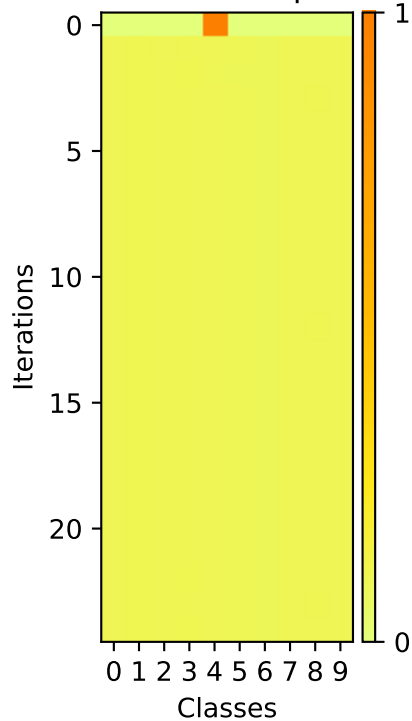


Image



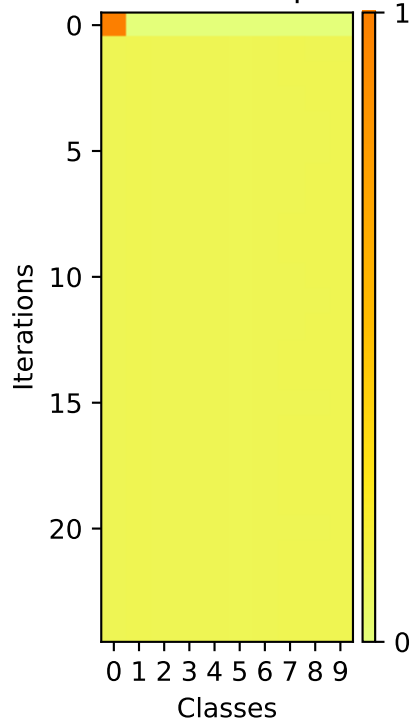
Softmax Outputs



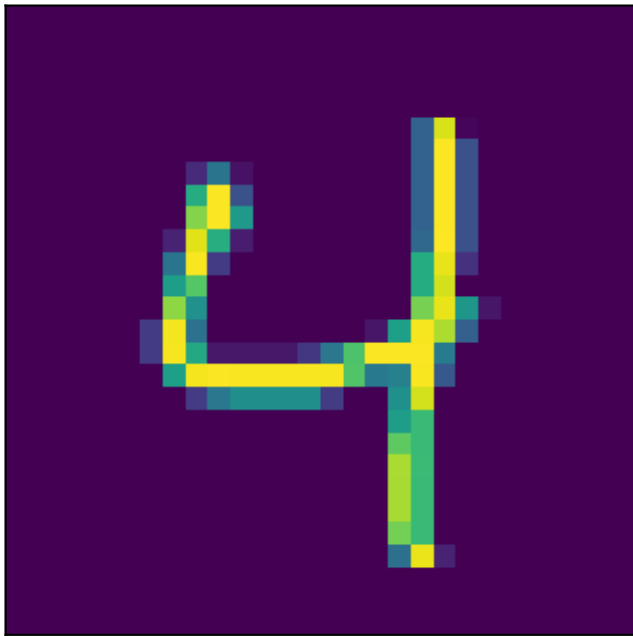
Image



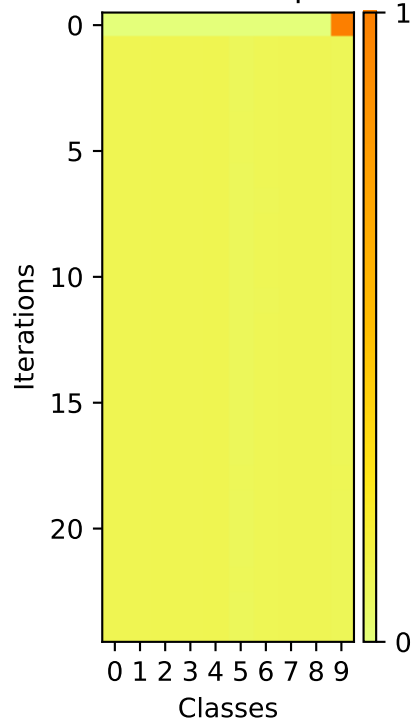
## Softmax Outputs



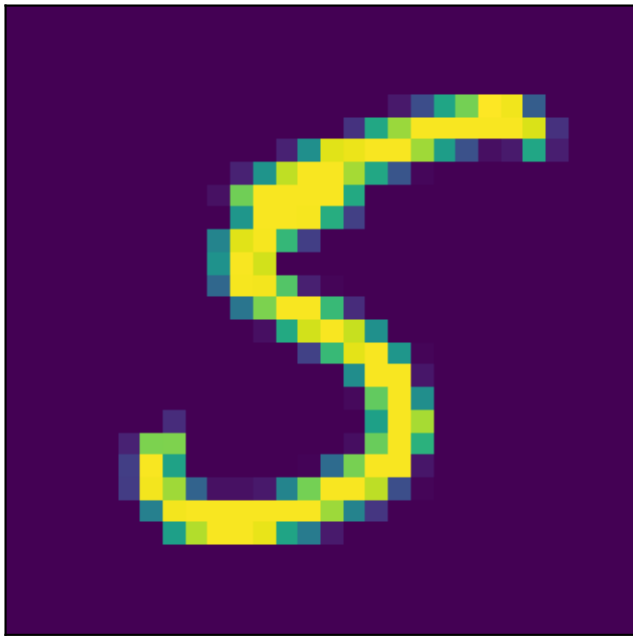
Image



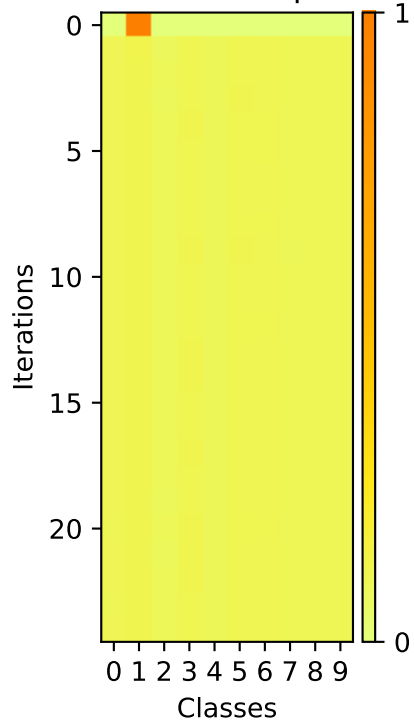
## Softmax Outputs



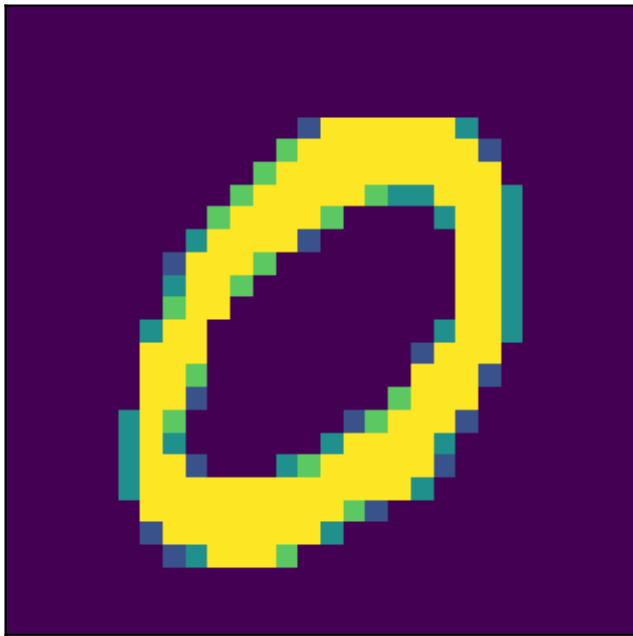
Image



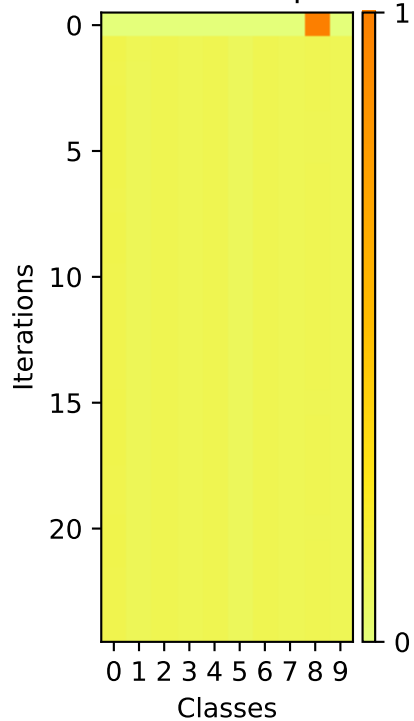
## Softmax Outputs



Image



## Softmax Outputs



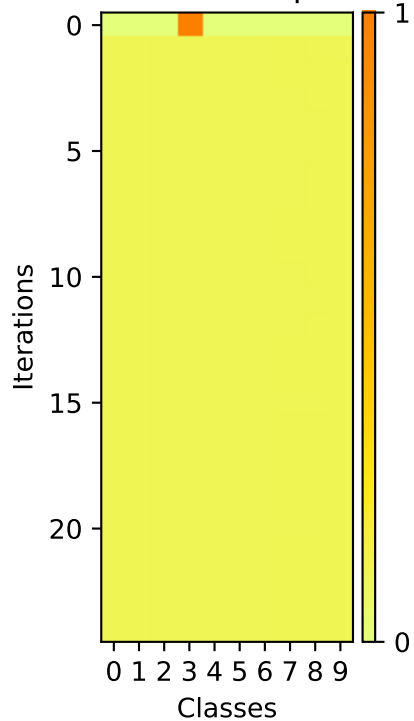
A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure has a rounded, somewhat abstract shape with a small protrusion on the right side. The colors are bright yellow and orange, with some darker, brownish-orange areas, suggesting a textured or shaded surface. The overall style is reminiscent of early digital art or a low-quality scan of a physical image.

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

Image

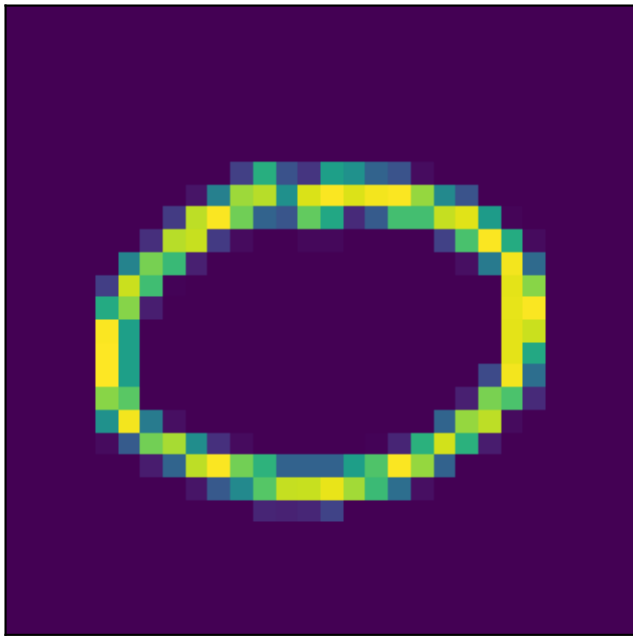


Softmax Outputs

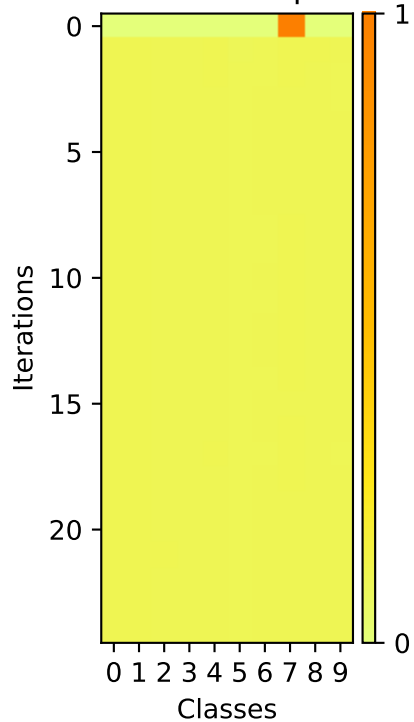




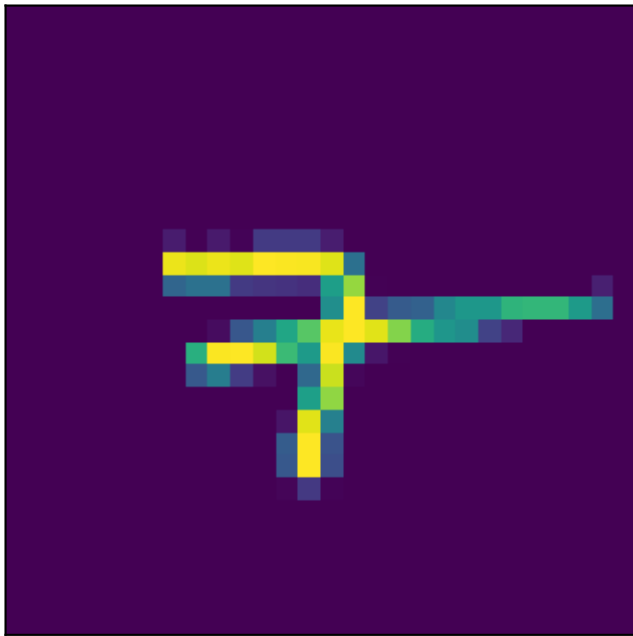
Image



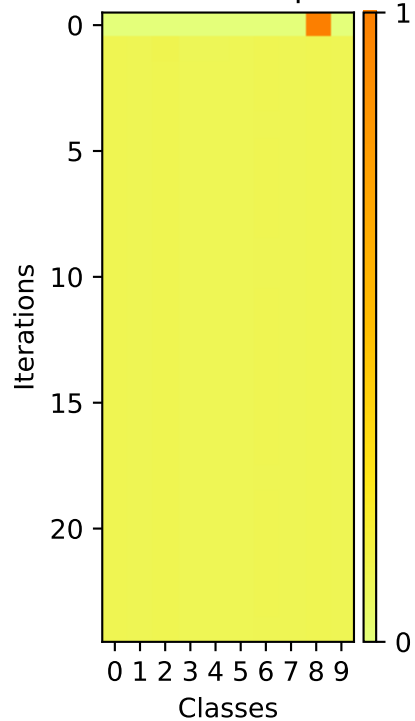
Softmax Outputs



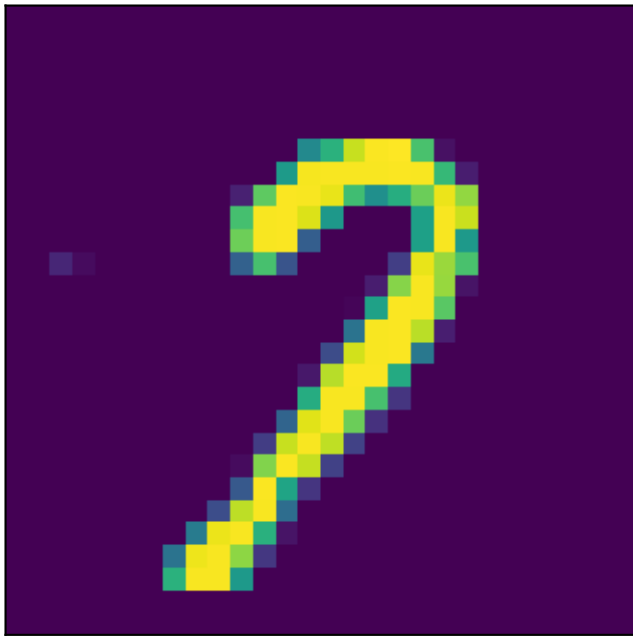
Image



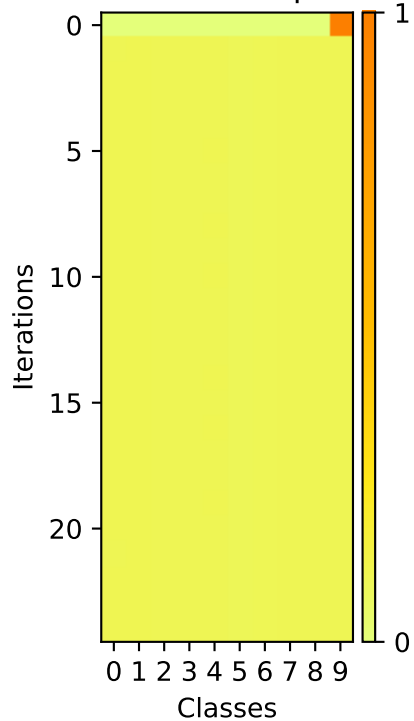
## Softmax Outputs



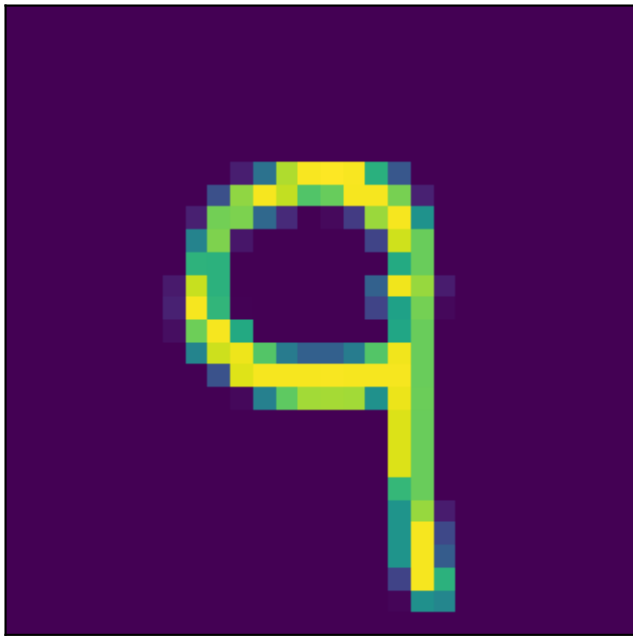
Image



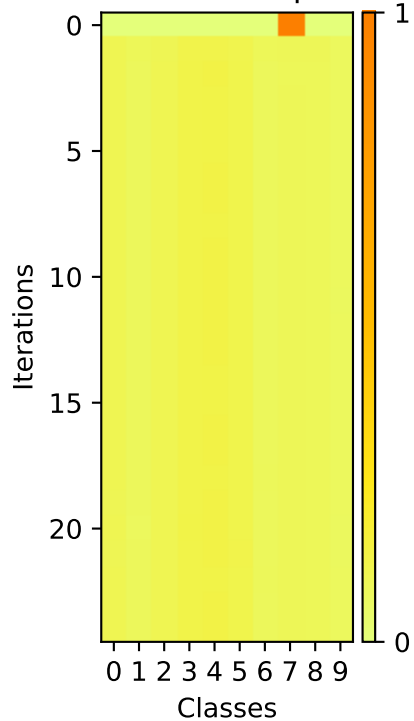
## Softmax Outputs



Image



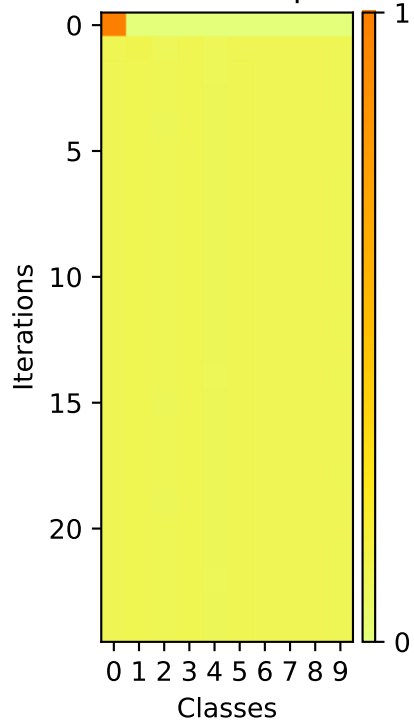
Softmax Outputs



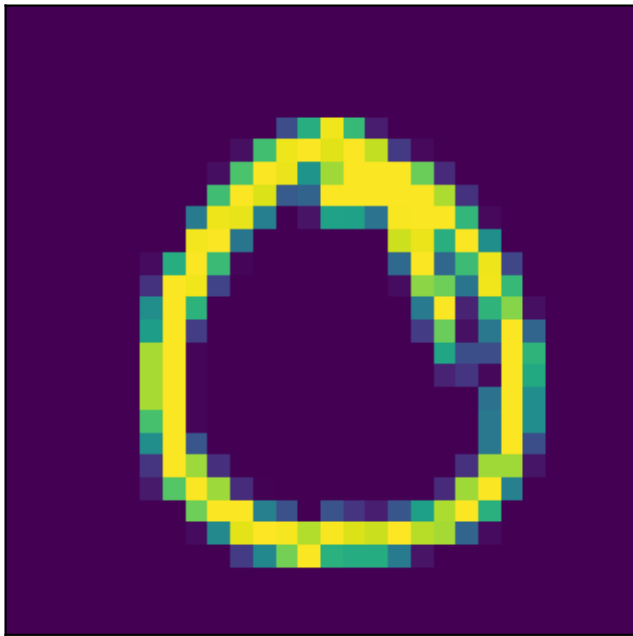
Image



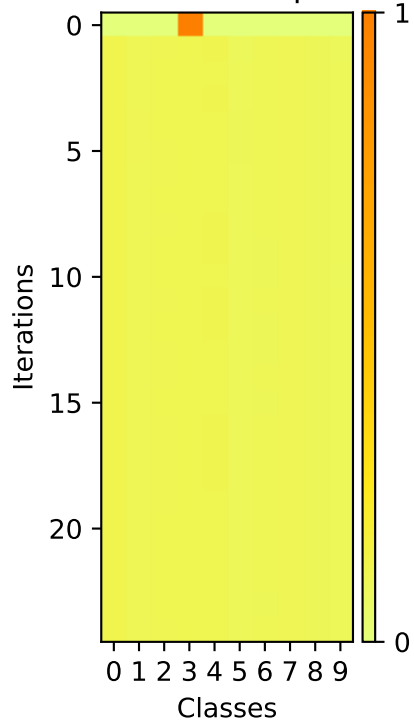
## Softmax Outputs



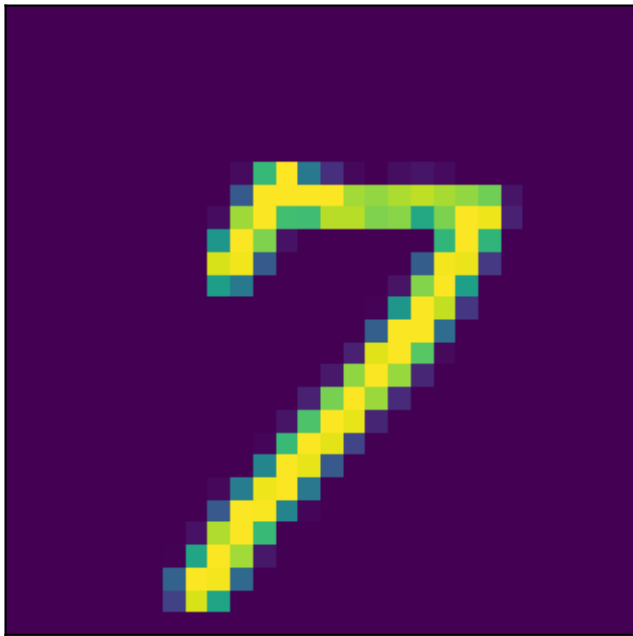
Image



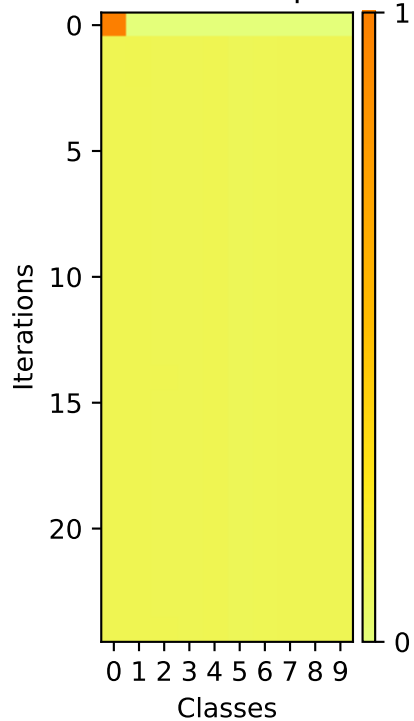
Softmax Outputs




Image



## Softmax Outputs





Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 0, reaching 1.0, while all other classes remain near 0.0.

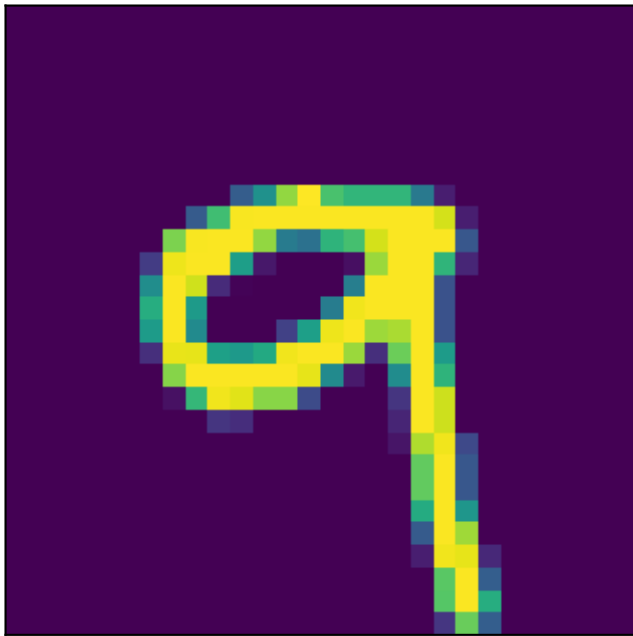


A pixelated, low-resolution image of a yellow and green snake-like creature, possibly a Gengar, against a dark purple background. The creature has a yellow body with green accents and is positioned in the center of the frame.

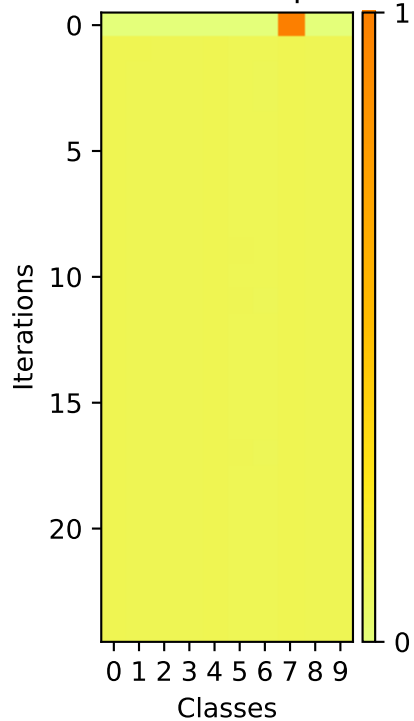
A pixelated yellow smiley face with a wide, open-mouthed grin, set against a solid black background. The face is composed of yellow pixels with some green and blue pixels at the edges, giving it a hand-drawn or digital art appearance. The eyes are simple horizontal lines, and the mouth is a large, open, U-shaped curve.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (dark orange). Class 2 shows a high loss peak at iteration 0, while all other classes maintain a low loss (yellow) throughout the iterations.

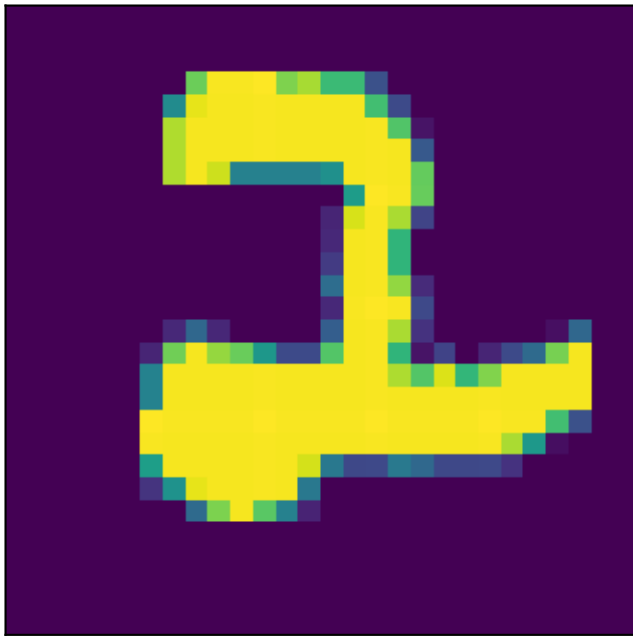
Image



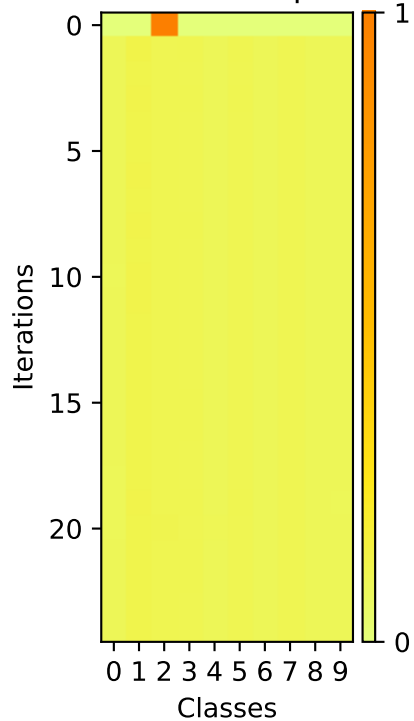
Softmax Outputs



Image



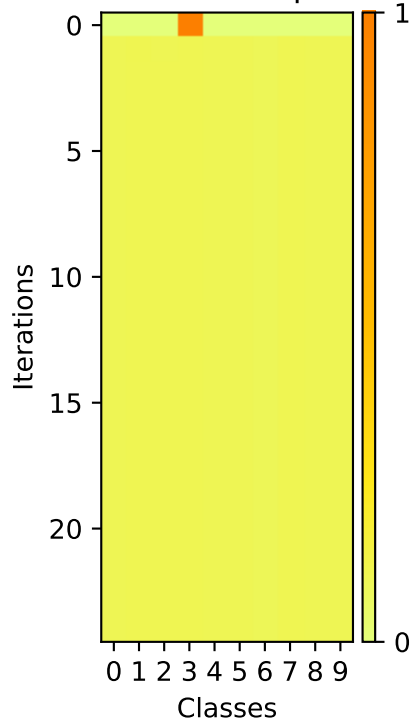
## Softmax Outputs



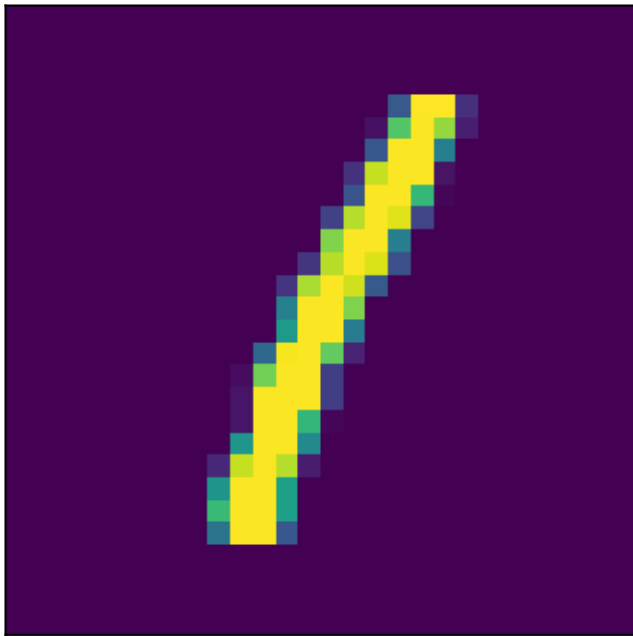
Image



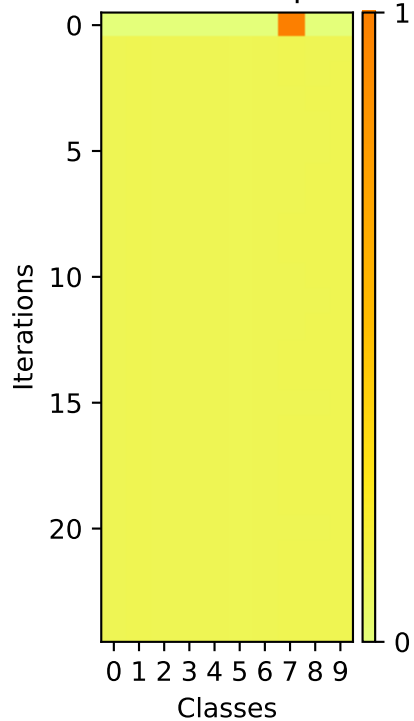
Softmax Outputs



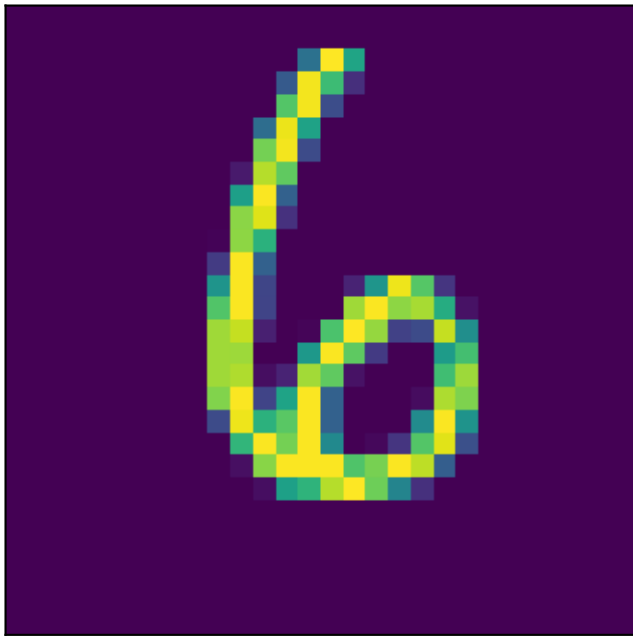
Image



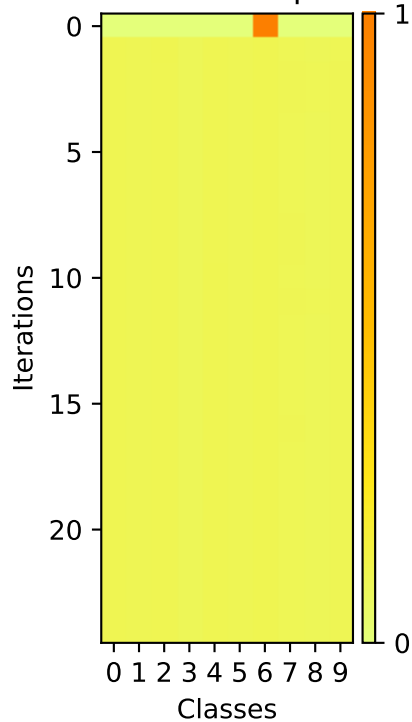
Softmax Outputs



Image



Softmax Outputs

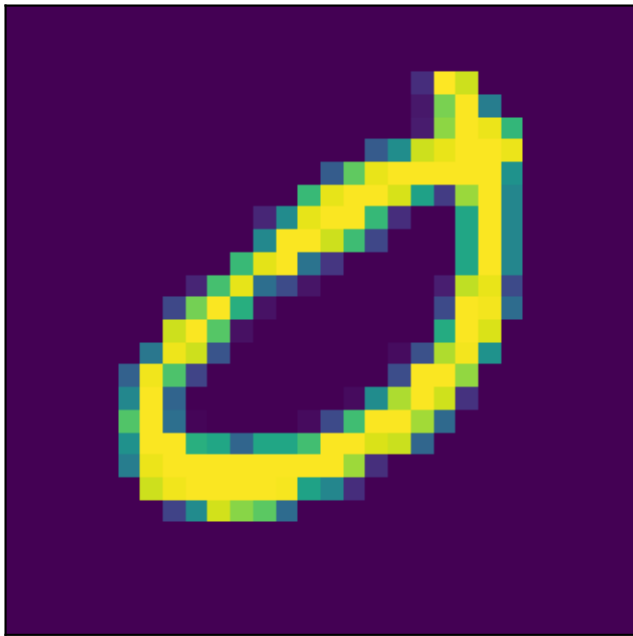


A pixelated, low-resolution image of a yellow unicorn head. The unicorn has a purple mane and a purple horn. The image is set against a dark purple background. The style is reminiscent of early digital art or a low-quality scan of a drawing.

