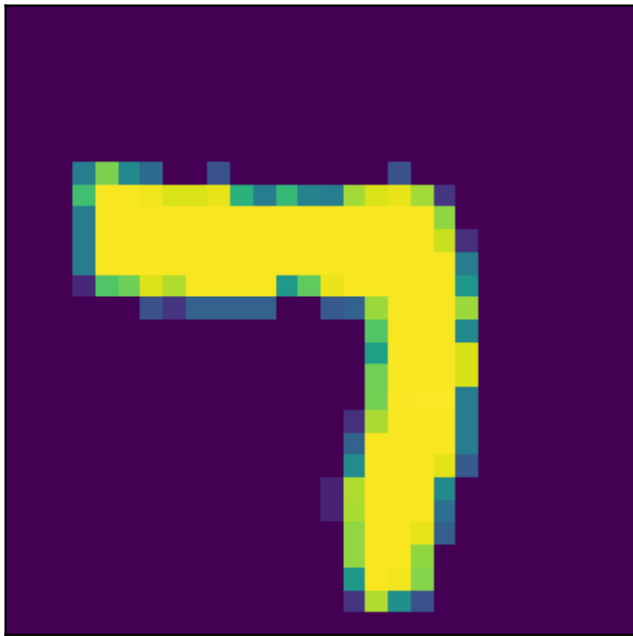
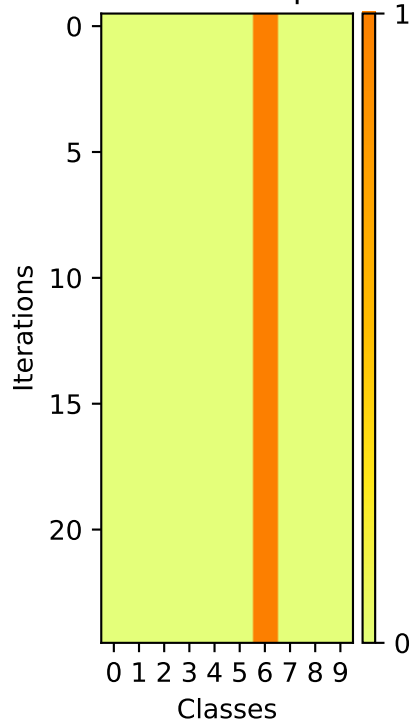


Image



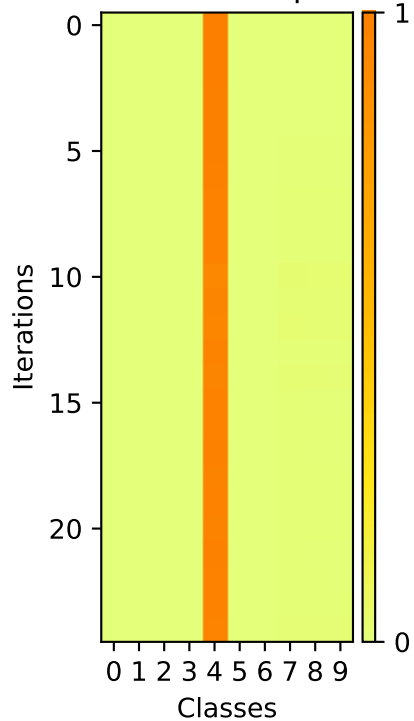
Softmax Outputs



Image



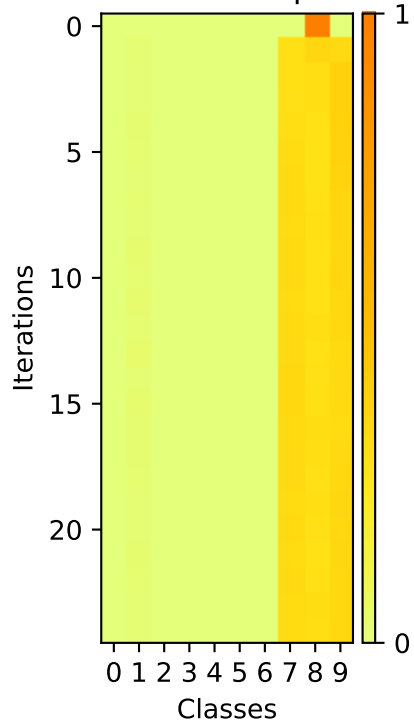
Softmax Outputs



Image



Softmax Outputs

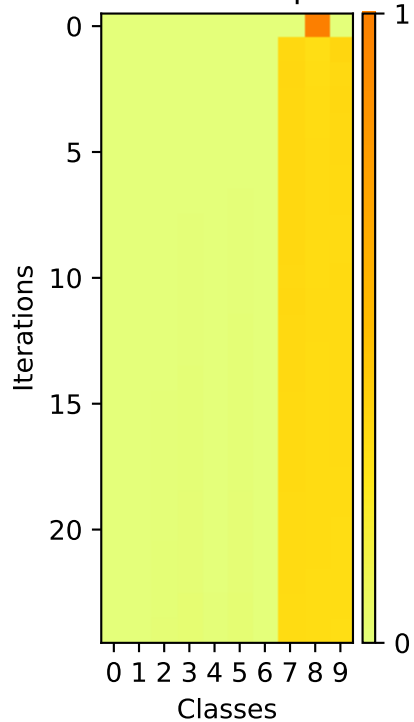


A pixelated yellow number 9 is centered on a dark purple background. The number is composed of yellow pixels with some green and blue pixels at the edges, giving it a digital or retro appearance.

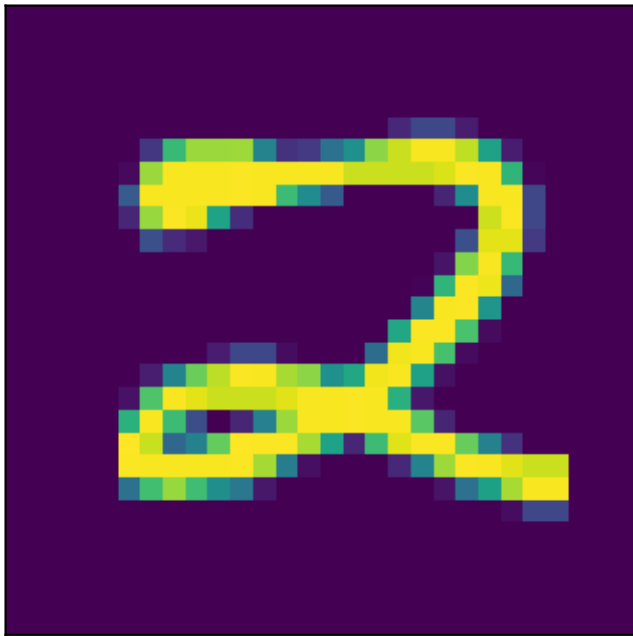
Image



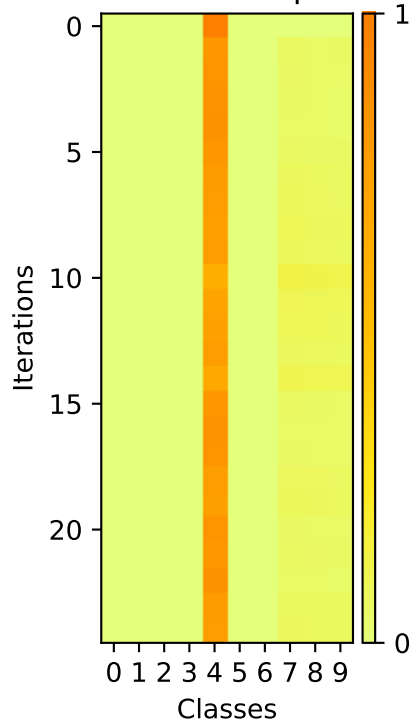
Softmax Outputs



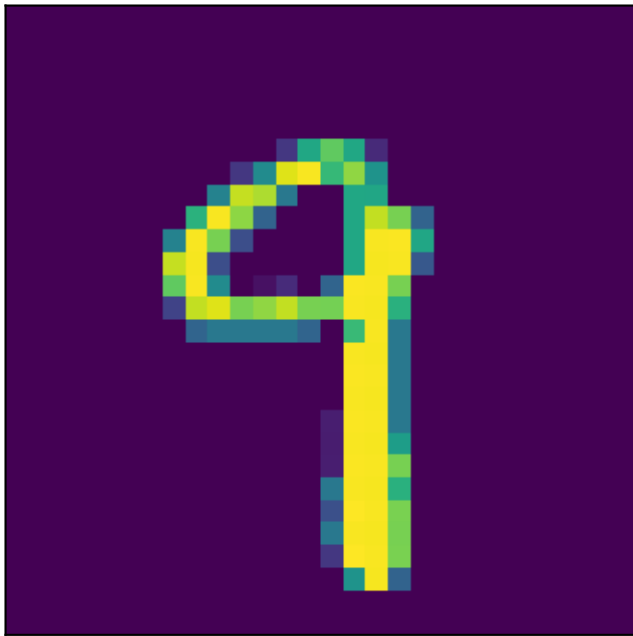
Image



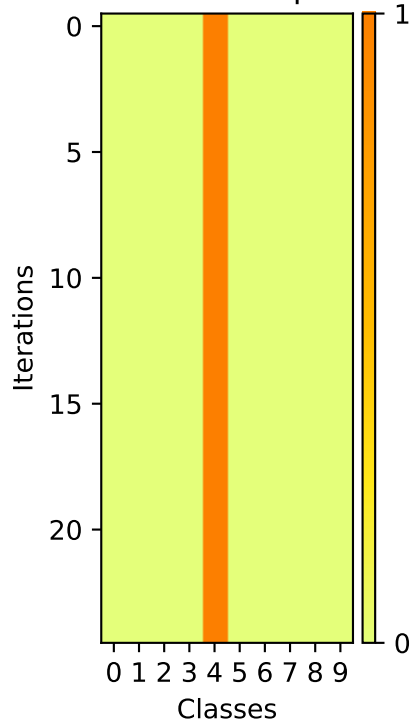
Softmax Outputs



Image



Softmax Outputs



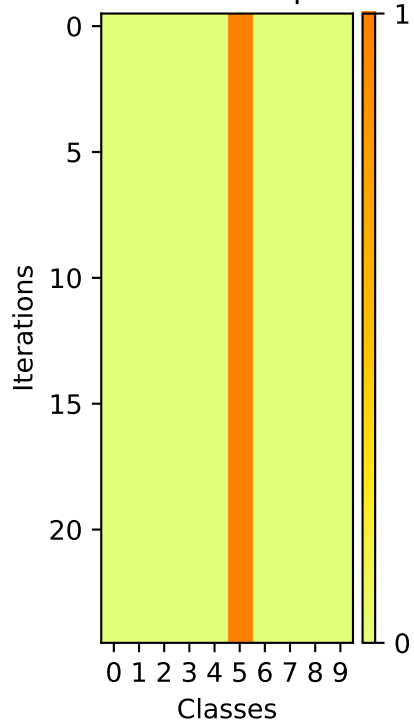
A pixelated, low-resolution version of the Google logo, rendered in shades of yellow, green, and blue against a dark purple background. The logo is composed of individual square pixels, giving it a blocky, digital appearance. The colors are slightly muted and the overall image has a grainy texture.

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

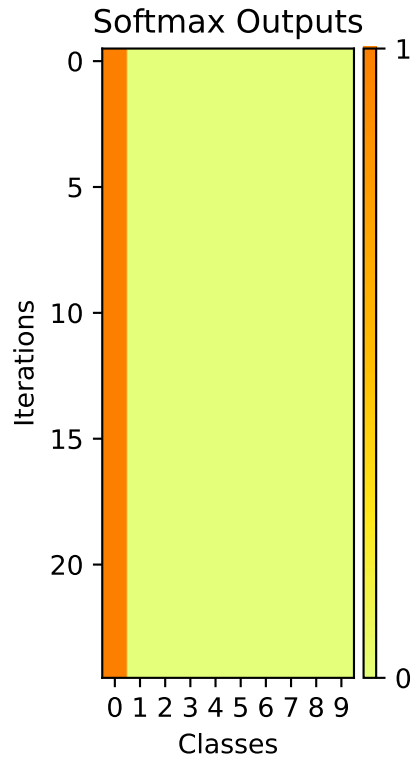
Image



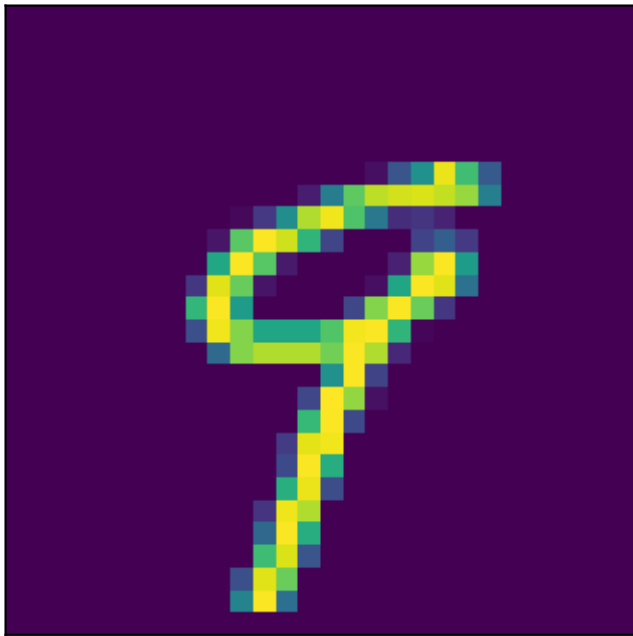
Softmax Outputs



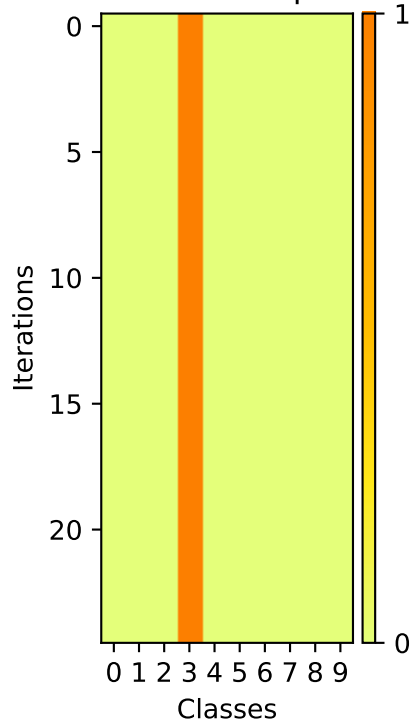
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.



