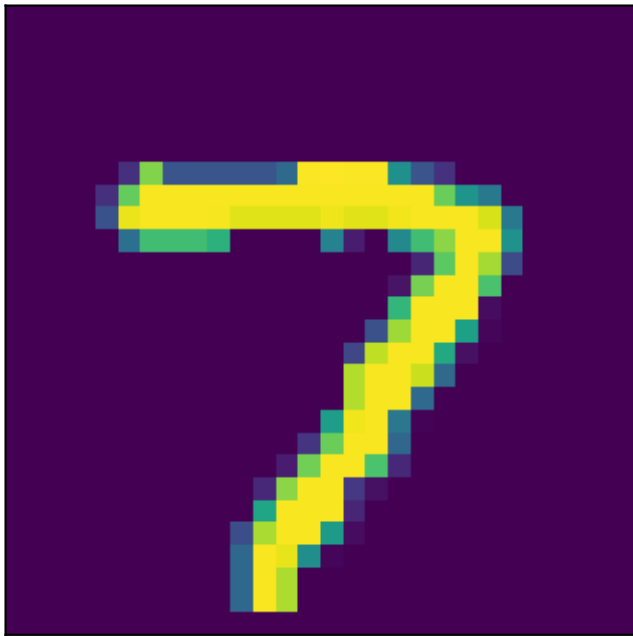
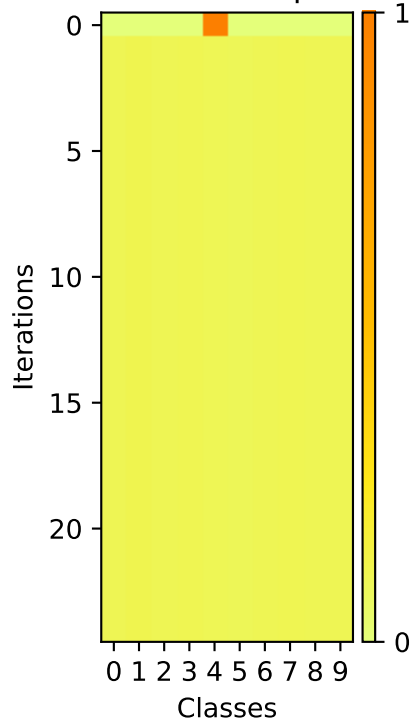


Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0 to 9). The y-axis represents Iterations (0 to 22), and the x-axis represents Classes (0 to 9). The color scale indicates the probability, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 18, reaching 1.0 by iteration 22.

Image

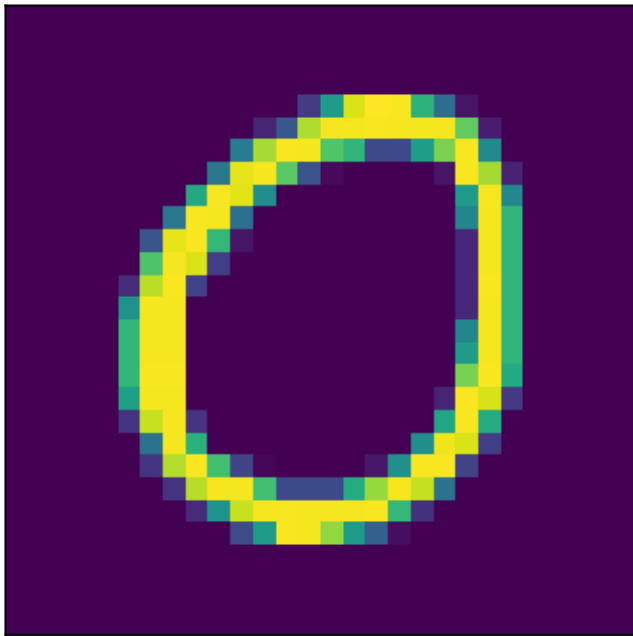


Softmax Outputs

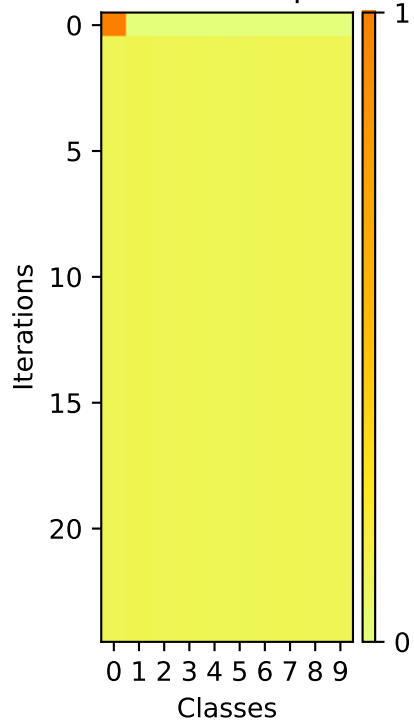


A pixelated yellow number 9 on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early digital art or video game graphics.

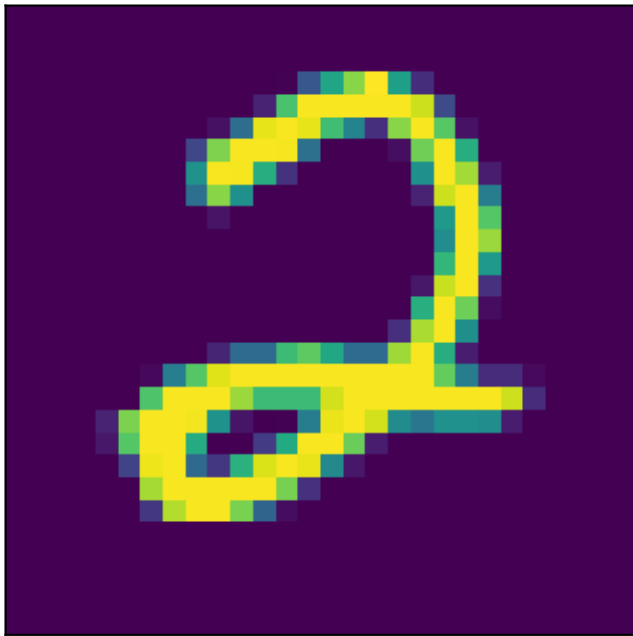
Image



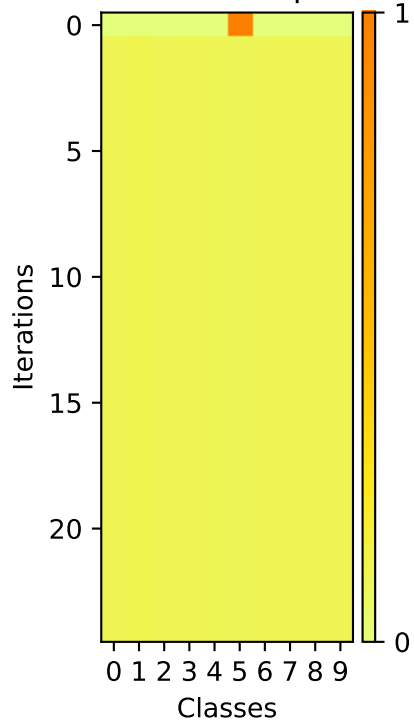
## Softmax Outputs



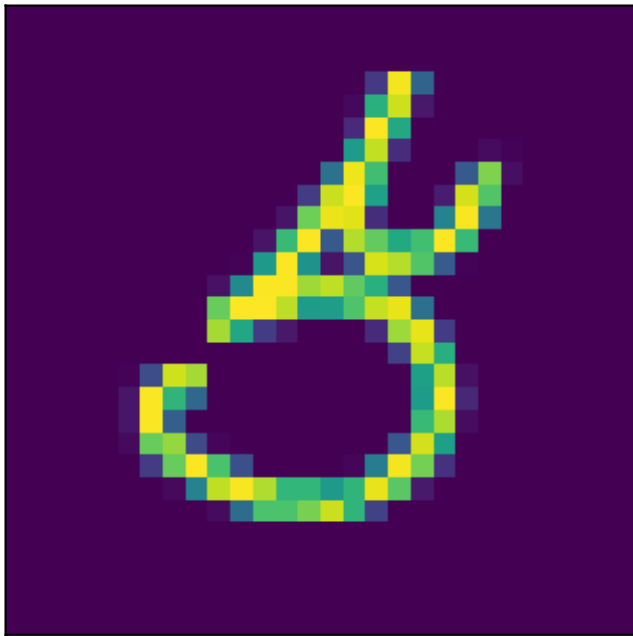
Image



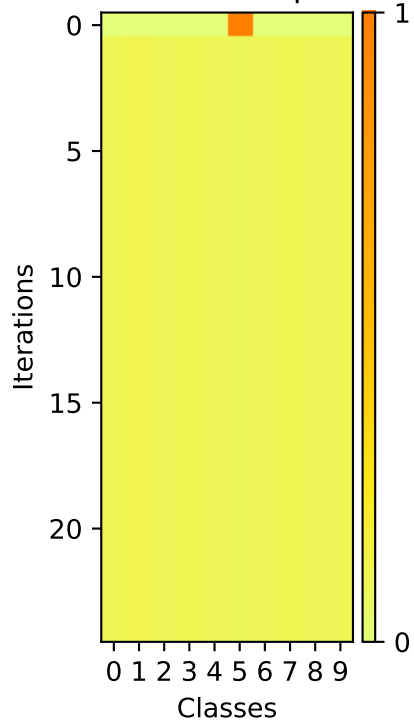
Softmax Outputs



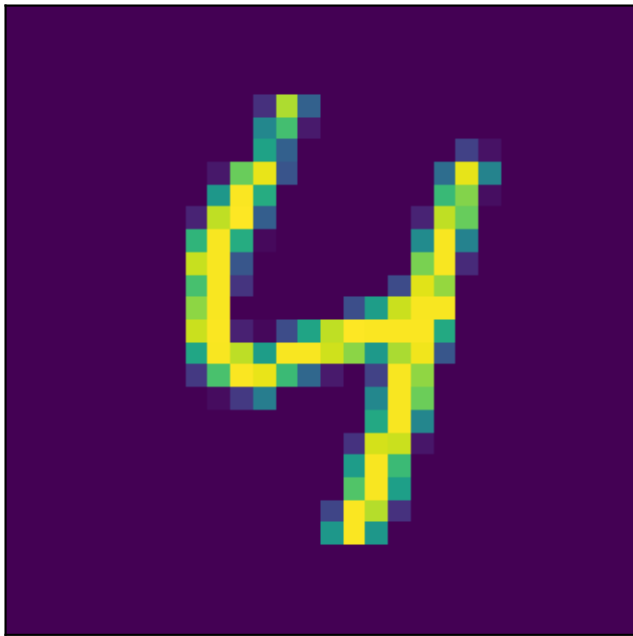
Image



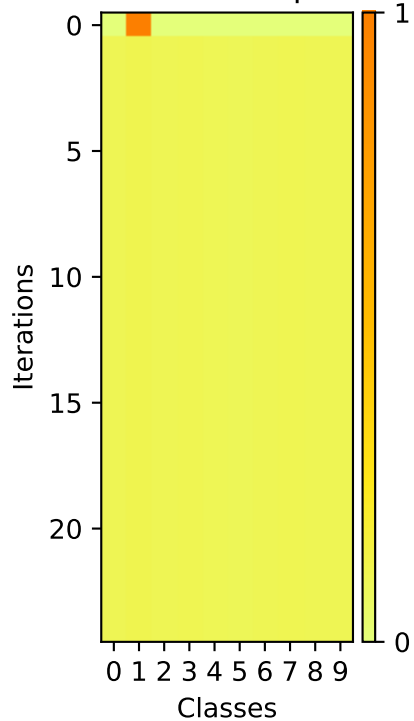
Softmax Outputs



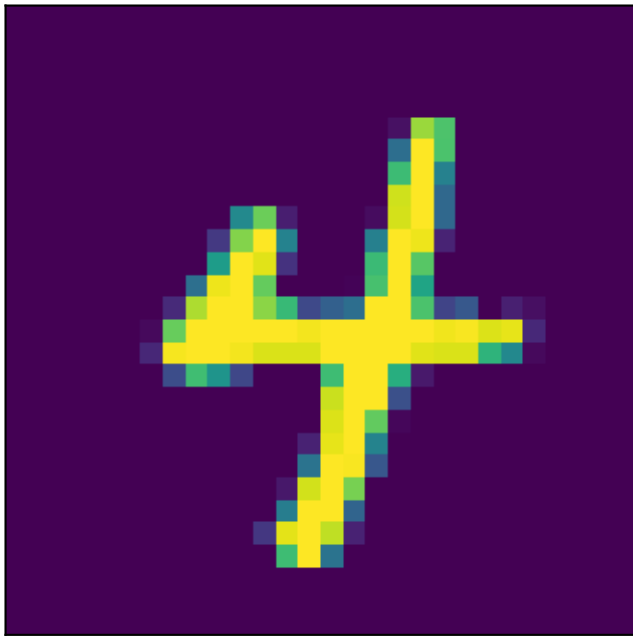
Image



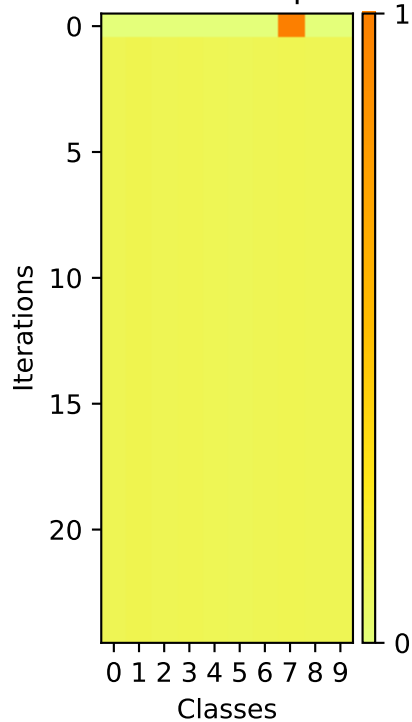
## Softmax Outputs



Image

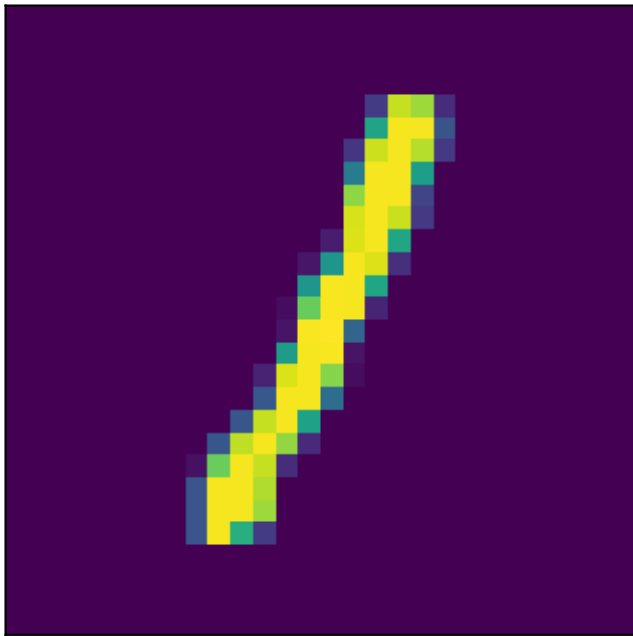


Softmax Outputs

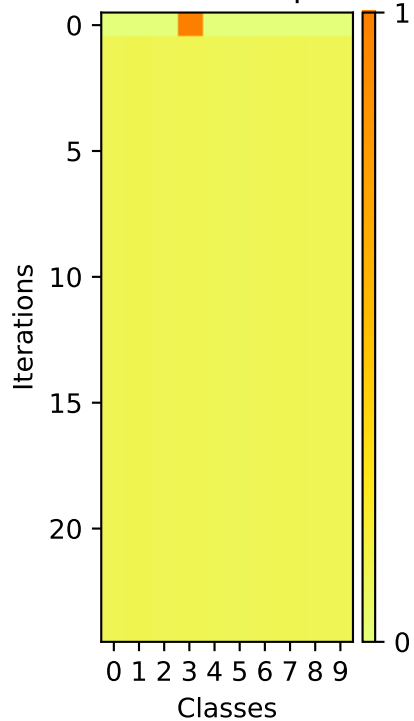




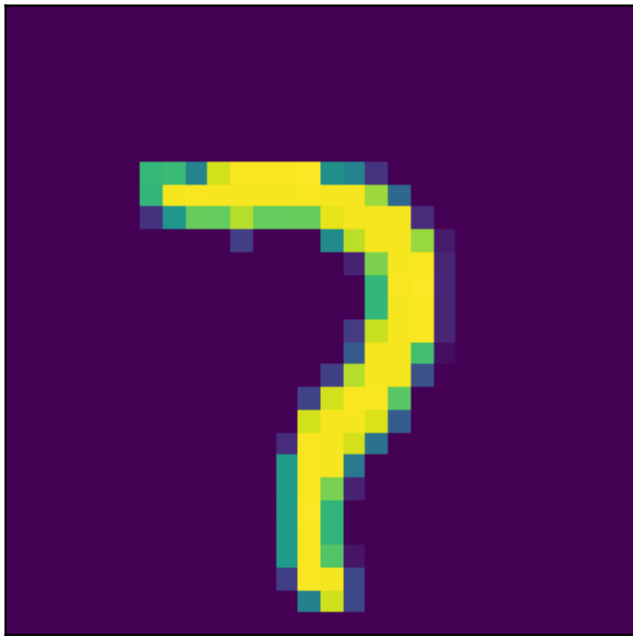
Image



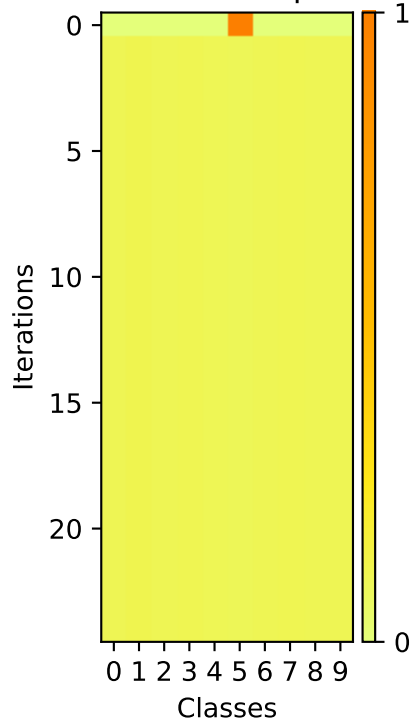
Softmax Outputs



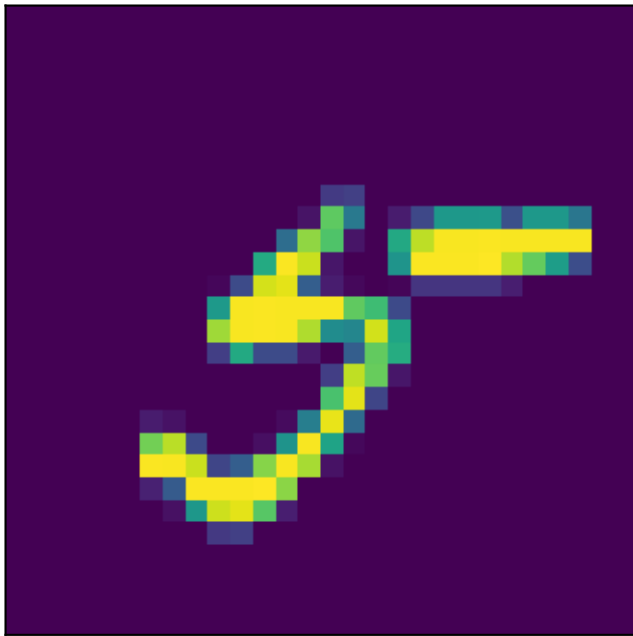
Image



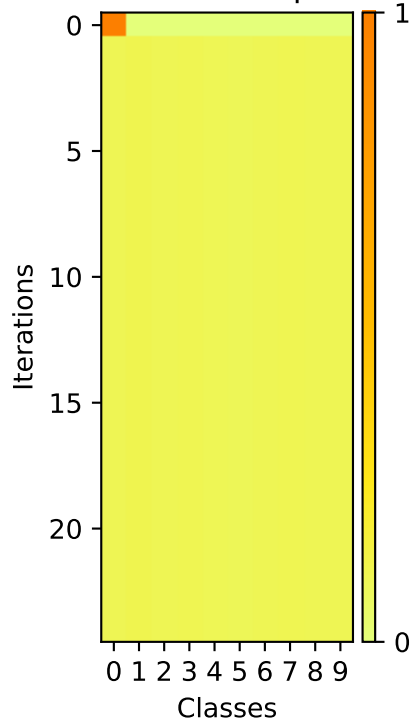
Softmax Outputs



Image



## Softmax Outputs



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

A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple.

