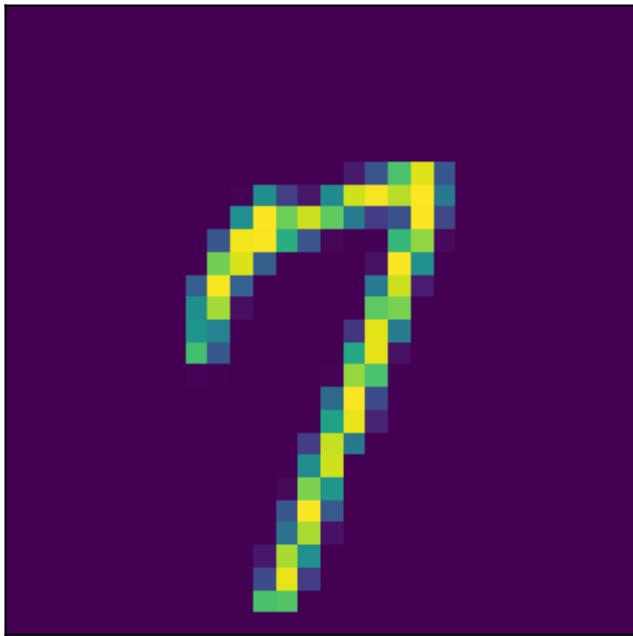
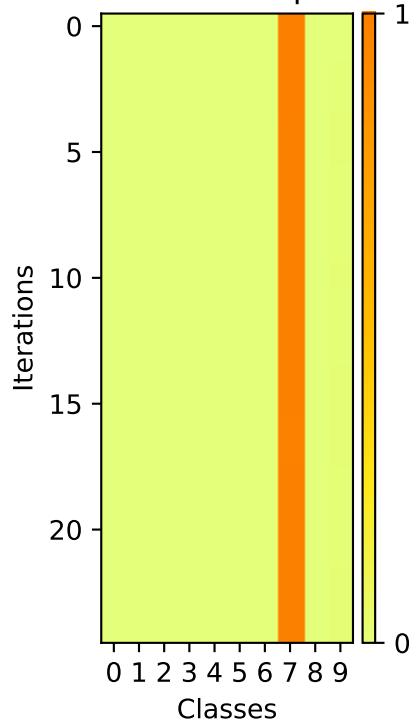


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 1 maintains a high probability (orange) throughout the iterations, while other classes start high and decrease over time.

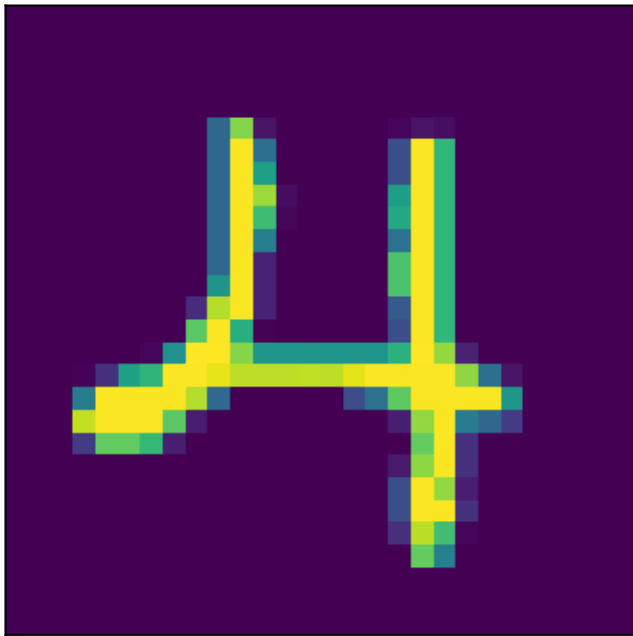
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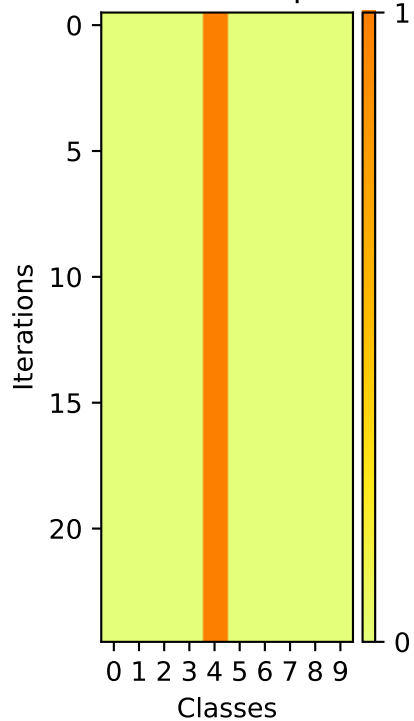
Softmax Outputs



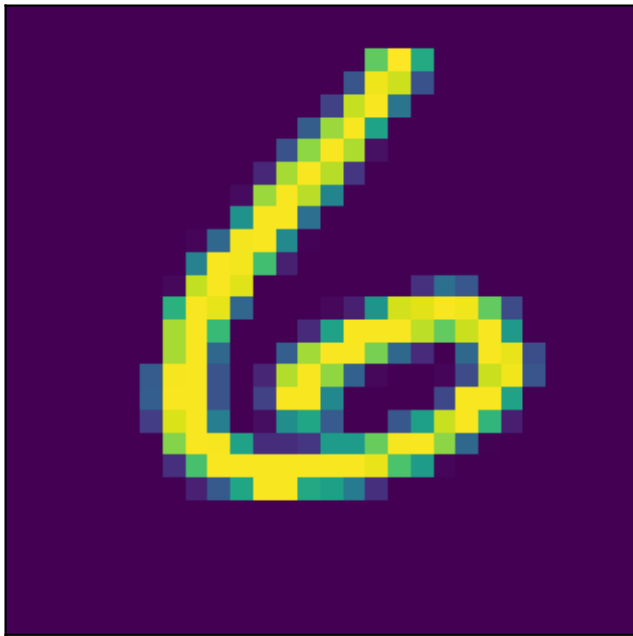
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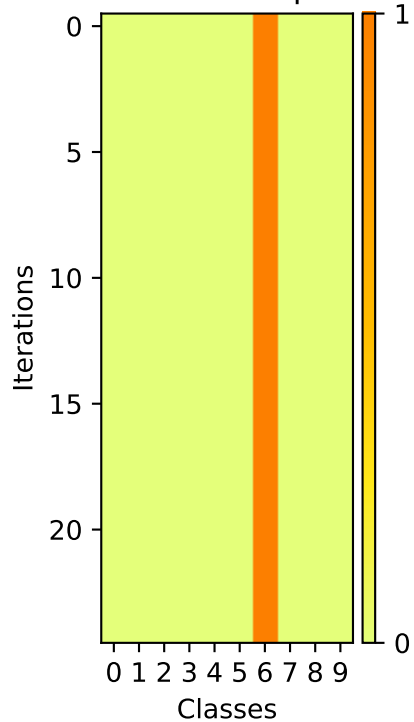
Softmax Outputs



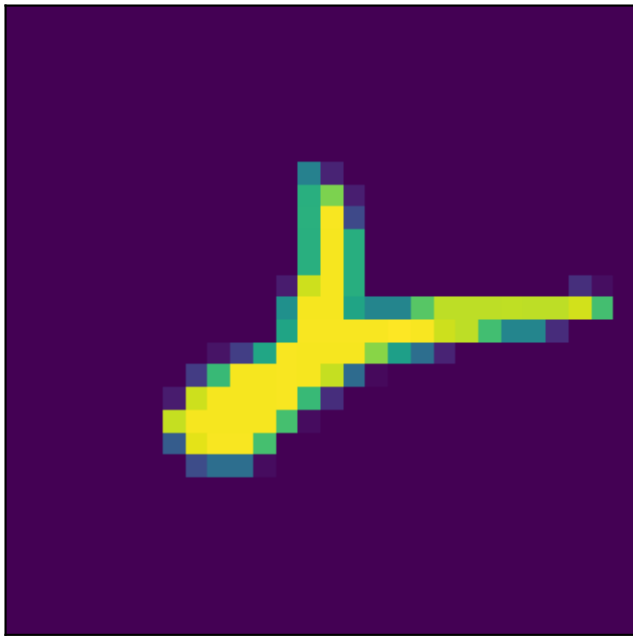
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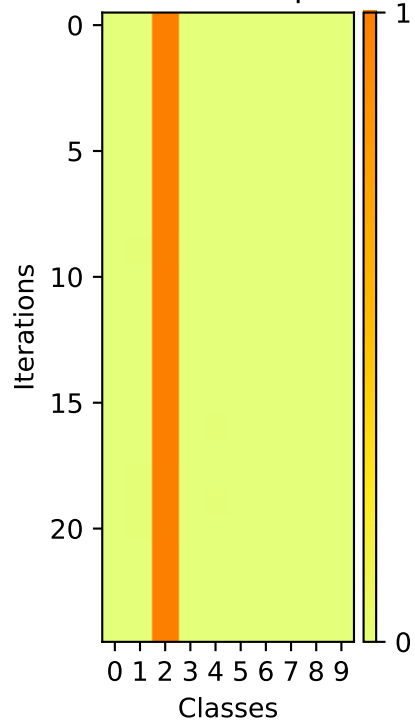
Softmax Outputs



Image



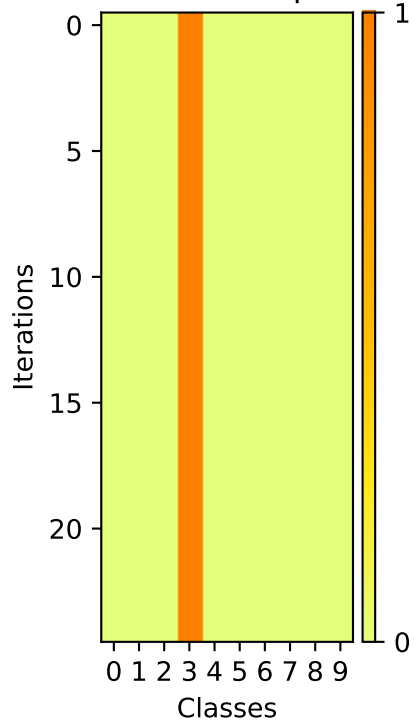
Softmax Outputs



Image



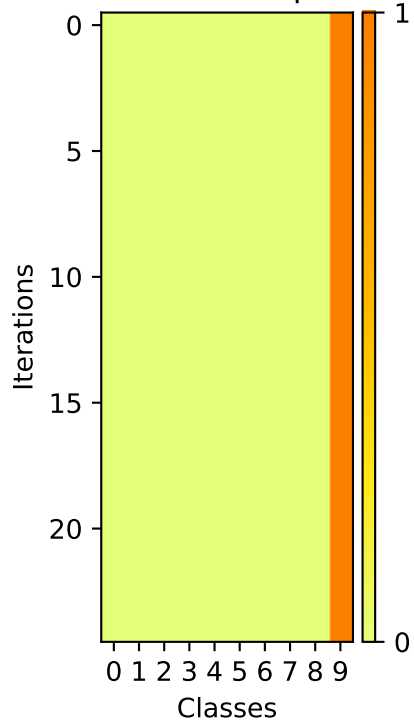
Softmax Outputs



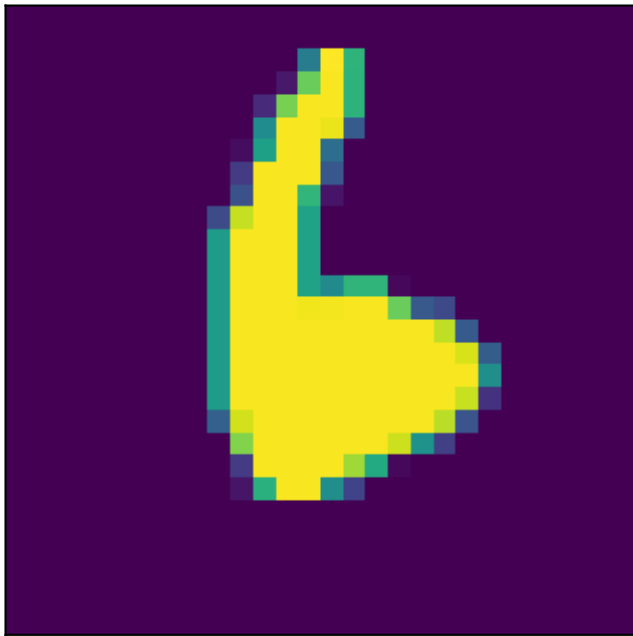
Image



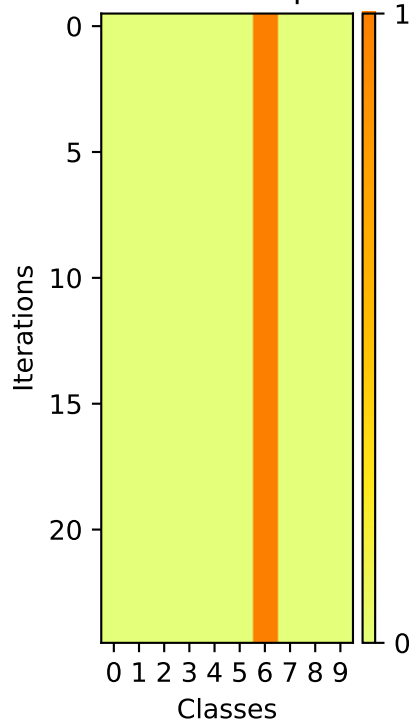
Softmax Outputs



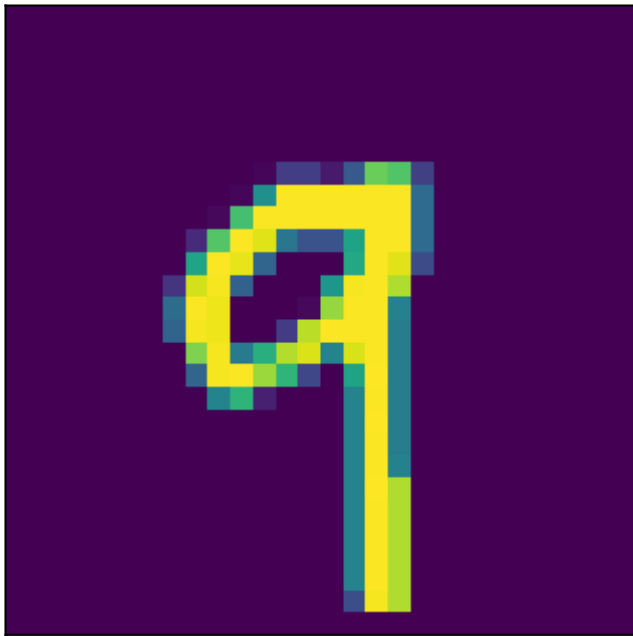
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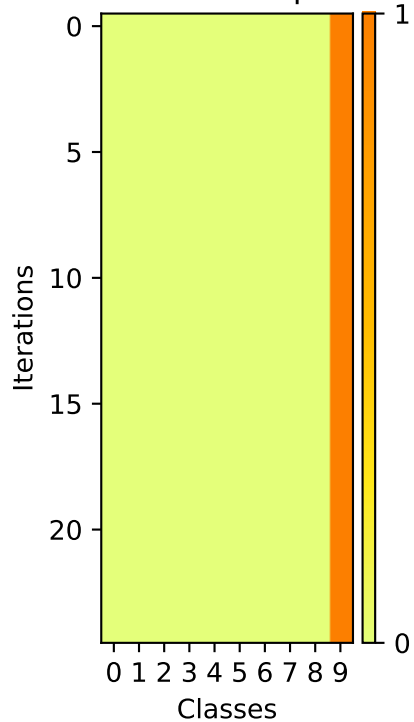
Softmax Outputs



Image



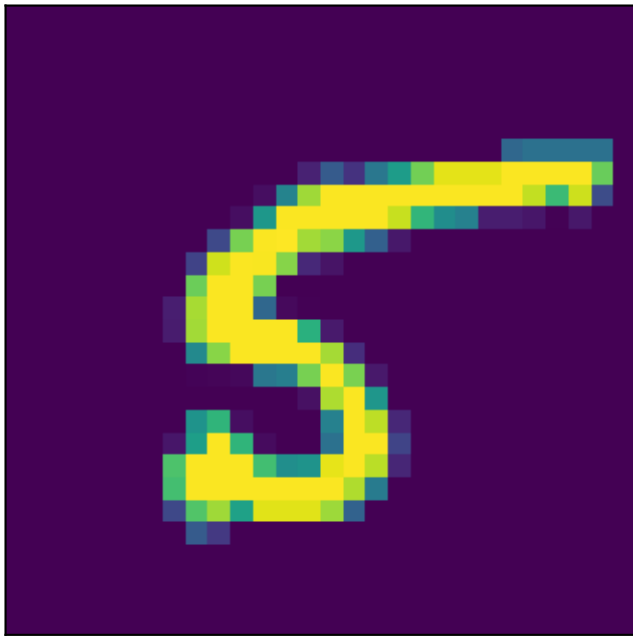
Softmax Outputs



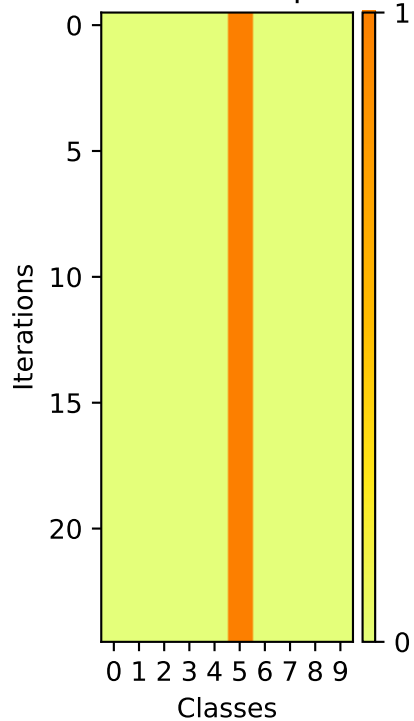
A pixelated, low-resolution image of a yellow and green abstract shape, resembling a stylized letter 'Z' or a jagged line, set against a dark purple background. The shape is composed of small, square pixels in various shades of yellow, green, and blue, creating a jagged, hand-drawn appearance. The overall form suggests a stylized letter 'Z' or a jagged line.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 2, which remains the most probable class throughout all iterations. Class 9 is consistently the least probable class. The probabilities for other classes (0, 1, 3, 4, 5, 6, 7, 8) are very low and remain relatively stable over time.

