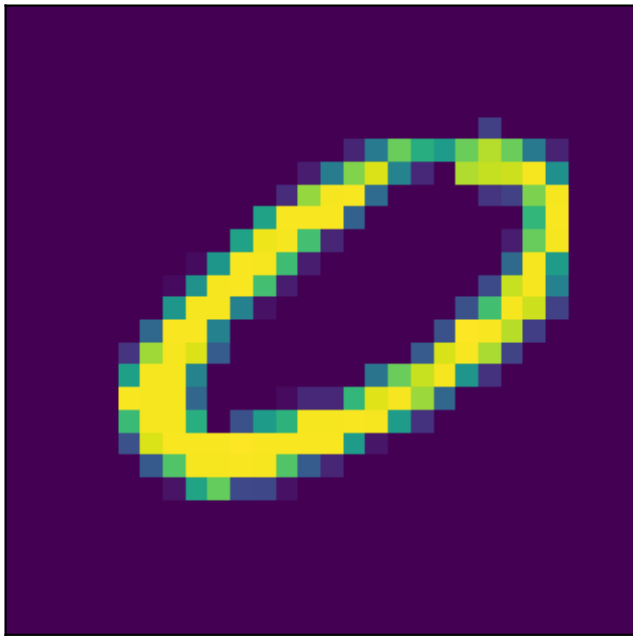


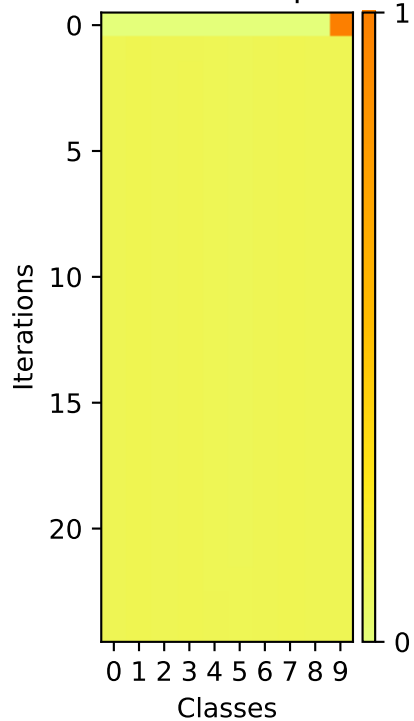
A pixelated yellow question mark is centered on a dark purple background. The question mark is composed of a grid of yellow and light green pixels, giving it a blocky, digital appearance. The background is a solid, deep purple.

This heatmap visualizes the confusion matrix at each iteration from 0 to 20. The x-axis represents the 'Classes' (0-9) and the y-axis represents the 'Iterations' (0-20). The color scale on the right indicates the magnitude of the values, ranging from 0 (yellow) to 1 (orange). The matrix shows that for most classes, the confusion remains low (yellow) throughout the iterations. However, there is a notable increase in confusion for class 1 at iteration 0, indicated by an orange square. As iterations progress, the matrix for most classes stabilizes into a uniform yellow color, suggesting low confusion.

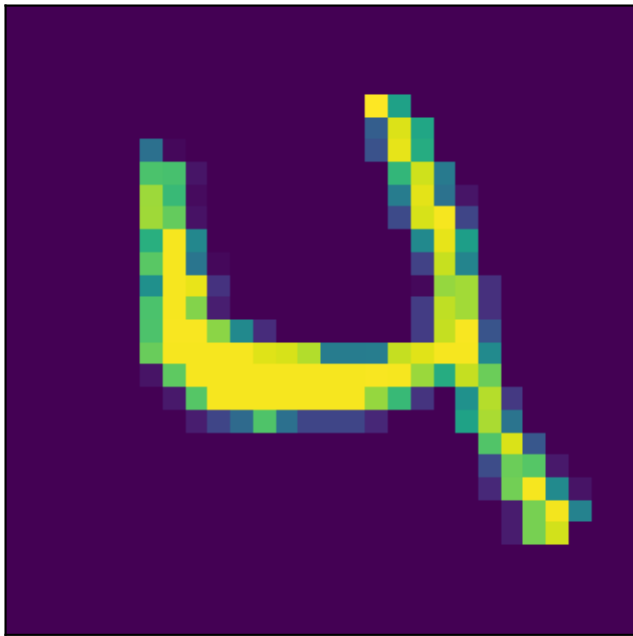
Image



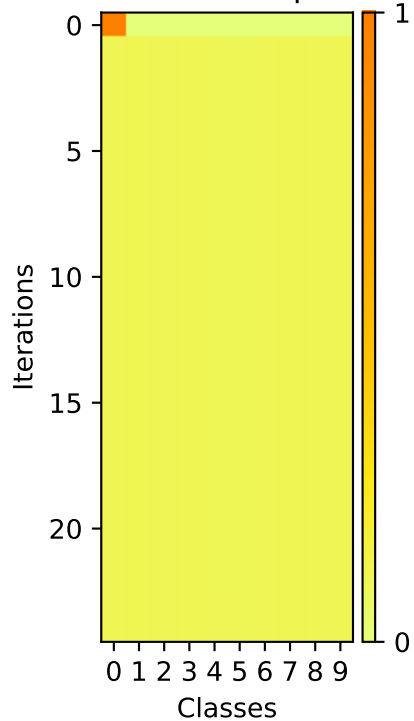
## Softmax Outputs



Image

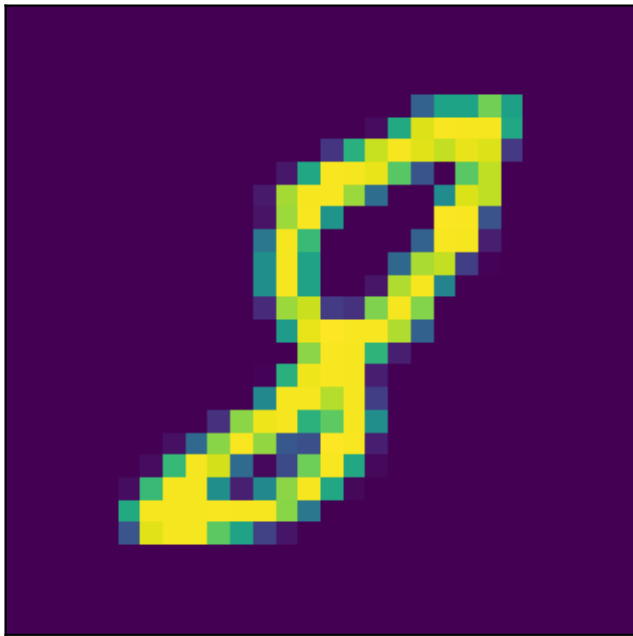


## Softmax Outputs

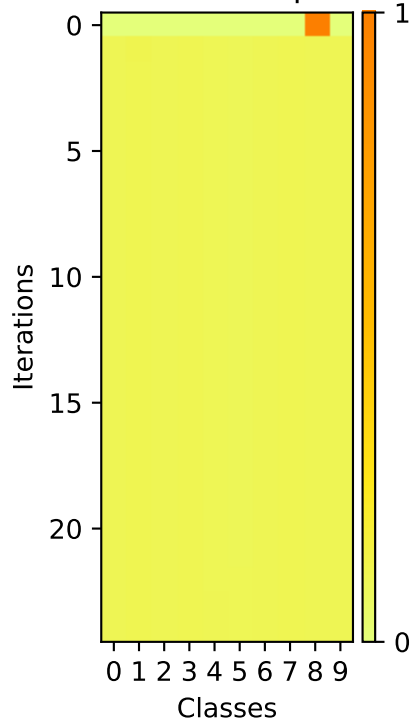


A pixelated yellow ring, resembling a donut or a thick letter 'O', is centered on a dark purple background. The ring is composed of many small, square pixels in various shades of yellow, green, and blue, giving it a jagged, hand-drawn appearance. The background is a solid, dark purple color.

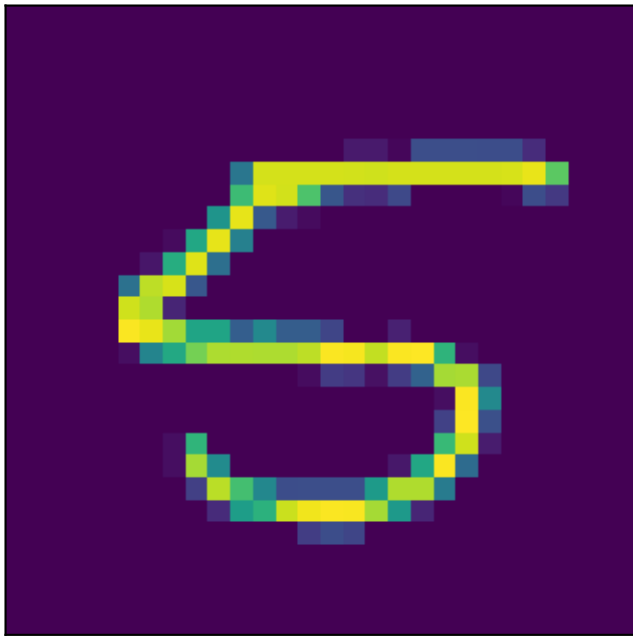
Image



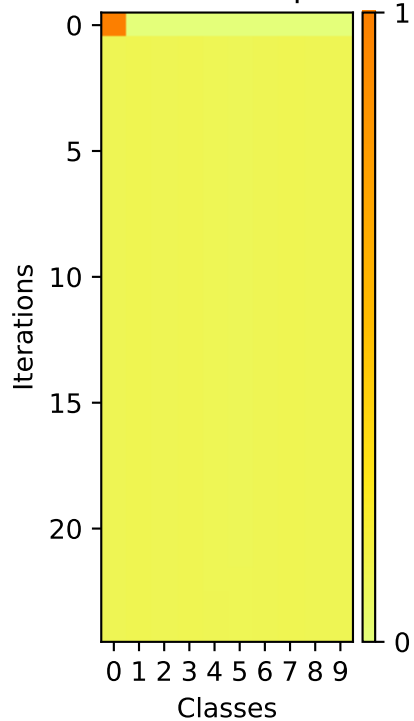
Softmax Outputs



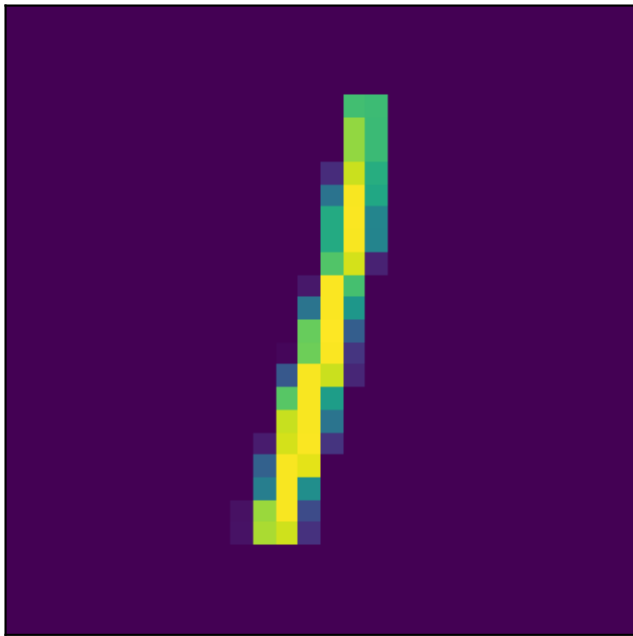
Image



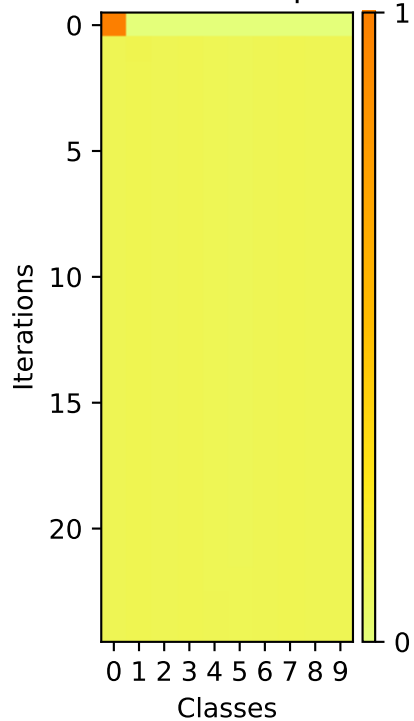
## Softmax Outputs



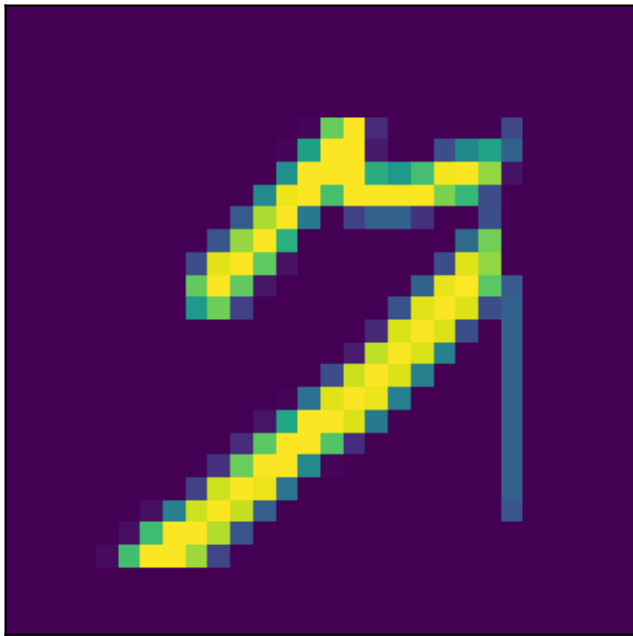
Image



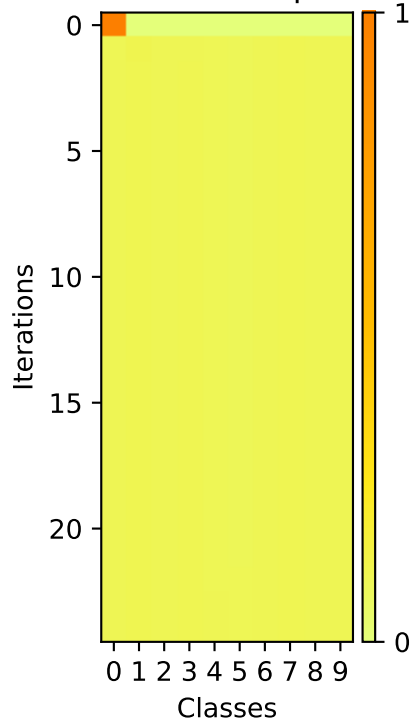
## Softmax Outputs



Image

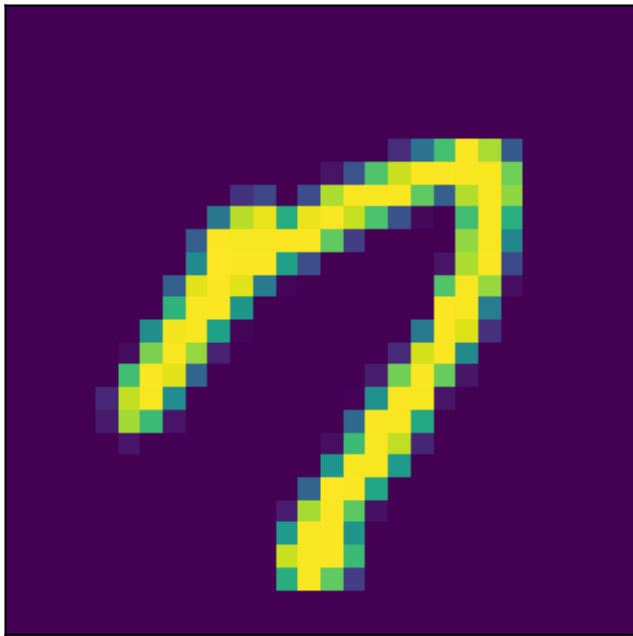


## Softmax Outputs

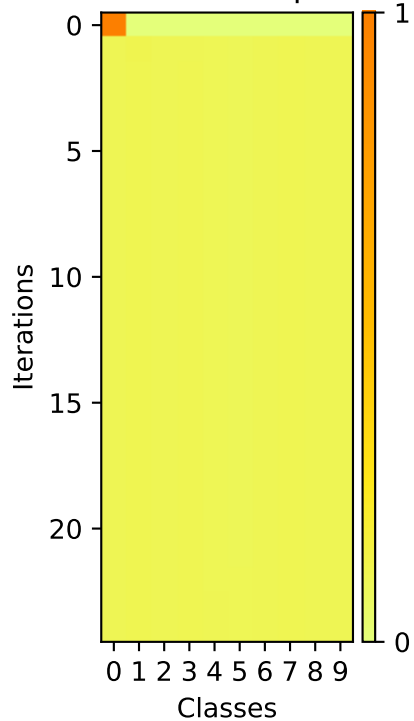




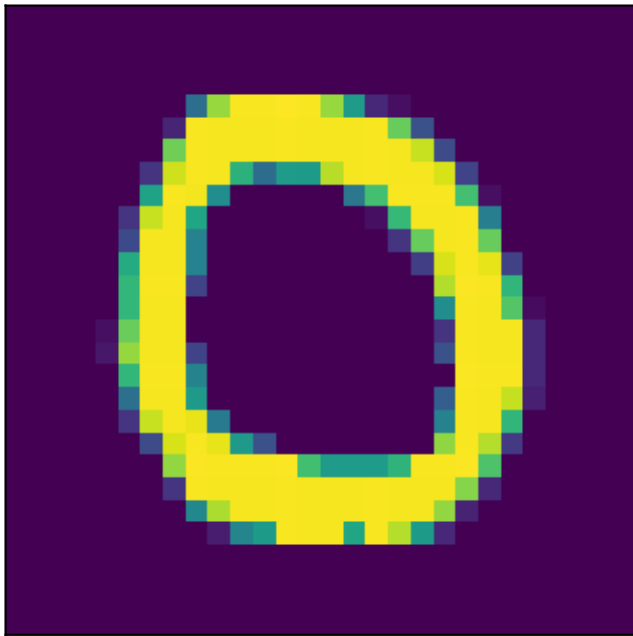
Image



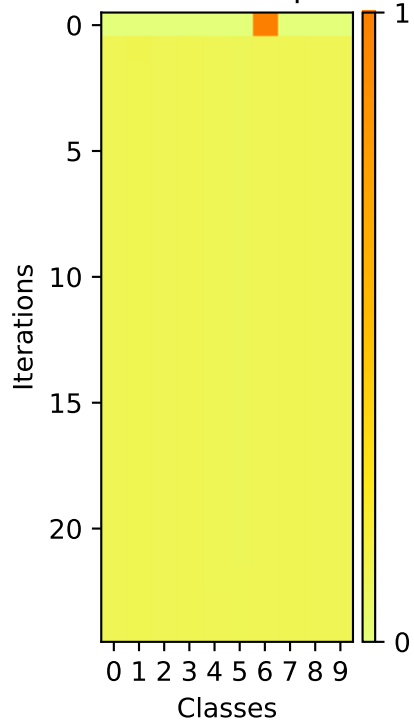
## Softmax Outputs



Image



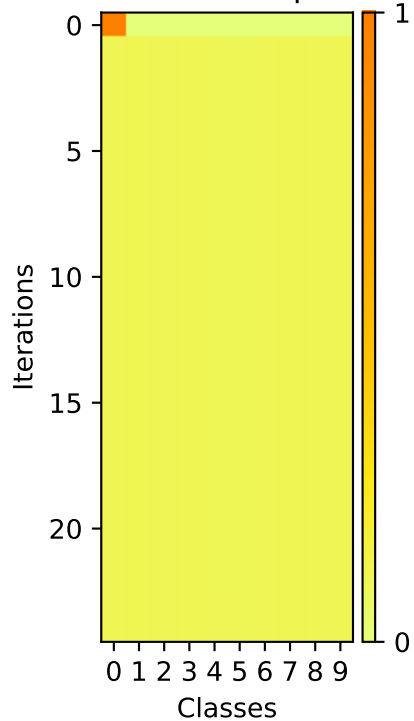
Softmax Outputs



Image



## Softmax Outputs



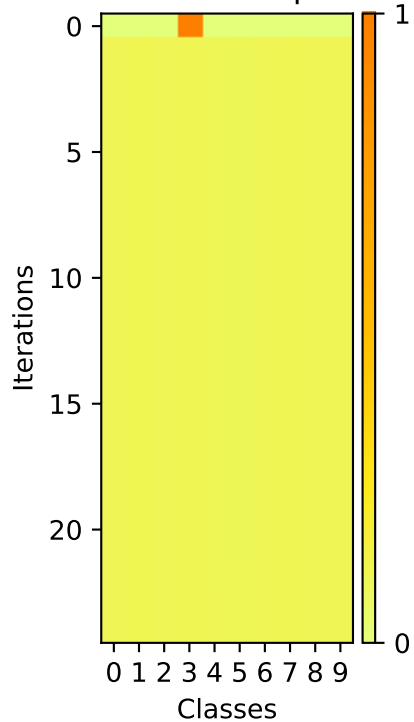
A pixelated drawing of a yellow number 2 on a dark purple background. The number is composed of yellow and light green pixels, with some darker purple pixels visible in the background. The style is reminiscent of early computer graphics or video game sprites.

