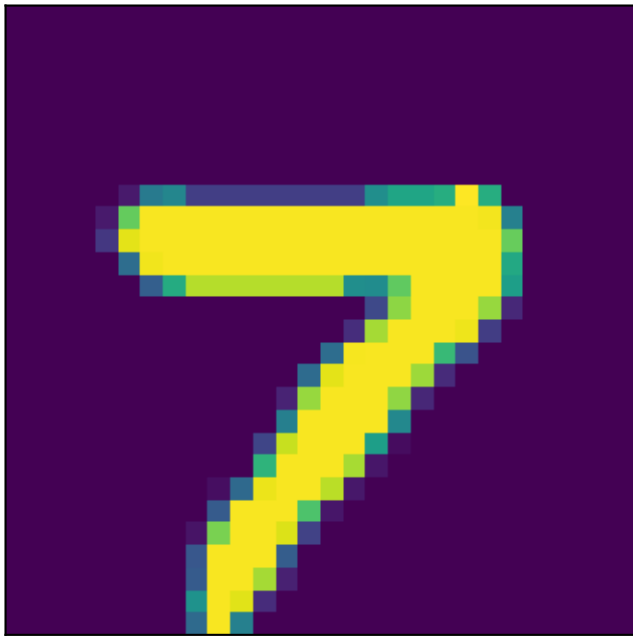
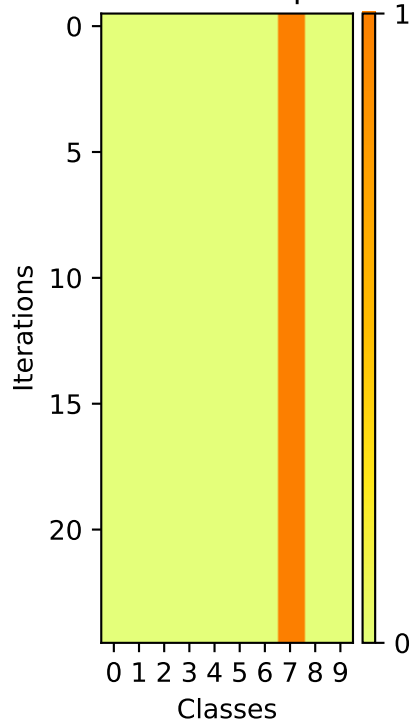


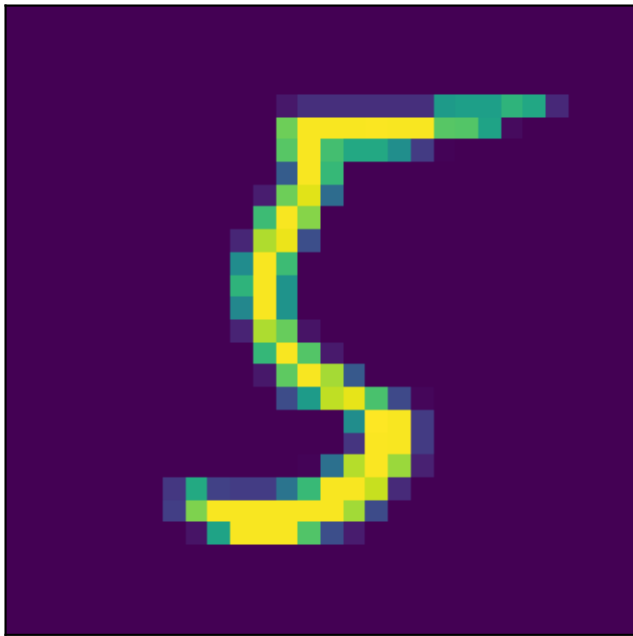
Image



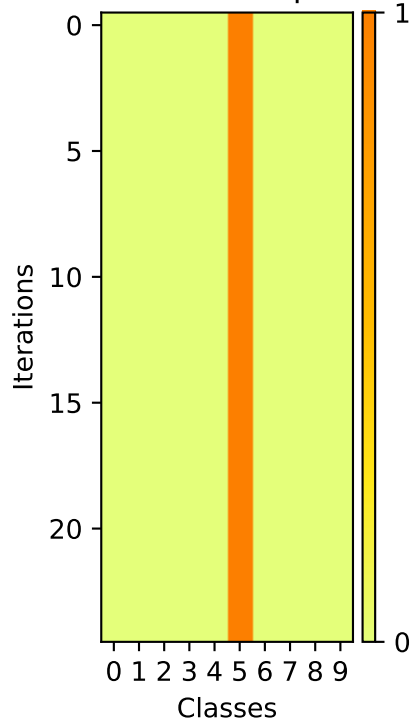
Softmax Outputs



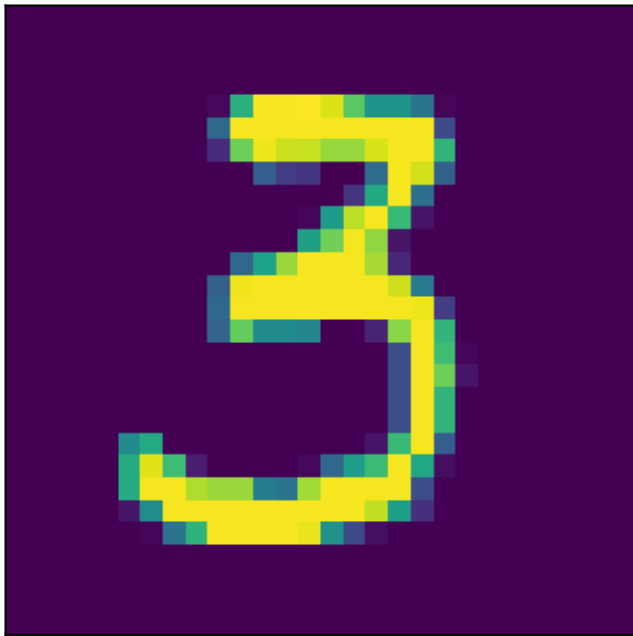
Image



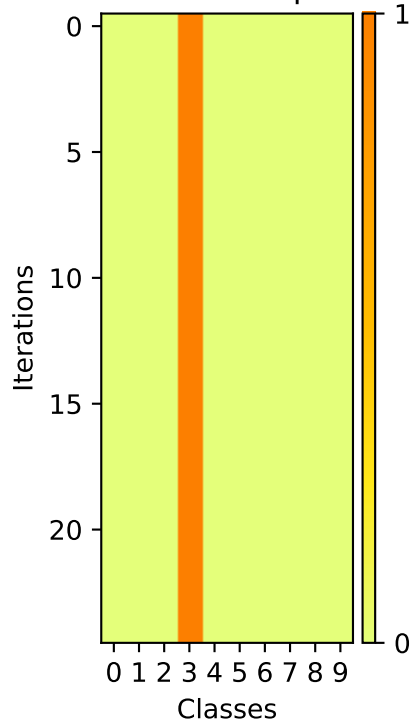
Softmax Outputs



Image



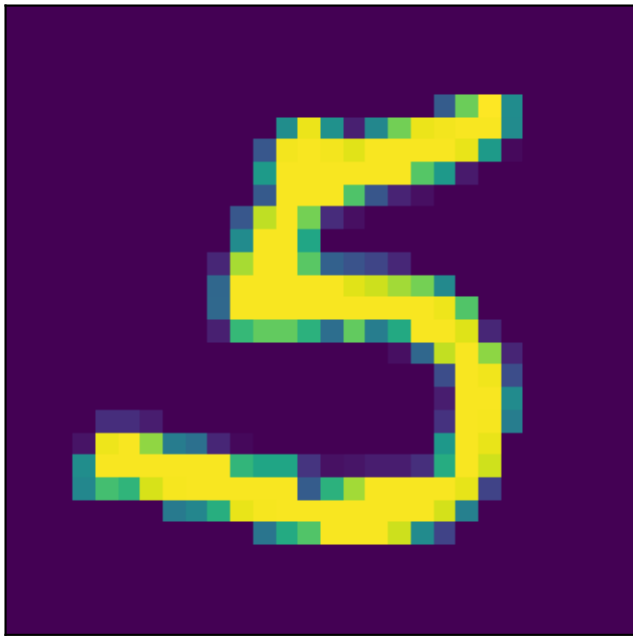
Softmax Outputs



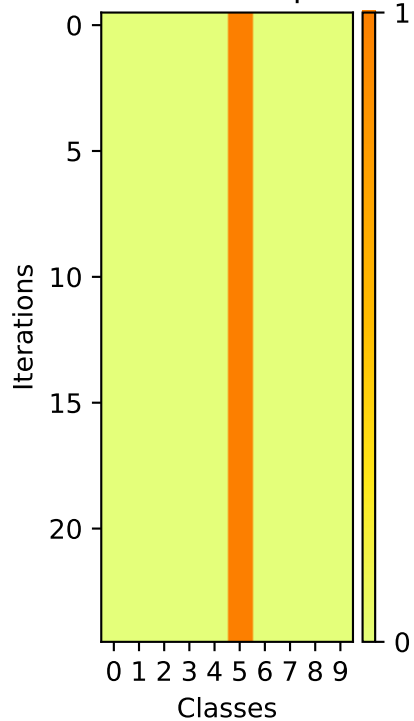


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp increase in probability starting around iteration 10,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

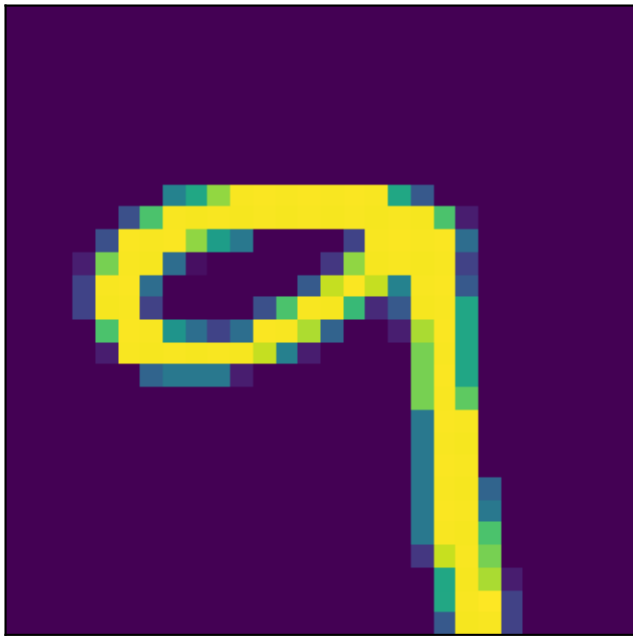
Image



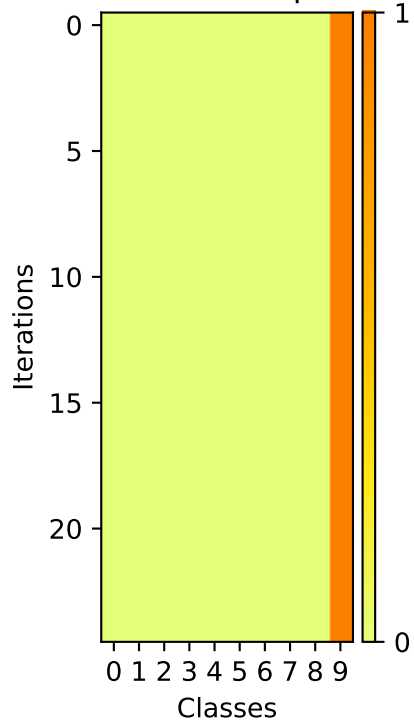
Softmax Outputs



Image



## Softmax Outputs

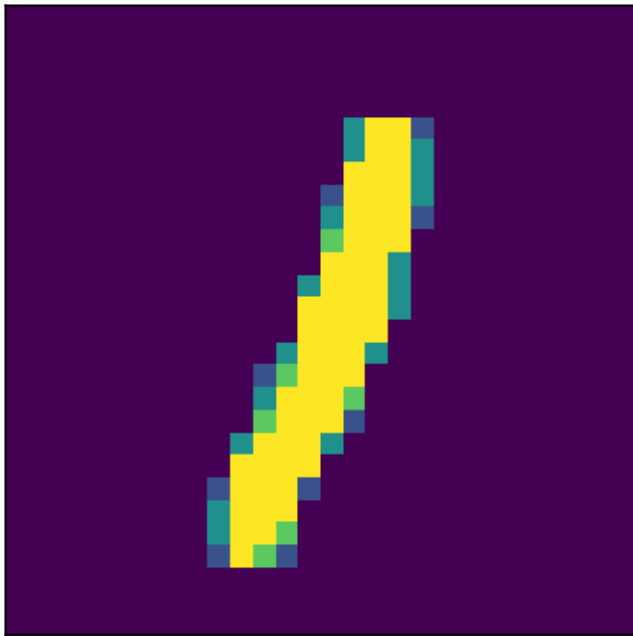


A pixelated, low-resolution image of a yellow and green number '9' on a dark purple background. The number is composed of several small squares, with the main body being yellow and the top and bottom curves being green. The image has a retro, digital aesthetic.

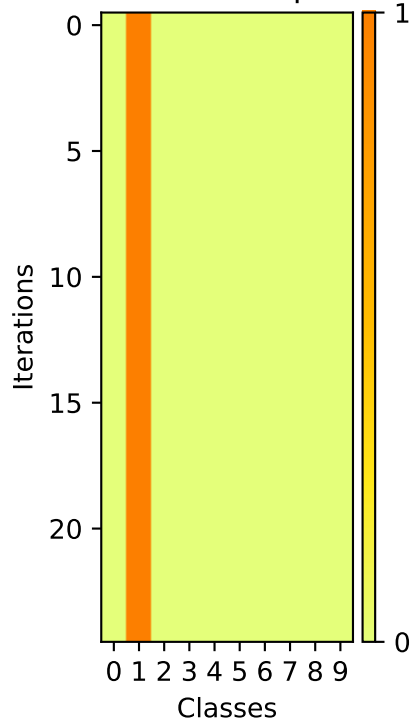
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale indicates the probability, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a sharp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



Image



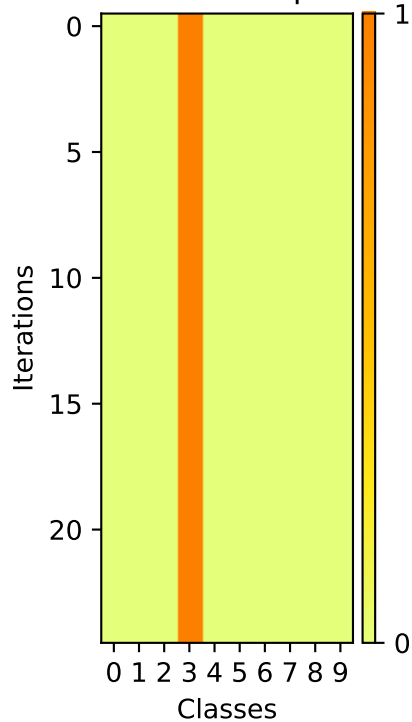
## Softmax Outputs



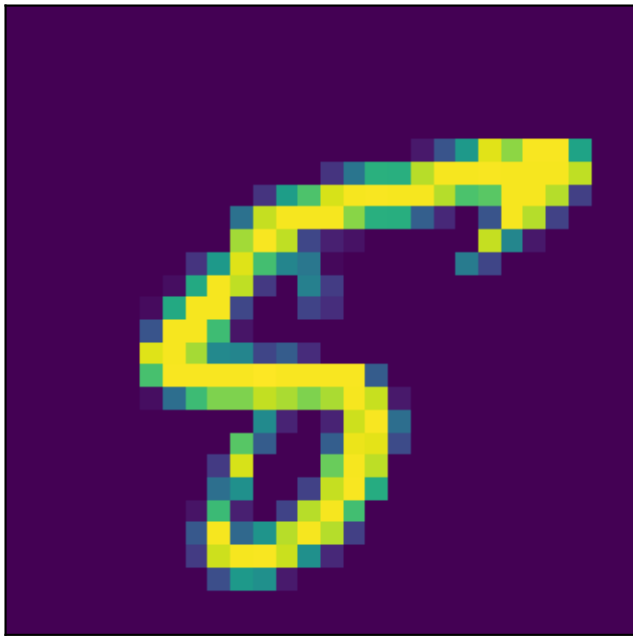
Image



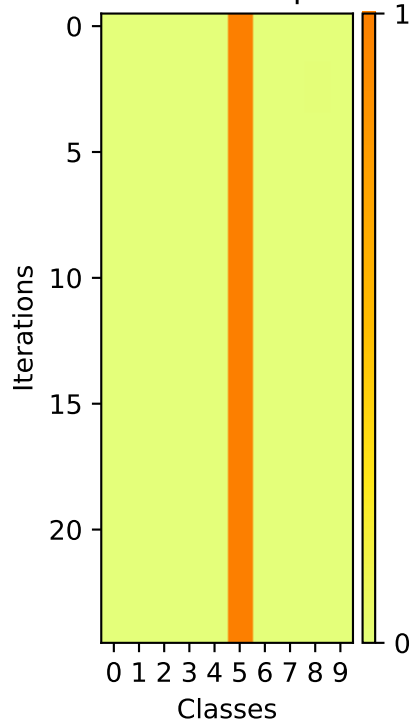
Softmax Outputs



Image



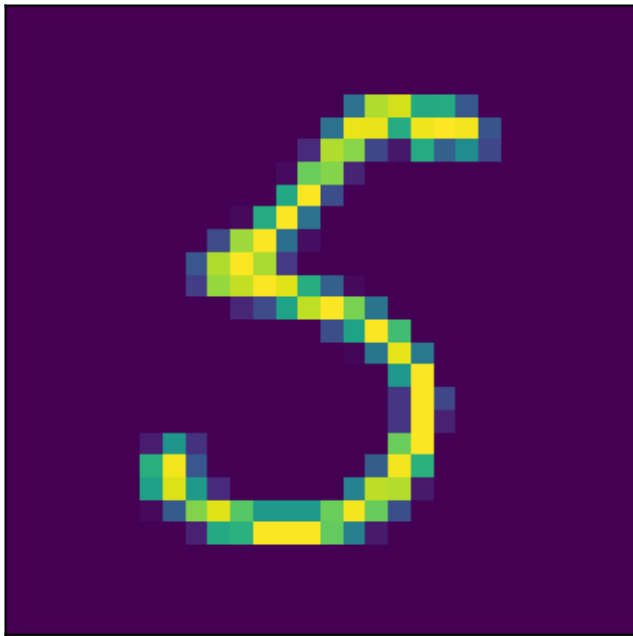
Softmax Outputs



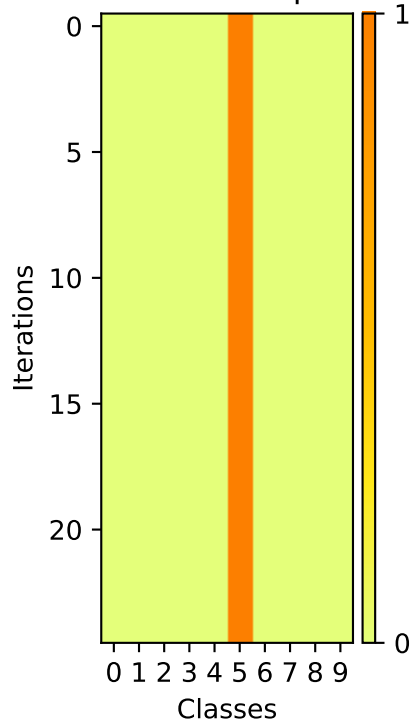
A pixelated, low-resolution image of a yellow and green circular shape, possibly a logo or a stylized letter, set against a dark purple background. The shape is composed of many small squares, with yellow forming the main body and green forming a ring or border. The overall appearance is that of a digital art piece or a stylized graphic element.

