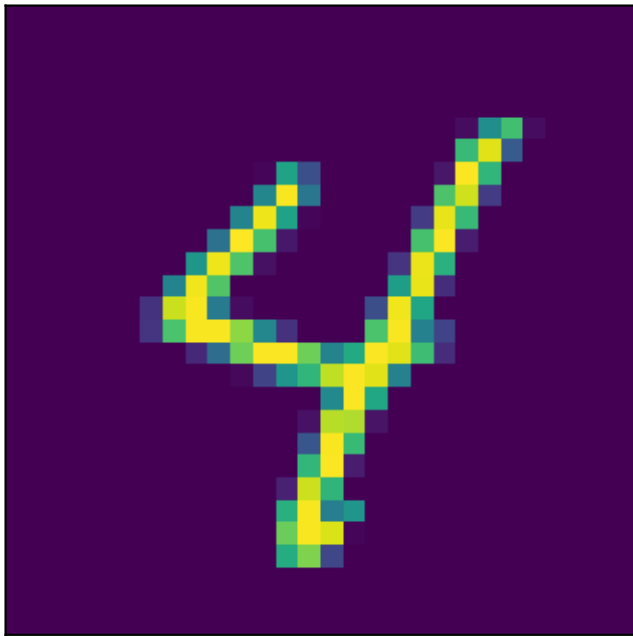
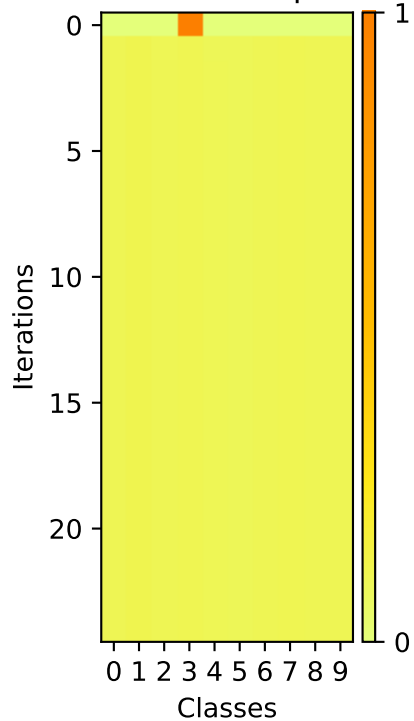


Image



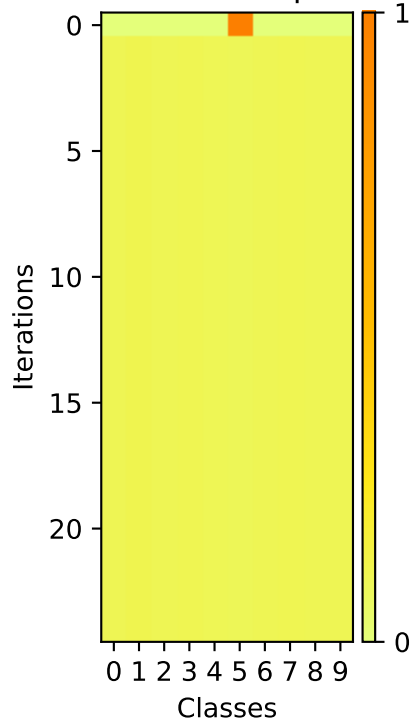
Softmax Outputs



Image



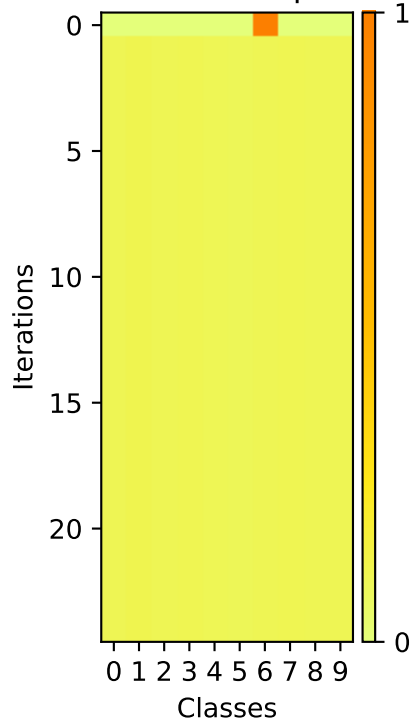
Softmax Outputs



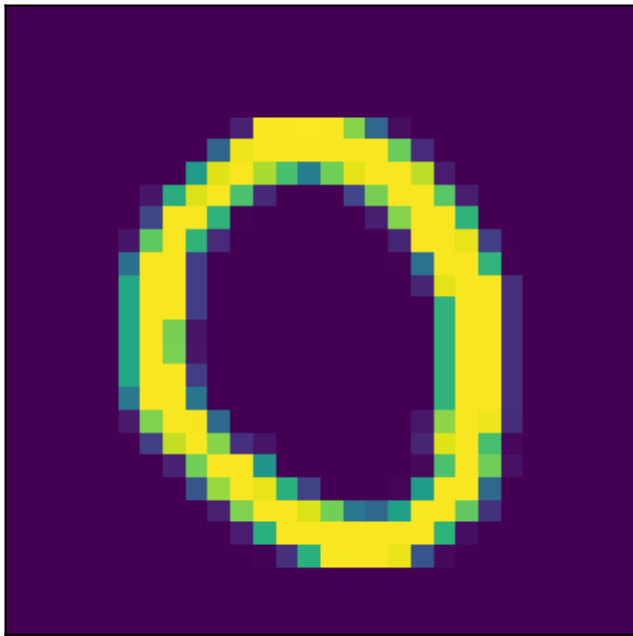
Image



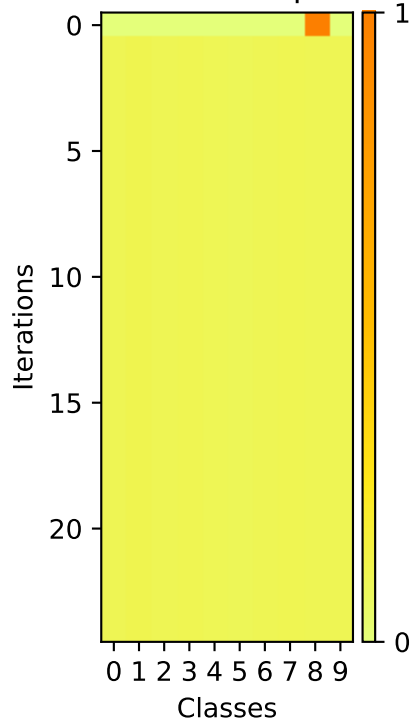
Softmax Outputs



Image

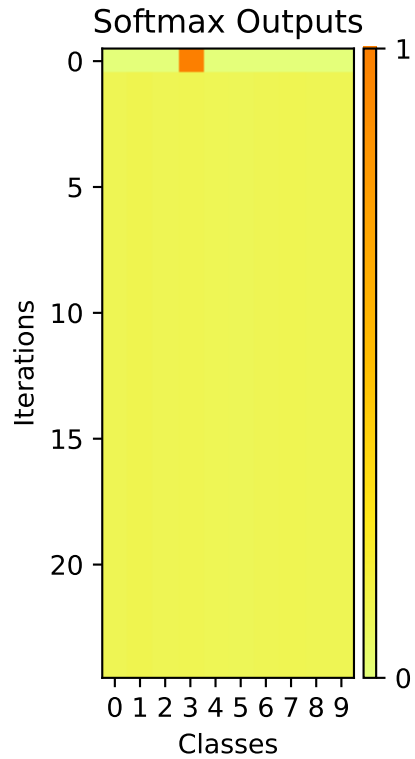


Softmax Outputs



A pixelated yellow number 4 is centered on a dark purple background. The number is composed of bright yellow pixels with some light blue and green pixels at the edges, giving it a digital, blocky appearance.

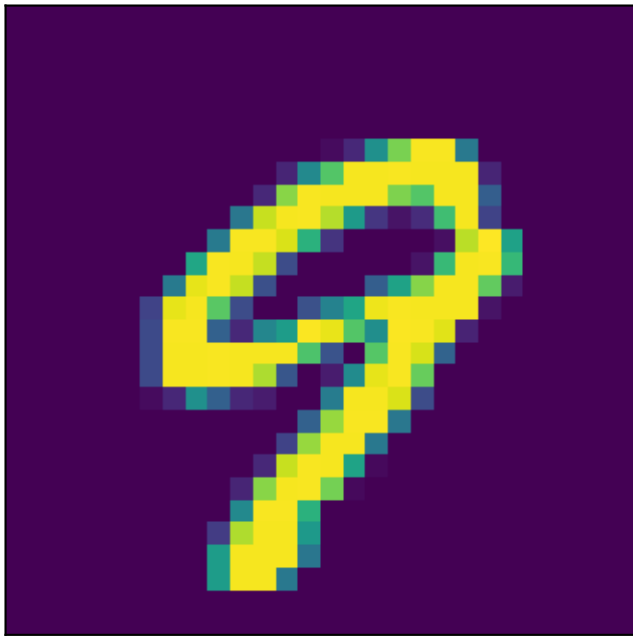
A pixelated yellow number 5 on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue, giving it a digital or retro aesthetic. It is positioned in the lower-left quadrant of the image.



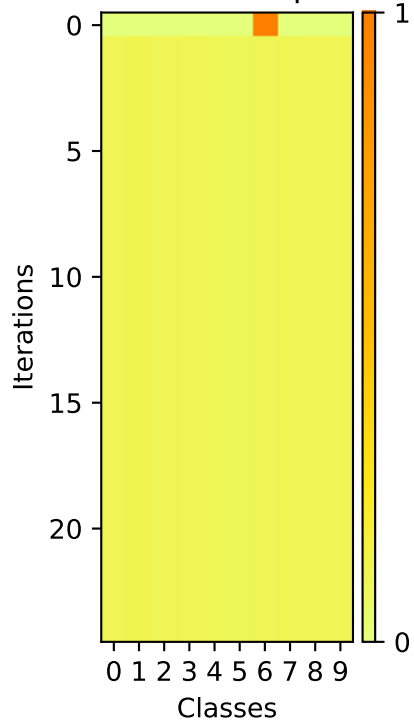
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small, square pixels in shades of yellow, light blue, and dark blue, arranged in a roughly vertical, slightly curved pattern. The overall effect is reminiscent of a digital glitch or a low-quality scan of a logo.