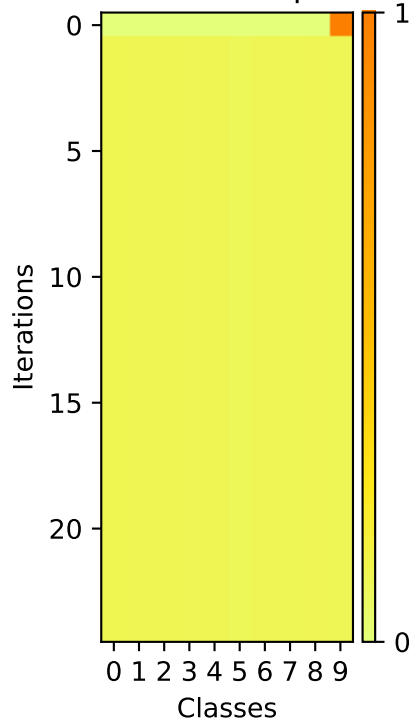
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability, ranging from 0 (yellow) to 1 (dark orange). Class 2 shows a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



Image

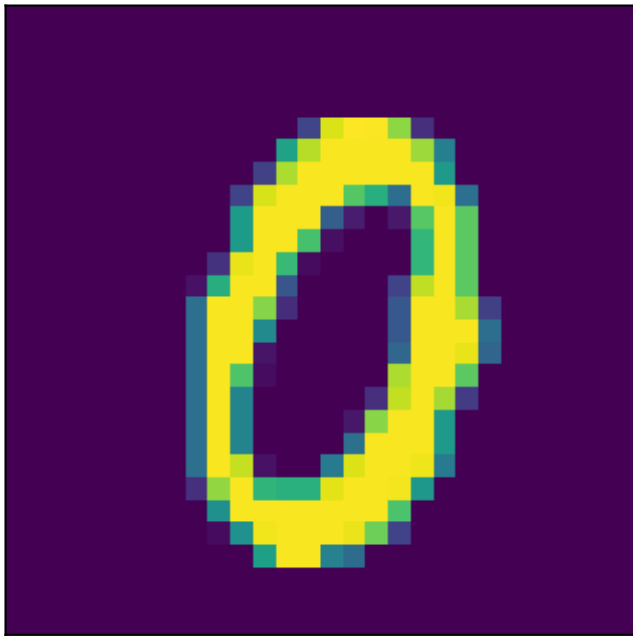


## Softmax Outputs

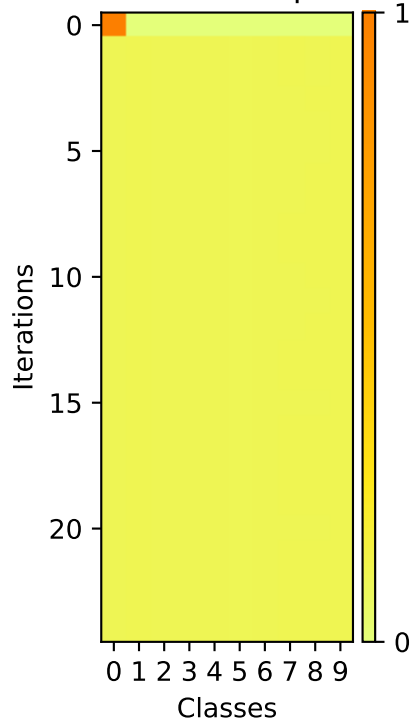


A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic. The number 3 is centered and occupies most of the frame.

Image



## Softmax Outputs



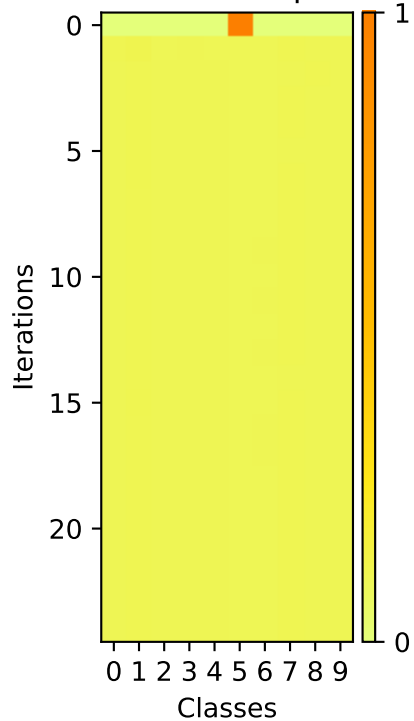
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized letter 'P' or a similar abstract form.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0-9), and the y-axis represents the iterations (0-20). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (red). The distribution remains mostly uniform (yellow) across all classes and iterations, with a small, isolated red peak (high probability) visible for class 8 at iteration 0.

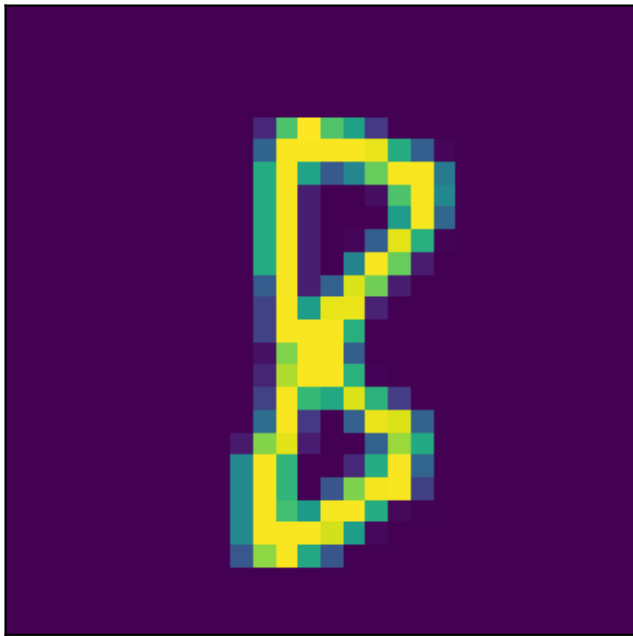
Image



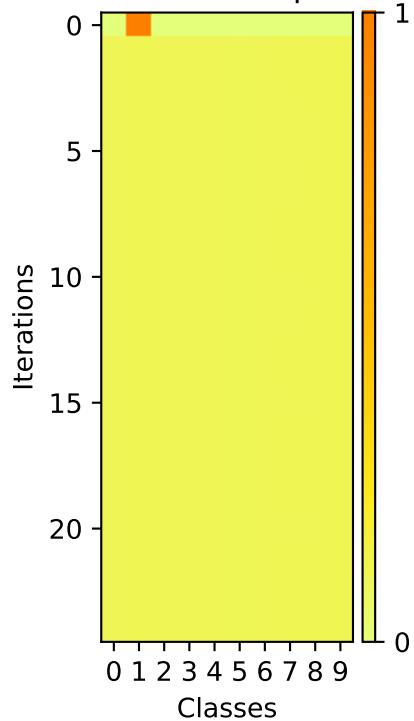
Softmax Outputs



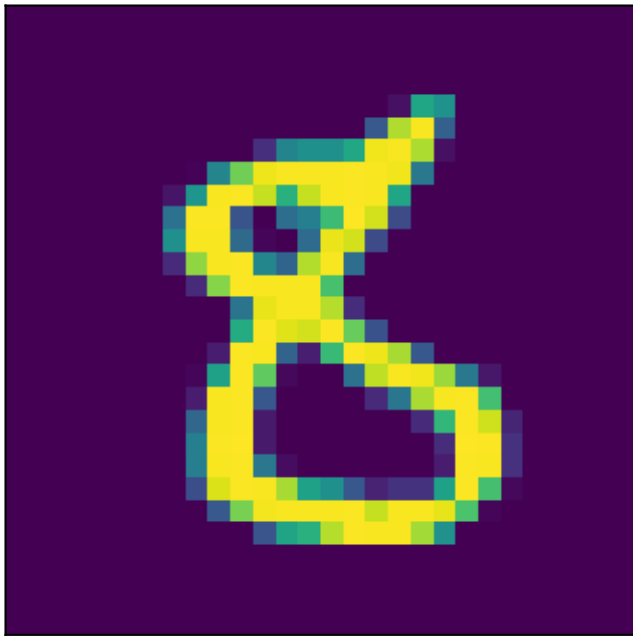
Image



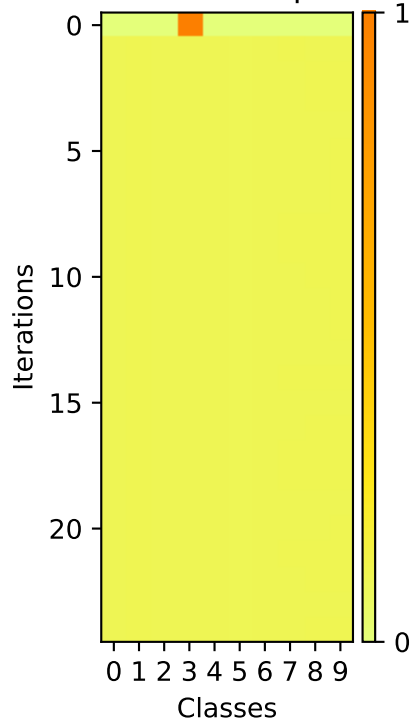
## Softmax Outputs



Image



Softmax Outputs



A pixelated yellow circle with a thick border, set against a dark purple background. The circle is composed of many small squares, giving it a blocky, digital appearance. The yellow color is bright and stands out against the dark background. The overall shape is roughly circular, with some irregularities in the pixelation that give it a hand-drawn or retro aesthetic.

The heatmap displays the confusion matrix at each iteration from 0 to 20. The x-axis is labeled 'Classes' and ranges from 0 to 9. The y-axis is labeled 'Iterations' and ranges from 0 to 20. A color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix is predominantly yellow, indicating low values. A single small orange square is visible at iteration 0, class 3, indicating a value of 1.

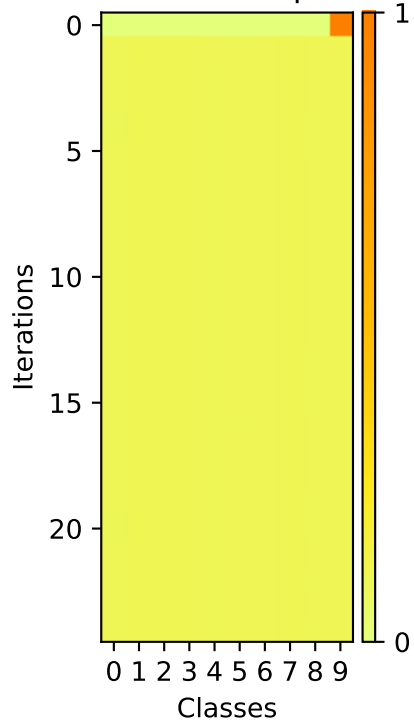


A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, forming a curved, hook-like structure. The background is a solid dark purple.

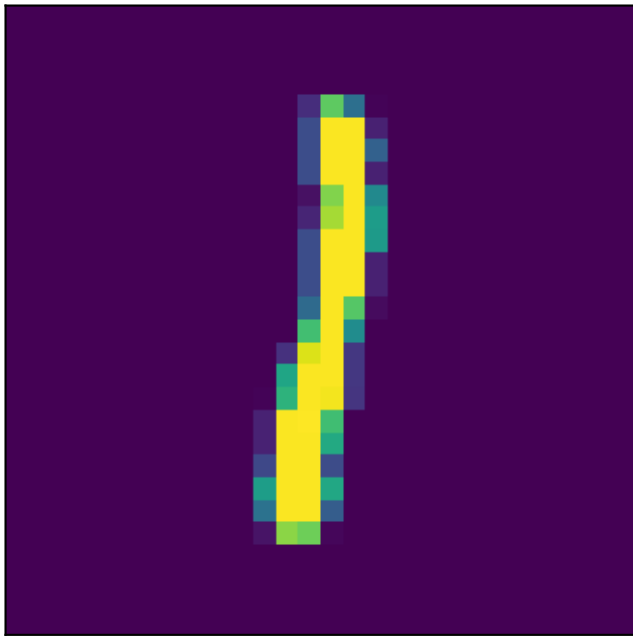
Image



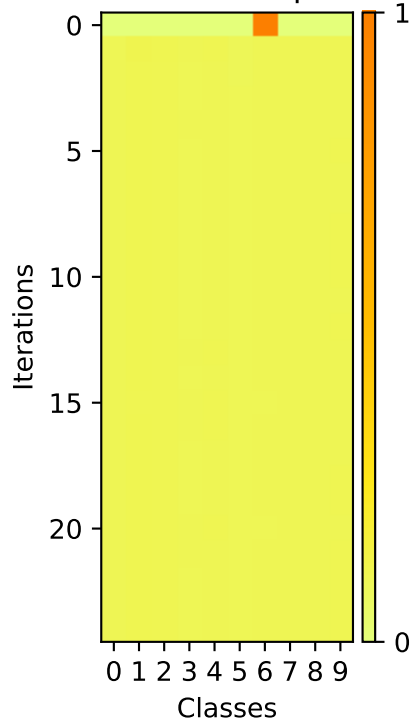
## Softmax Outputs



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

A pixelated yellow dollar sign (\$) is centered on a dark purple background. The dollar sign is composed of many small squares, giving it a blocky, digital appearance. The background is a solid, deep purple color.

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

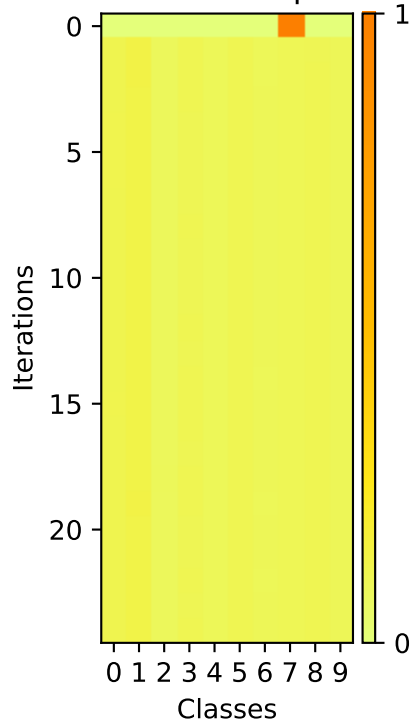
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high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

A pixelated, low-resolution image of the number 3. The number is composed of yellow and light green pixels, set against a dark purple background. The style is reminiscent of early digital art or a low-bitrate video frame.

Image

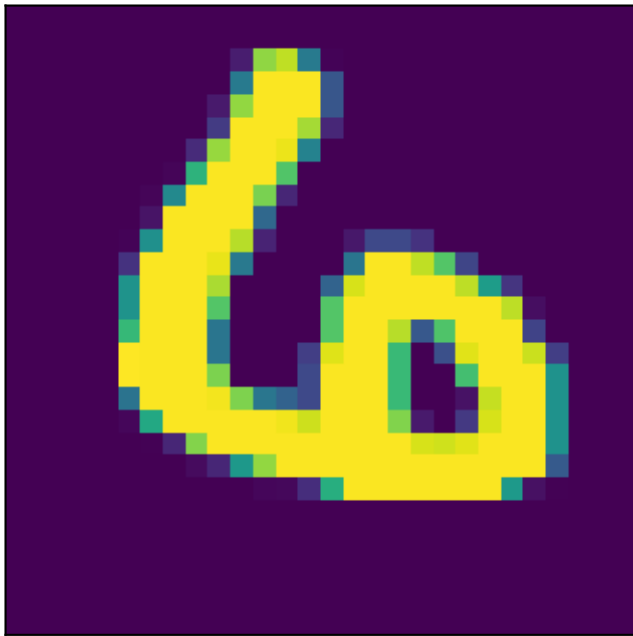


Softmax Outputs

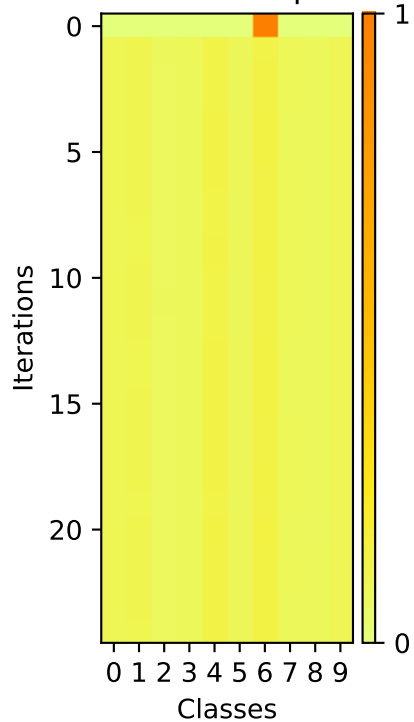




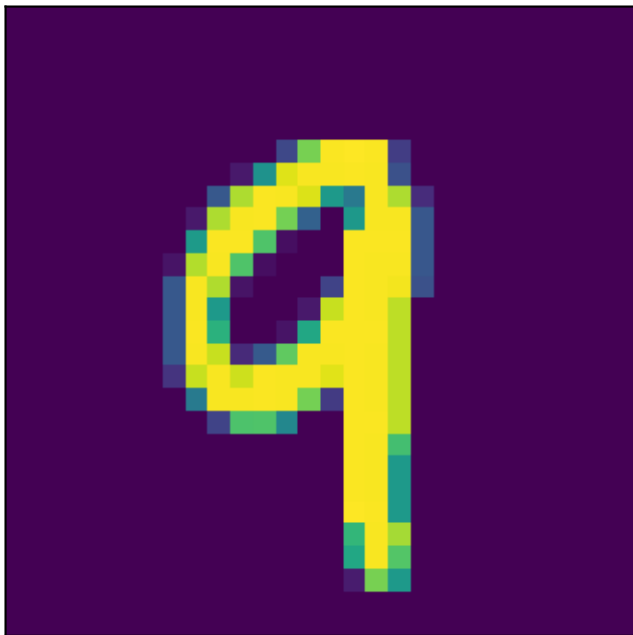
Image



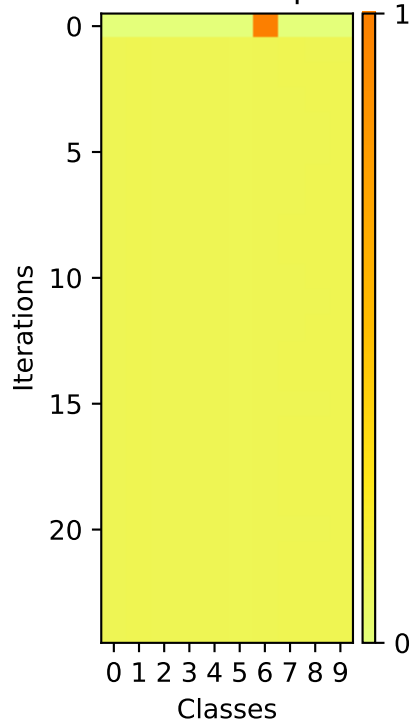
Softmax Outputs



Image



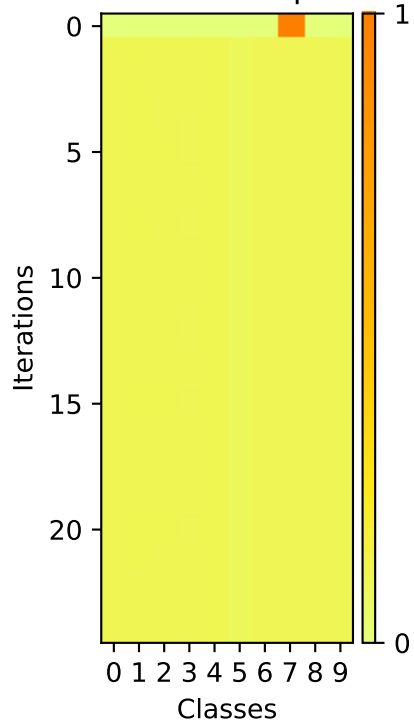
Softmax Outputs



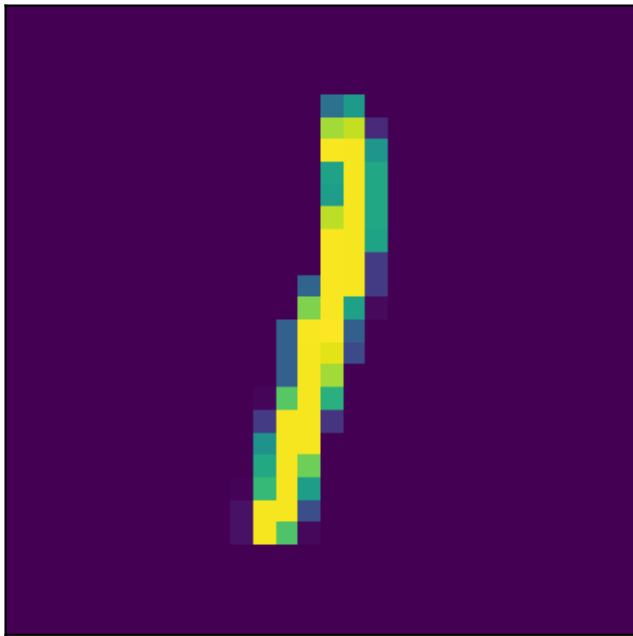
Image



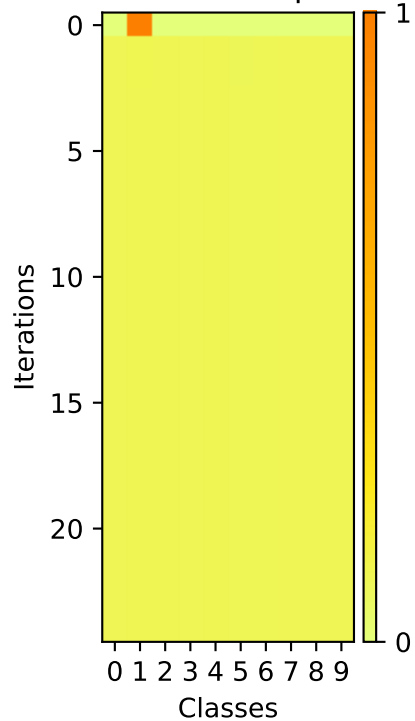
Softmax Outputs



Image



## Softmax Outputs



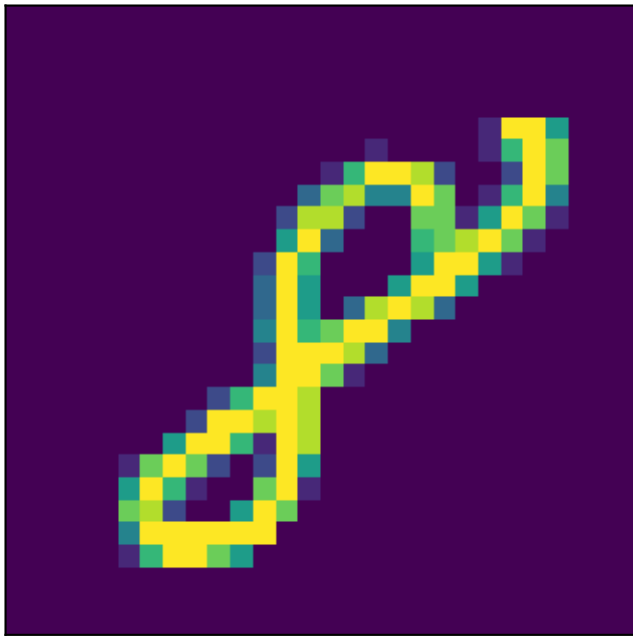


A pixelated, low-resolution image of the number 3. The number is composed of yellow and green pixels, with some darker green or blue pixels at the edges, giving it a hand-drawn or digital art appearance. It is centered on a solid dark purple background.

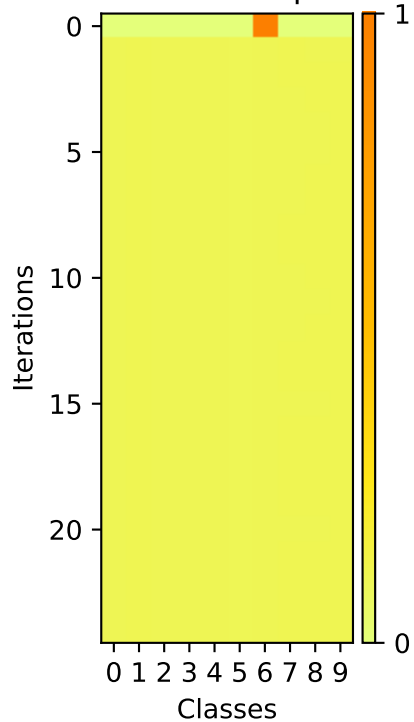
Heatmap visualization showing the evolution of the loss function over 20 iterations (Y-axis) for 10 classes (X-axis). The color scale ranges from 0 (yellow) to 1 (red). Class 4 shows a sharp increase in loss starting around iteration 15, reaching a maximum of 1.0 by iteration 20.



Image



Softmax Outputs

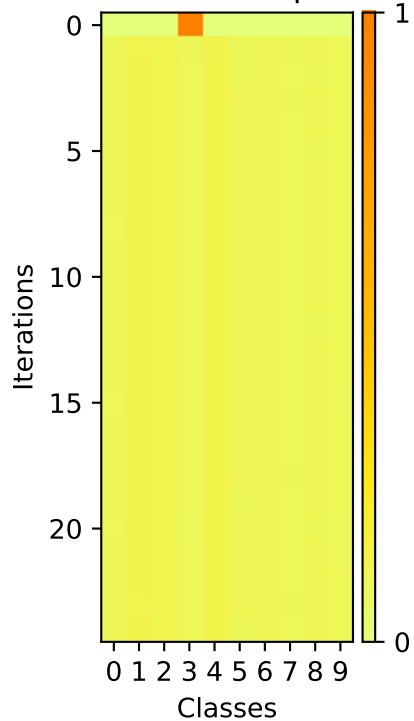




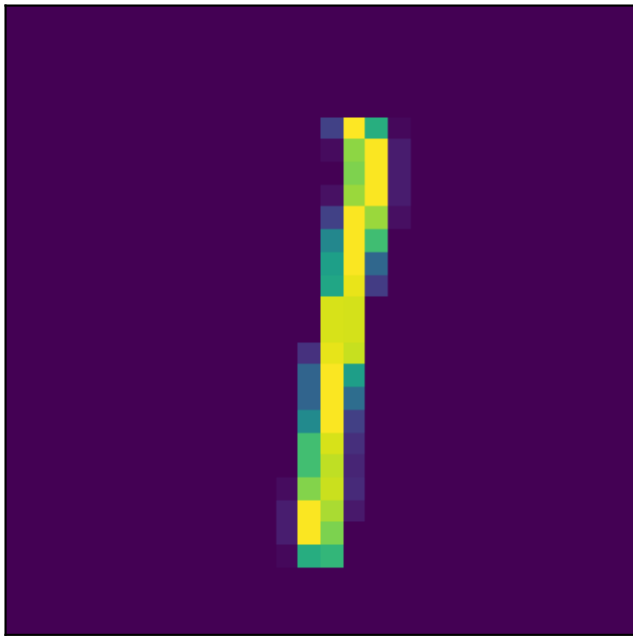
Image



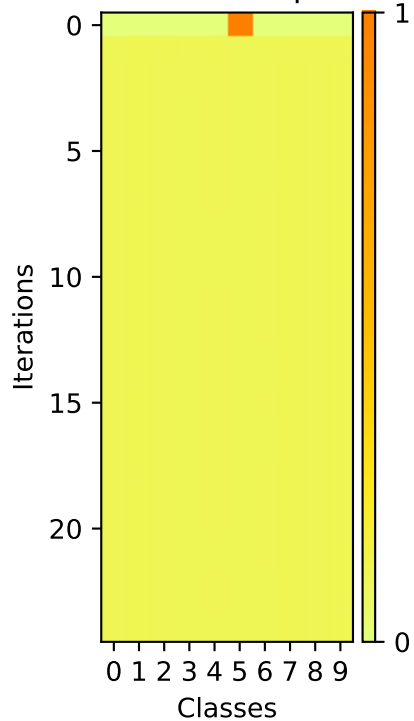
Softmax Outputs



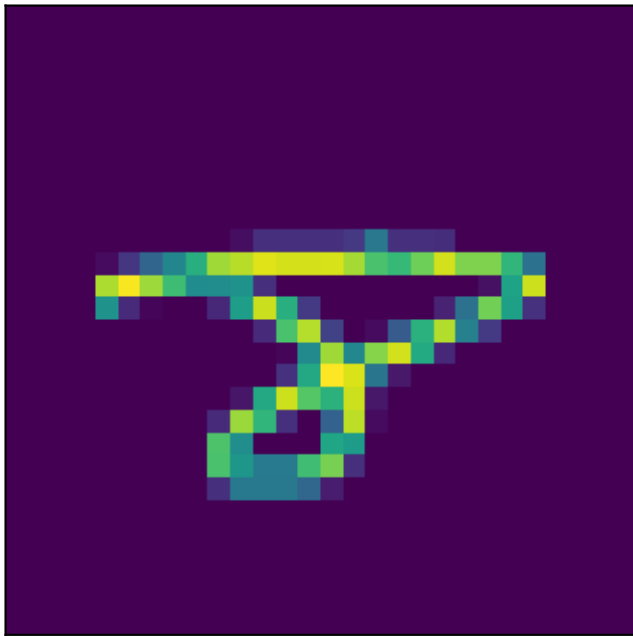
Image



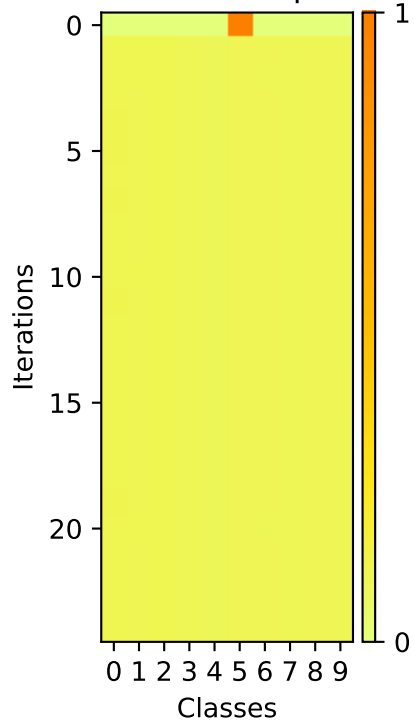
Softmax Outputs



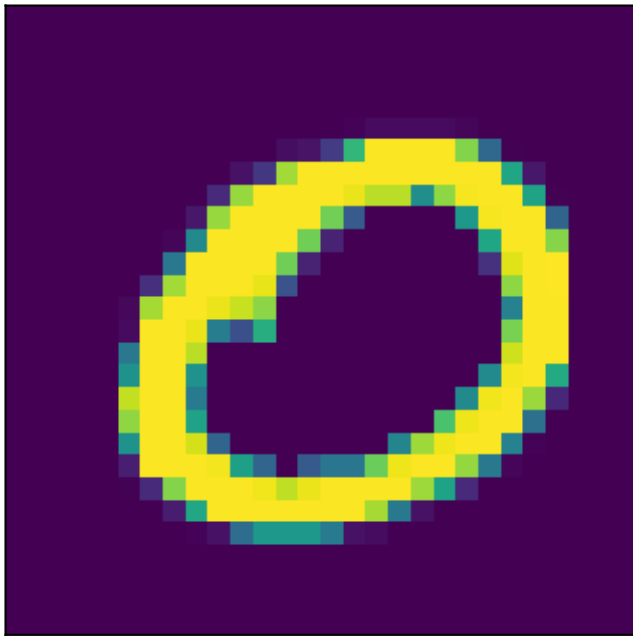
Image



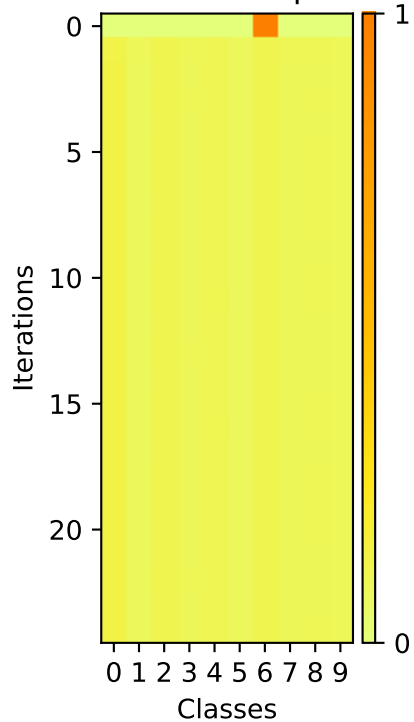
Softmax Outputs



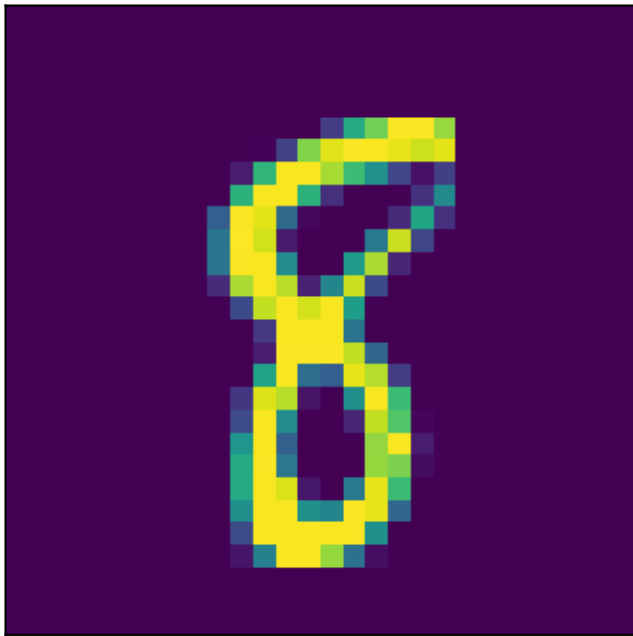
Image



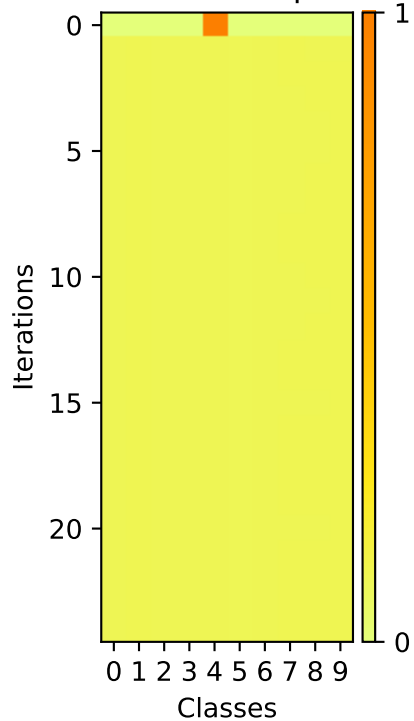
Softmax Outputs



Image



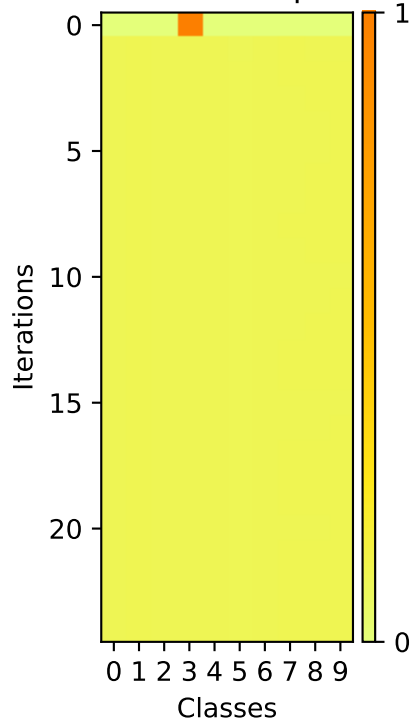
Softmax Outputs



Image



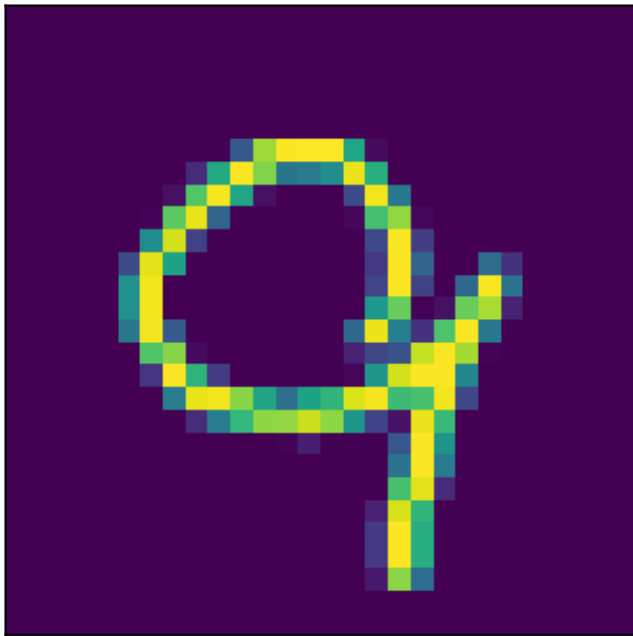
Softmax Outputs



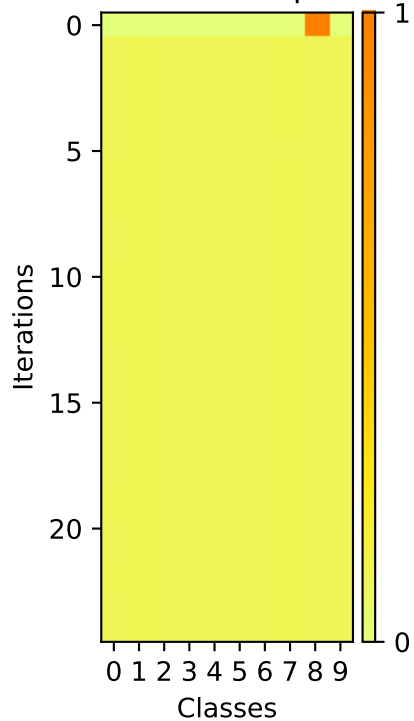
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall appearance is reminiscent of a low-quality digital scan or a retro-style graphic.