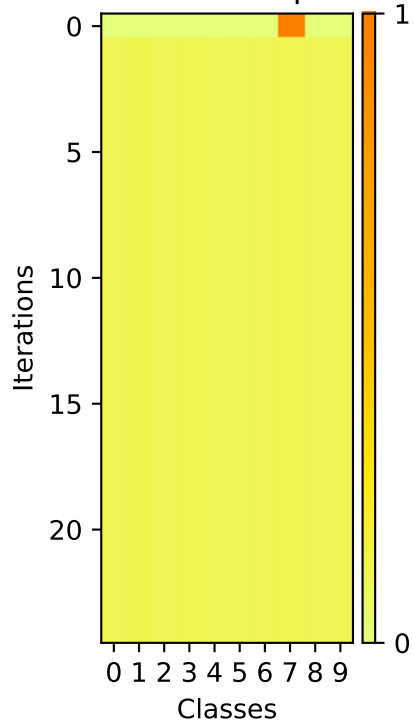
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (orange). Class 8 shows a sharp increase in probability around iteration 10, reaching 1.0 by iteration 20.

A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of small squares in shades of yellow, green, and blue, giving it a blocky, digital appearance. It has a rounded, somewhat abstract shape with a small protrusion at the top right.

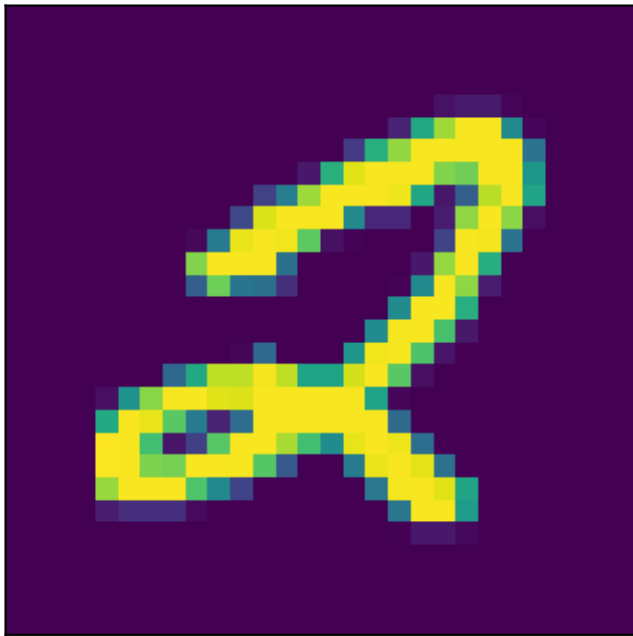
Image



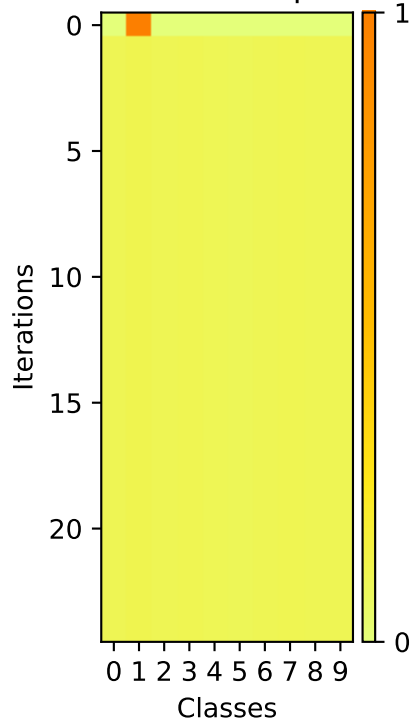
Softmax Outputs



Image

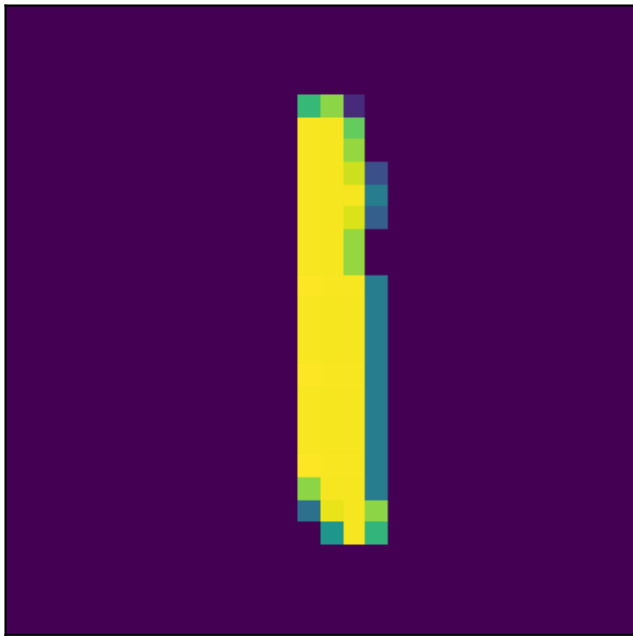


## Softmax Outputs

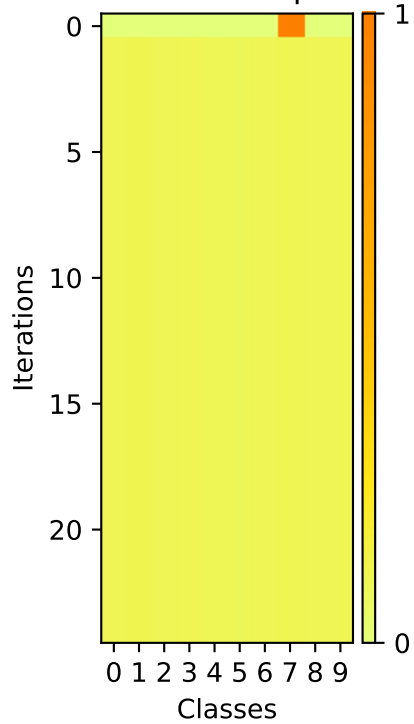




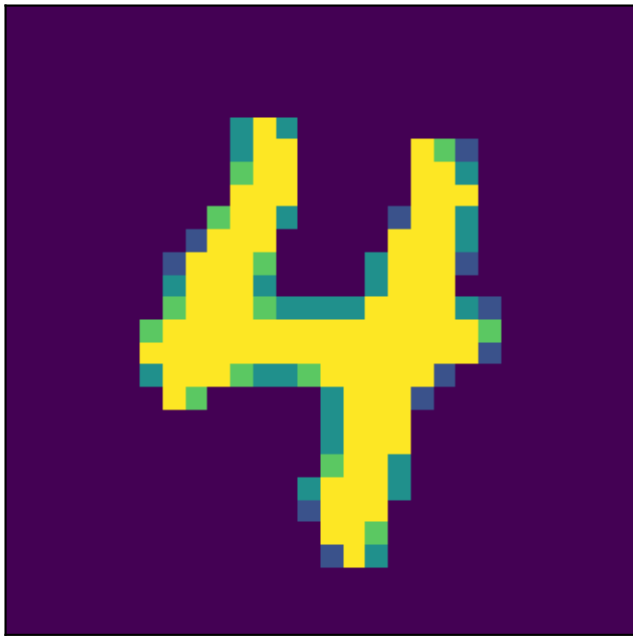
Image



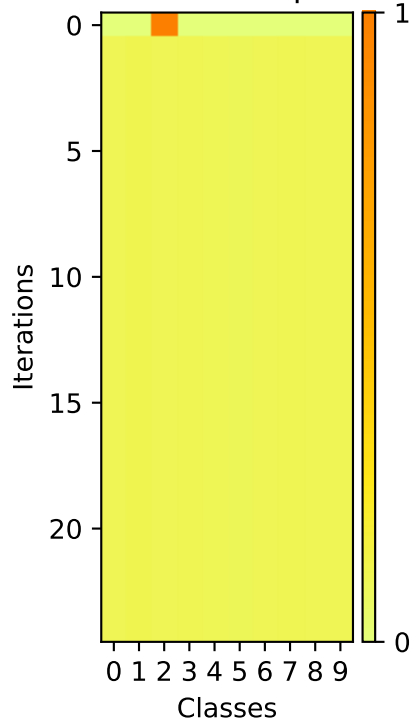
Softmax Outputs



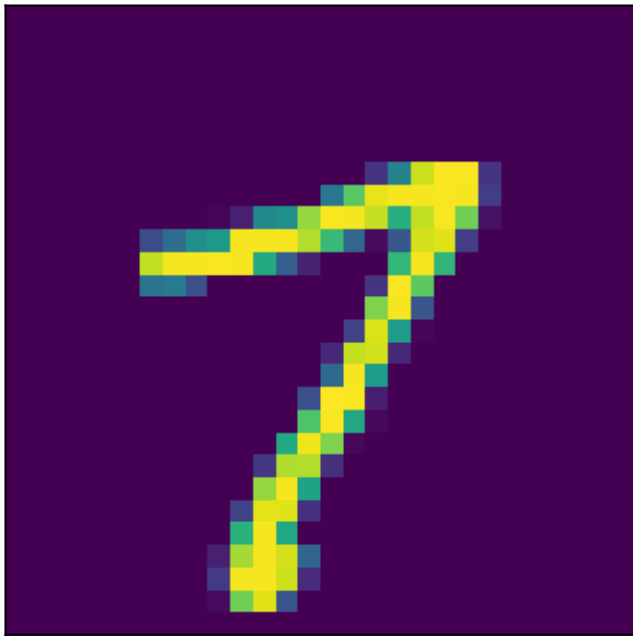
Image



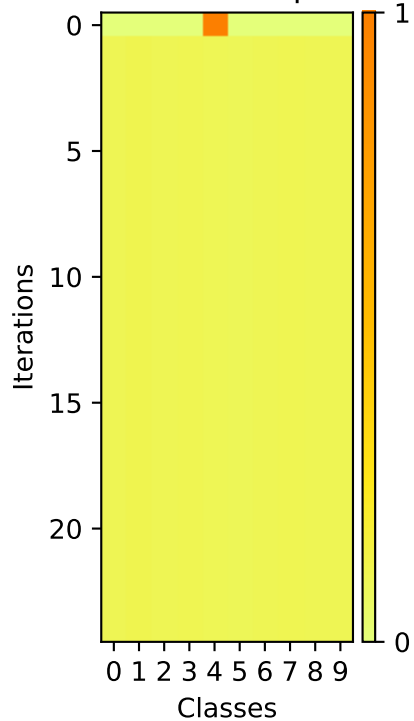
## Softmax Outputs



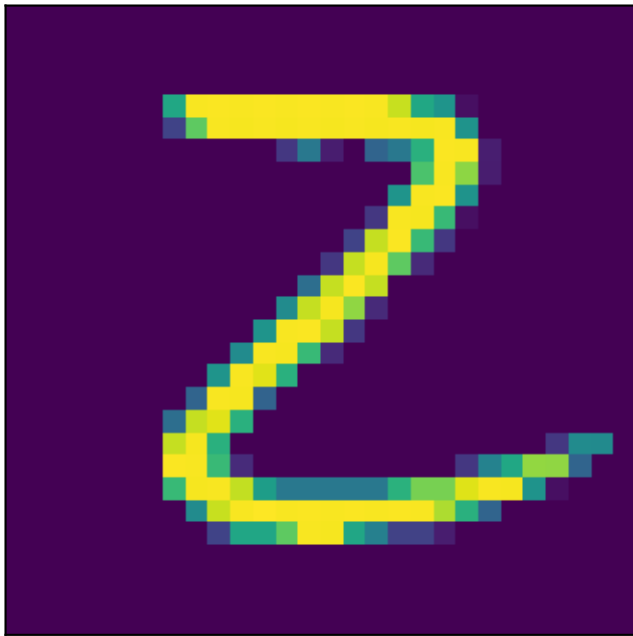
Image



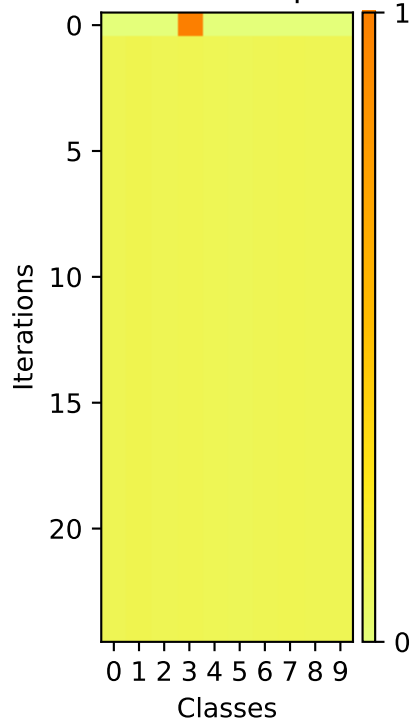
Softmax Outputs



Image

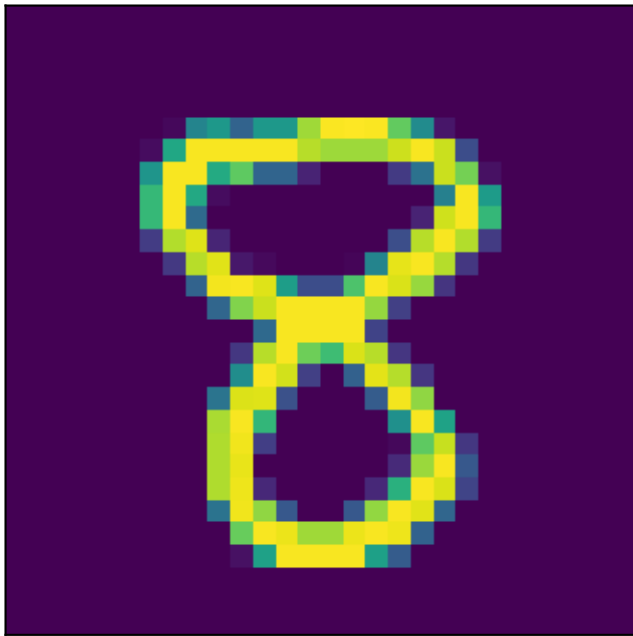


Softmax Outputs

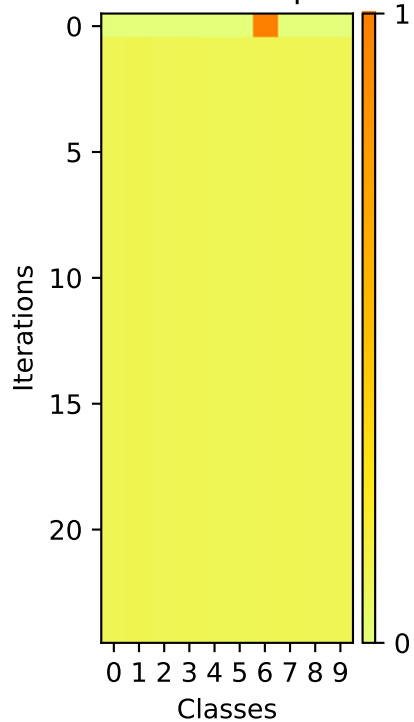


Heatmap visualization of the loss landscape for the 10-class CIFAR-100 dataset. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). A small red square is visible at iteration 0, class 2.

Image

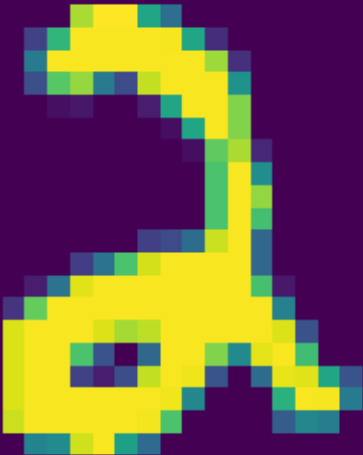


Softmax Outputs



A pixelated, low-resolution image of a yellow and green 'C' shape on a dark purple background. The shape is composed of several small squares, with the main body being yellow and the outline or inner details being green. The overall appearance is that of a digital drawing or a low-quality scan of a letter.

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 bar on the right indicates the probability, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 0, reaching 1.0, while all other classes remain at 0.0.