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

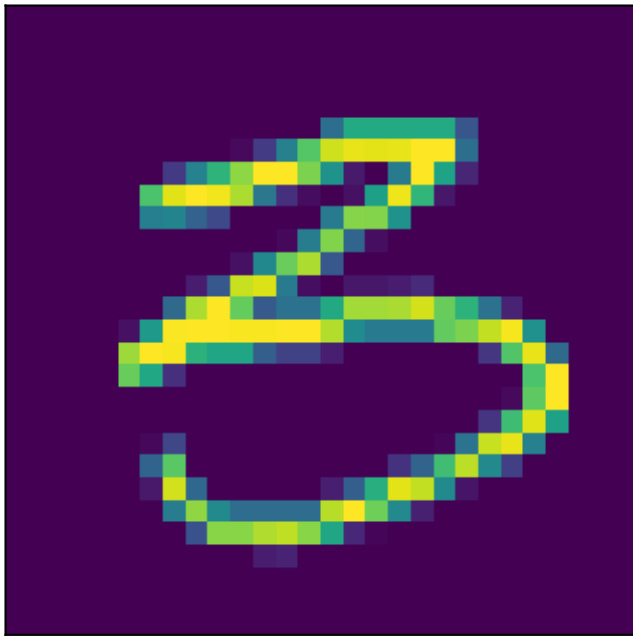
Image



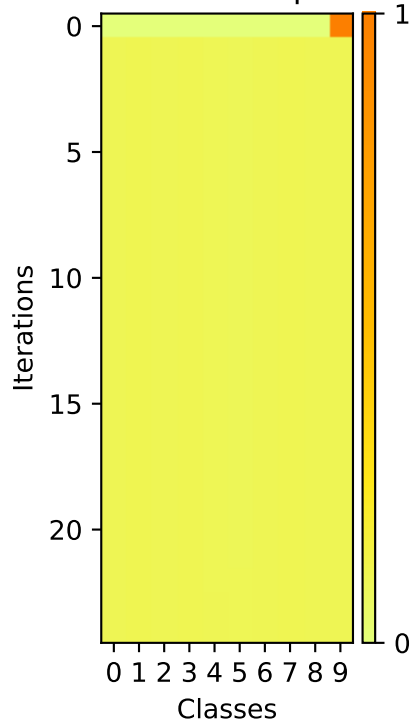
Softmax Outputs



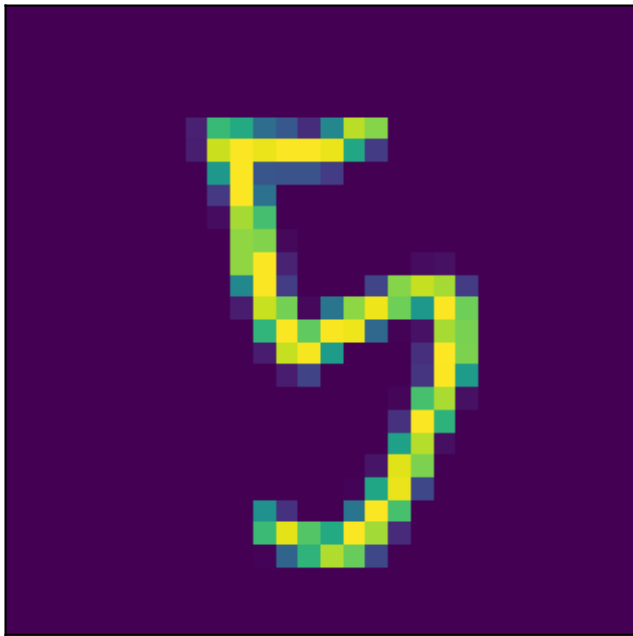
Image



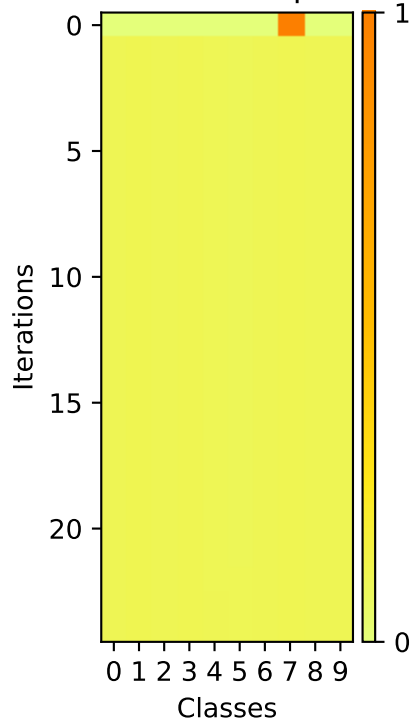
## Softmax Outputs



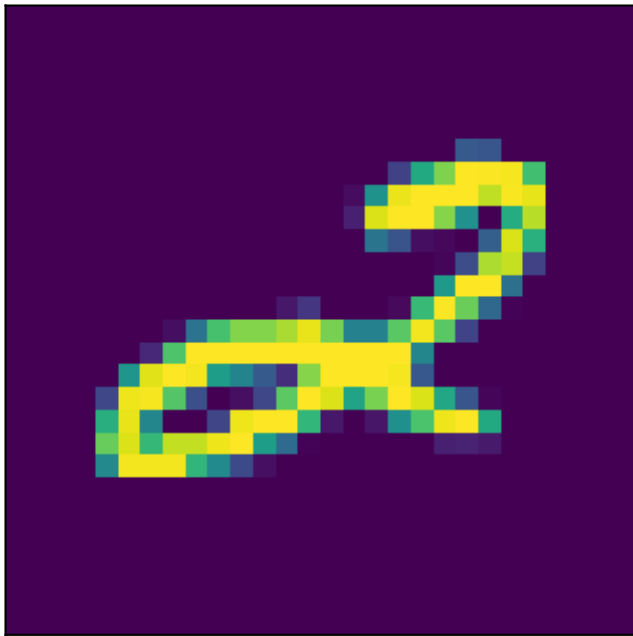
Image



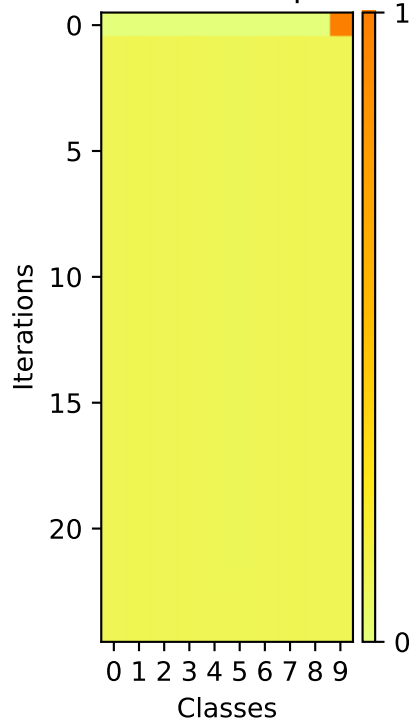
Softmax Outputs



Image



## Softmax Outputs





A pixelated drawing of a yellow number 2 on a dark purple background. The number is composed of yellow pixels with some cyan and blue pixels for shading and detail. It has a curved top, a vertical stem, and a horizontal base with a small upward tick on the right side.

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). The distribution starts concentrated on Class 0 and shifts towards Class 1 over the iterations.

A pixelated yellow number 3 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.

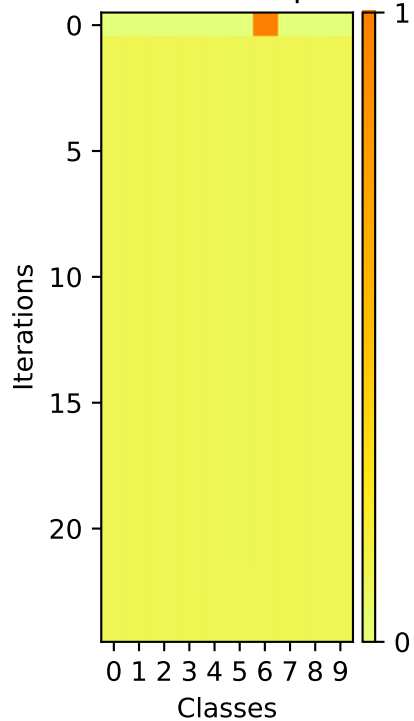
A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several small, square pixels in shades of yellow, light blue, and dark blue, creating a jagged, blocky appearance. The overall form is somewhat elongated and irregular, with a few distinct peaks and valleys. The background is a solid, dark purple color.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color 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



