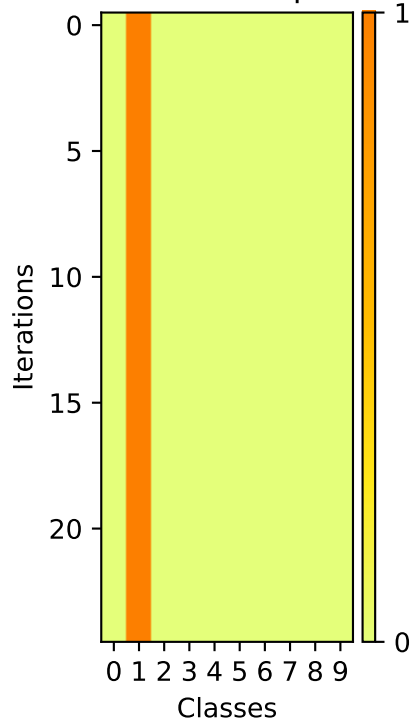


Image



## Softmax Outputs



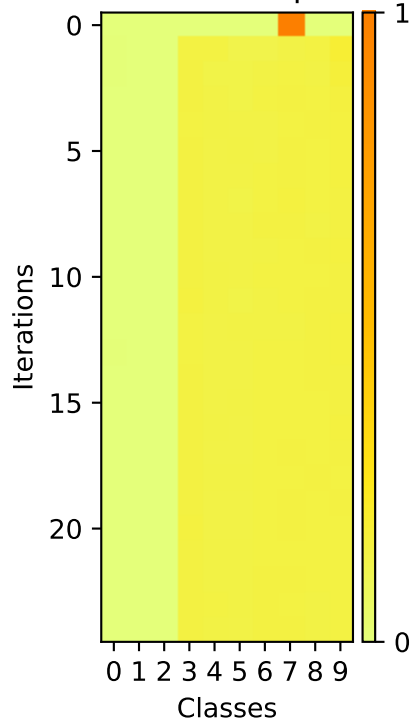
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). The distribution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

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). Class 5 shows a sharp increase in loss starting around iteration 10, reaching a peak near 1.0 by iteration 20.

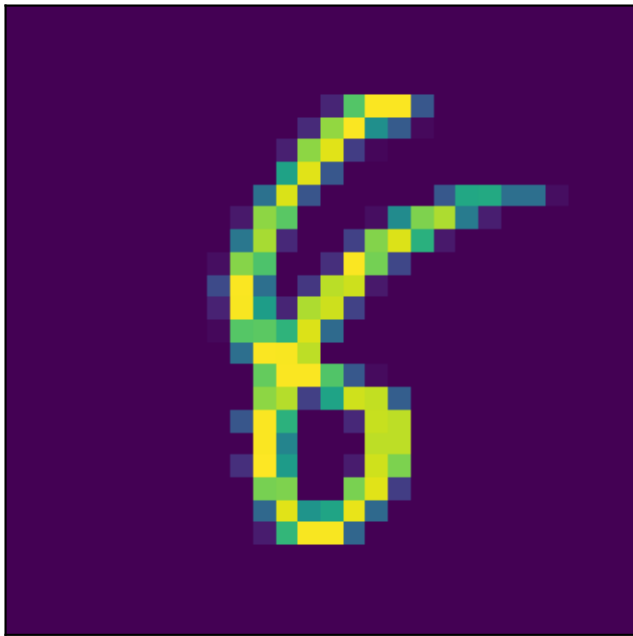
Image



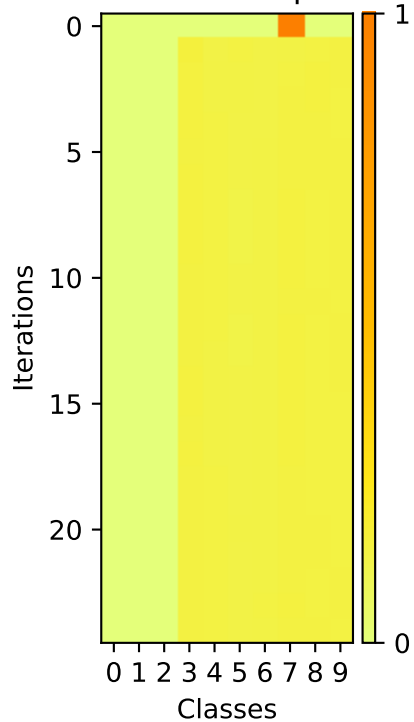
Softmax Outputs



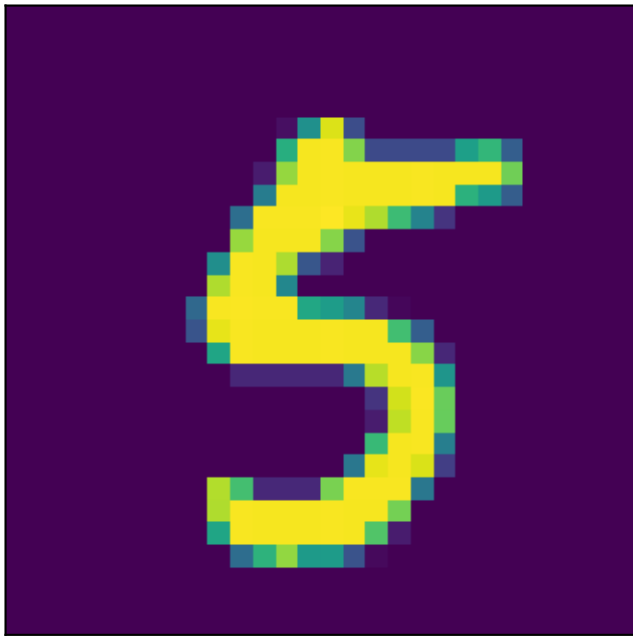
Image



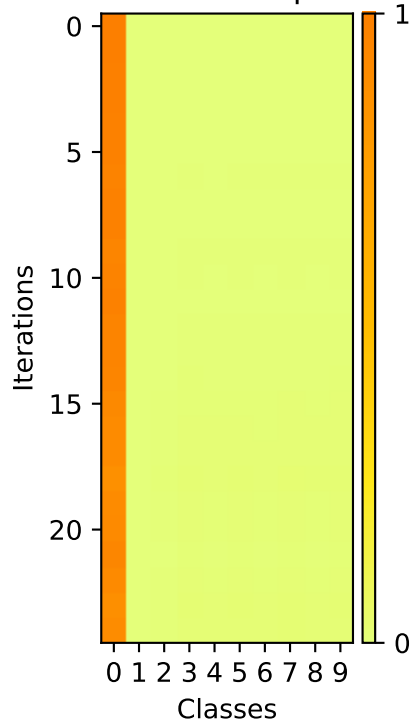
Softmax Outputs



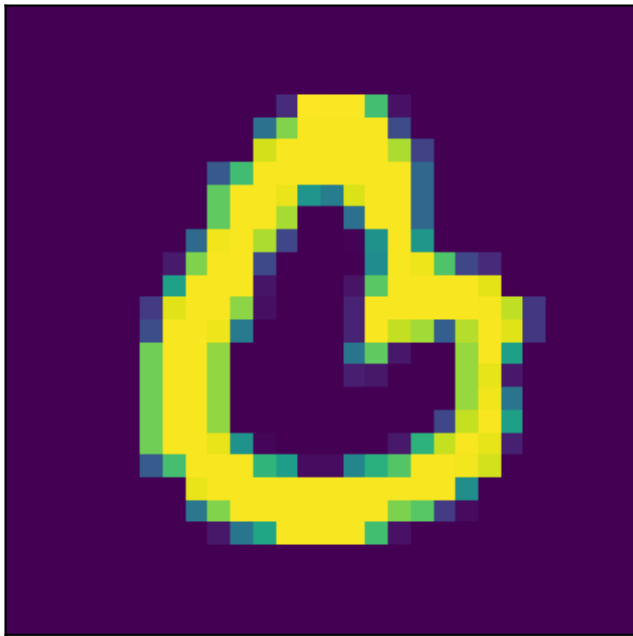
Image



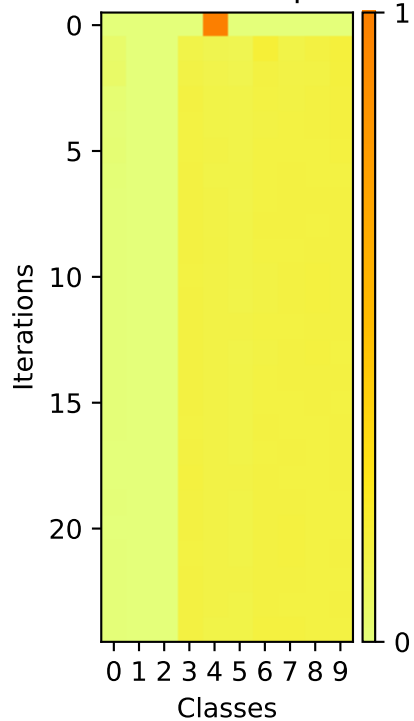
## Softmax Outputs



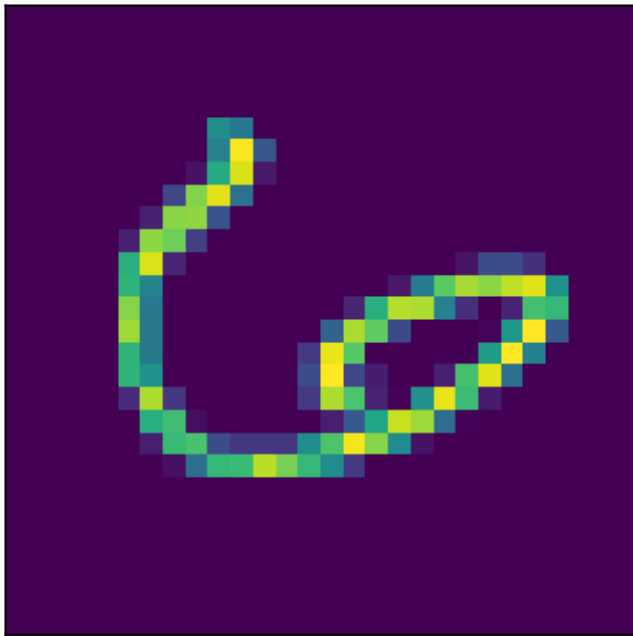
Image



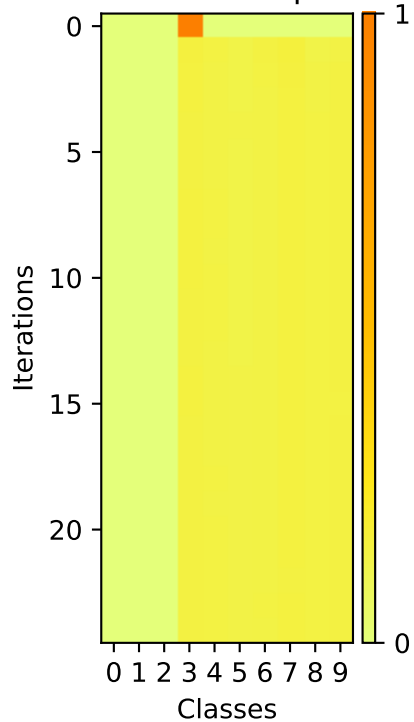
Softmax Outputs



Image

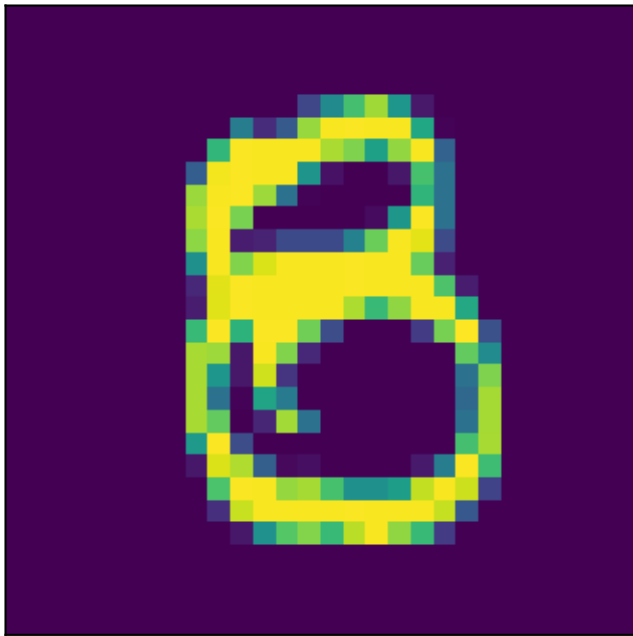


Softmax Outputs

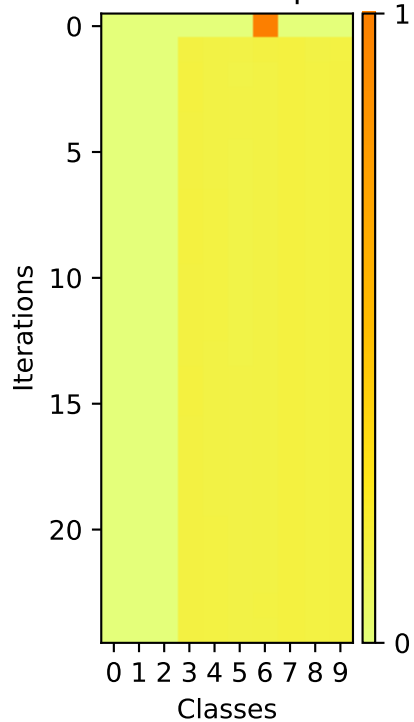




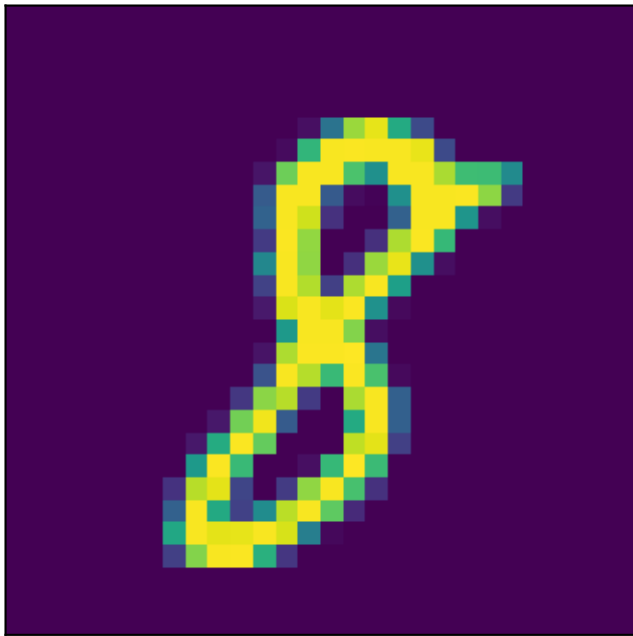
Image



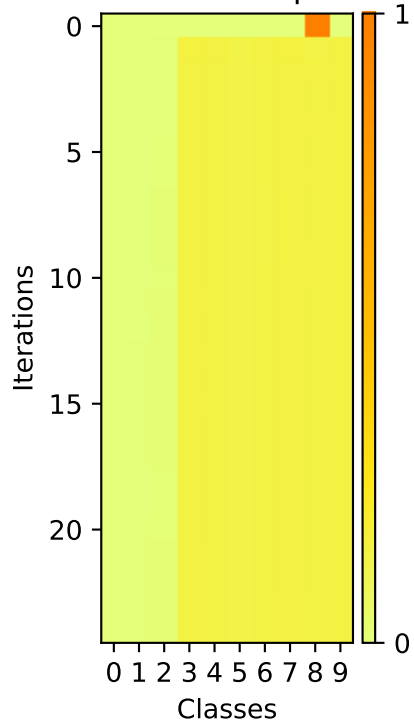
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of a yellow and green figure, possibly a character or animal, set against a dark purple background. The figure has a long, thin neck and a small, rounded body. The image is composed of large, distinct pixels in shades of yellow, green, and blue, giving it a retro, digital appearance. The figure is positioned in the lower right quadrant of the frame, with its head tilted upwards and to the left. The background is a solid, dark purple color.

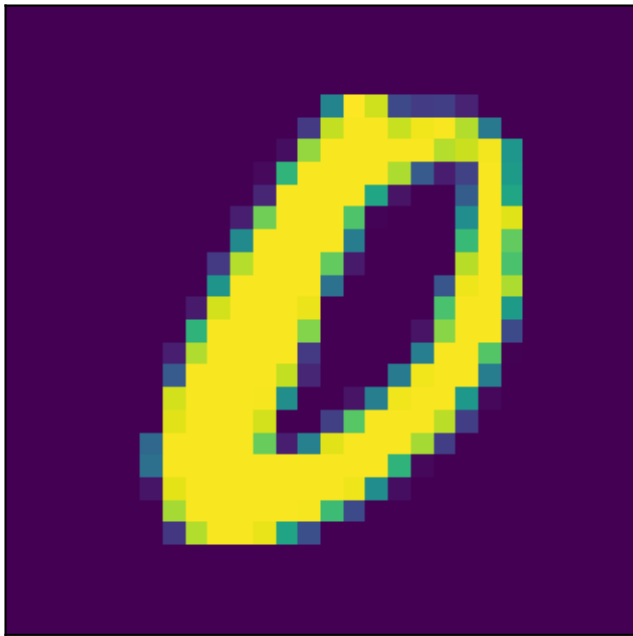
Heatmap showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis is 'Classes' (0-9) and the y-axis is 'Iterations' (0-20). A color bar on the right indicates probability from 0 (light yellow) to 1 (orange). Class 0 starts at 1.0 and decreases to ~0.1. Class 1 starts at 0.0 and increases to ~0.9. Other classes remain near 0.0.

