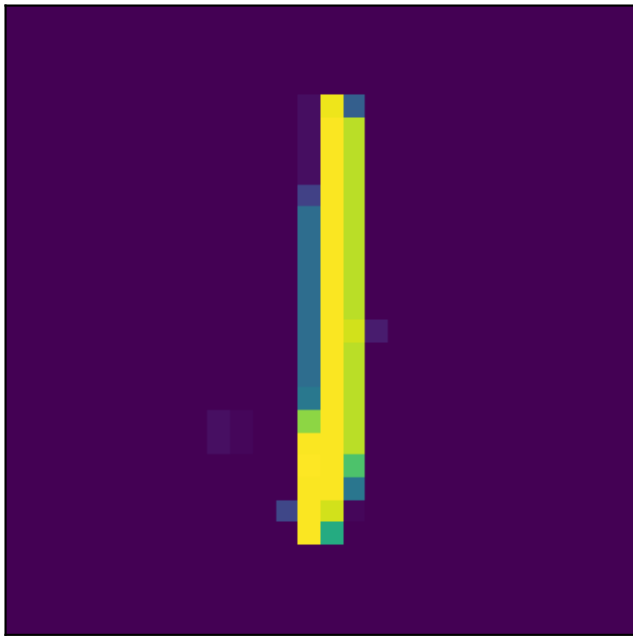


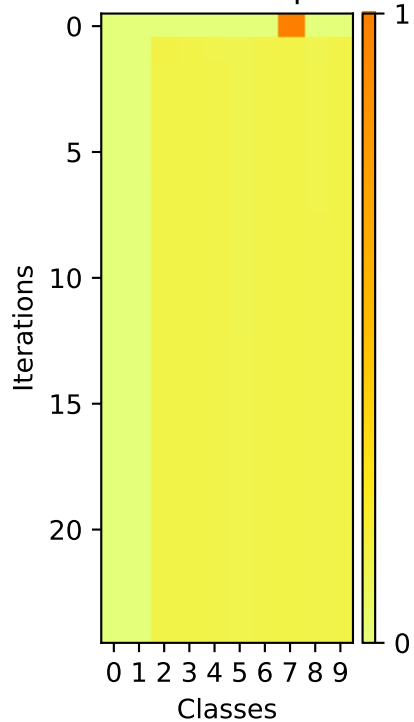
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic.

Heatmap visualization showing the evolution of the probability distribution over 25 iterations (Y-axis) for 10 classes (X-axis). The color scale ranges from 0 (yellow) to 1 (dark orange). Class 1 starts at 1.0 and decreases to ~0.25. Class 0 starts at ~0.25 and increases to ~0.75. Other classes remain near 0.

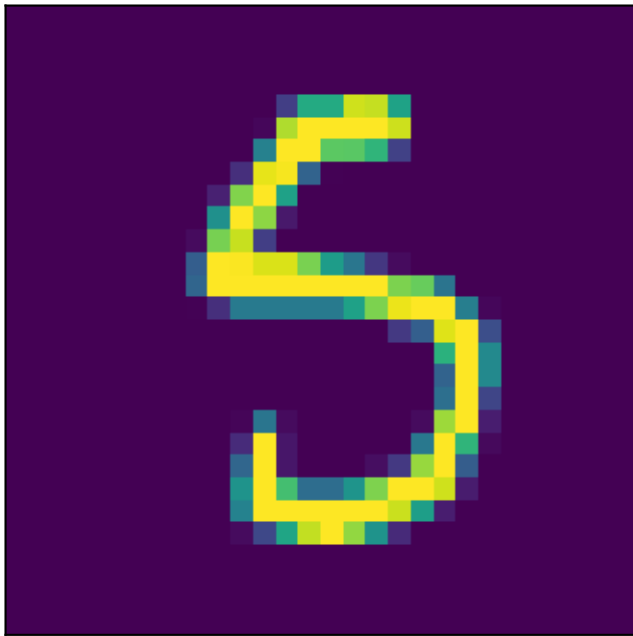
Image



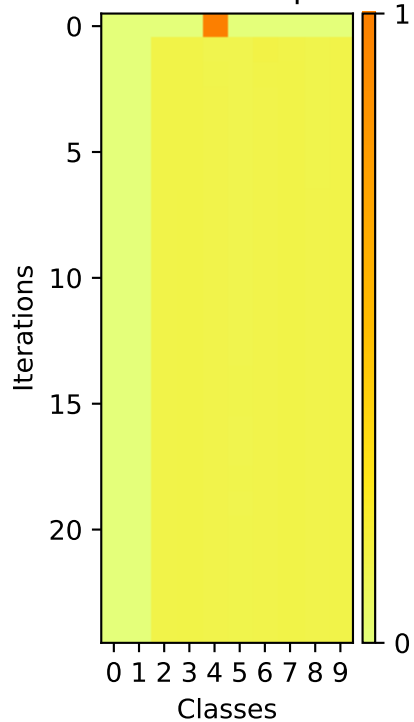
Softmax Outputs



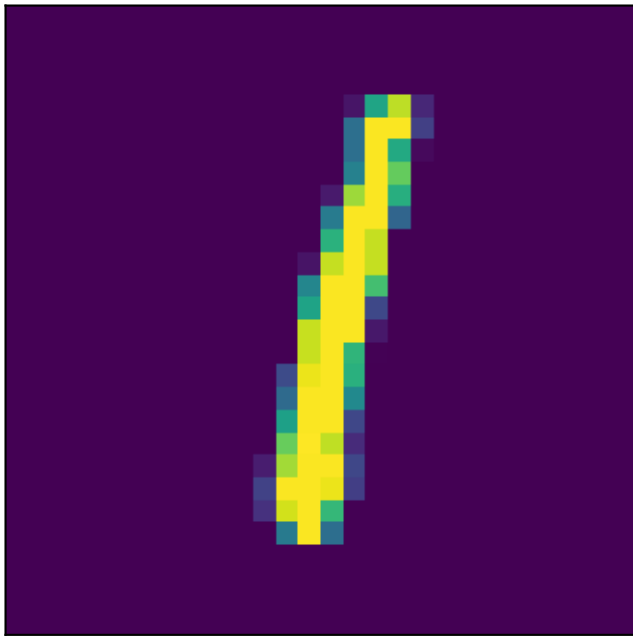
Image



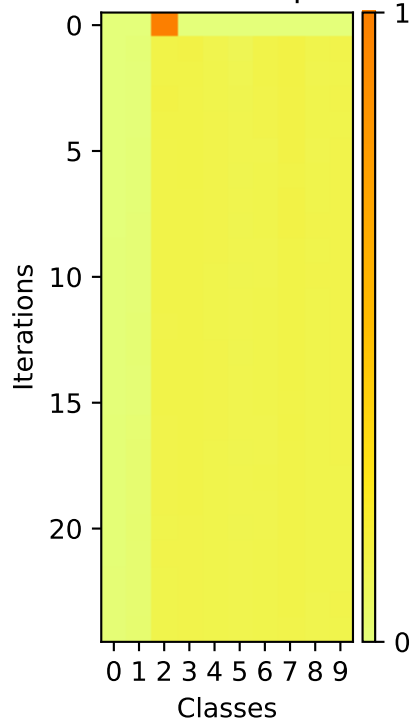
Softmax Outputs



Image

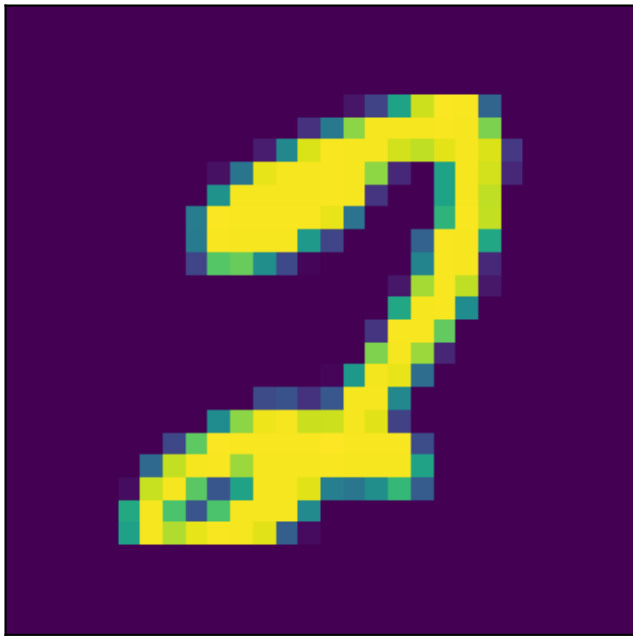


Softmax Outputs

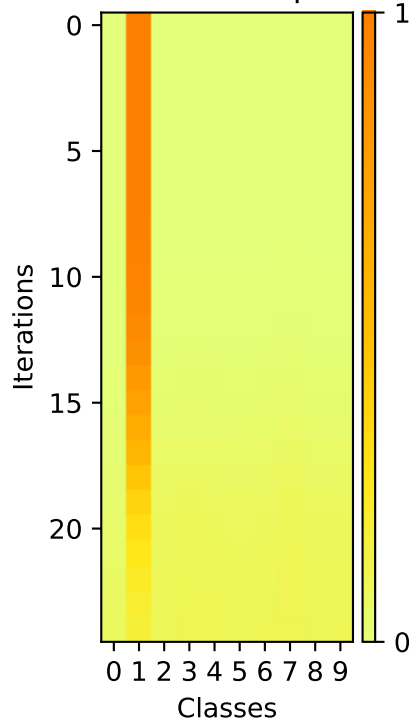


A pixelated, low-resolution image of a yellow and blue shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a horizontal bar at the top and a curved, hook-like bottom. The colors are bright yellow and a medium blue, with some darker blue/purple pixels at the edges, suggesting a dithered or low-bit depth image.

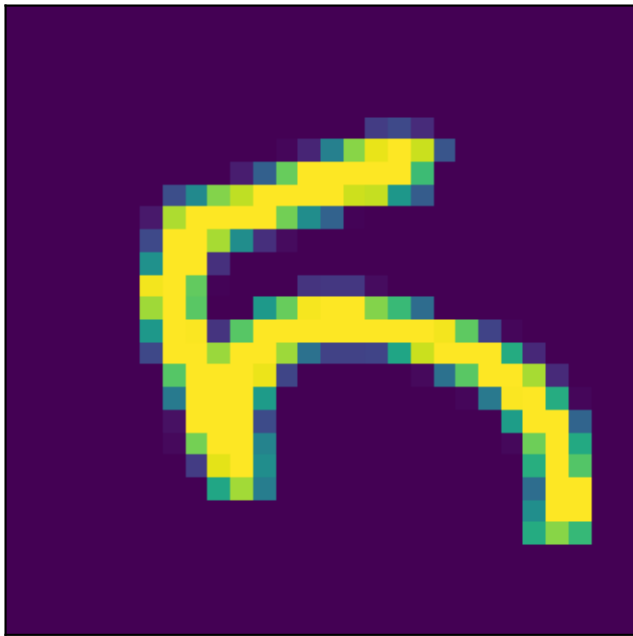
Image



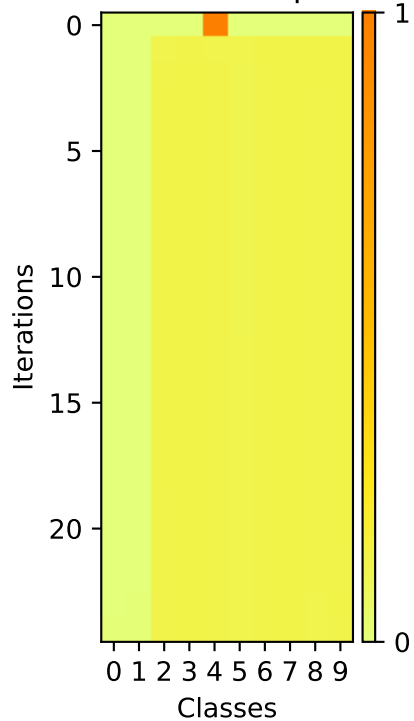
## Softmax Outputs



Image



Softmax Outputs

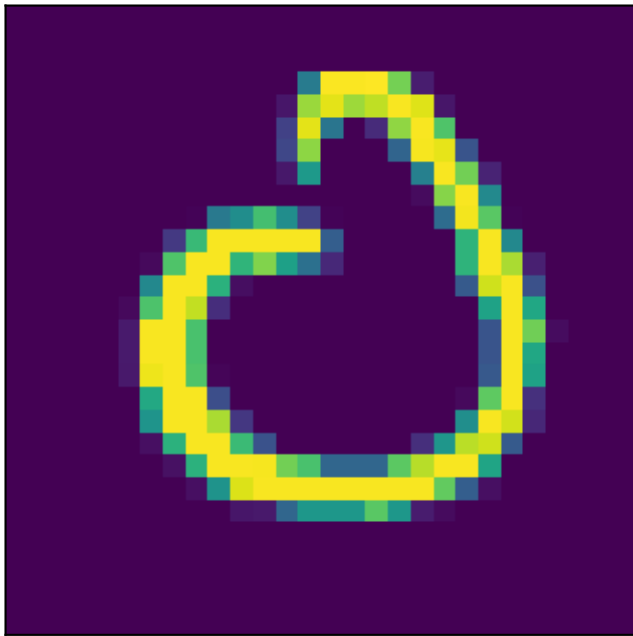


A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in shades of yellow, light blue, and dark blue, creating a jagged, blocky appearance. It resembles a stylized 'S' or a similar character, with a central square void. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a logo.

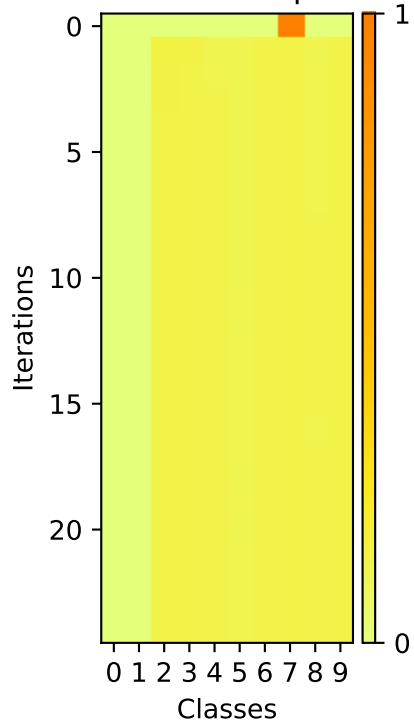


Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 7 shows a sharp increase in probability around iteration 1, reaching near 1.0 by iteration 2.

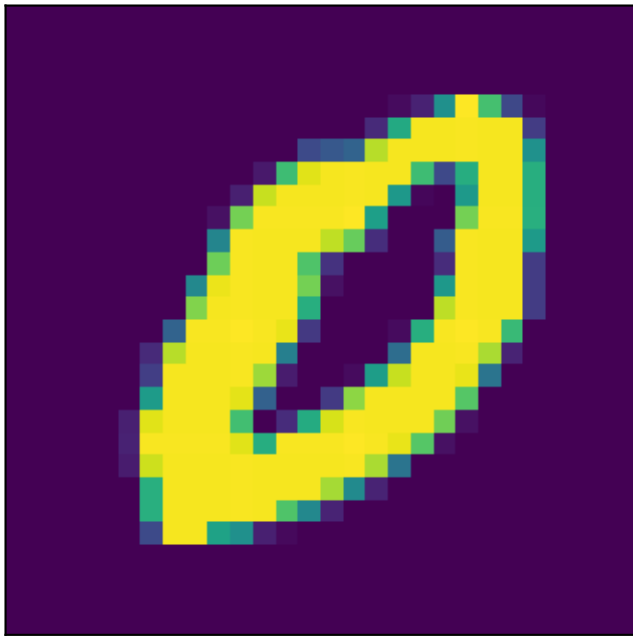
Image



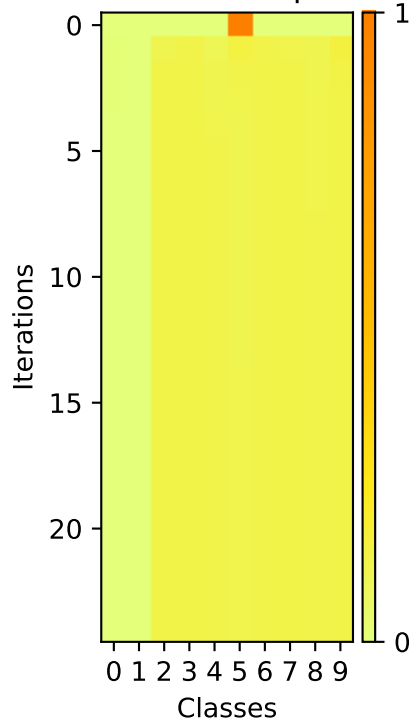
Softmax Outputs



Image

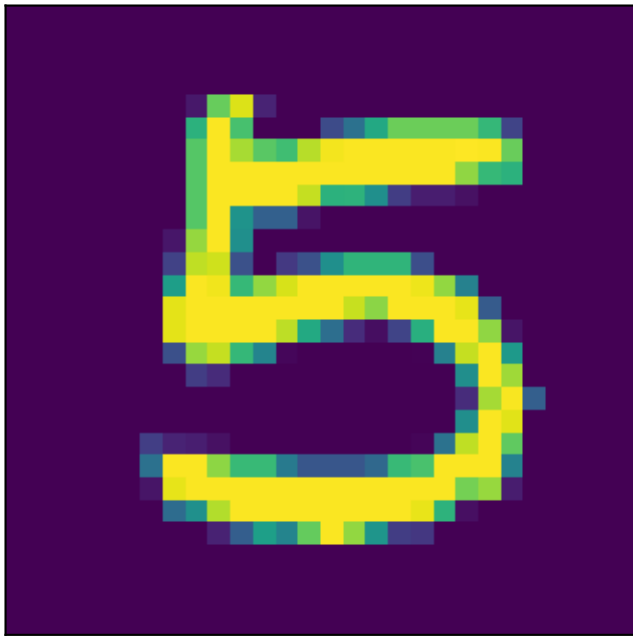


Softmax Outputs

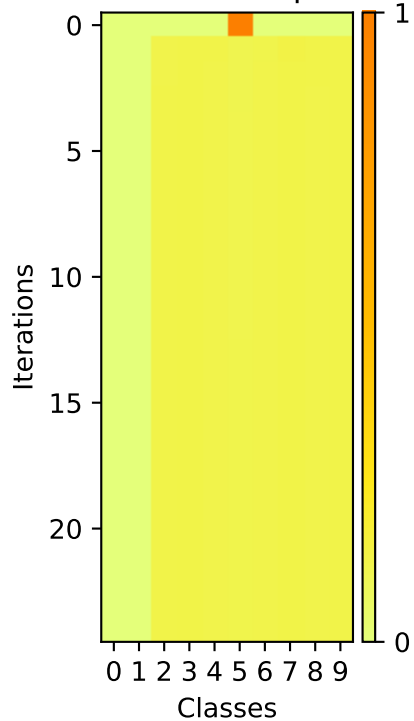


A pixelated yellow number 8 on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance. It is centered in the image.