A heatmap showing the evolution of the matrix of the linear system over iterations (Y-axis, 0 to 20) and classes (X-axis, 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0. A small, dark orange square is visible at iteration 0, class 2, indicating a value near 1.

Image



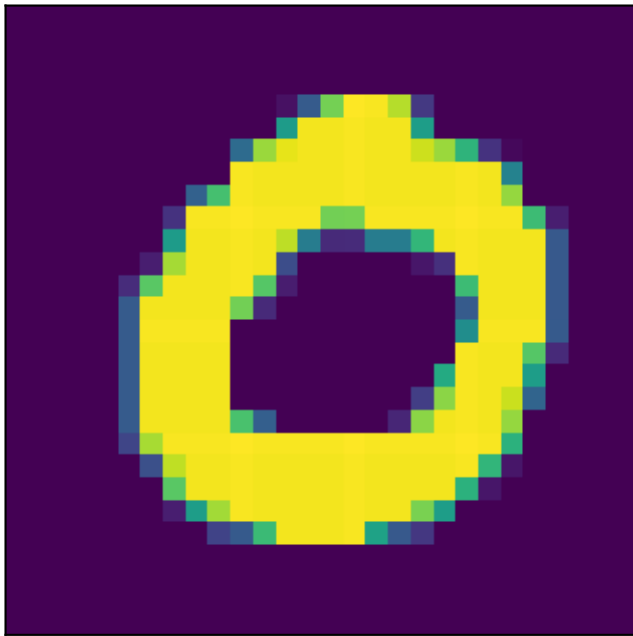
## Softmax Outputs



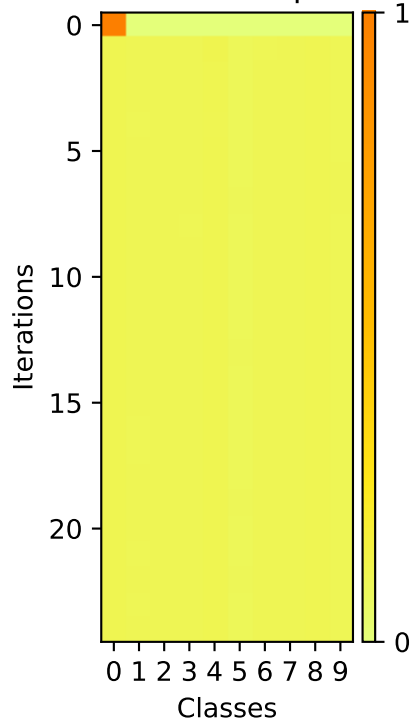


A pixelated yellow lightning bolt is centered on a dark purple background. The lightning bolt is composed of several small yellow and light green squares, giving it a jagged, energetic appearance. The background is a solid, deep purple color.

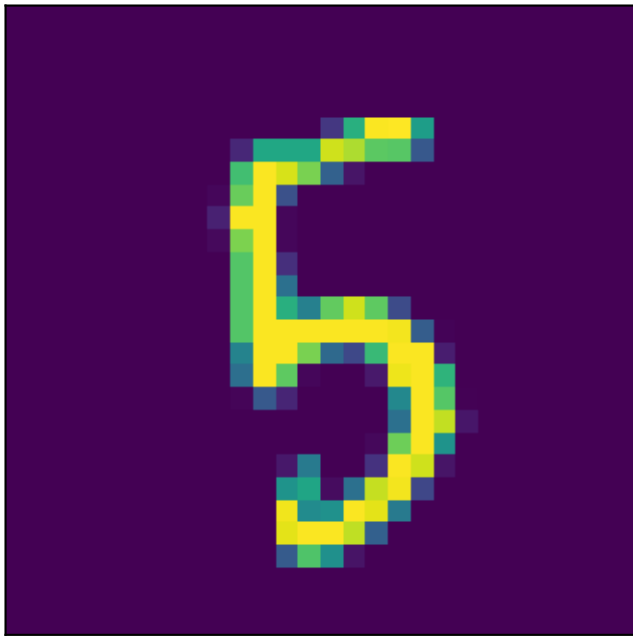
Image



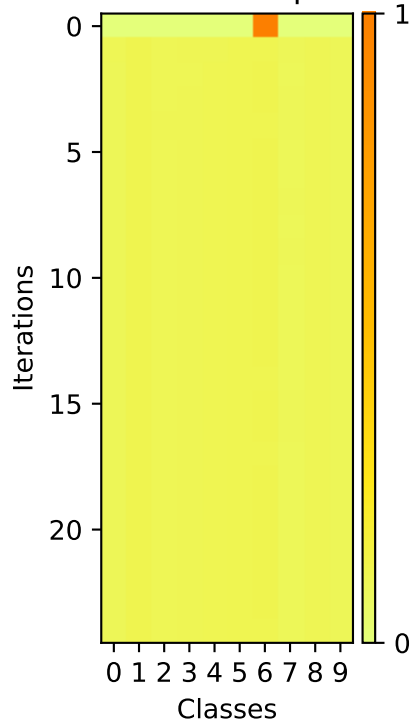
## Softmax Outputs



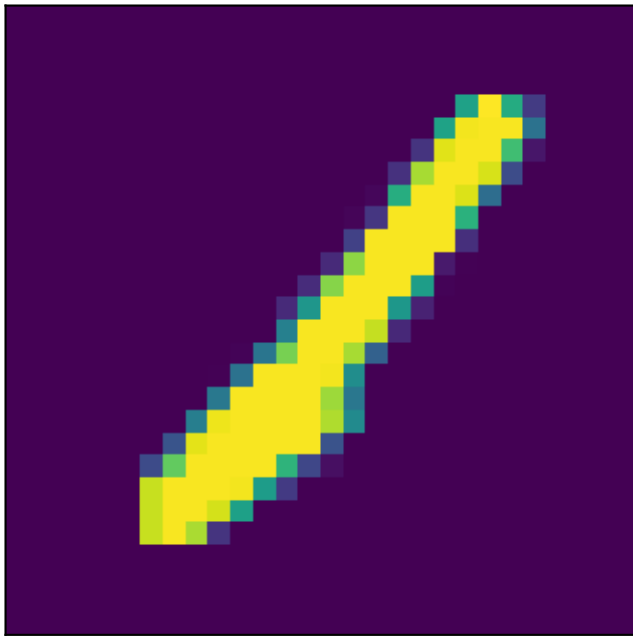
Image



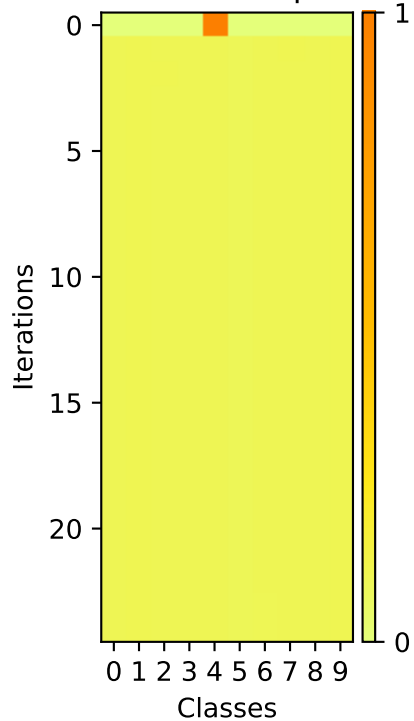
Softmax Outputs



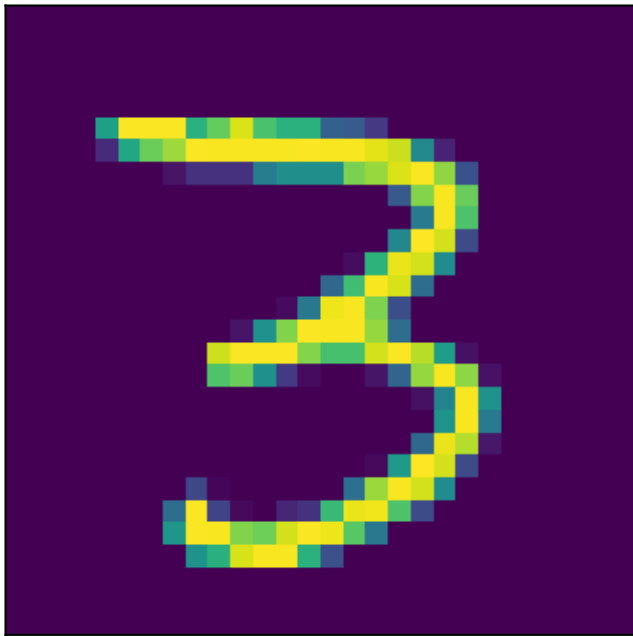
Image



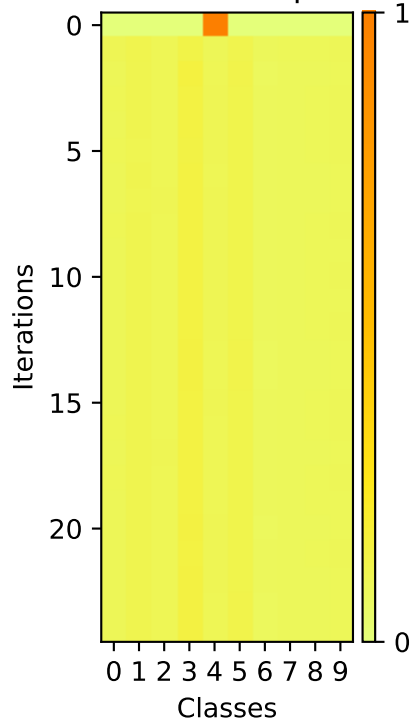
Softmax Outputs



Image

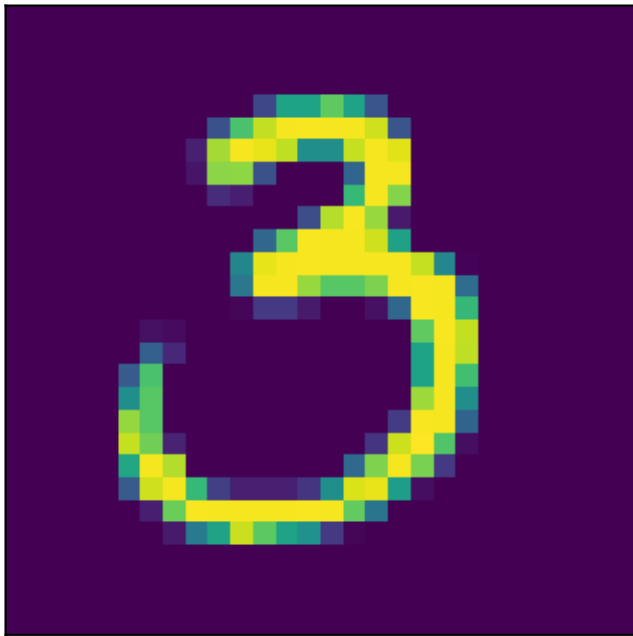


Softmax Outputs

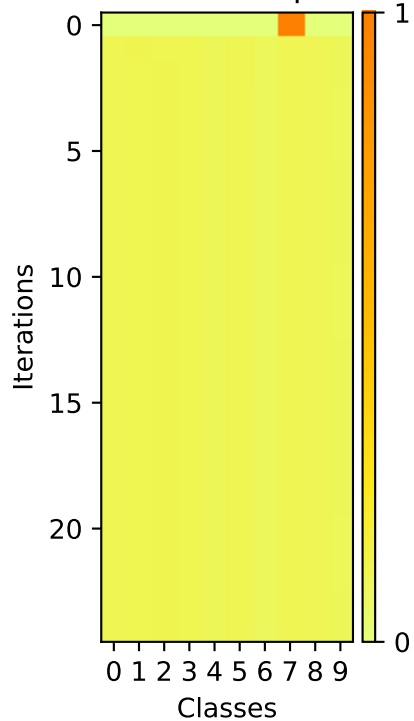


A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks.

Image



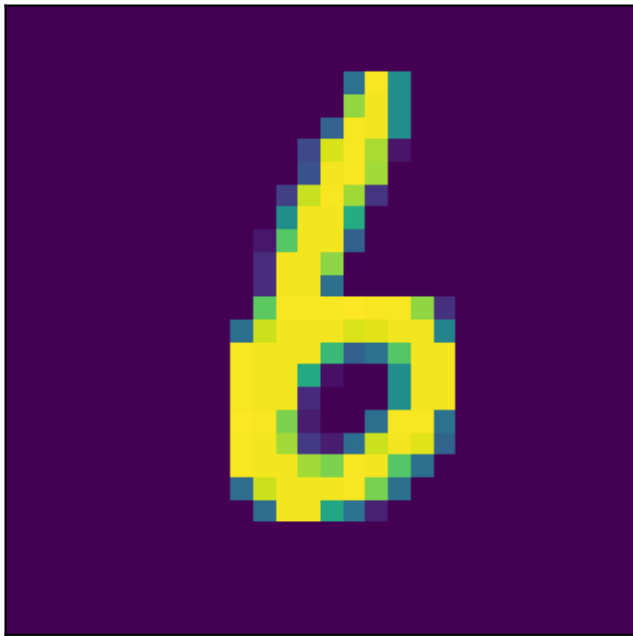
Softmax Outputs



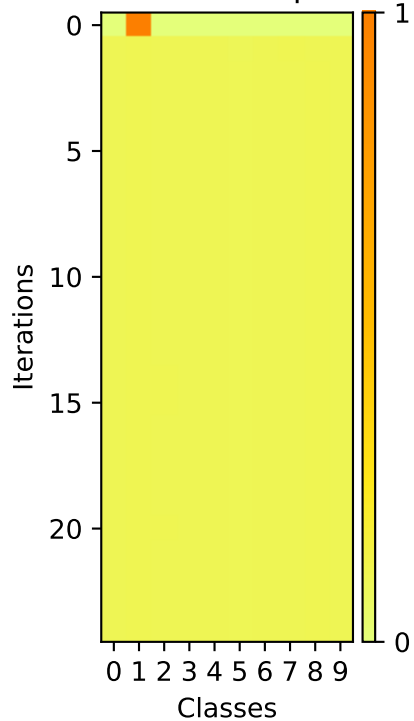
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, with a small dark purple square in the center of the circular part. The background is a solid dark purple.



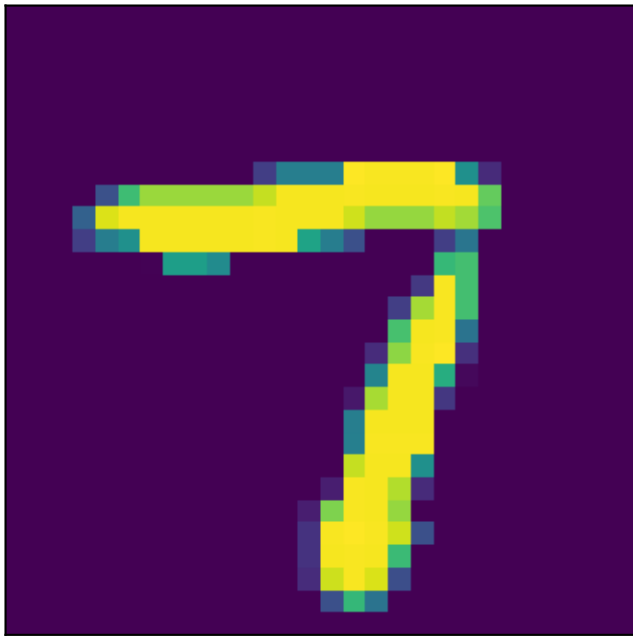
Image



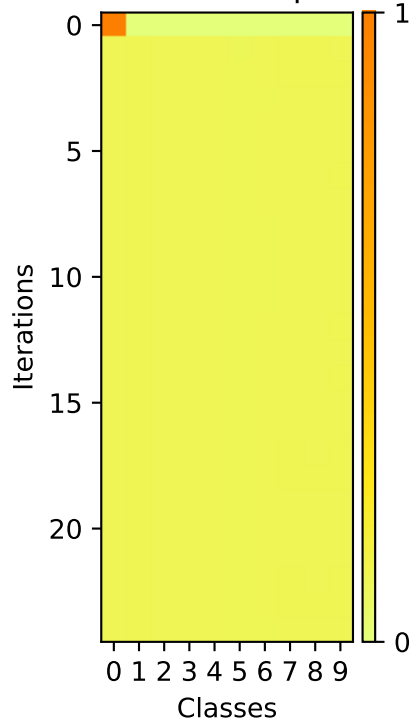
## Softmax Outputs



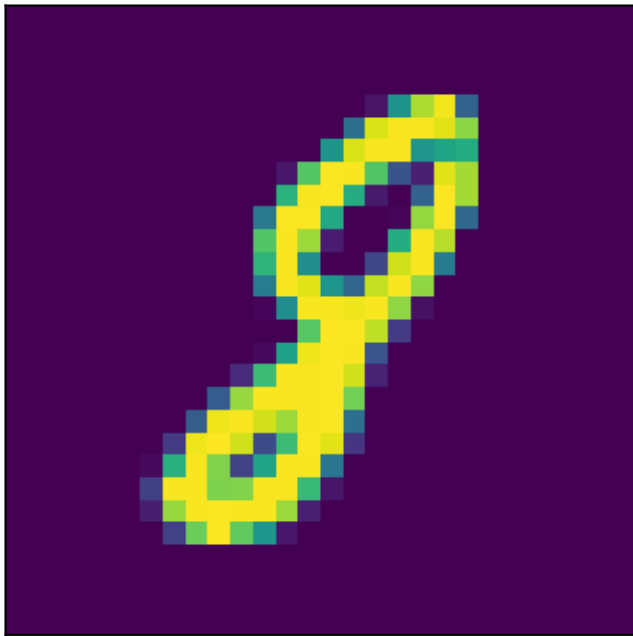
Image



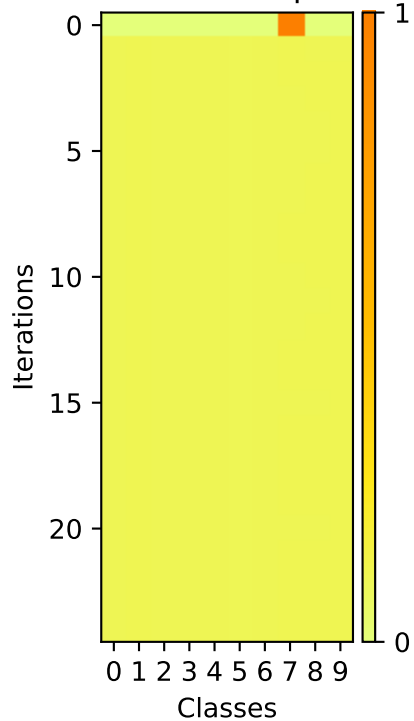
## Softmax Outputs



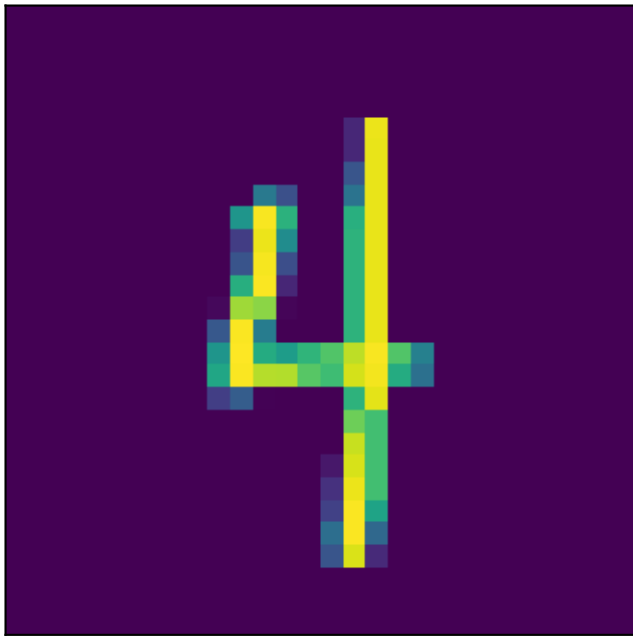
Image



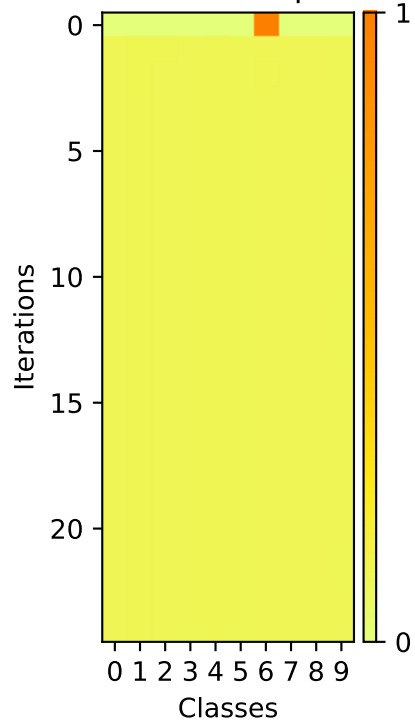
Softmax Outputs



Image



## Softmax Outputs

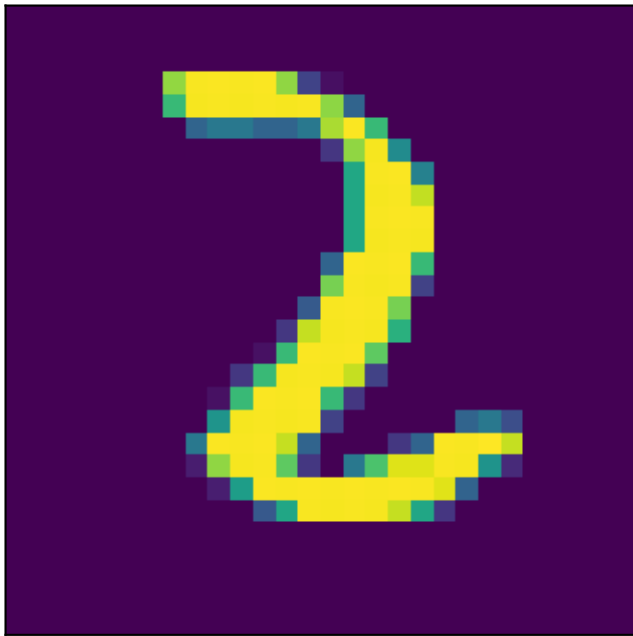


A pixelated, low-resolution image of the number 2. The number is rendered in a bright yellow-green color with a slightly noisy, dithered appearance. It is set against a solid dark purple background. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

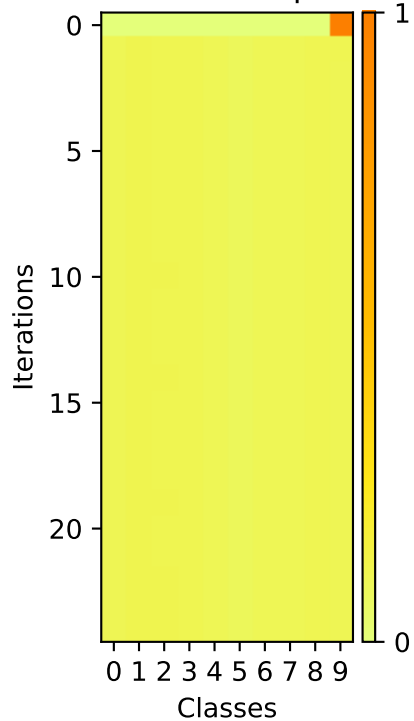
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). Class 3 shows a sharp increase in loss starting around iteration 10, reaching a peak of 1.0 by iteration 15.

A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of large, distinct pixels, giving it a retro, digital appearance. The color of the question mark is a bright yellow, while the background is a deep, dark purple. The overall style is reminiscent of early computer graphics or video game sprites.

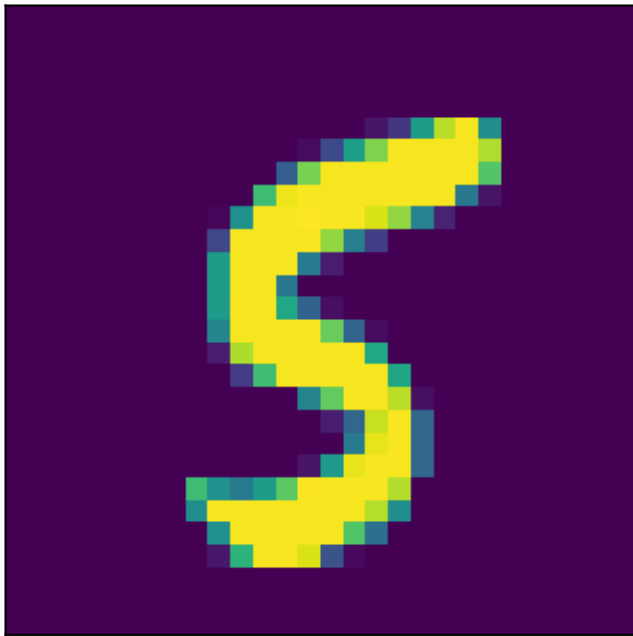
Image



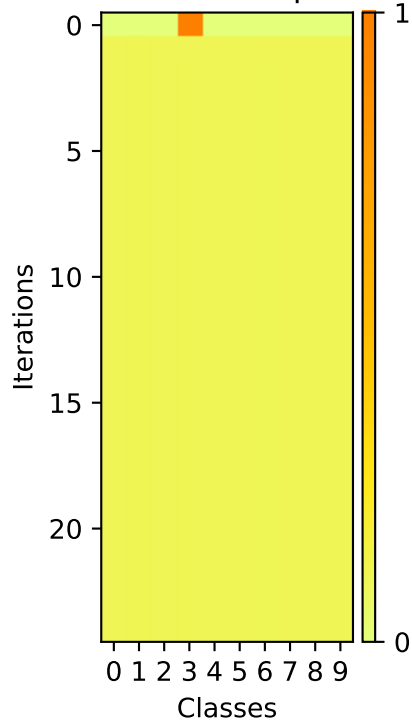
## Softmax Outputs



Image



Softmax Outputs

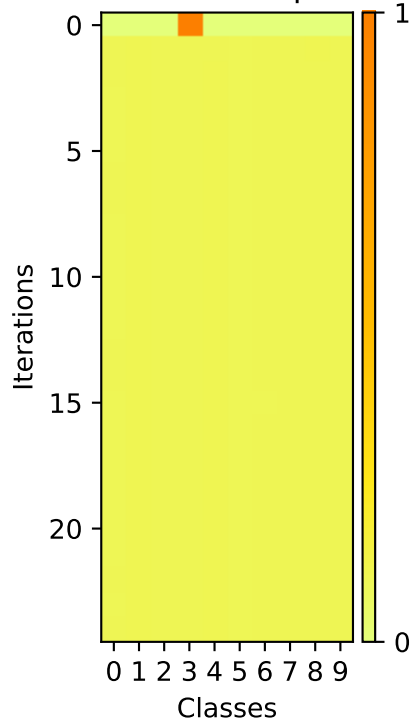




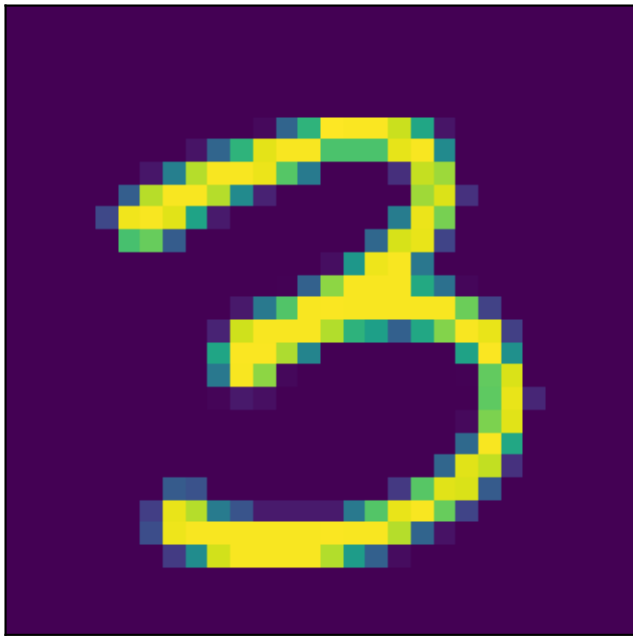
Image



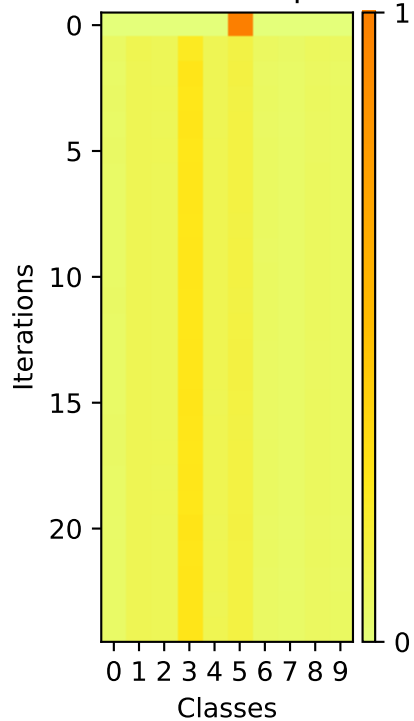
Softmax Outputs



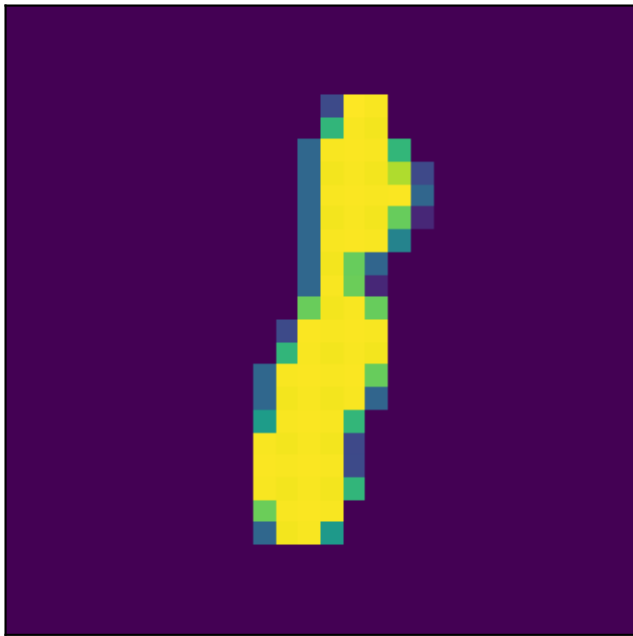
Image



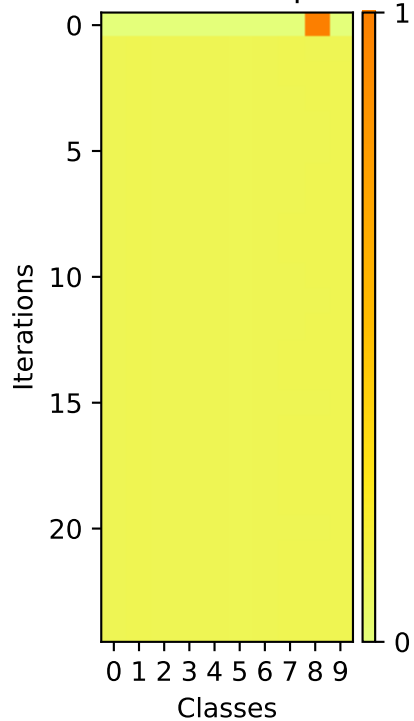
Softmax Outputs



Image



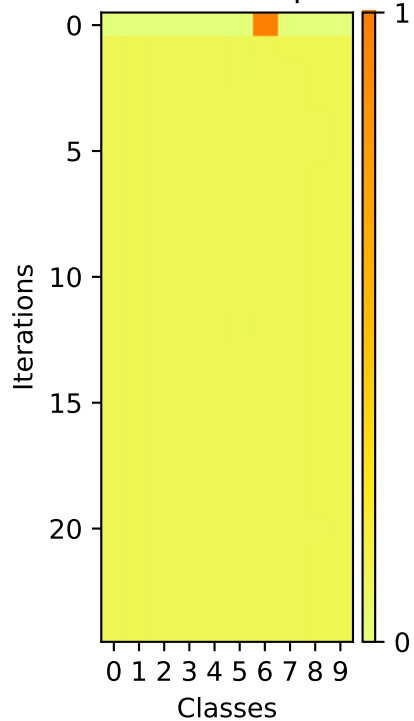
## Softmax Outputs



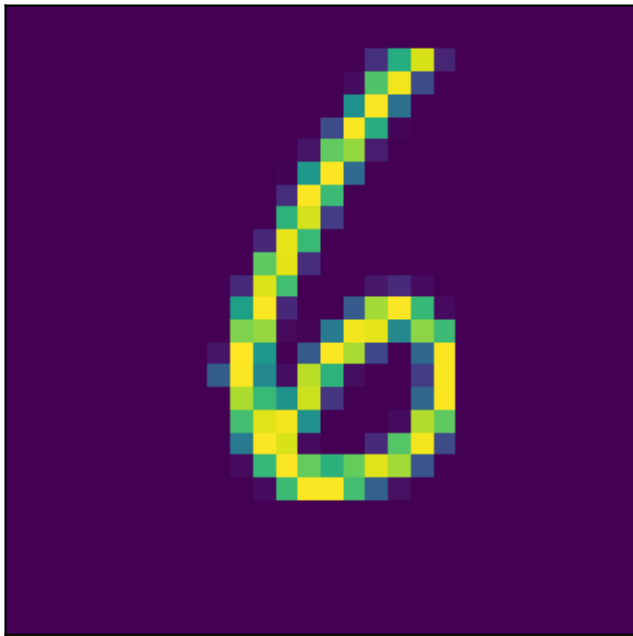
Image



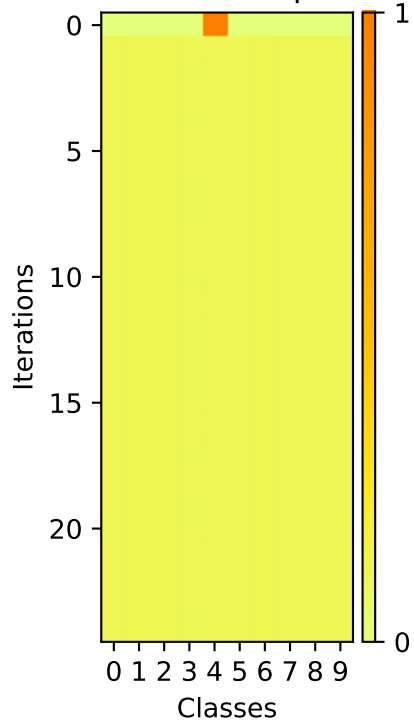
Softmax Outputs



Image



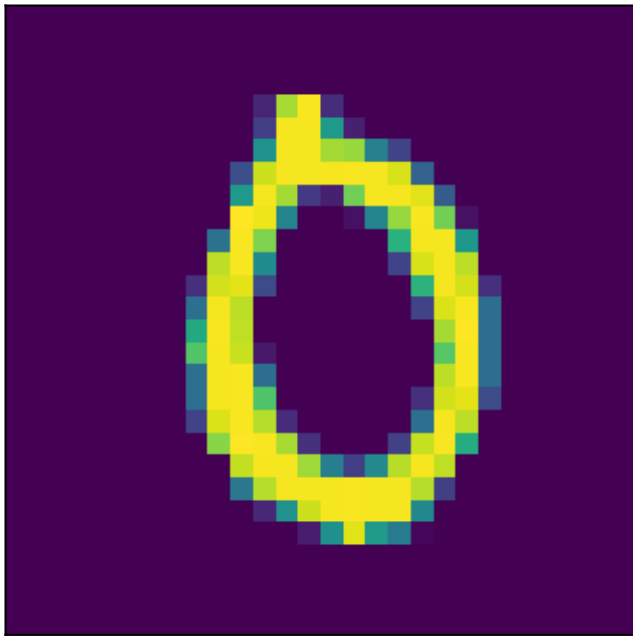
Softmax Outputs



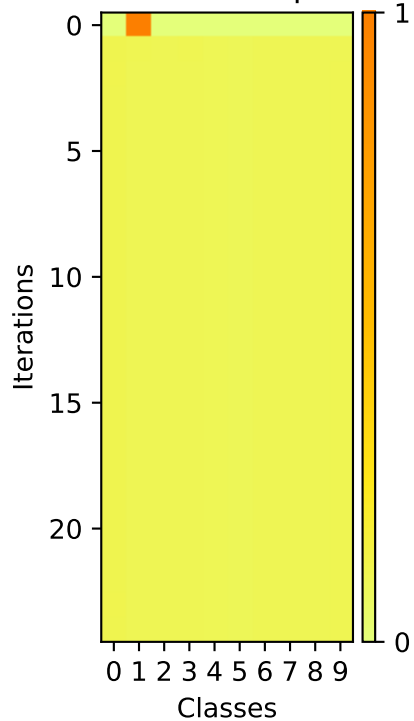
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow pixels with some green and blue pixels at the edges, giving it a hand-drawn or digital art appearance.

