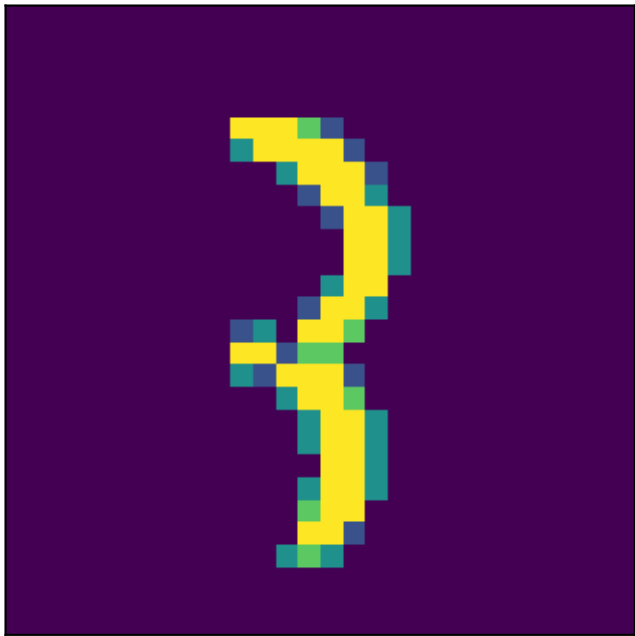
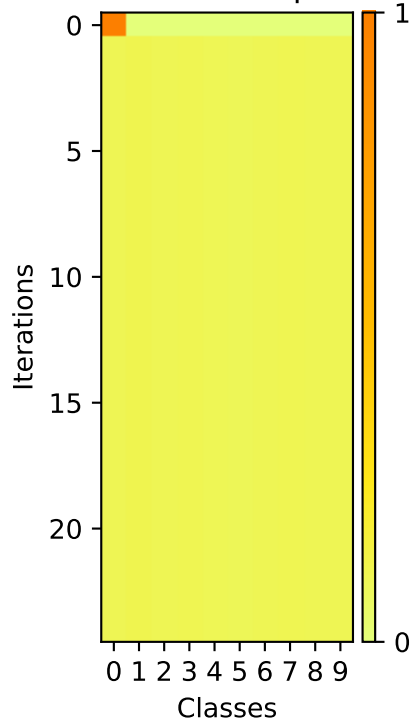


Image



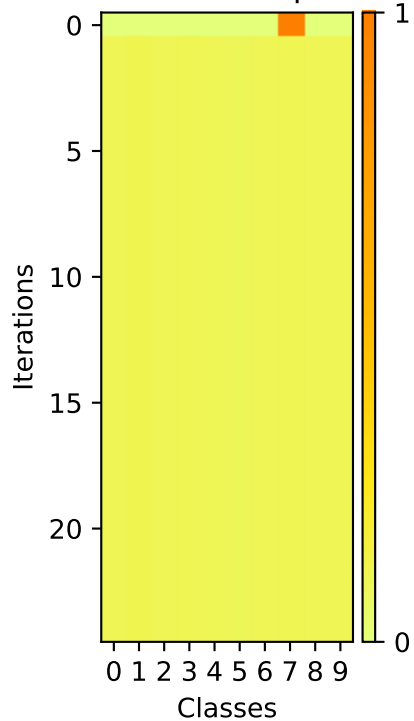
Softmax Outputs



Image



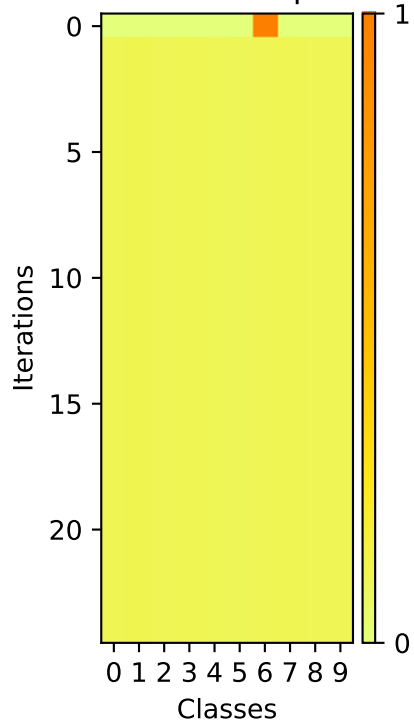
Softmax Outputs



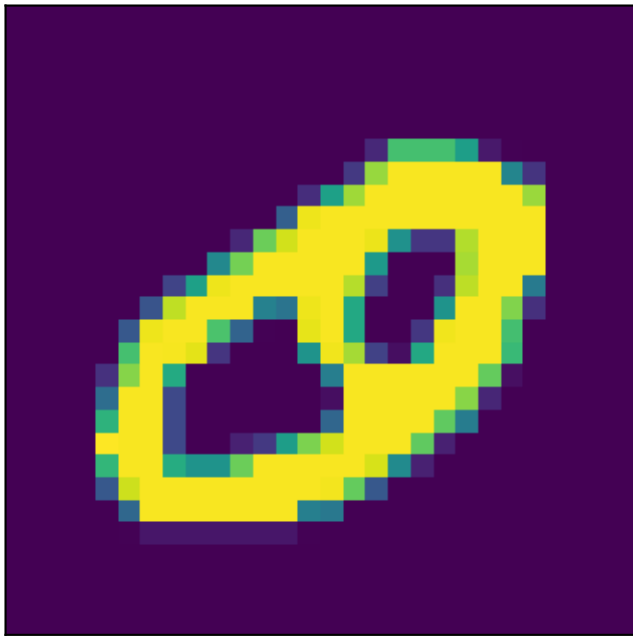
Image



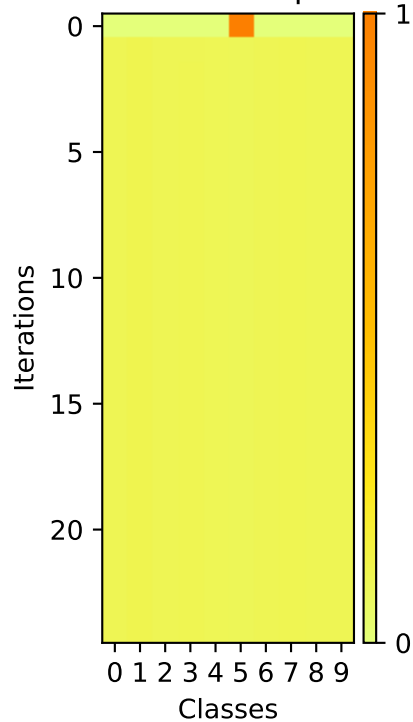
Softmax Outputs



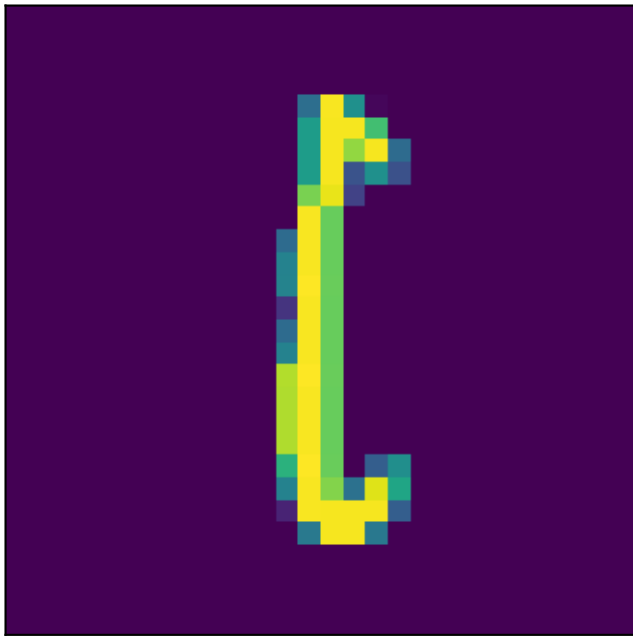
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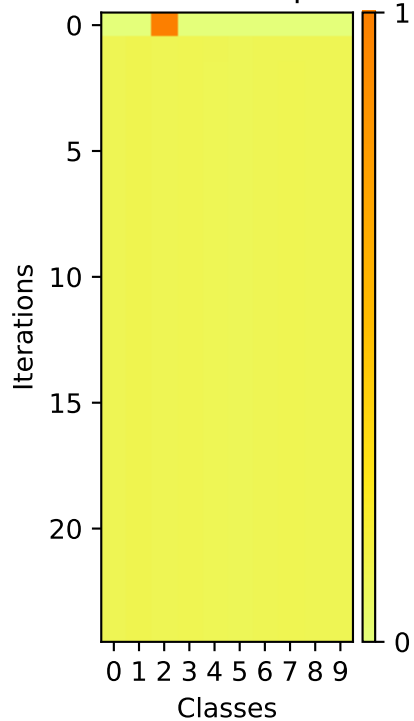
Softmax Outputs



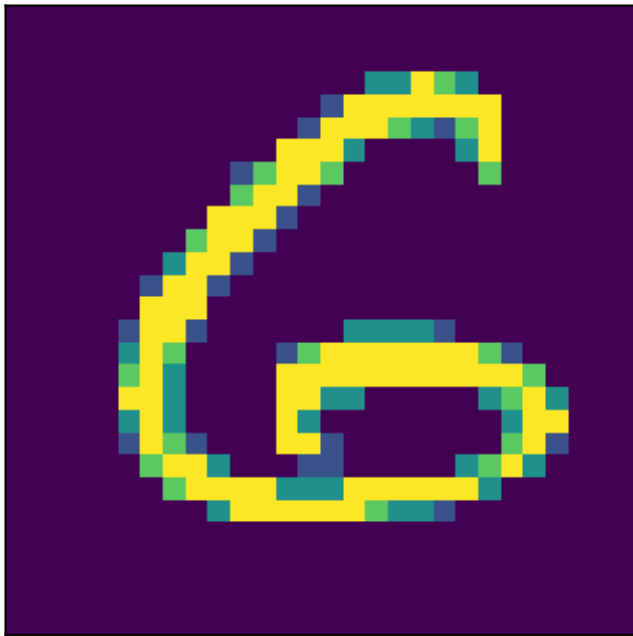
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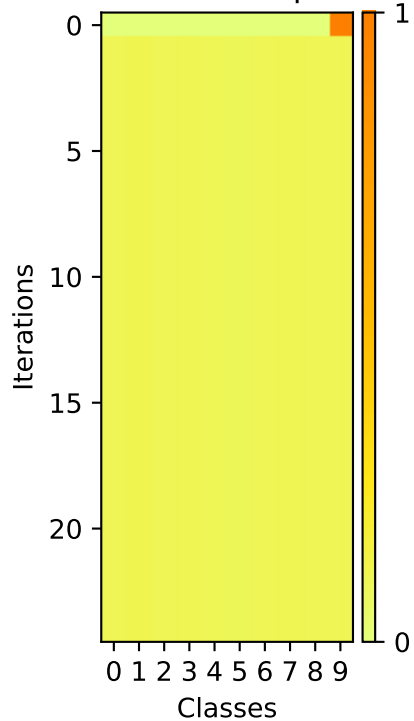
Softmax Outputs



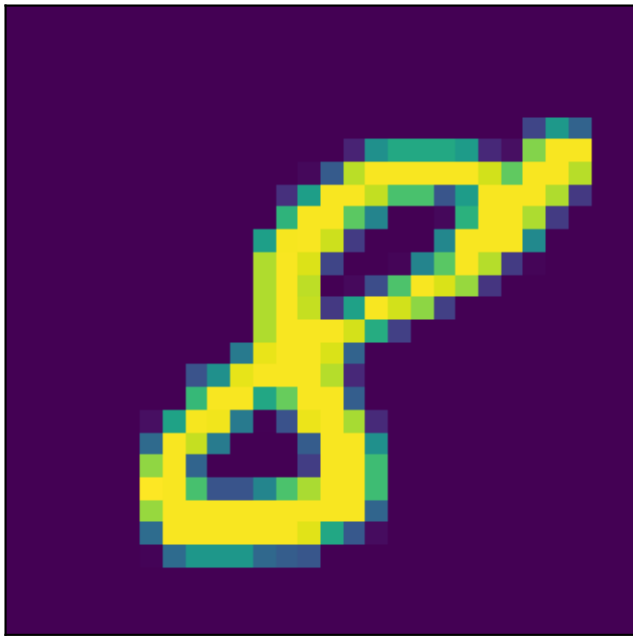
Image



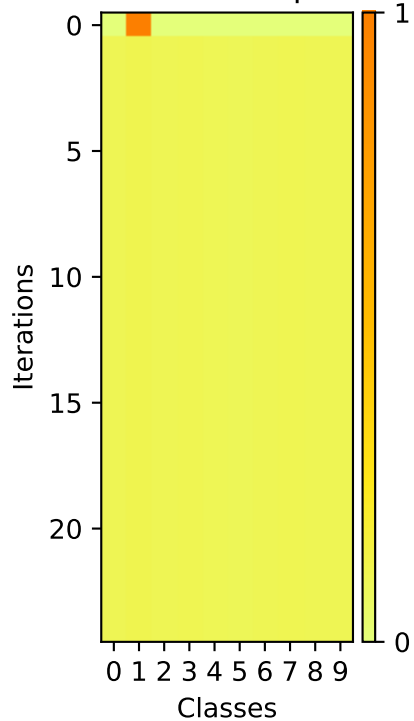
Softmax Outputs

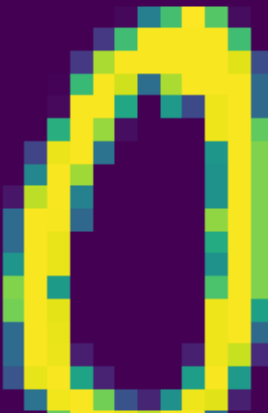


Image



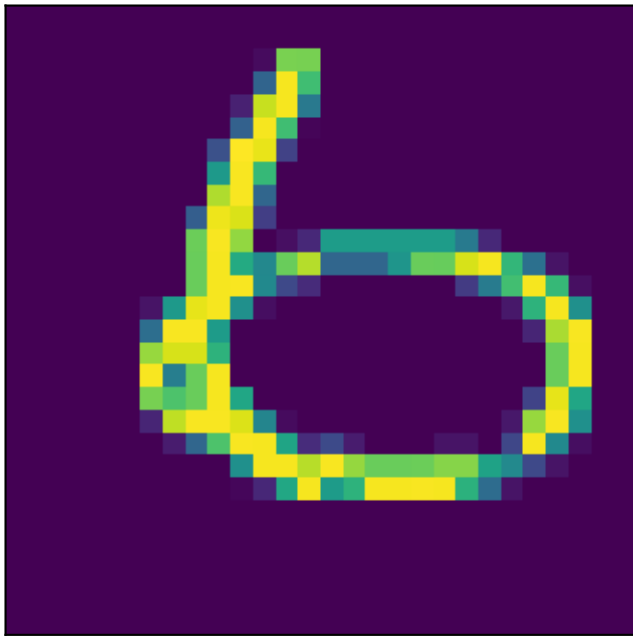
Softmax Outputs



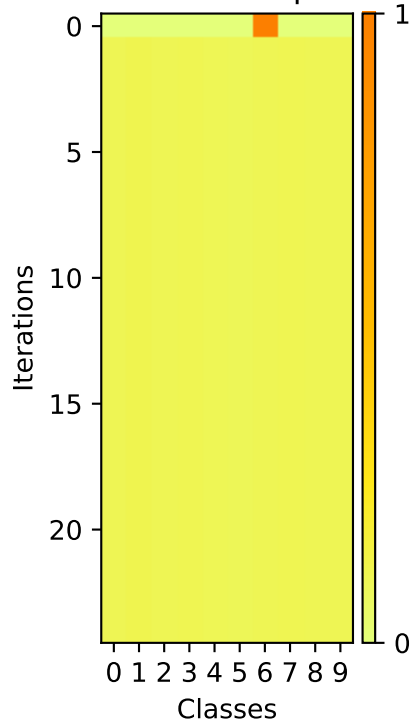


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high loss (red) at iteration 0, which decreases to yellow by iteration 1. Other classes remain at a low loss (yellow) throughout.