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.

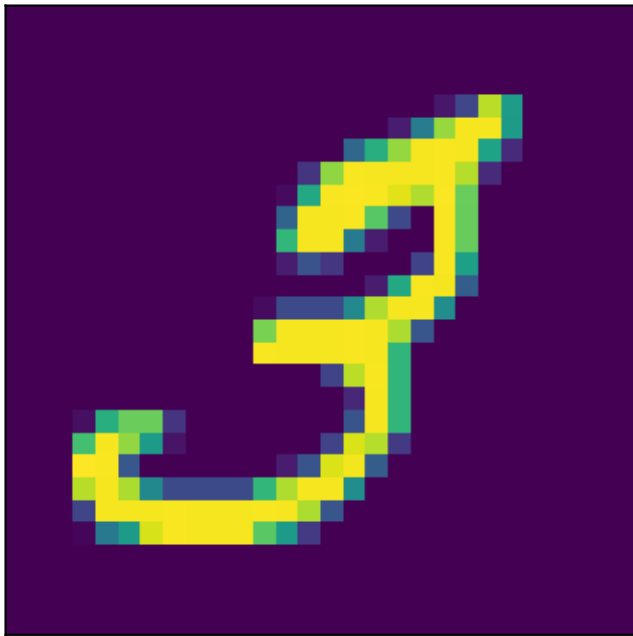
Image



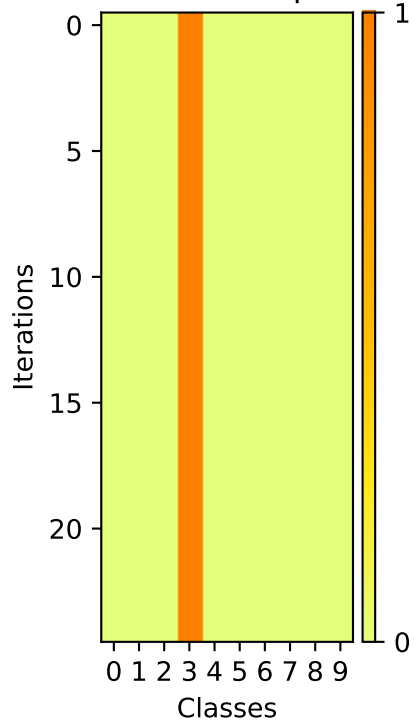
Softmax Outputs



Image



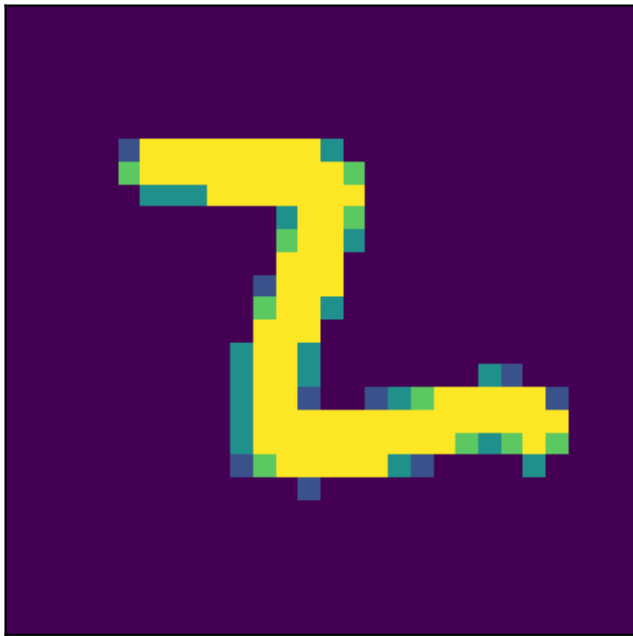
Softmax Outputs



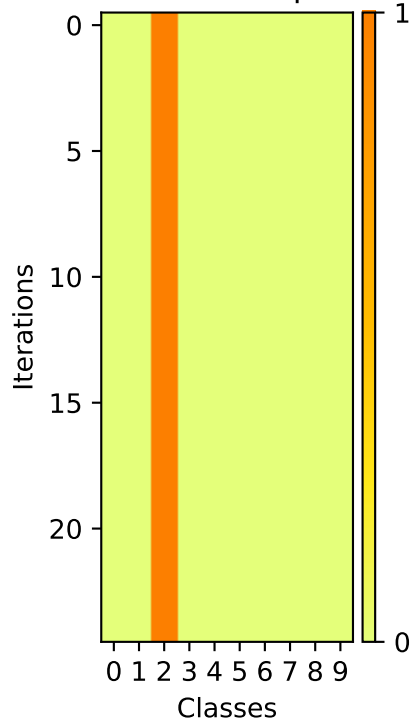
A pixelated, low-resolution image of a yellow and green vertical shape, possibly a stylized letter 'I' or a vertical bar, set against a dark purple background. The shape is composed of several vertical columns of pixels. The central column is primarily yellow, while the columns on either side are primarily green. There are some blue and purple pixels interspersed, particularly towards the bottom and sides, suggesting a gradient or shadow effect. The overall appearance is that of a digital drawing or a heavily compressed image.