A pixelated yellow dinosaur, resembling a T-Rex, is shown in profile, facing right. It has a long neck, a small head with a visible eye, and a large, flat-topped body. The dinosaur is rendered in a bright yellow color with some darker yellow and green pixelated shading to suggest texture and depth. It is set against a solid purple background. The overall style is reminiscent of early computer graphics or video game sprites.

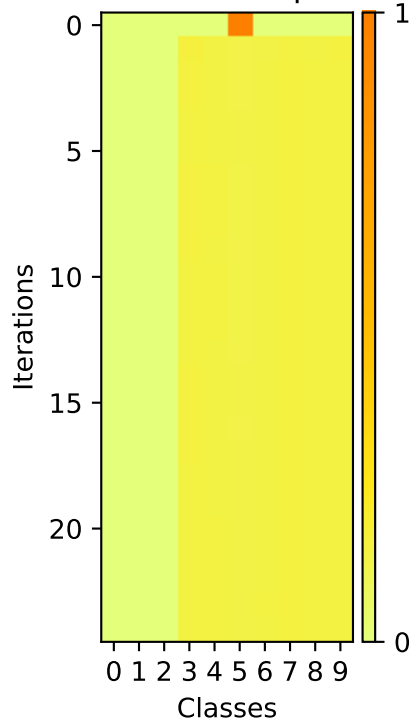
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

The distribution starts at Iteration 0 with Class 1 having a probability of 1.0 and all other classes having 0.0. As iterations progress, the probability for Class 1 decreases and the probability for Class 0 increases, eventually reaching a state where Class 0 has a probability of 1.0 and all other classes have 0.0 by Iteration 20.

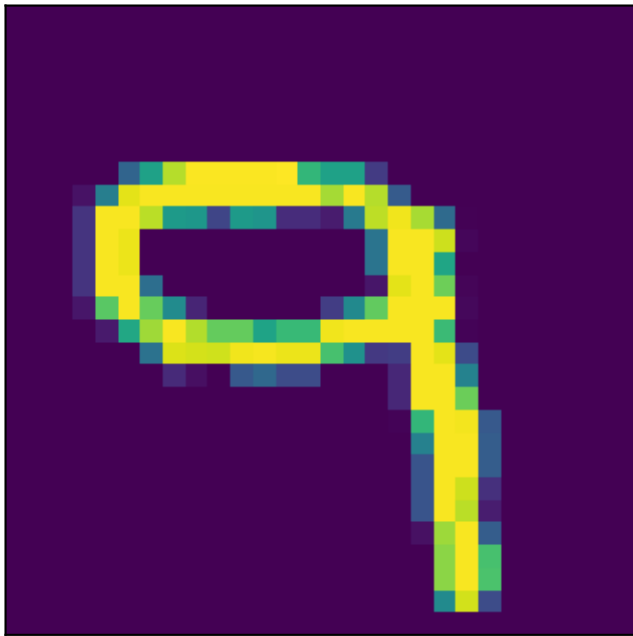
Image



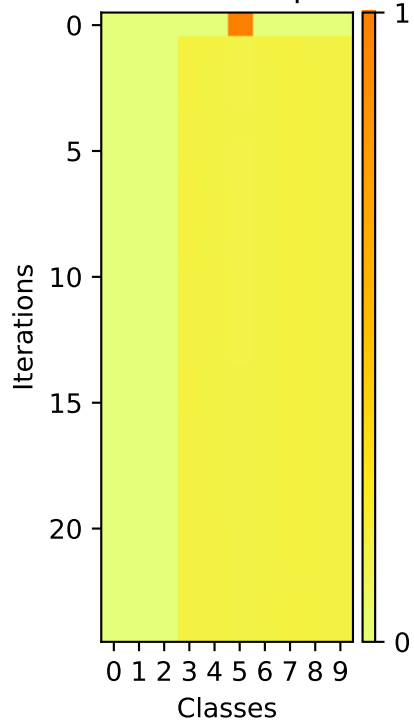
Softmax Outputs



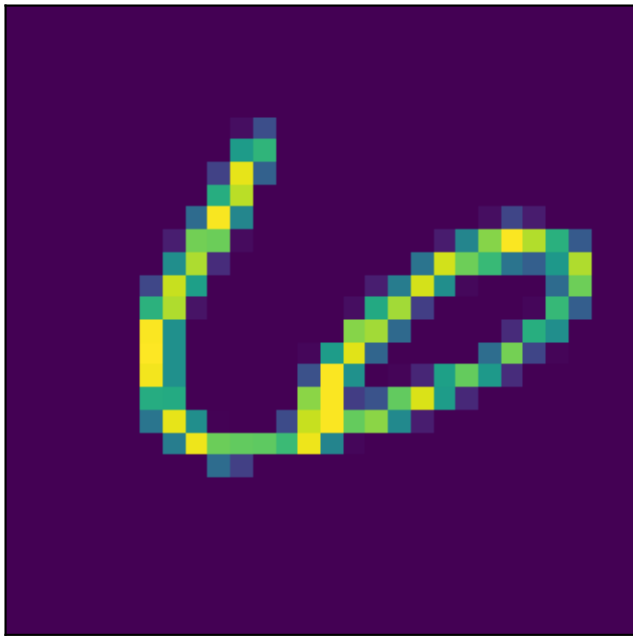
Image



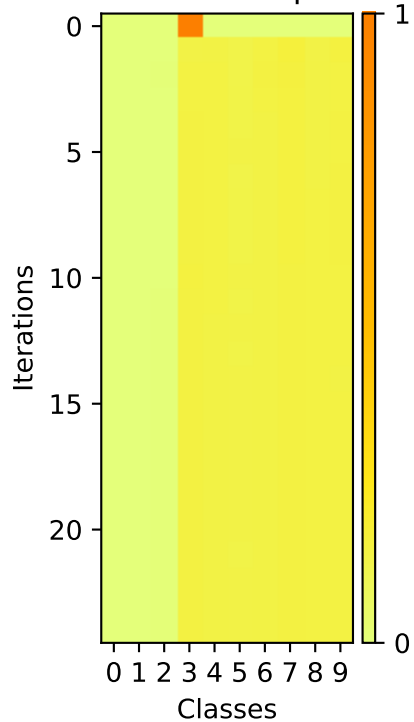
Softmax Outputs



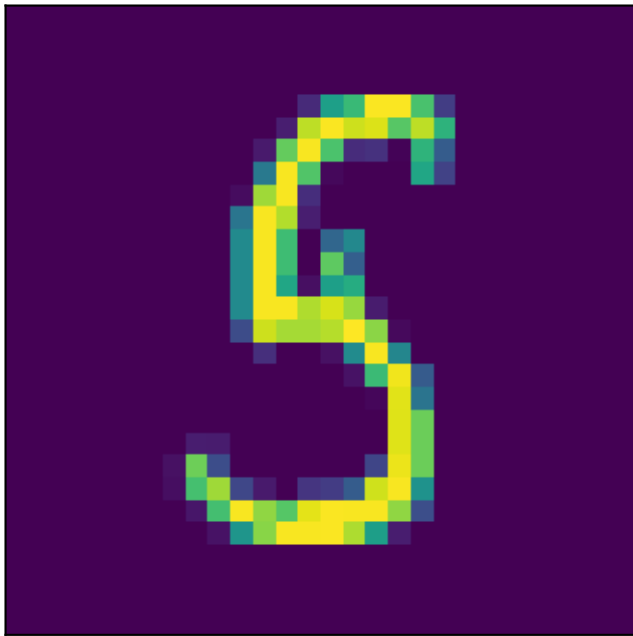
Image



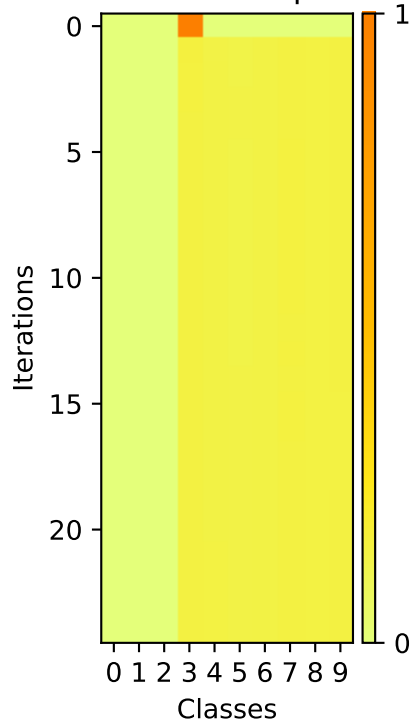
Softmax Outputs



Image



Softmax Outputs

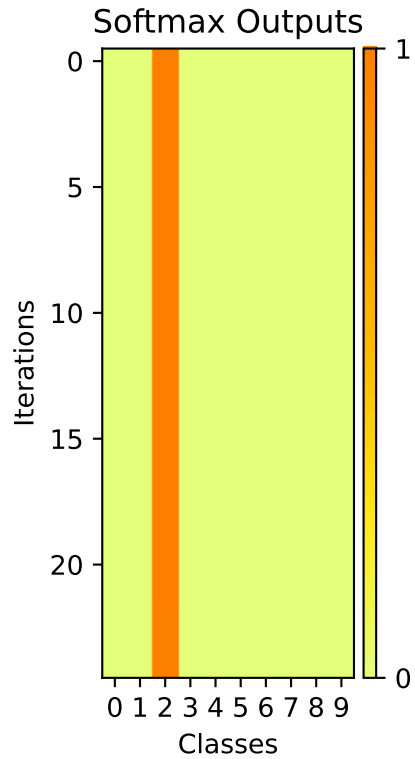




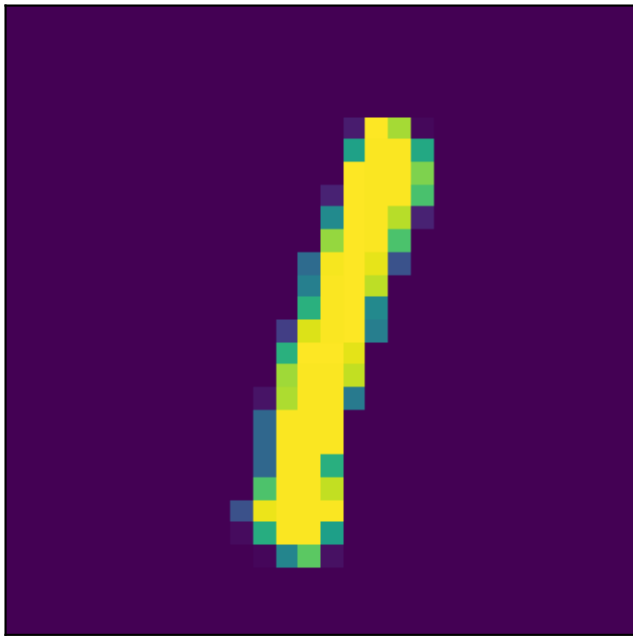
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 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 orange ring, resembling a stylized letter 'O' or a planet, set against a black background. The ring is composed of many small, square pixels in various shades of yellow, orange, and red, giving it a jagged, digital appearance. The ring is oriented horizontally and has a thick, irregular border. The background is solid black.

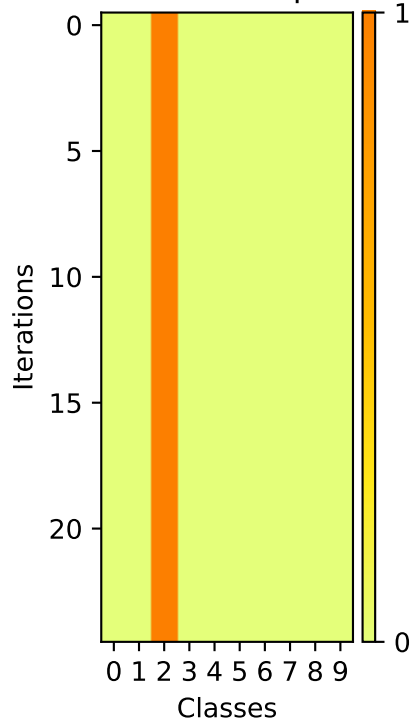
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 7 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.



Image



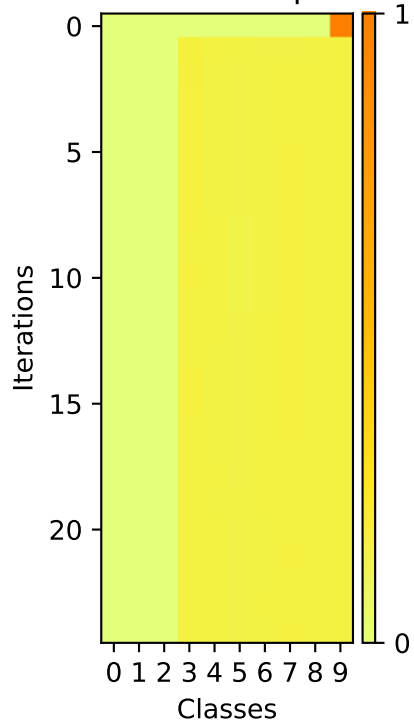
## Softmax Outputs



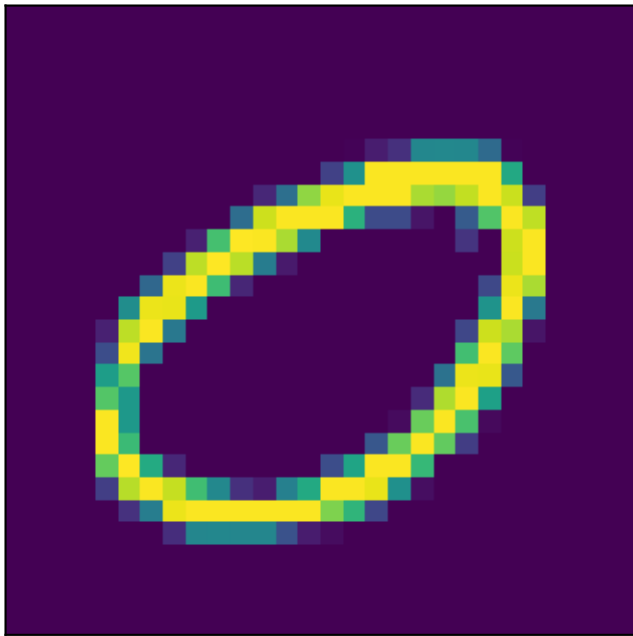
Image



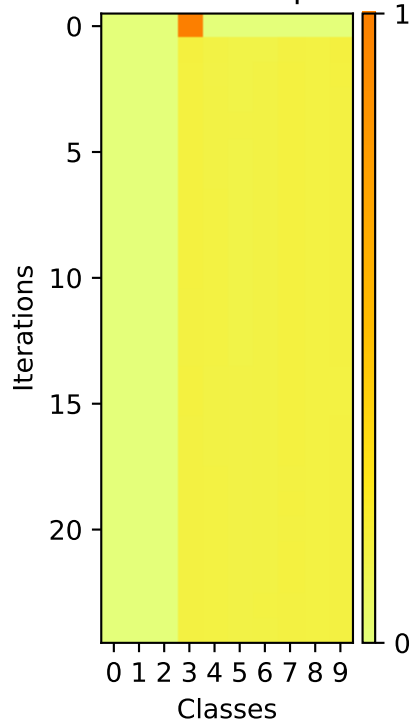
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a thick yellow outline with a lighter yellow fill, and it has a small dot at the bottom. The background is a solid dark purple color.