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

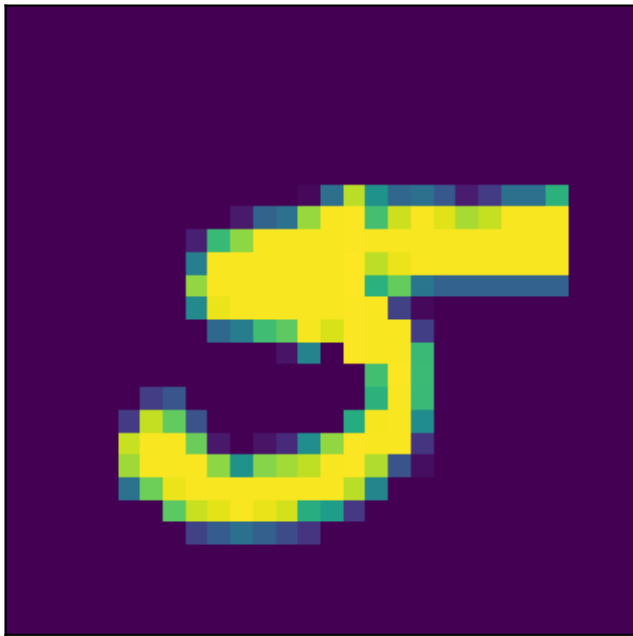
Image



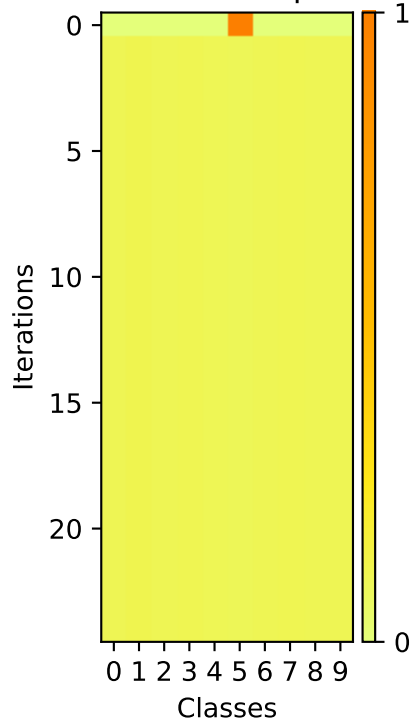
Softmax Outputs



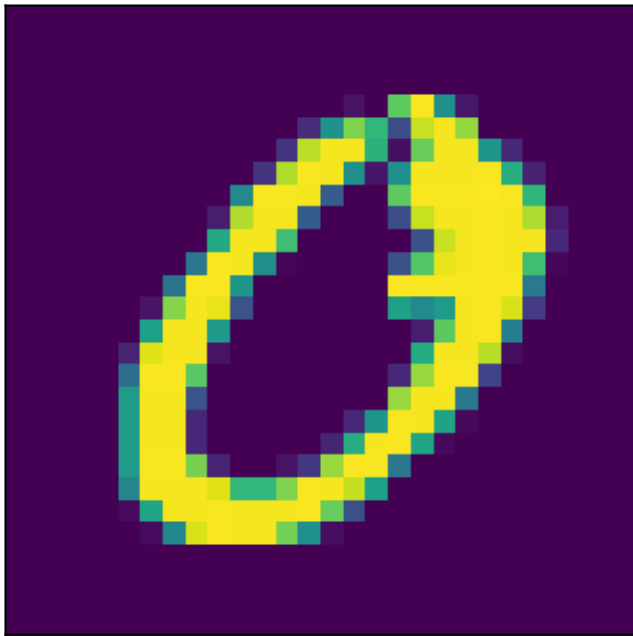
Image



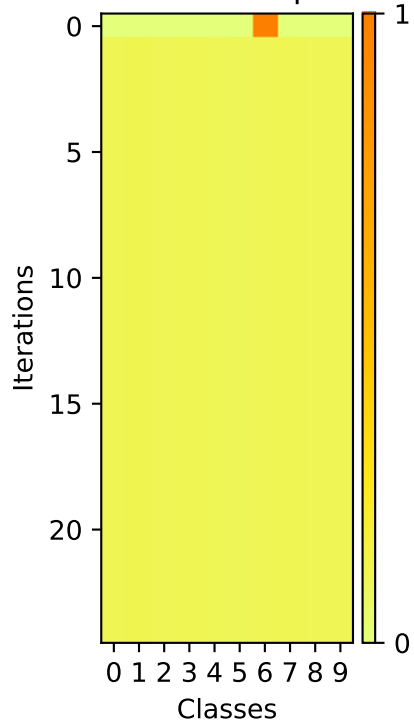
Softmax Outputs



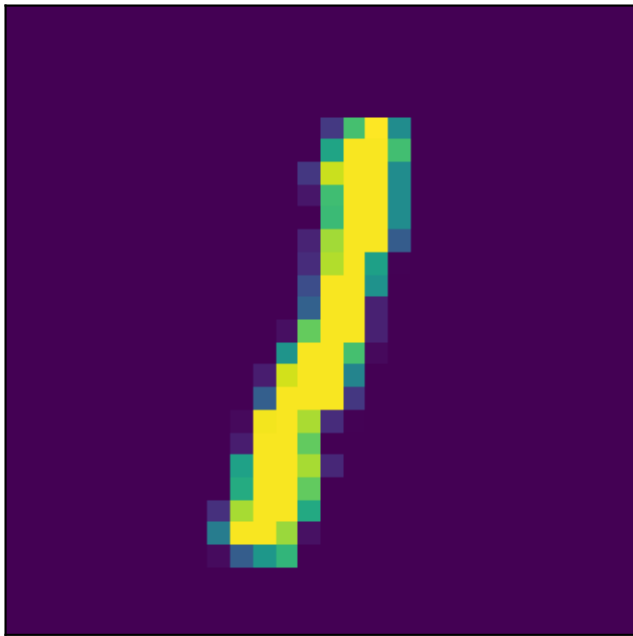
Image



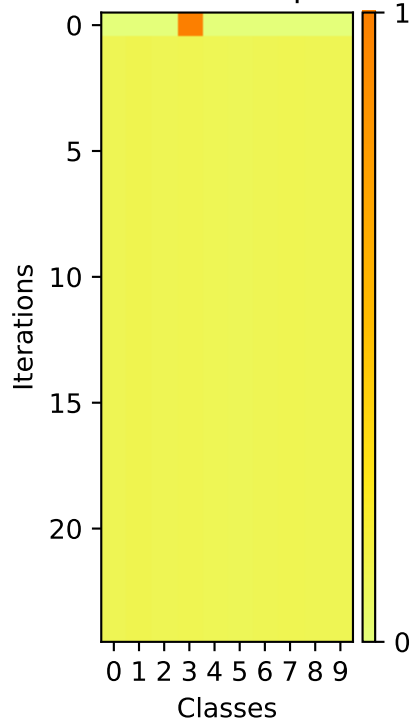
Softmax Outputs



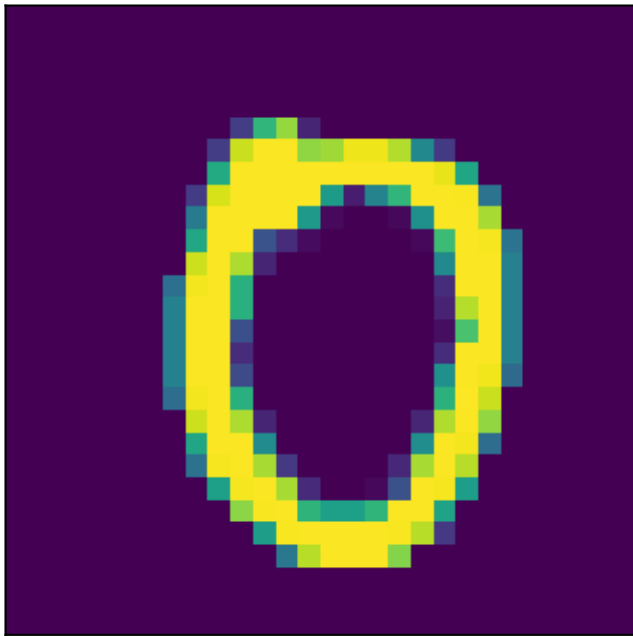
Image



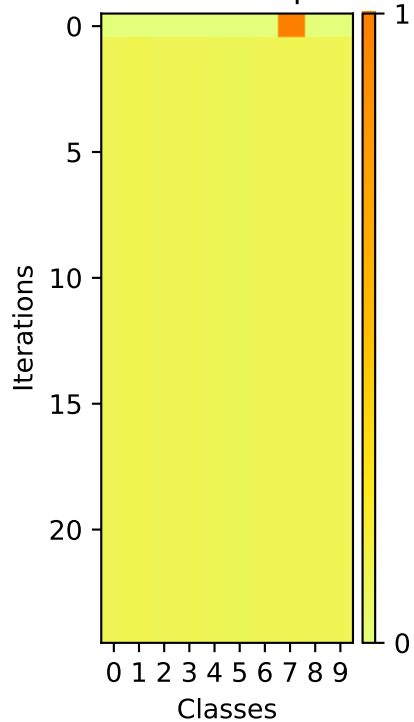
Softmax Outputs



Image

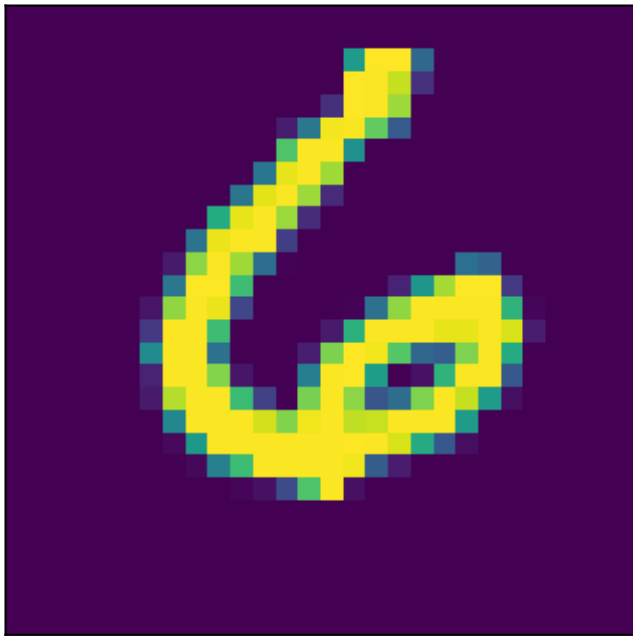


Softmax Outputs

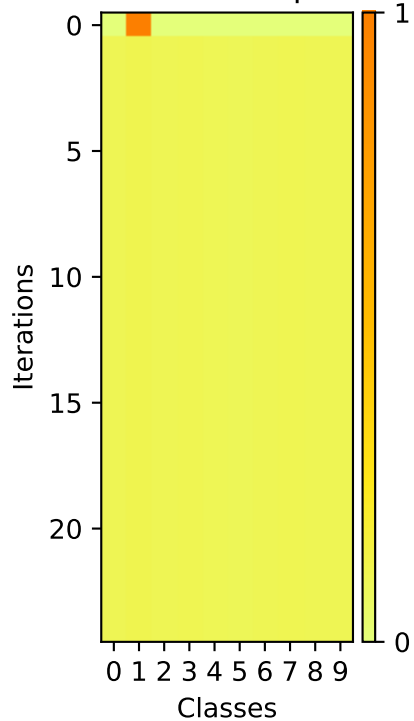


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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

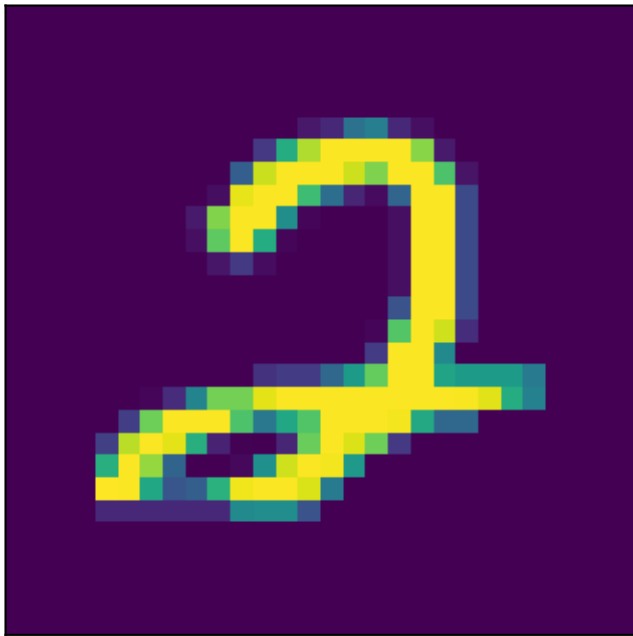
Image



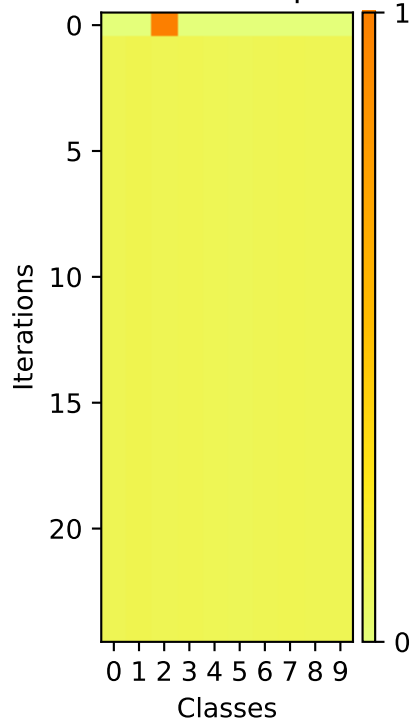
Softmax Outputs



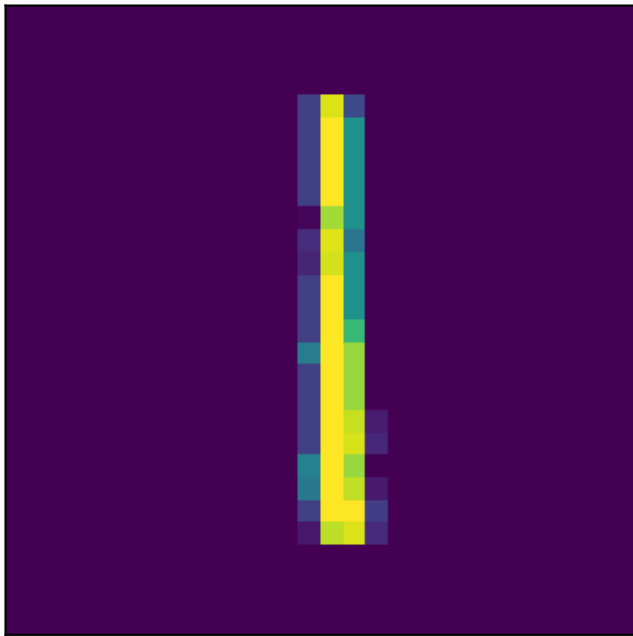
Image



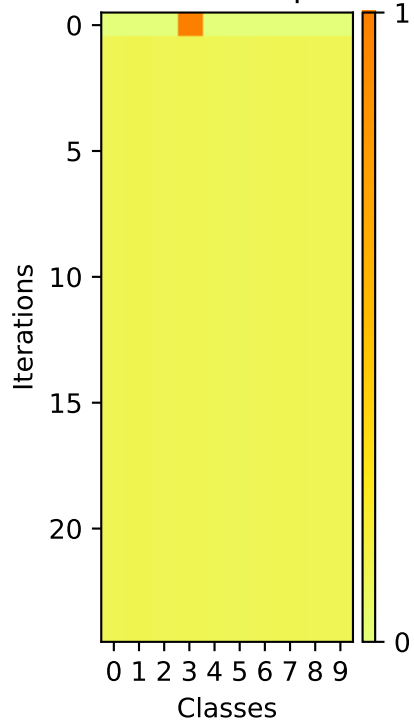
Softmax Outputs



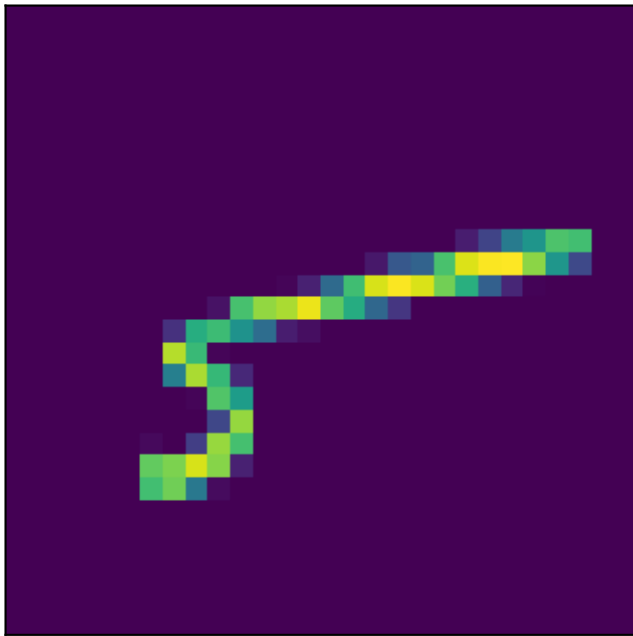
Image



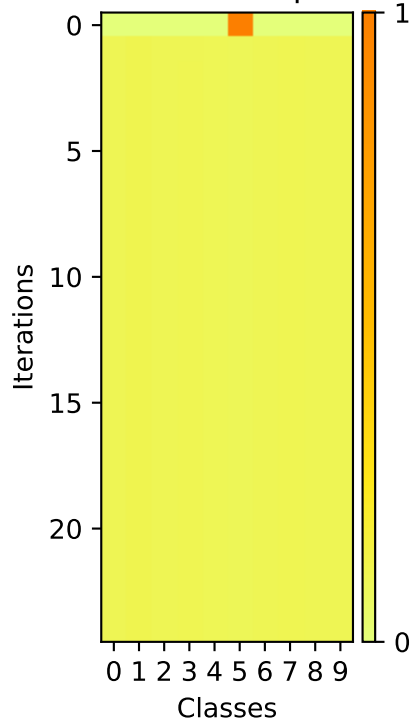
Softmax Outputs



Image



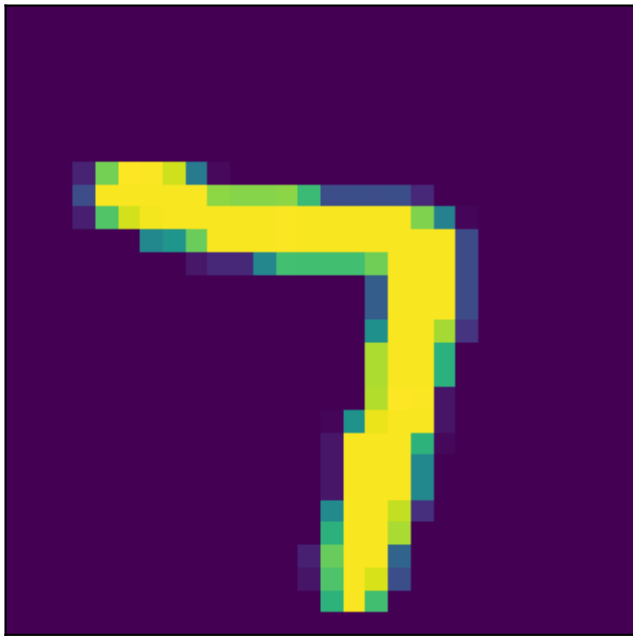
Softmax Outputs



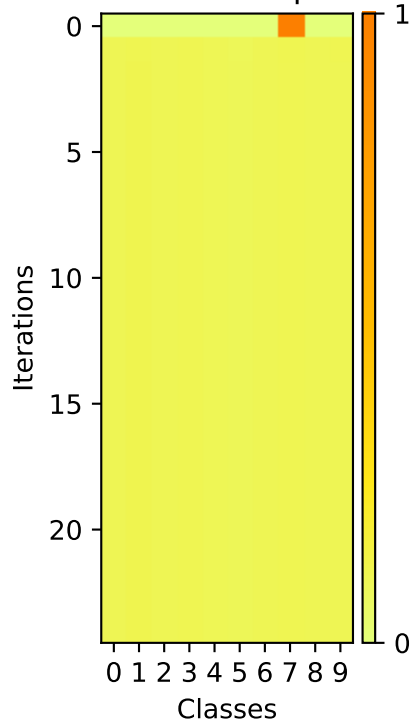
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of bright yellow pixels, with some surrounding pixels in shades of blue and green, giving it a slightly blurred or digital appearance.

A pixelated drawing of a checkmark, rendered in yellow and green pixels against a dark purple background. The checkmark is composed of a series of small squares, giving it a blocky, digital appearance. It is positioned in the lower right quadrant of the image.

