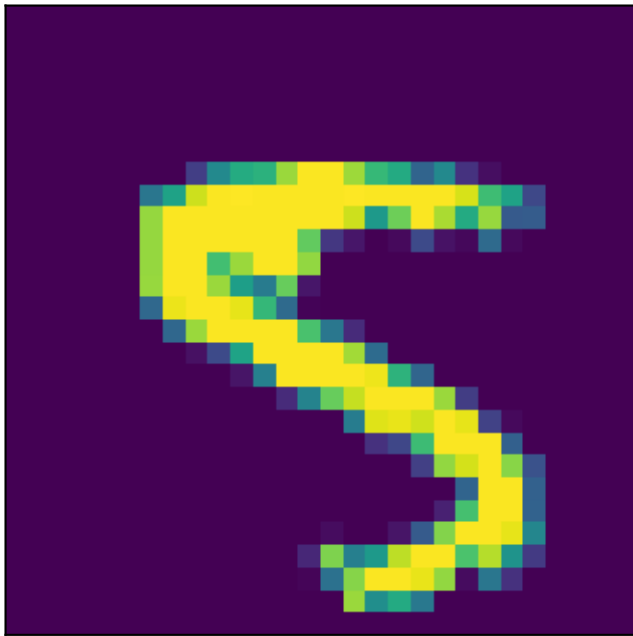
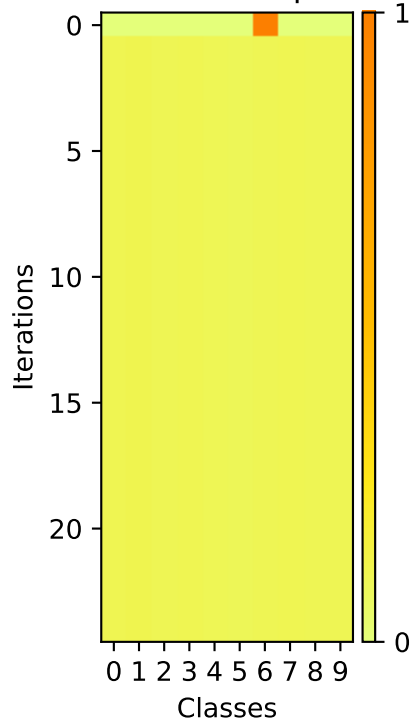


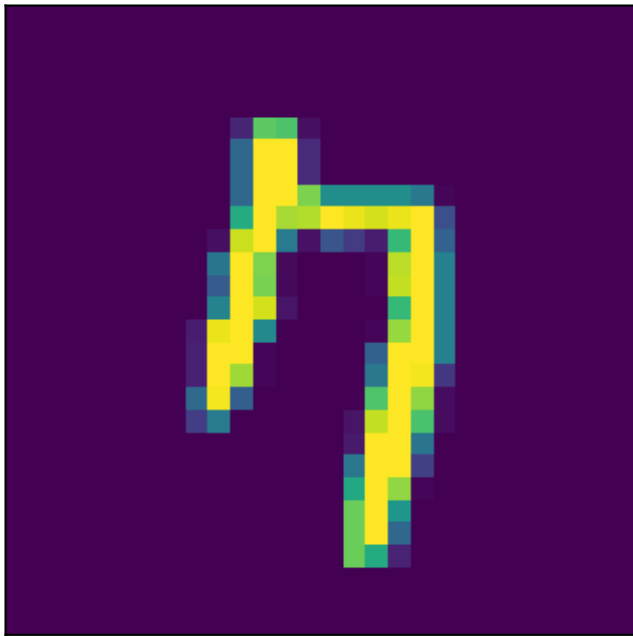
Image



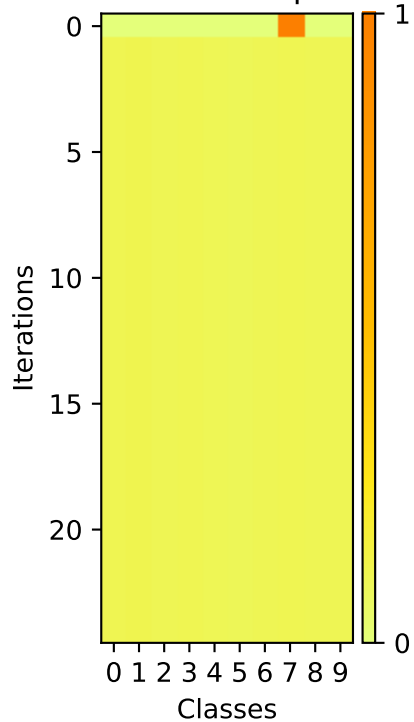
Softmax Outputs



Image



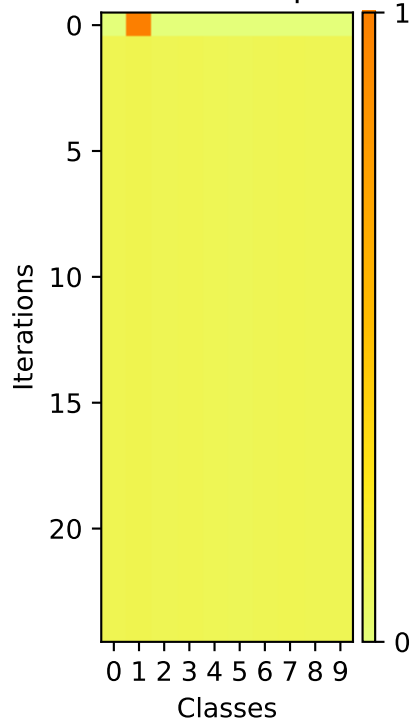
Softmax Outputs



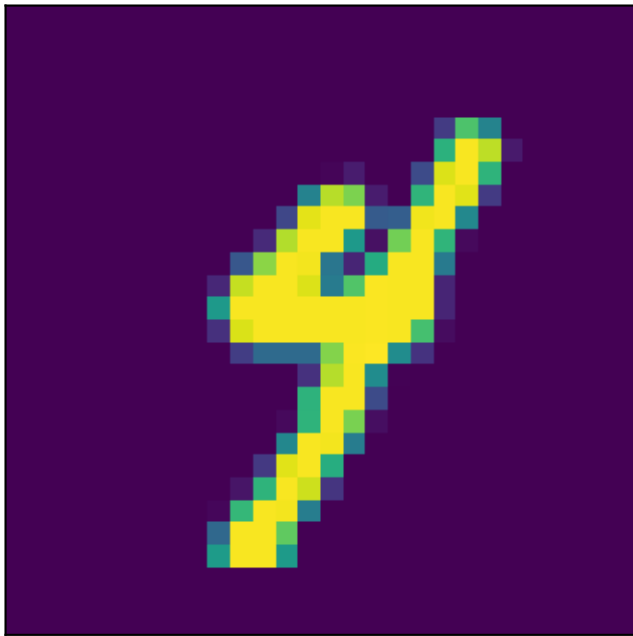
Image



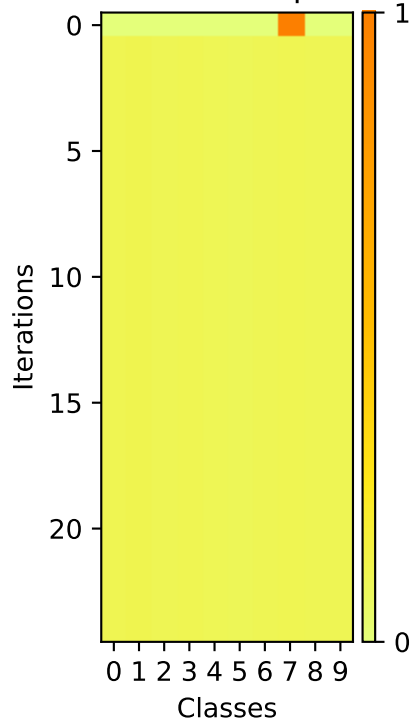
Softmax Outputs



Image

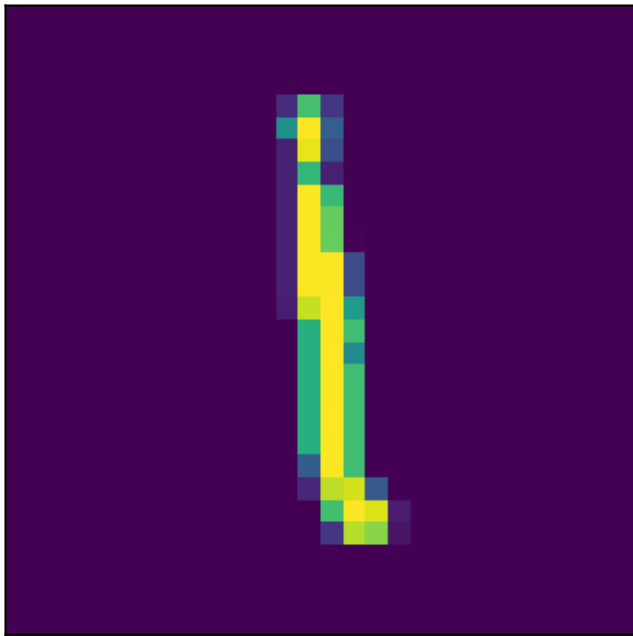


Softmax Outputs

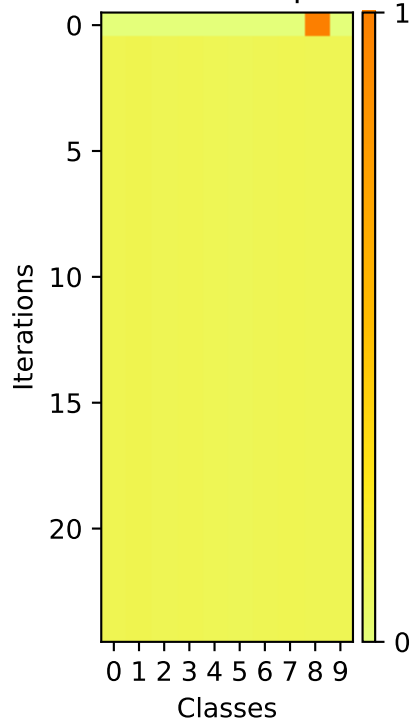


A pixelated yellow number 3 on a dark purple background. The number is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a hand-drawn or digital art appearance. It is centered in the lower half of the image.

Image



Softmax Outputs

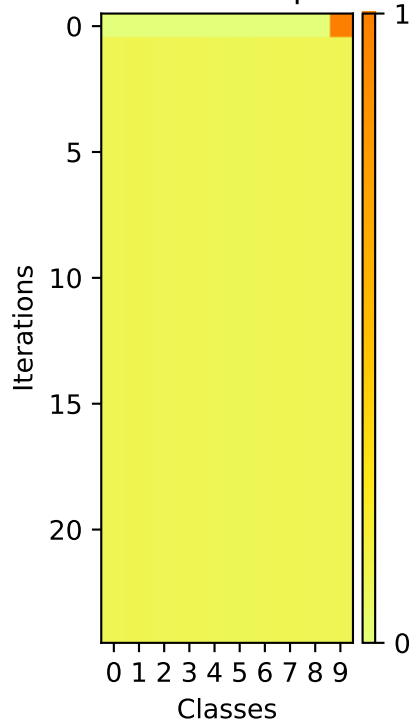


A pixelated, low-resolution image of a yellow and blue figure, possibly a character or logo, centered on a black background. The figure has a yellow body with blue accents, including a blue head and a blue tail. It appears to be a stylized, blocky representation of a character, possibly a robot or a creature, with a yellow body and blue head and tail. The image is composed of large, visible pixels, giving it a retro, digital art feel.

Image



Softmax Outputs



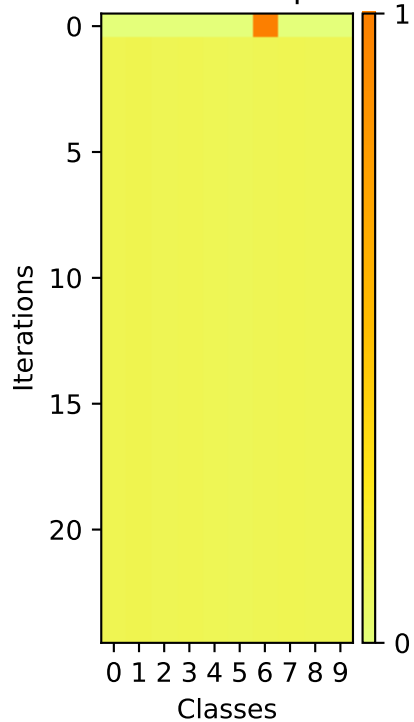
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, centered on a dark purple background. The figure has a yellow body with green accents and is positioned in the center of the frame.

A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of a grid of small squares in various shades of yellow, green, and blue, giving it a digital or retro aesthetic. The background is a solid dark purple.

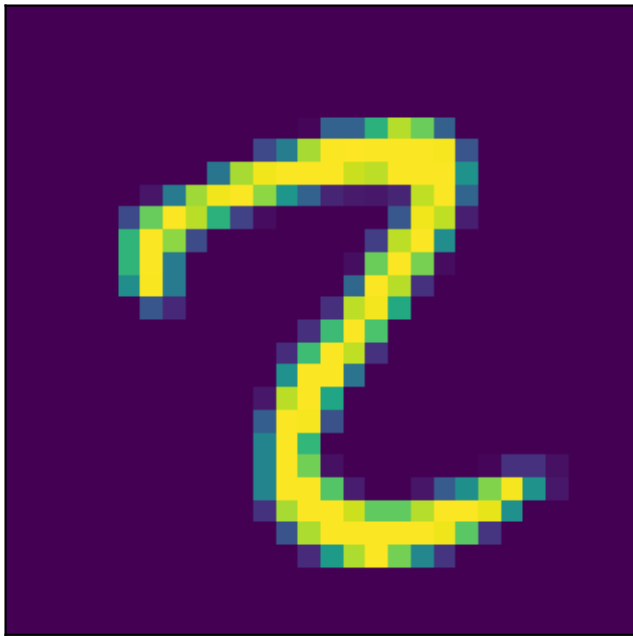
Image



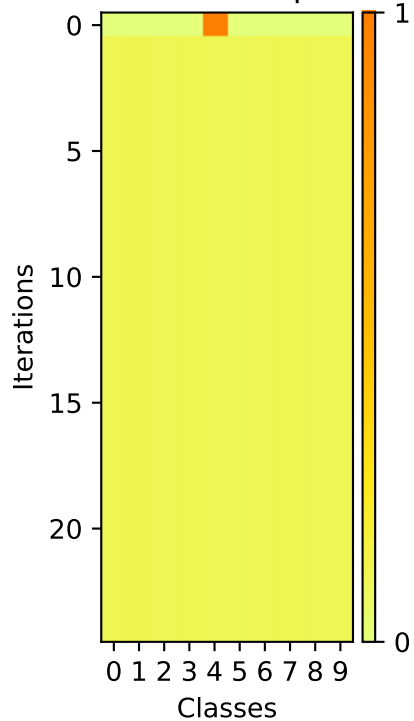
Softmax Outputs



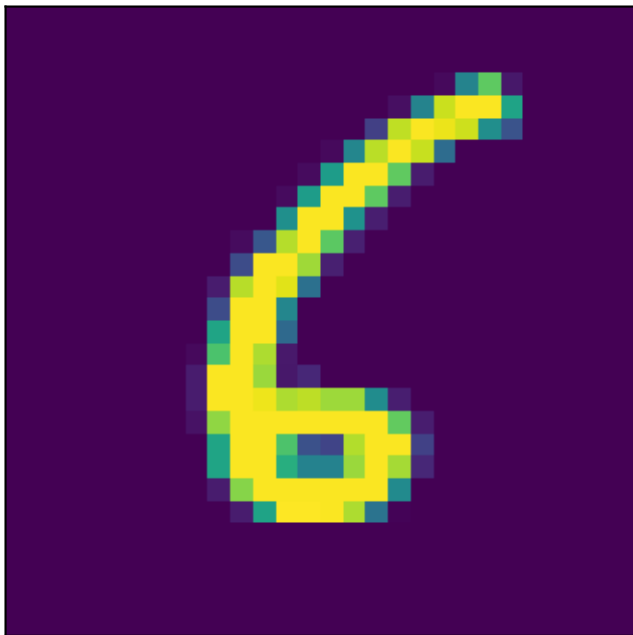
Image



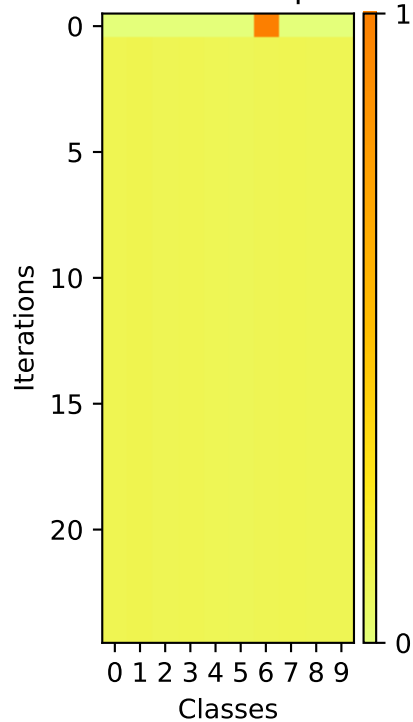
Softmax Outputs



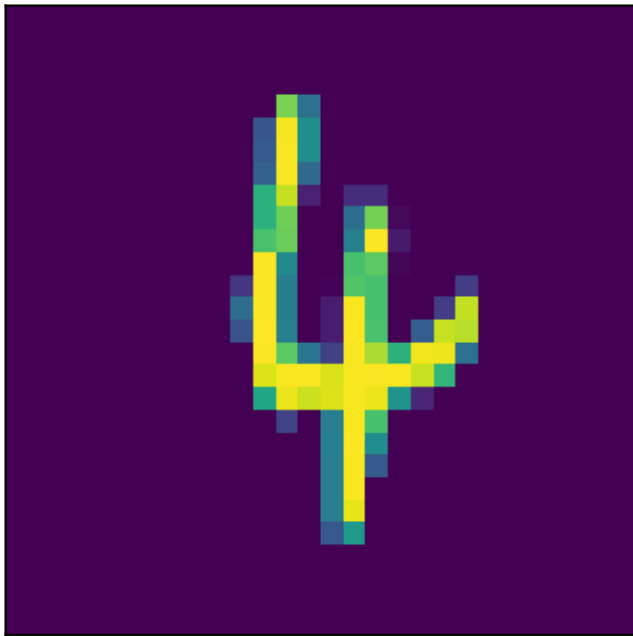
Image



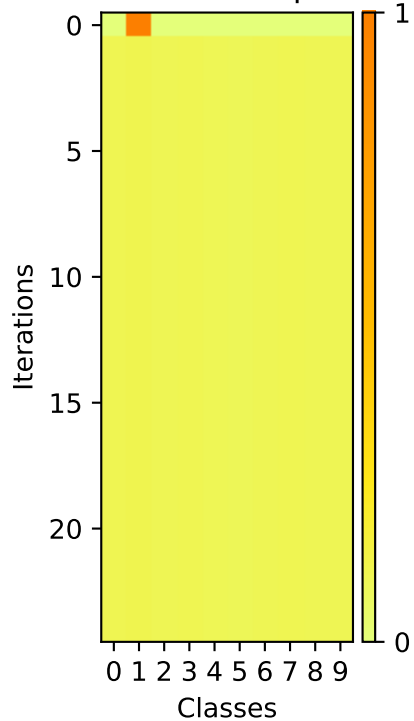
Softmax Outputs



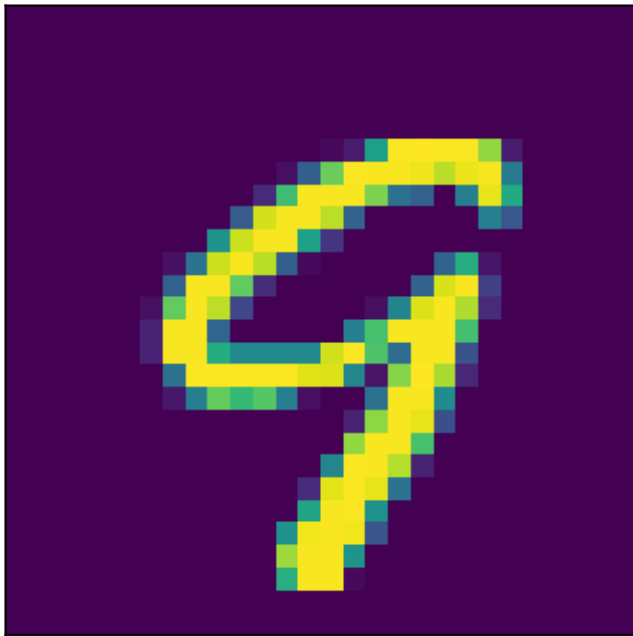
Image



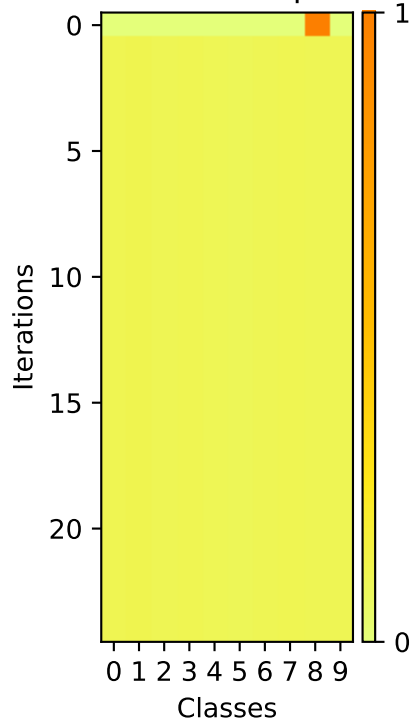
Softmax Outputs



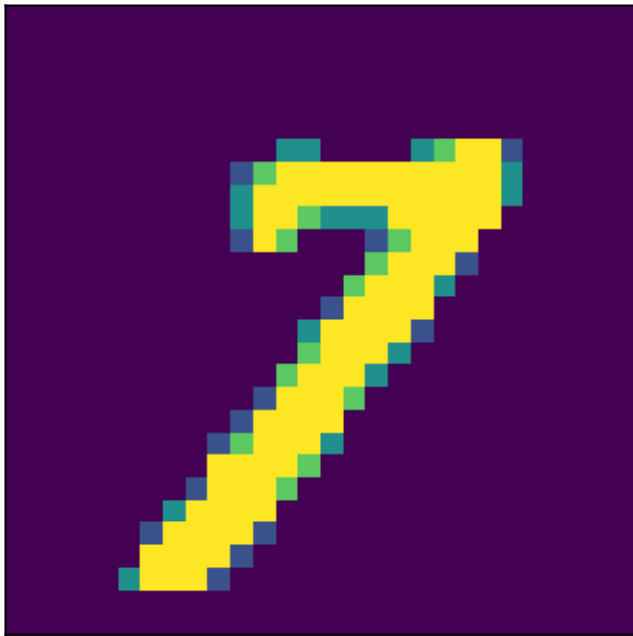
Image



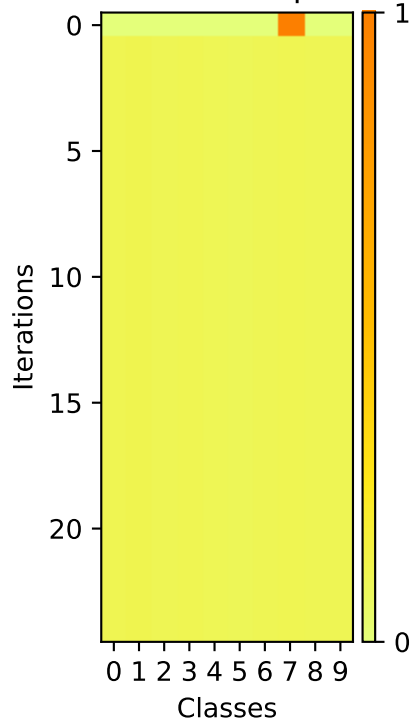
Softmax Outputs



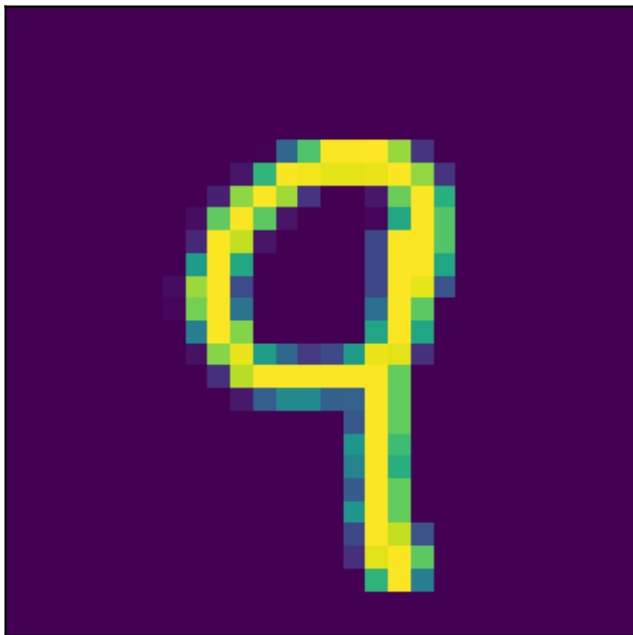
Image



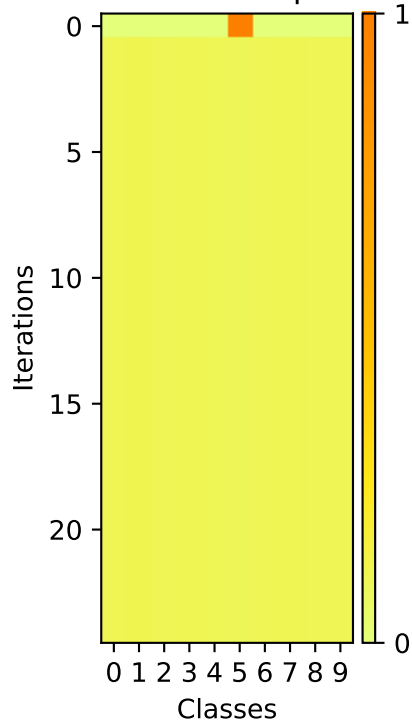
Softmax Outputs



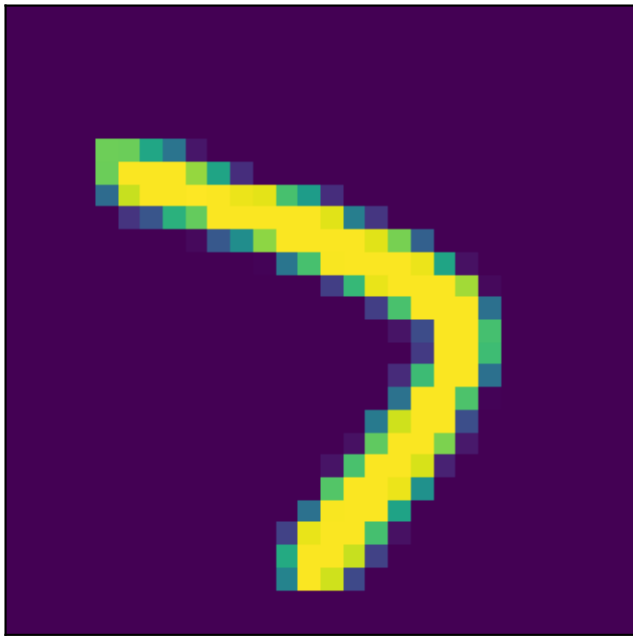
Image



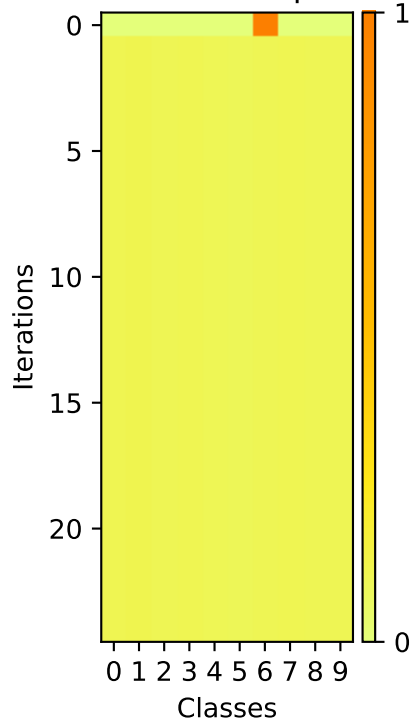
Softmax Outputs



Image



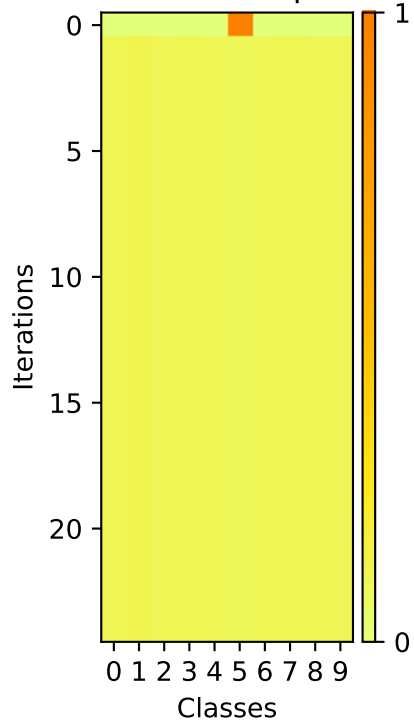
Softmax Outputs



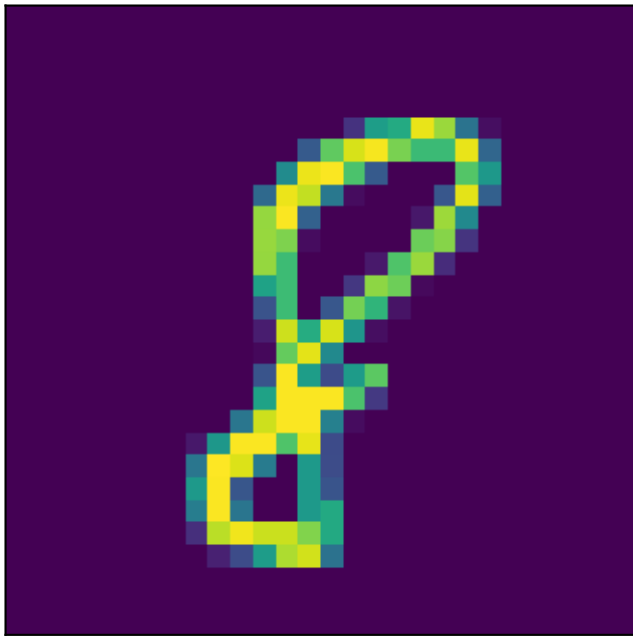
Image



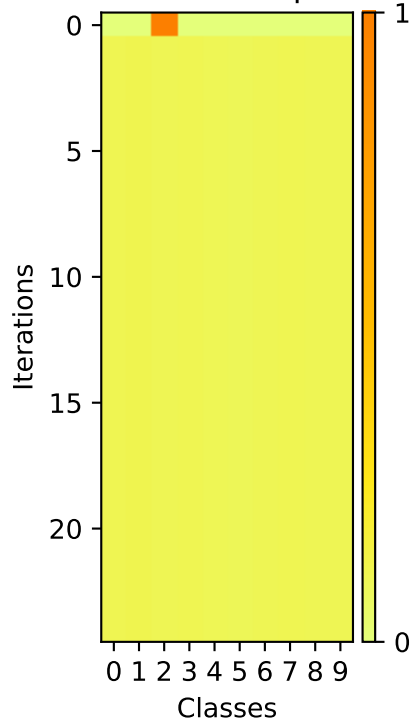
Softmax Outputs



Image



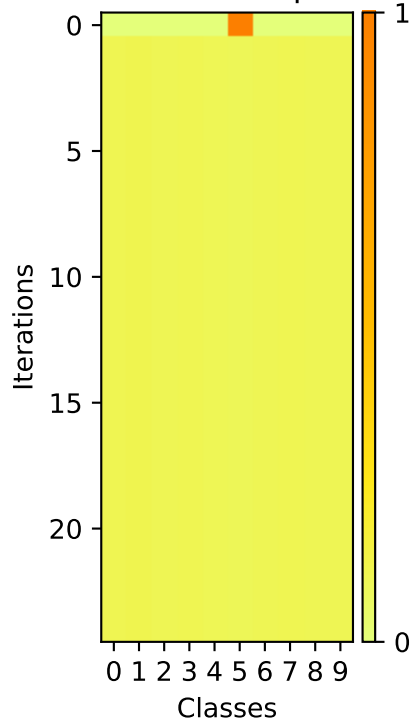
Softmax Outputs



Image



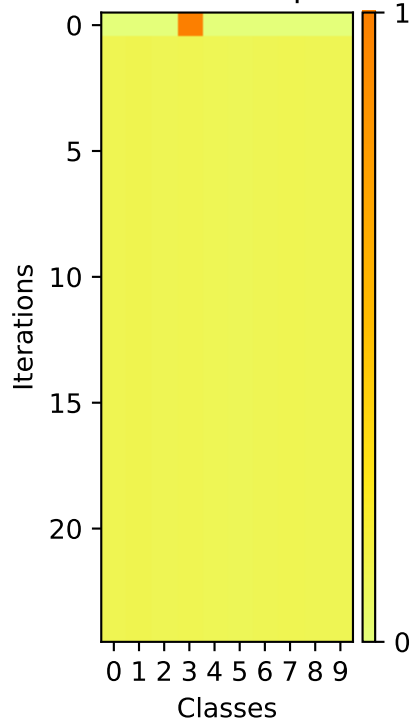
Softmax Outputs



Image



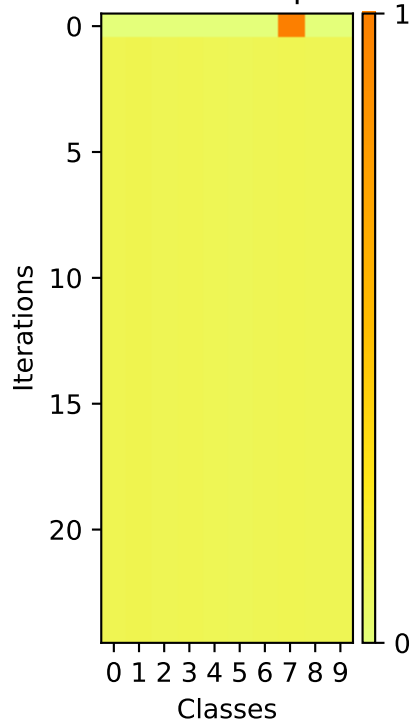
Softmax Outputs



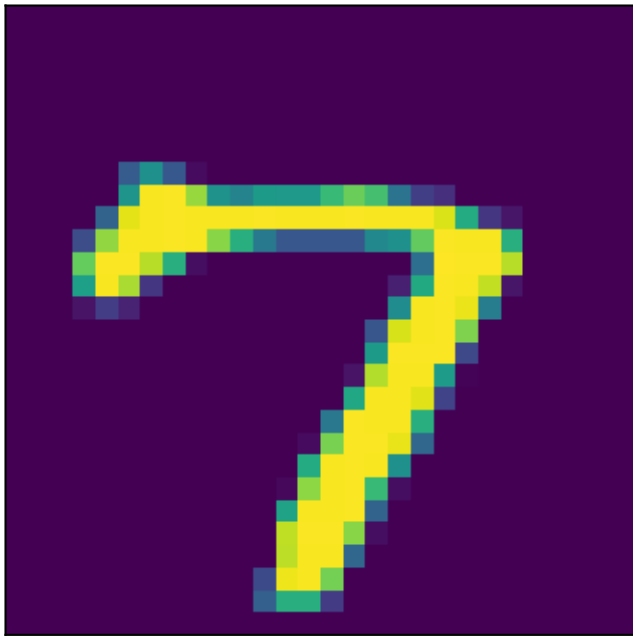
Image



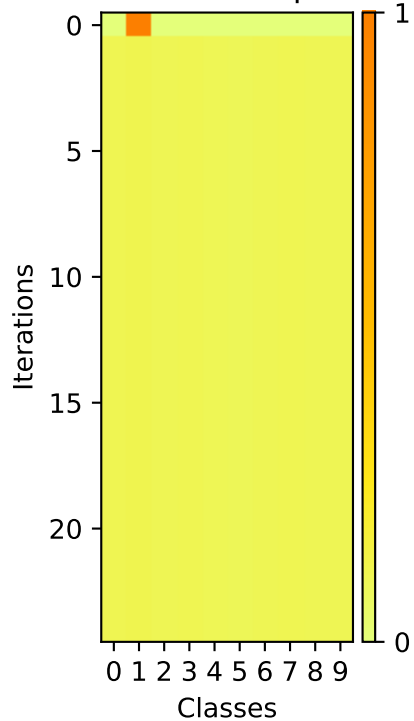
Softmax Outputs



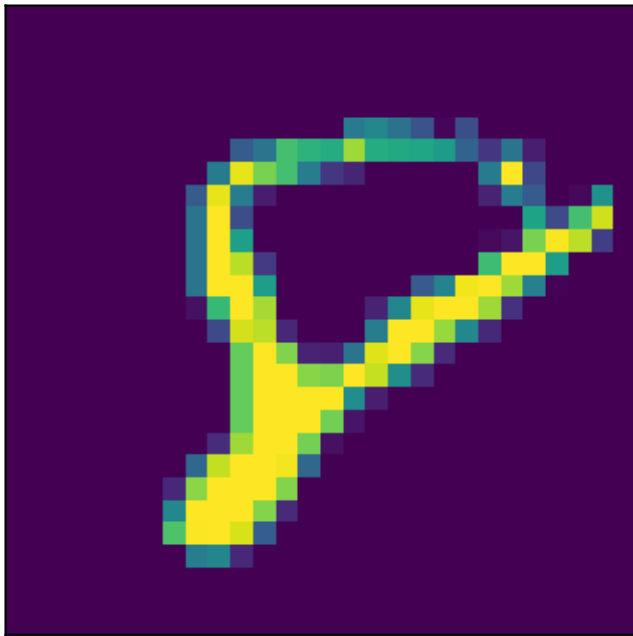
Image



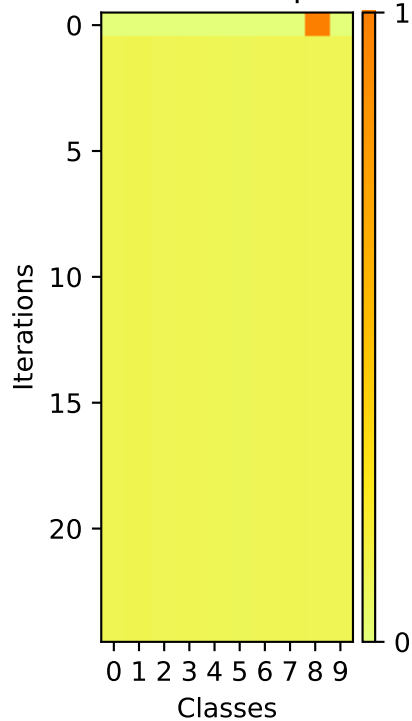
Softmax Outputs



Image



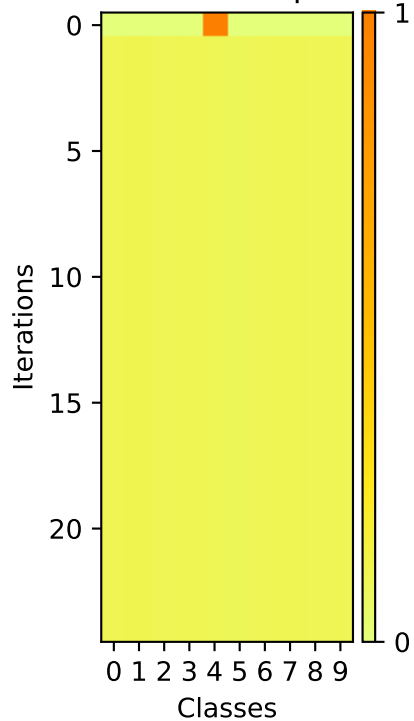
Softmax Outputs



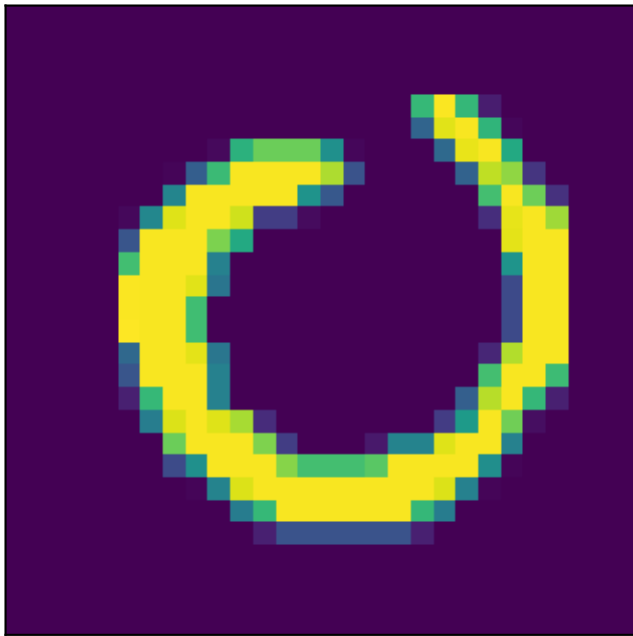
Image



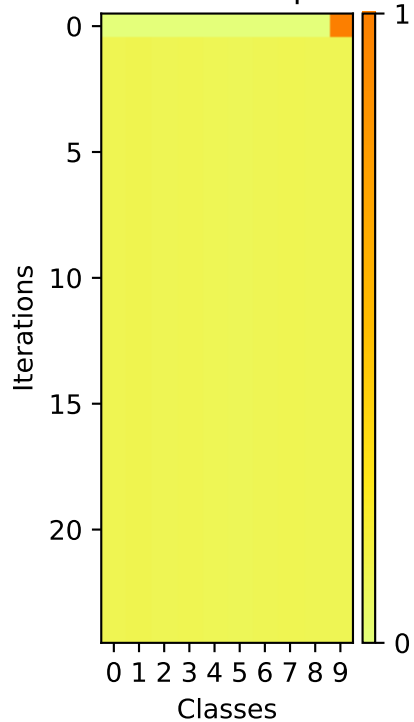
Softmax Outputs



Image



Softmax Outputs

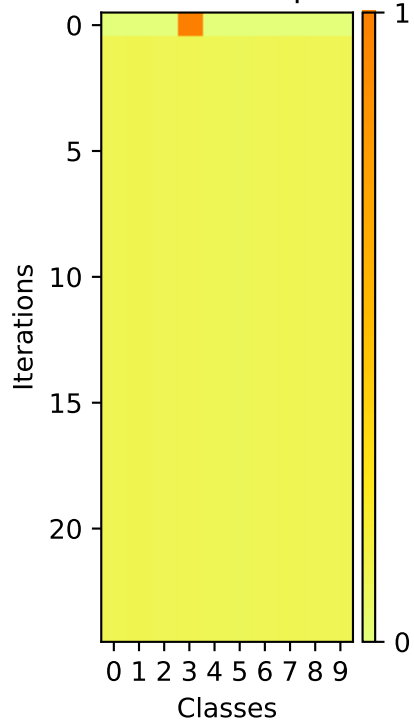


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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

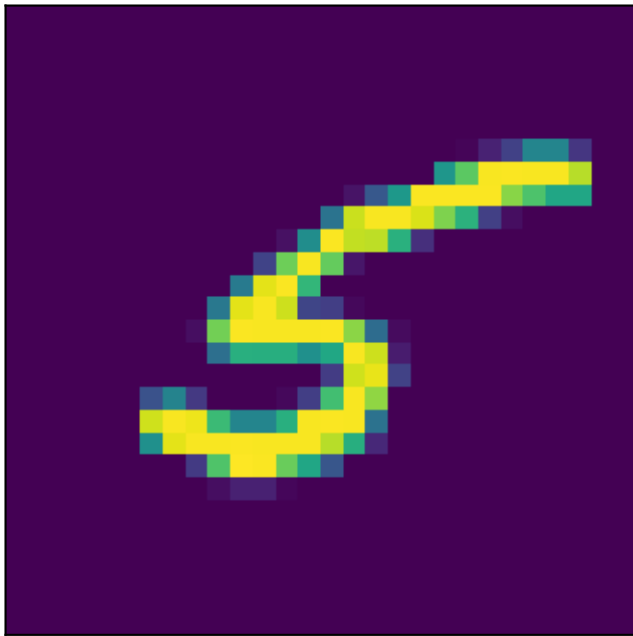
Image



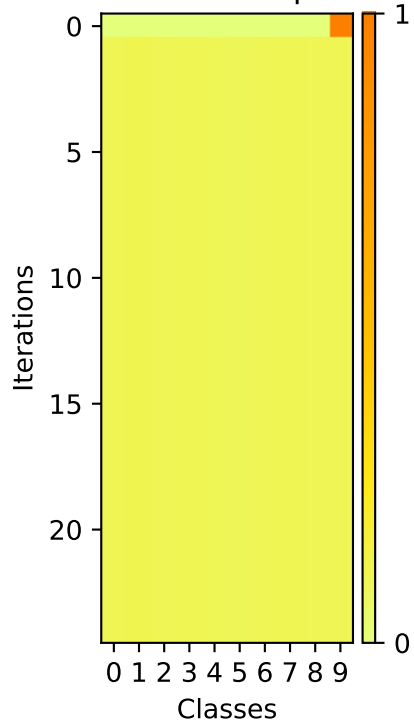
Softmax Outputs



Image

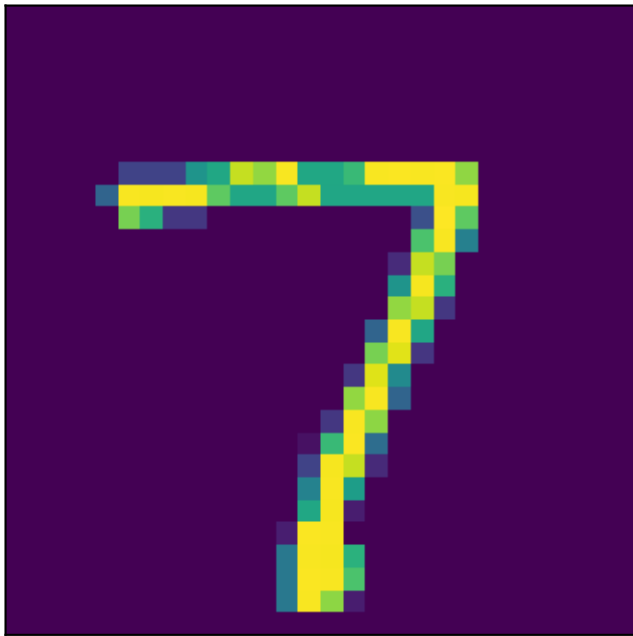


Softmax Outputs

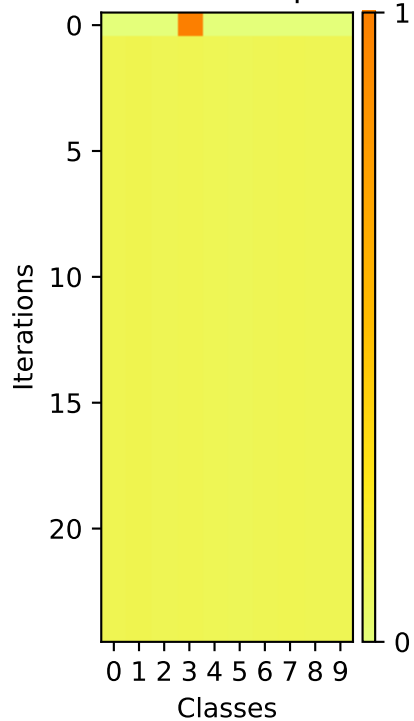


A pixelated, multi-colored number 3 on a black background. The number is composed of various shades of blue, green, and yellow pixels, giving it a digital or retro aesthetic. The strokes are slightly irregular, with some pixels appearing brighter than others, creating a sense of depth or motion. The overall shape is a standard '3' with a horizontal top bar and a curved bottom.

Image



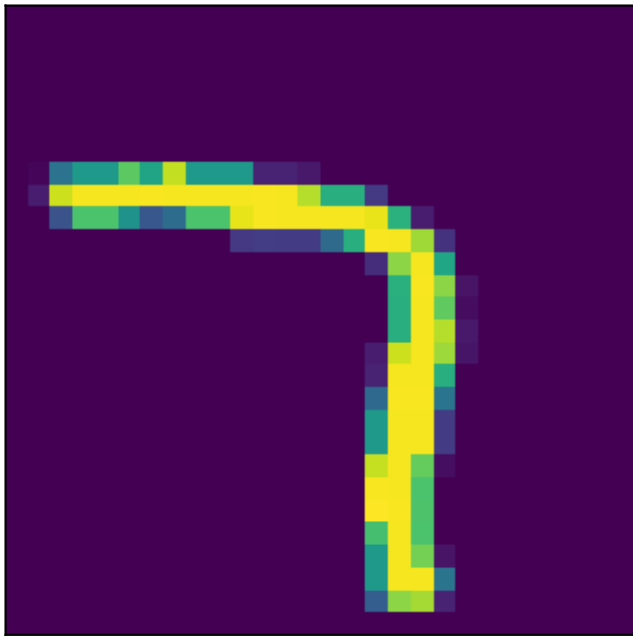
Softmax Outputs



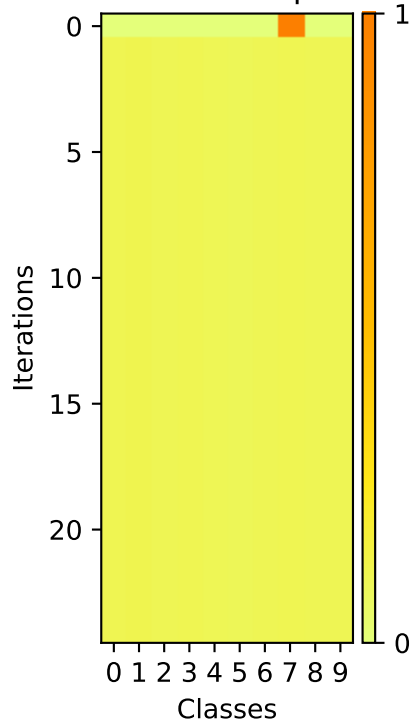
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

A pixelated yellow number 5 is centered on a dark purple background. The number is composed of yellow pixels, with some light blue and green pixels visible at the edges, suggesting a slight glow or anti-aliasing effect. The background is a solid dark purple.

