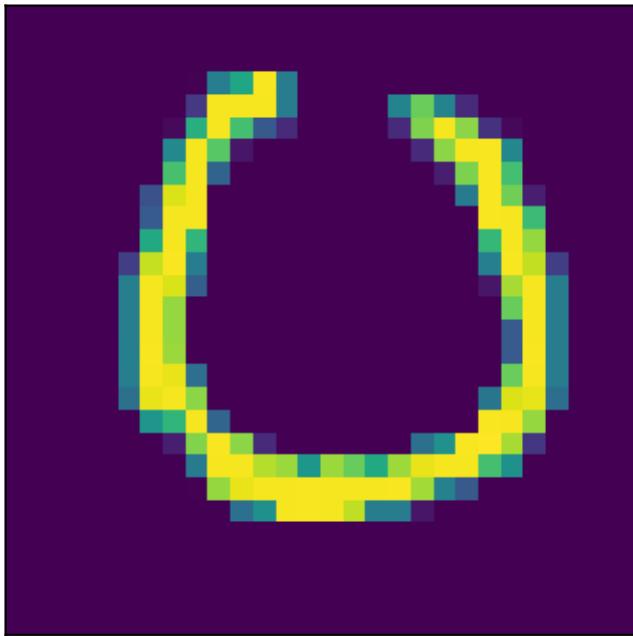
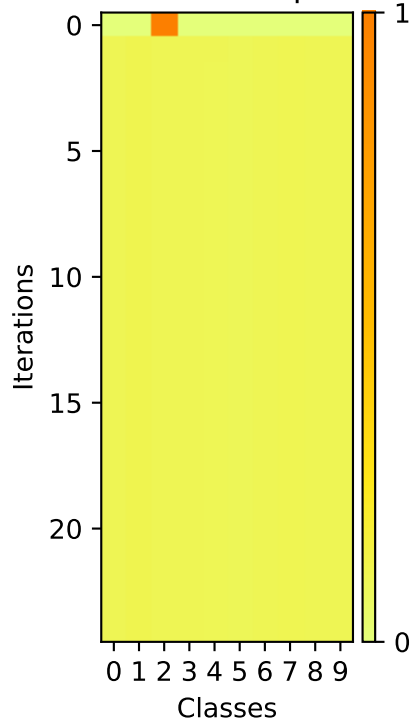


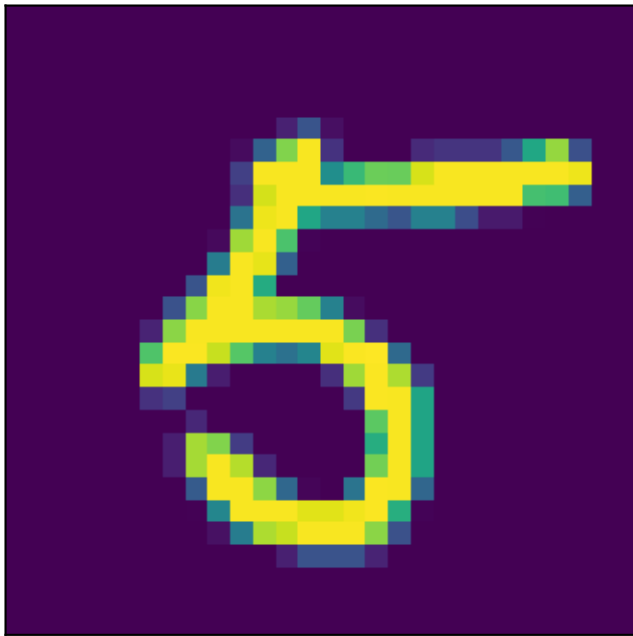
Image



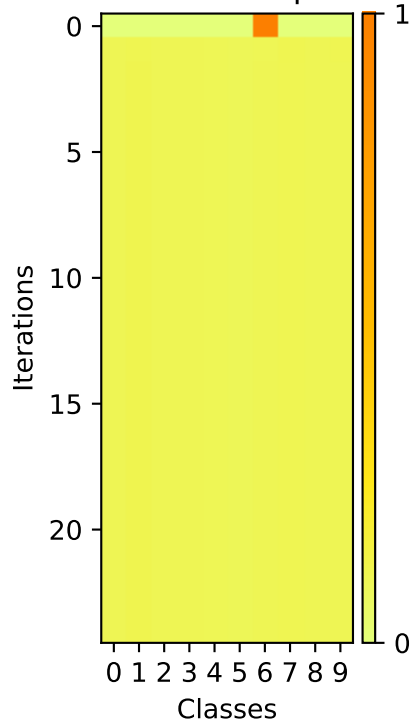
Softmax Outputs



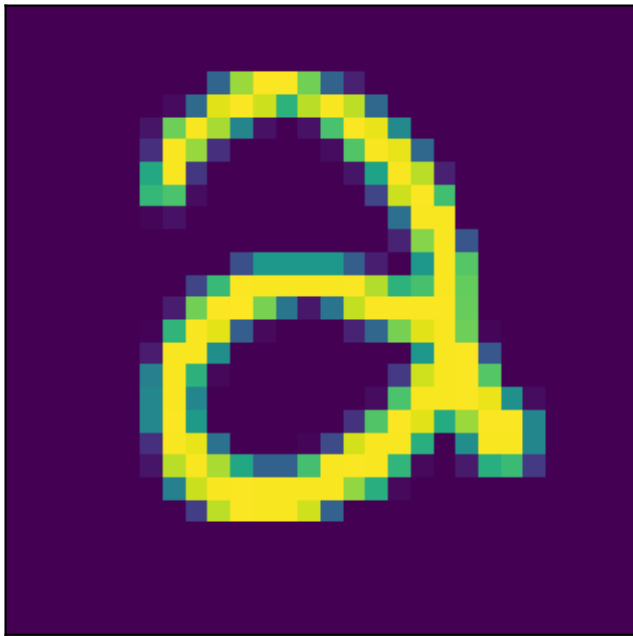
Image



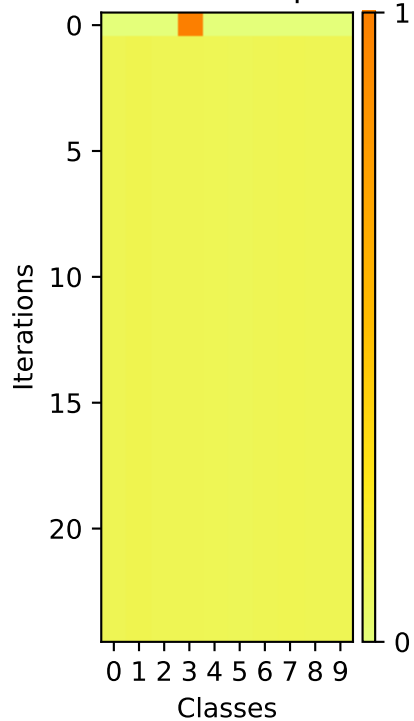
Softmax Outputs



Image

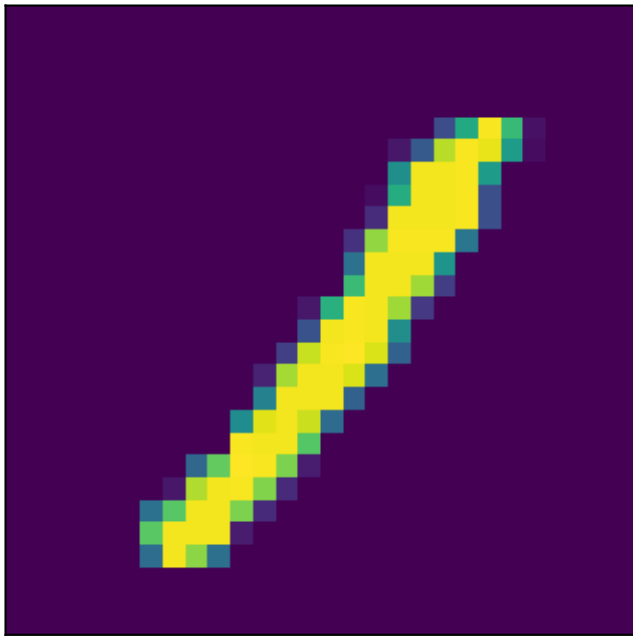


Softmax Outputs

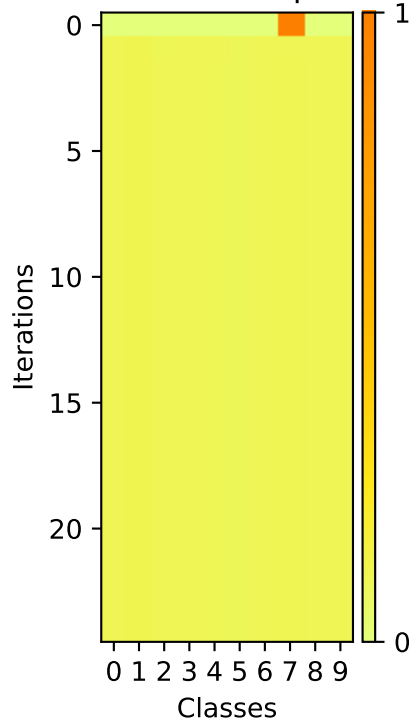



A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected segments, with a prominent yellow central area and blue outlines. The overall appearance is reminiscent of a digital art style or a low-quality scan of a graphic.

Image



Softmax Outputs



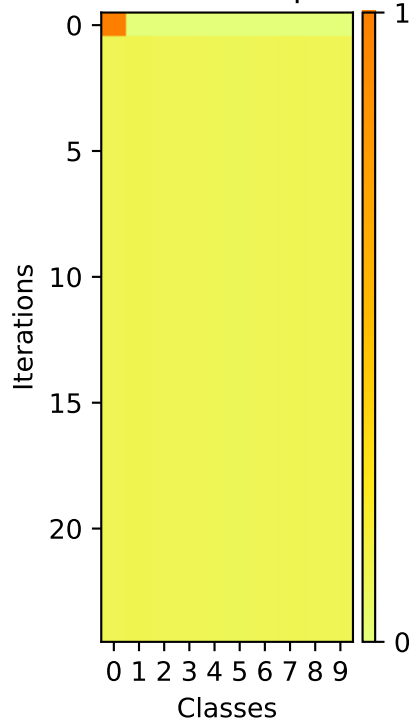


Heatmap visualization showing the evolution of the loss function over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20), and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in loss starting around iteration 15, reaching a maximum of 1.0 by iteration 20.

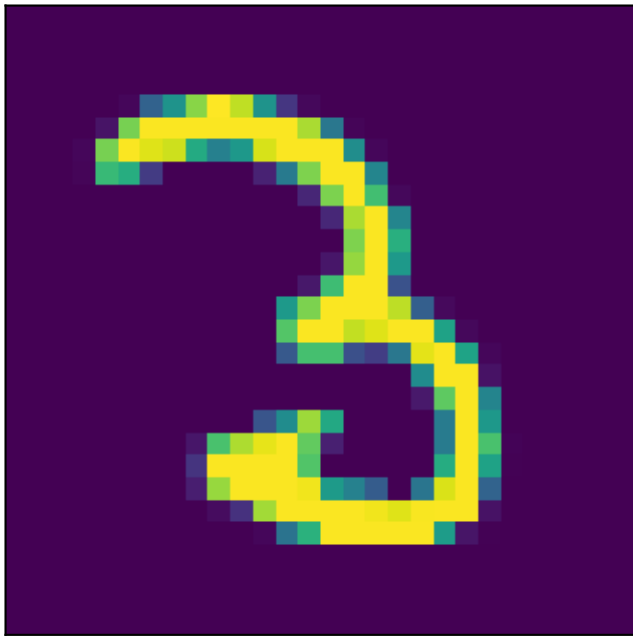
Image



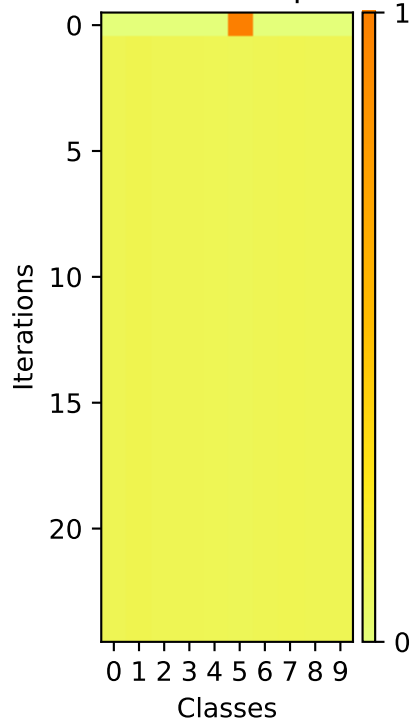
Softmax Outputs



Image



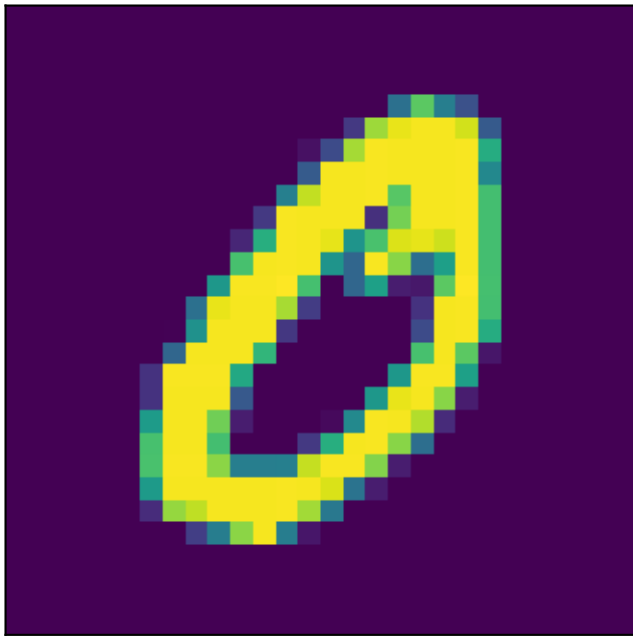
Softmax Outputs



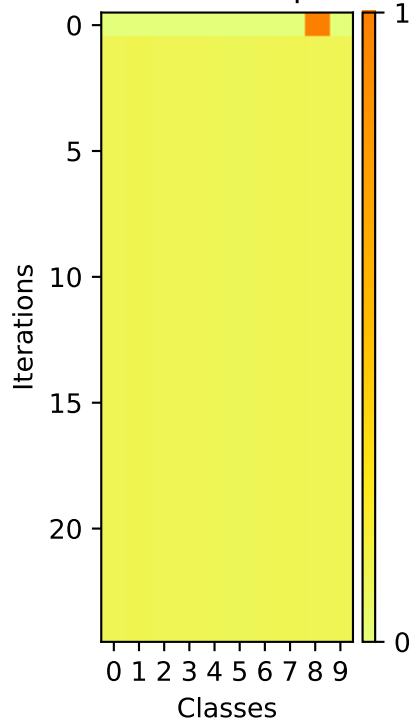
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, green, and blue, creating a jagged, pixelated outline. The overall form is somewhat triangular, with a horizontal base and a vertical stem. The background is a solid, dark purple color.

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.

Image



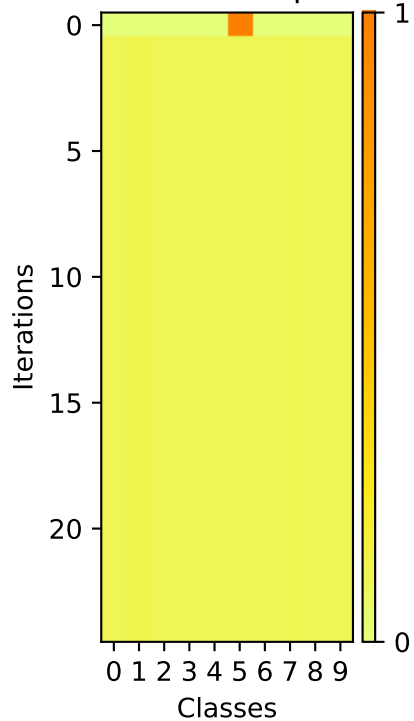
Softmax Outputs



Image

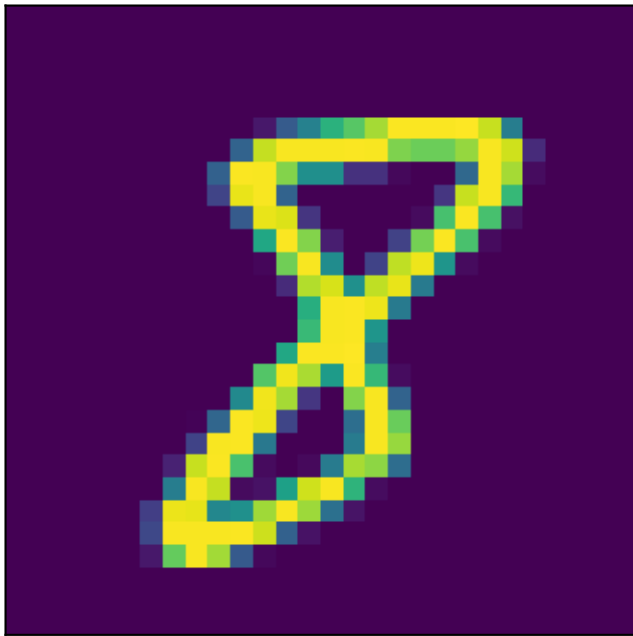


Softmax Outputs

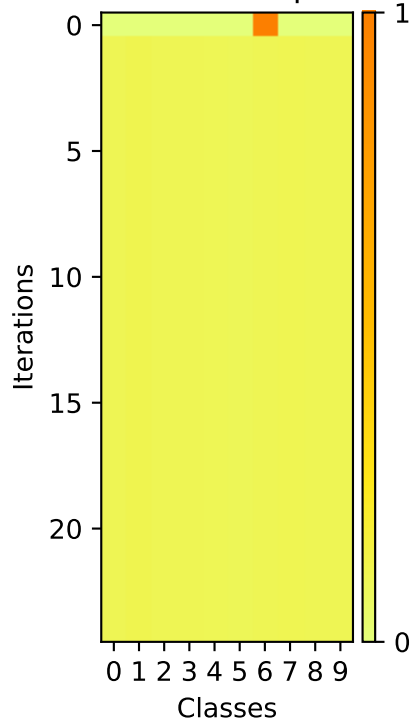


A pixelated yellow number 5 is centered on a dark purple background. The number is composed of small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured or digital appearance. The background is a solid, deep purple.