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

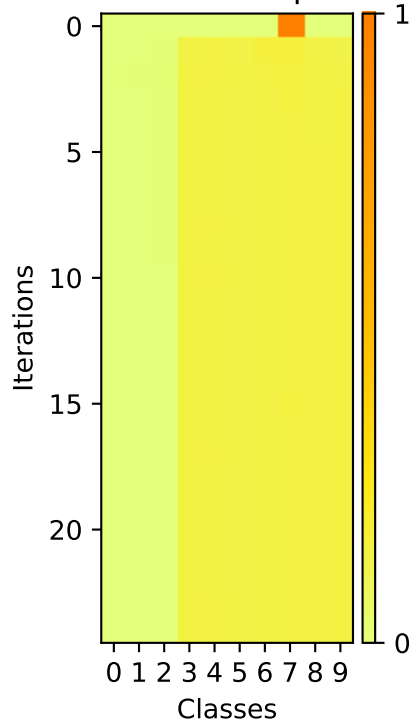
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class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



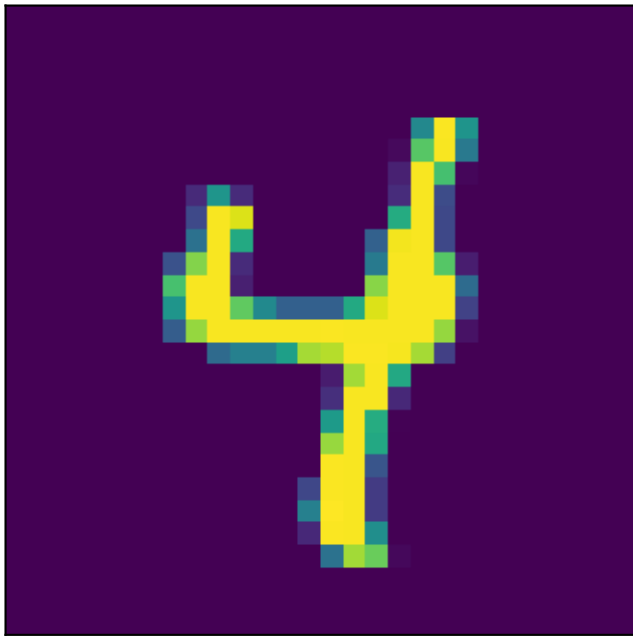
Image



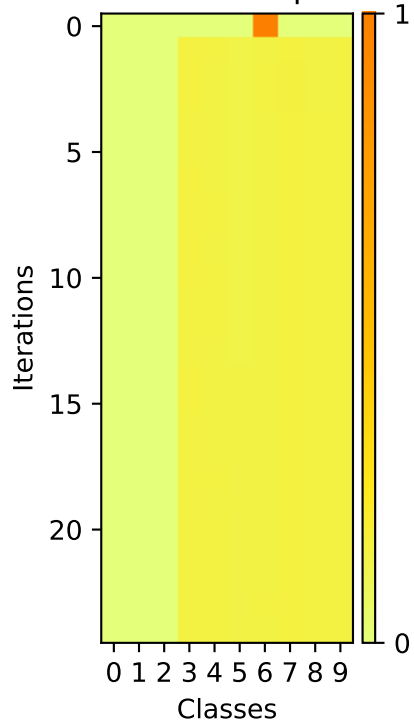
Softmax Outputs



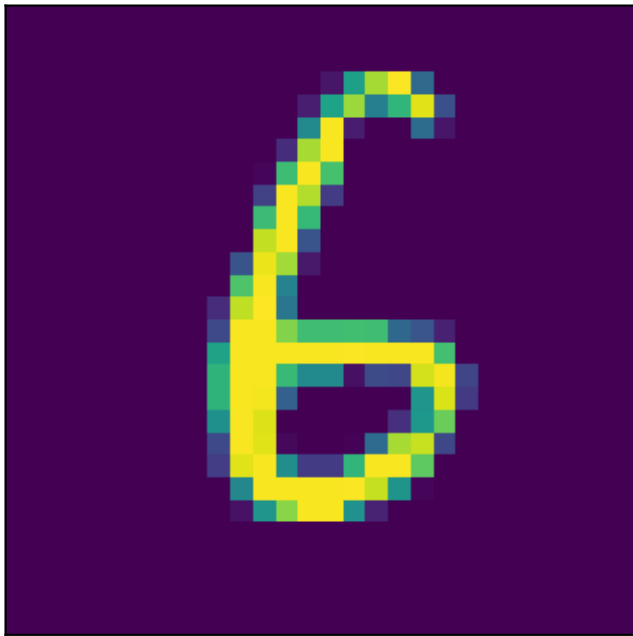
Image



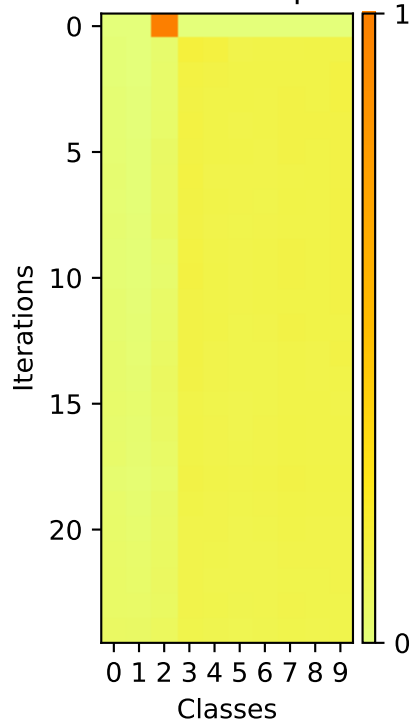
Softmax Outputs



Image



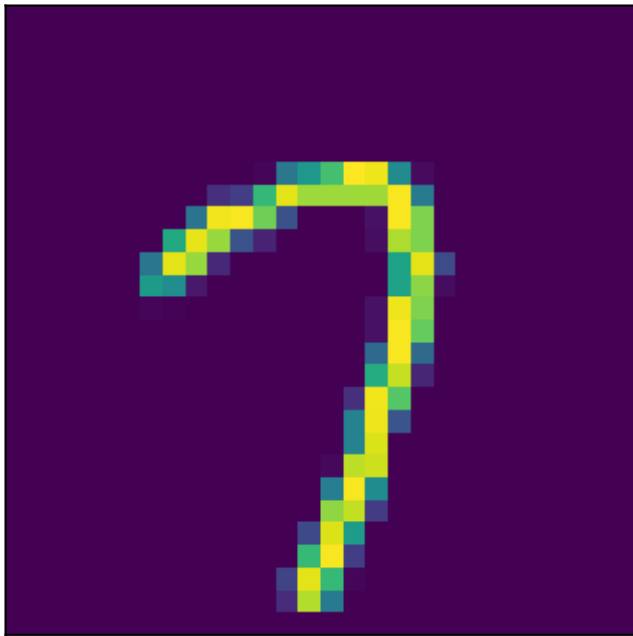
Softmax Outputs



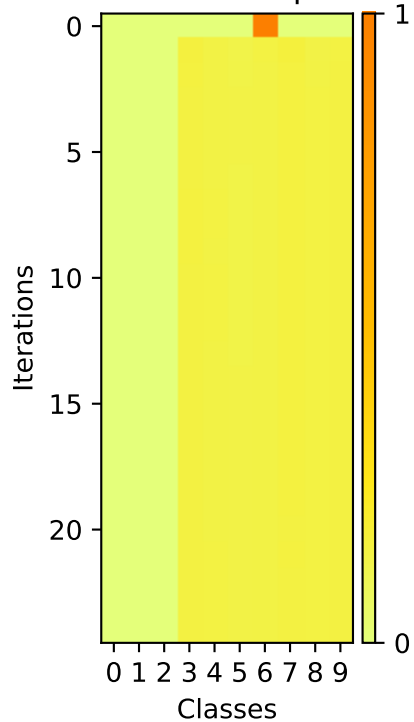
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of many small squares, with the main body being yellow and the loops being green. The overall appearance is that of a digital art or a low-quality scan of a physical drawing.

Heatmap showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents classes 0-9, and the y-axis represents iterations 0-20. A color bar on the right indicates probability from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

