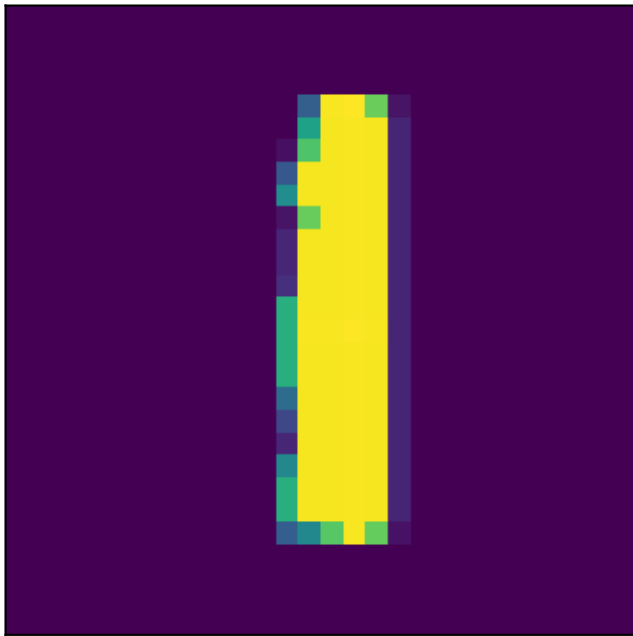
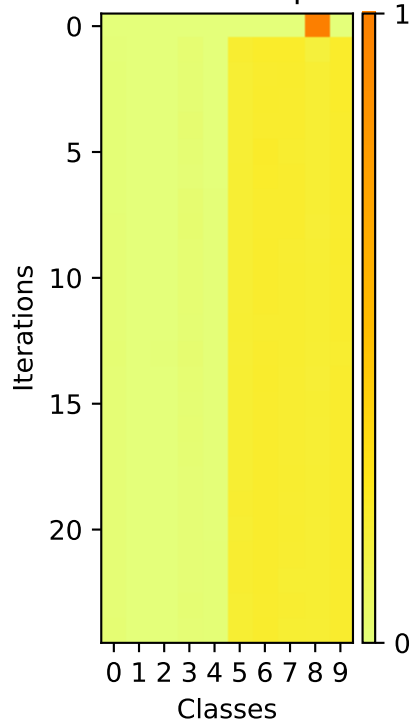


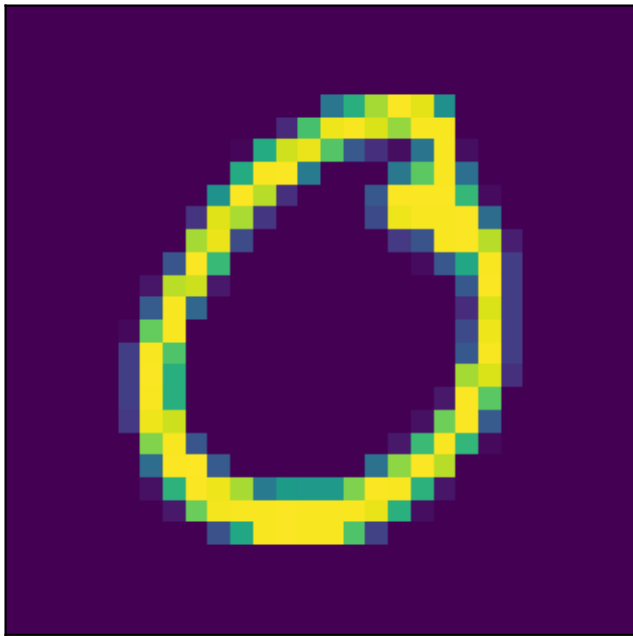
Image



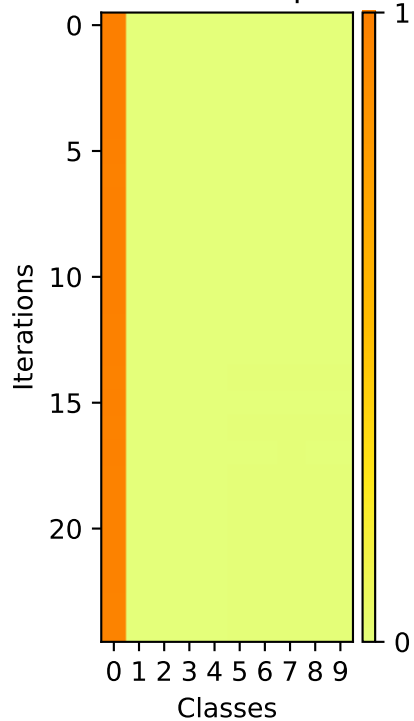
Softmax Outputs



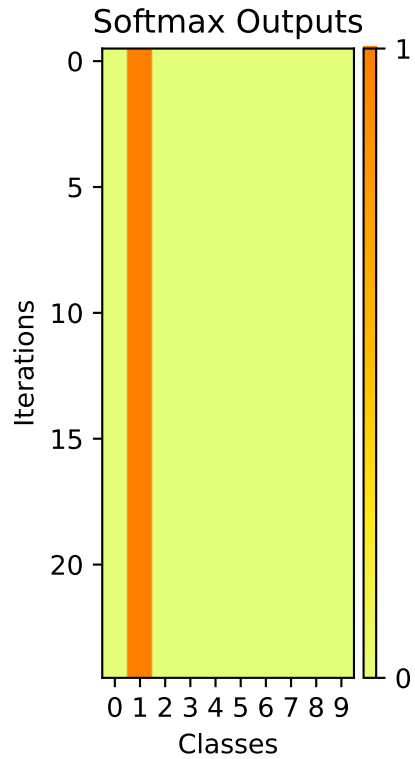
Image



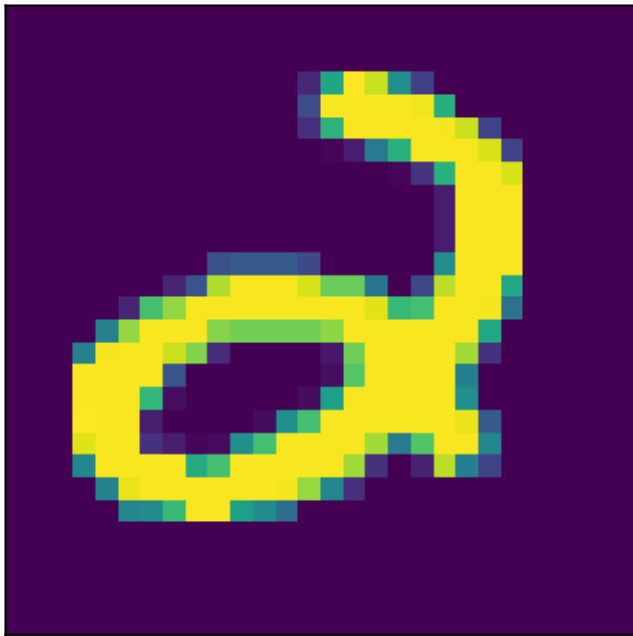
## Softmax Outputs



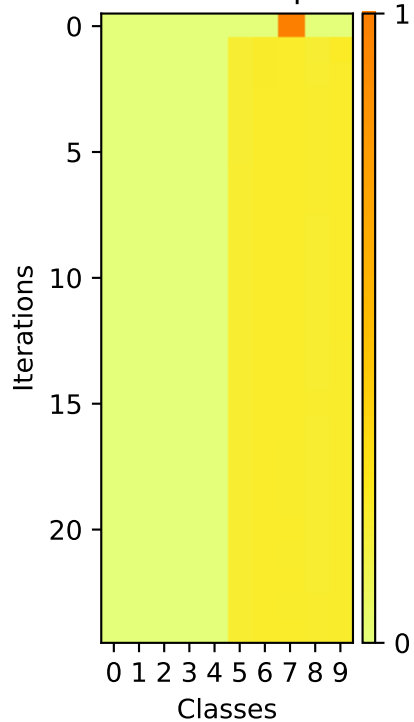
A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic.



Image



Softmax Outputs

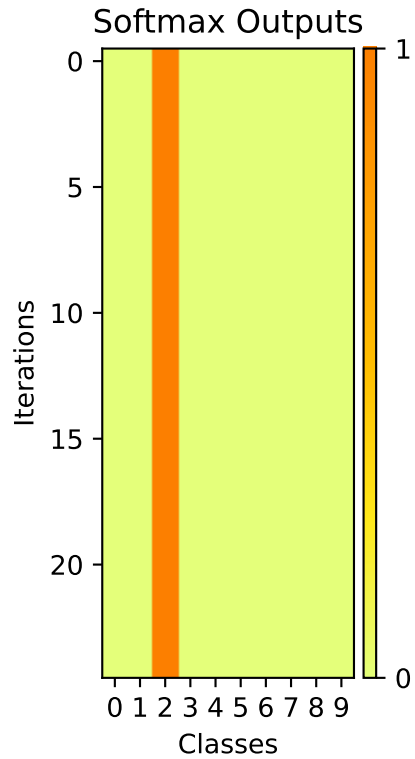


A pixelated, low-resolution image of a yellow and green curved shape, resembling a stylized letter 'C' or a hook, set against a dark purple background. The shape is composed of several small squares in shades of yellow, light green, and teal, arranged in a curved pattern. The background is a solid dark purple.

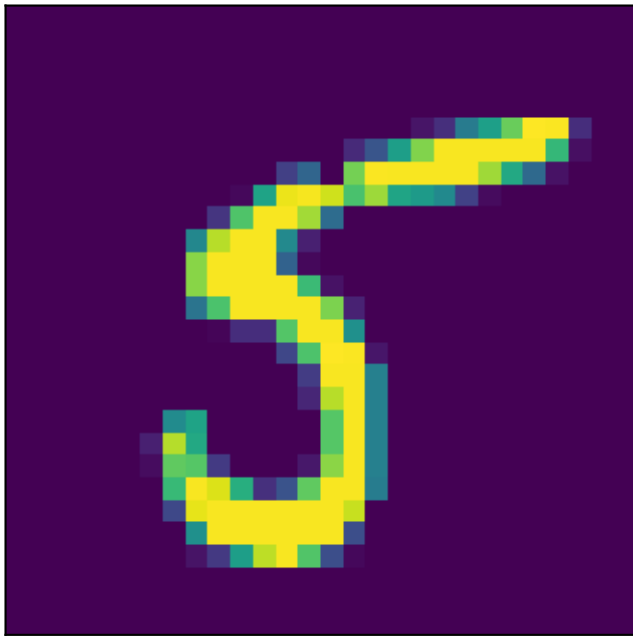
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2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

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

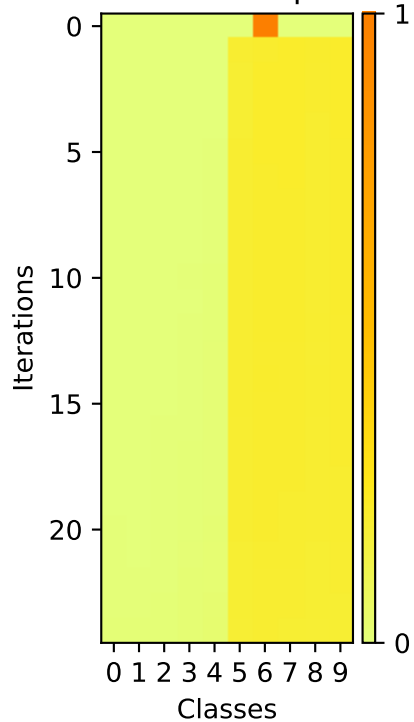
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 4 remains consistently low (light yellow). Class 8 starts high (dark orange) and decreases. Class 9 starts low and increases to high (dark orange) by iteration 20.



