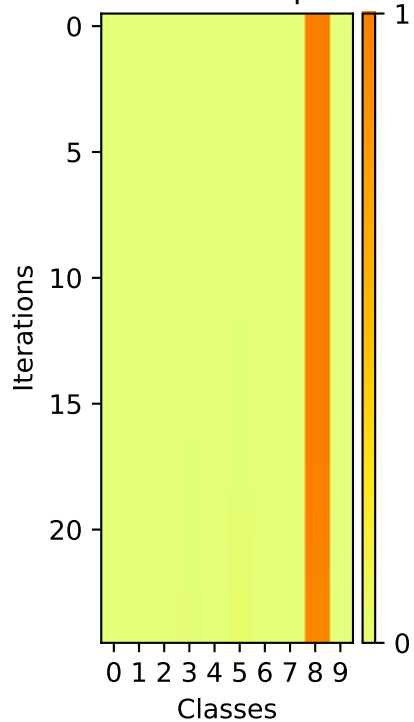
A pixelated yellow lightning bolt with a green outline, set against a dark purple background. The lightning bolt is oriented vertically, pointing downwards. It has a jagged, stepped appearance characteristic of low-resolution digital art. The yellow core is surrounded by a single-pixel-thick green border. The background is a solid, dark purple color.

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

Image



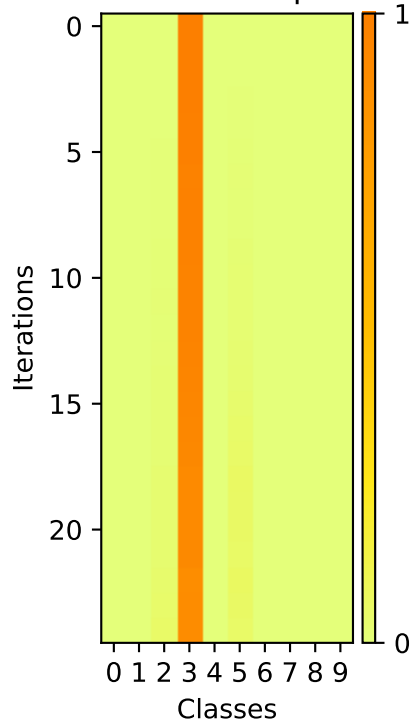
Softmax Outputs



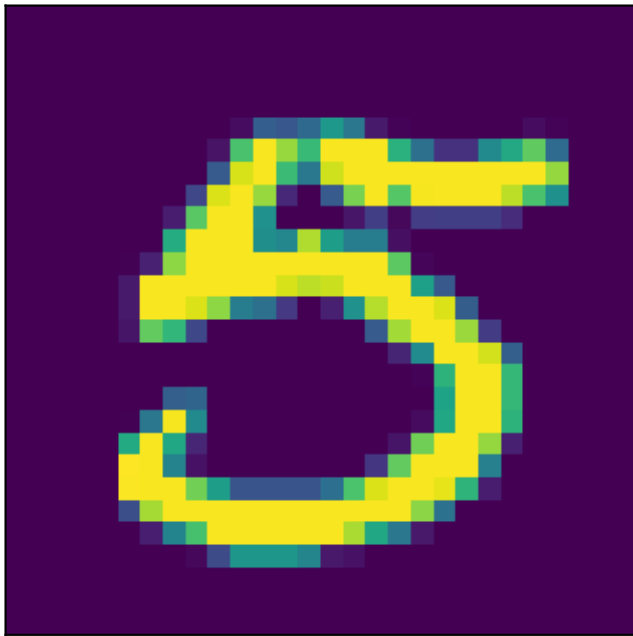
Image



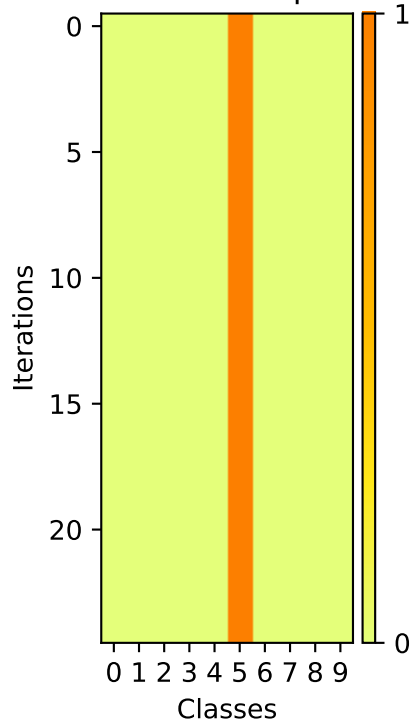
Softmax Outputs



Image



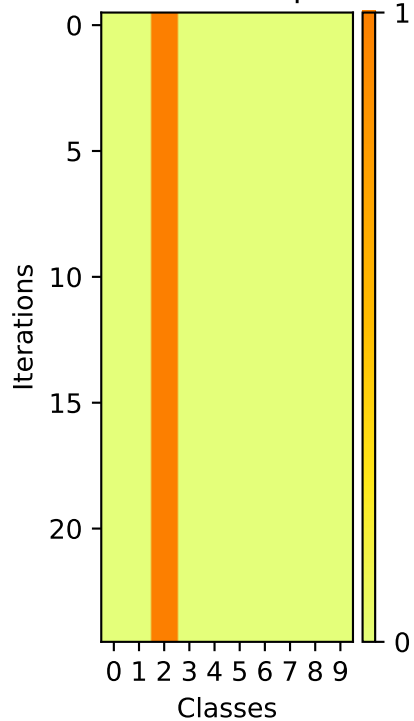
Softmax Outputs



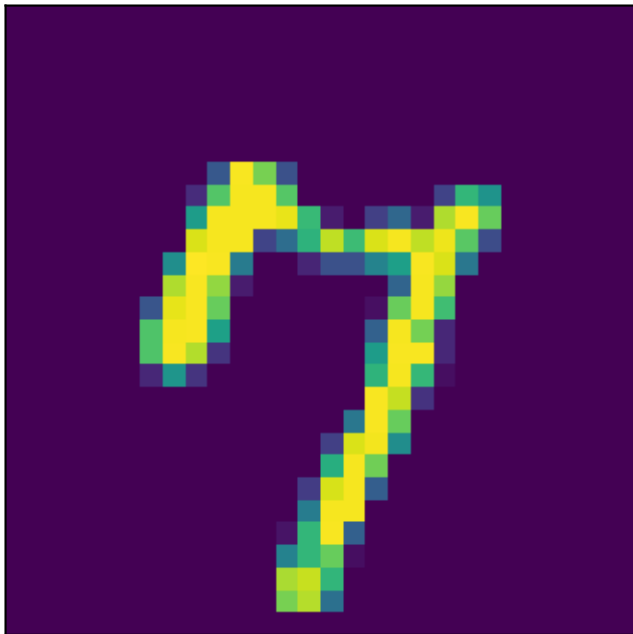
Image



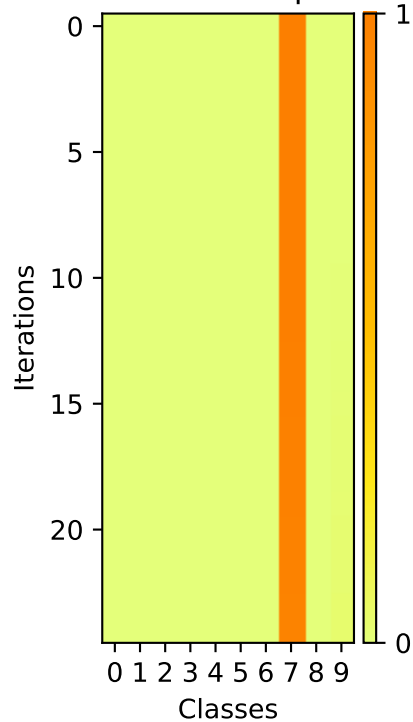
Softmax Outputs



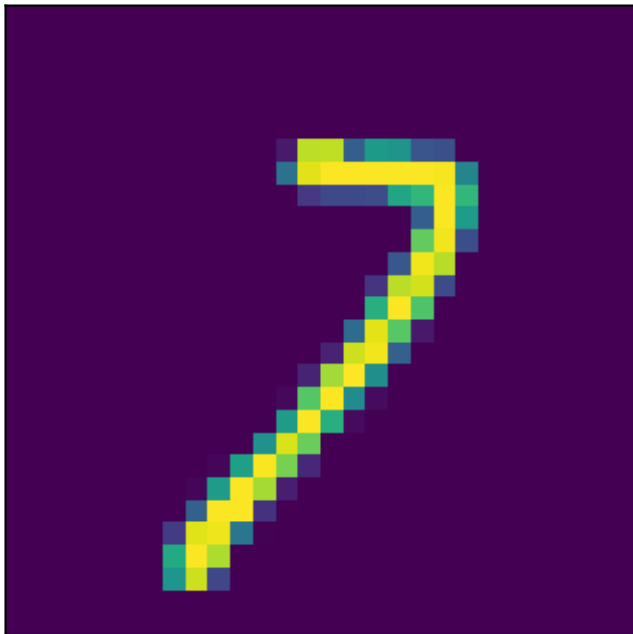
Image



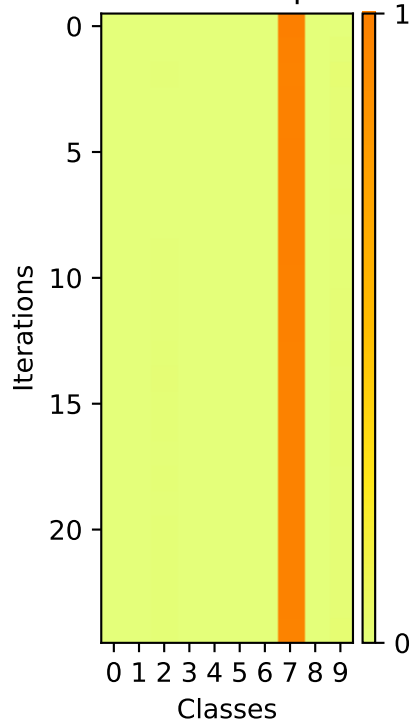
Softmax Outputs



Image



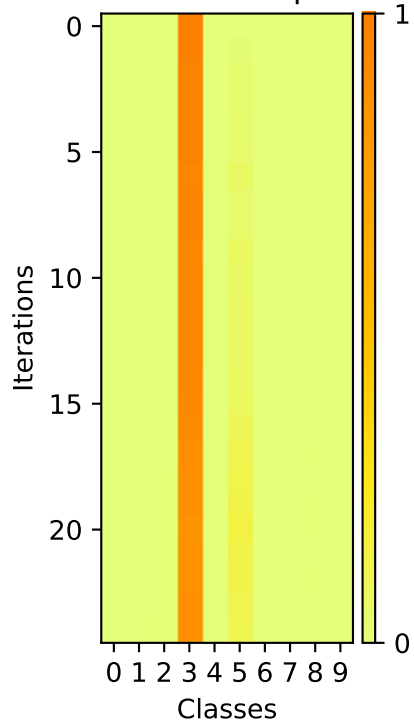
Softmax Outputs



Image



Softmax Outputs



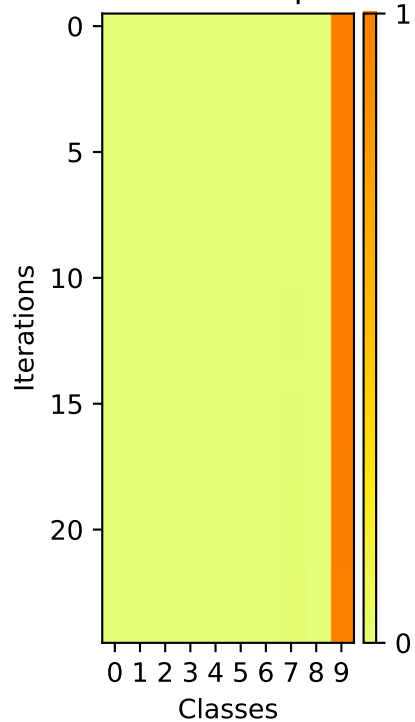
A pixelated, low-resolution image of a flag, likely the flag of the Republic of the Congo, featuring a yellow field with a blue diagonal stripe. The flag is set against a dark purple background. The image is composed of large, visible square pixels, giving it a retro, digital-art appearance. The flag's design includes a yellow upper triangle and a blue lower triangle, separated by a diagonal line. The entire image is framed by a thin black border.

