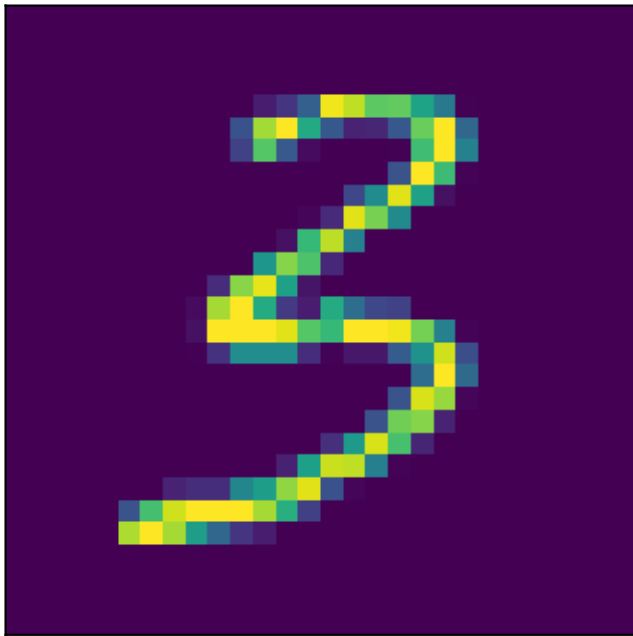
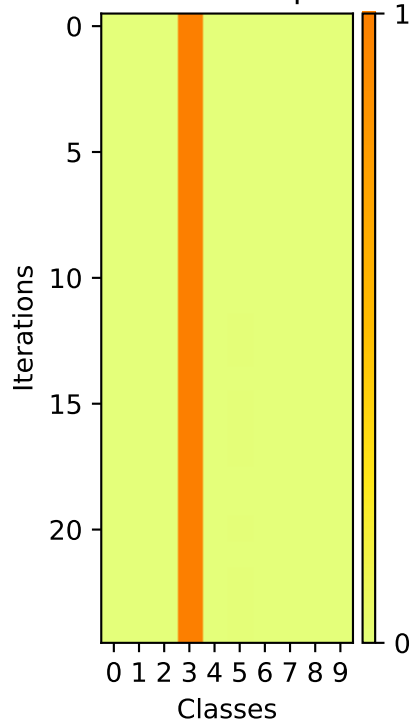


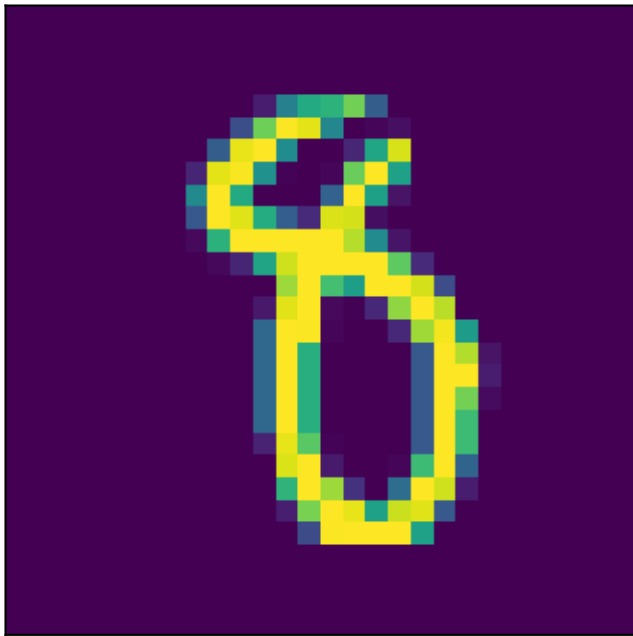
Image



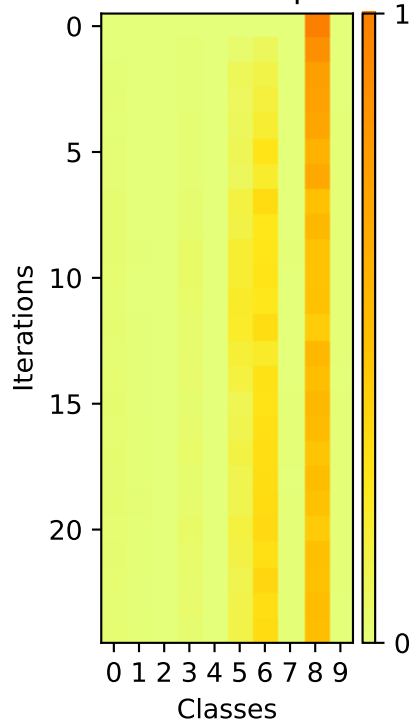
Softmax Outputs



Image



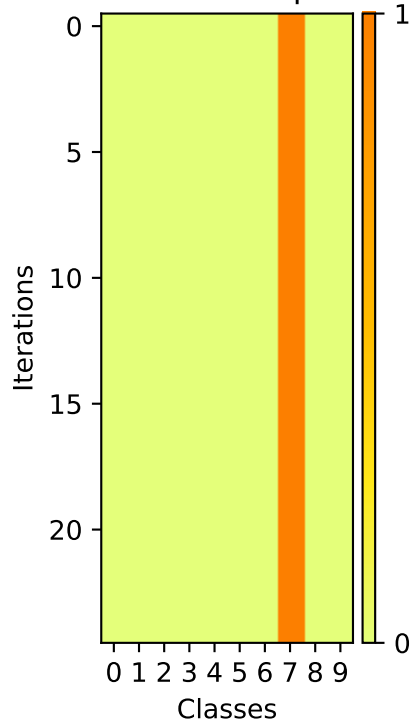
Softmax Outputs



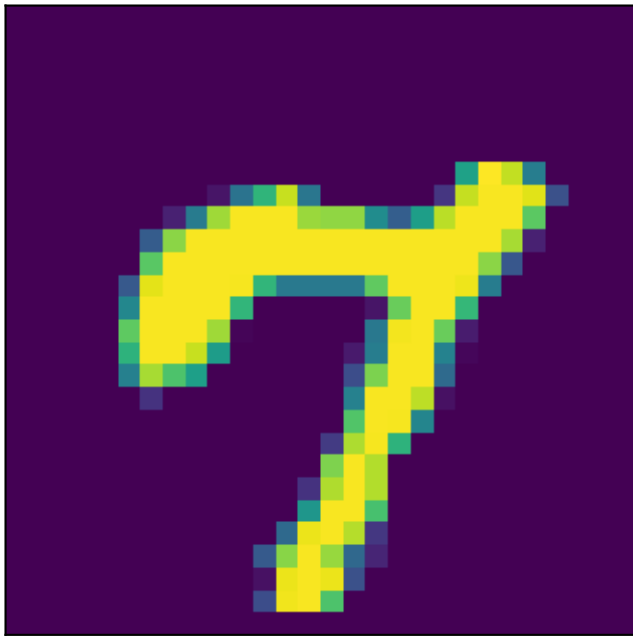
Image



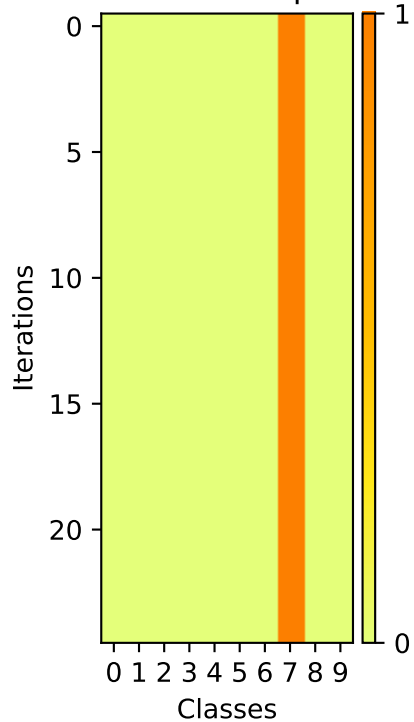
Softmax Outputs



Image



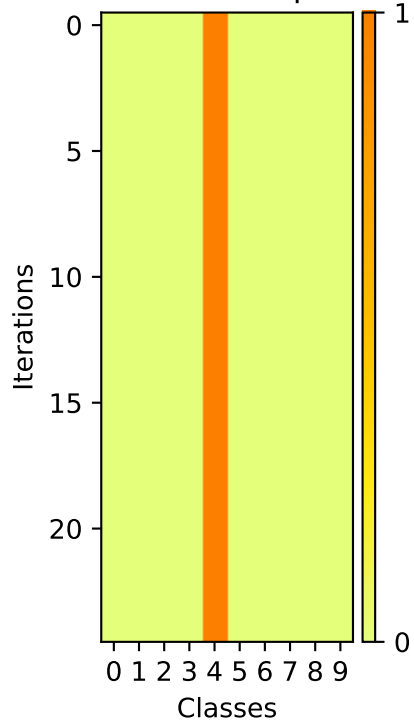
Softmax Outputs



Image



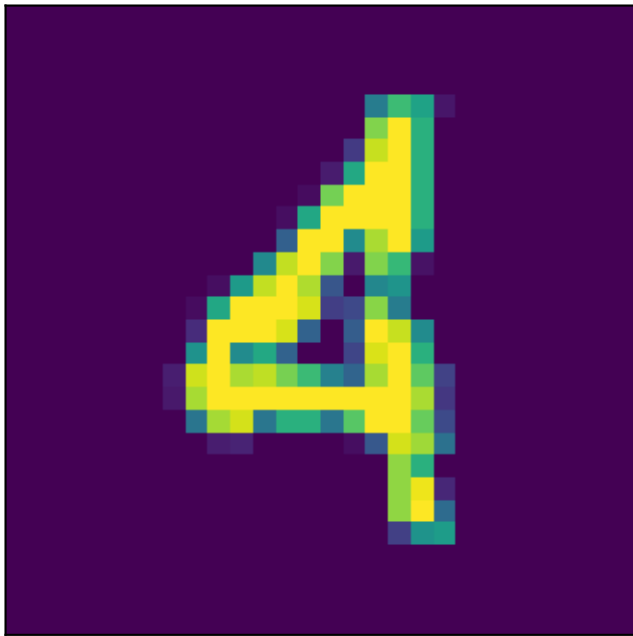
Softmax Outputs



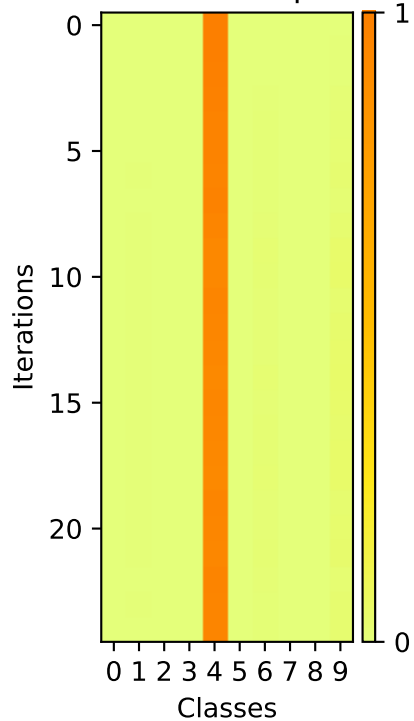
A pixelated, low-resolution image of the number 2. The number is rendered in a bright yellow-green color with a slightly noisy, dithered appearance. It is centered on a dark purple background. The image has a retro, digital aesthetic, similar to early computer graphics or video game sprites.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (yellow) to 1 (orange). Class 8 consistently shows a high probability (orange) across all iterations, while other classes remain at low probability (yellow).

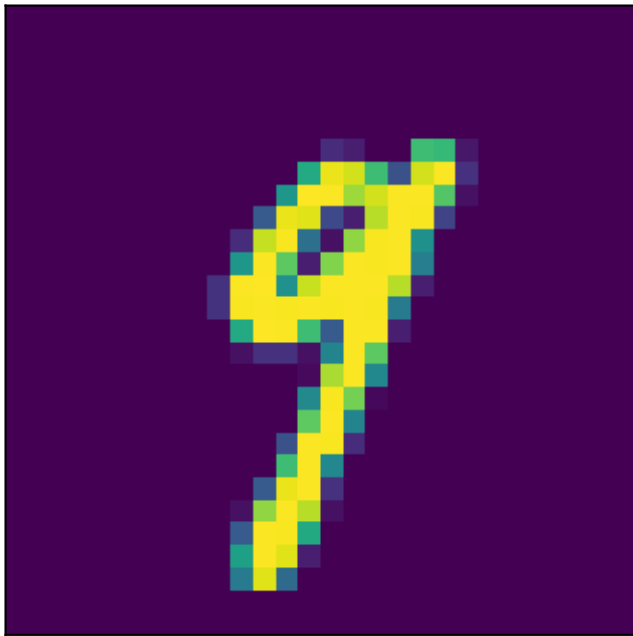
Image



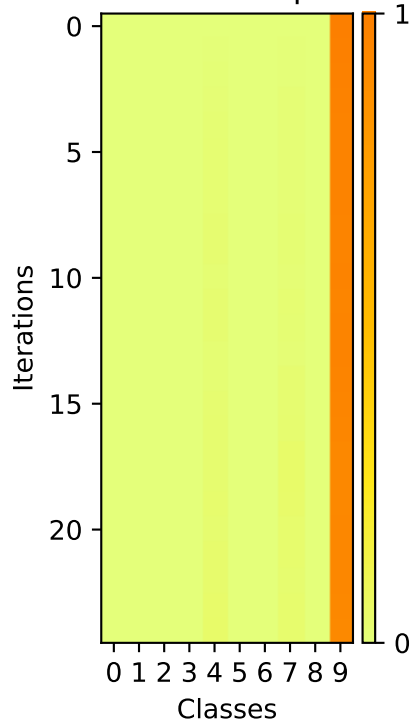
Softmax Outputs



Image

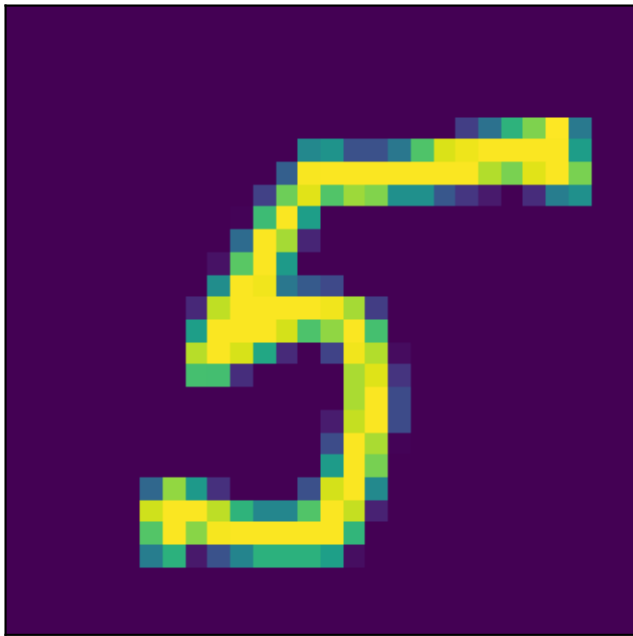


Softmax Outputs

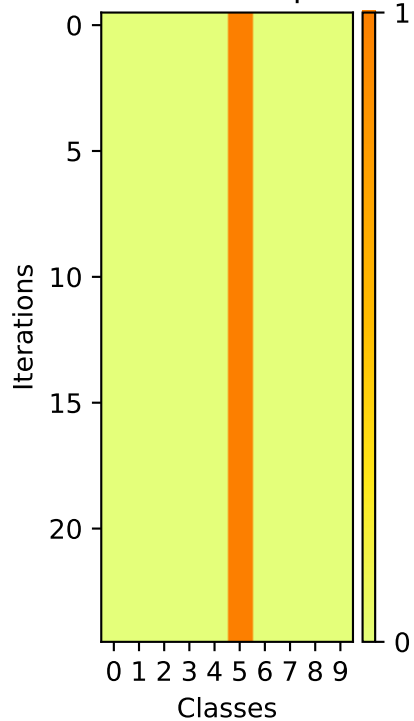


A pixelated drawing of a yellow and green snake on a dark purple background. The snake is coiled in a loose 'S' shape, with its head facing towards the upper right. The body is primarily yellow with green segments, and it has a thin, light-colored underbelly. The drawing is composed of small, distinct pixels, giving it a retro, digital art appearance.

Image



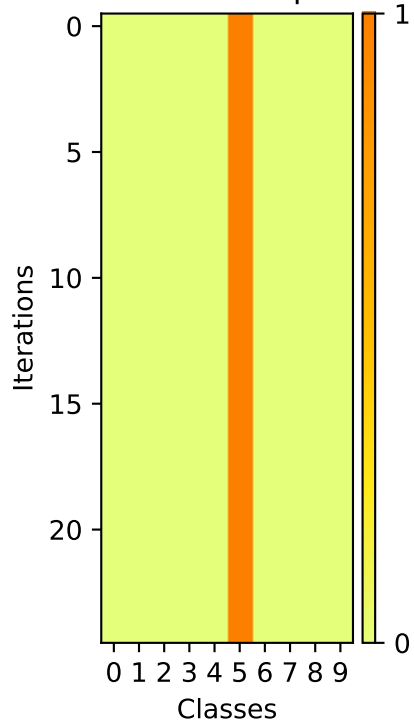
Softmax Outputs



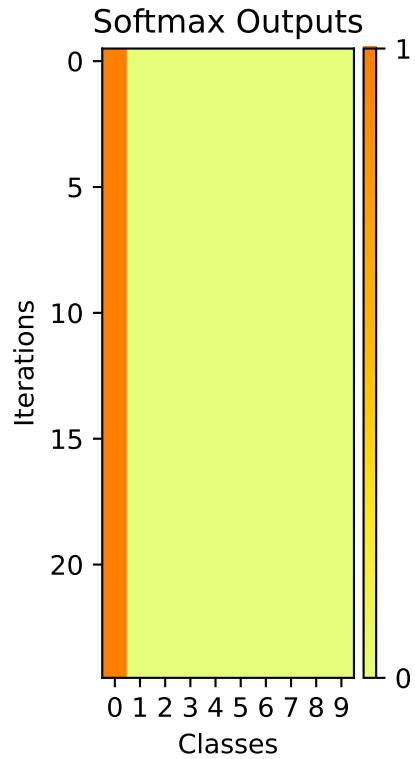
Image



Softmax Outputs



A pixelated yellow ring, resembling a stylized letter 'O' or a circular path, is centered on a dark purple background. The ring is composed of small, square pixels in various shades of yellow and light green, giving it a blocky, digital appearance. The background is a solid, deep purple.