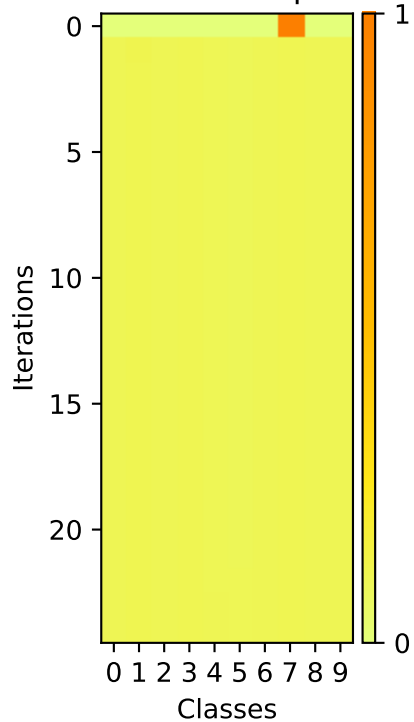
Softmax Outputs



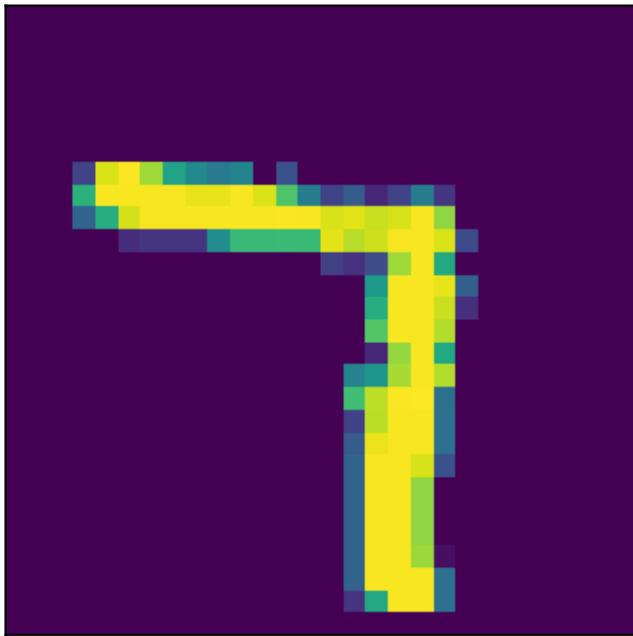
Image



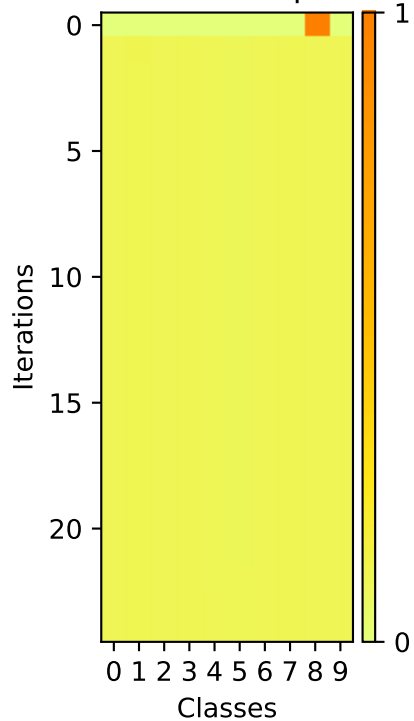
Softmax Outputs



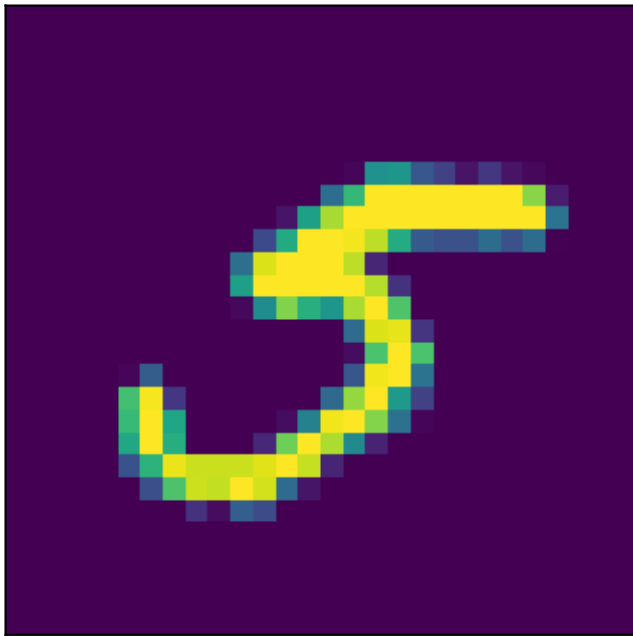
Image



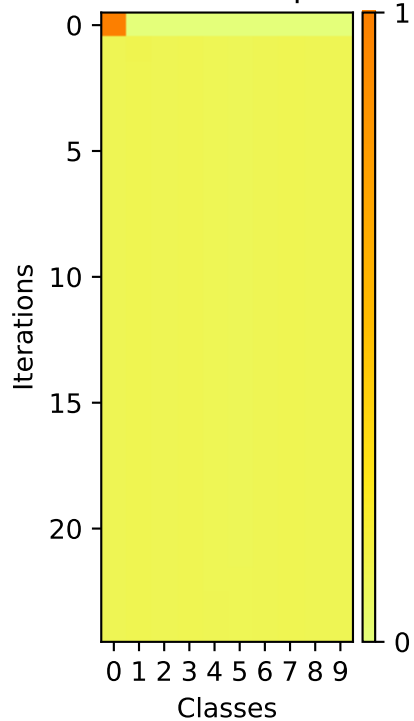
## Softmax Outputs



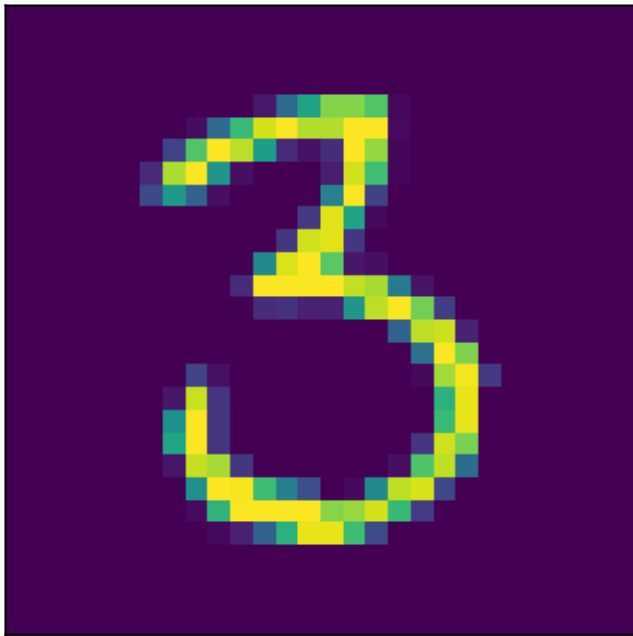
Image



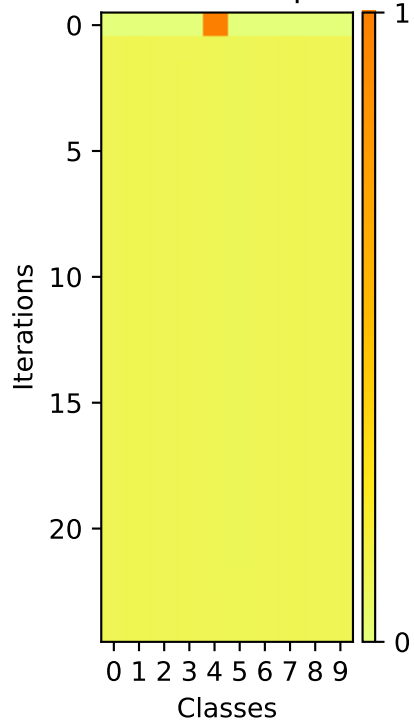
## Softmax Outputs



Image

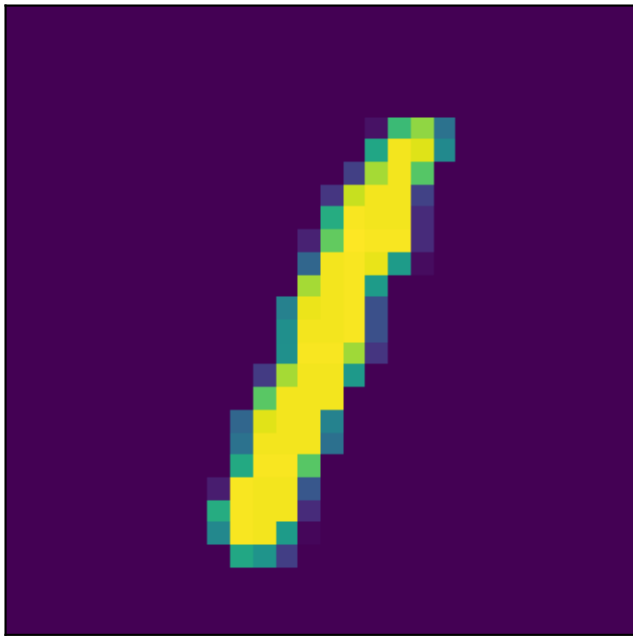


Softmax Outputs

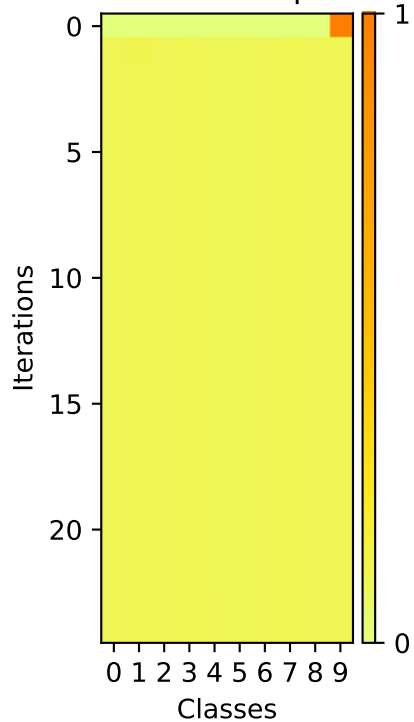




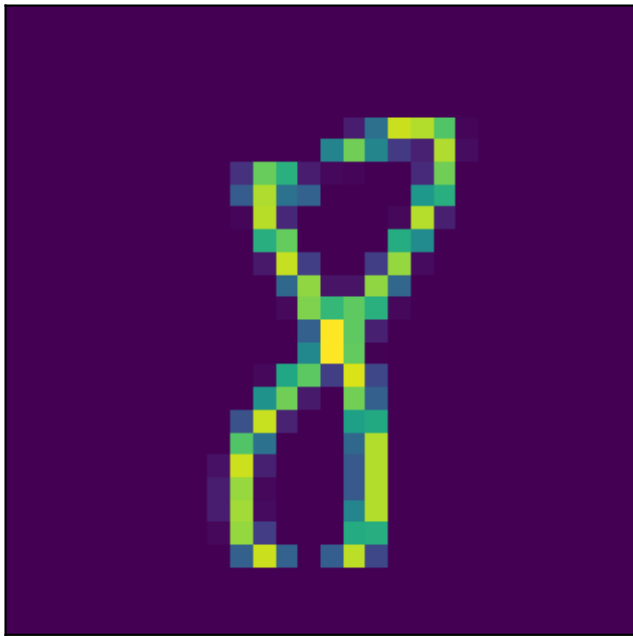
Image



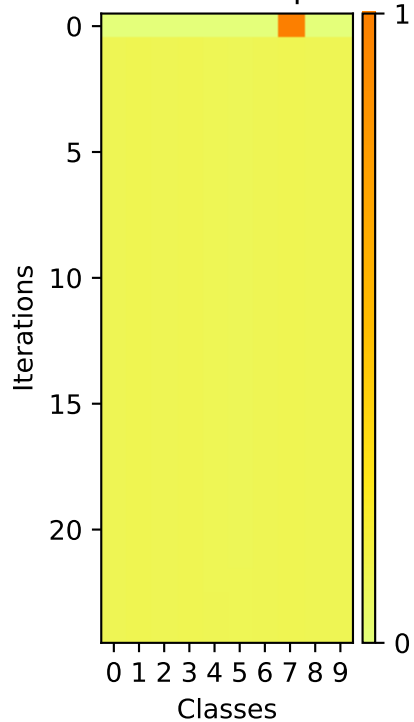
## Softmax Outputs



Image



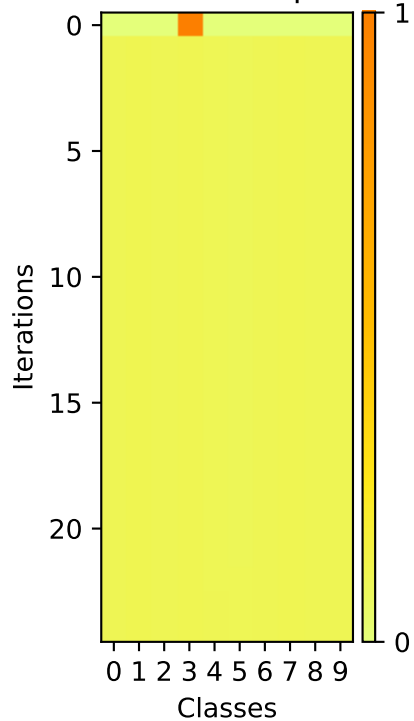
Softmax Outputs



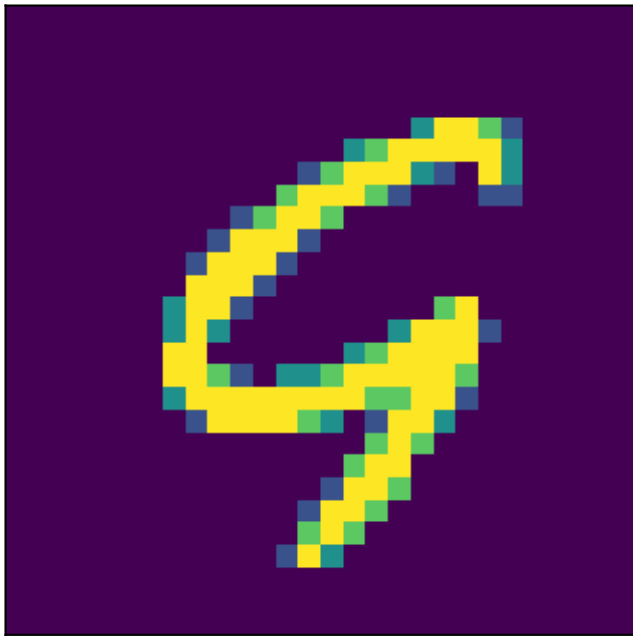
Image



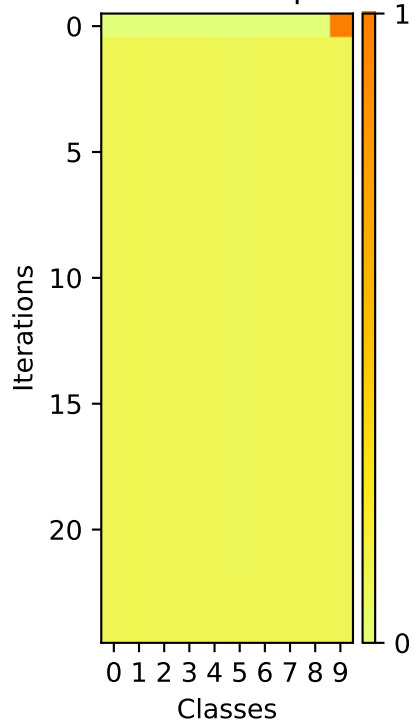
Softmax Outputs



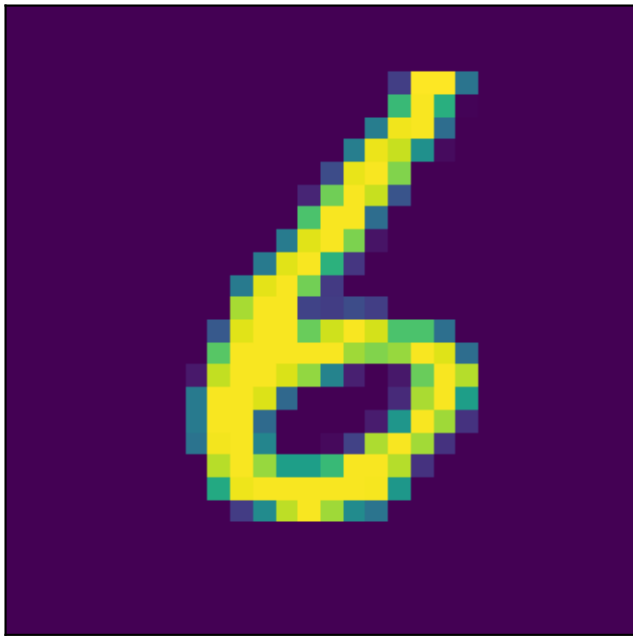
Image



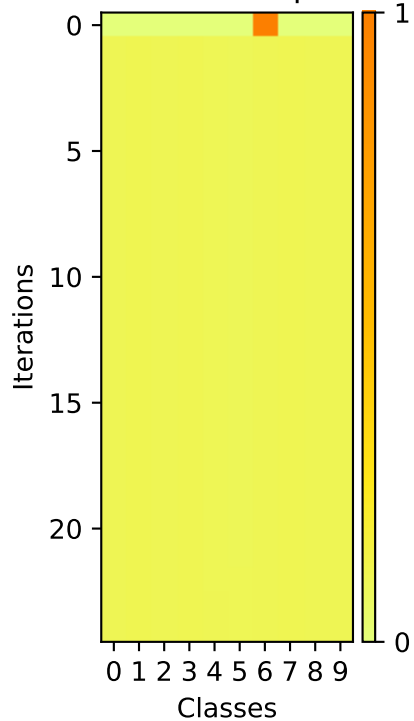
## Softmax Outputs



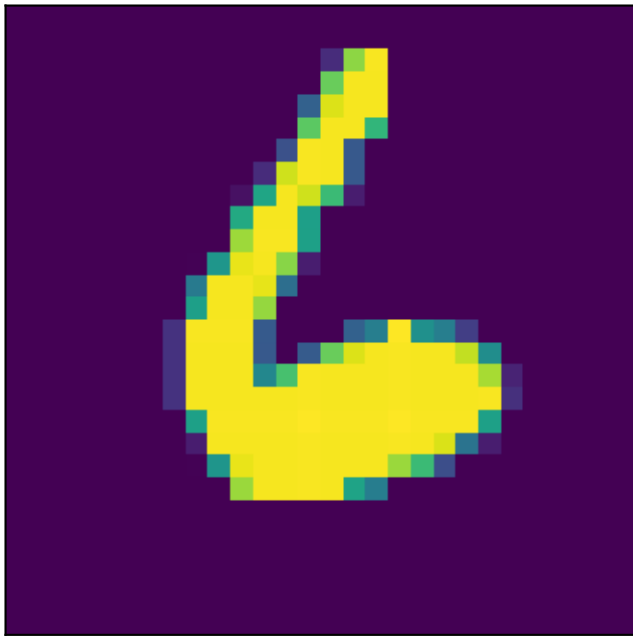
Image



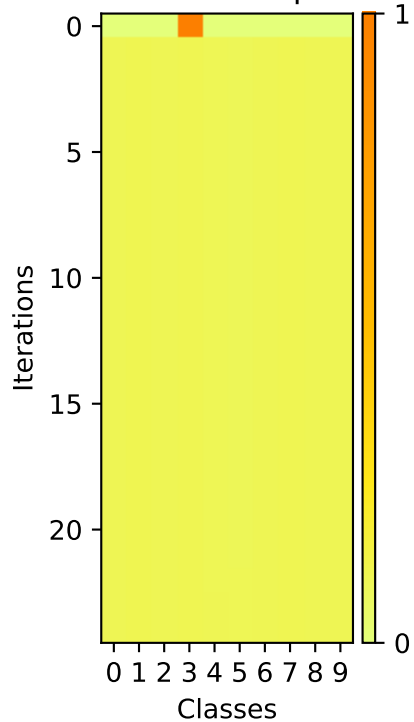
Softmax Outputs



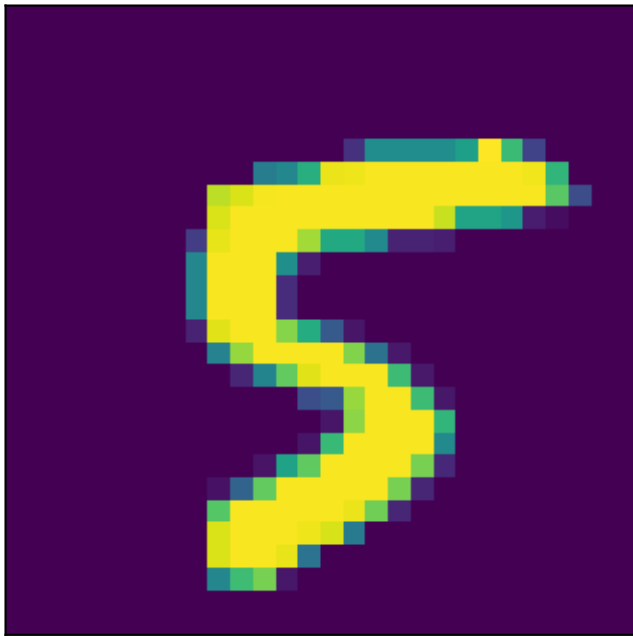
Image



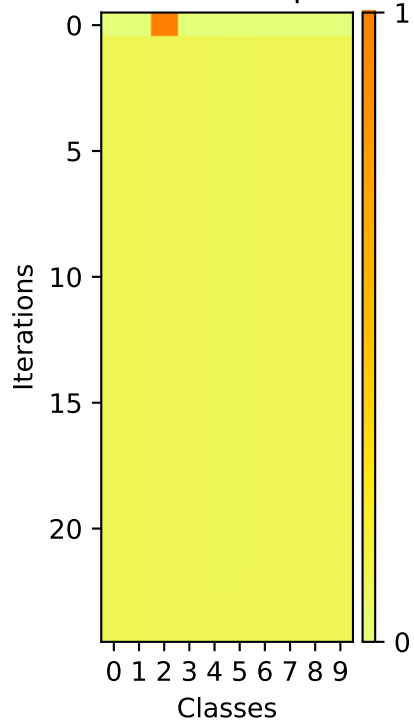
Softmax Outputs



Image



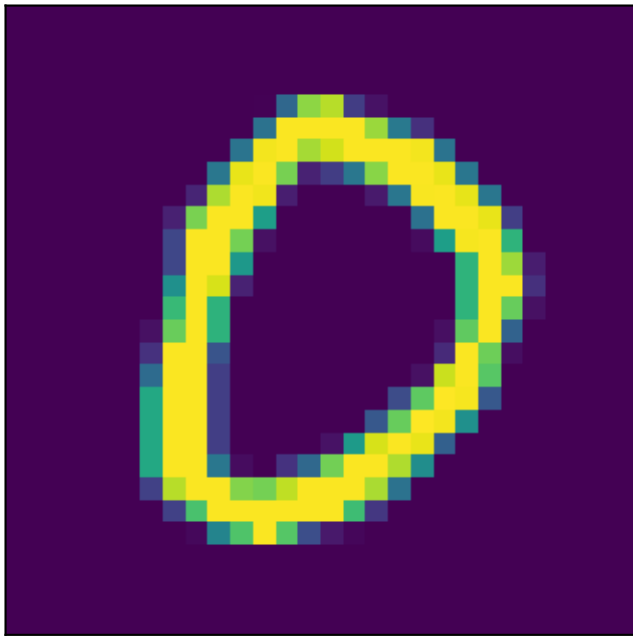
## Softmax Outputs



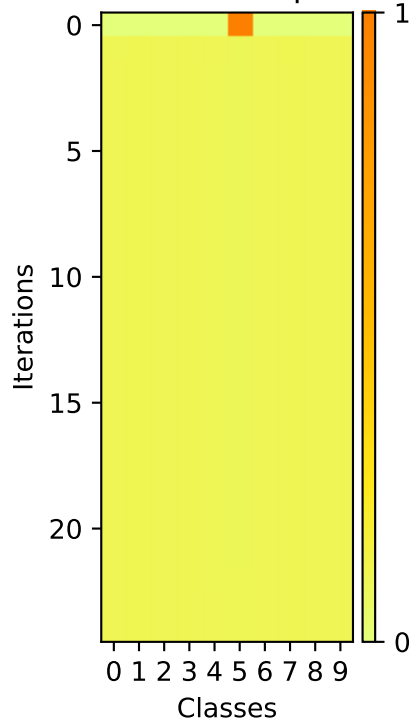
A pixelated, low-resolution image of a yellow question mark on a black background. The question mark is composed of large, square pixels in shades of yellow and light green. The shape is a standard question mark, with a circular upper part and a short vertical stem at the bottom. The overall appearance is that of a digital or computer-generated graphic with a retro, low-fidelity aesthetic.



