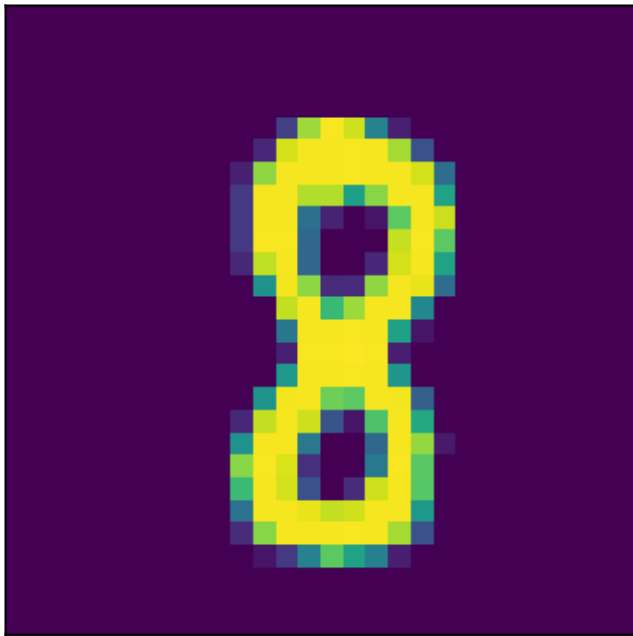
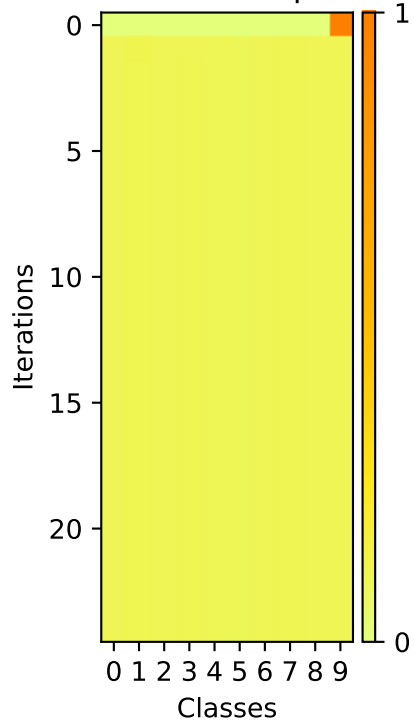