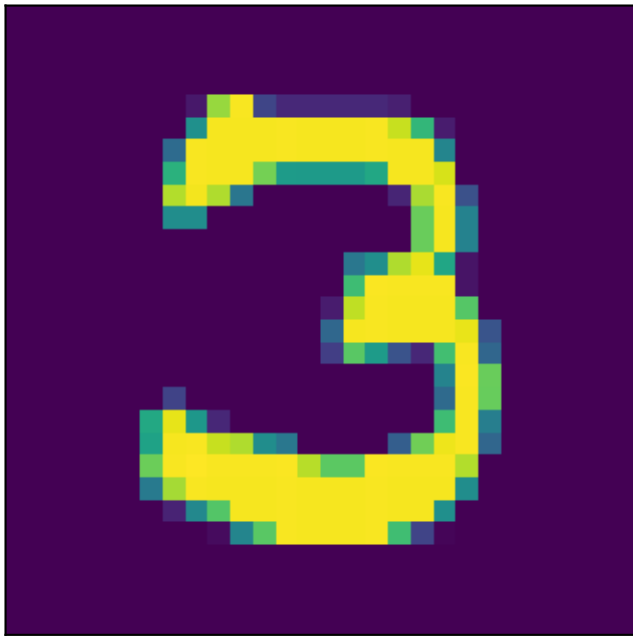
Image



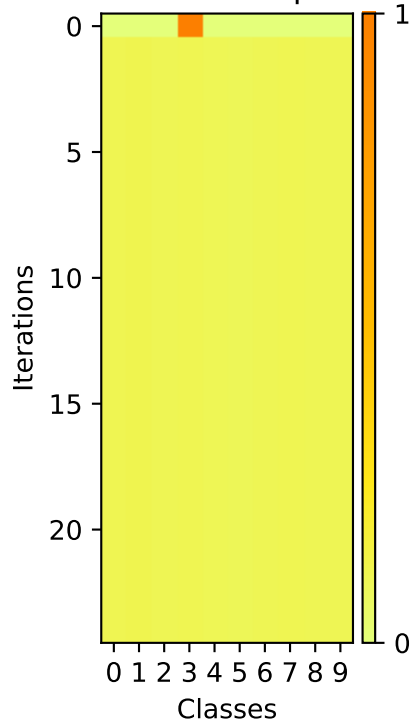
Softmax Outputs



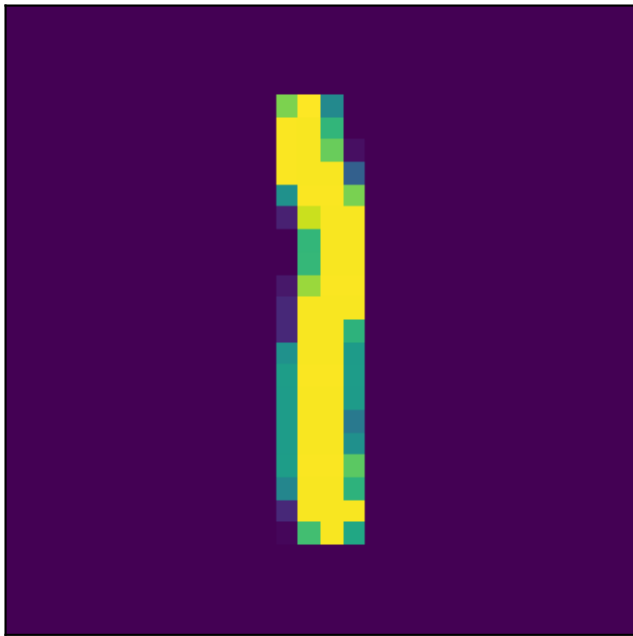
Image



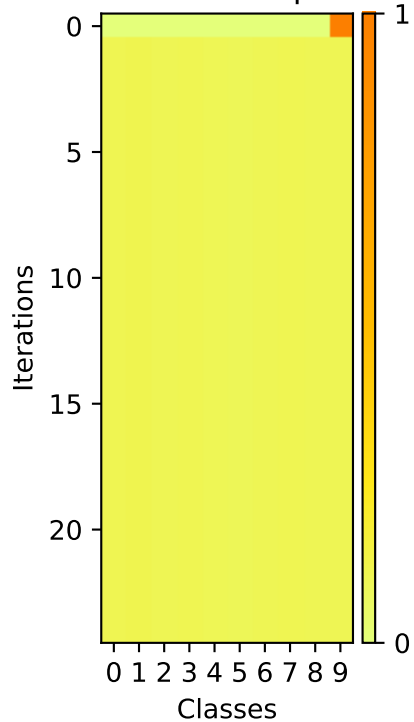
Softmax Outputs



Image



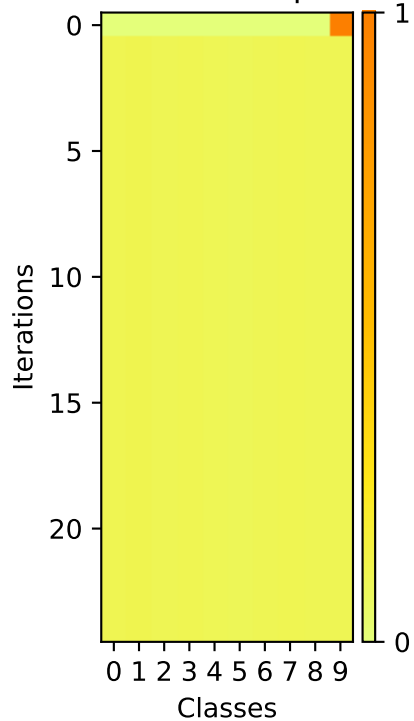
Softmax Outputs



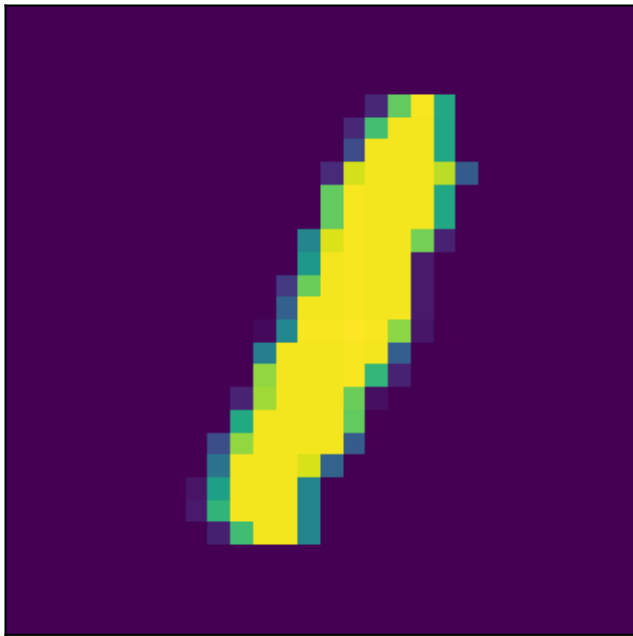
Image



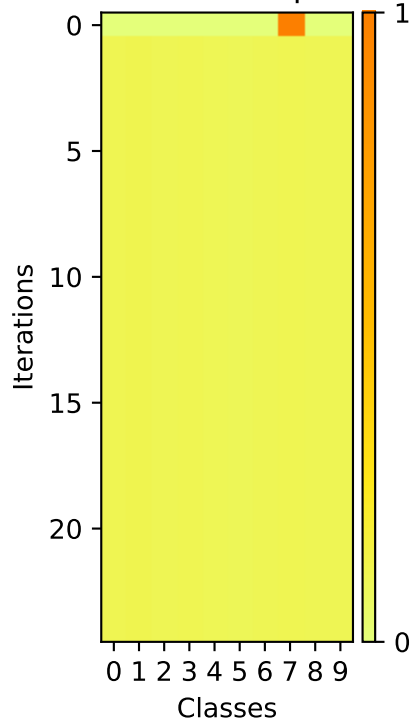
Softmax Outputs



Image



Softmax Outputs



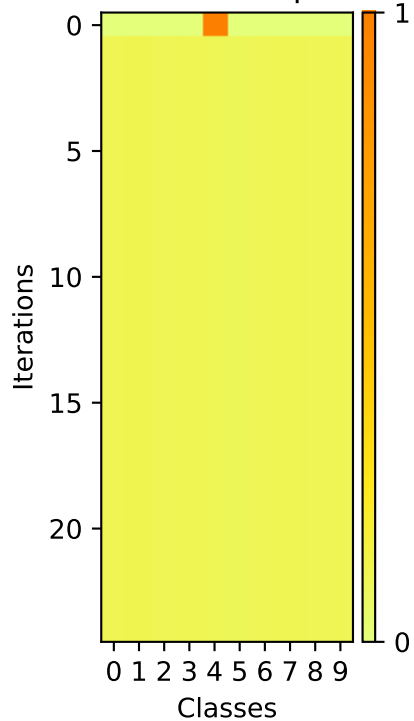
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

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 (dark red). Class 7 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

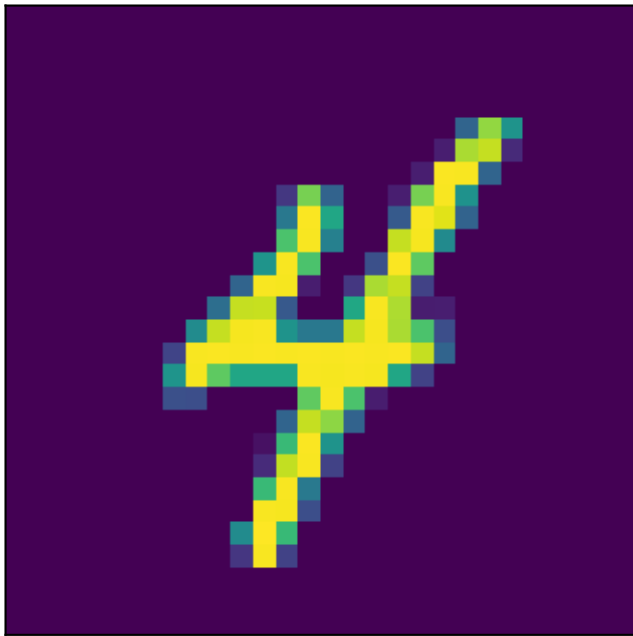
Image



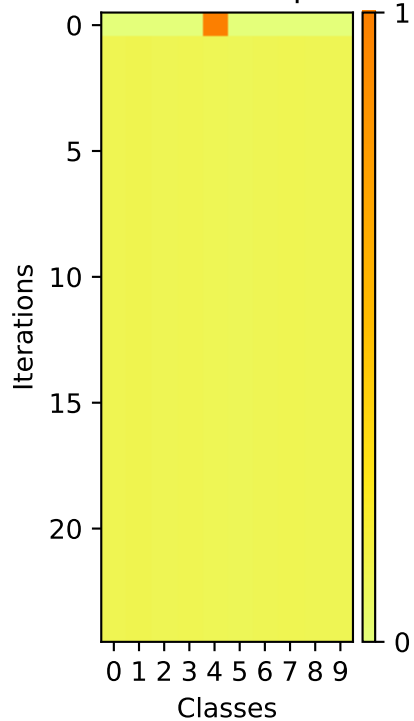
Softmax Outputs



Image

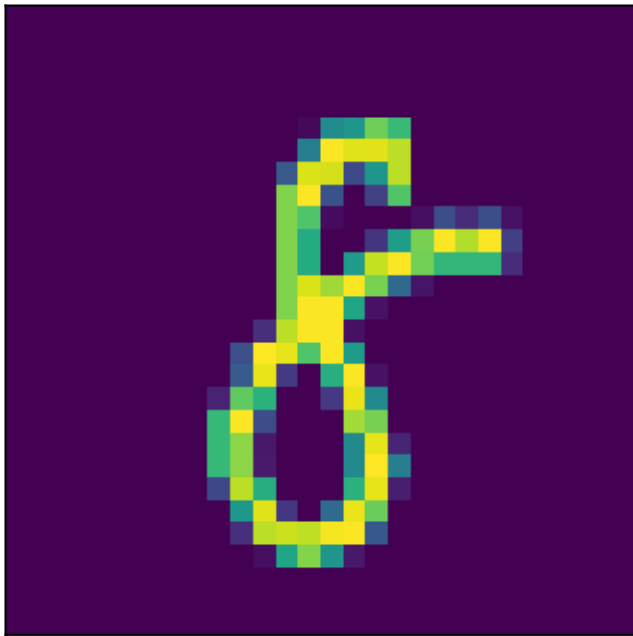


Softmax Outputs

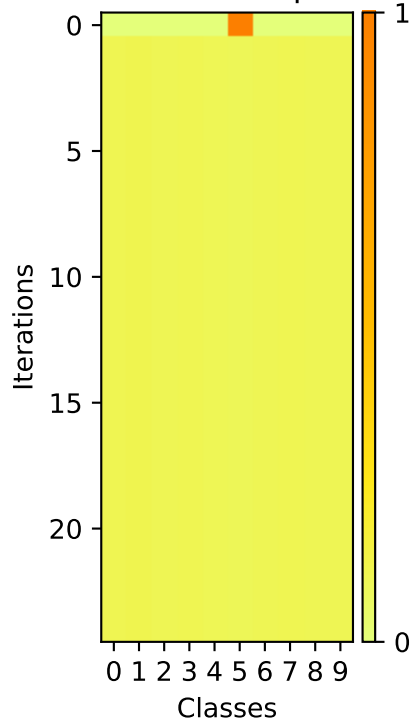


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in loss starting around iteration 15, reaching a maximum of 1.0 by iteration 20.

Image

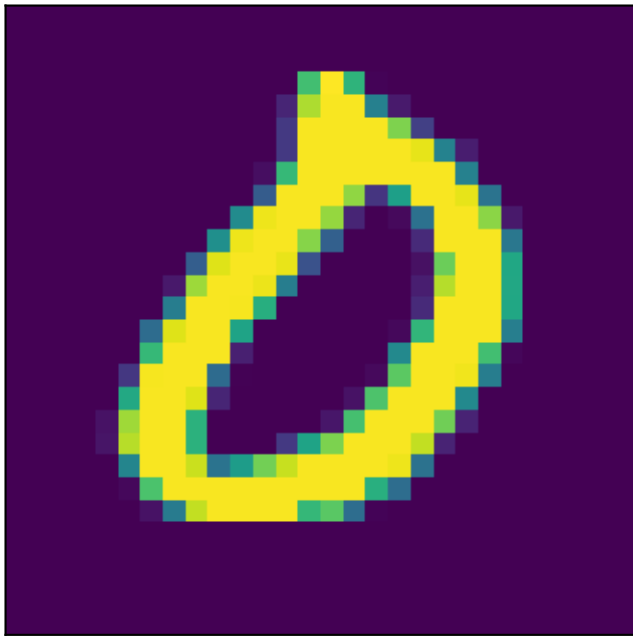


Softmax Outputs

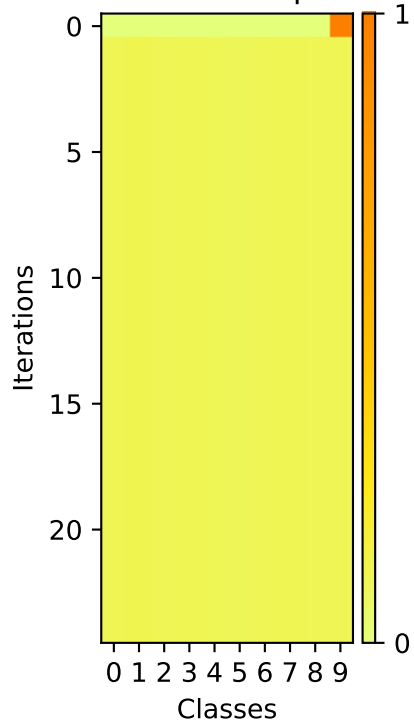


A pixelated ring shape, resembling a donut or a thick circle, is centered on a black background. The ring is composed of several concentric layers of pixels. The primary color of the ring is yellow, which forms the bulk of its structure. Interspersed within and around the yellow pixels are smaller clusters of green and blue pixels, giving the ring a textured, multi-colored appearance. The overall shape is roughly circular but has a slightly irregular, hand-drawn quality due to the pixelated nature of the image.

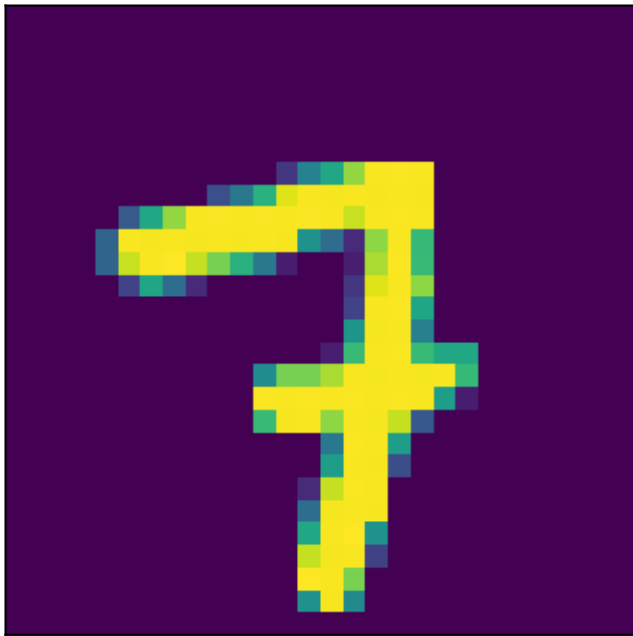
Image



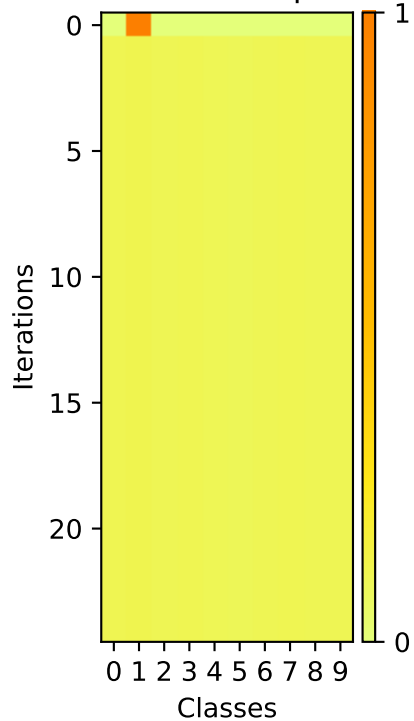
Softmax Outputs



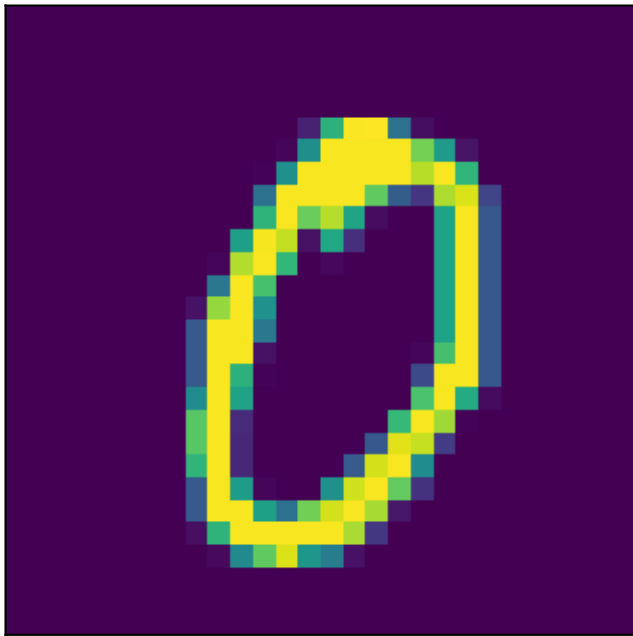
Image



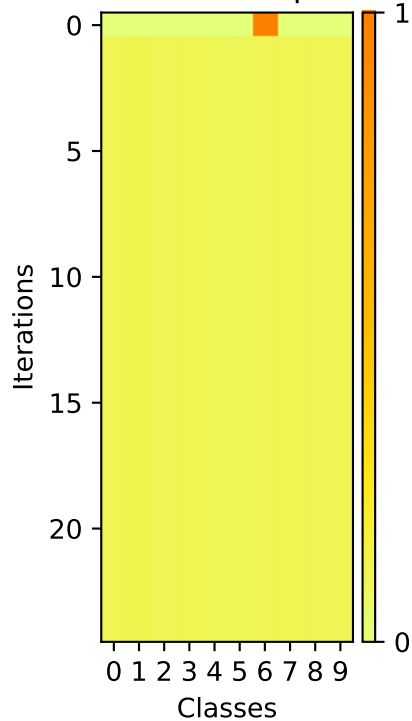
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of the number 3, rendered in yellow and green against a dark purple background. The image has a retro, digital aesthetic with visible square pixels and a thick, slightly irregular outline. The number 3 is centered and occupies most of the frame.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 0 starts with a high probability (orange) at iteration 0 and decreases to near zero (yellow) by iteration 1. Other classes remain near zero throughout the iterations.

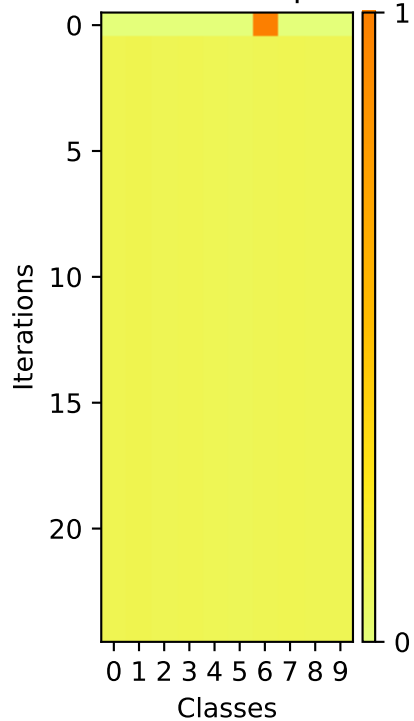
A 10x10 grid with a black border. The grid contains a vertical column of yellow squares in the 5th column, spanning rows 2 through 9. Other squares are colored in shades of blue, green, and purple, forming a sparse pattern around the central yellow column.

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.

Image



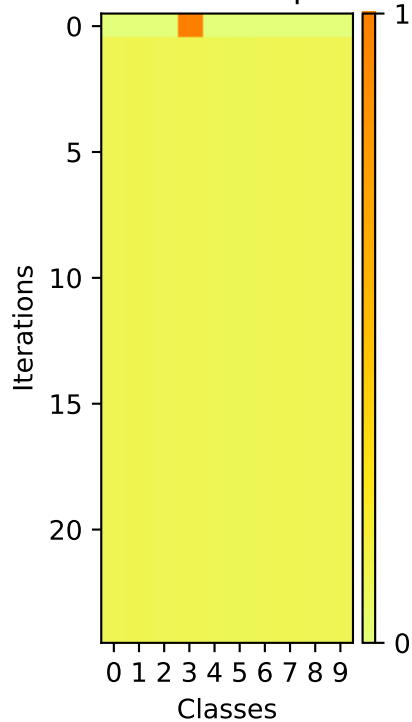
Softmax Outputs



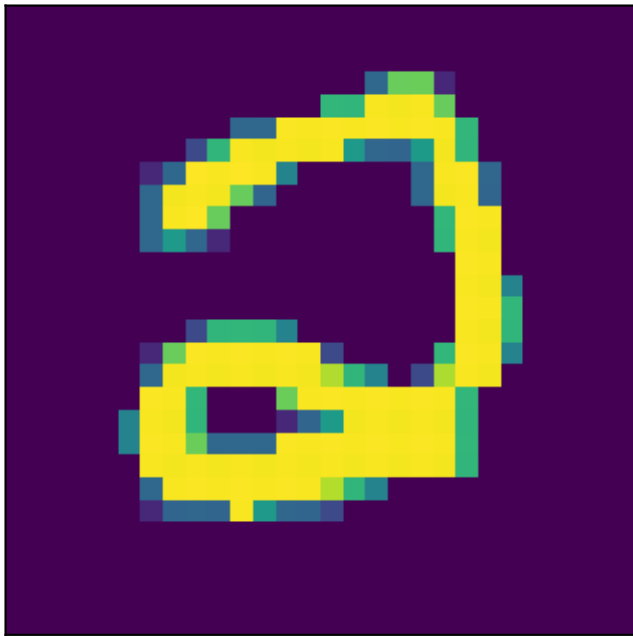
Image



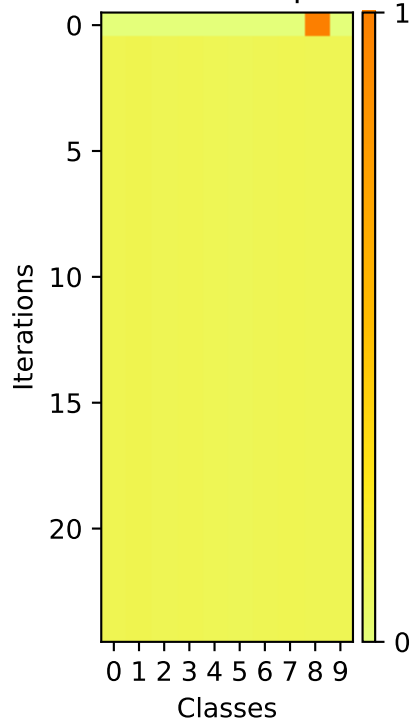
Softmax Outputs



Image



Softmax Outputs



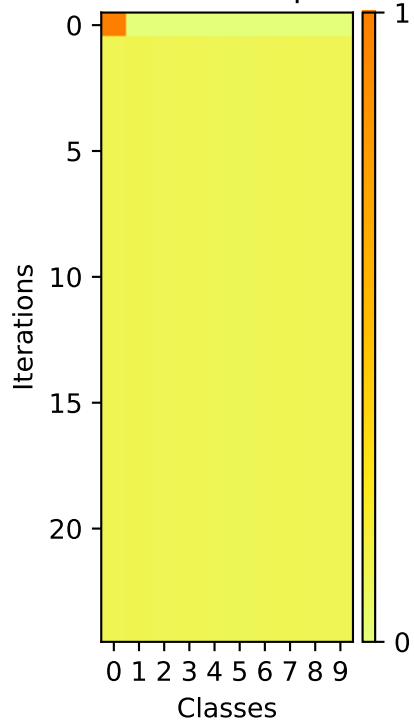
A large, pixelated yellow number 3 is centered on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. The color of the number is a bright yellow, and the background is a deep, solid purple.

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 orange). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

Image



Softmax Outputs



A pixelated, low-resolution version of the number 5. The number is rendered in a bright yellow color with a thick, blocky outline. The background is solid black. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

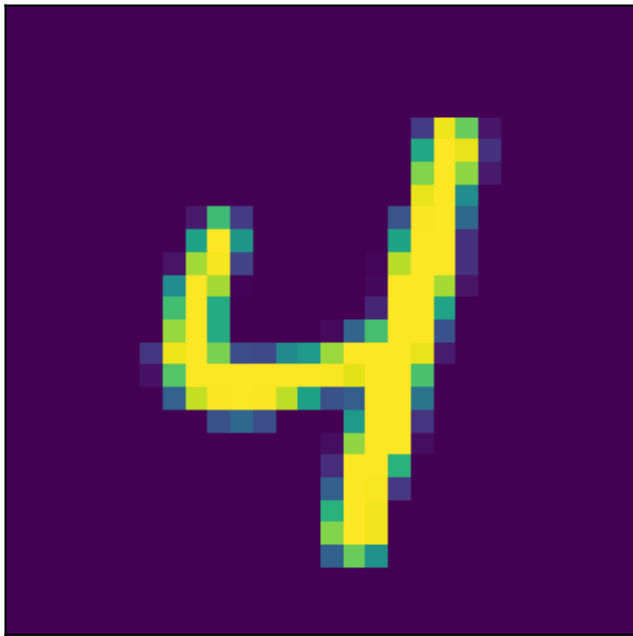
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high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

A pixelated, low-resolution image of a yellow and green ring-like structure, possibly a molecular model or a stylized logo, set against a dark purple background. The structure is composed of several interconnected yellow and green pixels, forming a roughly circular shape with some internal details. The background is a solid dark purple.

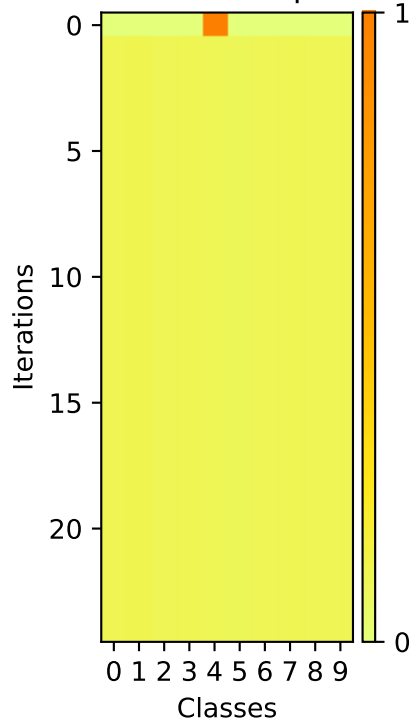
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp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

A pixelated yellow number 4 is centered on a dark purple background. The number is composed of a grid of small squares, with the main body of the '4' being a bright yellow. The background is a solid dark purple. The number has a slightly irregular, hand-drawn appearance due to the pixelation.

Image



Softmax Outputs

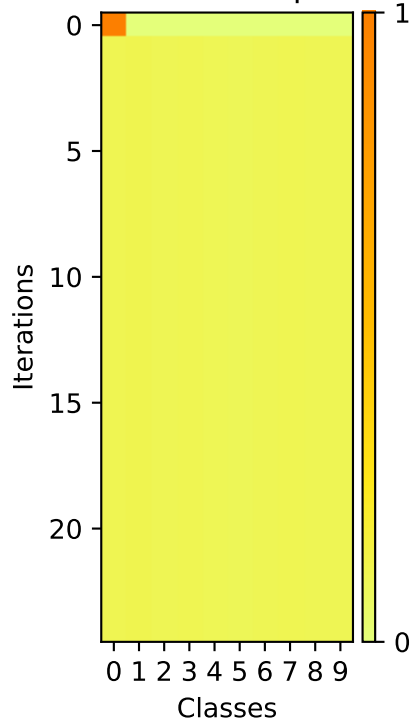


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid dark purple.

Image



Softmax Outputs

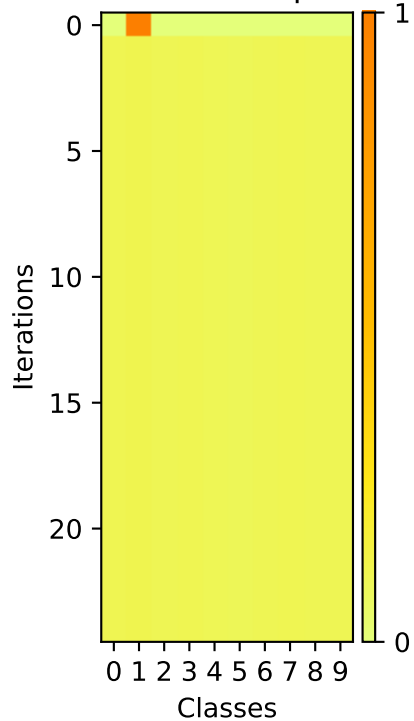


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow pixels with some light blue and green pixels at the edges, giving it a hand-drawn or digital art appearance.

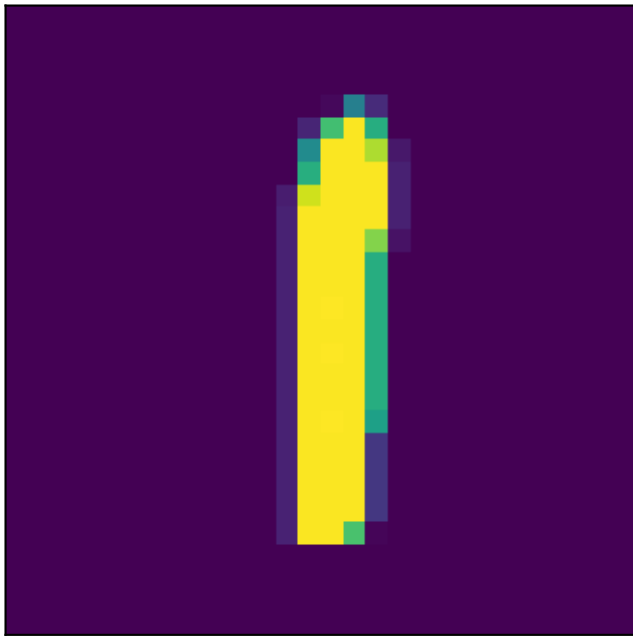
Image



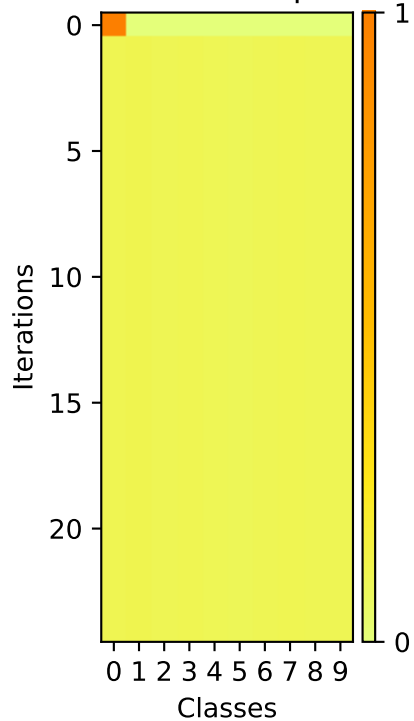
Softmax Outputs



Image



Softmax Outputs

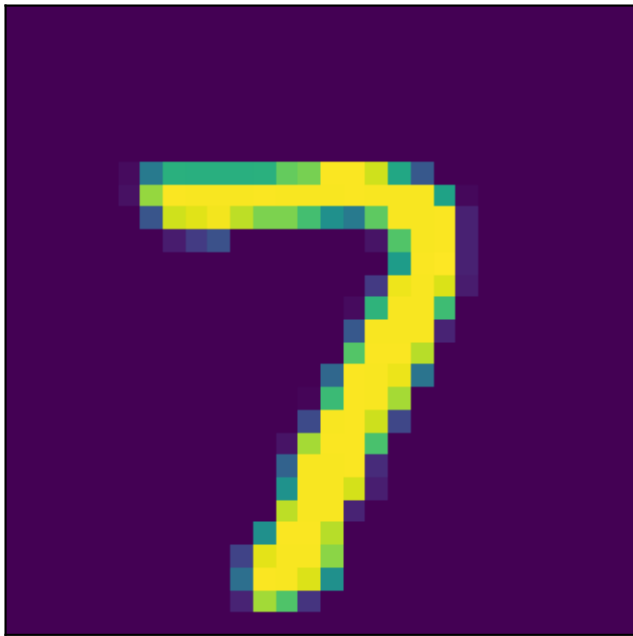


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a mosaic-like effect. The overall form is somewhat irregular and organic, with a central dark area that might represent a hole or a recessed part of the object. The background is a solid, deep purple color.

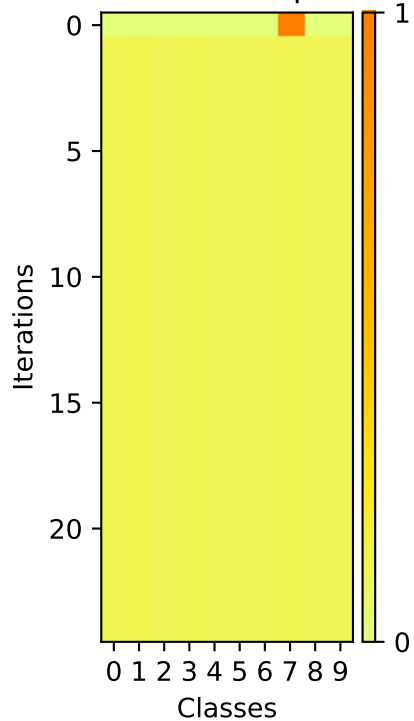
A pixelated drawing of a yellow and green figure on a purple background. The figure has a long, vertical, slightly curved body that ends in a small, rounded tail. It has a single, large, circular eye. The figure is composed of yellow and green pixels, with some darker green and blue pixels used for shading and detail. The background is a solid purple color.

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

Image



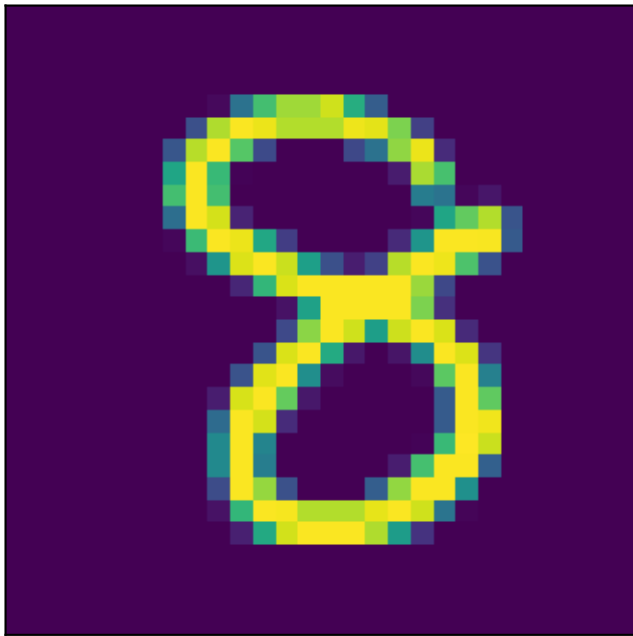
Softmax Outputs



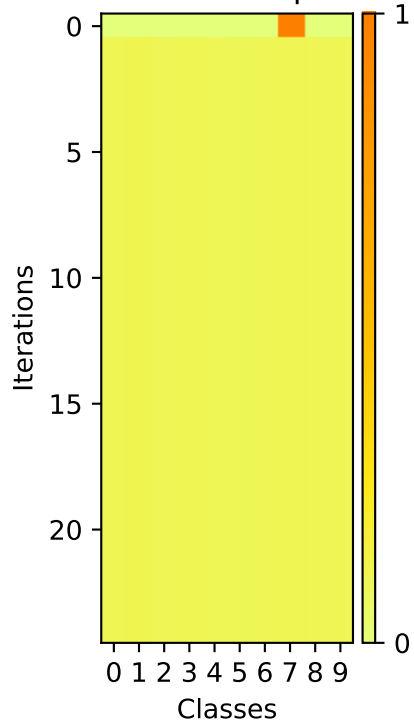
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow pixels with some light blue and green pixels at the edges, giving it a slightly blurred or digital appearance. The background is a solid dark purple.

A pixelated yellow question mark on a black background. The question mark is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. It is centered in the upper half of the image.

Image



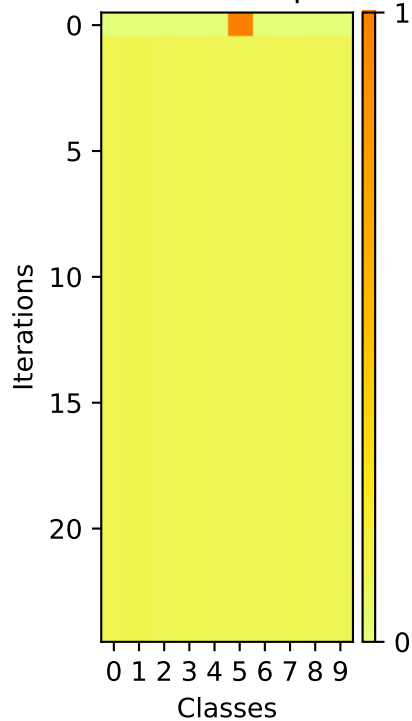
Softmax Outputs



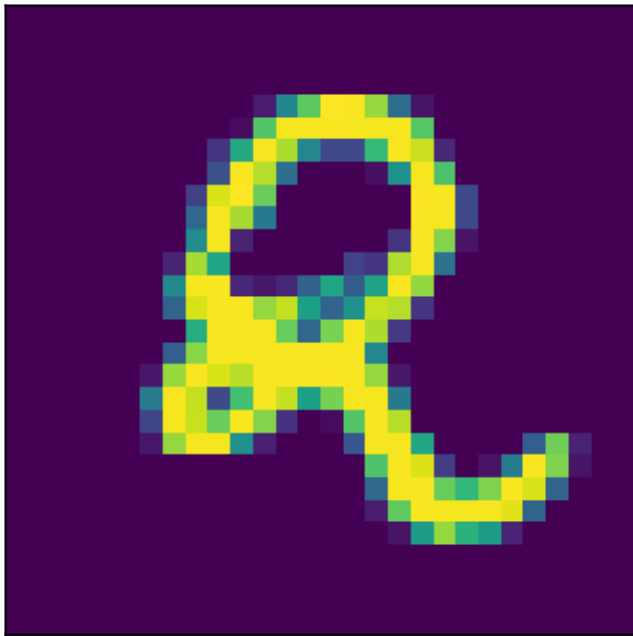
Image



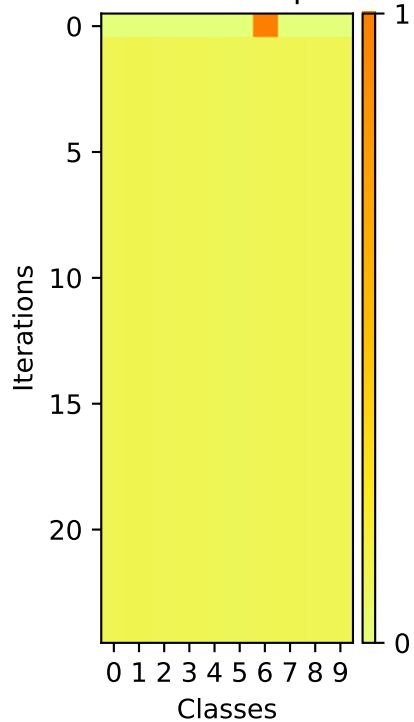
Softmax Outputs



Image



Softmax Outputs

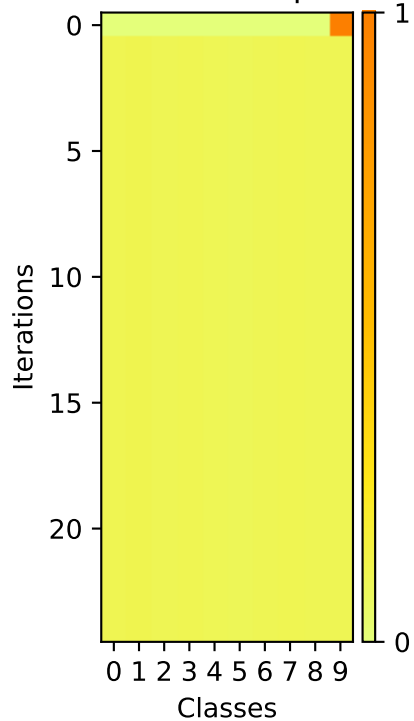


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 8 shows a sharp increase in probability starting around iteration 15, reaching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

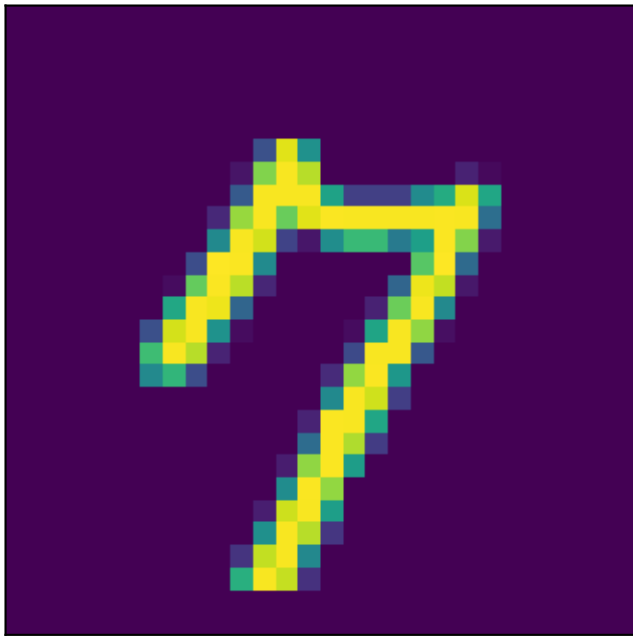
Image



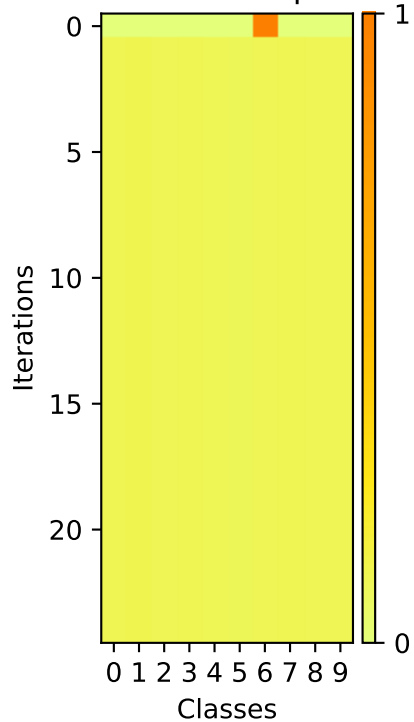
Softmax Outputs



Image

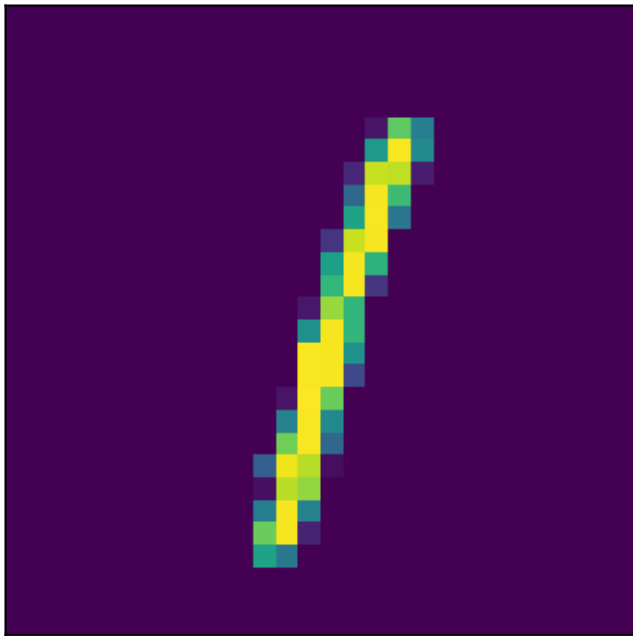


Softmax Outputs

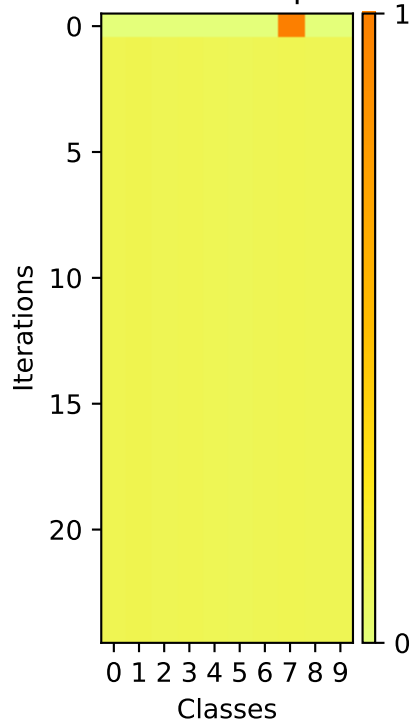


A pixelated, low-resolution image of a yellow and green snake-like creature. The creature has a circular head with a dark purple center, a long yellow body with green segments, and a long, thin tail. It is set against a dark purple background. The image is composed of large, visible pixels, giving it a retro, digital art appearance.

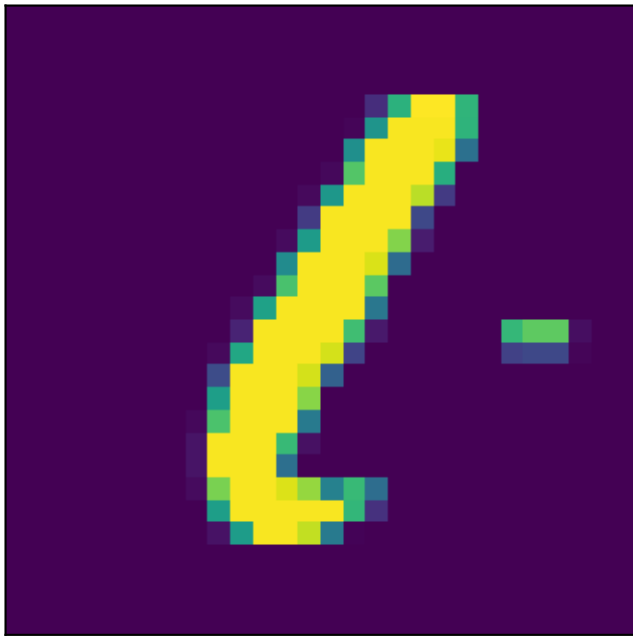
Image



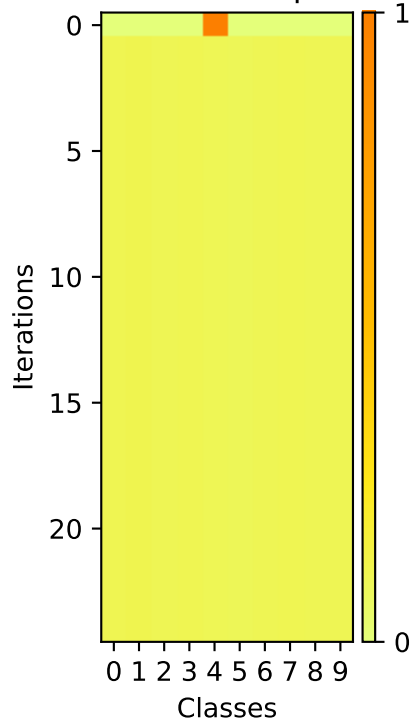
Softmax Outputs



Image

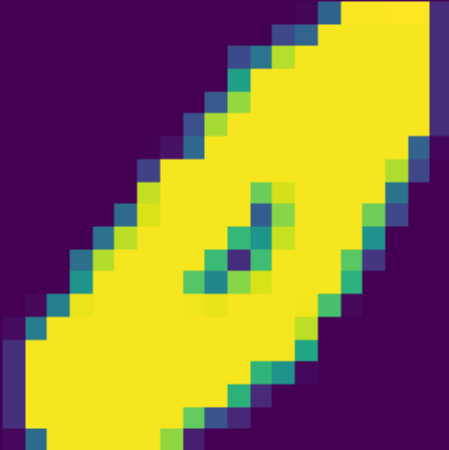


Softmax Outputs

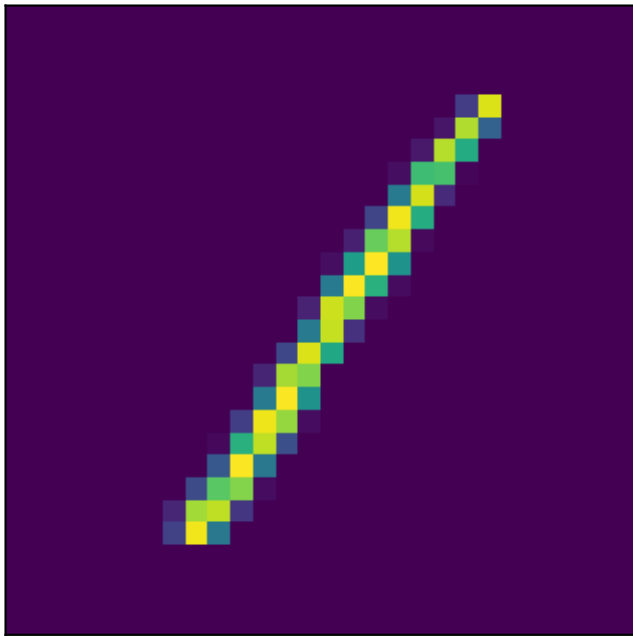


A pixelated drawing of a yellow number 2 on a dark purple background. The number is composed of yellow and light green pixels, with a slight shadow effect from darker purple pixels. It is positioned in the lower-left quadrant of the image.

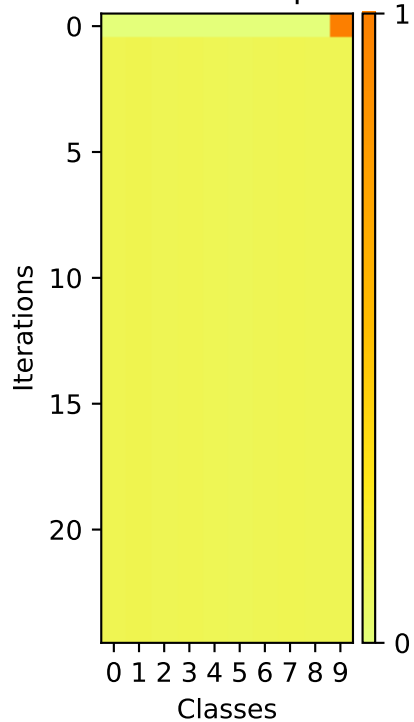
The heatmap displays the confusion matrix across 25 iterations. The x-axis is labeled 'Classes' and ranges from 0 to 9. The y-axis is labeled 'Iterations' and ranges from 0 to 25. A color bar on the right indicates the value, ranging from 0 (light yellow) to 1 (dark orange). The matrix shows that for most classes, the confusion remains low (near 0) throughout the iterations. However, there is a notable increase in confusion for class 6 around iteration 1, which is highlighted by a darker orange color.