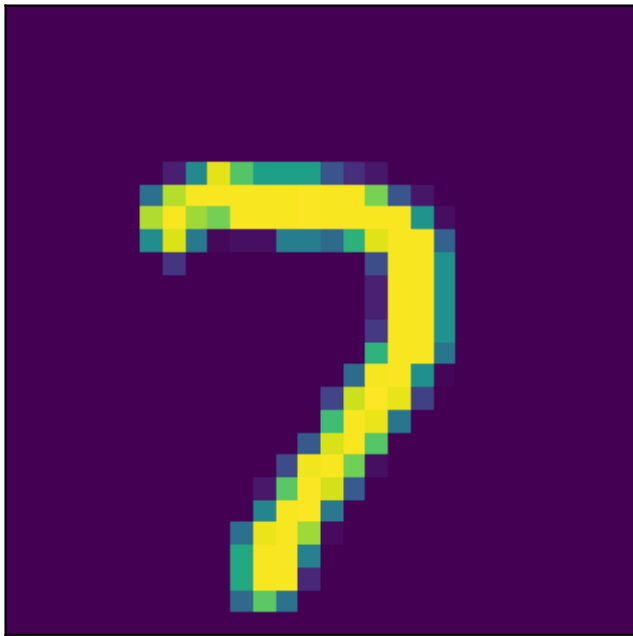
Image



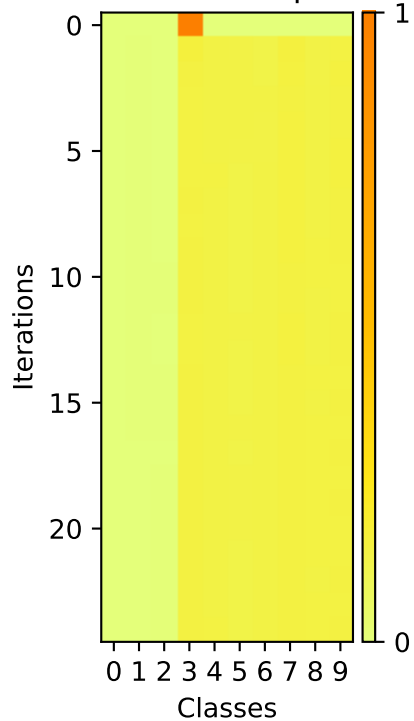
Softmax Outputs



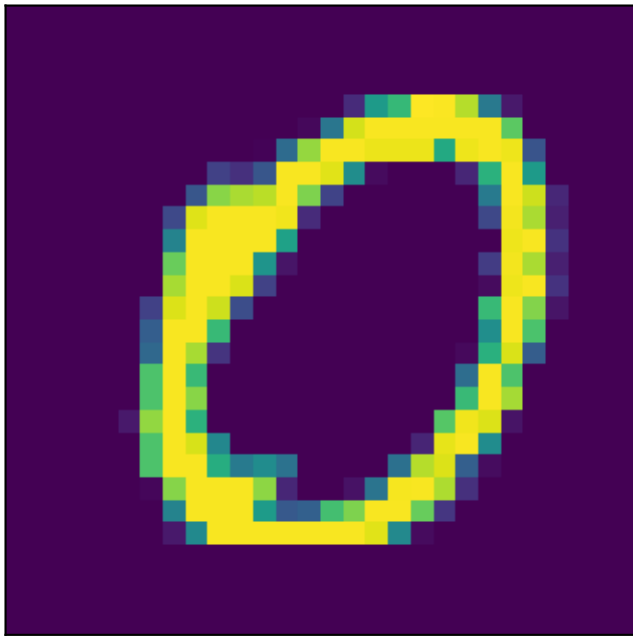
Image



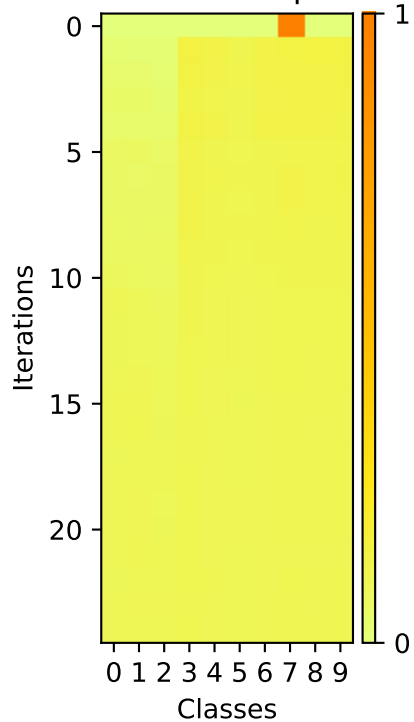
Softmax Outputs



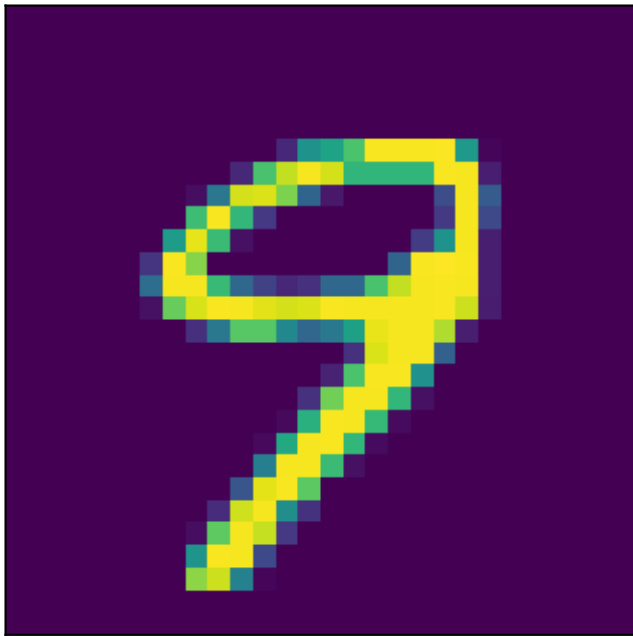
Image



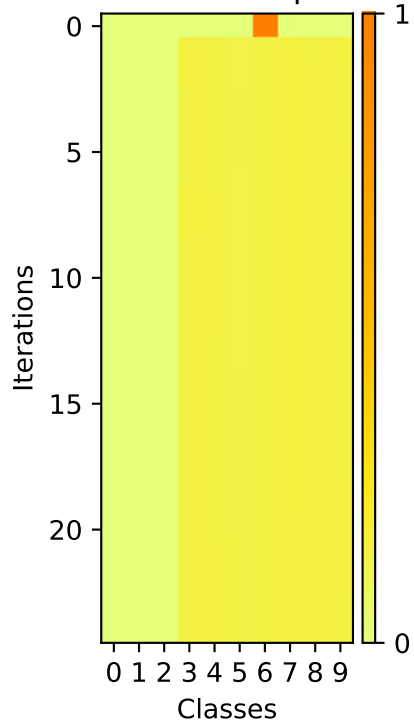
Softmax Outputs



Image

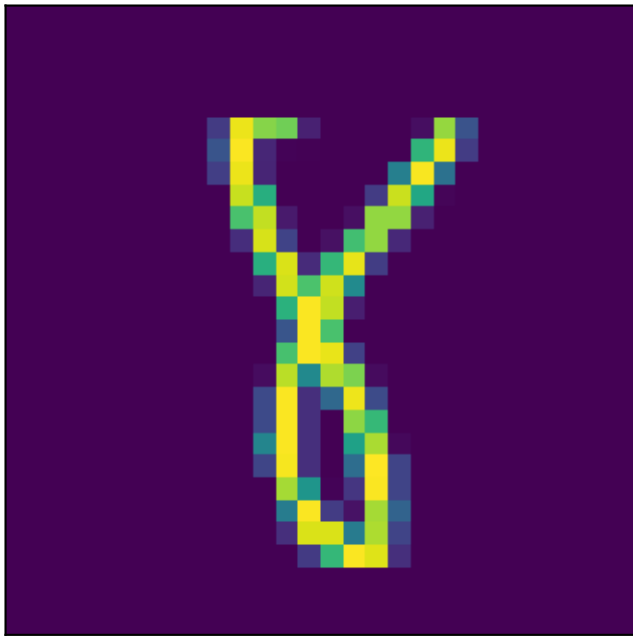


Softmax Outputs

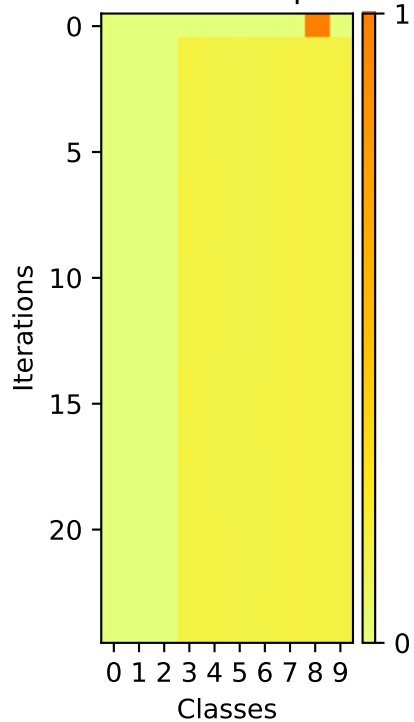




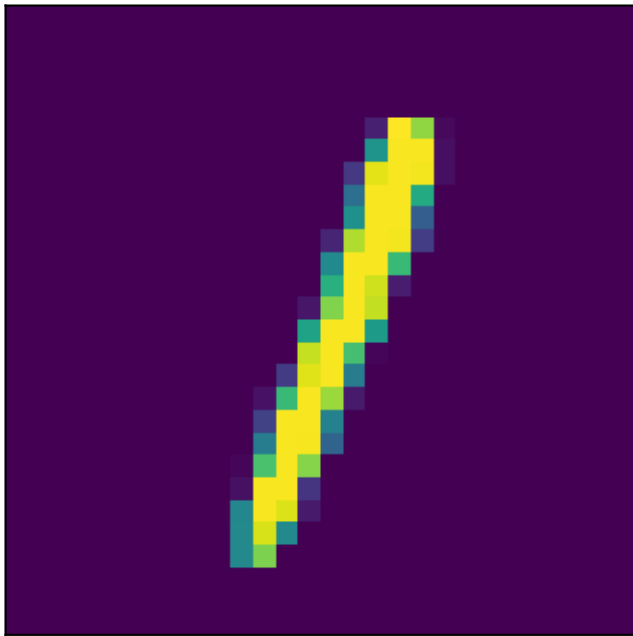
Image



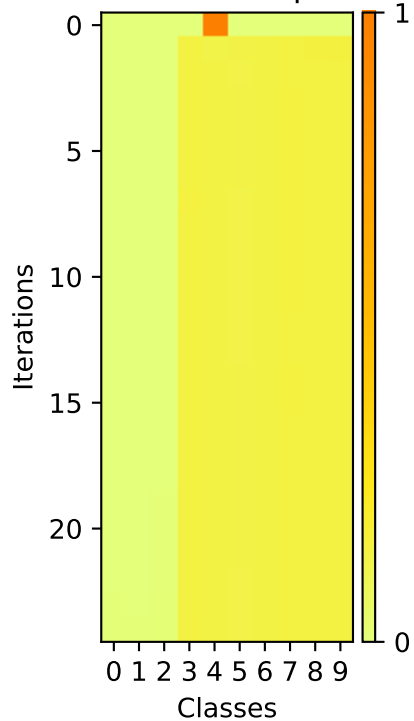
Softmax Outputs



Image



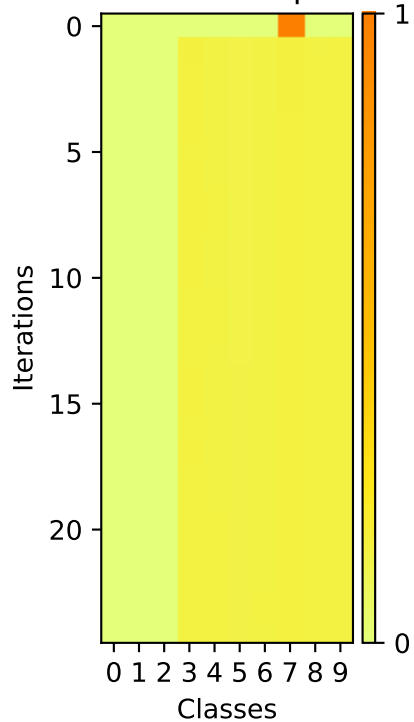
Softmax Outputs



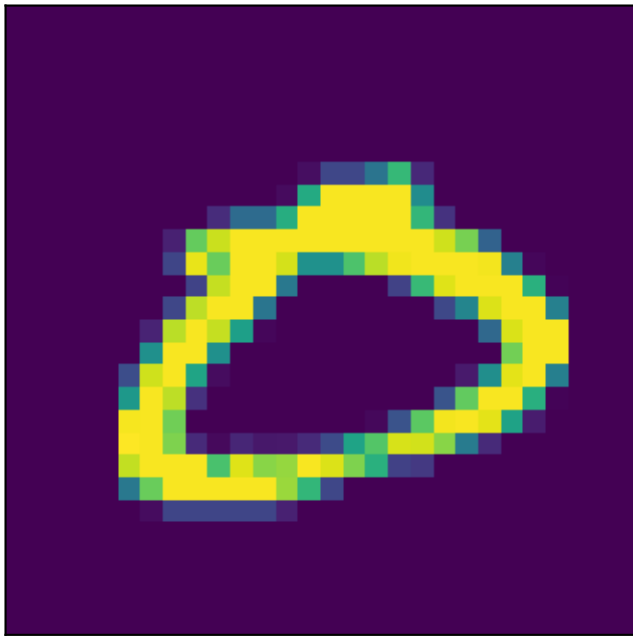
Image



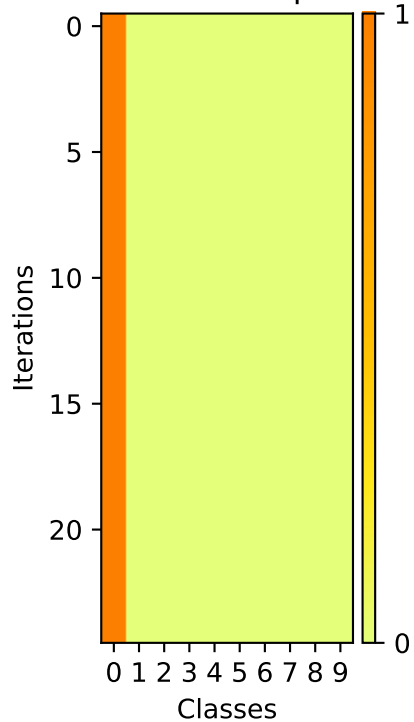
Softmax Outputs



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.

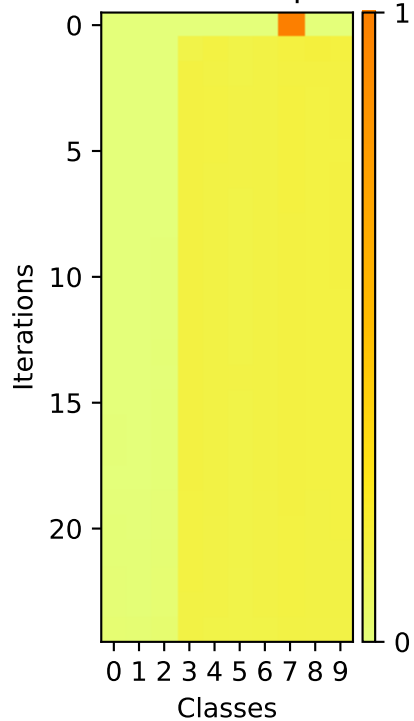
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 5 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 figure, possibly a character or object, set against a dark purple background. The figure is composed of small squares in shades of yellow, light green, and teal. It has a rounded, somewhat abstract shape with a small protrusion on the left and a larger, more complex structure on the right. The overall appearance is reminiscent of a low-quality digital drawing or a heavily compressed image.

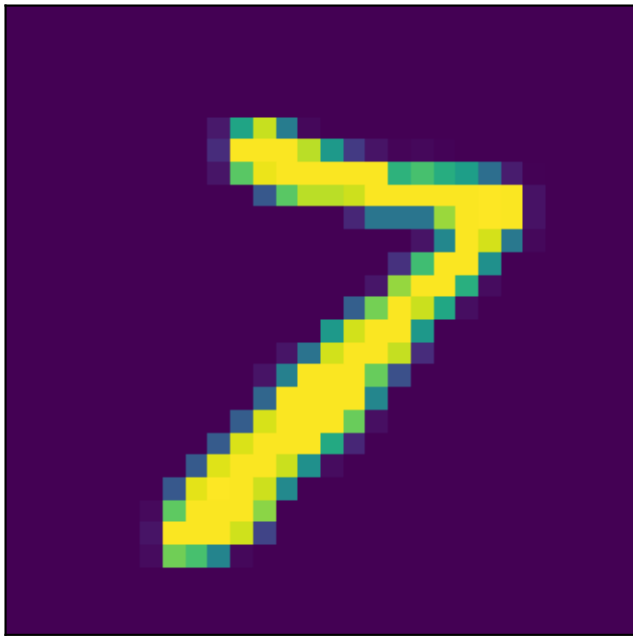
Image



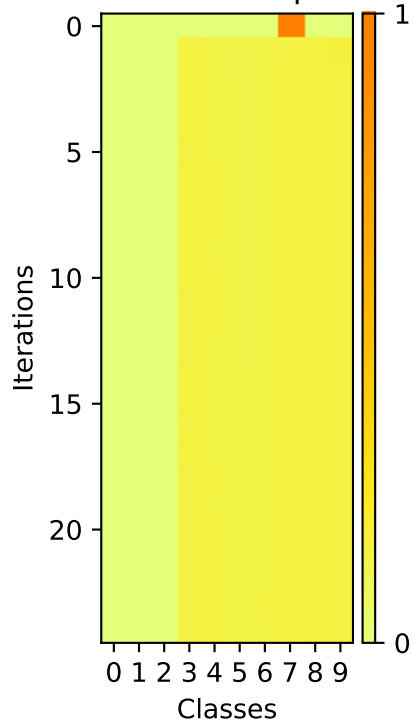
Softmax Outputs



Image

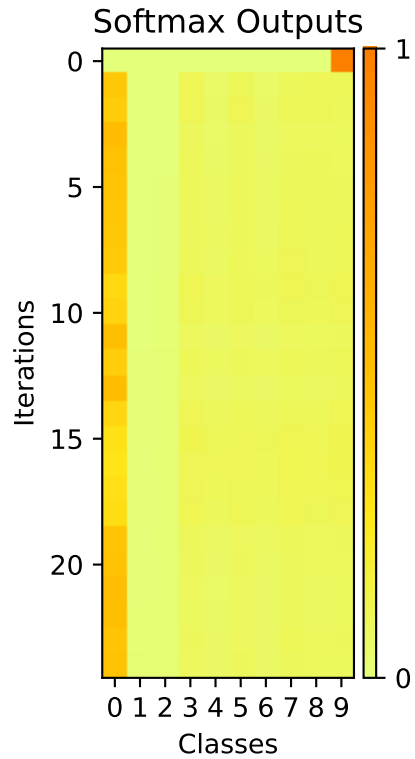


Softmax Outputs





A pixelated yellow number 4 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 glowing appearance. The background is a solid, deep purple.



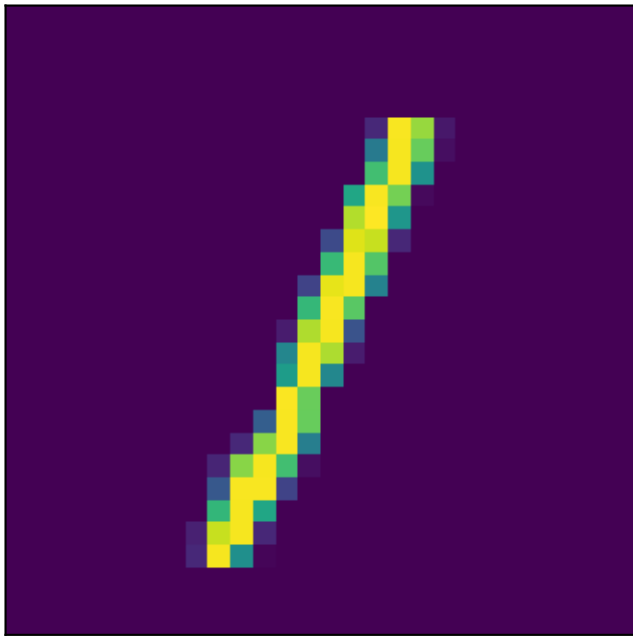
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a thick, blocky stem and a circular head with a small square notch in the center. The edges of the question mark are jagged and pixelated, with some surrounding pixels showing a mix of yellow, green, and blue, suggesting a dithered or anti-aliased effect. The overall style is reminiscent of early computer graphics or video game sprites.

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 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

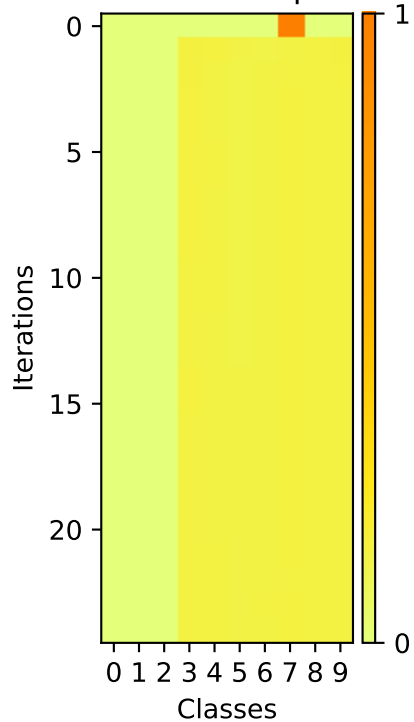
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in shades of yellow, green, and blue, creating a jagged, pixelated outline. It has a horizontal base with a vertical stem rising from the center, and a curved, hook-like top. The overall appearance is reminiscent of a low-quality digital drawing or a retro video game graphic.

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 ranges from 0 (light yellow) to 1 (dark orange). Class 5 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