Image



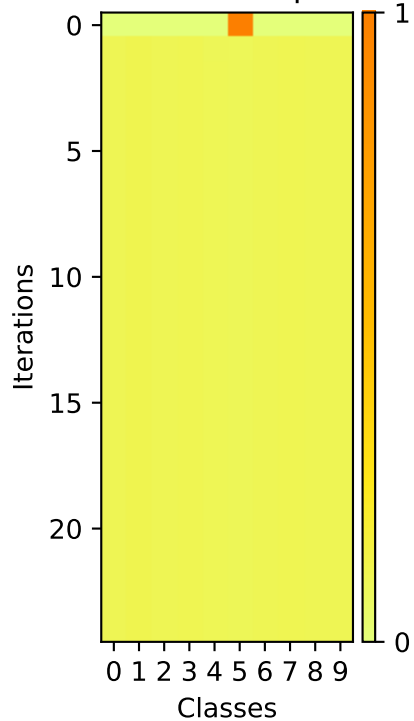
Softmax Outputs



Image



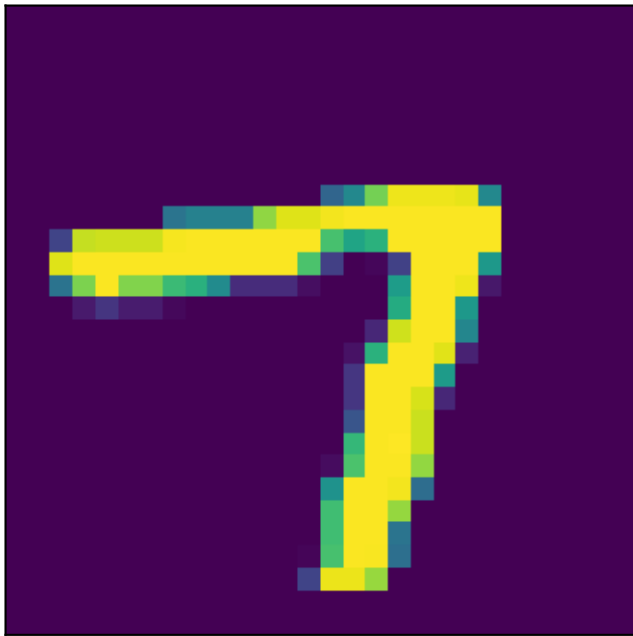
Softmax Outputs



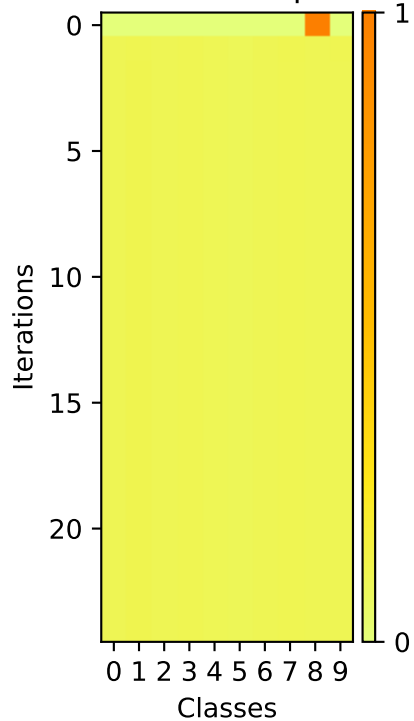
A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure is composed of large, distinct pixels in shades of yellow, orange, and brown, giving it a retro, digital appearance. It has a rounded, somewhat abstract shape with some internal detail suggested by the color variations. The background is a solid, dark grey or black.

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

Image



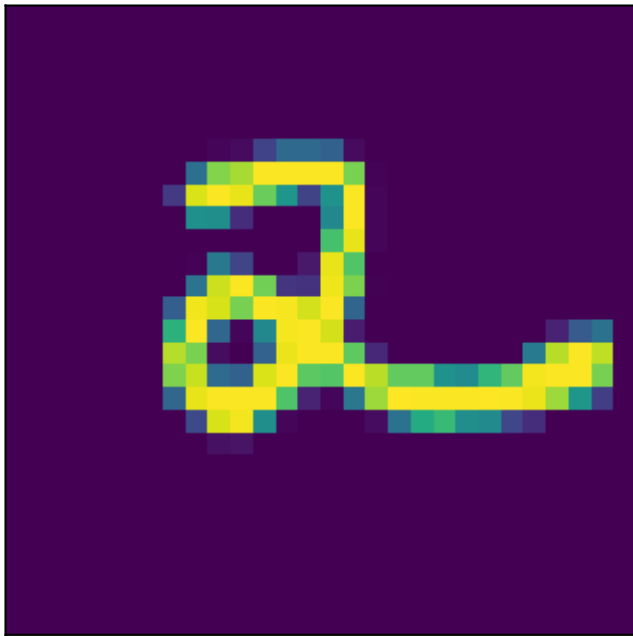
Softmax Outputs



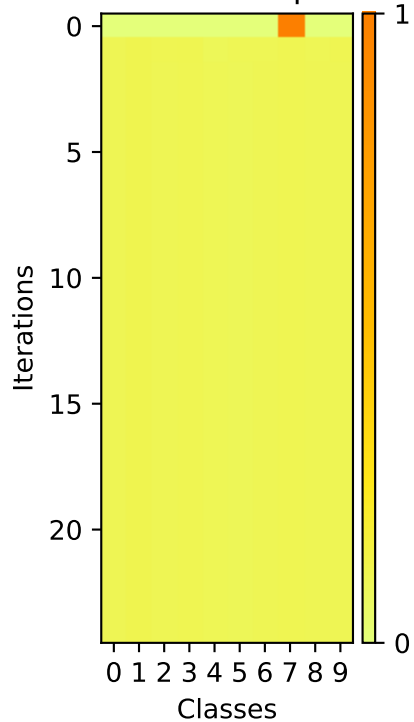
A pixelated, low-resolution image of a yellow and green snake-like creature. The creature has a long, thin tail that curves upwards and to the right. Its body is primarily yellow with green segments, and it has a small head with a visible eye. The background is a solid dark purple. The image has a retro, 8-bit aesthetic.

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

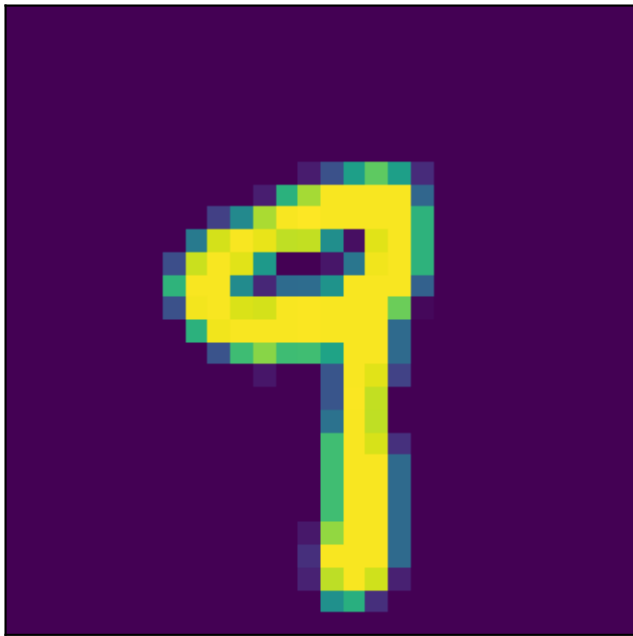
Image



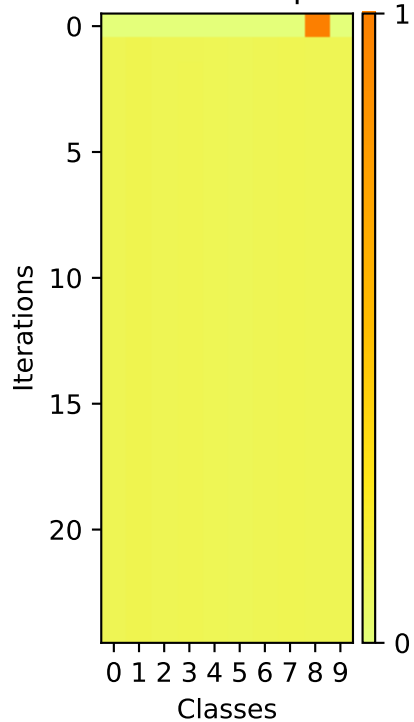
Softmax Outputs



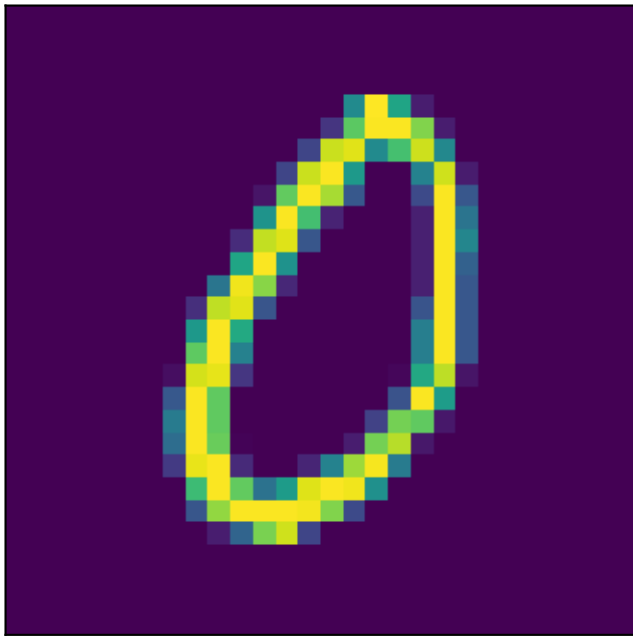
Image



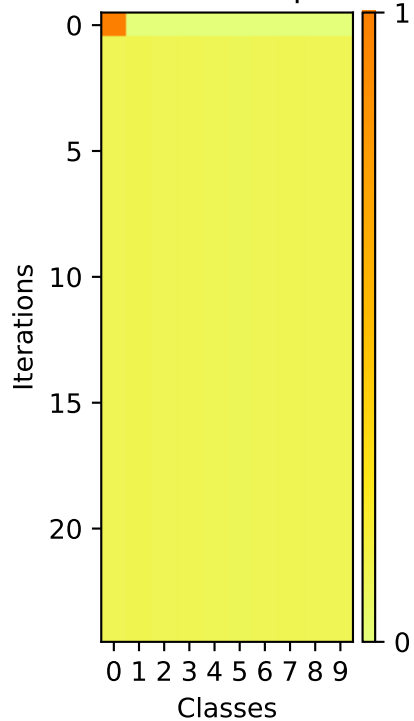
Softmax Outputs



Image



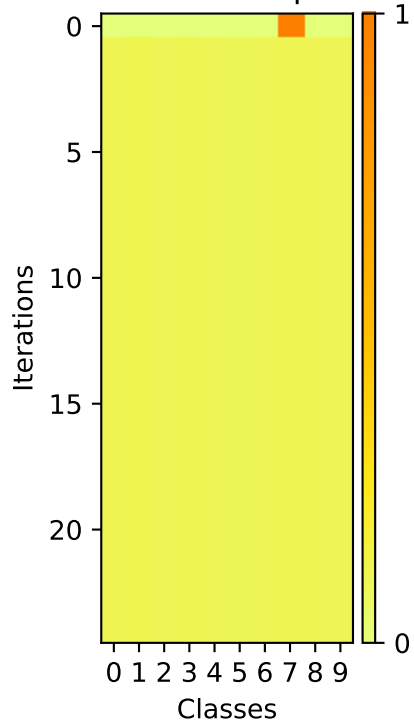
Softmax Outputs



Image

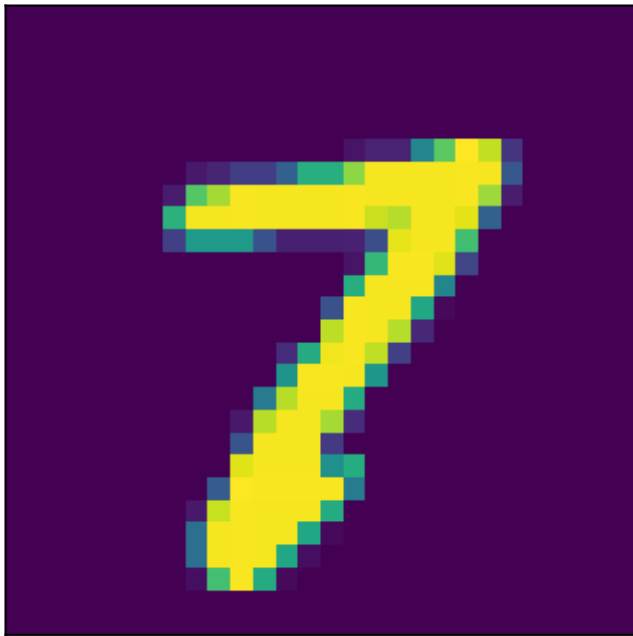


Softmax Outputs

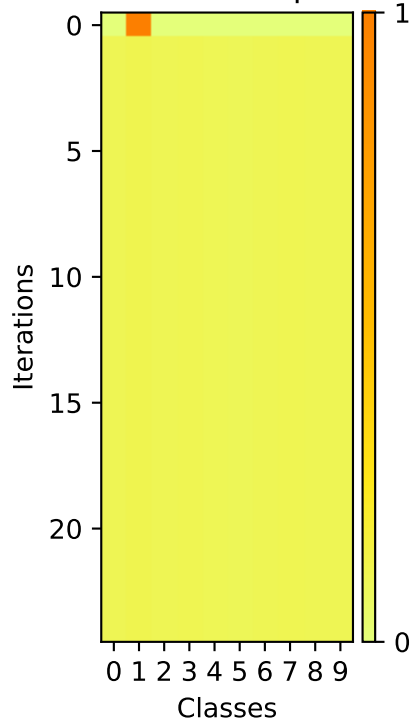


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in shades of yellow, light green, and dark green, creating a jagged, blocky appearance. It resembles a stylized 'S' or a calligraphic flourish.

Image



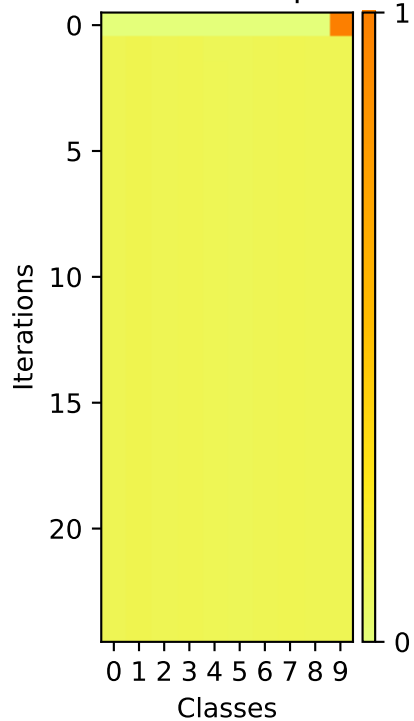
Softmax Outputs



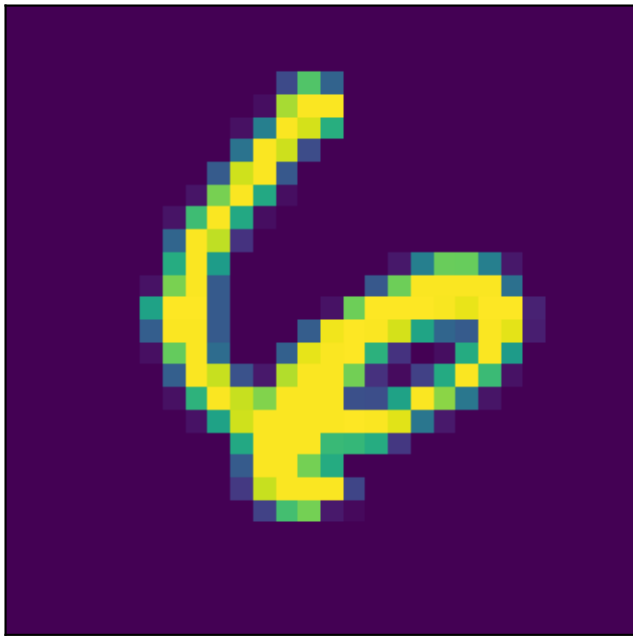
Image



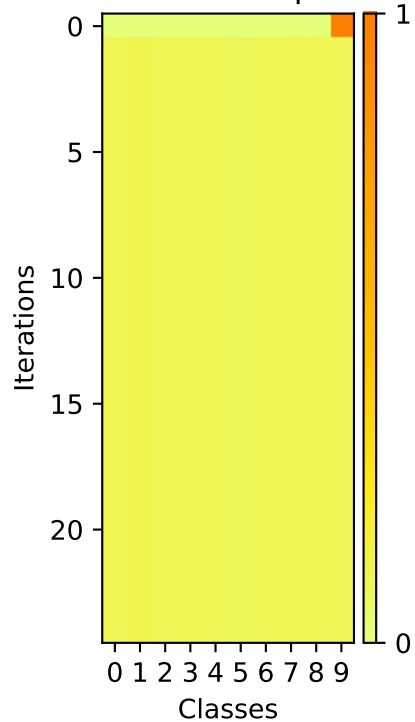
Softmax Outputs




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 starting around iteration 15, reaching 1.0 by iteration 20.