Image



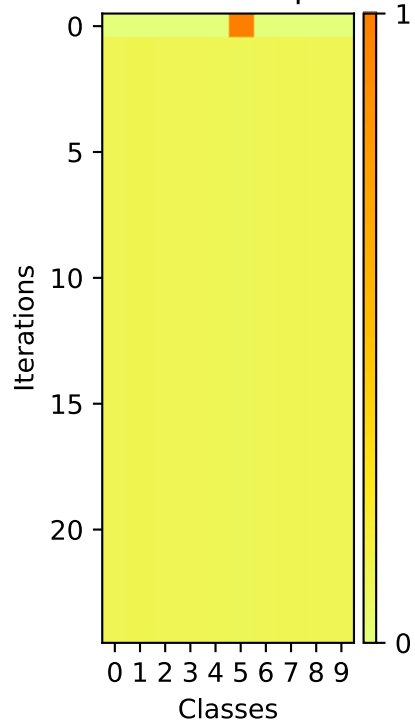
Softmax Outputs



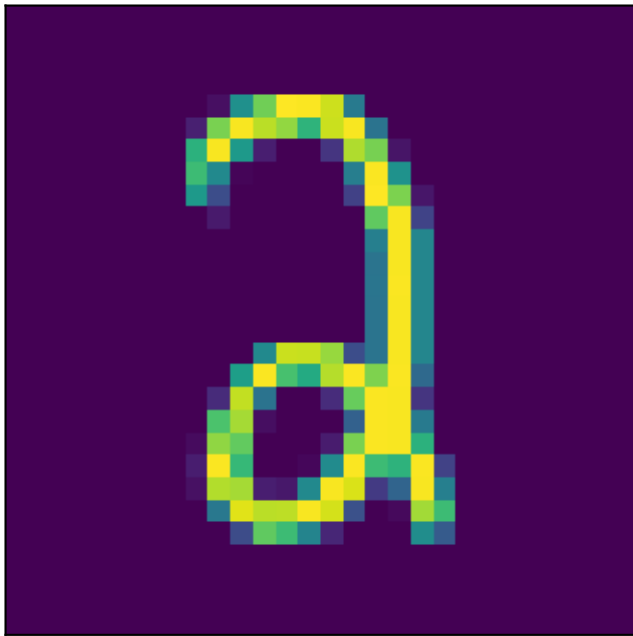
Image



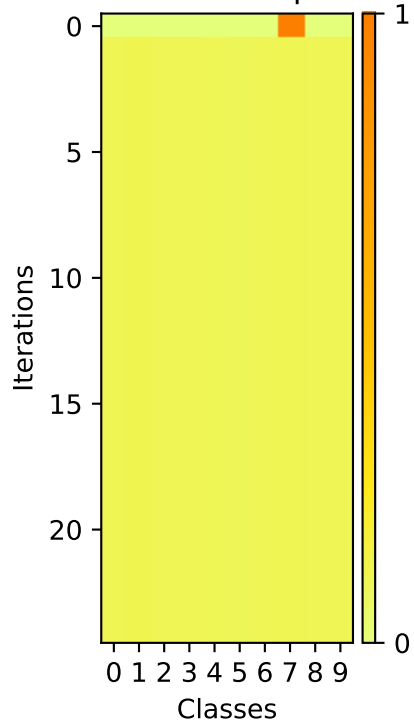
Softmax Outputs



Image



Softmax Outputs

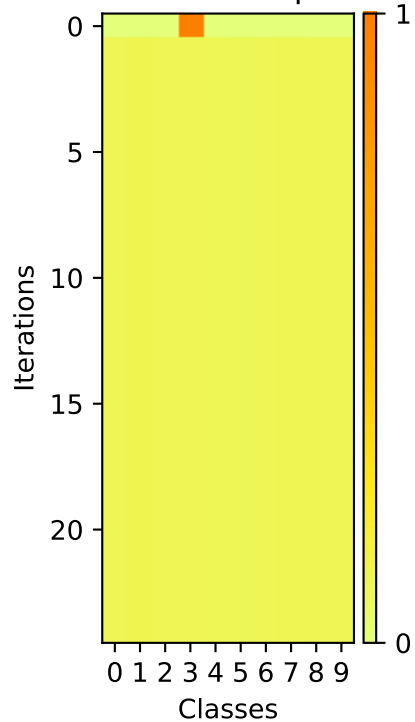


A pixelated, low-resolution image of a yellow and green arrow pointing towards the top right, set against a dark purple background. The arrow is composed of several segments, with the main shaft being yellow and the fletching (feathers) being green. The image has a retro, digital aesthetic.

Image



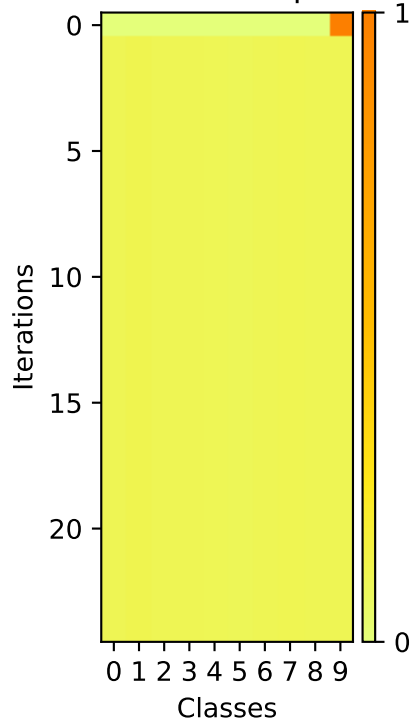
Softmax Outputs



Image



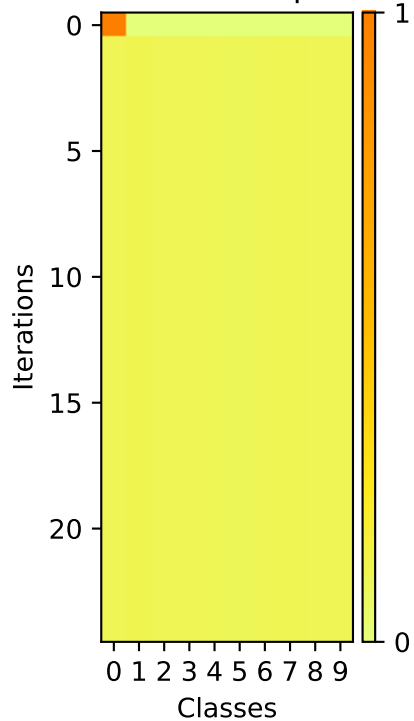
Softmax Outputs



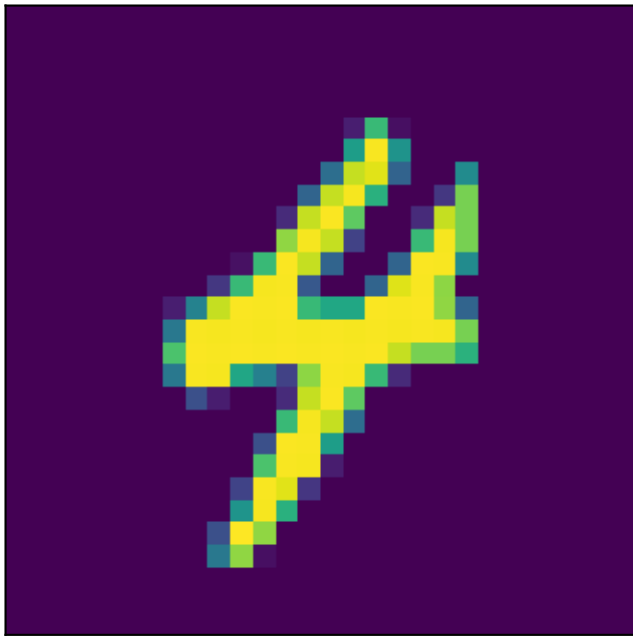
Image



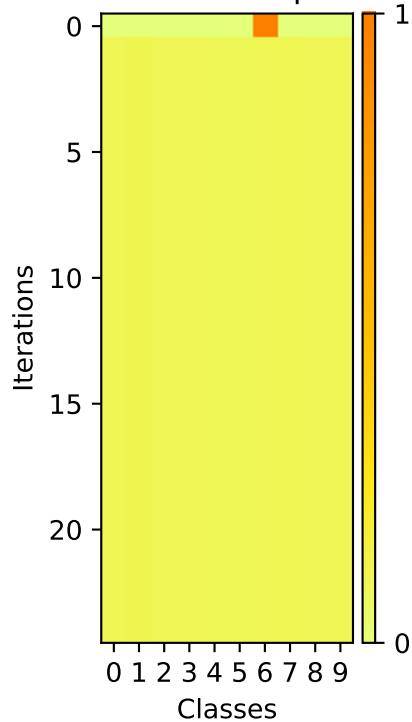
Softmax Outputs



Image



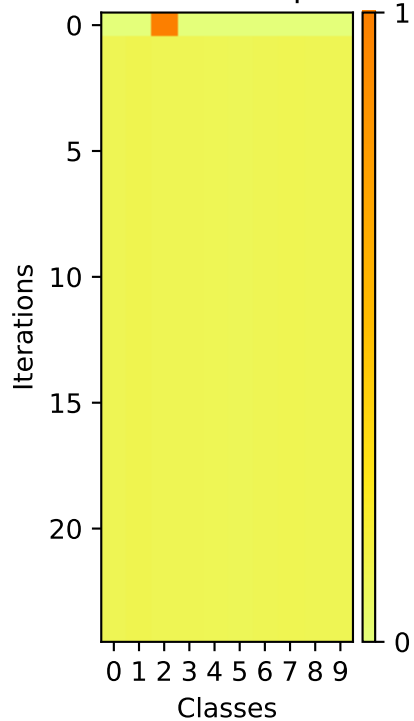
Softmax Outputs



Image



Softmax Outputs



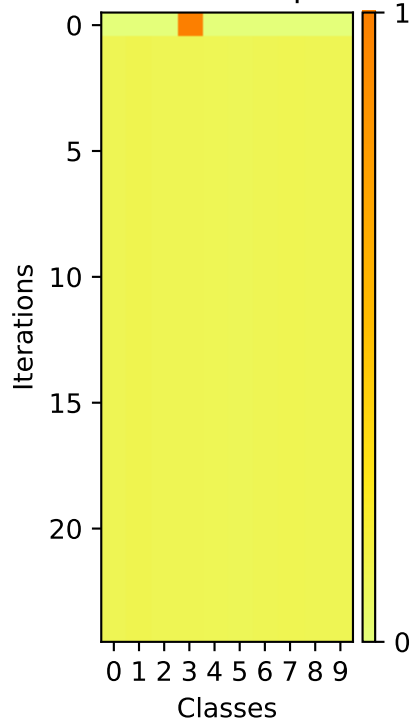
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

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). The distribution is highly concentrated on Class 6, which reaches a probability of 1.0 by iteration 15.

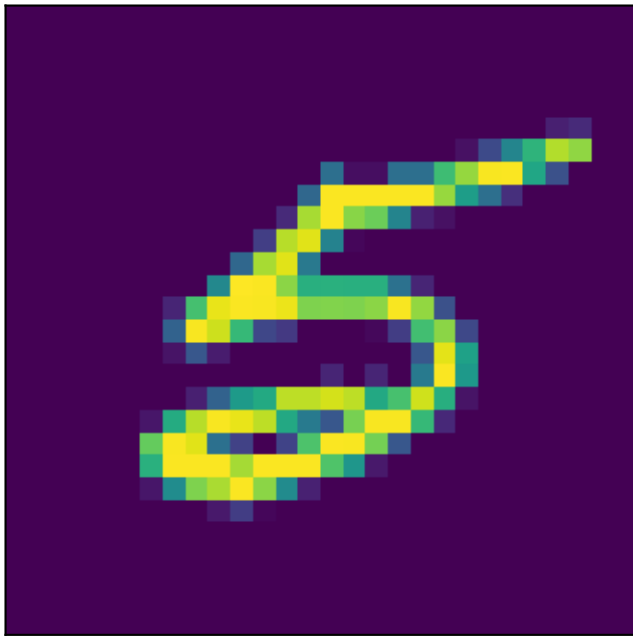
Image



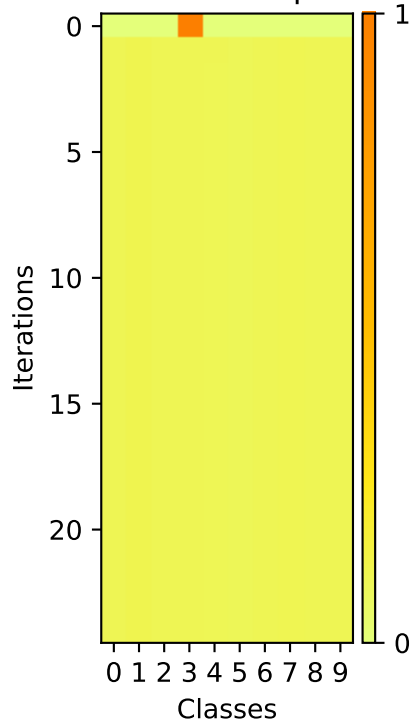
Softmax Outputs



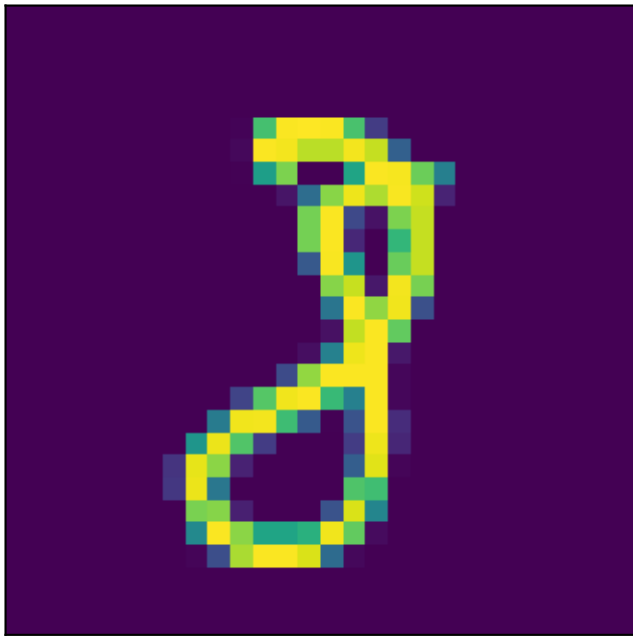
Image



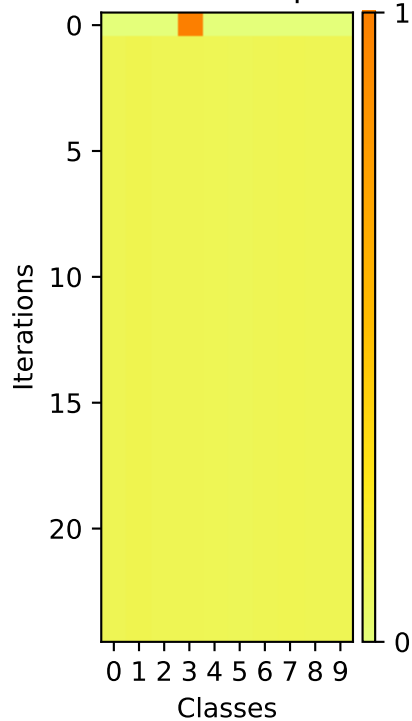
Softmax Outputs



Image

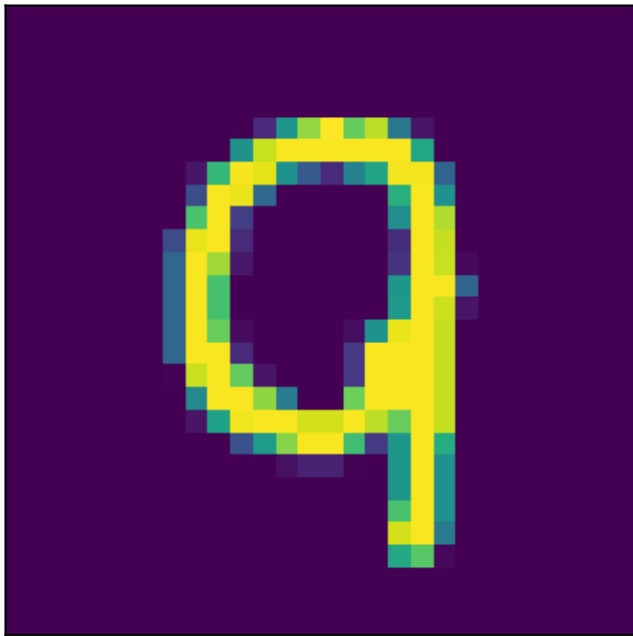


Softmax Outputs

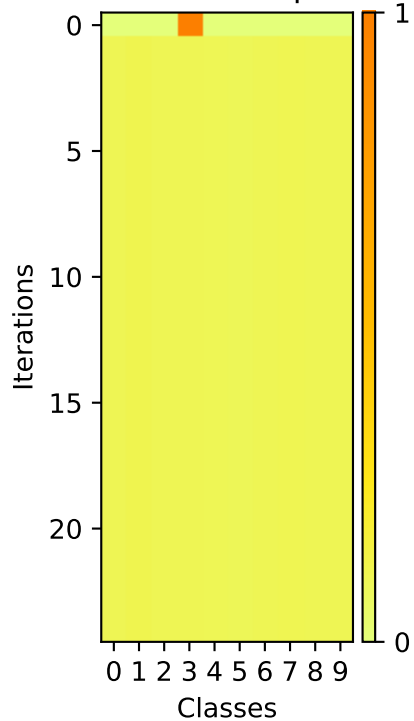


A pixelated, low-resolution image of a yellow and blue shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light blue, and dark blue. It has a vertical stem on the left and a curved, hook-like structure on the right, resembling a stylized 'L' or a cursive letter. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a logo.