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

Image



## Softmax Outputs

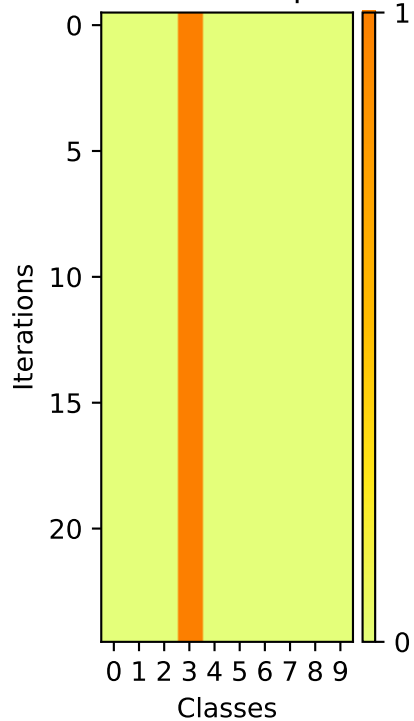




Image



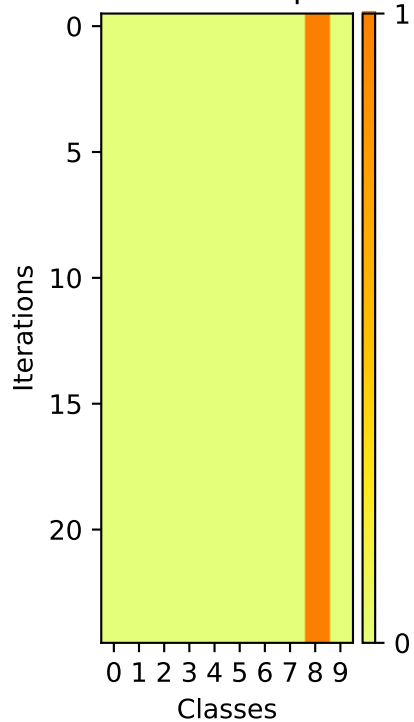
Softmax Outputs



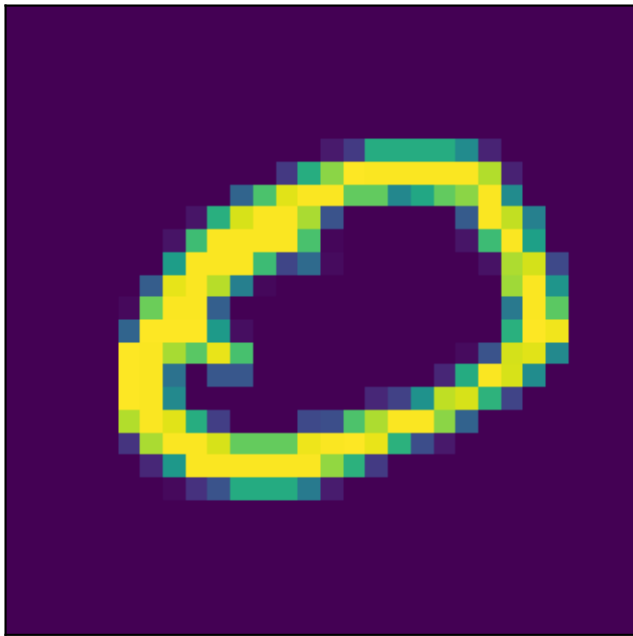
Image



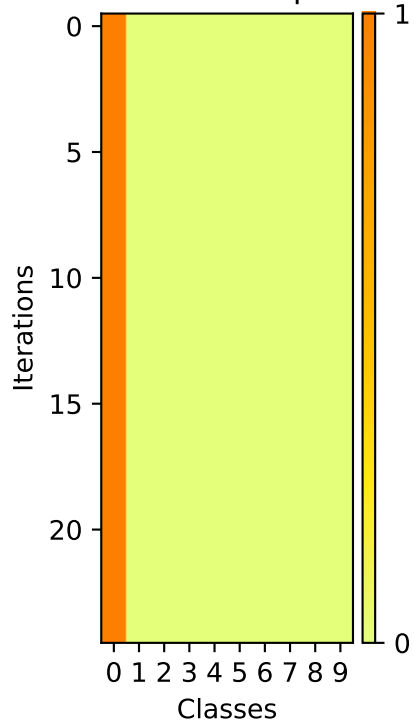
## Softmax Outputs



Image



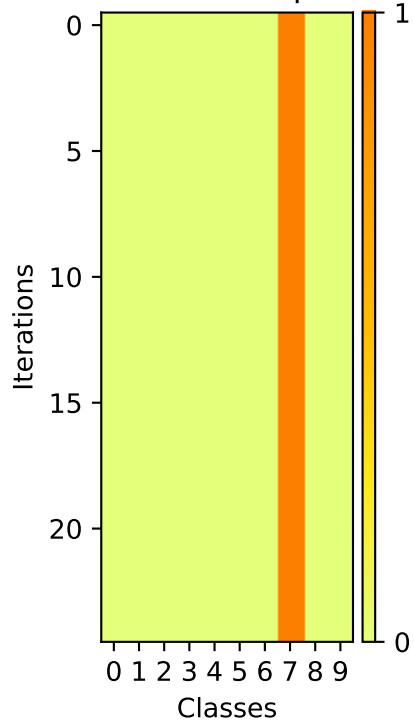
## Softmax Outputs



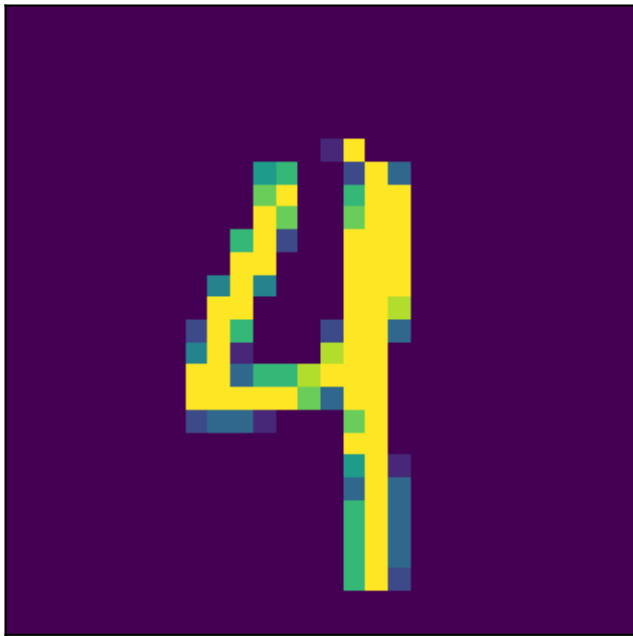
Image



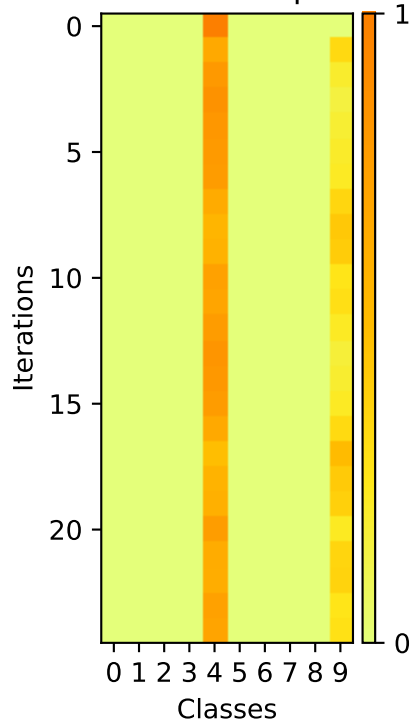
Softmax Outputs



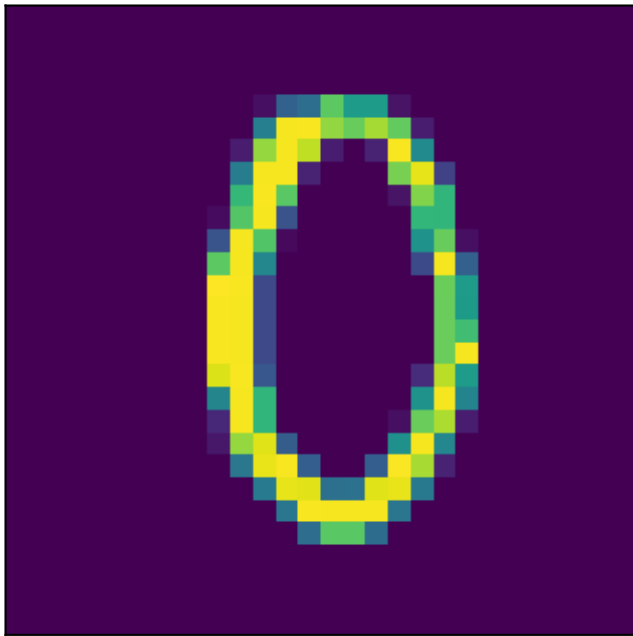
Image



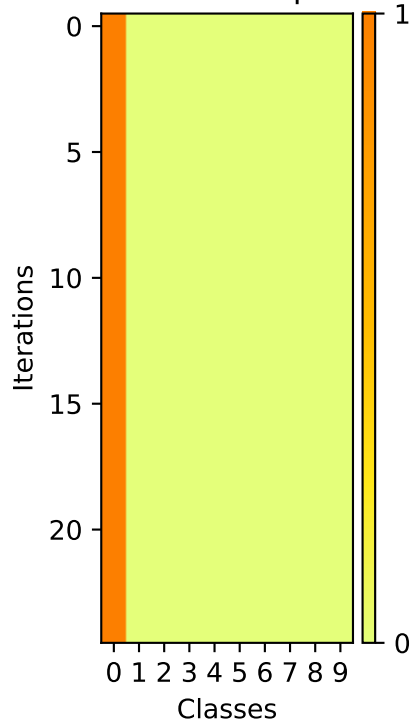
Softmax Outputs



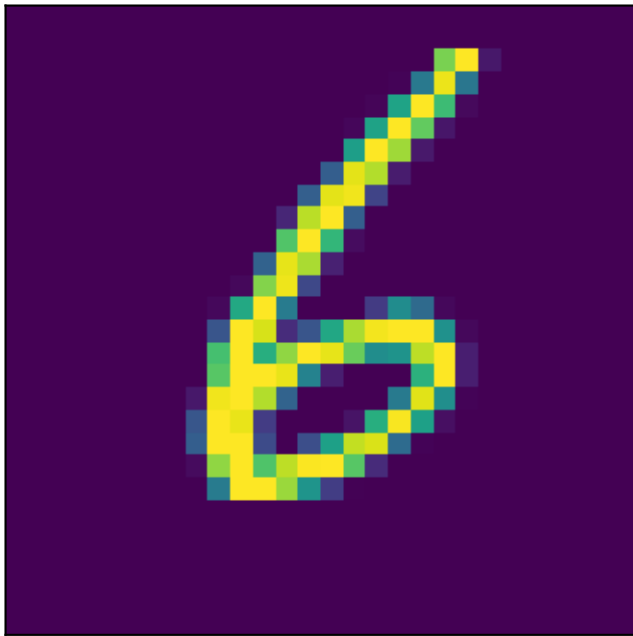
Image



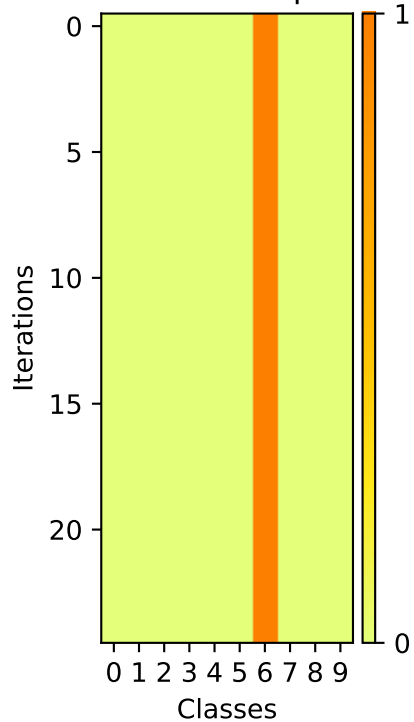
## Softmax Outputs



Image



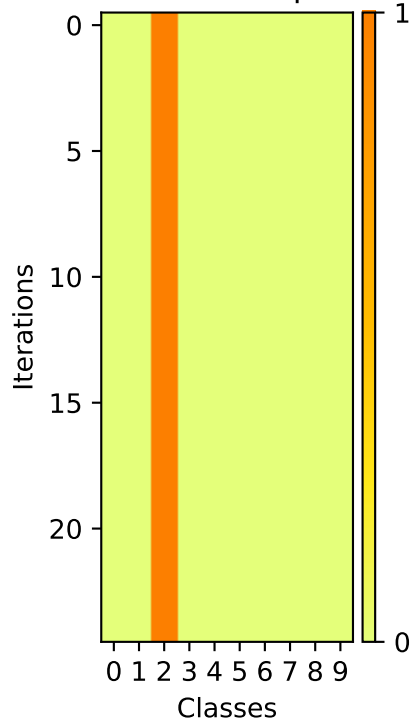
Softmax Outputs



Image

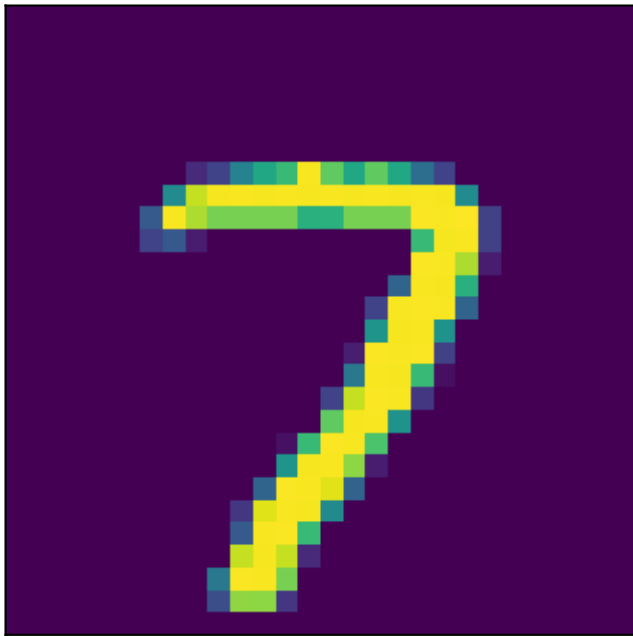


## Softmax Outputs

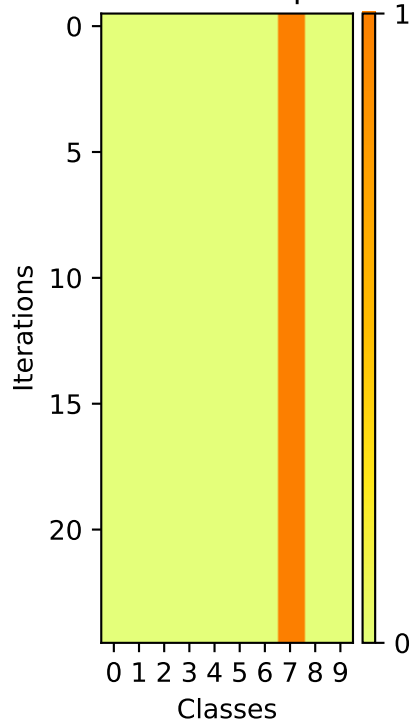




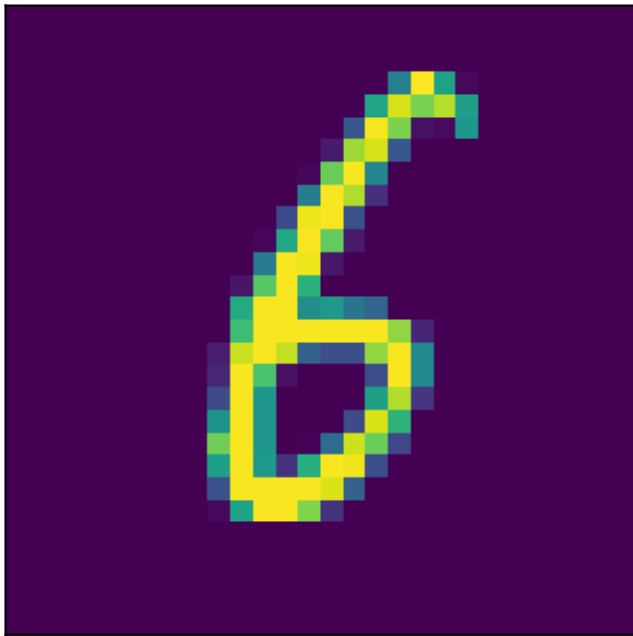
Image



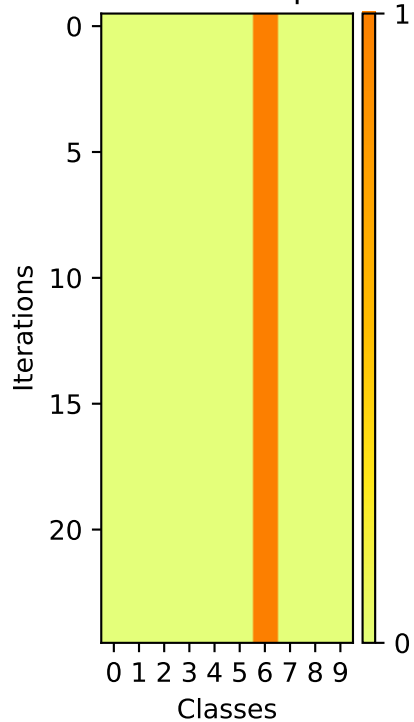
Softmax Outputs



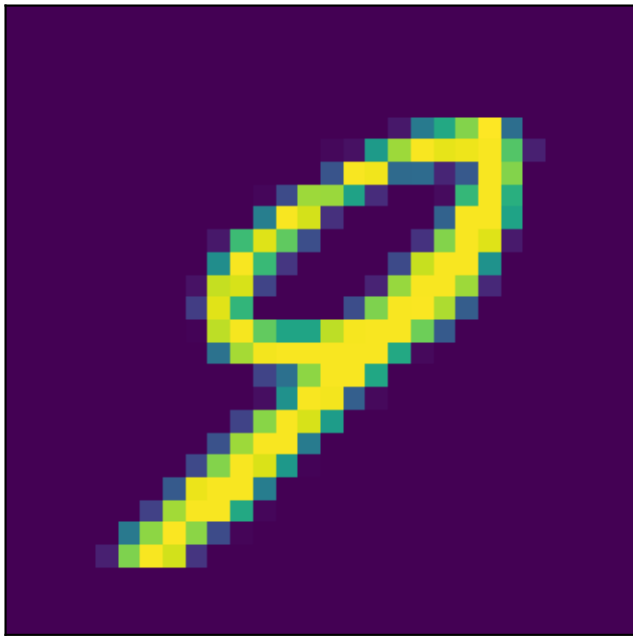
Image



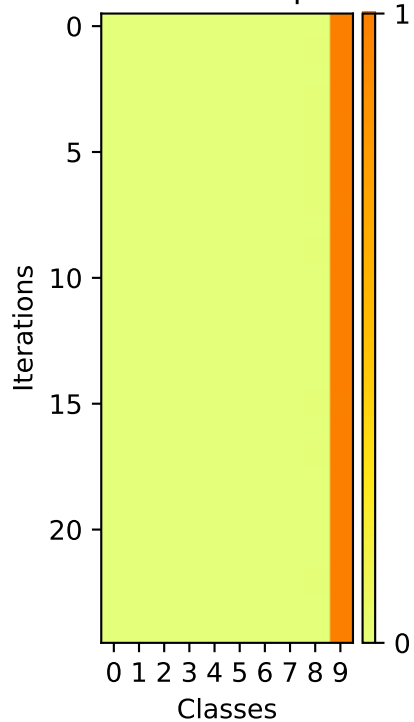
Softmax Outputs



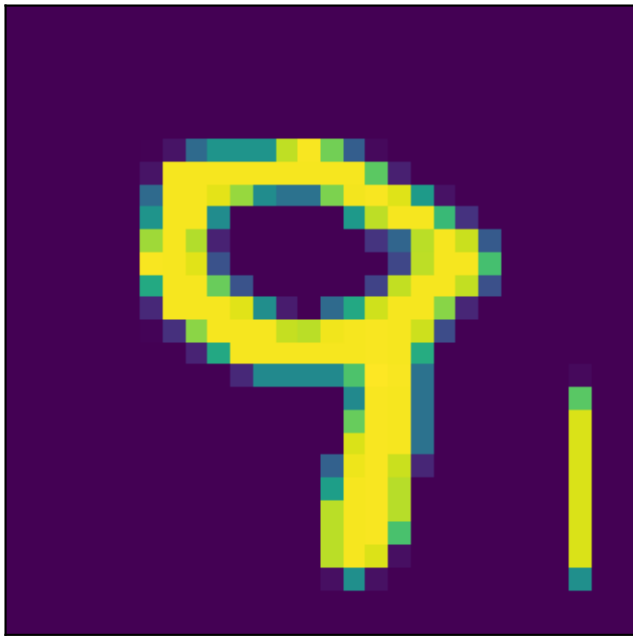
Image



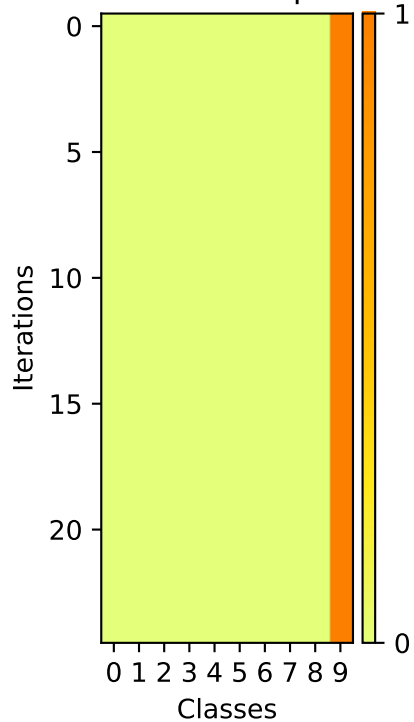
## Softmax Outputs



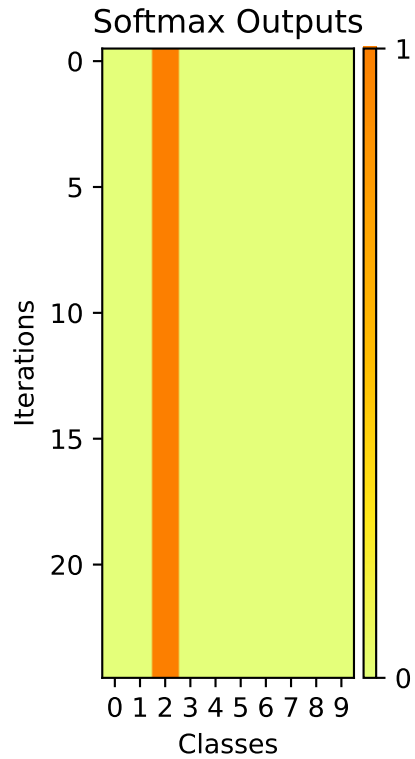
Image



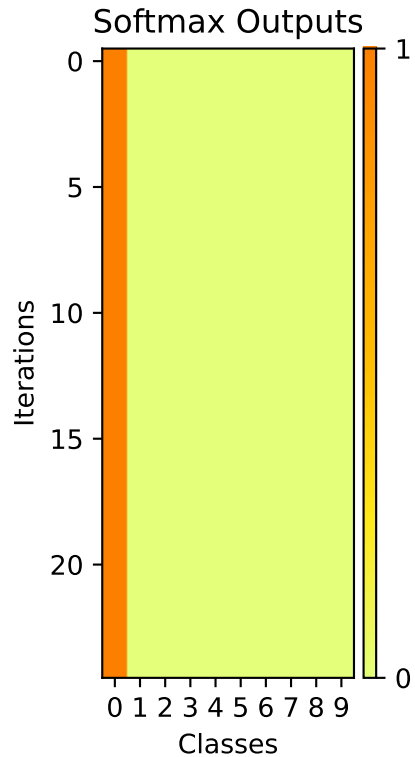
## Softmax Outputs



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



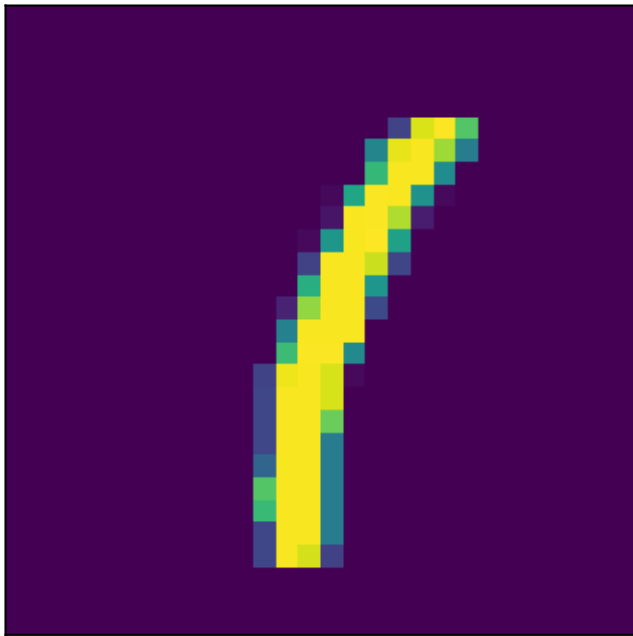
A pixelated yellow letter 'D' is centered on a dark purple background. The letter is composed of a thick yellow stroke with a slightly irregular, hand-drawn appearance. The background is a solid dark purple. The overall image has a low-resolution, digital art style.



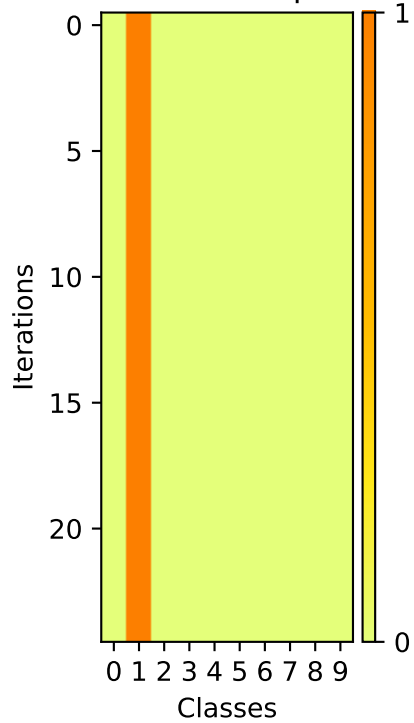
A 10x10 grid with a black border. The grid contains a pattern of colored squares (yellow, green, blue, purple) forming a stylized, elongated shape in the center, resembling a vertical bar or a narrow column. The shape is composed of several vertical segments of colored squares, with some horizontal connections. The colors used are yellow, green, blue, and purple. The shape is roughly centered horizontally and vertically within the grid.

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

Image



## Softmax Outputs



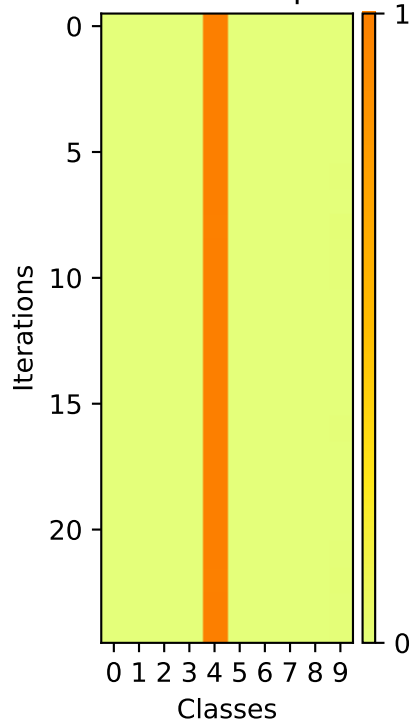


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on Class 8, which reaches a probability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

Image

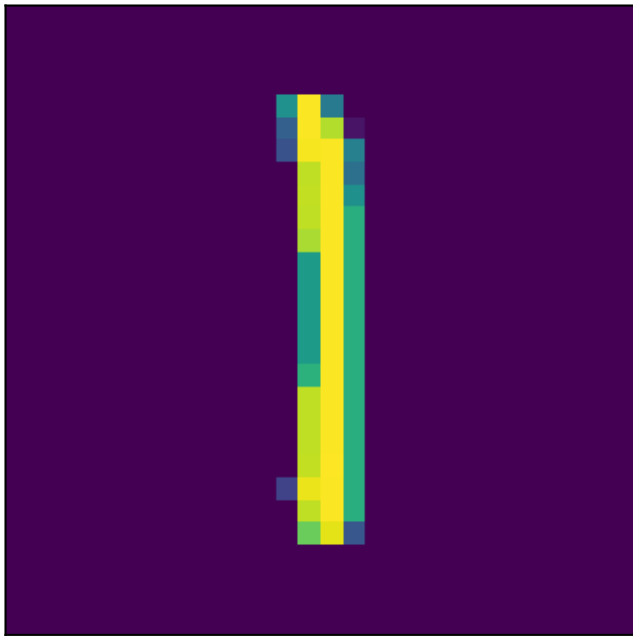


Softmax Outputs

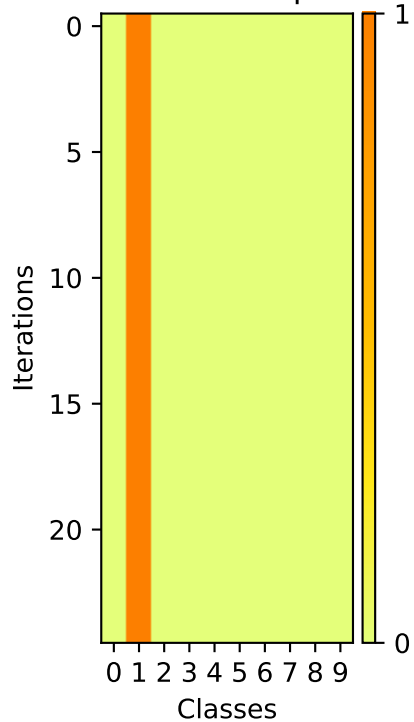


A 10x10 grid visualization. The background is dark purple. A diagonal line of squares runs from the bottom-left towards the top-right. The squares along this diagonal are primarily yellow, with some green squares interspersed. The squares immediately adjacent to this diagonal line are a lighter shade of purple. The rest of the grid is dark purple.