Image



Softmax Outputs

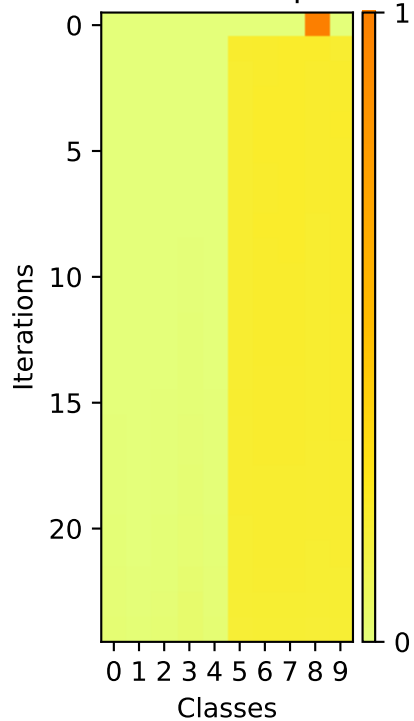




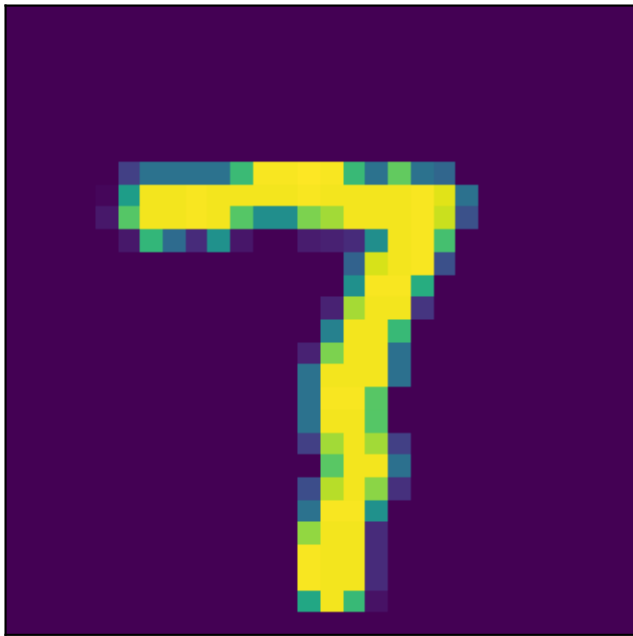
Image



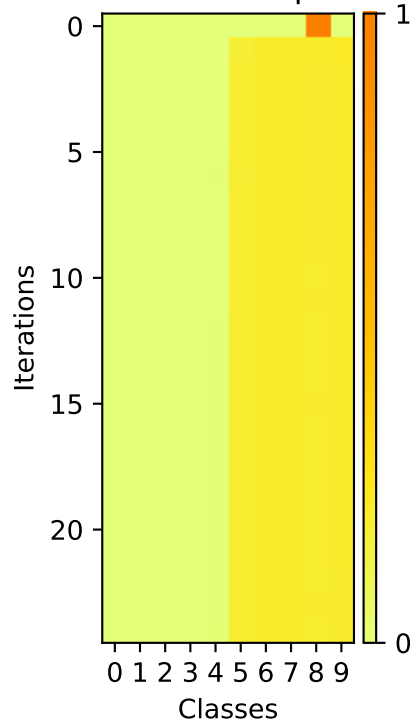
Softmax Outputs



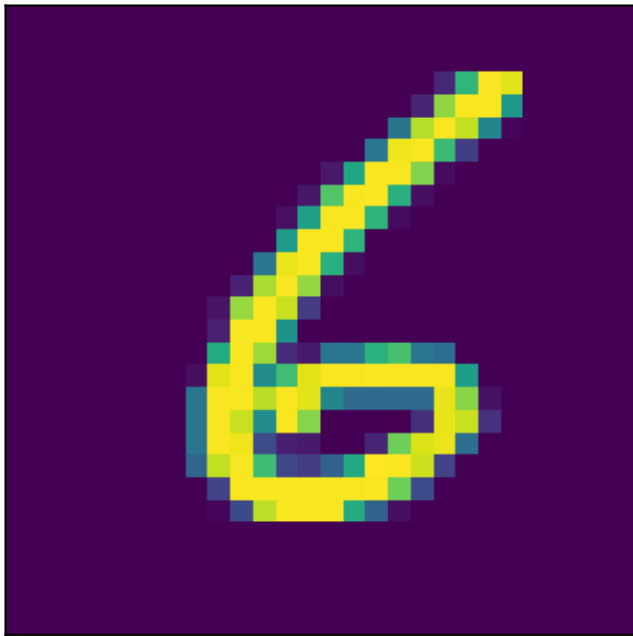
Image



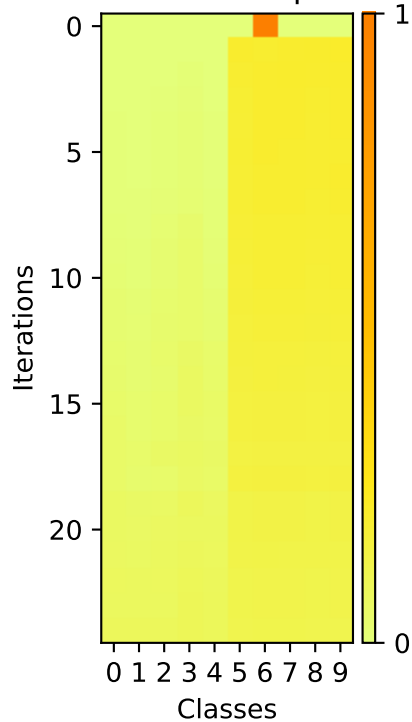
## Softmax Outputs



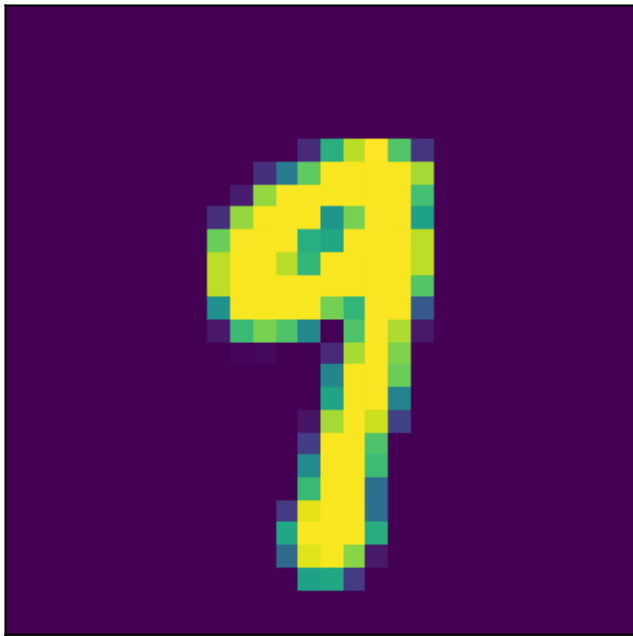
Image



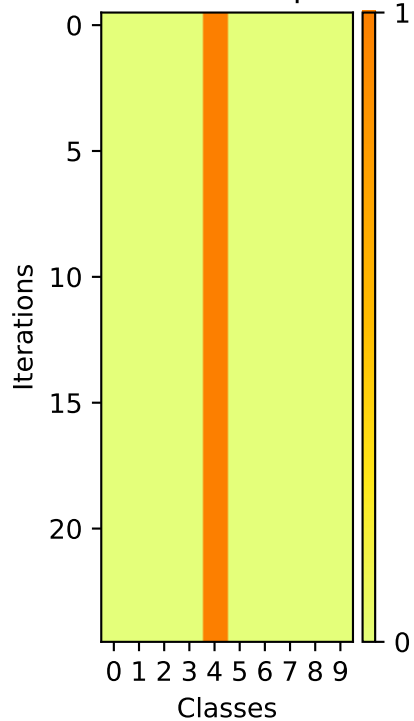
Softmax Outputs



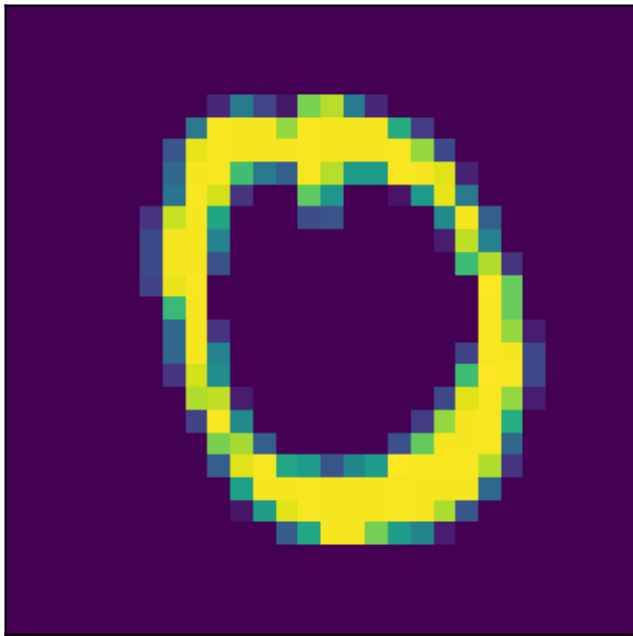
Image



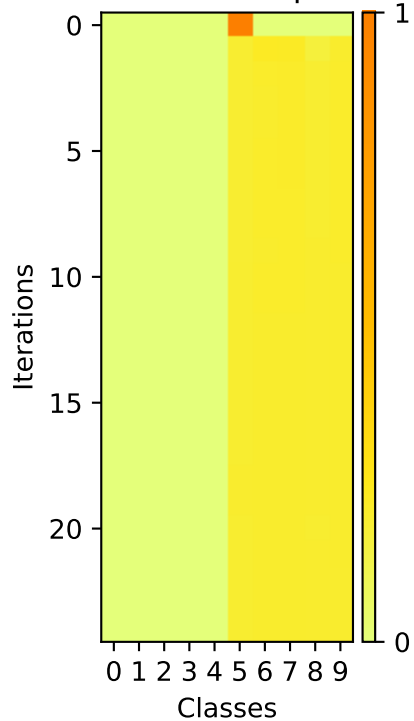
Softmax Outputs



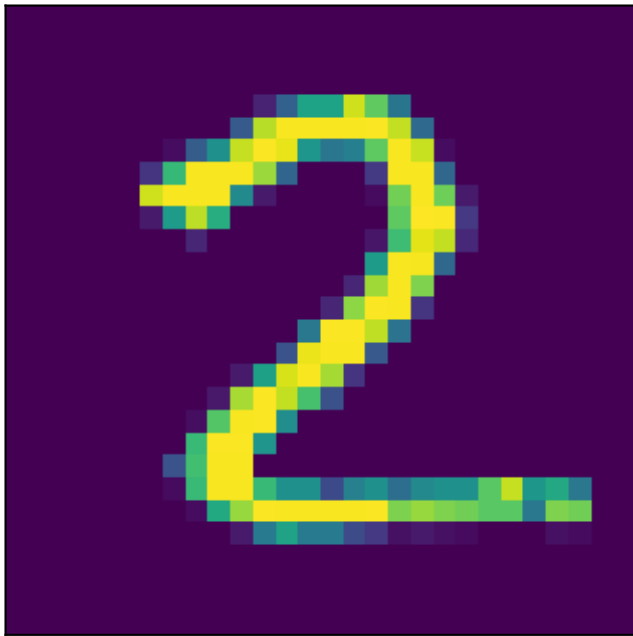
Image



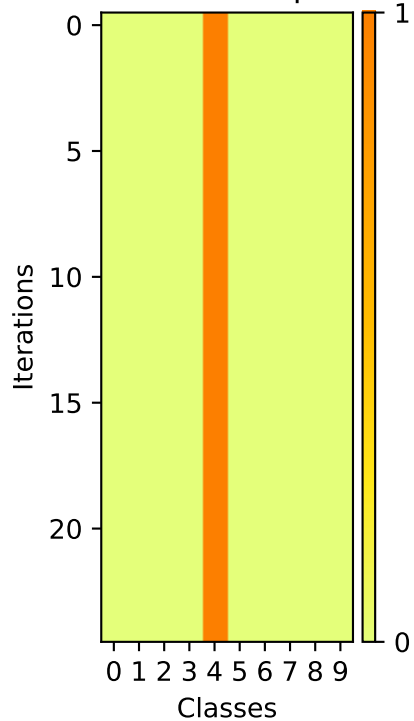
Softmax Outputs



Image

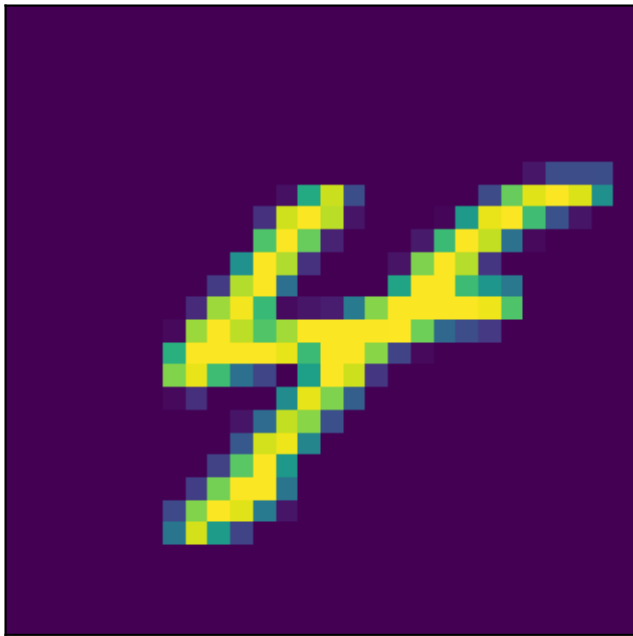


Softmax Outputs

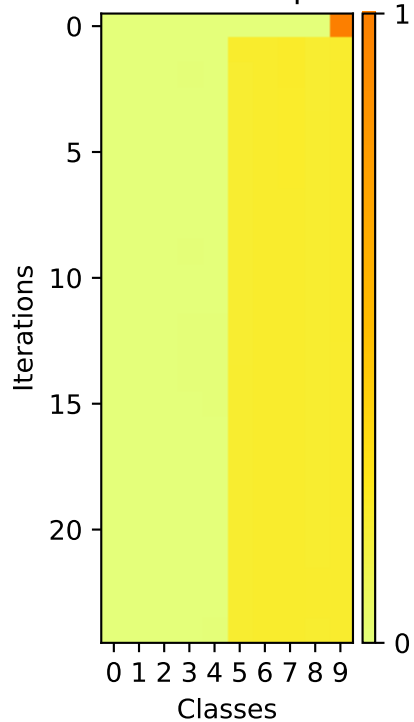




Image



Softmax Outputs

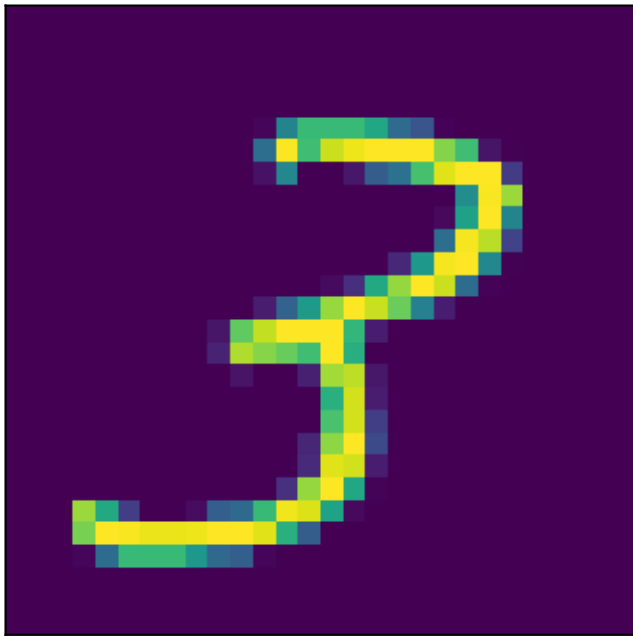




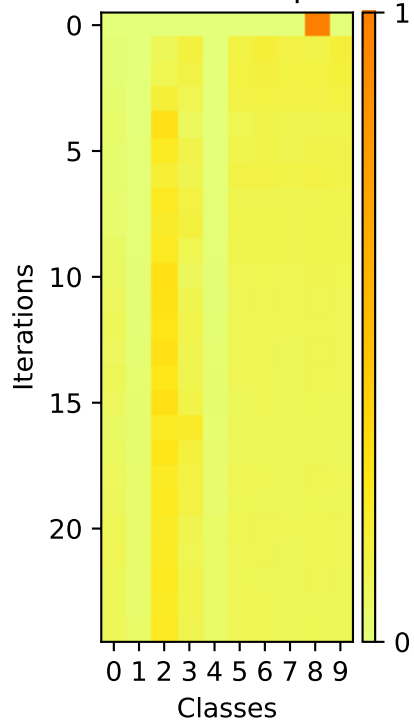
A pixelated, low-resolution image of the number 1. The number is rendered in a bright yellow color with a green outline. It is centered vertically and horizontally against a dark purple background. The image has a very low resolution, with large, visible pixels.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 4 remains at 0 probability. Class 7 starts at 1 and drops to 0 by iteration 1. Class 8 starts at 0 and rises to 1 by iteration 1. Other classes remain at 0.

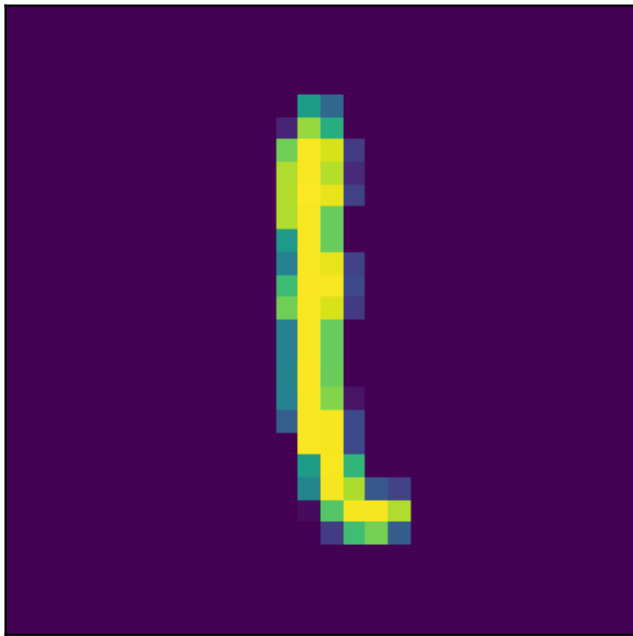
Image



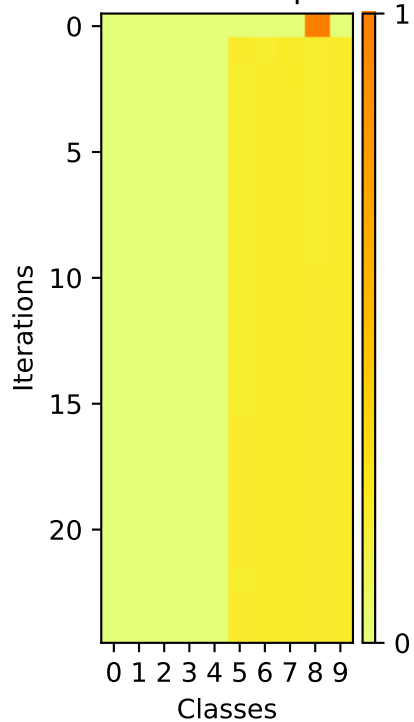
Softmax Outputs



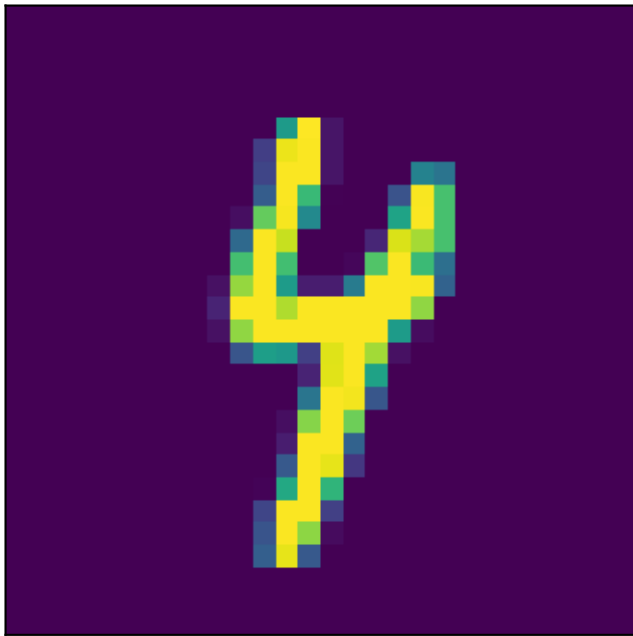
Image



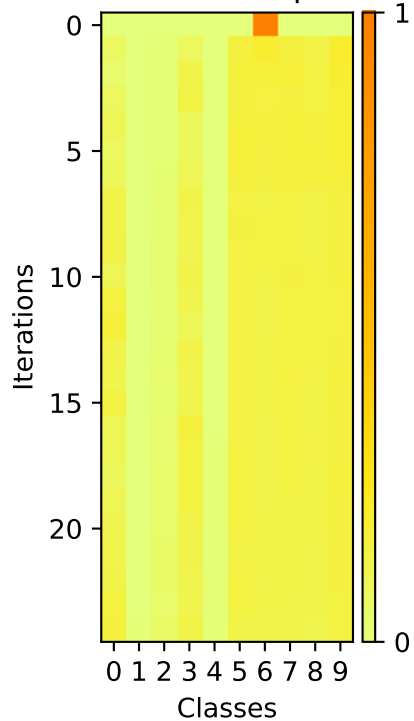
Softmax Outputs



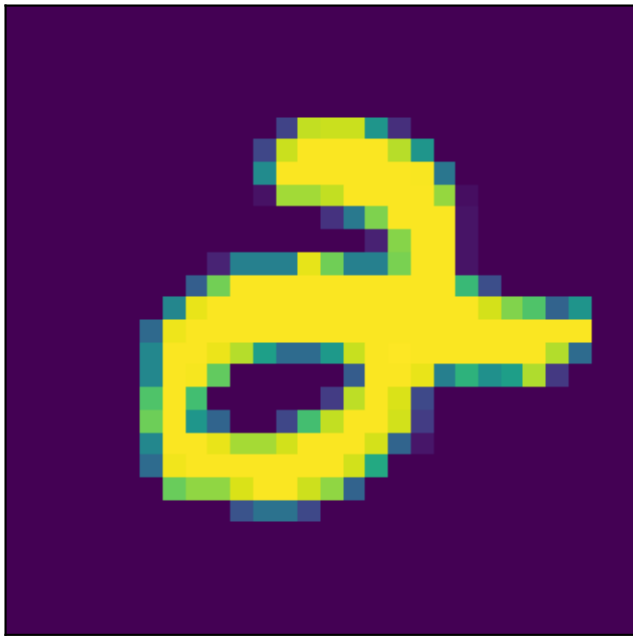
Image



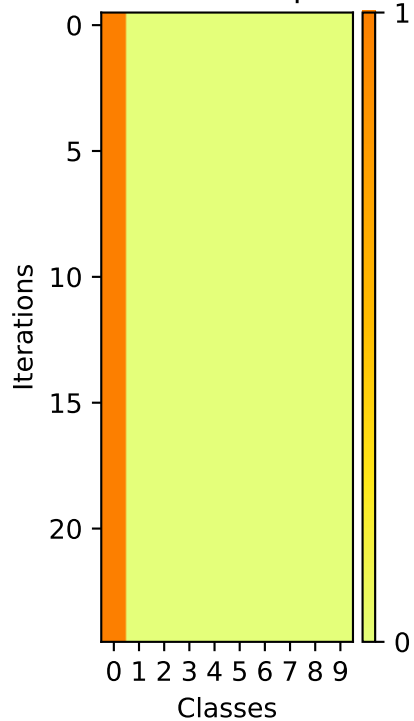
Softmax Outputs



Image

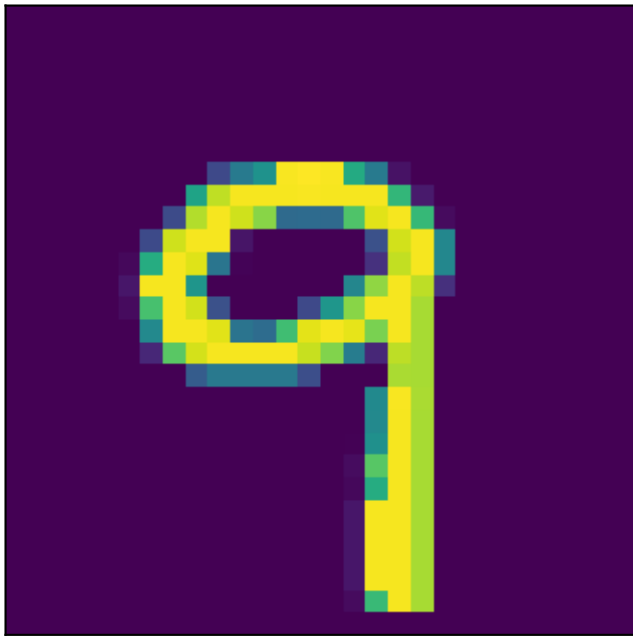


## Softmax Outputs

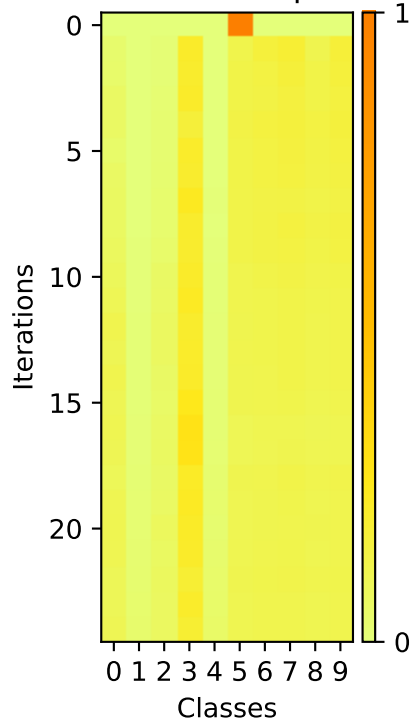


A pixelated, low-resolution image of a stylized letter 'Z'. The letter is primarily yellow with blue and green pixelated outlines and internal details. It is set against a solid black background. The 'Z' is composed of several horizontal and diagonal strokes, with a small loop at the bottom left. The overall appearance is reminiscent of a low-quality digital scan or a retro video game graphic.