Image



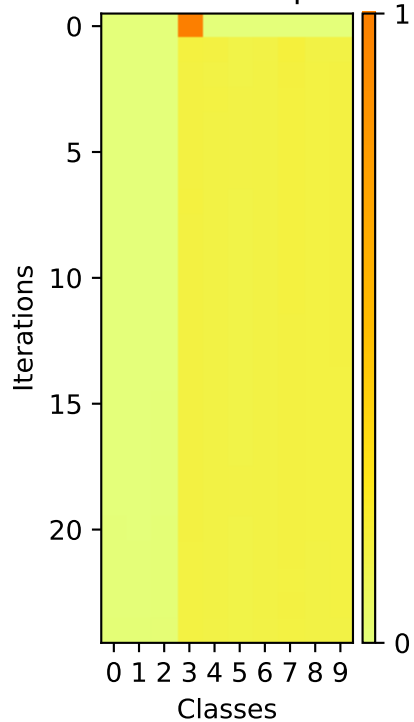
Softmax Outputs



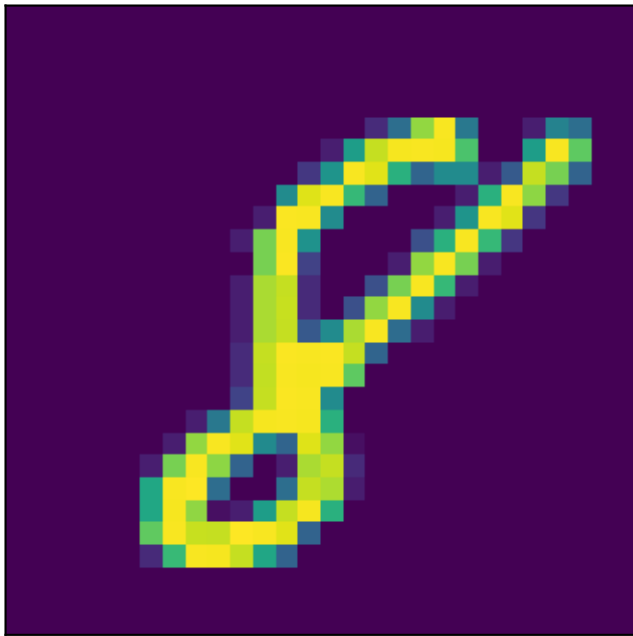
Image



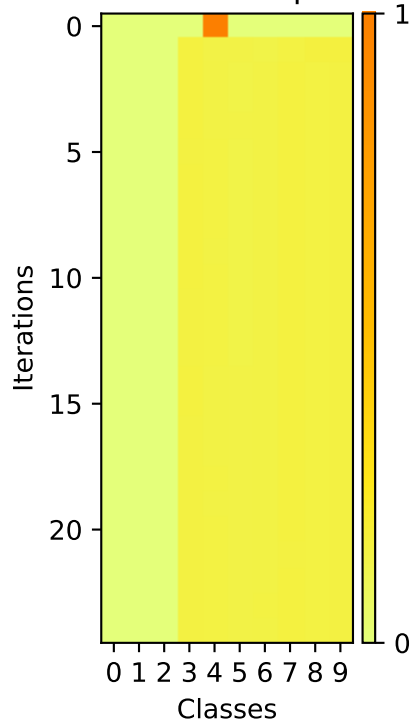
Softmax Outputs



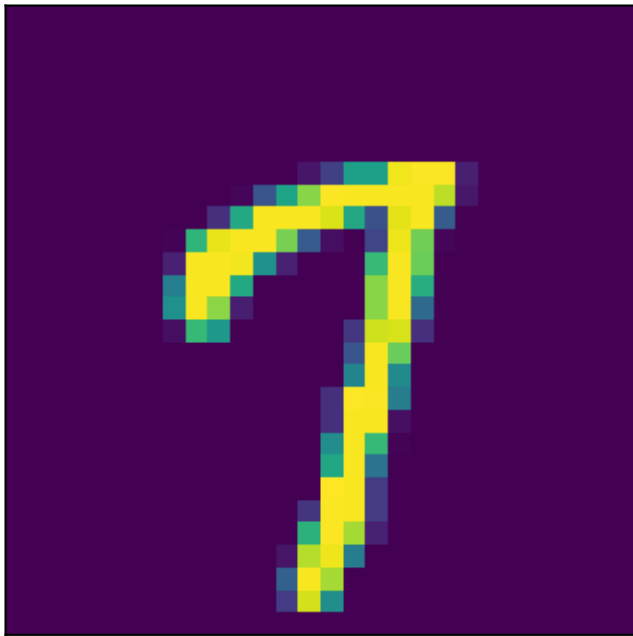
Image



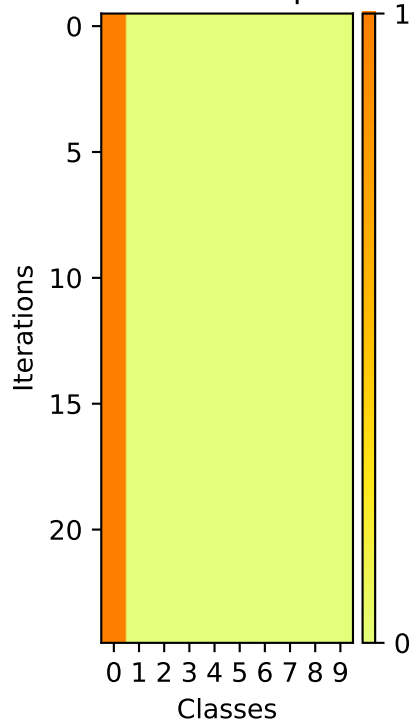
Softmax Outputs



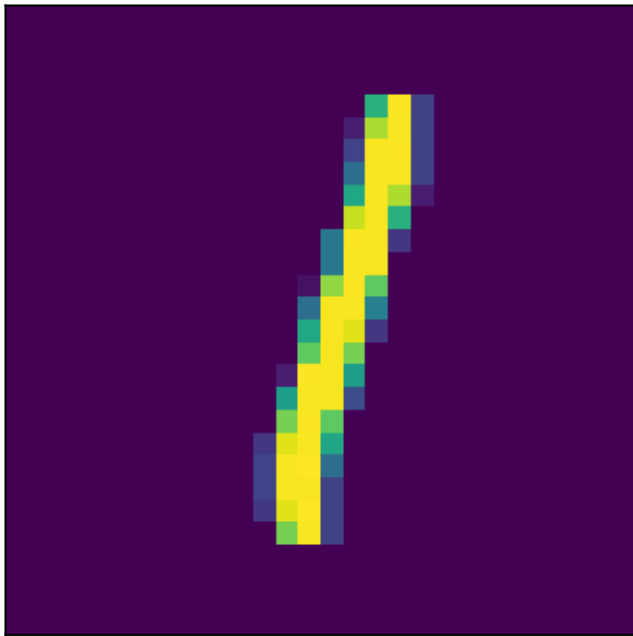
Image



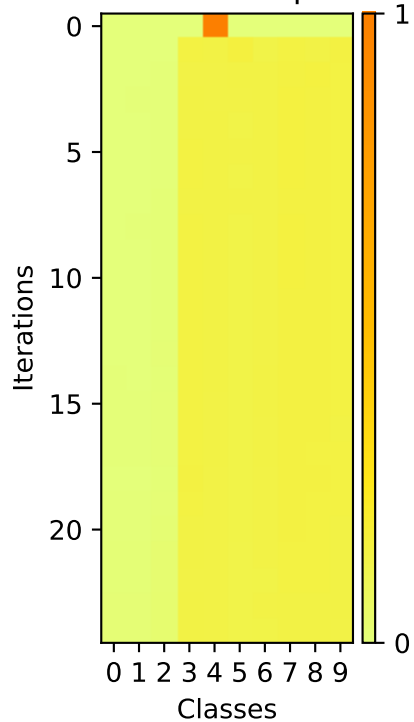
## Softmax Outputs



Image



Softmax Outputs

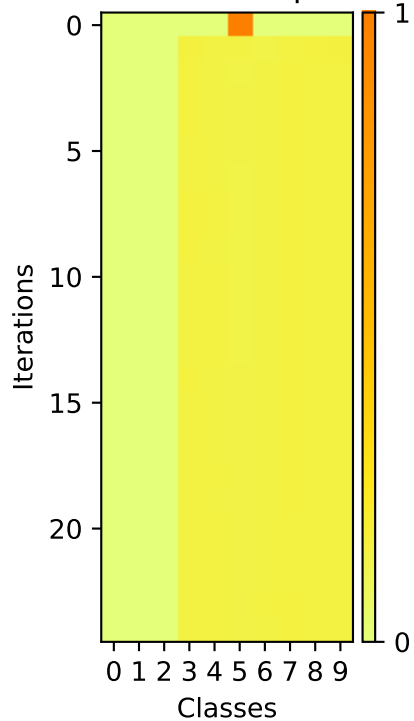




Image

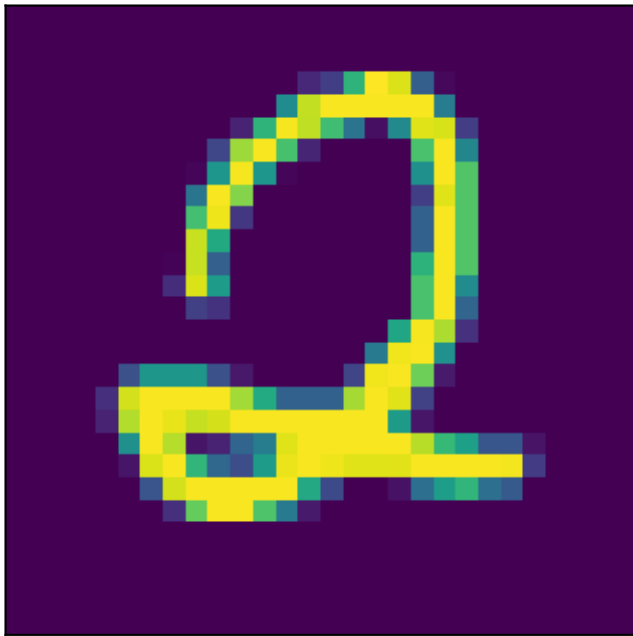


Softmax Outputs

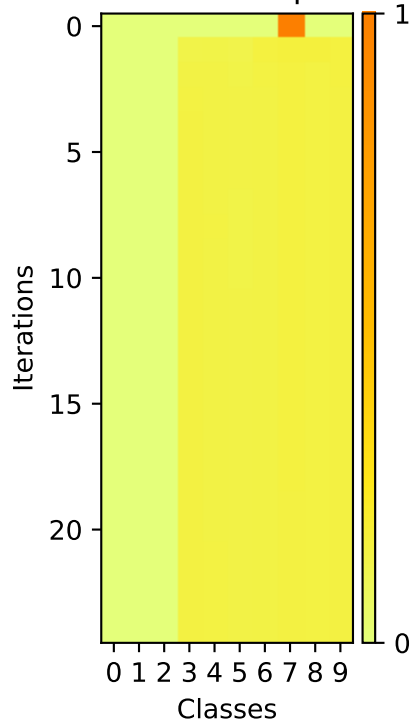


Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 7 shows a sharp increase in probability around iteration 10, reaching 1.0 by iteration 20.

Image



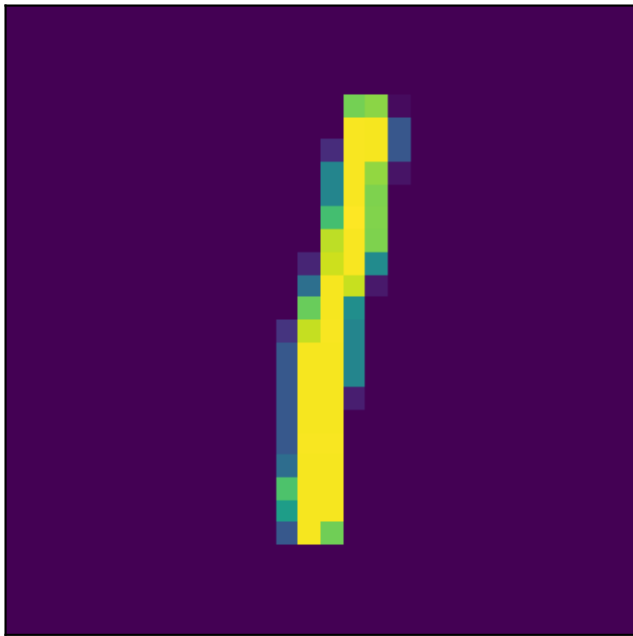
Softmax Outputs



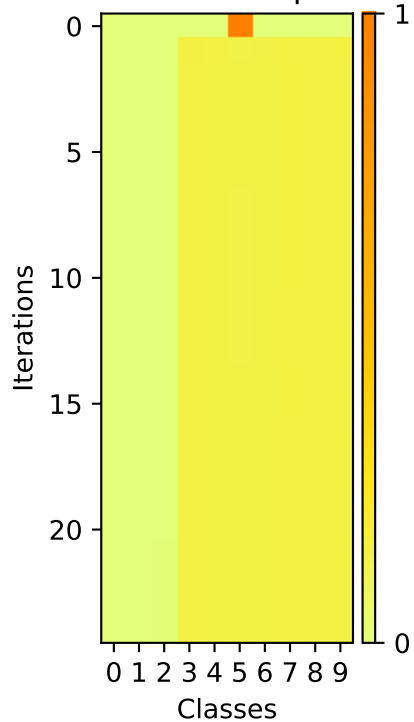
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early digital art or video game graphics.

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). The distribution is highly concentrated on Class 5, which reaches a probability of 1.0 by iteration 20.

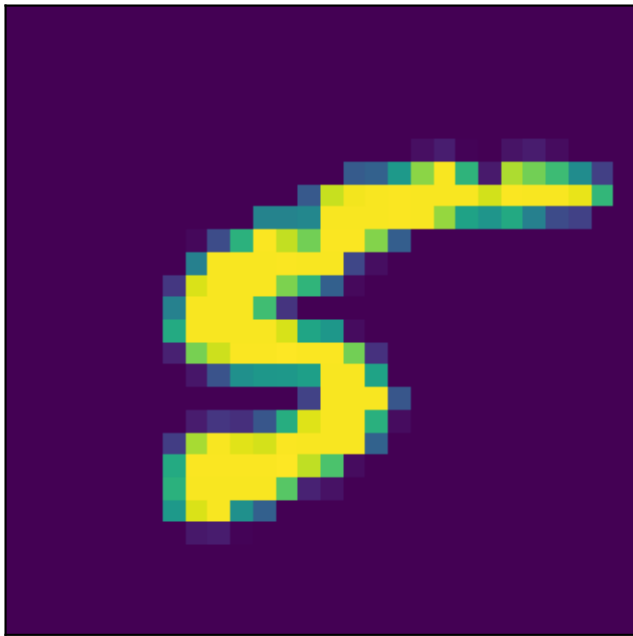
Image



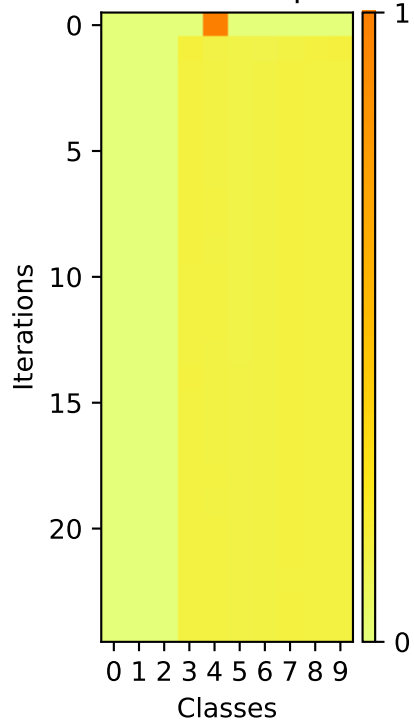
Softmax Outputs



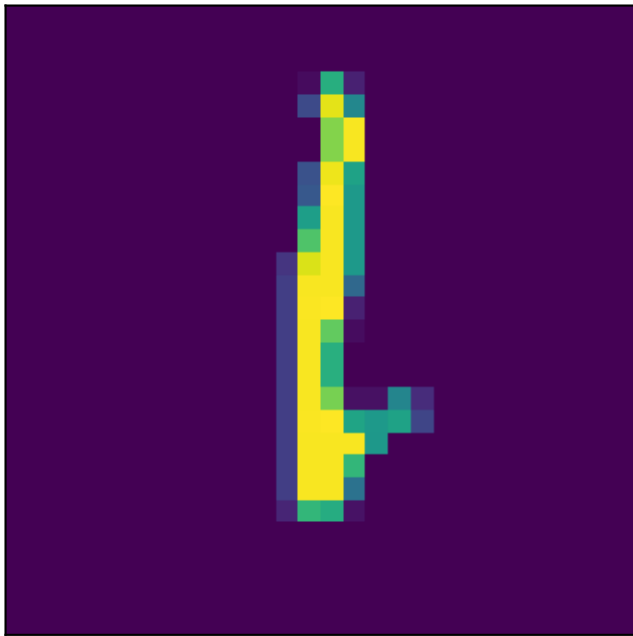
Image



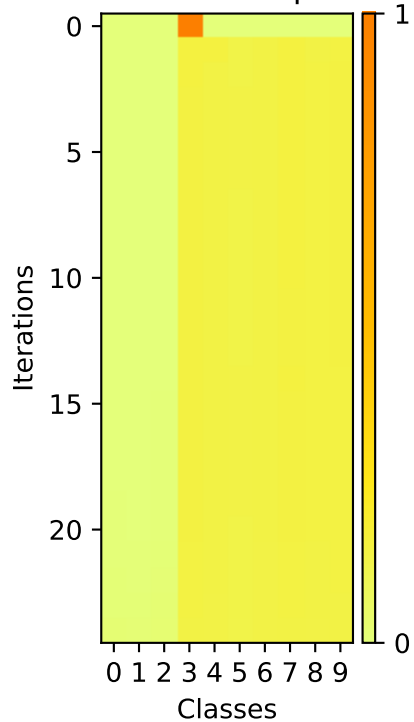
Softmax Outputs



Image



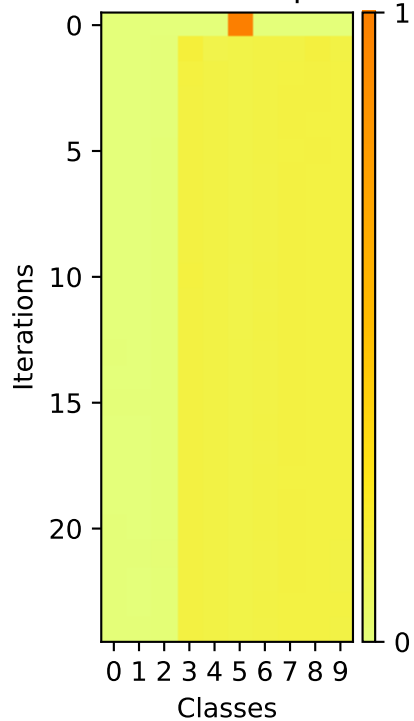
Softmax Outputs



Image

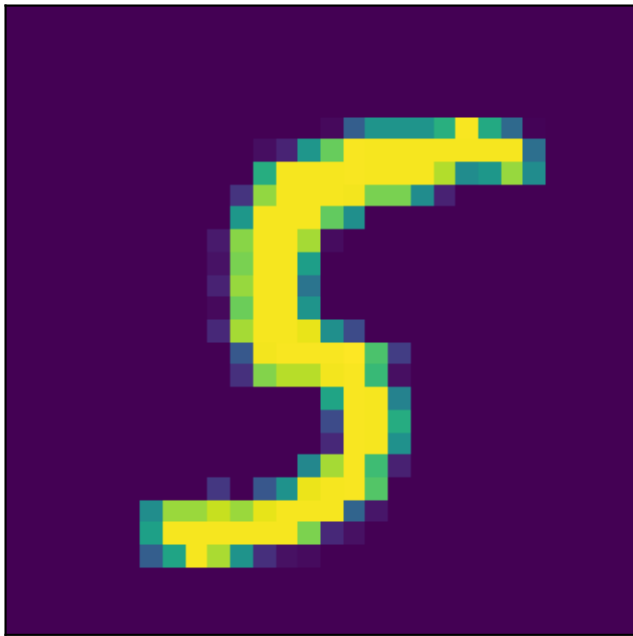


Softmax Outputs

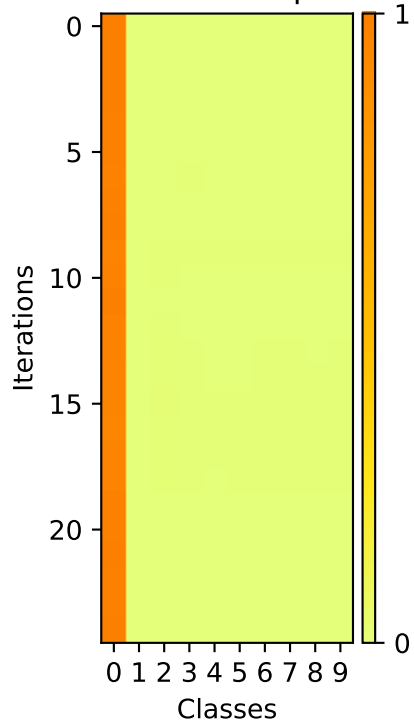




Image



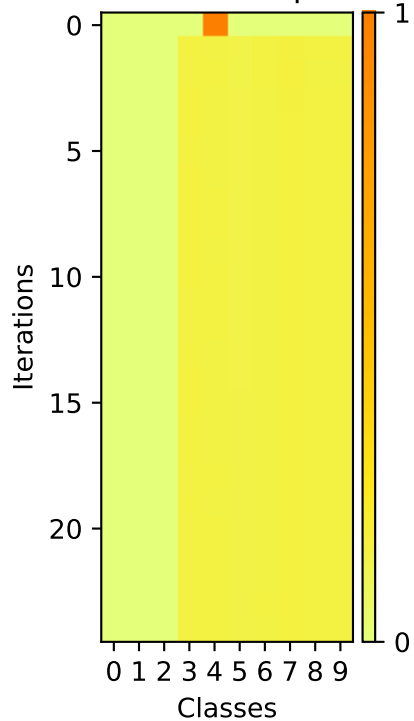
## Softmax Outputs



Image

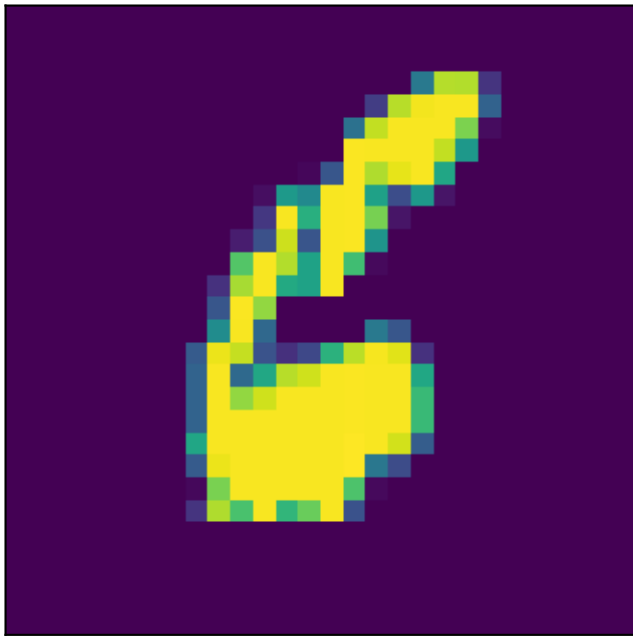


Softmax Outputs

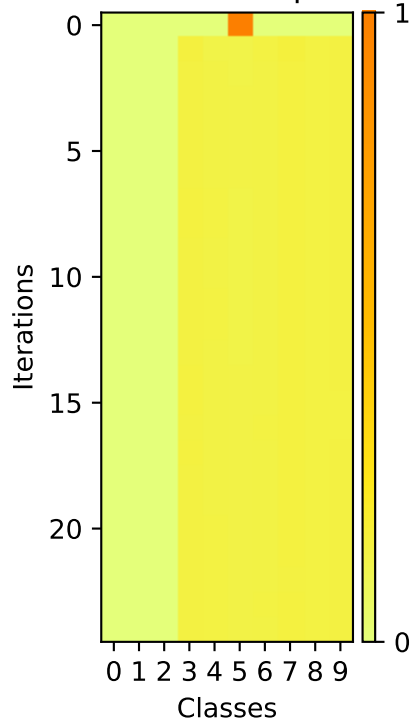




Image

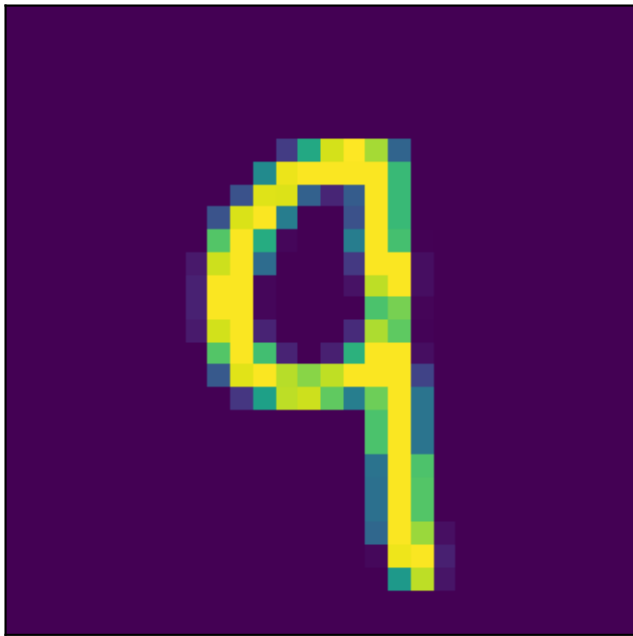


Softmax Outputs

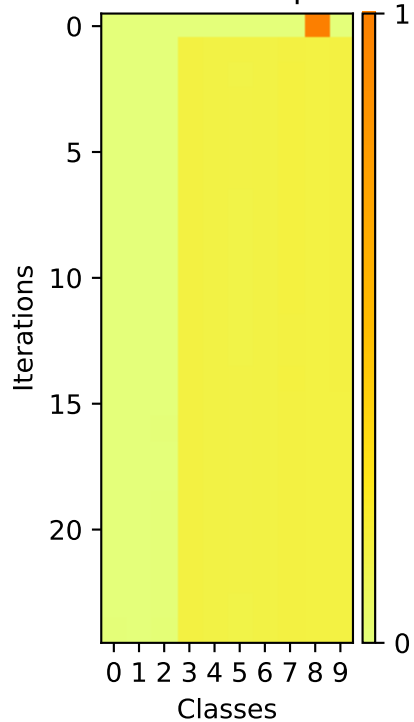


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 5 shows a sharp increase in loss starting around iteration 10, reaching a value of 1 by iteration 20.