Image

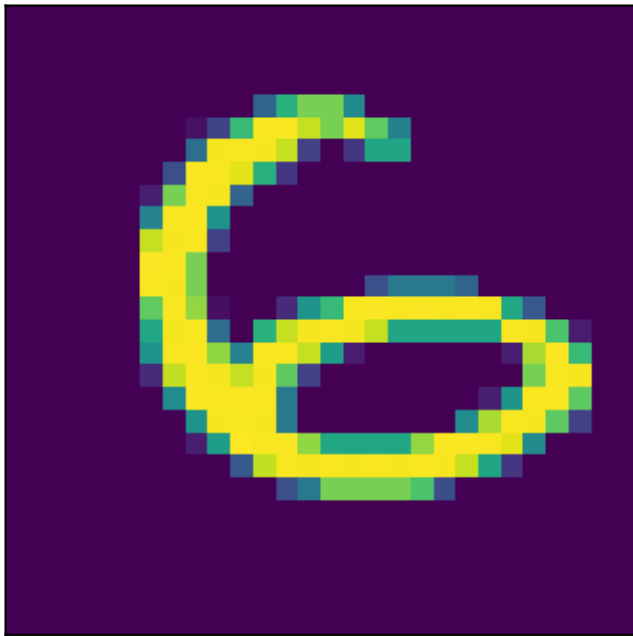


## Softmax Outputs

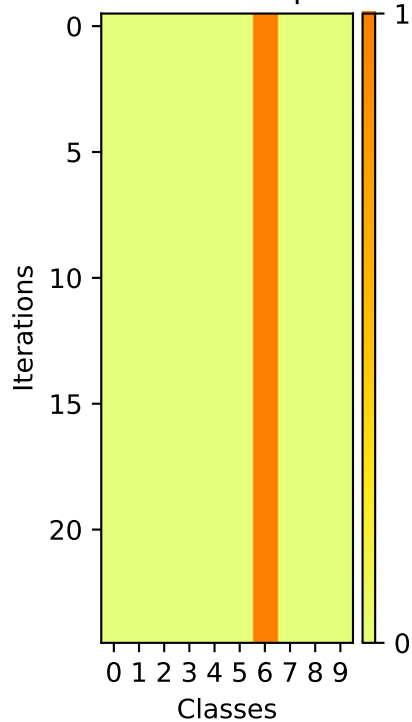




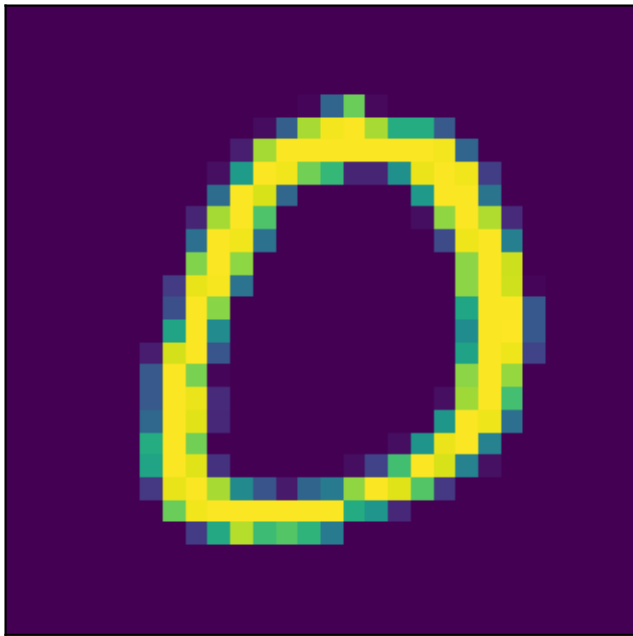
Image



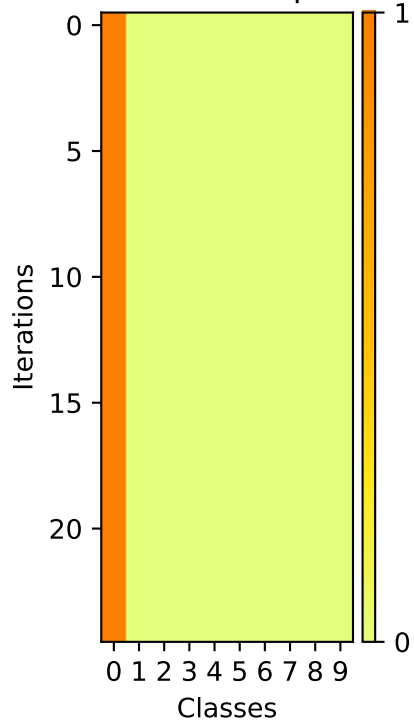
Softmax Outputs



Image



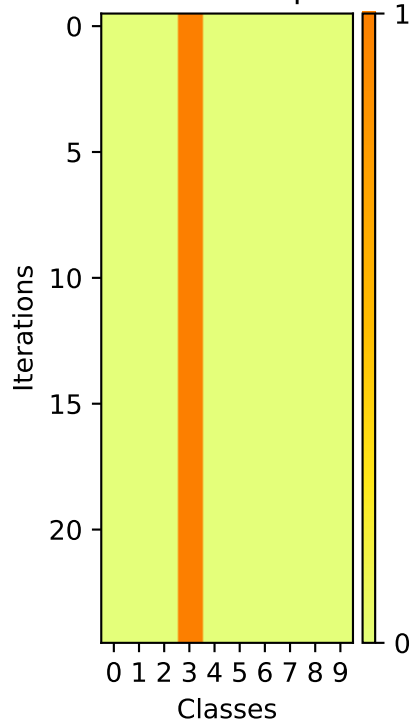
## Softmax Outputs



Image



Softmax Outputs

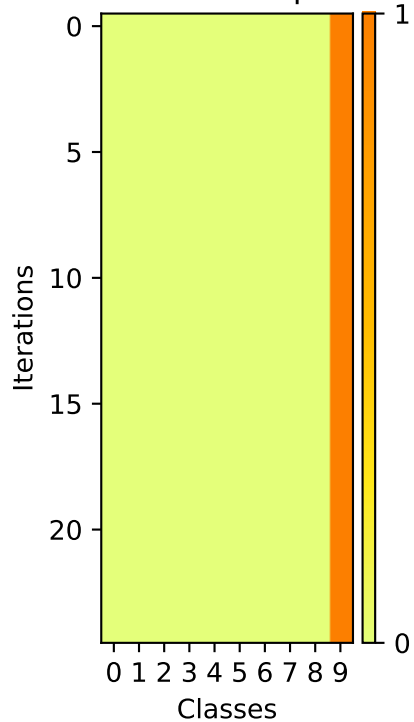




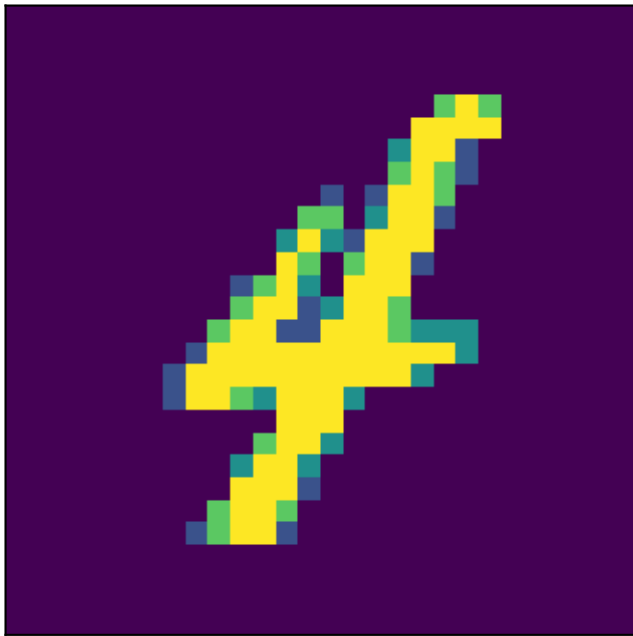
Image



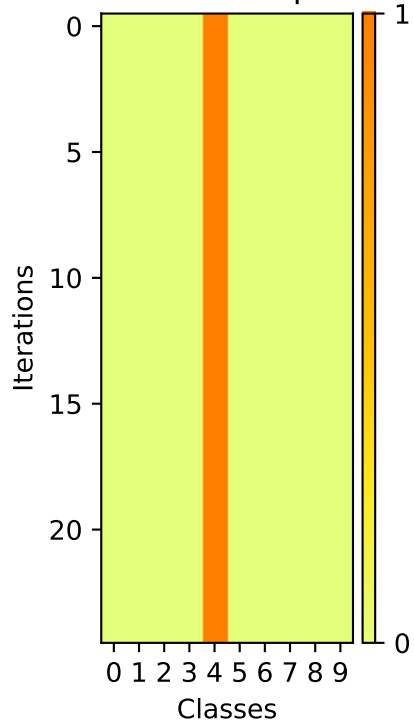
## Softmax Outputs



Image



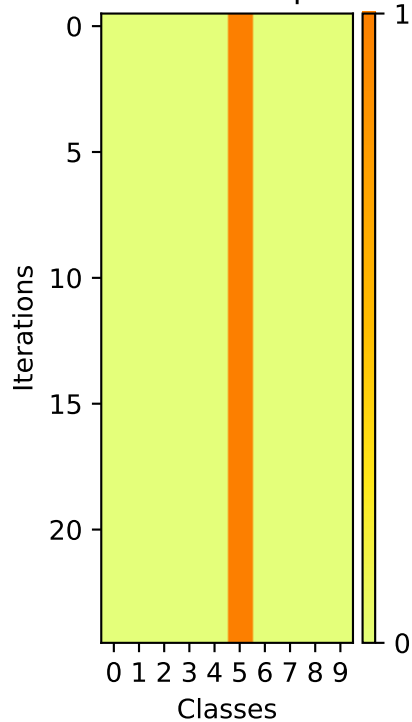
Softmax Outputs



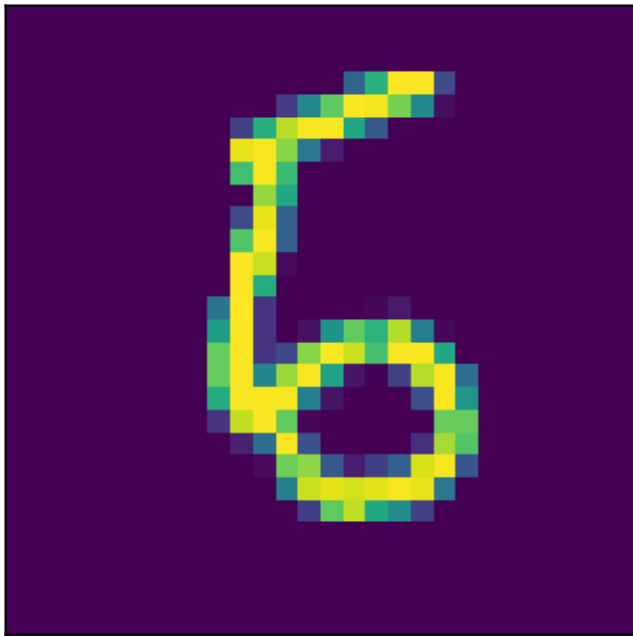
Image



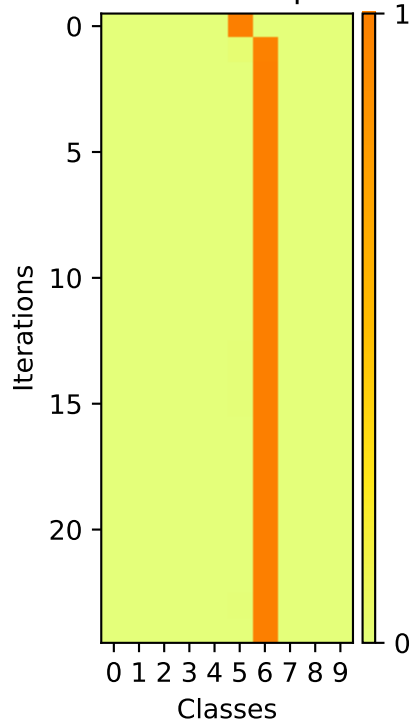
Softmax Outputs



Image

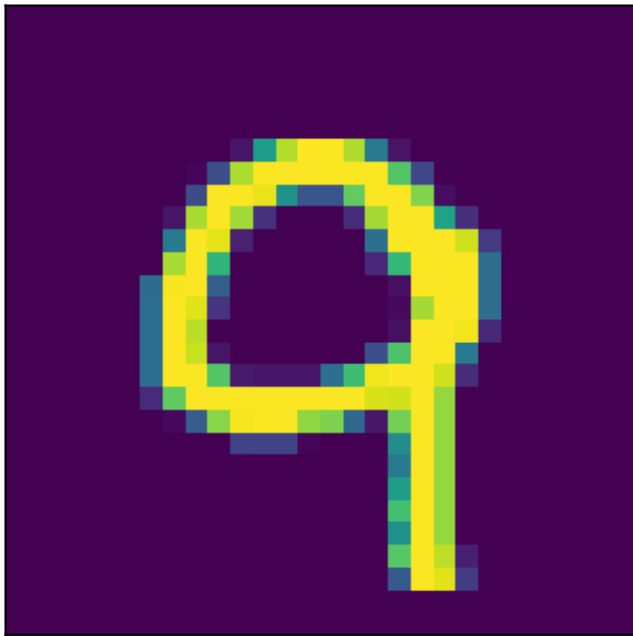


Softmax Outputs

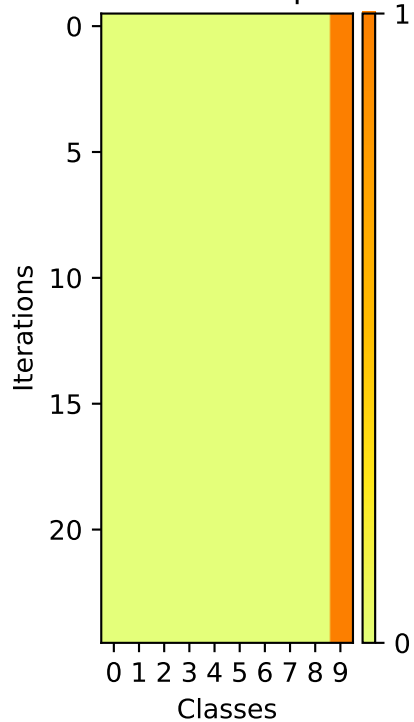


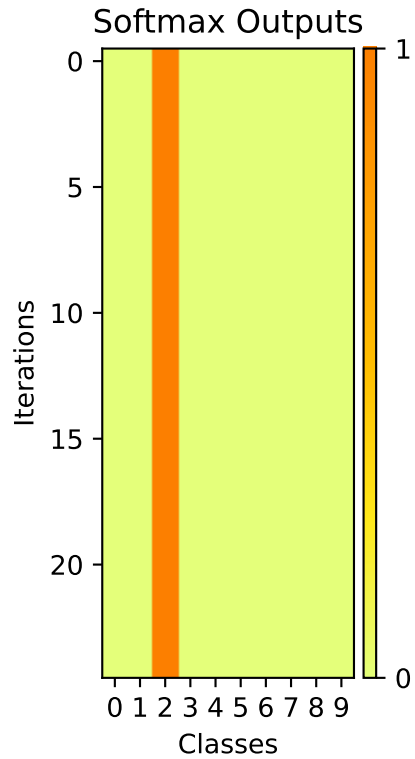


Image

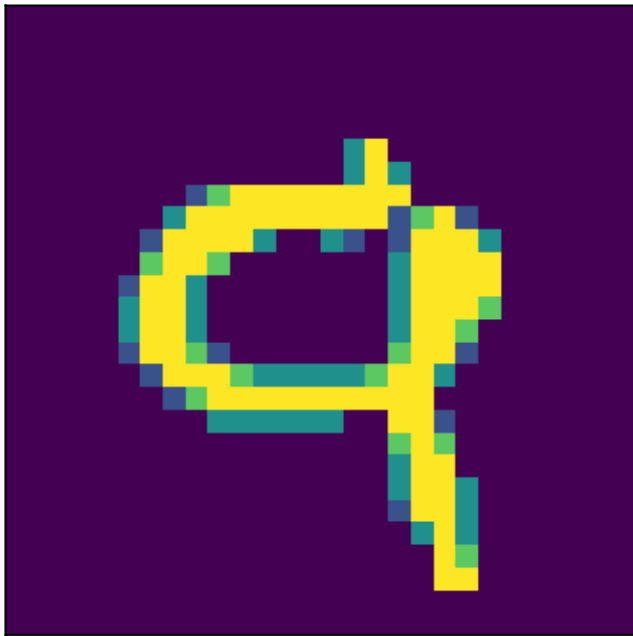


## Softmax Outputs

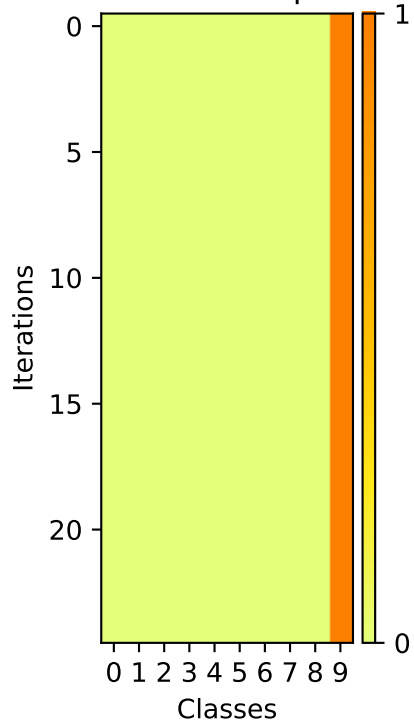




Image

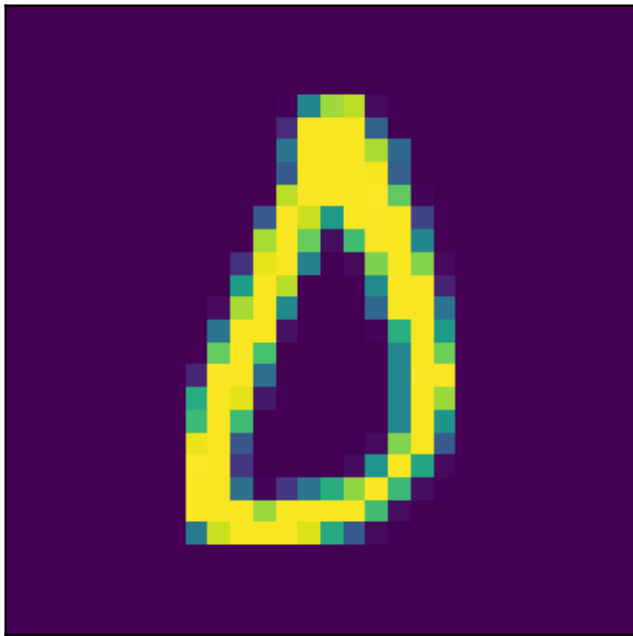


## Softmax Outputs

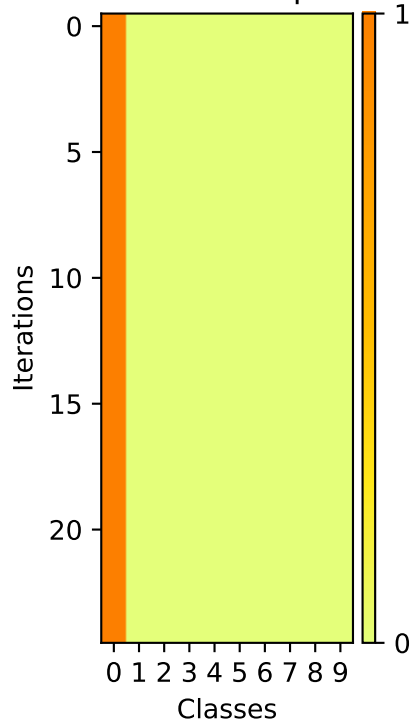




Image



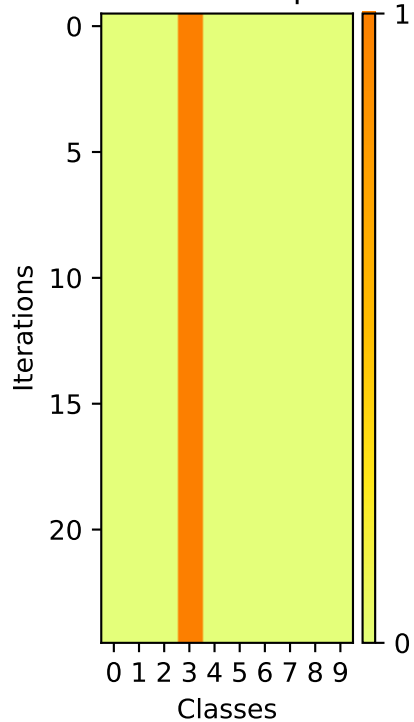
## Softmax Outputs



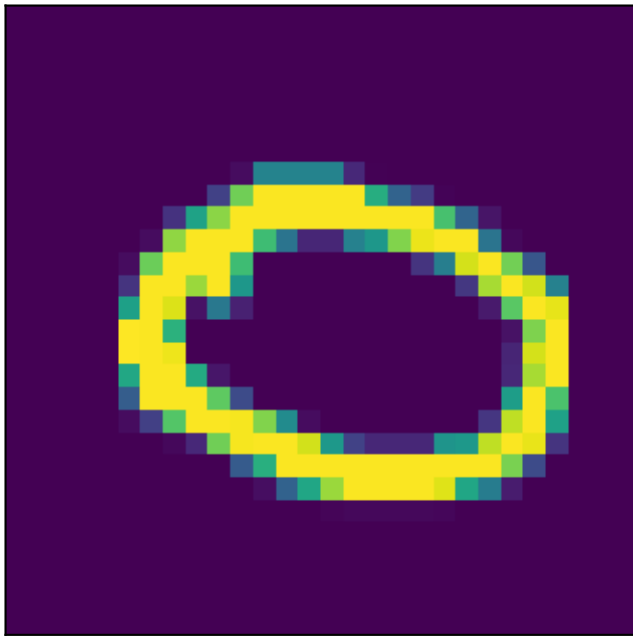
Image



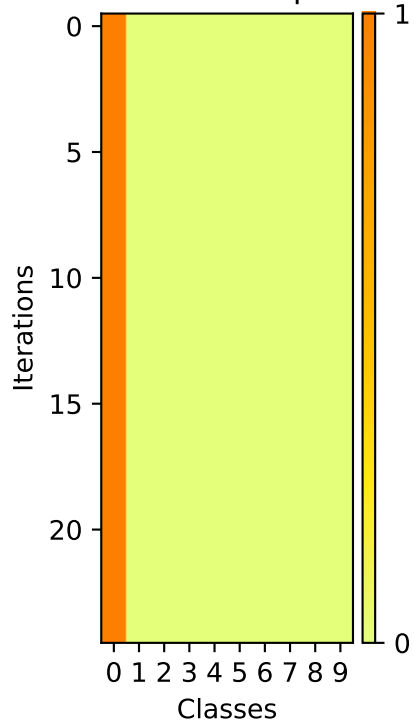
Softmax Outputs



Image

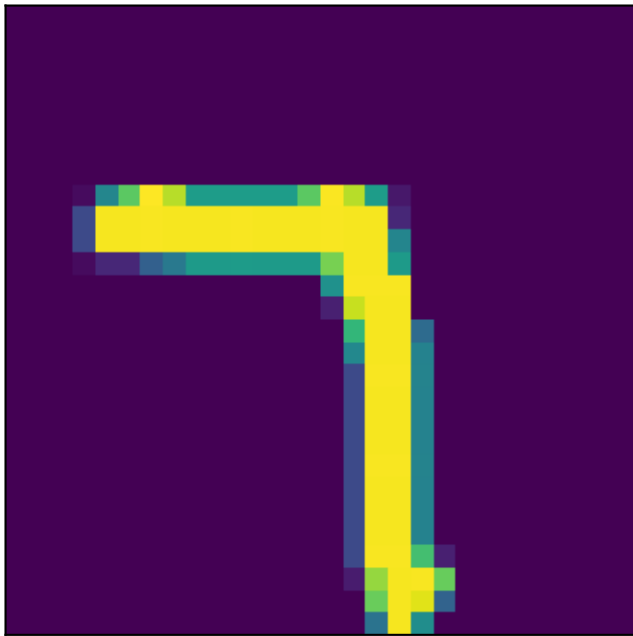


## Softmax Outputs

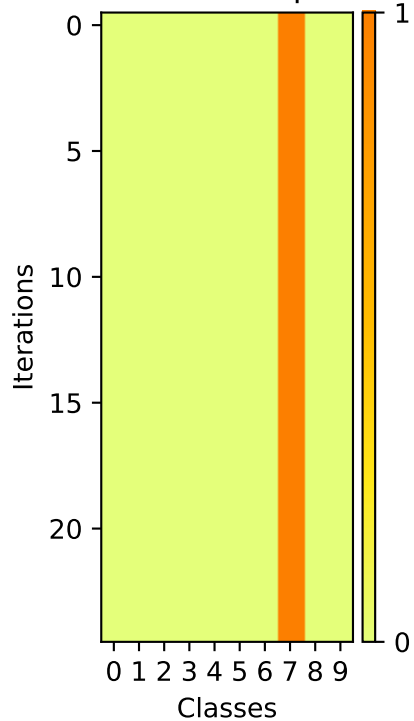




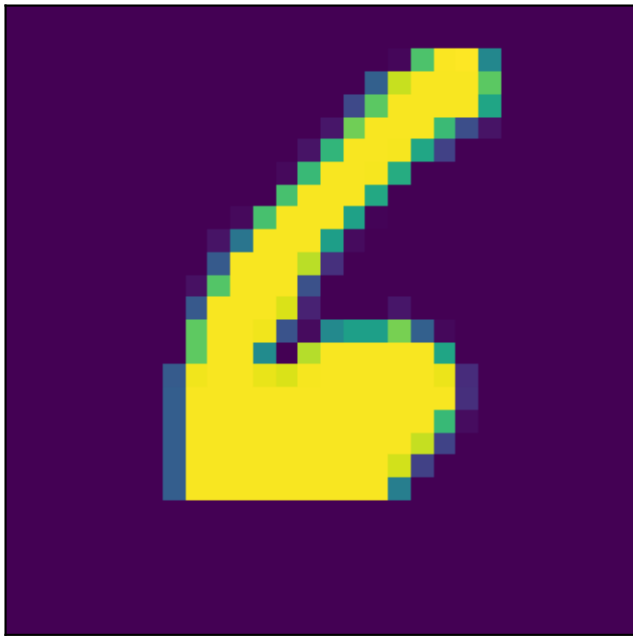
Image



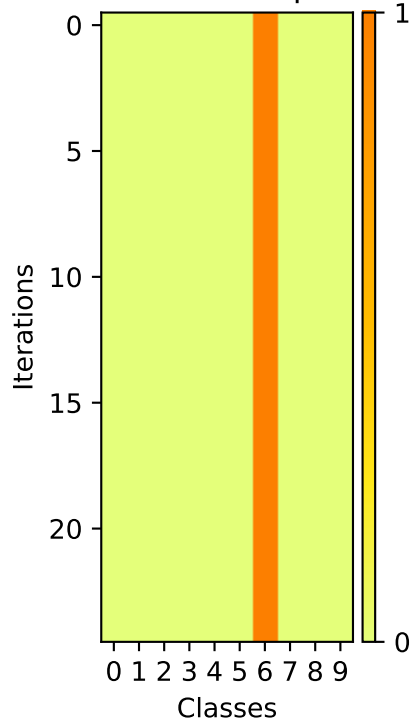
Softmax Outputs



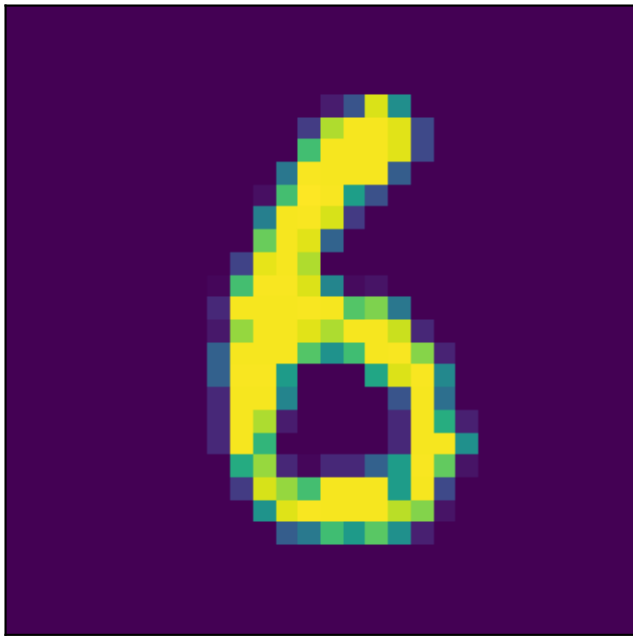