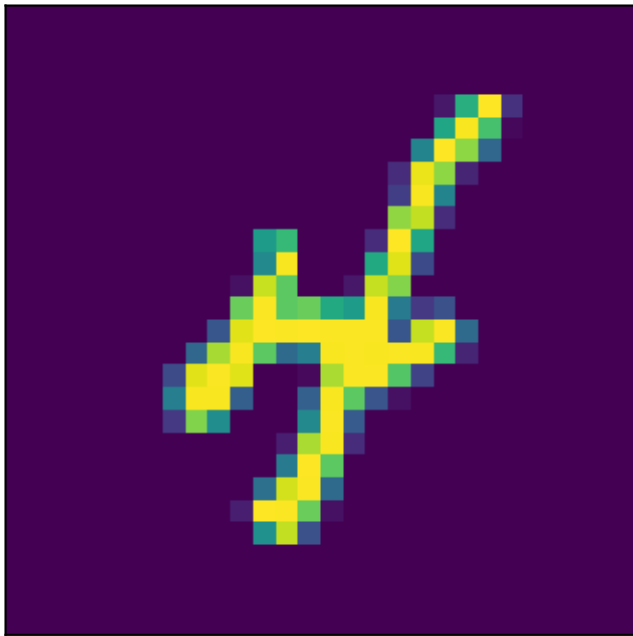
Image



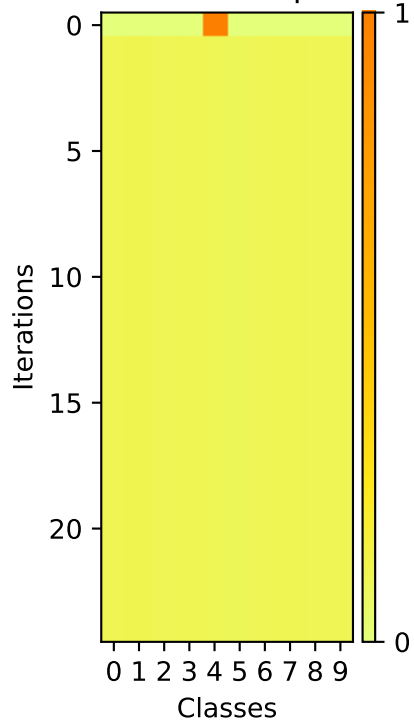
Softmax Outputs



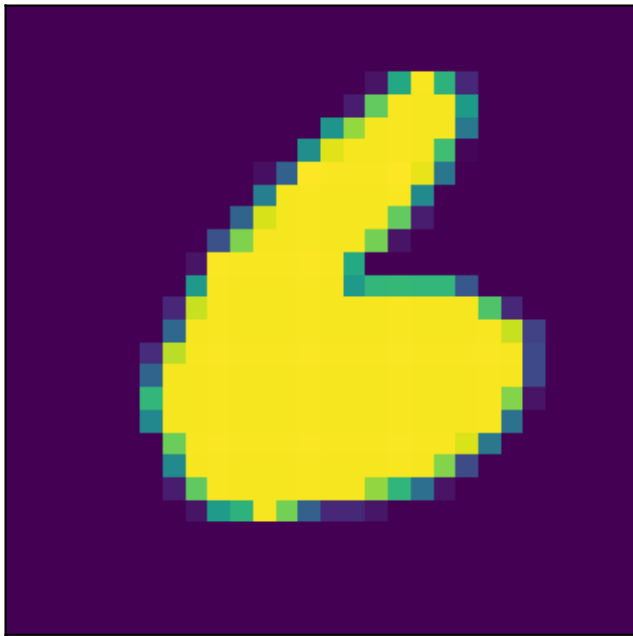
Image



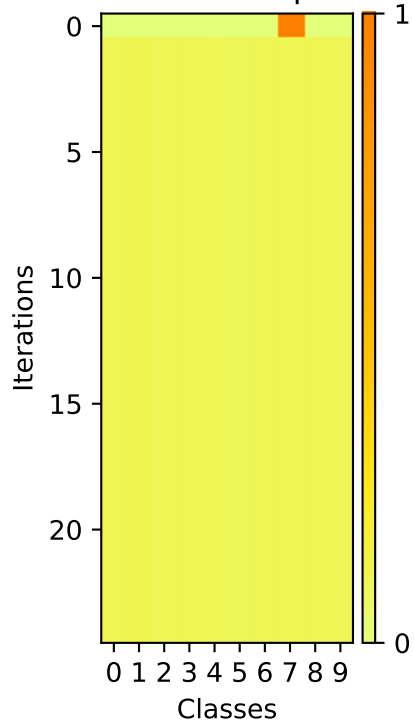
Softmax Outputs



Image



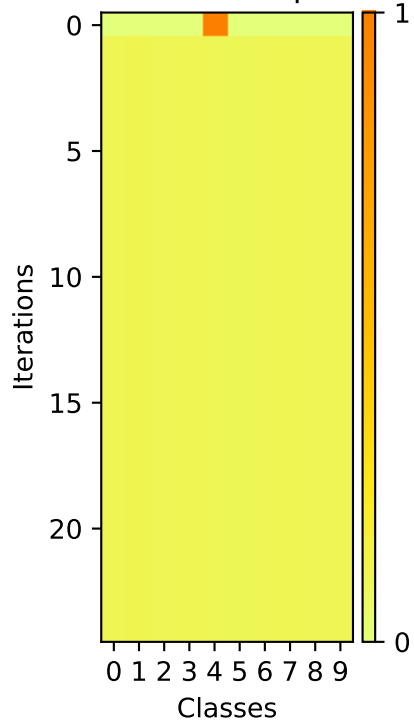
Softmax Outputs



Image

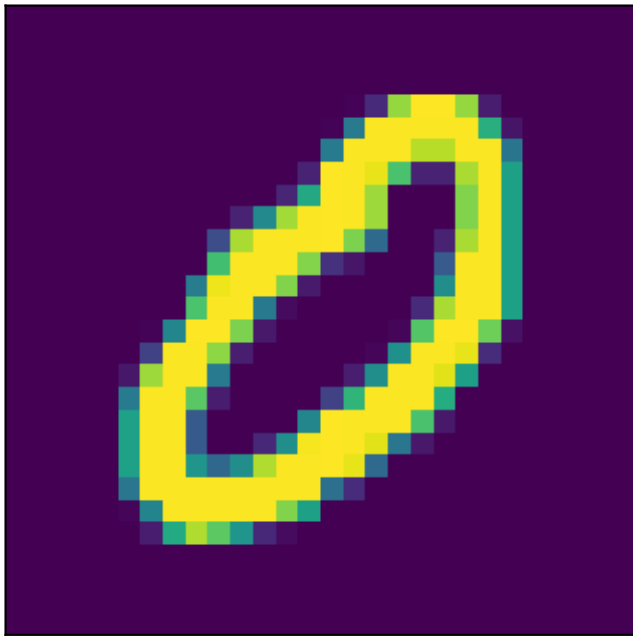


Softmax Outputs

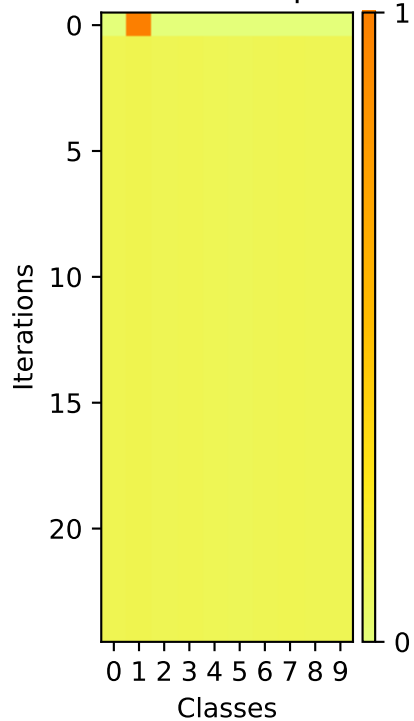


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0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

Image



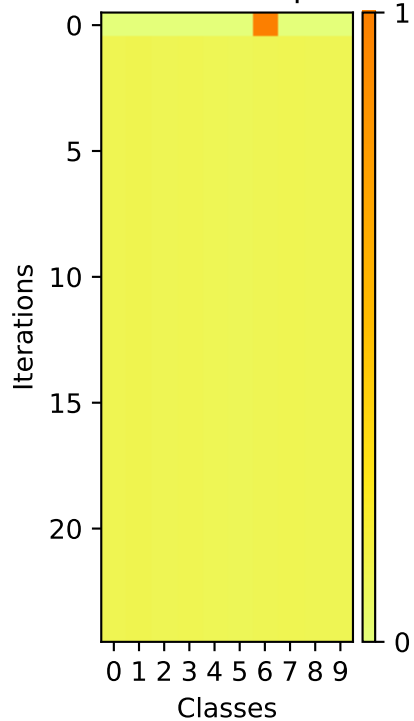
Softmax Outputs



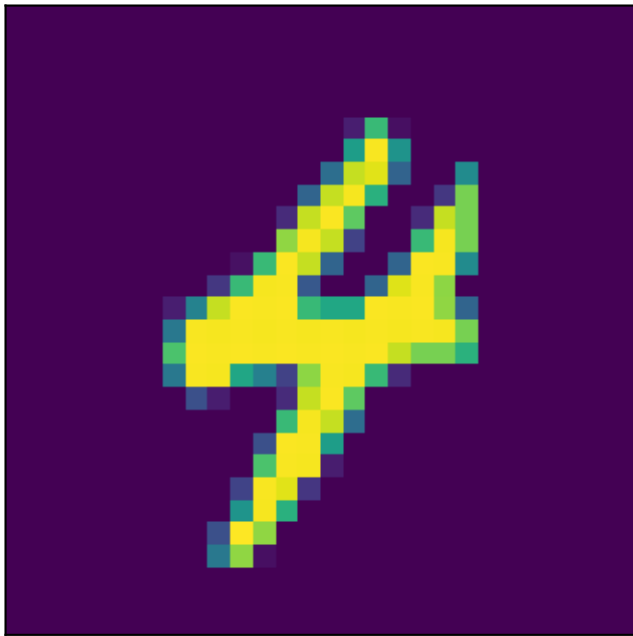
Image



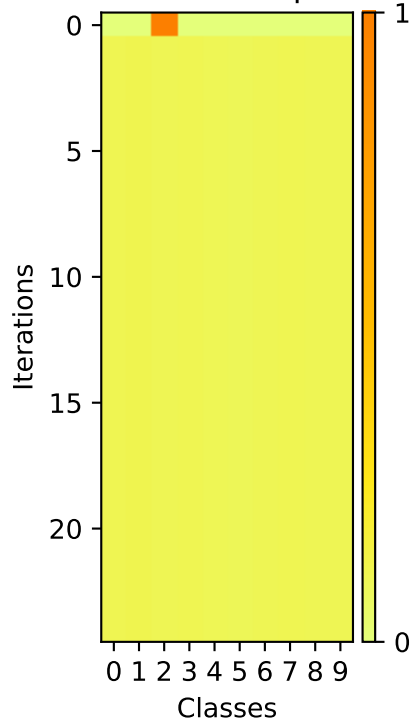
Softmax Outputs



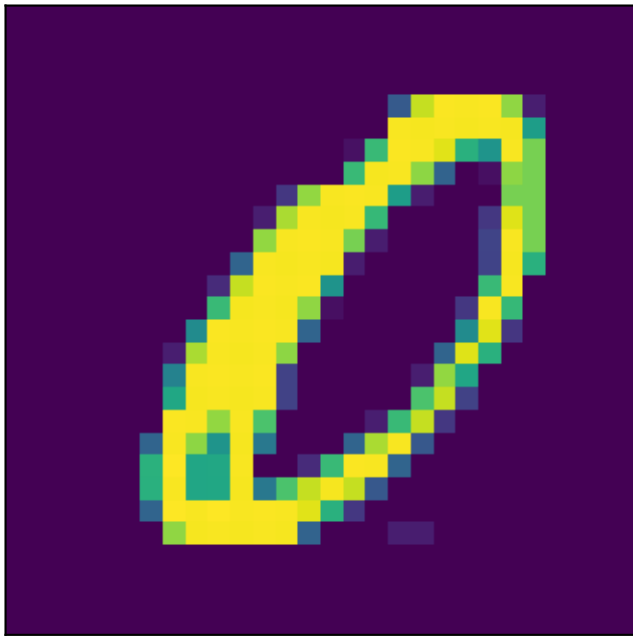
Image



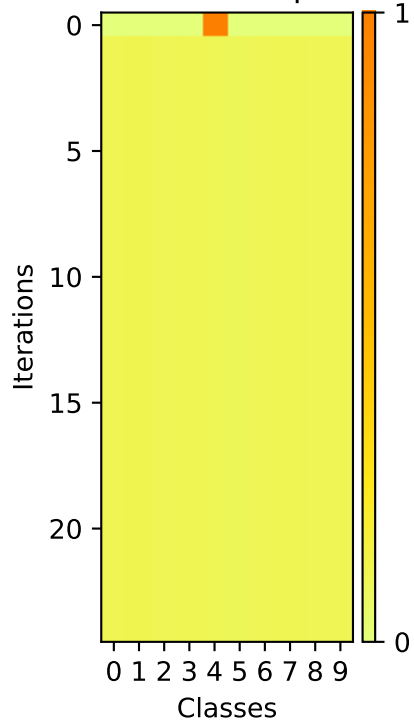
Softmax Outputs



Image



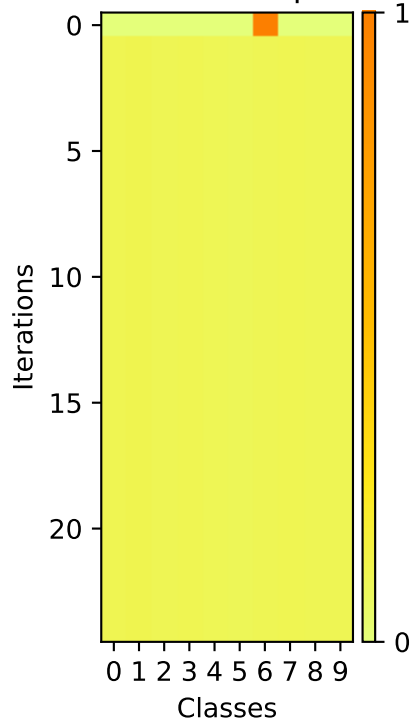
Softmax Outputs



Image



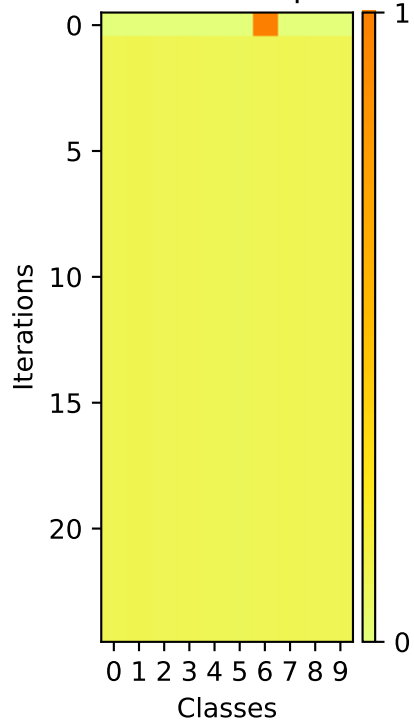
Softmax Outputs



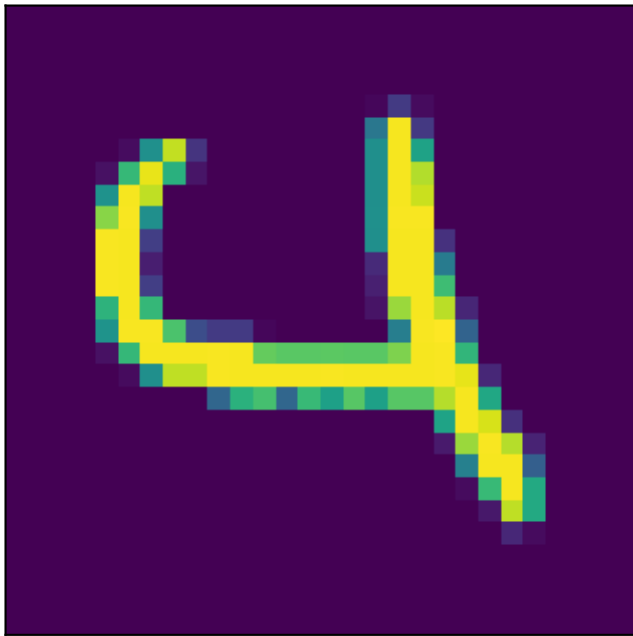
Image



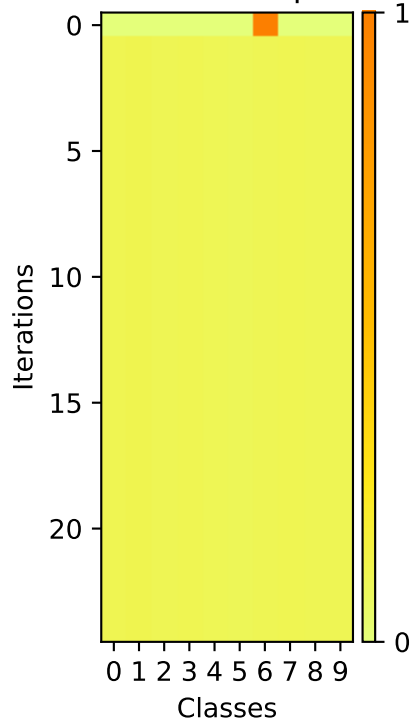
Softmax Outputs



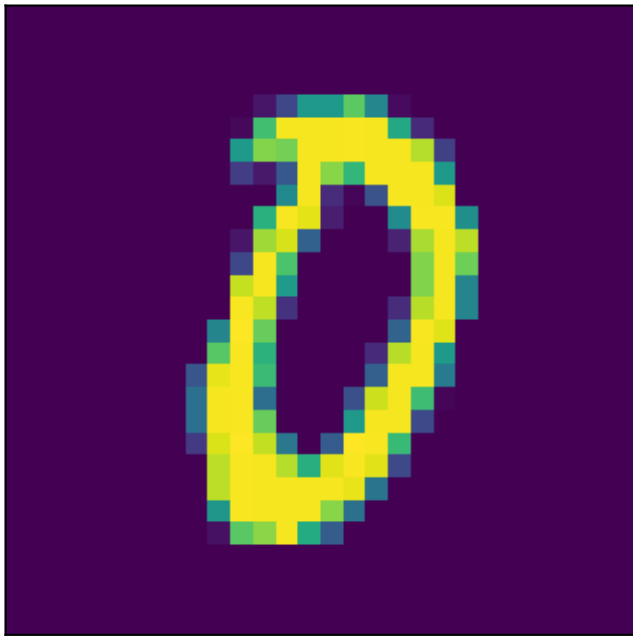
Image



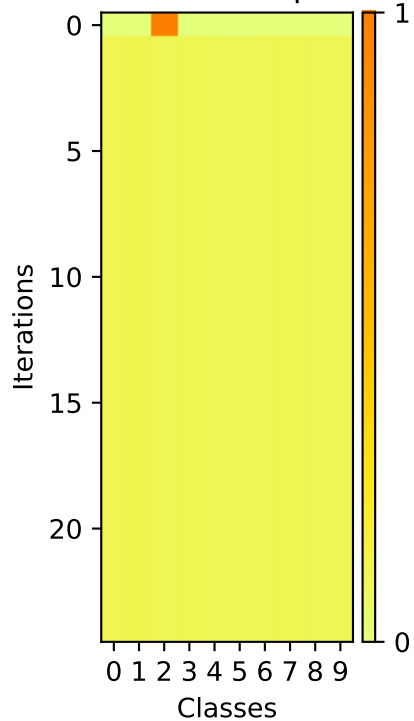
Softmax Outputs



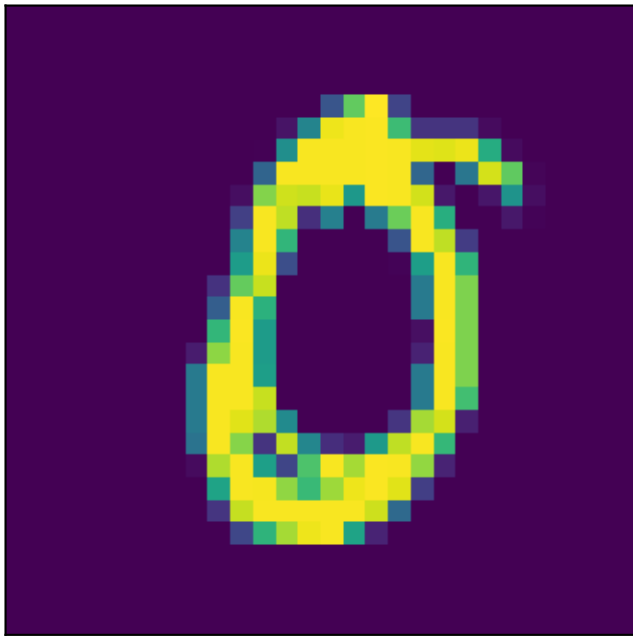
Image



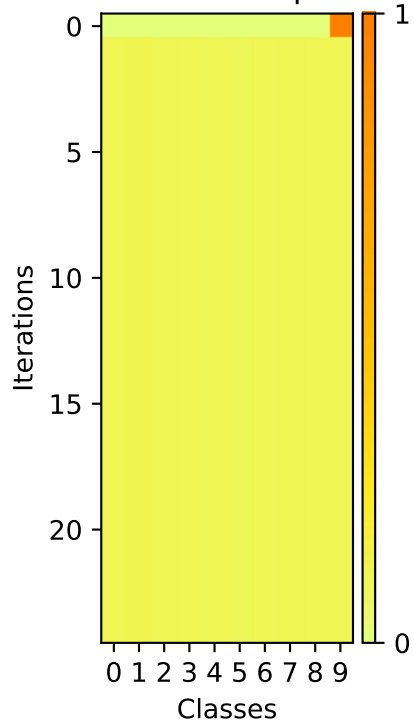
Softmax Outputs



Image



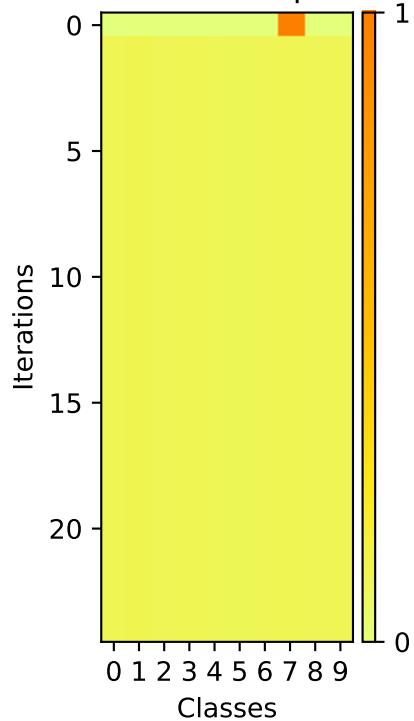
Softmax Outputs



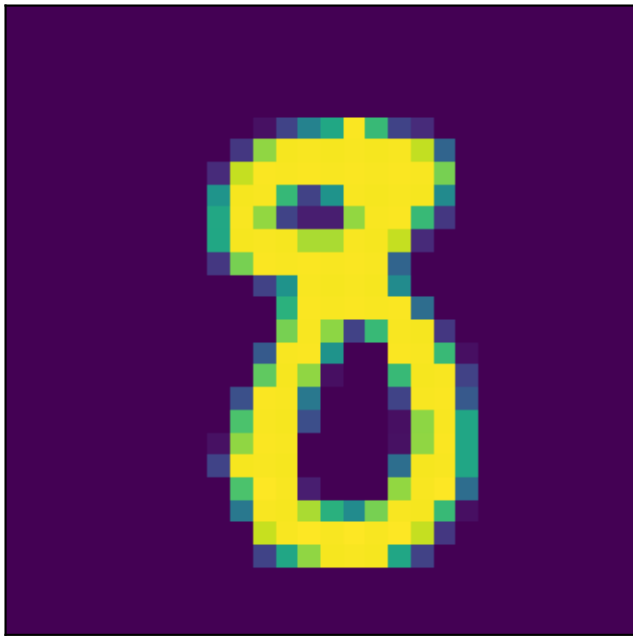
Image



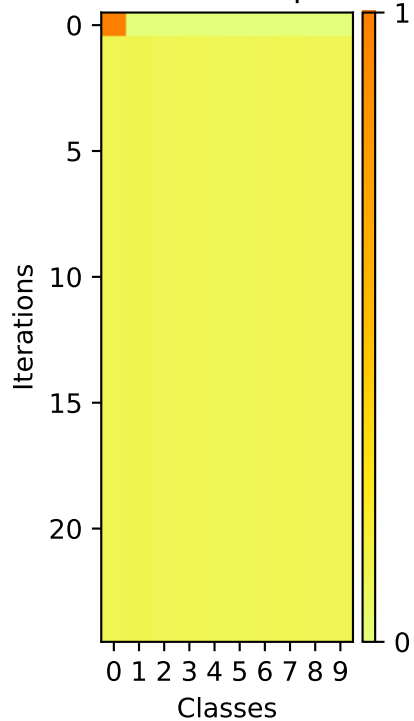
Softmax Outputs



Image



Softmax Outputs

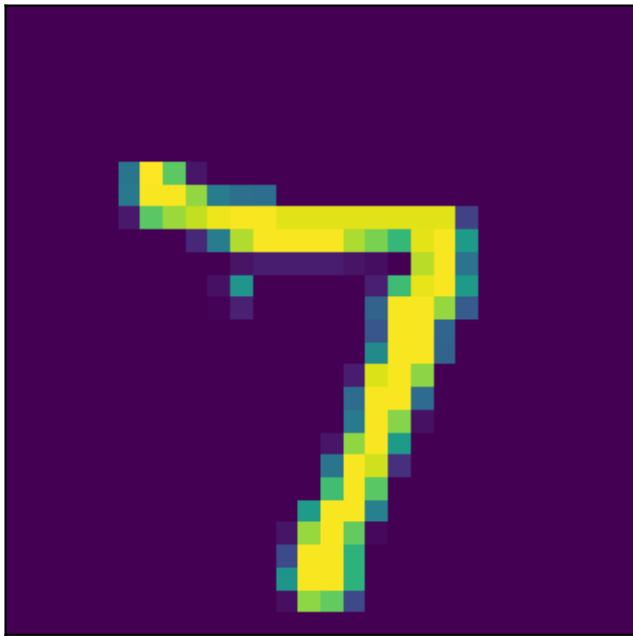


A pixelated, low-resolution image of the number 3. The number is composed of yellow and green pixels, with some darker green or blue pixels at the edges, giving it a hand-drawn or digital art appearance. It is centered on a dark purple background.

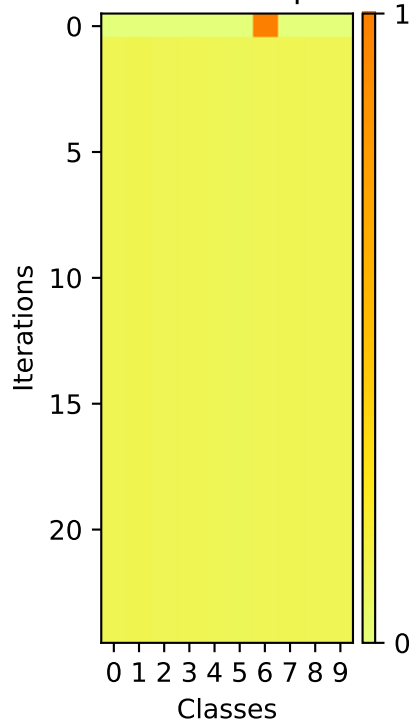
Heatmap visualization of the loss landscape for the 10-class CIFAR-10 dataset. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). The plot shows a small red square at iteration 0, class 2, indicating a high loss value.

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 squares, with some squares being a lighter yellow and others a darker yellow or green, giving it a textured, blocky appearance. The ring is slightly irregular in shape, with some gaps and a non-uniform thickness.

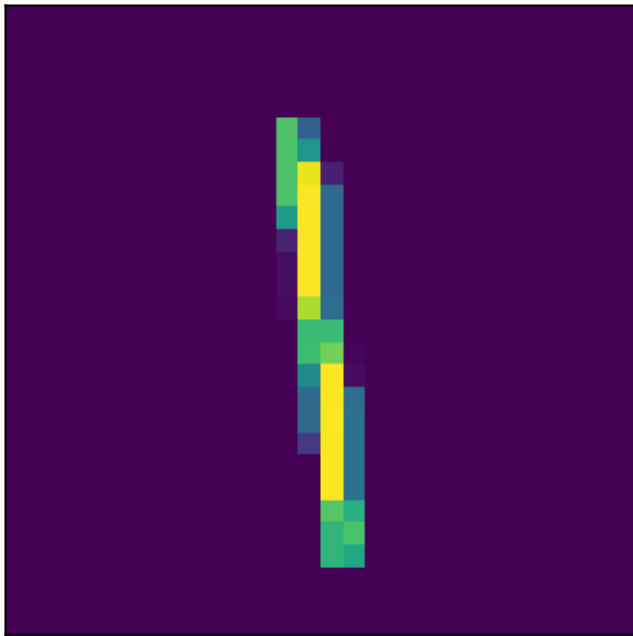
Image



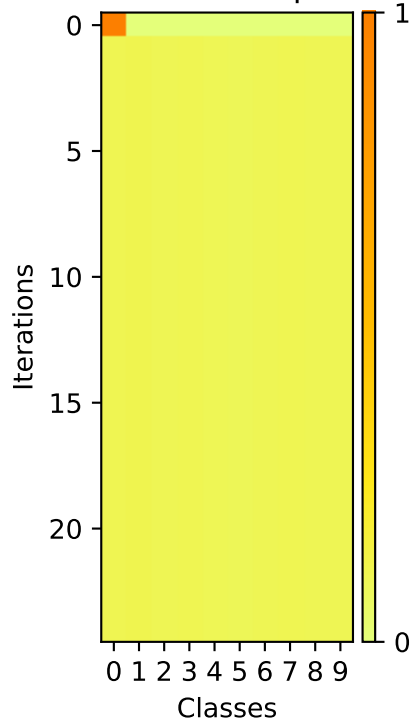
Softmax Outputs



Image



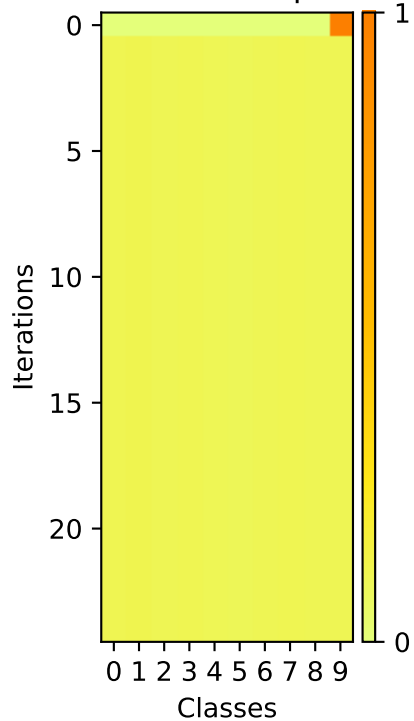
Softmax Outputs



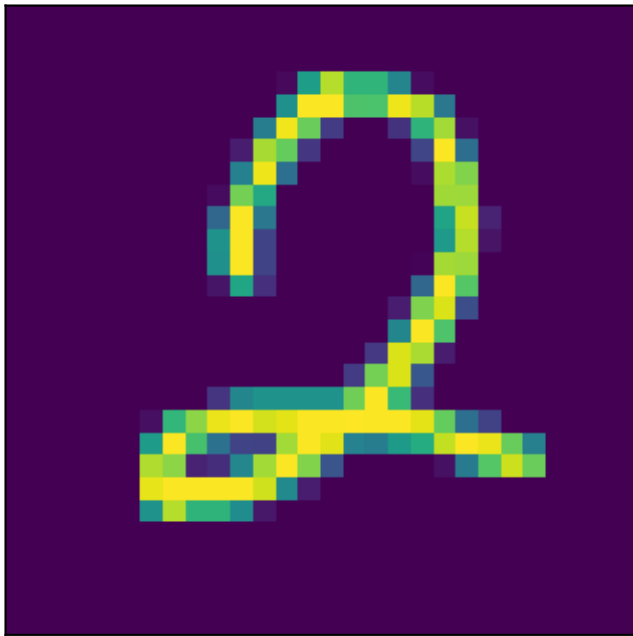
Image



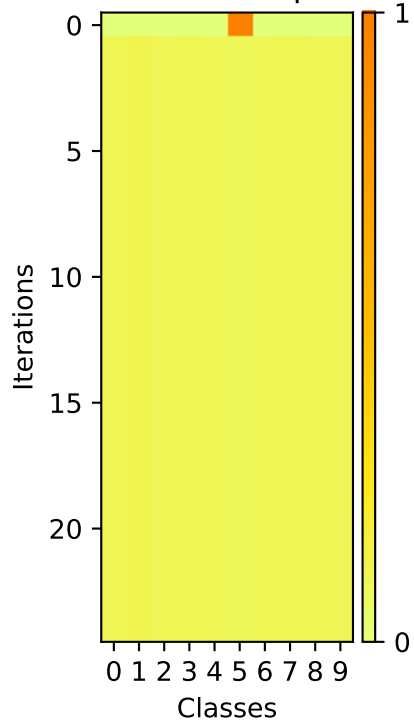
Softmax Outputs



Image

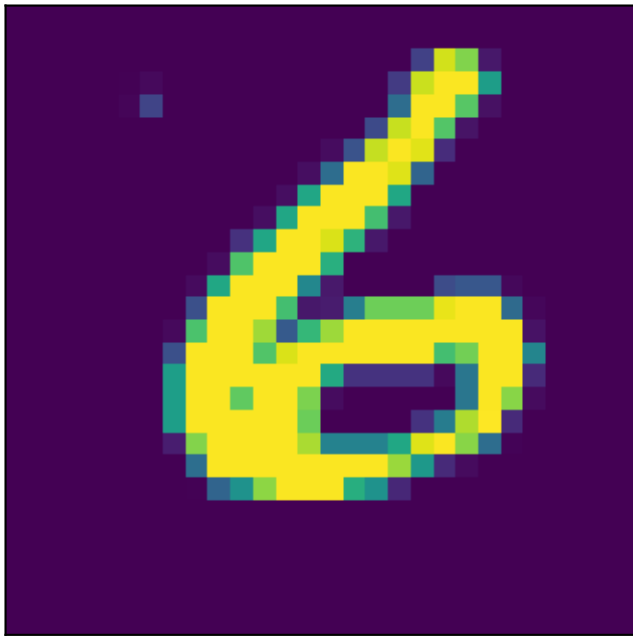


Softmax Outputs

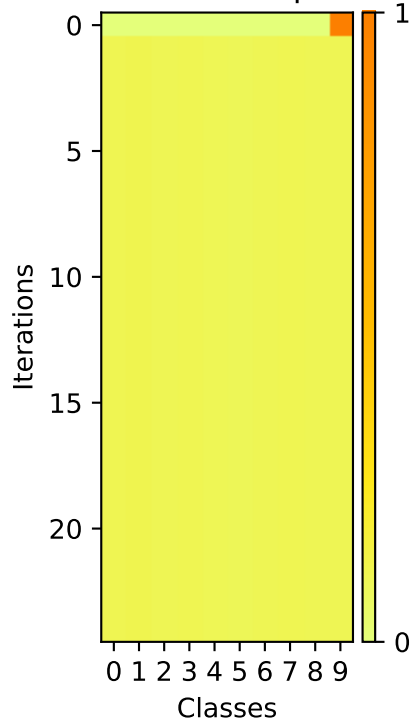


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several horizontal and vertical segments, with a central vertical element that branches out to the left and right. The colors used are bright yellow, light green, and dark blue/purple for the background. The overall appearance is that of a low-quality digital graphic or a heavily pixelated screenshot.

Image



Softmax Outputs

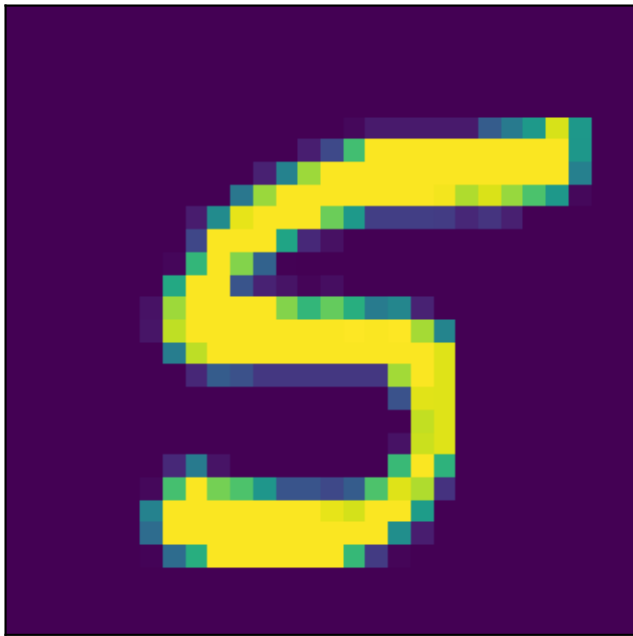


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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

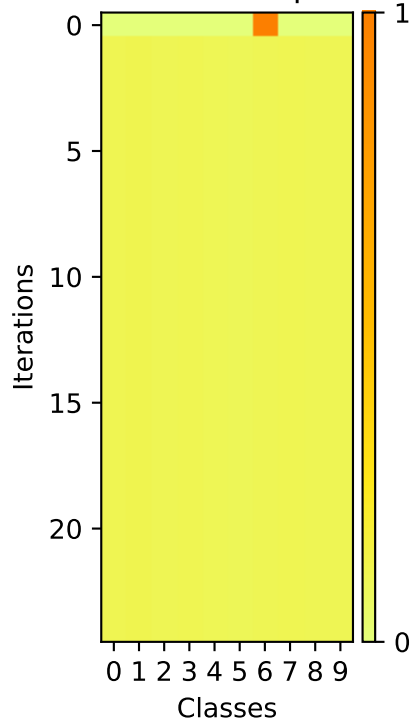
A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small, square pixels in various shades of yellow, orange, and brown, giving it a hand-drawn or digital-art appearance. The overall form is somewhat abstract but suggests a letter or a specific symbol.

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.

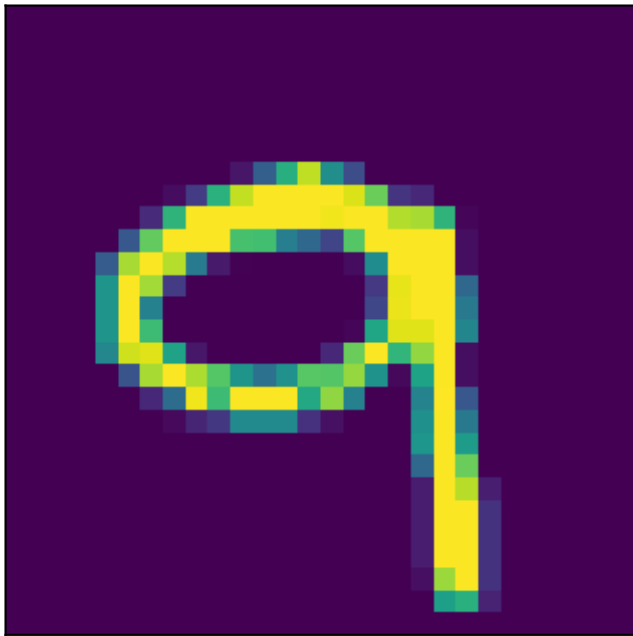
Image



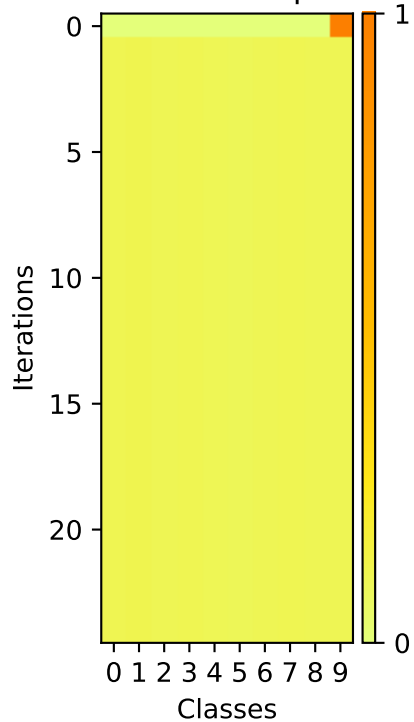
Softmax Outputs



Image



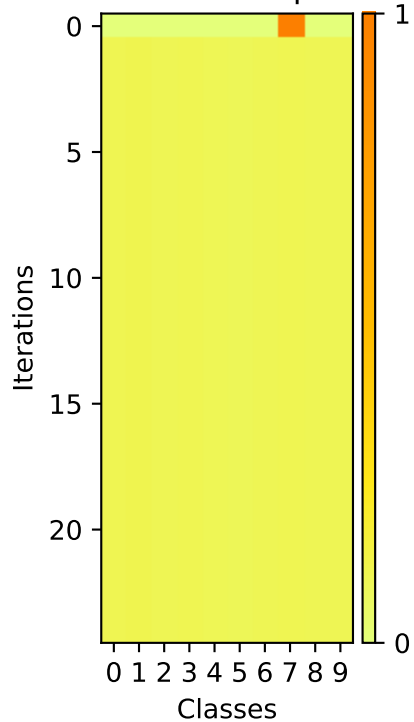
Softmax Outputs



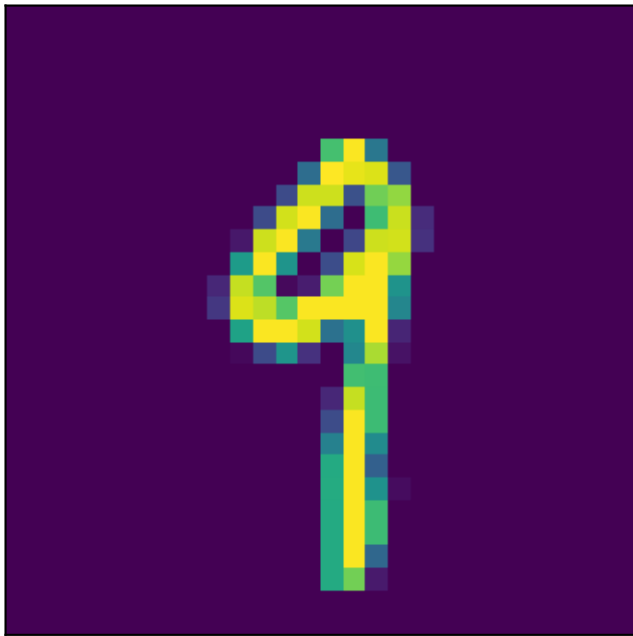
Image



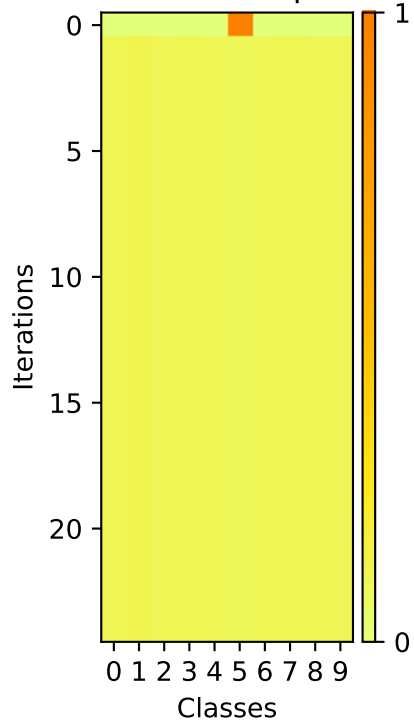
Softmax Outputs



Image



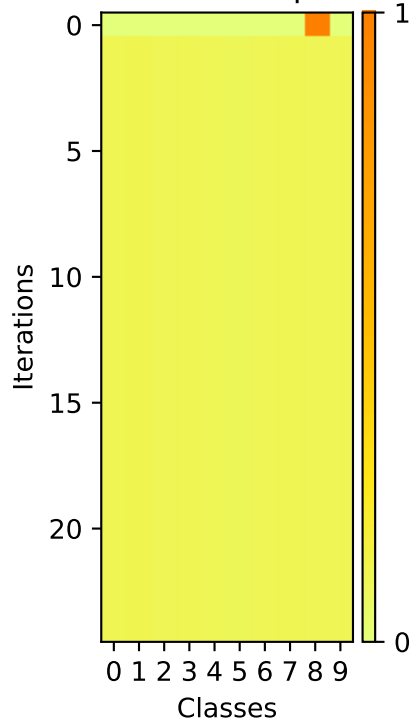
Softmax Outputs



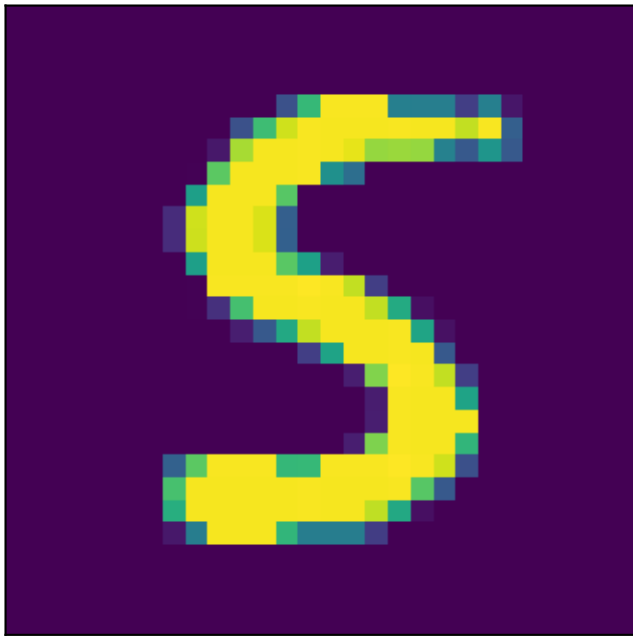
Image



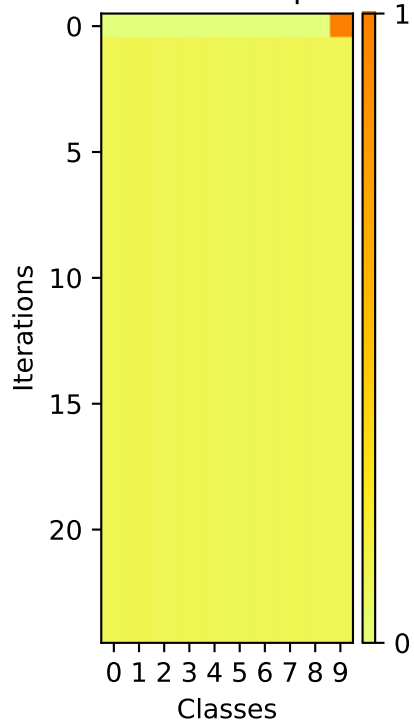
Softmax Outputs



Image



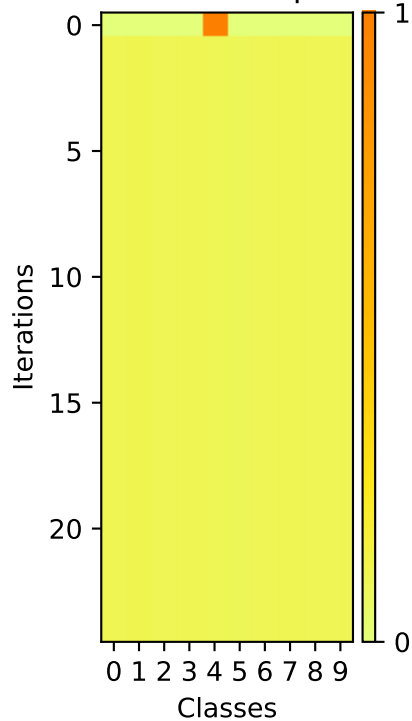
Softmax Outputs



Image



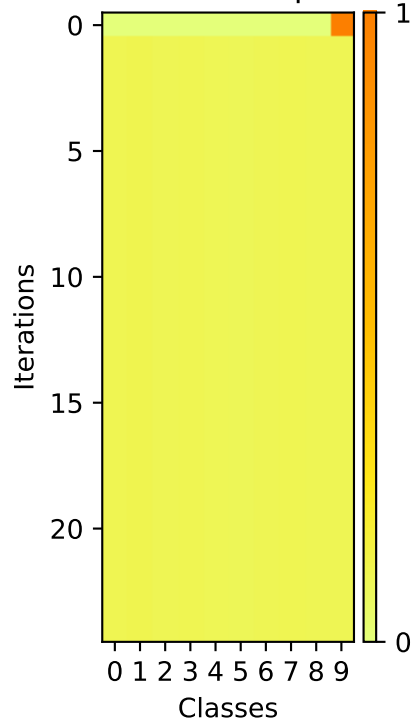
Softmax Outputs



Image



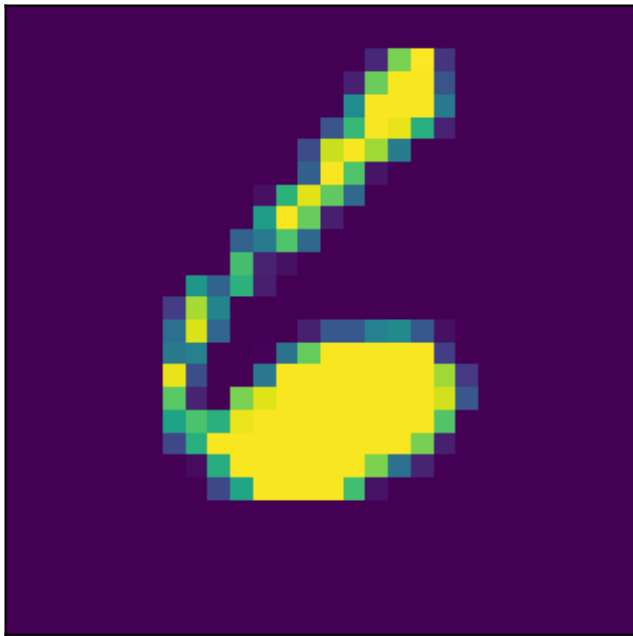
Softmax Outputs



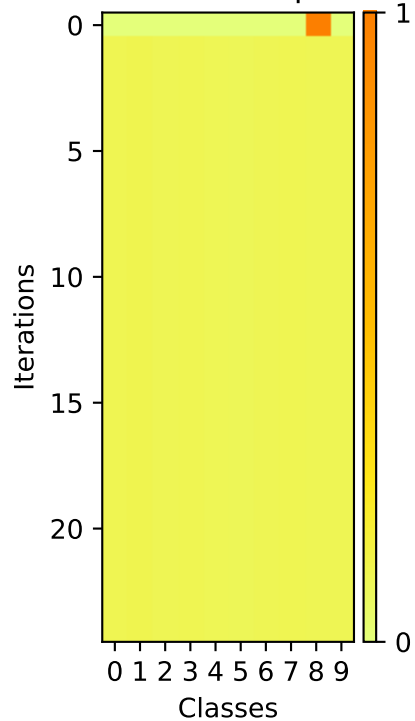
A pixelated yellow number 8 on a black background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro appearance. It is centered in the image.

A pixelated, low-resolution image of a yellow and green 'Z' shape on a dark purple background. The shape is composed of several small squares, with the main body being yellow and the top and bottom horizontal strokes being green. The overall appearance is that of a simple, stylized drawing or a low-quality scan of a letter.

Image



Softmax Outputs

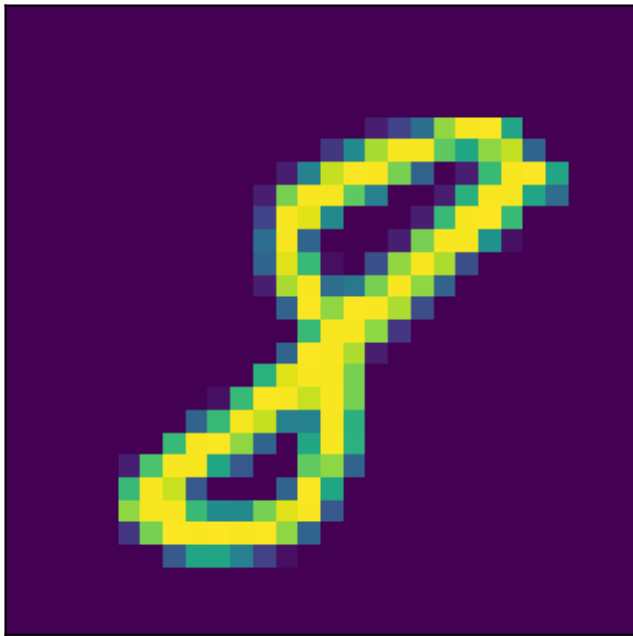


A pixelated yellow ring, resembling a donut or a thick letter 'O', is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, green, and blue, giving it a jagged, hand-drawn appearance. The center of the ring is a solid dark purple, matching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

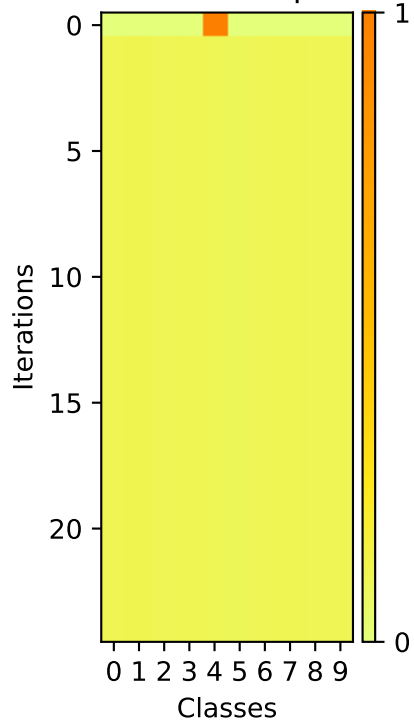
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class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

A pixelated yellow number 2 is centered on a dark purple background. The number is composed of 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.

