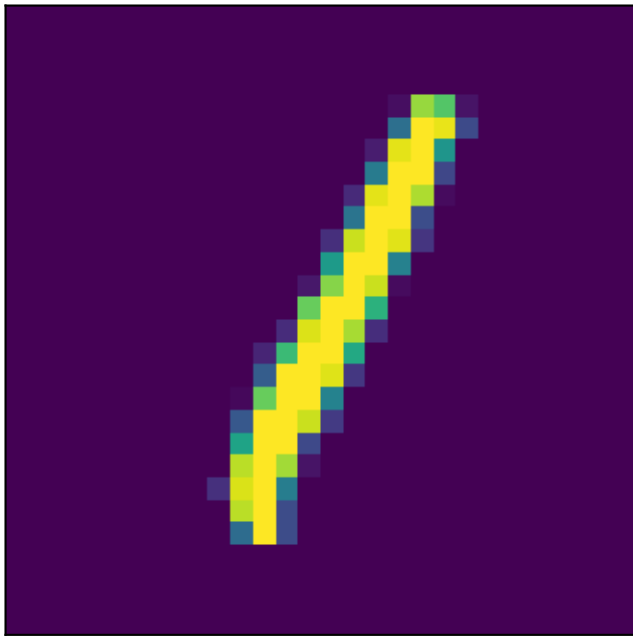
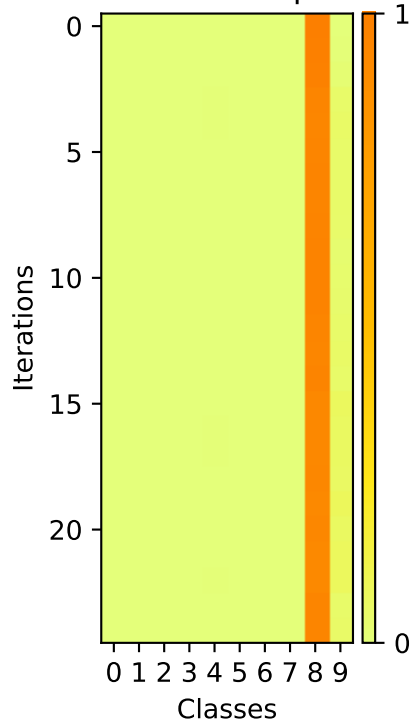


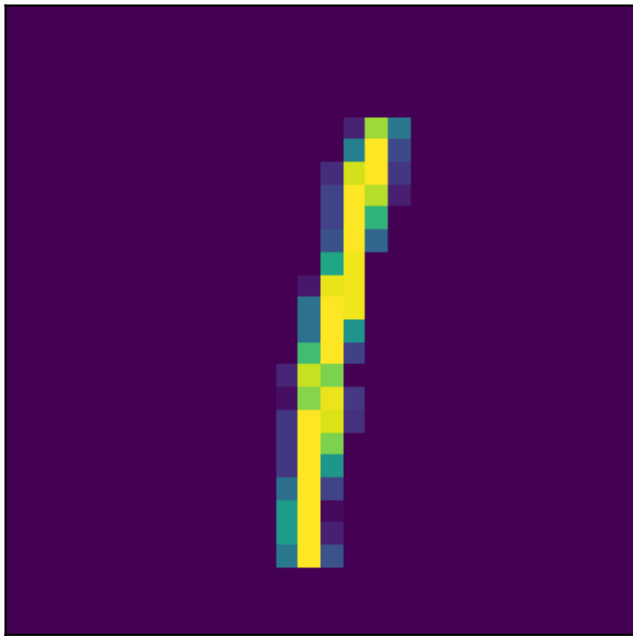
Image



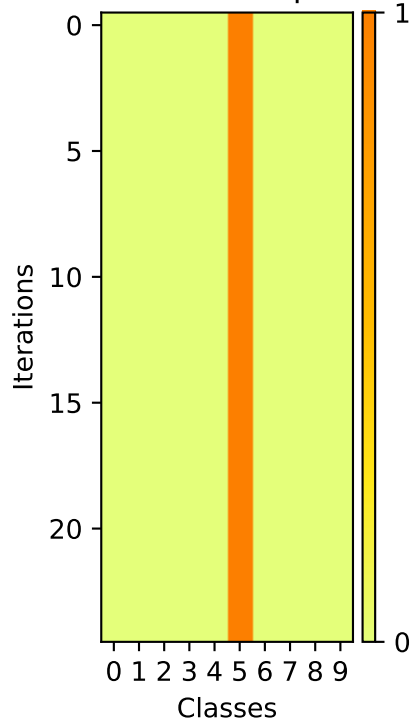
Softmax Outputs



Image



Softmax Outputs

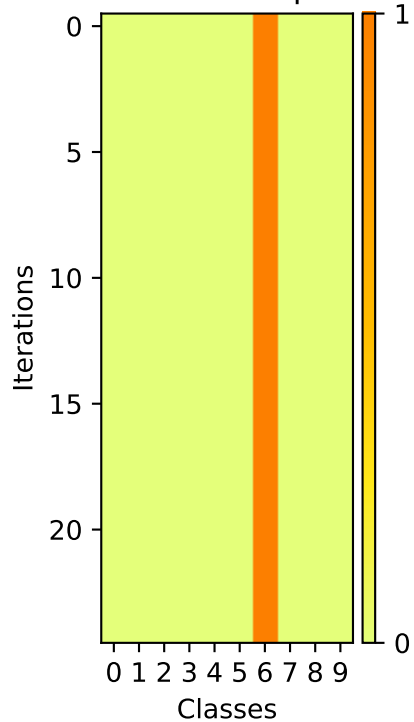


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 10,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

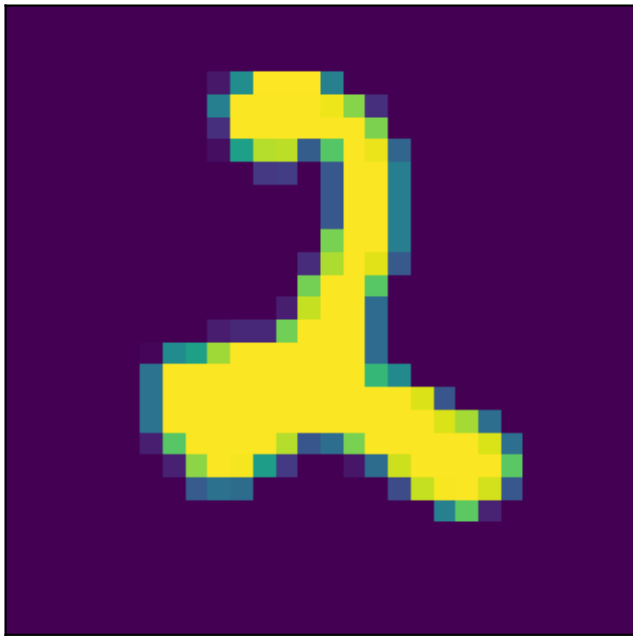
Image



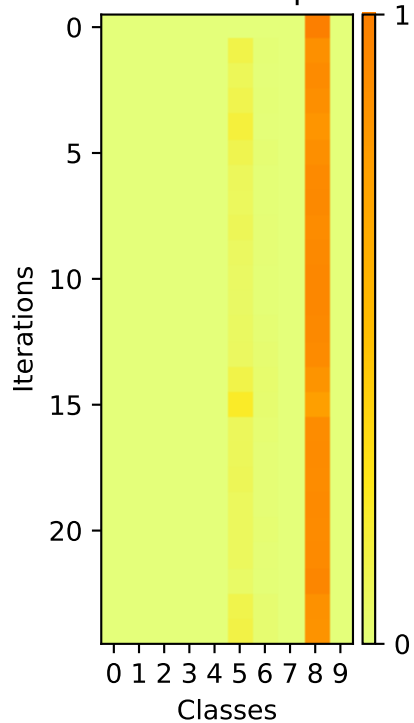
Softmax Outputs



Image



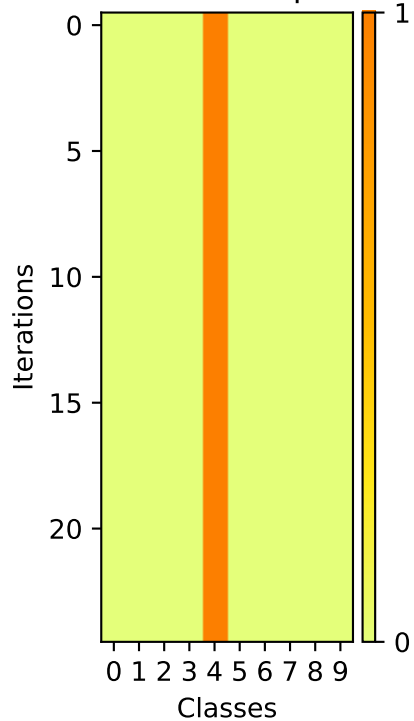
Softmax Outputs



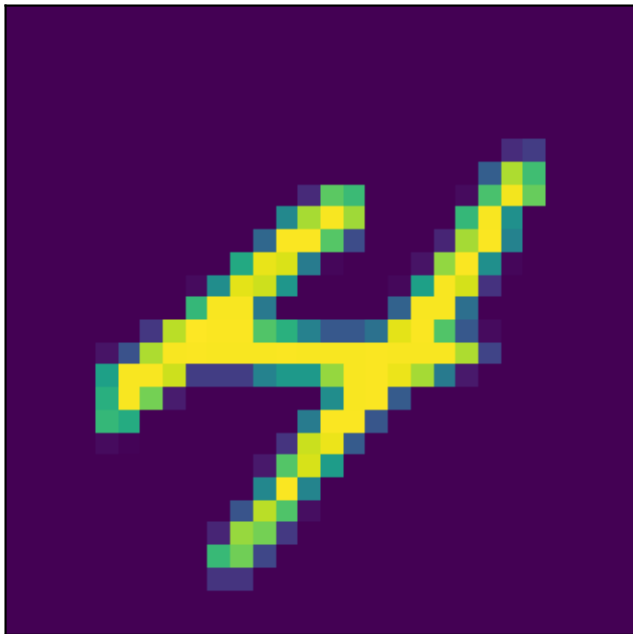
Image



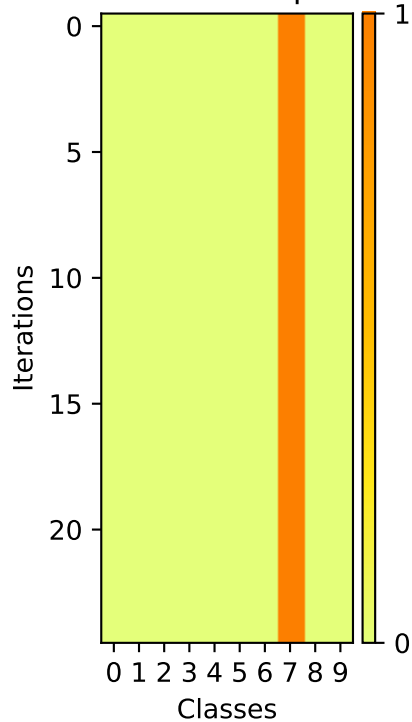
Softmax Outputs



Image



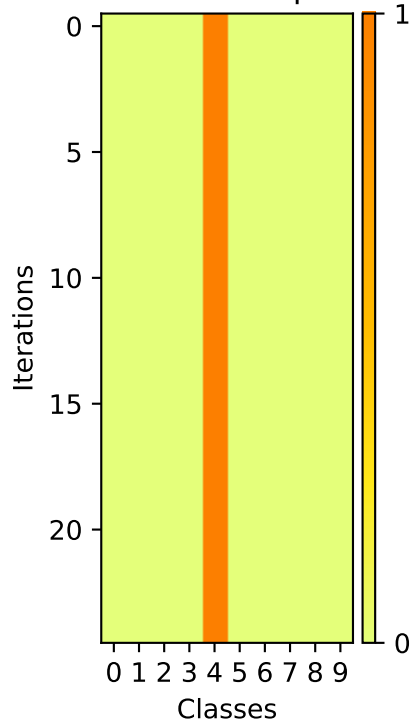
Softmax Outputs



Image



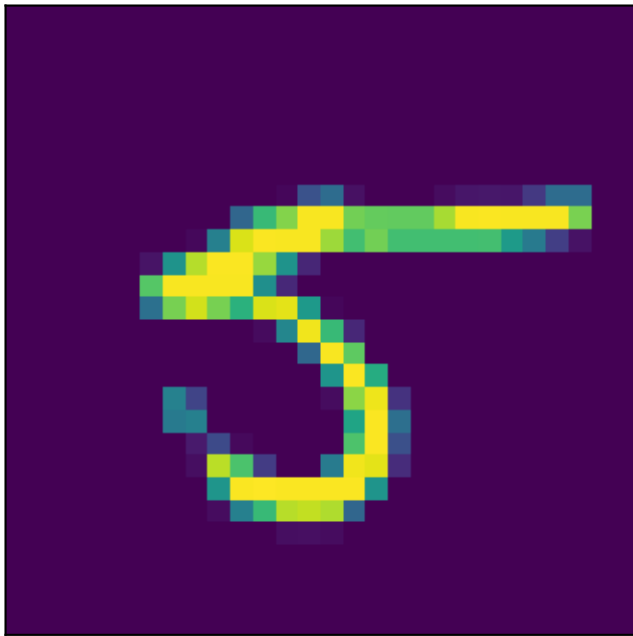
Softmax Outputs



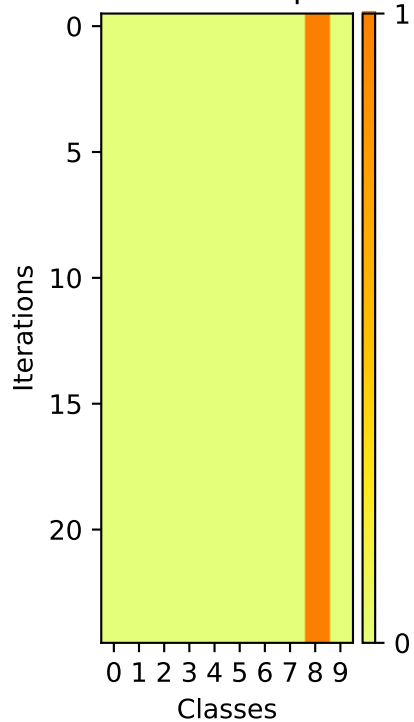
A pixelated, low-resolution image of a yellow and green object, possibly a stylized letter or logo, set against a dark purple background. The object has a horizontal bar with a rounded end on the left and a curved tail extending downwards and to the right. The colors are bright yellow and a light green, with some darker green and blue pixels at the edges, suggesting a dithered or low-bit depth format.

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 shows a clear transition from Class 1 to Class 0 over the iterations.