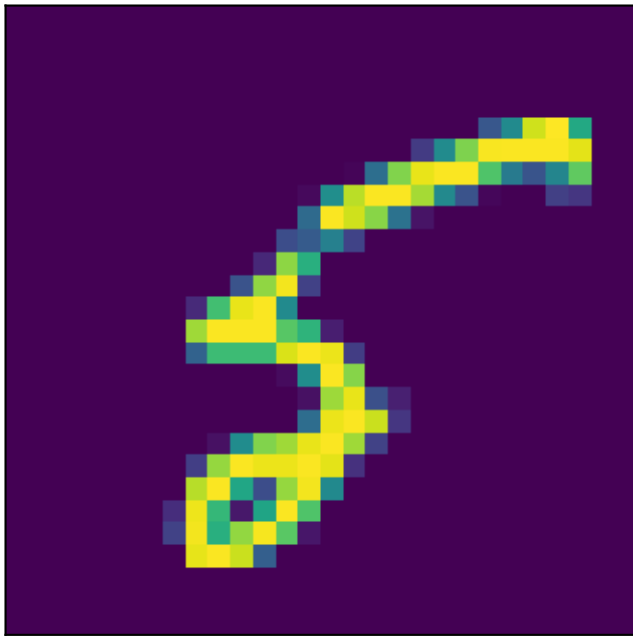
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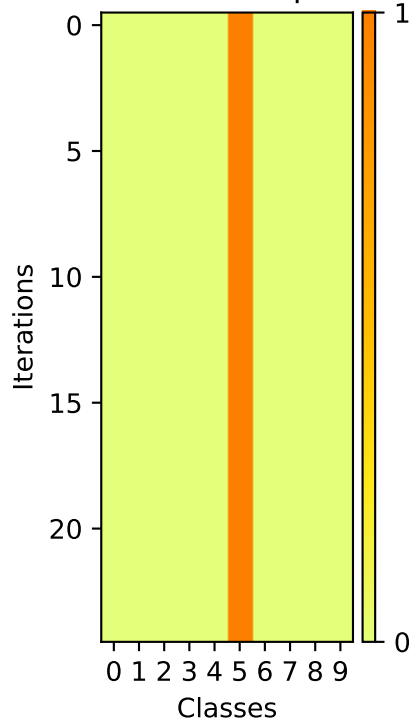
Softmax Outputs



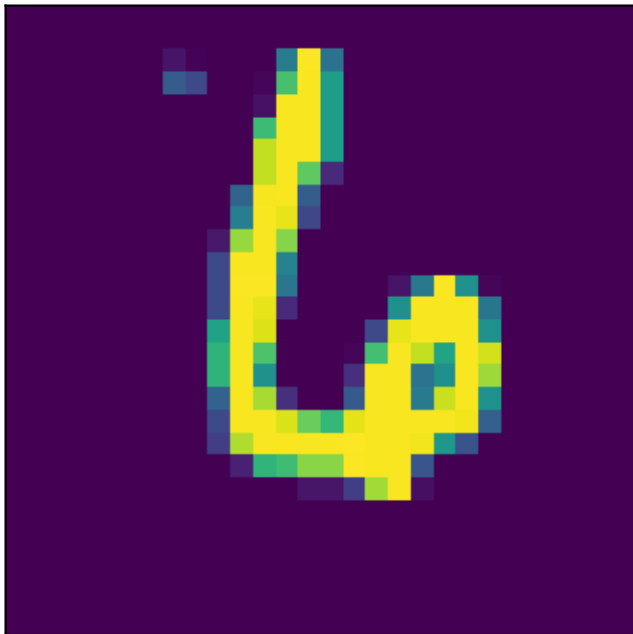
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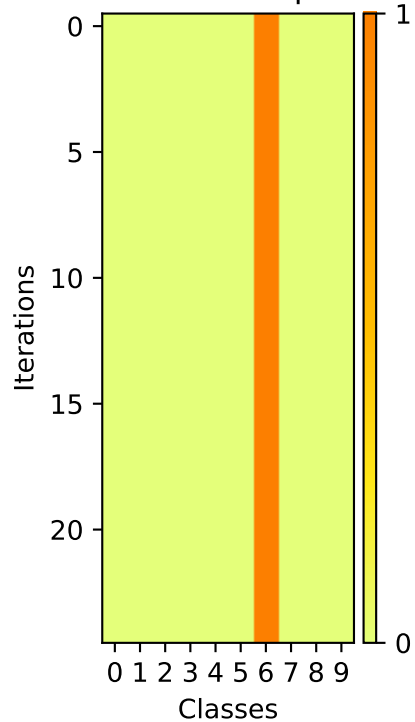
Softmax Outputs



Image



Softmax Outputs



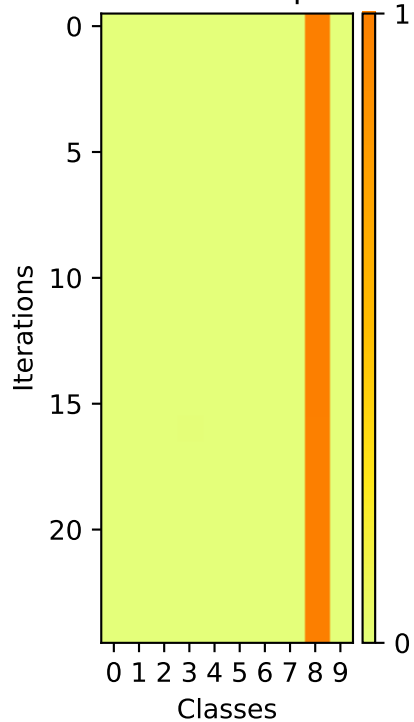
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some lighter green and blue pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

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

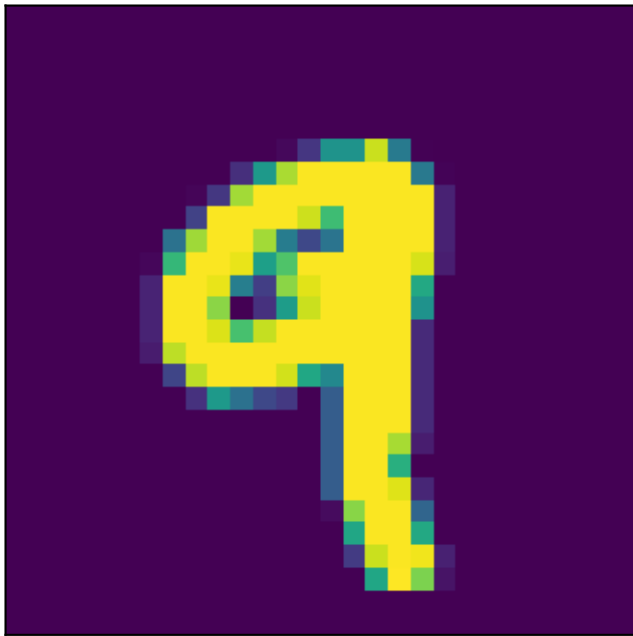
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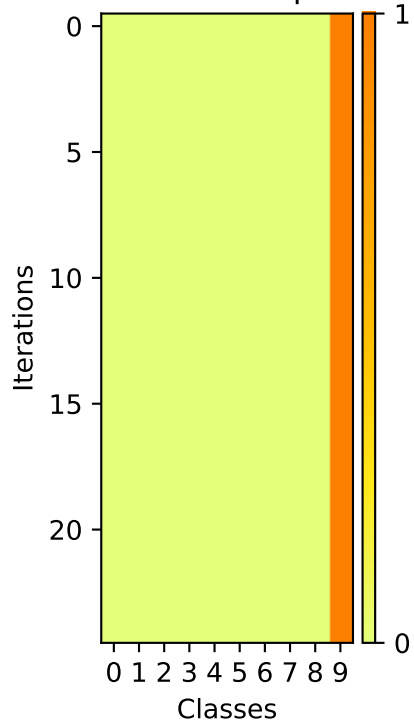
Softmax Outputs




Image



Softmax Outputs

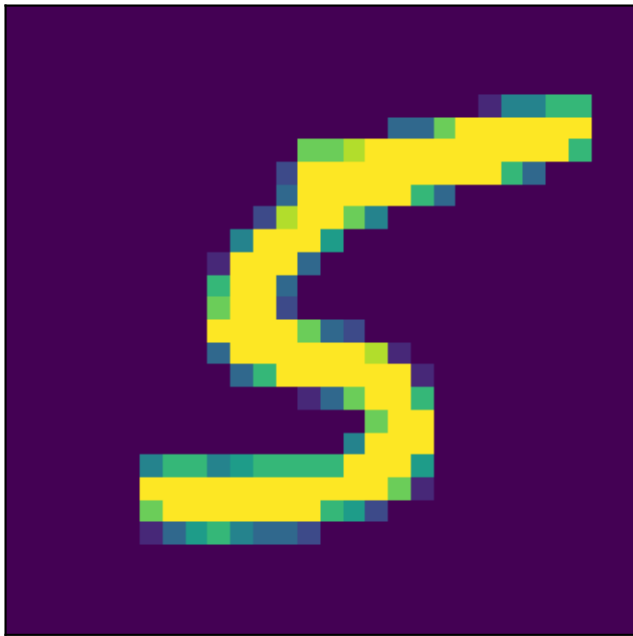




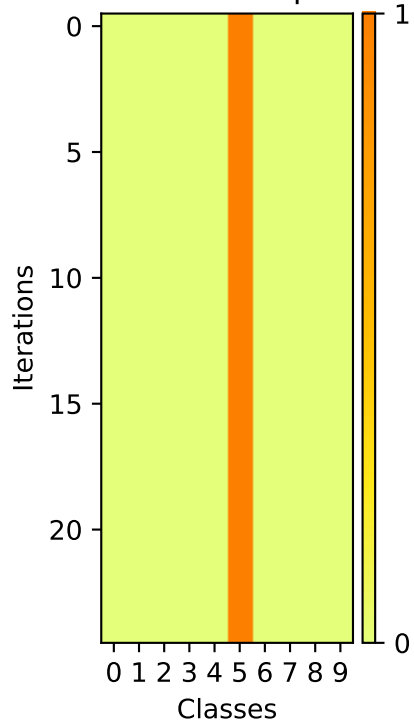
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

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

Image



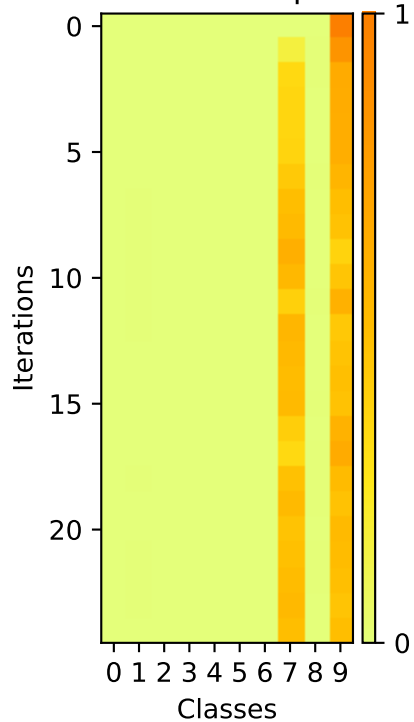
Softmax Outputs



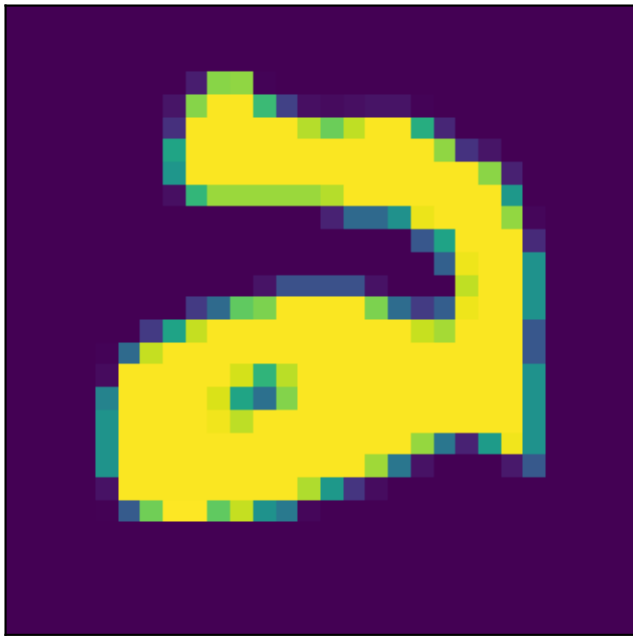
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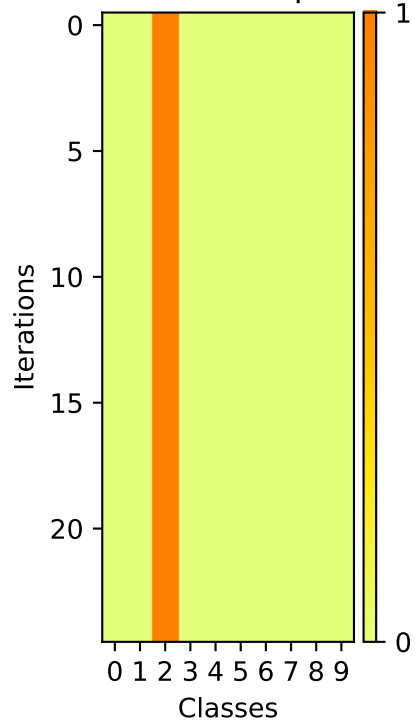
Softmax Outputs



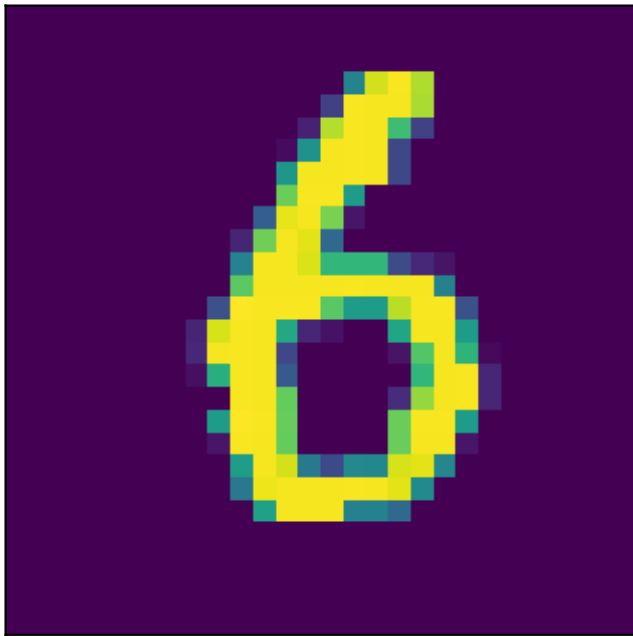
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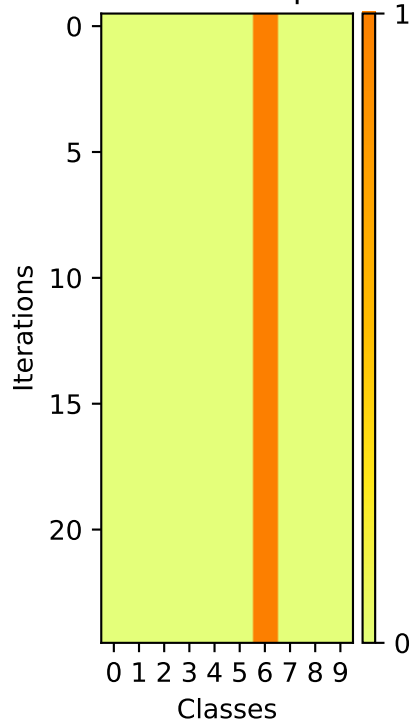
Softmax Outputs



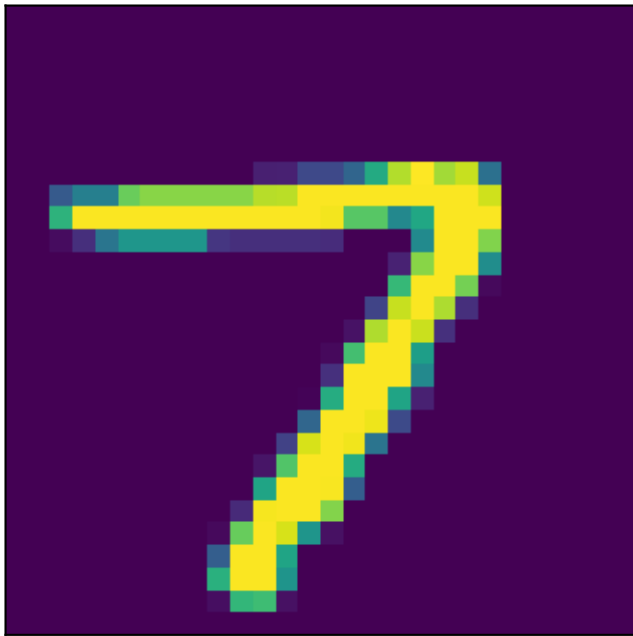
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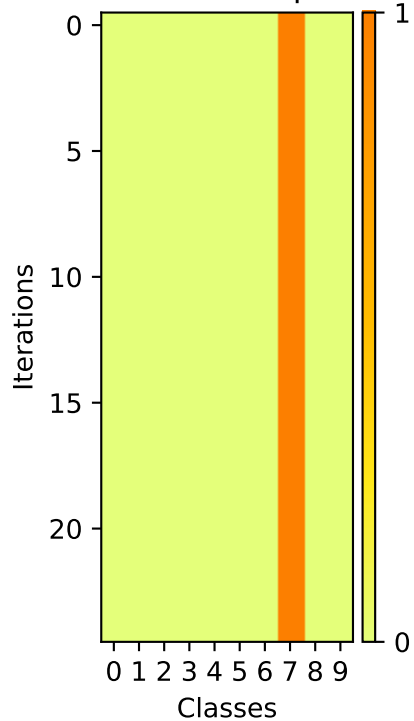
Softmax Outputs



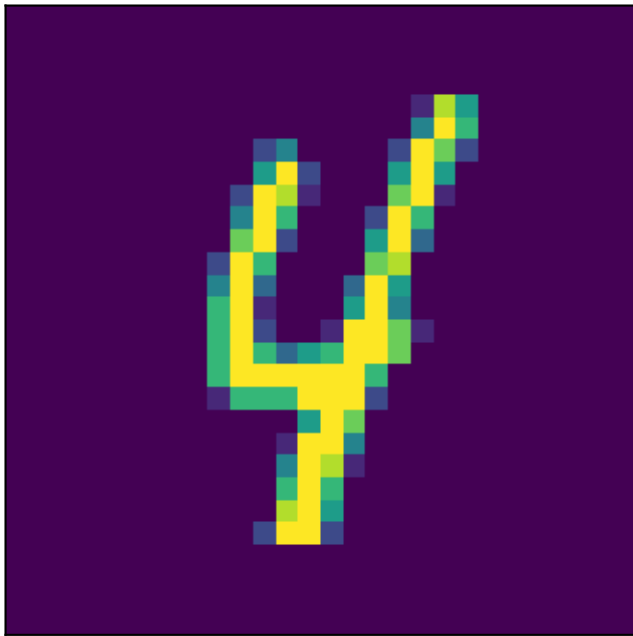
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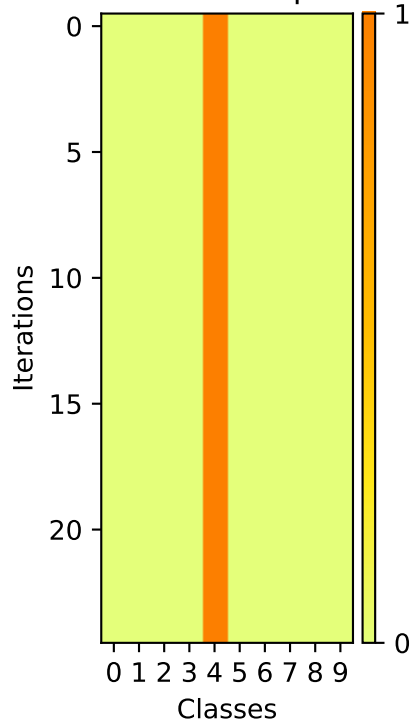
Softmax Outputs



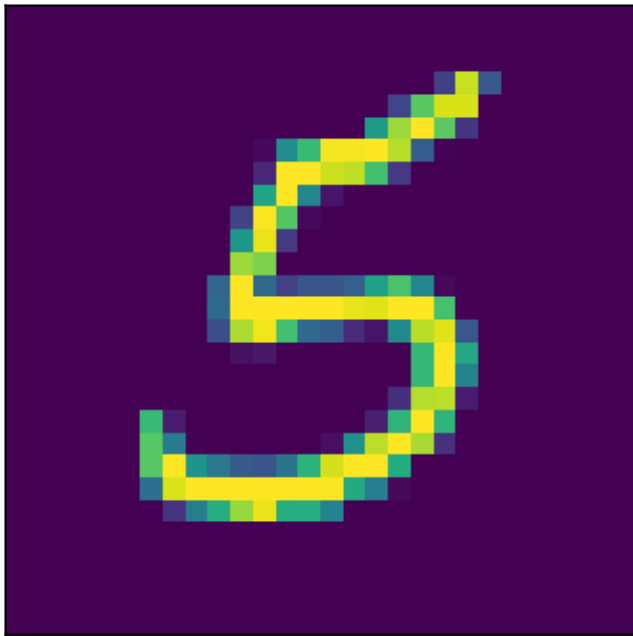
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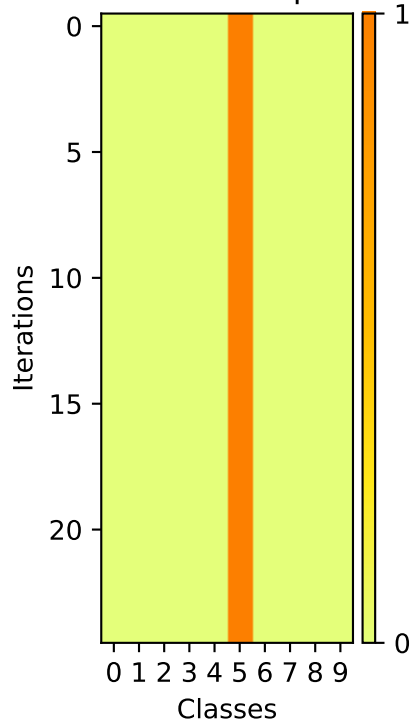
Softmax Outputs