Image



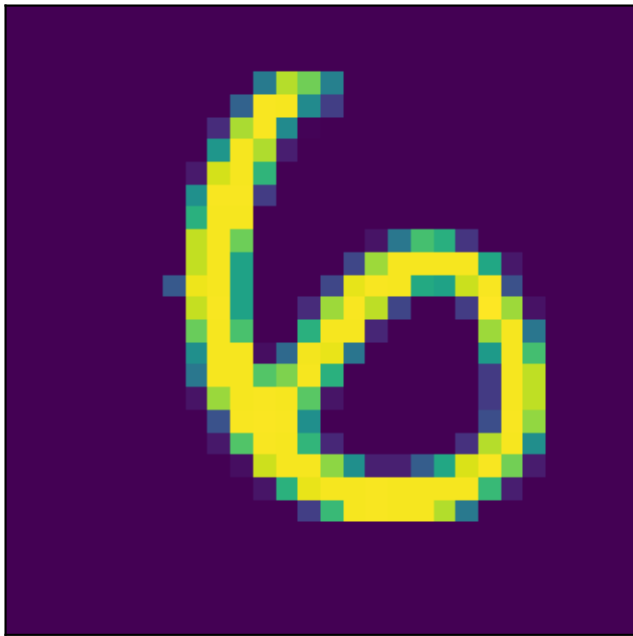
Softmax Outputs



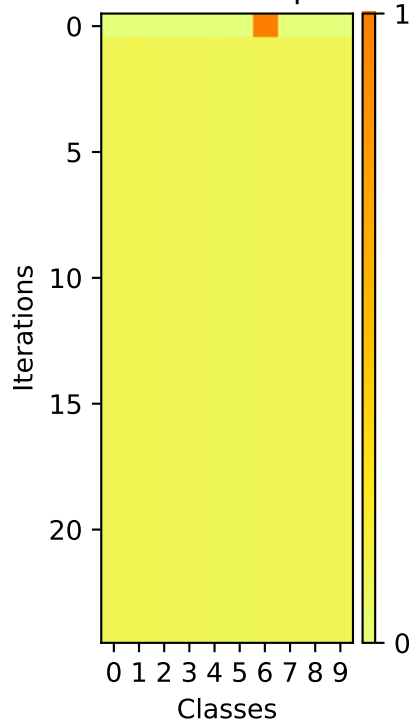
A pixelated drawing of a yellow banana on a dark purple background. The banana is oriented horizontally, with its stem on the left and its tip on the right. The main body of the banana is bright yellow, while the stem and the area around the tip are a lighter, pale yellow. The background is a solid dark purple. The drawing is composed of small, square pixels, giving it a retro, digital appearance.

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 value, ranging from 0 (yellow) to 1 (orange). Class 2 shows a sharp increase in probability around iteration 10, reaching 1.0 by iteration 20.

Image



Softmax Outputs



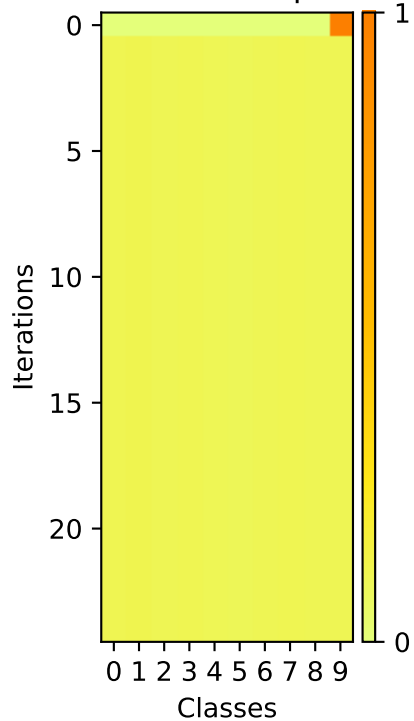
A pixelated yellow cross is centered on a dark purple background. The cross is composed of a vertical bar and a horizontal bar that intersect in the middle. The edges of the cross are slightly irregular, giving it a hand-drawn or digital-art appearance. The background is a solid, deep purple color.

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, square pixels in various shades of yellow, orange, and brown, giving it a hand-drawn or digital-art appearance. It is positioned in the lower-left quadrant of the page.

Image

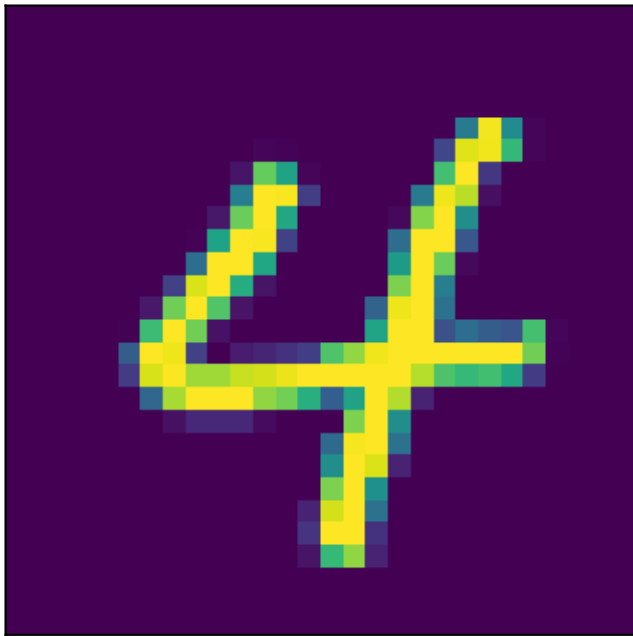


Softmax Outputs

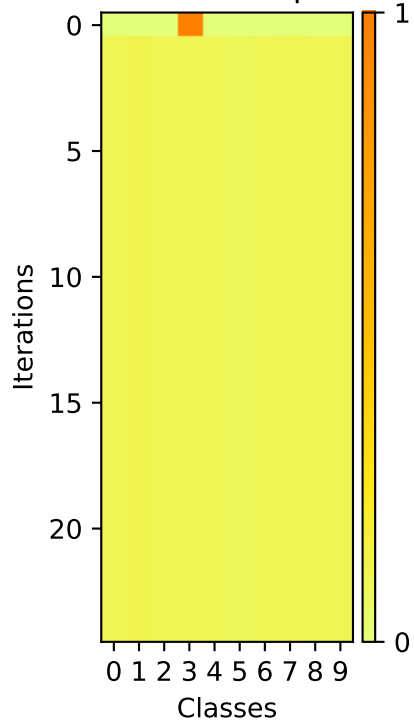


A pixelated yellow number 3 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

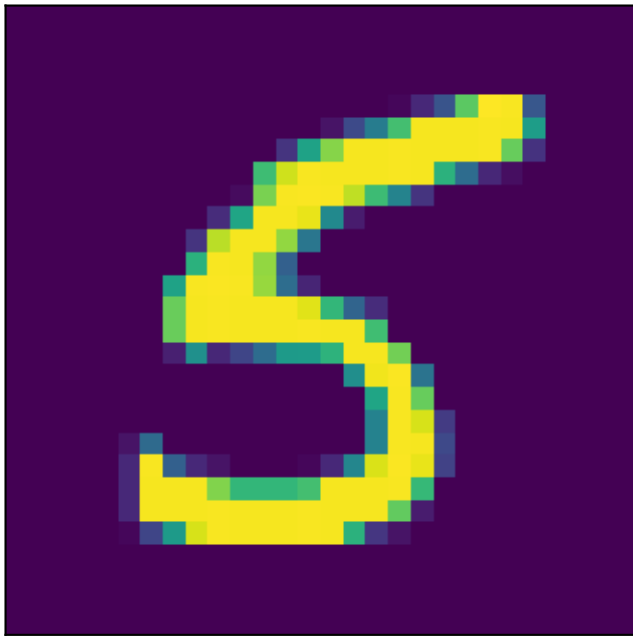
Image



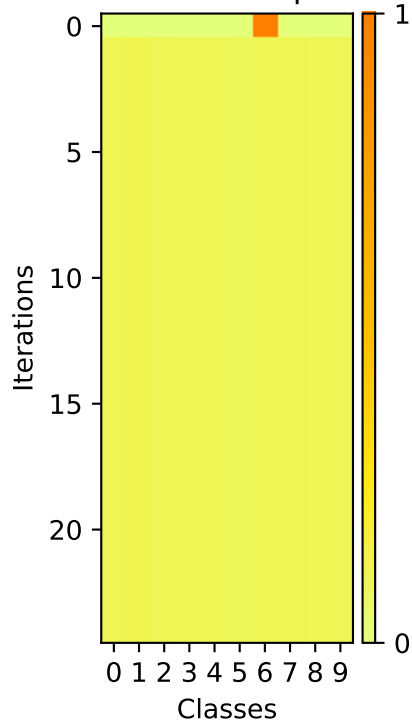
Softmax Outputs



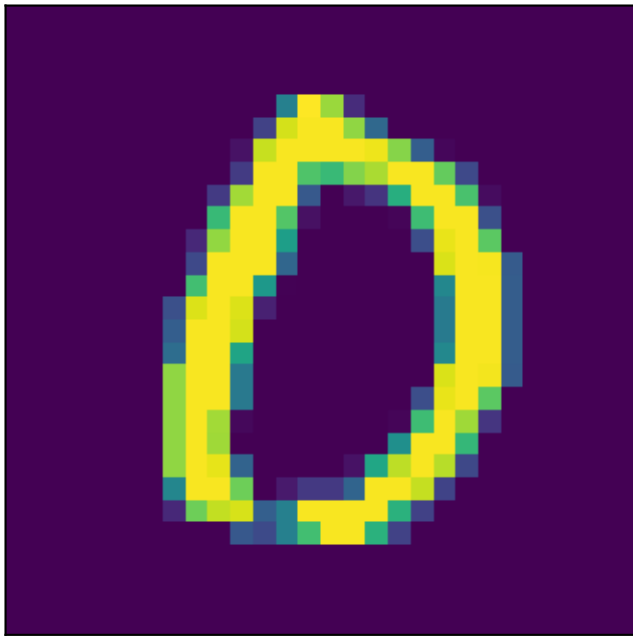
Image



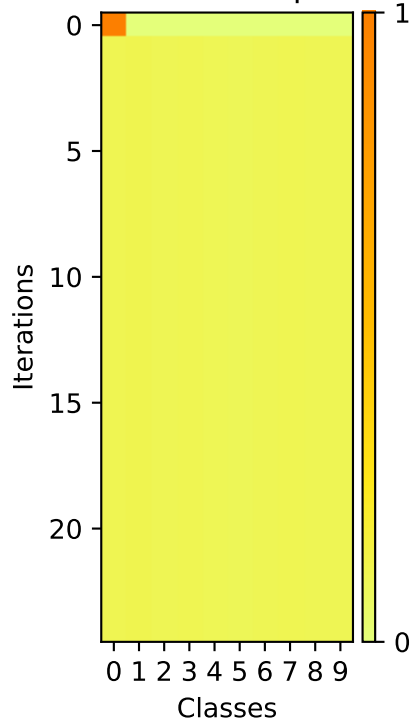
Softmax Outputs



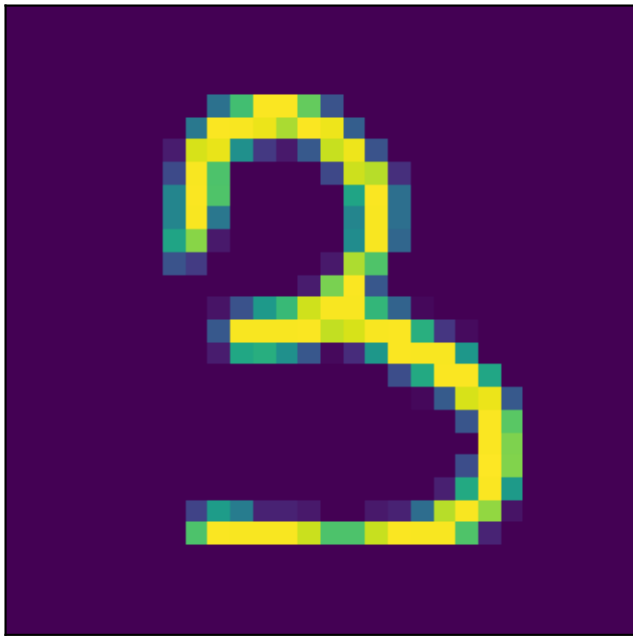
Image



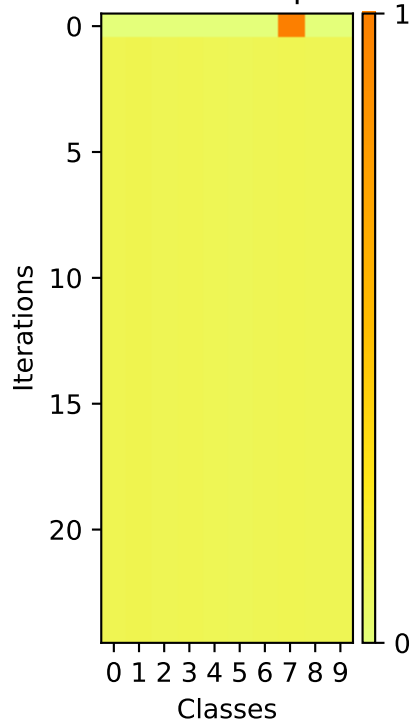
Softmax Outputs



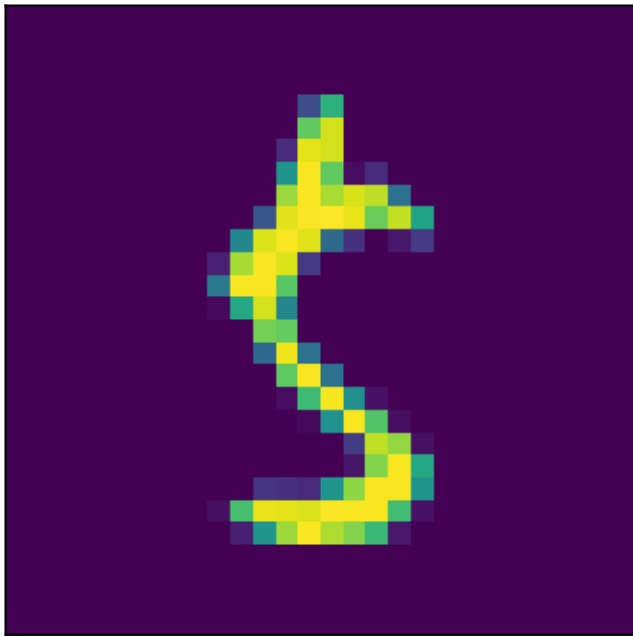
Image



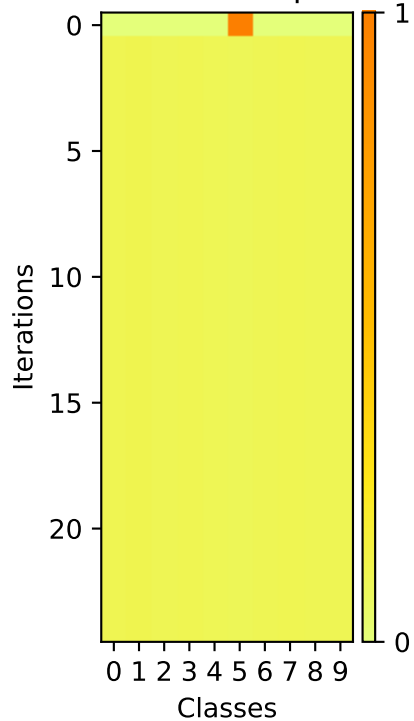
Softmax Outputs



Image



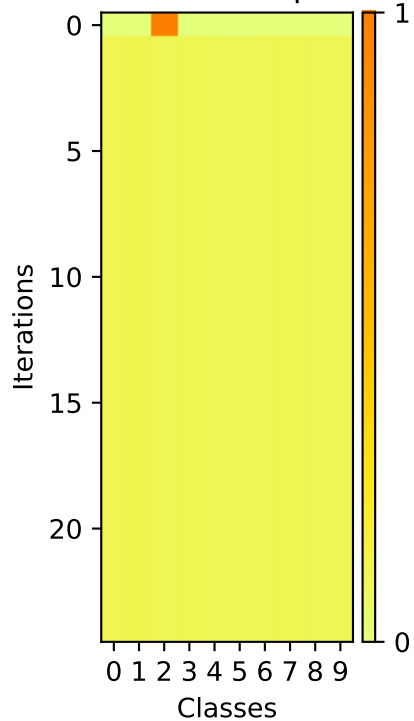
Softmax Outputs



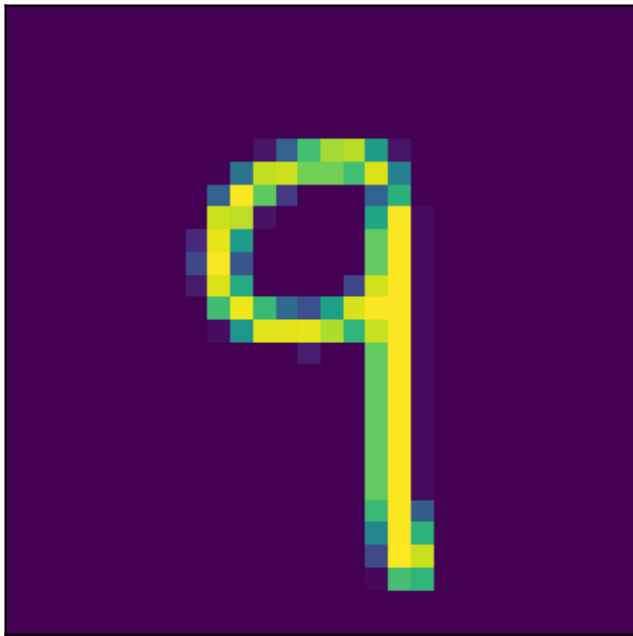
Image



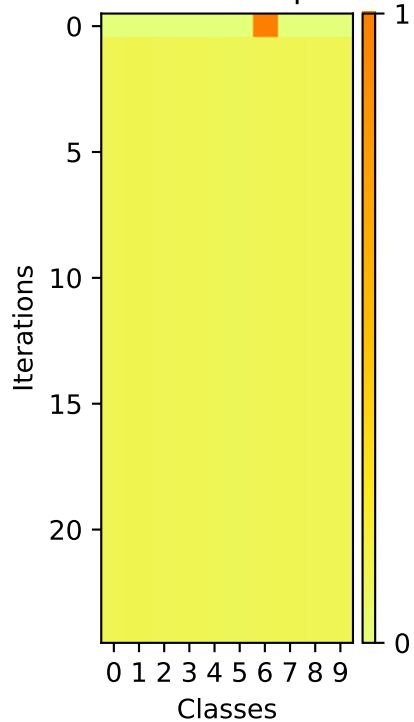
Softmax Outputs



Image



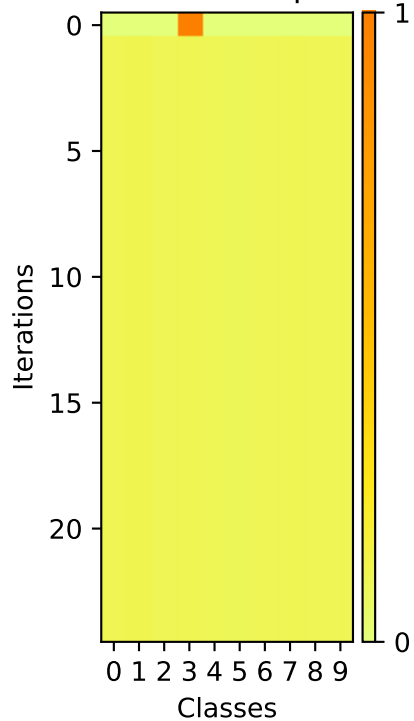
Softmax Outputs



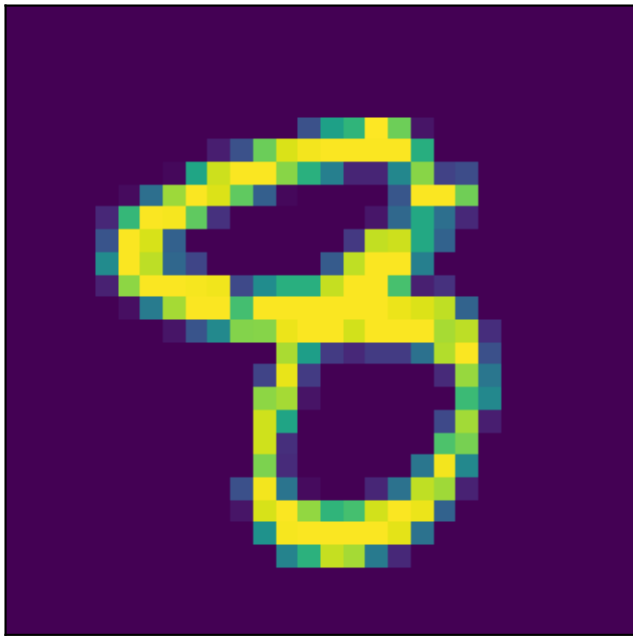
Image



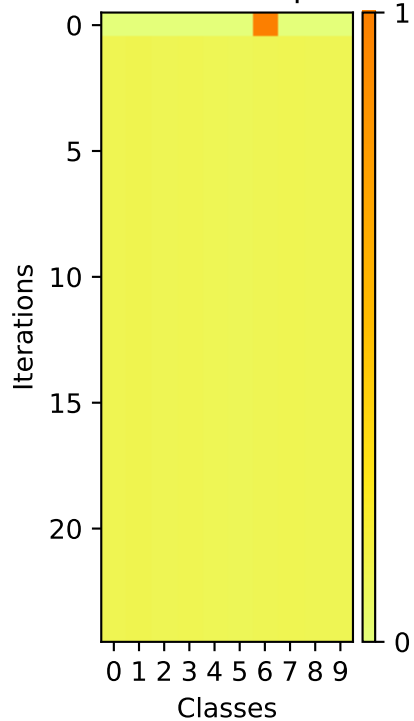
Softmax Outputs



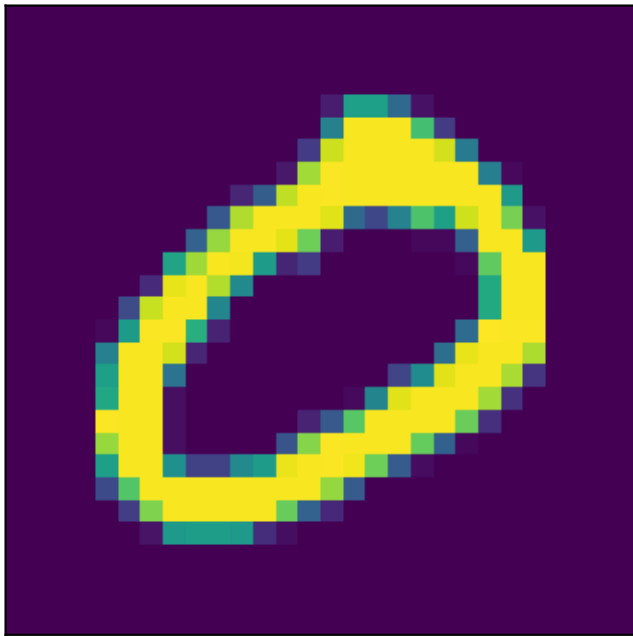
Image



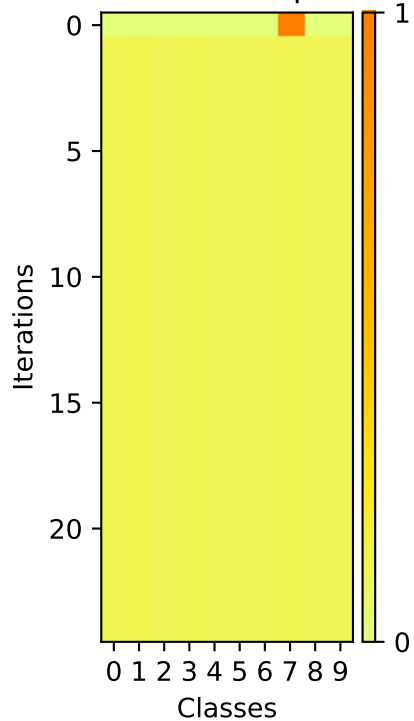
Softmax Outputs



Image



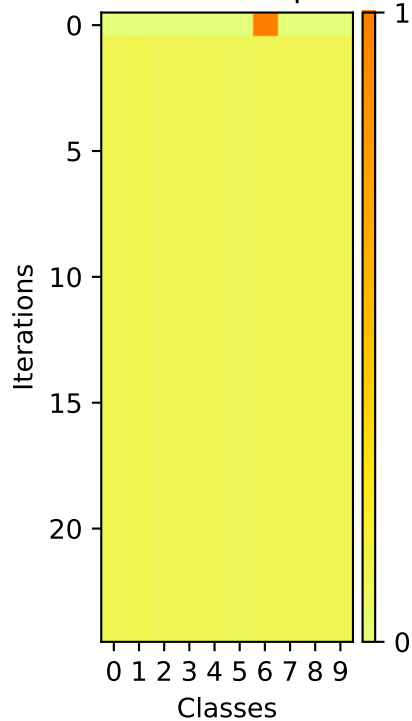
Softmax Outputs



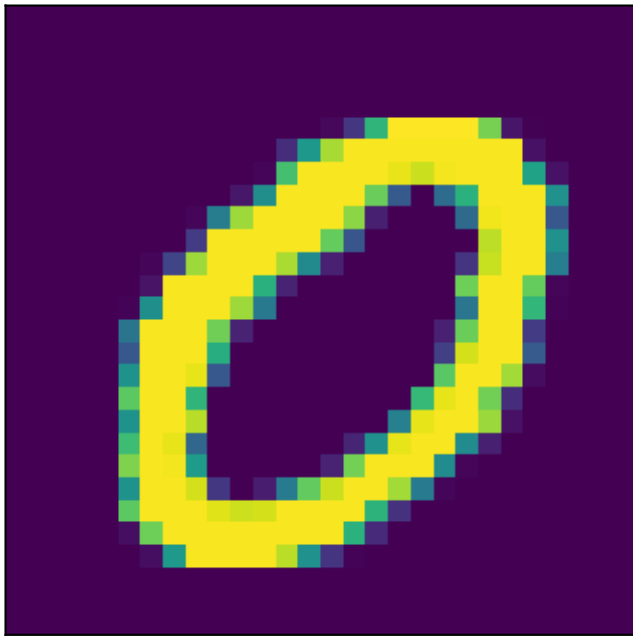
Image



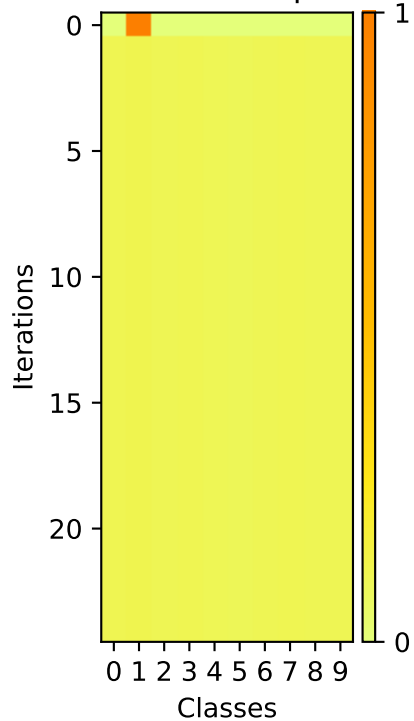
Softmax Outputs



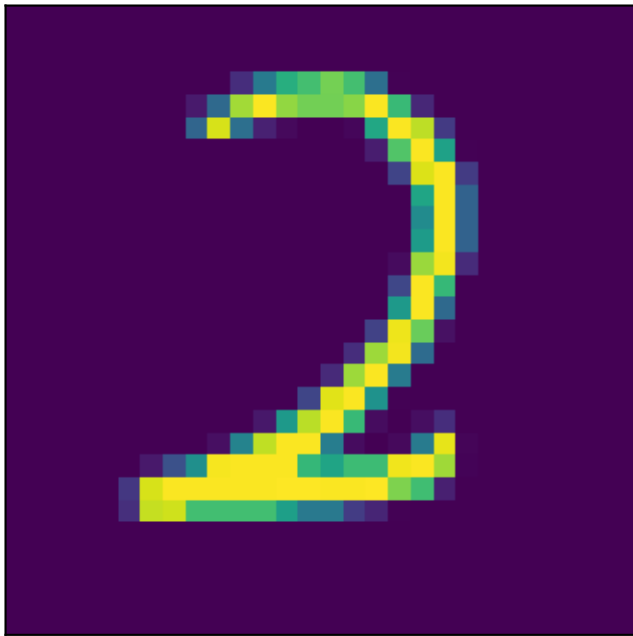
Image



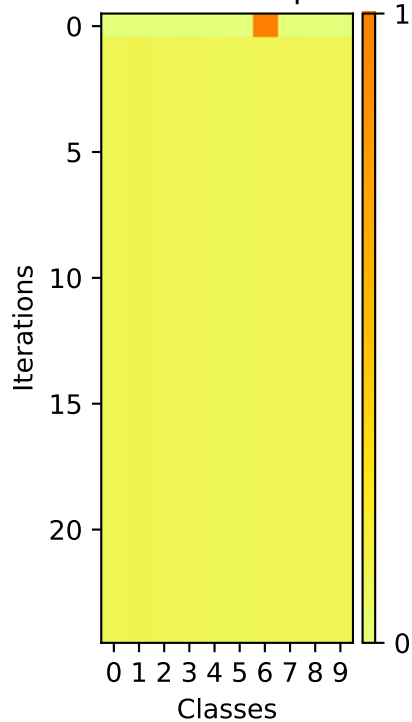
Softmax Outputs



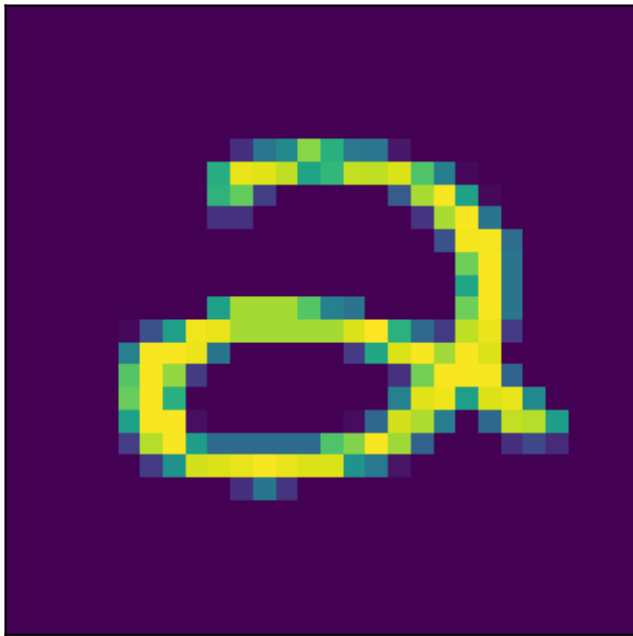
Image



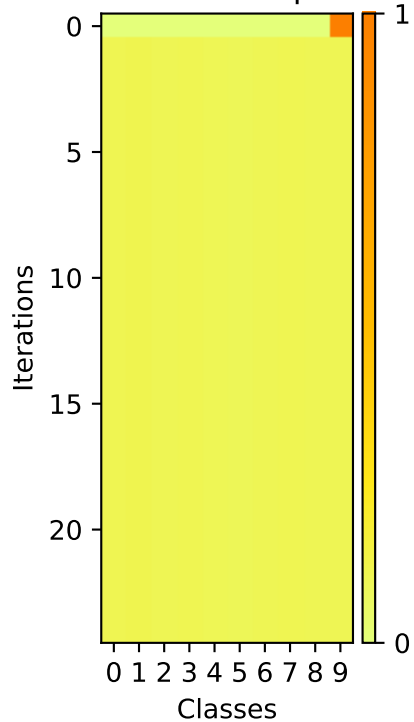
Softmax Outputs



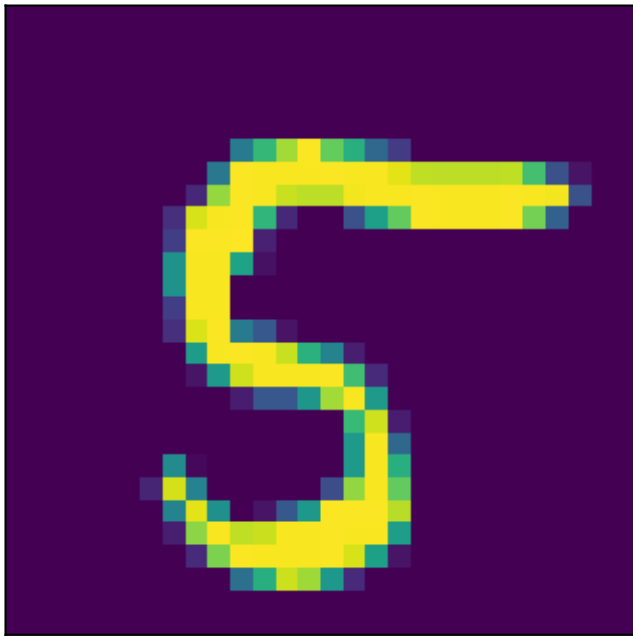
Image



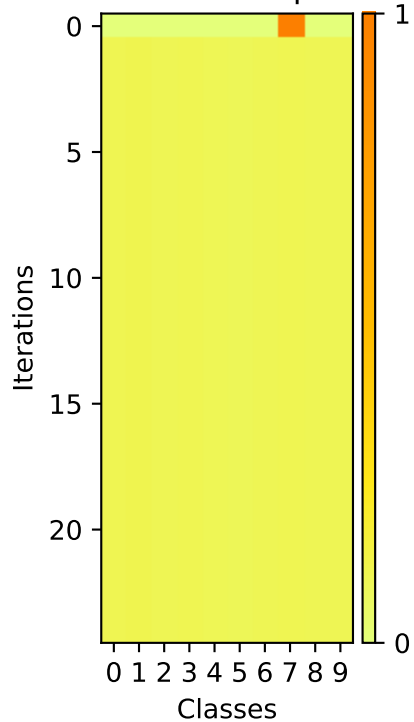
Softmax Outputs



Image

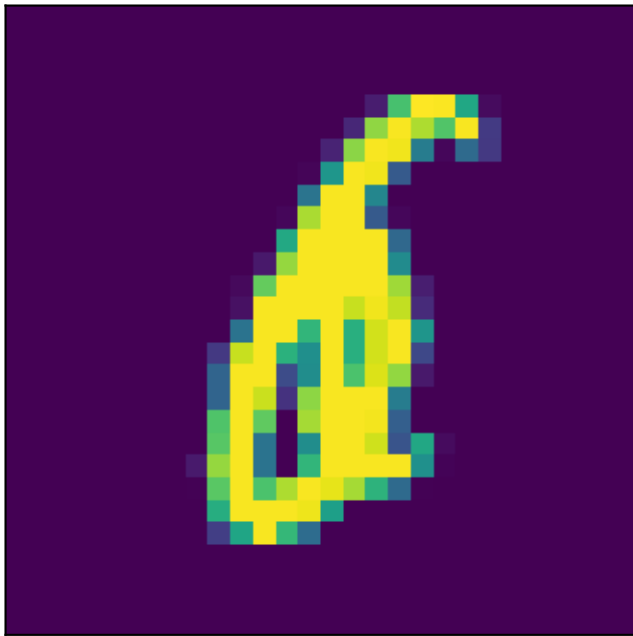


Softmax Outputs

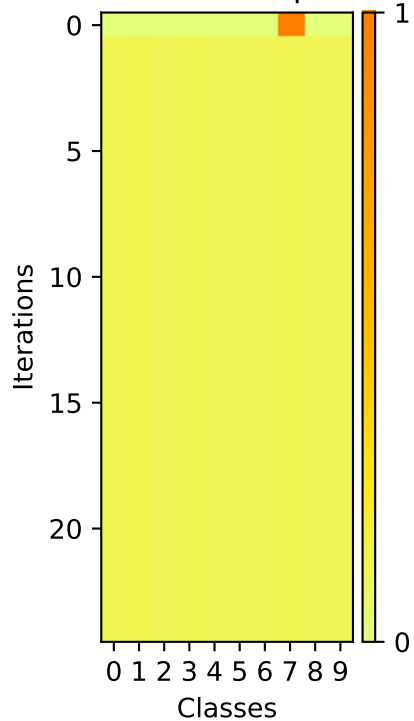


A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, hand-drawn appearance. The center of the ring is a solid dark purple, matching the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

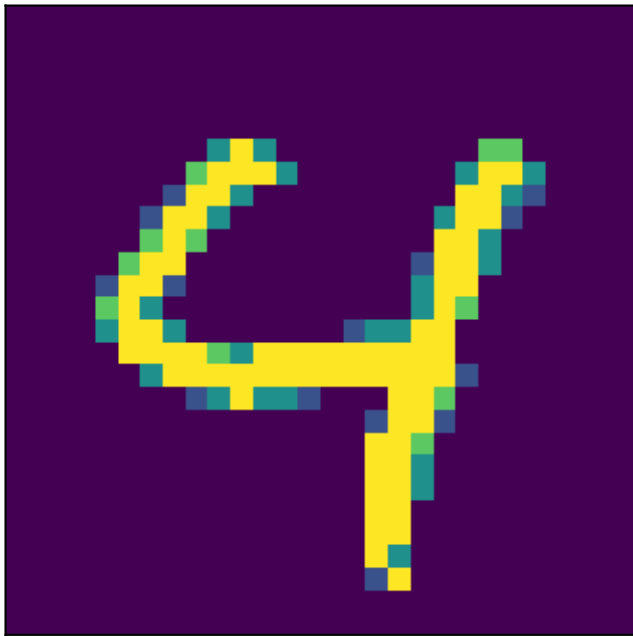
Image



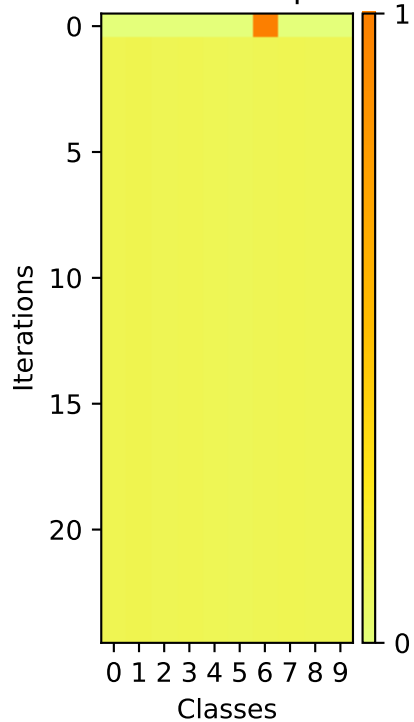
Softmax Outputs



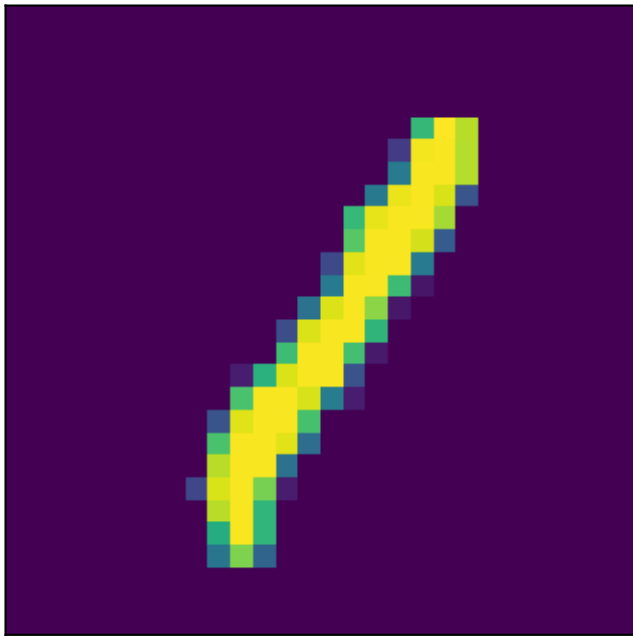
Image



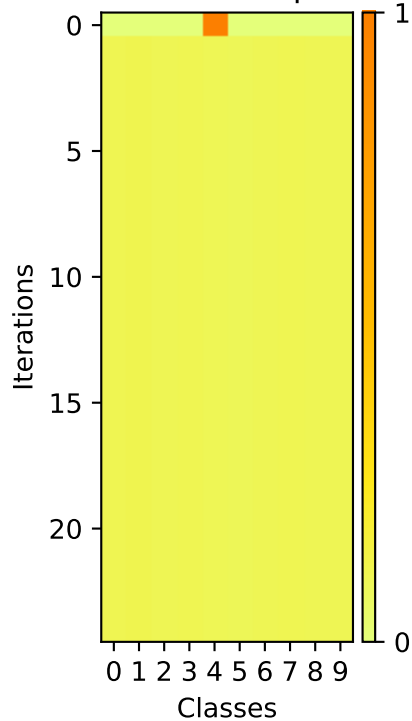
Softmax Outputs



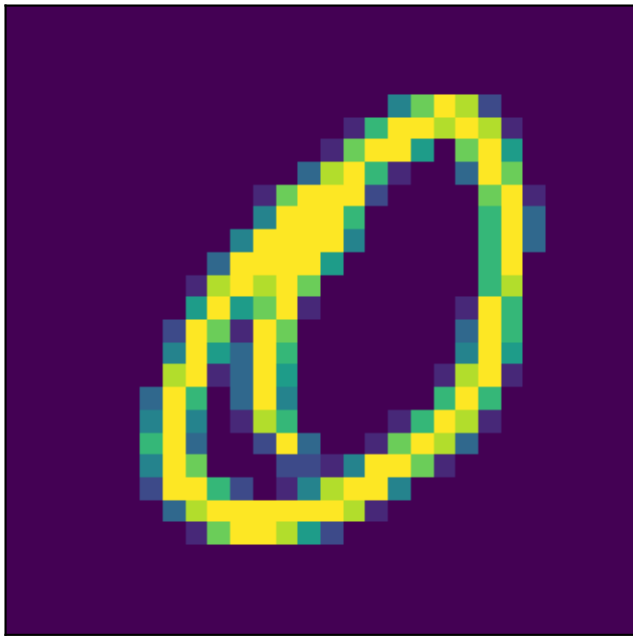
Image



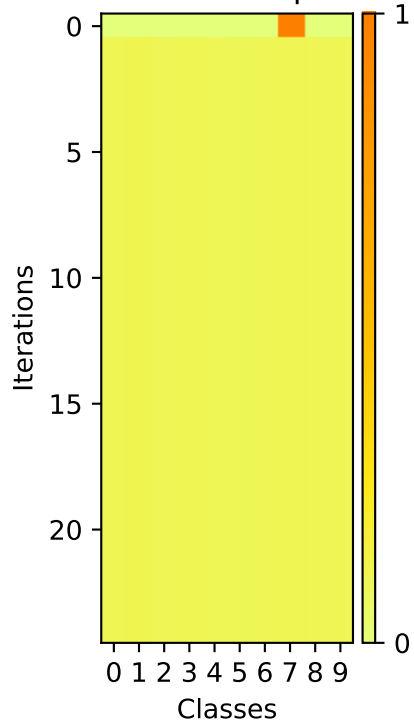
Softmax Outputs



Image



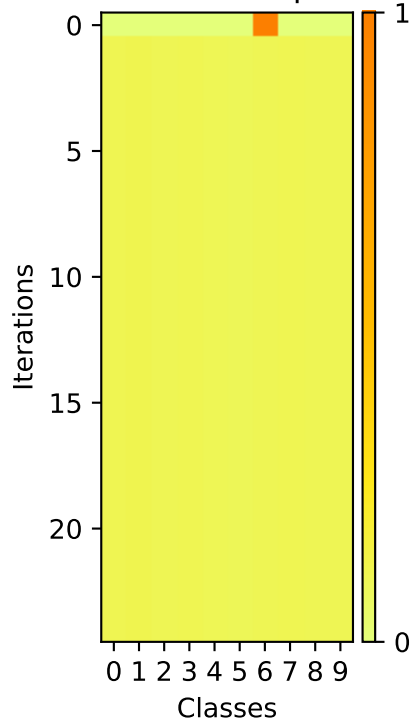
Softmax Outputs



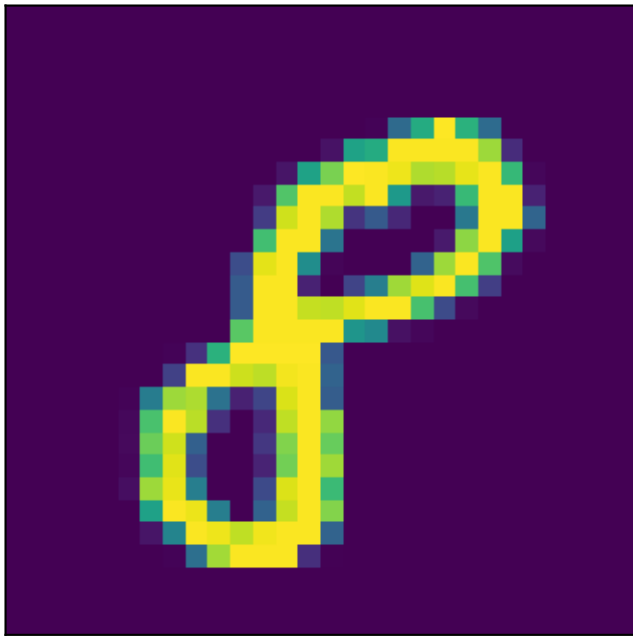
Image



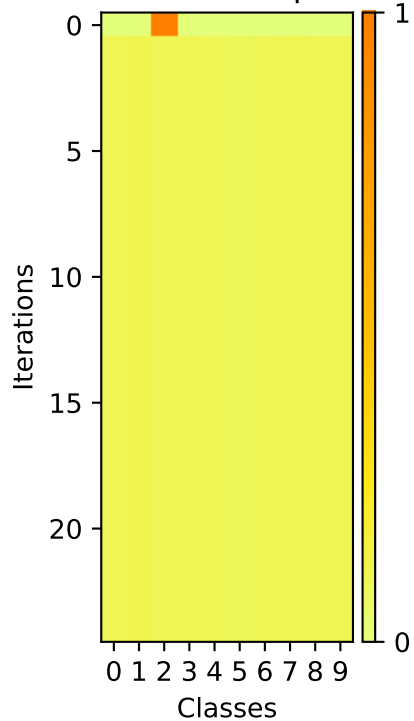
Softmax Outputs



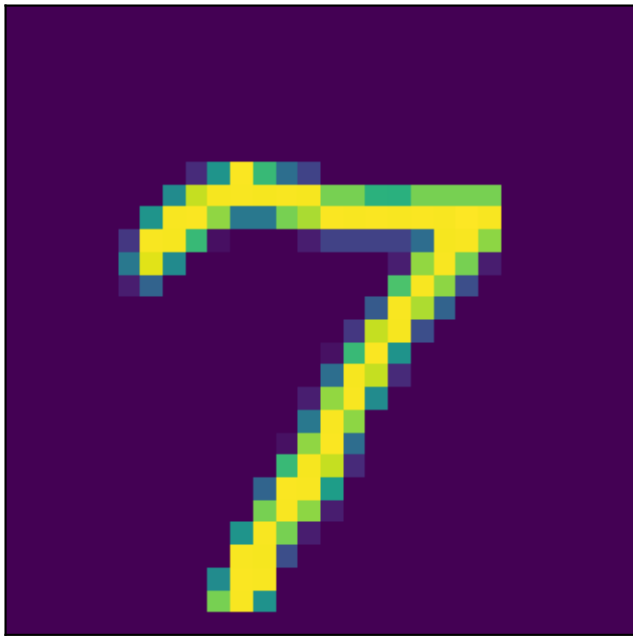
Image



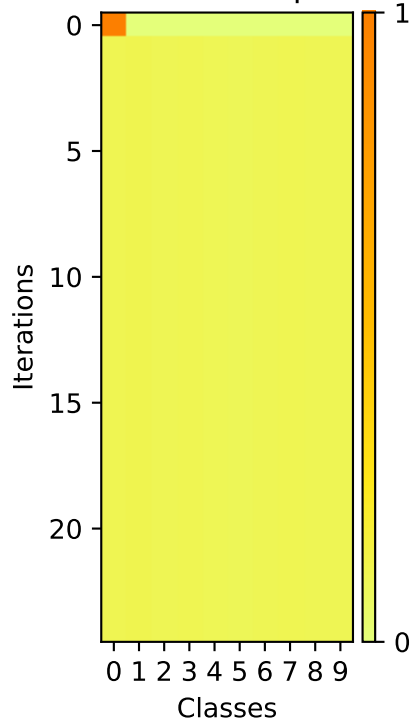
Softmax Outputs



Image



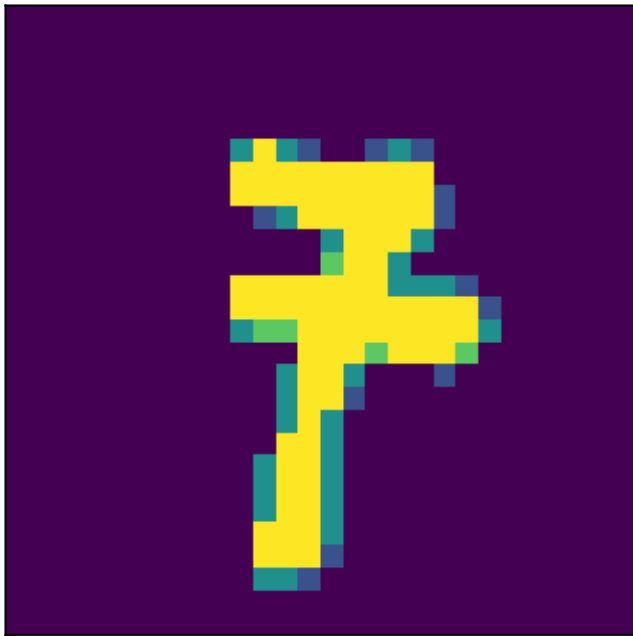
Softmax Outputs



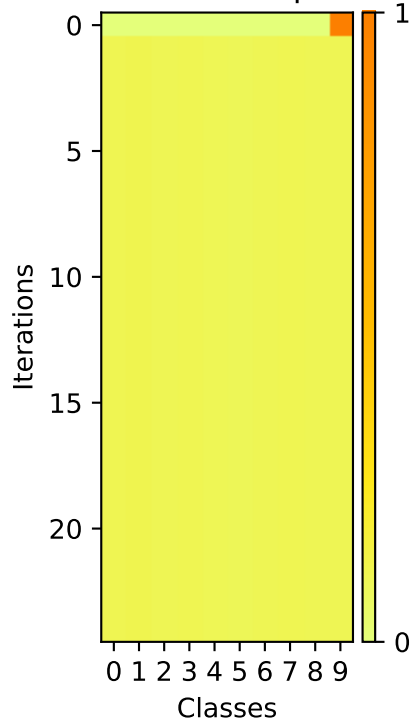
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue/purple, giving it a digital or retro aesthetic.

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). The distribution is highly concentrated on Class 1, which reaches a probability of 1.0 by iteration 20. Other classes maintain low probabilities throughout the iterations.

Image

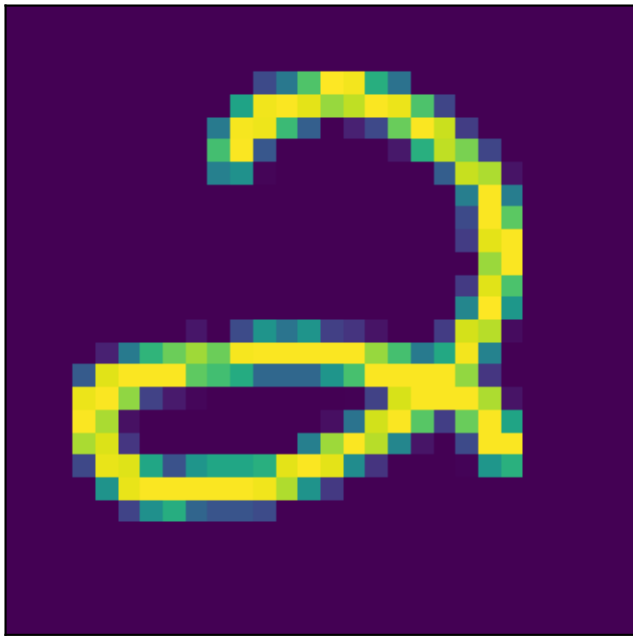


Softmax Outputs

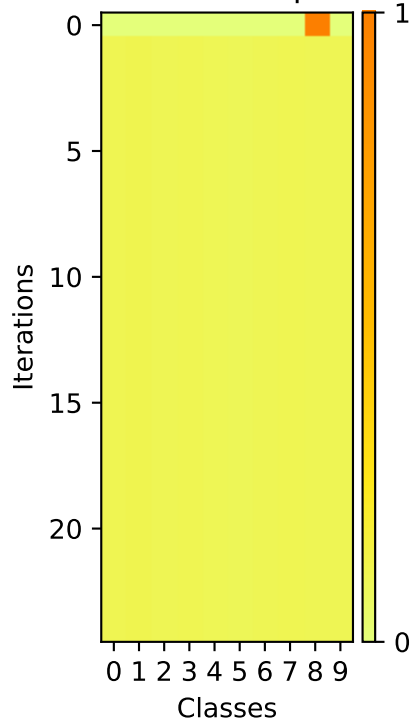


Heatmap showing the evolution of the confusion matrix over 20 iterations for 10 classes. The x-axis is 'Classes' (0-9) and the y-axis is 'Iterations' (0-20). A color bar on the right indicates values from 0 (yellow) to 1 (dark red). The matrix is mostly yellow, indicating low values, with a small dark red square at iteration 0, class 8.