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

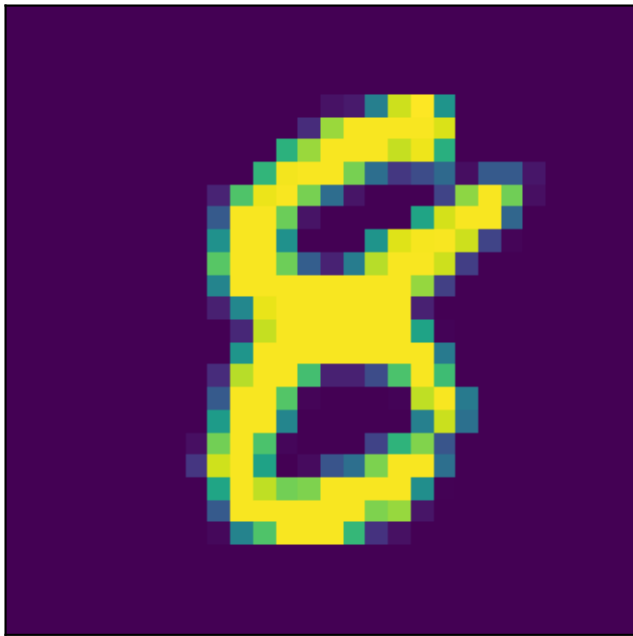
Image



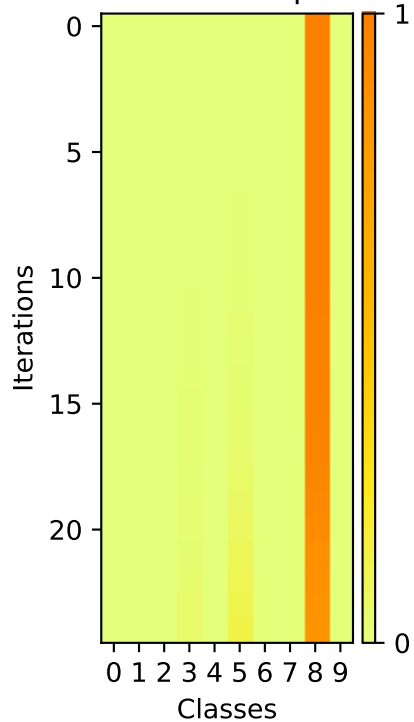
Softmax Outputs



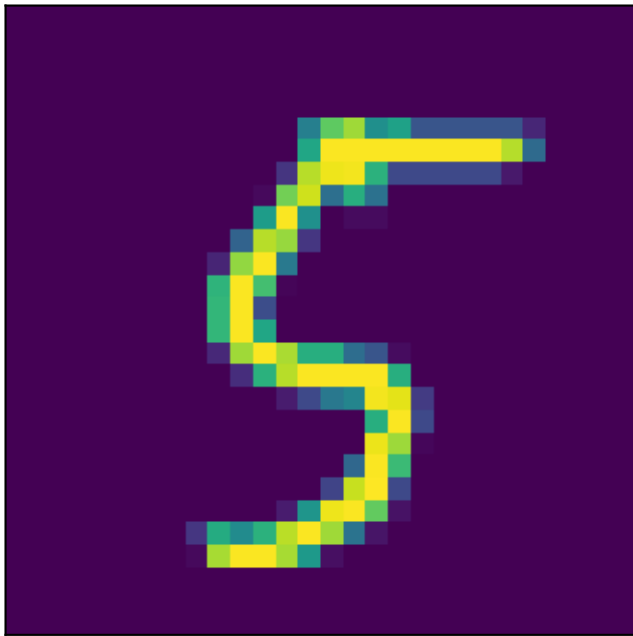
Image



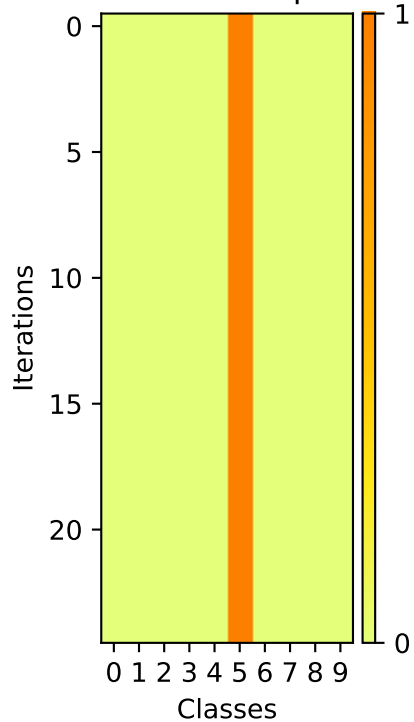
Softmax Outputs



Image



Softmax Outputs

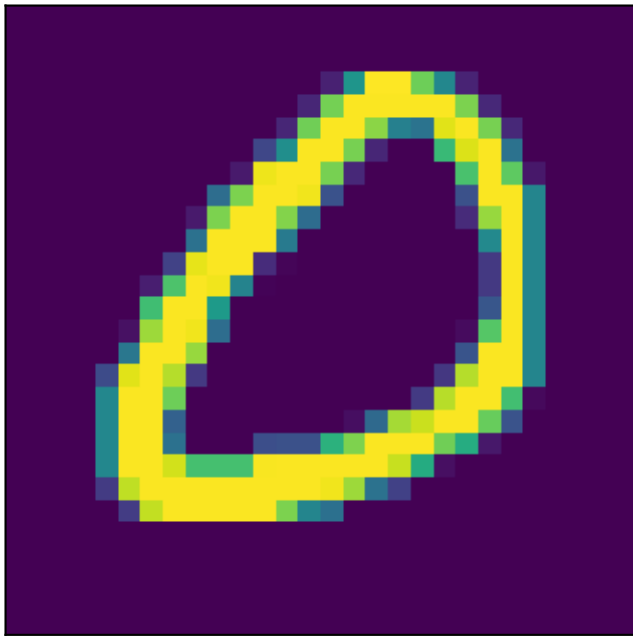


A pixelated yellow number 9 on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible within the loops, suggesting a hollow or semi-transparent style. The background is a solid dark purple.

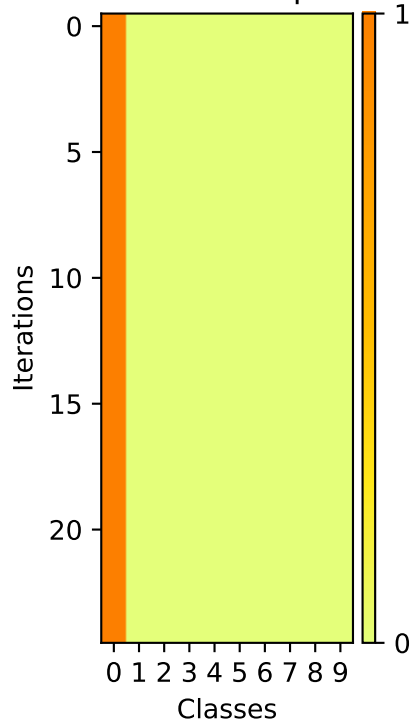
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange).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

[illegible]

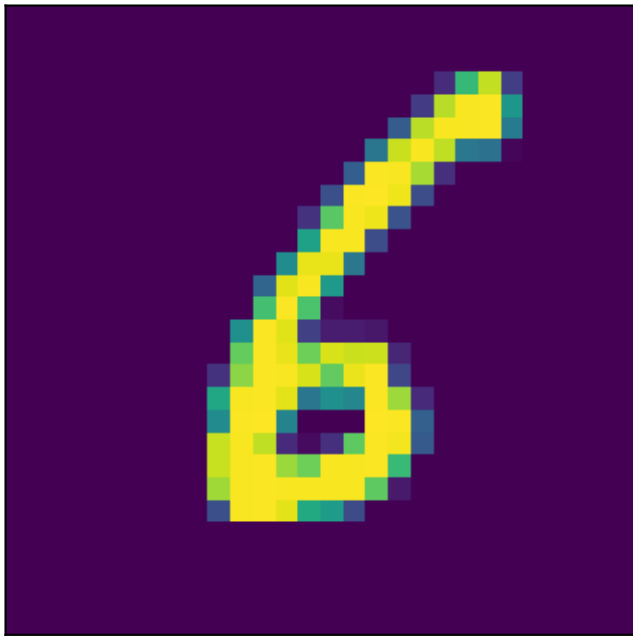
Image



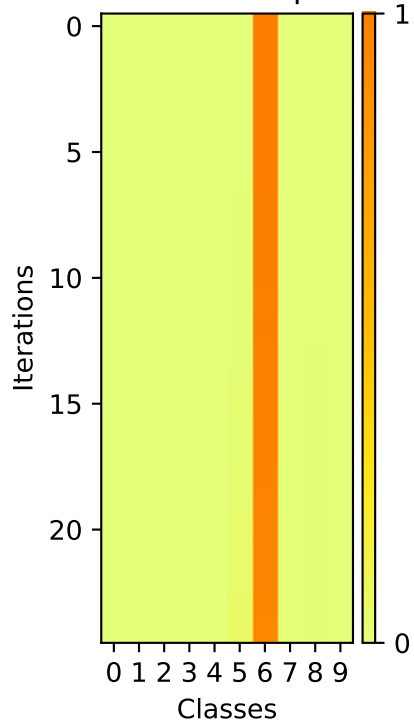
Softmax Outputs



Image



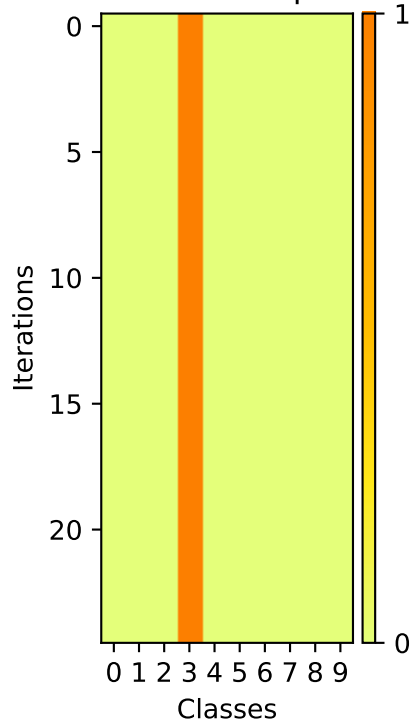
Softmax Outputs



Image



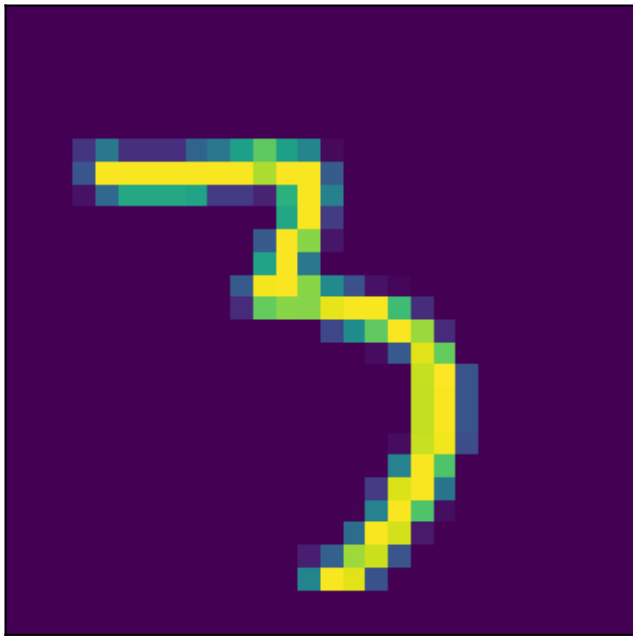
Softmax Outputs



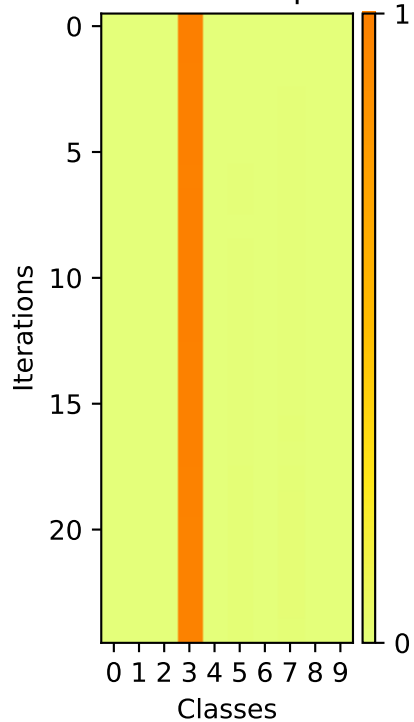
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall appearance is reminiscent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

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 9 consistently shows a high probability, starting near 1 and remaining high throughout the iterations. Other classes show very low probabilities, with some minor fluctuations in classes 7 and 8.