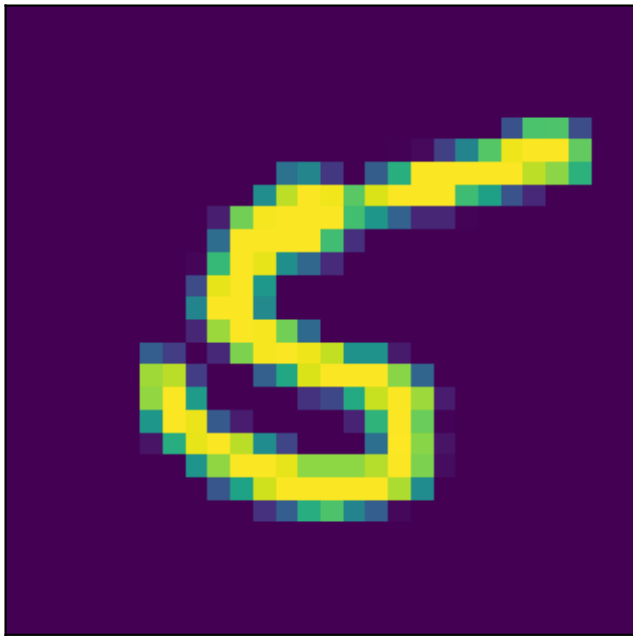
Image



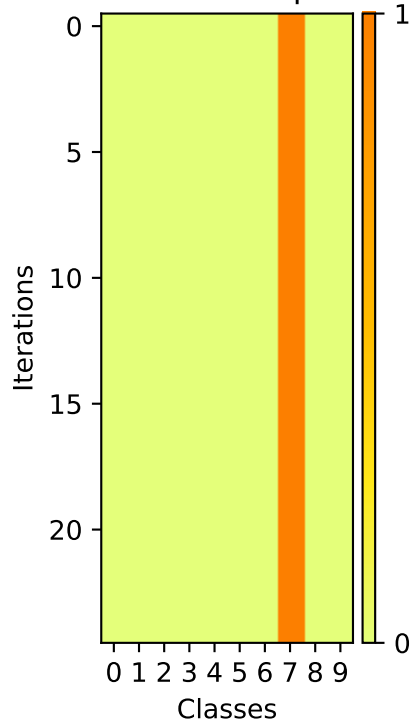
Softmax Outputs



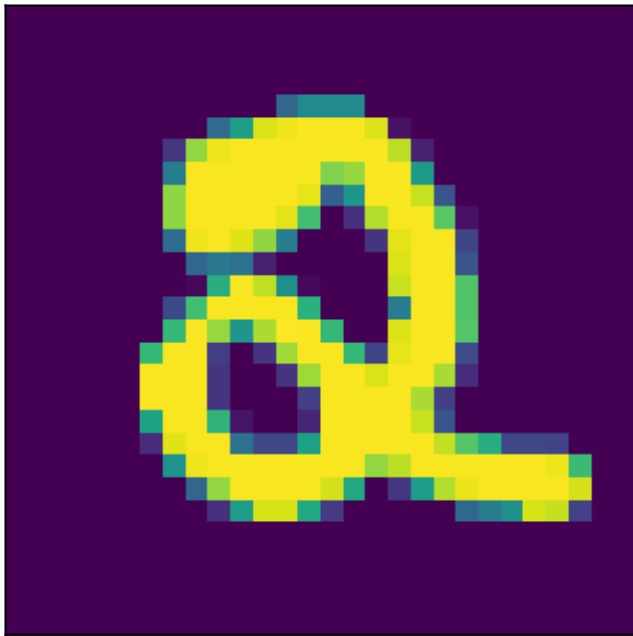
Image



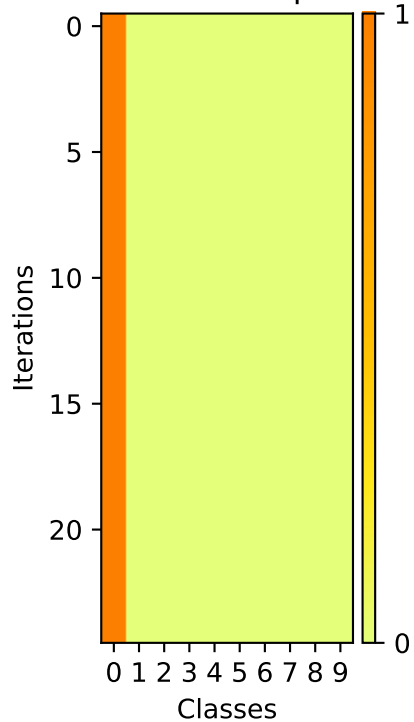
Softmax Outputs



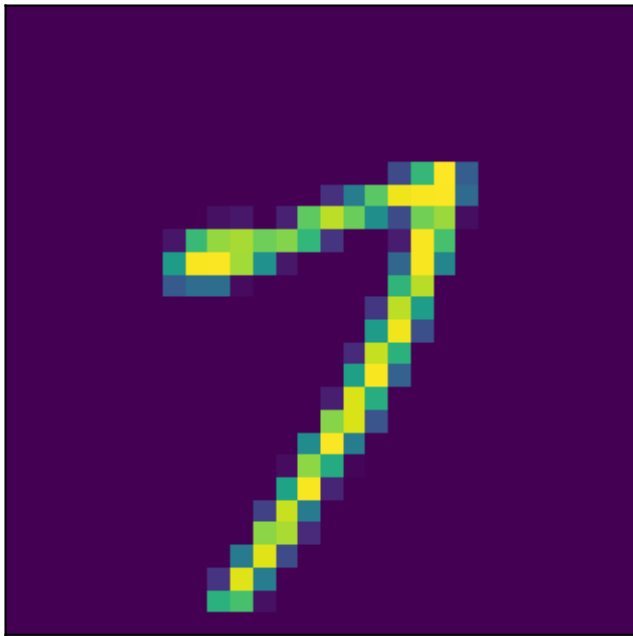
Image



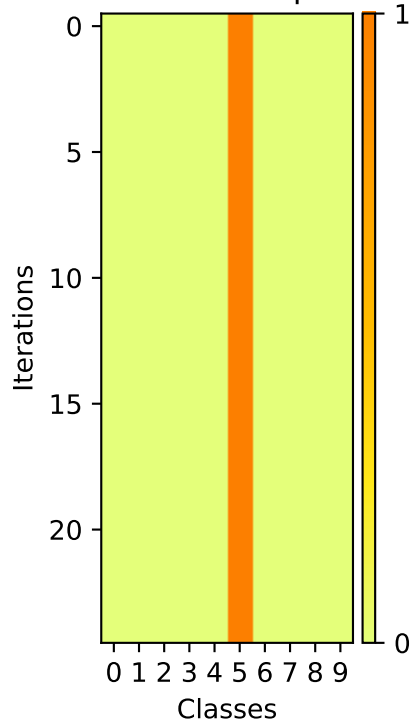
Softmax Outputs



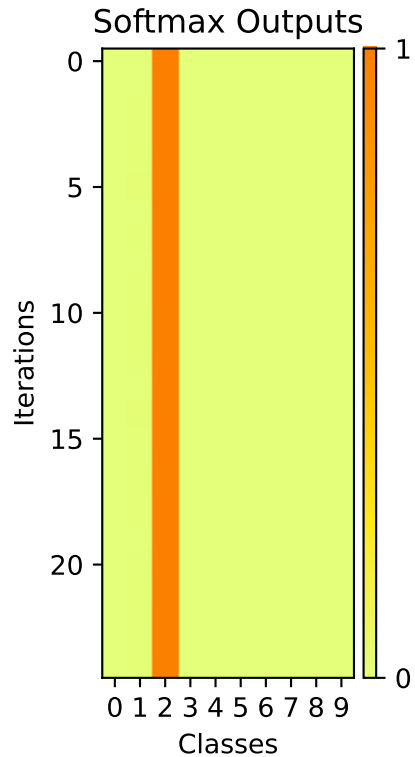
Image



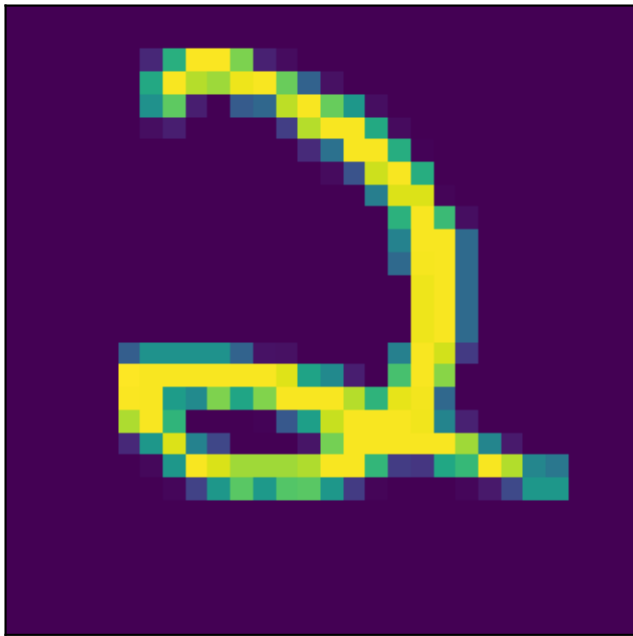
Softmax Outputs



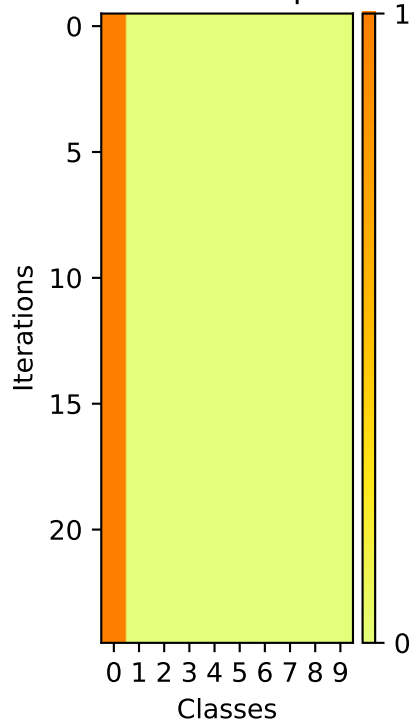
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of several small, colored squares (yellow, green, and blue) arranged in a shape that resembles a stylized letter 'Z' or a character. The figure is positioned in the center of the frame.



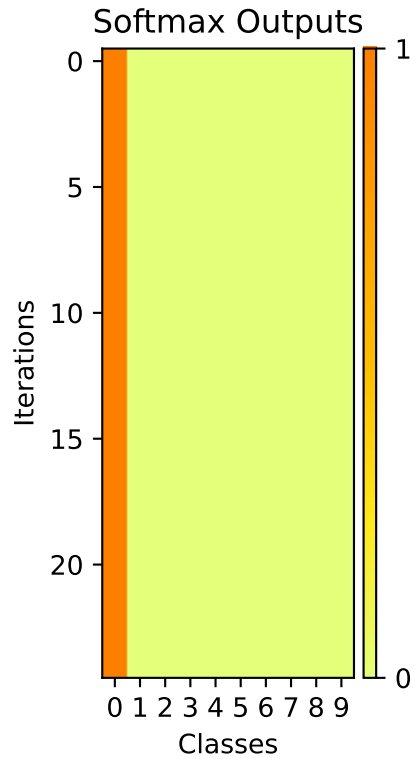
Image



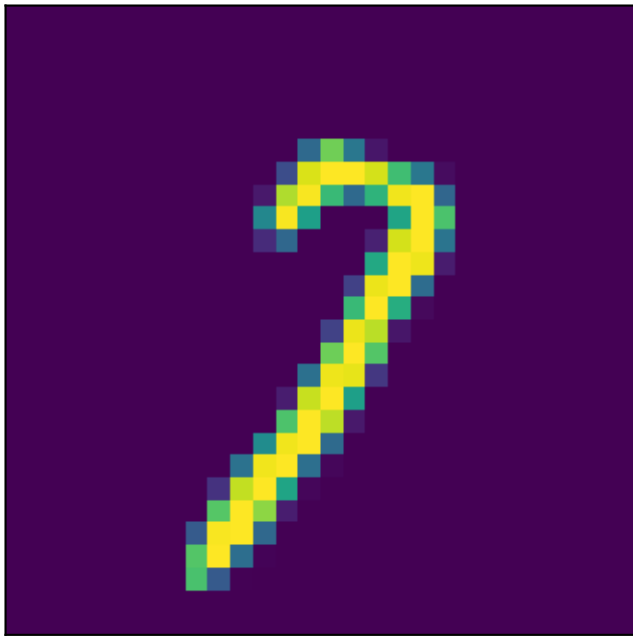
Softmax Outputs



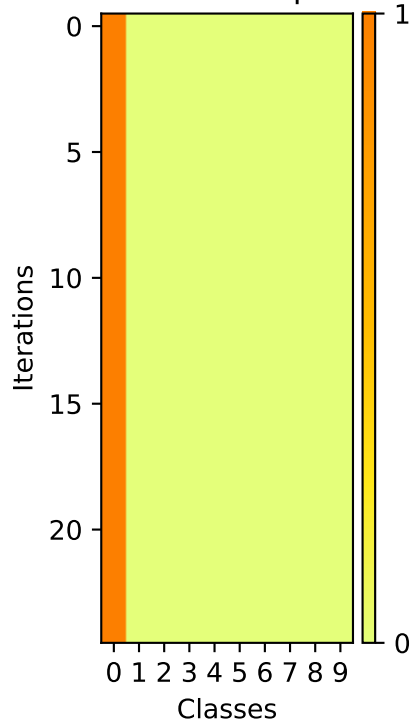
A pixelated yellow number 8 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance.



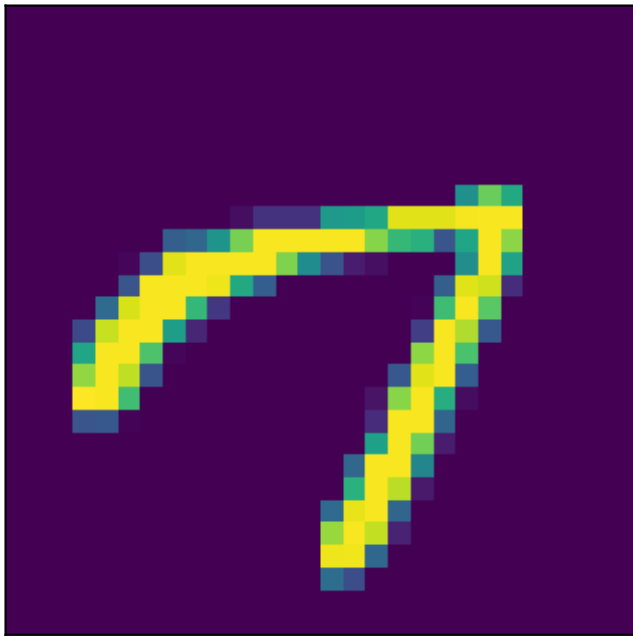
Image



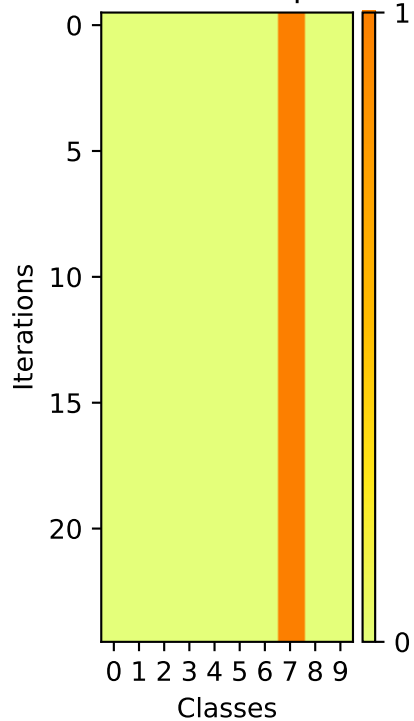
Softmax Outputs



Image



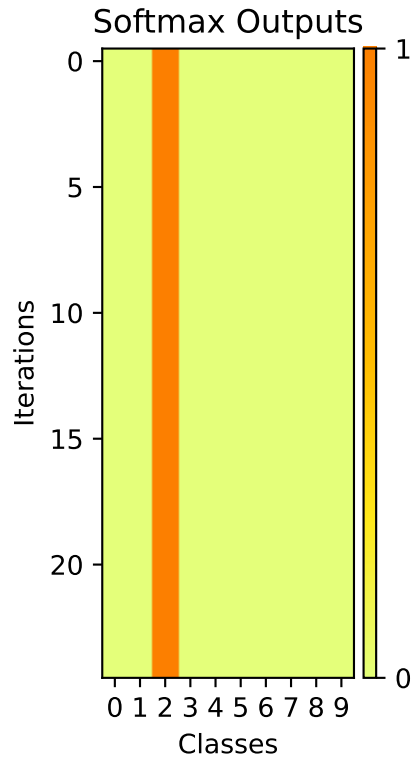
Softmax Outputs



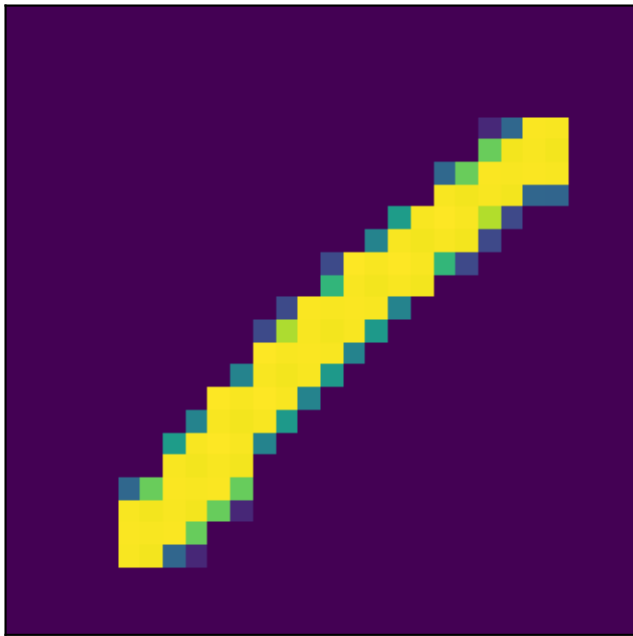
A pixelated, low-resolution image of a blue and yellow '4' on a black background. The image is composed of small squares in shades of blue, yellow, and black, forming the shape of the number 4. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

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.

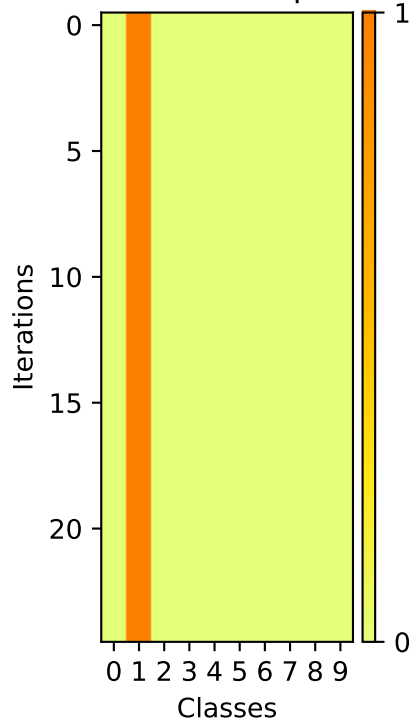
A pixelated, low-resolution image of a yellow and green 'L' shape on a dark purple background. The shape is composed of several small squares, with the main vertical stroke being yellow and the horizontal stroke being green. The overall appearance is that of a digital art or a low-quality scan of a logo.



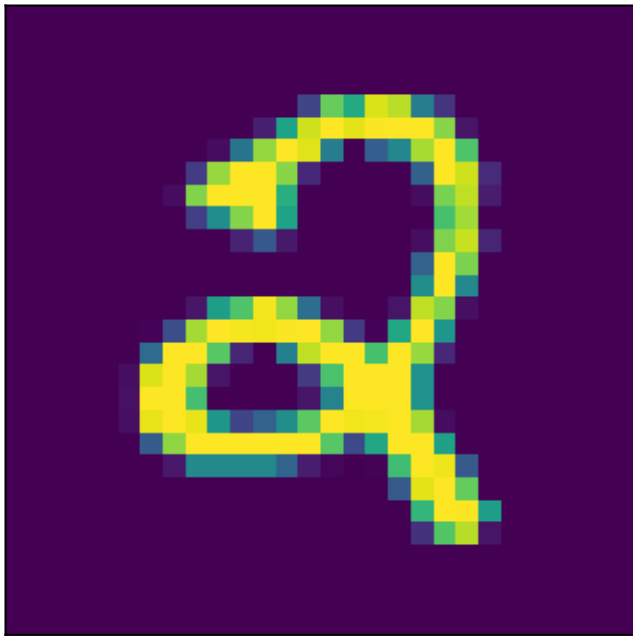
Image



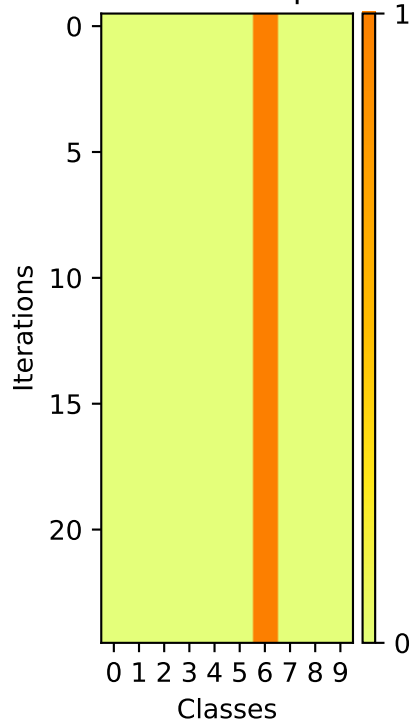
Softmax Outputs



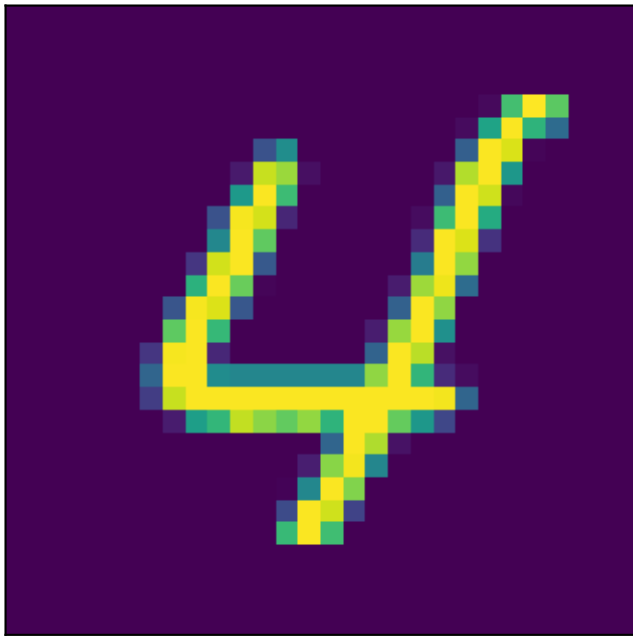
Image



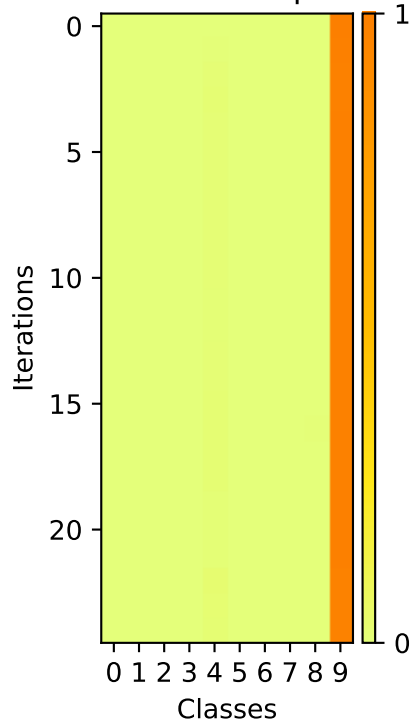
Softmax Outputs



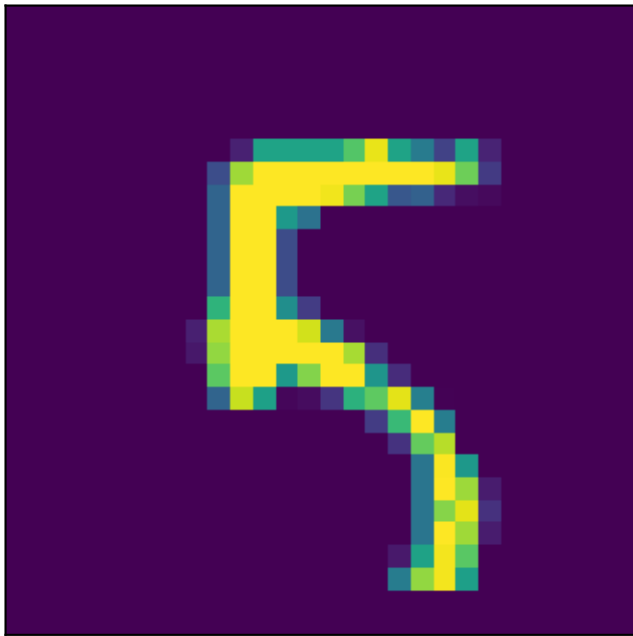
Image



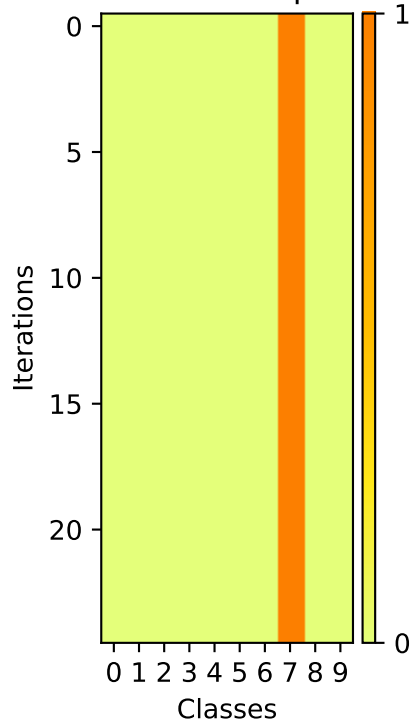
Softmax Outputs



Image



Softmax Outputs



A pixelated drawing of a yellow and green figure, possibly a character or animal, on a dark purple background. The figure has a yellow body with green accents, particularly around the head and limbs. It appears to be in a dynamic pose, possibly jumping or running. The drawing is composed of small squares, giving it a retro, digital art feel.

