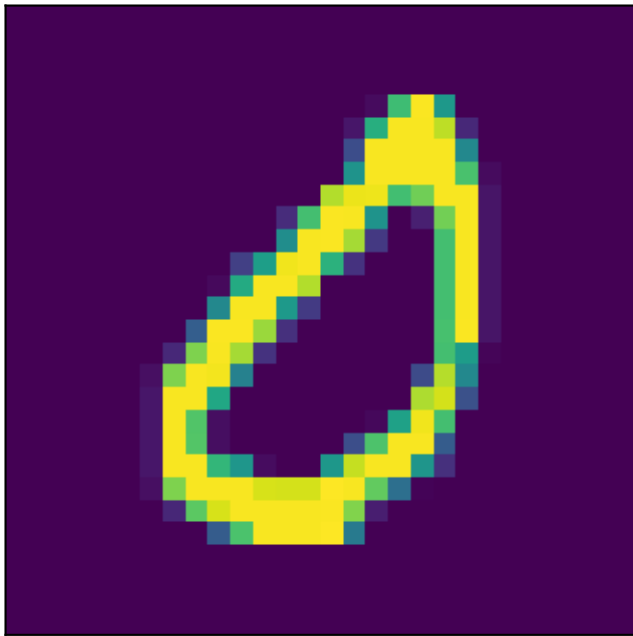
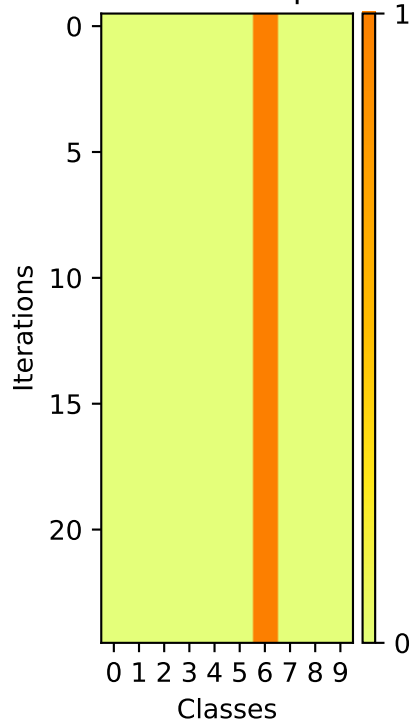


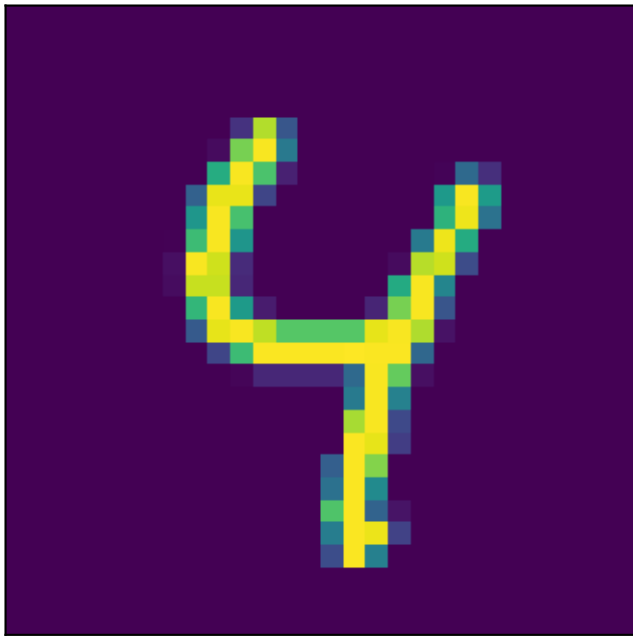
Image



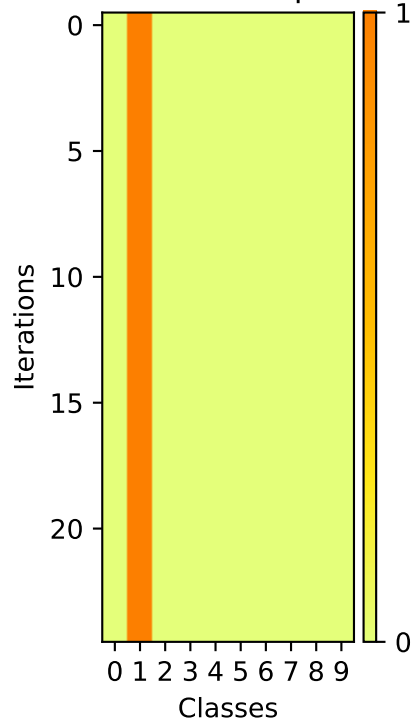
Softmax Outputs



Image



Softmax Outputs



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

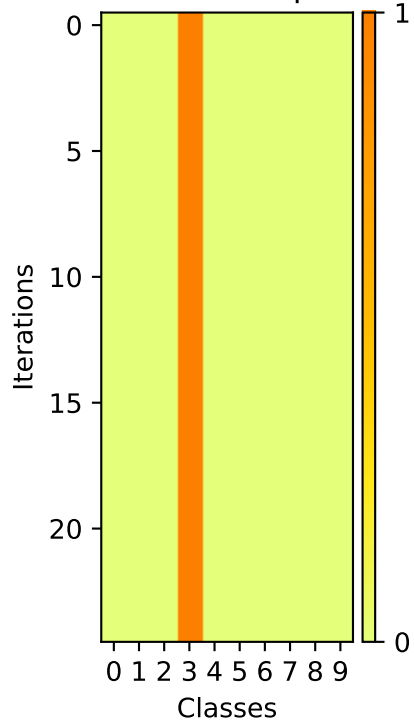
A pixelated yellow number 9 is centered on a dark purple background. The number is composed of several pixels, with some pixels being a lighter yellow or greenish-yellow, giving it a slightly textured or hand-drawn appearance. The background is a solid, deep purple.

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

Image



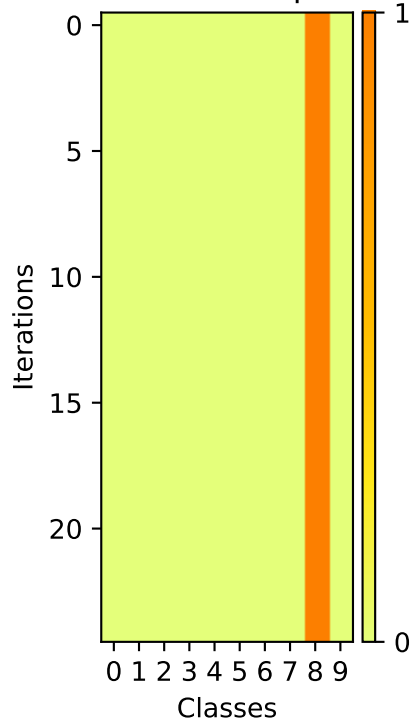
Softmax Outputs



Image



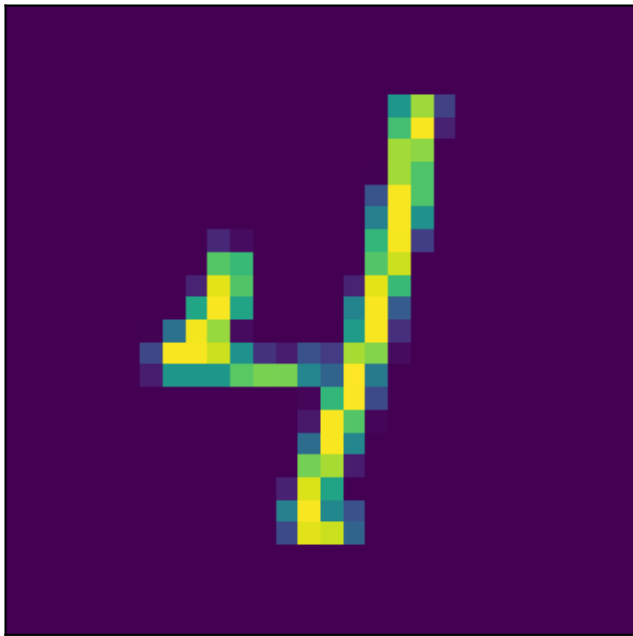
Softmax Outputs



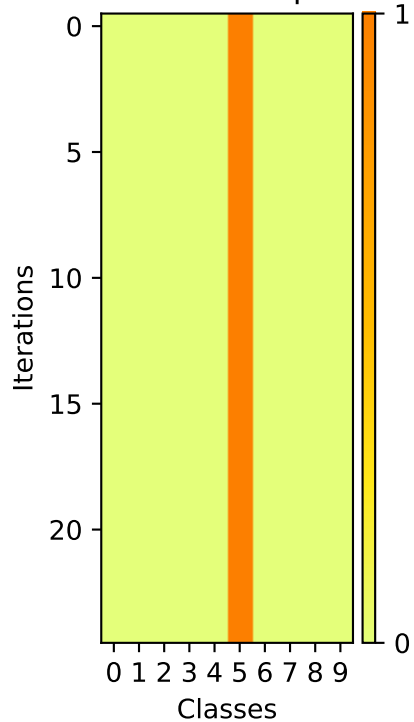
A pixelated yellow number 2 on a dark purple background. The number is composed of small squares in shades of yellow, light green, and dark blue, giving it a digital or retro aesthetic. It is positioned in the lower-left quadrant of the image.

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



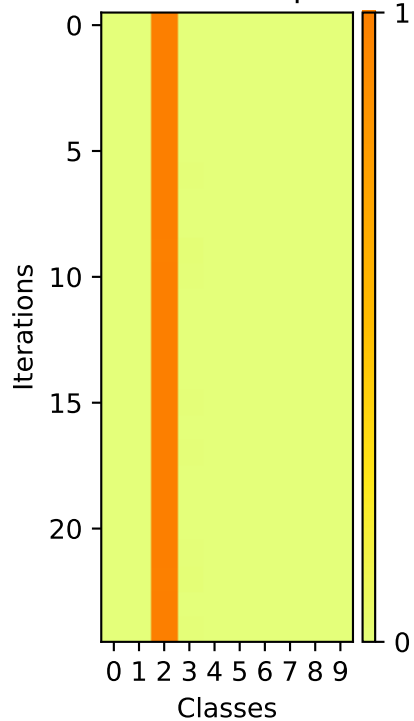
Softmax Outputs



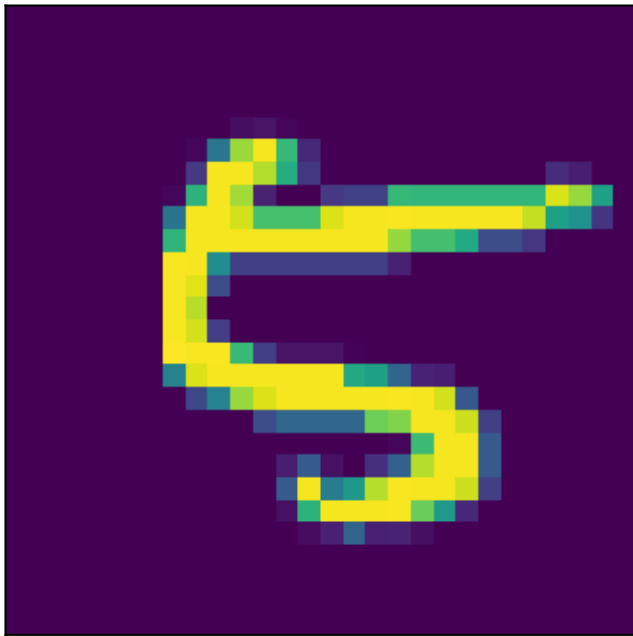
Image



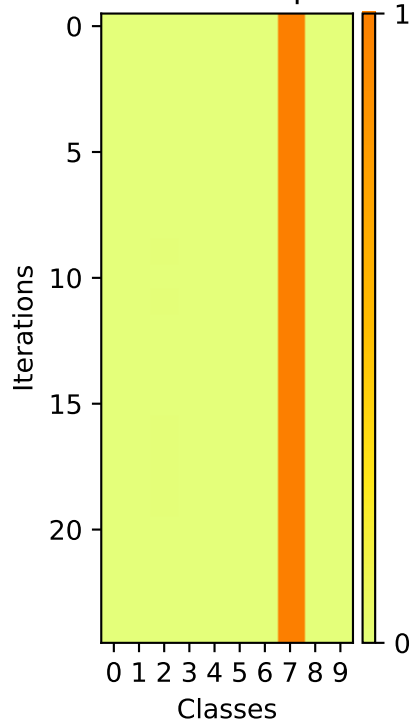
Softmax Outputs



Image



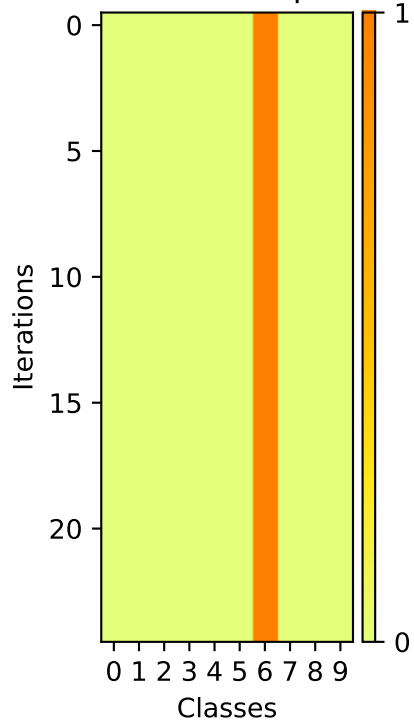
Softmax Outputs



Image



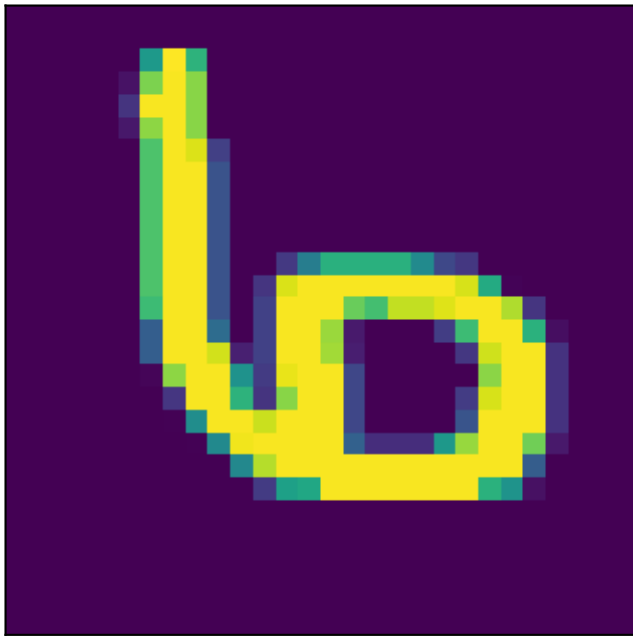
Softmax Outputs



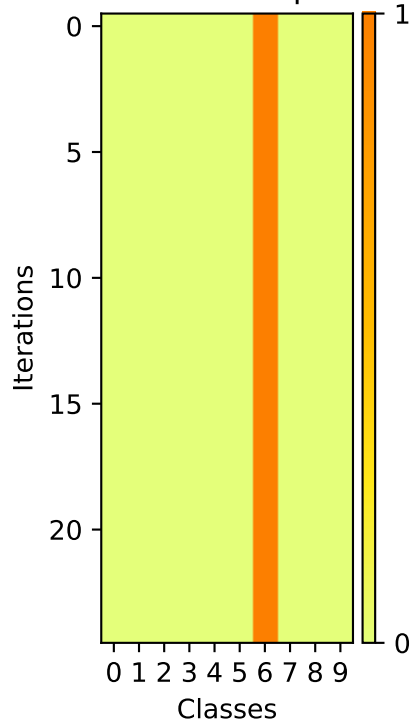
A pixelated yellow number 5 on a dark purple background. The number is composed of a grid of yellow and light blue pixels, giving it a blocky, digital appearance. It is centered in the upper half of the image.

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 (light yellow) to 1 (dark orange). The distribution starts concentrated on Class 1 and shifts towards Class 0 over the iterations.

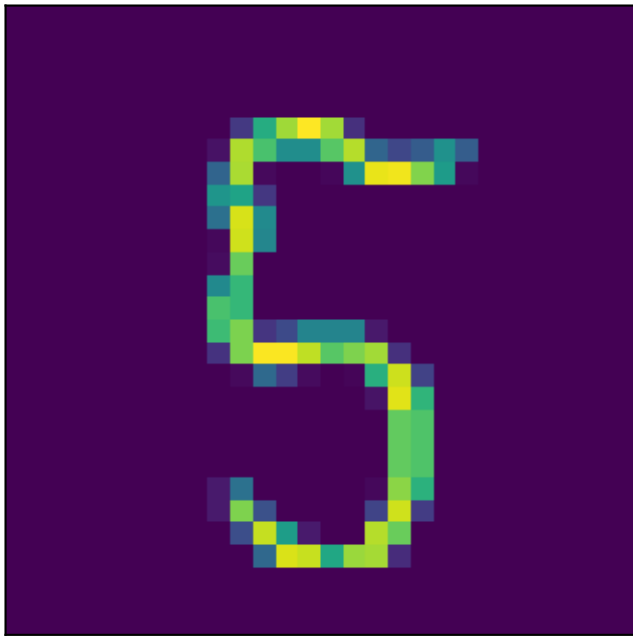
Image



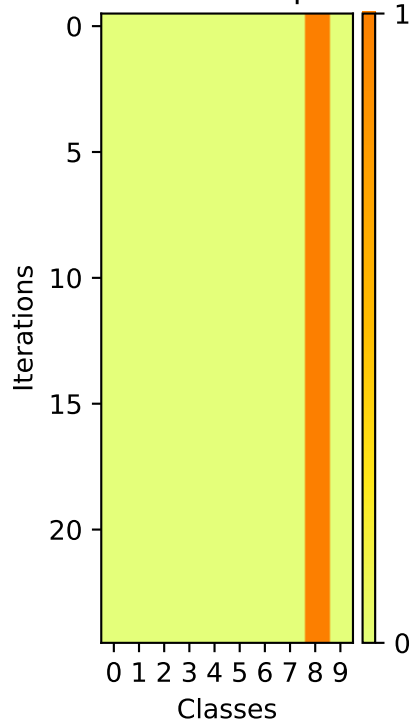
Softmax Outputs



Image



Softmax Outputs



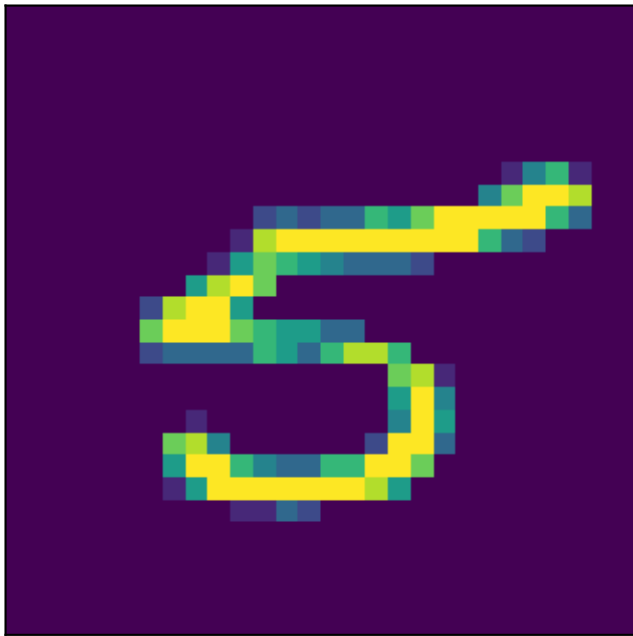
A pixelated yellow number 3 is centered on a dark purple background. The number is composed of several small squares, with some squares being a lighter shade of yellow or green, giving it a textured, digital appearance. The background is a solid, deep purple.

