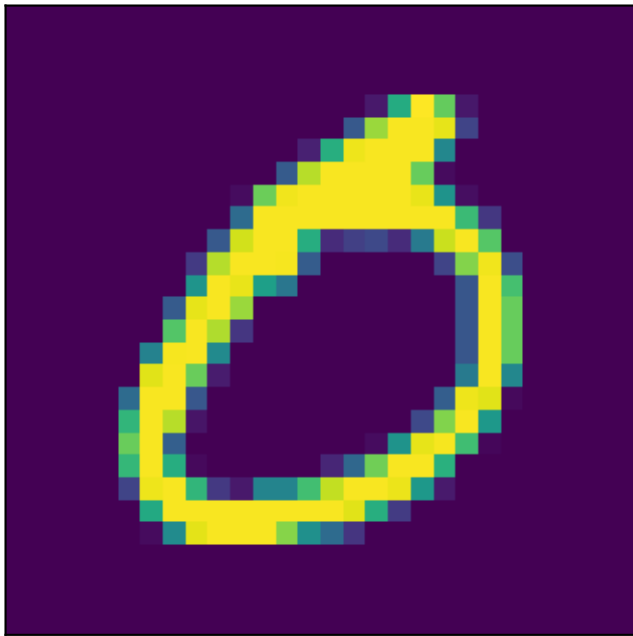
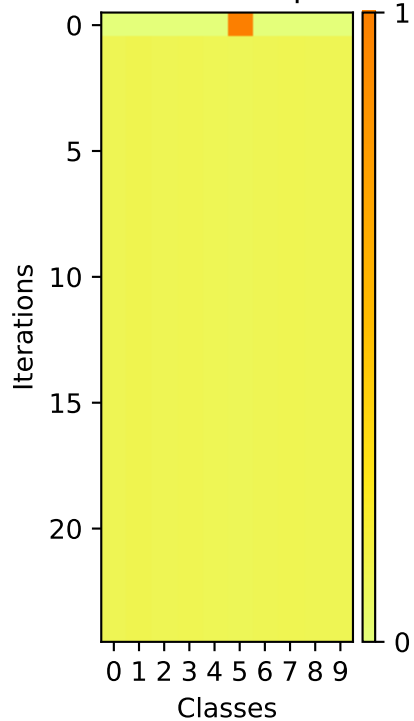