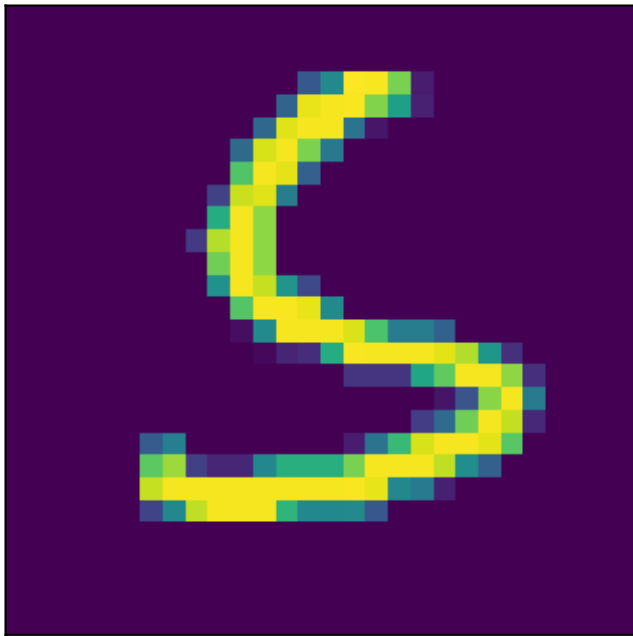
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). Class 0 starts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

A pixelated, low-resolution version of the Google logo, rendered in yellow and green against a dark purple background. The logo is composed of large, square pixels, giving it a blocky, digital appearance. The colors are a bright yellow for the main body of the letters and a slightly darker green for the outlines and some internal details. The background is a solid, deep purple. The overall style is reminiscent of early computer graphics or a low-quality digital scan.

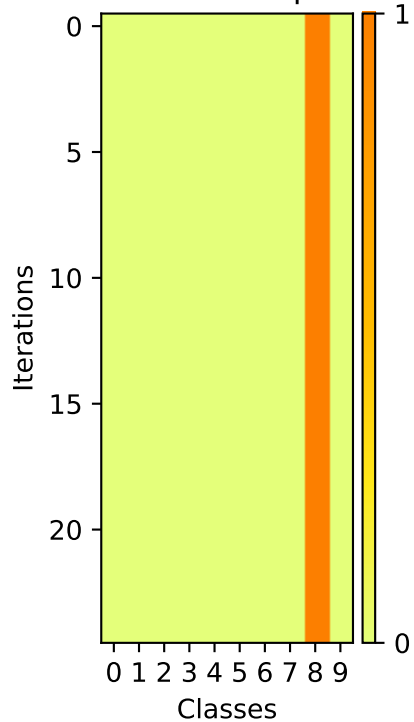
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

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

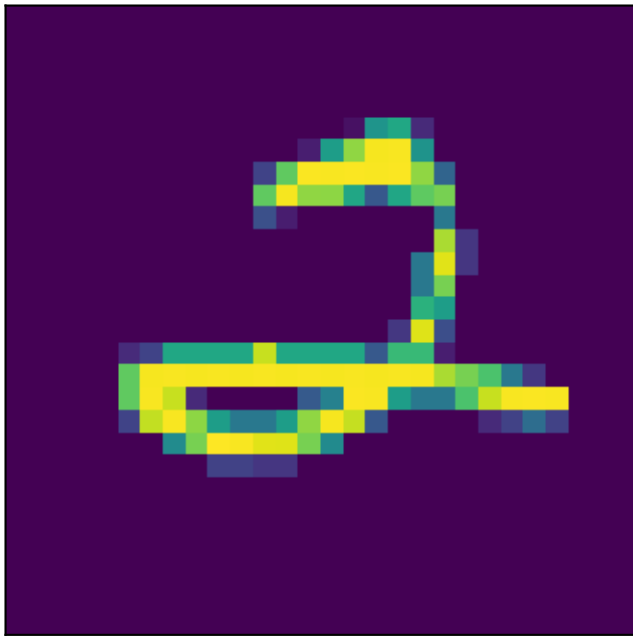
Image



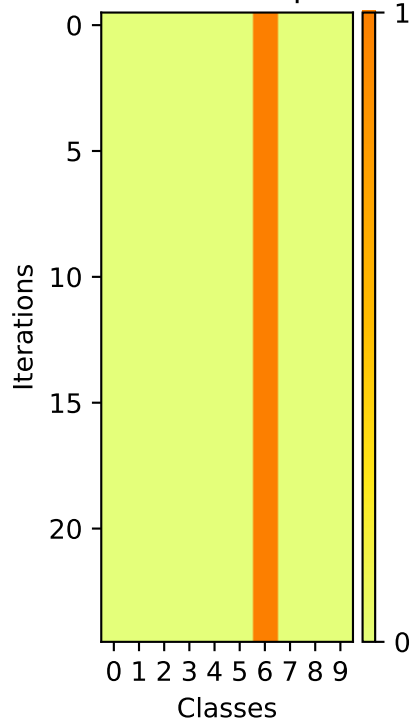
Softmax Outputs



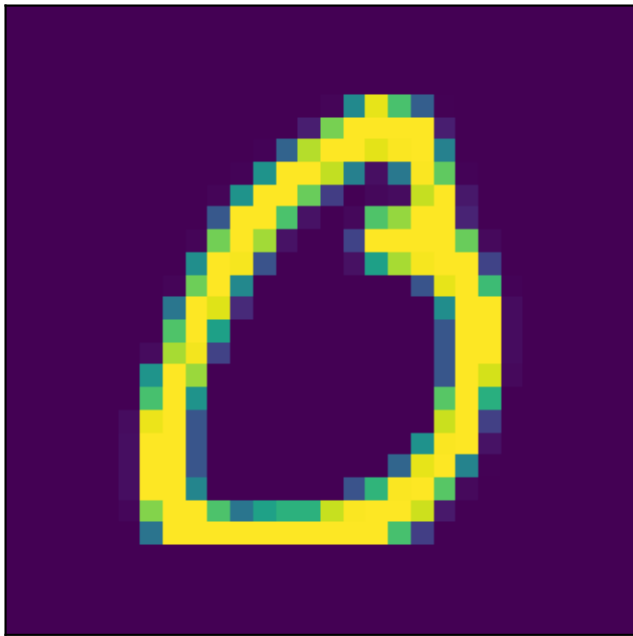
Image



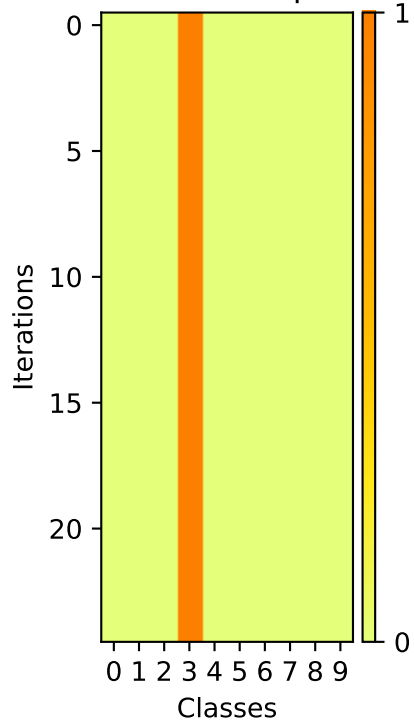
Softmax Outputs



Image



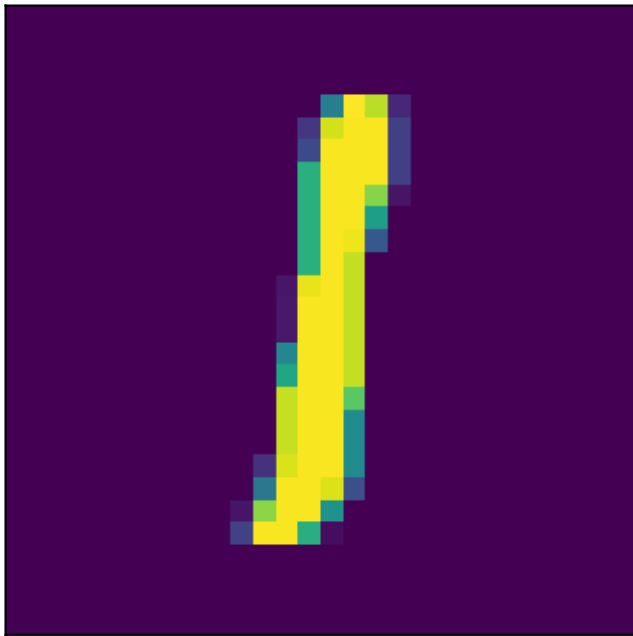
Softmax Outputs



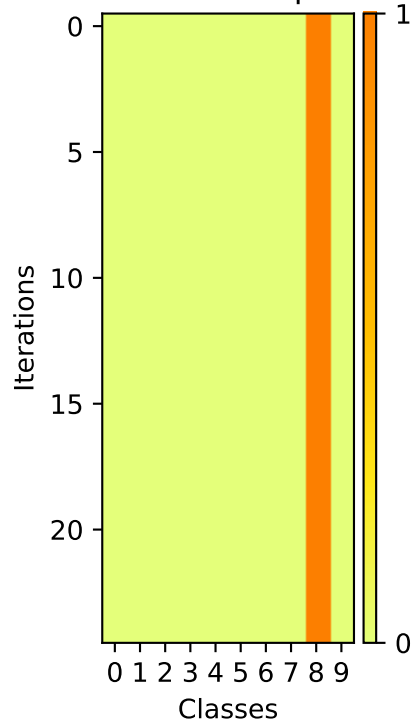
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected pixel blocks in yellow, green, and blue, forming a jagged, irregular outline. The overall appearance is reminiscent of a low-quality digital scan or a retro-style graphic.

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). The distribution is highly concentrated on Class 8, which reaches a probability of 1.0 by iteration 20.

Image



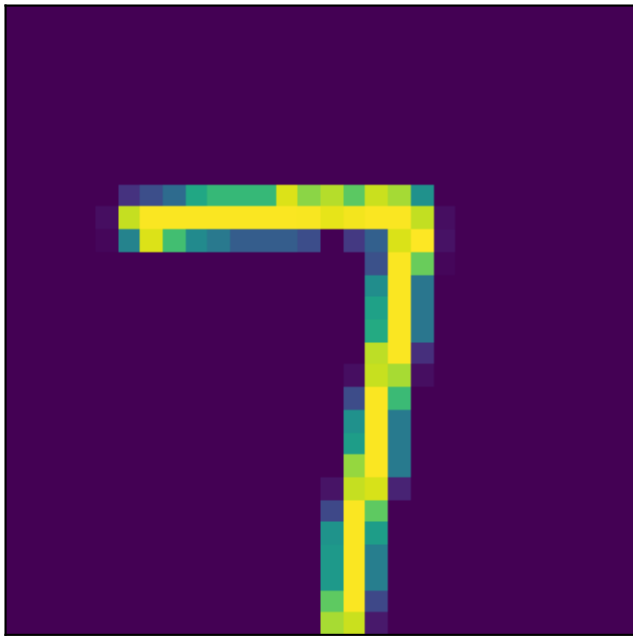
Softmax Outputs



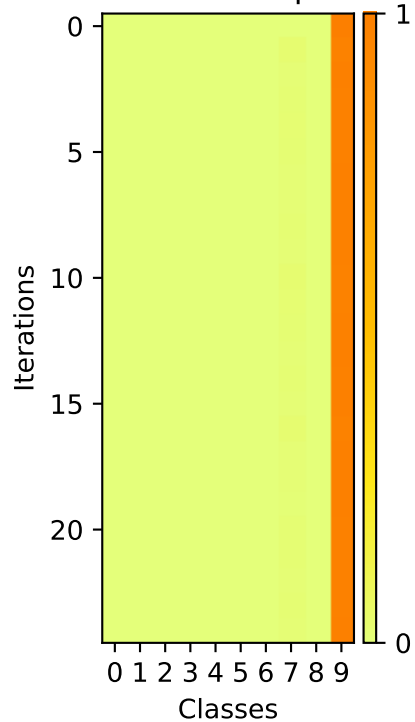
A 10x10 grid visualization of a 2D Gaussian function. The grid is colored with a gradient from dark purple (low density) to bright yellow (high density), forming a diagonal band of high values.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 9 consistently shows a high probability (orange) across all iterations, while the other classes remain at a low probability (yellow).