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

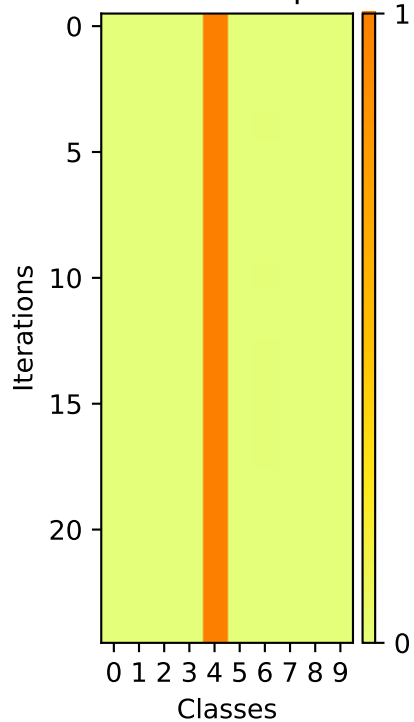
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

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

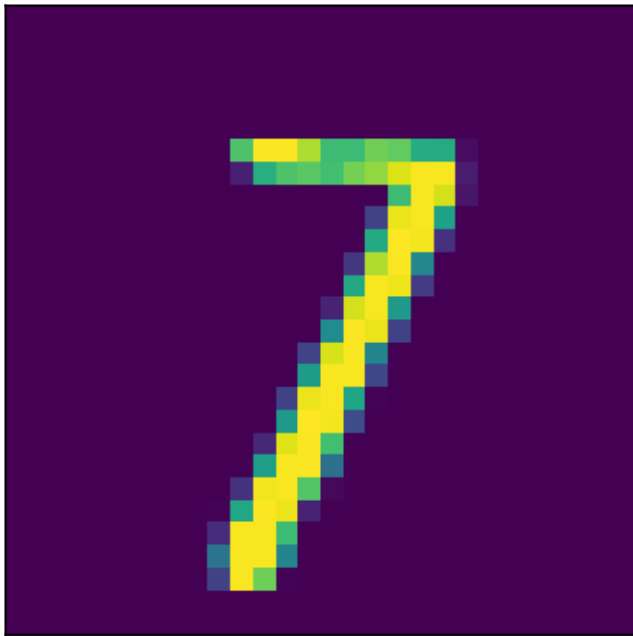
Image



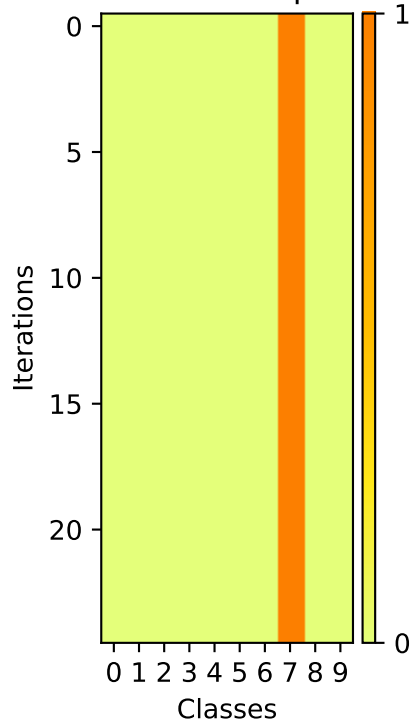
Softmax Outputs



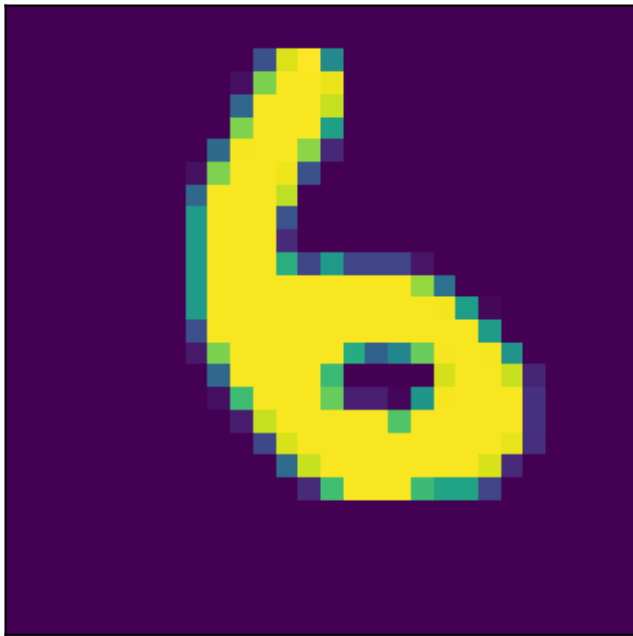
Image



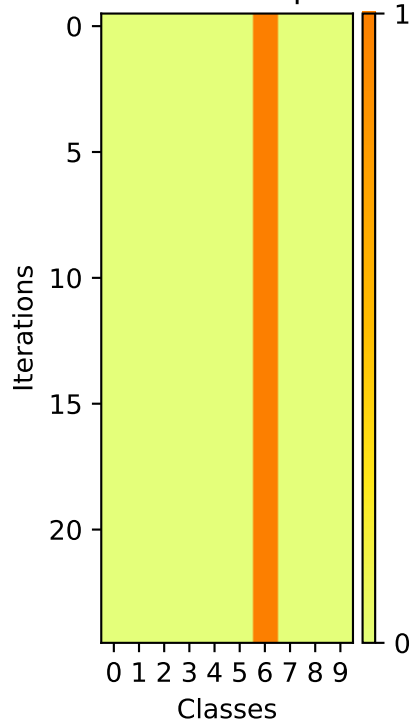
Softmax Outputs



Image



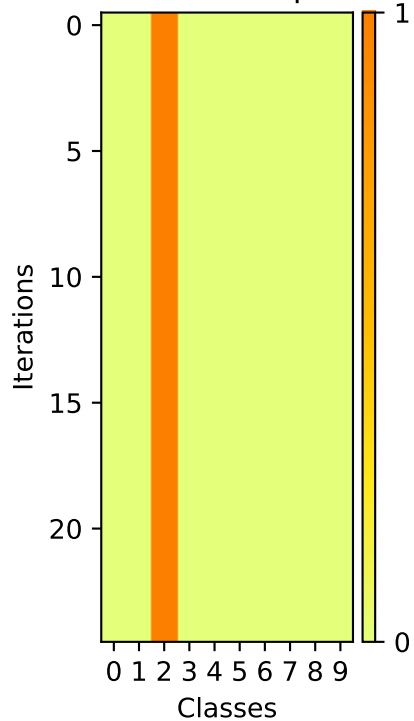
Softmax Outputs



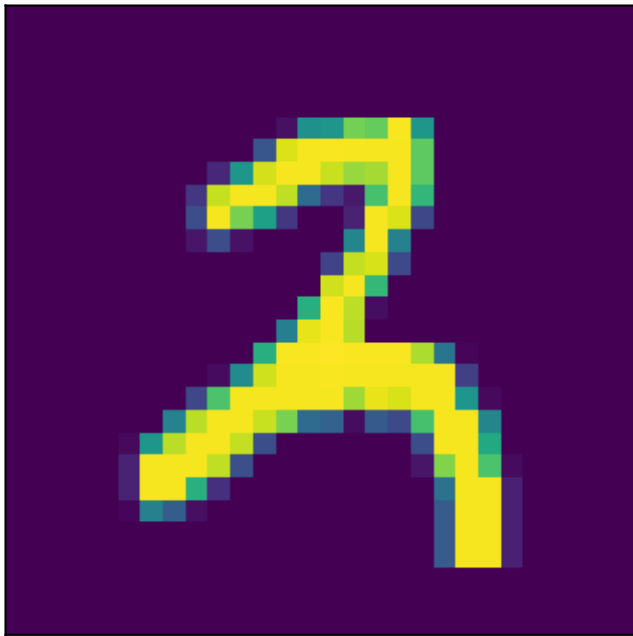
Image



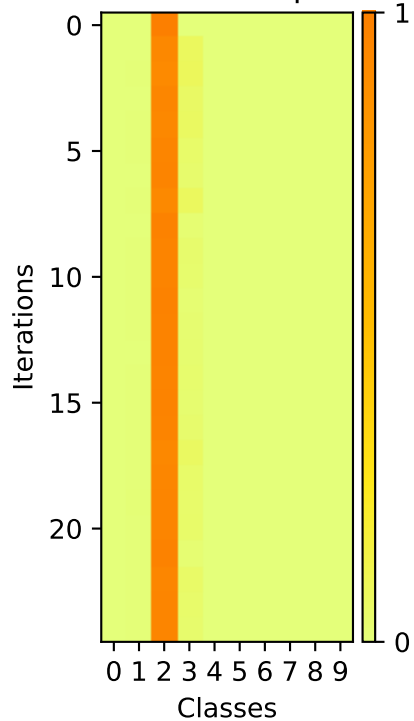
Softmax Outputs



Image



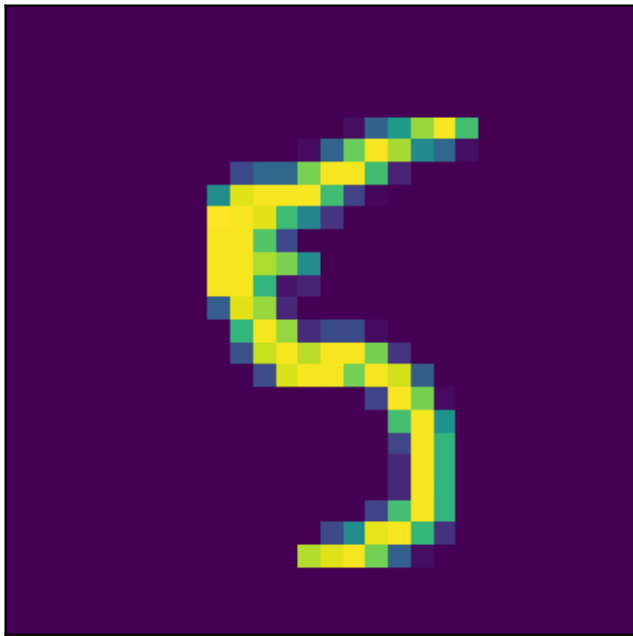
Softmax Outputs



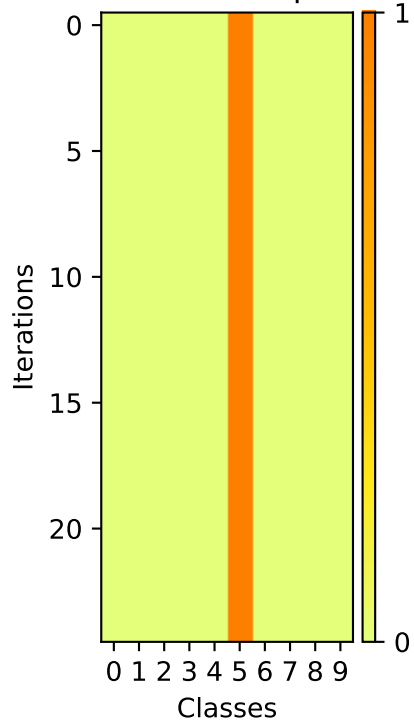
A pixelated, low-resolution image of a yellow and blue object, possibly a stylized letter or logo, set against a dark purple background. The object has a yellow main body with blue and green pixelated outlines and internal details. It resembles a stylized 'L' or a similar abstract shape.

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

Image

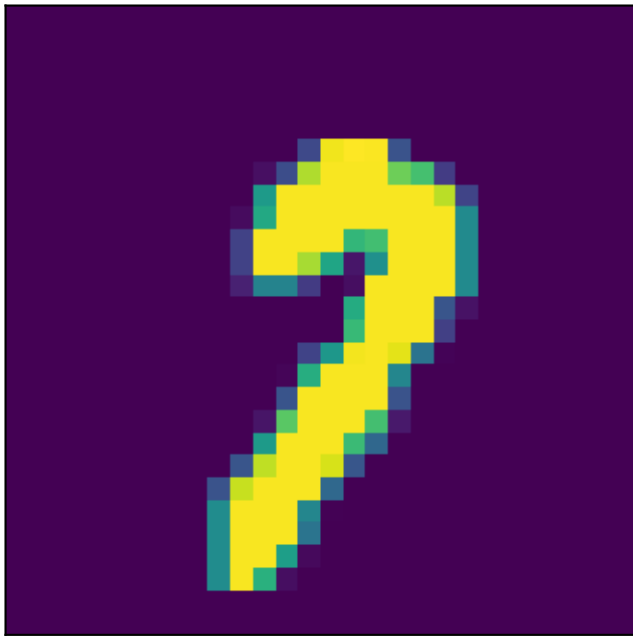


Softmax Outputs

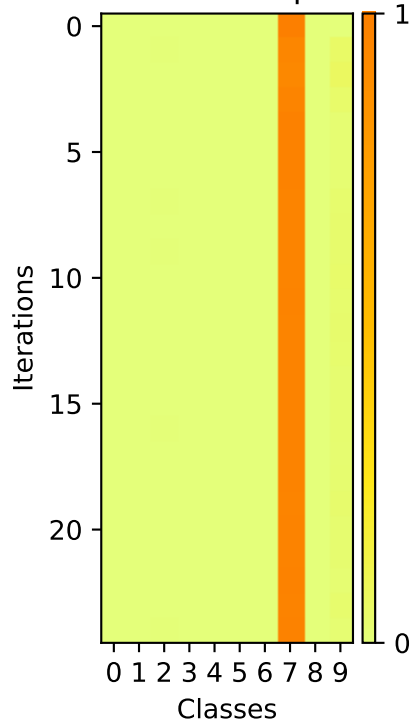


A pixelated yellow number 2 on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance. It is centered in the lower half of the image.