Image

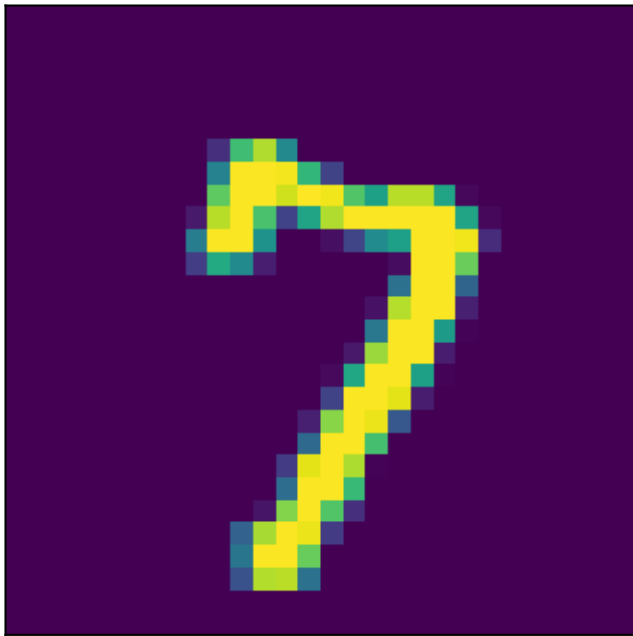


Softmax Outputs

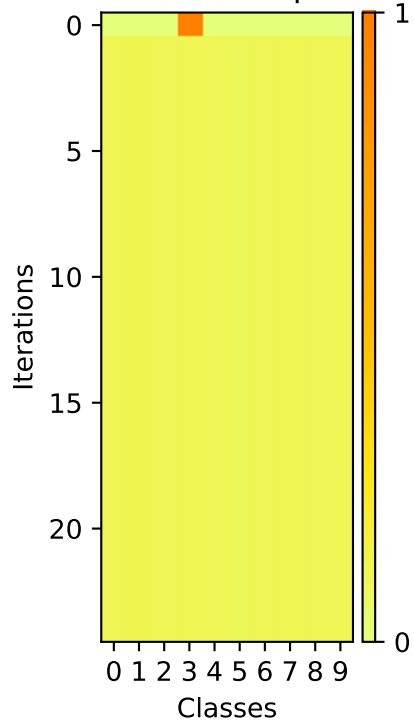


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

Image



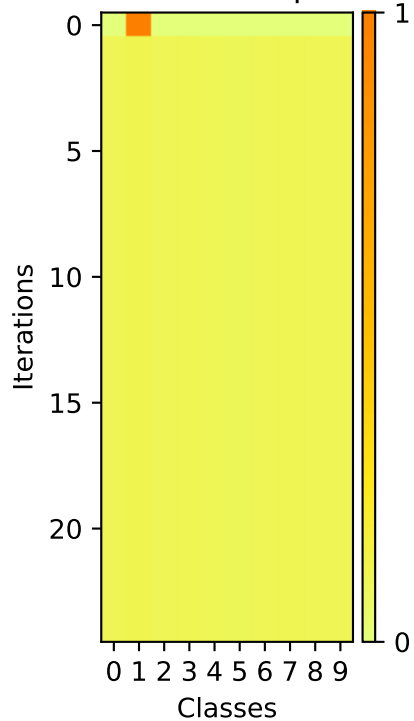
Softmax Outputs



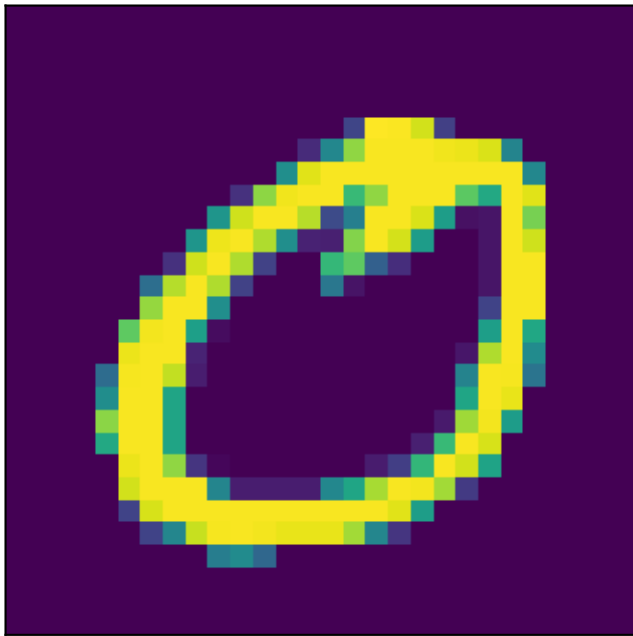
Image



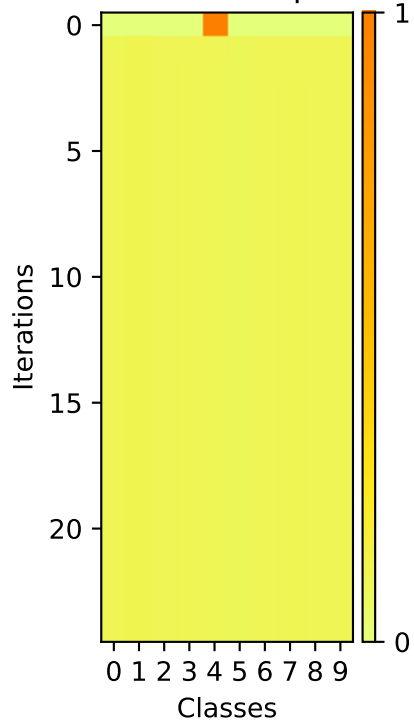
Softmax Outputs



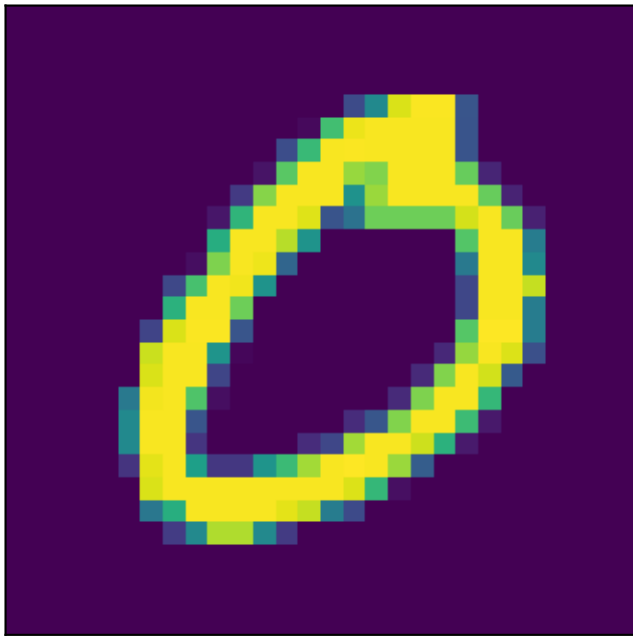
Image



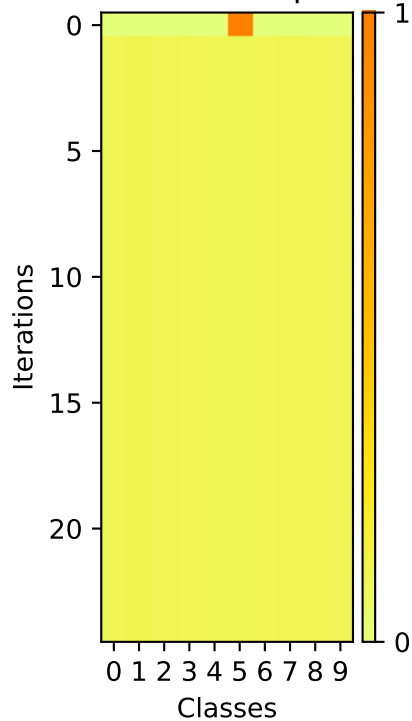
Softmax Outputs



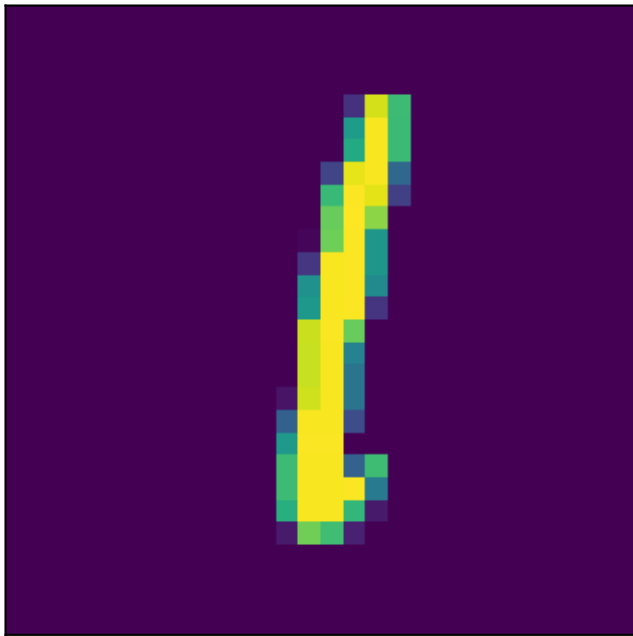
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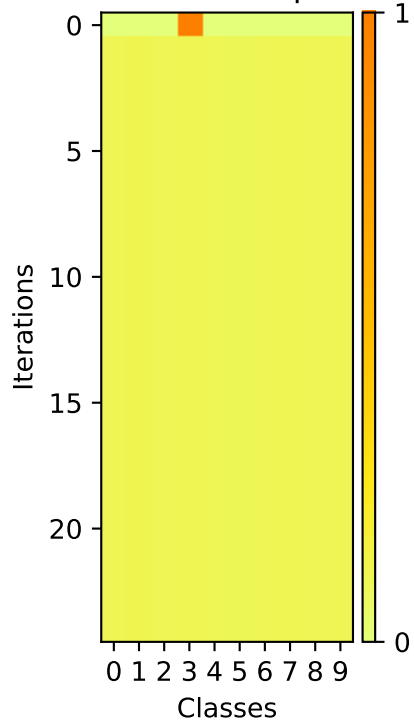
Softmax Outputs



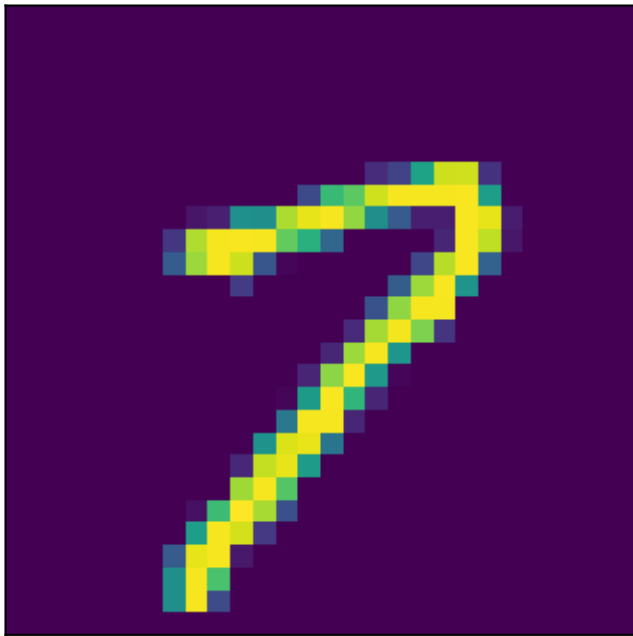
Image



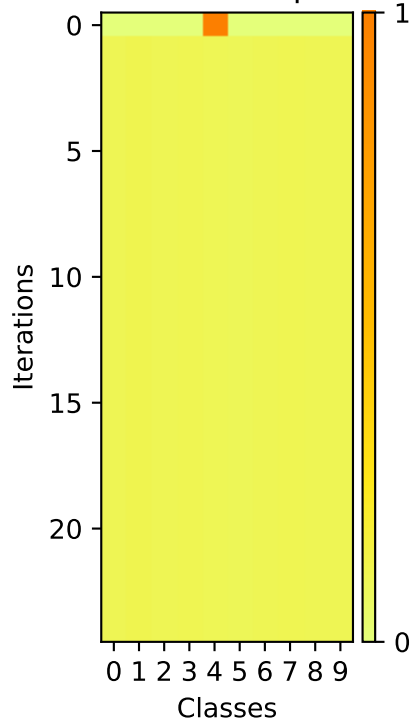
Softmax Outputs



Image



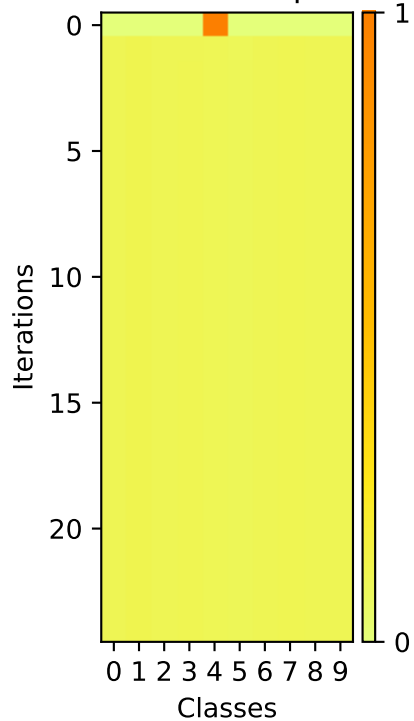
Softmax Outputs



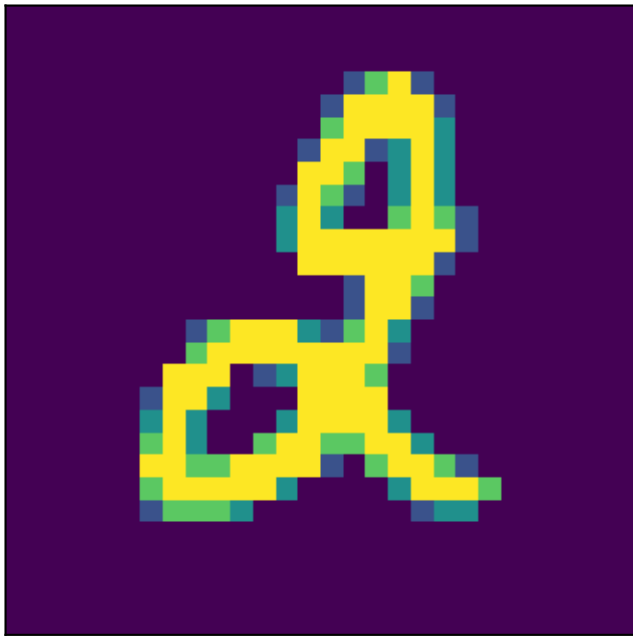
Image



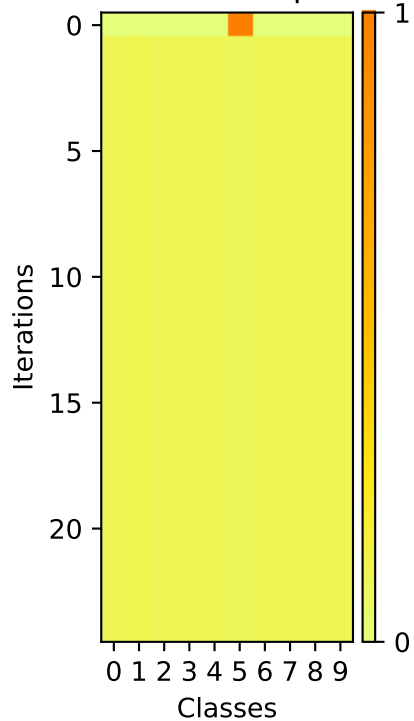
Softmax Outputs



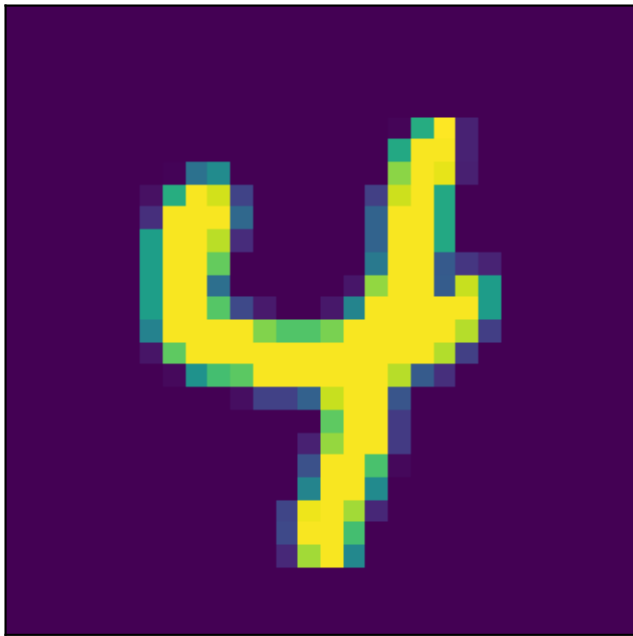
Image



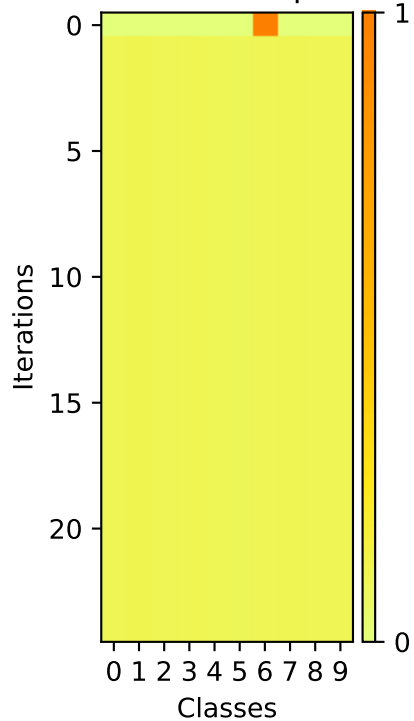
Softmax Outputs



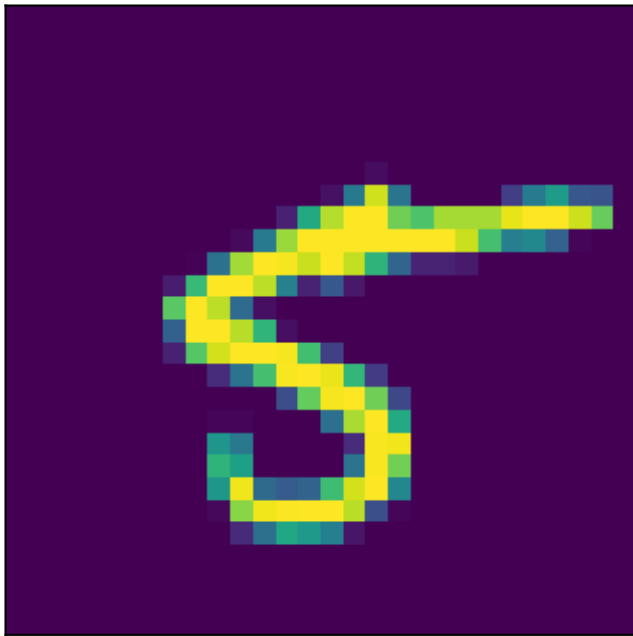
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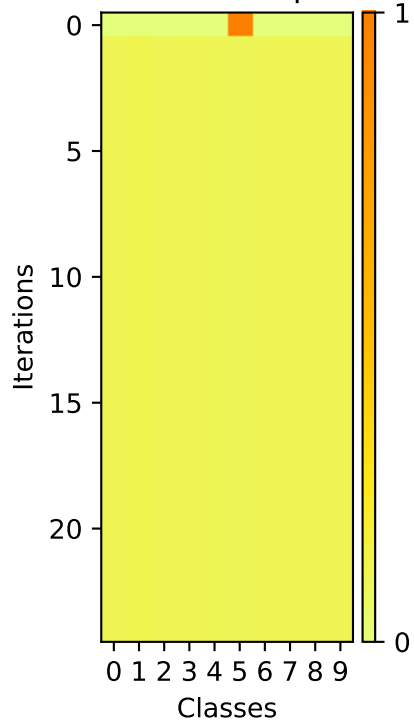
Softmax Outputs



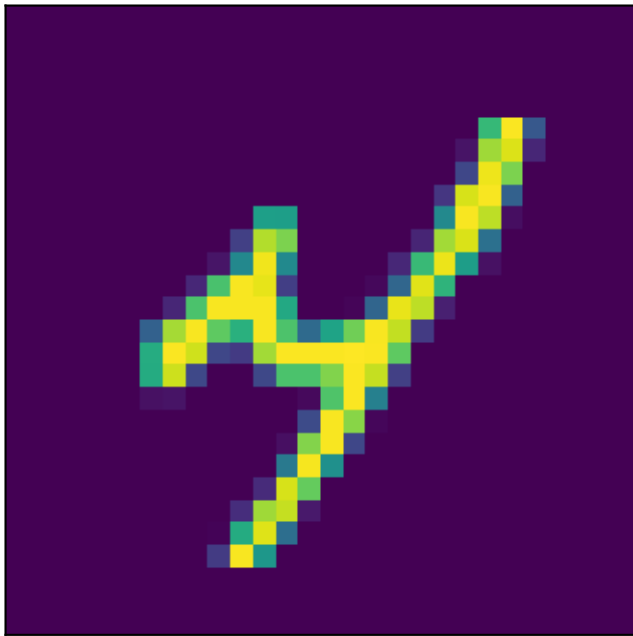
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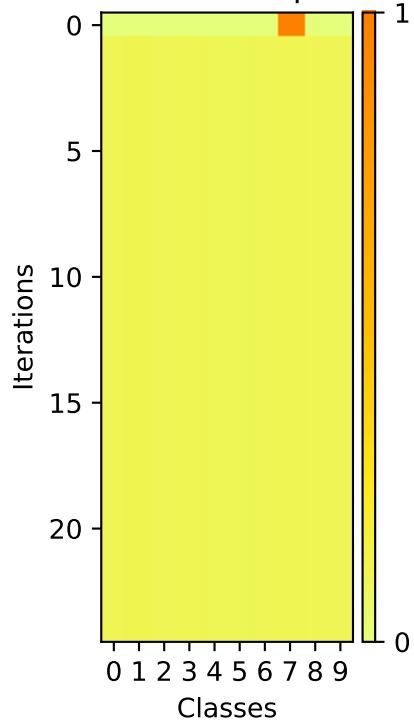
Softmax Outputs



Image

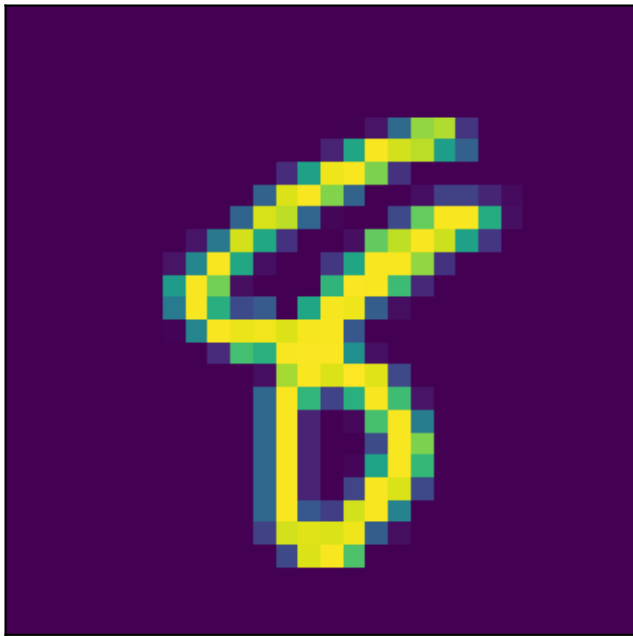


Softmax Outputs

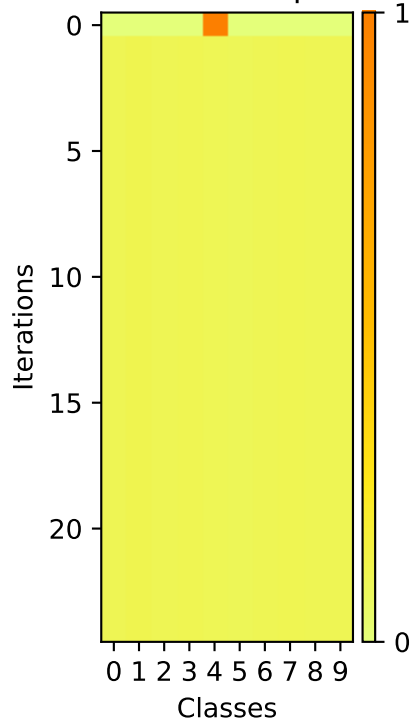


A pixelated, low-resolution image of a yellow and green abstract shape, resembling a stylized letter '4' or a complex symbol, set against a dark purple background. The shape is composed of several small, colored squares (yellow, green, and light blue) arranged in a pattern that suggests a handwritten or digital character. The overall aesthetic is reminiscent of early computer graphics or low-resolution digital art.