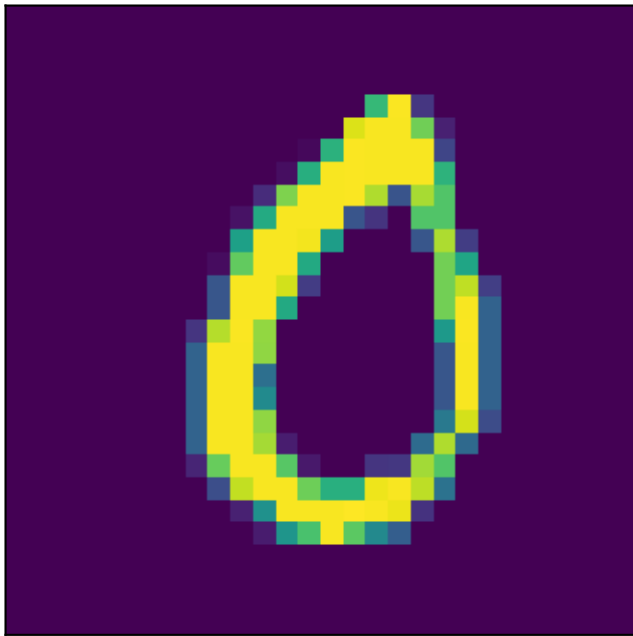
Image



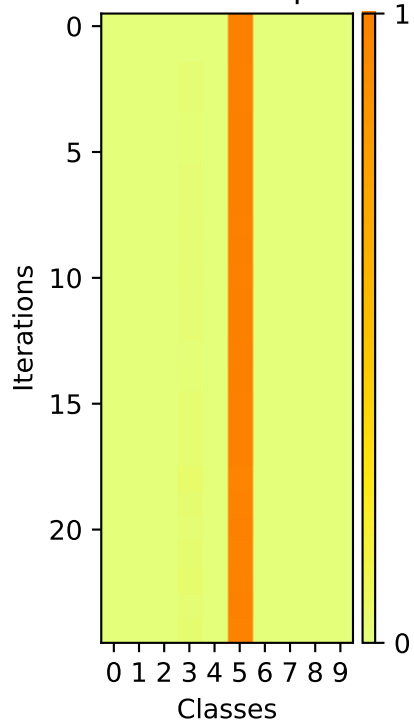
Softmax Outputs



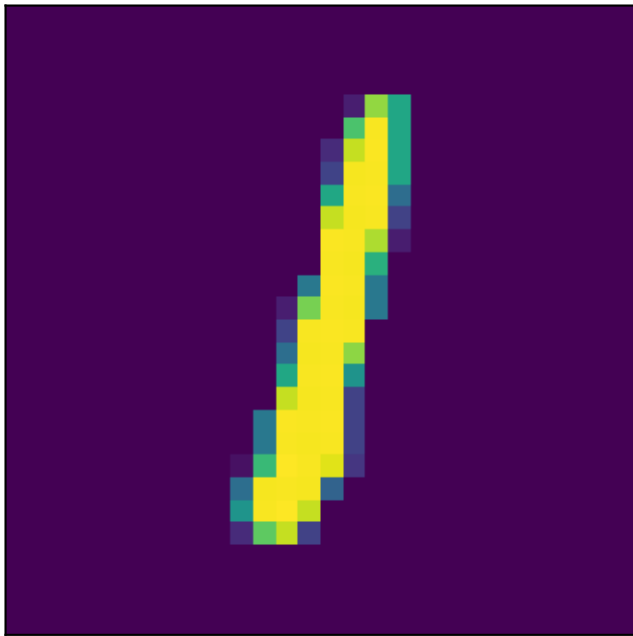
Image



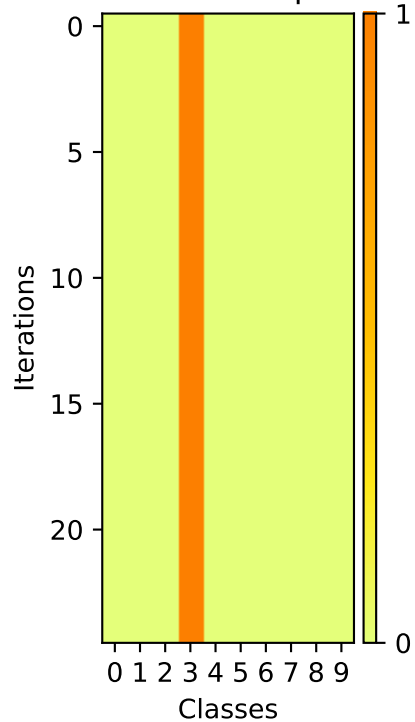
Softmax Outputs



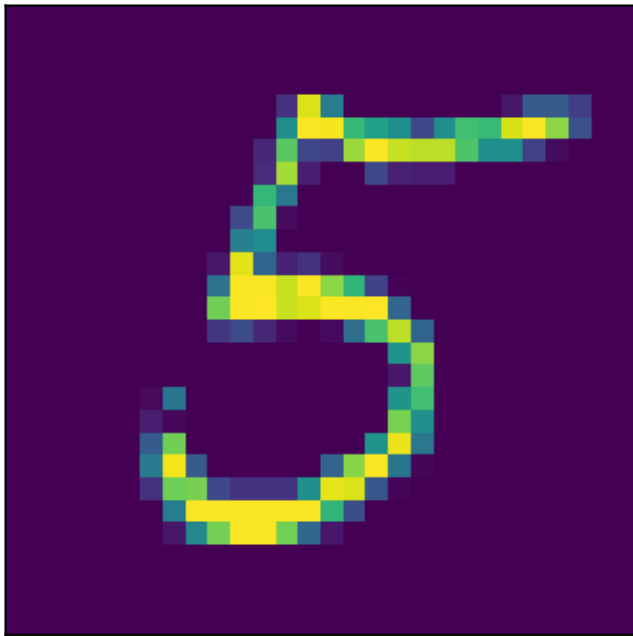
Image



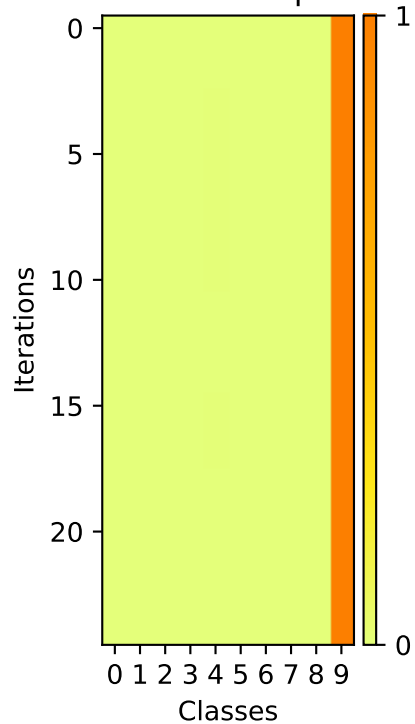
Softmax Outputs



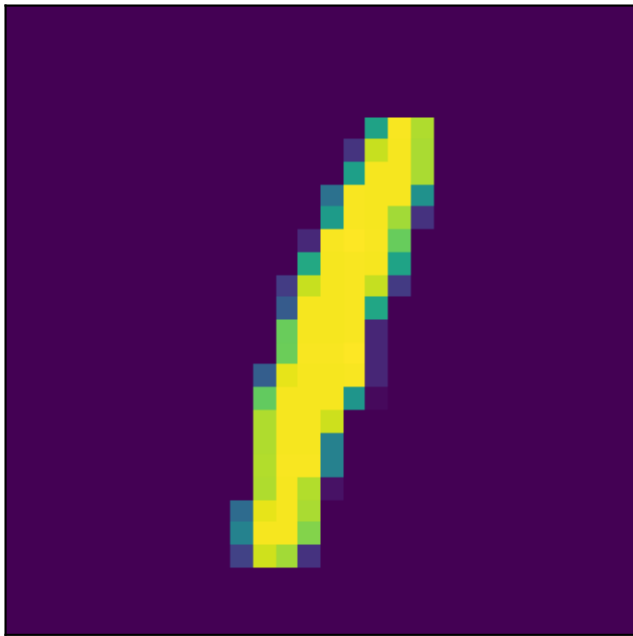
Image



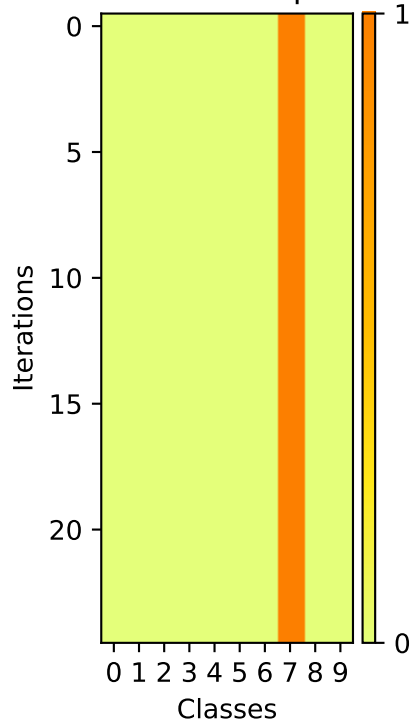
Softmax Outputs



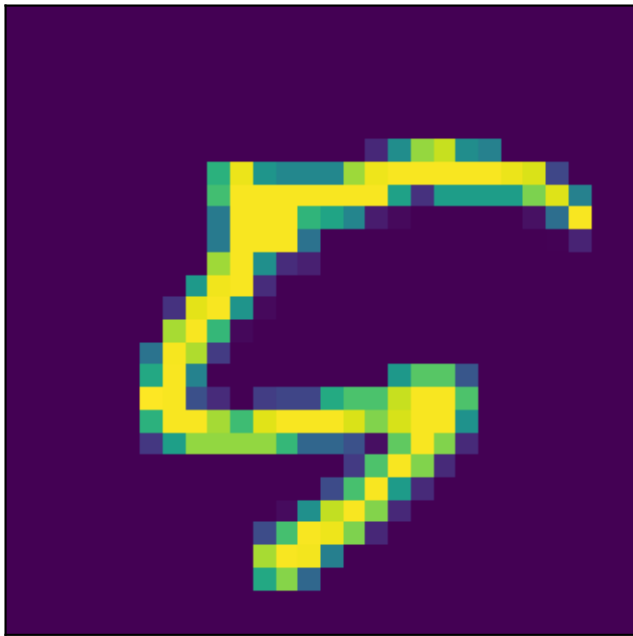
Image



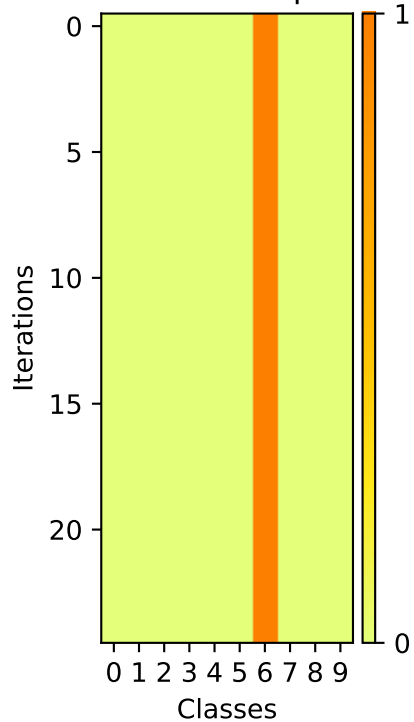
Softmax Outputs



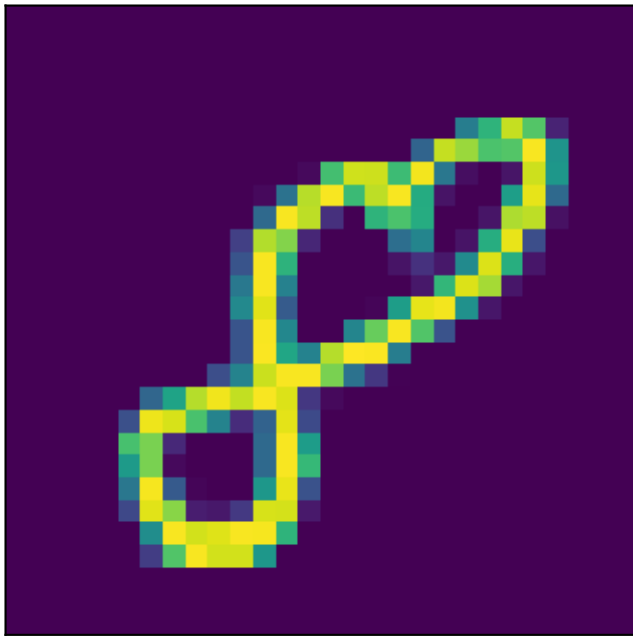
Image



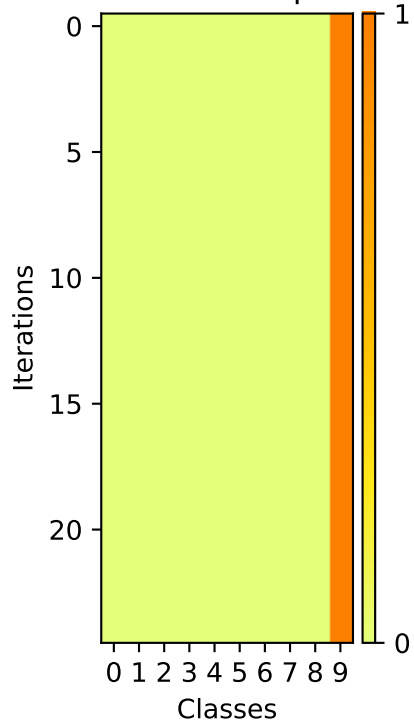
Softmax Outputs



Image



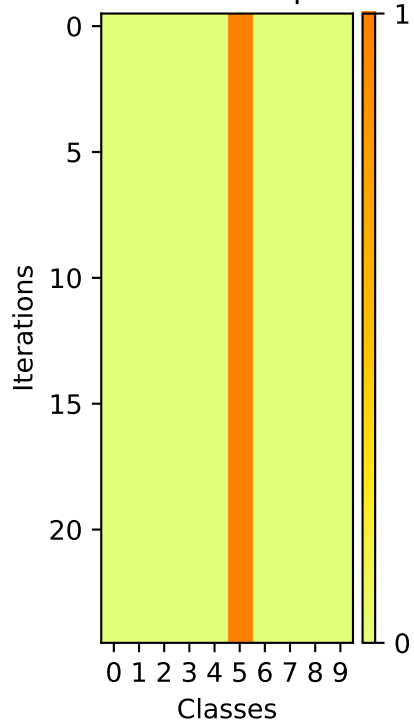
Softmax Outputs



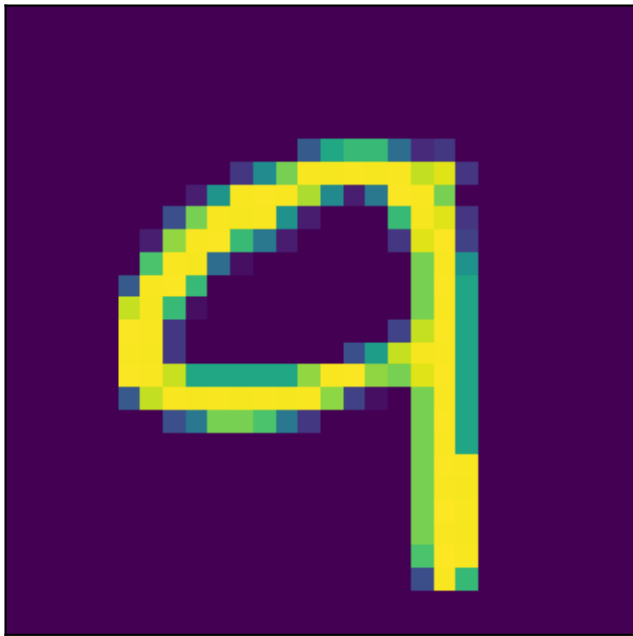
Image



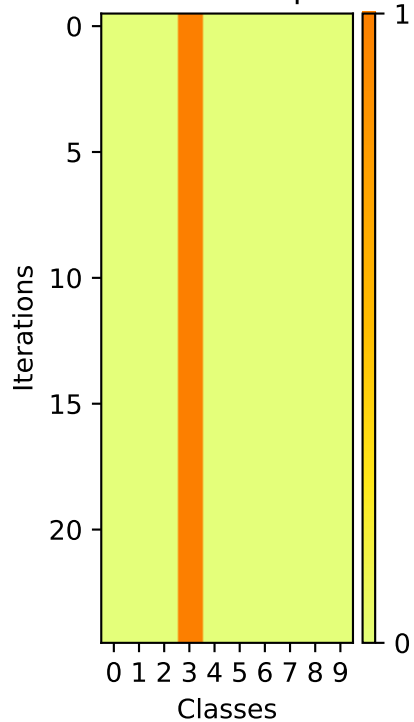
Softmax Outputs



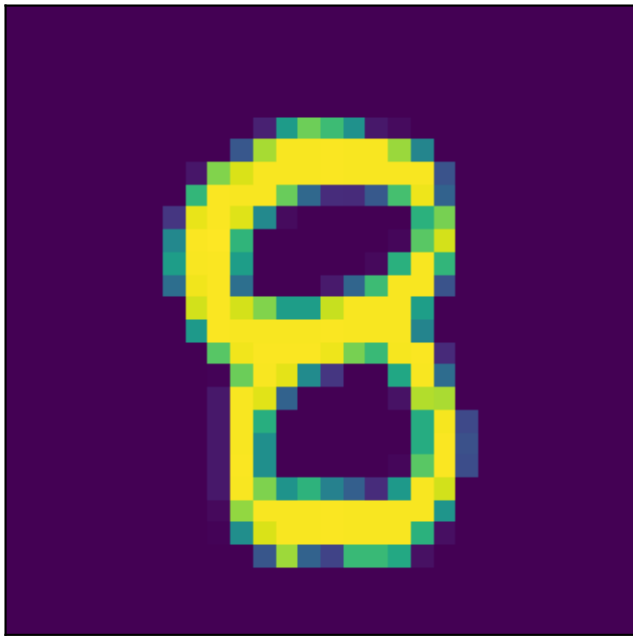
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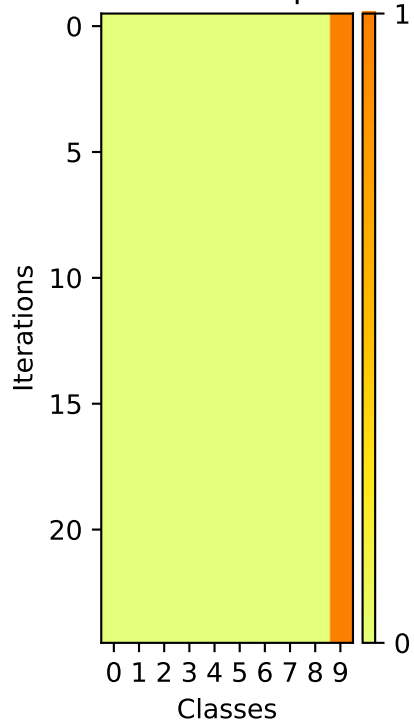
Softmax Outputs