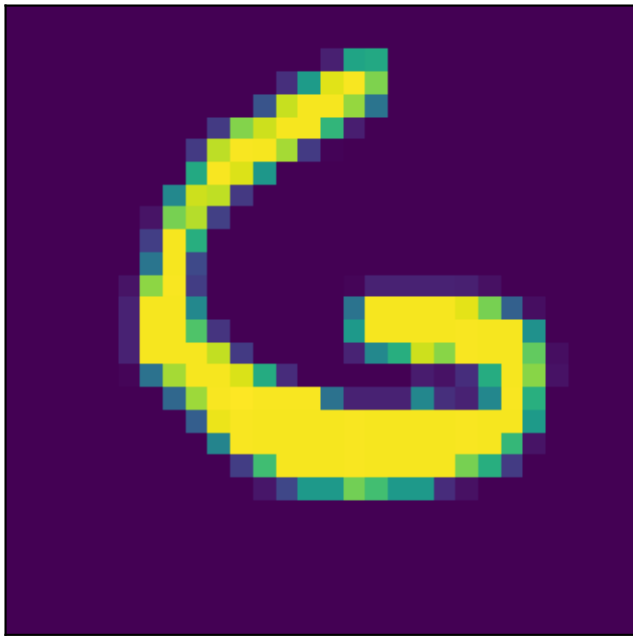
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, square pixels in shades of yellow, light green, and dark blue. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

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.

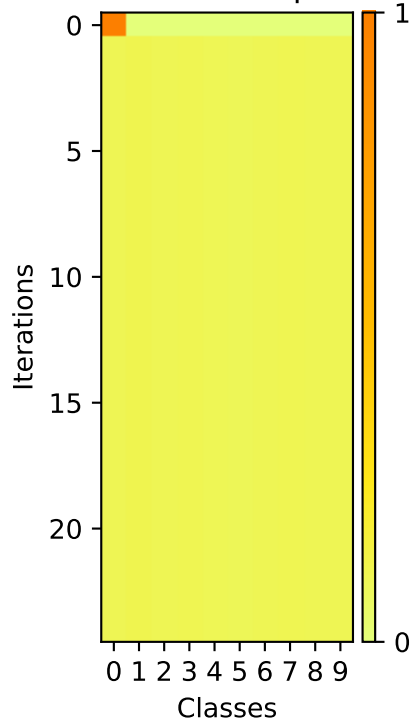
A pixelated, low-resolution image of the number 9. The number is rendered in a yellow-green color with a slight gradient, set against a dark purple background. The image has a retro, digital aesthetic with visible square pixels.

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 small, square pixels in various shades of yellow, orange, and brown, creating a jagged, hand-drawn appearance. It resembles a stylized 'L' or a similar abstract form.

Image

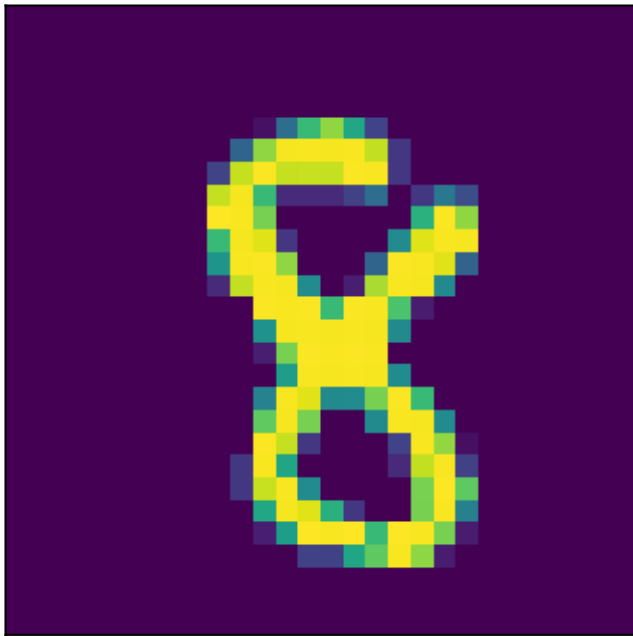


Softmax Outputs

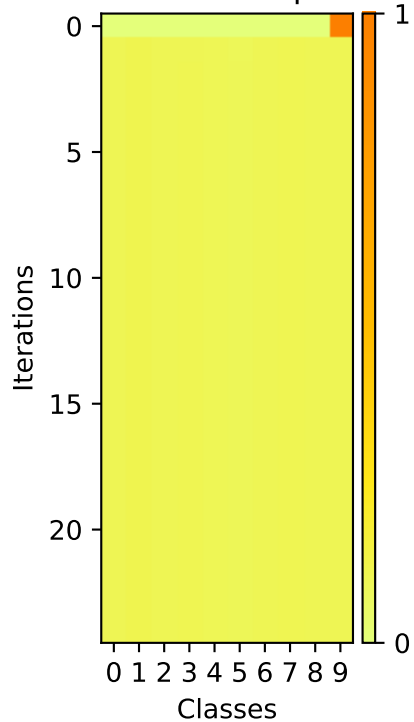


A pixelated yellow number 3 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

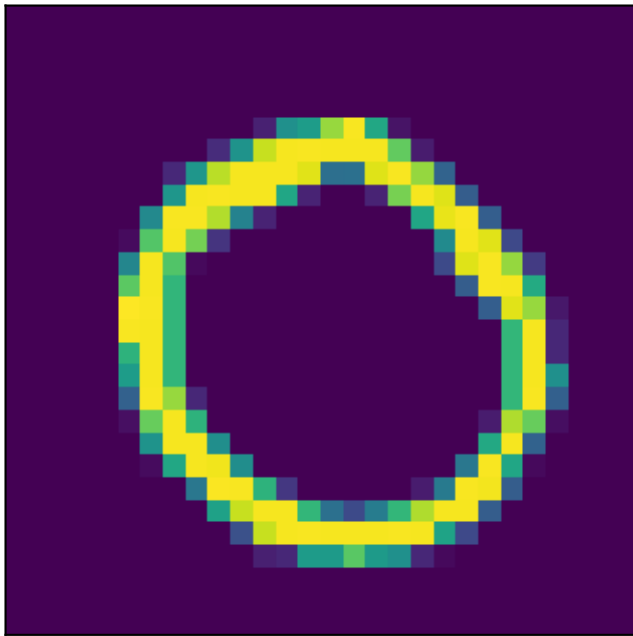
Image



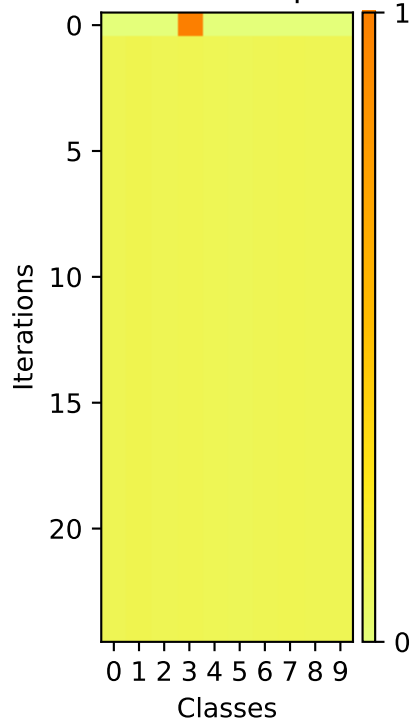
Softmax Outputs



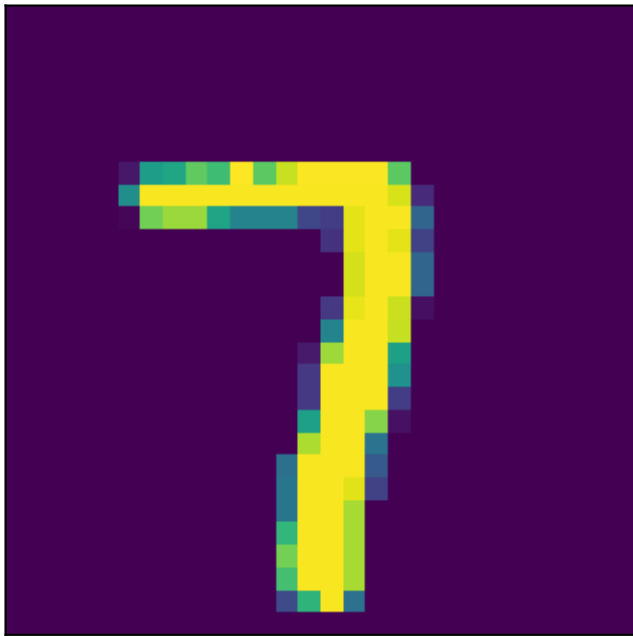
Image



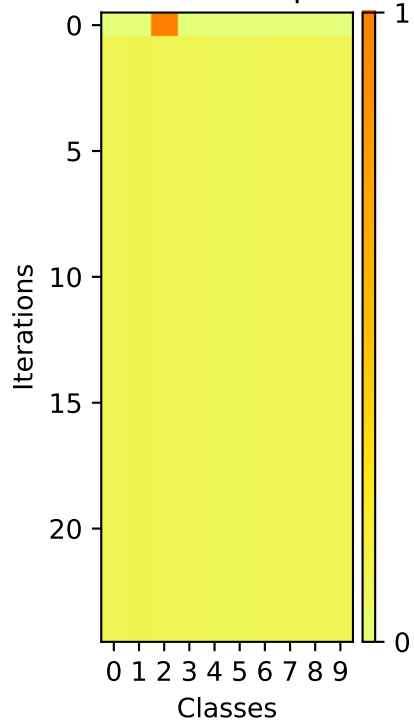
Softmax Outputs



Image



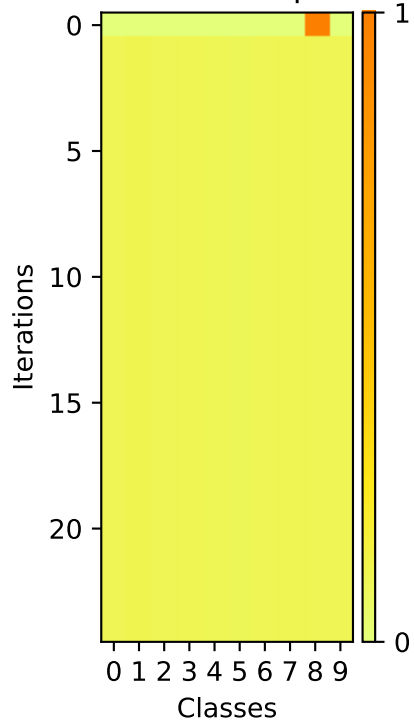
Softmax Outputs



Image



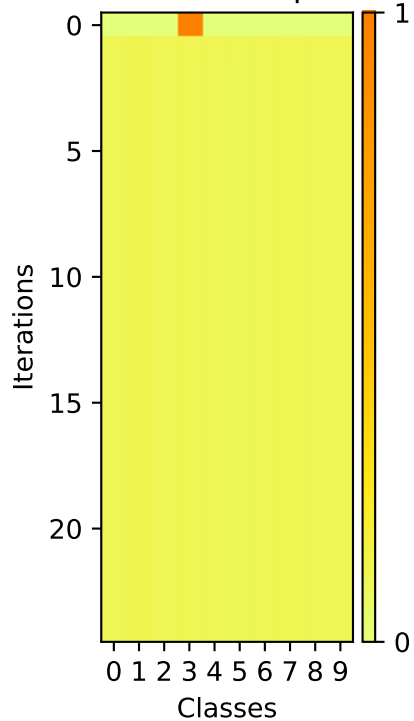
Softmax Outputs



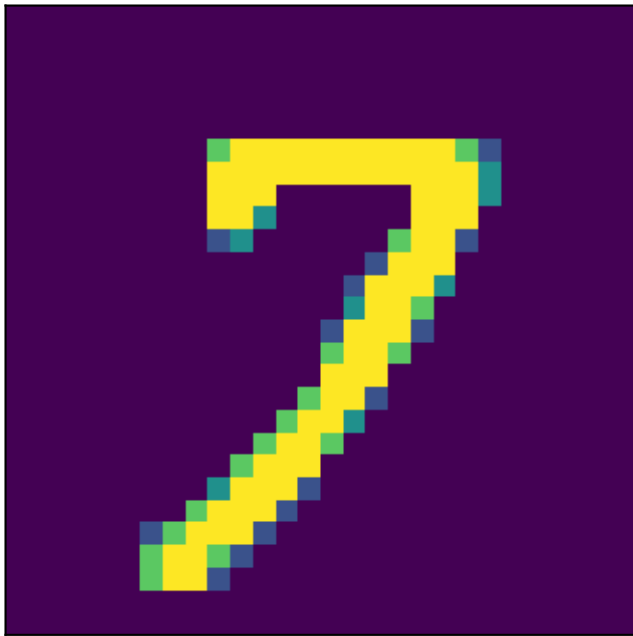
Image



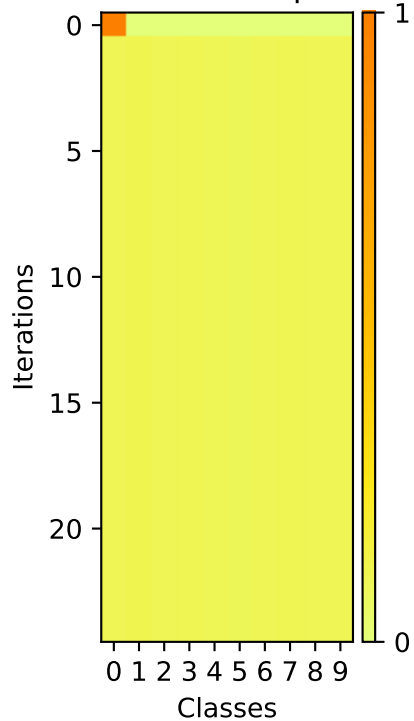
Softmax Outputs



Image



Softmax Outputs

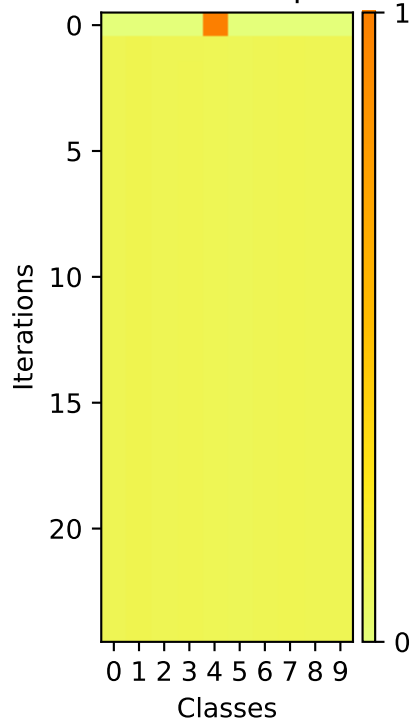


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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

Image



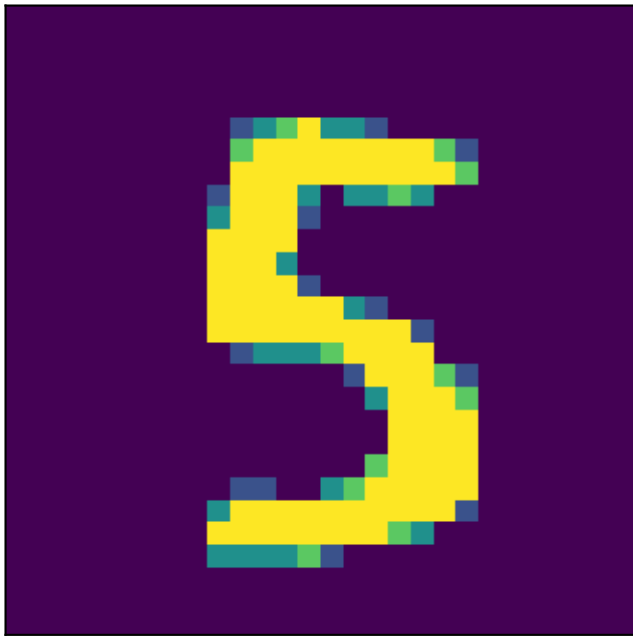
Softmax Outputs



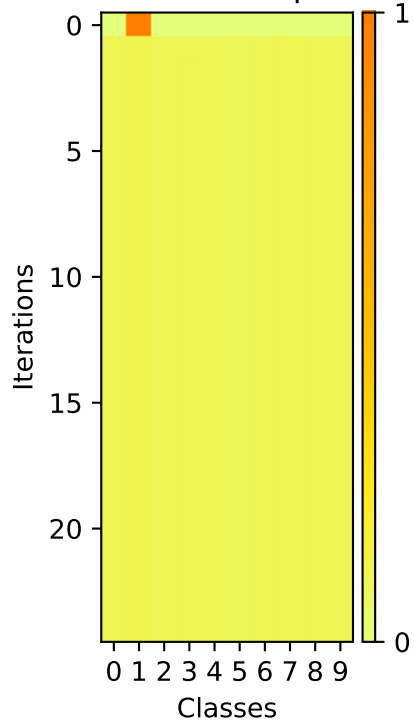
A pixelated, low-resolution image of the number 8. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks.