Image



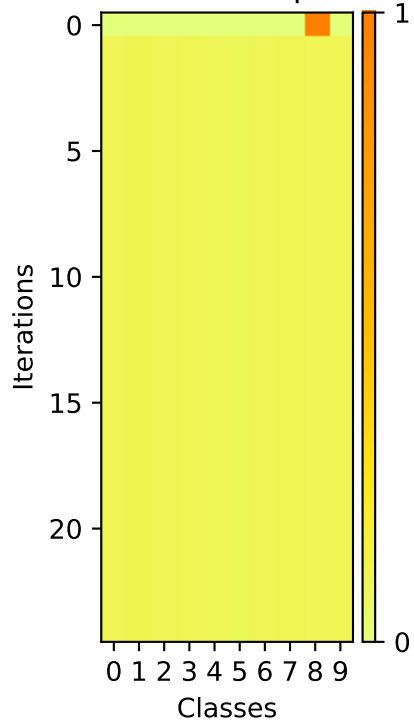
Softmax Outputs



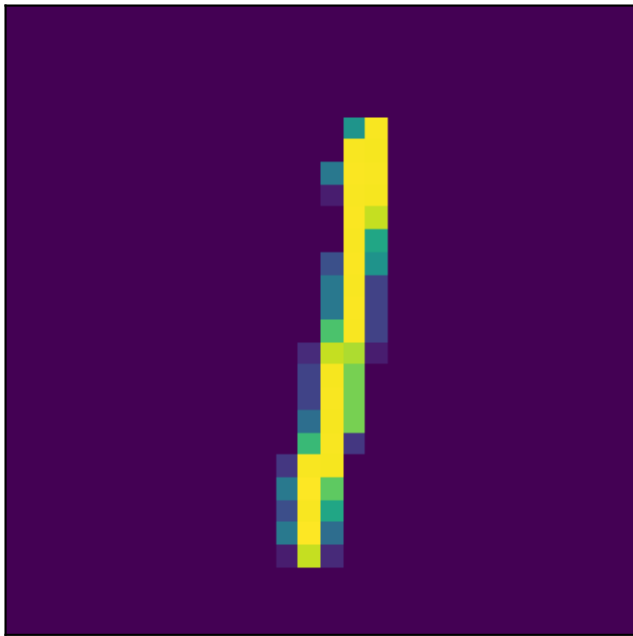
Image



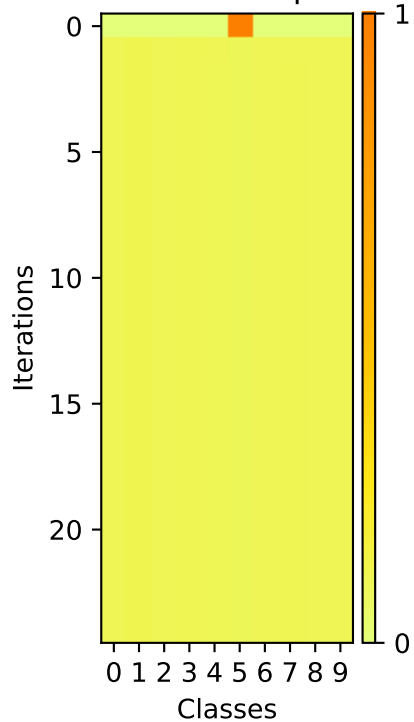
Softmax Outputs



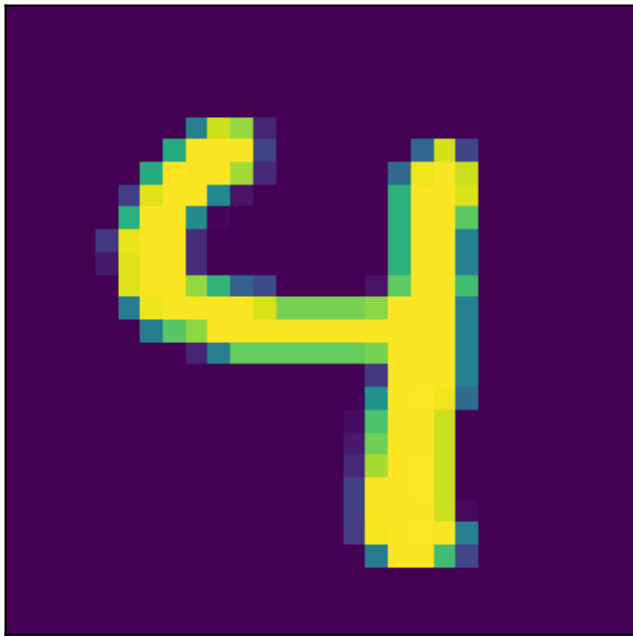
Image



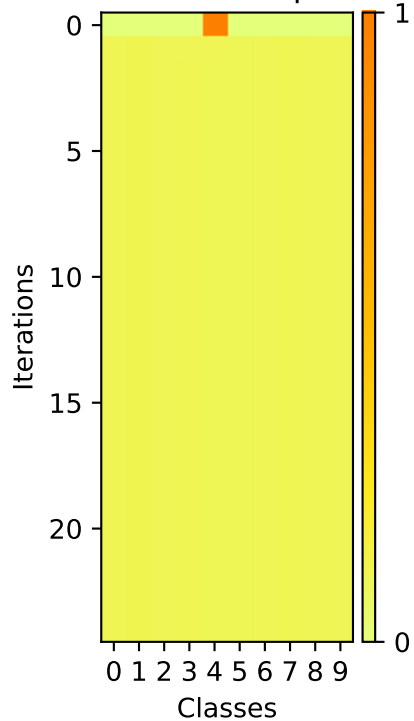
Softmax Outputs



Image



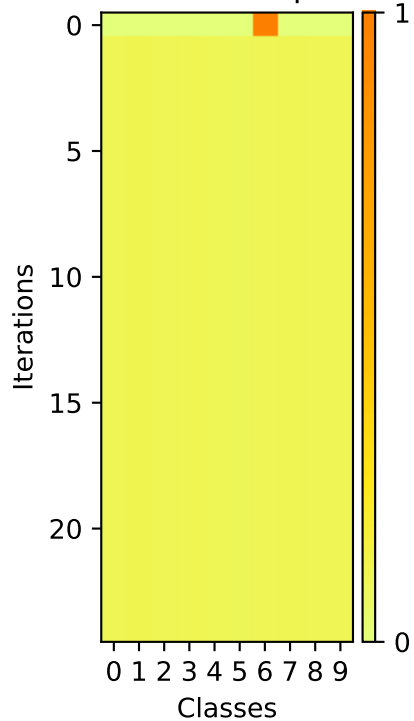
Softmax Outputs



Image



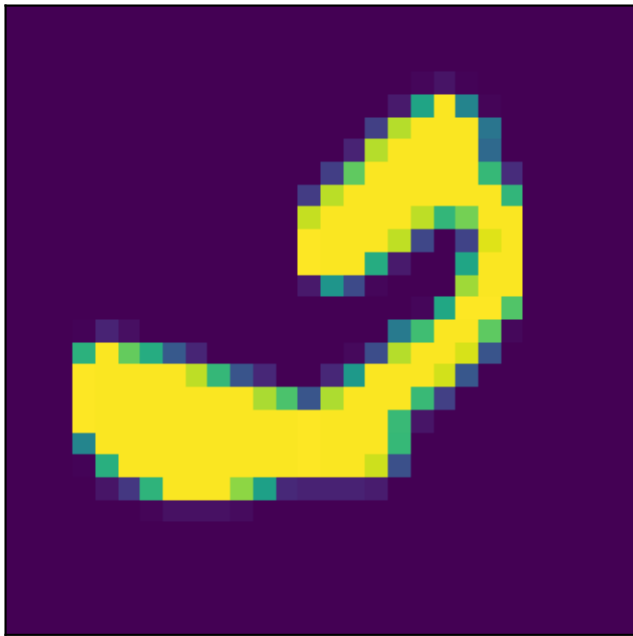
Softmax Outputs



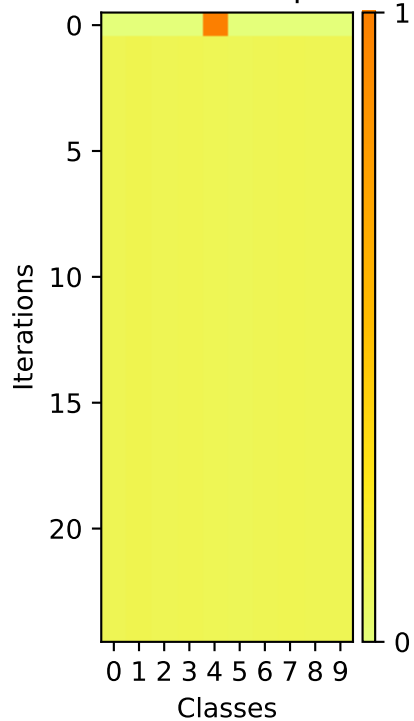
A pixelated yellow cross is centered on a dark purple background. The cross is composed of a horizontal bar and a vertical bar that intersect at their centers. The edges of the cross are jagged, giving it a digital or low-resolution appearance. The yellow color is a bright, saturated yellow, while the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

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 loops being green. The image has a very low resolution, with the shape appearing as a series of discrete pixels. The background is a solid dark purple. The overall appearance is that of a low-quality digital graphic or a heavily downsampled image.

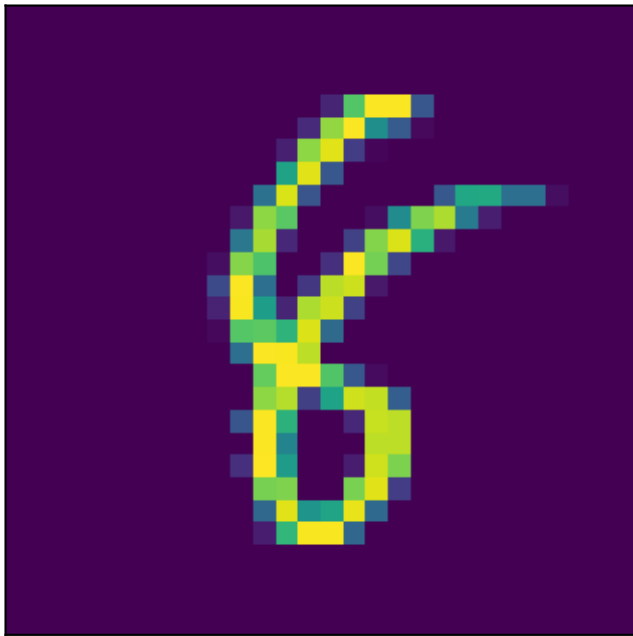
Image



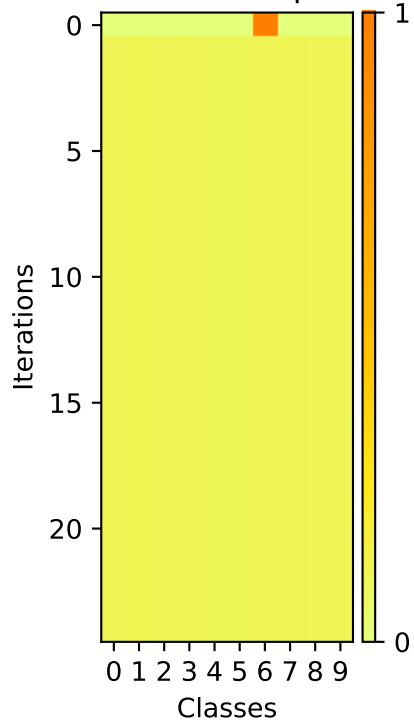
Softmax Outputs



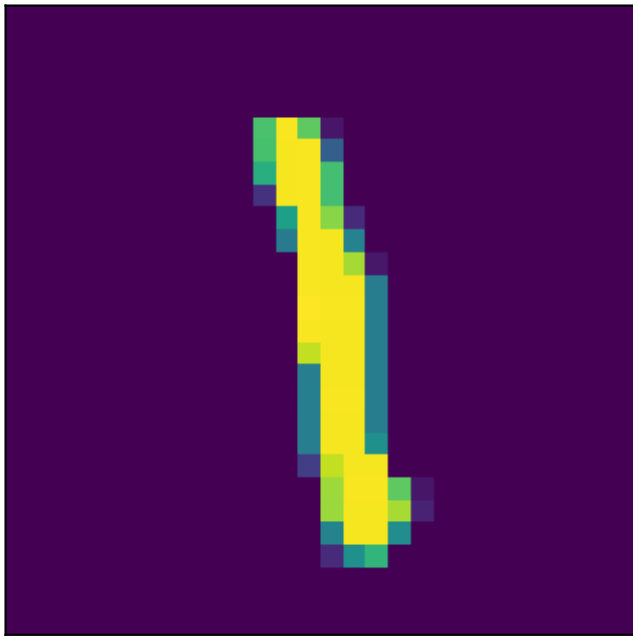
Image



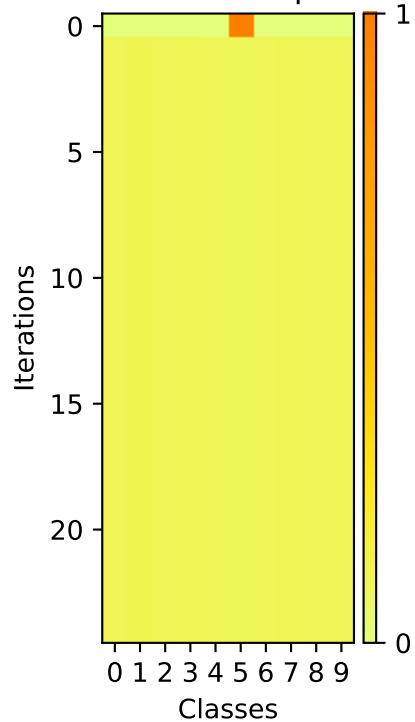
Softmax Outputs



Image



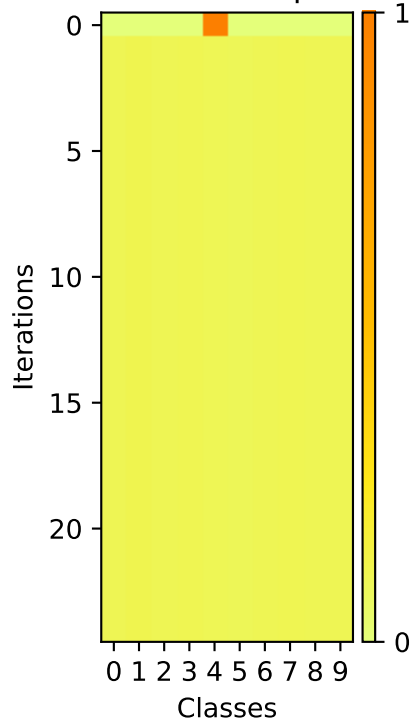
Softmax Outputs



Image

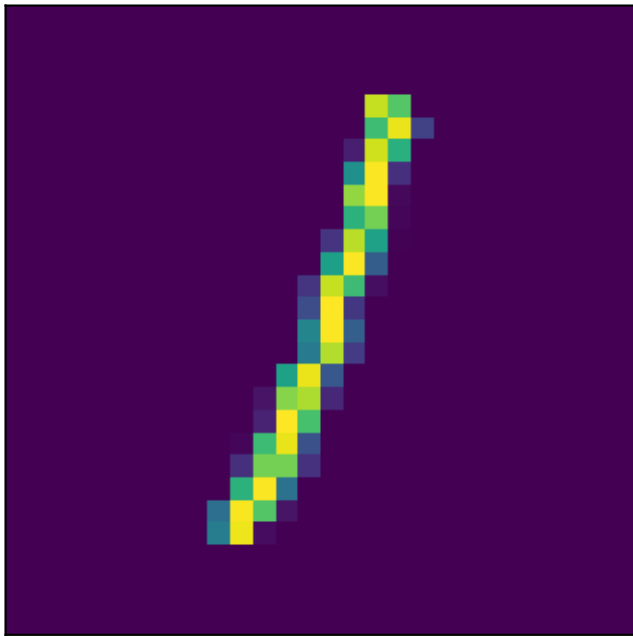


Softmax Outputs

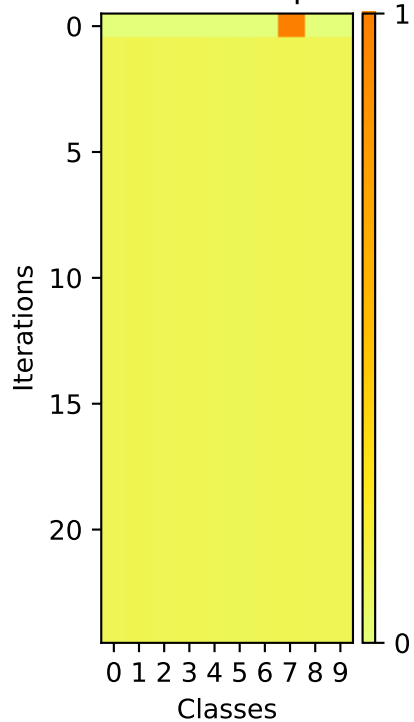


A pixelated yellow number 3 on a dark purple background. The number is composed of bright yellow pixels, with some darker yellow and light blue pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

