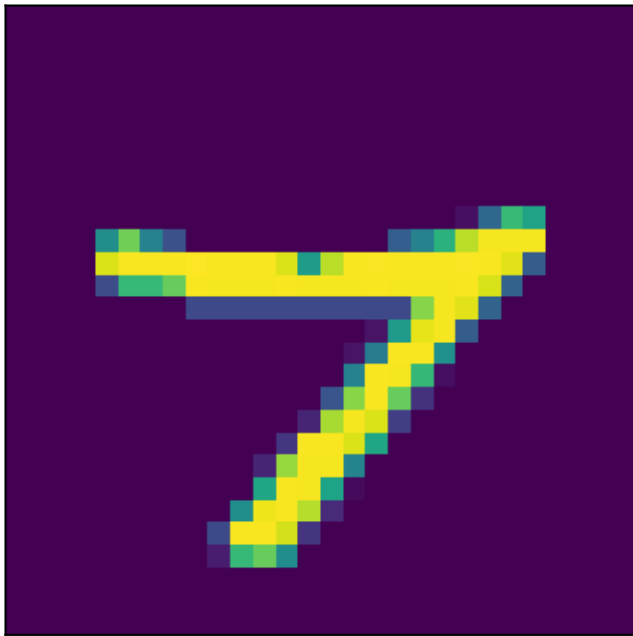
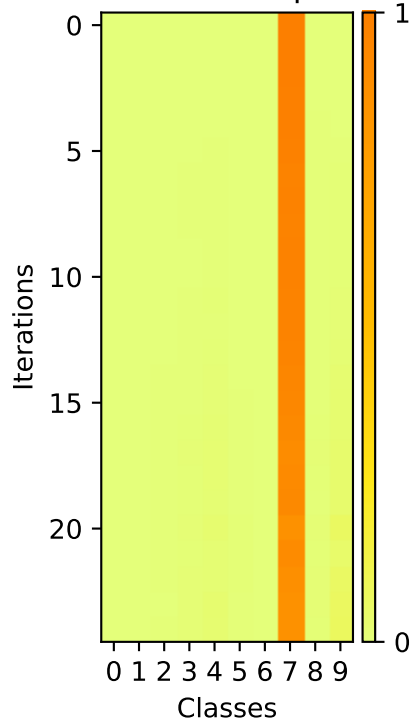
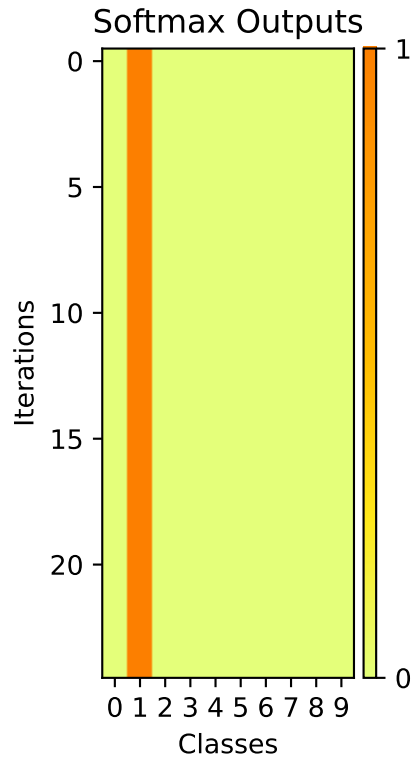


Image

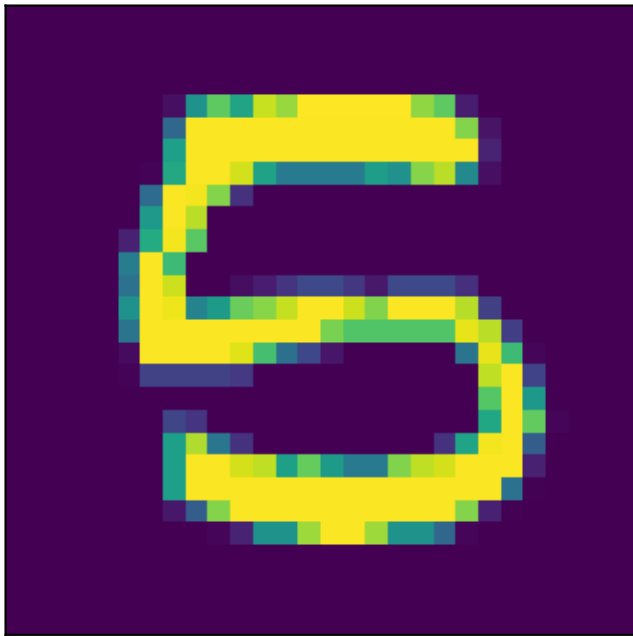


Softmax Outputs

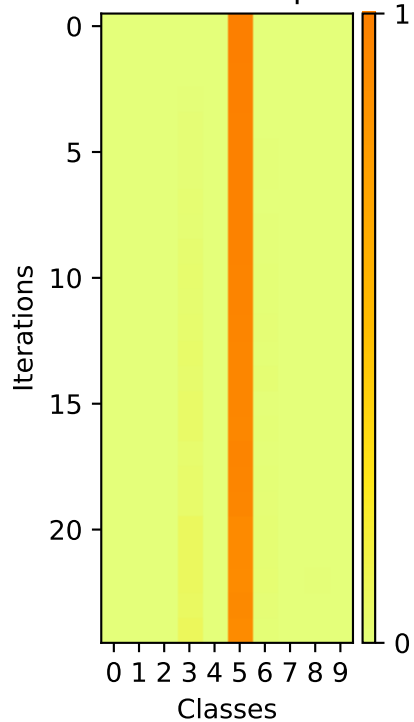




Image



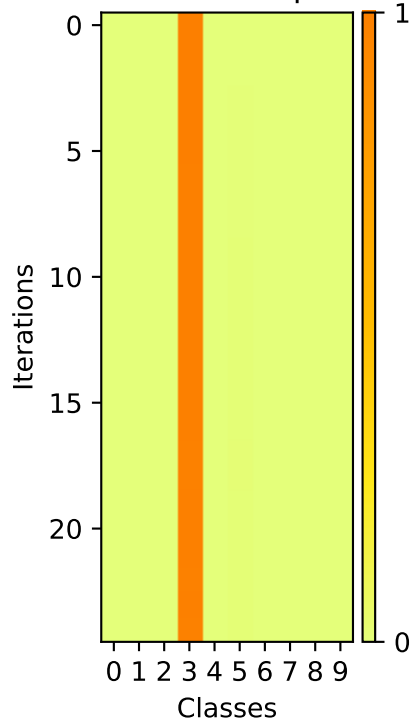
Softmax Outputs



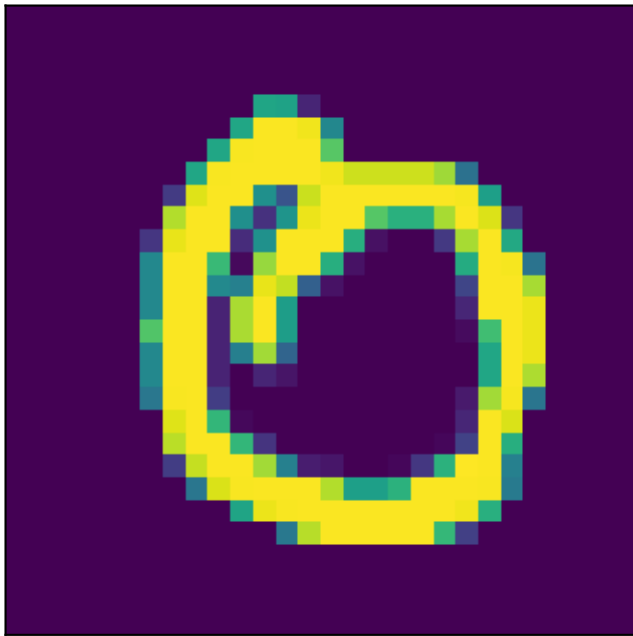
Image



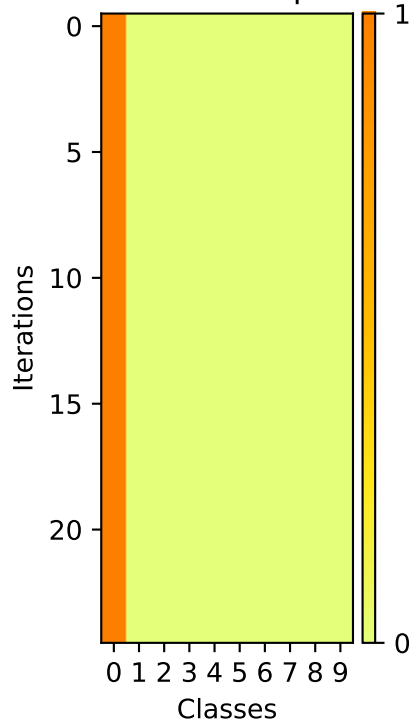
Softmax Outputs



Image



## Softmax Outputs

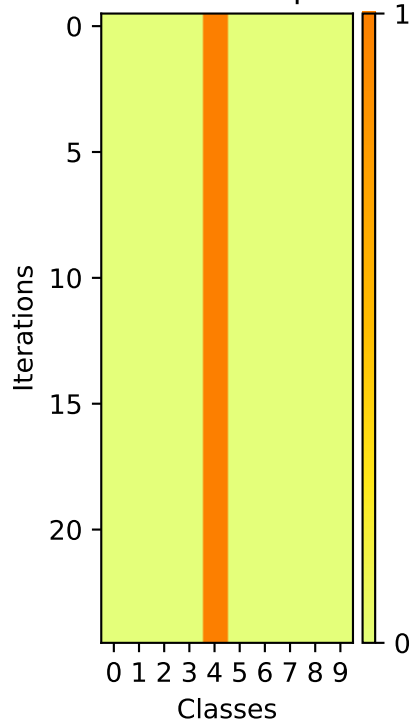


A pixelated yellow number 9 on a dark purple background. The number is composed of small squares, giving it a retro, digital appearance. It is positioned in the lower-left quadrant of the image.

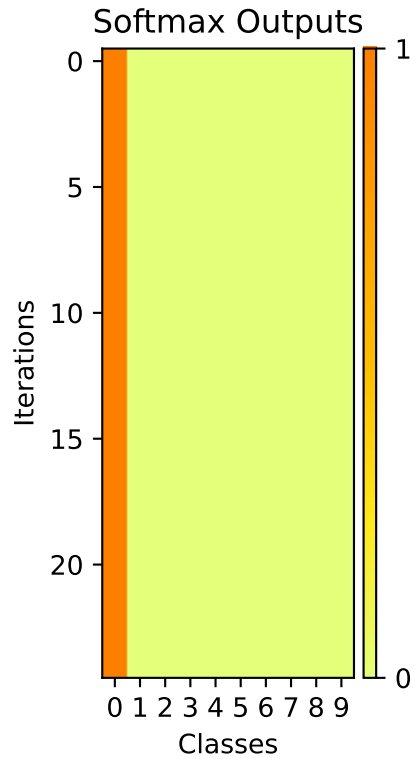
Image



Softmax Outputs

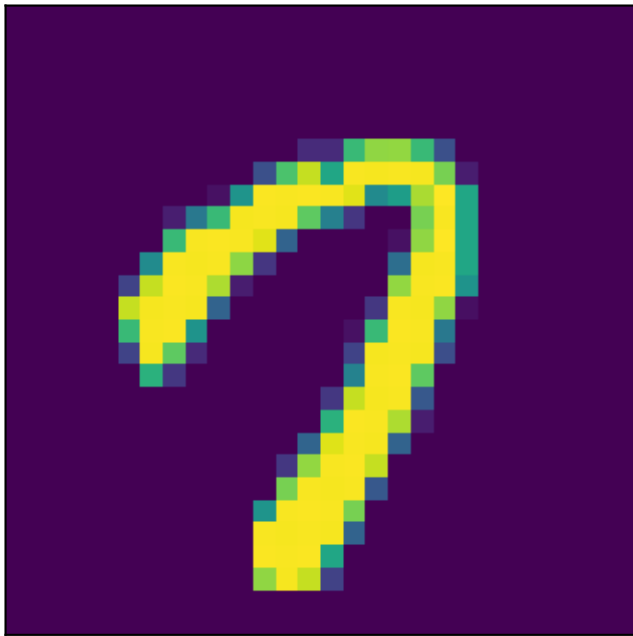


A pixelated, low-resolution version of the Google logo, rendered in yellow and blue on a black background. The logo is composed of large, square pixels, giving it a blocky, digital appearance. The colors are a bright yellow for the main body of the letters and a medium blue for the outlines and some internal details. The overall shape is a stylized 'G' with a small 'o' to its right, followed by a larger 'o', an 'l', and a final 'e'.

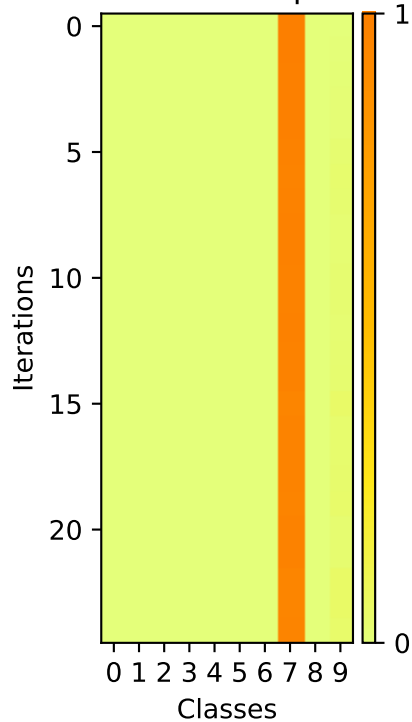




Image



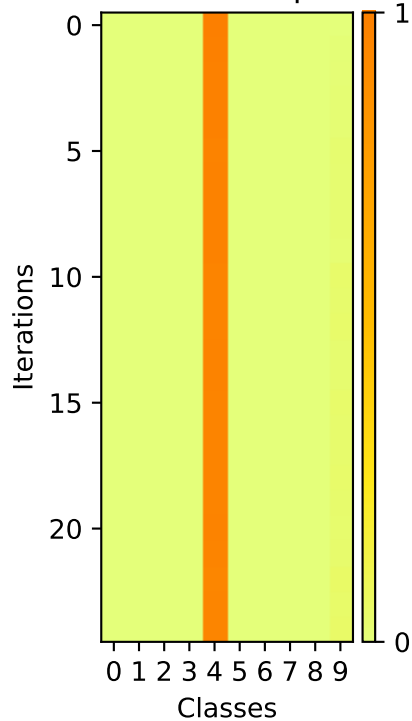
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow smiley face is centered on a dark purple background. The face is composed of yellow pixels with some blue and green pixels interspersed, giving it a blocky, digital appearance. It has a simple, happy expression with two dots for eyes and a curved line for a mouth.

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).

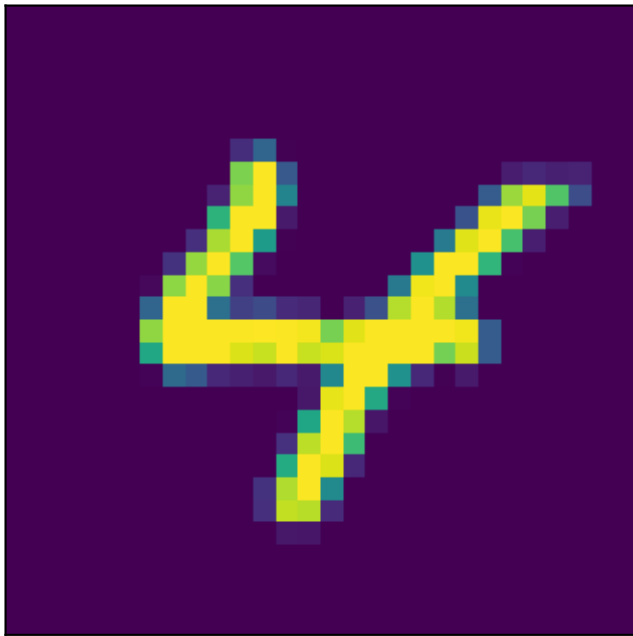
The distribution starts concentrated on Class 0 (probability 1.0) and rapidly shifts towards Class 1, which reaches a probability of approximately 0.9 by iteration 20. The other classes maintain very low probabilities throughout the iterations.

A pixelated, low-resolution image of a yellow and green vertical bar with a small horizontal extension at the bottom, set against a dark purple background. The bar is composed of several vertical columns of pixels. The central column is primarily yellow, while the columns on either side are primarily green. There are some blue and purple pixels interspersed, particularly at the top and bottom. The bottom of the bar has a small horizontal extension to the left, also composed of yellow and green pixels. The overall appearance is that of a low-quality digital scan or a stylized, pixelated graphic.

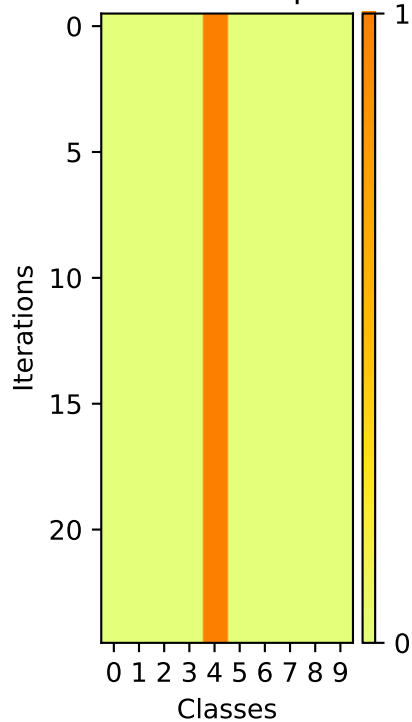
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The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

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. It has a horizontal base with a vertical stem rising from the left side, and a curved, hook-like top. The overall appearance is reminiscent of a digital drawing or a low-quality scan of a logo.