Image



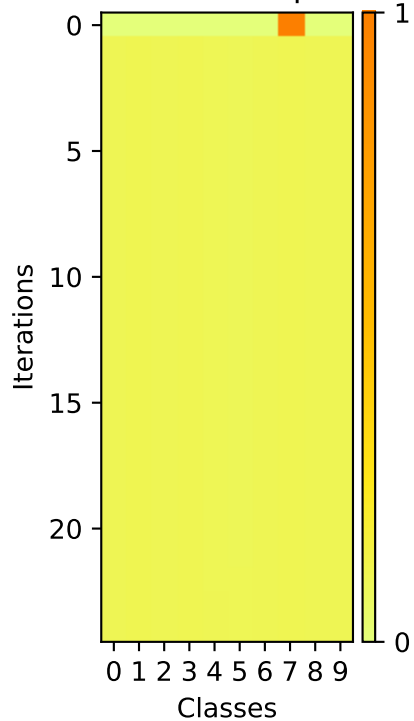
Softmax Outputs



Image



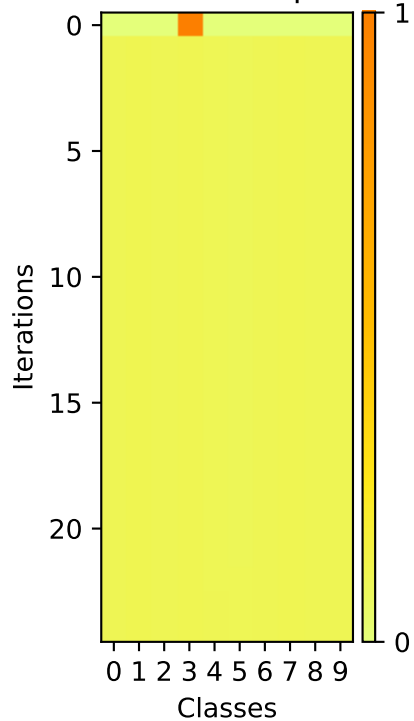
Softmax Outputs



Image



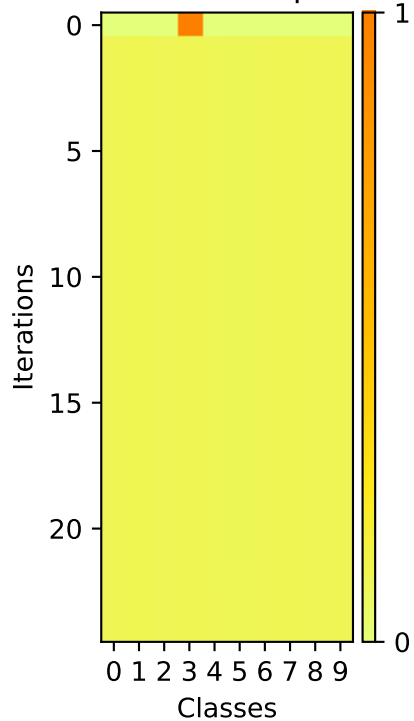
Softmax Outputs



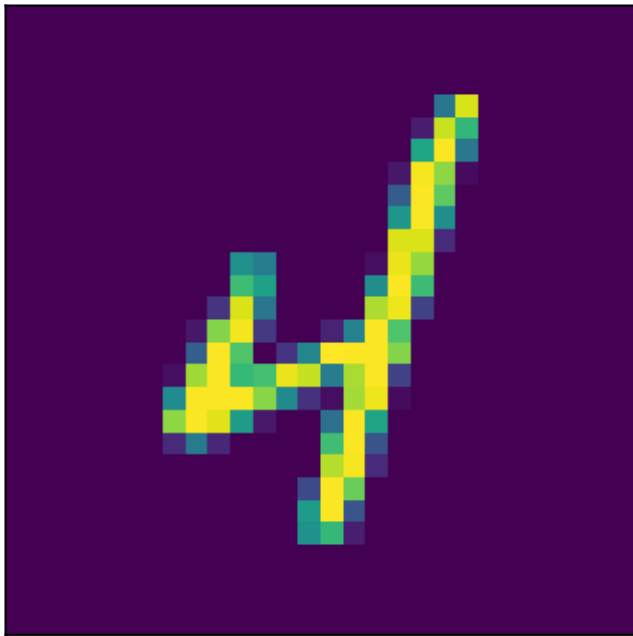
Image



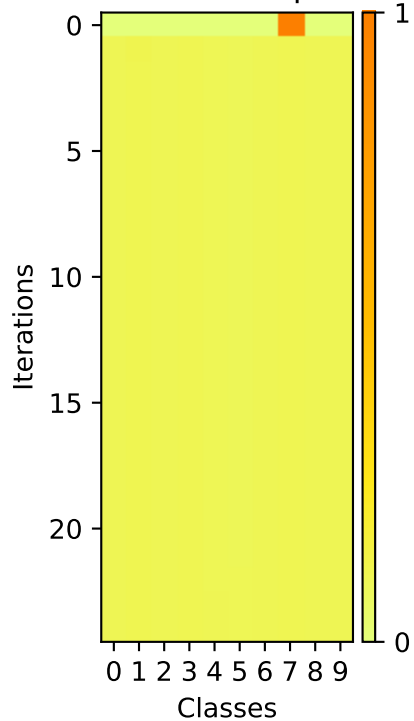
Softmax Outputs



Image



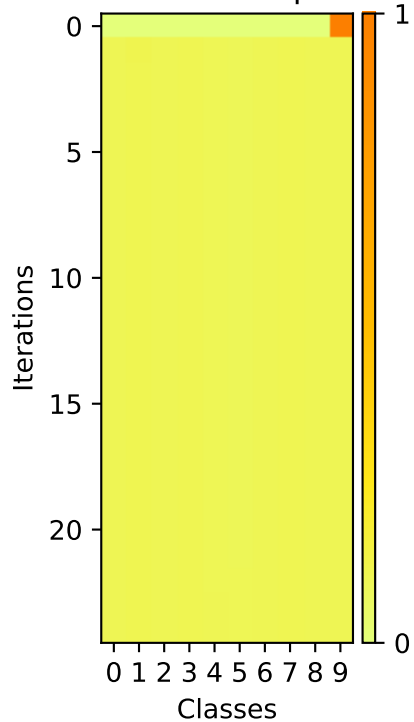
Softmax Outputs



Image

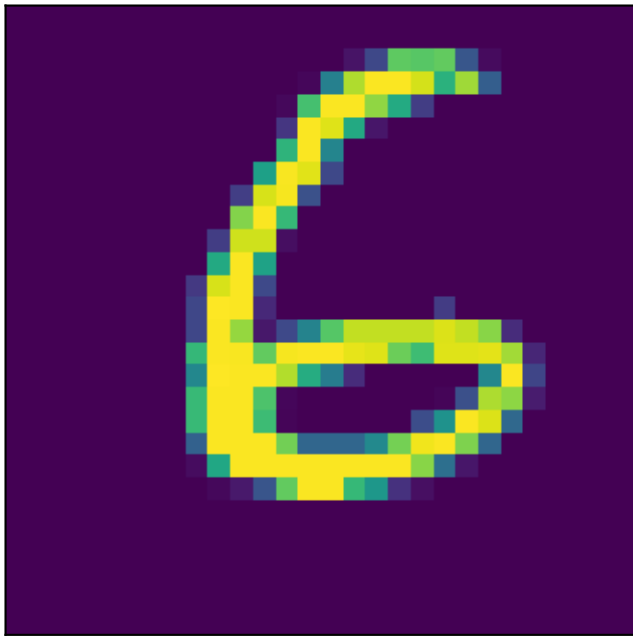


Softmax Outputs

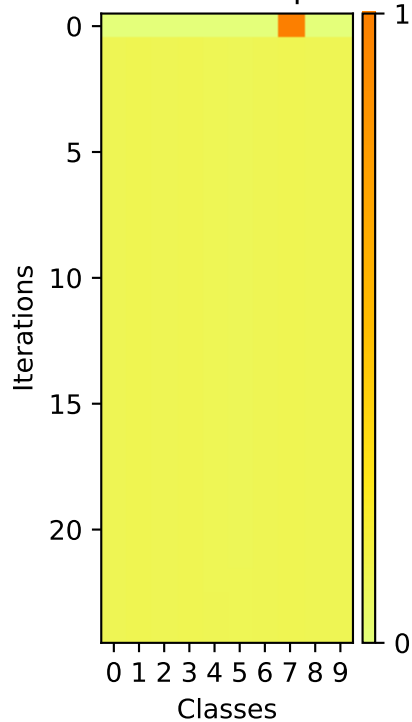


A pixelated, low-resolution image of a yellow question mark on a dark purple background. The question mark is composed of large, distinct square pixels in shades of yellow, light green, and dark blue/purple, giving it a blocky, digital appearance. The background is a solid, dark purple color. The overall style is reminiscent of early computer graphics or a low-quality digital scan.

Image

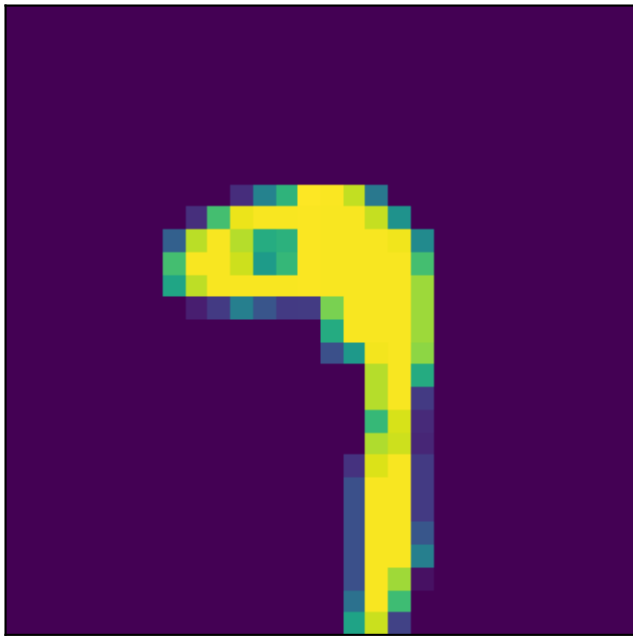


Softmax Outputs

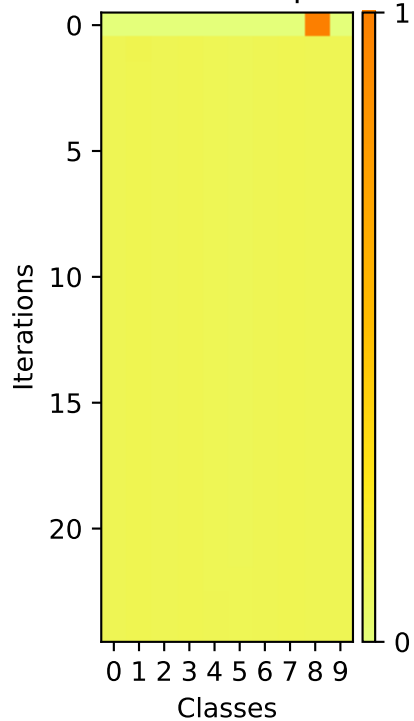




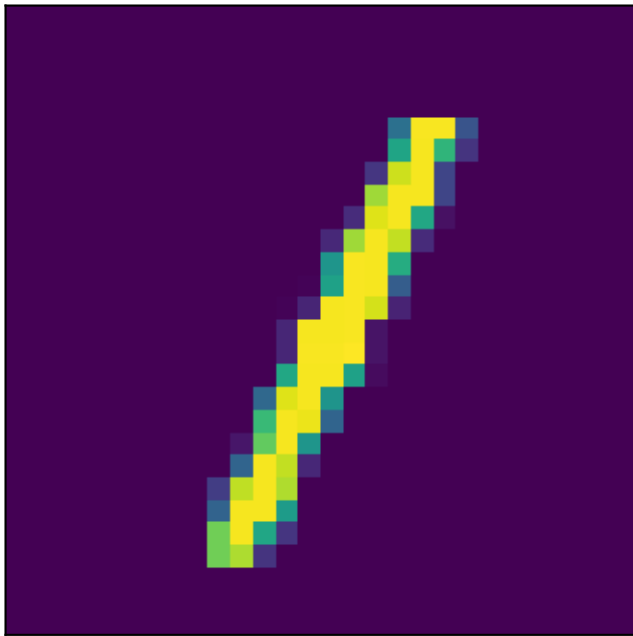
Image



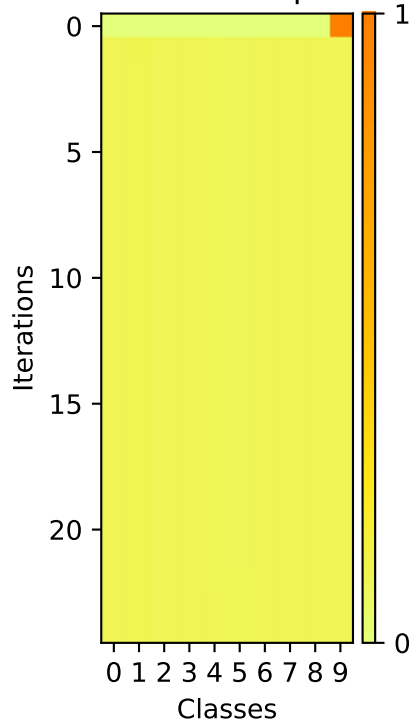
## Softmax Outputs



Image



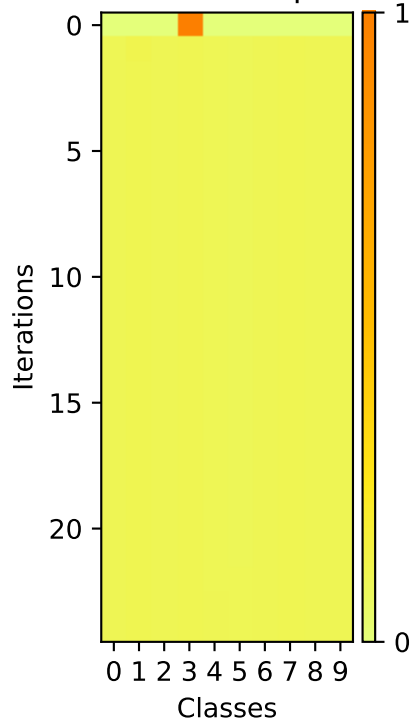
## Softmax Outputs



Image

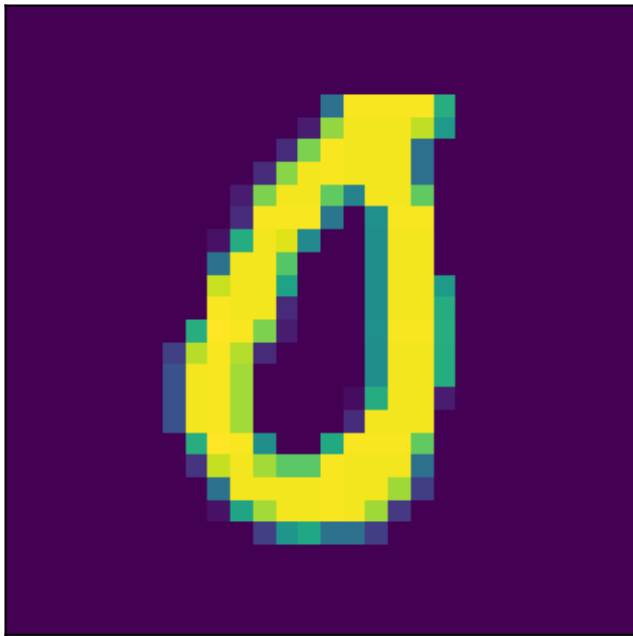


Softmax Outputs

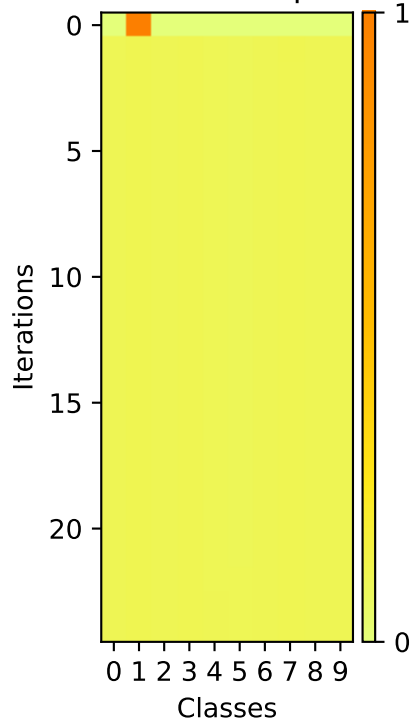


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class 9 shows a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

Image



## Softmax Outputs

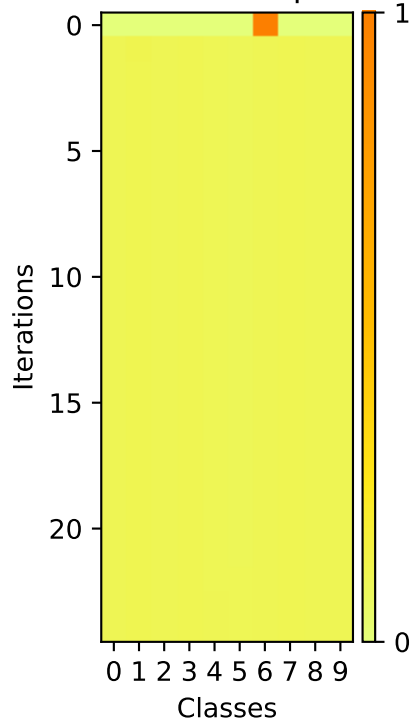


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). Class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

Image



Softmax Outputs

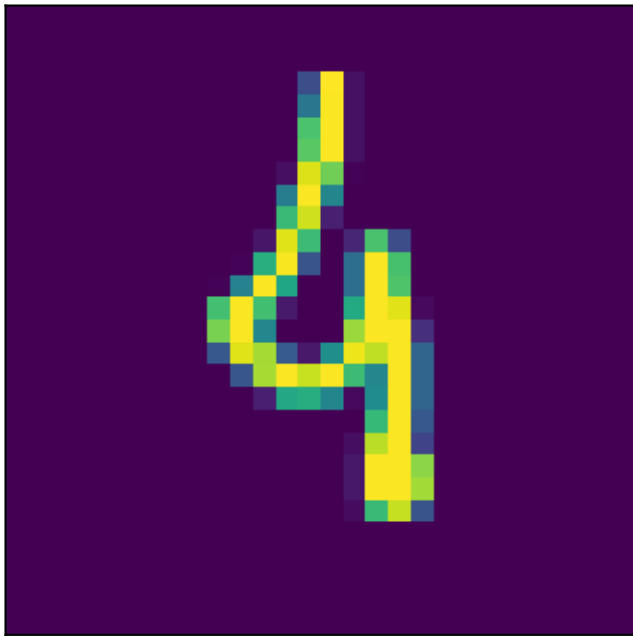


A pixelated, low-resolution image of a yellow and green character, possibly a stylized letter 'L' or a small figure, set against a dark purple background. The character is composed of yellow and green pixels, with some blue and purple pixels visible in the background. The overall style is reminiscent of early digital art or a low-resolution scan of a physical image.

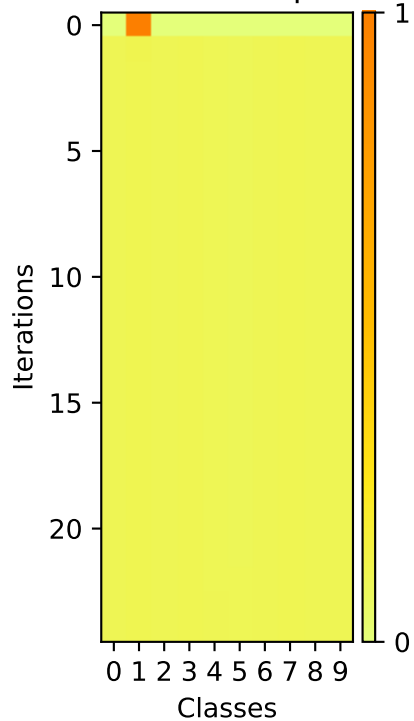
Heatmap visualization of the loss landscape for the MNIST dataset. The x-axis represents 'Classes' (0-9) and the y-axis represents 'Iterations' (0-20). The color scale on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). A small red square is visible at iteration 0, class 2, indicating a high loss value.