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

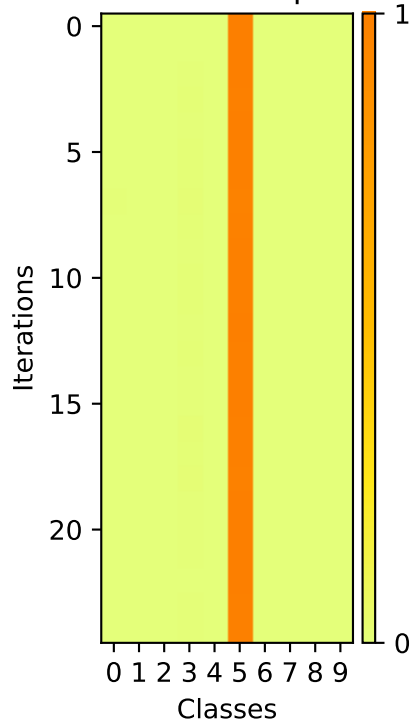
A pixelated, low-resolution image of the number 8. The number is rendered in a bright yellow color with a green outline, set against a solid black background. The image has a retro, digital aesthetic, resembling a character from a video game or a low-quality digital font.

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). The distribution is highly concentrated on Class 8, which reaches a probability of 1.0 by iteration 20.

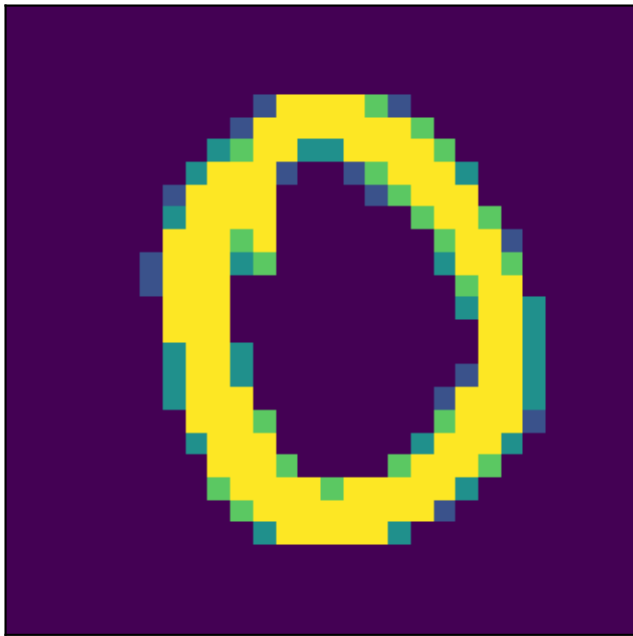
Image



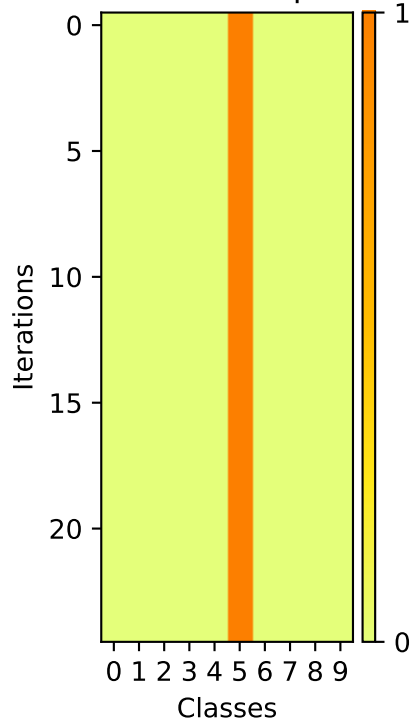
Softmax Outputs



Image

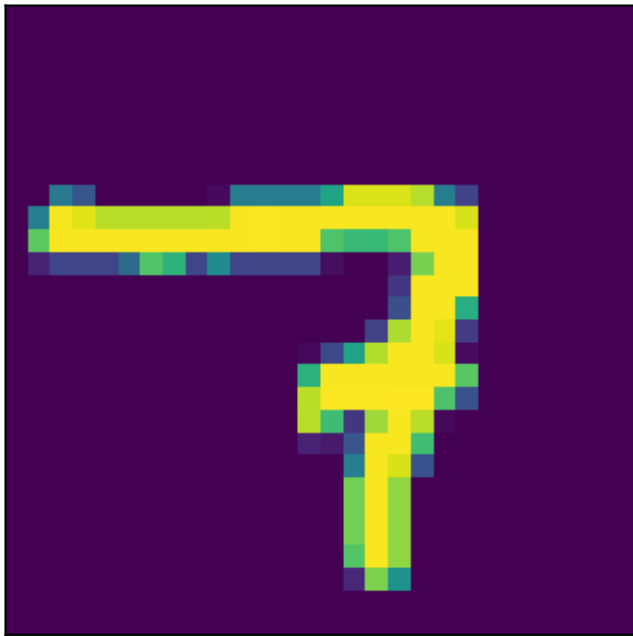


Softmax Outputs

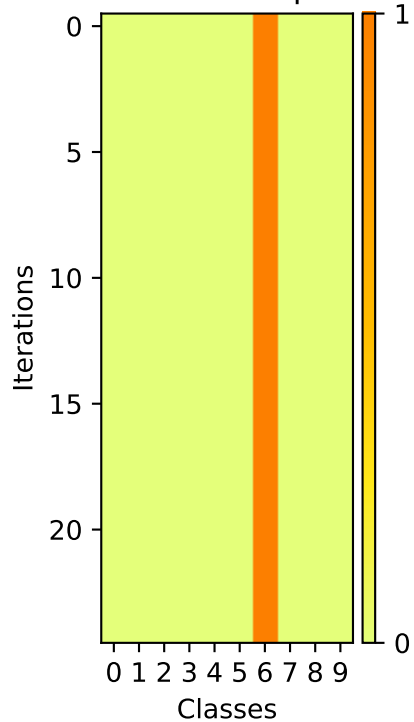


A pixelated, low-resolution image of a yellow and green figure, possibly a character or animal, standing on a dark background. The figure is composed of large, distinct pixels in shades of yellow, green, and blue, giving it a retro, digital appearance. It has a rounded head, a small body, and two thin legs. The background is a solid dark purple or black.

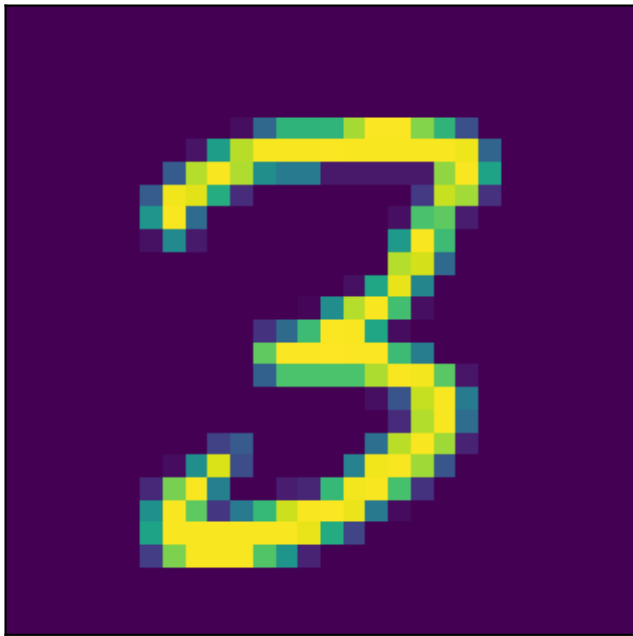
Image



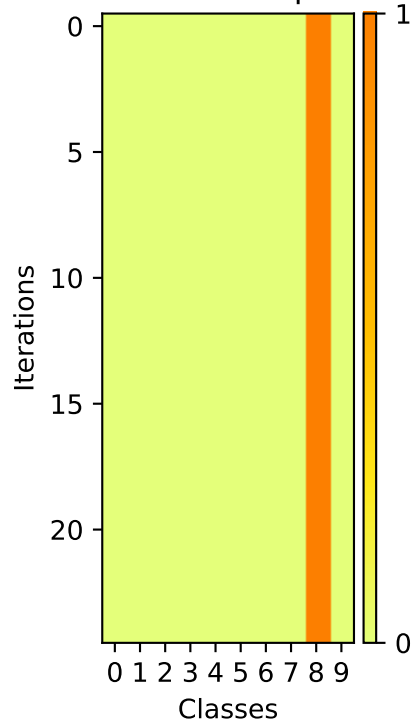
Softmax Outputs



Image



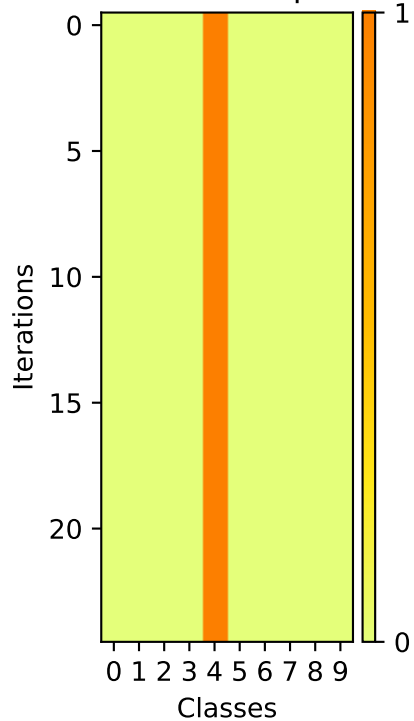
Softmax Outputs



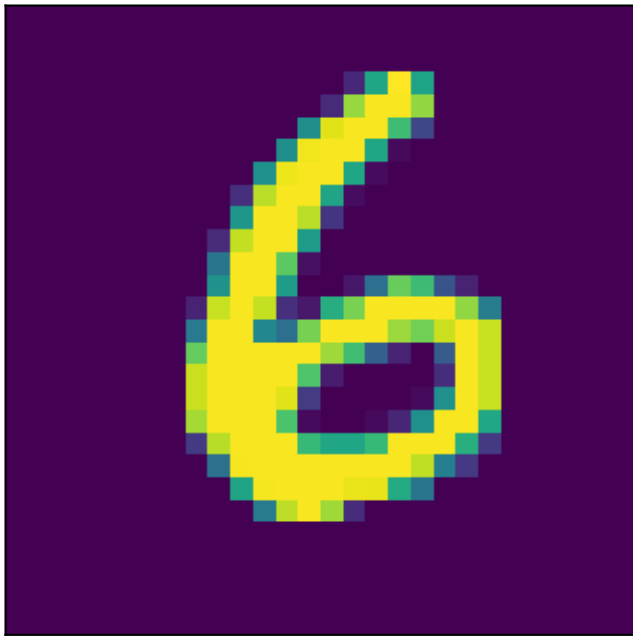
Image



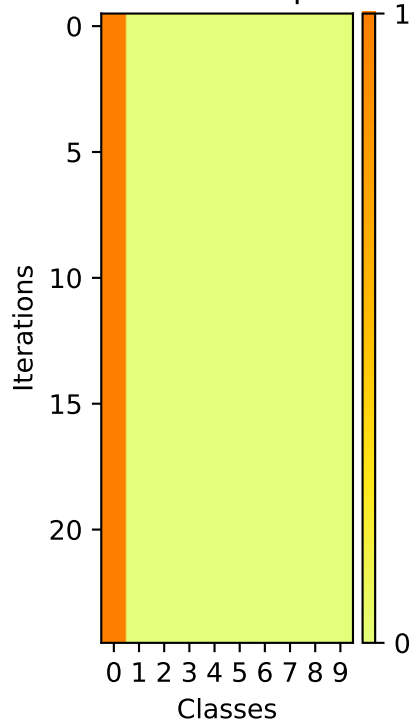
Softmax Outputs



Image



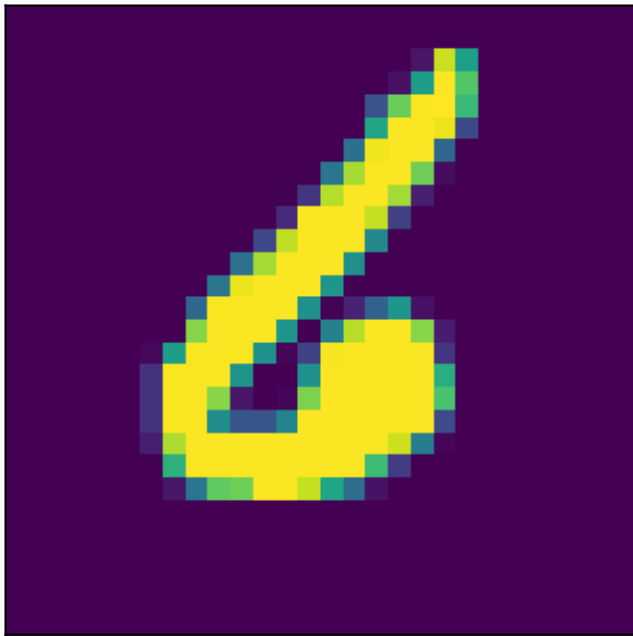
Softmax Outputs



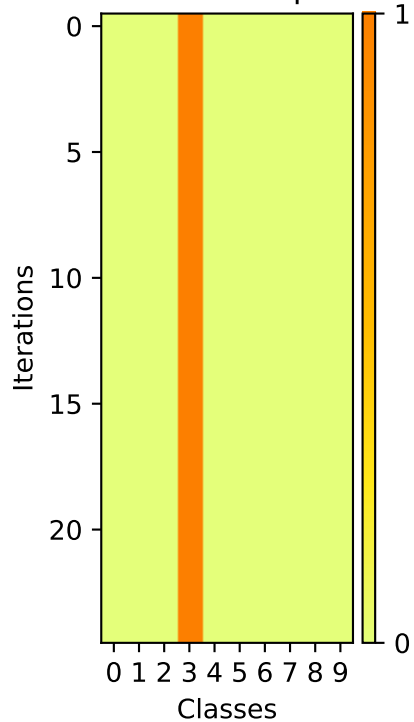
A pixelated illustration of a mushroom. The cap is yellow with a blue outline and a small blue dot in the center. The stem is blue with a yellow outline. The background is black.

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

Image



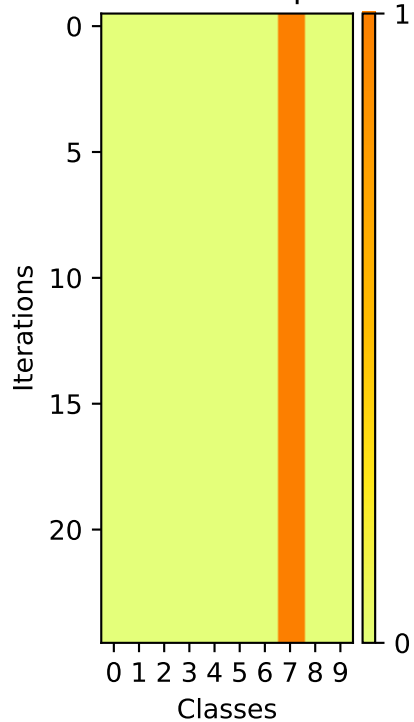
Softmax Outputs



Image



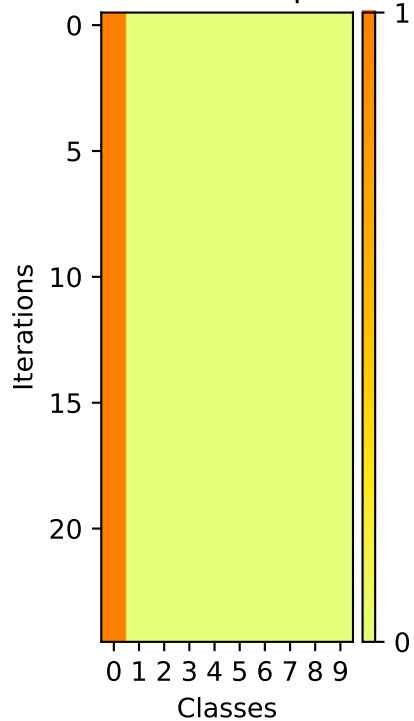
Softmax Outputs



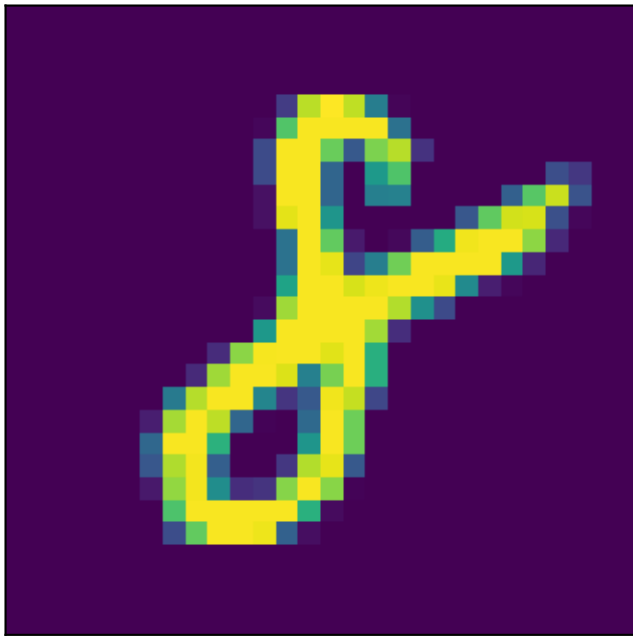
Image



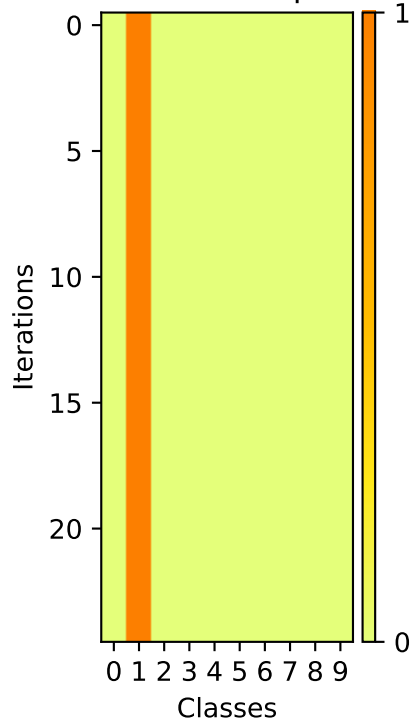
Softmax Outputs



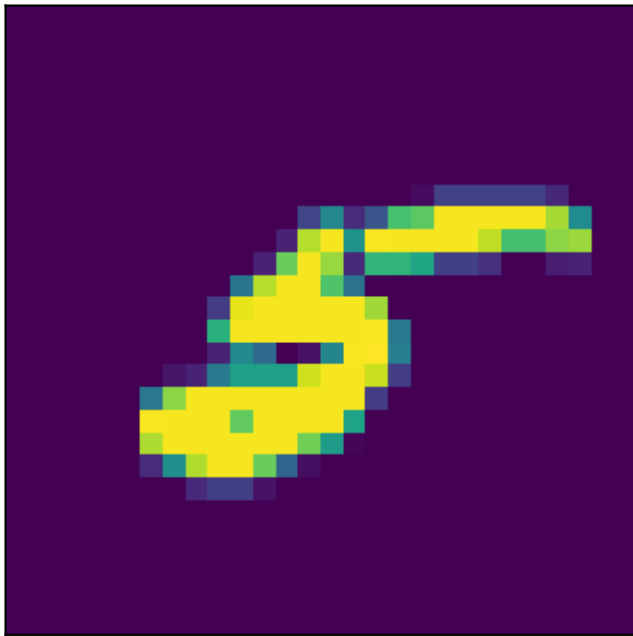
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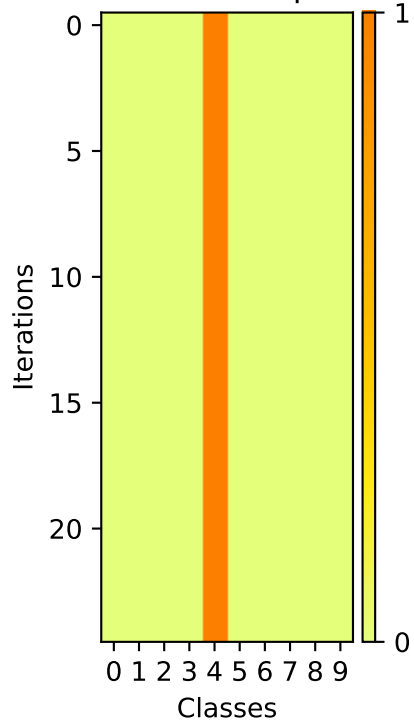
Softmax Outputs