Image



Softmax Outputs

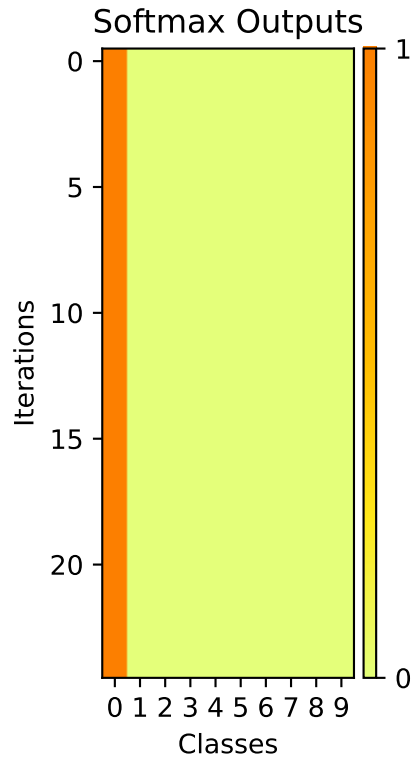


A pixelated yellow number 6 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is positioned in the upper left quadrant of the image.

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



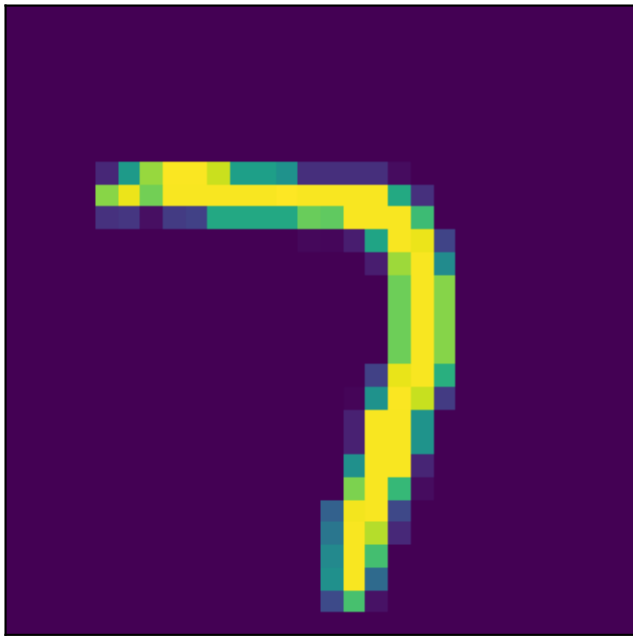
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, with a thick, blocky stem and a circular head. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.



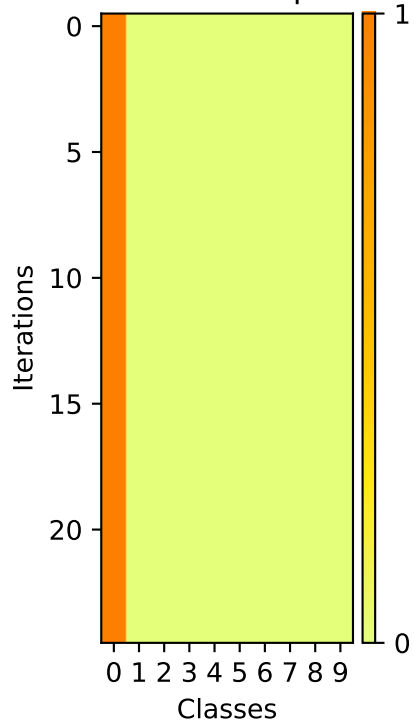
A pixelated map of Mexico, rendered in yellow and green pixels against a dark purple background. The map shows the outline of the country, including the Baja California peninsula and the Yucatan Peninsula. The map is composed of small squares, giving it a low-resolution, digital appearance.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 2 consistently shows a high probability (orange) across all iterations, while other classes remain at low probability (yellow).

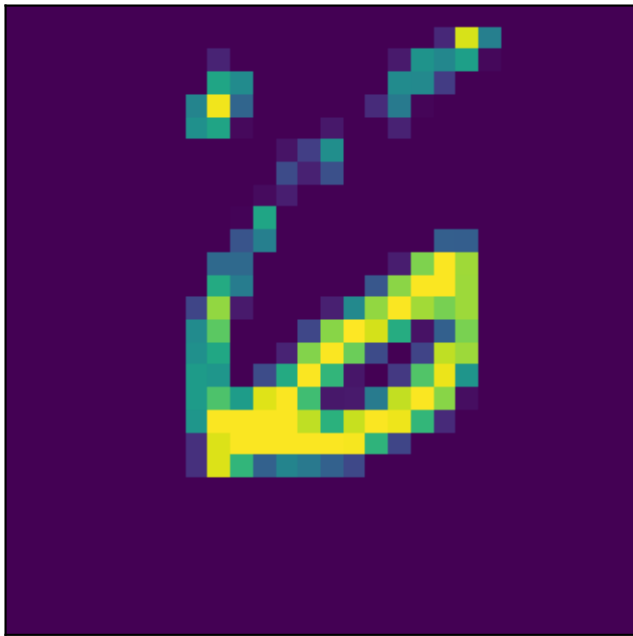
Image



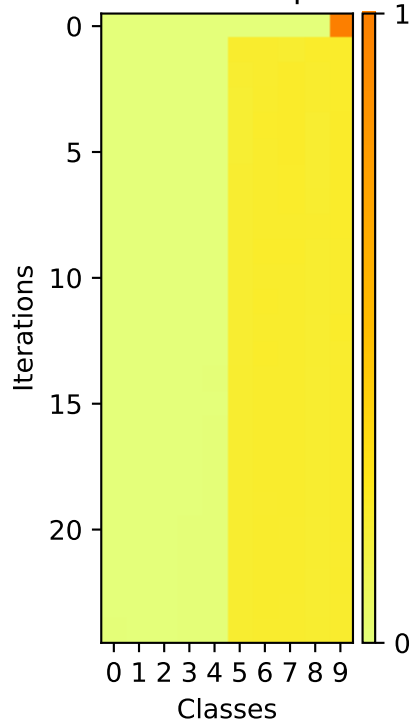
## Softmax Outputs



Image



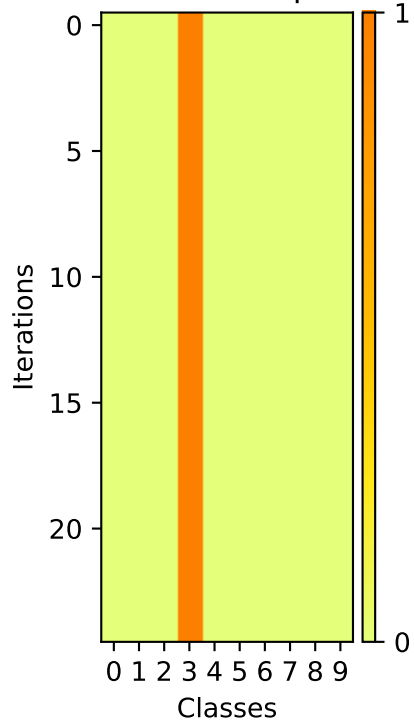
Softmax Outputs



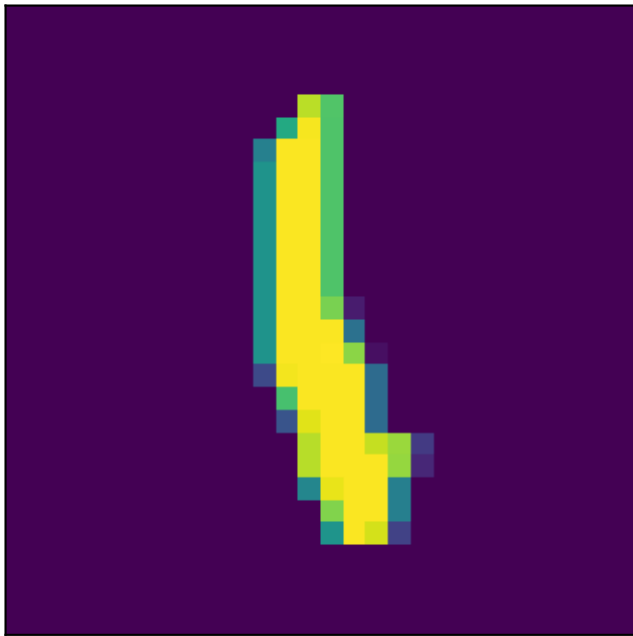
Image



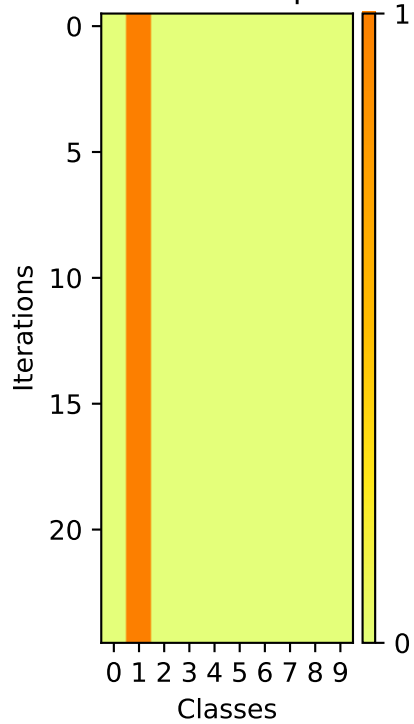
Softmax Outputs



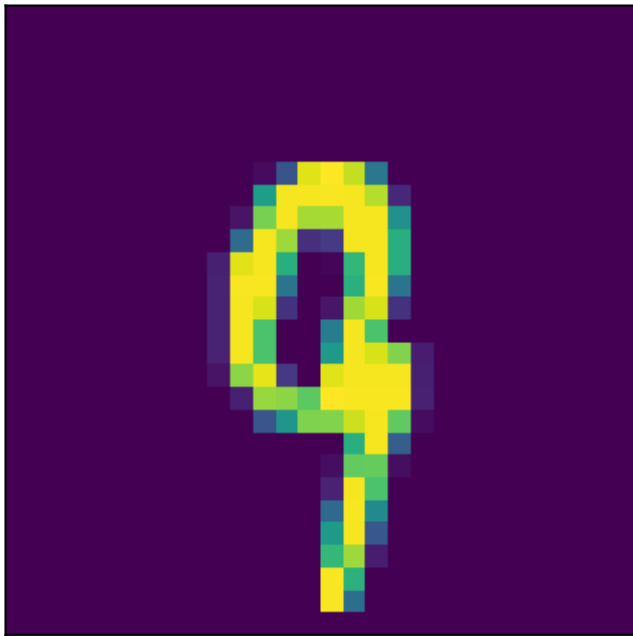
Image



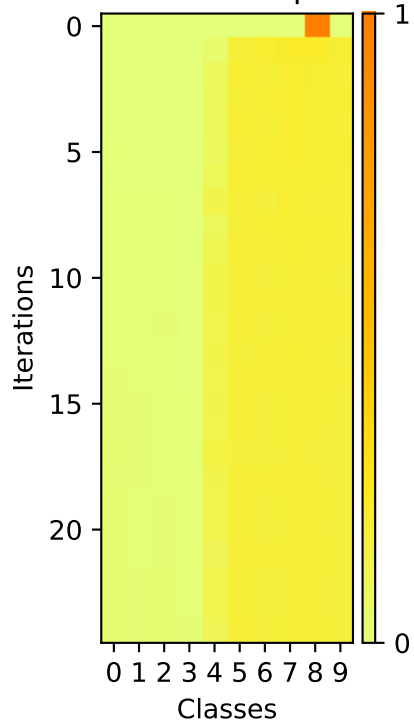
## Softmax Outputs



Image



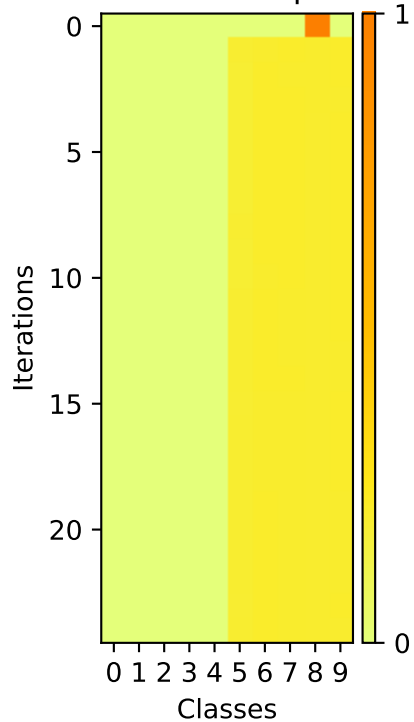
Softmax Outputs



Image



Softmax Outputs

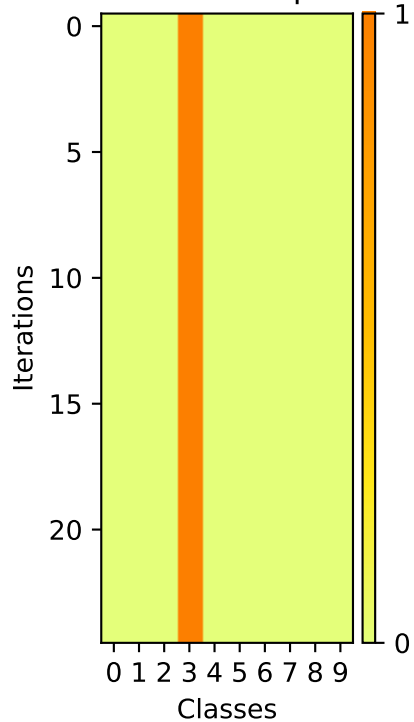




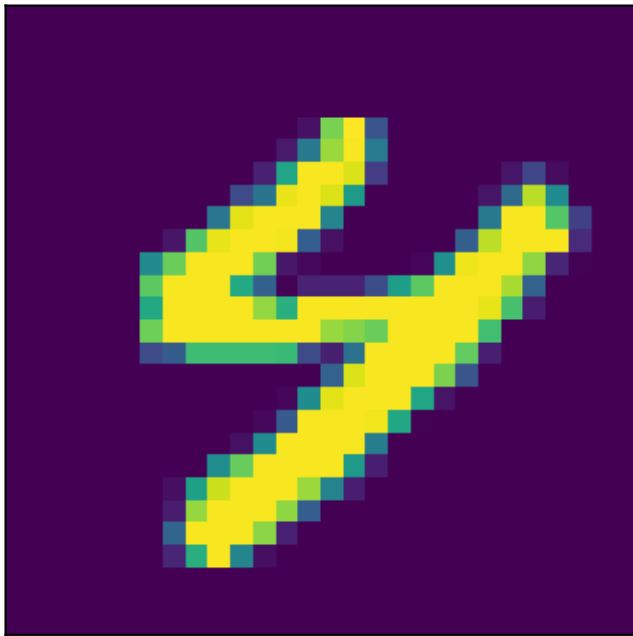
Image



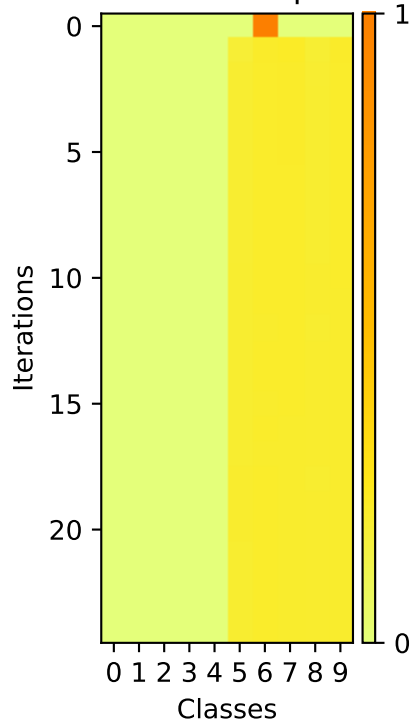
Softmax Outputs



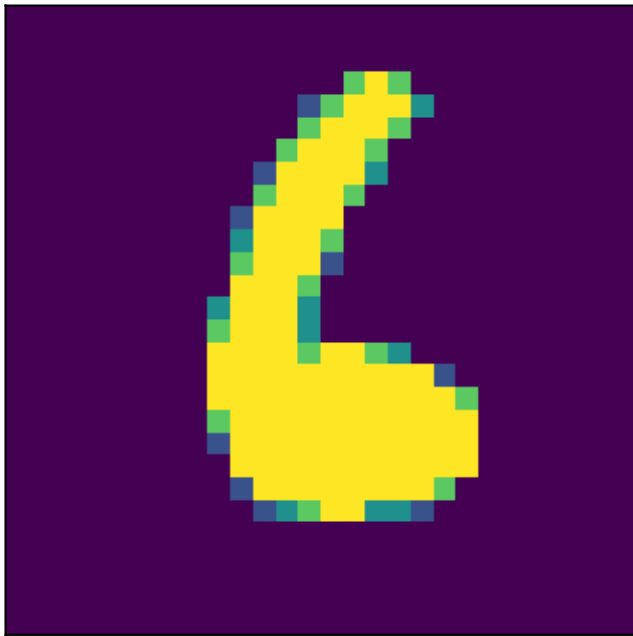
Image



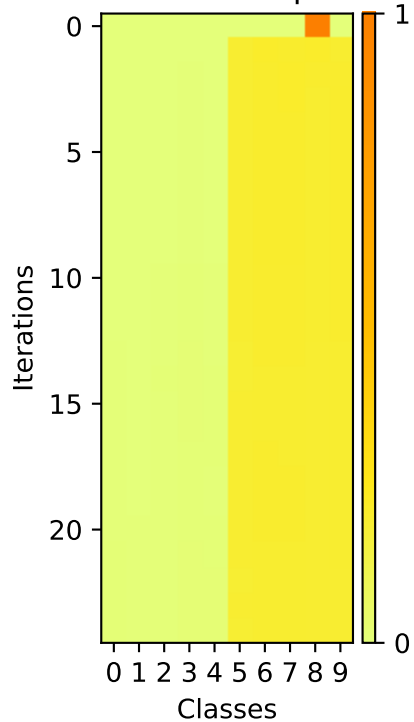
Softmax Outputs



Image



## Softmax Outputs



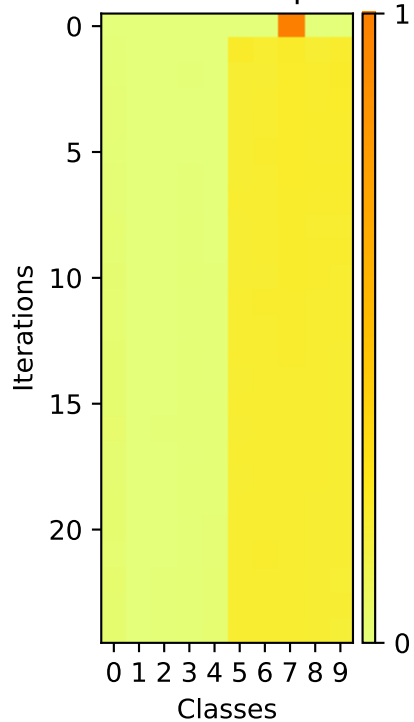
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue, giving it a digital or retro aesthetic.

Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

Image



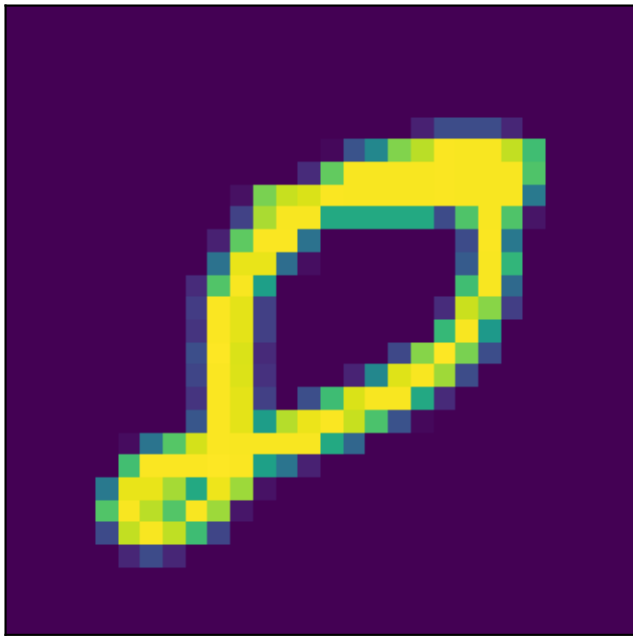
Softmax Outputs



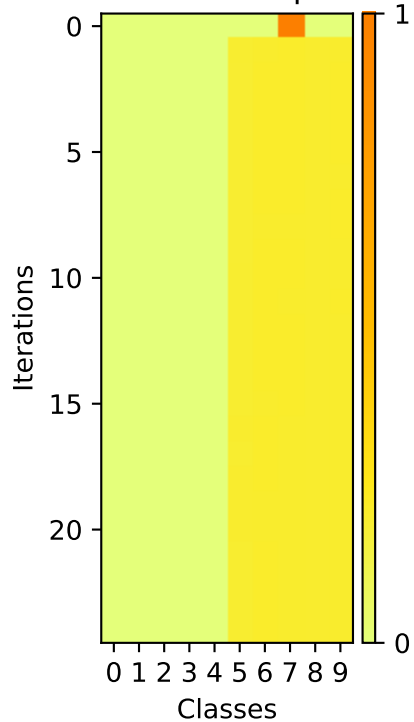
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall appearance is reminiscent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

