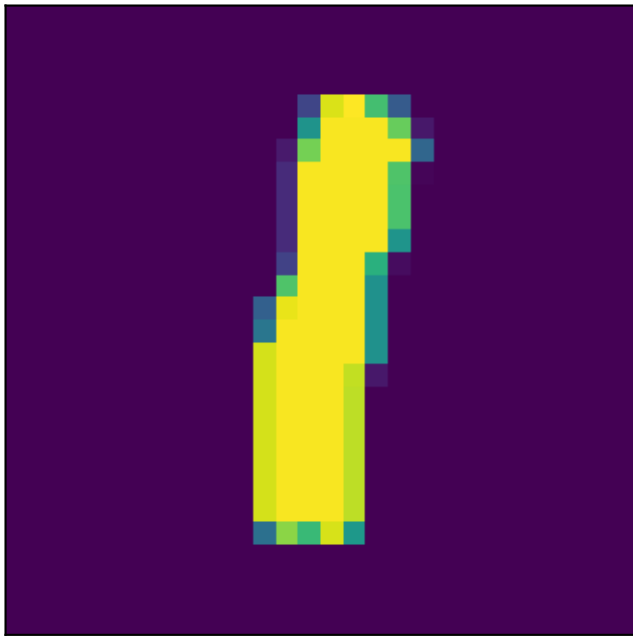
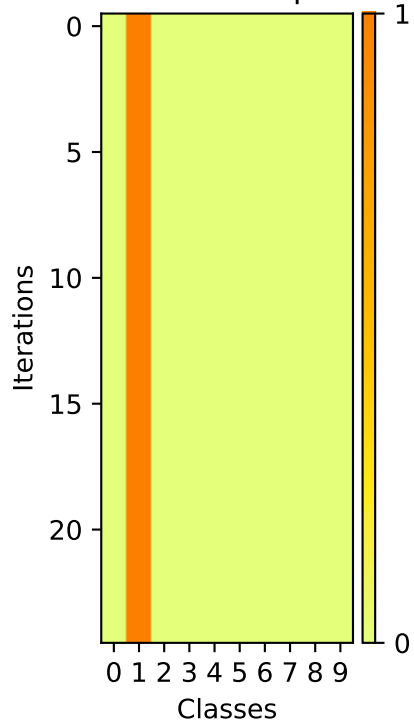


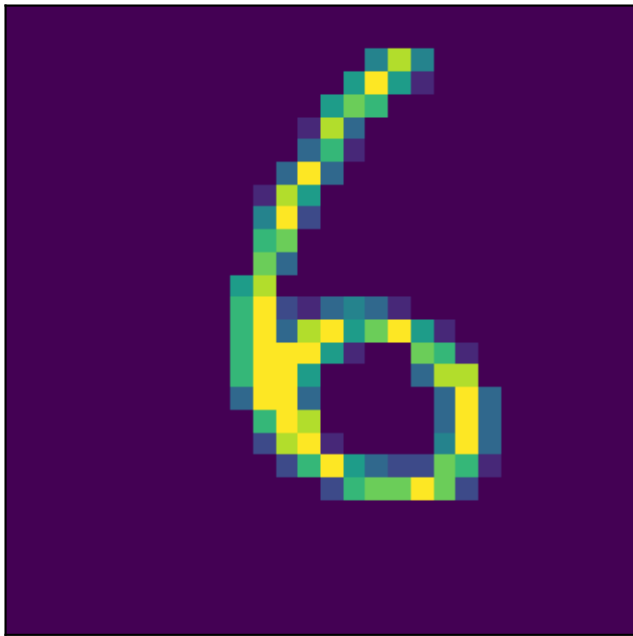
Image



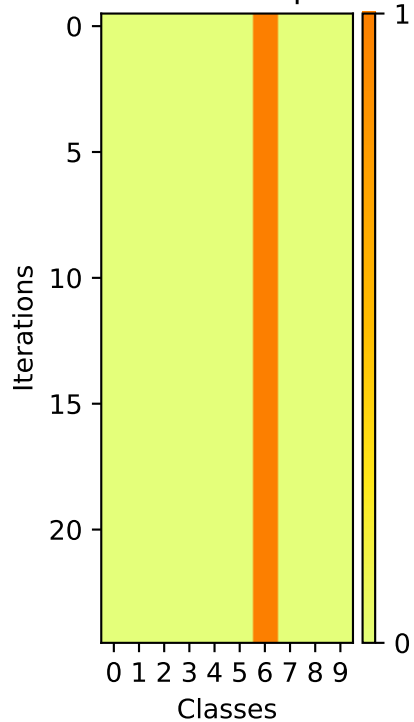
Softmax Outputs



Image



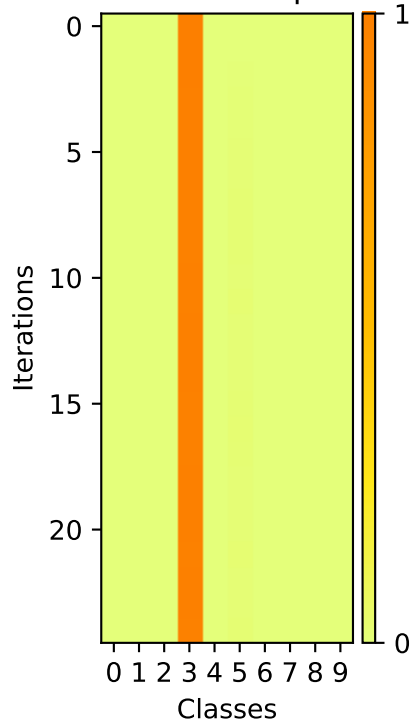
Softmax Outputs



Image



Softmax Outputs

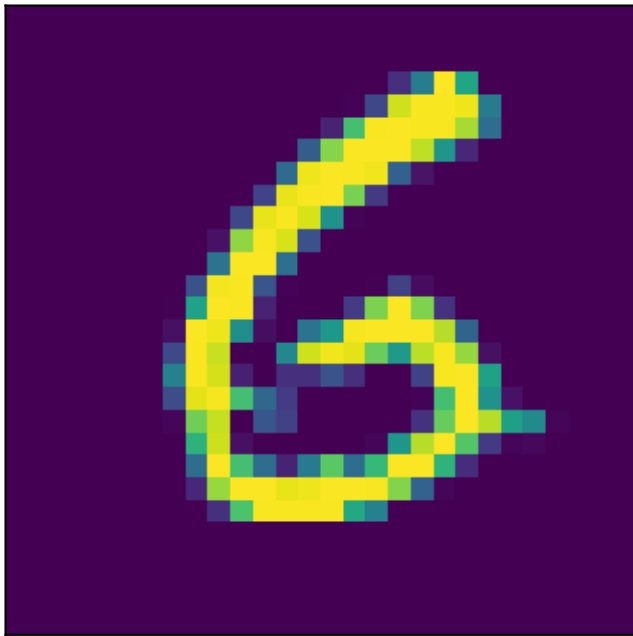


A pixelated yellow number 0 on a black background. The number is composed of small squares, giving it a blocky, digital appearance. It is centered in the frame.

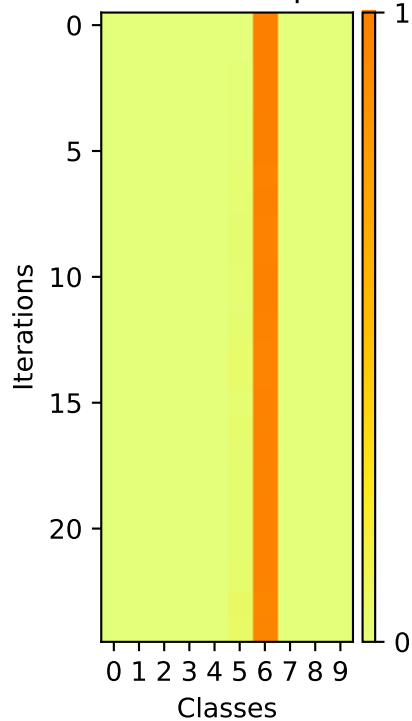
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (yellow) to 1 (orange).

The distribution starts concentrated on Class 0 (probability 1.0) and rapidly shifts towards Class 1, which reaches a probability of approximately 0.9 by iteration 20. The other classes maintain very low probabilities throughout the iterations.

Image



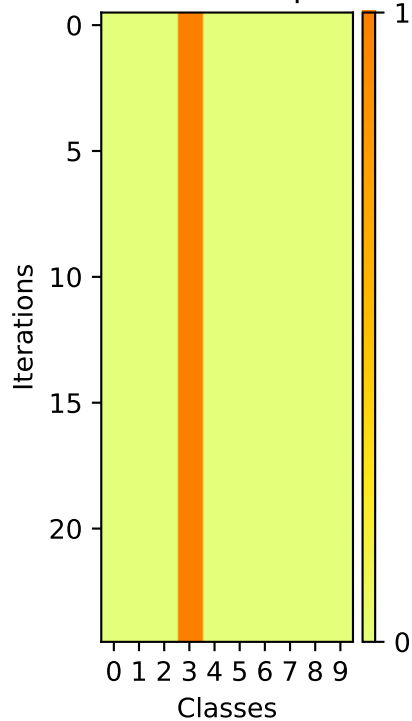
Softmax Outputs



Image



Softmax Outputs

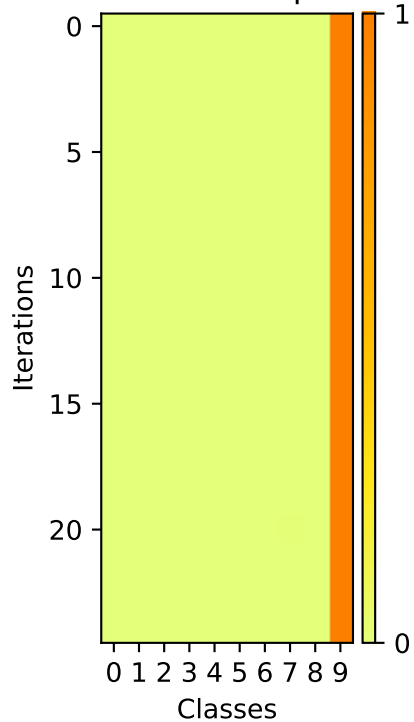


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least.

Image



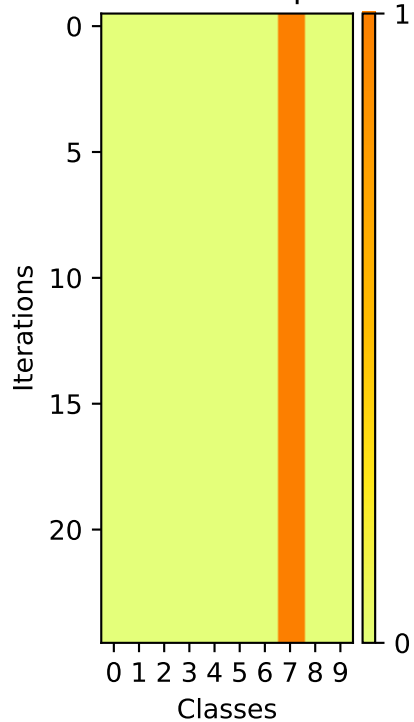
Softmax Outputs



Image



Softmax Outputs



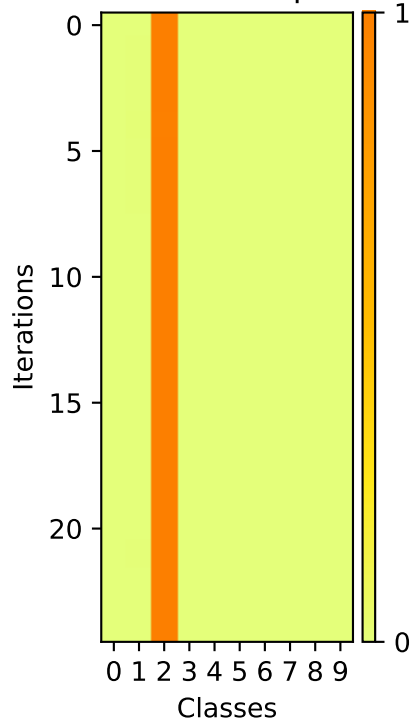
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of small squares in various shades of yellow, green, and blue, giving it a retro, digital appearance. The background is a solid, deep purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The x-axis represents Classes, and the y-axis represents Iterations. 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 10, reaching 1.0 by iteration 20.

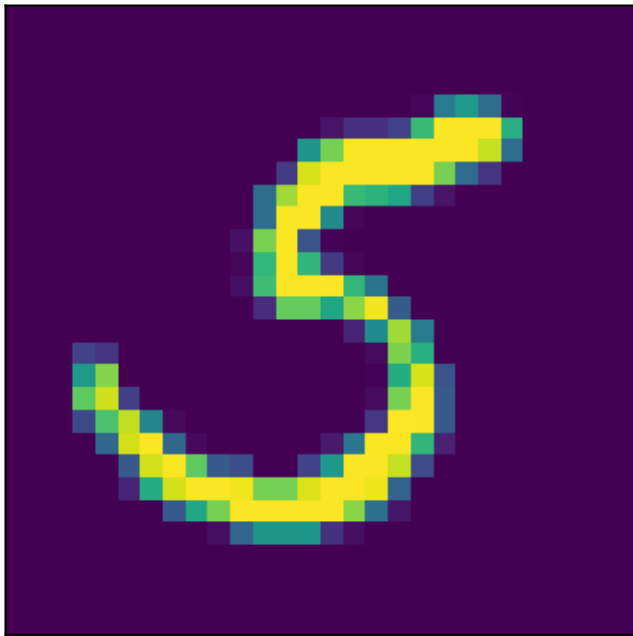
Image



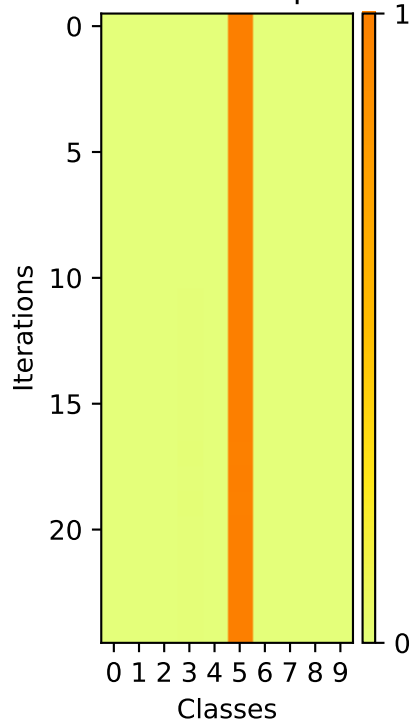
Softmax Outputs



Image



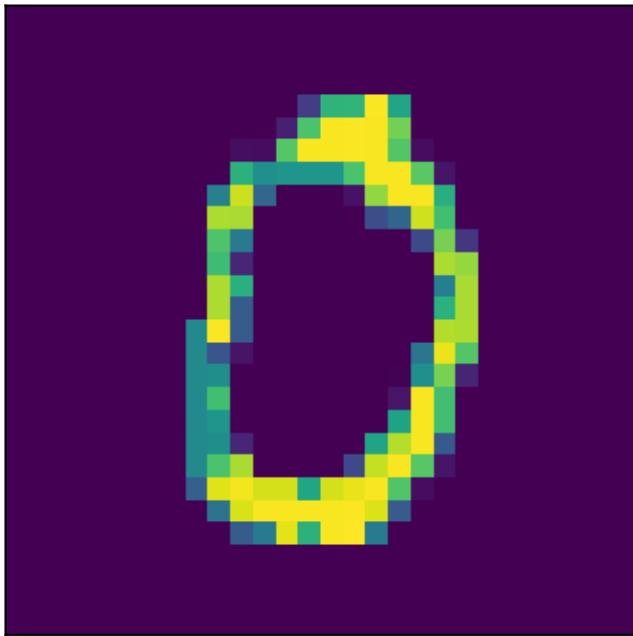
Softmax Outputs



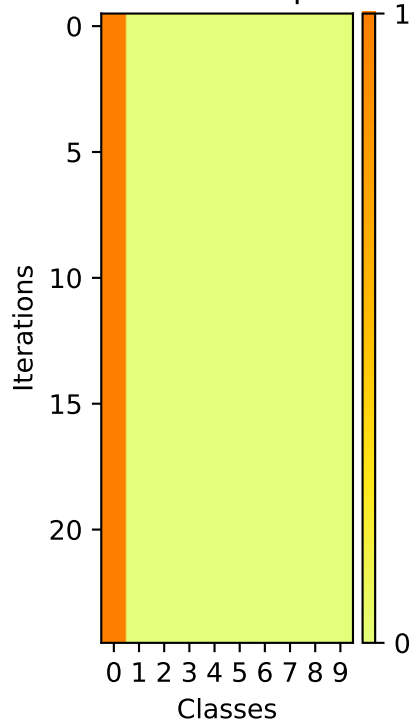
A pixelated yellow number 8 is centered on a dark purple background. The number is composed of yellow pixels with some teal and light green pixels at the edges, giving it a blocky, digital appearance.