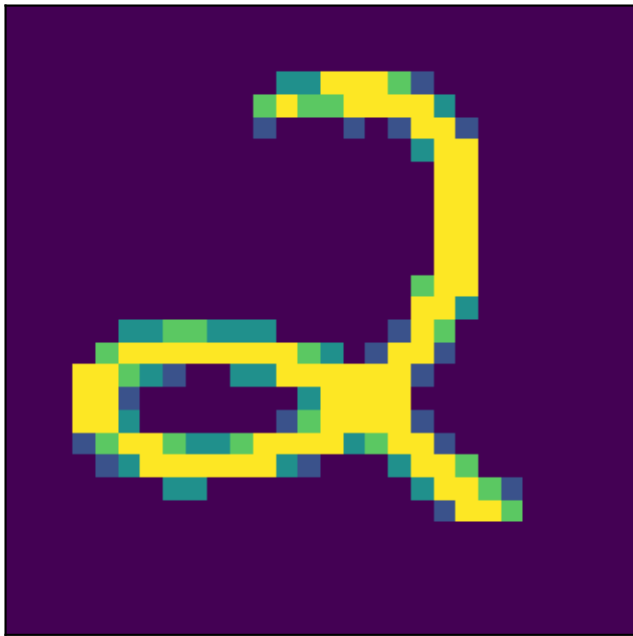
Image



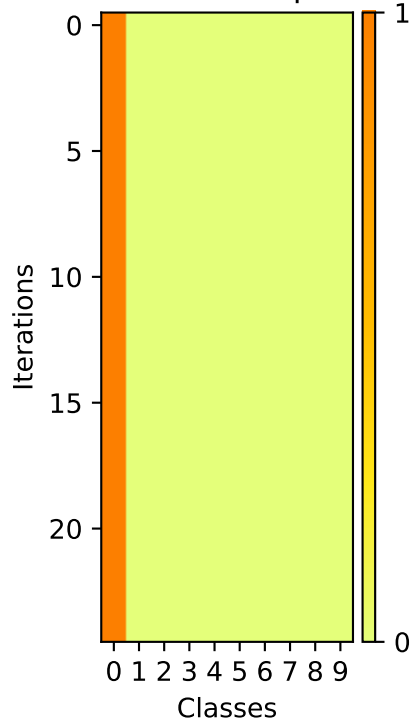
Softmax Outputs



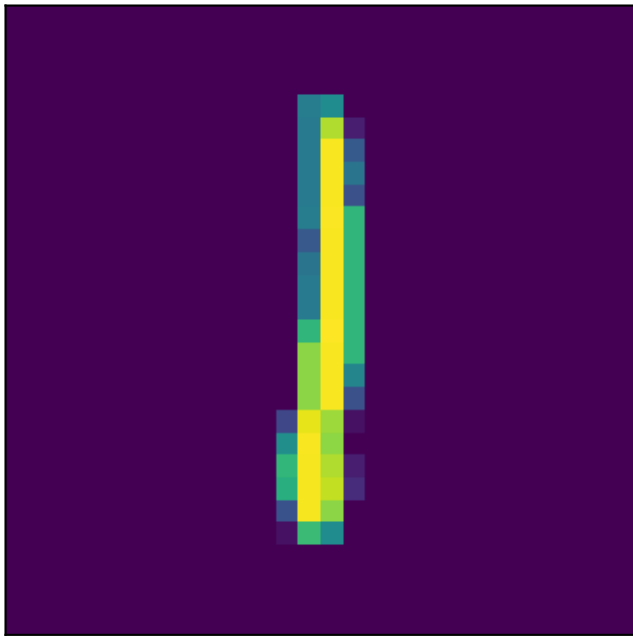
Image



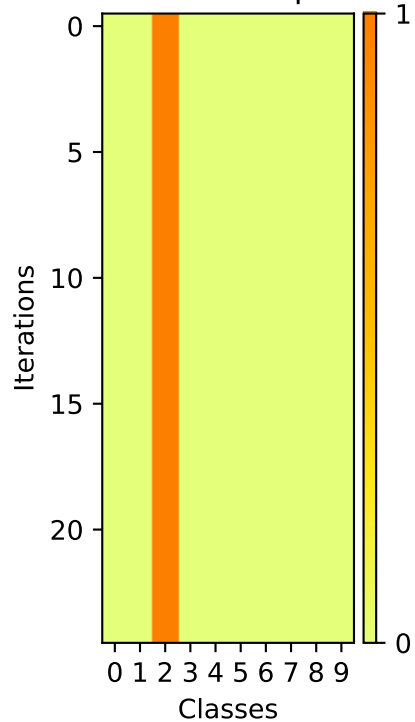
Softmax Outputs



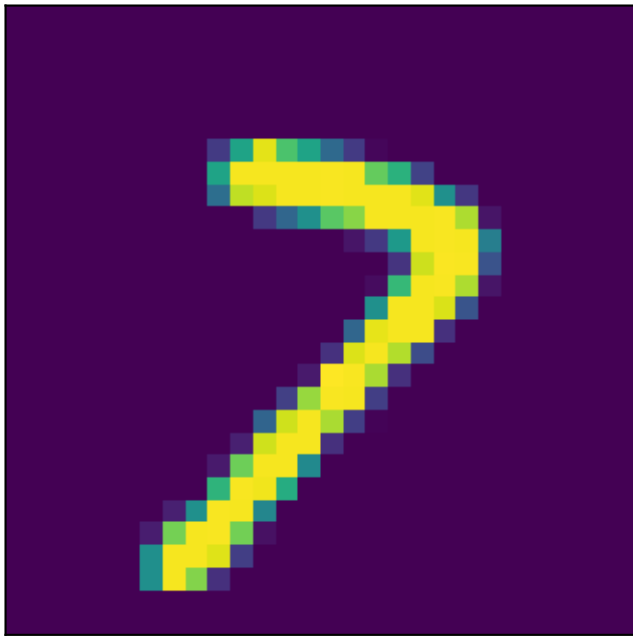
Image



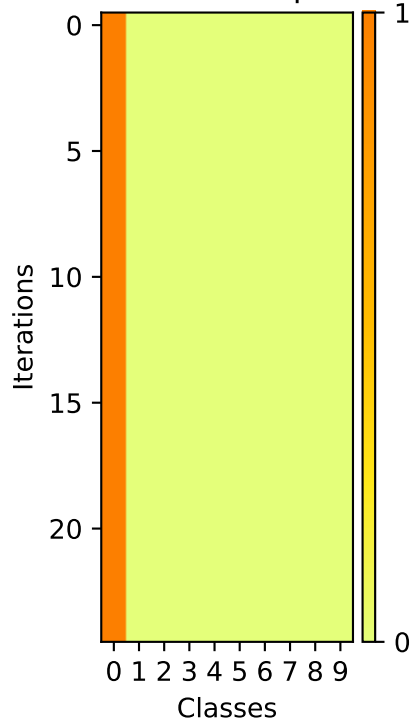
Softmax Outputs



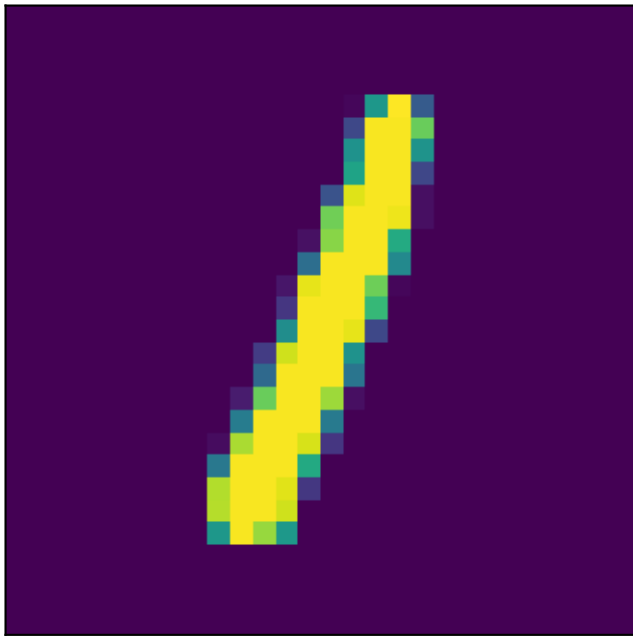
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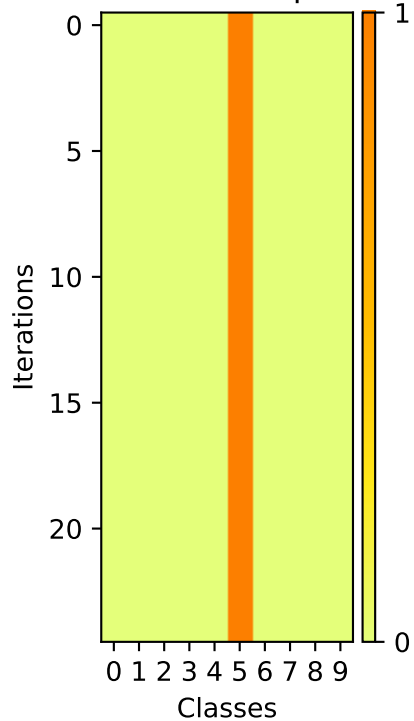
Softmax Outputs



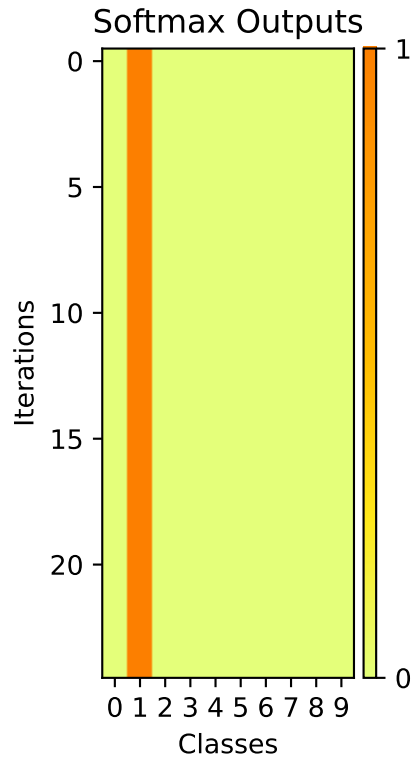
Image



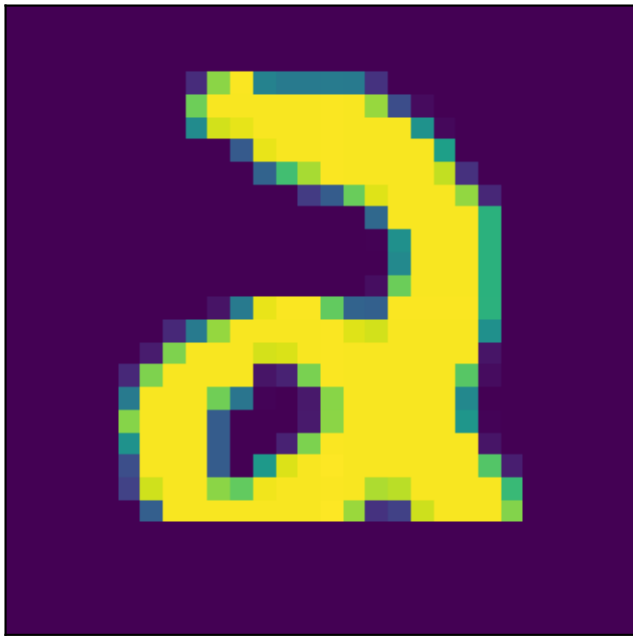
Softmax Outputs



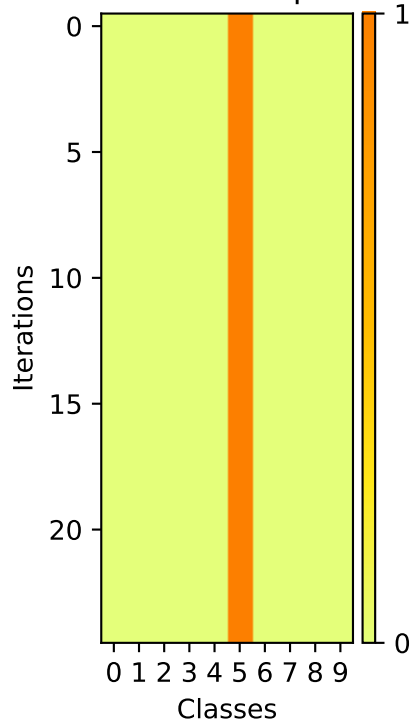
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of several connected pixel blocks, with yellow being the primary color and green used for highlights or outlines. The overall form is irregular and jagged, characteristic of early digital art or a low-quality scan of a logo.



Image



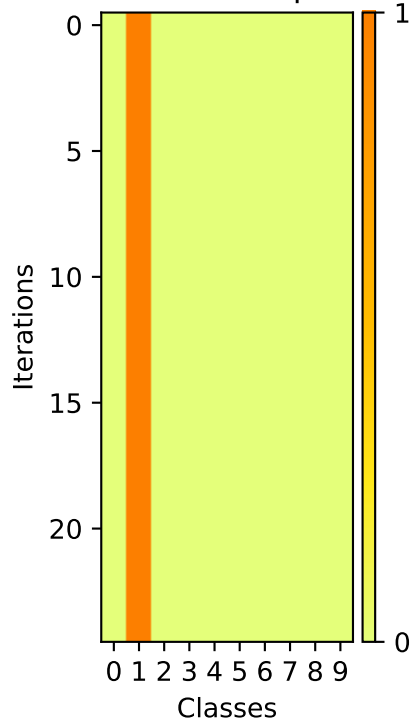
Softmax Outputs



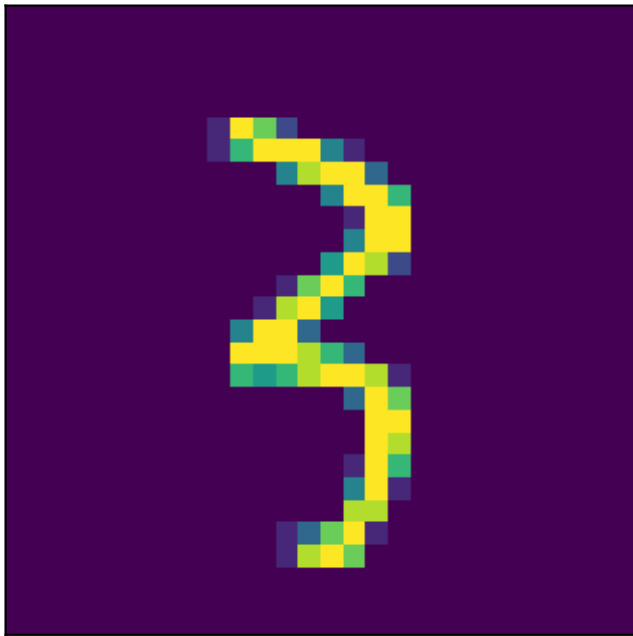
Image



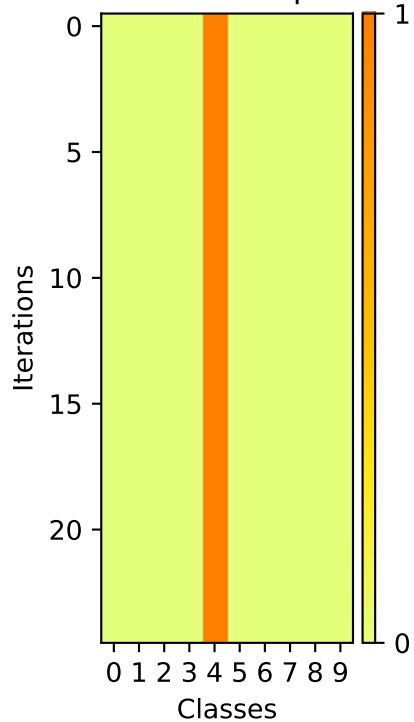
Softmax Outputs



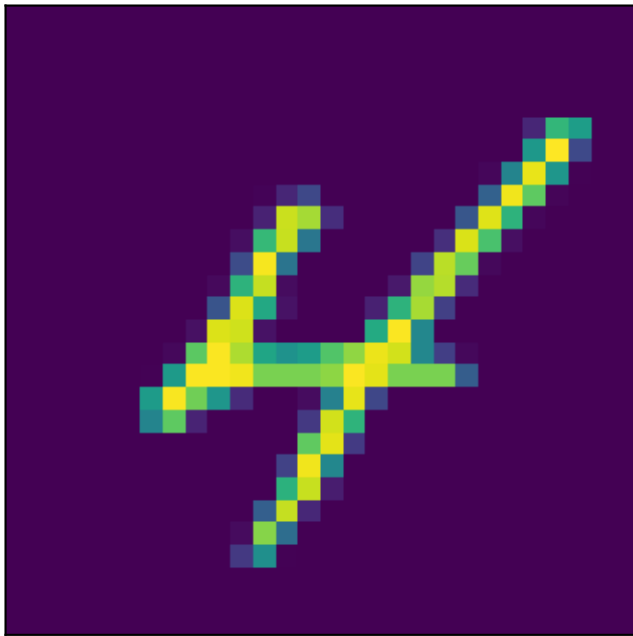
Image



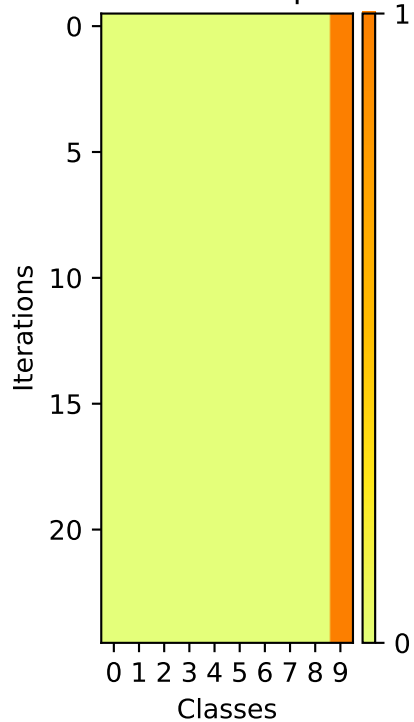
Softmax Outputs



Image



Softmax Outputs

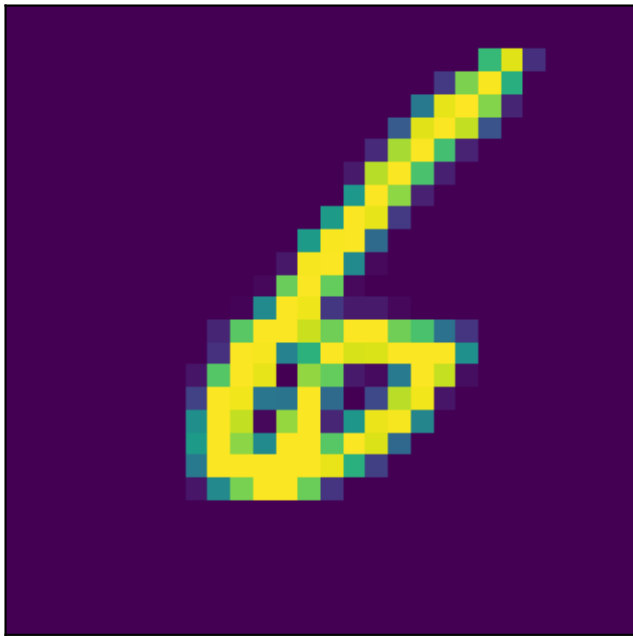


A pixelated yellow number 9 is centered on a dark purple background. The number is composed of bright yellow pixels with some lighter yellow and greenish-yellow pixels at the edges, giving it a soft, glowing appearance. The background is a solid, deep purple.