Image



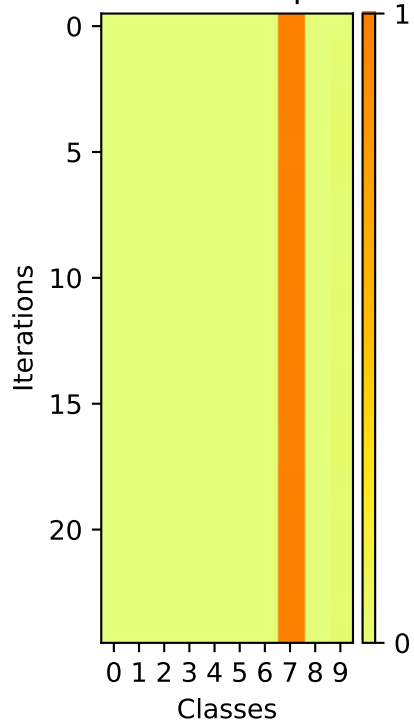
Softmax Outputs



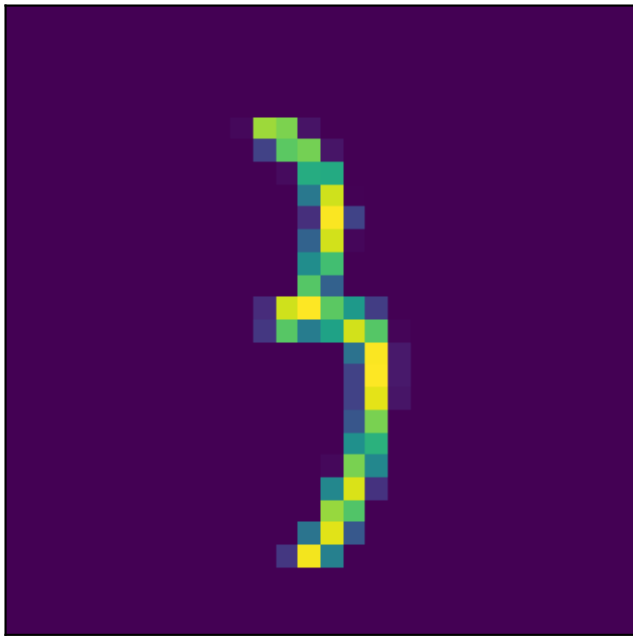
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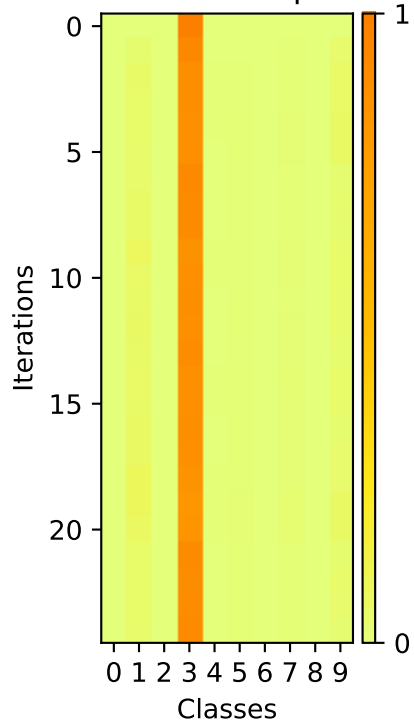
Softmax Outputs



Image



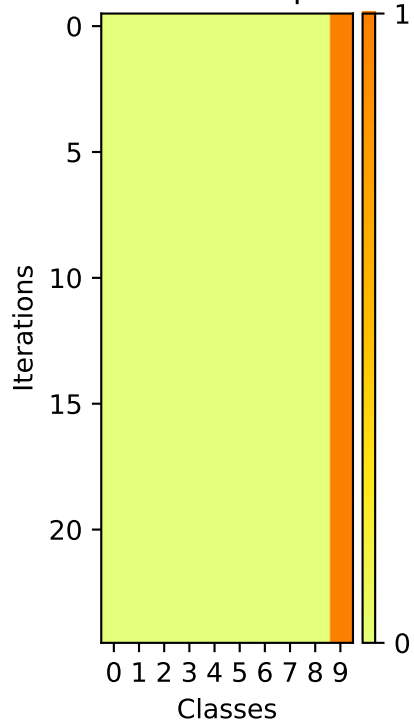
Softmax Outputs



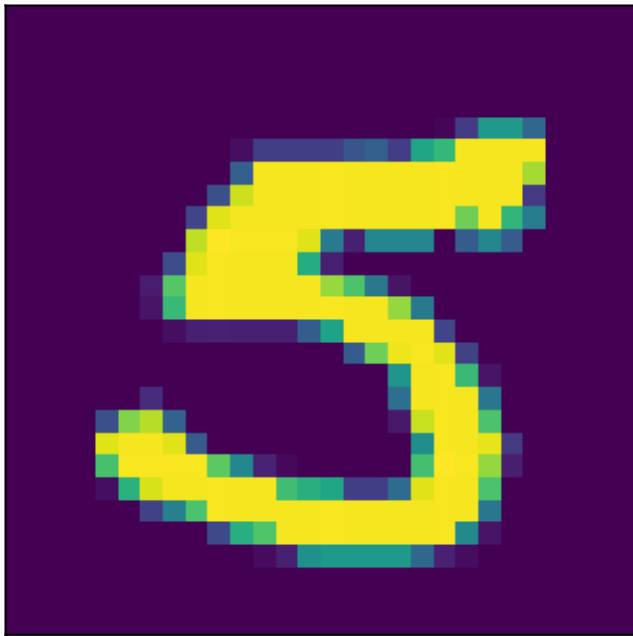
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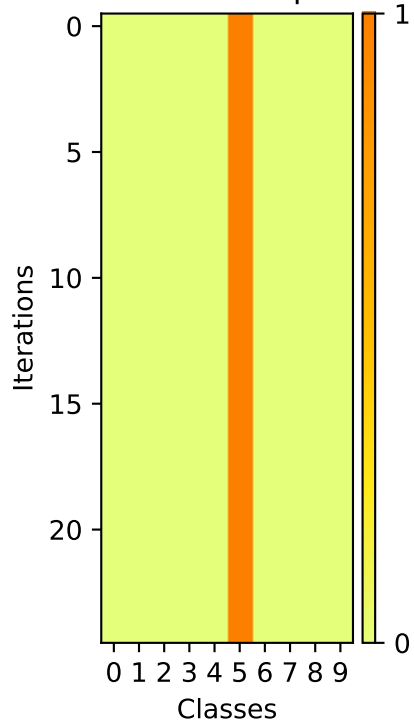
Softmax Outputs



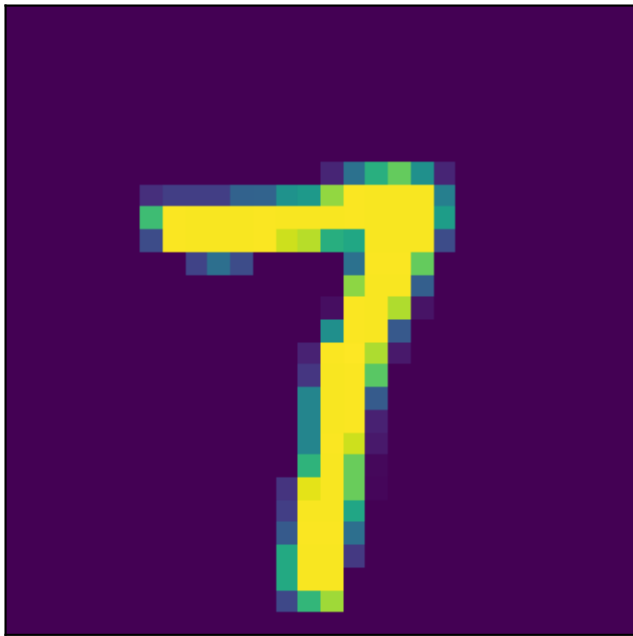
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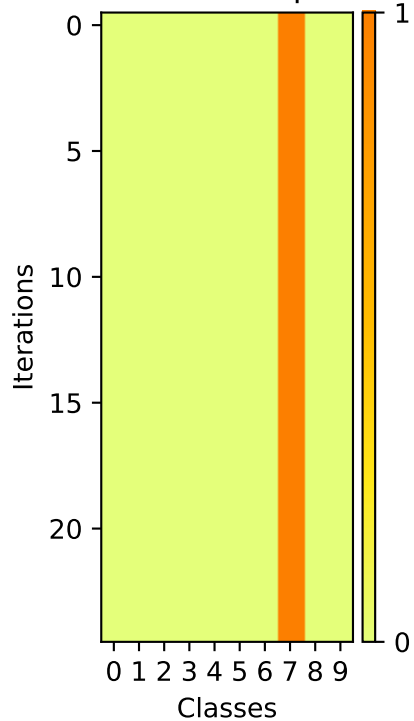
Softmax Outputs



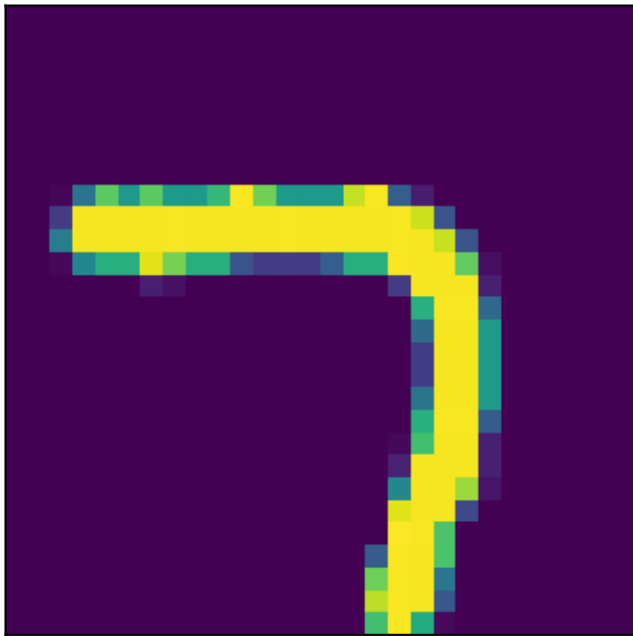
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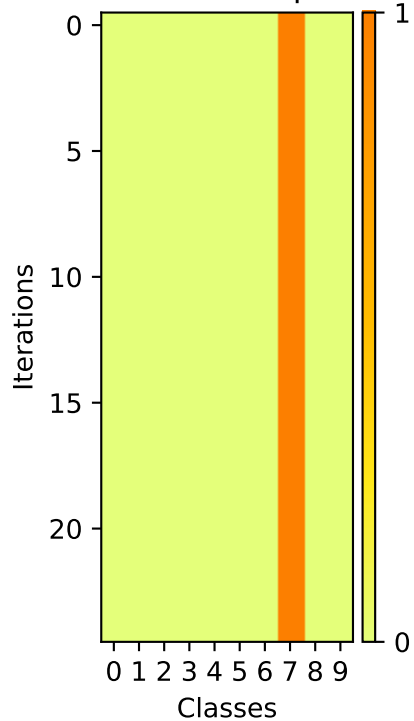
Softmax Outputs



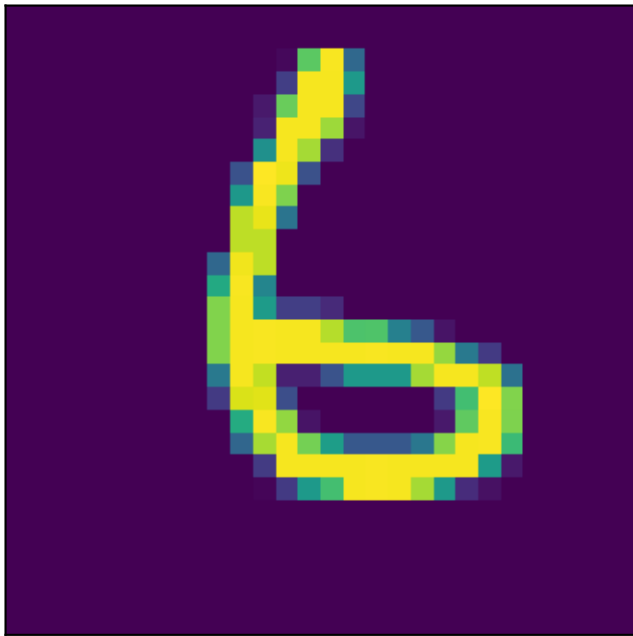
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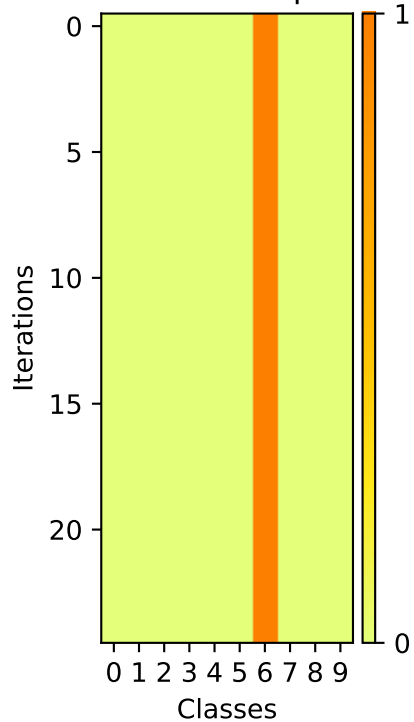
Softmax Outputs



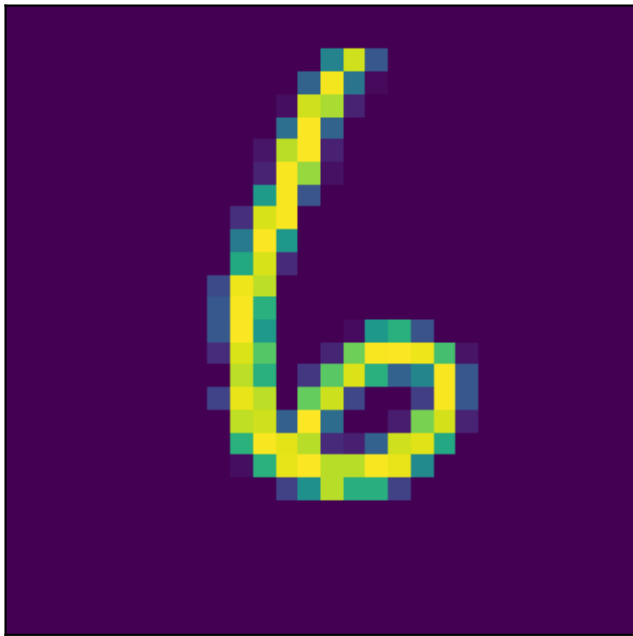
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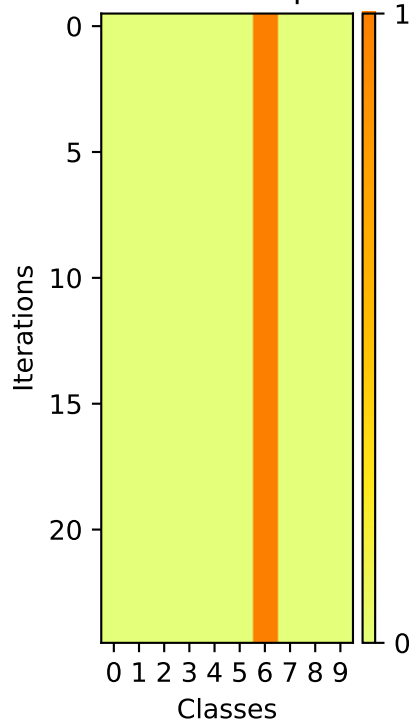
Softmax Outputs



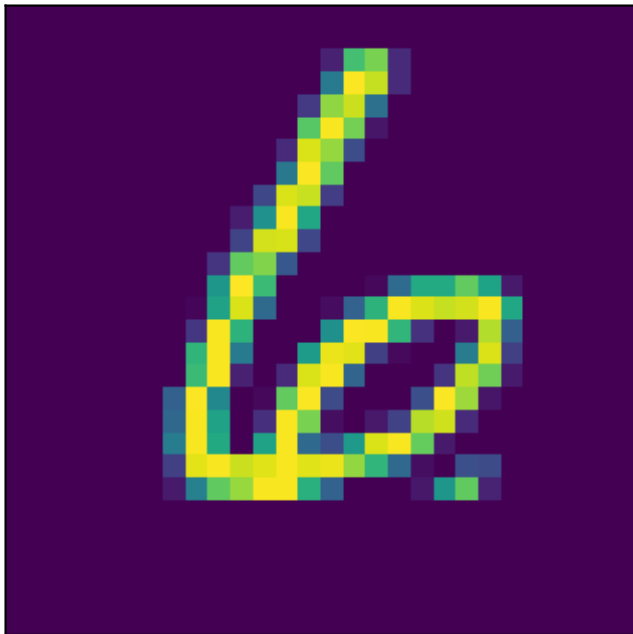
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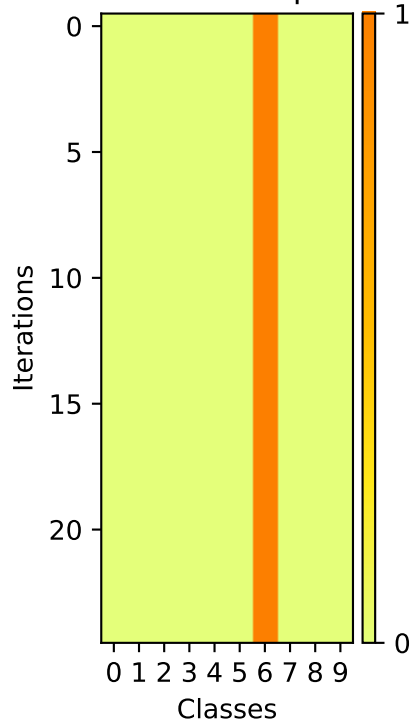
Softmax Outputs