Image

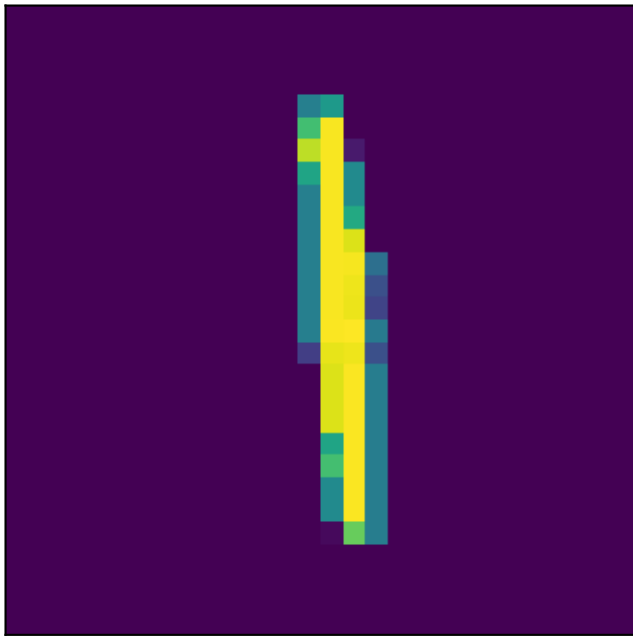


Softmax Outputs

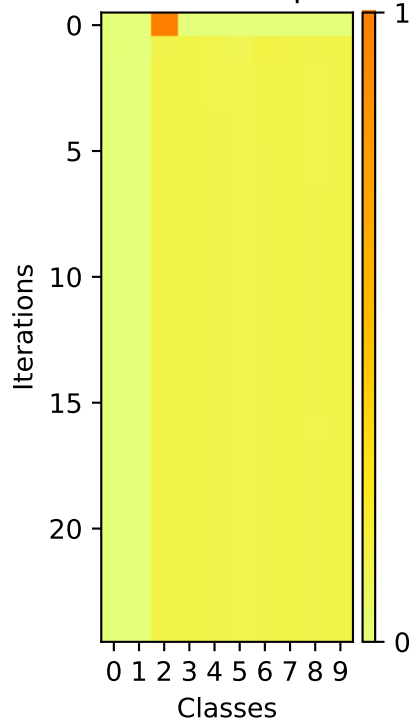


A 10x10 grid visualization of a 1D convolution operation. The grid shows the result of convolving a 1D input of size 10 with a kernel of size 3, resulting in an output of size 8. The grid is color-coded: yellow for the main diagonal, green for the first and last rows, and blue for the rest of the grid.

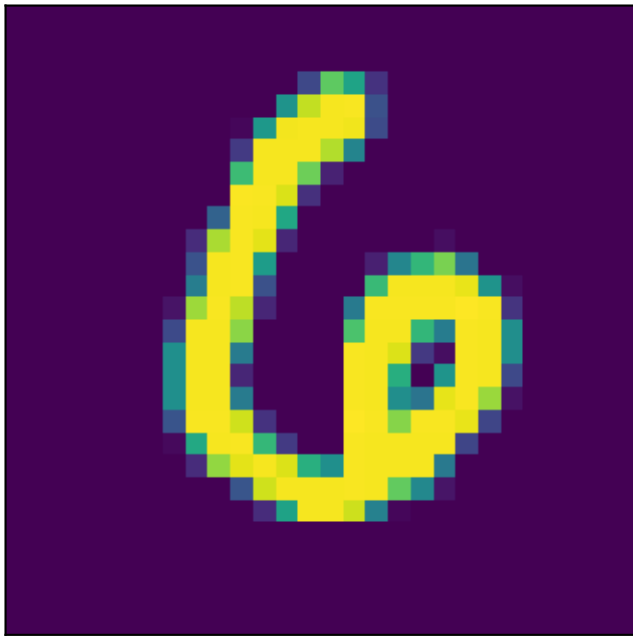
Image



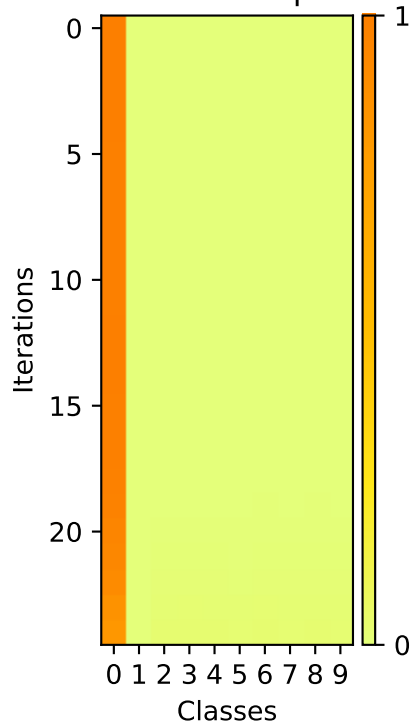
Softmax Outputs



Image



## Softmax Outputs

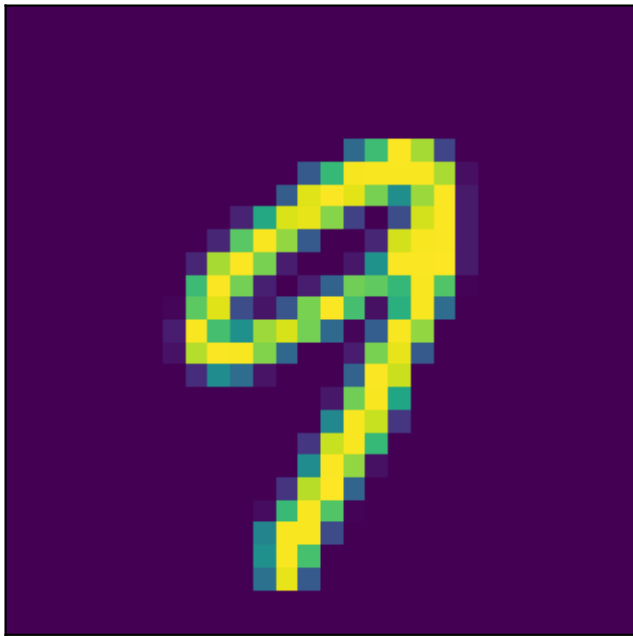




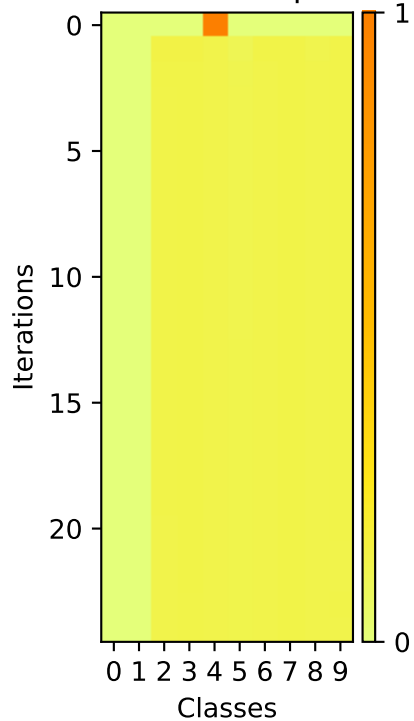
A pixelated, low-resolution image of a yellow and green 'S' shape on a dark purple background. The shape is composed of small squares, with the main body being yellow and the edges or highlights being green. The overall appearance is that of a digital art style or a logo.

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 is highly concentrated on Class 0 and Class 1, with Class 1 starting at 1.0 and decreasing, and Class 0 starting at ~0.25 and increasing. Other classes remain near 0.

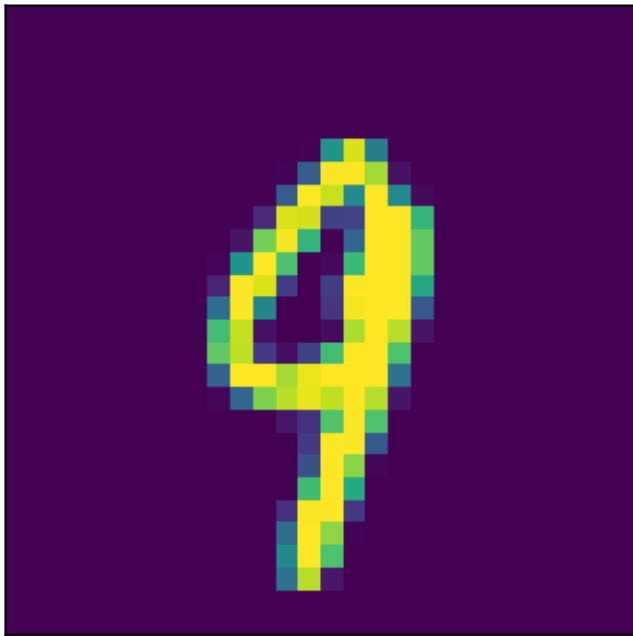
Image



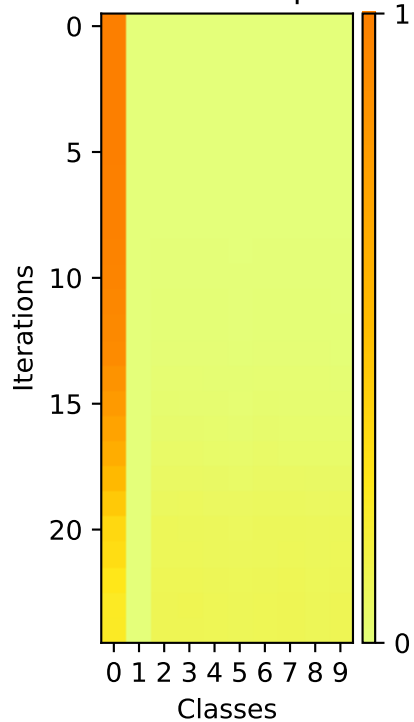
Softmax Outputs



Image

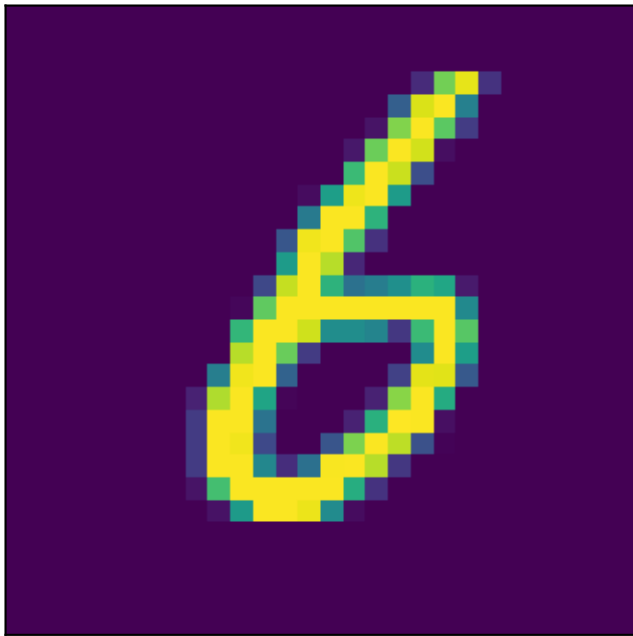


## Softmax Outputs

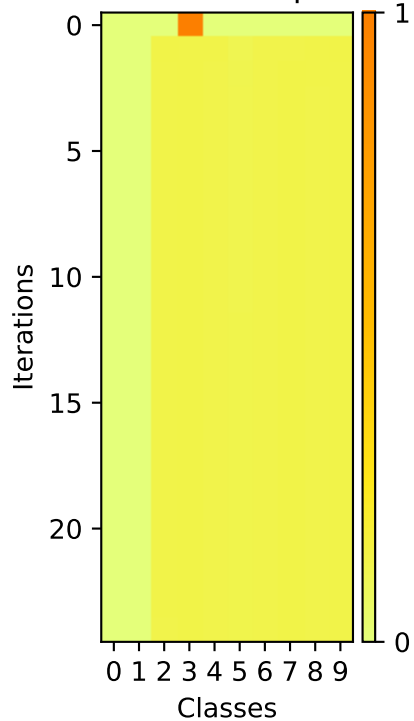


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows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

Image



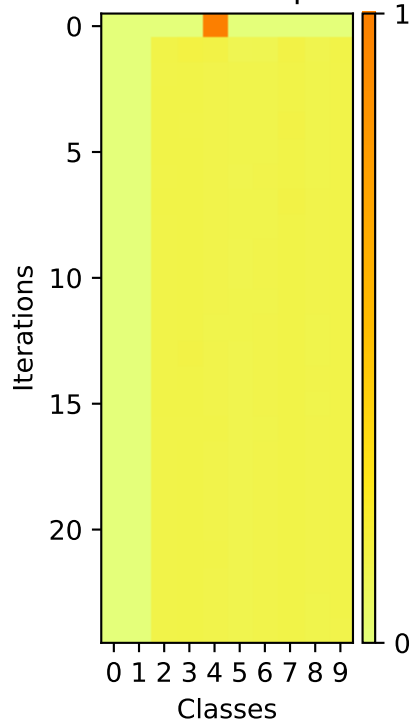
Softmax Outputs



Image

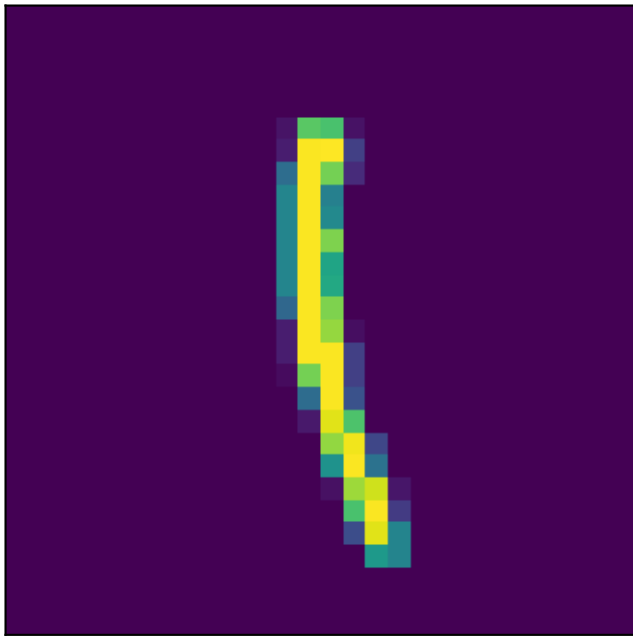


Softmax Outputs

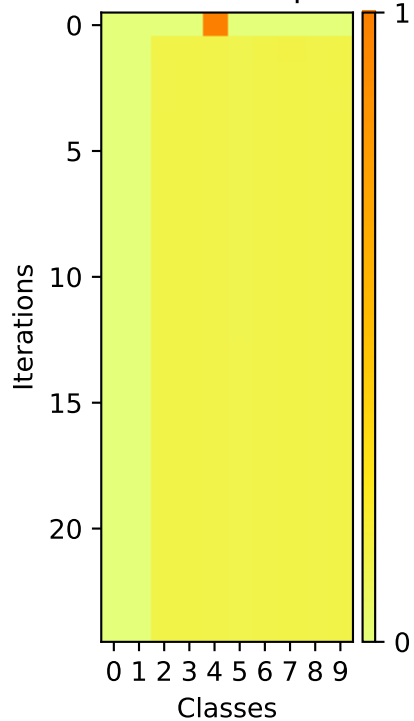


A pixelated yellow number 4 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a hand-drawn or digital art appearance.