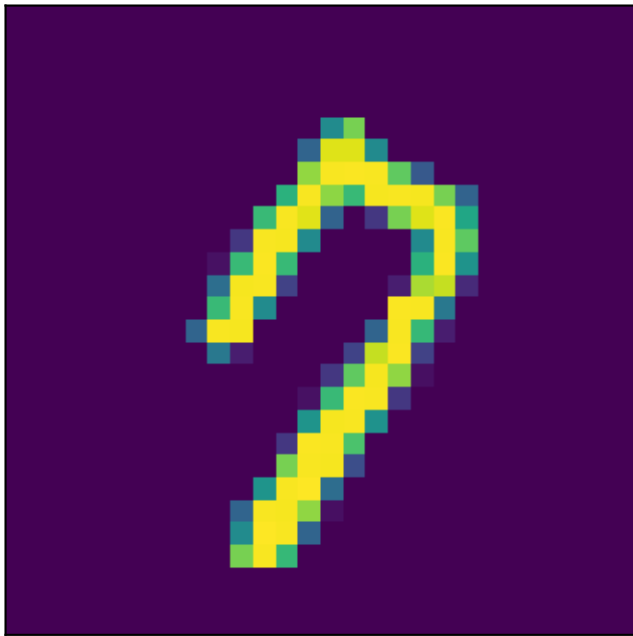
Image



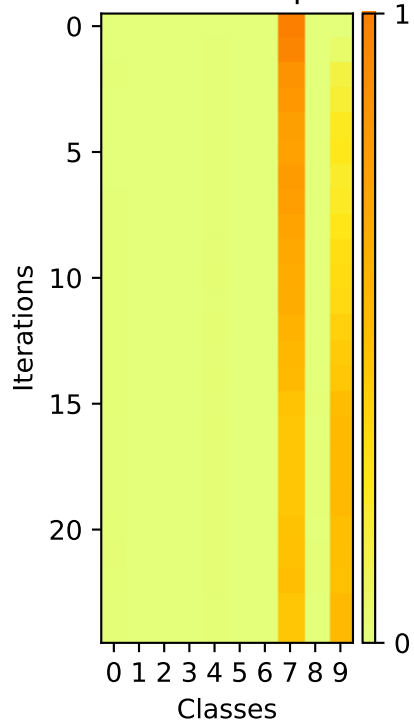
Softmax Outputs



Image



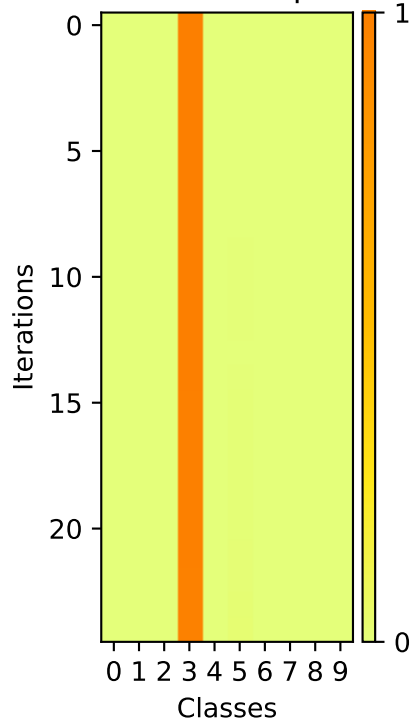
Softmax Outputs



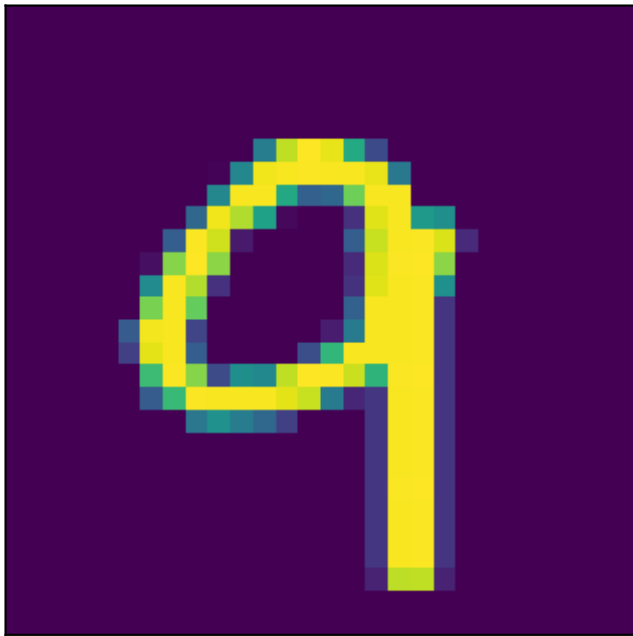
Image



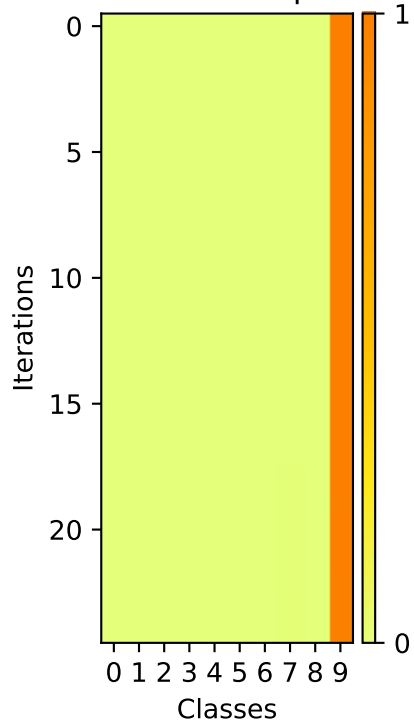
Softmax Outputs



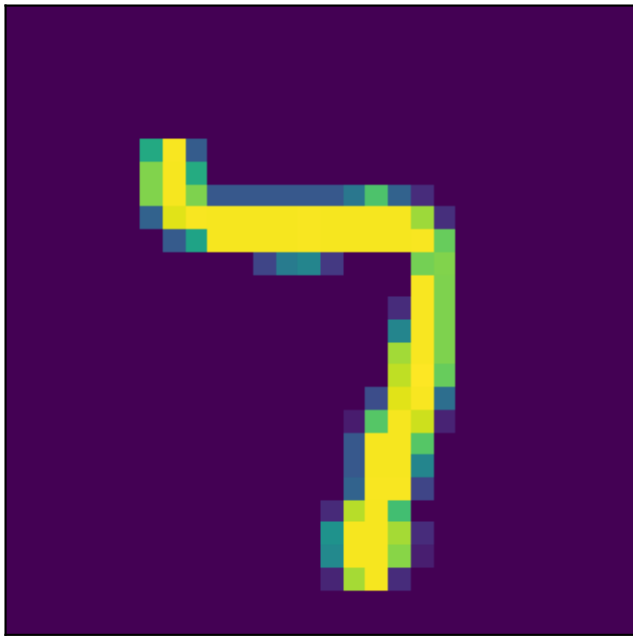
Image



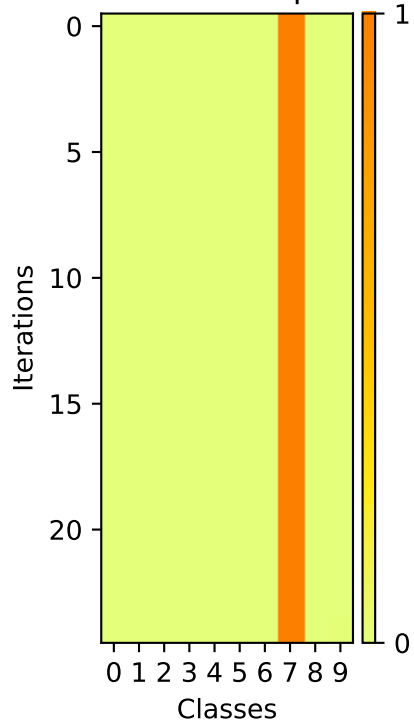
Softmax Outputs



Image



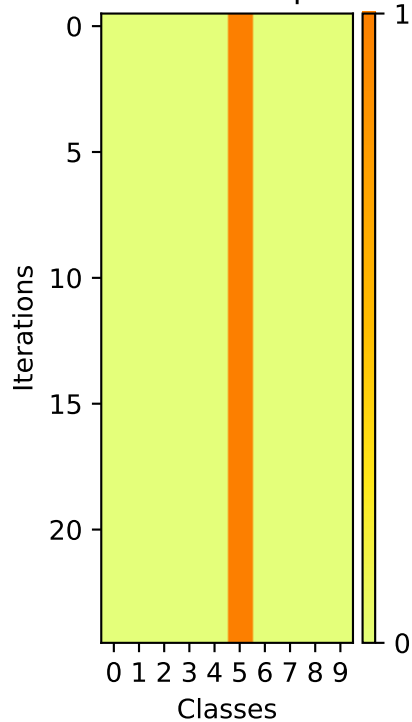
Softmax Outputs



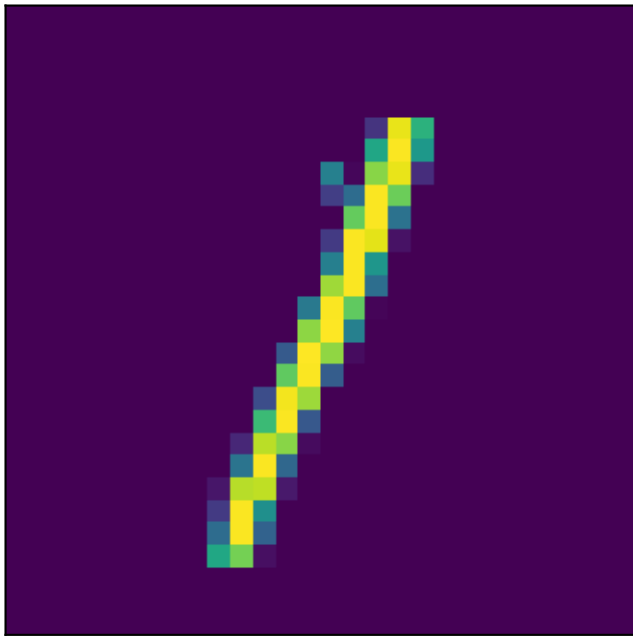
Image



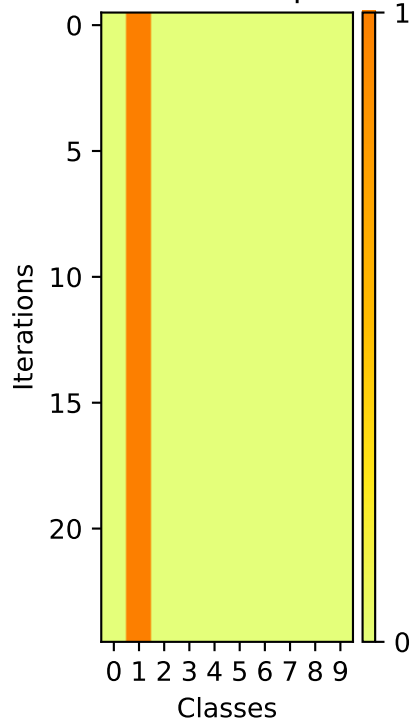
Softmax Outputs



Image



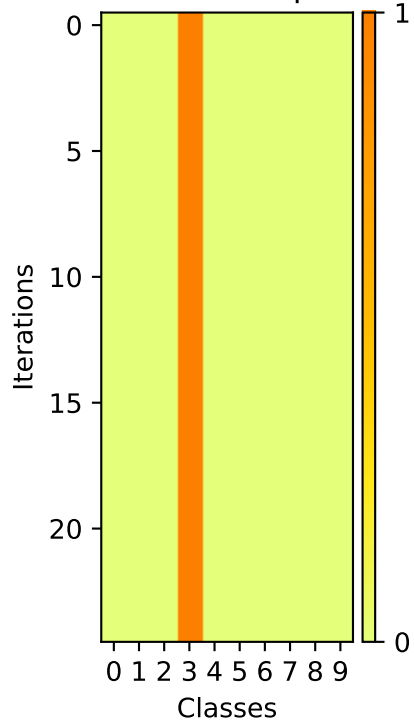
Softmax Outputs



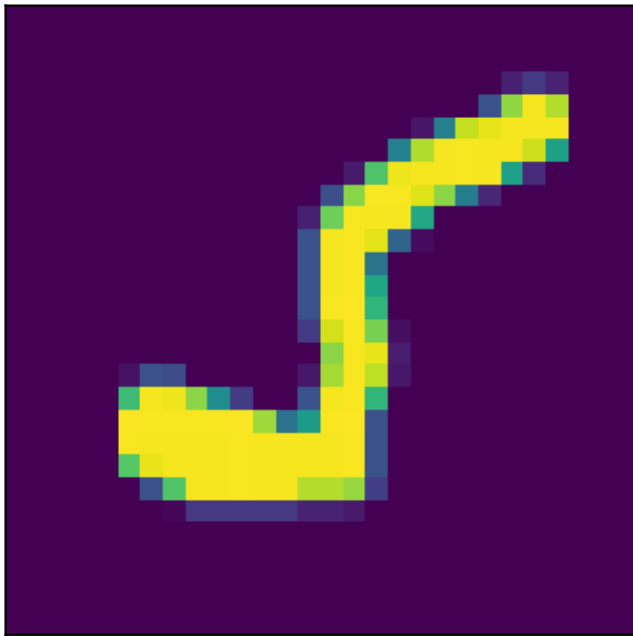
Image



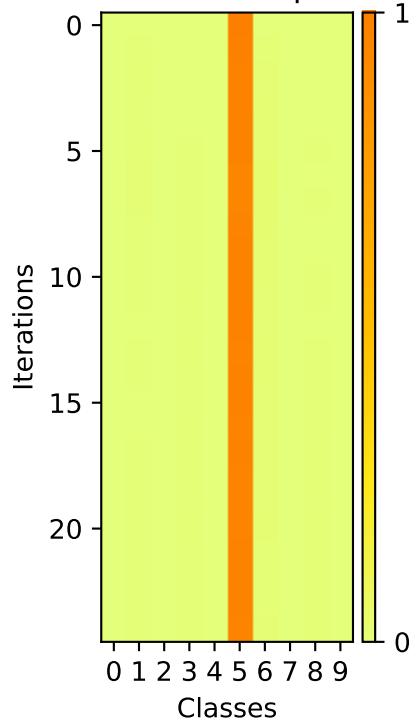
Softmax Outputs



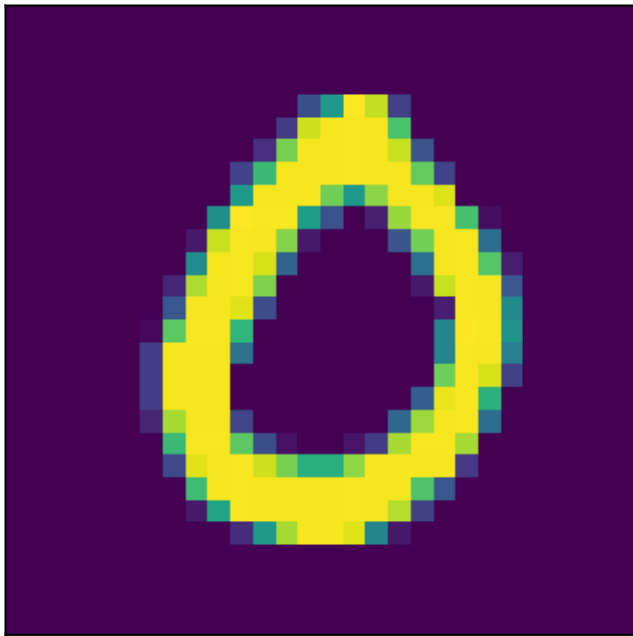
Image



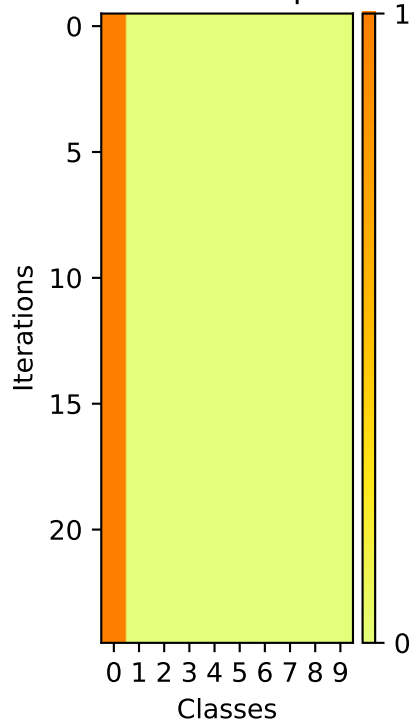
Softmax Outputs



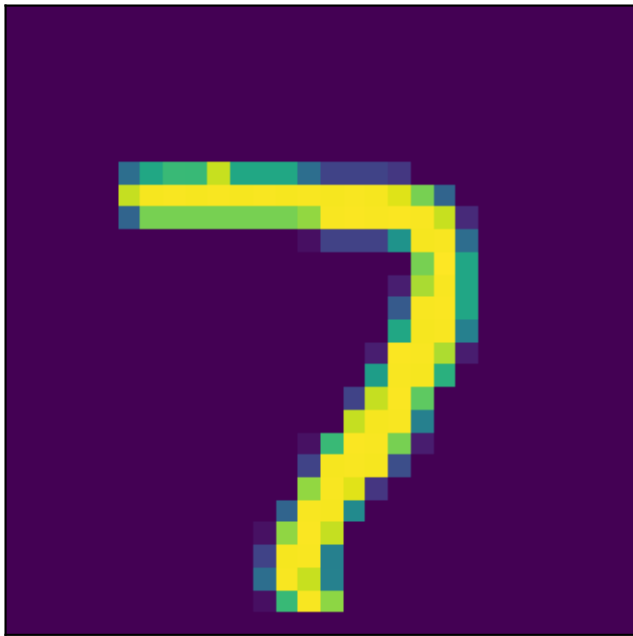
Image



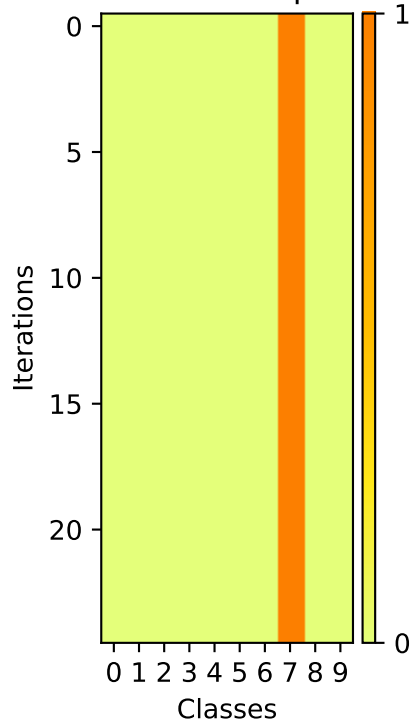
Softmax Outputs



Image



Softmax Outputs

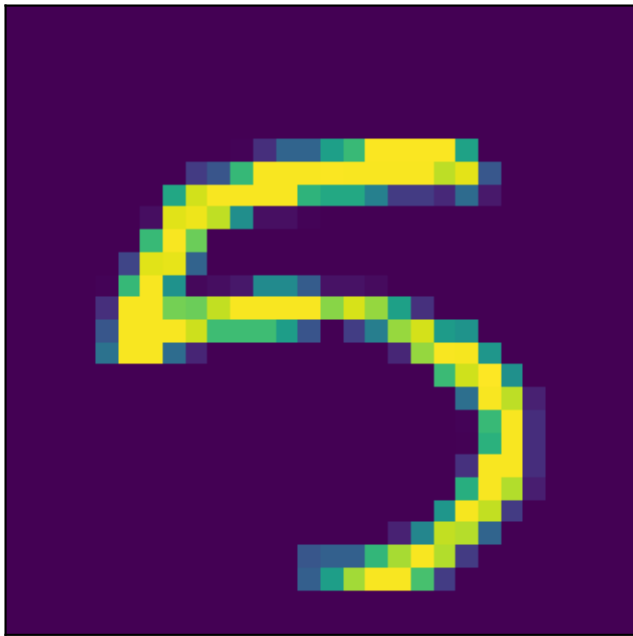


A 10x10 grid of colored squares. The background is dark purple. A diagonal shape is formed by yellow, green, and blue squares. The shape starts at the bottom-left and goes towards the top-right. The main diagonal is yellow, with green squares on either side, and blue squares further out. The shape is roughly 10 squares wide and 10 squares high.