Image



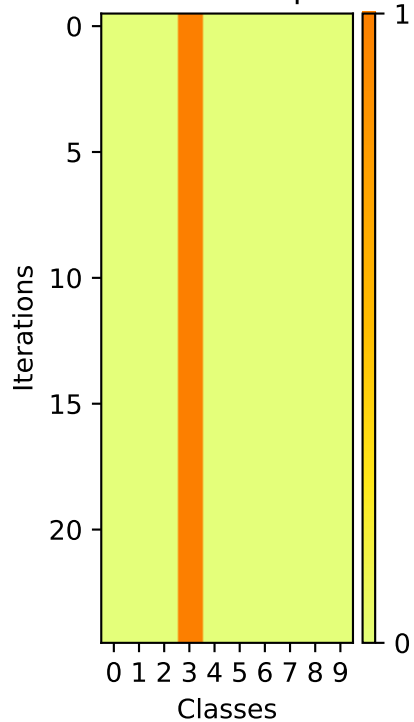
Softmax Outputs



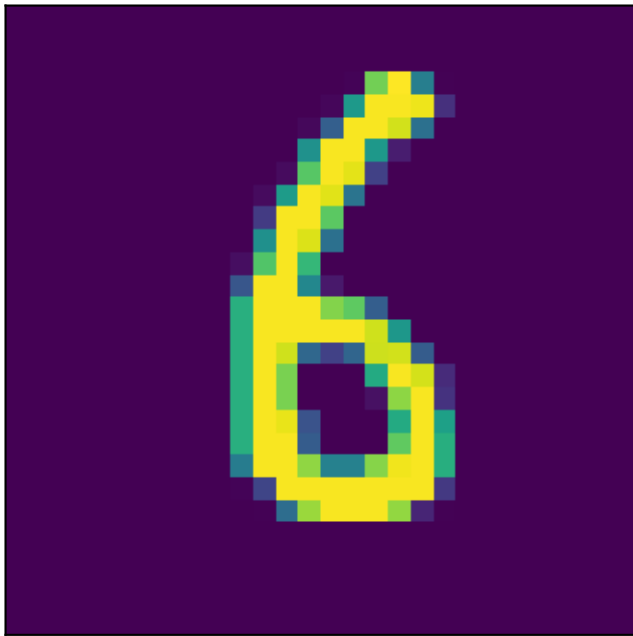
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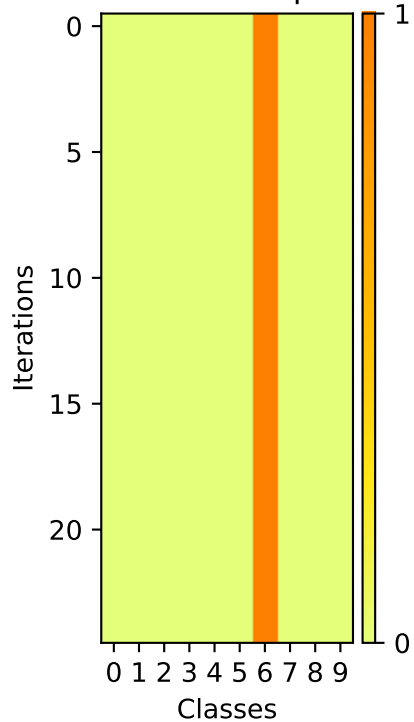
Softmax Outputs



Image



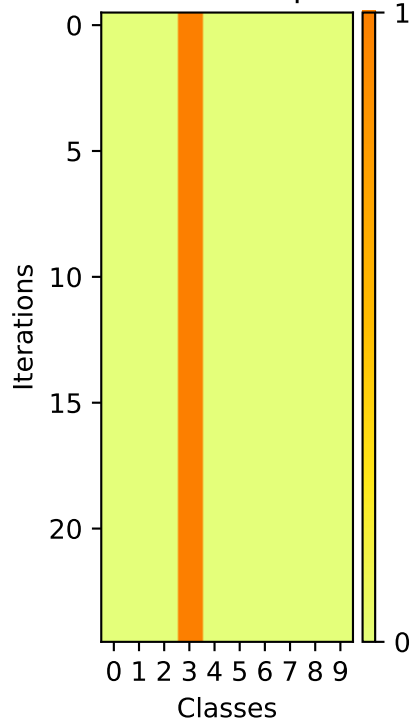
Softmax Outputs



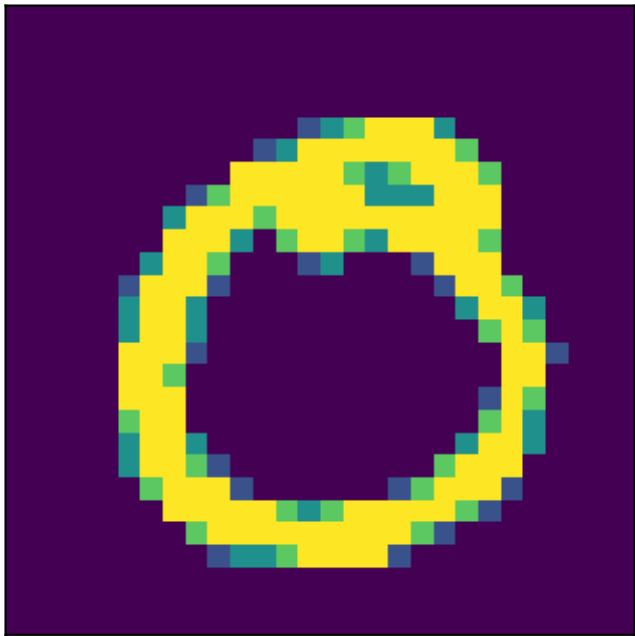
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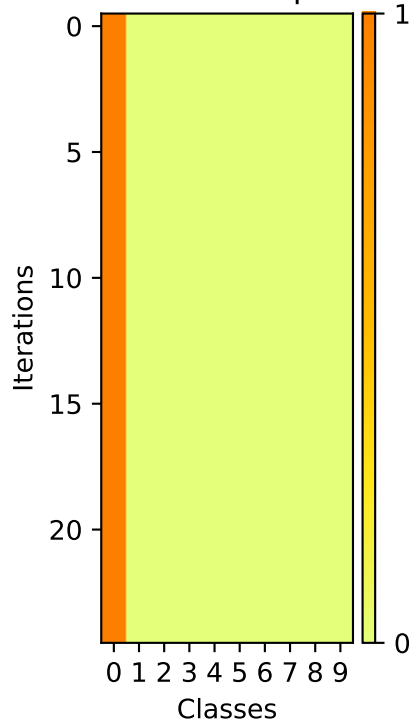
Softmax Outputs



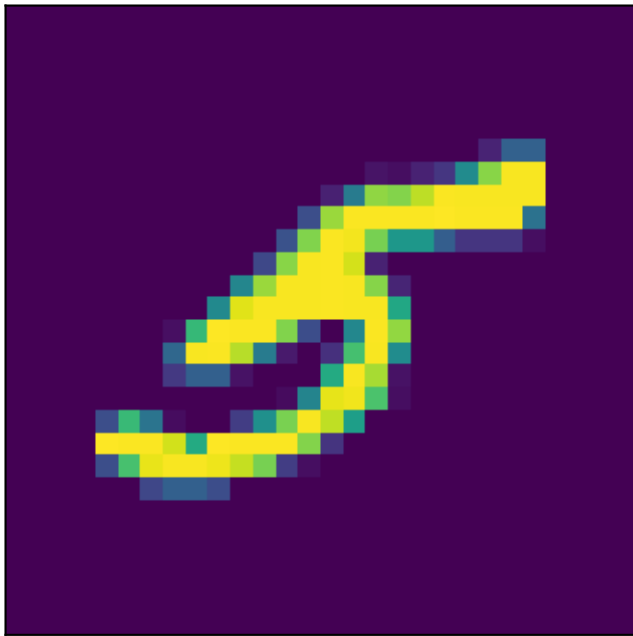
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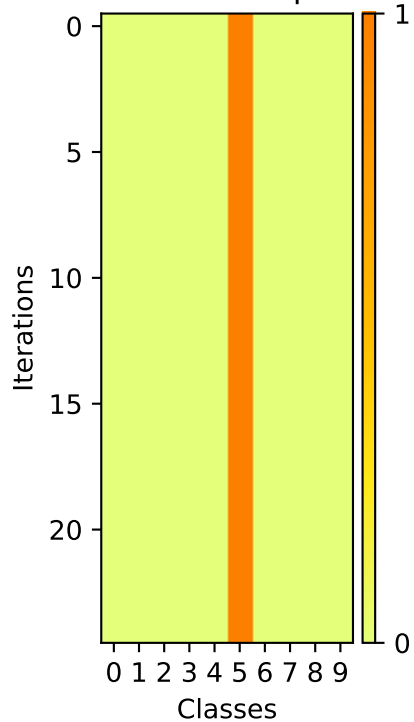
Softmax Outputs



Image



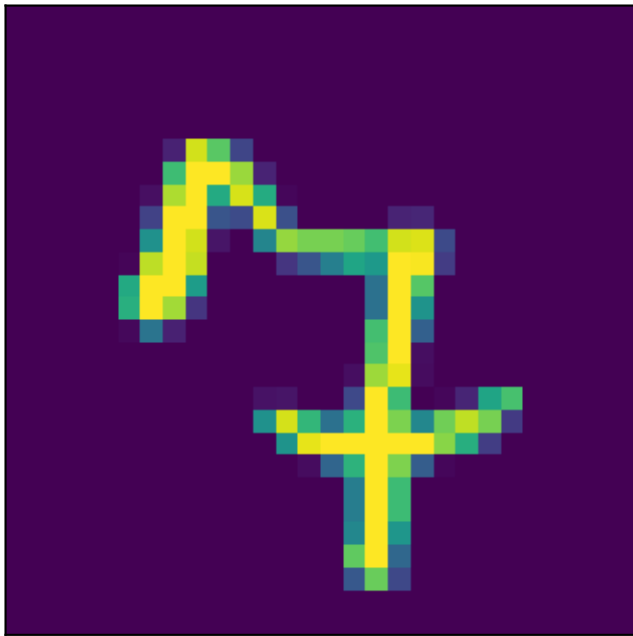
Softmax Outputs



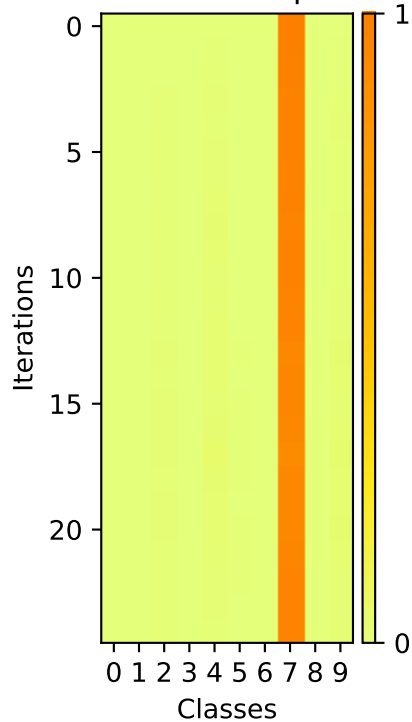
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of small squares in shades of yellow, green, and blue, giving it a retro, digital appearance. The background is a solid, deep purple.

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

Image



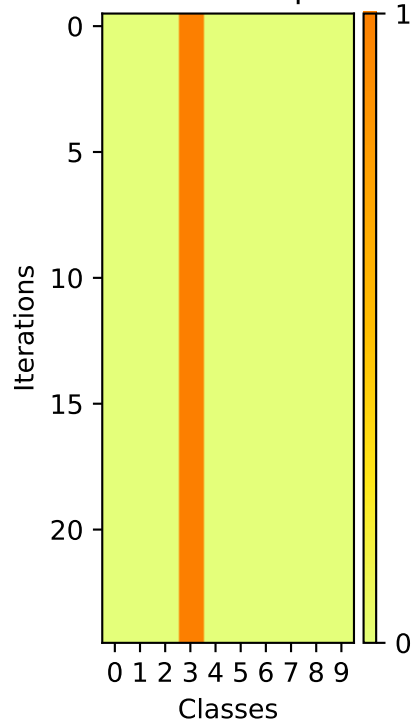
Softmax Outputs



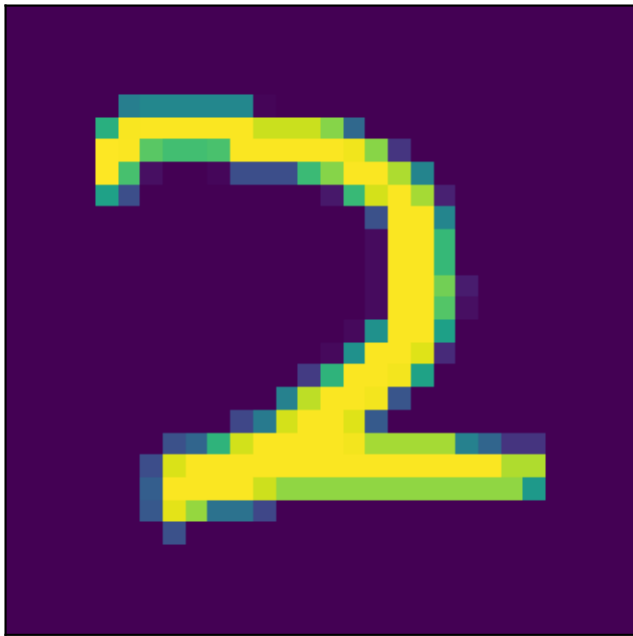
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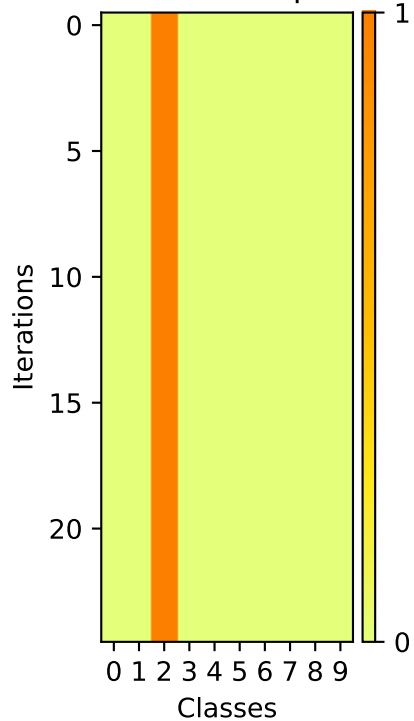
Softmax Outputs



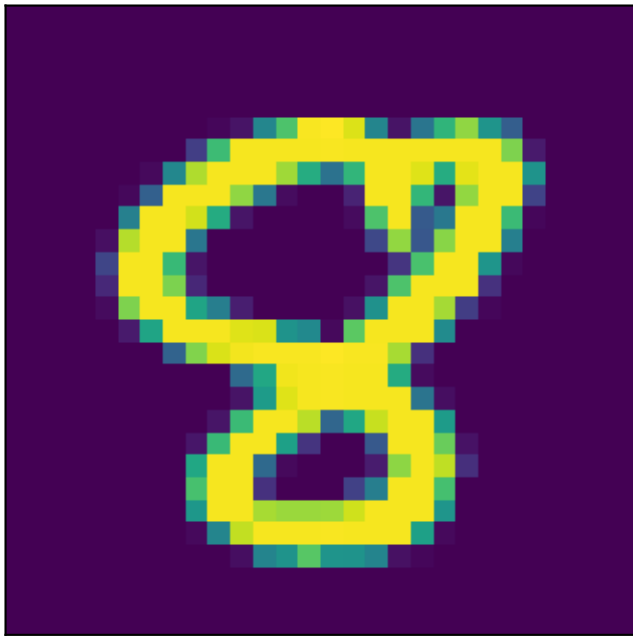
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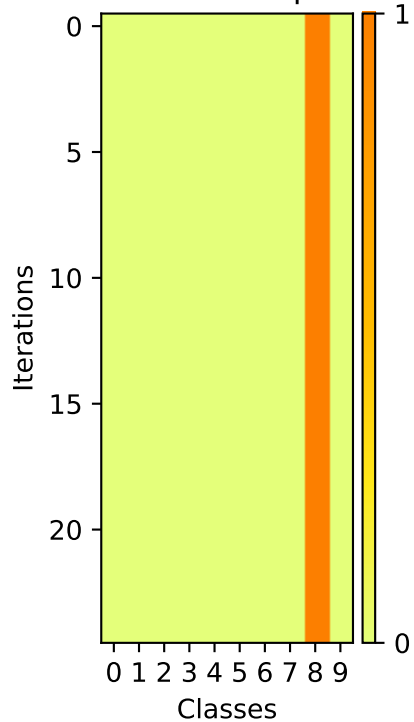
Softmax Outputs

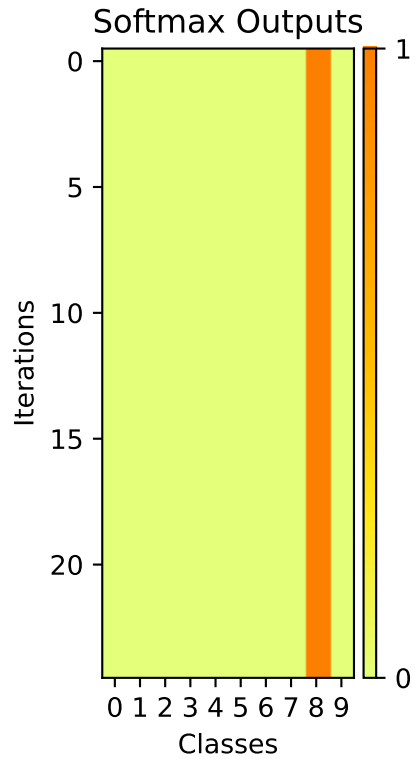


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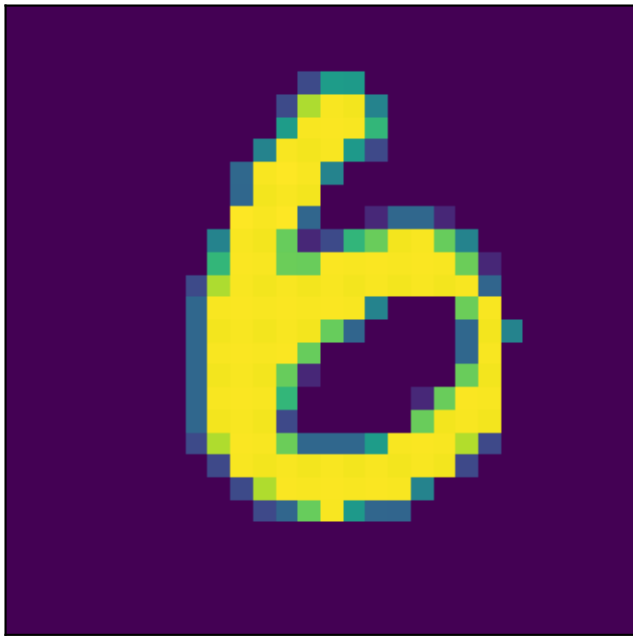


Softmax Outputs

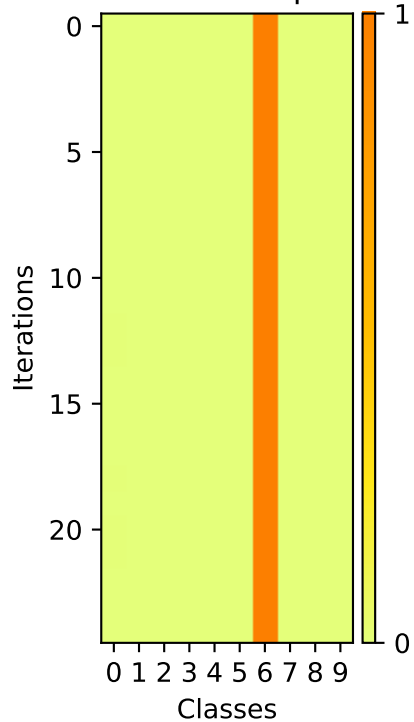




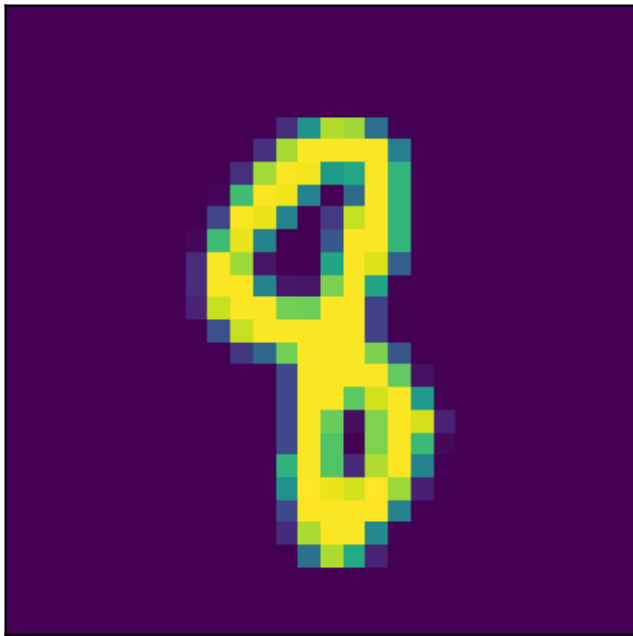
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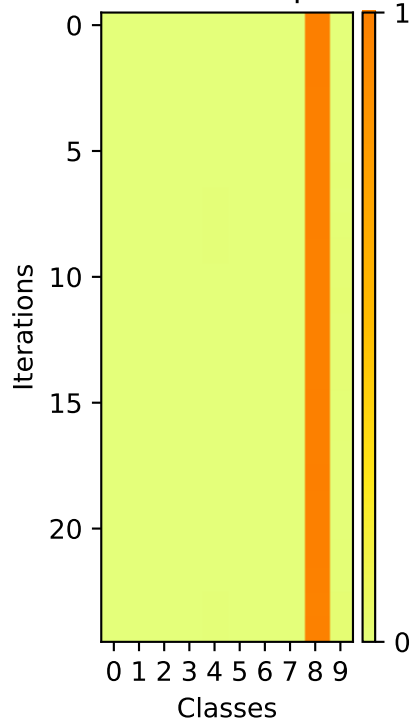
Softmax Outputs