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

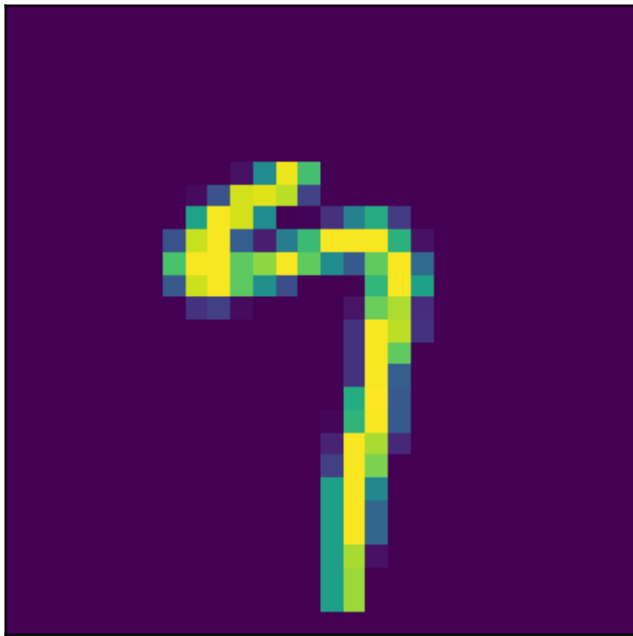
Image



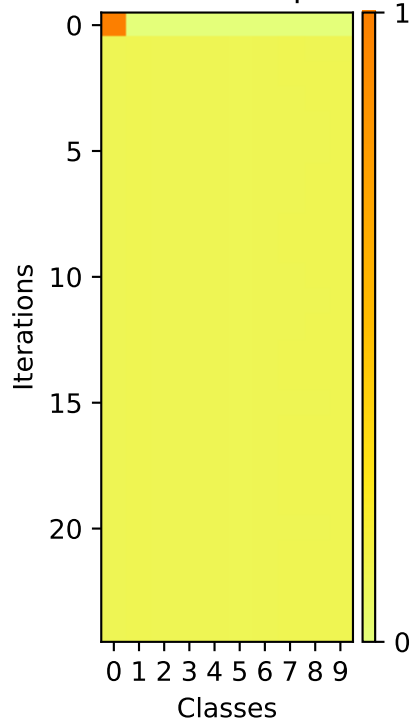
## Softmax Outputs



Image

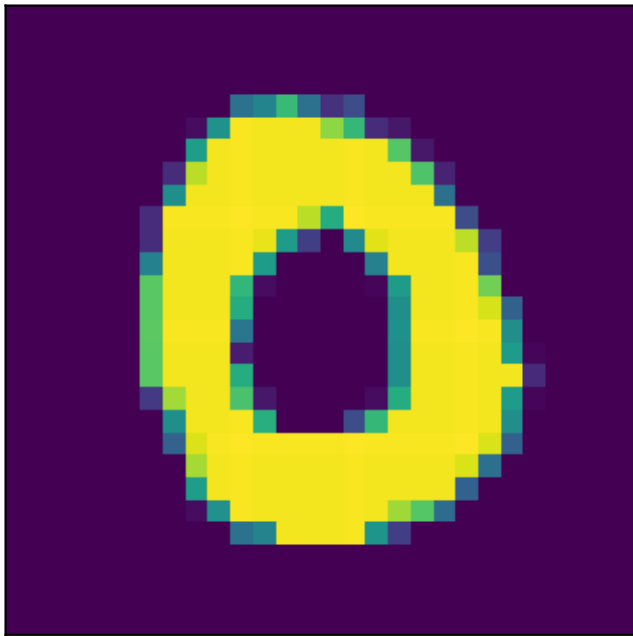


## Softmax Outputs

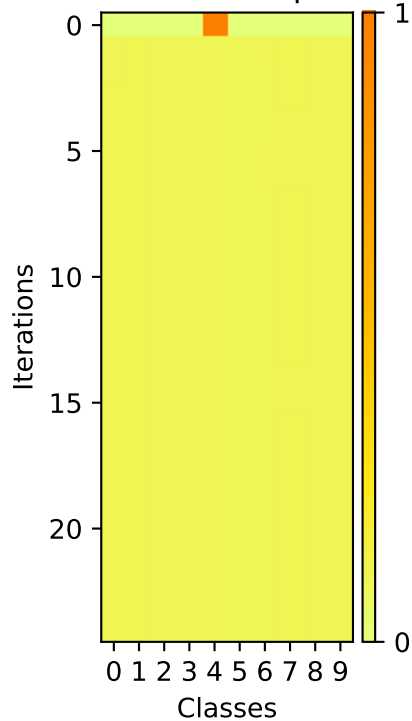




Image



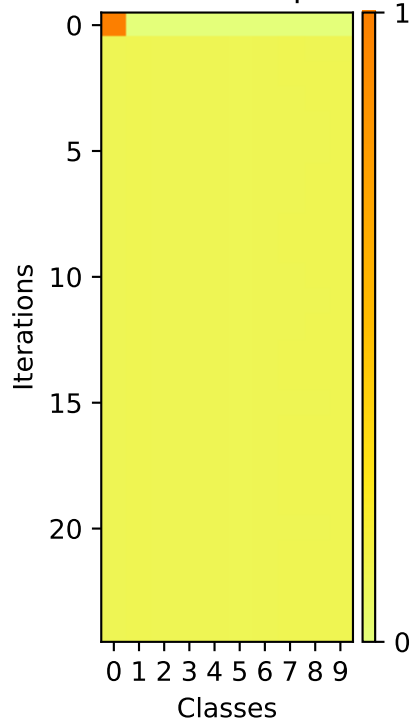
Softmax Outputs



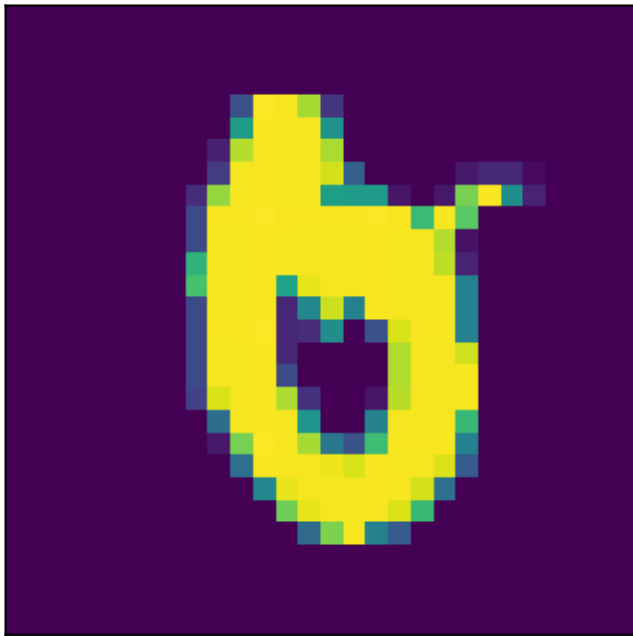
Image



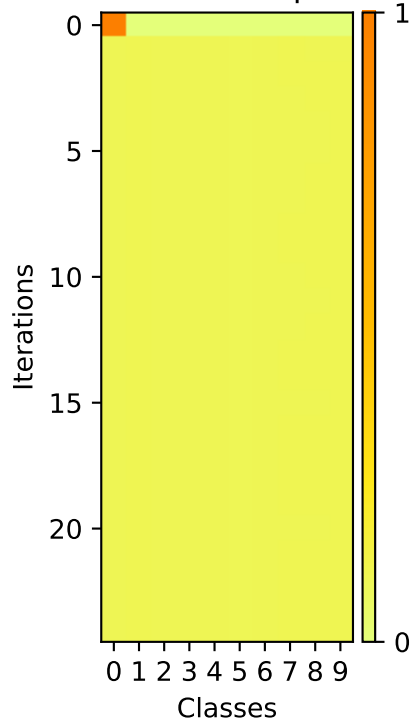
## Softmax Outputs



Image

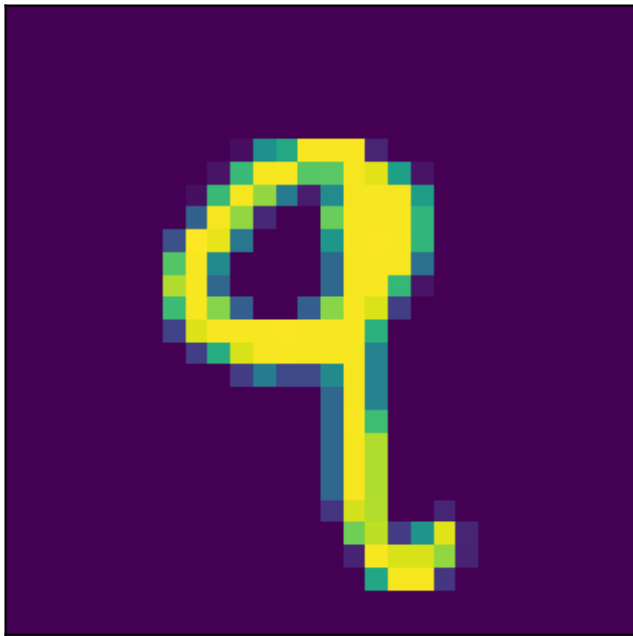


## Softmax Outputs

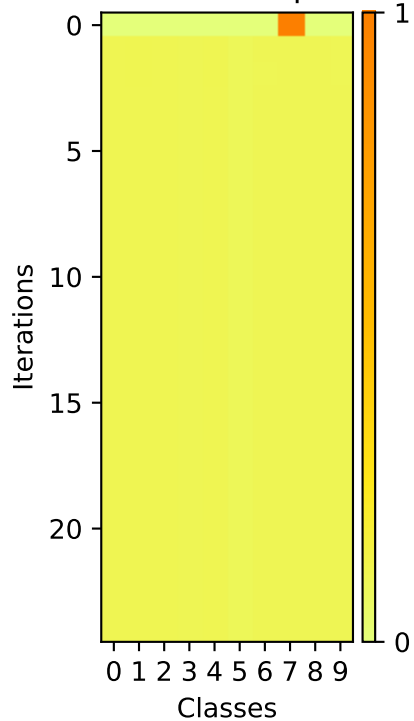


A pixelated yellow number 6 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow or greenish-yellow, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

Image



Softmax Outputs

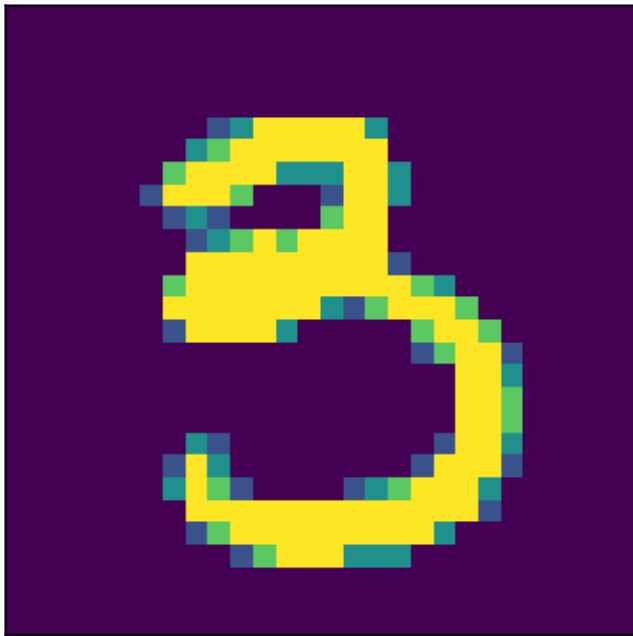


A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic. The number 5 is positioned in the center of the frame, with its top horizontal bar extending towards the right and its bottom curve opening towards the left. The overall image is square and framed by a thin black border.

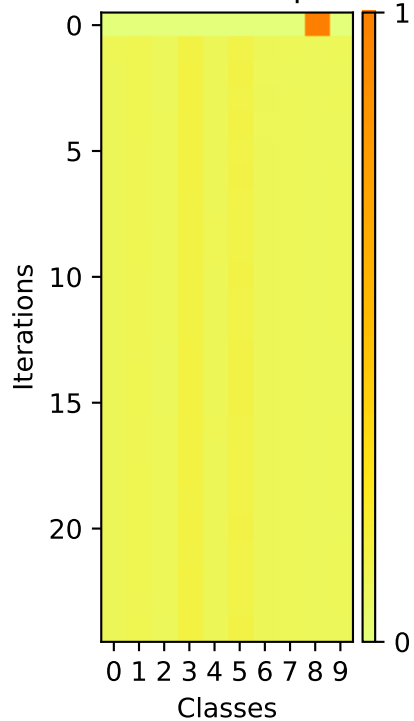
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or 'glowing' appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (orange). Class 1 shows a sharp drop in loss from iteration 0 to 1, while other classes remain high.

Image

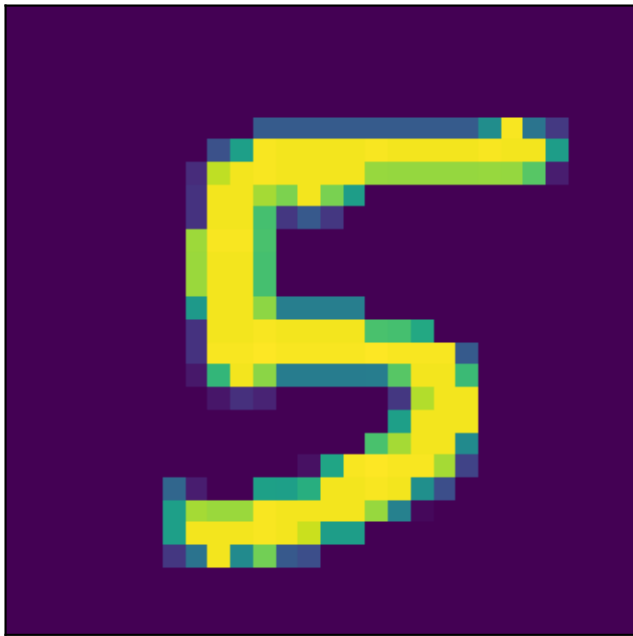


## Softmax Outputs

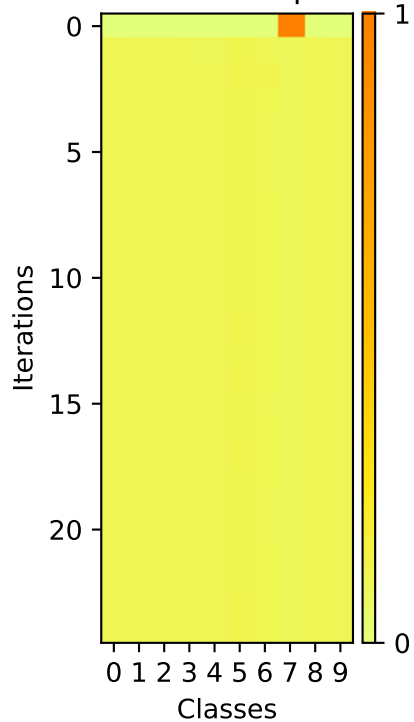




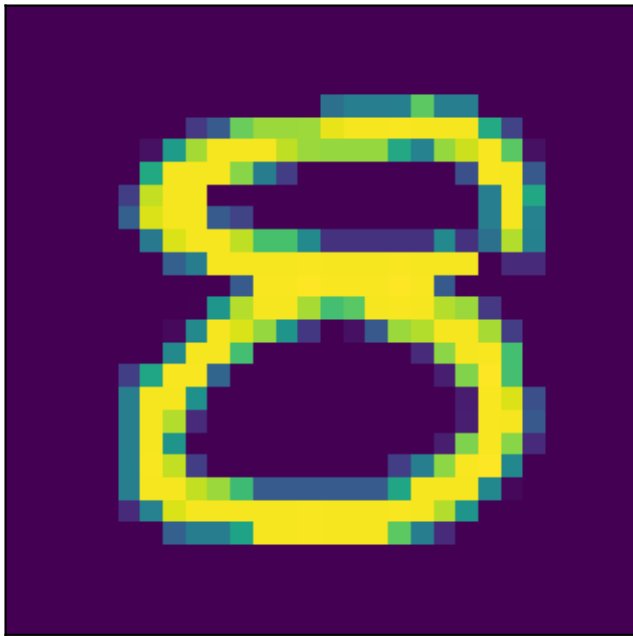
Image



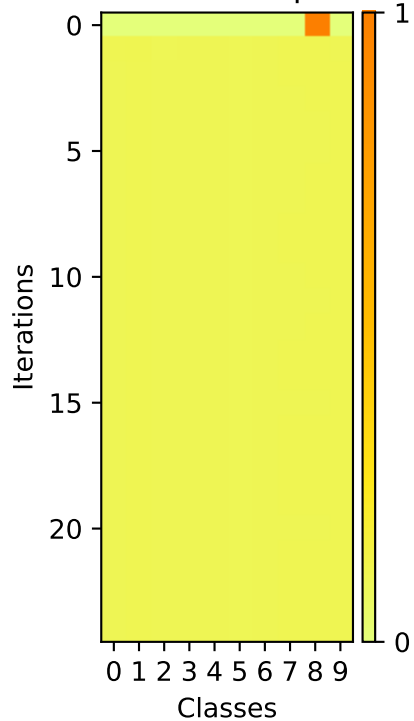
Softmax Outputs



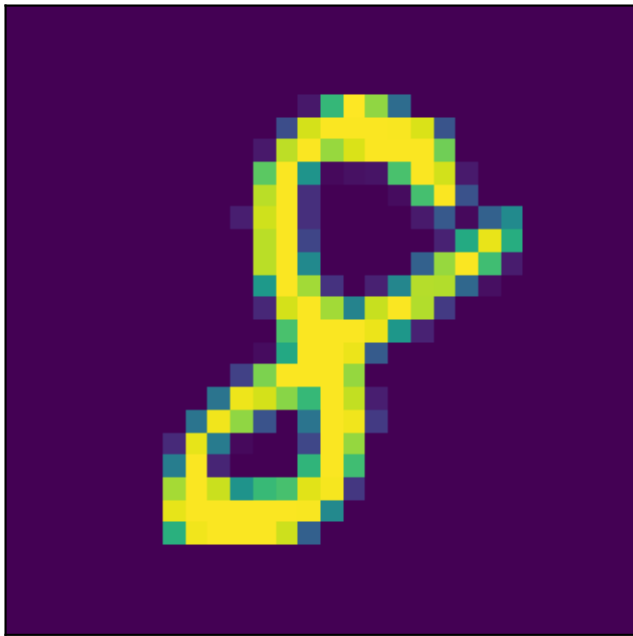
Image



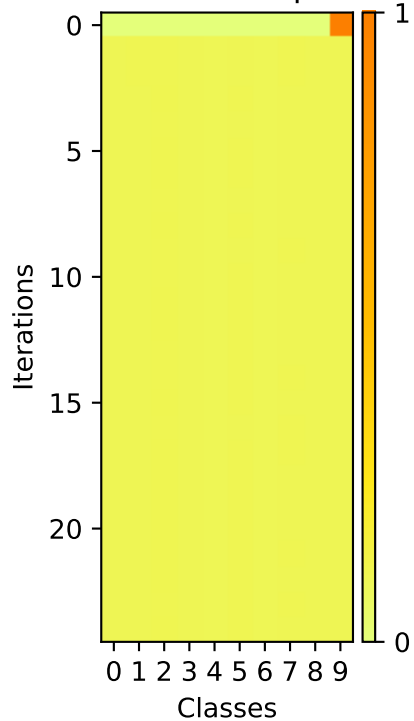
## Softmax Outputs



Image



## Softmax Outputs

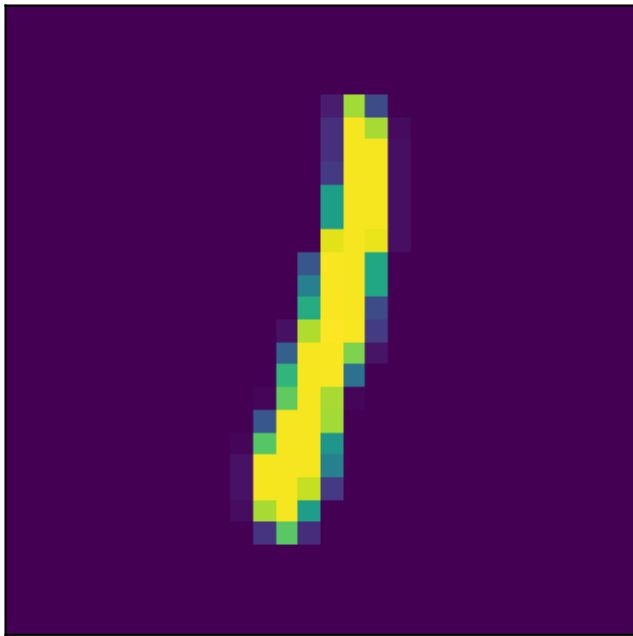


A pixelated, low-resolution image of a vertical bar. The bar is primarily yellow and green, with some blue and purple pixels at the top and bottom. It is set against a dark purple background. The image has a very low resolution, with large, visible pixels.

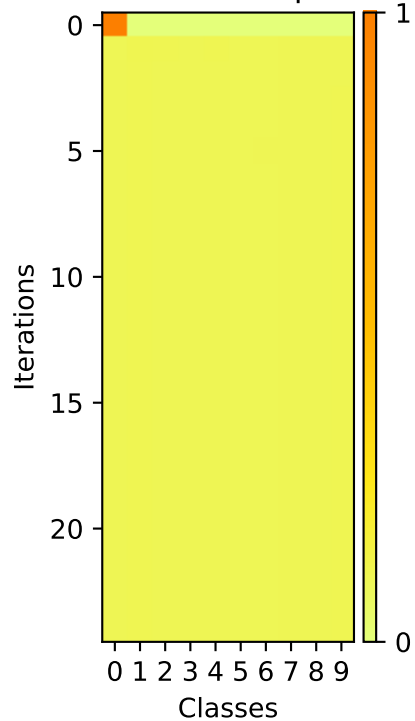
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

The heatmap visualizes the confusion matrix at each iteration from 0 to 25. The x-axis represents the 'Classes' (0-9) and the y-axis represents the 'Iterations' (0-25). A color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (dark orange). The plot shows that for most classes, the confusion matrix values remain low (yellow) throughout the iterations. However, there is a small, localized increase in value (darker orange) for class 0 at iteration 0, which quickly returns to a low value by iteration 1. The overall pattern suggests that the model's confusion matrix is relatively stable and low across most classes and iterations.

Image



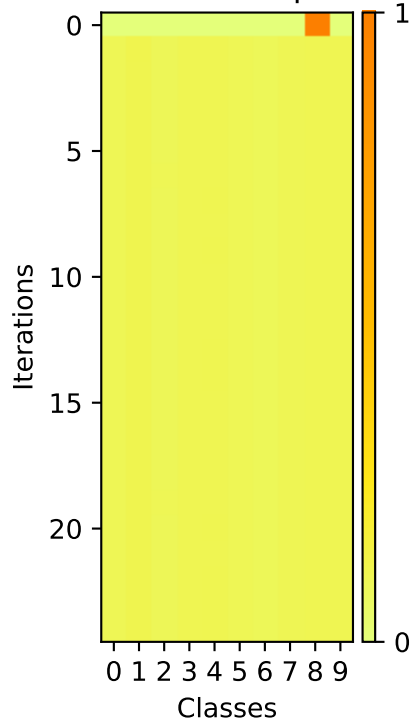
## Softmax Outputs



Image



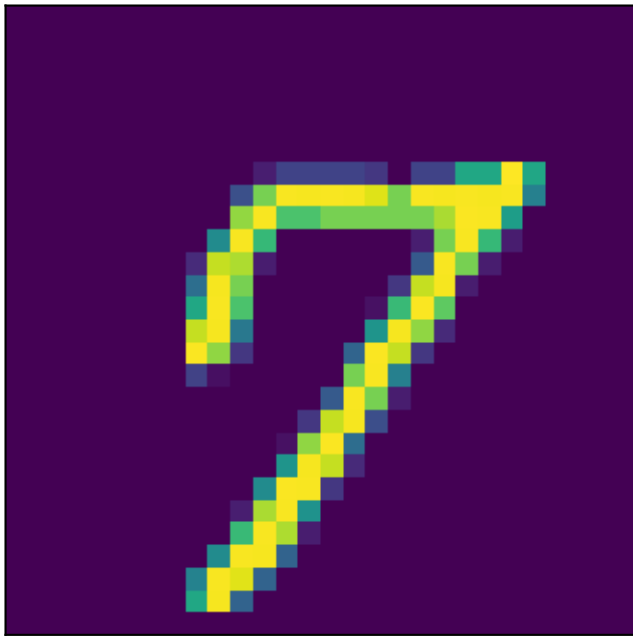
Softmax Outputs



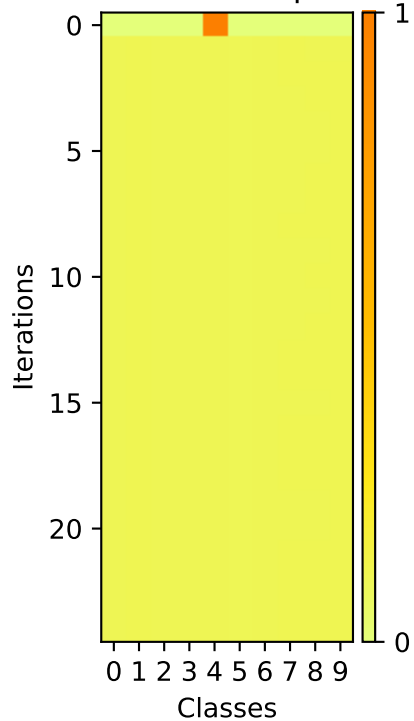
A pixelated, multi-colored number 3 on a black background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.



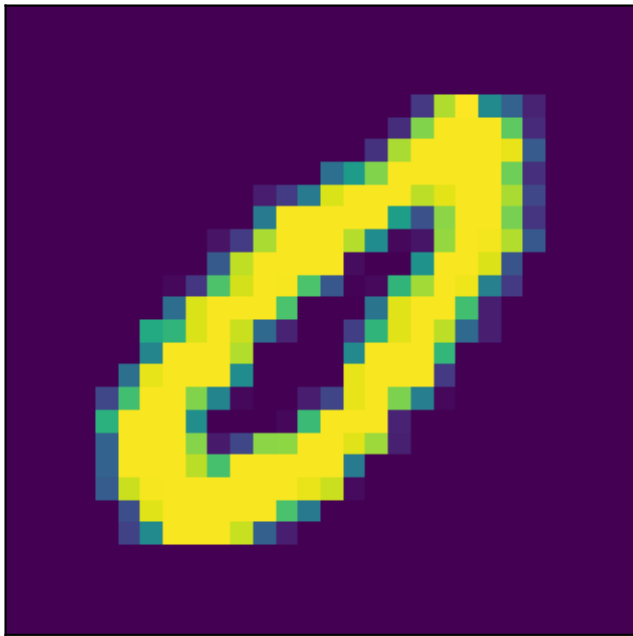
Image



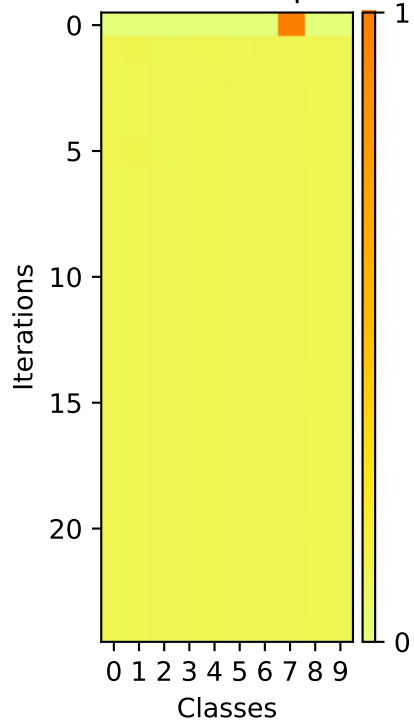
Softmax Outputs



Image



Softmax Outputs

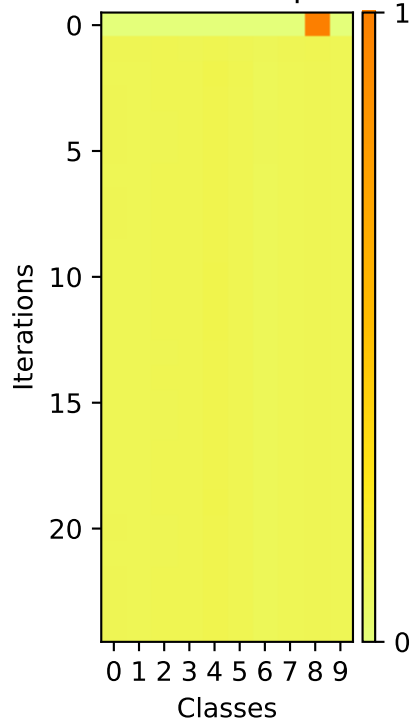


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a black background. The shape is composed of many small squares, giving it a blocky, digital appearance. The primary colors are bright yellow and orange, with some darker orange and black pixels defining the edges and internal structure. The overall form is somewhat abstract, resembling a stylized 'L' or a similar character.

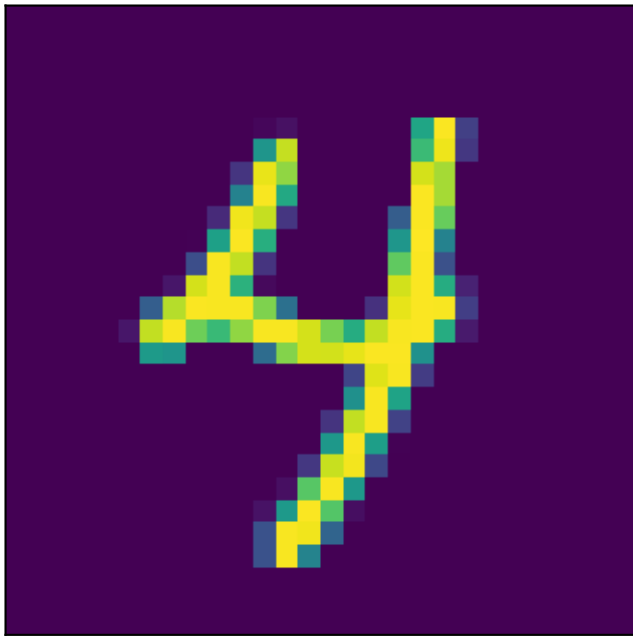
Image



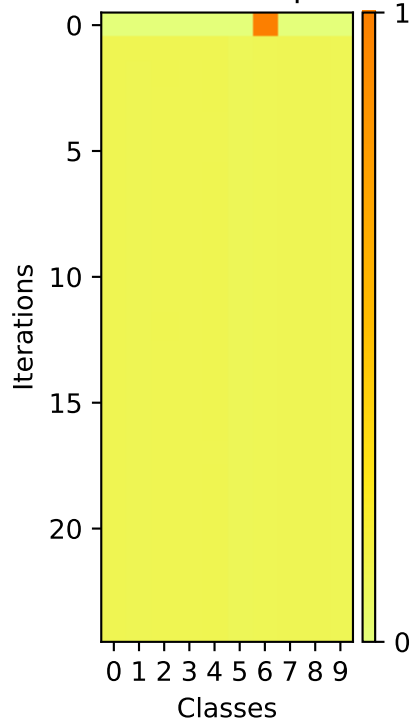
## Softmax Outputs



Image



Softmax Outputs

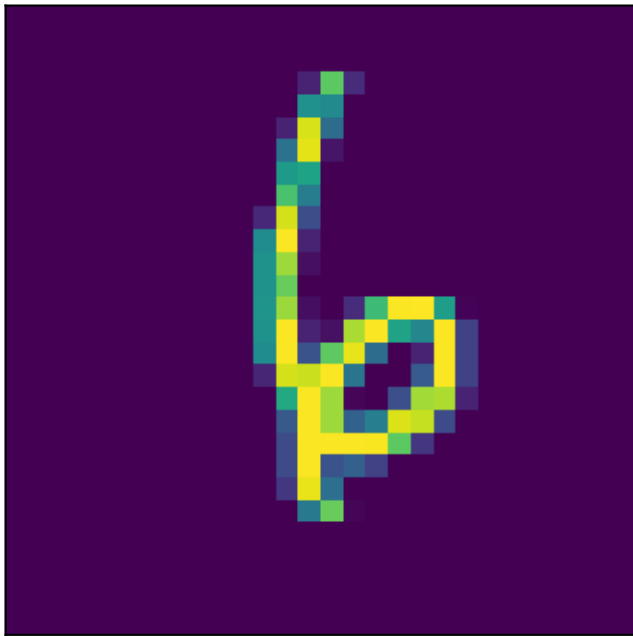


A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of several blocks of yellow and green pixels, with some darker purple pixels interspersed, giving it a jagged, digital appearance. The figure is positioned in the center-left of the frame.