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

Image



Softmax Outputs

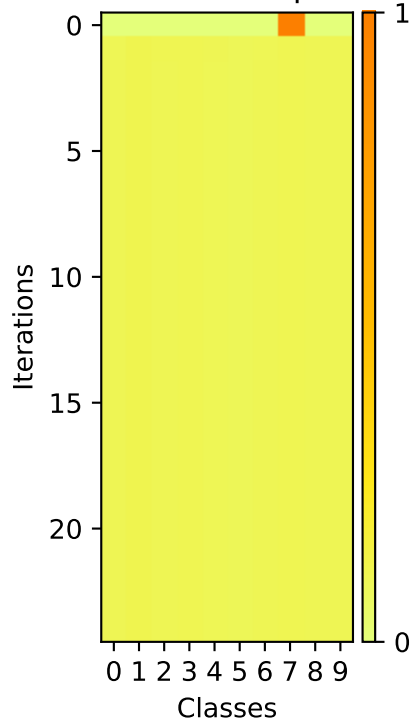


A pixelated, low-resolution image of a yellow and blue figure, possibly a character or logo, set against a dark background. The figure is composed of large, distinct pixels in shades of yellow, light blue, and dark blue. It has a rounded, somewhat abstract shape with a central vertical element and a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

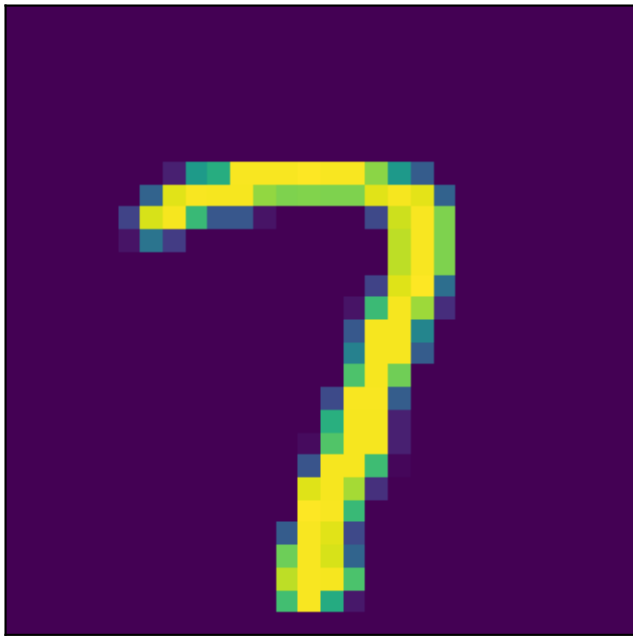
Image



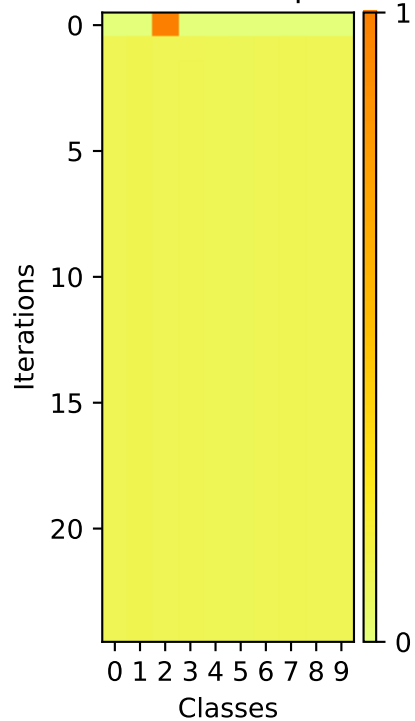
Softmax Outputs



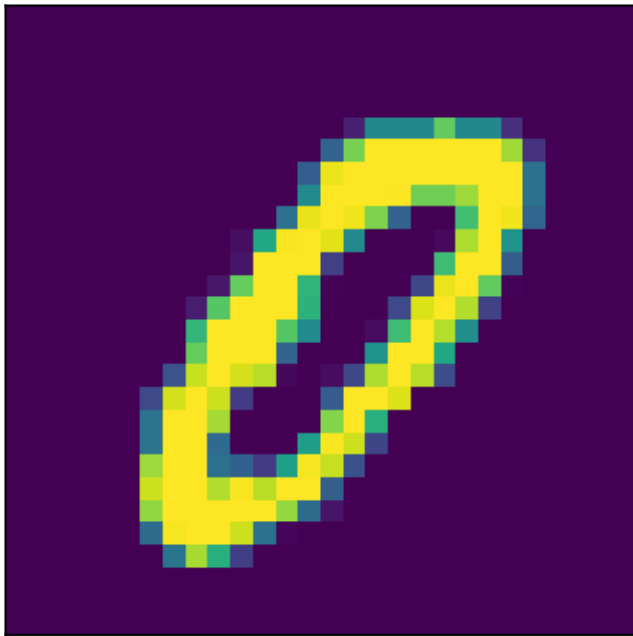
Image



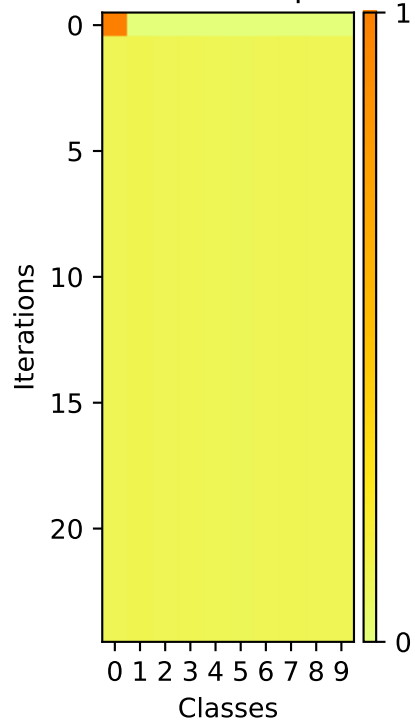
Softmax Outputs



Image



Softmax Outputs



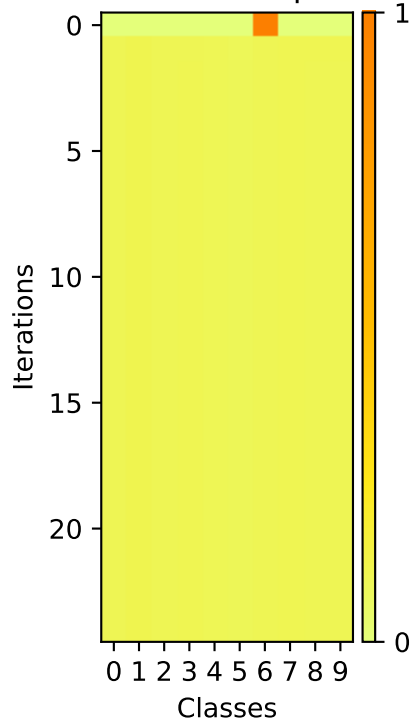
A large, pixelated yellow number 3 is centered on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. The color of the number is a bright yellow, and the background is a deep, solid purple.

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

Image



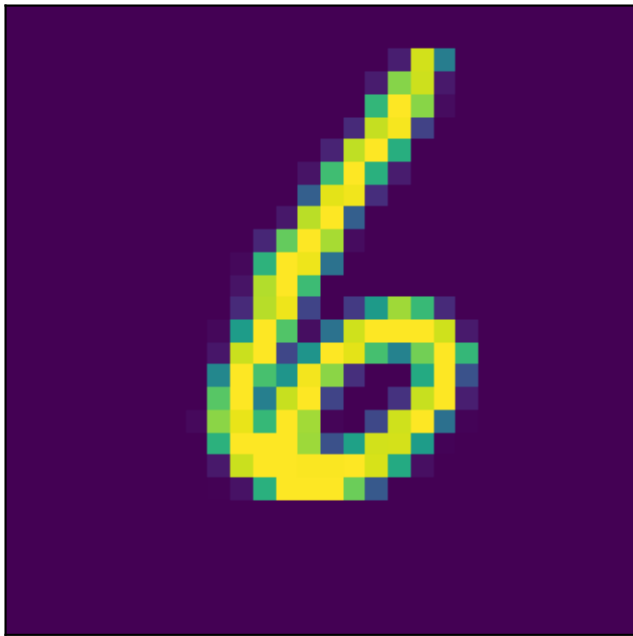
Softmax Outputs



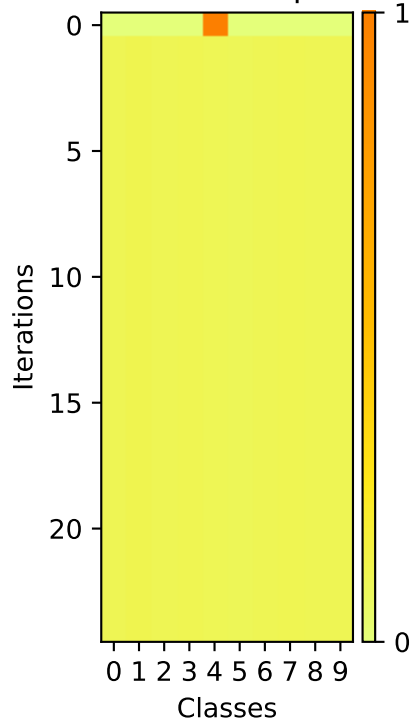
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares, with yellow being the primary color and green used for highlights or outlines. The overall form is somewhat abstract but suggests a stylized character or symbol.

A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small, colored squares (yellow, green, and blue) arranged to form a larger, abstract figure. The figure has a horizontal top section and a vertical section extending downwards from the right side of the top section. The overall appearance is reminiscent of a low-quality digital scan or a retro-style graphic.

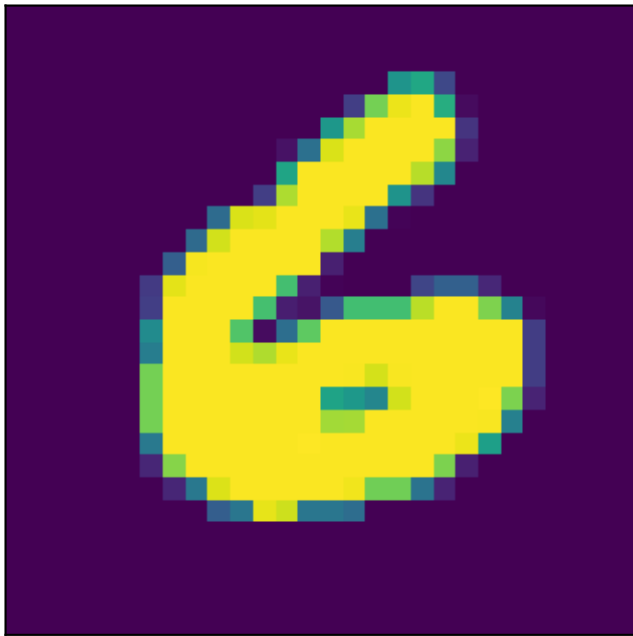
Image



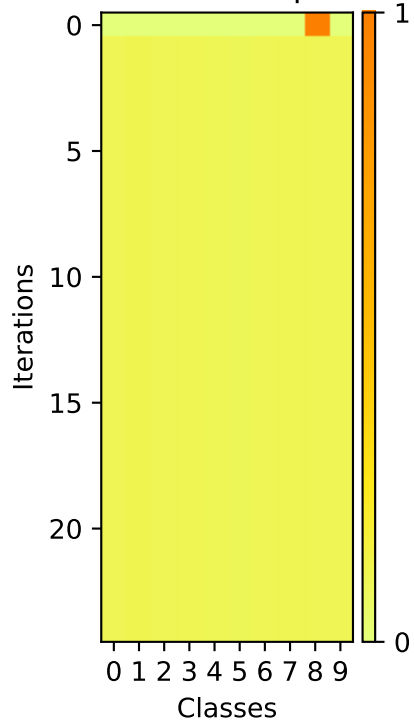
Softmax Outputs



Image



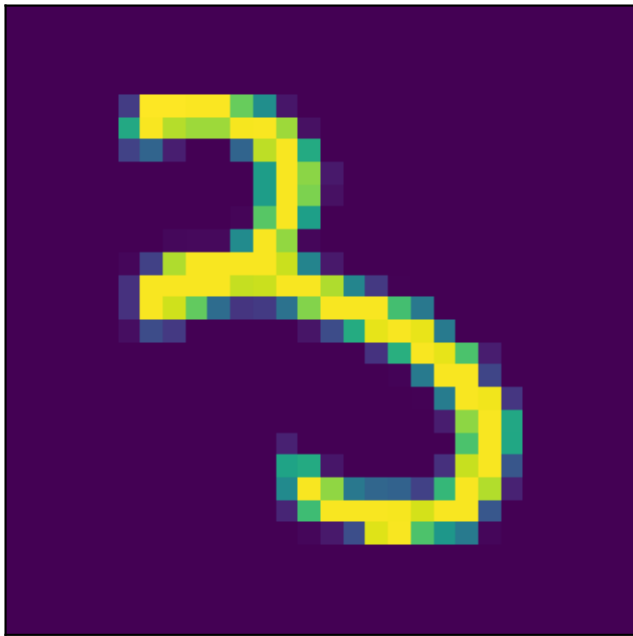
Softmax Outputs



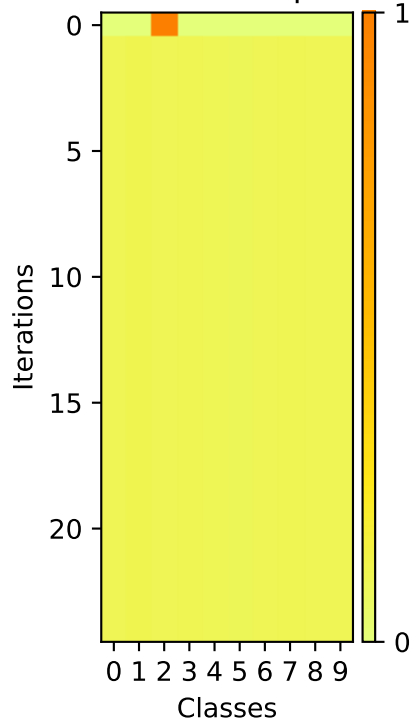
A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a retro, digital aesthetic, similar to early computer graphics or video game sprites.

A pixelated, low-resolution image of a yellow and green ring, resembling a stylized letter 'O' or a circular object, set against a black background. The ring is composed of a thick, irregular border made of yellow and green pixels, with a black interior. The overall appearance is that of a low-quality digital graphic or a heavily compressed image.