Image



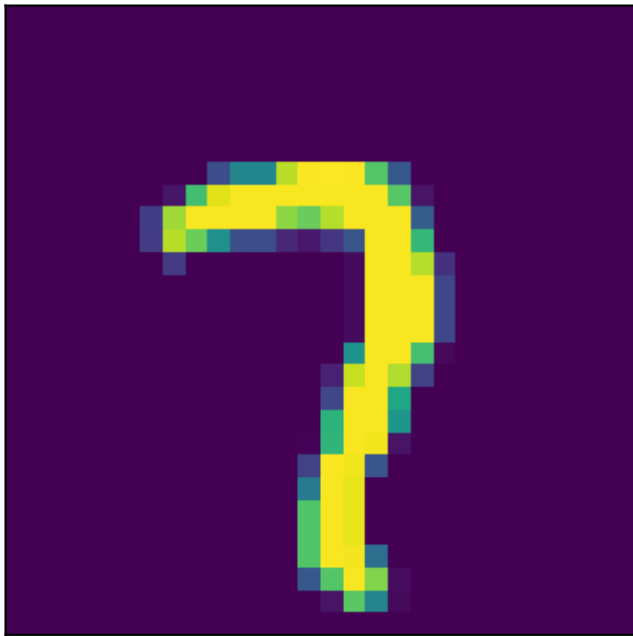
Softmax Outputs



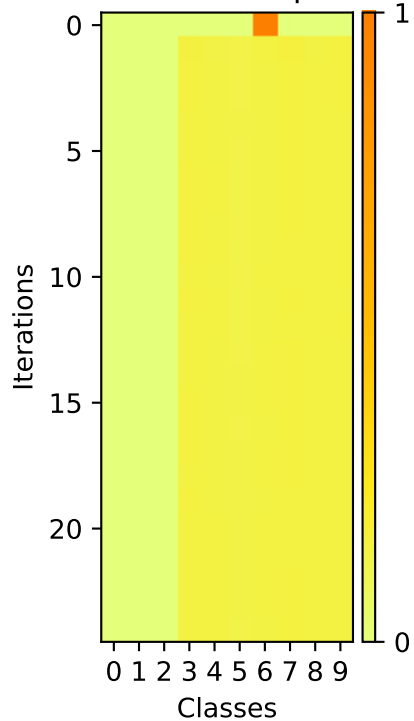
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

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 7 shows a sharp increase in probability around iteration 10, reaching 1.0 by iteration 20.

Image



## Softmax Outputs

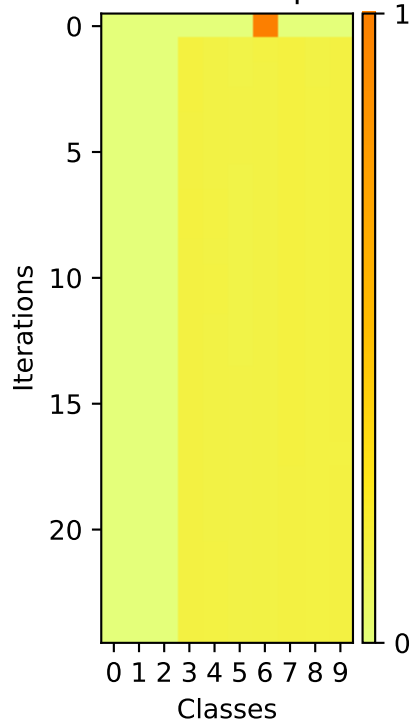




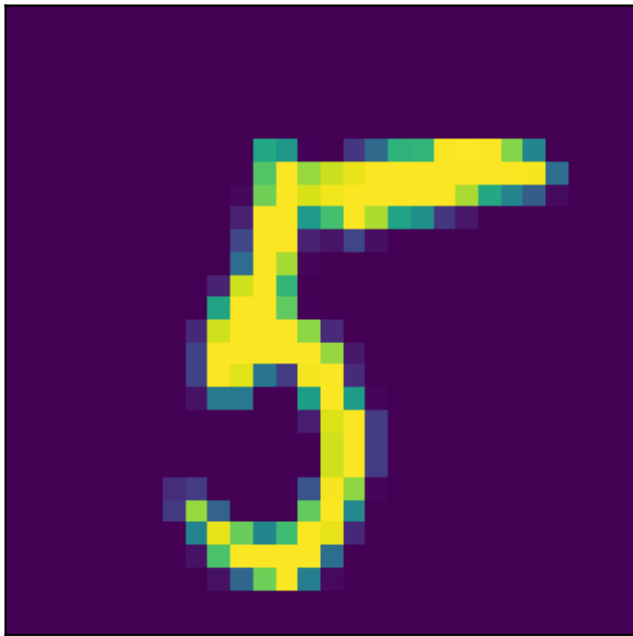
Image



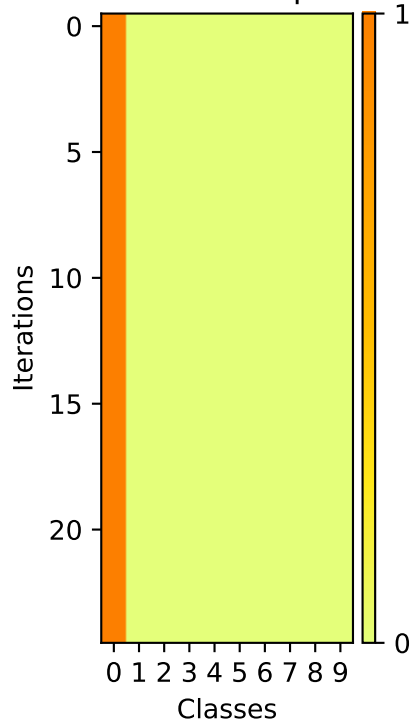
Softmax Outputs



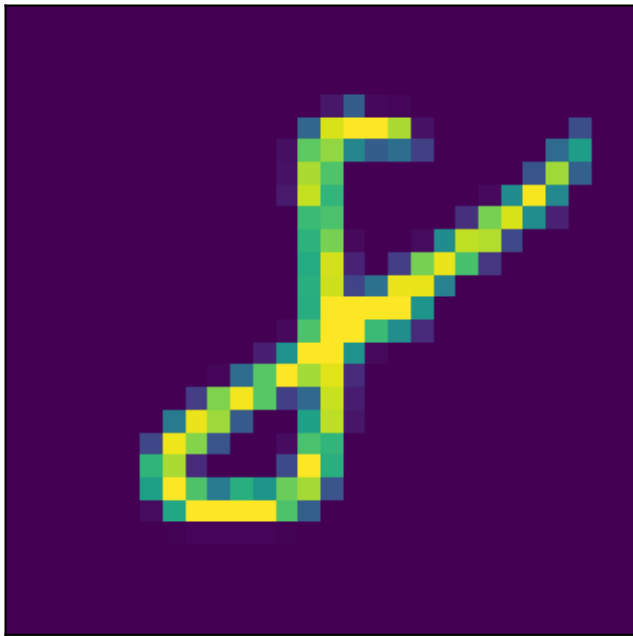
Image



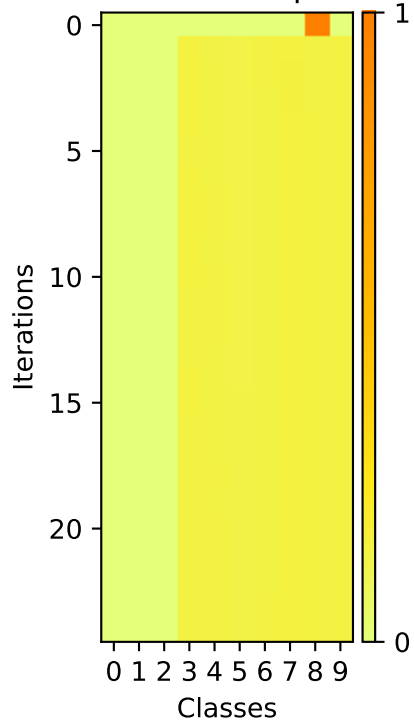
## Softmax Outputs



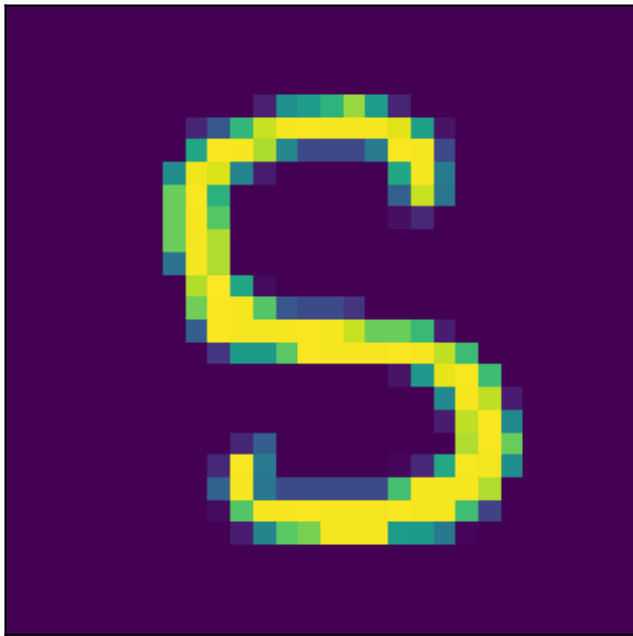
Image



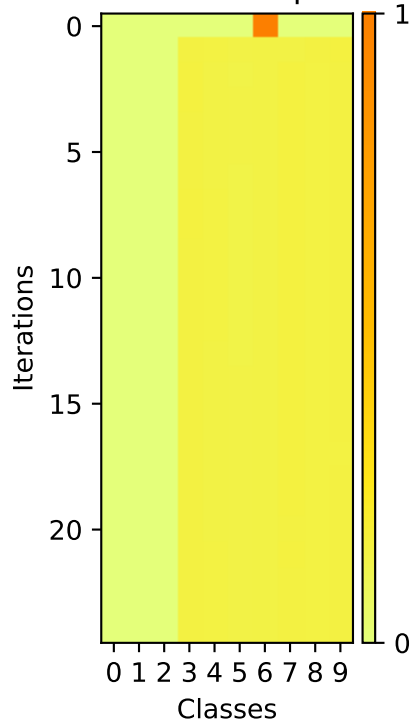
Softmax Outputs



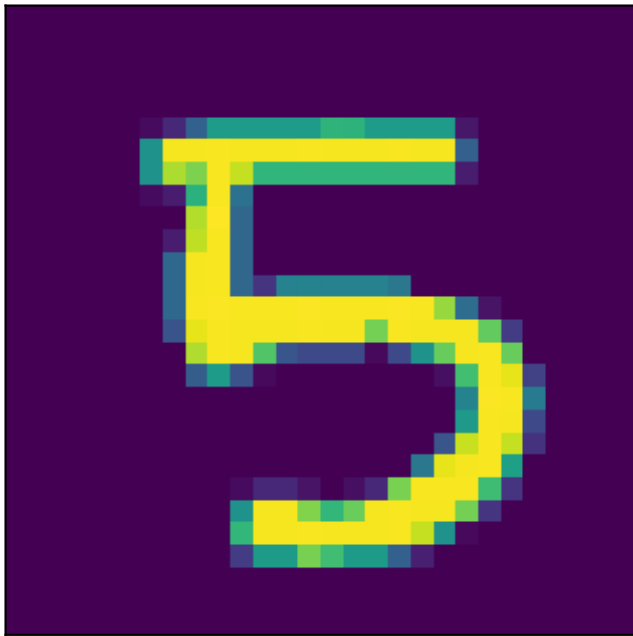
Image



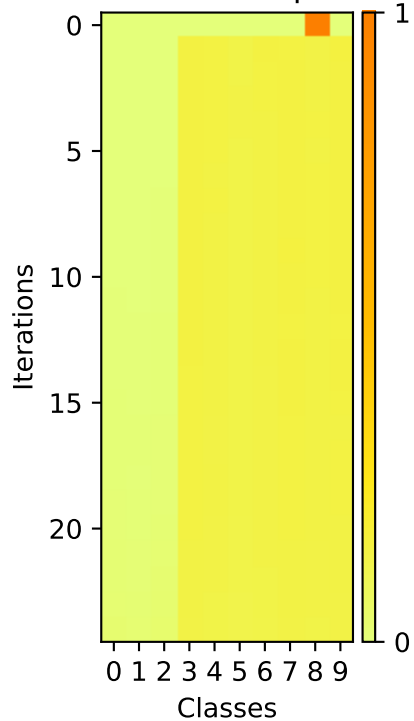
Softmax Outputs



Image



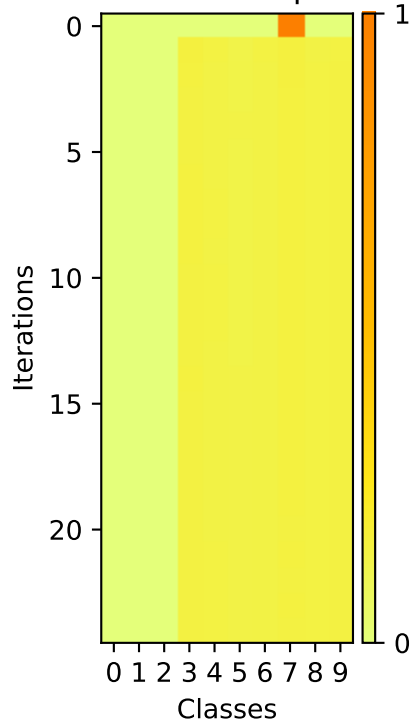
## Softmax Outputs



Image



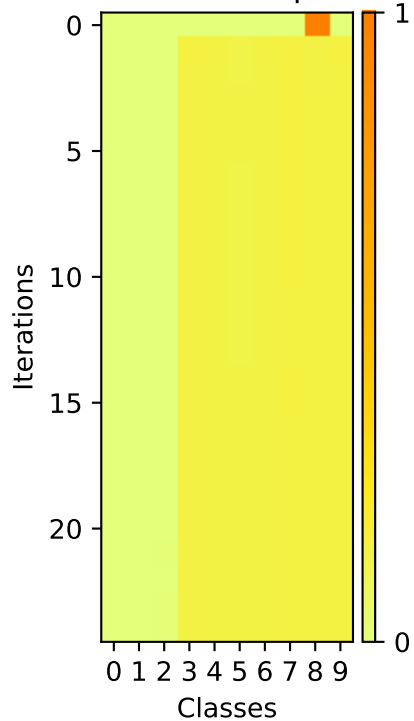
Softmax Outputs



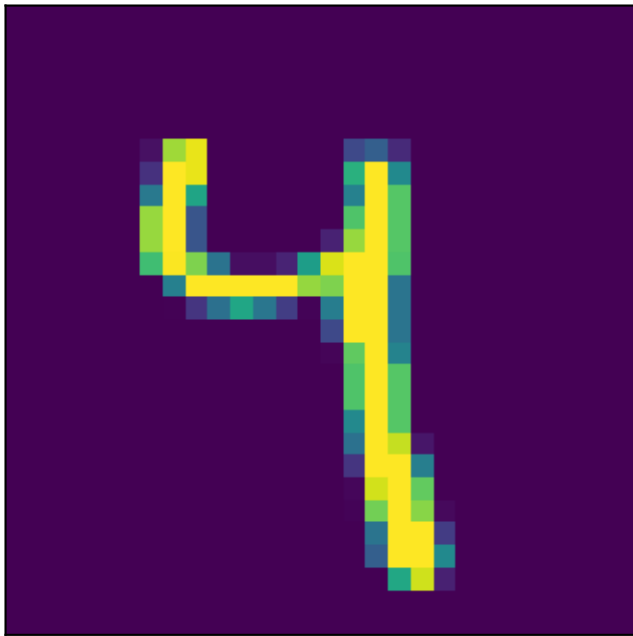
Image



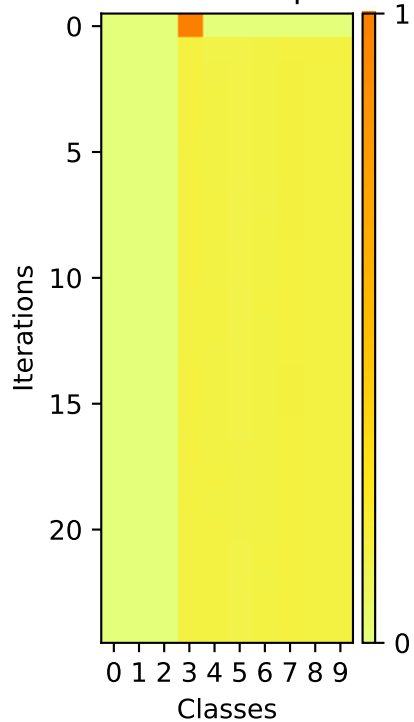
Softmax Outputs



Image



Softmax Outputs





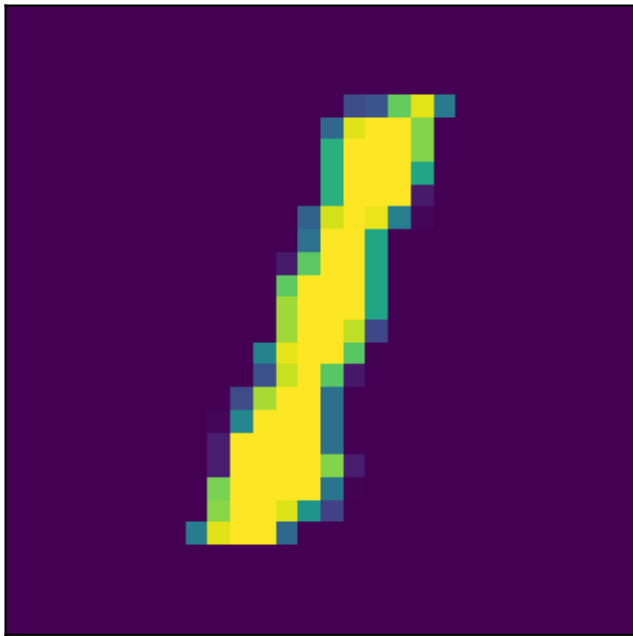
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

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). 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.