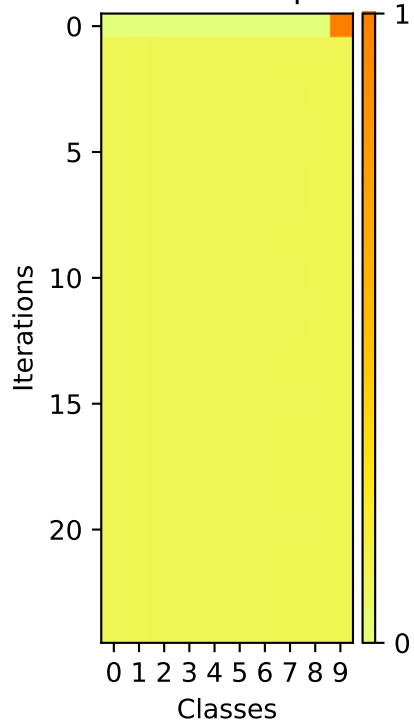
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light green, and dark green. It has a rounded, somewhat abstract shape with a small protrusion on the right side and a small tail-like extension at the bottom left. The overall appearance is reminiscent of early computer graphics or a stylized logo.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates values from 0 (yellow) to 1 (orange). A small orange square is visible at iteration 0, class 2.

Image



## Softmax Outputs

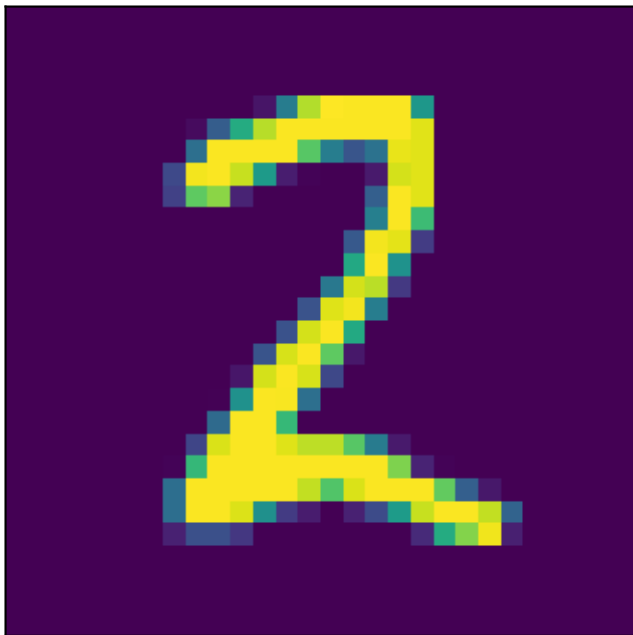




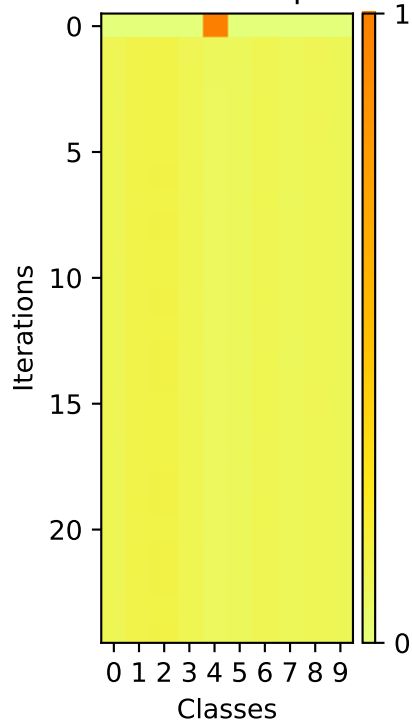
A pixelated, low-resolution image of a yellow and green T-shaped object, resembling a stylized letter 'T' or a simple robot, set against a dark purple background. The object has a horizontal bar with a small protrusion on the left and a vertical stem on the right. The colors are bright yellow and light green, with some darker green and blue pixels at the edges, giving it a digital, blocky appearance.

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

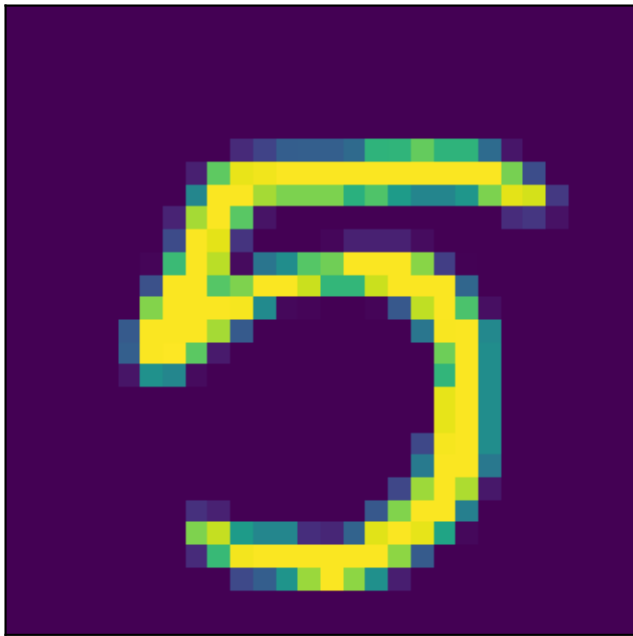
Image



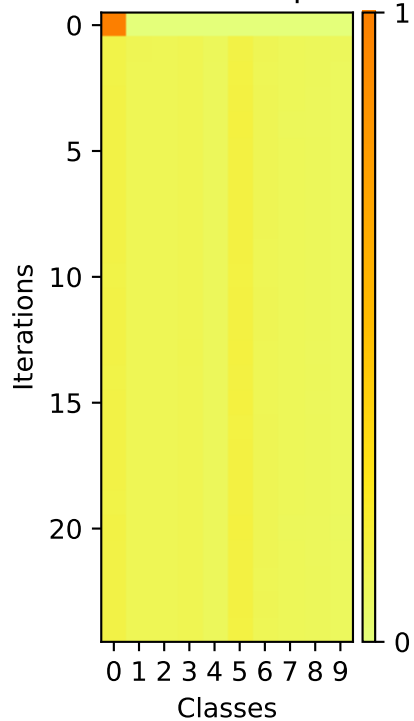
Softmax Outputs



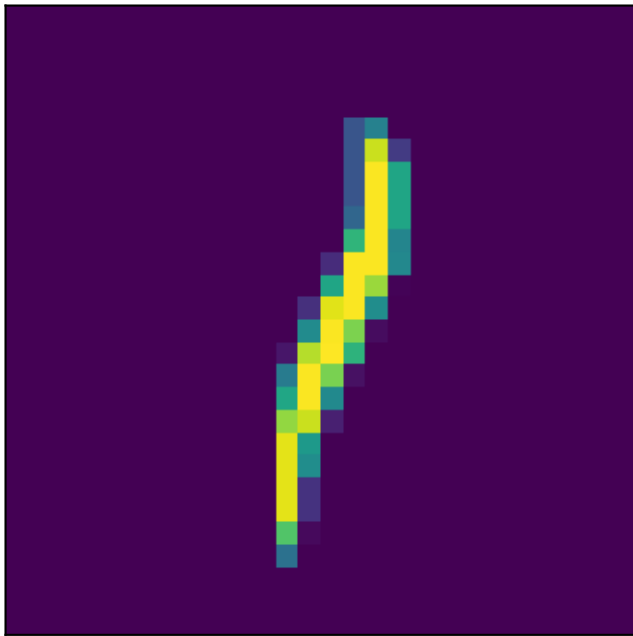
Image



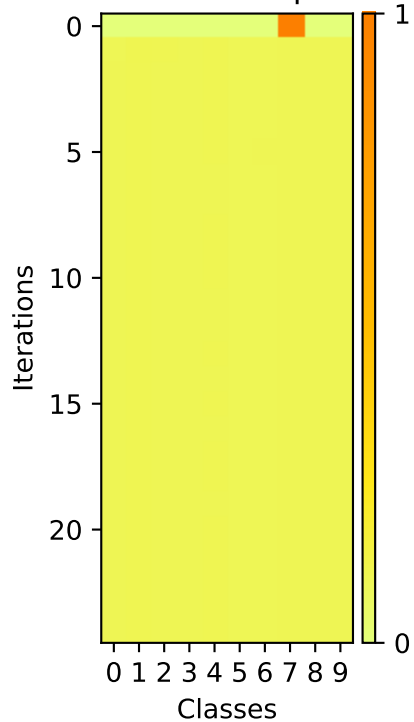
## Softmax Outputs



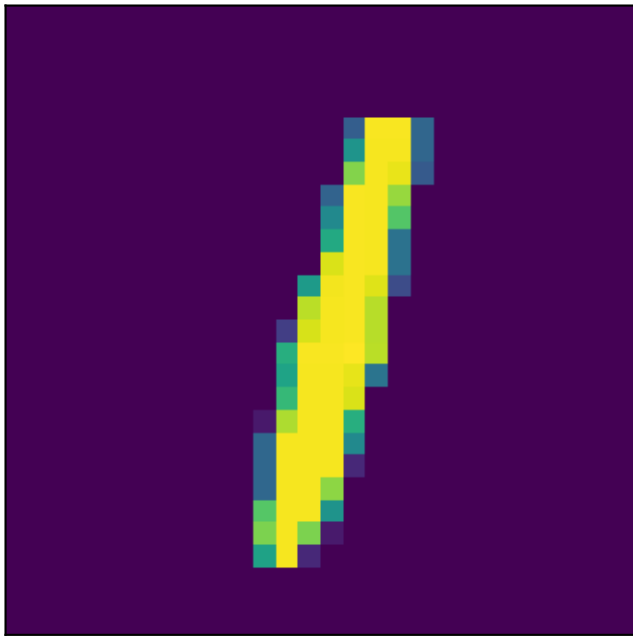
Image



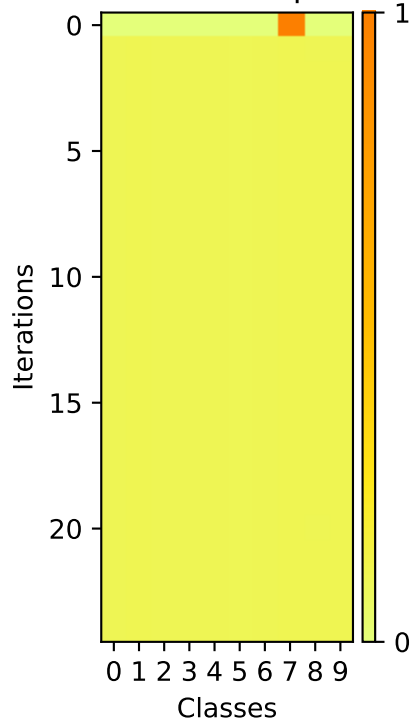
Softmax Outputs



Image



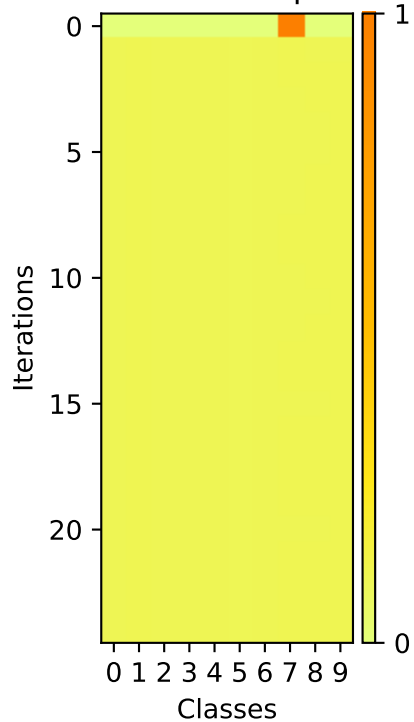
## Softmax Outputs



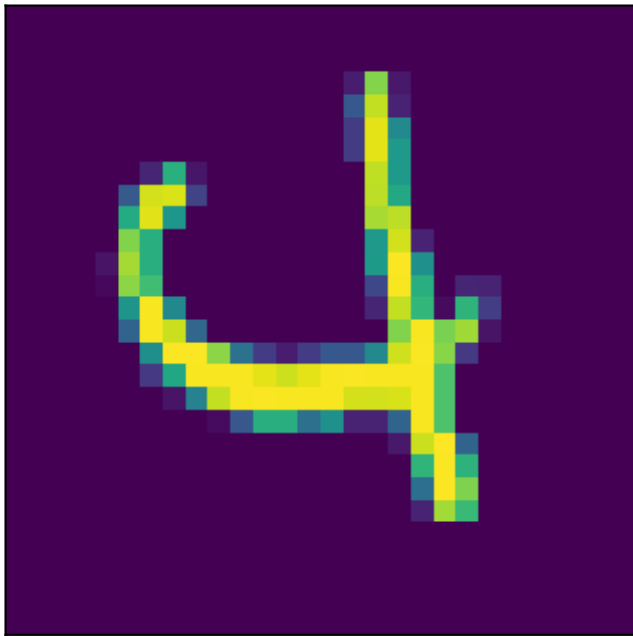
Image



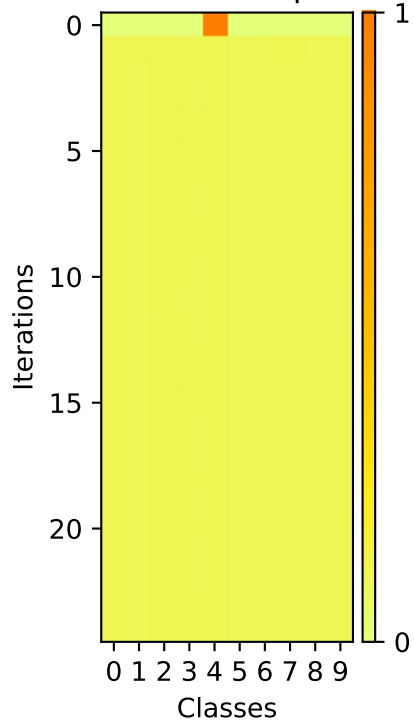
Softmax Outputs



Image



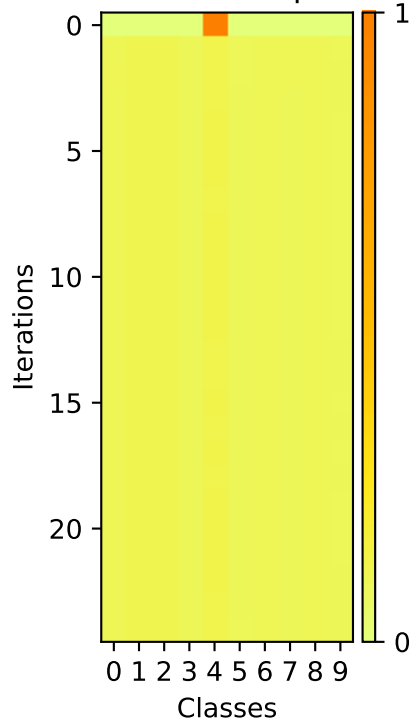
Softmax Outputs



Image



Softmax Outputs

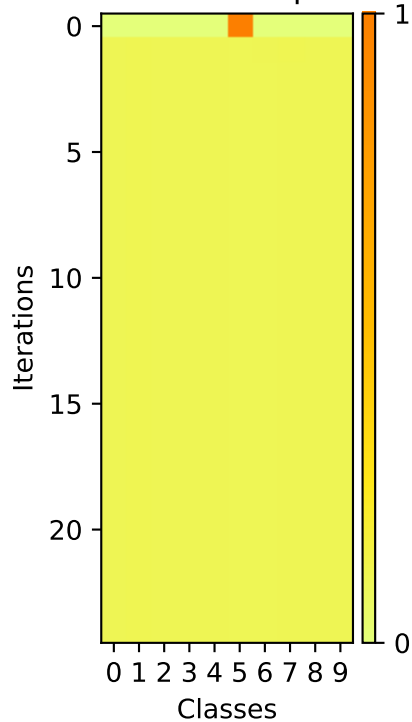




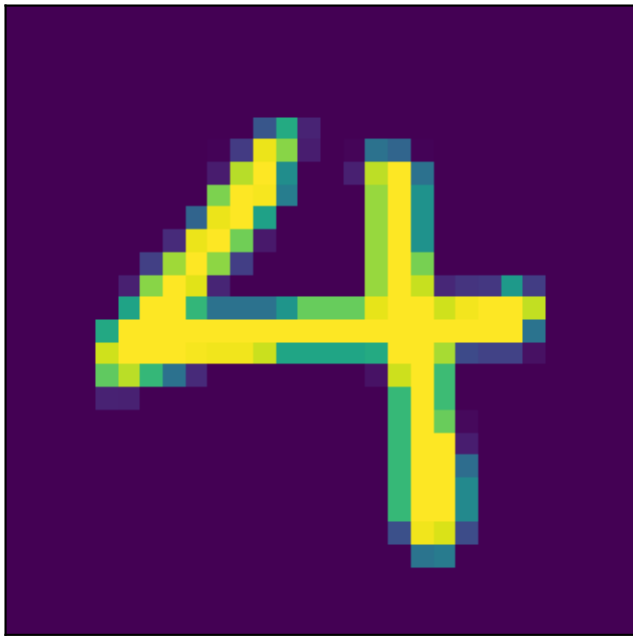
Image



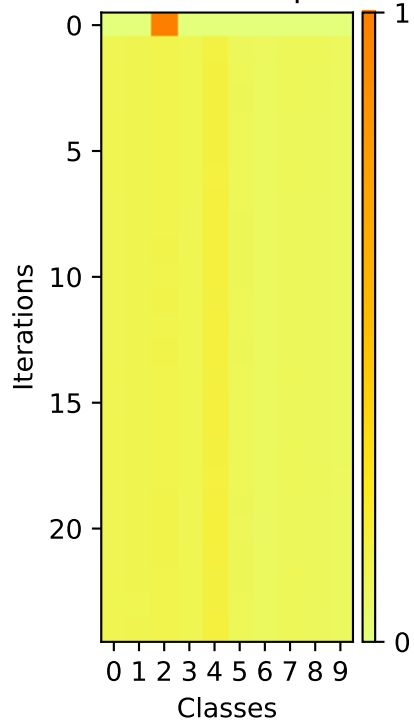
Softmax Outputs



Image



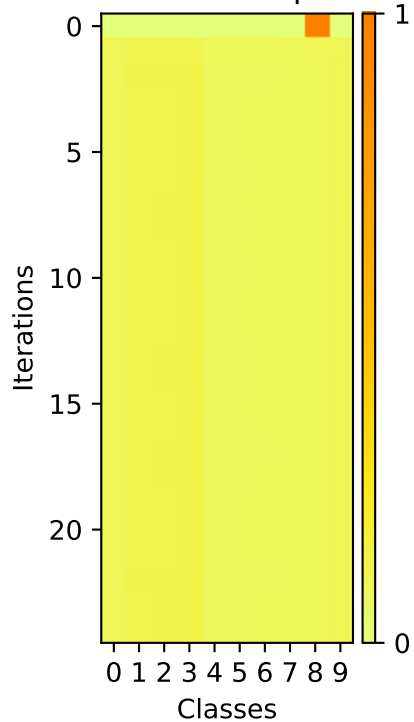
Softmax Outputs



Image



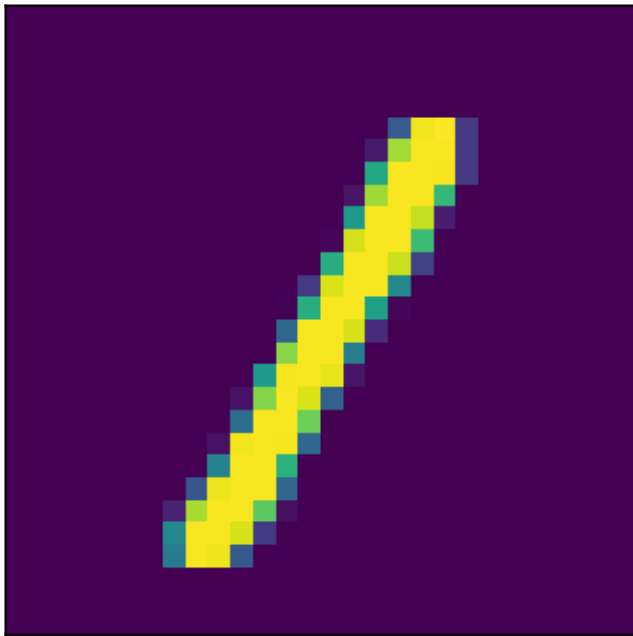
Softmax Outputs



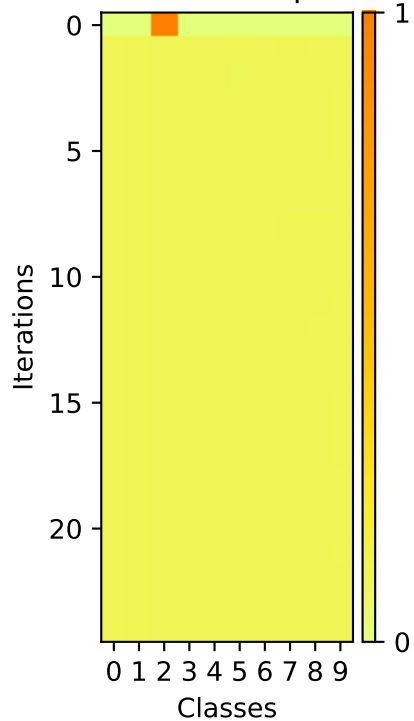
A pixelated yellow smiley face with a wide, open-mouthed grin, set against a solid black background. The smiley face is composed of yellow pixels, with a few blue and green pixels scattered around its edges, giving it a slightly irregular, hand-drawn appearance. The mouth is a large, open 'D' shape, and the eyes are two small dots. The overall style is reminiscent of early computer graphics or video game sprites.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 5 shows a sharp increase in loss starting around iteration 15, reaching a maximum of 1.0 by iteration 20.

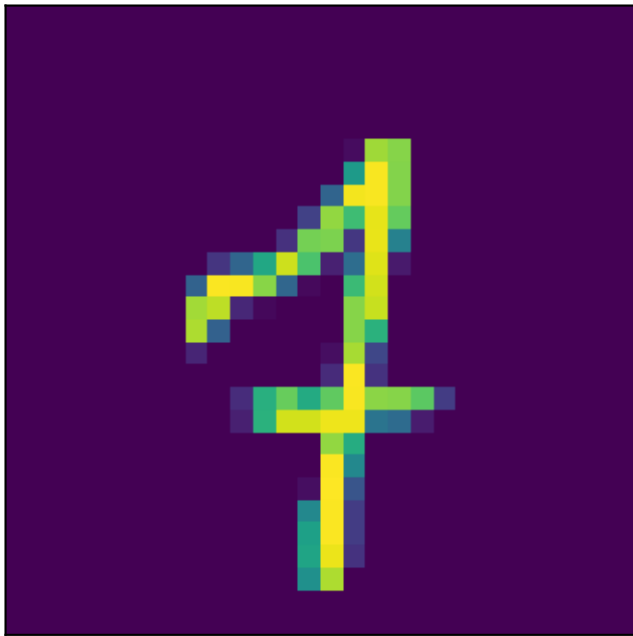
Image



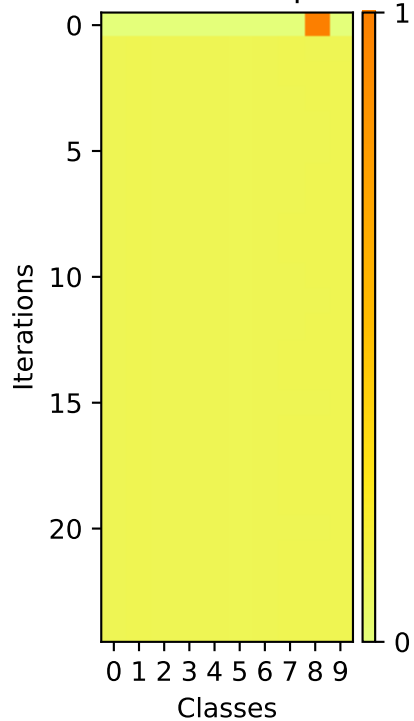
## Softmax Outputs



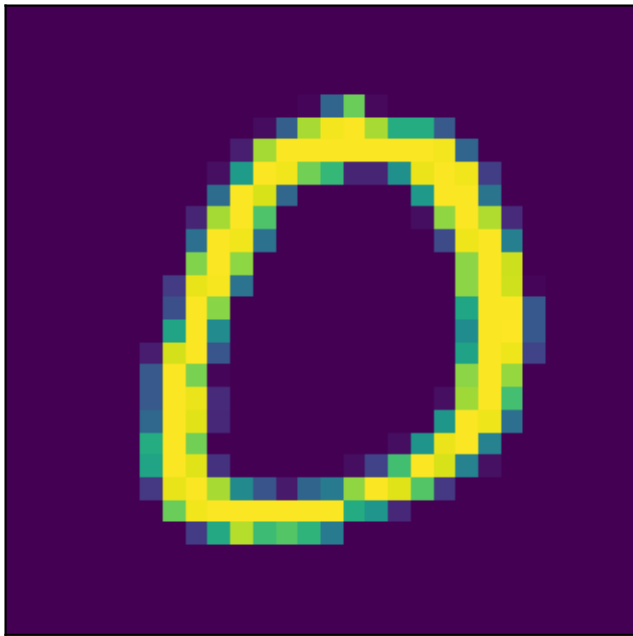
Image



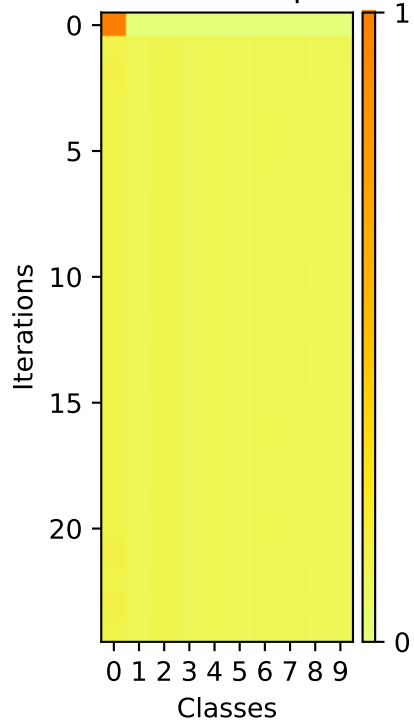
## Softmax Outputs



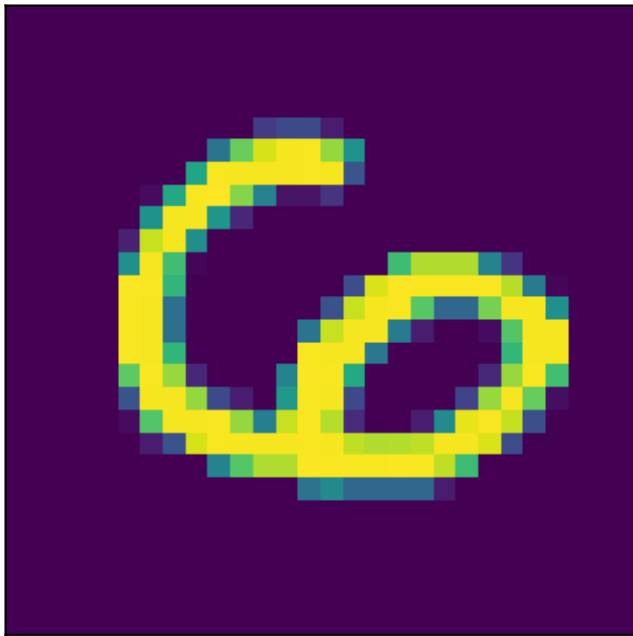
Image



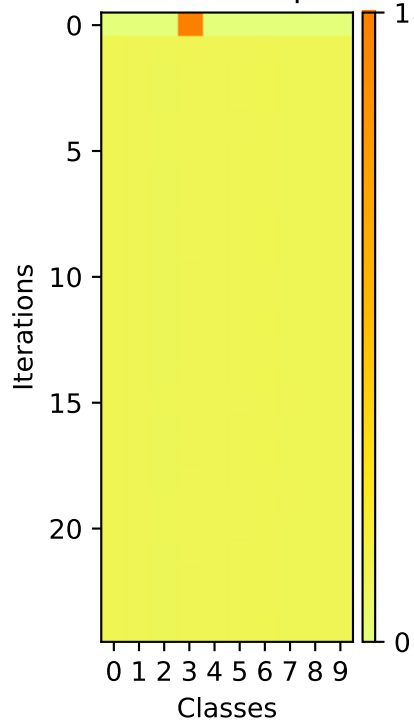
## Softmax Outputs



Image



Softmax Outputs

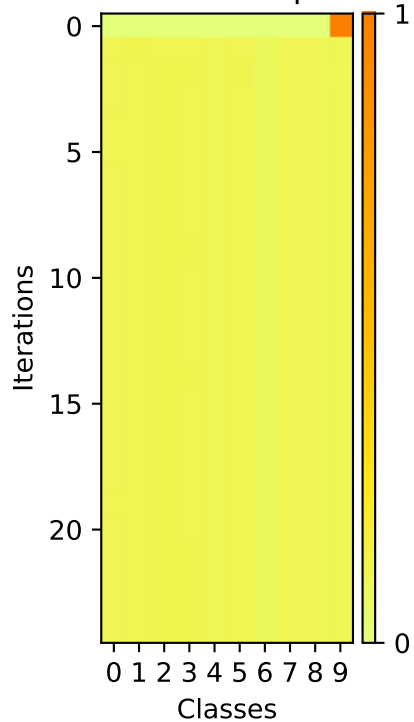




Image



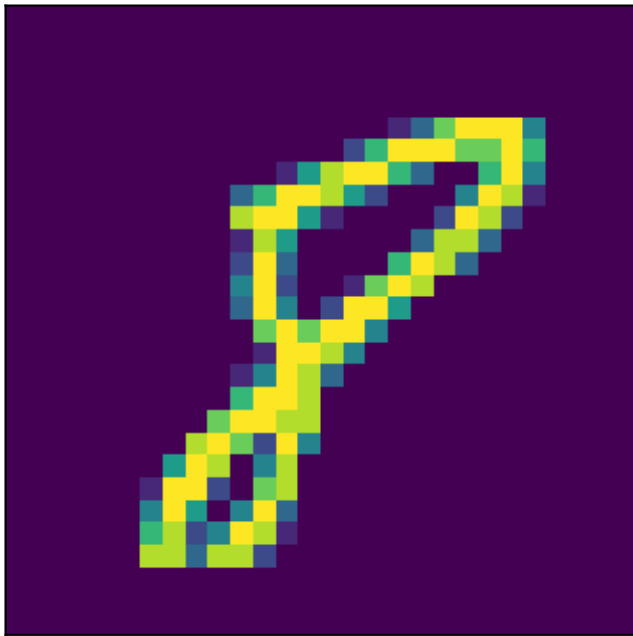
## Softmax Outputs



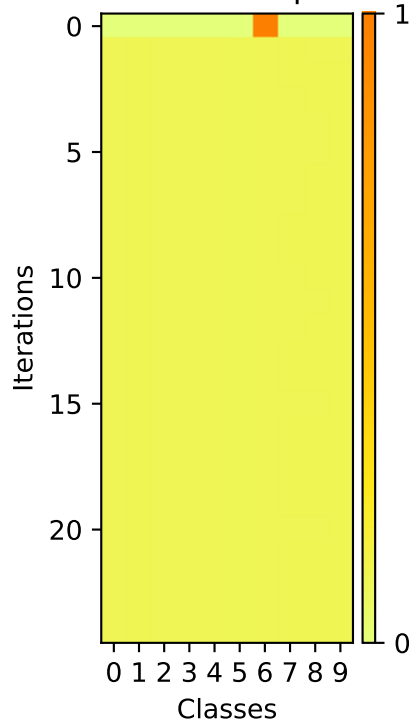
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of yellow and light green pixels, with some darker blue/purple pixels at the edges, giving it a digital or retro aesthetic.