Image



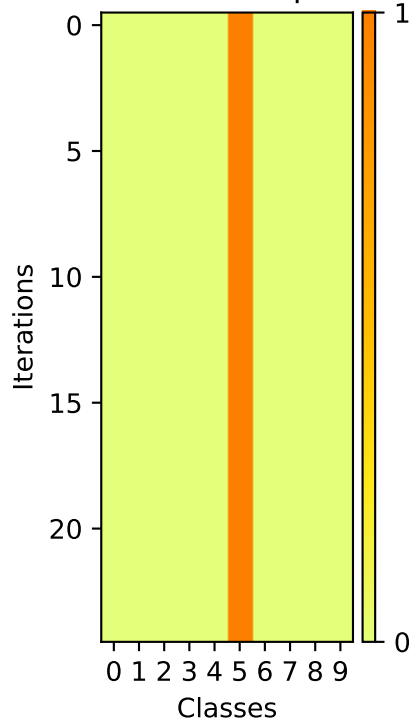
Softmax Outputs



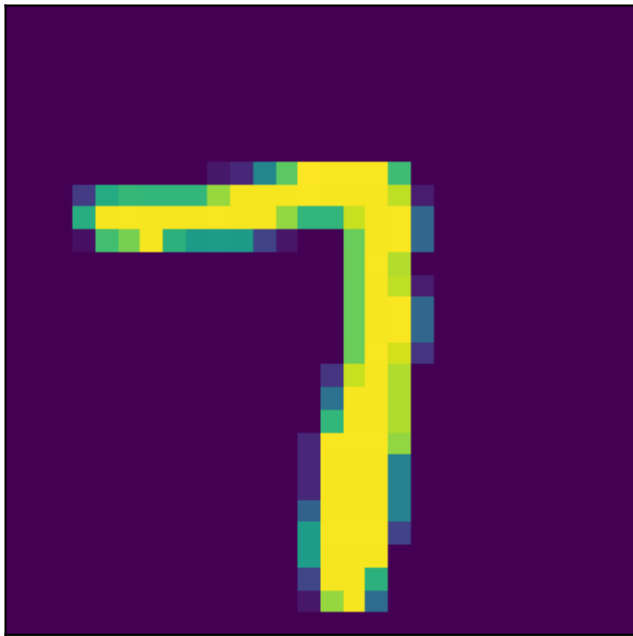
Image



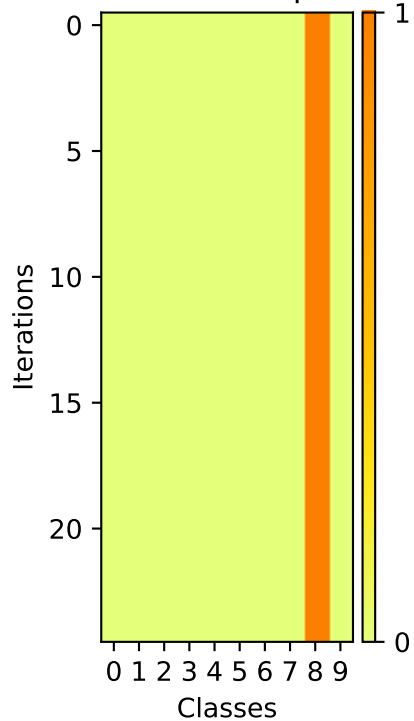
Softmax Outputs



Image



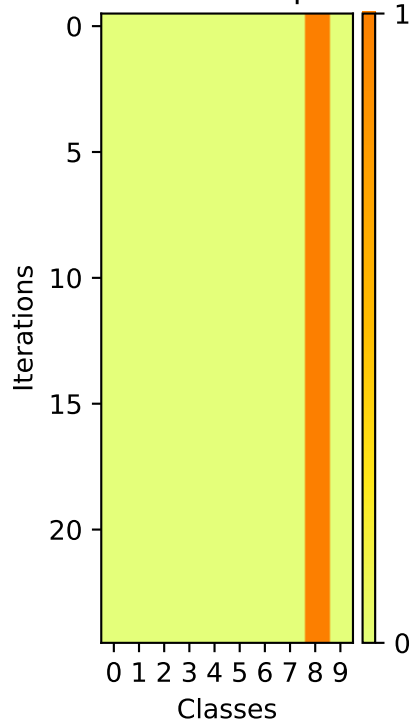
Softmax Outputs



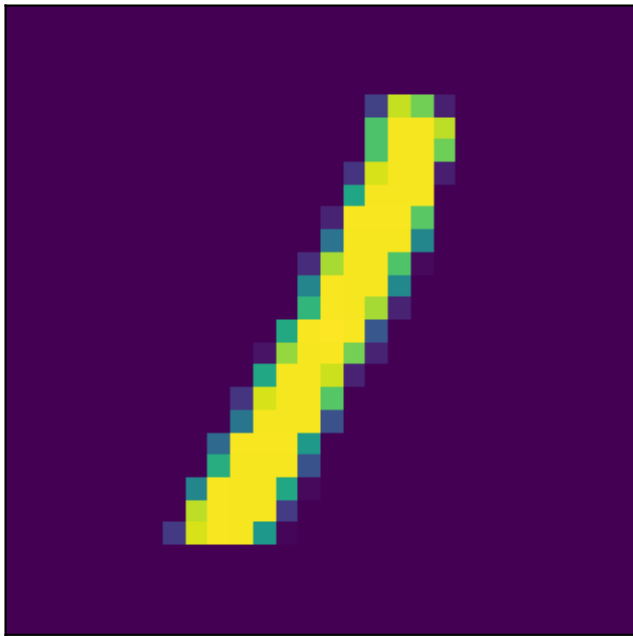
Image



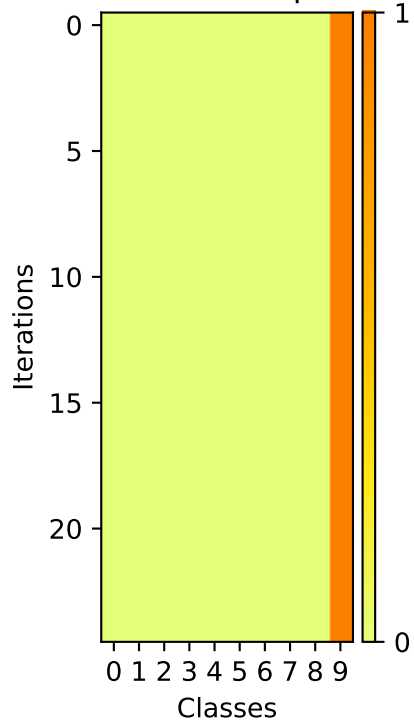
Softmax Outputs



Image

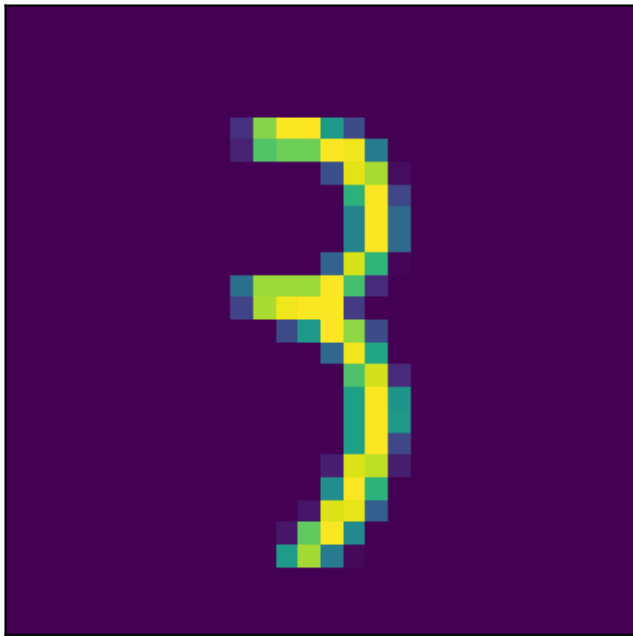


Softmax Outputs

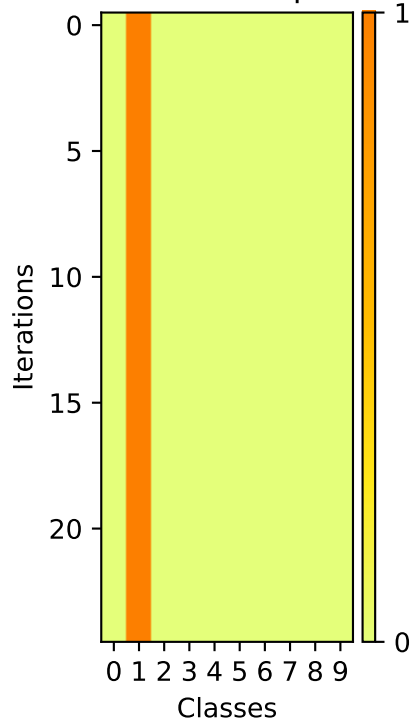


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows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

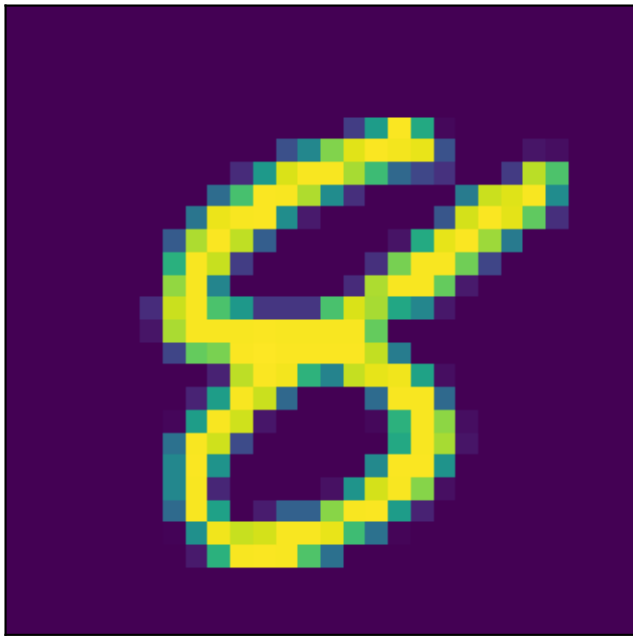
Image



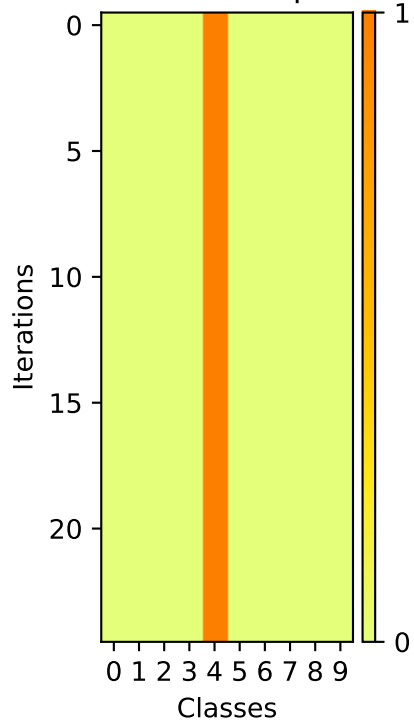
Softmax Outputs



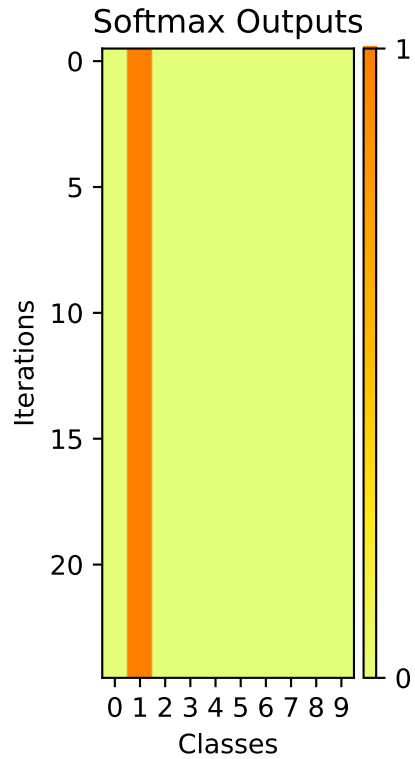
Image



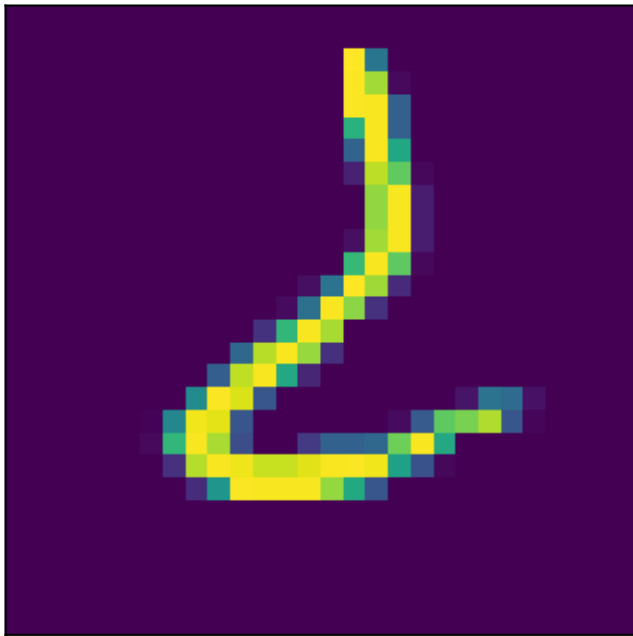
Softmax Outputs



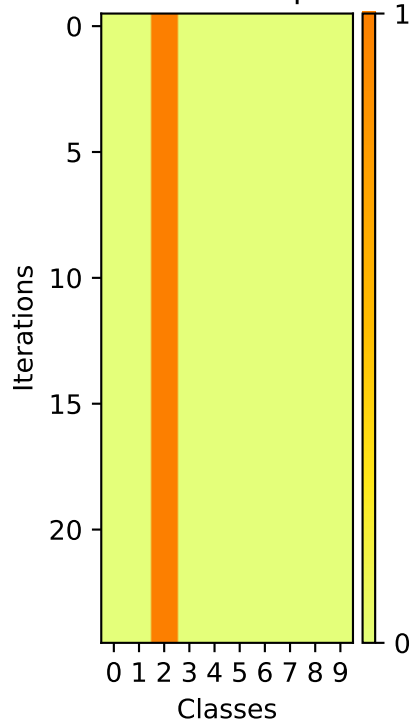
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter green and blue pixels at the edges, giving it a hand-drawn or digital art appearance. There is a small, isolated blue pixel in the upper left quadrant of the image.