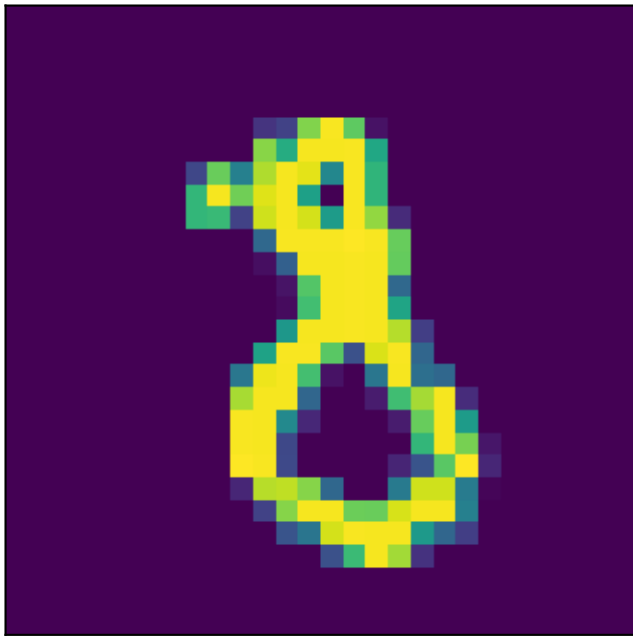
Image



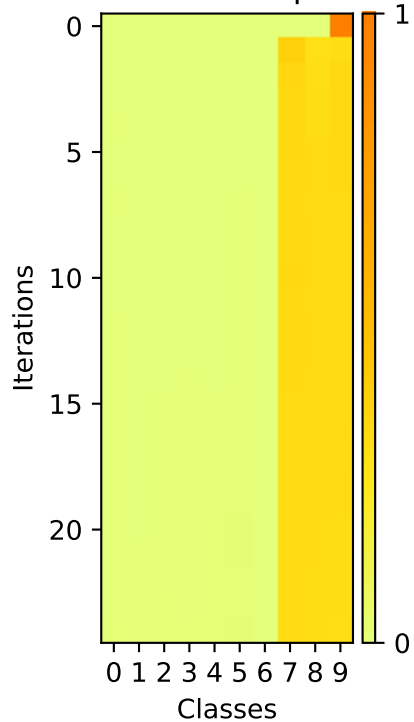
Softmax Outputs



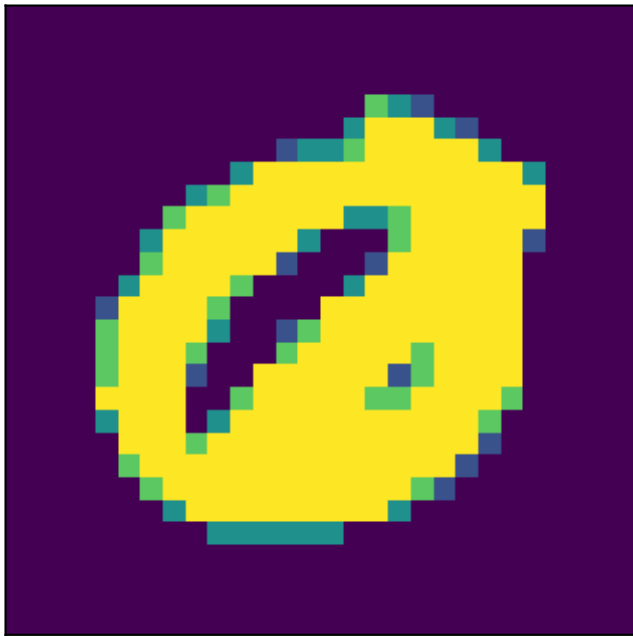
Image



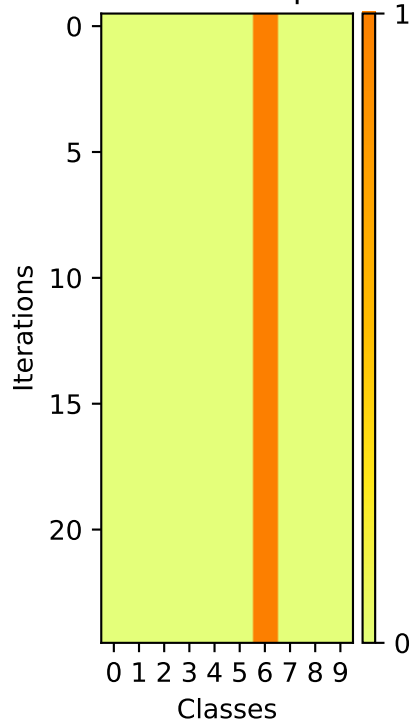
Softmax Outputs



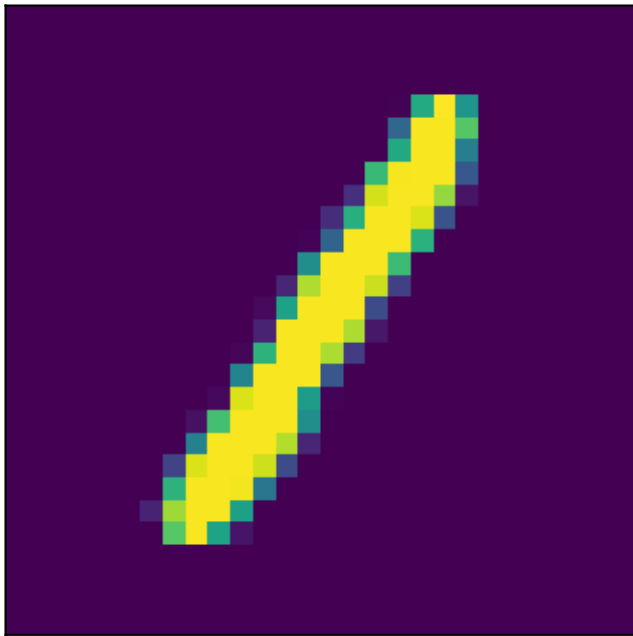
Image



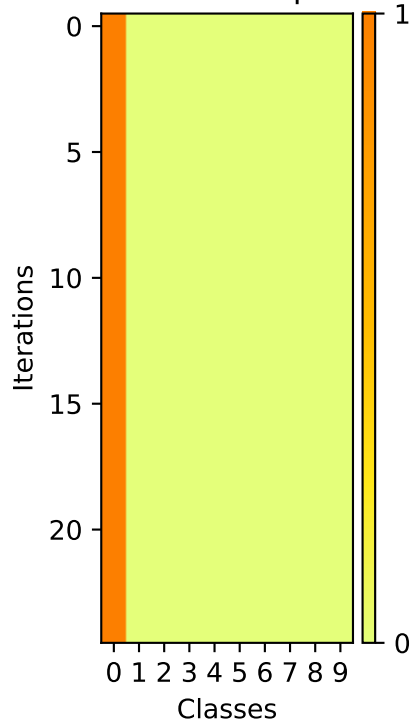
Softmax Outputs



Image



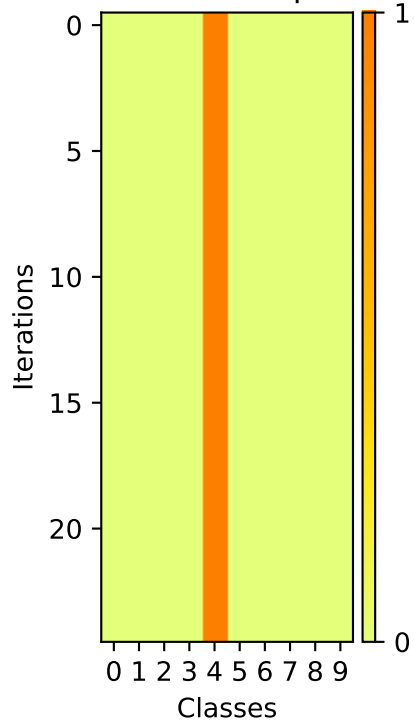
Softmax Outputs



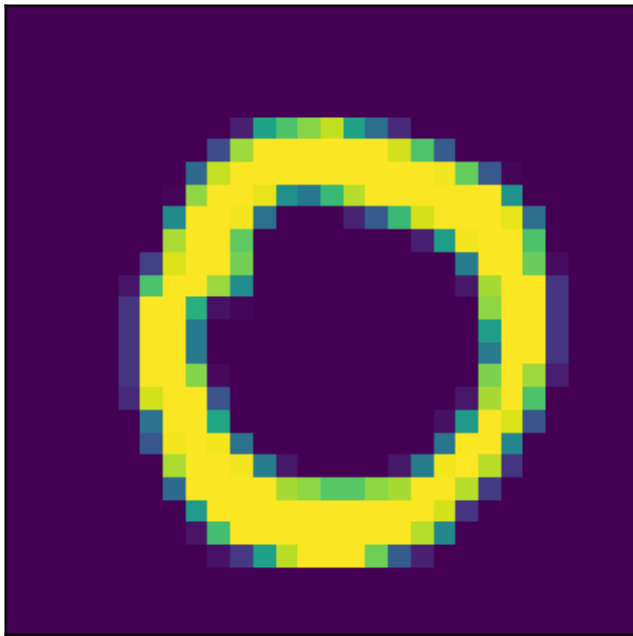
Image



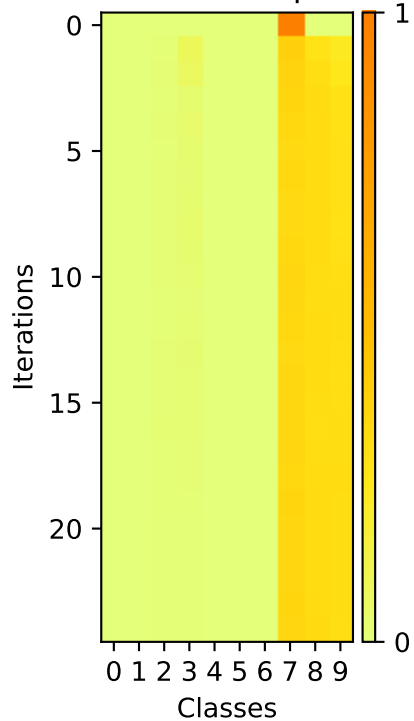
Softmax Outputs



Image



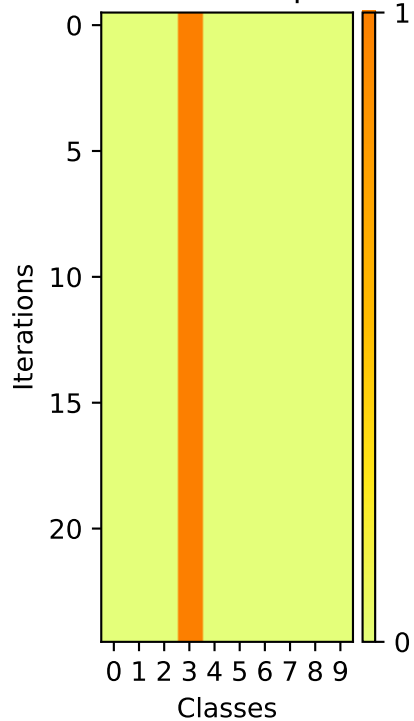
Softmax Outputs



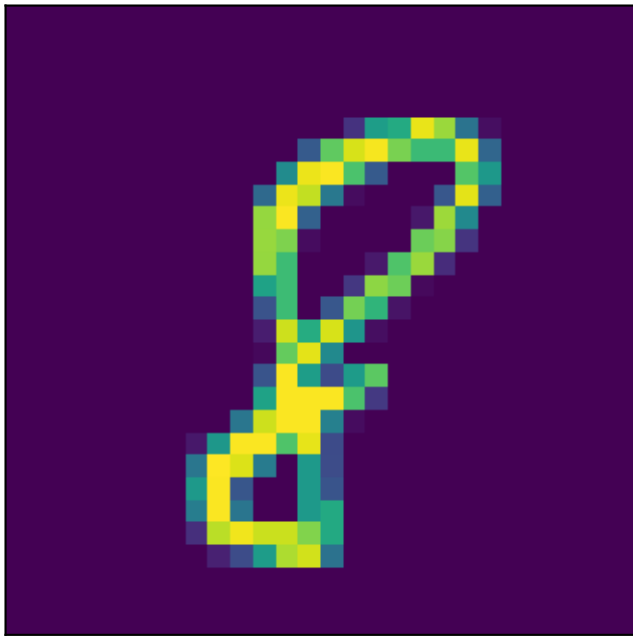
Image



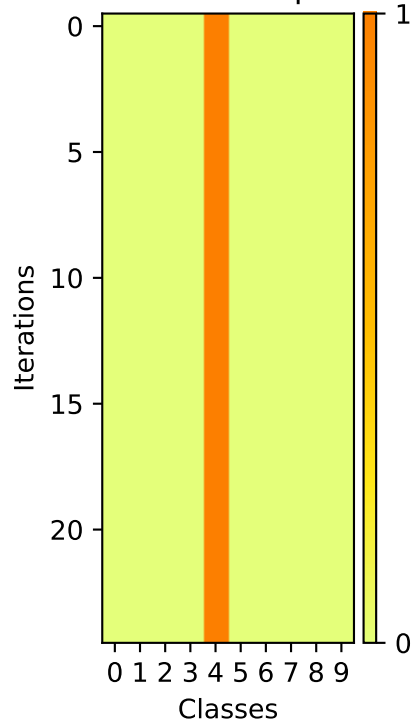
Softmax Outputs



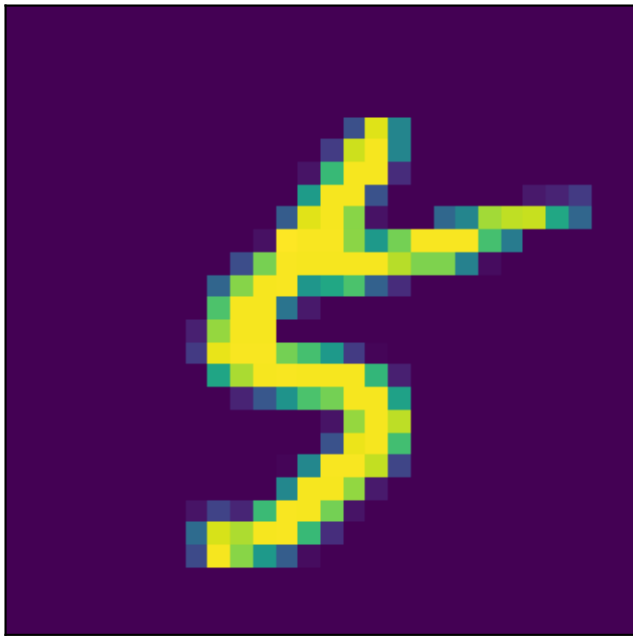
Image



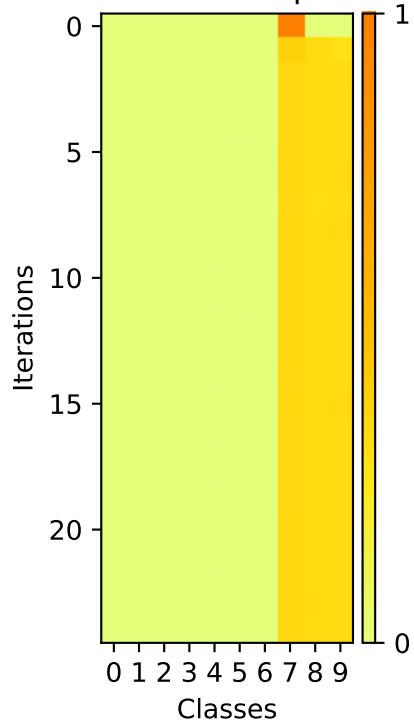
Softmax Outputs



Image



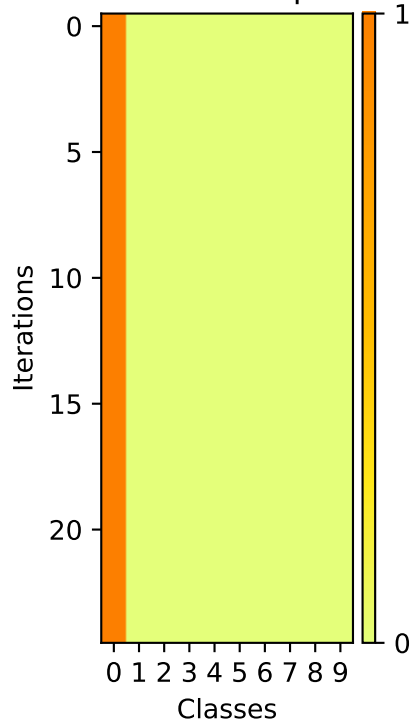
Softmax Outputs



Image



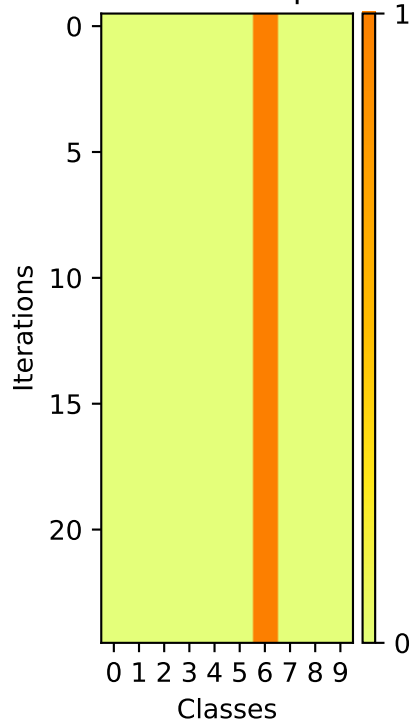
Softmax Outputs



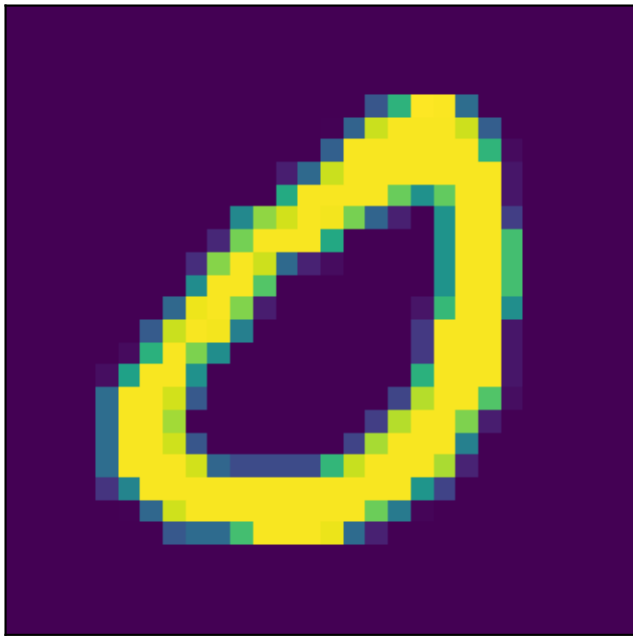
Image



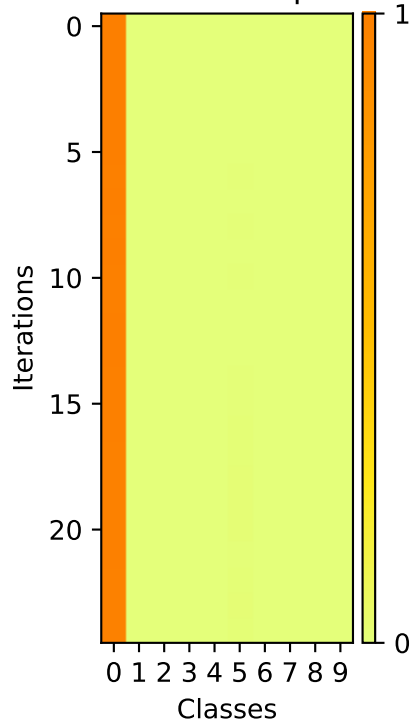
Softmax Outputs



Image



Softmax Outputs

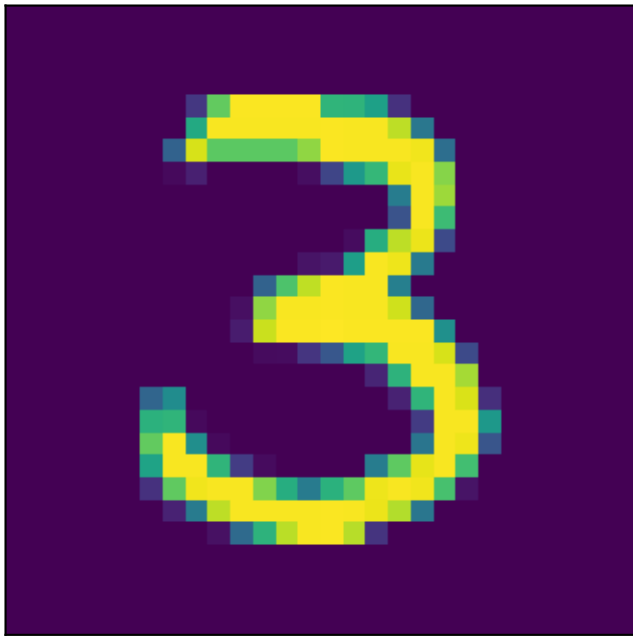


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, with a dark purple outline. The background is a solid dark purple color.

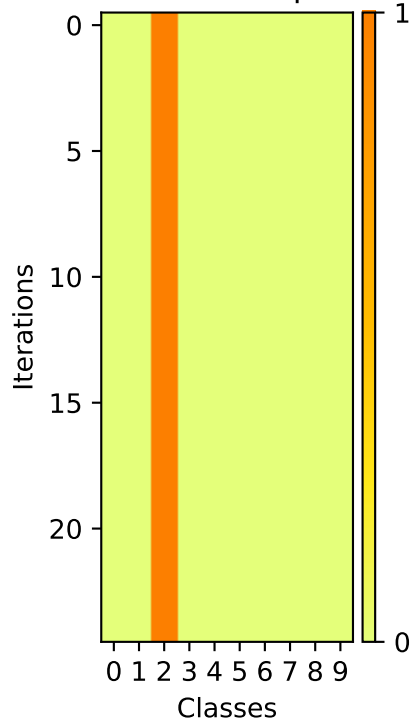
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts concentrated on Class 1 (probability 1.0) and Class 0 (probability ~0.15). Over iterations, the probability for Class 1 decreases significantly, while the probability for Class 0 increases, converging towards a stable distribution where Class 0 has a probability of approximately 0.85 and Class 1 has a probability of approximately 0.15. The other classes (2 to 9) maintain very low probabilities throughout the iterations.