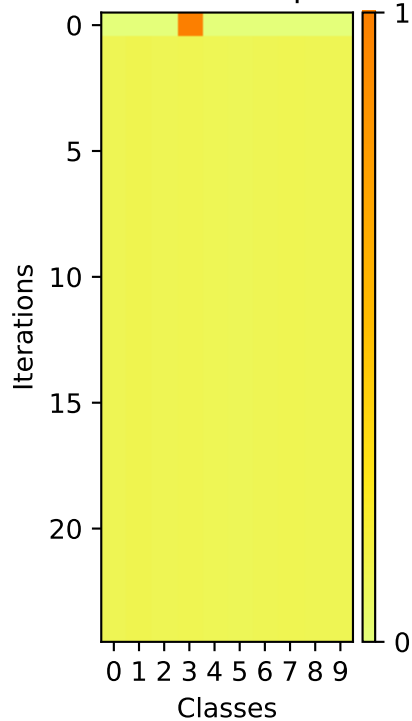




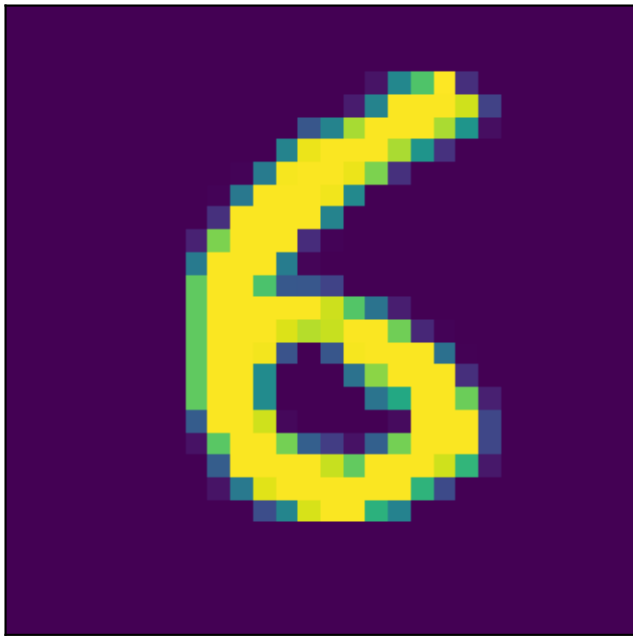
Image



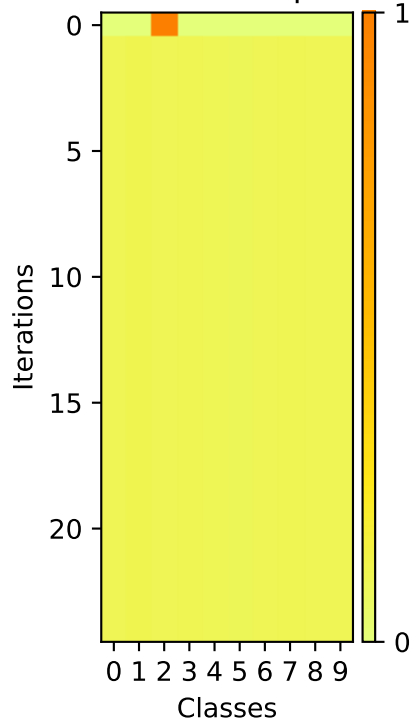
Softmax Outputs



Image



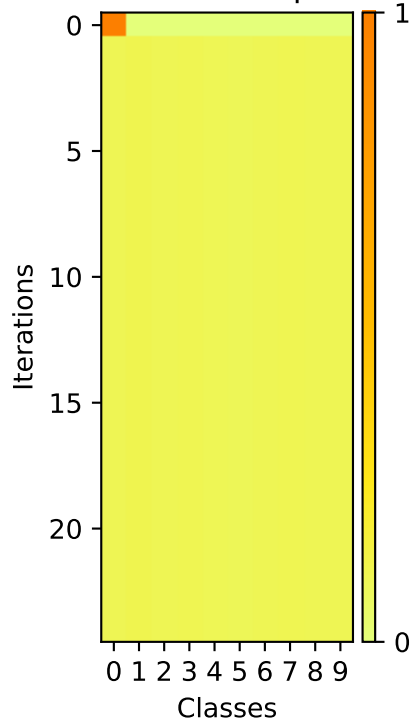
## Softmax Outputs



Image



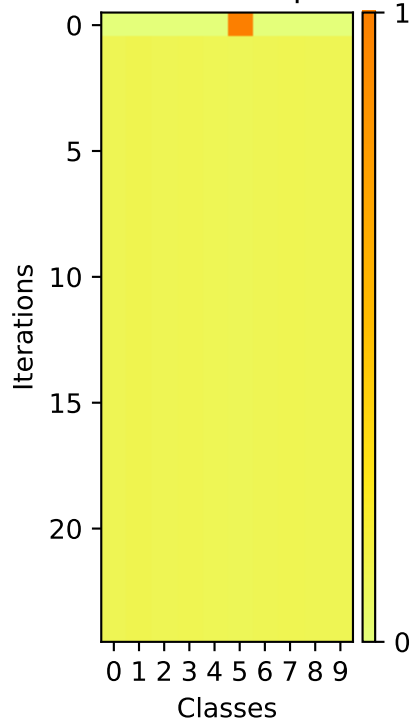
## Softmax Outputs



Image



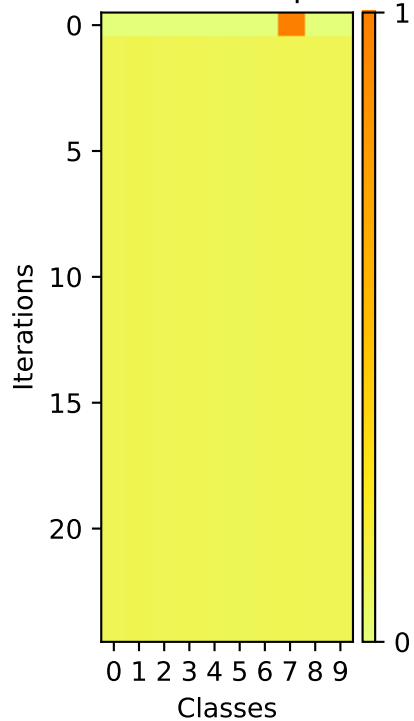
Softmax Outputs



Image



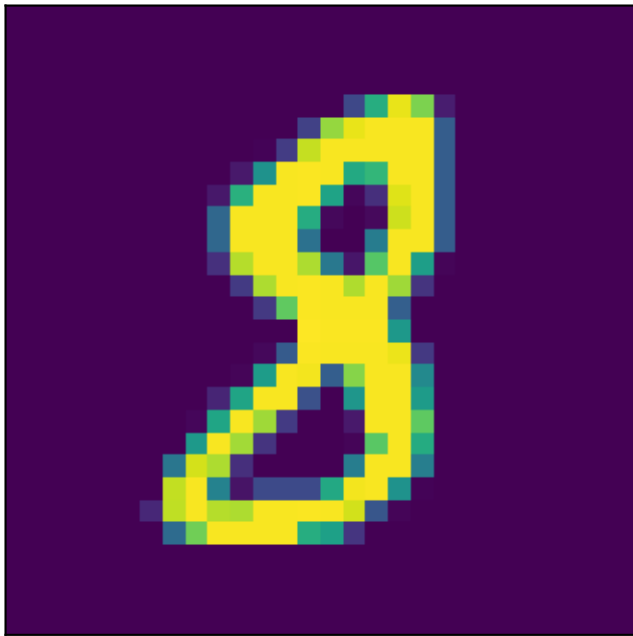
Softmax Outputs



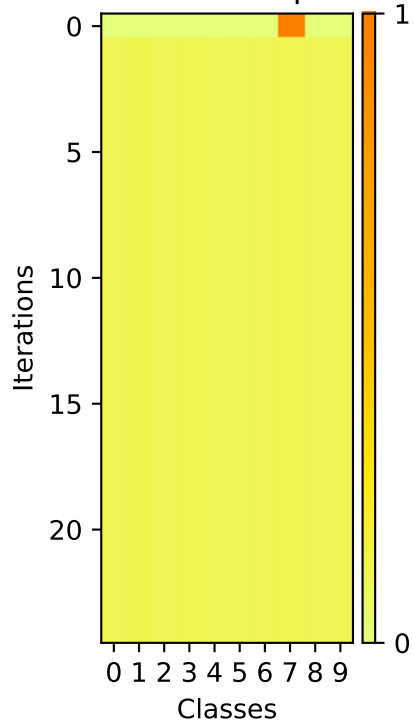
A pixelated yellow number 8 on a dark purple background. The number is composed of yellow pixels with some green and blue pixels at the edges, giving it a hand-drawn or digital art appearance. It is centered in the image.

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

Image



Softmax Outputs

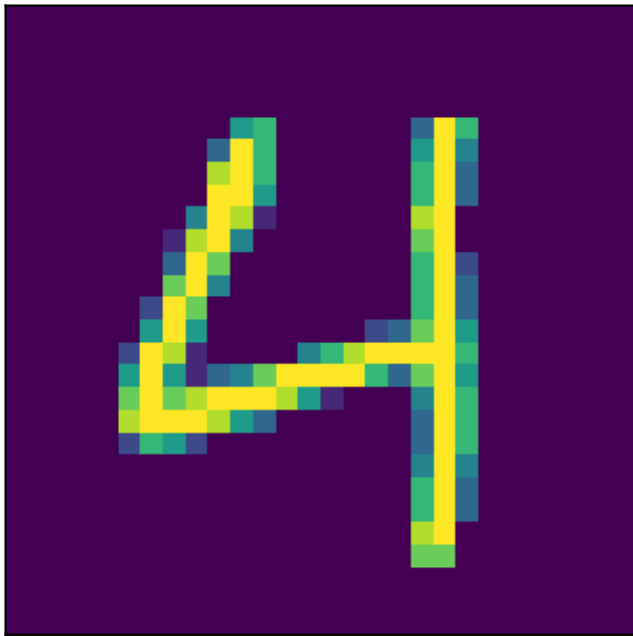


A pixelated yellow number 3 is centered on a dark purple background. The number is composed of small squares in shades of yellow, light green, and light blue, giving it a digital or retro aesthetic. The background is a solid dark purple.

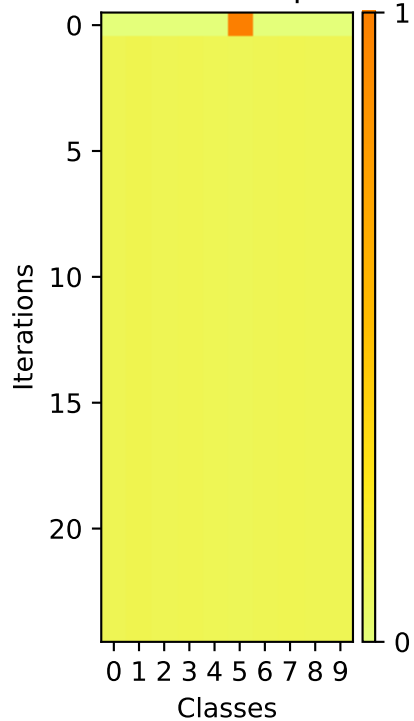
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0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



Image



Softmax Outputs



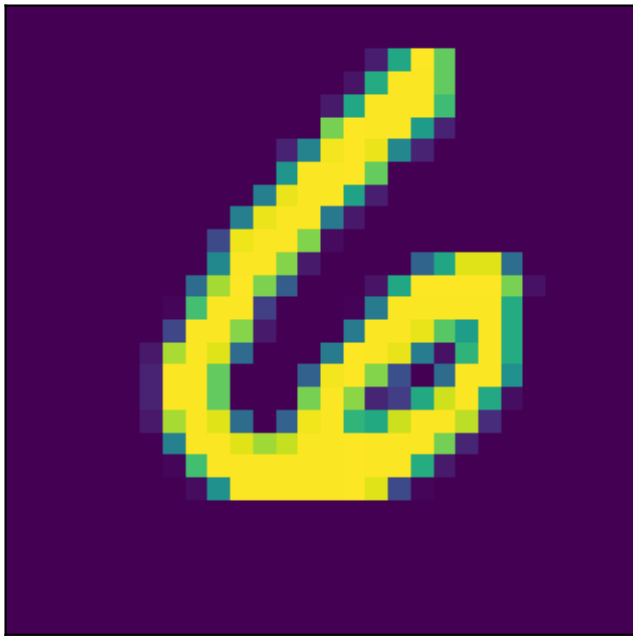
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple.

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

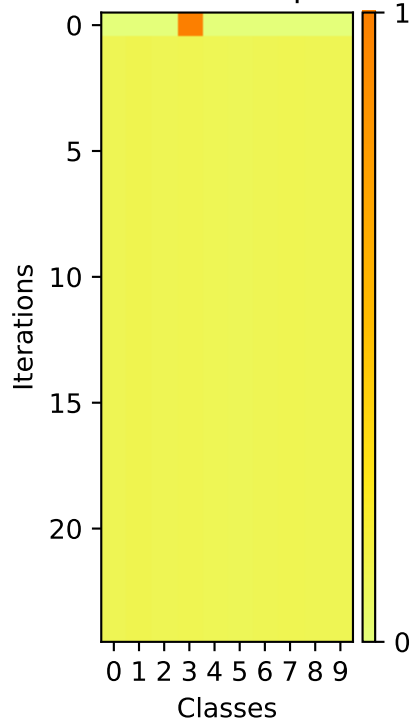
A 10x10 grid visualization of a sparse matrix. The grid is predominantly black, with a diagonal line of yellow and green squares running from the bottom-left to the top-right. The squares are arranged in a pattern that suggests a banded or sparse structure, with the highest concentration of non-zero elements along the main diagonal.

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

Image

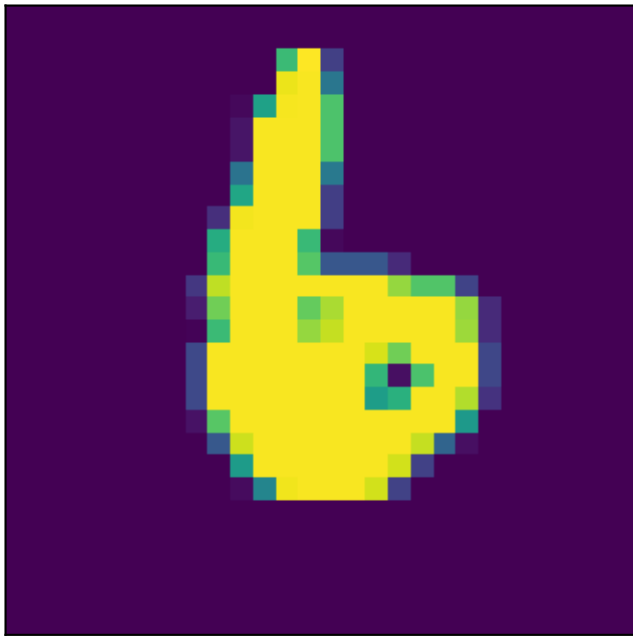


Softmax Outputs

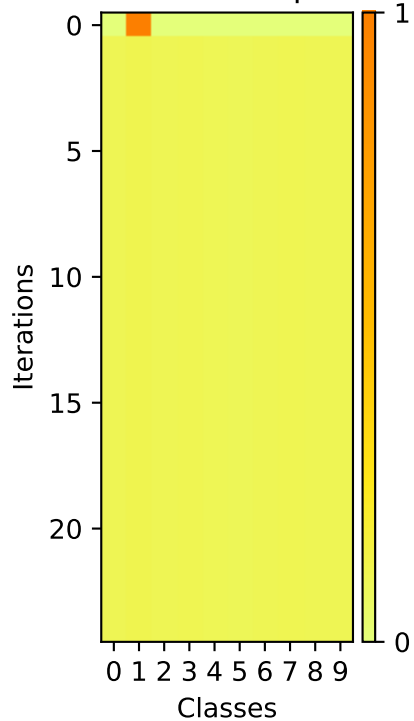


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, blocky appearance. It resembles a stylized 'L'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