Image



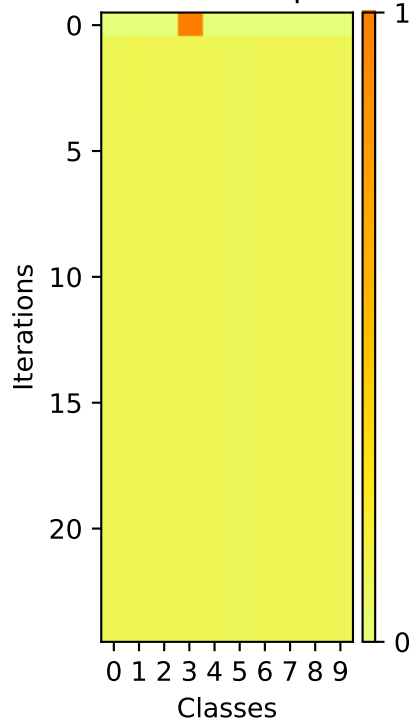
## Softmax Outputs



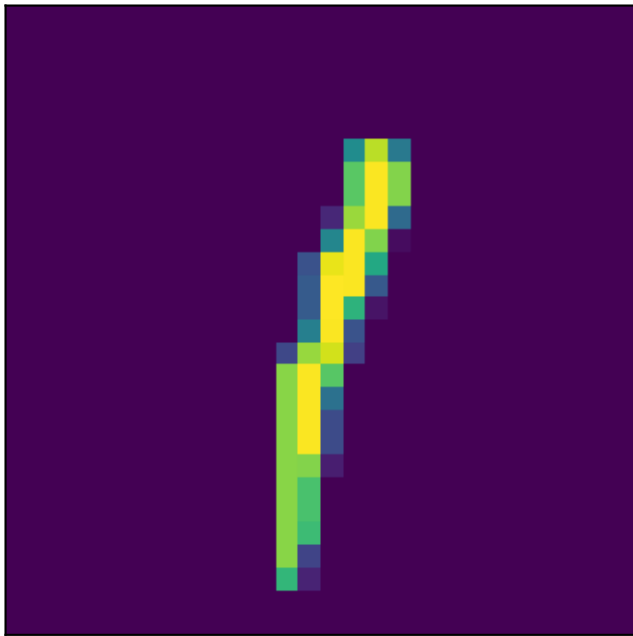
Image



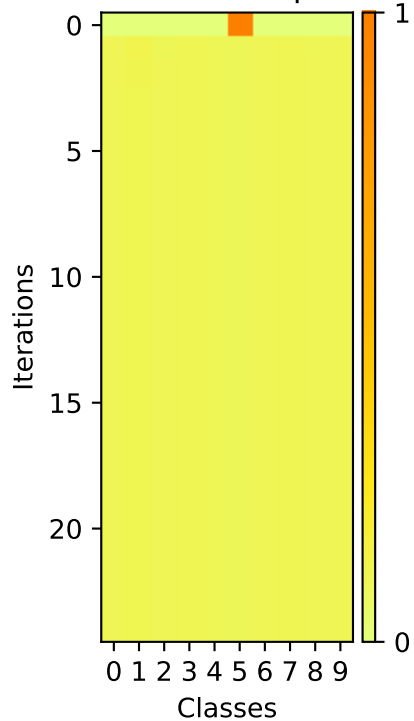
Softmax Outputs



Image



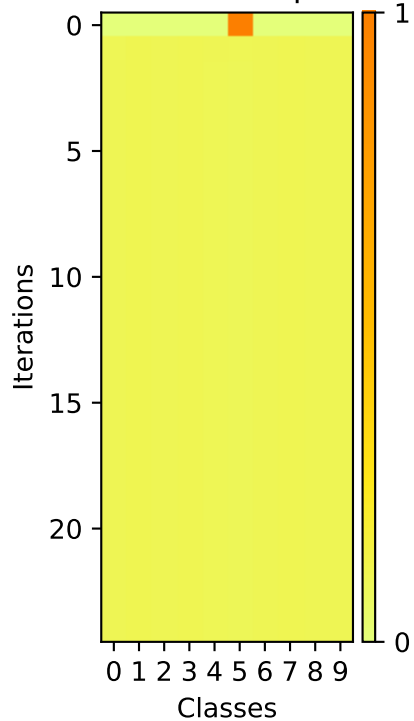
Softmax Outputs



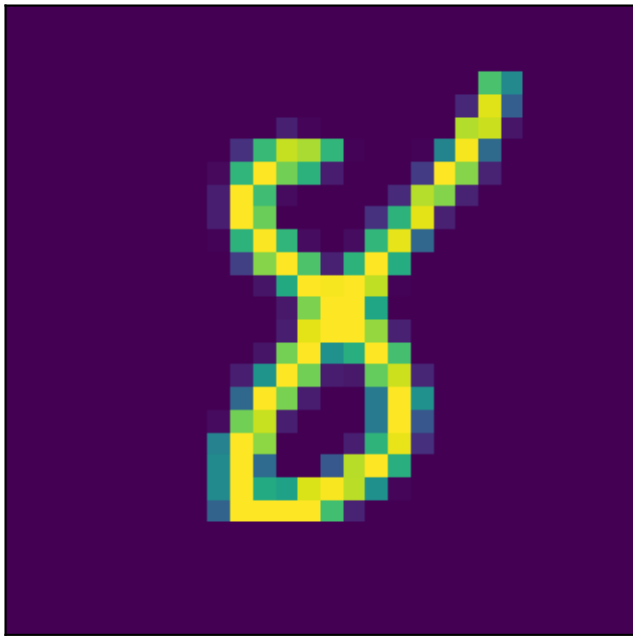
Image



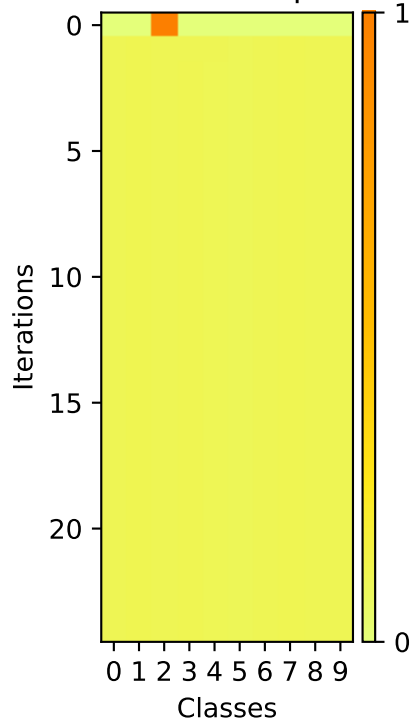
Softmax Outputs



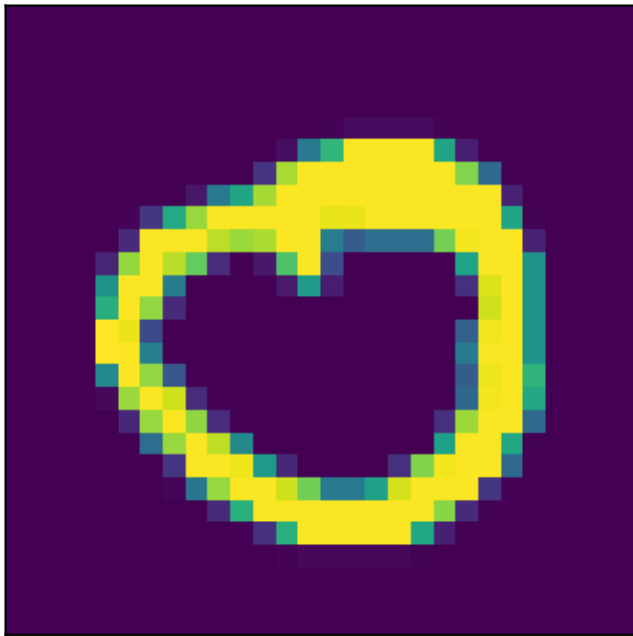
Image



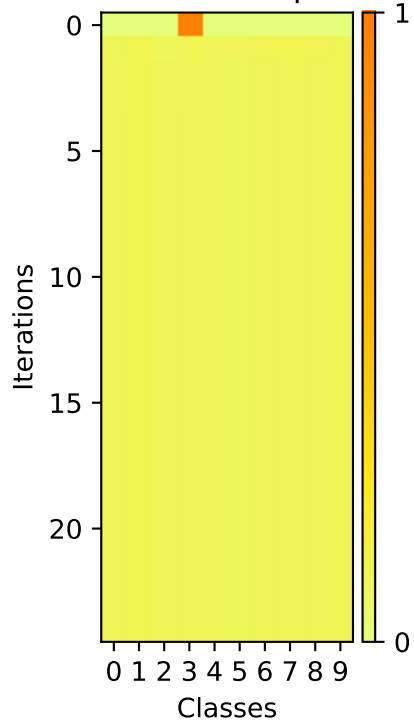
## Softmax Outputs



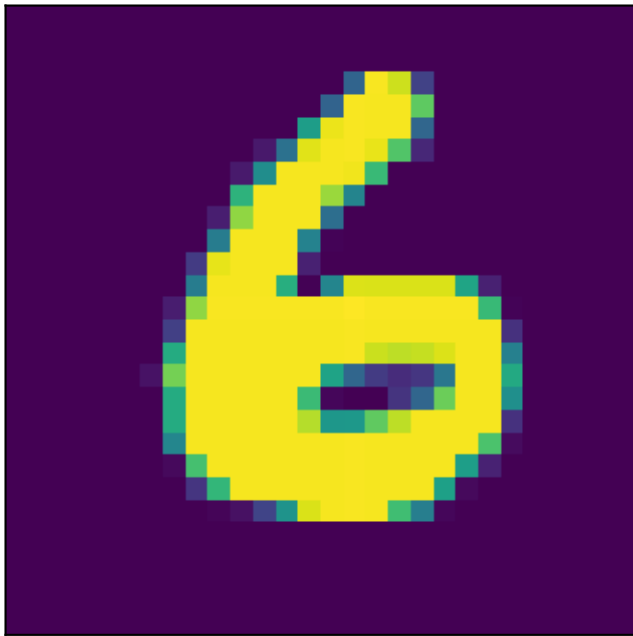
Image



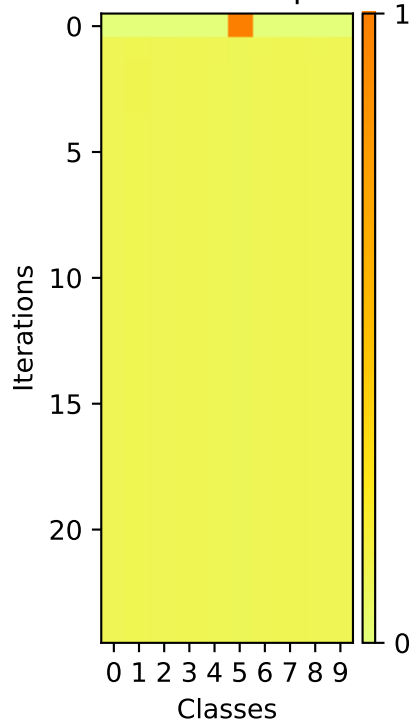
Softmax Outputs



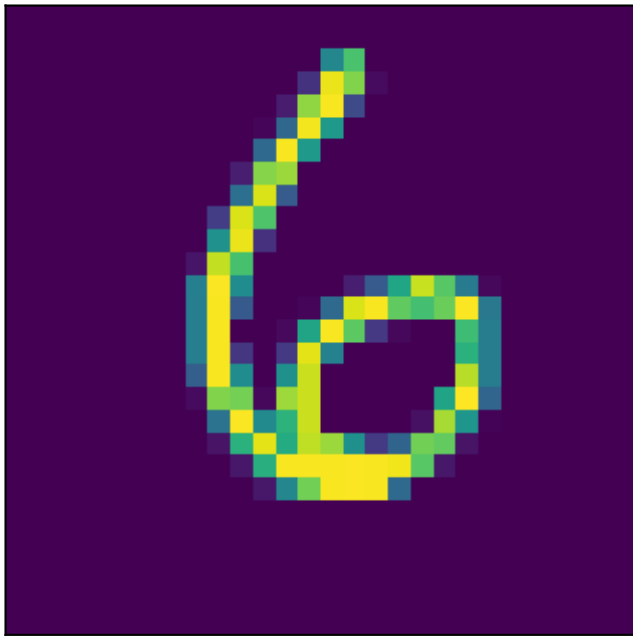
Image



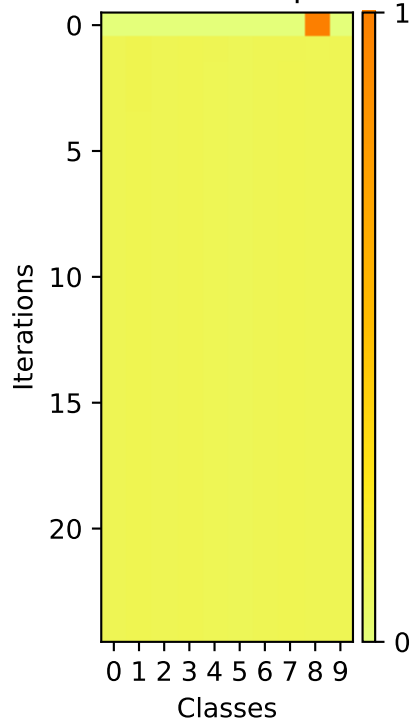
Softmax Outputs



Image



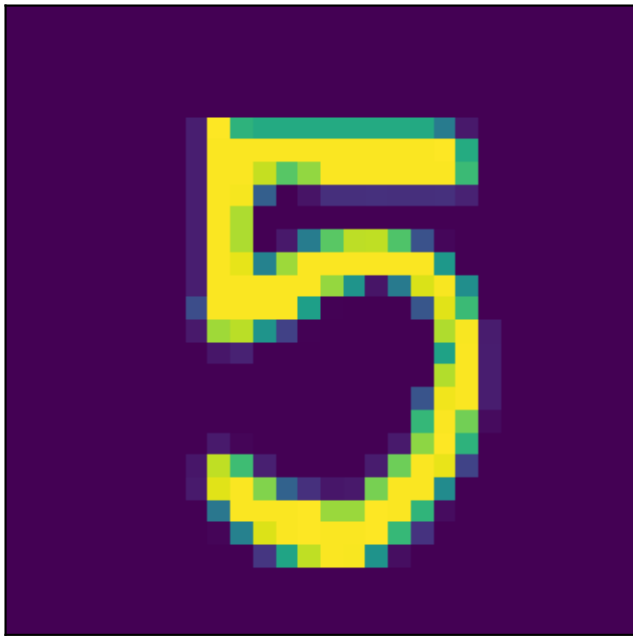
## Softmax Outputs



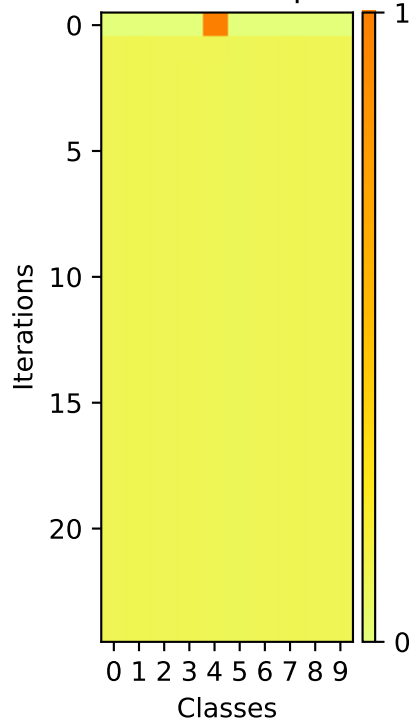




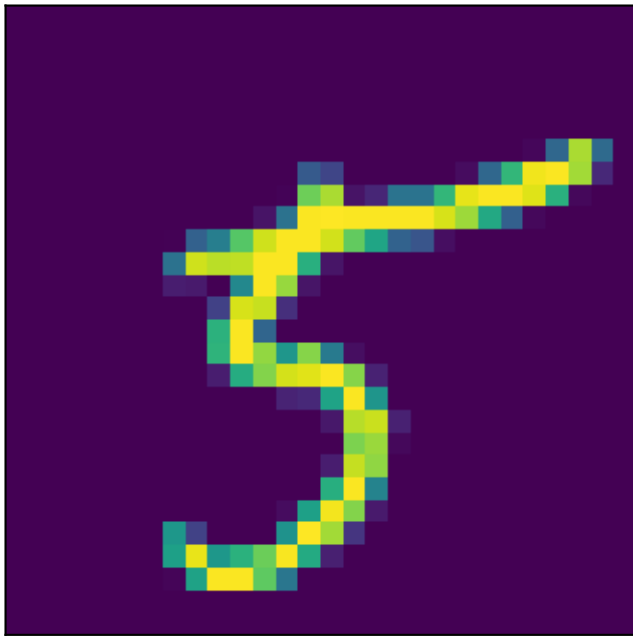
Image



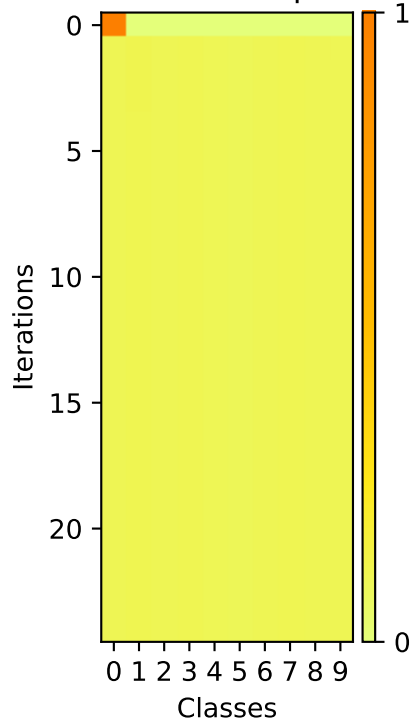
Softmax Outputs



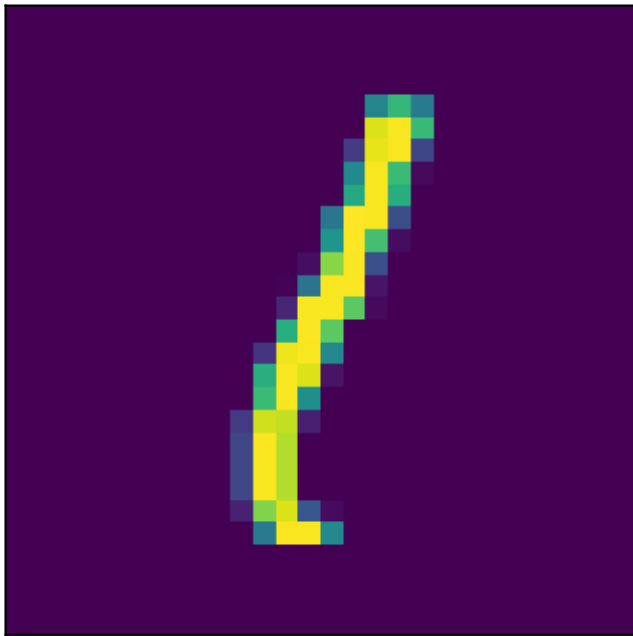
Image



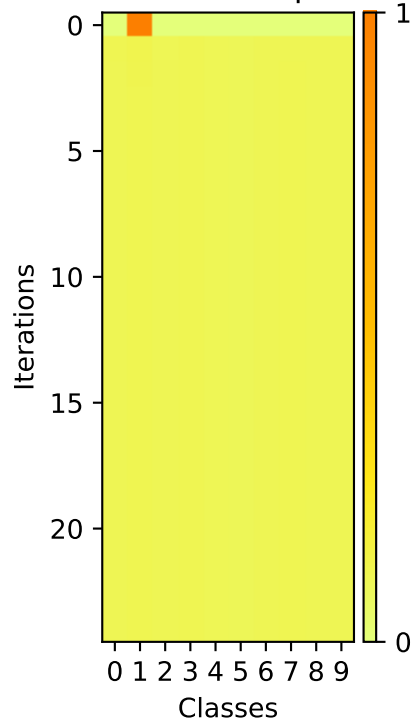
## Softmax Outputs



Image



## Softmax Outputs

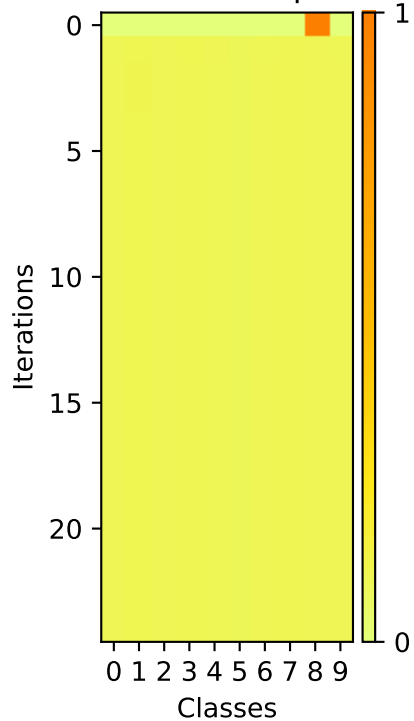


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, creating a jagged, blocky outline. It resembles a stylized 'Z' or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