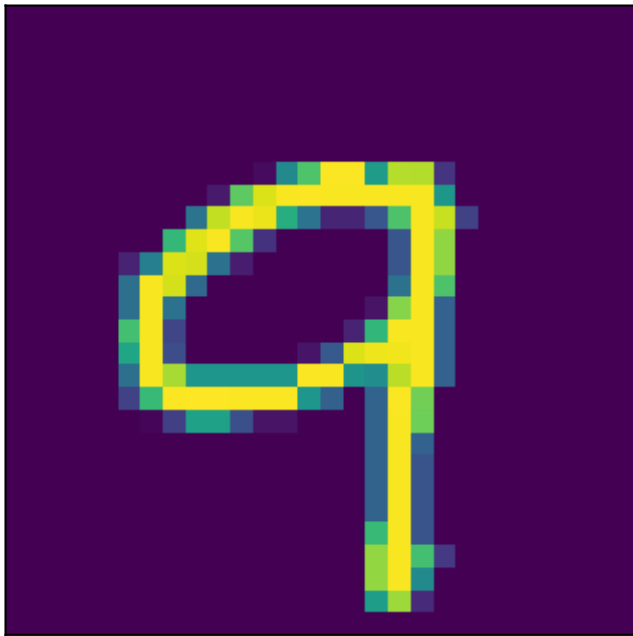
Image



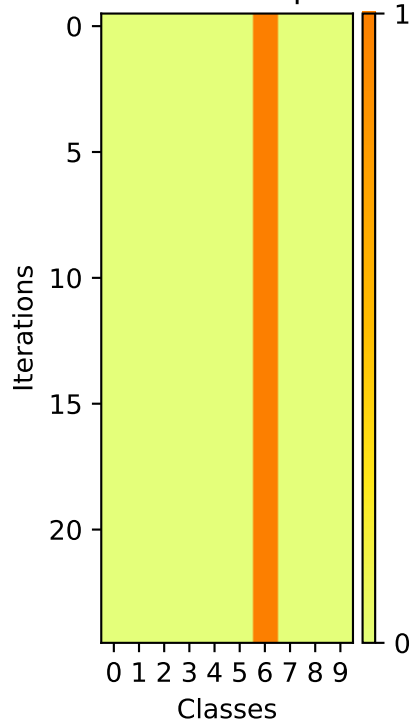
Softmax Outputs



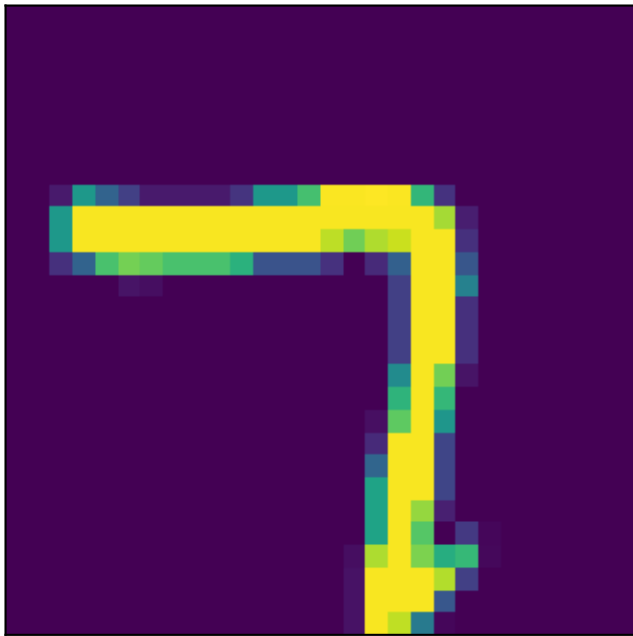
Image



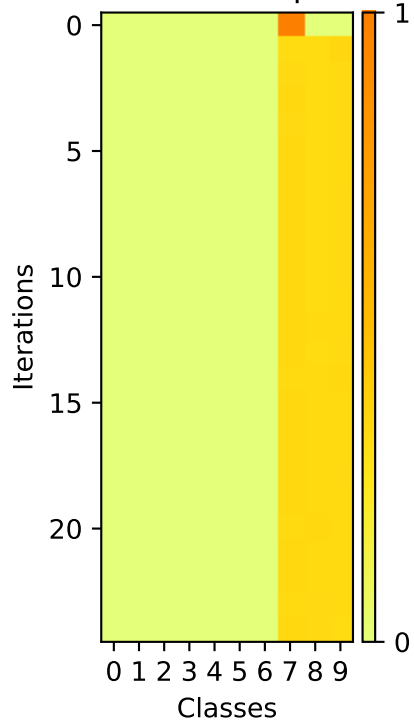
Softmax Outputs



Image



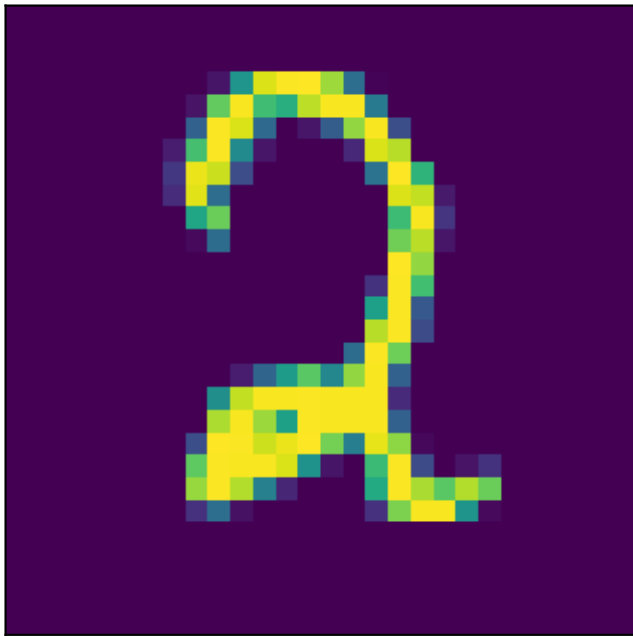
Softmax Outputs



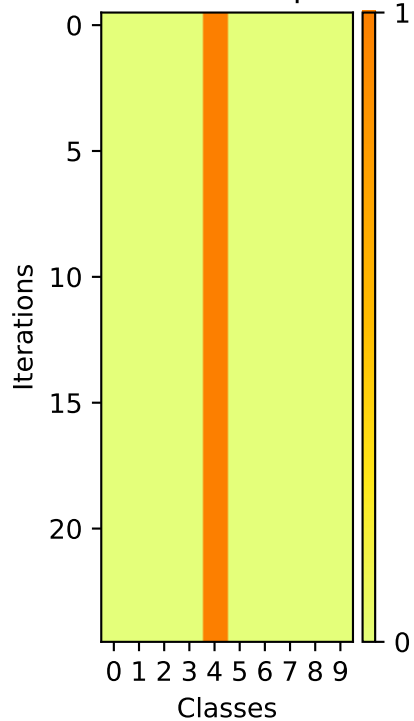
A pixelated representation of the number 0, rendered in yellow and green pixels against a black background. The number is slightly tilted and has a jagged, hand-drawn appearance.

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

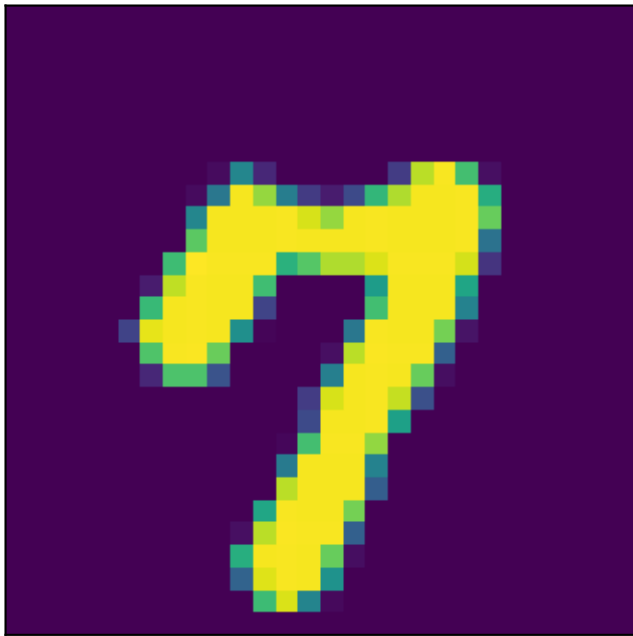
Image



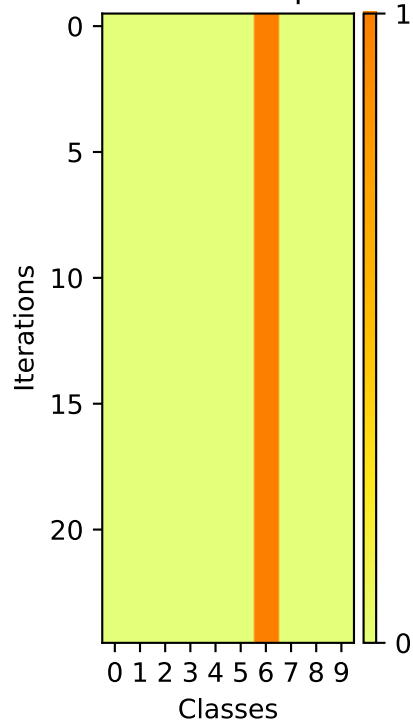
Softmax Outputs



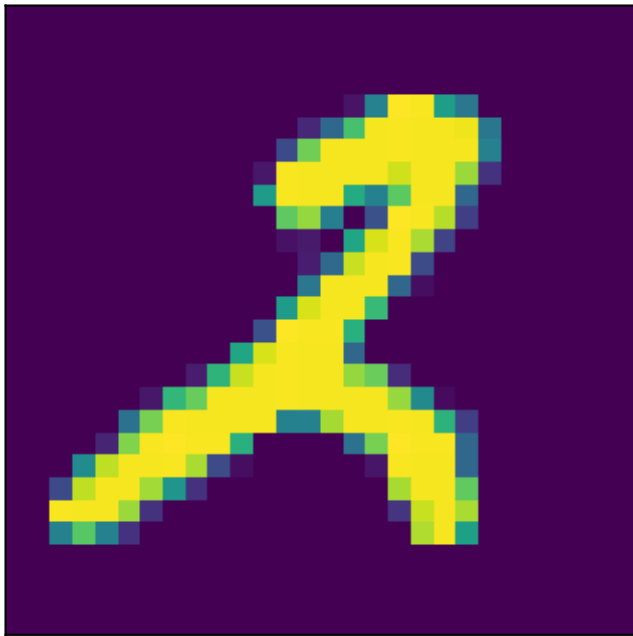
Image



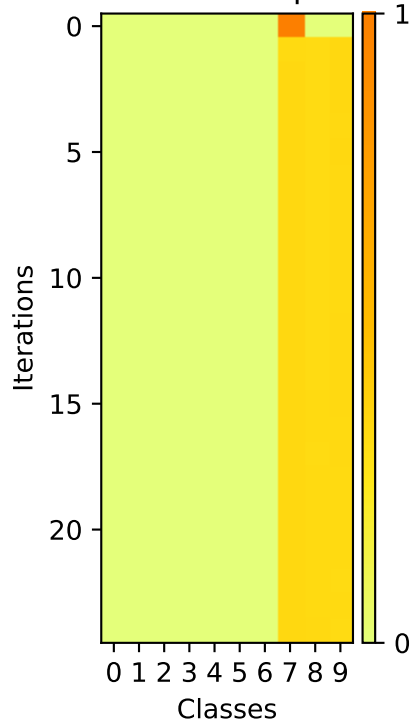
Softmax Outputs



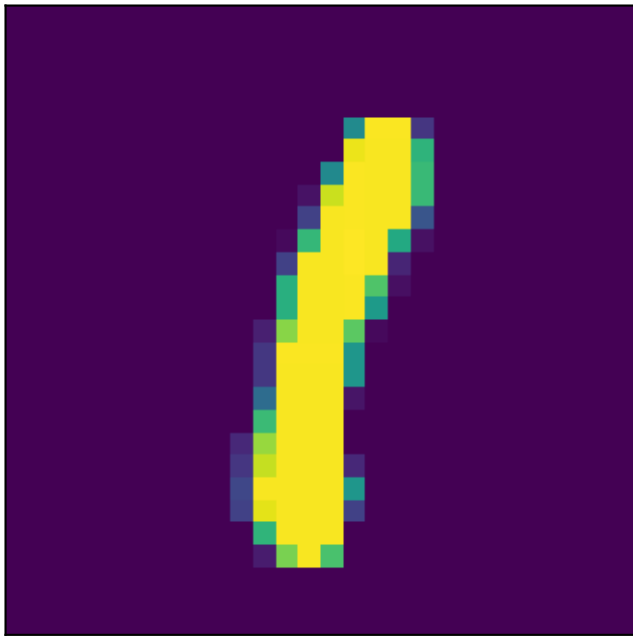
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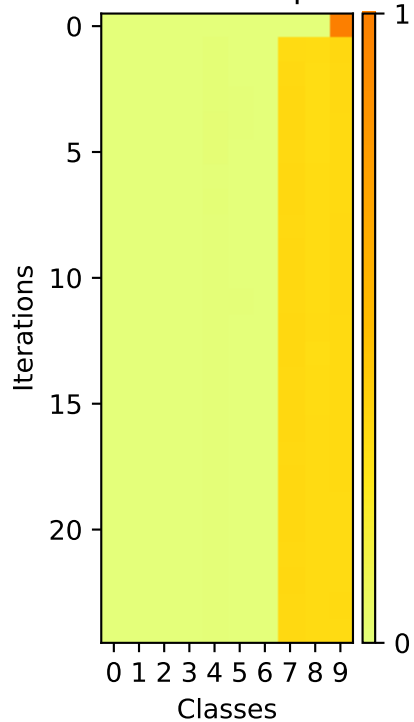
Softmax Outputs



Image



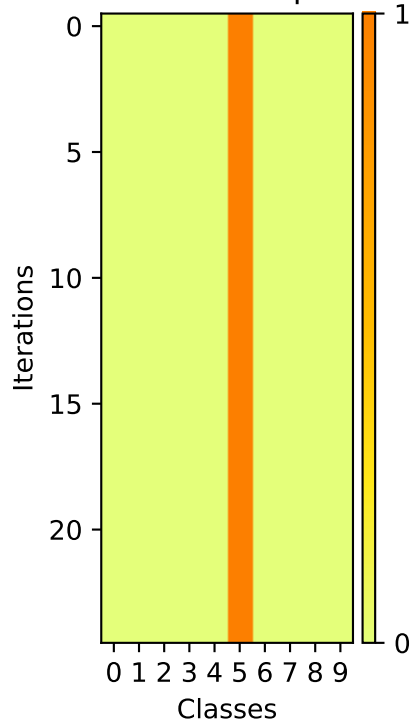
Softmax Outputs



Image

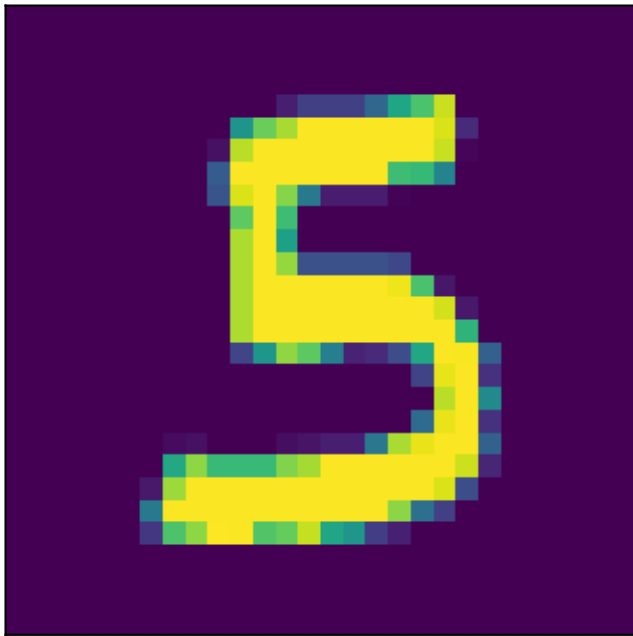


Softmax Outputs

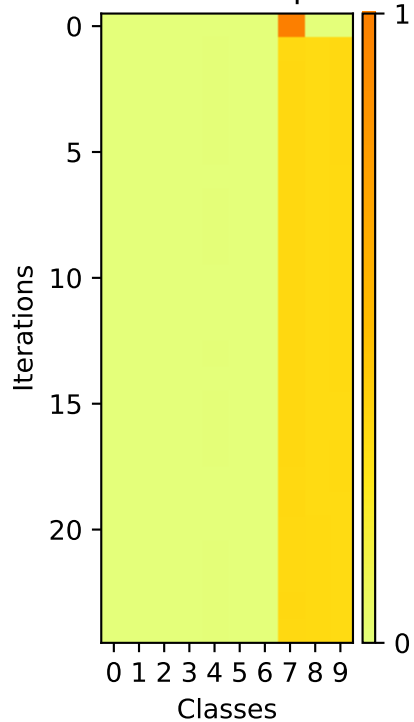


A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, giving it a digital or retro aesthetic. It appears to be a stylized letter 'G' or a similar character, with a thick, blocky outline and a central void. The colors are somewhat muted and the overall quality is reminiscent of early computer graphics or a low-resolution scan of a printed image.

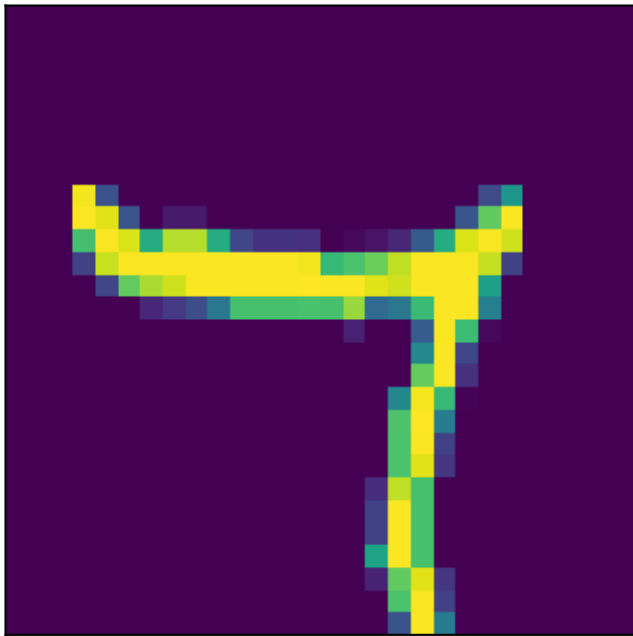
Image



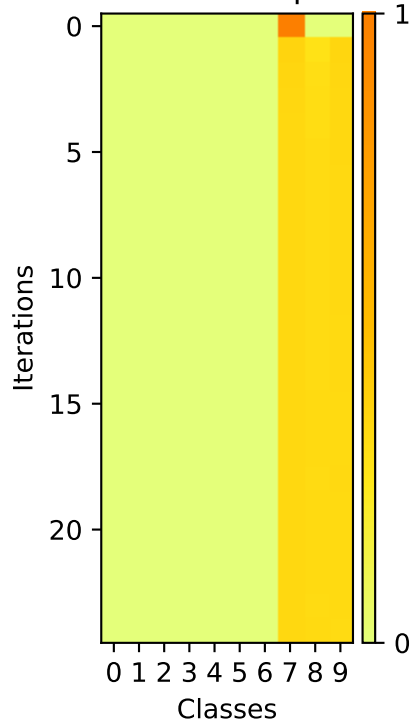
Softmax Outputs



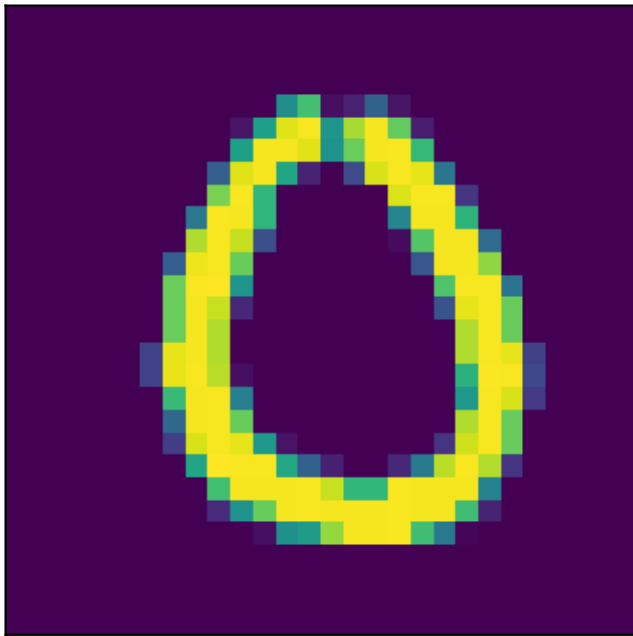
Image



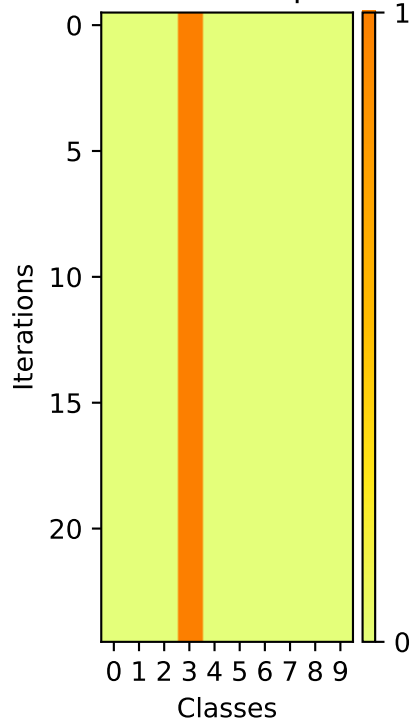
Softmax Outputs



Image



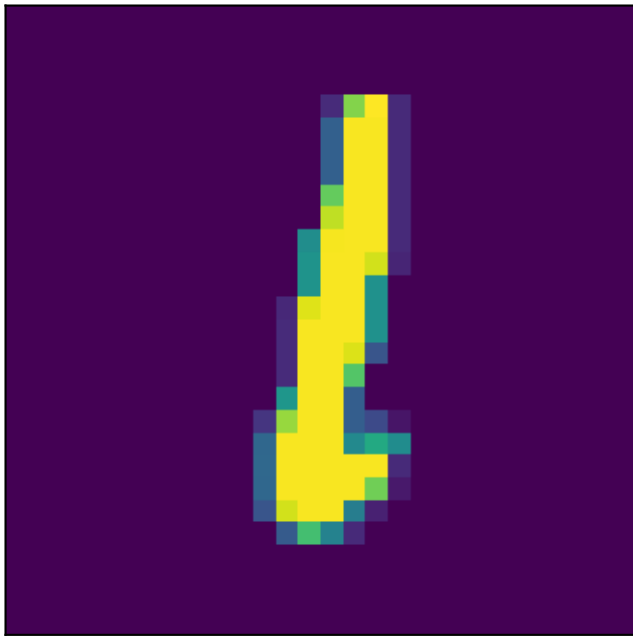
Softmax Outputs



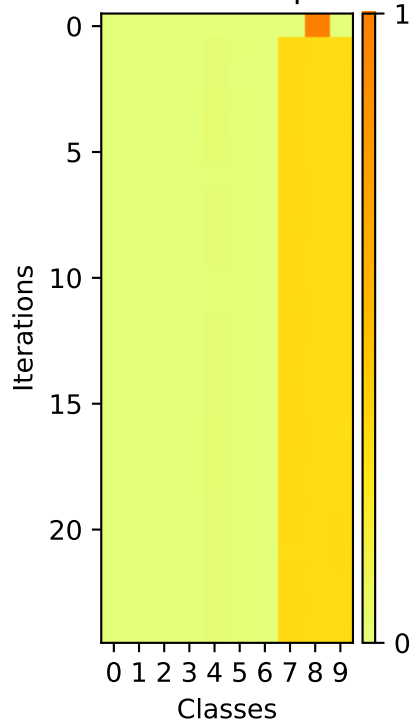
A pixelated, low-resolution image of a yellow and orange abstract shape, possibly a stylized letter or logo, set against a dark blue background. The shape is composed of many small squares, giving it a blocky, digital appearance. The colors are primarily yellow and orange, with some darker blue and black pixels interspersed, particularly in the central and lower portions of the shape. The overall effect is reminiscent of early computer graphics or a low-quality scan of a logo.