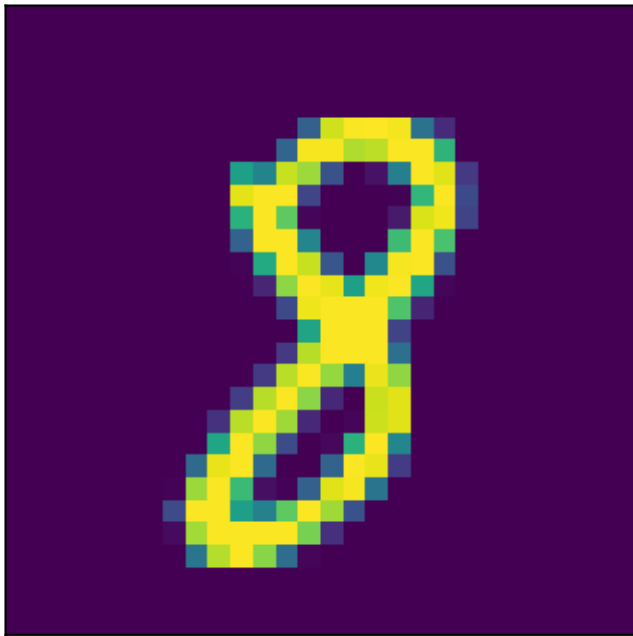
Image



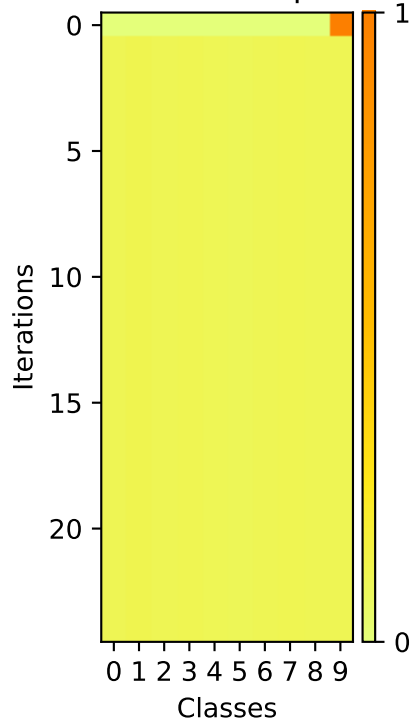
## Softmax Outputs



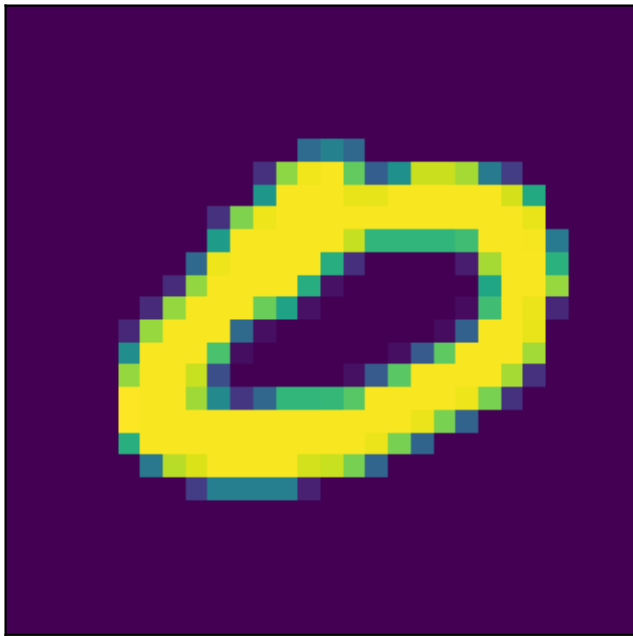
Image



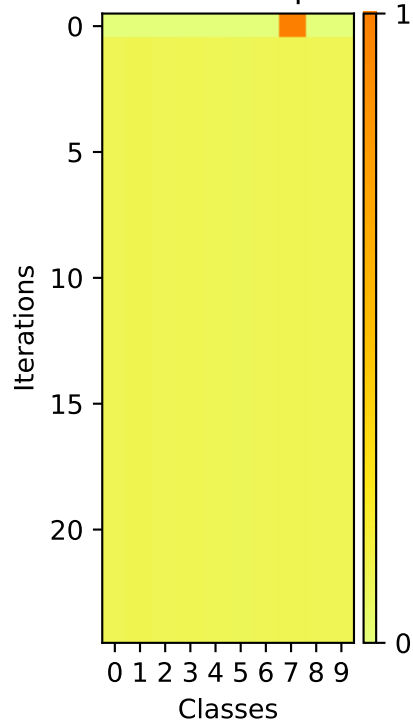
## Softmax Outputs



Image

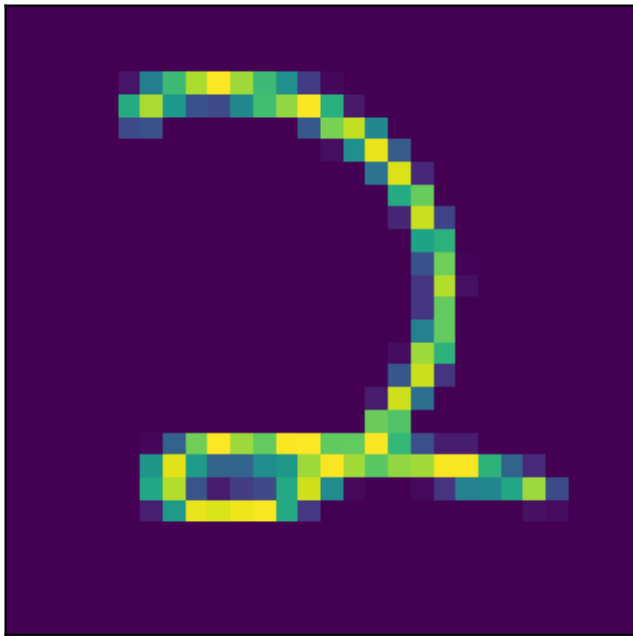


Softmax Outputs

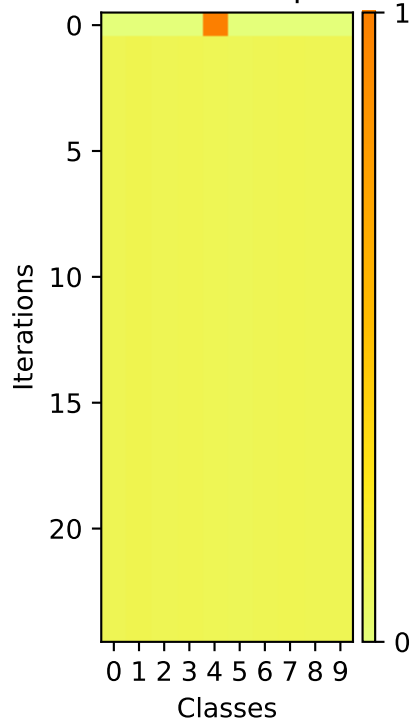




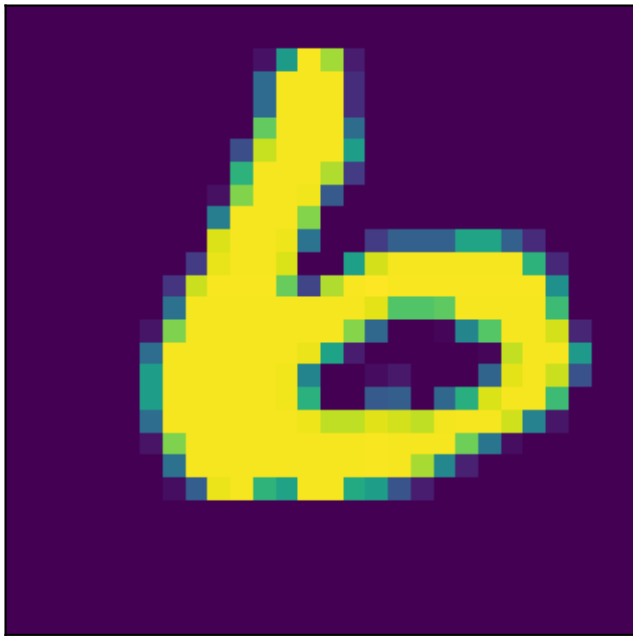
Image



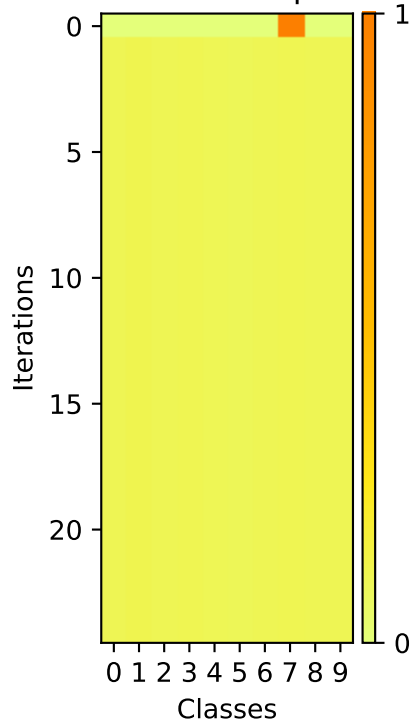
## Softmax Outputs



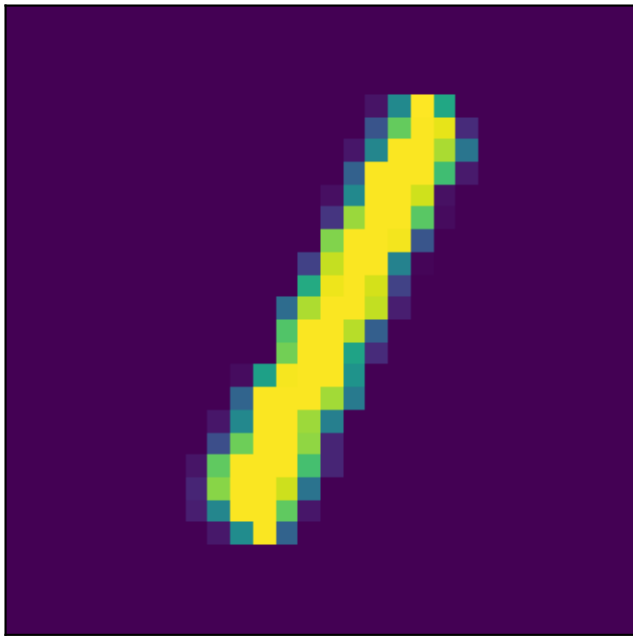
Image



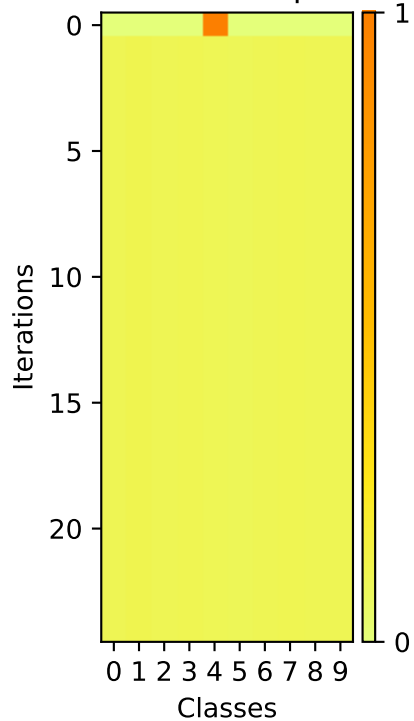
Softmax Outputs



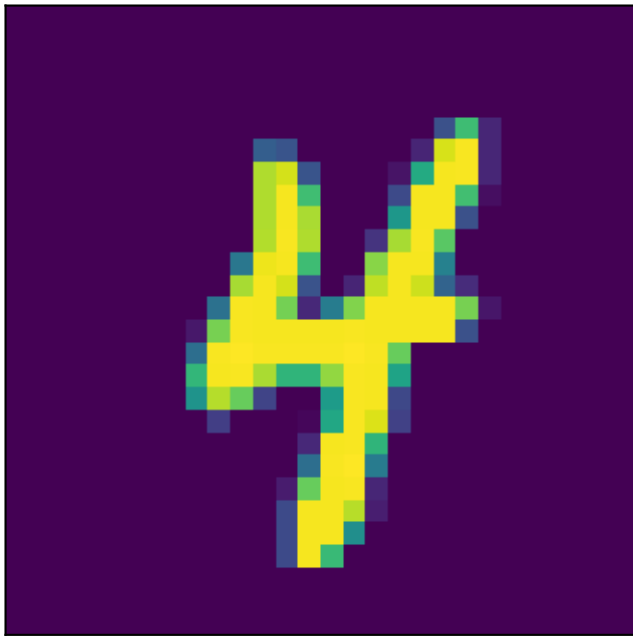
Image



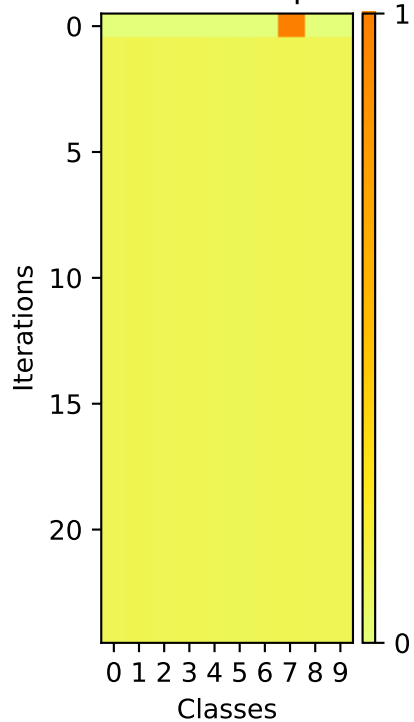
Softmax Outputs



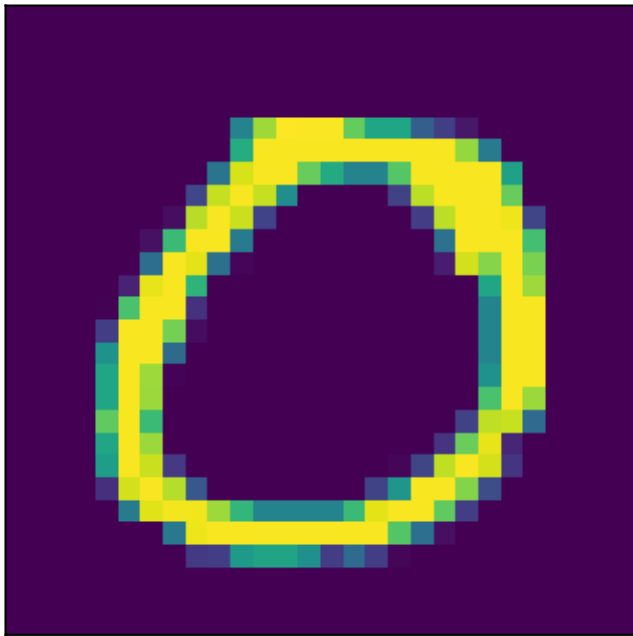
Image



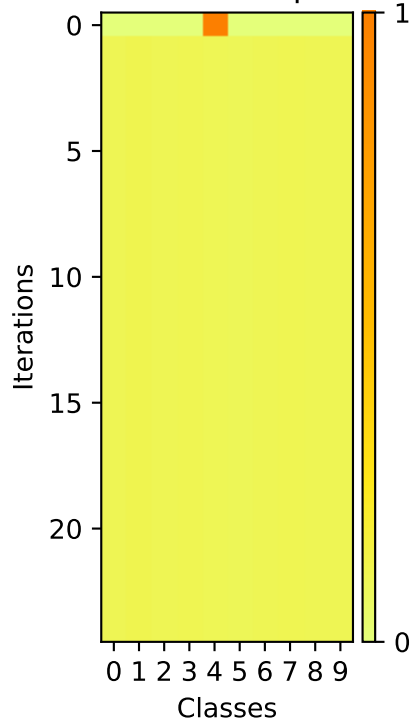
Softmax Outputs



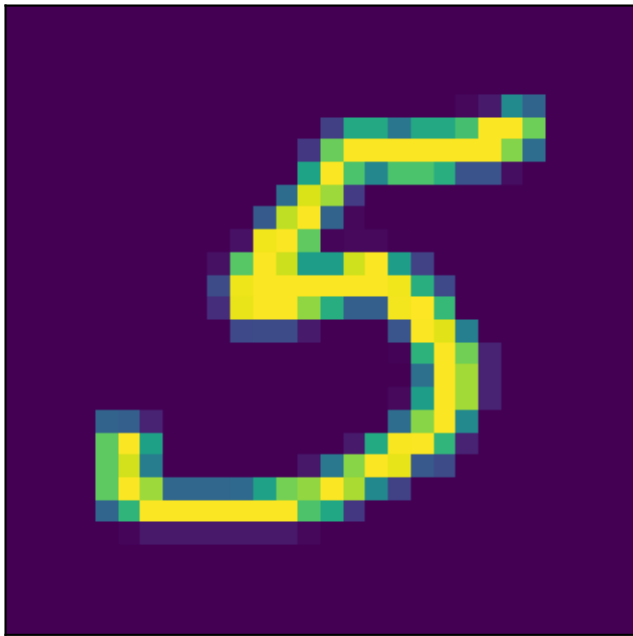
Image



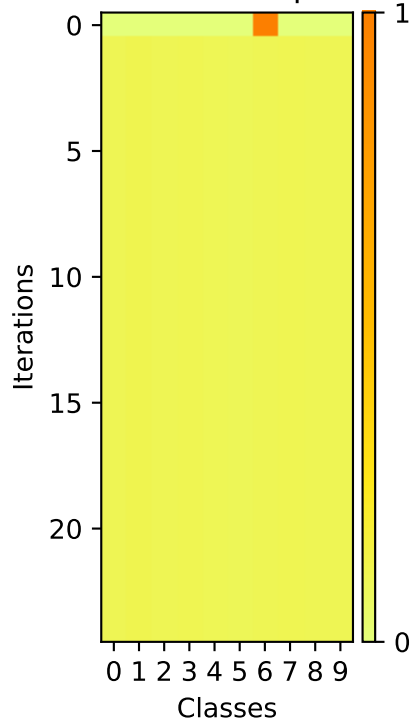
Softmax Outputs



Image



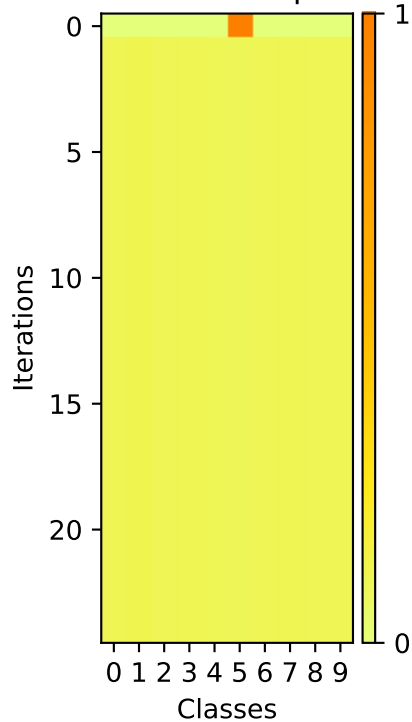
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of a yellow and blue character, possibly a stylized letter 'B' or a cartoon figure, set against a dark purple background. The character is composed of yellow and blue pixels, with a yellow body and blue accents. It has a rounded, blocky shape with a small protrusion on the left side. The background is a solid dark purple.

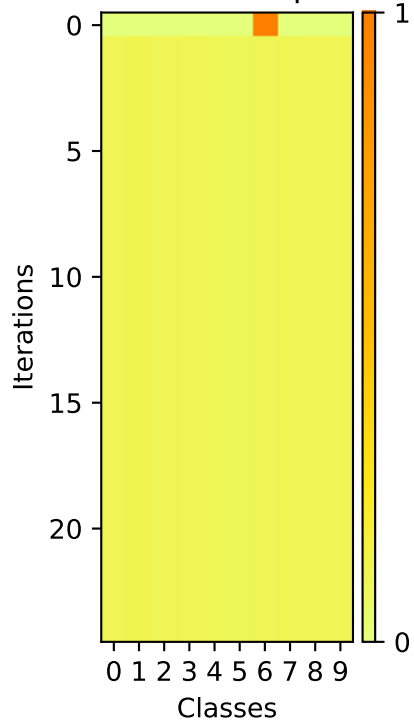
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). The heatmap shows that the loss for most classes remains low (yellow) throughout the iterations. However, there is a notable spike in the loss for Class 6 around iteration 1, reaching a value near 1 (red).