Image



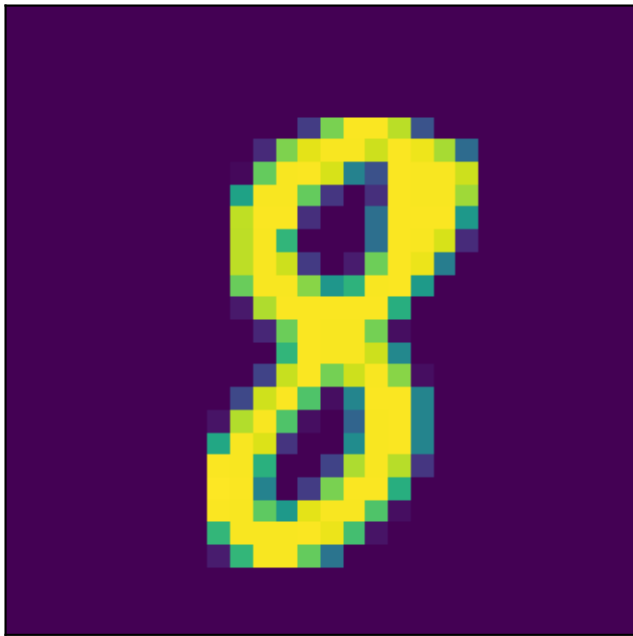
Softmax Outputs



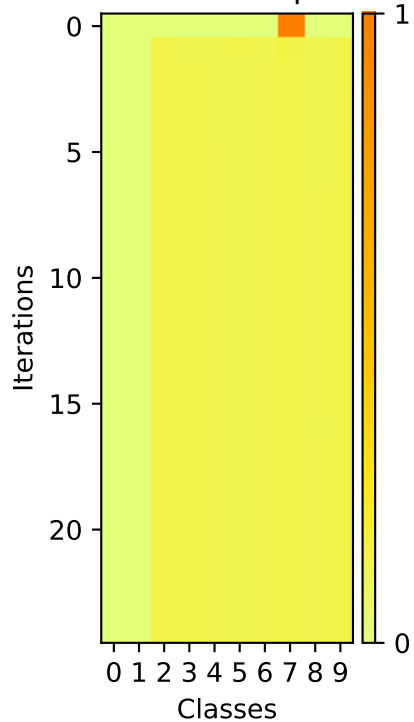


A pixelated, low-resolution image of a yellow and green question mark on a dark purple background. The question mark is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is centered in the frame.

Image



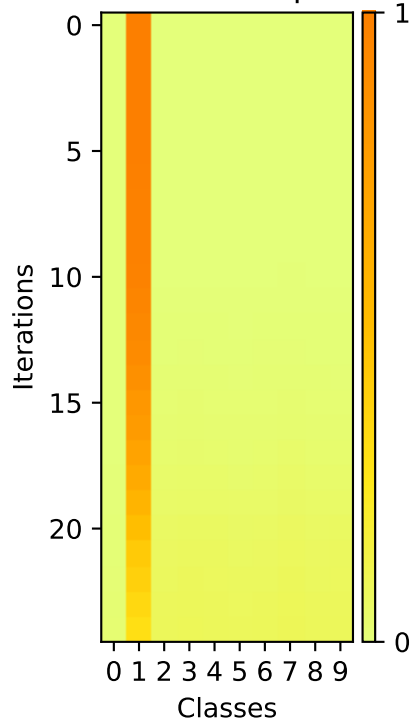
Softmax Outputs



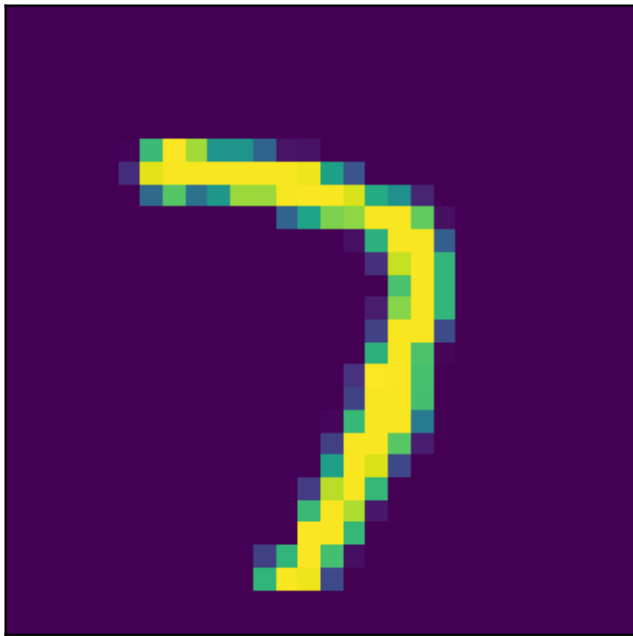
Image



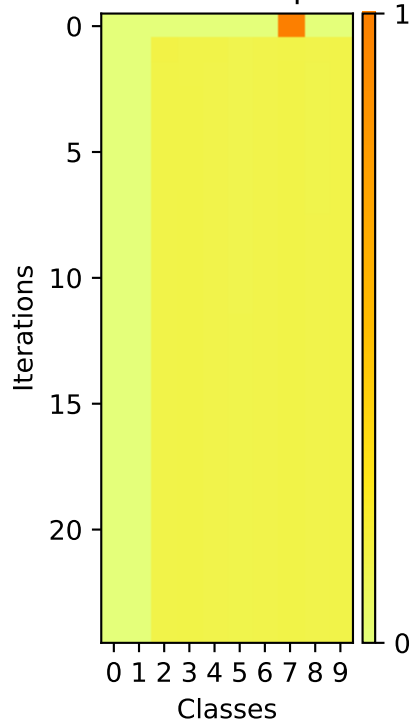
## Softmax Outputs



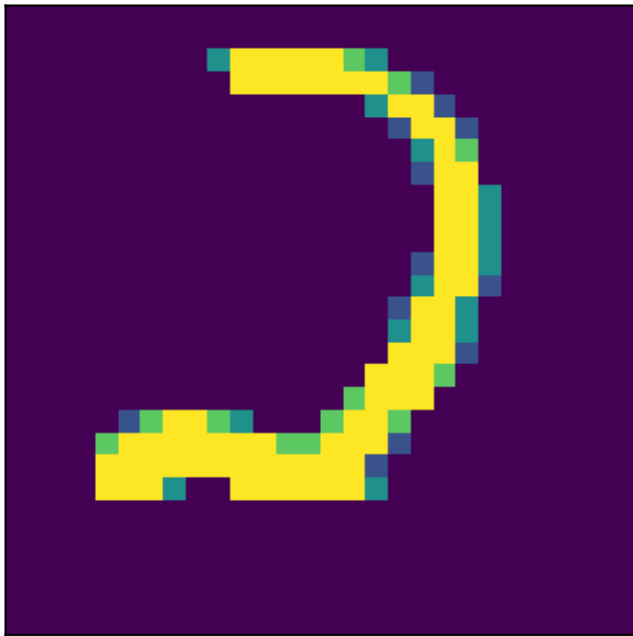
Image



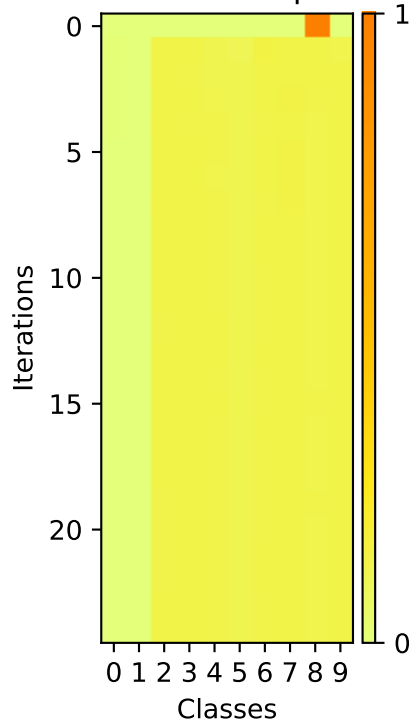
Softmax Outputs



Image



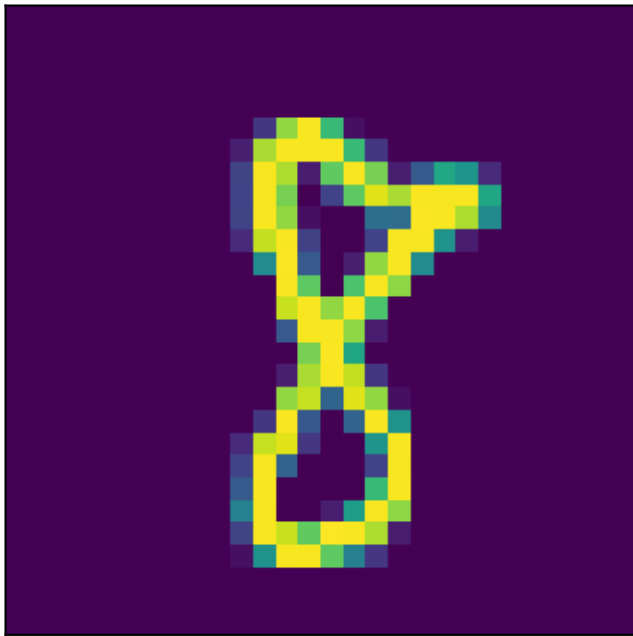
## Softmax Outputs



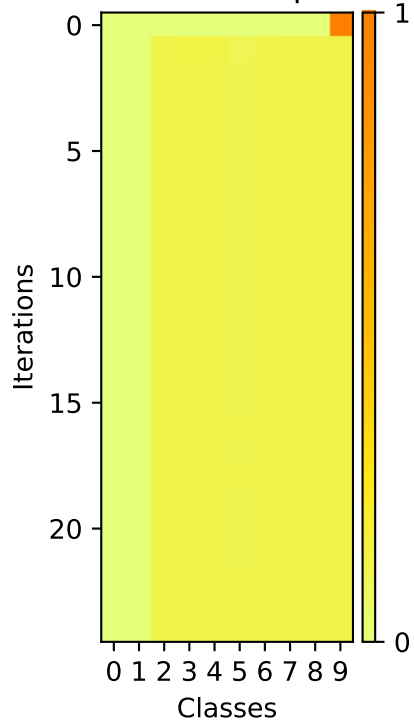
A pixelated, low-resolution image of the number 3, rendered in yellow and green against a dark purple background. The image is composed of small squares, giving it a retro, digital appearance. The number 3 is centered and occupies most of the frame.

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 is highly concentrated on Class 3, which reaches a probability near 1.0 by iteration 20.

Image



## Softmax Outputs



A pixelated yellow number 0 on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

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

The distribution starts concentrated on Class 1 (probability 1.0) at Iteration 0. As iterations progress, the probability mass shifts towards Class 0, which reaches approximately 0.85 by Iteration 20. Class 1's probability decreases to approximately 0.15. Other classes maintain very low probabilities throughout the iterations.



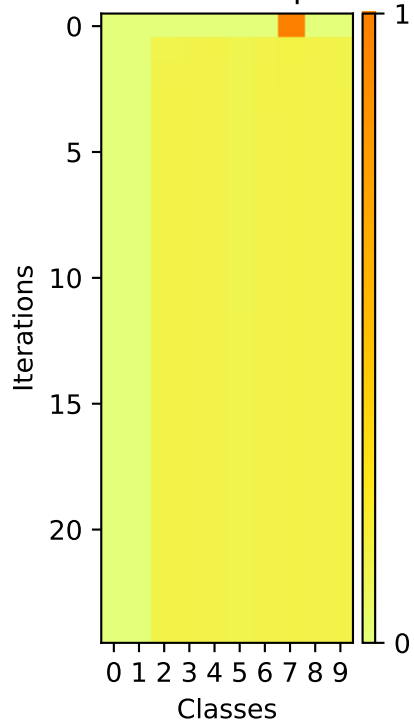
A pixelated, low-resolution image of a vertical bar, possibly representing a stylized letter 'I' or a barcode. The bar is composed of yellow and blue pixels, with a yellow core and blue outer edges. It is set against a dark, textured background.

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 (red). Class 0 starts at 1.0 and decreases to ~0.1. Class 1 starts at ~0.1 and increases to ~0.9. Other classes remain near 0.