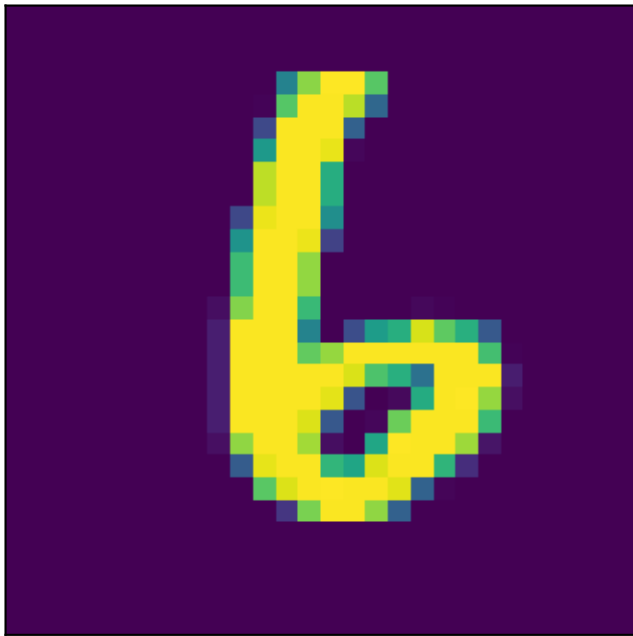
Image



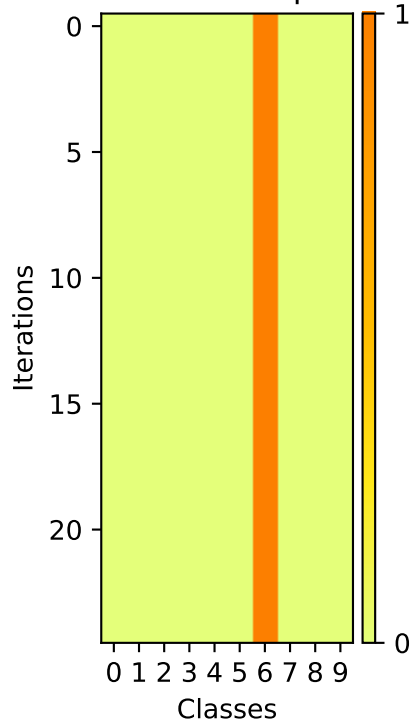
Softmax Outputs



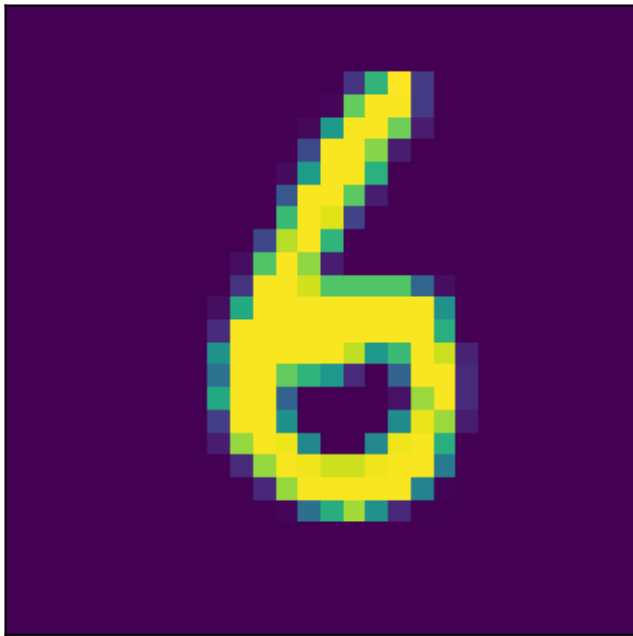
Image



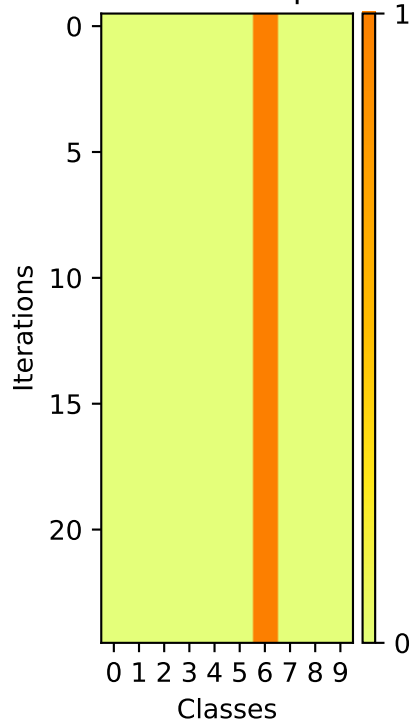
Softmax Outputs



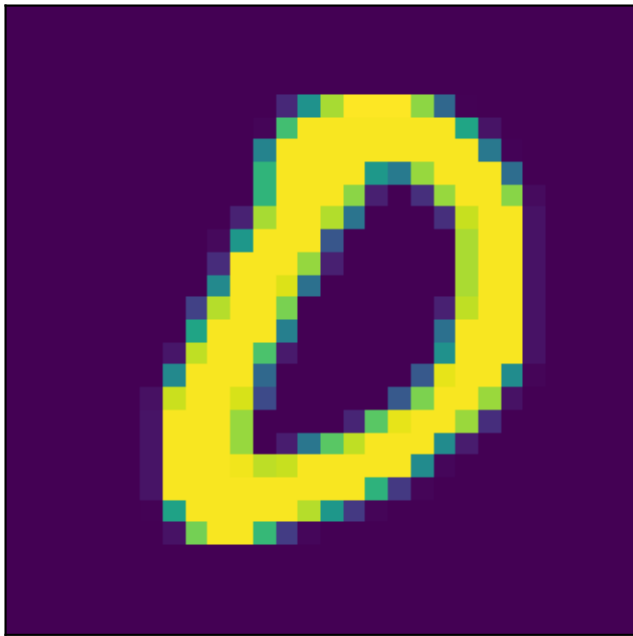
Image



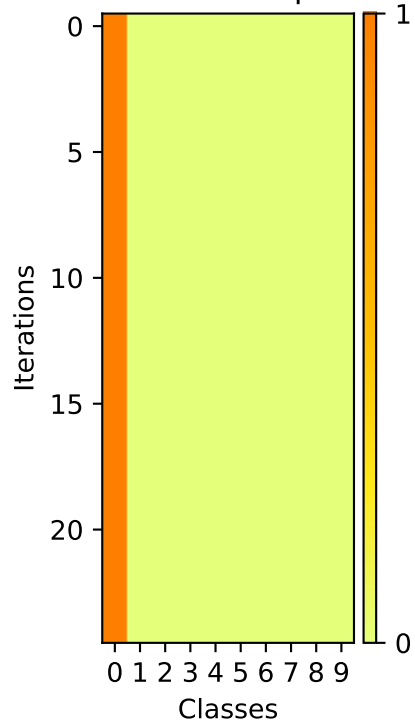
Softmax Outputs



Image



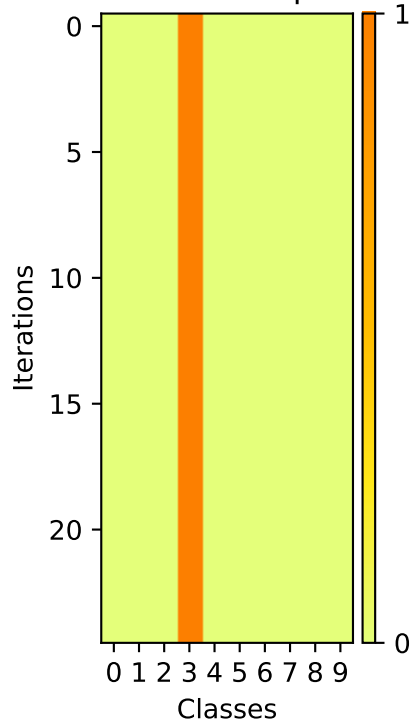
Softmax Outputs



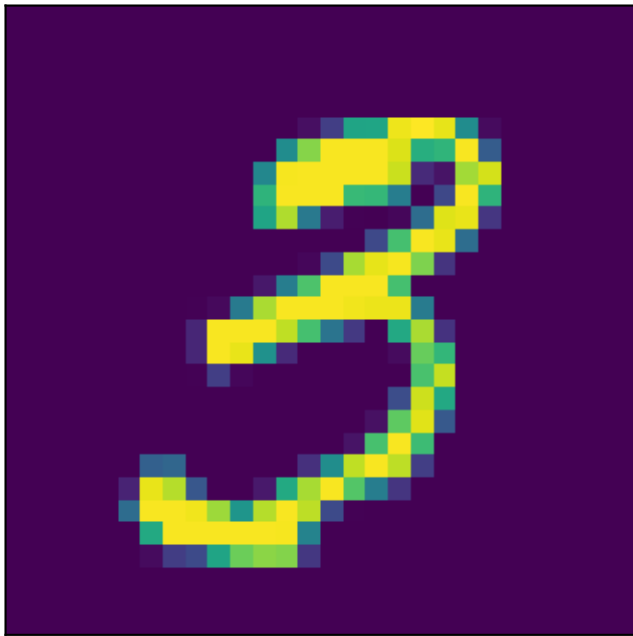
Image



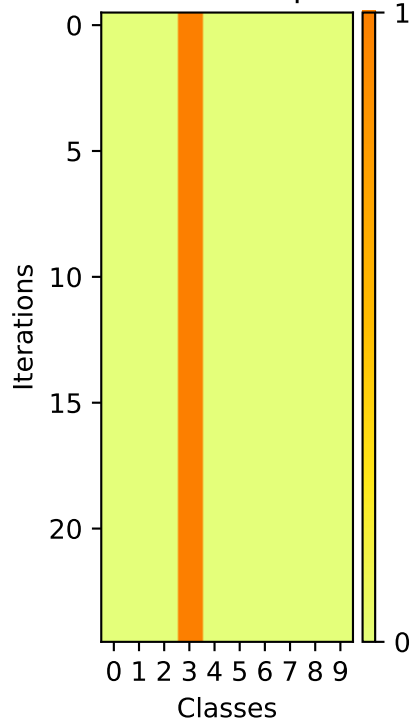
Softmax Outputs



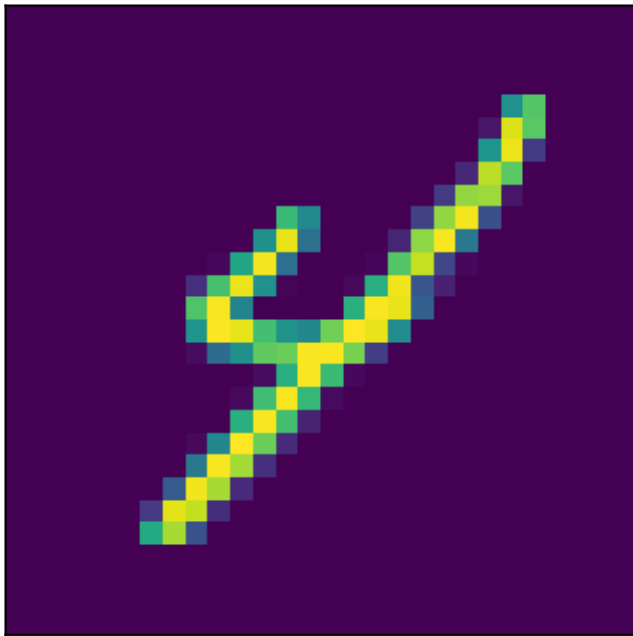
Image



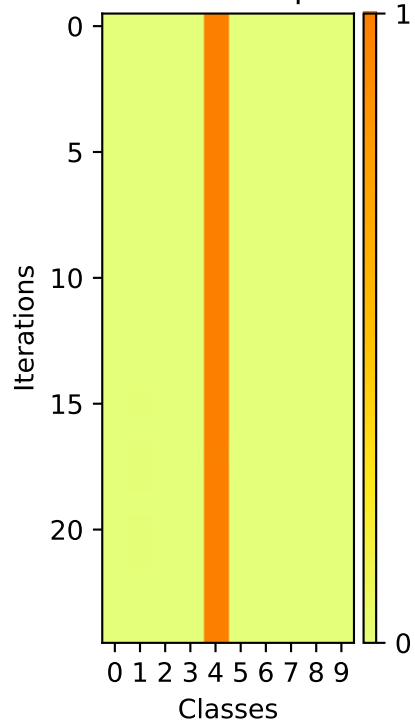
Softmax Outputs



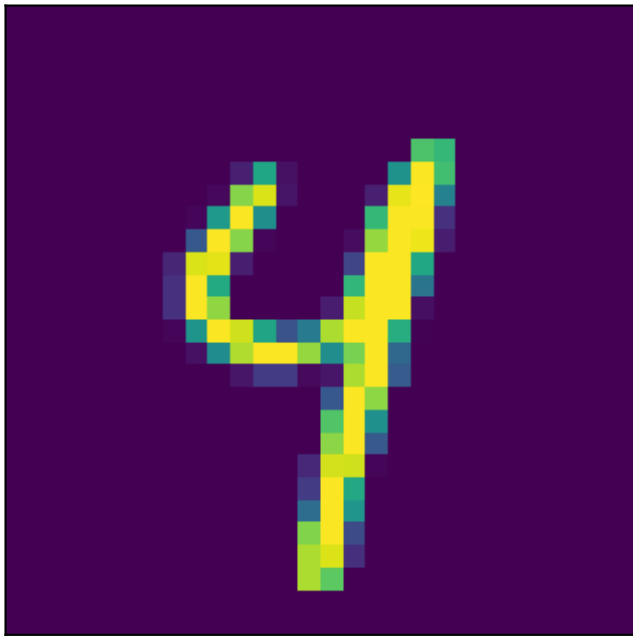
Image



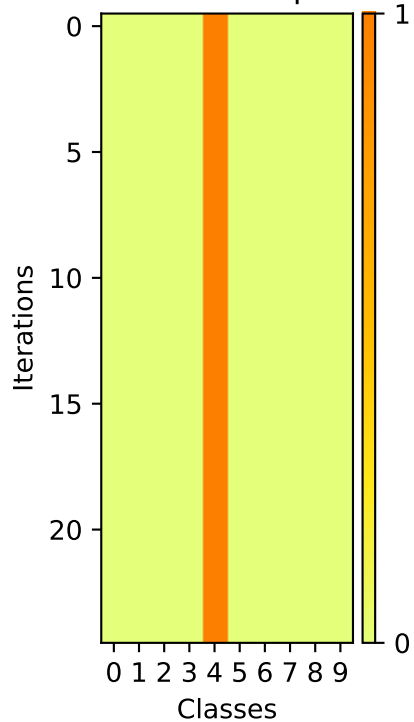
Softmax Outputs



Image



Softmax Outputs

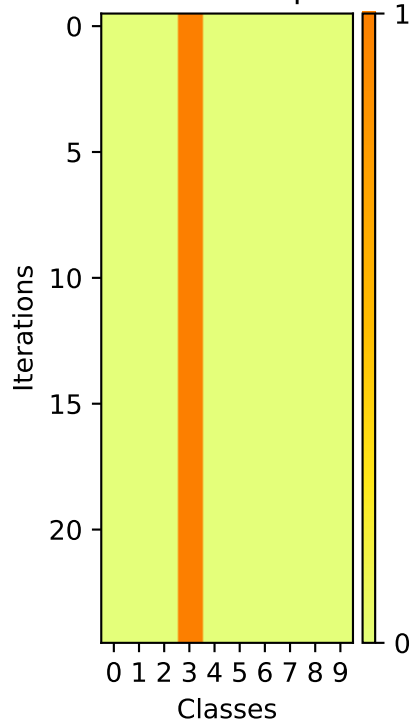


A 10x10 grid visualization of a handwritten digit '4' on a black background. The digit is formed by a sequence of colored pixels: yellow for the main vertical stroke, green for the horizontal base and top bar, and blue for the diagonal stroke and some noise pixels.

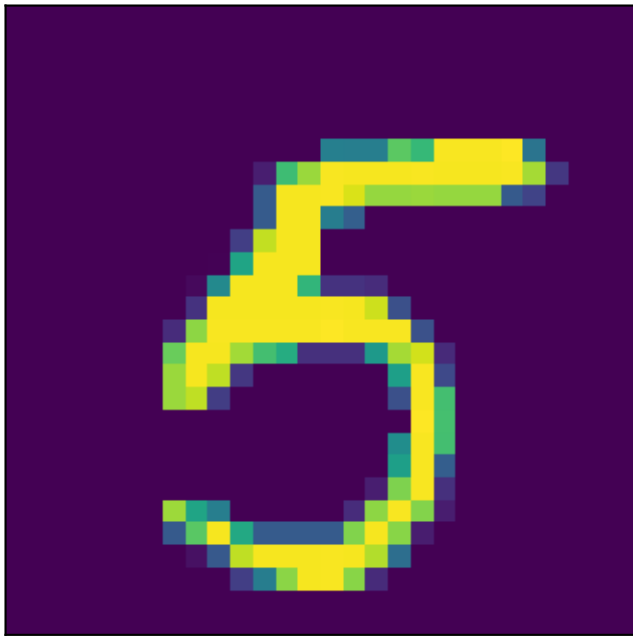
Image



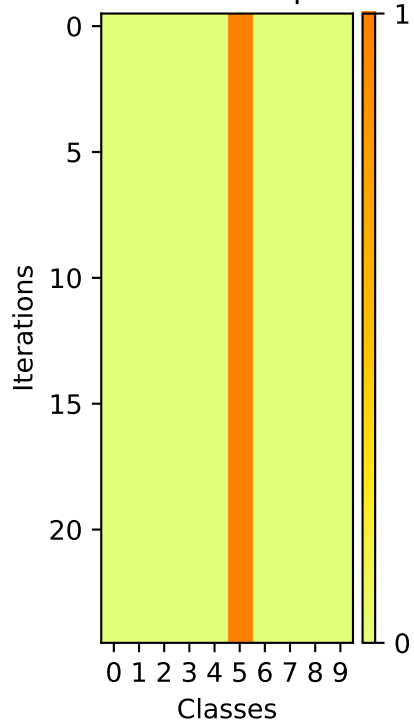
Softmax Outputs



Image



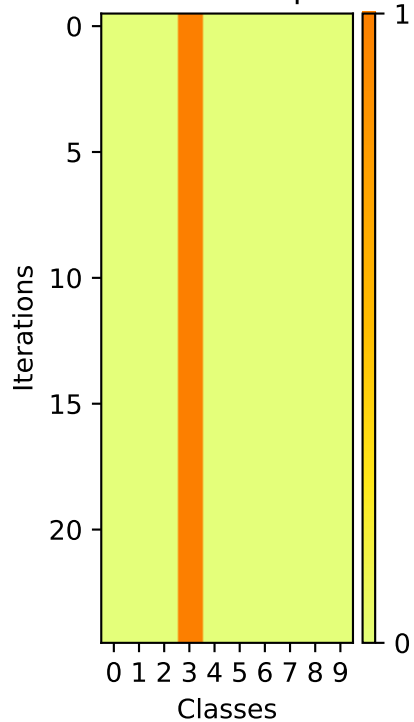
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of a yellow and green vertical shape, possibly a stylized letter 'I' or a vertical bar, set against a dark purple background. The shape is composed of several vertical columns of pixels. The central column is primarily yellow, while the columns on either side are primarily green. There are some blue and purple pixels interspersed, particularly towards the top and bottom edges, suggesting a noisy or stylized representation. The overall appearance is that of a digital artifact or a low-quality scan of a graphic element.

A pixelated yellow number 2 is centered on a dark purple background. The number is composed of many 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.

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

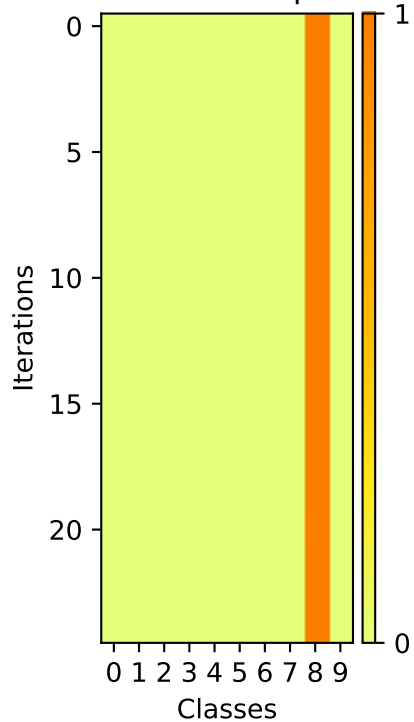
A pixelated graphic of a yellow lightning bolt striking down from a dark purple background. The lightning bolt is composed of several small squares in shades of yellow, green, and blue, creating a jagged, downward-pointing shape. The background is a solid dark purple color.

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 starts concentrated on Class 1 and shifts towards Class 0 over the iterations.

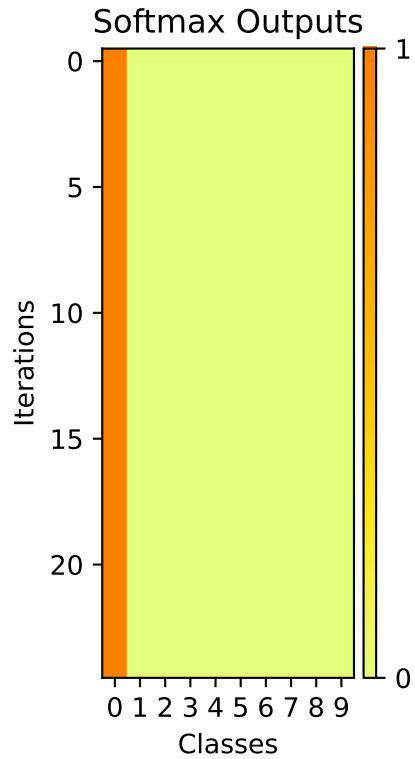
Image



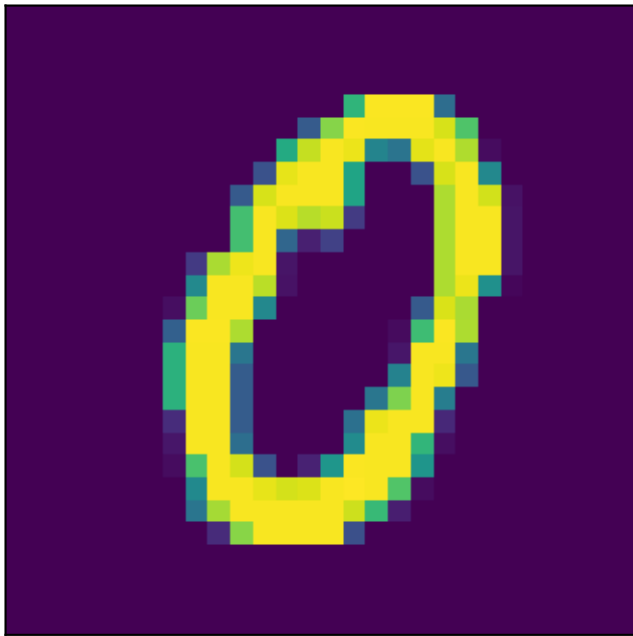
Softmax Outputs



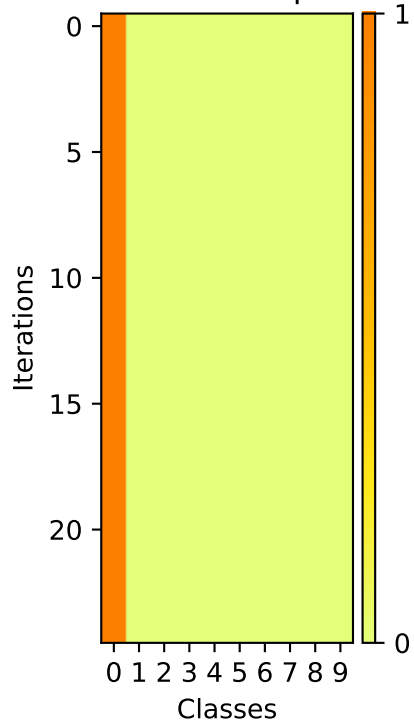
A pixelated yellow ring with a dark blue center, set against a dark blue background. The ring is composed of yellow and light blue pixels, with a dark blue center. The background is a solid dark blue.