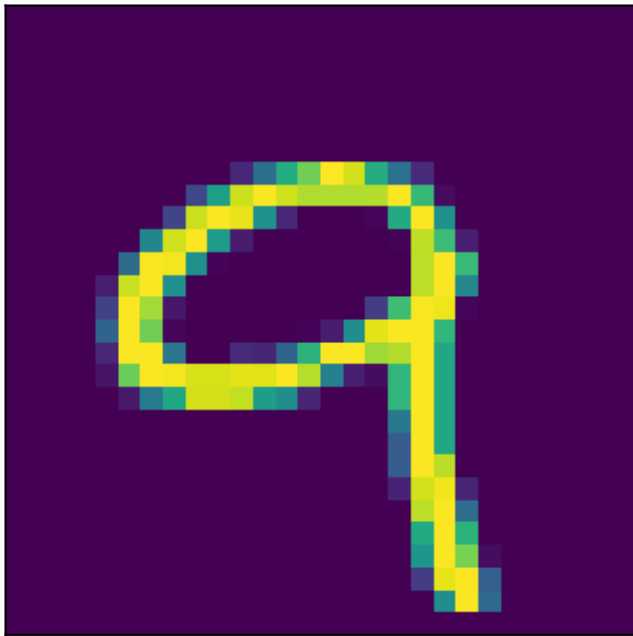
Image



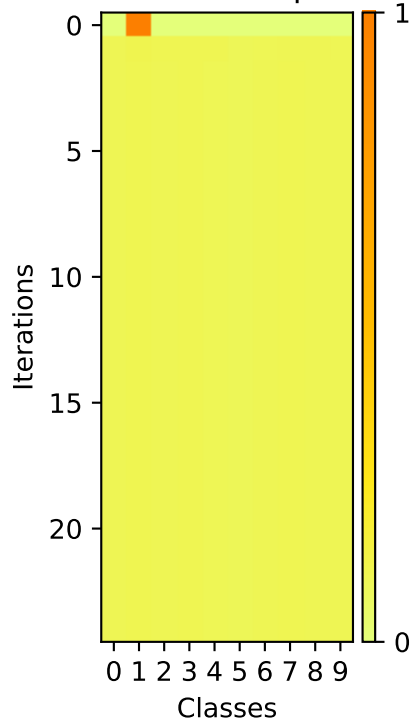
## Softmax Outputs



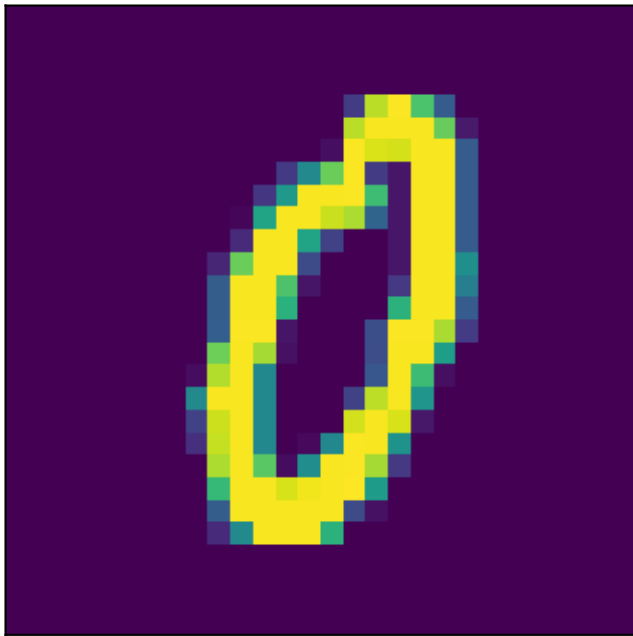
Image



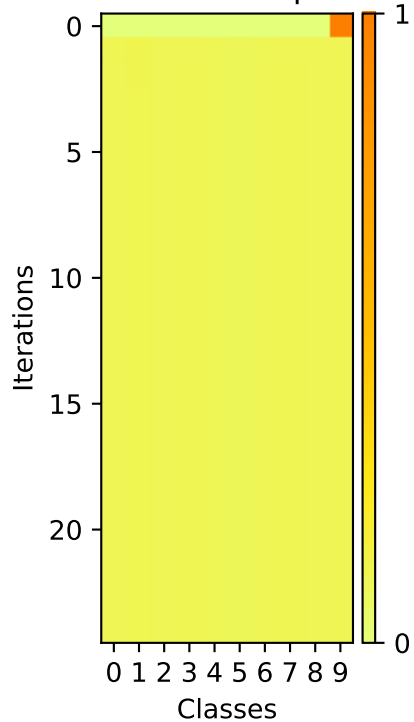
## Softmax Outputs



Image

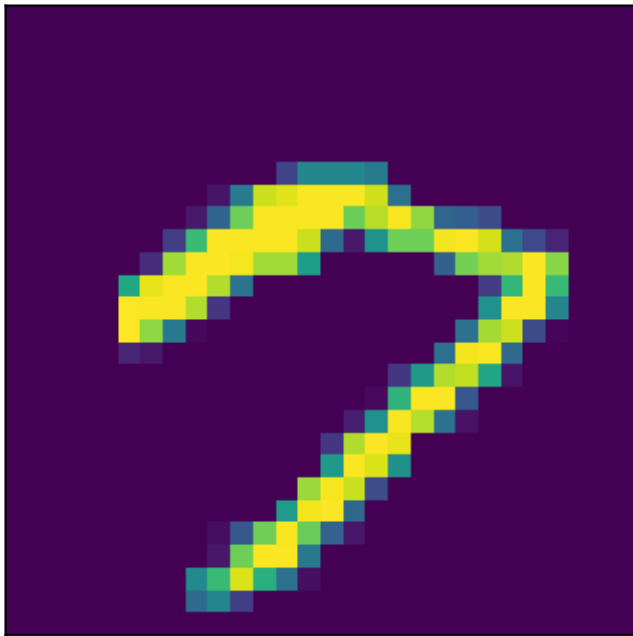


## Softmax Outputs

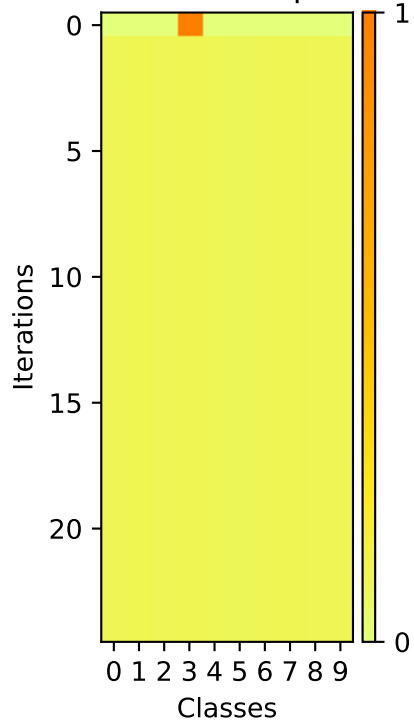




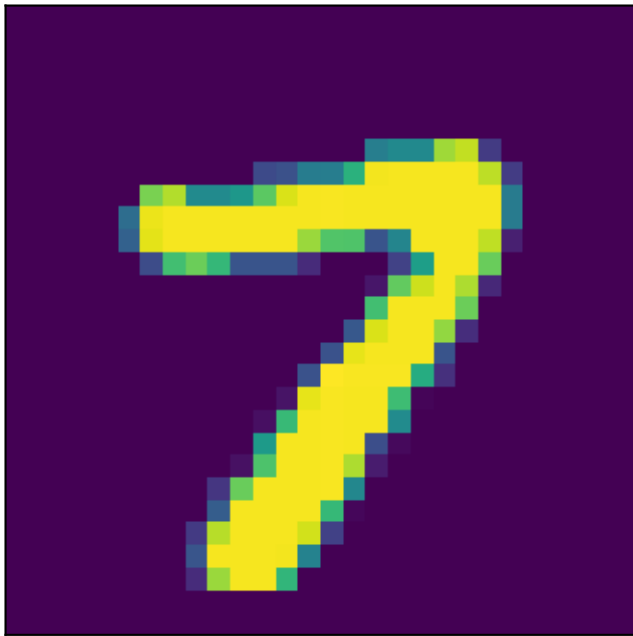
Image



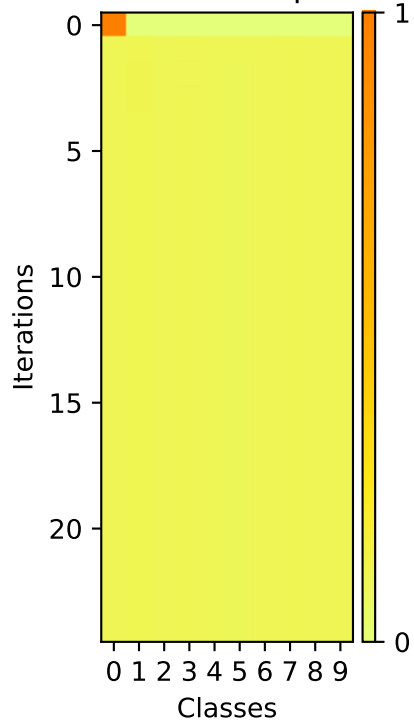
Softmax Outputs



Image



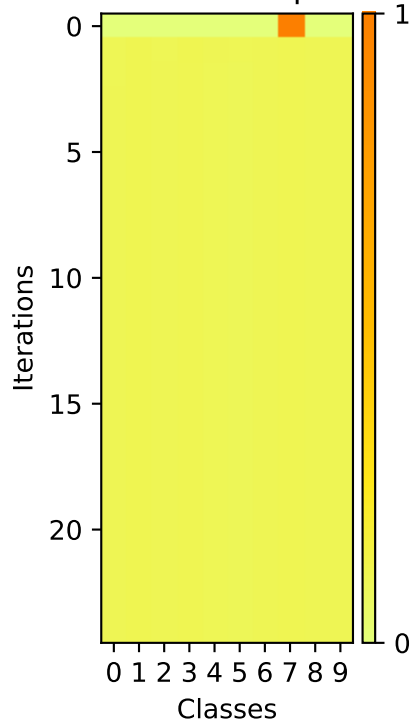
## Softmax Outputs



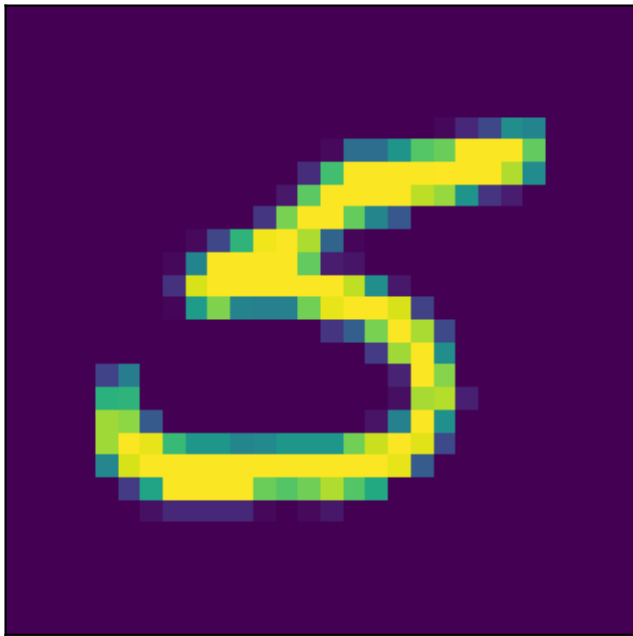
Image



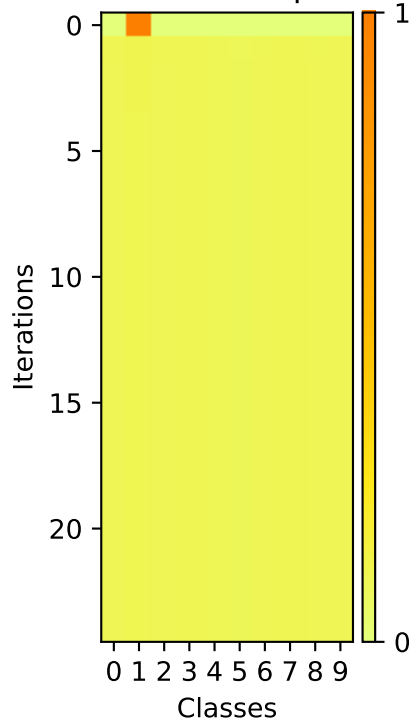
Softmax Outputs



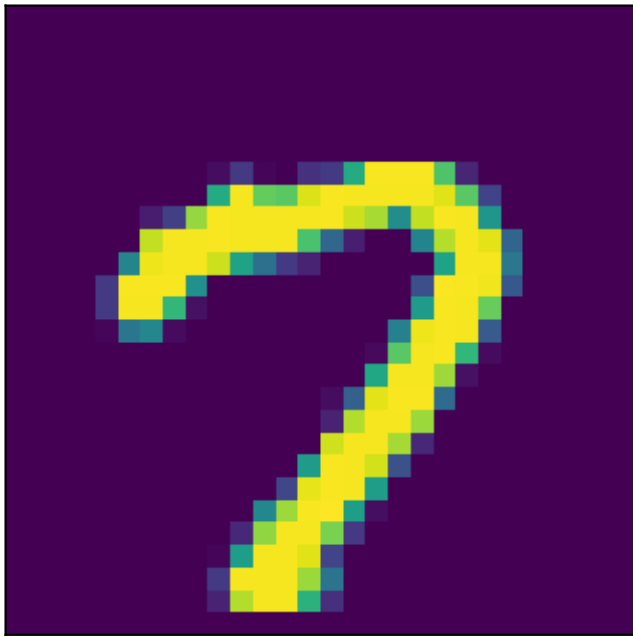
Image



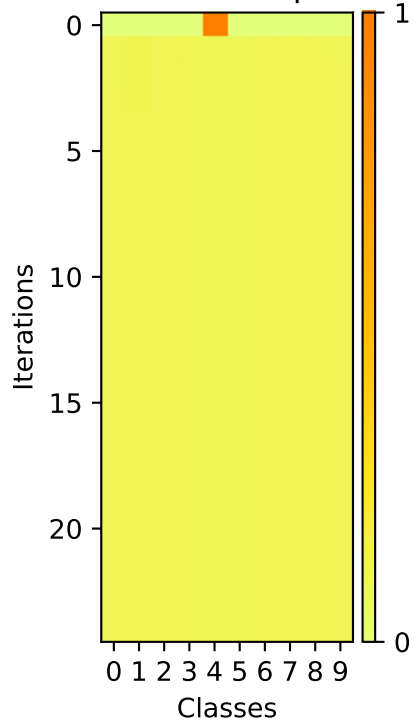
## Softmax Outputs



Image



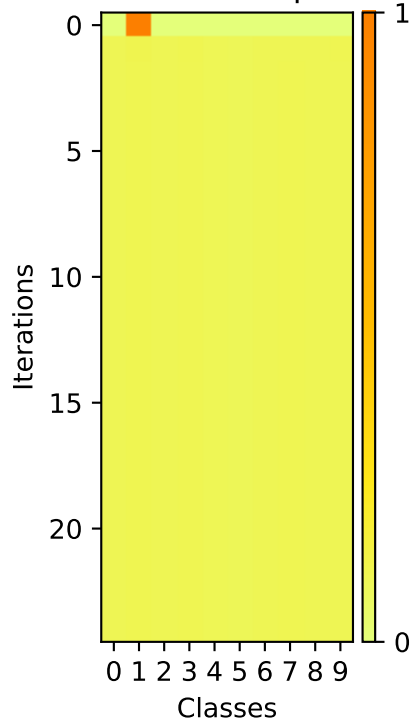
Softmax Outputs



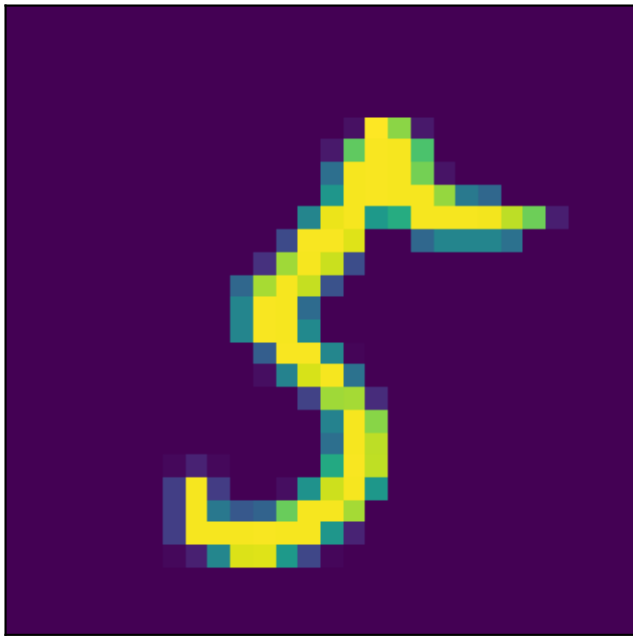
Image



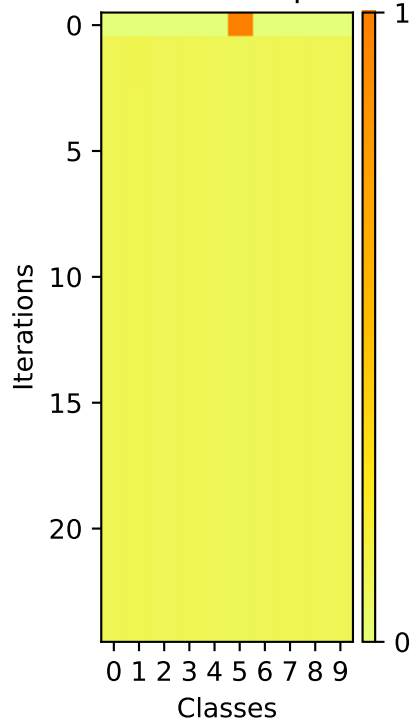
## Softmax Outputs



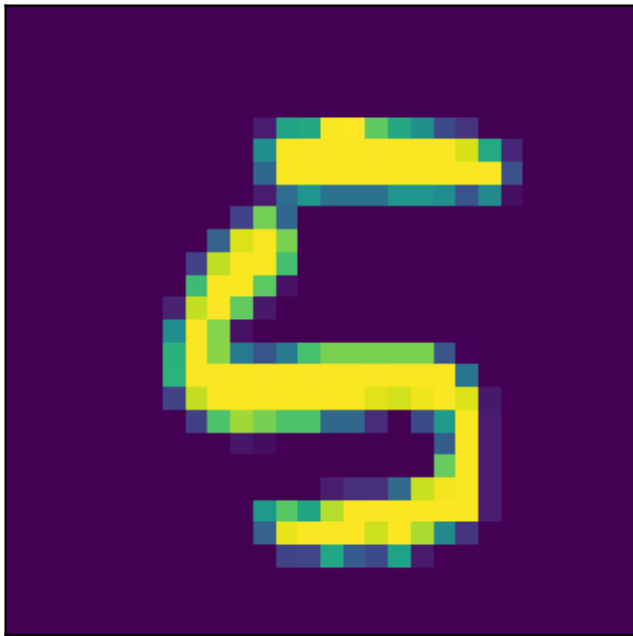
Image



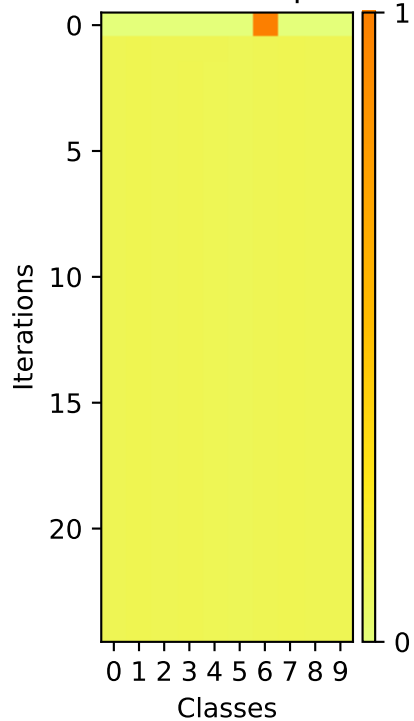
Softmax Outputs



Image

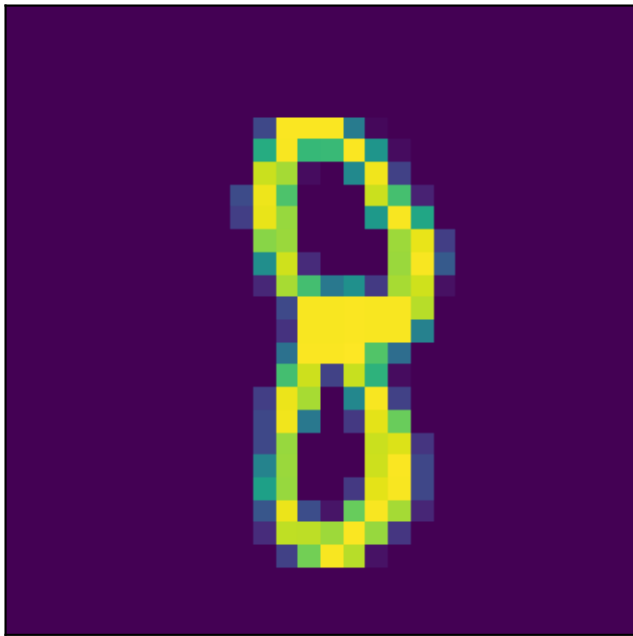


Softmax Outputs

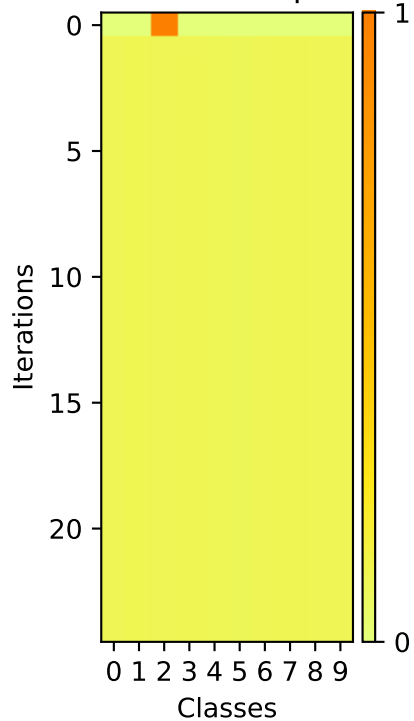




Image

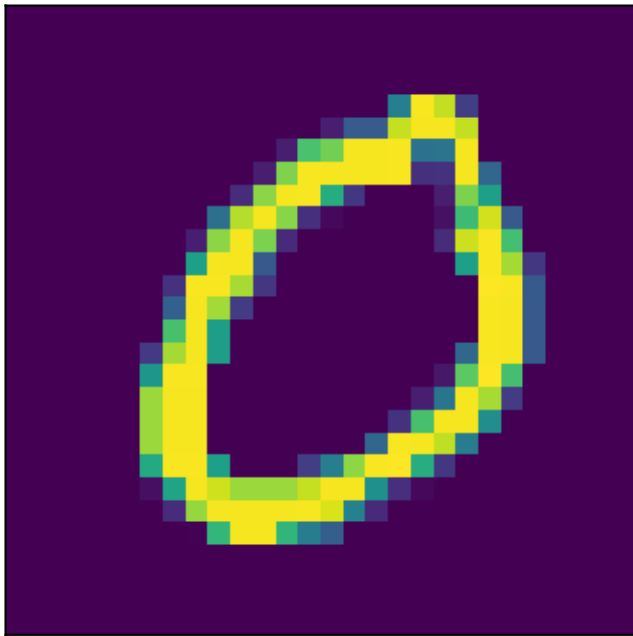


## Softmax Outputs

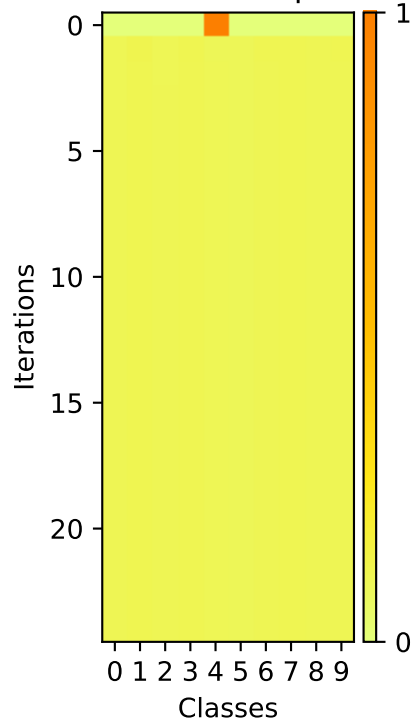


A pixelated, low-resolution image of a stylized letter 'A'. The letter is primarily yellow with green and blue-green accents, set against a dark purple background. The image has a retro, digital aesthetic.

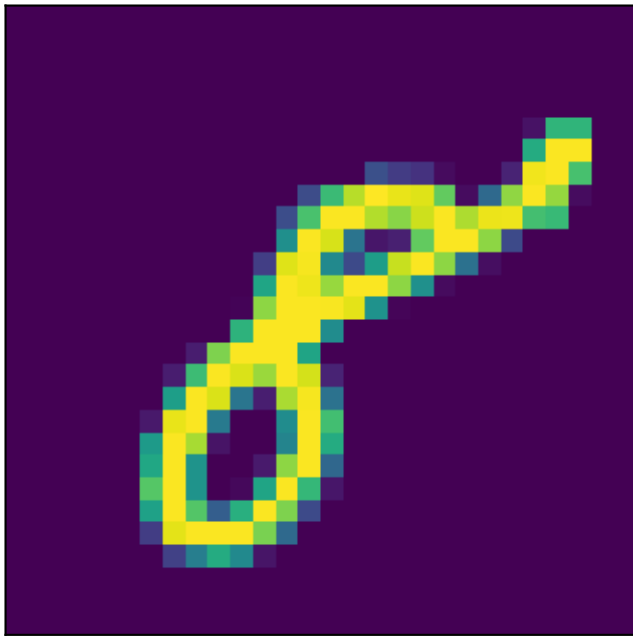
Image



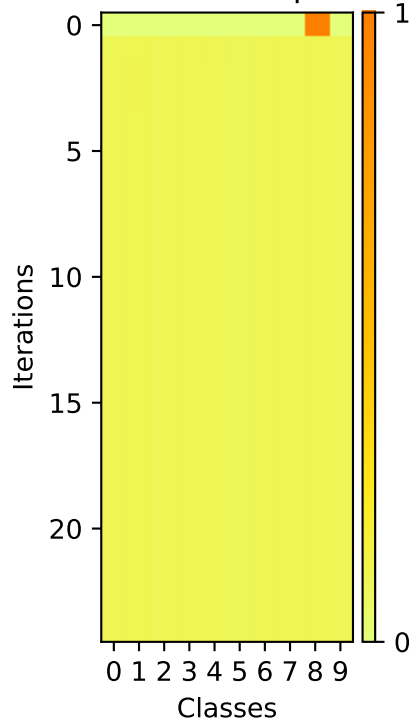
Softmax Outputs



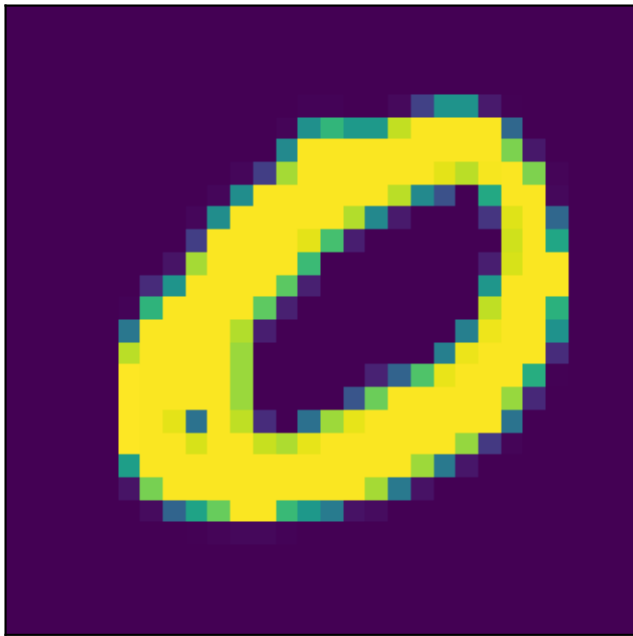
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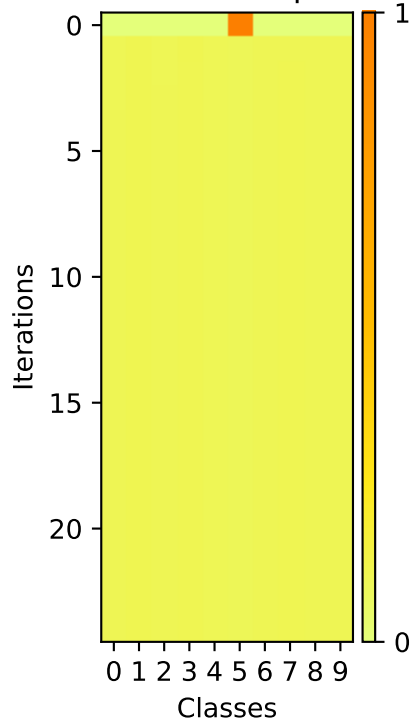
## Softmax Outputs