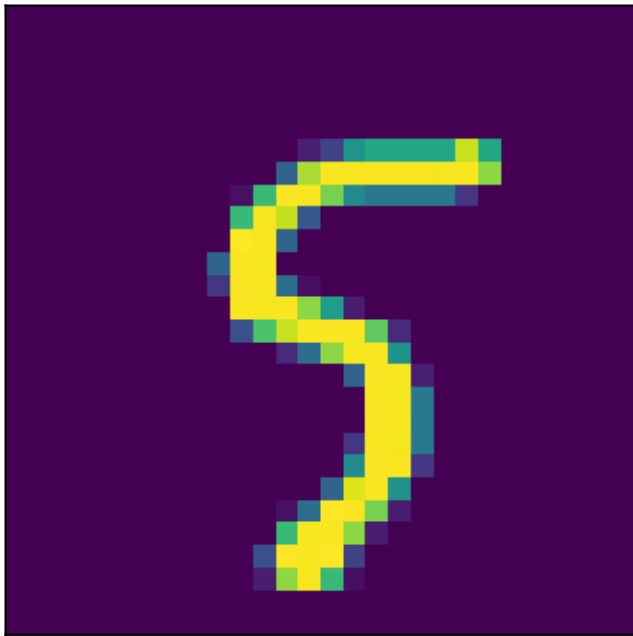
Image



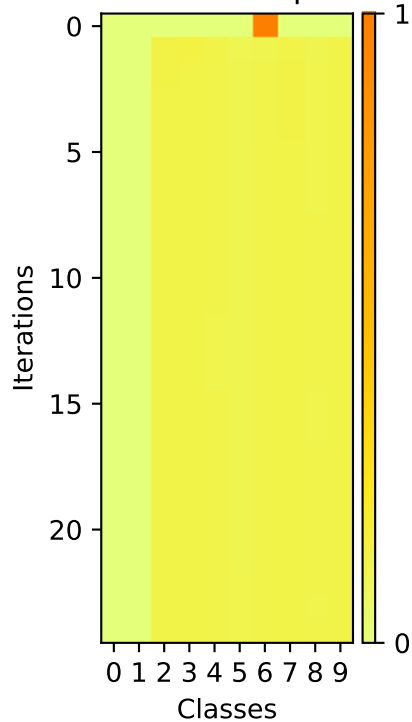
Softmax Outputs



Image



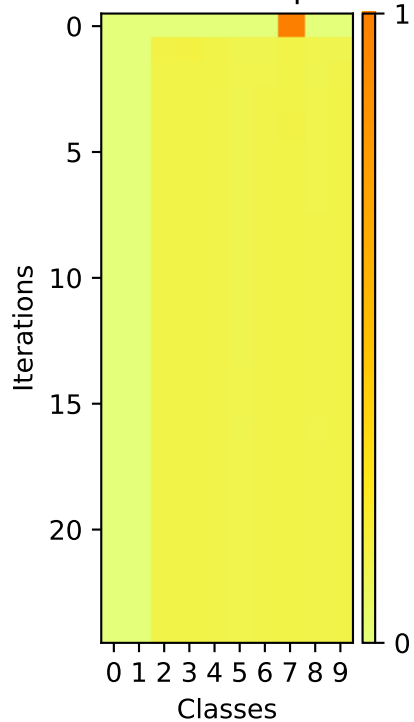
Softmax Outputs



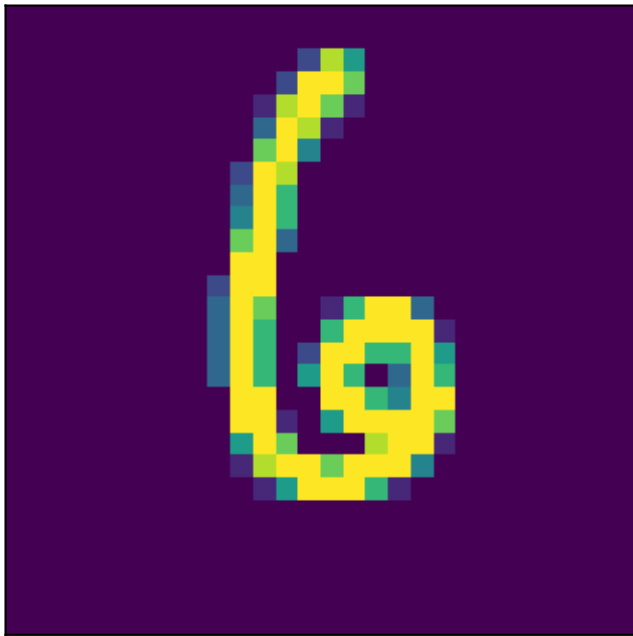
Image



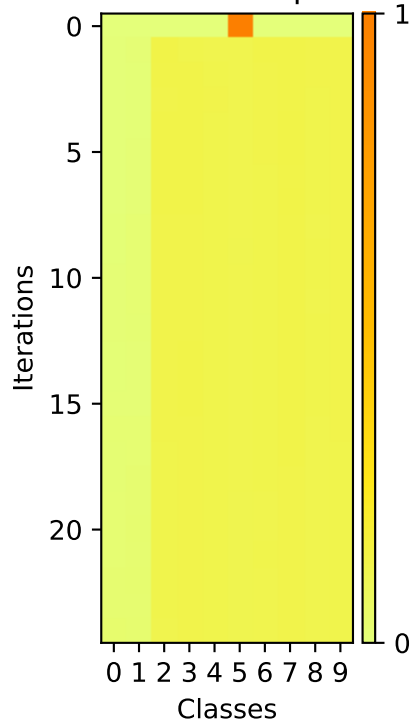
## Softmax Outputs



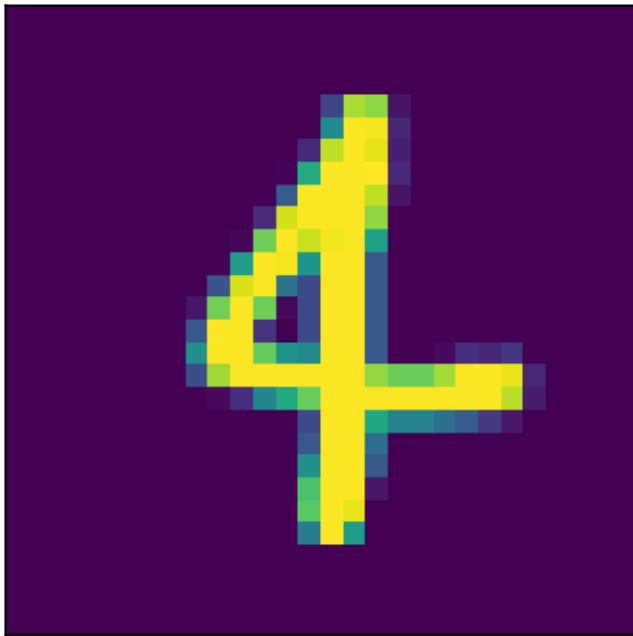
Image



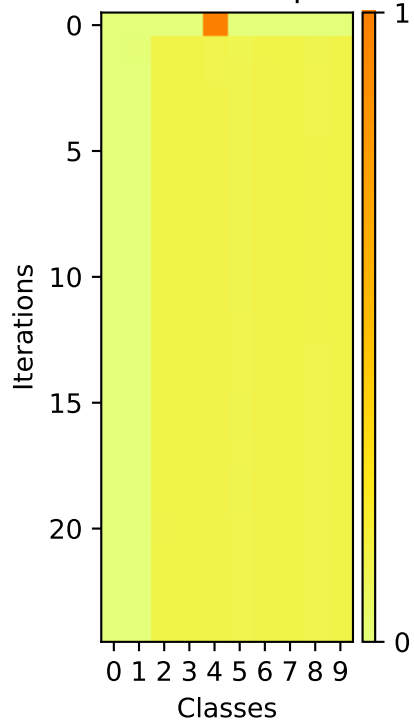
Softmax Outputs



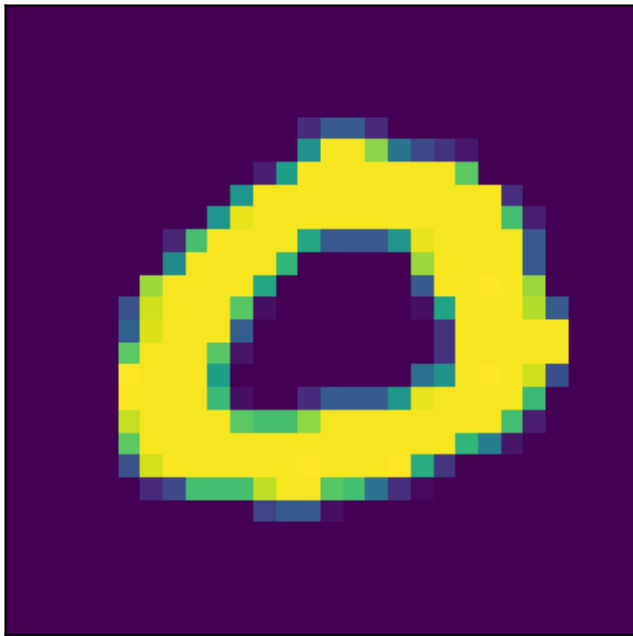
Image



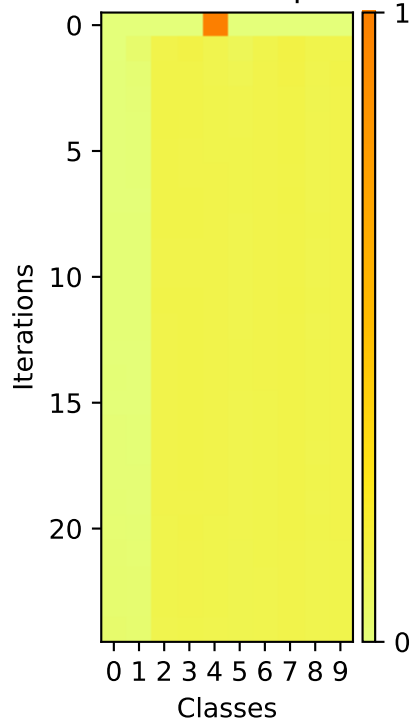
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution version of the Google 'G' logo. The logo is composed of yellow and green pixels, with some blue and purple pixels visible in the background. It is centered on a dark purple background.

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



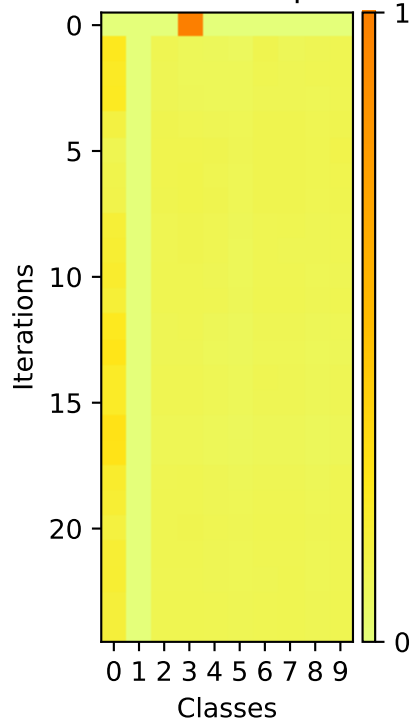
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. 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 shows a clear shift from Class 1 (initially 1.0) towards Class 0 over the iterations.

Image



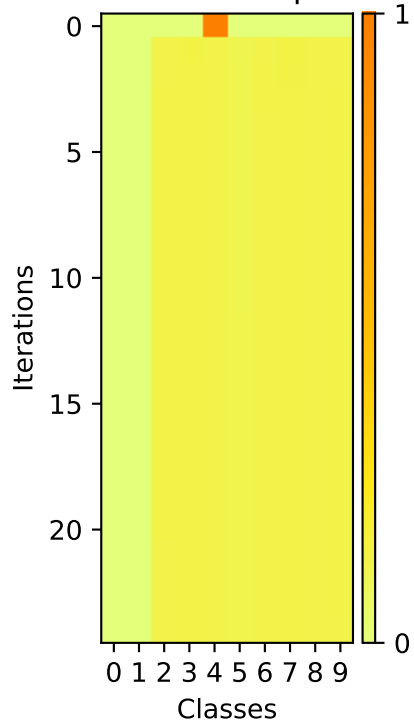
Softmax Outputs



Image



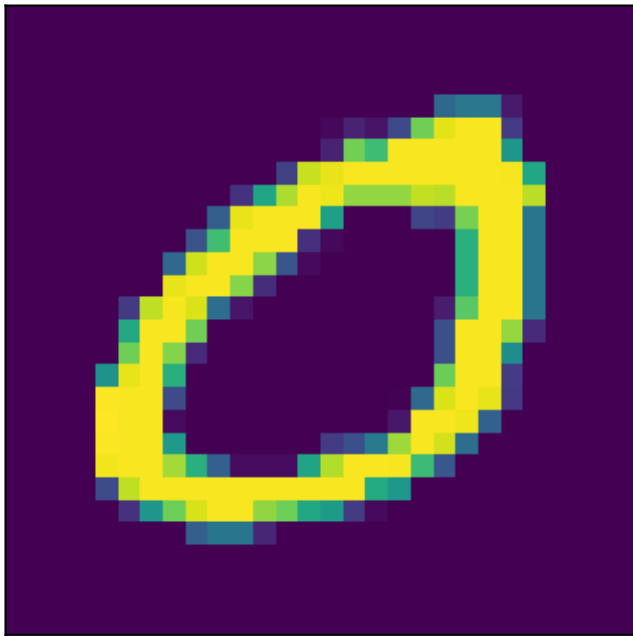
Softmax Outputs



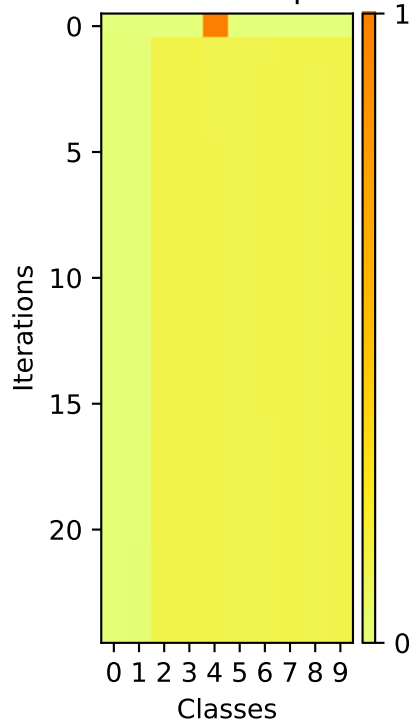
A pixelated yellow number 9 on a dark blue background. The number is composed of yellow and light blue pixels, giving it a blocky, digital appearance. It is positioned in the lower-left quadrant of the image.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (dark orange). The distribution shows a clear shift from Class 1 (initially at 1.0) towards Class 0 over the iterations.

Image



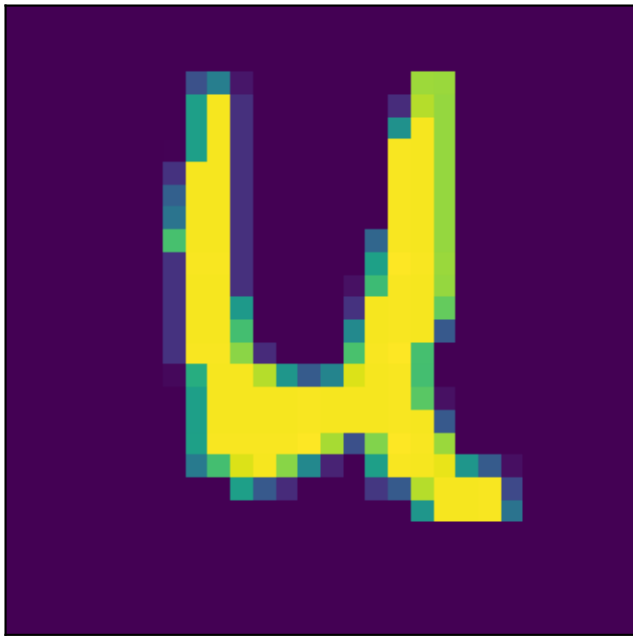
Softmax Outputs



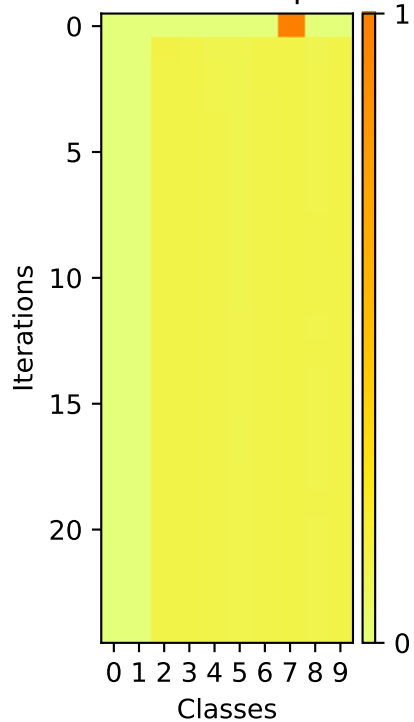
Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (light yellow) to 1 (dark orange). The heatmap shows that the loss for most classes remains low (near 0) throughout the iterations. However, Class 6 shows a significant increase in loss starting around iteration 15, reaching a peak near 1.0 by iteration 20.

A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares, with yellow being the primary color and green used for shading or highlights. The overall appearance is that of a stylized '8' or a figure-eight knot, rendered in a retro, digital art style.