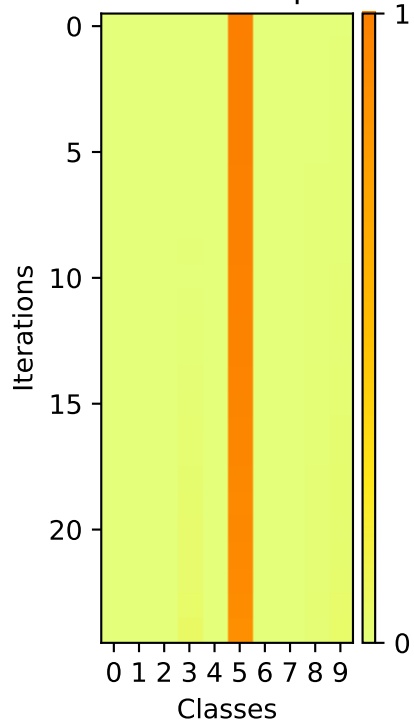
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

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

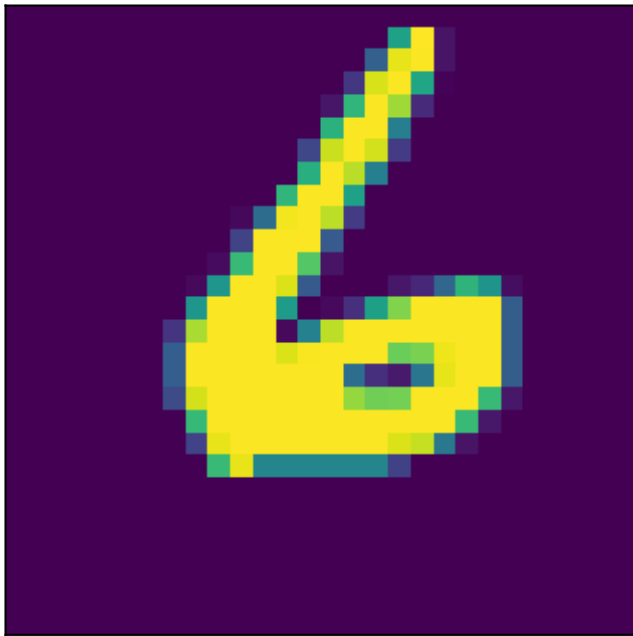
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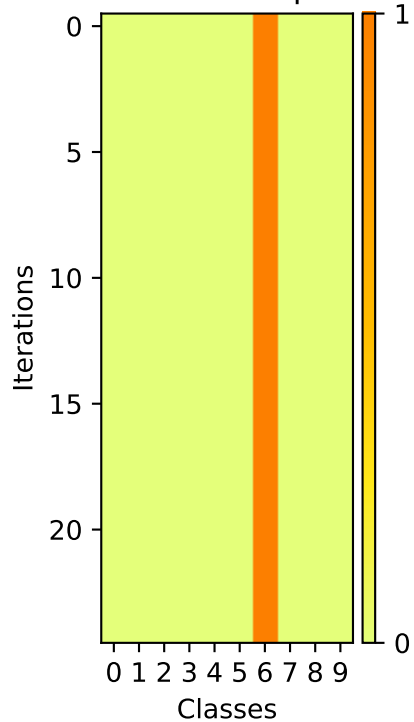
Softmax Outputs