Image



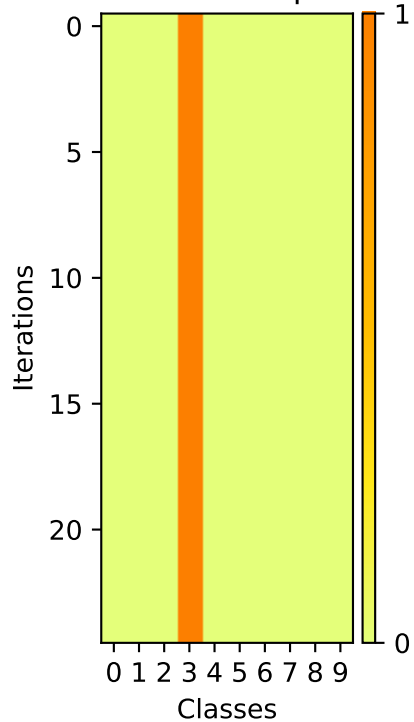
Softmax Outputs



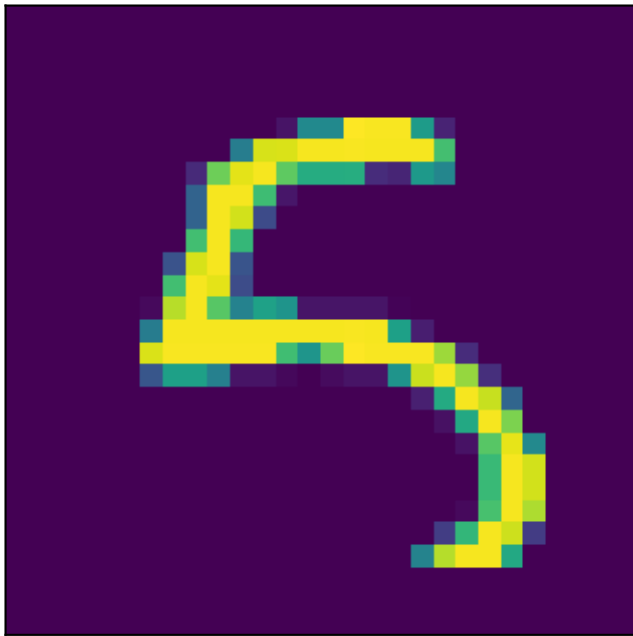
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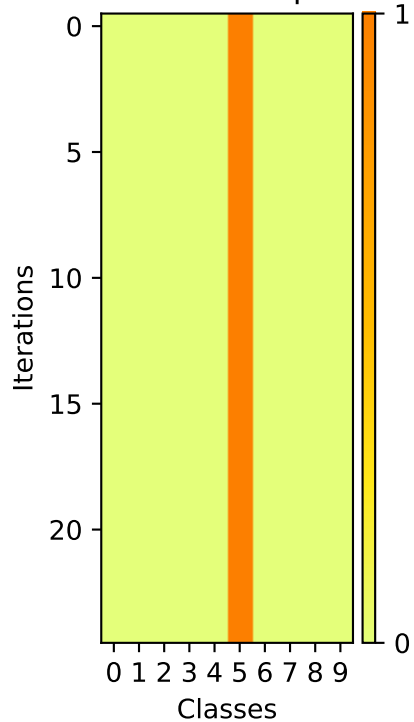
Softmax Outputs



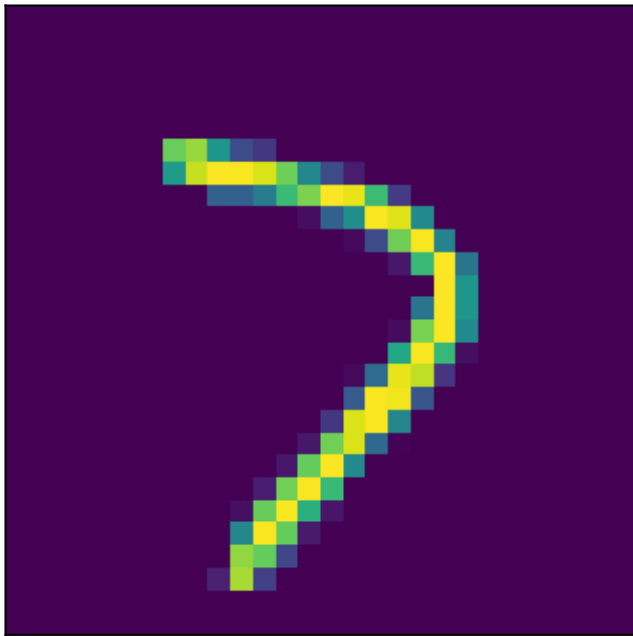
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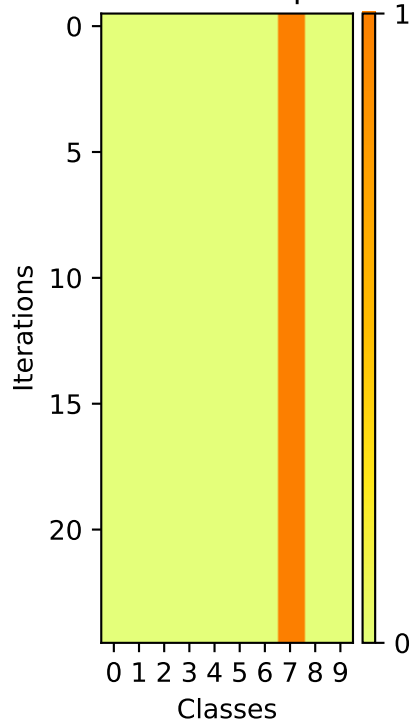
Softmax Outputs



Image



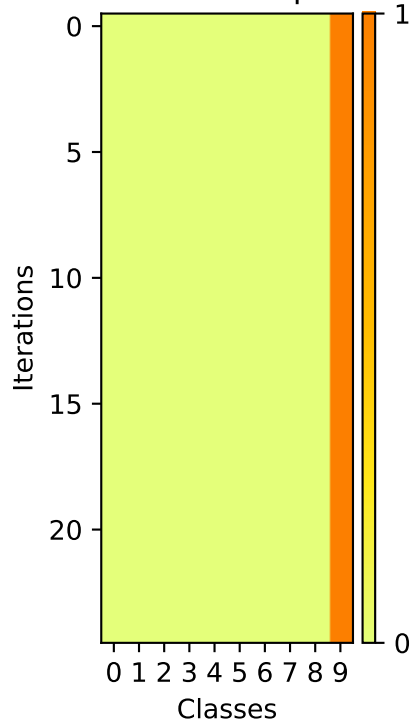
Softmax Outputs



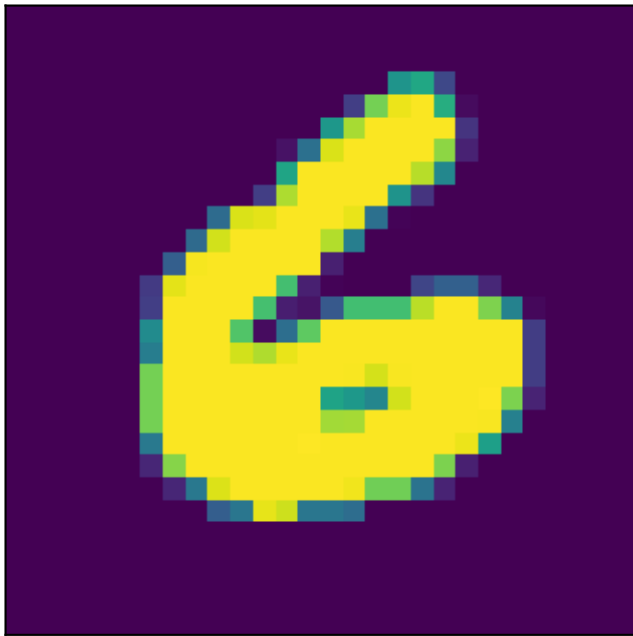
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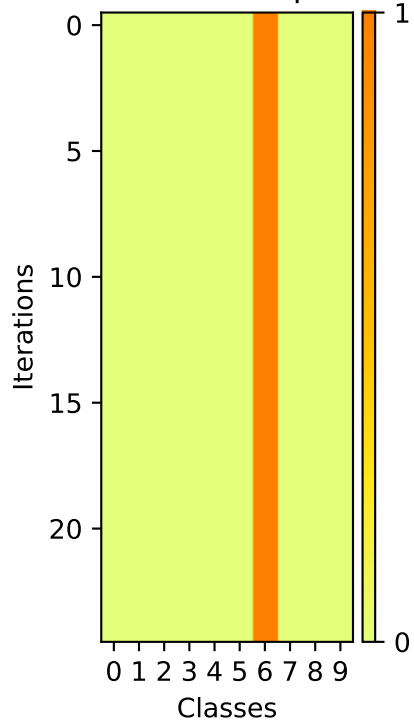
Softmax Outputs



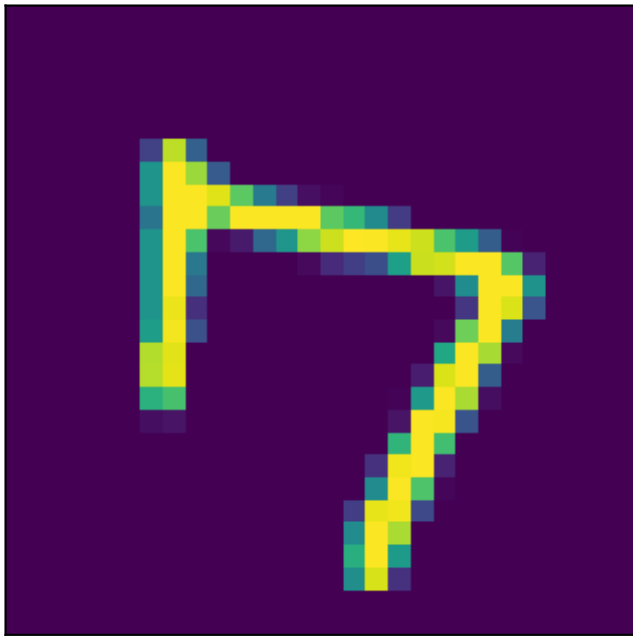
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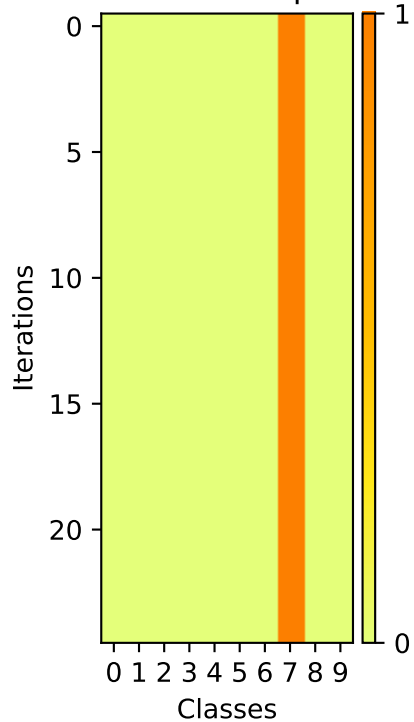
Softmax Outputs



Image



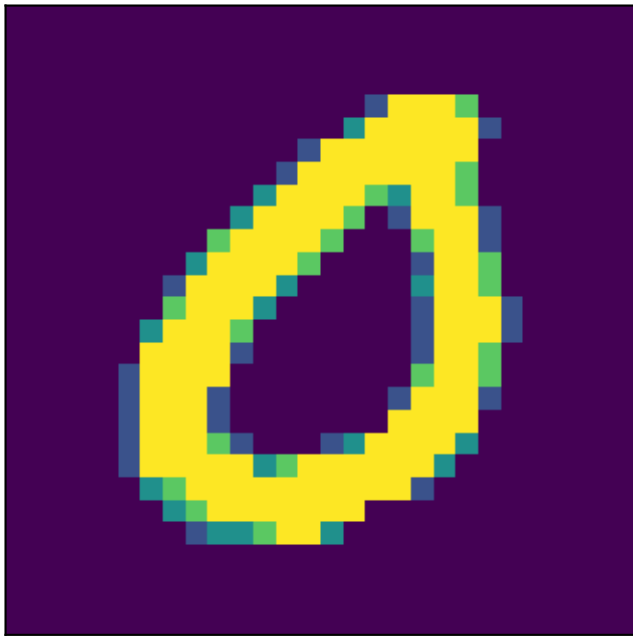
Softmax Outputs



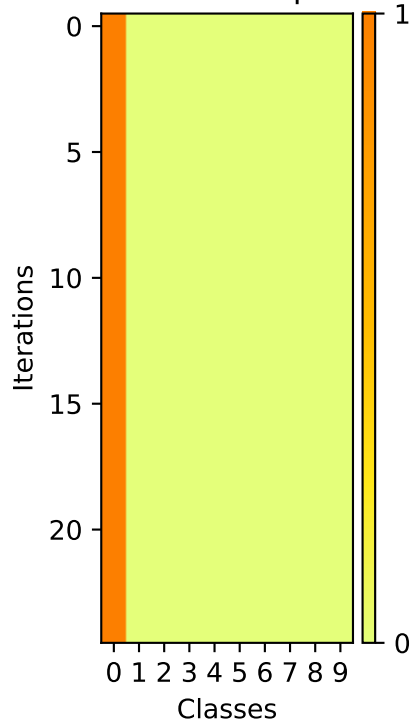
A pixelated, low-resolution image of a yellow and green ring, resembling a stylized letter 'O' or a circular shape, set against a black background. The ring is composed of small, square pixels in various shades of yellow, green, and black, giving it a jagged, digital appearance. The ring is slightly tilted and has a thick, irregular border.

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 (orange). The distribution shows that Class 0 starts at 1.0 and decreases to 0.0, while Class 1 starts at 0.0 and increases to 1.0. Other classes remain at 0.0 throughout the iterations.

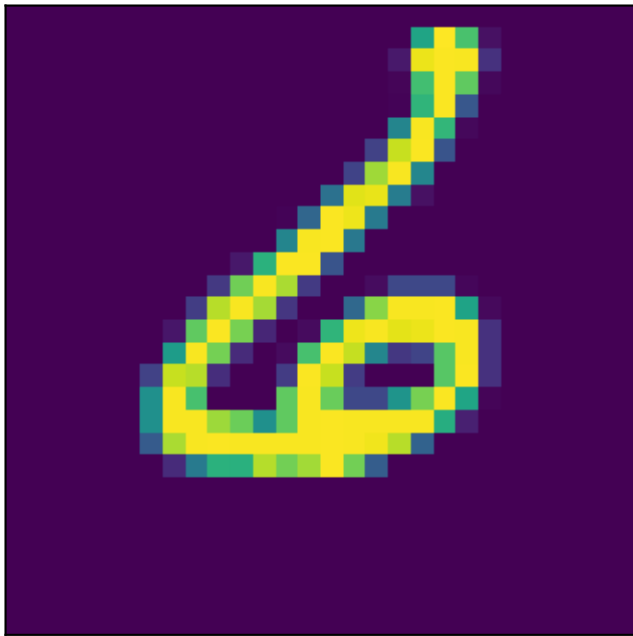
Image



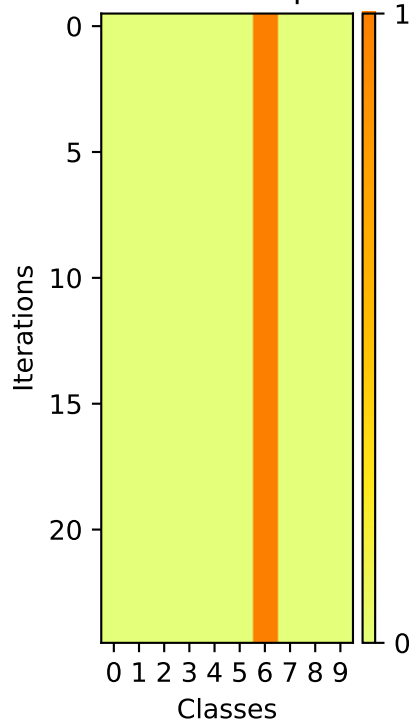
Softmax Outputs



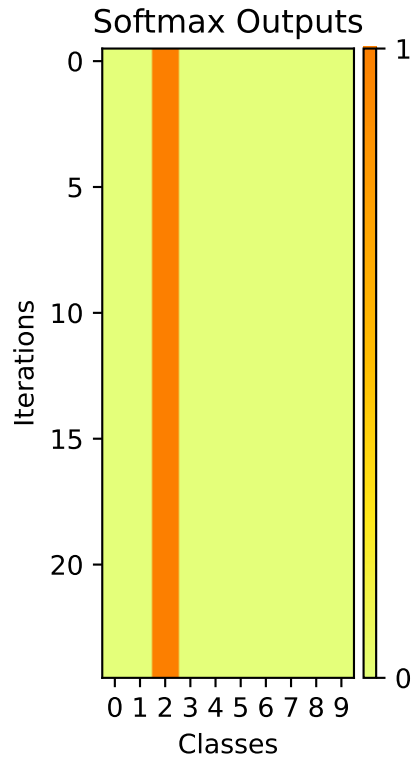
Image



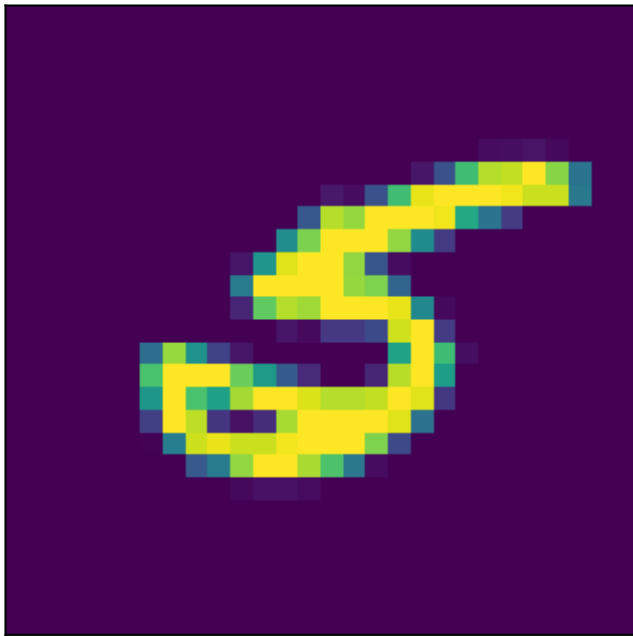
Softmax Outputs



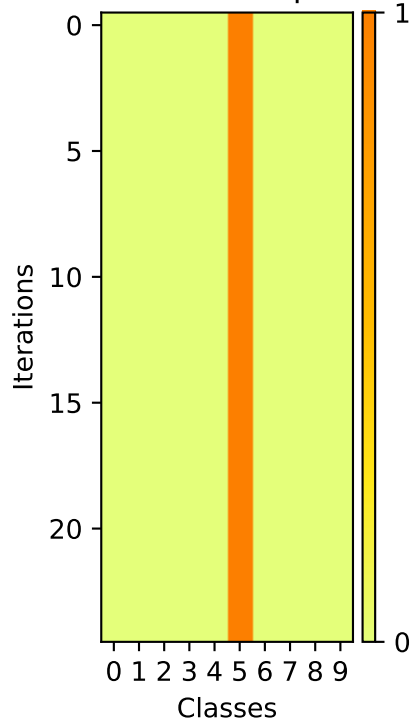
A pixelated illustration of a yellow dinosaur with green accents, set against a solid purple background. The dinosaur is depicted in a dynamic, jumping pose, facing towards the left. Its body is primarily yellow, with green highlights on its head, back, and tail. The image has a low-resolution, 8-bit aesthetic.