Image

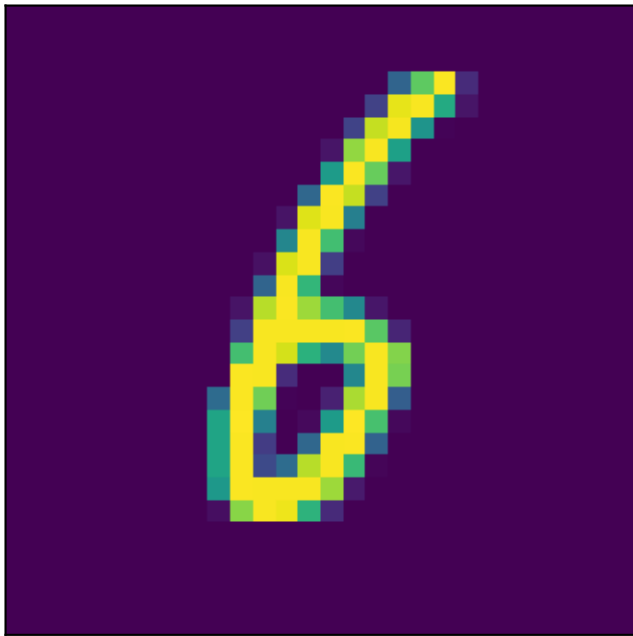


Softmax Outputs

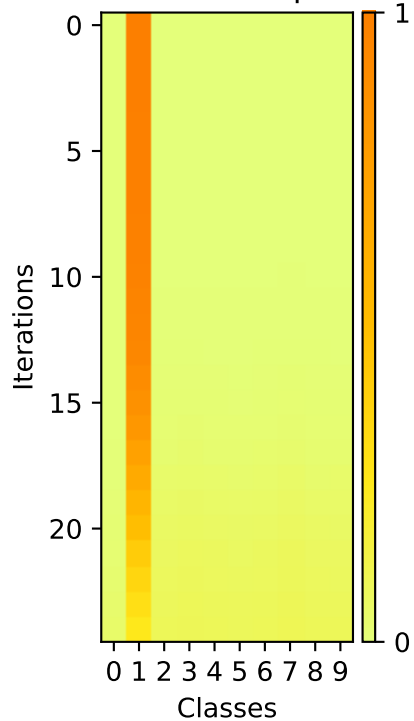




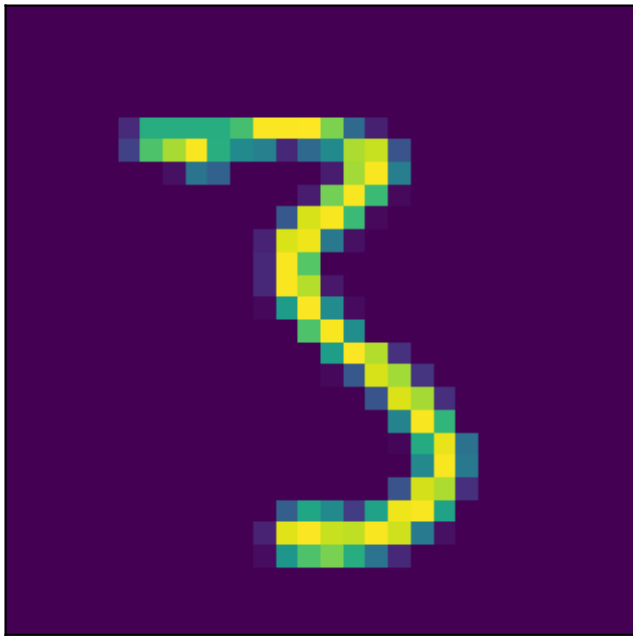
Image



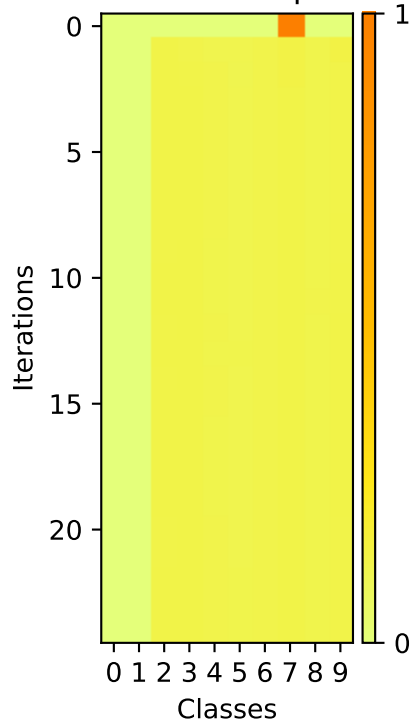
## Softmax Outputs



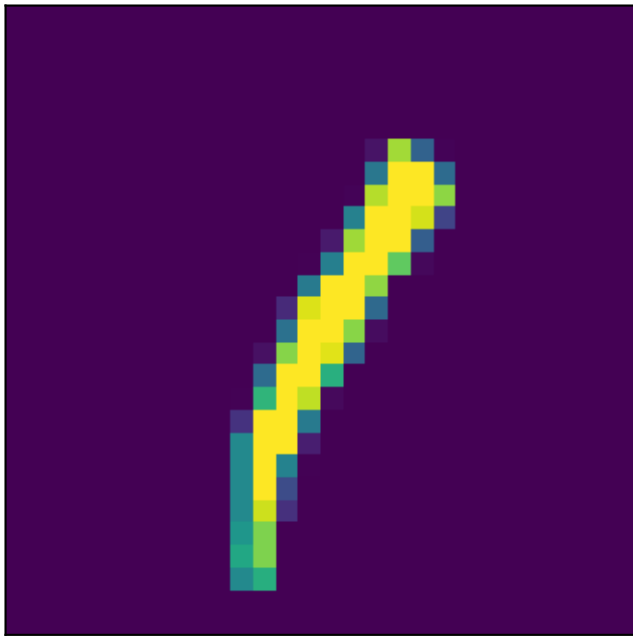
Image



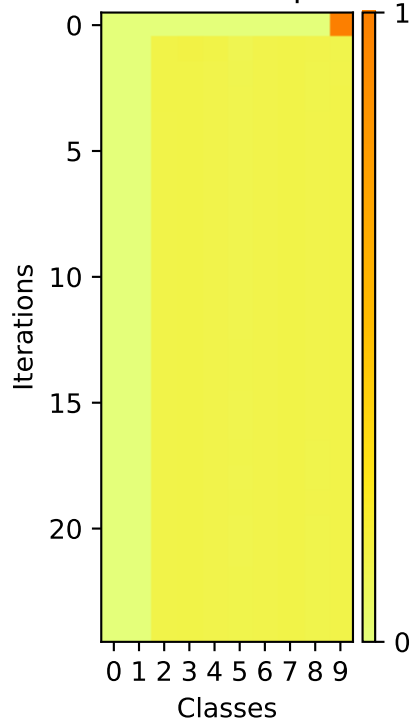
Softmax Outputs



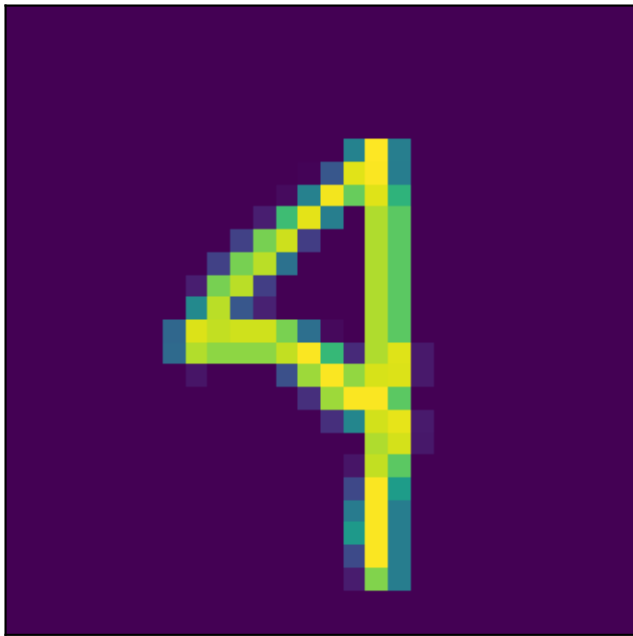
Image



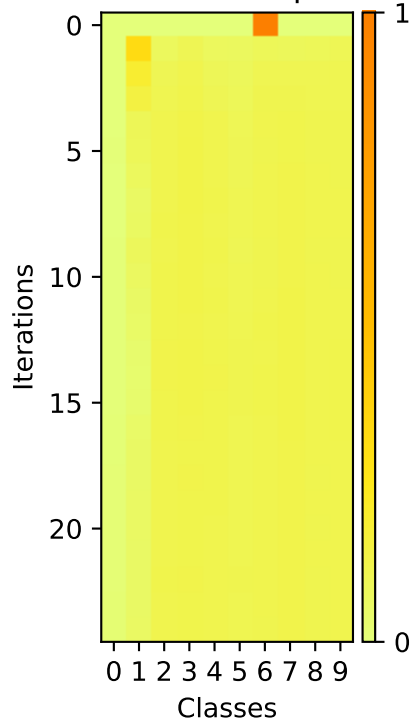
## Softmax Outputs



Image

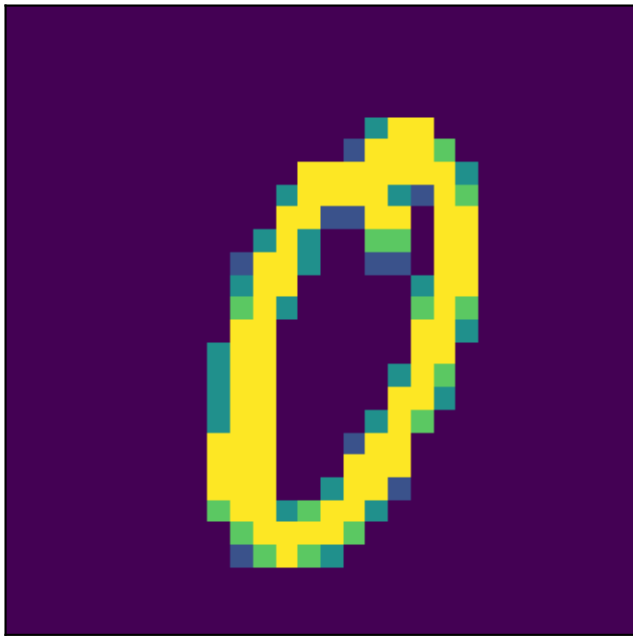


Softmax Outputs

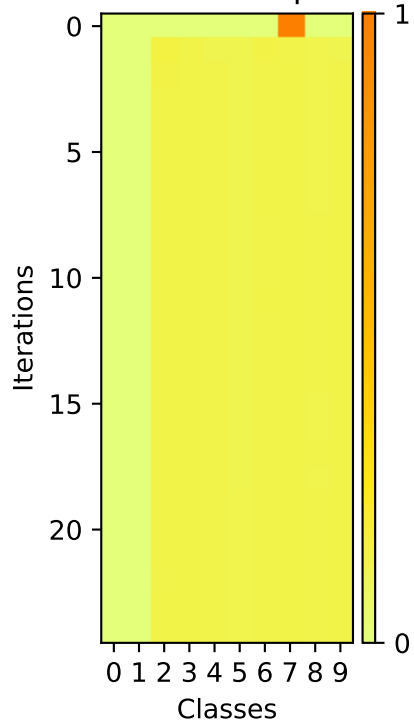


Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (red). Class 2 shows a high probability (red) at iteration 0, which quickly drops to near zero by iteration 1 and remains low. Other classes maintain low probabilities throughout the iterations.

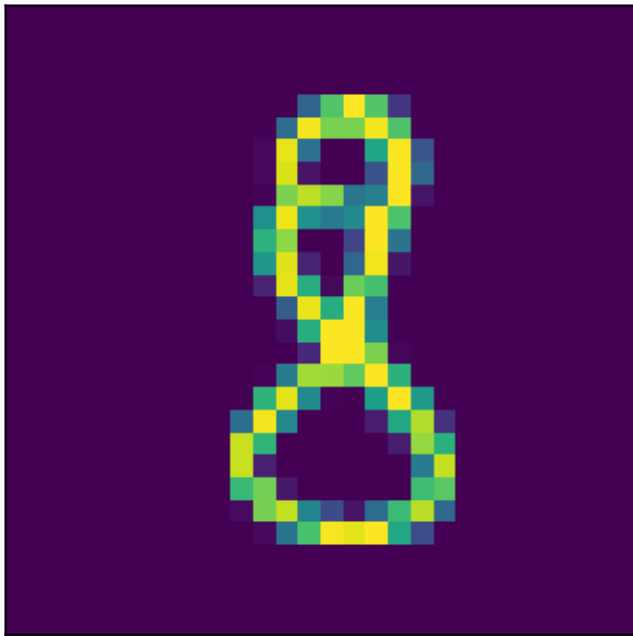
Image



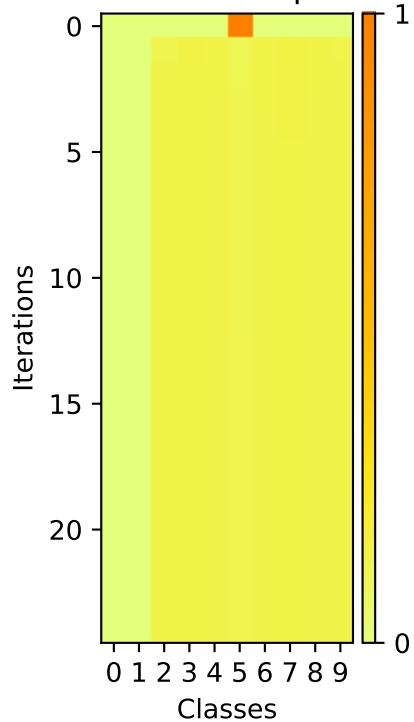
Softmax Outputs



Image



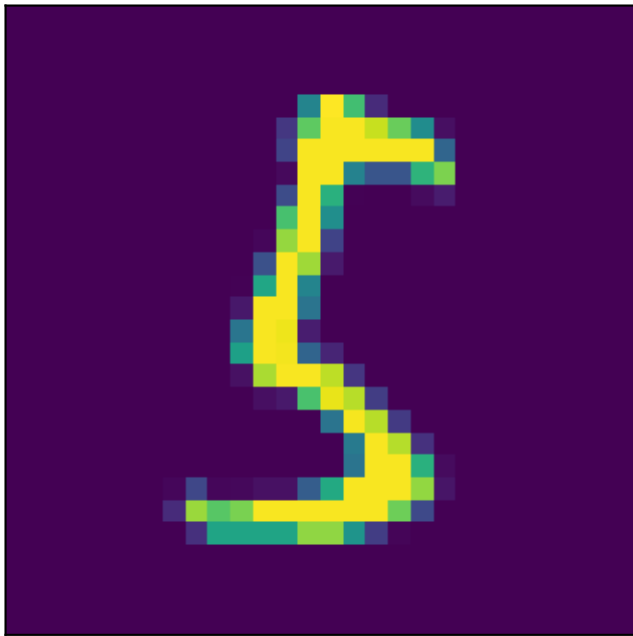
Softmax Outputs



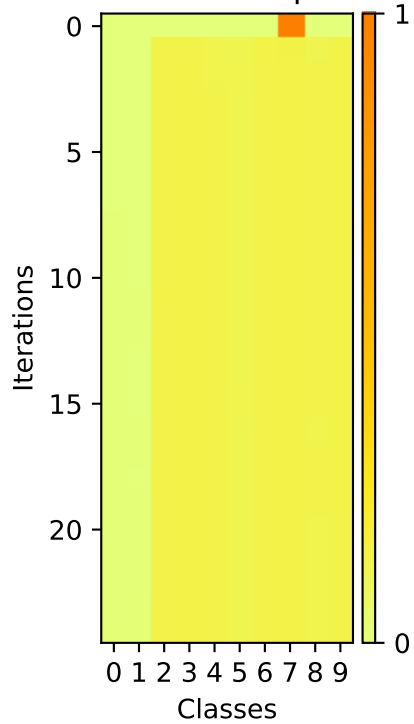
A heatmap showing the evolution of the matrix of the linear system over iterations (Y-axis, 0 to 20) and classes (X-axis, 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0, with a small dark orange region (value near 1) in the top-left corner (iteration 0, class 2).