Image



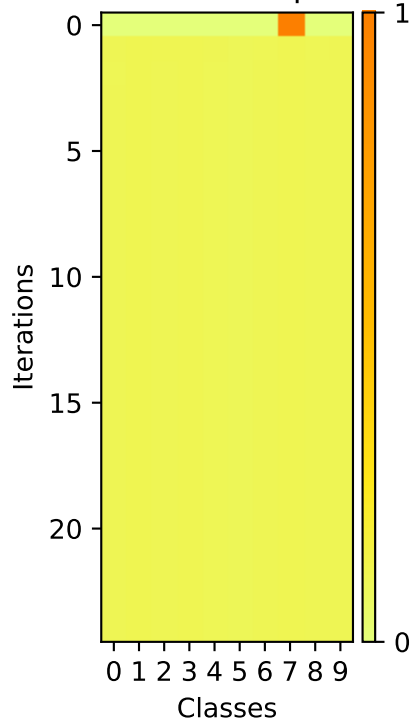
Softmax Outputs



Image



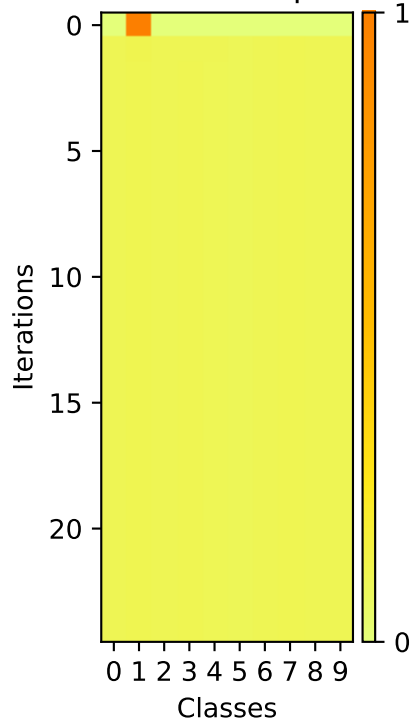
Softmax Outputs



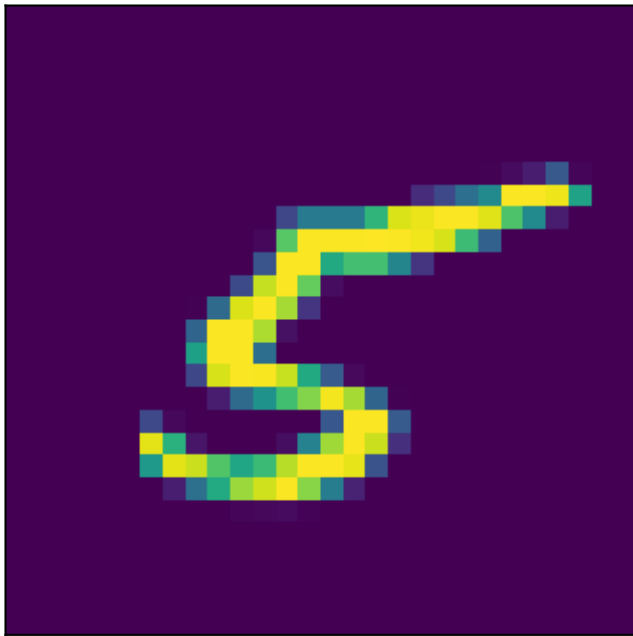
Image



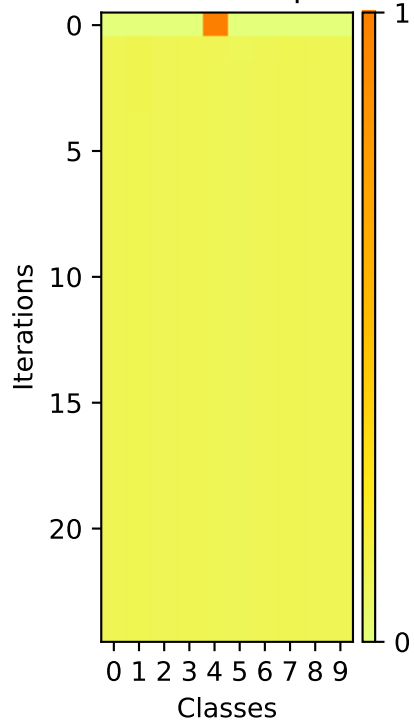
## Softmax Outputs



Image



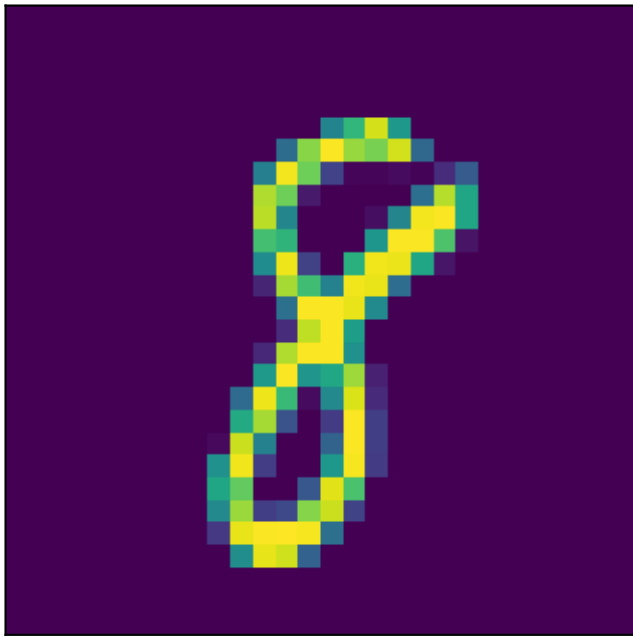
Softmax Outputs



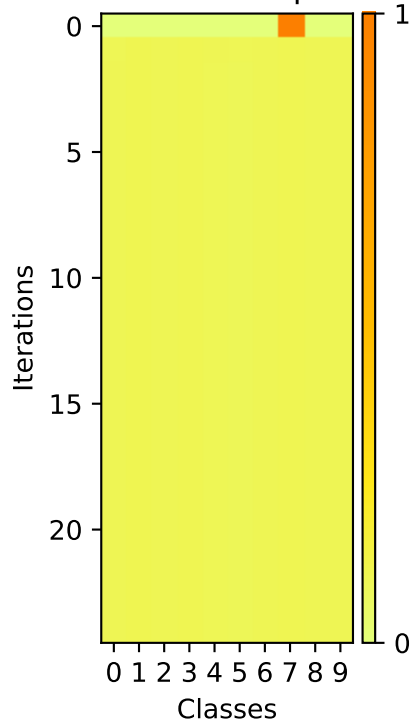




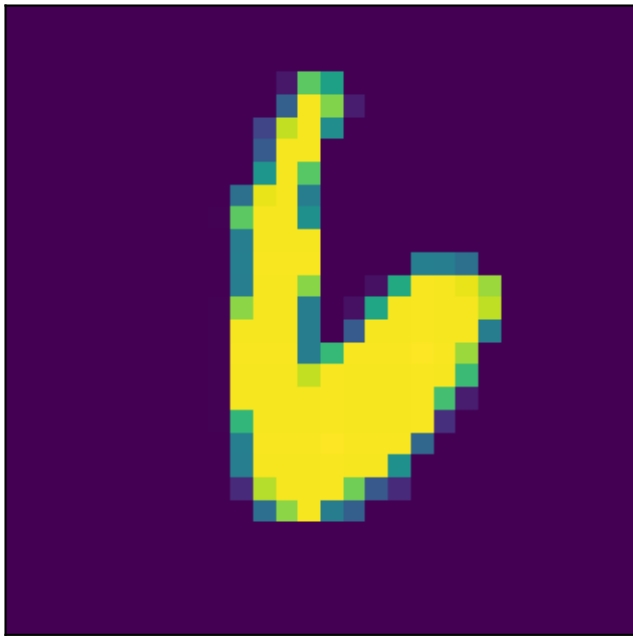
Image



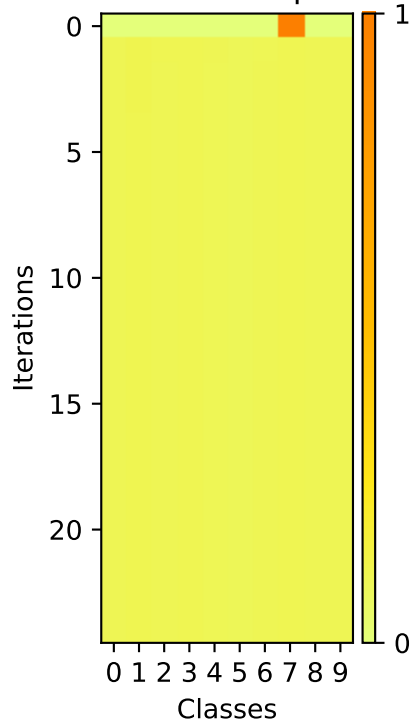
Softmax Outputs



Image



Softmax Outputs



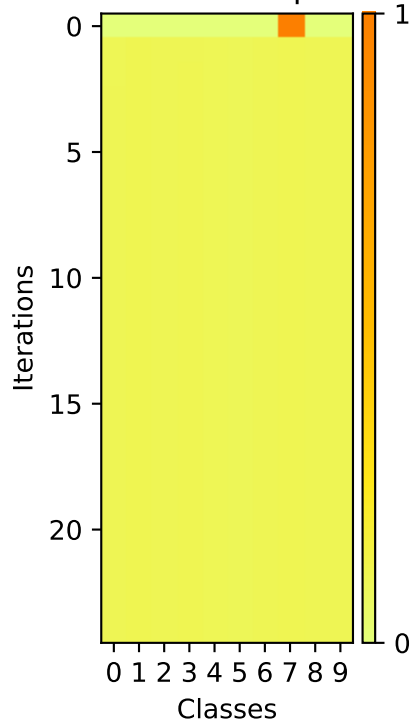
A pixelated, low-resolution image of a stylized letter 'T'. The letter is primarily yellow with blue and green accents, set against a dark purple background. The image has a retro, digital art feel.

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.

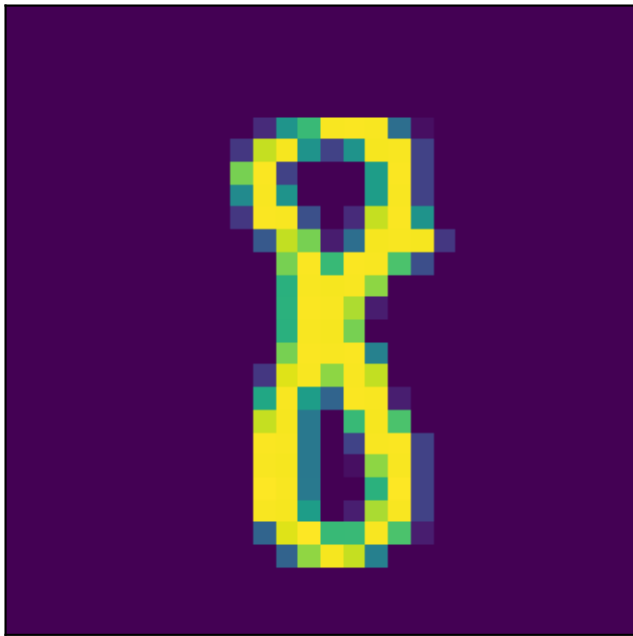
Image



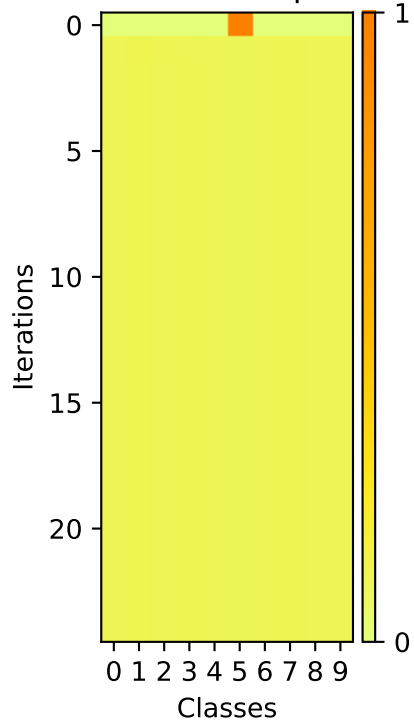
Softmax Outputs



Image

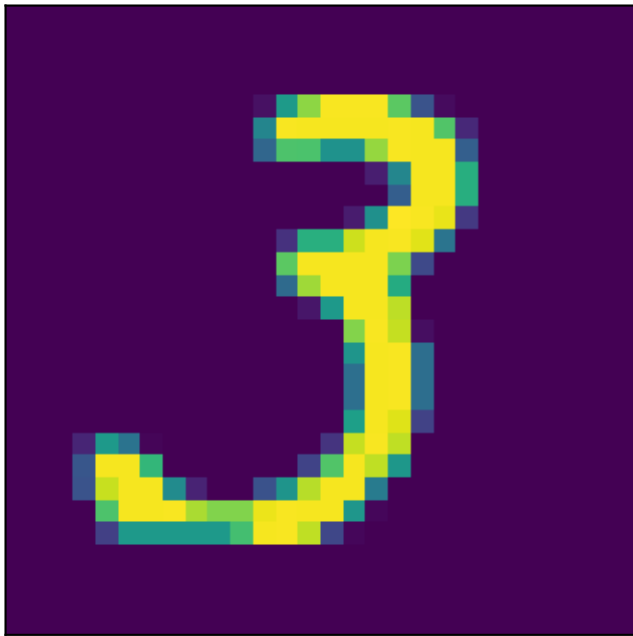


Softmax Outputs

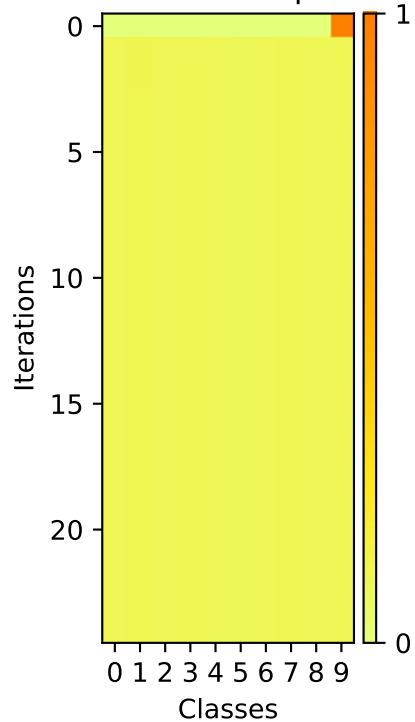




Image



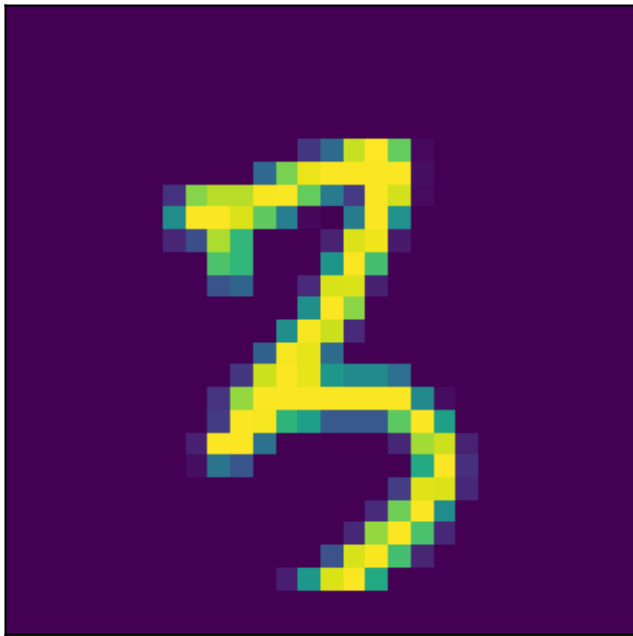
## Softmax Outputs



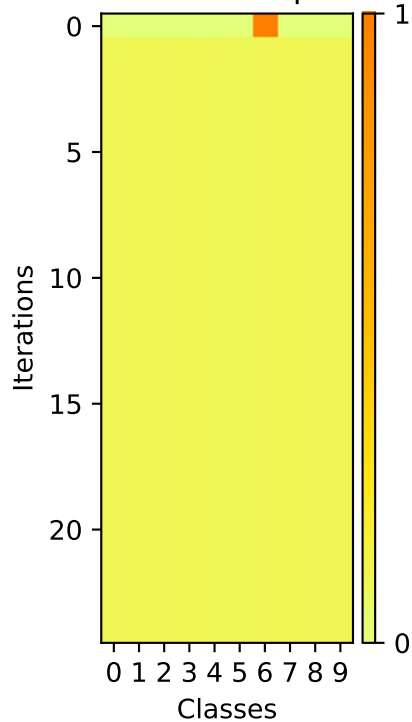


A pixelated, low-resolution image of a yellow and green number 7 on a dark purple background. The number is composed of several small squares, with the main body being yellow and the top bar and bottom curve being green. The image has a jagged, digital appearance.

Image



Softmax Outputs



A pixelated, low-resolution image of the number 4, rendered in yellow and green against a dark purple background. The image is composed of small, square pixels, giving it a blocky, digital appearance. The number 4 is the central focus, with its strokes formed by clusters of yellow and light green pixels. The background is a solid, dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a printed digit.

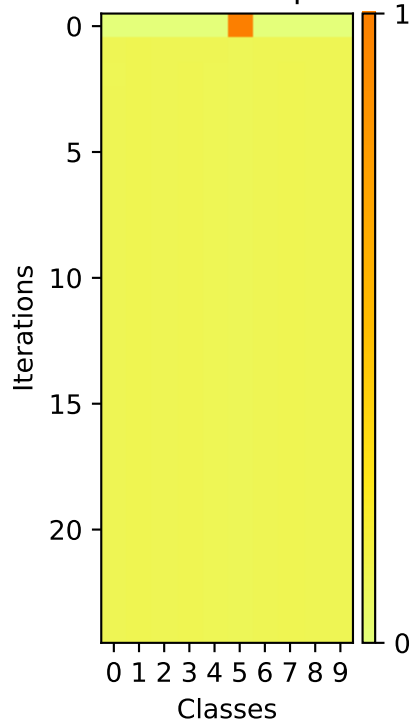
A pixelated, low-resolution version of the Star of David (Magen David) in yellow and green on a dark purple background. The star is composed of two overlapping triangles, with the central area being a solid yellow square. The points of the star are formed by a series of green and yellow pixels, giving it a jagged, digital appearance. The background is a solid dark purple.

This heatmap visualizes the evolution of the confusion matrix over 25 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-25). The color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The plot shows that for most classes, the confusion matrix values remain low (yellow) throughout the iterations. However, there is a small orange region in the top-left corner, indicating a higher value (close to 1) for class 0 at iteration 0. The rest of the matrix is predominantly yellow, suggesting low confusion values across most classes and iterations.