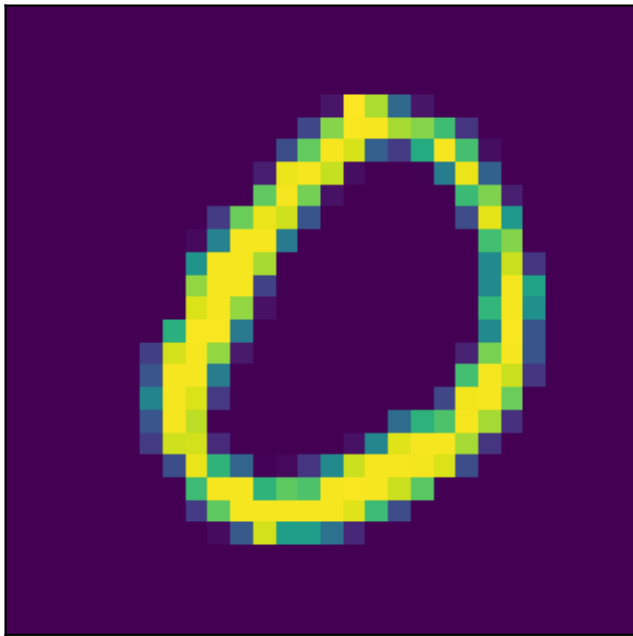
Image



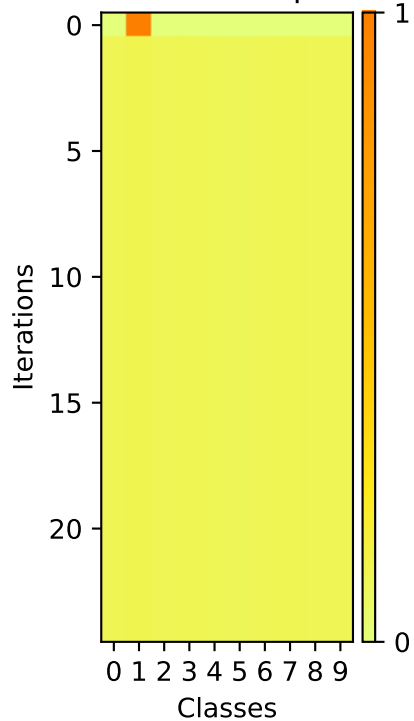
Softmax Outputs



Image

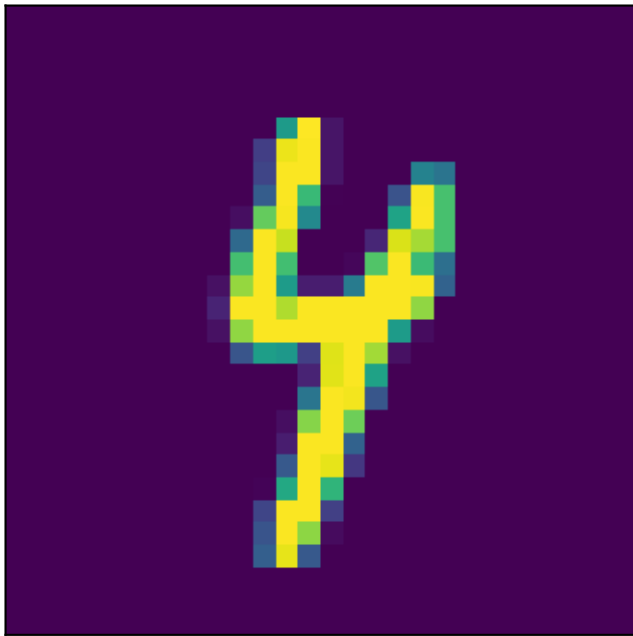


## Softmax Outputs

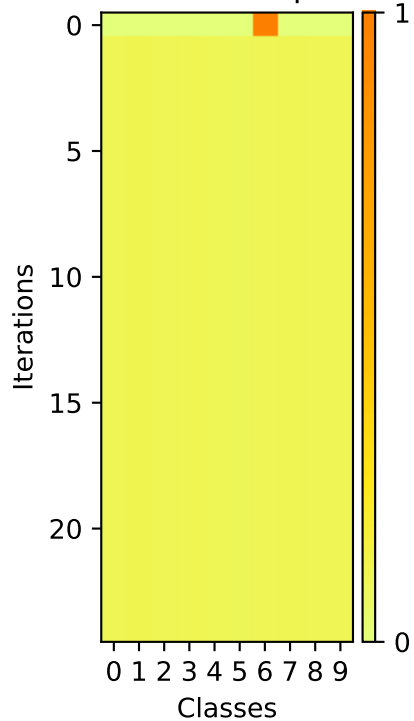


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a circular head with a small square hole in the center, and a short, slightly curved stem. The edges of the question mark are jagged and pixelated, with some surrounding pixels in shades of blue and green, suggesting a digital or retro aesthetic.

Image



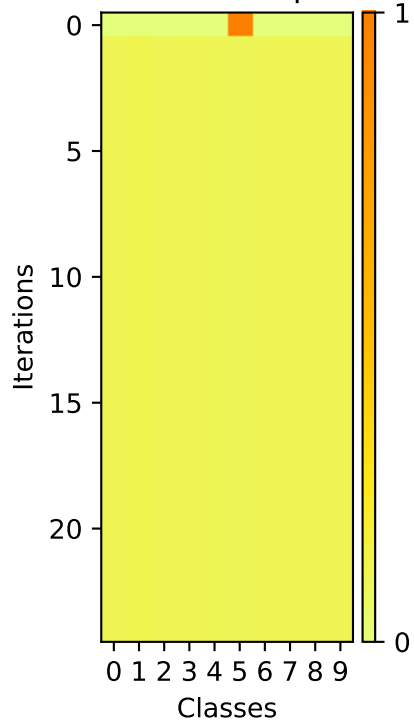
## Softmax Outputs



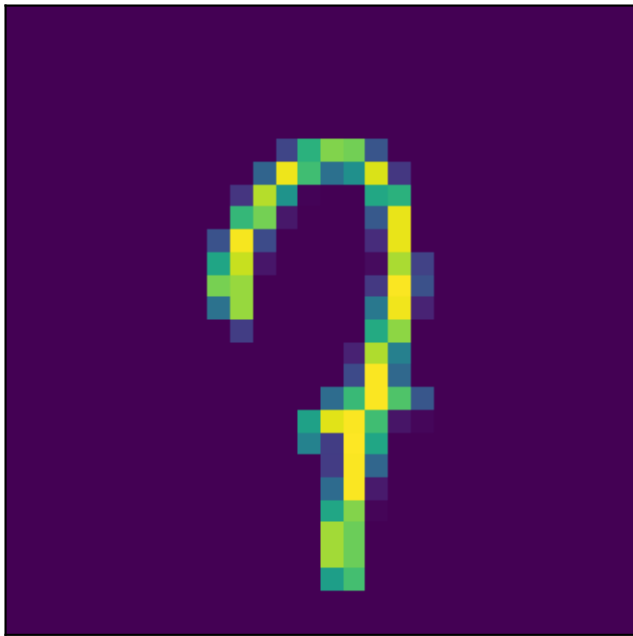
Image



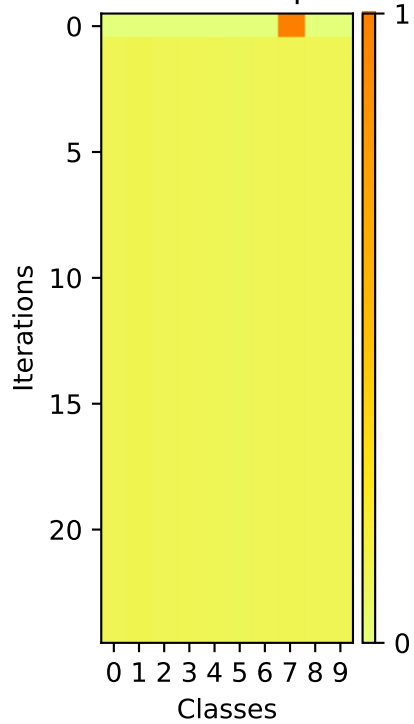
Softmax Outputs



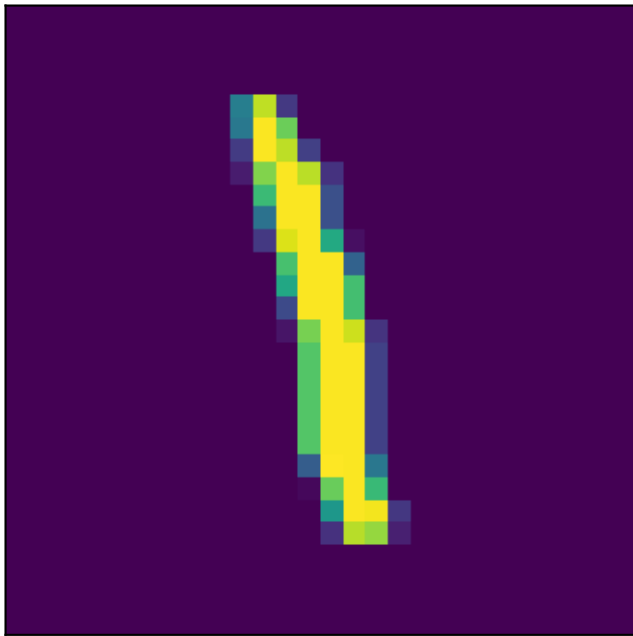
Image



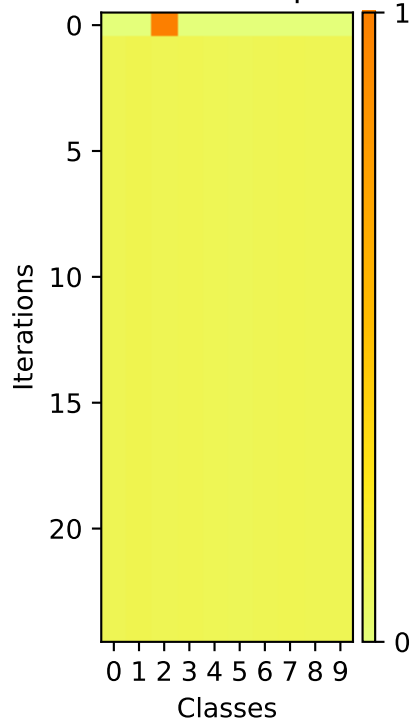
Softmax Outputs



Image



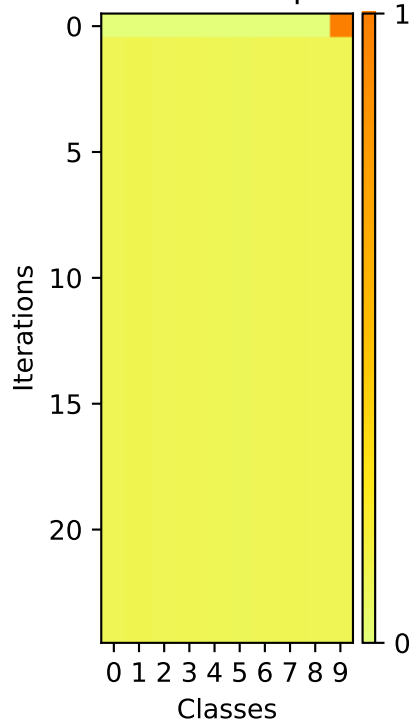
Softmax Outputs



Image



## Softmax Outputs





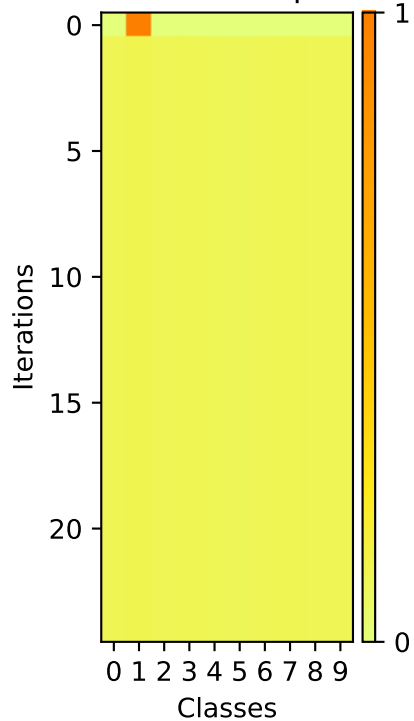
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

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

Image

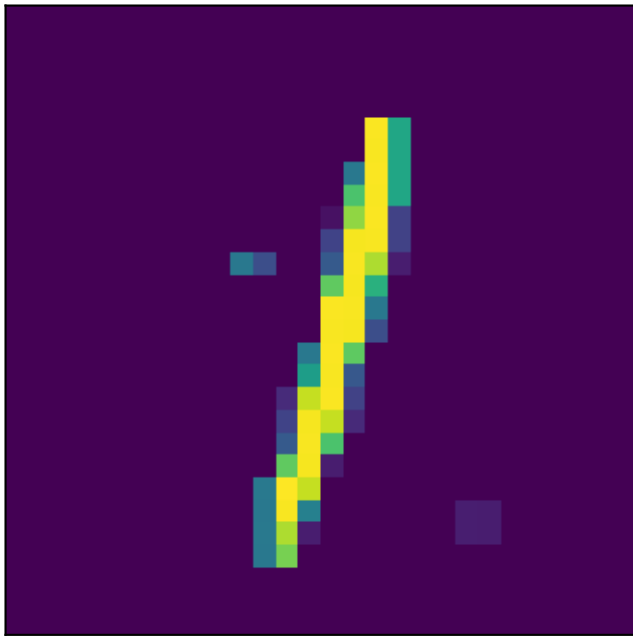


## Softmax Outputs

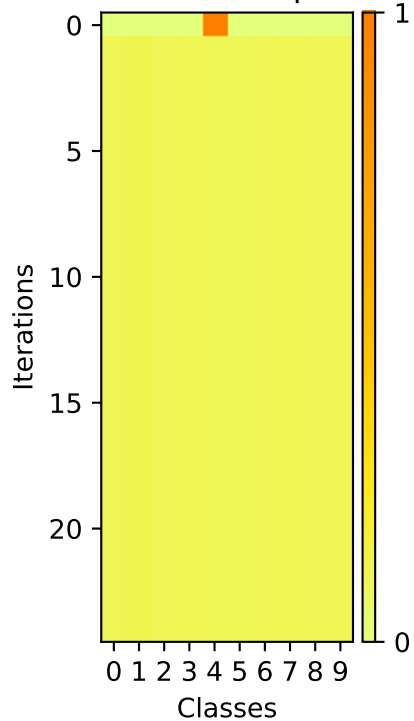


A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of a grid of small squares, with the main body being yellow and the loops being green. The image has a jagged, digital appearance.

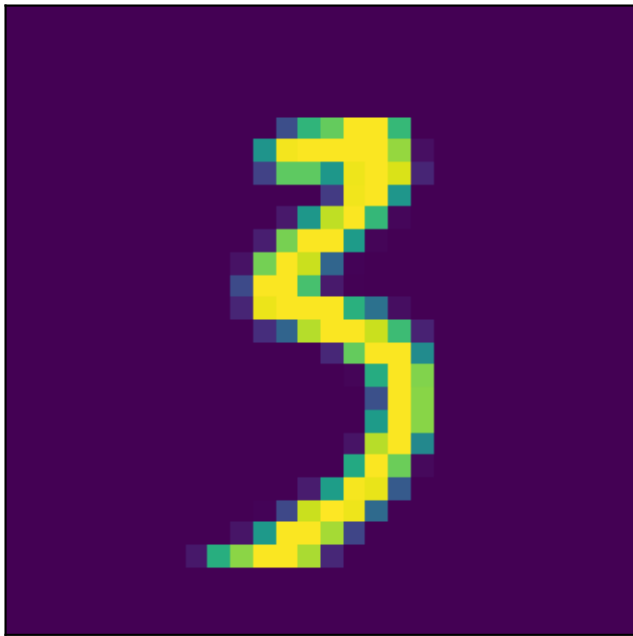
Image



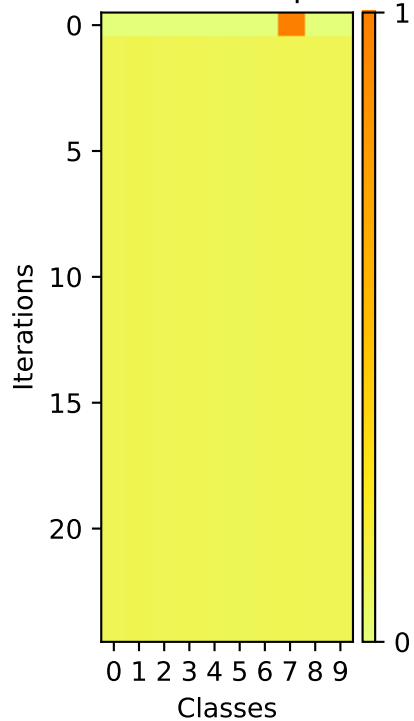
Softmax Outputs



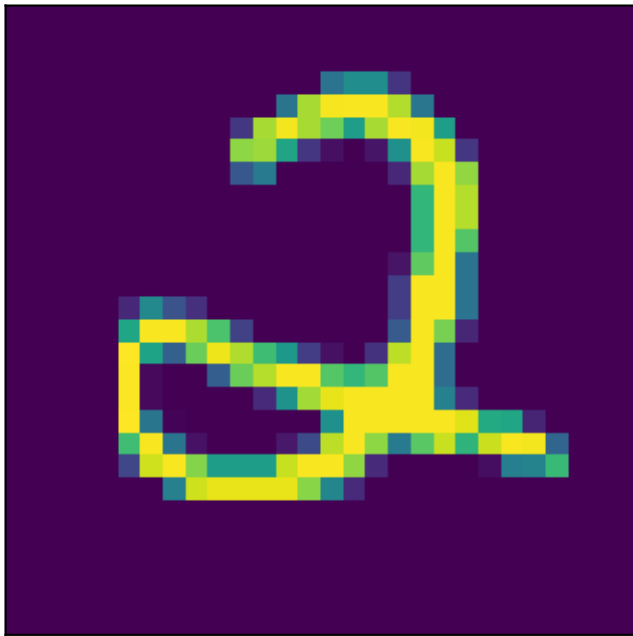
Image



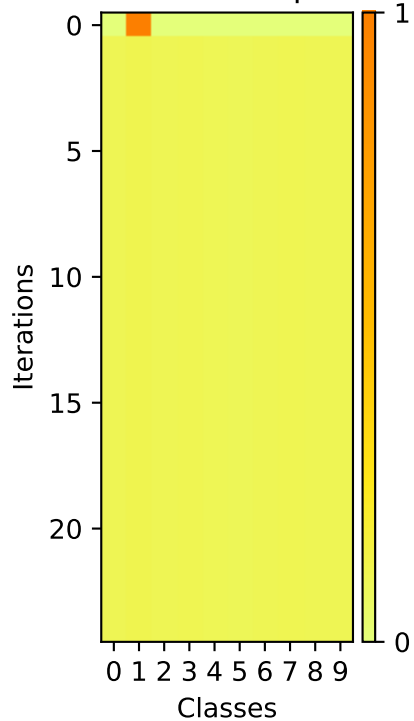
## Softmax Outputs



Image



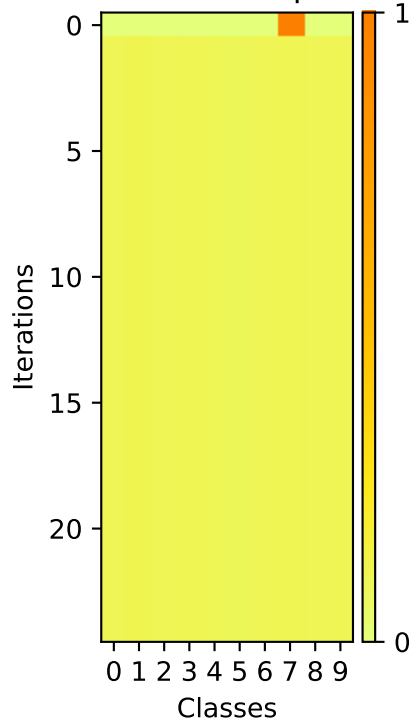
## Softmax Outputs



Image



Softmax Outputs

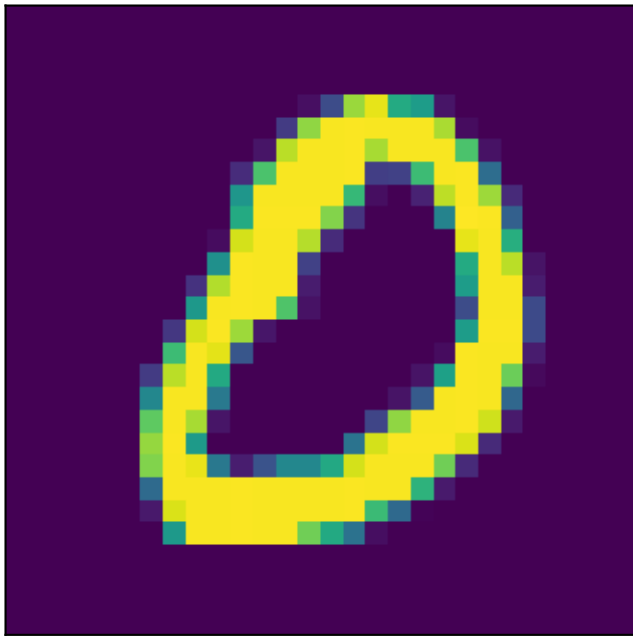


A pixelated drawing of a yellow and green snake on a dark purple background. The snake is shaped like the number 2. It has a yellow body with green segments and a yellow head with green eyes. The snake is coiled into the shape of the number 2, with its head at the top left and its tail at the bottom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