Image



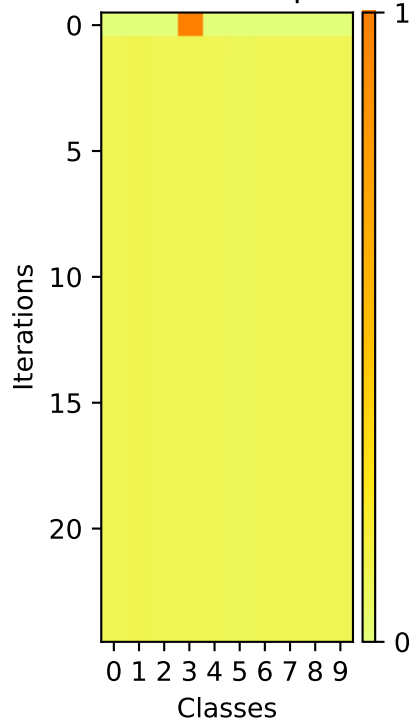
Softmax Outputs



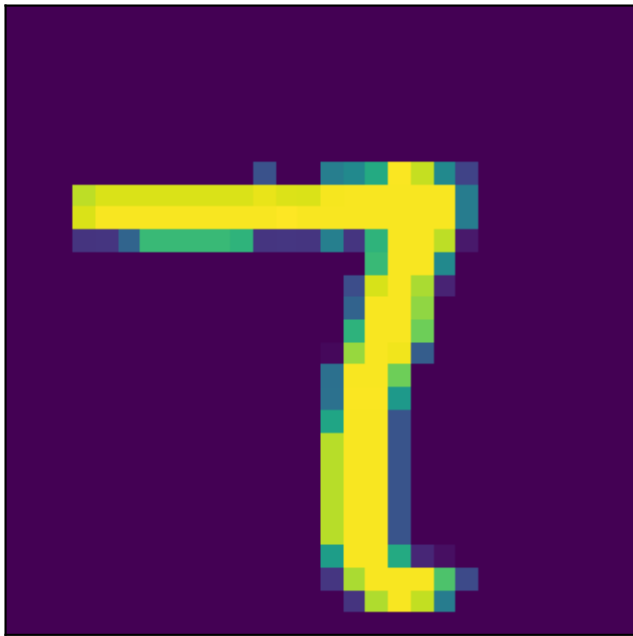
Image



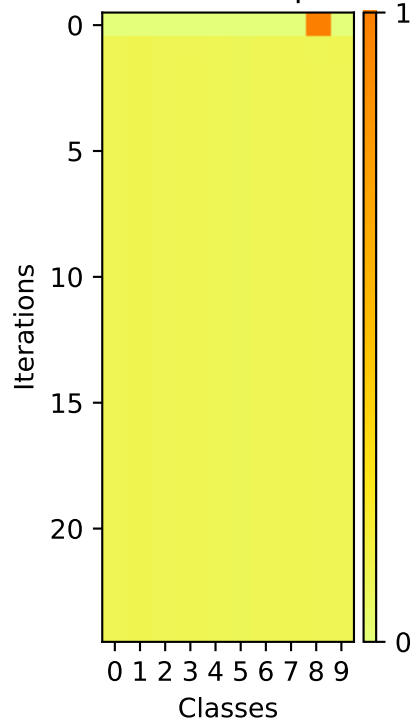
Softmax Outputs



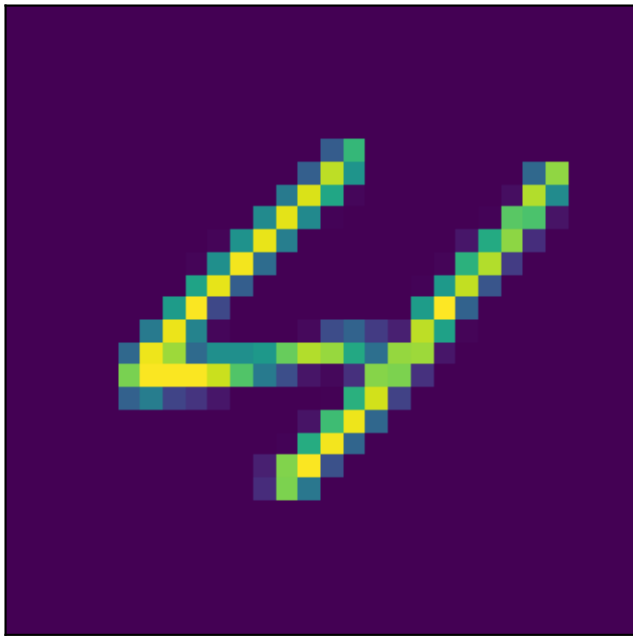
Image



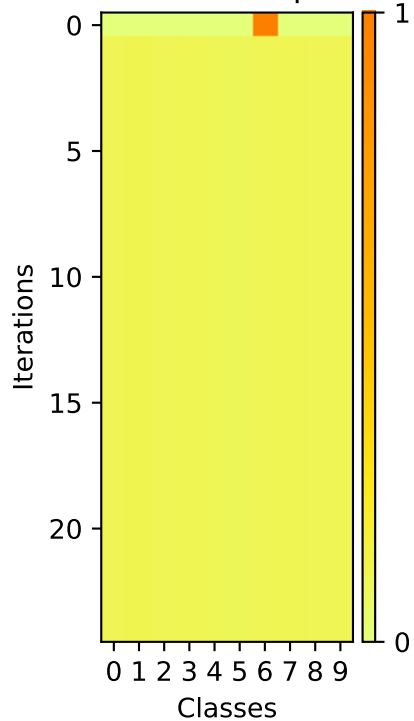
Softmax Outputs



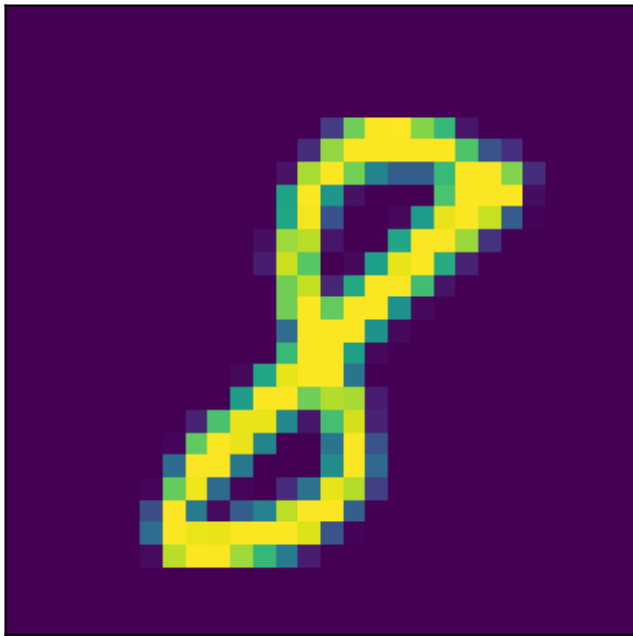
Image



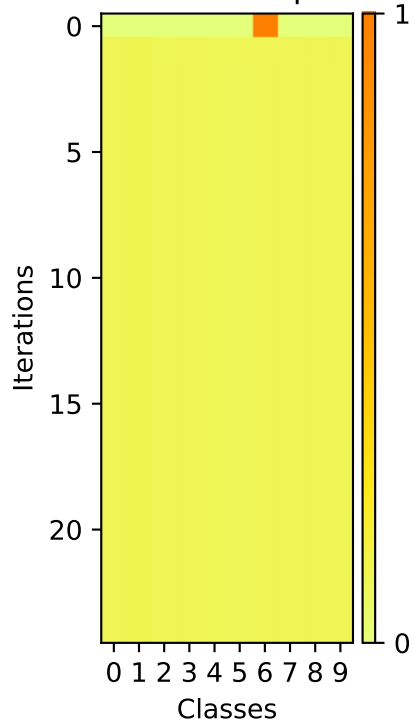
Softmax Outputs



Image



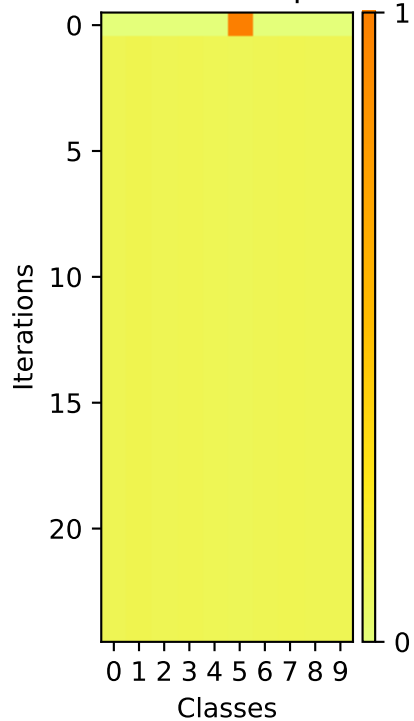
Softmax Outputs



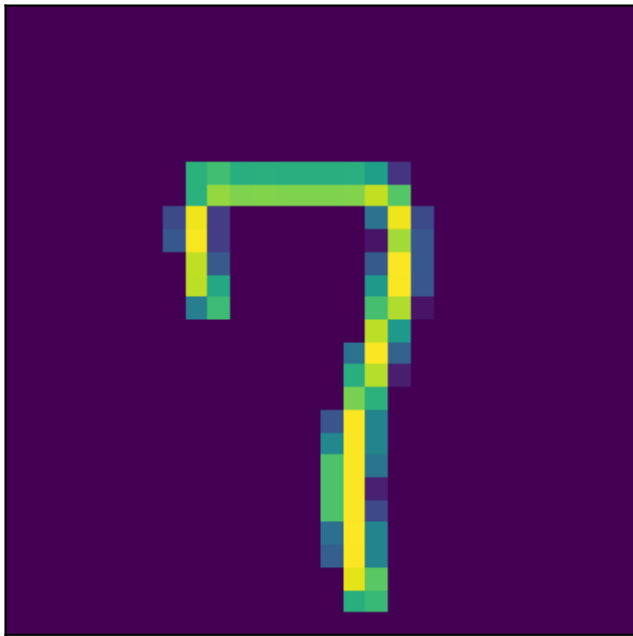
Image



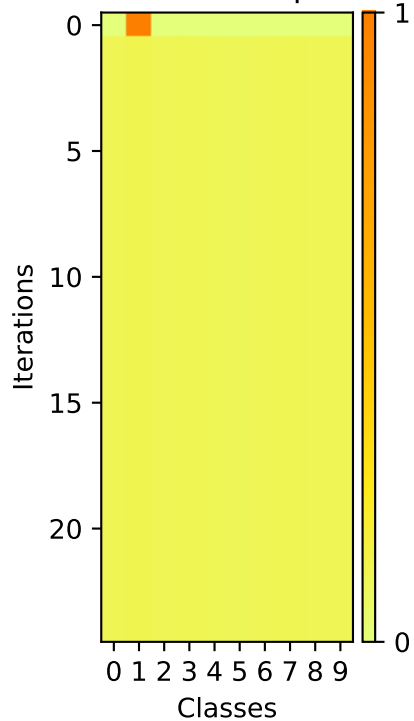
Softmax Outputs



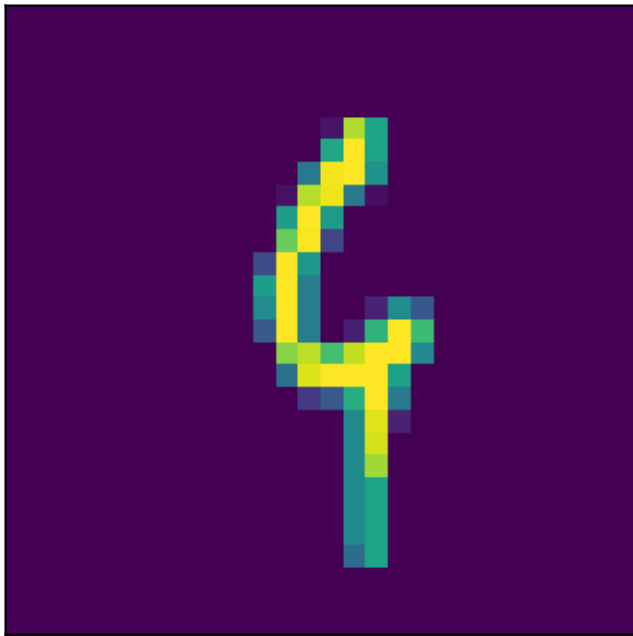
Image



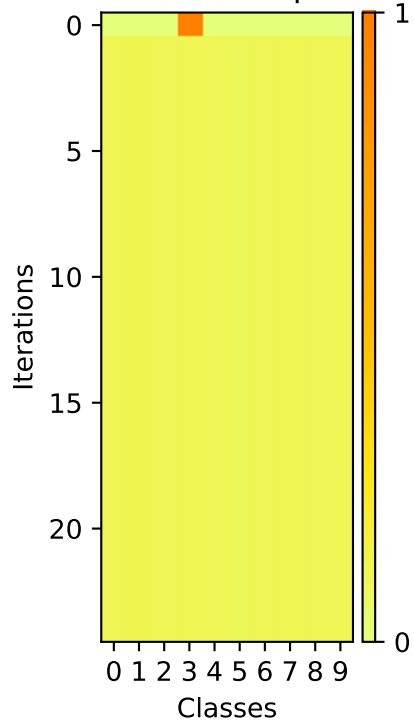
Softmax Outputs



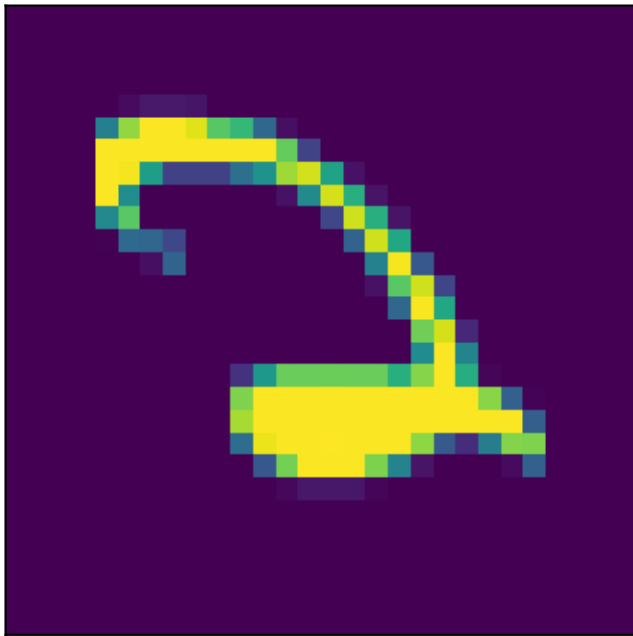
Image



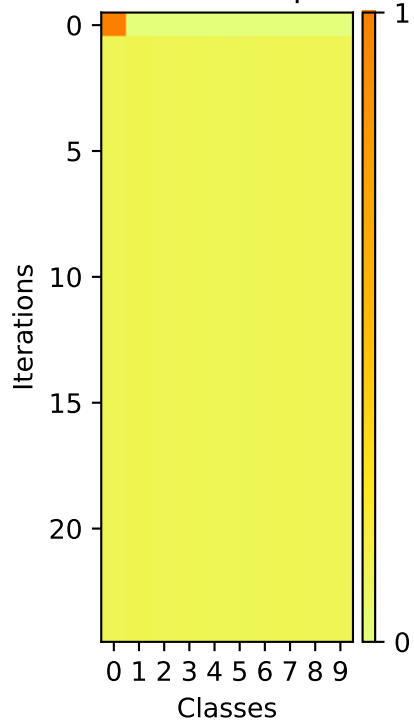
Softmax Outputs



Image



Softmax Outputs



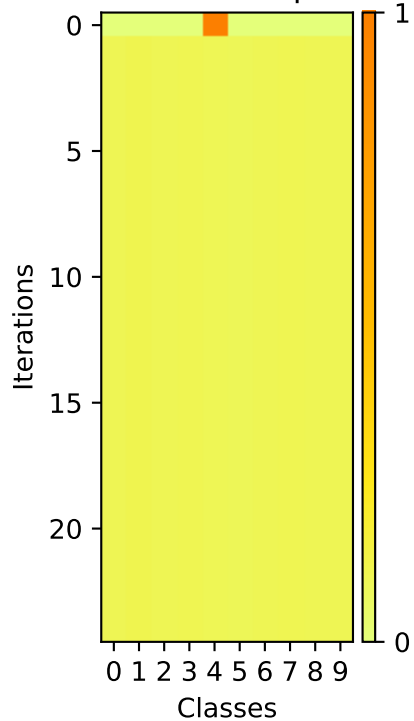
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of yellow pixels with some green and blue pixels at the edges, giving it a digital or retro appearance.