Image



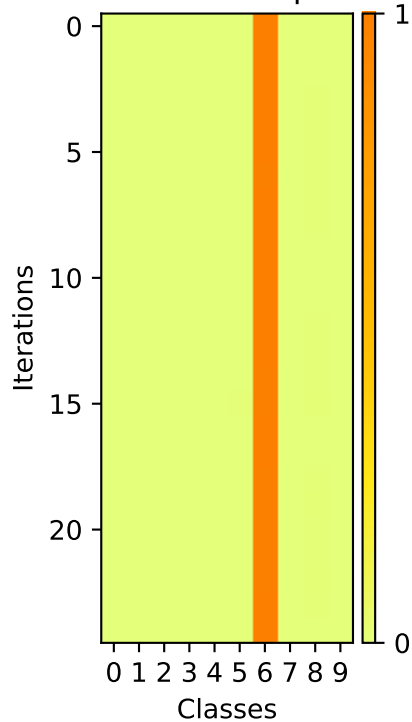
Softmax Outputs



Image



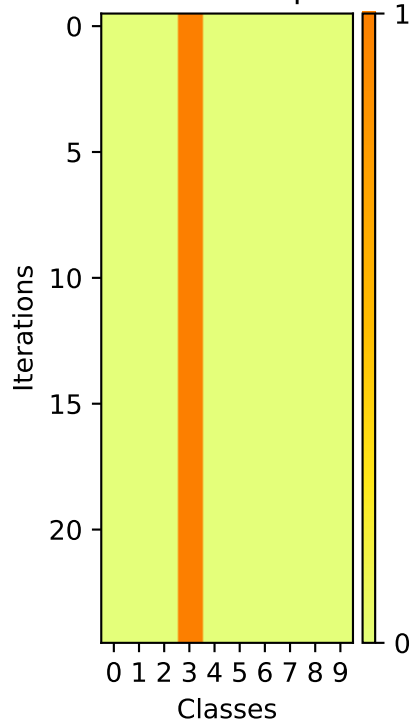
Softmax Outputs



Image



Softmax Outputs

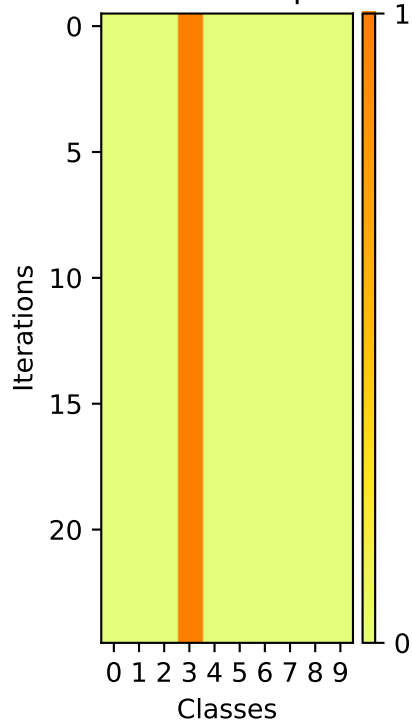




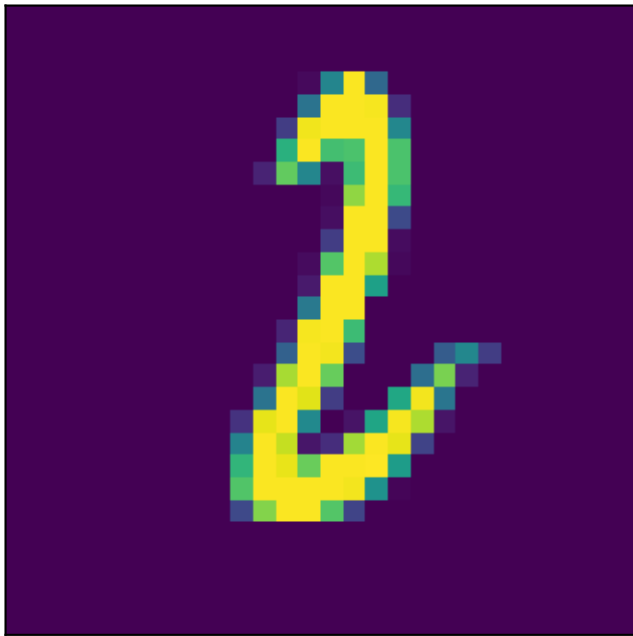
Image



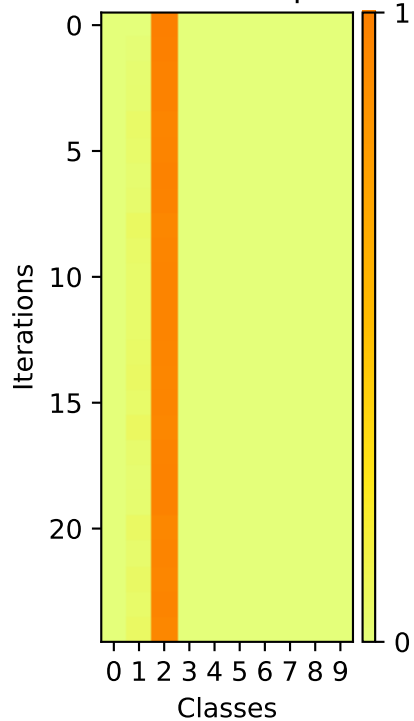
Softmax Outputs



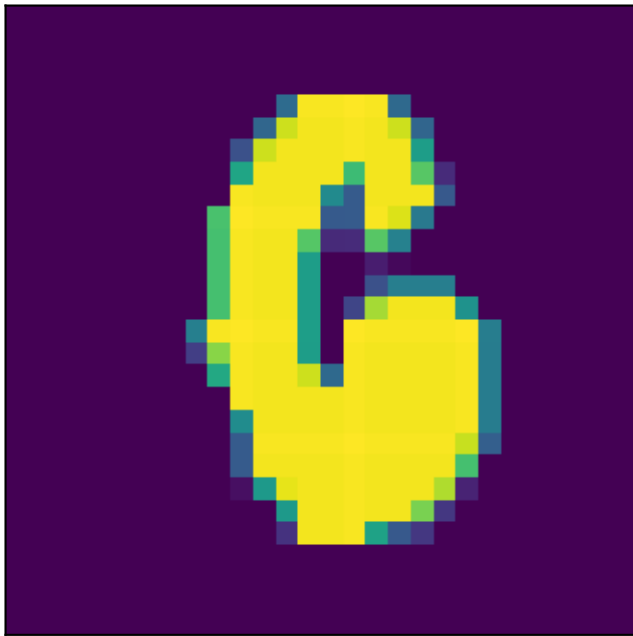
Image



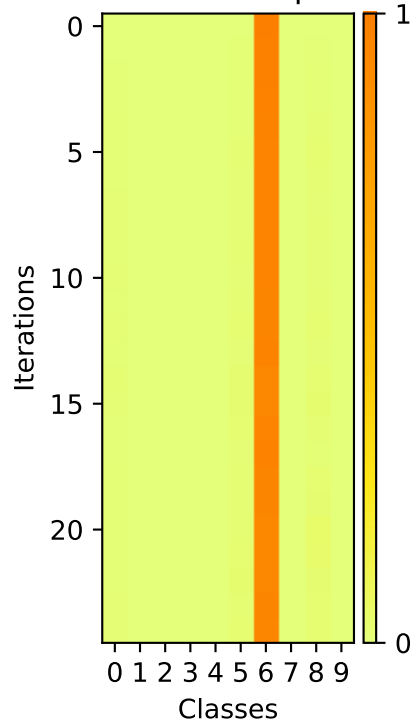
## Softmax Outputs



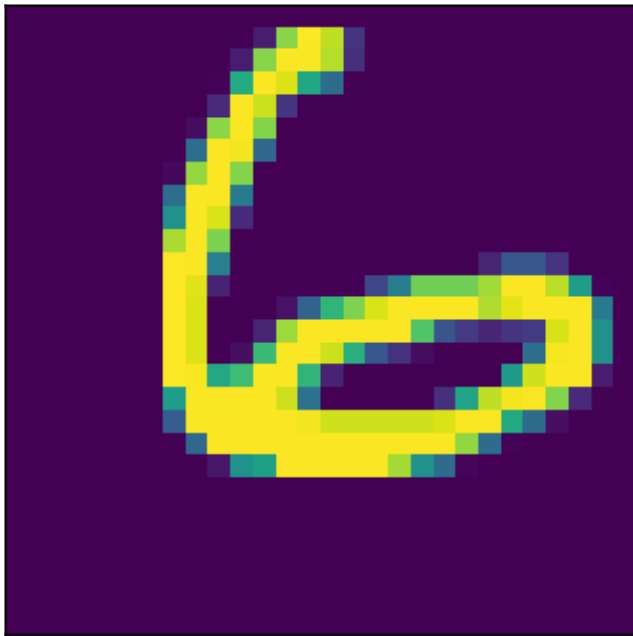
Image



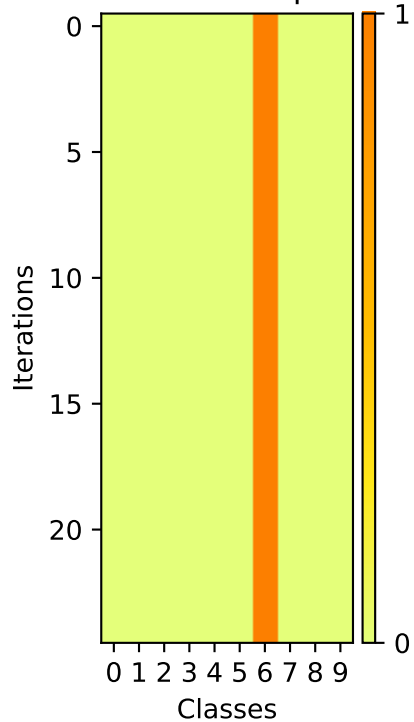
Softmax Outputs



Image



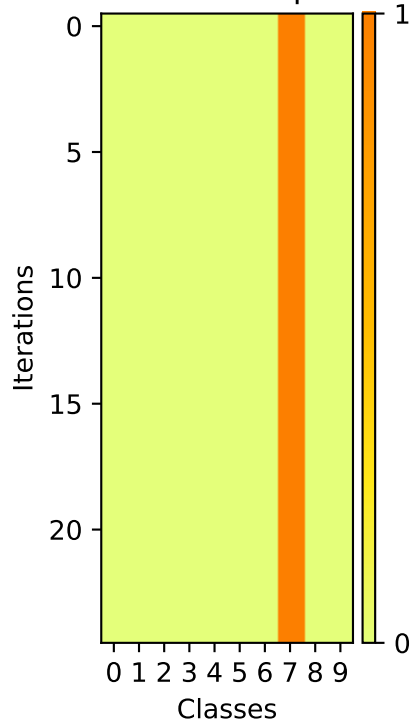
Softmax Outputs



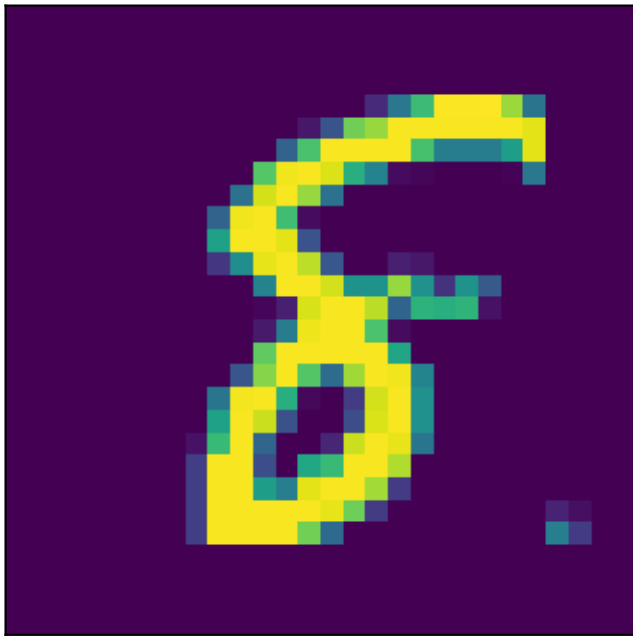
Image



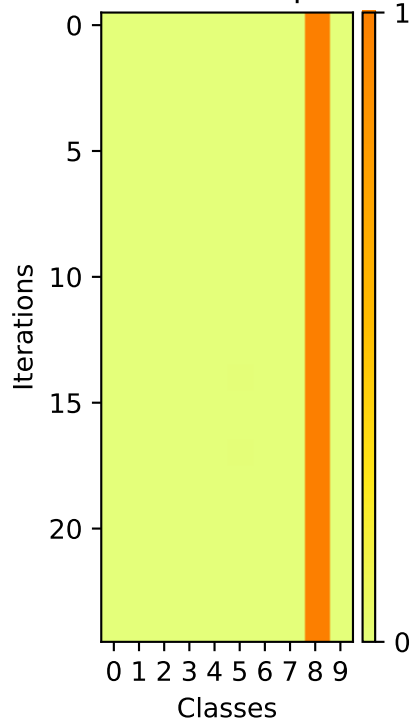
Softmax Outputs



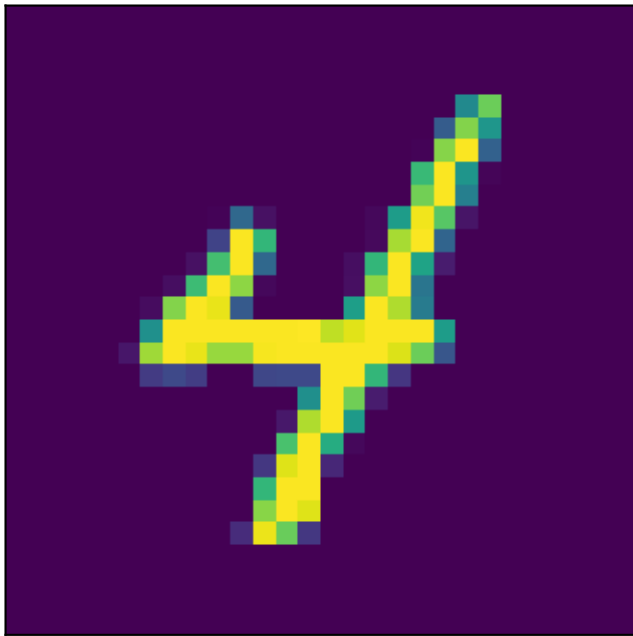
Image



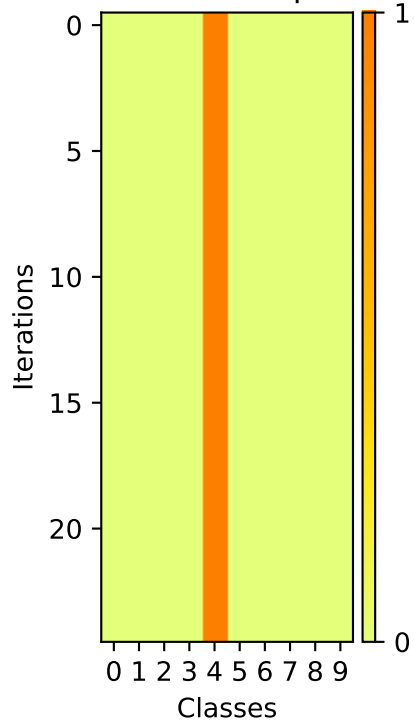
## Softmax Outputs



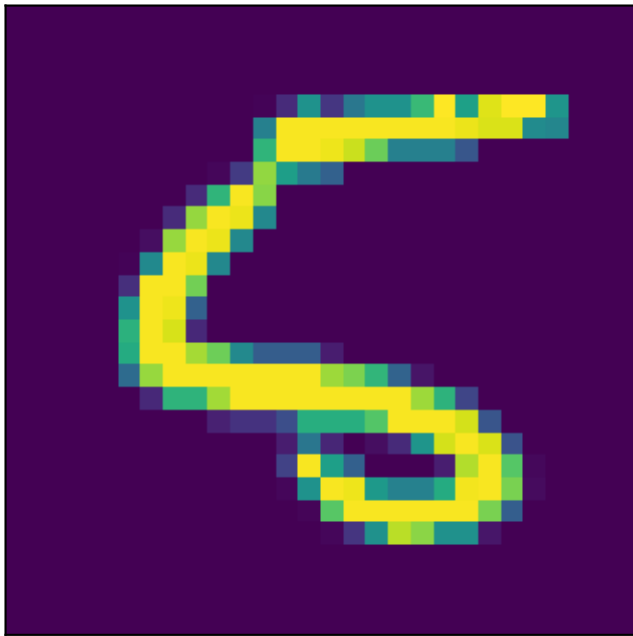
Image



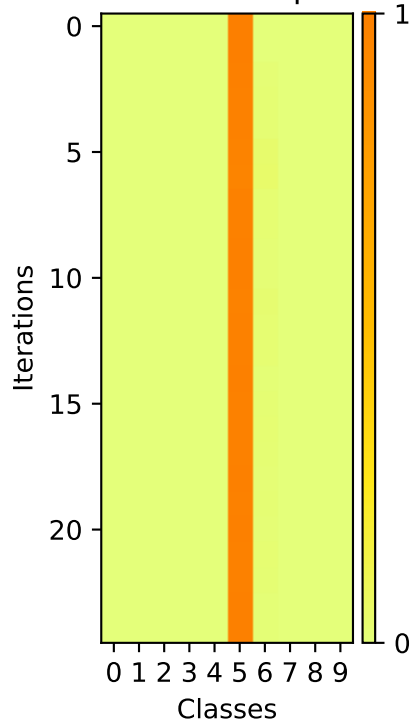
Softmax Outputs



Image

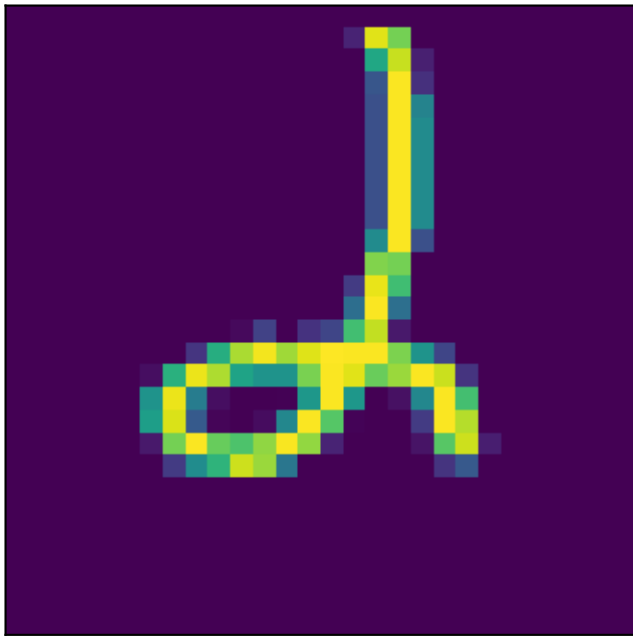


Softmax Outputs

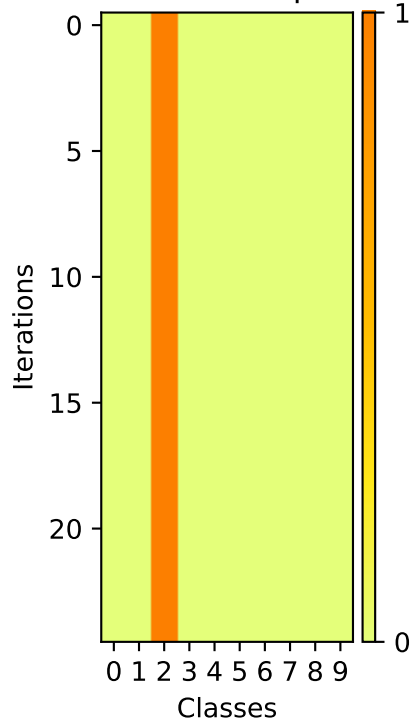




Image



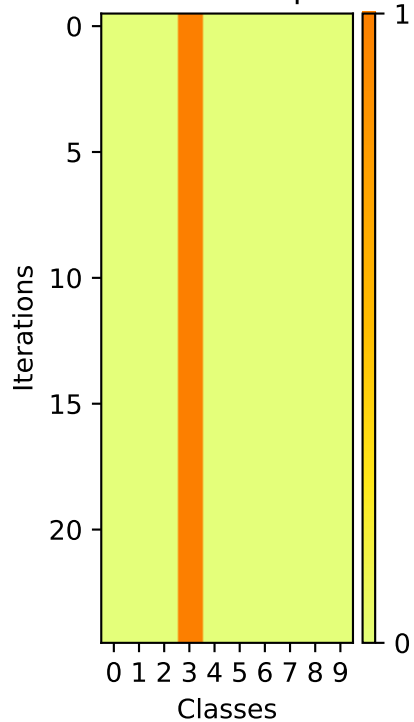
## Softmax Outputs



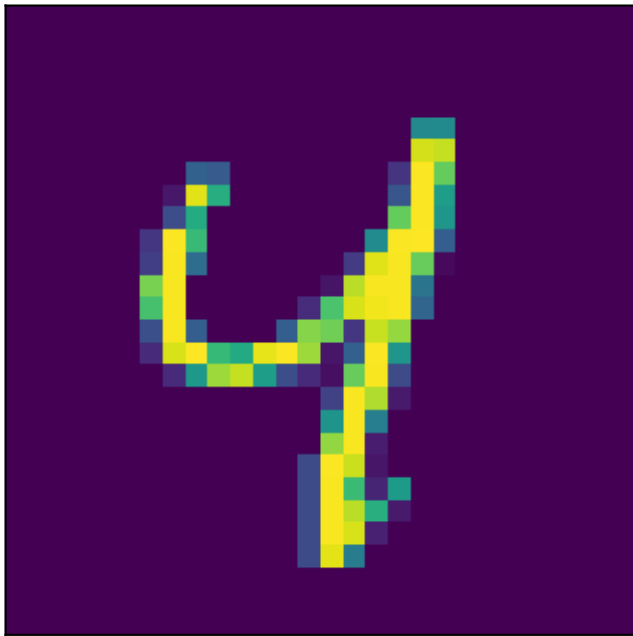
Image



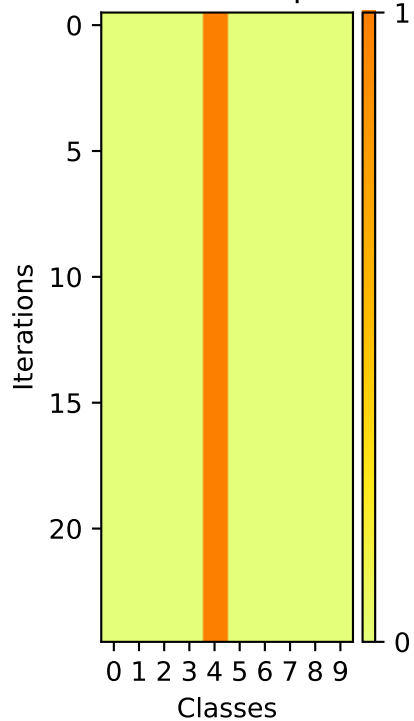
Softmax Outputs



Image



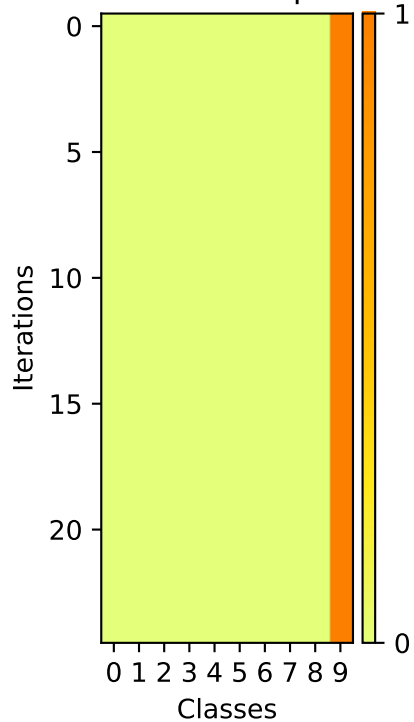
Softmax Outputs



Image



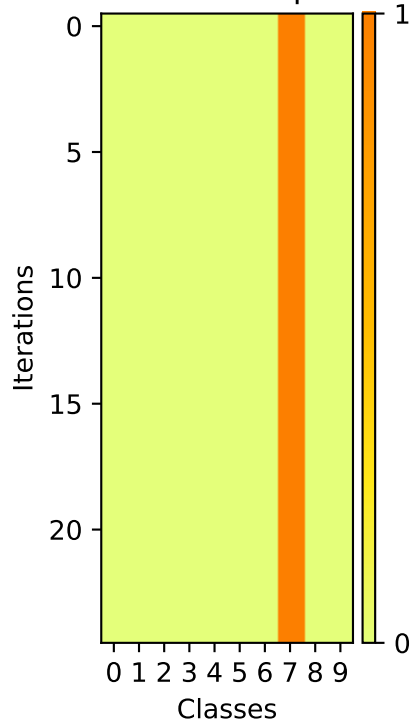
## Softmax Outputs



Image



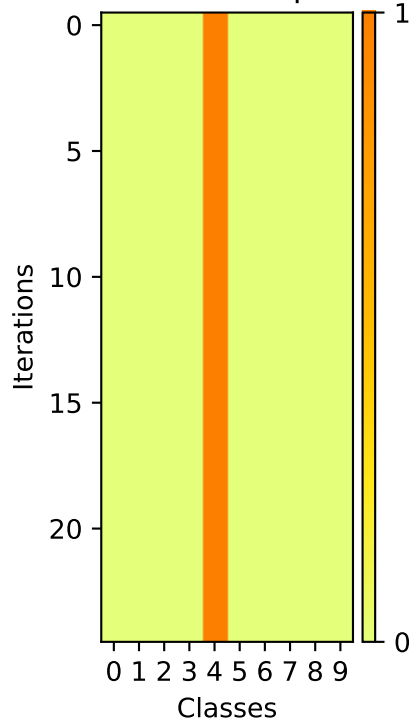
Softmax Outputs



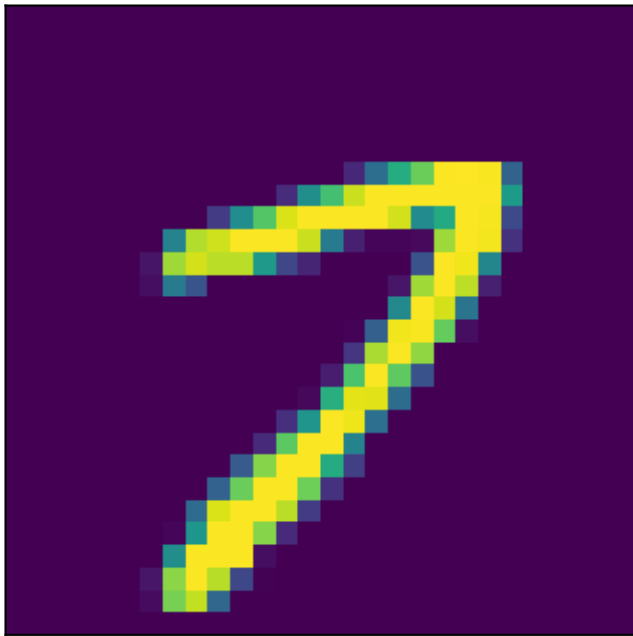
Image