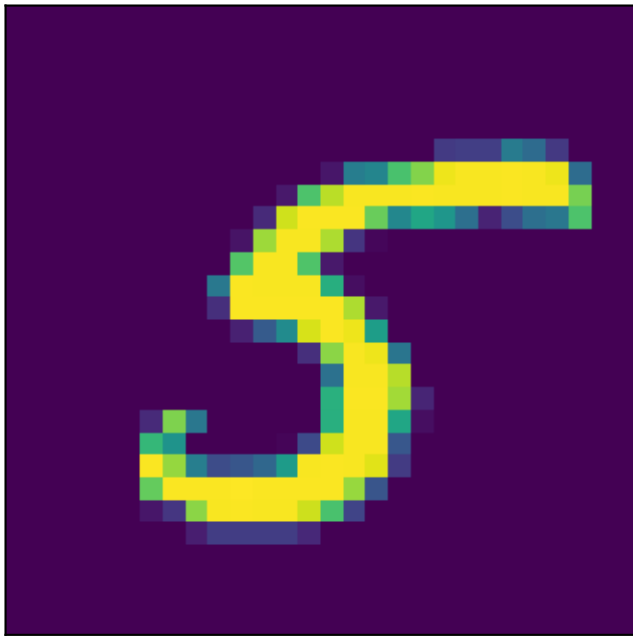
Image



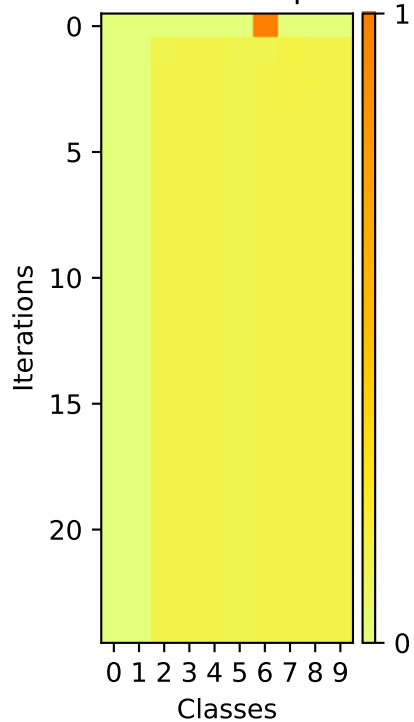
Softmax Outputs



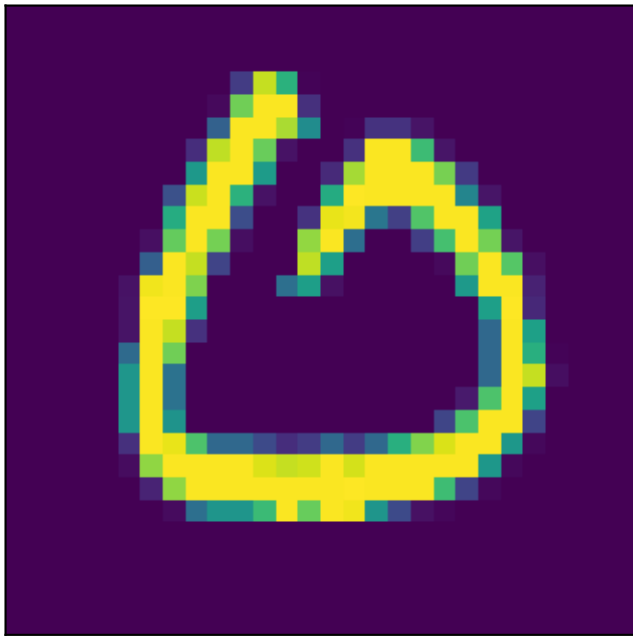
Image



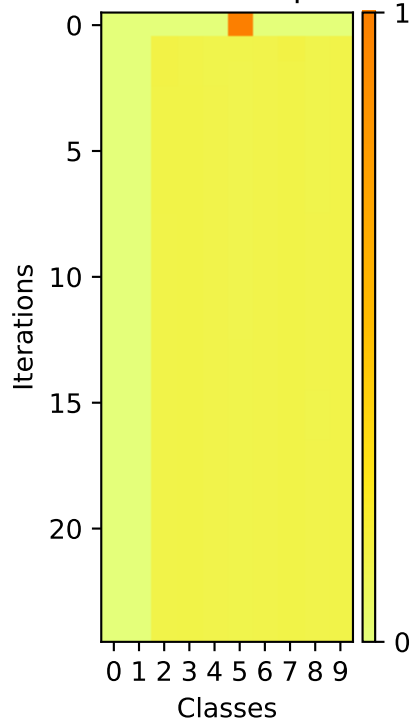
Softmax Outputs



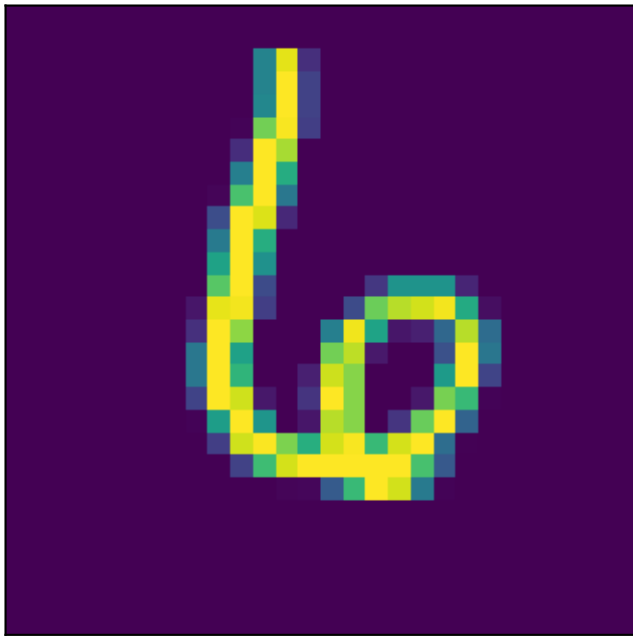
Image



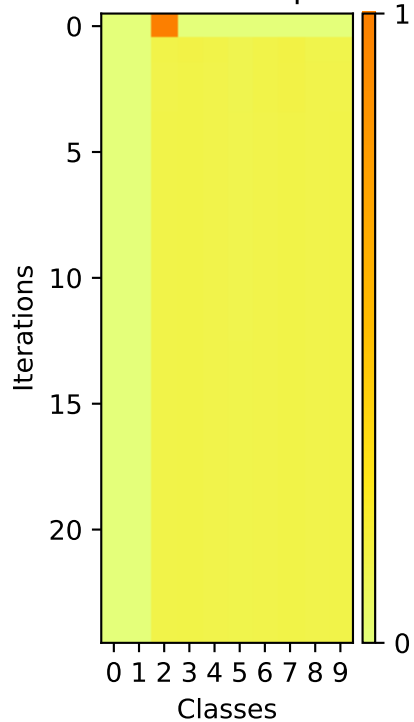
Softmax Outputs



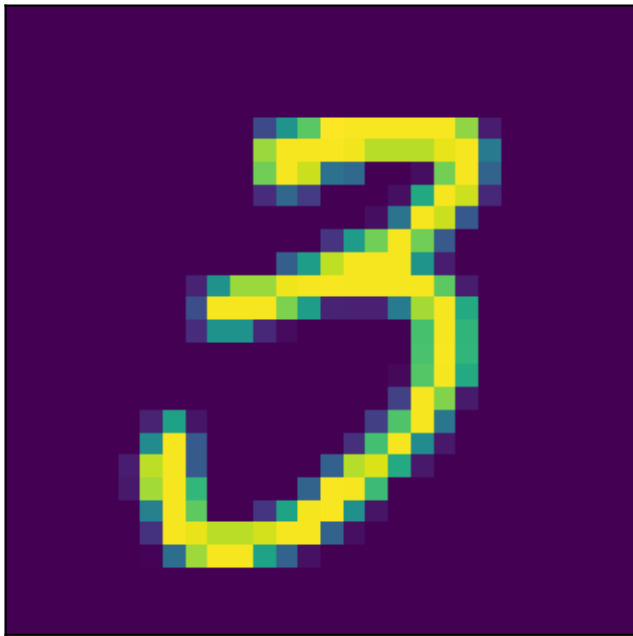
Image



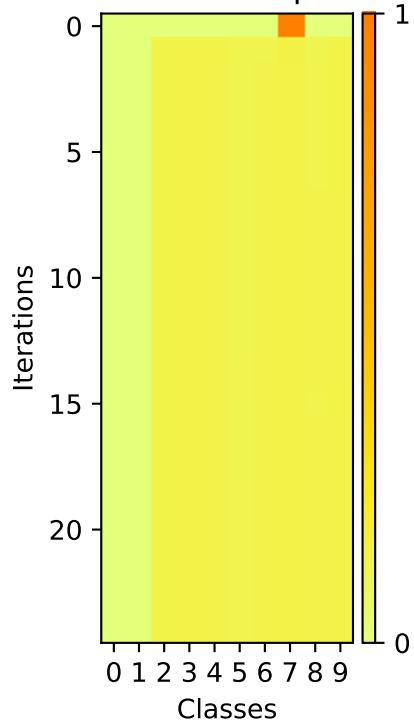
Softmax Outputs



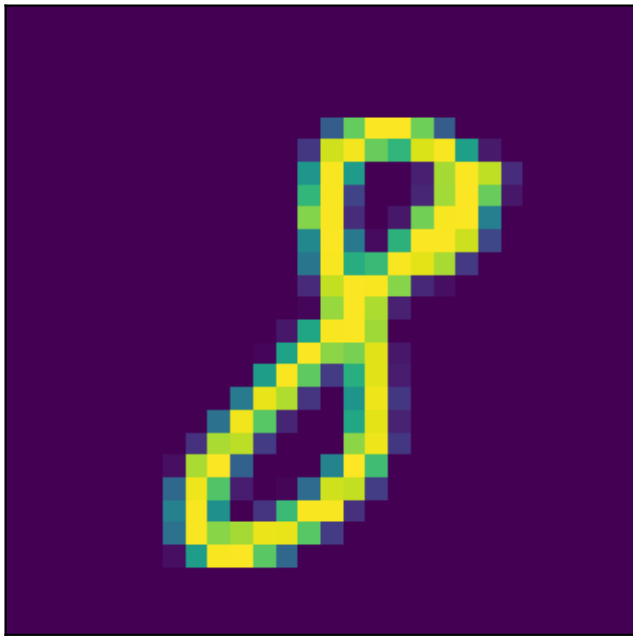
Image



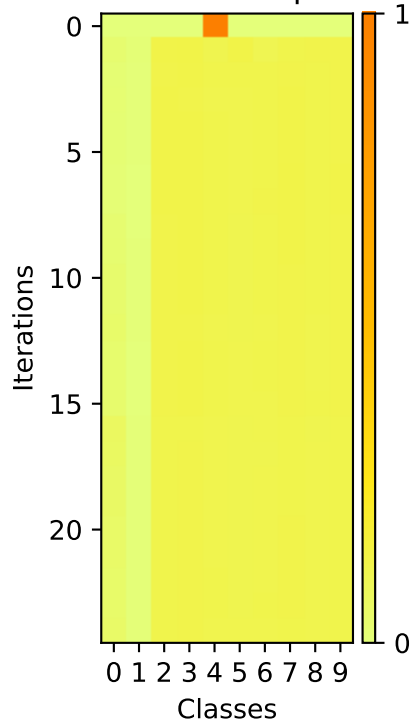
Softmax Outputs



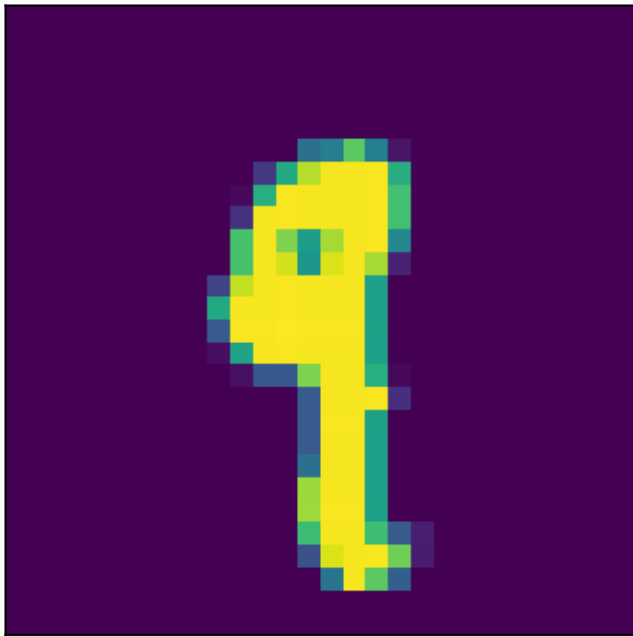
Image



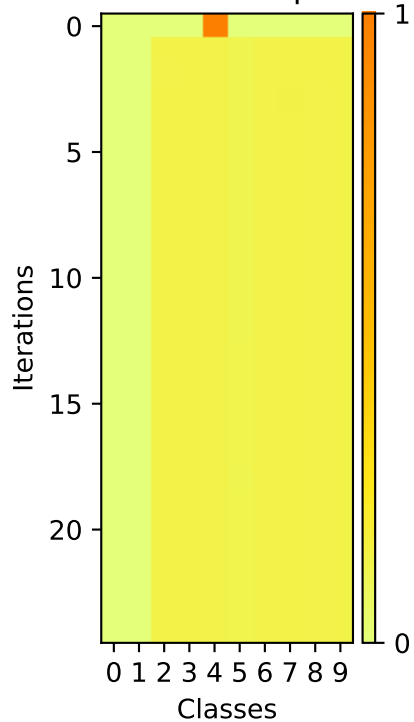
Softmax Outputs



Image



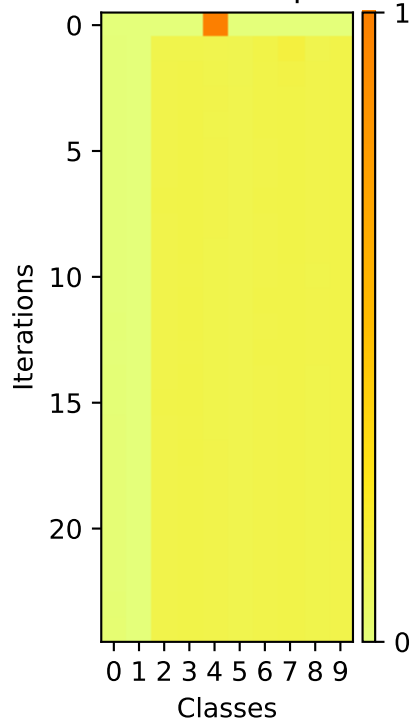
Softmax Outputs



Image

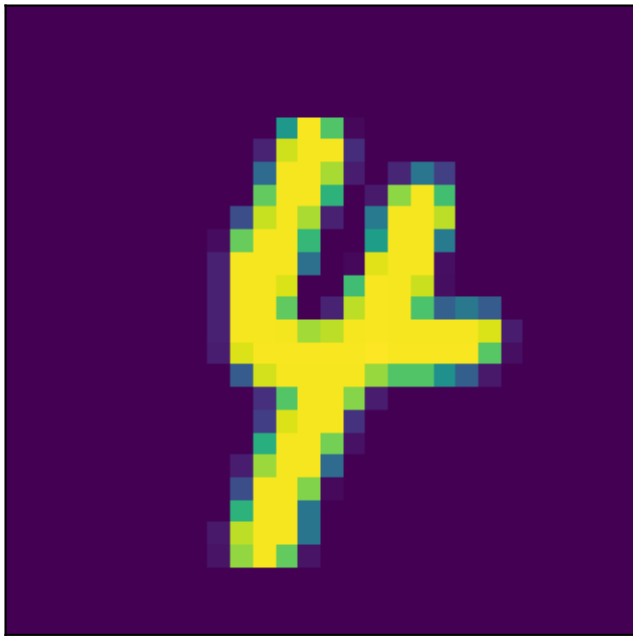


Softmax Outputs

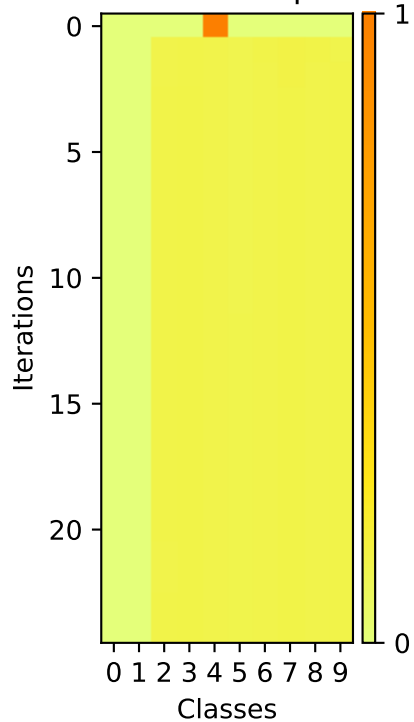




Image



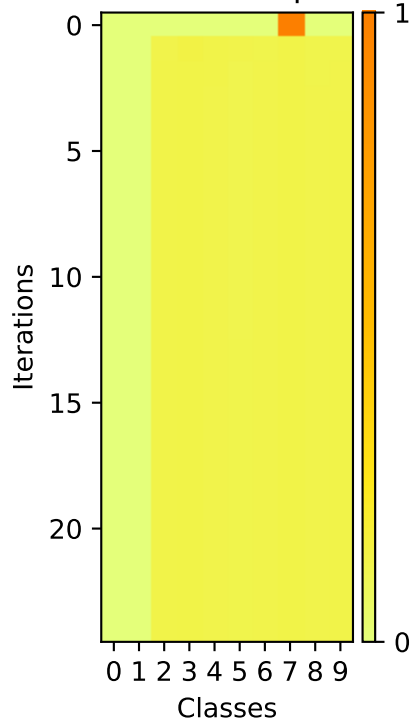
Softmax Outputs



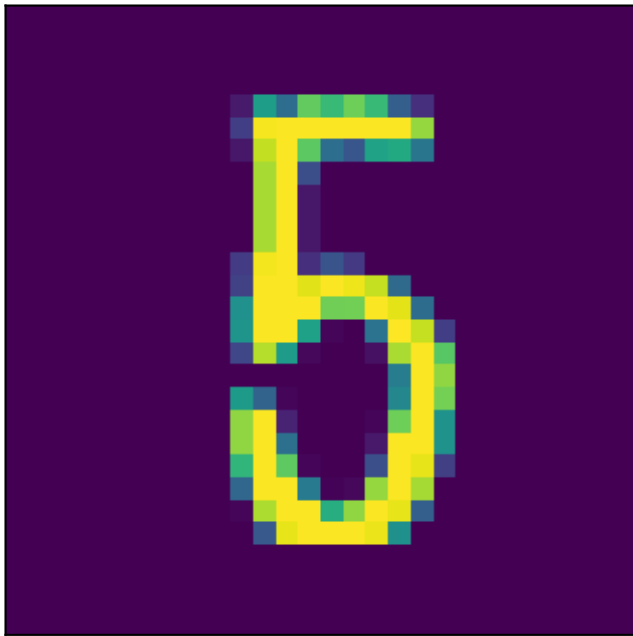
Image



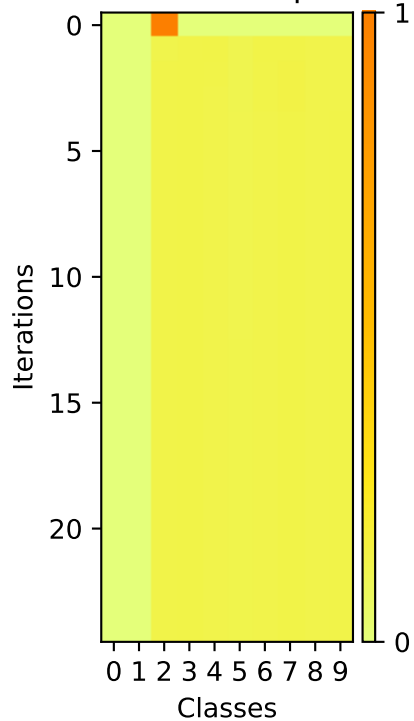
Softmax Outputs



Image



Softmax Outputs



A pixelated circular logo featuring a thick, irregular border composed of yellow and light green pixels. The interior of the circle is a solid dark purple, matching the background. The overall style is reminiscent of early digital art or video game graphics.

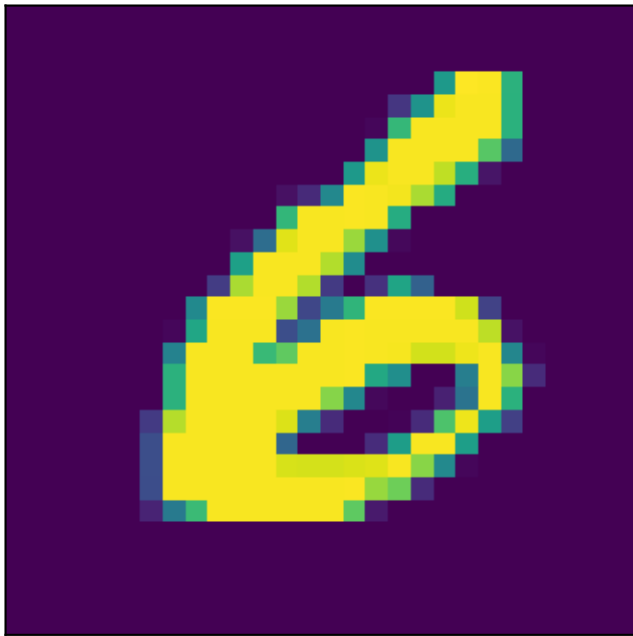
A heatmap titled "Evolution of the matrix of the linear system" showing the values of the matrix elements over 20 iterations (Y-axis) for 10 classes (X-axis, labeled 0 to 9). The color scale ranges from 0 (light yellow) to 1 (dark orange). The matrix is mostly light yellow, indicating values near 0. A small, dark orange square is visible at iteration 0, class 6, indicating a value near 1. The matrix is symmetric, with the diagonal elements being slightly darker than the off-diagonal elements.

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 15, reaching 1.0 by iteration 20.