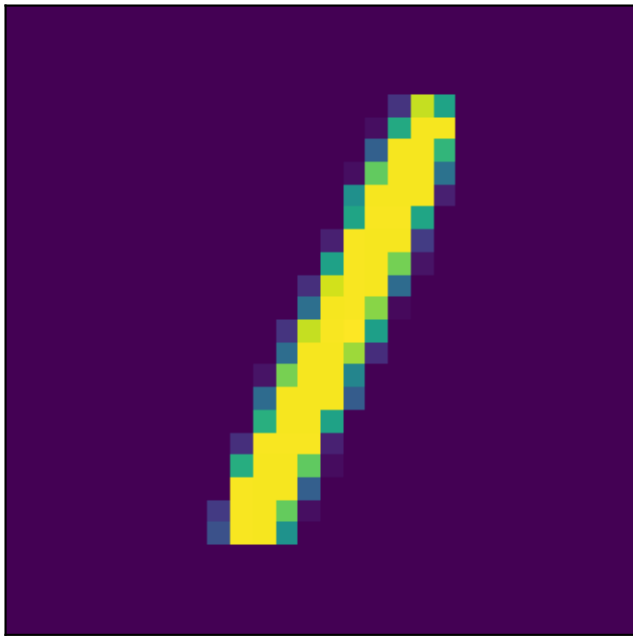
Image



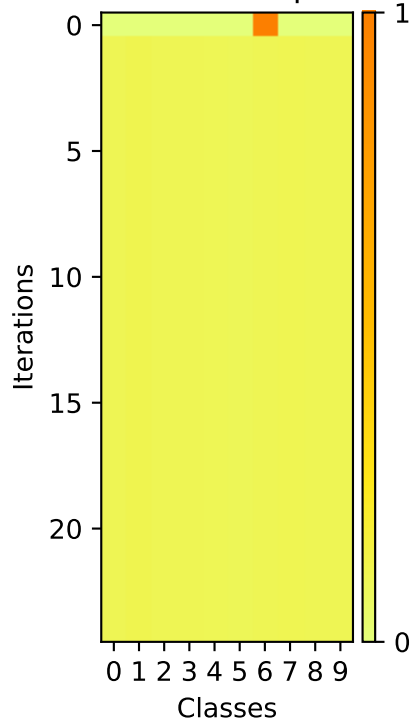
Softmax Outputs



Image



Softmax Outputs



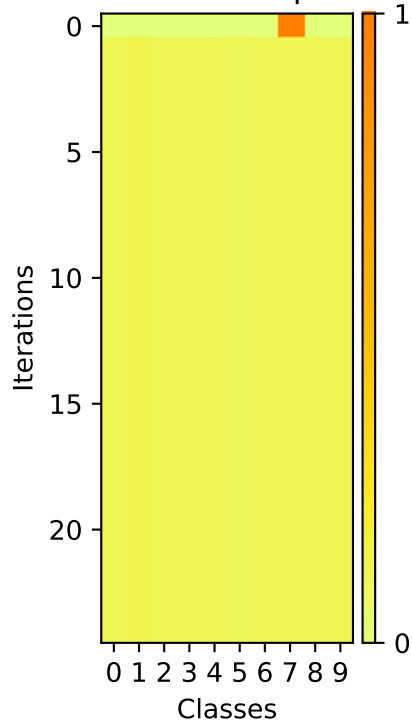
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. The background is a solid, deep purple color.

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 (dark red). The heatmap shows that the loss for most classes is low (yellow) throughout the iterations. However, Class 2 exhibits a high loss (dark red) at iteration 0, which rapidly decreases to a low value by iteration 1. This suggests a significant initial misclassification or high loss for Class 2 that is quickly resolved during the first iteration.

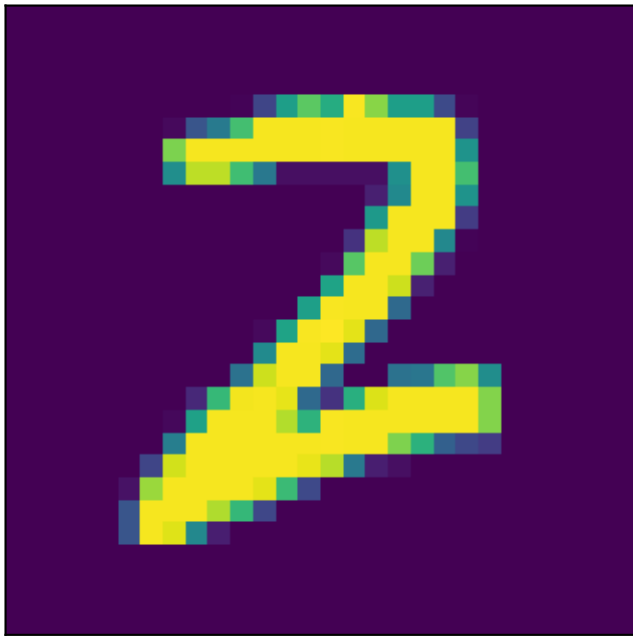
Image



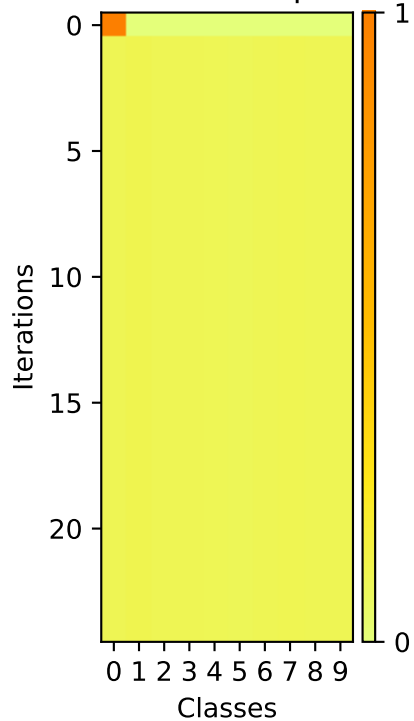
Softmax Outputs



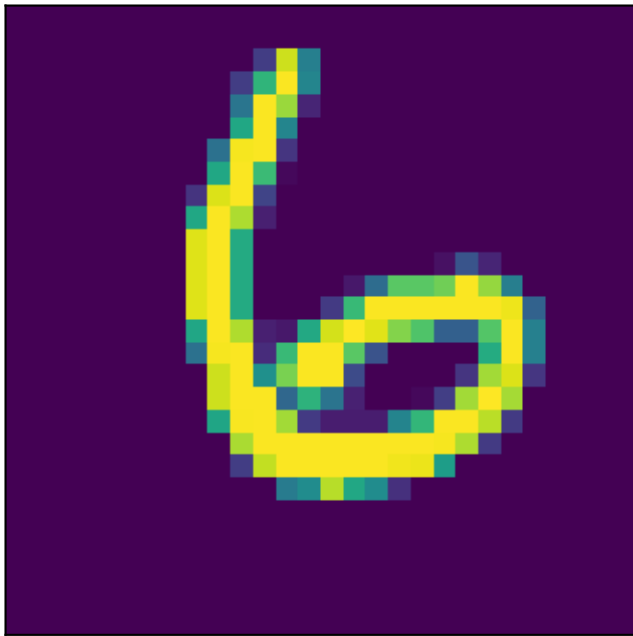
Image



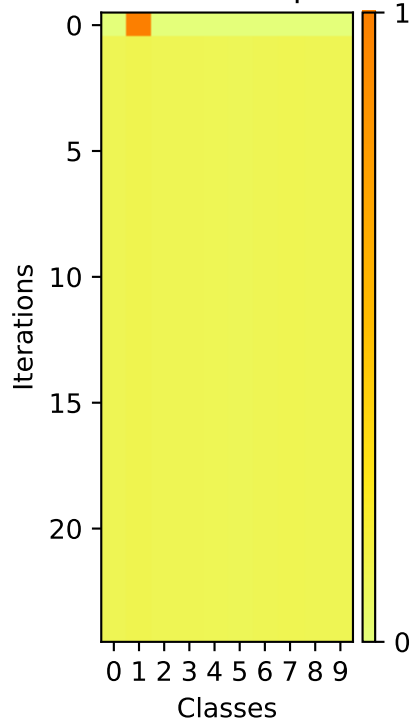
Softmax Outputs



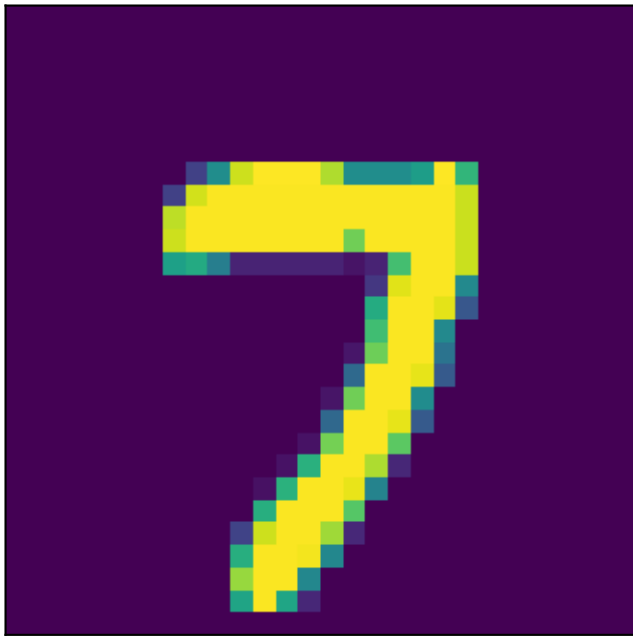
Image



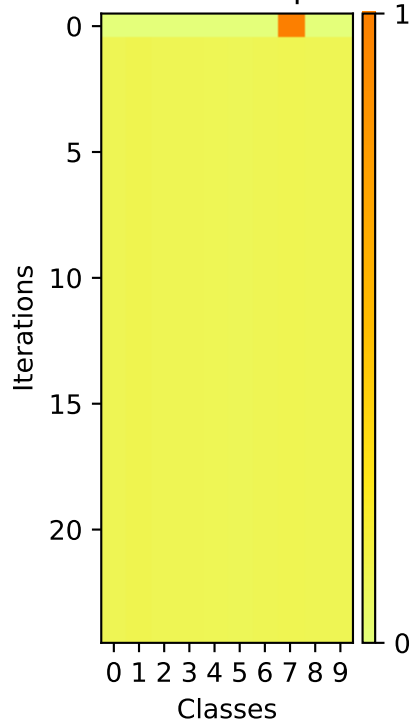
Softmax Outputs



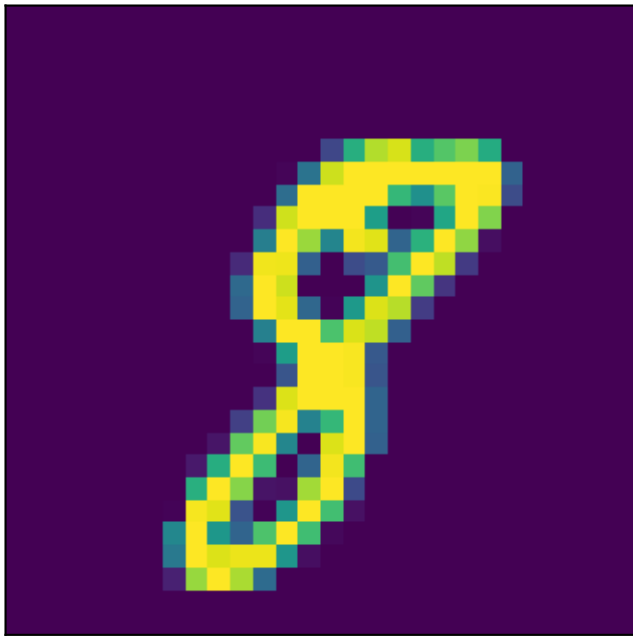
Image



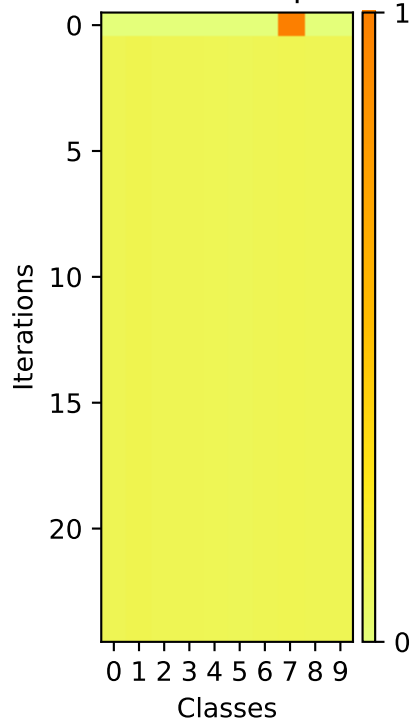
Softmax Outputs



Image



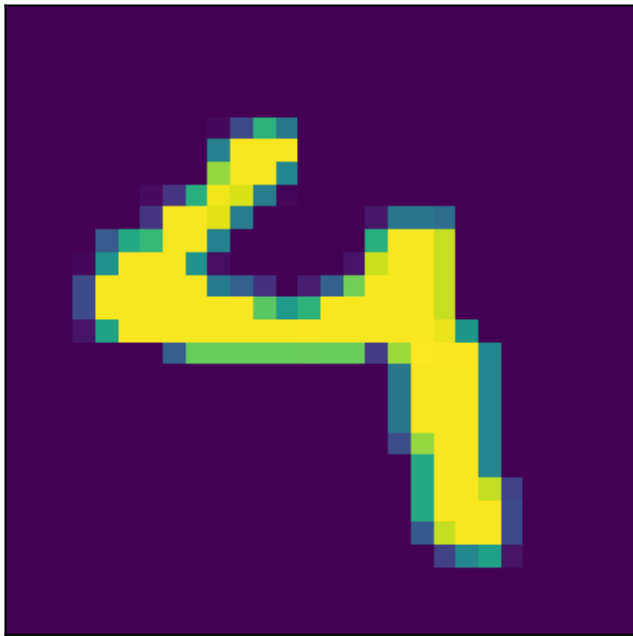
Softmax Outputs



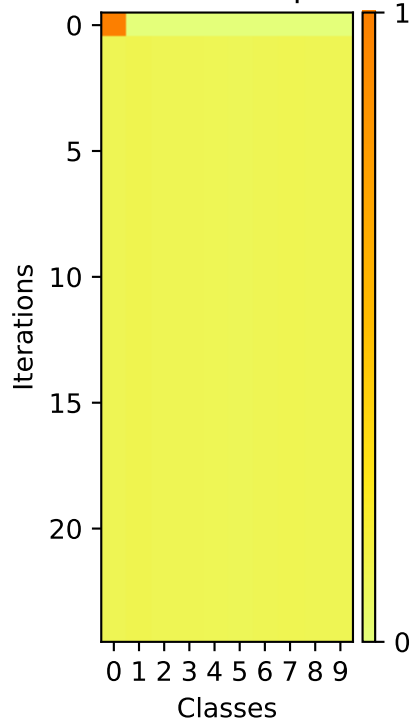
A pixelated yellow lightning bolt on a black background. The lightning bolt is composed of yellow and light green pixels, with a jagged, branching shape. It starts from the top right and extends towards the bottom left, with a smaller branch extending from the main body. The background is solid black.

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). Class 0 starts with a high probability (orange) at iteration 0 and decreases to near zero (yellow) by iteration 1. Other classes remain near zero throughout the iterations.