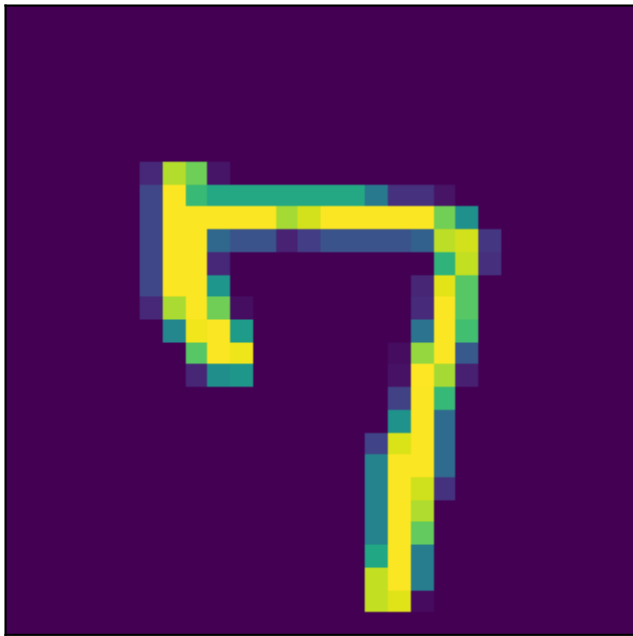
Image



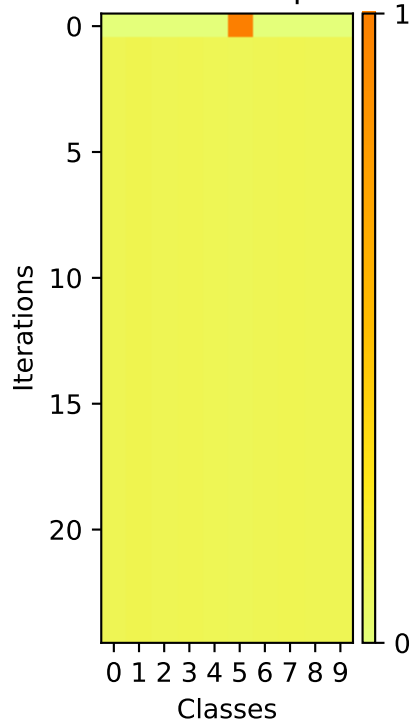
Softmax Outputs



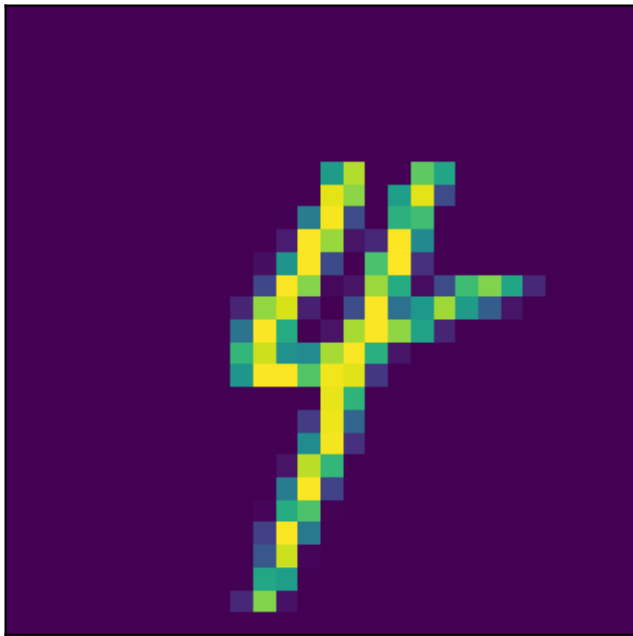
Image



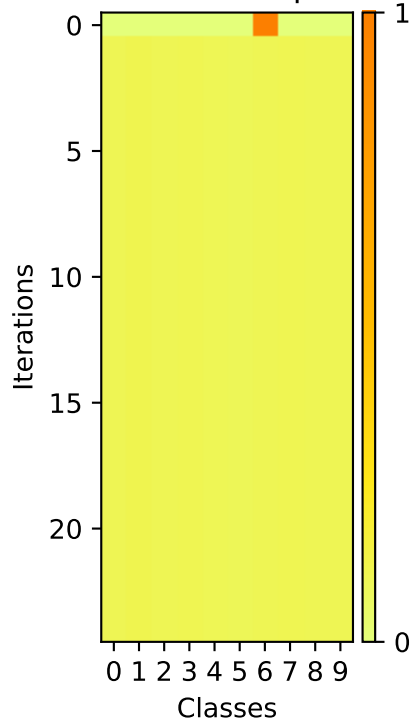
Softmax Outputs



Image



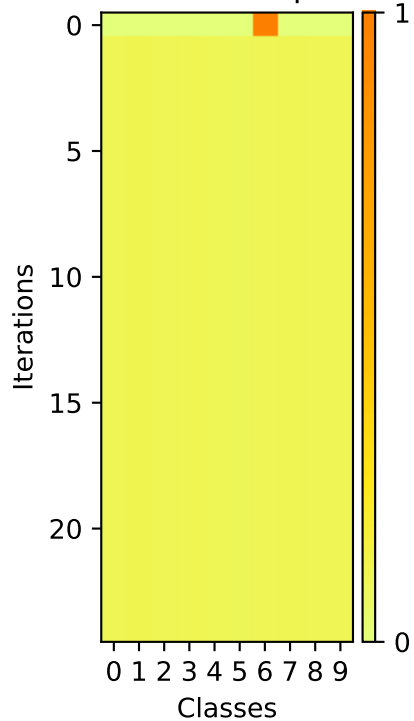
Softmax Outputs



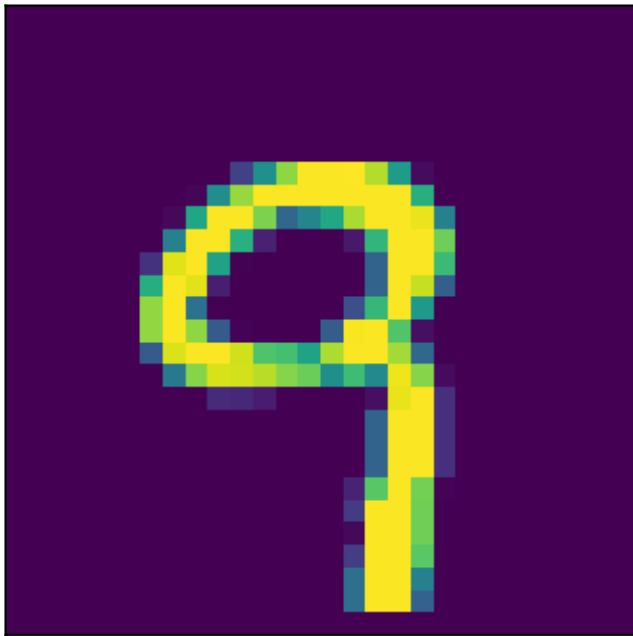
Image



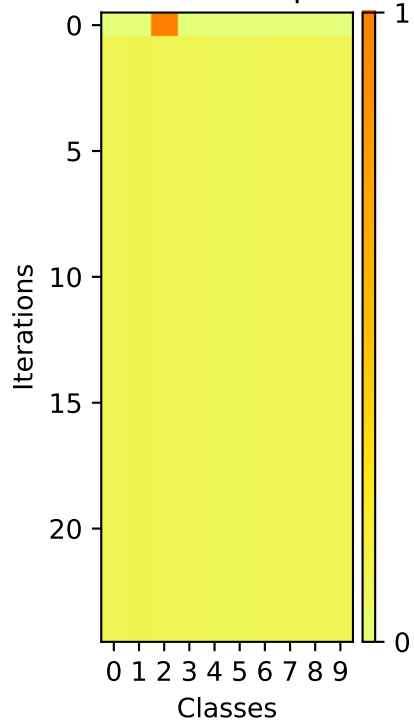
Softmax Outputs



Image



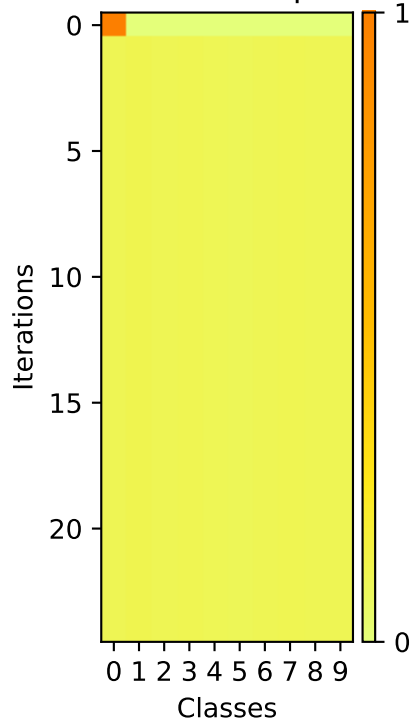
## Softmax Outputs



Image

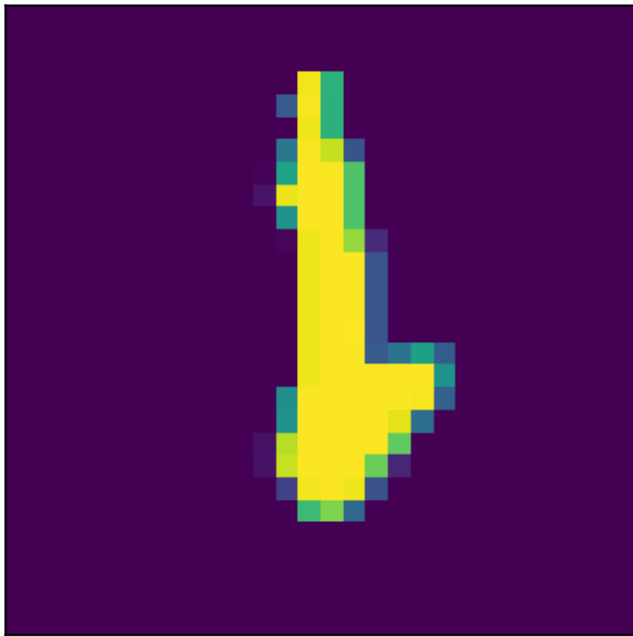


## Softmax Outputs

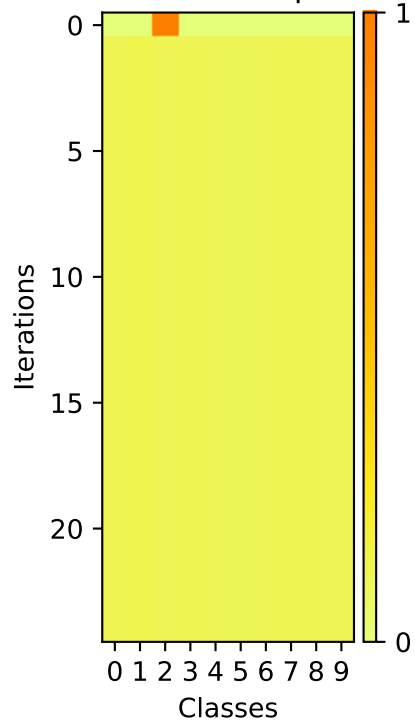




Image

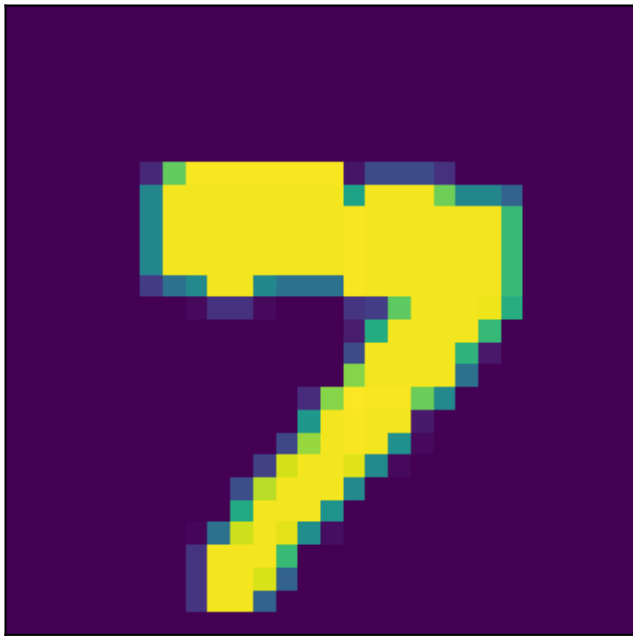


## Softmax Outputs

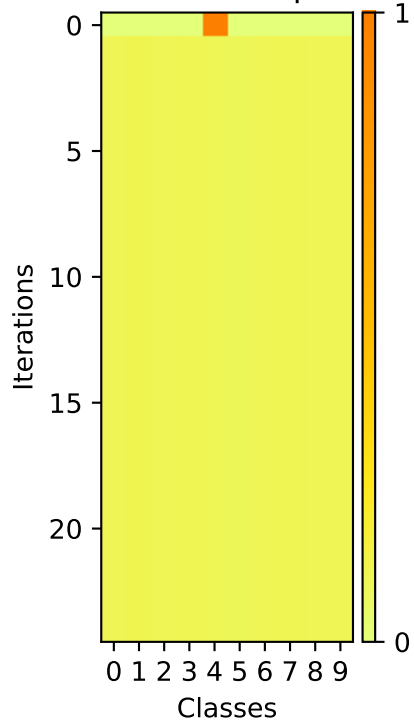




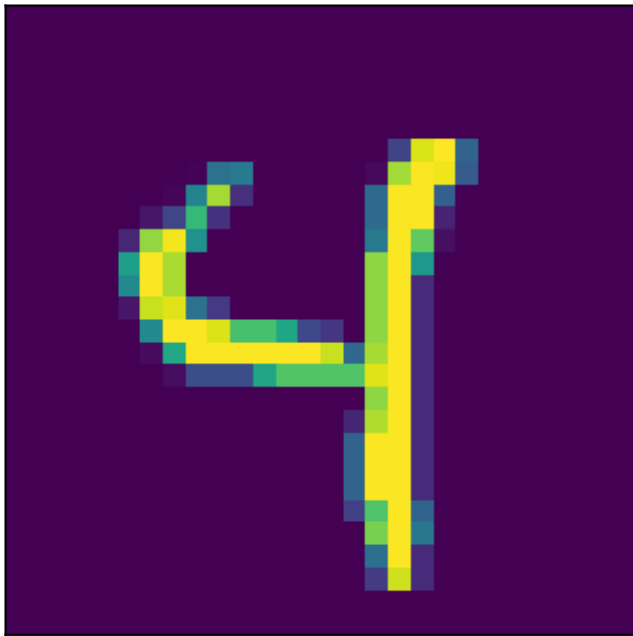
Image



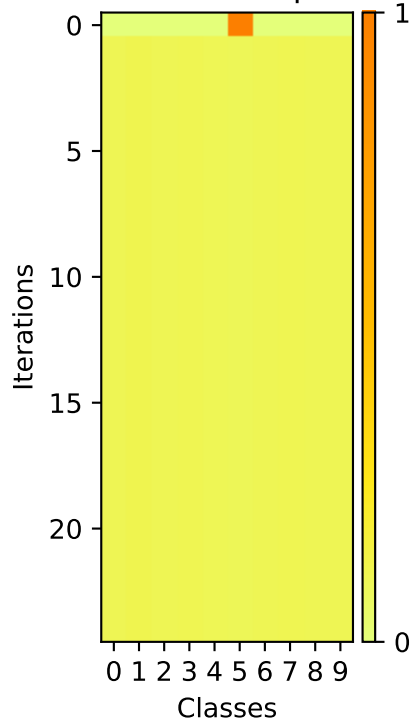
Softmax Outputs



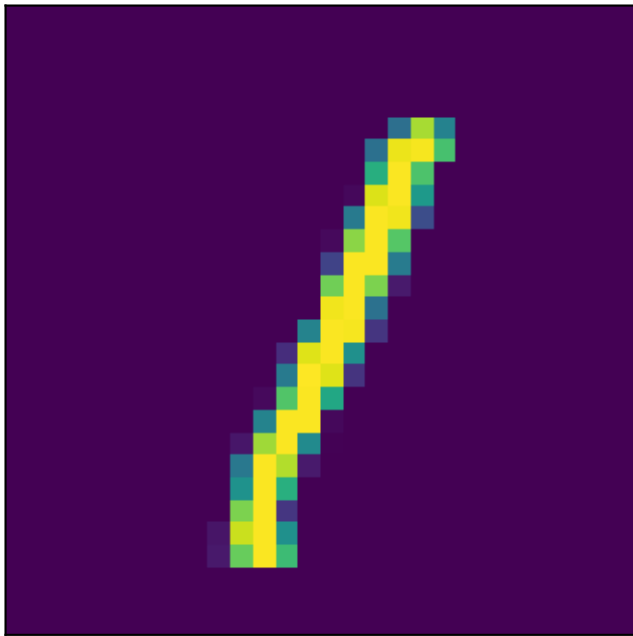
Image



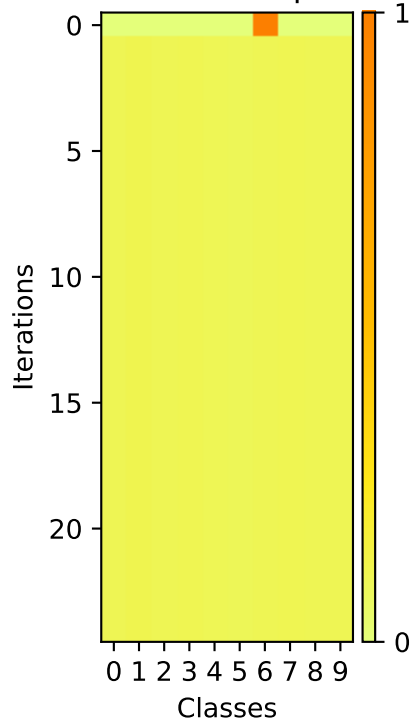
Softmax Outputs



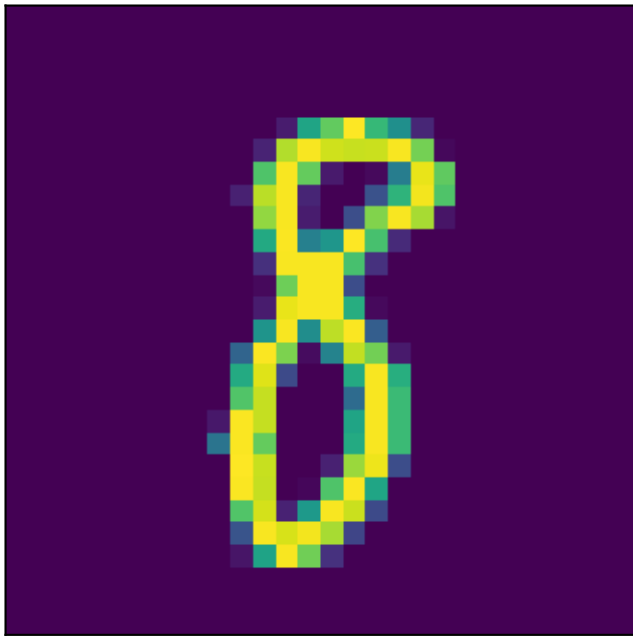
Image



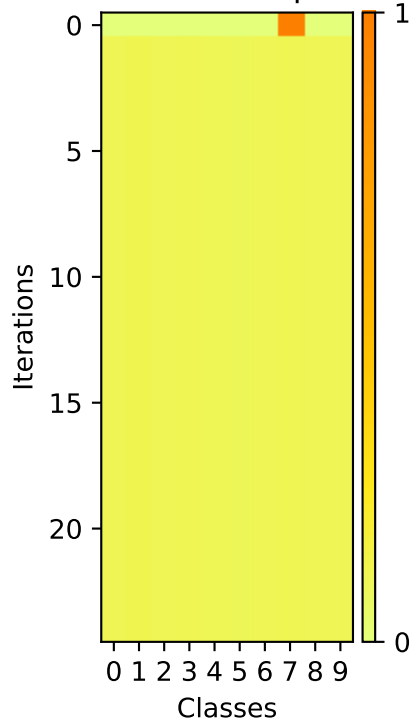
Softmax Outputs



Image



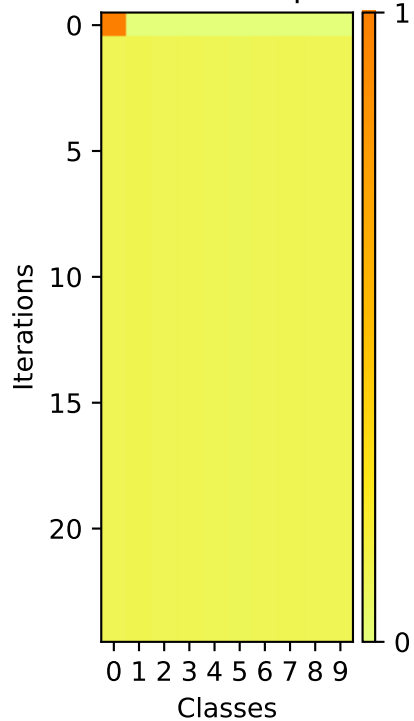
Softmax Outputs



Image



## Softmax Outputs

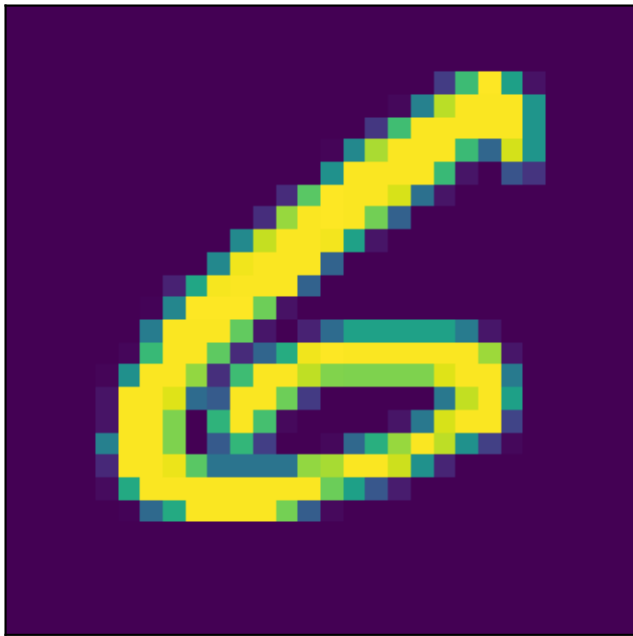


A pixelated, low-resolution image of the number 3. The number is composed of small squares in shades of yellow, green, and blue, set against a dark purple background. The style is reminiscent of early digital art or a low-quality scan of a printed digit.

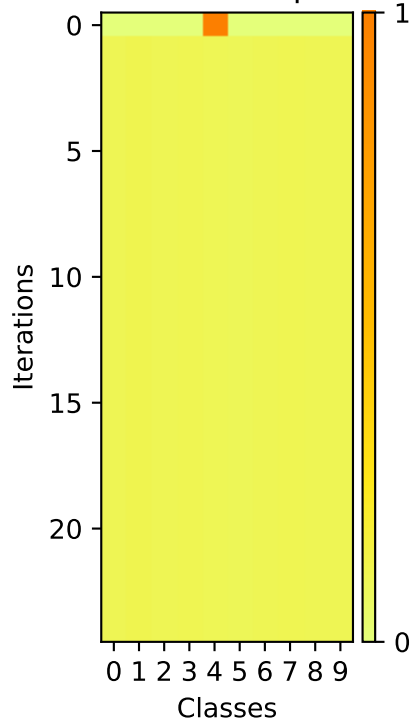
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

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

Image

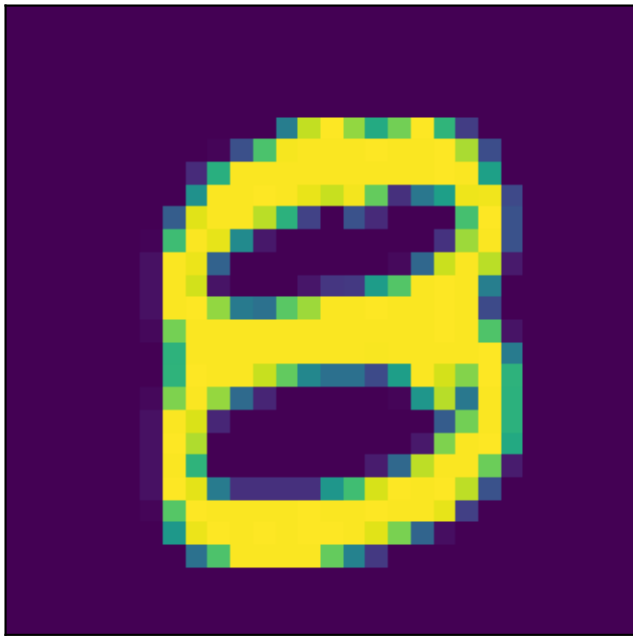


Softmax Outputs

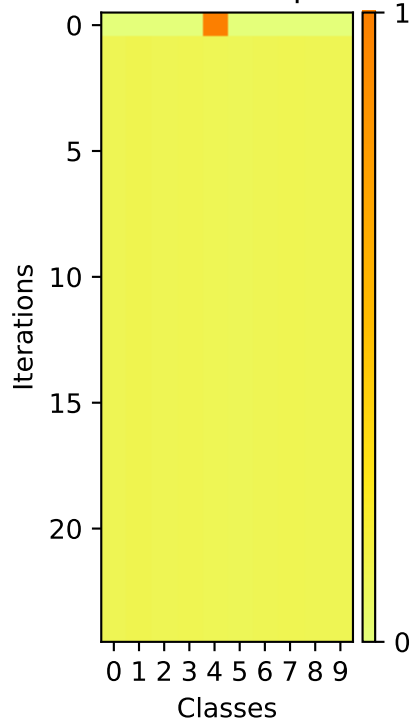




Image



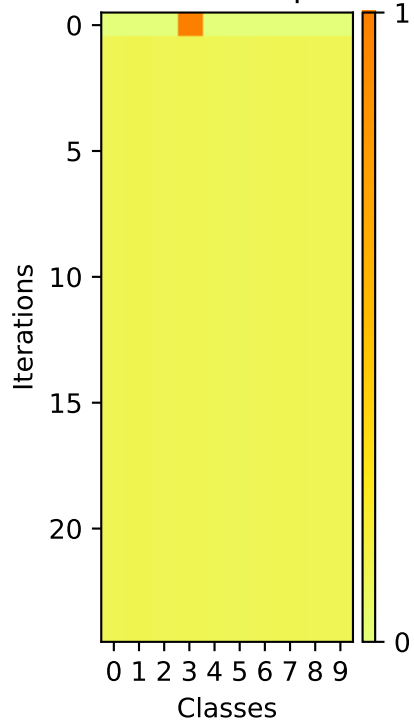
Softmax Outputs



Image

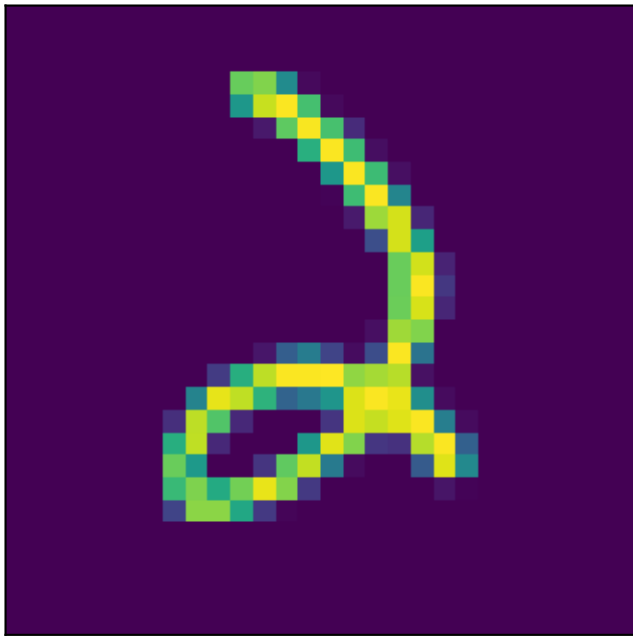


Softmax Outputs

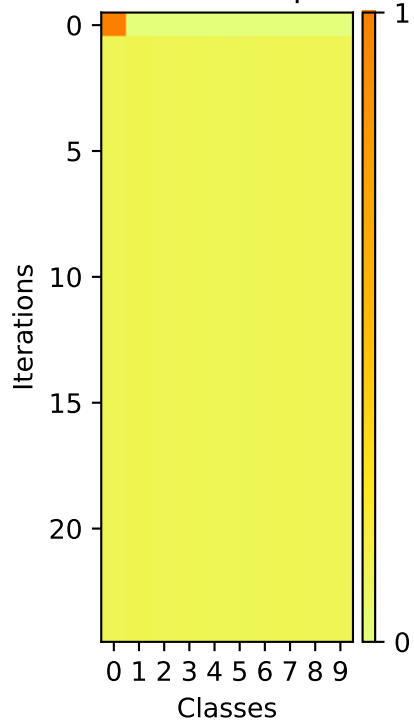


A pixelated, low-resolution image of a yellow and green zig-zag shape on a black background. The shape is composed of several horizontal and vertical segments, with the yellow segments forming the main body and the green segments forming the connecting points or corners. The overall appearance is that of a stylized letter 'Z' or a path.

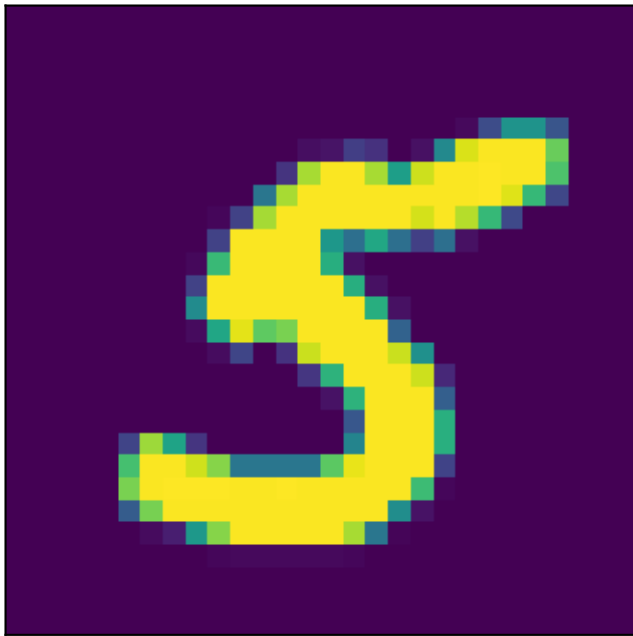
Image



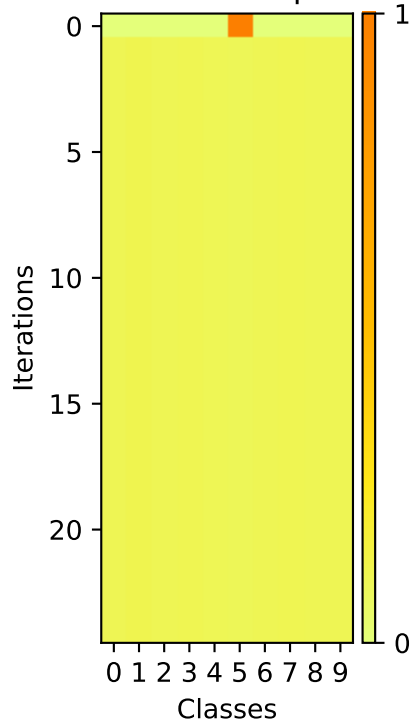
## Softmax Outputs



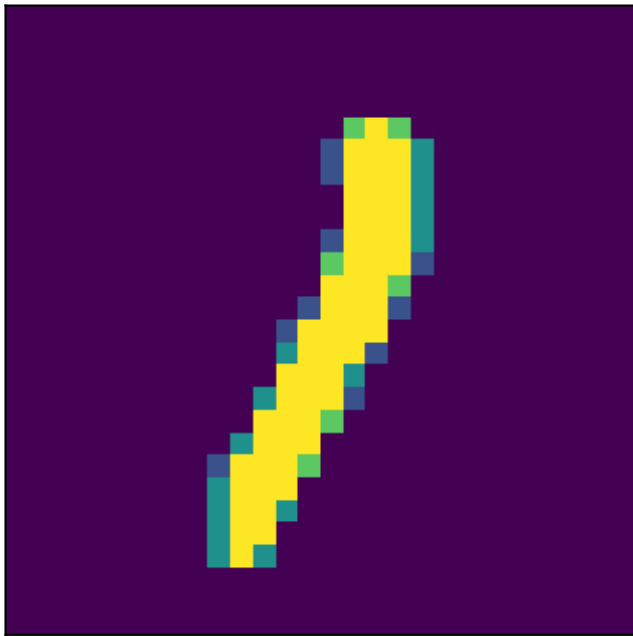
Image



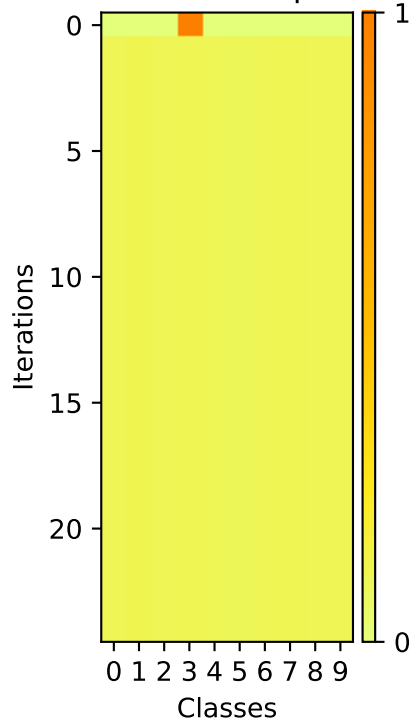
Softmax Outputs



Image

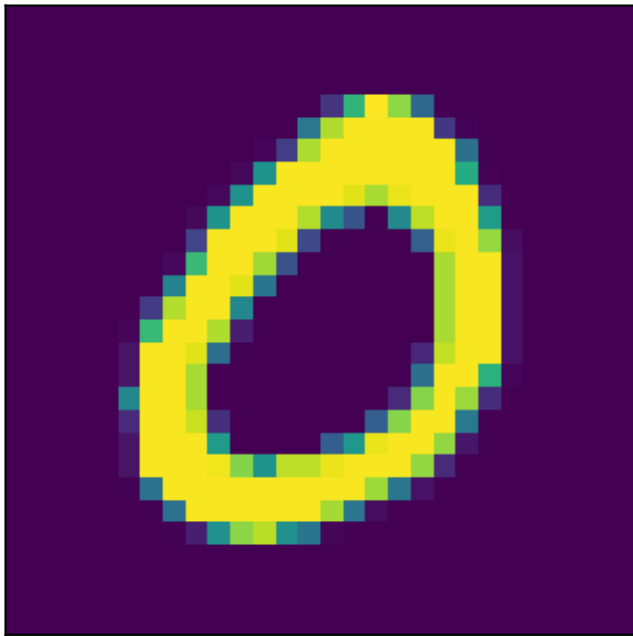


Softmax Outputs

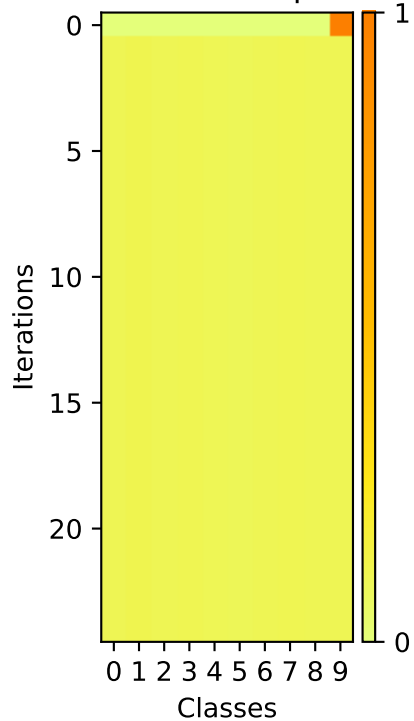


A pixelated, low-resolution image of the number 3. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a retro, digital aesthetic, similar to early computer graphics or video game sprites.