Image



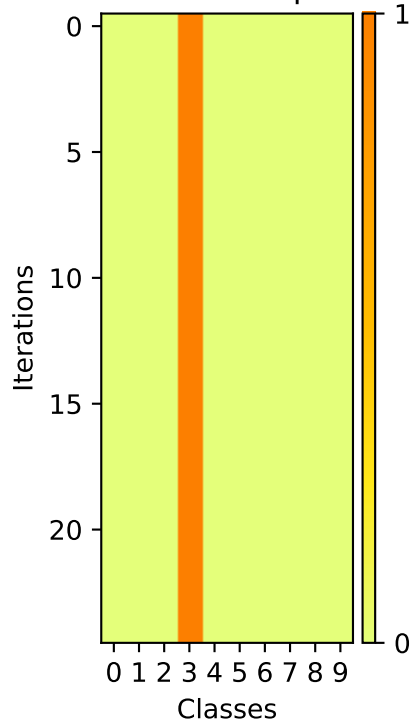
Softmax Outputs



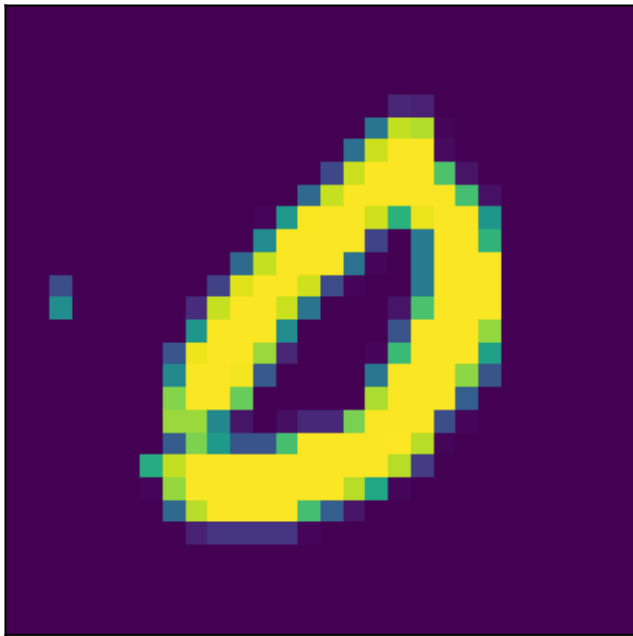
Image



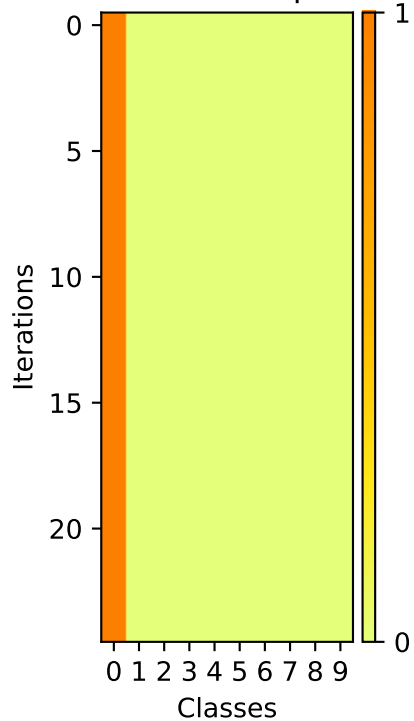
Softmax Outputs



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 squares, with some squares being a lighter yellow and others a darker yellow, giving it a textured 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 value, ranging from 0 (light yellow) to 1 (orange). The distribution shows that Class 0 starts at 1.0 and decreases to 0.0, while Class 1 starts at 0.0 and increases to 1.0. Other classes remain at 0.0 throughout the iterations.

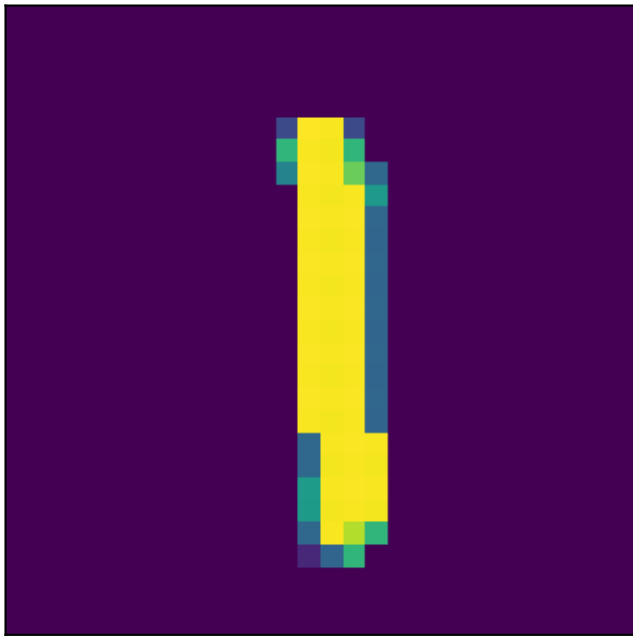
A pixelated, low-resolution image of the number 2. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks.

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

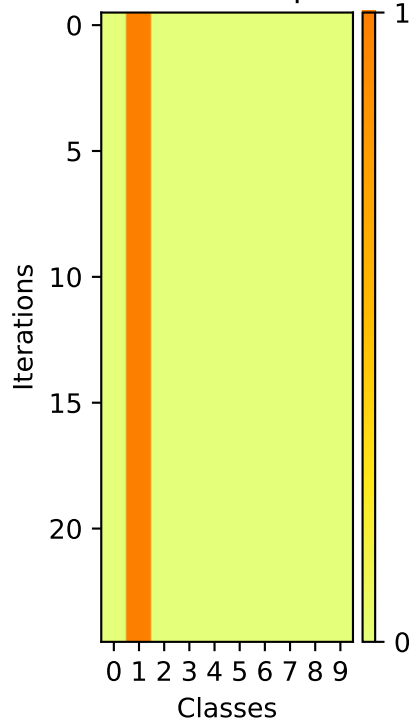


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows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