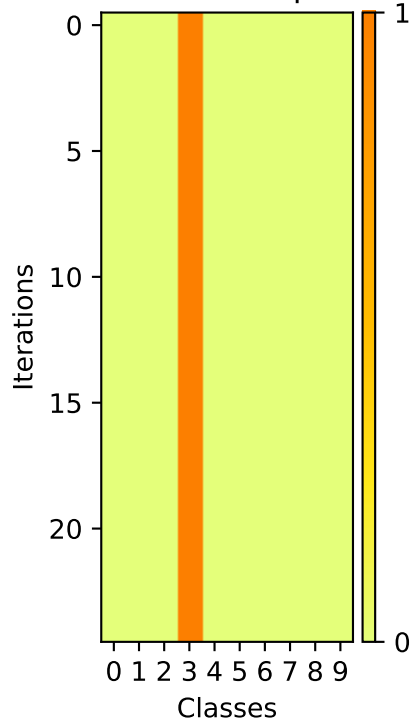
Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability value, ranging from 0 (light yellow) to 1 (orange).

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

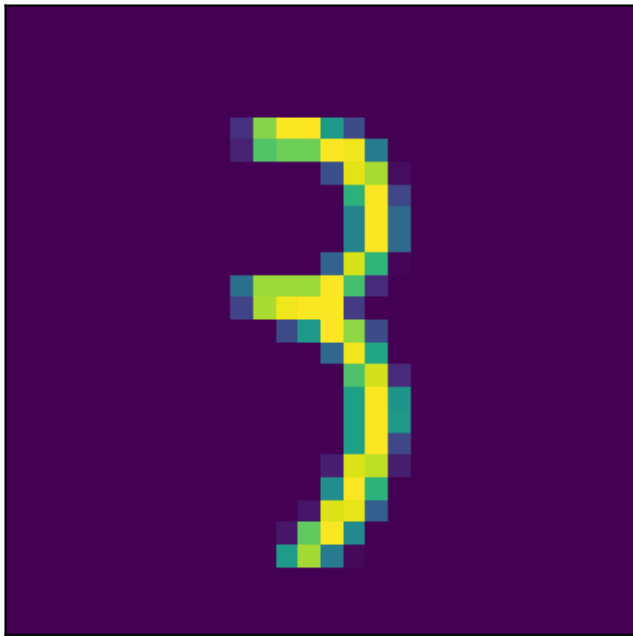
Image



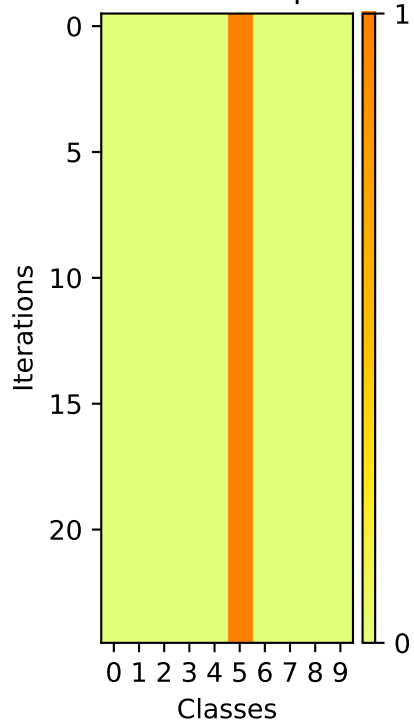
Softmax Outputs



Image



Softmax Outputs



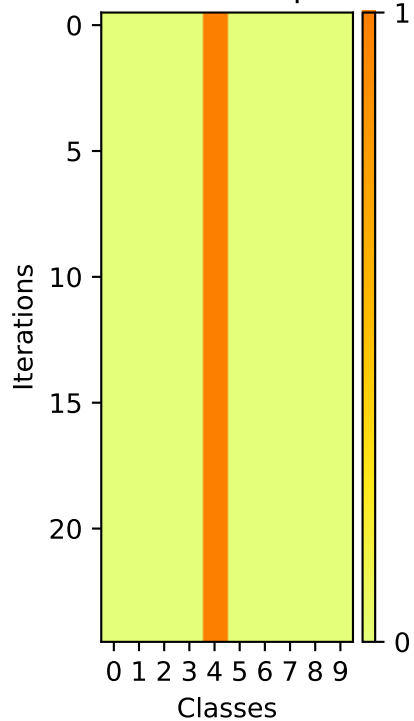
A pixelated, low-resolution image of a yellow and green stylized figure, possibly a character or logo, set against a dark purple background. The figure has a central vertical stem with two main branches extending upwards and outwards. The branches are composed of yellow and light green pixels, while the stem is primarily yellow with some green at the base. The overall shape is reminiscent of a stylized '4' or a character with arms raised. The image is framed by a thick black border.

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

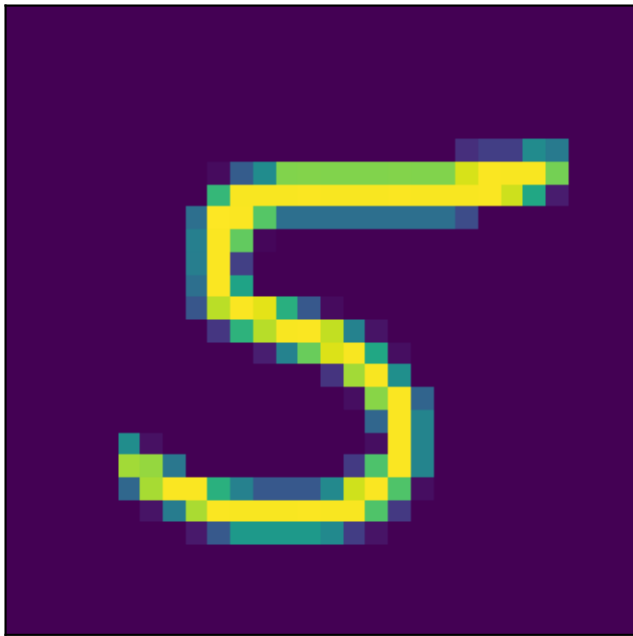
Image



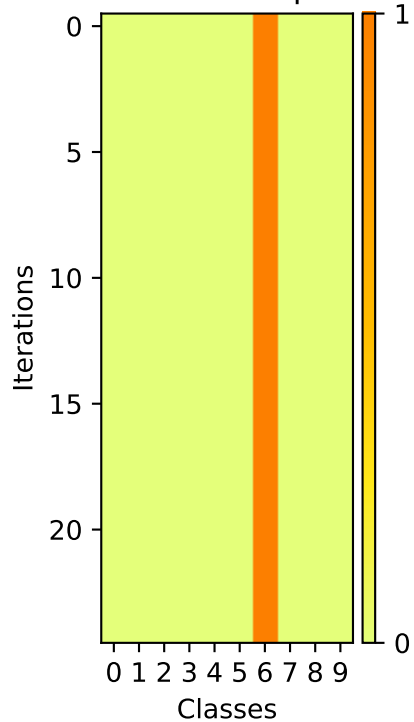
Softmax Outputs



Image



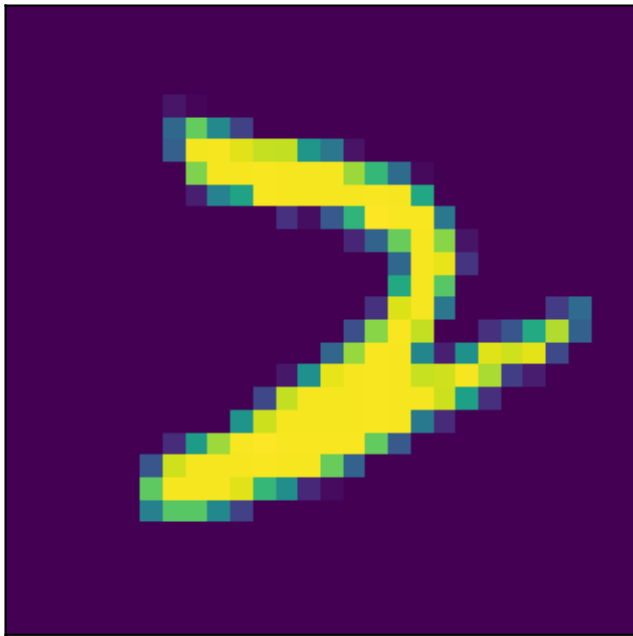
Softmax Outputs



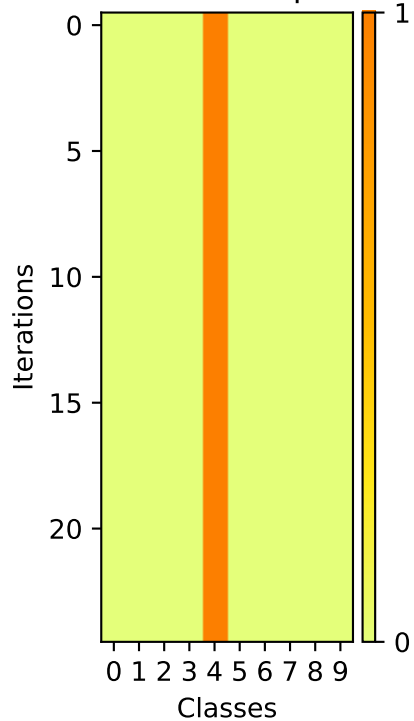
A pixelated yellow number 9 on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. It is positioned in the lower-left quadrant of the image.

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 (orange). The distribution starts concentrated on Class 1 (probability 1.0) and shifts towards Class 0 (probability 1.0) over the iterations.

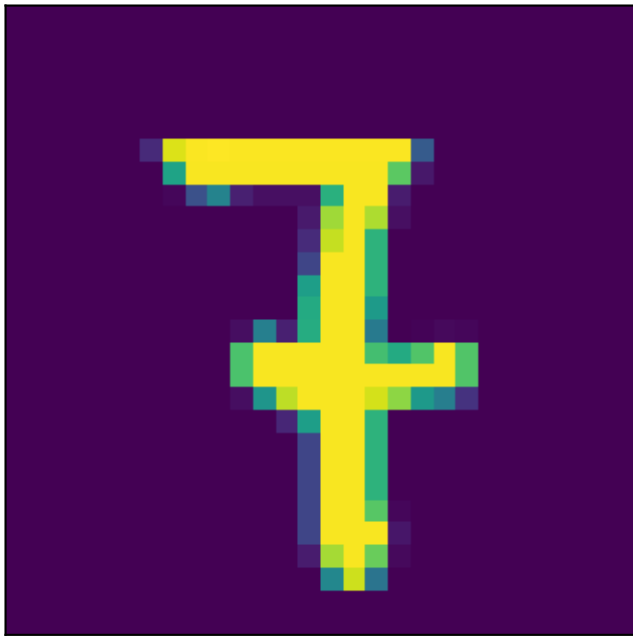
Image



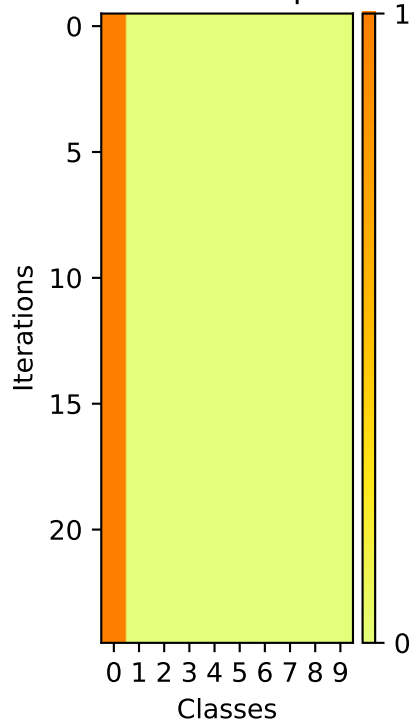
Softmax Outputs



Image



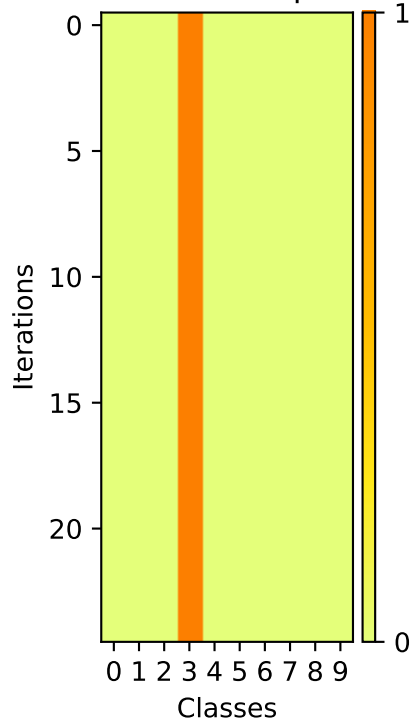
Softmax Outputs



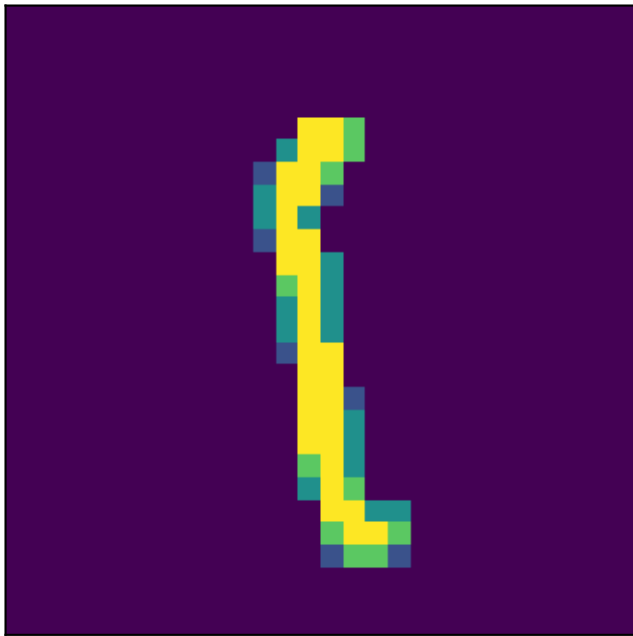
Image



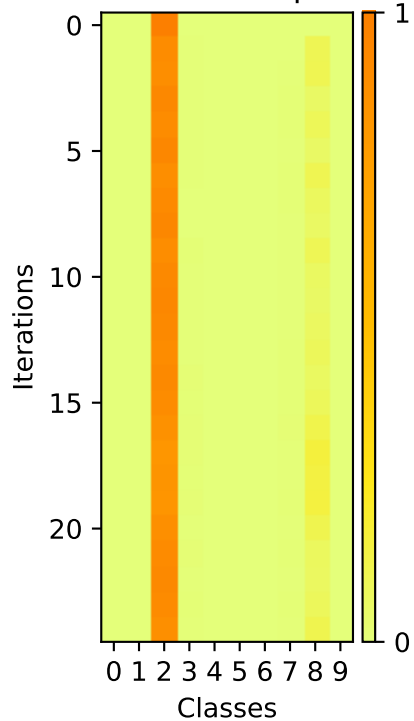
Softmax Outputs



Image



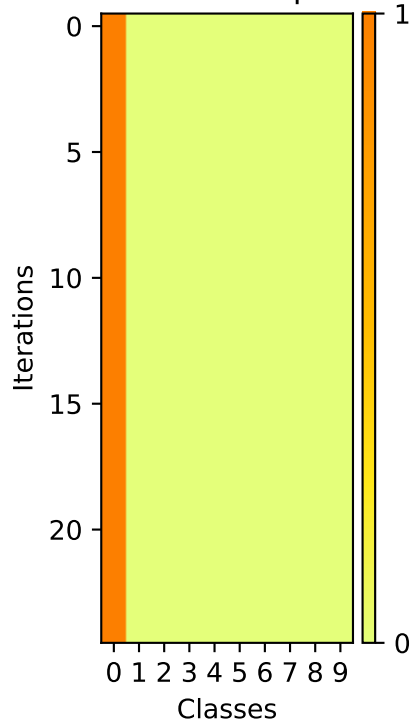
Softmax Outputs



Image



Softmax Outputs

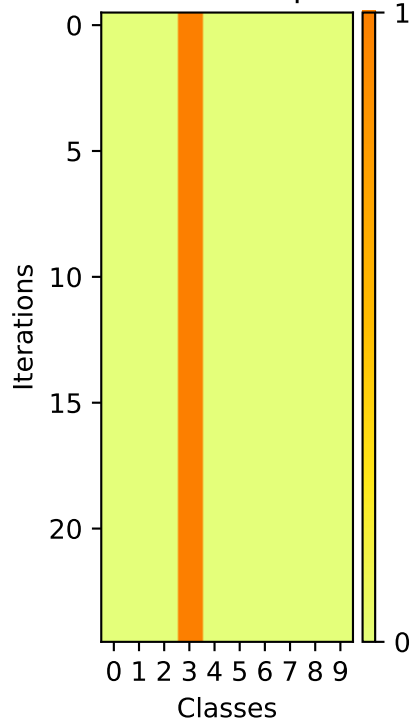


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color bar on the right indicates the probability value, ranging from 0 (light yellow) to 1 (dark orange). The distribution is highly concentrated on class 8, which reaches a probability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