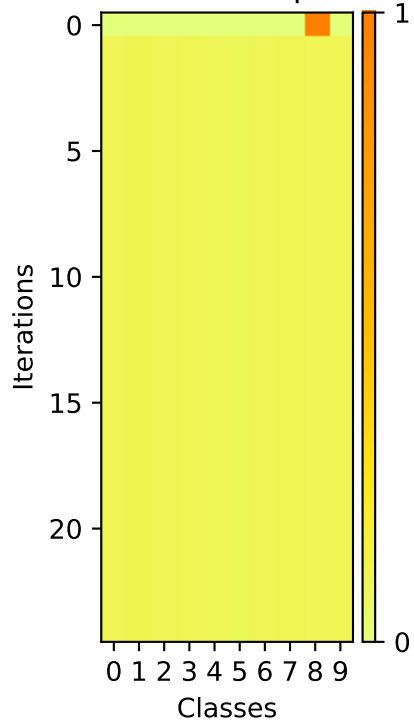
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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



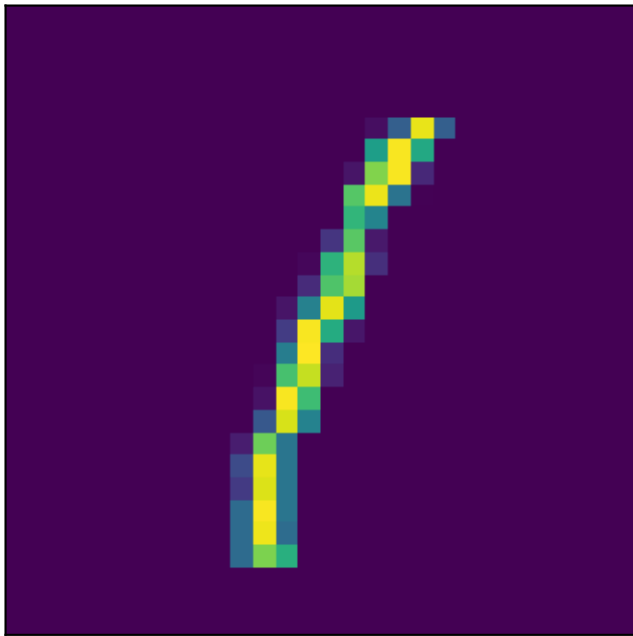
Image



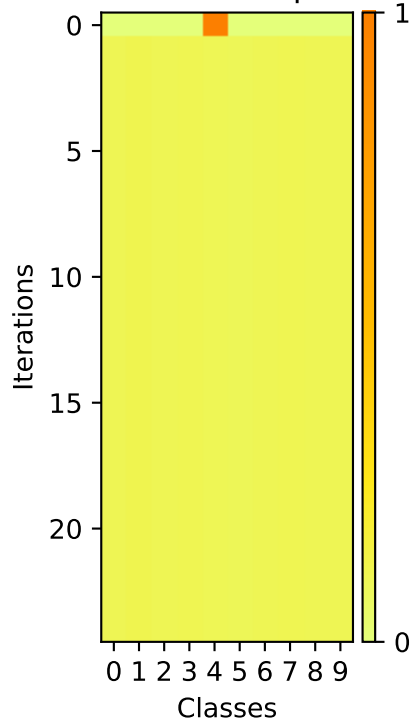
## Softmax Outputs



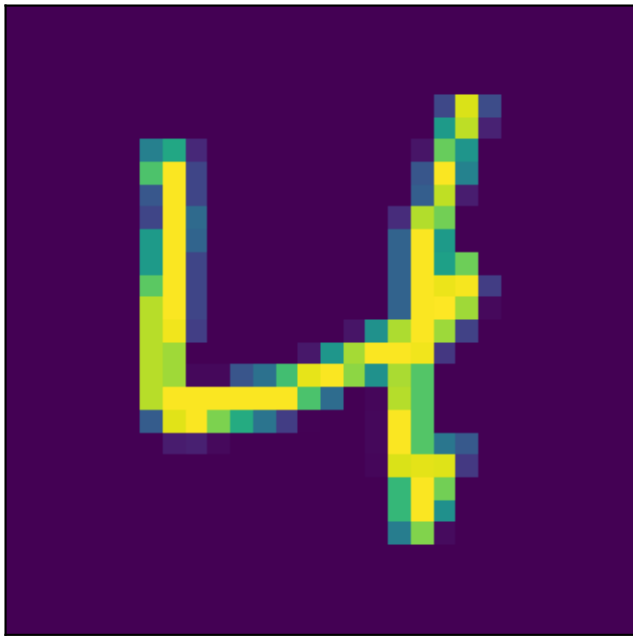
Image



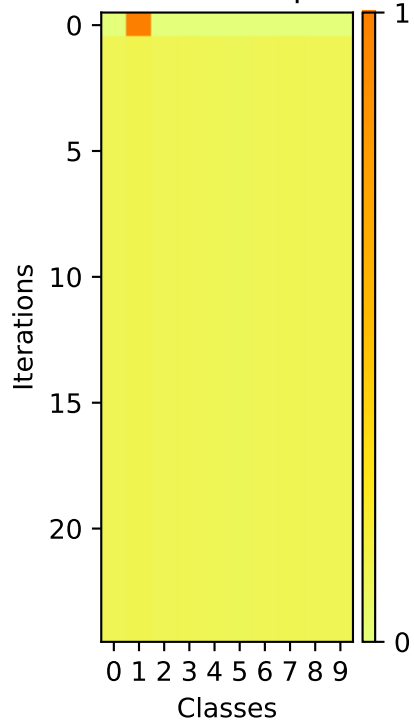
Softmax Outputs

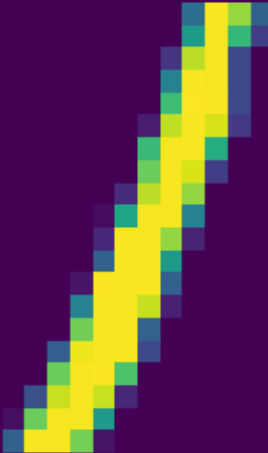


Image

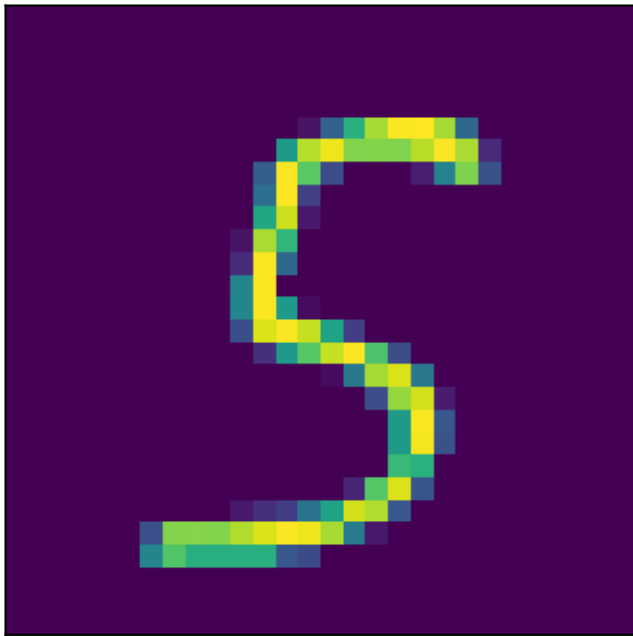


## Softmax Outputs

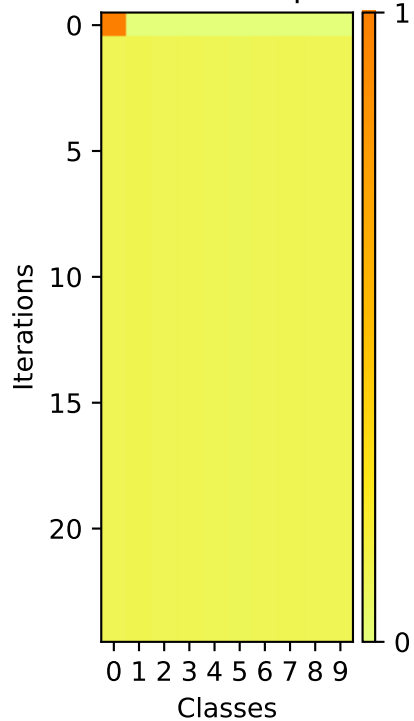




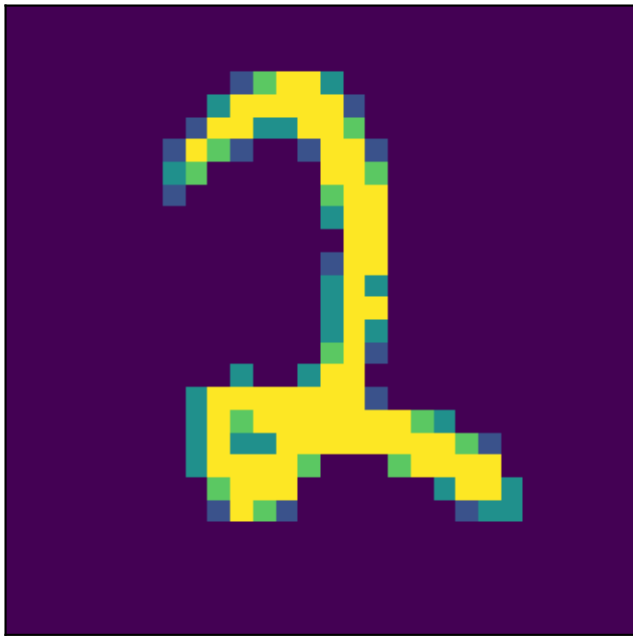
Image



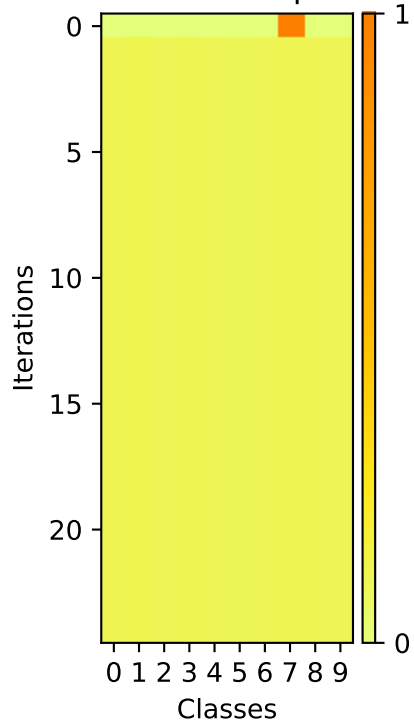
## Softmax Outputs



Image

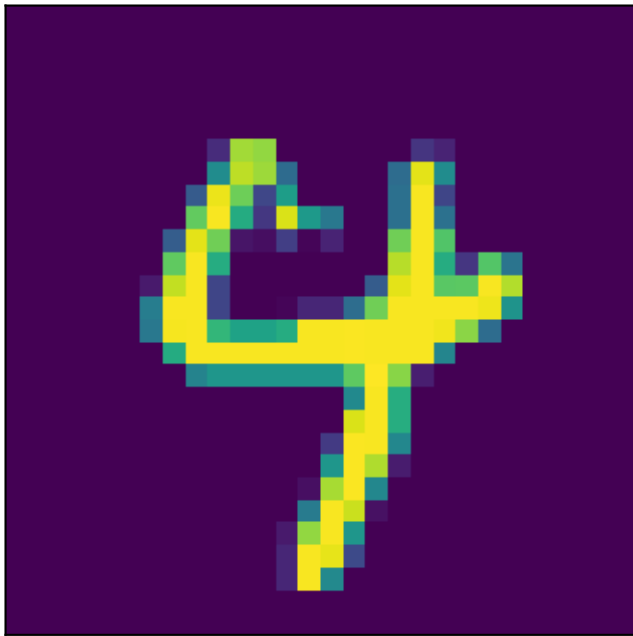


Softmax Outputs

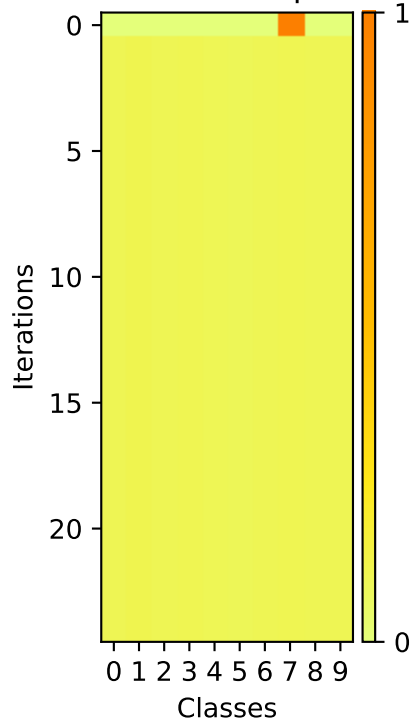


A pixelated, low-resolution image of a yellow and orange diagonal shape on a black background. The shape is composed of small squares, with a bright yellow core and an orange border. It forms a diagonal line from the bottom-left towards the top-right, with a slight hook at the top-right end. The overall appearance is that of a stylized letter 'L' or a corner.

Image

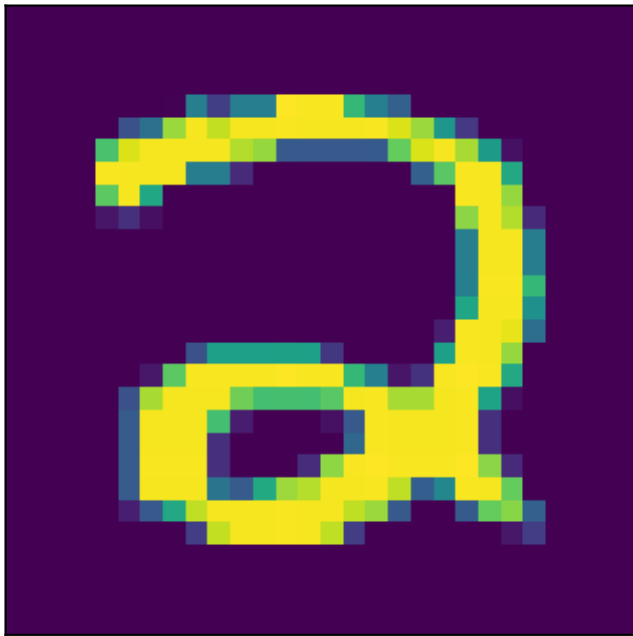


Softmax Outputs

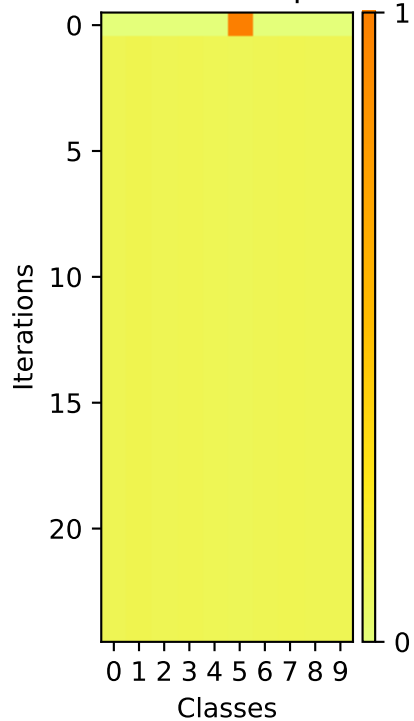




Image



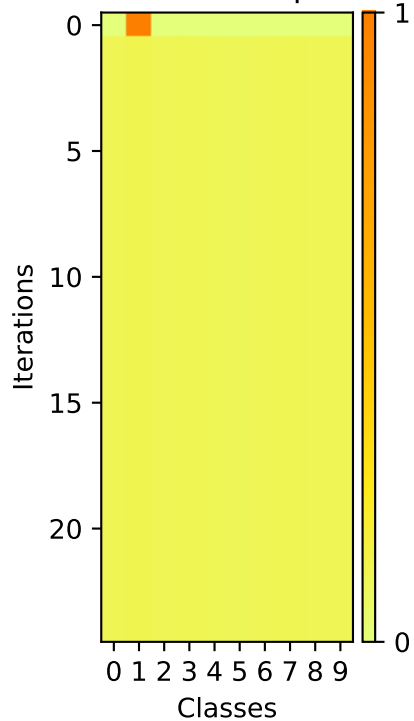
Softmax Outputs



Image



## Softmax Outputs

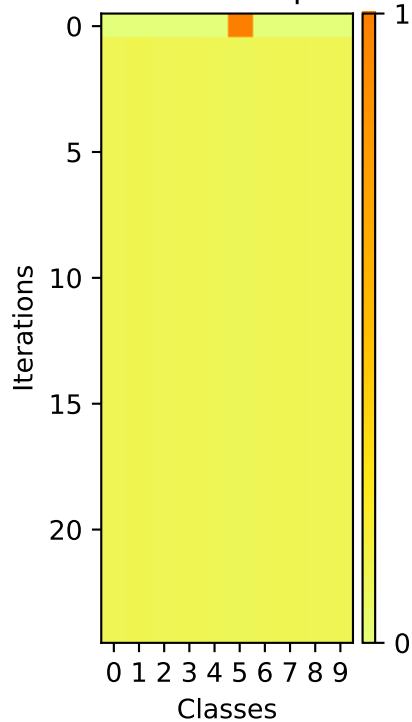


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, with a thick, blocky stem and a circular head. The background is a solid, dark purple color.