Image



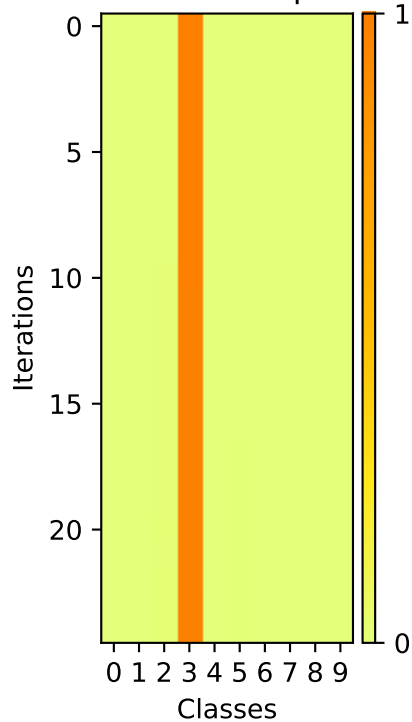
Softmax Outputs



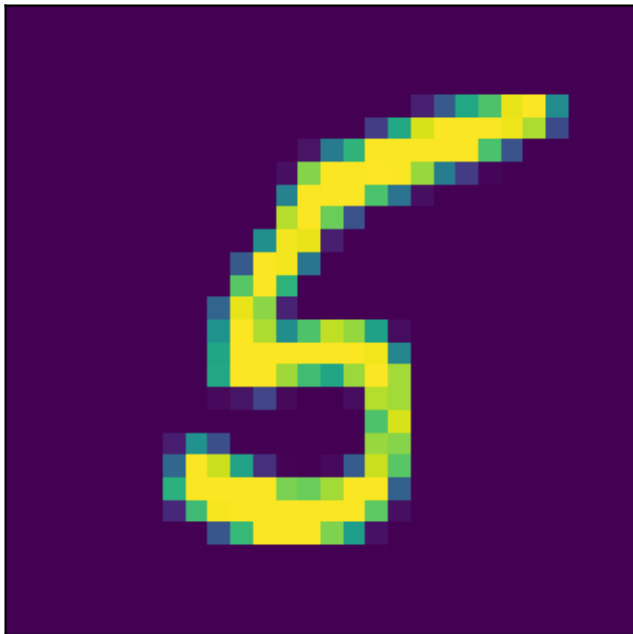
Image



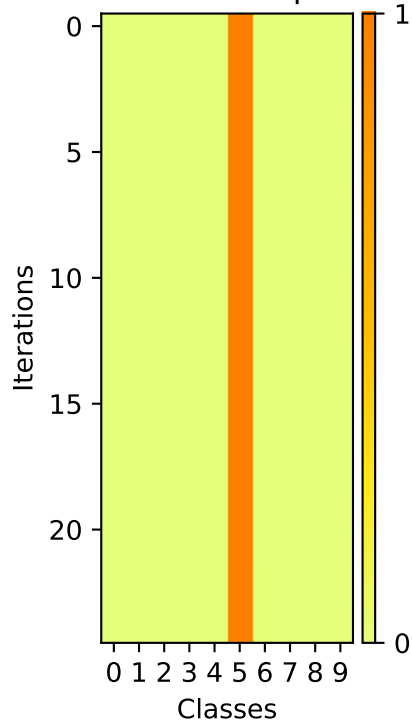
Softmax Outputs



Image

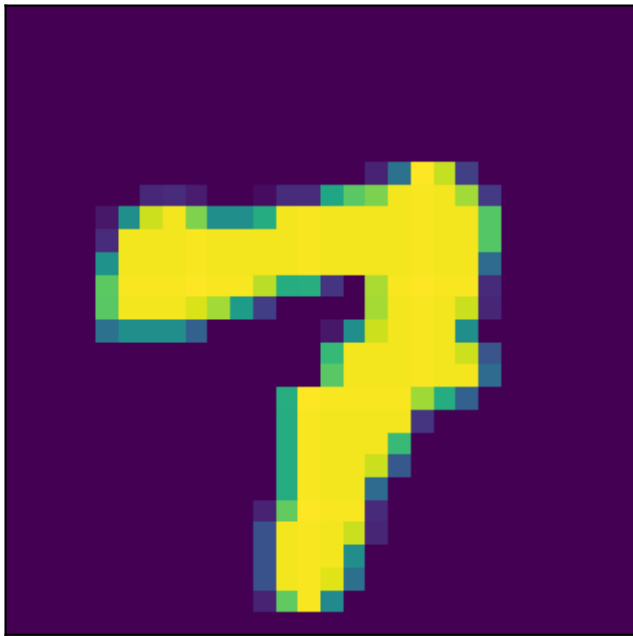


Softmax Outputs

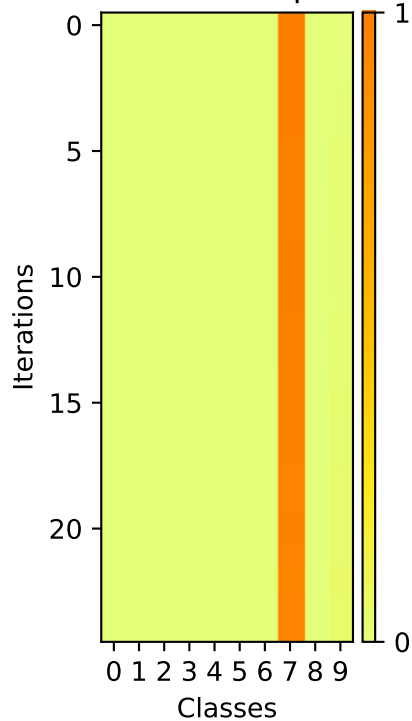




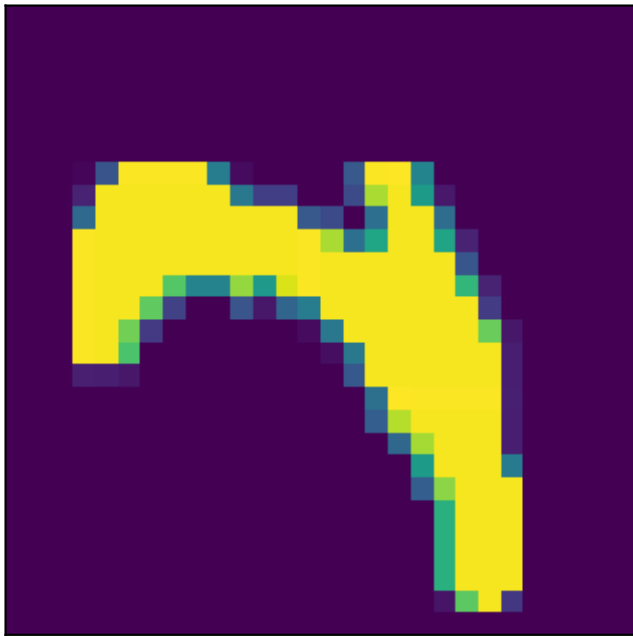
Image



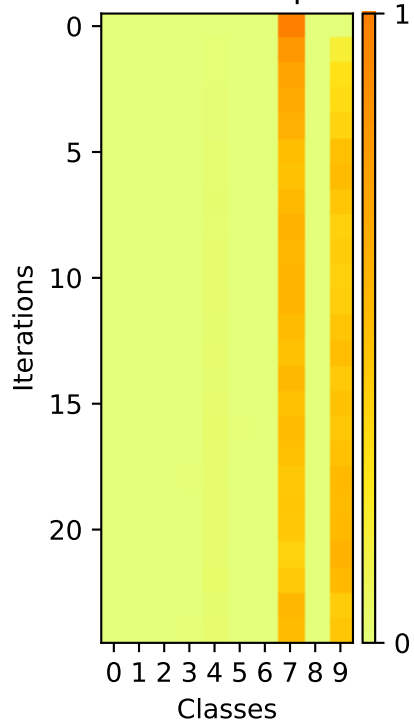
Softmax Outputs



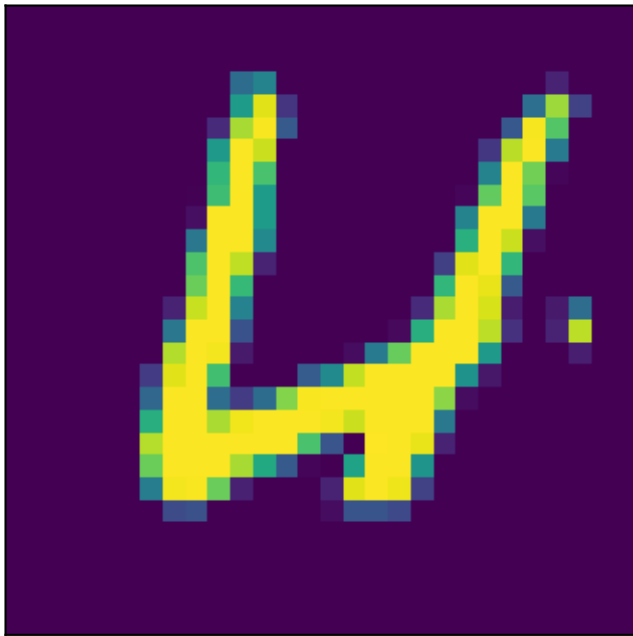
Image



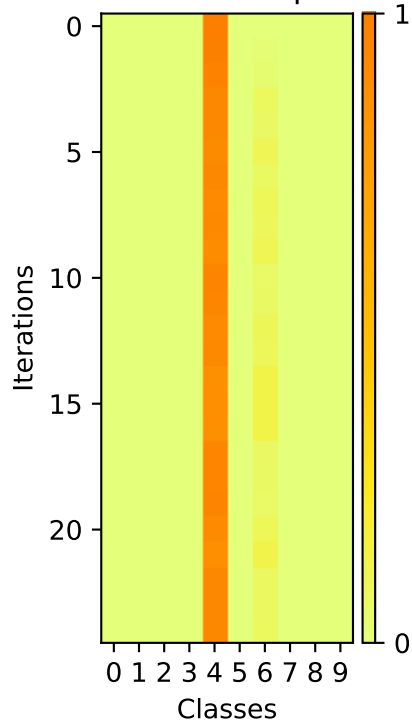
Softmax Outputs



Image



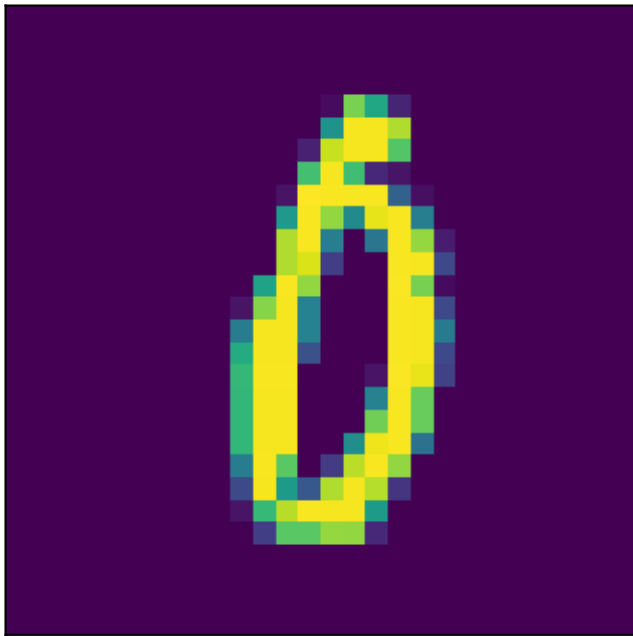
Softmax Outputs



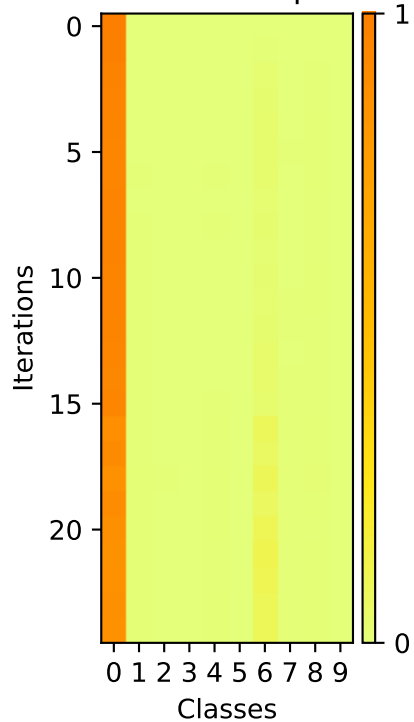
A pixelated yellow number 2 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow or greenish-yellow, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

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). 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.

Image

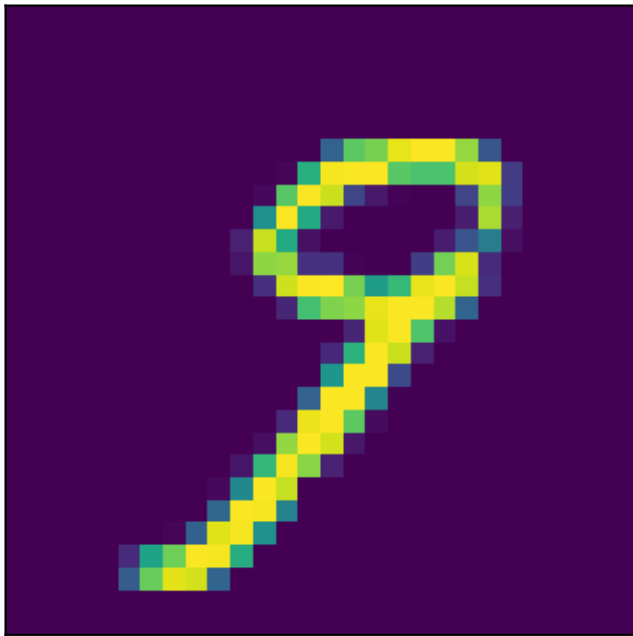


Softmax Outputs

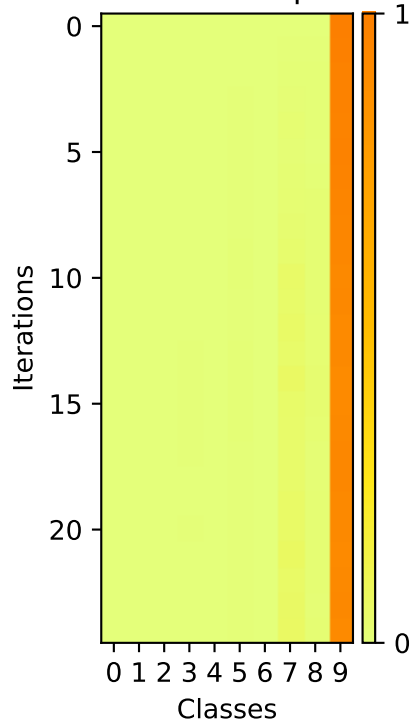


A pixelated, low-resolution version of the number 9 on a black background. The number is rendered in a bright yellow color with a thick, blocky outline. The interior of the number is black, matching the background. The overall style is reminiscent of early digital art or a low-quality scan of a printed digit.