Image



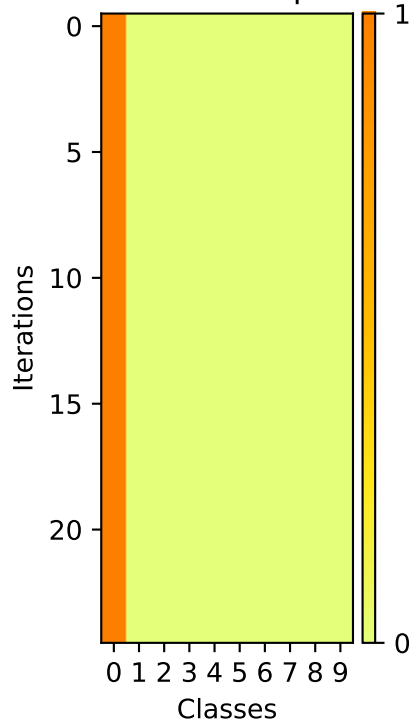
Softmax Outputs



Image



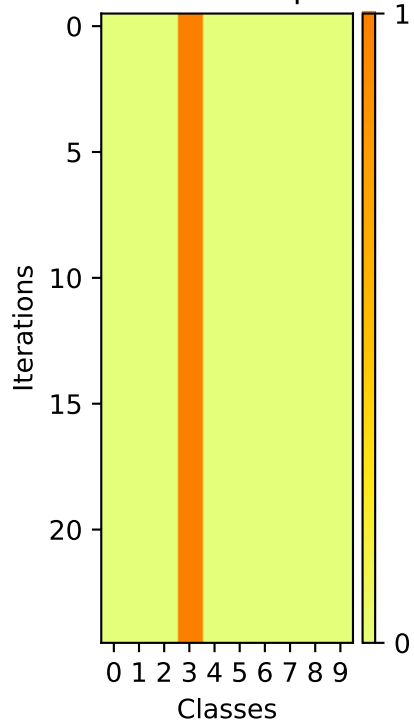
Softmax Outputs



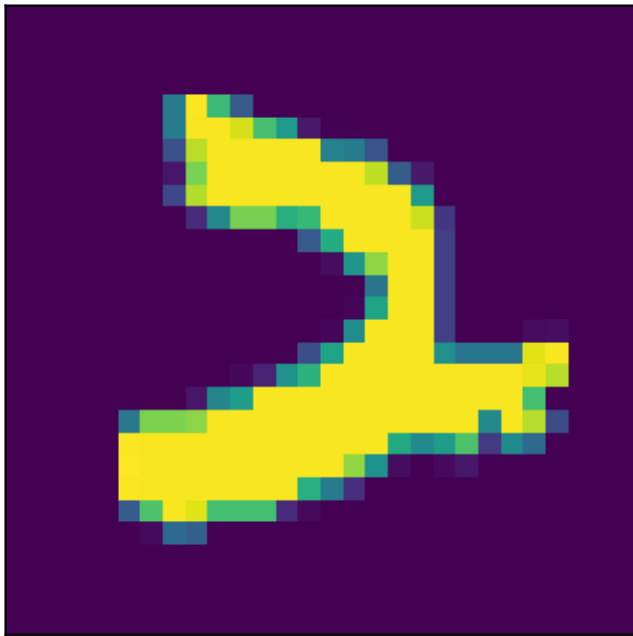
Image



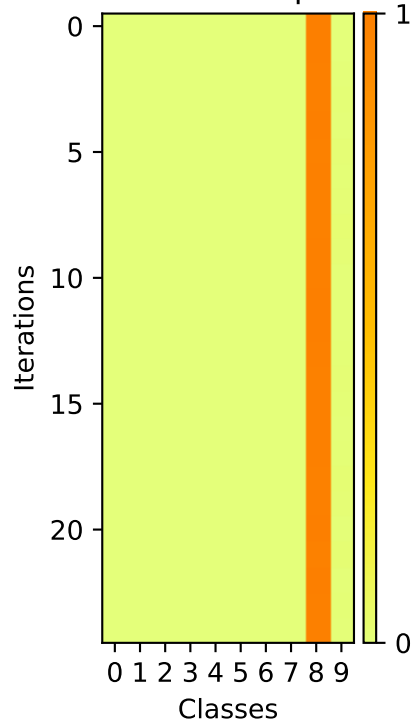
Softmax Outputs



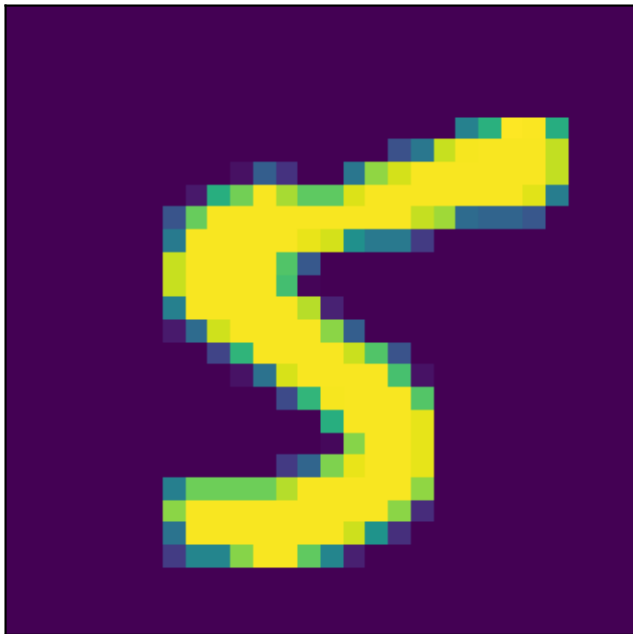
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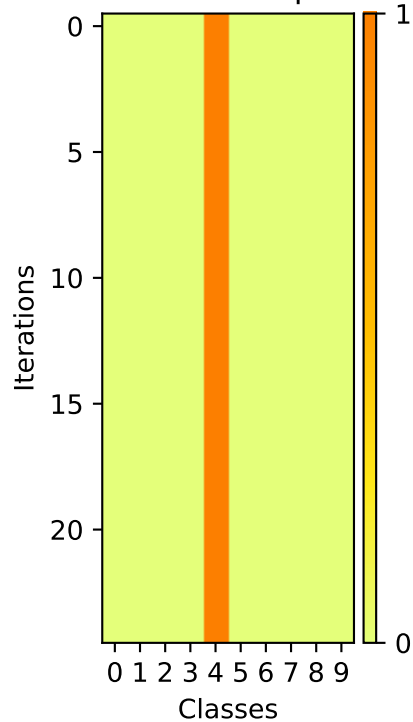
Softmax Outputs



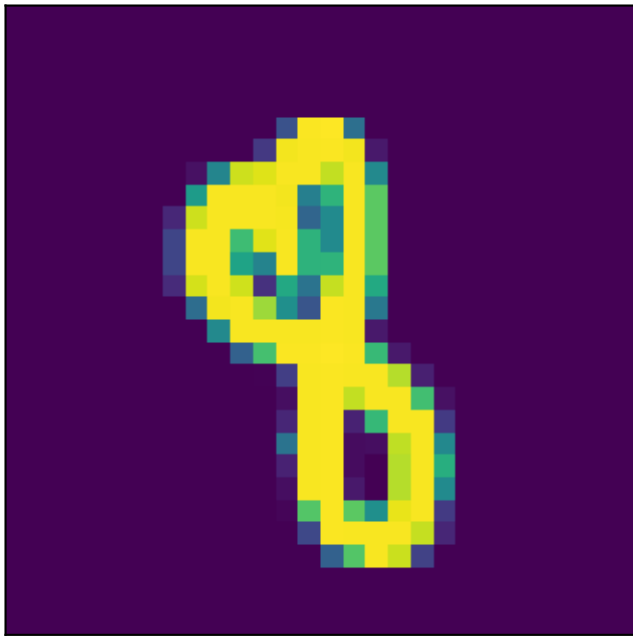
Image



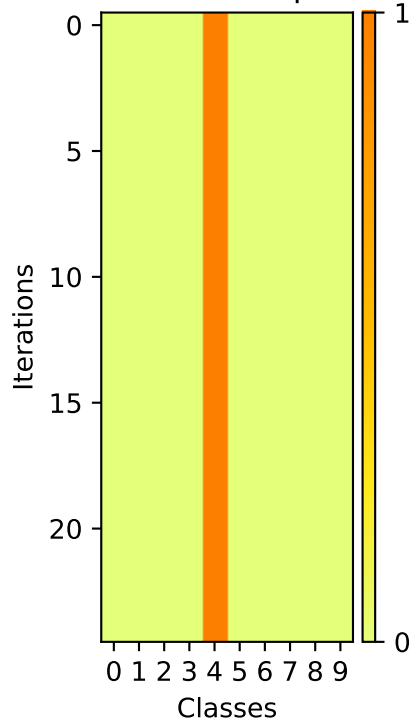
Softmax Outputs



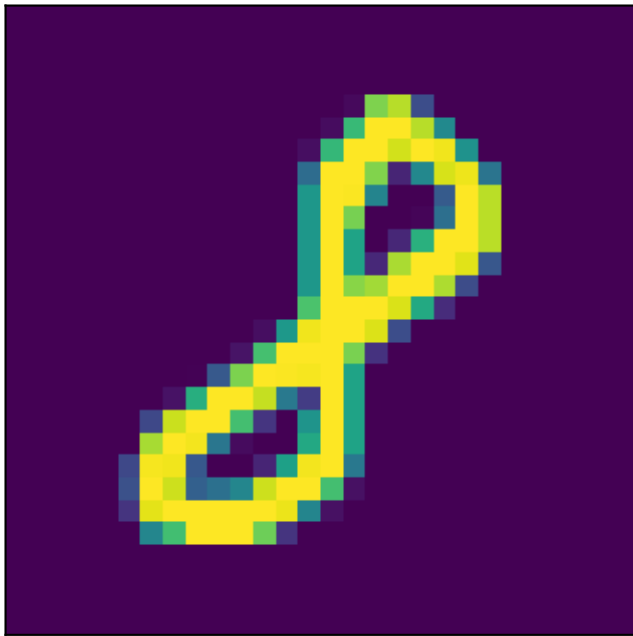
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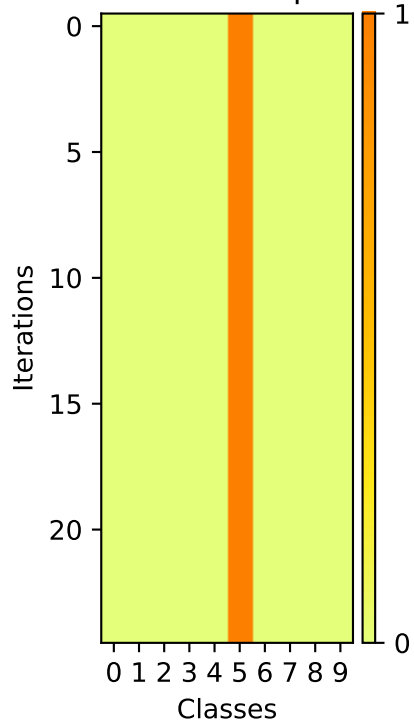
Softmax Outputs

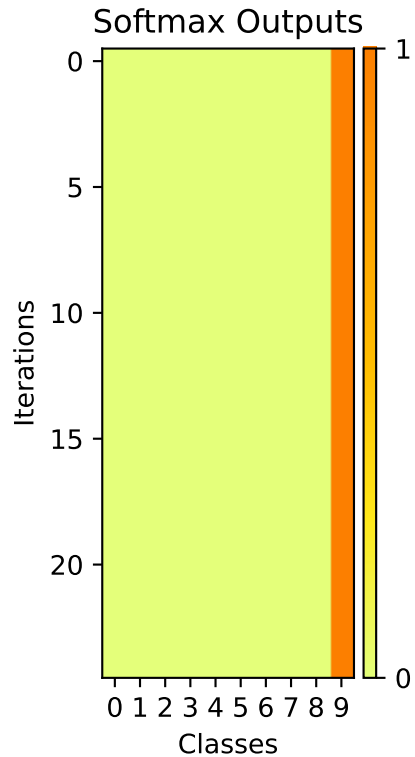


Image



Softmax Outputs





Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). 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 9 shows a sharp increase in probability starting around iteration 10, reaching 1.0 by iteration 20.

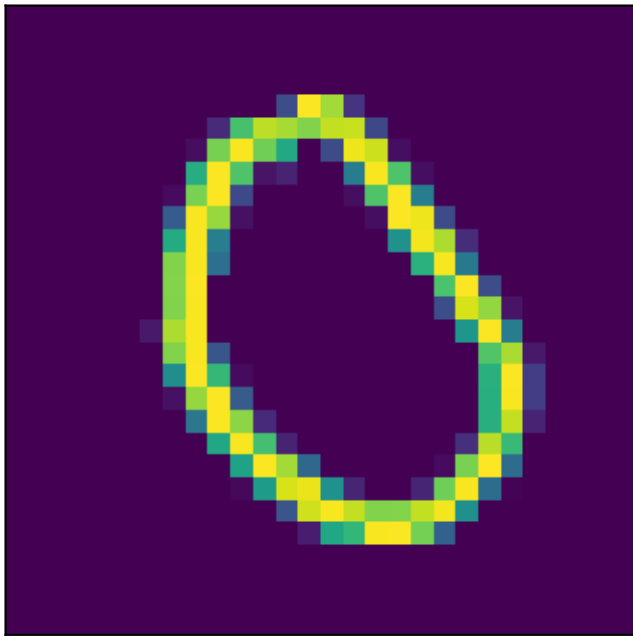
A 10x10 grid visualization of a sparse matrix. The grid is predominantly black, with a diagonal line of yellow and green pixels running from the bottom-left to the top-right. The pixels are arranged in a pattern that suggests a banded or sparse structure, with some green pixels interspersed among the yellow ones along the diagonal.

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

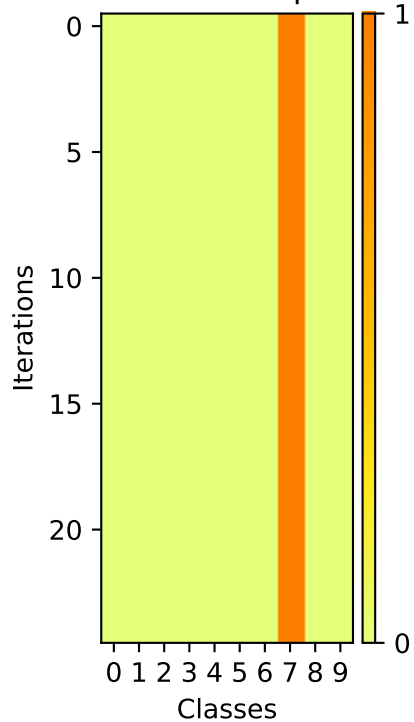
A pixelated, multi-colored version of the Greek letter gamma (γ) on a black background. The letter is composed of individual pixels in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The shape is a standard lowercase gamma, with a vertical stem and a curved upper part that loops back to the right.

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

Image

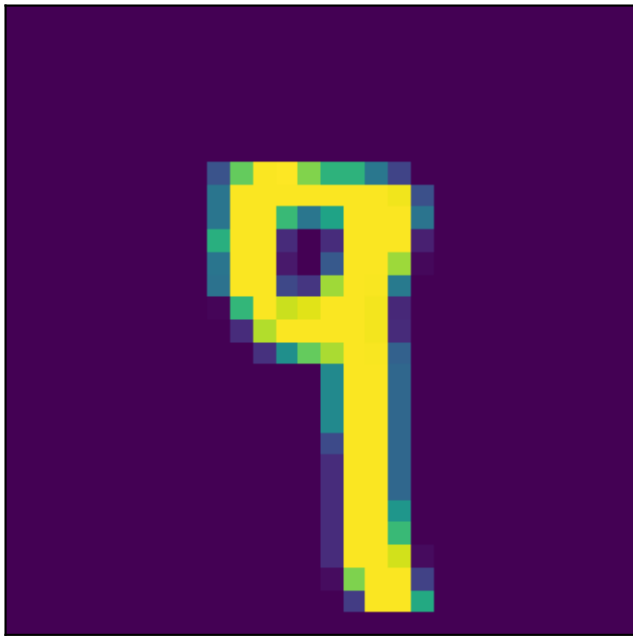


Softmax Outputs

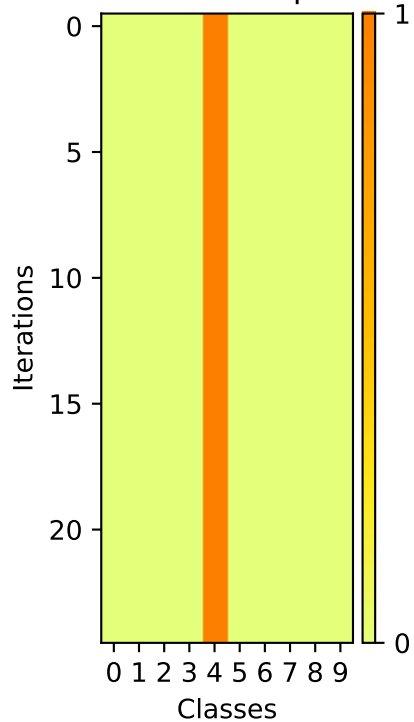


A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, green, and blue, forming a complex, somewhat circular structure with a central void. The overall appearance is reminiscent of a digital art style or a low-quality scan of a physical image.