Image



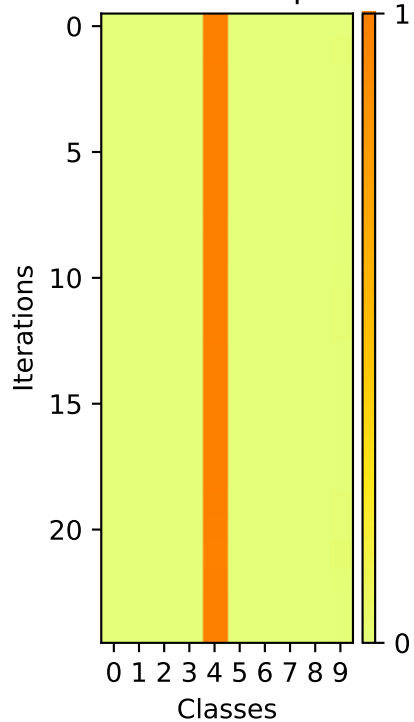
Softmax Outputs



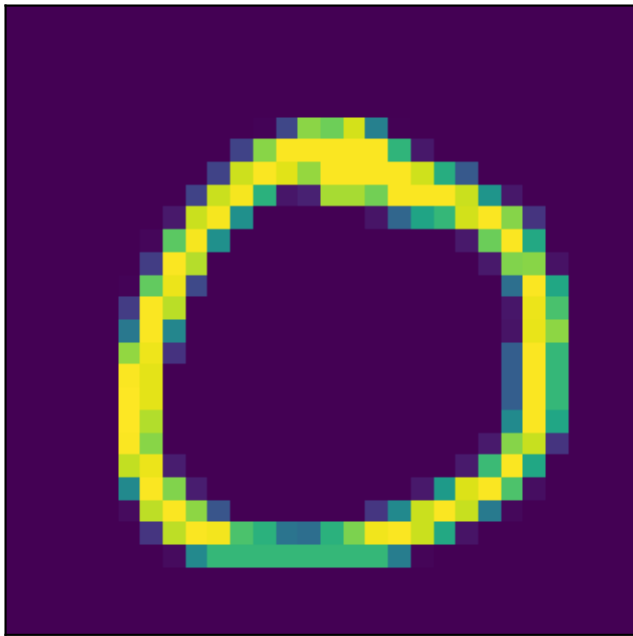
Image



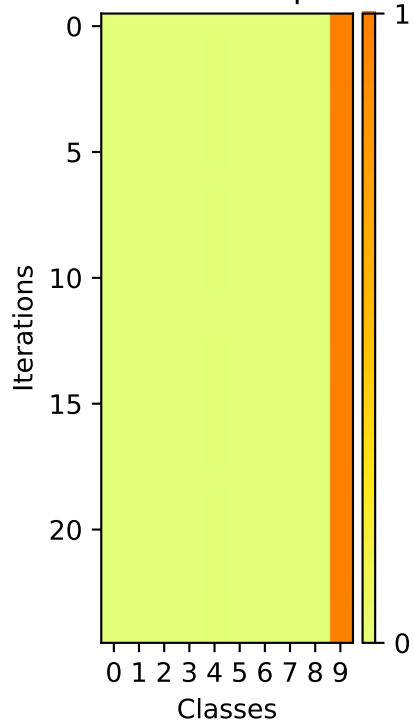
Softmax Outputs



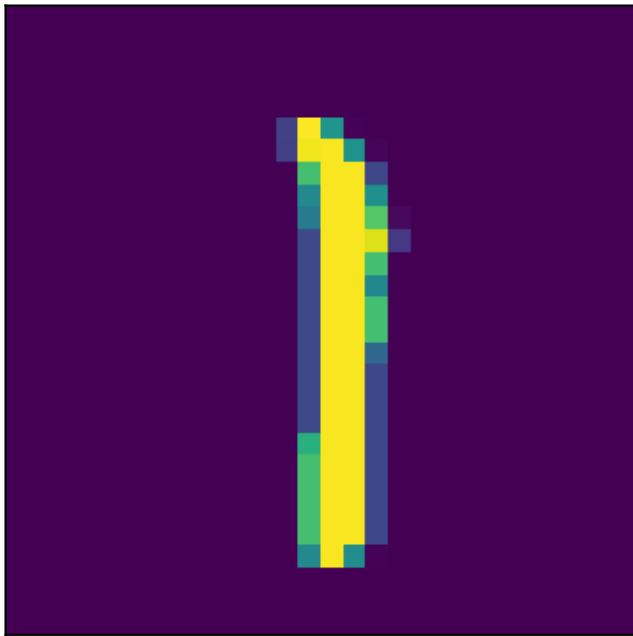
Image



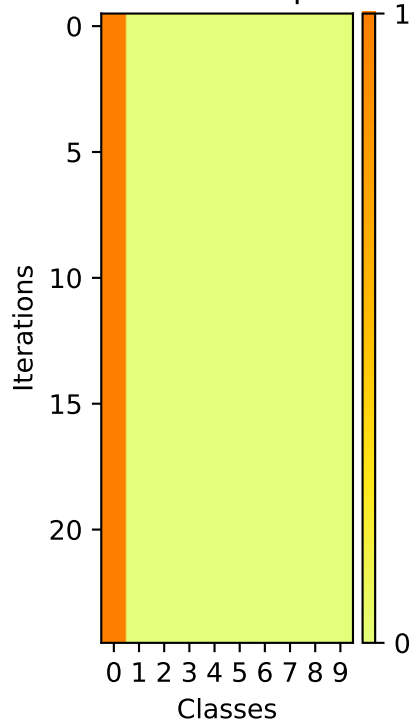
Softmax Outputs



Image



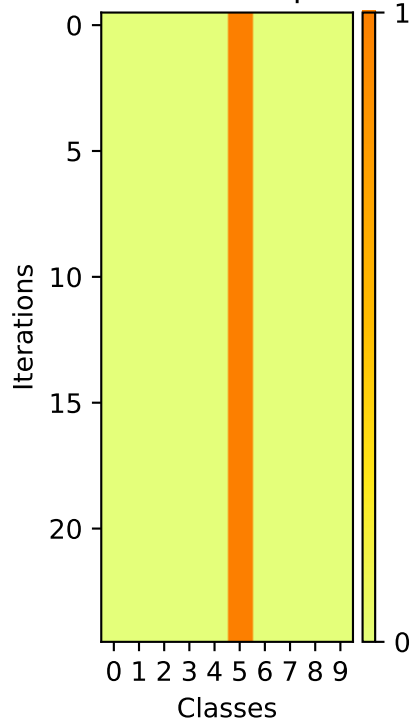
Softmax Outputs



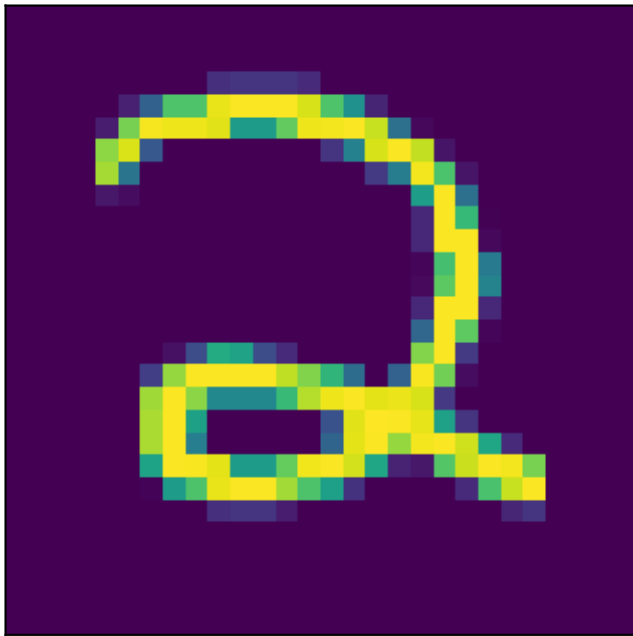
Image



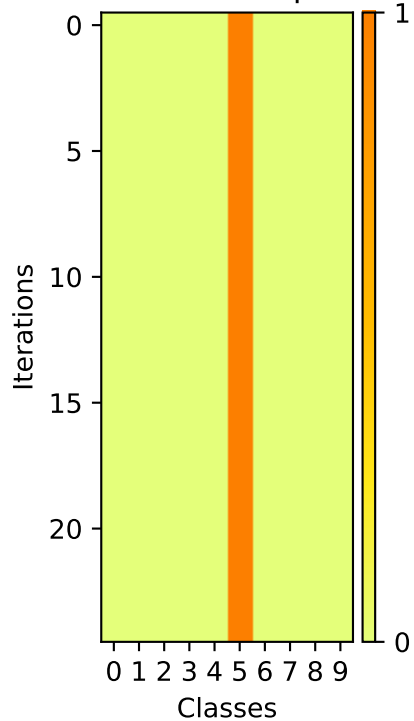
Softmax Outputs



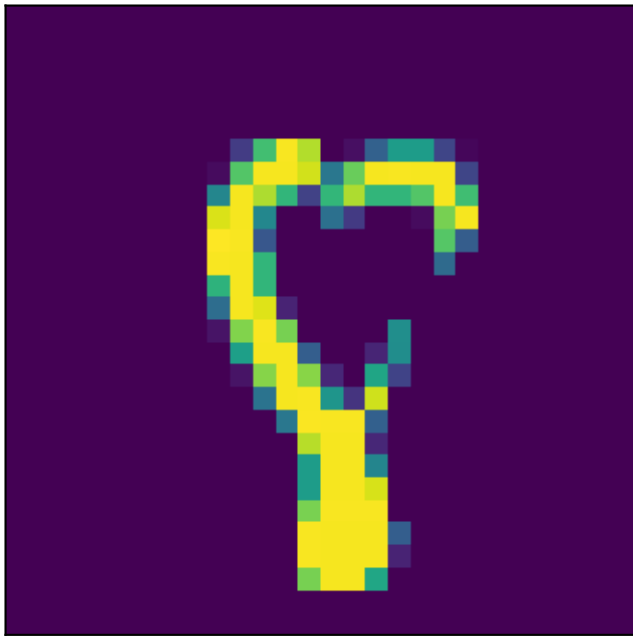
Image



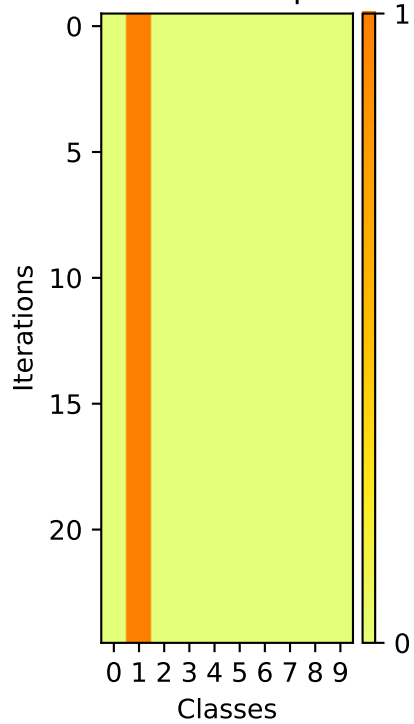
Softmax Outputs



Image



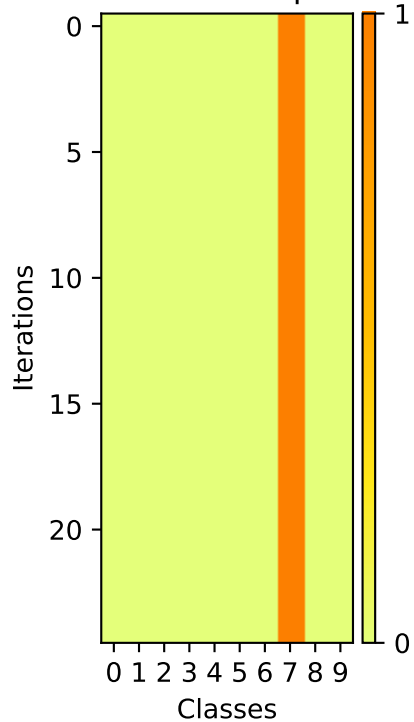
Softmax Outputs



Image



Softmax Outputs



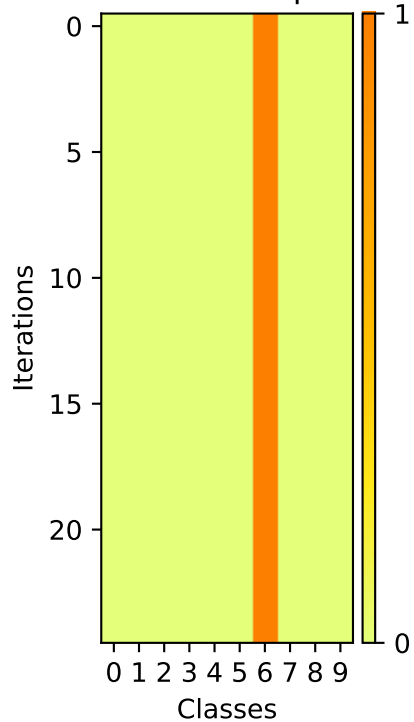
A pixelated, low-resolution image of a yellow and green figure, possibly a character or animal, set against a dark purple background. The figure has a long, curved neck and a small, rounded body. The image is composed of large, visible square pixels in shades of yellow, green, and blue, giving it a retro, digital art appearance.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution starts concentrated on Class 1 (probability 1.0) and gradually shifts towards Class 0, reaching a probability of 1.0 by iteration 20.

Image



Softmax Outputs

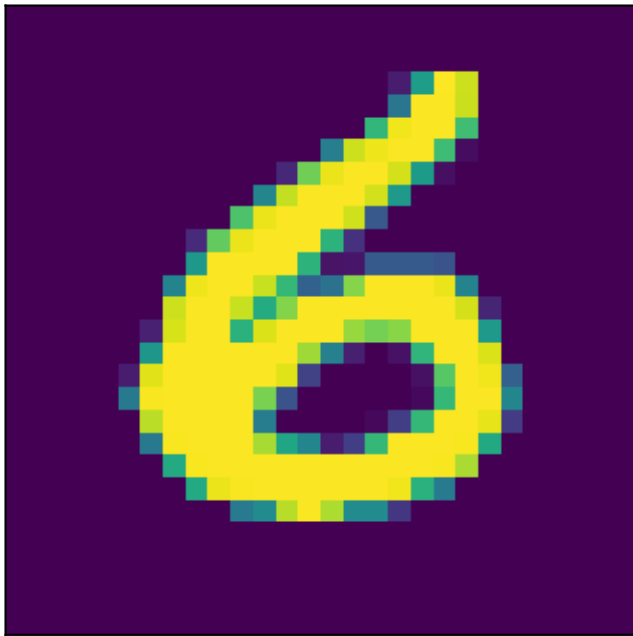


A pixelated yellow number 3 on a dark purple background. The number is composed of small squares in shades of yellow, light green, and light blue, giving it a digital or retro aesthetic. It is centered in the upper half of the image.

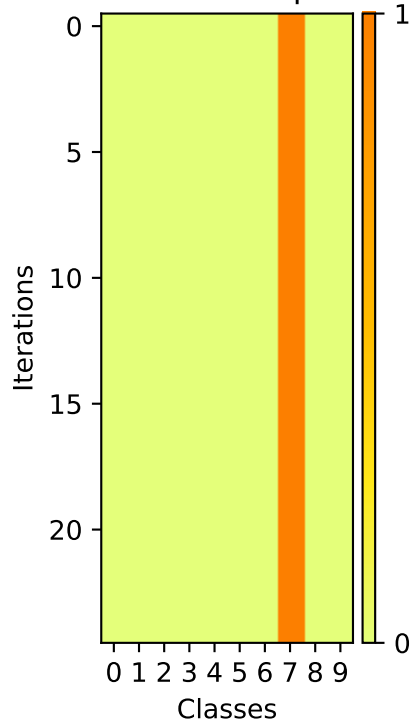
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). The distribution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

A pixelated, low-resolution version of the number 2, rendered in yellow and green against 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.

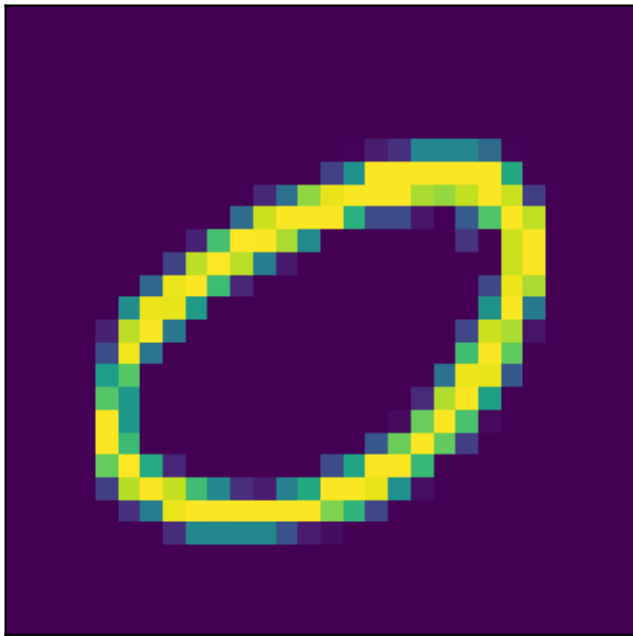
Image



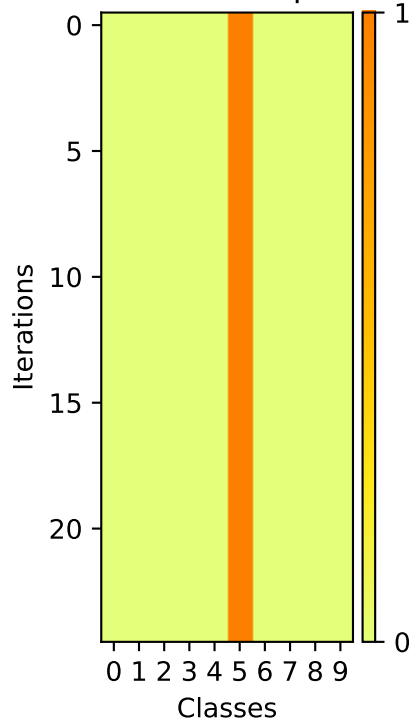
Softmax Outputs



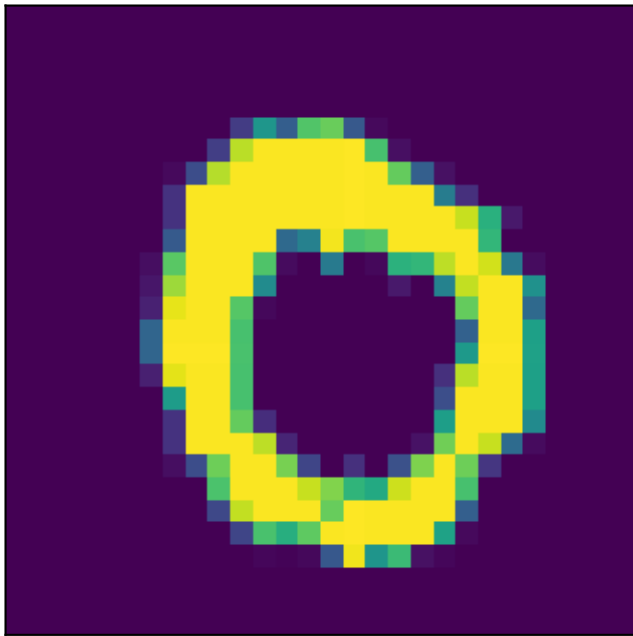
Image



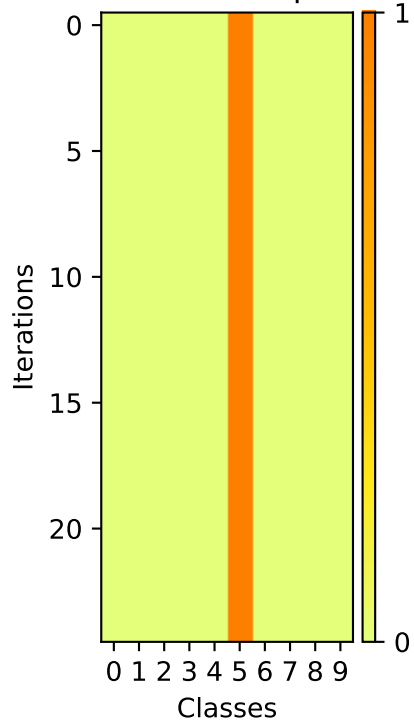
Softmax Outputs



Image



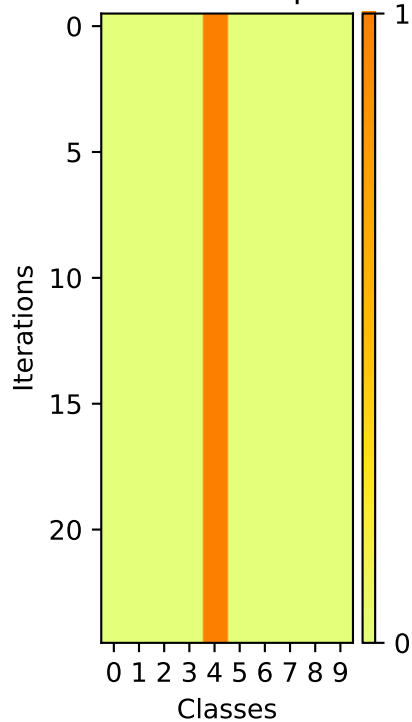
Softmax Outputs



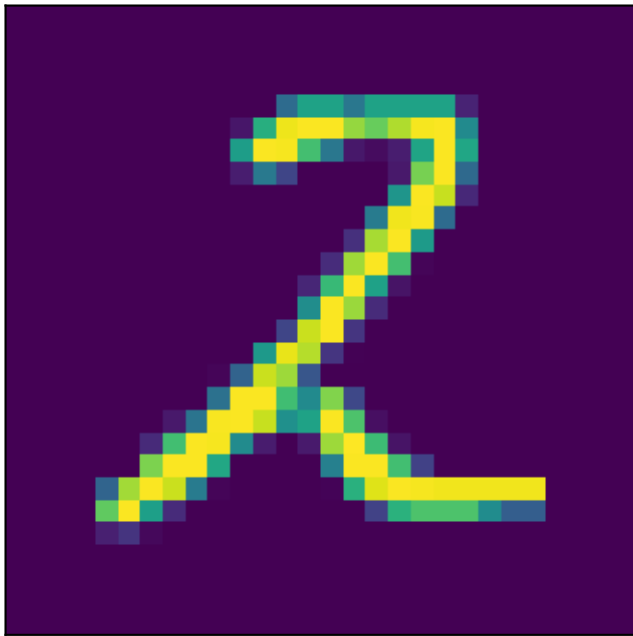
Image



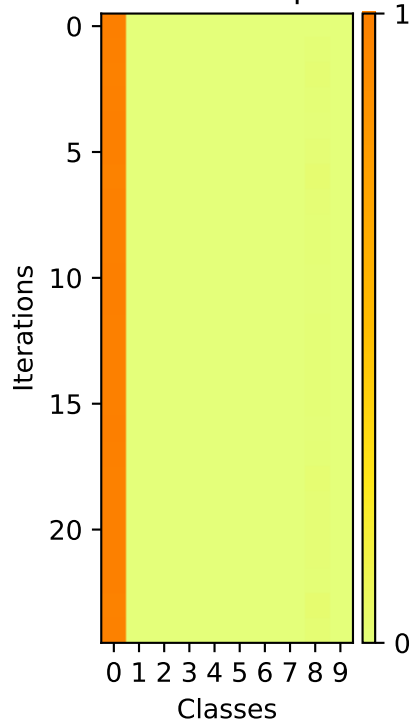
Softmax Outputs



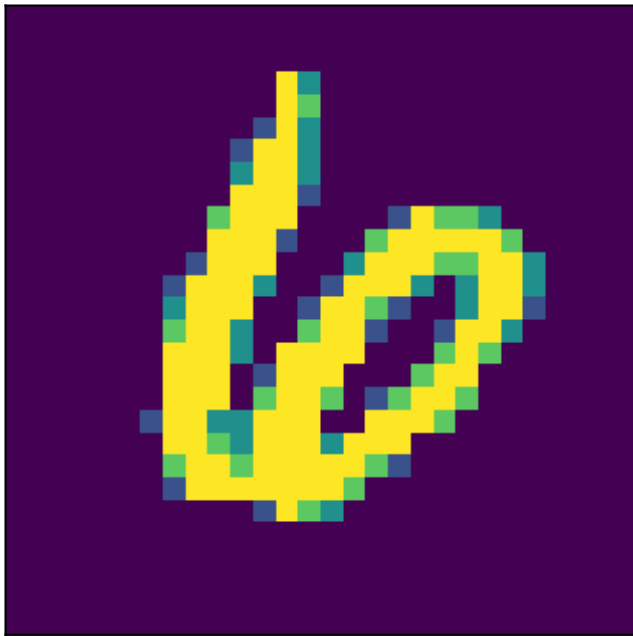
Image



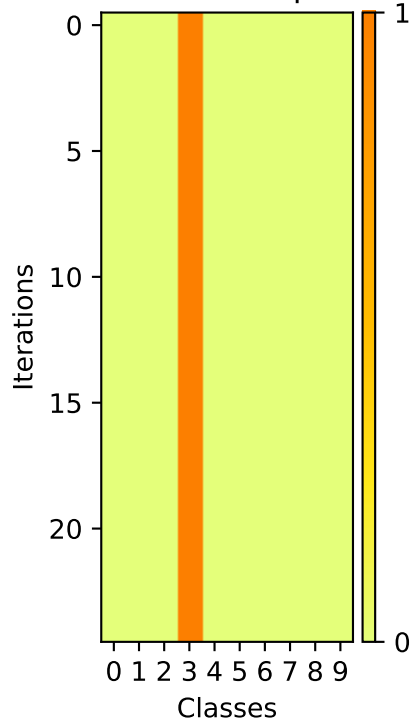
Softmax Outputs



Image

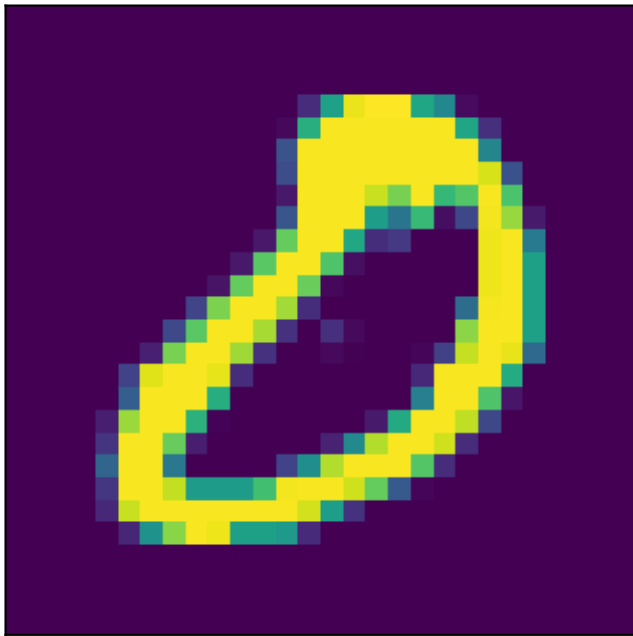


Softmax Outputs

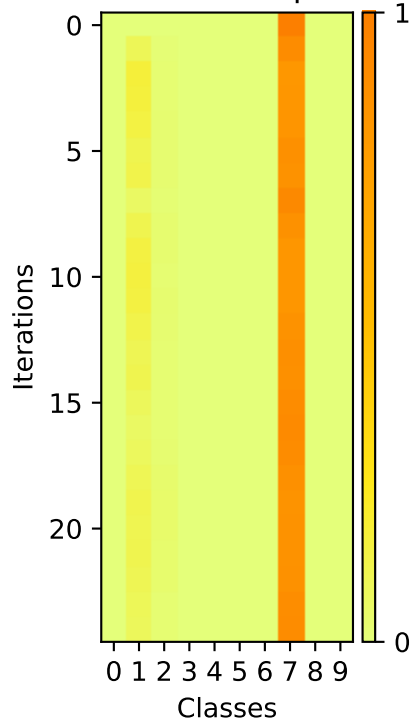


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently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