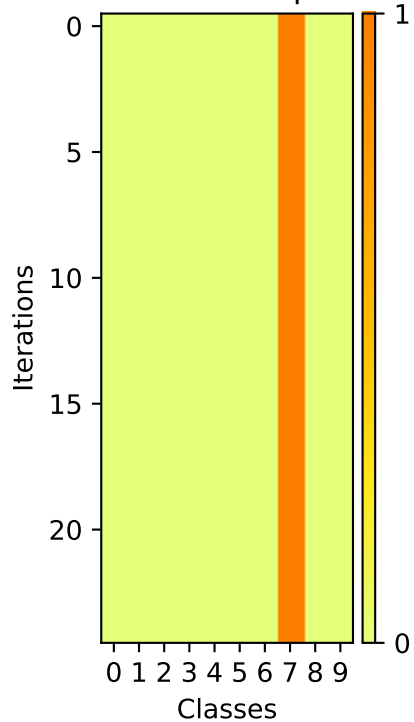
Softmax Outputs



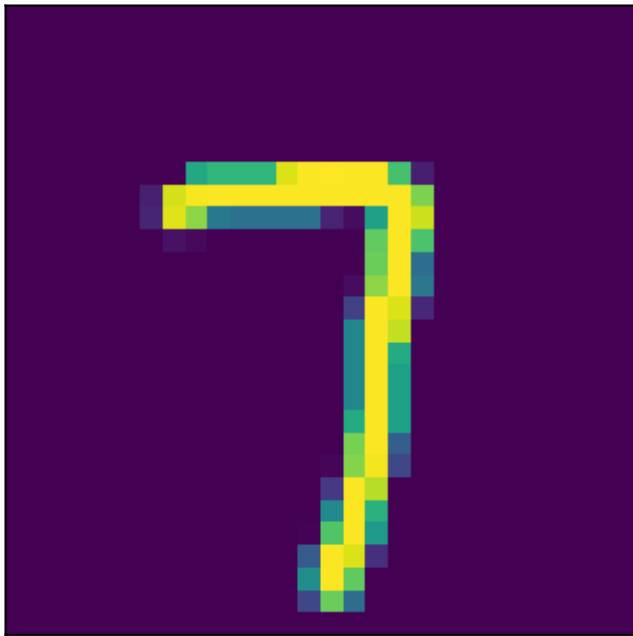
Image



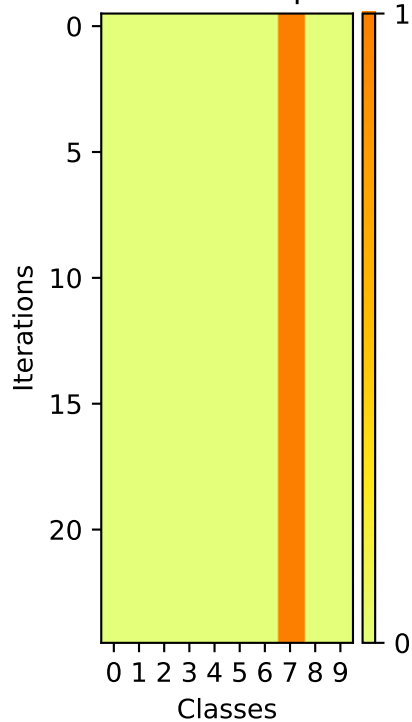
Softmax Outputs



Image

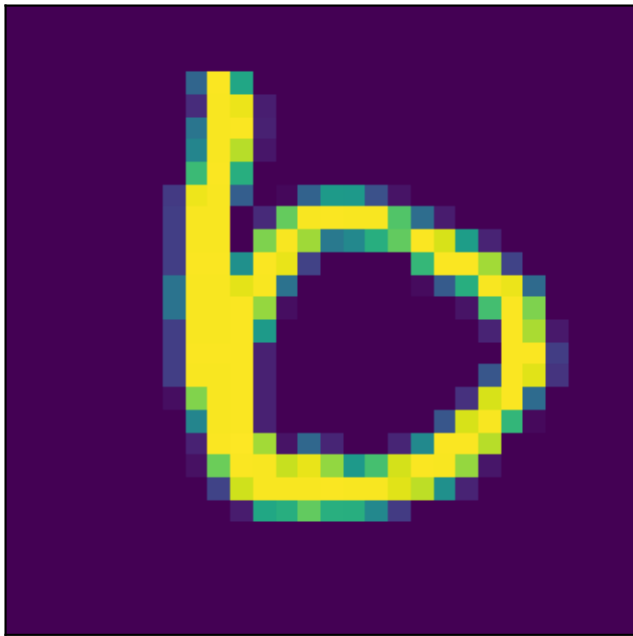


Softmax Outputs

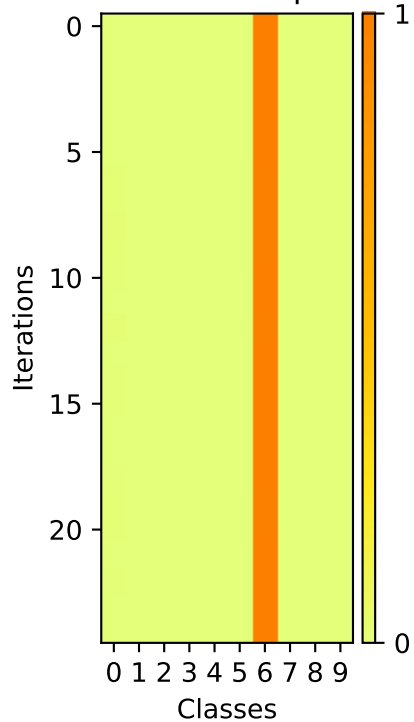




Image



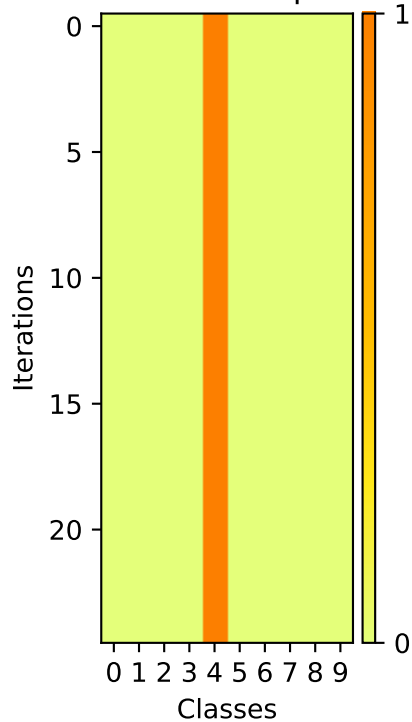
Softmax Outputs



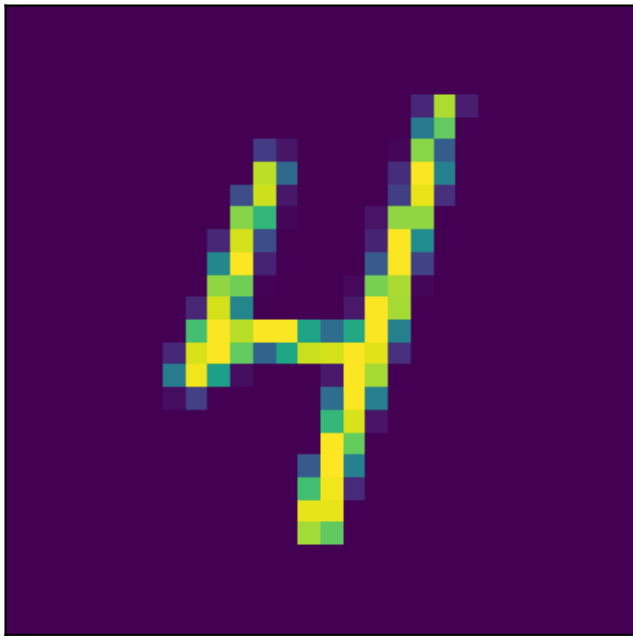
Image



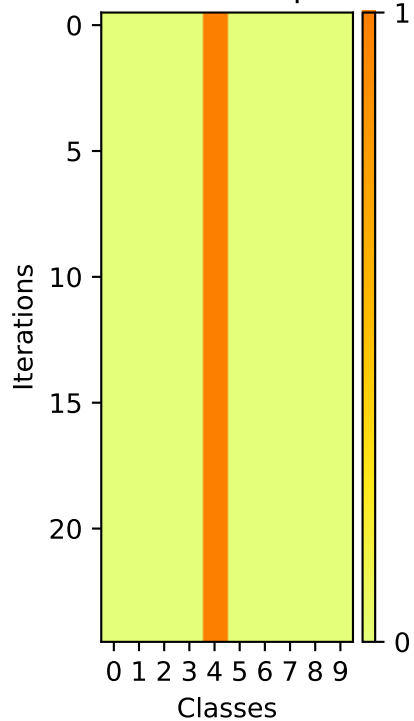
Softmax Outputs



Image



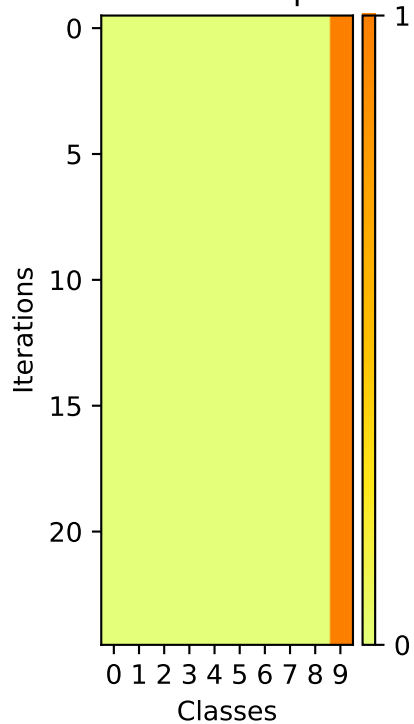
Softmax Outputs



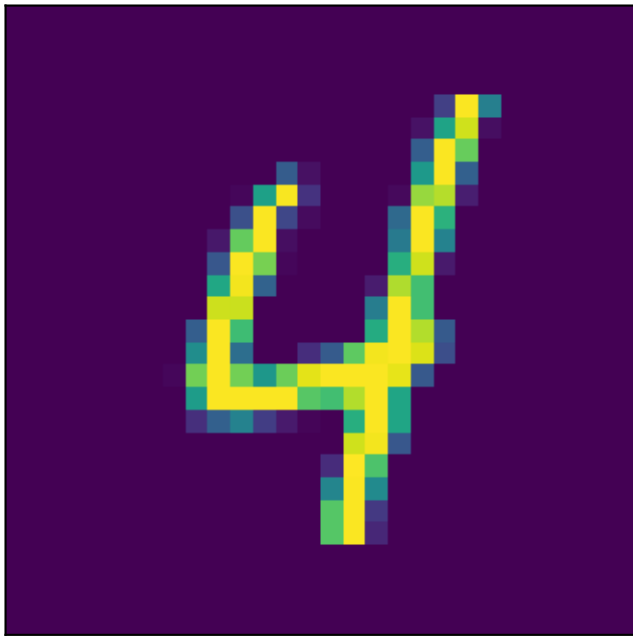
Image



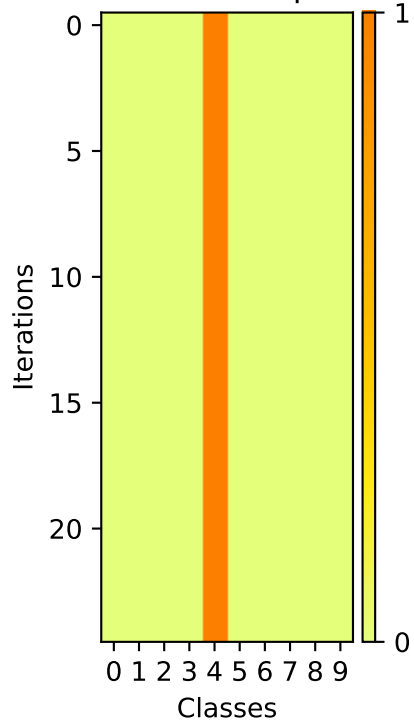
## Softmax Outputs



Image



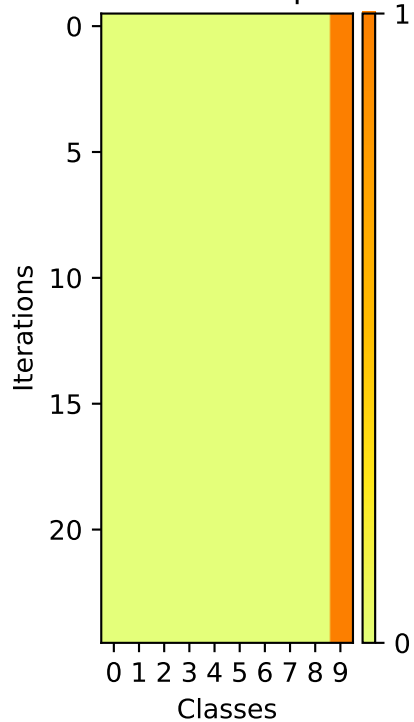
Softmax Outputs



Image



## Softmax Outputs



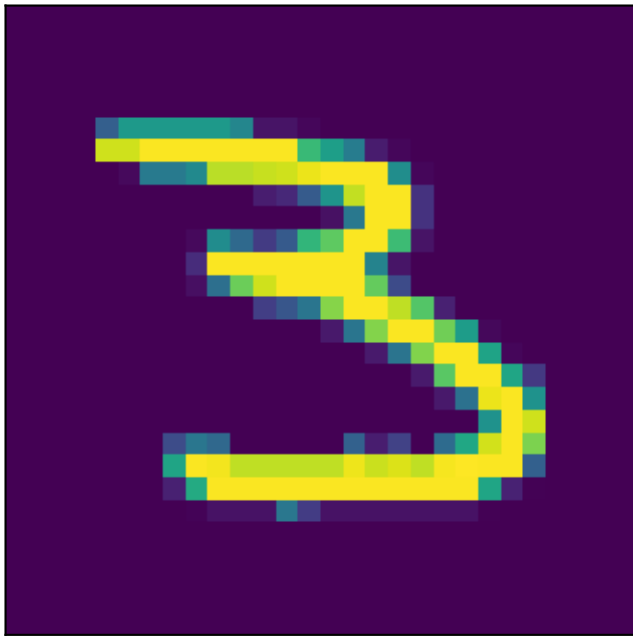
A pixelated, low-resolution image of a yellow and green object, possibly a banana, set against a dark purple background. The object is oriented diagonally from the bottom-left towards the top-right. It features a bright yellow central body with green segments at the top and bottom, suggesting a banana. The image is composed of large, distinct square pixels, giving it a retro, digital-art appearance. The background is a solid, deep purple color.

A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in various shades of yellow, green, and blue, giving it a blocky, digital appearance. It resembles a stylized letter 'Q' or a similar character, with a curved top and a small tail at the bottom left. The background is a solid, dark purple color.