Image



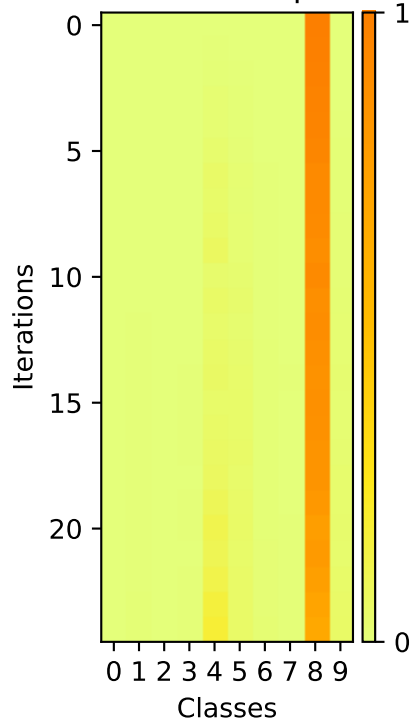
## Softmax Outputs



Image

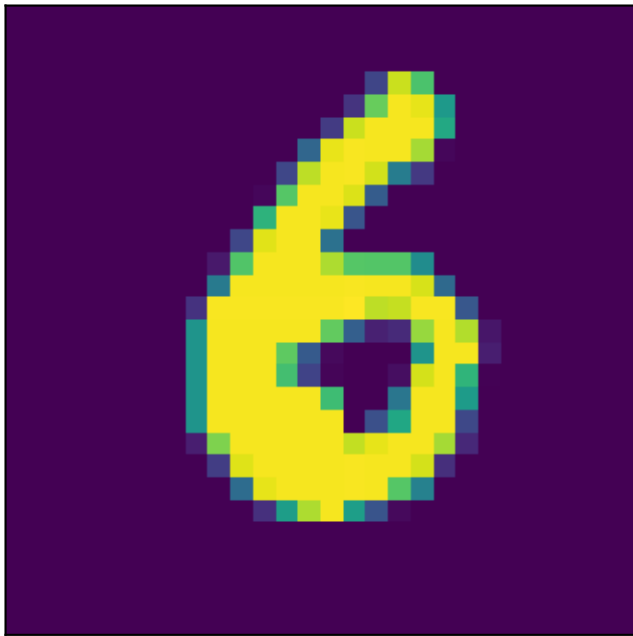


## Softmax Outputs

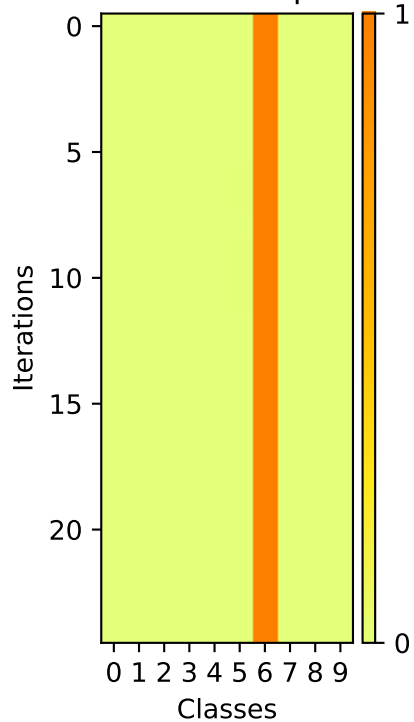




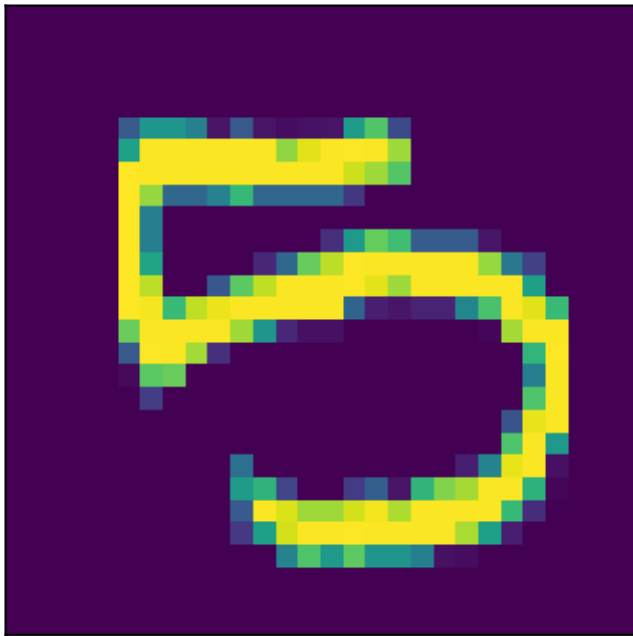
Image



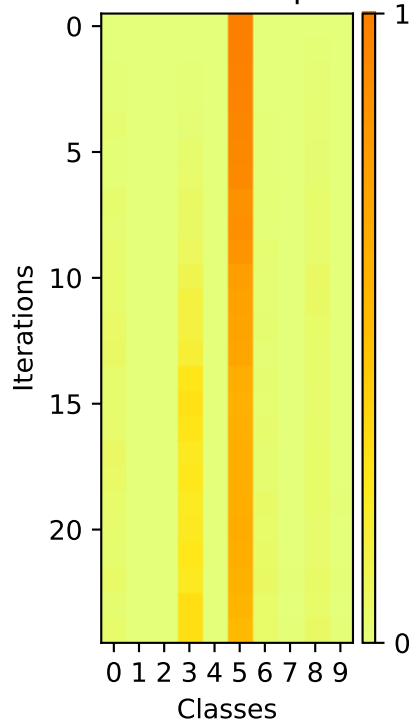
Softmax Outputs



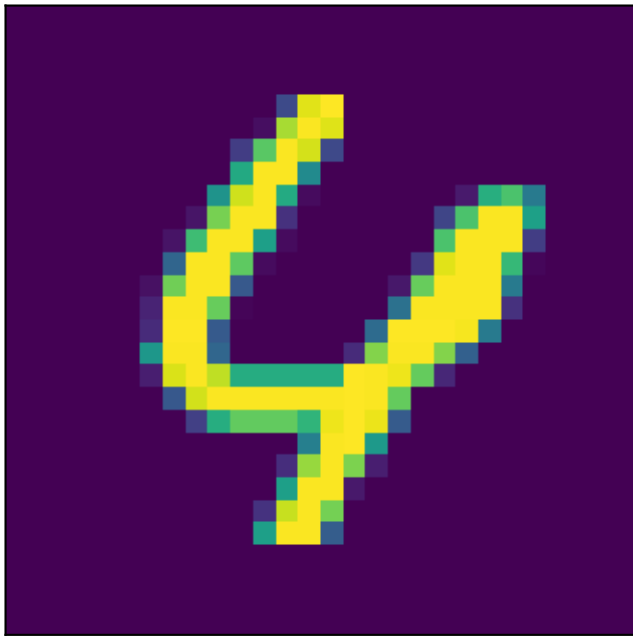
Image



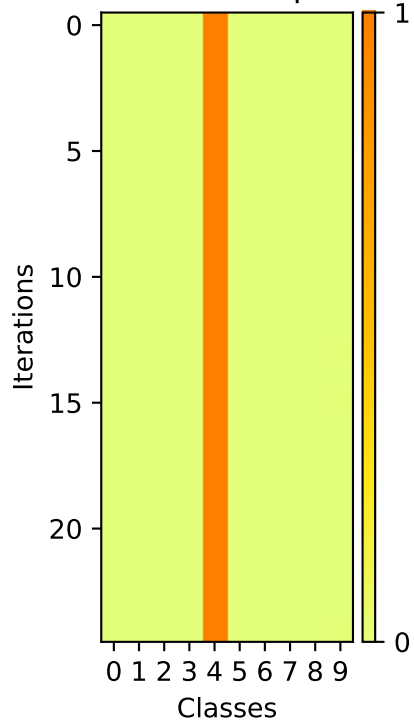
Softmax Outputs



Image



Softmax Outputs



A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure has a circular head and a rectangular body, with some internal details visible in a darker shade.

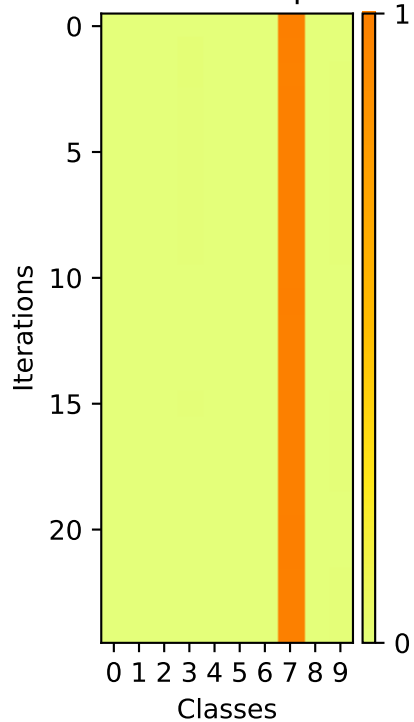
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows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

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

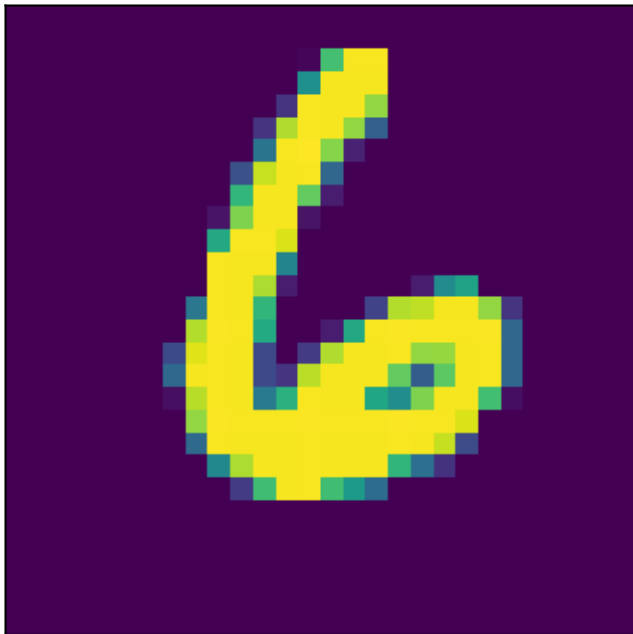
Image



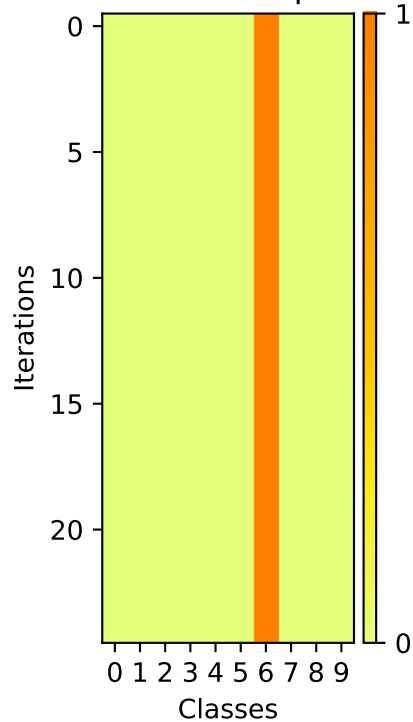
Softmax Outputs



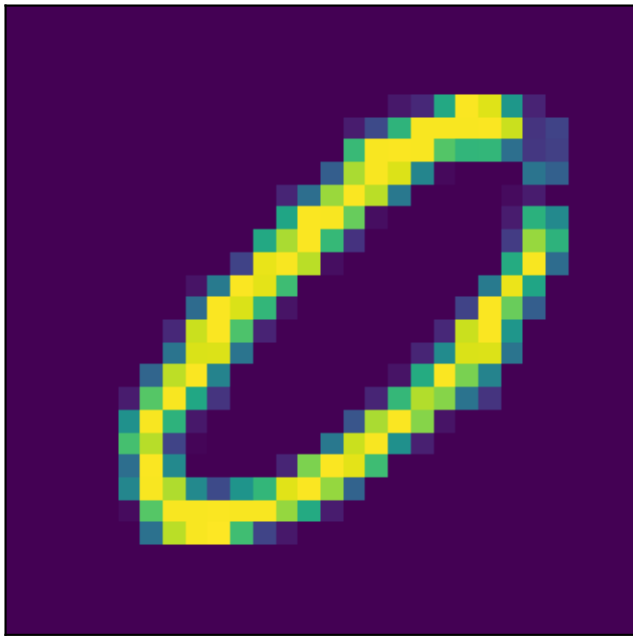
Image



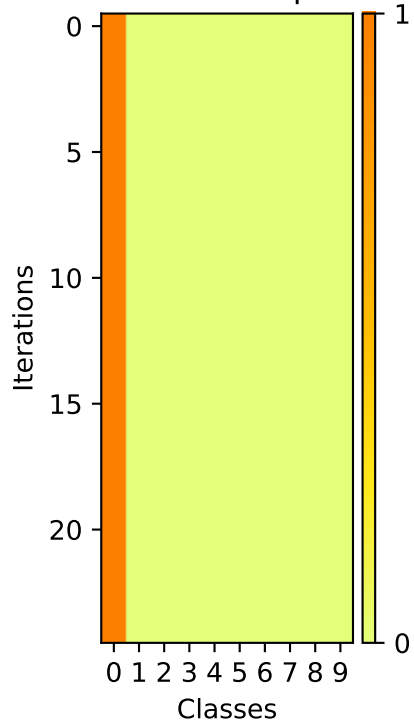
Softmax Outputs



Image



## Softmax Outputs

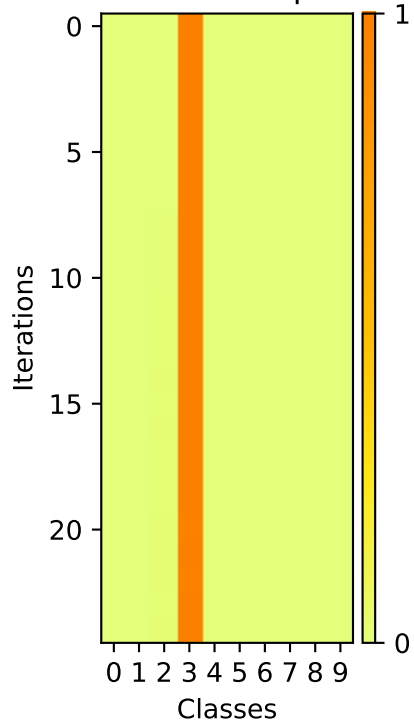




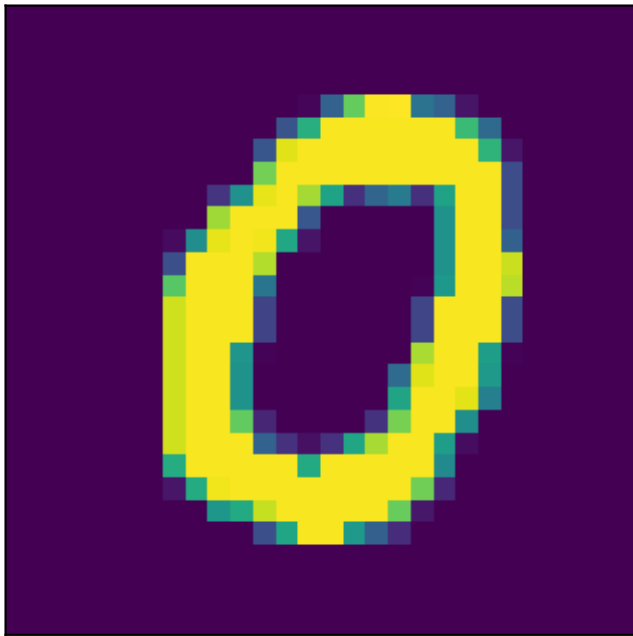
Image



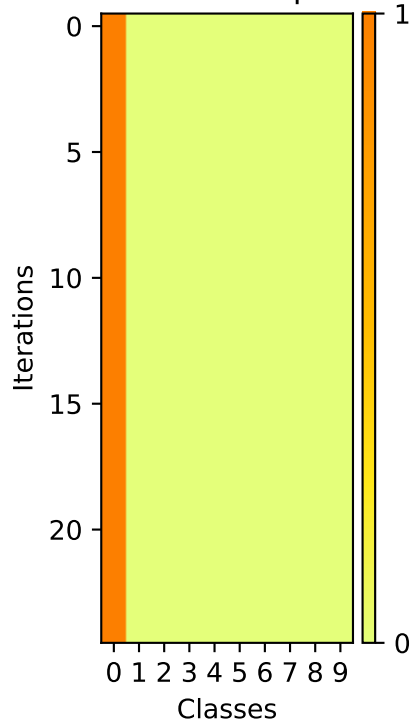
Softmax Outputs



Image



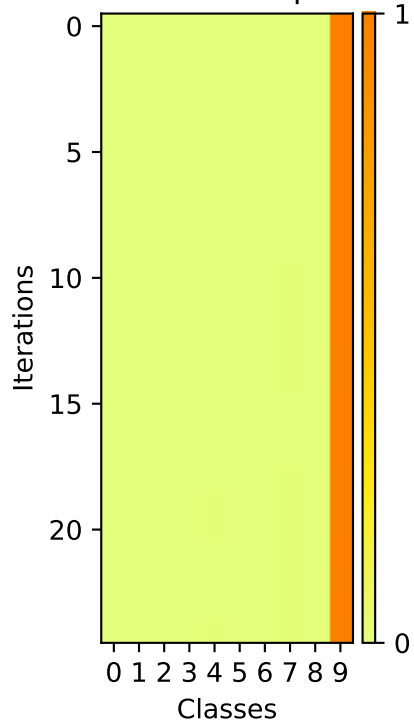
## Softmax Outputs



Image



## Softmax Outputs



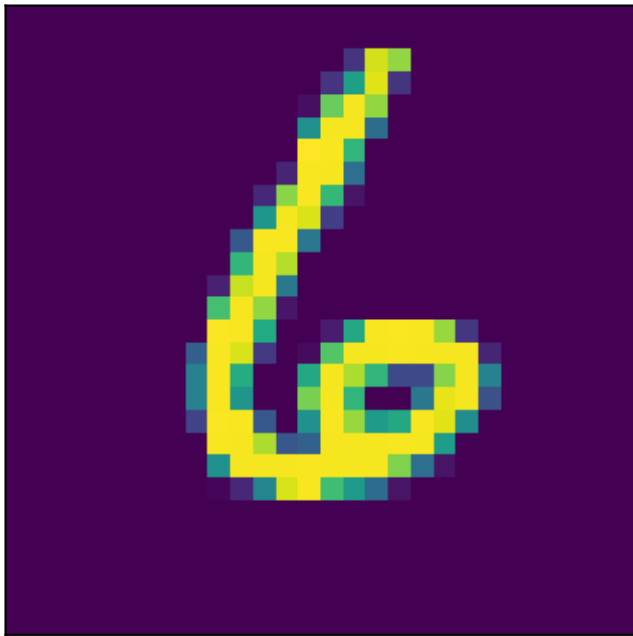


A pixelated yellow character, possibly a stylized 'Y' or a creature with two arms raised, set against a dark purple background. The character has a central body with a small dark purple circle in the middle, and two arms extending upwards and outwards. The edges are pixelated with shades of green and blue.

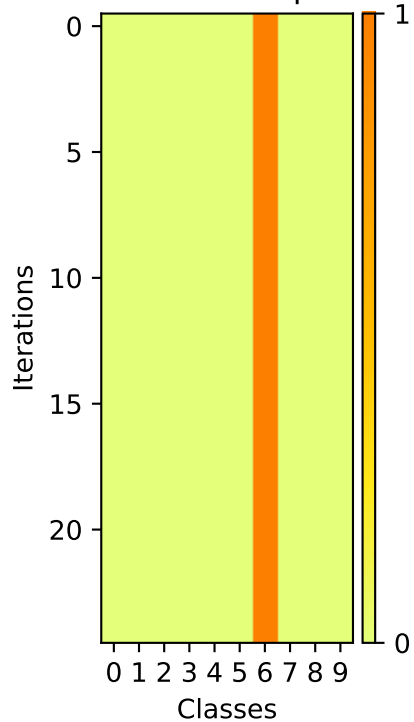
The heatmap displays the probability distribution across 10 classes over 25 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 25). A color bar on the right indicates the probability scale from 0 (light yellow) to 1 (dark orange). Class 8 shows a strong, persistent probability, while others are mostly near zero.