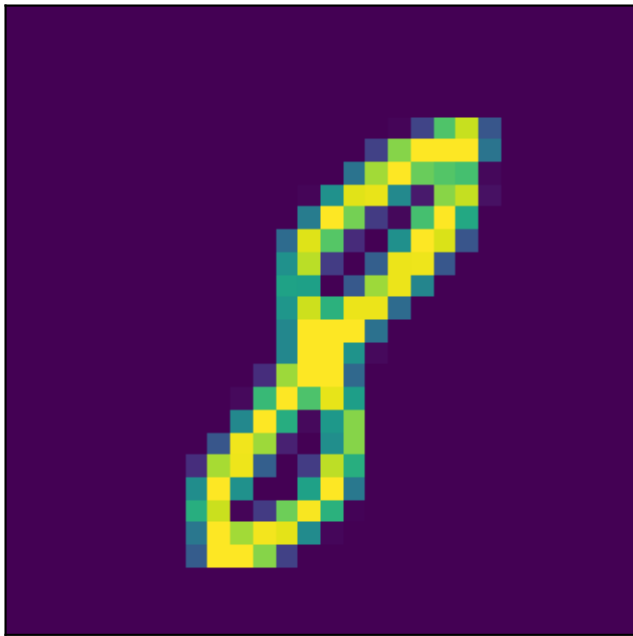
Image



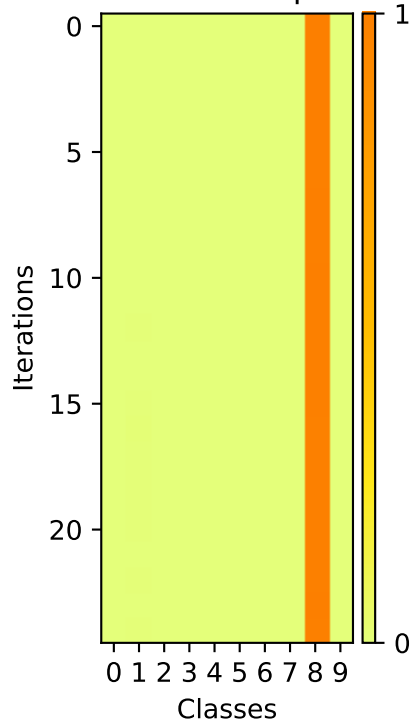
Softmax Outputs



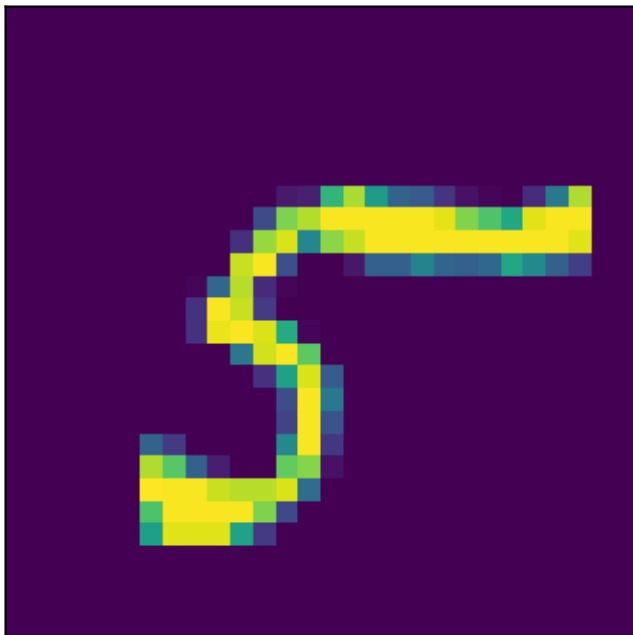
Image



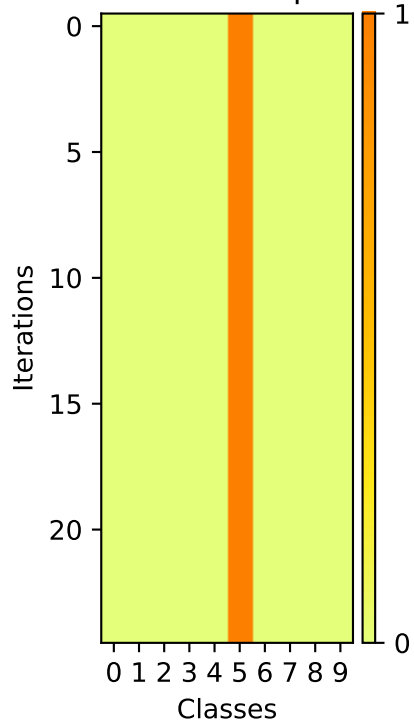
Softmax Outputs



Image



Softmax Outputs

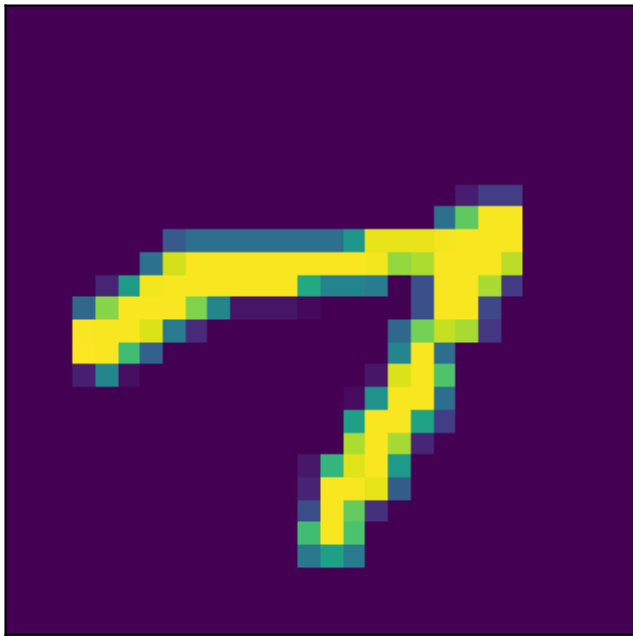


[illegible]

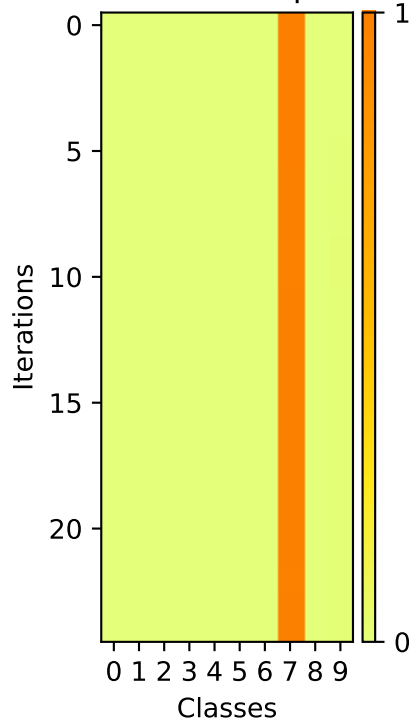
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts at Iteration 0 with Class 1 having a probability of 1.0 and all other classes having 0.0. By Iteration 20, Class 0 has a probability of 1.0, and Class 1 has a probability of 0.0. The transition is complete by Iteration 10.

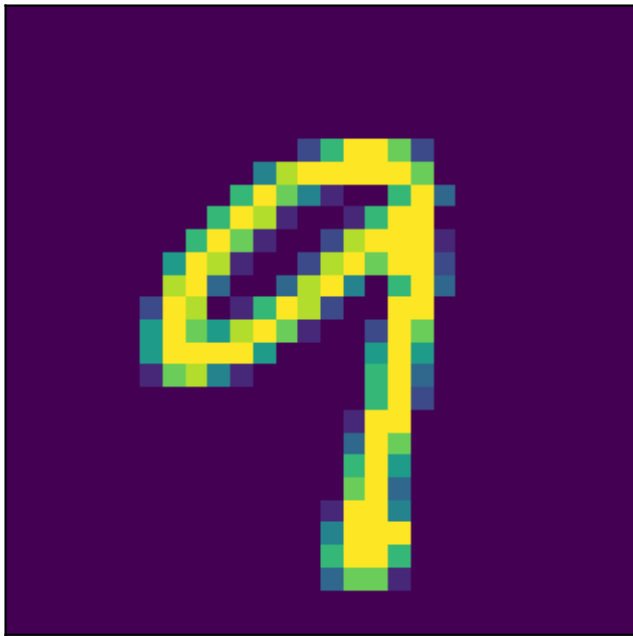
Image



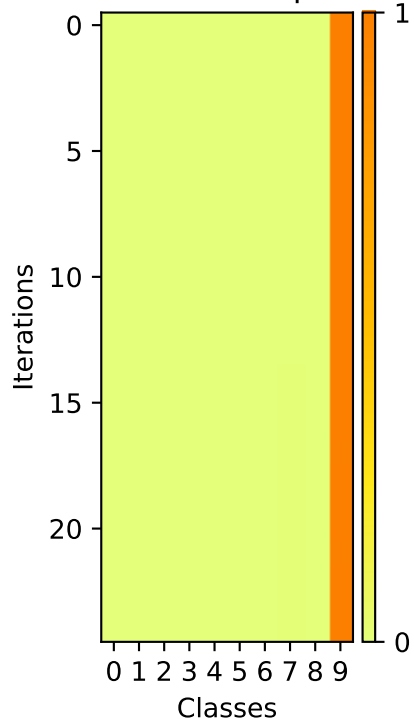
Softmax Outputs



Image

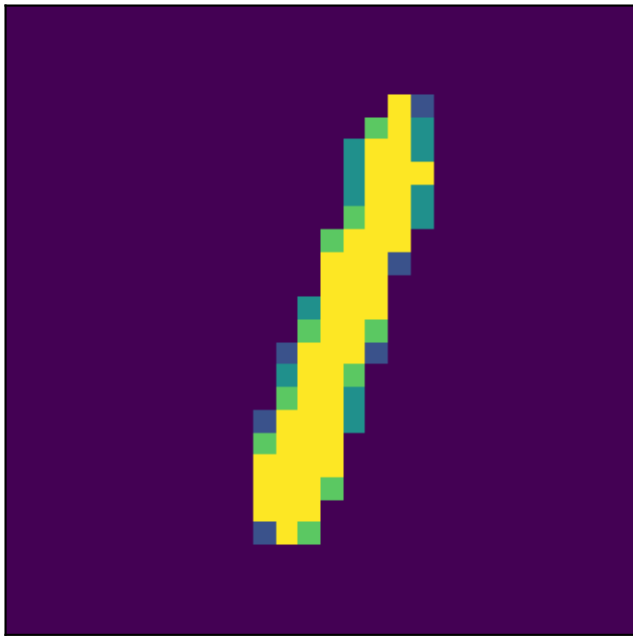


Softmax Outputs

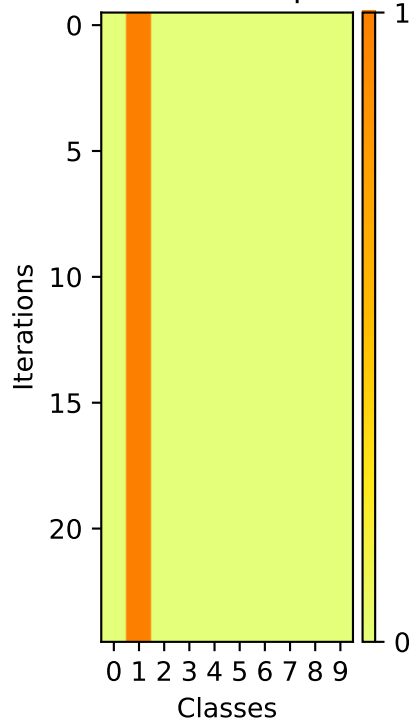


A 10x10 grid with a black border. The grid contains a diagonal path of yellow and green squares. The path starts at the bottom-left (row 10, column 1) and ends at the top-right (row 1, column 10). The path is composed of yellow squares, with green squares interspersed. Blue squares are located at the corners and along the edges of the grid.

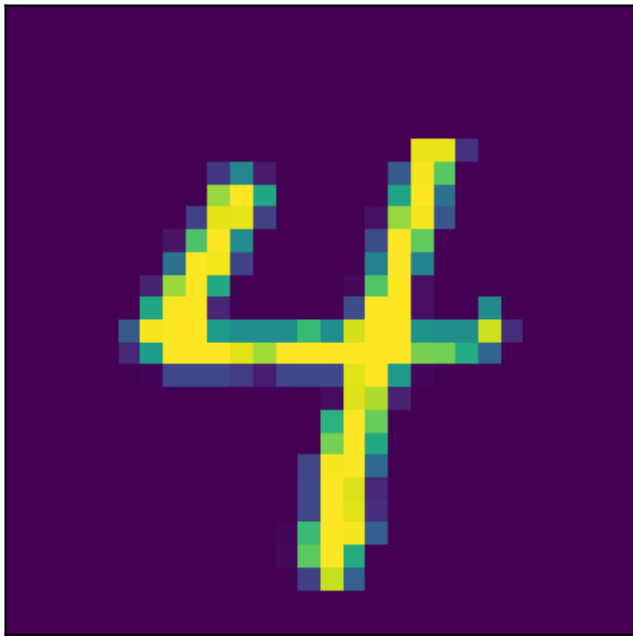
Image



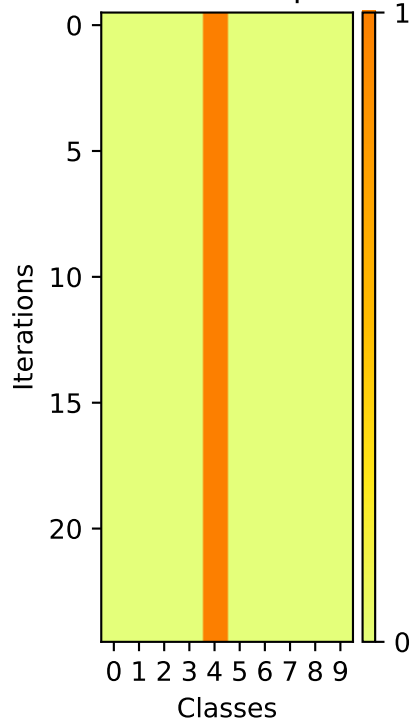
Softmax Outputs



Image



Softmax Outputs

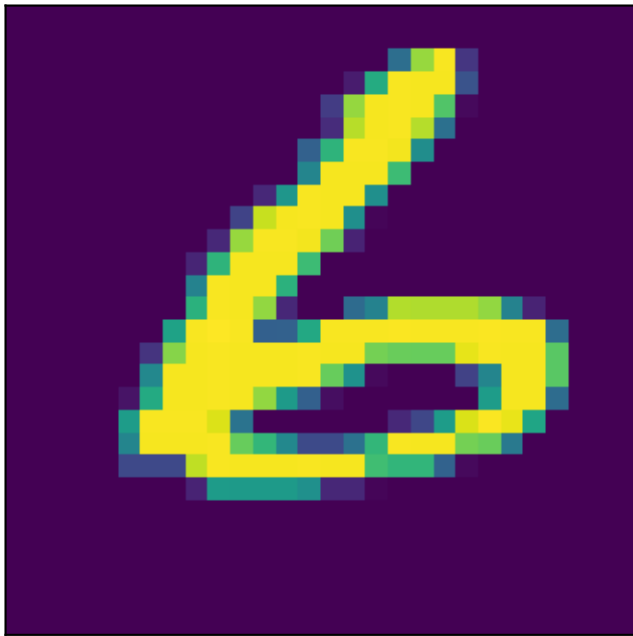


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows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

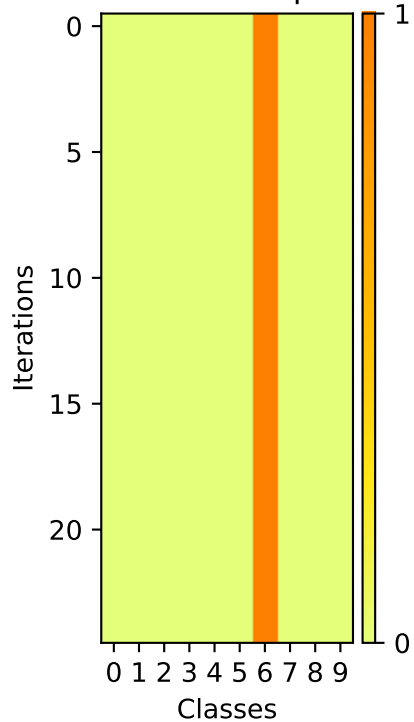
A pixelated yellow ring, resembling a donut or a thick circle, centered on a black background. The ring is composed of many small yellow and light green squares, giving it a blocky, digital appearance. The center of the ring is a solid black circle.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents Iterations (0 to 20), and the x-axis represents Classes (0 to 9). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (orange). The distribution converges to a state where Class 0 has a probability of approximately 0.1 and Class 1 has a probability of approximately 0.9, while all other classes have a probability near 0.0.

Image



Softmax Outputs



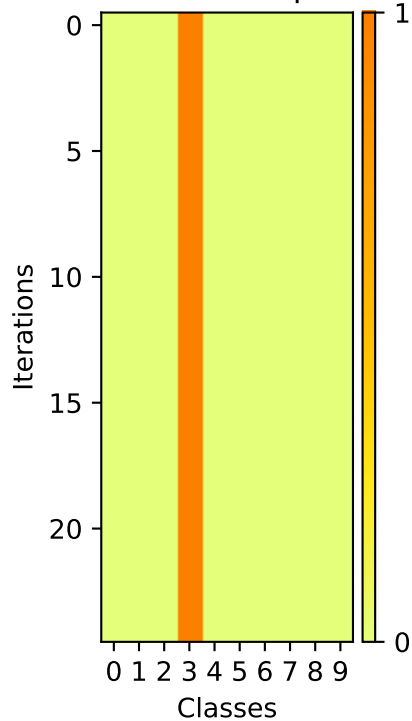
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall form is somewhat irregular, with a large loop on the left side and a smaller, more defined shape on the right. The background is a solid, dark purple color.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 consistently shows a high probability (dark orange) across all iterations, while other classes remain at low probability (light yellow).