Image



Softmax Outputs

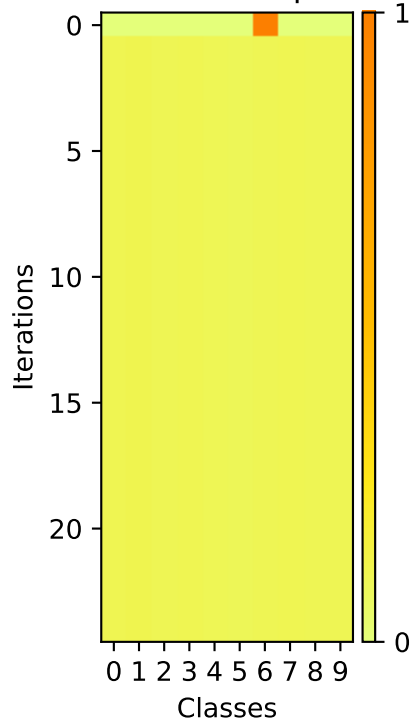


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (dark orange). The distribution remains mostly uniform (yellow) until iteration 15, after which Class 2 shows a sharp increase in probability, reaching 1.0 by iteration 20.

Image



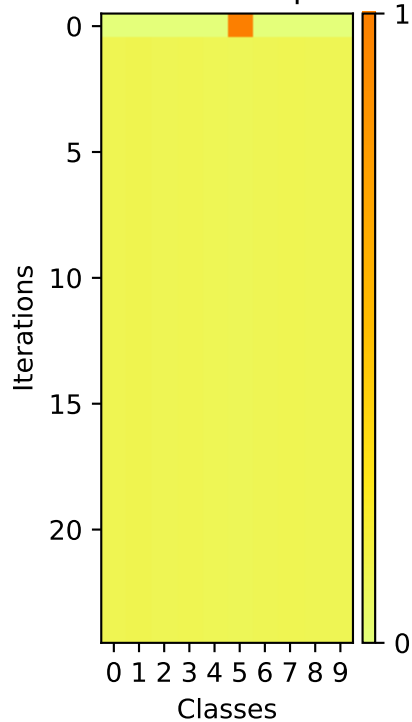
Softmax Outputs



Image



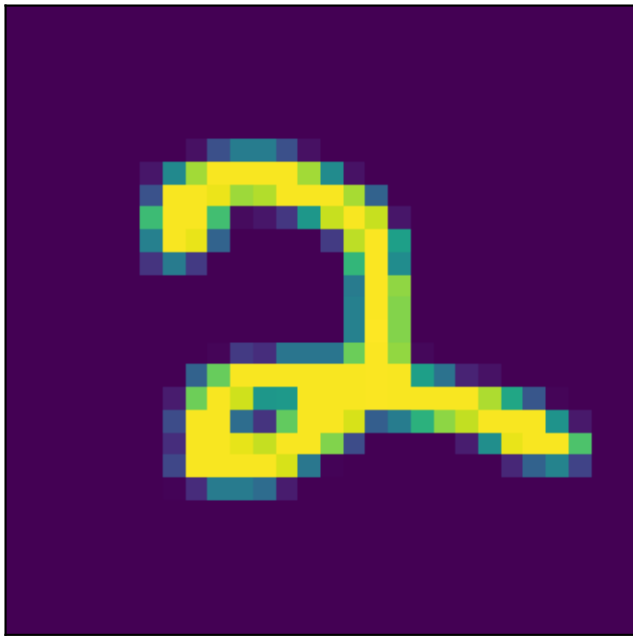
Softmax Outputs



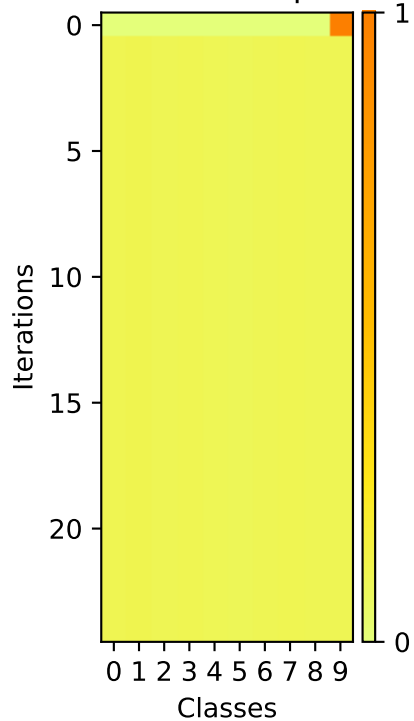
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

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

Image



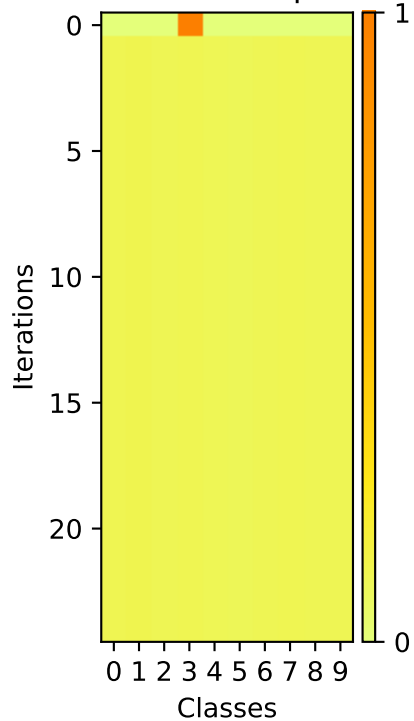
Softmax Outputs



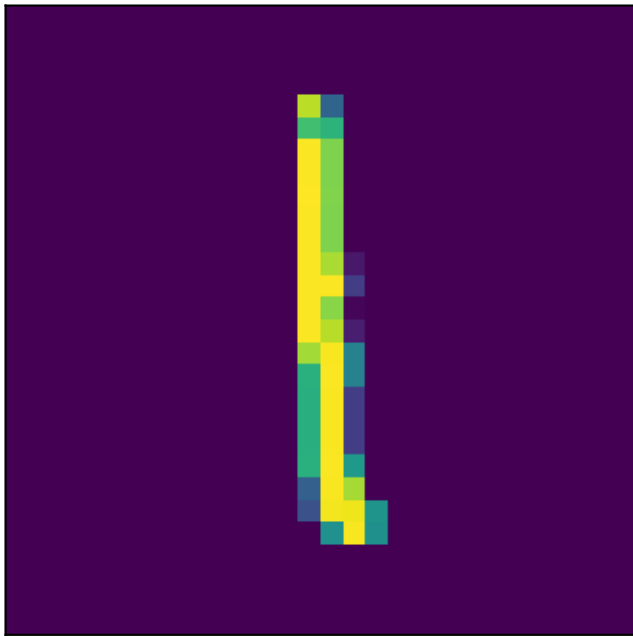
Image



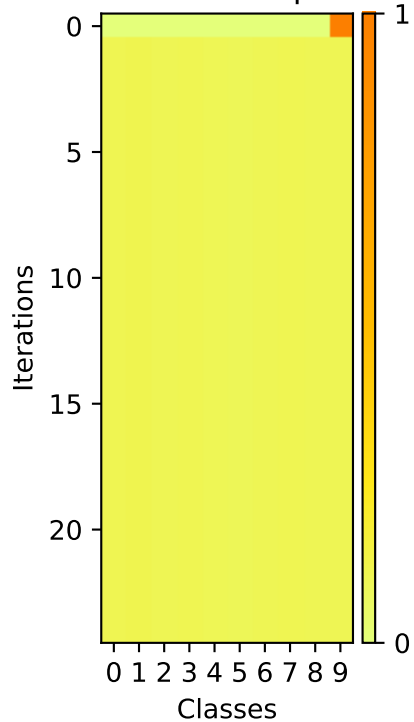
Softmax Outputs



Image



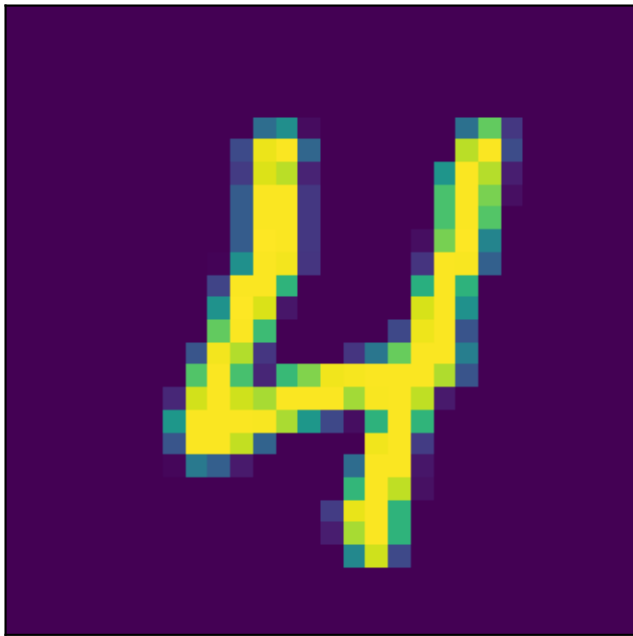
Softmax Outputs



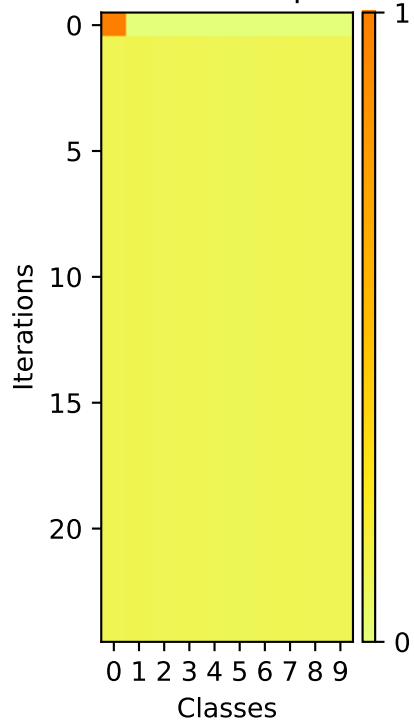
A pixelated yellow number 3 on a dark purple background. The number is composed of yellow pixels with some light blue and green pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid dark purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. 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). Class 0 starts with a high probability (orange) at iteration 0 and decreases to near zero (yellow) by iteration 1. Other classes remain near zero throughout the iterations.

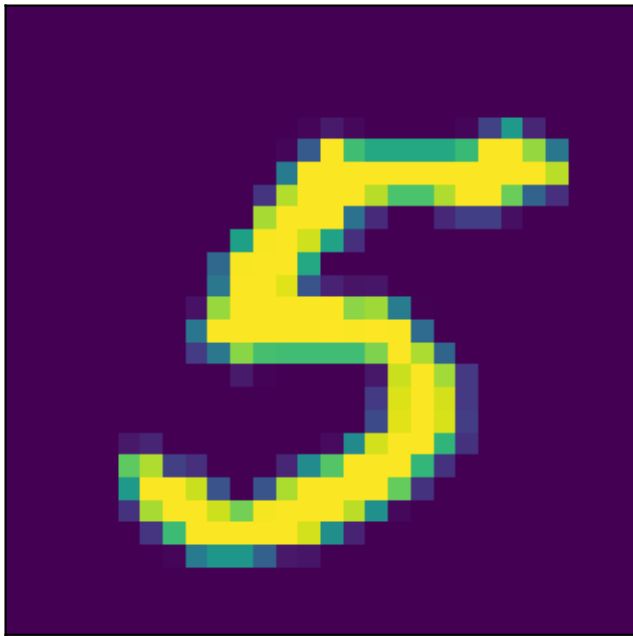
Image



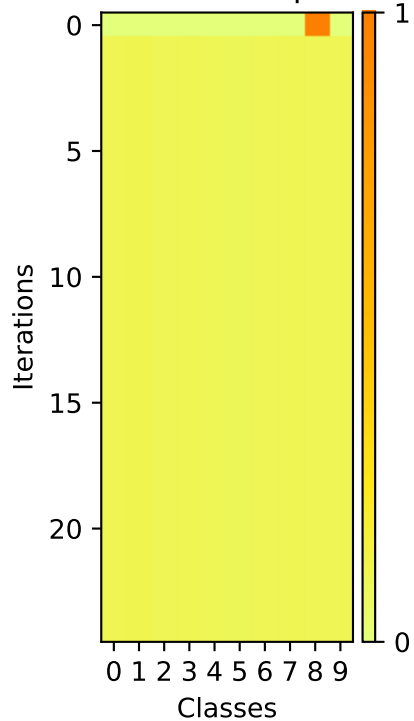
Softmax Outputs



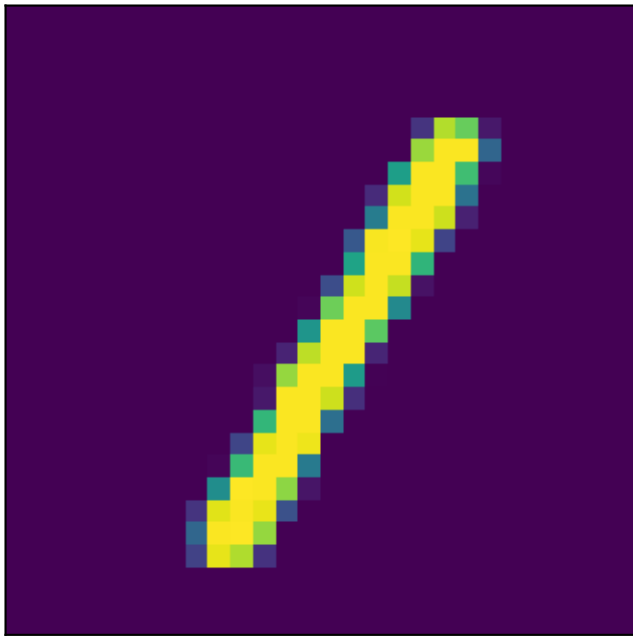
Image



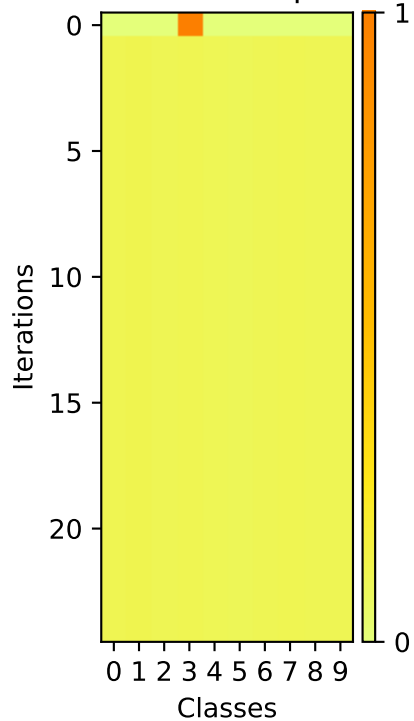
Softmax Outputs



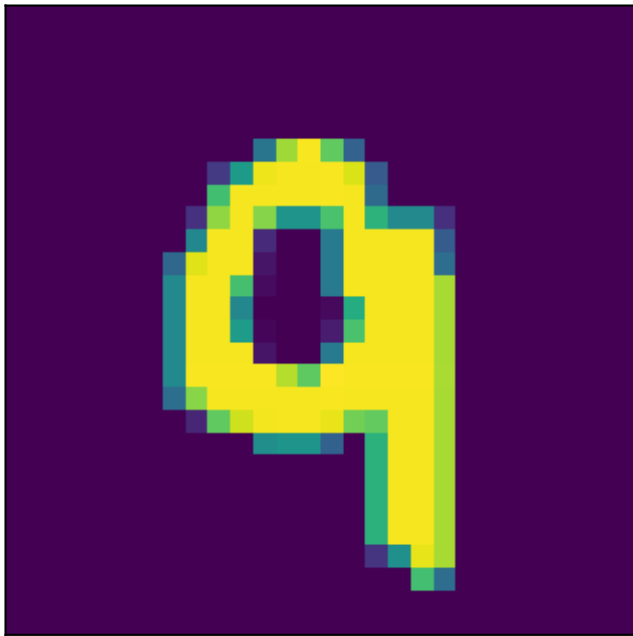
Image



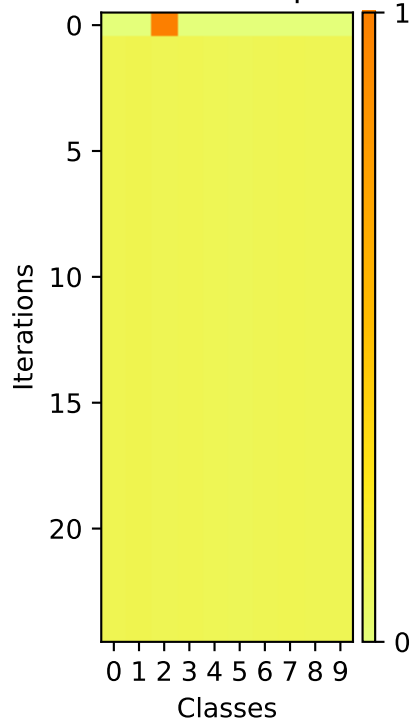
Softmax Outputs



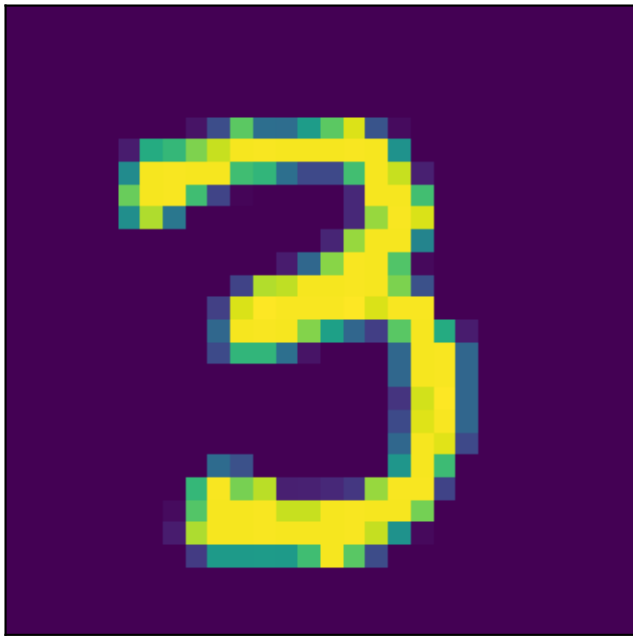
Image



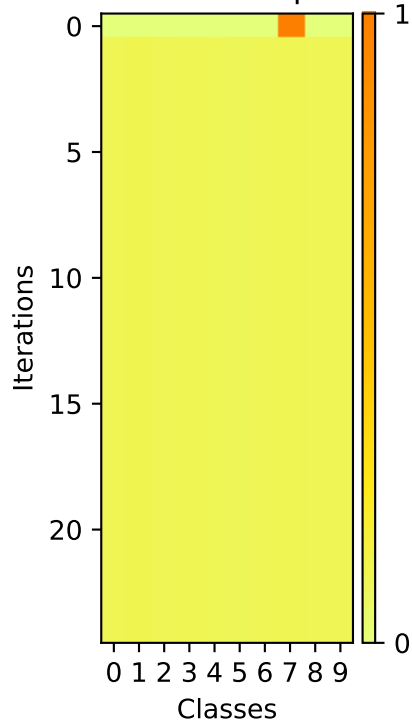
Softmax Outputs



Image



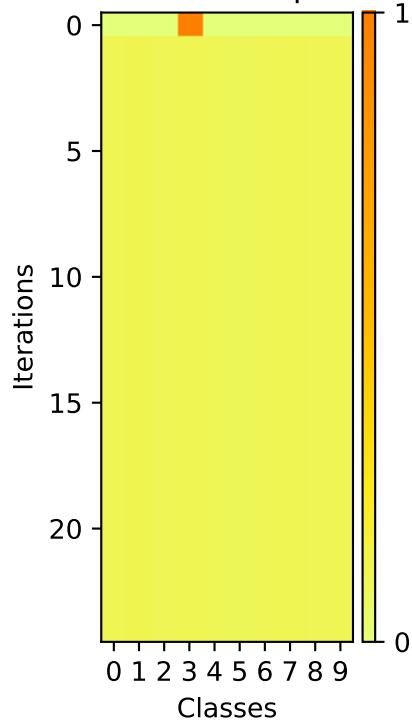
Softmax Outputs



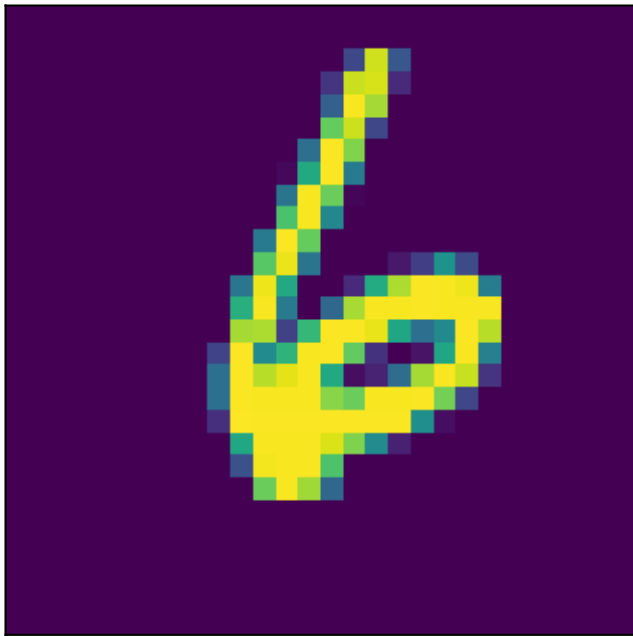
Image



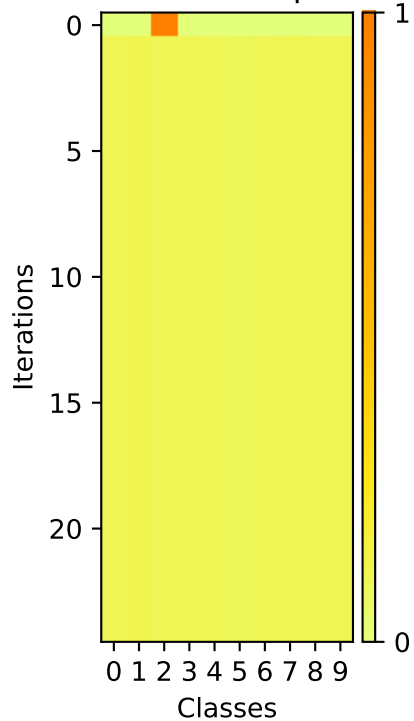
Softmax Outputs



Image



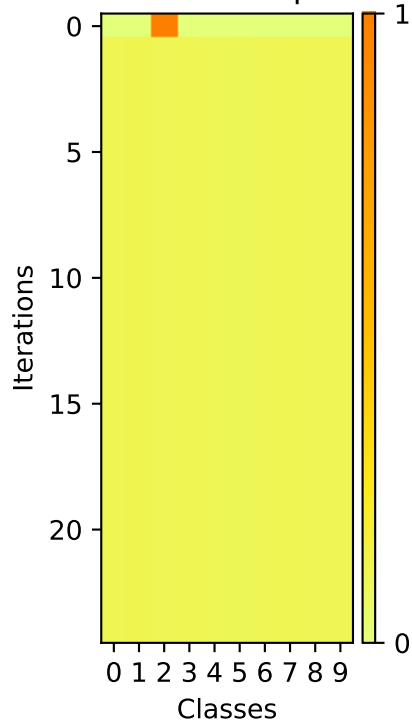
Softmax Outputs



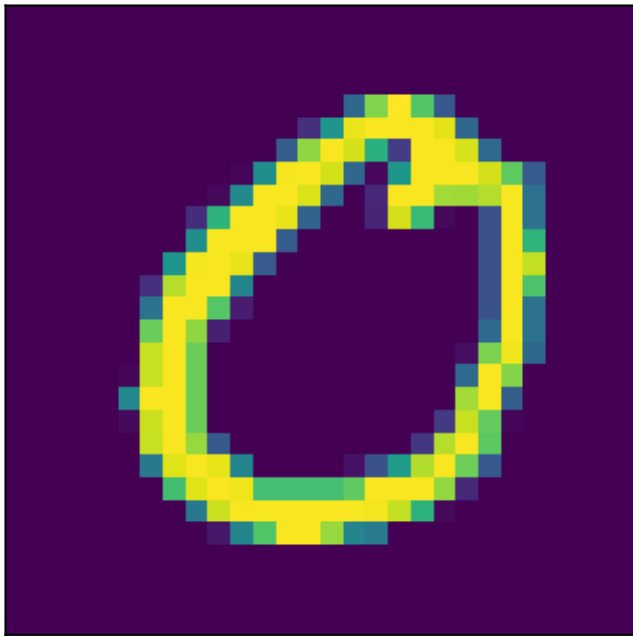
Image



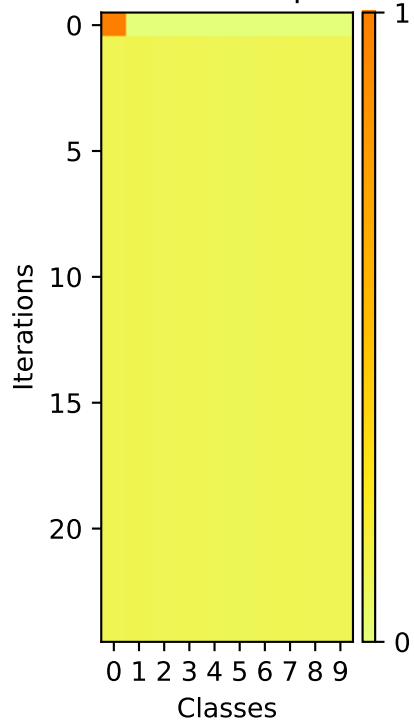
Softmax Outputs



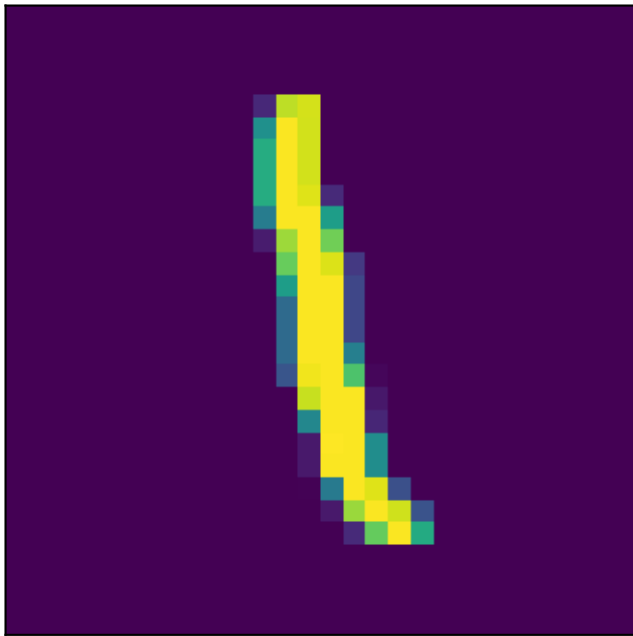
Image



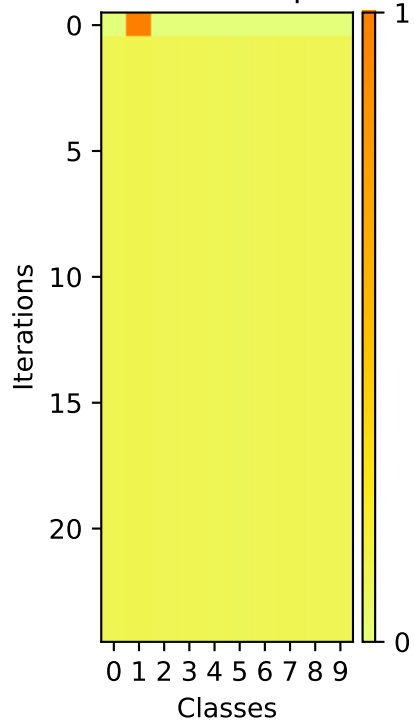
Softmax Outputs



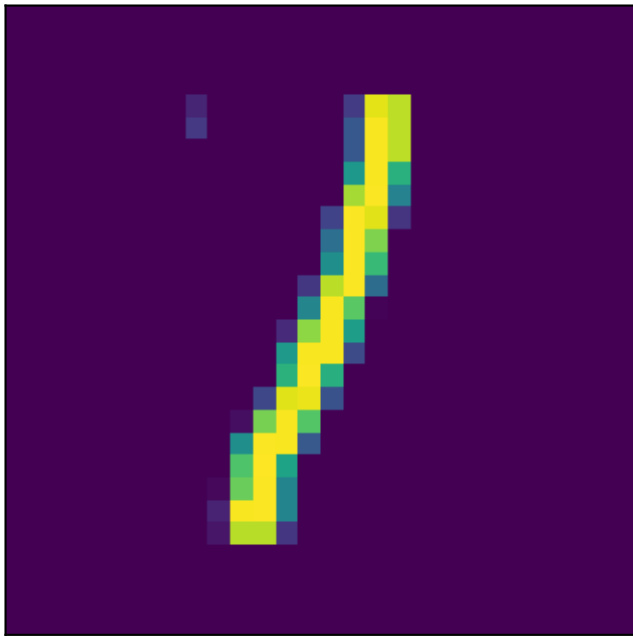
Image



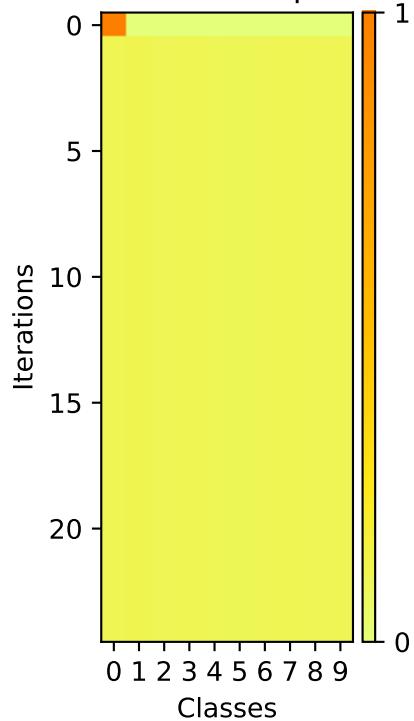
Softmax Outputs



Image



Softmax Outputs



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, digital appearance. It features a central vertical element with horizontal extensions at the top and bottom, and a curved section on the right side. The colors are primarily yellow and orange, with some darker, brownish tones at the edges. The overall style is reminiscent of early computer graphics or a low-quality scan of a printed image.

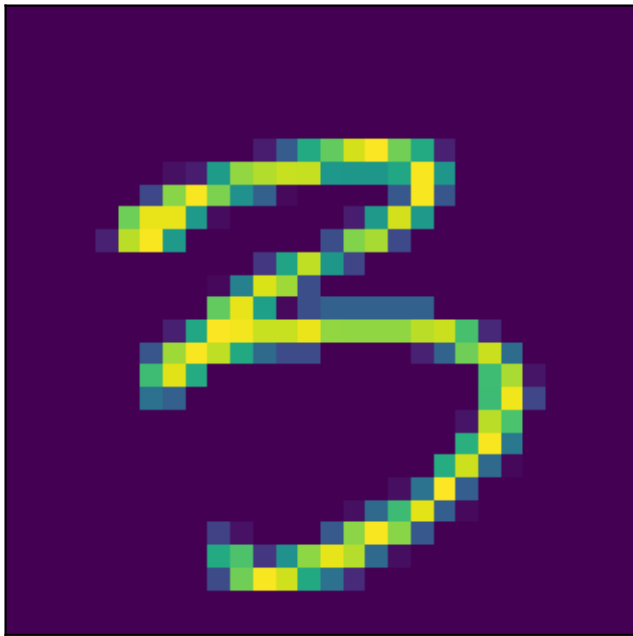
Heatmap visualization showing the evolution of the probability of each class being the predicted class over 25 iterations. The x-axis represents classes (0 to 9), and the y-axis represents iterations (0 to 25). The color scale indicates the probability, ranging from 0 (yellow) to 1 (dark red). Class 4 shows a sharp increase in probability around iteration 25, reaching a value of 1.

A pixelated, low-resolution image of the number 3. The number is composed of yellow and green pixels, with some darker green or blue pixels at the edges, giving it a hand-drawn or digital art appearance. It is centered on a dark purple background.

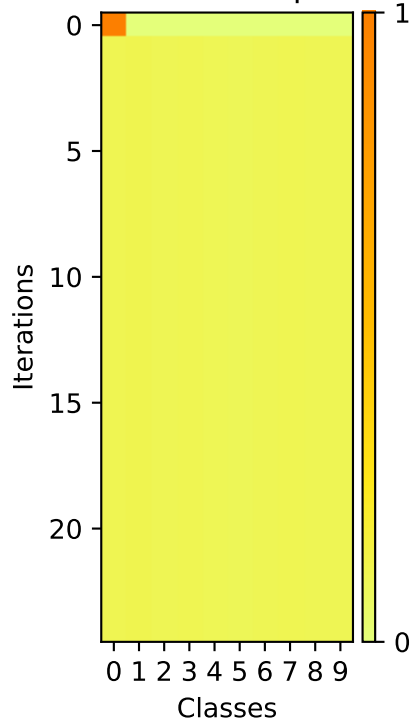
A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic.

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 18, reaching a maximum of 1.0 by iteration 20.

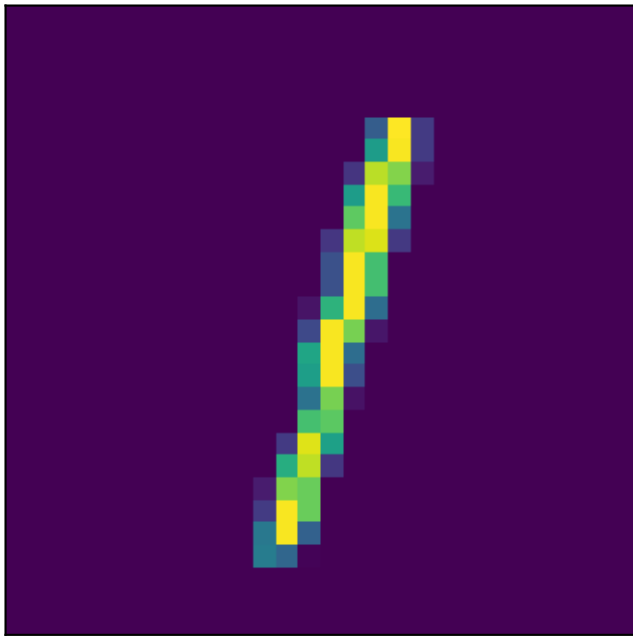
Image



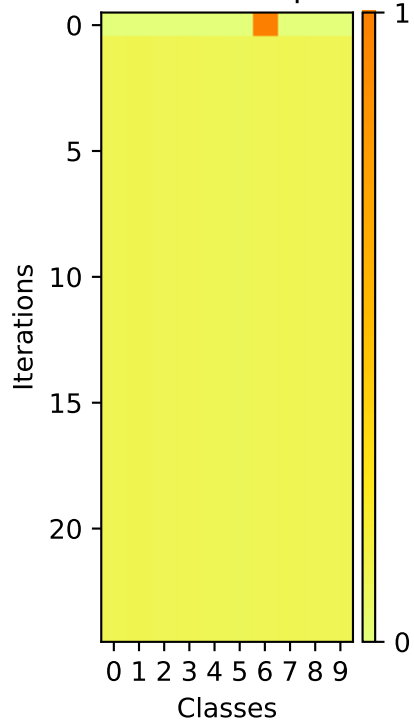
Softmax Outputs



Image



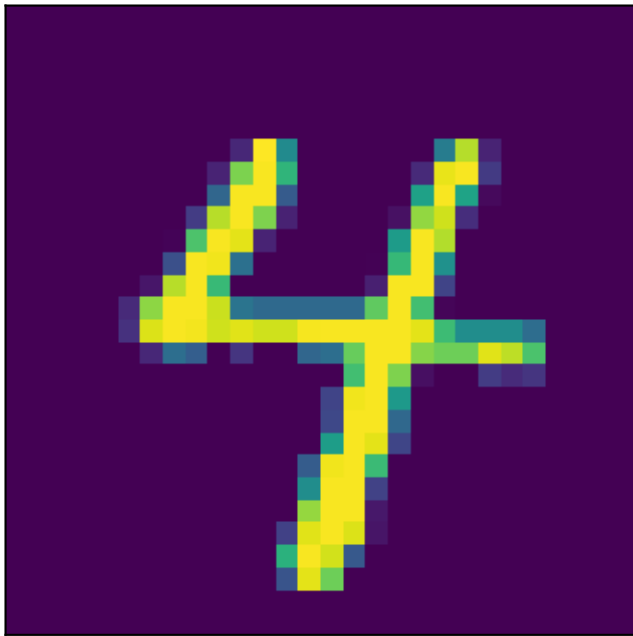
Softmax Outputs



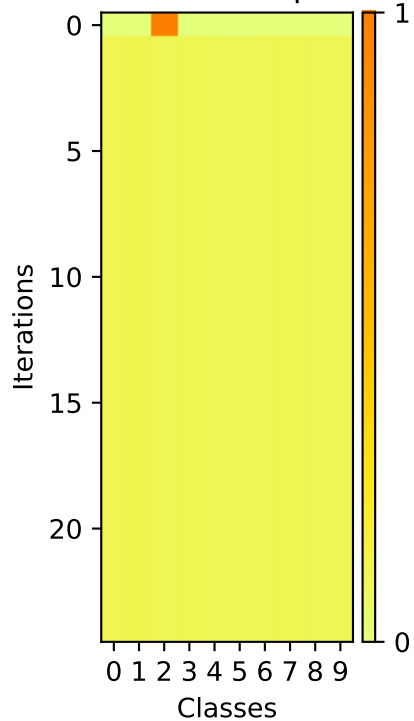
A pixelated graphic of the number 6, rendered in yellow and green pixels against a dark purple background. The number is stylized with a thick, blocky appearance, characteristic of early digital art or video game graphics.

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

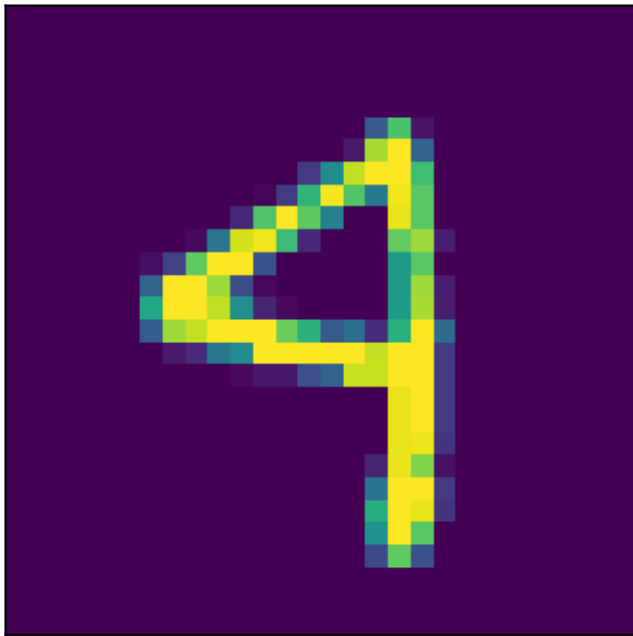
Image



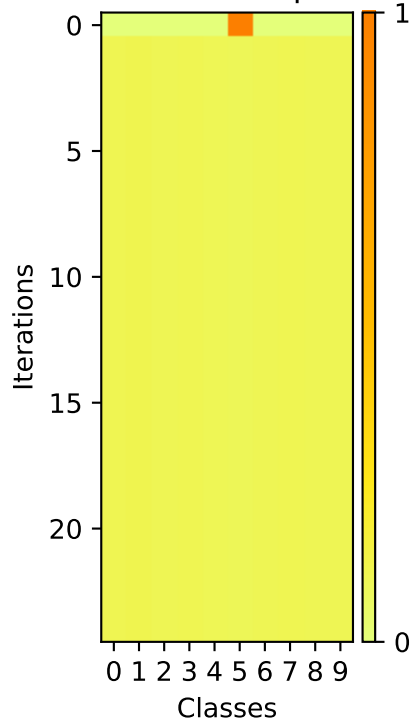
Softmax Outputs



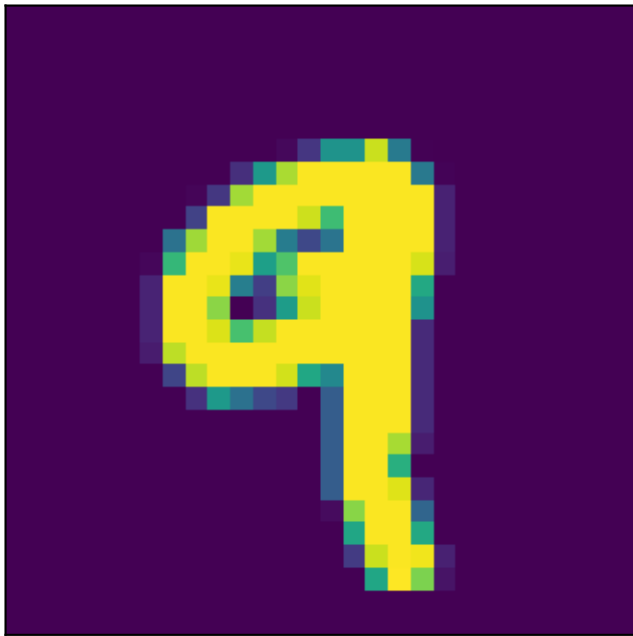
Image



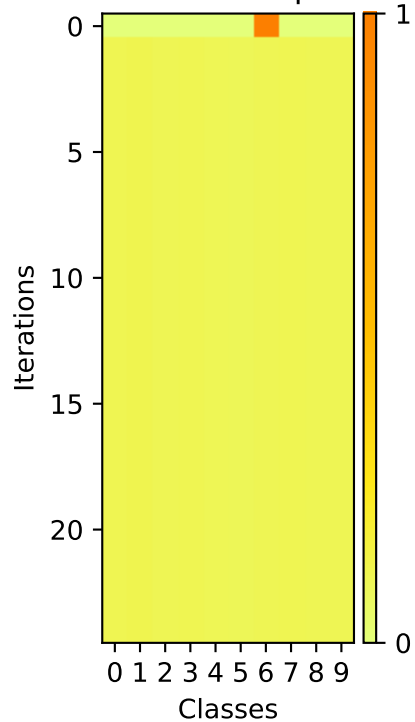
Softmax Outputs



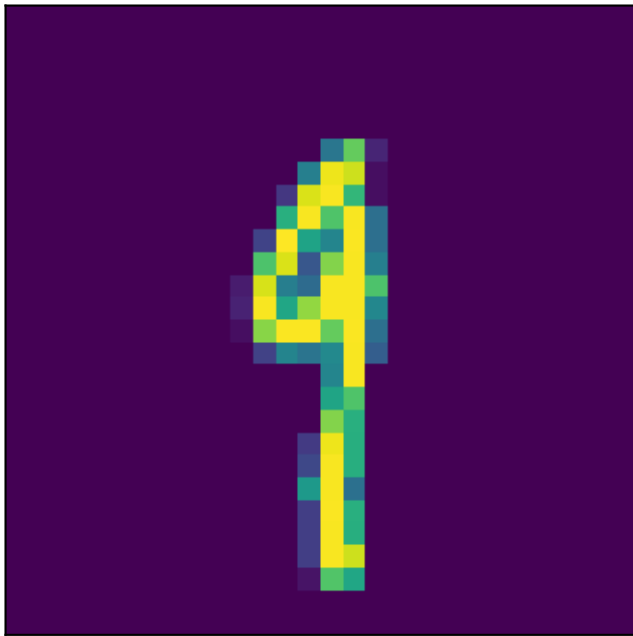
Image



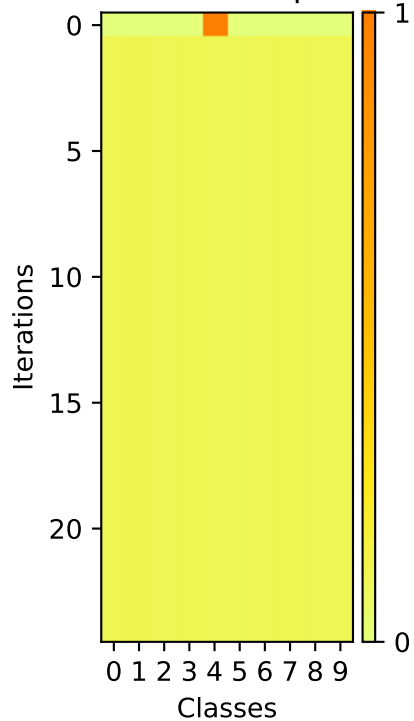
Softmax Outputs



Image



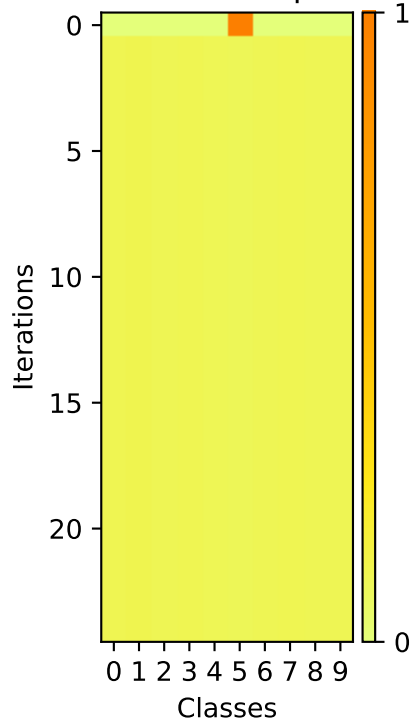
Softmax Outputs



Image



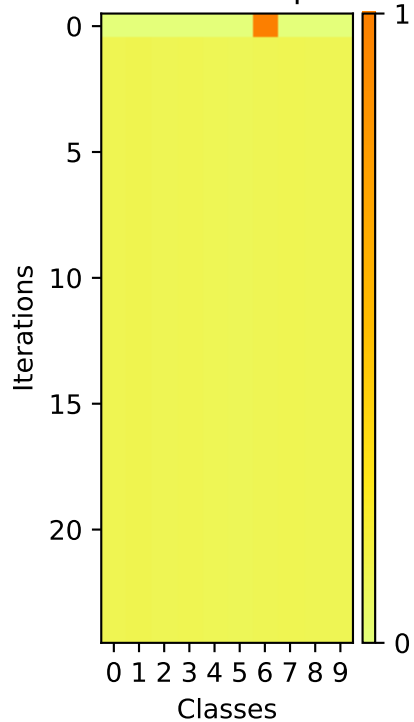
Softmax Outputs



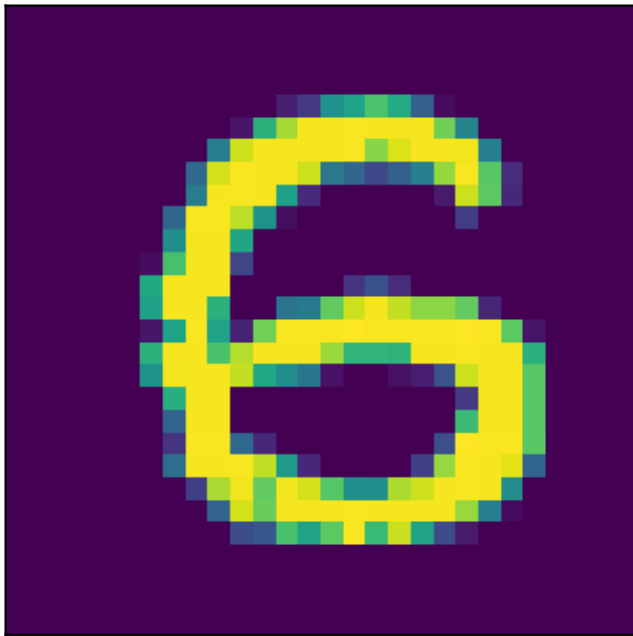
Image



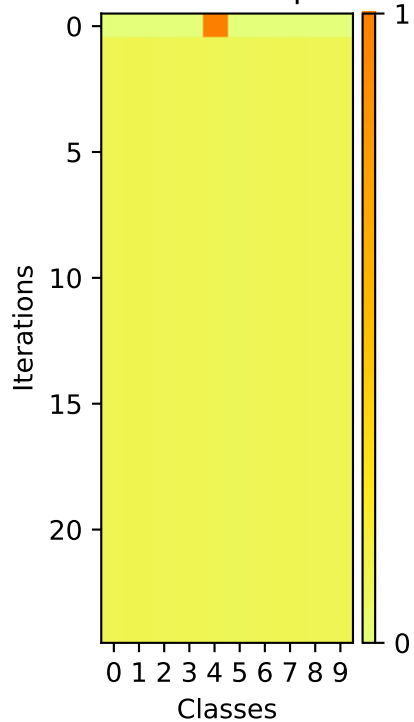
Softmax Outputs



Image



Softmax Outputs



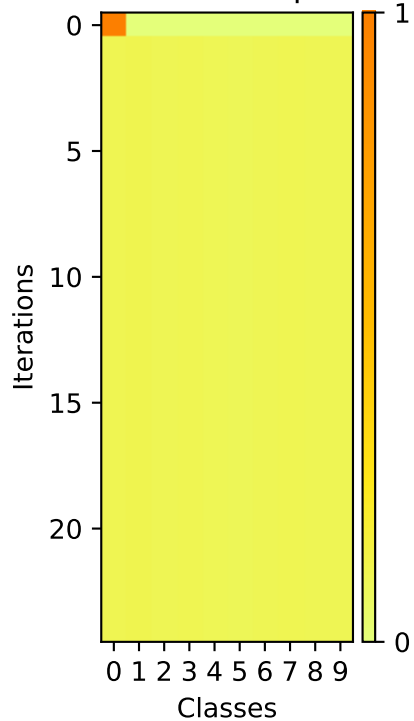
A pixelated, low-resolution image of a yellow and green curved shape, possibly a stylized letter or symbol, set against a dark purple background. The shape is composed of several small squares in shades of yellow, green, and blue, arranged in a curved, hook-like pattern. The background is a solid dark 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 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