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

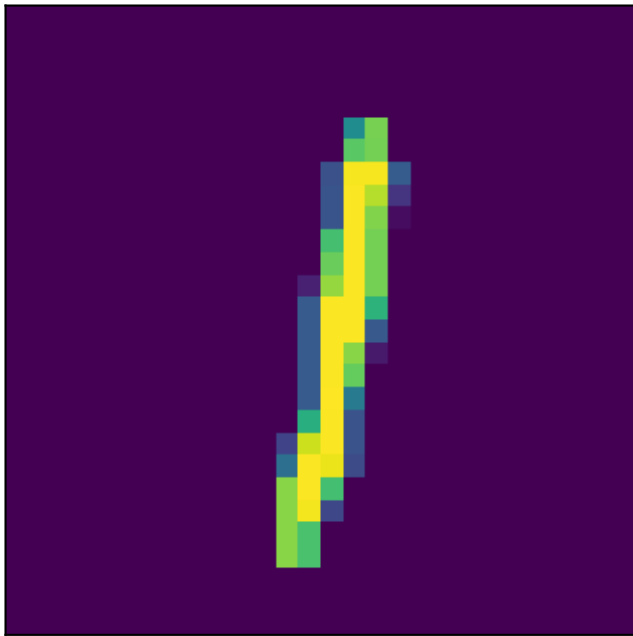
Image



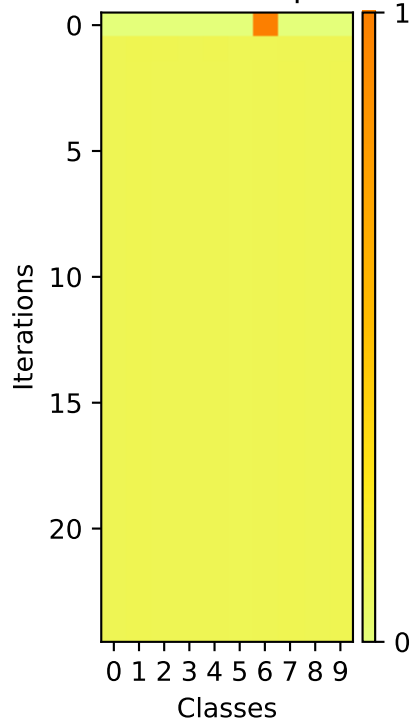
Softmax Outputs



Image



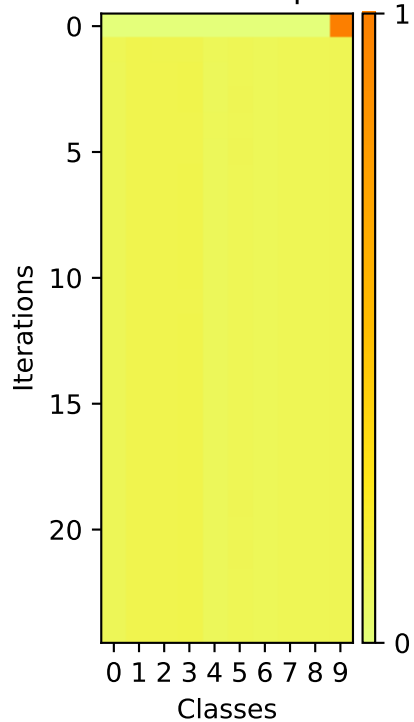
## Softmax Outputs



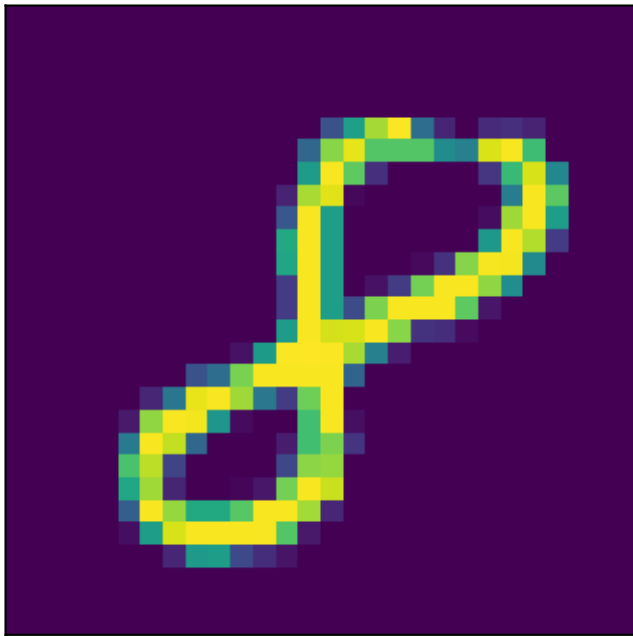
Image



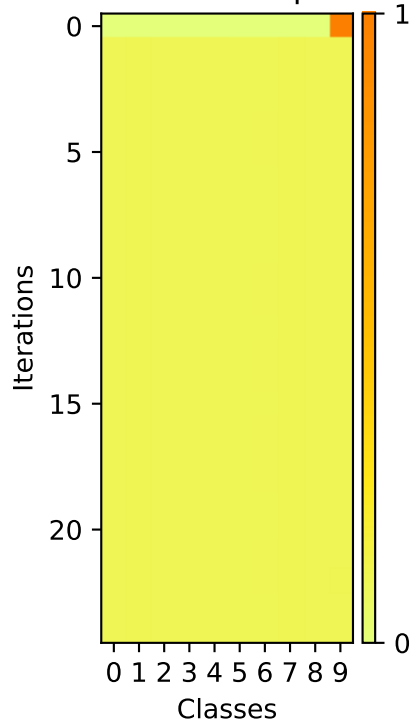
Softmax Outputs



Image



## Softmax Outputs

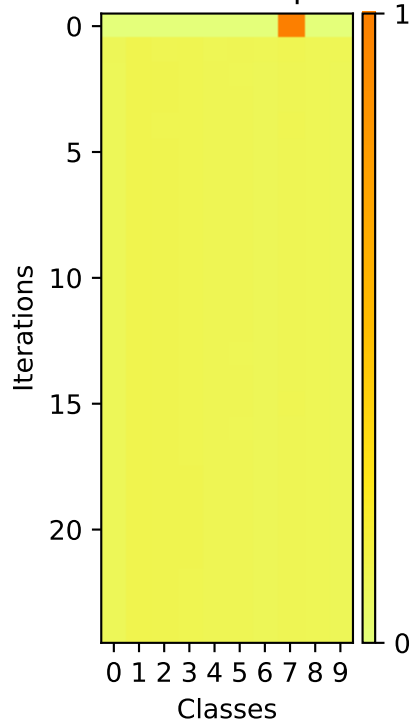




Image

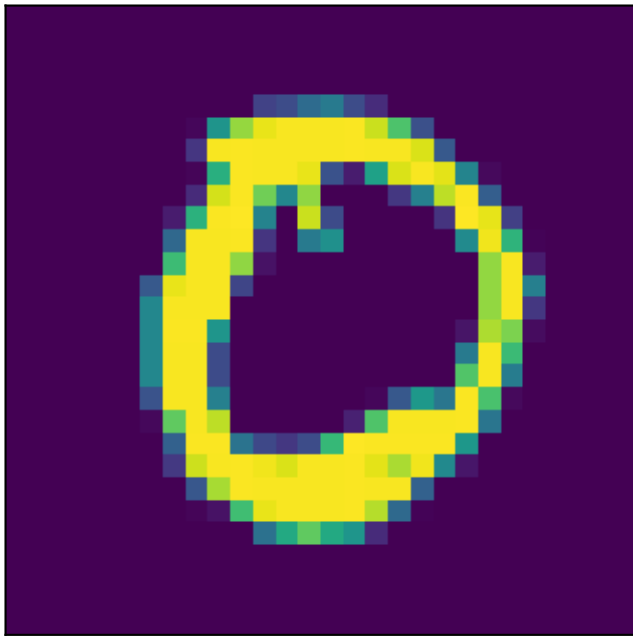


Softmax Outputs

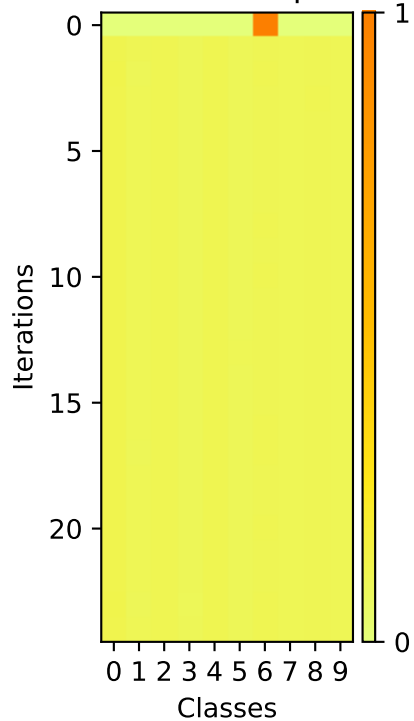




Image



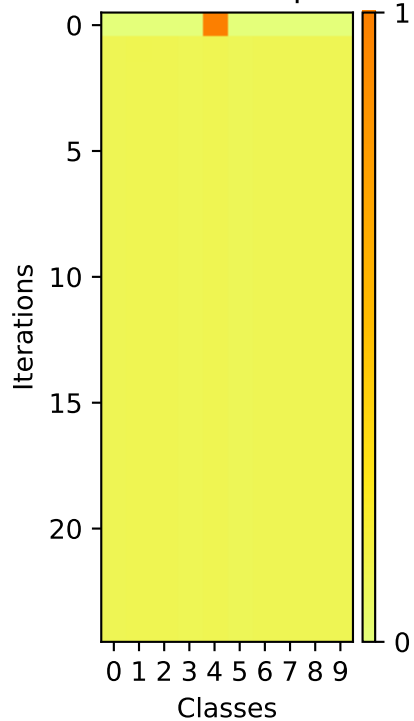
Softmax Outputs



Image



Softmax Outputs

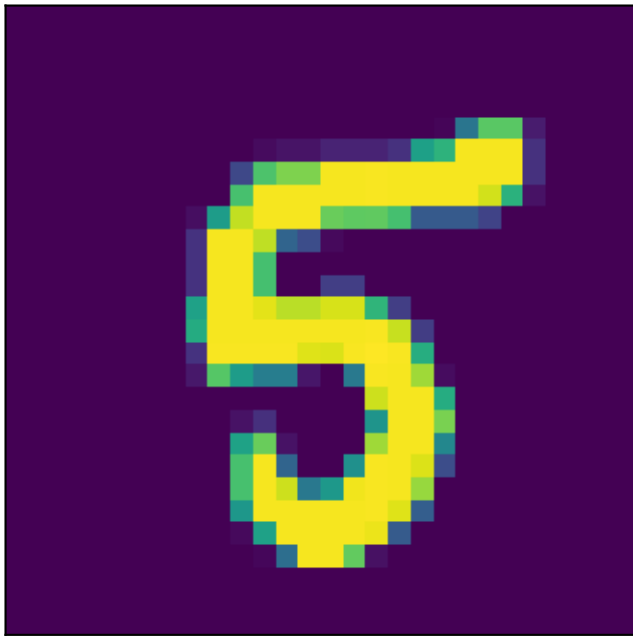


A pixelated yellow number 2 on a dark purple background. The number is composed of small squares, giving it a blocky, digital appearance. It is positioned in the lower-left quadrant of the image.

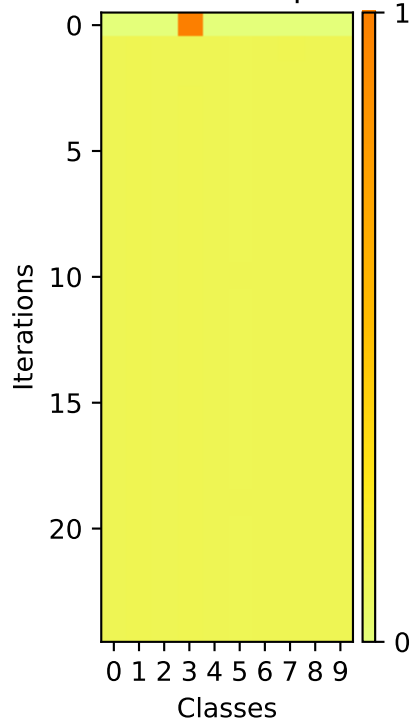
A pixelated representation of the number 7, rendered in yellow and green pixels against a black background. The number is slightly tilted and has a jagged, digital appearance.

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

Image



Softmax Outputs

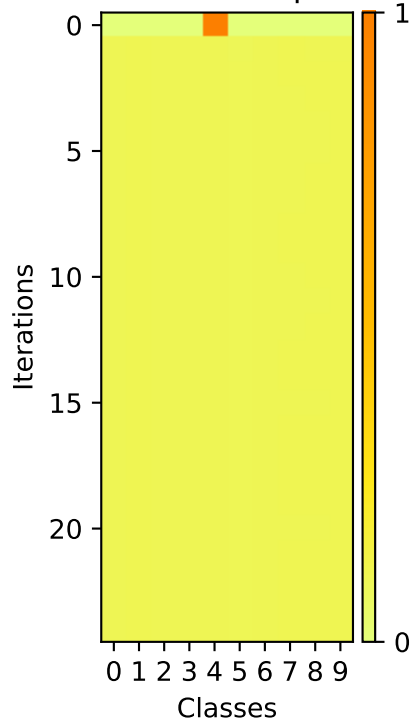


A pixelated yellow ring, resembling a donut or a thick letter 'O', centered on a black background. The ring is composed of yellow and light green pixels, with a slightly irregular, hand-drawn appearance.

Image



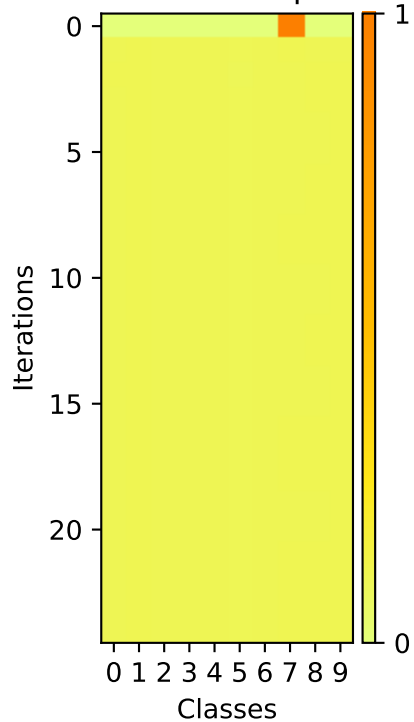
Softmax Outputs



Image



Softmax Outputs

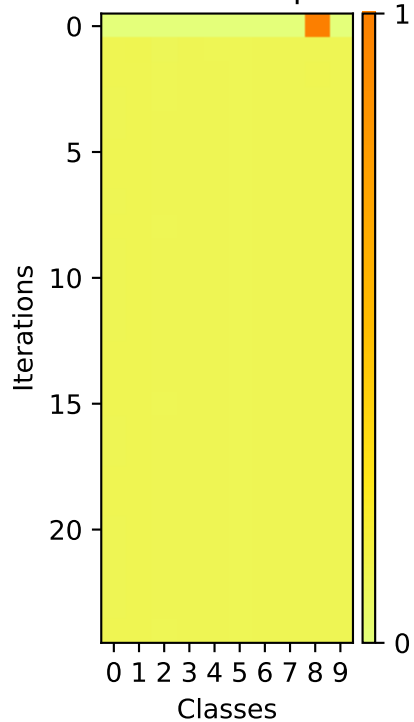




Image



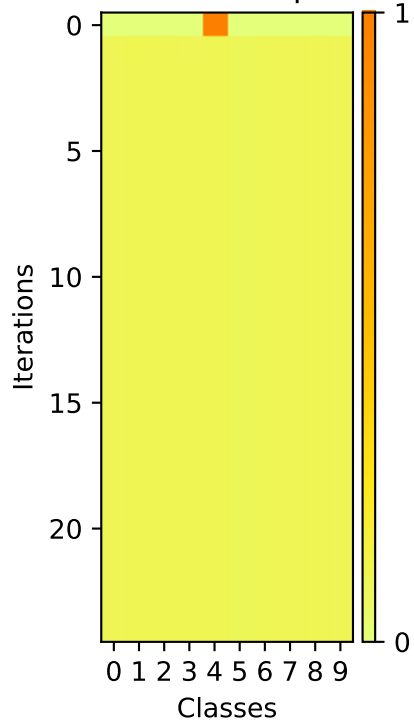
## Softmax Outputs



Image



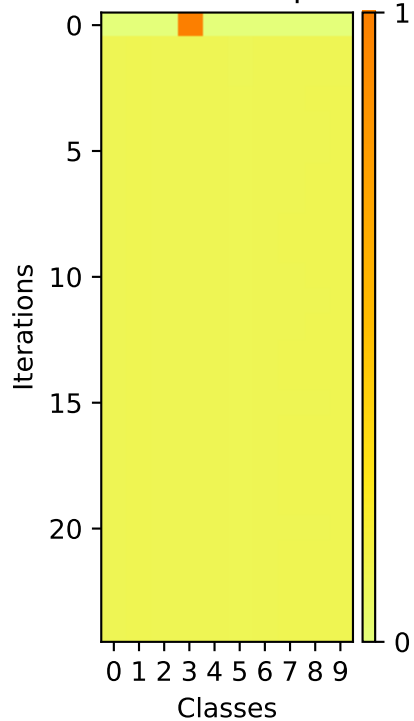
Softmax Outputs



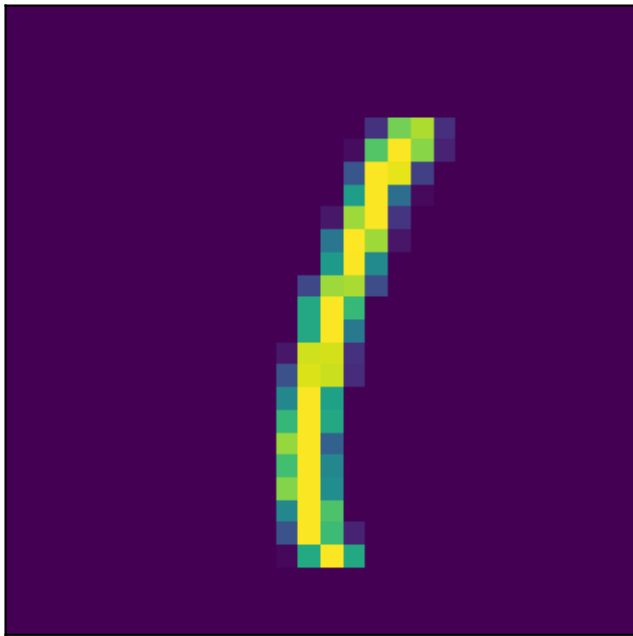
Image



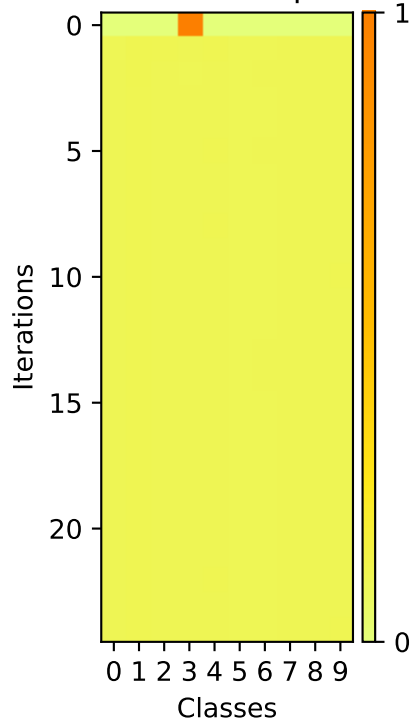
Softmax Outputs



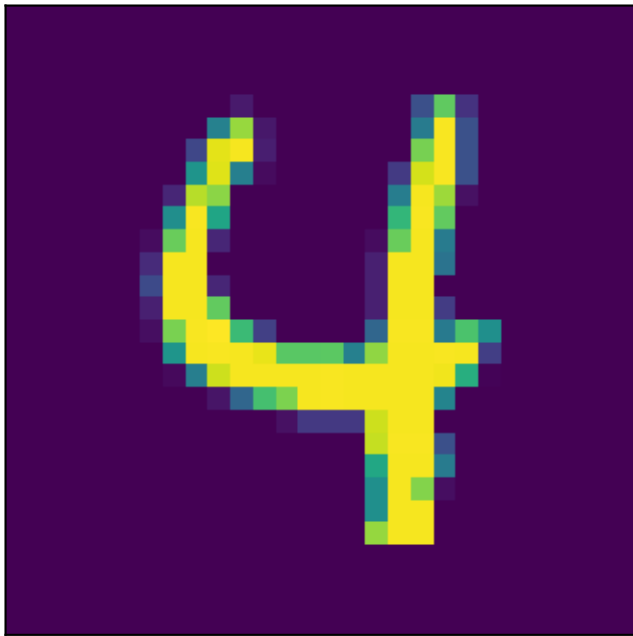
Image



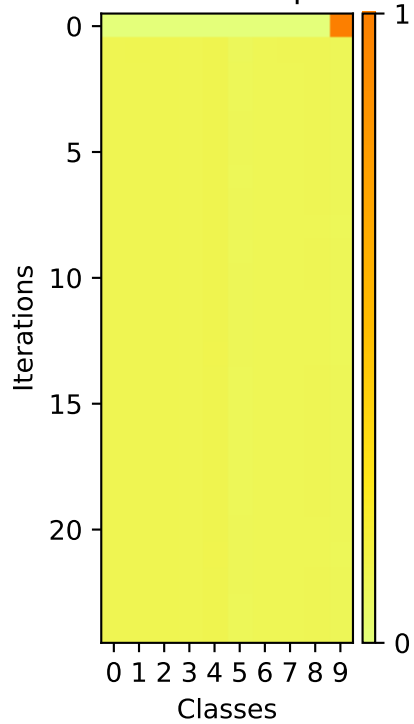
Softmax Outputs



Image



Softmax Outputs



A pixelated, stylized number 3 rendered in yellow and light green pixels against a dark purple background. The number has a jagged, hand-drawn appearance with some darker purple pixels interspersed within the strokes.

A pixelated, low-resolution version of the Google 'G' logo. The logo is composed of yellow and green pixels, with some blue and purple pixels visible in the background. The overall shape is a stylized 'G' with a small square cutout in the center. The background is a solid dark purple color.

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

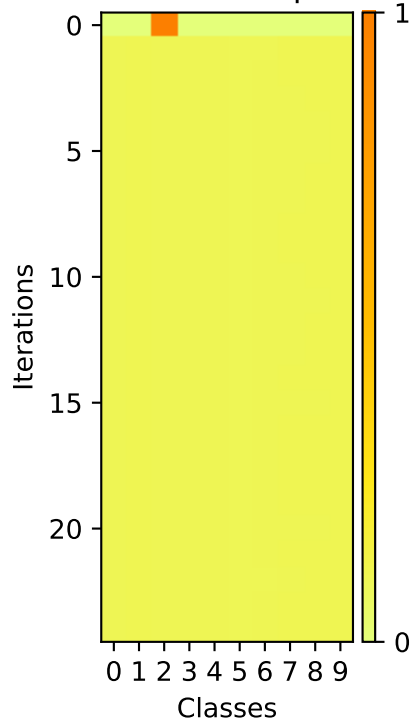
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark blue/purple, giving it a blocky, digital appearance. It resembles a stylized '7' or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