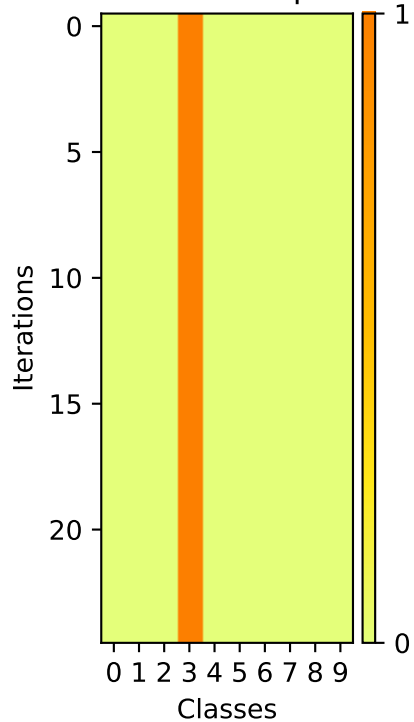
The heatmap visualizes the probability distribution across 10 classes over 20 iterations. The x-axis represents 'Classes' (0 to 9) and the y-axis represents 'Iterations' (0 to 20). A color bar on the right indicates the probability scale from 0 (yellow) to 1 (orange). Class 9 consistently shows a high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



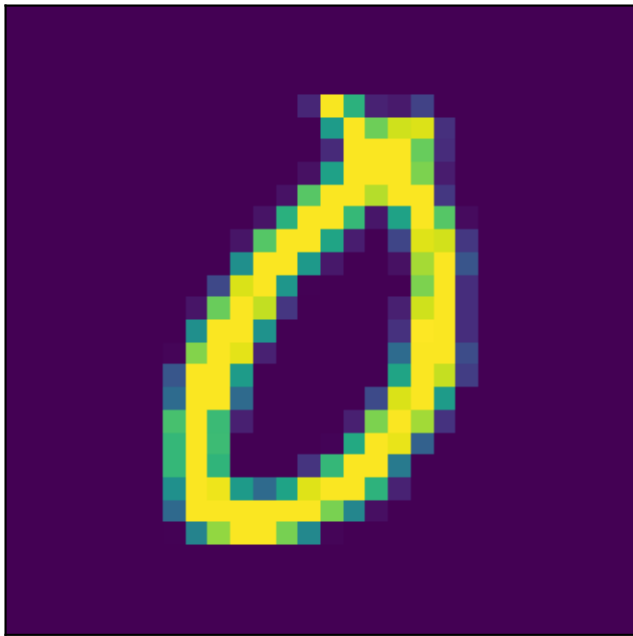
Image



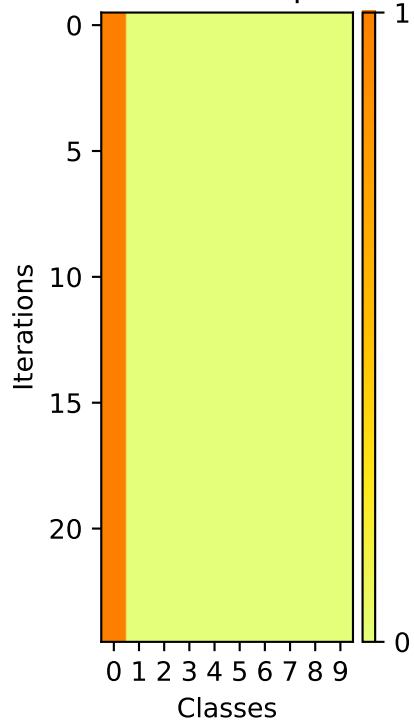
Softmax Outputs



Image



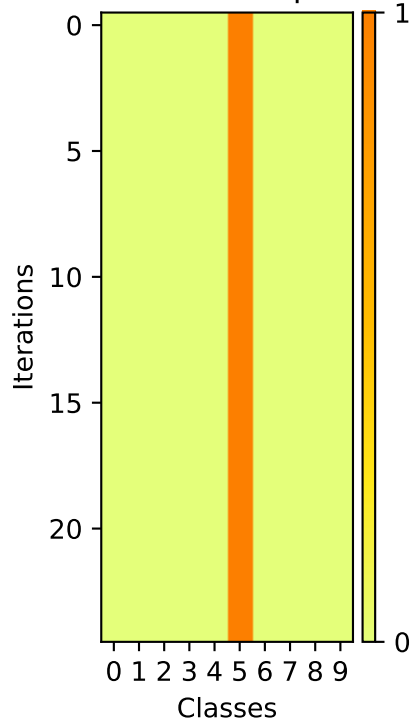
## Softmax Outputs



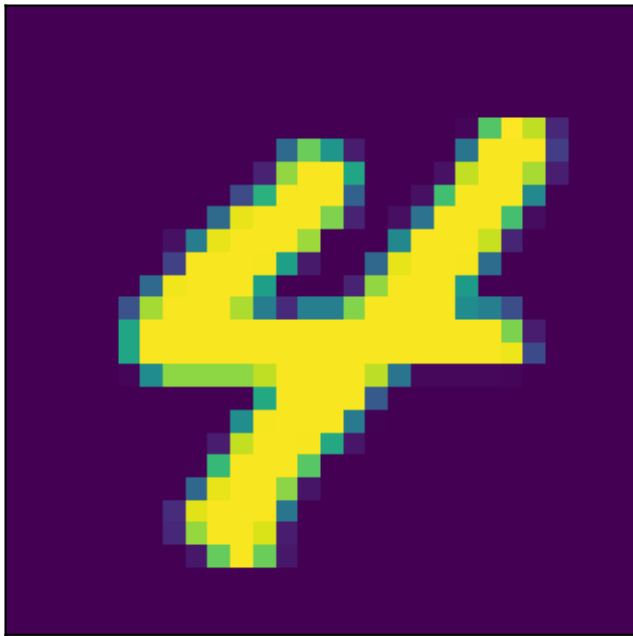
Image



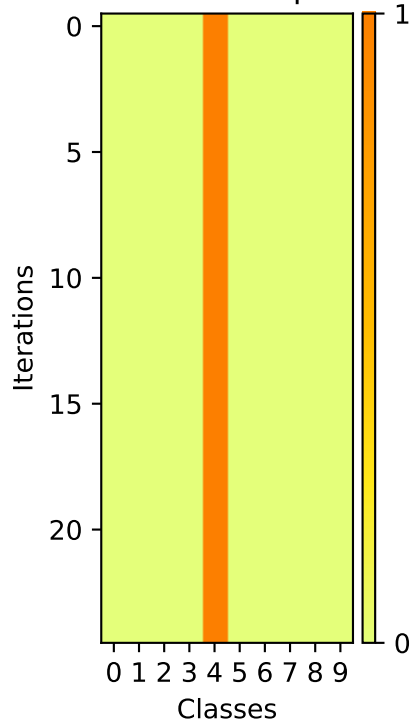
Softmax Outputs



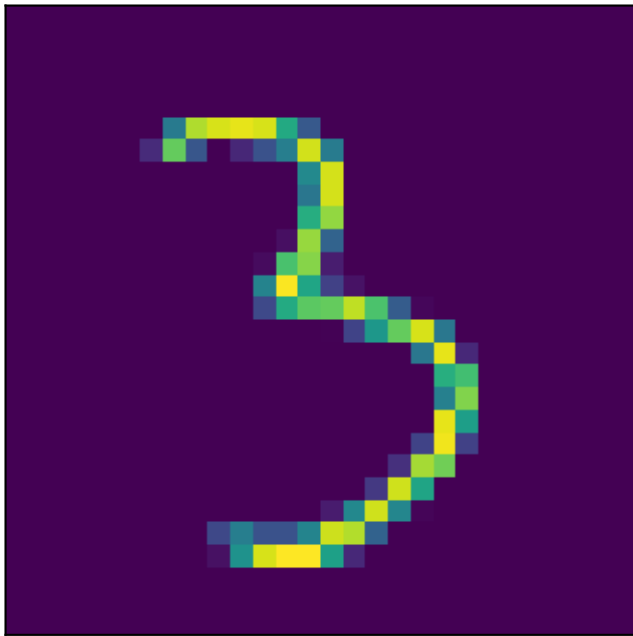
Image



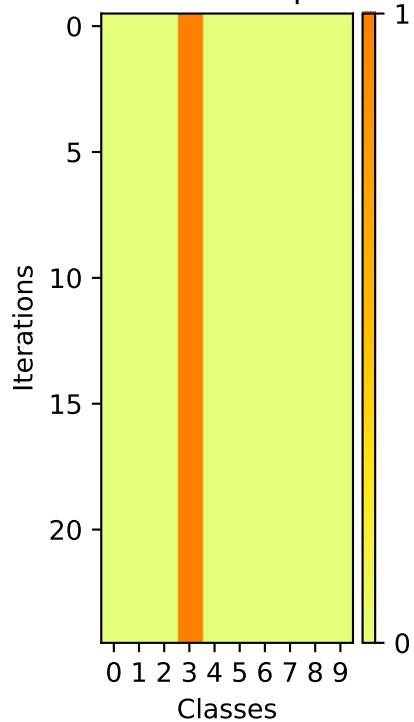
Softmax Outputs



Image



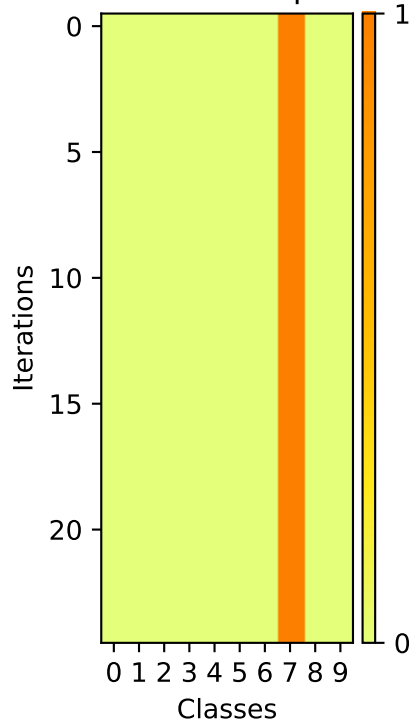
Softmax Outputs



Image

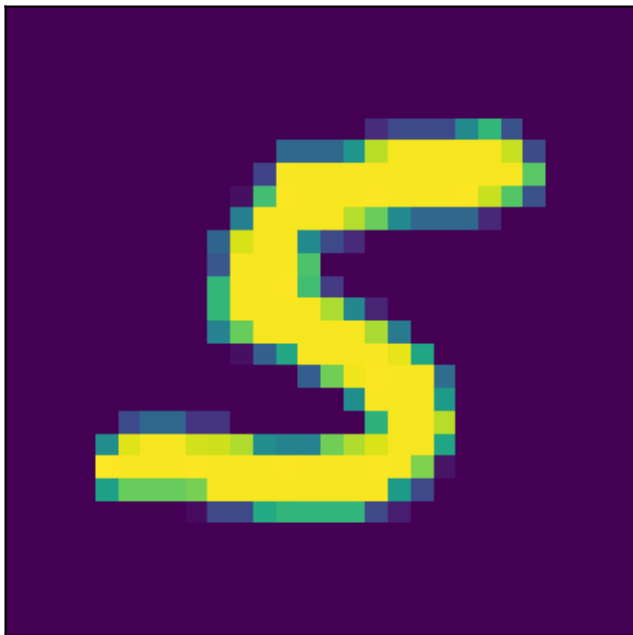


Softmax Outputs

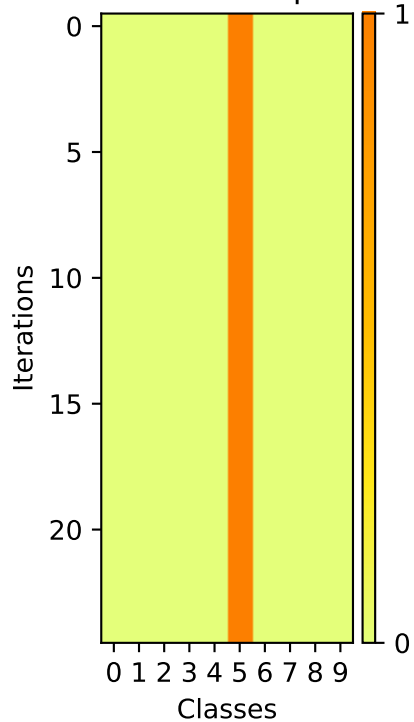


A pixelated, low-resolution image of a yellow and green vertical bar, resembling a stylized letter 'I' or a barcode, centered on a dark purple background. The bar is composed of several vertical columns of pixels, with the central column being the tallest and most prominent. The colors are bright yellow and a vibrant green, contrasting sharply with the dark purple background. The overall appearance is that of a digital artifact or a low-quality scan of a physical object.