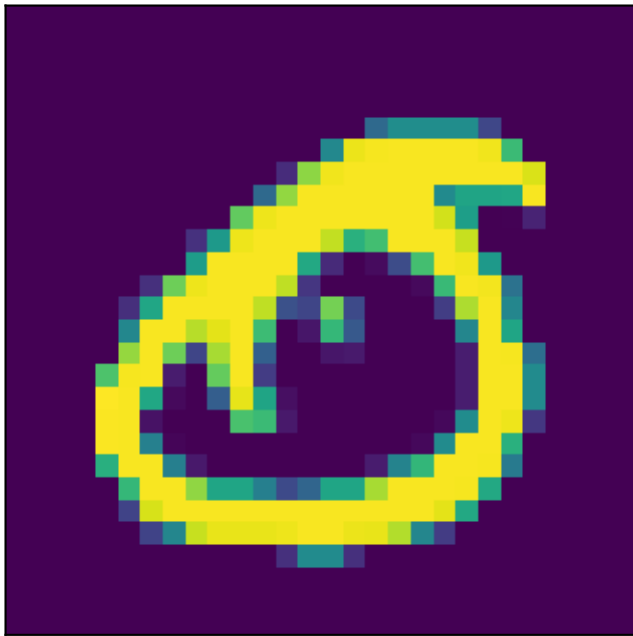
Image



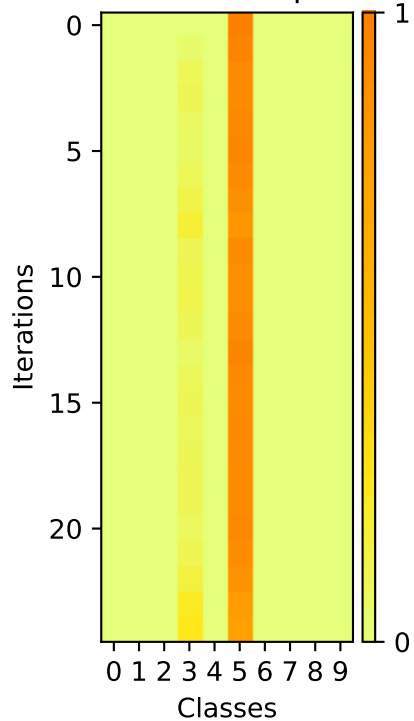
Softmax Outputs



Image



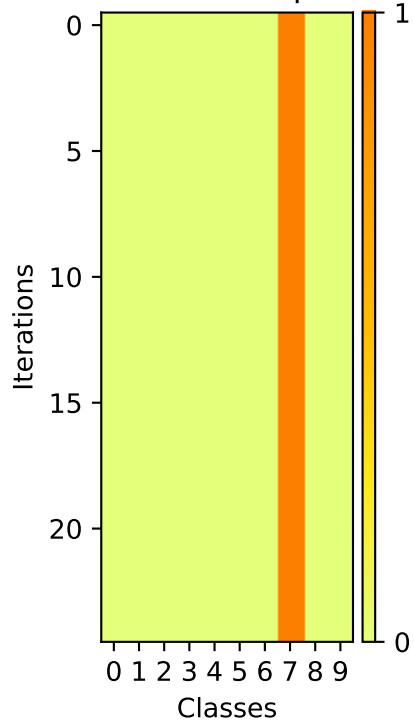
Softmax Outputs



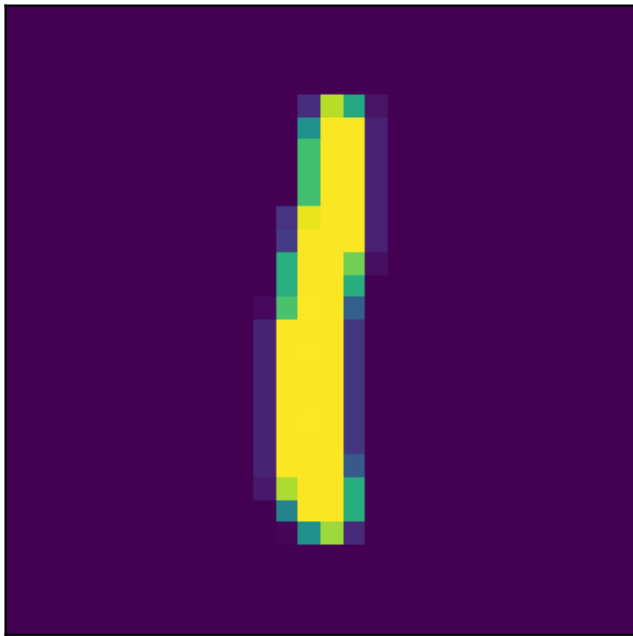
Image



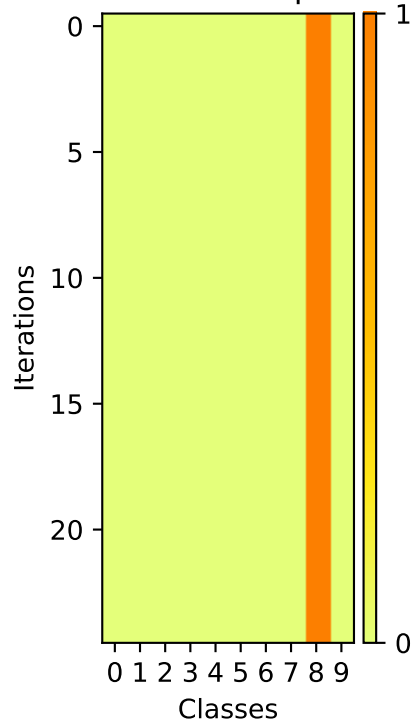
Softmax Outputs



Image

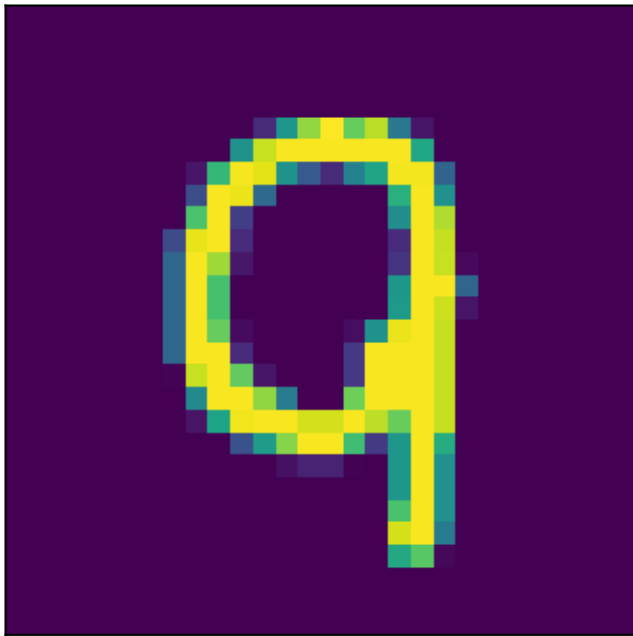


Softmax Outputs

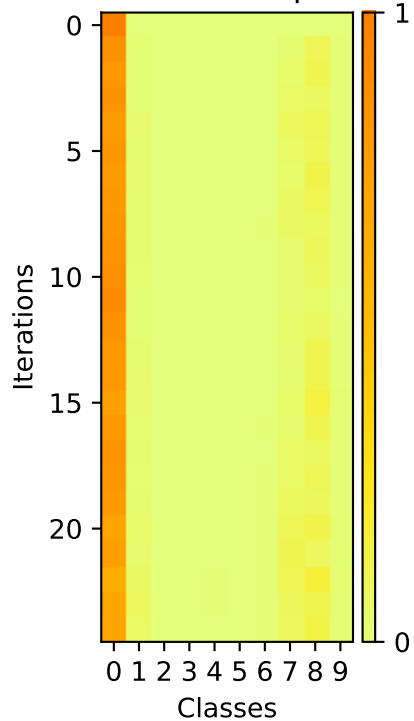


Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable class, indicated by a dark orange vertical band.

Image



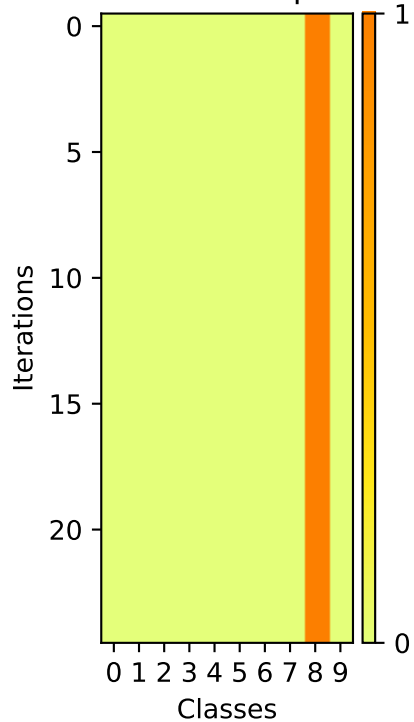
Softmax Outputs



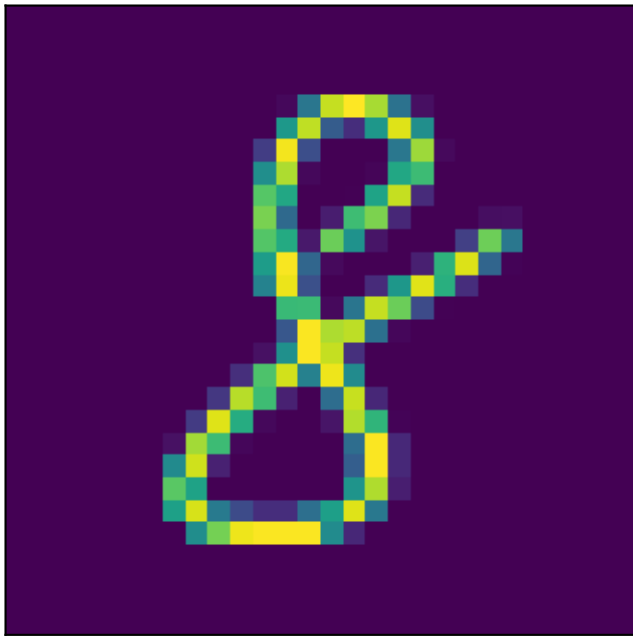
Image



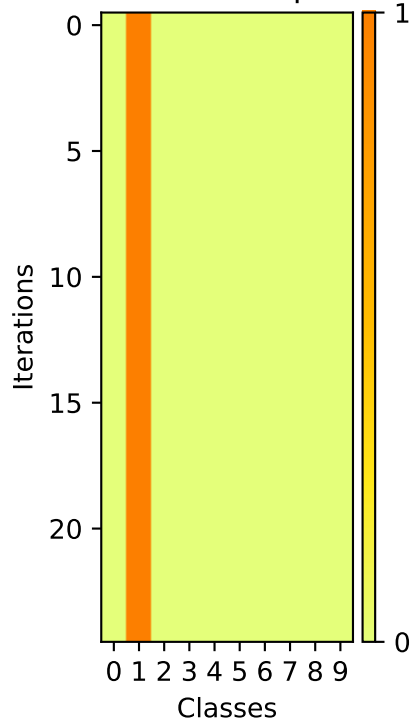
Softmax Outputs



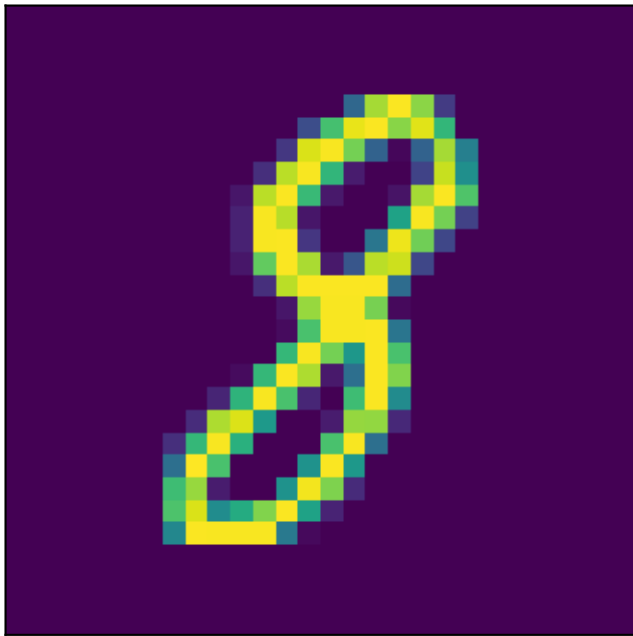
Image



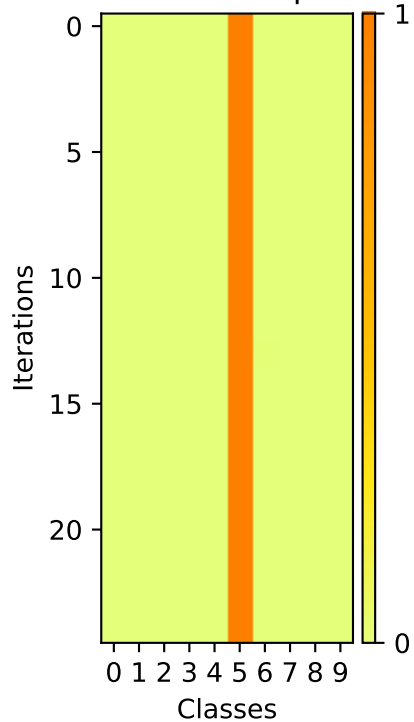
Softmax Outputs



Image



Softmax Outputs



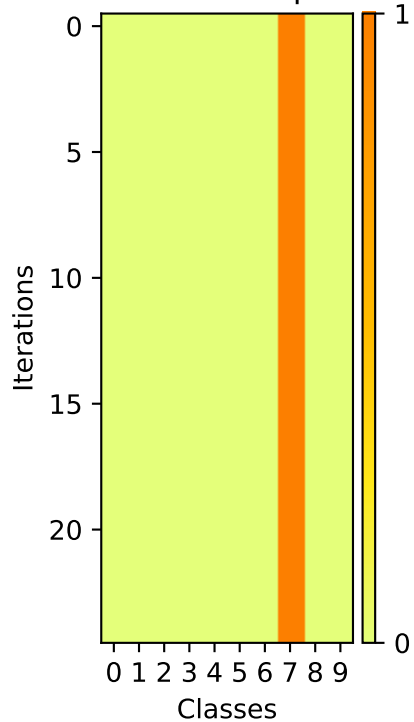
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, digital appearance. The background is a solid, dark purple color.

The heatmap displays 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 8 consistently shows a high probability (dark orange) across all iterations, while other classes remain near zero (light yellow).