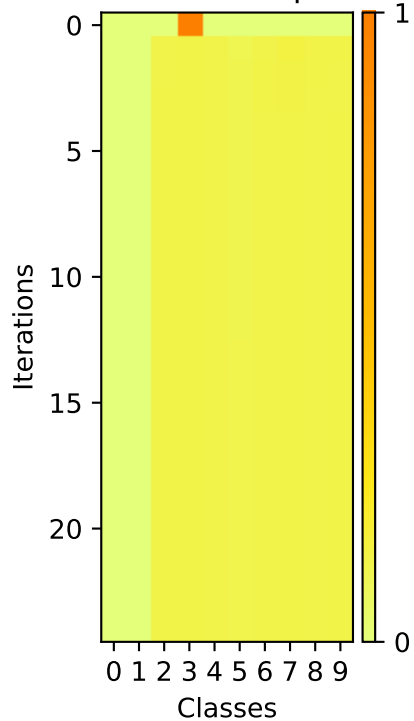
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter yellow or greenish-yellow, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.



Image



Softmax Outputs

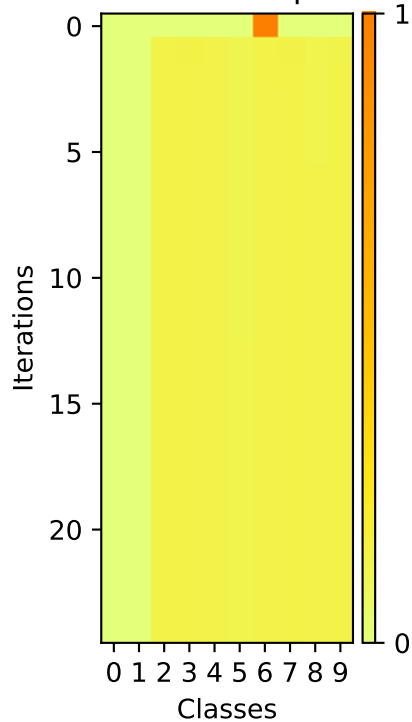




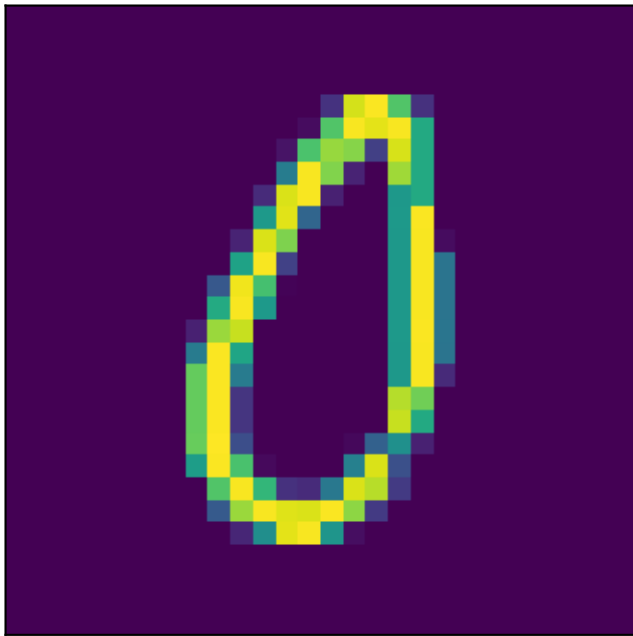
Image



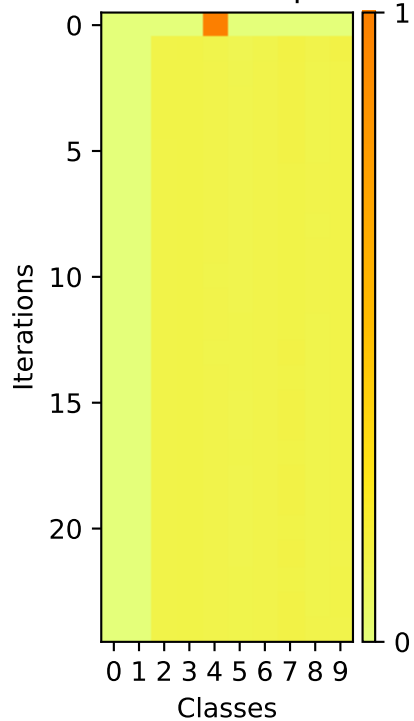
Softmax Outputs



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 (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 pixelated, low-resolution version of the Twitter bird logo. The bird is depicted in a stylized, blocky manner using a limited color palette of yellow and green. It is set against a solid dark purple background. The image has a retro, digital aesthetic.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution remains relatively stable until iteration 15, after which Class 8 shows a sharp increase in probability, reaching 1.0 by iteration 20.

A pixelated, low-resolution image of a yellow and orange shape, possibly a stylized letter or logo, set against a dark background. The shape is composed of many small squares in various shades of yellow, orange, and brown, giving it a textured, blocky appearance. It is positioned in the upper right quadrant of the image.

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

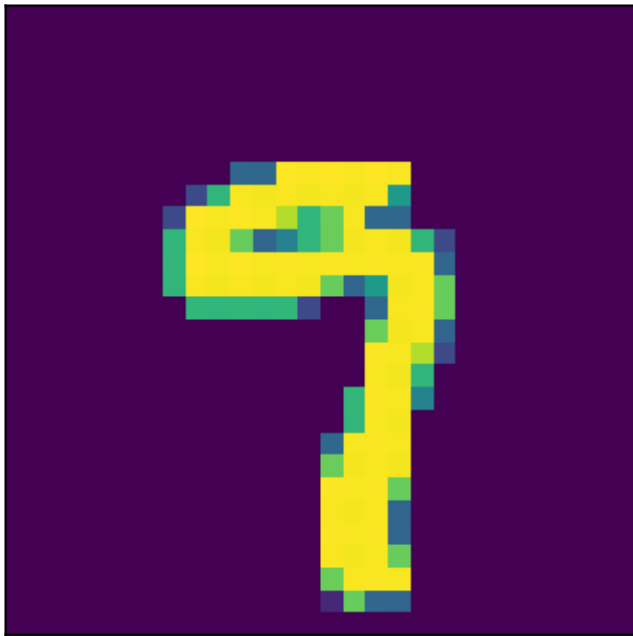
The distribution starts with Class 1 having a probability of 1.0 and Class 0 having a probability of approximately 0.25. Over iterations, Class 1's probability decreases while Class 0's probability increases, converging towards a stable distribution where Class 0 is approximately 0.75 and Class 1 is approximately 0.25. All other classes maintain a probability near 0 throughout the iterations.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution remains relatively stable until iteration 15, after which Class 6 shows a sharp increase in probability, reaching 1.0 by iteration 20.

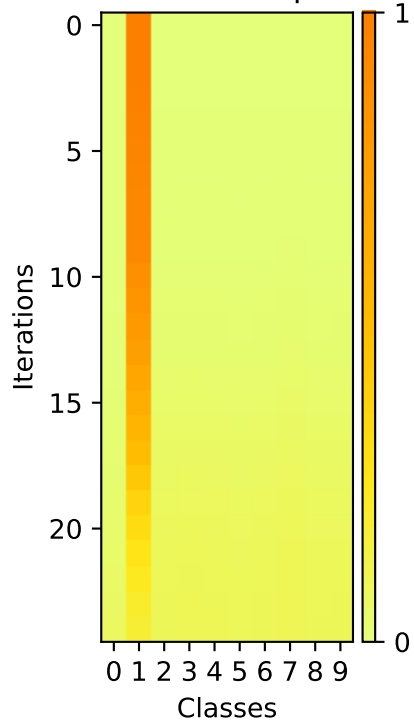


Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange).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

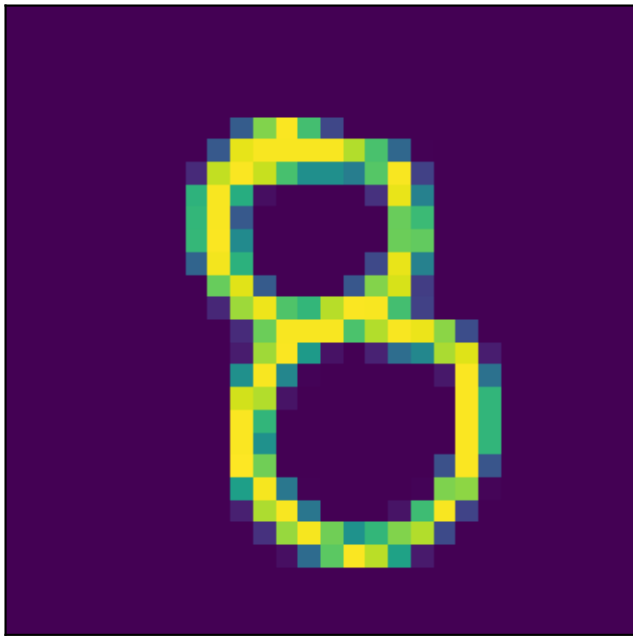
Image



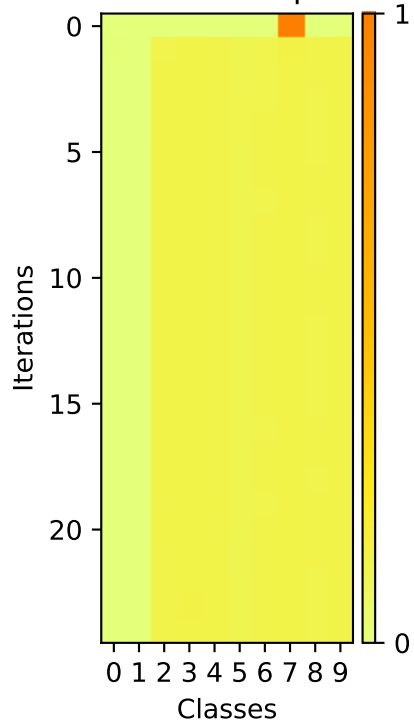
## Softmax Outputs



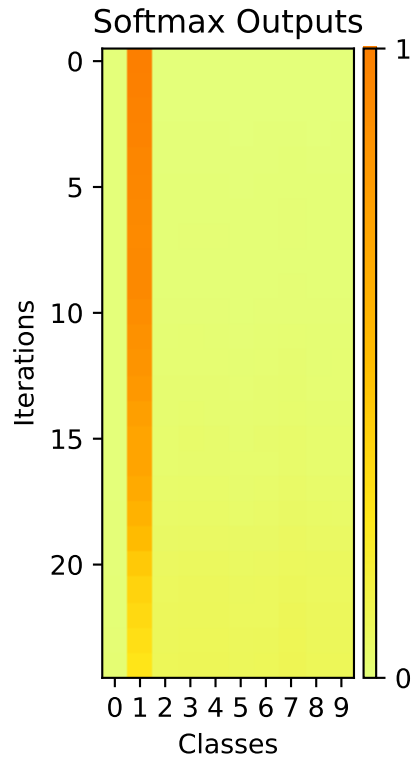
Image



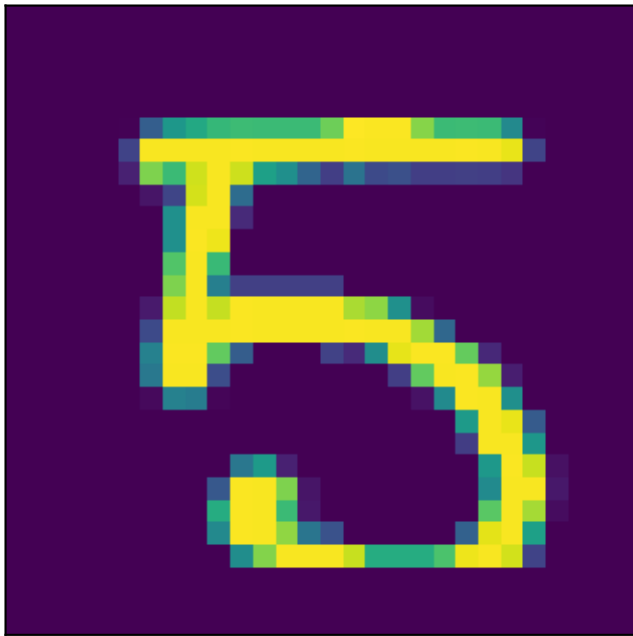
Softmax Outputs



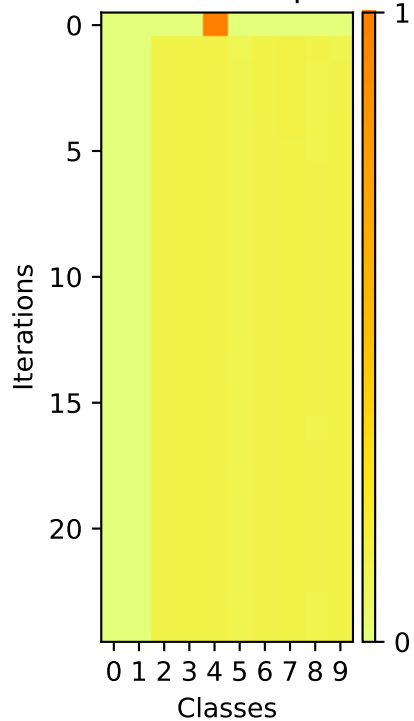
A pixelated yellow ring, resembling a donut or a thick letter 'O', is centered on a dark purple background. The ring is composed of many small, square pixels. The color of the ring is a bright yellow, while the background is a deep, dark purple. The overall style is reminiscent of early computer graphics or video game sprites.



Image



Softmax Outputs

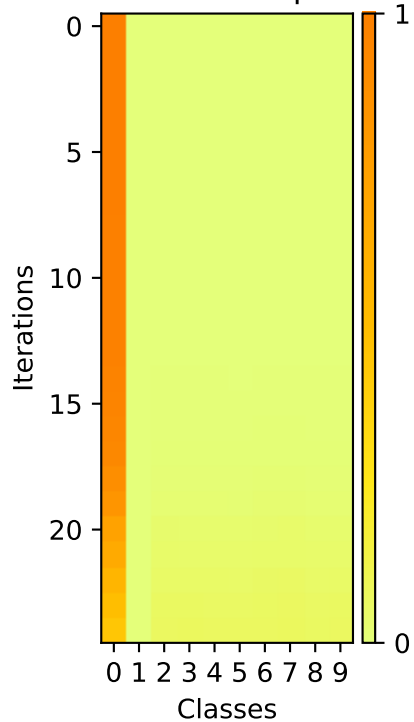


A pixelated yellow number 6 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro appearance. It is positioned in the upper left quadrant of the image.

Image



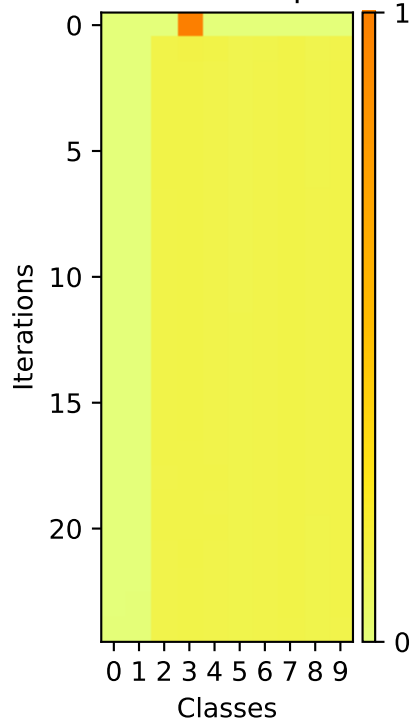
## Softmax Outputs



Image



Softmax Outputs

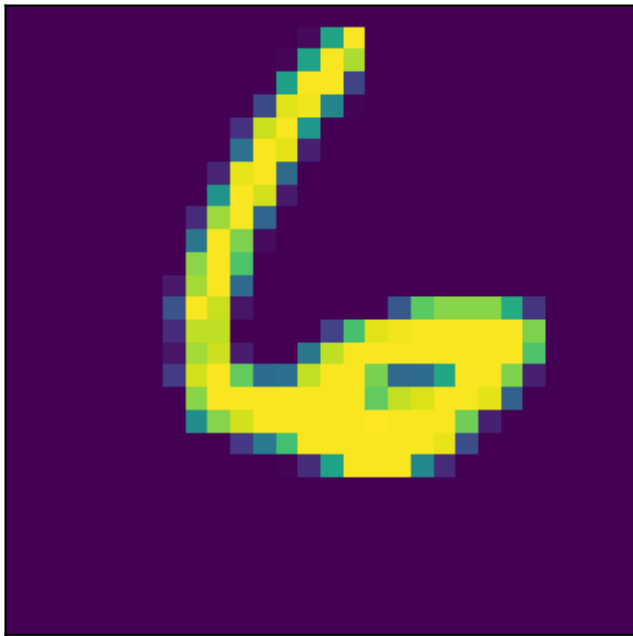




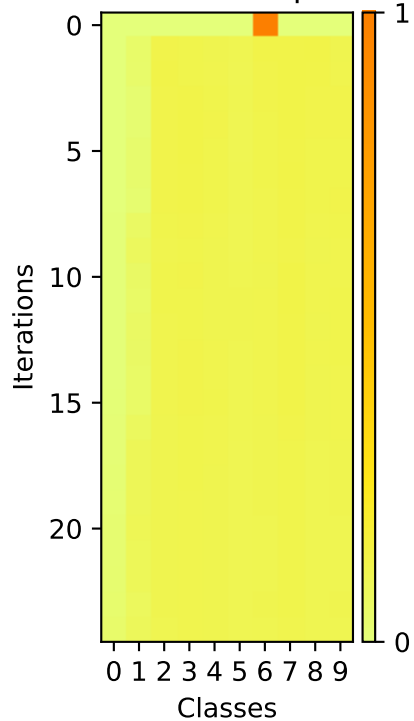
A pixelated, low-resolution image of a vertical bar. The bar is primarily yellow, with green and blue pixels interspersed, particularly at the top and bottom. The background is a solid dark purple. The overall appearance is that of a low-quality scan or a digital artifact.