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

Image



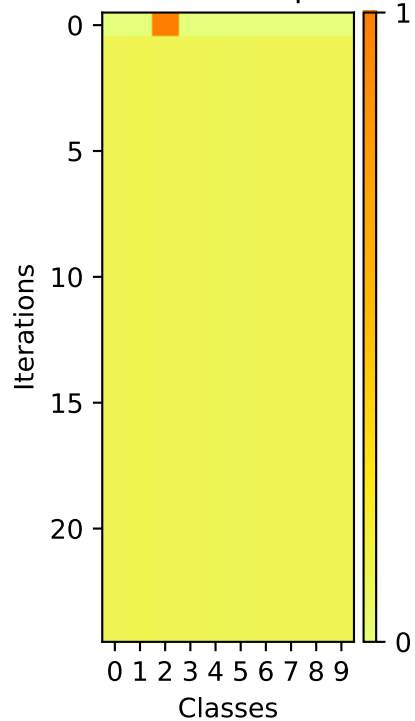
Softmax Outputs



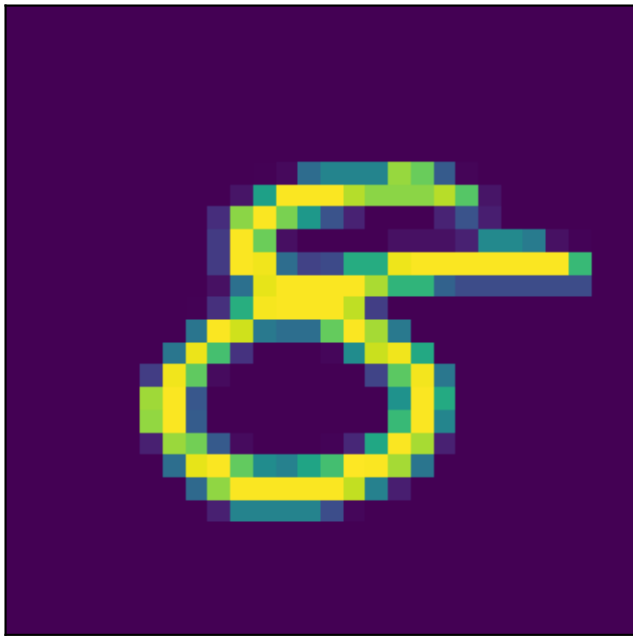
Image



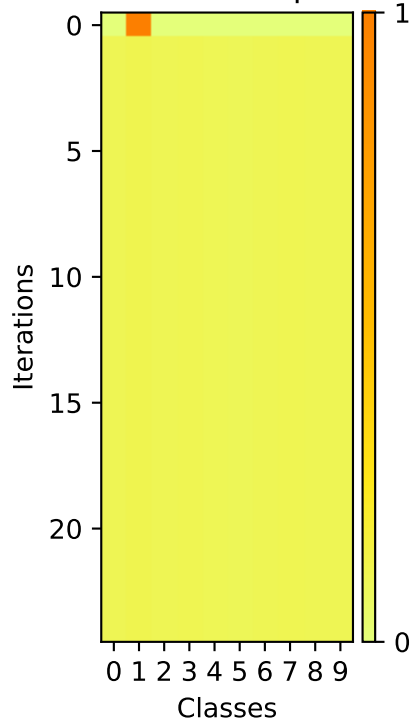
Softmax Outputs



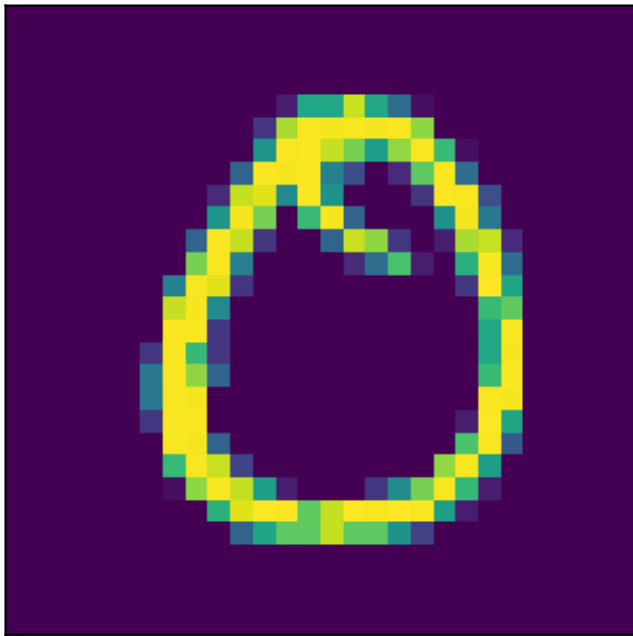
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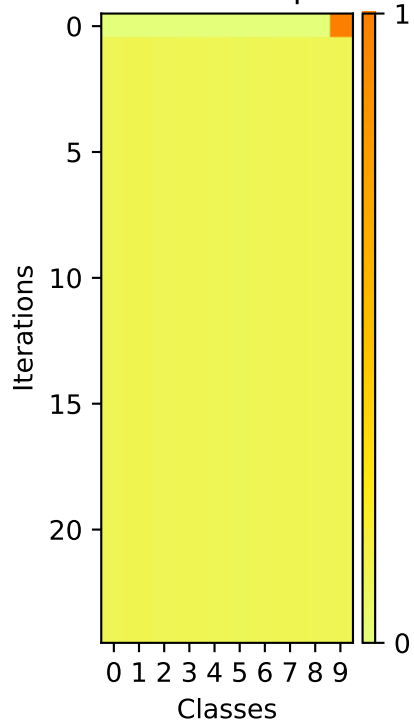
Softmax Outputs



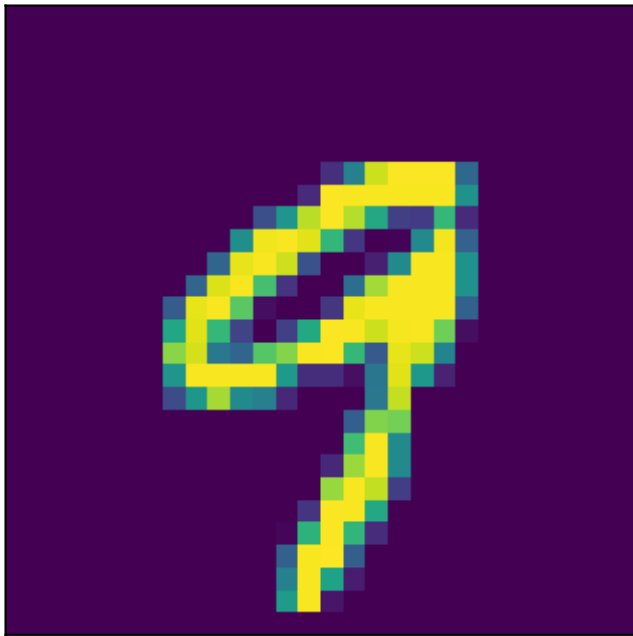
Image



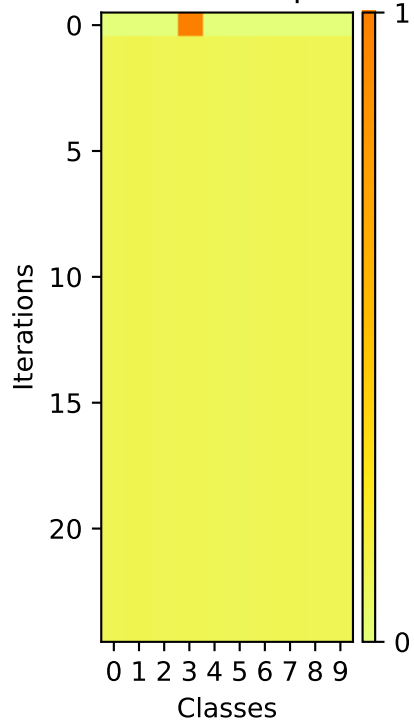
Softmax Outputs



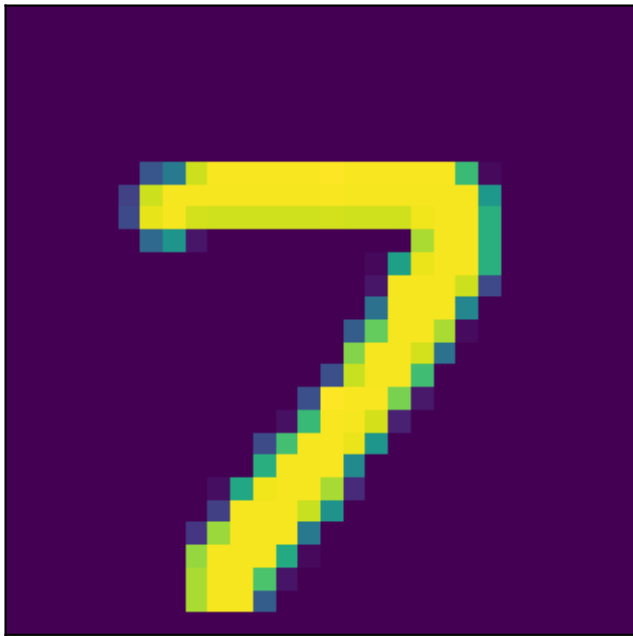
Image



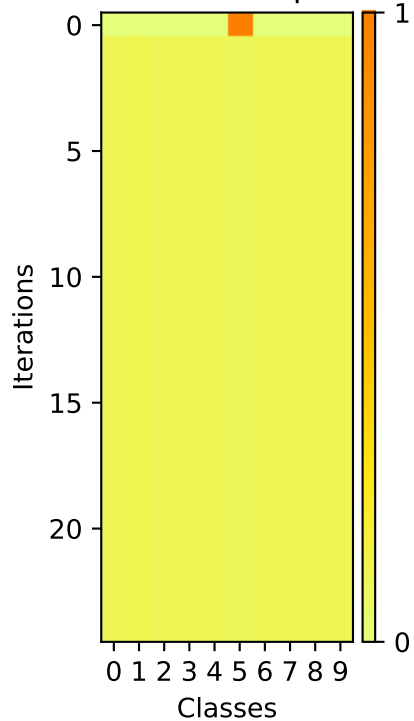
Softmax Outputs



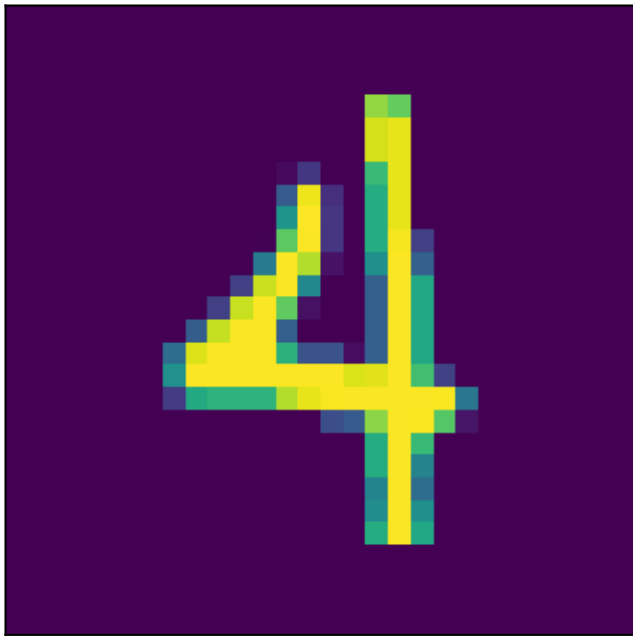
Image



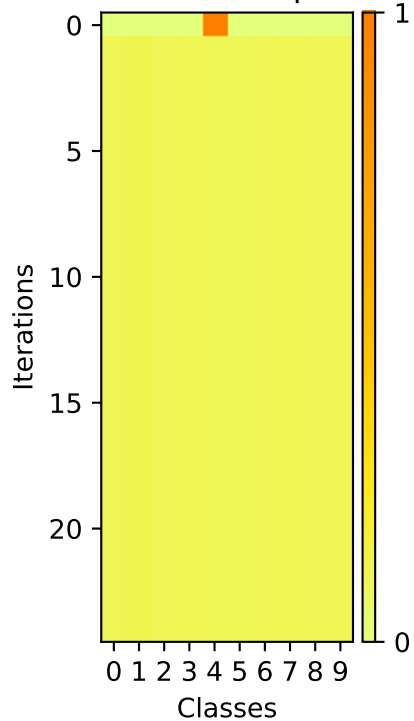
Softmax Outputs



Image



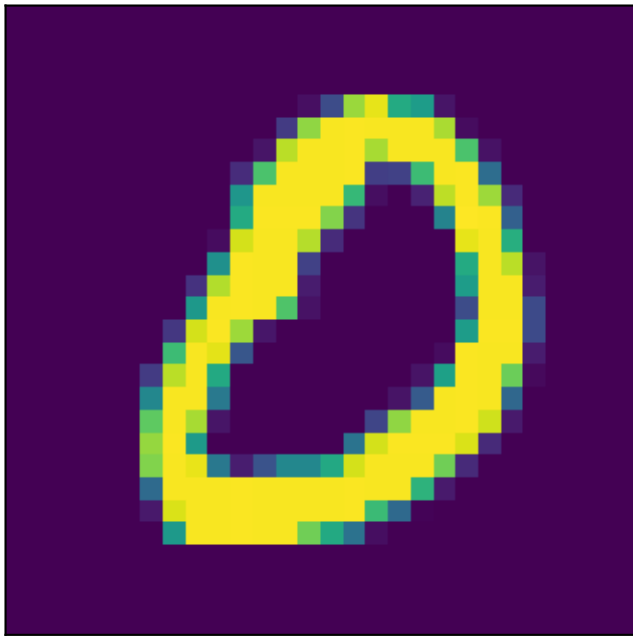
Softmax Outputs



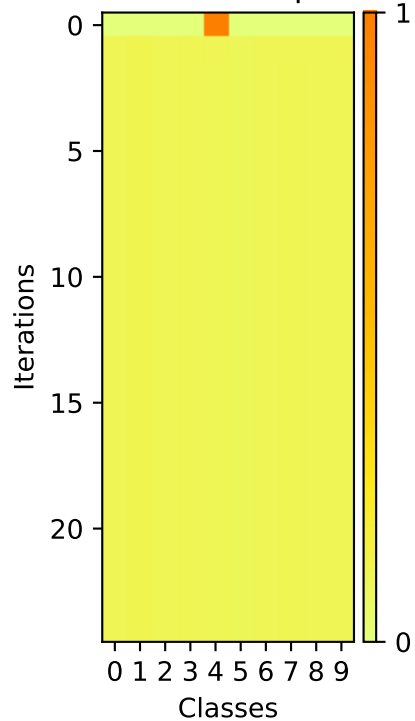
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, giving it a blocky, digital appearance. It resembles a stylized '7' or a similar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

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 the number 3. 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.

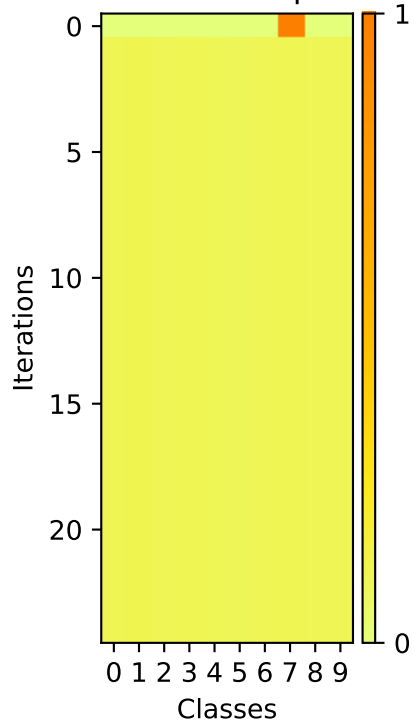
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a rounded, somewhat abstract shape with a small, dark, circular feature in the center. The colors are bright yellow and light green, contrasting sharply with the dark purple background. The overall style is reminiscent of early digital art or a low-quality scan of a physical image.

Heatmap visualization showing the evolution of the confusion matrix over 20 iterations. 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). A small dark orange square is visible at iteration 0, class 2.

