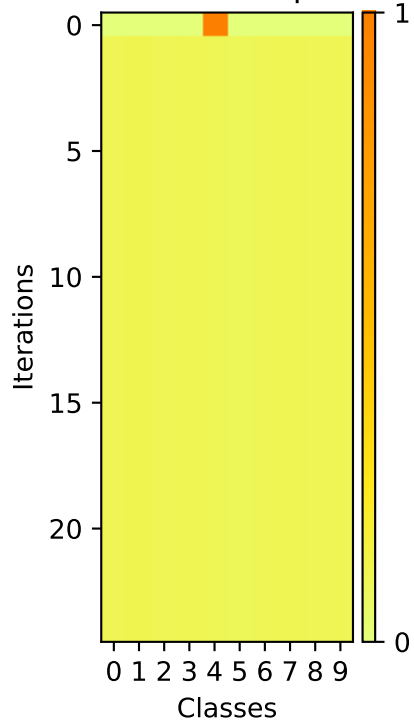


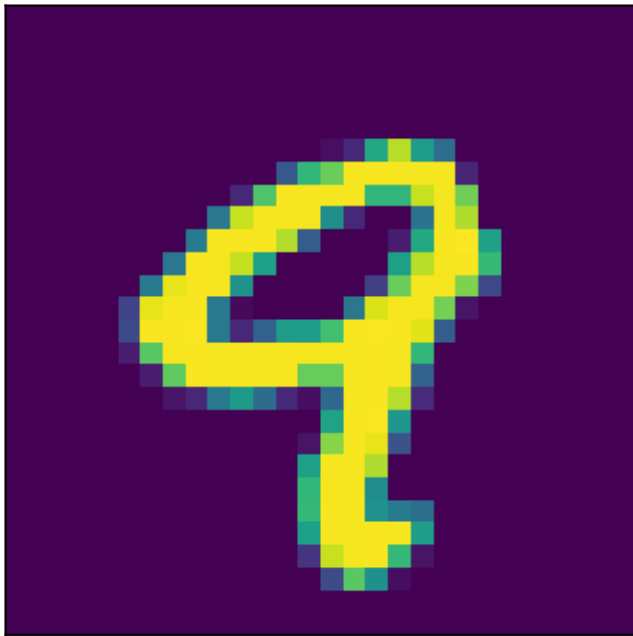
Image



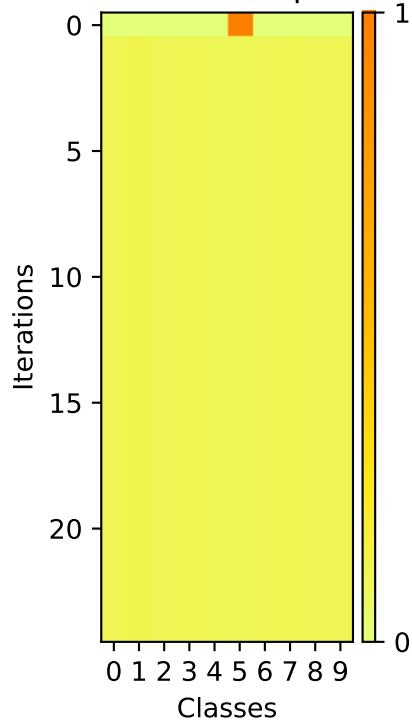
Softmax Outputs



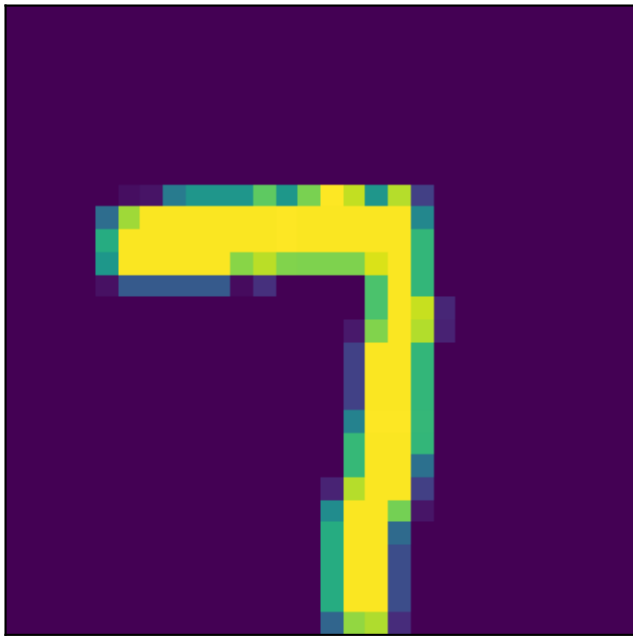
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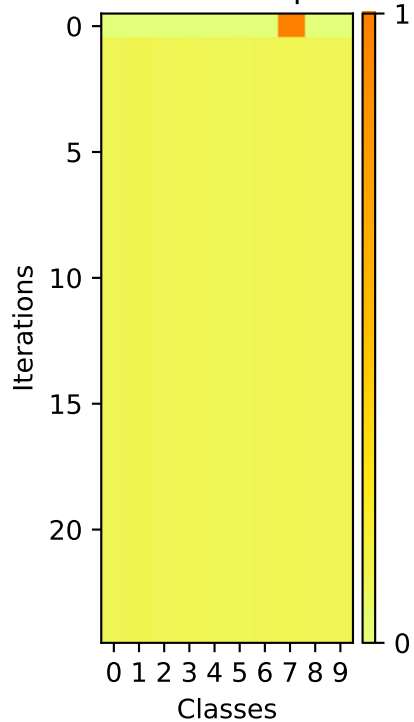
Softmax Outputs



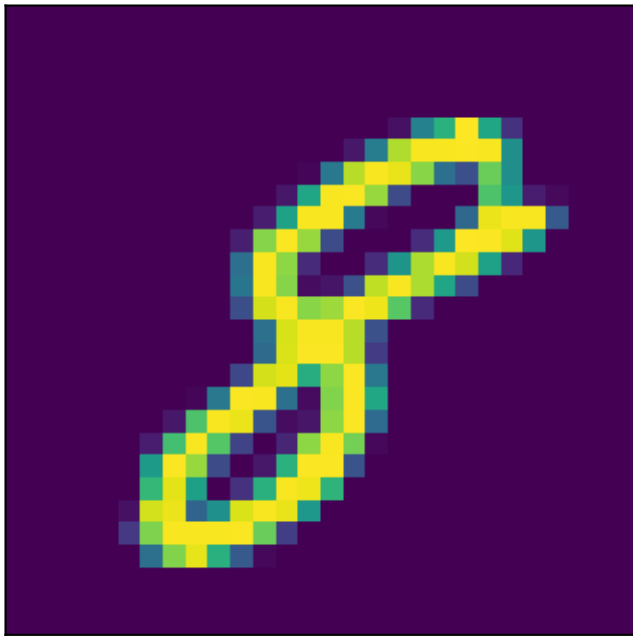
Image



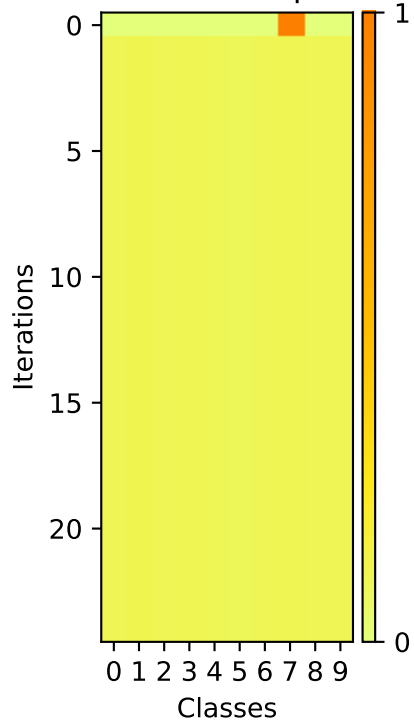
Softmax Outputs



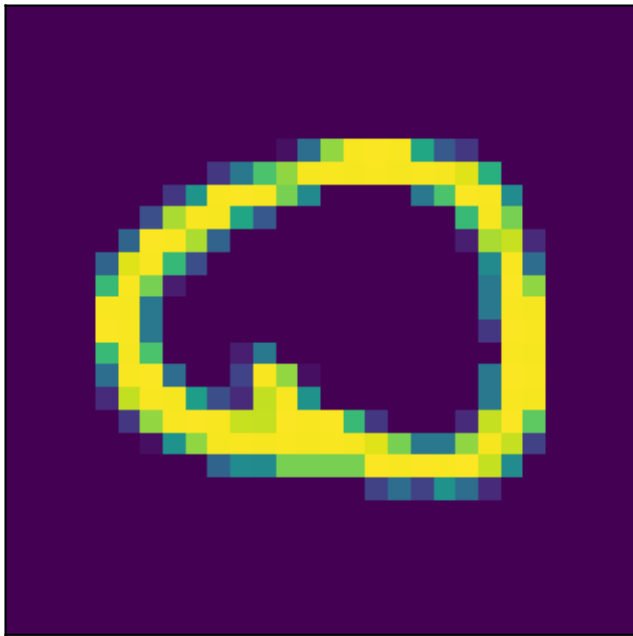
Image



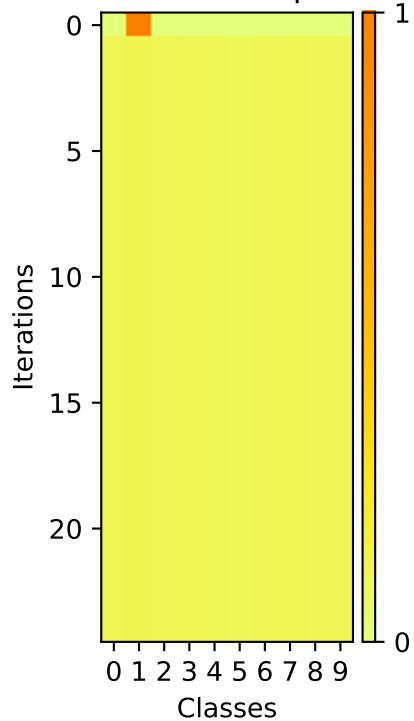
Softmax Outputs

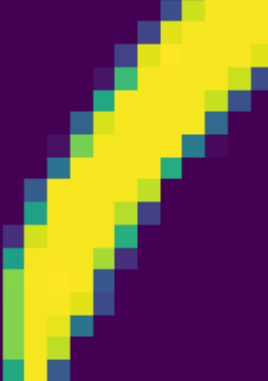


Image



Softmax Outputs



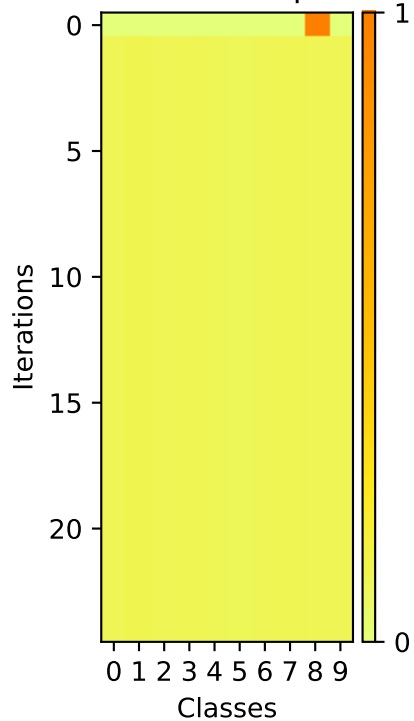


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 0, reaching 1.0, while all other classes remain near 0.0.