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

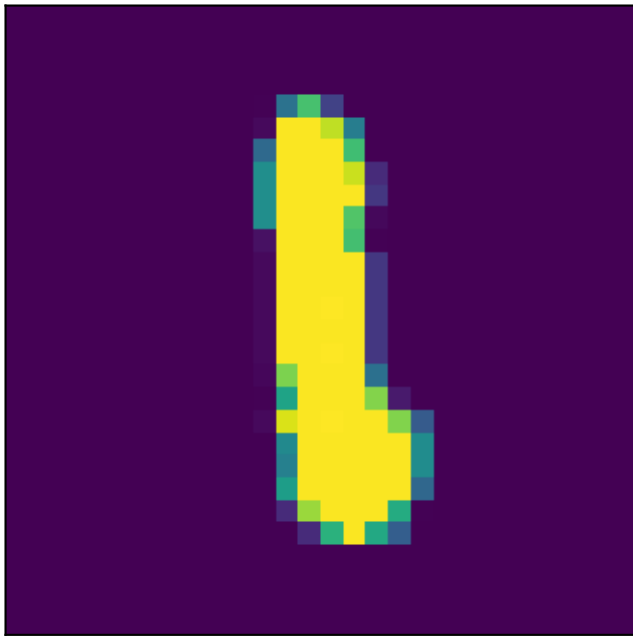
Image



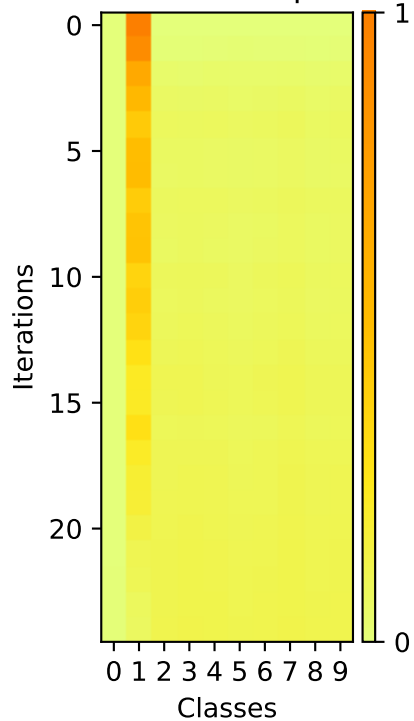
Softmax Outputs



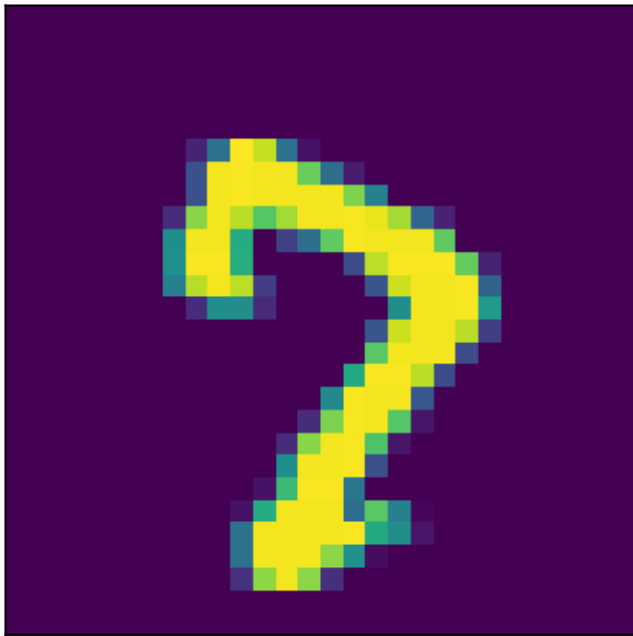
Image



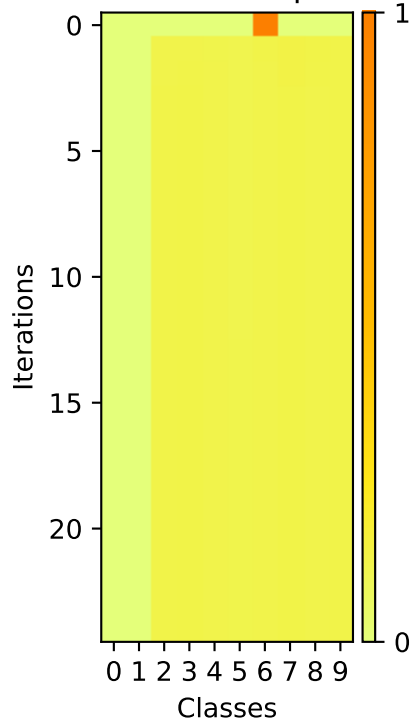
## Softmax Outputs



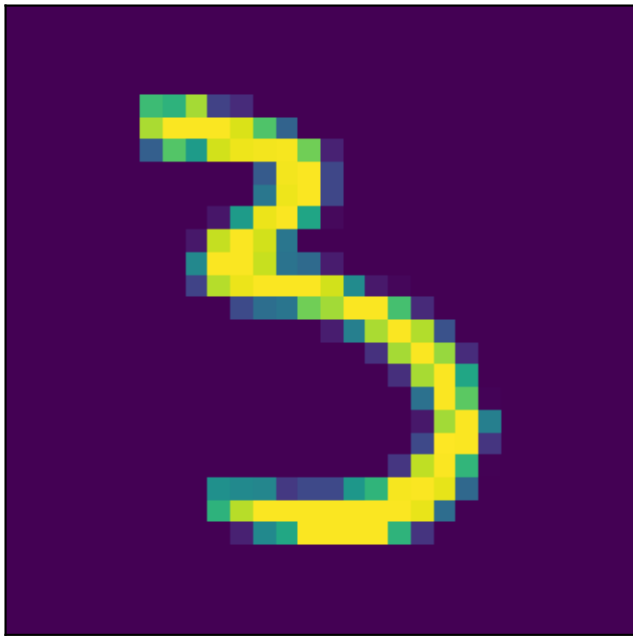
Image



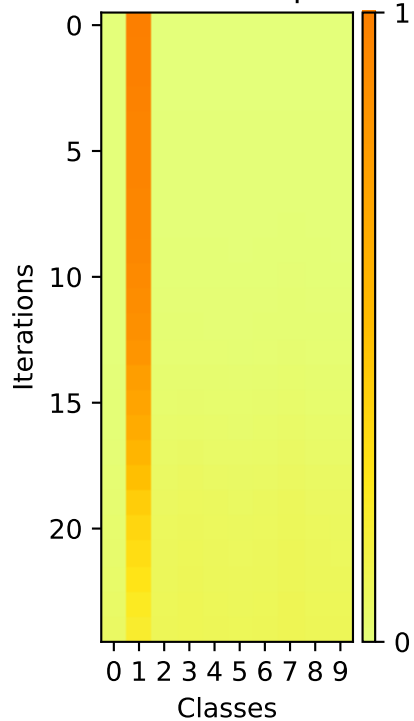
Softmax Outputs



Image

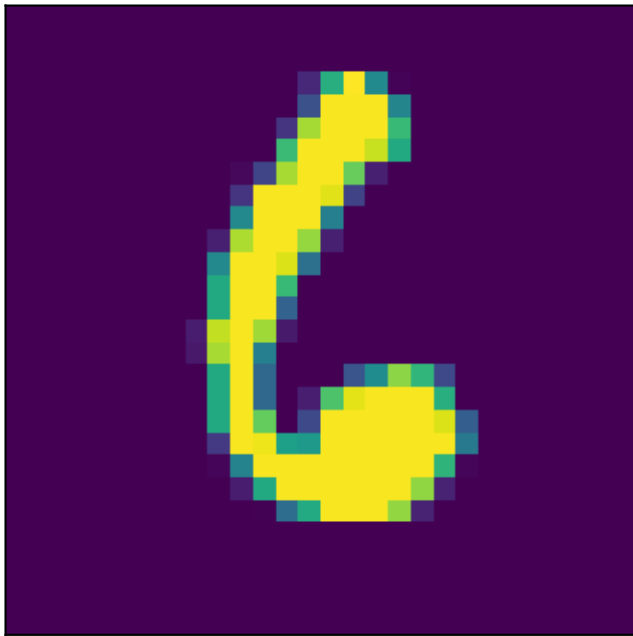


## Softmax Outputs

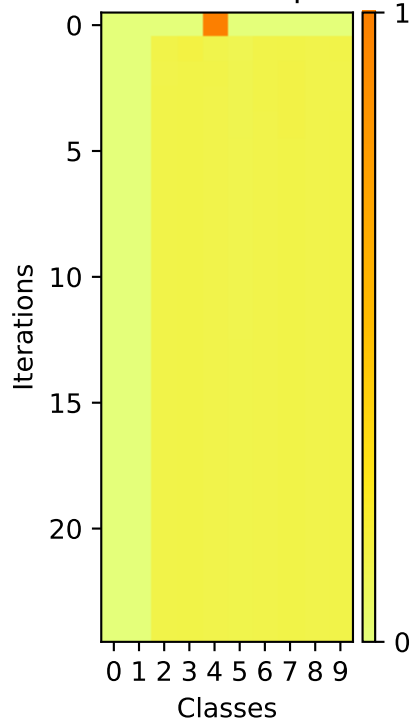


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The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

Image



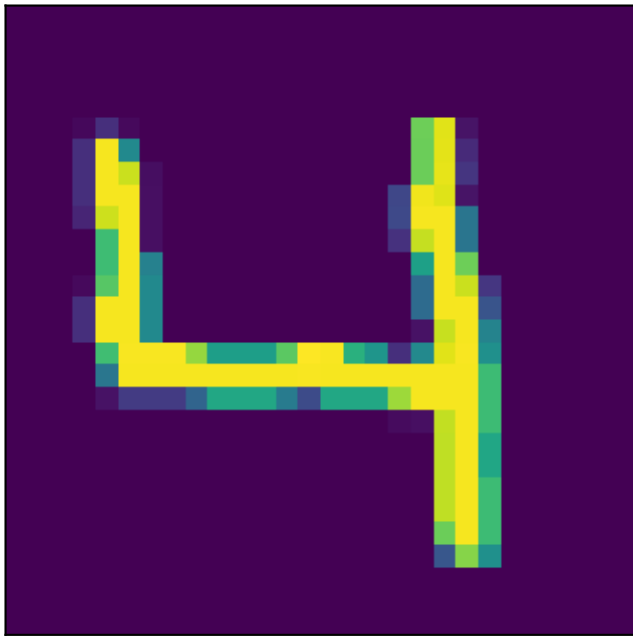
Softmax Outputs



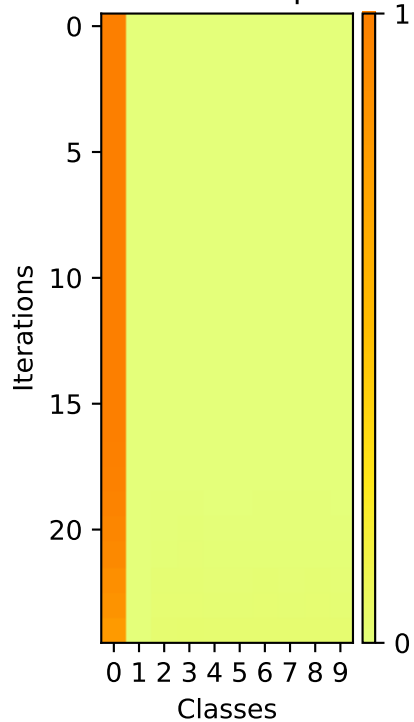
A pixelated, low-resolution image of a yellow and green '2' on a black background. The '2' is composed of several small squares, with the top and bottom horizontal strokes in yellow and the vertical stroke in green. The image is centered and has a jagged, hand-drawn appearance.



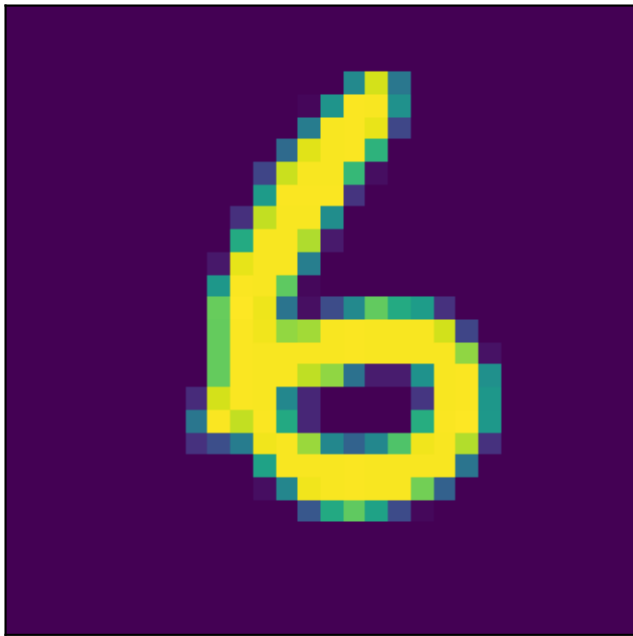
Image



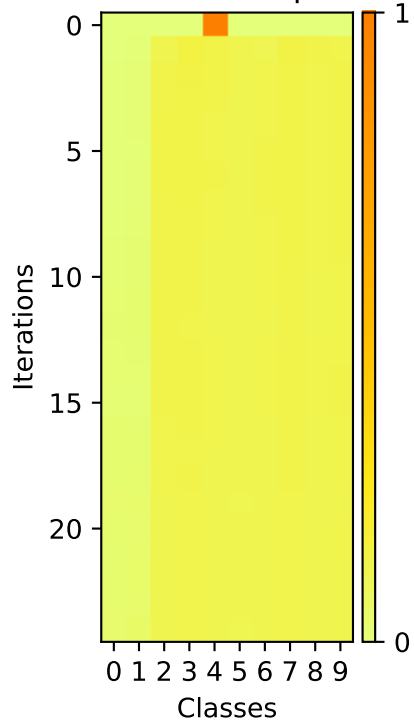
## Softmax Outputs



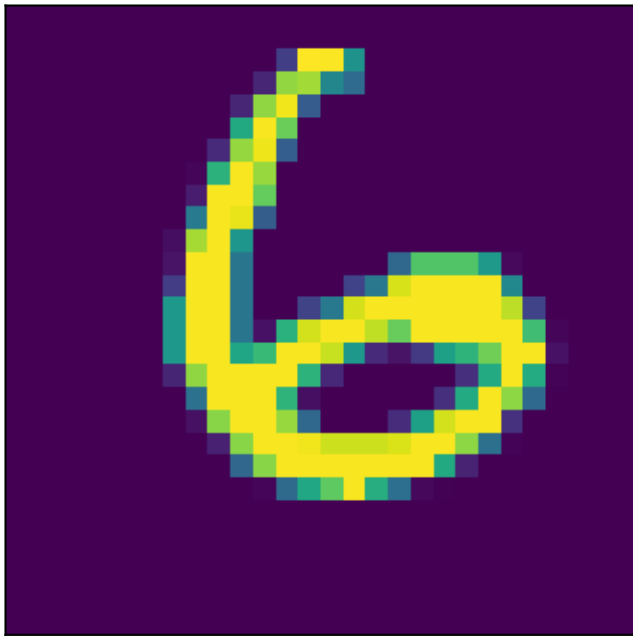
Image



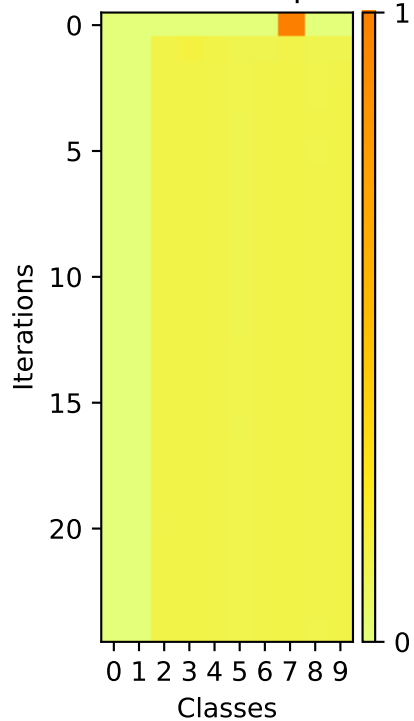
Softmax Outputs



Image



## Softmax Outputs



A pixelated, low-resolution image of a yellow and blue 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 blue, and dark blue. It has a curved, hook-like appearance, resembling a stylized '7' or a cursive letter. 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 indicates the probability value, ranging from 0 (yellow) to 1 (dark orange). The distribution is highly concentrated on Class 2, which reaches a probability of 1.0 by iteration 15 and remains there until iteration 20. Other classes maintain low probabilities throughout the iterations.