Image



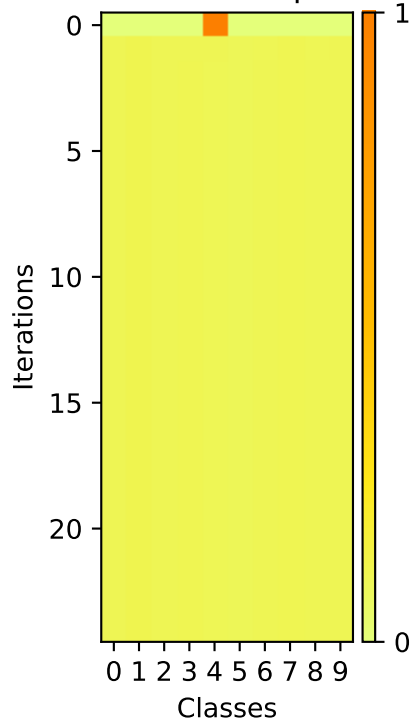
Softmax Outputs



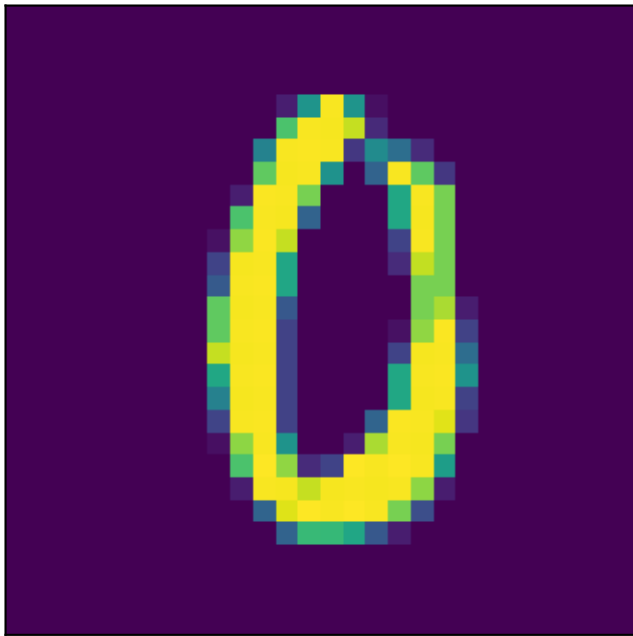
Image



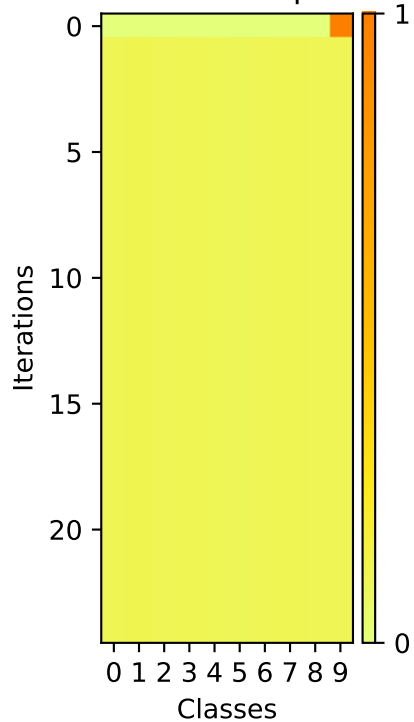
Softmax Outputs



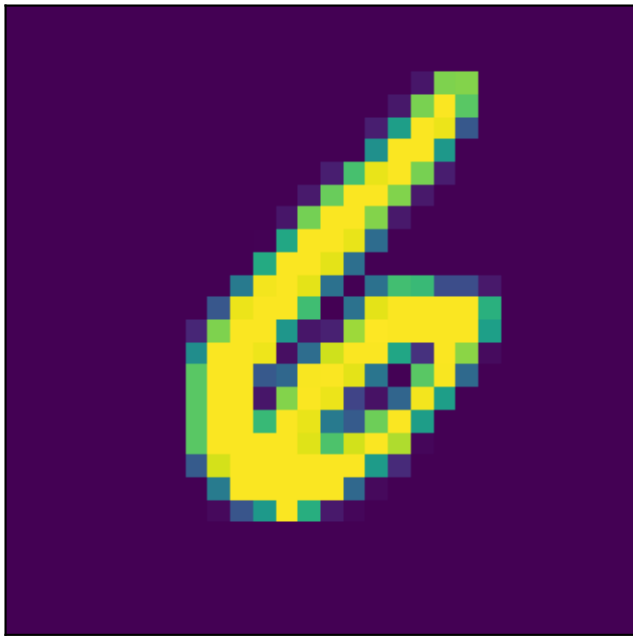
Image



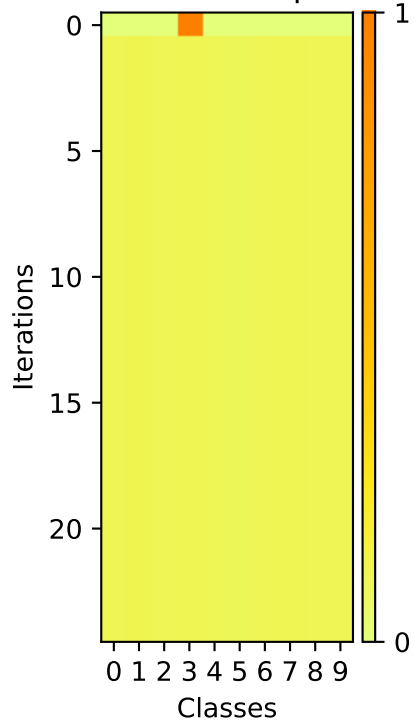
Softmax Outputs



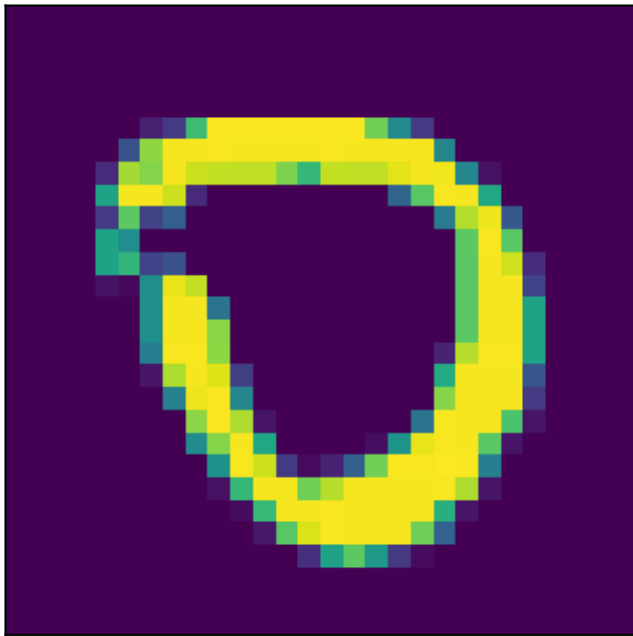
Image



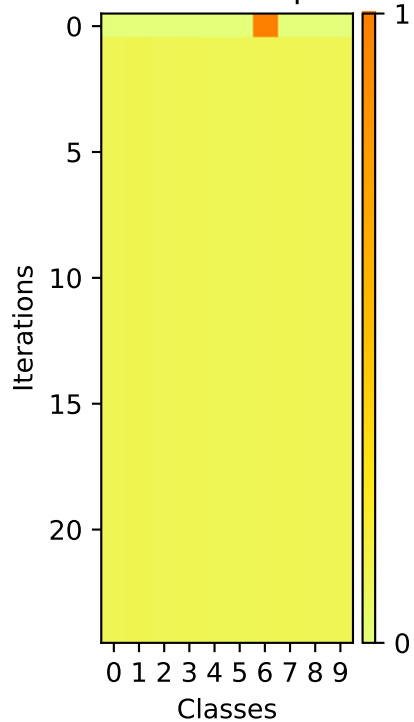
Softmax Outputs



Image



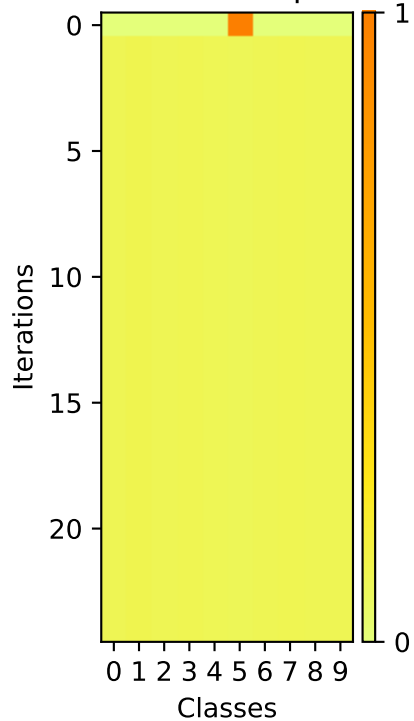
Softmax Outputs



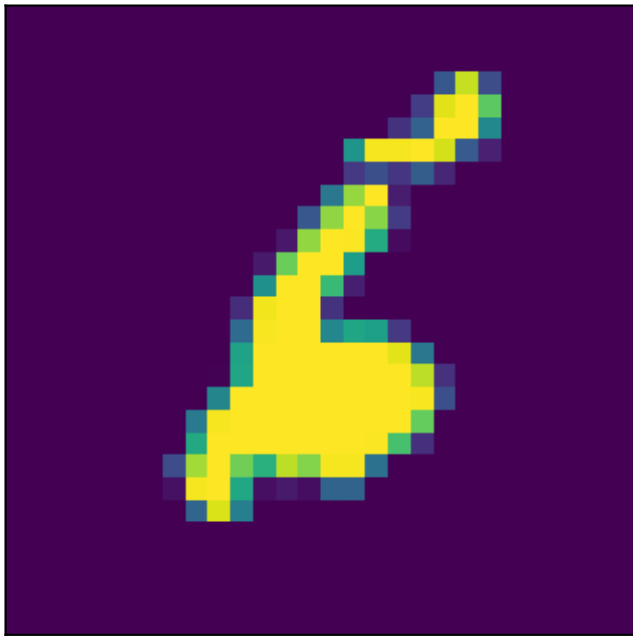
Image



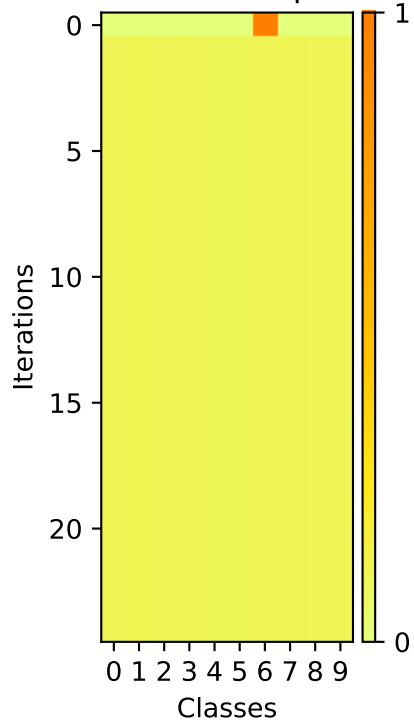
Softmax Outputs



Image



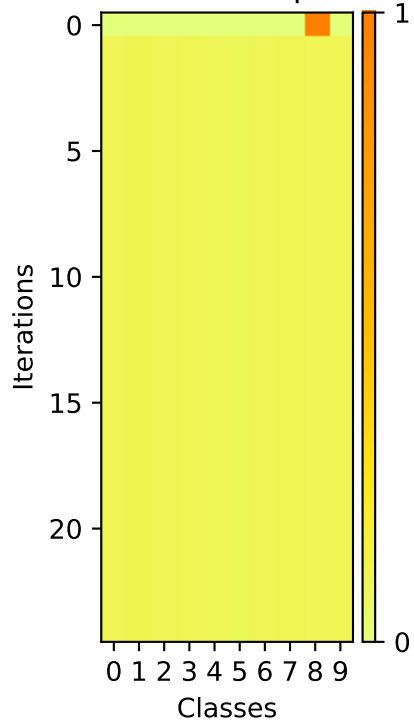
Softmax Outputs



Image

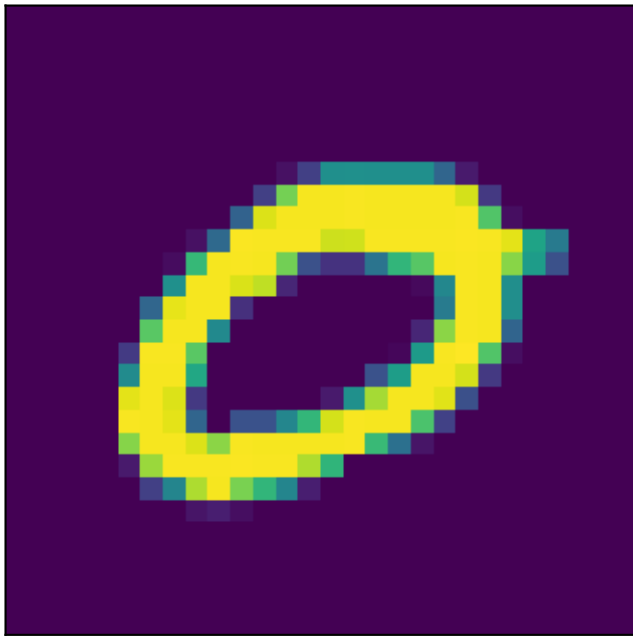


Softmax Outputs

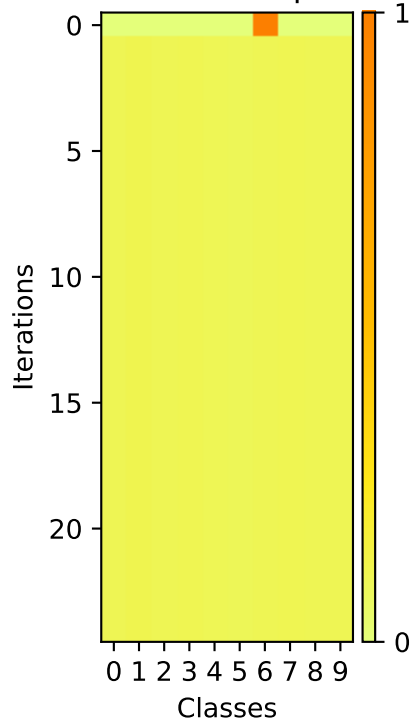


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). The heatmap shows that the loss for most classes is low (yellow) throughout the iterations. However, Class 2 exhibits a high loss (orange) at iteration 0, which quickly drops to a low value by iteration 1. Class 9 shows a slight increase in loss towards the end of the iterations.

Image

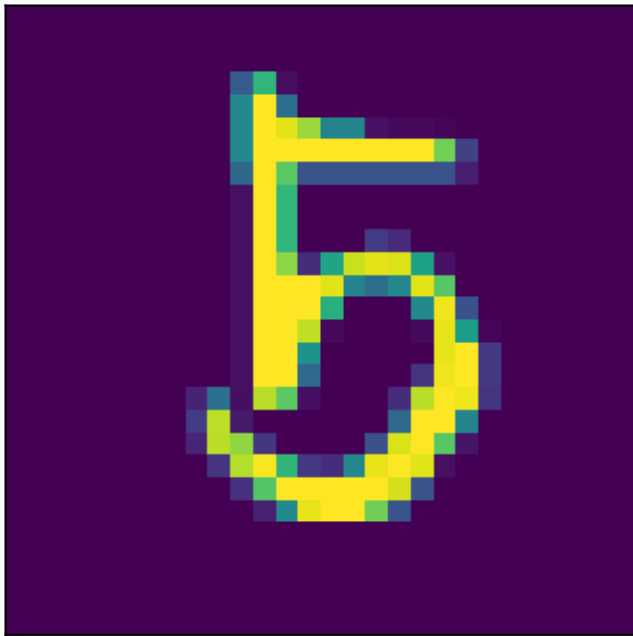


Softmax Outputs

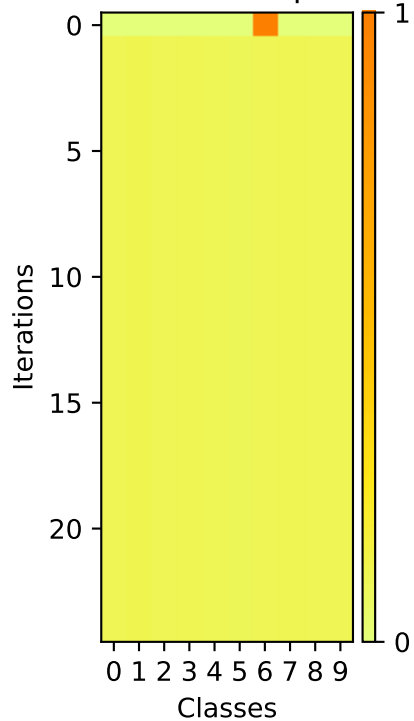


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 15,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

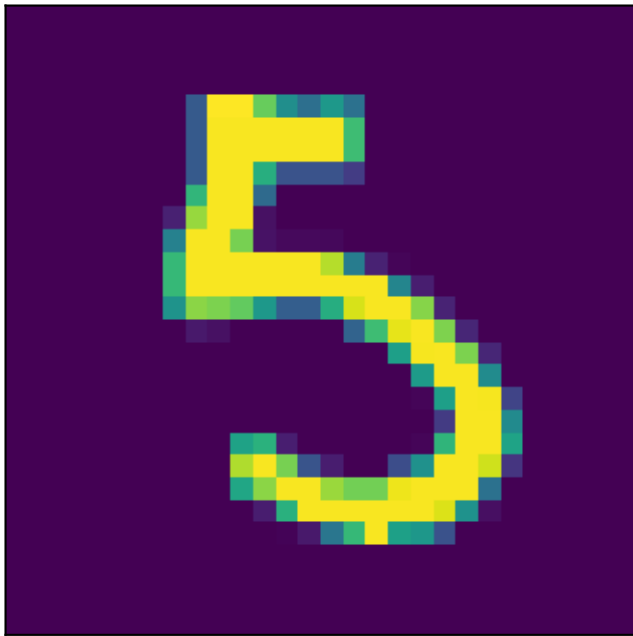
Image



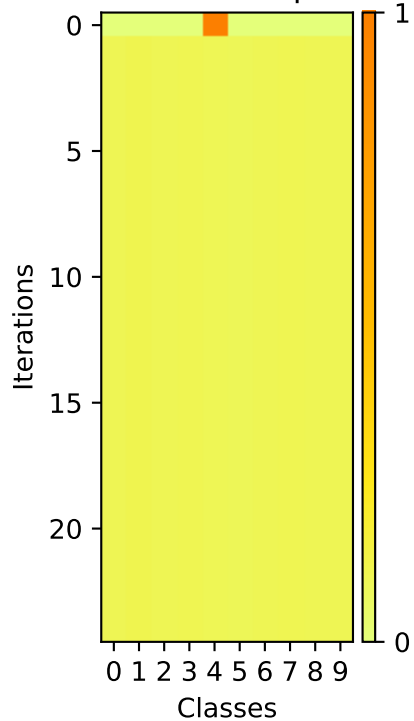
Softmax Outputs



Image



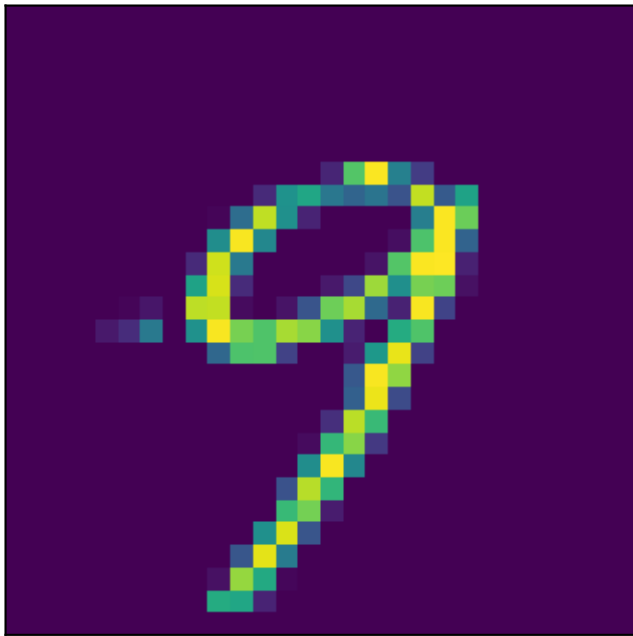
Softmax Outputs



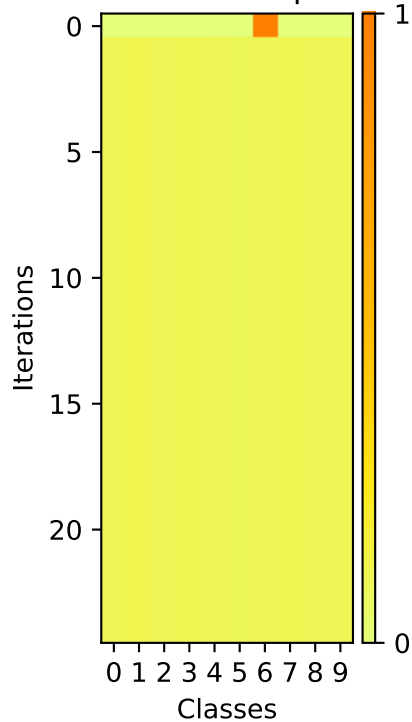
A pixelated yellow number 7 on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly irregular, hand-drawn appearance. The background is a solid dark purple.

A pixelated yellow number 7 on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid dark purple.

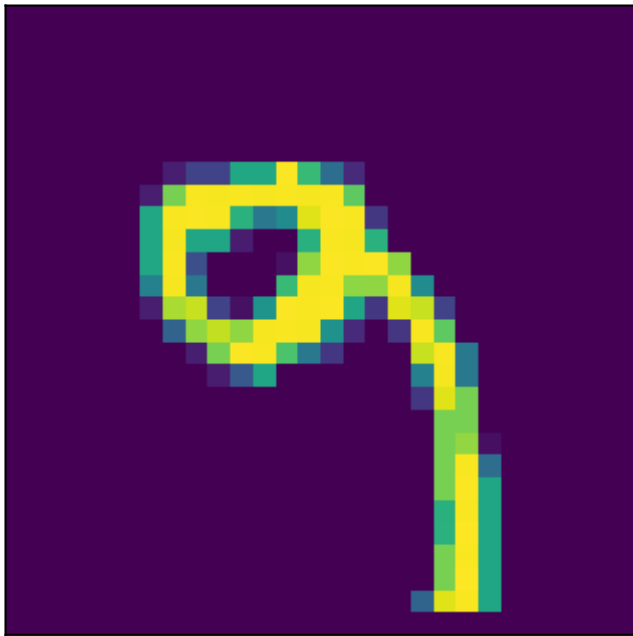
Image



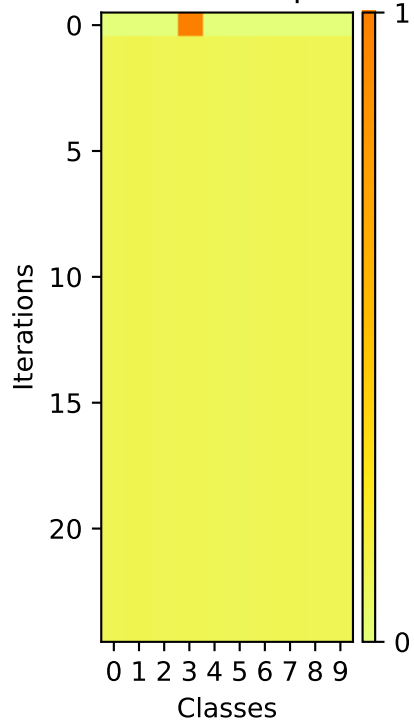
Softmax Outputs



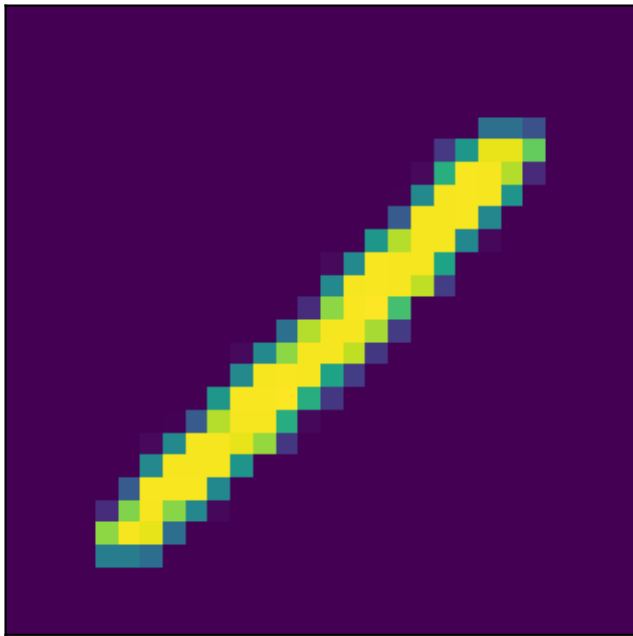
Image



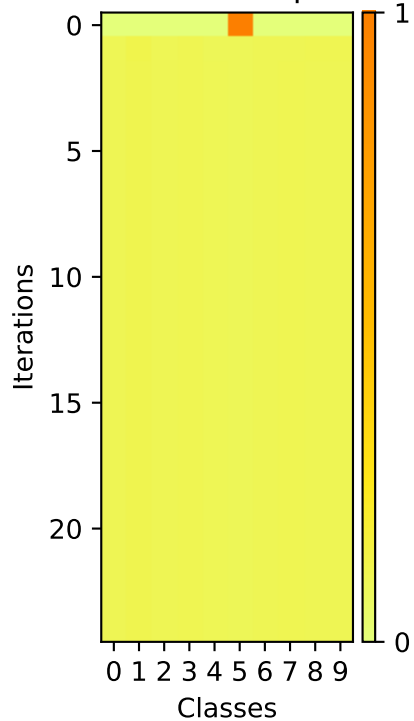
Softmax Outputs



Image



Softmax Outputs

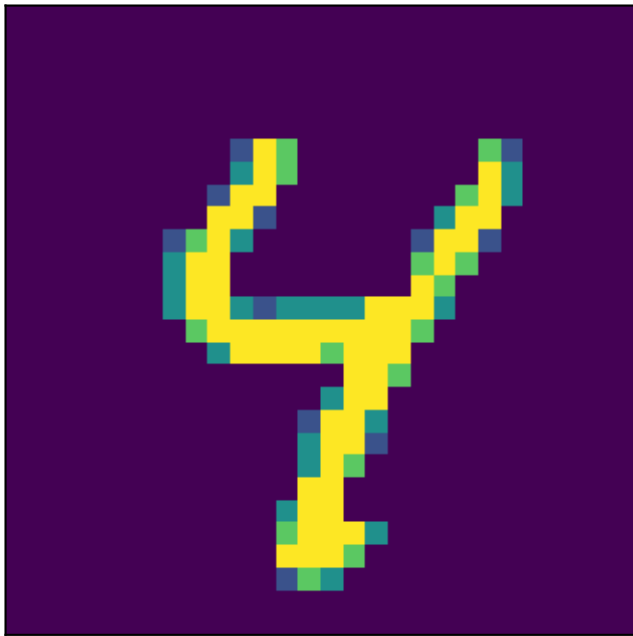


A pixelated yellow number 7 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or noisy appearance. The background is a solid, deep purple.