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

Image



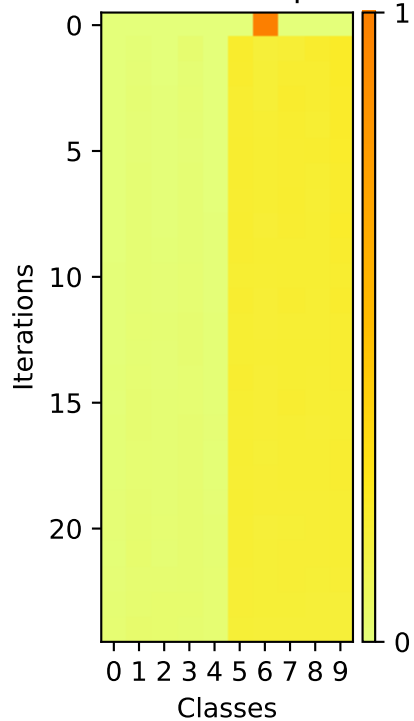
Softmax Outputs



Image

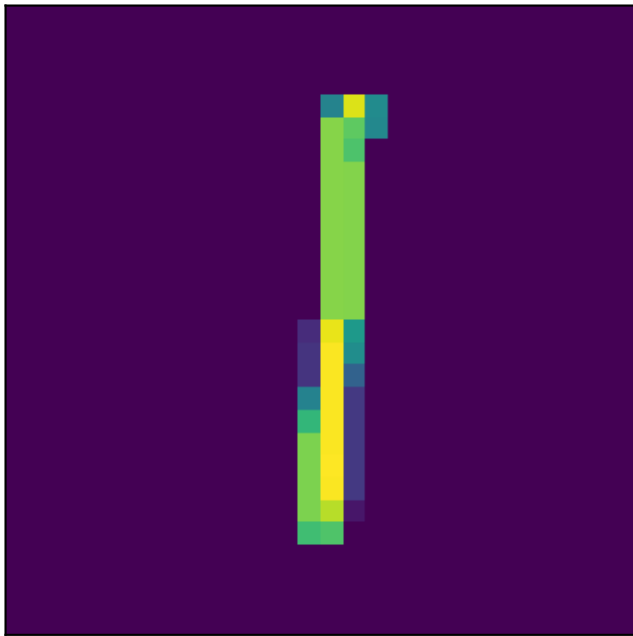


Softmax Outputs

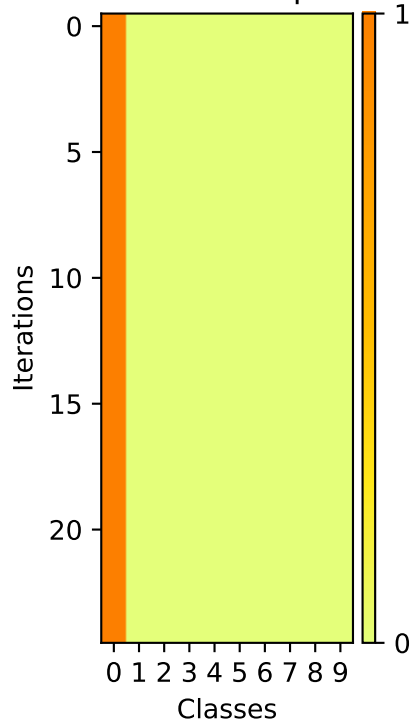




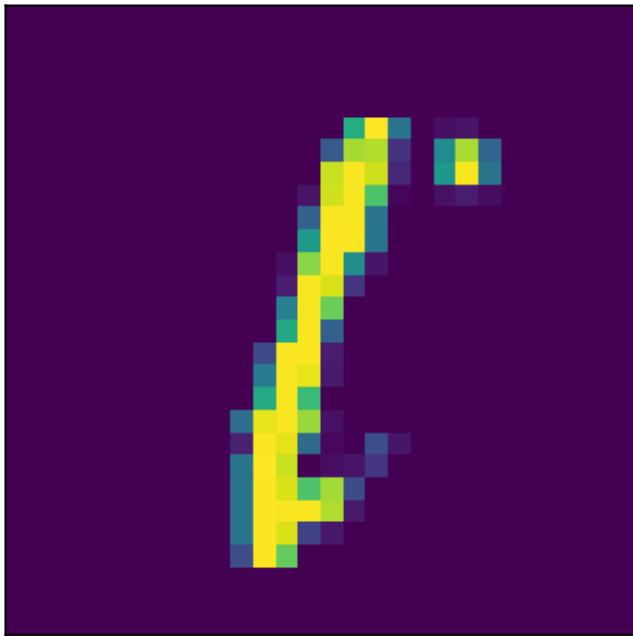
Image



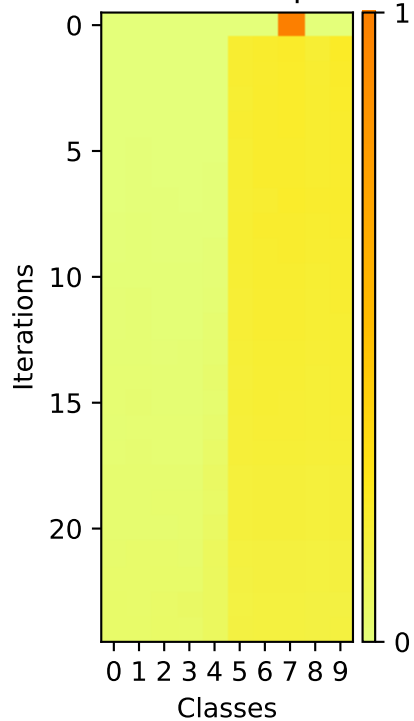
## Softmax Outputs



Image



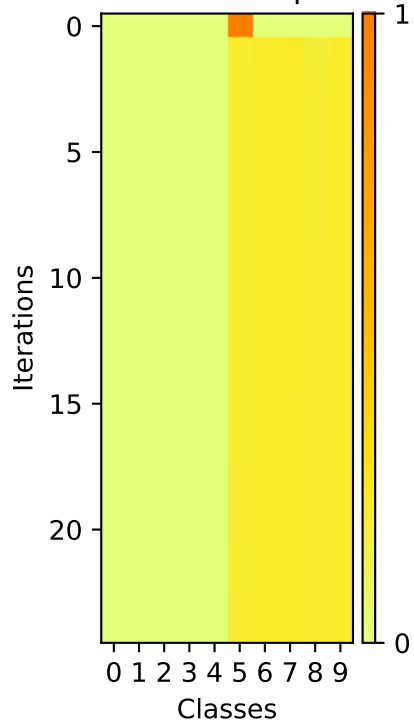
## Softmax Outputs



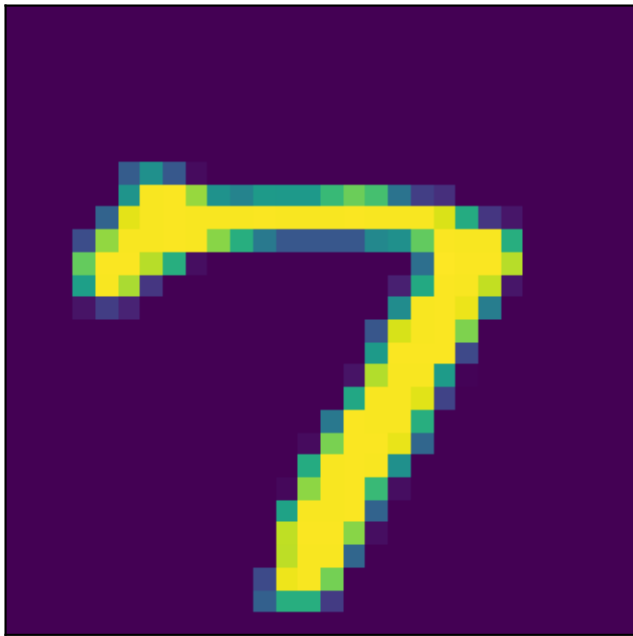
Image



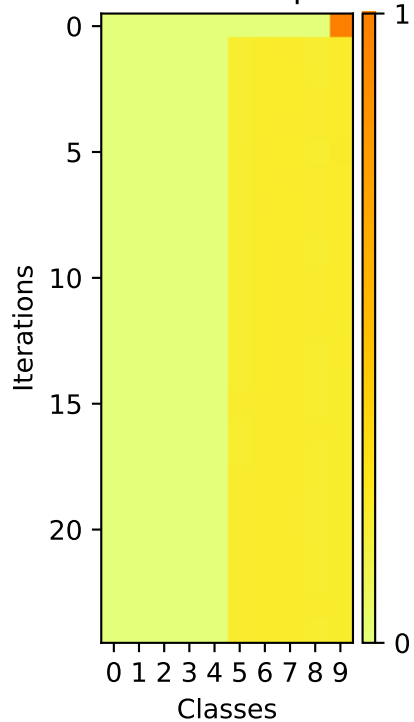
Softmax Outputs



Image



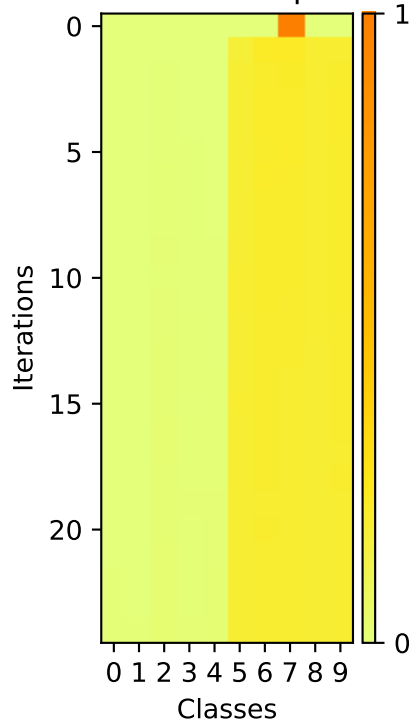
## Softmax Outputs



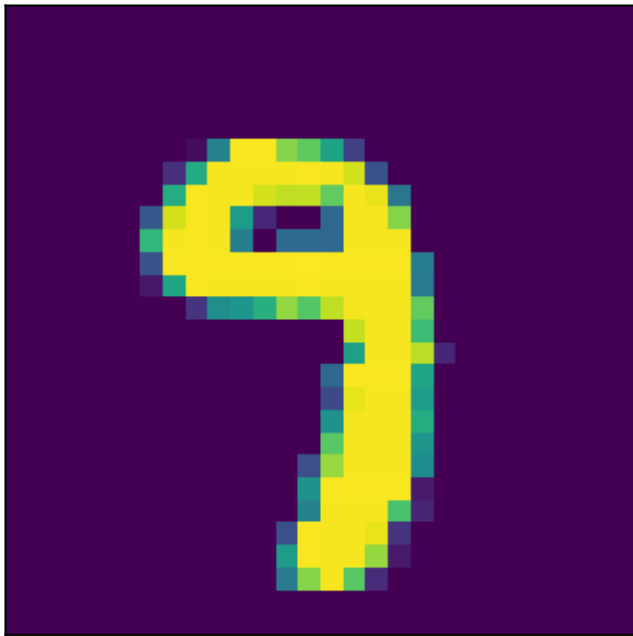
Image



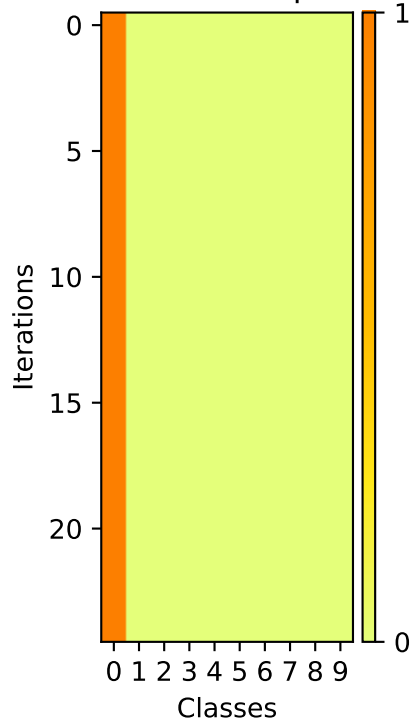
Softmax Outputs



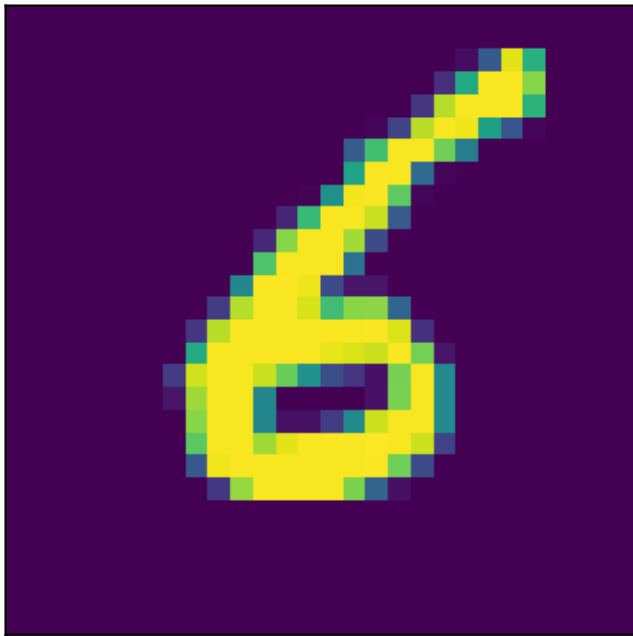
Image



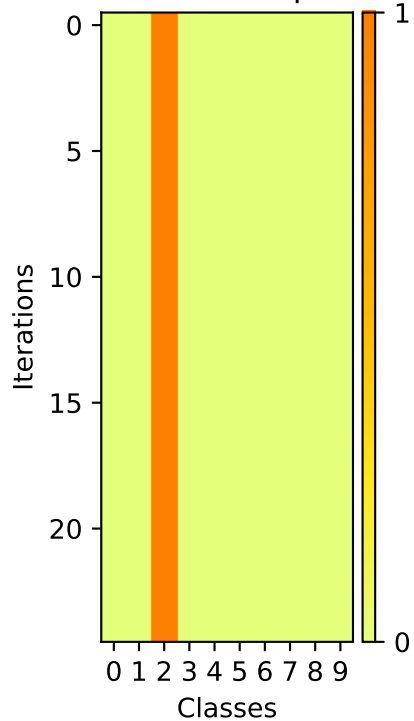
## Softmax Outputs



Image



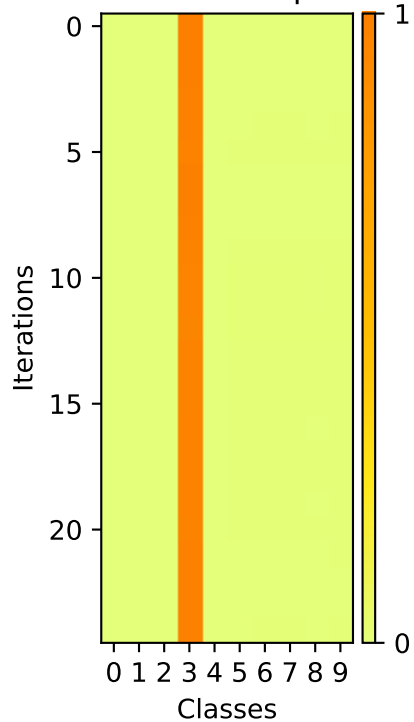
## Softmax Outputs



Image

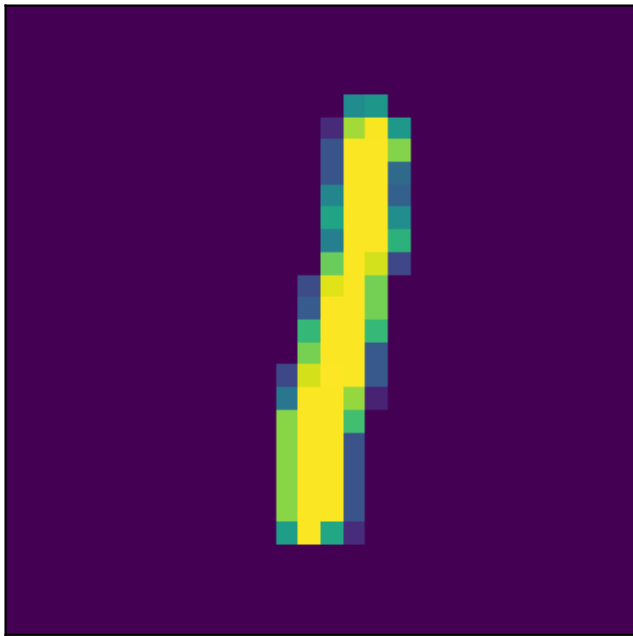


Softmax Outputs

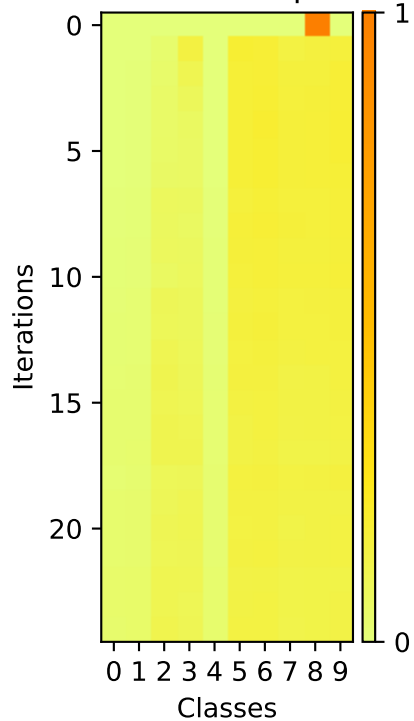




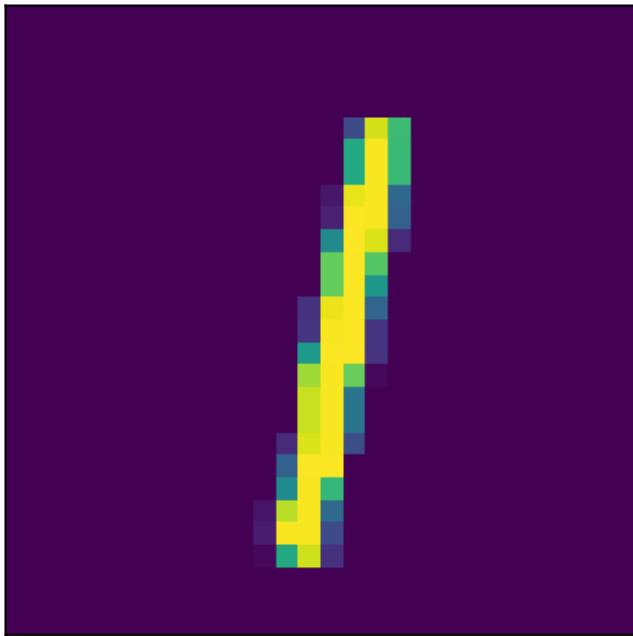
Image



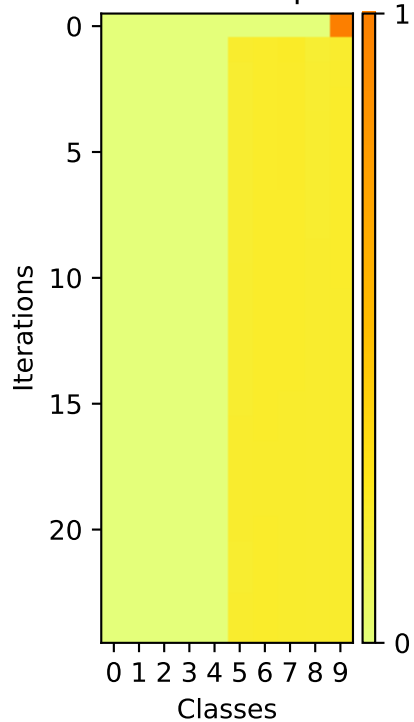
## Softmax Outputs



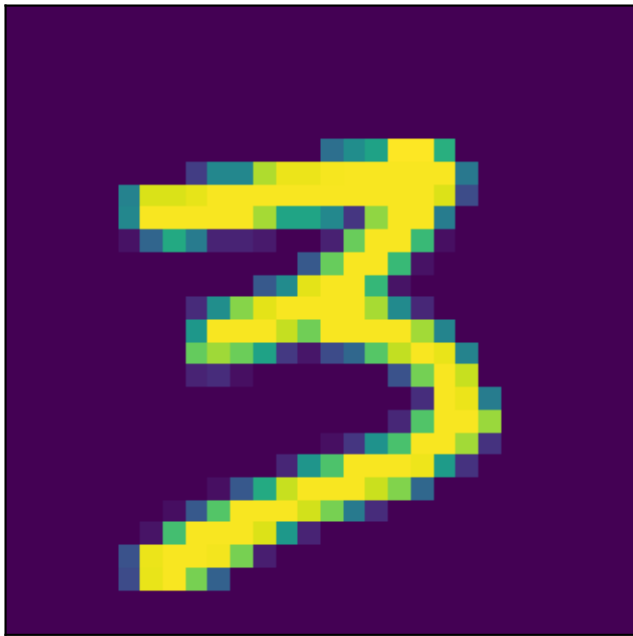
Image



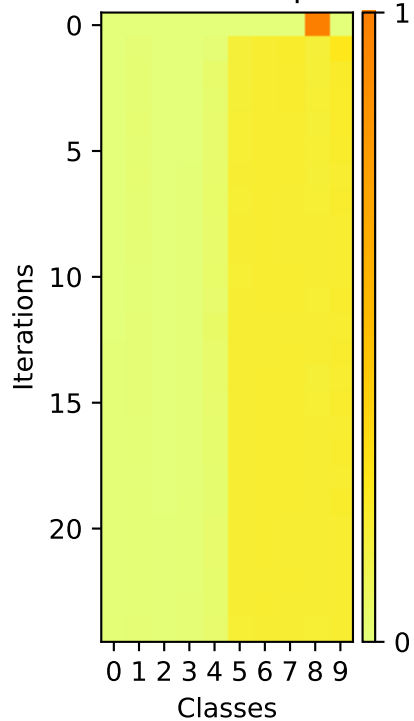
Softmax Outputs



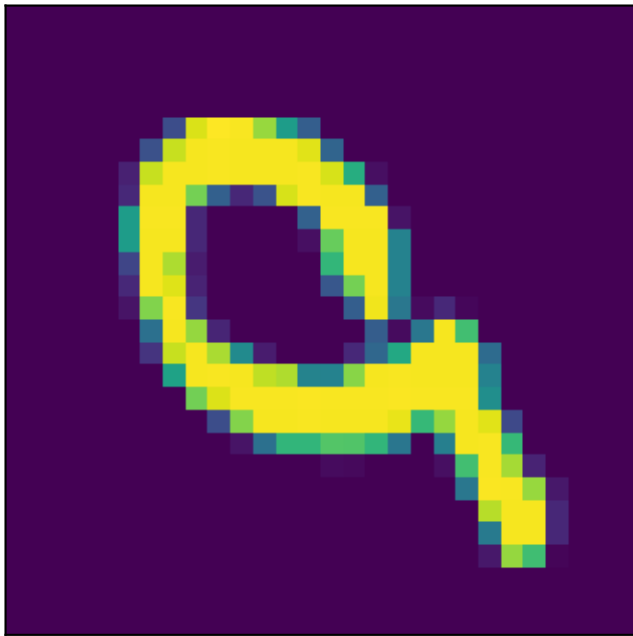
Image



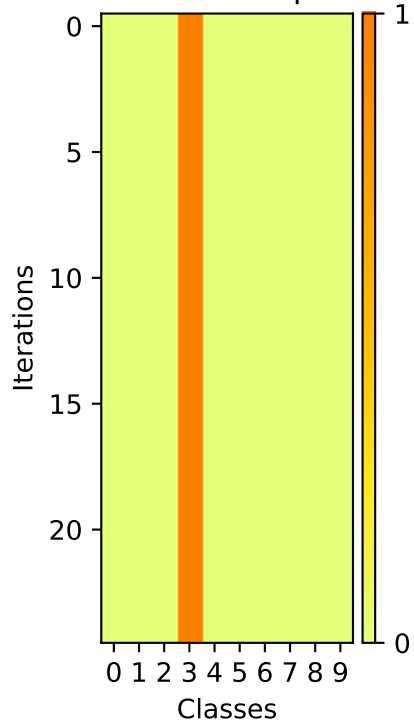
## Softmax Outputs



Image



Softmax Outputs

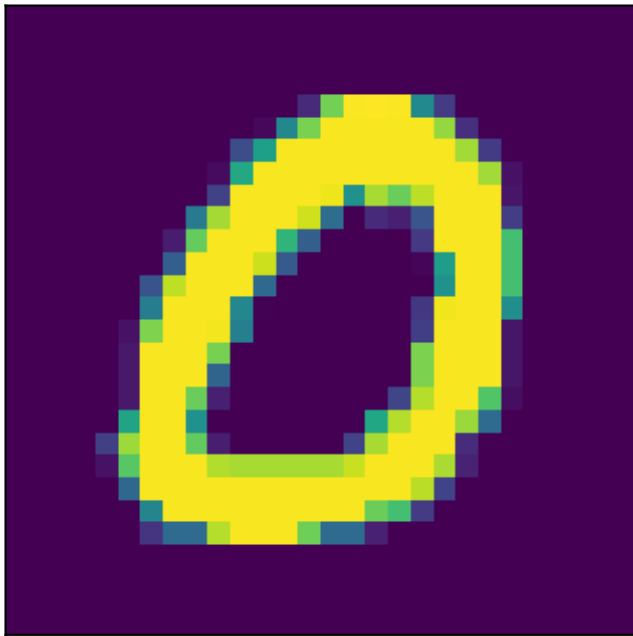


A pixelated ring shape, resembling a donut or a thick circle, is centered on a black background. The ring is composed of individual pixels in three colors: yellow, green, and blue. The yellow pixels form the primary outline of the ring, while green and blue pixels are interspersed, particularly along the right and bottom edges, creating a multi-colored, dithered effect. The overall shape is roughly circular with a diameter of about 150 pixels and a thickness of about 10 pixels.

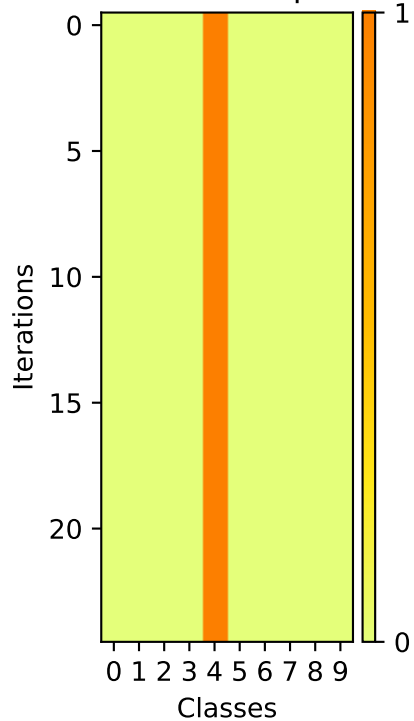
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

The distribution starts 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 smooth, with intermediate classes (2-9) showing increasing probability as Class 1's probability decreases.

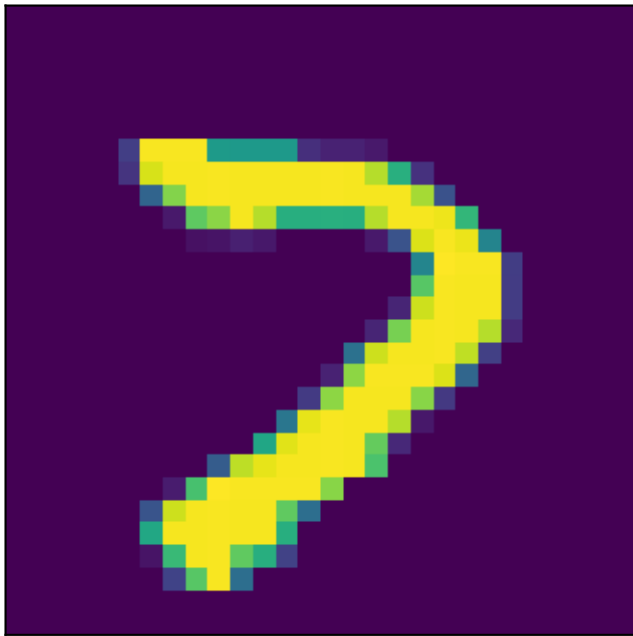
Image



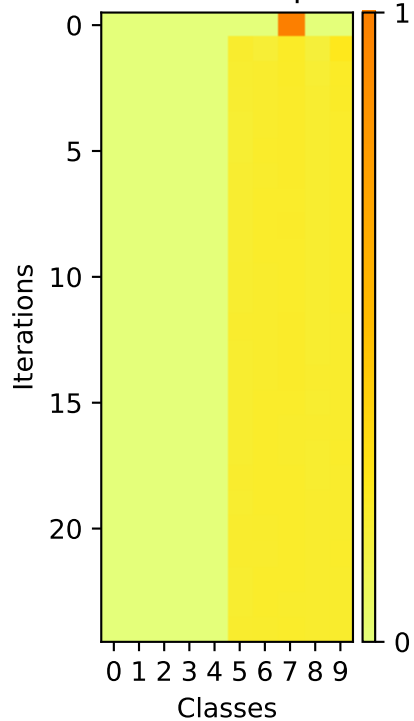
Softmax Outputs



Image



Softmax Outputs

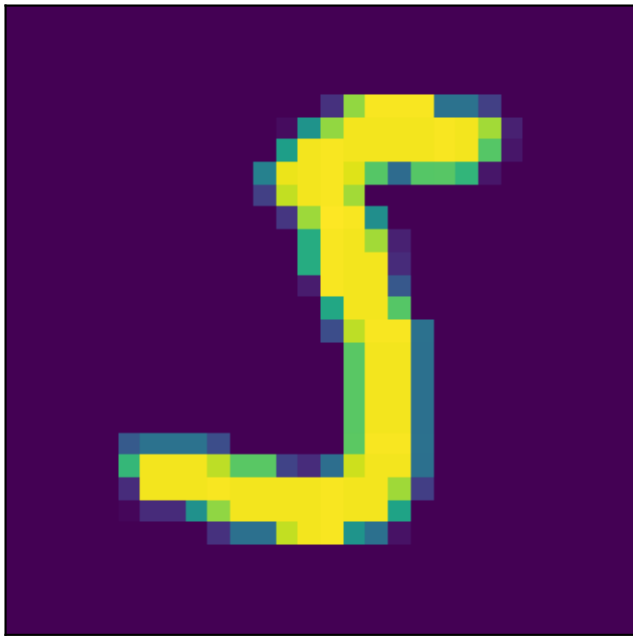


A pixelated, low-resolution version of the number 5, rendered in yellow and green against a dark purple background. The number is composed of a grid of small squares, with the main body of the '5' being yellow and the top and bottom horizontal strokes being green. The overall appearance is that of a digital or computer-generated graphic with a limited color palette.

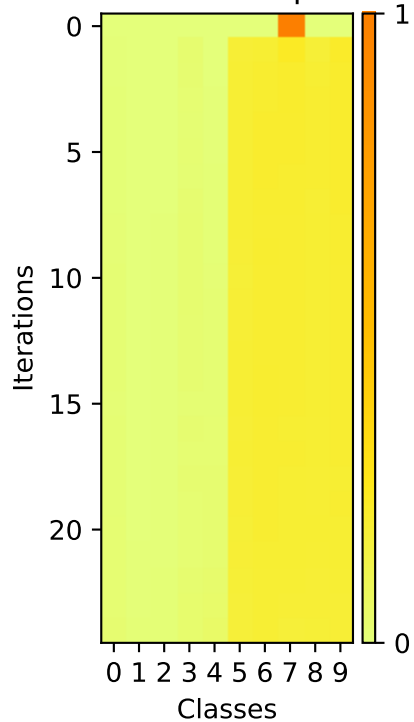
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2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