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 consistently shows a high probability (dark orange) across all iterations, indicating it is the most likely class. Other classes show lower probabilities, with some variation over time.

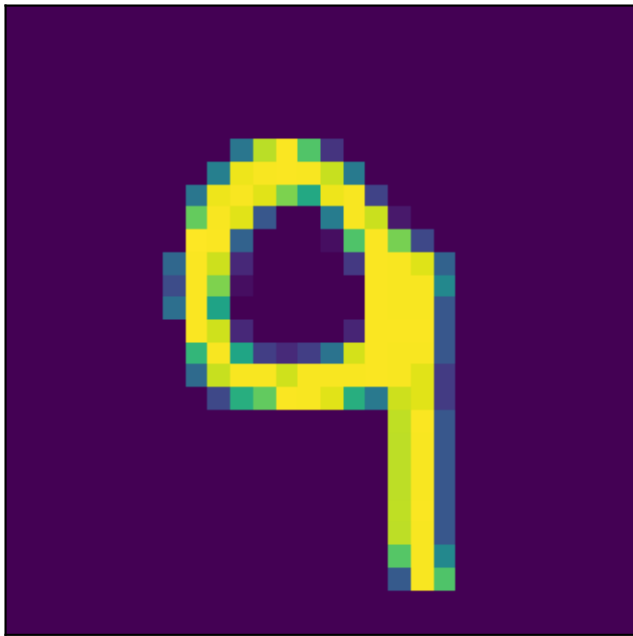
Image



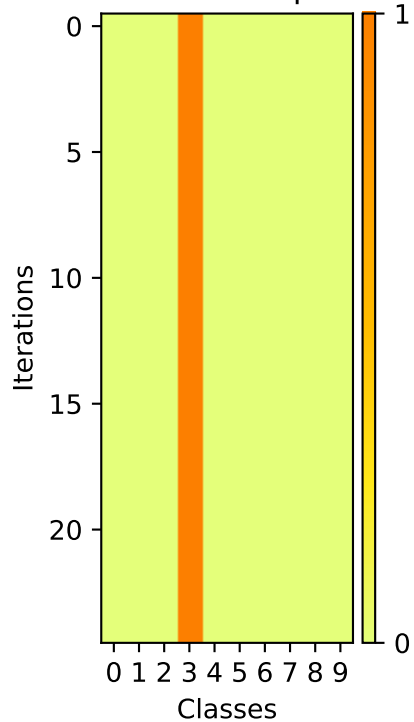
Softmax Outputs



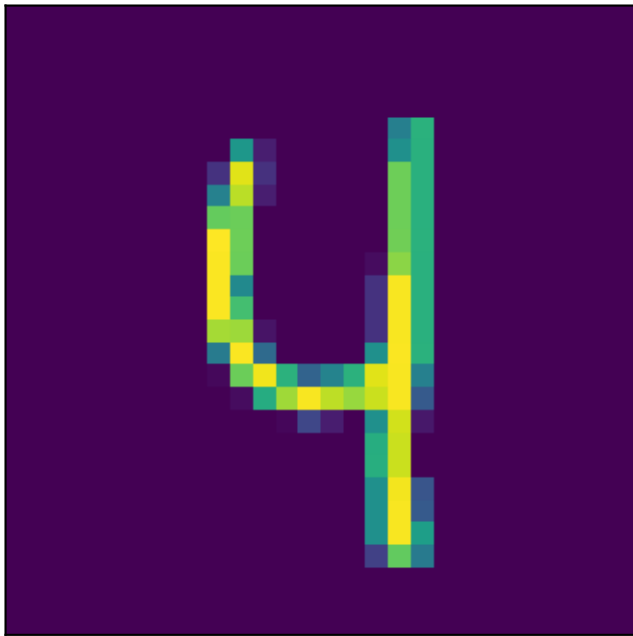
Image



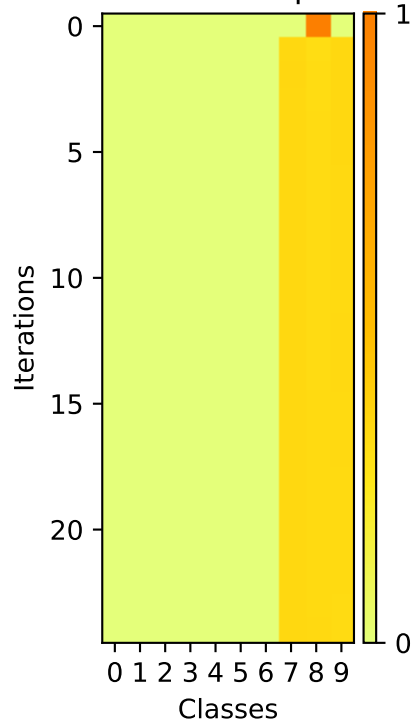
Softmax Outputs



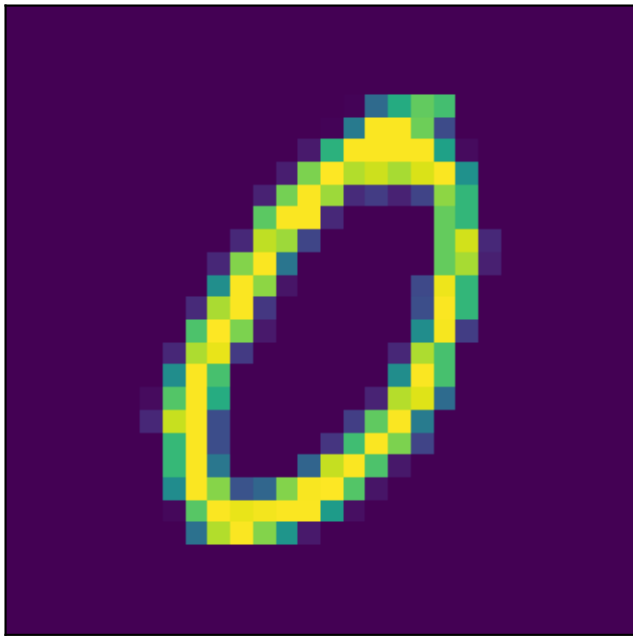
Image



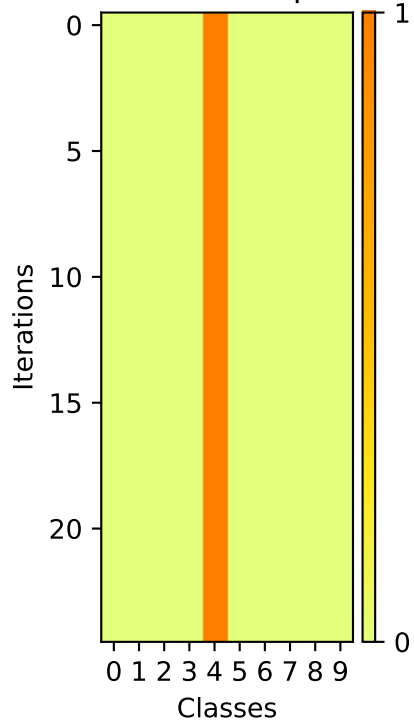
Softmax Outputs



Image

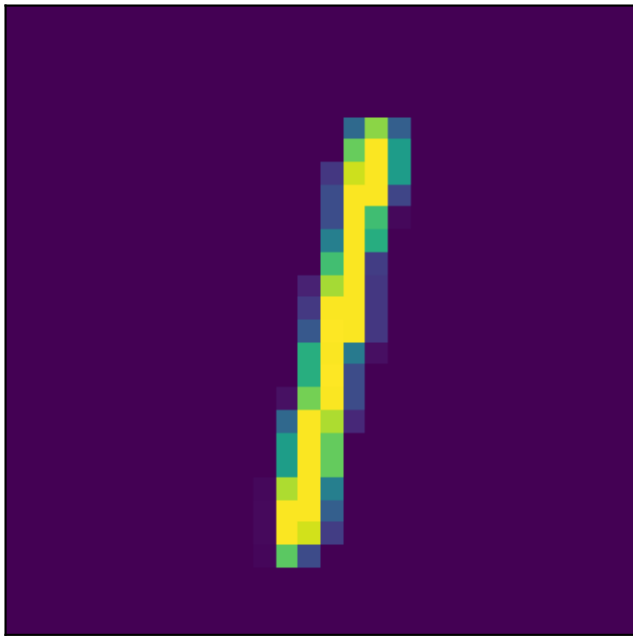


Softmax Outputs

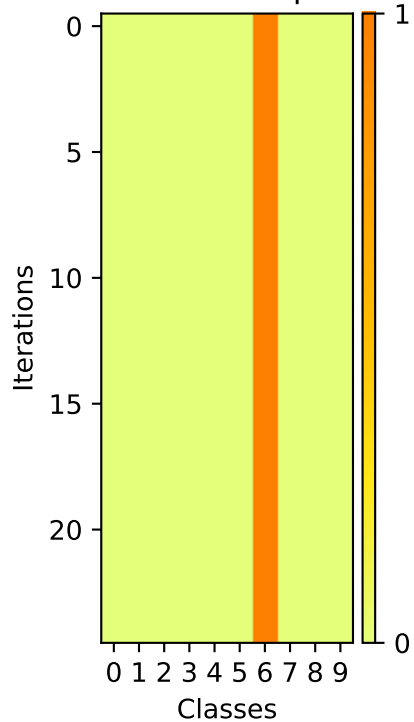


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 1 maintains a high probability (orange) throughout the iterations, while other classes start high and decrease over time.