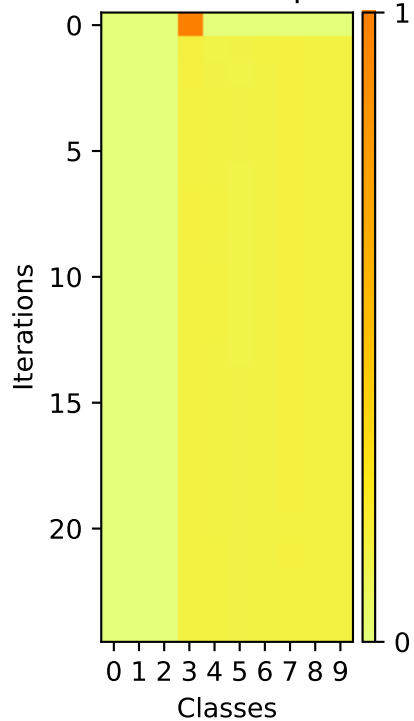
A pixelated, low-resolution image of a yellow and blue figure, possibly a character or logo, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light blue, and dark blue. It has a rounded, somewhat abstract shape with a central vertical element and a horizontal base, giving it a stylized, blocky appearance.

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 ranges from 0 (light yellow) to 1 (dark orange). Class 7 shows a sharp increase in probability around iteration 10, reaching 1.0 by iteration 20.

Image



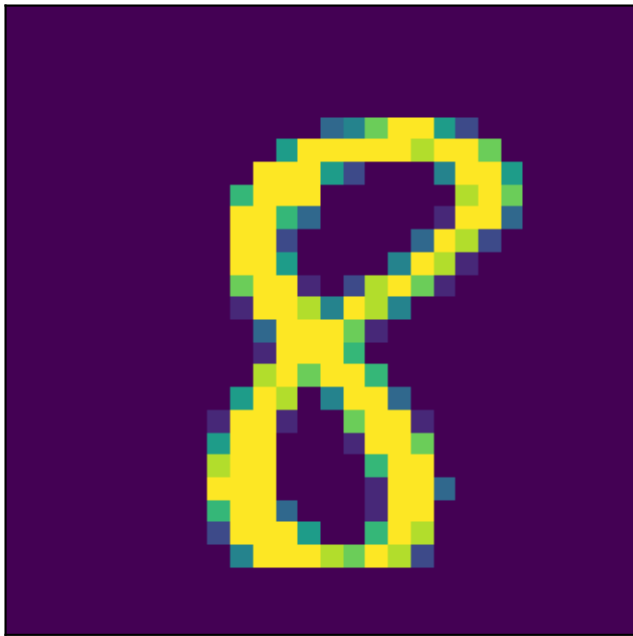
Softmax Outputs



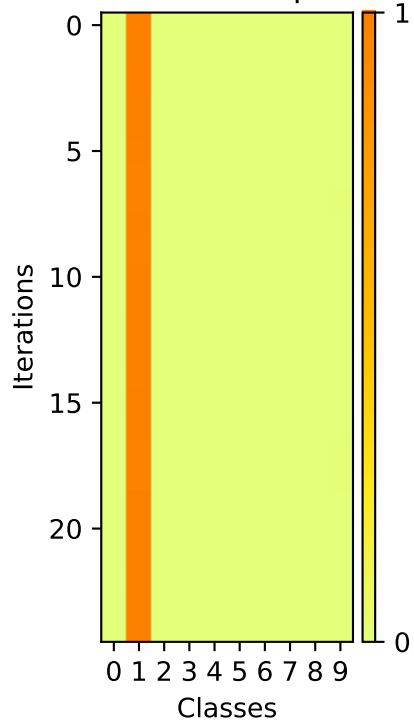
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

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, ranging from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

Image



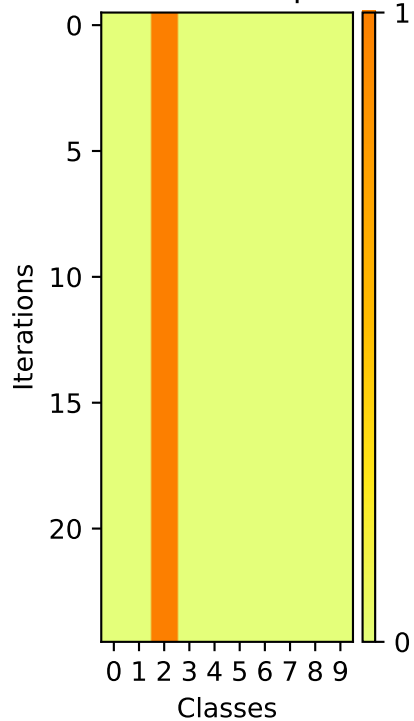
## Softmax Outputs



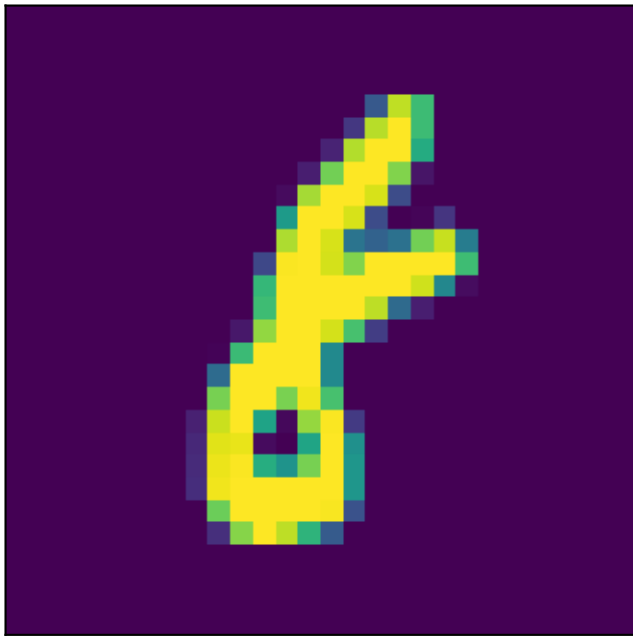
Image



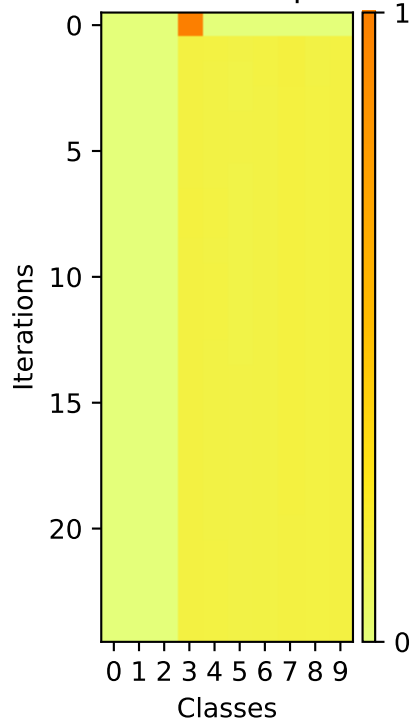
## Softmax Outputs



Image



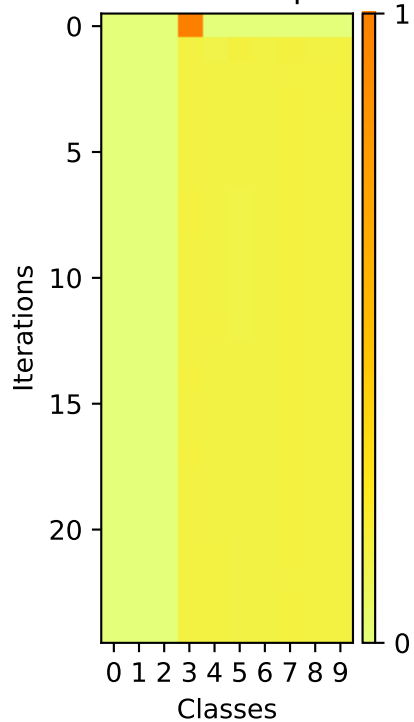
Softmax Outputs



Image

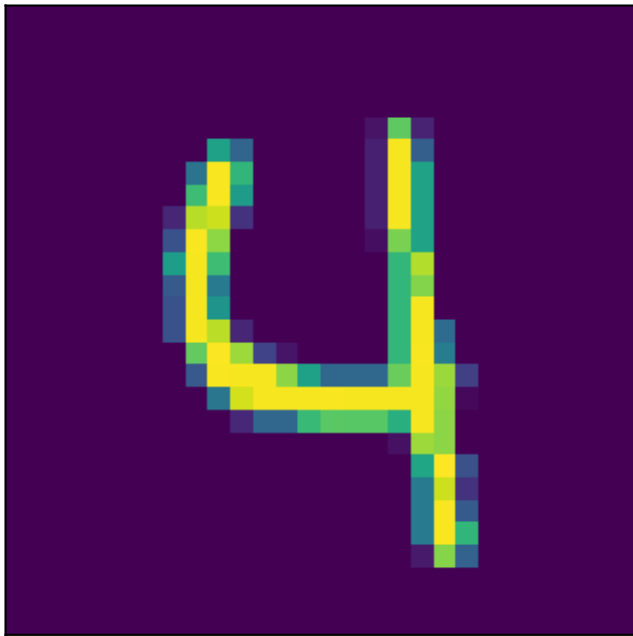


Softmax Outputs

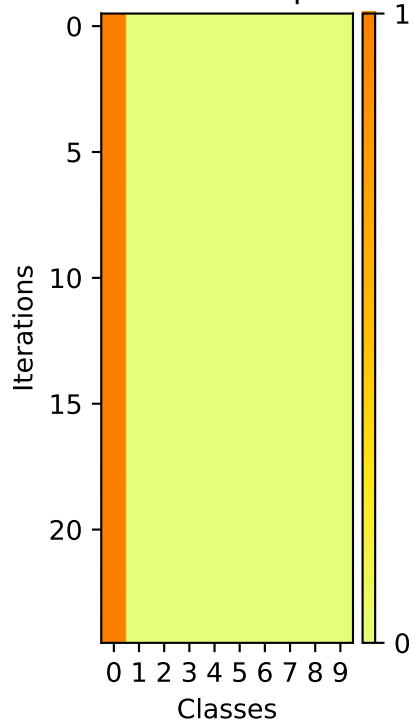




Image



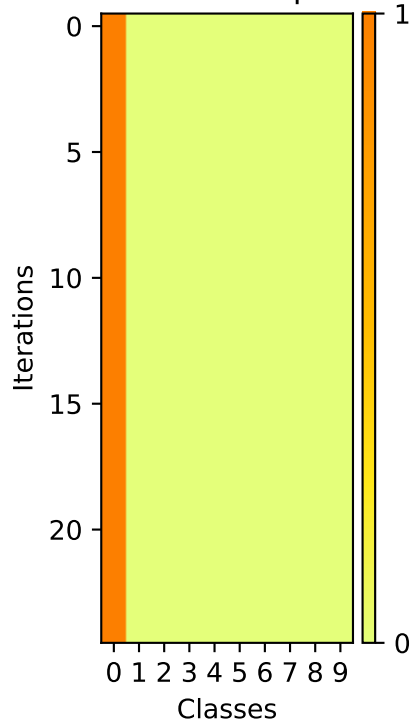
## Softmax Outputs



Image



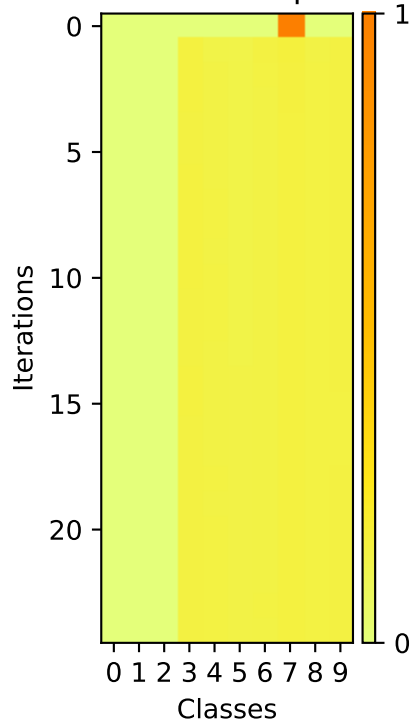
## Softmax Outputs



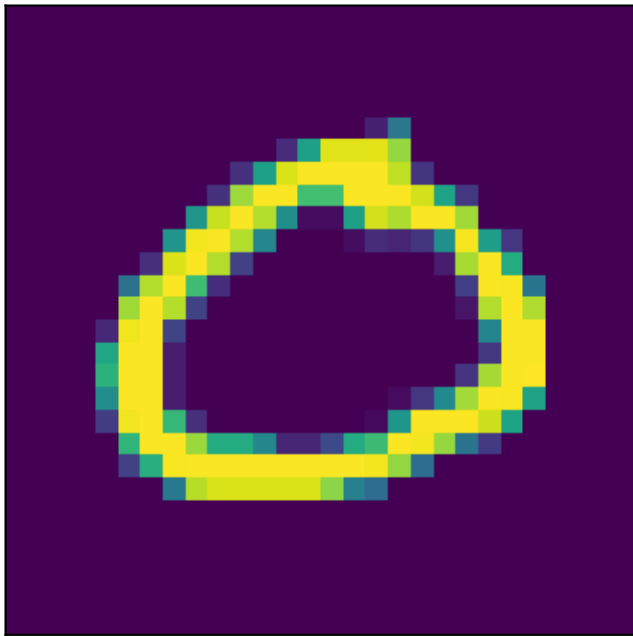
Image



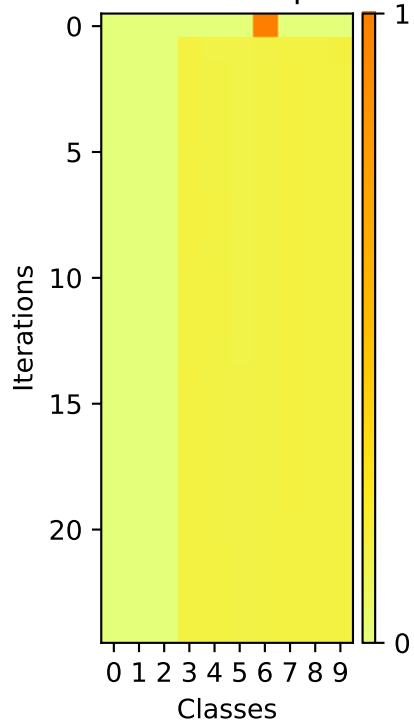
Softmax Outputs



Image



Softmax Outputs

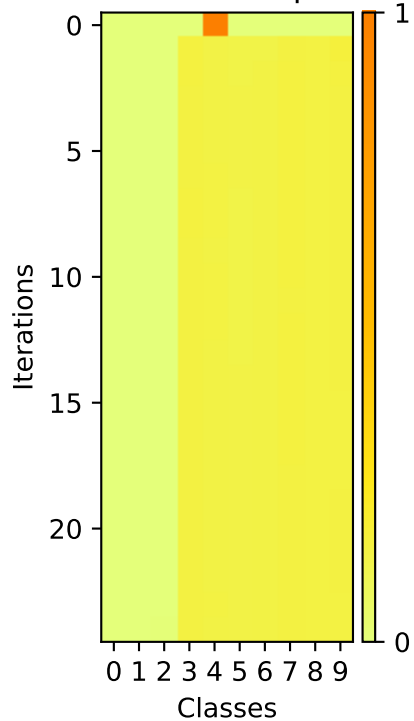


A pixelated yellow number 1 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow or greenish-yellow, suggesting a gradient or shadow effect. The overall style is reminiscent of early digital art or video game graphics.