Image



## Softmax Outputs





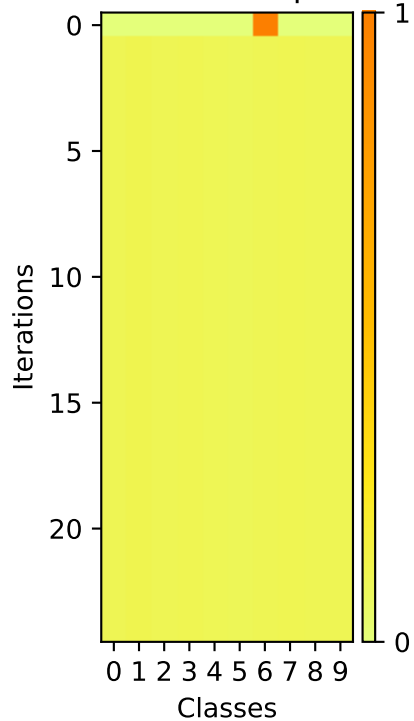
A pixelated yellow number 4 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow or greenish-yellow, giving it a slightly textured or glowing appearance. The background is a solid, deep purple.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates values from 0 (light yellow) to 1 (dark orange). A small dark orange square is visible at iteration 0, class 2.

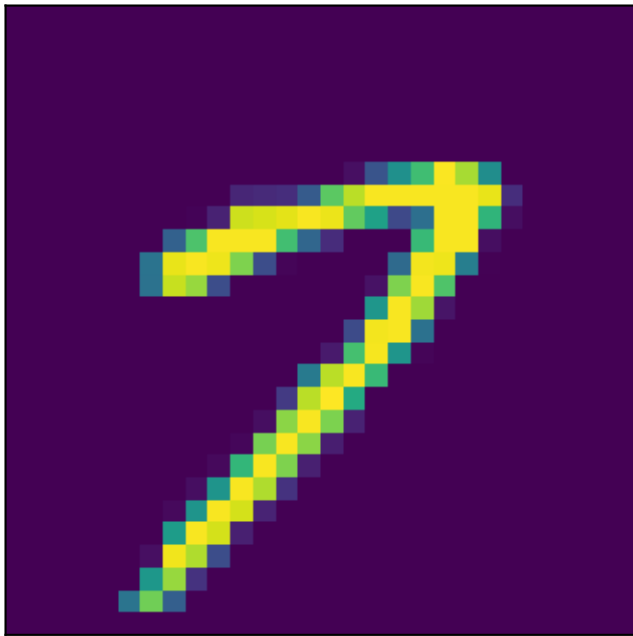
Image



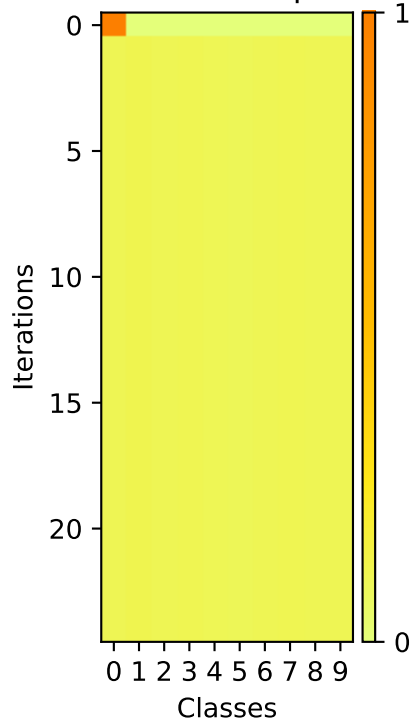
Softmax Outputs



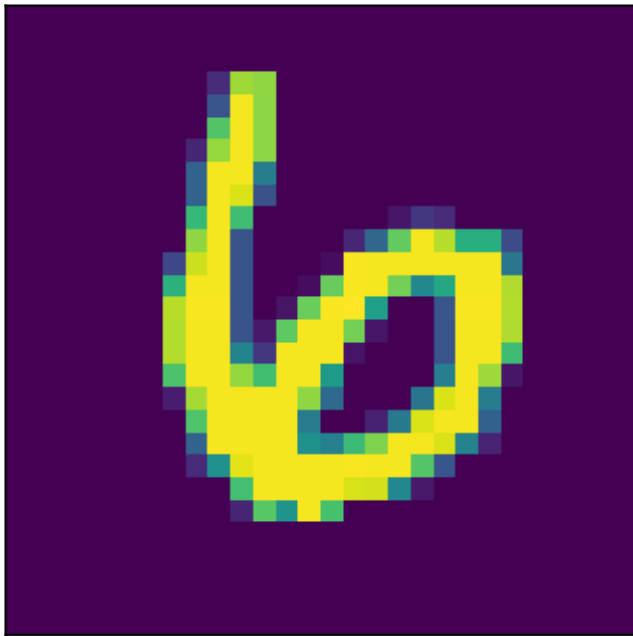
Image



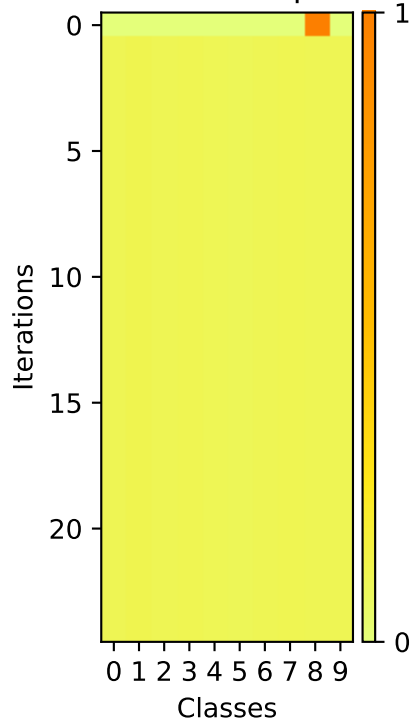
## Softmax Outputs



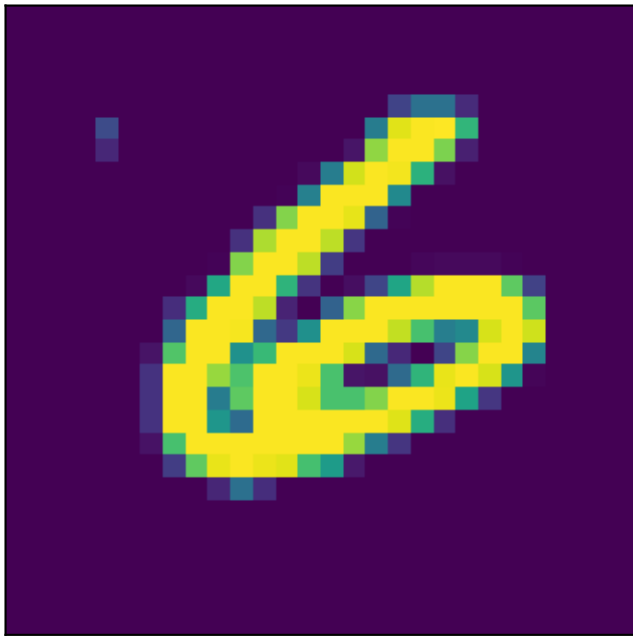
Image



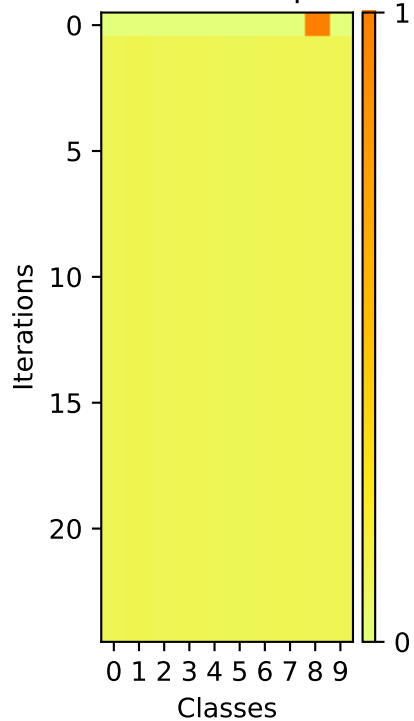
## Softmax Outputs



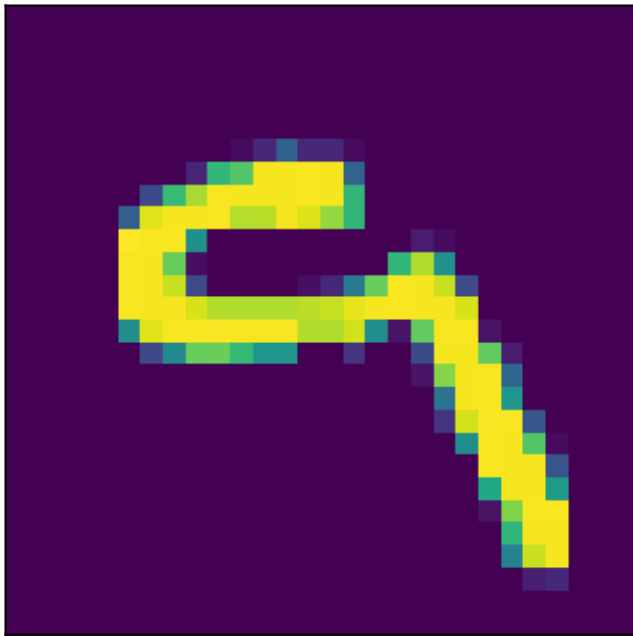
Image



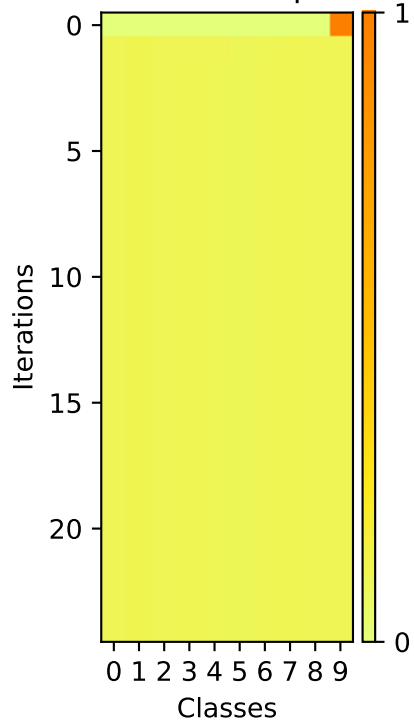
## Softmax Outputs



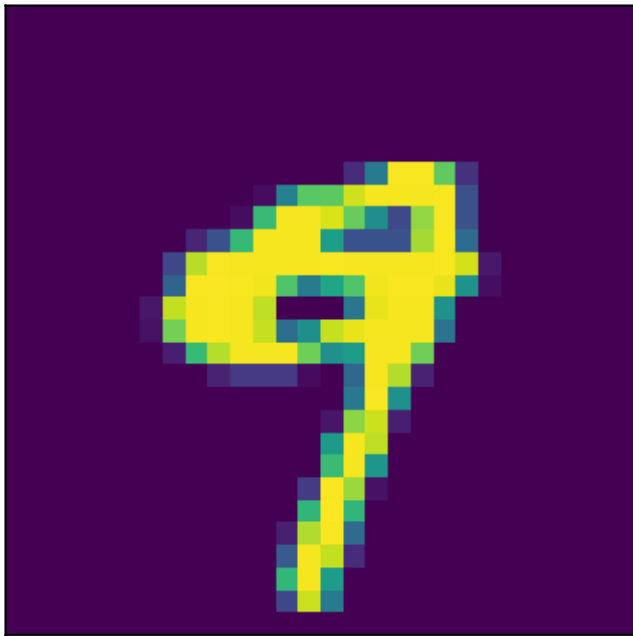
Image



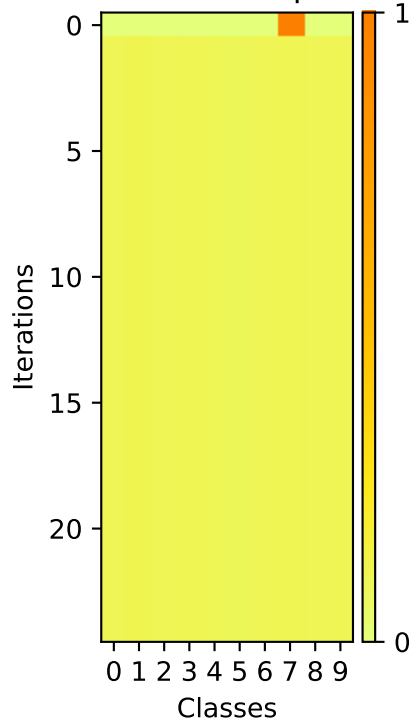
## Softmax Outputs



Image



Softmax Outputs

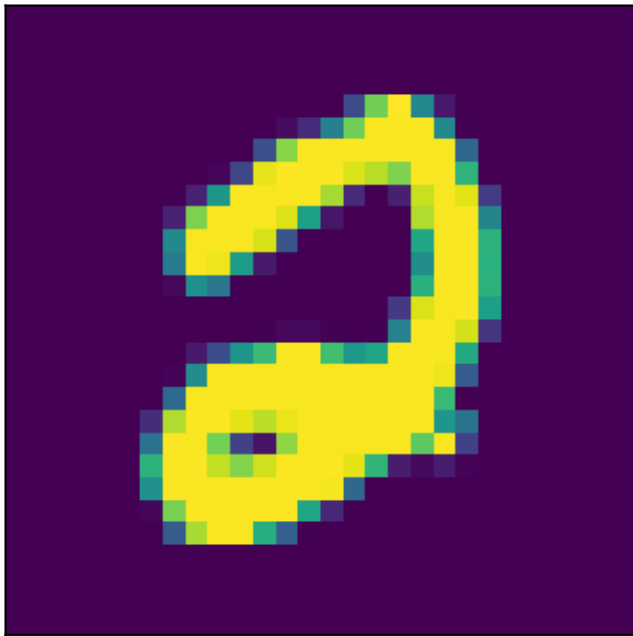


A pixelated, low-resolution image of a stylized bird or wing shape, rendered in shades of yellow, green, and blue against a dark purple background. The shape is composed of several distinct, jagged segments that form a central body and two outstretched, wing-like structures. The colors are bright and saturated, creating a high-contrast effect against the dark background. The overall aesthetic is reminiscent of early digital art or video game graphics.

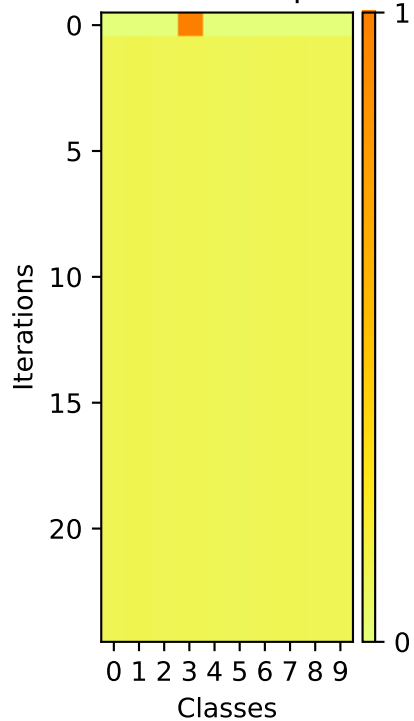
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.



Image



Softmax Outputs



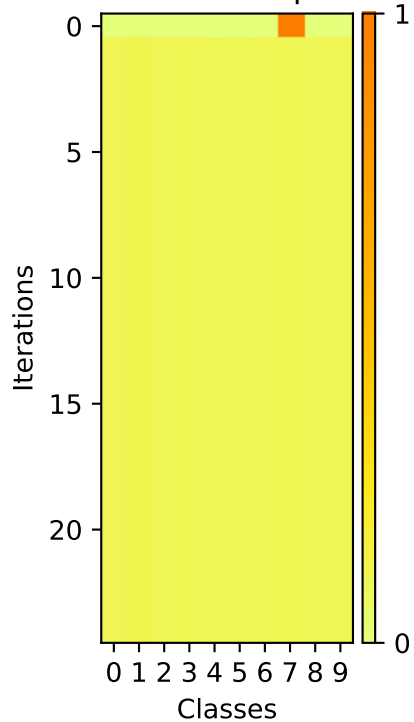
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of small squares in various shades of yellow, green, and blue, giving it a retro, digital appearance. It has a thick stem and a circular top with a small dot.

Heatmap showing the evolution of the confusion matrix over 20 iterations. The x-axis represents Classes (0-9) and the y-axis represents Iterations (0-20). The color bar on the right indicates the value of the matrix element, ranging from 0 (yellow) to 1 (orange). The matrix is mostly yellow, indicating values near 0, with a small orange square at iteration 0, class 8.