Image



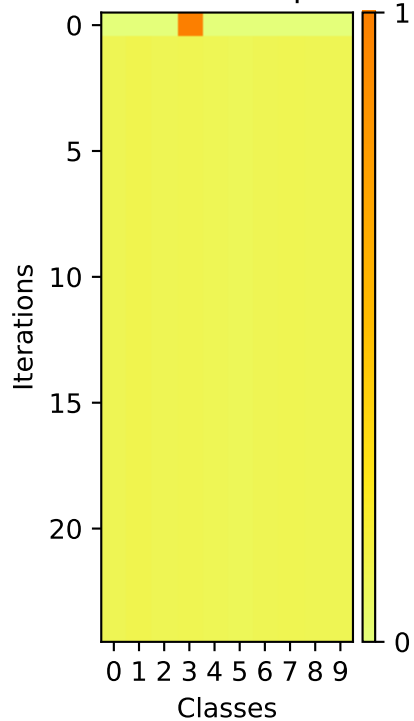
Softmax Outputs



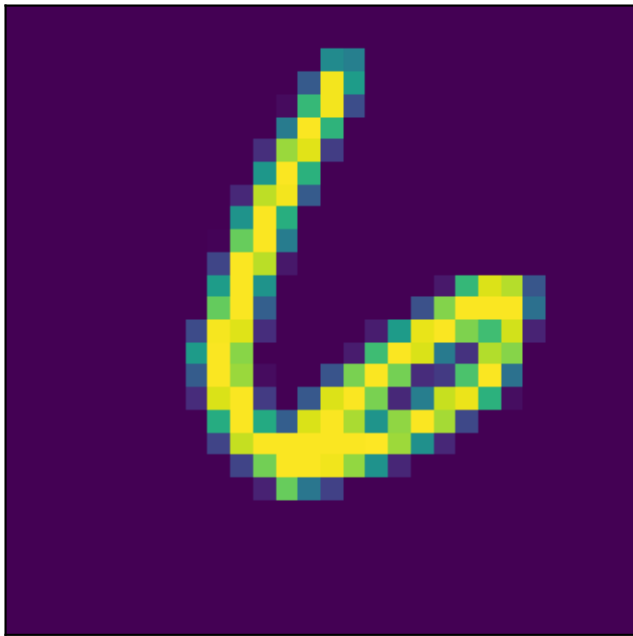
Image



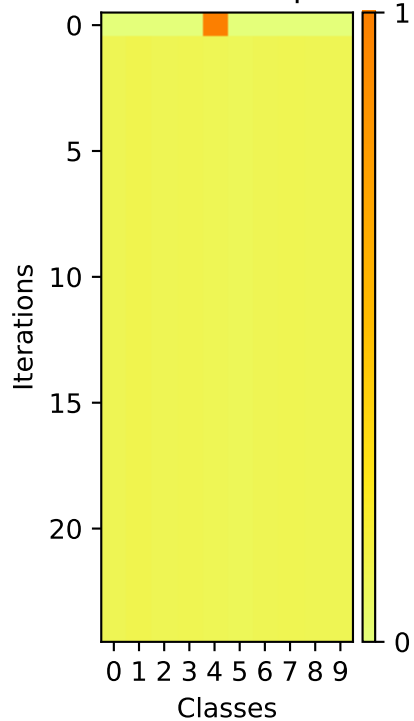
Softmax Outputs



Image



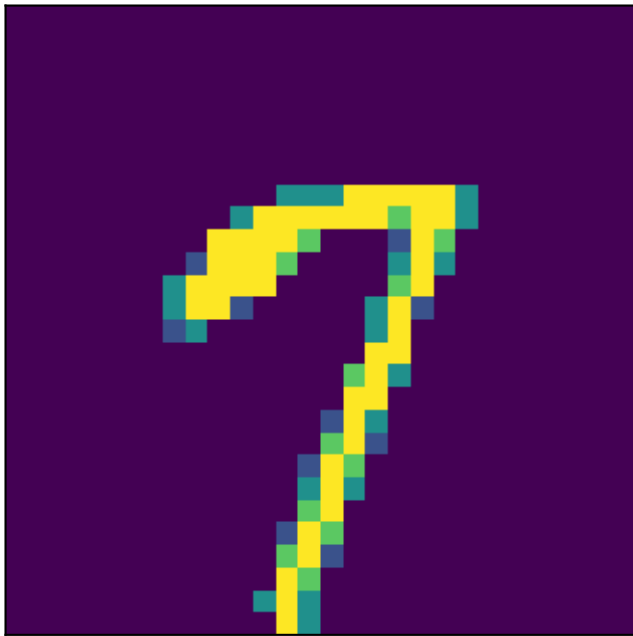
Softmax Outputs



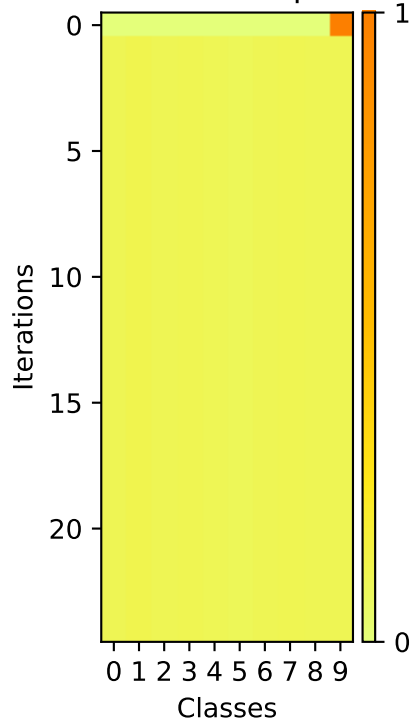
A pixelated representation of the number 8, rendered in yellow and green pixels against a black background. The number is composed of a top loop, a middle horizontal bar, and a bottom loop, all formed by a sequence of colored pixels.

A pixelated drawing of the number 2 on a black background. The number is composed of yellow, green, and blue pixels. The top loop is formed by yellow and green pixels, while the bottom horizontal stroke and the tail are primarily yellow with some green and blue accents. The overall style is reminiscent of early digital art or video game graphics.

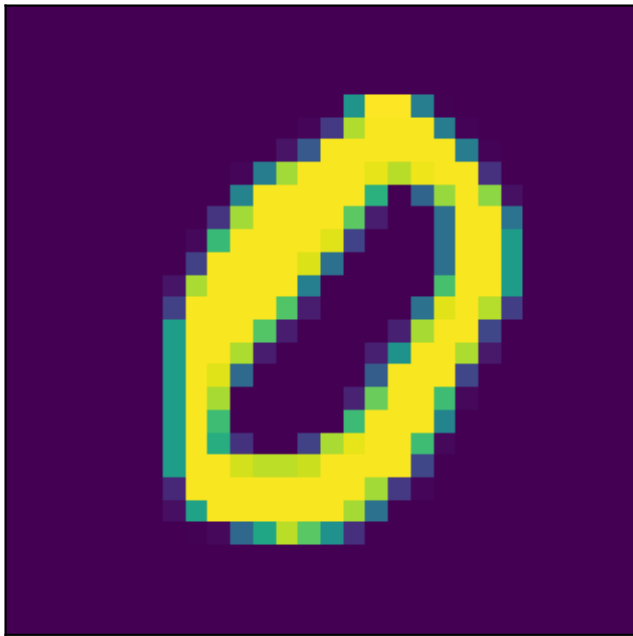
Image



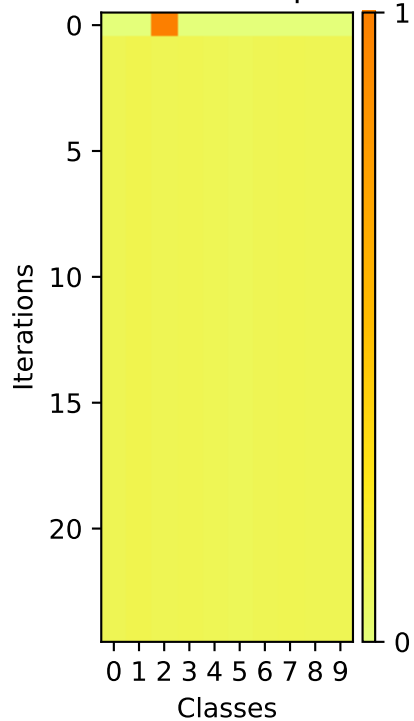
Softmax Outputs



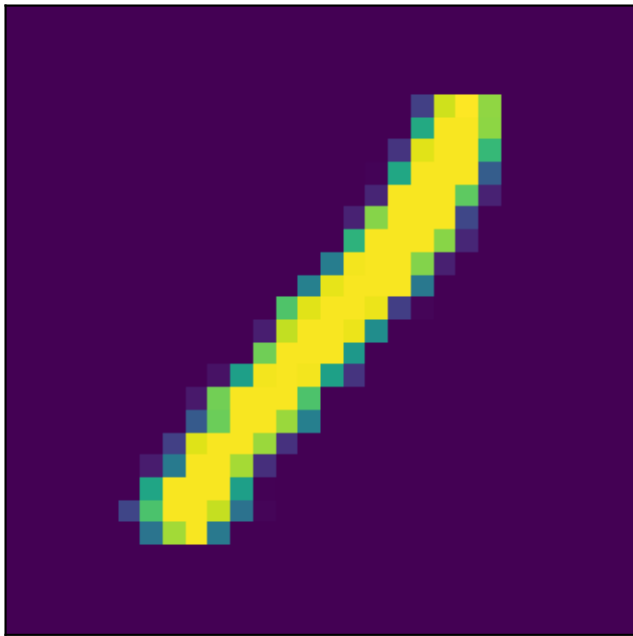
Image



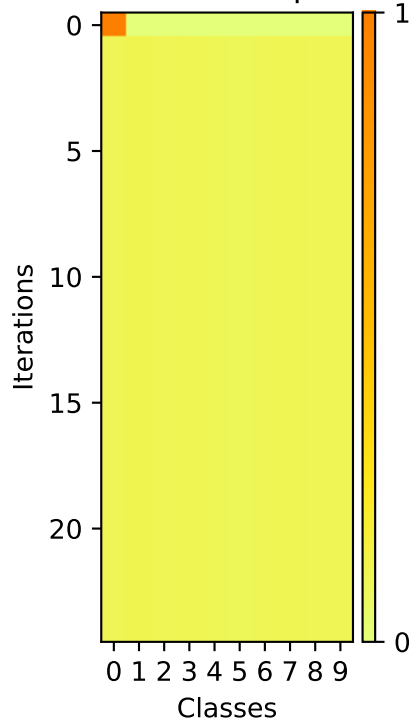
Softmax Outputs




Image



Softmax Outputs



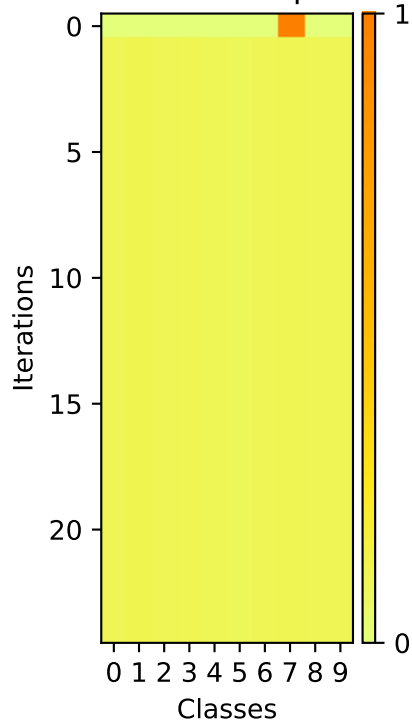


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (red). Class 9 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