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 (light yellow) to 1 (dark orange). Class 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

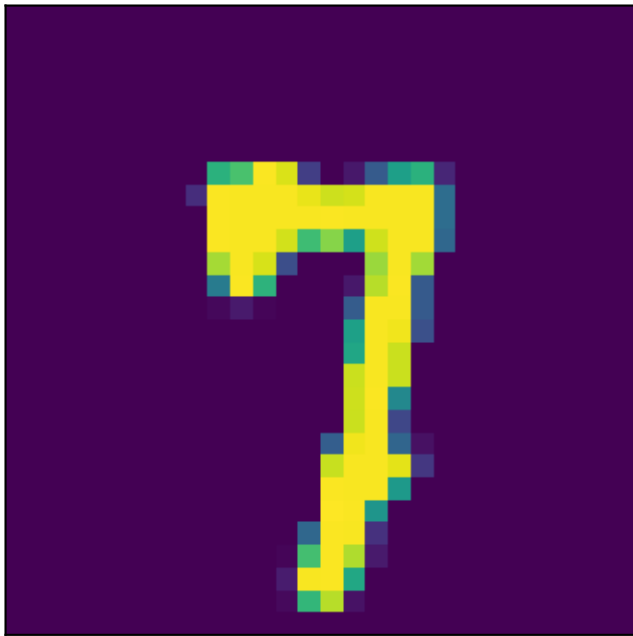
Image



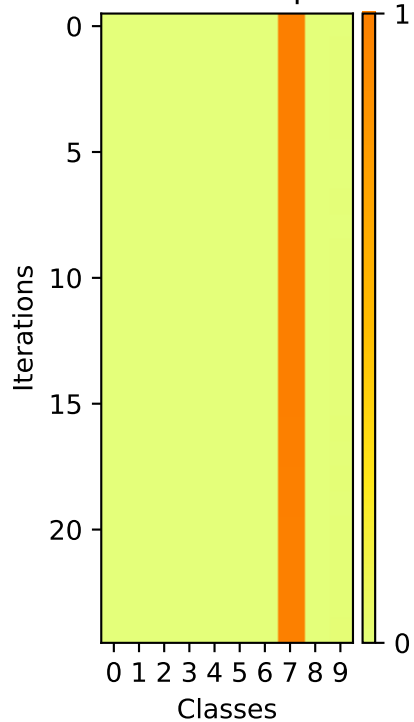
Softmax Outputs



Image



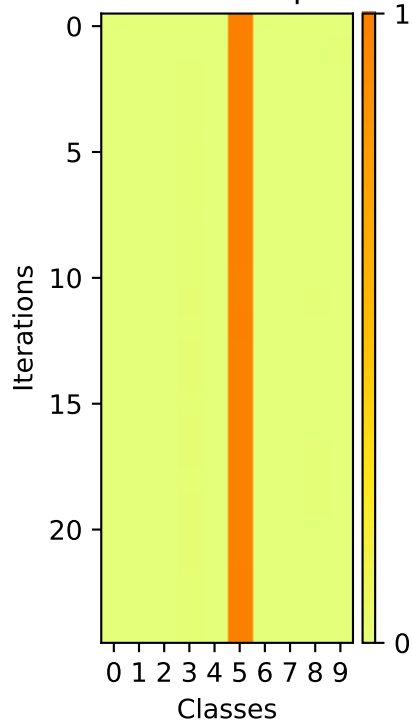
Softmax Outputs



Image



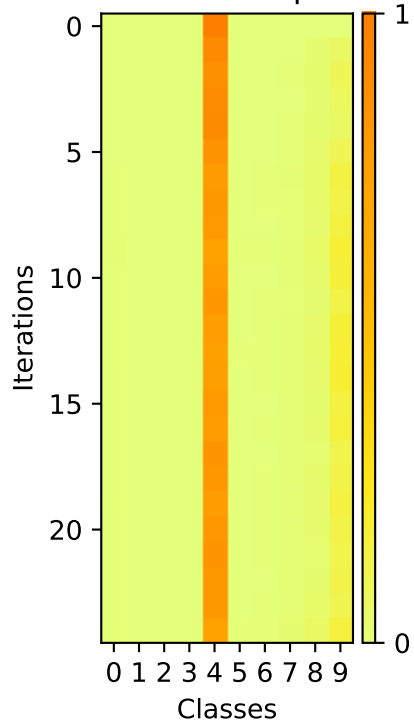
Softmax Outputs



Image

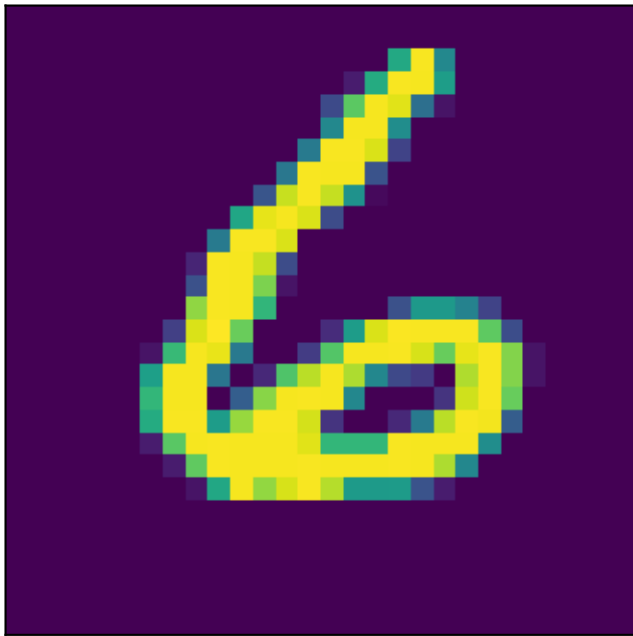


Softmax Outputs

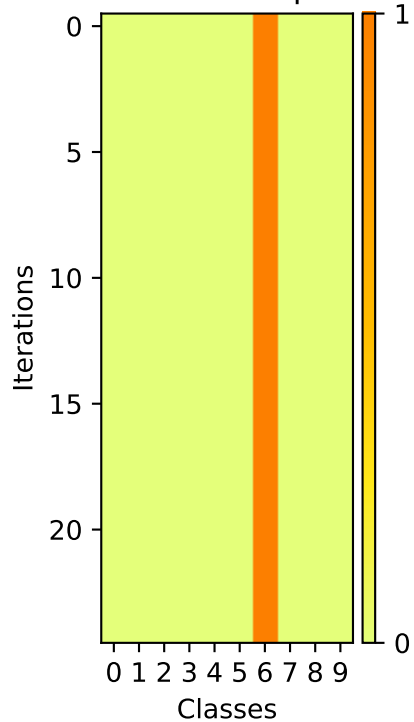


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). The distribution shows that Class 0 starts at 1.0 and decreases to 0.0, while Class 1 starts at 0.0 and increases to 1.0. Other classes remain at 0.0 throughout the iterations.

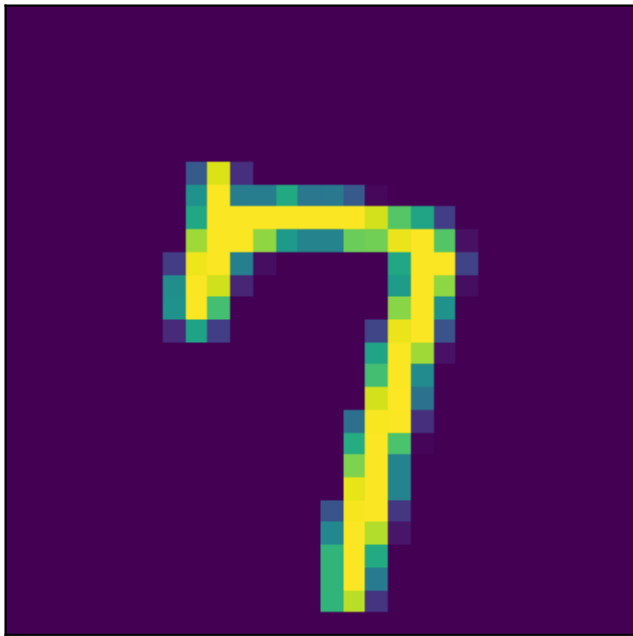
Image



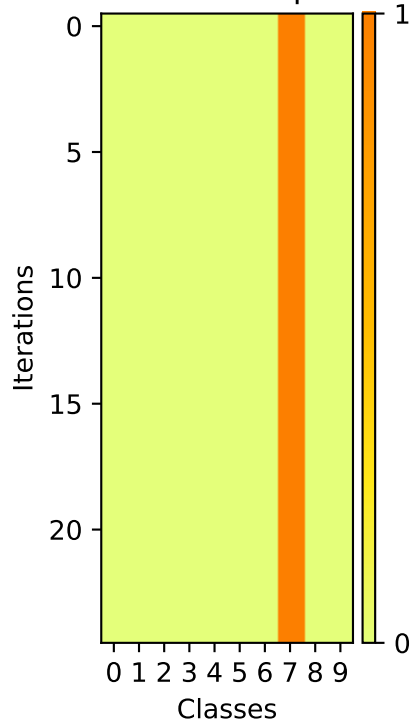
Softmax Outputs



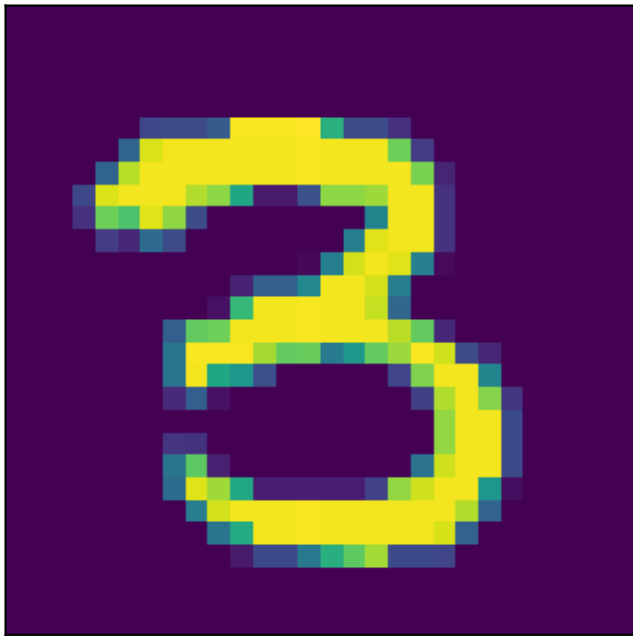
Image



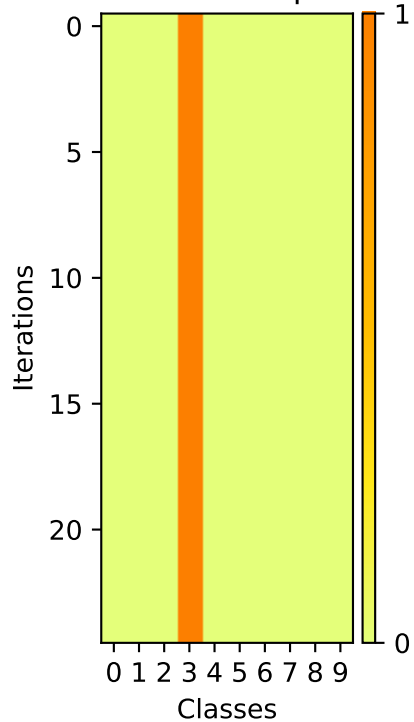
Softmax Outputs



Image



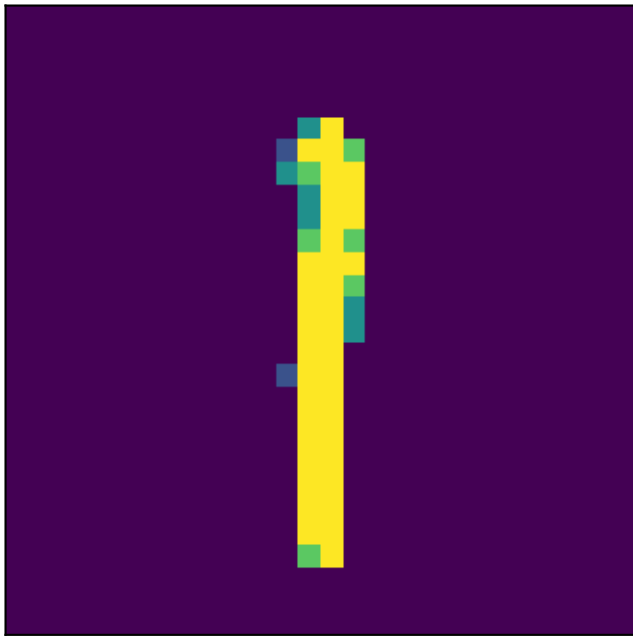
Softmax Outputs



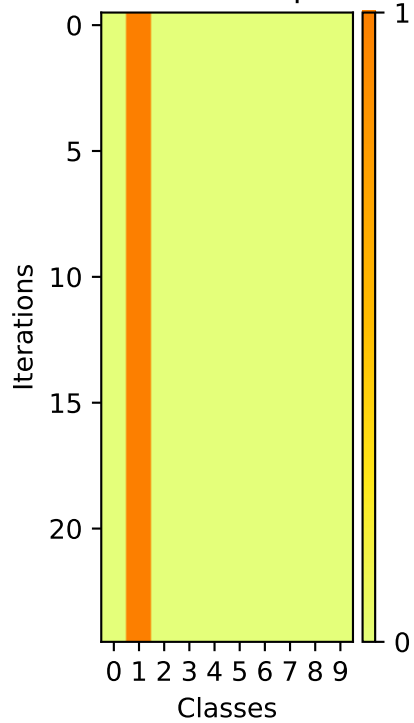
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares, with yellow being the primary color and green used for highlights and outlines. The overall form is irregular and somewhat jagged, suggesting a digital or hand-drawn aesthetic.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 8, which reaches a probability of 1.0 by iteration 20.