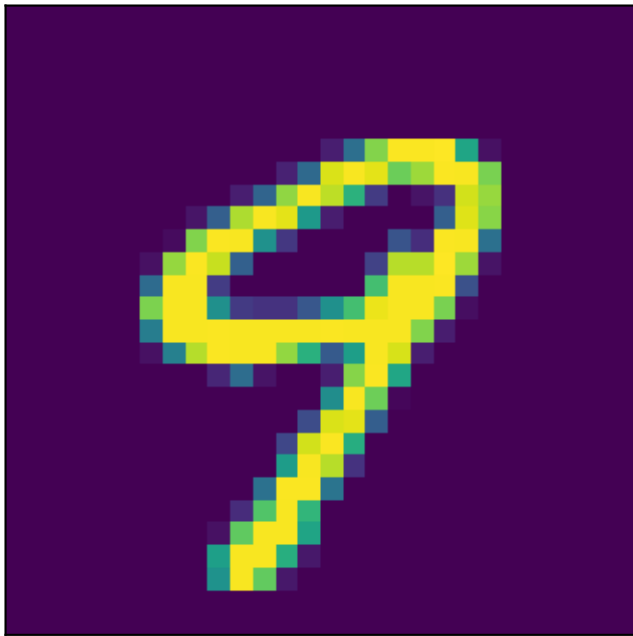
Image



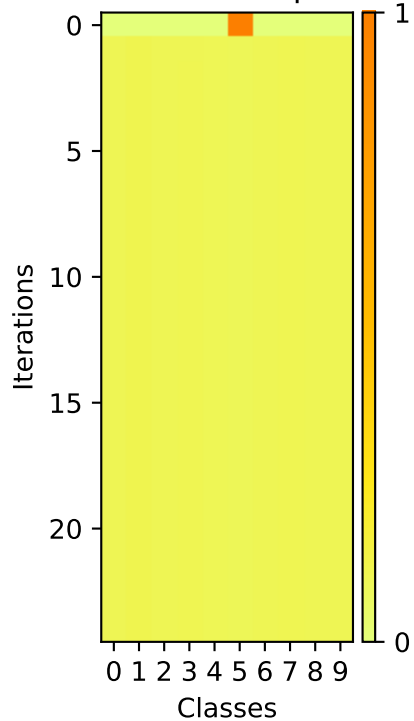
Softmax Outputs



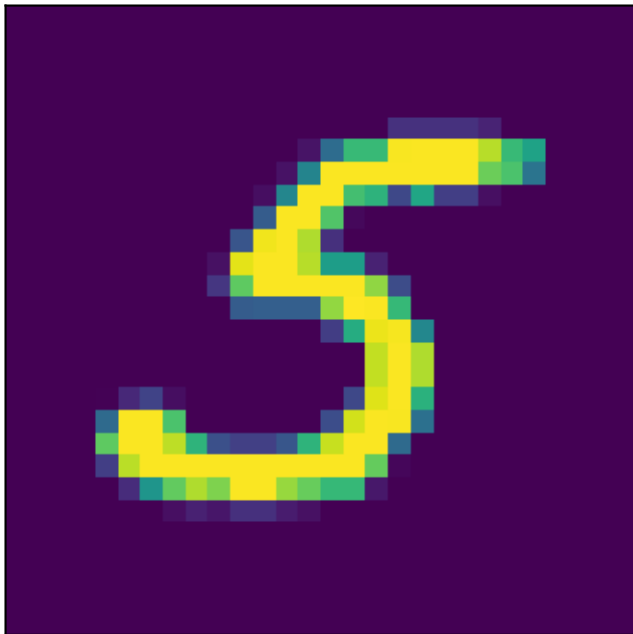
Image



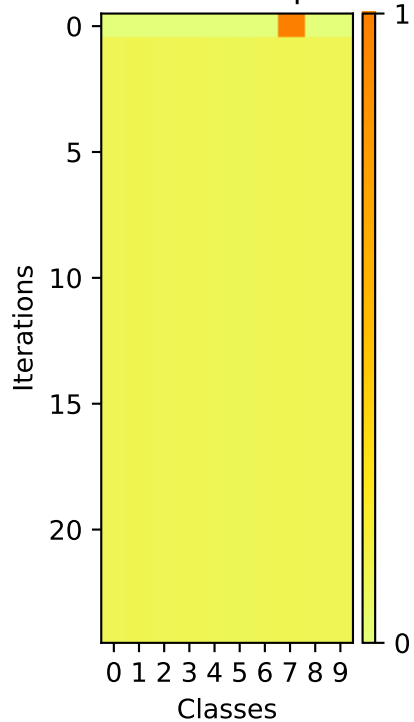
Softmax Outputs



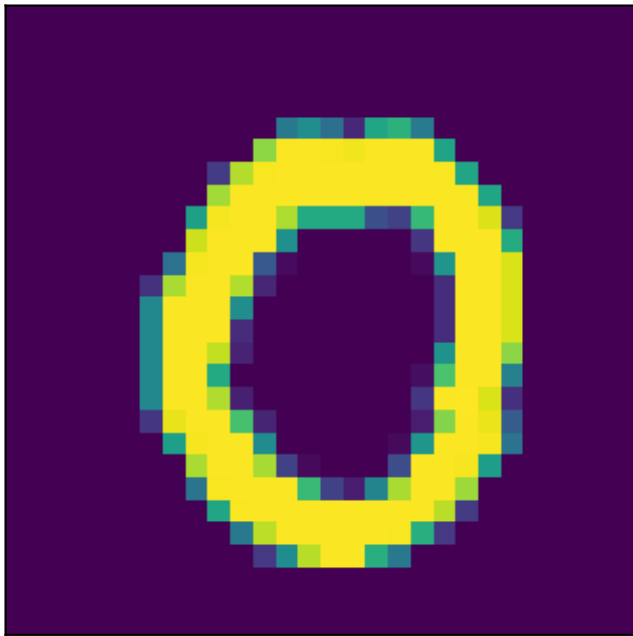
Image



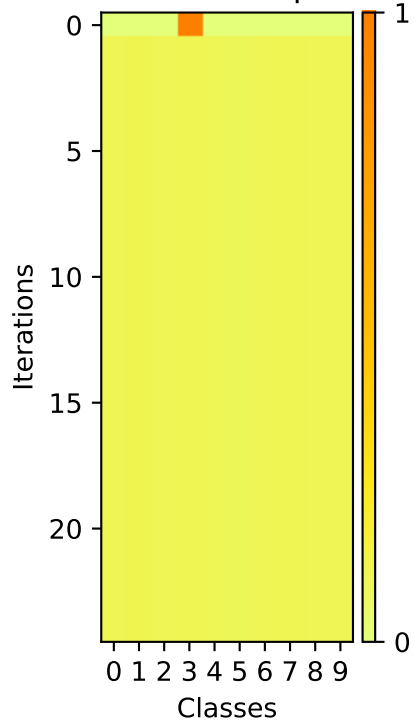
Softmax Outputs



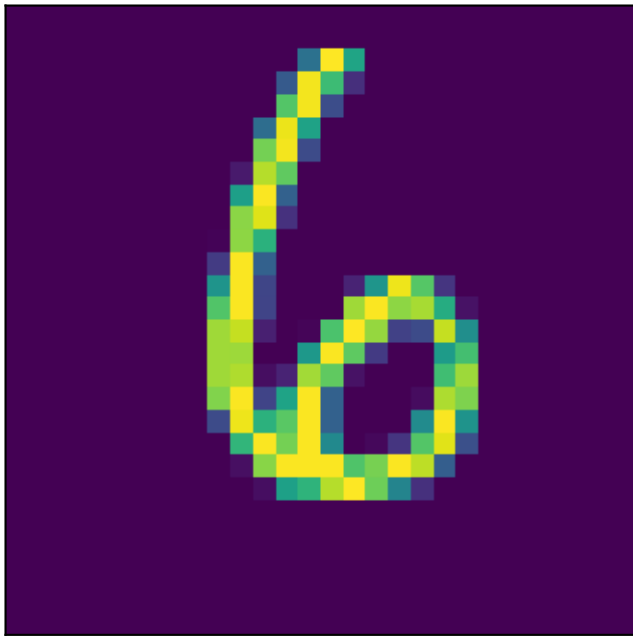
Image



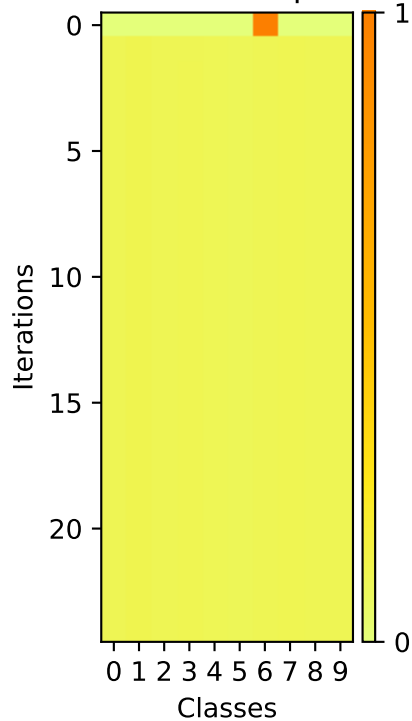
Softmax Outputs



Image



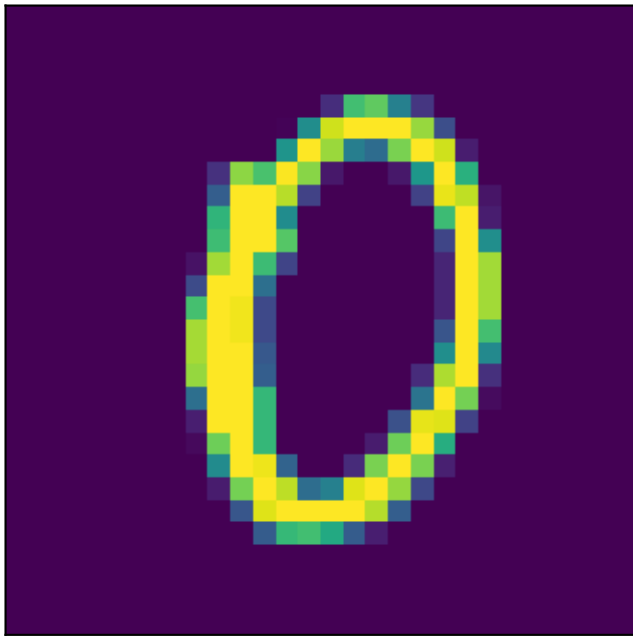
Softmax Outputs



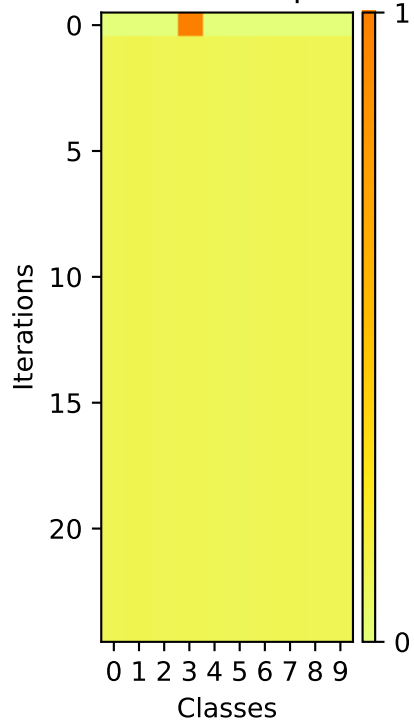
This heatmap visualizes the evolution of the confusion matrix over 25 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-25). The color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The plot shows that the confusion matrix stabilizes quickly, with most cells reaching a value of 0 (yellow) by iteration 5. A small orange region (value 1) is visible in the top-left corner (Class 0, Iteration 0).

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 overall style is reminiscent of early digital art or a low-quality scan of a printed digit.

Image



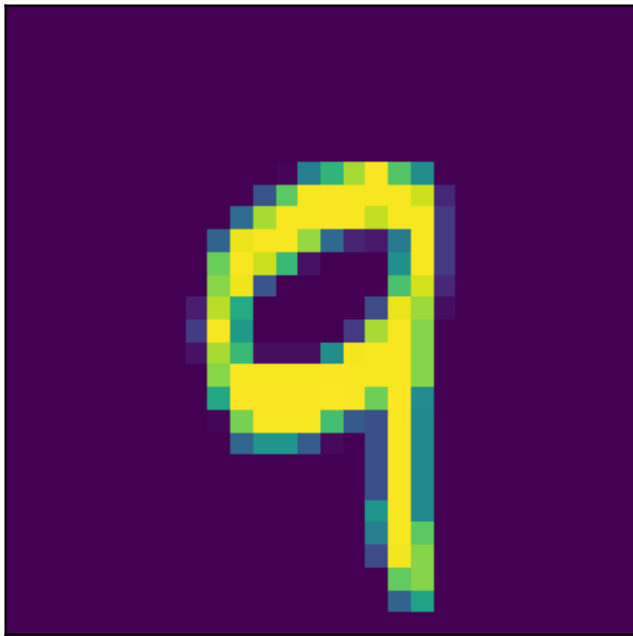
Softmax Outputs



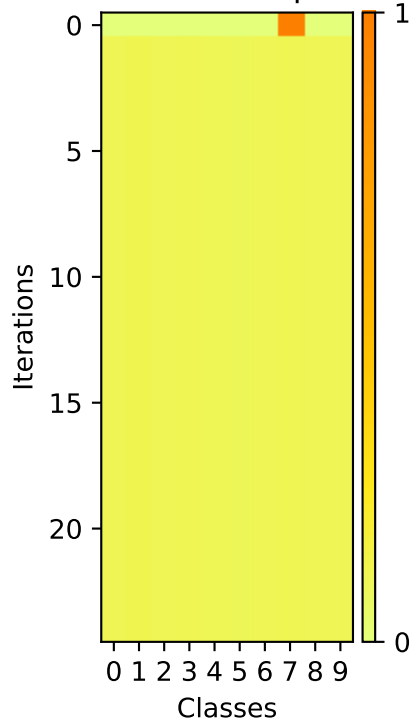
A pixelated, low-resolution image of a yellow and green figure, possibly a character or animal, set against a dark purple background. The figure has a long, curved neck and a small head, resembling a stylized bird or a creature.

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.