A pixelated, low-resolution image of a yellow and green figure-eight knot on a black background. The knot is composed of a central yellow loop with a green loop attached to its right side. The image is highly stylized, with large, distinct pixels and a limited color palette.

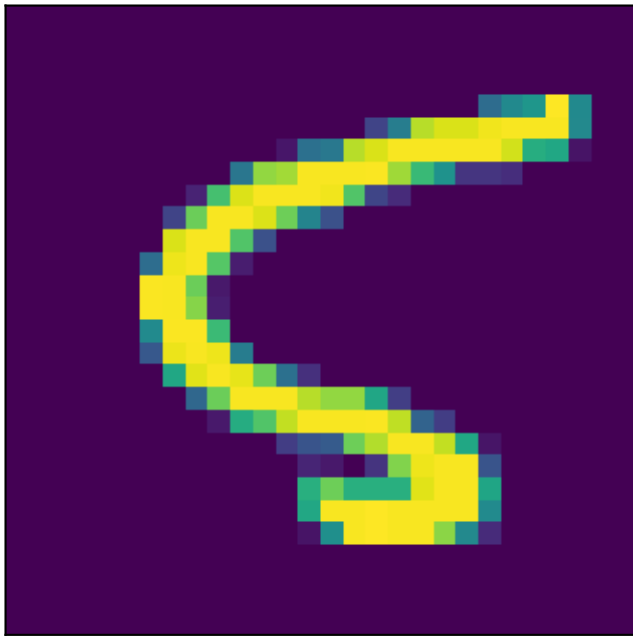
Image



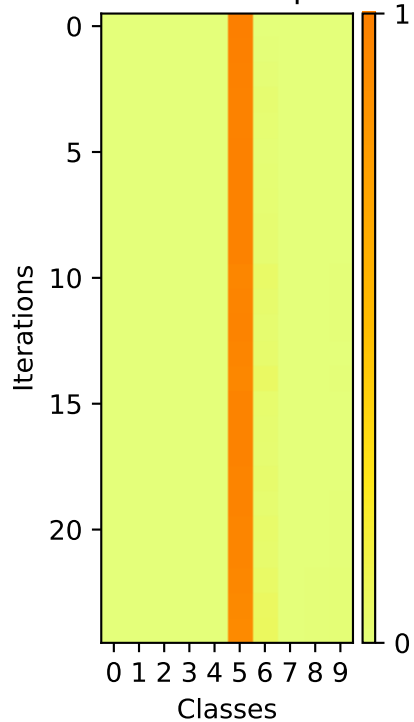
Softmax Outputs



Image



Softmax Outputs

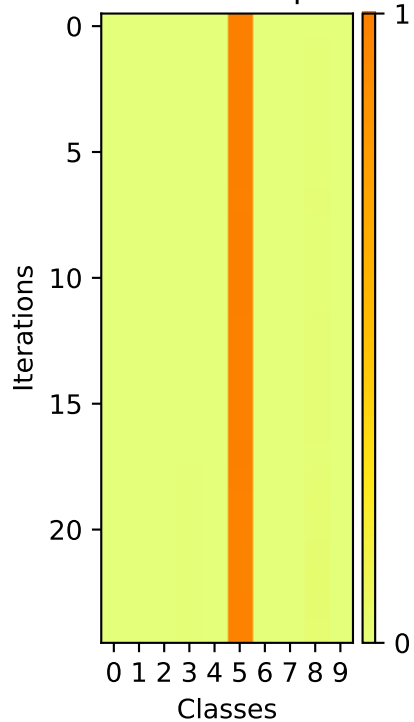




Image



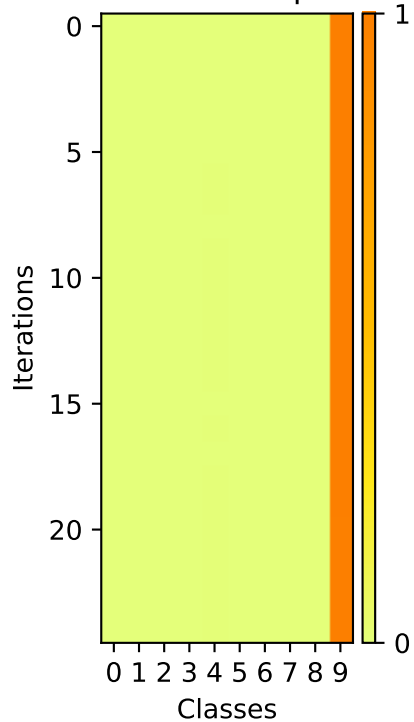
Softmax Outputs



Image



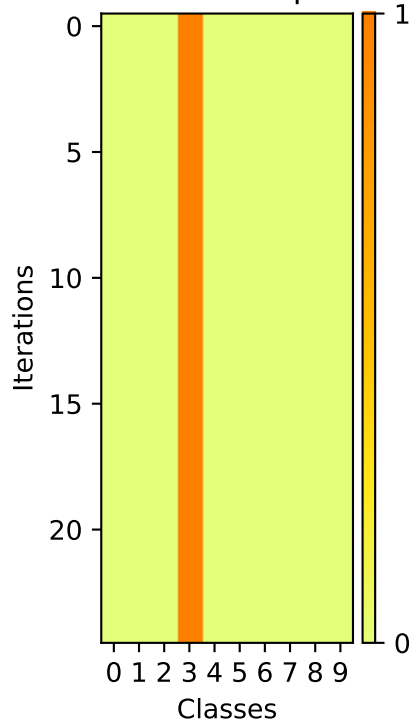
## Softmax Outputs



Image



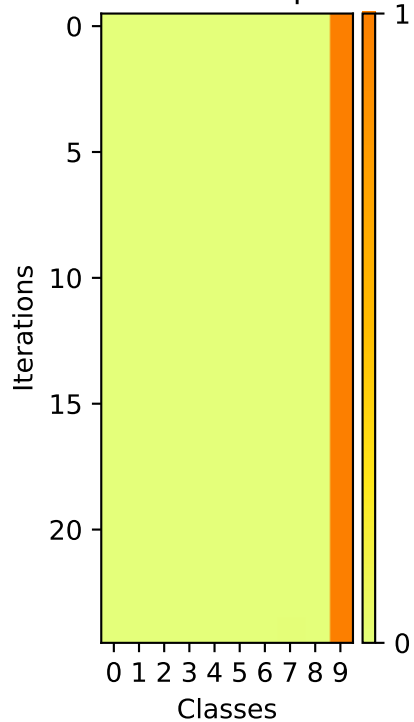
Softmax Outputs



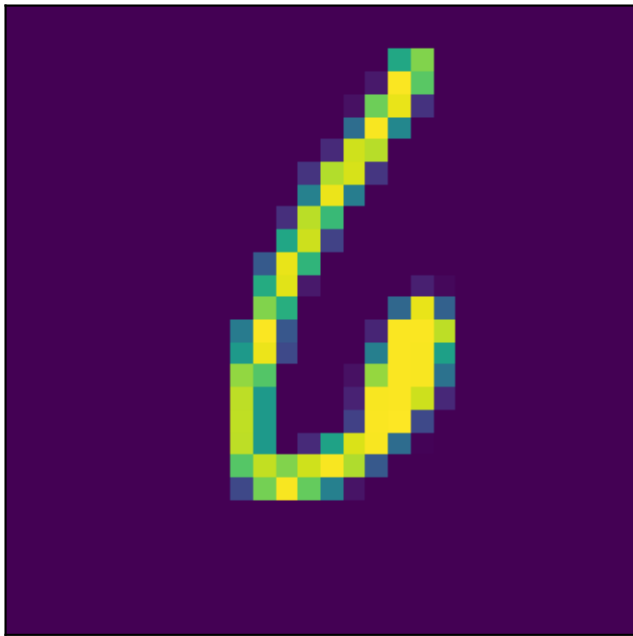
Image



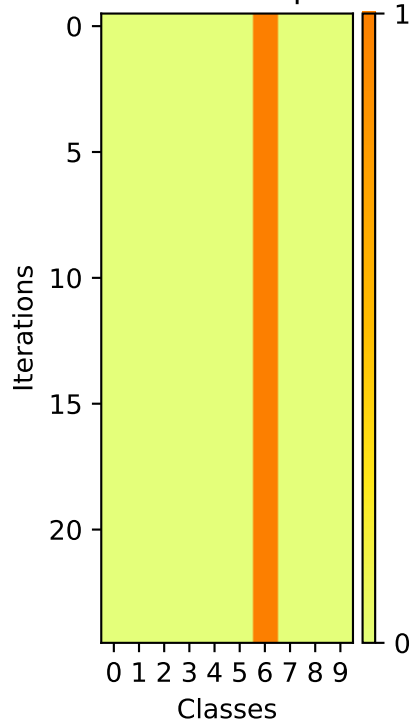
## Softmax Outputs



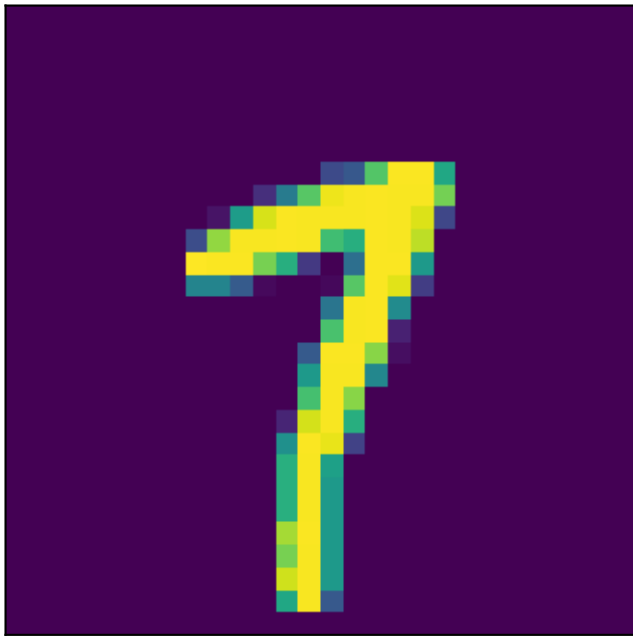
Image



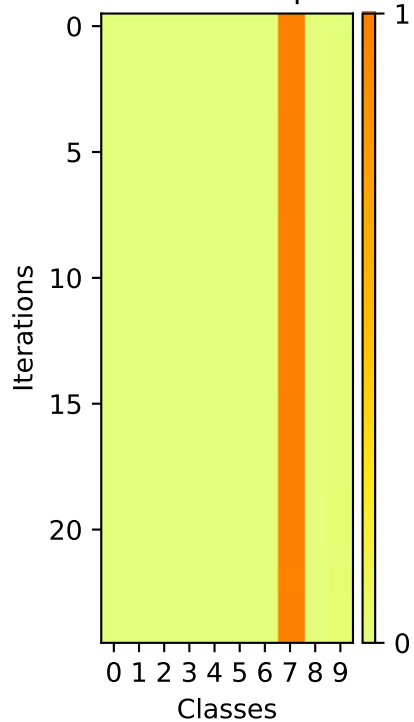
Softmax Outputs



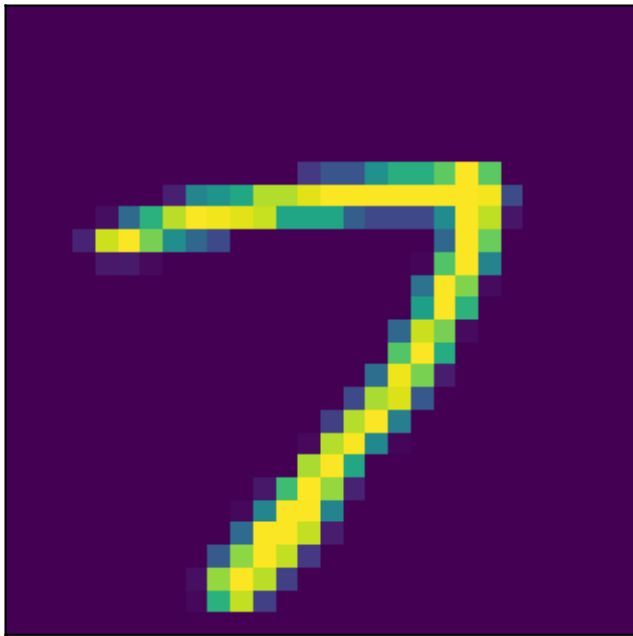
Image



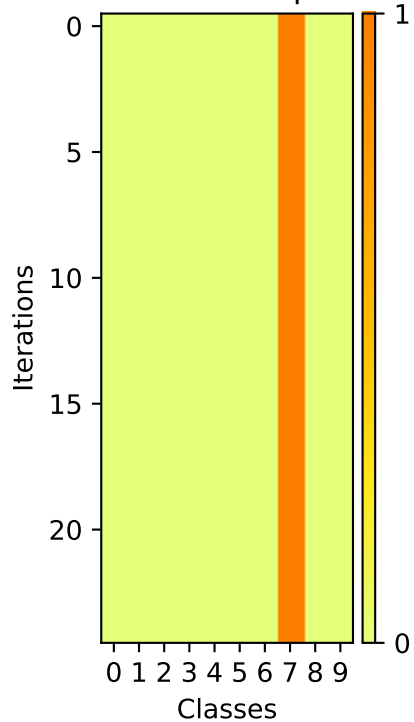
Softmax Outputs



Image



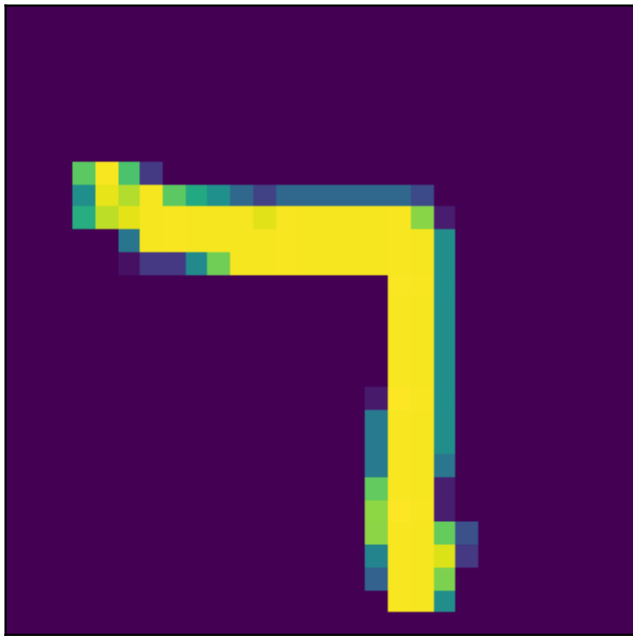
Softmax Outputs



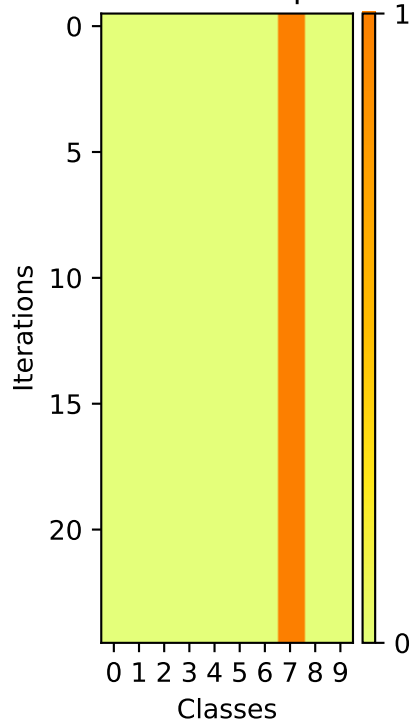




Image



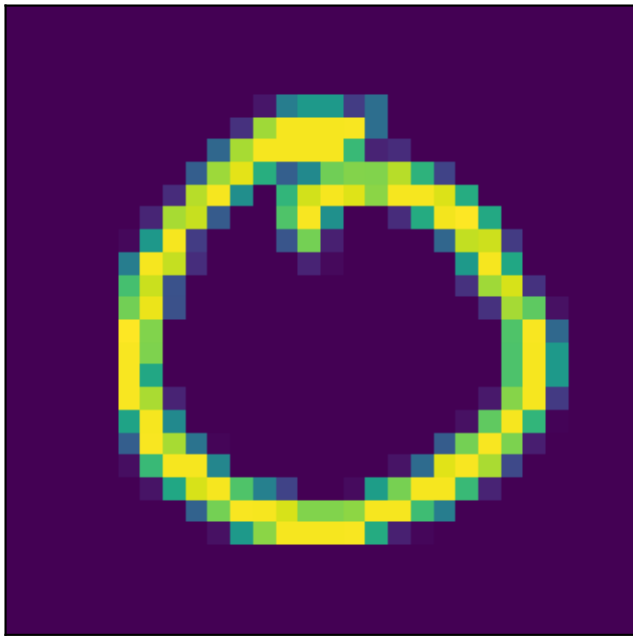
Softmax Outputs



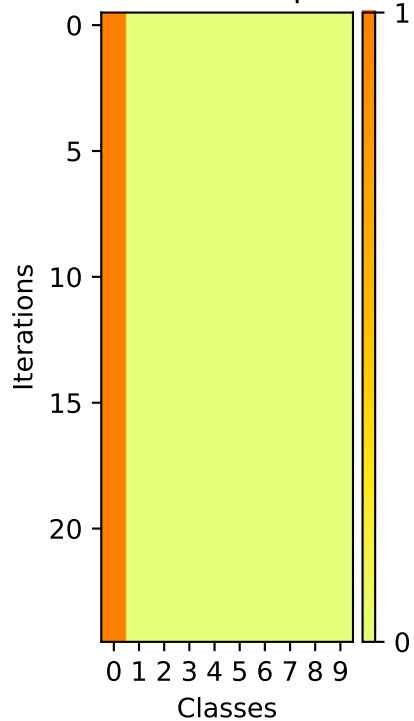
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark background. The figure appears to be a stylized, abstract shape with a yellow body and green accents, rendered in a blocky, digital art style.