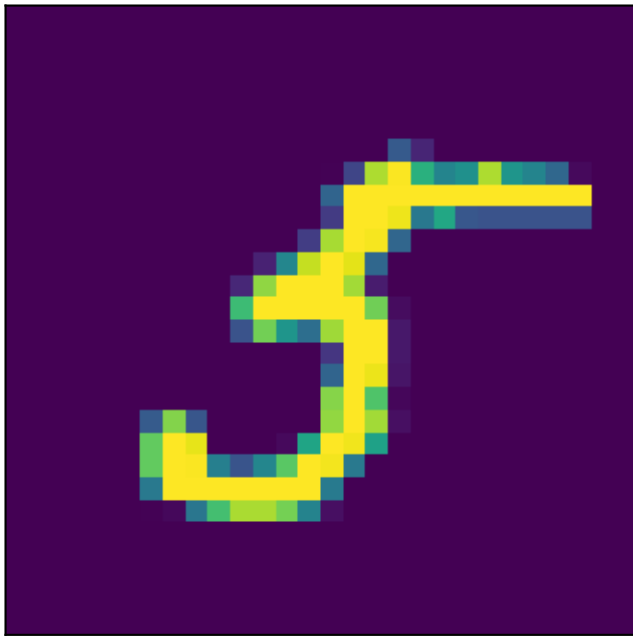
Image



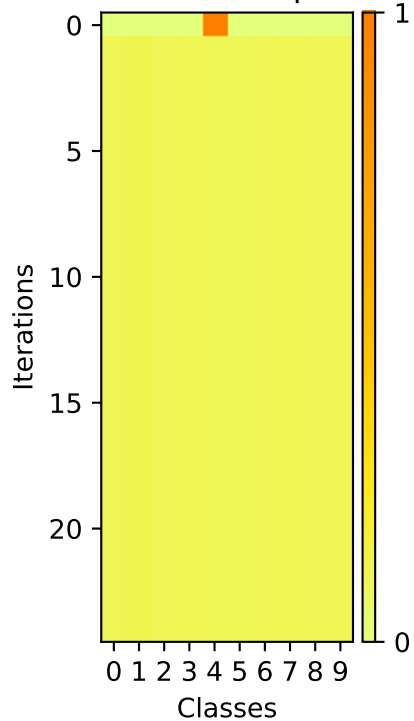
Softmax Outputs



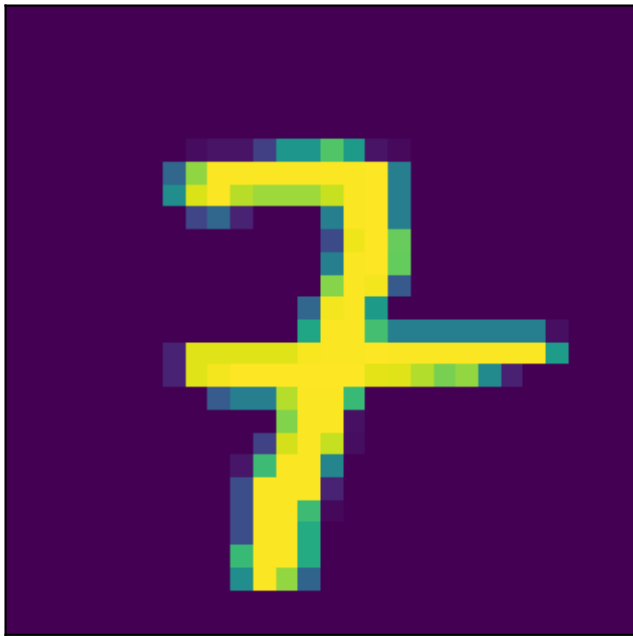
Image



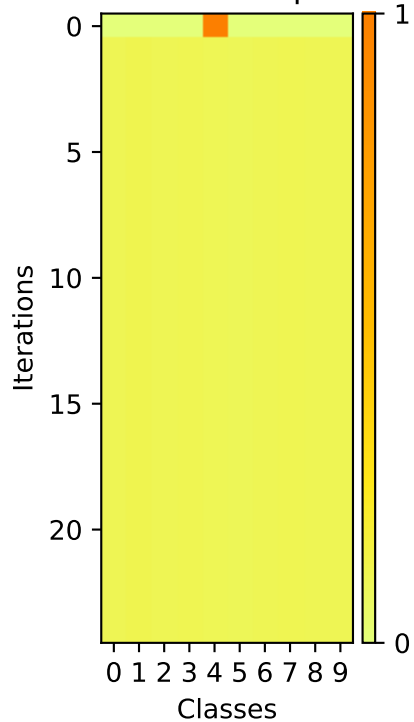
Softmax Outputs



Image



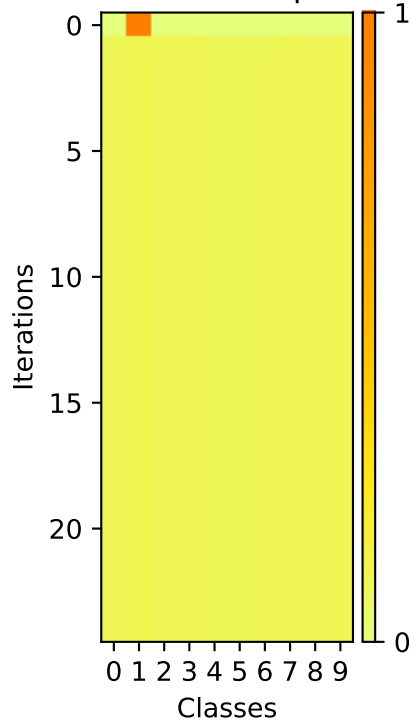
Softmax Outputs



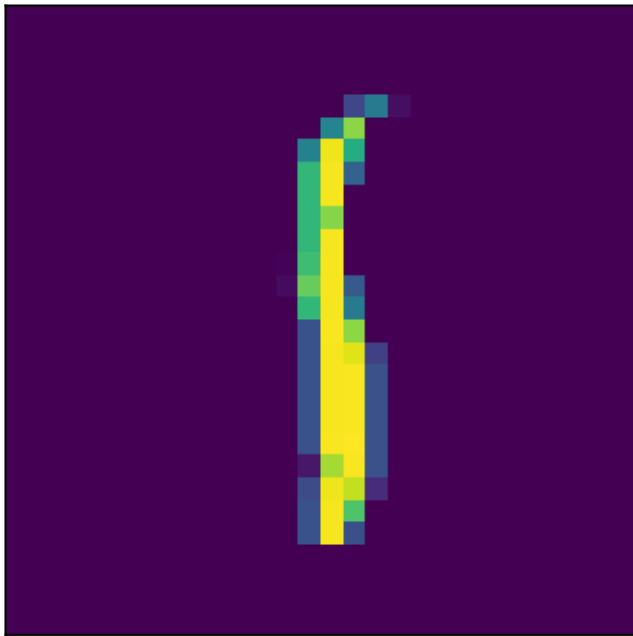
Image



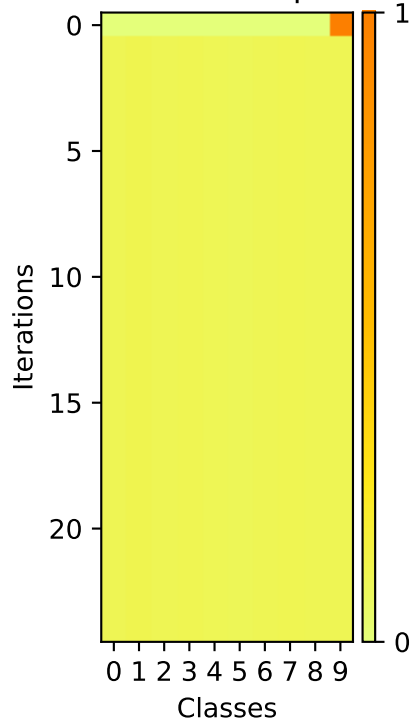
Softmax Outputs



Image



## Softmax Outputs



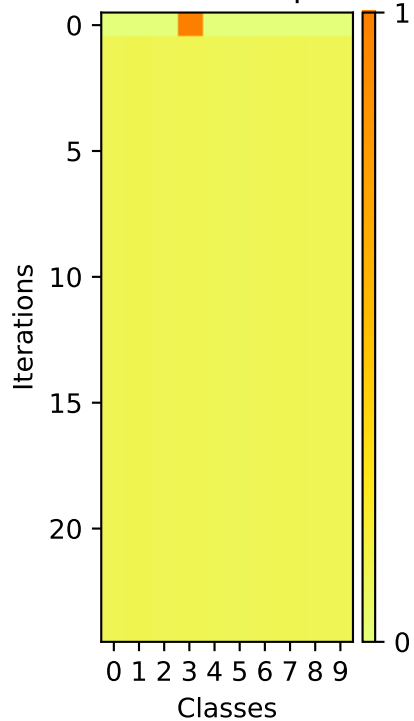
A pixelated, low-resolution image of a yellow and green object, possibly a stylized letter or logo, set against a dark purple background. The object has a complex, somewhat abstract shape with a central dark purple area. The colors used are primarily yellow, green, and dark purple, with some blue and cyan pixels scattered throughout. The overall appearance is reminiscent of a low-quality digital scan or a retro-style graphic.