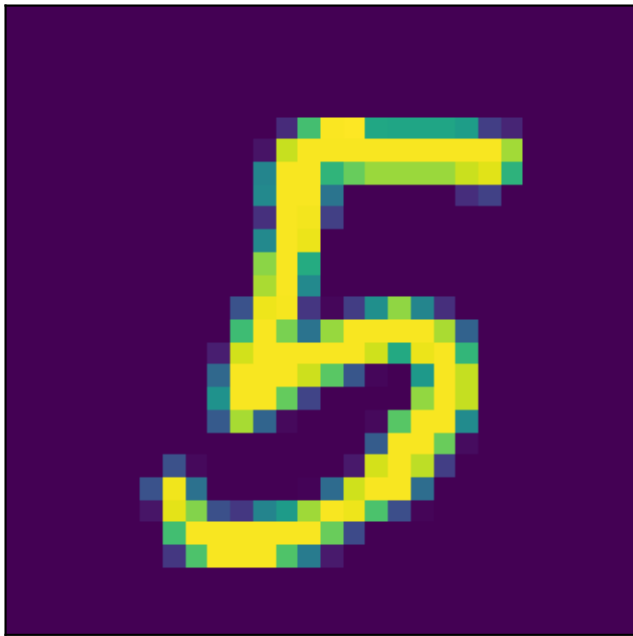
Image



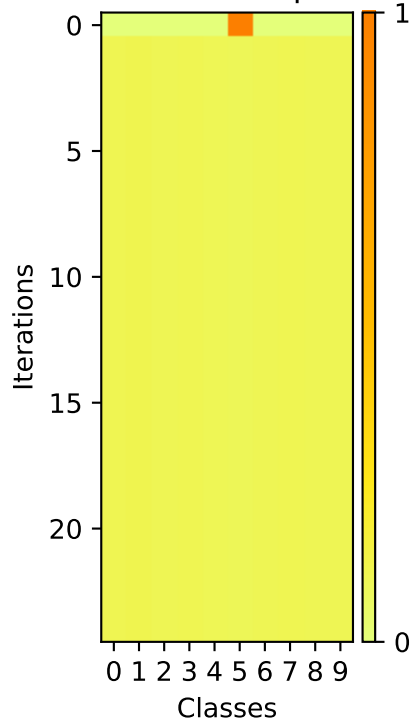
Softmax Outputs



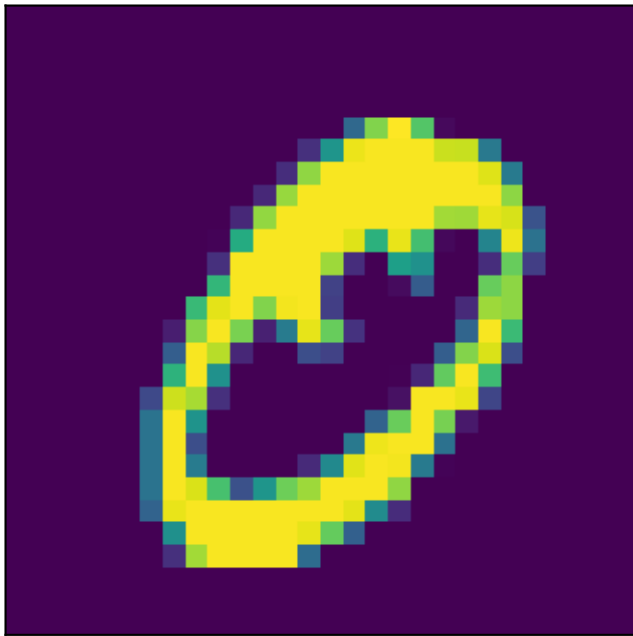
Image



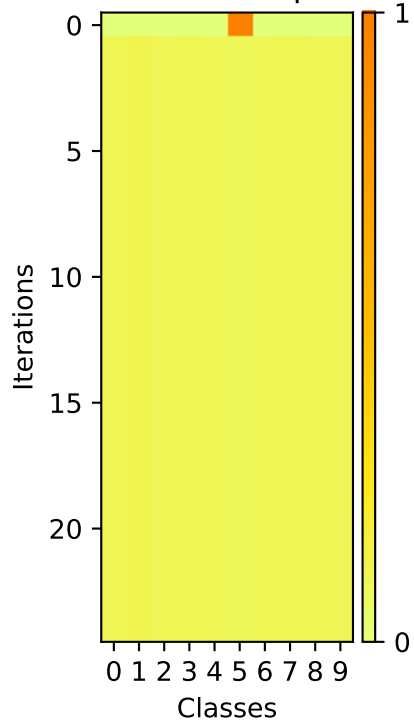
Softmax Outputs



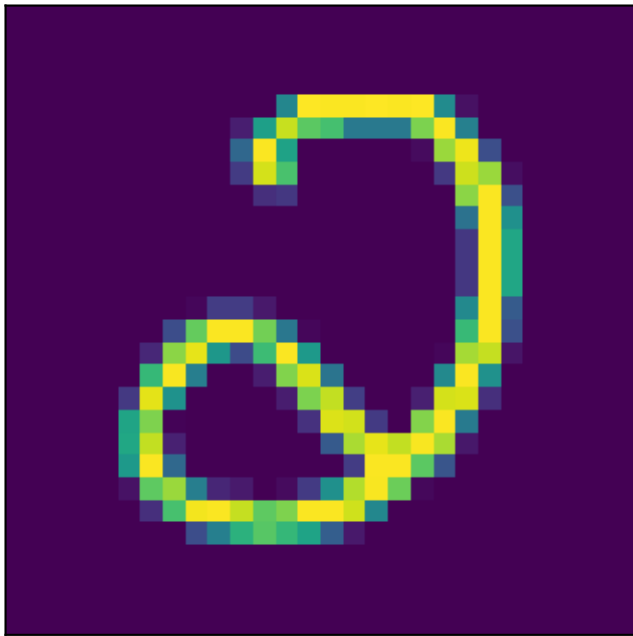
Image



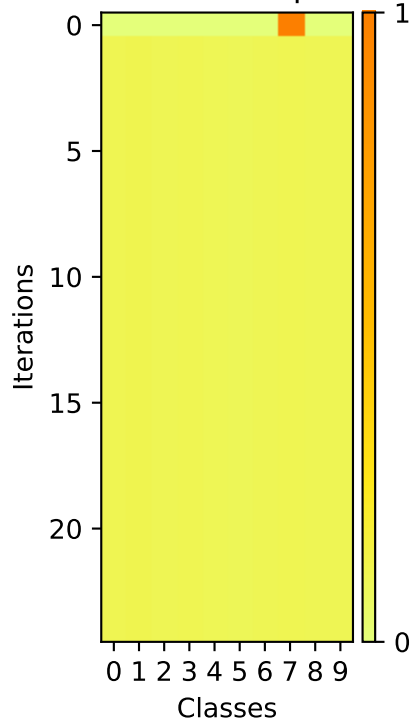
Softmax Outputs



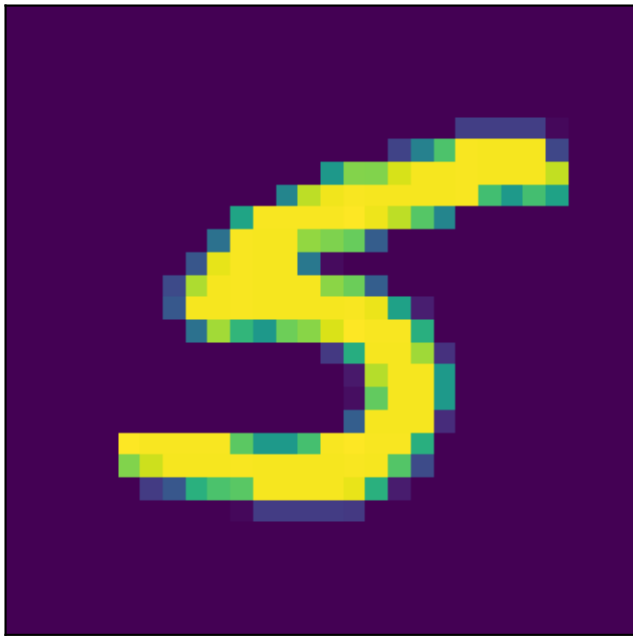
Image



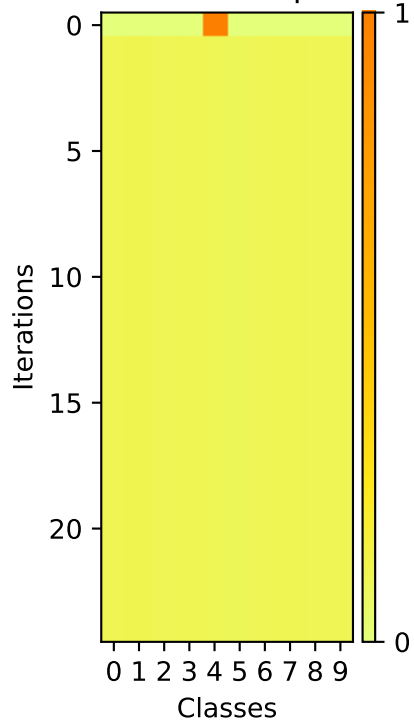
Softmax Outputs



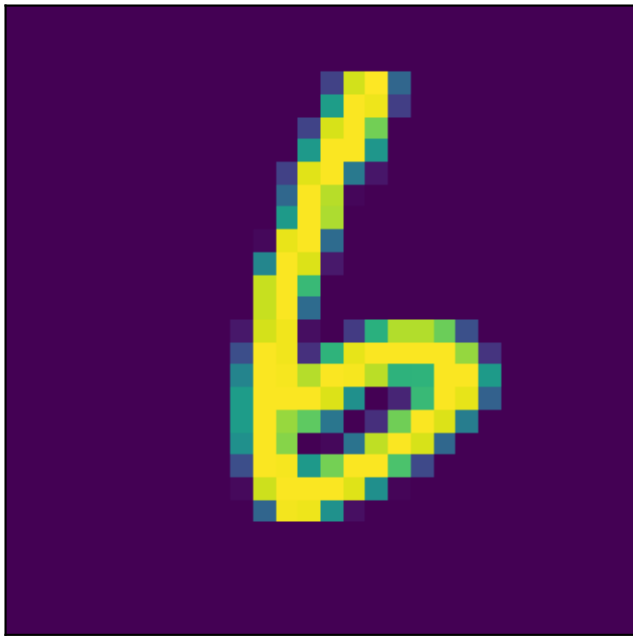
Image



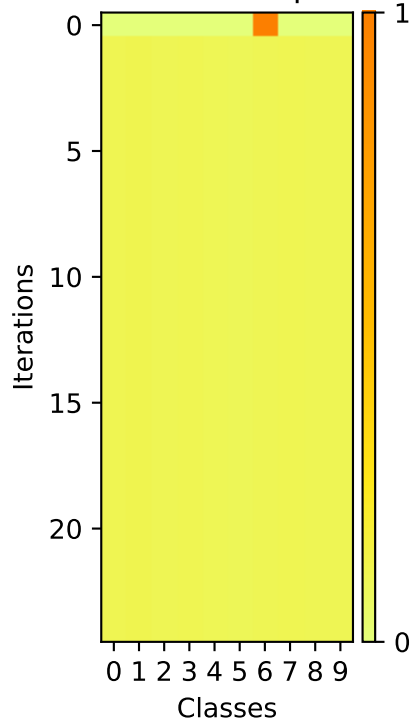
Softmax Outputs



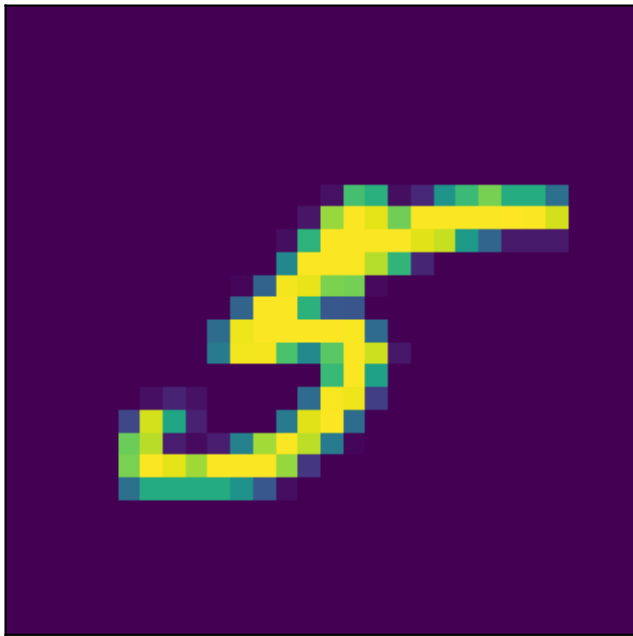
Image



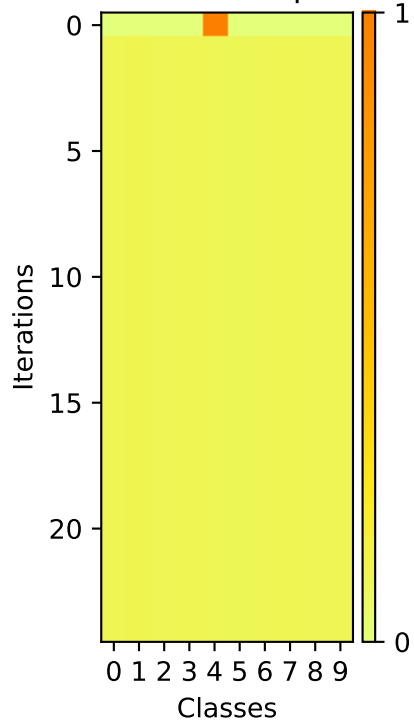
Softmax Outputs



Image



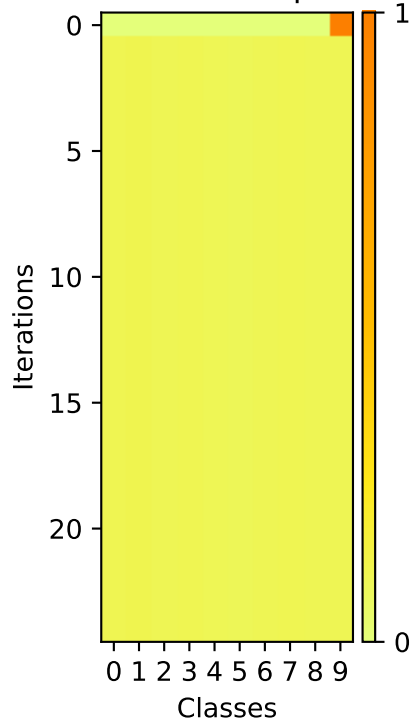
Softmax Outputs



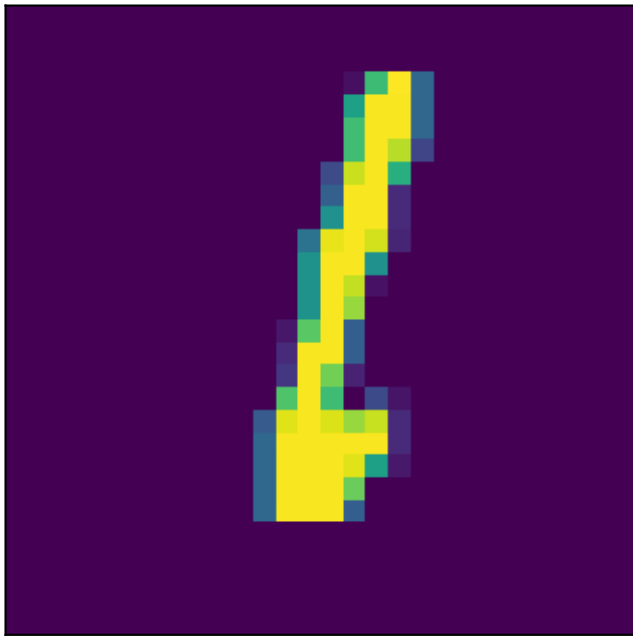
Image



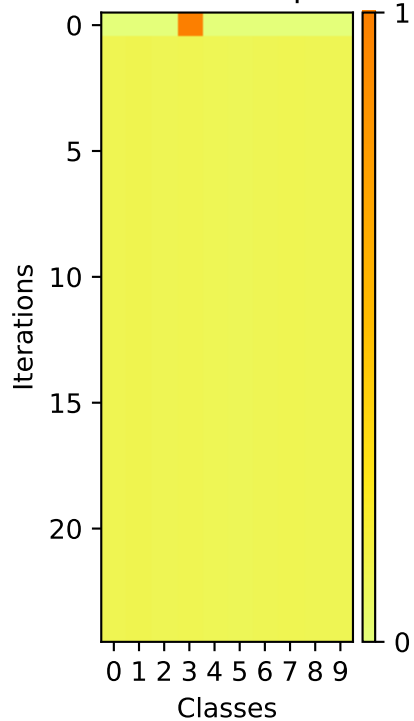
Softmax Outputs



Image



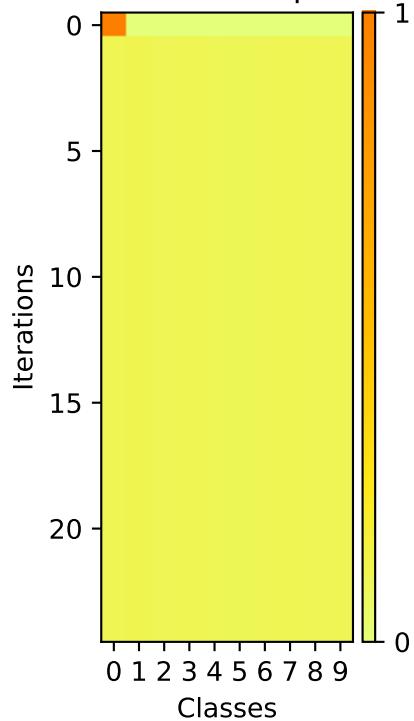
Softmax Outputs



Image



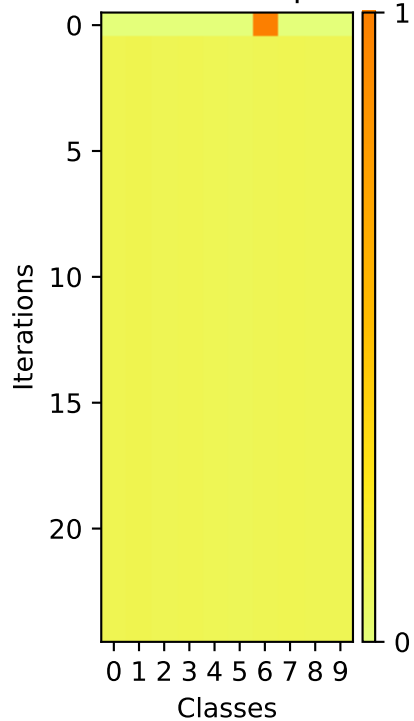
Softmax Outputs



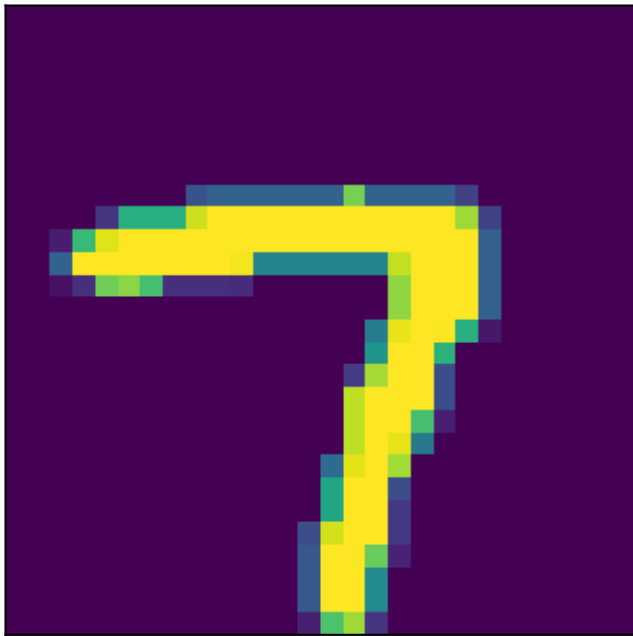
Image



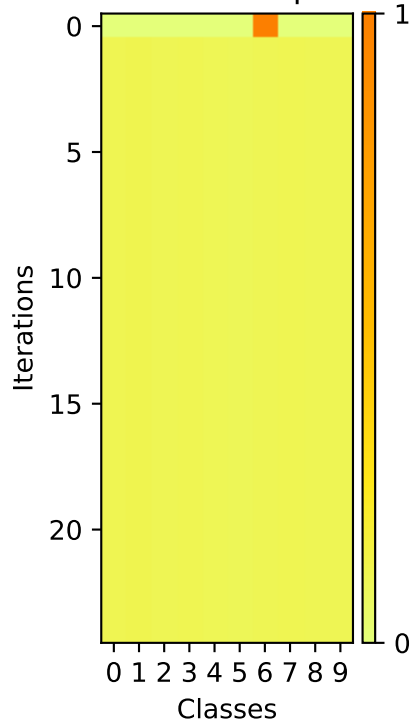
Softmax Outputs



Image



Softmax Outputs

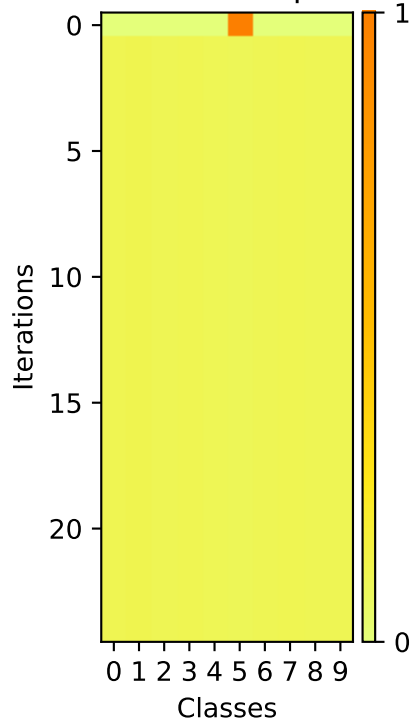


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (orange). Class 6 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

Image



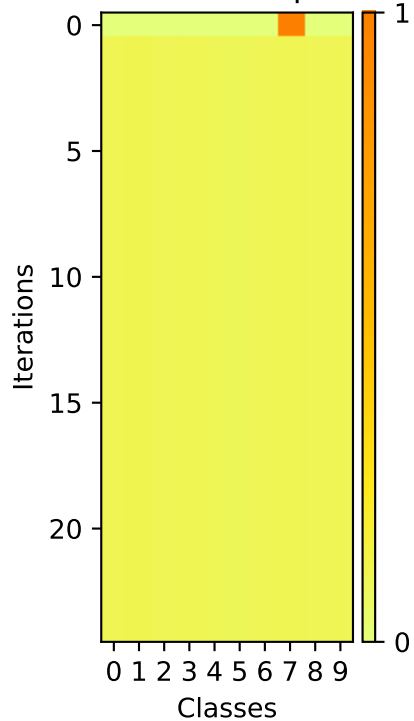
Softmax Outputs



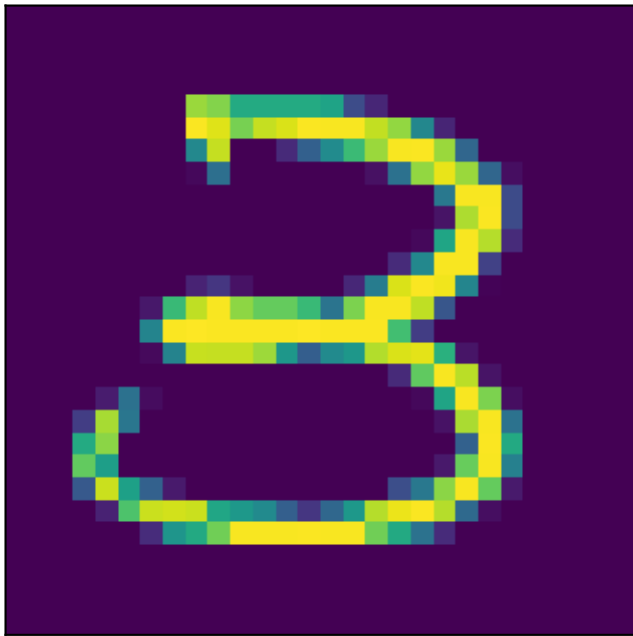
Image



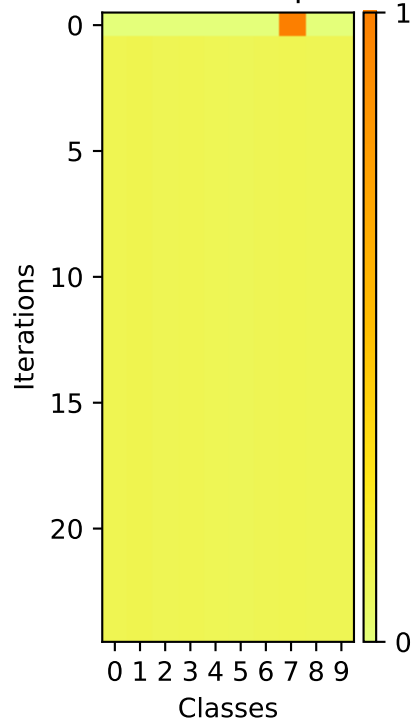
Softmax Outputs



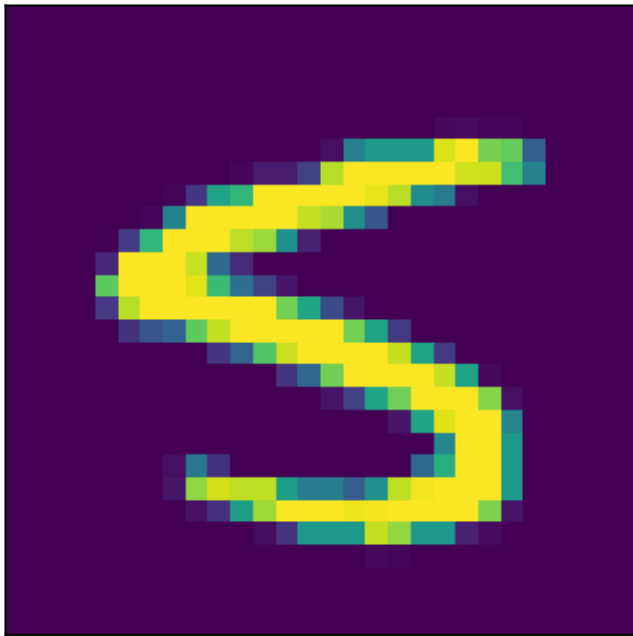
Image



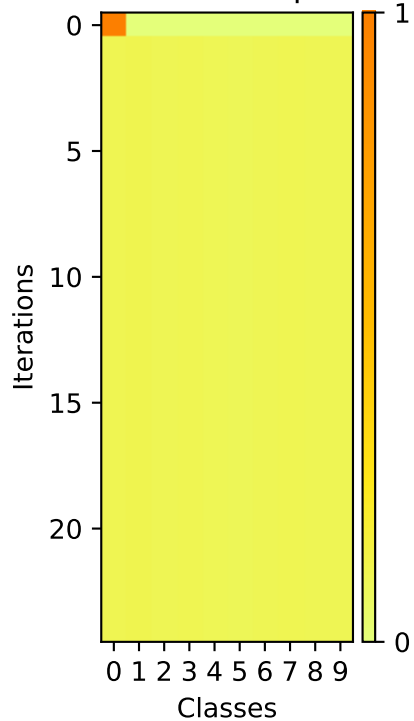
Softmax Outputs



Image



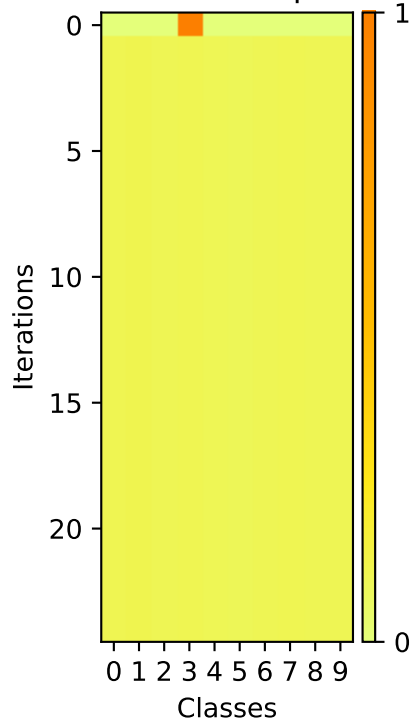
Softmax Outputs



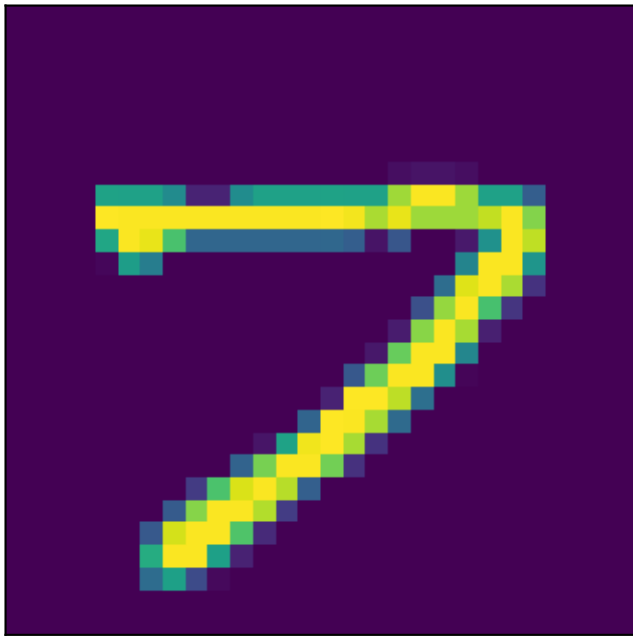
Image



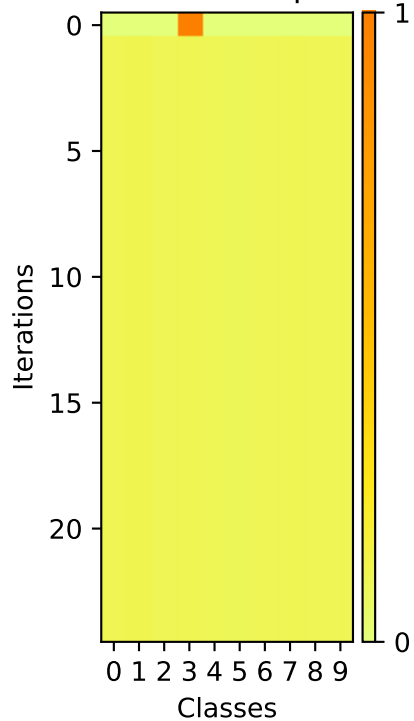
Softmax Outputs



Image



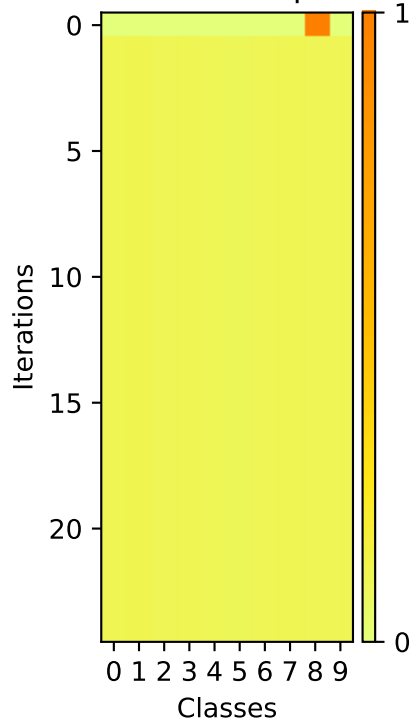
Softmax Outputs



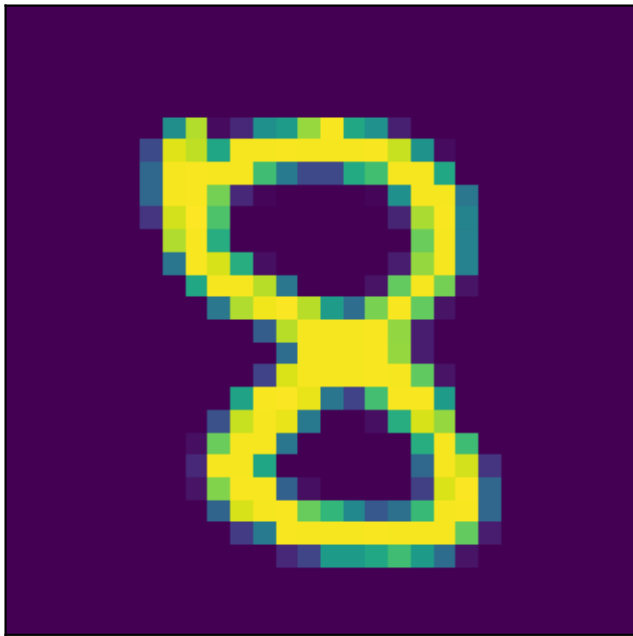
Image



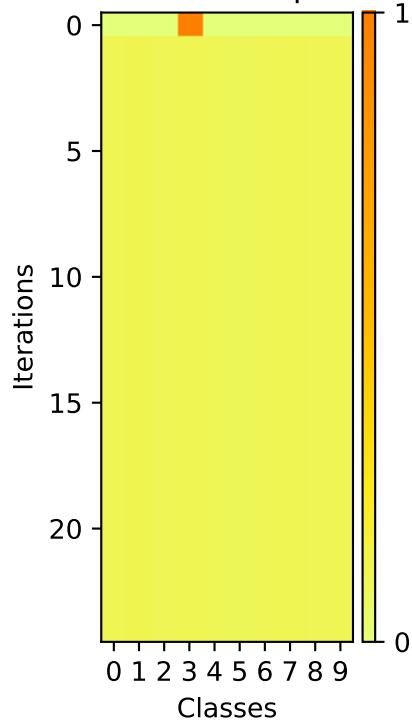
Softmax Outputs



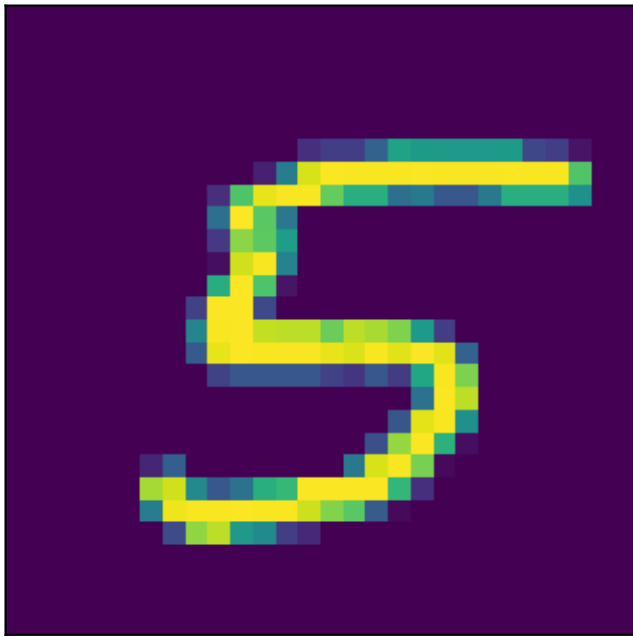
Image



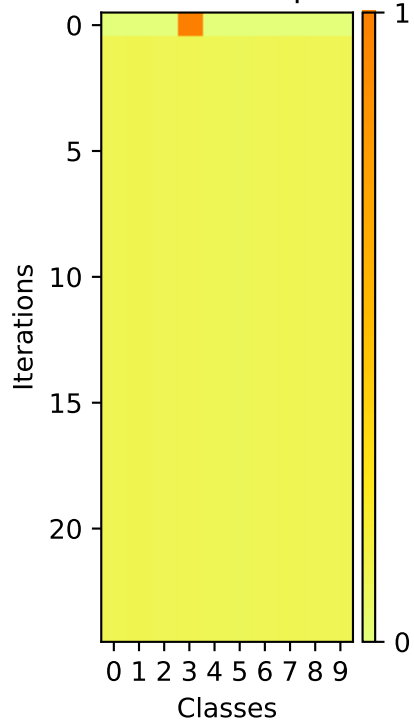
Softmax Outputs



Image



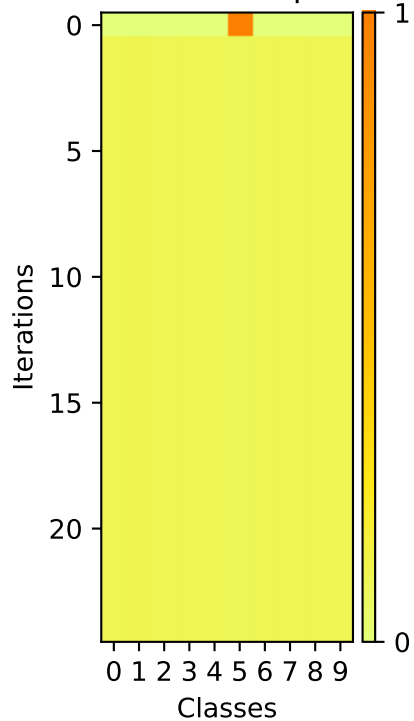
Softmax Outputs



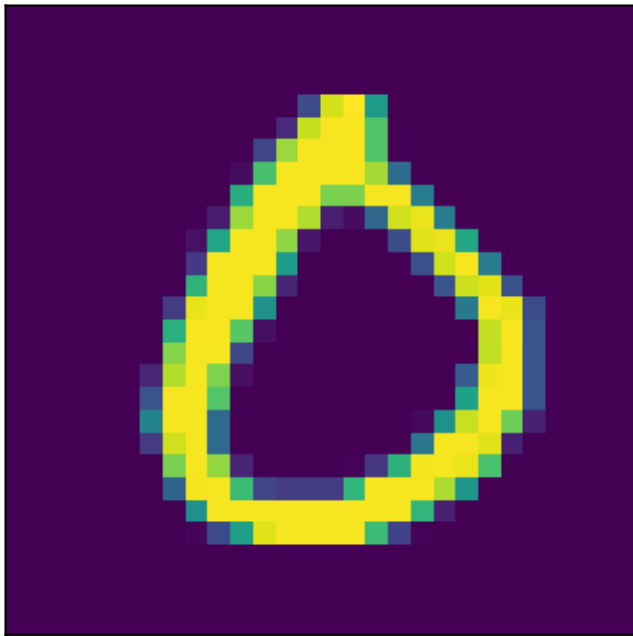
Image



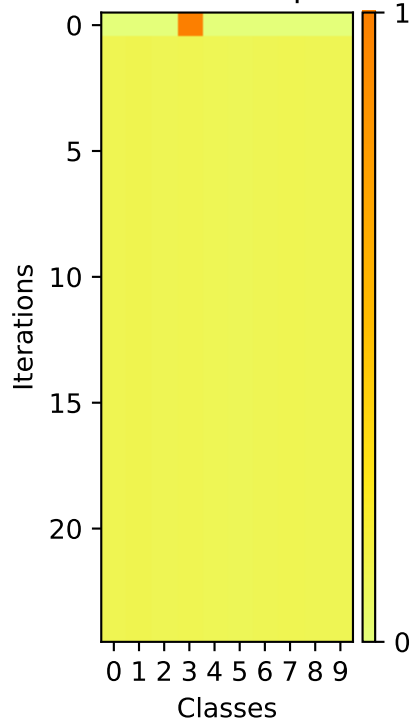
Softmax Outputs



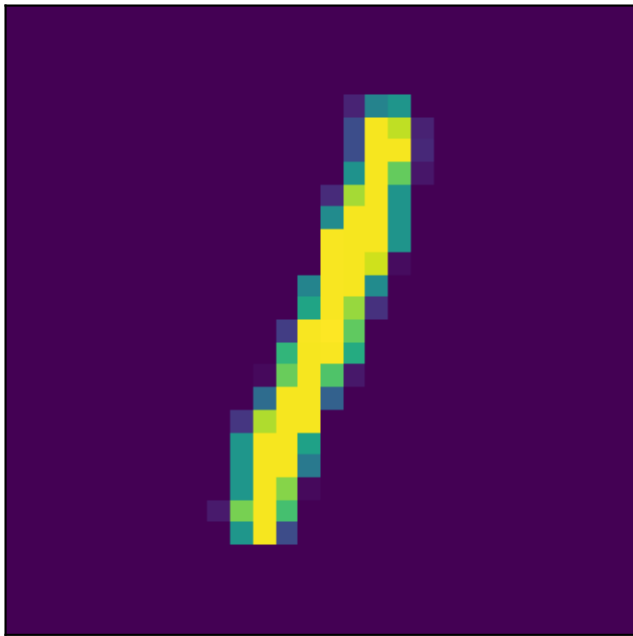
Image



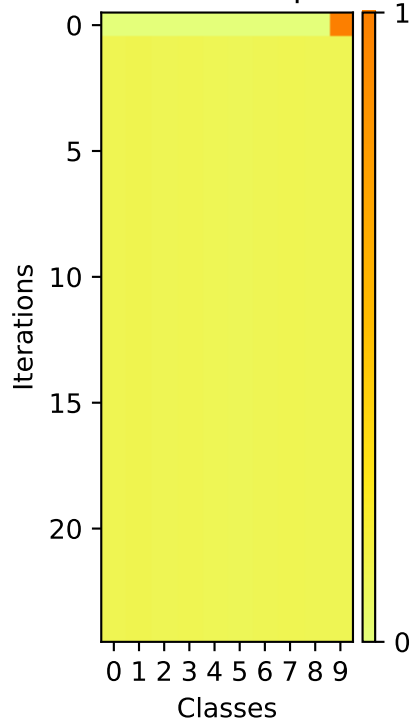
Softmax Outputs



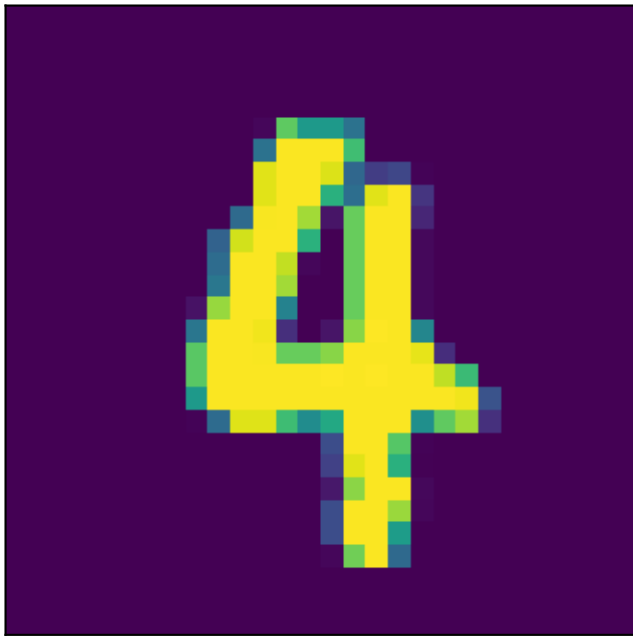
Image



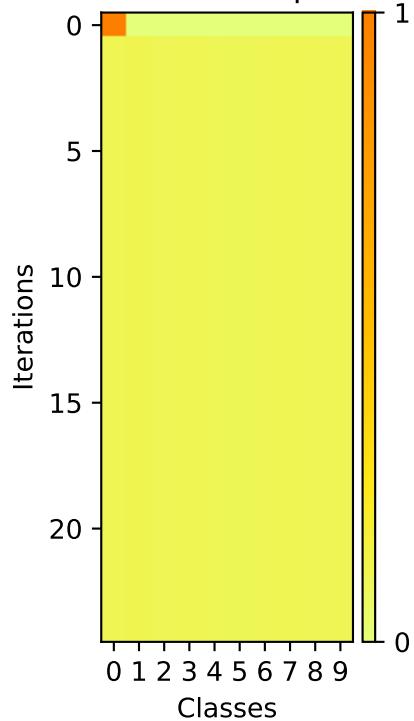
Softmax Outputs



Image



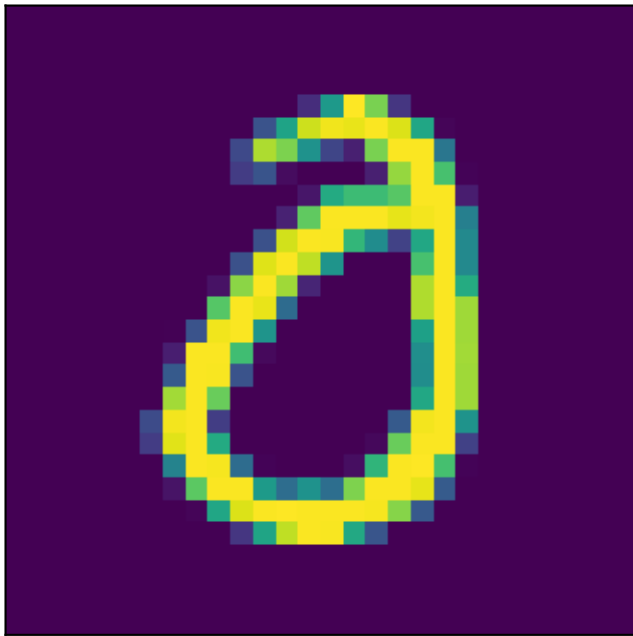
Softmax Outputs



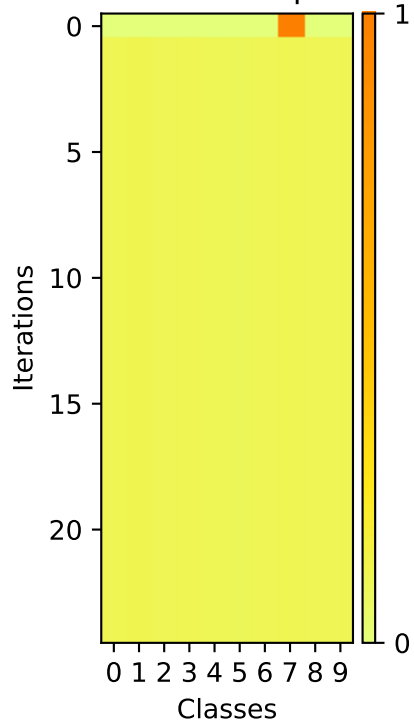
Heatmap showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis is 'Classes' (0-9) and the y-axis is 'Iterations' (0-20). A color bar on the right indicates probability from 0 (yellow) to 1 (orange). Class 0 starts with a high probability (orange) at iteration 0 and decreases to near zero (yellow) by iteration 1. Other classes remain near zero throughout.

A pixelated yellow number 5 on a dark purple background. The number is composed of yellow and light green pixels, giving it a blocky, digital appearance. It is centered in the frame.