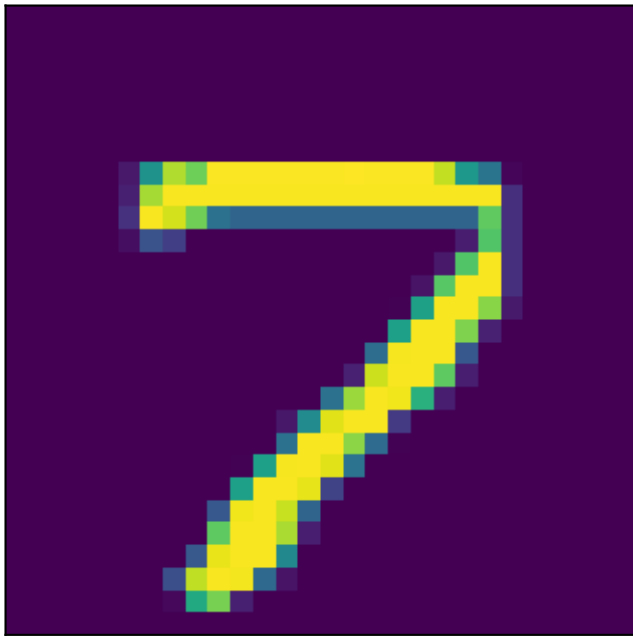
Image



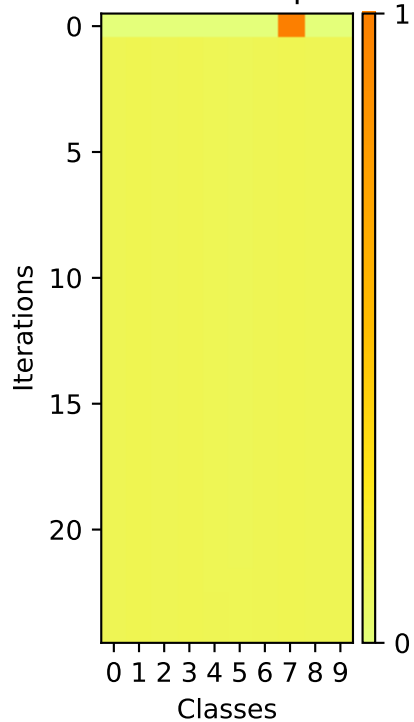
## Softmax Outputs



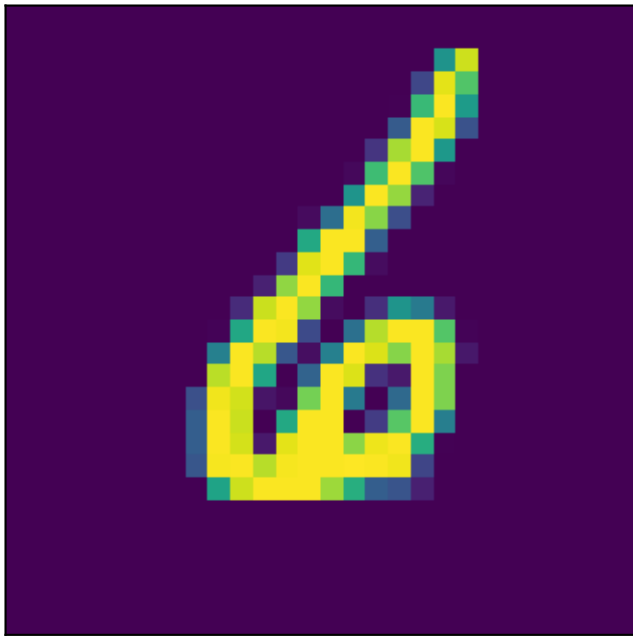
Image



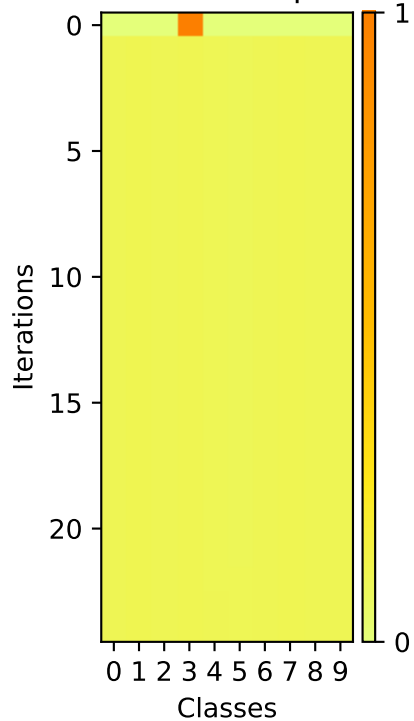
Softmax Outputs



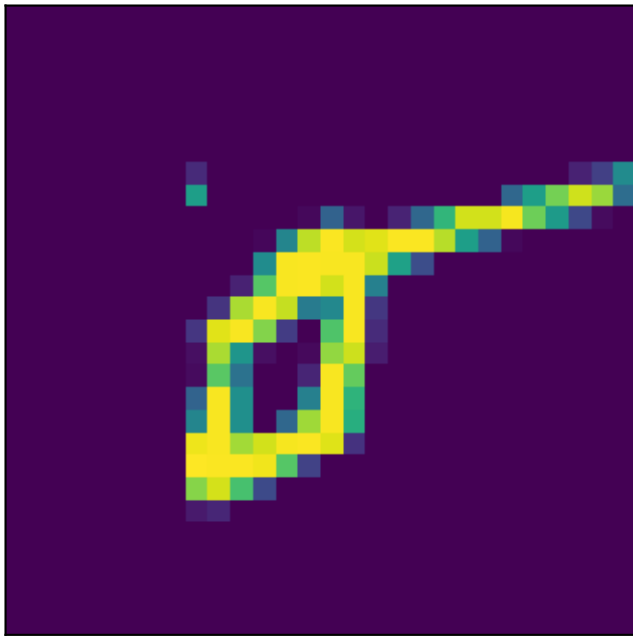
Image



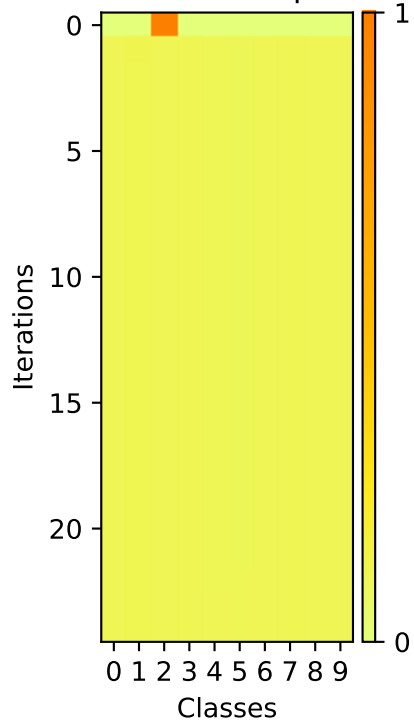
Softmax Outputs



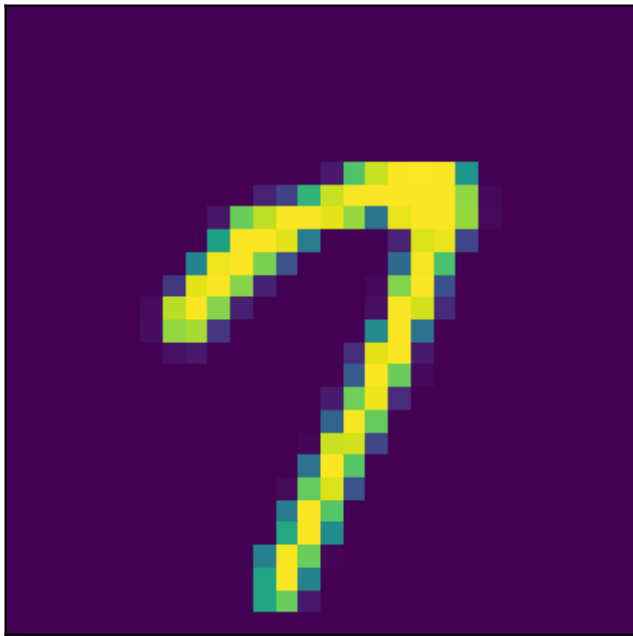
Image



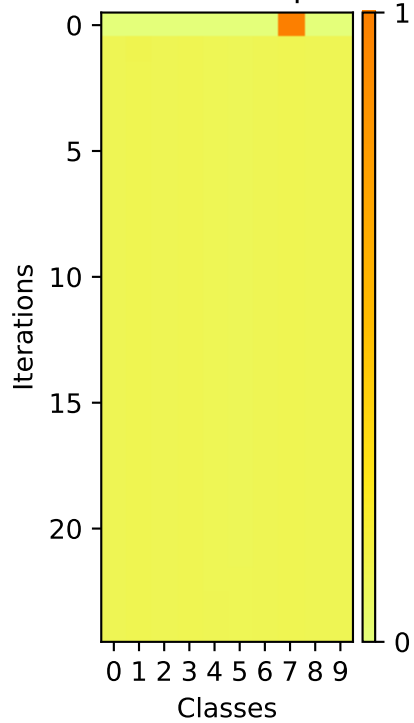
## Softmax Outputs



Image



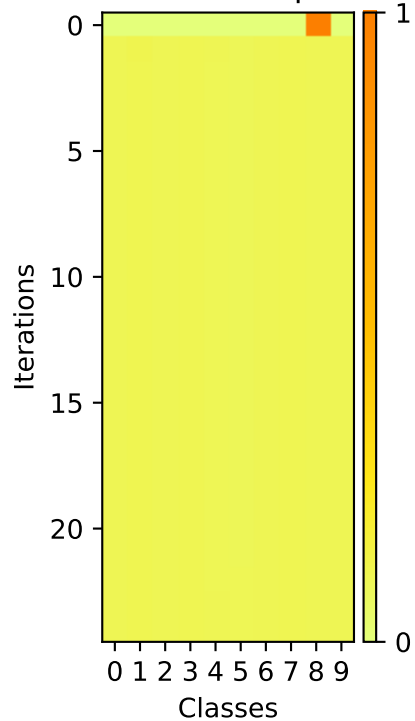
Softmax Outputs



Image

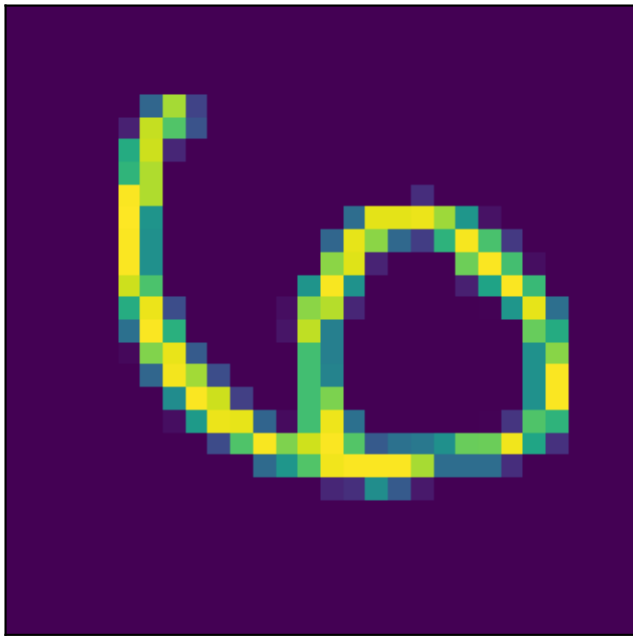


## Softmax Outputs

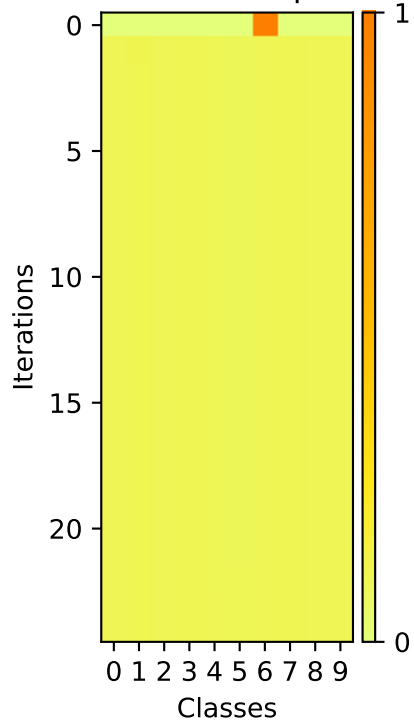


A pixelated yellow number 7 on a dark purple background. The number is composed of several yellow pixels, with some surrounding pixels in shades of green and blue, giving it a slightly blurred or anti-aliased appearance. The background is a solid dark purple.