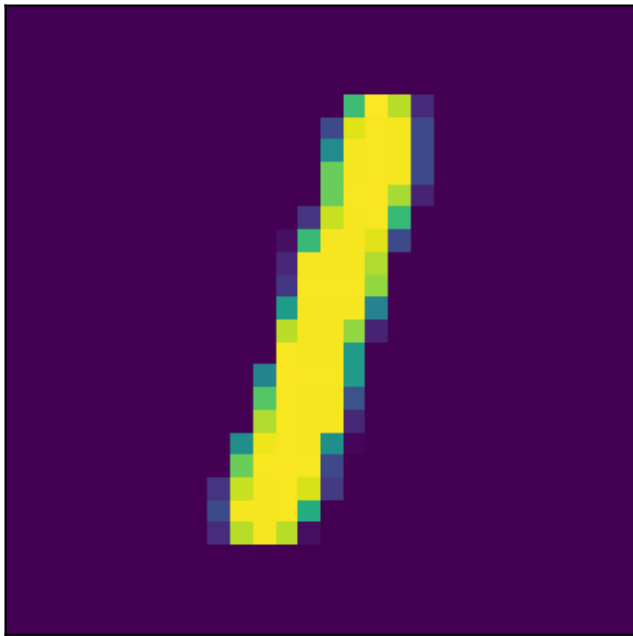
Image



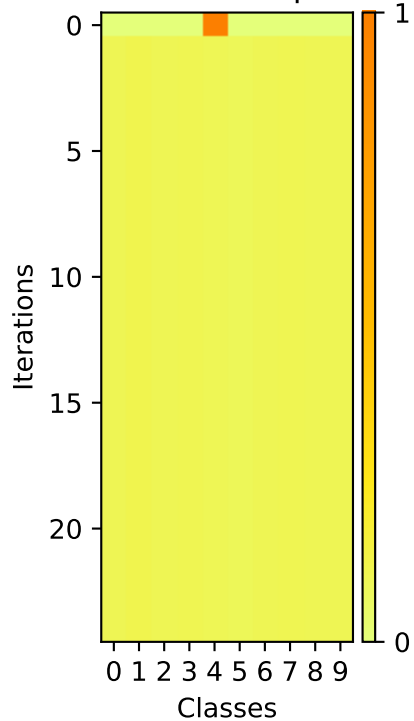
Softmax Outputs



Image



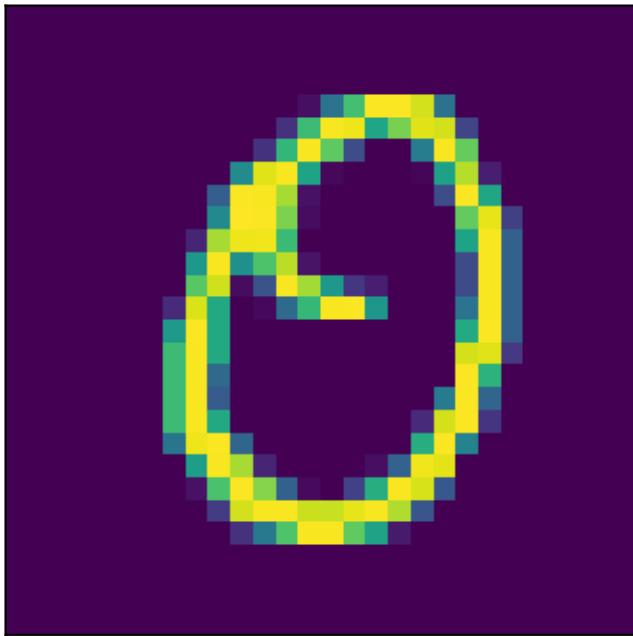
Softmax Outputs



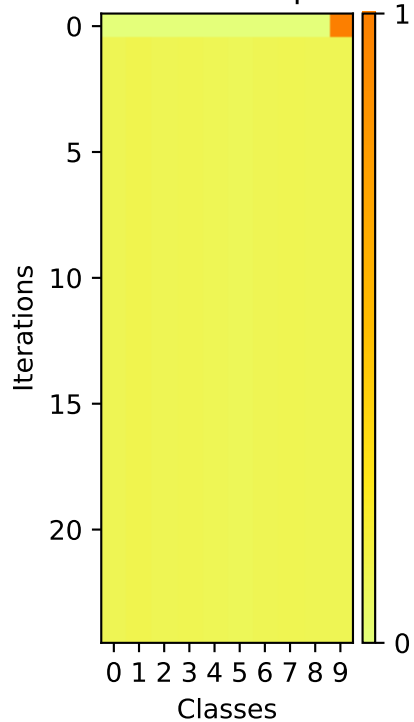
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares in shades of yellow, light green, and dark green, creating a jagged, pixelated outline. The overall form is somewhat elongated and tapers towards the bottom left.

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 magnitude of the values, ranging from 0 (yellow) to 1 (dark red). The matrix is predominantly yellow, indicating low values, with a small dark red square at iteration 0, class 8.