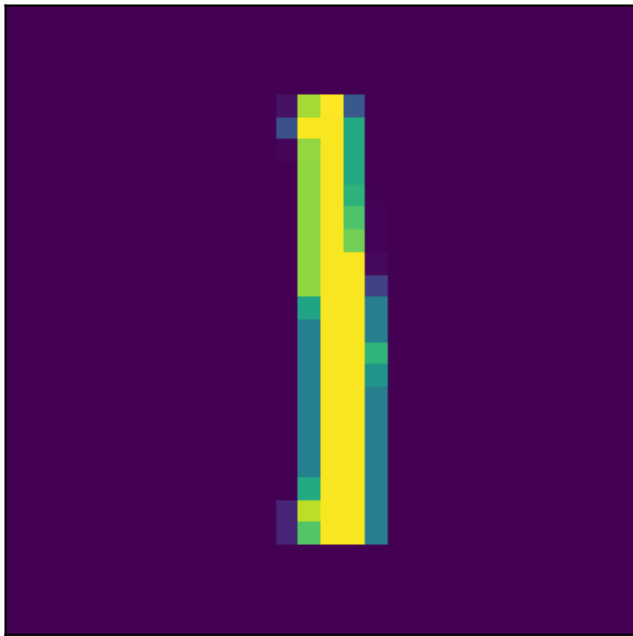
Image



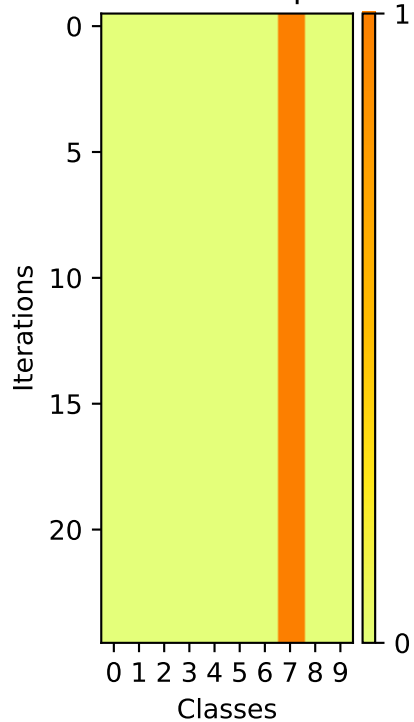
Softmax Outputs



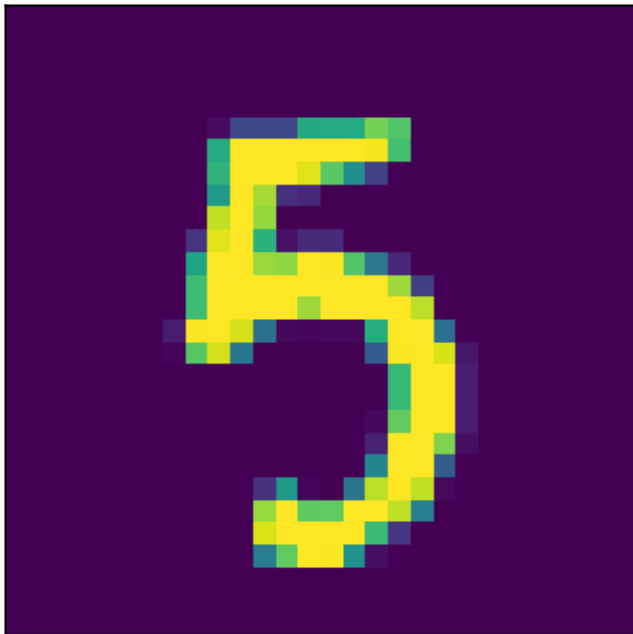
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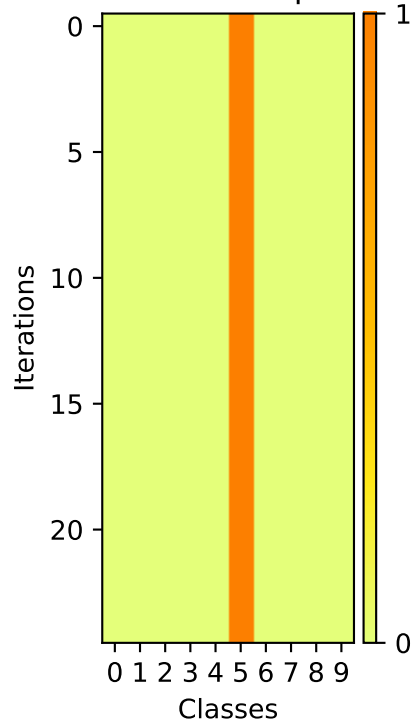
Softmax Outputs



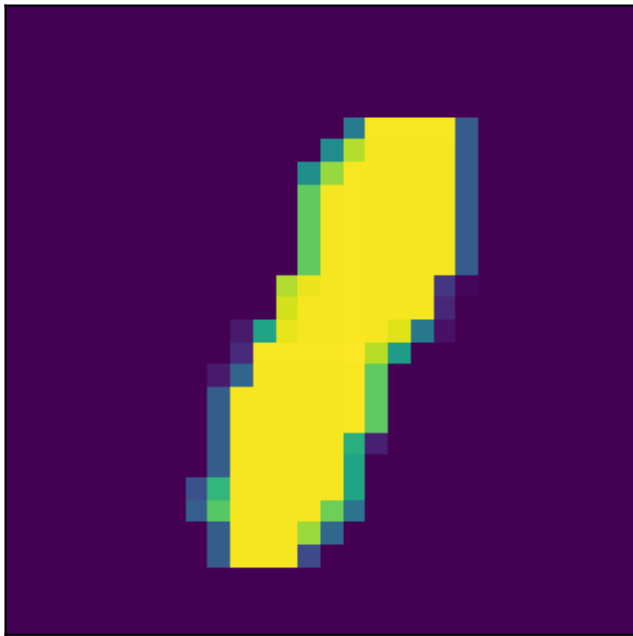
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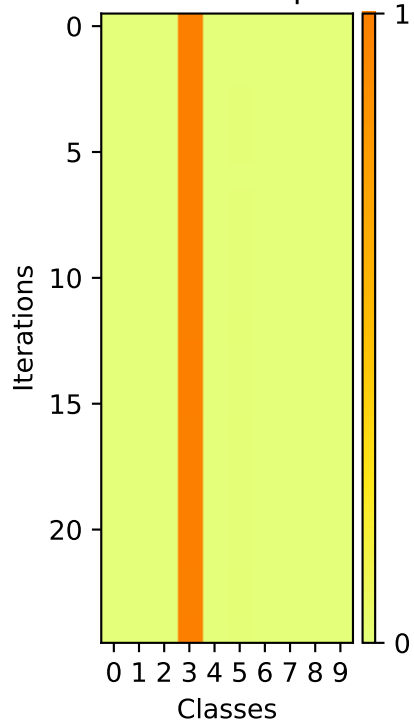
Softmax Outputs



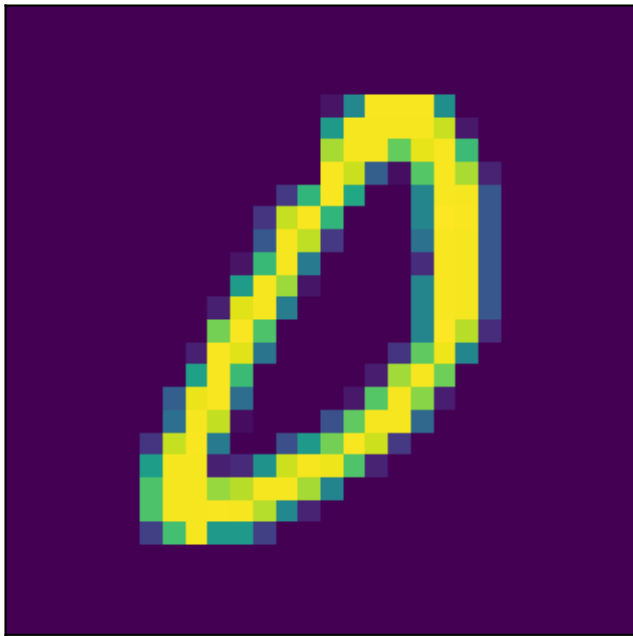
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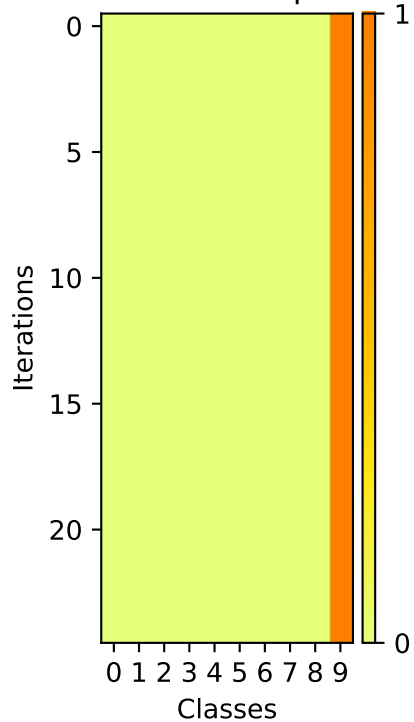
Softmax Outputs



Image



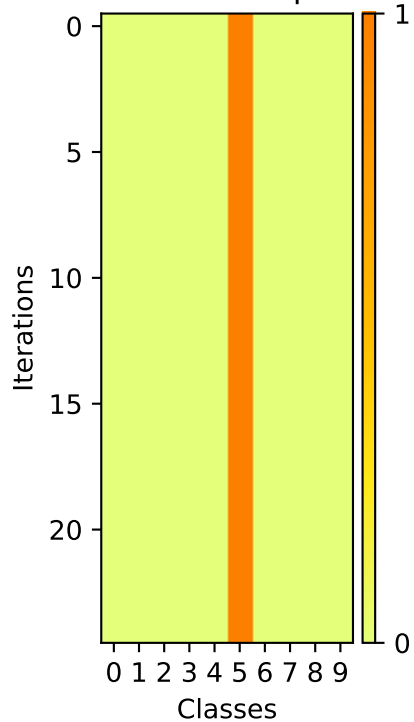
Softmax Outputs



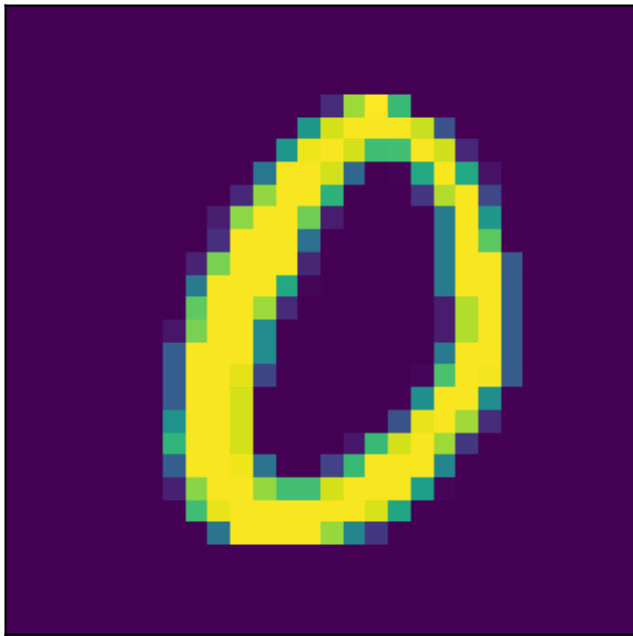
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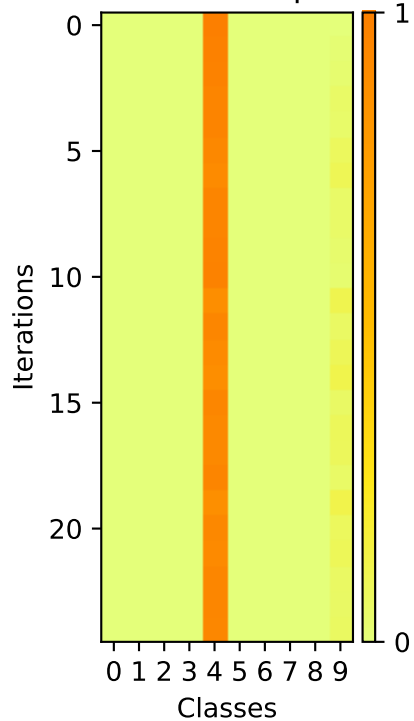
Softmax Outputs



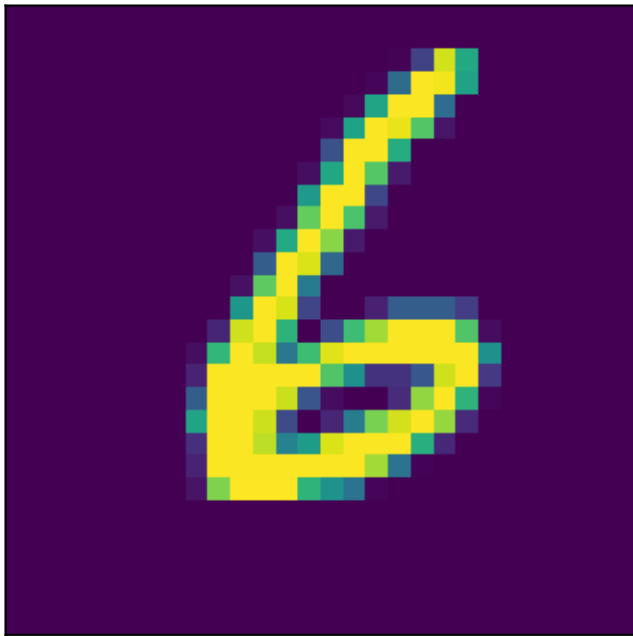
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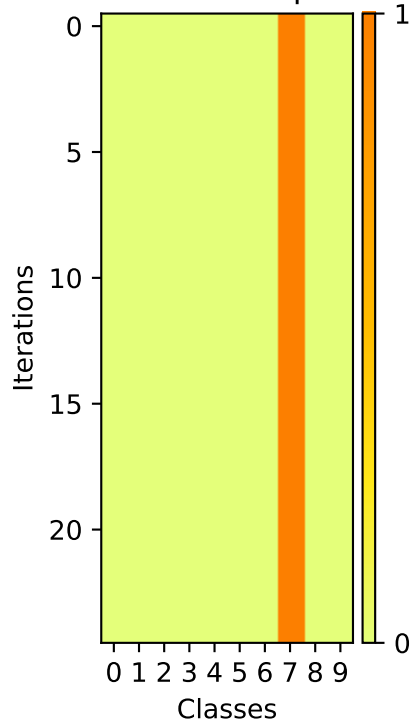
Softmax Outputs



Image



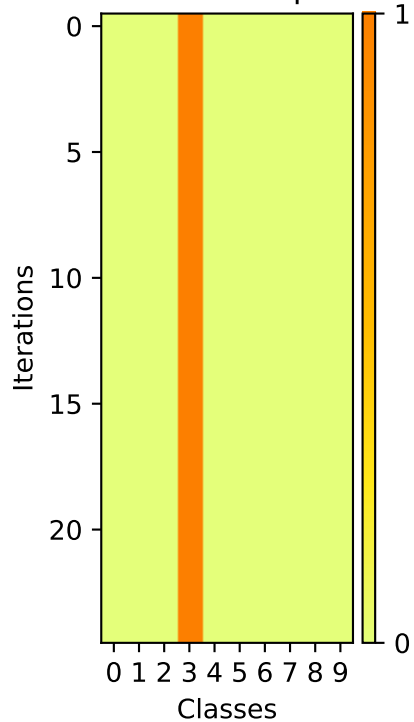
Softmax Outputs



Image



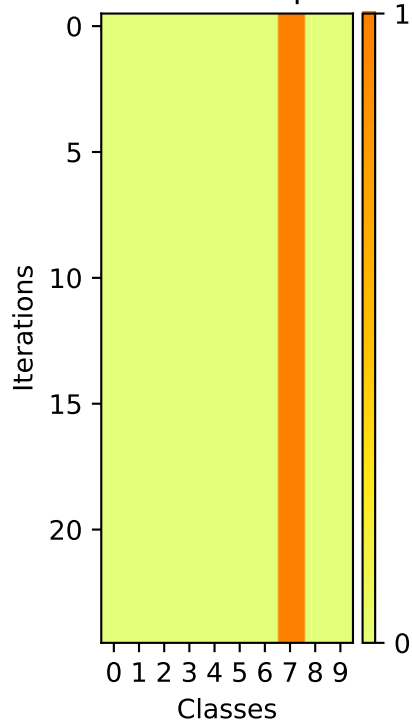
Softmax Outputs



Image



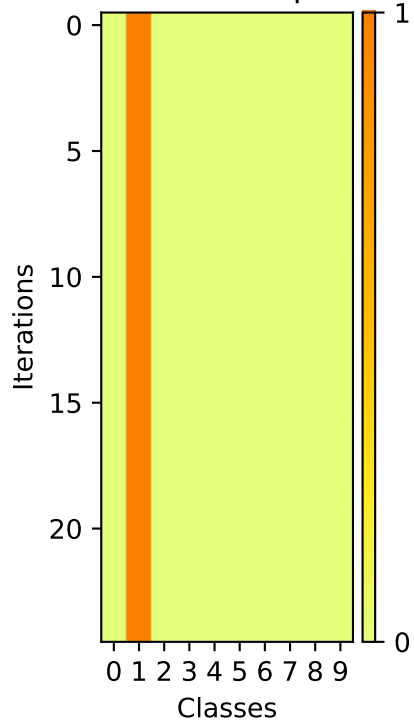
Softmax Outputs



Image



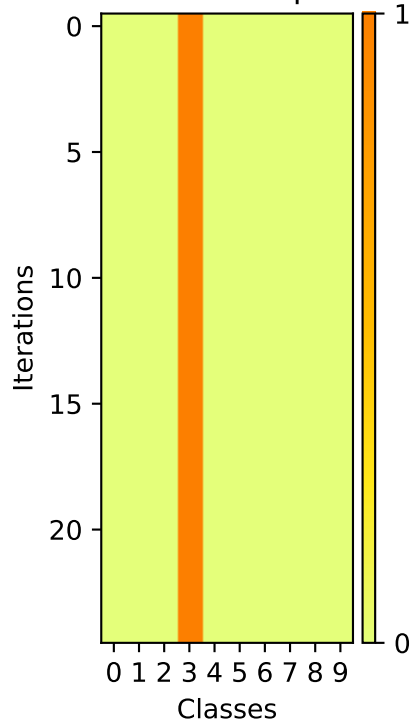
Softmax Outputs



Image



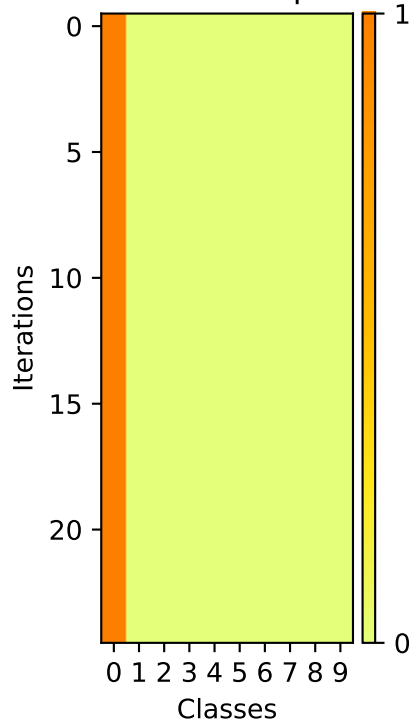
Softmax Outputs



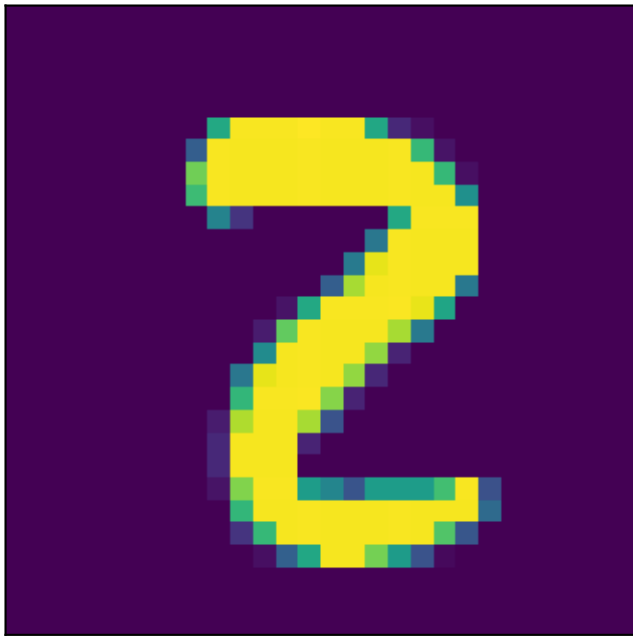
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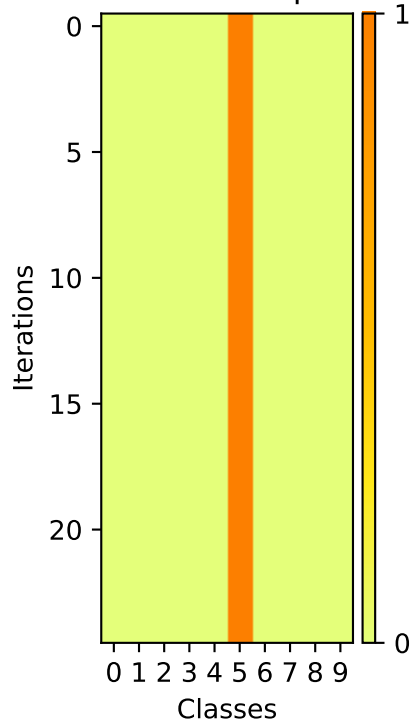
Softmax Outputs