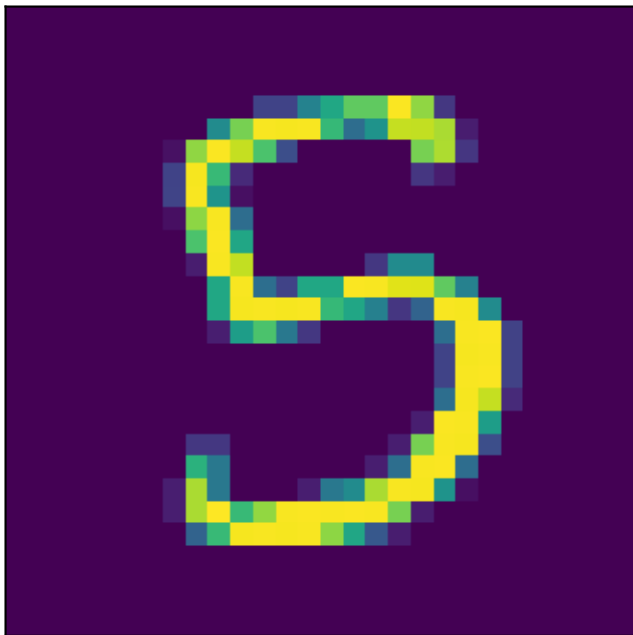
Image



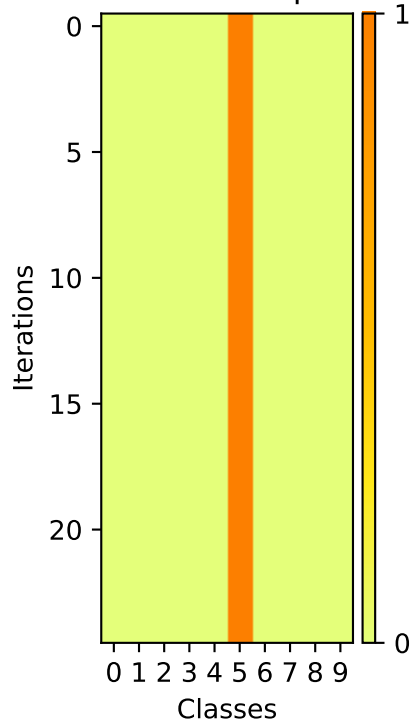
Softmax Outputs



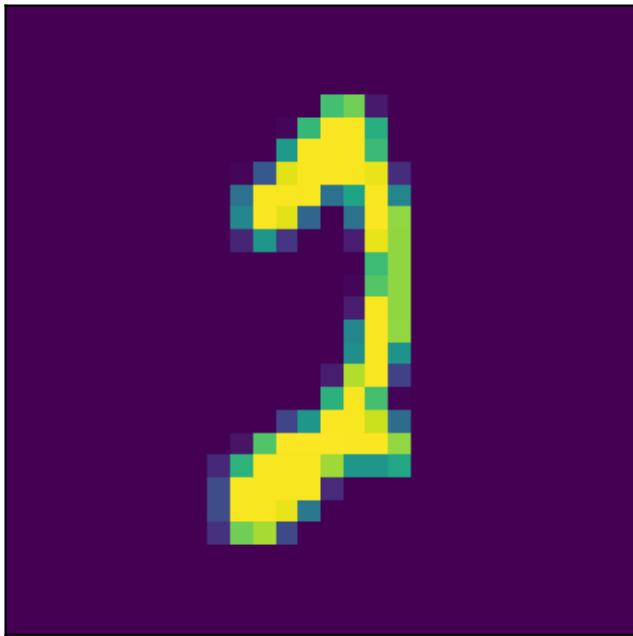
Image



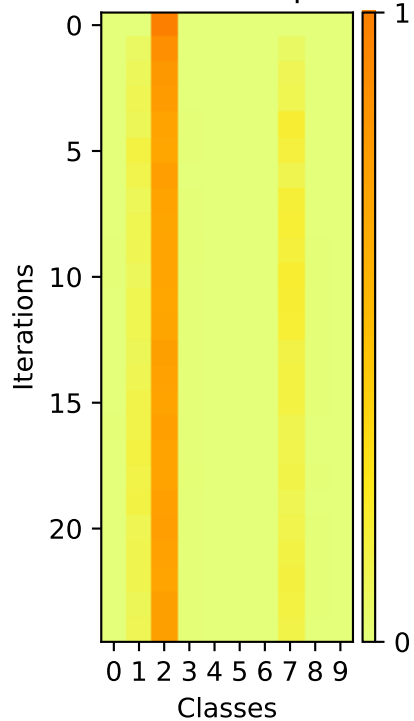
Softmax Outputs



Image



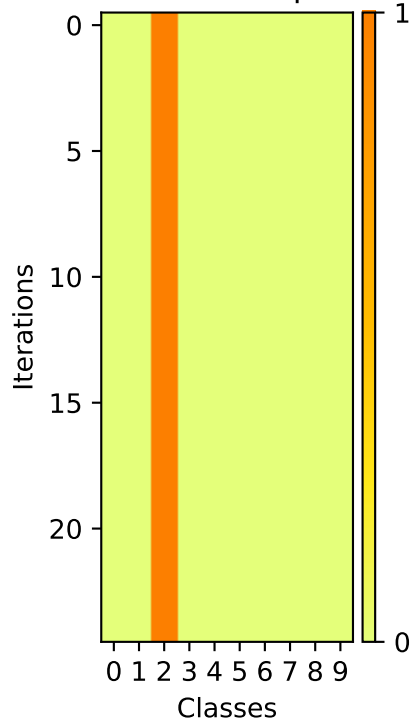
Softmax Outputs



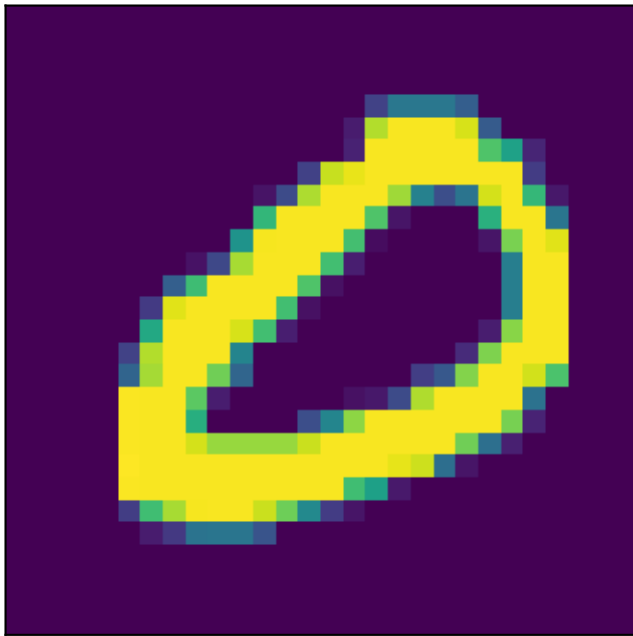
Image



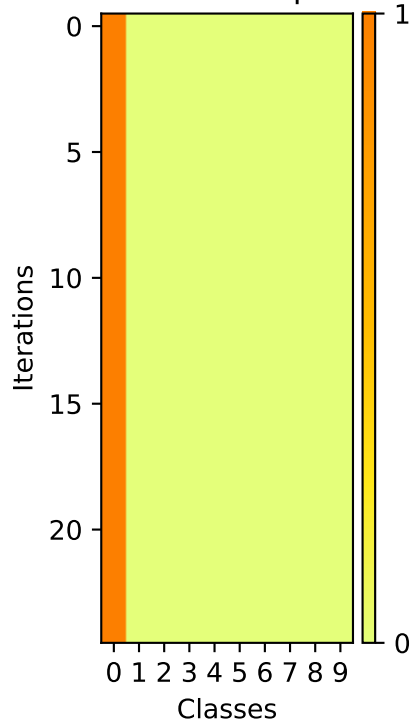
Softmax Outputs



Image



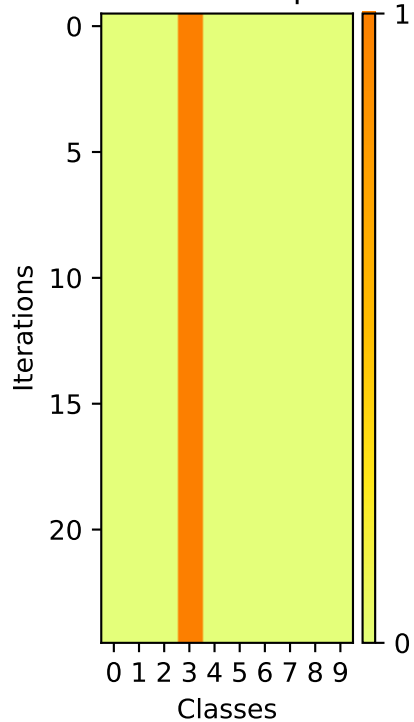
Softmax Outputs



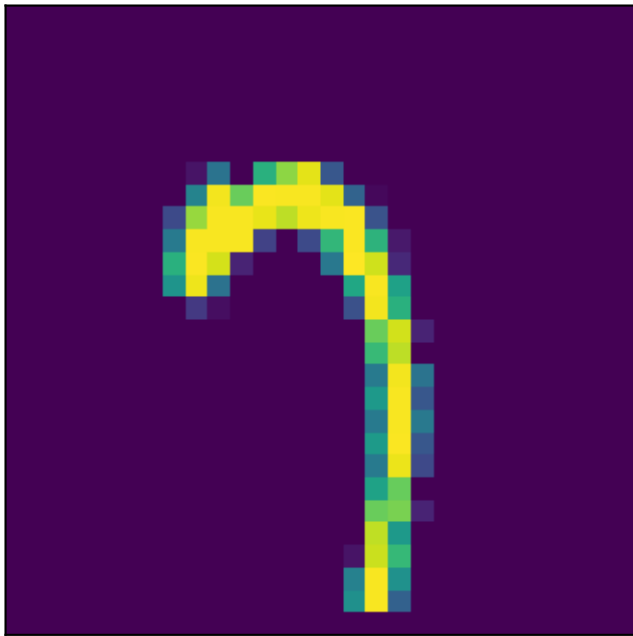
Image



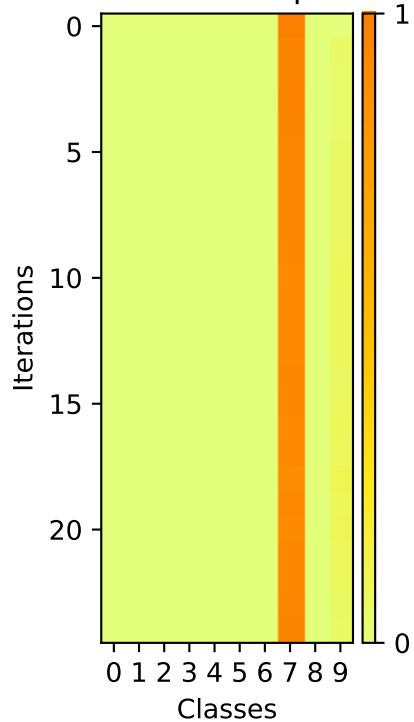
Softmax Outputs



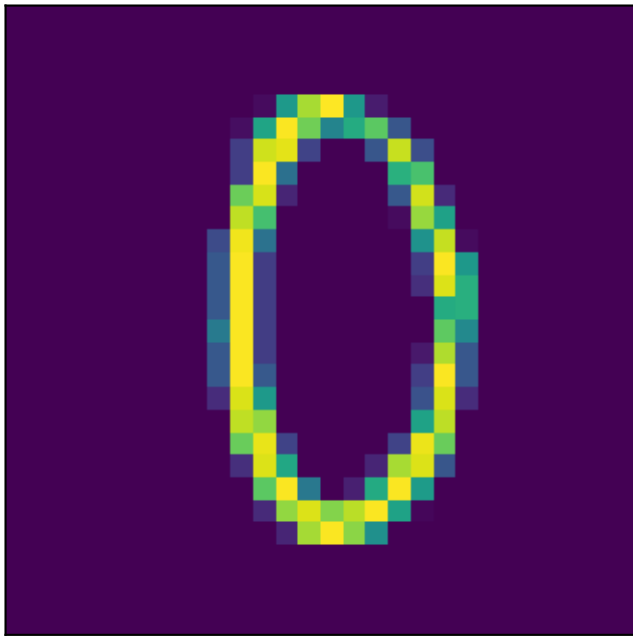
Image



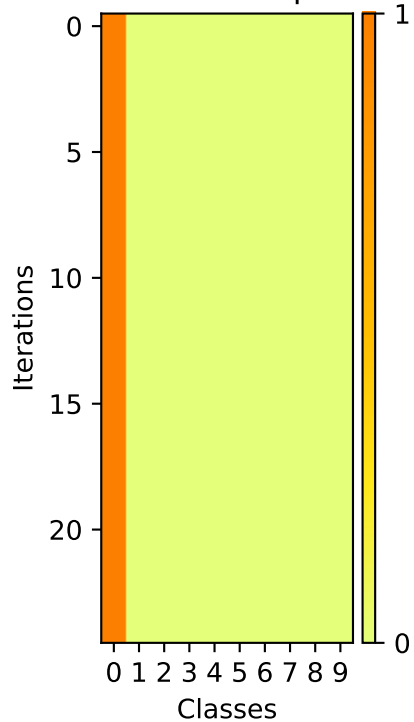
Softmax Outputs



Image



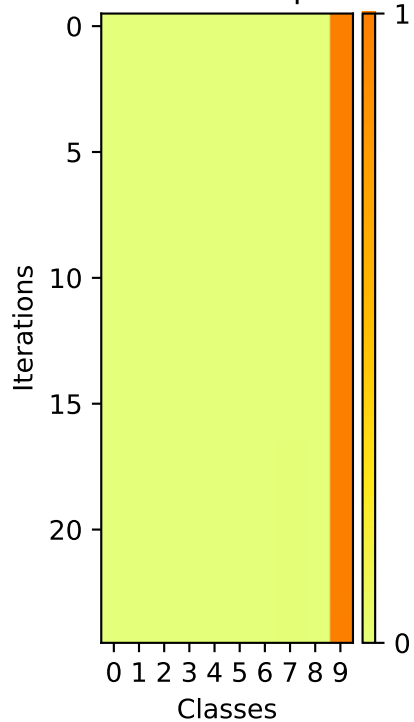
Softmax Outputs



Image



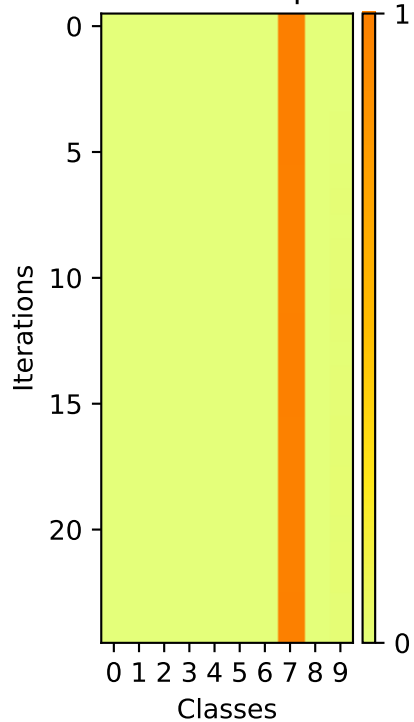
Softmax Outputs



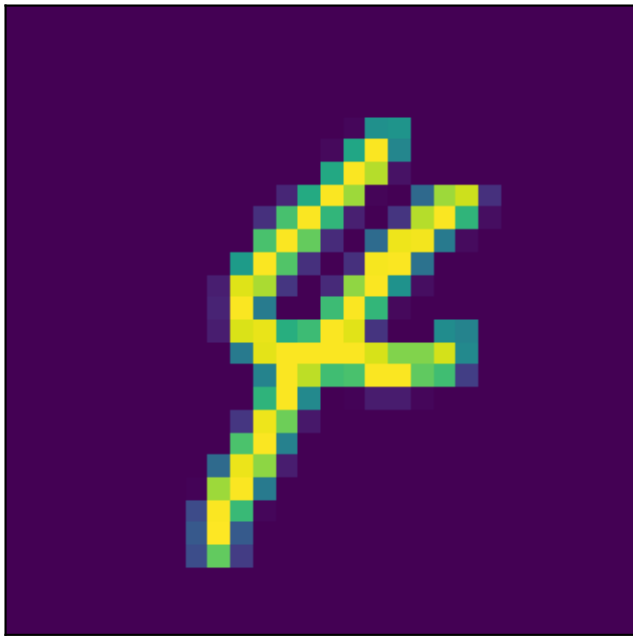
Image



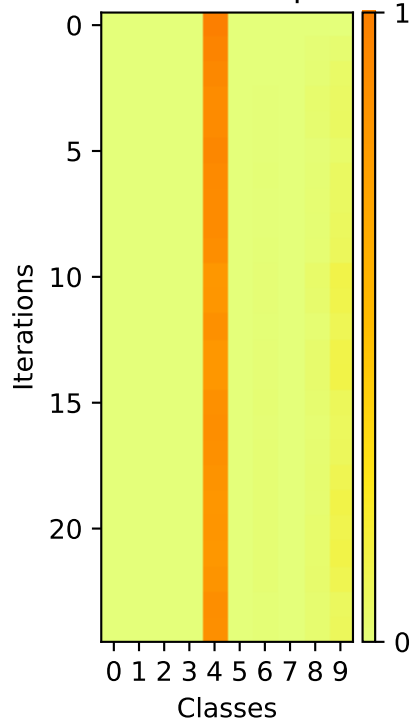
Softmax Outputs



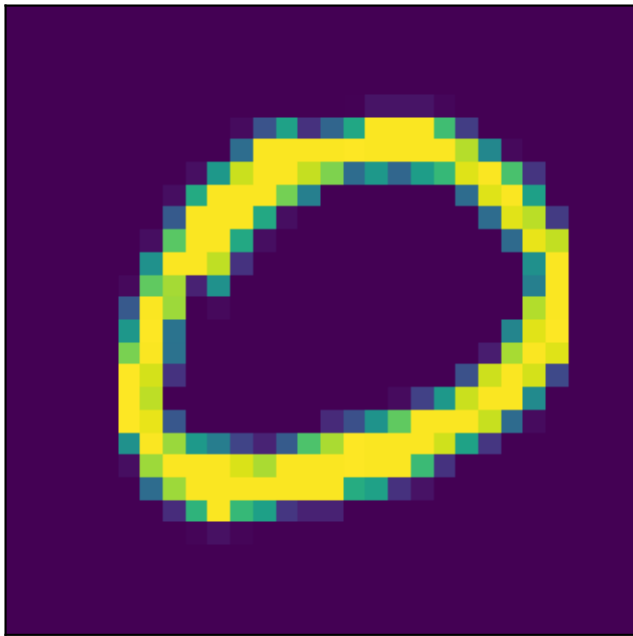
Image



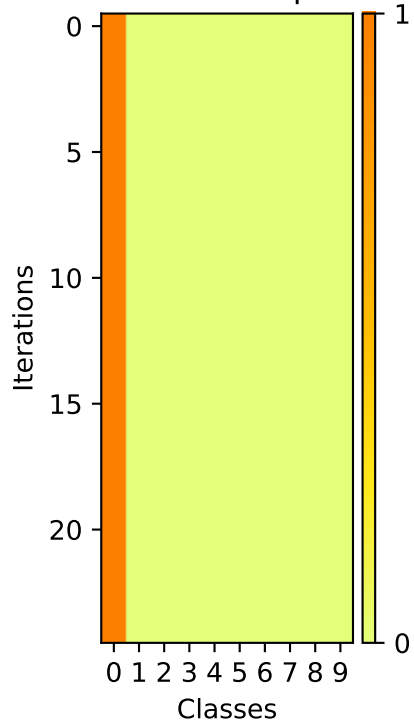
Softmax Outputs



Image



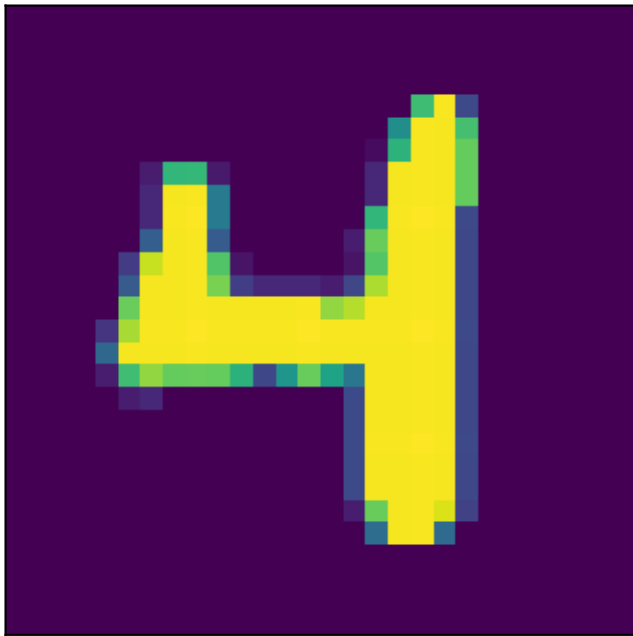
Softmax Outputs



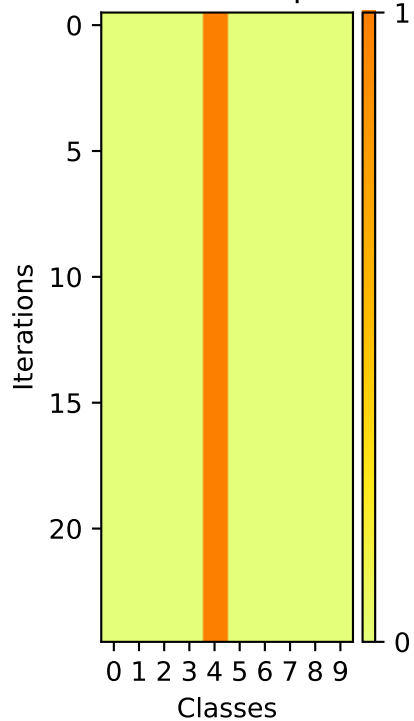
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker purple and blue pixels at the edges, giving it a slightly blurred or hand-drawn appearance.

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

Image



Softmax Outputs

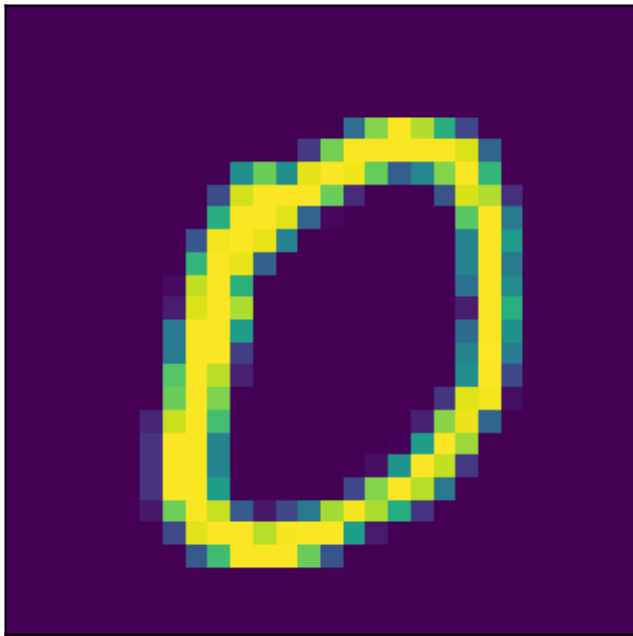


A pixelated, low-resolution image of a yellow and green ring or circle on a dark purple background. The ring is composed of several pixels, with yellow and green being the primary colors, and some darker purple pixels interspersed. The overall shape is roughly circular, with a small gap at the bottom. The image has a very low resolution, with large, visible pixels.

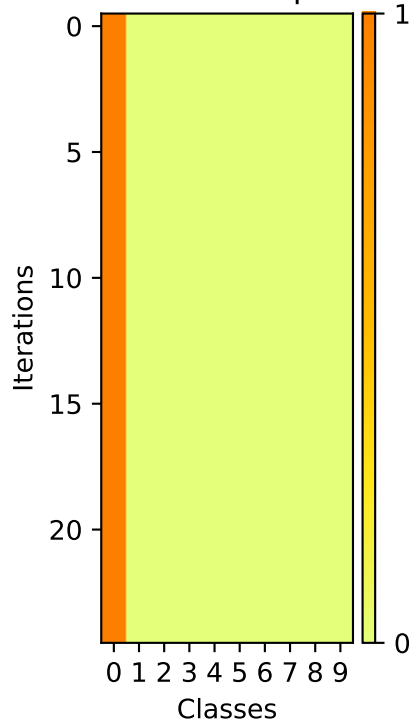
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