Image



Softmax Outputs

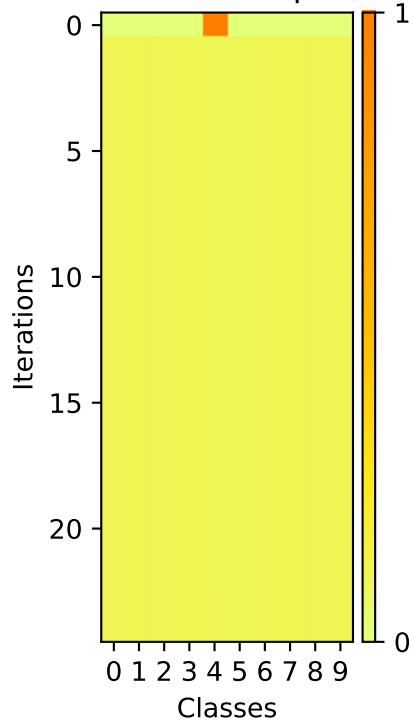




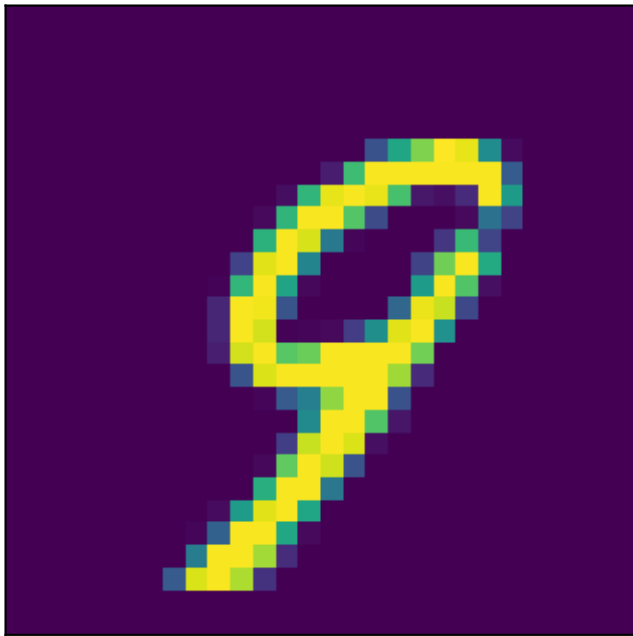
Image



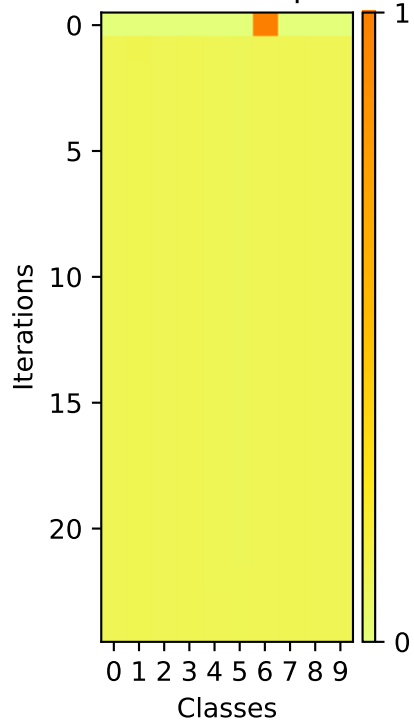
Softmax Outputs



Image



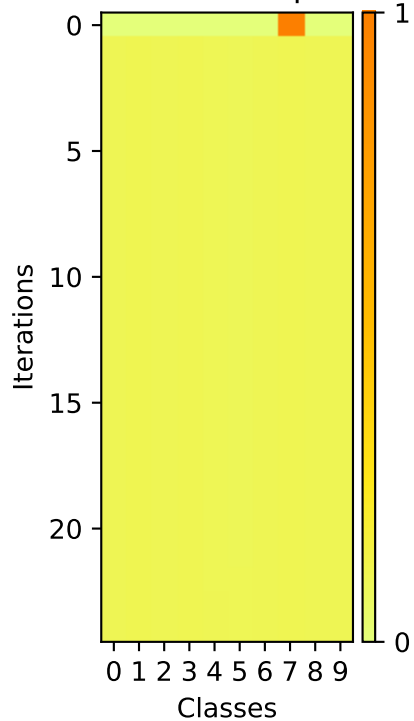
Softmax Outputs



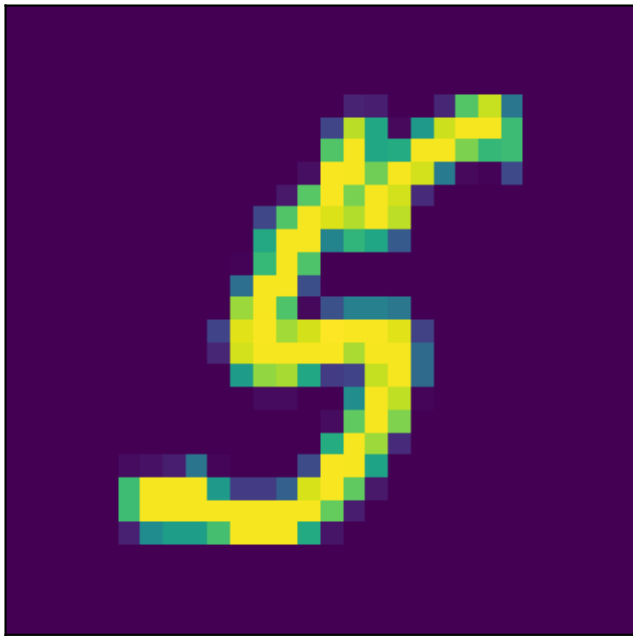
Image



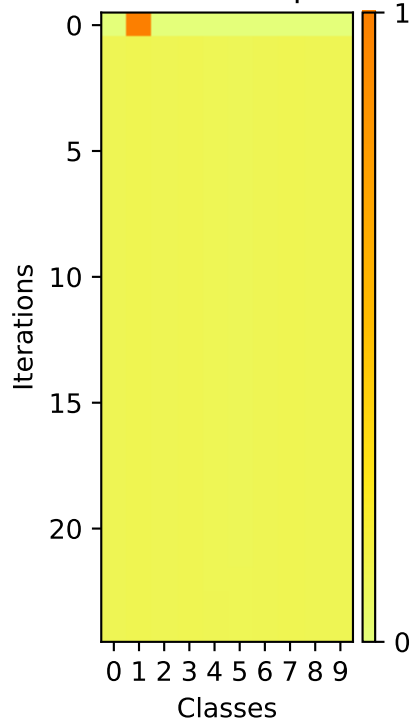
Softmax Outputs



Image



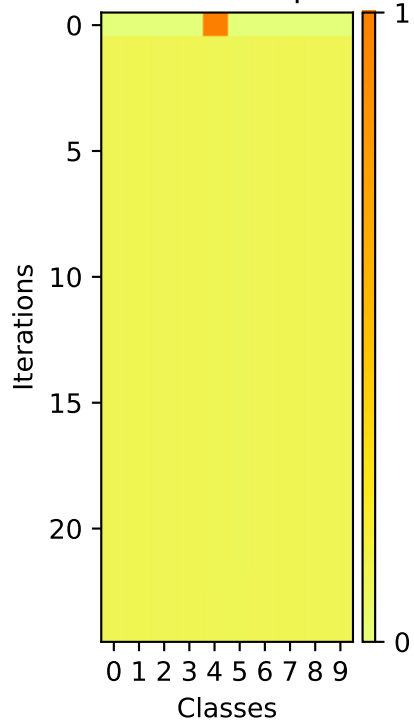
## Softmax Outputs



Image



Softmax Outputs

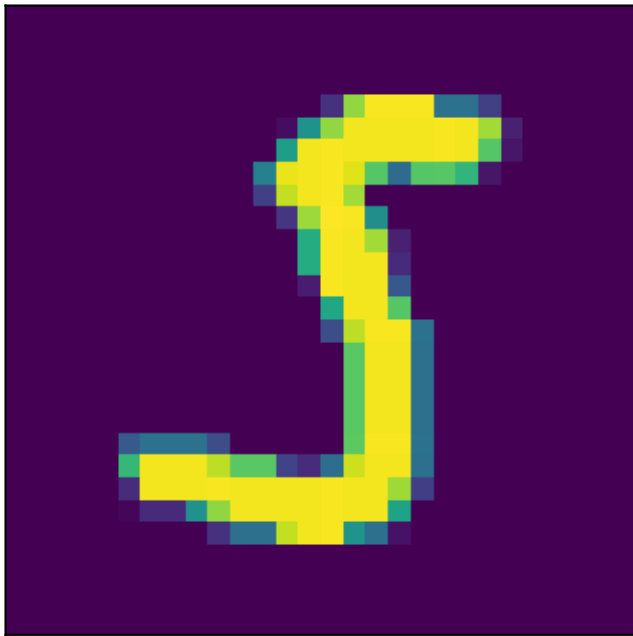




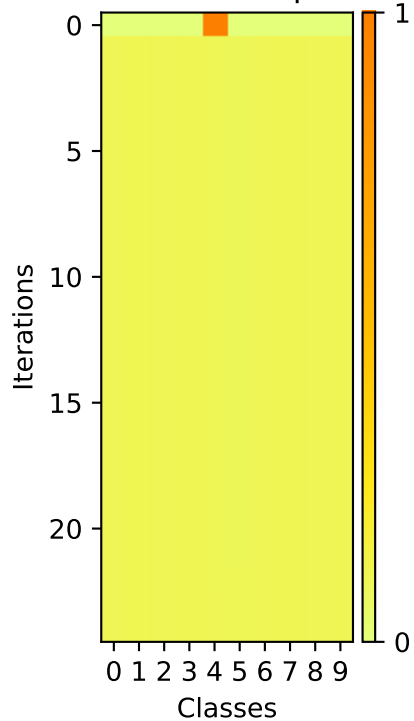
A pixelated, low-resolution image of a yellow smiley face with a wide, open mouth and a single visible eye, set against a dark purple background. The image is composed of large, distinct pixels in shades of yellow, green, and blue, giving it a retro, digital appearance. The smiley face is positioned in the upper right quadrant of the frame.

Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0-9). The x-axis represents Classes, and the y-axis represents Iterations. The color scale indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 22.

Image



Softmax Outputs

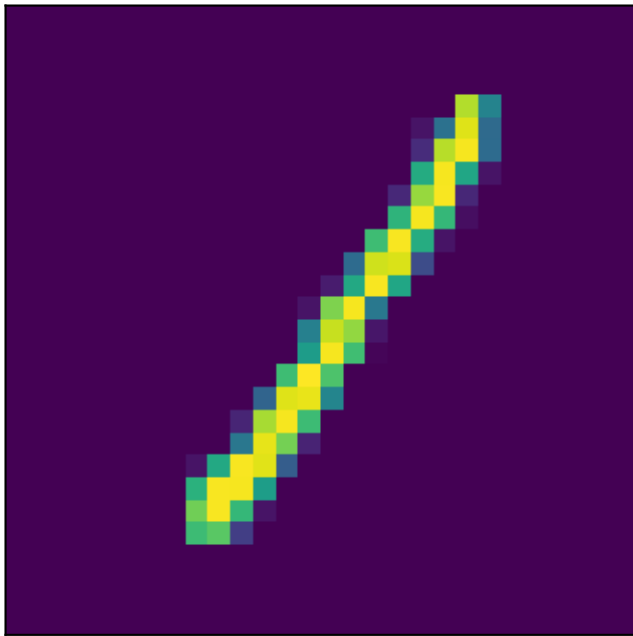




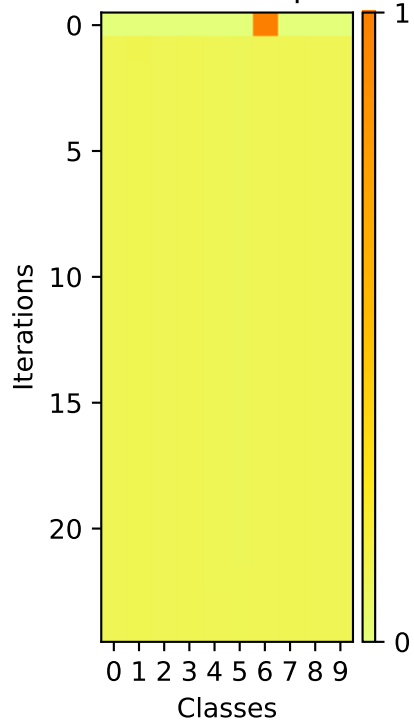
A pixelated, low-resolution image of a yellow and blue geometric shape, possibly a stylized letter or logo, set against a black background. The shape is composed of several yellow and blue pixels, forming a complex, angular figure. The yellow pixels are the primary color, with blue pixels interspersed, particularly along the edges and in some internal areas. The overall effect is that of a low-bitrate digital image or a retro-style graphic.

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

Image



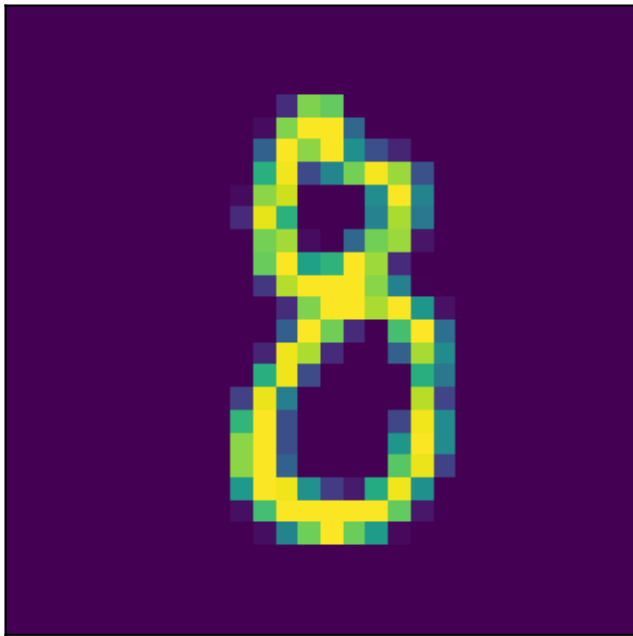
Softmax Outputs



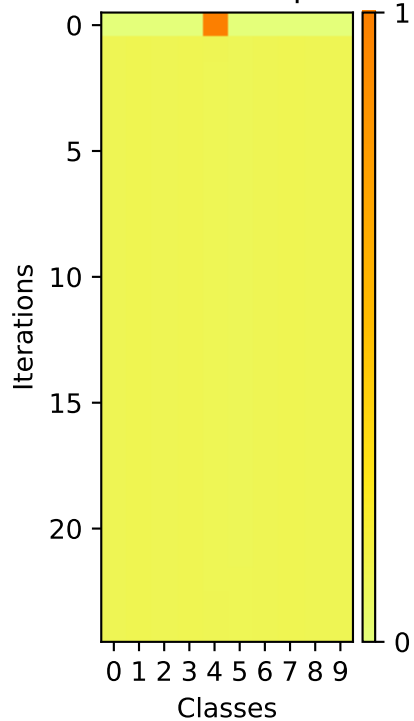
A pixelated, low-resolution image of a yellow and orange flame or explosion against a black background. The shape is irregular and jagged, with a bright yellow center transitioning to orange and red at the edges. It has a main body on the left and a long, thin tail extending towards the bottom right. The image is composed of large, visible square pixels.



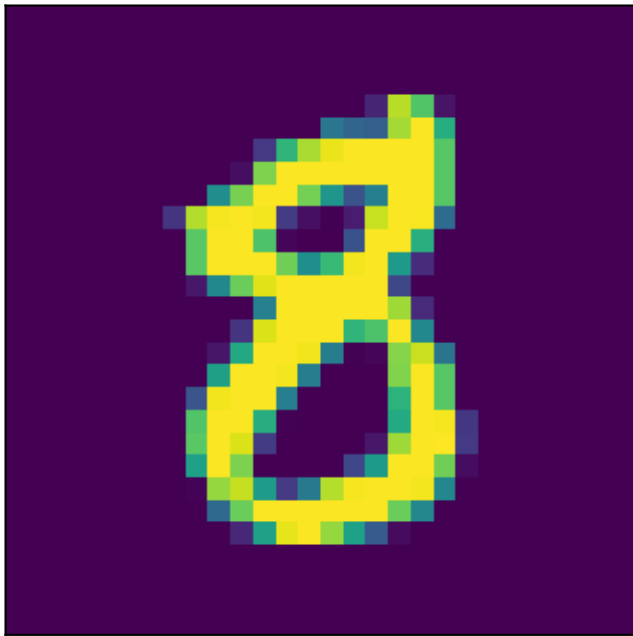
Image



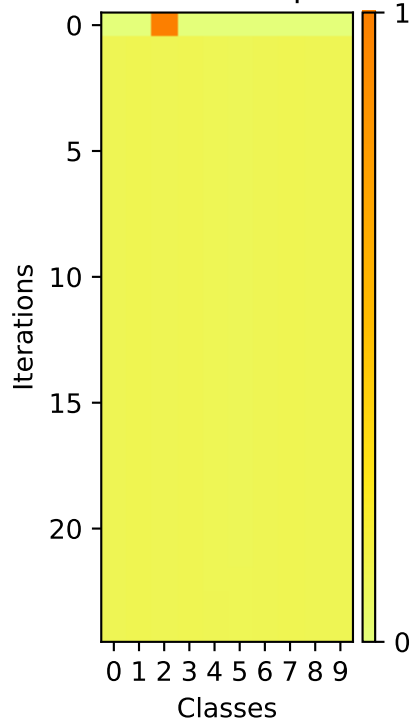
Softmax Outputs



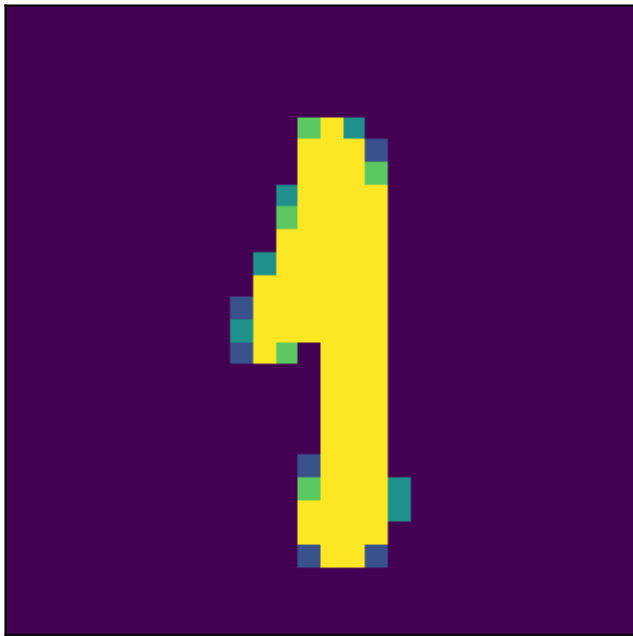
Image



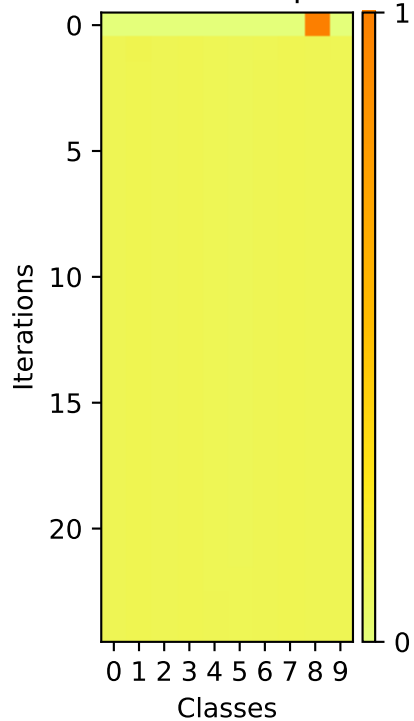
Softmax Outputs



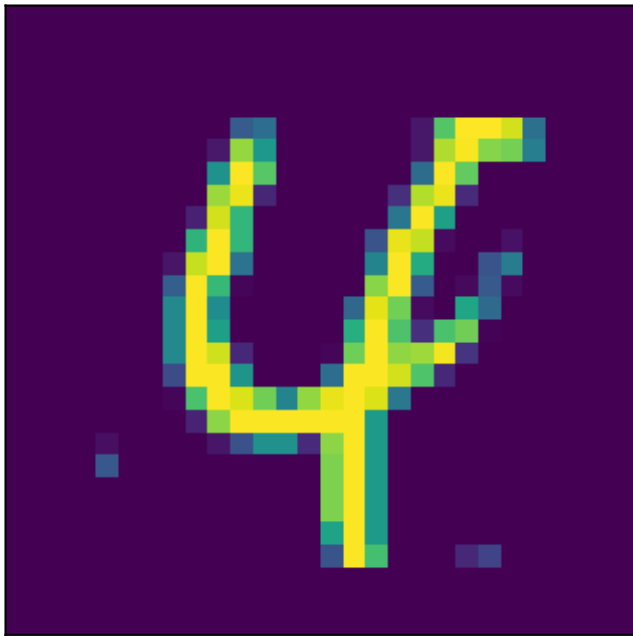
Image



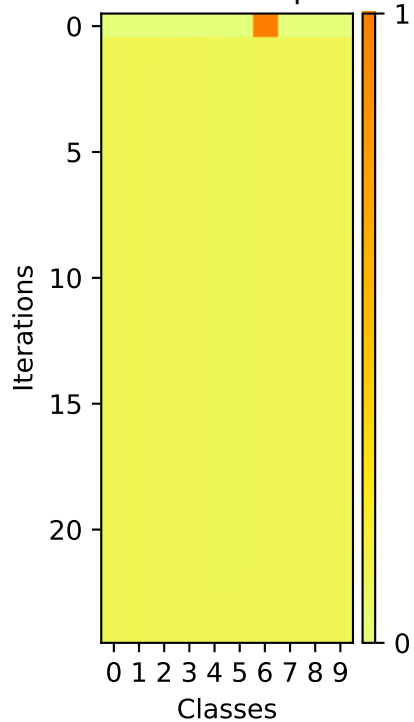
## Softmax Outputs



Image

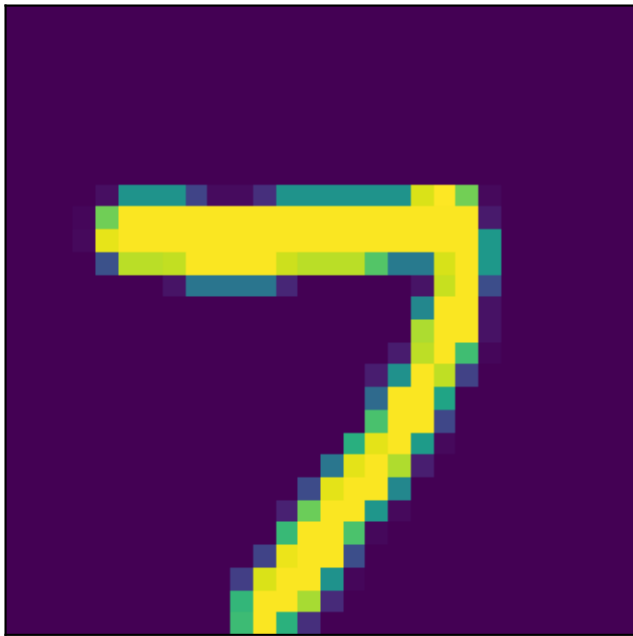


Softmax Outputs

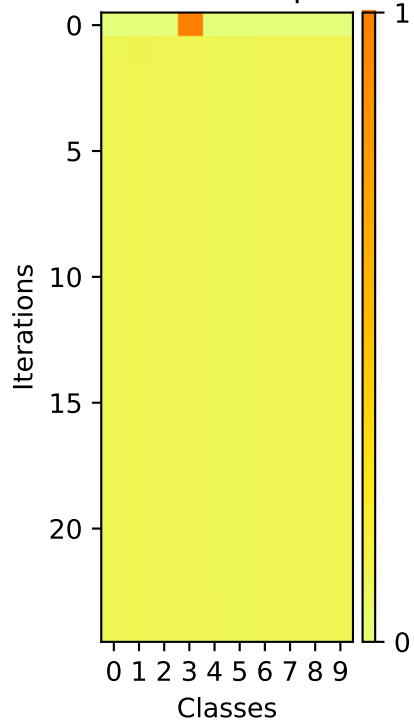




Image

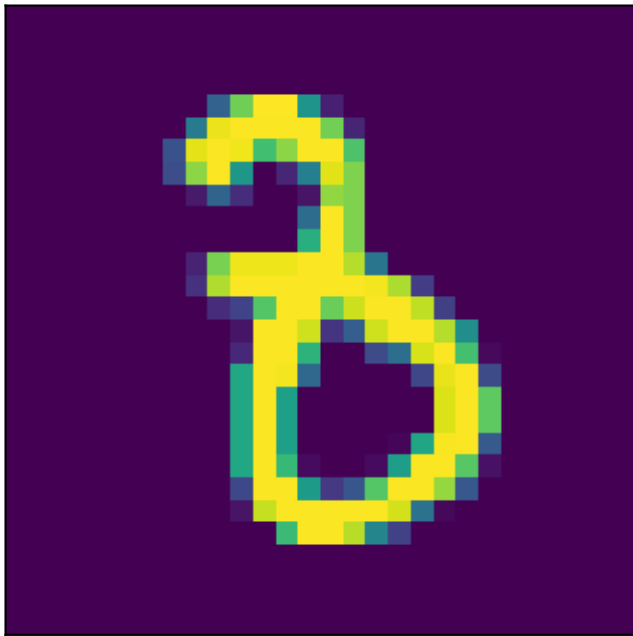


Softmax Outputs

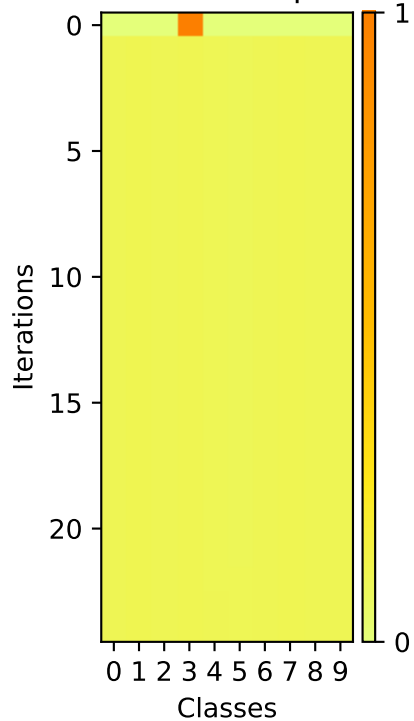


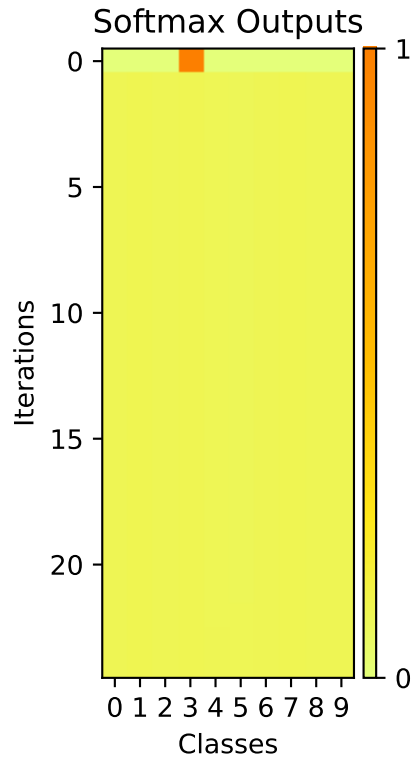

Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (yellow) to 1 (dark red). Class 9 shows a sharp increase in probability starting around iteration 18, reaching 1.0 by iteration 22.