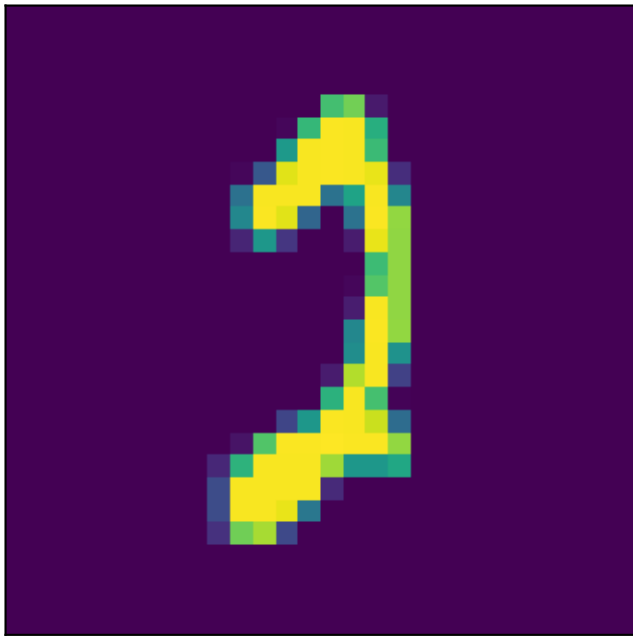
Image



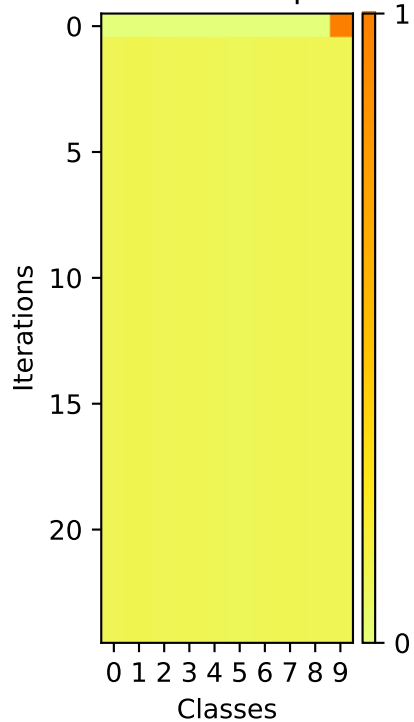
Softmax Outputs



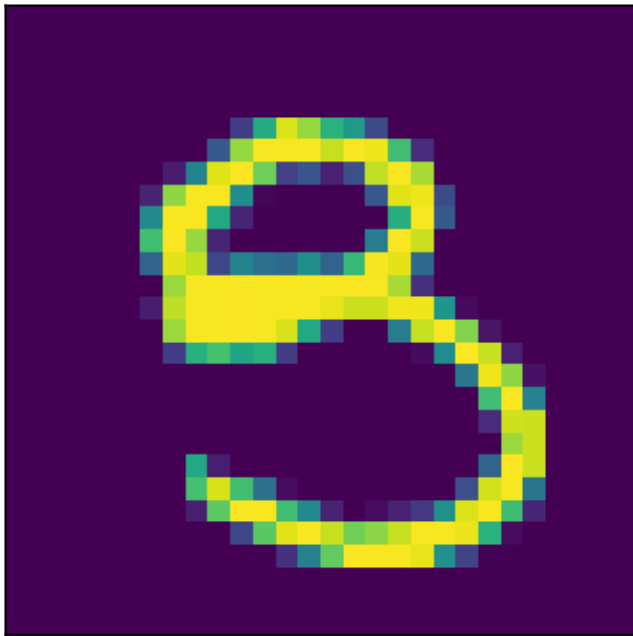
Image



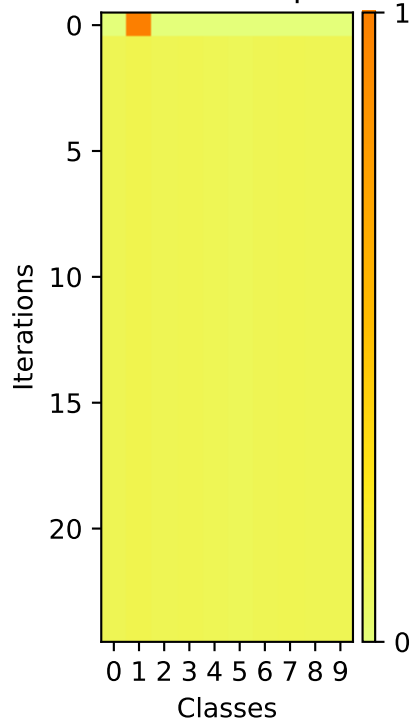
Softmax Outputs



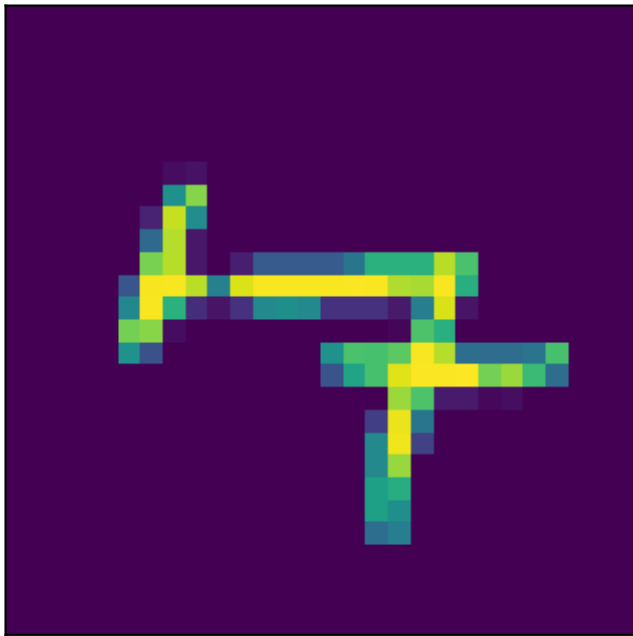
Image



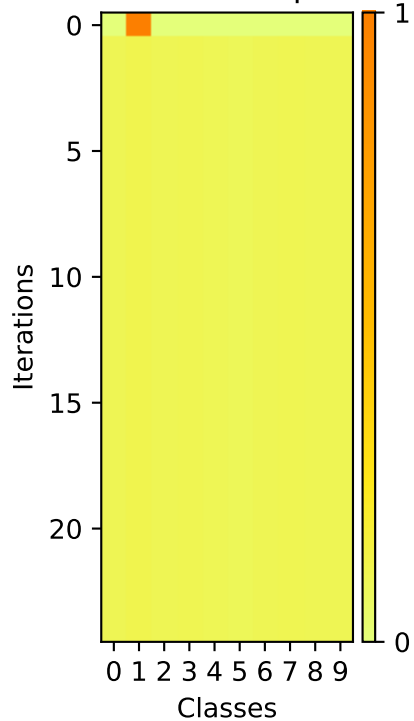
Softmax Outputs



Image



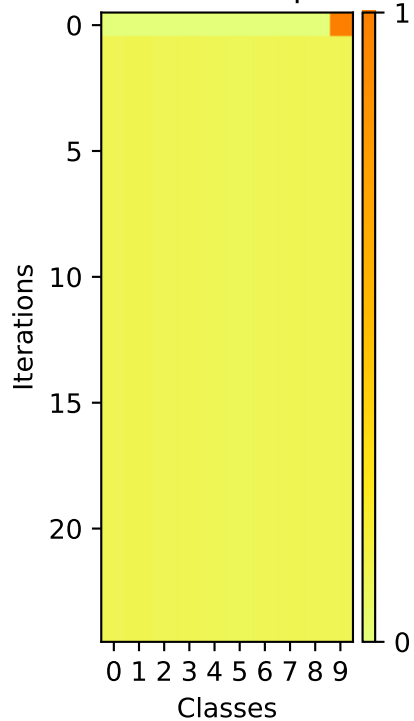
Softmax Outputs



Image



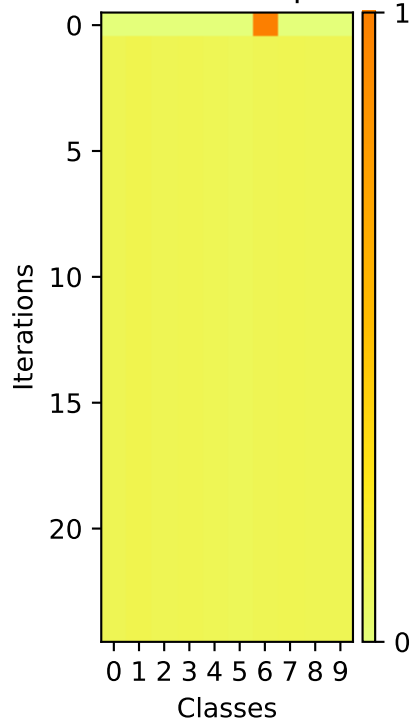
Softmax Outputs



Image



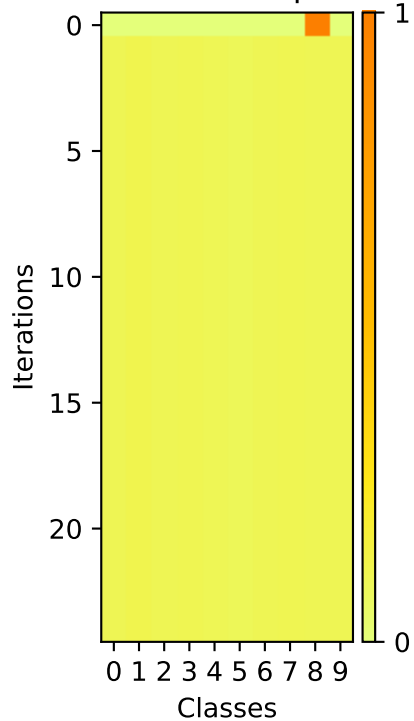
Softmax Outputs



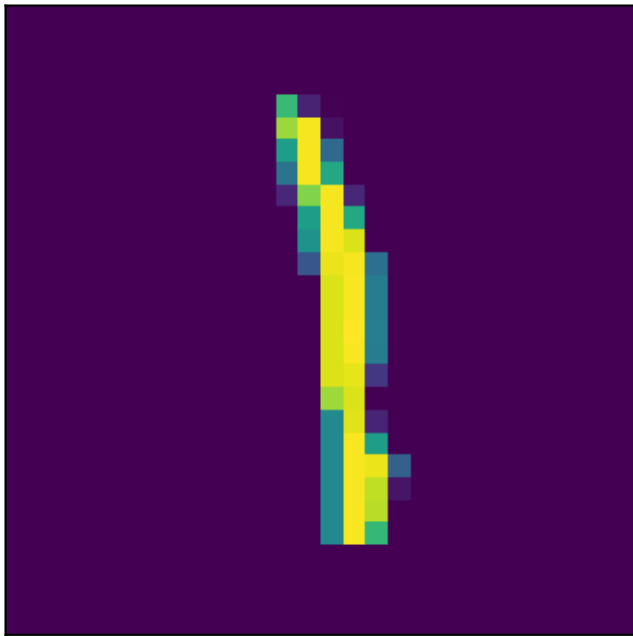
Image



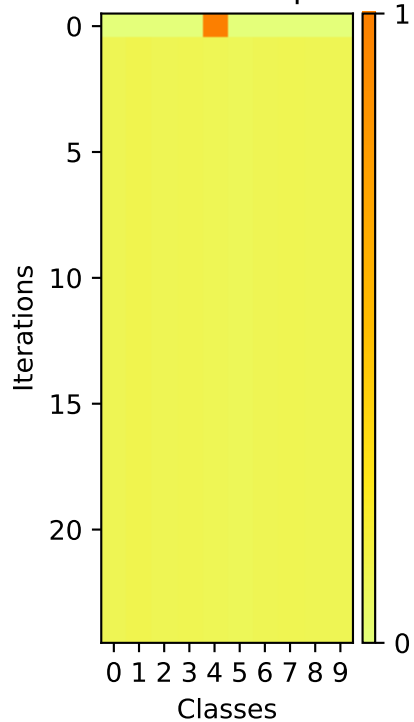
Softmax Outputs



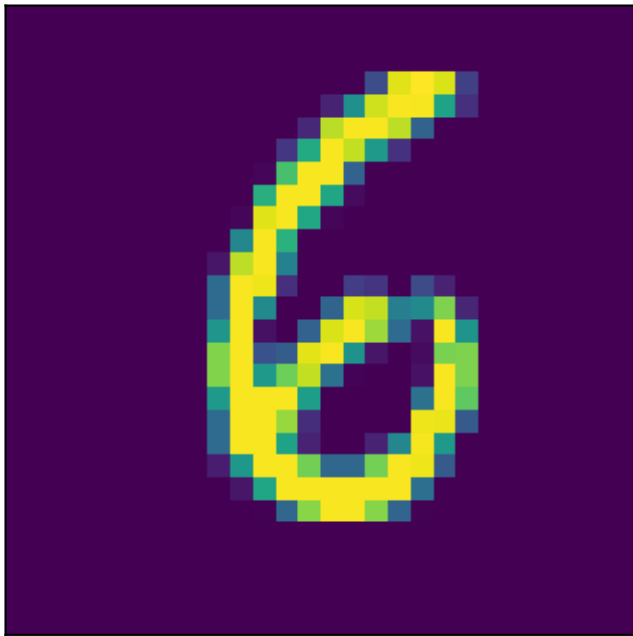
Image



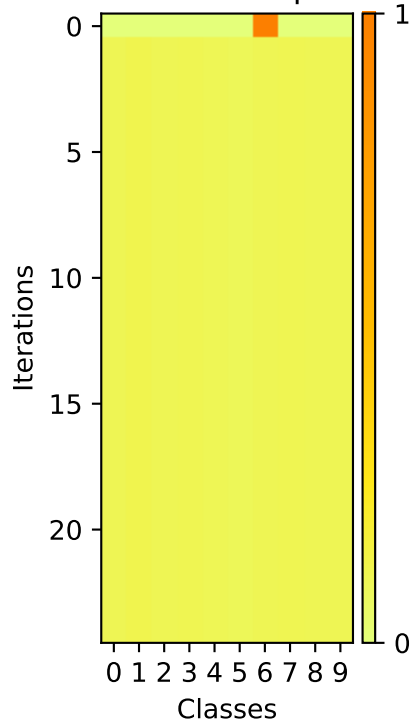
Softmax Outputs



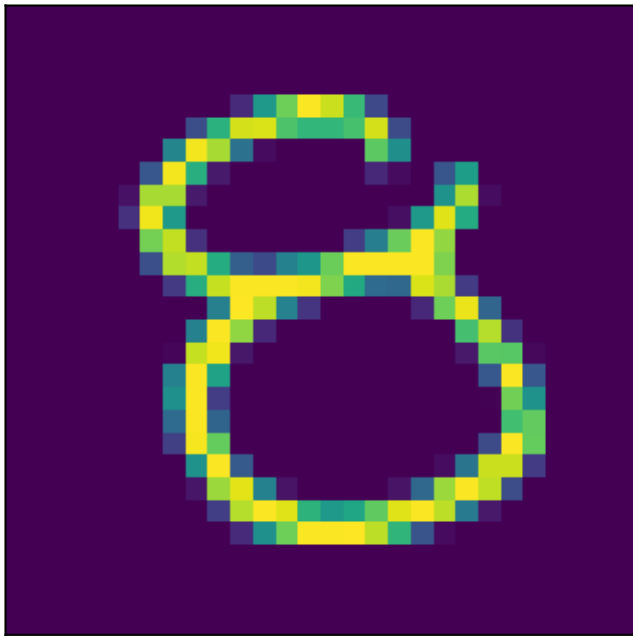
Image



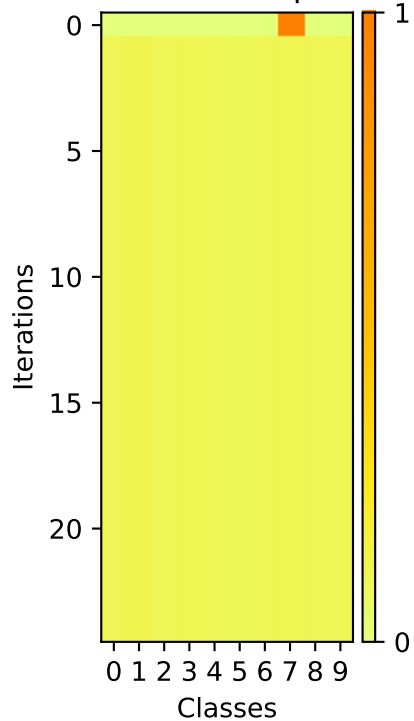
Softmax Outputs



Image



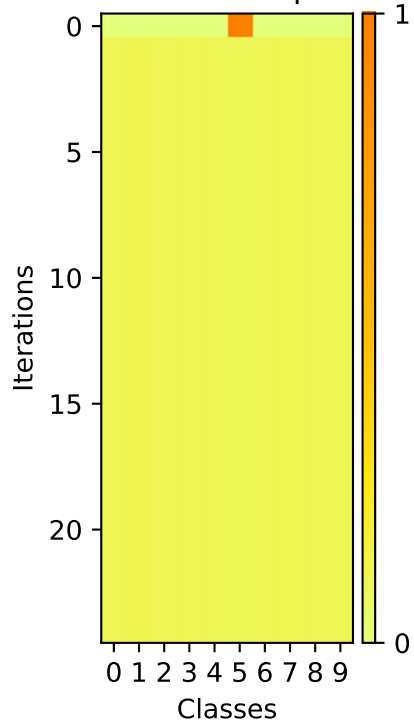
Softmax Outputs



Image



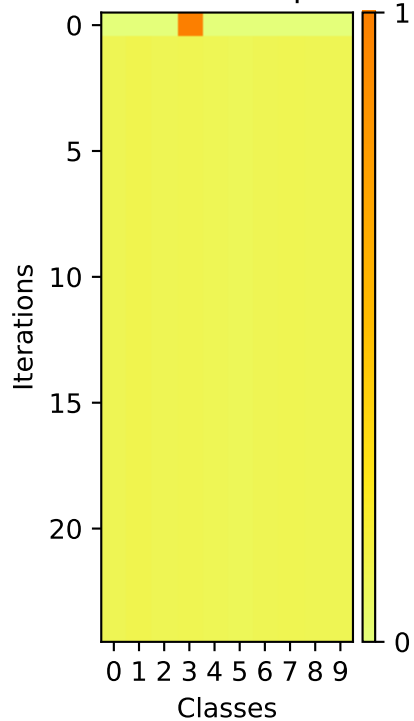
Softmax Outputs



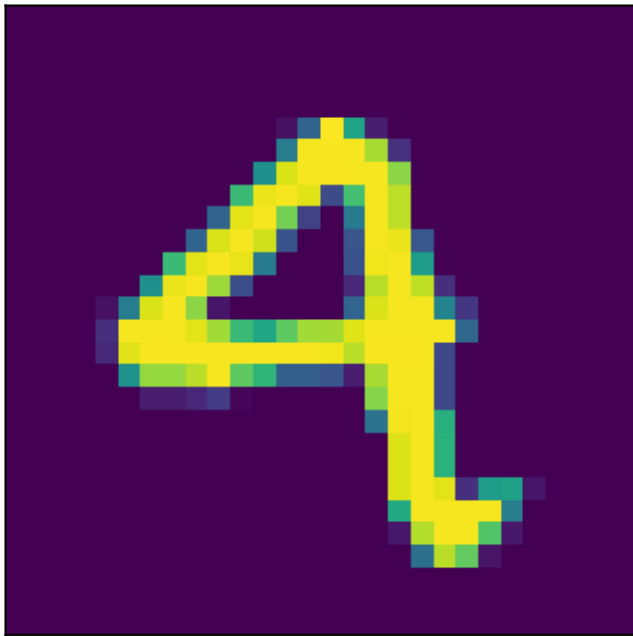
Image



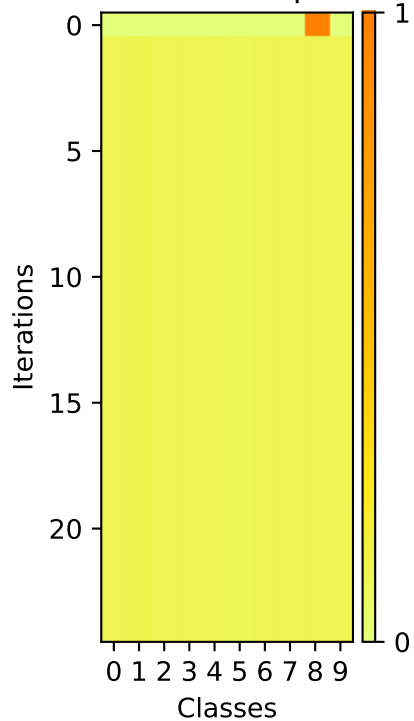
Softmax Outputs



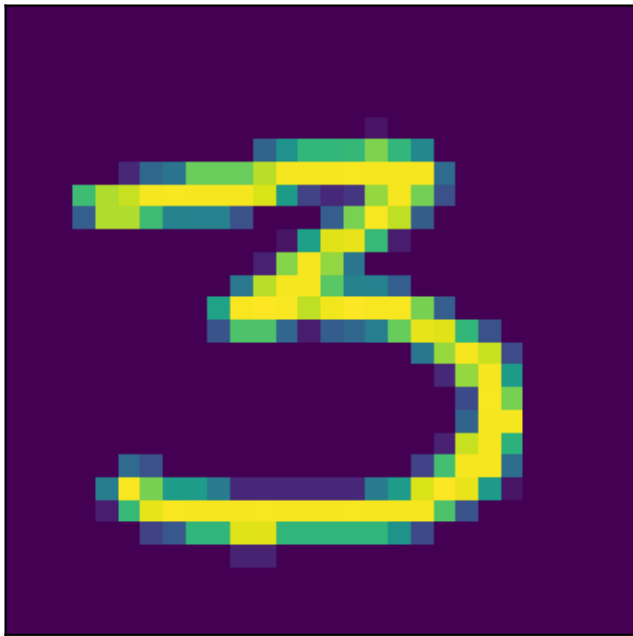
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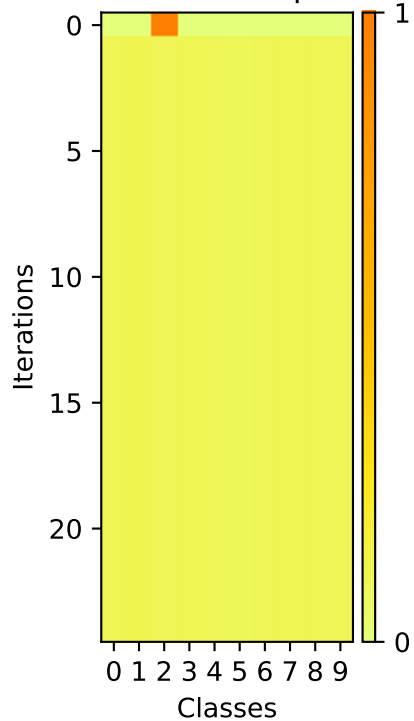
Softmax Outputs