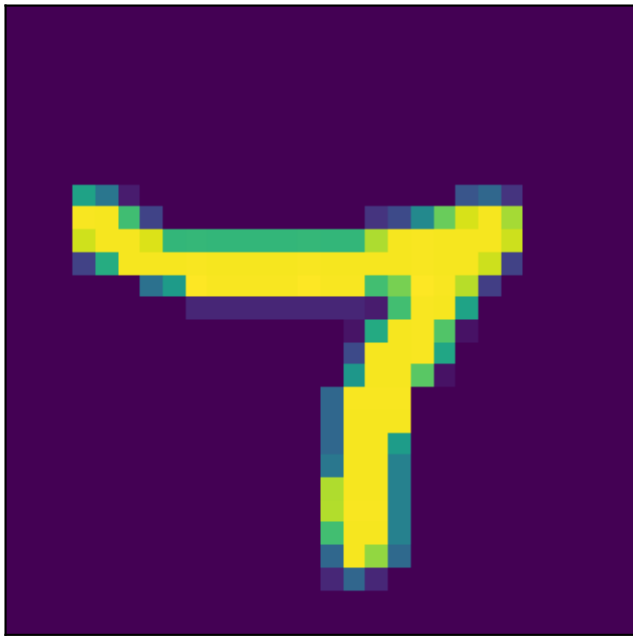
Image



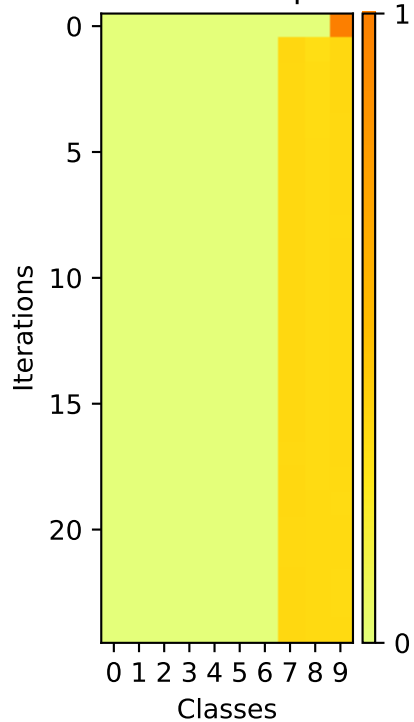
Softmax Outputs



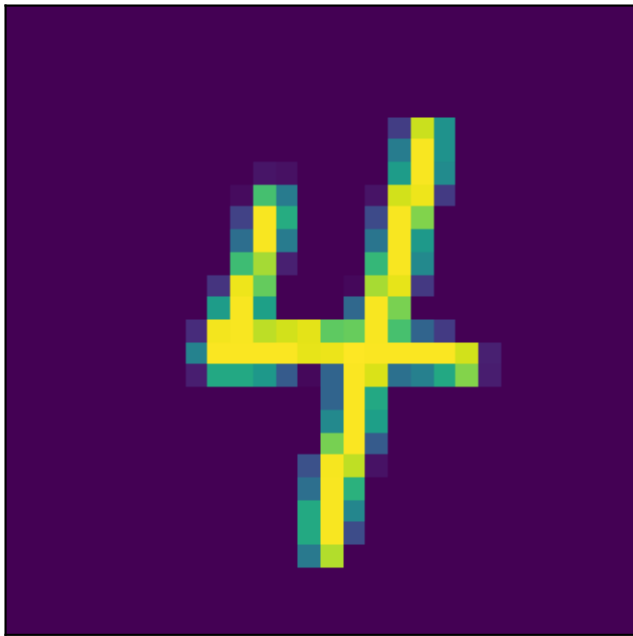
Image



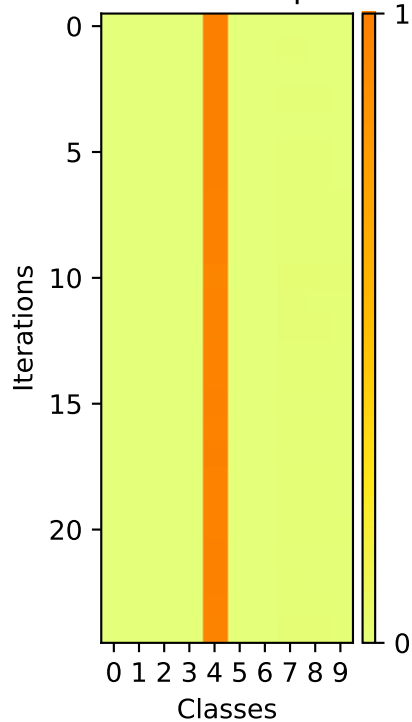
Softmax Outputs



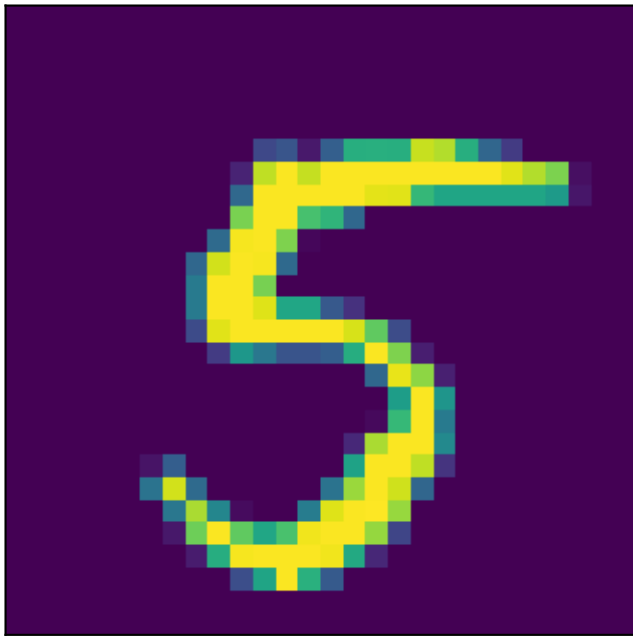
Image



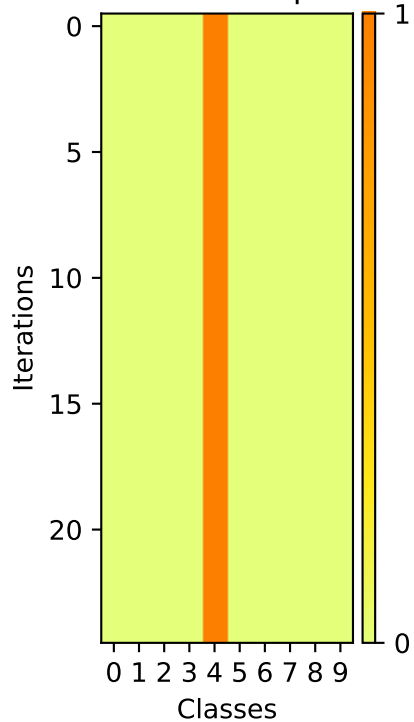
Softmax Outputs



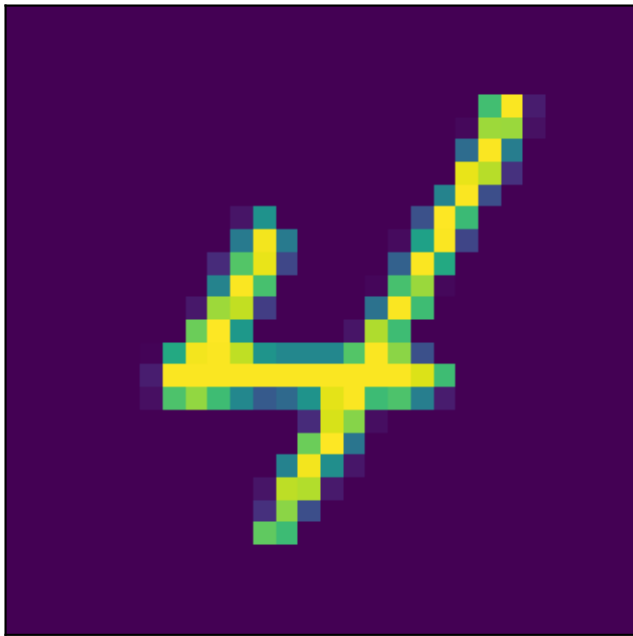
Image



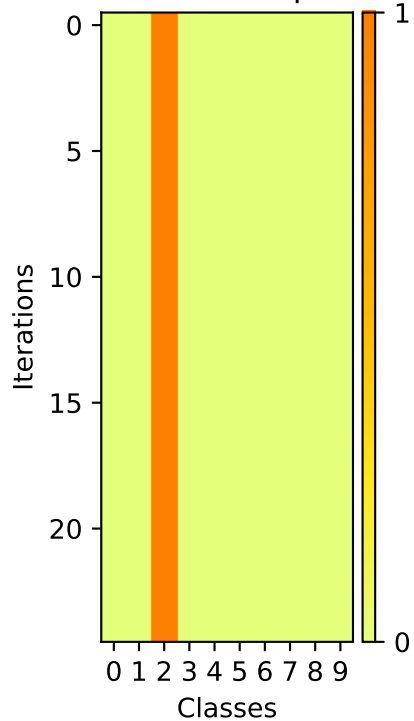
Softmax Outputs



Image



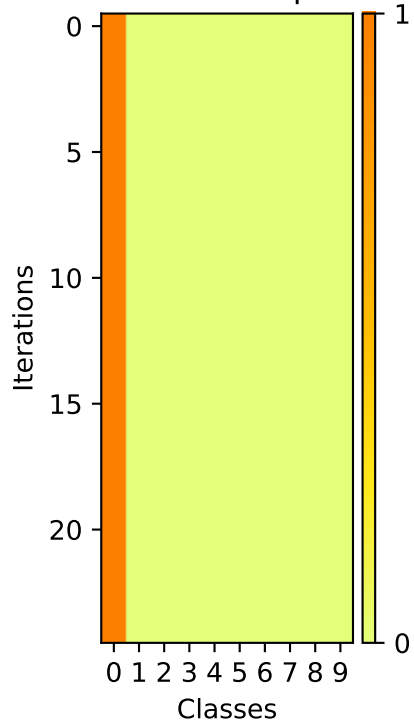
Softmax Outputs



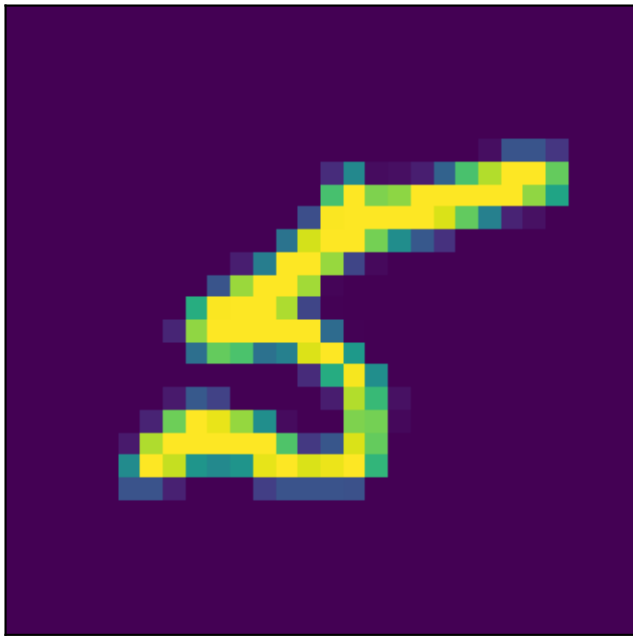
Image



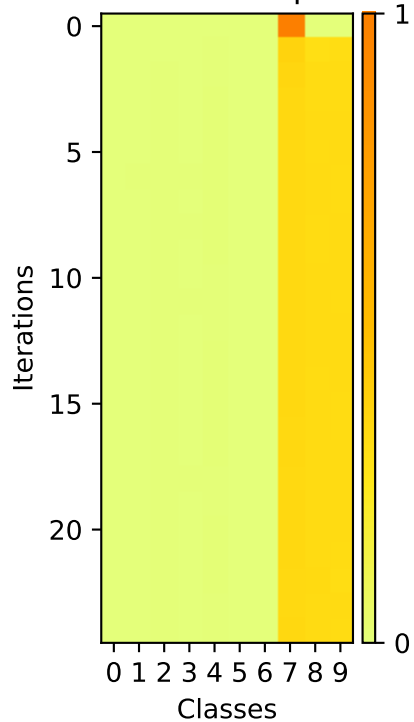
Softmax Outputs



Image



Softmax Outputs



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

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 6, reaching near 1.0 by iteration 20.

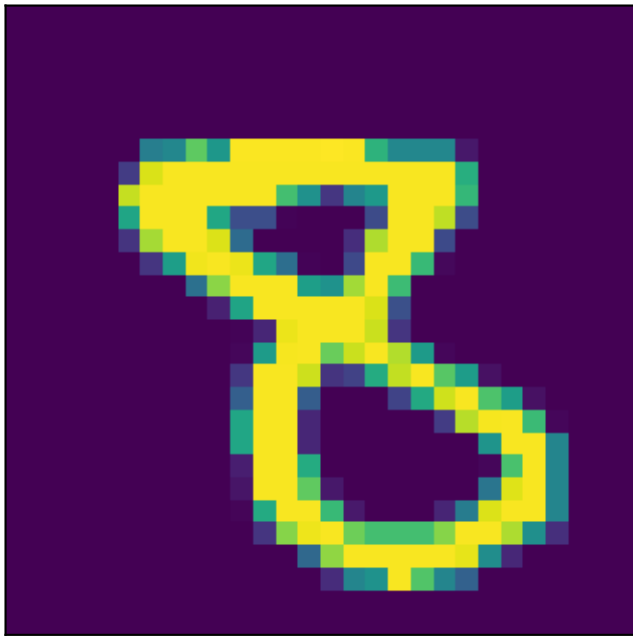
A pixelated, low-resolution image of a yellow and green ring or circle on a black background. The ring is composed of several pixels, with the outer edge being yellow and the inner edge being green. The center of the ring is black, matching the background. The overall appearance is that of a low-quality scan or a digital drawing with 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 (orange). The distribution starts with Class 1 at 1.0 and Class 0 at 0.0, and evolves towards a state where Class 0 is at 1.0 and Class 1 is at 0.0.

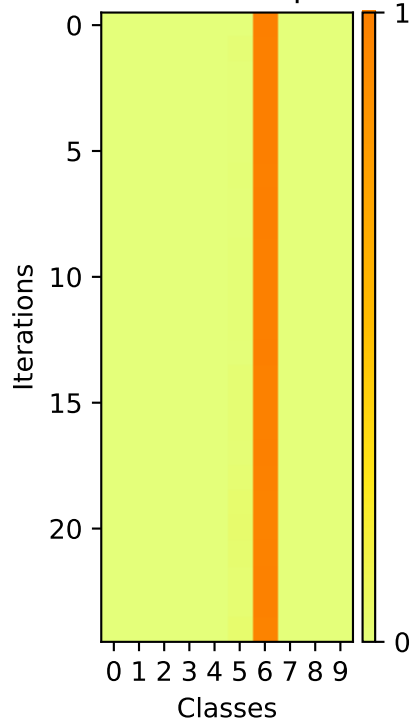
A pixelated yellow arrow pointing right, set against a dark purple background. The arrow is composed of many small squares, giving it a blocky, digital appearance. It is positioned in the lower-left quadrant of the image.

A pixelated, low-resolution image of a yellow and green figure, possibly a character or animal, standing on a dark background. The figure is composed of large, distinct pixels in shades of yellow, green, and blue, giving it a retro, digital appearance. It has a rounded head, a small body, and two legs. The background is a solid dark purple or black.

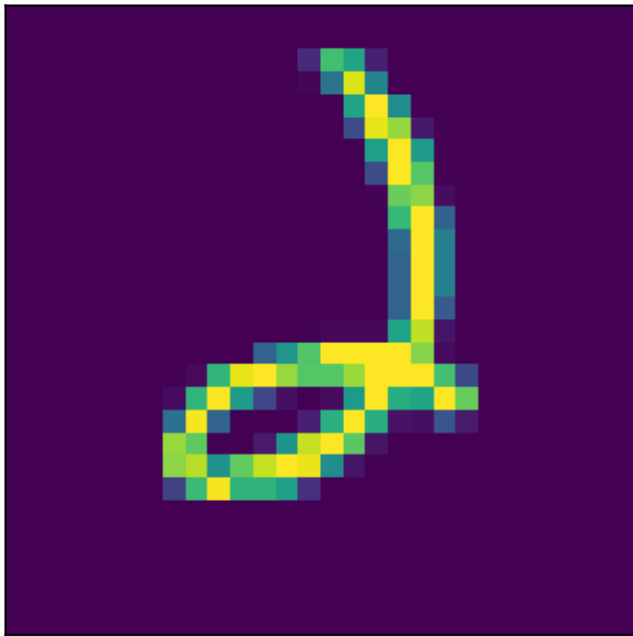
Image



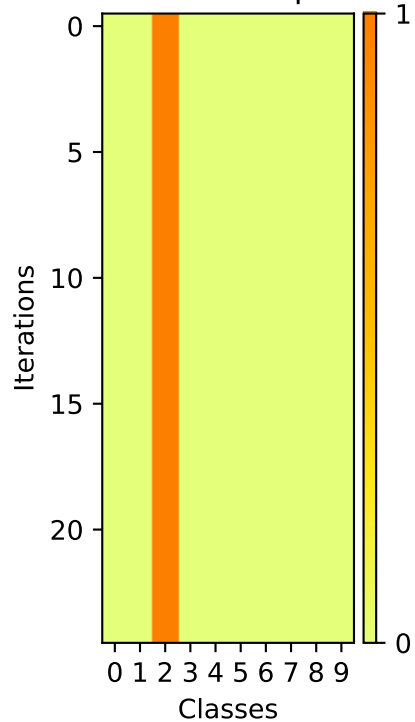
Softmax Outputs



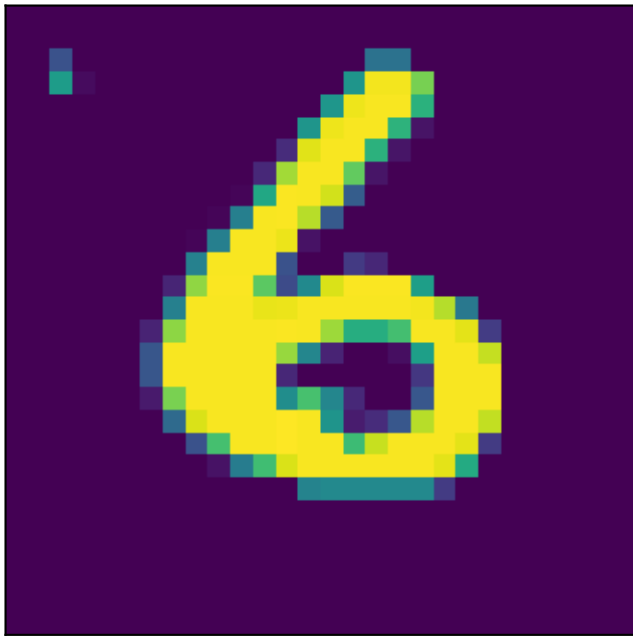
Image



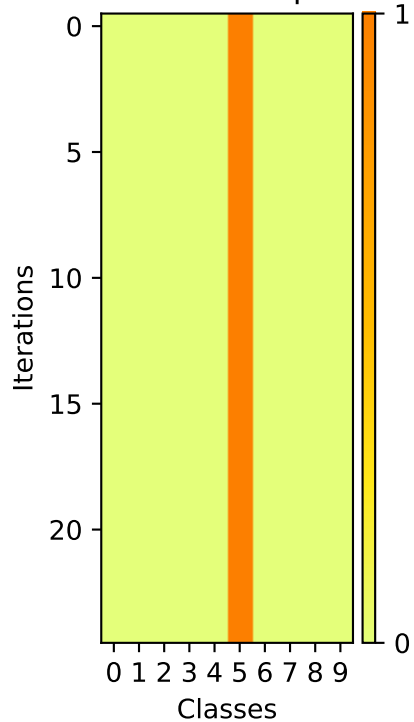
Softmax Outputs



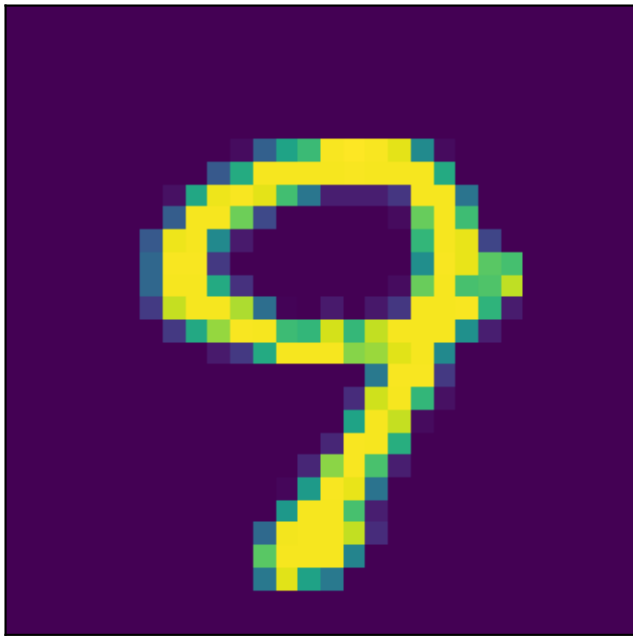
Image



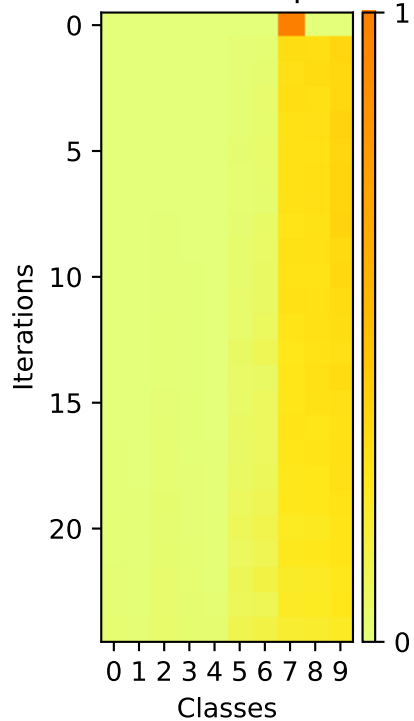
Softmax Outputs



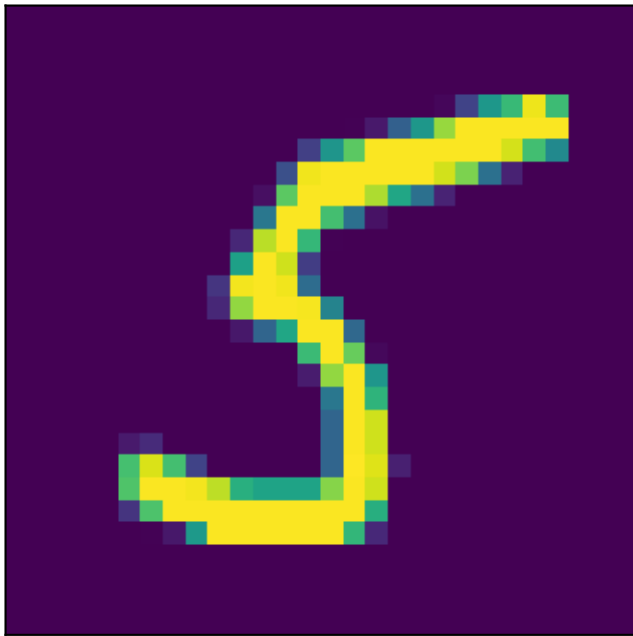
Image



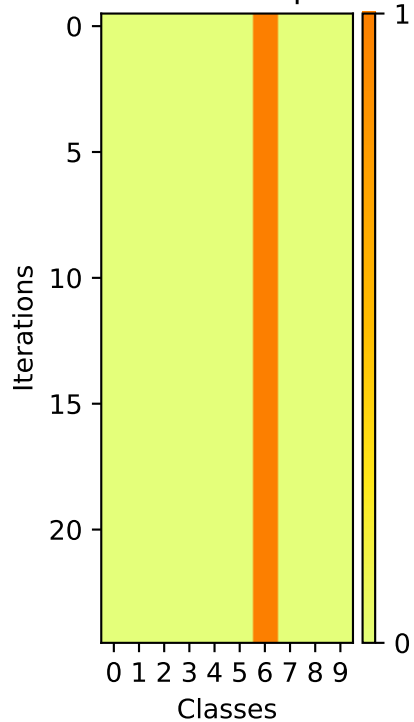
Softmax Outputs



Image



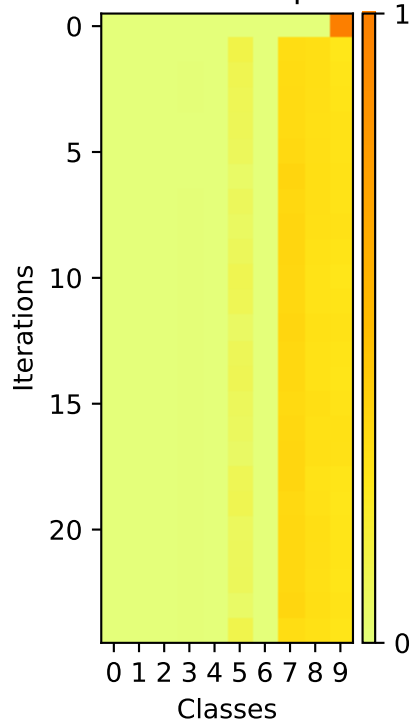
Softmax Outputs



Image



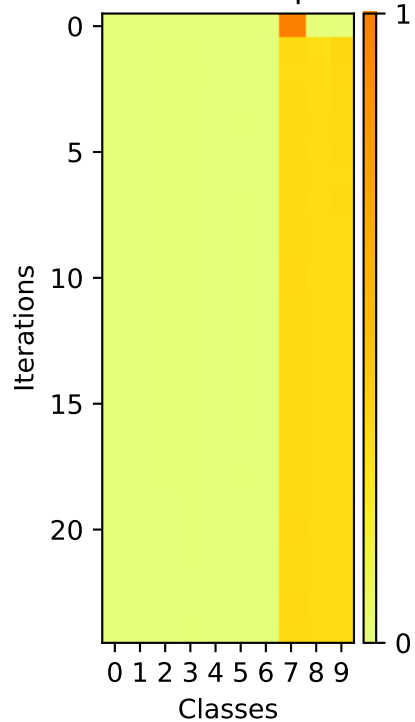
Softmax Outputs



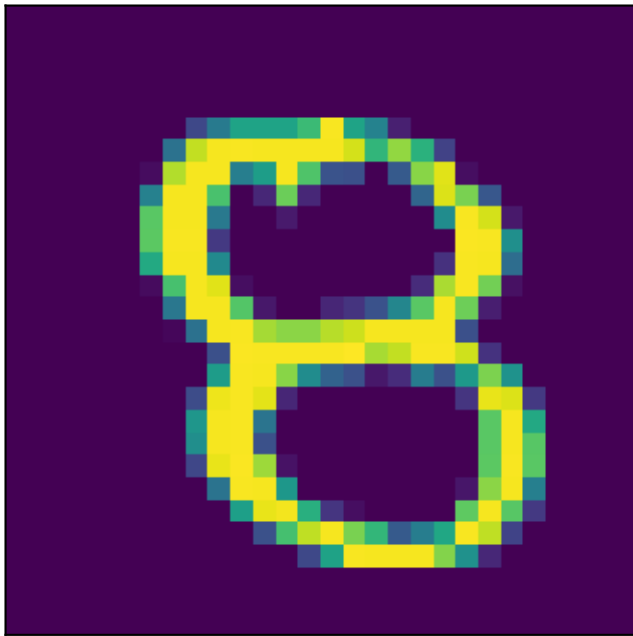
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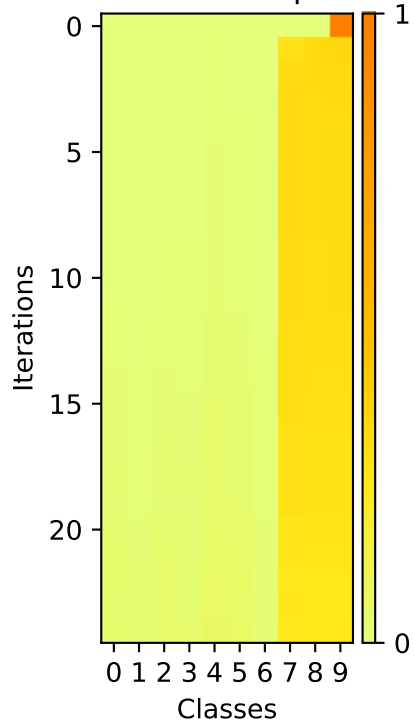
Softmax Outputs