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

Image



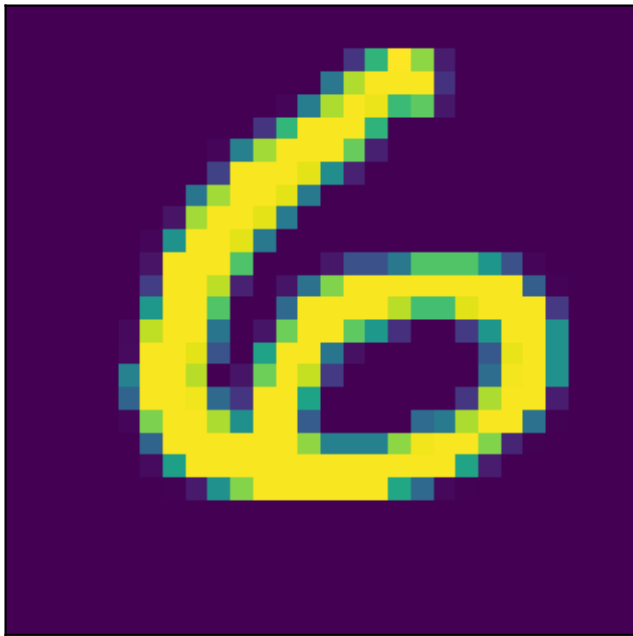
Softmax Outputs



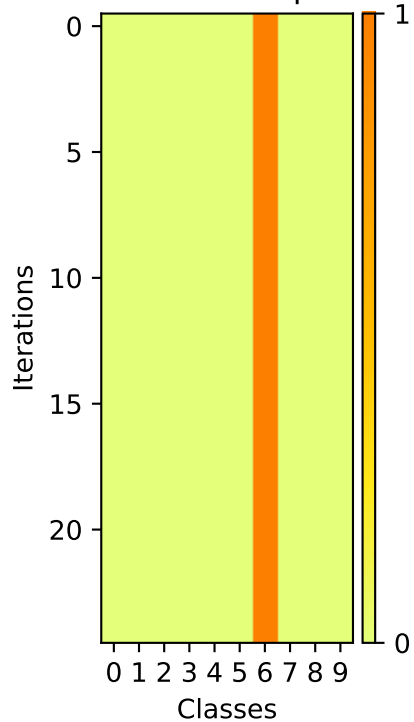
A pixelated, low-resolution image of a yellow and green figure-eight knot on a dark purple background. The knot is composed of a series of small squares, with the main body being yellow and the connecting strands being green. The overall shape is a figure-eight, with the two loops facing opposite directions. The image has a very low resolution, with large, visible pixels and a limited color palette.

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

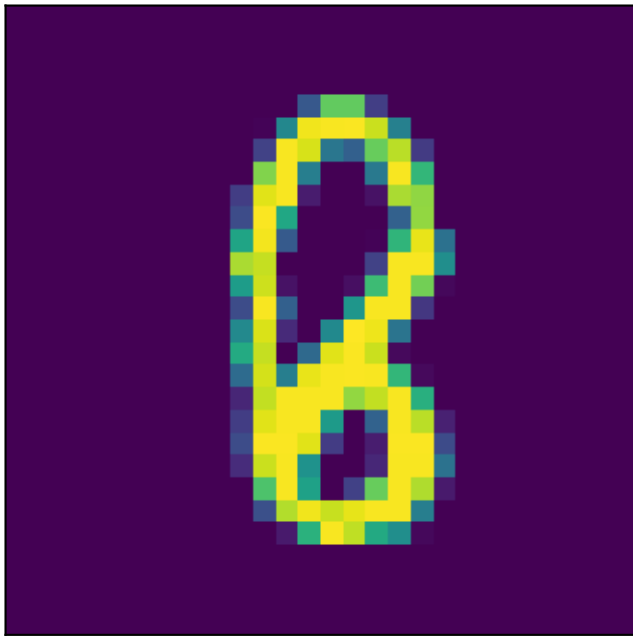
Image



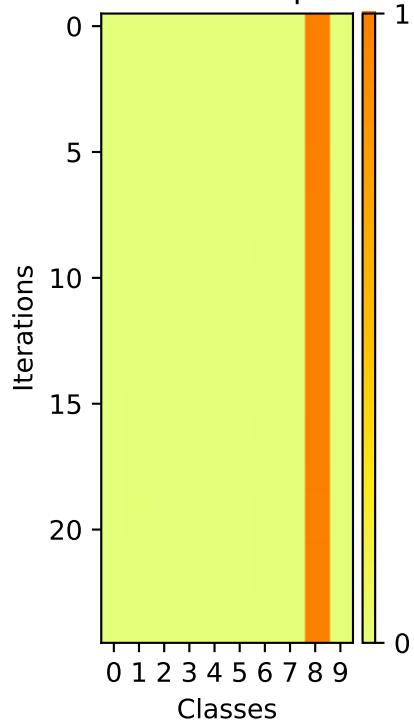
Softmax Outputs



Image



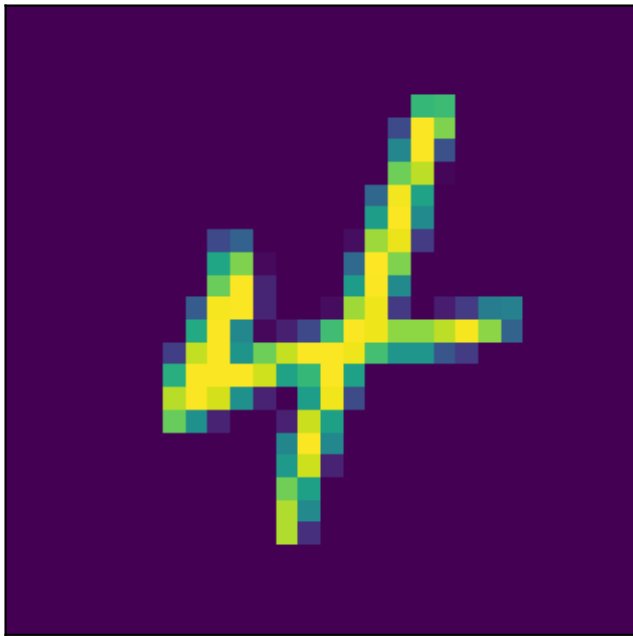
Softmax Outputs



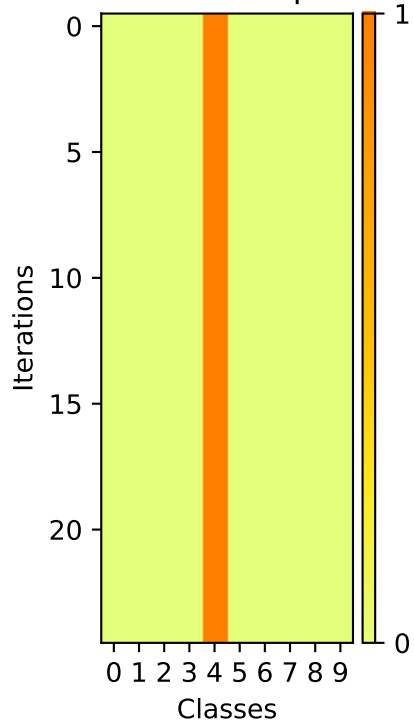
A pixelated drawing of a yellow number 2 on a dark purple background. The number is composed of a grid of yellow and light green pixels, with some darker green and blue pixels at the edges, giving it a hand-drawn or digital art appearance. The number is centered in the upper half of the image.

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

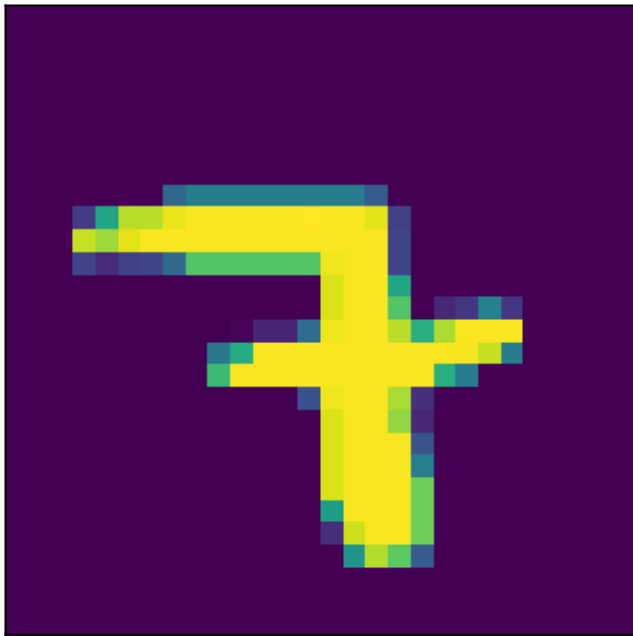
Image



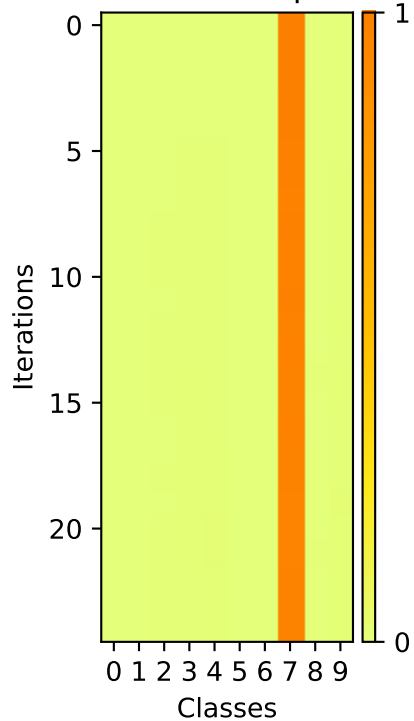
Softmax Outputs



Image



Softmax Outputs



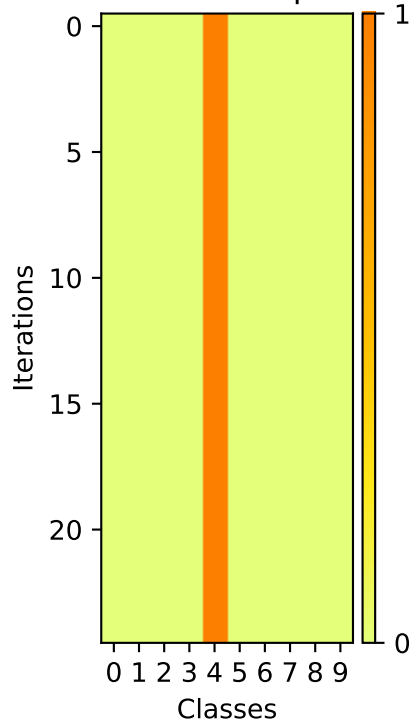
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of yellow pixels with some light green and blue pixels at the edges, giving it a hand-drawn or digital art appearance.

The heatmap displays the probability distribution across 10 classes over 22 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 22). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 consistently shows a high probability, indicated by the dark orange color, while other classes remain near zero probability (light yellow).