Image



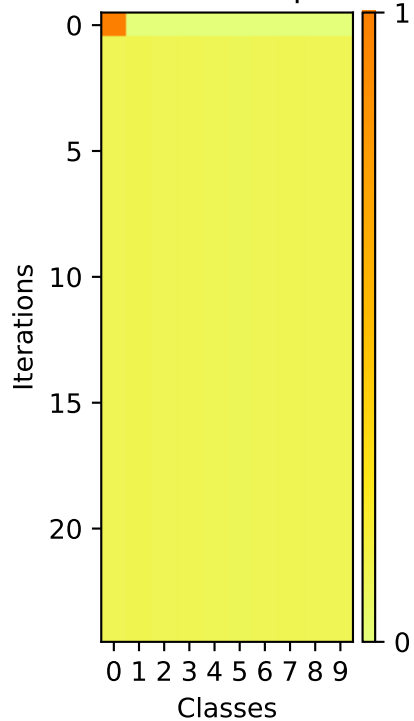
Softmax Outputs



Image



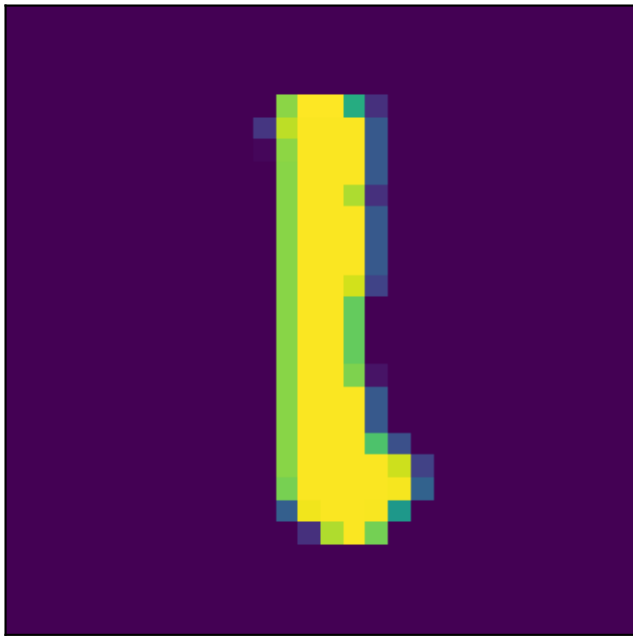
## Softmax Outputs



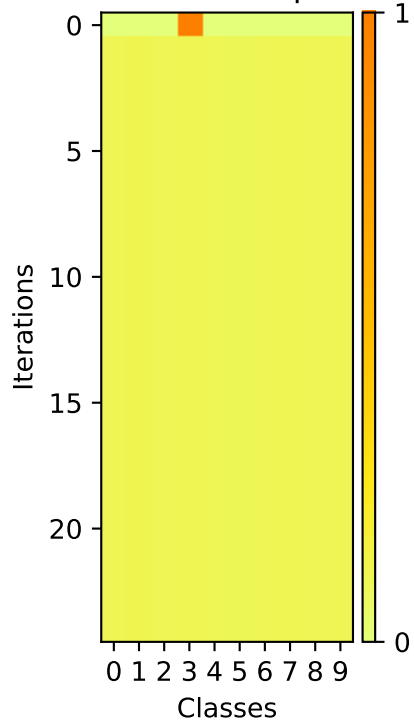
A pixelated yellow number 3 on a dark purple background. The number is composed of yellow pixels with some teal and dark purple pixels interspersed, giving it a digital or retro appearance. It is centered in the image.

The heatmap visualizes the loss function's evolution across 20 iterations for 10 classes. The y-axis represents 'Iterations' from 0 to 20, and the x-axis represents 'Classes' from 0 to 9. A color bar on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). Most classes maintain a low loss (yellow) throughout the iterations. Class 2 shows a significant peak in loss at iteration 0, indicated by a dark orange square, which quickly returns to a low loss level by iteration 1. Class 9 shows a slight increase in loss towards the end of the iterations, indicated by a yellow-to-orange gradient.

Image



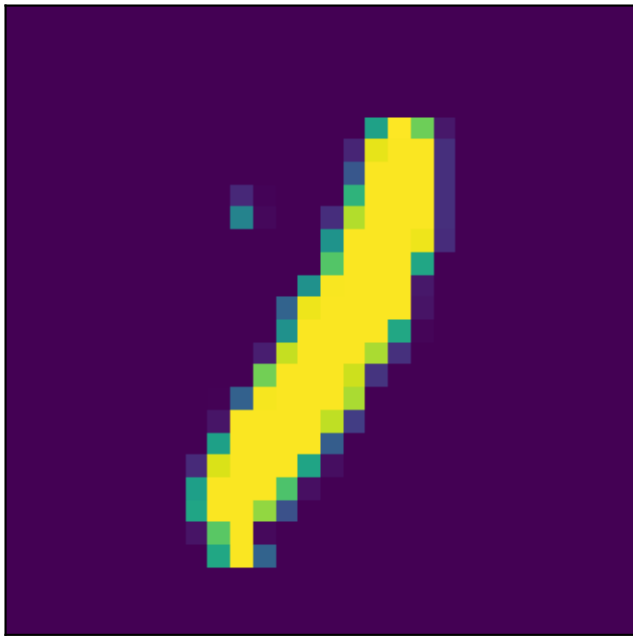
Softmax Outputs



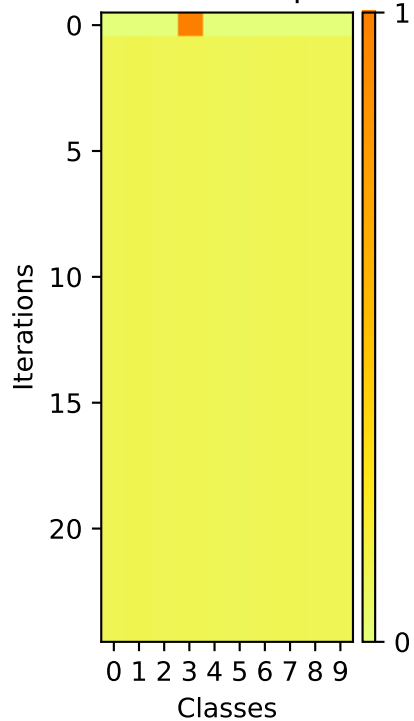




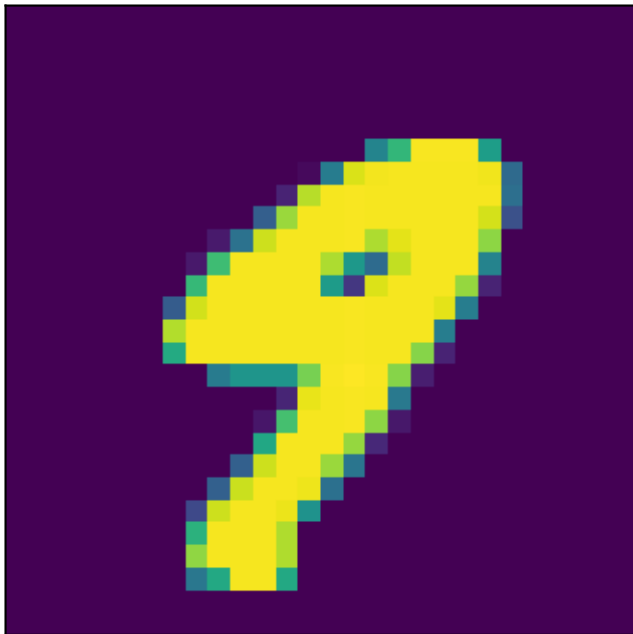
Image



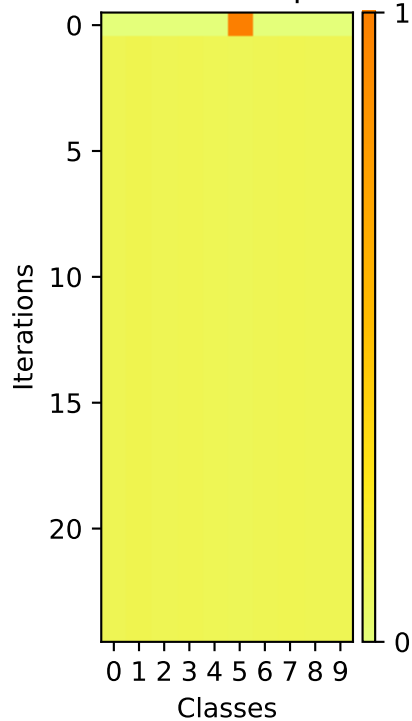
## Softmax Outputs



Image

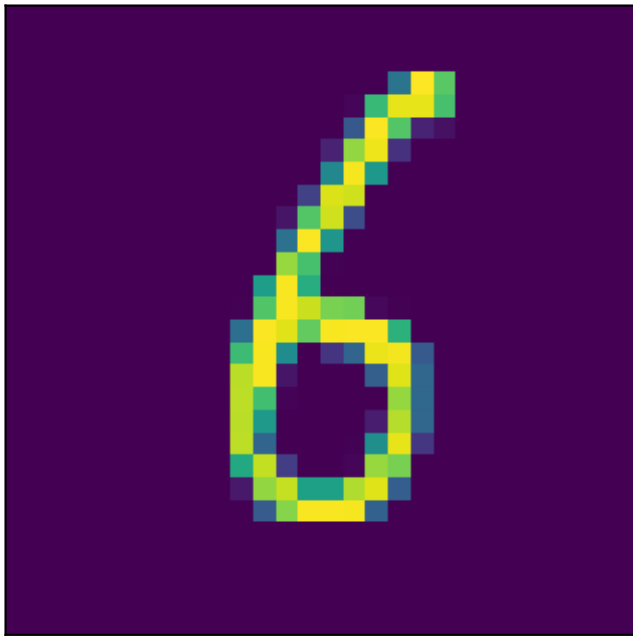


Softmax Outputs

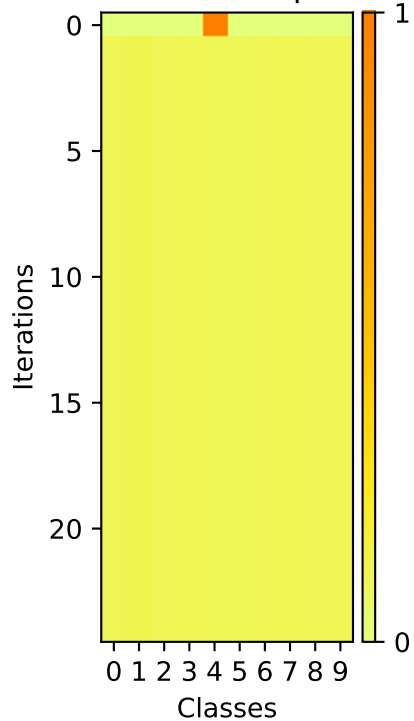


A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, square pixels in shades of yellow and light green, giving it a blocky, digital appearance. The background is a solid, dark purple. The overall style is reminiscent of early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

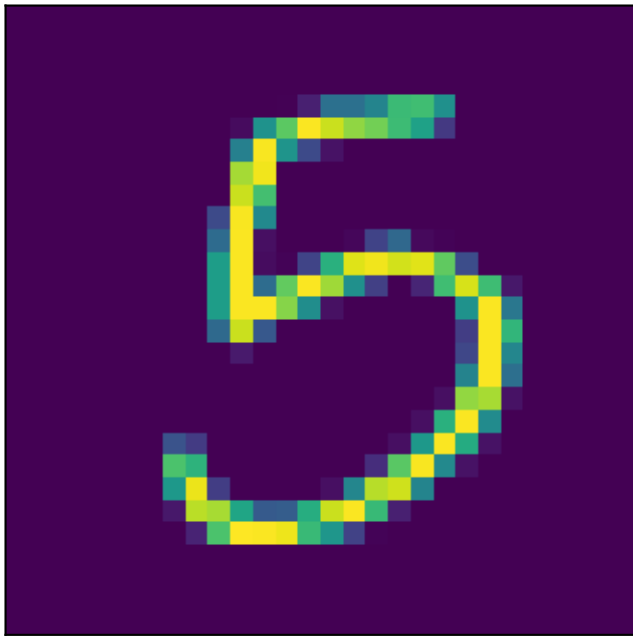
Image



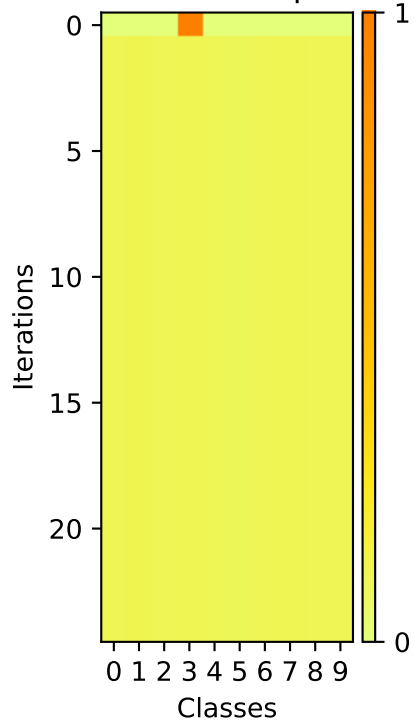
Softmax Outputs



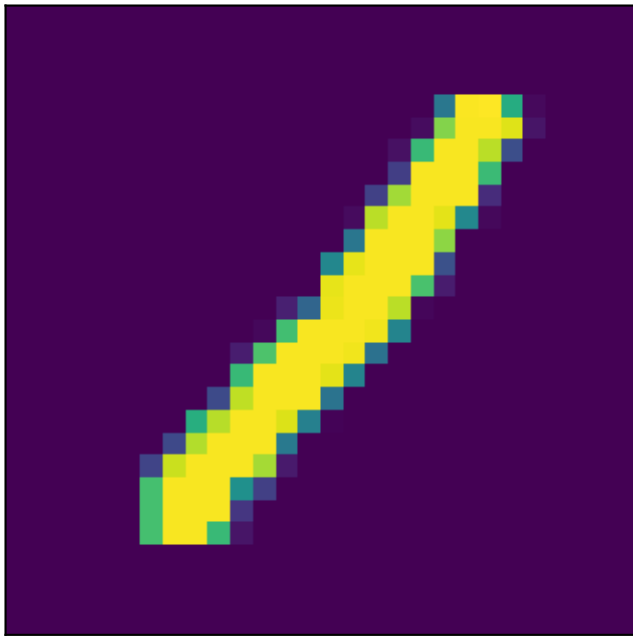
Image



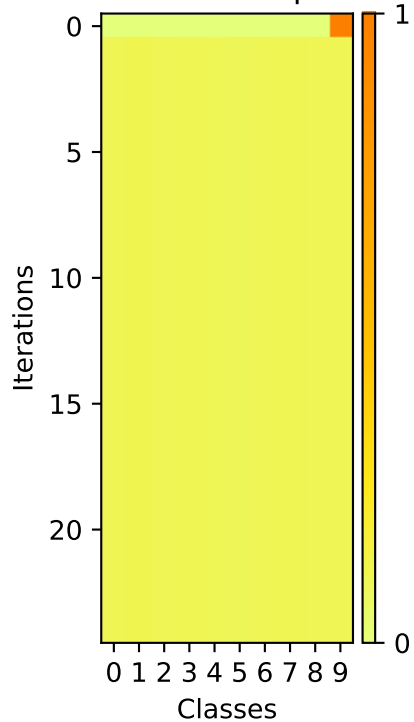
Softmax Outputs



Image

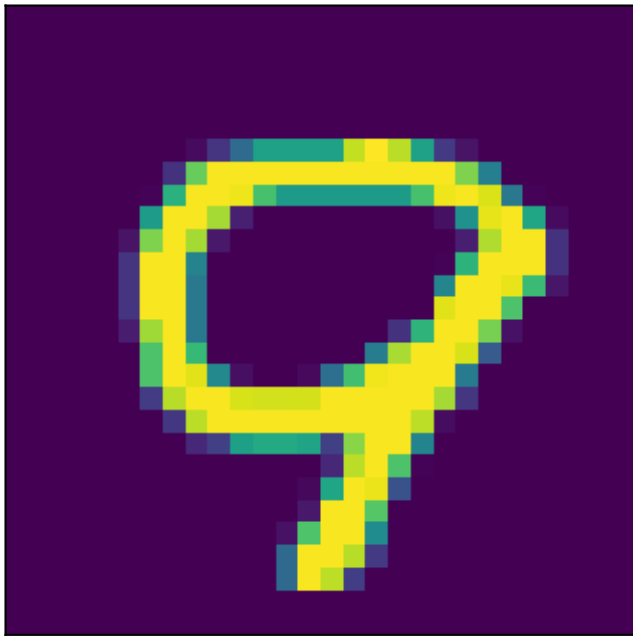


## Softmax Outputs

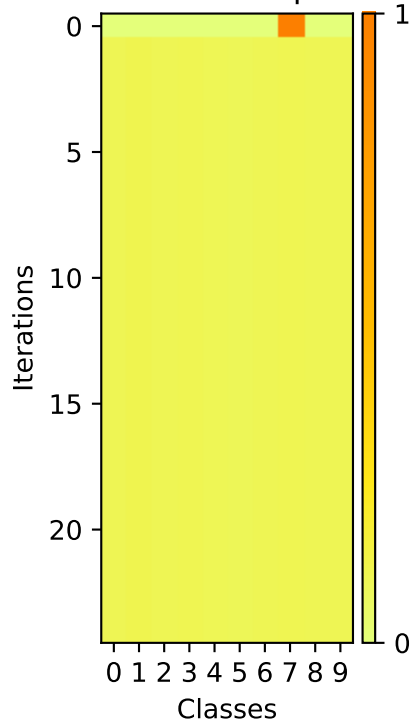


A pixelated yellow hand with a black outline, set against a dark purple background. The hand is in a 'rock on' or 'devil horns' gesture, with the index and ring fingers extended upwards and the thumb and pinky fingers pointing downwards. The hand is rendered in a simple, blocky style with a few shades of yellow and black for the outline.