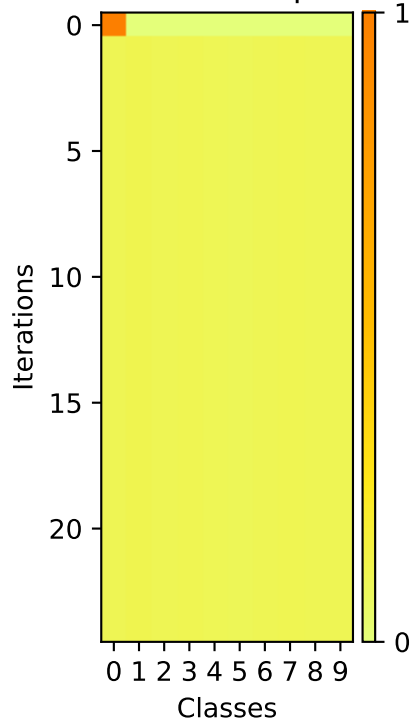
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of small squares, with the main body being yellow and some surrounding pixels being a lighter shade of yellow or green. The background is a solid dark purple.

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

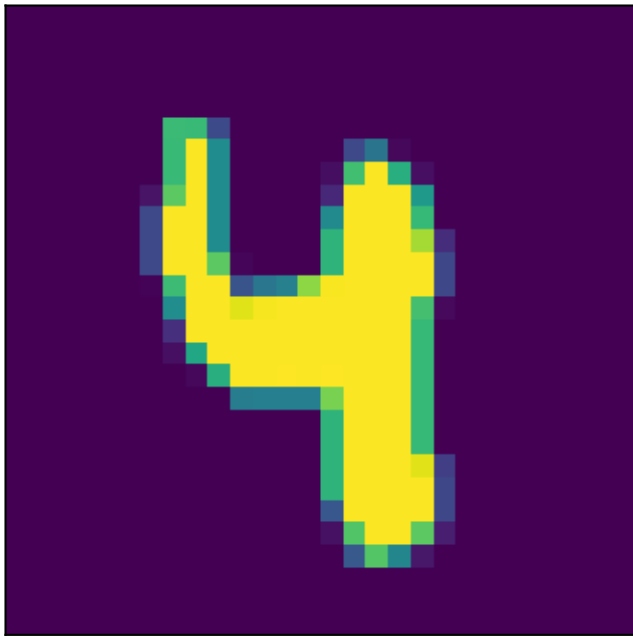
Image



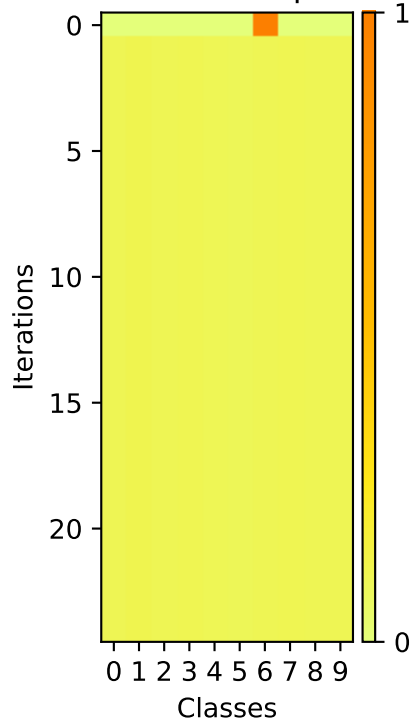
Softmax Outputs



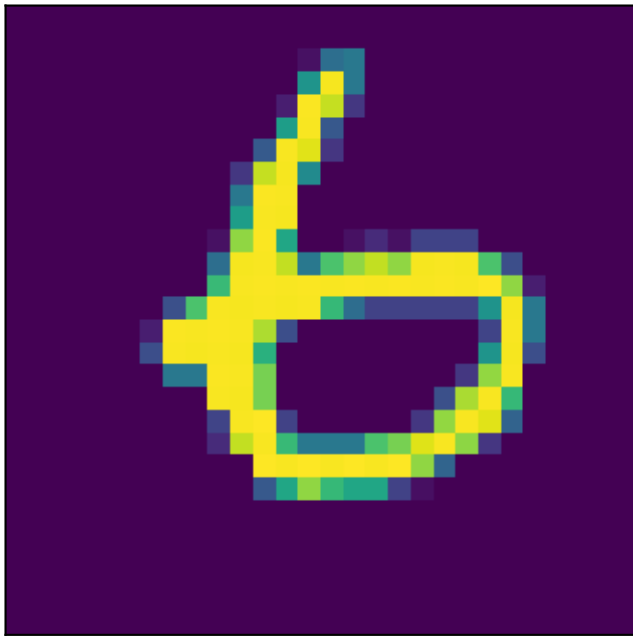
Image



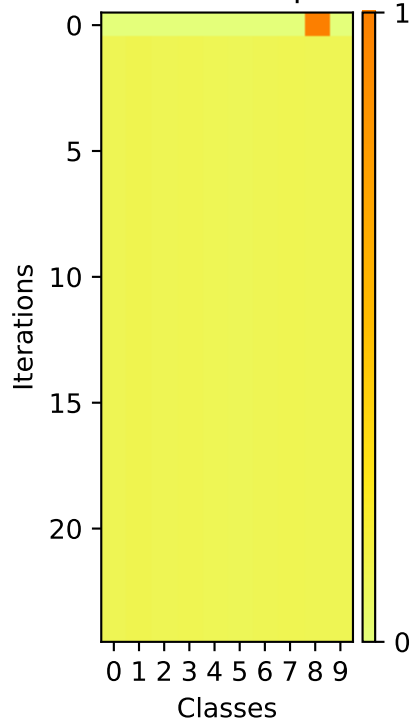
Softmax Outputs



Image



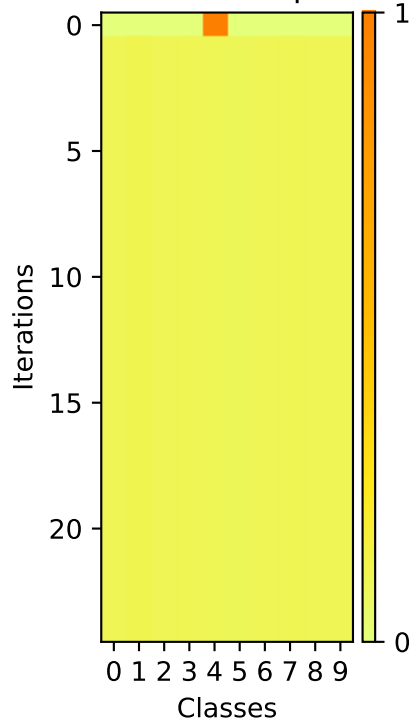
Softmax Outputs



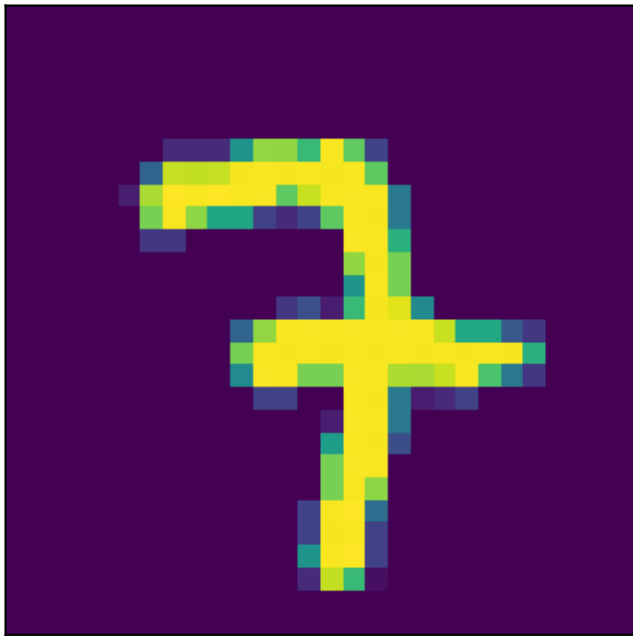
Image



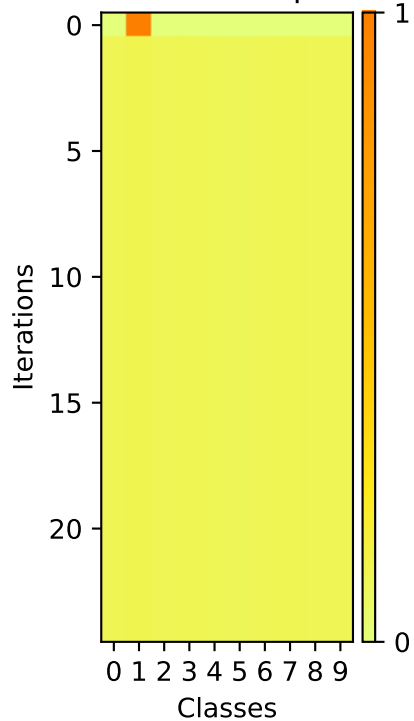
Softmax Outputs



Image

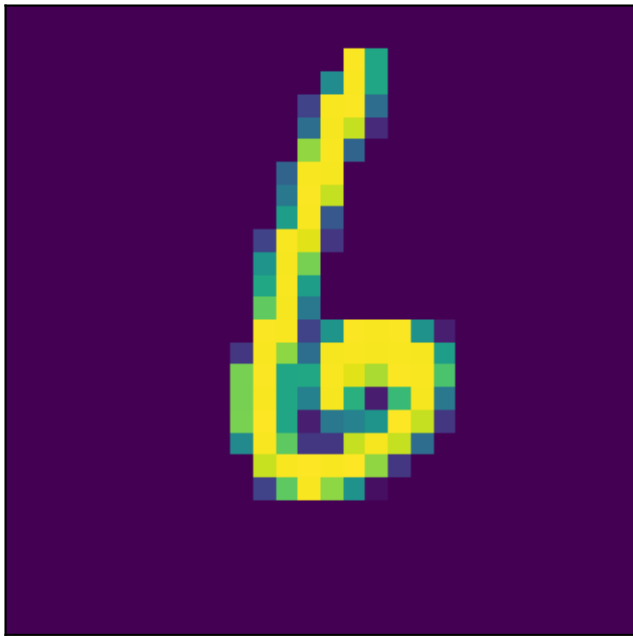


Softmax Outputs

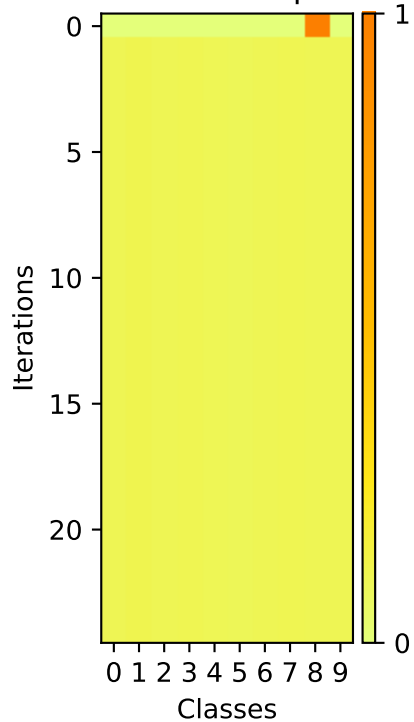


A pixelated, low-resolution image of the number 8. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic.

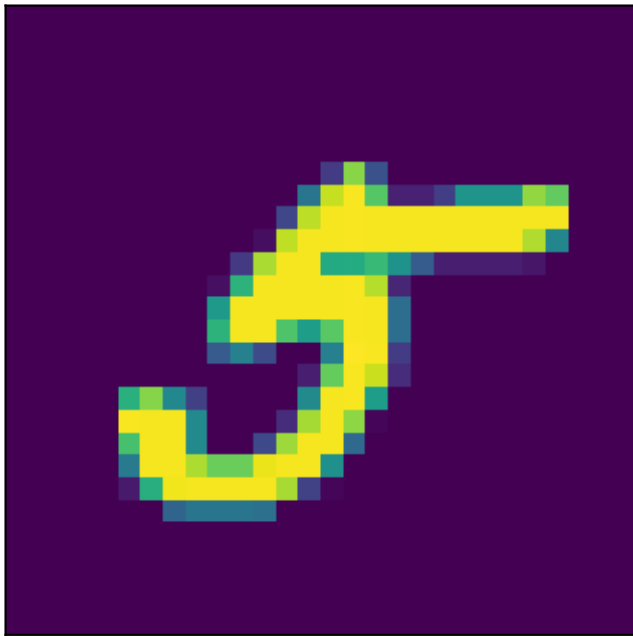
Image



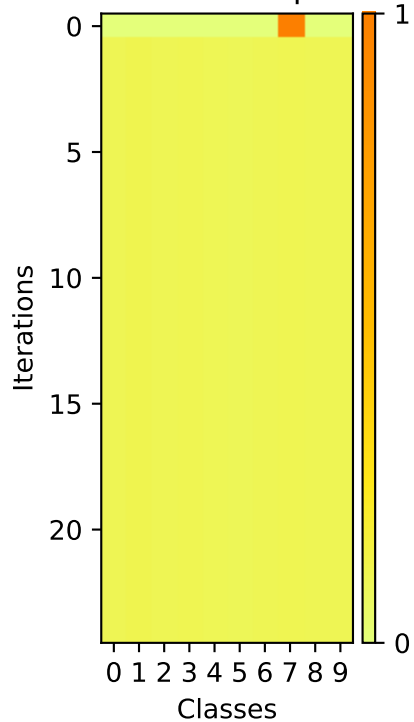
Softmax Outputs



Image

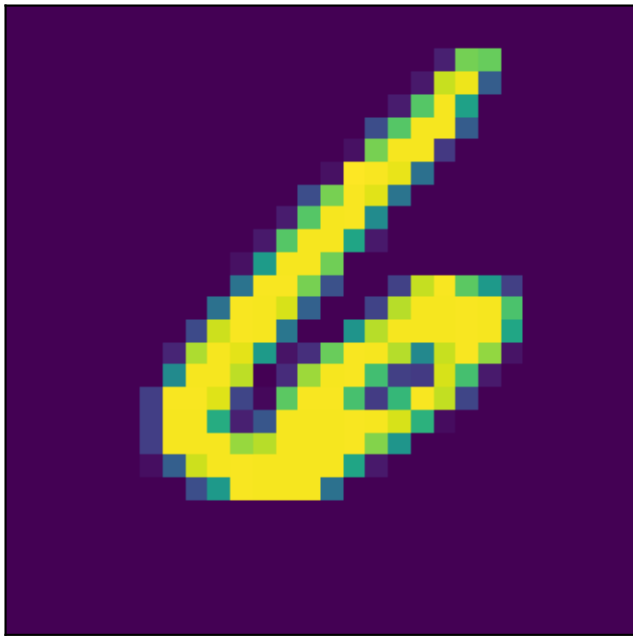


Softmax Outputs

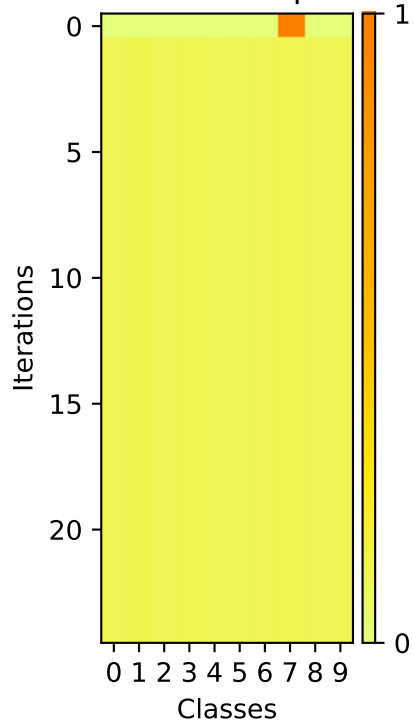


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized 'A' or a similar character, with a horizontal base and a vertical stem on the right side. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a graphic.