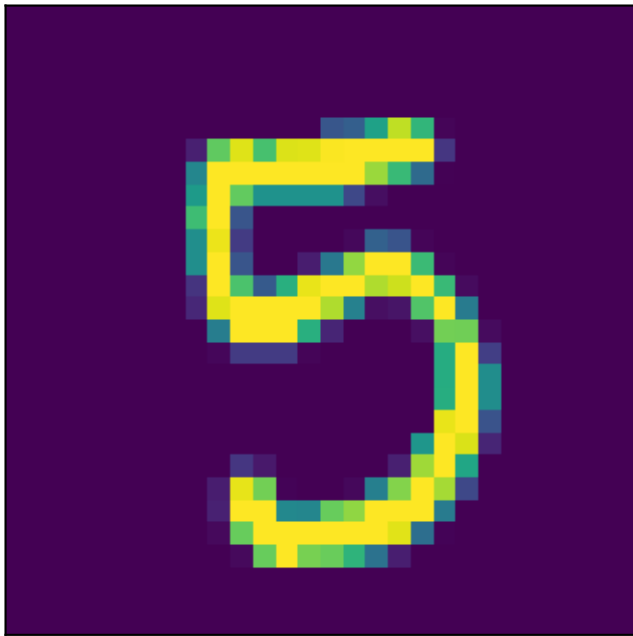
Image



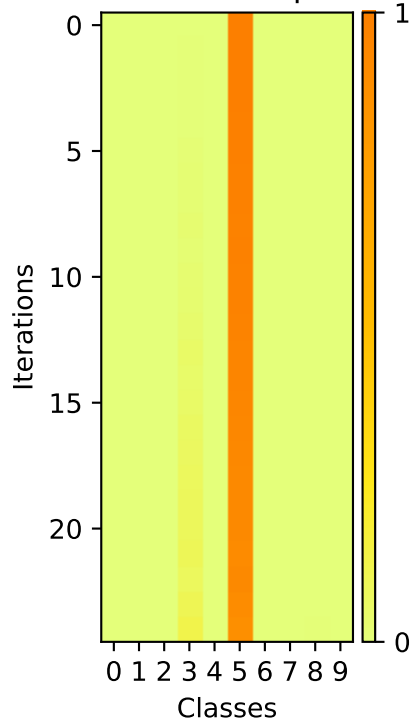
Softmax Outputs



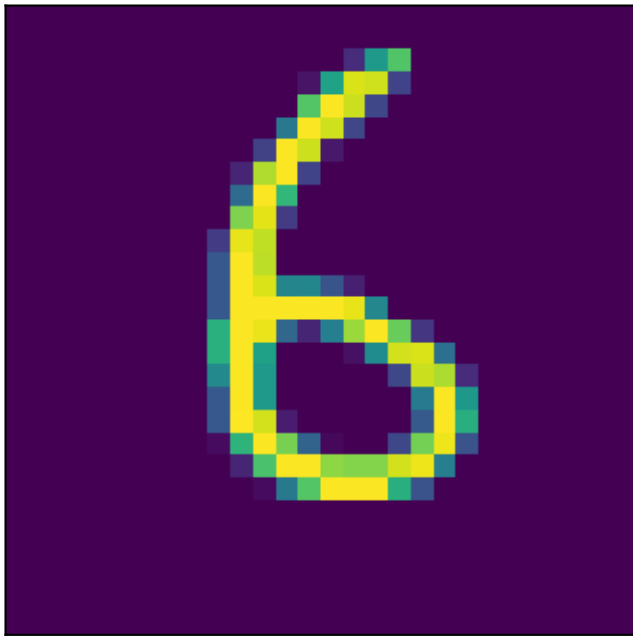
Image



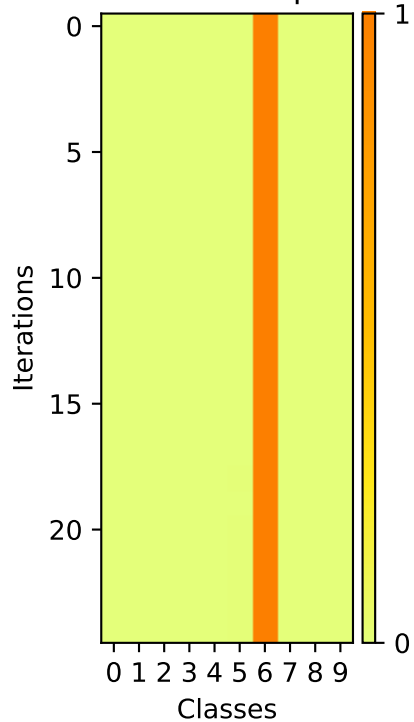
Softmax Outputs



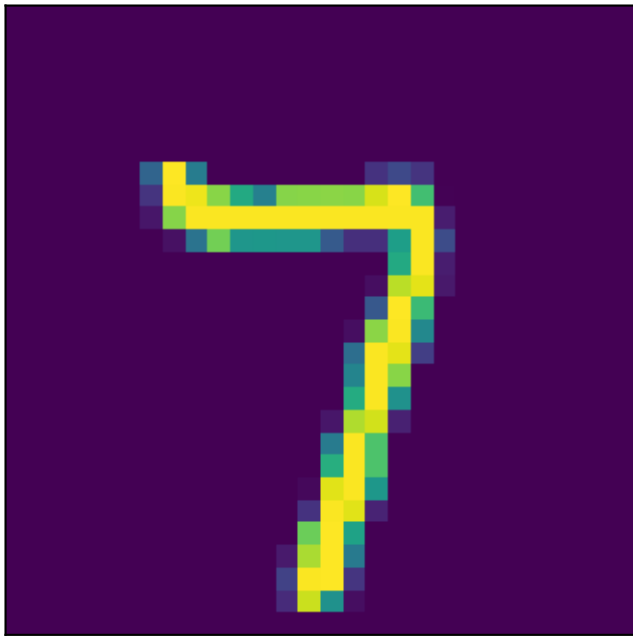
Image



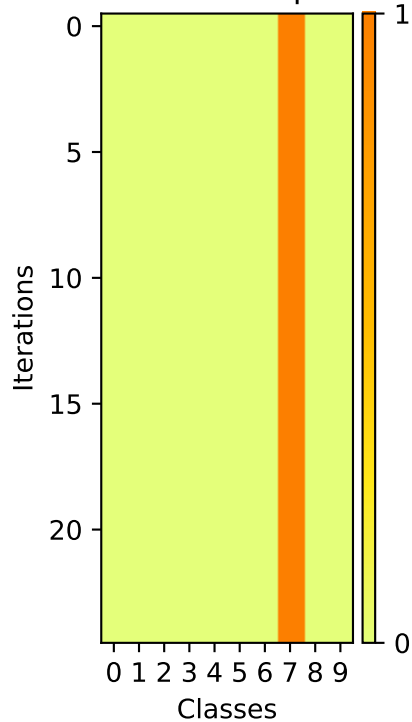
Softmax Outputs



Image



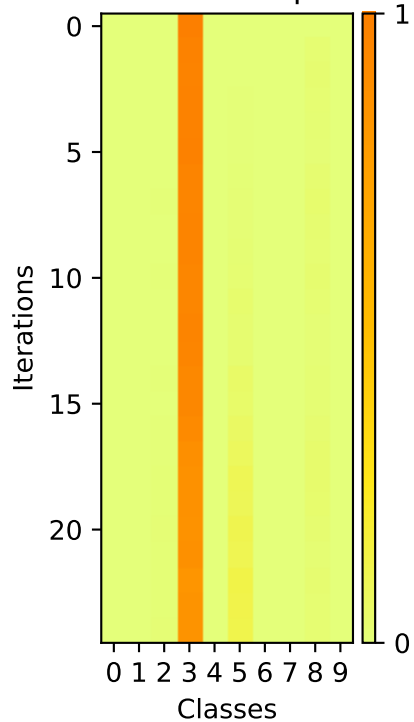
Softmax Outputs



Image



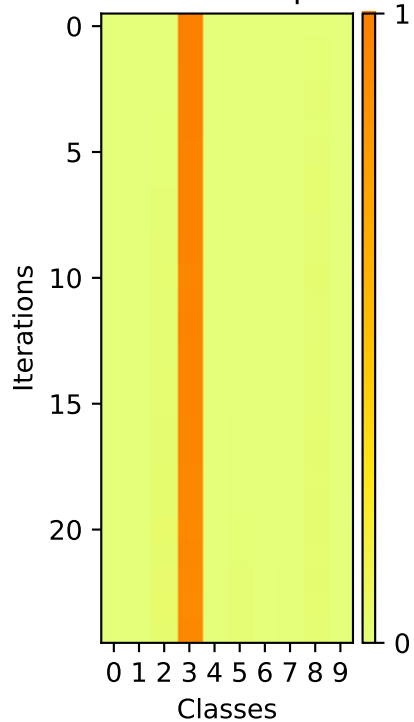
Softmax Outputs



Image



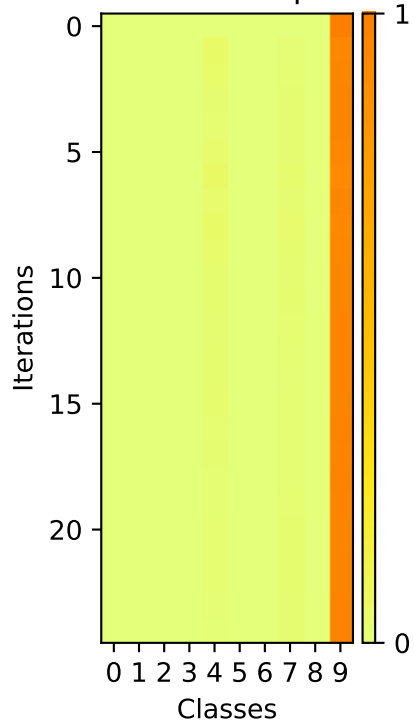
Softmax Outputs



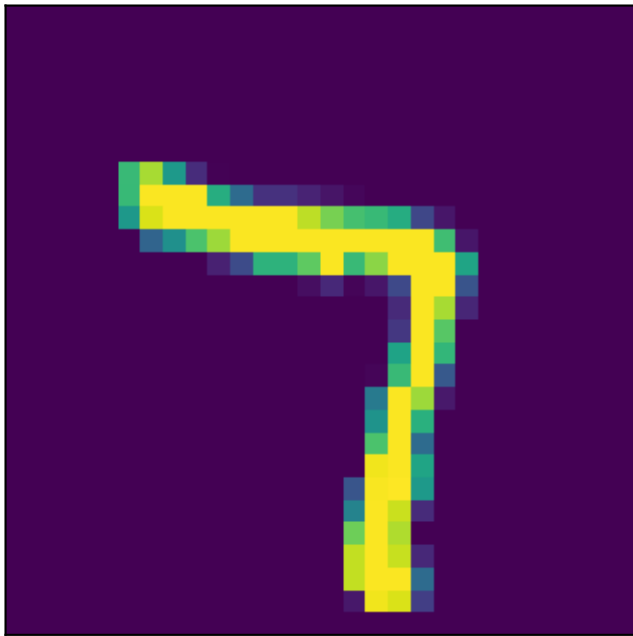
Image



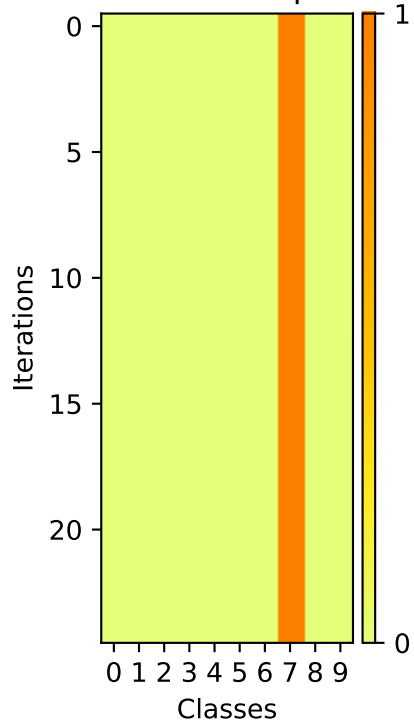
Softmax Outputs



Image



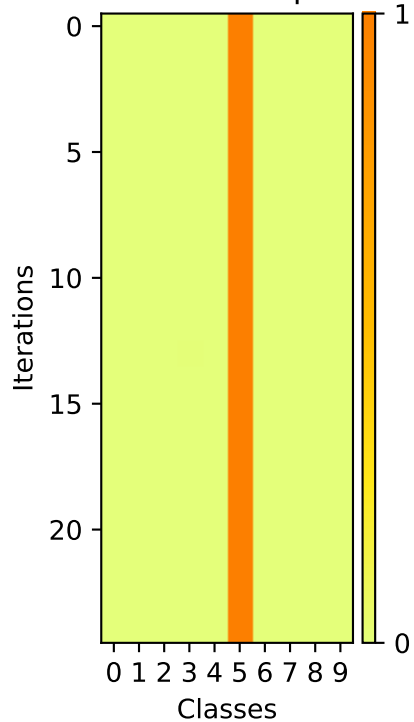
Softmax Outputs