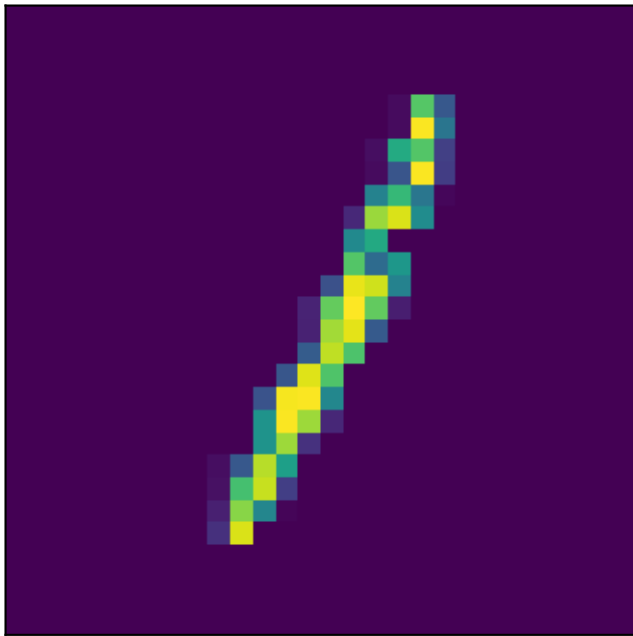
Image



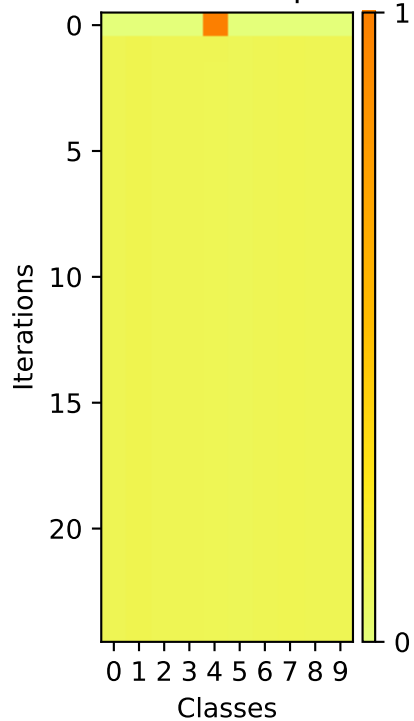
Softmax Outputs



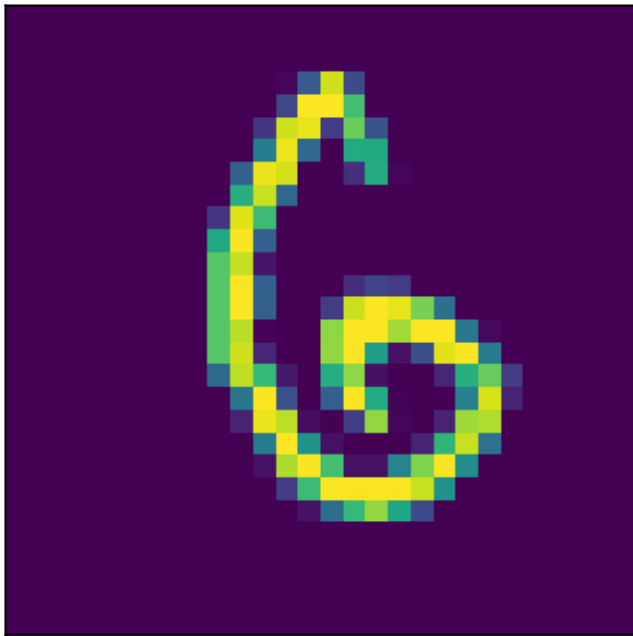
Image



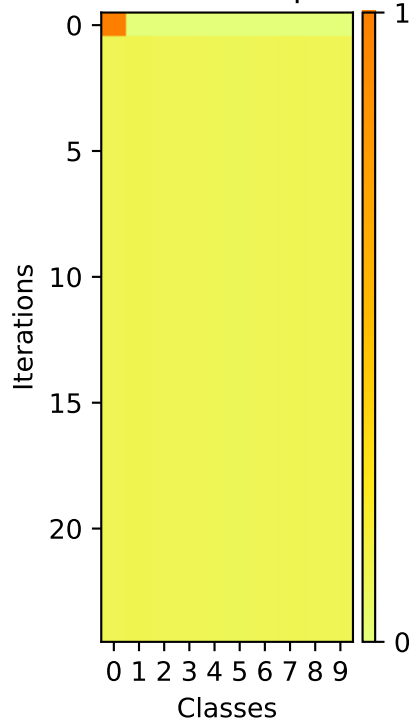
Softmax Outputs



Image



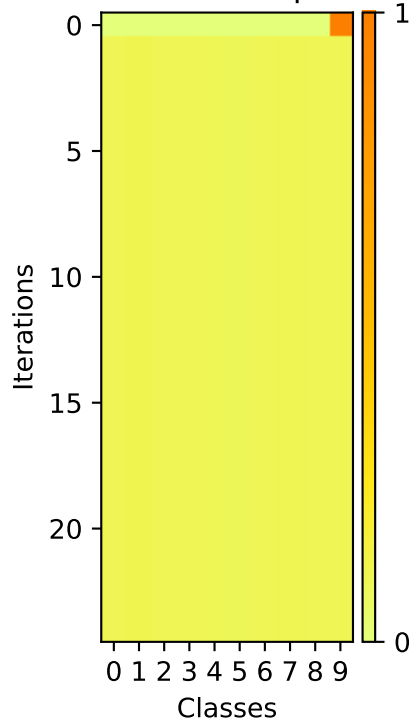
Softmax Outputs



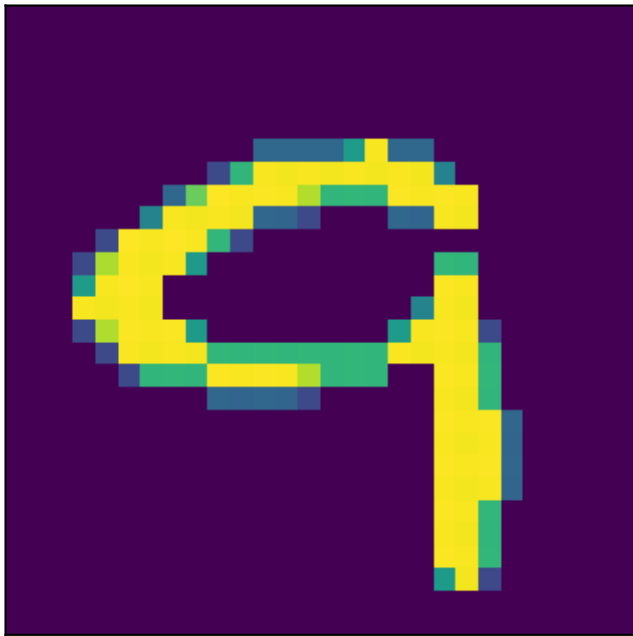
Image



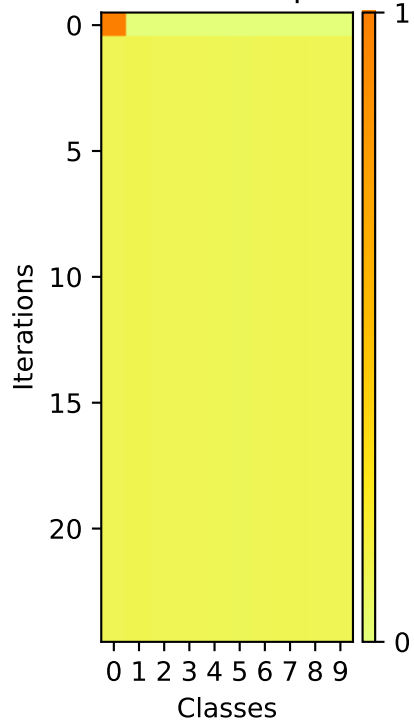
Softmax Outputs



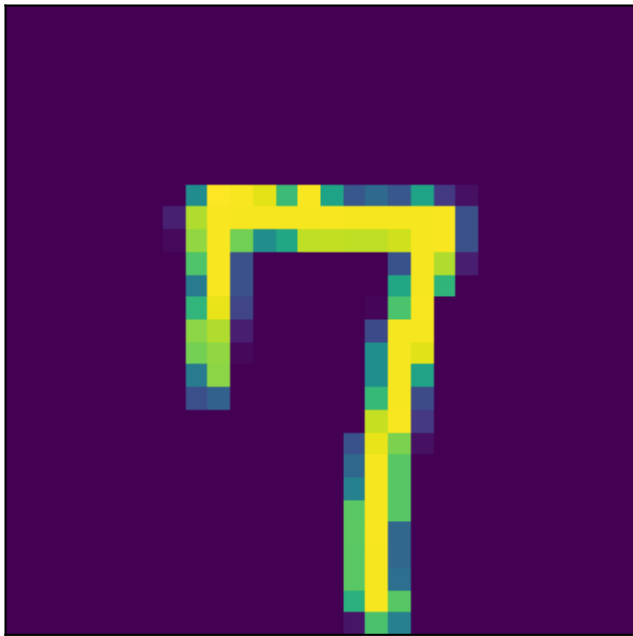
Image



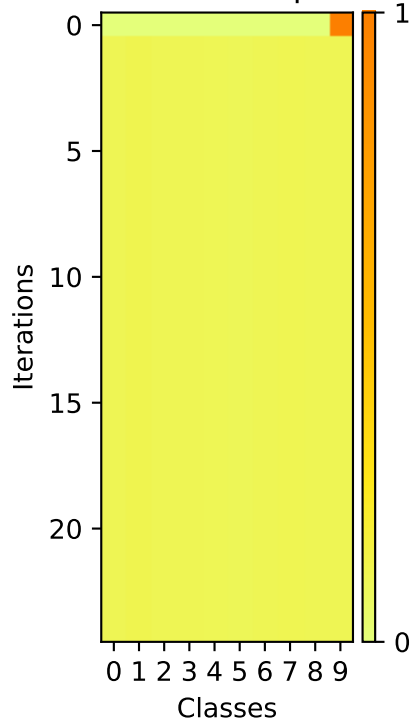
Softmax Outputs



Image



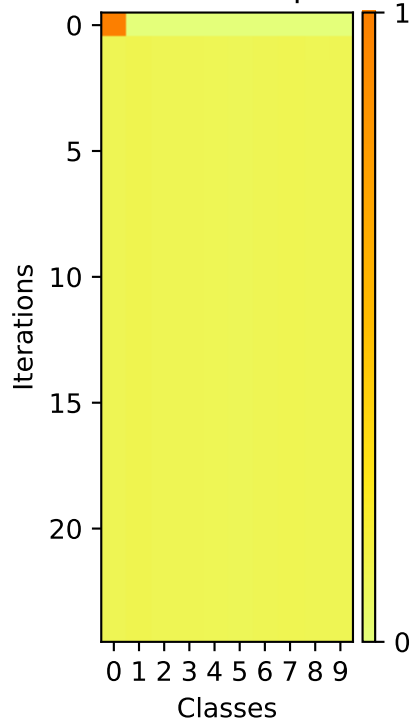
Softmax Outputs



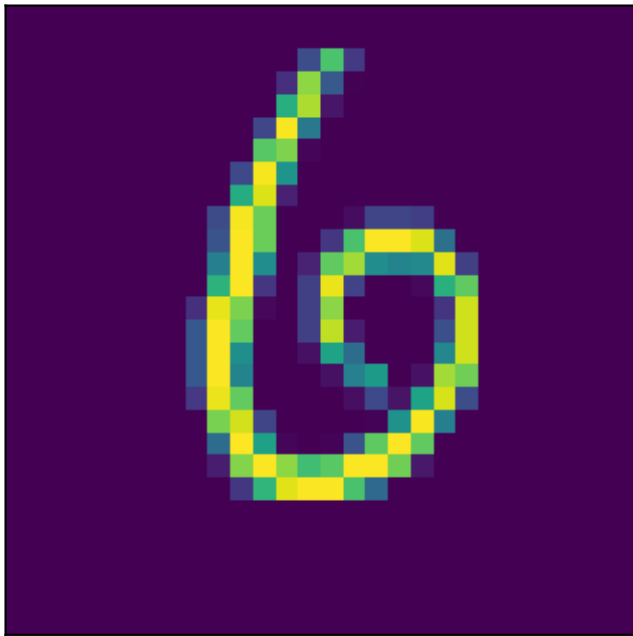
Image



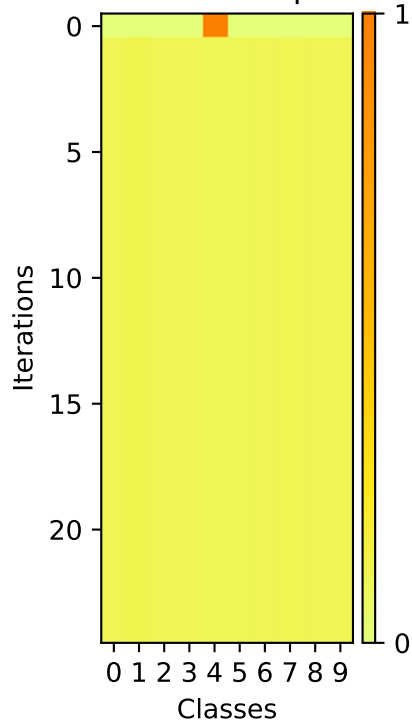
Softmax Outputs



Image



Softmax Outputs

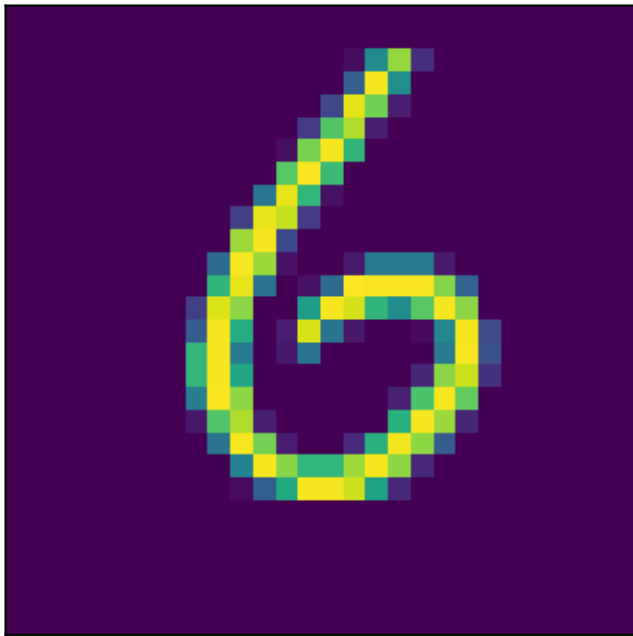


A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, giving it a blocky, digital appearance. The background is a solid, deep purple color.

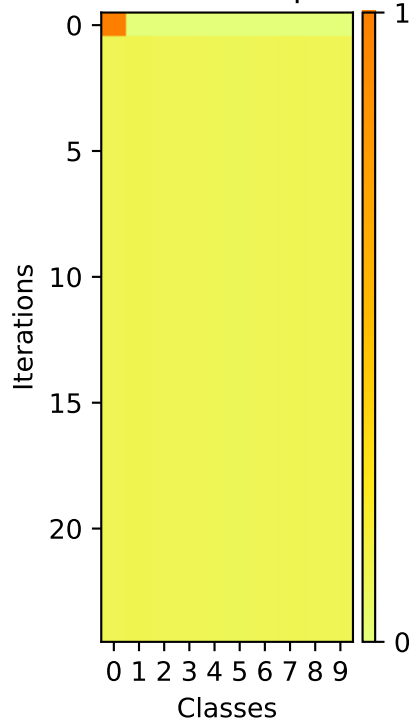
A pixelated, low-resolution image of a yellow and green letter 'A' on a dark purple background. The letter is composed of several pixels, with the main body being yellow and the top bar and sides being green. The image has a jagged, blocky appearance characteristic of early digital graphics.

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 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