Image



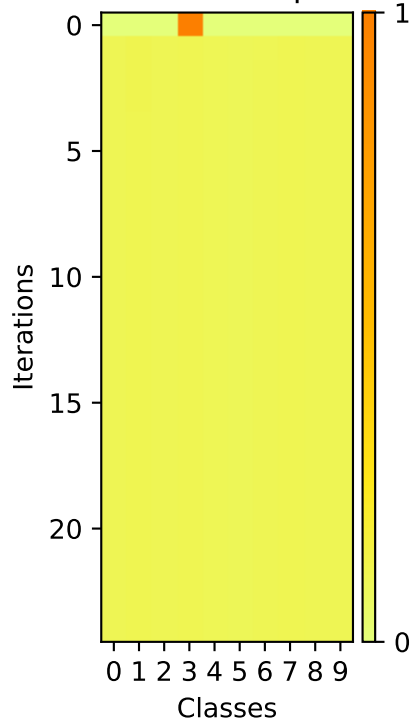
Softmax Outputs



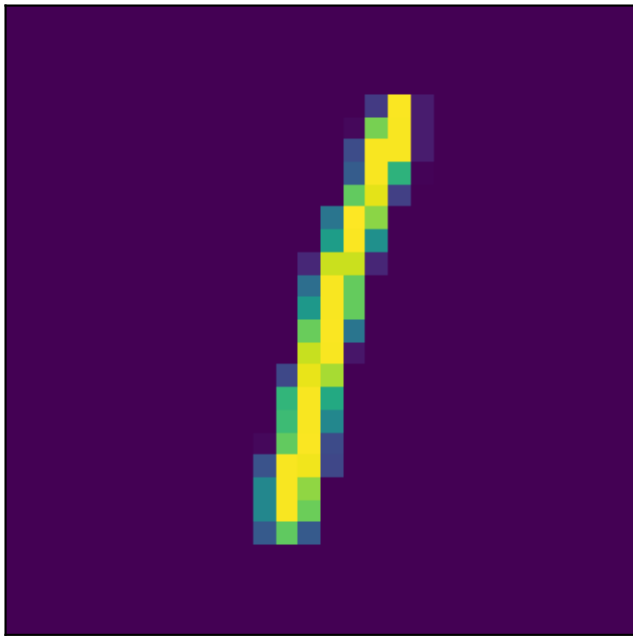
Image



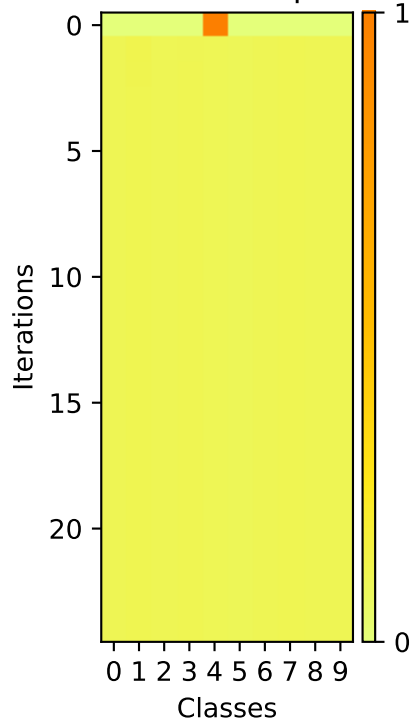
Softmax Outputs



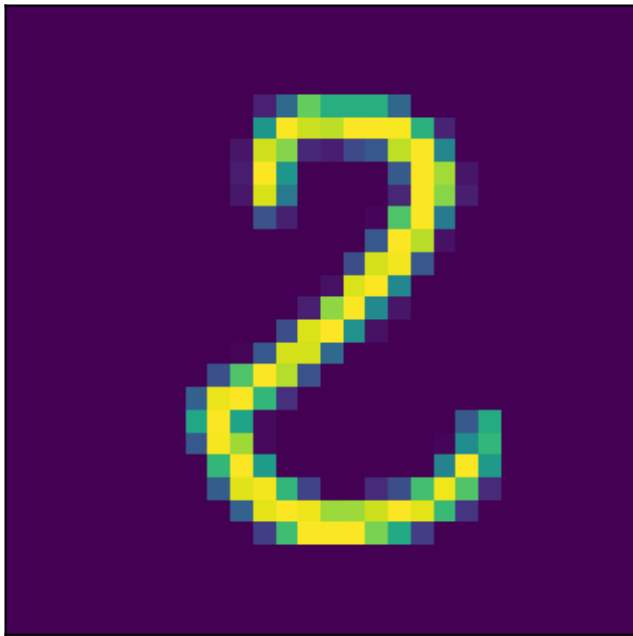
Image



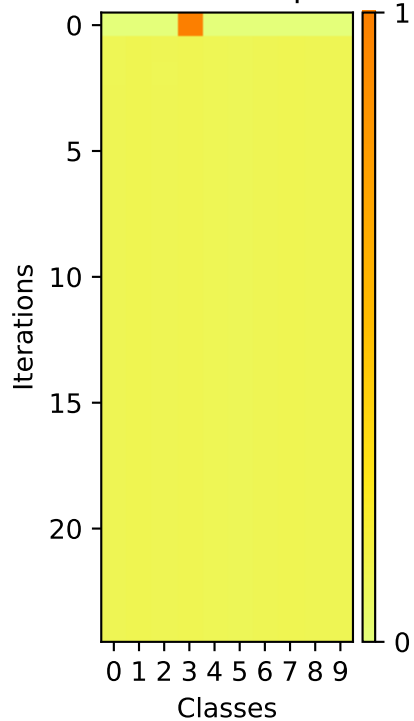
Softmax Outputs



Image



Softmax Outputs

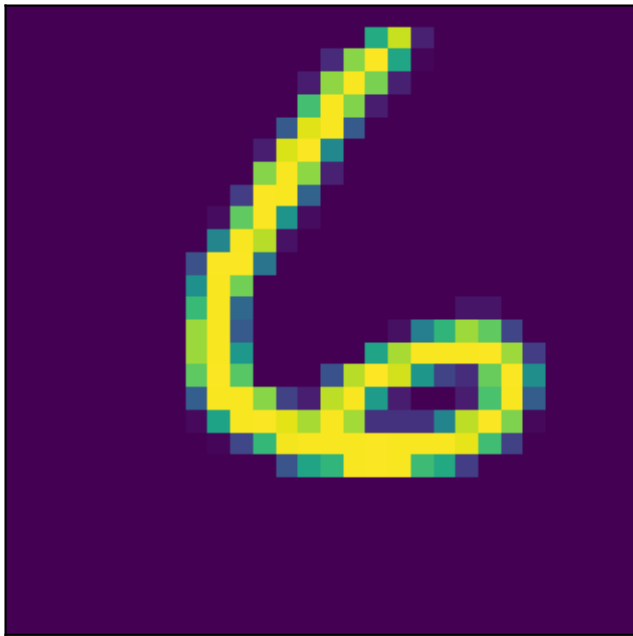




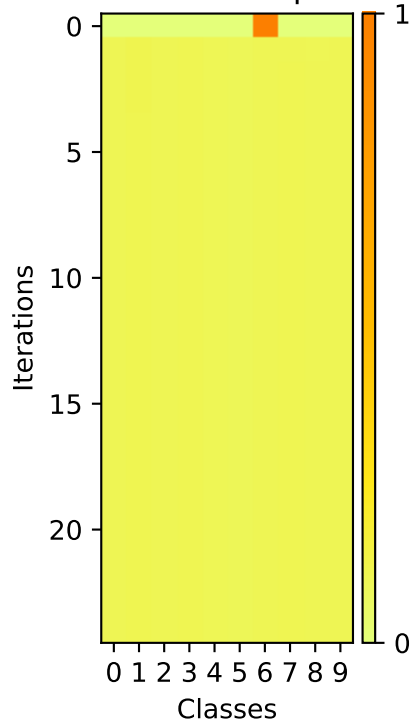
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching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

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.

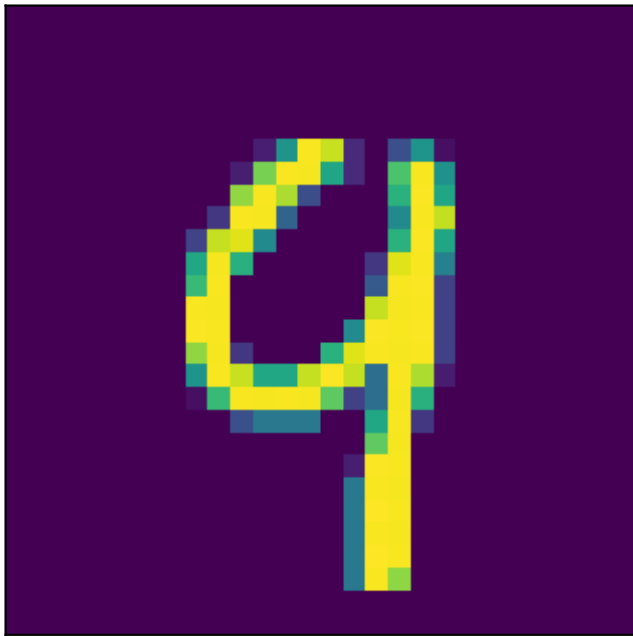
Image



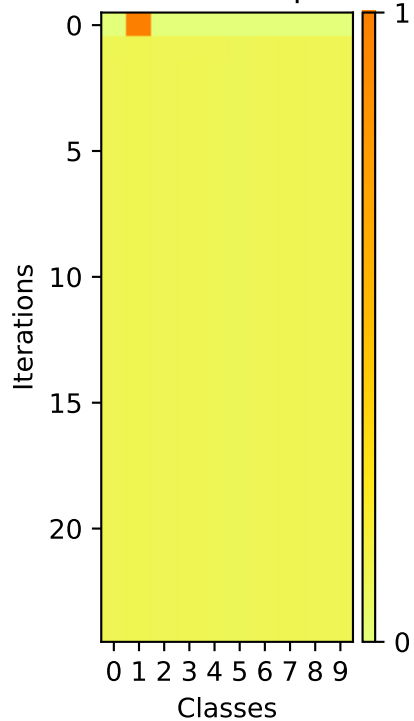
Softmax Outputs



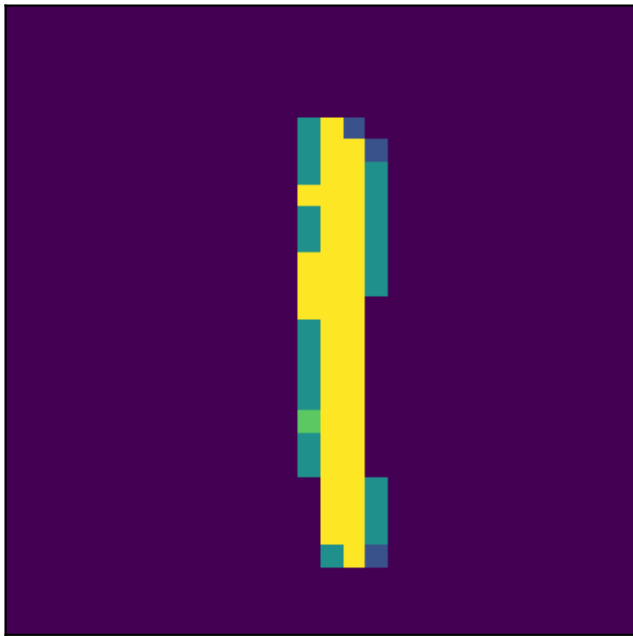
Image



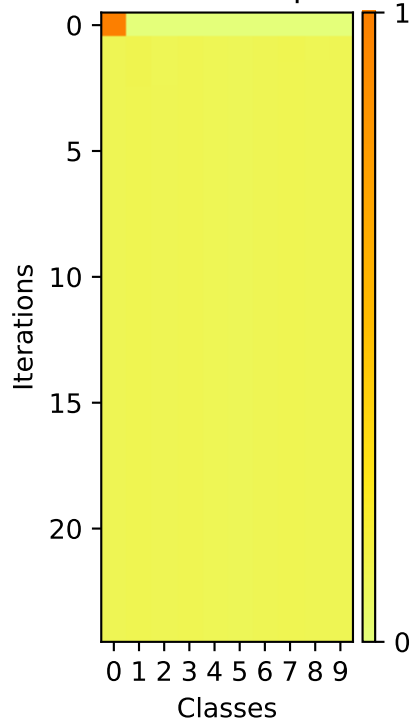
## Softmax Outputs



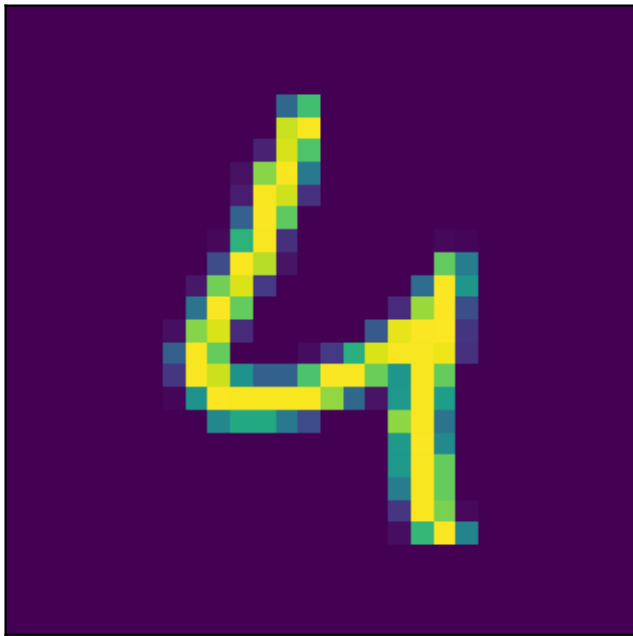
Image



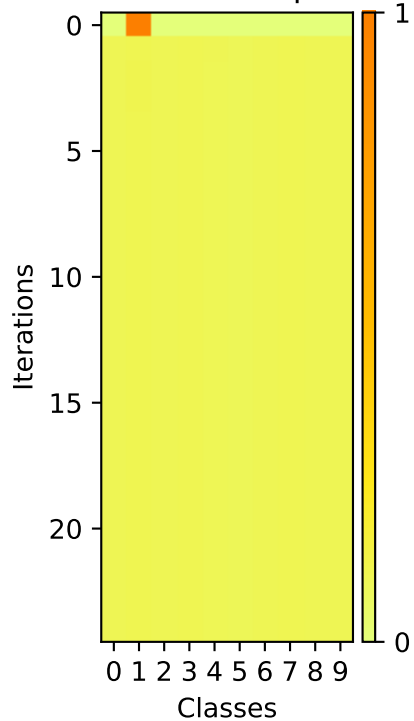
## Softmax Outputs



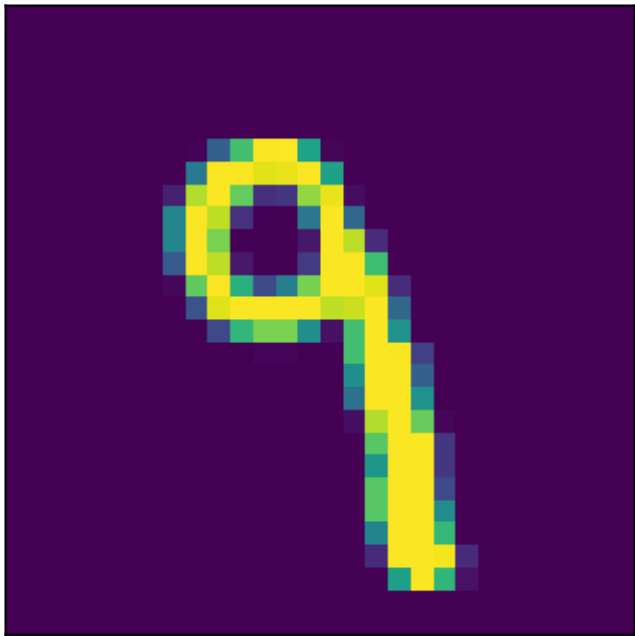
Image



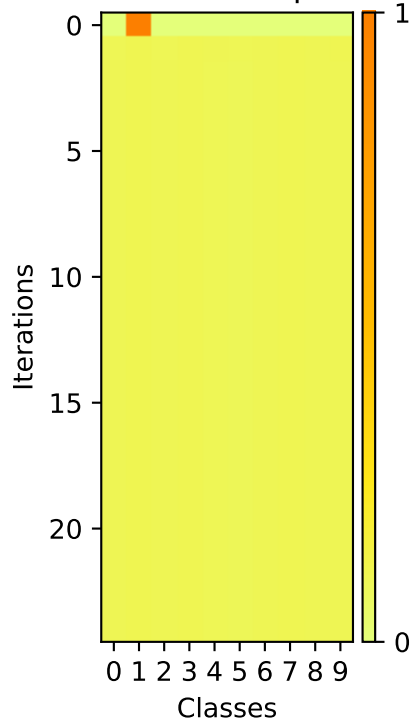
## Softmax Outputs



Image



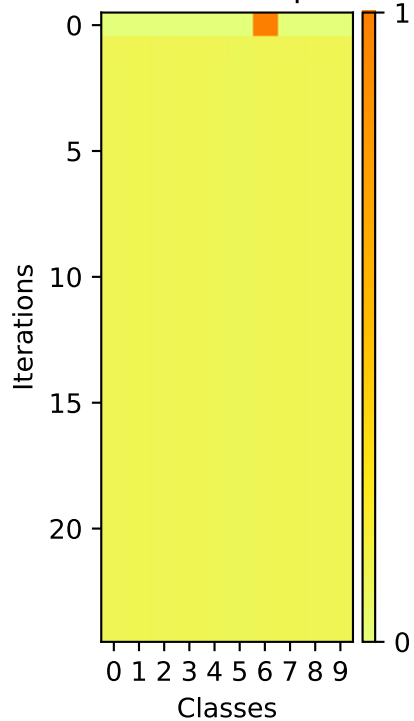
## Softmax Outputs



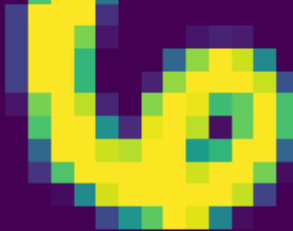
Image



Softmax Outputs





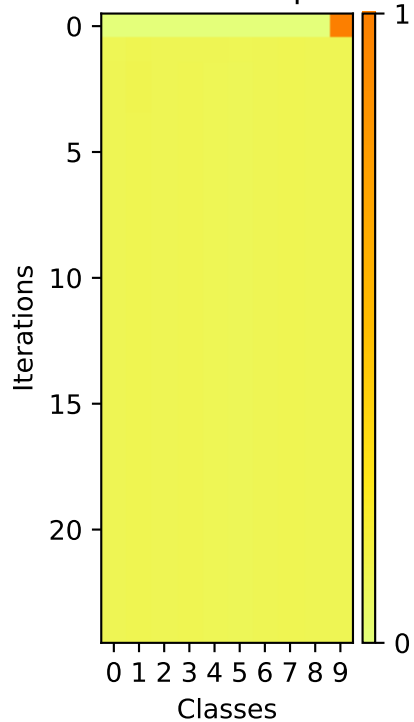


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high loss (red) at iteration 0, which decreases to near zero by iteration 1. Other classes remain near zero throughout the iterations.

Image



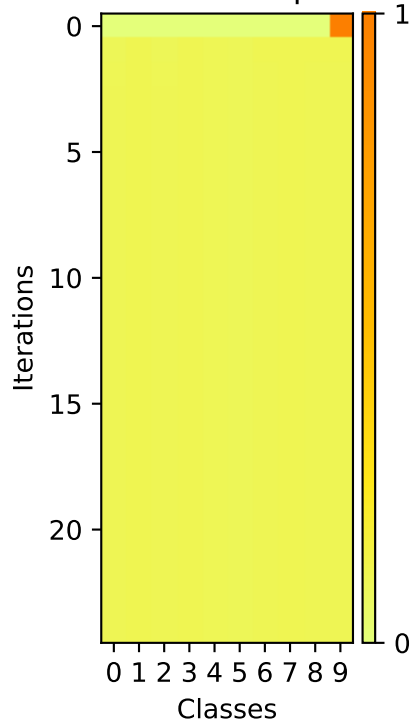
## Softmax Outputs



Image



## Softmax Outputs

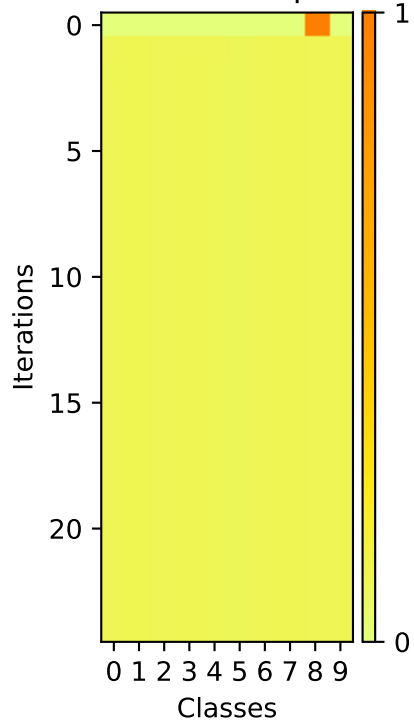


A pixelated yellow number 1 is centered on a solid purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly irregular, hand-drawn appearance. The background is a uniform, deep purple.