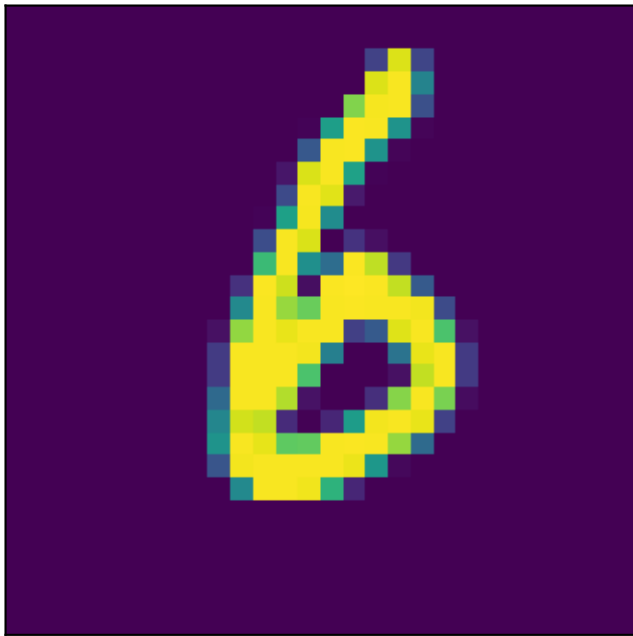
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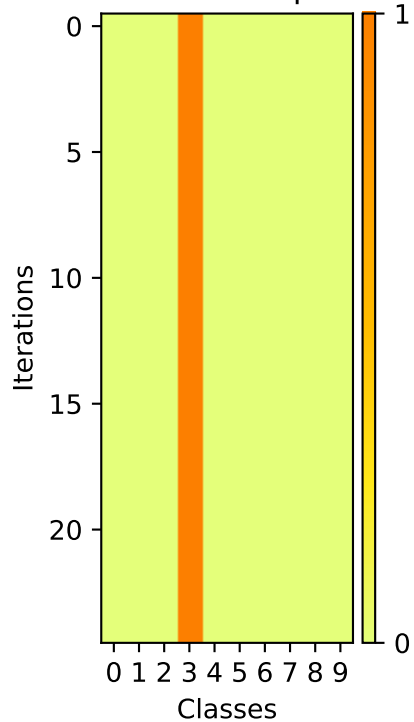
Softmax Outputs



Image

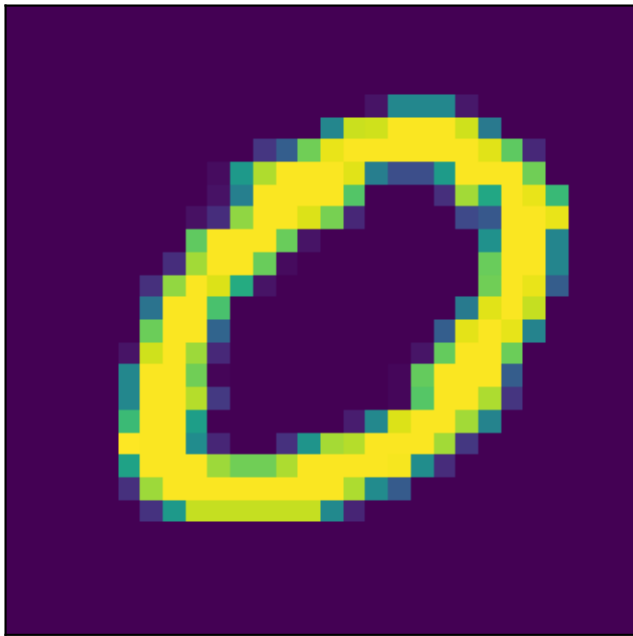


Softmax Outputs

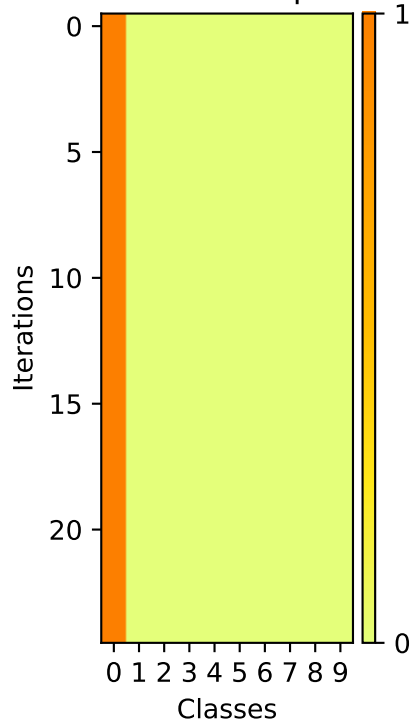


A pixelated, low-resolution image of a yellow and green 'S' shape on a black background. The shape is composed of small squares in various shades of yellow, green, and blue, giving it a digital or retro aesthetic. The 'S' is oriented vertically, with its top curve facing left and its bottom curve facing right. The background is solid black.

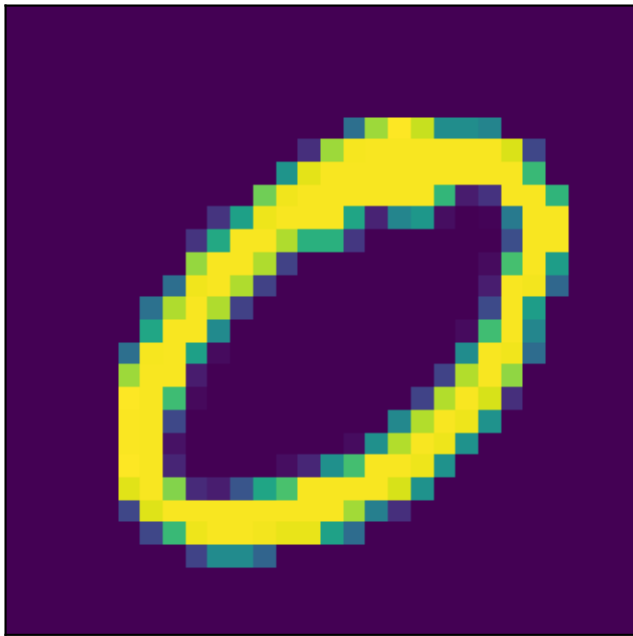
Image



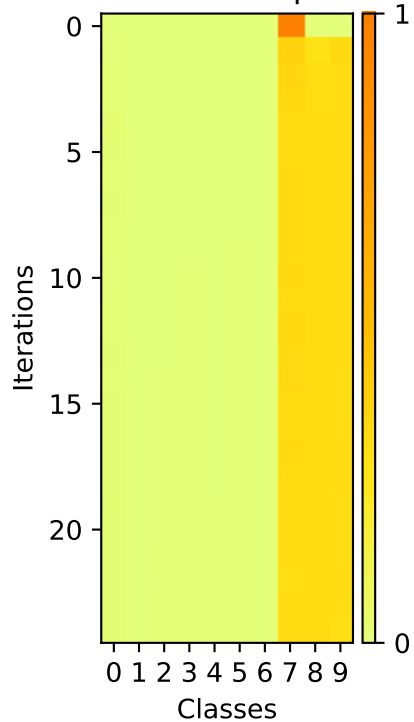
Softmax Outputs

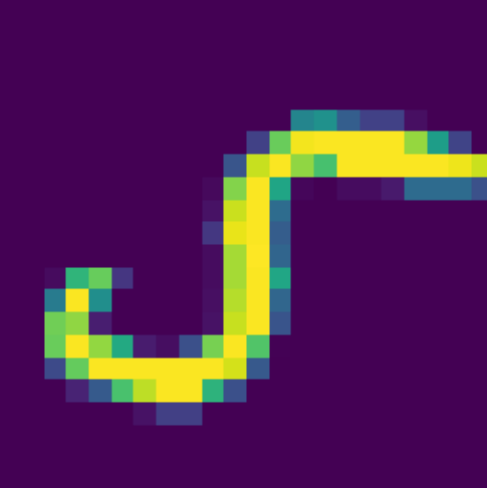


Image

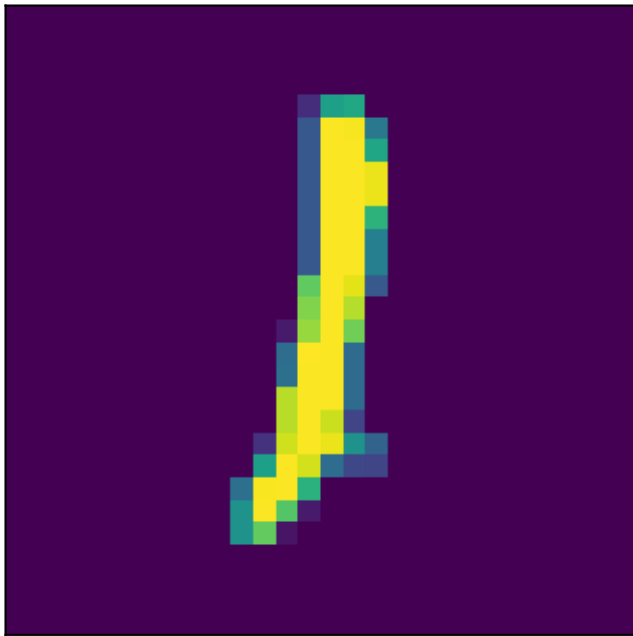


Softmax Outputs

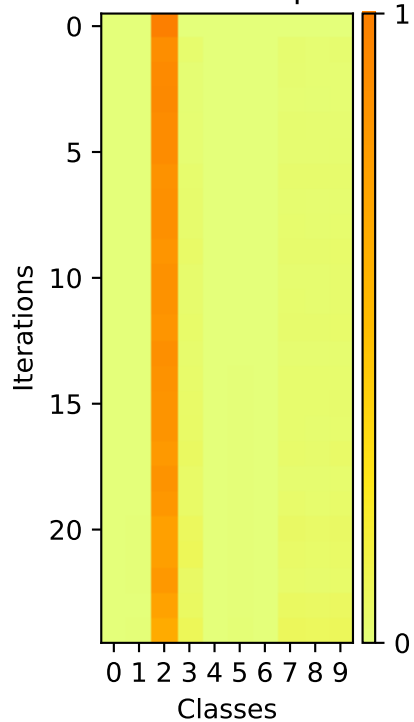




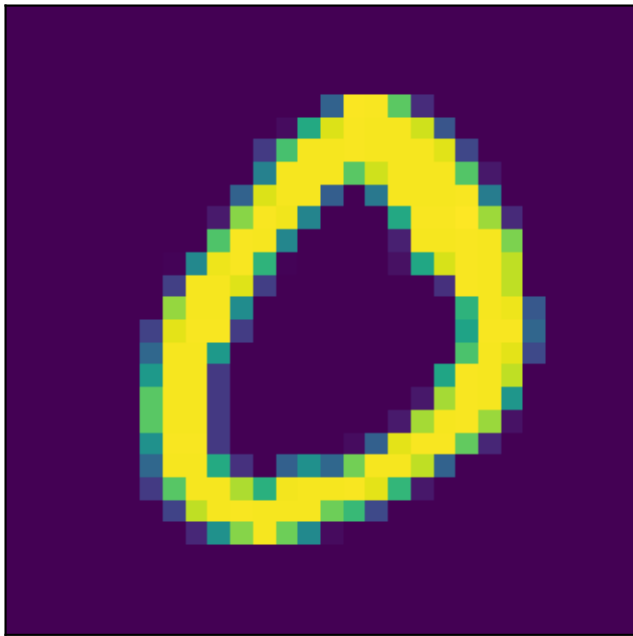
Image



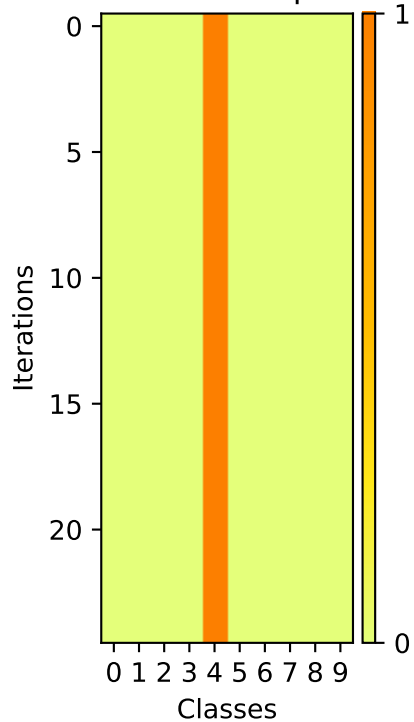
Softmax Outputs



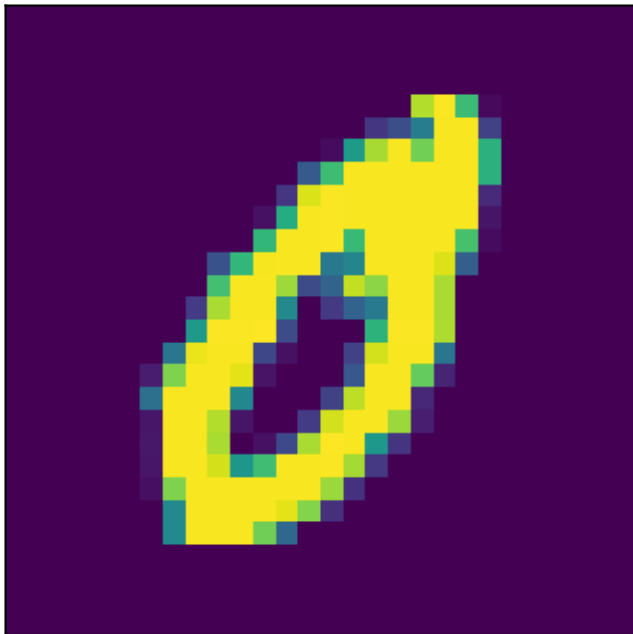
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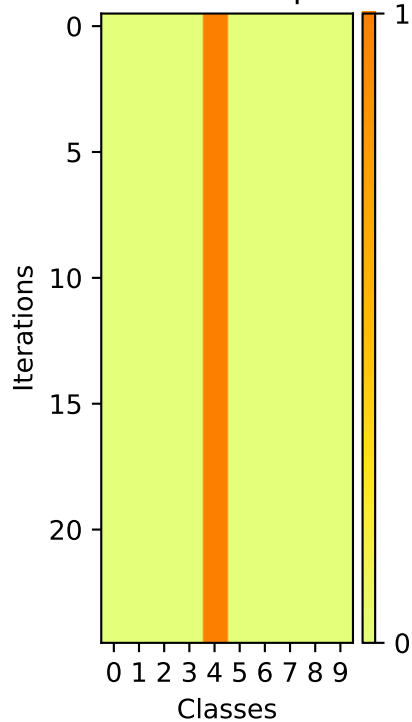
Softmax Outputs