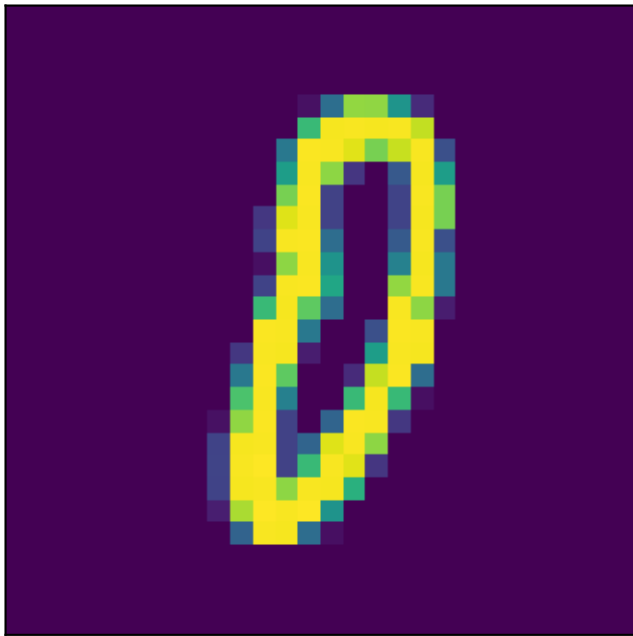
Image



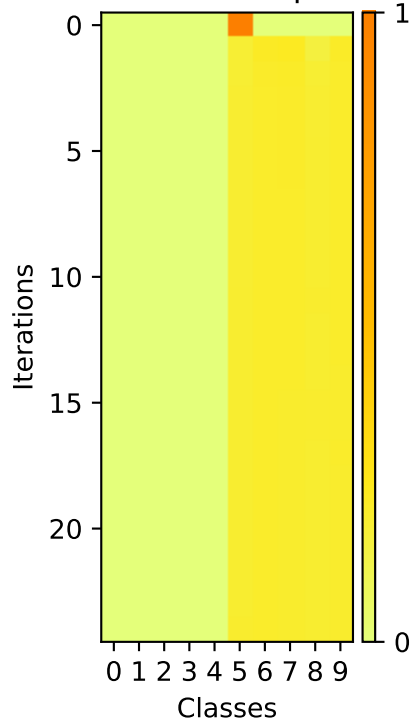
Softmax Outputs



Image



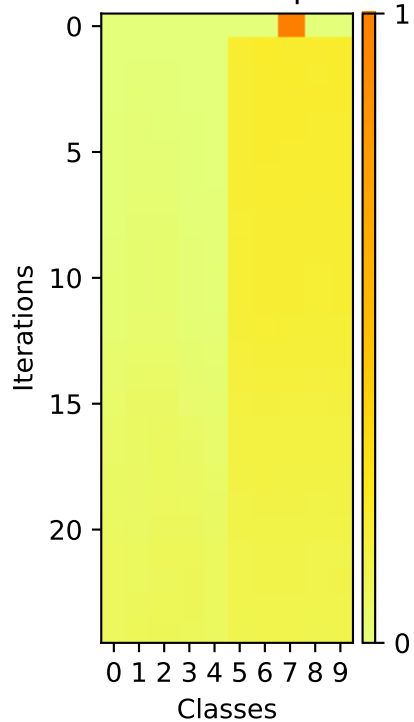
Softmax Outputs



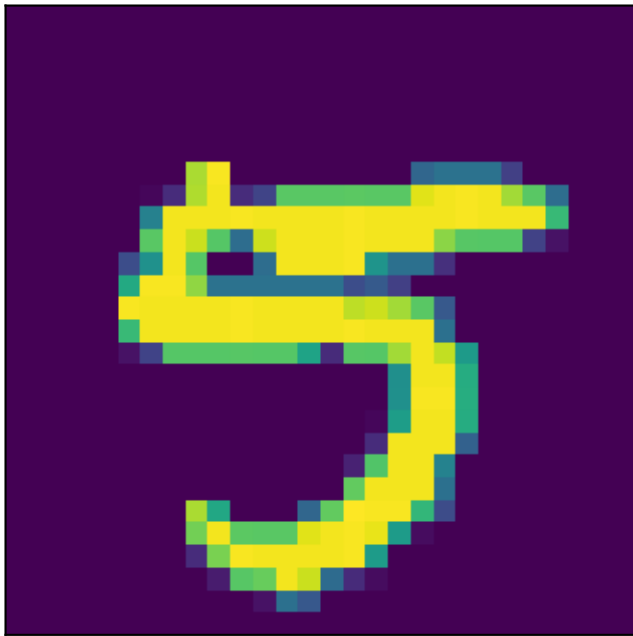
Image



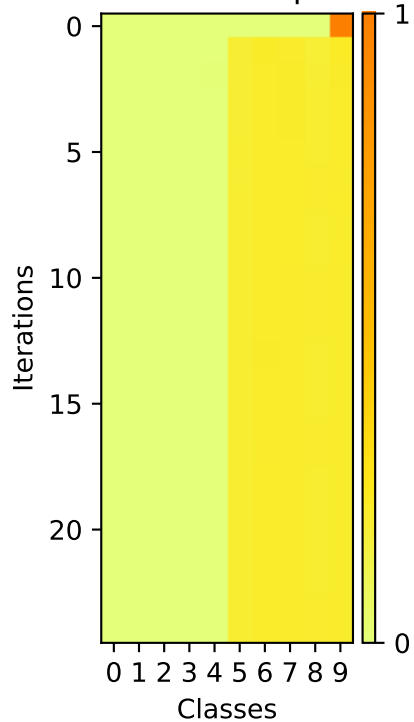
Softmax Outputs



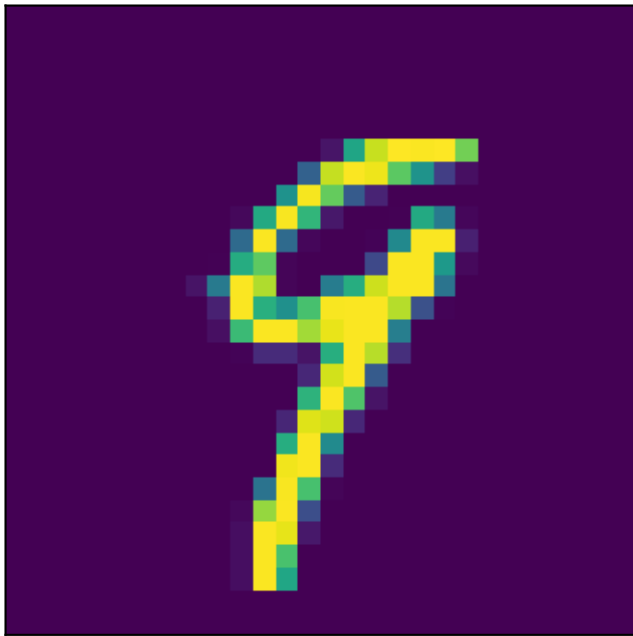
Image



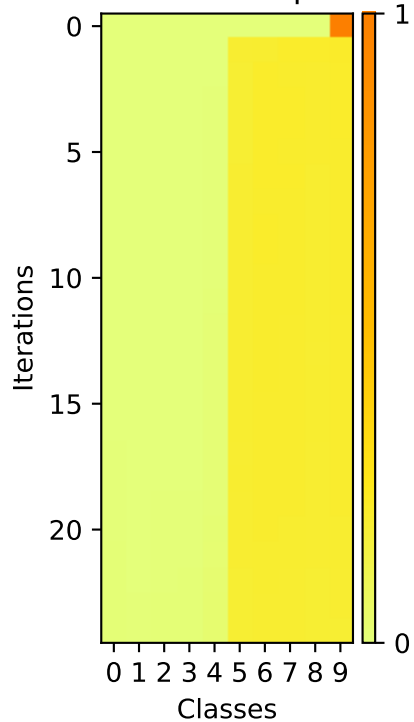
## Softmax Outputs



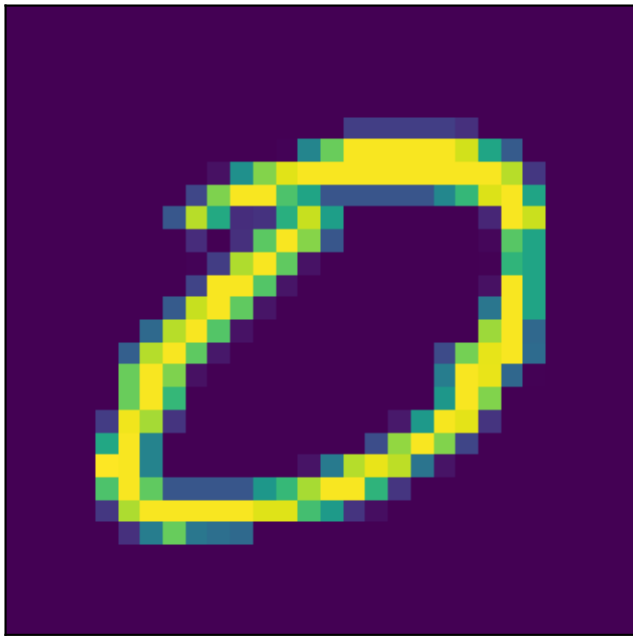
Image



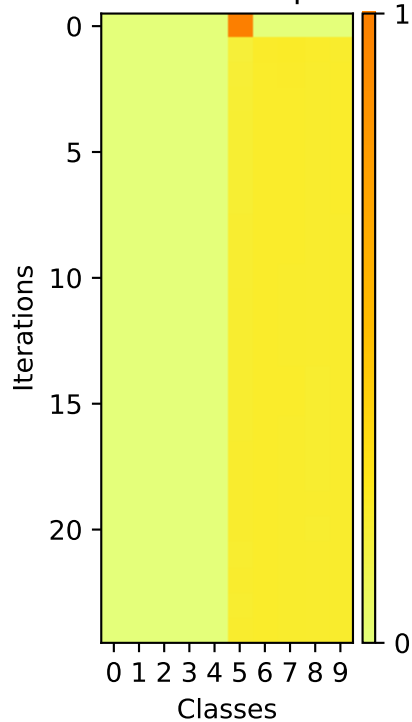
Softmax Outputs



Image

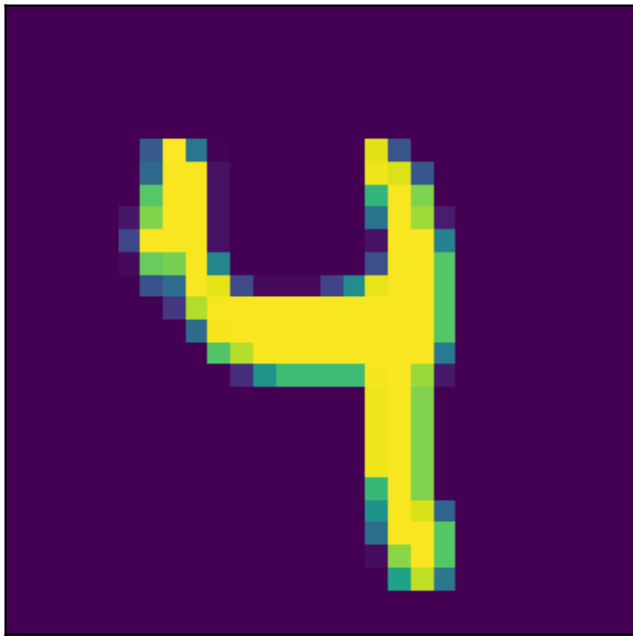


Softmax Outputs

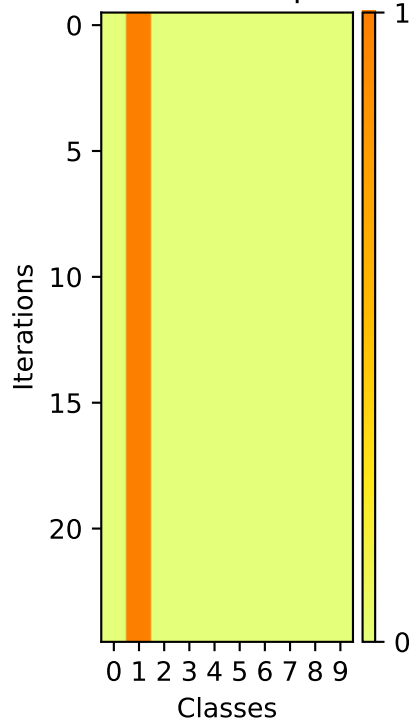


A pixelated, low-resolution image of the number 8. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks.

Image

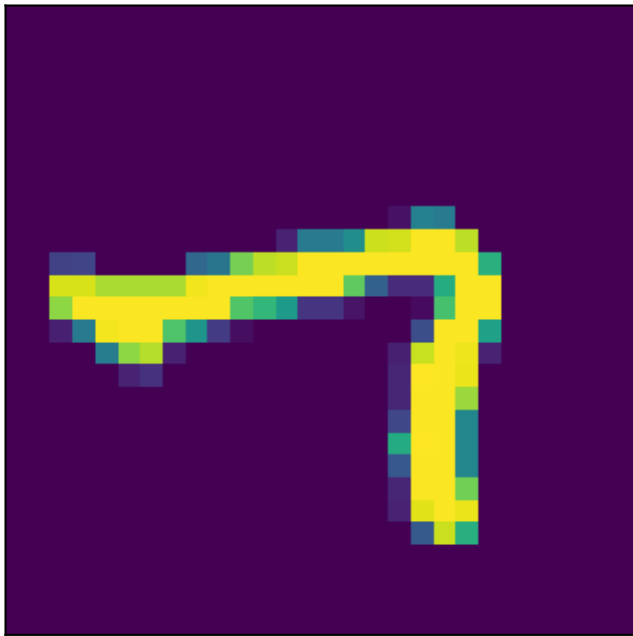


## Softmax Outputs

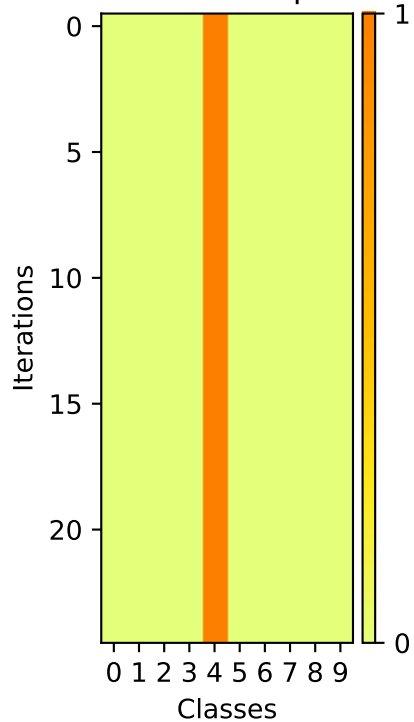




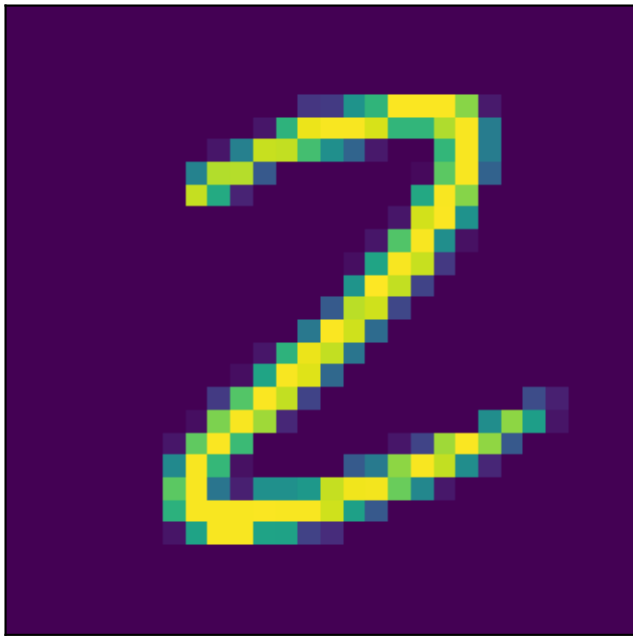
Image



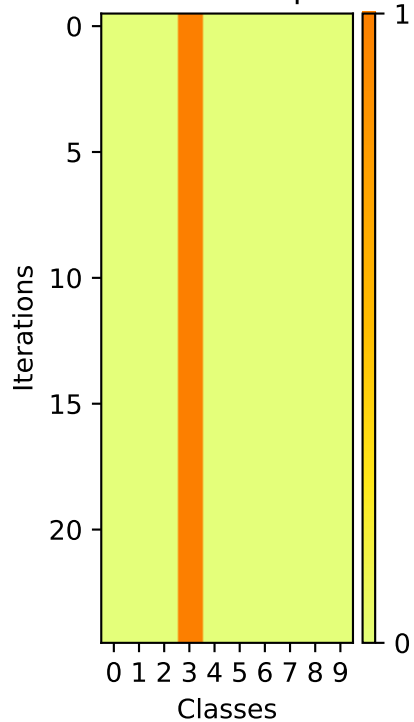
Softmax Outputs



Image



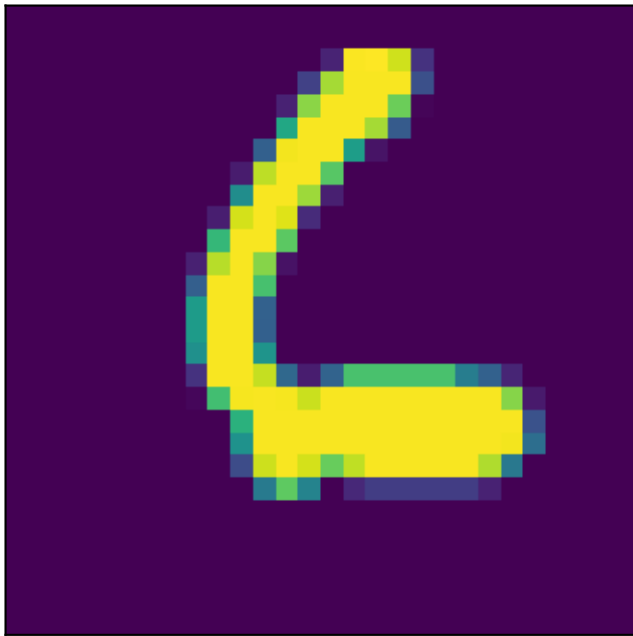
Softmax Outputs



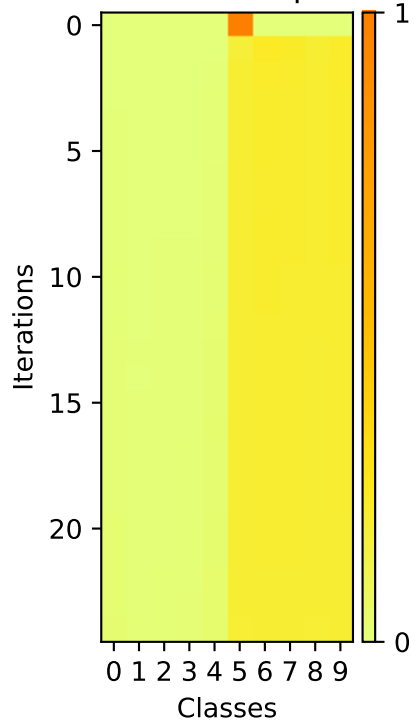
A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic, resembling a low-bitrate video or a pixel art graphic. The number 5 is centered and occupies most of the frame.

Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 5 shows a sharp increase in loss starting around iteration 10, reaching a peak of 1.0 by iteration 15.