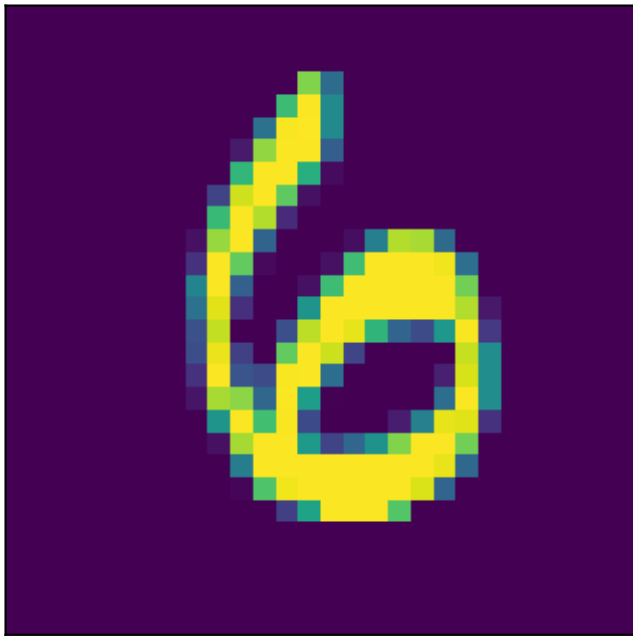
Image



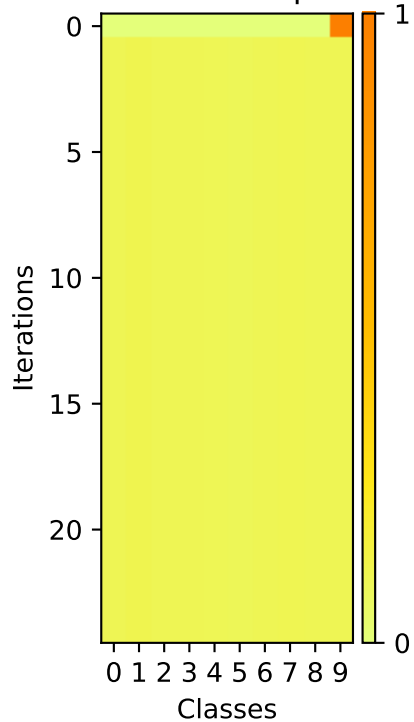
Softmax Outputs



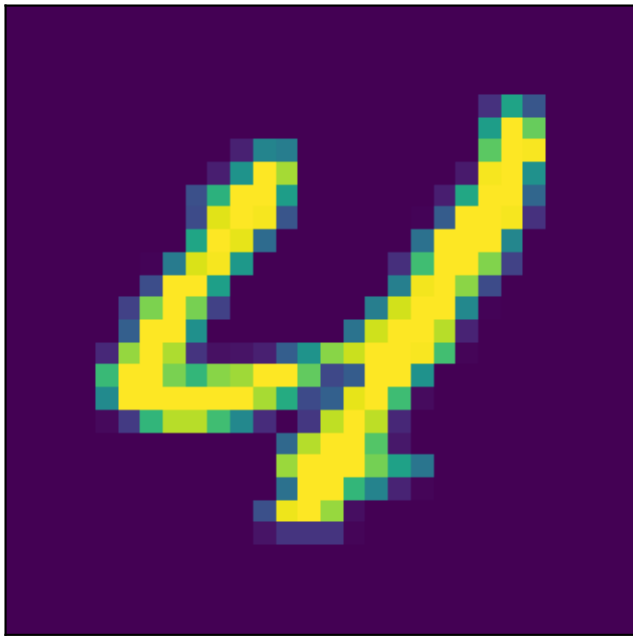
Image



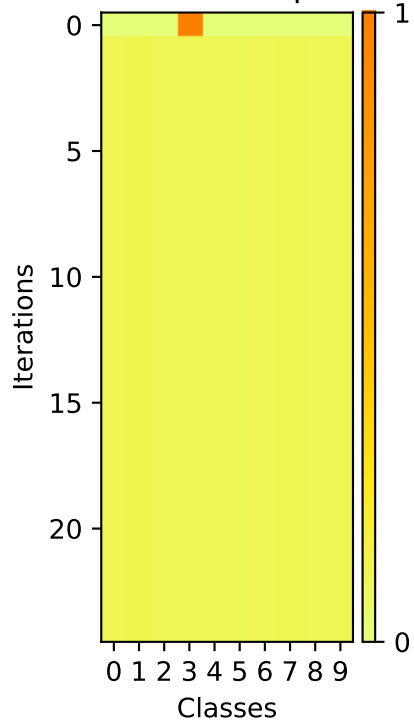
Softmax Outputs



Image



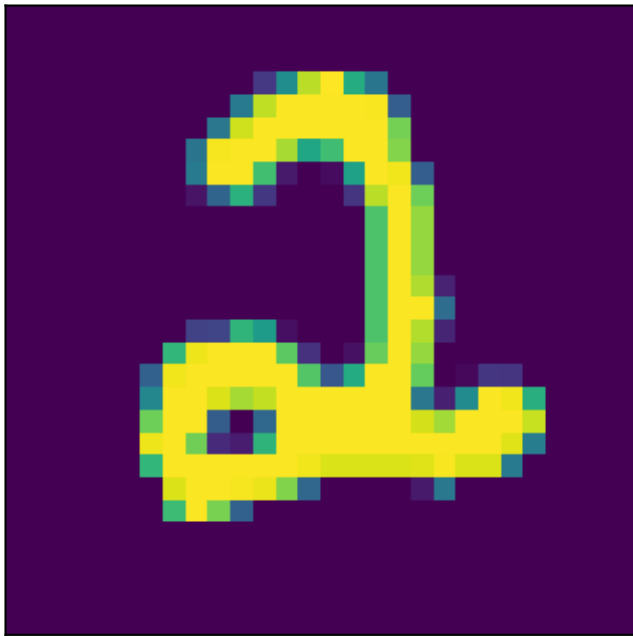
Softmax Outputs



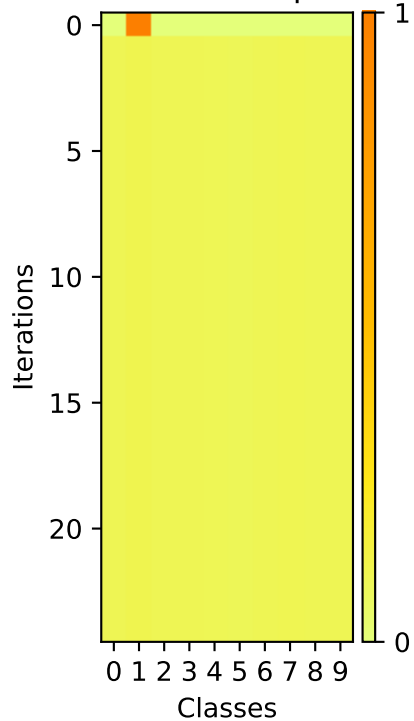
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter shade of yellow or green, giving it a slightly textured appearance. The background is a solid dark purple.

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). The distribution is highly concentrated on Class 2, which reaches a probability of 1.0 by iteration 0. Other classes maintain a probability near 0.0 throughout the iterations.

Image



Softmax Outputs



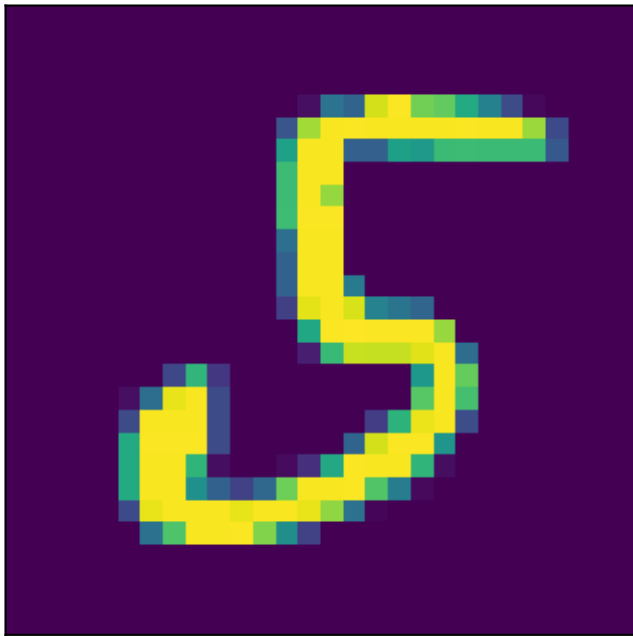
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured appearance. The background is a solid, deep purple.

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 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

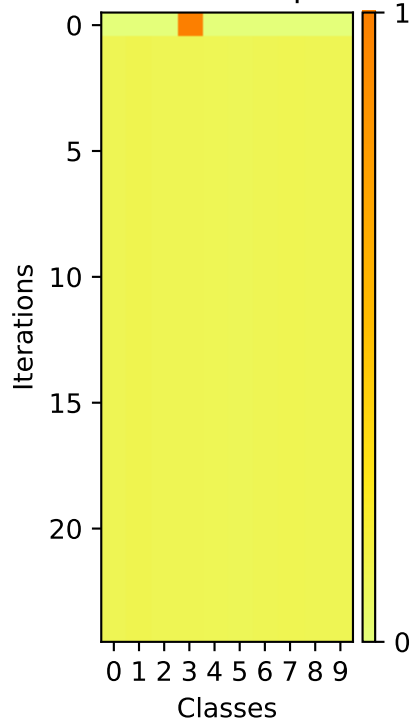
A pixelated, low-resolution image of a yellow and green number '9' on a dark purple background. The number is composed of large, square pixels in shades of yellow, light green, and dark blue/purple. The '9' is formed by a circular loop with a vertical stem extending downwards. The overall style is reminiscent of early digital art or a low-quality scan of a printed digit.

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 retro, digital appearance. It has a rounded, somewhat abstract shape with a small protrusion on the left side.

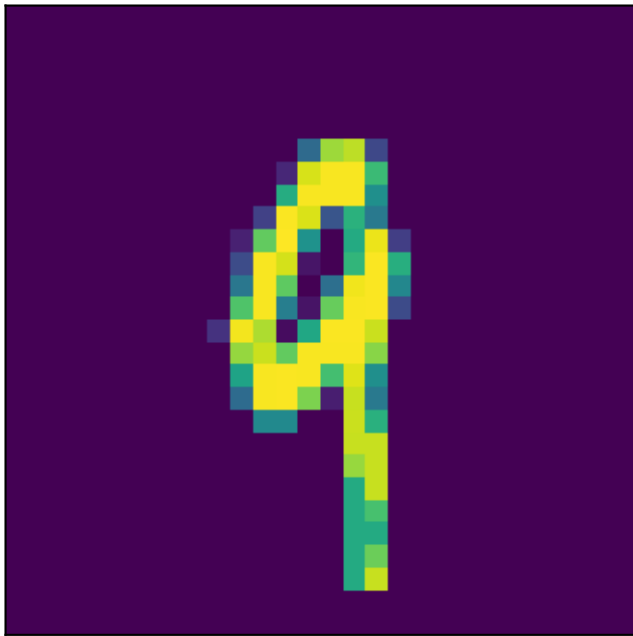
Image



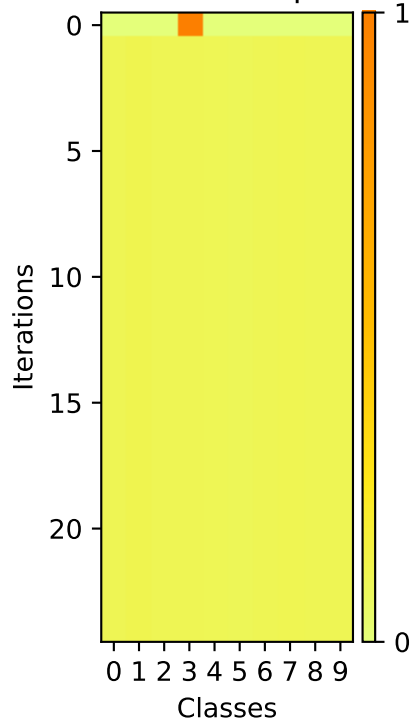
Softmax Outputs



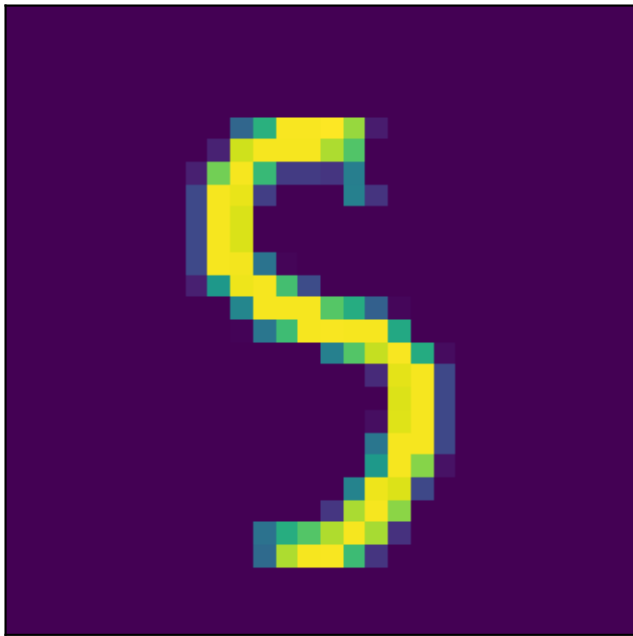
Image



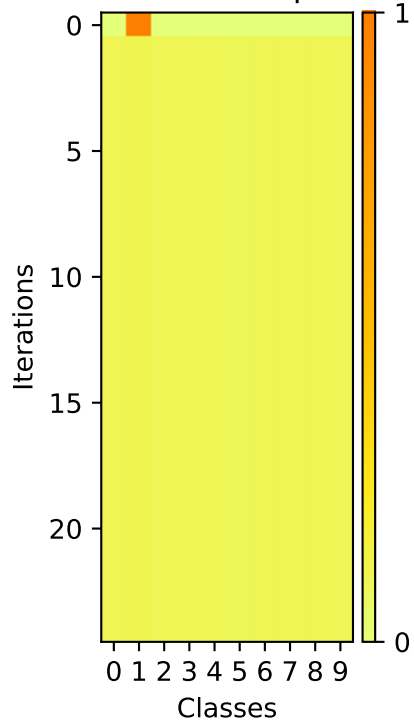
Softmax Outputs



Image

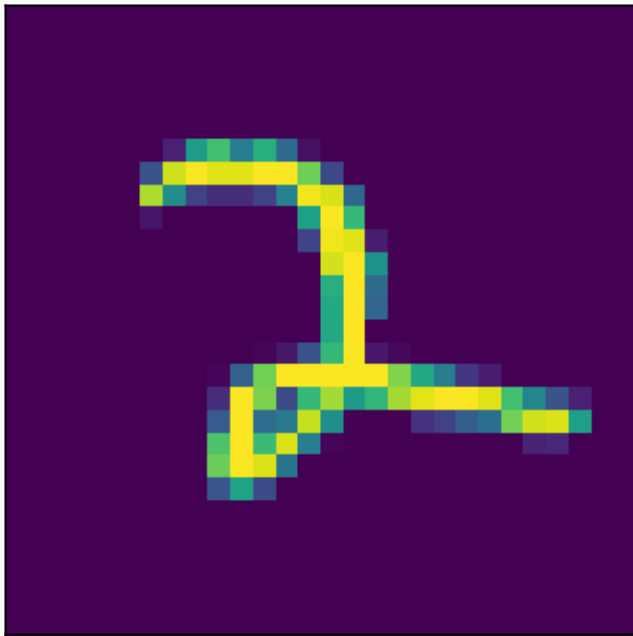


Softmax Outputs

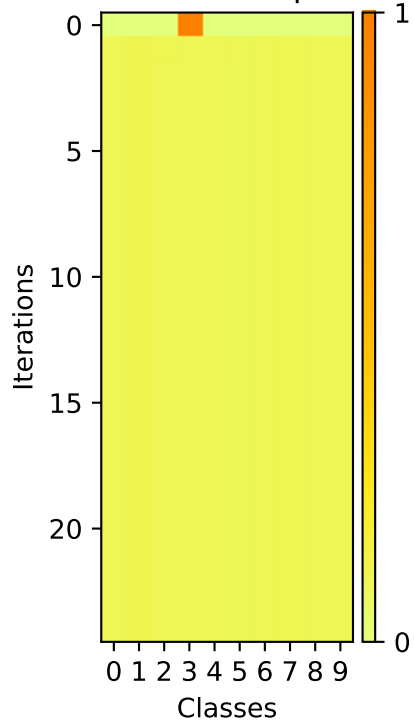


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability around iteration 15, reaching 1.0 by iteration 20.