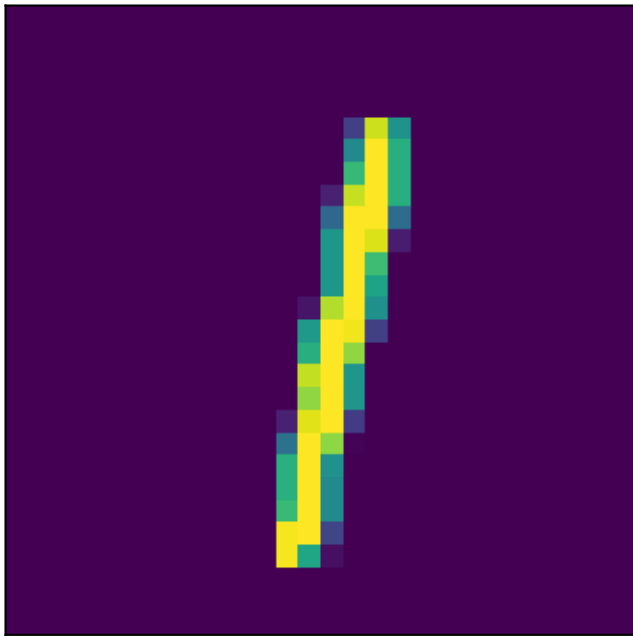
Image



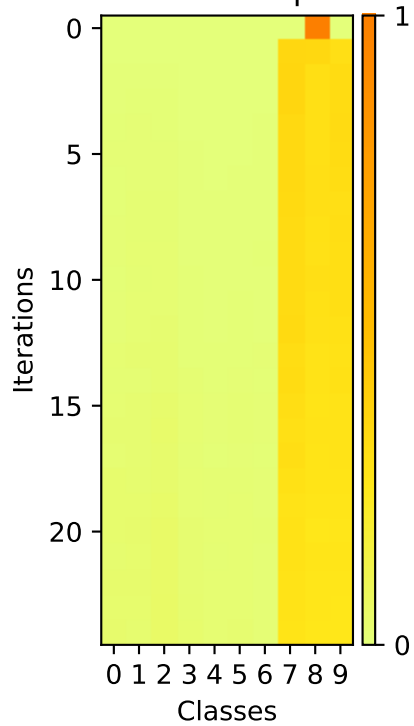
Softmax Outputs



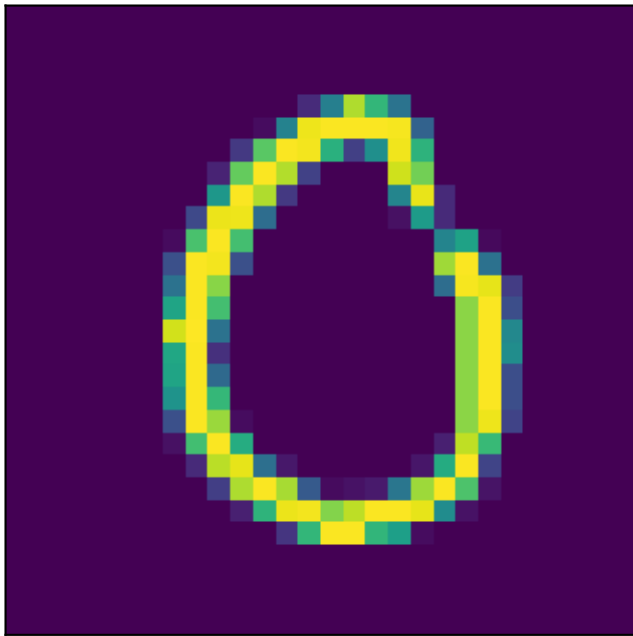
Image



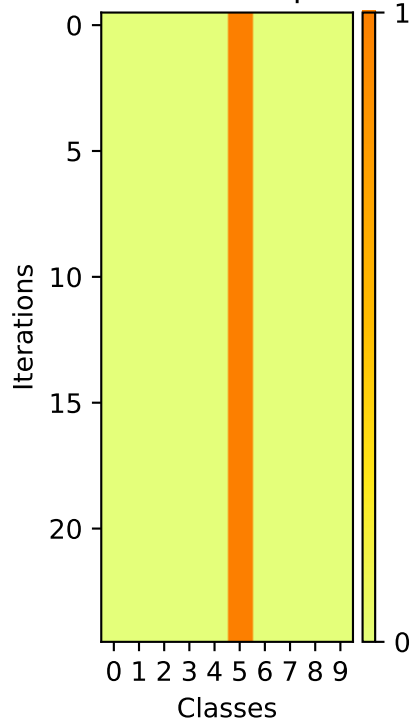
Softmax Outputs



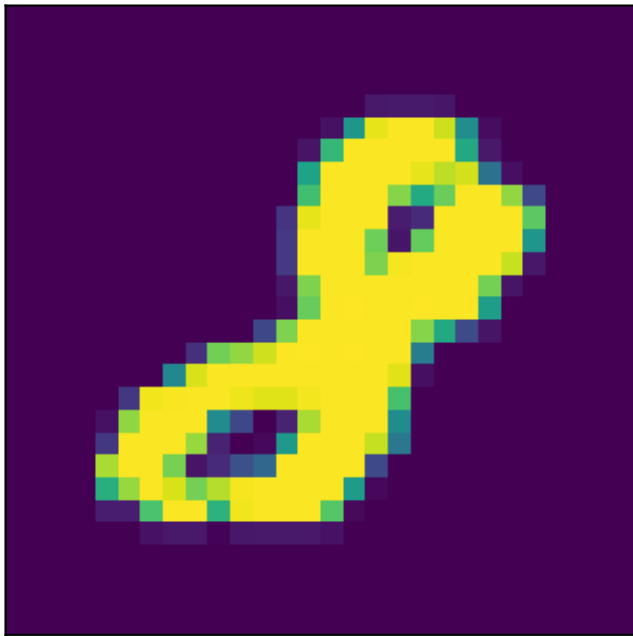
Image



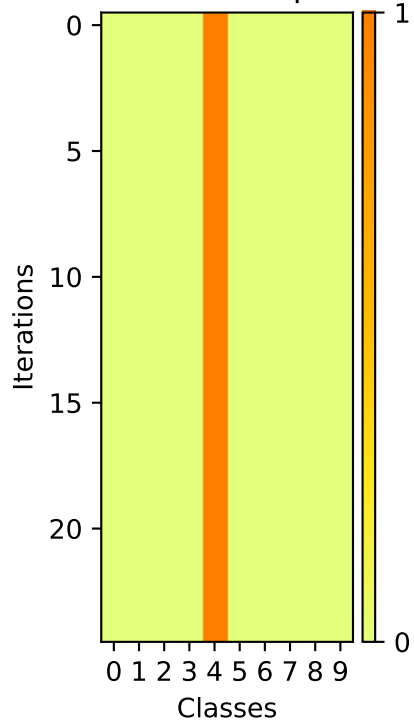
Softmax Outputs



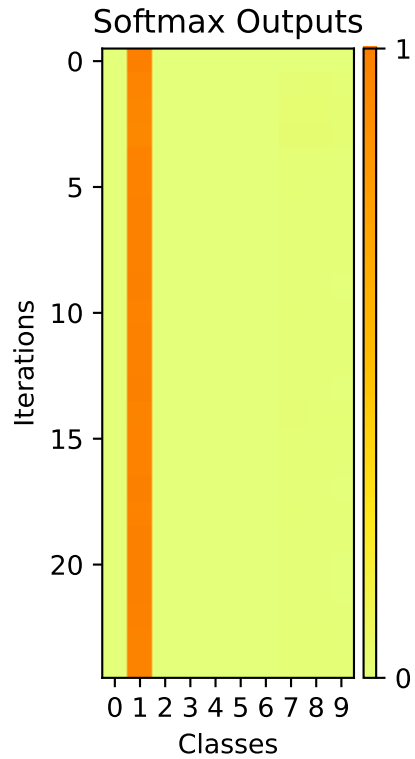
Image



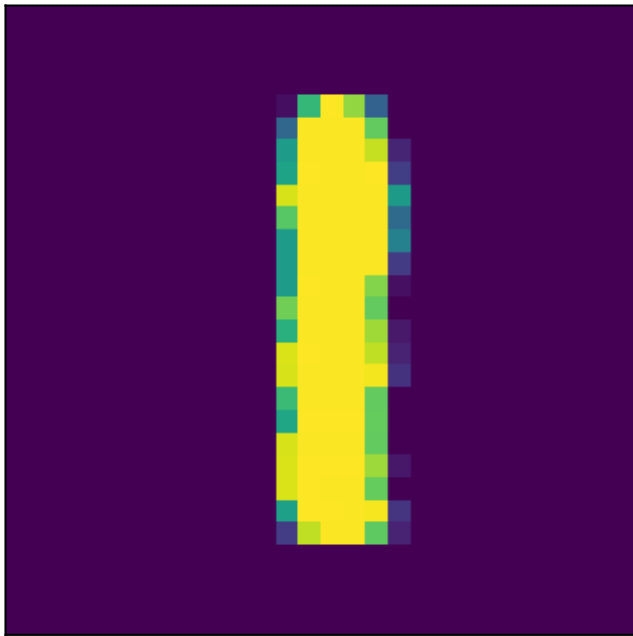
Softmax Outputs



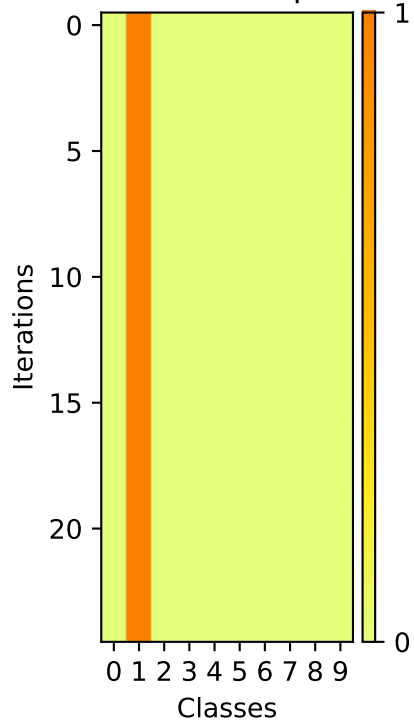
A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a retro, digital aesthetic, similar to early computer graphics or video game sprites.



Image



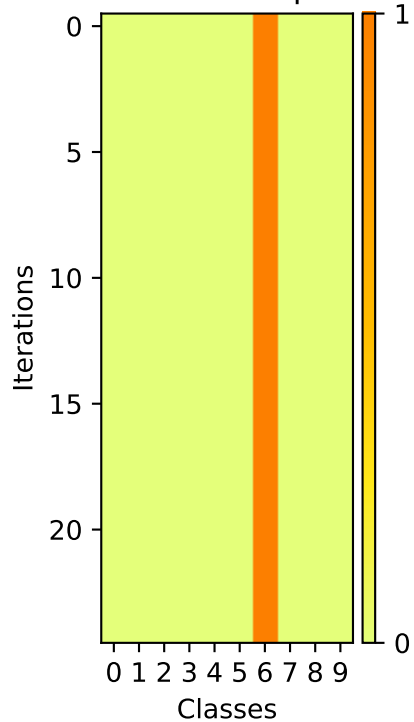
Softmax Outputs



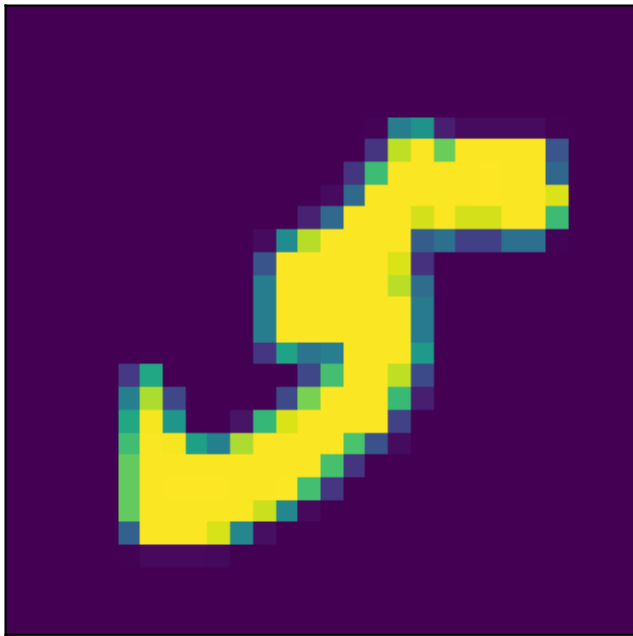
Image



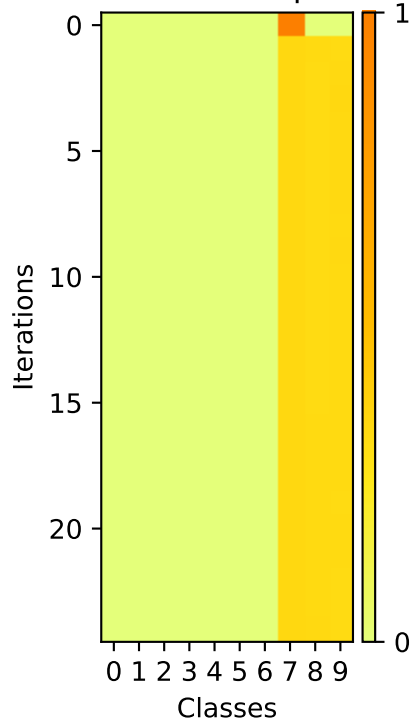
Softmax Outputs



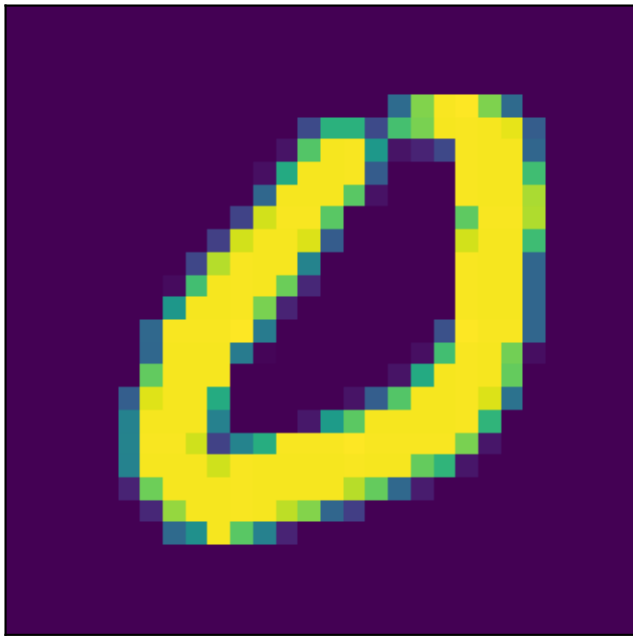
Image



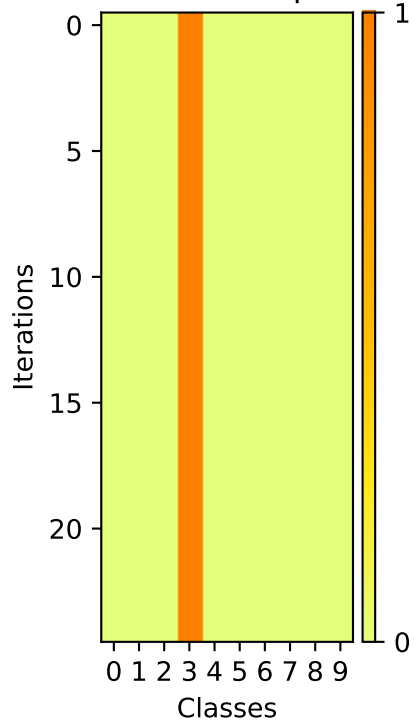
Softmax Outputs



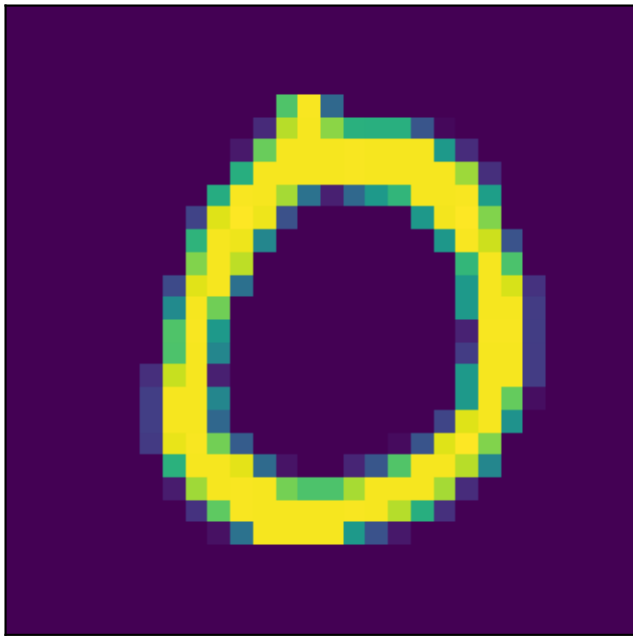
Image



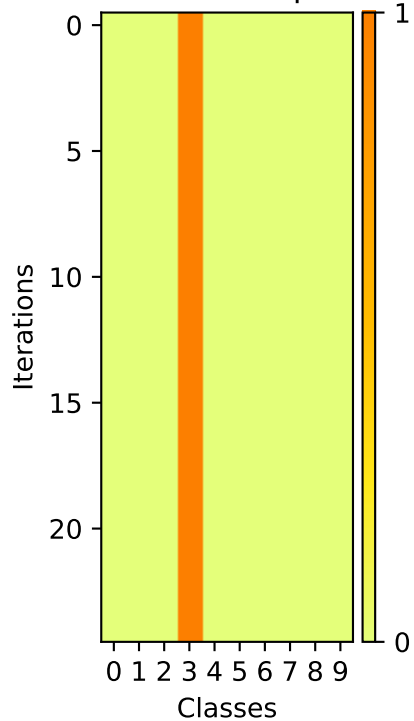
Softmax Outputs



Image



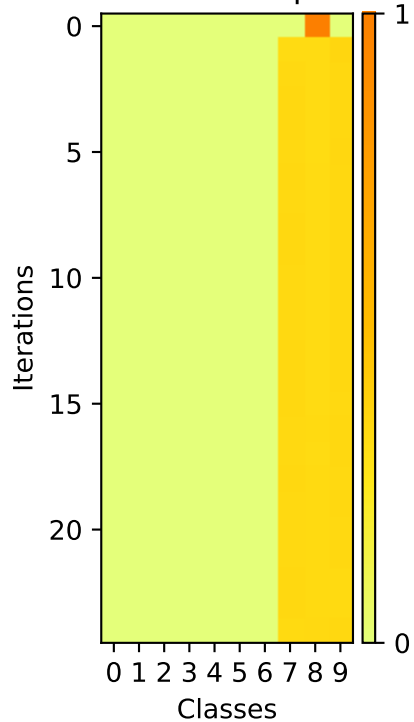
Softmax Outputs



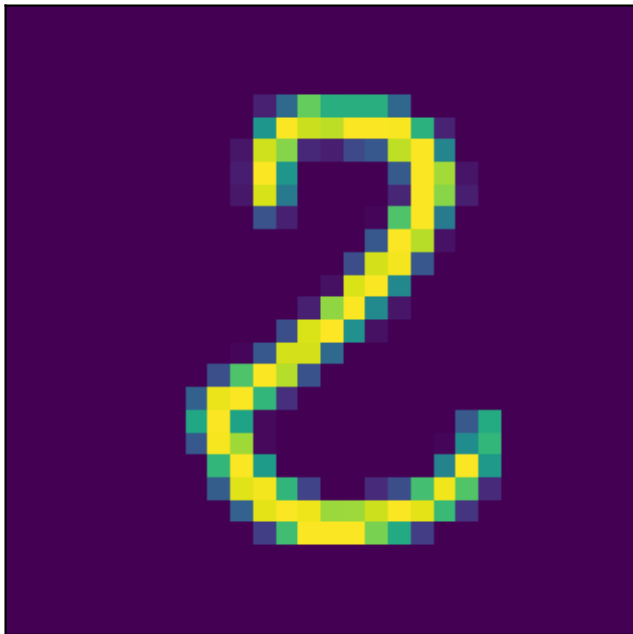
Image



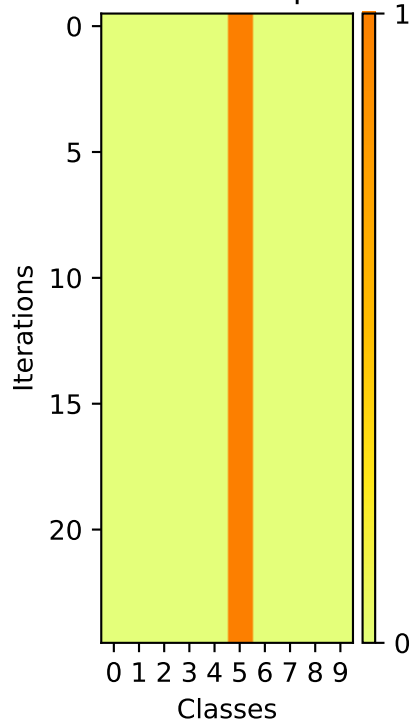
Softmax Outputs



Image



Softmax Outputs



Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a significant decrease in loss over time, while other classes remain relatively stable.

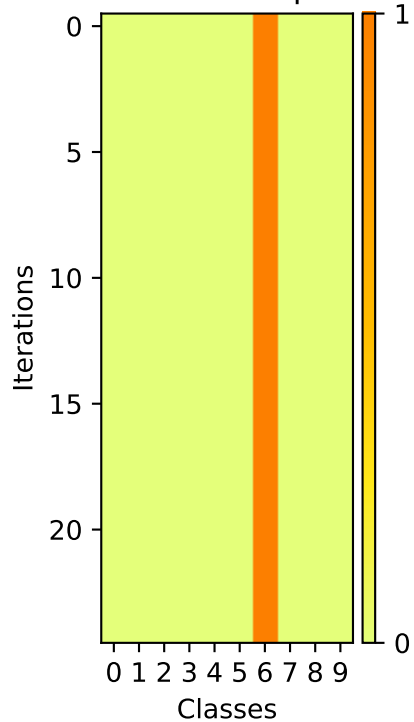
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and light blue, giving it a digital or retro aesthetic.