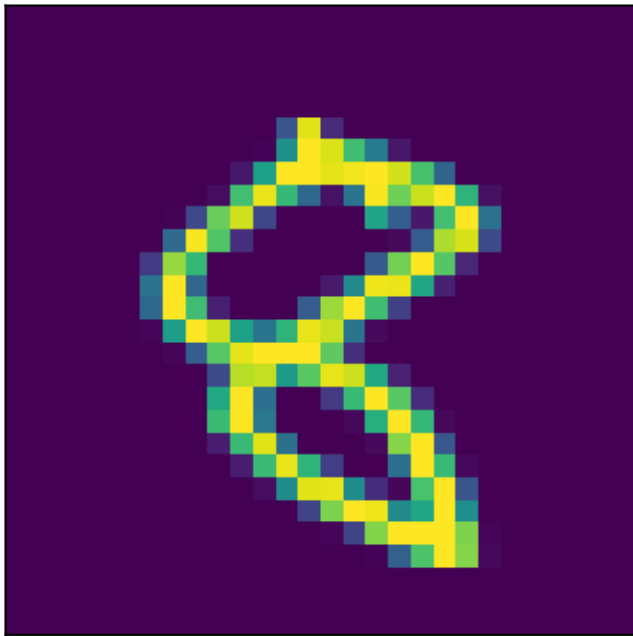
Image



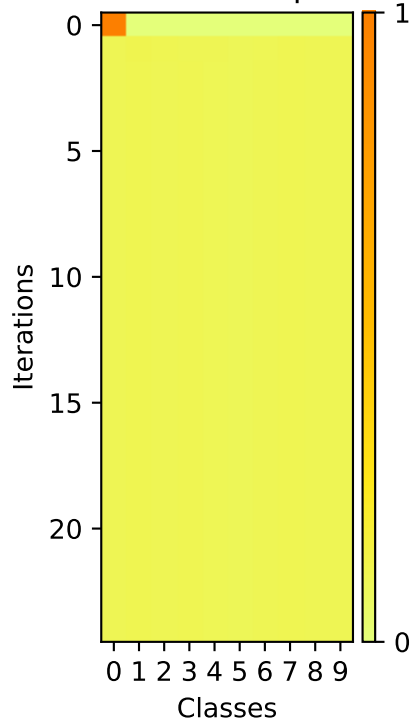
## Softmax Outputs



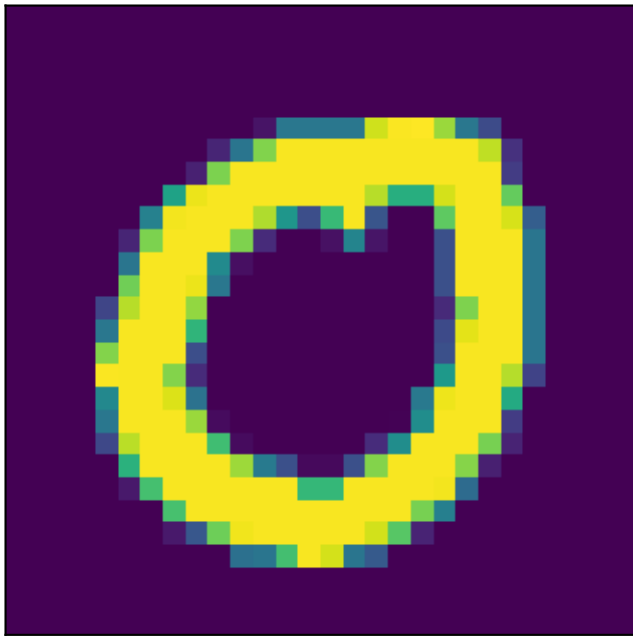
Image



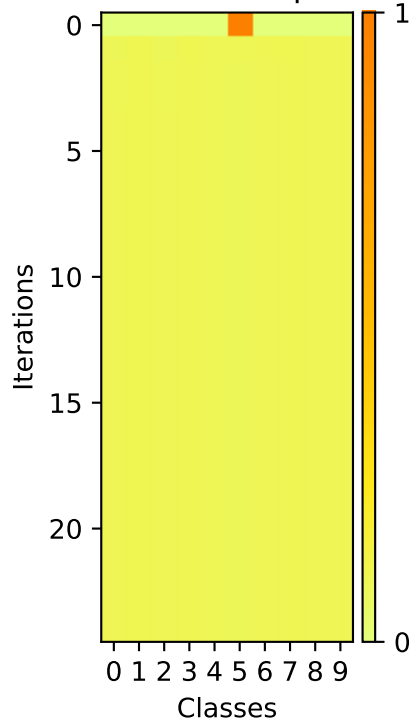
## Softmax Outputs



Image



Softmax Outputs

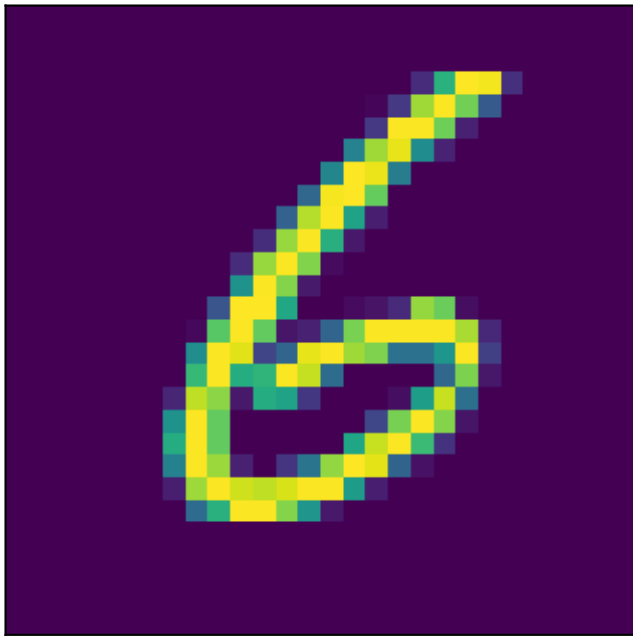


A pixelated, low-resolution image of a stylized letter 'V' or '4' in yellow and green, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks and a color palette of yellow, green, and blue on a dark purple field.

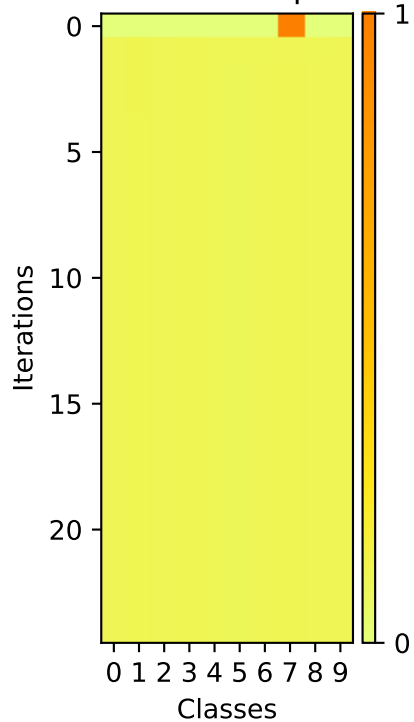
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a small red square at iteration 0, indicating a high probability.



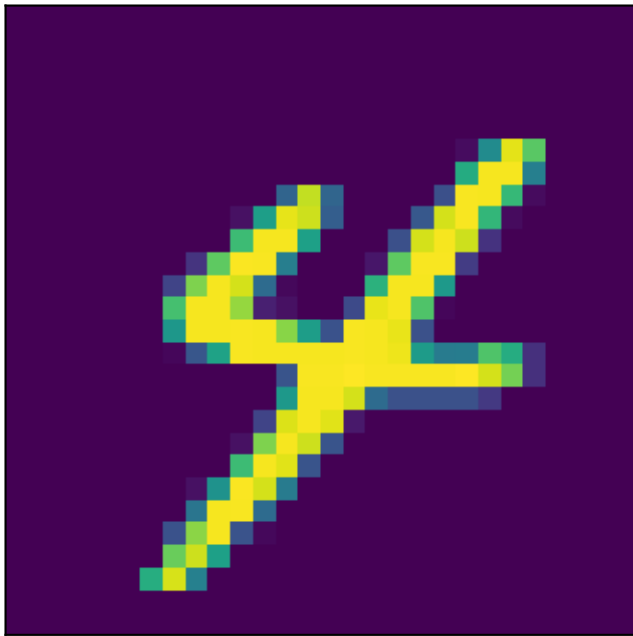
Image



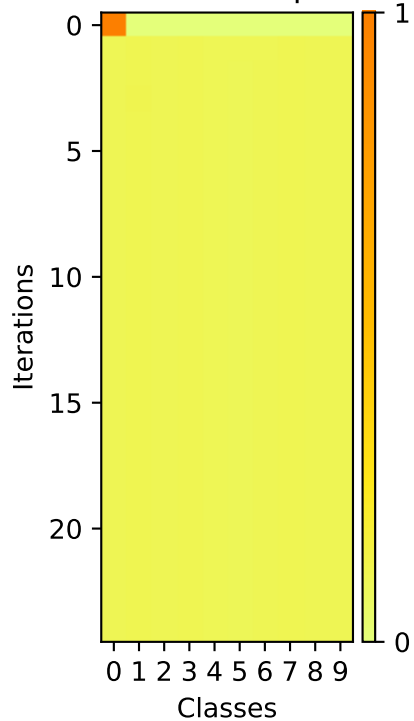
Softmax Outputs



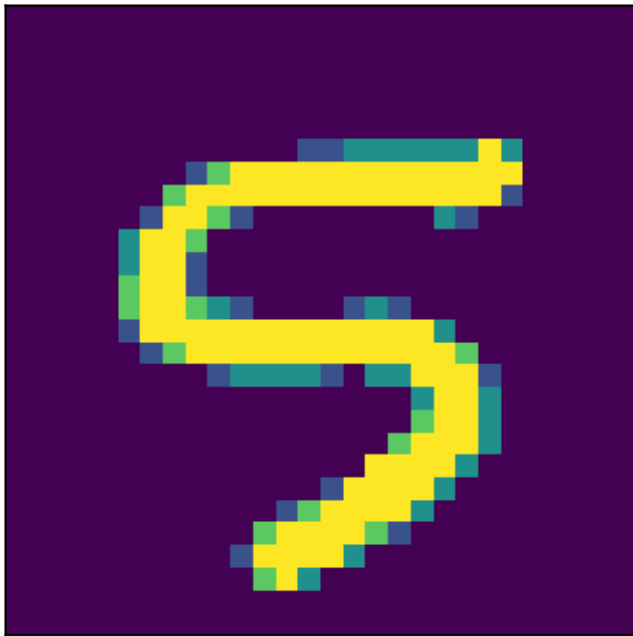
Image



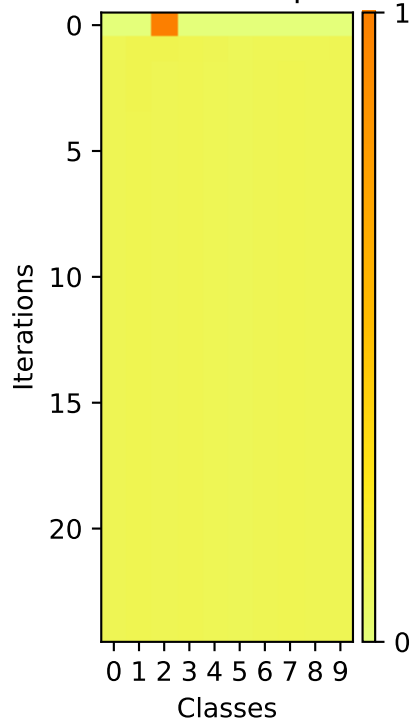
## Softmax Outputs



Image

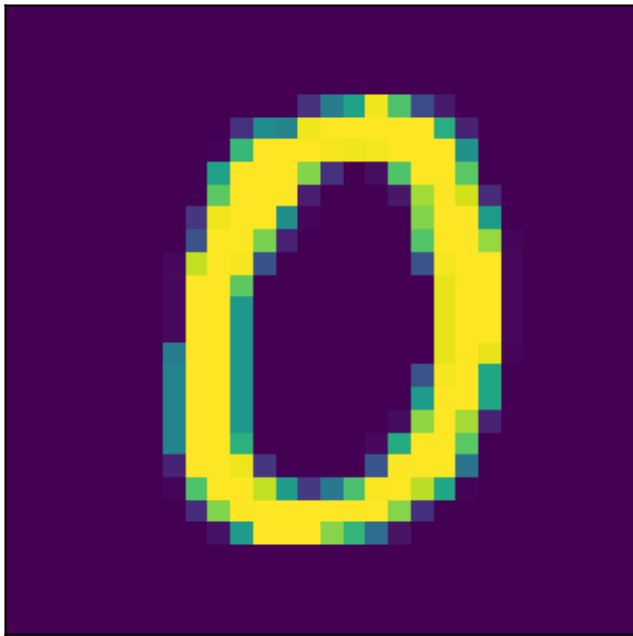


## Softmax Outputs

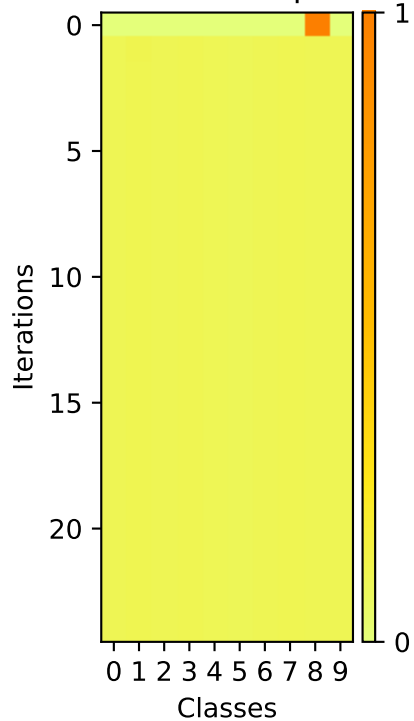




Image



## Softmax Outputs





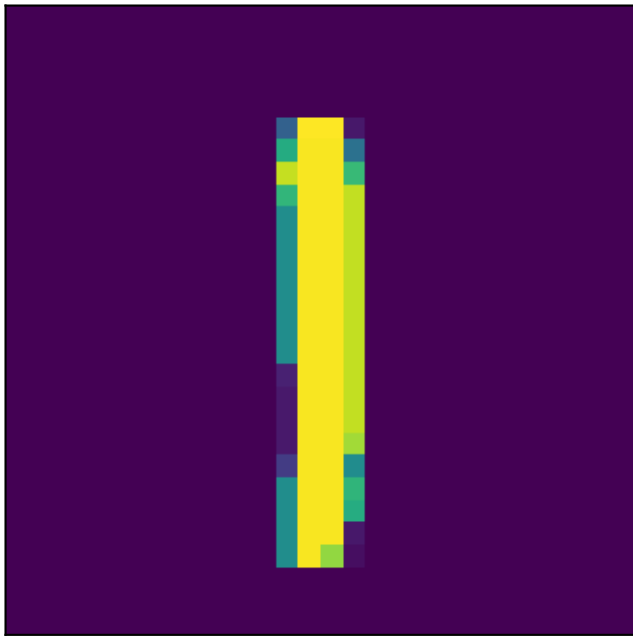
A pixelated yellow number 0 on a black background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a slightly blurred or anti-aliased appearance. It is centered in the image.

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 (yellow) to 1 (red). Class 8 shows a sharp increase in probability around iteration 18, reaching a value of 1.0.

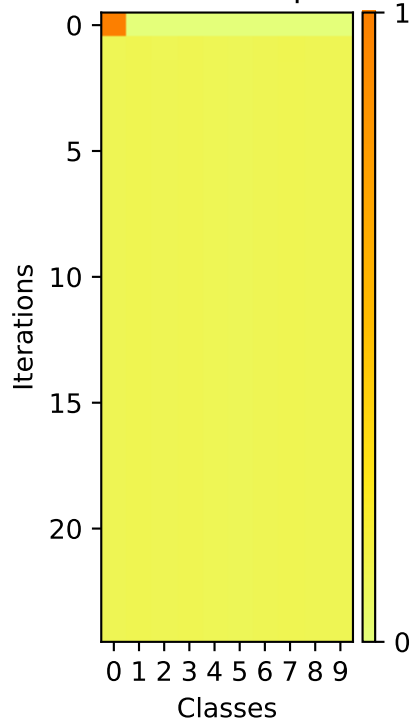
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange). The distribution starts concentrated on class 0 at iteration 0 and quickly spreads across all classes by iteration 1, stabilizing thereafter.



Image



## Softmax Outputs

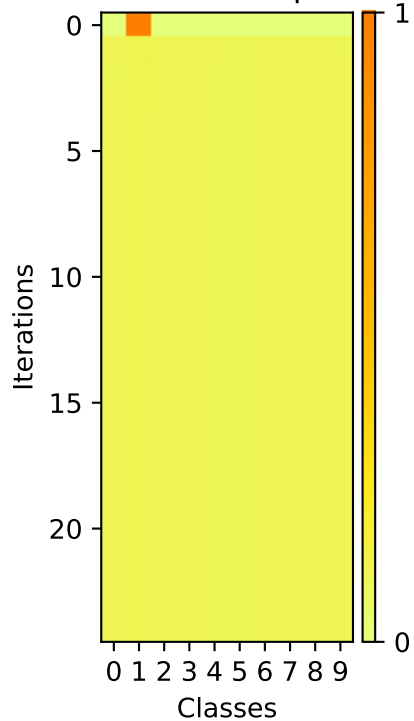


A pixelated graphic of the number 3, rendered in yellow and green pixels against a dark purple background. The number is stylized with a thick, blocky appearance, typical of early digital art or video game graphics.

Image



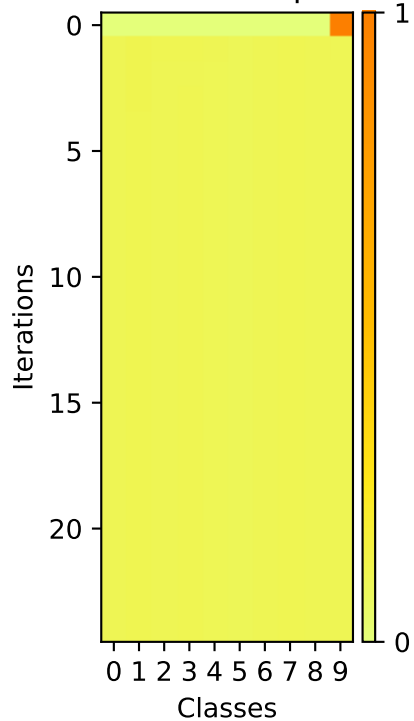
## Softmax Outputs



Image



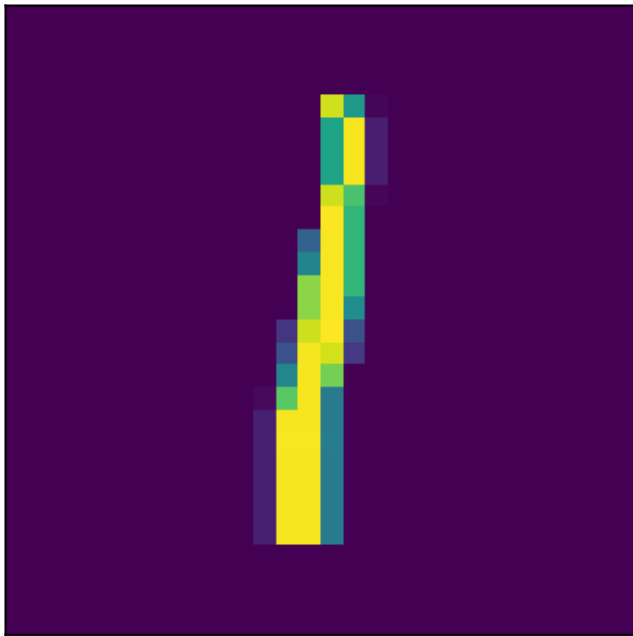
## Softmax Outputs



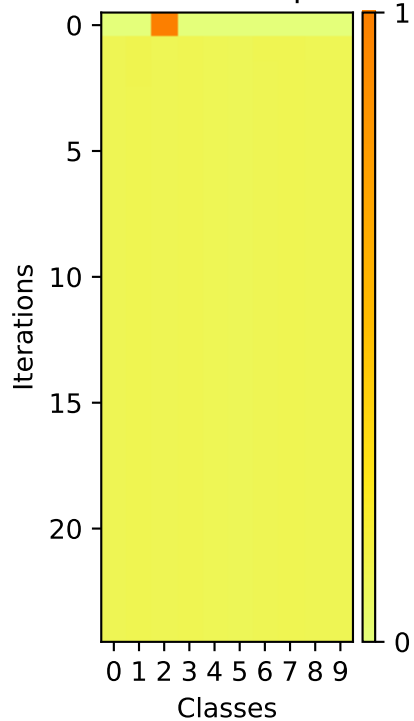
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of small squares, with some squares being a lighter yellow or greenish-yellow, giving it a textured, digital appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 0, reaching 1.0, while all other classes remain near 0.0.