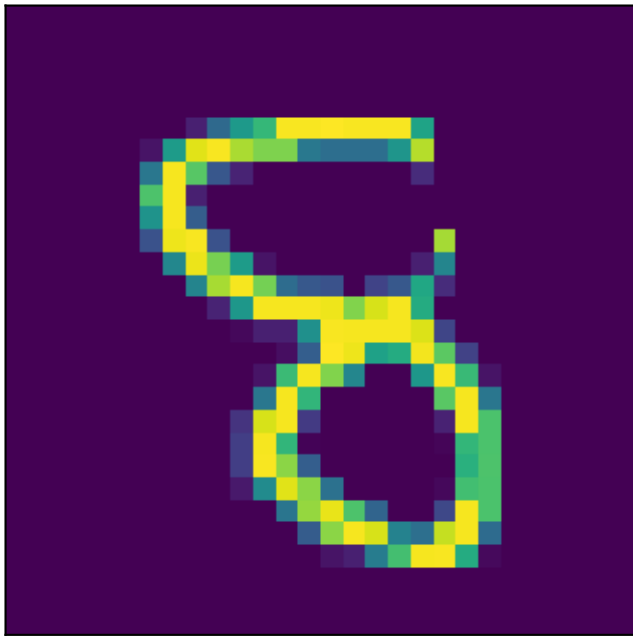
Image



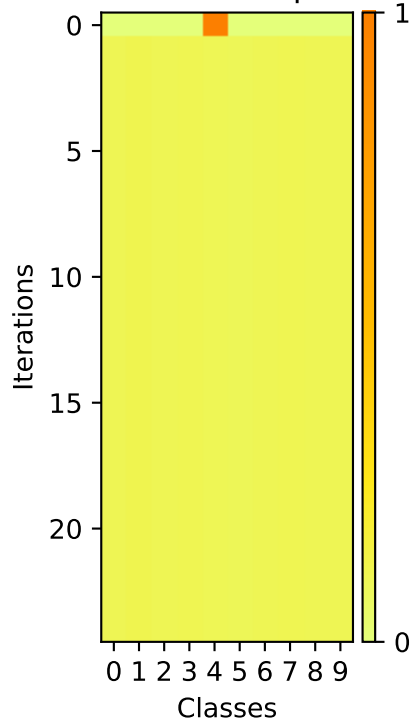
Softmax Outputs



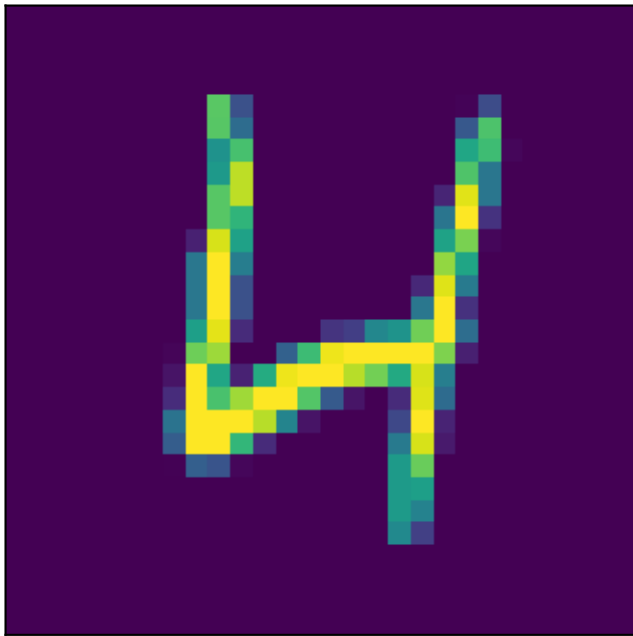
Image



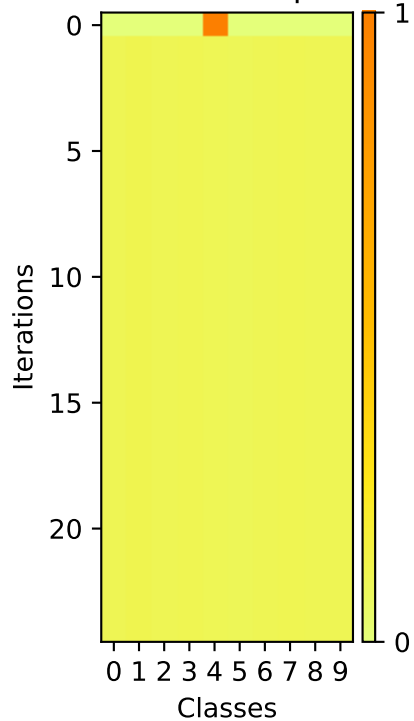
Softmax Outputs



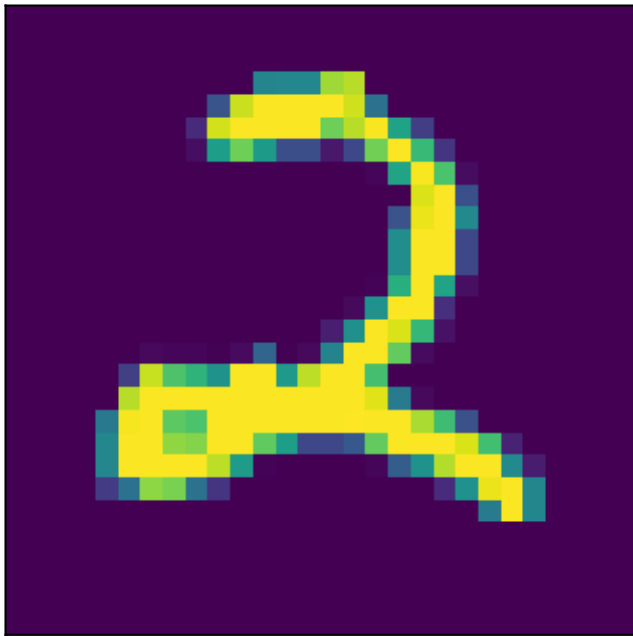
Image



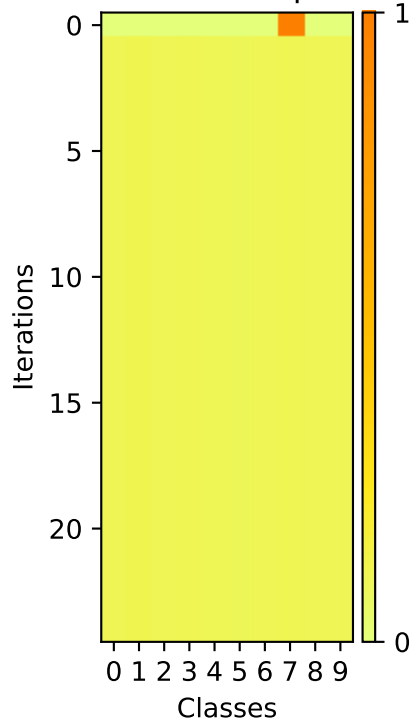
## Softmax Outputs



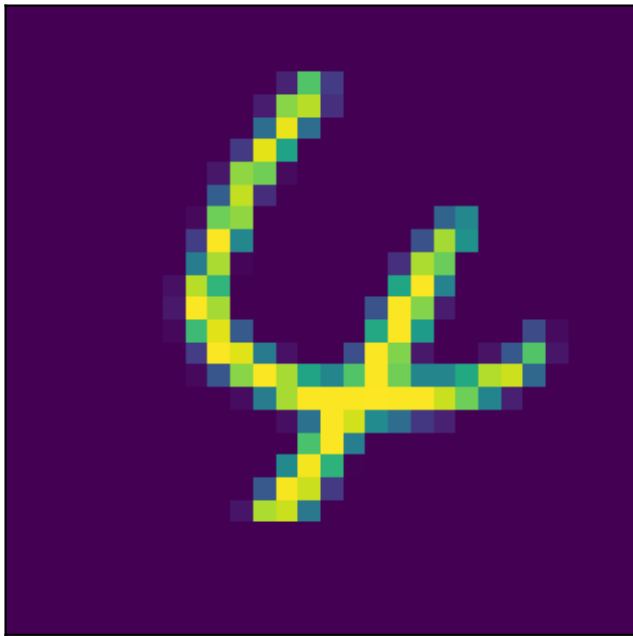
Image



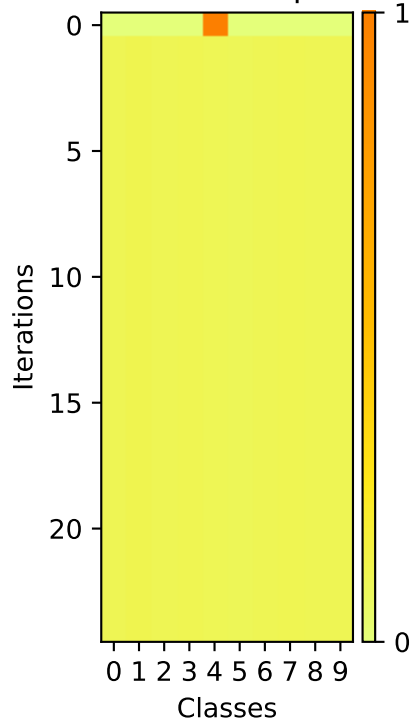
Softmax Outputs



Image

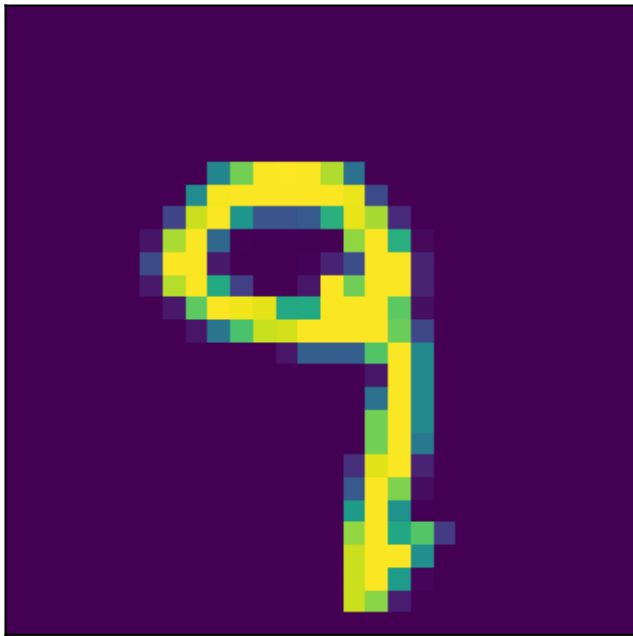


Softmax Outputs

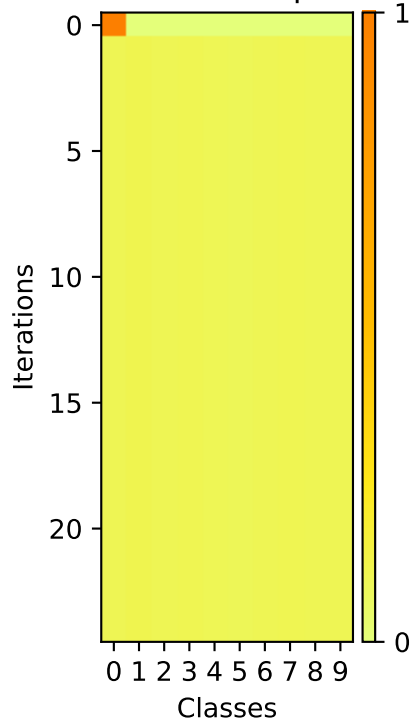




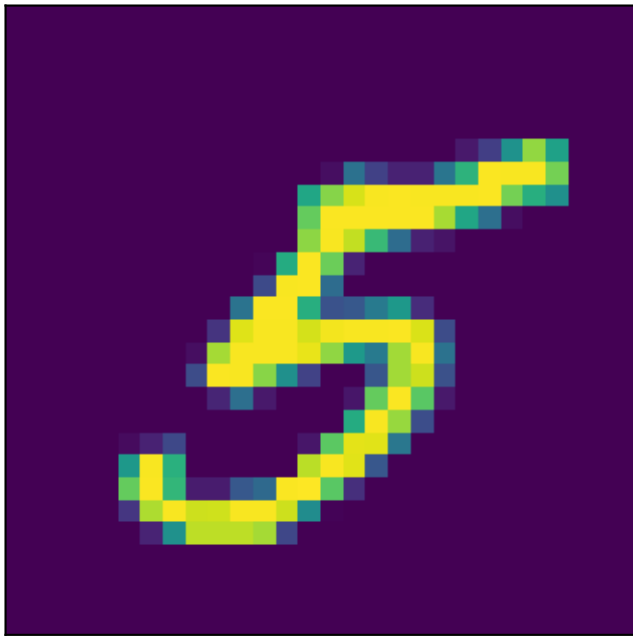
Image



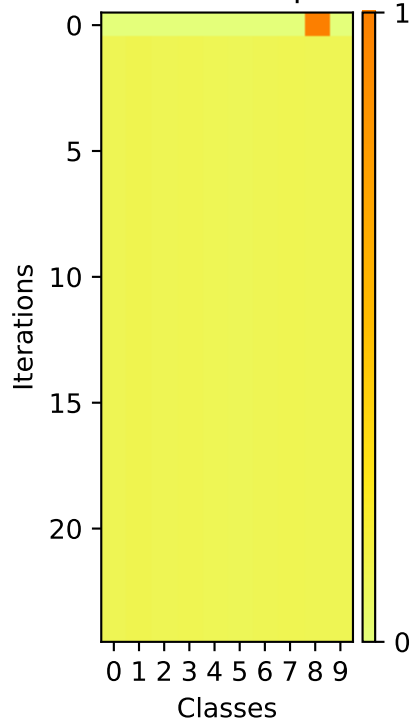
## Softmax Outputs



Image

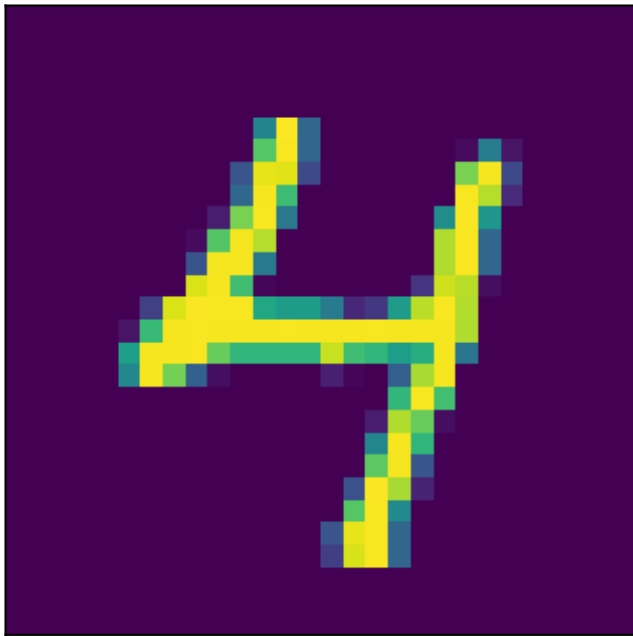


## Softmax Outputs

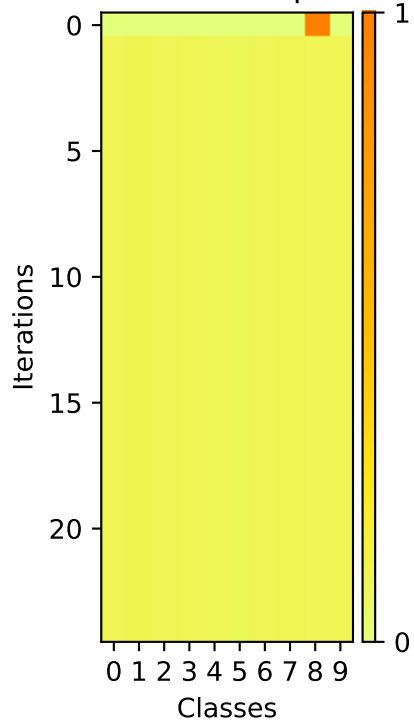




Image

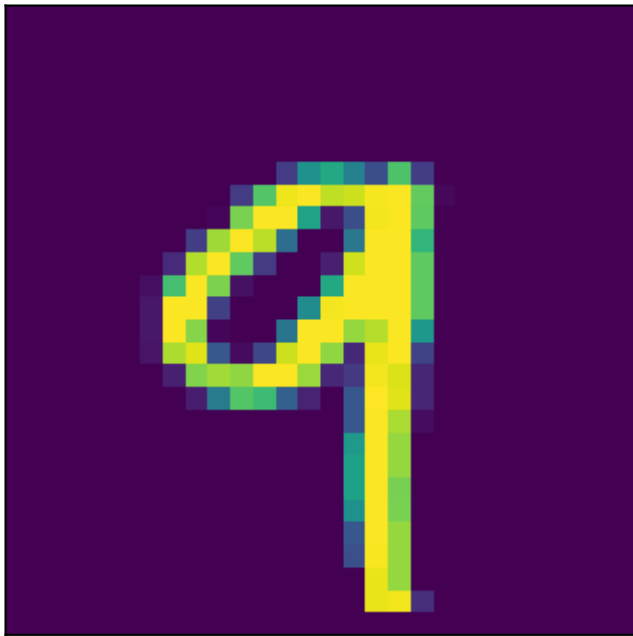


## Softmax Outputs

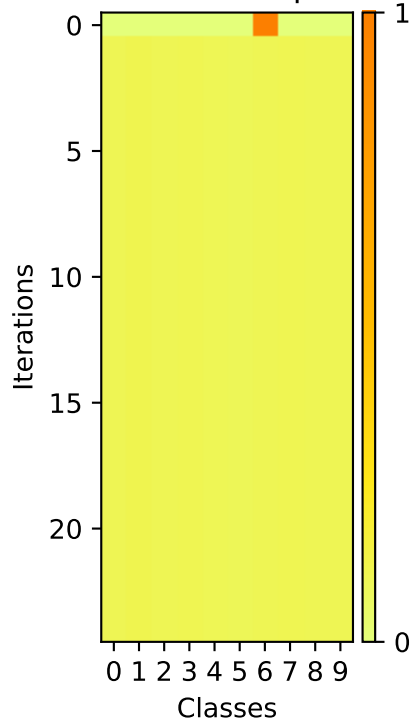


A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, with a dark purple outline. The background is a solid dark purple color.

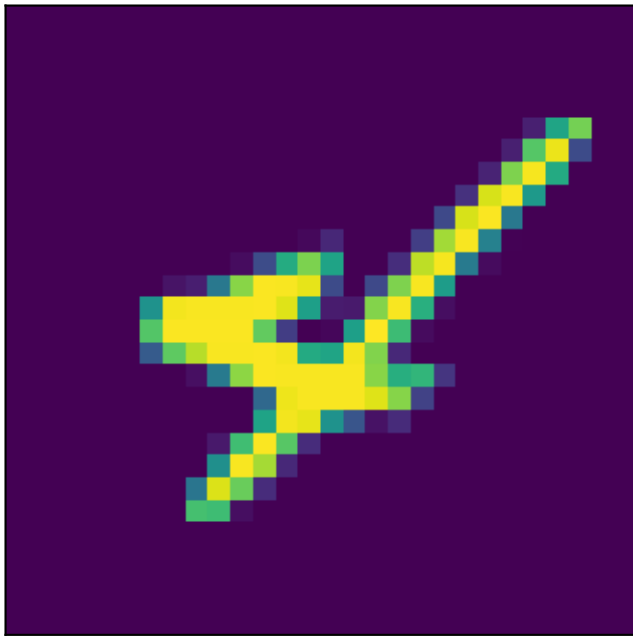
Image



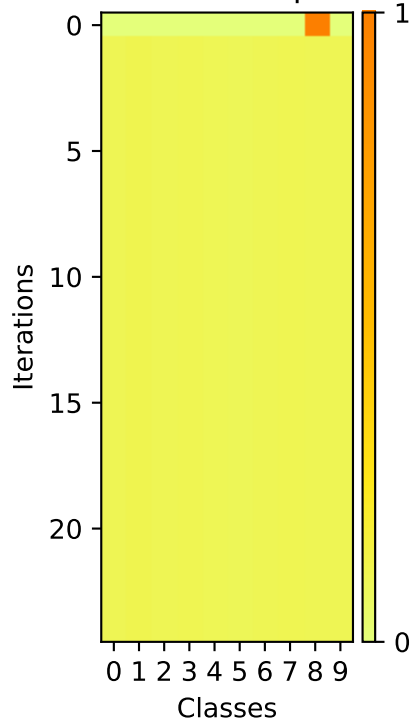
Softmax Outputs



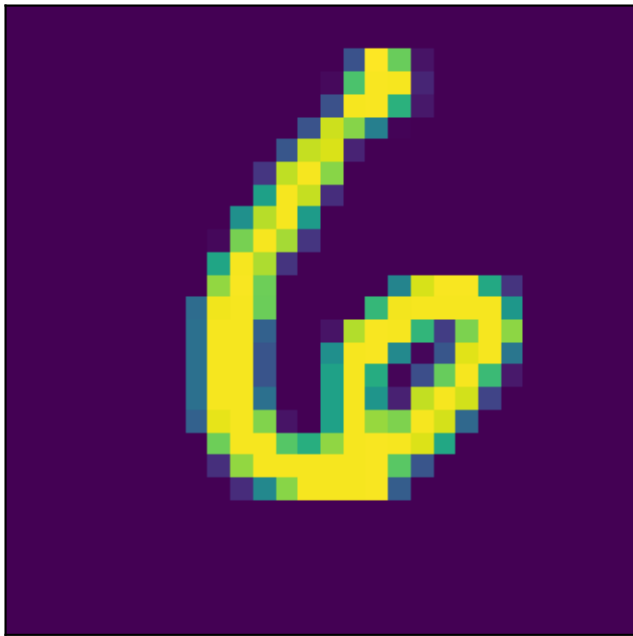
Image



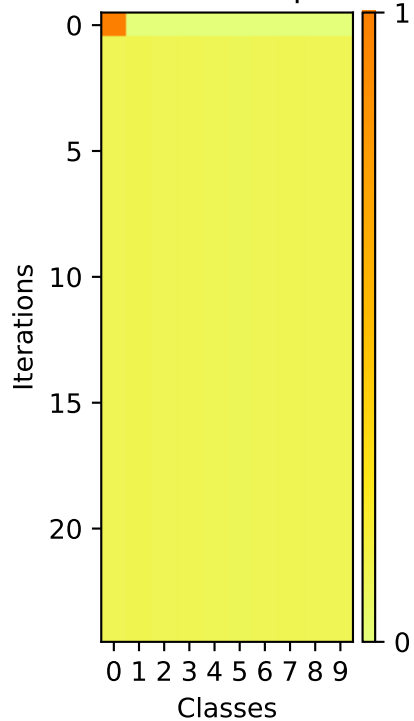
## Softmax Outputs



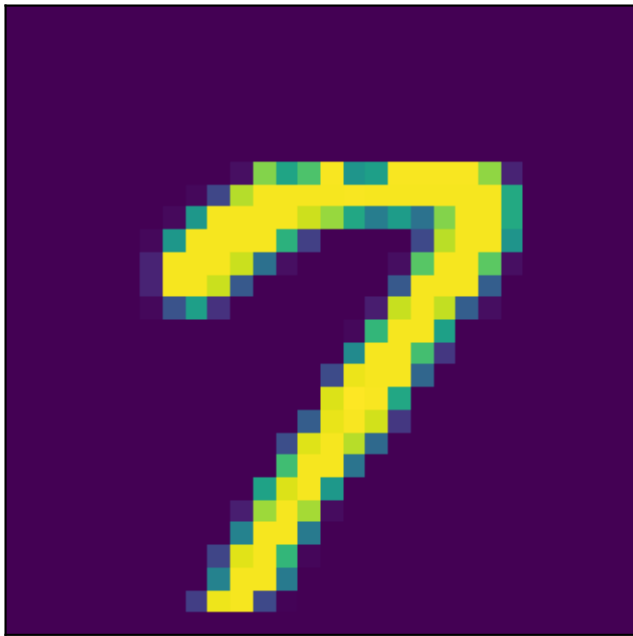
Image



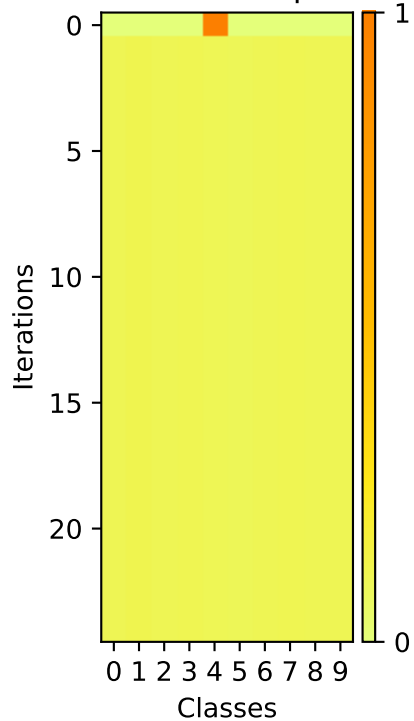
## Softmax Outputs



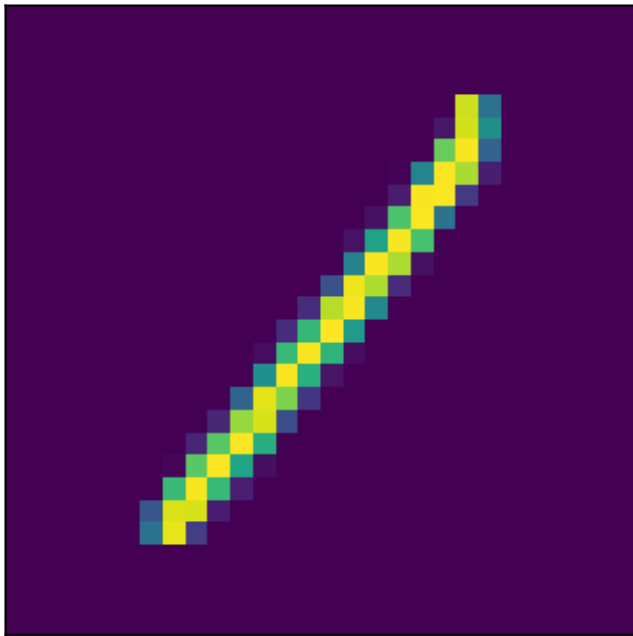
Image



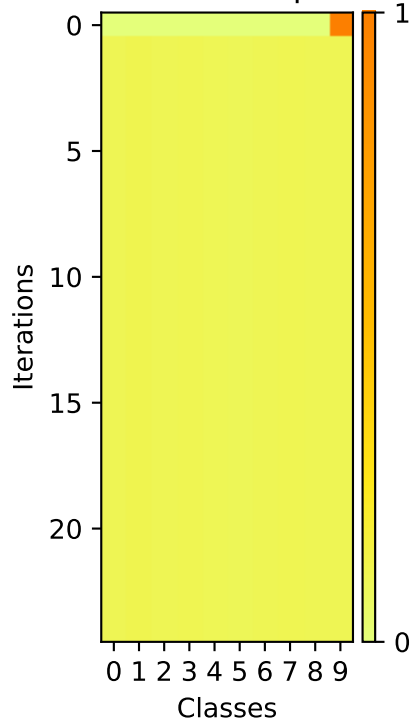
Softmax Outputs



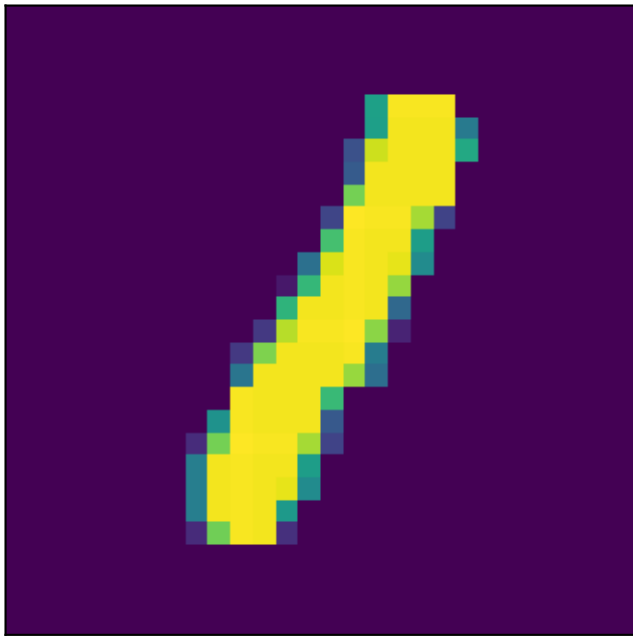
Image



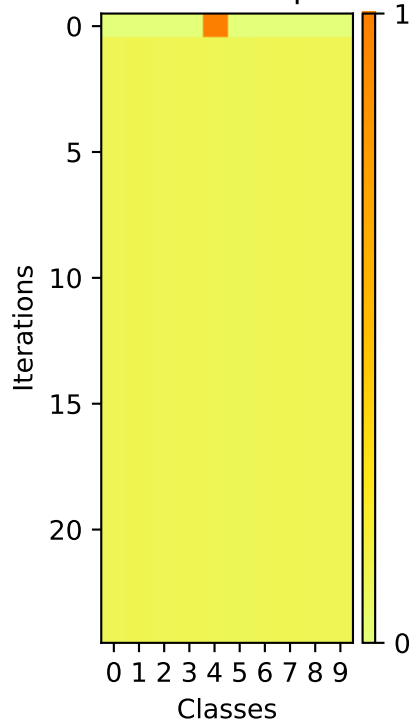
## Softmax Outputs



Image



Softmax Outputs



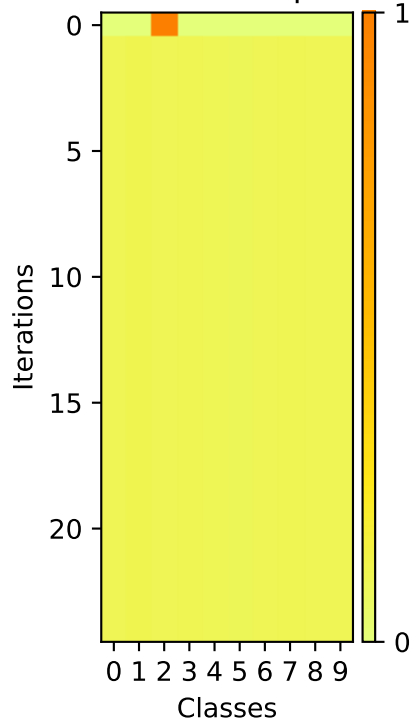


A pixelated, low-resolution image of a yellow and green figure-eight shape on a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The figure-eight is oriented vertically, with the loops at the top and bottom. The background is a solid dark purple.