Image

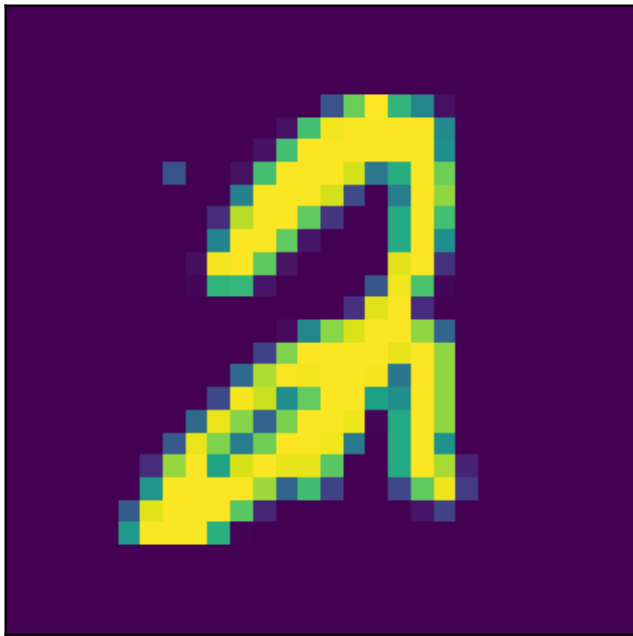


Softmax Outputs

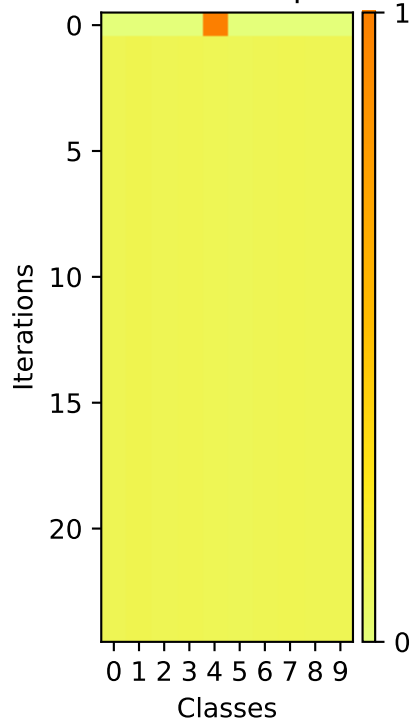




Image



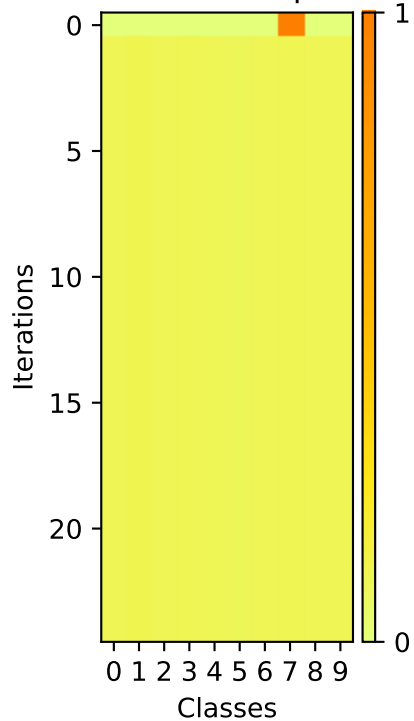
Softmax Outputs



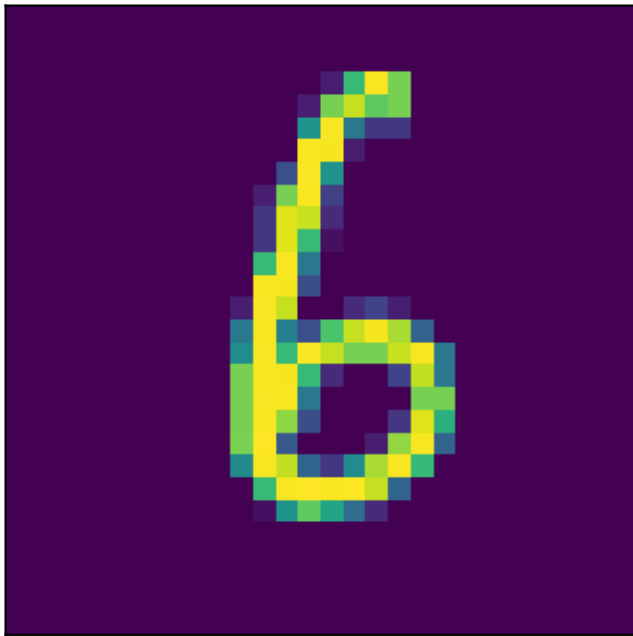
Image



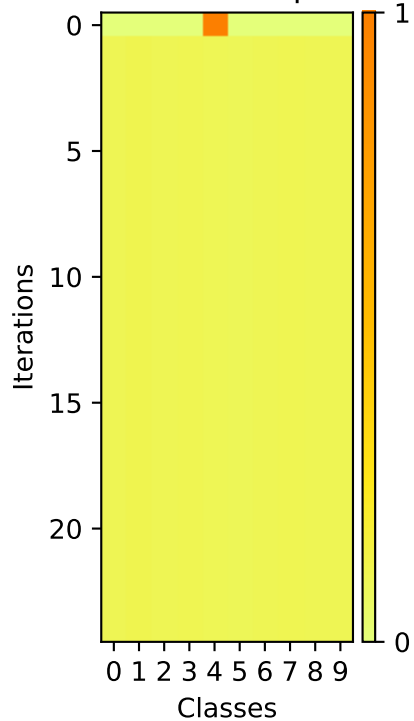
Softmax Outputs



Image

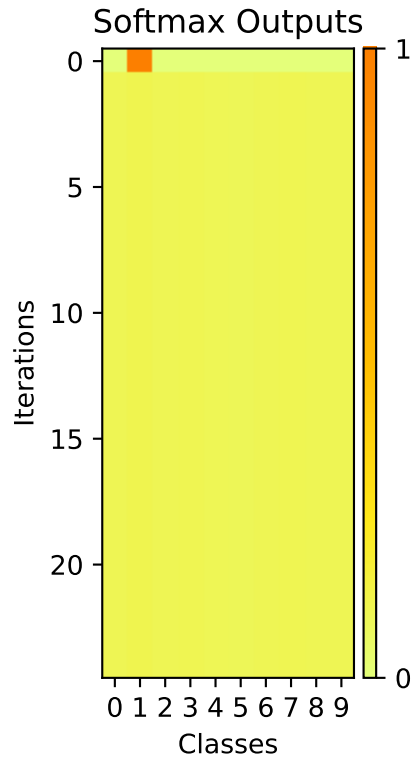


Softmax Outputs

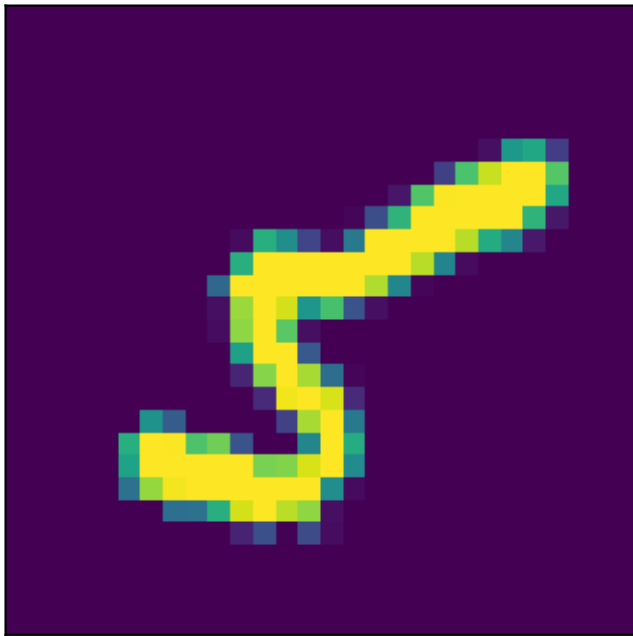


A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, giving it a blocky, digital appearance. It resembles a stylized letter 'R'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

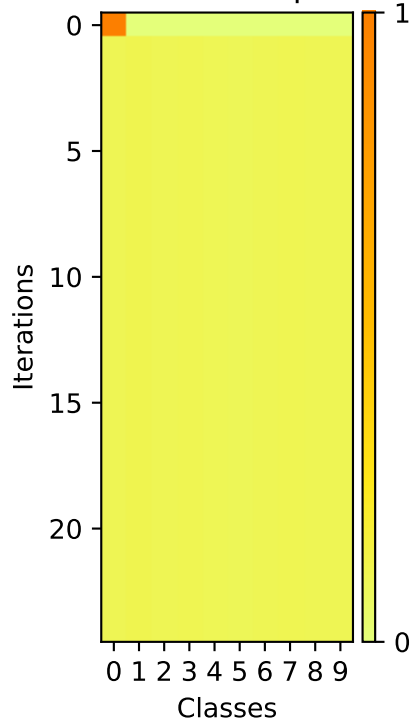
A pixelated, low-resolution image of a yellow and green geometric shape, resembling a stylized letter 'S' or a path, set against a dark purple background. The shape is composed of several connected segments, with yellow being the primary color and green used for highlights or outlines. The overall appearance is that of a digital drawing or a low-quality scan of a physical object.



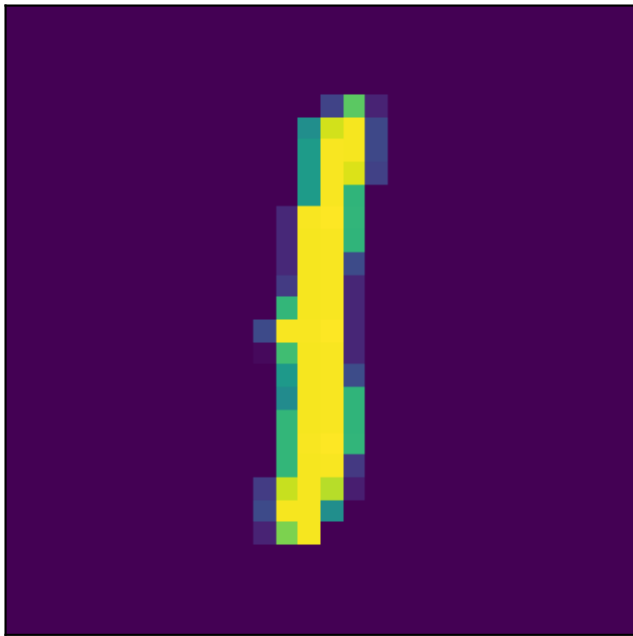
Image



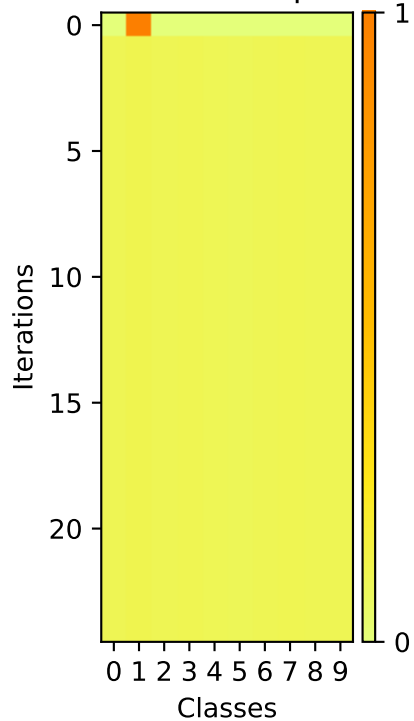
## Softmax Outputs



Image



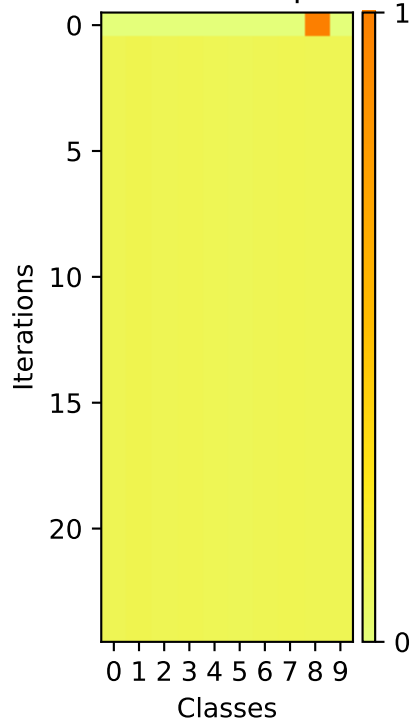
## Softmax Outputs



Image



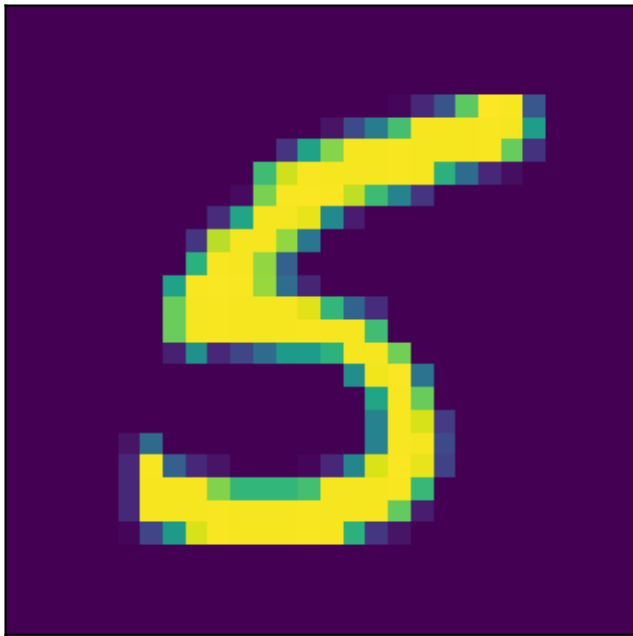
## Softmax Outputs



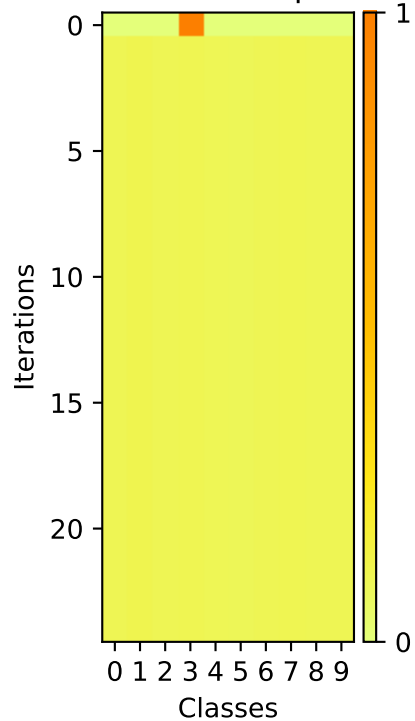


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (dark red). The distribution is highly concentrated on Class 5, which reaches a probability of 1.0 by iteration 20. Other classes maintain low probabilities throughout the iterations.

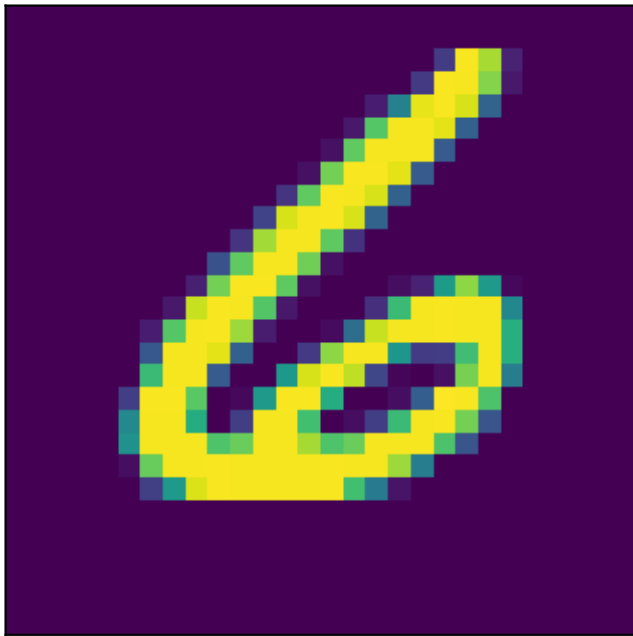
Image



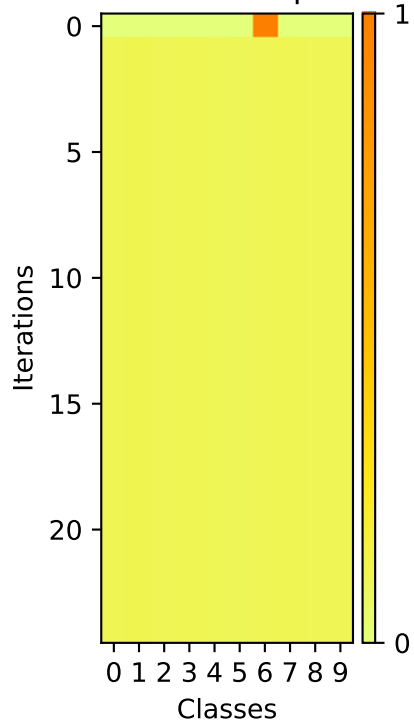
Softmax Outputs



Image



Softmax Outputs



Image



Softmax Outputs