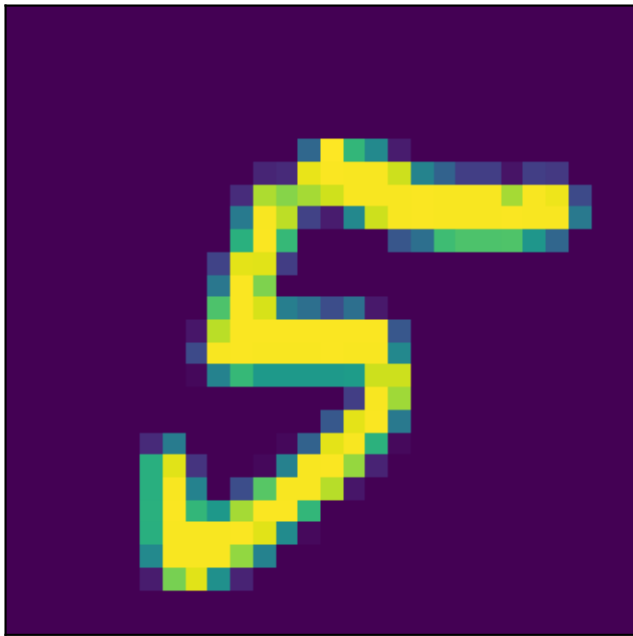
Image



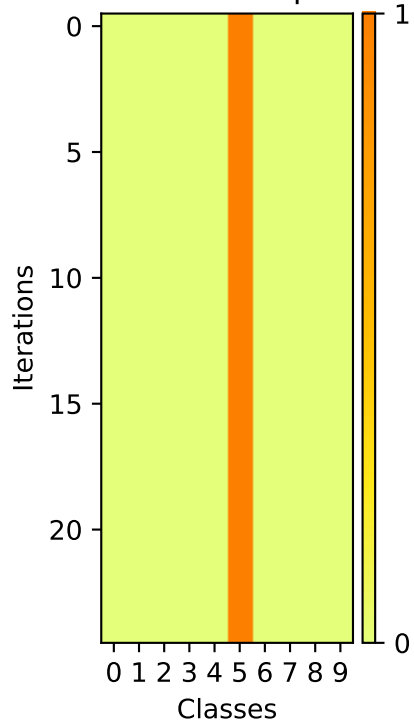
Softmax Outputs



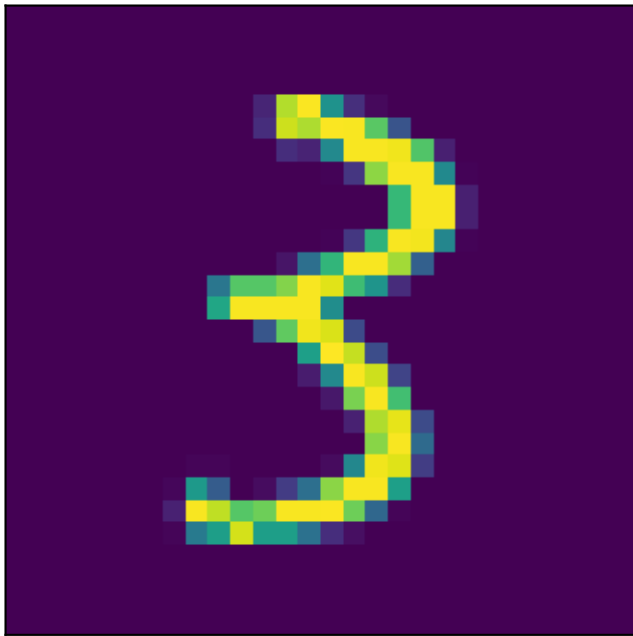
Image



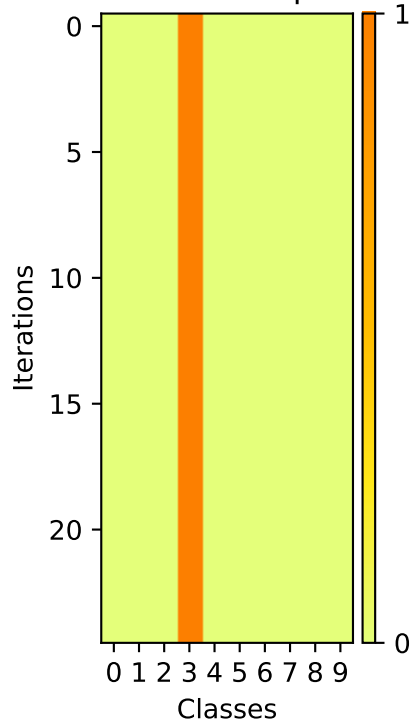
Softmax Outputs



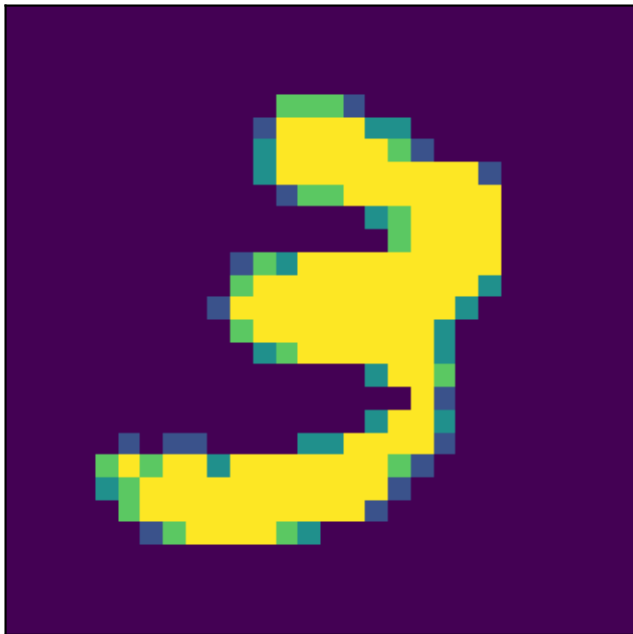
Image



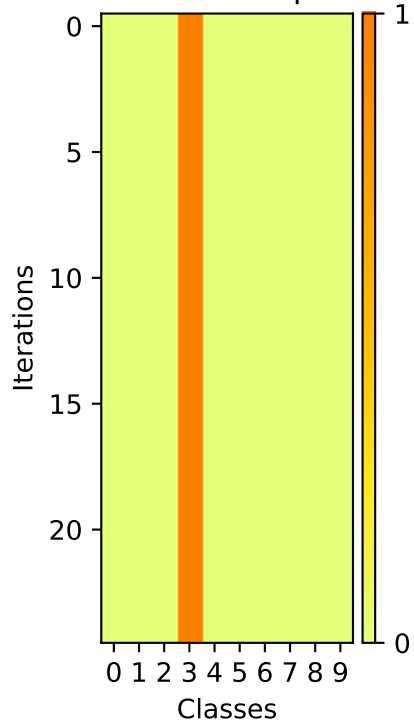
Softmax Outputs



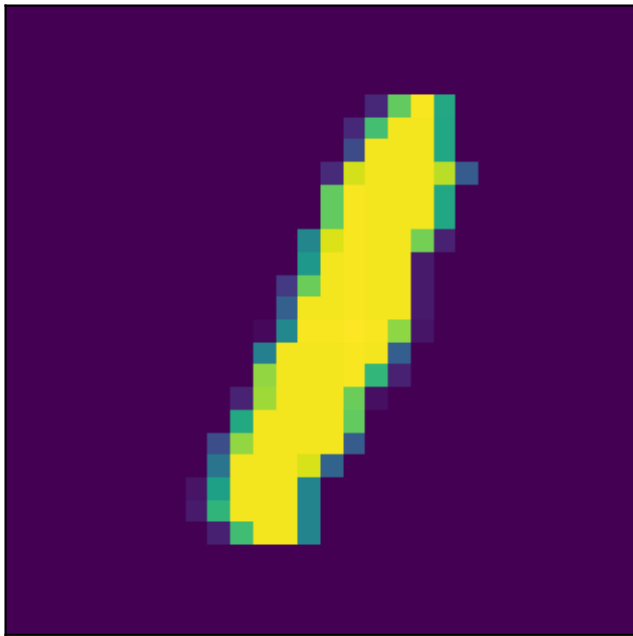
Image



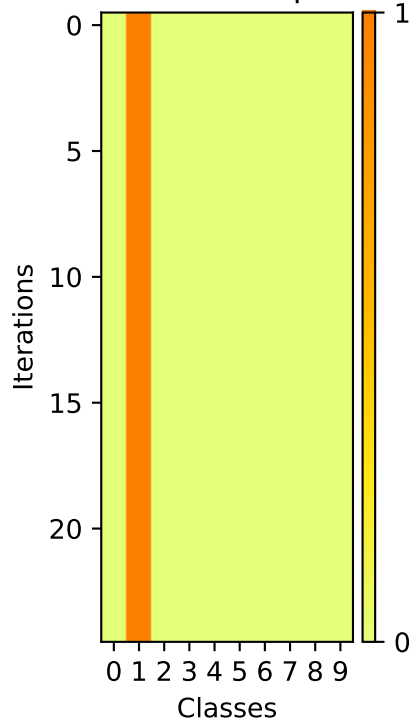
Softmax Outputs



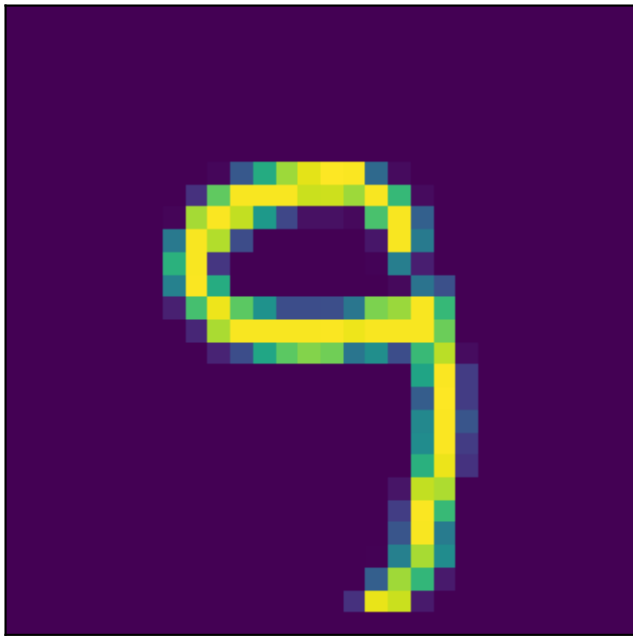
Image



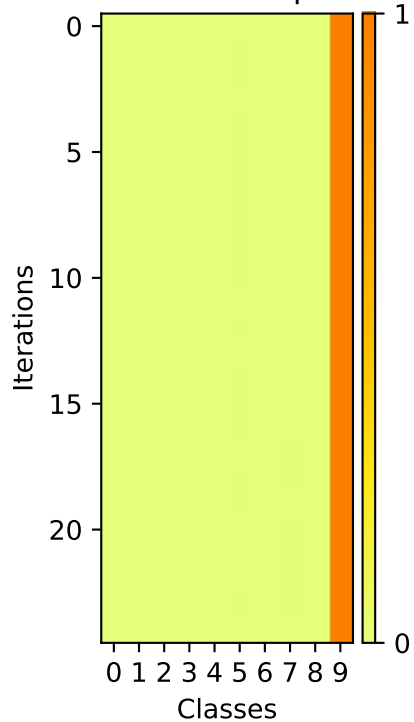
Softmax Outputs



Image



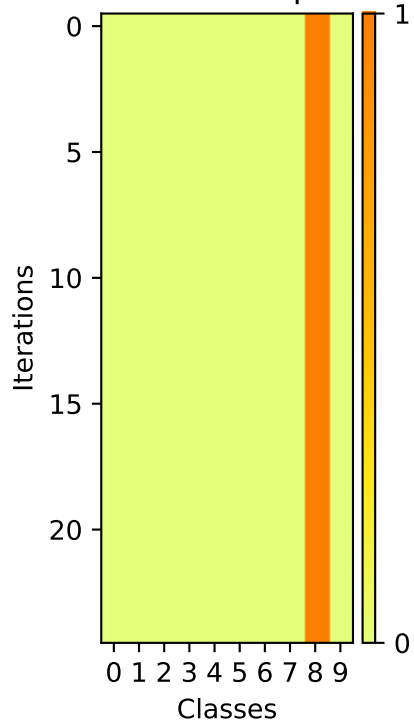
Softmax Outputs



Image



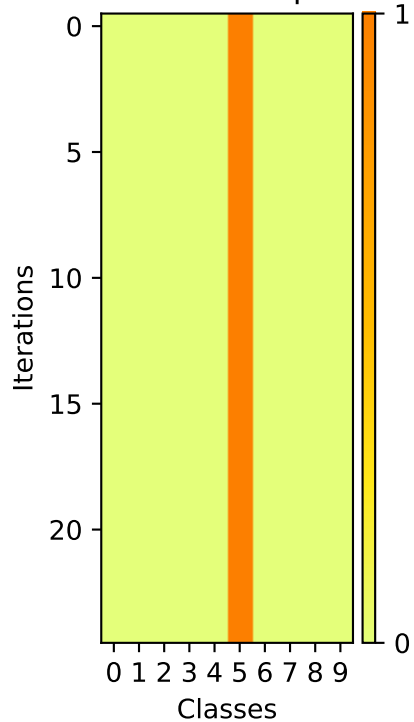
Softmax Outputs



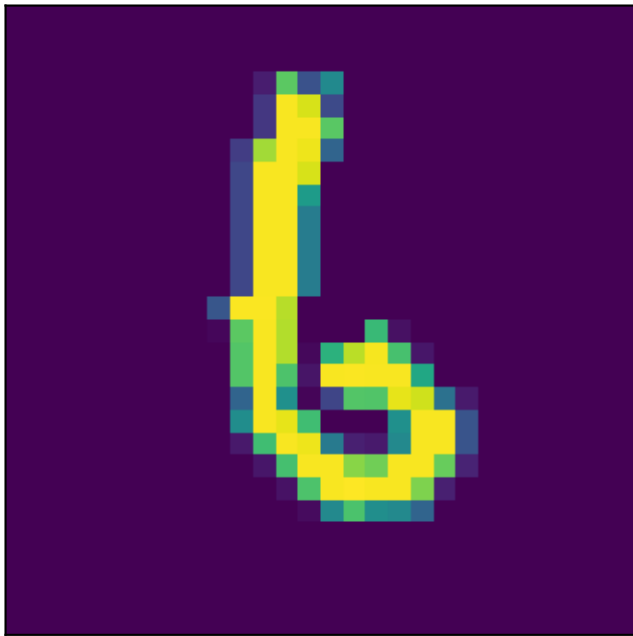
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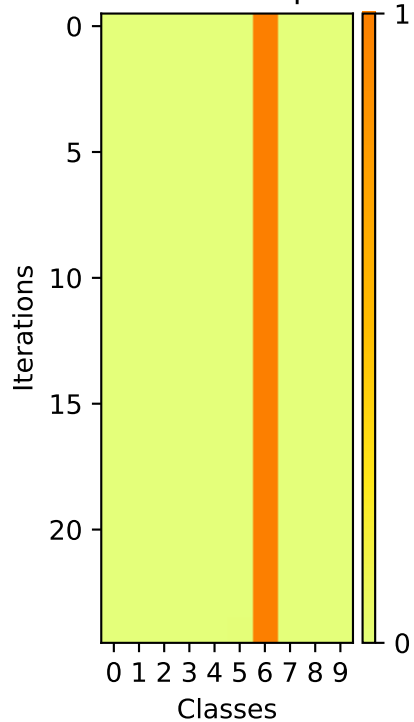
Softmax Outputs



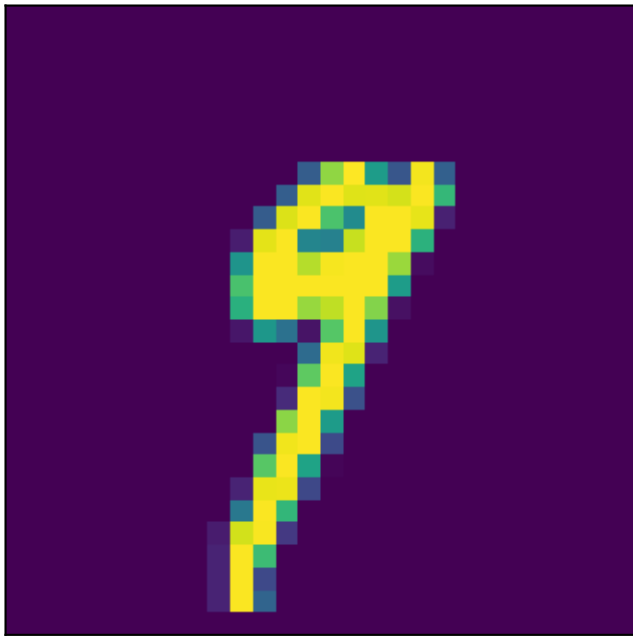
Image



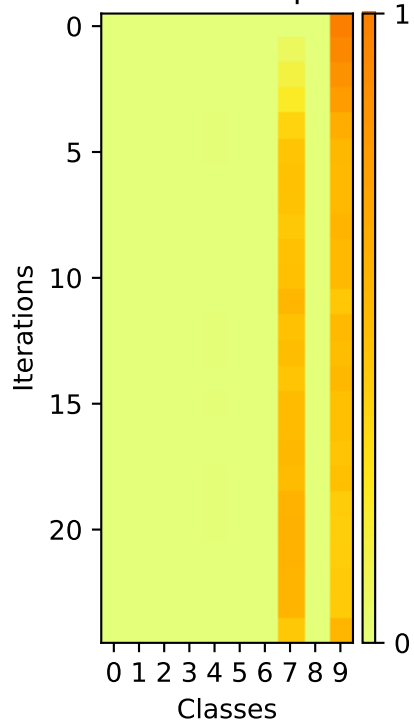
Softmax Outputs



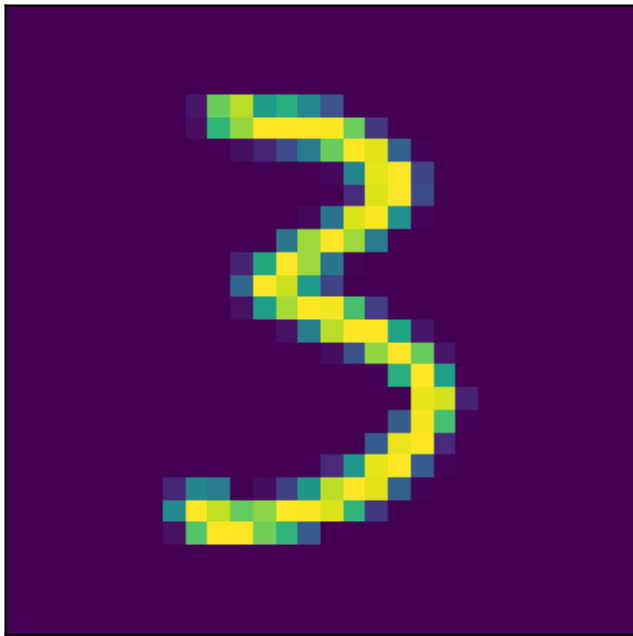
Image



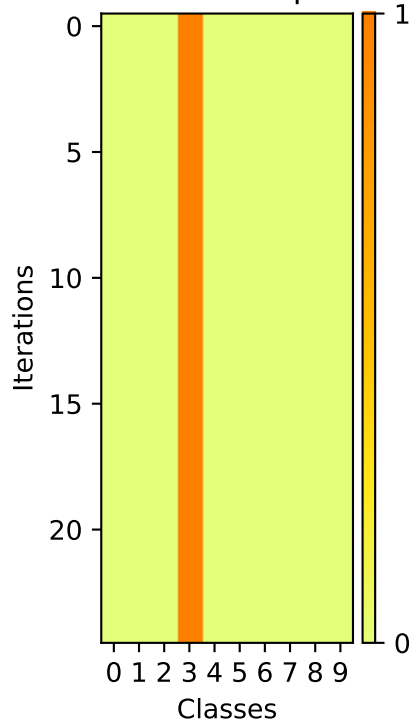
Softmax Outputs



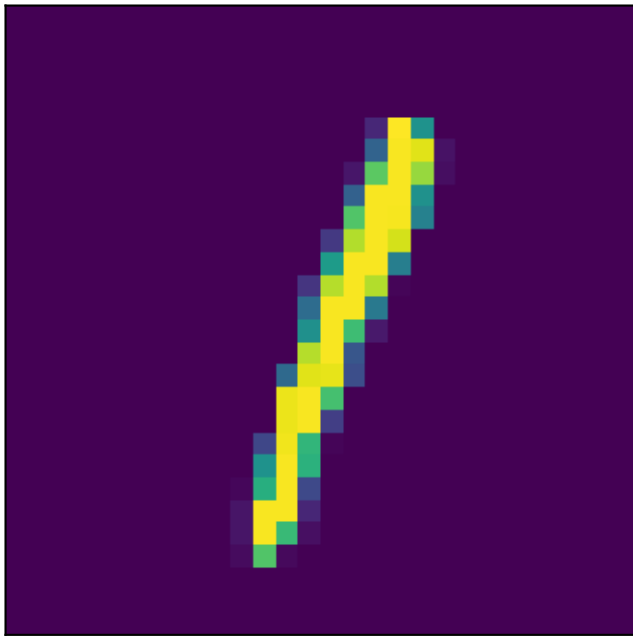
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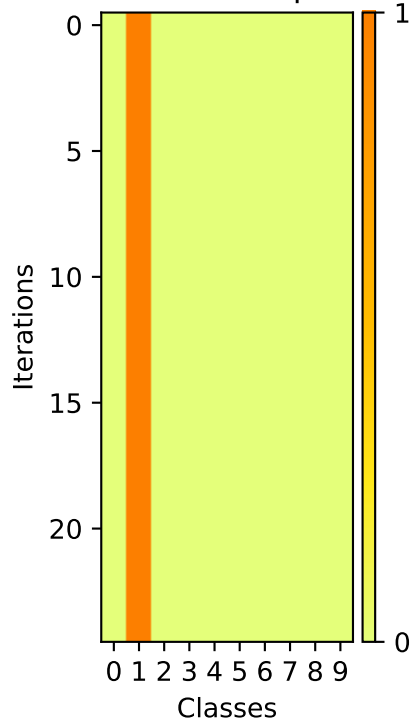
Softmax Outputs



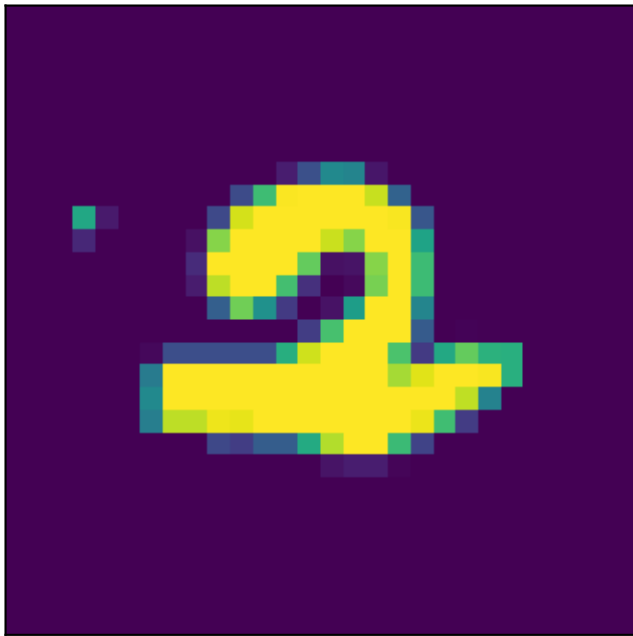
Image



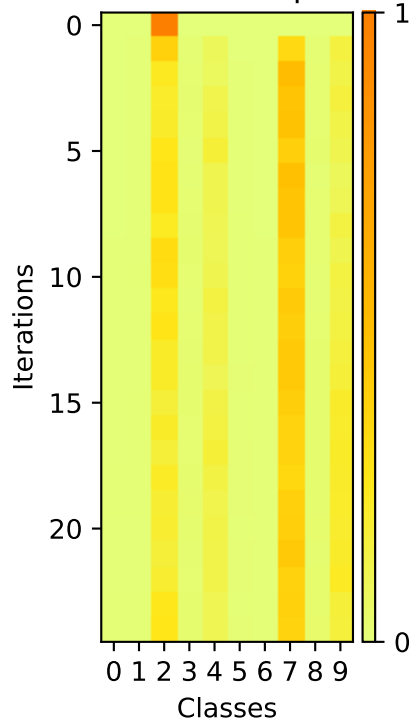
Softmax Outputs



Image



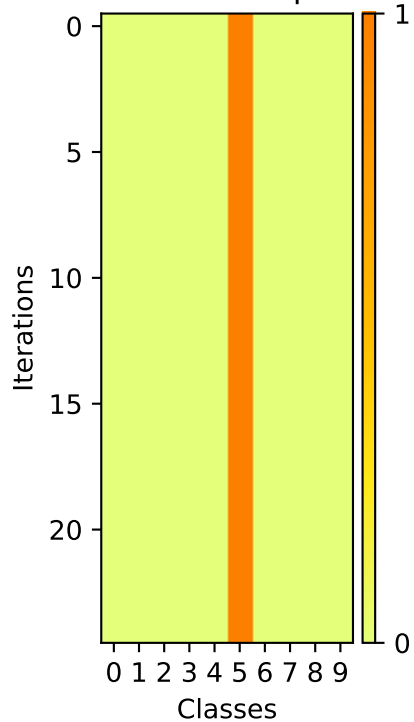
Softmax Outputs



Image



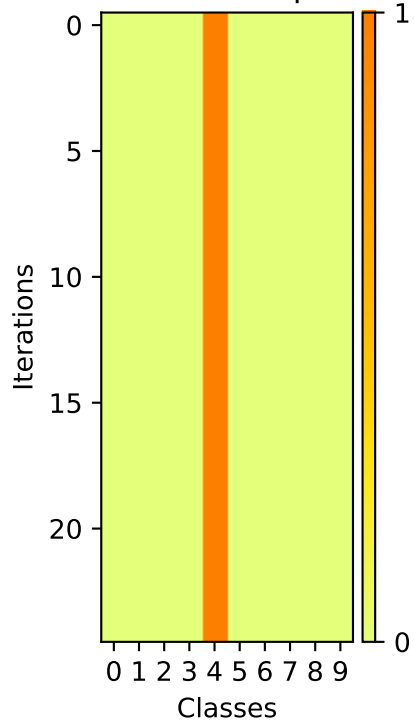
Softmax Outputs



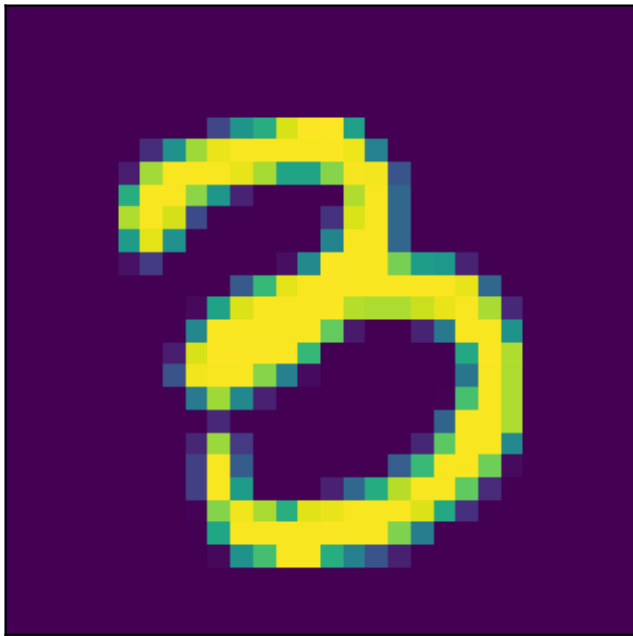
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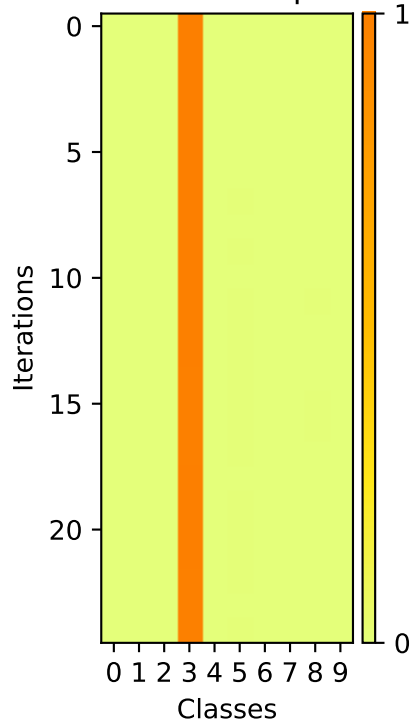
Softmax Outputs