Image



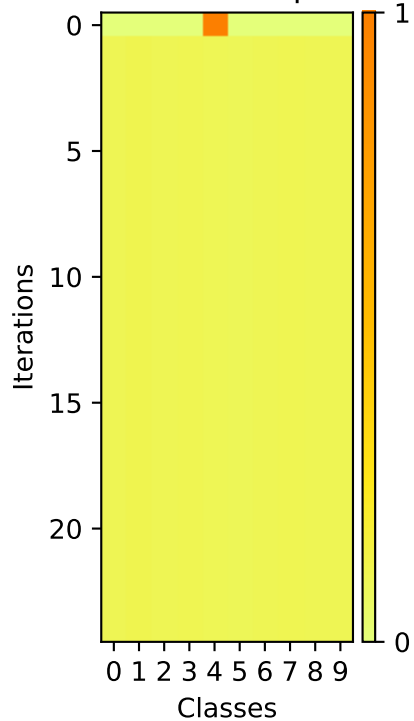
## Softmax Outputs



Image



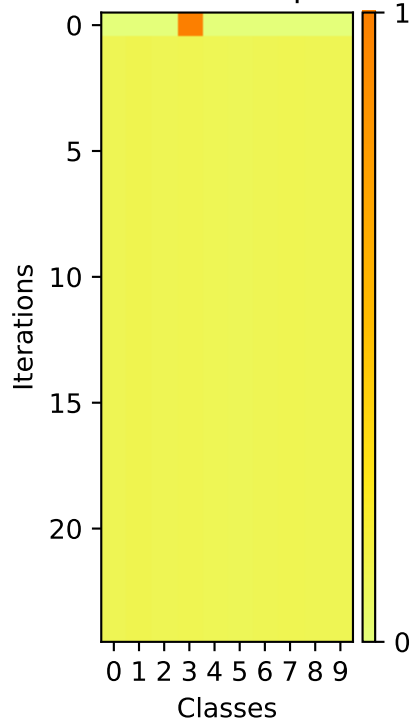
Softmax Outputs



Image

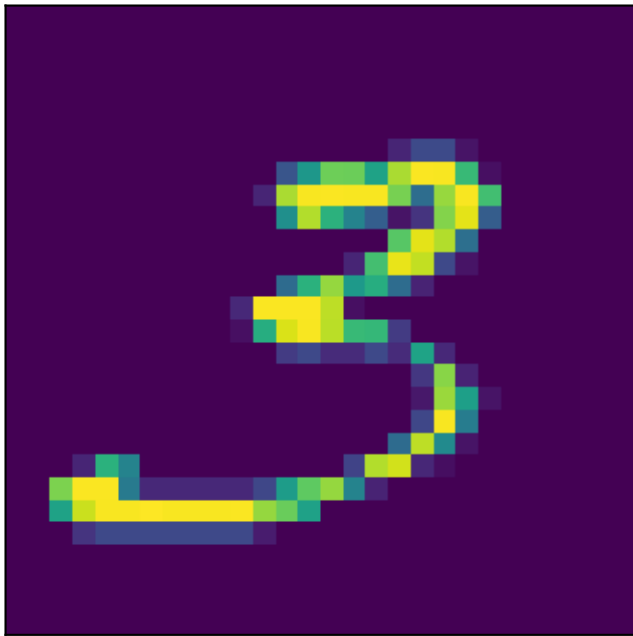


Softmax Outputs

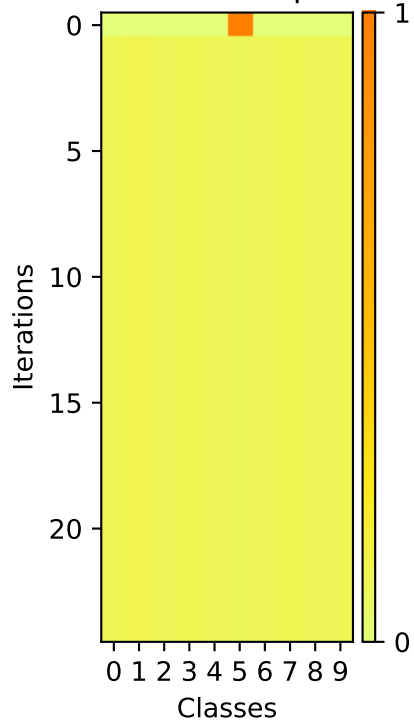


A pixelated yellow smiley face with a wide, open mouth, set against a black background. The face is composed of large, distinct pixels, giving it a retro, low-resolution appearance. The eyes are simple horizontal lines, and the mouth is a large, open, U-shaped gap. The overall style is reminiscent of early digital art or video game graphics.

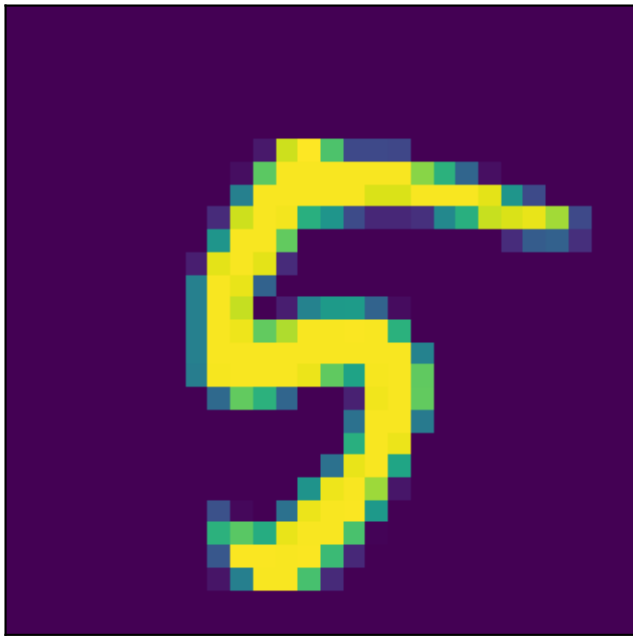
Image



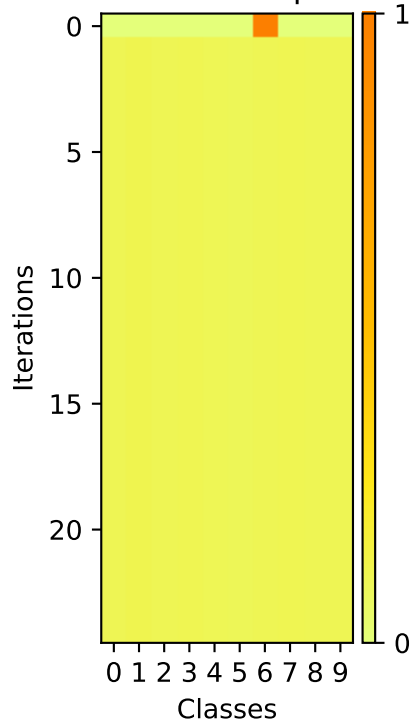
Softmax Outputs



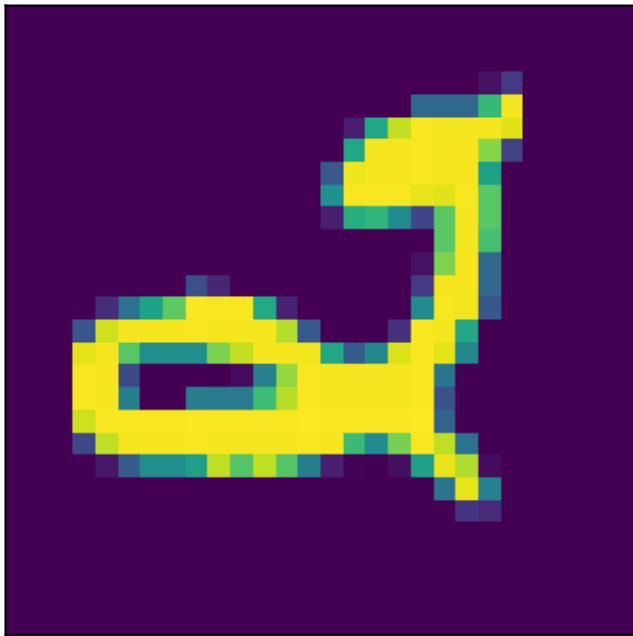
Image



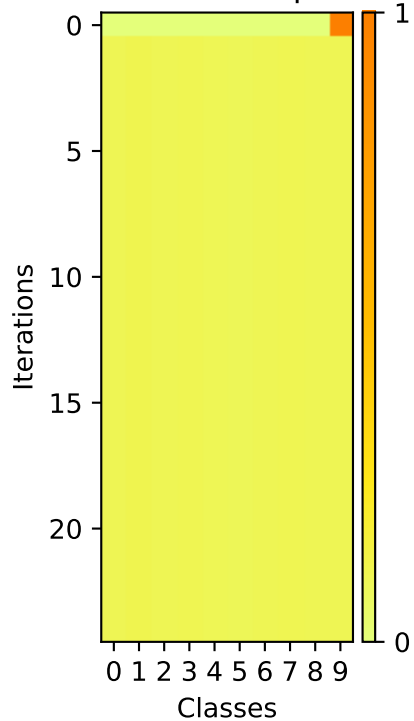
Softmax Outputs



Image



## Softmax Outputs





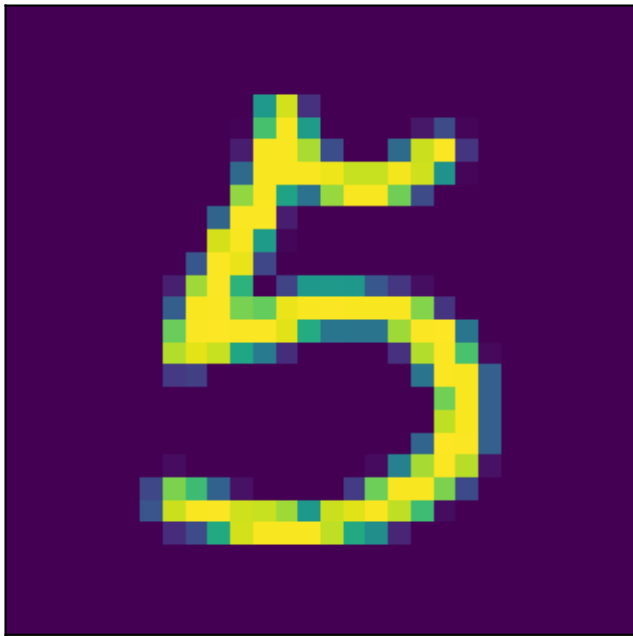
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 0 starts with a high probability (orange) at iteration 0 and decreases to near zero (yellow) by iteration 1. Other classes remain near zero throughout the iterations.

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

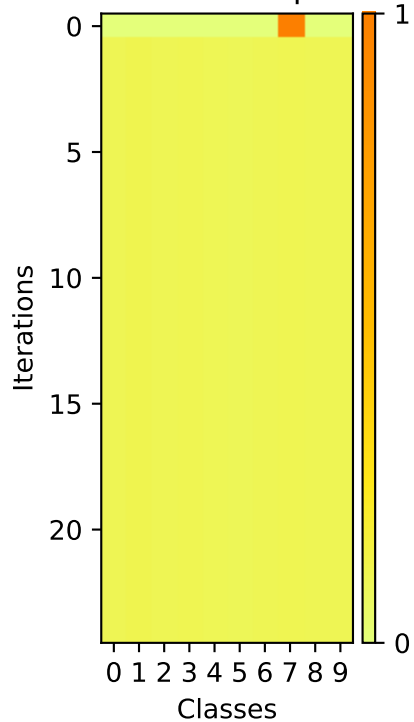


A pixelated yellow number 9 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is positioned in the lower right quadrant of the image.

Image



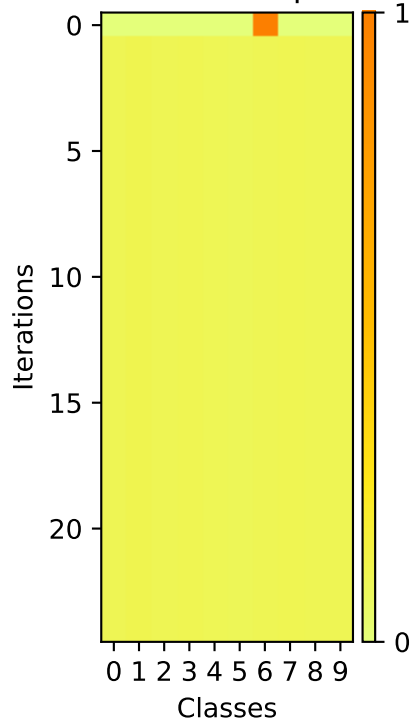
Softmax Outputs



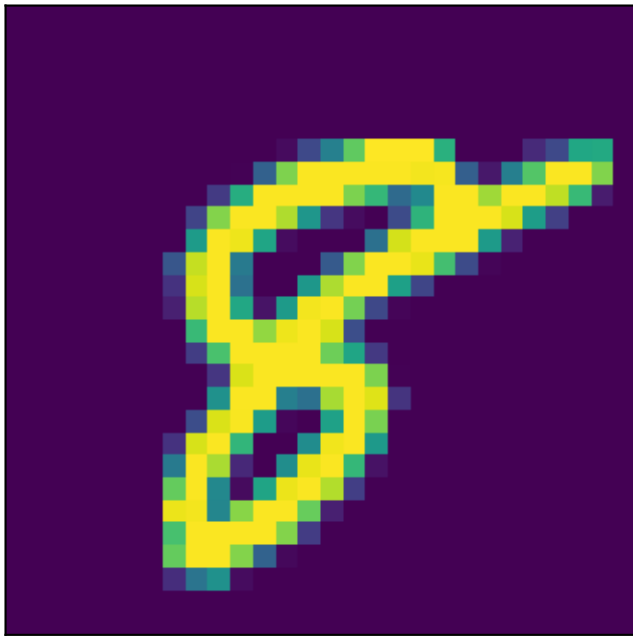
Image



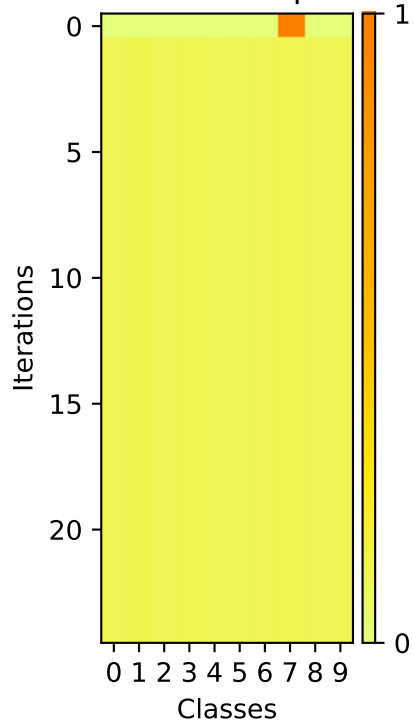
Softmax Outputs



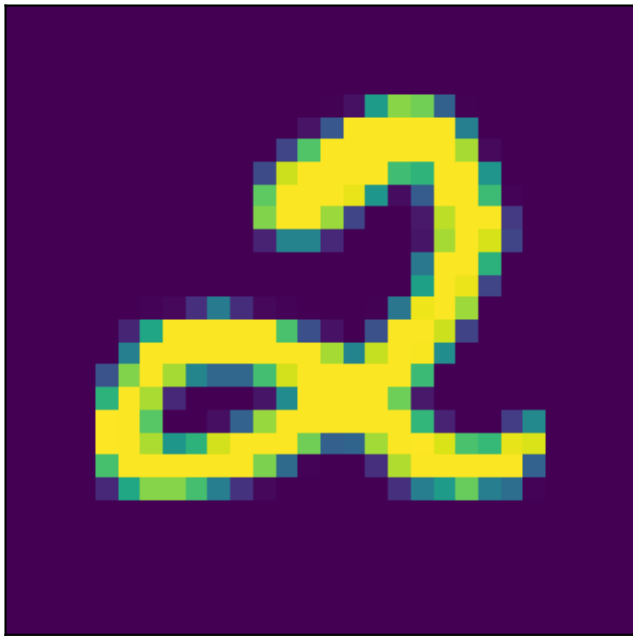
Image



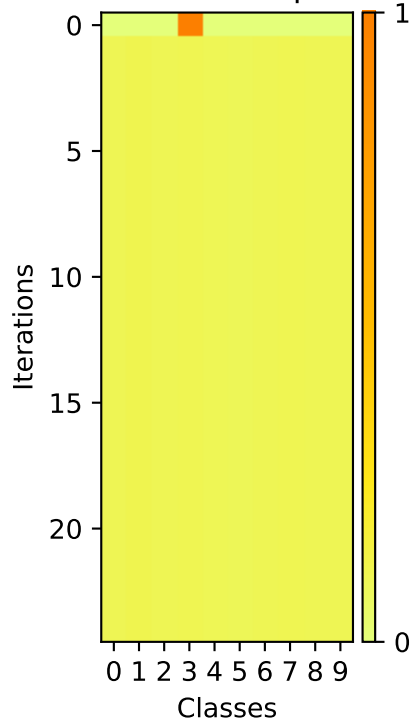
Softmax Outputs



Image



Softmax Outputs





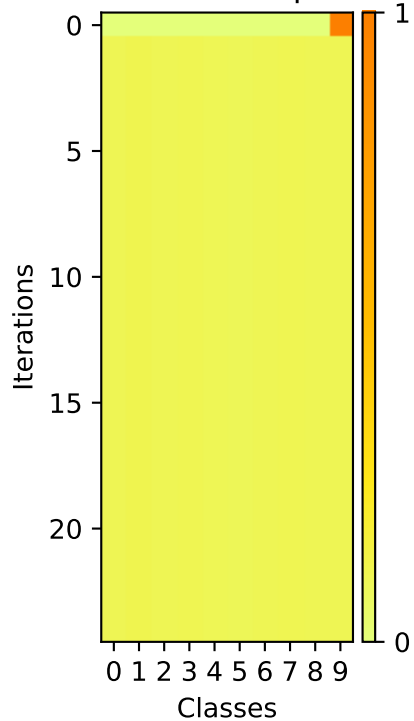
A pixelated yellow number 5 is centered on a dark purple background. The number is composed of small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured appearance. The background is a solid, deep purple.