Image



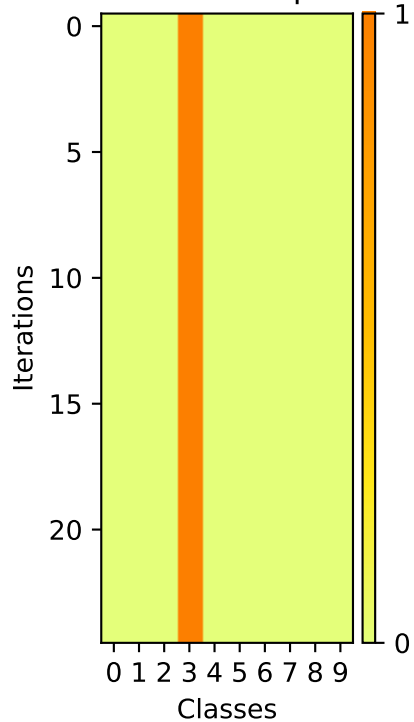
Softmax Outputs



Image



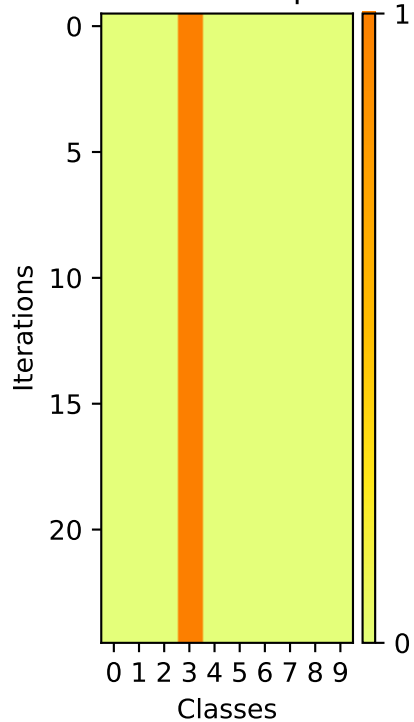
Softmax Outputs



Image



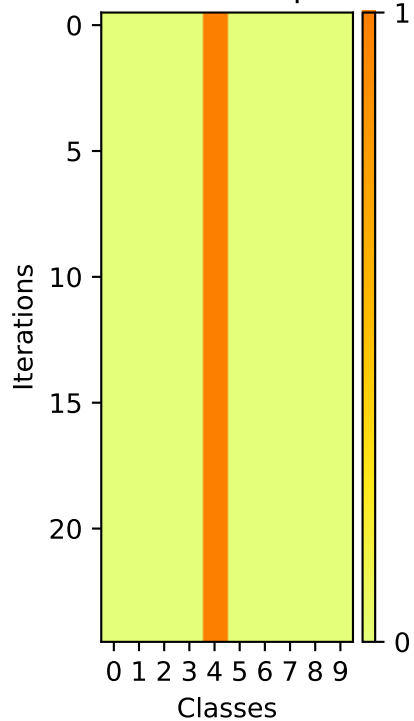
Softmax Outputs



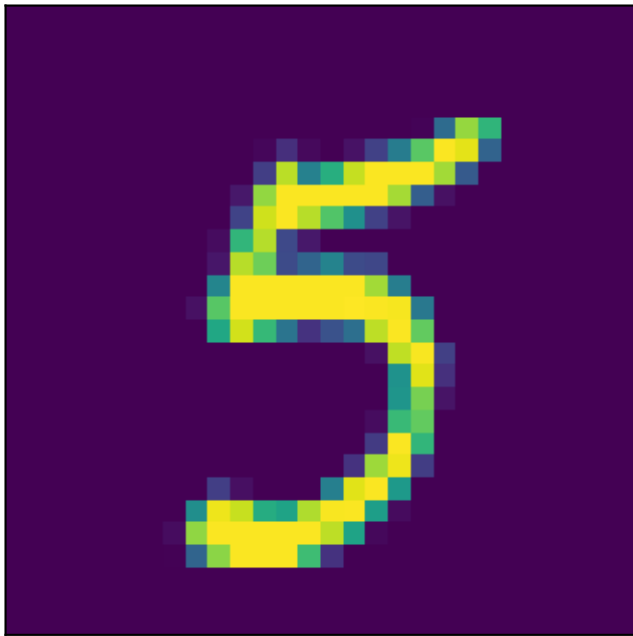
Image



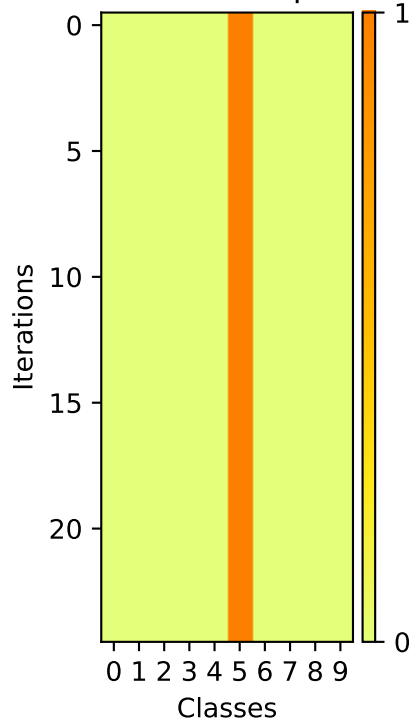
Softmax Outputs



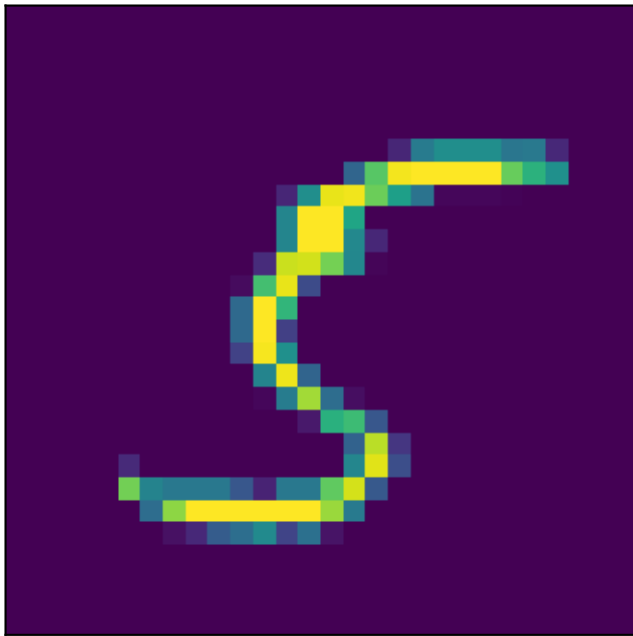
Image



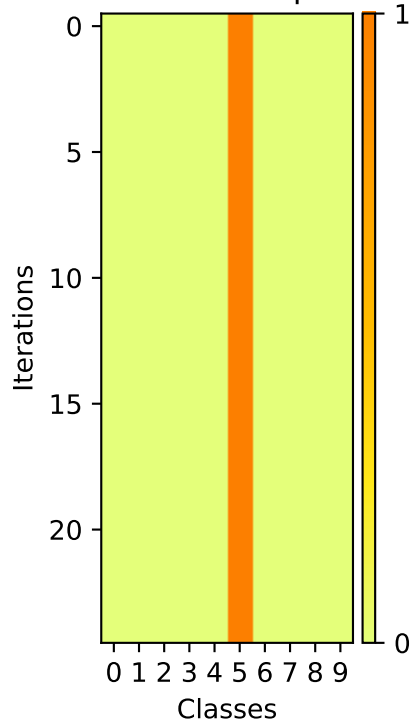
Softmax Outputs



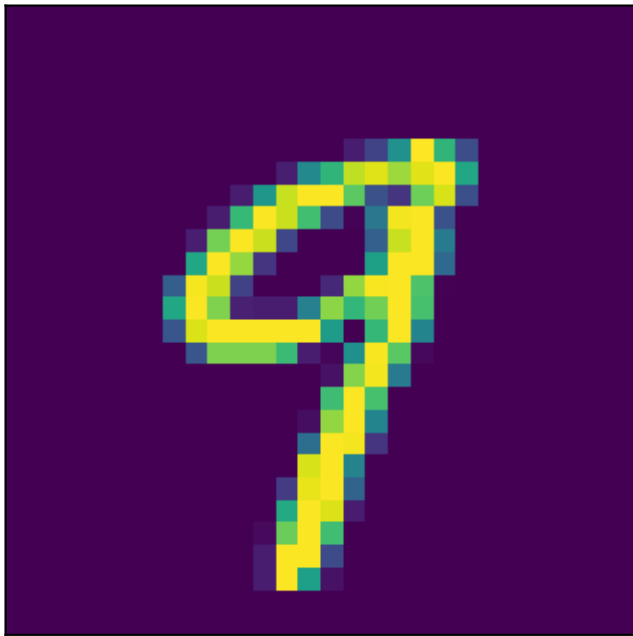
Image



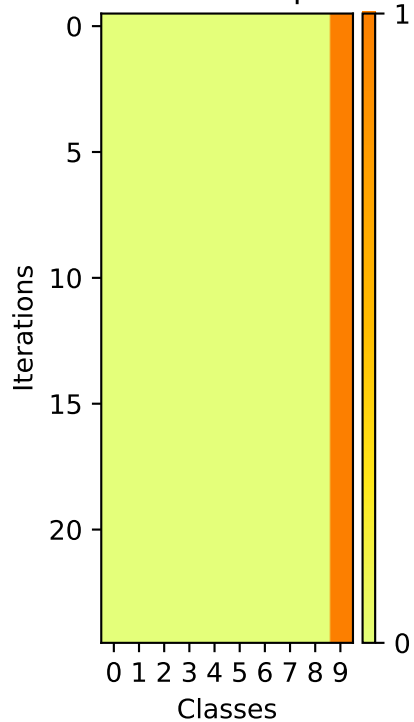
Softmax Outputs



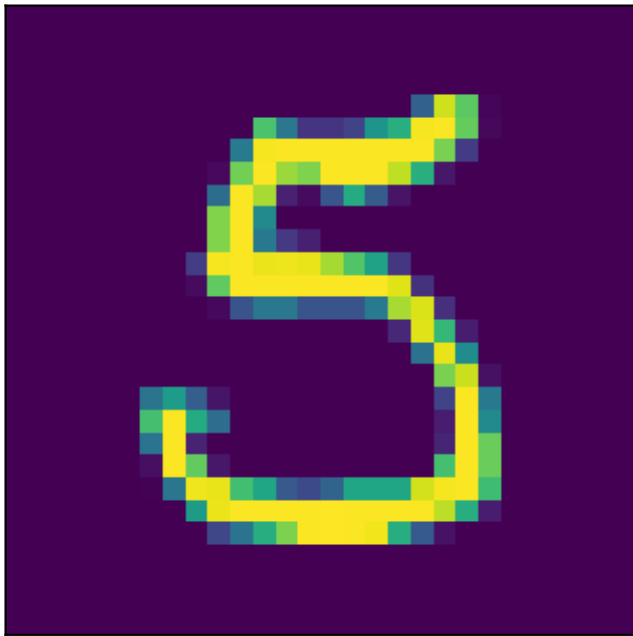
Image



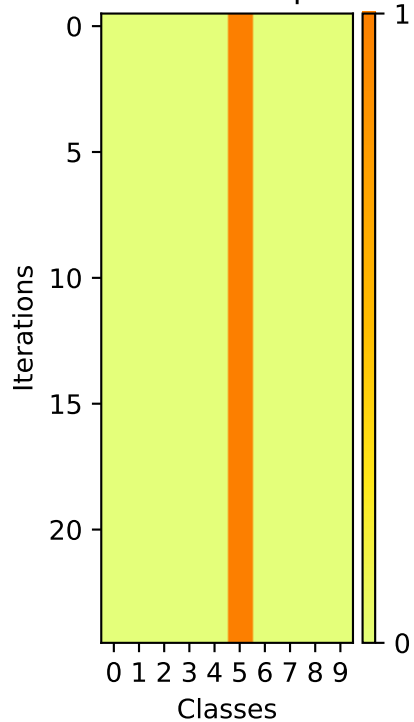
Softmax Outputs



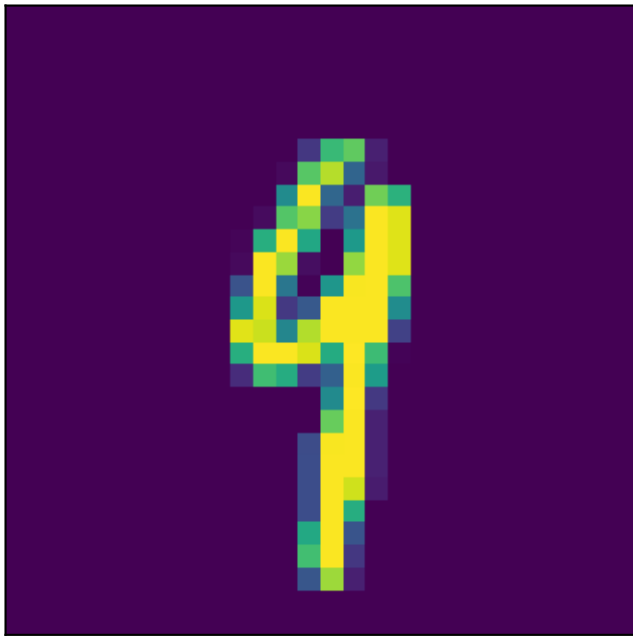
Image



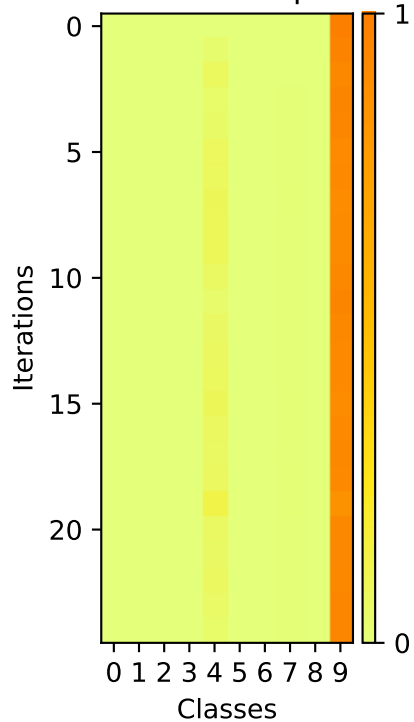
Softmax Outputs



Image

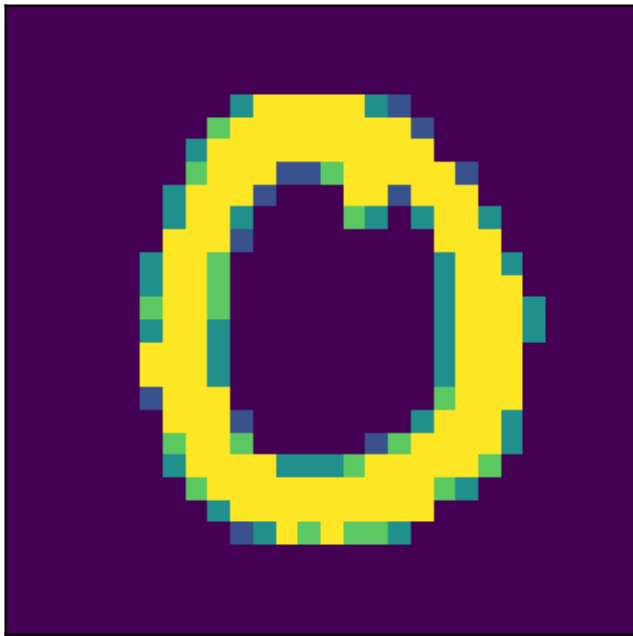


Softmax Outputs

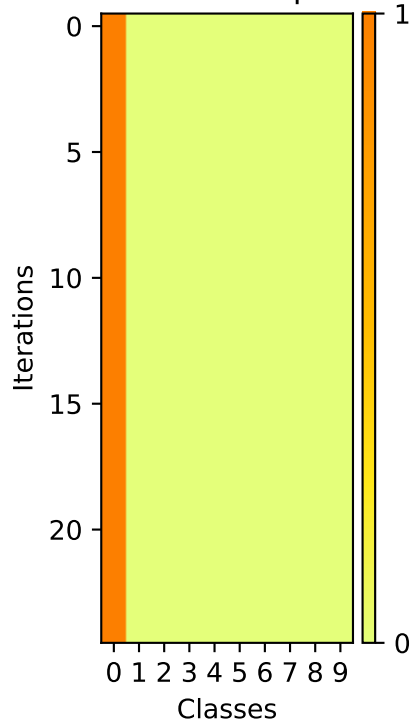


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2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

Image



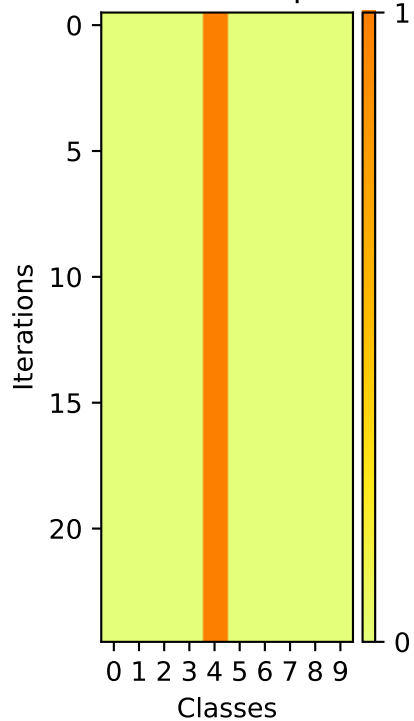
Softmax Outputs



Image



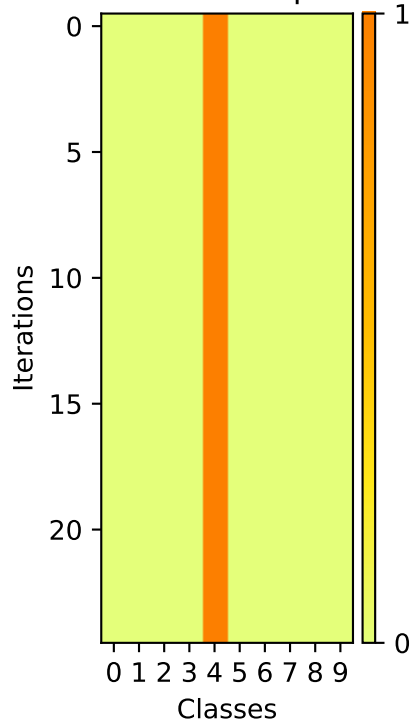
Softmax Outputs



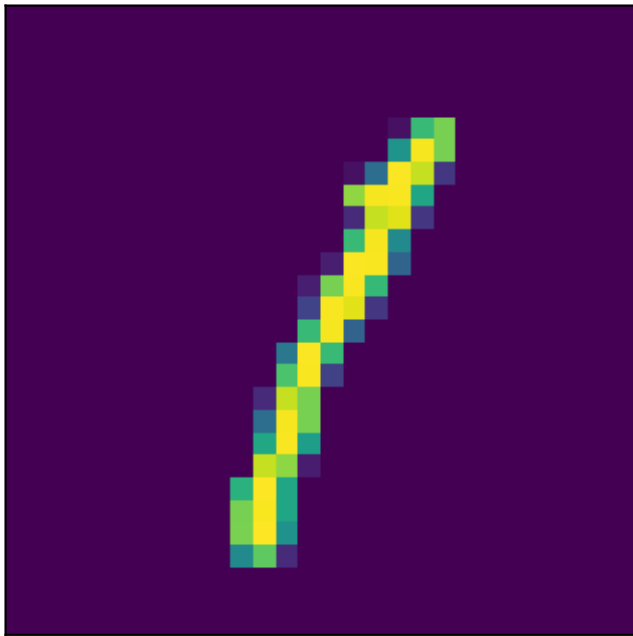
Image



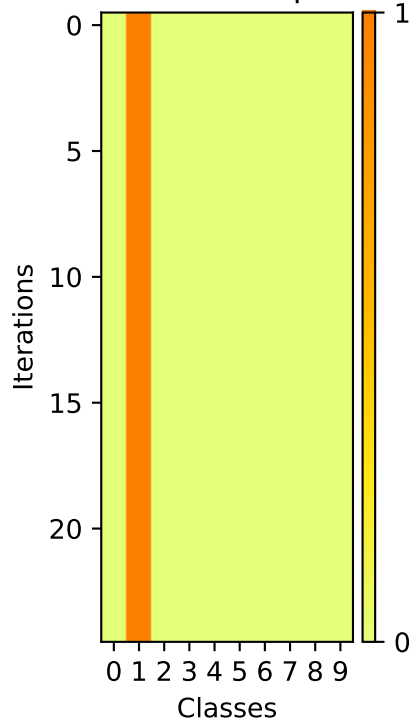
Softmax Outputs



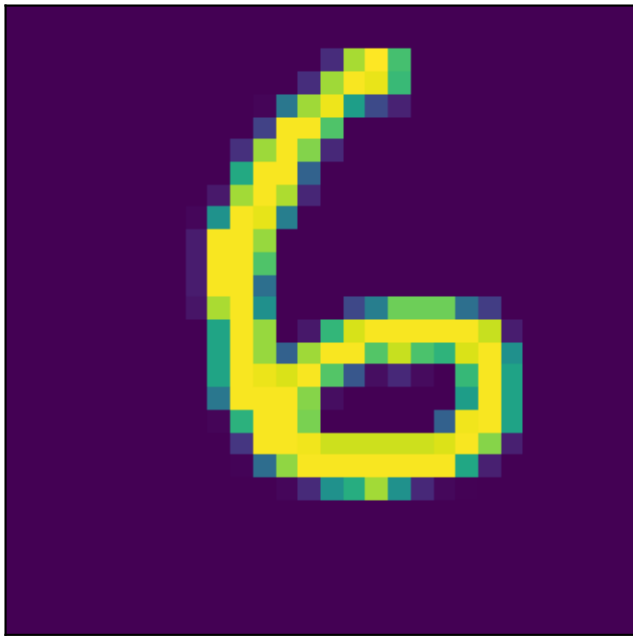
Image



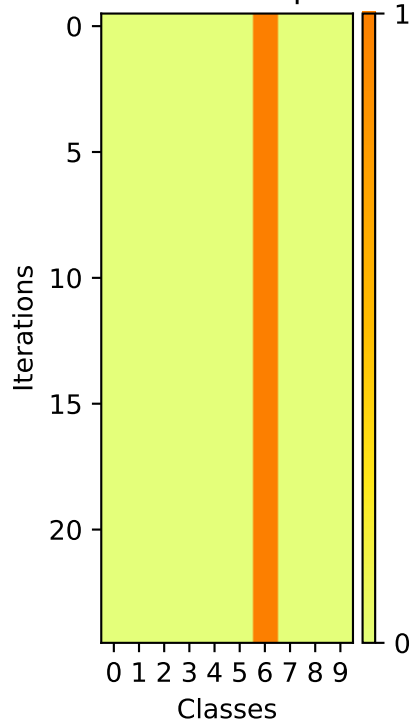
Softmax Outputs



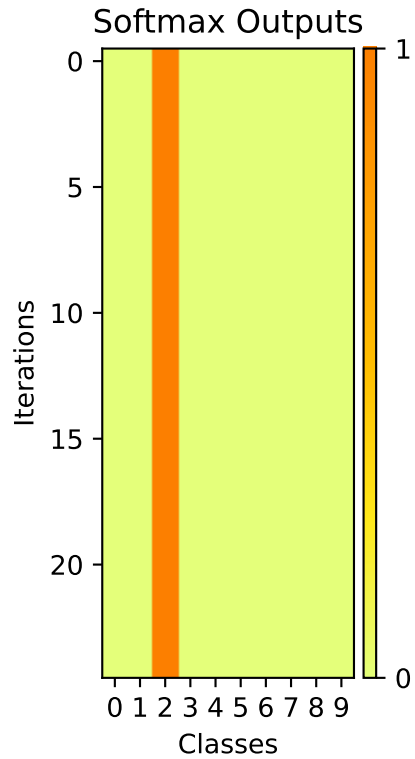
Image



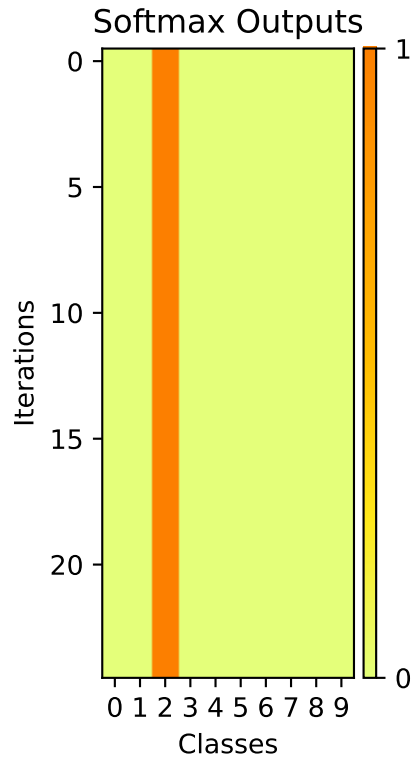
Softmax Outputs



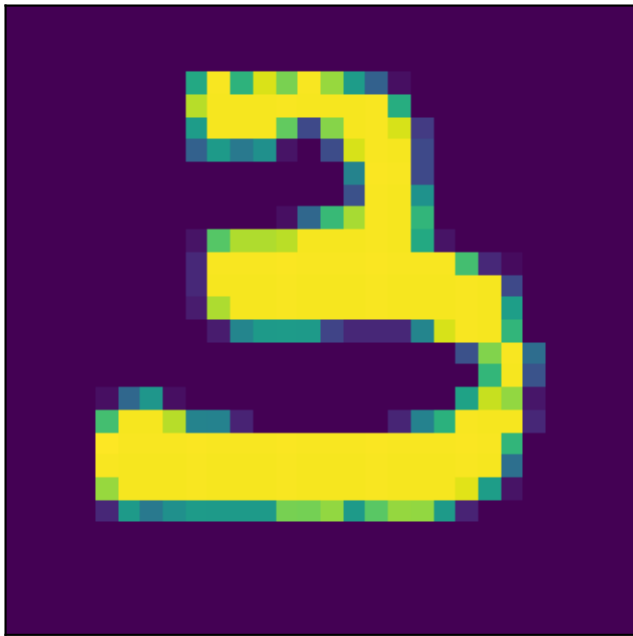
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a glowing or pixelated appearance. The background is a solid dark purple.



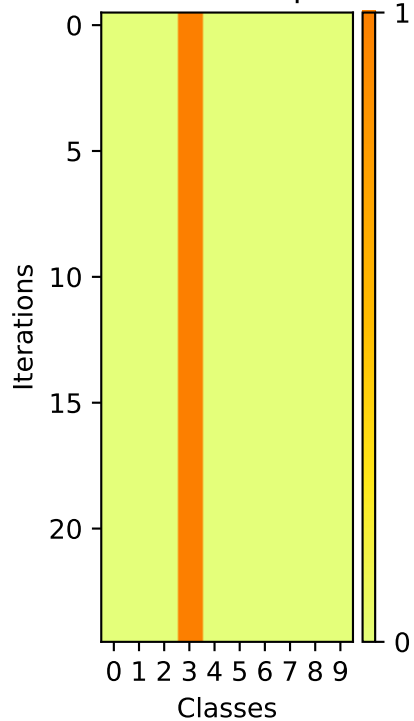
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a long, thin neck and a rounded body with a small protrusion on the right side. The image is composed of large, distinct pixels, giving it a retro, digital appearance.



Image



Softmax Outputs

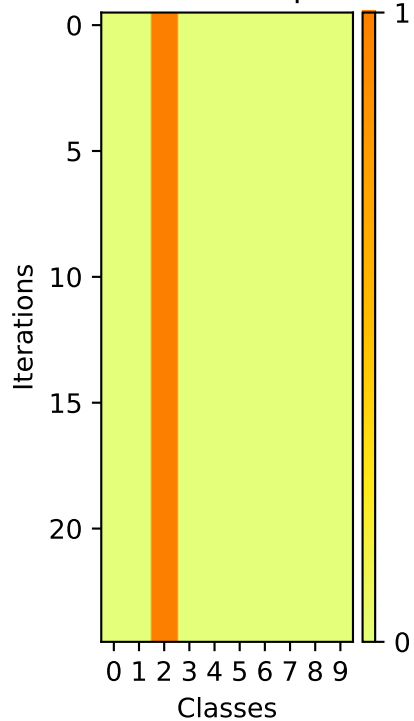


This heatmap illustrates the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9), and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently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

Image



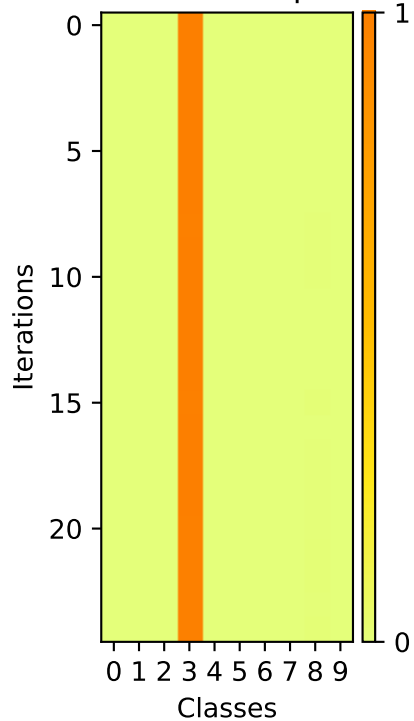
Softmax Outputs



Image

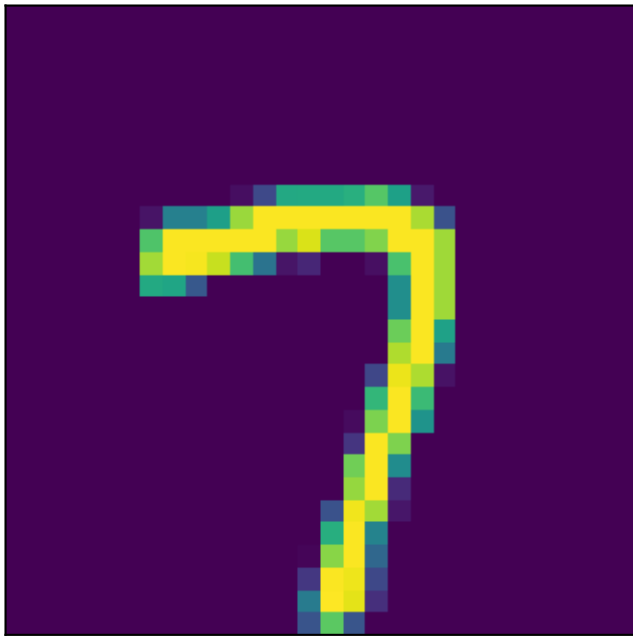


Softmax Outputs

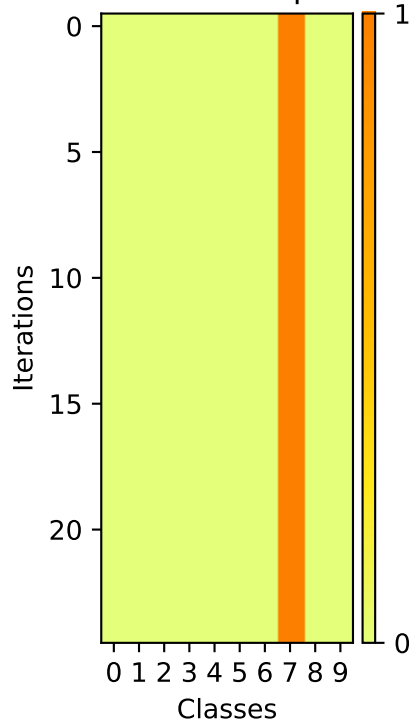


A pixelated, low-resolution image of a yellow and green figure-eight shape on a black background. The shape is composed of many small squares, with the main body being yellow and the connecting lines being green. The overall appearance is that of a stylized '8' or a figure-eight pattern.