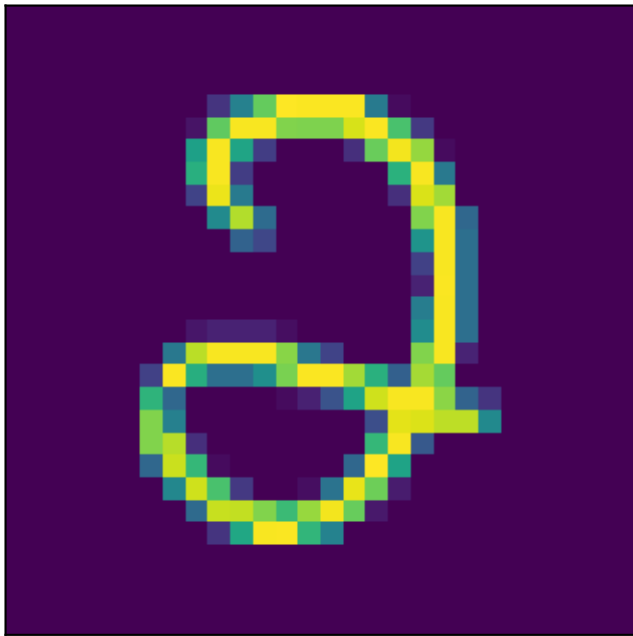
Image



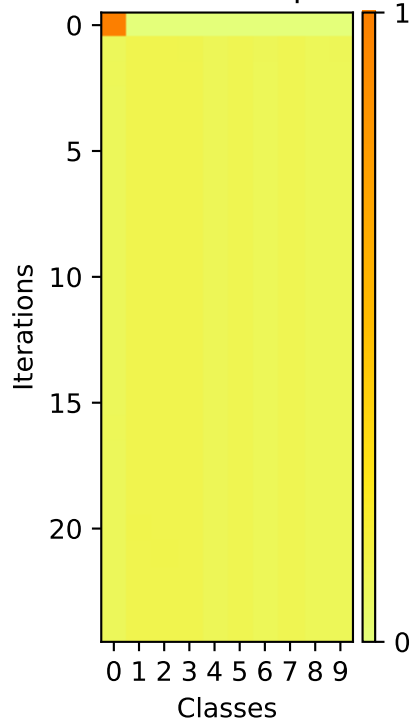
## Softmax Outputs



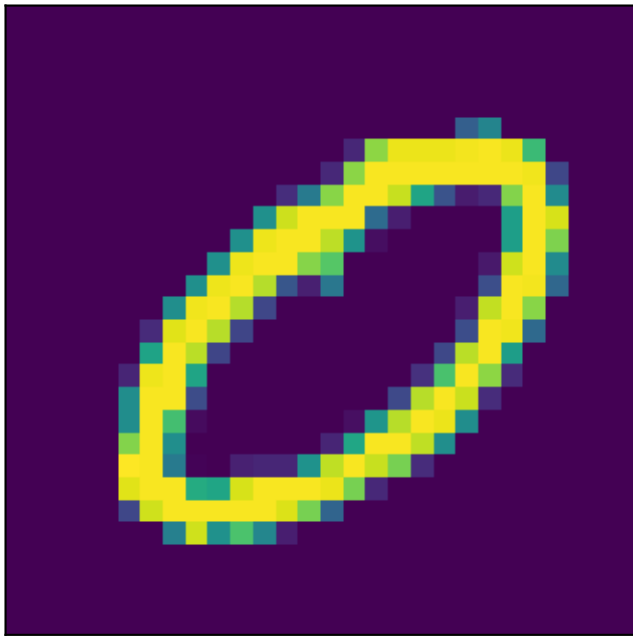
Image



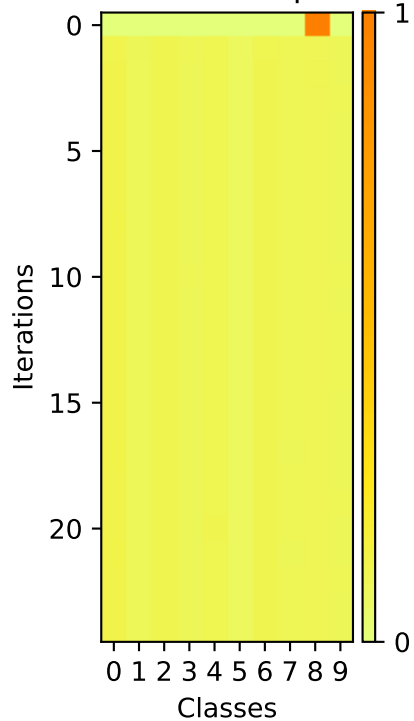
## Softmax Outputs



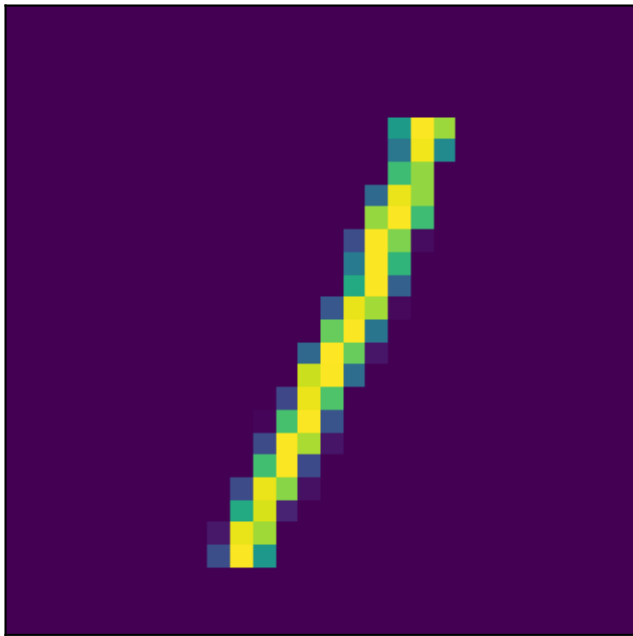
Image



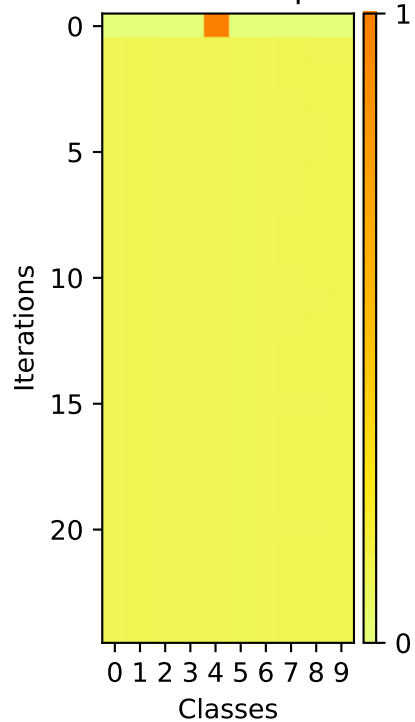
## Softmax Outputs



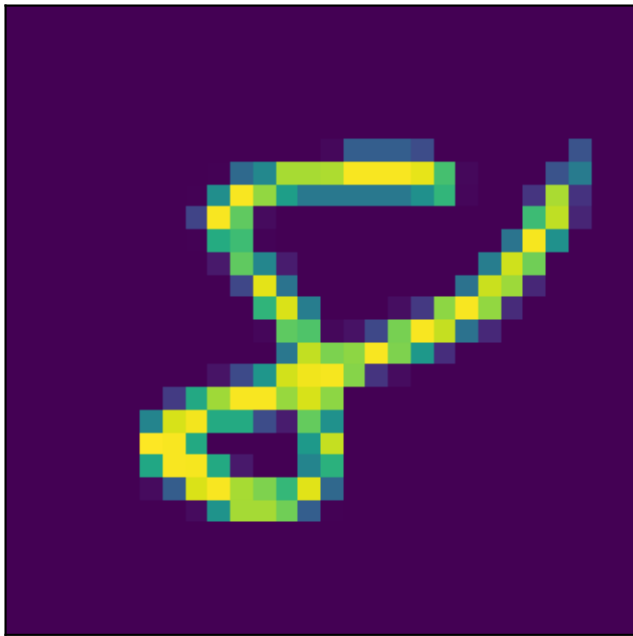
Image



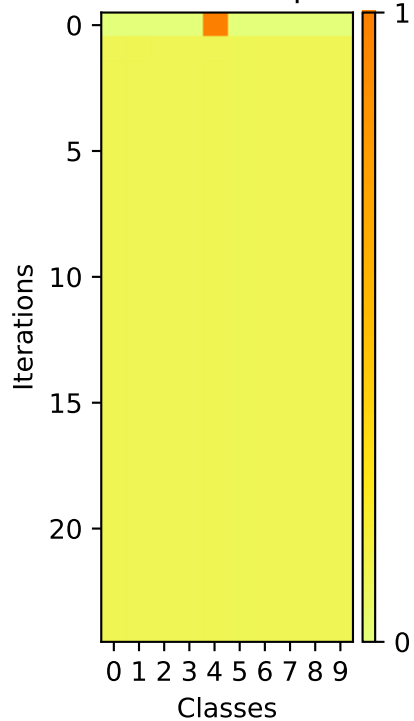
Softmax Outputs




Image

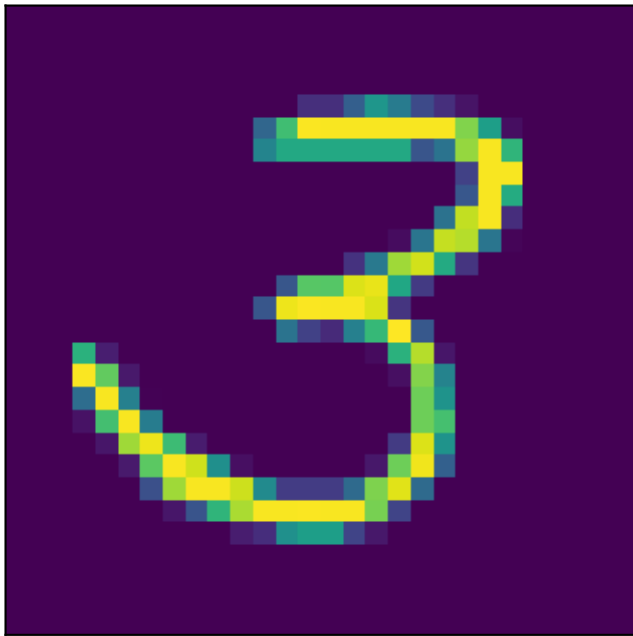


Softmax Outputs

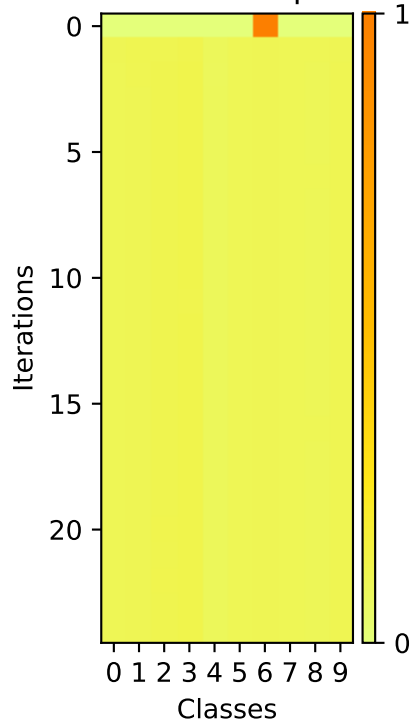




Image



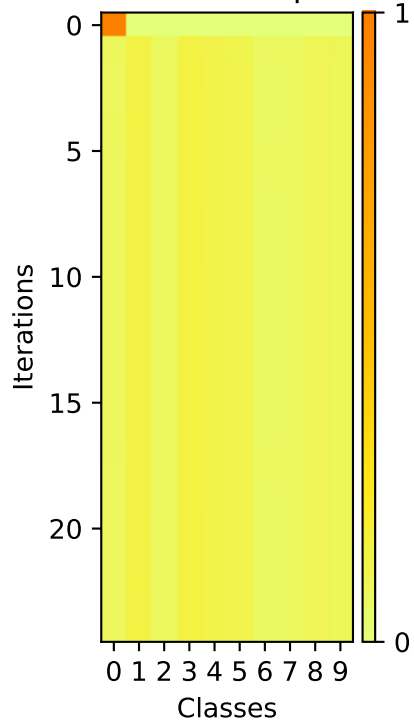
Softmax Outputs



Image



## Softmax Outputs

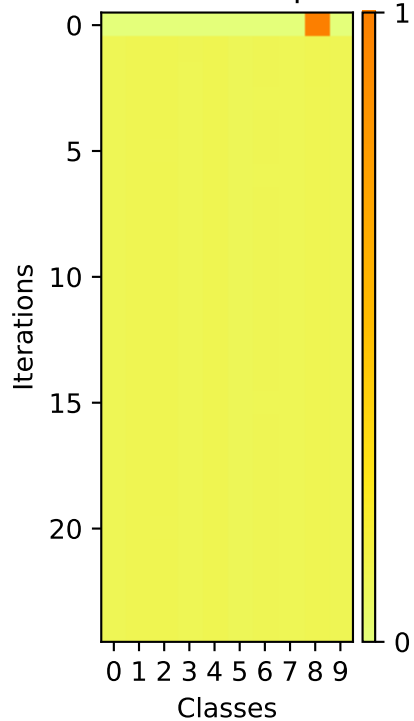




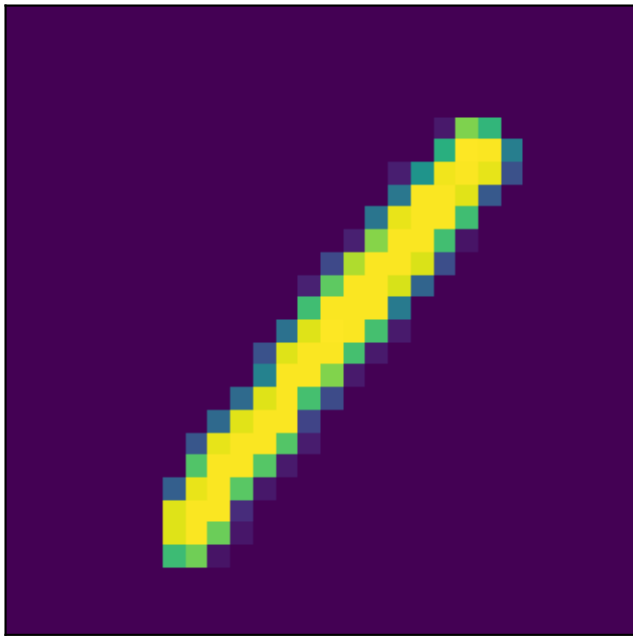
Image



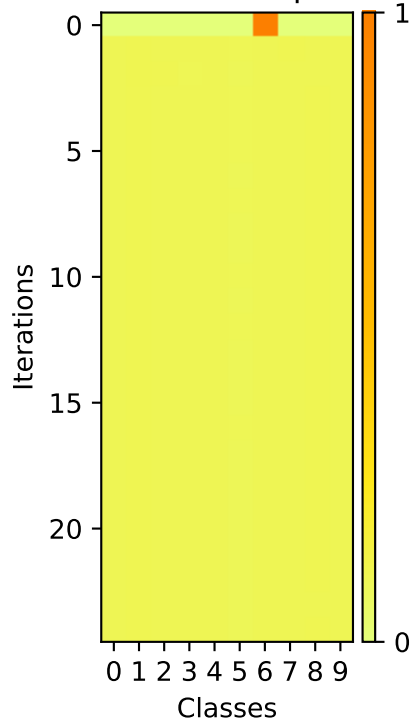
## Softmax Outputs



Image



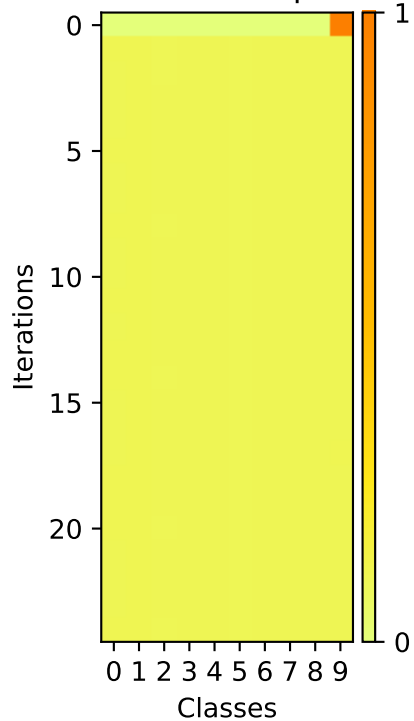
Softmax Outputs



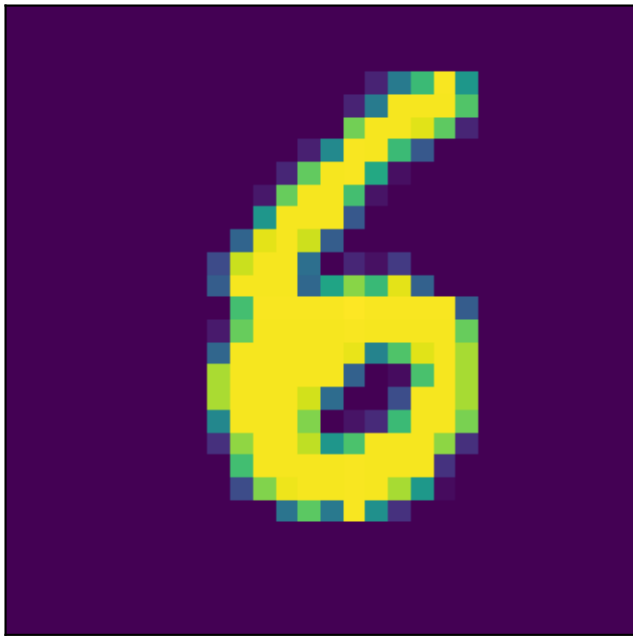
Image



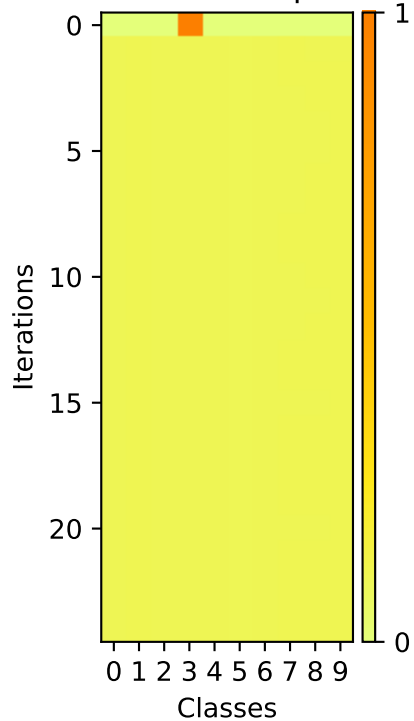
## Softmax Outputs



Image

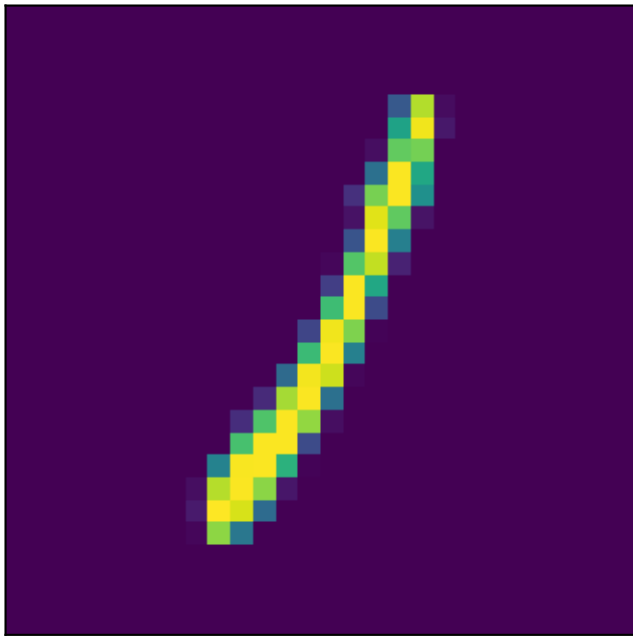


Softmax Outputs

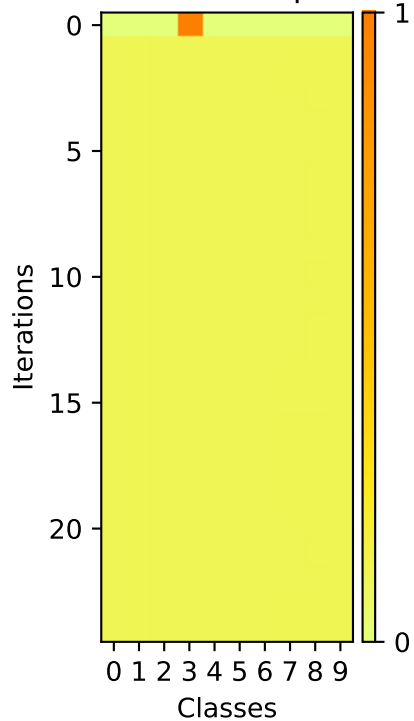




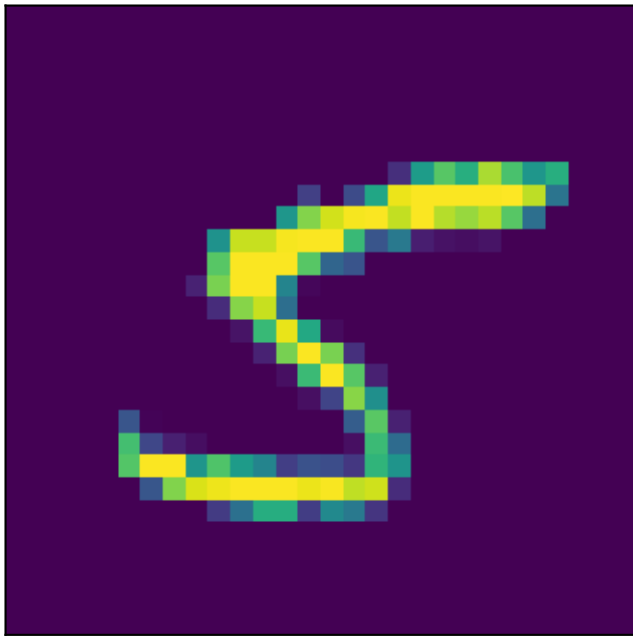
Image



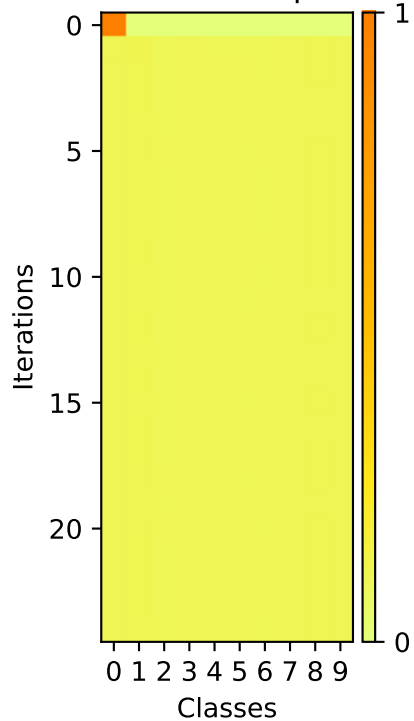
Softmax Outputs



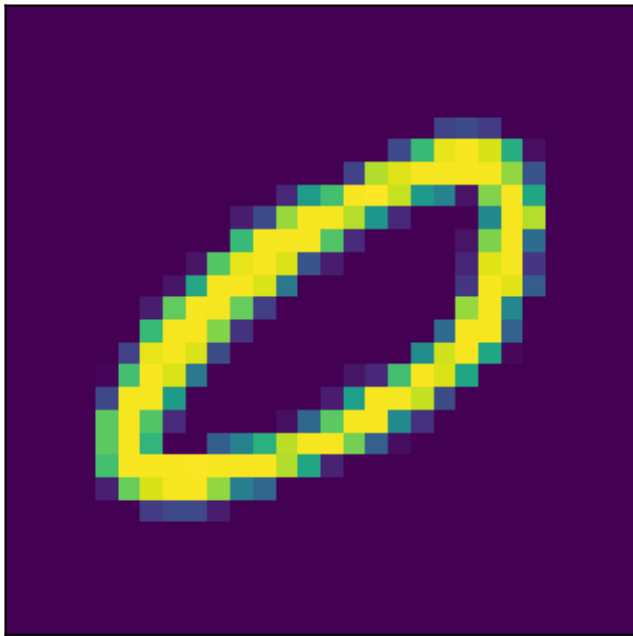
Image



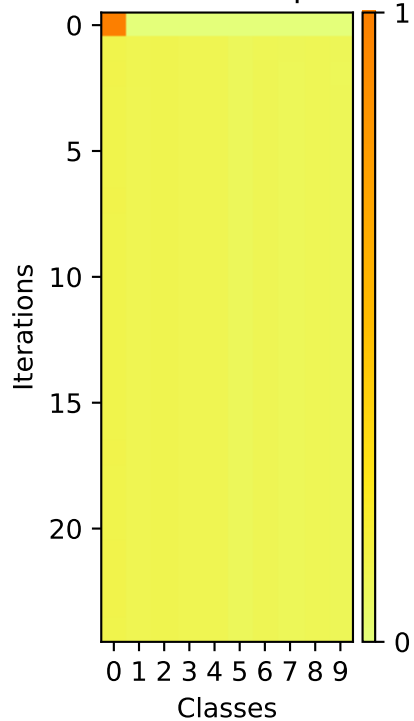
## Softmax Outputs



Image



## Softmax Outputs

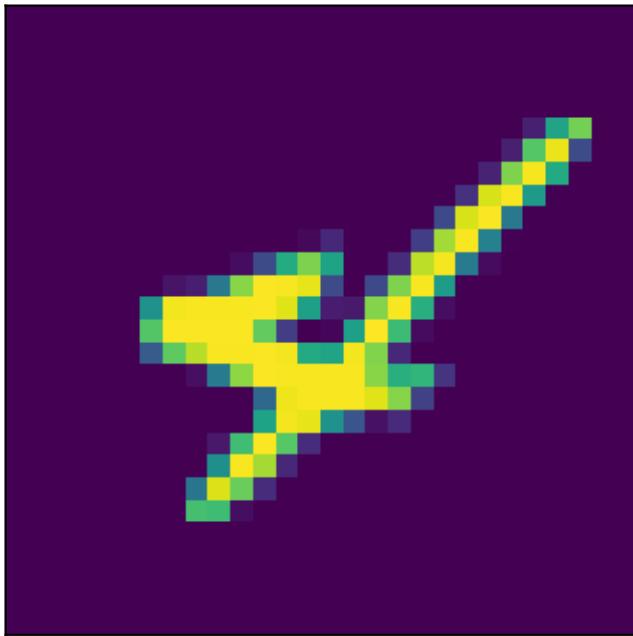




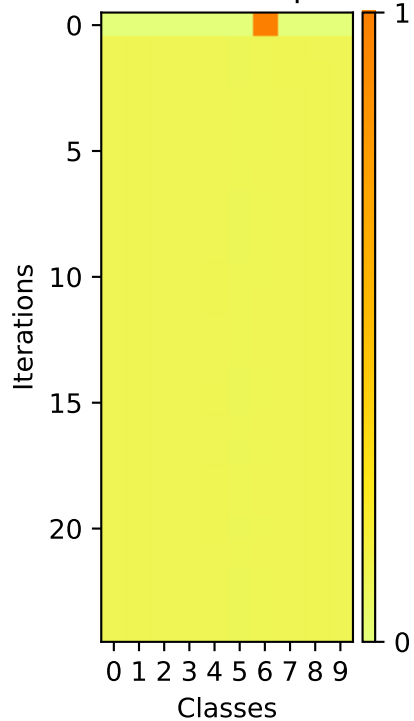
A pixelated yellow letter 'O' is centered on a dark purple background. The letter is composed of small squares in shades of yellow, light green, and blue, giving it a digital, blocky appearance. The background is a solid dark purple.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in loss starting around iteration 18, reaching a maximum of 1.0 by iteration 20.

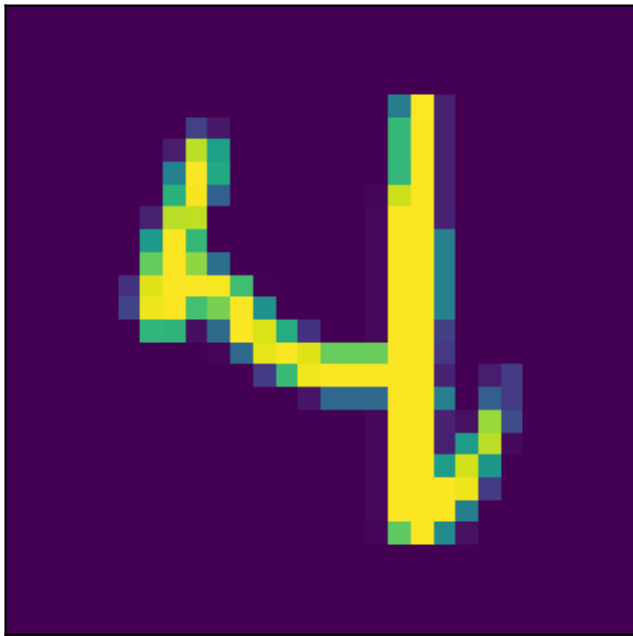
Image



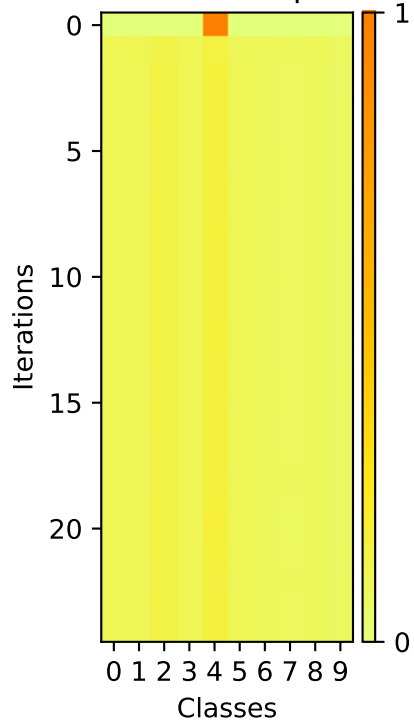
Softmax Outputs



Image



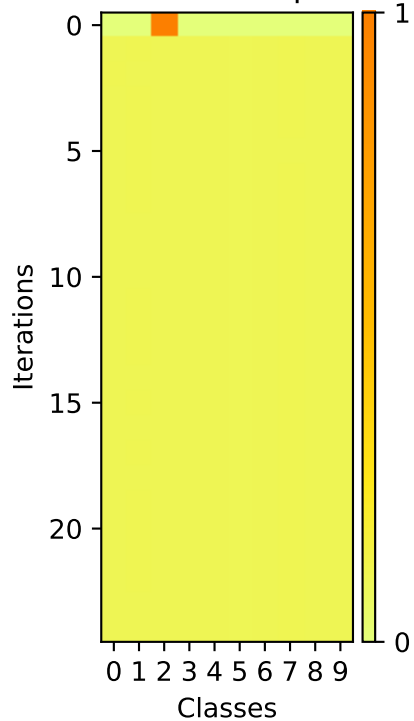
Softmax Outputs



Image

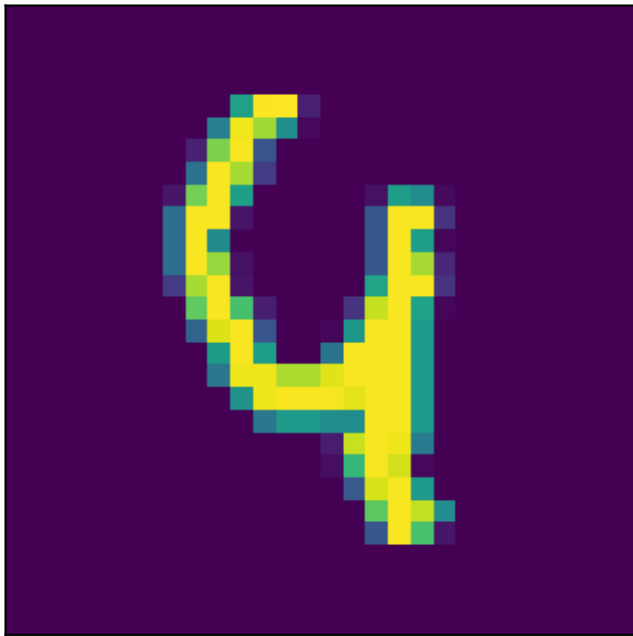


## Softmax Outputs

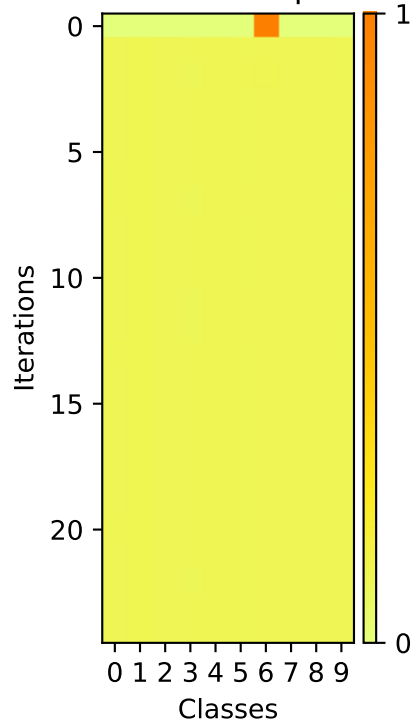


A pixelated yellow number 5 is centered on a dark purple background. The number is composed of small squares, with some squares being a lighter yellow or greenish-yellow, giving it a textured, digital appearance. The background is a solid, deep purple.

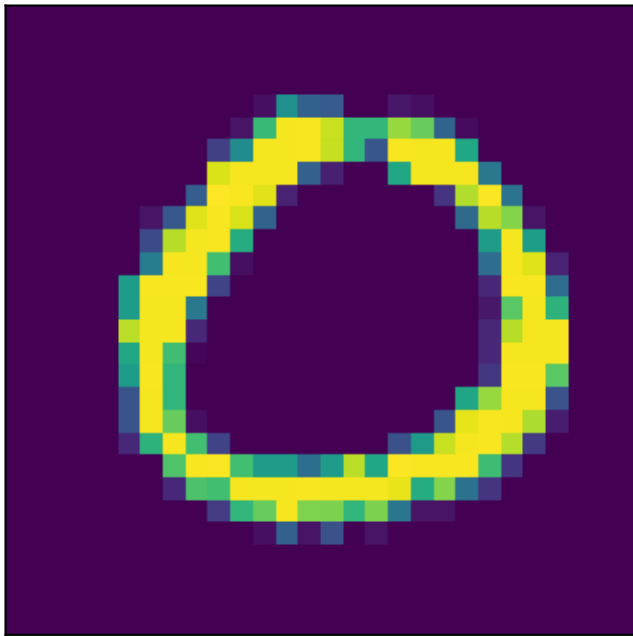
Image



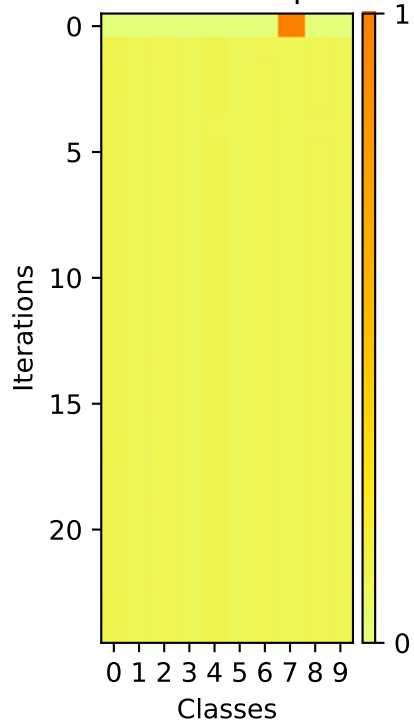
Softmax Outputs



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 textured, blocky appearance. The background is a solid, deep purple.

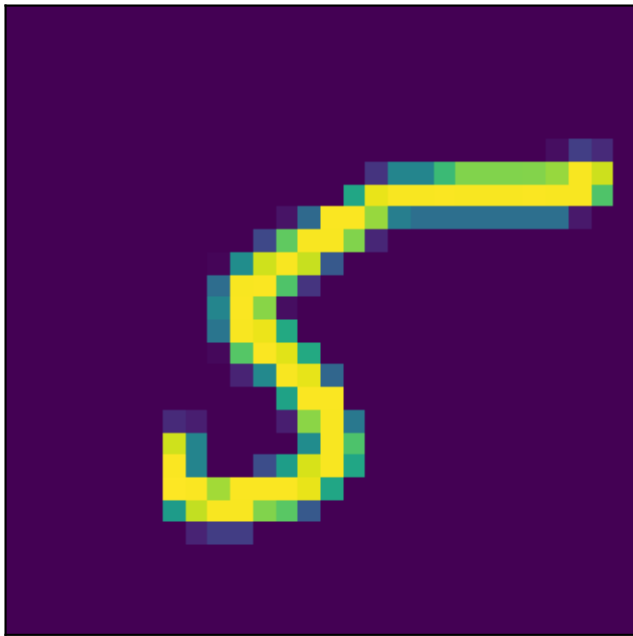
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp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



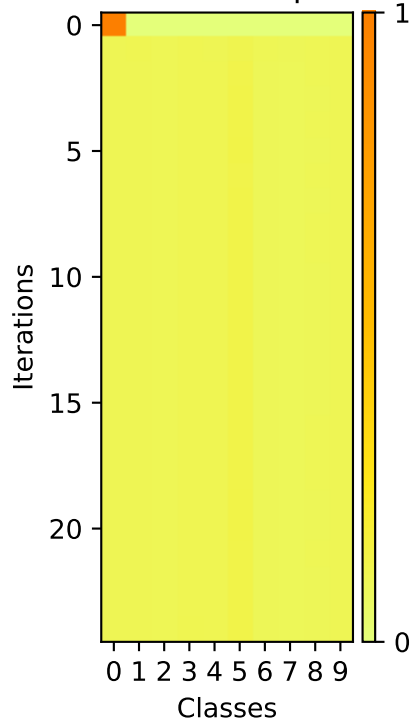
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

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

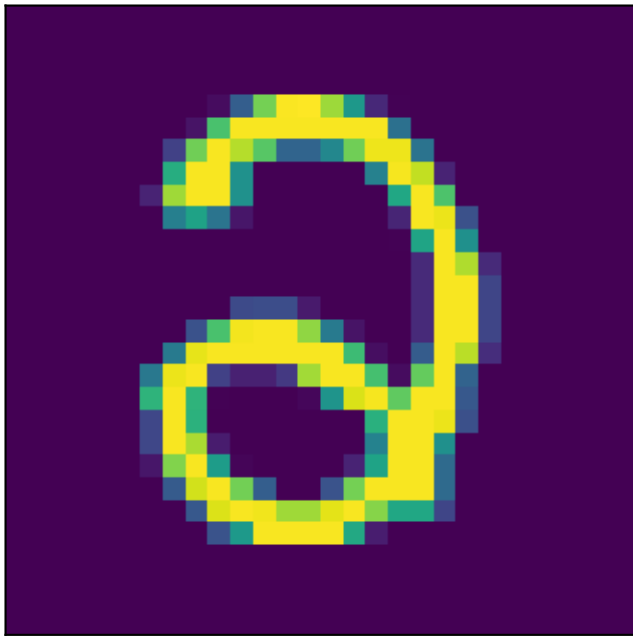
Image



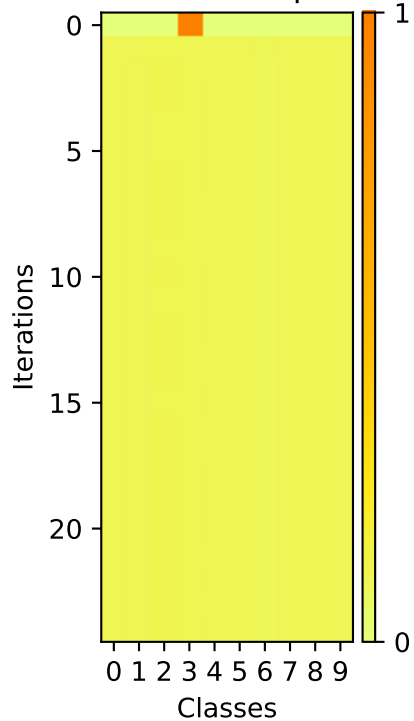
## Softmax Outputs



Image



Softmax Outputs



A pixelated yellow number 9 is centered on a dark purple background. The number is composed of yellow pixels, with some blue and green pixels interspersed, particularly around the edges and in the central void, giving it a noisy or glitched appearance.

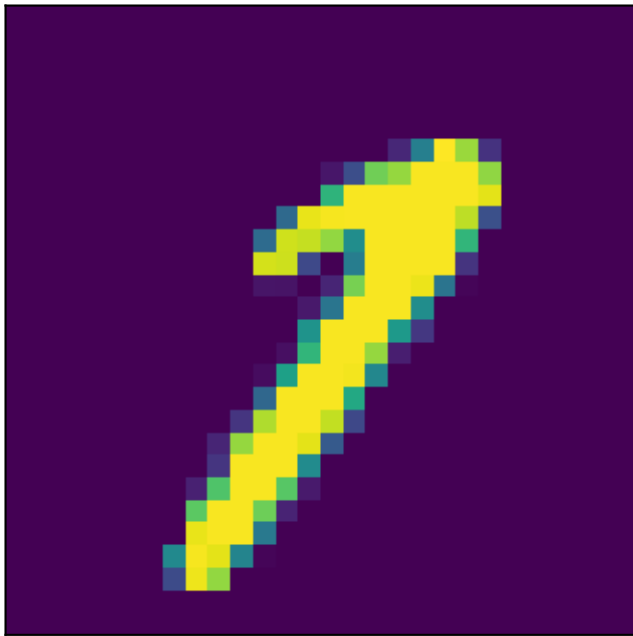
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a long, thin neck and a rounded head, with some internal details visible in a darker shade.

A pixelated, low-resolution image of the letter 'Q' in yellow and green on a dark purple background. The letter is composed of large, square pixels, giving it a blocky appearance. The 'Q' is formed by a yellow outline with green pixels filling in some of the areas, particularly around the top and right sides. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed character.

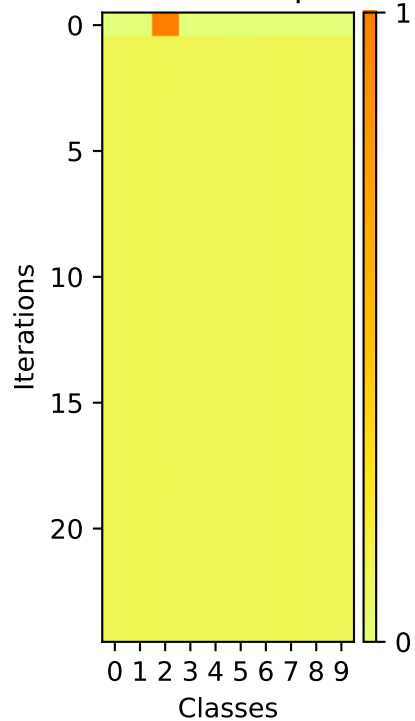
A heatmap showing the evolution of the matrix of the linear system over iterations (Y-axis, 0 to 20) and classes (X-axis, 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0. A small, dark orange square is visible at iteration 0, class 2, indicating a value near 1.

A pixelated yellow number 5 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. It is positioned in the lower-left quadrant of the image.