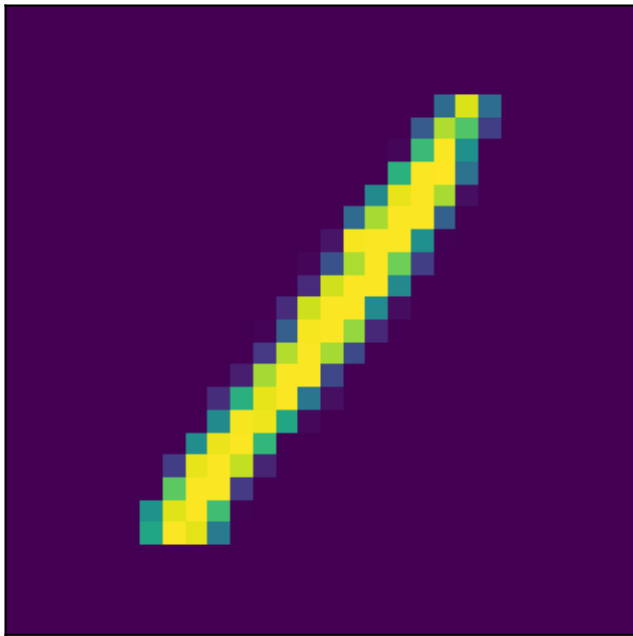
Image



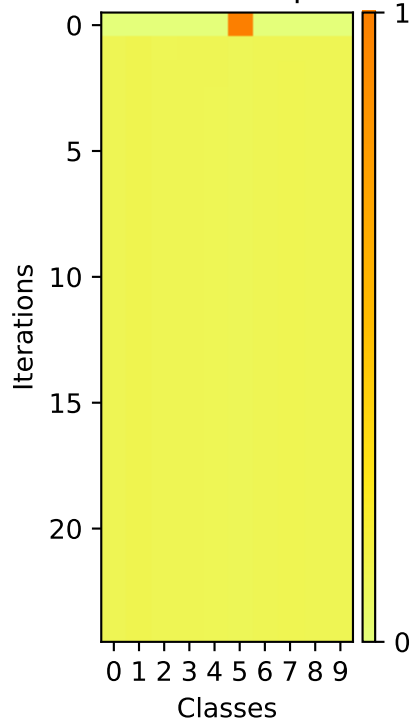
Softmax Outputs



Image



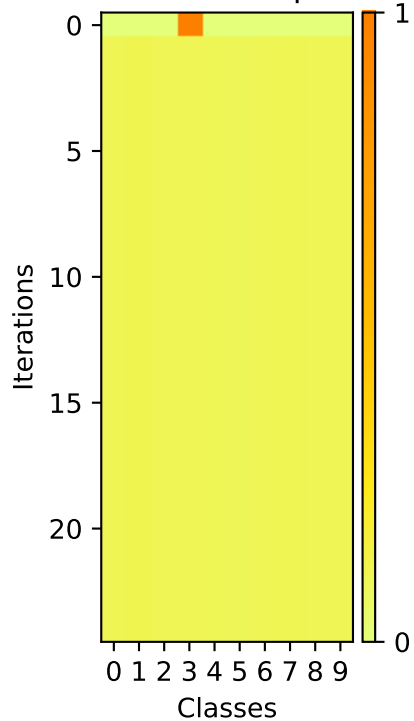
Softmax Outputs



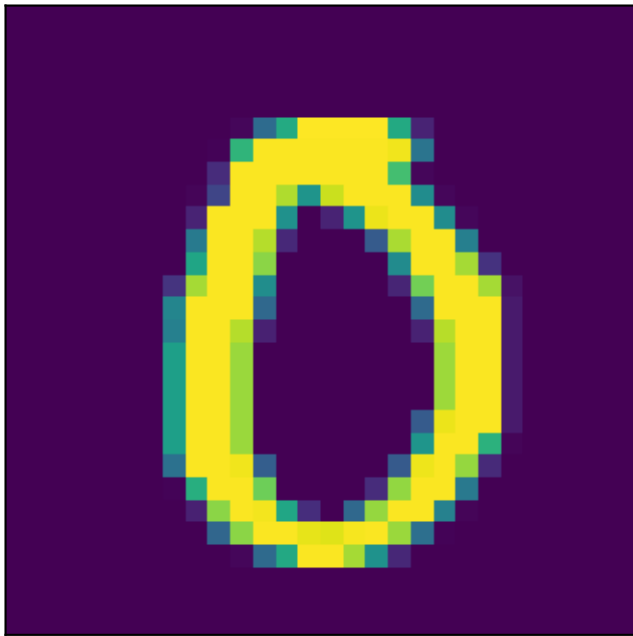
Image



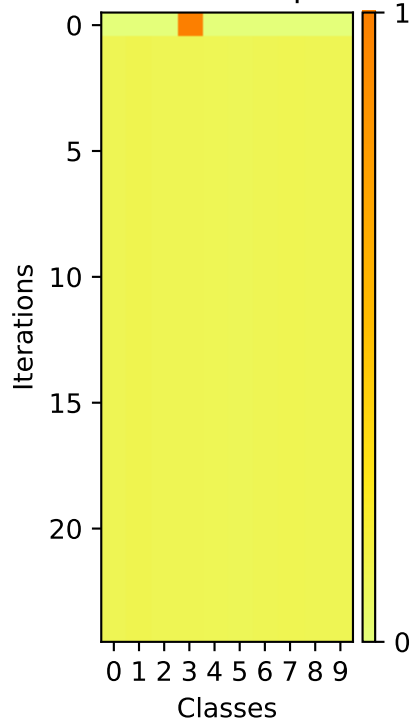
Softmax Outputs



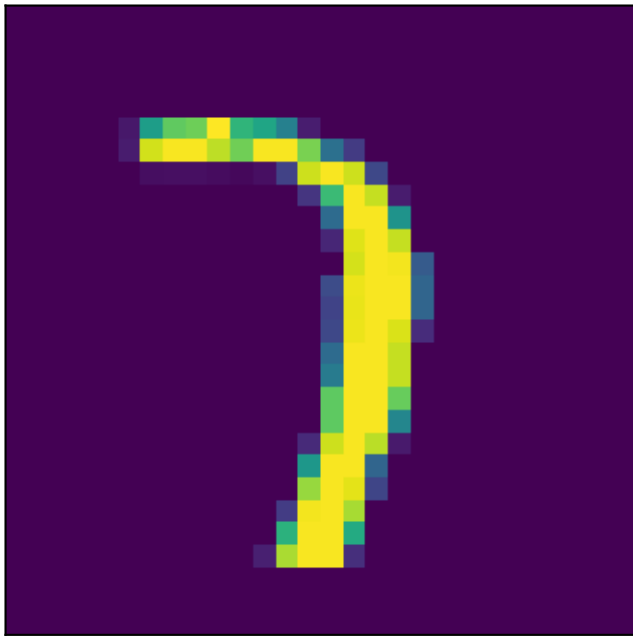
Image



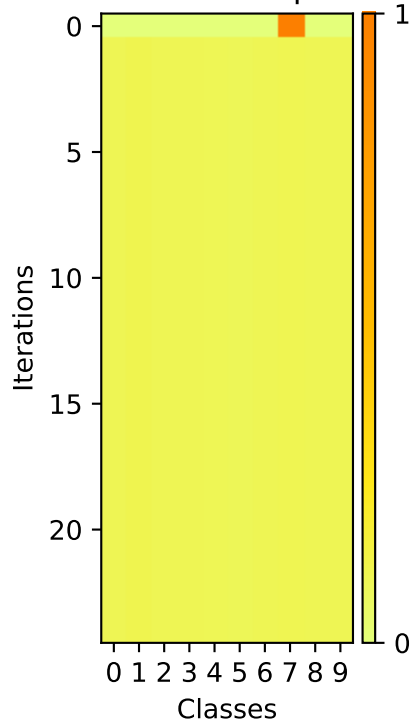
Softmax Outputs



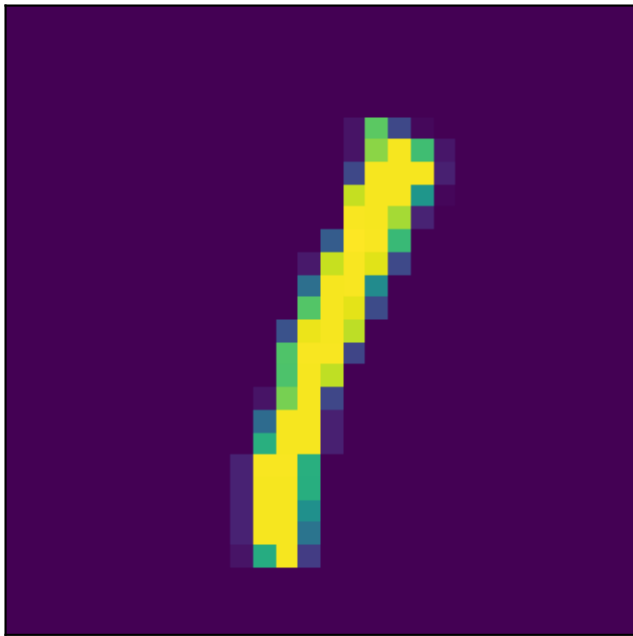
Image



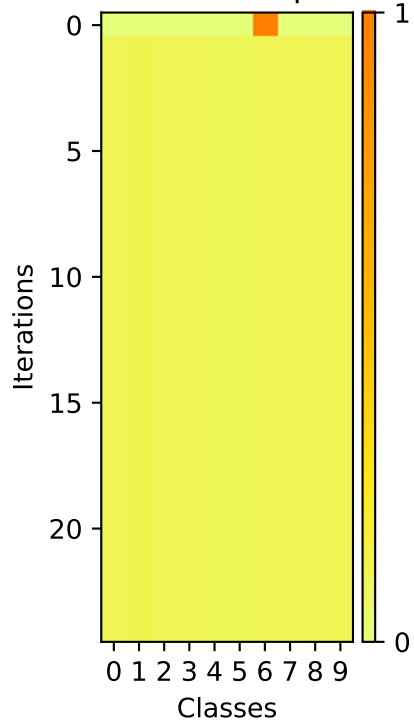
Softmax Outputs



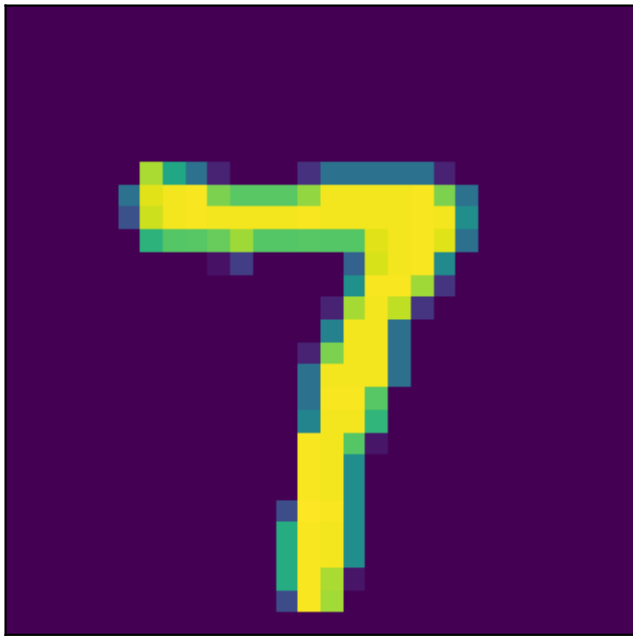
Image



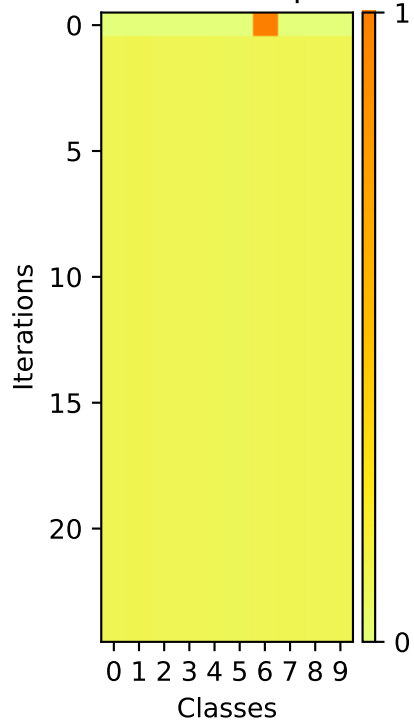
Softmax Outputs



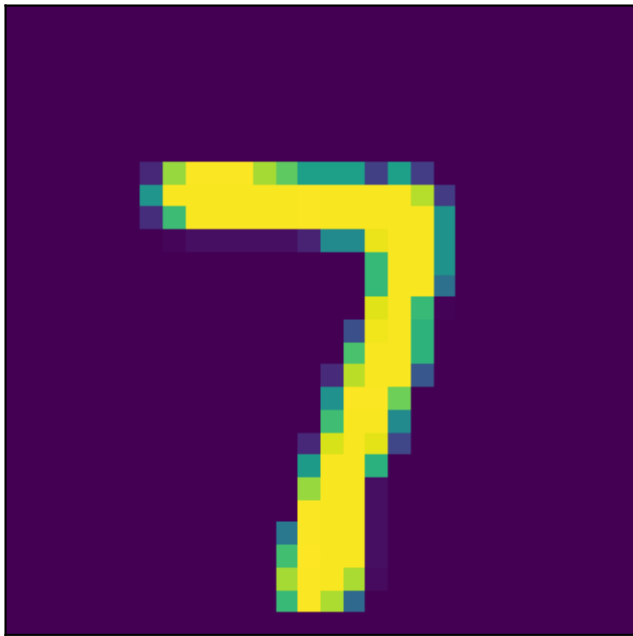
Image



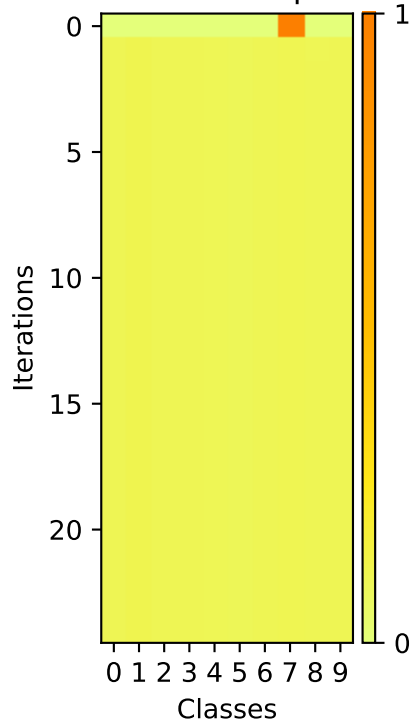
Softmax Outputs



Image



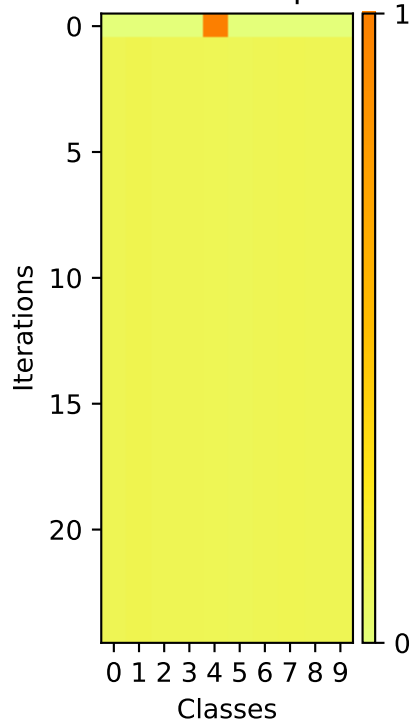
Softmax Outputs



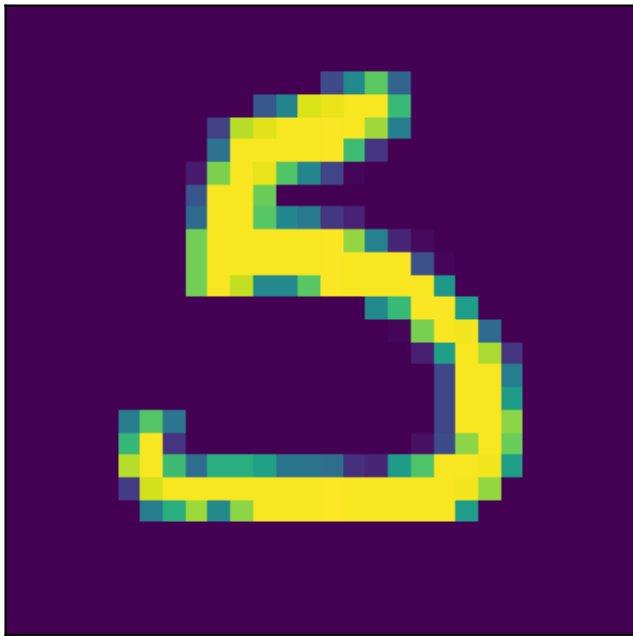
Image



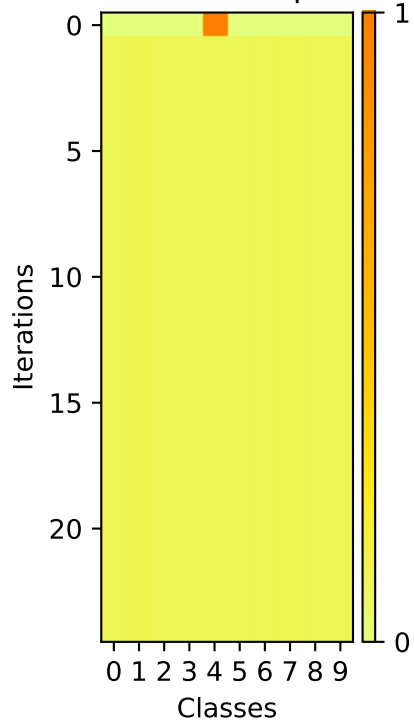
Softmax Outputs



Image



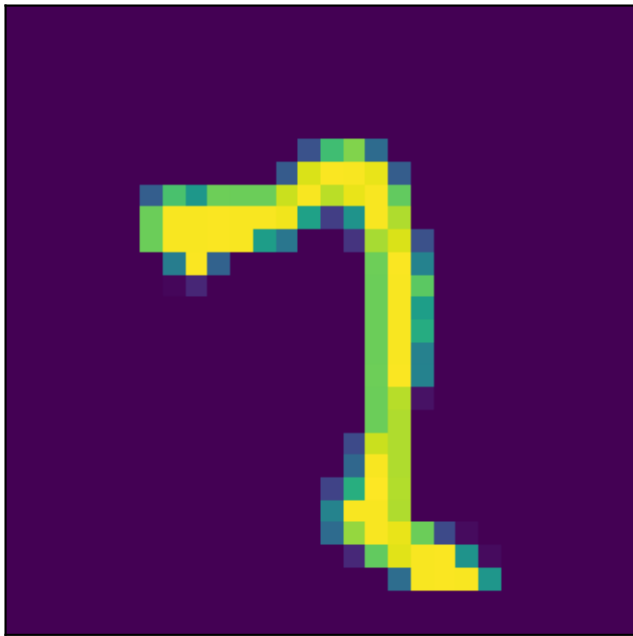
Softmax Outputs



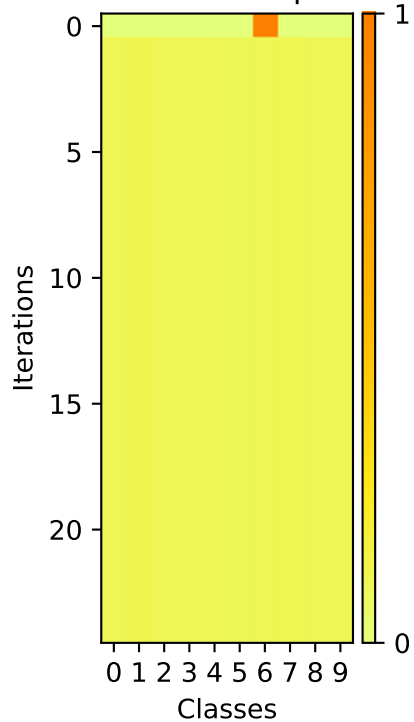
A pixelated yellow number 7 is centered on a dark purple background. The number is composed of bright yellow pixels, with some surrounding pixels in shades of teal and light blue, giving it a slightly blurred or anti-aliased appearance. The background is a solid, deep purple.

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 (dark red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