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

Image



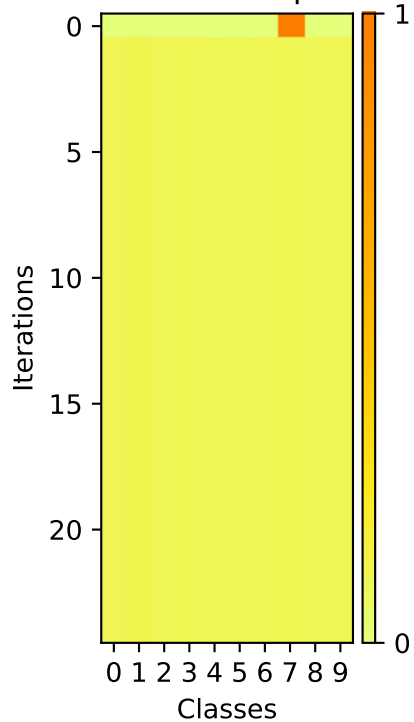
## Softmax Outputs



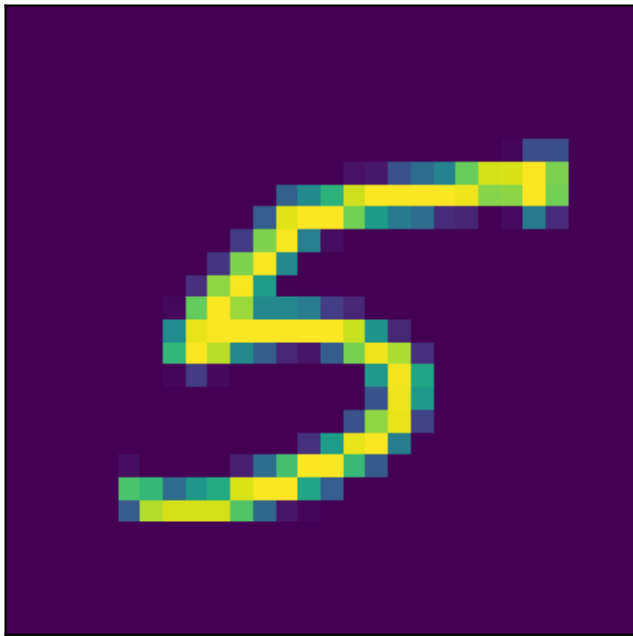
Image



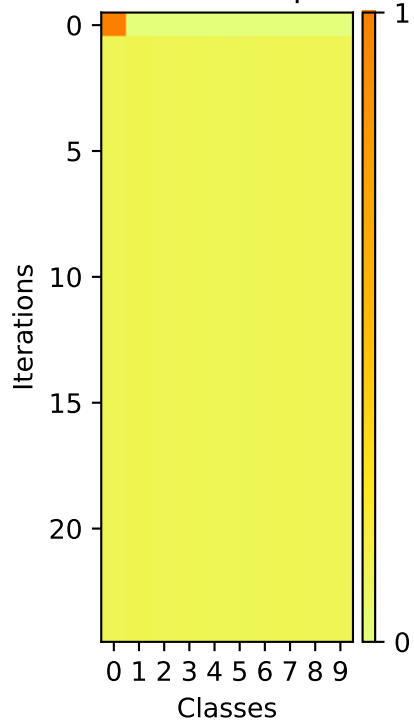
Softmax Outputs



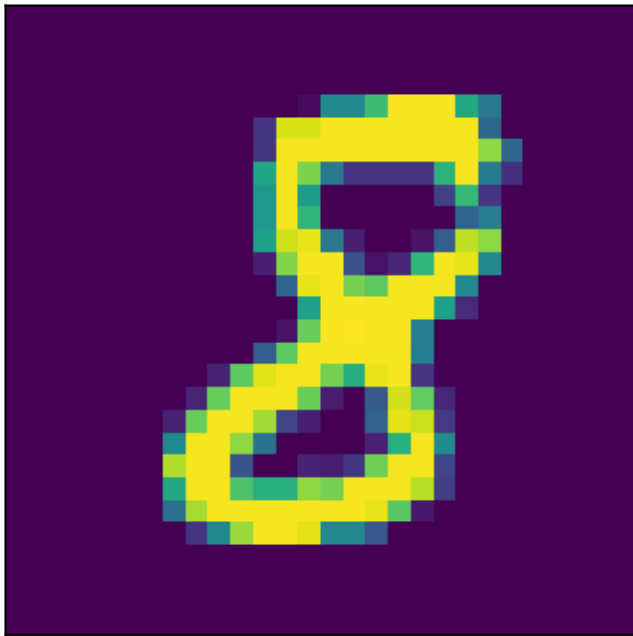
Image



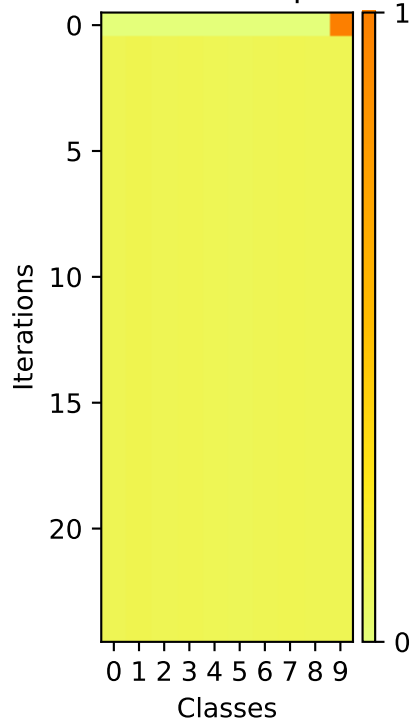
## Softmax Outputs



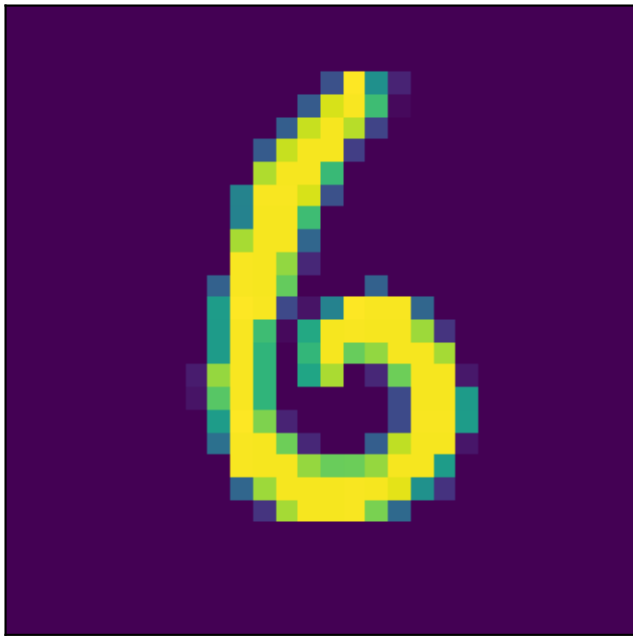
Image



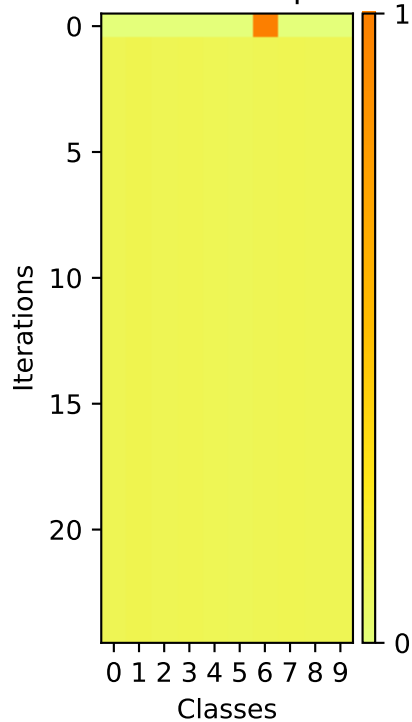
## Softmax Outputs



Image

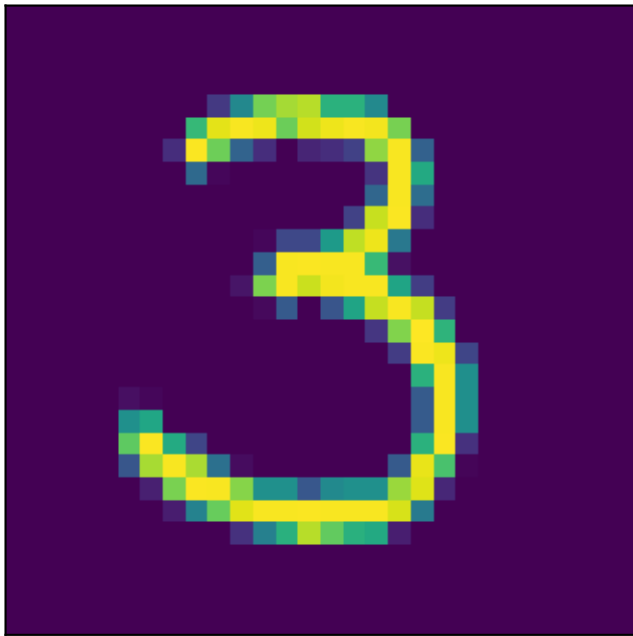


Softmax Outputs

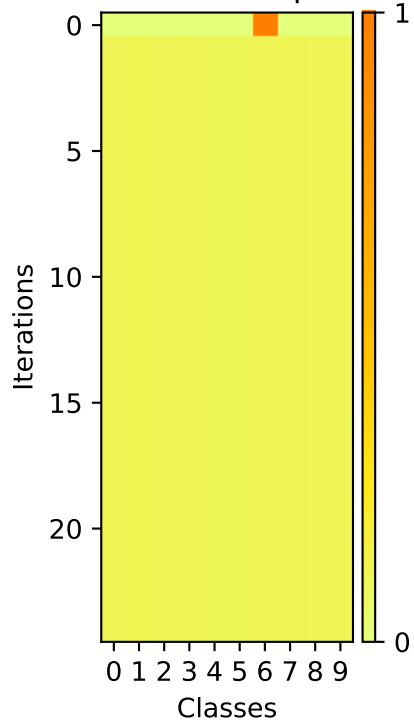




Image



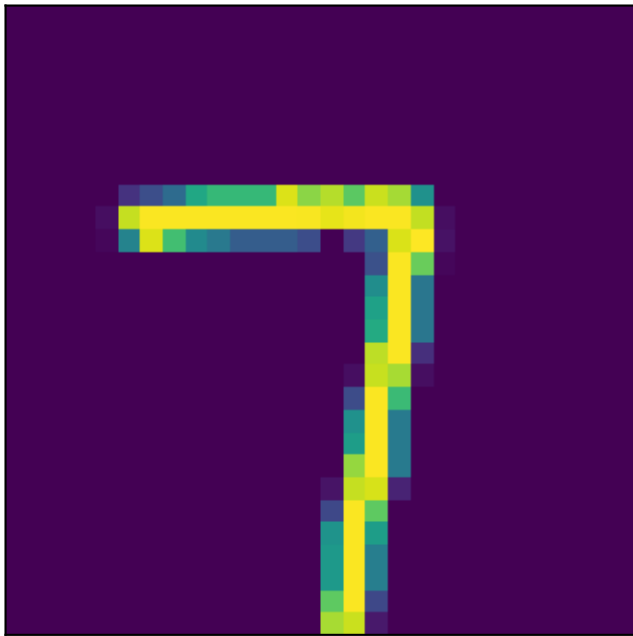
Softmax Outputs



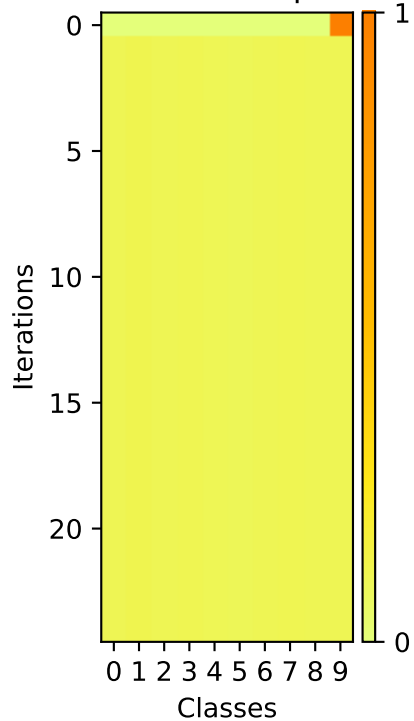


A pixelated yellow number 9 on a dark purple background. The number is composed of yellow and light green pixels, giving it a blocky, digital appearance. It is centered in the upper half of the image.

Image



## Softmax Outputs



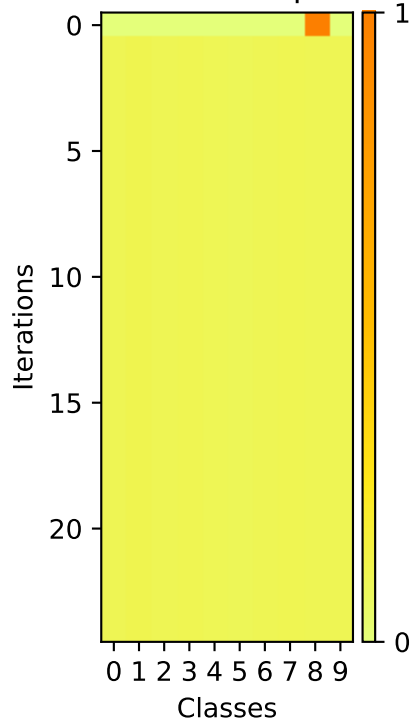
A pixelated yellow lightning bolt with a teal outline, set against a dark purple background. The lightning bolt is oriented vertically, pointing downwards. It has a jagged, stepped appearance characteristic of low-resolution digital art. The main body of the bolt is yellow, while the edges are defined by a single pixel of teal. The background is a solid, dark purple.

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

Image

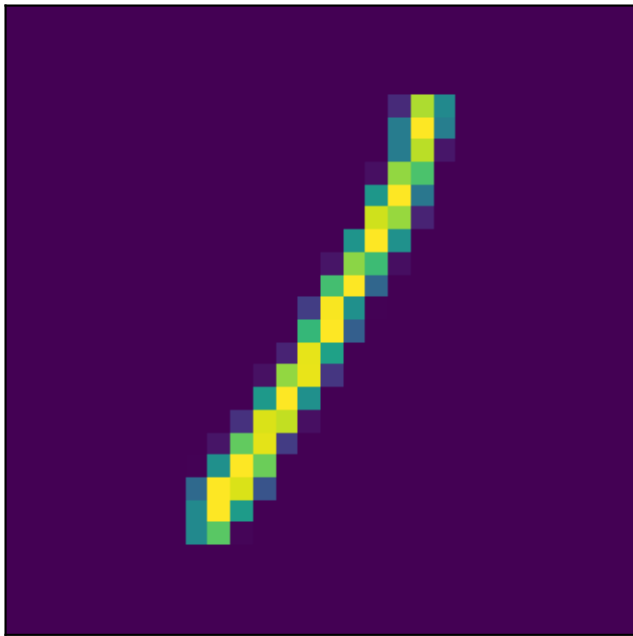


## Softmax Outputs

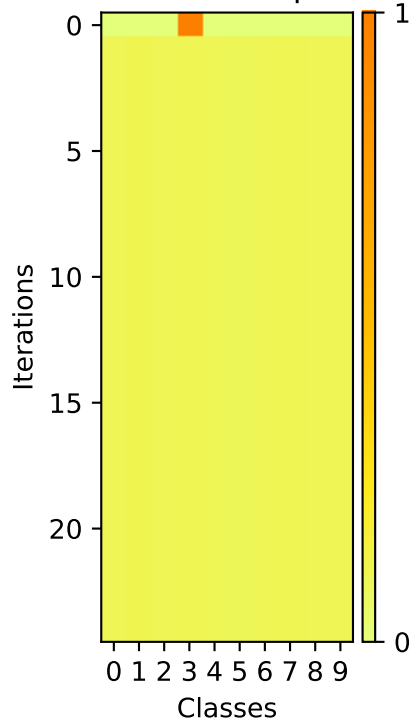


A pixelated, low-resolution image of the number 5. The number is rendered in a bright yellow color with a green outline, set against a dark purple background. The image has a retro, digital aesthetic with visible pixel blocks.