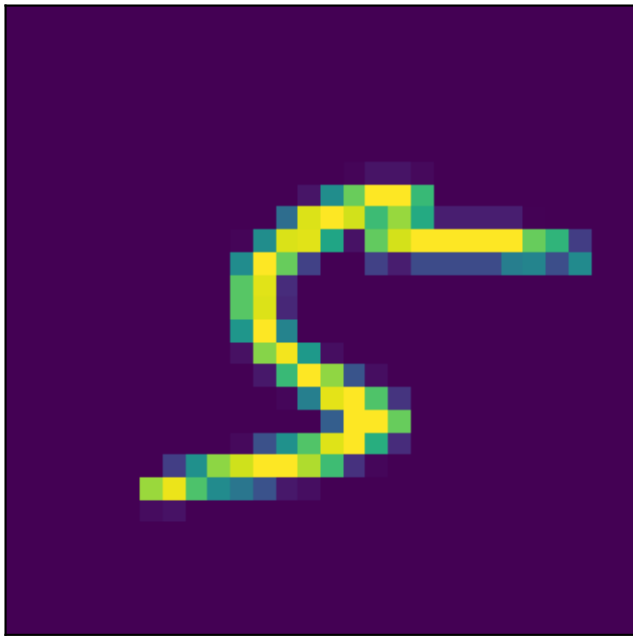
Image



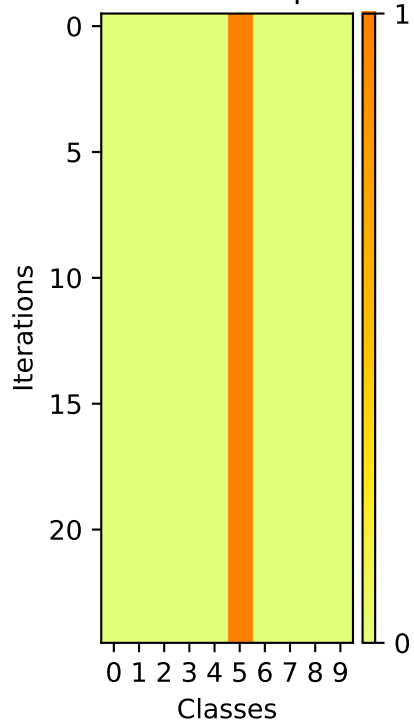
Softmax Outputs



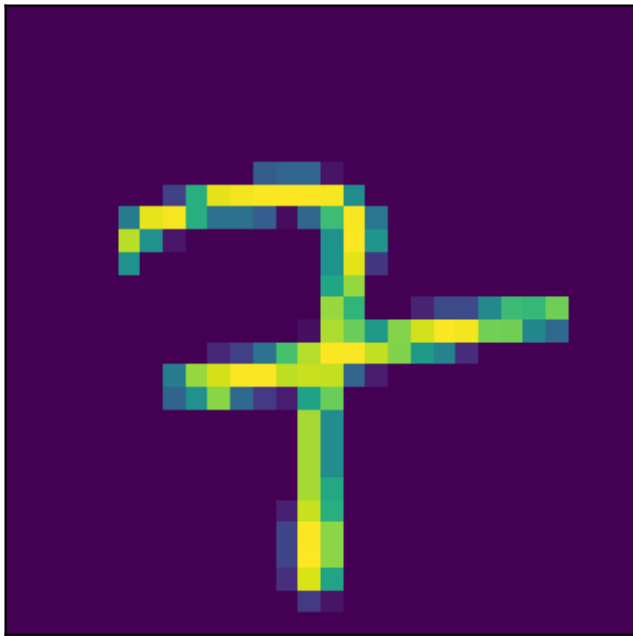
Image



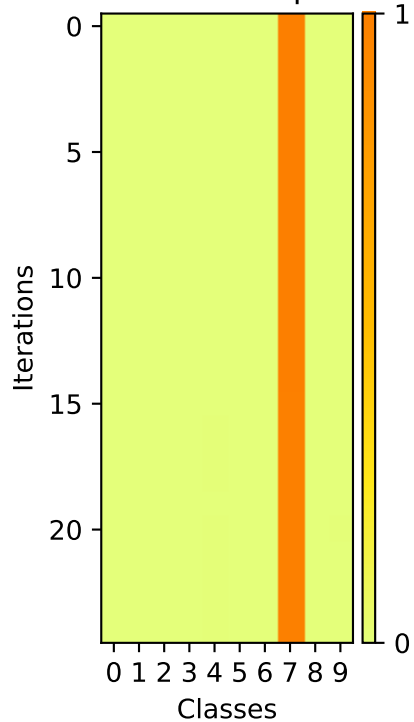
Softmax Outputs



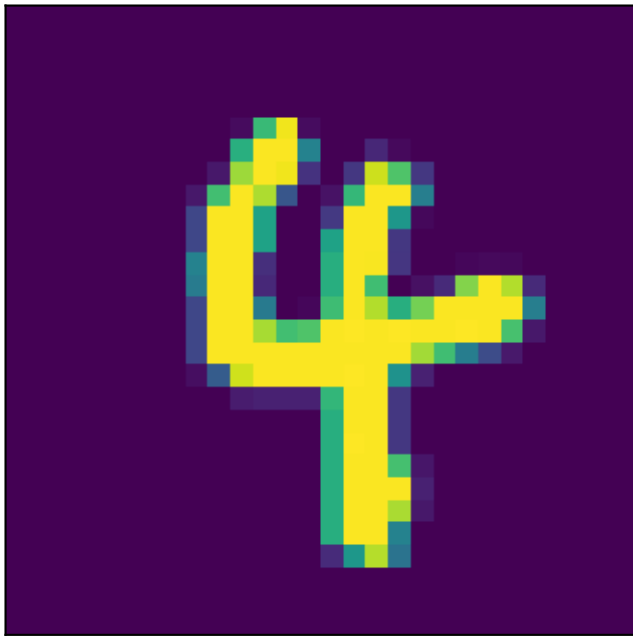
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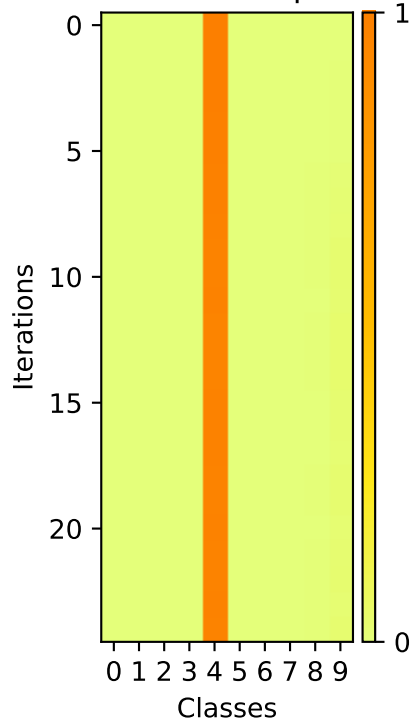
Softmax Outputs



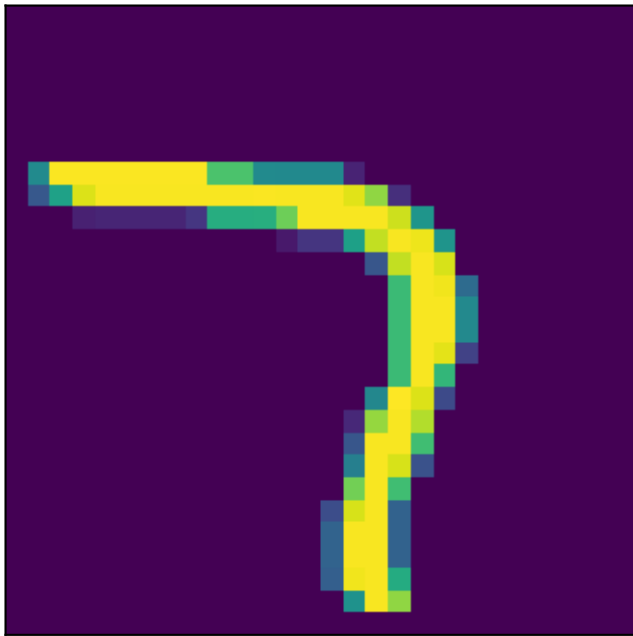
Image



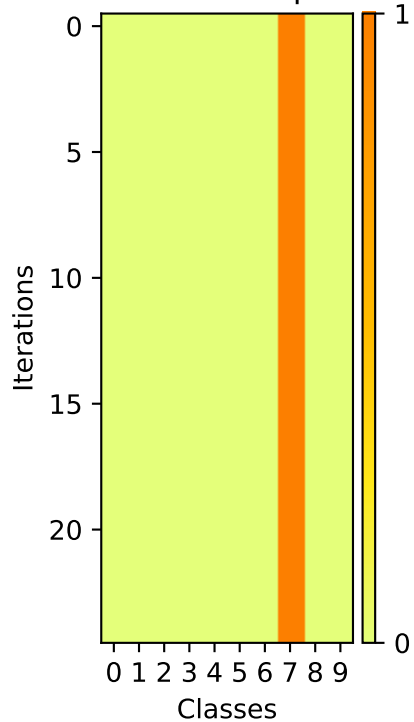
Softmax Outputs



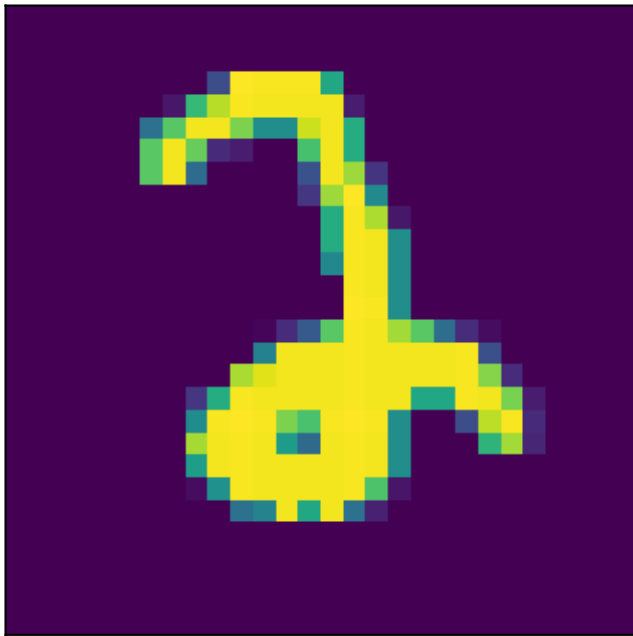
Image



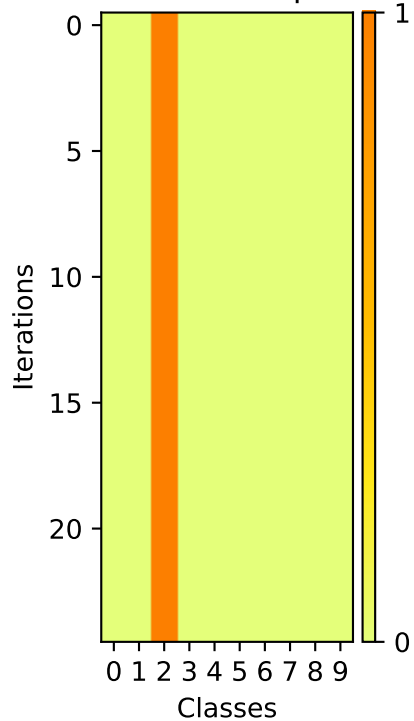
Softmax Outputs



Image



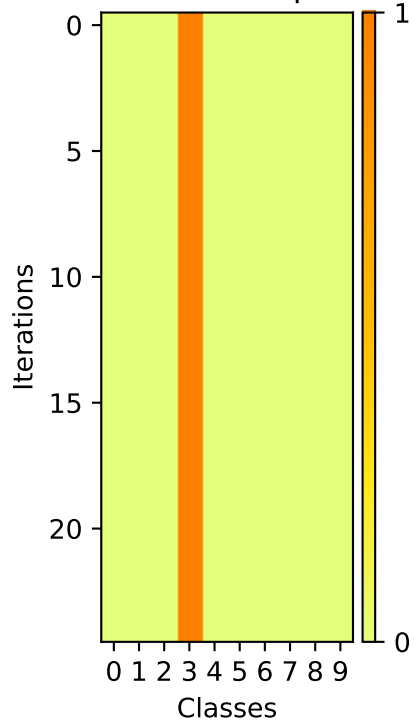
Softmax Outputs



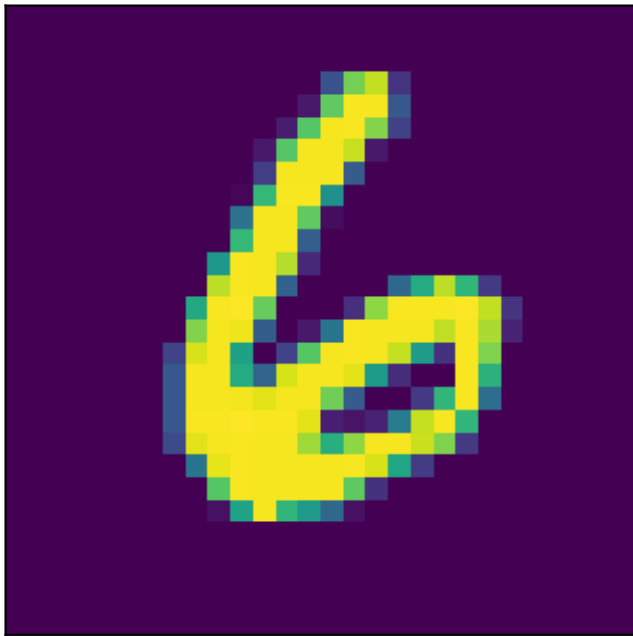
Image



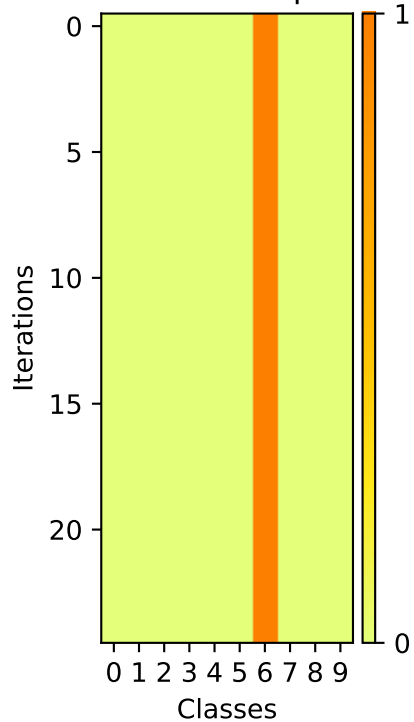
Softmax Outputs



Image



Softmax Outputs



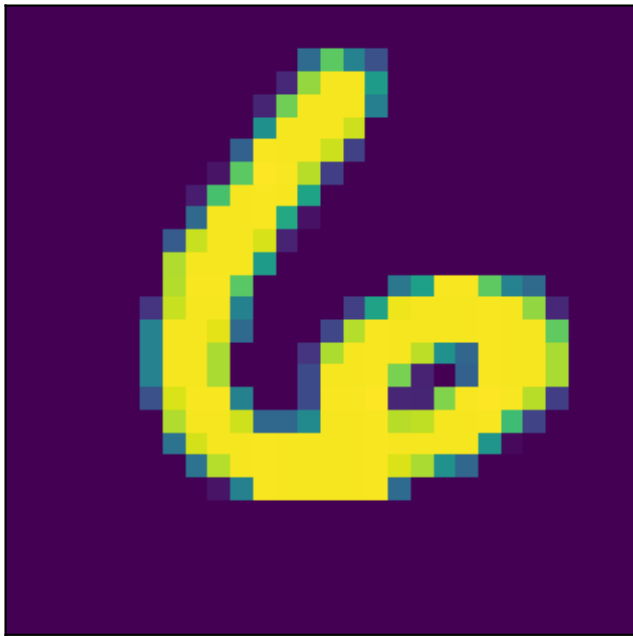
A pixelated, low-resolution image of the number 3. The number is composed of yellow and green pixels, giving it a blocky, digital appearance. It is centered on a dark purple background. The image has a retro, 8-bit aesthetic.