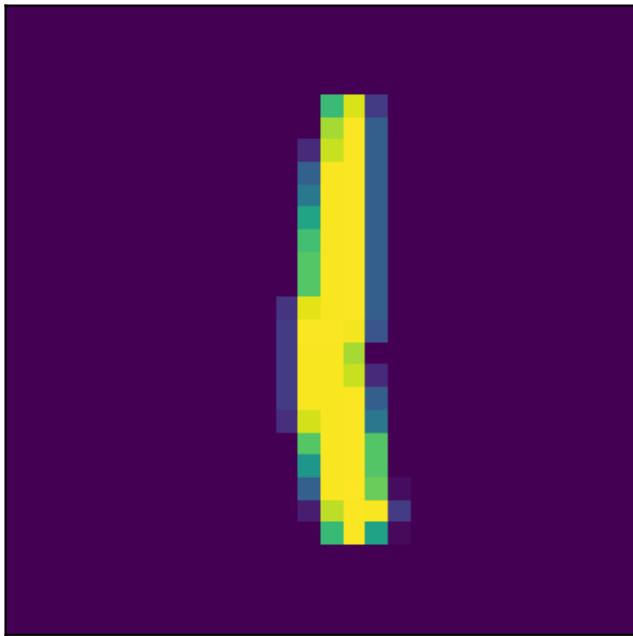
Image



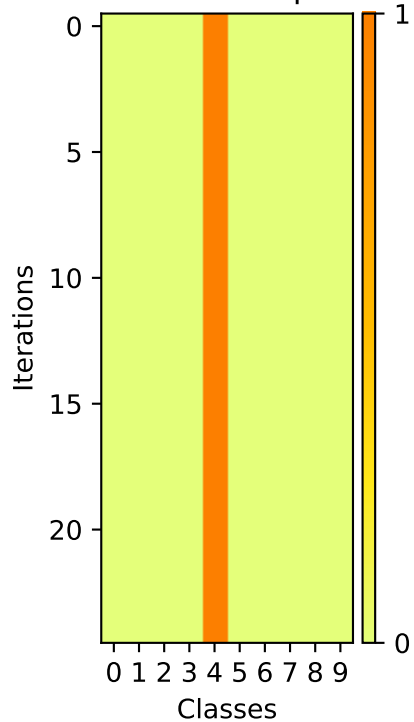
Softmax Outputs



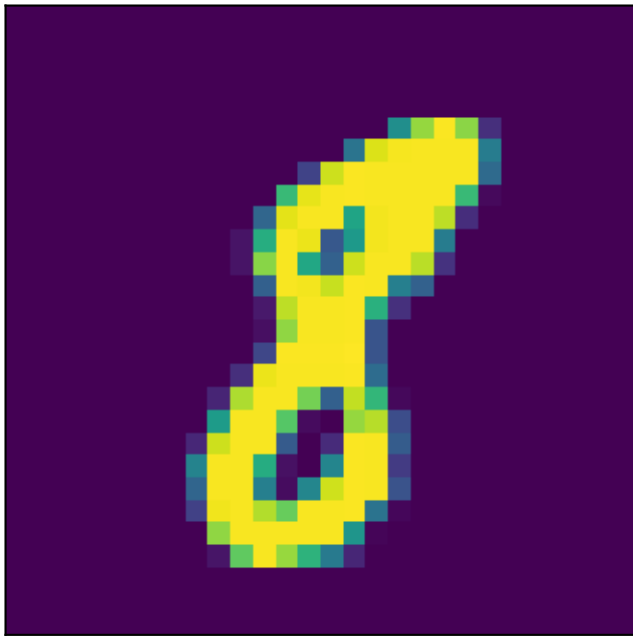
Image



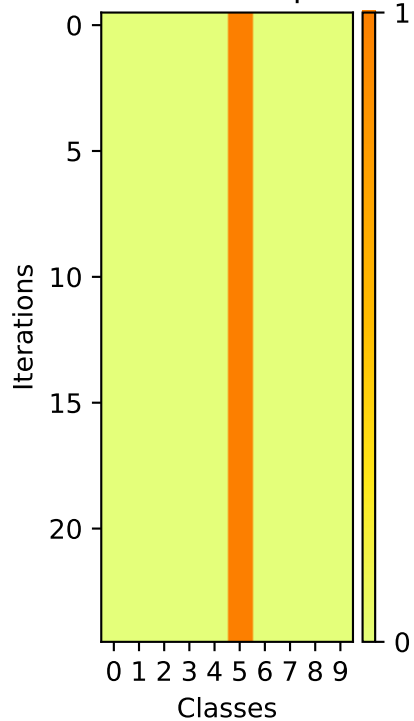
Softmax Outputs



Image



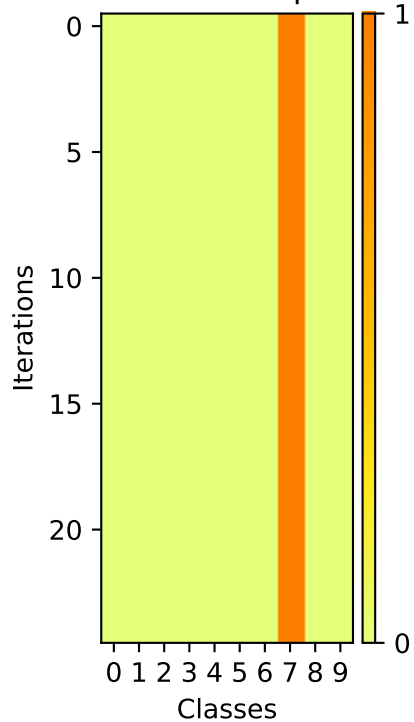
Softmax Outputs



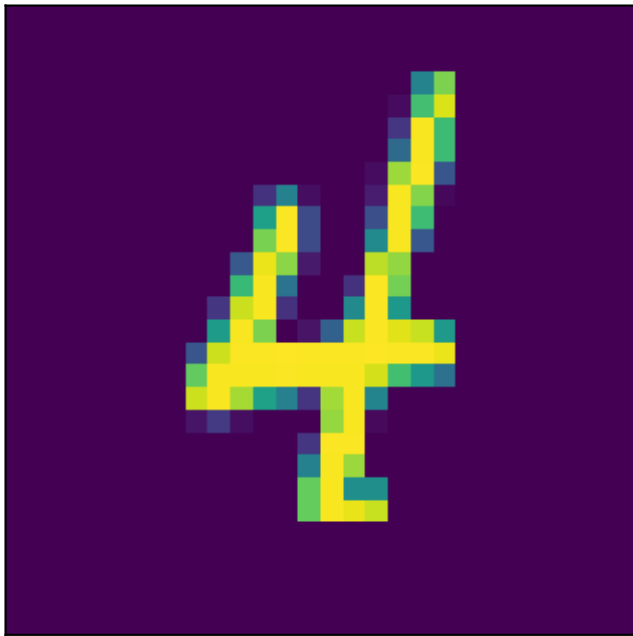
Image



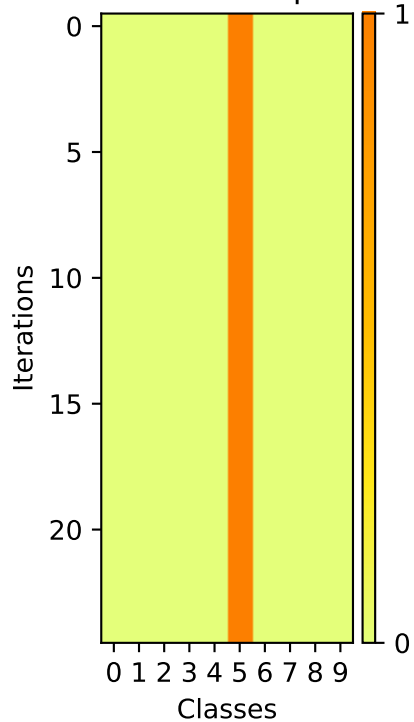
Softmax Outputs



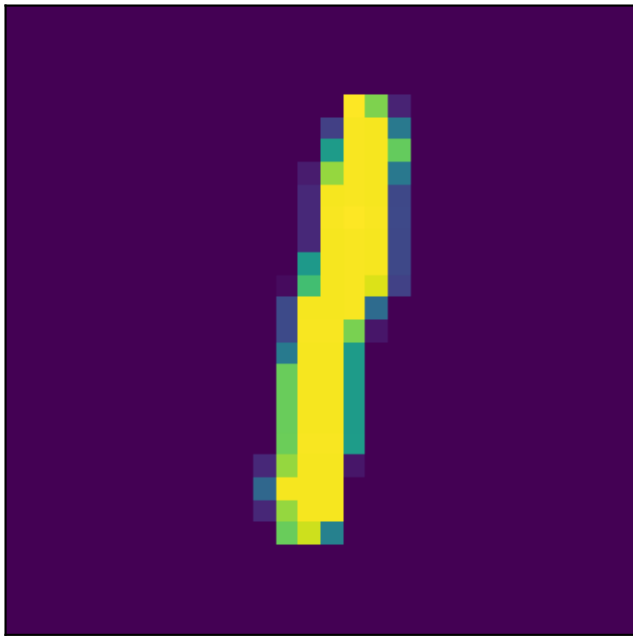
Image



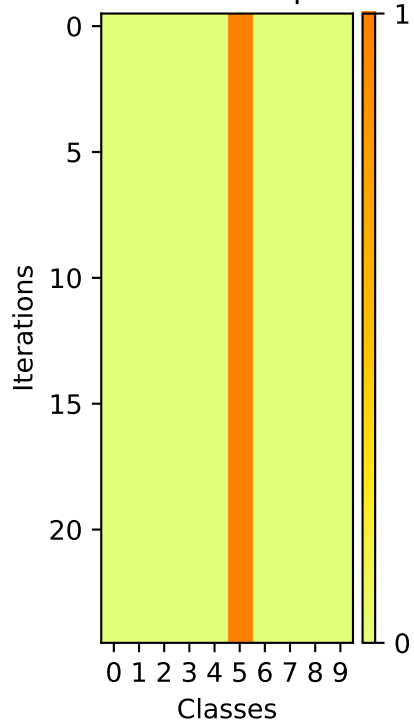
Softmax Outputs



Image



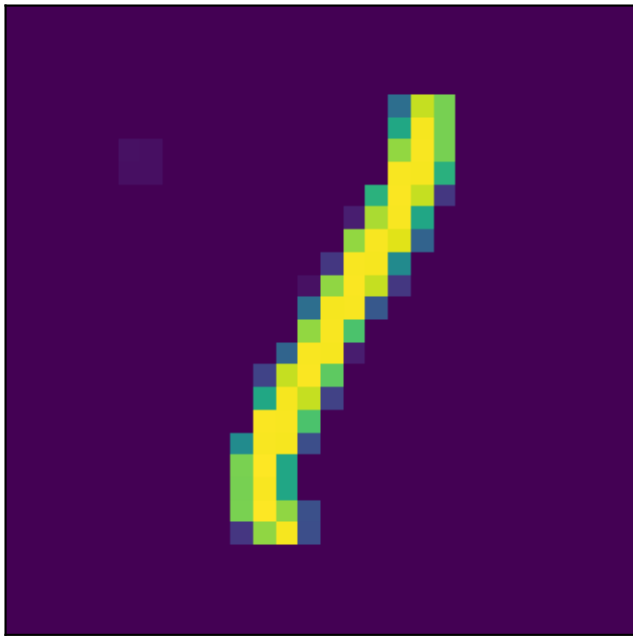
Softmax Outputs



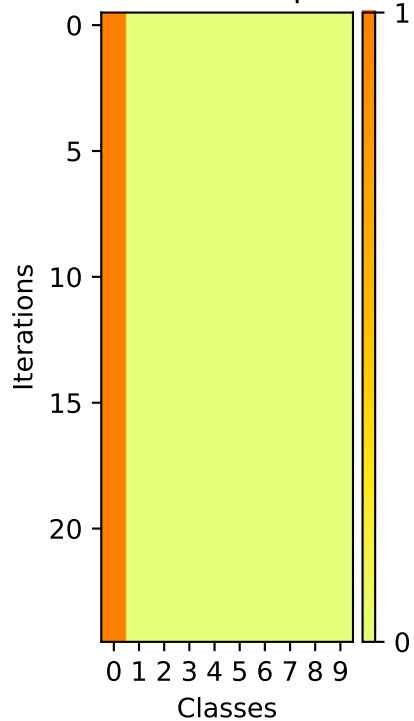
A pixelated, low-resolution image of a yellow and green number '6' on a dark purple background. The number is composed of small squares in shades of yellow, light green, and teal, giving it a blocky, digital appearance. The background is a solid dark purple.

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

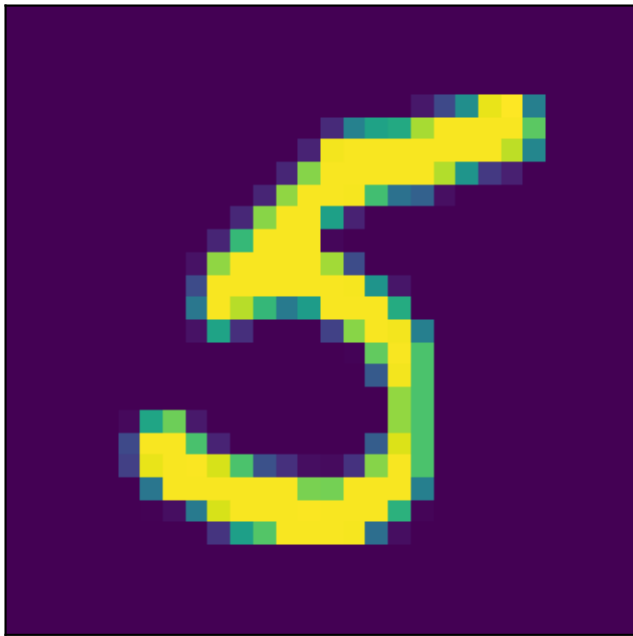
Image



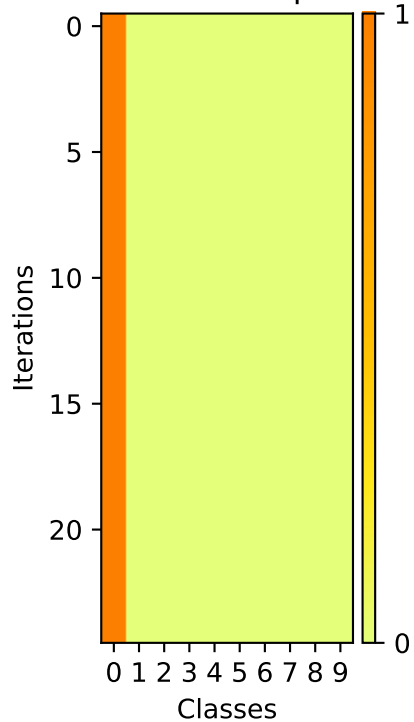
Softmax Outputs



Image



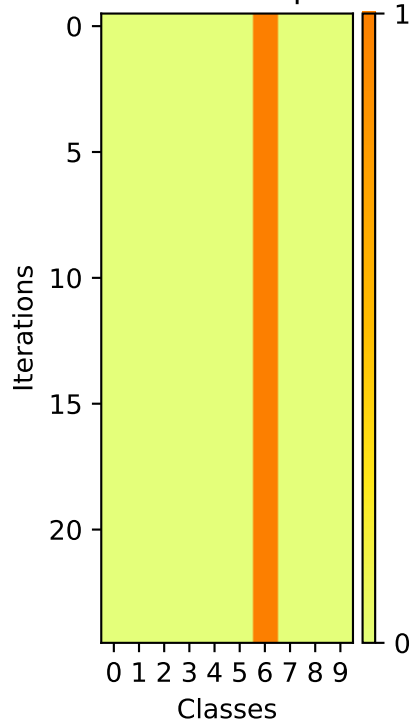
Softmax Outputs



Image



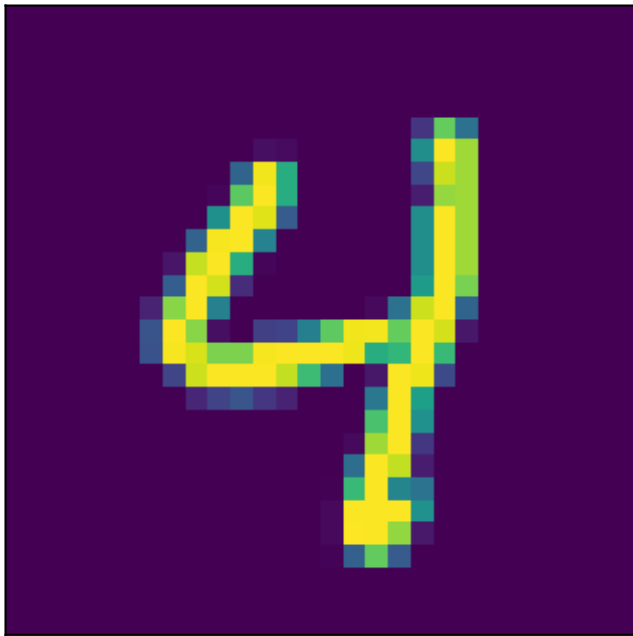
Softmax Outputs



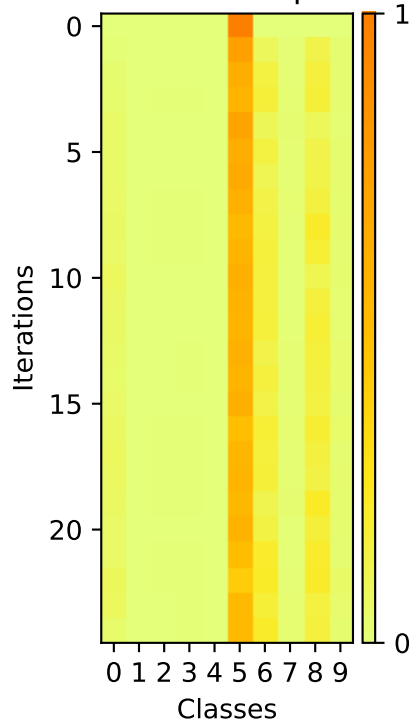
A pixelated yellow ring, resembling a donut or a thick circle, is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, hand-drawn appearance. The background is a solid, dark purple color.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The 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 8, which reaches a probability of 1.0 by iteration 20.

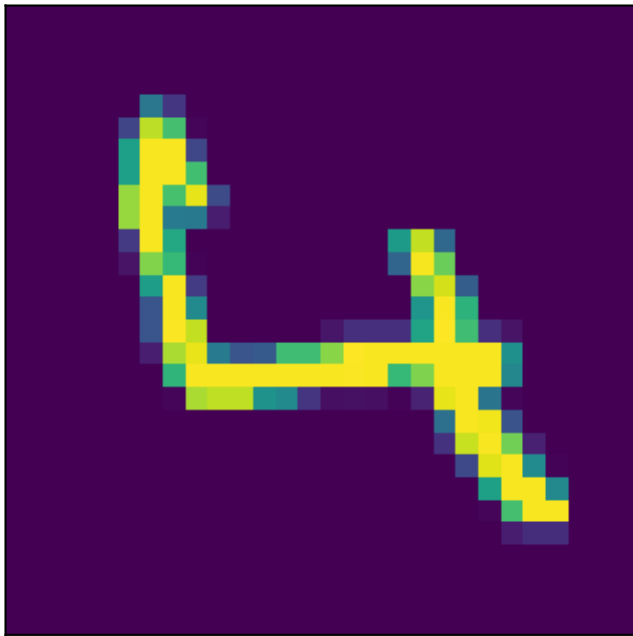
Image



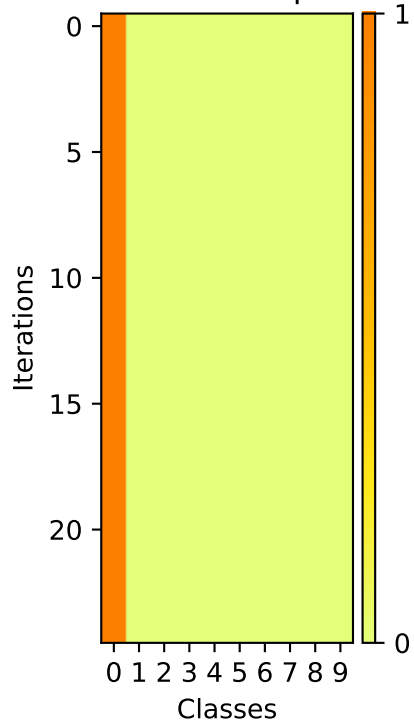
Softmax Outputs



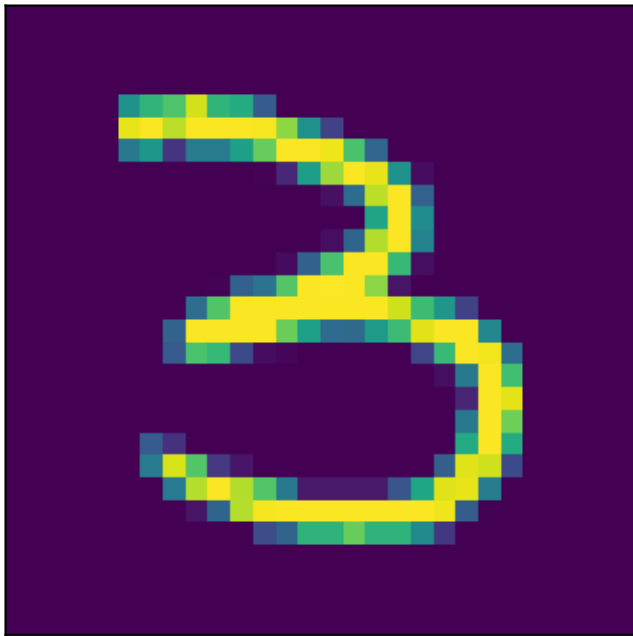
Image



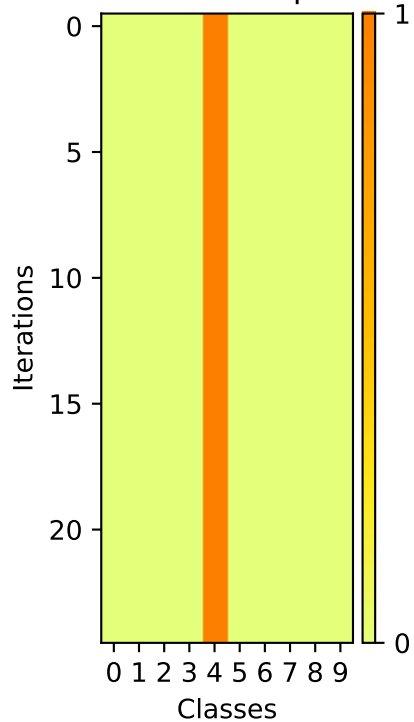
Softmax Outputs



Image



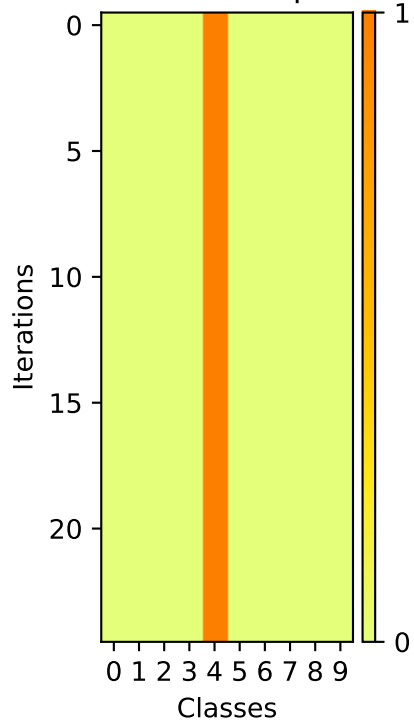
Softmax Outputs



Image



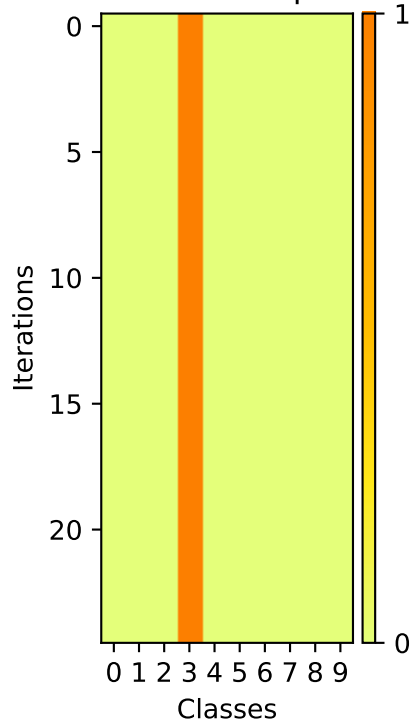
Softmax Outputs



Image



Softmax Outputs



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

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.