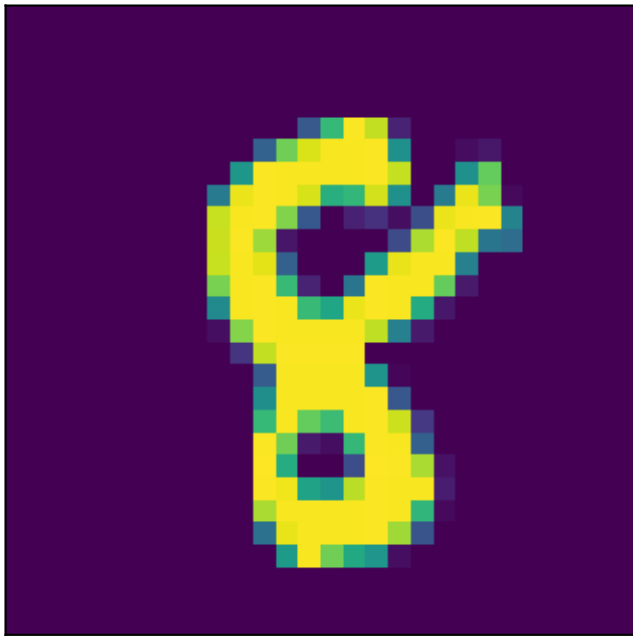
Image



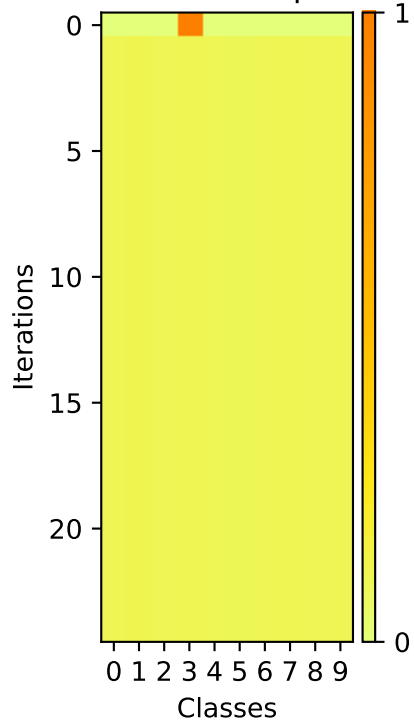
Softmax Outputs



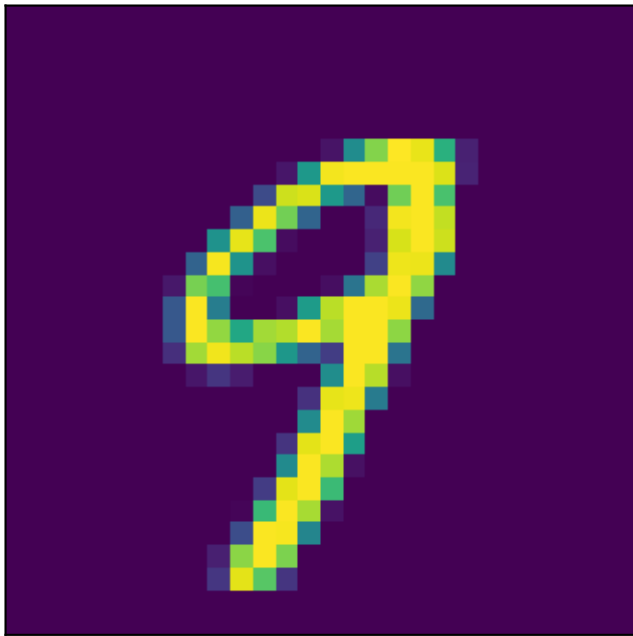
Image



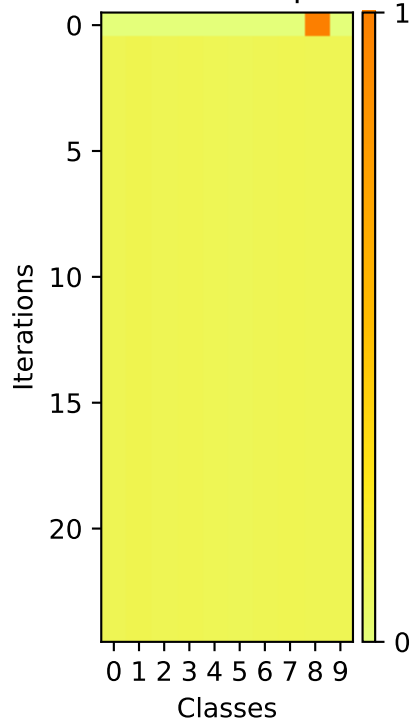
Softmax Outputs



Image

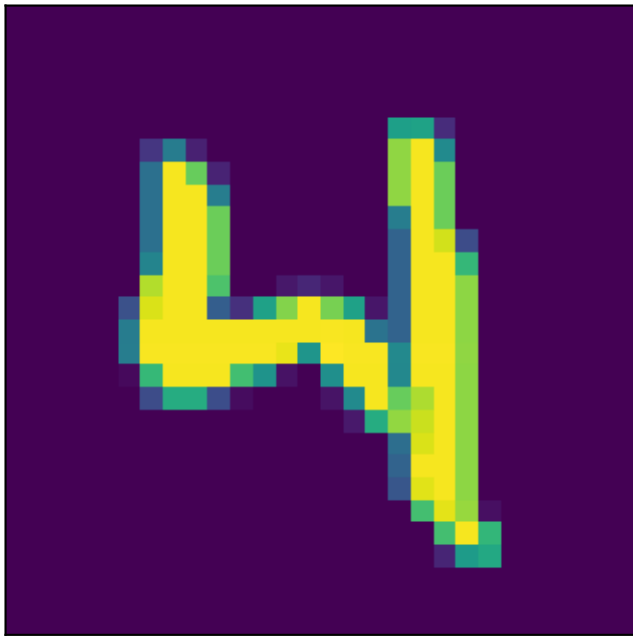


## Softmax Outputs

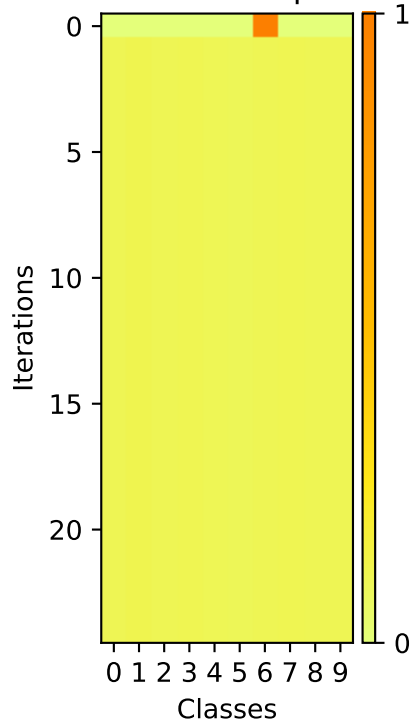




Image

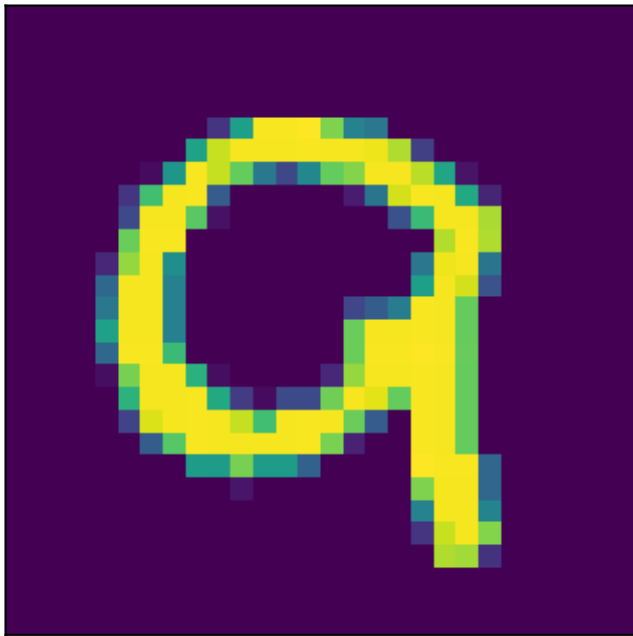


Softmax Outputs

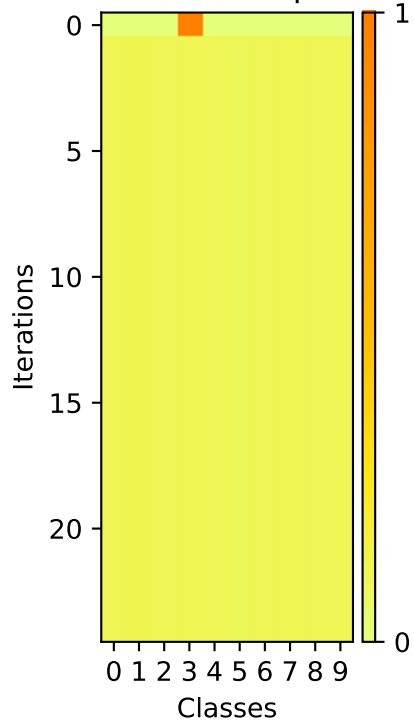


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance.

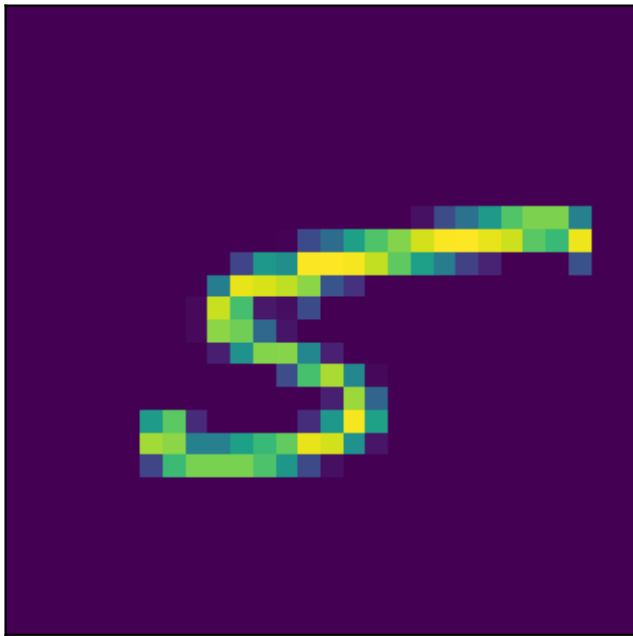
Image



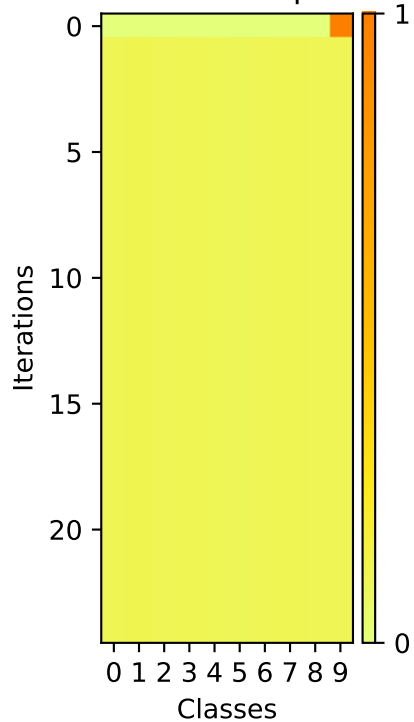
Softmax Outputs



Image



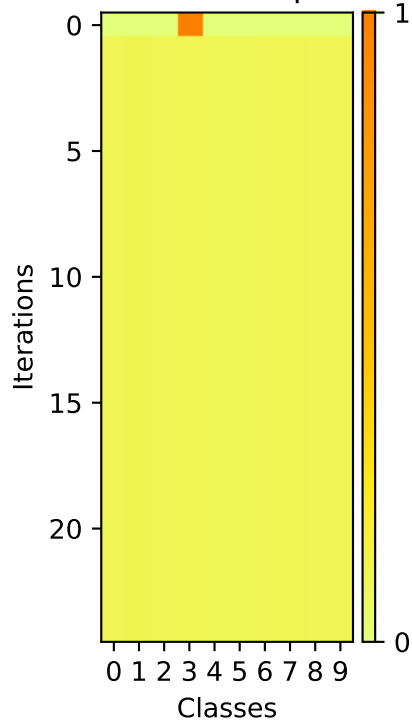
## Softmax Outputs



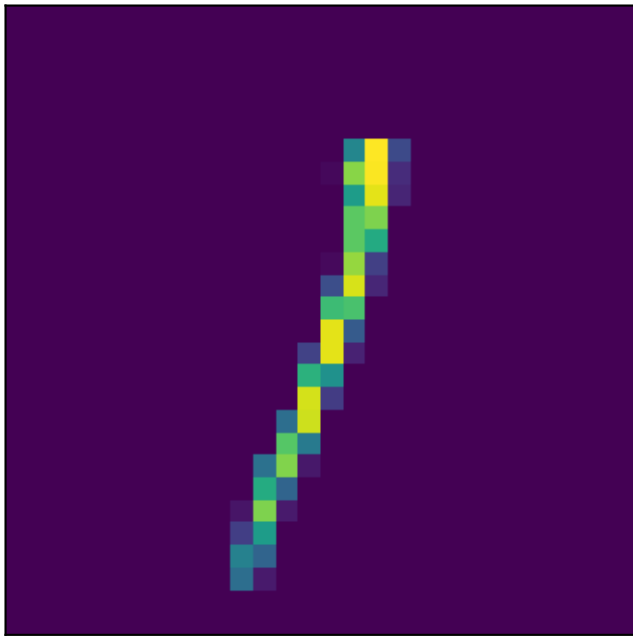
Image



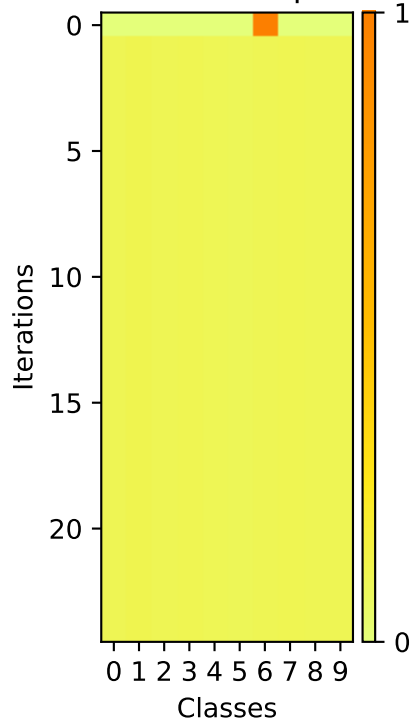
Softmax Outputs



Image



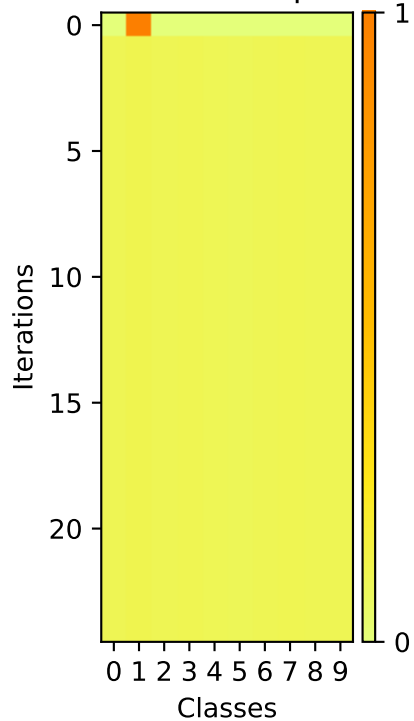
Softmax Outputs



Image



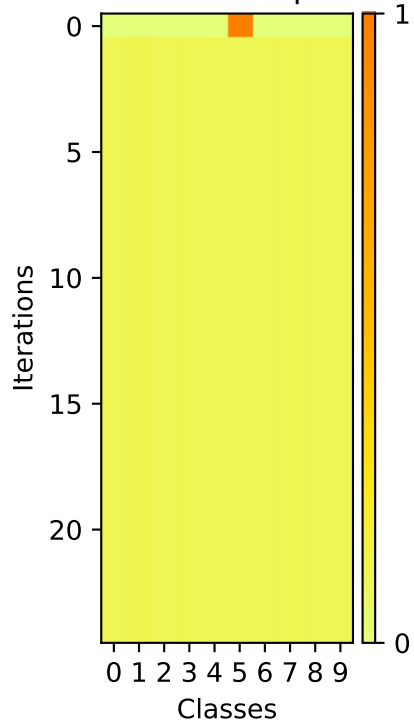
## Softmax Outputs



Image



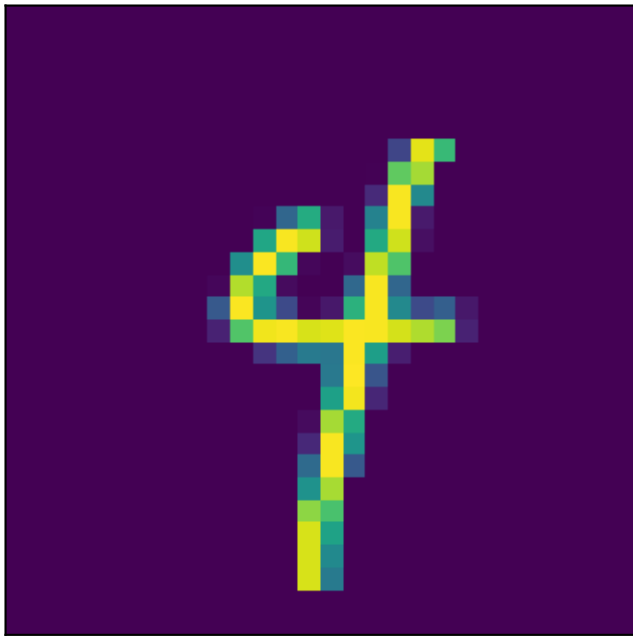
Softmax Outputs



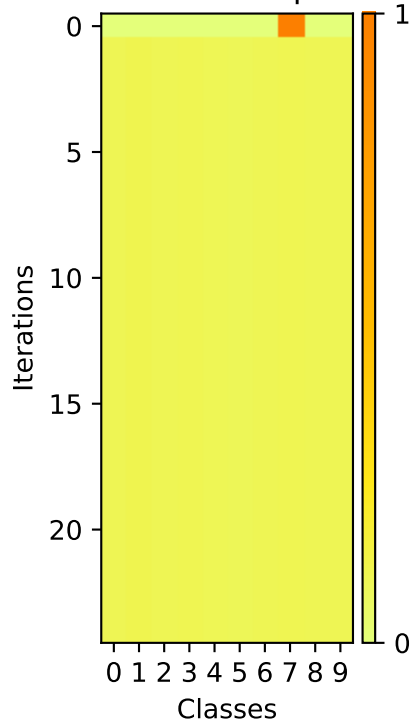


A pixelated yellow number 2 is centered on a dark purple background. The number is composed of bright yellow pixels with some darker yellow and greenish-yellow pixels at the edges, giving it a slightly blurred or hand-drawn appearance. The background is a solid, deep purple.

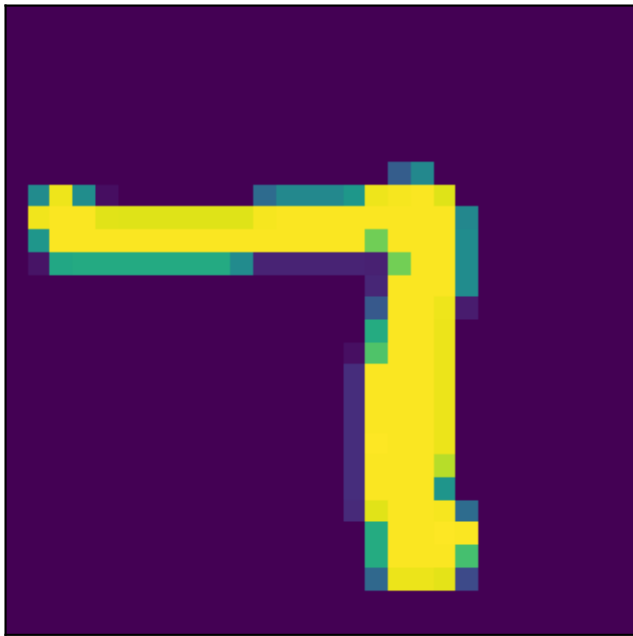
Image



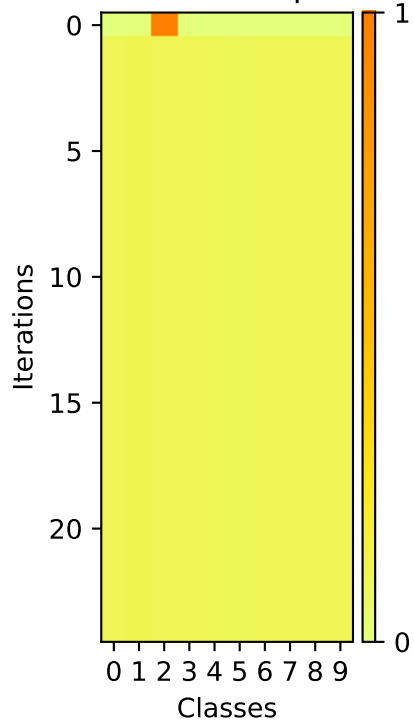
Softmax Outputs



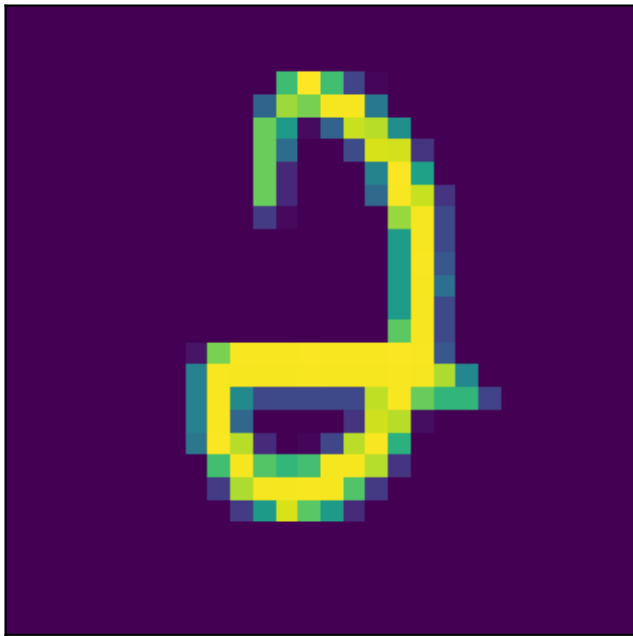
Image



## Softmax Outputs



Image



Softmax Outputs