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 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

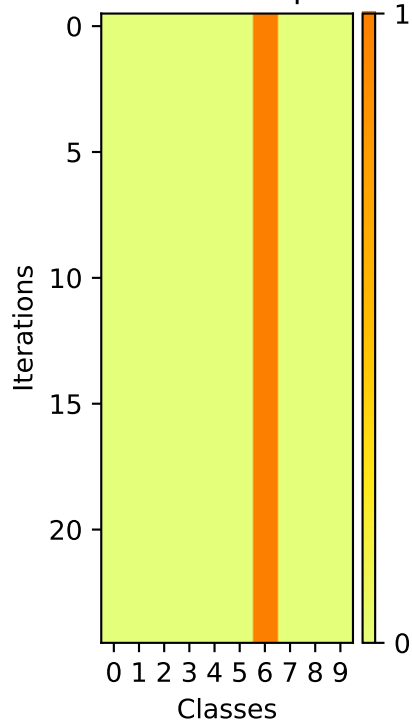
A pixelated yellow smiley face with a wide, open-mouthed grin and simple dot eyes. The face is composed of bright yellow pixels with some darker yellow and light blue/purple pixels at the edges, giving it a soft, glowing appearance. It is centered on a solid dark purple background.

Heatmap visualization showing the evolution of the probability distribution over 25 iterations (Y-axis) for 10 classes (X-axis). The color scale represents the probability, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 2, which maintains a high probability (near 1) throughout all iterations. Class 4 shows a transient increase in probability around iteration 4, peaking near 0.5. Other classes remain at low probabilities (near 0) throughout the process.

Image



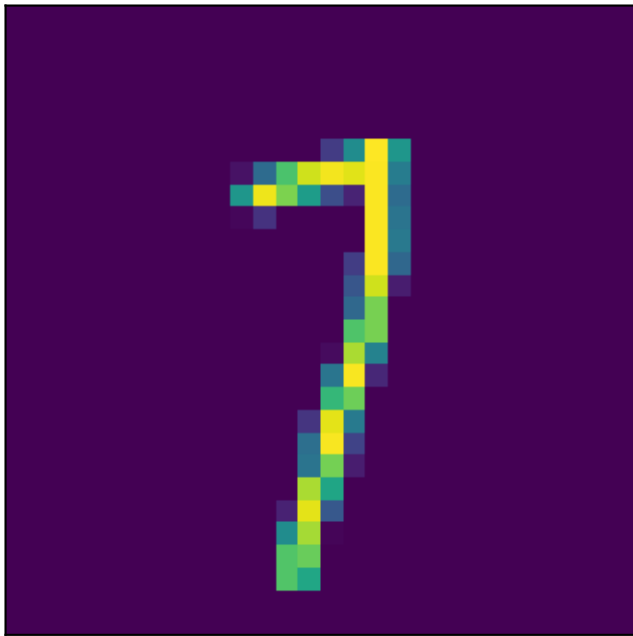
Softmax Outputs



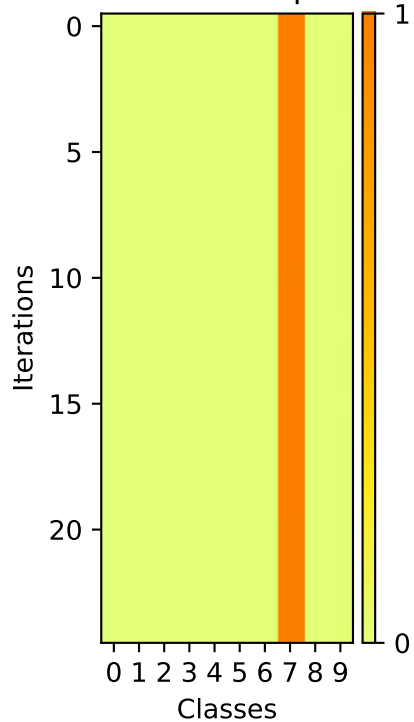
A pixelated yellow ring with a blue and green border on a black background. The ring is composed of yellow pixels, and the border is composed of blue and green pixels. The background is black.

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 value, ranging from 0 (light yellow) to 1 (orange). The distribution shows a rapid shift from Class 0 to Class 1, stabilizing after approximately 10 iterations.

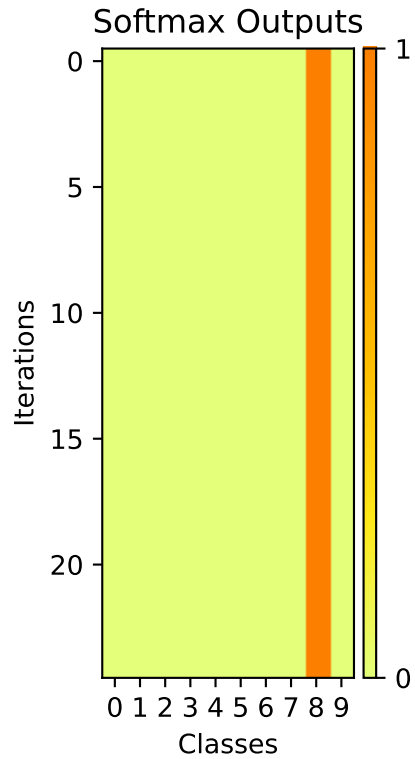
Image



Softmax Outputs



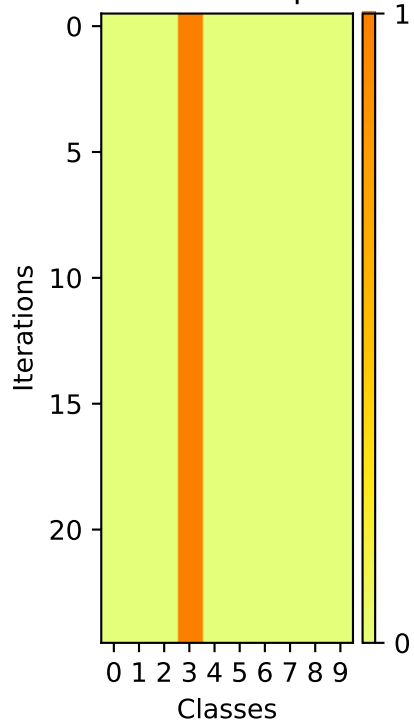
A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a blocky, digital appearance. It is centered on the page.



Image



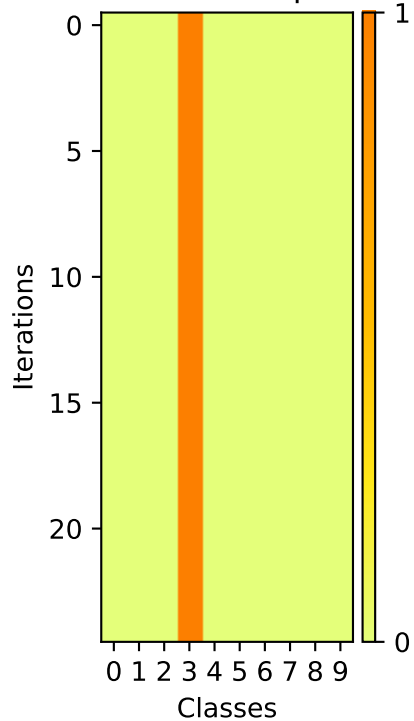
Softmax Outputs



Image



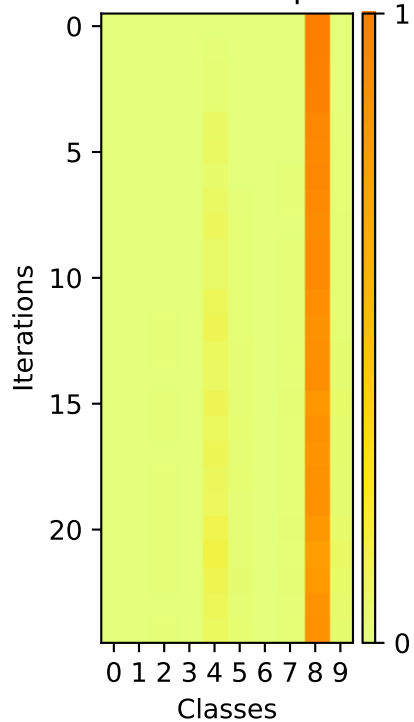
Softmax Outputs



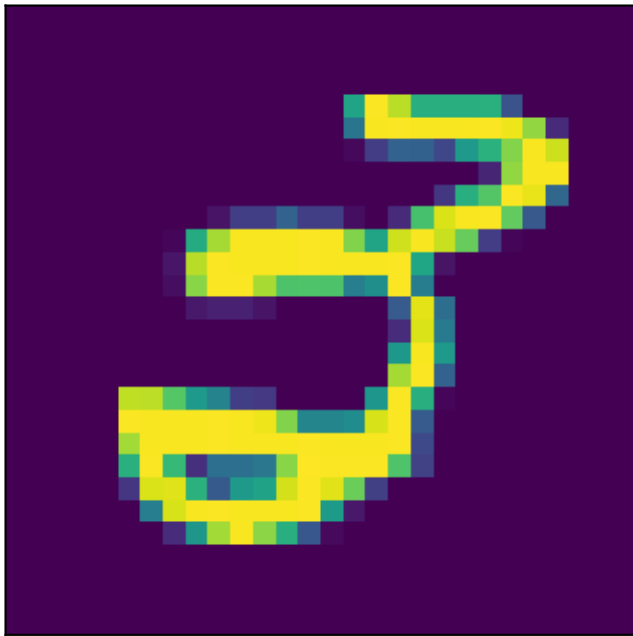
Image



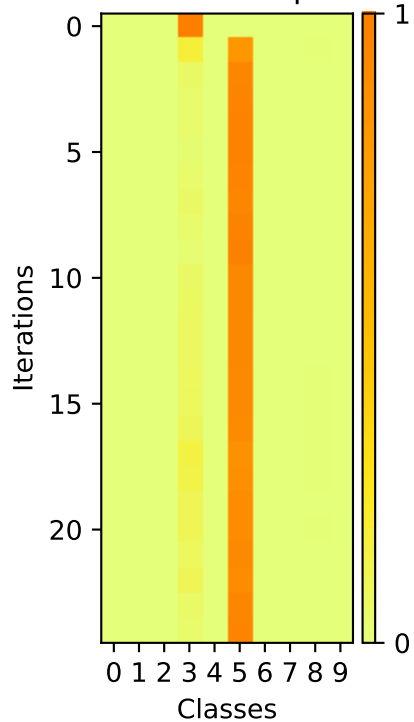
Softmax Outputs



Image



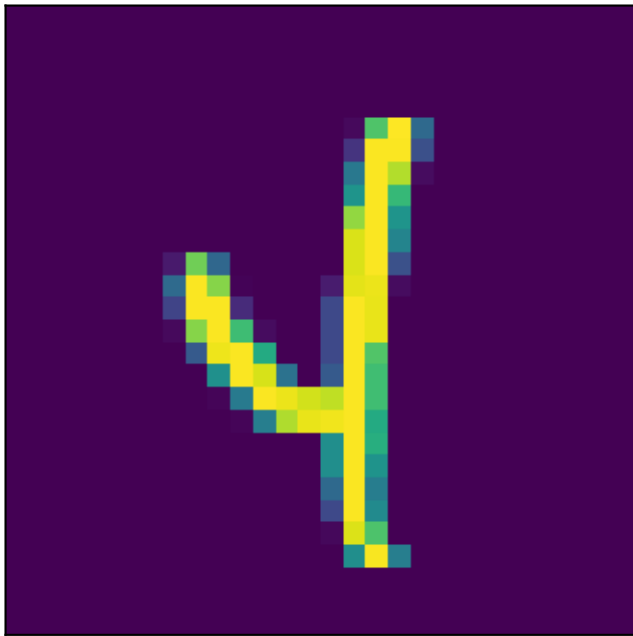
Softmax Outputs



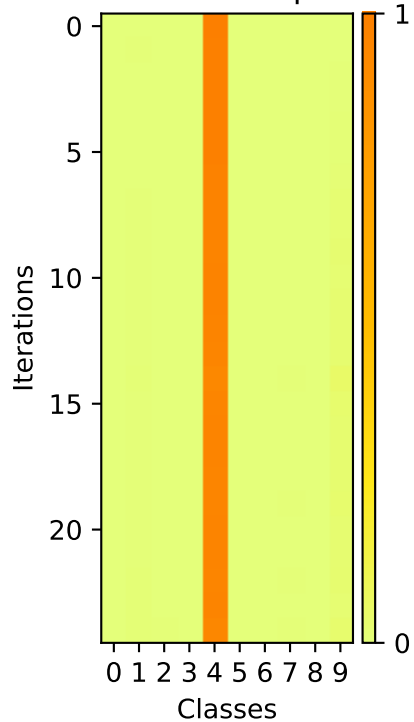
A pixelated yellow rabbit character with a blue bow tie, set against a dark purple background. The rabbit is facing right, with its ears perked up and a small blue bow tie around its neck. The character is composed of yellow, light blue, and dark blue pixels.

The heatmap displays the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (yellow) to 1 (dark orange). Class 8 consistently shows a high probability (dark orange) across all iterations, while other classes remain at low probability (yellow).

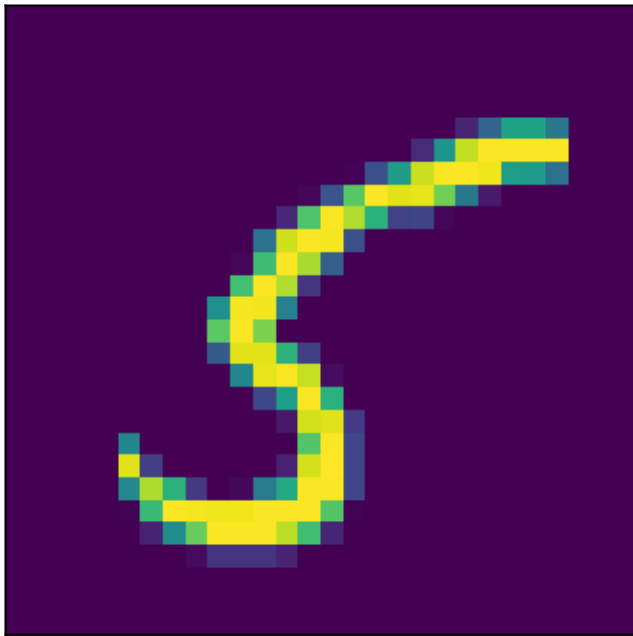
Image



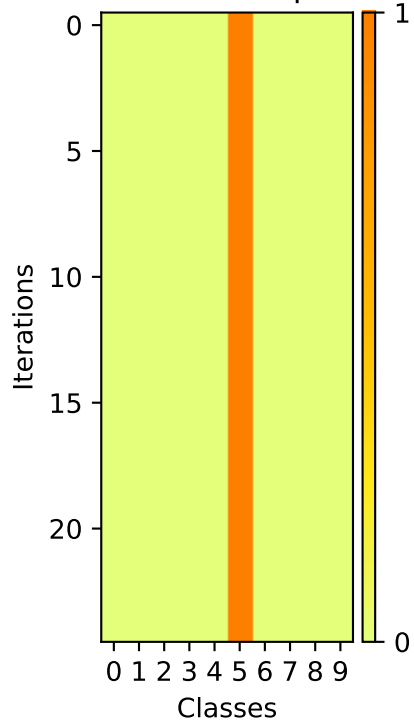
Softmax Outputs



Image



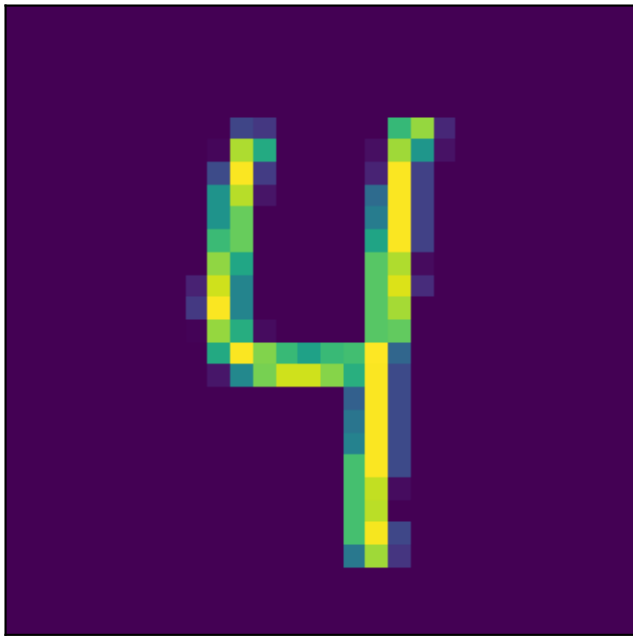
Softmax Outputs



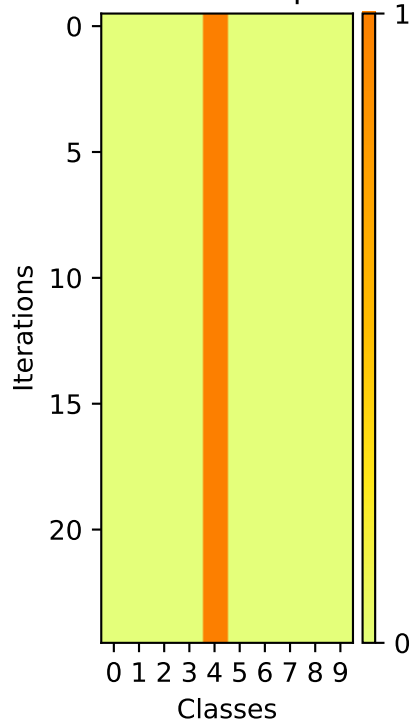
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