Image



Softmax Outputs





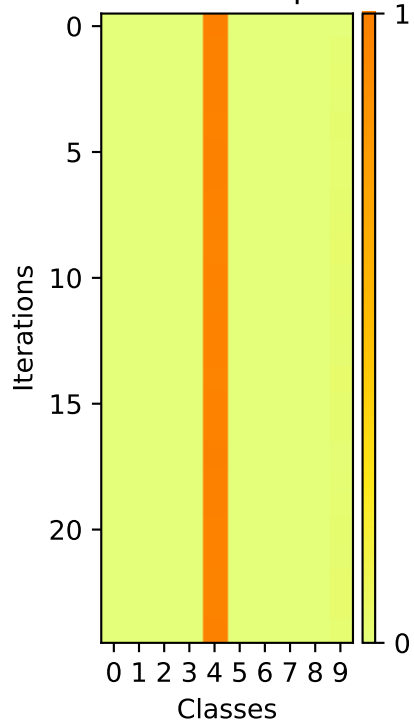
A pixelated, low-resolution image of the number 2, rendered in yellow and green against a dark purple background. The image is composed of small, square pixels, giving it a retro, digital appearance. The number 2 is the central focus, with its strokes formed by a combination of bright yellow and light green pixels. The background is a solid, dark purple. The overall style is reminiscent of early computer graphics or video game sprites.

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, ranging from 0 (yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least.

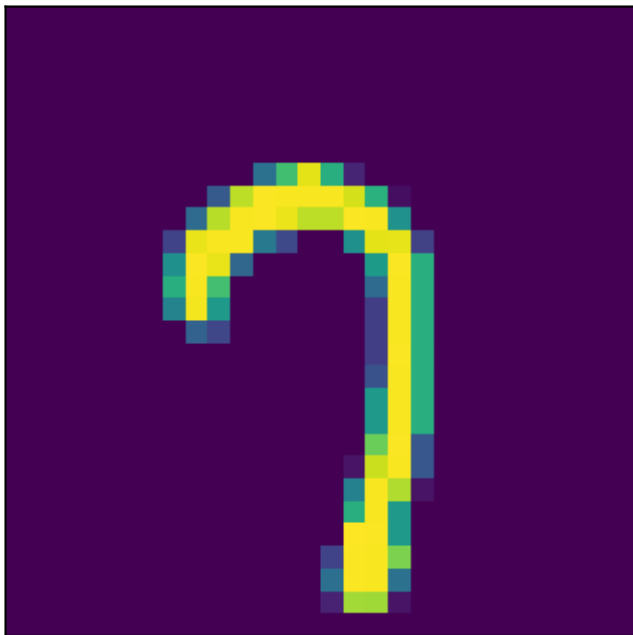
Image



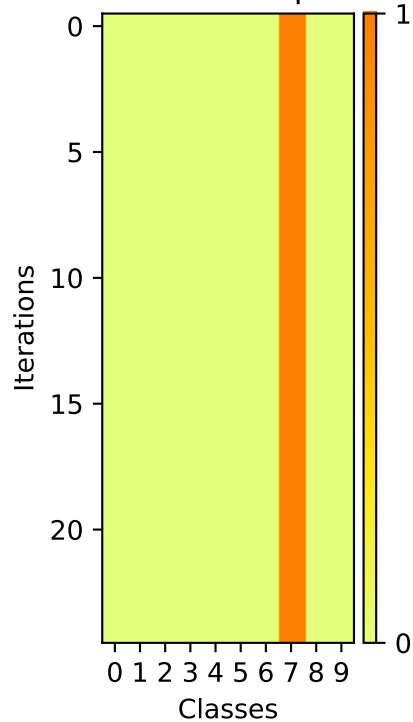
Softmax Outputs



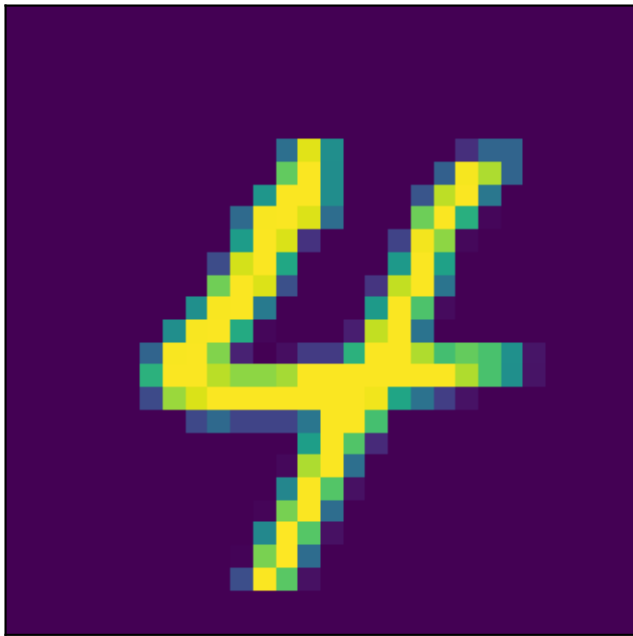
Image



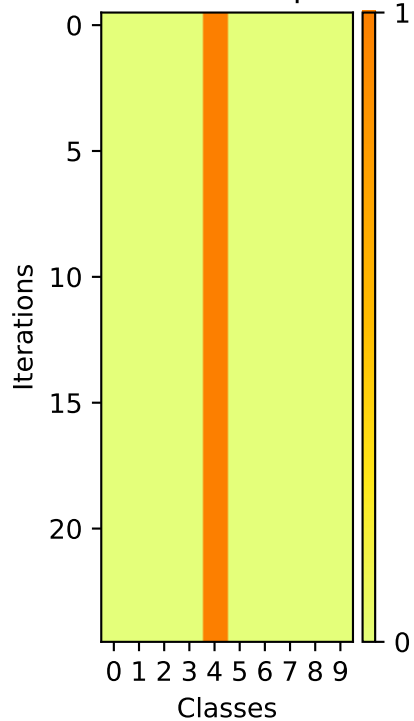
Softmax Outputs



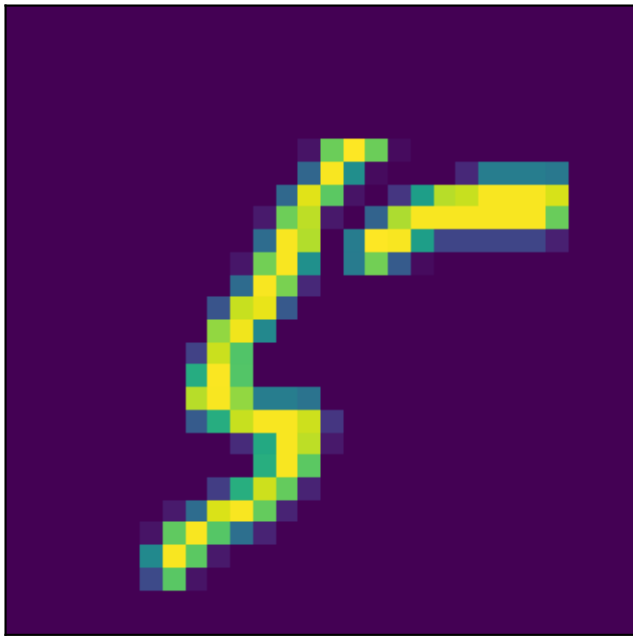
Image



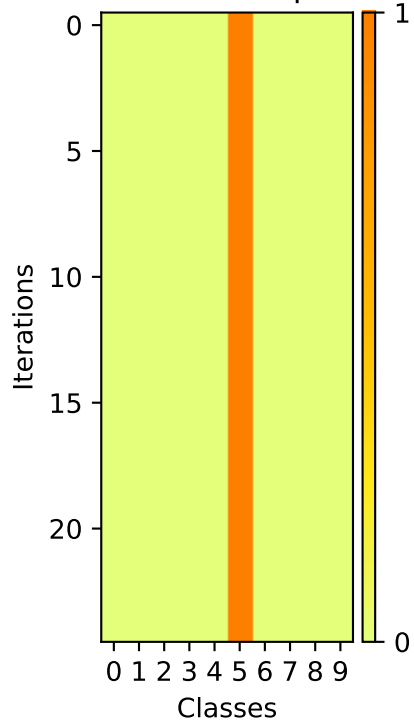
Softmax Outputs



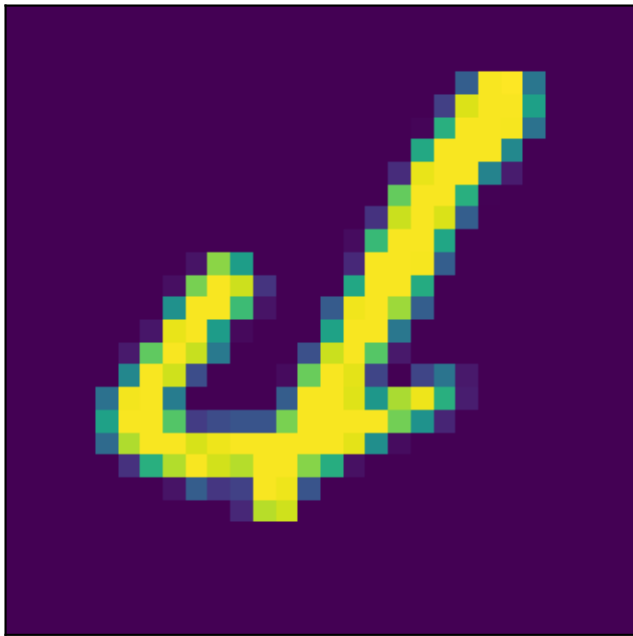
Image



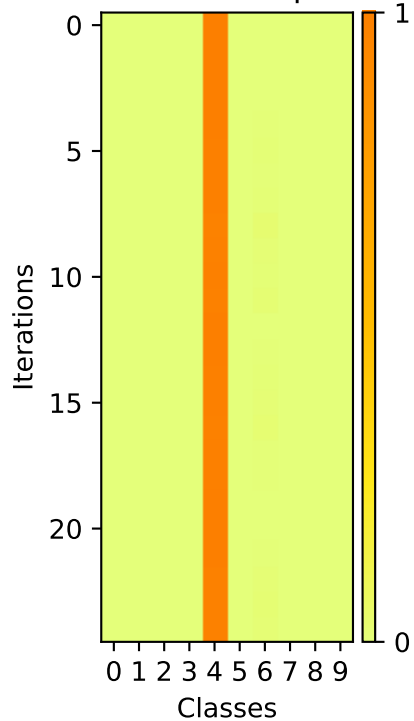
Softmax Outputs



Image



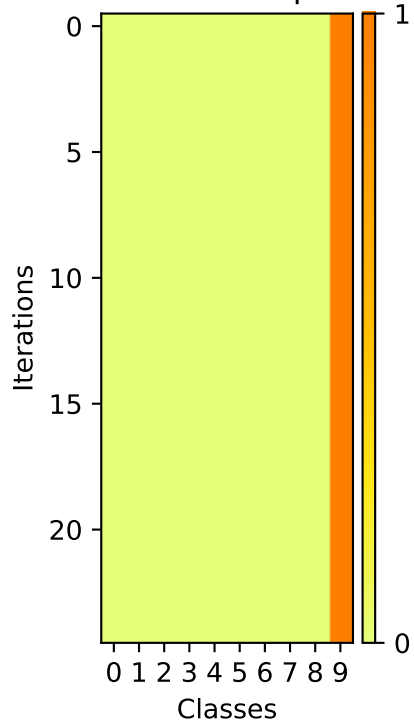
Softmax Outputs



Image



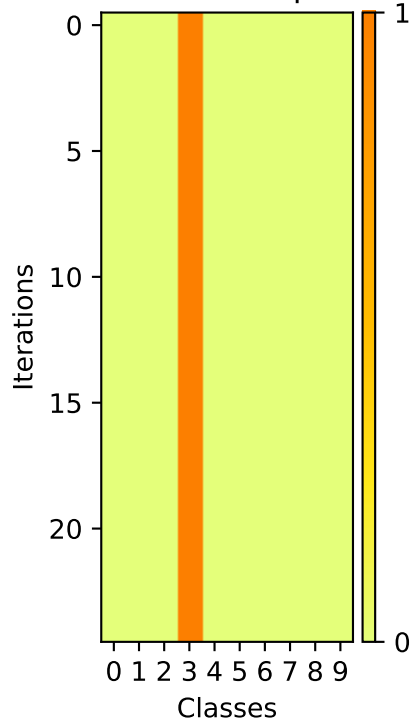
## Softmax Outputs



Image

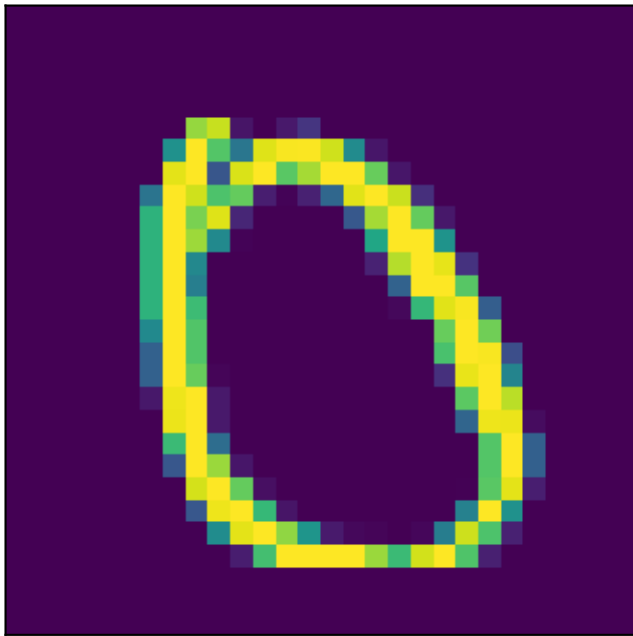


Softmax Outputs

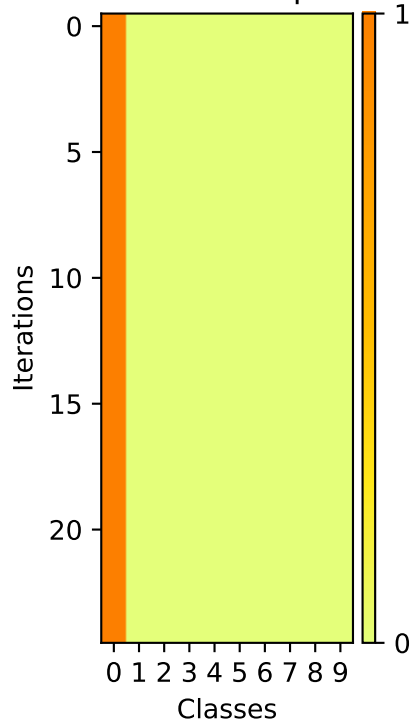




Image



## Softmax Outputs



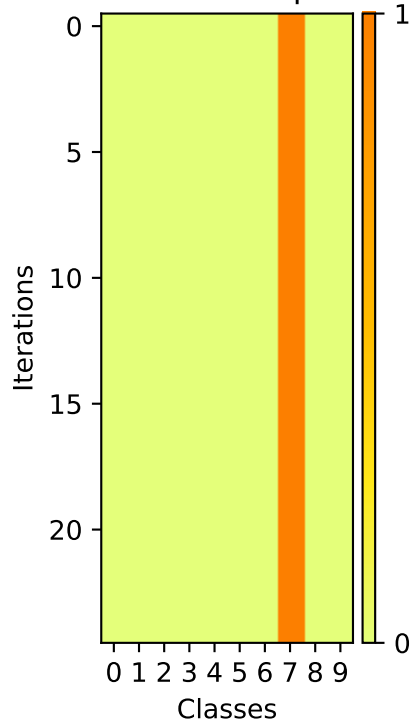
A pixelated yellow number 2 on a black background. The number is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. It is centered in the upper half of the image.

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 scale from 0 (light yellow) to 1 (dark orange). Class 2 is consistently the most probable, while Class 9 is the least.

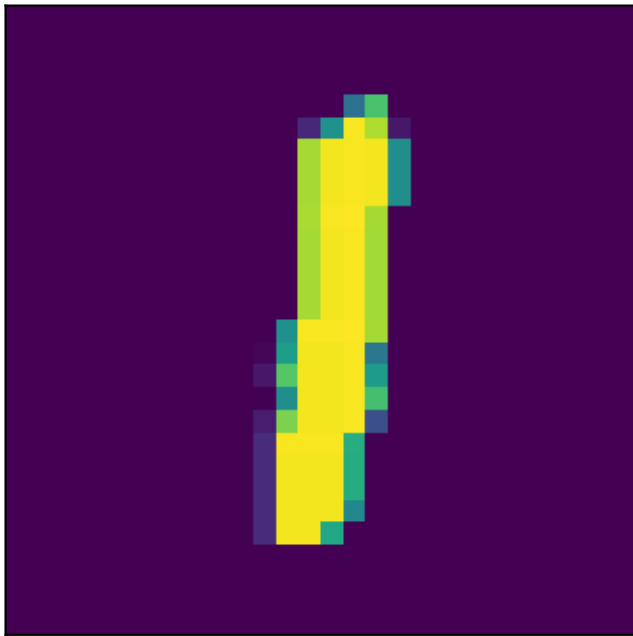
Image



Softmax Outputs



Image



## Softmax Outputs