Image

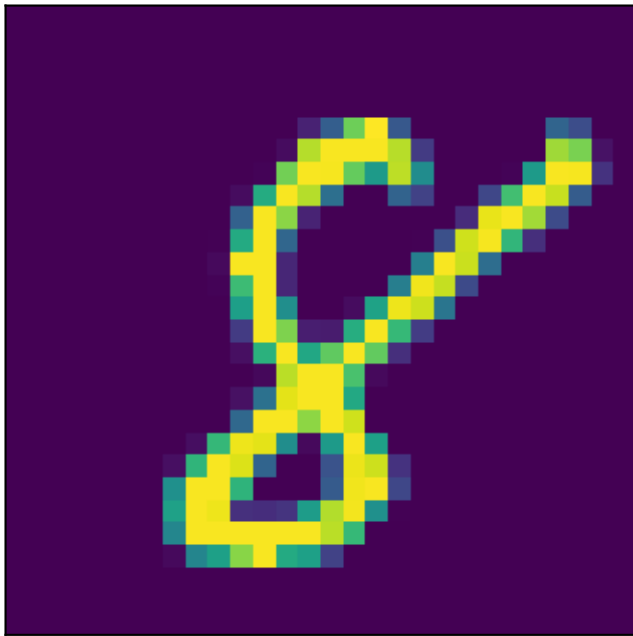


Softmax Outputs

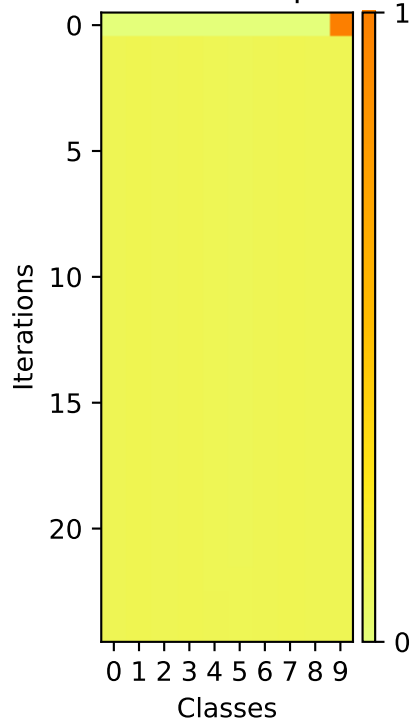




Image



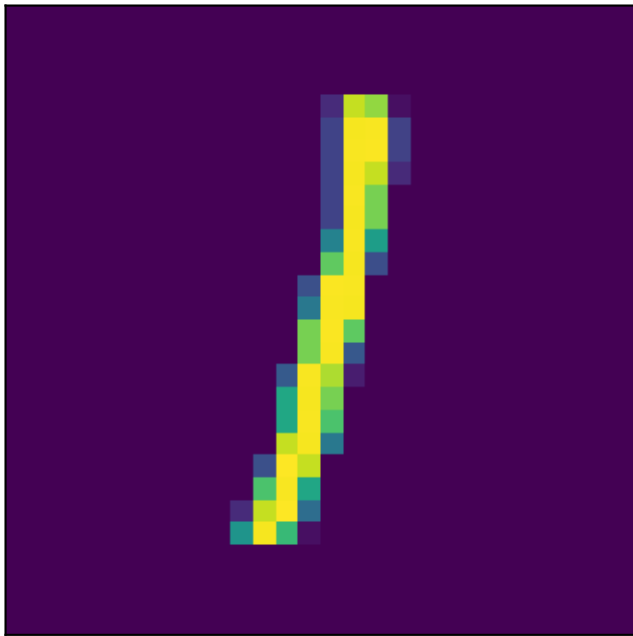
## Softmax Outputs



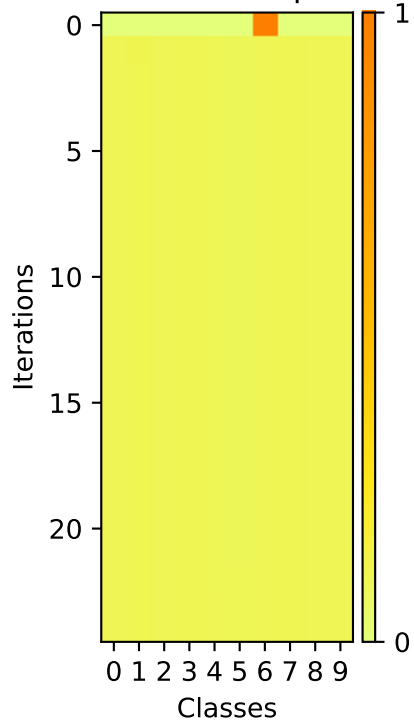
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The y-axis represents 'Iterations' (0 to 20) and the x-axis represents 'Classes' (0 to 9). The color scale on the right indicates the probability value, ranging from 0 (yellow) to 1 (orange). Class 2 shows a sharp increase in probability around iteration 10, reaching 1.0 by iteration 20.

A pixelated yellow number 1 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a slightly textured appearance. The background is a solid dark purple.

Image

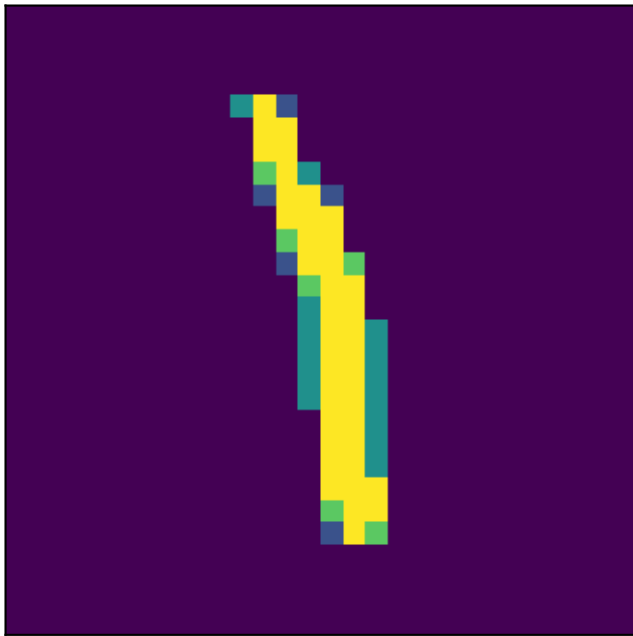


Softmax Outputs

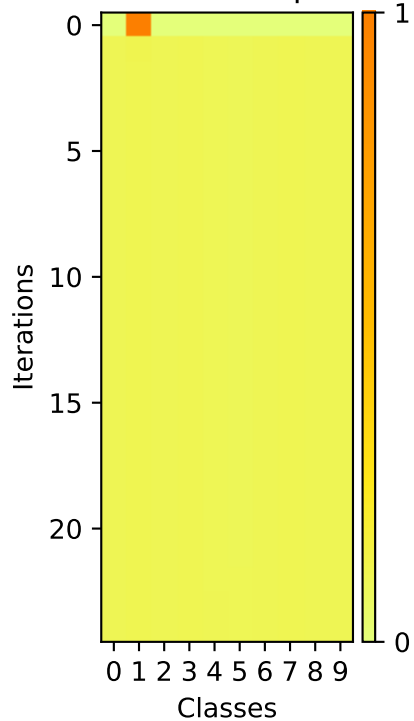




Image



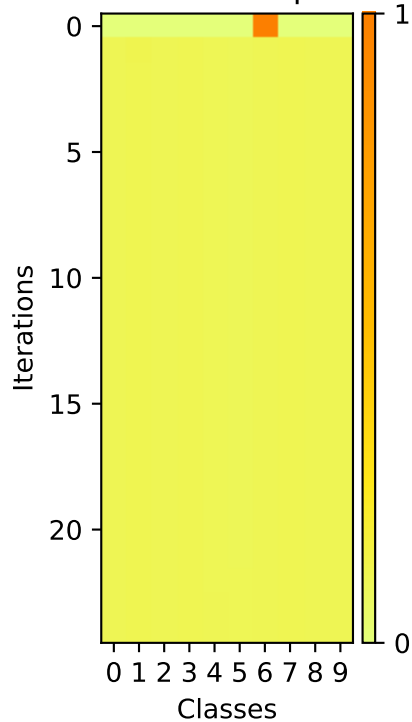
## Softmax Outputs



Image



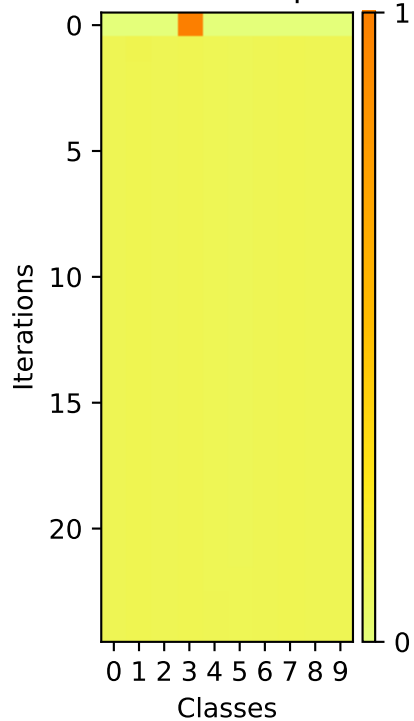
Softmax Outputs



Image



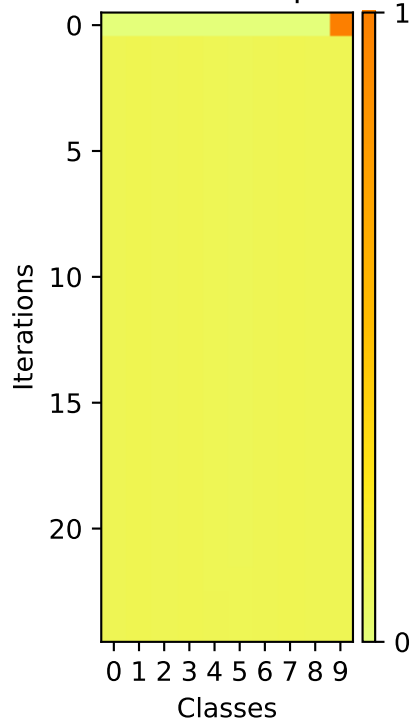
Softmax Outputs



Image

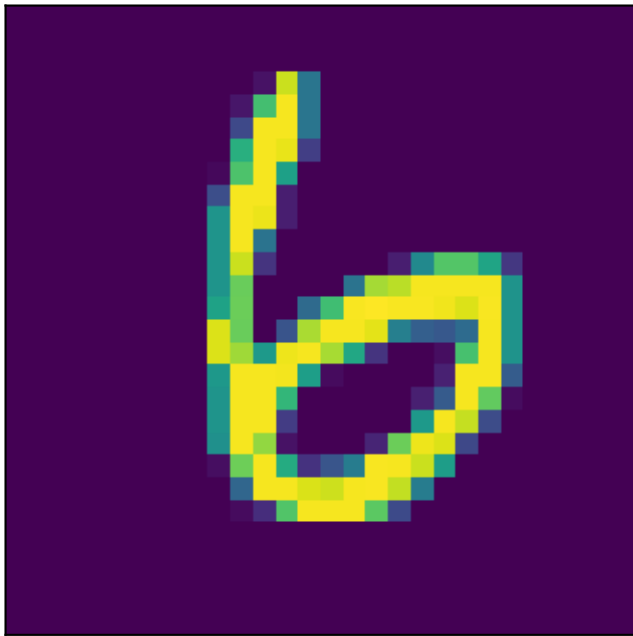


## Softmax Outputs

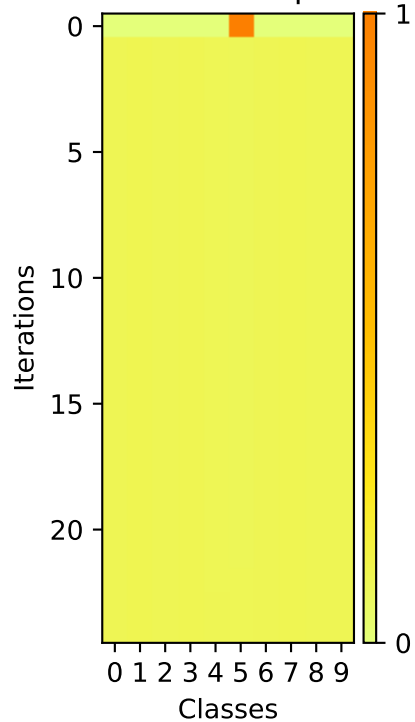




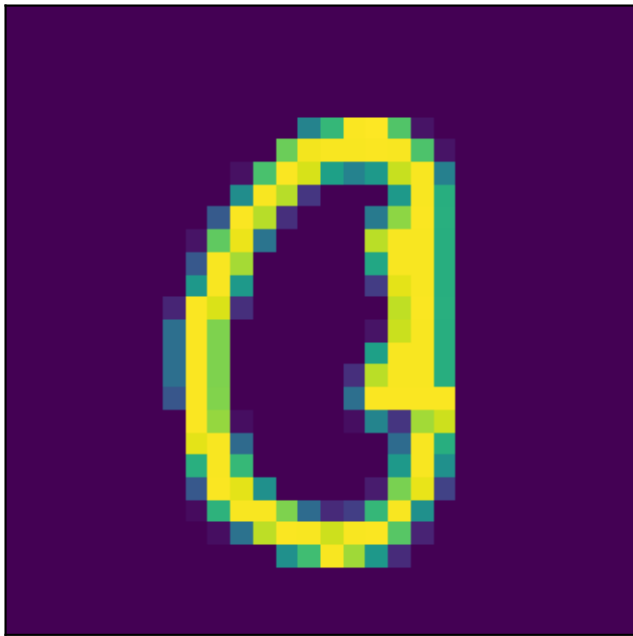
Image



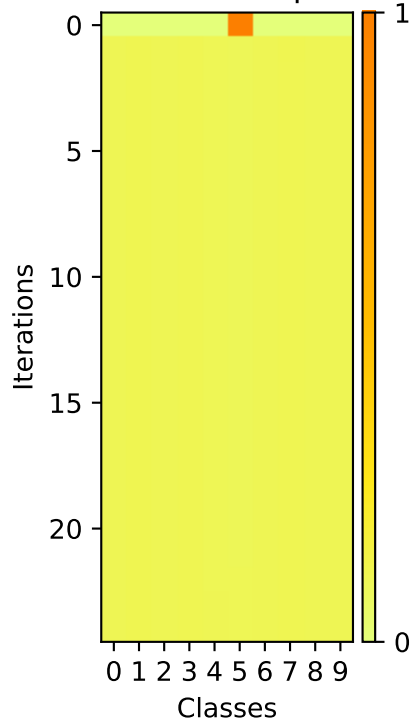
Softmax Outputs



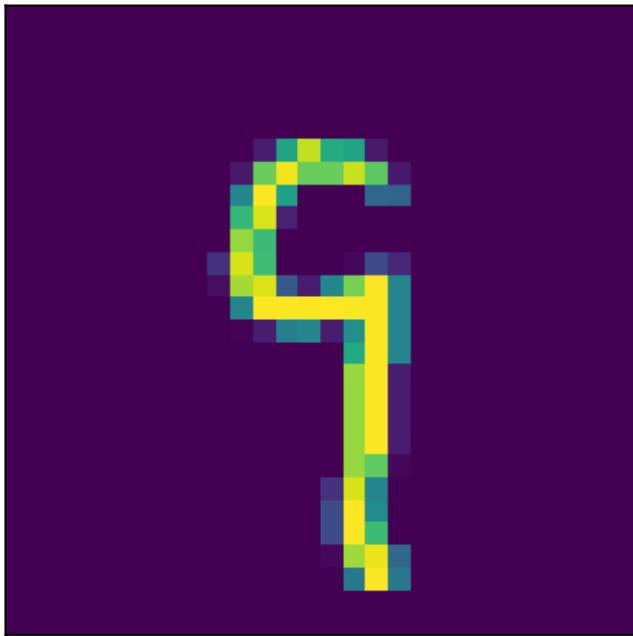
Image



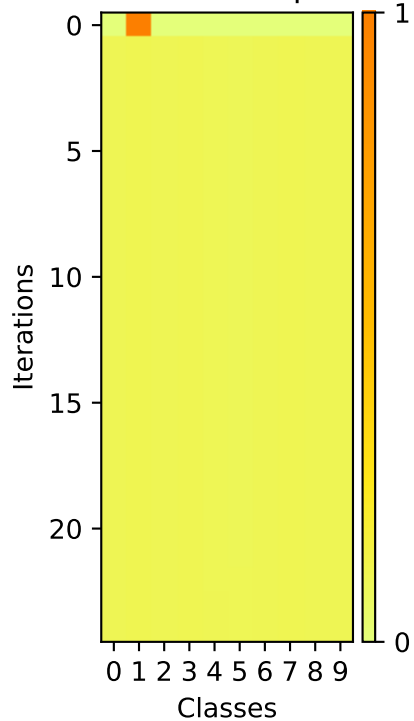
Softmax Outputs



Image



## Softmax Outputs

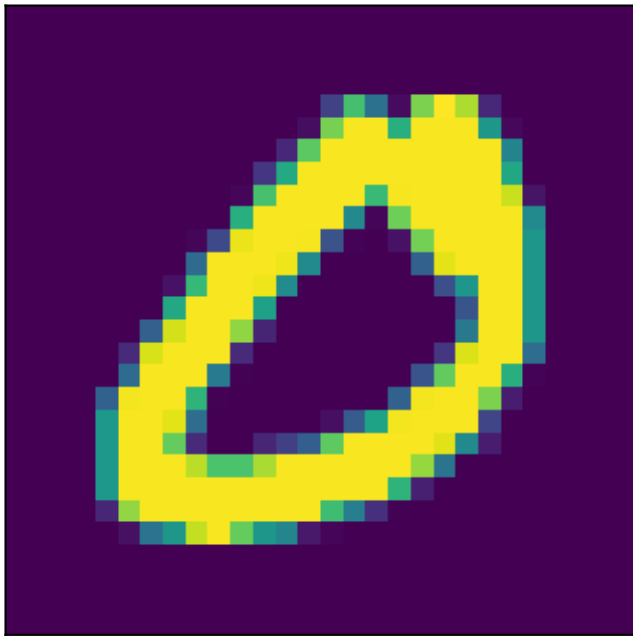




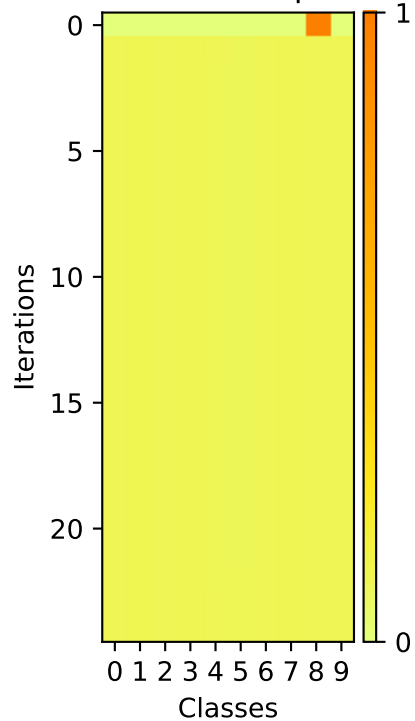
A pixelated yellow symbol on a dark purple background. The symbol consists of a horizontal bar at the top, a vertical stem extending downwards from the center of the bar, and a horizontal crossbar intersecting the stem. The edges of the symbol are jagged and pixelated, with some surrounding pixels in shades of green and blue, suggesting a low-resolution or dithered 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, ranging from 0 (light yellow) to 1 (dark orange). Class 1 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