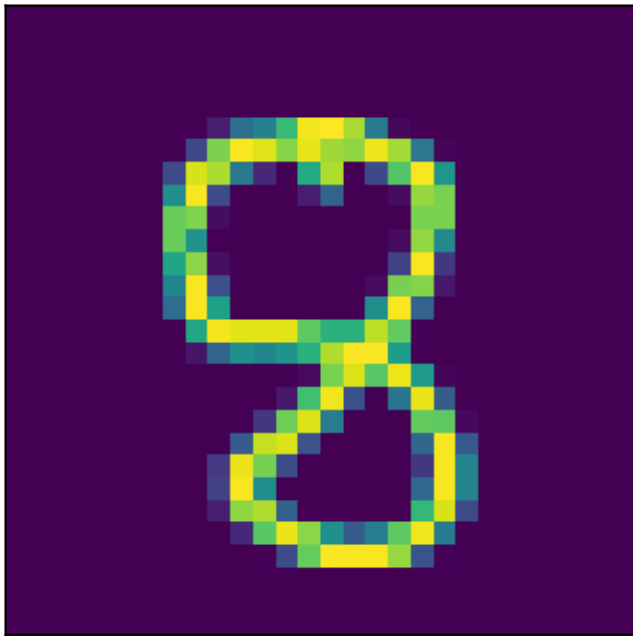
Image



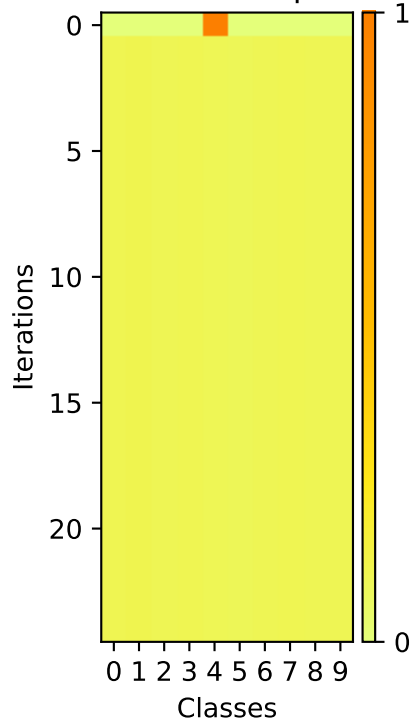
Softmax Outputs



Image



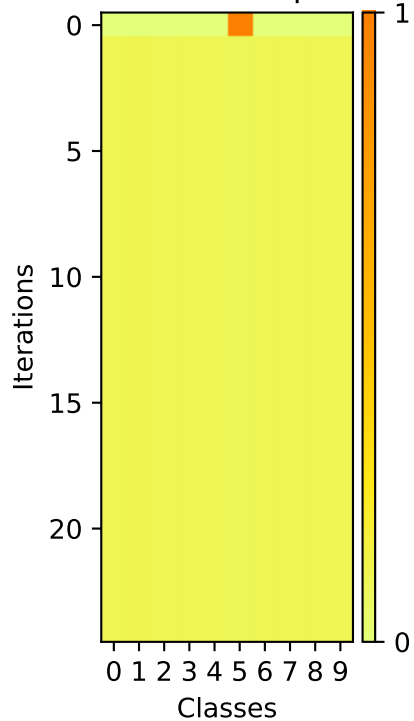
Softmax Outputs



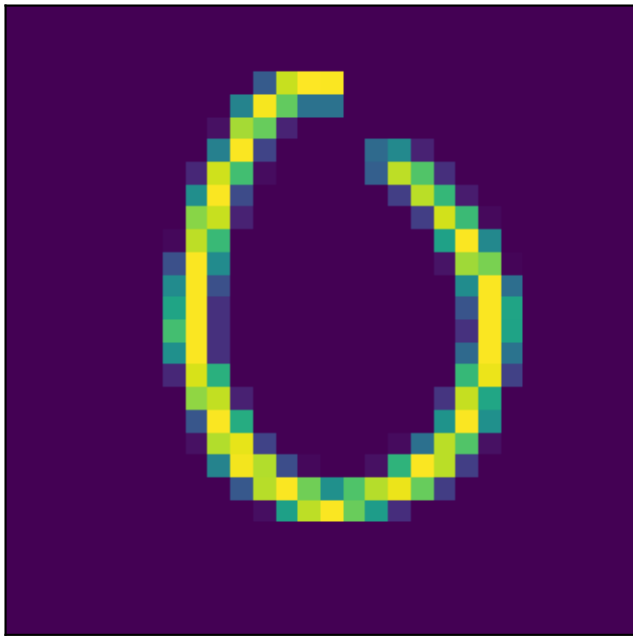
Image



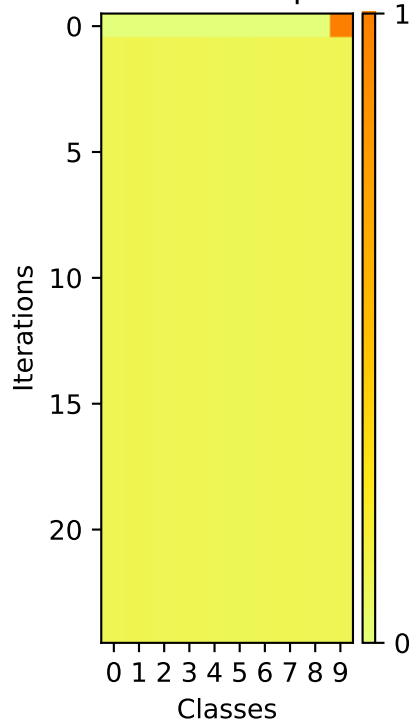
Softmax Outputs



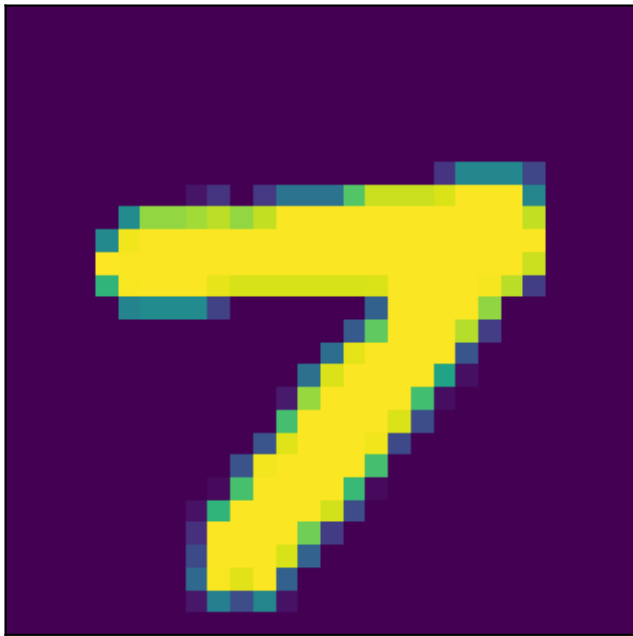
Image



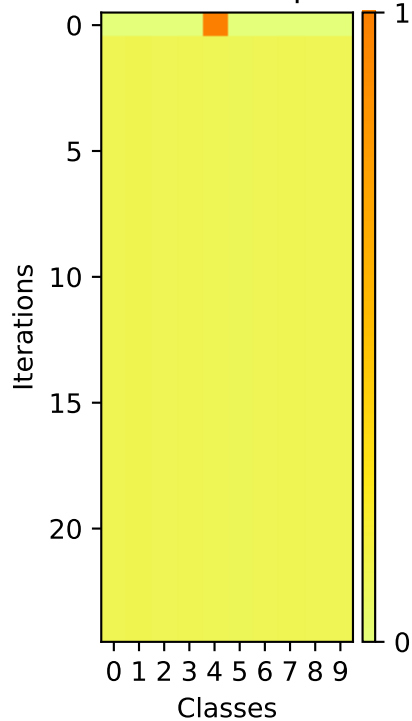
Softmax Outputs



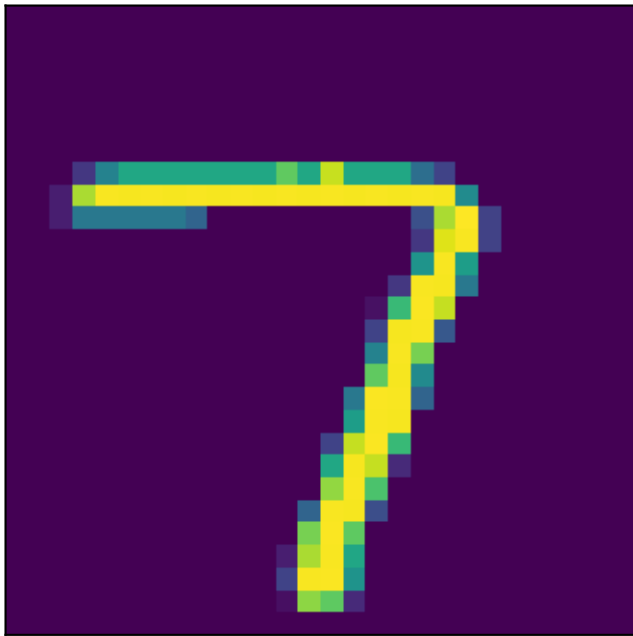
Image



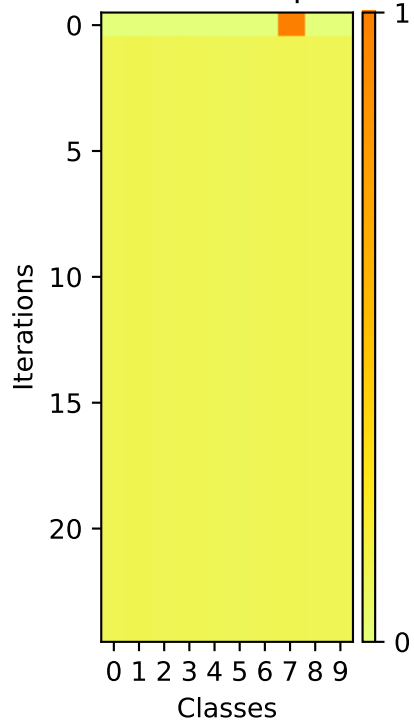
Softmax Outputs



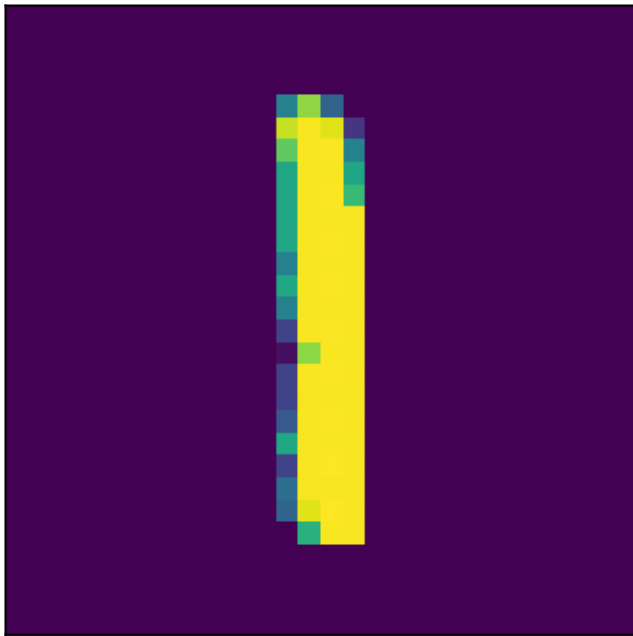
Image



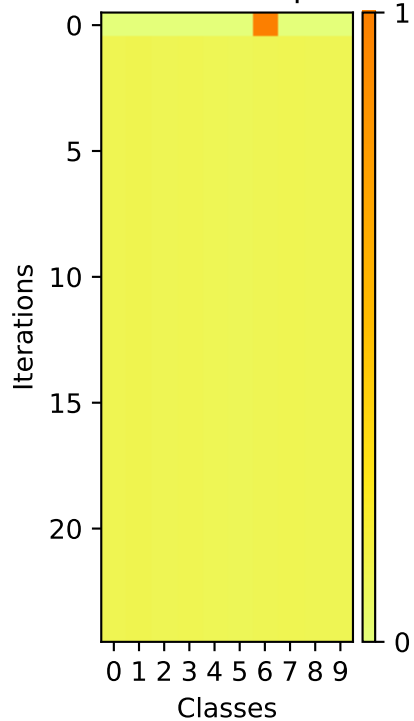
Softmax Outputs



Image



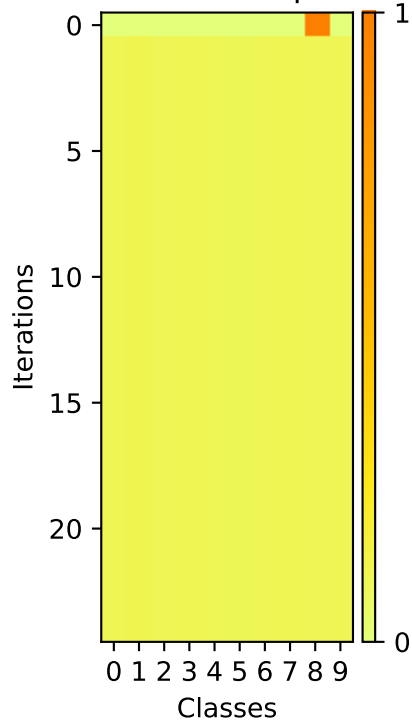
Softmax Outputs



Image



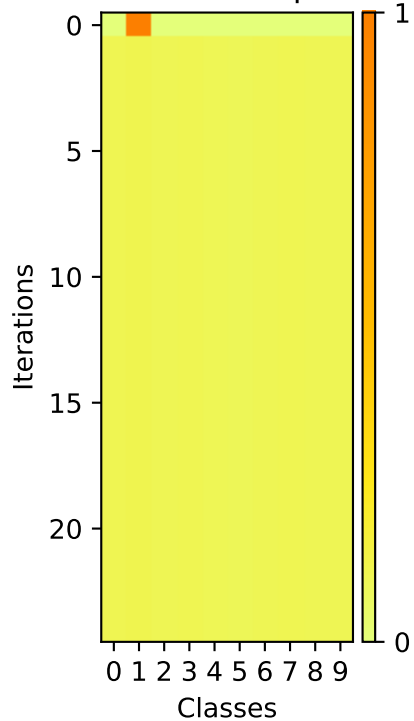
Softmax Outputs



Image



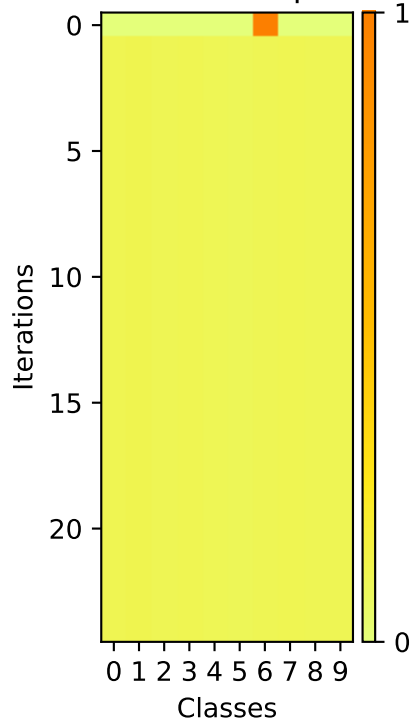
Softmax Outputs



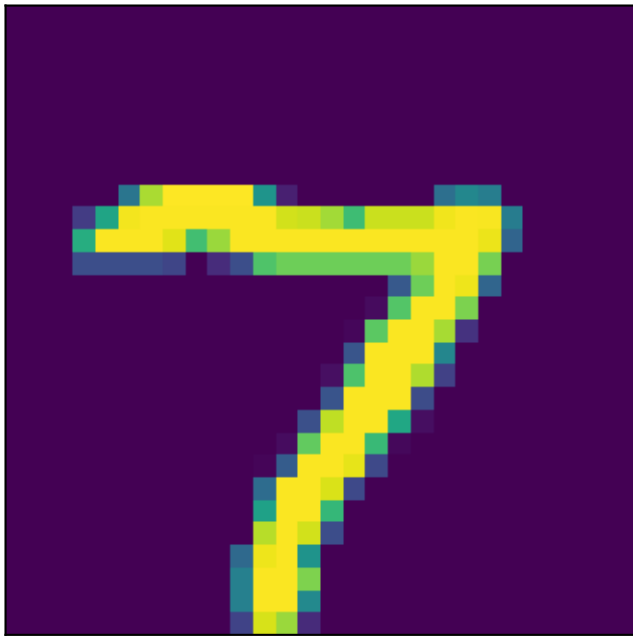
Image



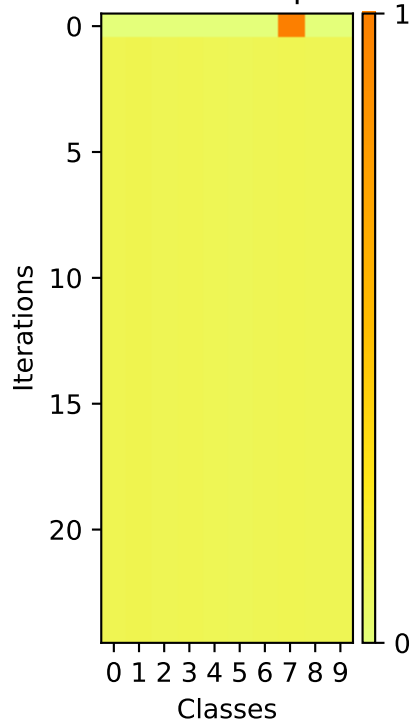
Softmax Outputs



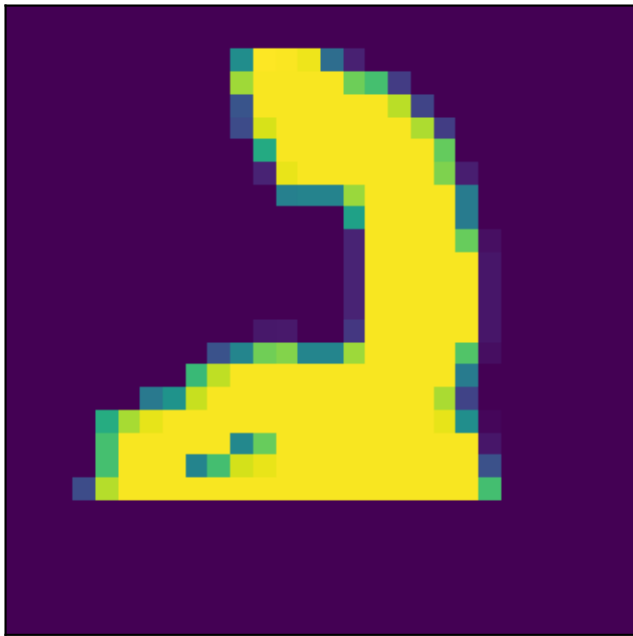
Image



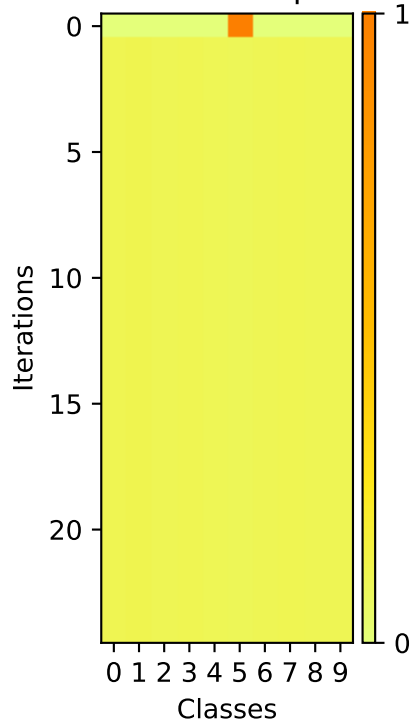
Softmax Outputs



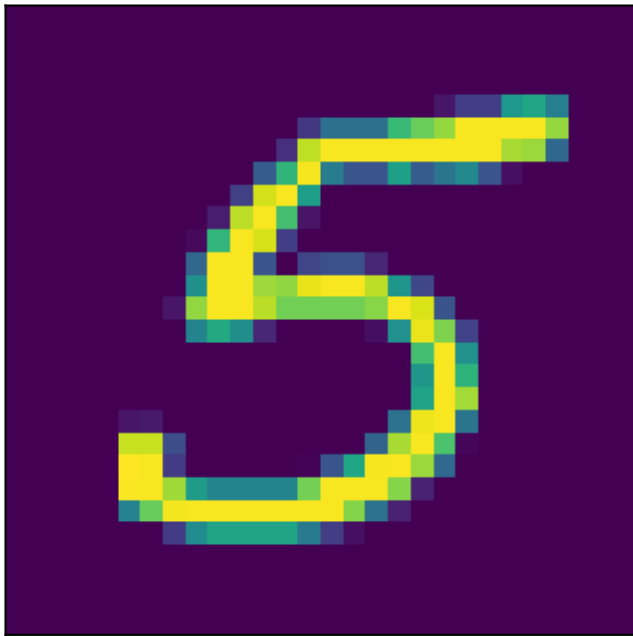
Image



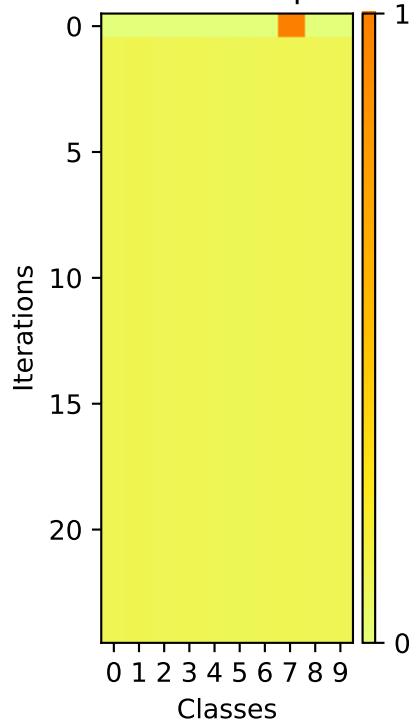
Softmax Outputs



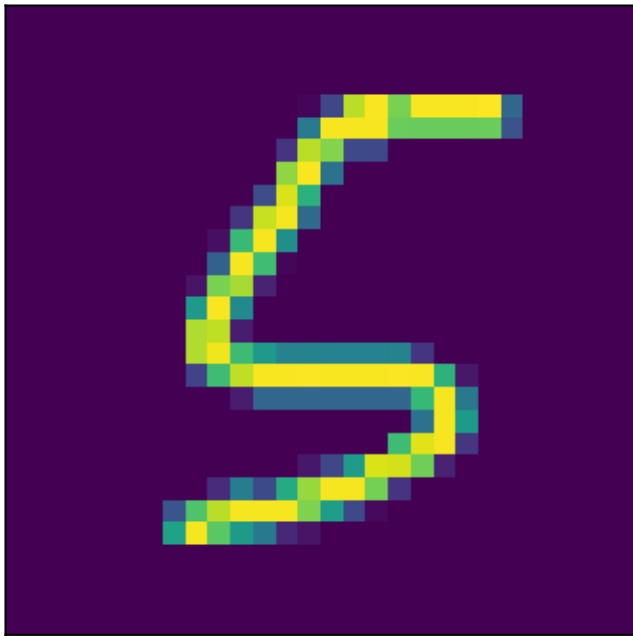
Image



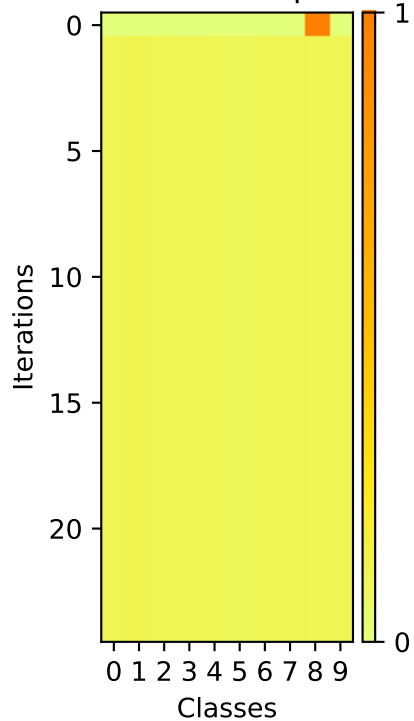
Softmax Outputs



Image



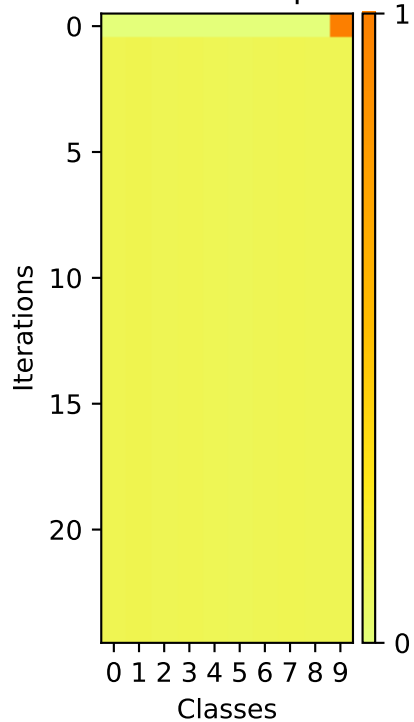
Softmax Outputs



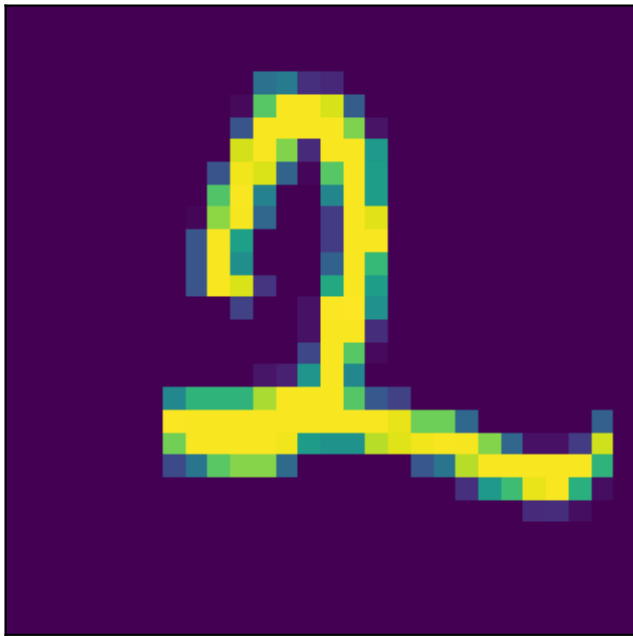
Image



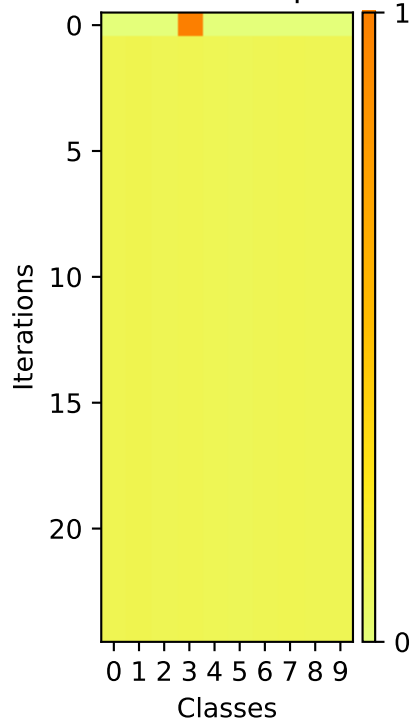
Softmax Outputs



Image



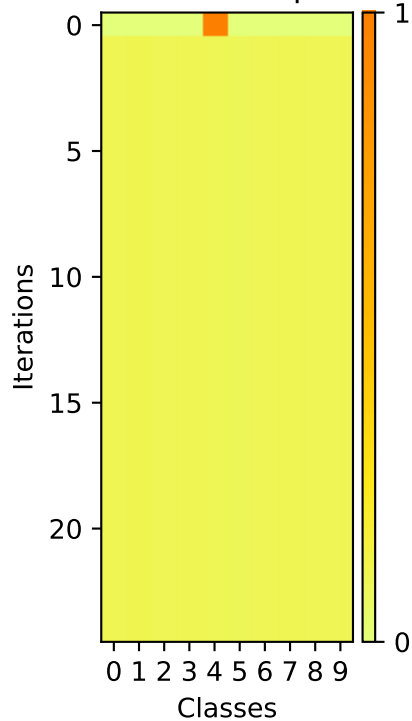
Softmax Outputs



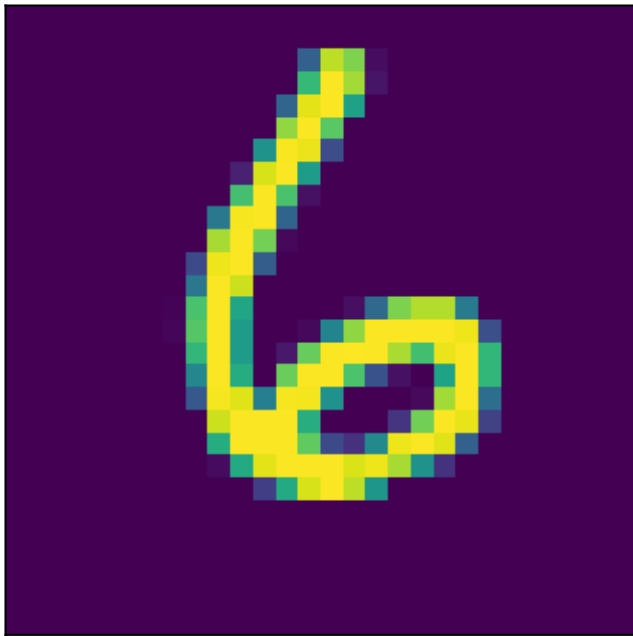
Image



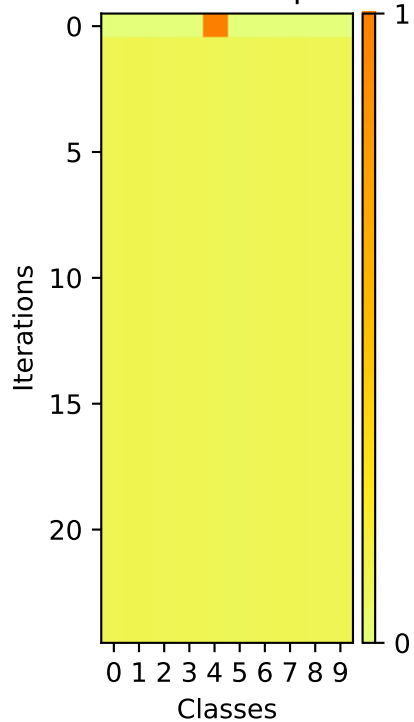
Softmax Outputs



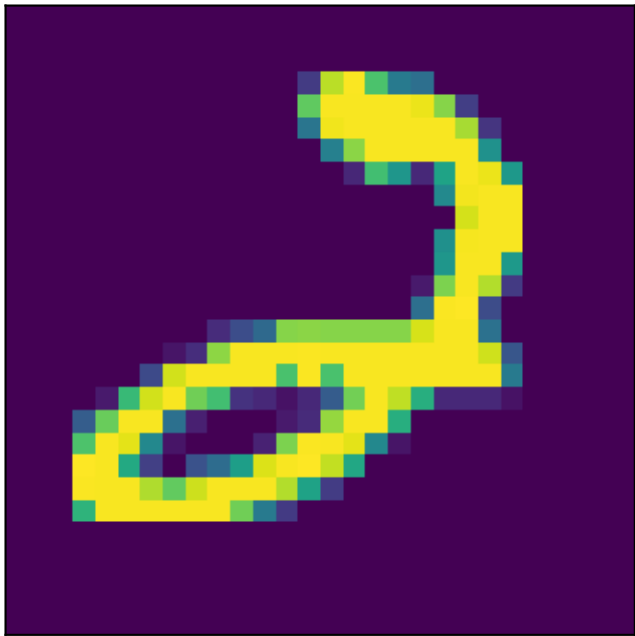
Image



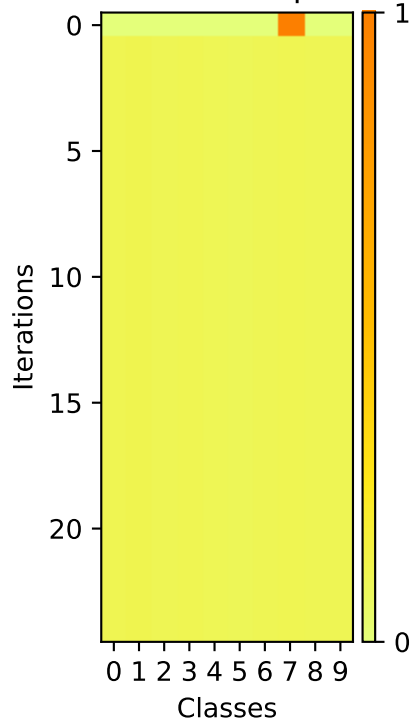
Softmax Outputs



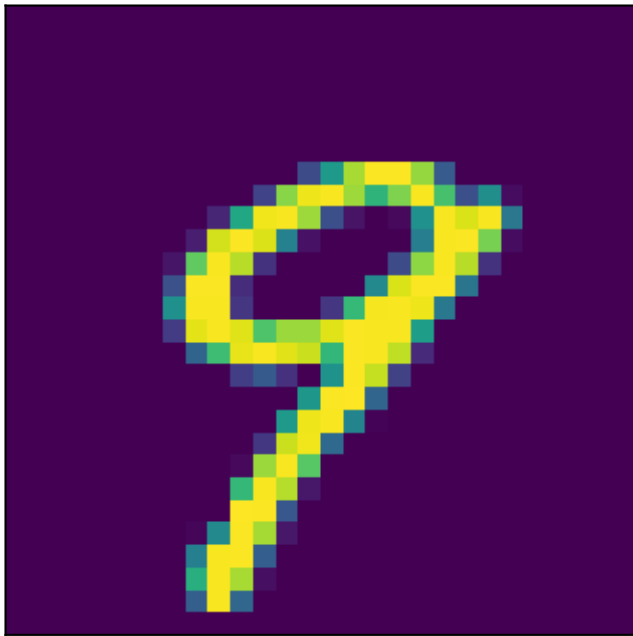
Image



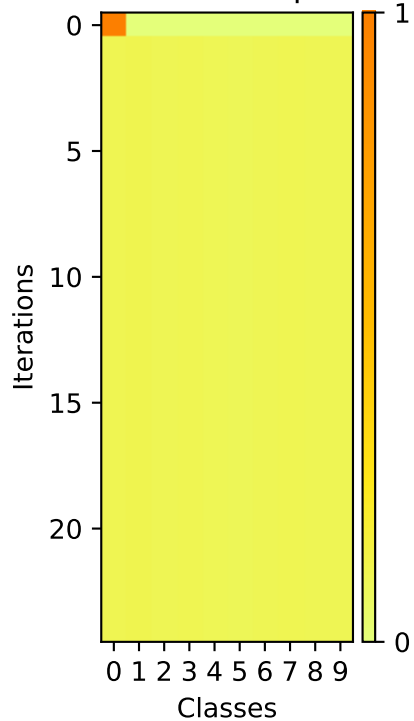
Softmax Outputs



Image



Softmax Outputs

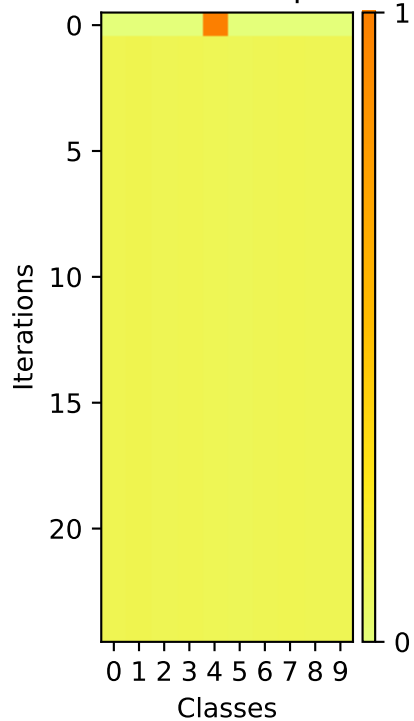


A pixelated yellow number 3 on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or blocky appearance. The background is a solid dark purple.

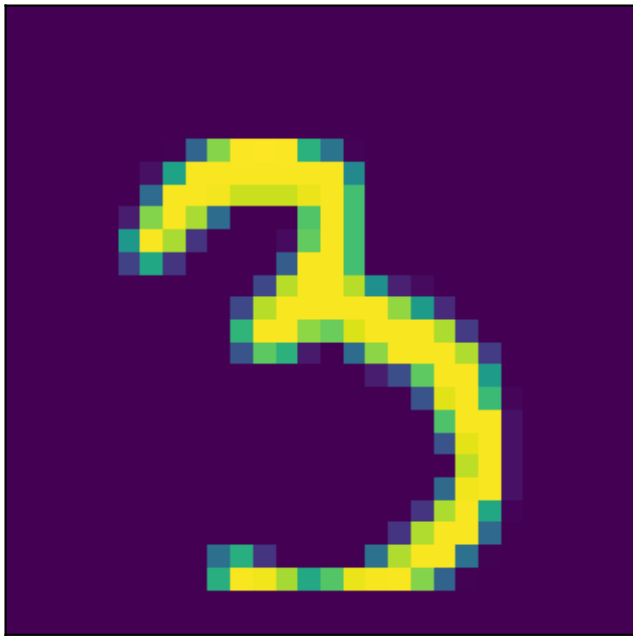
Image



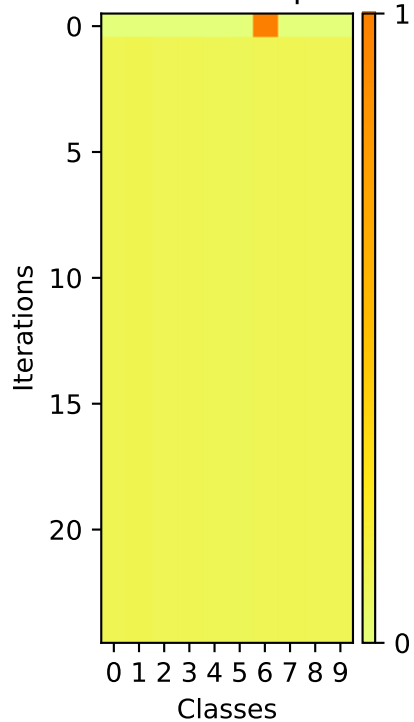
Softmax Outputs



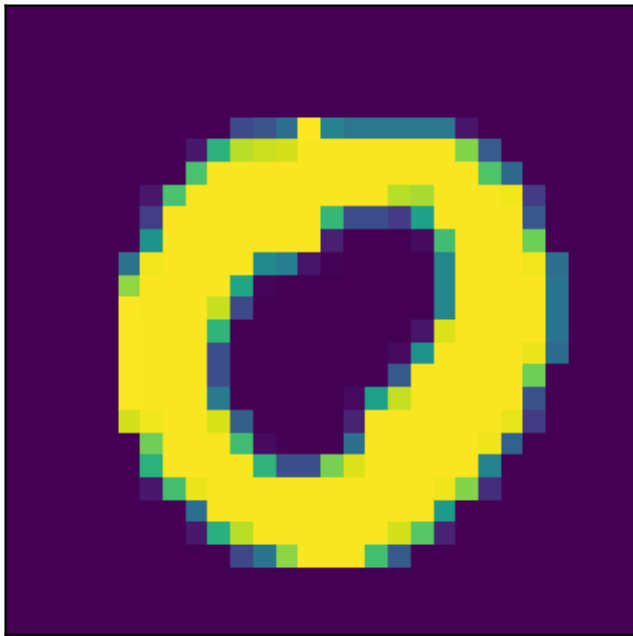
Image



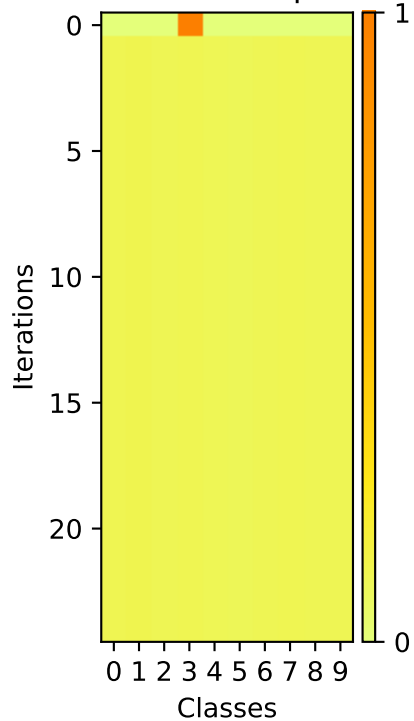
Softmax Outputs



Image



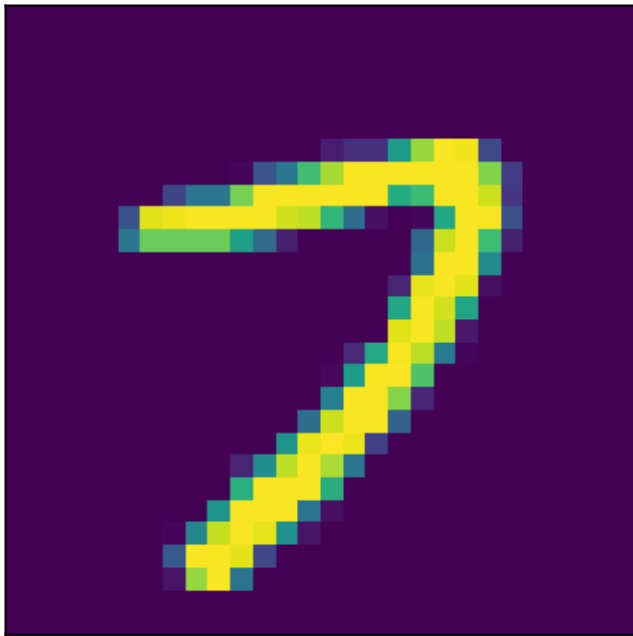
Softmax Outputs



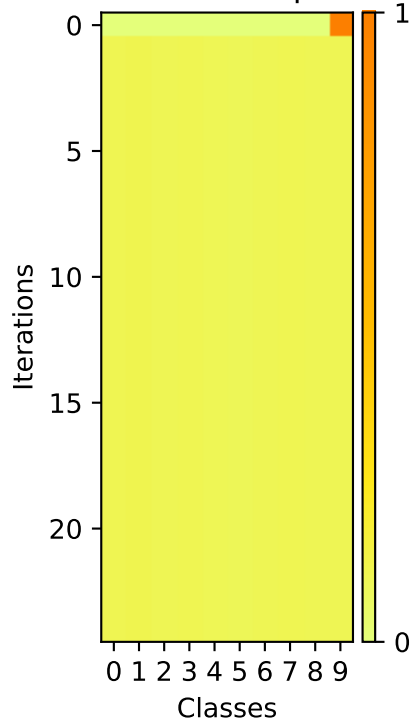
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow, light green, and dark blue pixels, giving it a retro, digital appearance. The background is a solid dark purple.

A pixelated yellow number 3 on a dark purple background. The number is composed of small squares, giving it a blocky, digital appearance. It is centered in the upper half of the image.

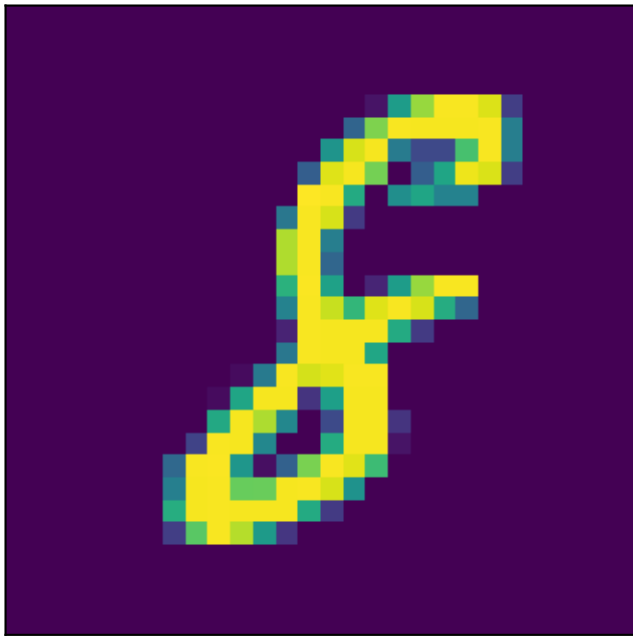
Image



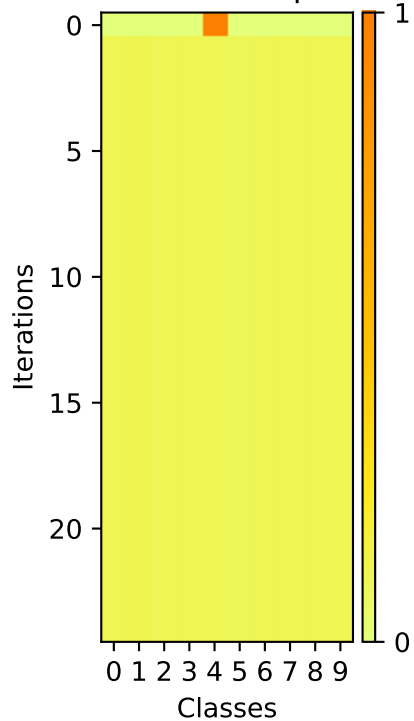
Softmax Outputs



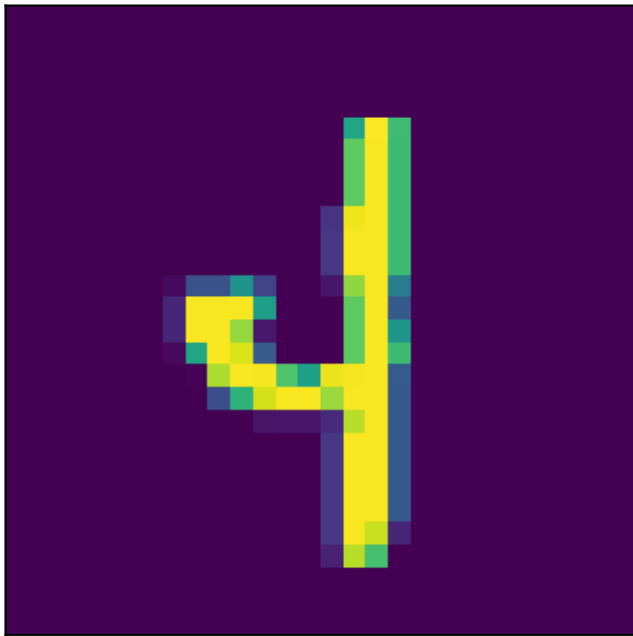
Image



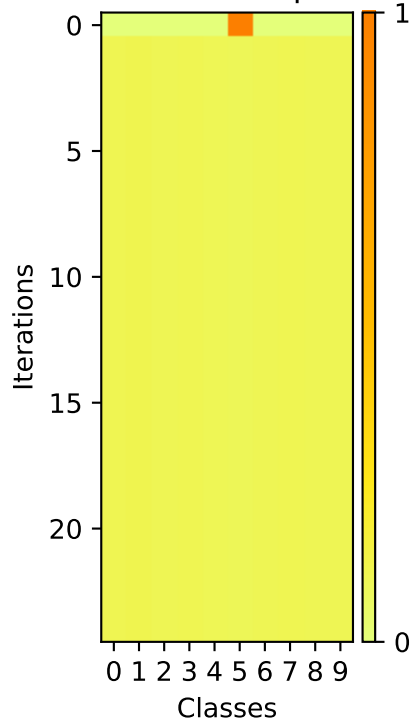
Softmax Outputs



Image



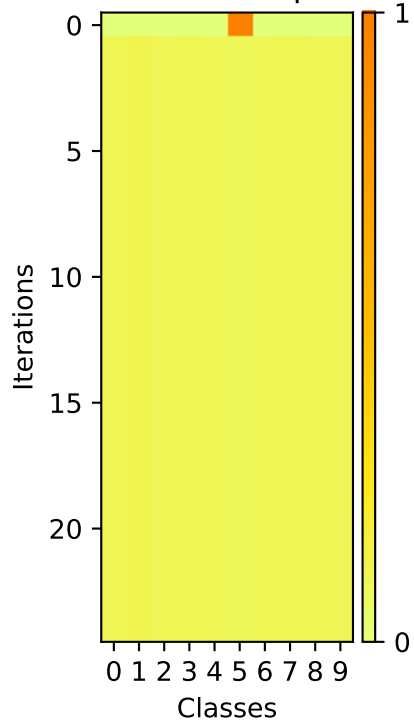
Softmax Outputs



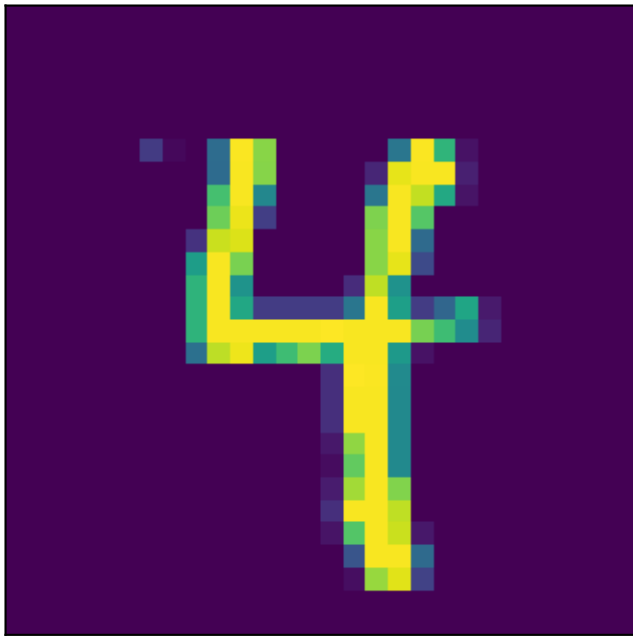
Image



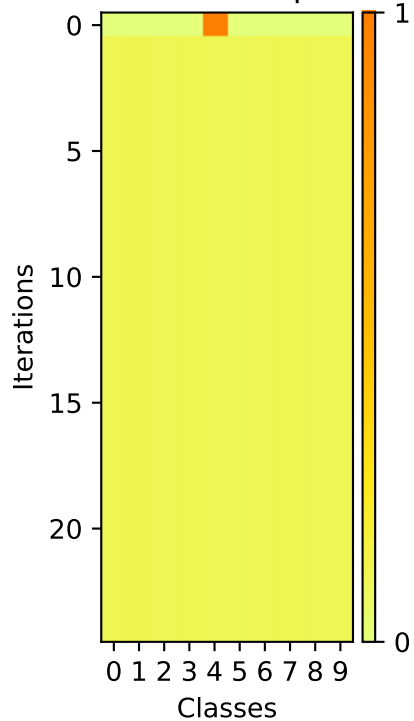
Softmax Outputs



Image



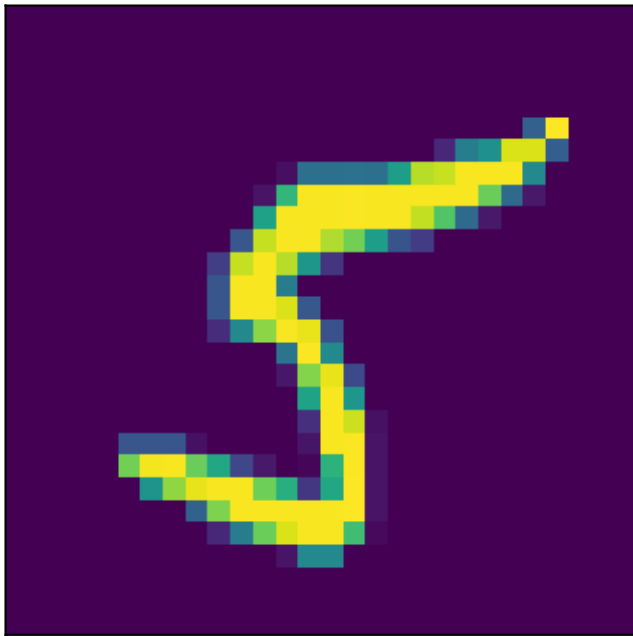
Softmax Outputs



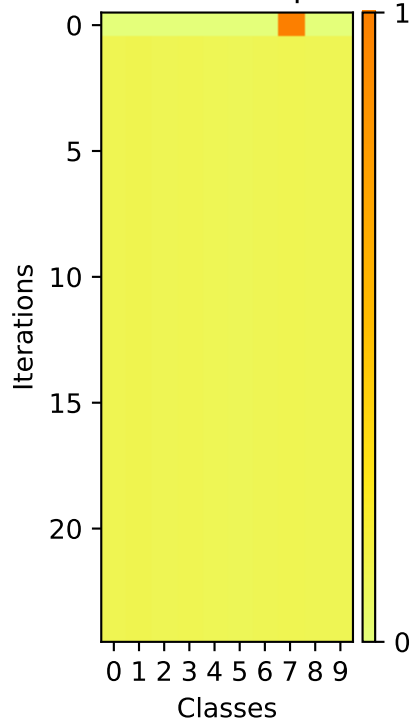
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid dark purple.


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

Image



Softmax Outputs



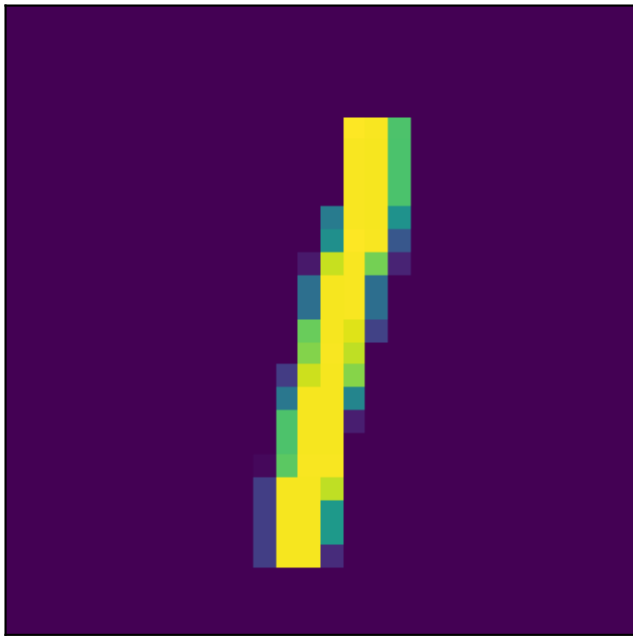


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (dark orange). The distribution is highly concentrated on Class 2, which reaches a probability of 1.0 by iteration 0. Other classes remain near 0.0 throughout the iterations.

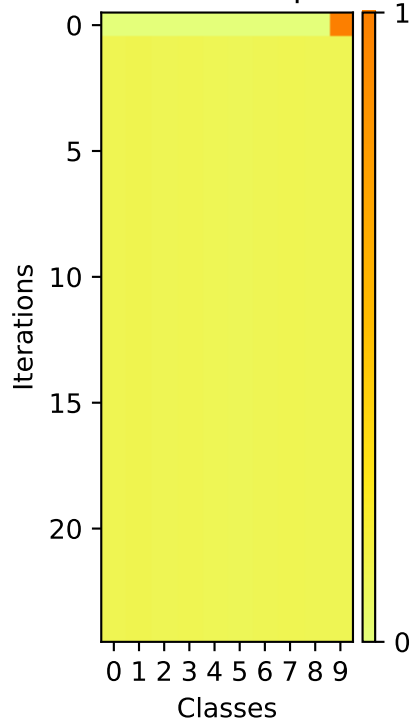
A pixelated yellow number 5 on a dark purple background. The number is composed of yellow pixels with some green and blue pixels at the edges, giving it a digital or retro appearance. It is centered in the upper half of the image.

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, ranging from 0 (yellow) to 1 (dark orange). The distribution remains mostly uniform (yellow) until iteration 15, after which Class 2 shows a sharp increase in probability, reaching 1.0 by iteration 20.

Image



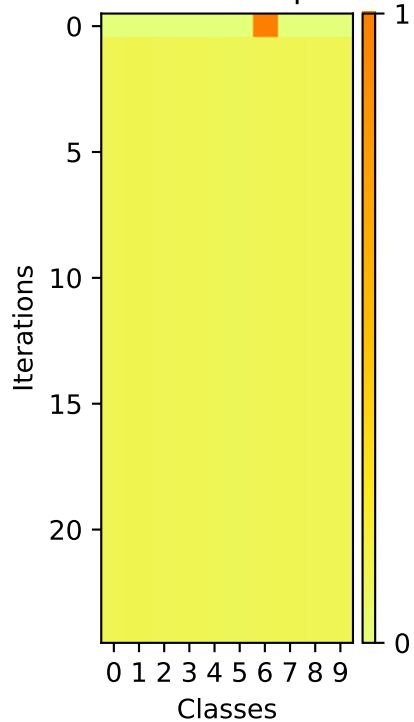
Softmax Outputs



Image



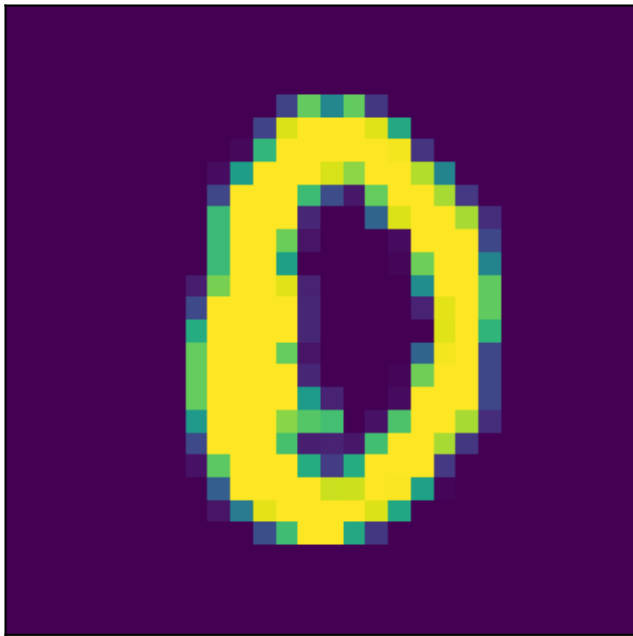
Softmax Outputs



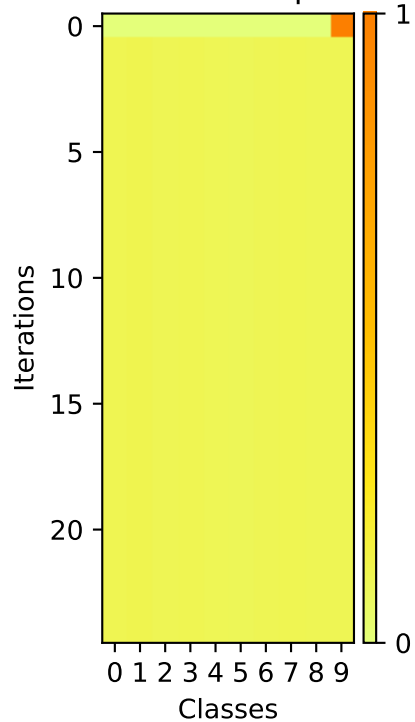
A pixelated, low-resolution image of the number 3, rendered in yellow and green against a dark purple background. The image is framed by a thick black border.

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.