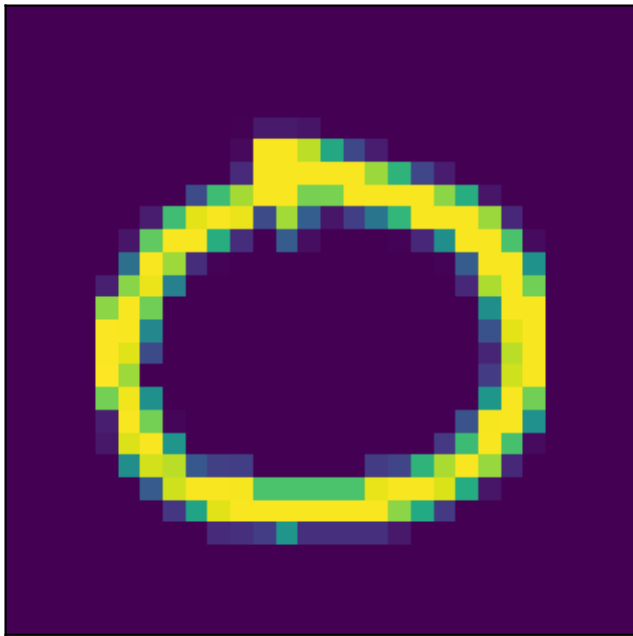
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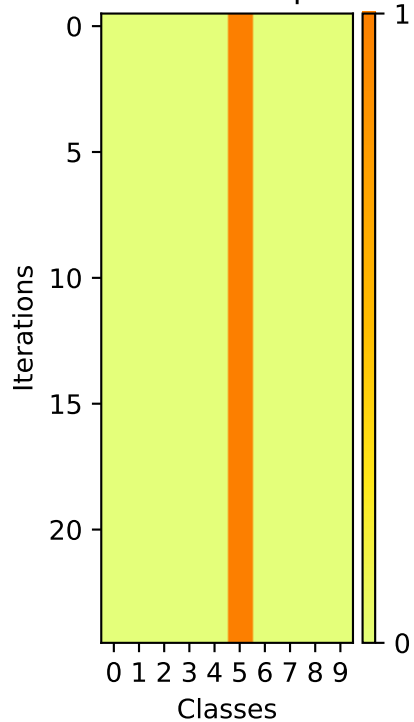
Softmax Outputs



Image



Softmax Outputs



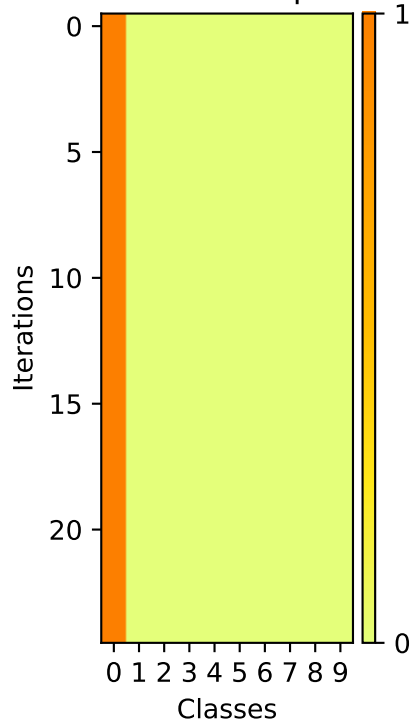
A pixelated, multi-colored number 3 on a black background. The number is composed of various shades of yellow, green, and blue, giving it a digital or retro aesthetic. The strokes are thick and blocky, typical of low-resolution digital art.

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

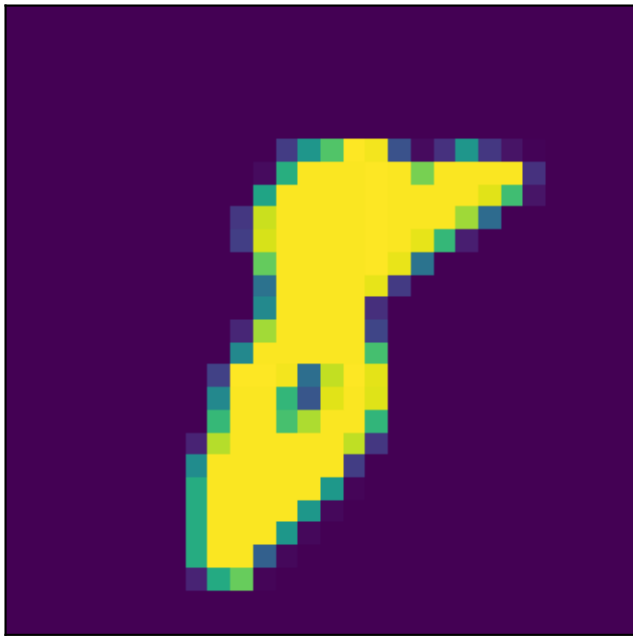
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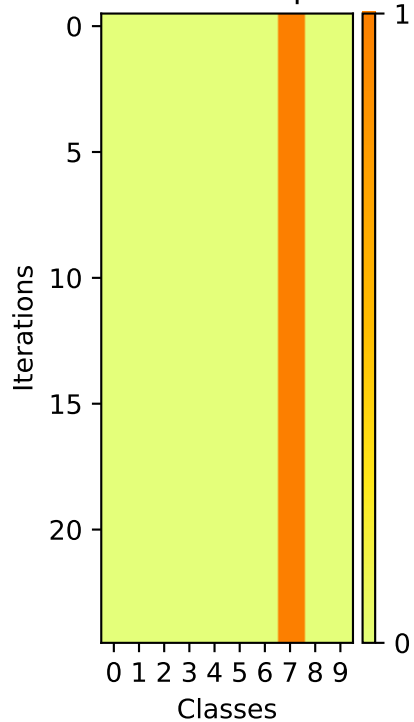
Softmax Outputs



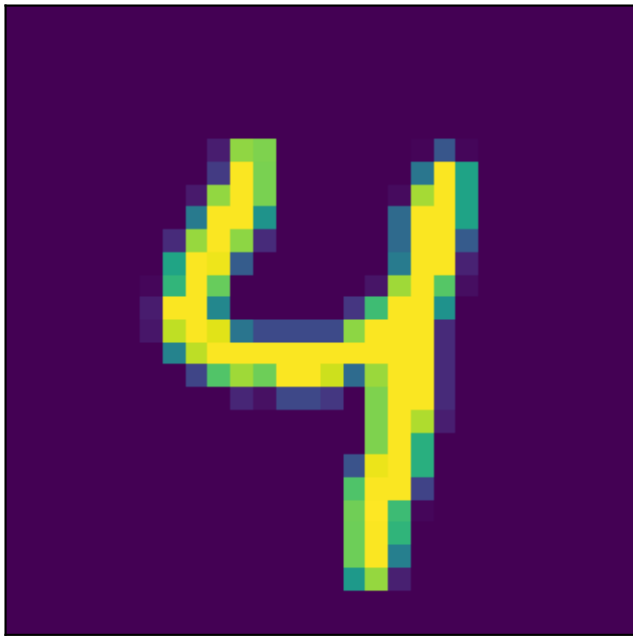
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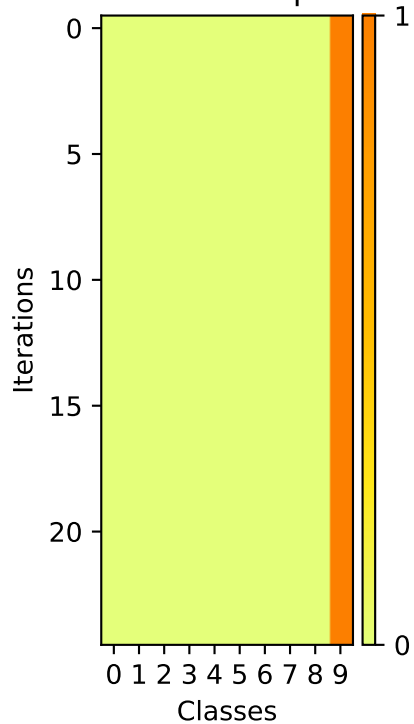
Softmax Outputs



Image



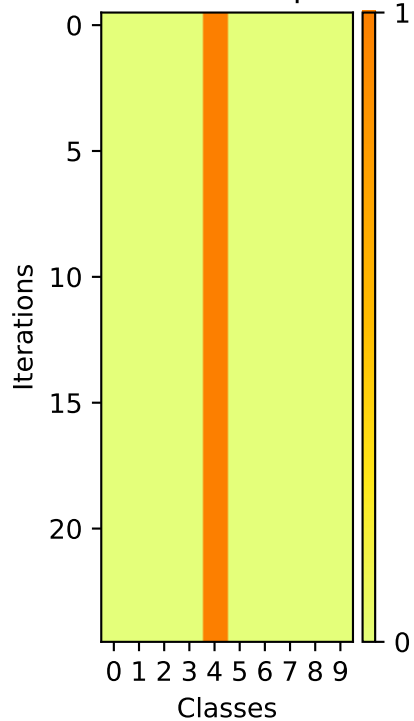
Softmax Outputs

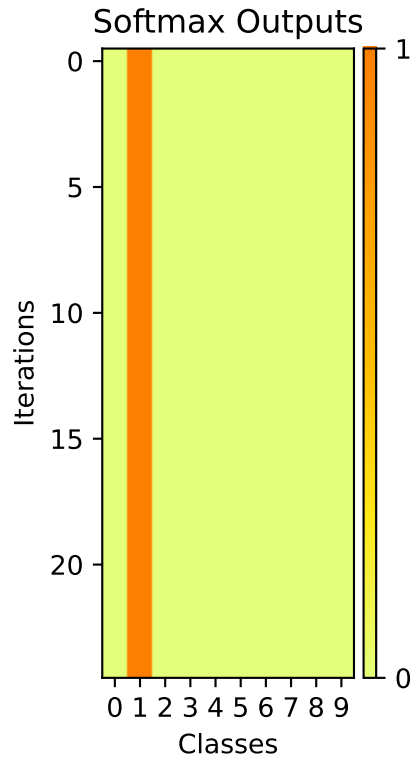


Image



Softmax Outputs

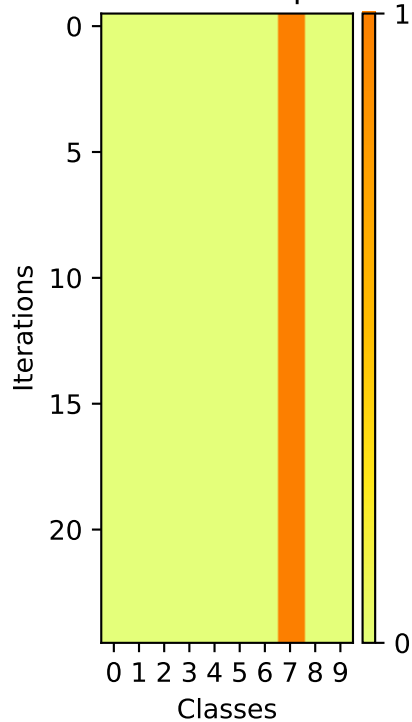




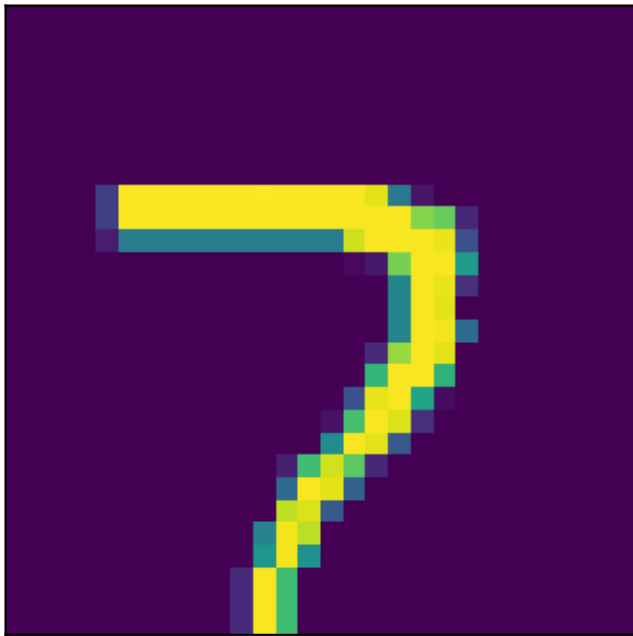
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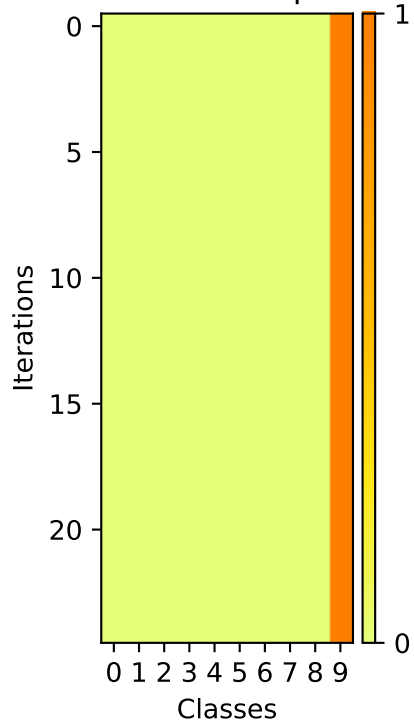
Softmax Outputs



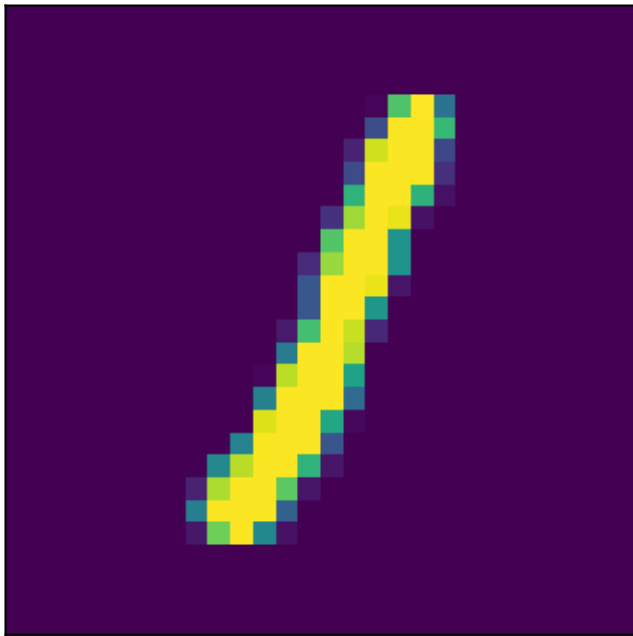
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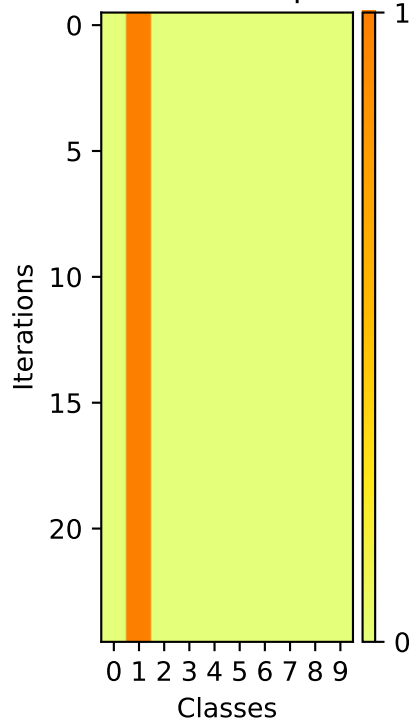
Softmax Outputs



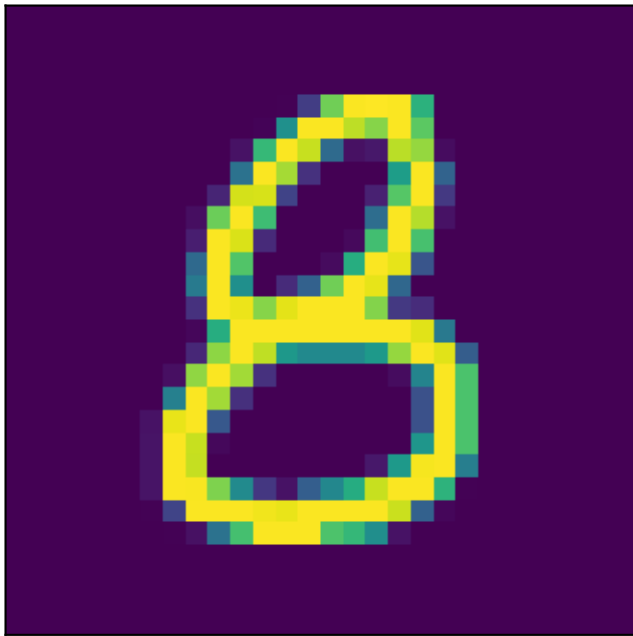
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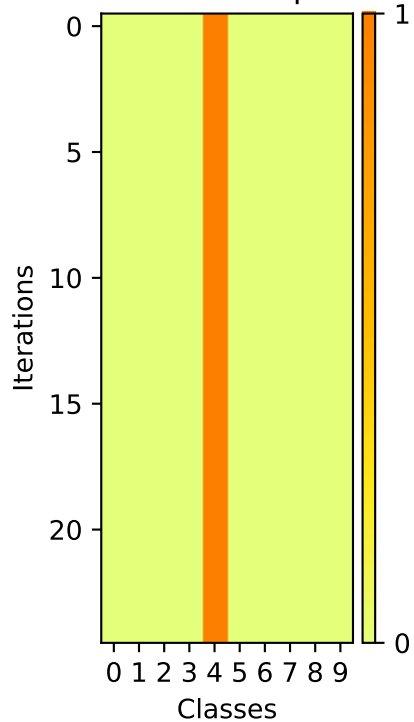
Softmax Outputs