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

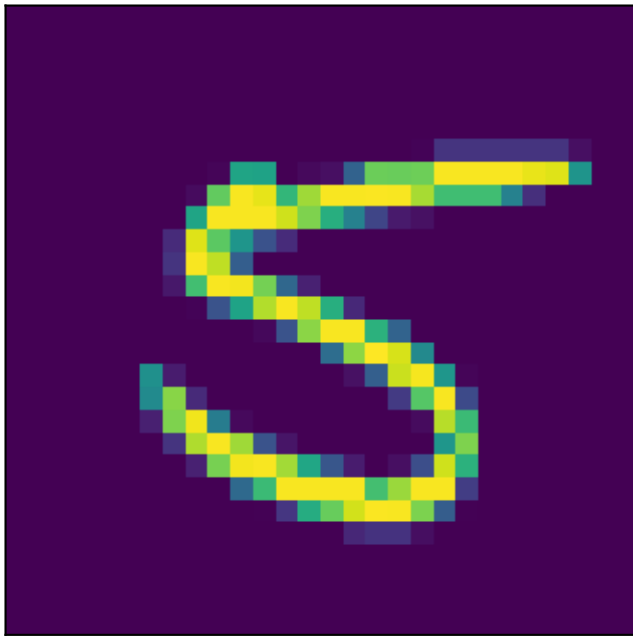
Image



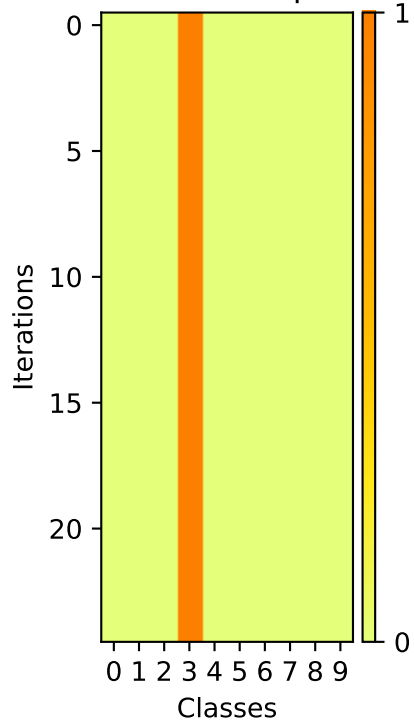
Softmax Outputs



Image



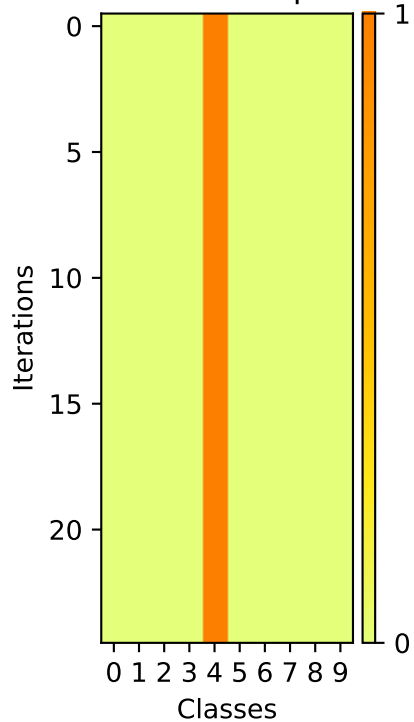
Softmax Outputs



Image

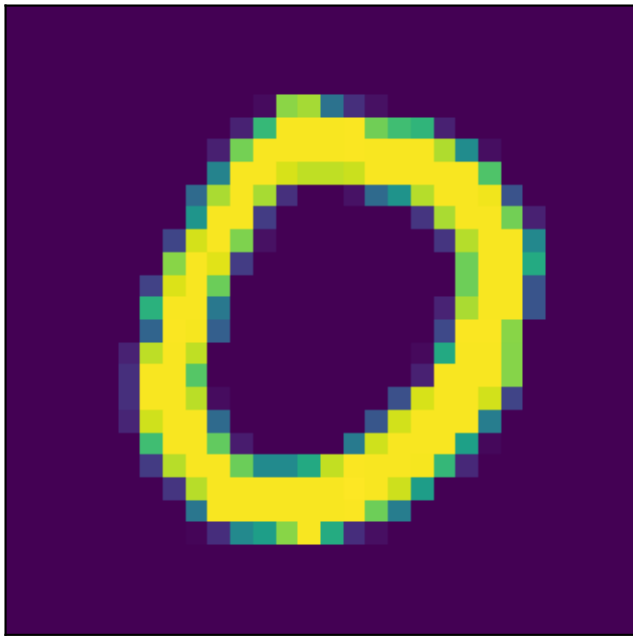


Softmax Outputs

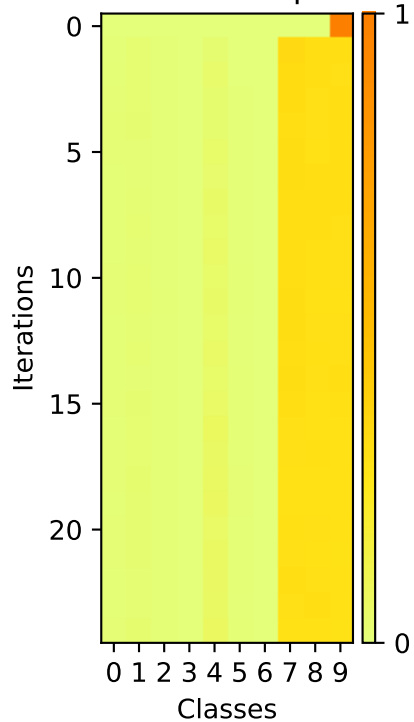


A pixelated drawing of a yellow and green snake on a dark purple background. The snake is shaped like the number 2. It has a yellow body with green segments and a yellow head with green eyes. The snake is coiled into the shape of the number 2, with its head at the top left and its tail at the bottom right.

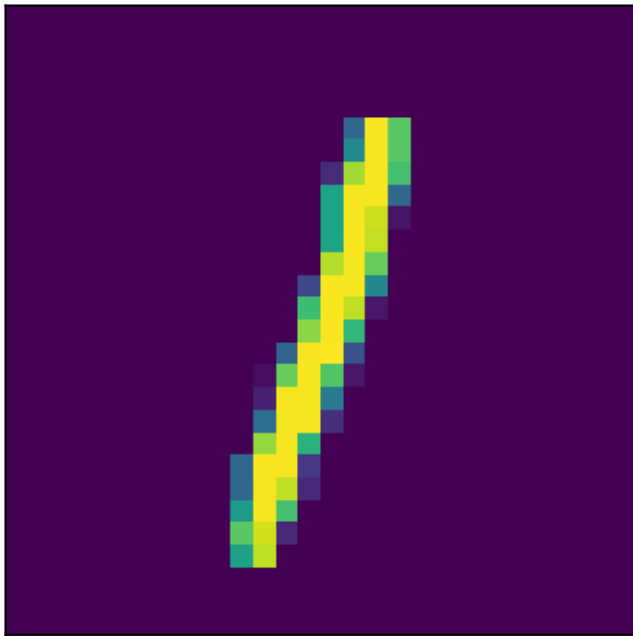
Image



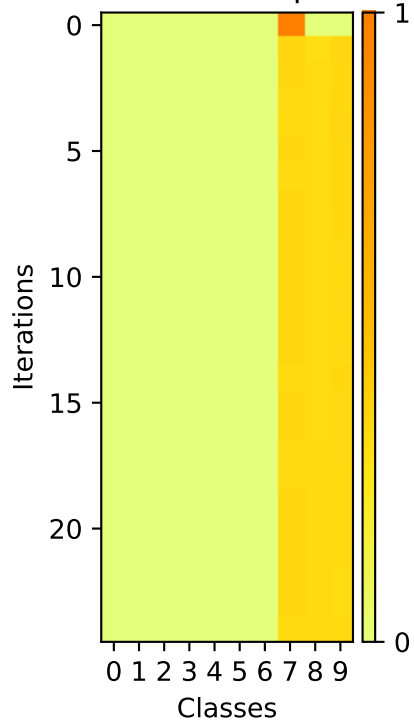
Softmax Outputs



Image



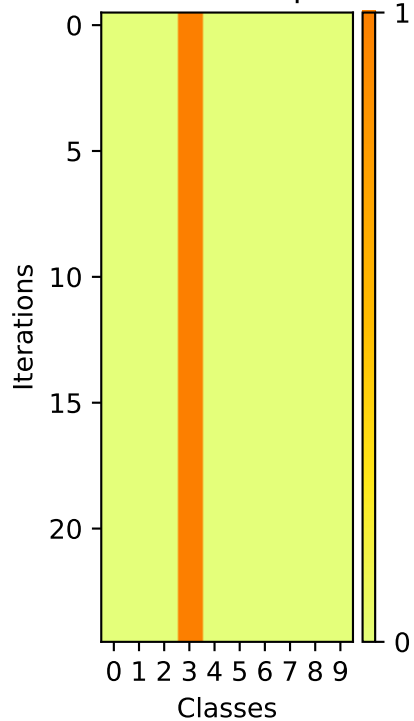
Softmax Outputs



Image



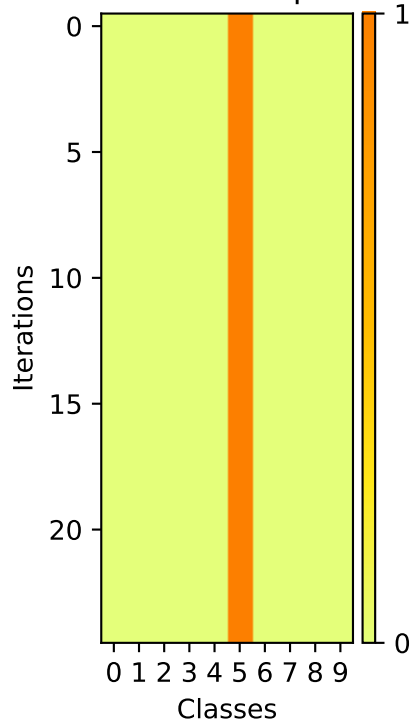
Softmax Outputs



Image



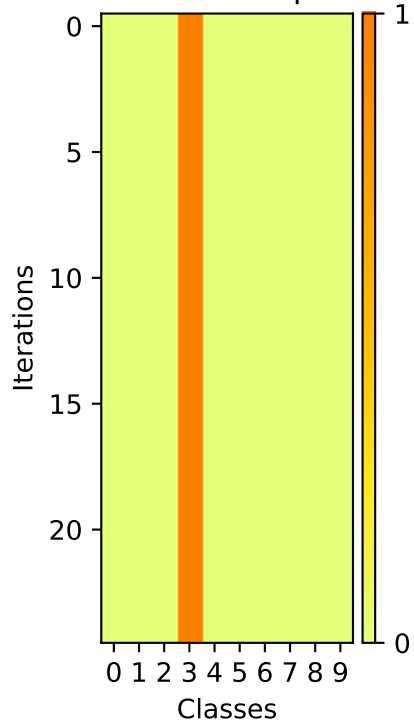
Softmax Outputs



Image



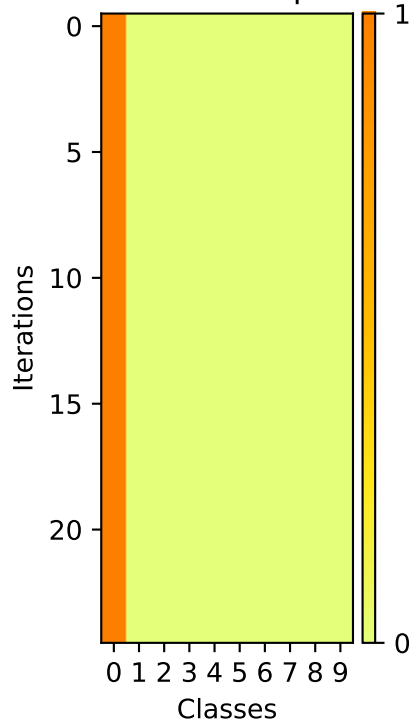
Softmax Outputs



Image



Softmax Outputs

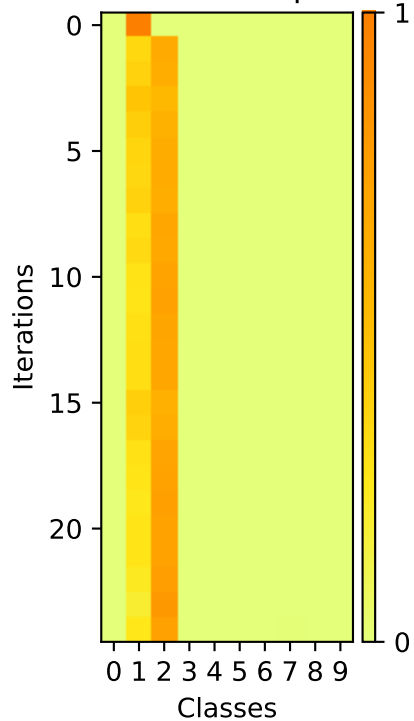


A pixelated, low-resolution image of a yellow figure with green accents, set against a dark purple background. The figure is in a dynamic, almost dancing pose, with one arm raised and bent, and the other arm extended downwards. The figure's head is tilted back, and its legs are spread apart in a wide stance. The overall style is reminiscent of early digital art or a low-quality scan of a drawing.

Image



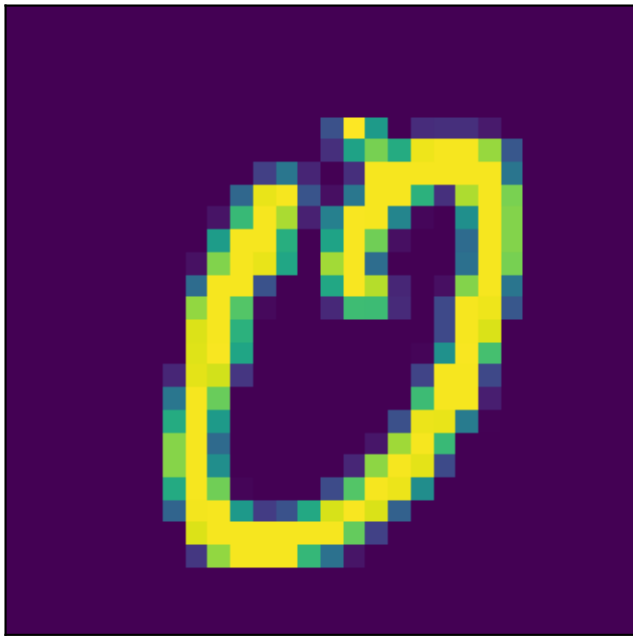
Softmax Outputs



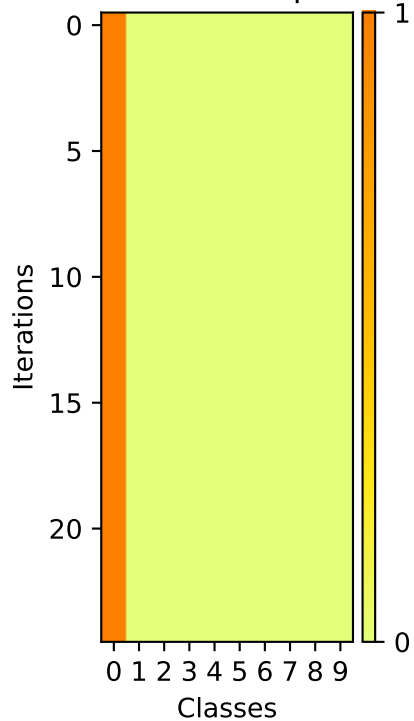
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

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

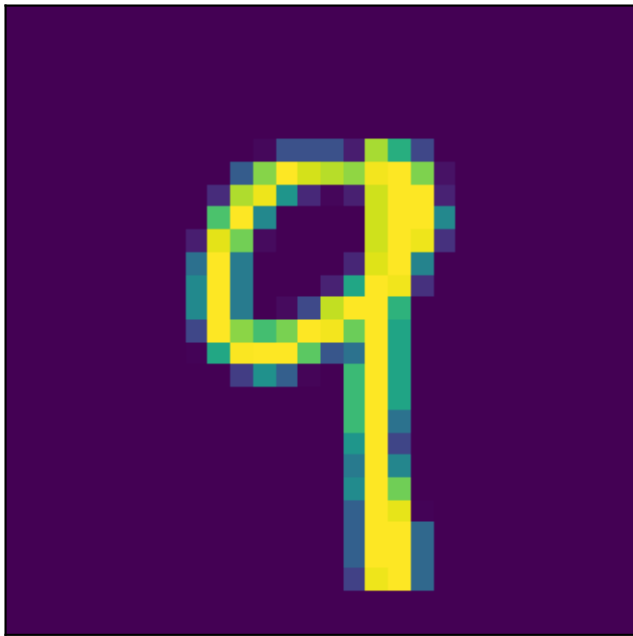
Image



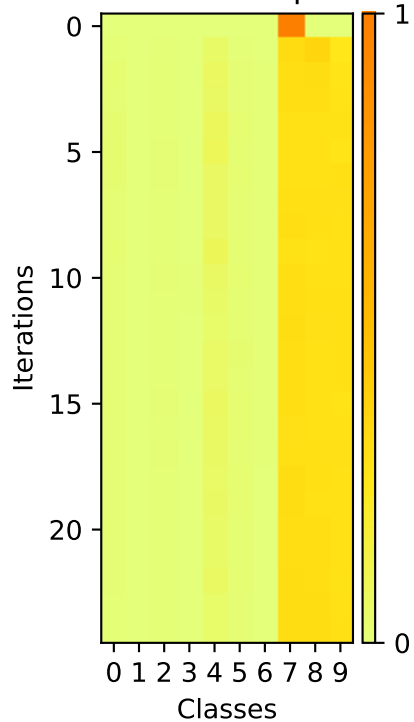
Softmax Outputs



Image



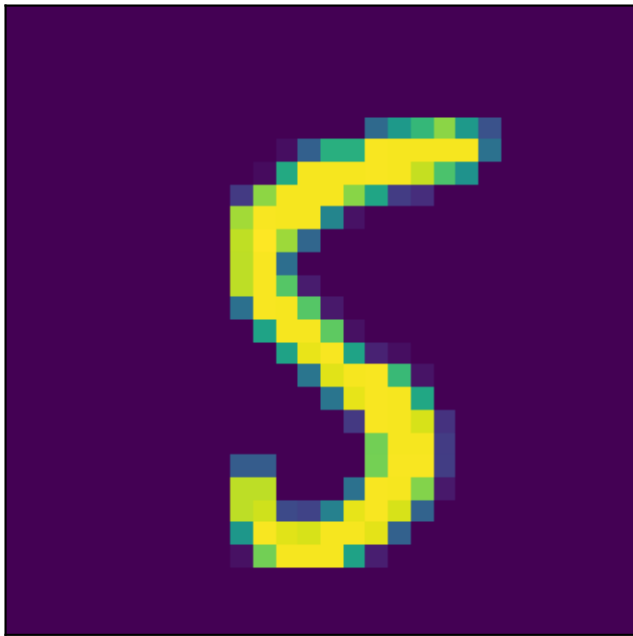
Softmax Outputs



A pixelated yellow number 3 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 glowing or pixelated appearance. The background is a solid dark purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability value, ranging from 0 (light yellow) to 1 (orange). Class 1 maintains a high probability (orange) throughout all iterations. Other classes start with high probability (orange/yellow) and decrease over time, converging towards zero (light yellow) by iteration 20.

Image



Softmax Outputs