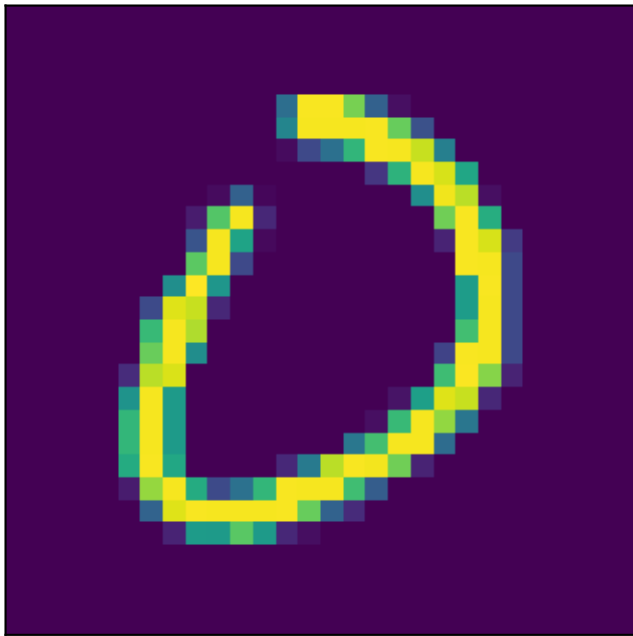
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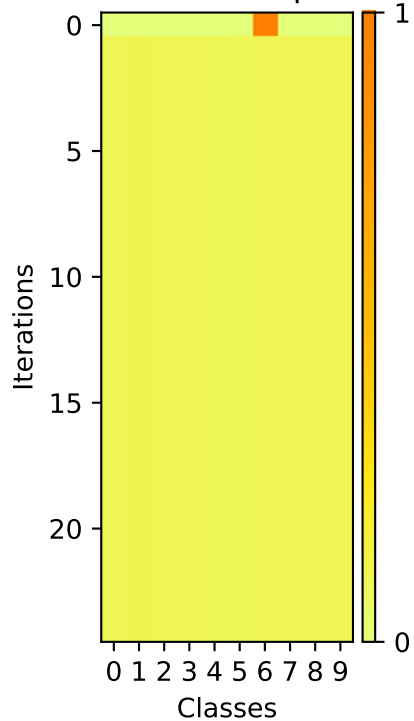
Softmax Outputs



Image



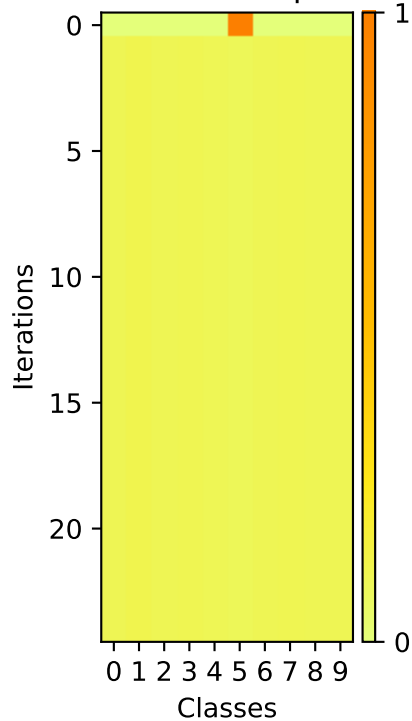
Softmax Outputs



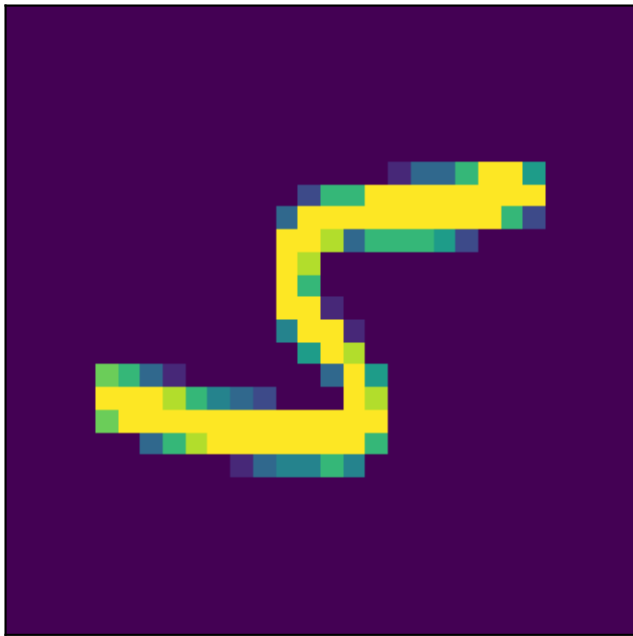
Image



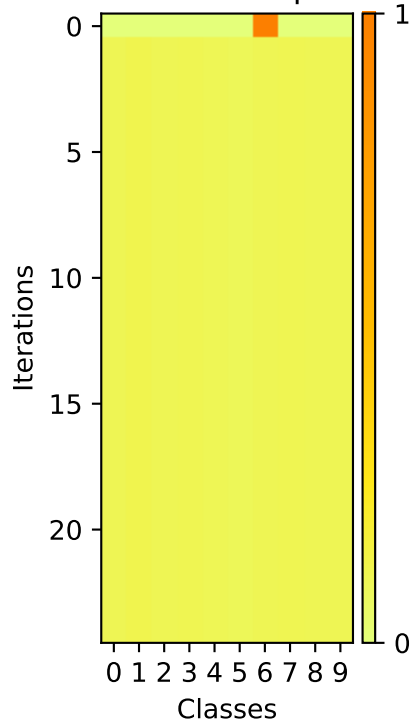
Softmax Outputs



Image



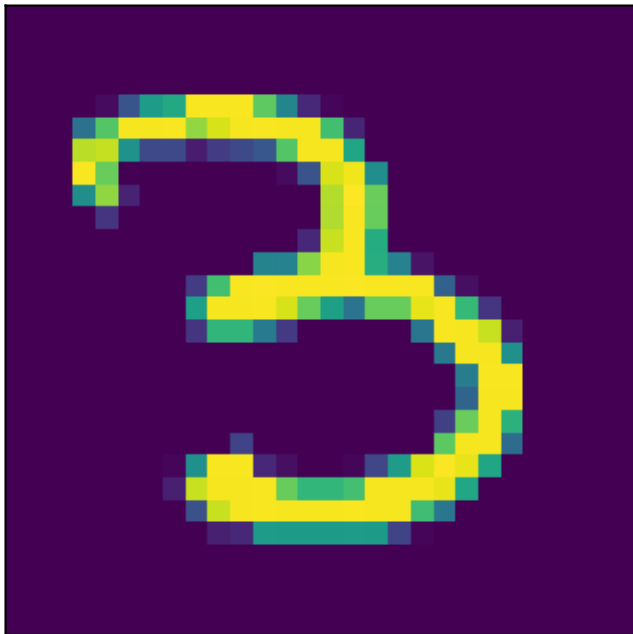
Softmax Outputs



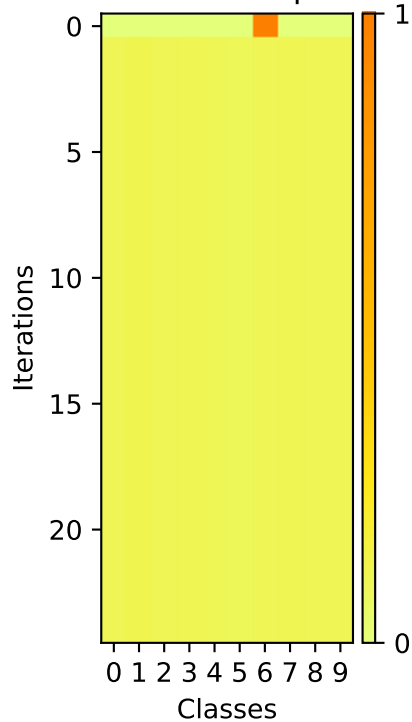
A pixelated yellow number 5 on a dark purple background. The number is composed of many small squares, giving it a blocky, digital appearance. The background is a solid dark purple.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0 to 9). The color scale ranges from 0 (yellow) to 1 (orange). The distribution is highly concentrated on Class 5, which reaches a probability of 1.0 by iteration 20. Other classes maintain low probabilities throughout the iterations.