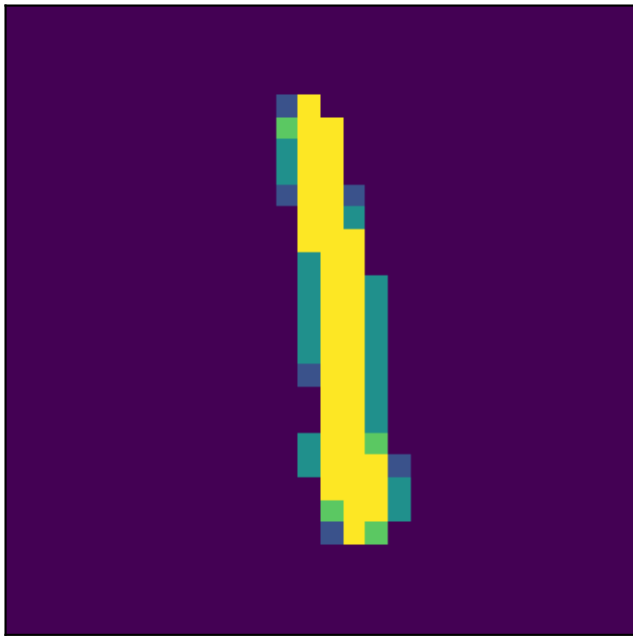
Image



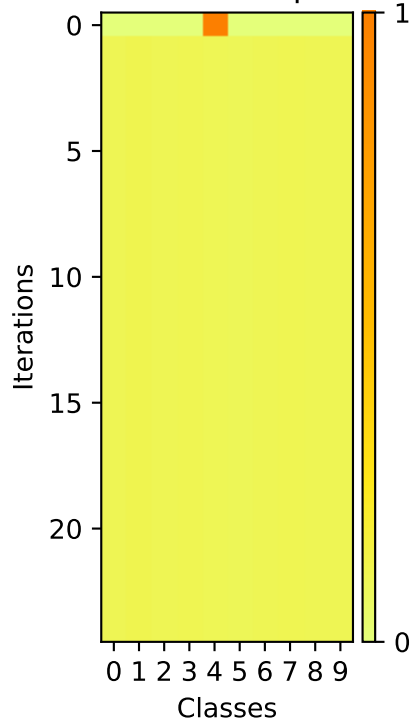
Softmax Outputs



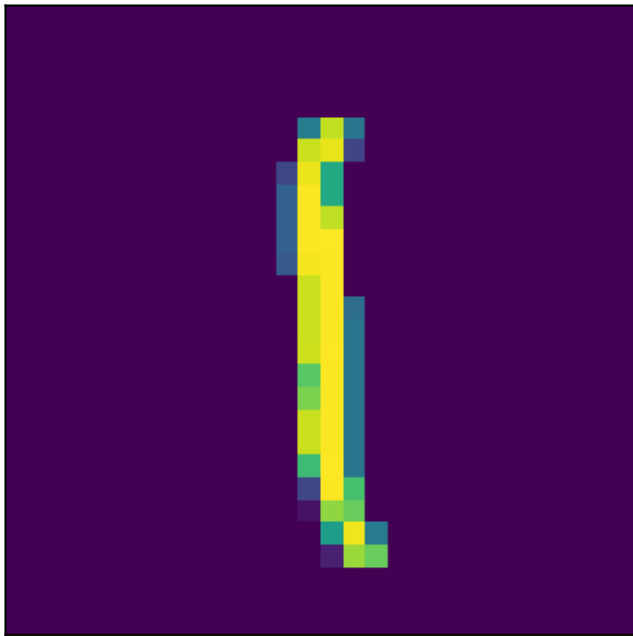
Image



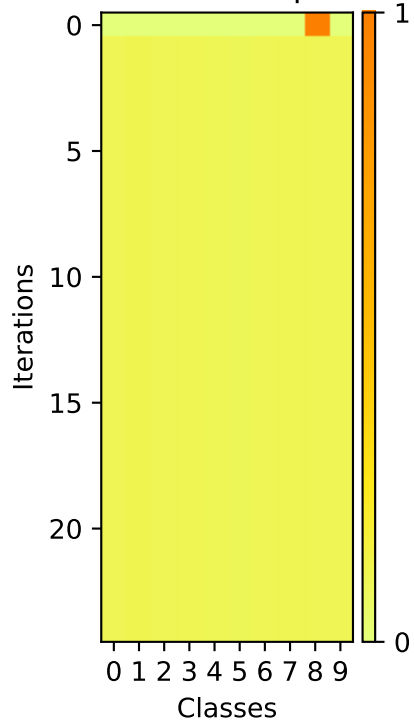
Softmax Outputs



Image

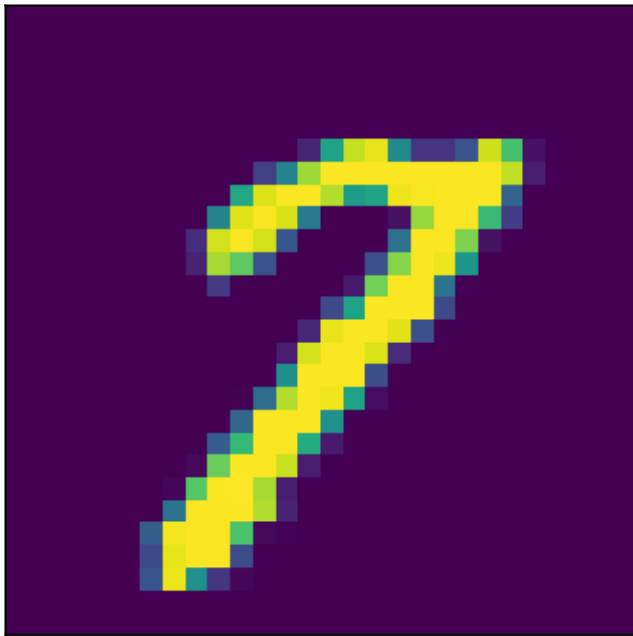


Softmax Outputs

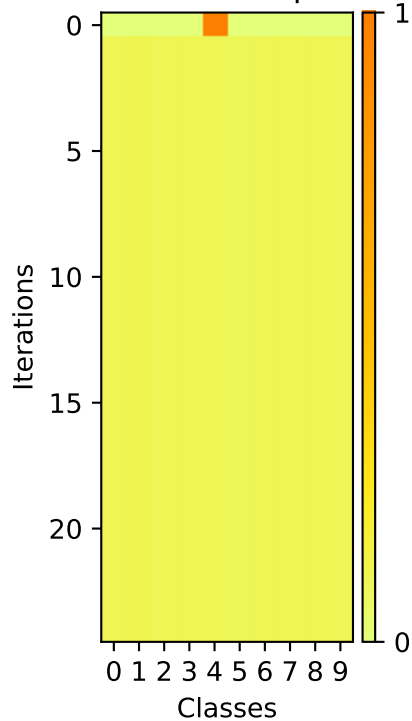


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light blue pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

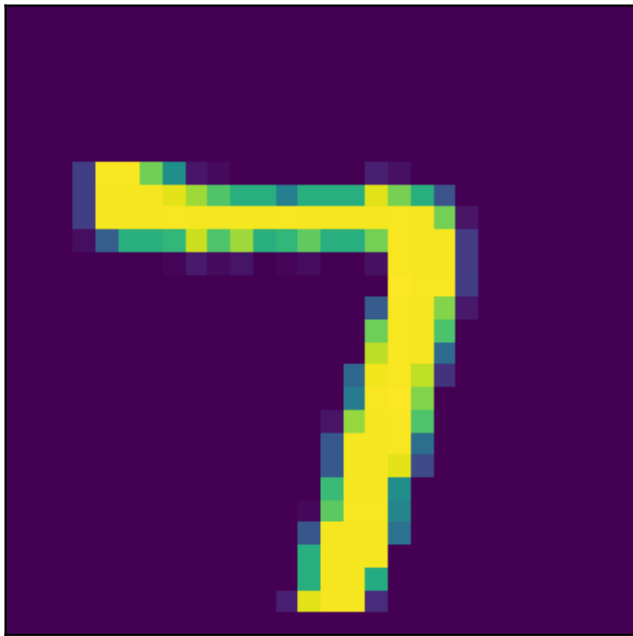
Image



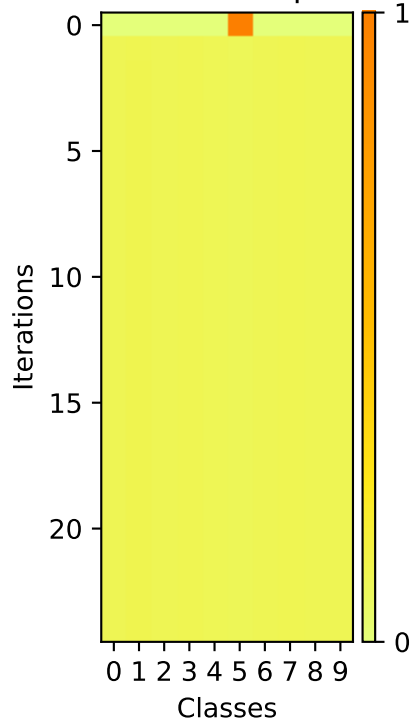
Softmax Outputs



Image



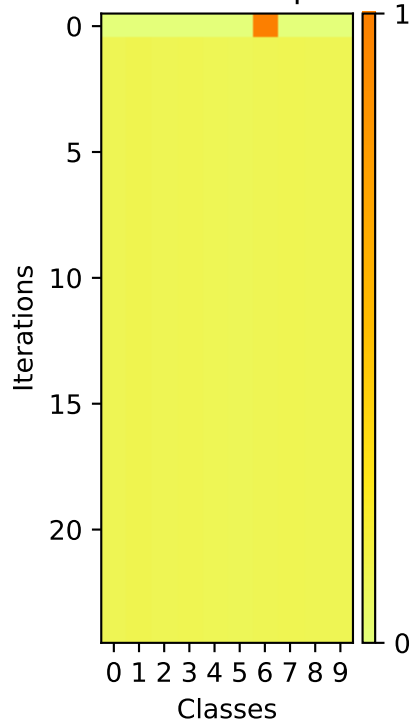
Softmax Outputs



Image



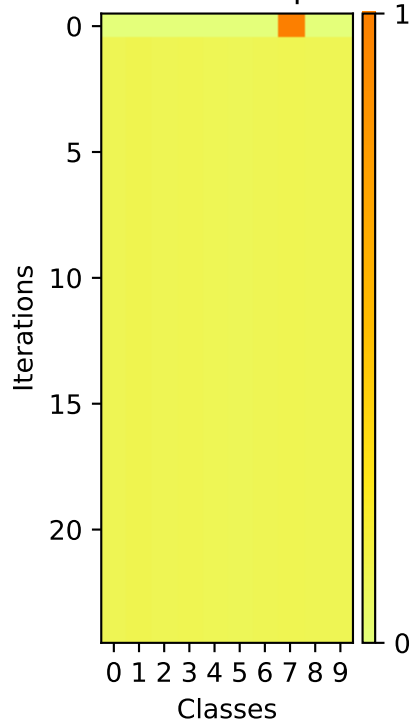
Softmax Outputs



Image



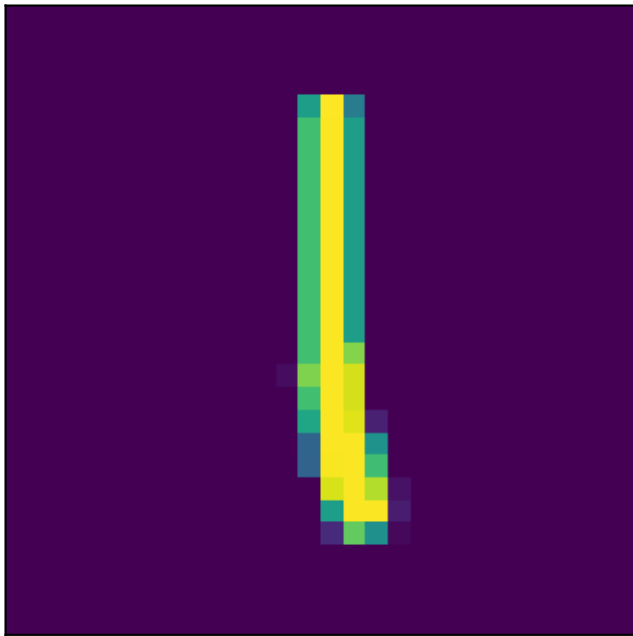
Softmax Outputs



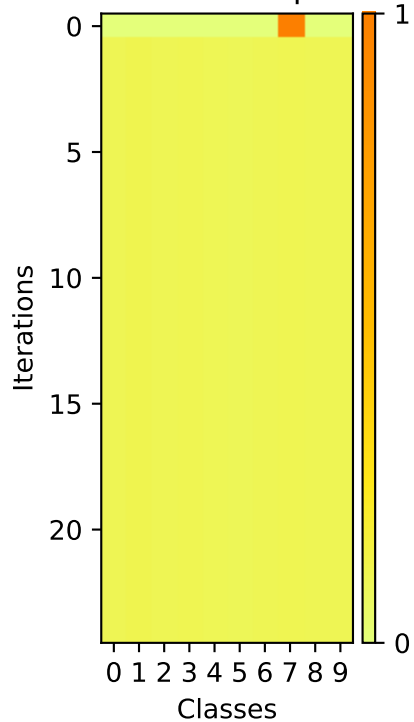
A pixelated yellow ring with a blue and green border on a black background. The ring is composed of yellow pixels, and the border is composed of blue and green pixels. The background is black.

This heatmap visualizes the confusion matrix at each of the 20 iterations. The x-axis represents the 'Classes' (0 to 9), and the y-axis represents the 'Iterations' (0 to 20). The color scale on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix shows that for most classes, the confusion remains low (yellow) throughout the iterations. However, there is a notable increase in confusion for class 1 at iteration 0, indicated by an orange square. The overall structure of the matrix suggests that the model's performance is relatively stable across iterations, with minor fluctuations in confusion levels for specific classes.

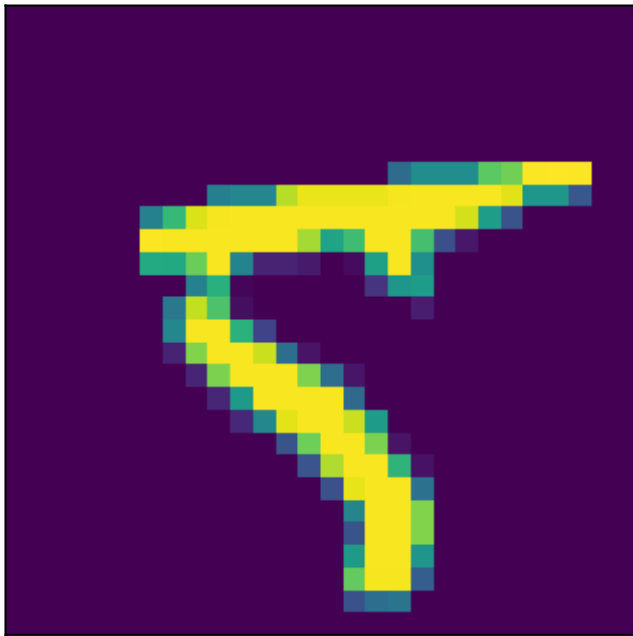
Image



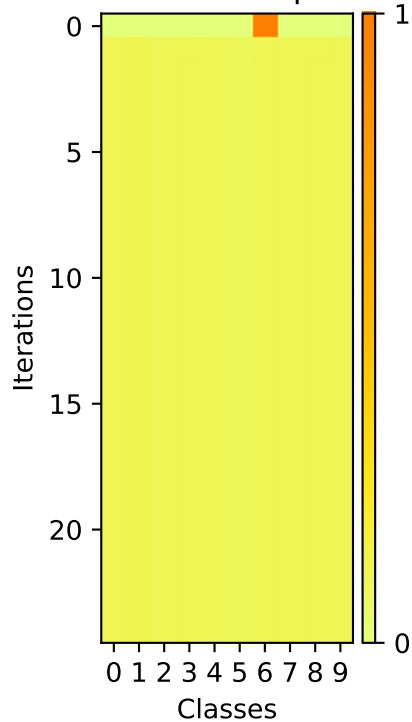
Softmax Outputs



Image



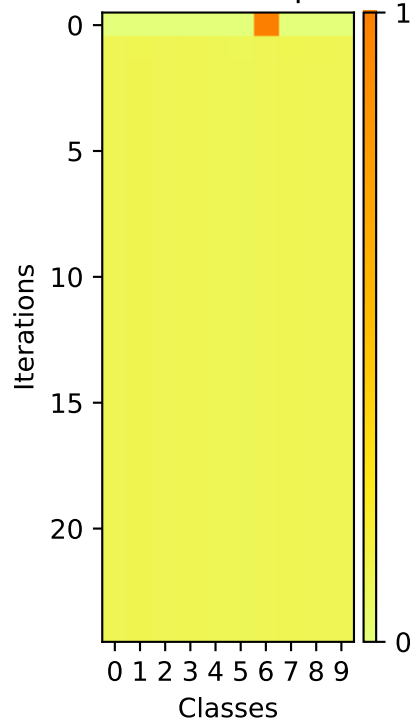
Softmax Outputs



Image



Softmax Outputs

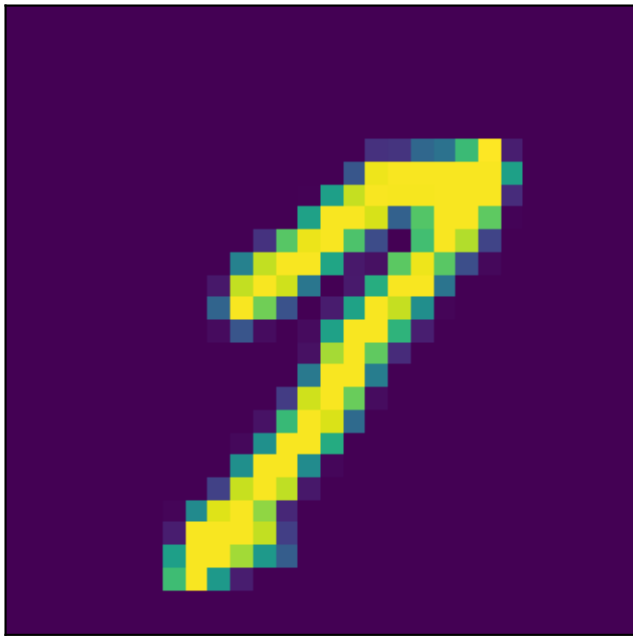


A pixelated, low-resolution image of a yellow and green number '5' on a black background. The number is composed of small squares, with the main body in yellow and the top bar and some side details in green. The image has a retro, digital aesthetic.