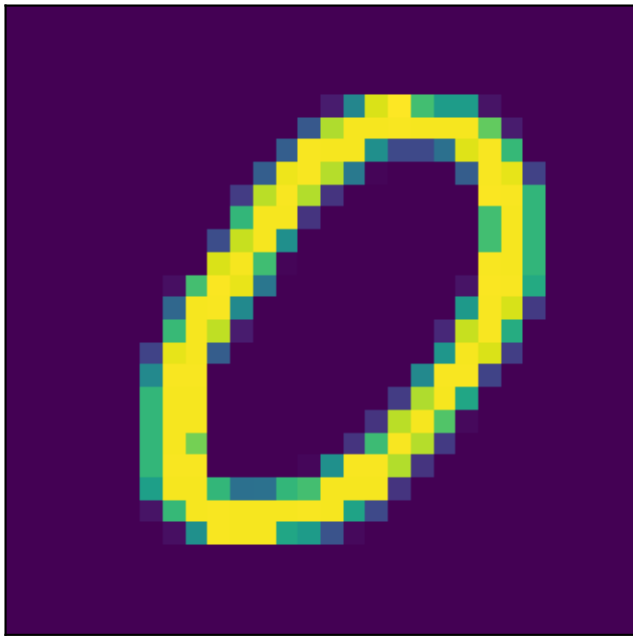
Image



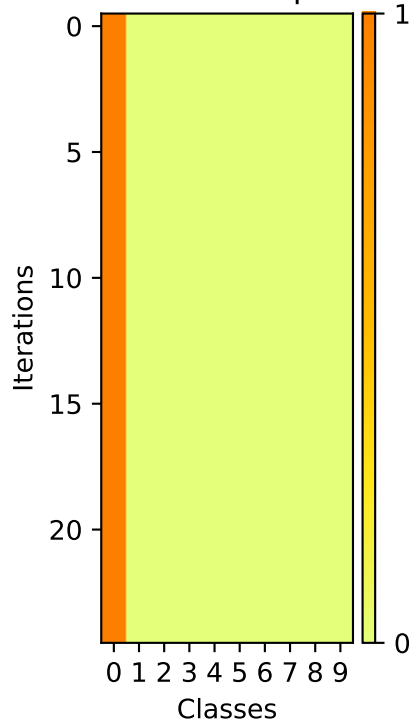
Softmax Outputs



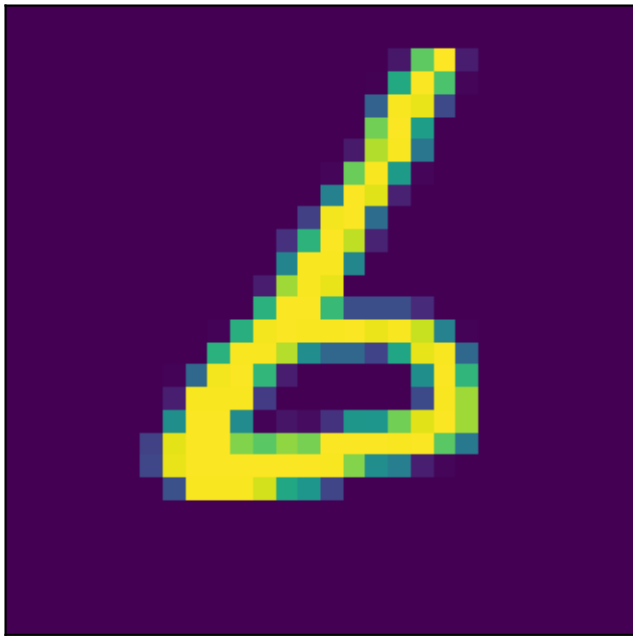
Image



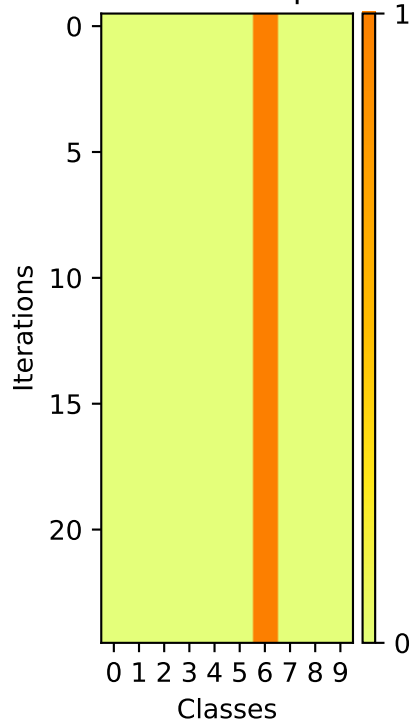
Softmax Outputs



Image



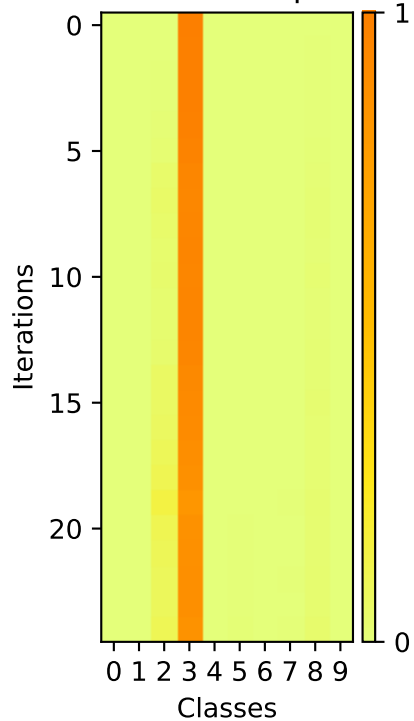
Softmax Outputs

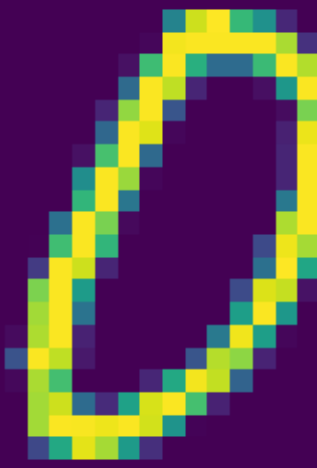


Image



Softmax Outputs

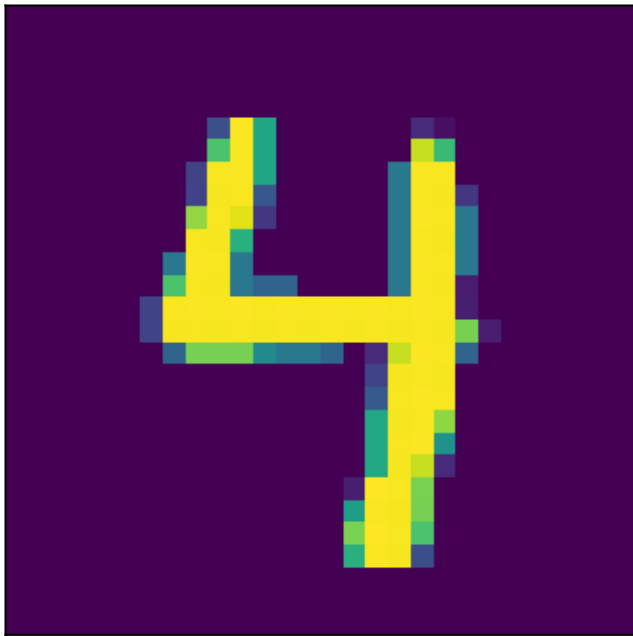




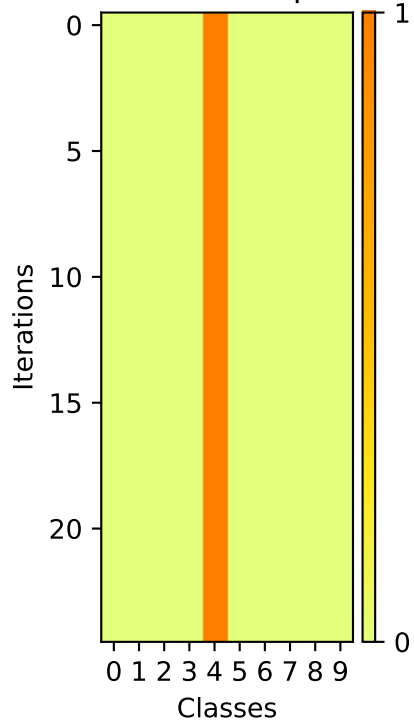
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts concentrated on Class 0 (probability 1.0) and rapidly shifts towards Class 1, which reaches a probability of approximately 0.9 by iteration 20. The other classes maintain very low probabilities throughout the iterations.