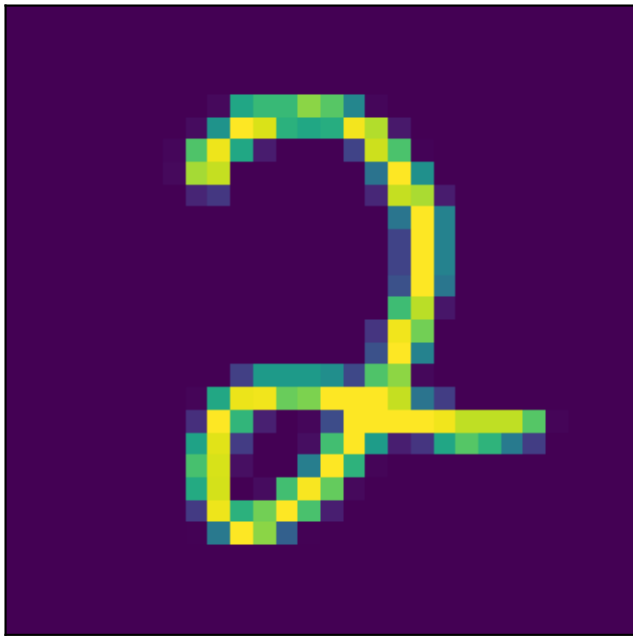
Image



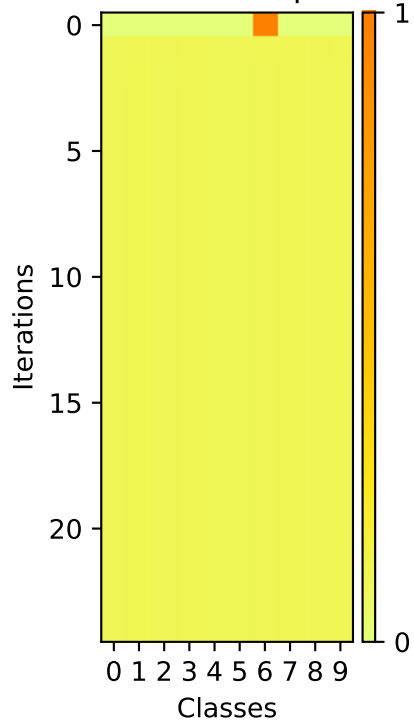
## Softmax Outputs



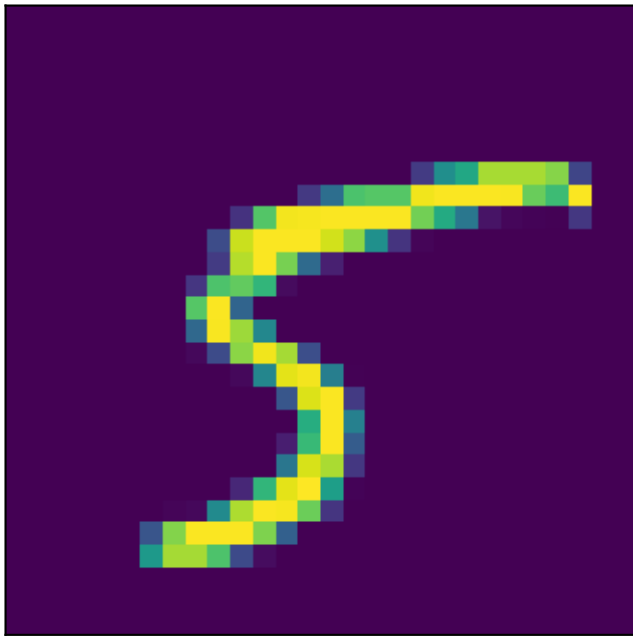
Image



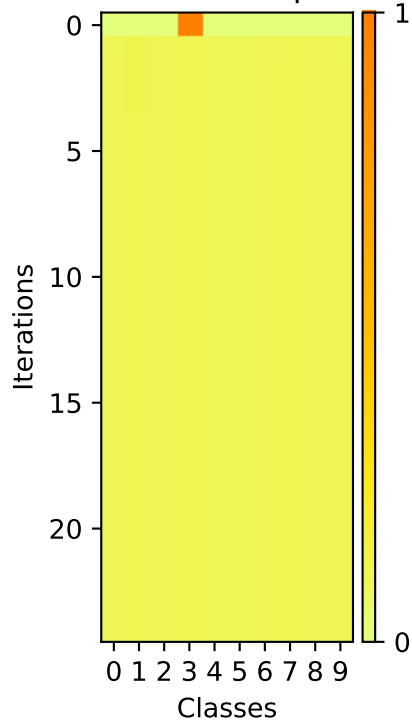
Softmax Outputs



Image



Softmax Outputs

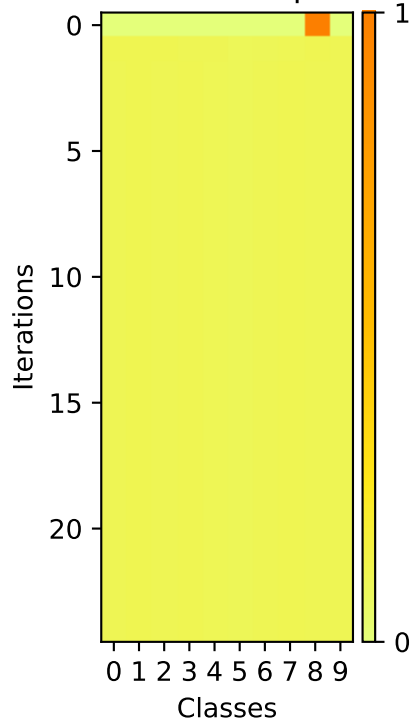




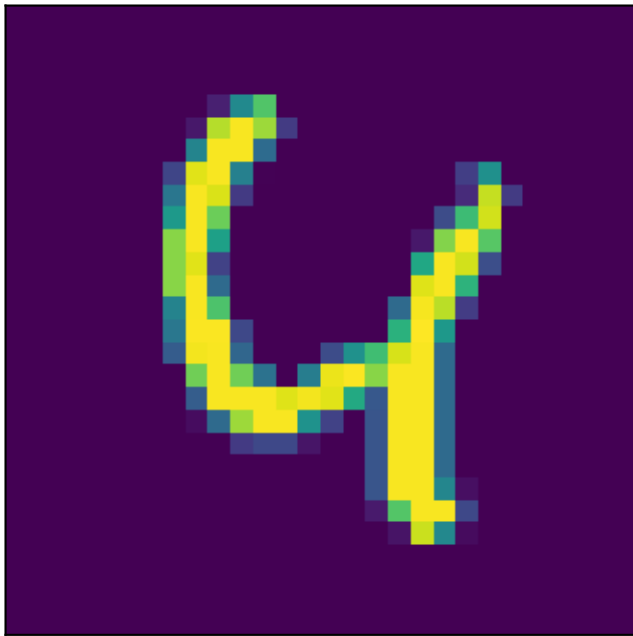
Image



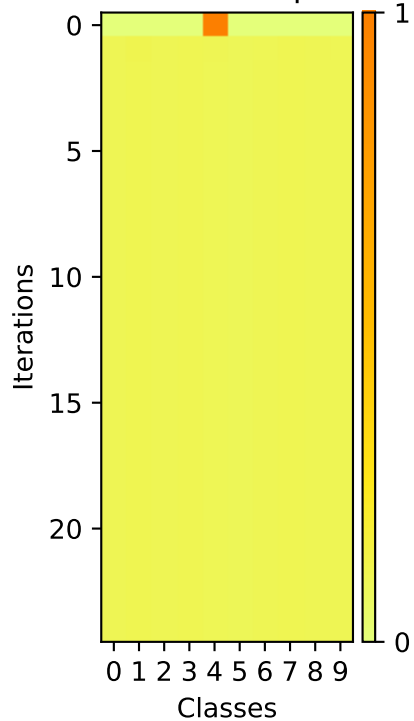
## Softmax Outputs



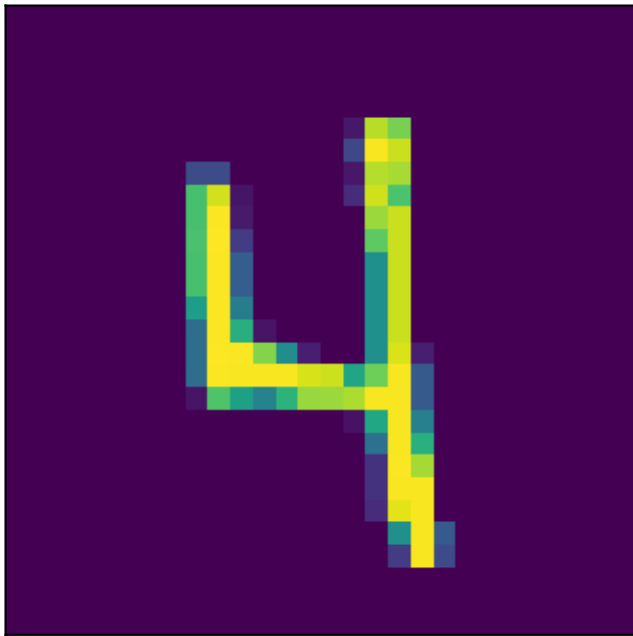
Image



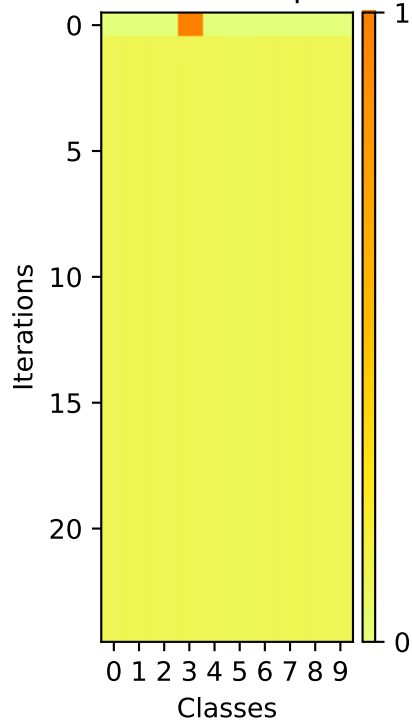
Softmax Outputs



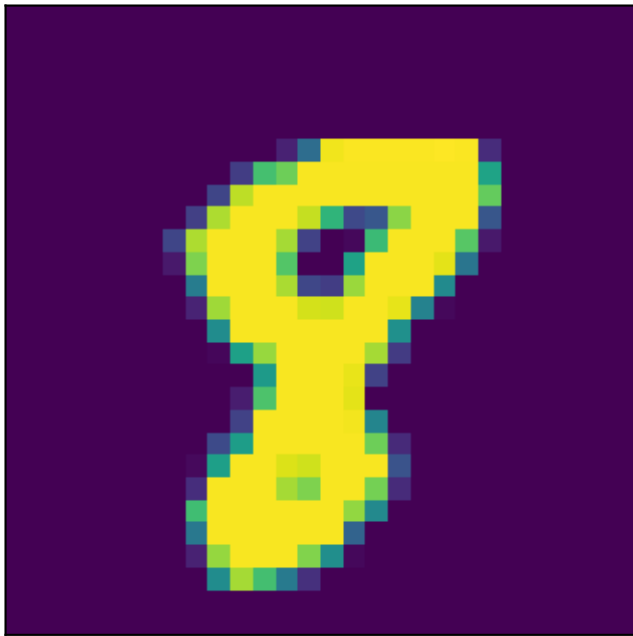
Image



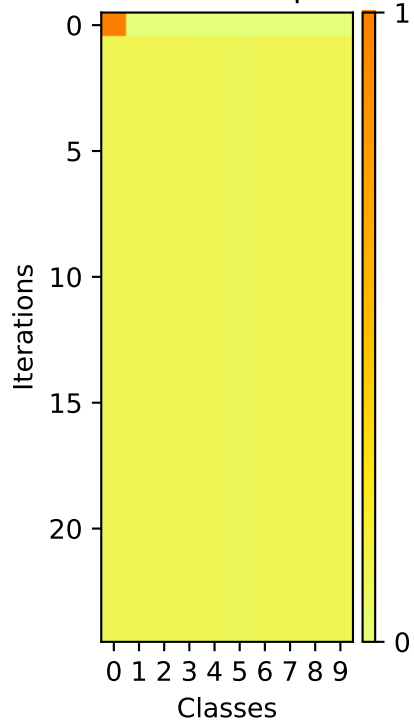
Softmax Outputs



Image



## Softmax Outputs



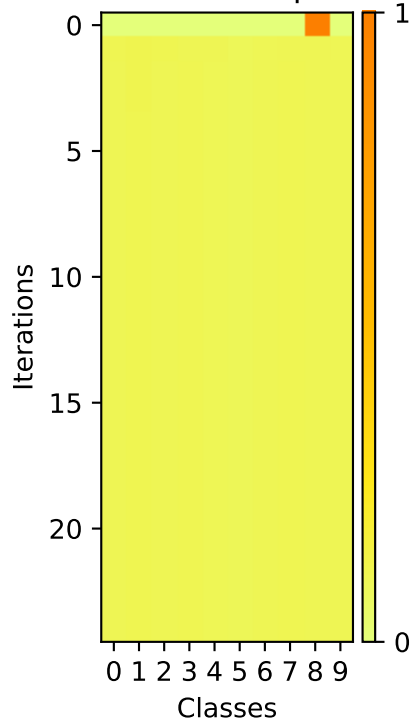
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

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). Class 1 shows a sharp drop in loss from iteration 0 to 1, while other classes remain high.

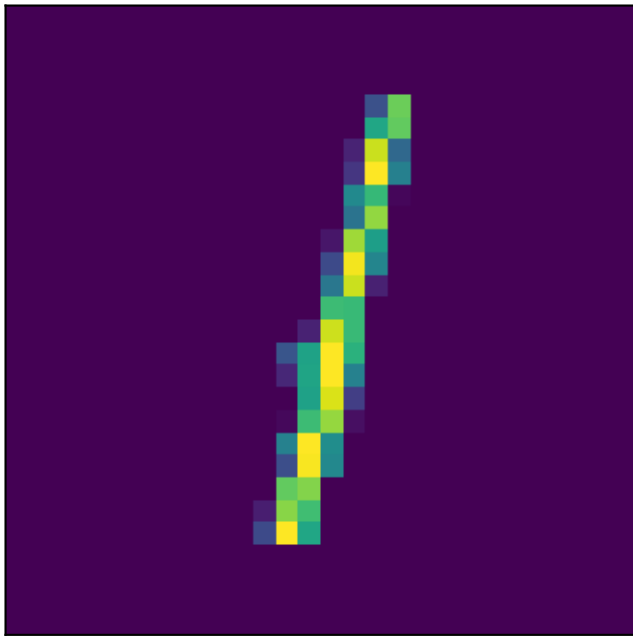
Image



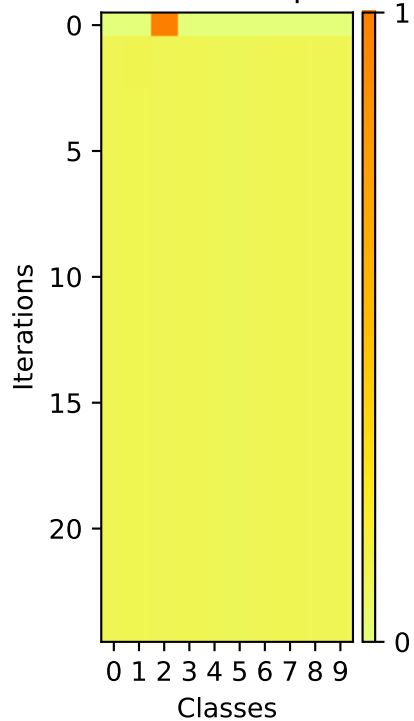
## Softmax Outputs



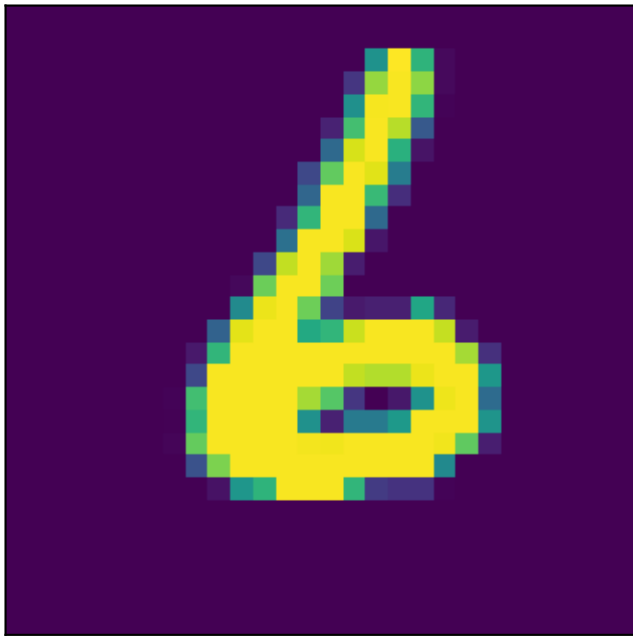
Image



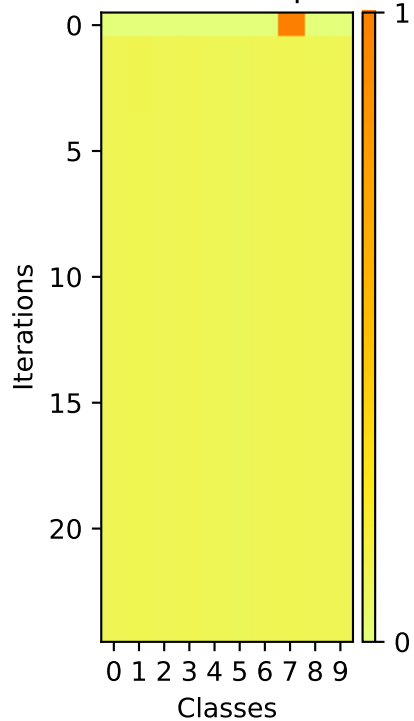
## Softmax Outputs



Image



Softmax Outputs





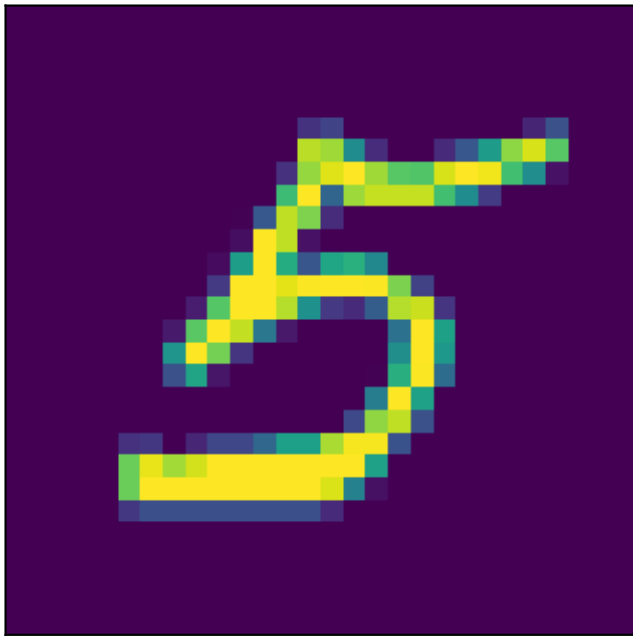
A pixelated, low-resolution image of a yellow and green ring or circle on a black background. The ring is composed of several pixels, with yellow being the primary color and green providing a secondary, slightly darker shade. The overall shape is roughly circular but has a jagged, pixelated edge. The background is solid black.