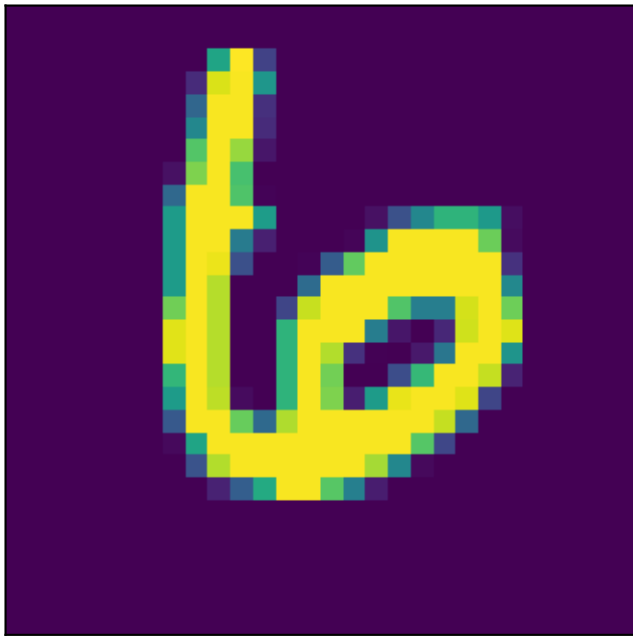
Image



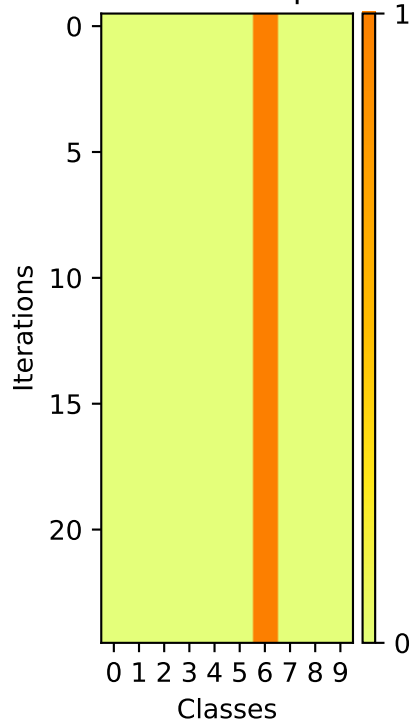
Softmax Outputs



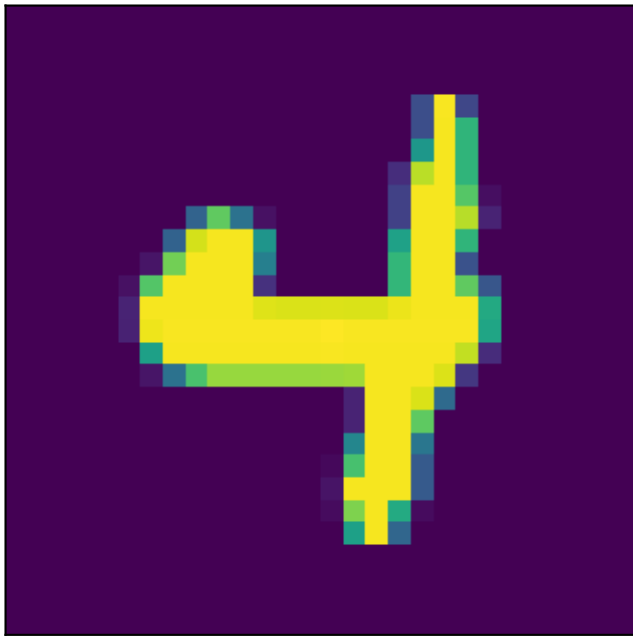
Image



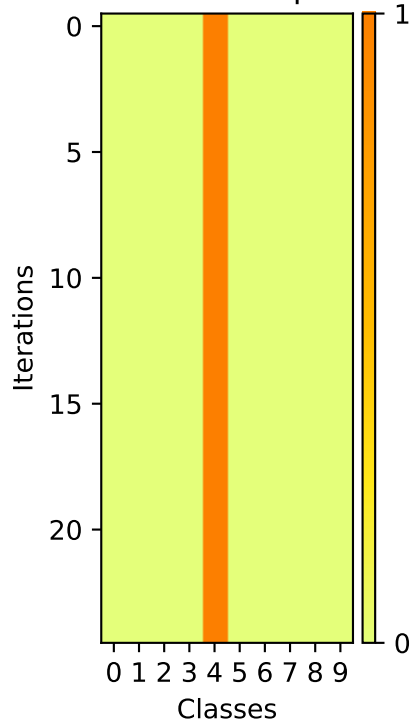
Softmax Outputs



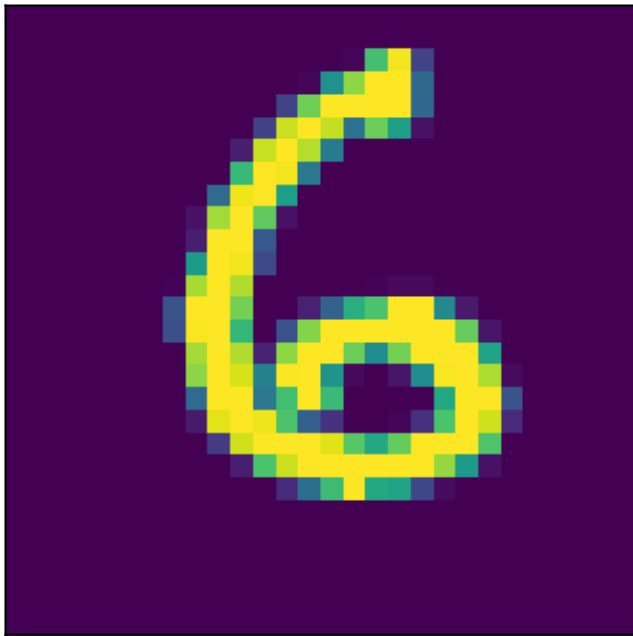
Image



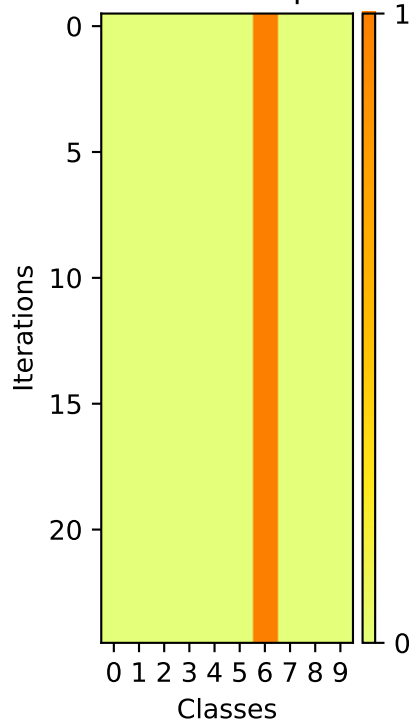
Softmax Outputs



Image



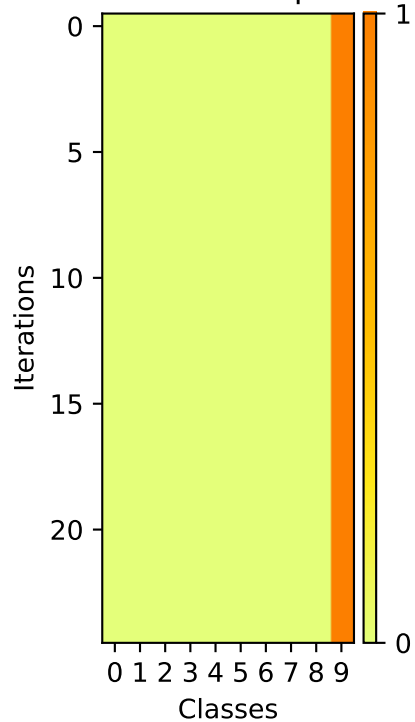
Softmax Outputs



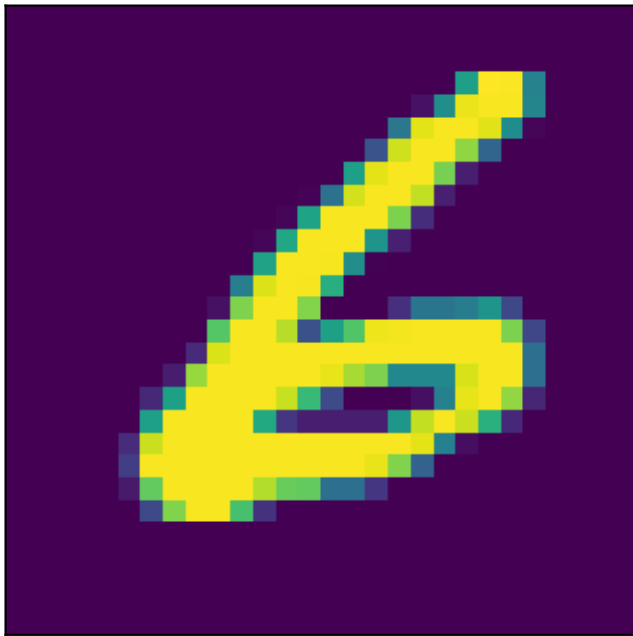
Image



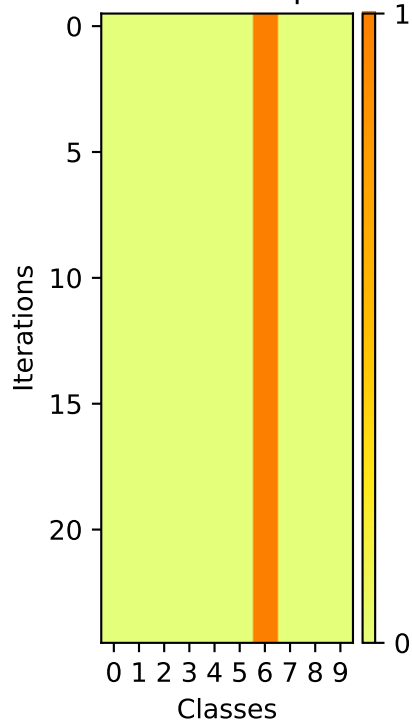
Softmax Outputs



Image



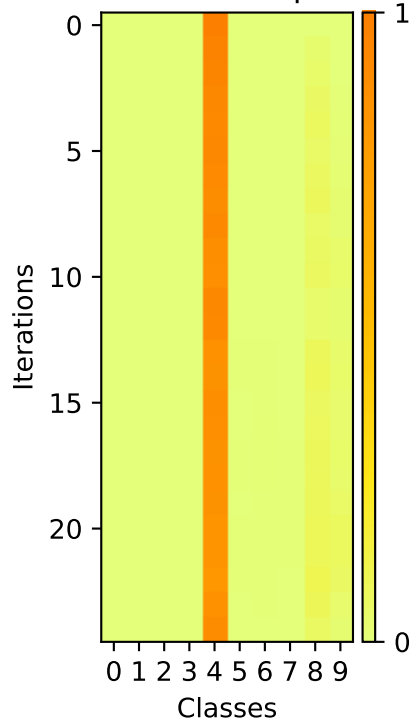
Softmax Outputs



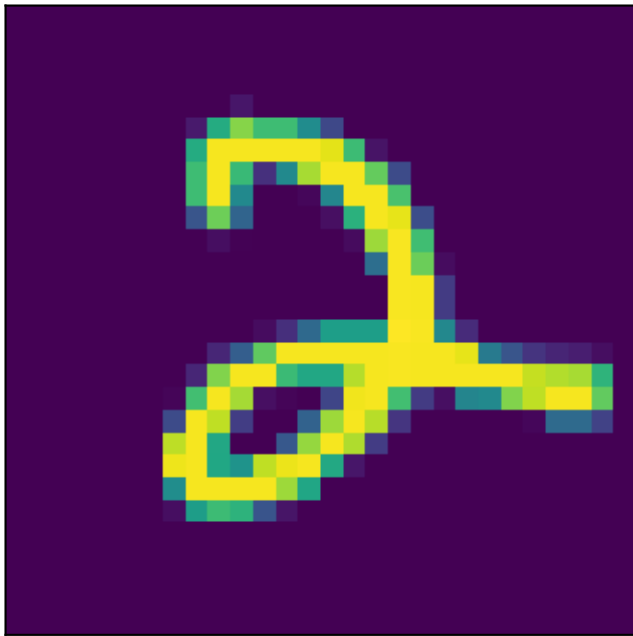
Image



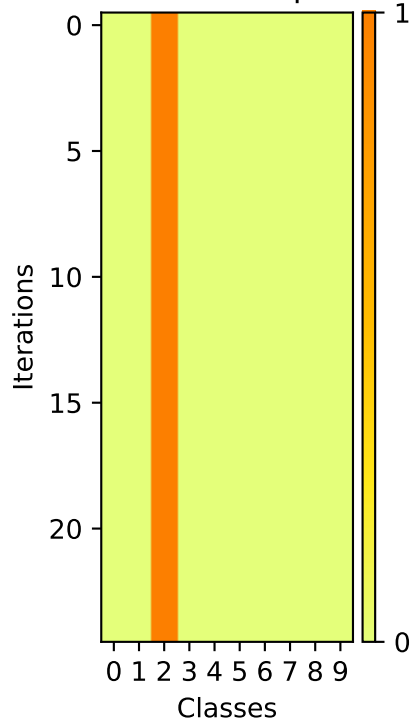
Softmax Outputs



Image



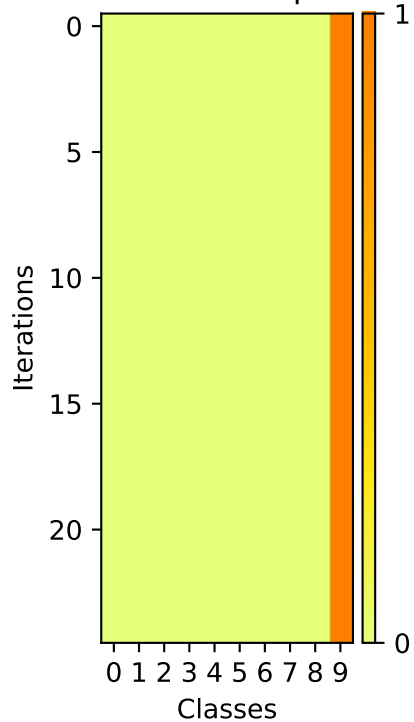
Softmax Outputs



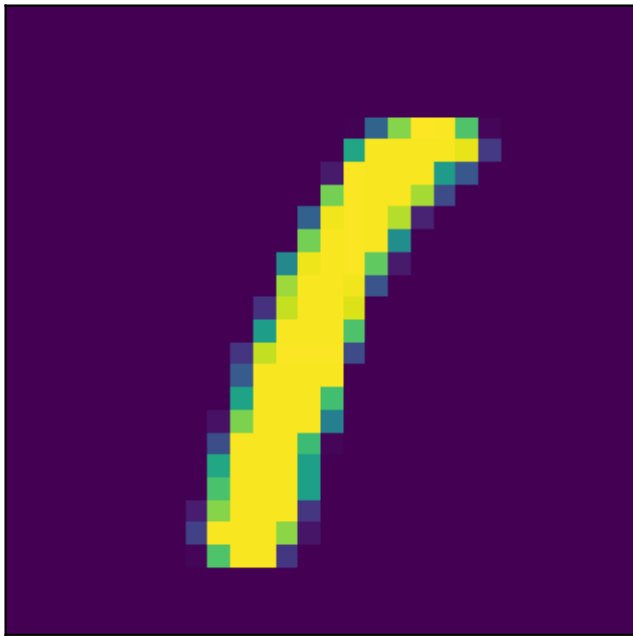
Image



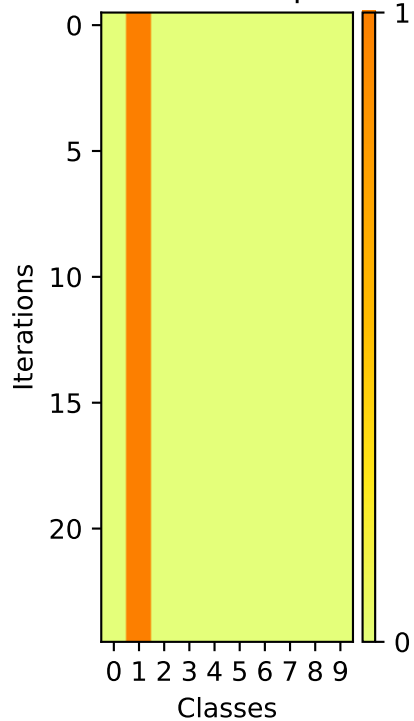
Softmax Outputs



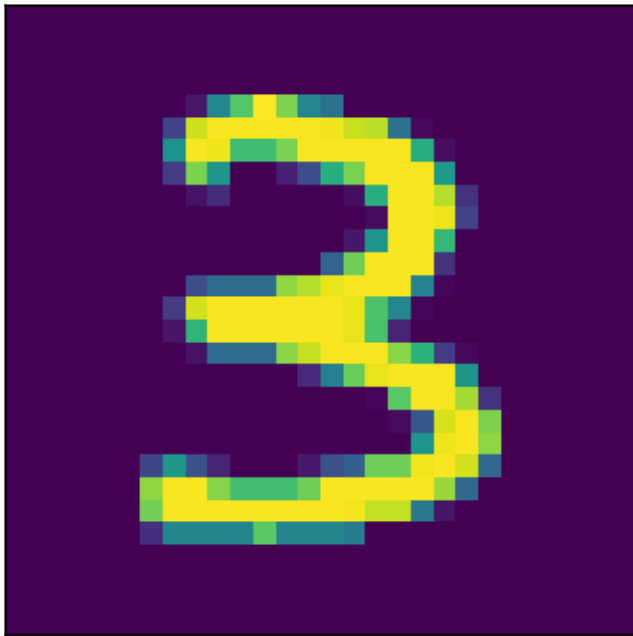
Image



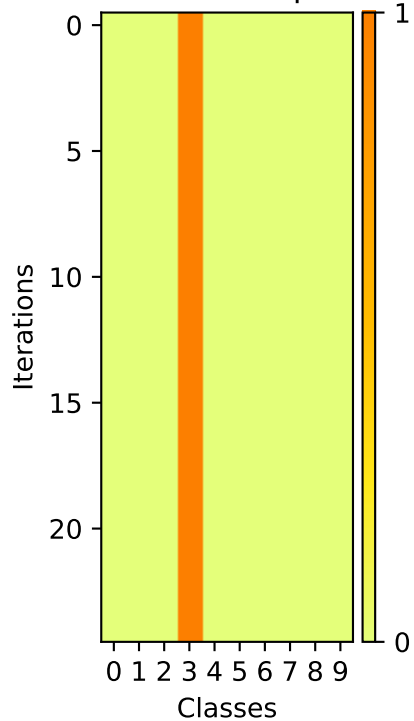
Softmax Outputs



Image



Softmax Outputs

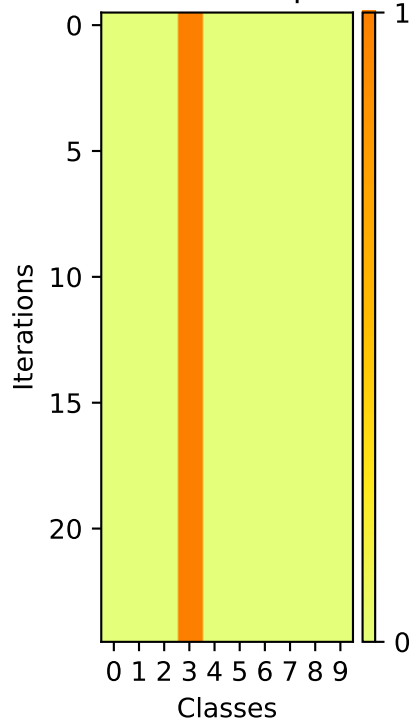


A pixelated, low-resolution version of the Google 'G' logo. The logo is composed of large, square pixels in shades of yellow and green, set against a dark purple background. The overall appearance is reminiscent of early digital art or a low-quality scan of the original logo.