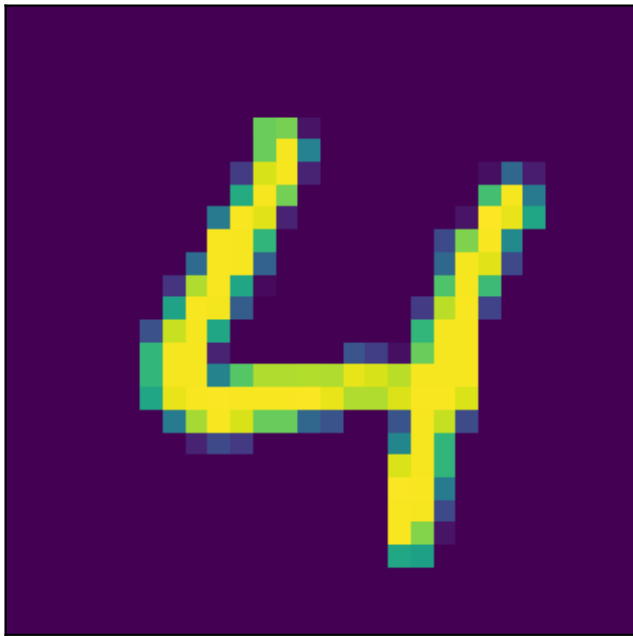
Image



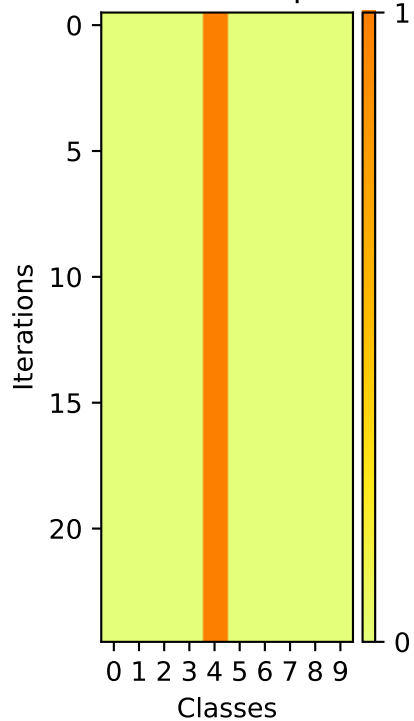
Softmax Outputs



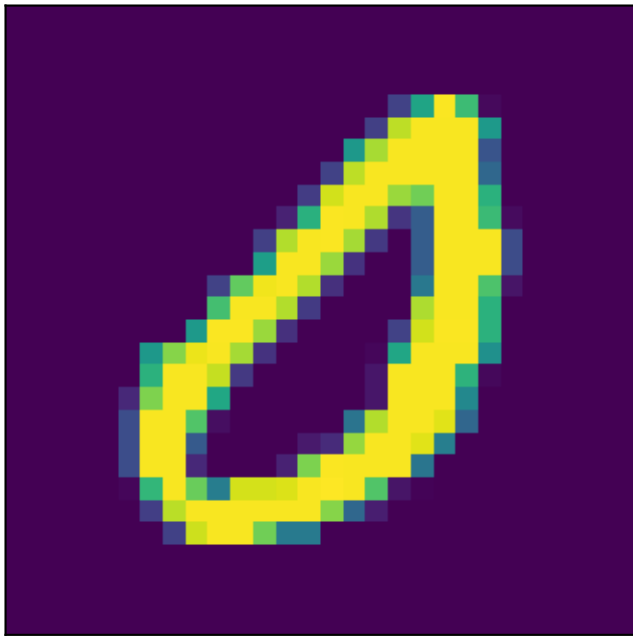
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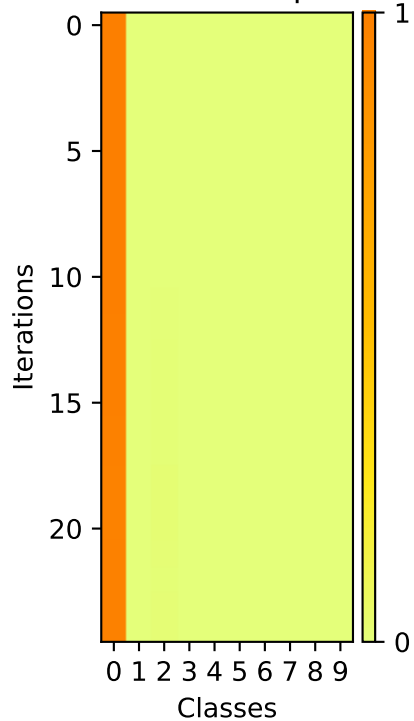
Softmax Outputs



Image

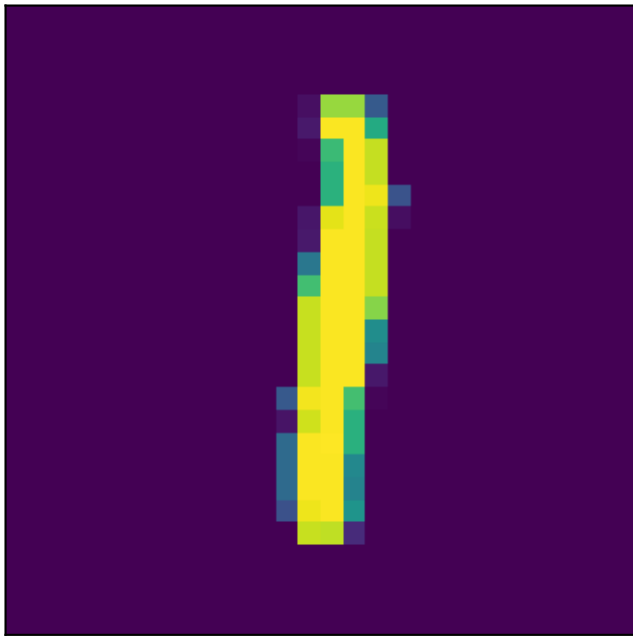


Softmax Outputs

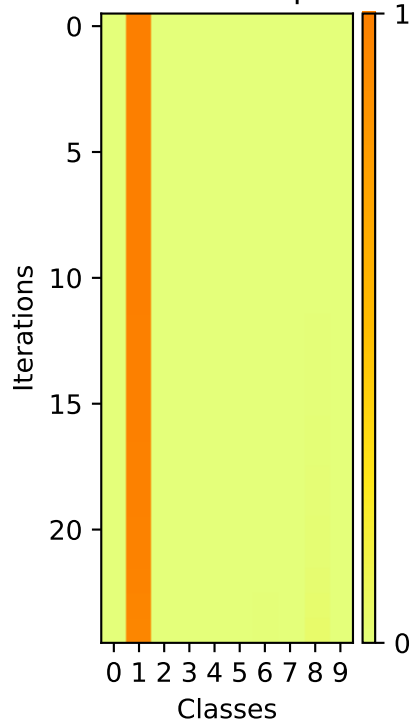


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). The distribution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