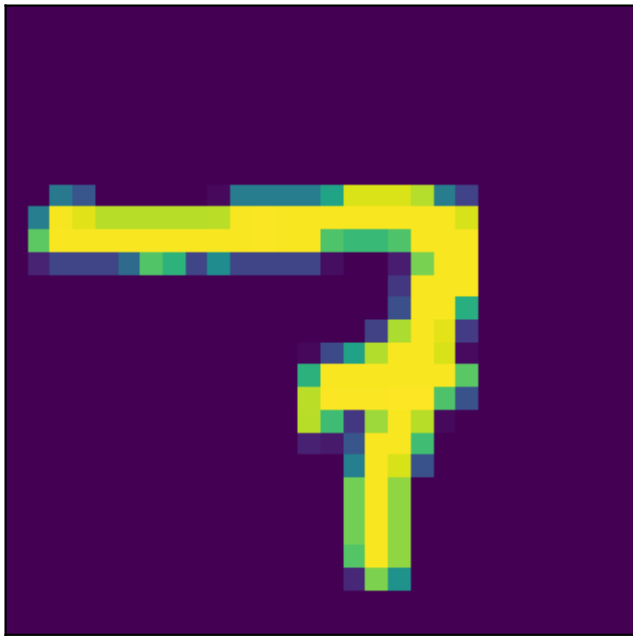
Image



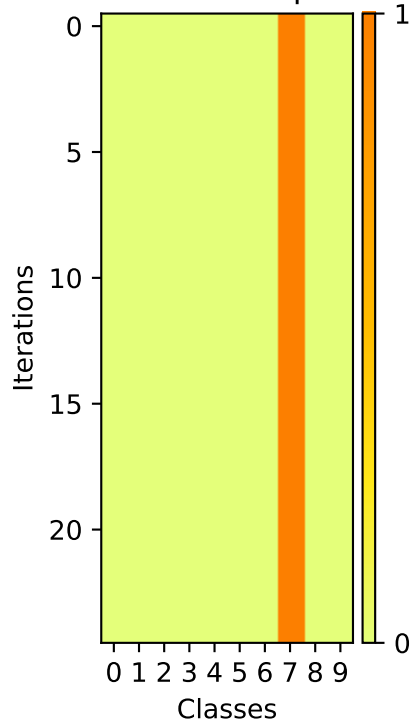
Softmax Outputs



Image



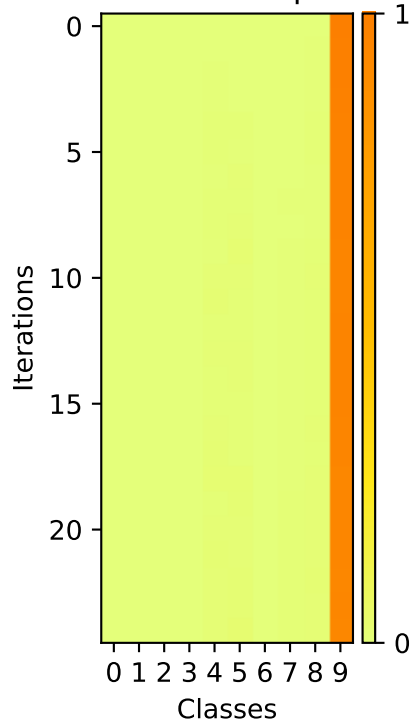
Softmax Outputs



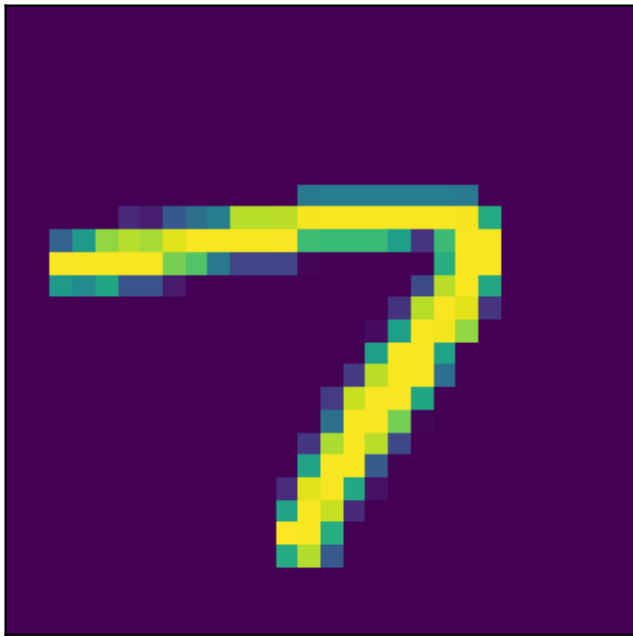
Image



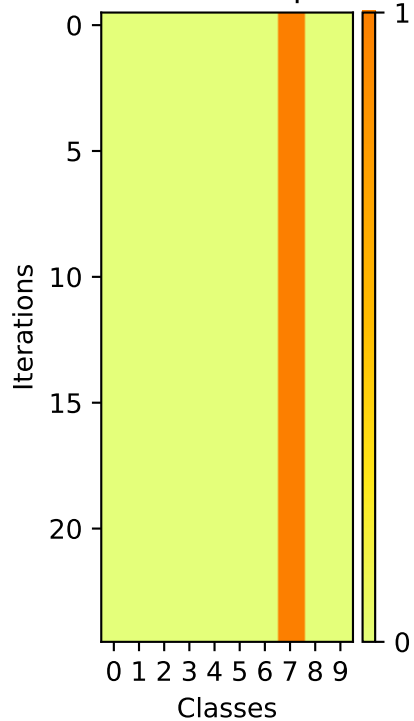
Softmax Outputs



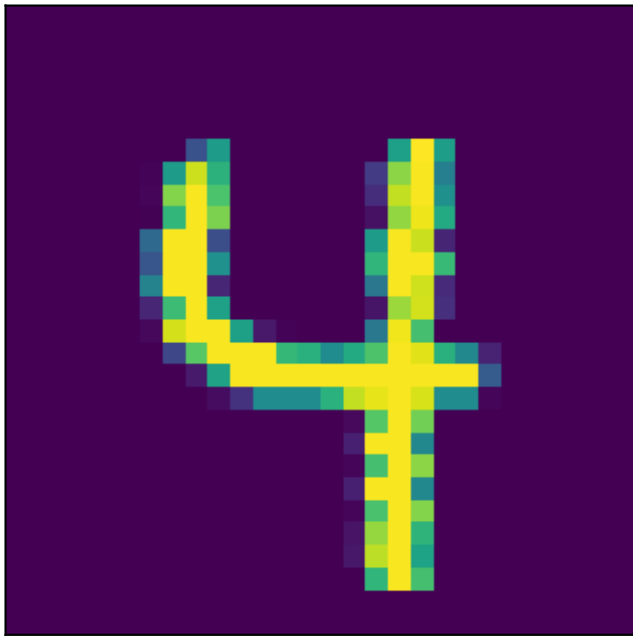
Image



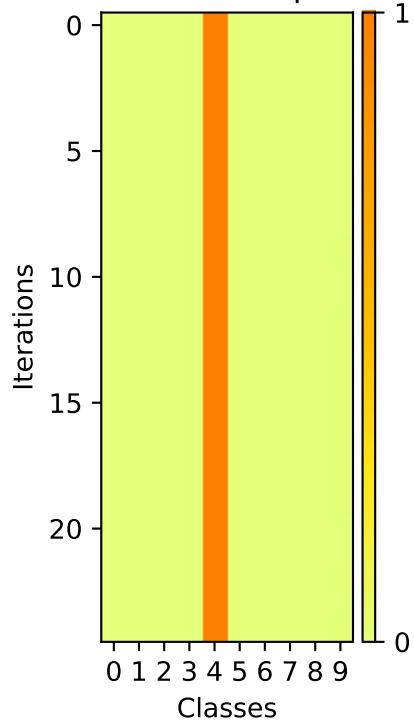
Softmax Outputs



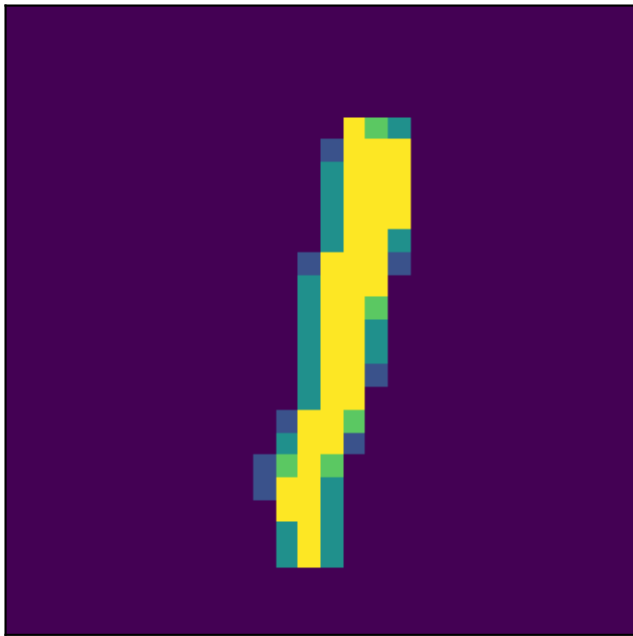
Image



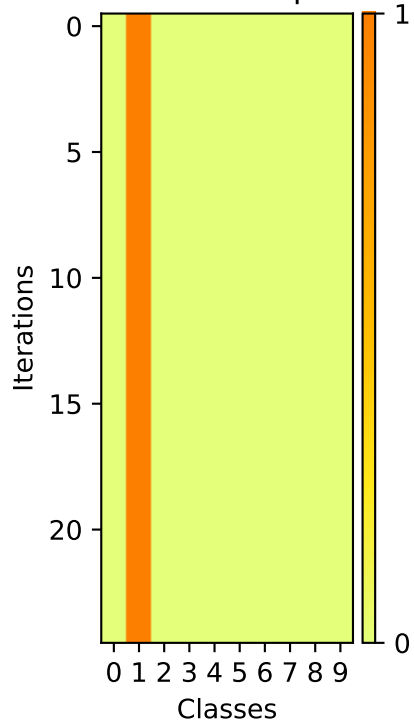
Softmax Outputs



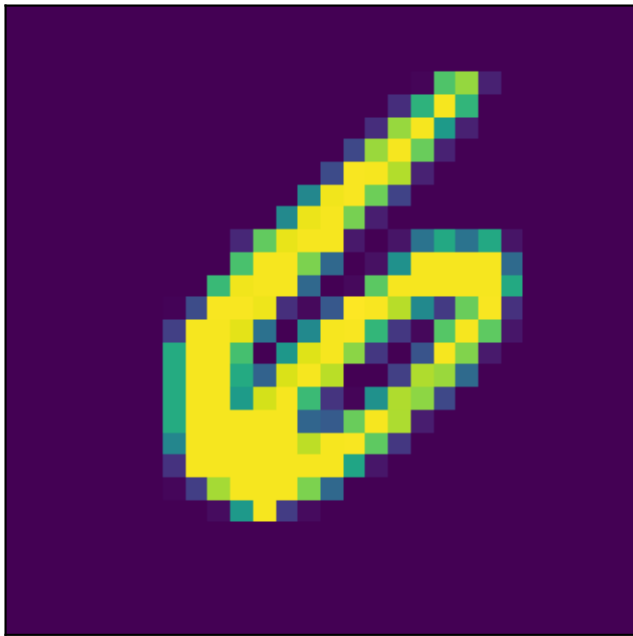
Image



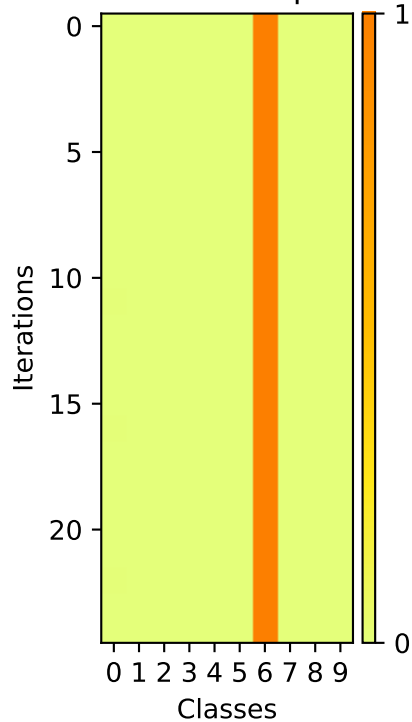
Softmax Outputs



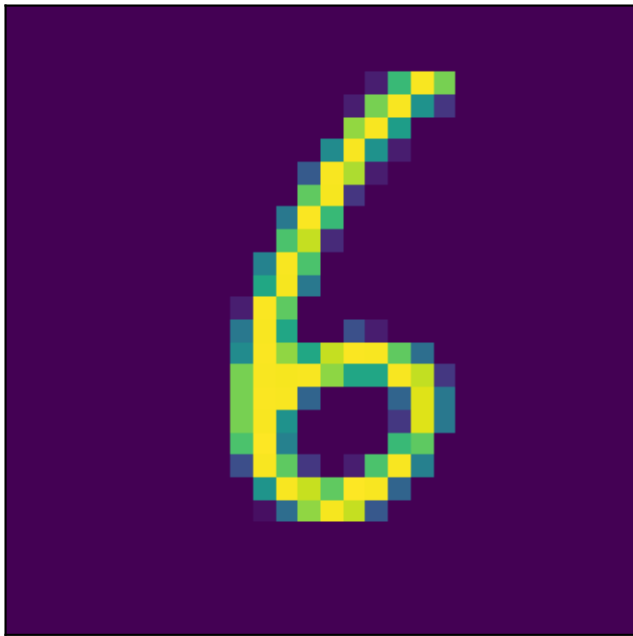
Image



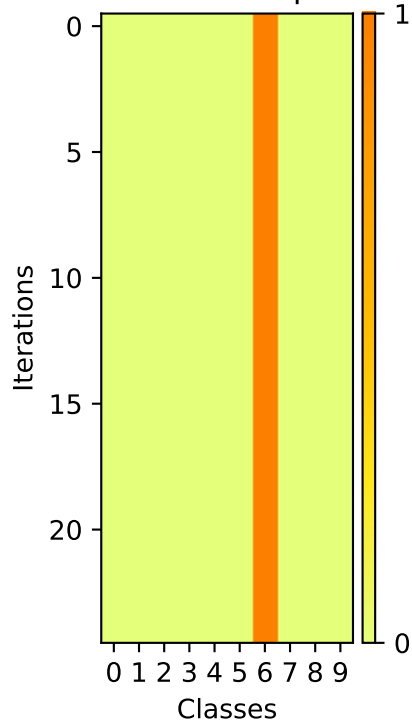
Softmax Outputs



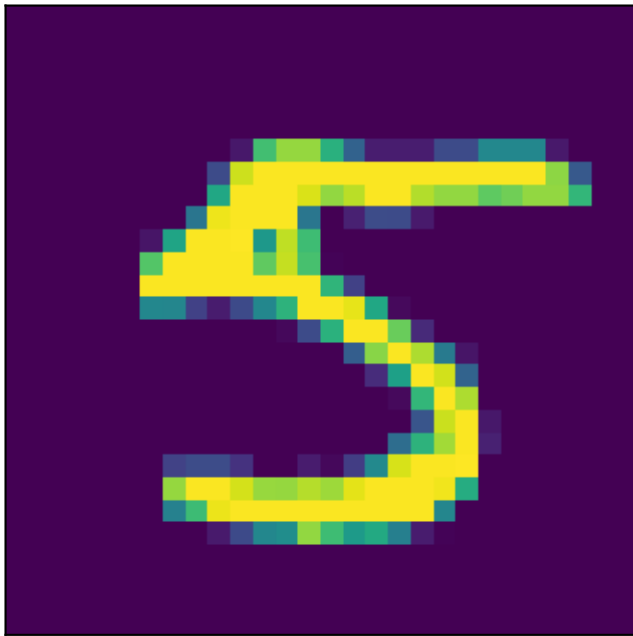
Image



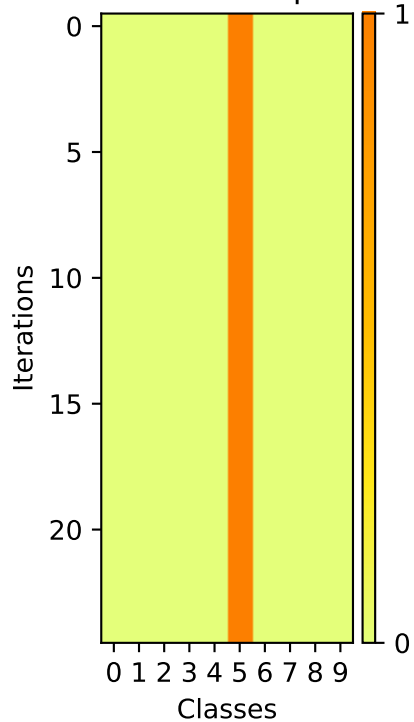
Softmax Outputs



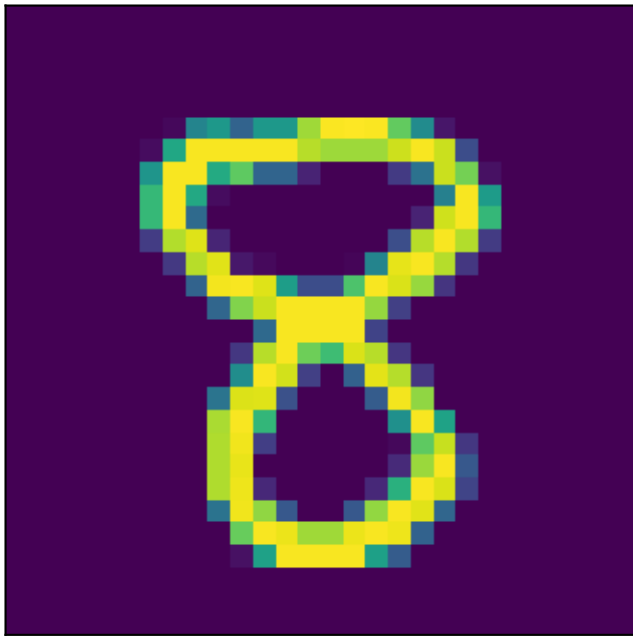
Image



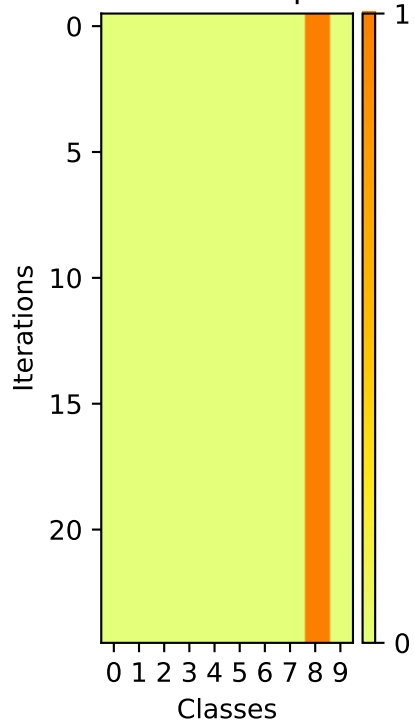
Softmax Outputs



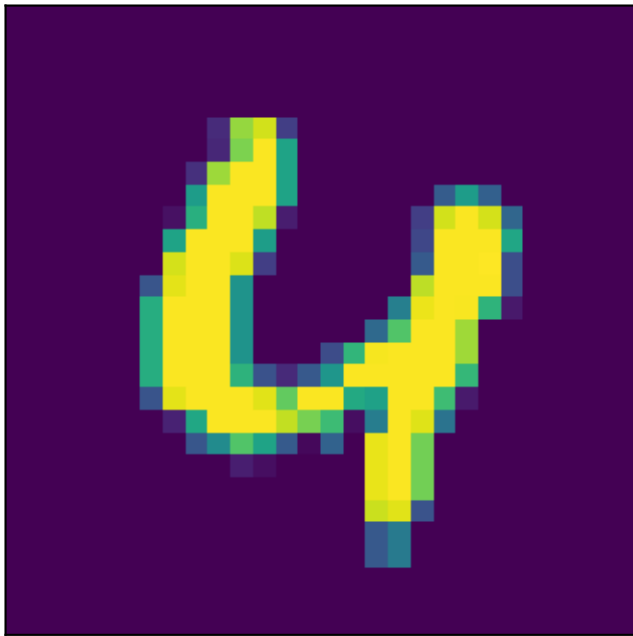
Image



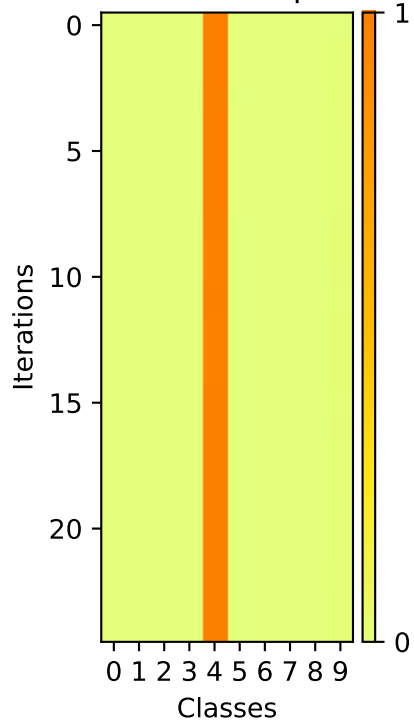
Softmax Outputs



Image

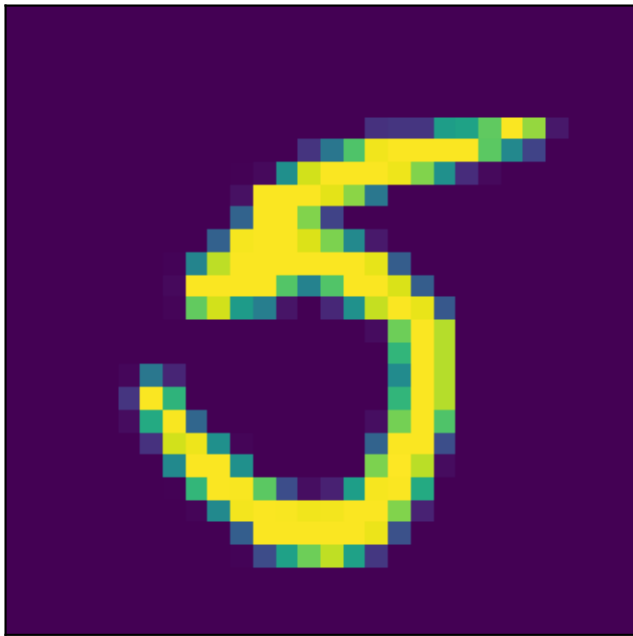


Softmax Outputs

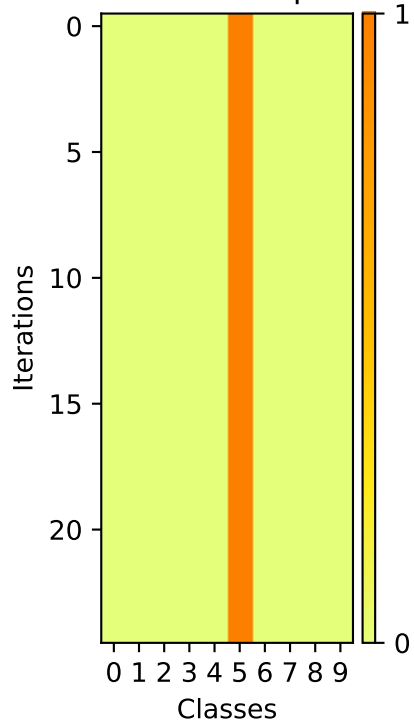


A 10x10 grid of colored squares. The colors transition from dark purple at the bottom-left and top-right corners to bright yellow in the center, following a diagonal path. The transition is smooth, with intermediate colors like blue, green, and orange.

Image



Softmax Outputs



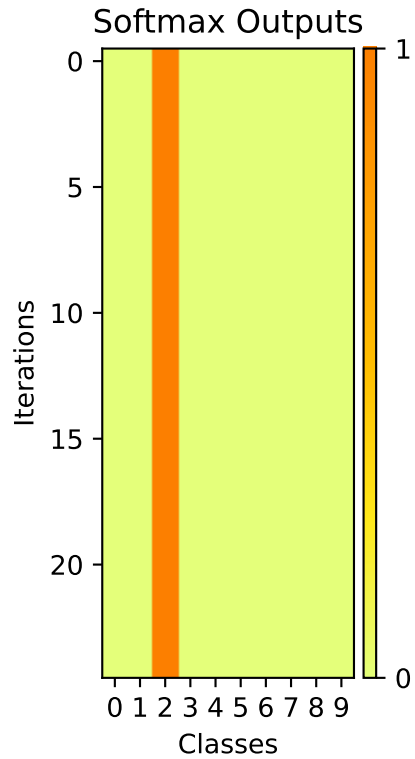
A pixelated, low-resolution image of the number 9, rendered in yellow and green against a dark purple background. The image is composed of a grid of small squares, each representing a pixel. The number 9 is formed by a series of these colored pixels, with the top loop and the vertical stem being the most prominent features. The overall style is reminiscent of early digital art or a low-quality scan of a printed digit.

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

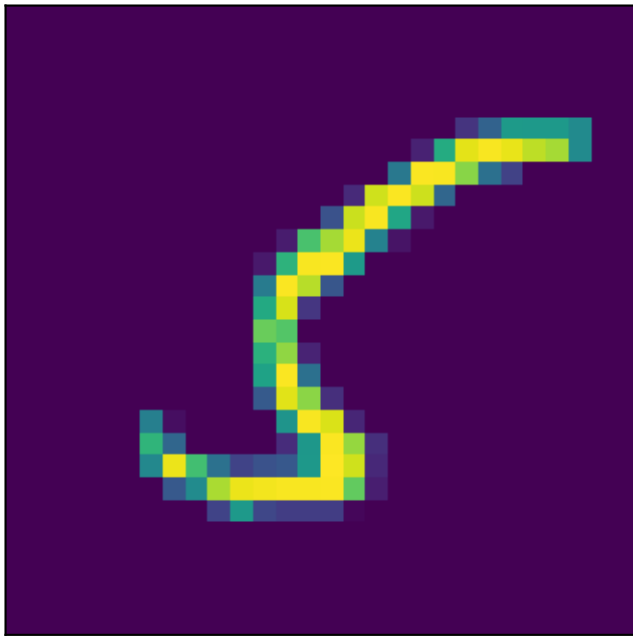
A pixelated yellow number 2 on a dark purple background. The number is composed of yellow and light green pixels, giving it a blocky, digital appearance. It is centered in the upper half of the image.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 2, which remains the most probable class throughout all iterations. Class 9 is consistently the least probable class. The probabilities for other classes (0, 1, 3, 4, 5, 6, 7, 8) are very low and remain relatively stable over time.

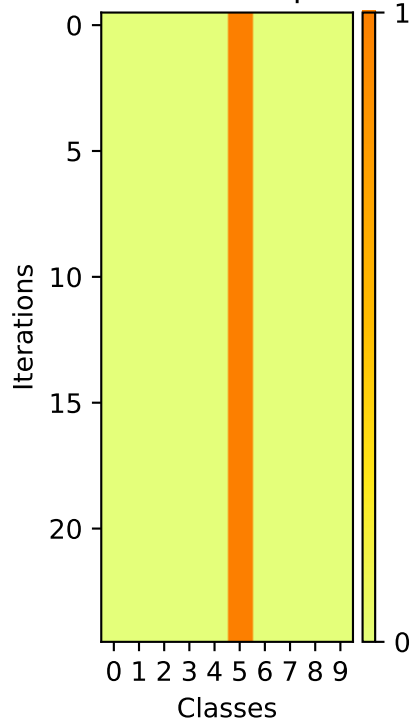