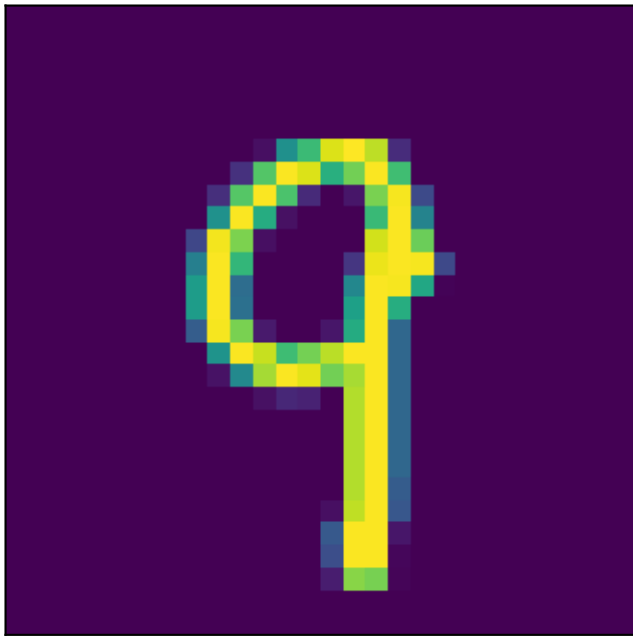
Image



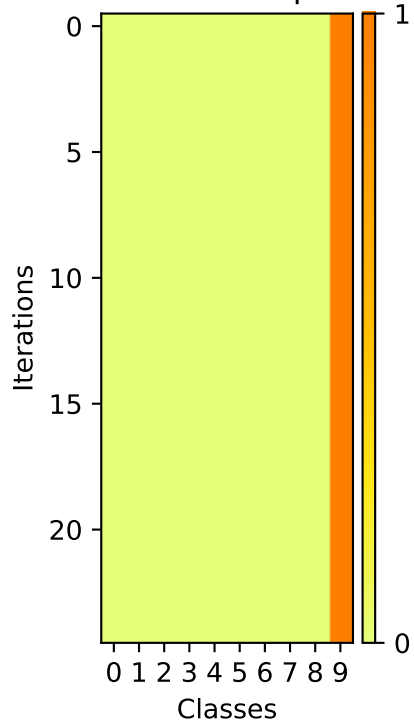
Softmax Outputs



Image



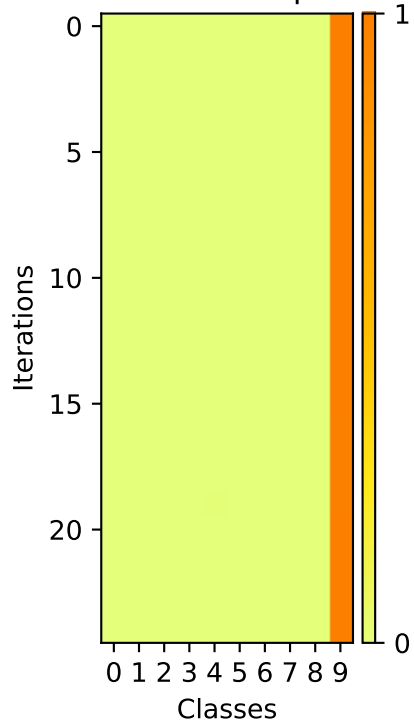
Softmax Outputs



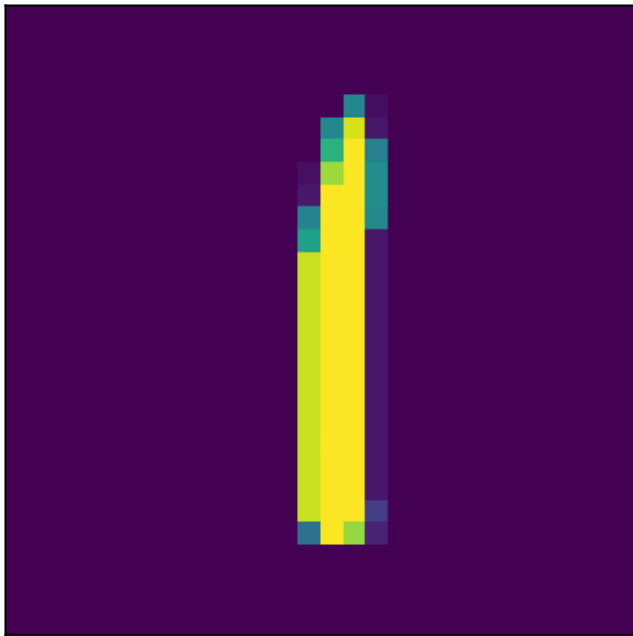
Image



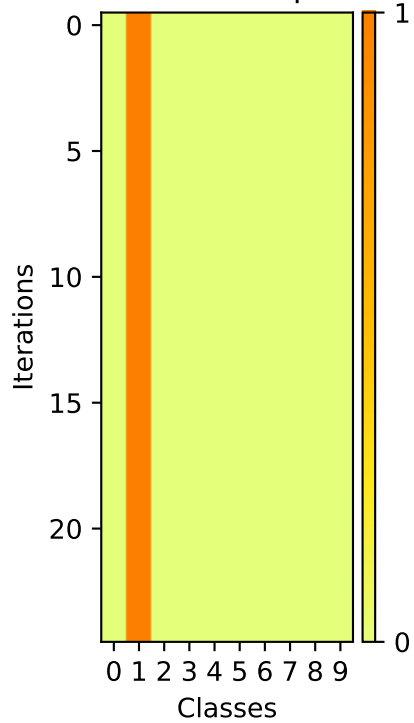
Softmax Outputs



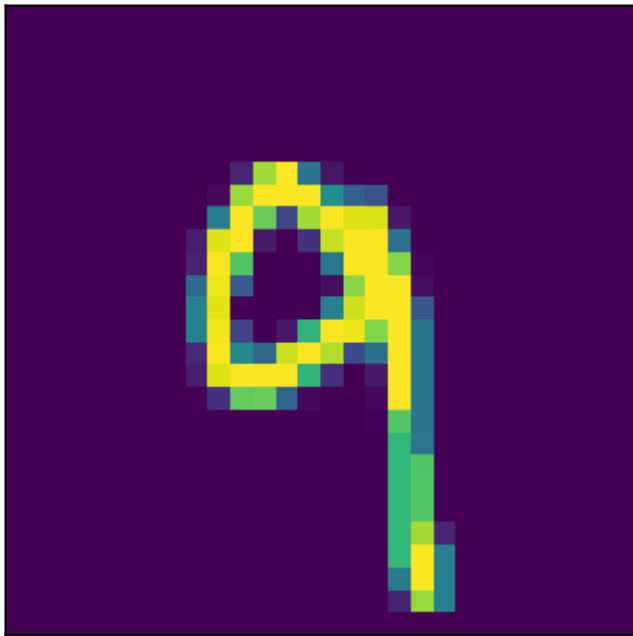
Image



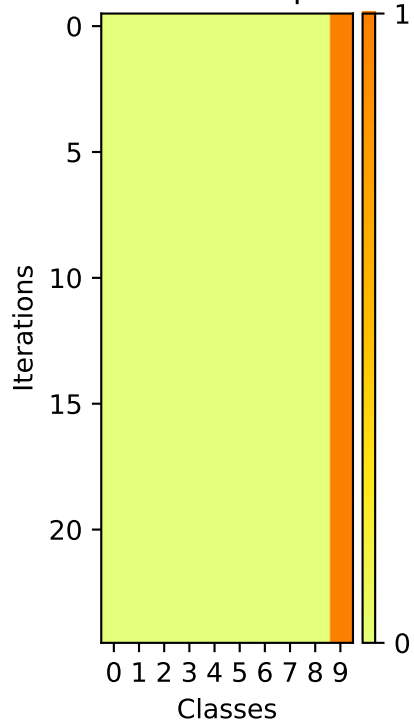
Softmax Outputs



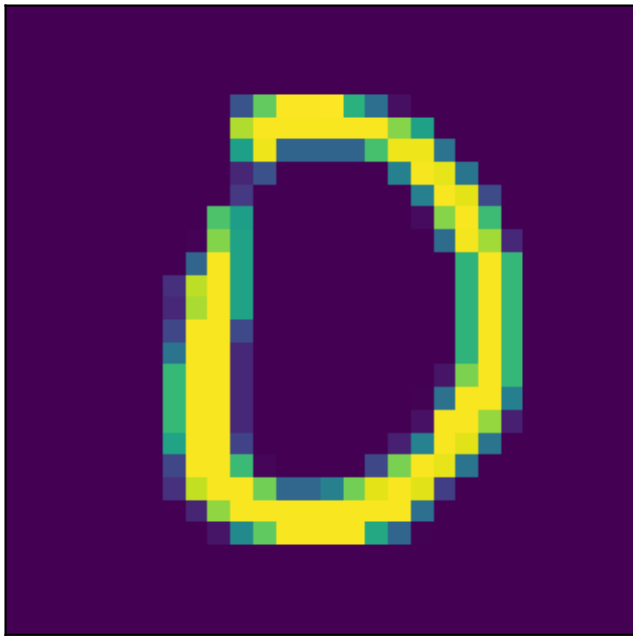
Image



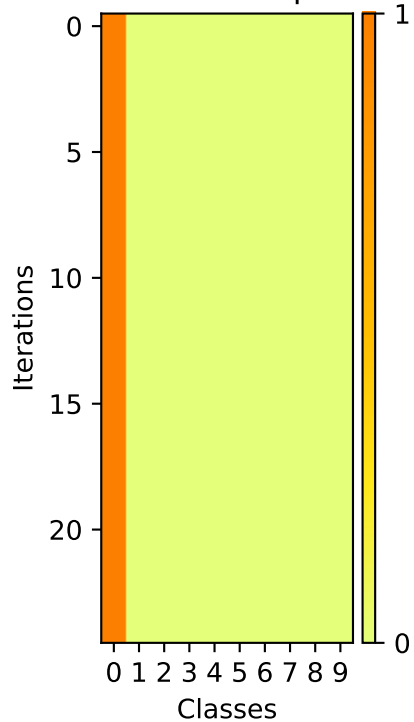
Softmax Outputs



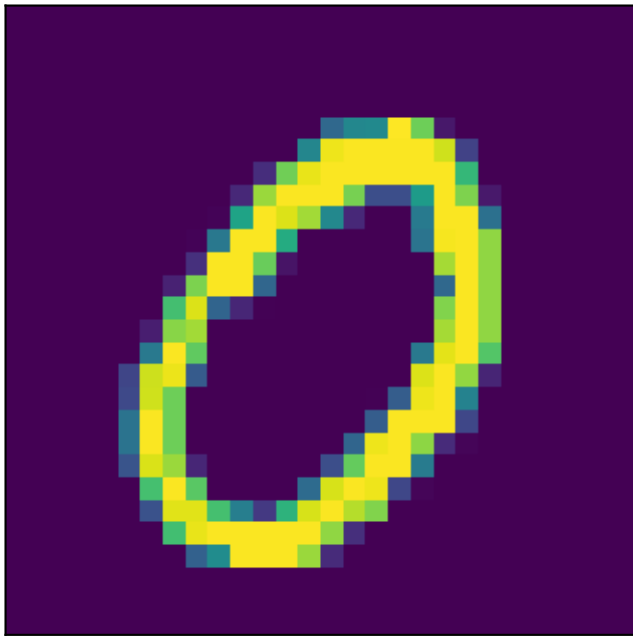
Image



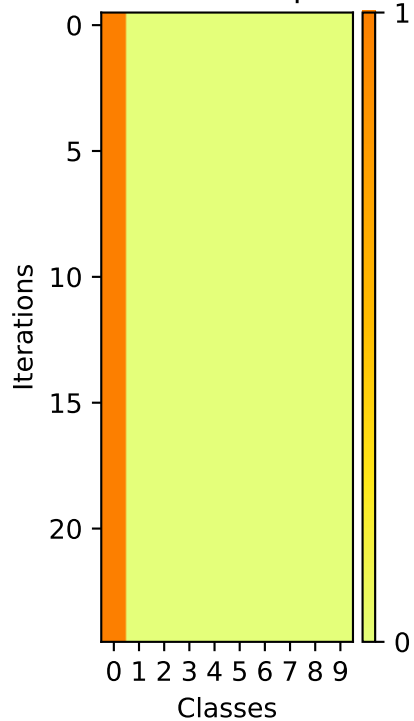
Softmax Outputs



Image



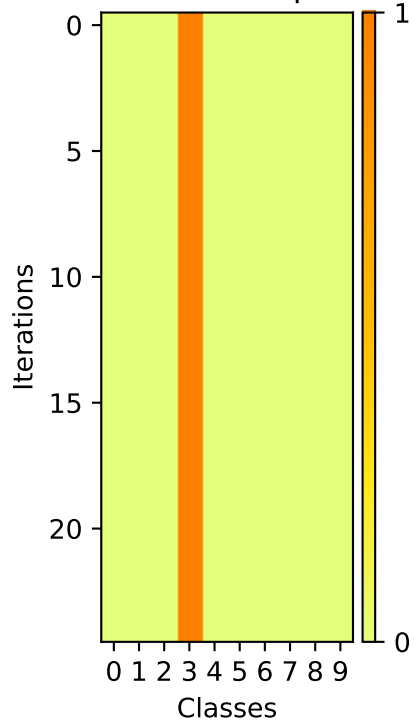
Softmax Outputs



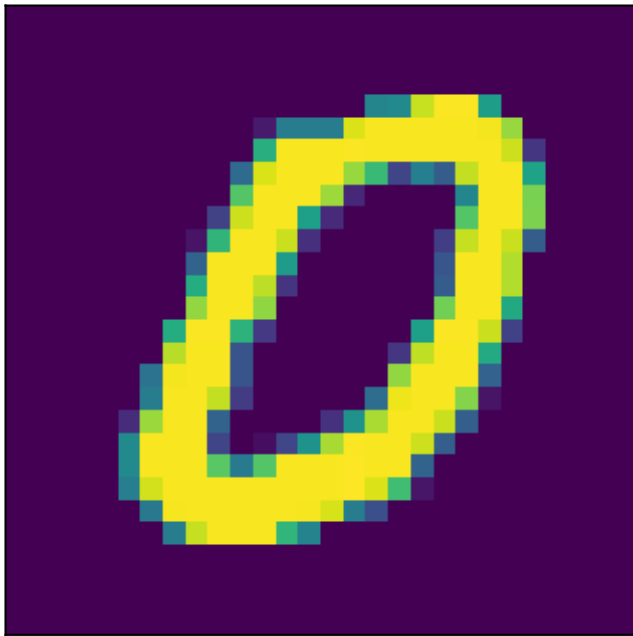
Image



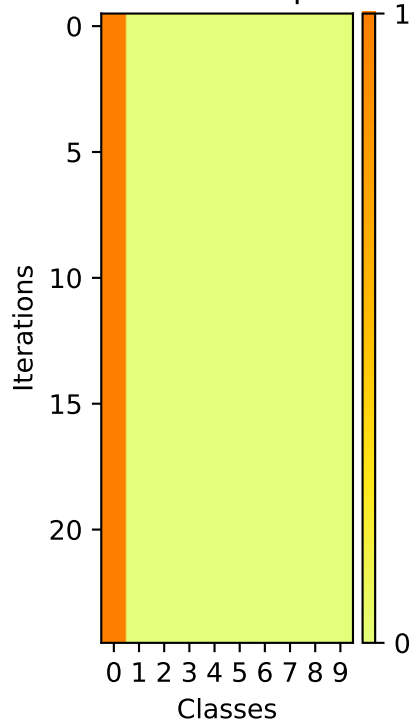
Softmax Outputs



Image



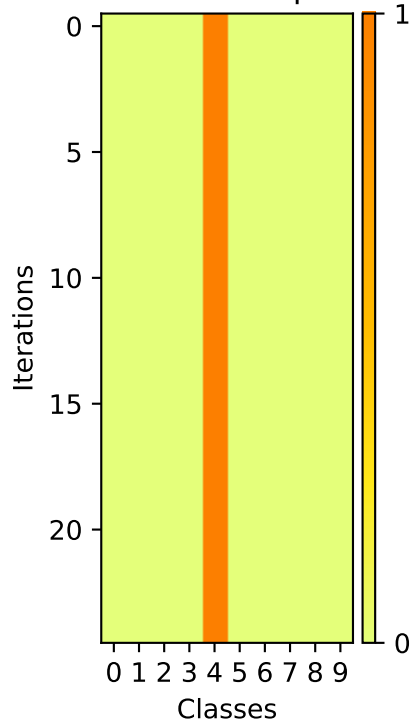
Softmax Outputs



Image

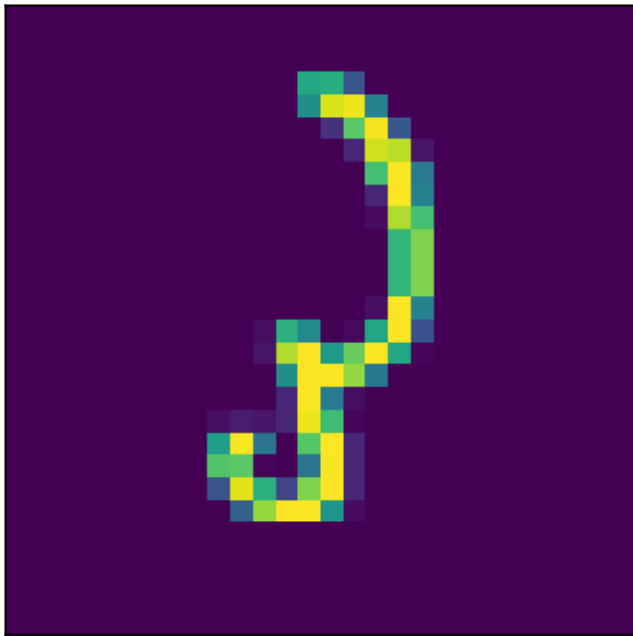


Softmax Outputs

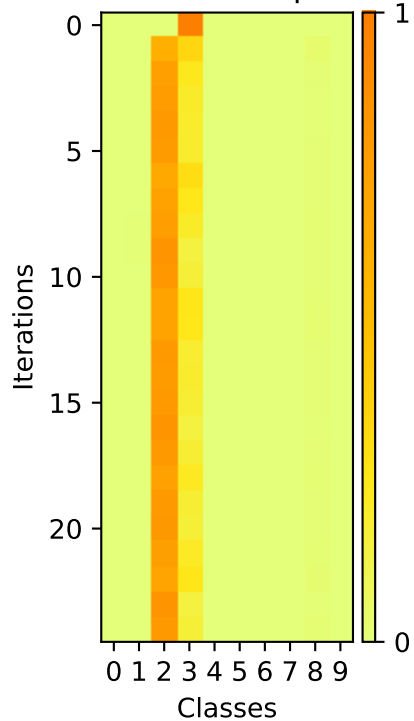


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark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

Image



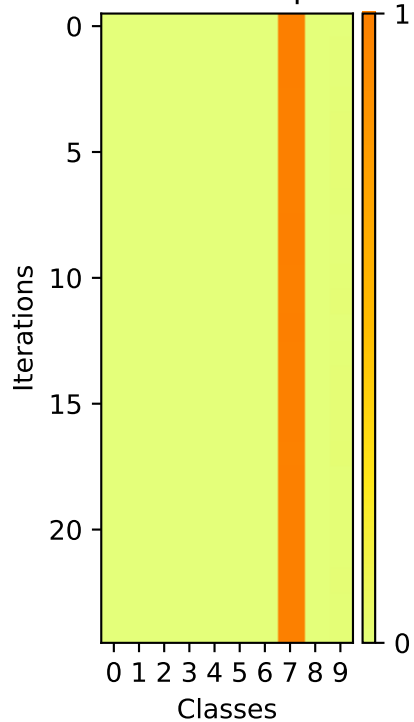
Softmax Outputs



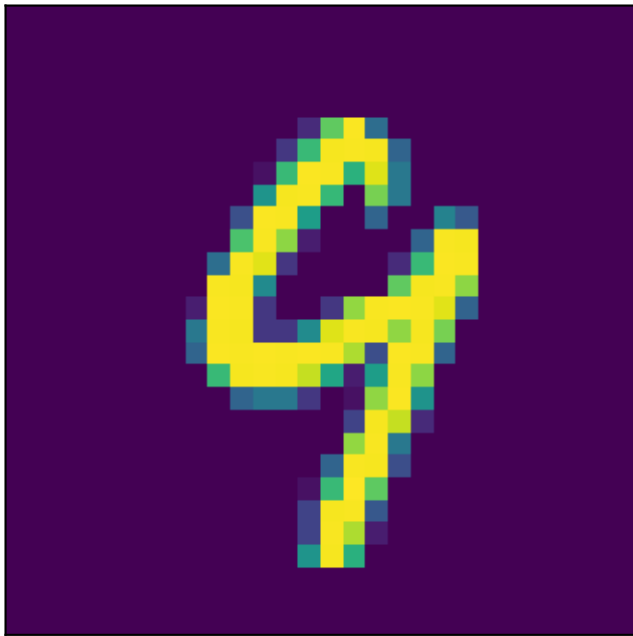
Image



Softmax Outputs



Image



Softmax Outputs