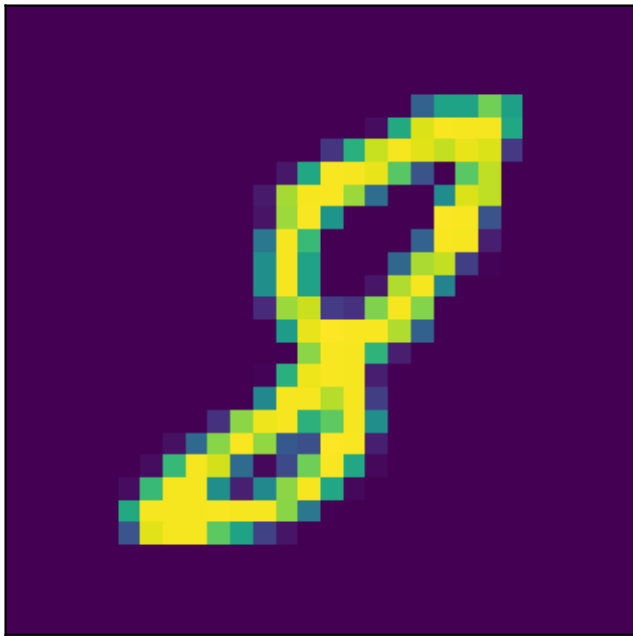
Image



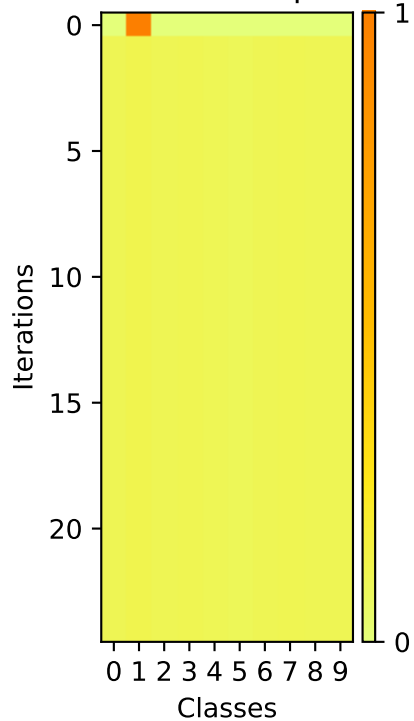
Softmax Outputs



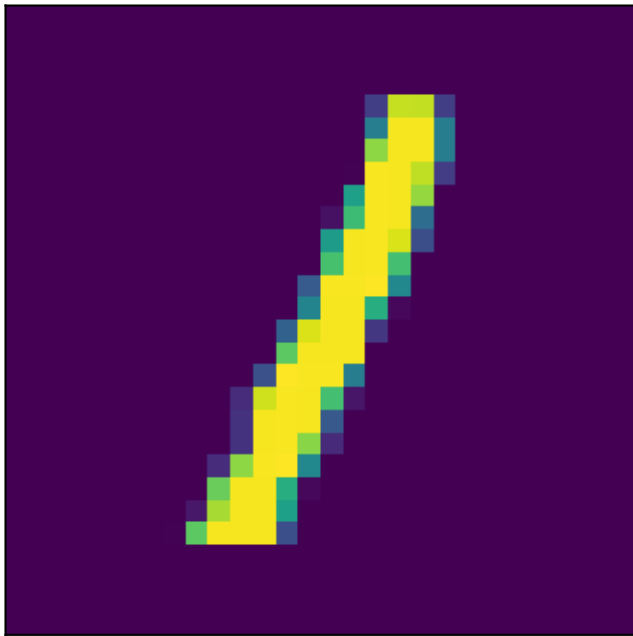
Image



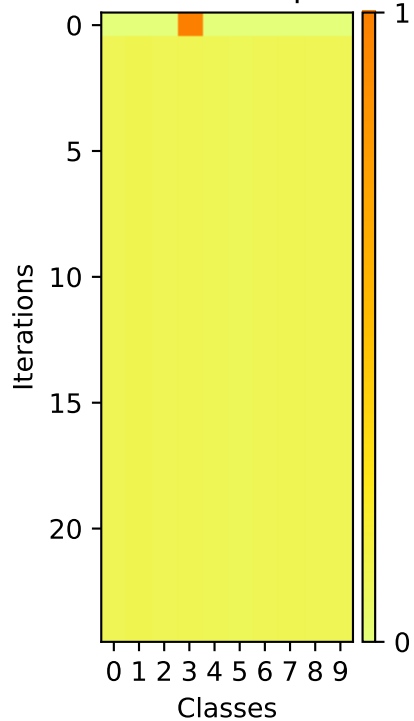
Softmax Outputs



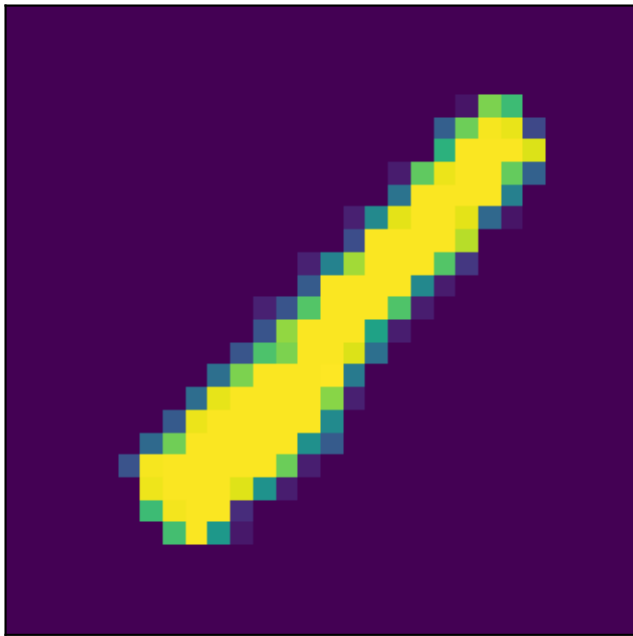
Image



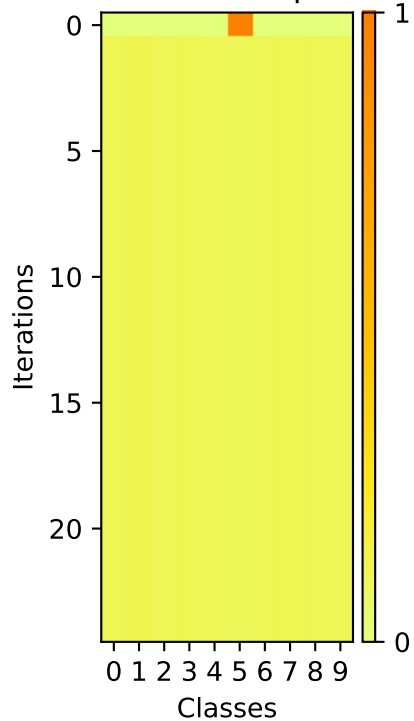
Softmax Outputs



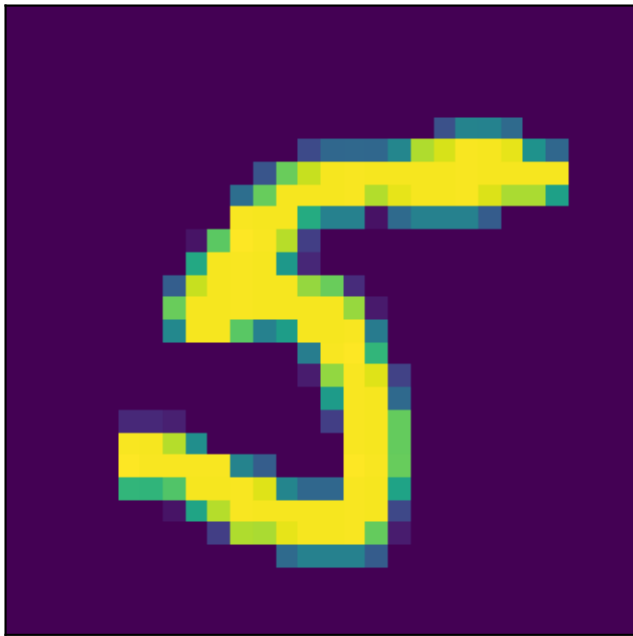
Image



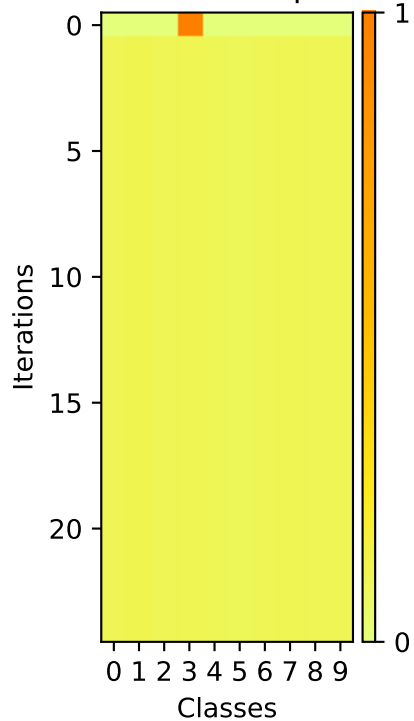
Softmax Outputs



Image

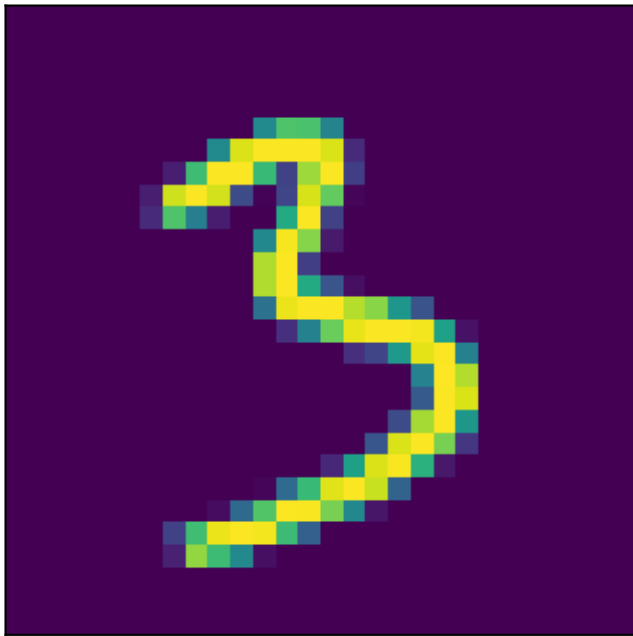


Softmax Outputs

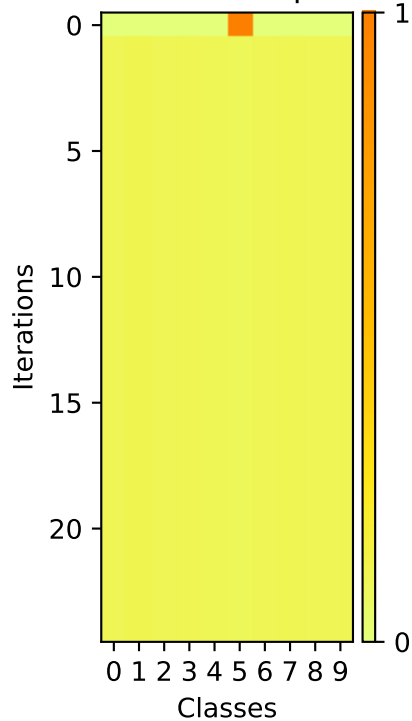


Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (orange). Class 0 starts with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

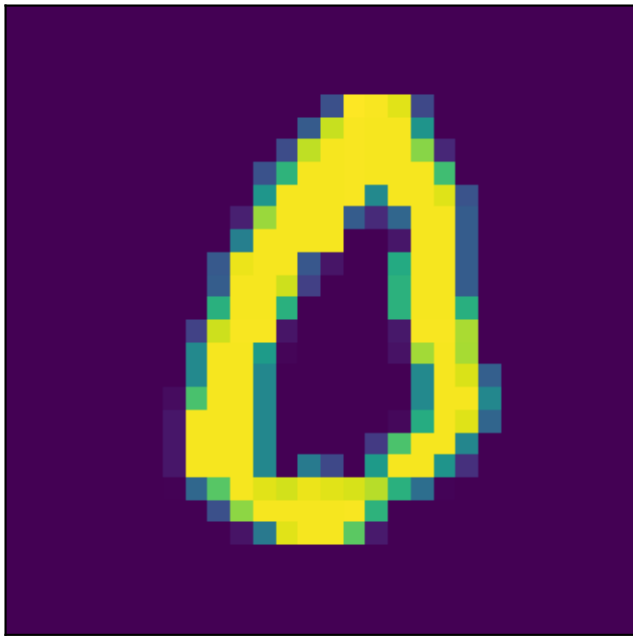
Image



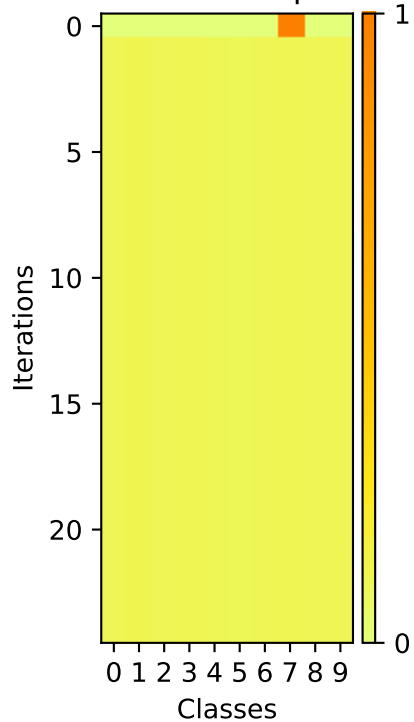
Softmax Outputs



Image

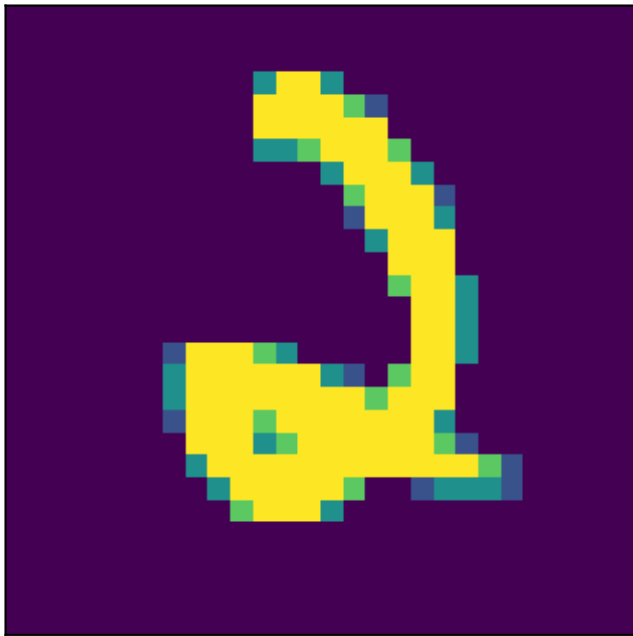


Softmax Outputs

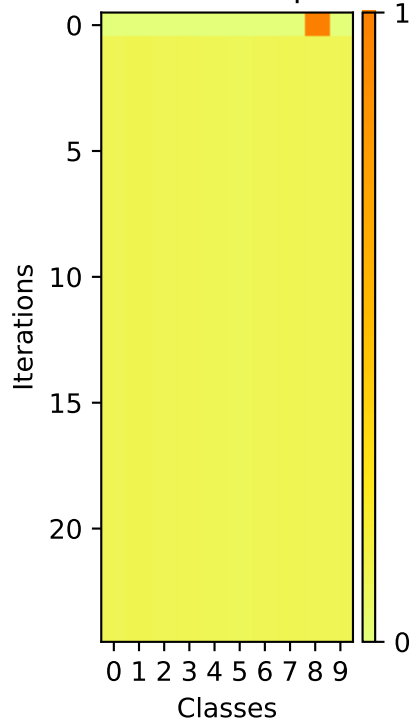


A pixelated, low-resolution image of a yellow and blue figure, possibly a character or logo, set against a dark purple background. The figure is composed of large, distinct pixels in shades of yellow, light blue, and dark blue. It has a rounded, somewhat abstract shape with a central vertical element and a horizontal bar extending from the top. The overall appearance is reminiscent of early digital art or a low-quality scan of a logo.