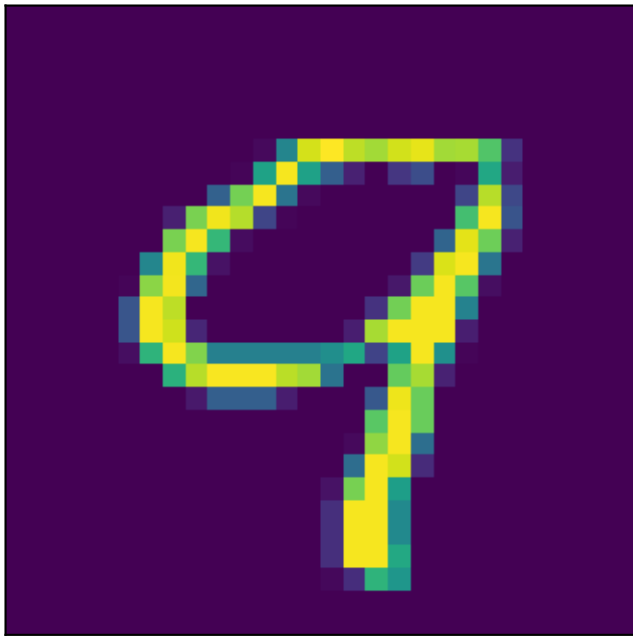
Image



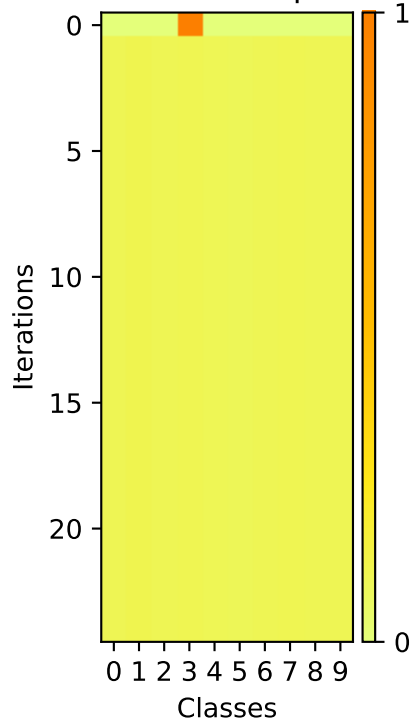
Softmax Outputs



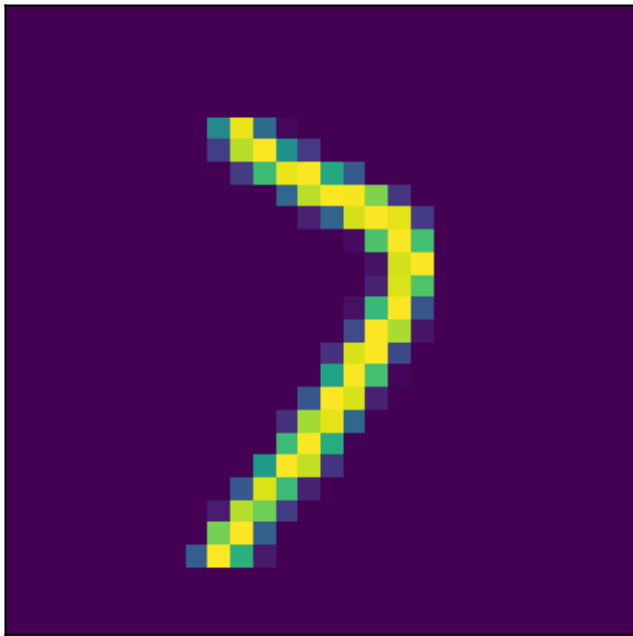
Image



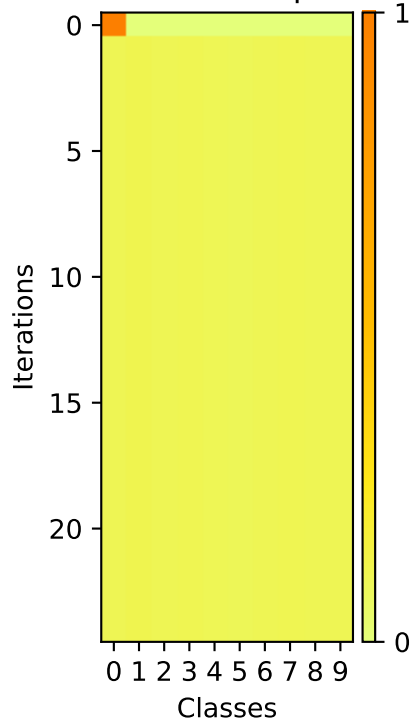
Softmax Outputs



Image



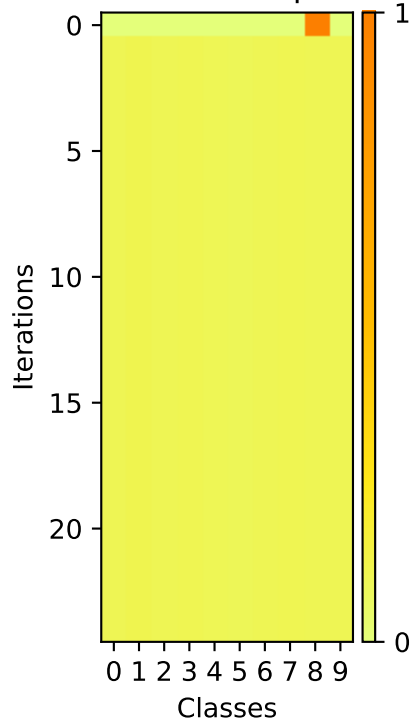
Softmax Outputs



Image



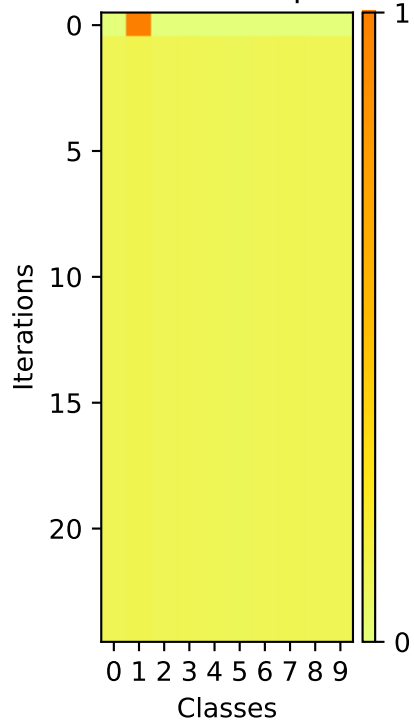
Softmax Outputs



Image



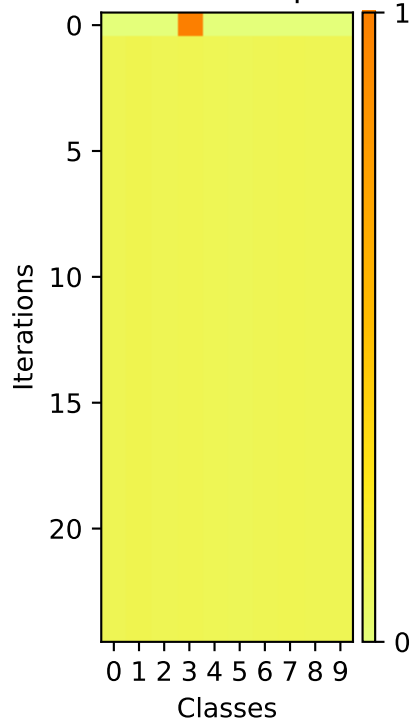
Softmax Outputs



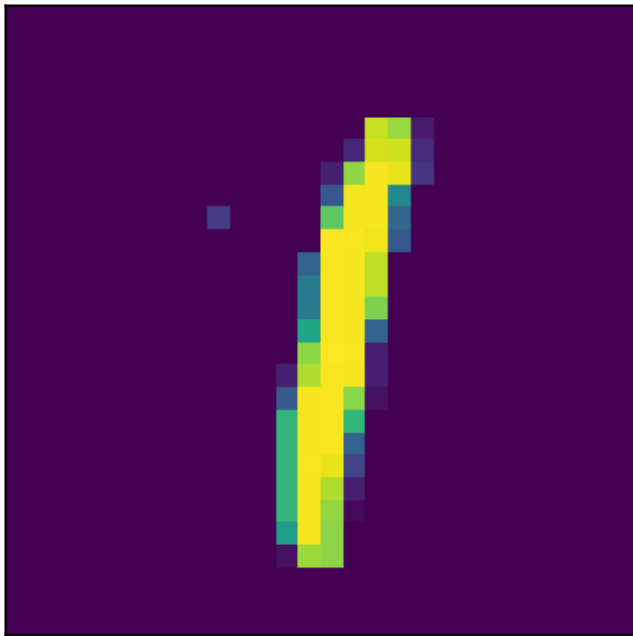
Image



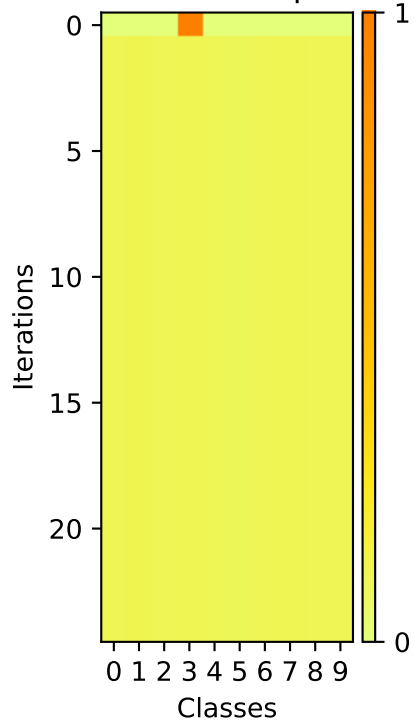
Softmax Outputs



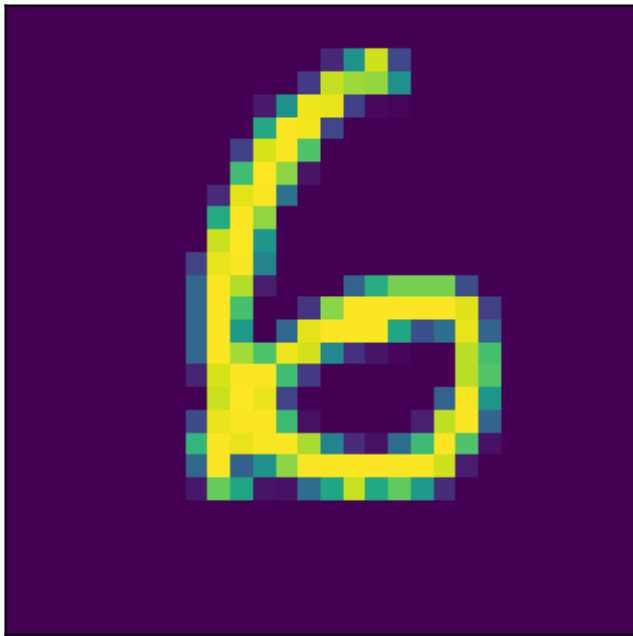
Image



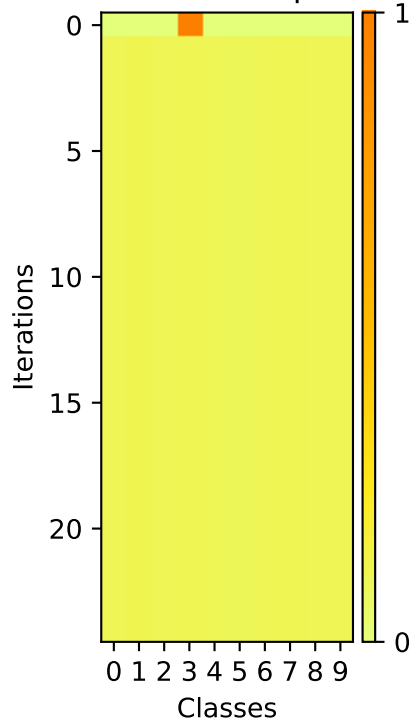
Softmax Outputs



Image

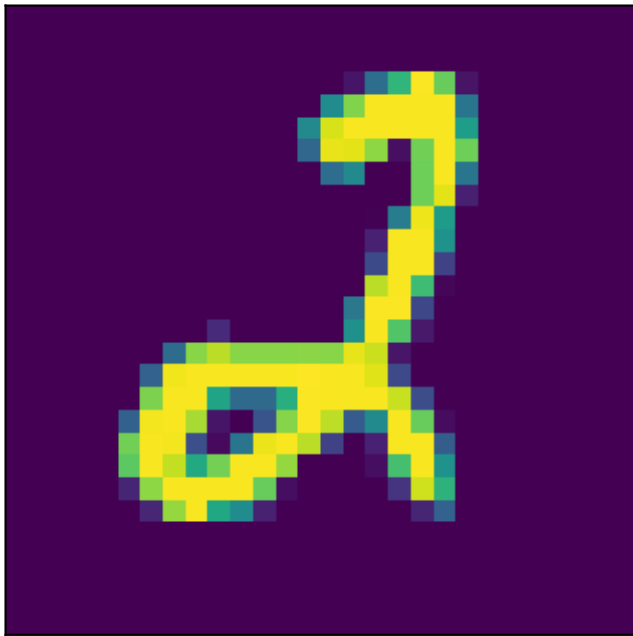


Softmax Outputs

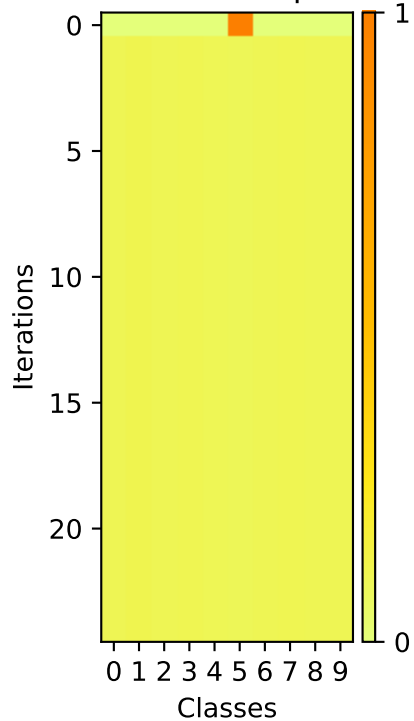


A pixelated yellow ring shape on a black background. The ring is composed of yellow, light green, and dark blue pixels. The shape is roughly circular with a central void. The pixels are arranged in a grid-like pattern, giving it a blocky appearance. The yellow pixels form the main body of the ring, while the light green and dark blue pixels are scattered along its edges, possibly representing a shadow or a different material.

Image



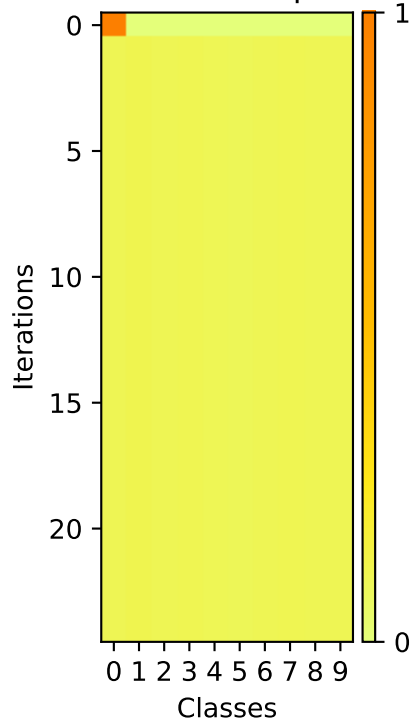
Softmax Outputs



Image



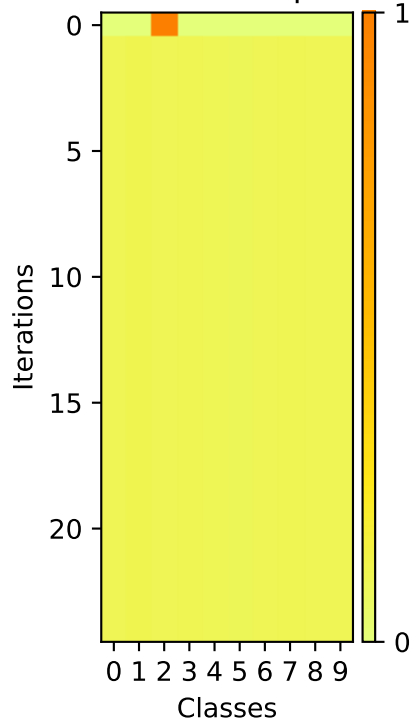
Softmax Outputs



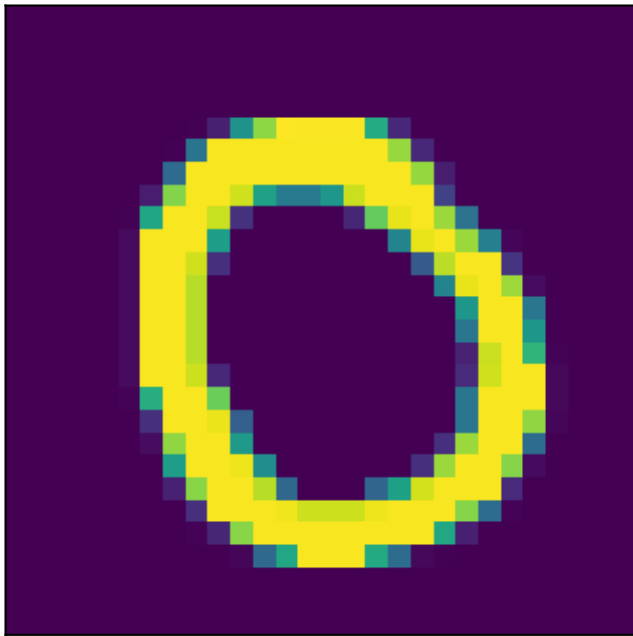
Image



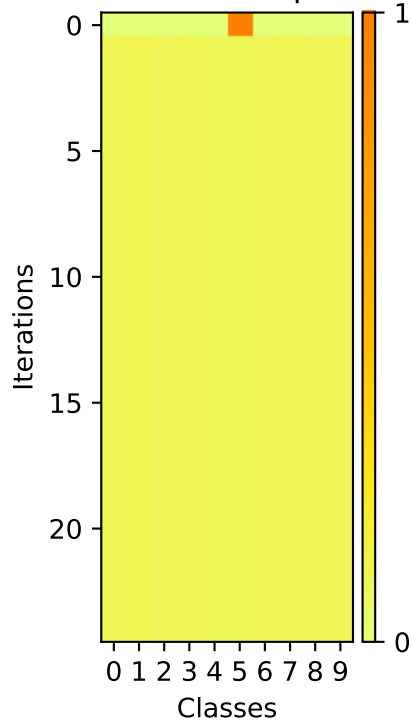
Softmax Outputs



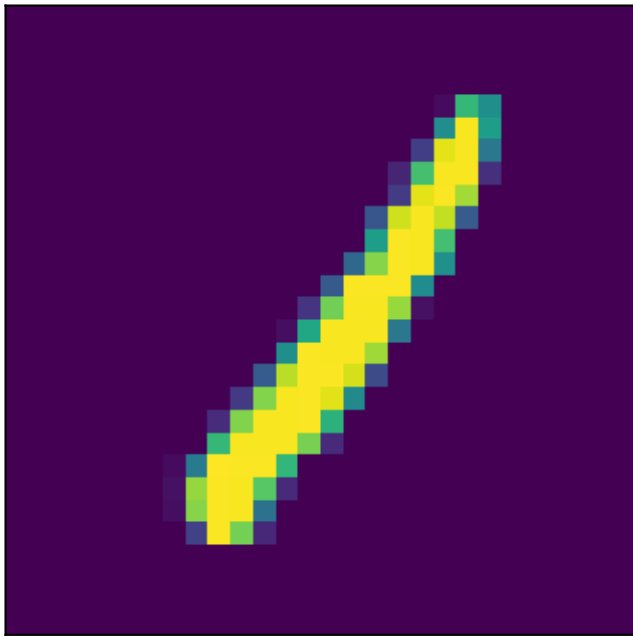
Image



Softmax Outputs



Image



Softmax Outputs