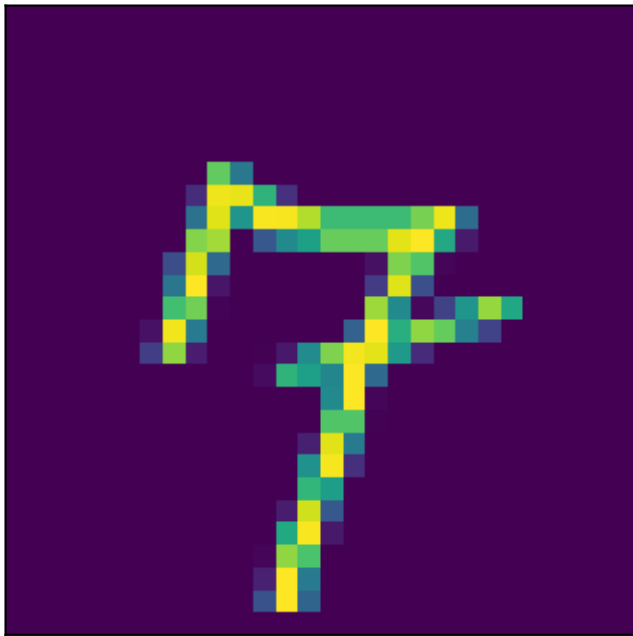
Image



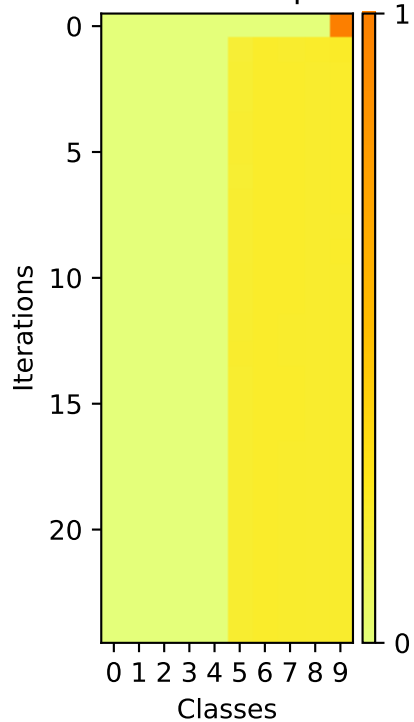
Softmax Outputs



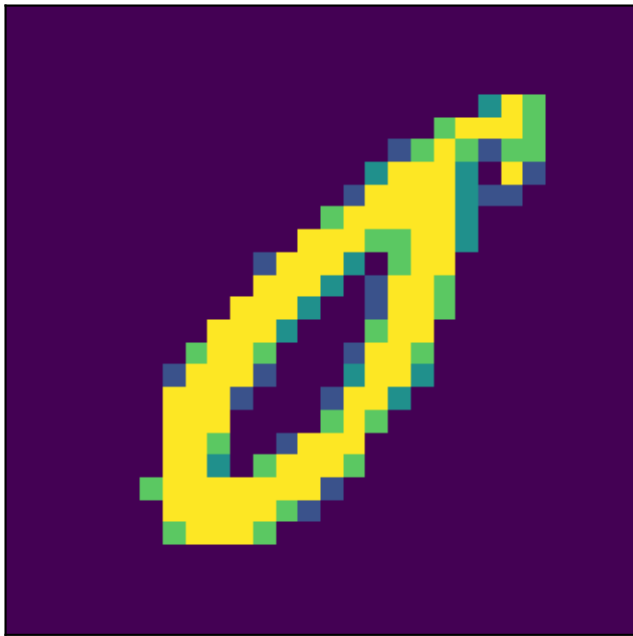
Image



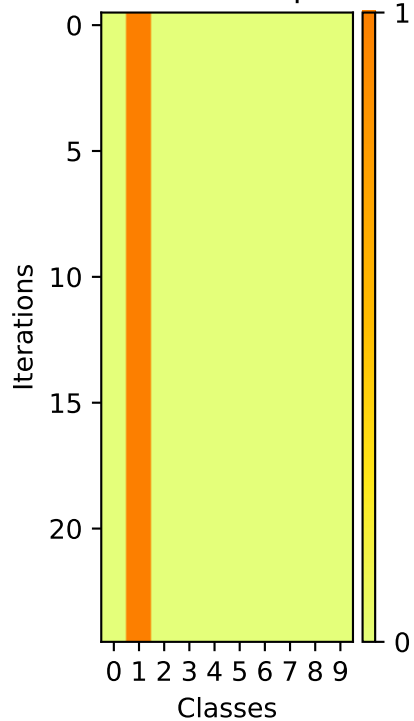
Softmax Outputs



Image

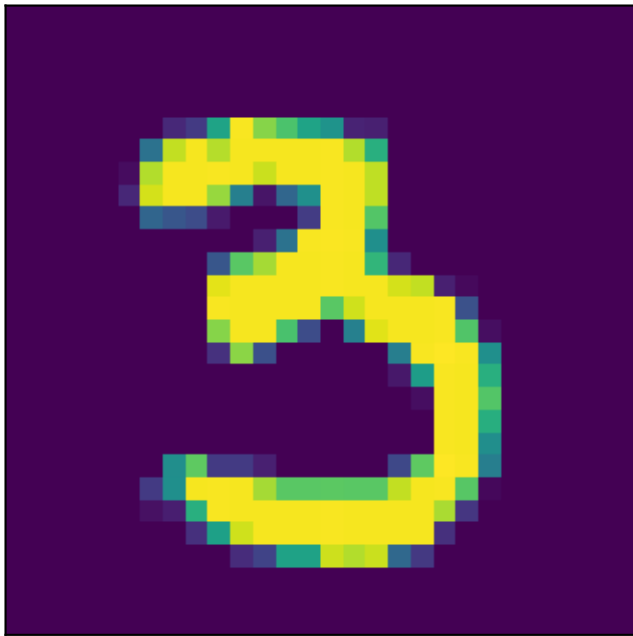


## Softmax Outputs

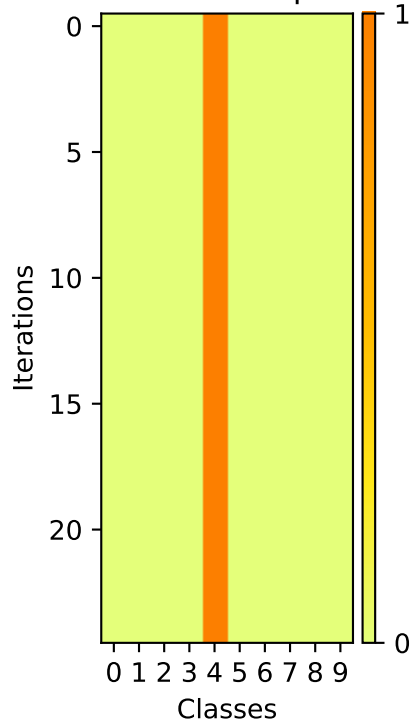


A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small squares in shades of yellow, green, and blue, arranged to form a recognizable figure. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a printed image.

Image



Softmax Outputs

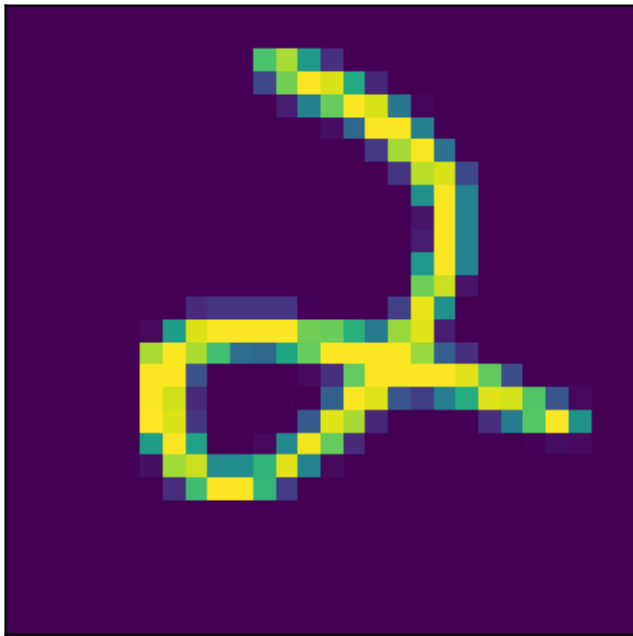




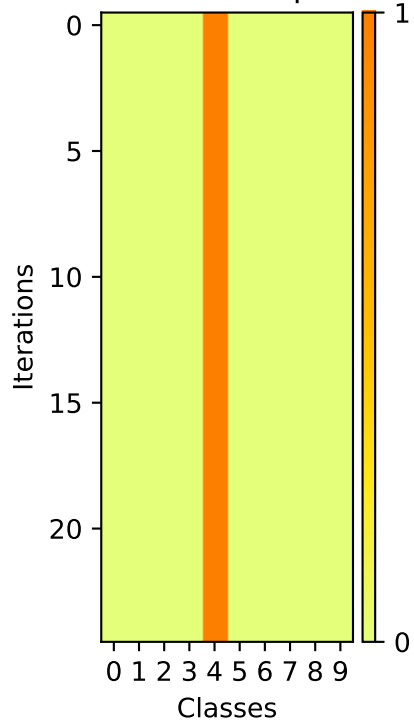
A pixelated yellow question mark is centered on a dark blue background. The question mark is composed of small squares in shades of yellow, light green, and dark blue, giving it a blocky, digital appearance. The background is a solid dark blue.

Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 4 is consistently low (light yellow), while class 9 is high (dark orange) for most iterations, except for iteration 0 where class 8 is high.

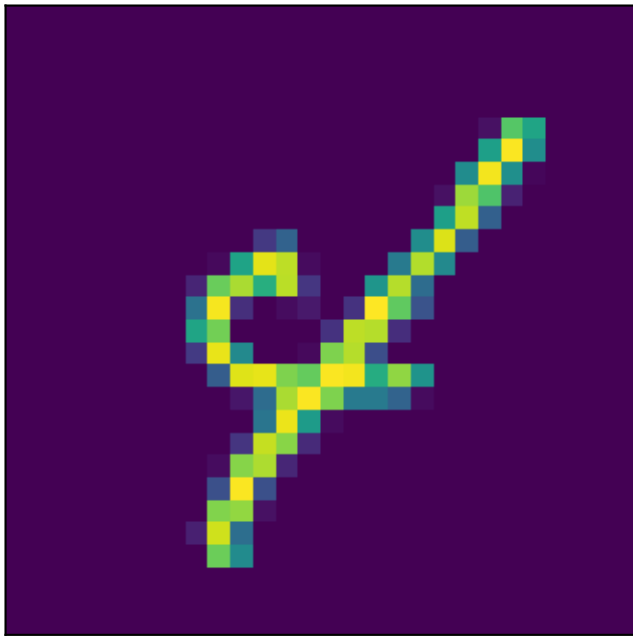
Image



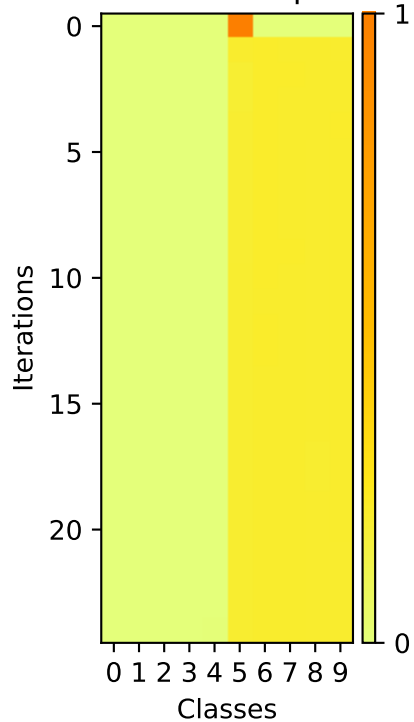
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow number 6 on a dark purple background. The number is composed of bright yellow pixels with some lighter green and blue pixels at the edges, giving it a soft, glowing appearance. The background is a solid dark purple.

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

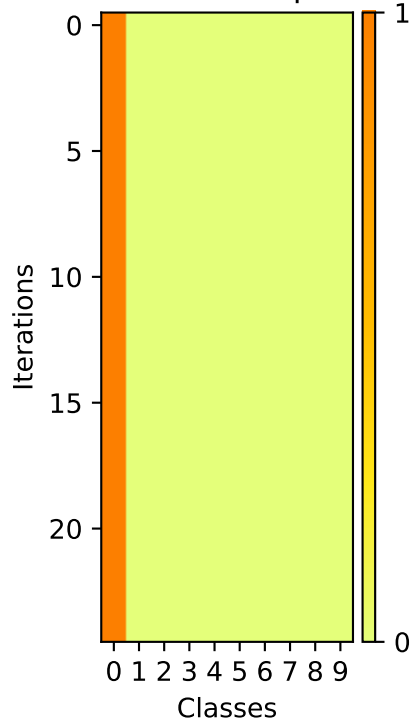
A pixelated yellow number 7 on a dark purple background. The number is composed of small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid dark purple.

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

Image



## Softmax Outputs



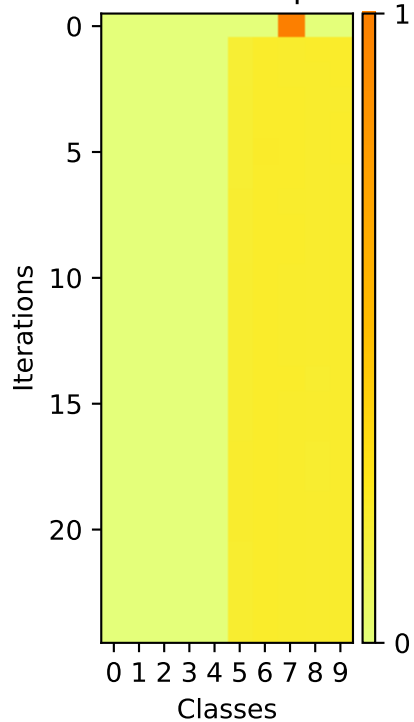
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of bright yellow pixels with a slight gradient, giving it a three-dimensional appearance. The background is a solid, deep purple. The overall style is reminiscent of early computer graphics or video game sprites.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 4 remains consistently low (light yellow). Class 8 starts high (dark orange) and decreases. Class 9 starts low and increases to high (dark orange) by iteration 20.

Image



Softmax Outputs



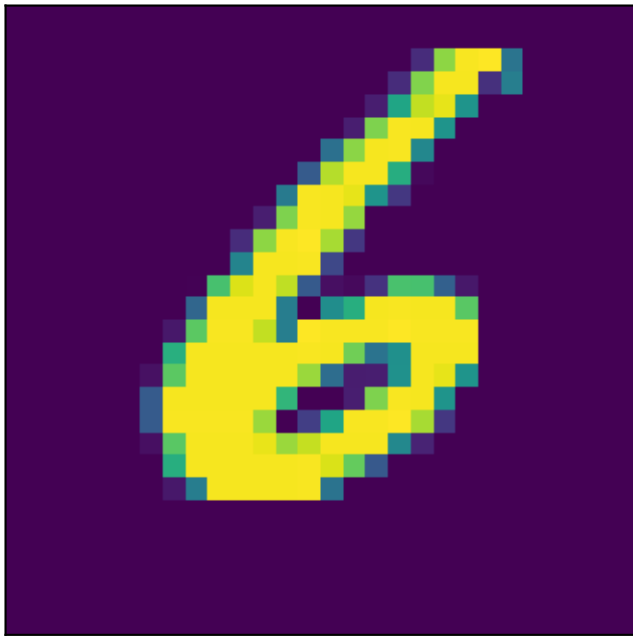


A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares, giving it a blocky appearance. The colors are primarily yellow and orange, with some darker orange and black pixels. The shape is roughly rectangular with a jagged, irregular right side. It is positioned in the upper left quadrant of the image.

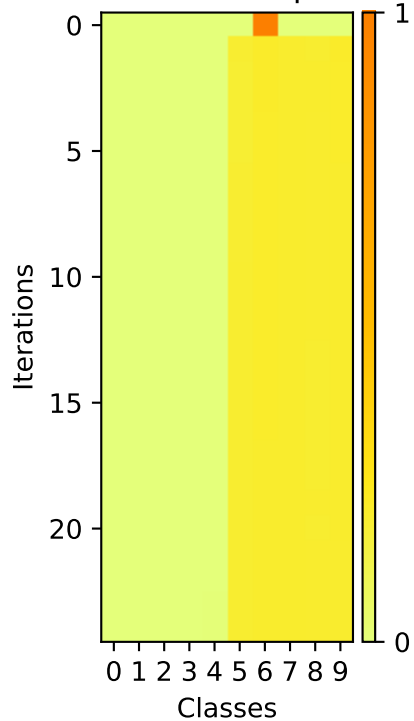
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

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



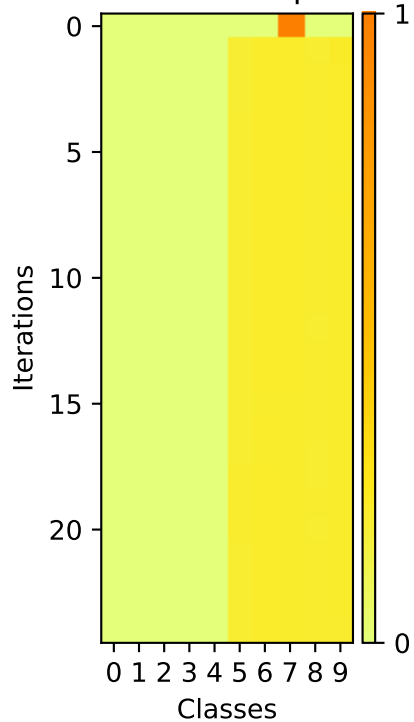
Softmax Outputs



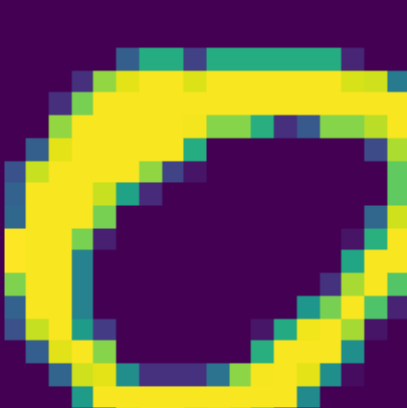
Image



Softmax Outputs



A pixelated drawing of a yellow and green robot-like character. The character has a large, rounded head with a small antenna on top. Its body is small and rectangular, with a single leg visible. The character is primarily yellow with green accents. The background is a solid dark purple.

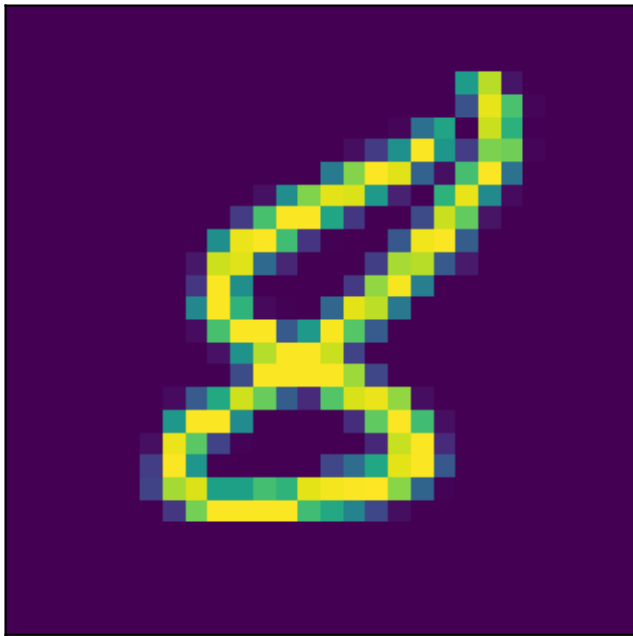


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

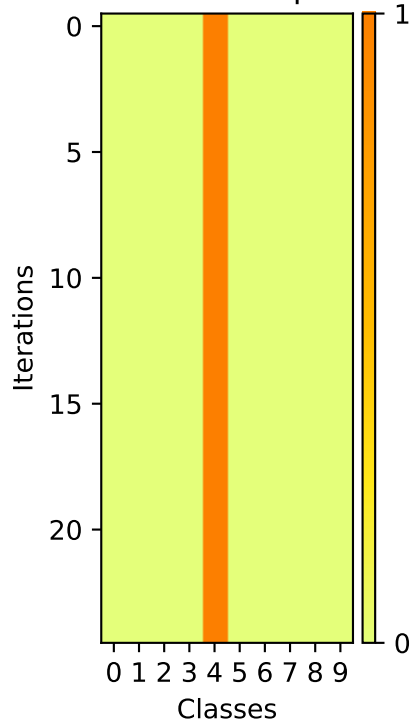
A pixelated, low-resolution image of a yellow and green number 9 on a dark purple background. The number is composed of small squares in shades of yellow, light green, and teal, giving it a blocky, digital appearance. The background is a solid, deep purple. The overall style is reminiscent of early computer graphics or a low-quality digital scan.