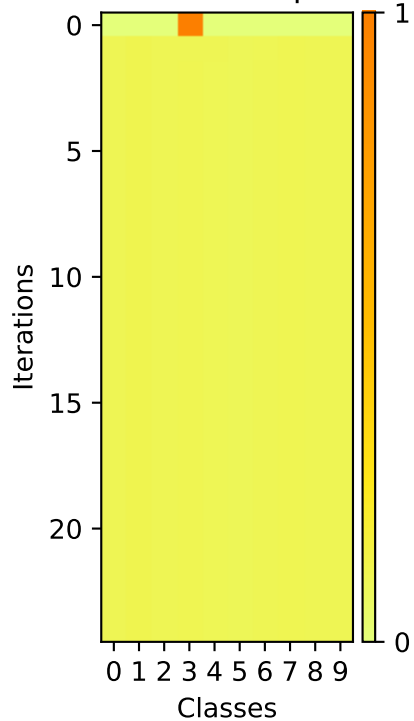
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a rounded, somewhat abstract shape with a small protrusion on the right side. The colors are bright yellow and light green, with some darker green and blue pixels interspersed, giving it a blocky, 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



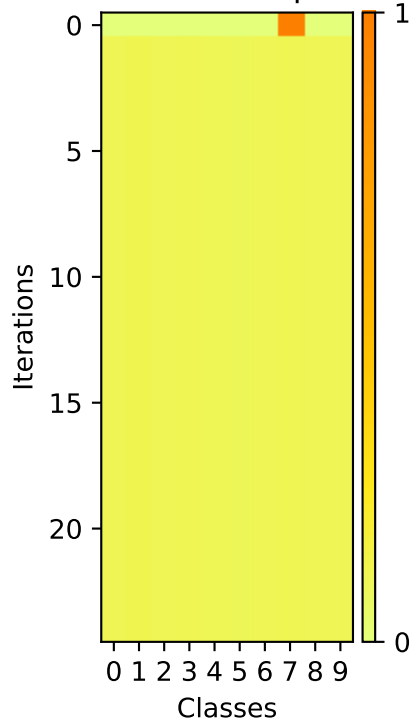
A pixelated, low-resolution image of the number 7. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic. The number 7 is positioned in the lower-left quadrant of the frame.

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

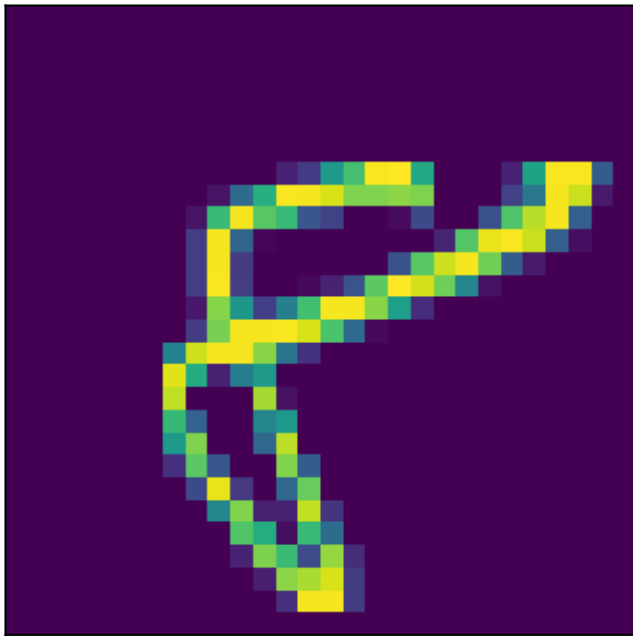
Image



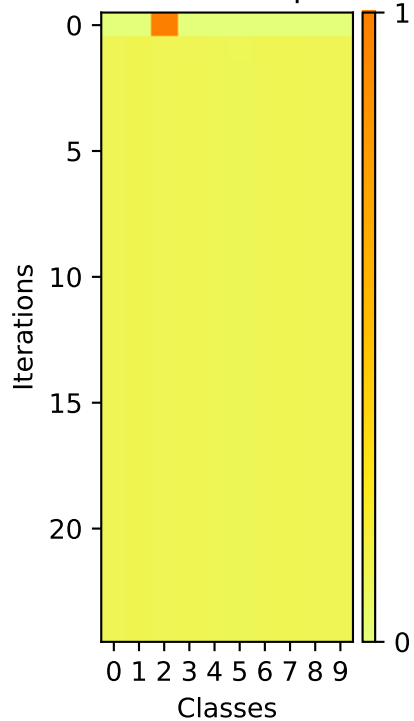
Softmax Outputs



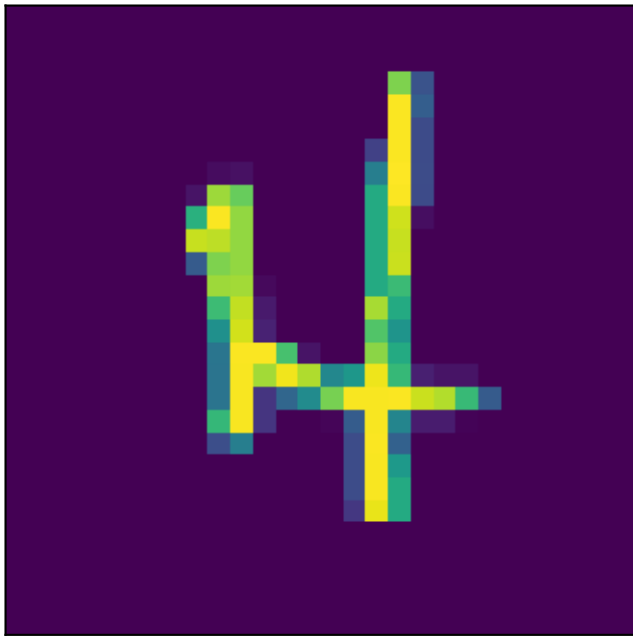
Image



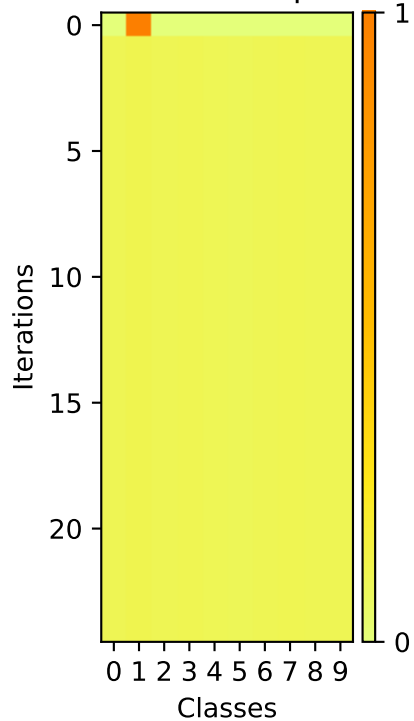
Softmax Outputs



Image



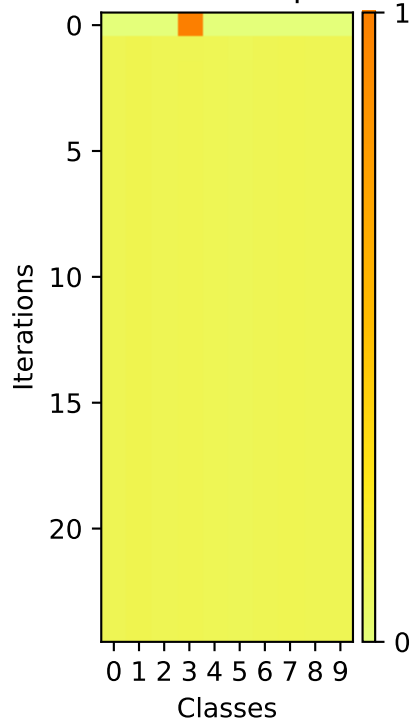
Softmax Outputs



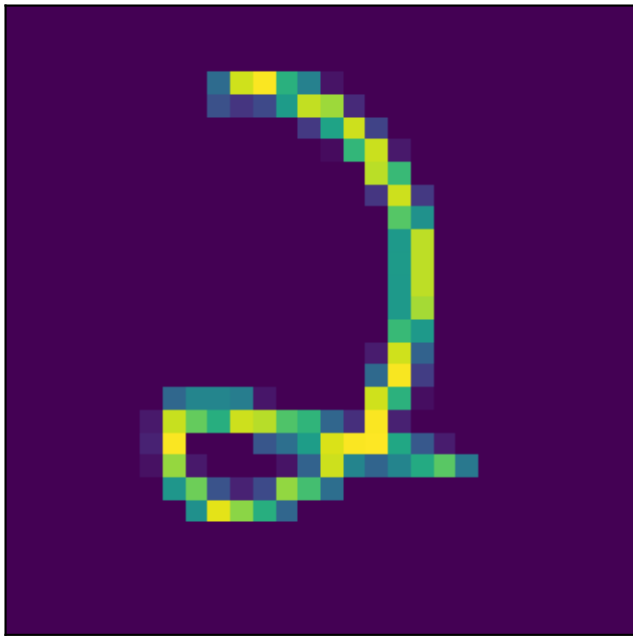
Image



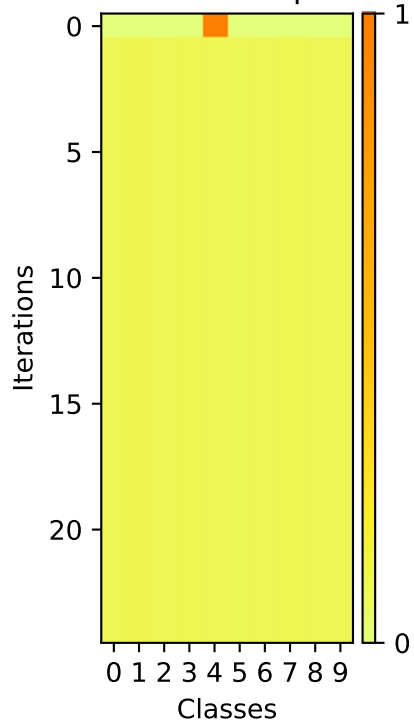
Softmax Outputs



Image



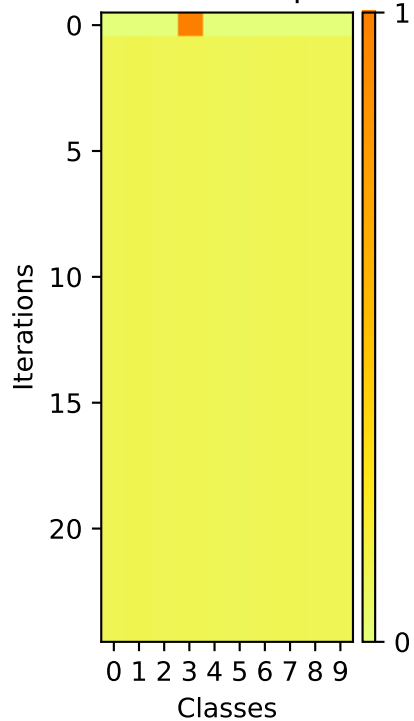
Softmax Outputs



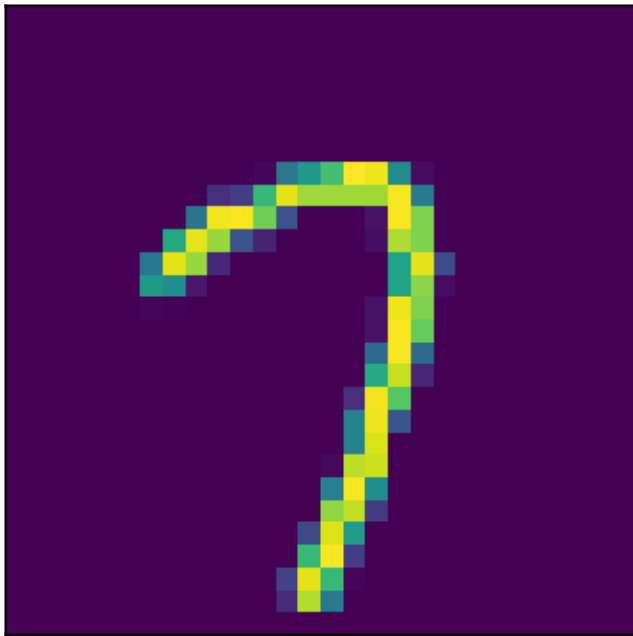
Image



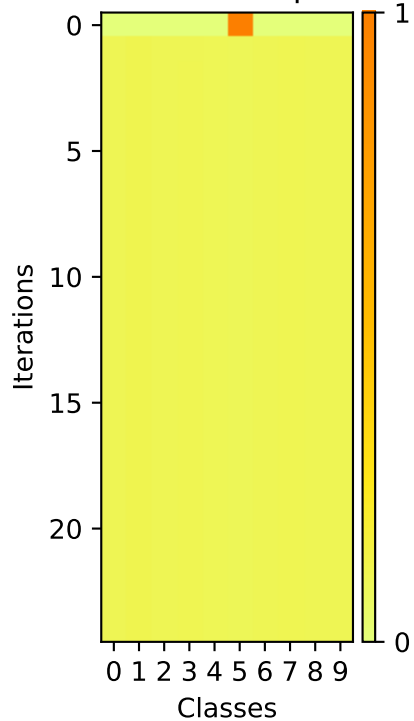
Softmax Outputs



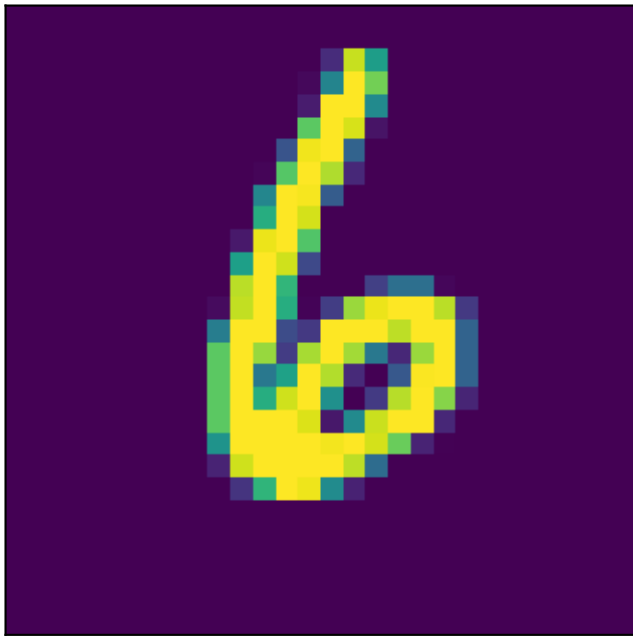
Image



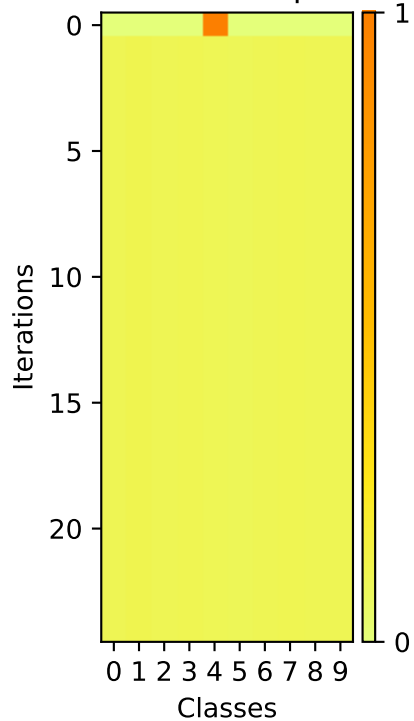
Softmax Outputs



Image



Softmax Outputs



Image



Softmax Outputs