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

Image



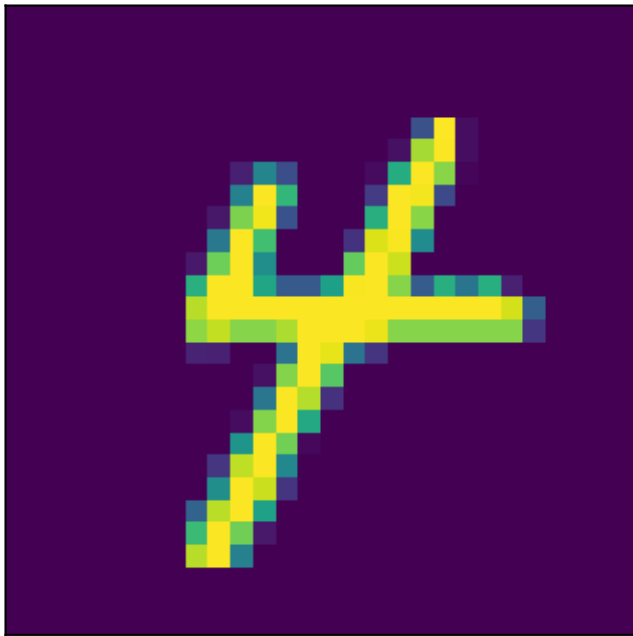
## Softmax Outputs



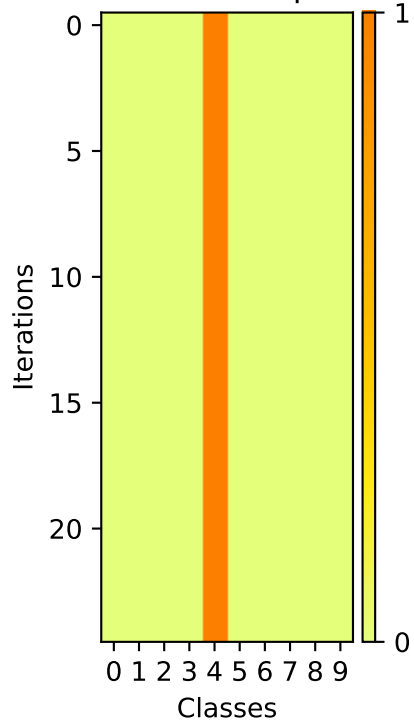
A pixelated, low-resolution image of a yellow and blue vertical shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several vertical columns of pixels. The central column is primarily yellow, with some blue and green pixels interspersed. The left and right columns are primarily blue, with some yellow and green pixels interspersed. The overall appearance is that of a low-resolution digital graphic or a stylized letter.

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 on the right indicates the probability value, ranging from 0 (yellow) to 1 (orange). Class 1 maintains a high probability (orange) throughout all iterations. Other classes start with high probability (orange/yellow) and decrease over time, converging towards zero (yellow) by iteration 20.

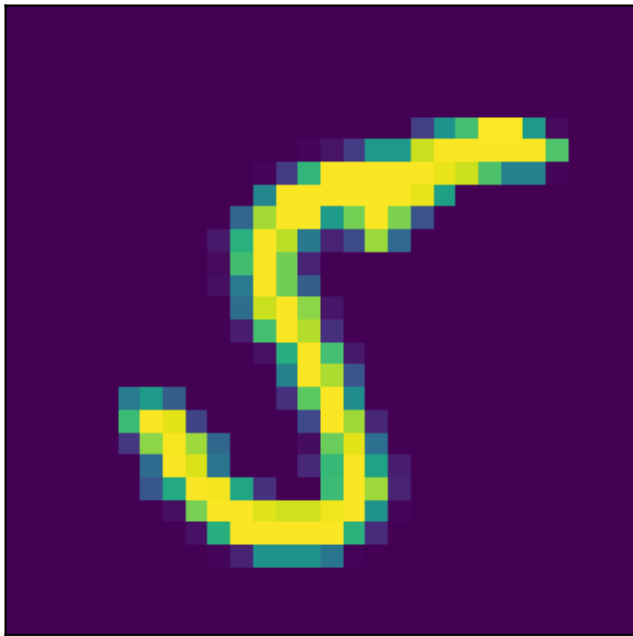
Image



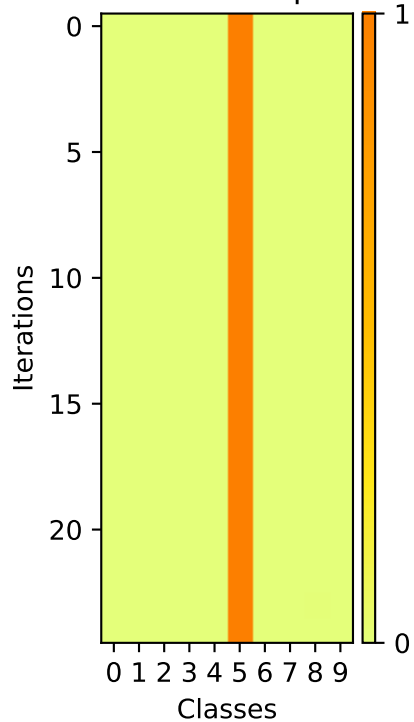
Softmax Outputs



Image



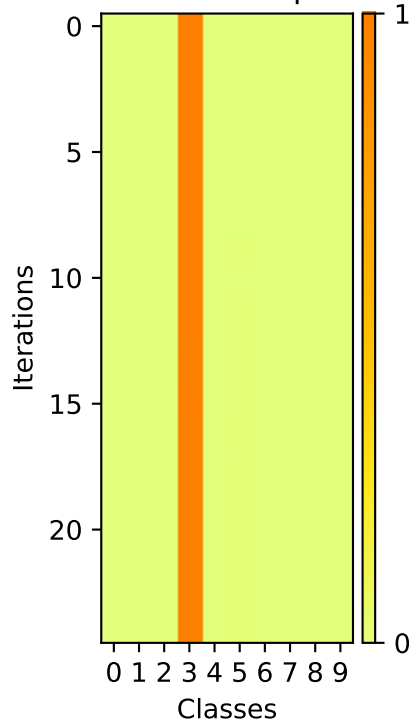
Softmax Outputs



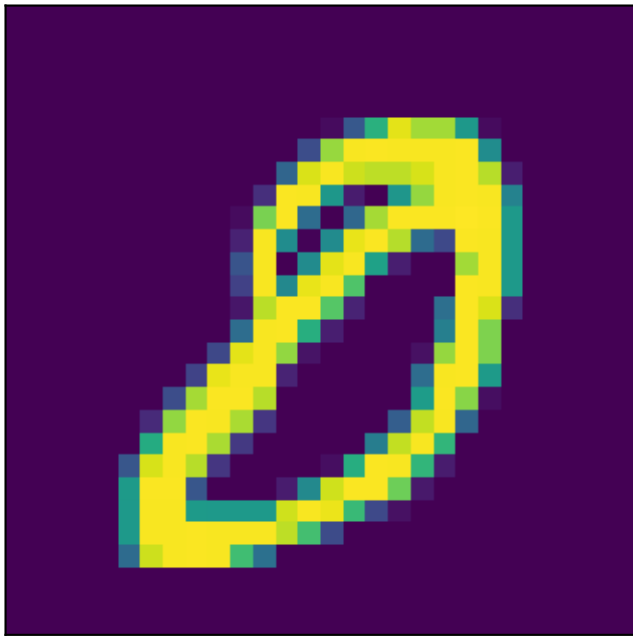
Image



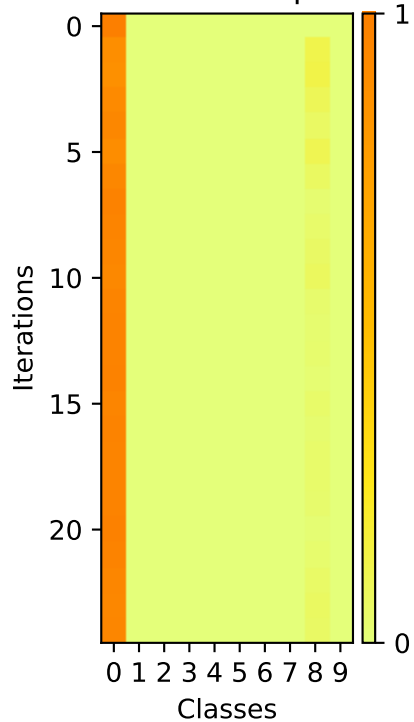
Softmax Outputs



Image

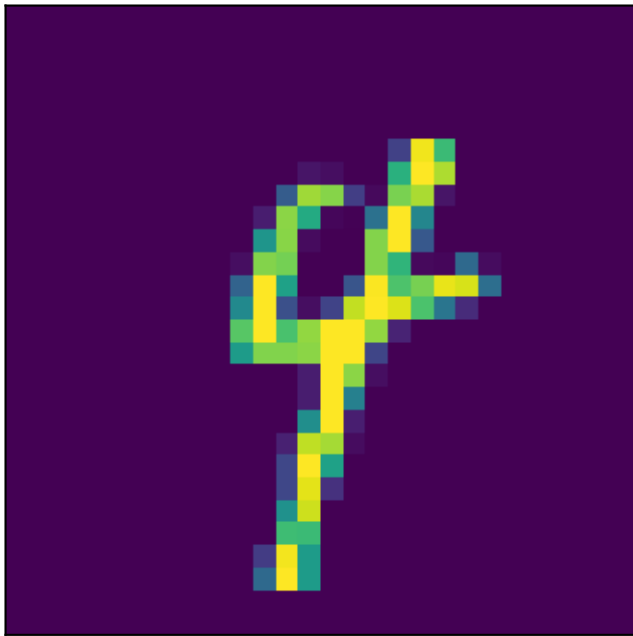


## Softmax Outputs

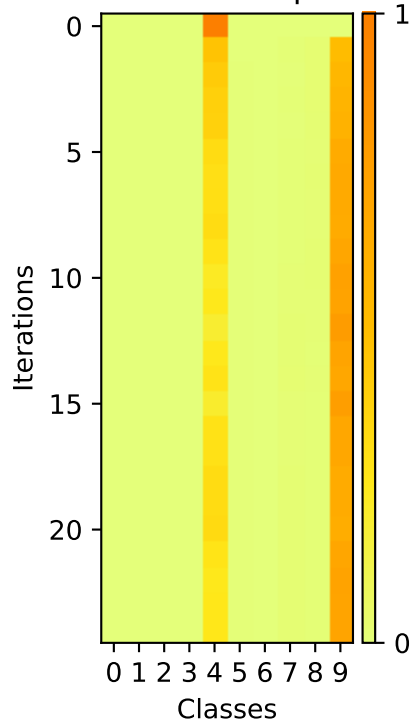




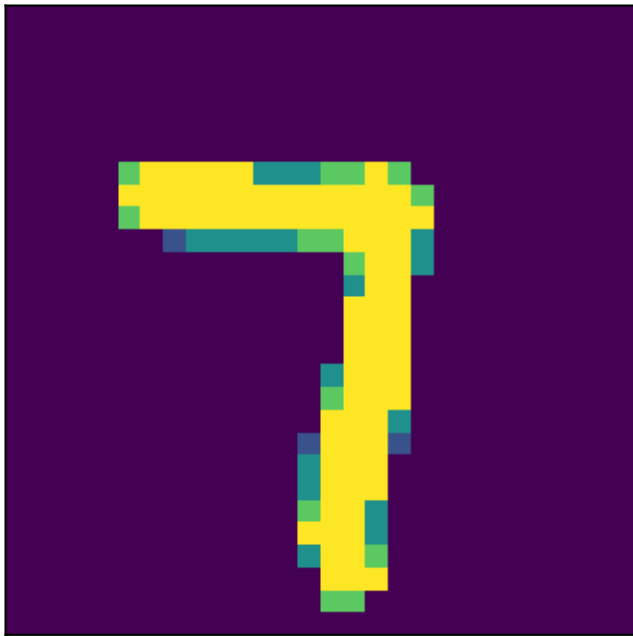
Image



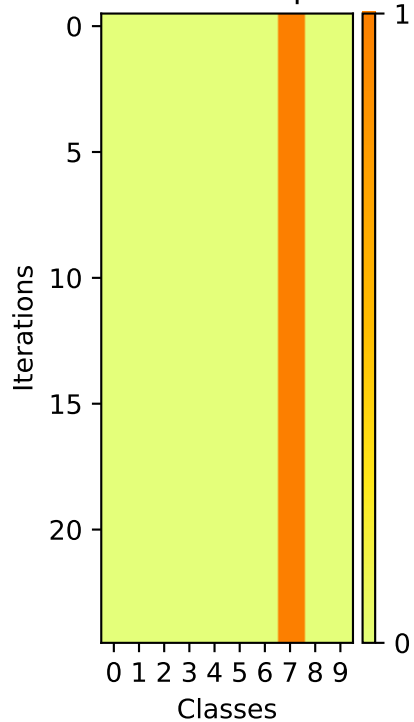
Softmax Outputs



Image



Softmax Outputs



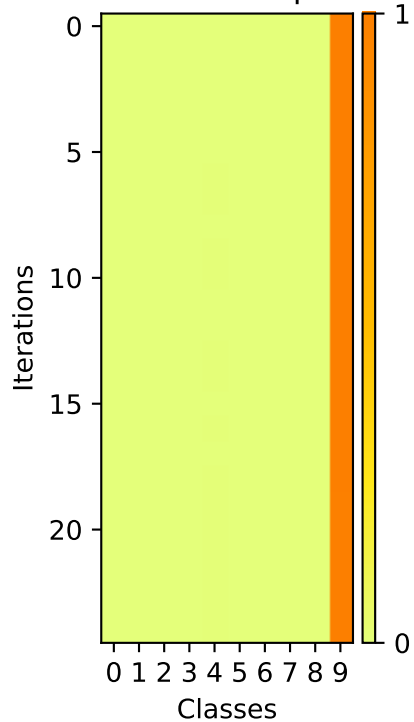
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in various shades of yellow, light blue, and dark blue, creating a jagged, blocky appearance. The overall form suggests a stylized 'G' or a similar character, with a horizontal bar at the top and a curved bottom. The background is a solid, deep purple.

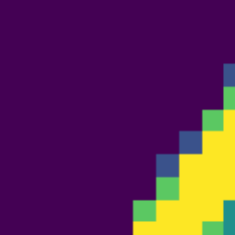
This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents the classes (0 to 9), and the y-axis represents the iterations (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2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

Image



## Softmax Outputs



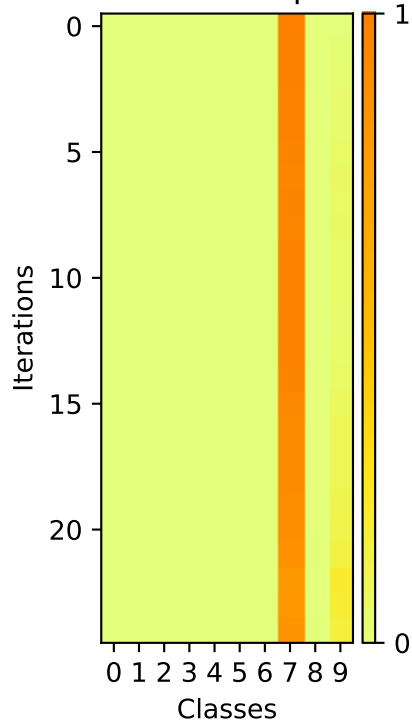


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange). The distribution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

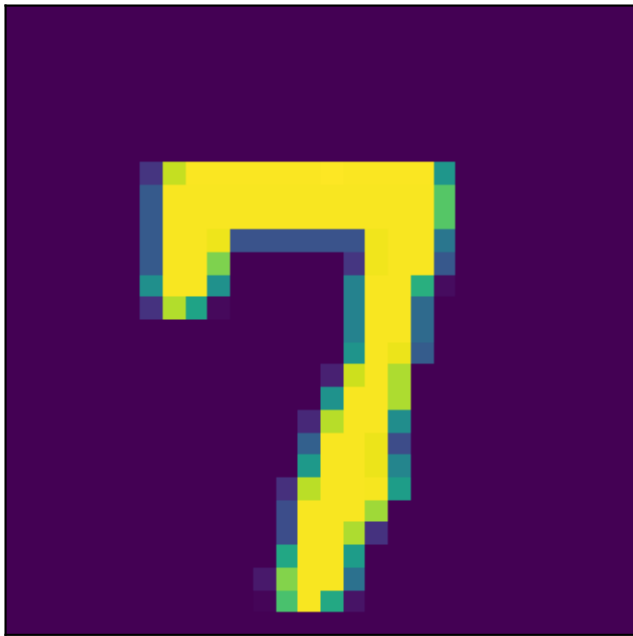


Softmax Outputs

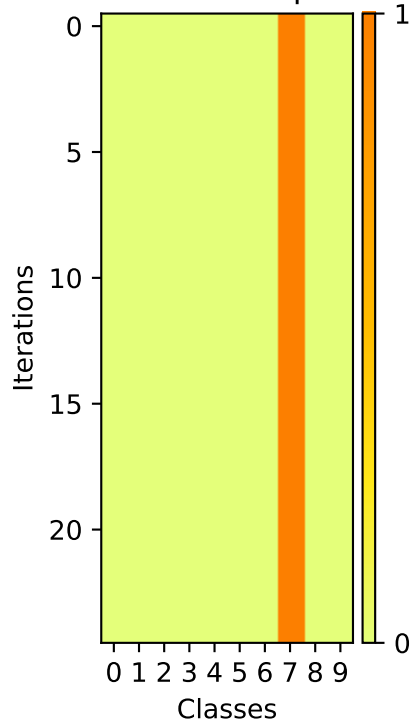


A pixelated drawing of a yellow and blue archer on a purple background. The archer is shown from the waist up, wearing a yellow tunic and blue pants. They are holding a bow in their right hand and an arrow in their left hand, aiming towards the right. The archer's head is yellow with a blue visor. The background is a solid purple color.