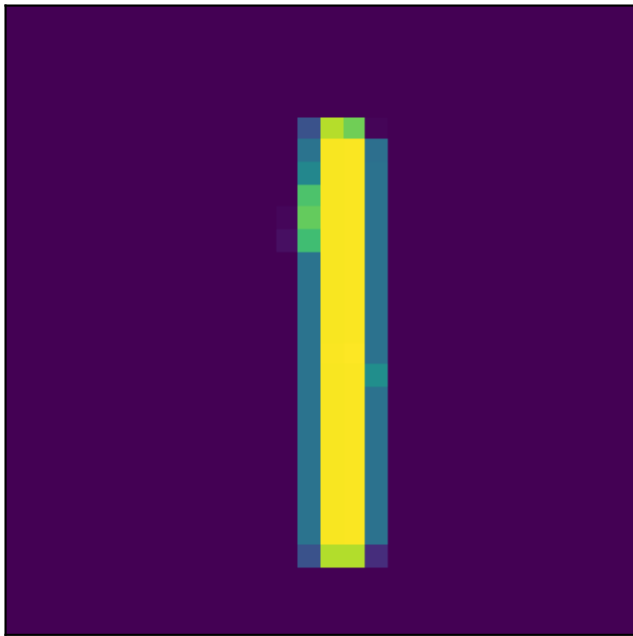
Image



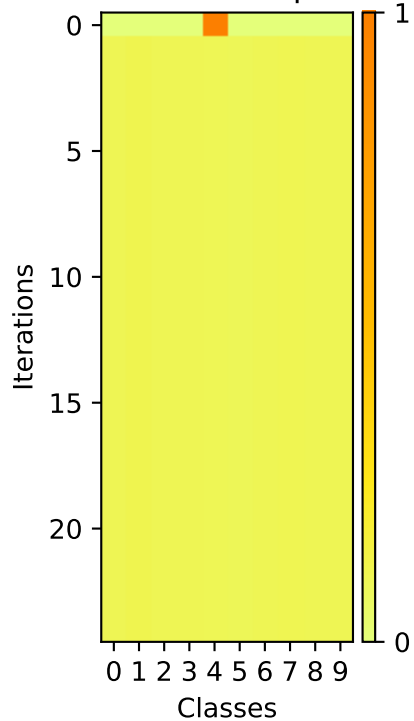
Softmax Outputs



Image



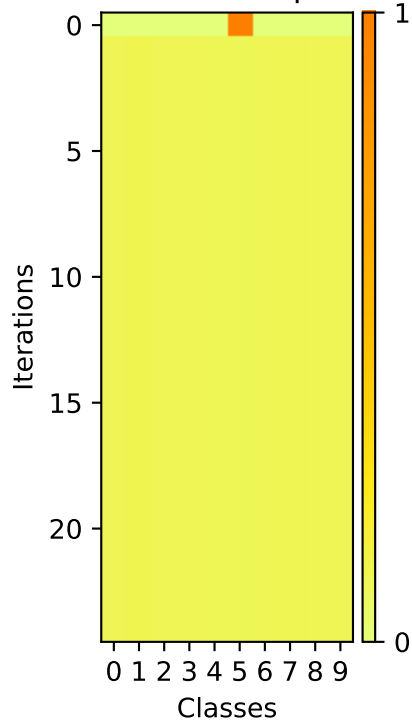
Softmax Outputs



Image



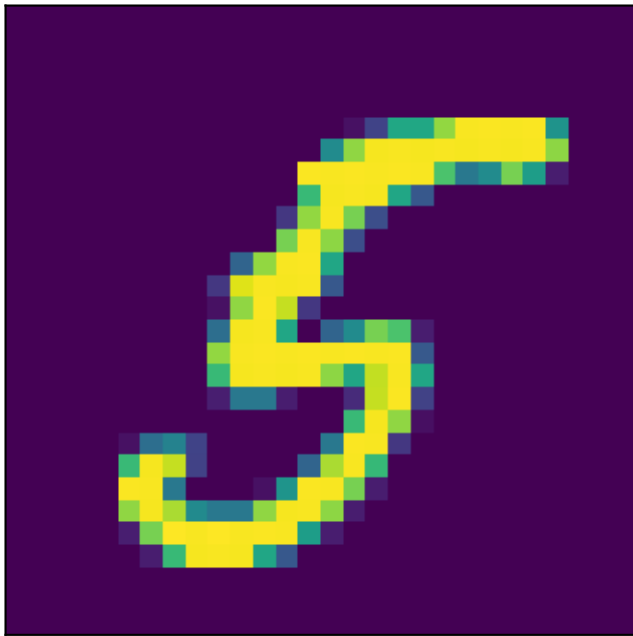
Softmax Outputs



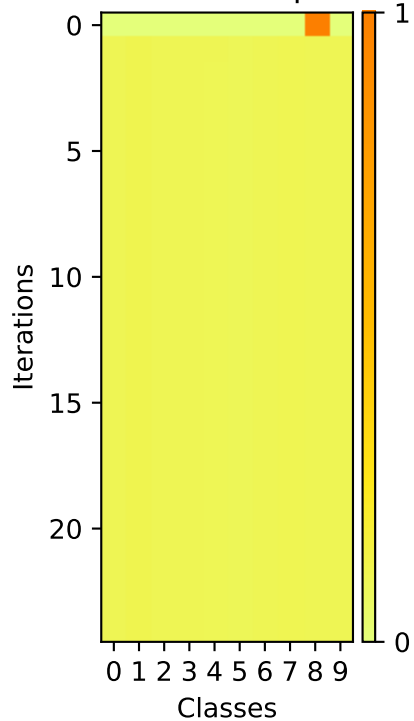
A pixelated, low-resolution image of a yellow and green curved shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small squares in shades of yellow, green, and blue, arranged in a curved, hook-like pattern. The background is a solid dark purple.

This heatmap visualizes the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color bar on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix shows that for most classes, the confusion remains low (yellow) across all iterations. However, there is a notable increase in confusion for class 1 at iteration 0, indicated by an orange square. The diagonal elements (where predicted class equals actual class) are consistently high (orange/yellow) across all iterations.

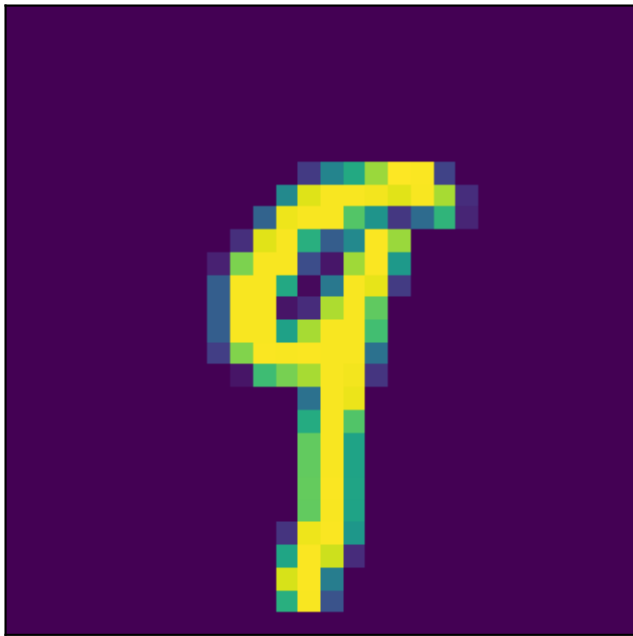
Image



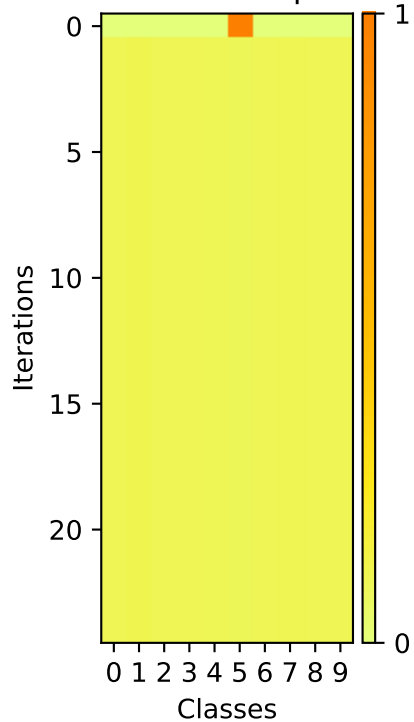
Softmax Outputs



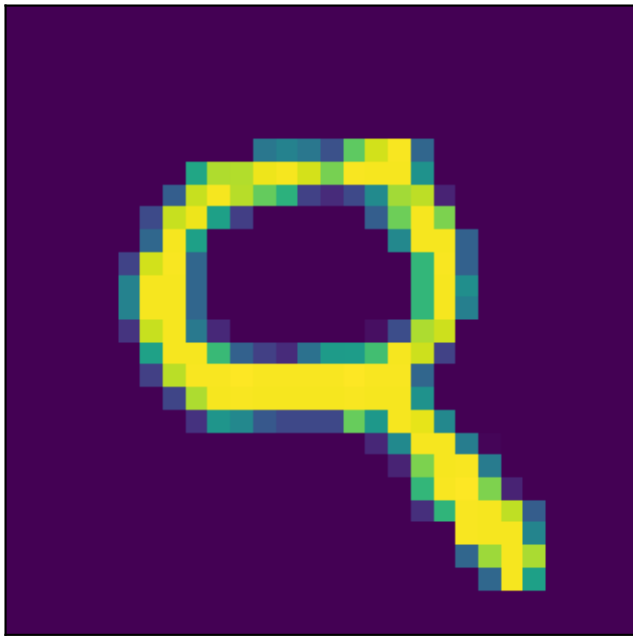
Image



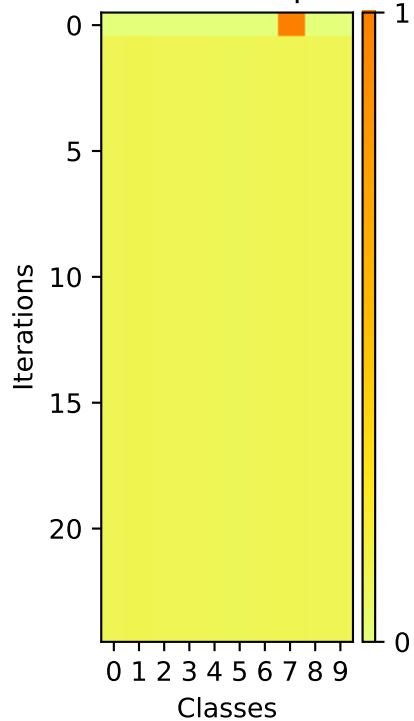
Softmax Outputs



Image



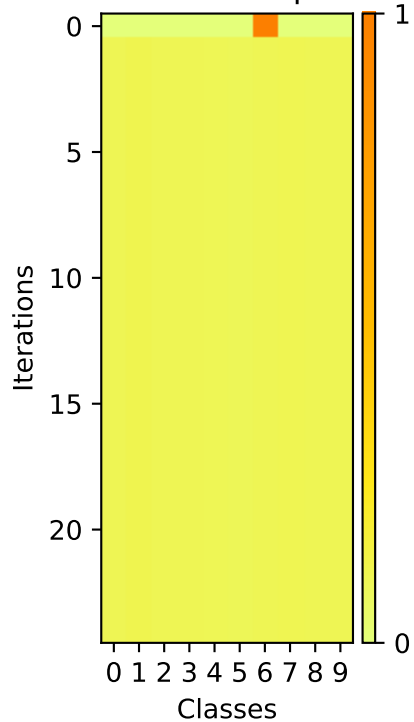
Softmax Outputs



Image

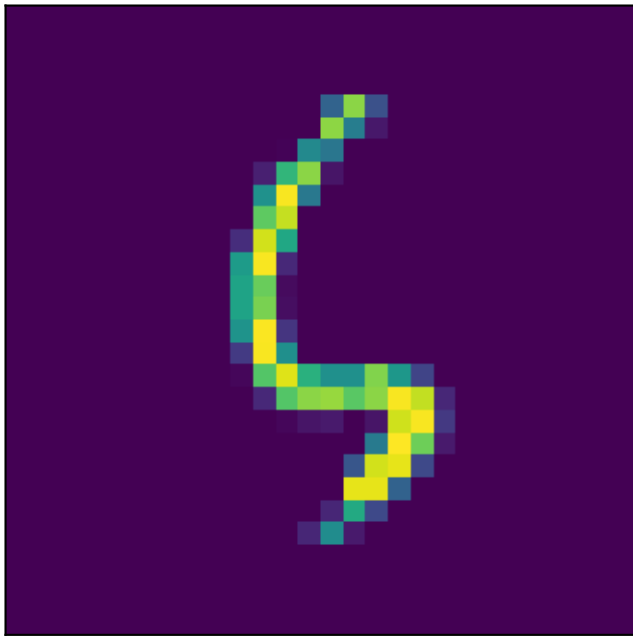


Softmax Outputs

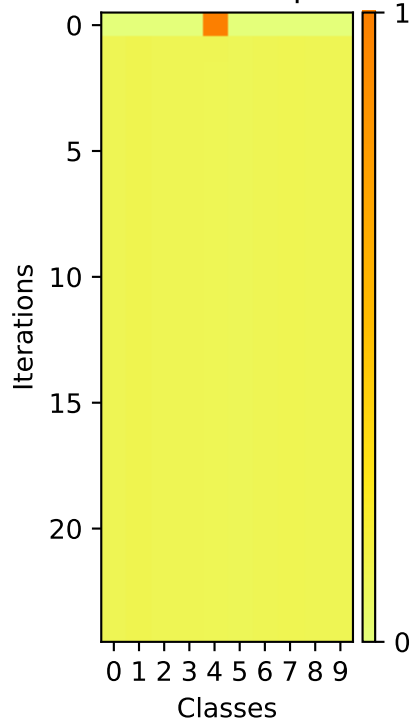


A pixelated yellow number 2 on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is a solid dark purple.