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

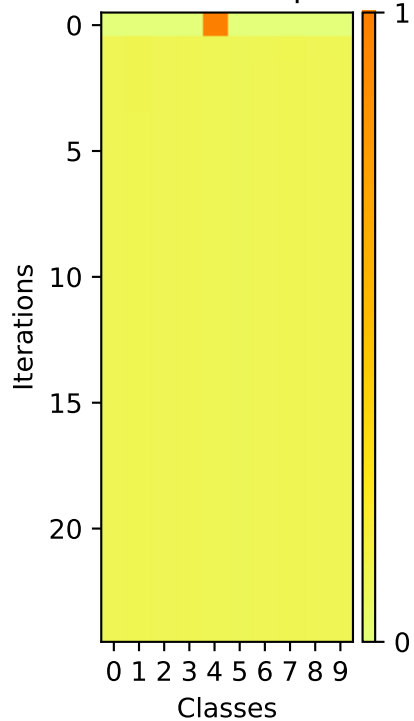
A pixelated, low-resolution image of a yellow smiley face. The face is composed of large, distinct pixels in shades of yellow, light green, and dark blue/purple. It has a wide, open mouth and a single visible eye. The background is a solid dark purple. The overall style is reminiscent of early digital art or a low-quality scan of a sticker.

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.

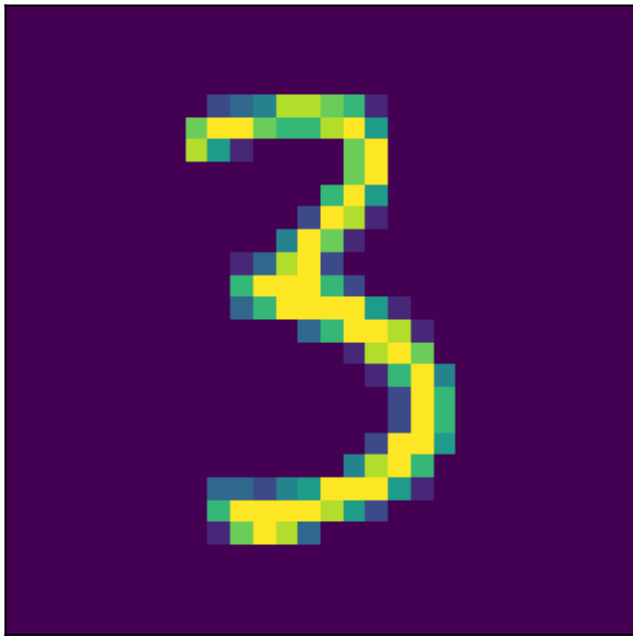
Image



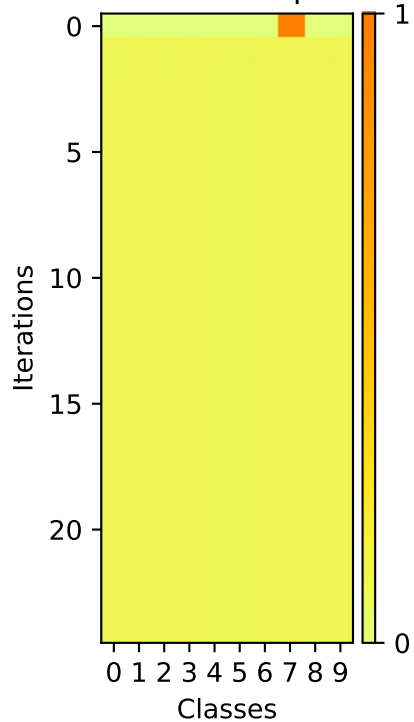
Softmax Outputs



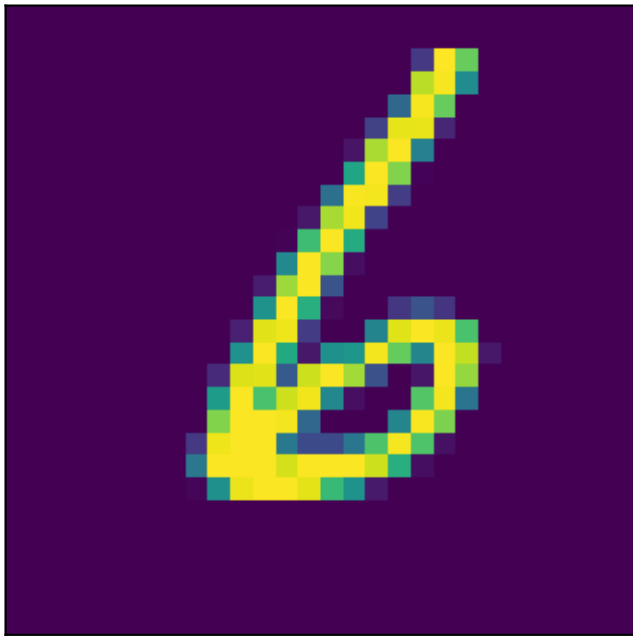
Image



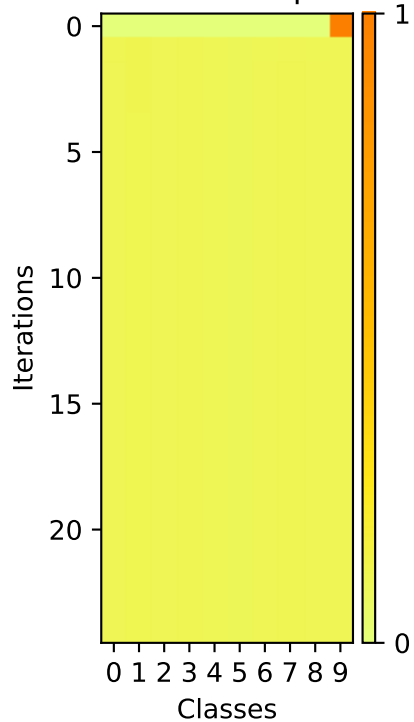
Softmax Outputs



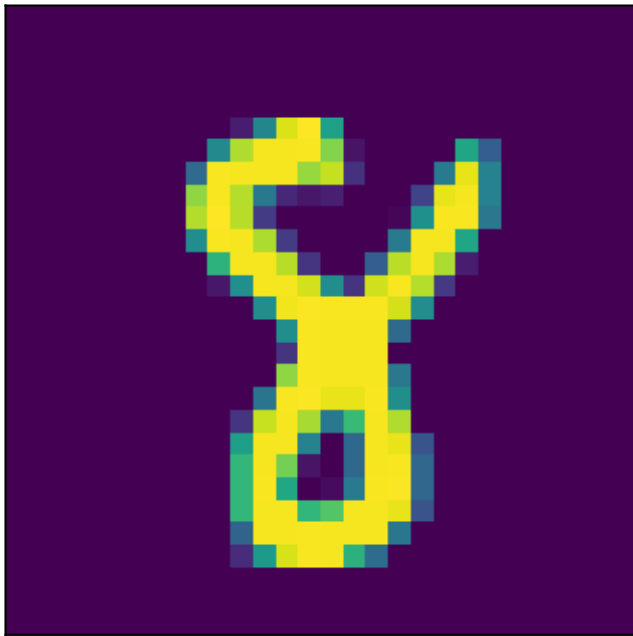
Image



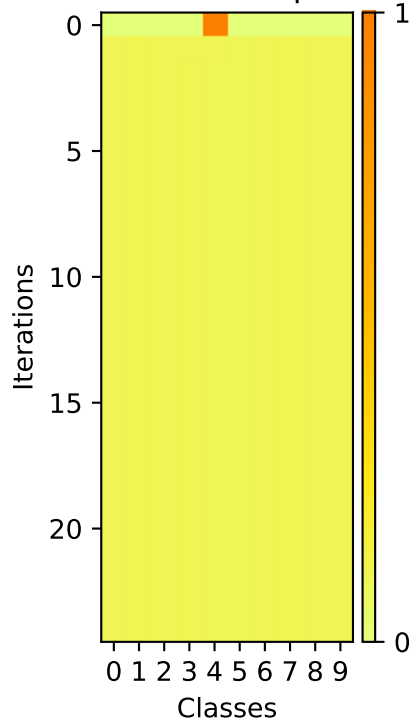
## Softmax Outputs



Image



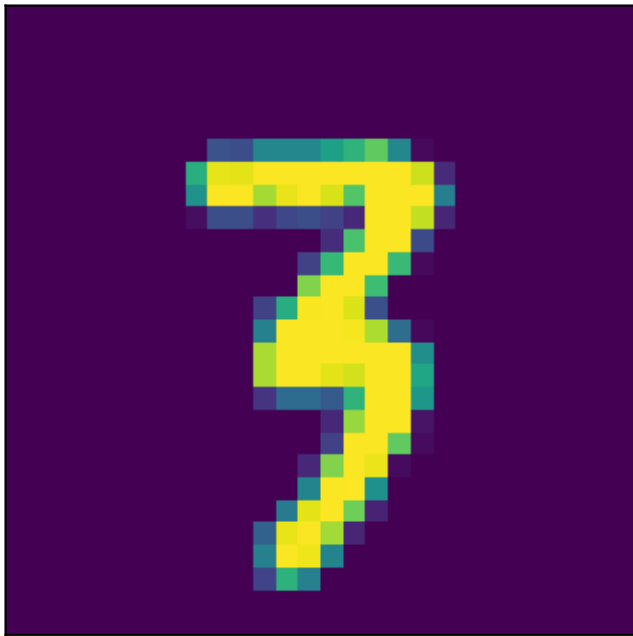
Softmax Outputs



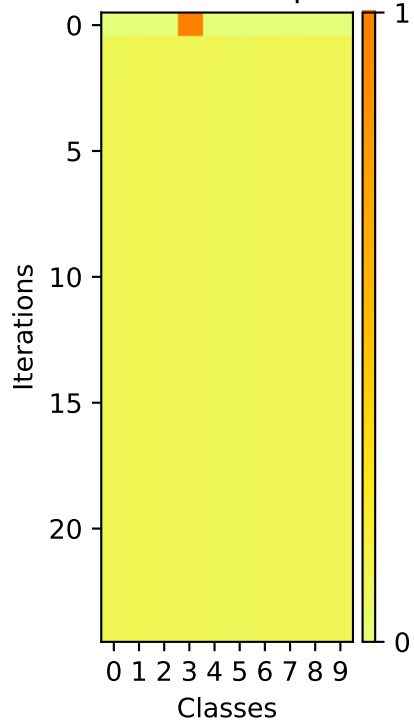
A pixelated yellow lightning bolt is centered on a dark purple background. The bolt is composed of several small squares, with a bright yellow core and a lighter yellow outer glow. It has a jagged, branching shape, typical of a lightning strike.

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 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 19, reaching a value of 1.

Image



Softmax Outputs

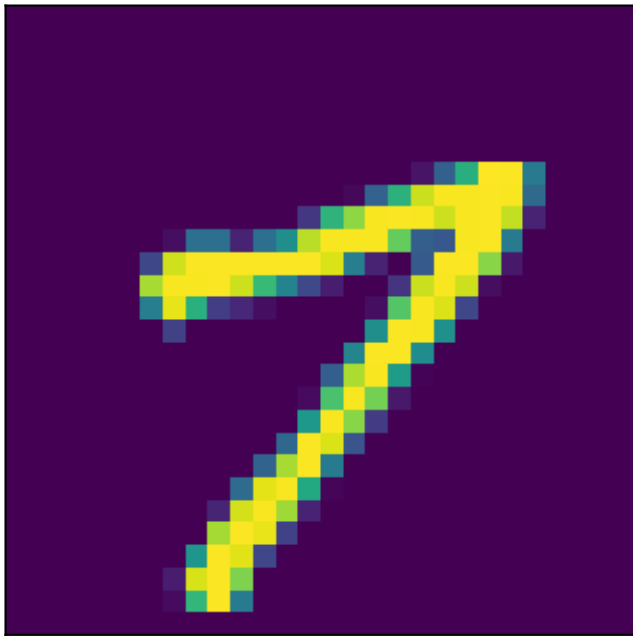




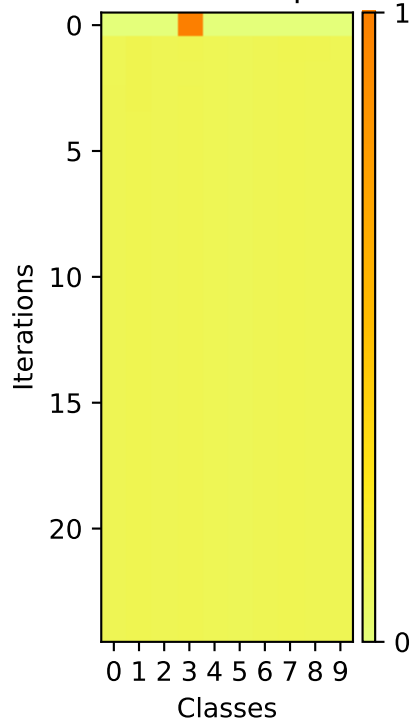
A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter 'Q' or a logo, set against a black background. The shape is composed of small, square pixels in various shades of yellow, orange, and brown, giving it a retro, digital appearance. It features a circular upper portion and a short, curved tail extending downwards and to the right.

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 (red). Class 9 shows a sharp increase in probability starting around iteration 18, reaching 1.0 by iteration 22.

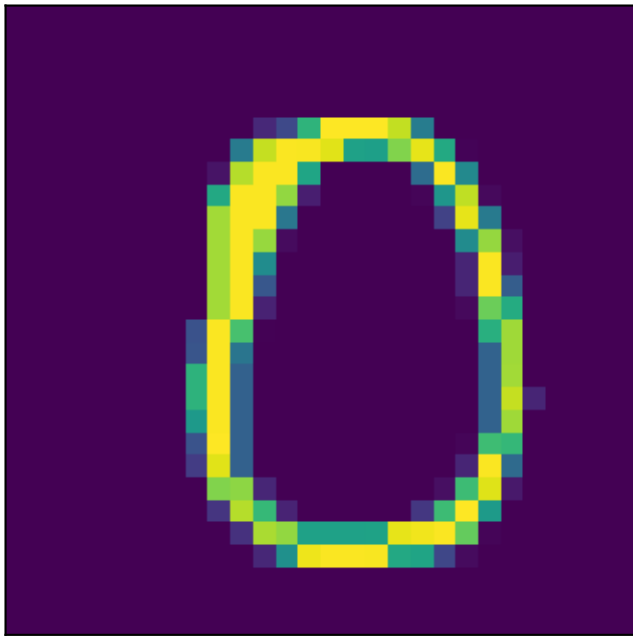
Image



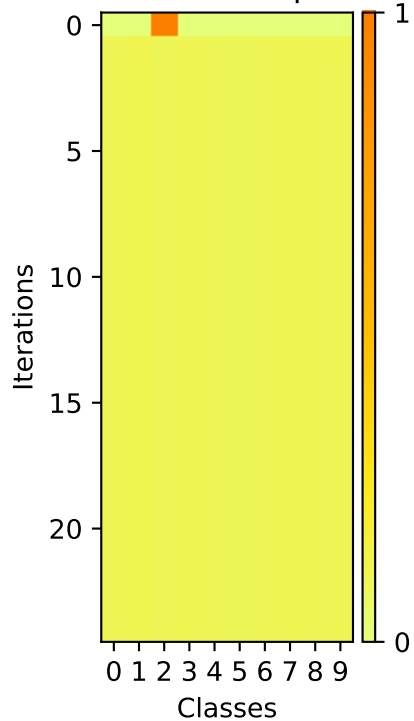
Softmax Outputs



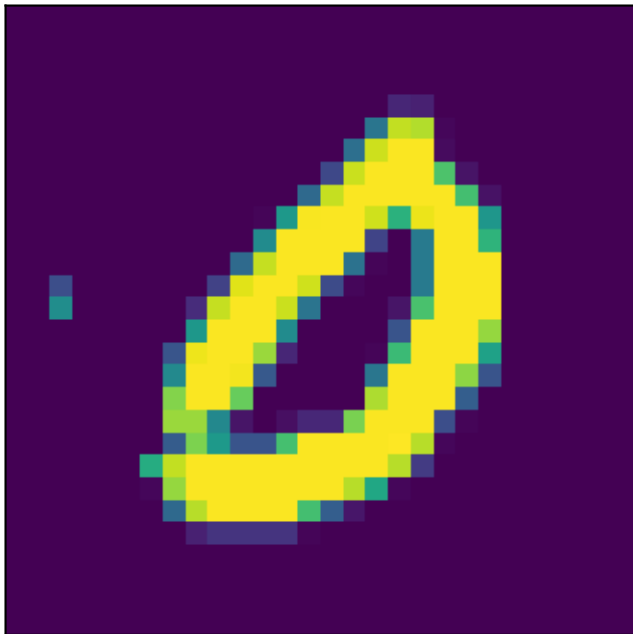
Image



## Softmax Outputs



Image



Softmax Outputs