Image

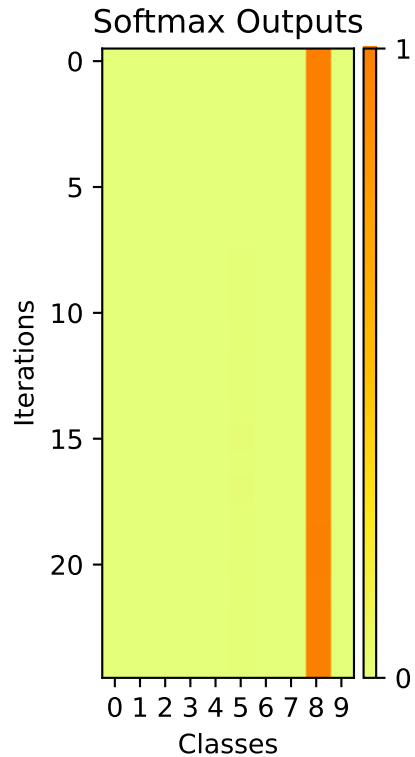


Softmax Outputs





A pixelated yellow number 3 on a dark purple background. The number is composed of bright yellow pixels with some cyan and blue pixels at the edges, giving it a digital, low-resolution appearance. It is positioned in the lower-left quadrant of the image.

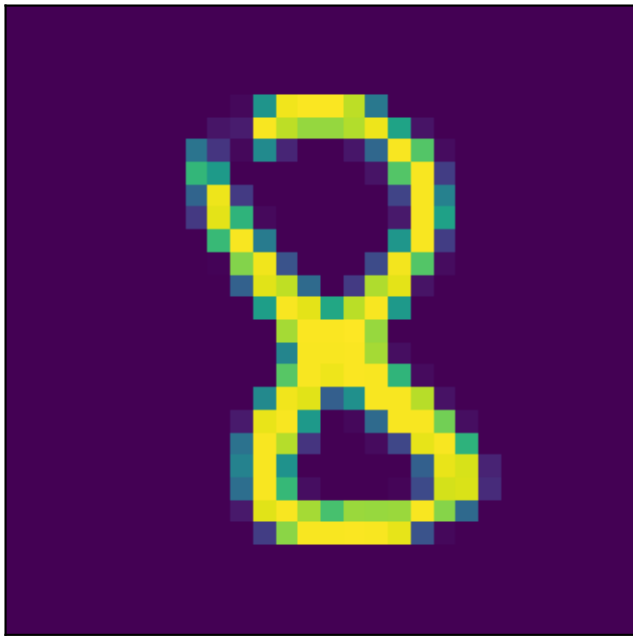




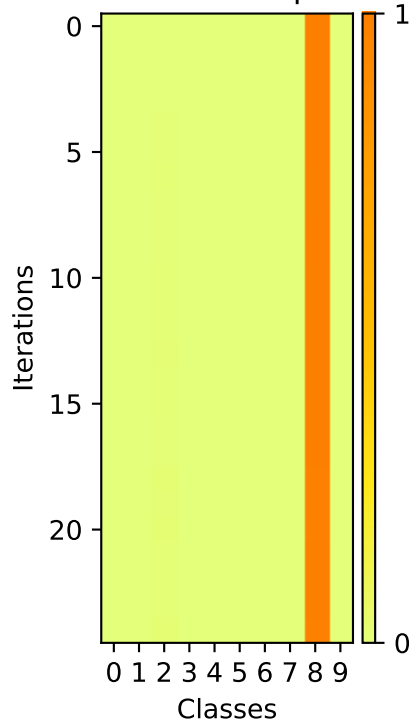
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of a grid of colored pixels in shades of yellow, green, and blue, forming a shape that resembles a stylized letter 'P' or a character. The background 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). Class 8 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

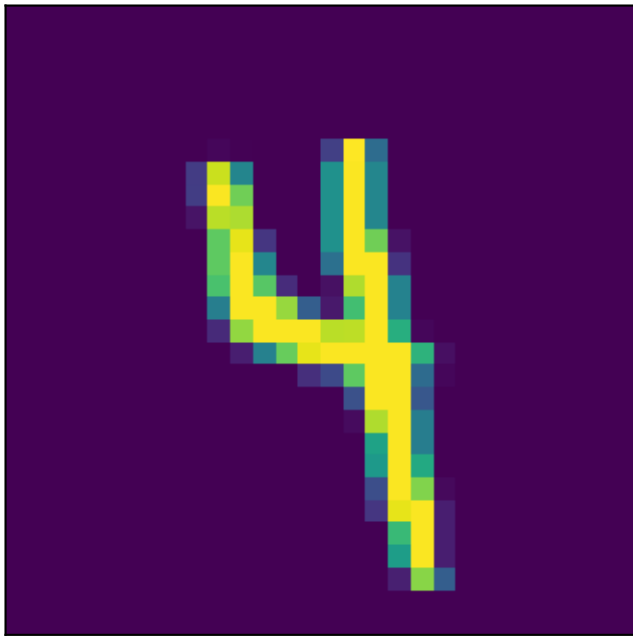
Image



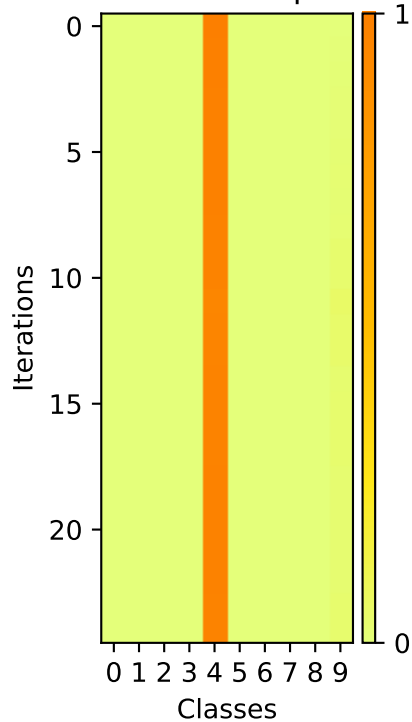
## Softmax Outputs



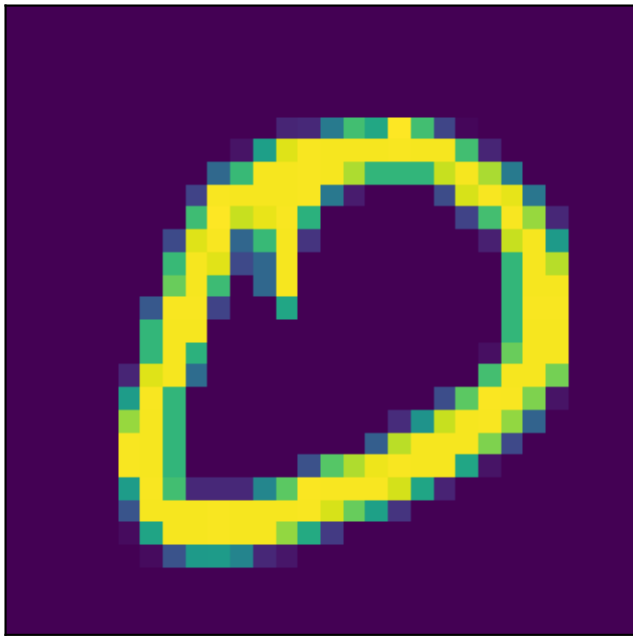
Image



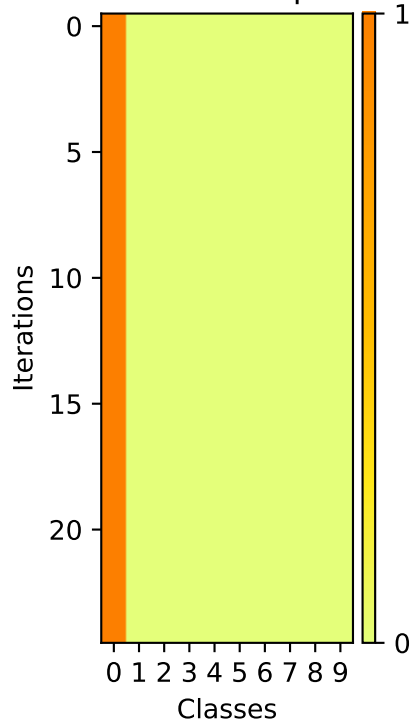
Softmax Outputs



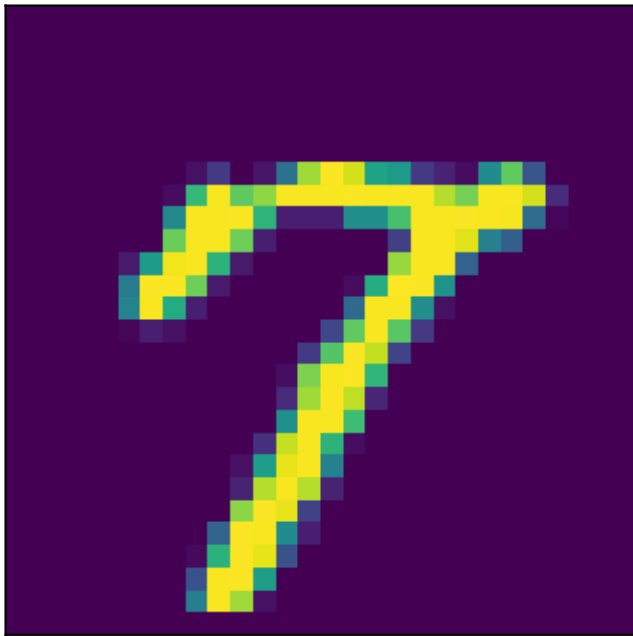
Image



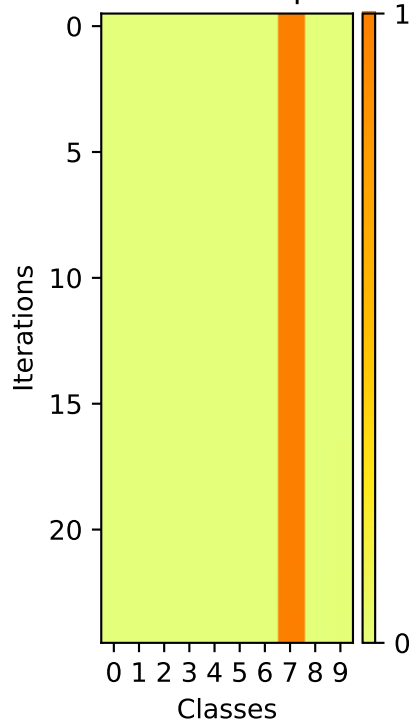
## Softmax Outputs



Image



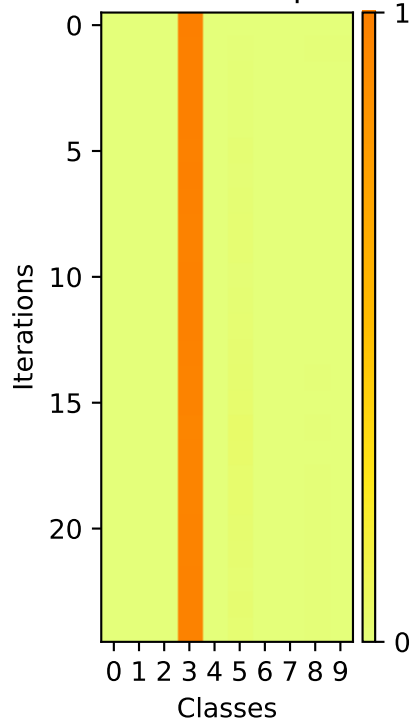
Softmax Outputs



Image



Softmax Outputs

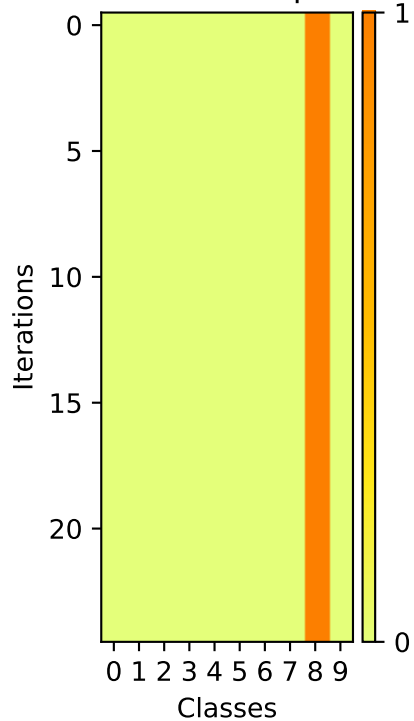




Image



## Softmax Outputs

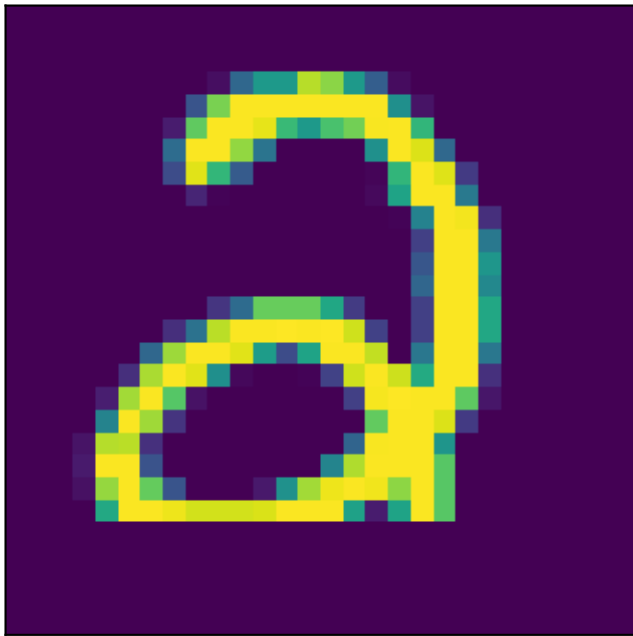


A pixelated yellow digit '8' centered on a black background. The digit is composed of yellow pixels with some blue and green pixels at the edges, giving it a slightly blurred or anti-aliased appearance. The background is solid black.

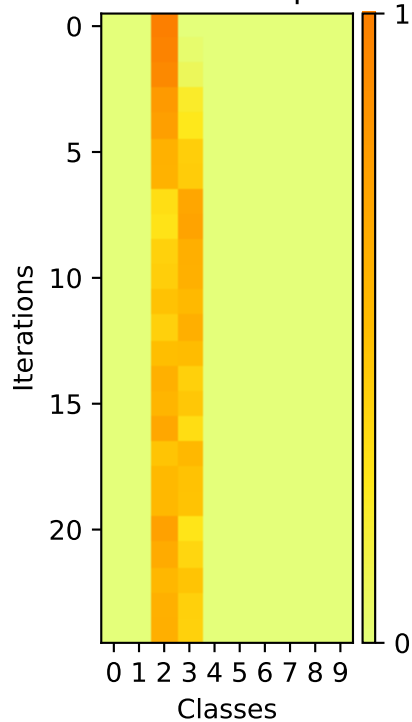
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 8 shows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