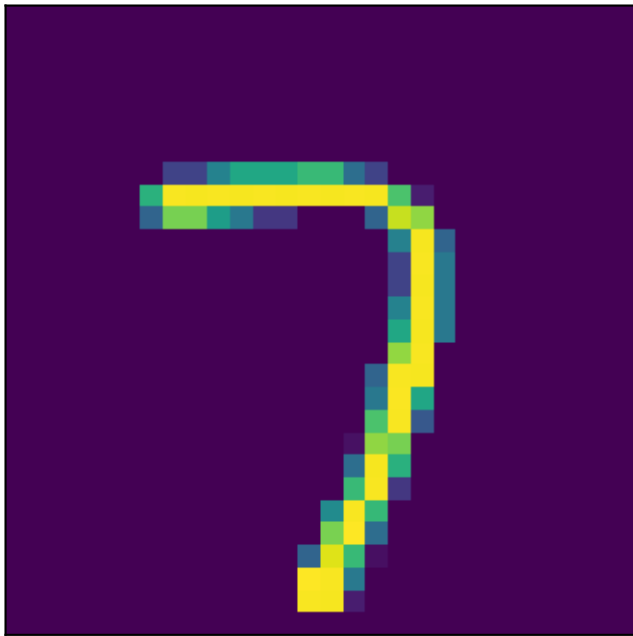
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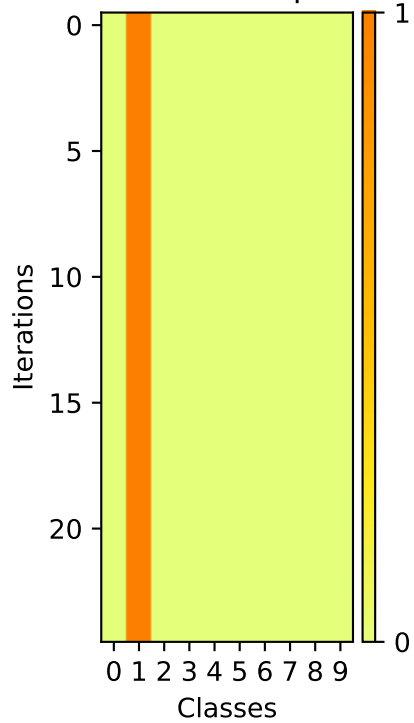
Softmax Outputs



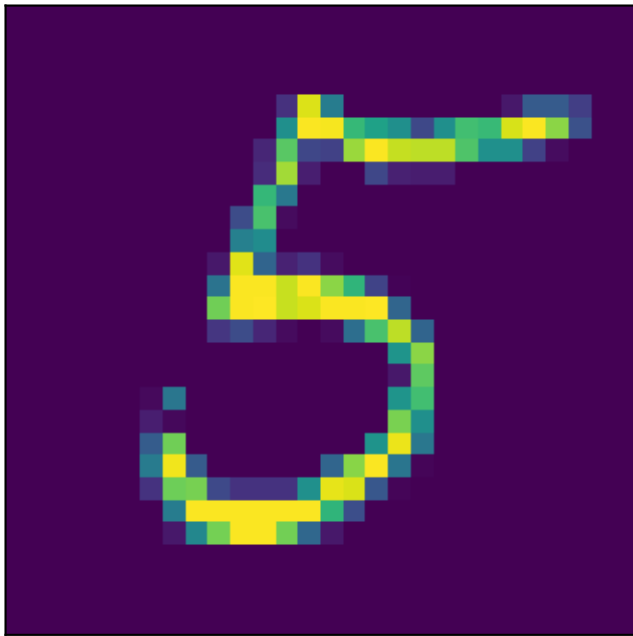
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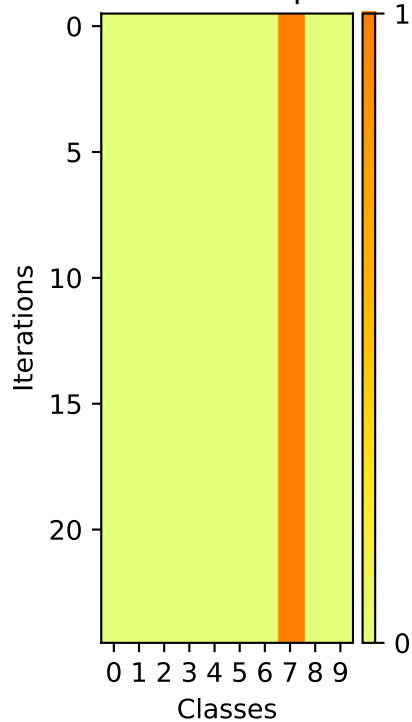
Softmax Outputs



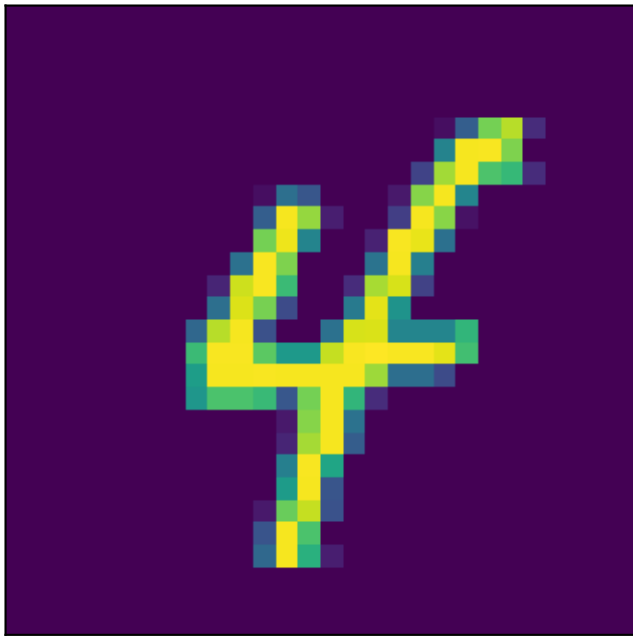
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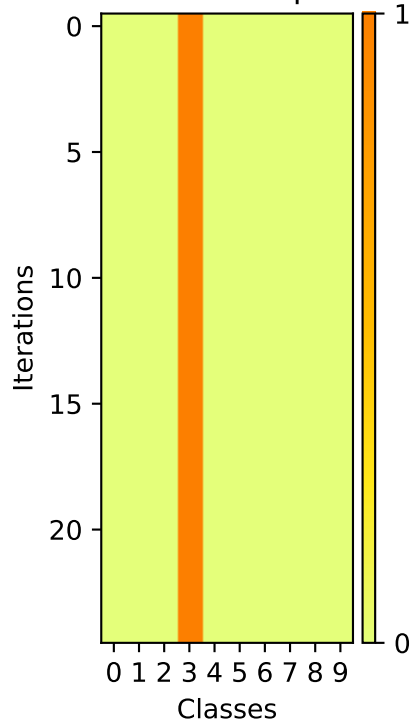
Softmax Outputs



Image



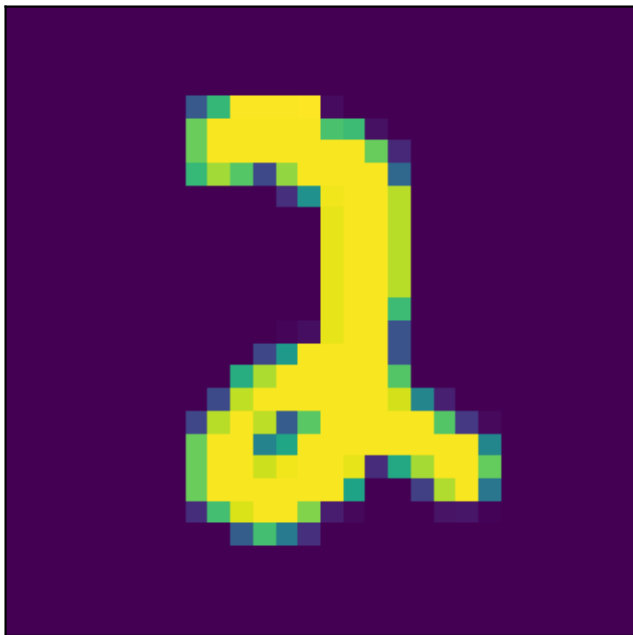
Softmax Outputs



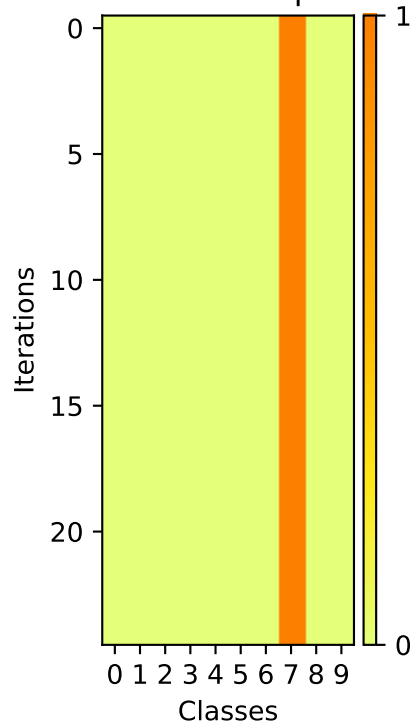
A pixelated yellow number 6 on a dark purple background. The number is composed of yellow pixels with some blue and green pixels at the edges, giving it a digital or retro appearance. It is centered in the image.

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 2 consistently shows a high probability (dark orange) across all iterations, while other classes remain at a low probability (light yellow).

Image



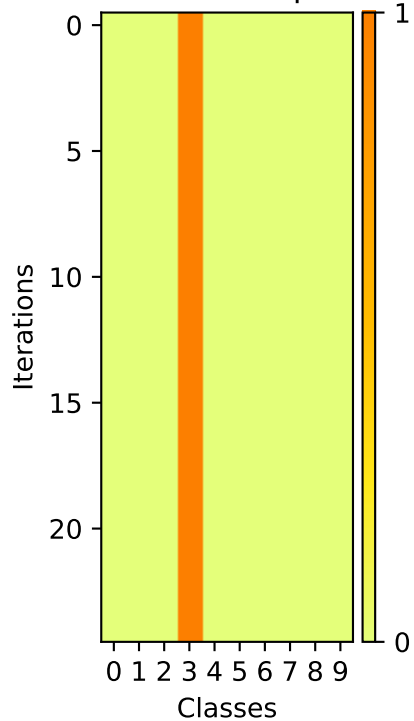
Softmax Outputs



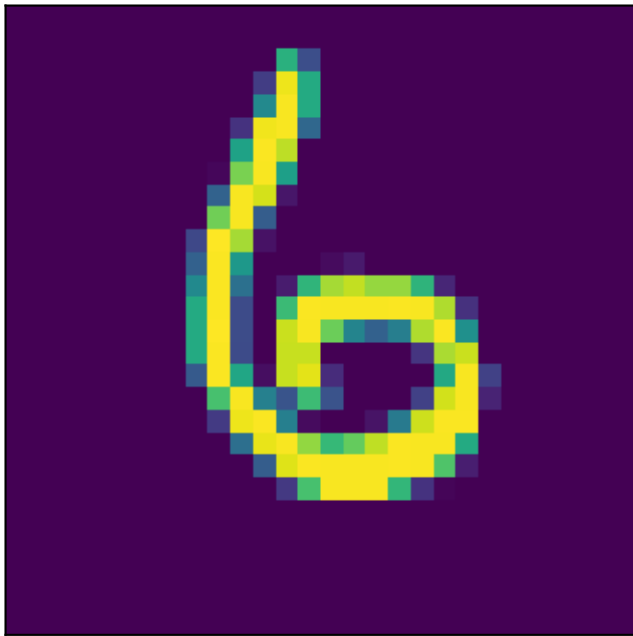
Image



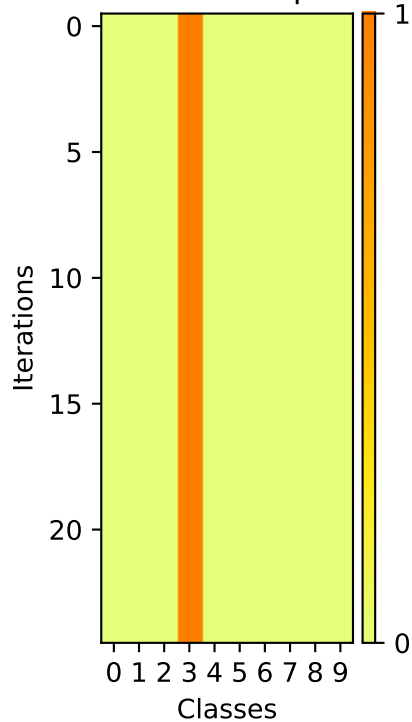
Softmax Outputs



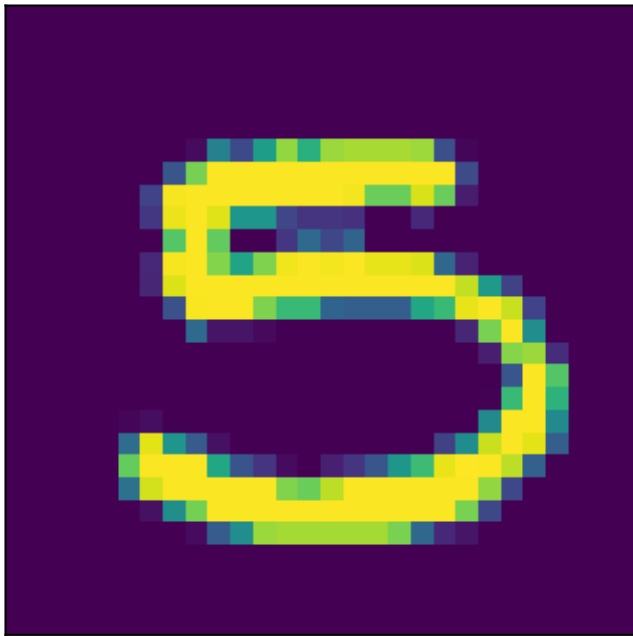
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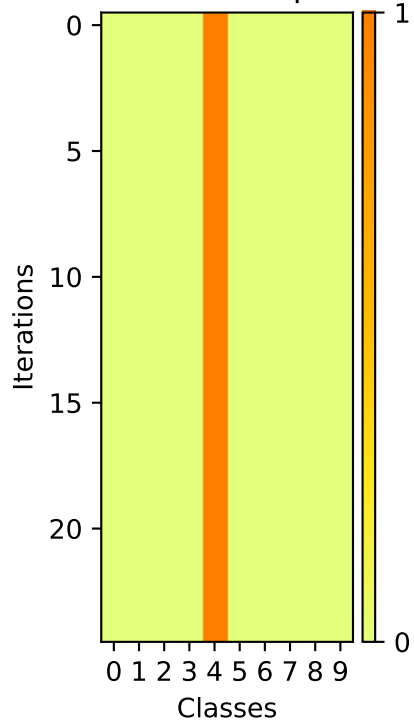
Softmax Outputs



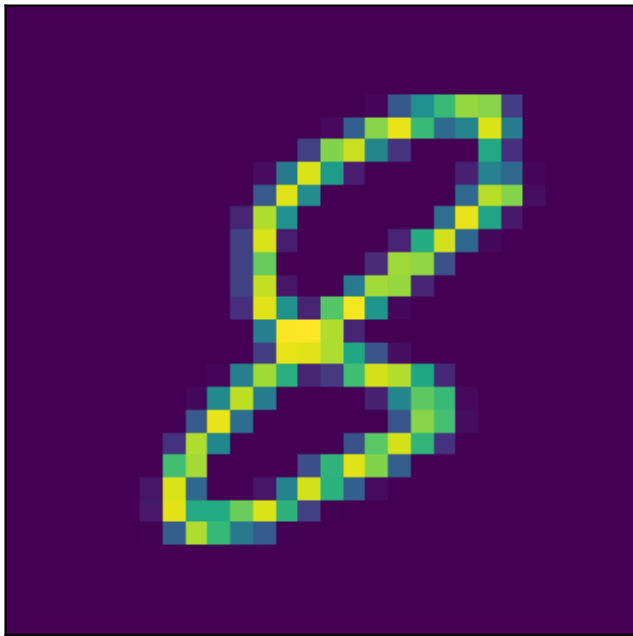
Image



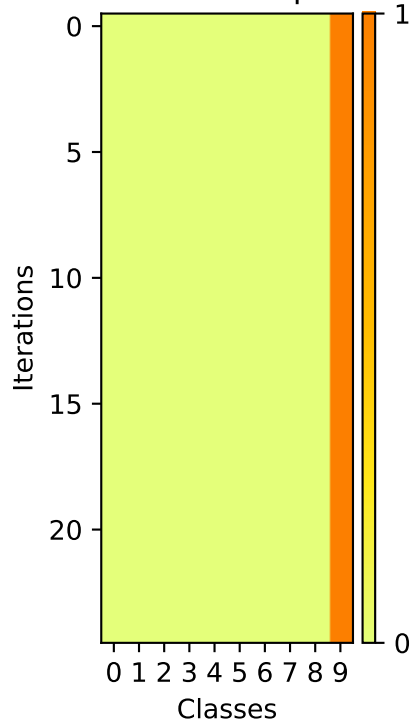
Softmax Outputs



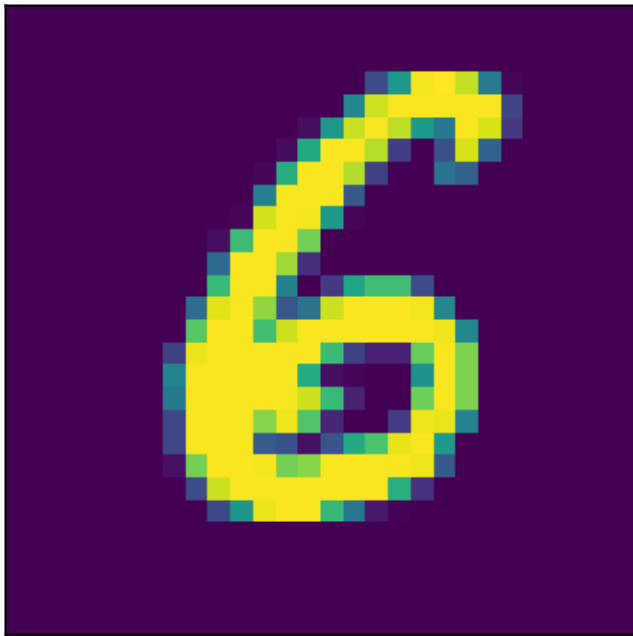
Image



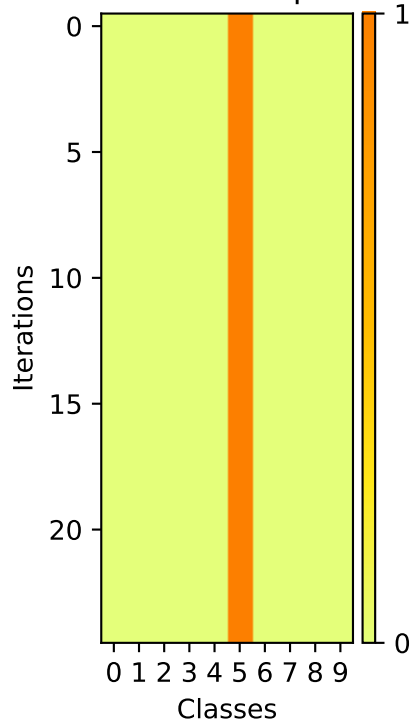
Softmax Outputs



Image



Softmax Outputs



A pixelated yellow number 2 is centered on a dark purple background. The number is composed of yellow pixels, with some teal and blue pixels forming its outline and internal details. The style is reminiscent of early digital art or video game graphics.

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.