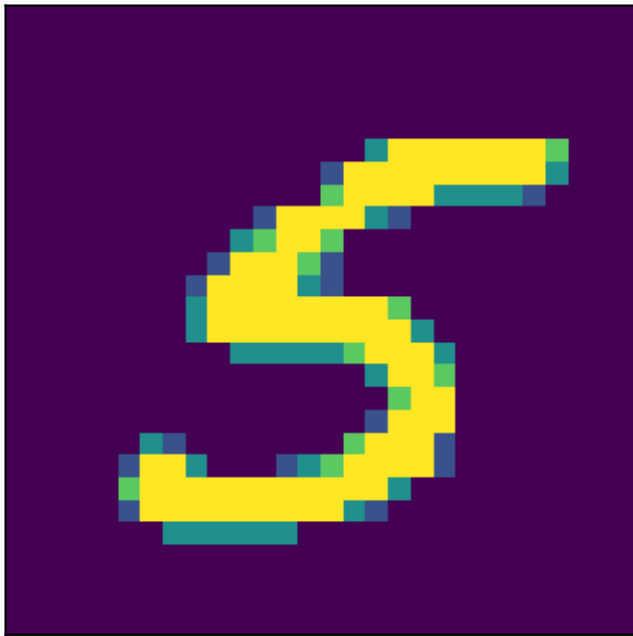
Image



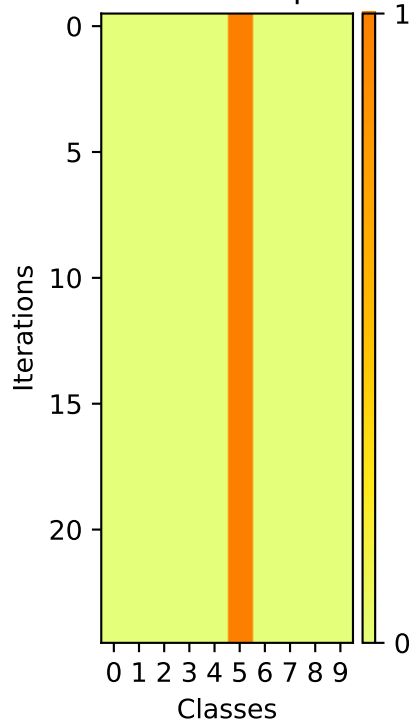
Softmax Outputs



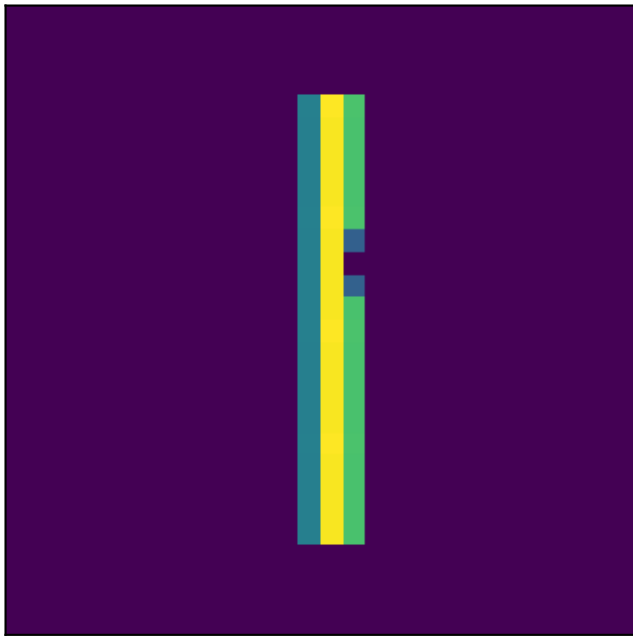
Image



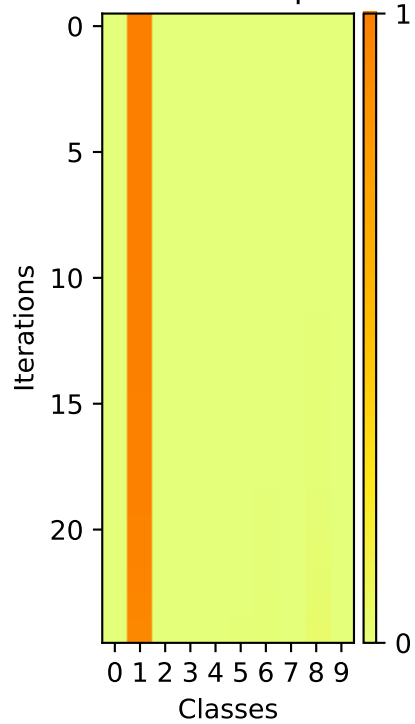
Softmax Outputs



Image



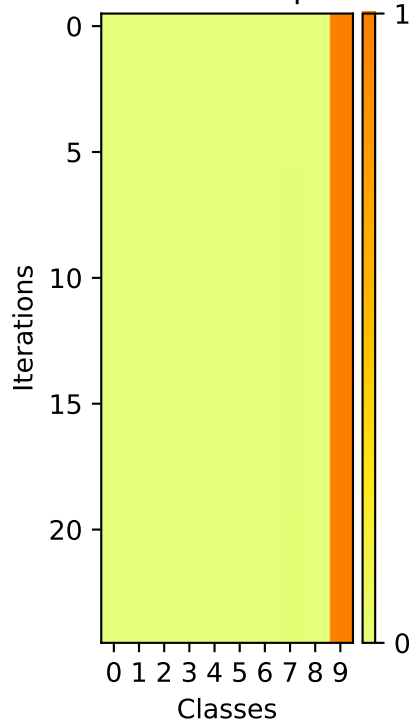
Softmax Outputs



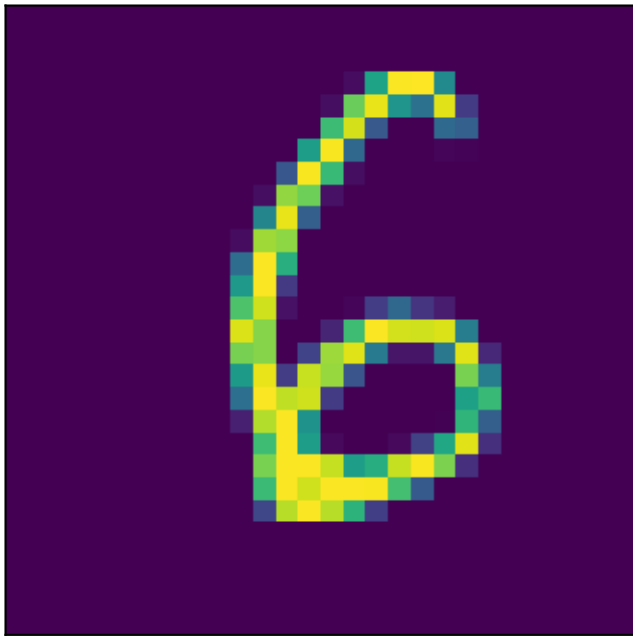
Image



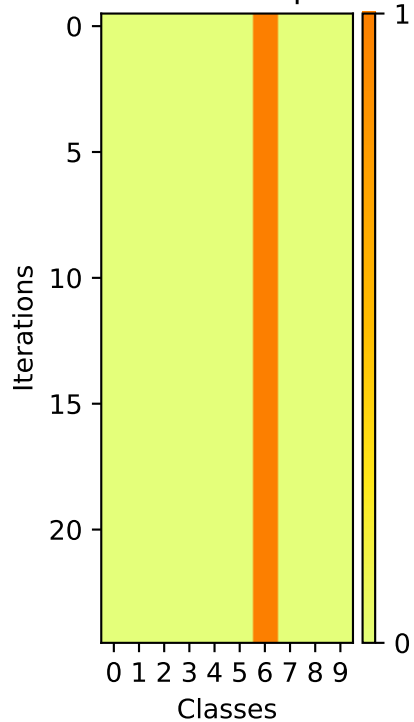
Softmax Outputs



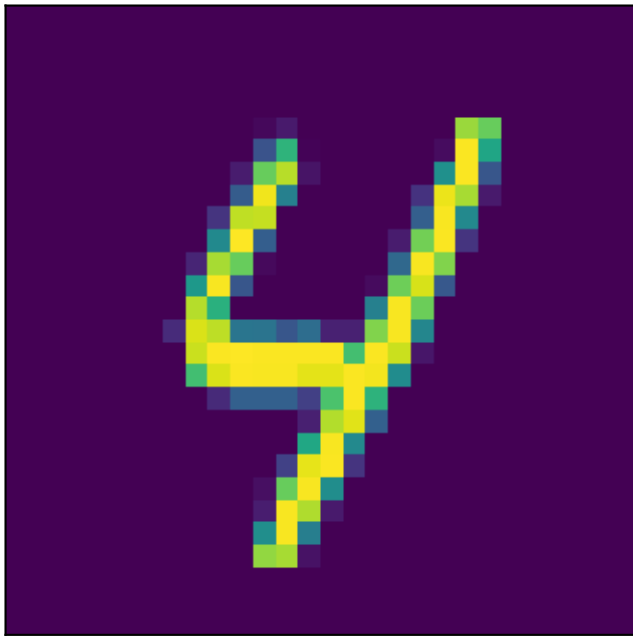
Image



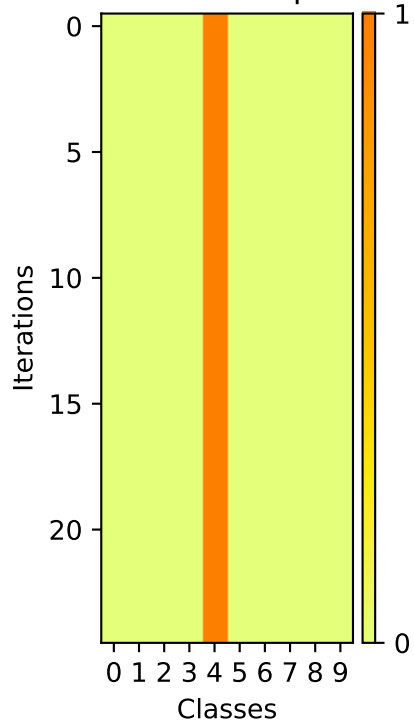
Softmax Outputs



Image



Softmax Outputs



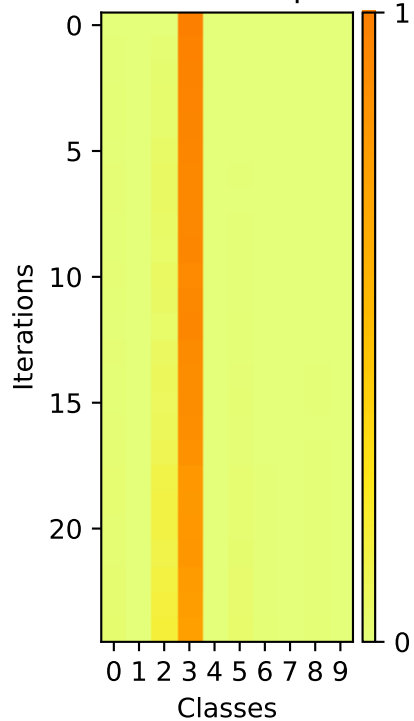
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of many small squares, with the main body being yellow and the edges or highlights being green. It forms a continuous loop that crosses itself in the center, resembling a stylized '8' or a figure-eight knot. The overall aesthetic is reminiscent of early computer graphics or a low-quality scan of a printed image.

Heatmap visualization showing the evolution of the probability distribution over 25 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 remains high (orange) throughout, while other classes show slight increases over time.

Image



Softmax Outputs

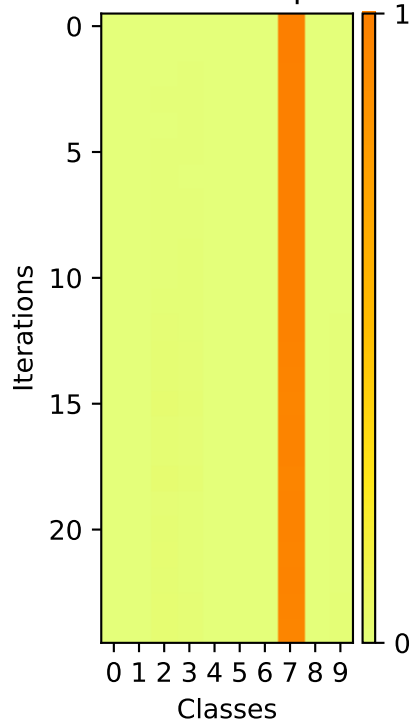


A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small squares in shades of yellow, green, and blue, arranged in a way that suggests a stylized 'L' or a similar character. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a printed image.

Image



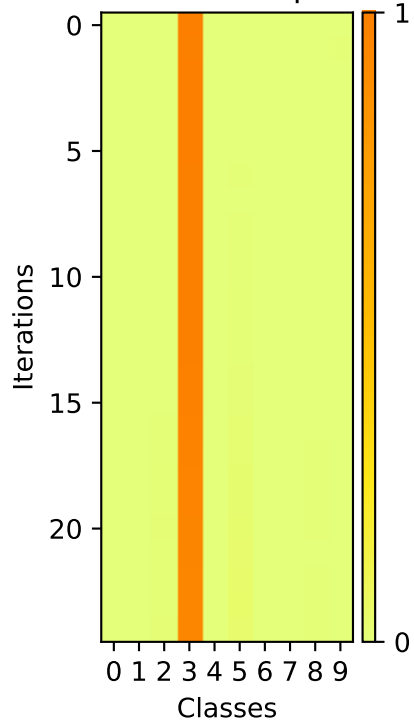
Softmax Outputs



Image



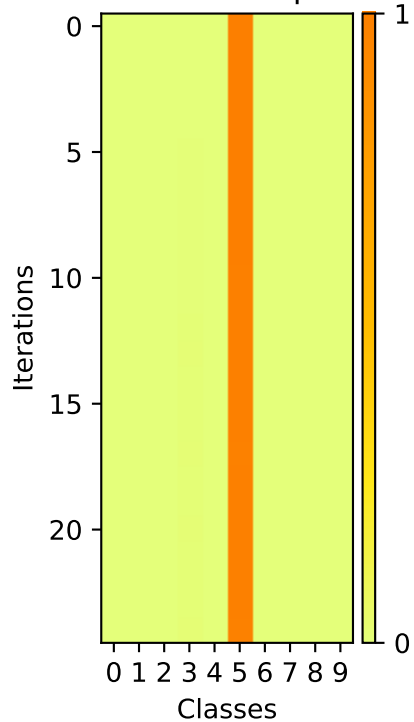
Softmax Outputs



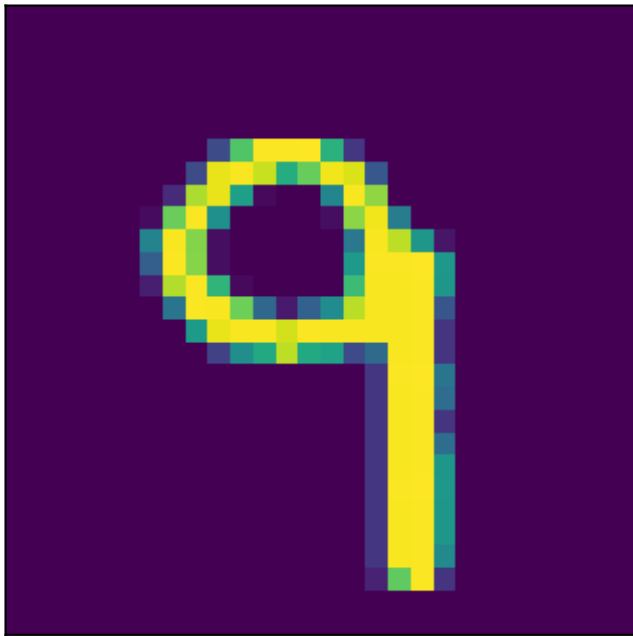
Image



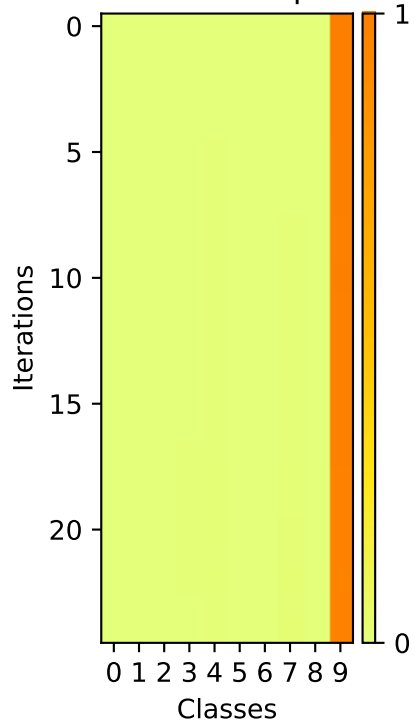
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of a yellow and blue figure, possibly a character or object, set against a black background. The figure has a yellow body with blue accents, including a blue square on its chest and blue limbs. 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 aesthetic.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 shows a strong, persistent probability, while Class 5 shows a transient increase around iteration 10.