Image



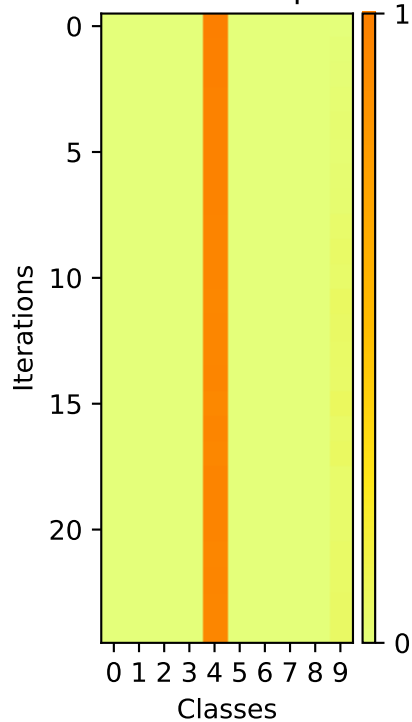
Softmax Outputs



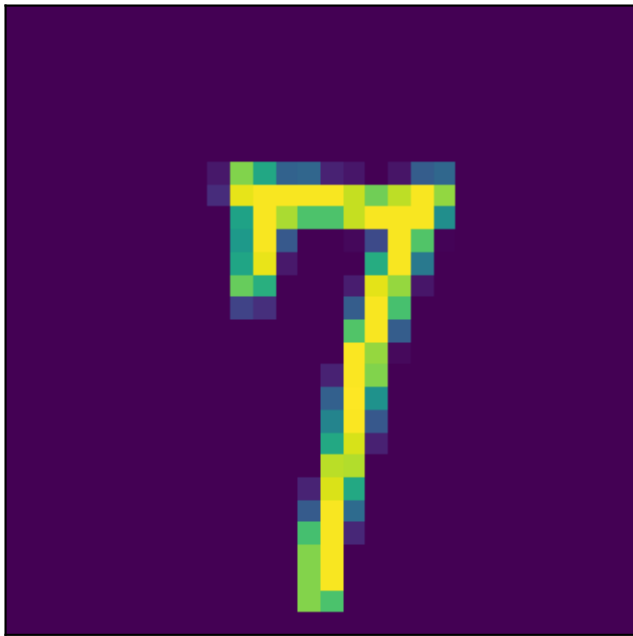
Image



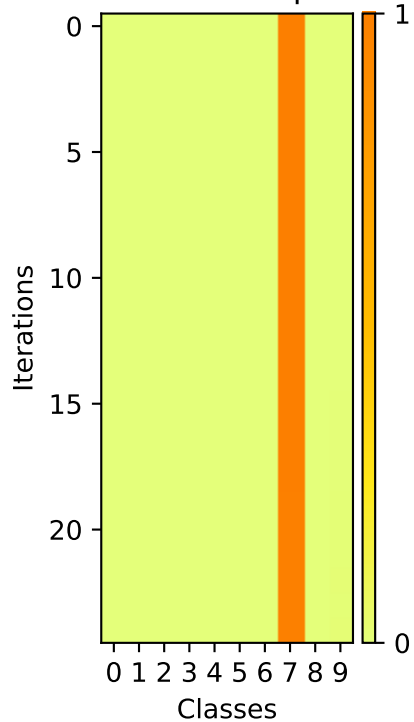
Softmax Outputs



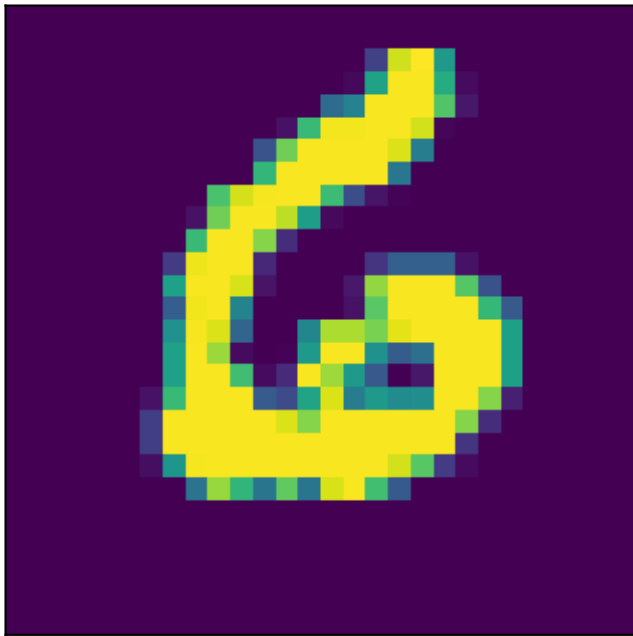
Image



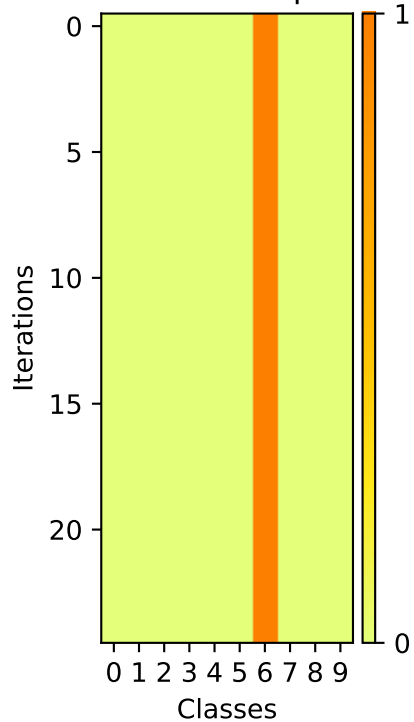
Softmax Outputs



Image



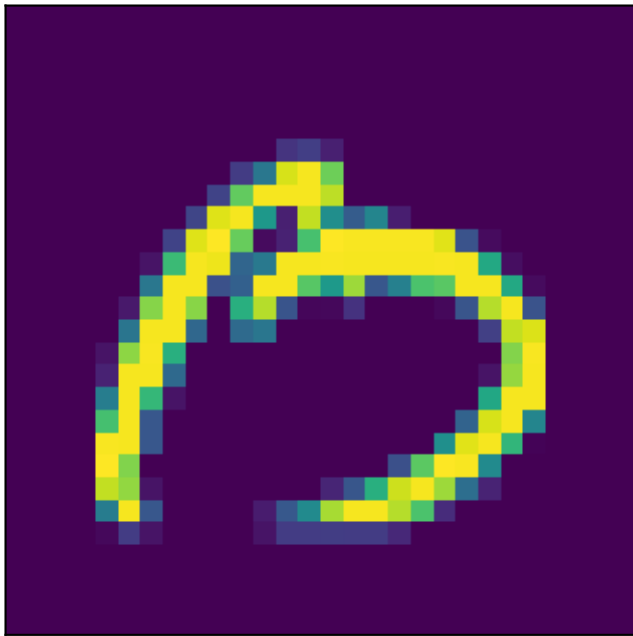
Softmax Outputs



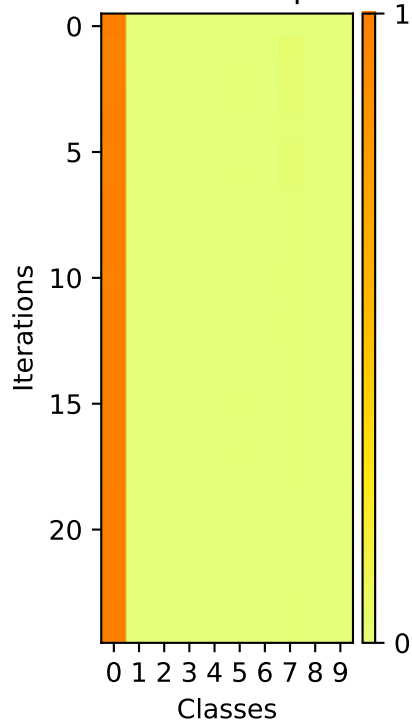
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The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



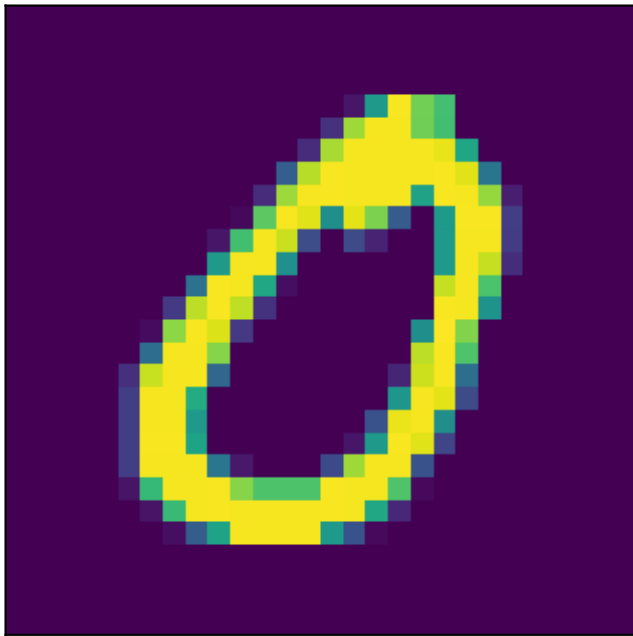
Image



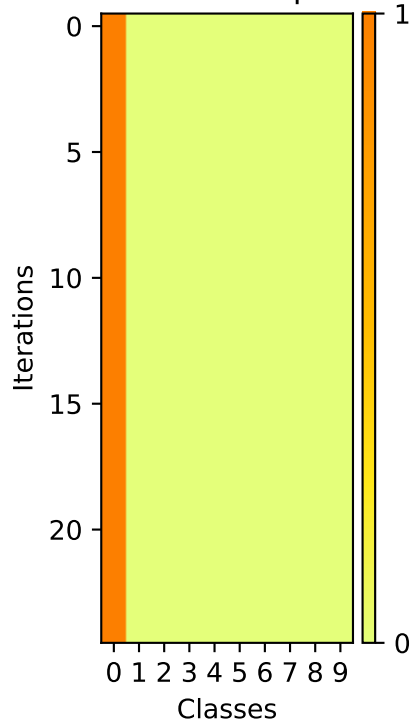
## Softmax Outputs



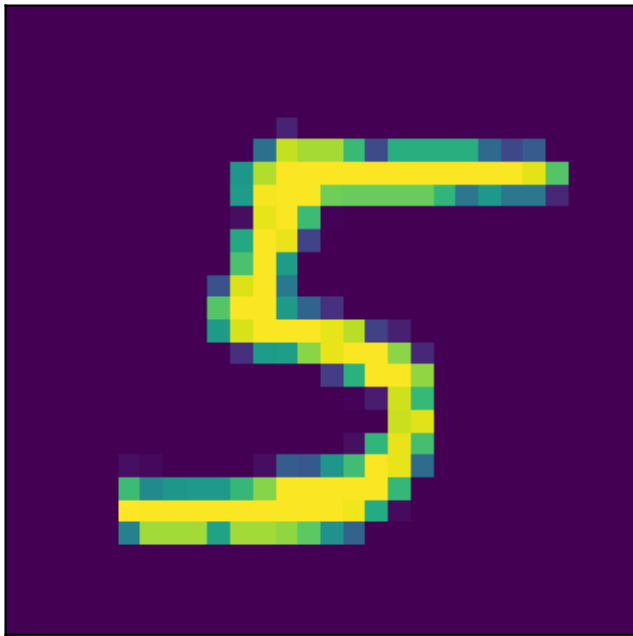
Image



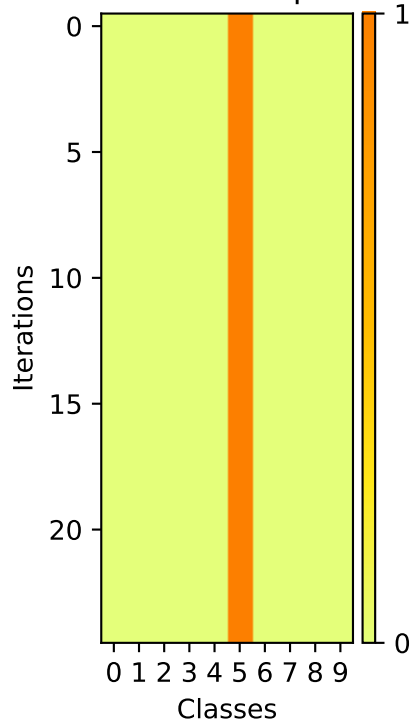
## Softmax Outputs



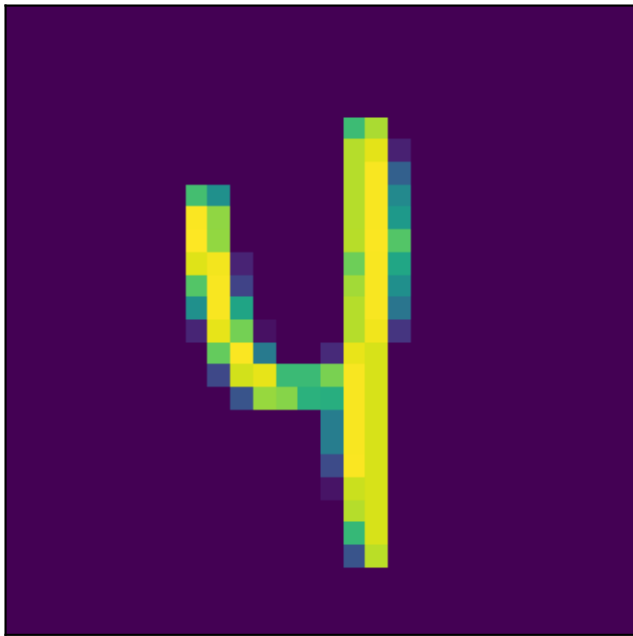
Image



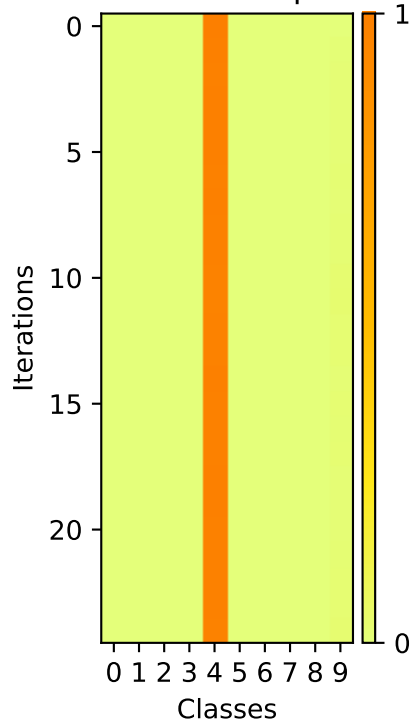
Softmax Outputs



Image



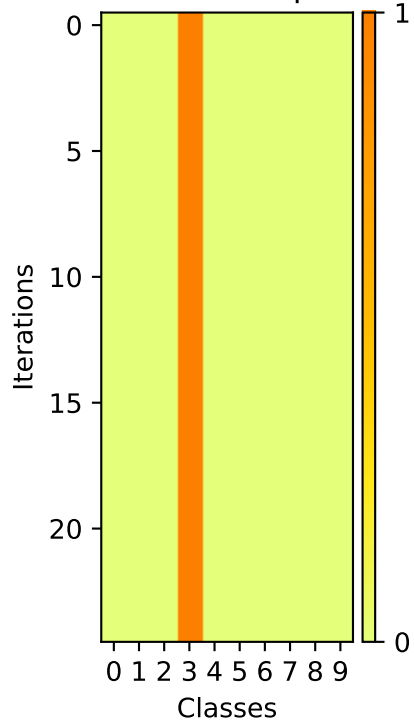
Softmax Outputs



Image



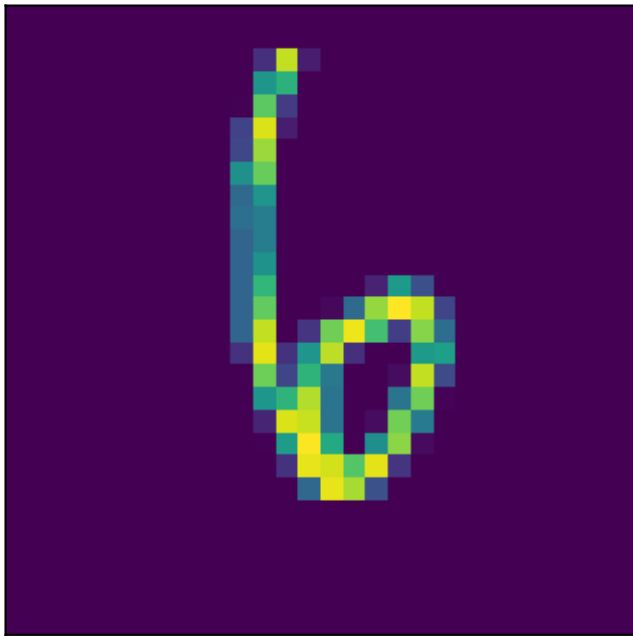
Softmax Outputs



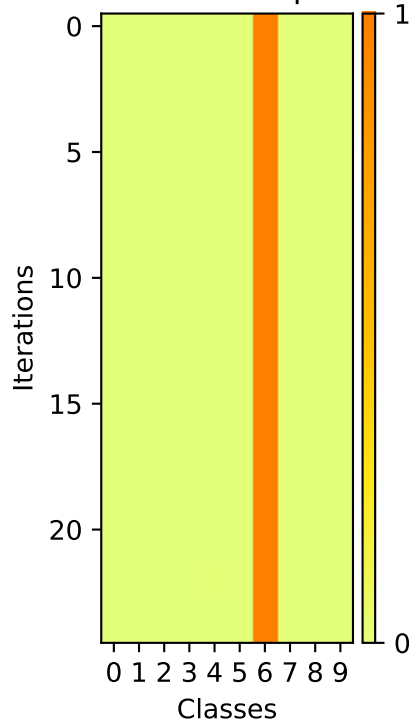
A pixelated yellow cat silhouette on a dark purple background. The cat is in a pouncing or walking pose, facing right. The image is composed of large, visible square pixels in shades of yellow, light green, and dark blue/purple.

This heatmap visualizes the probability of each class (0-9) being the predicted class across 20 iterations. The color scale ranges from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable across all iterations, indicated by the dark orange vertical band.

Image



Softmax Outputs



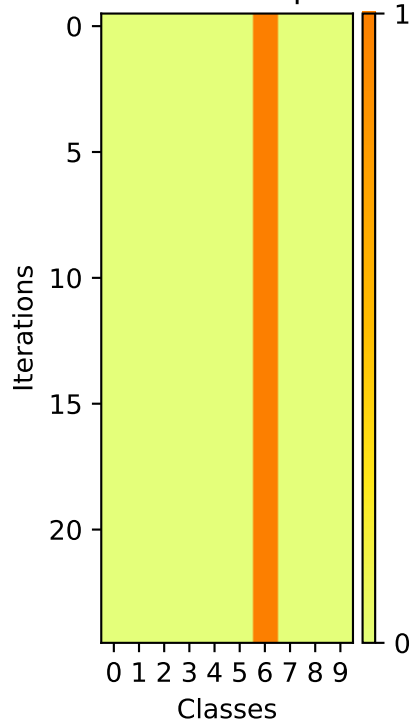
A pixelated, low-resolution image of a yellow and green figure, possibly a character or object, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light green, and dark green, giving it a blocky, digital appearance. It has a rounded, somewhat abstract shape with a central dark area that might represent a face or a hollow part of the object. The overall style is reminiscent of early computer graphics or a low-quality scan of a physical image.