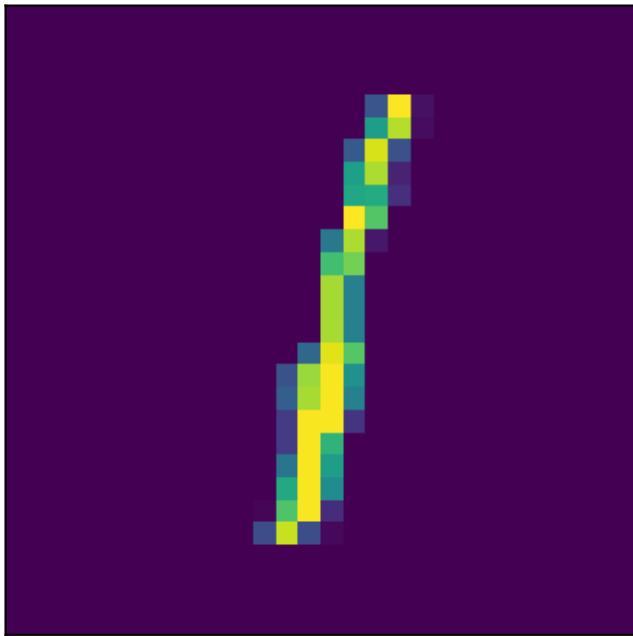
Image



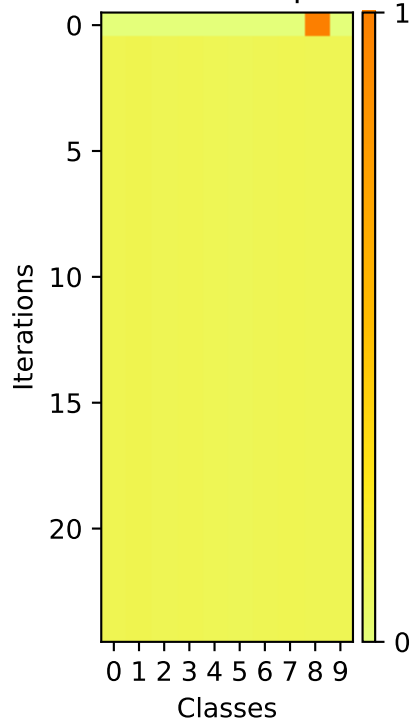
Softmax Outputs



Image

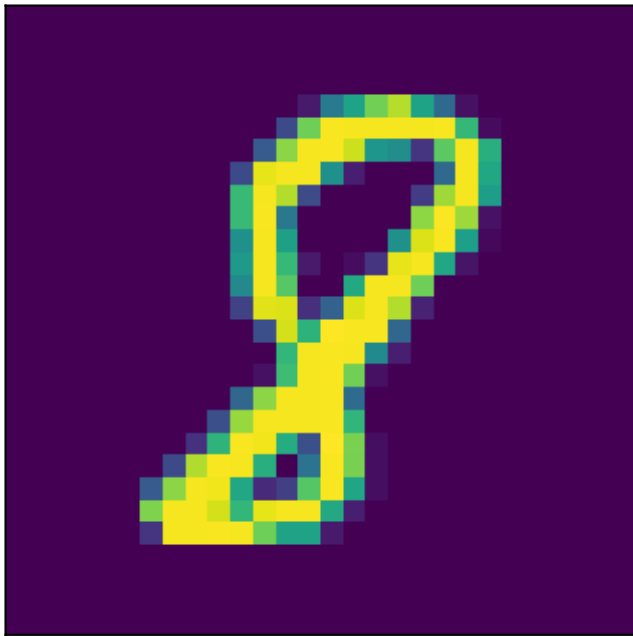


Softmax Outputs

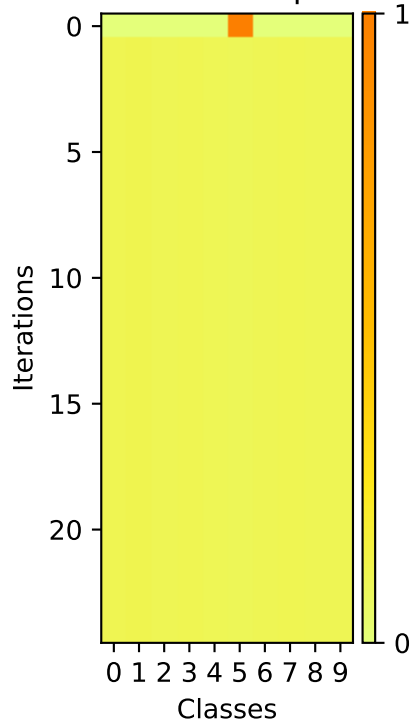


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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

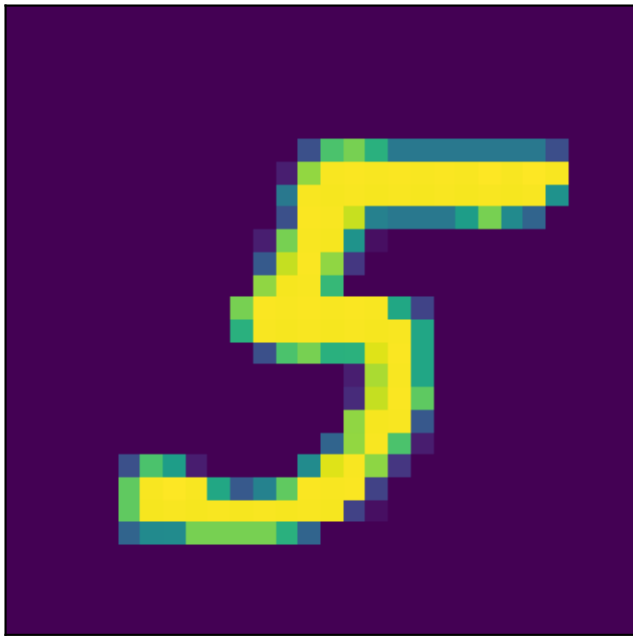
Image



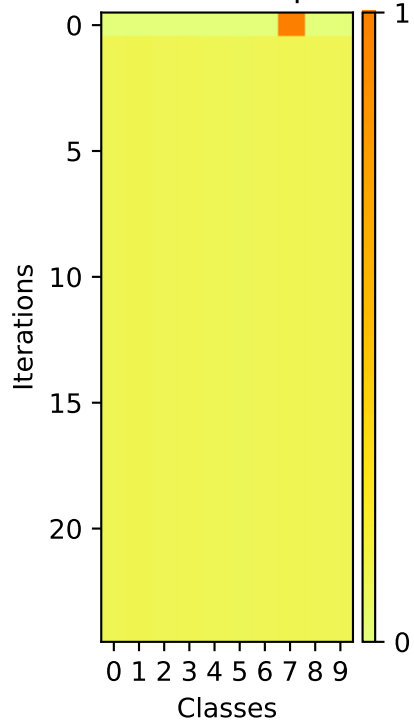
Softmax Outputs



Image

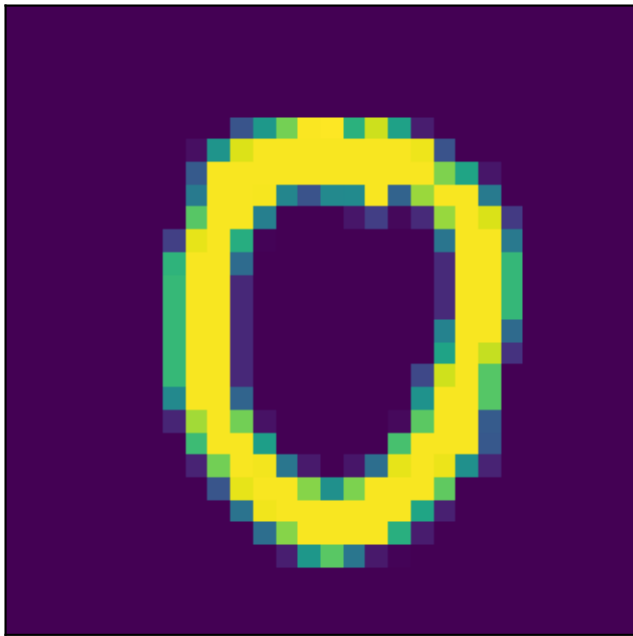


Softmax Outputs

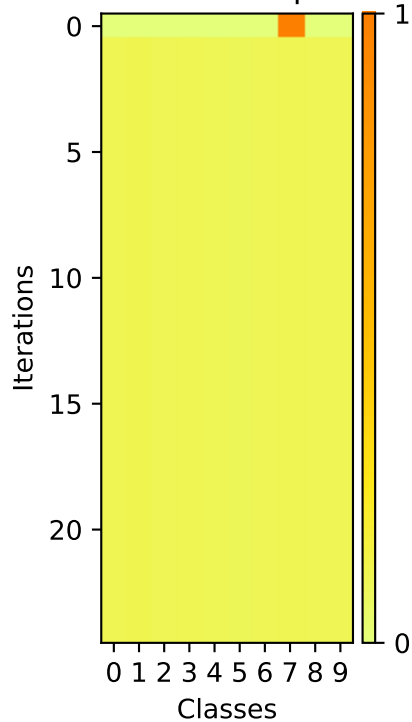


A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a retro, digital aesthetic, similar to early computer graphics or video game sprites.

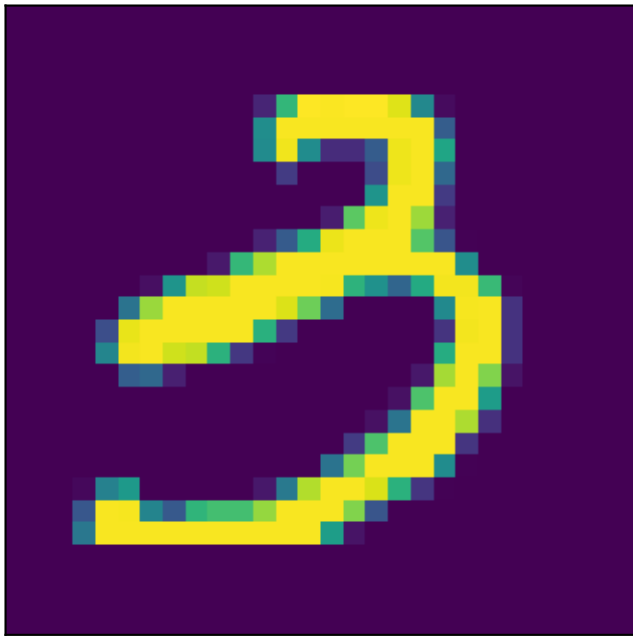
Image



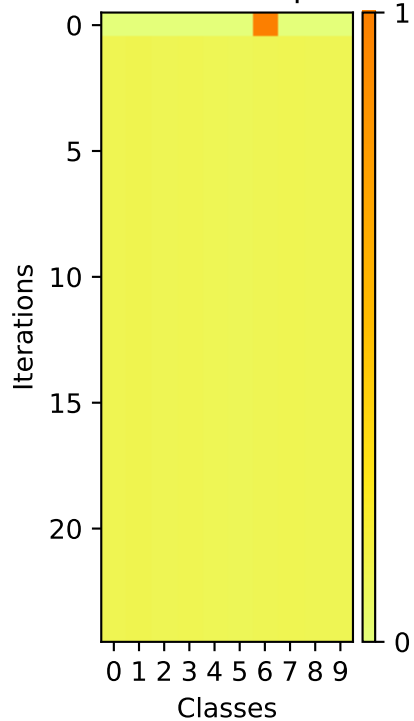
Softmax Outputs



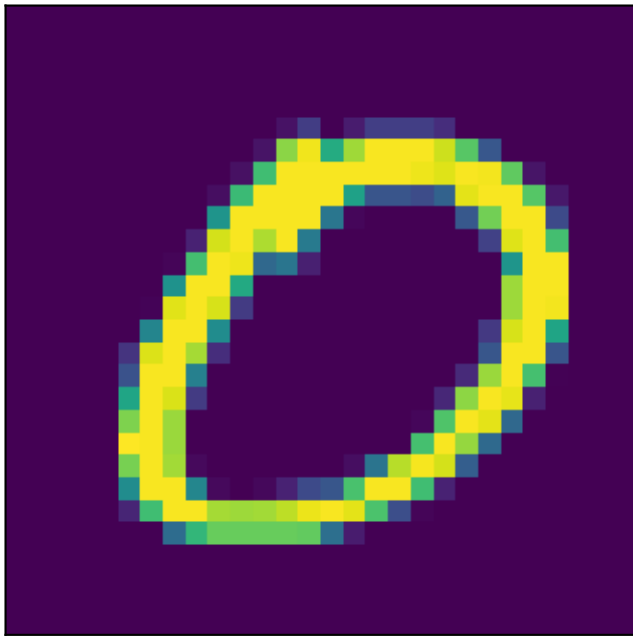
Image



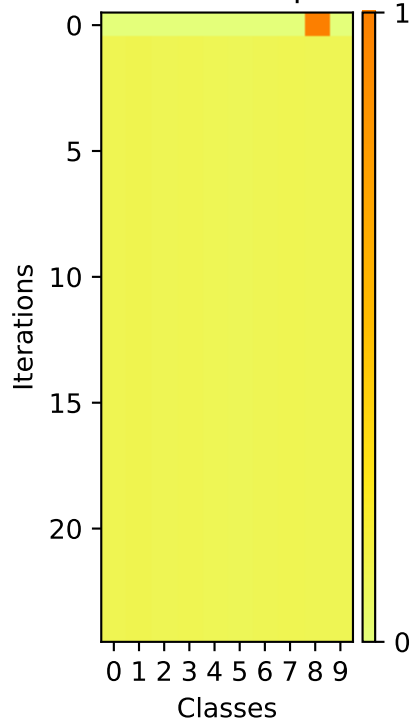
Softmax Outputs



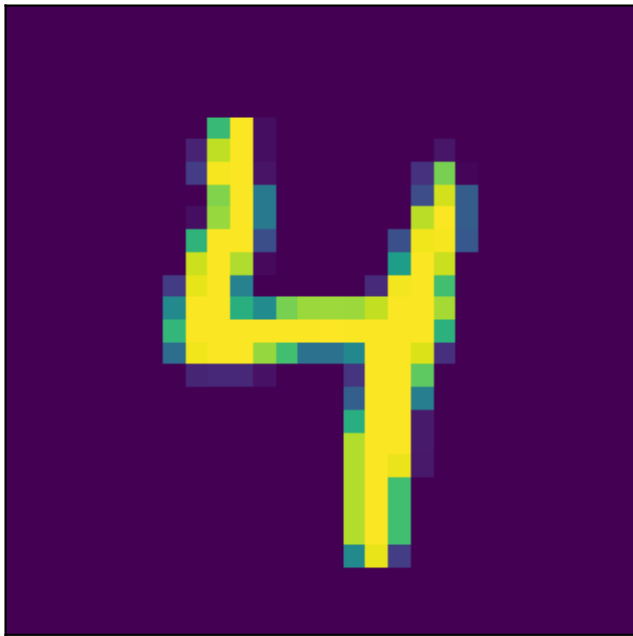
Image



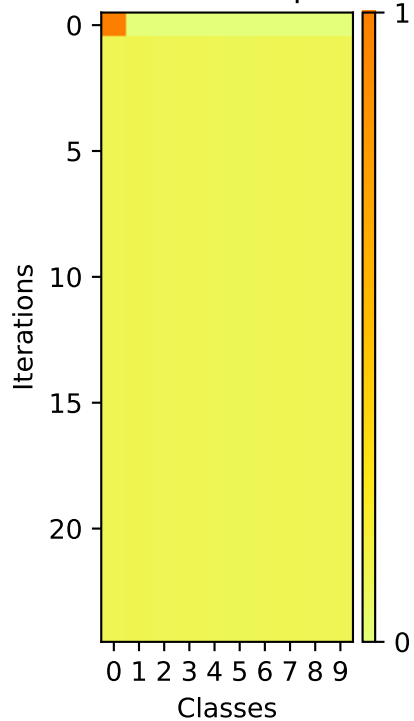
Softmax Outputs



Image



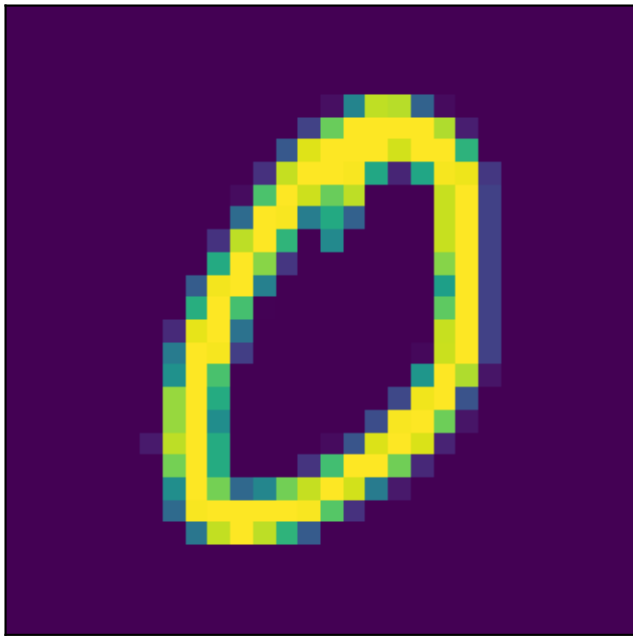
Softmax Outputs



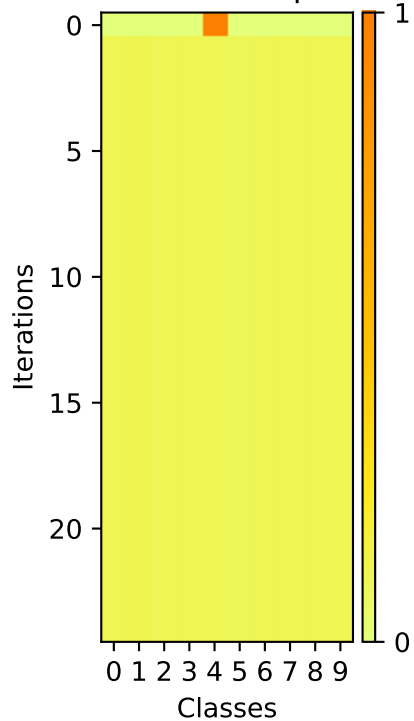
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 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



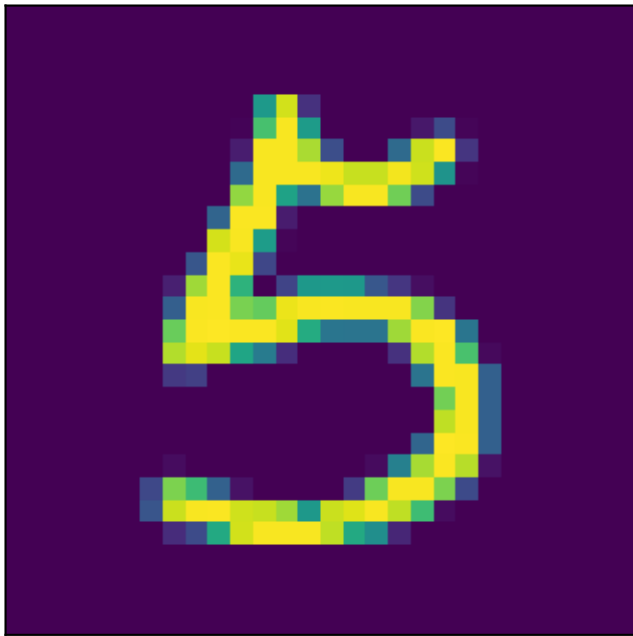
Softmax Outputs



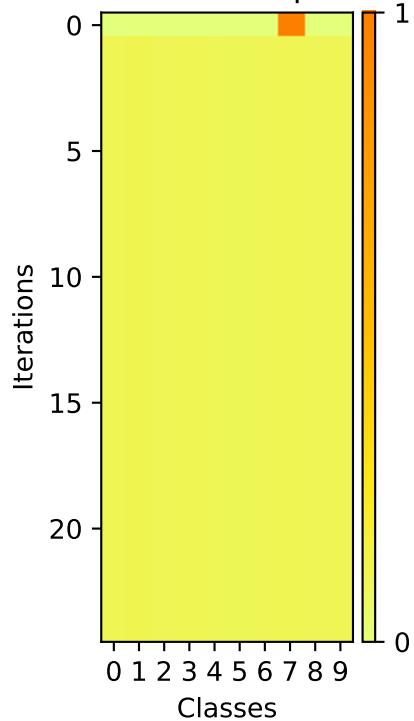
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue, giving it a digital or retro aesthetic.

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



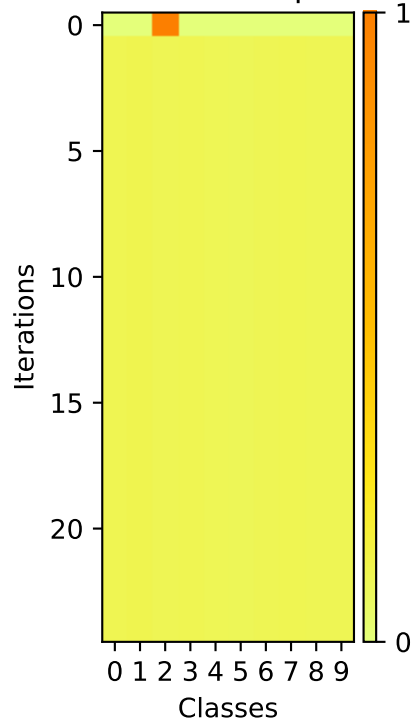
Softmax Outputs



Image



Softmax Outputs



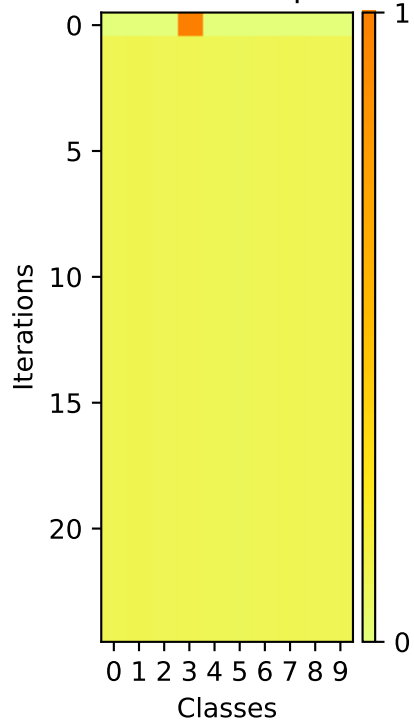
A pixelated drawing of a yellow number 9 on a dark purple background. The number is composed of yellow and light green pixels, with some darker green and blue pixels at the edges, giving it a hand-drawn or digital art appearance. The background is a solid dark purple.

The heatmap displays the probability of each class being the predicted class across 20 iterations. The x-axis represents classes 0 through 9, and the y-axis represents iterations 0 through 20. A color bar on the right indicates the probability scale from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 19, reaching a value of 1.

Image



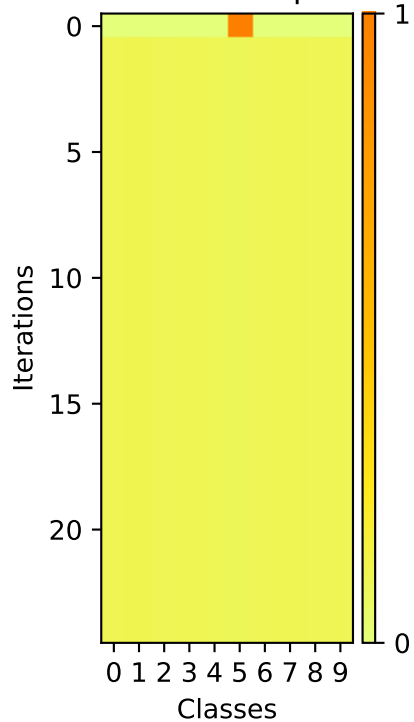
Softmax Outputs



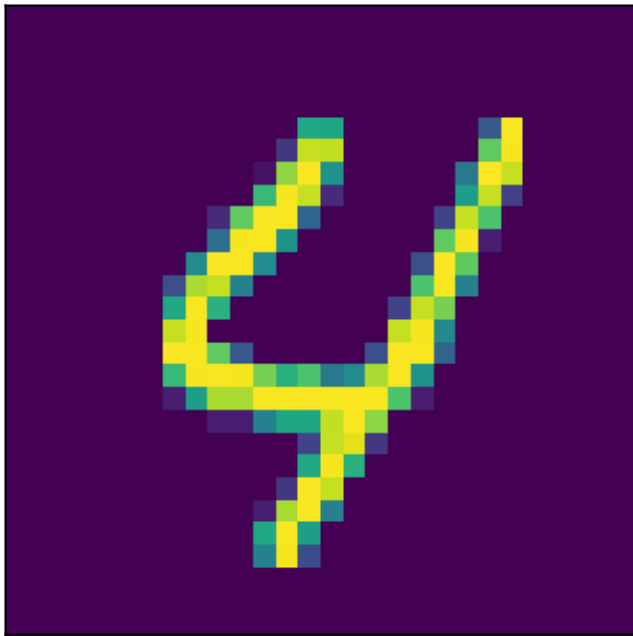
Image



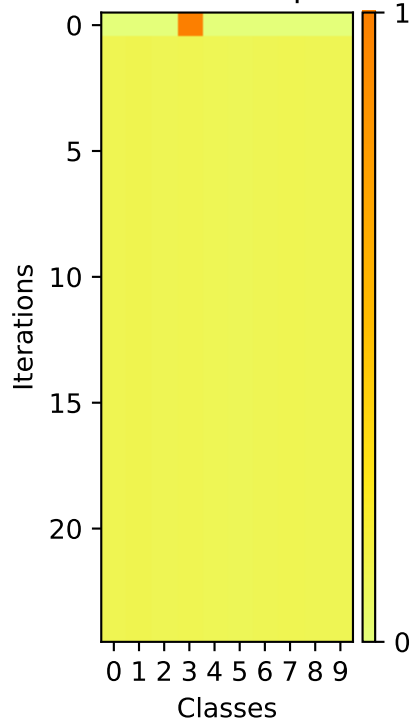
Softmax Outputs



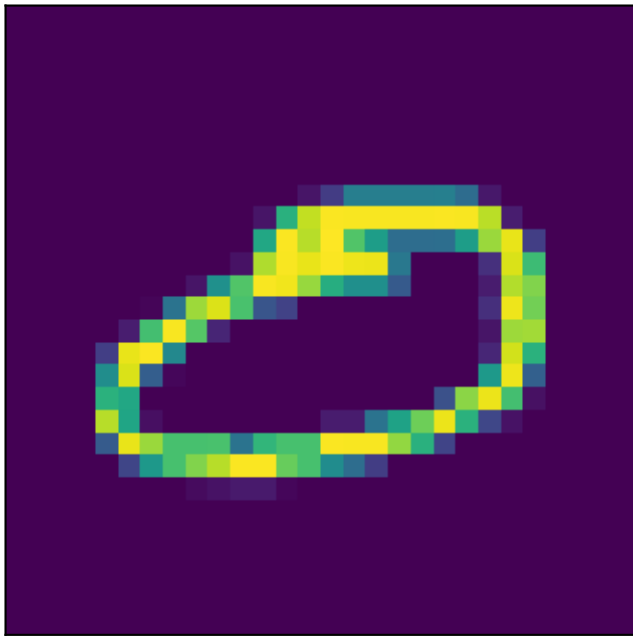
Image



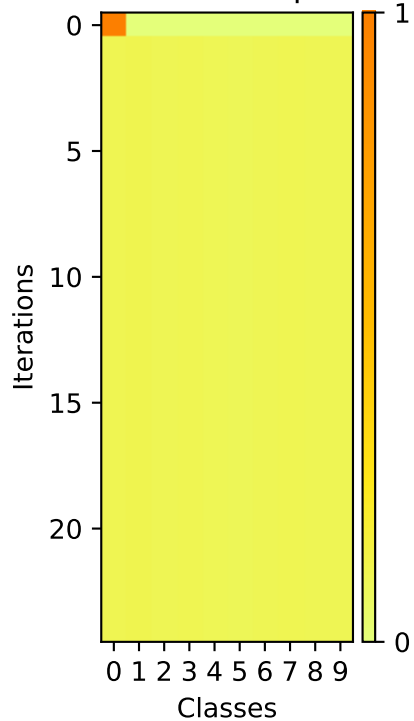
Softmax Outputs



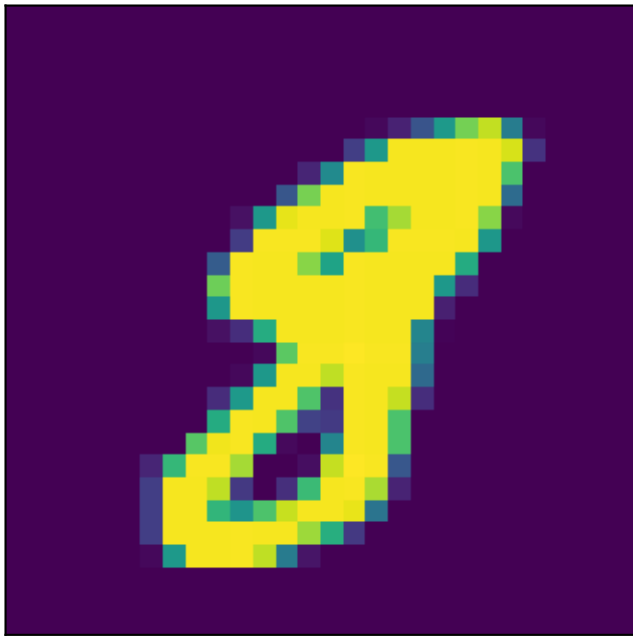
Image



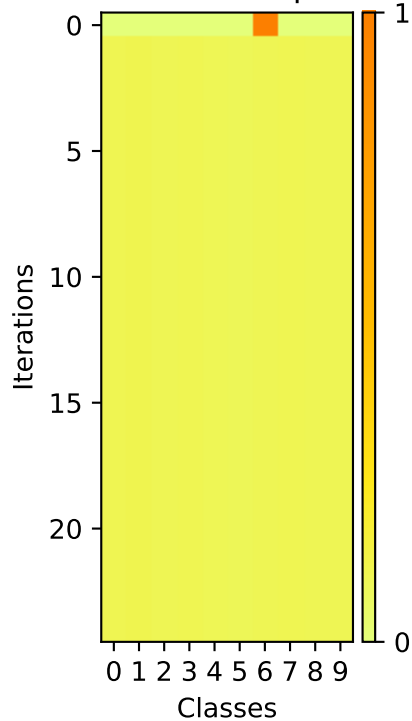
Softmax Outputs



Image



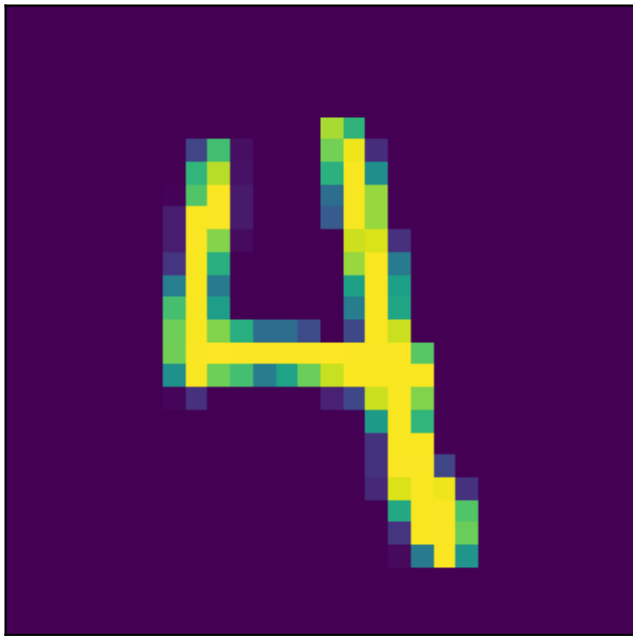
Softmax Outputs



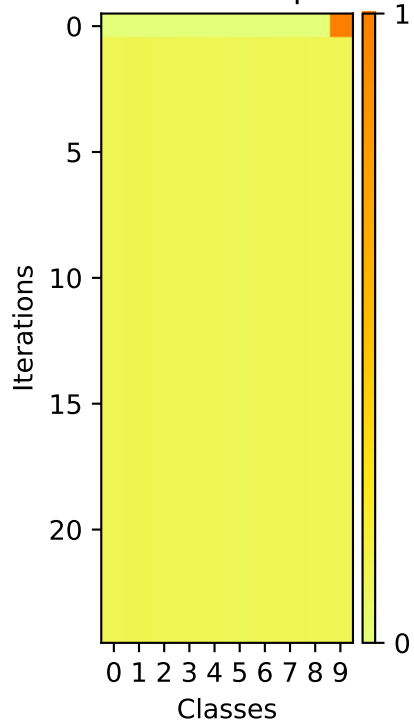
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and teal, arranged in a jagged, vertical form with some horizontal extensions. The overall appearance is reminiscent of a digital drawing or a low-quality scan of a graphic.

Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 6 shows a sharp increase in probability starting around iteration 18, reaching 1.0 by iteration 22.

Image



Softmax Outputs

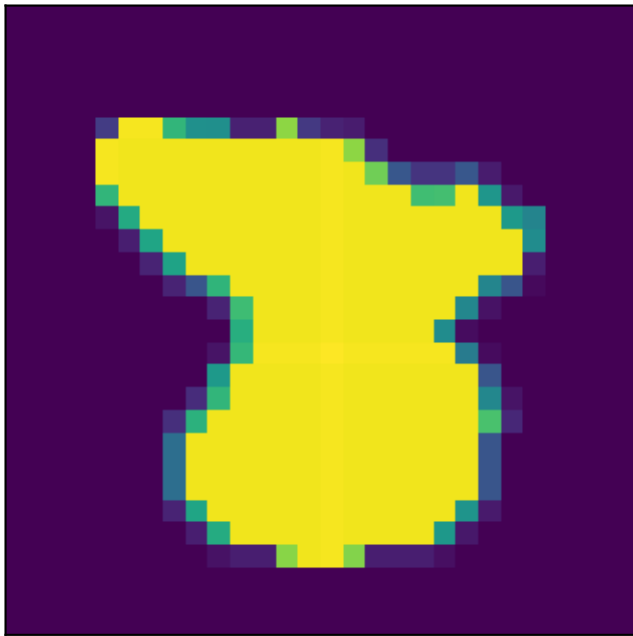


A pixelated, low-resolution image of a yellow and green abstract shape, resembling a stylized letter 'L' or a hook, set against a dark purple background. The shape is composed of many small squares, with the main body being yellow and the edges and some internal details being green. The overall appearance is that of a digital drawing or a heavily compressed image.

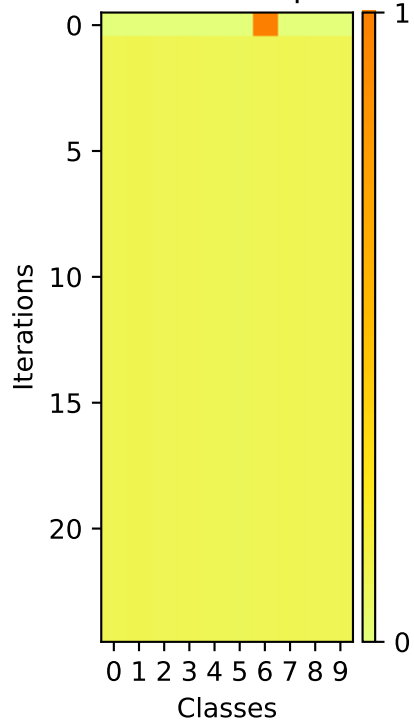
A pixelated yellow ring with a dark purple center, set against a dark purple background. The ring is composed of yellow and light green pixels, giving it a jagged, digital appearance. The center of the ring is a solid dark purple circle.

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



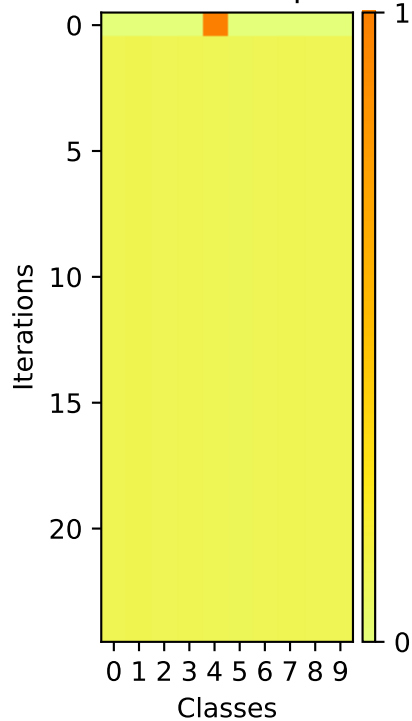
Softmax Outputs



Image



Softmax Outputs



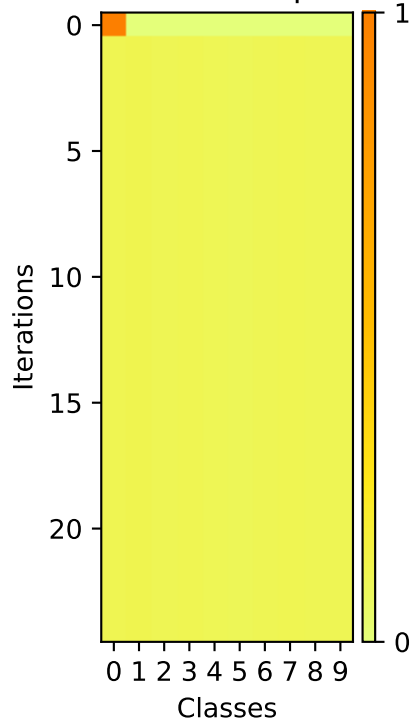
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small, colored squares (yellow, green, and blue) arranged in a pattern that suggests a letter, possibly 'L' or '7'. The background 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 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

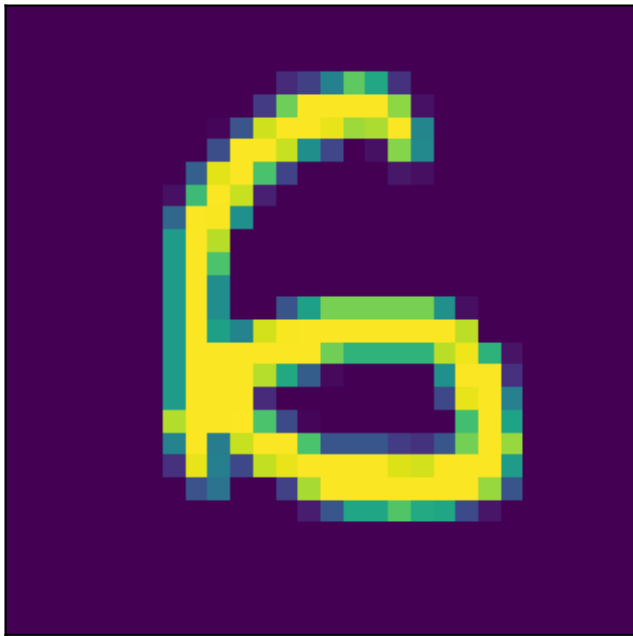
Image



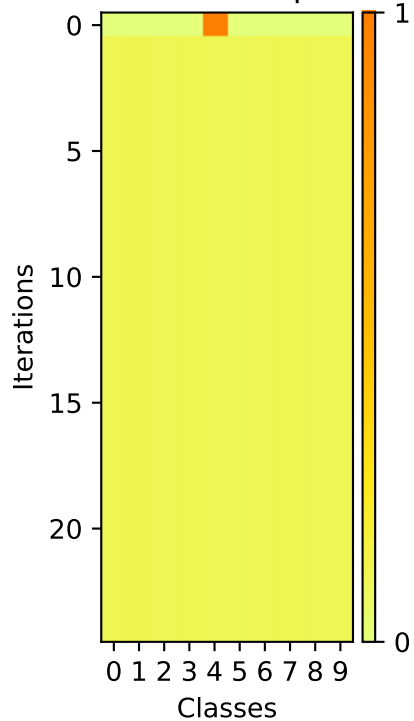
Softmax Outputs



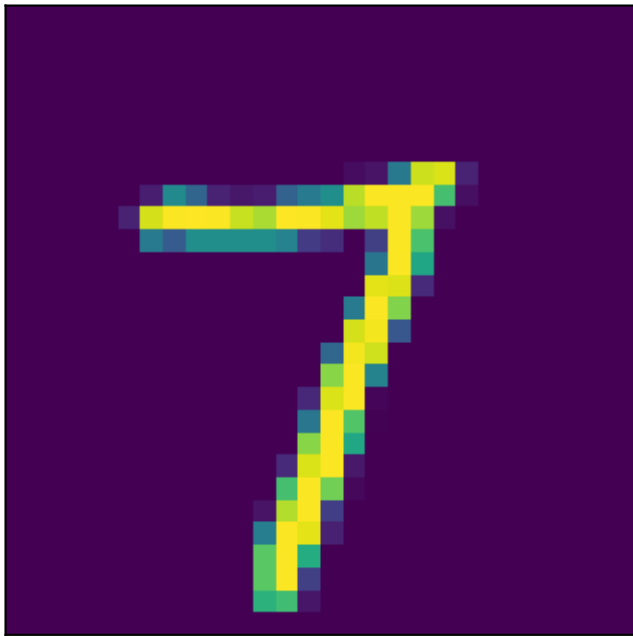
Image



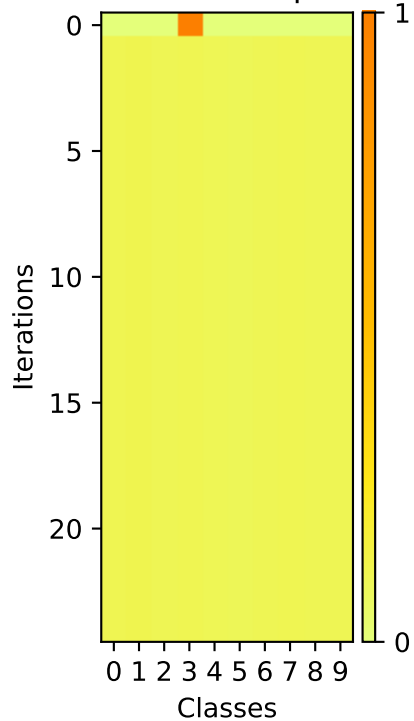
Softmax Outputs



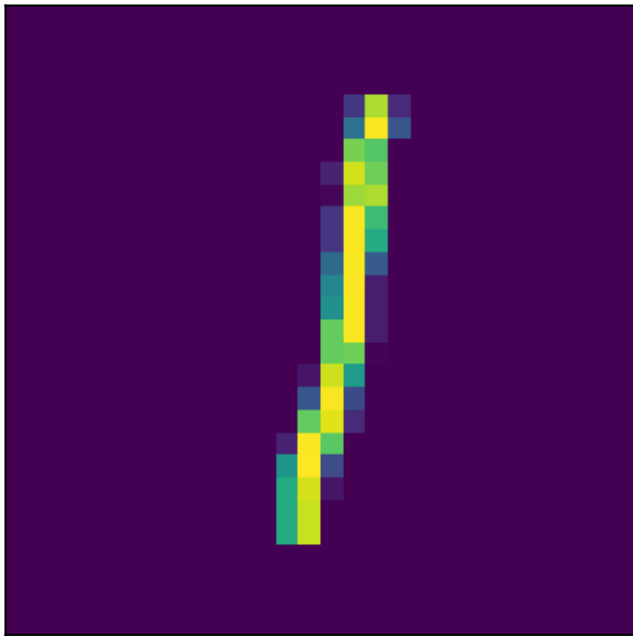
Image



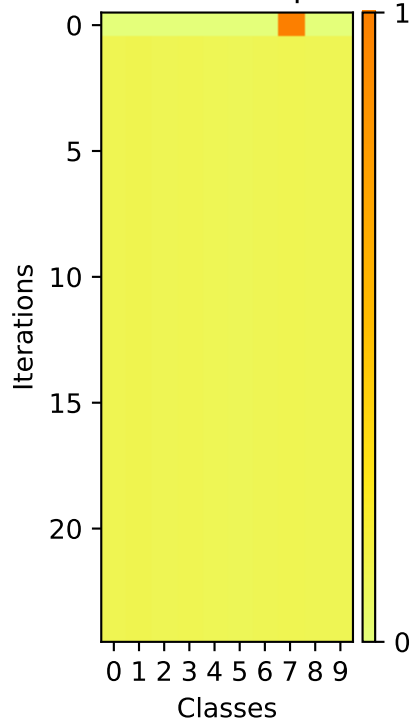
Softmax Outputs



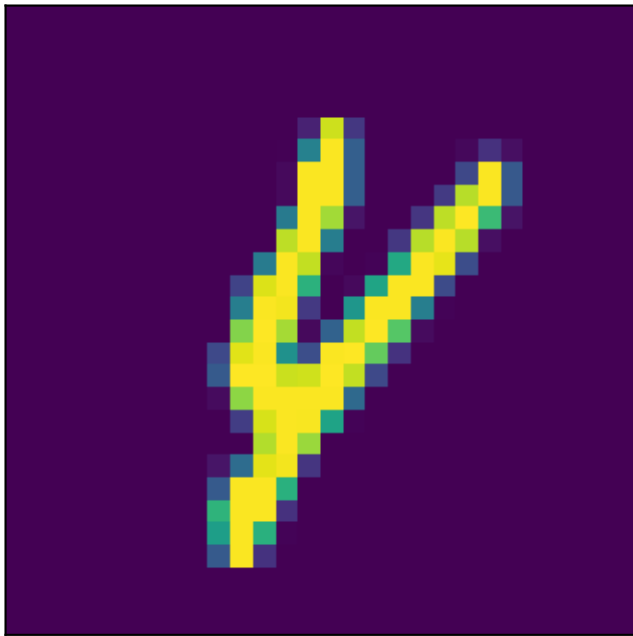
Image



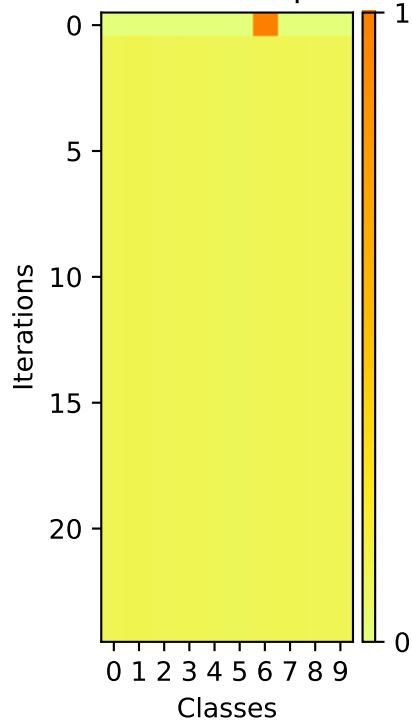
Softmax Outputs



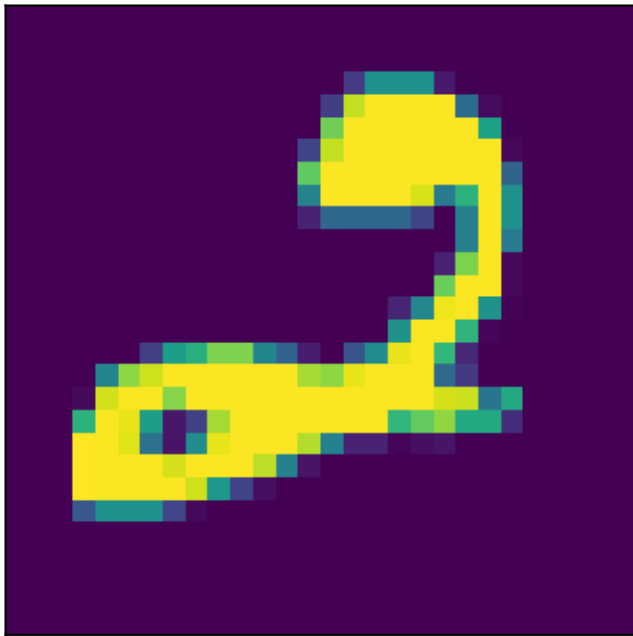
Image



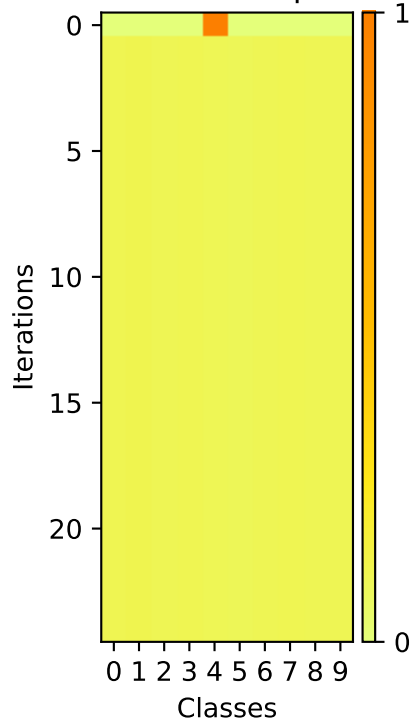
Softmax Outputs



Image



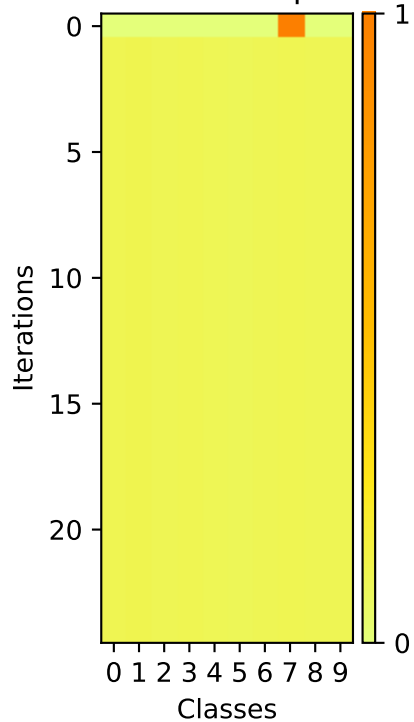
Softmax Outputs



Image



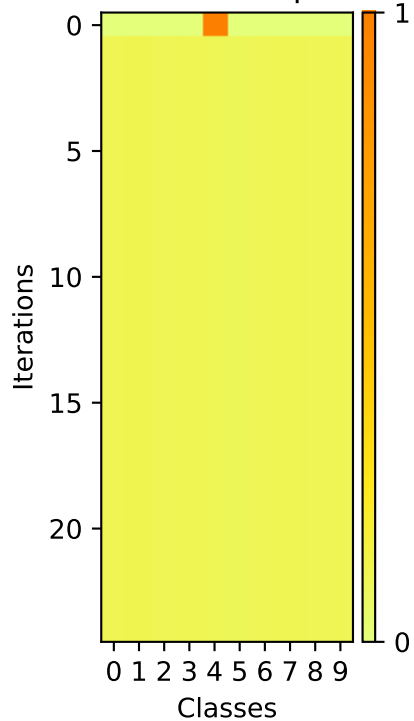
Softmax Outputs



Image



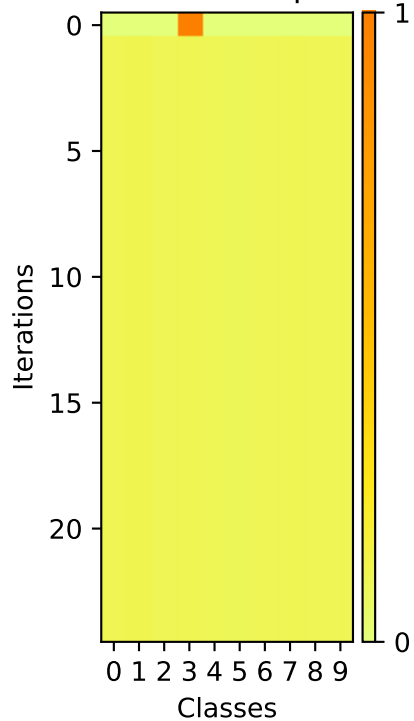
Softmax Outputs



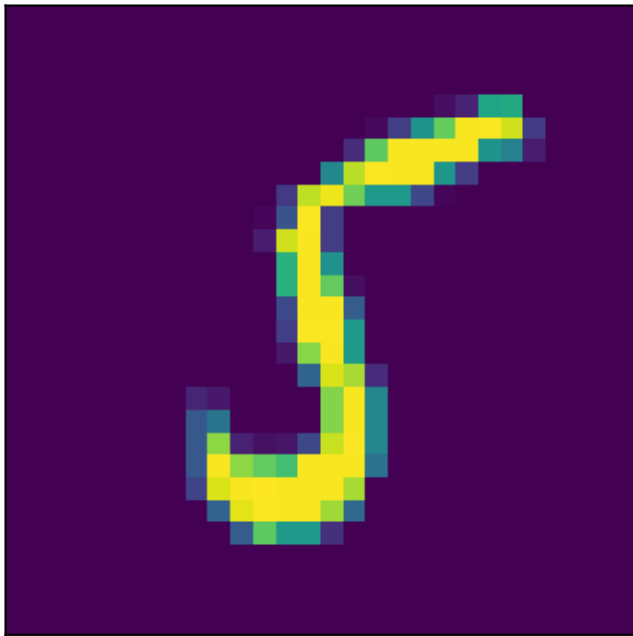
Image



Softmax Outputs



Image



Softmax Outputs