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

Image



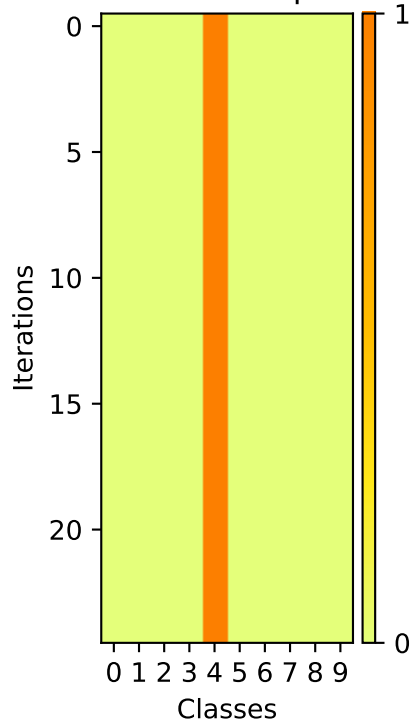
Softmax Outputs



Image

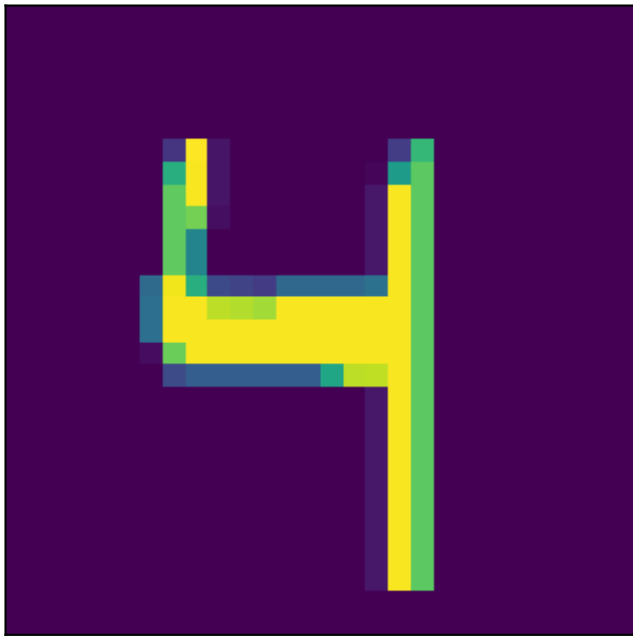


Softmax Outputs

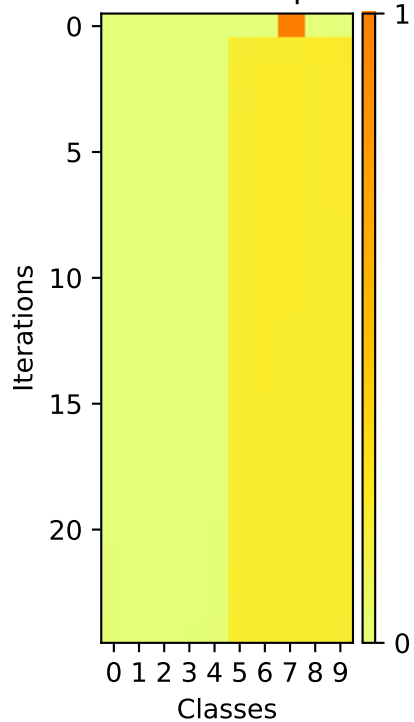




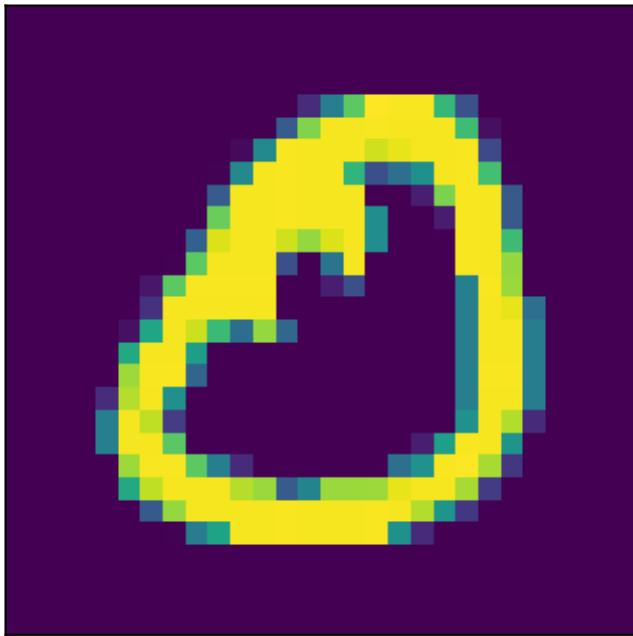
Image



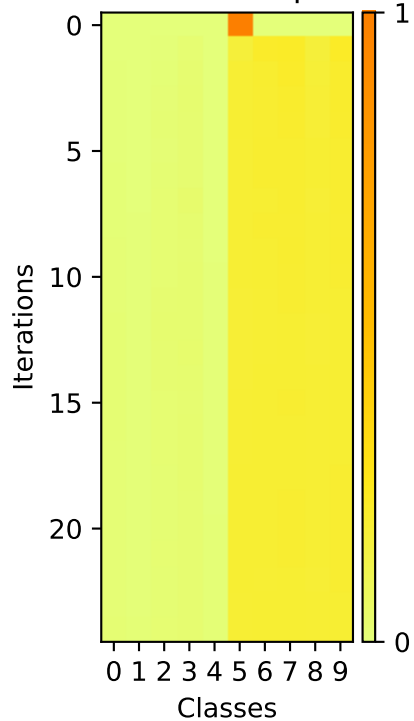
## Softmax Outputs



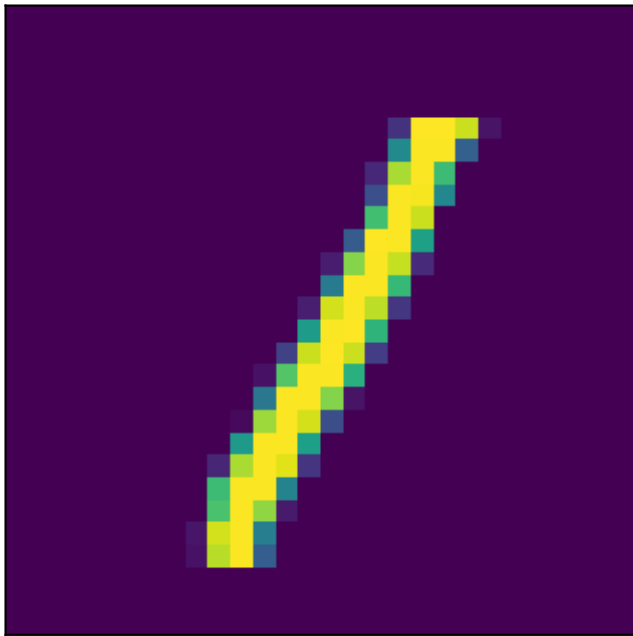
Image



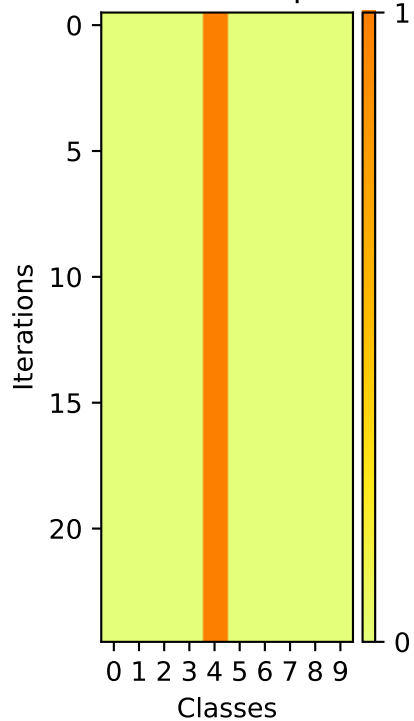
Softmax Outputs



Image



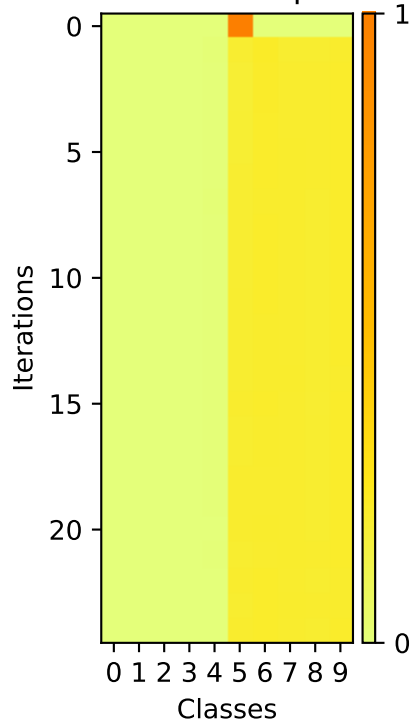
Softmax Outputs



Image



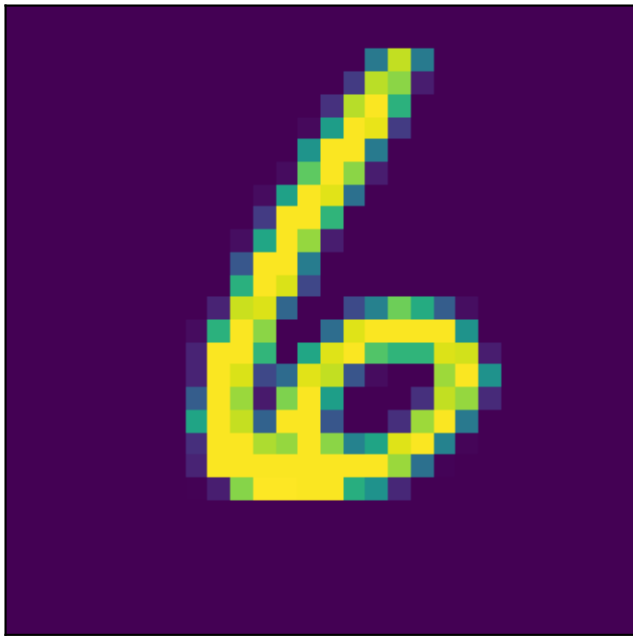
Softmax Outputs



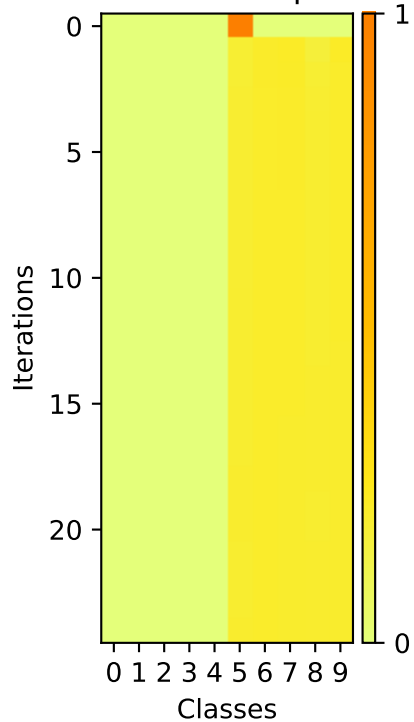
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, square pixels in shades of yellow, light green, and dark blue. The overall style is reminiscent of early digital art or a low-quality scan of a printed image.

A heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. 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 loss value, ranging from 0 (light yellow) to 1 (dark orange). The heatmap shows that the loss for most classes decreases over time, with class 9 showing a slight increase in loss towards the end of the iterations.

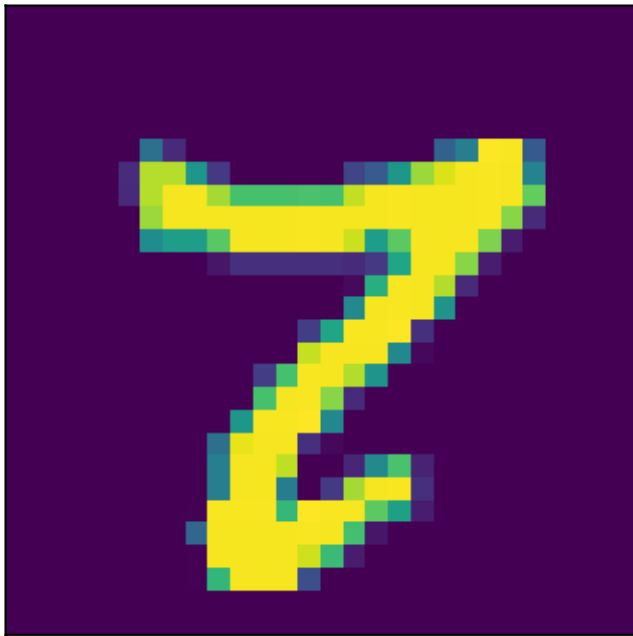
Image



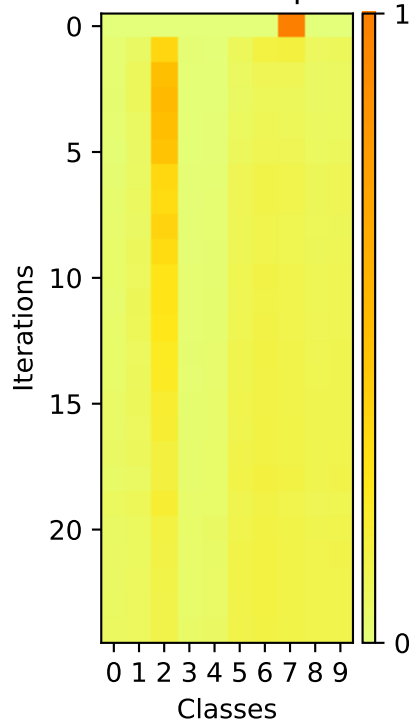
Softmax Outputs



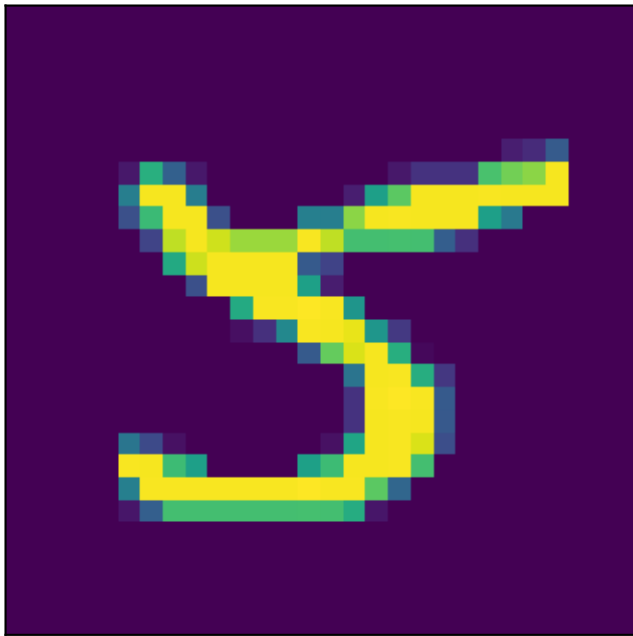
Image



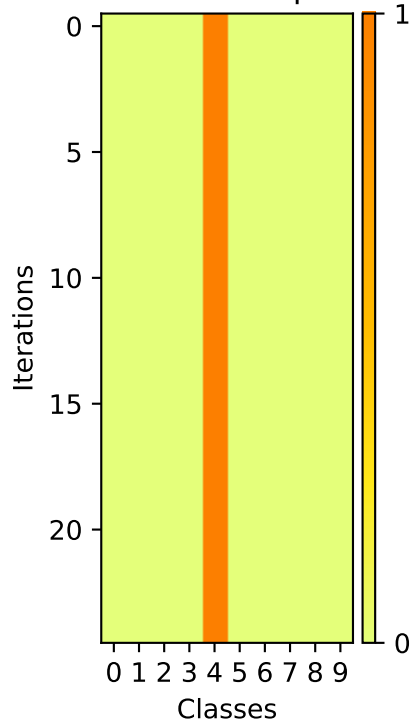
Softmax Outputs



Image

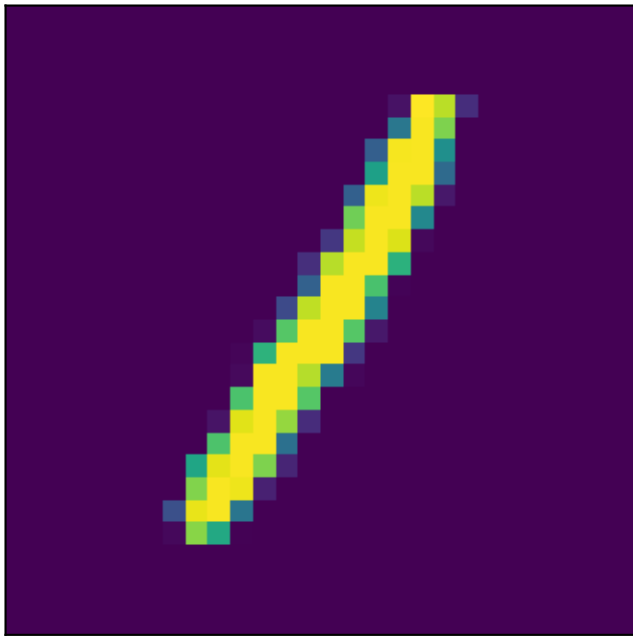


Softmax Outputs

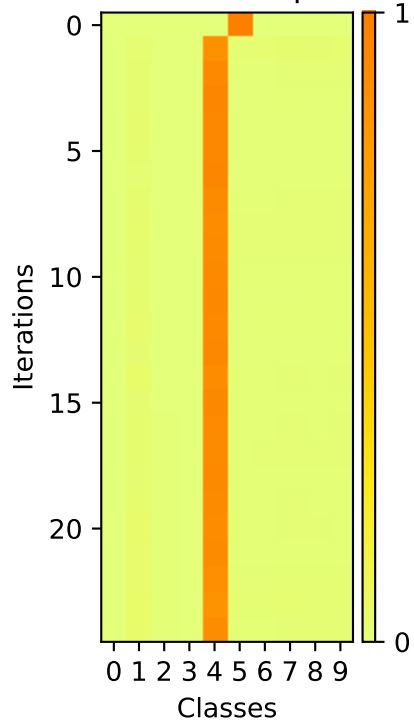




Image



Softmax Outputs



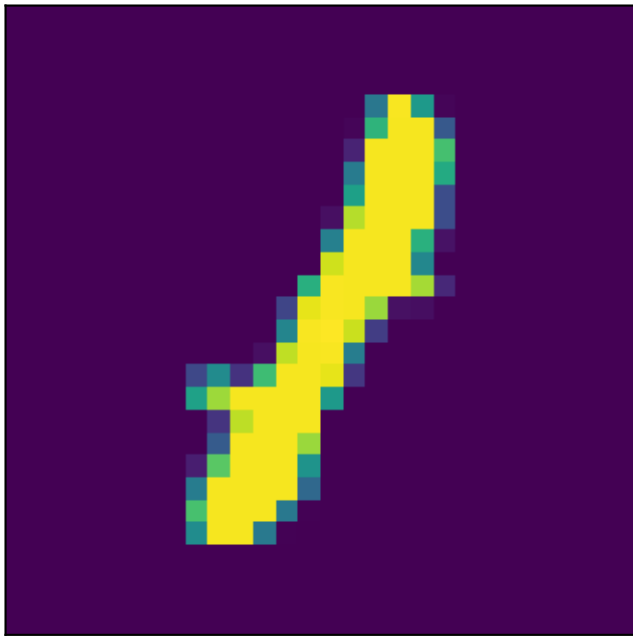
A pixelated yellow number 6 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue, giving it a digital or retro aesthetic.

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

A pixelated yellow ring, resembling a donut or a thick letter 'O', is centered on a dark purple background. The ring is composed of many small squares, with some squares being a lighter yellow and others a darker yellow, giving it a textured appearance. The background is a solid dark purple.

Image



Softmax Outputs