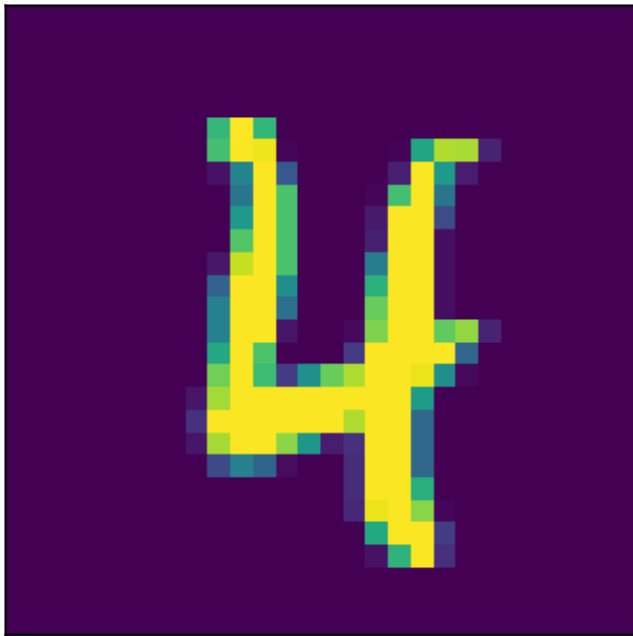
Image



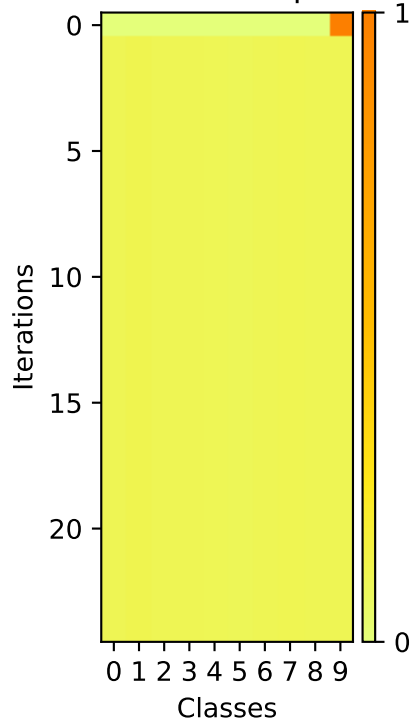
Softmax Outputs



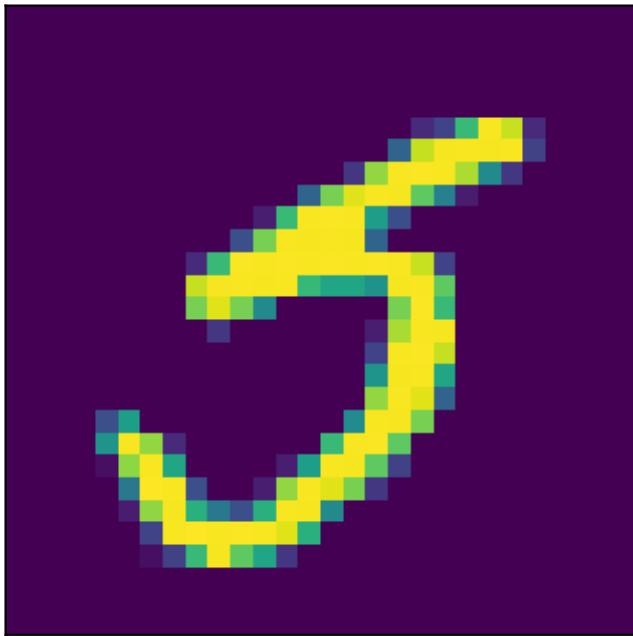
Image



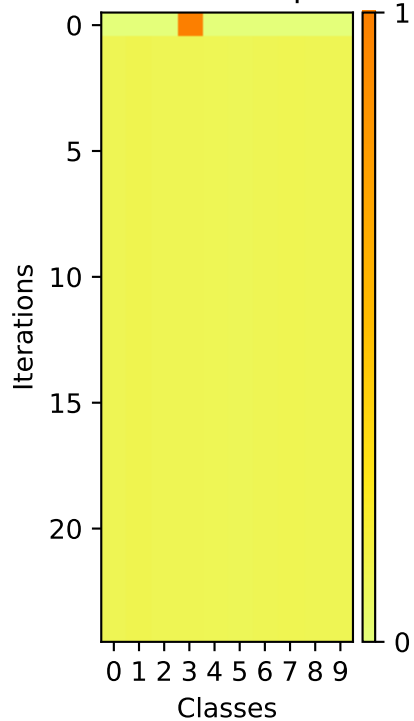
Softmax Outputs



Image



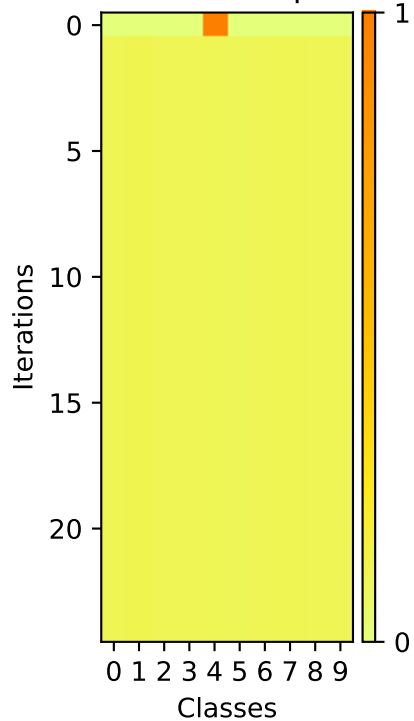
Softmax Outputs



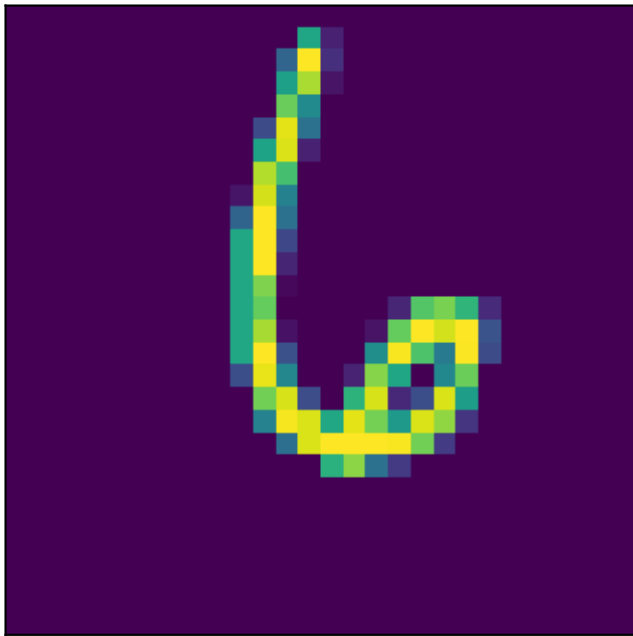
Image



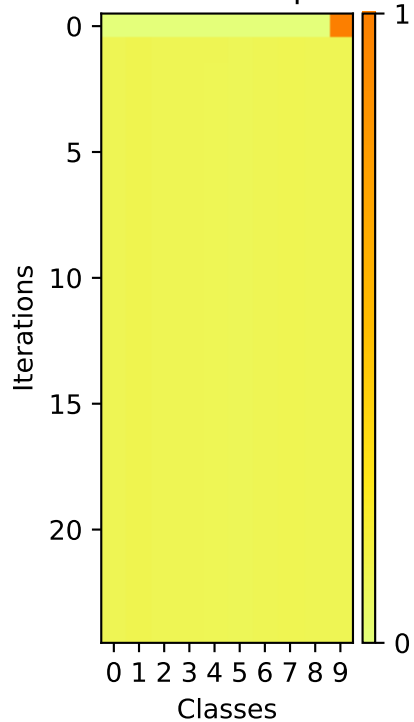
Softmax Outputs



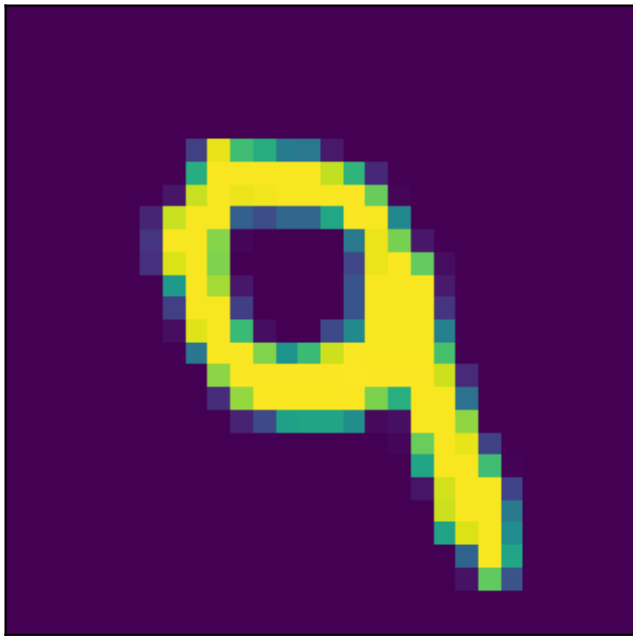
Image



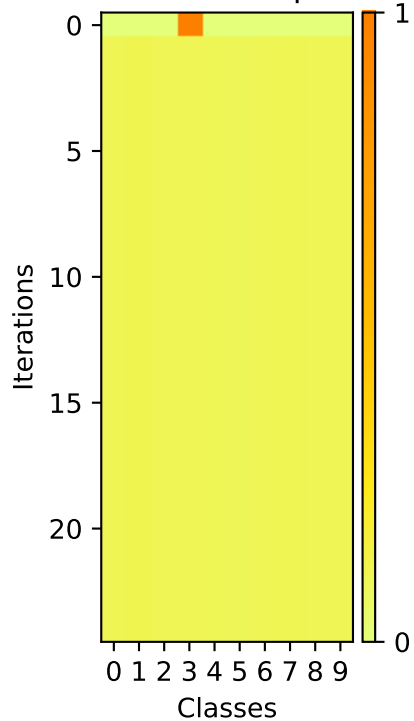
Softmax Outputs



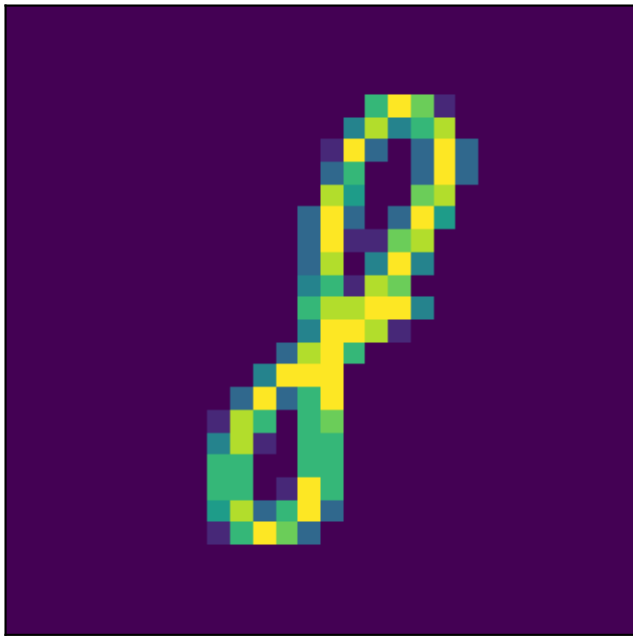
Image



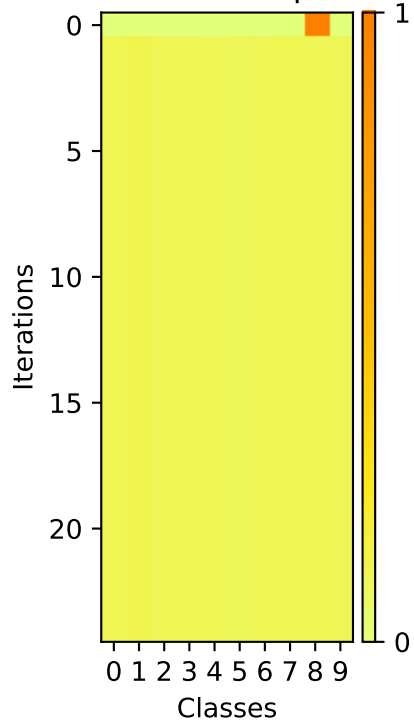
Softmax Outputs



Image



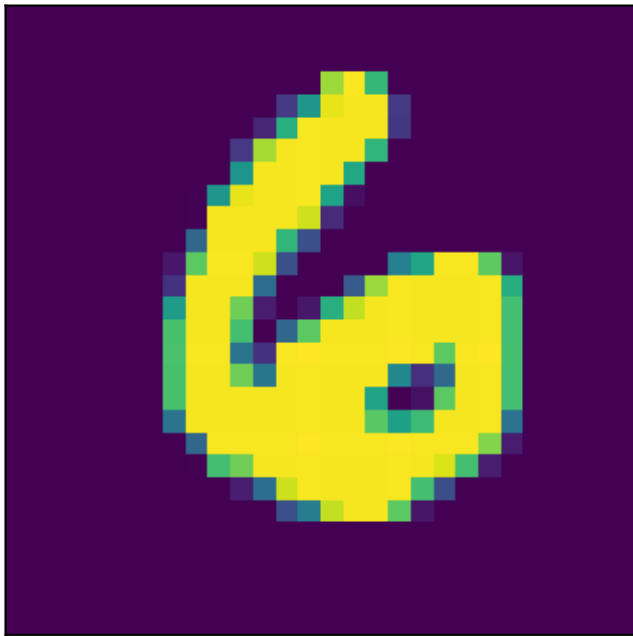
Softmax Outputs



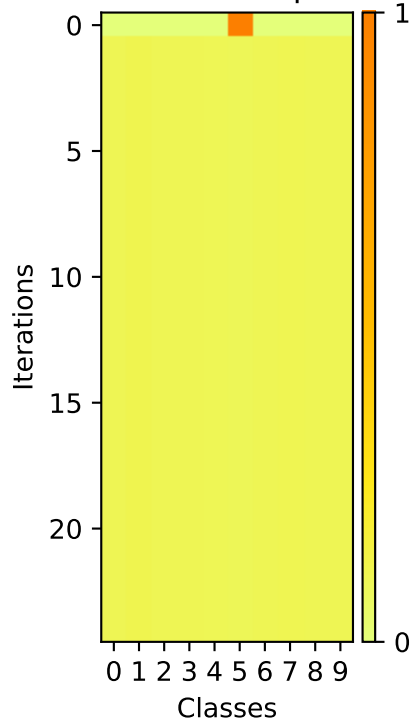
A pixelated, low-resolution image of a yellow and green ring-like structure on a black background. The structure is composed of a central horizontal bar and two curved ends, forming a shape reminiscent of a stylized letter 'D' or a molecular structure. The colors are bright yellow and light green, with some darker green and black pixels interspersed, giving it a noisy, digital appearance.

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). The distribution is highly concentrated on Class 7, which reaches a probability of 1.0 by iteration 20.

Image



Softmax Outputs

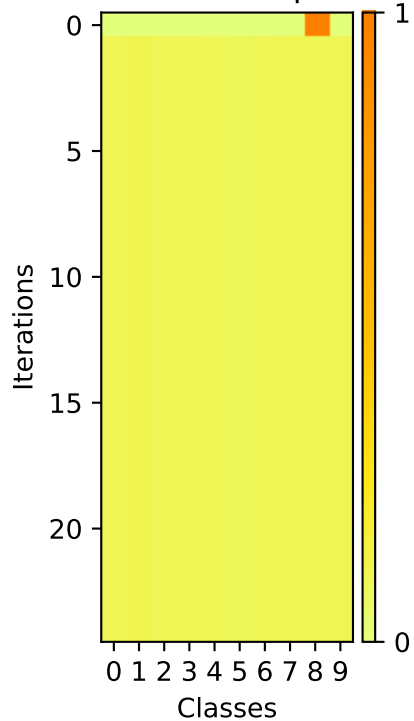


A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of several blocks of yellow and green pixels, with some blue and purple pixels interspersed, particularly around the edges and in the central area. The overall shape is somewhat abstract, resembling a stylized letter or a small creature.

Image



Softmax Outputs

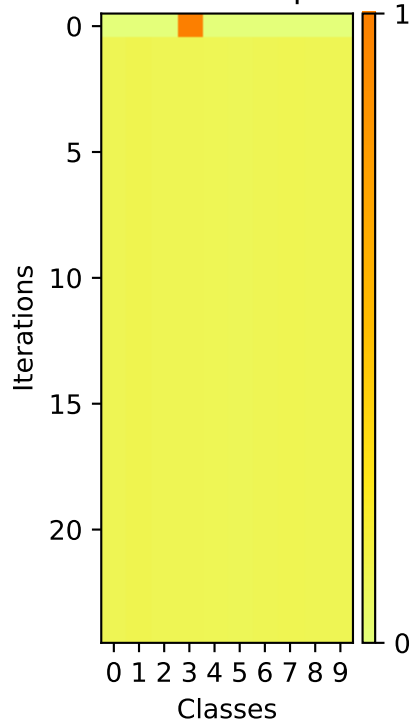


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (dark red). Class 6 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

Image

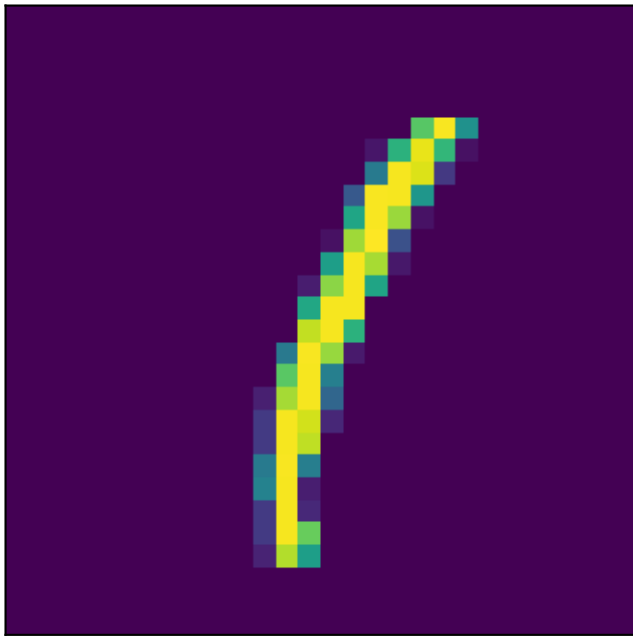


Softmax Outputs

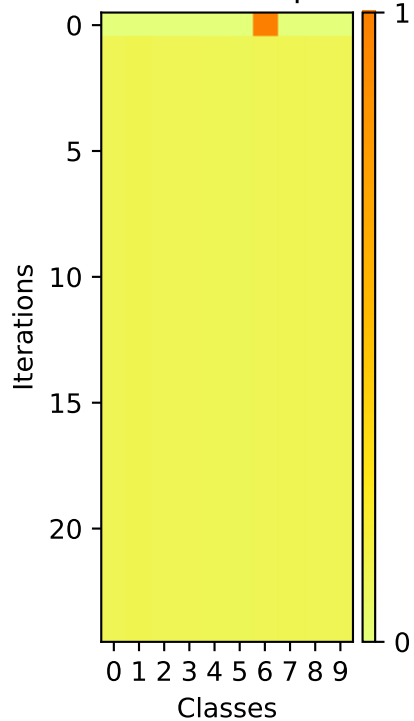


A pixelated, low-resolution image of a yellow and blue object, possibly a stylized letter or logo, set against a dark background. The object has a complex, somewhat abstract shape with a central blue area and yellow outer regions. The image is composed of large, visible pixels, giving it a retro, digital appearance.

Image



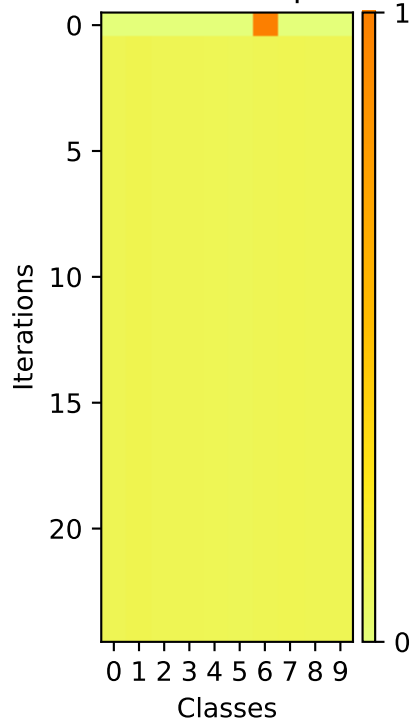
Softmax Outputs



Image



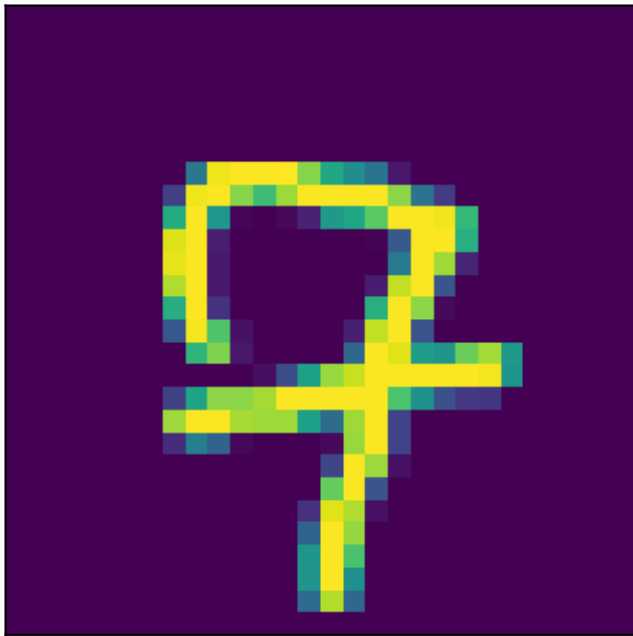
Softmax Outputs



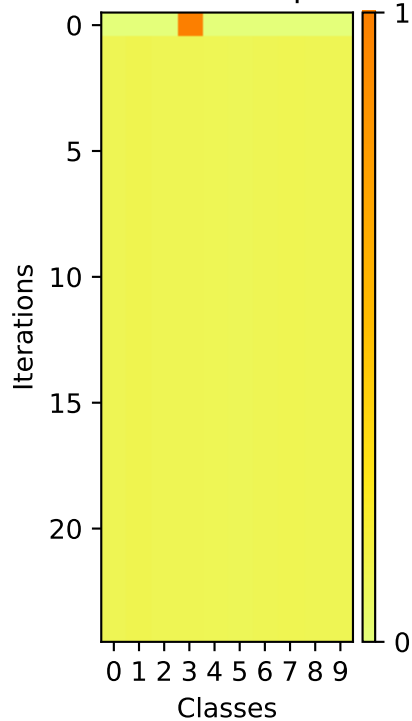
A pixelated, low-resolution image of the number 3, rendered in yellow and green against a dark purple background. The image is composed of small, square pixels, giving it a retro, digital appearance. The number 3 is formed by a series of connected pixels, with the top loop and bottom curve clearly defined. The colors used are primarily yellow and green, with some darker green and purple pixels interspersed, particularly along the edges and in the background. The overall effect is a stylized, blocky representation of the digit 3.

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

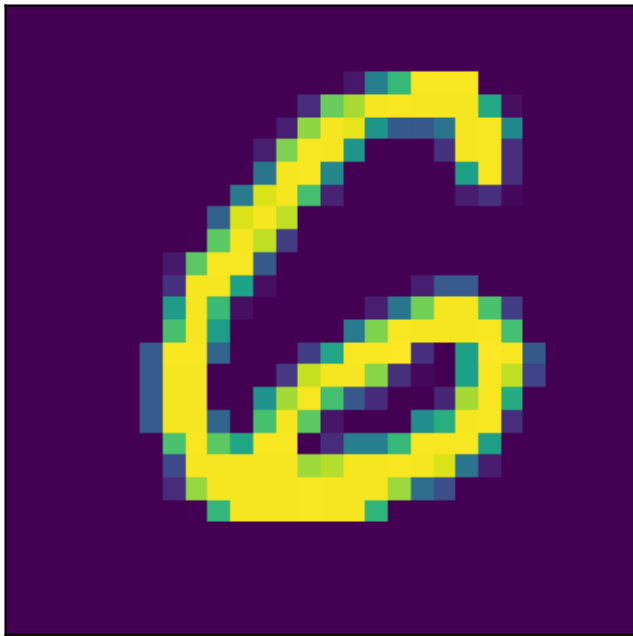
Image



Softmax Outputs



Image



Softmax Outputs