Image



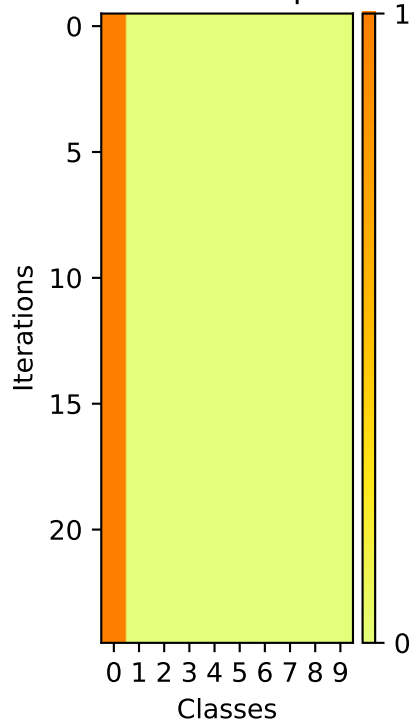
Softmax Outputs



Image



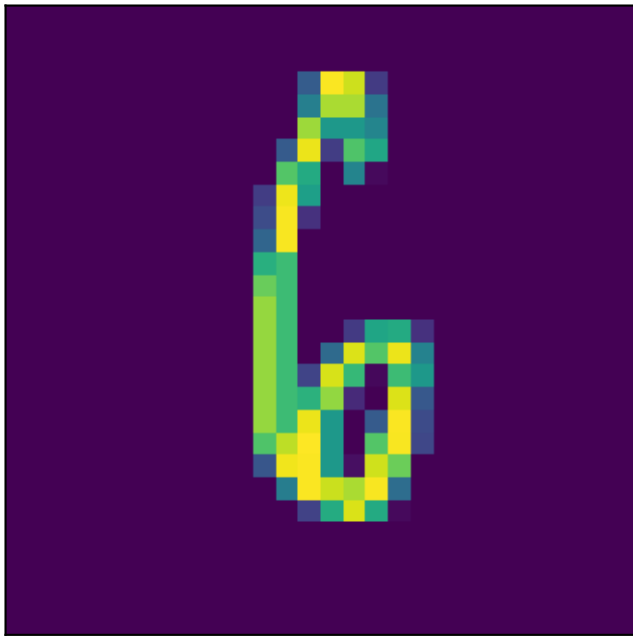
## Softmax Outputs



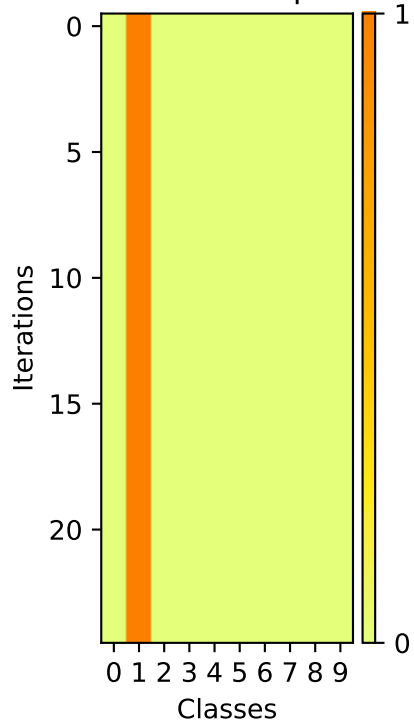
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 7 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.



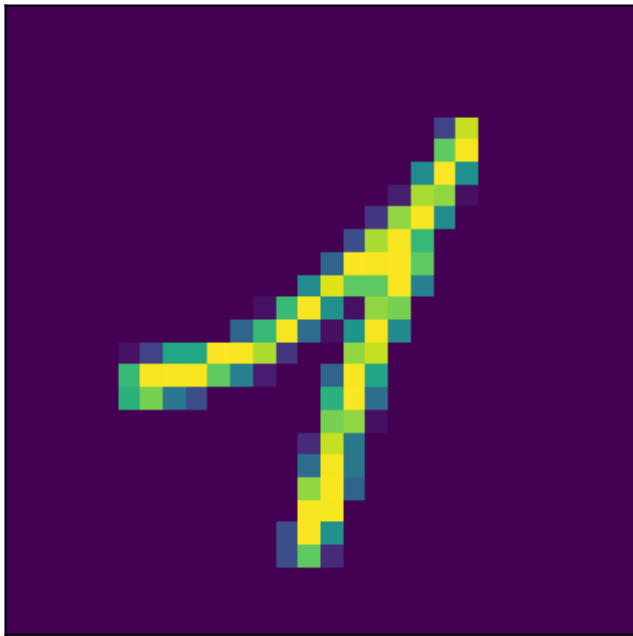
Image



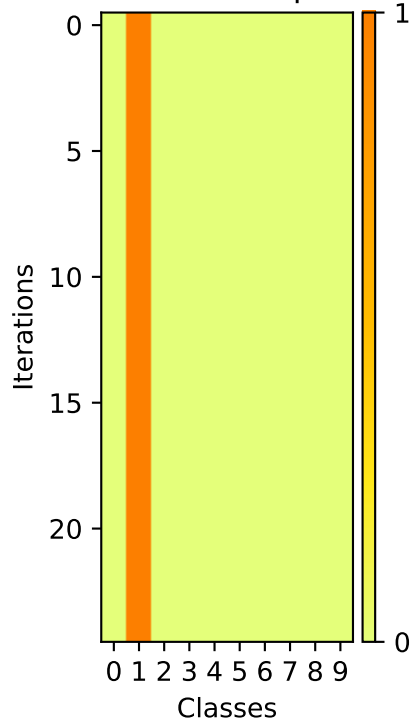
## Softmax Outputs



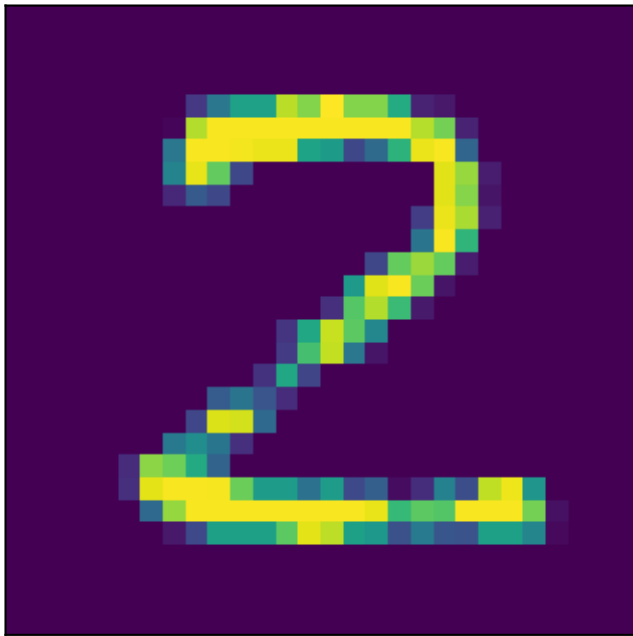
Image



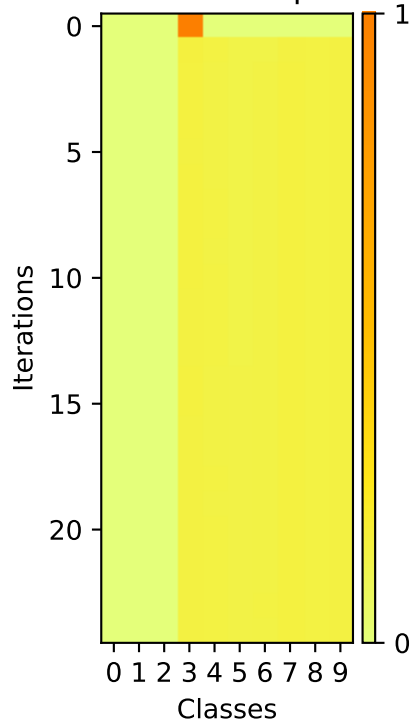
## Softmax Outputs



Image



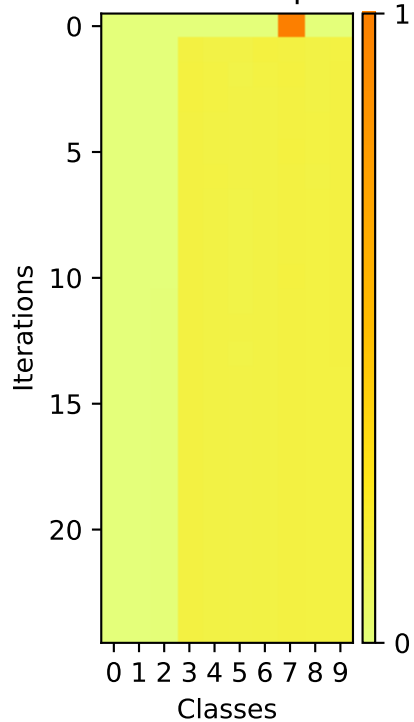
Softmax Outputs



Image



Softmax Outputs



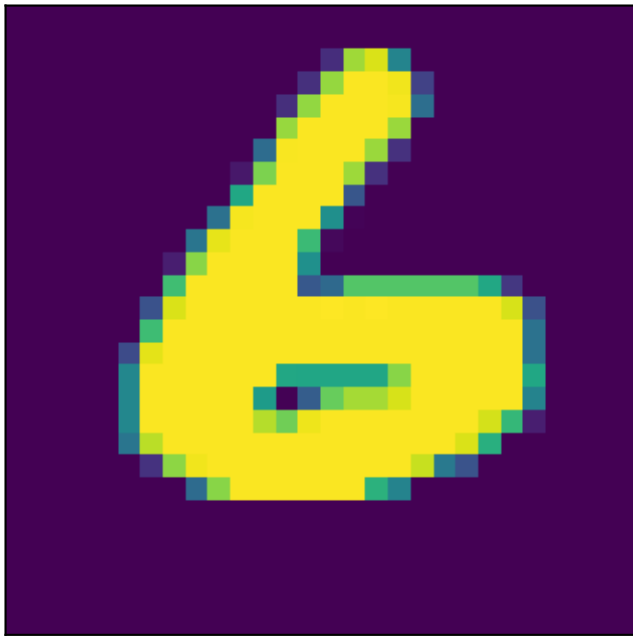
A pixelated, low-resolution version of the number 3, rendered in yellow and green against a dark purple background. The number is composed of small squares, giving it a blocky, digital appearance. It is centered in the upper half of the image.

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.

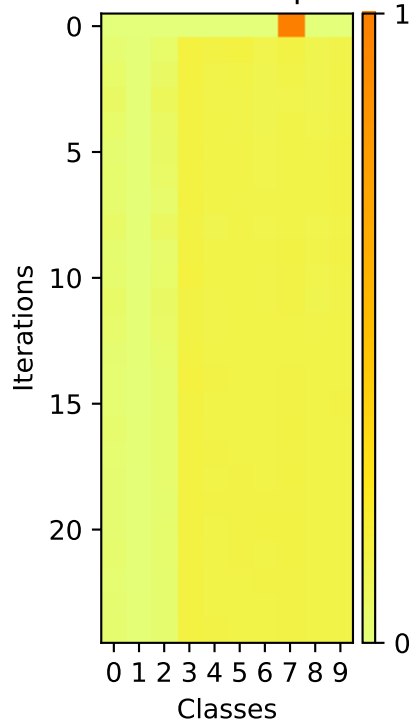
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of a central vertical stem with two loops extending outwards and upwards, forming a stylized figure-eight or a knot. The edges of the shape are jagged and pixelated, with some green pixels interspersed with the yellow. 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 a clear transition from Class 1 to Class 0 over the iterations.

Image



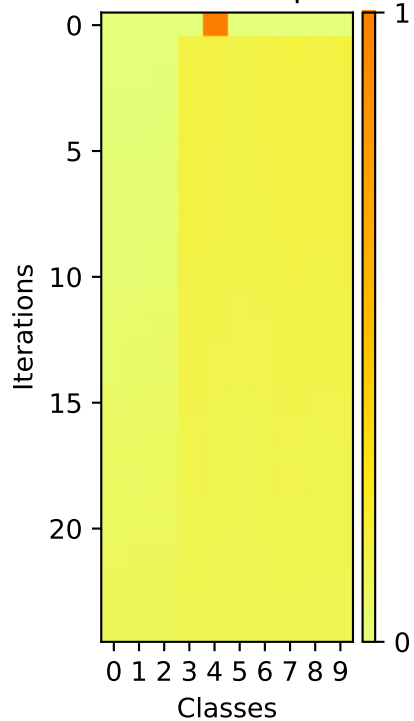
Softmax Outputs



Image

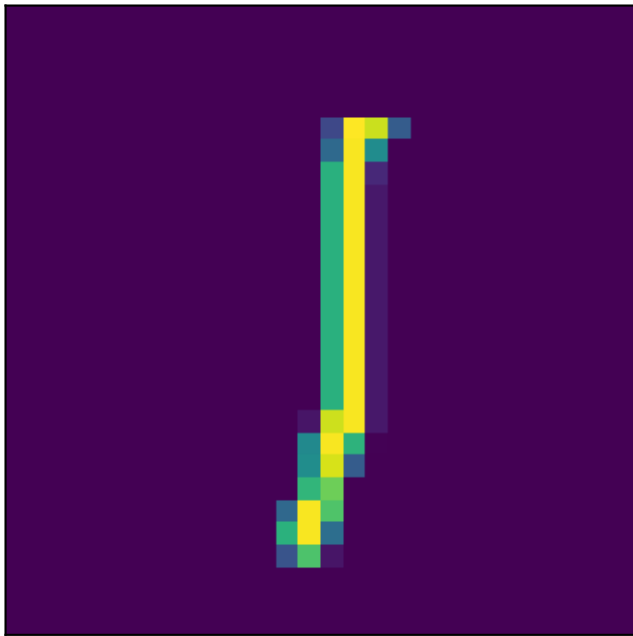


Softmax Outputs

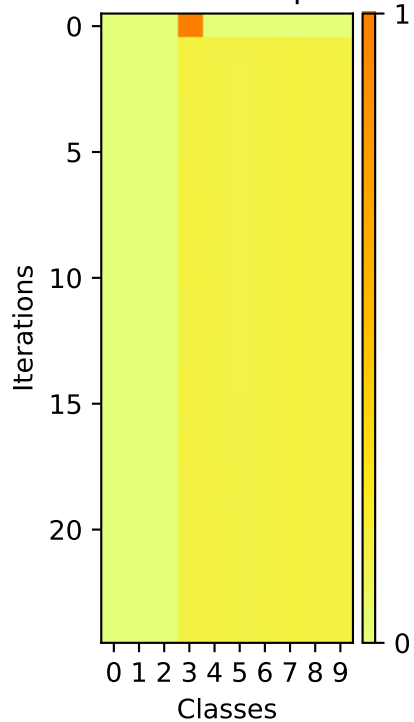




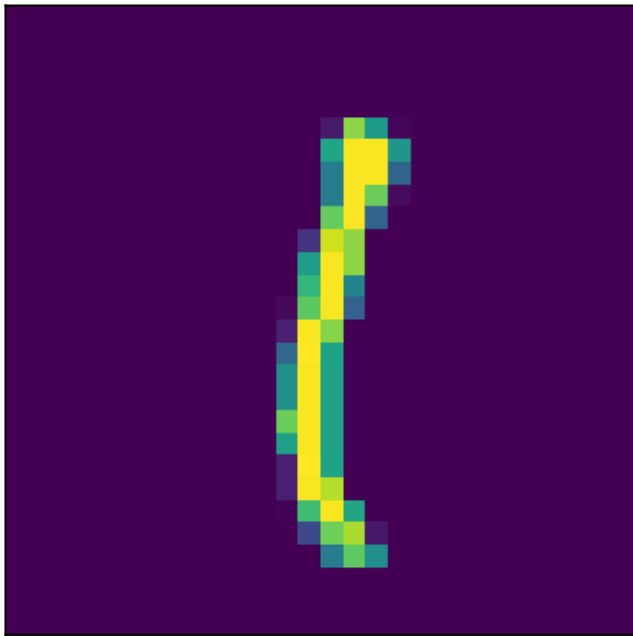
Image



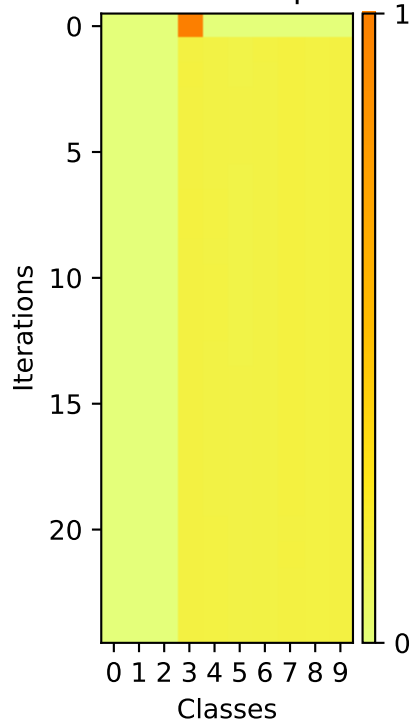
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of the number 3. The number is composed of a grid of small squares in various shades of yellow, green, and blue. It is set against a solid dark purple background. 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. 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 at Iteration 0 with Class 1 having a probability of 1.0 and all other classes having 0.0. As iterations progress, the probability for Class 1 decreases and the probability for Class 0 increases, eventually reaching a state where Class 0 has a probability of 1.0 and all other classes have 0.0 by Iteration 20.

A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall form is somewhat irregular, with a horizontal top section and a diagonal bottom section.

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.