A pixelated yellow cat with a black outline, standing on a black background. The cat is facing right, with its tail curved upwards. The image is composed of large, distinct pixels, giving it a retro, low-resolution appearance.



Image



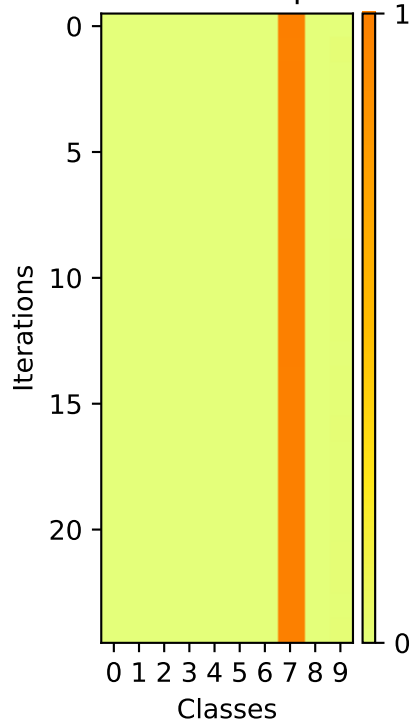
Softmax Outputs



Image



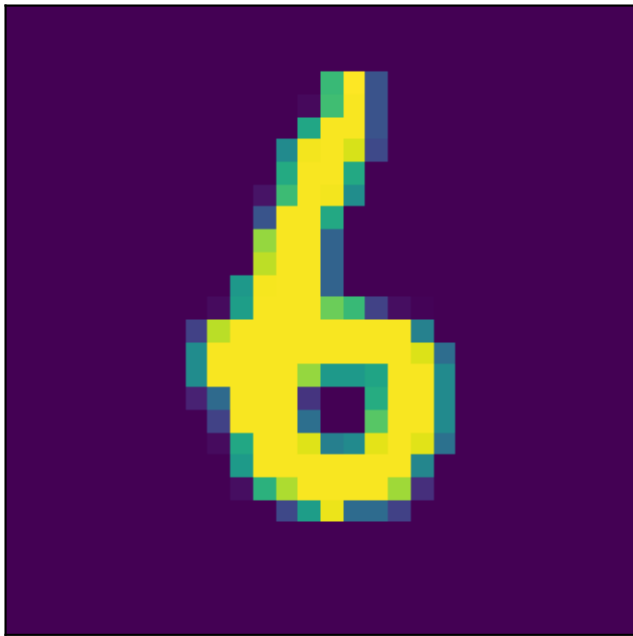
Softmax Outputs



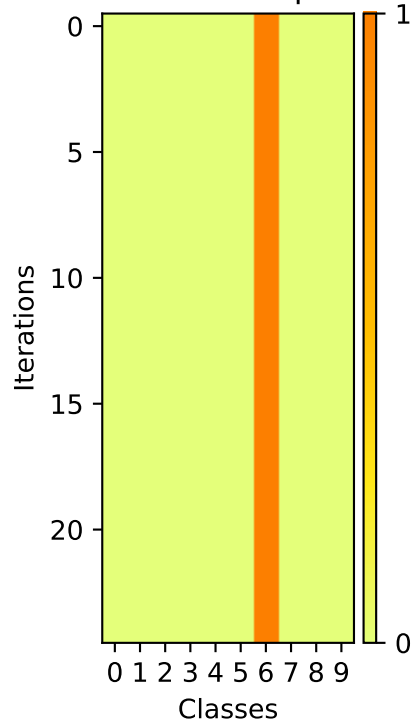
A pixelated drawing of a yellow bird-like creature, possibly a penguin or a similar seabird, set against a dark purple background. The creature has a long, curved beak that points downwards and to the right. Its body is primarily yellow, with some green and blue shading on its wings and tail. The drawing is composed of small, square pixels, giving it a retro, digital art appearance.

This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 2 is consistently the most probable, while Class 9 is the least probable.

Image



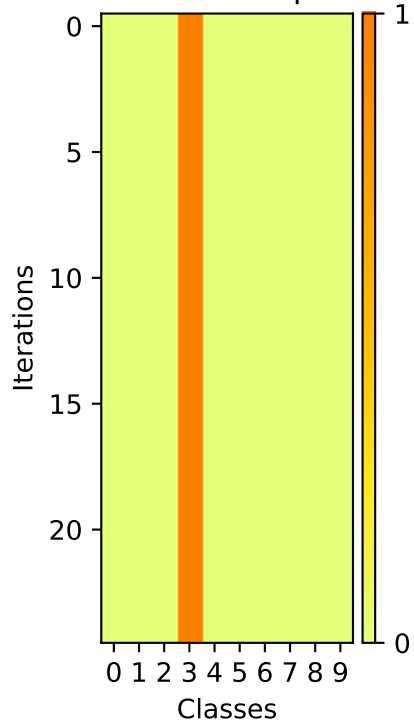
Softmax Outputs



Image



Softmax Outputs



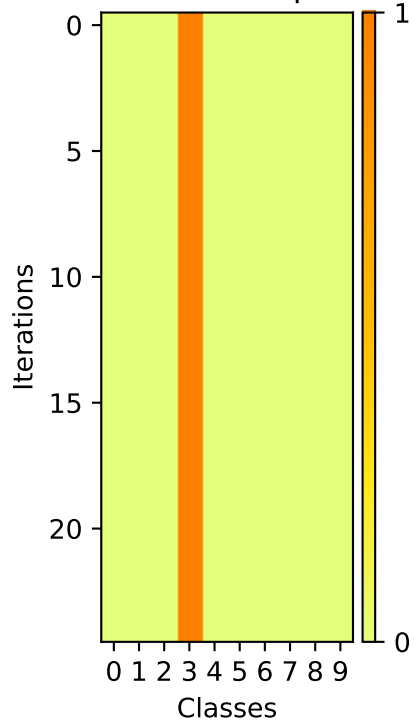
A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, distinct pixels, giving it a blocky, digital appearance. The color of the question mark is a bright yellow, while the background is a deep, dark purple. The overall style is reminiscent of early computer graphics or retro video game sprites.

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 10, reaching 1.0 by iteration 20.

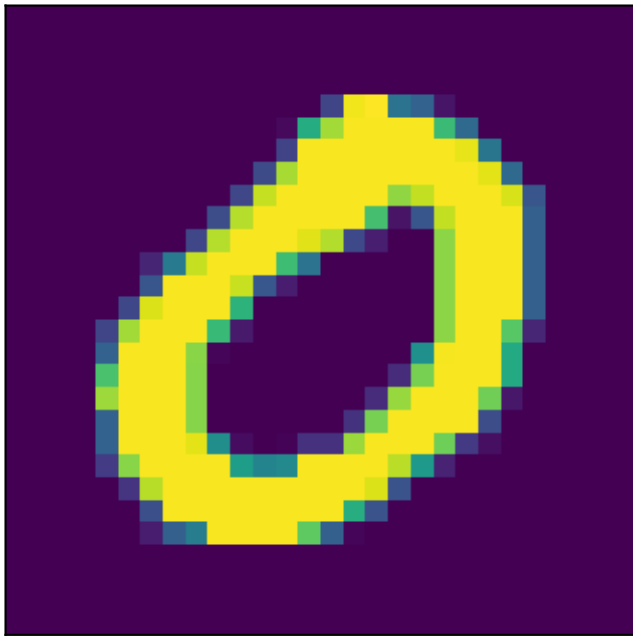
Image



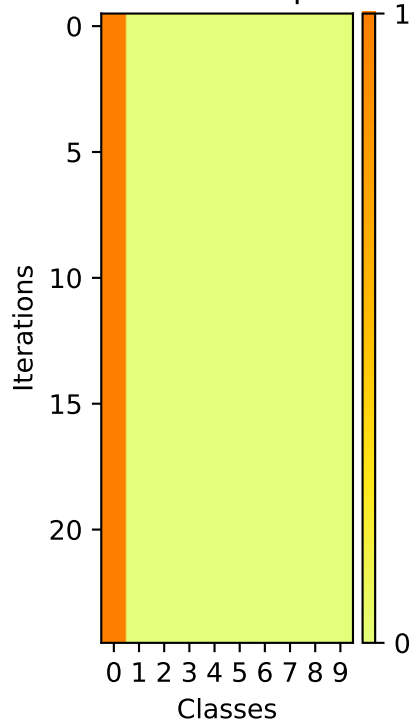
Softmax Outputs



Image



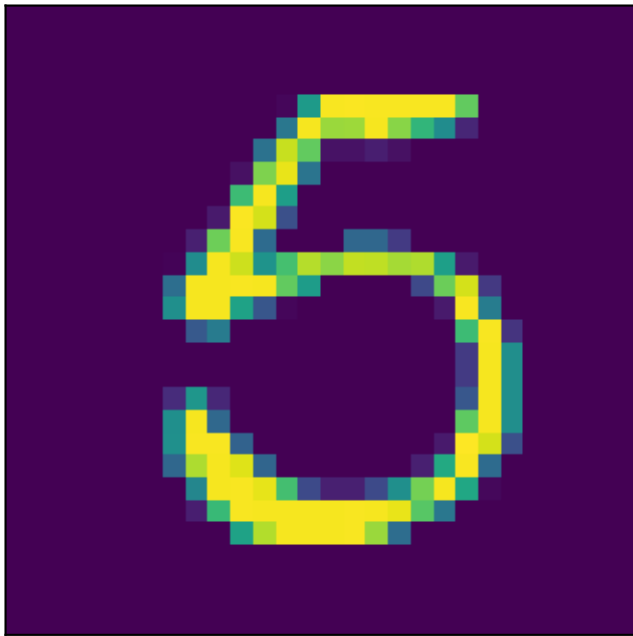
Softmax Outputs



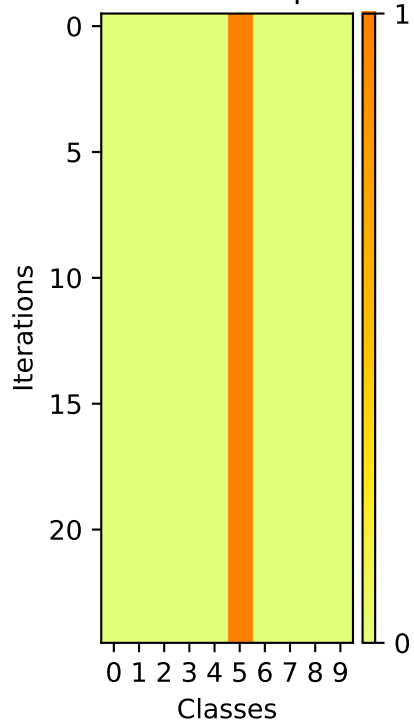
A pixelated, low-resolution image of a yellow lightning bolt striking a dark, jagged shape, set against a black background. The lightning bolt is bright yellow with some green and blue pixels at its tip, suggesting a point of impact or a specific type of energy. The dark shape it strikes is jagged and irregular, resembling a rock or a piece of debris. The overall style is reminiscent of early computer graphics or video game sprites.

This heatmap visualizes the confusion matrix at each iteration of the model. The x-axis is labeled 'Classes' and ranges from 0 to 9. The y-axis is labeled 'Iterations' and ranges from 0 to 25. The color scale on the right indicates the magnitude of the values, ranging from 0 (light yellow) to 1 (dark orange). The plot shows that the confusion matrix stabilizes after approximately 10 iterations, with Class 1 consistently showing high values (dark orange) and Class 4 showing moderate values (yellow).