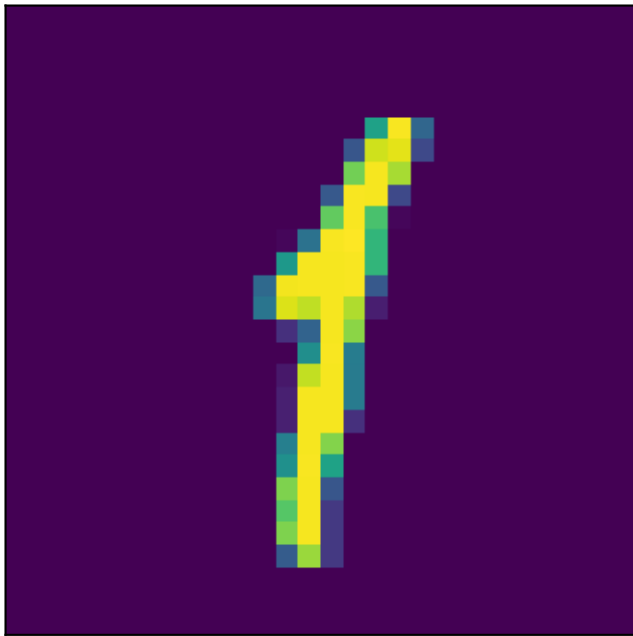
Image



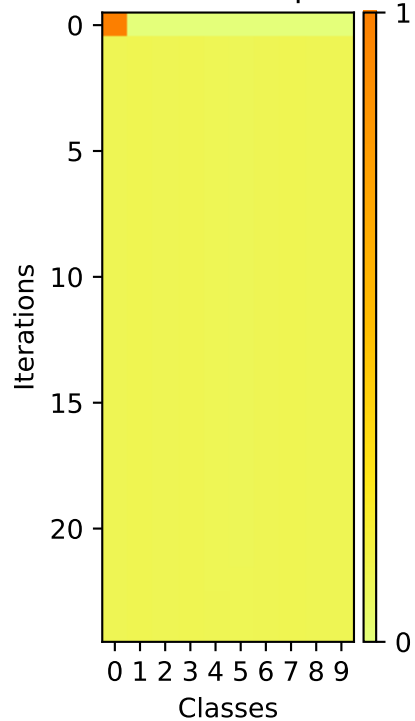
## Softmax Outputs



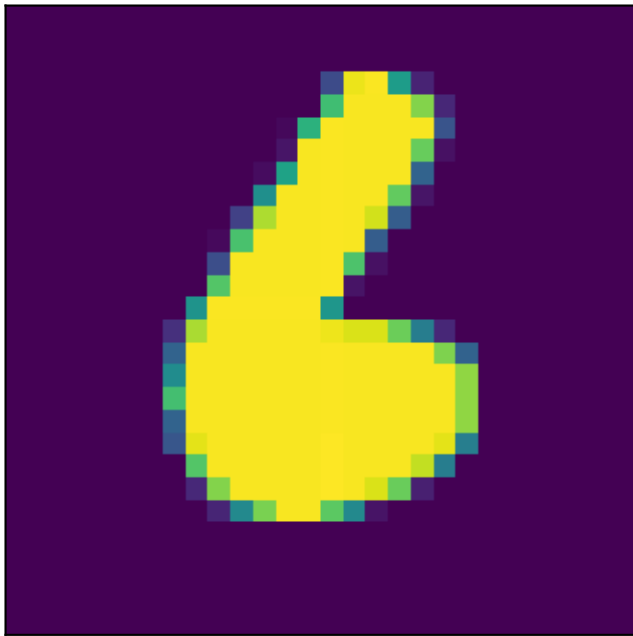
Image



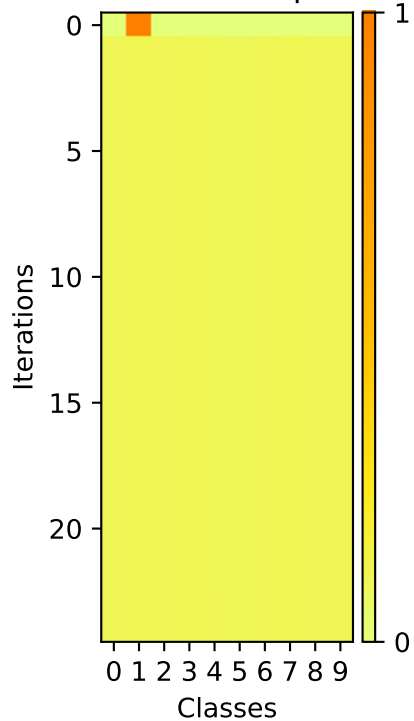
## Softmax Outputs



Image



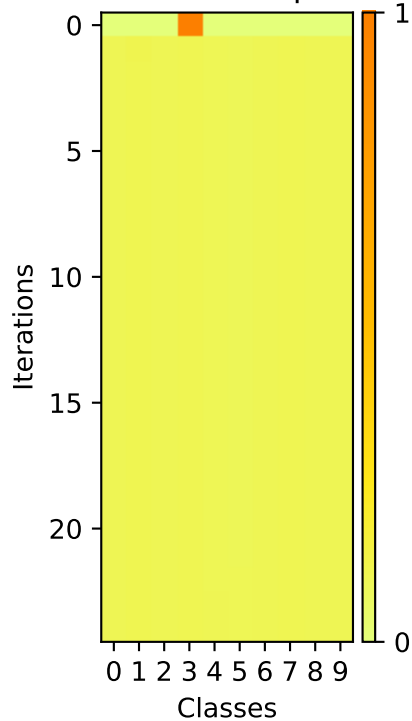
## Softmax Outputs



Image

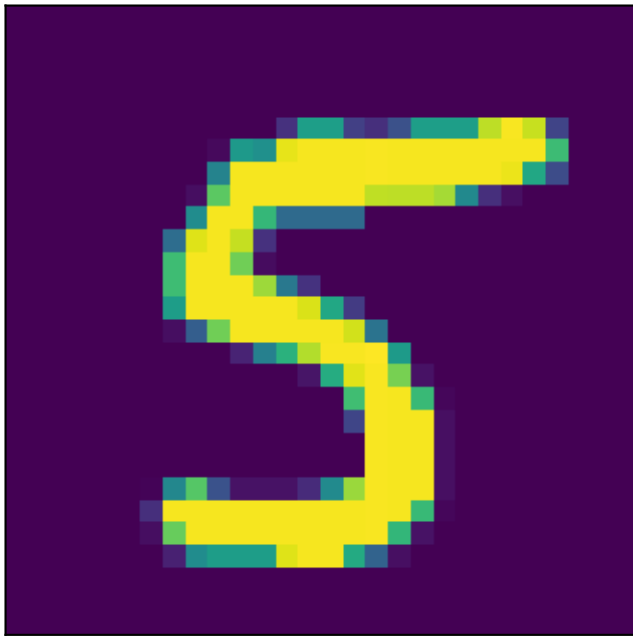


Softmax Outputs

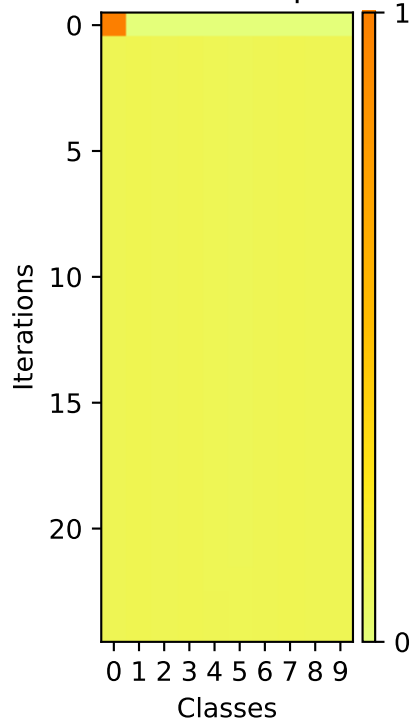




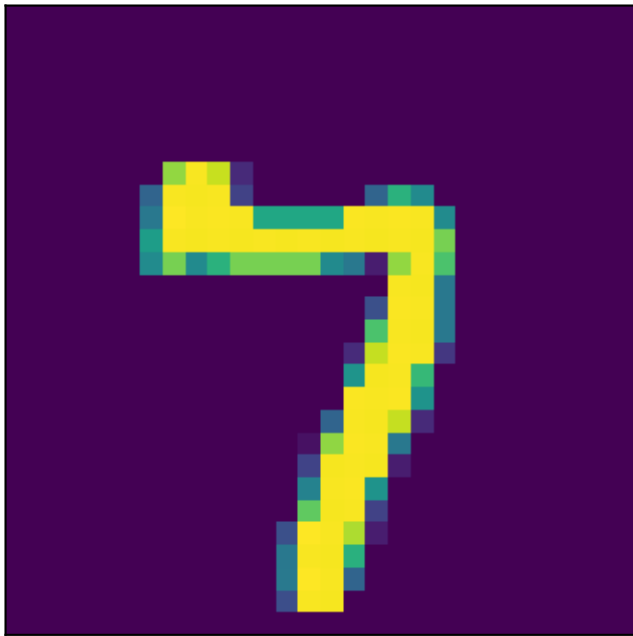
Image



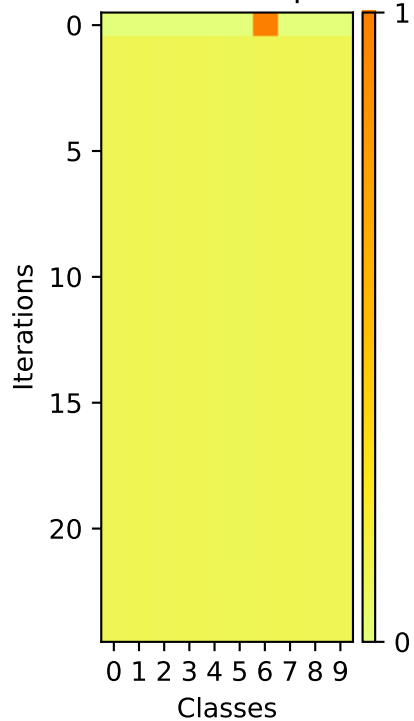
## Softmax Outputs



Image

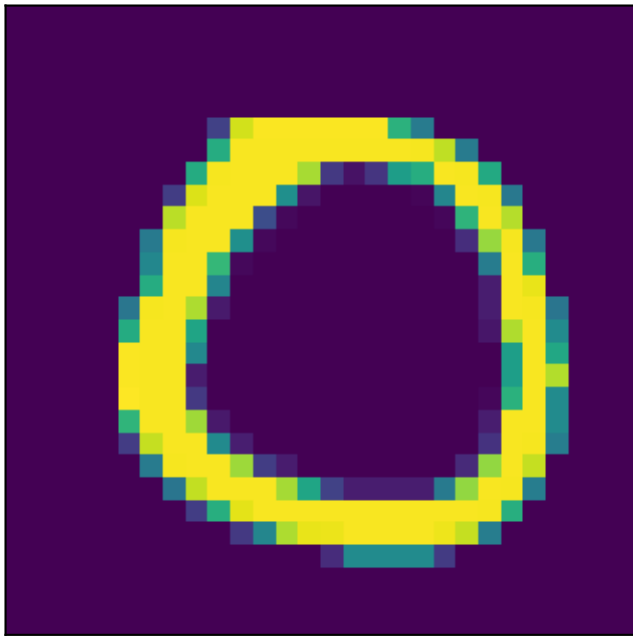


## Softmax Outputs

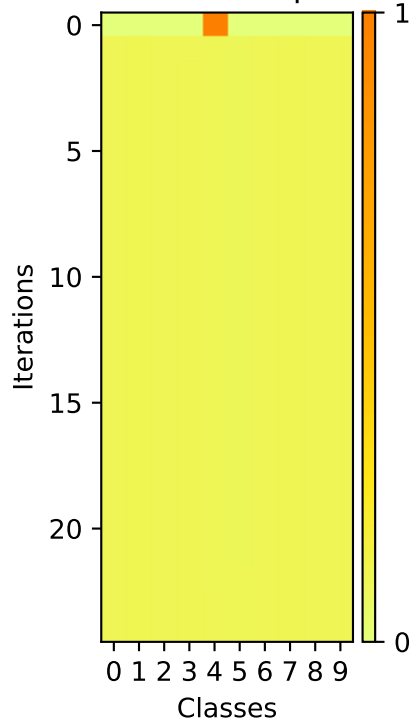




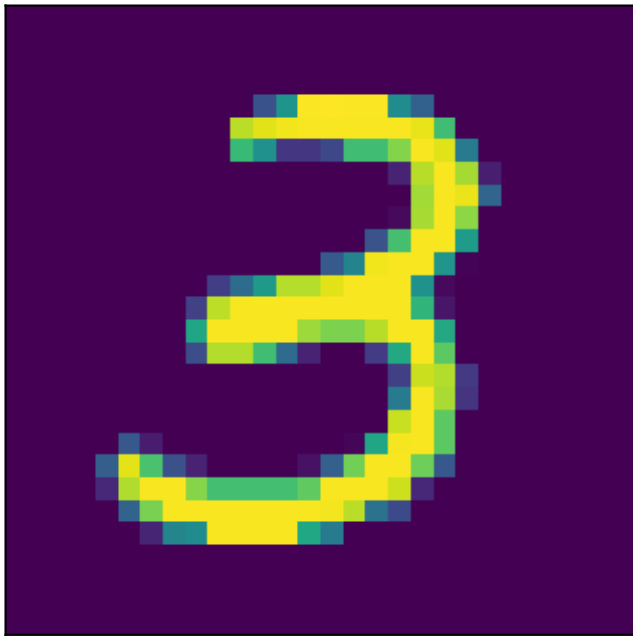
Image



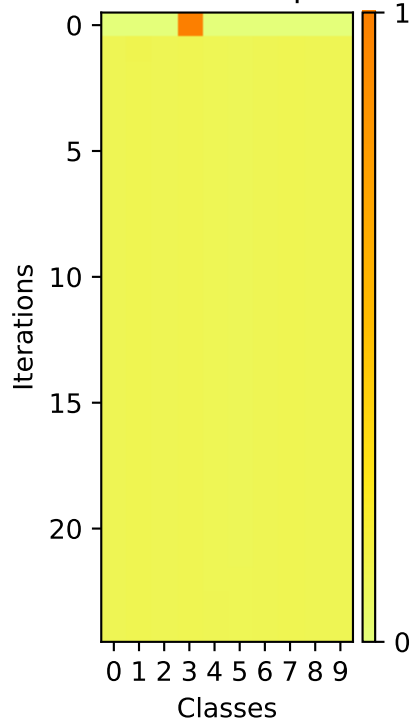
Softmax Outputs

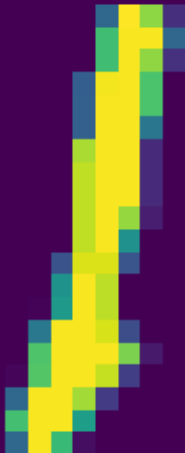


Image

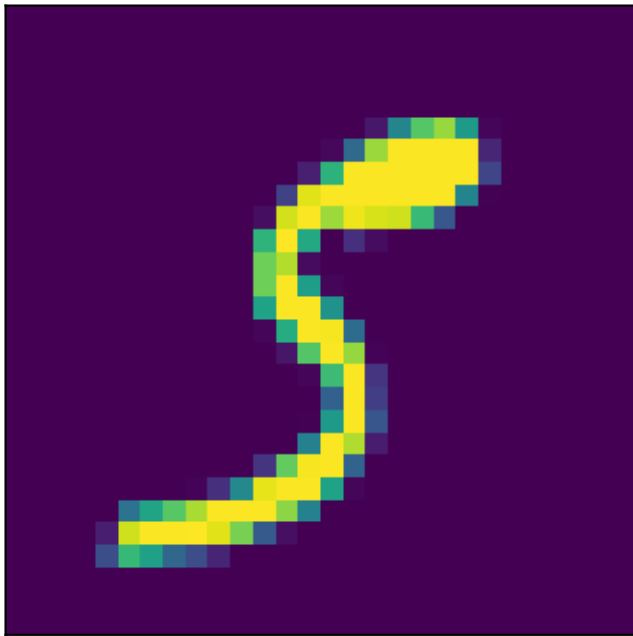


Softmax Outputs





Image



Softmax Outputs