Image

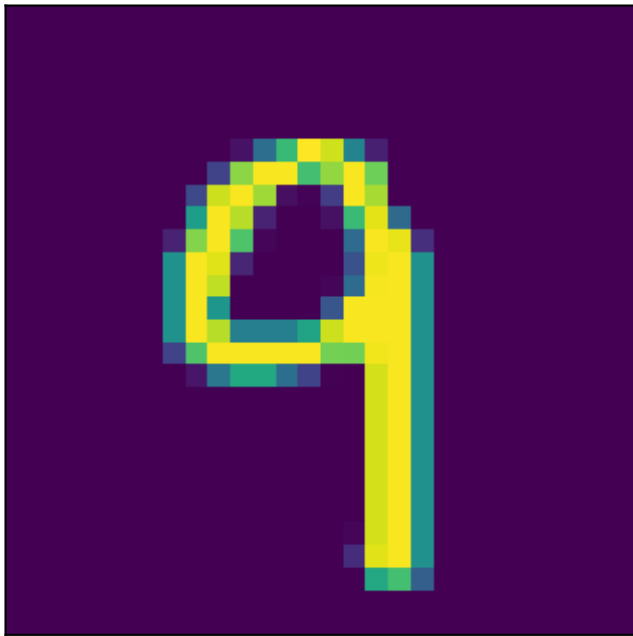


## Softmax Outputs

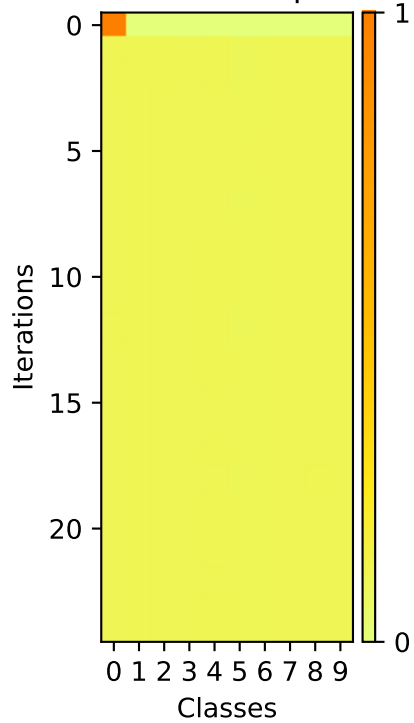




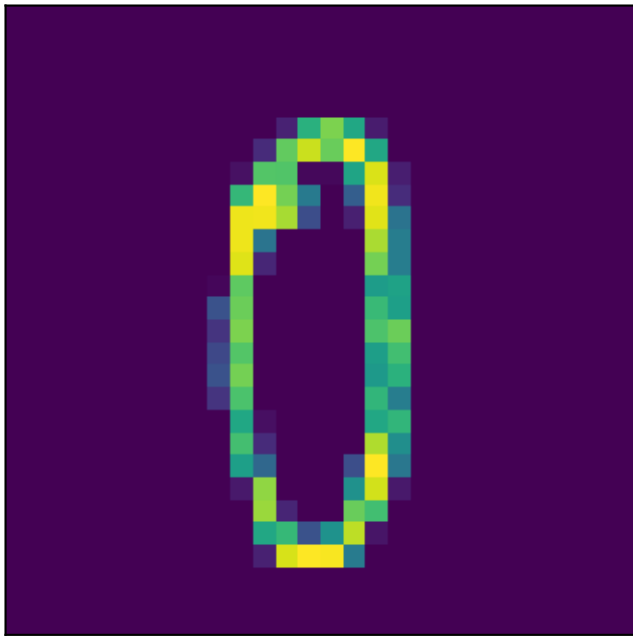
Image



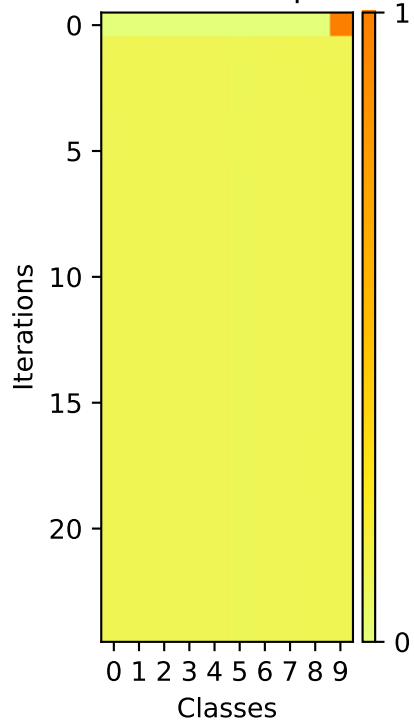
## Softmax Outputs



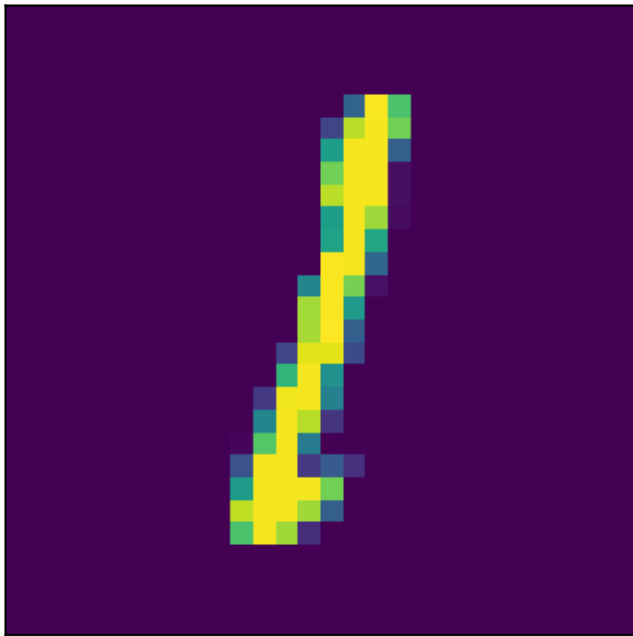
Image



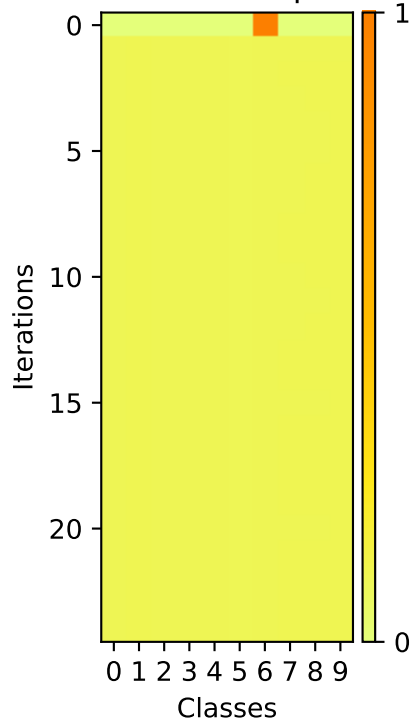
## Softmax Outputs



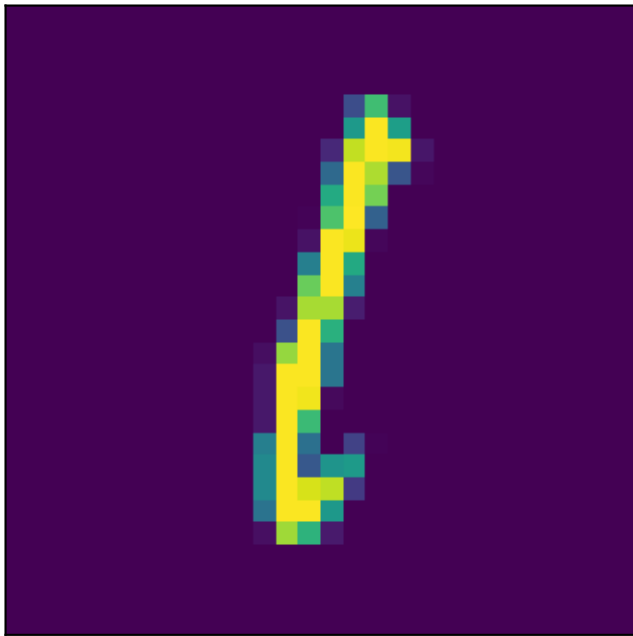
Image



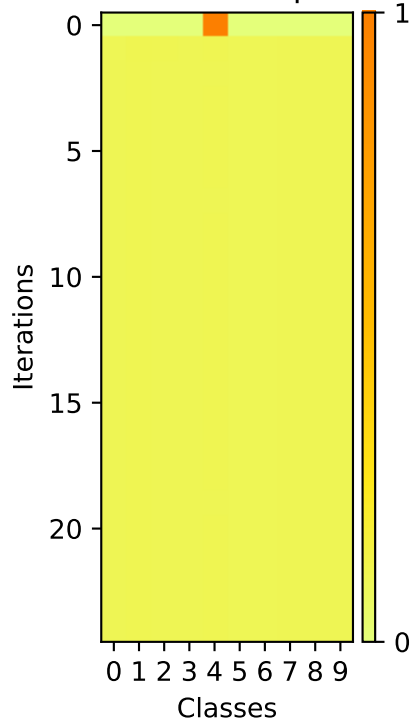
Softmax Outputs



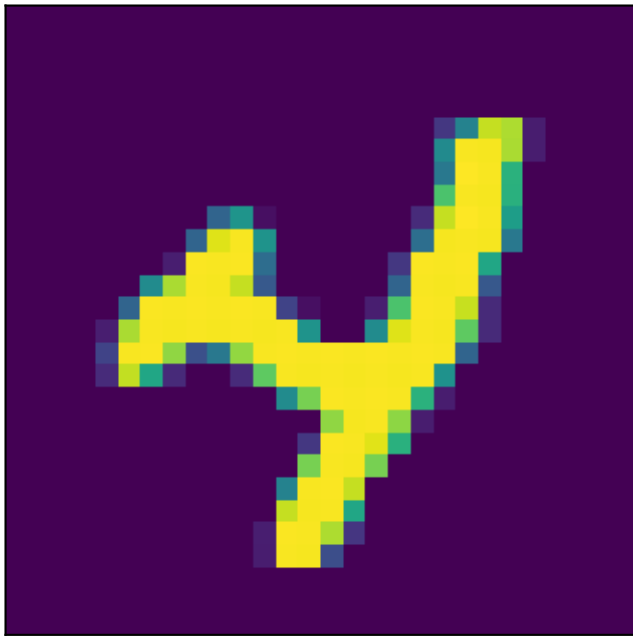
Image



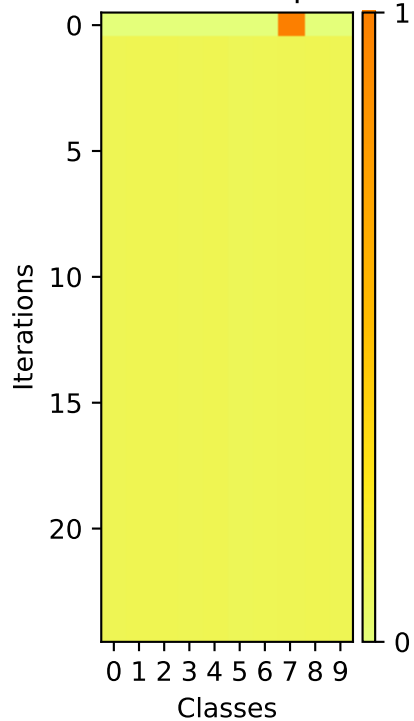
Softmax Outputs



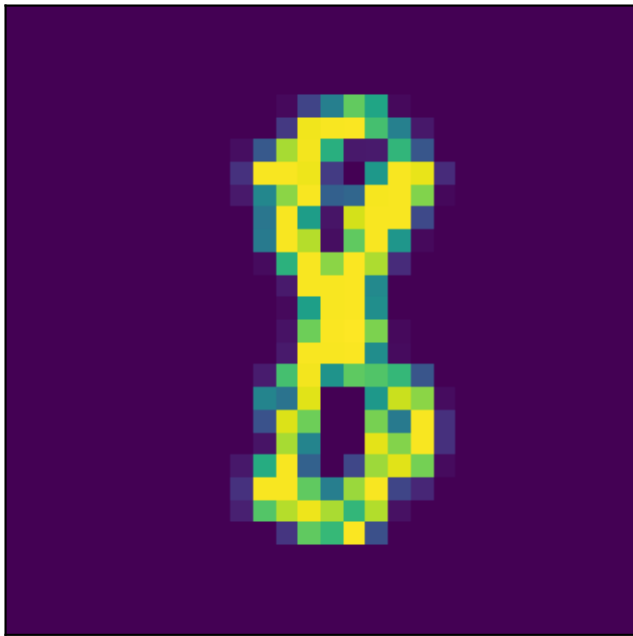
Image



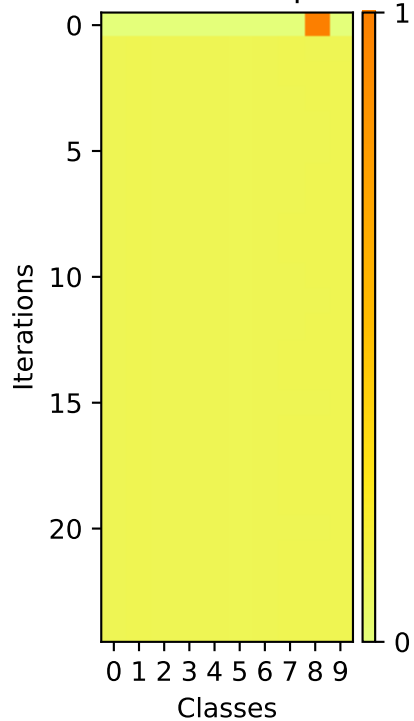
Softmax Outputs



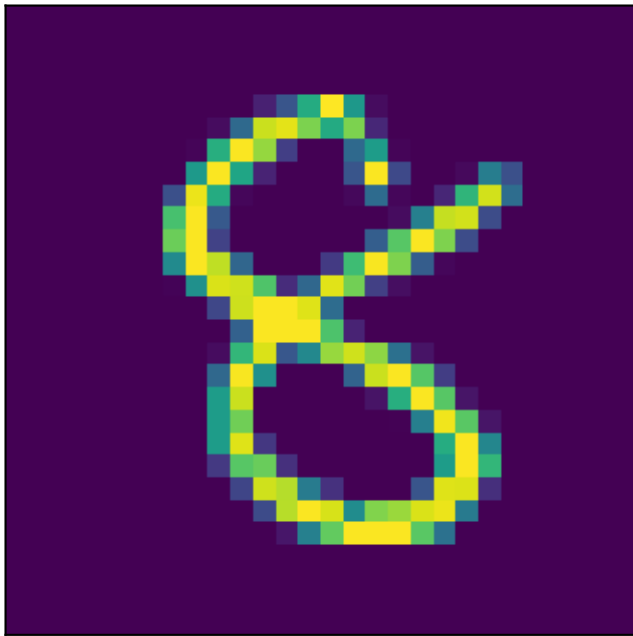
Image



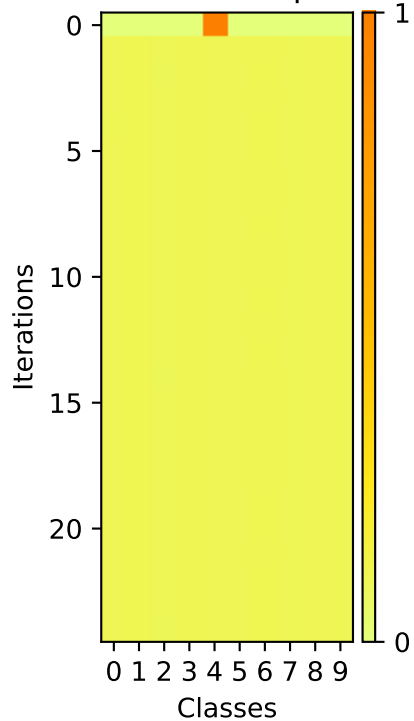
## Softmax Outputs



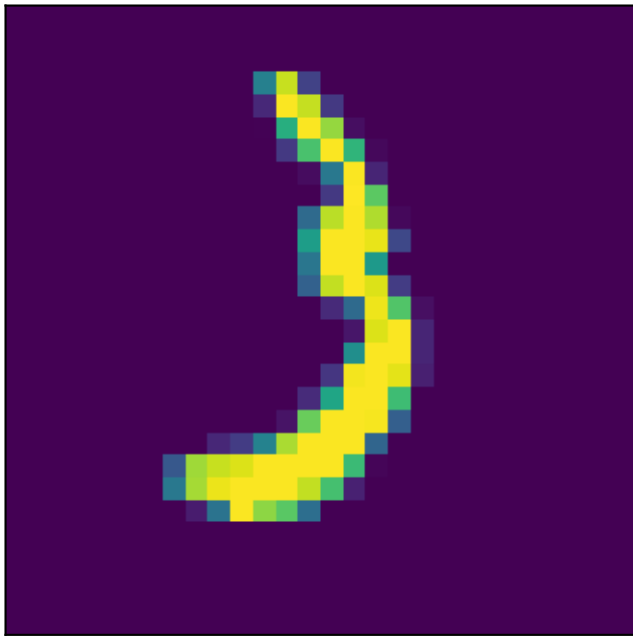
Image



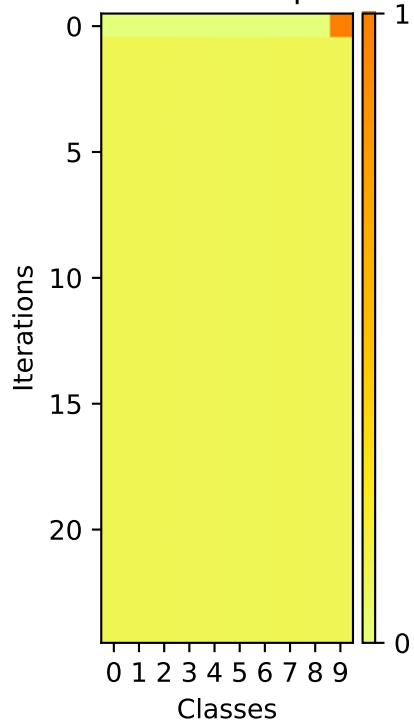
Softmax Outputs



Image



## Softmax Outputs

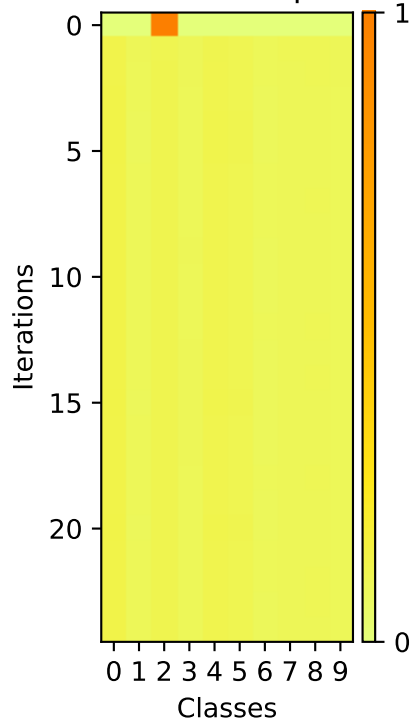




Image



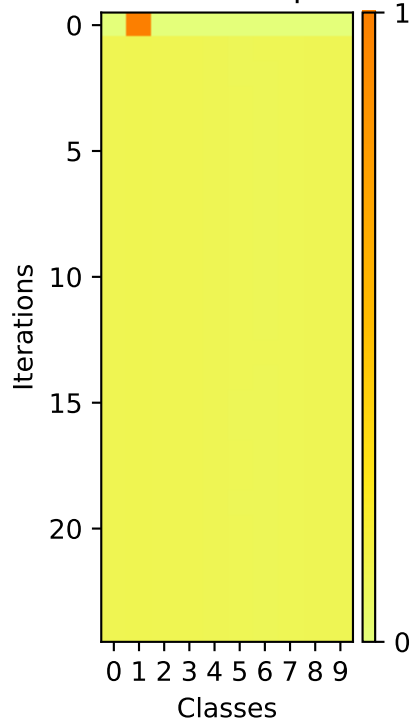
## Softmax Outputs



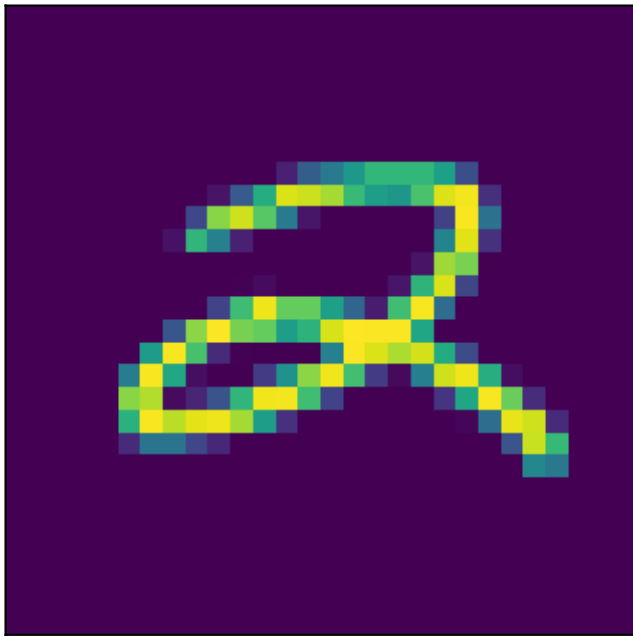
Image



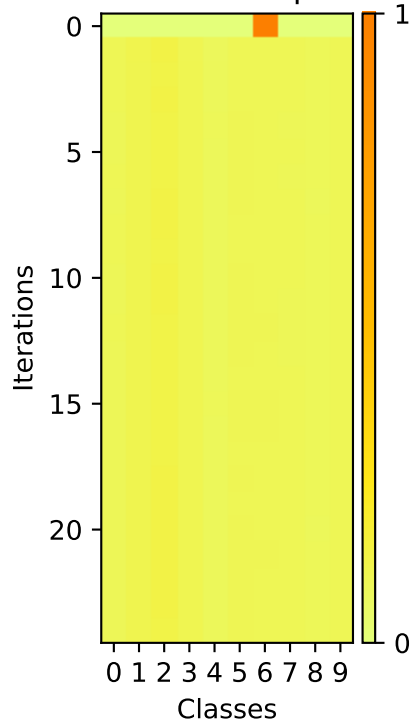
## Softmax Outputs



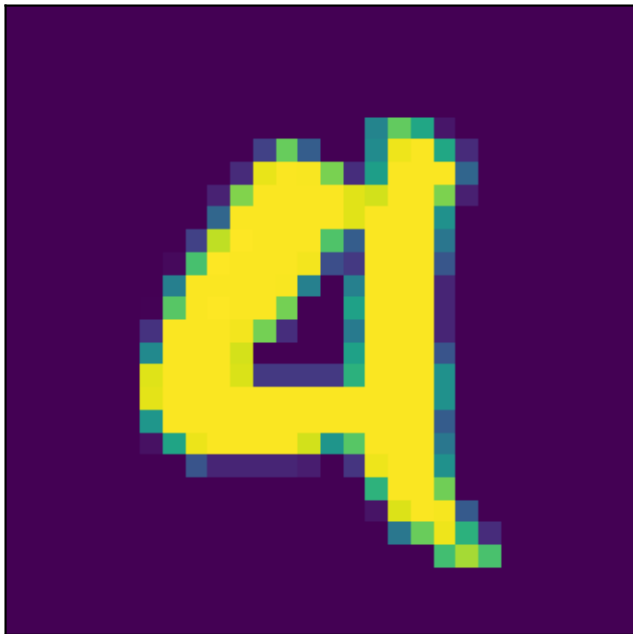
Image



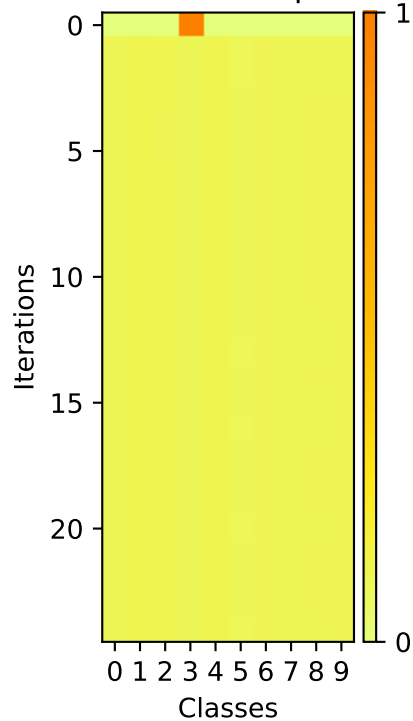
Softmax Outputs



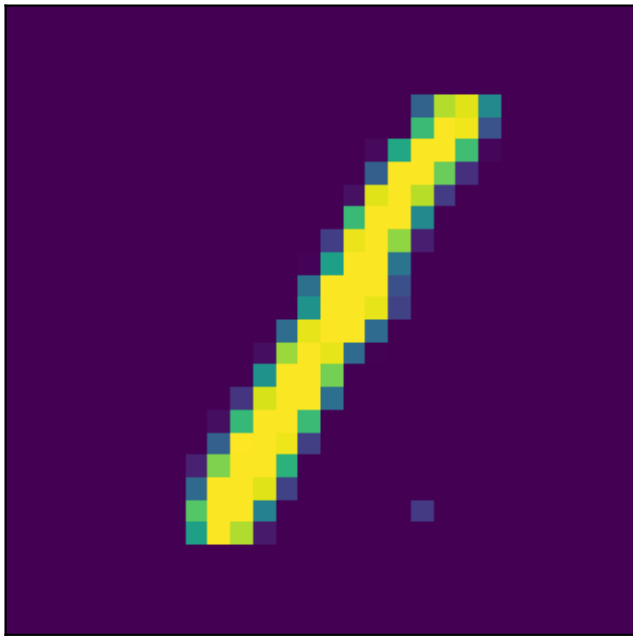
Image



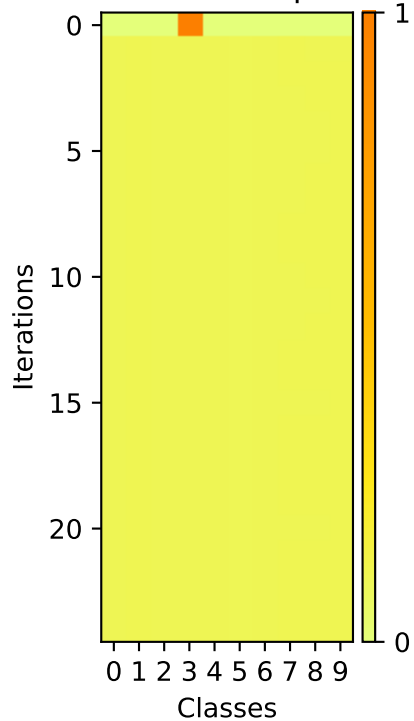
Softmax Outputs



Image

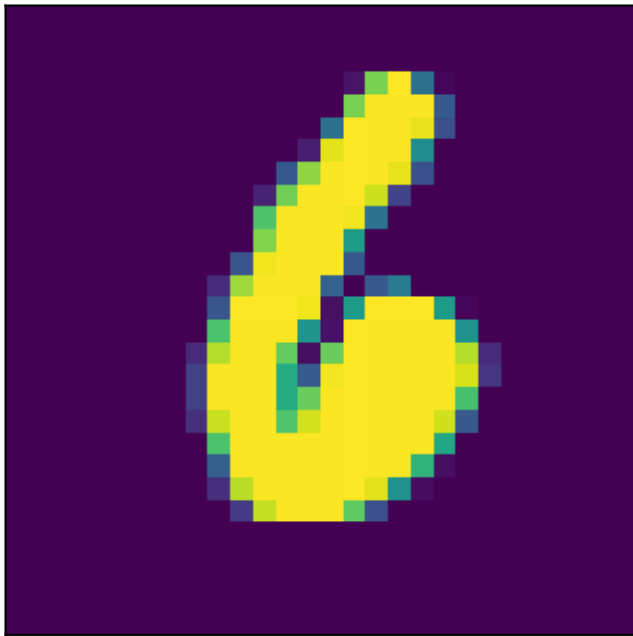


Softmax Outputs

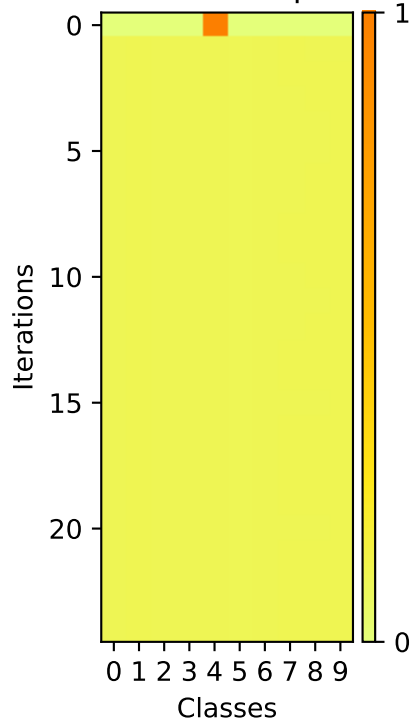


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or 'glowing' appearance. The background is a solid, deep purple.

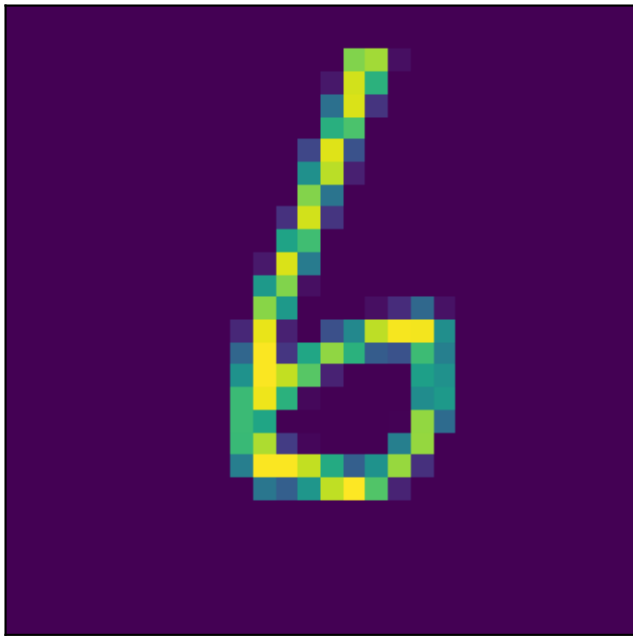
Image



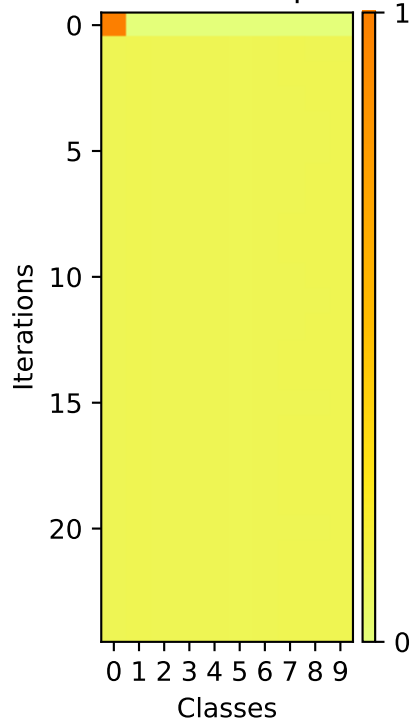
Softmax Outputs



Image



## Softmax Outputs

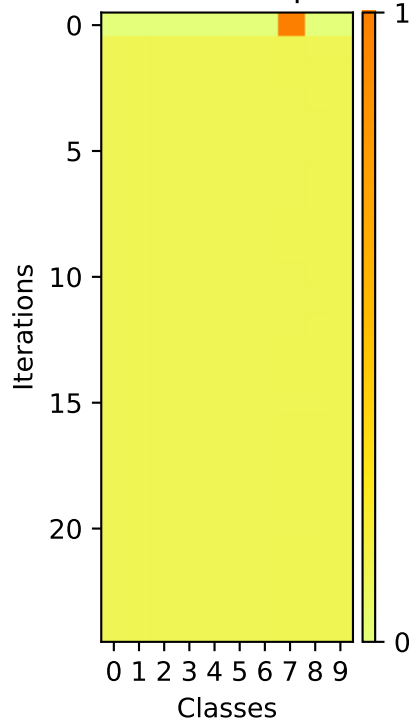




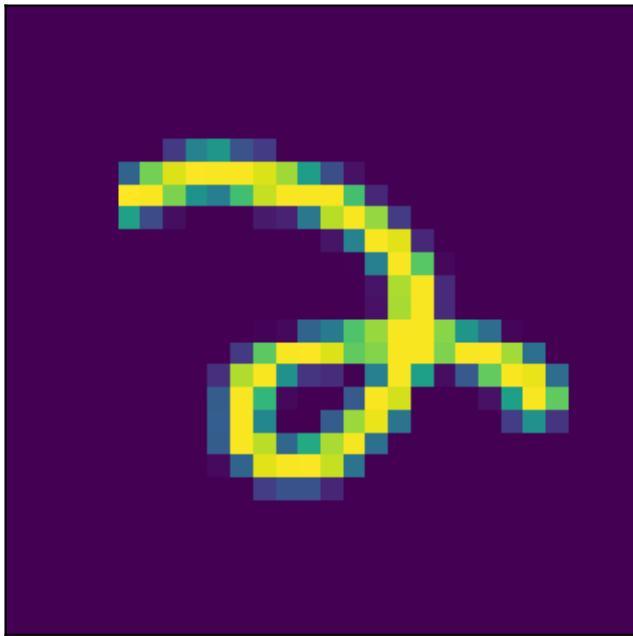
Image



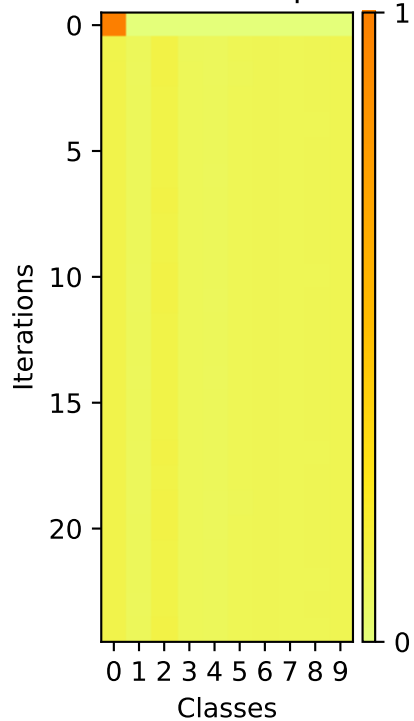
Softmax Outputs



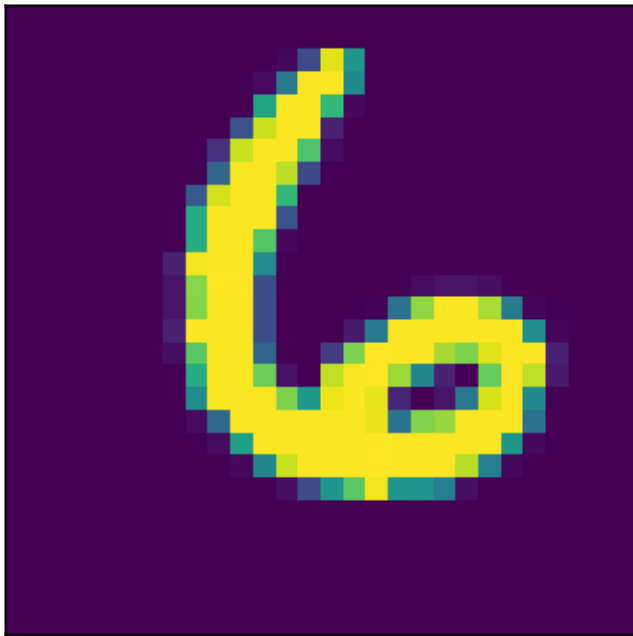
Image



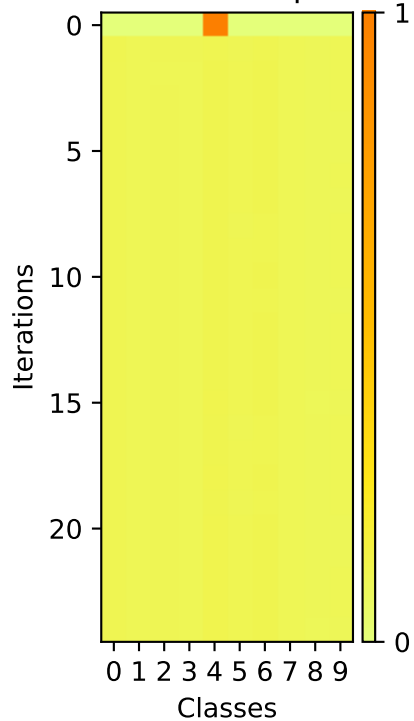
## Softmax Outputs



Image



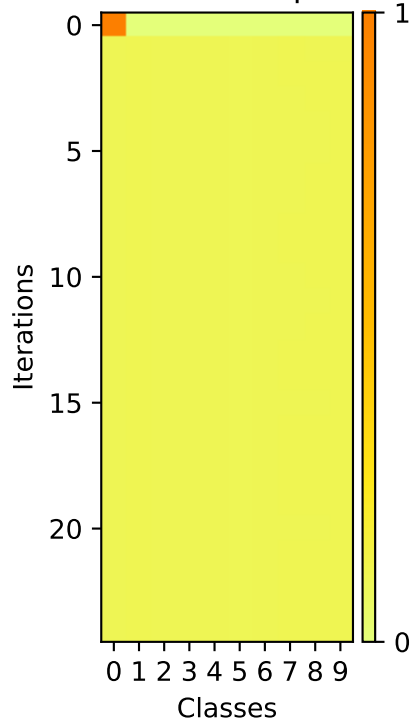
Softmax Outputs



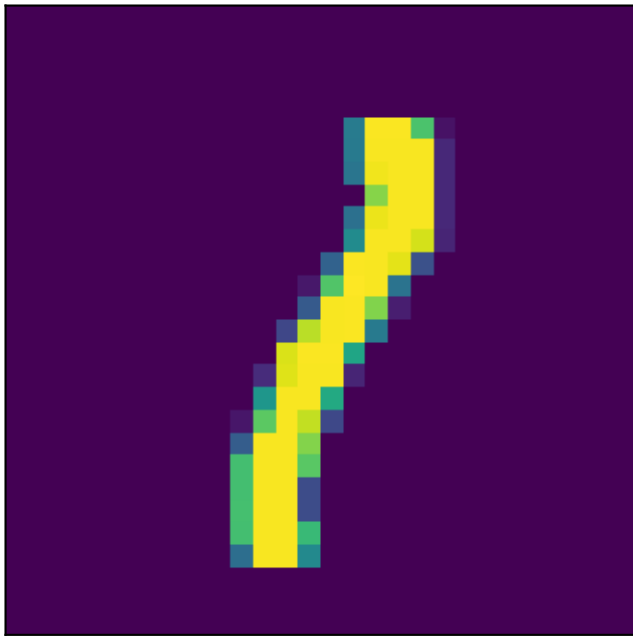
Image



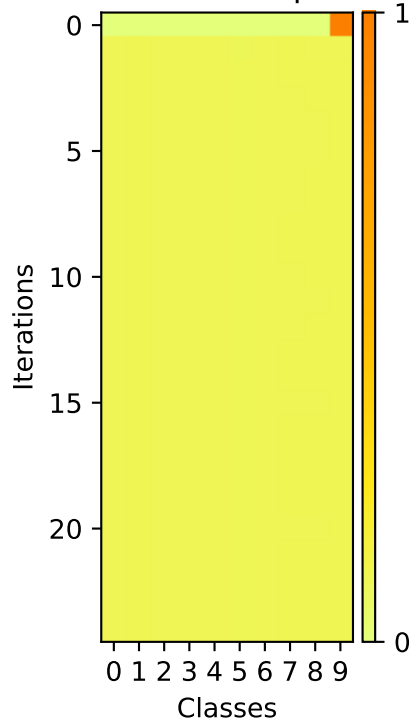
## Softmax Outputs



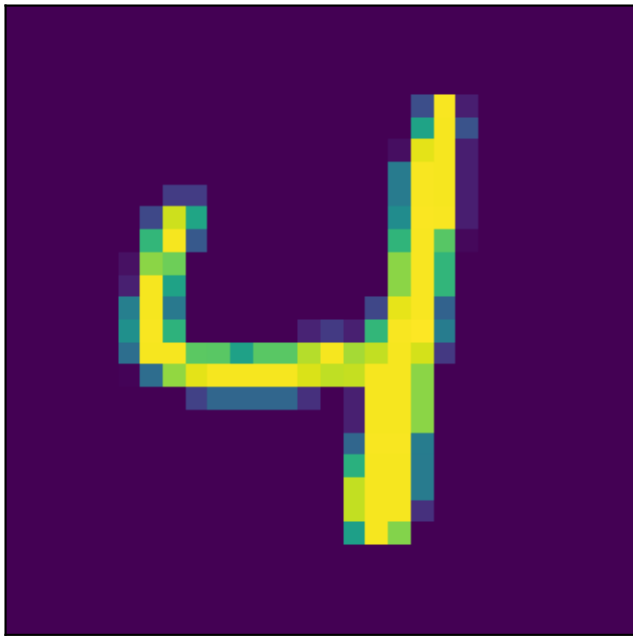
Image



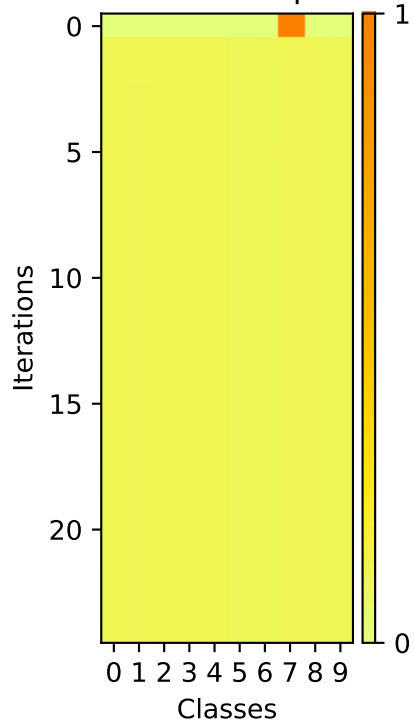
## Softmax Outputs



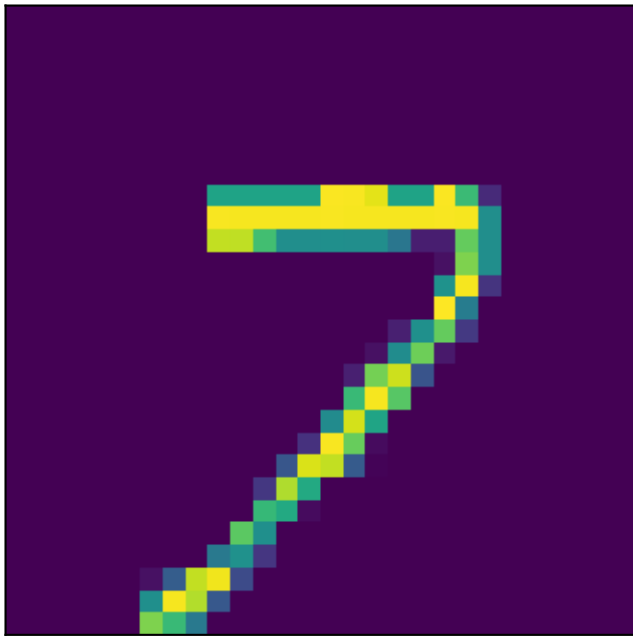
Image



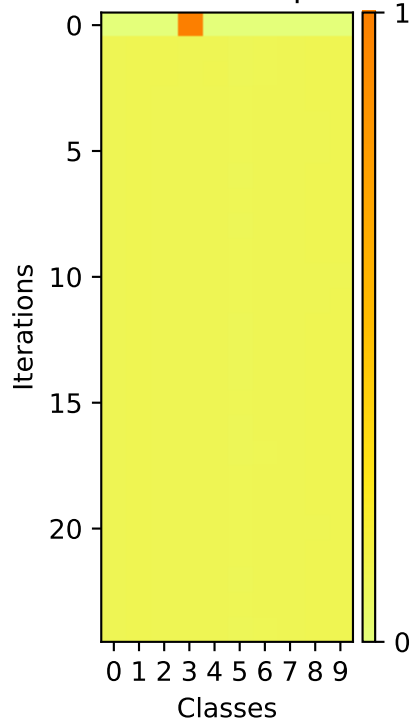
Softmax Outputs



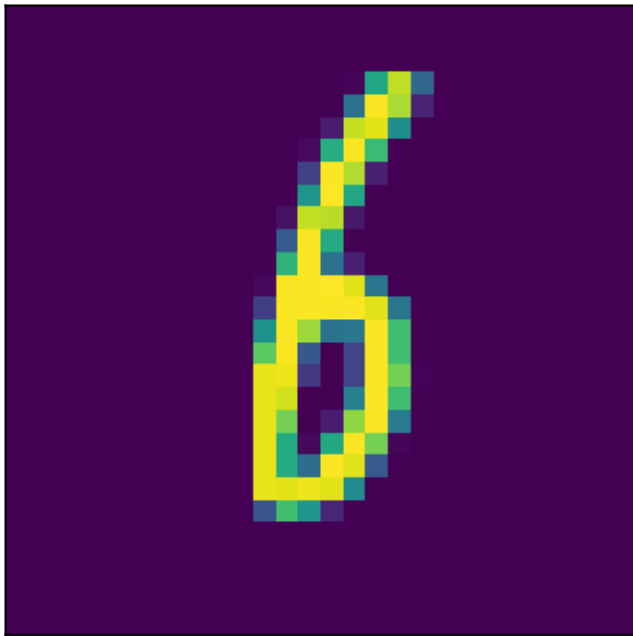
Image



Softmax Outputs



Image



Softmax Outputs