Image



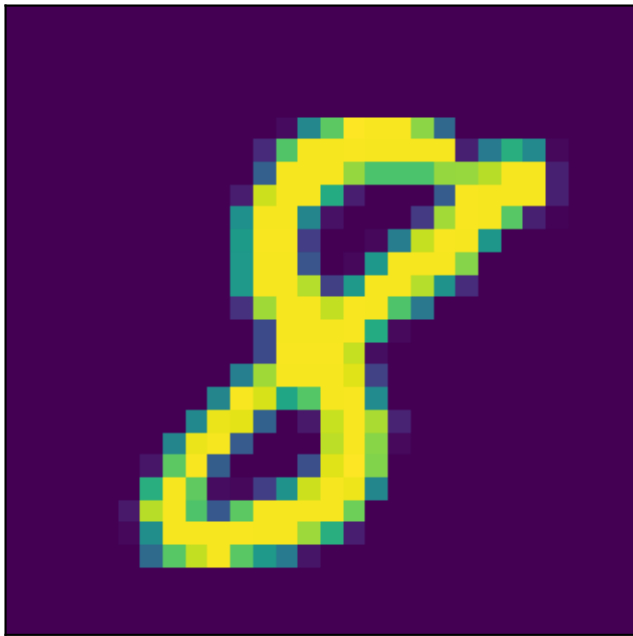
Softmax Outputs



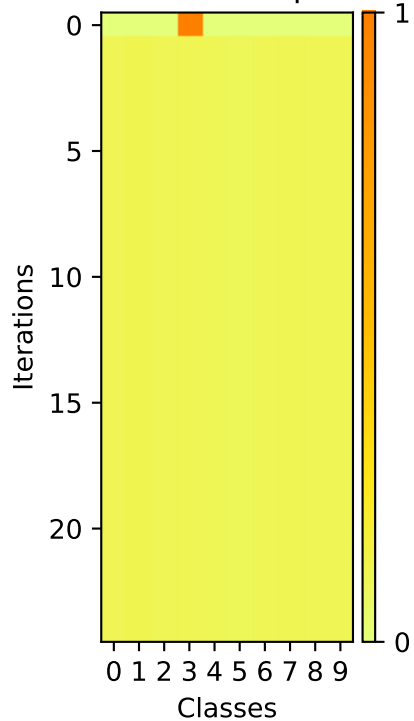
A pixelated, low-resolution image of a yellow duck, resembling a meme or a stylized logo, set against a dark purple background. The duck is facing right, with its head turned slightly towards the viewer. The image has a retro, digital aesthetic with large, visible pixels and a limited color palette. The duck's body is primarily yellow, with some green and blue pixels on its wings and tail. The background is a solid dark purple.

Heatmap visualization showing the evolution of the loss function 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 bar on the right indicates the loss value, ranging from 0 (yellow) to 1 (red). Class 2 shows a high loss (red) at iteration 0, which decreases to near zero by iteration 1. Other classes remain near zero throughout the iterations.

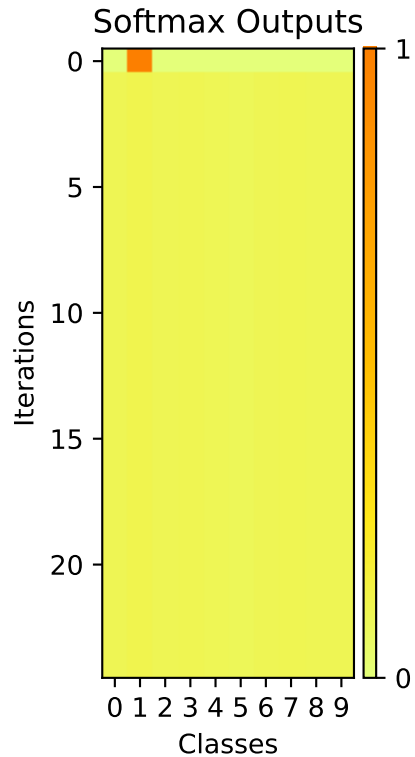
Image



Softmax Outputs



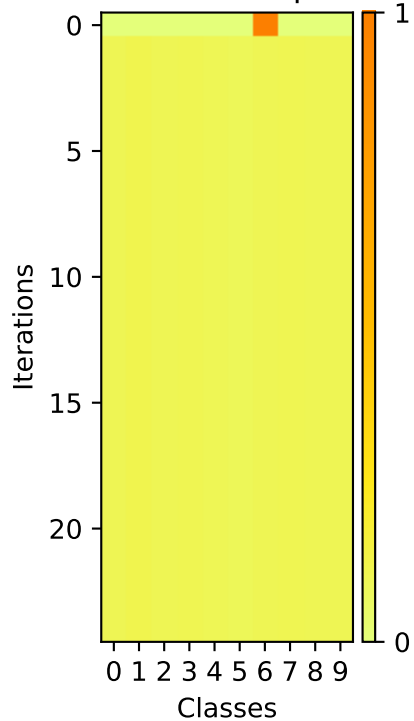
A pixelated, low-resolution image of a yellow and green ring or loop shape on a dark purple background. The shape is composed of many small squares, with yellow being the primary color and green used for shading or highlights. The overall appearance is that of a digital drawing or a heavily compressed image of a physical object.



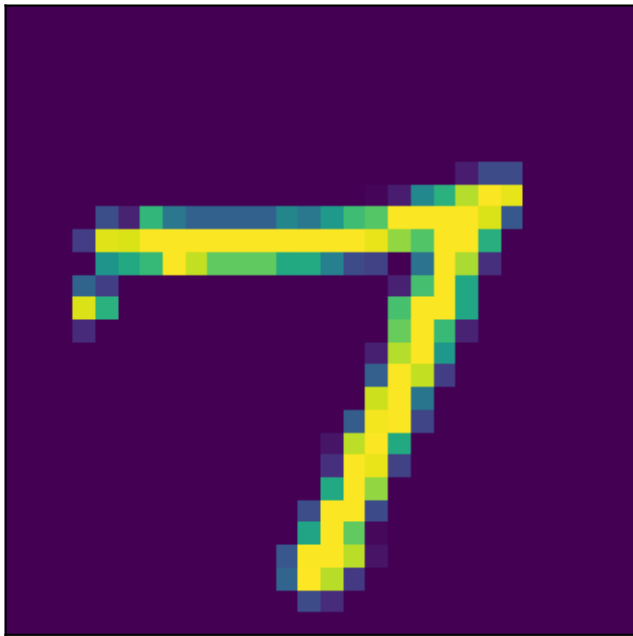
Image



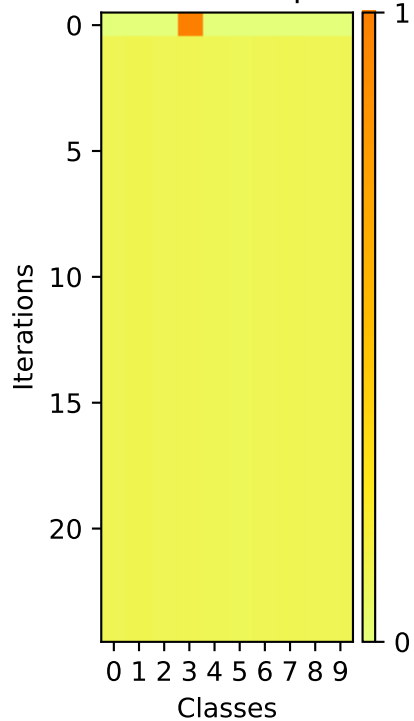
Softmax Outputs



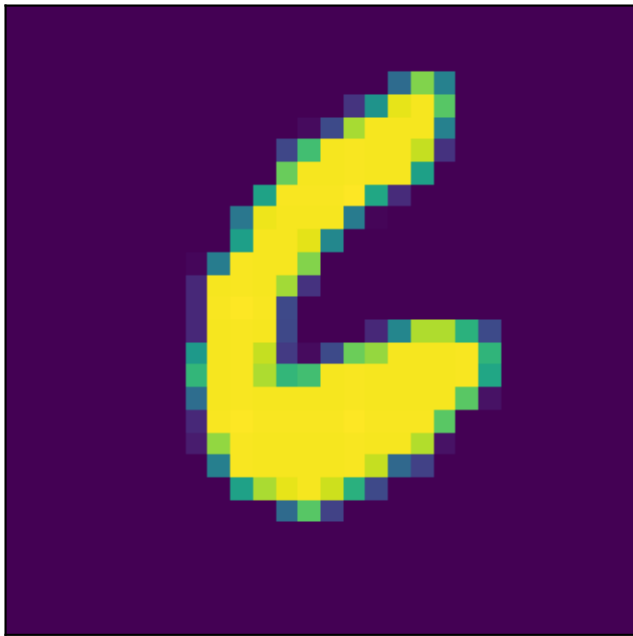
Image



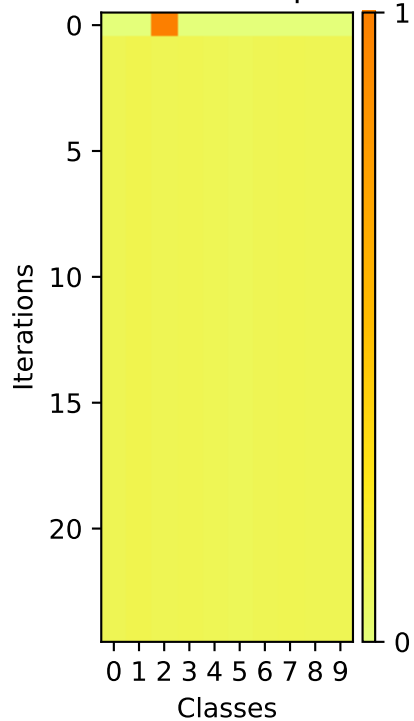
Softmax Outputs



Image

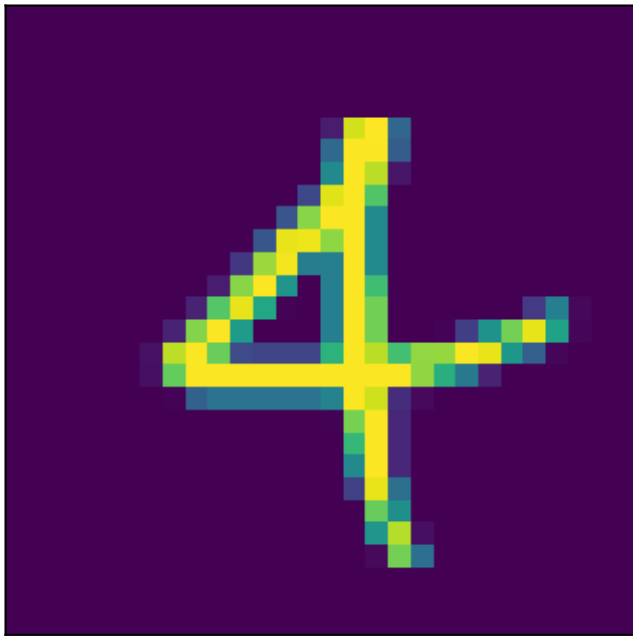


Softmax Outputs

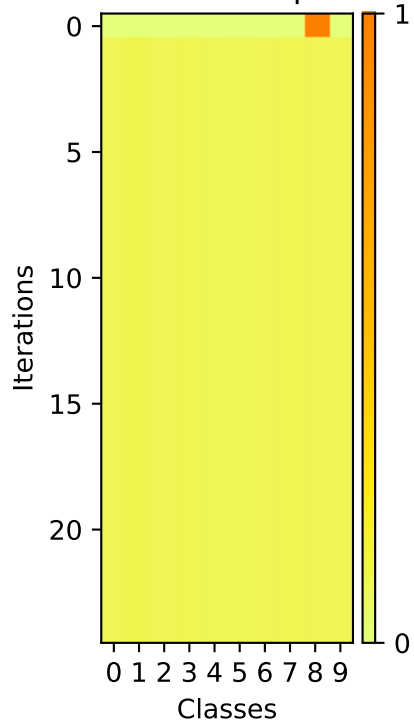


A pixelated yellow ring, resembling a donut or a thick letter 'O', is centered on a dark purple background. The ring is composed of many small squares in various shades of yellow, green, and blue, giving it a textured, digital appearance. The background is a solid, deep purple.