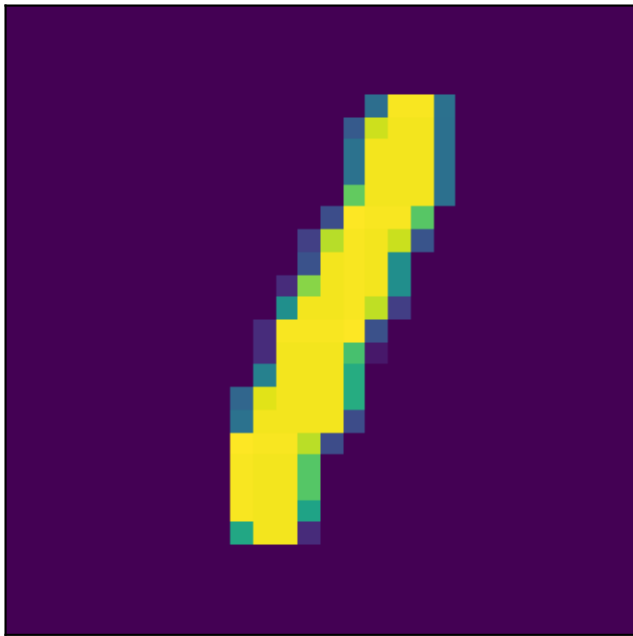
Image



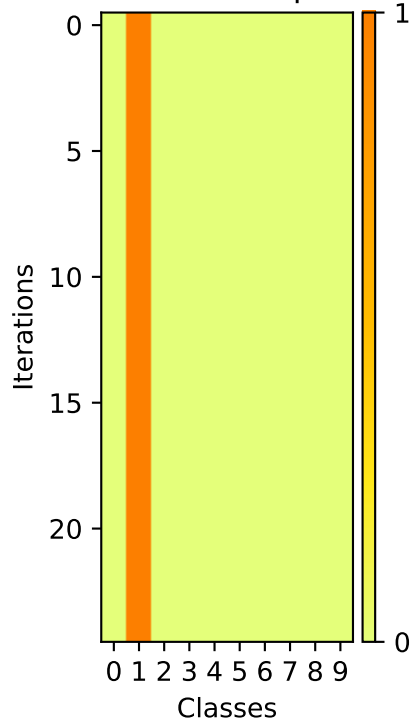
Softmax Outputs



Image



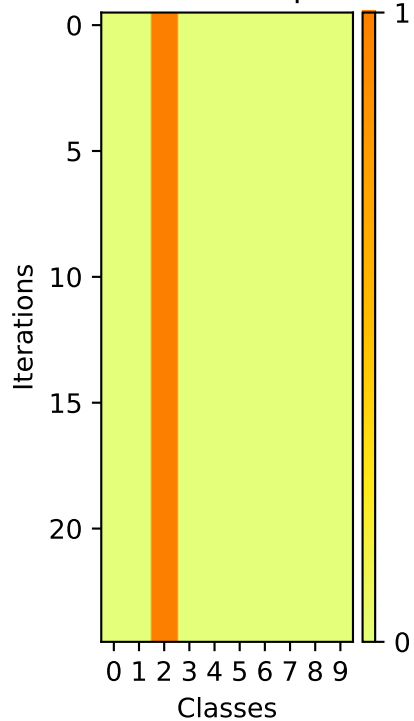
## Softmax Outputs



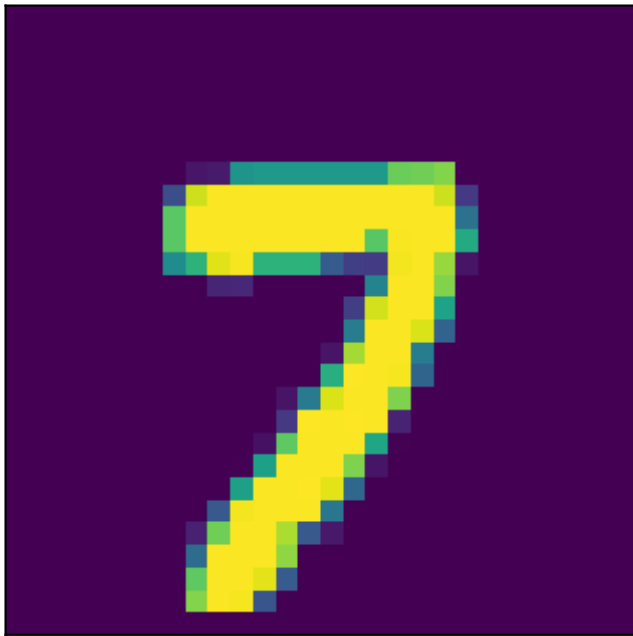
Image



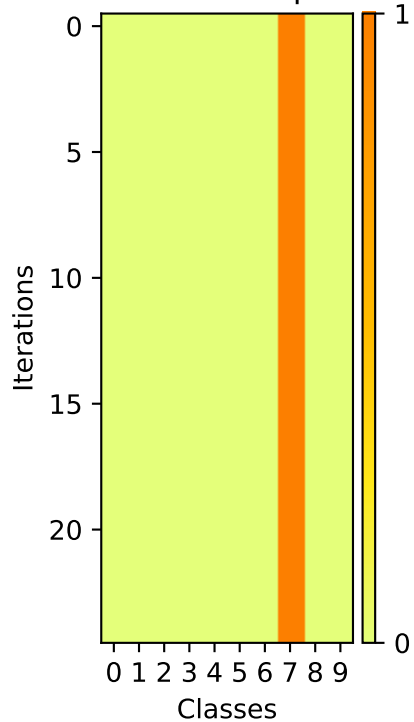
## Softmax Outputs

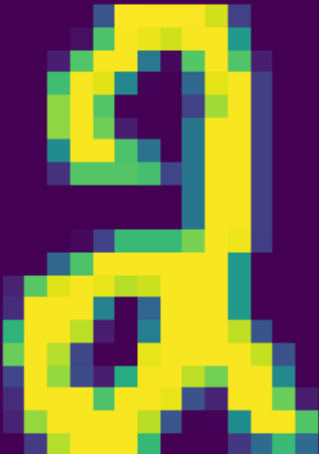


Image



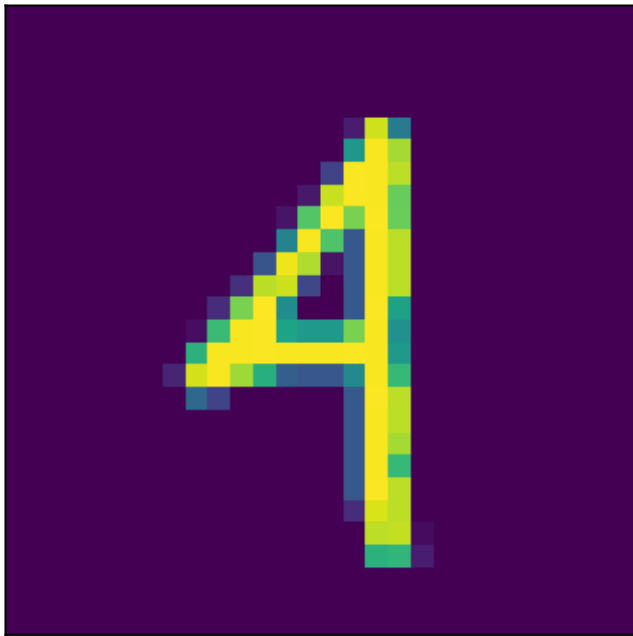
Softmax Outputs



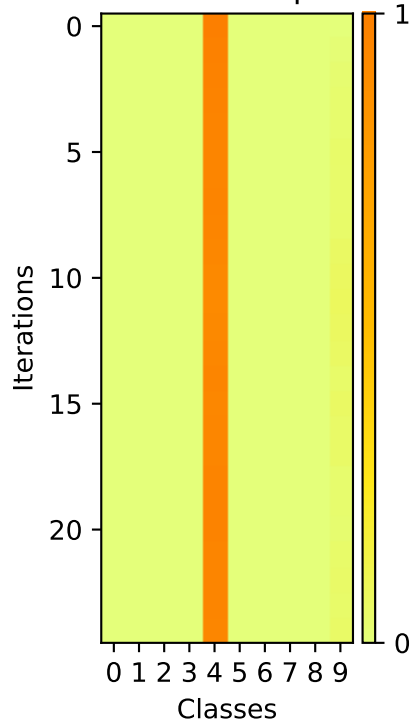


This heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). The color scale on the right indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 2 is consistently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

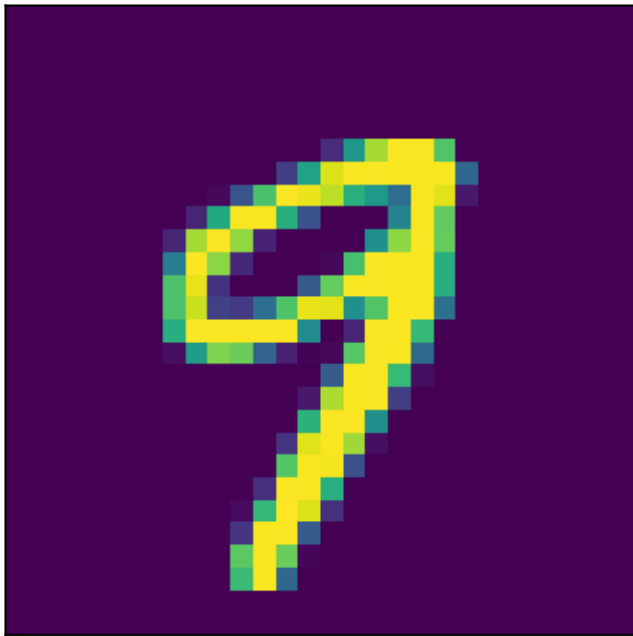
Image



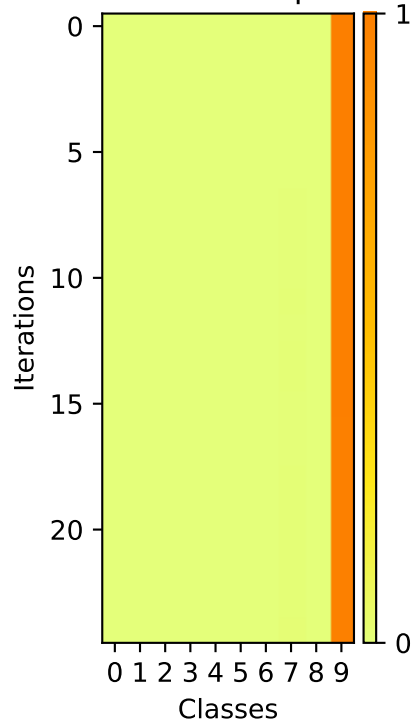
Softmax Outputs



Image



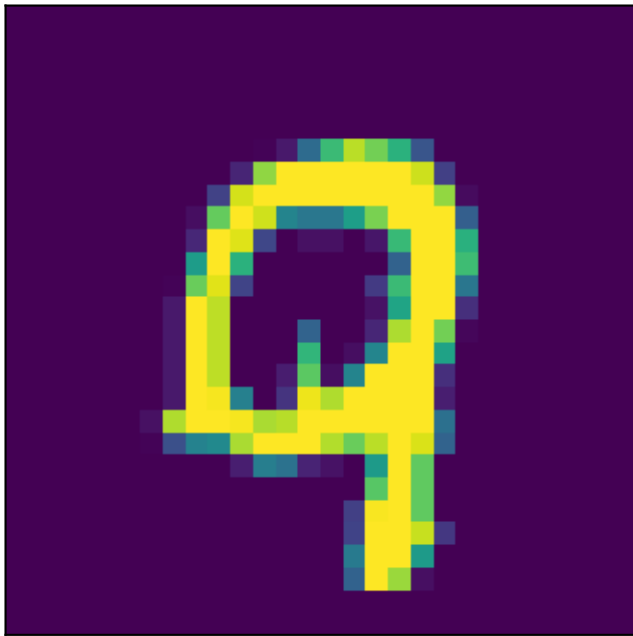
## Softmax Outputs



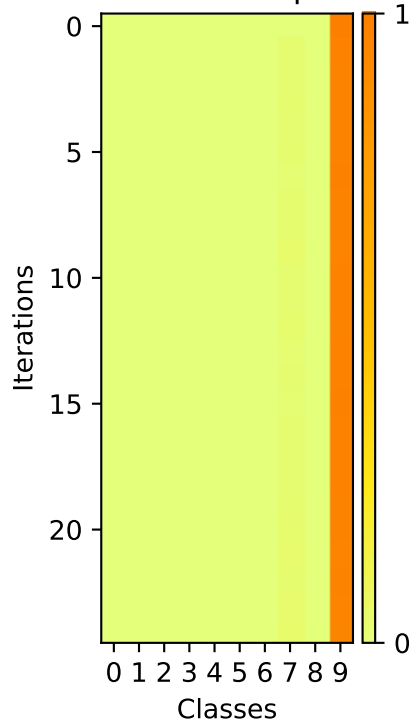
A pixelated, low-resolution image of a yellow and blue object, possibly a character or logo, set against a dark purple background. The object is composed of several small squares in shades of yellow, light blue, and dark blue, arranged in a roughly vertical, slightly curved shape. The background is a solid dark purple.



Image



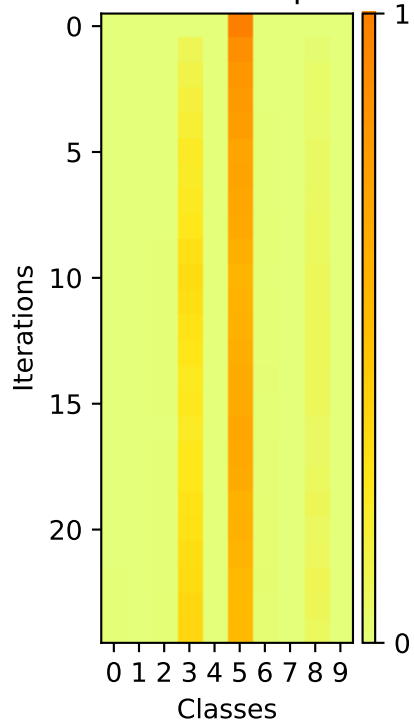
## Softmax Outputs



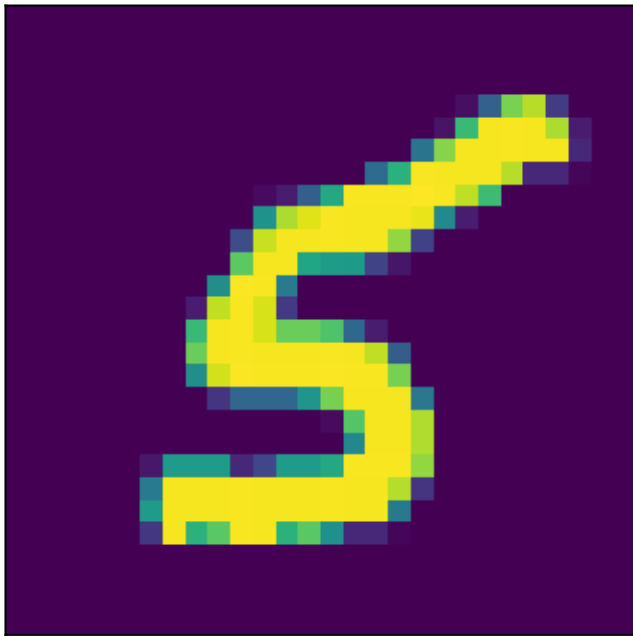
Image



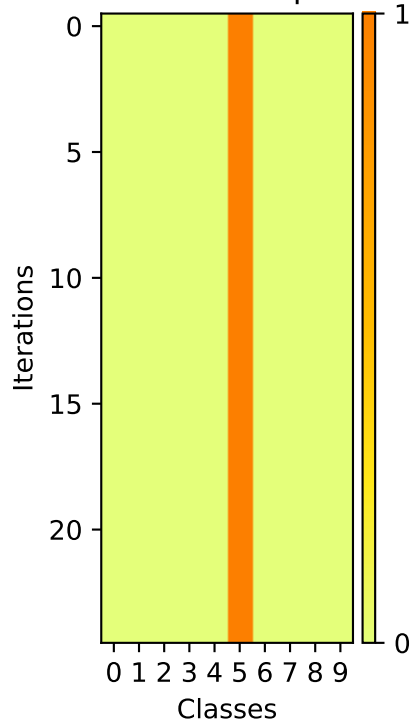
Softmax Outputs



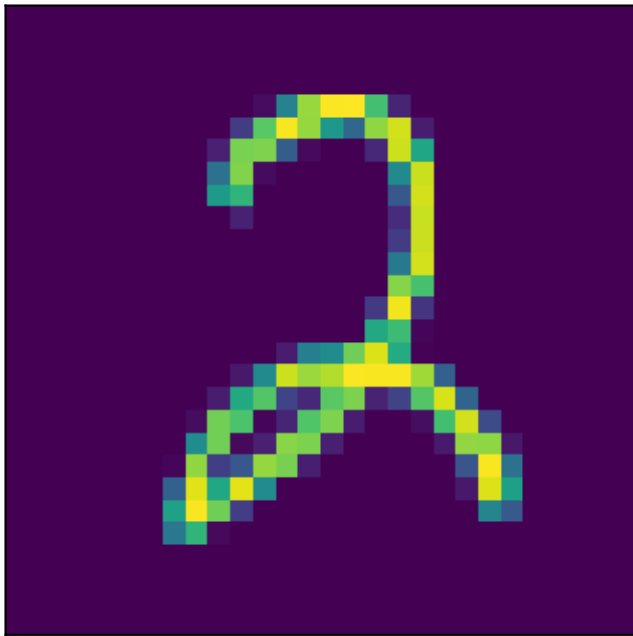
Image



Softmax Outputs



Image



## Softmax Outputs