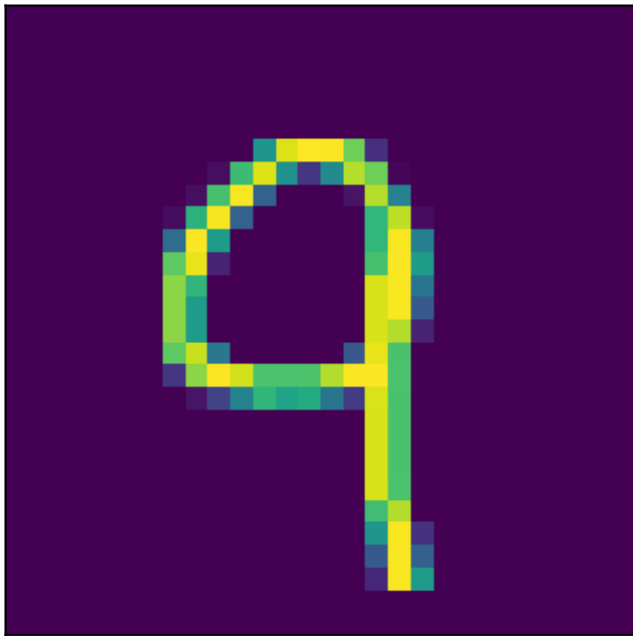
Image



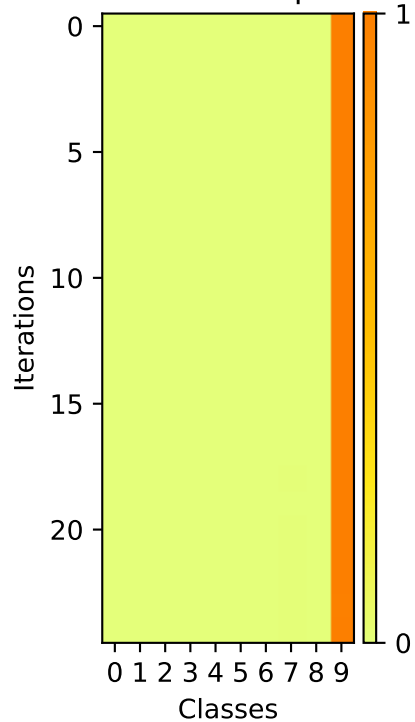
Softmax Outputs



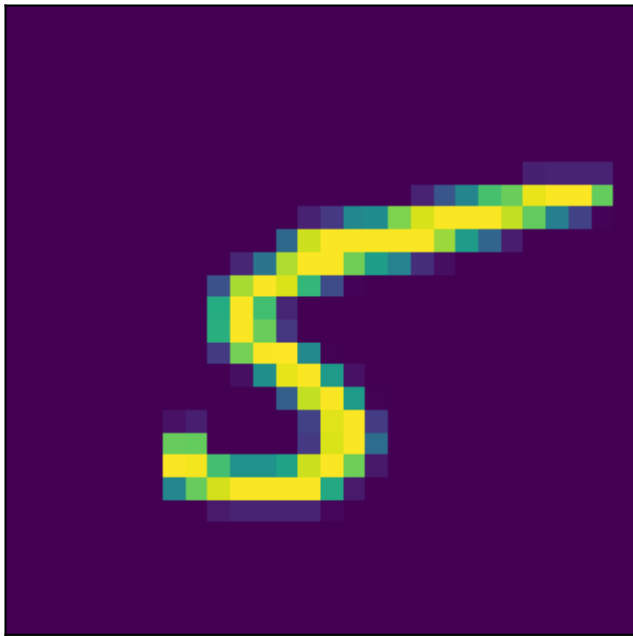
Image



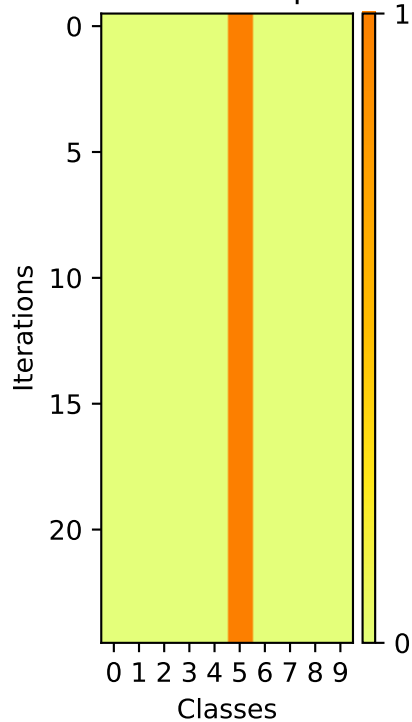
Softmax Outputs

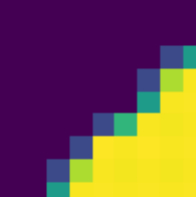


Image



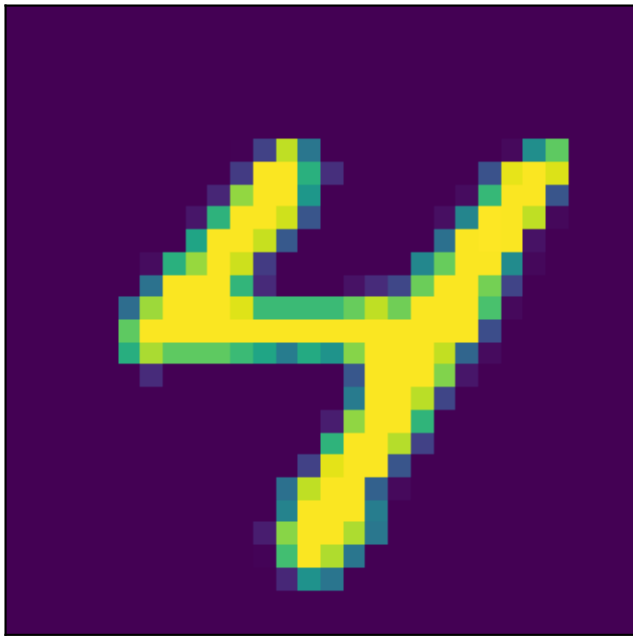
Softmax Outputs



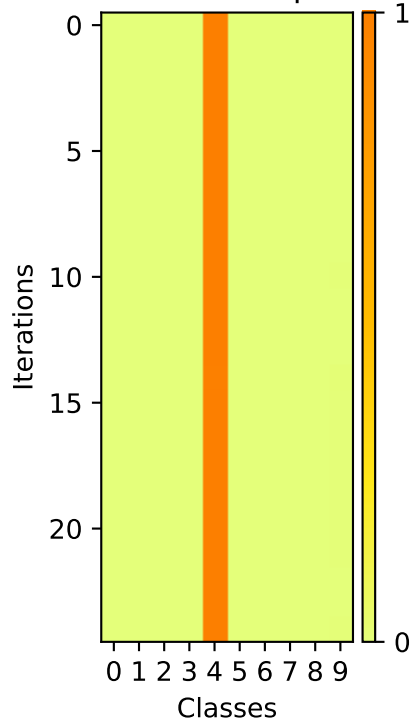
A pixelated yellow smiley face with a black outline on a black background. The face is composed of yellow pixels, with a black outline and a black background. The eyes are represented by two black dots, and the mouth is a simple black curve. The overall style is reminiscent of early computer graphics or video game sprites.

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

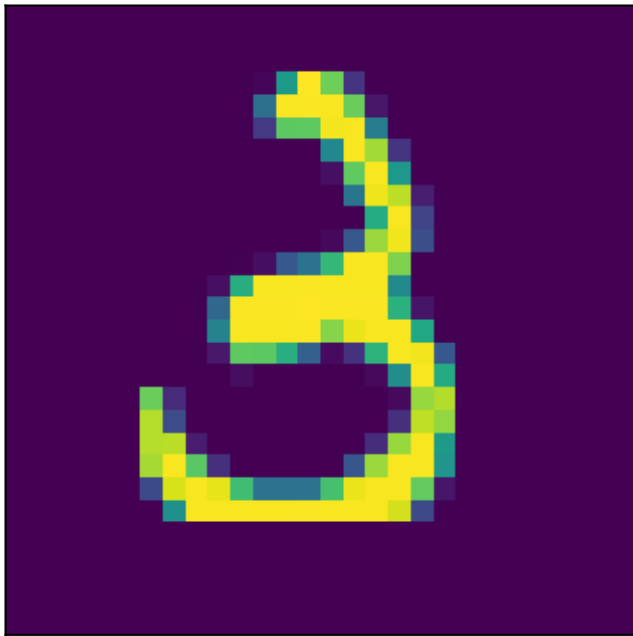
Image



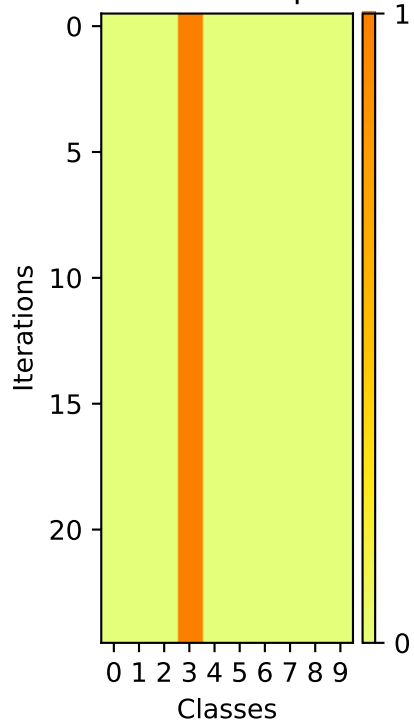
Softmax Outputs



Image



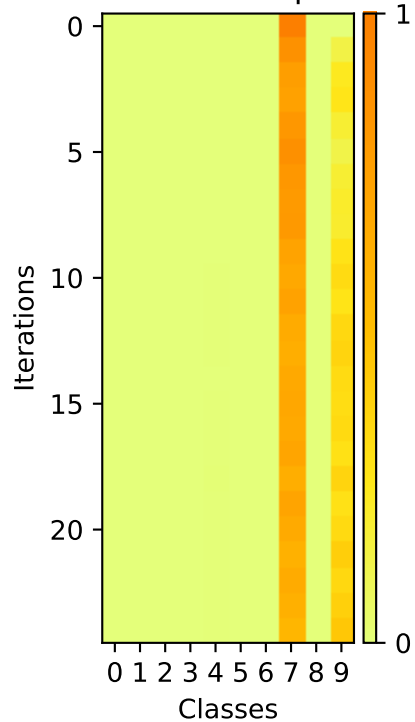
Softmax Outputs



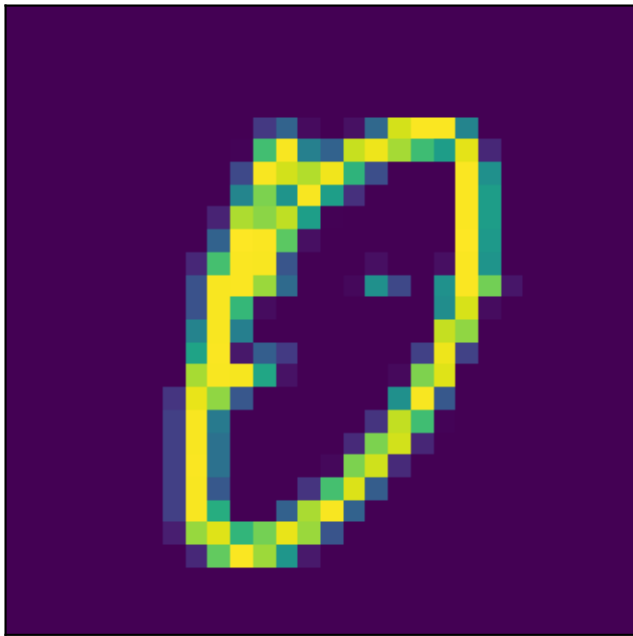
Image



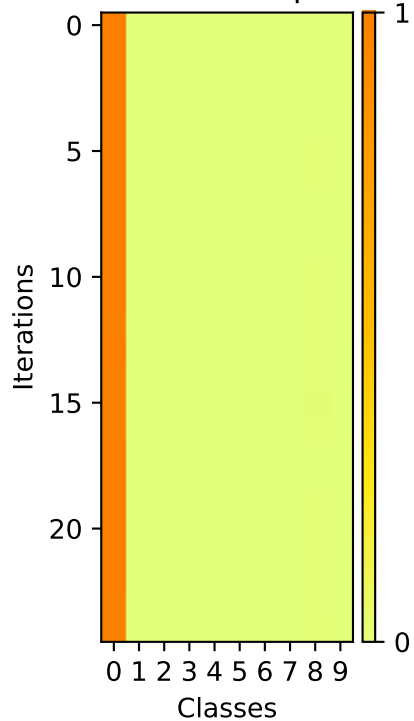
Softmax Outputs



Image



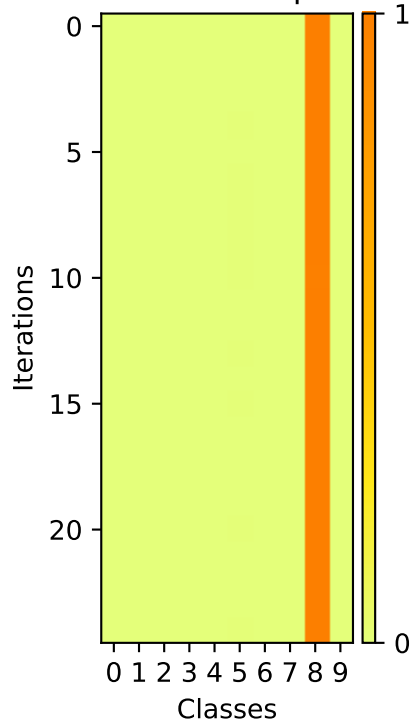
Softmax Outputs



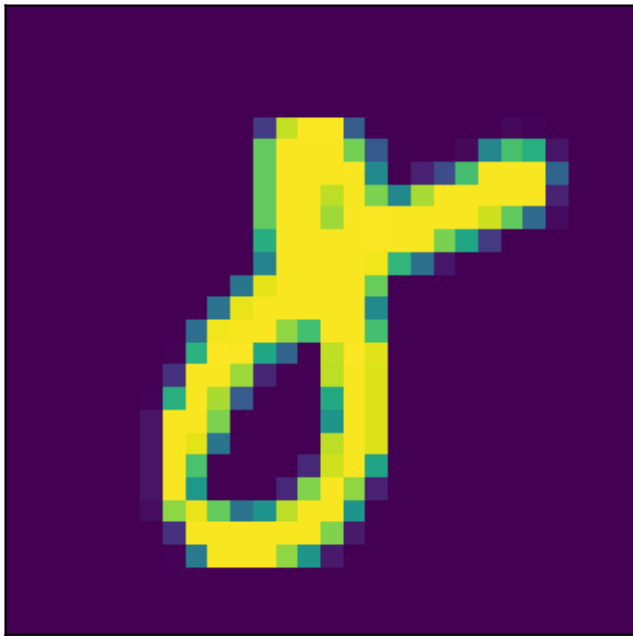
Image



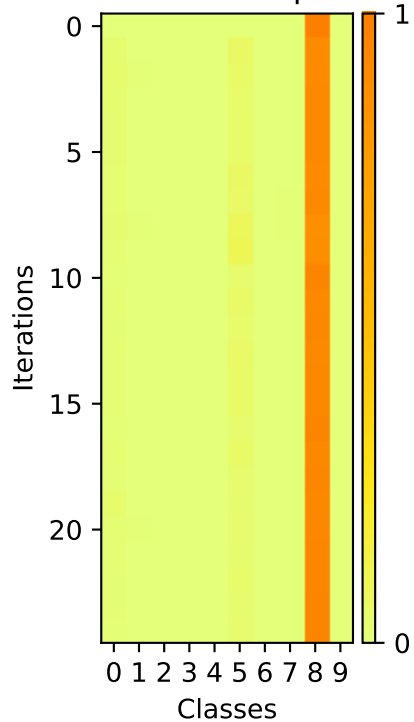
Softmax Outputs



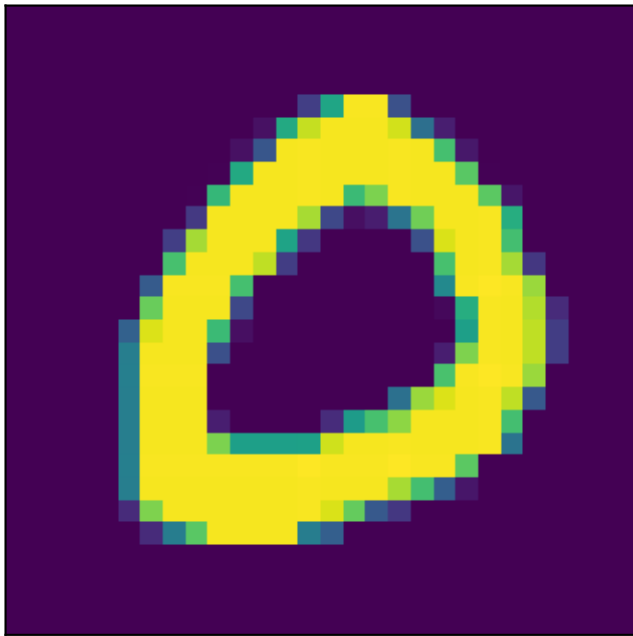
Image



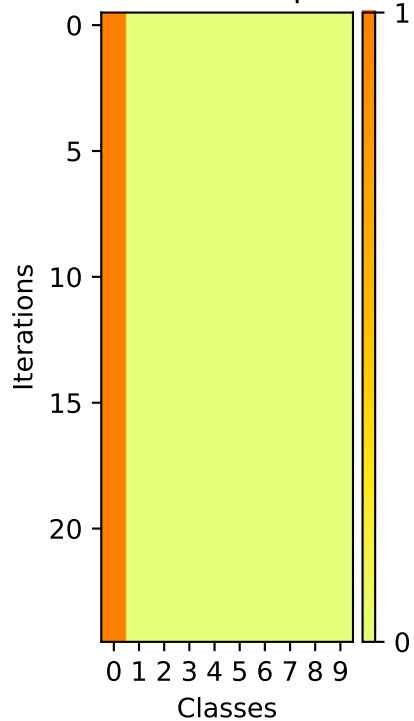
Softmax Outputs



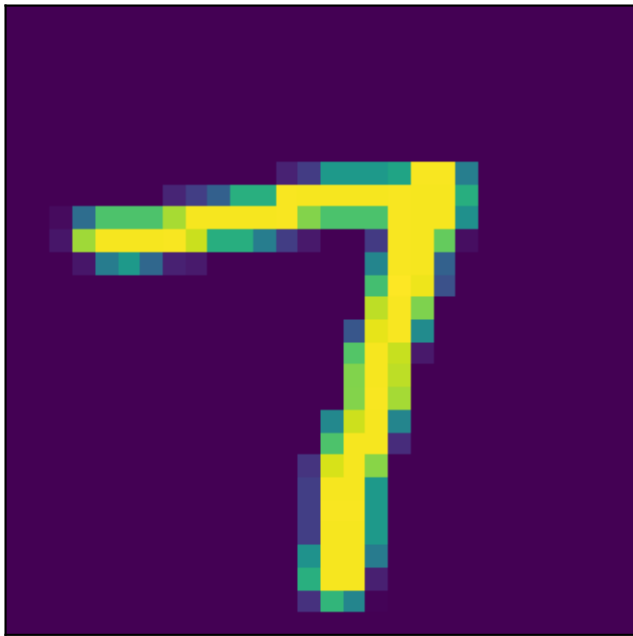
Image



Softmax Outputs



Image



Softmax Outputs