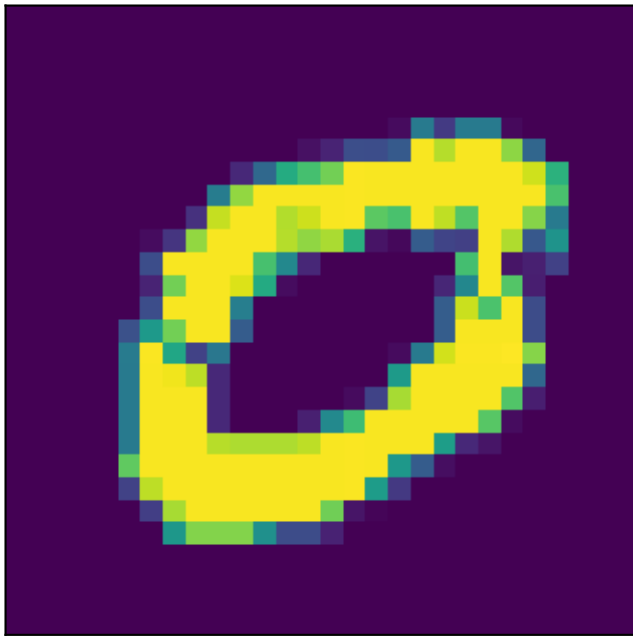
Image



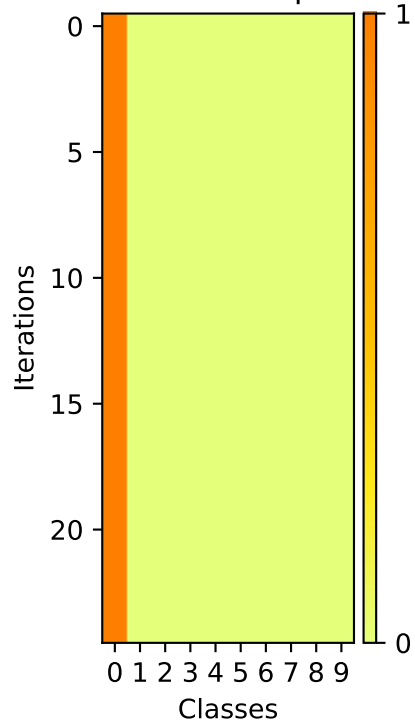
Softmax Outputs



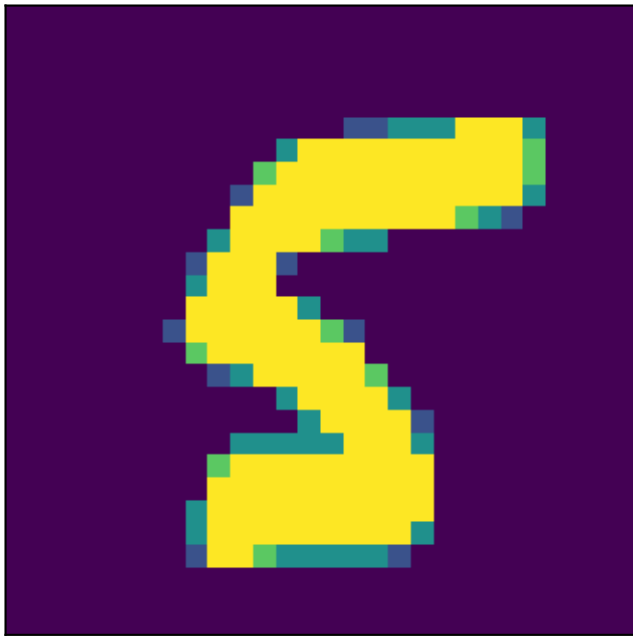
Image



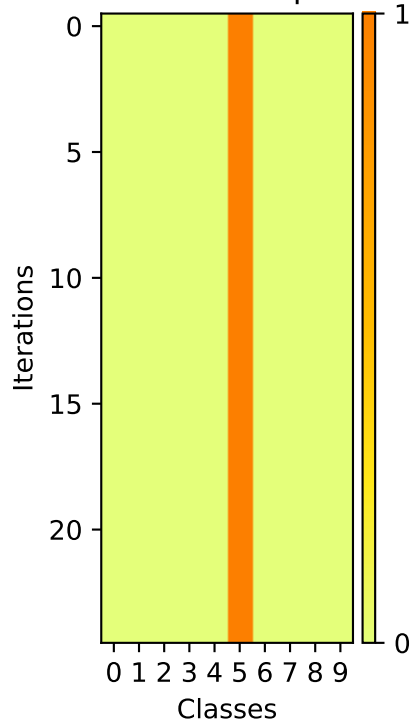
Softmax Outputs



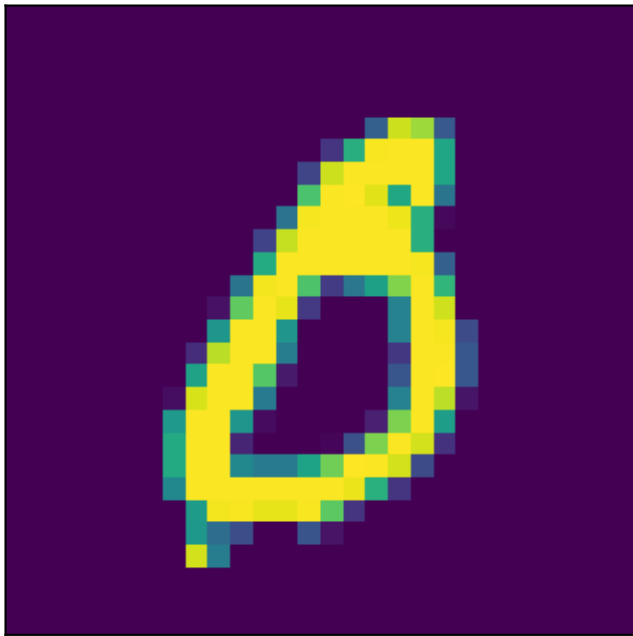
Image



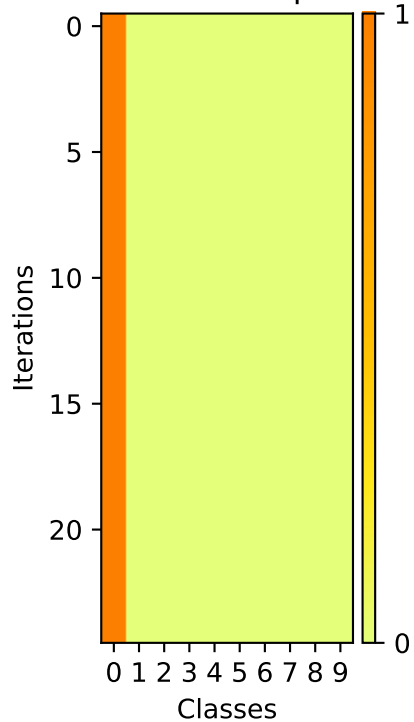
Softmax Outputs



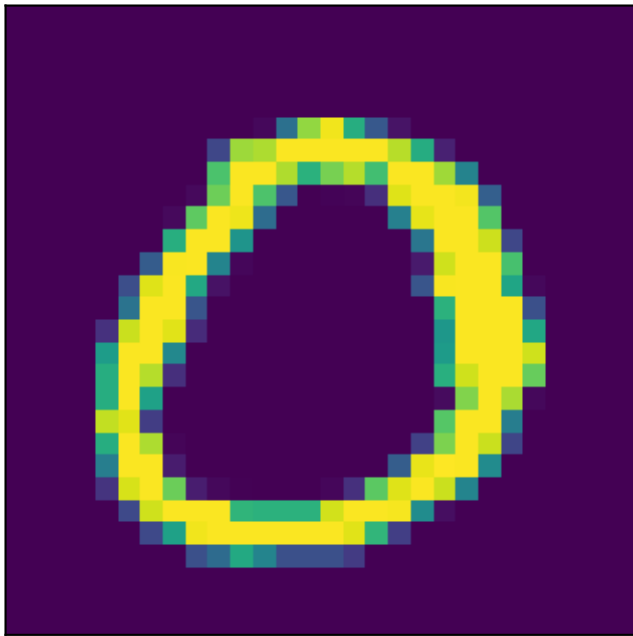
Image



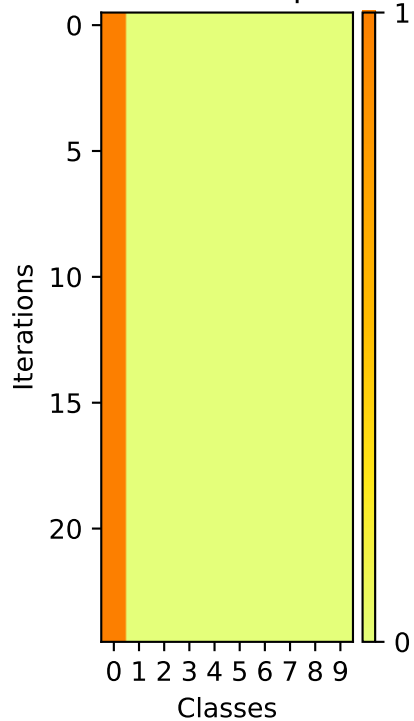
Softmax Outputs



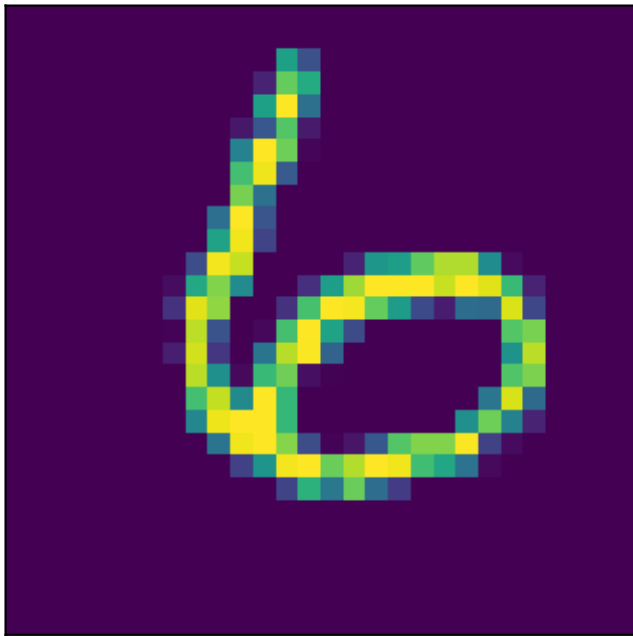
Image



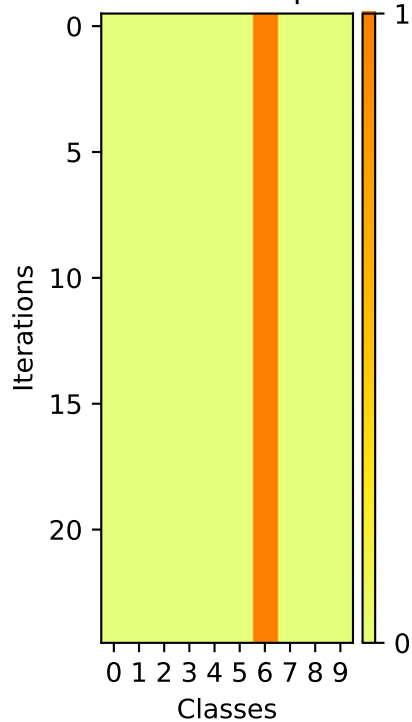
Softmax Outputs



Image



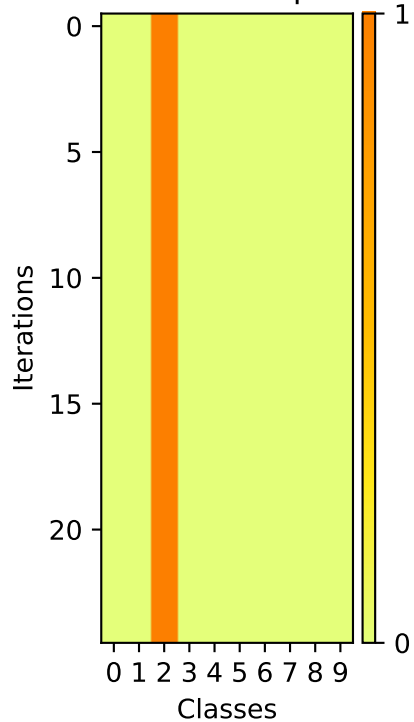
Softmax Outputs



Image



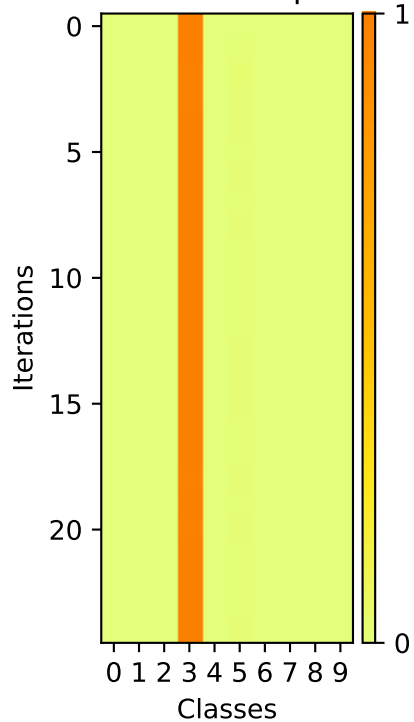
Softmax Outputs



Image



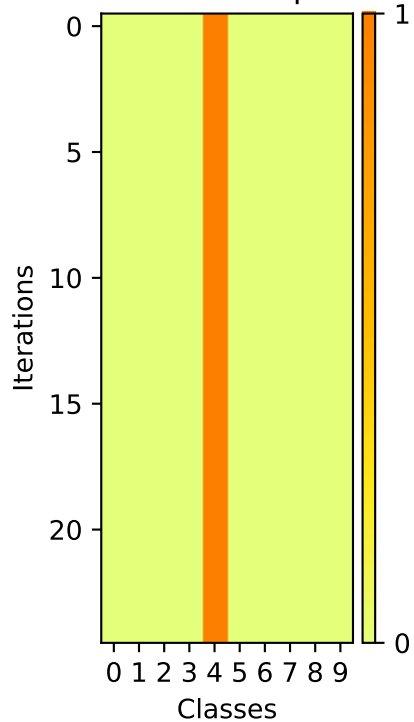
Softmax Outputs



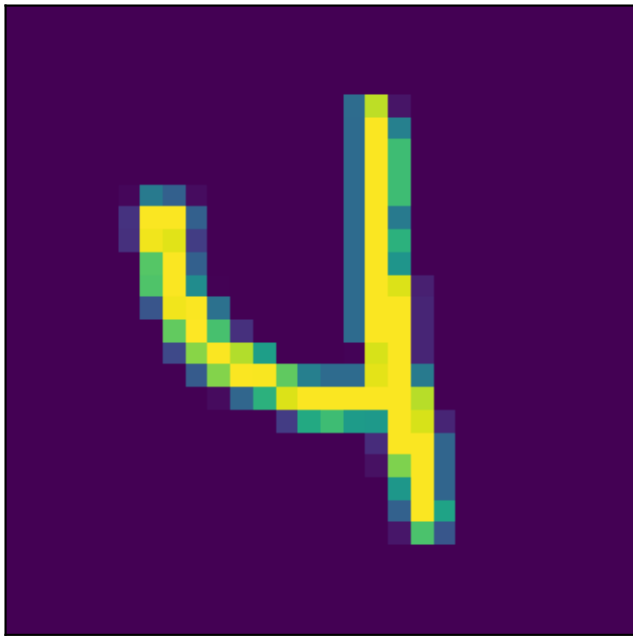
Image



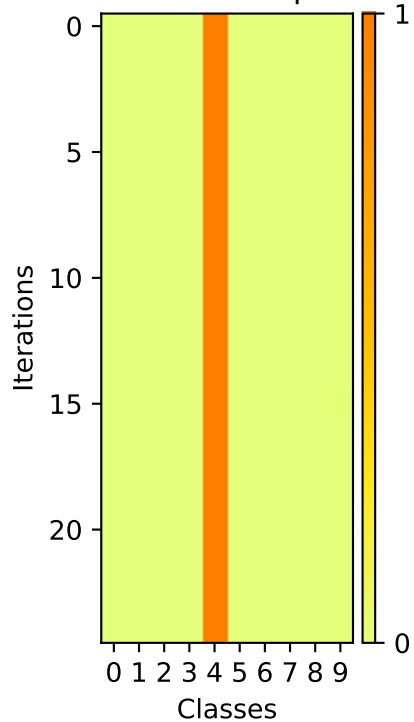
Softmax Outputs



Image



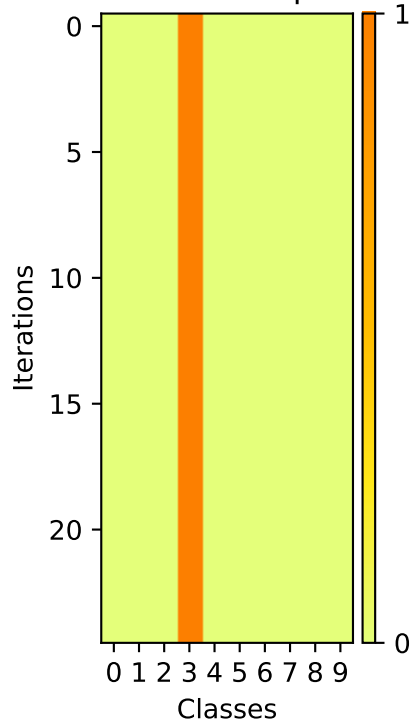
Softmax Outputs



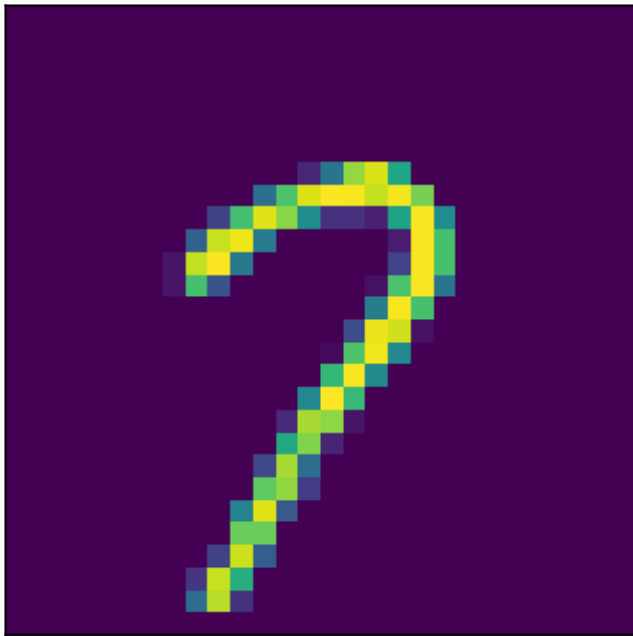
Image



Softmax Outputs



Image



Softmax Outputs