Image



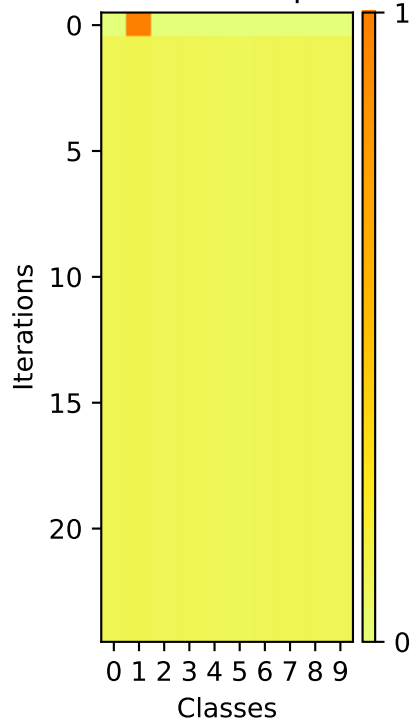
Softmax Outputs



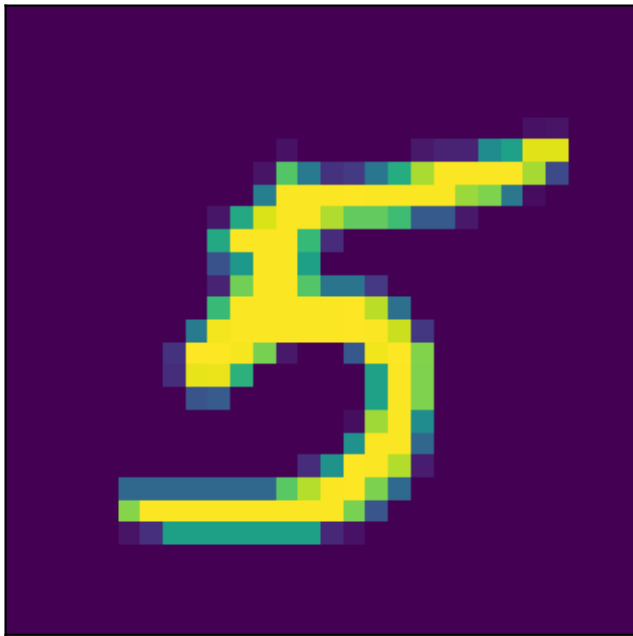
Image



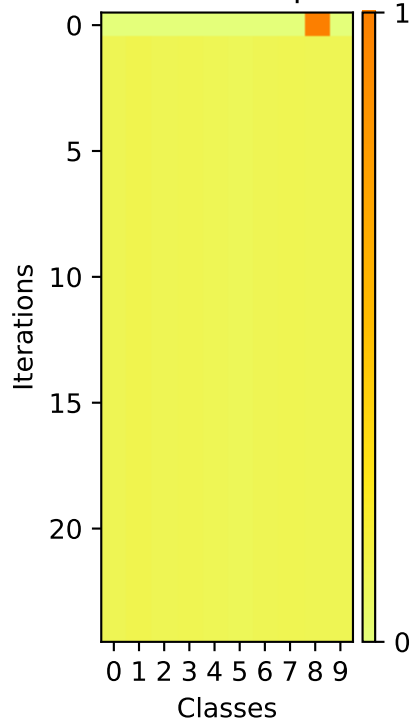
Softmax Outputs



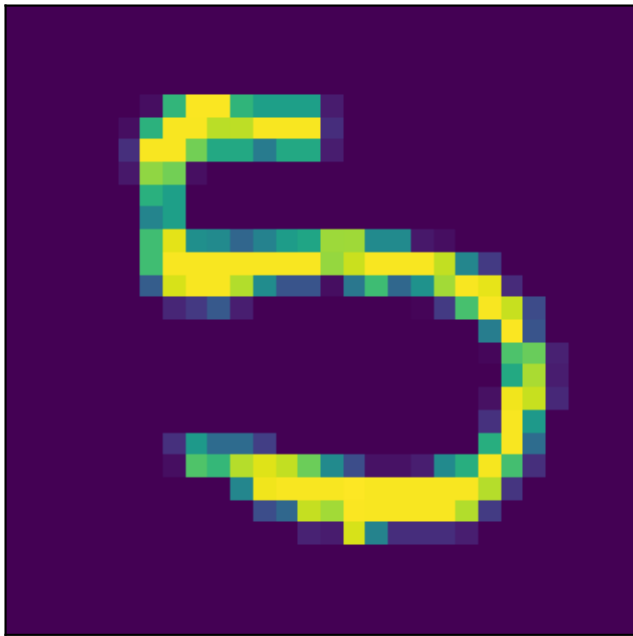
Image



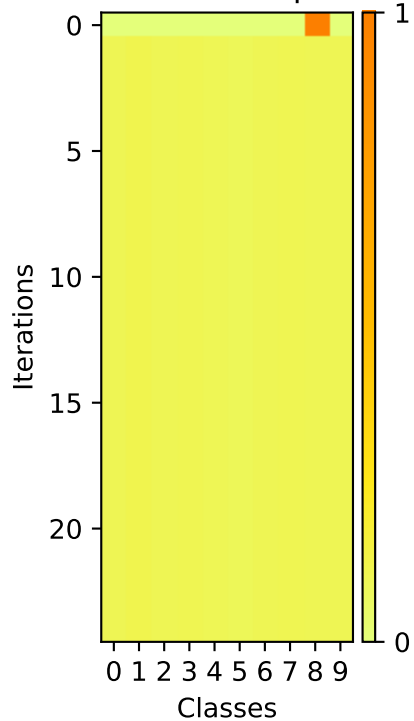
Softmax Outputs



Image



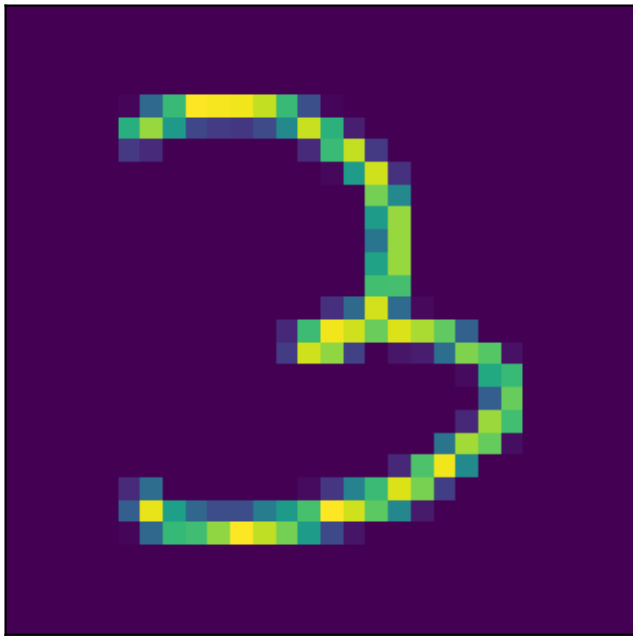
Softmax Outputs



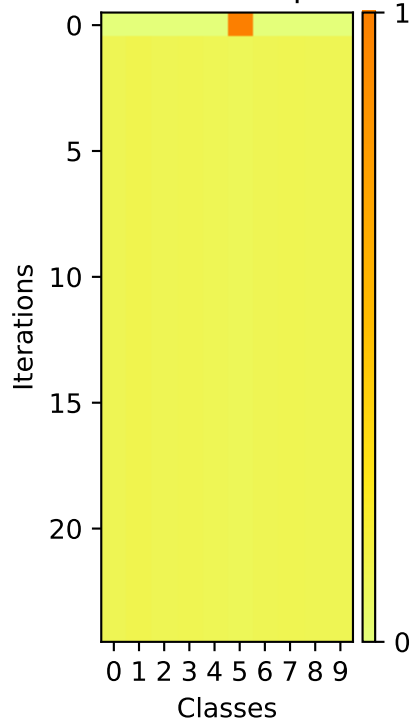
A pixelated yellow number 7 is centered on a dark purple background. The number is composed of small squares in shades of yellow, green, and blue, giving it a digital or retro aesthetic. The background is a solid dark purple.

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

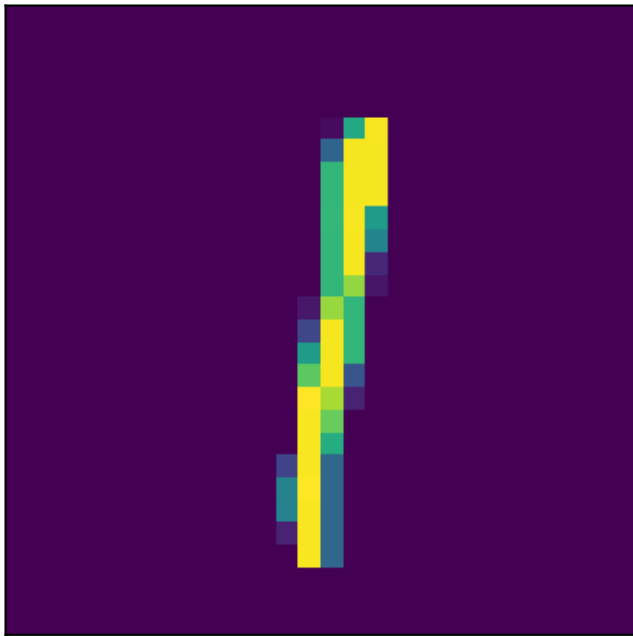
Image



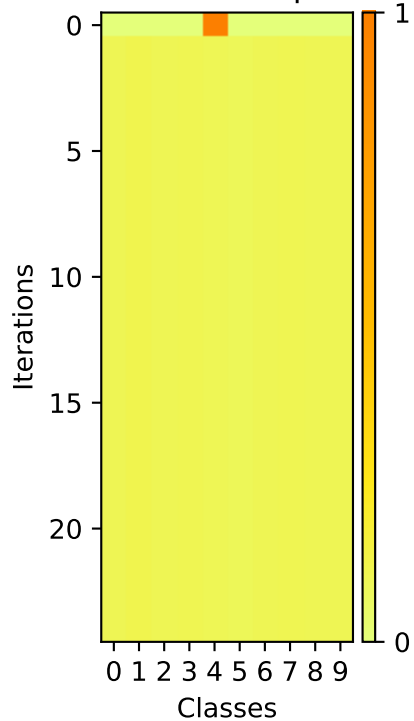
Softmax Outputs



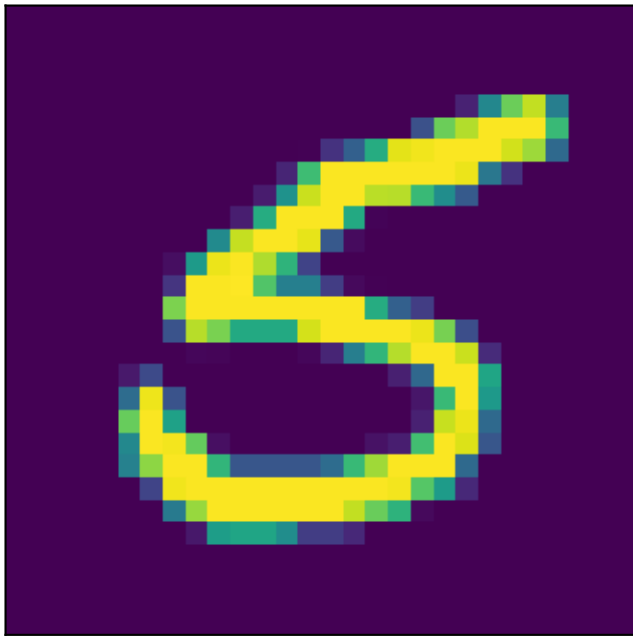
Image



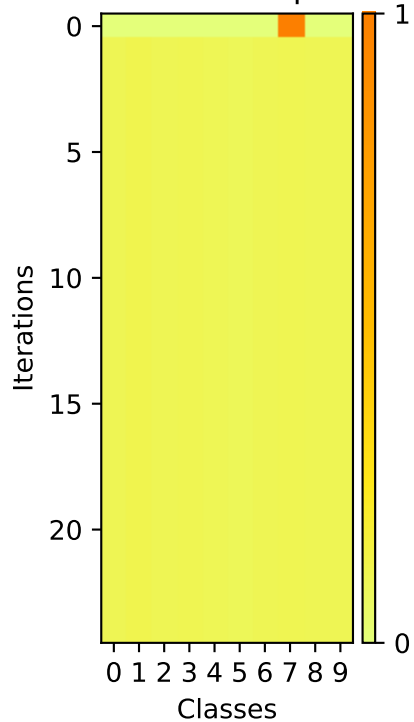
Softmax Outputs



Image

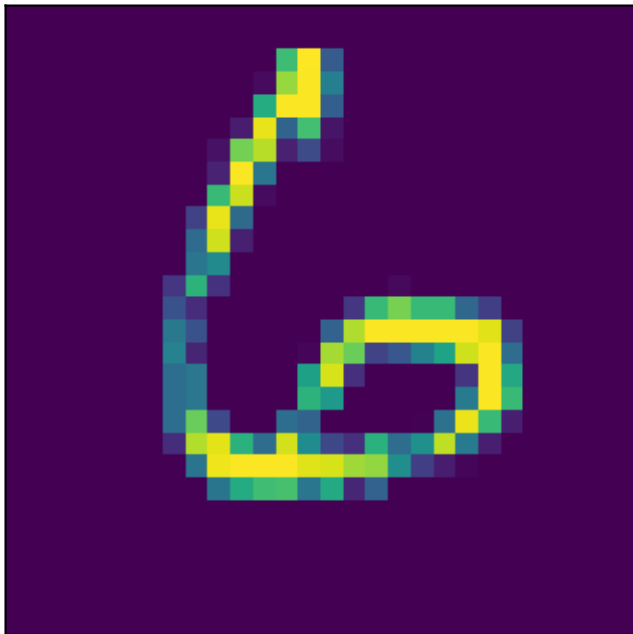


Softmax Outputs

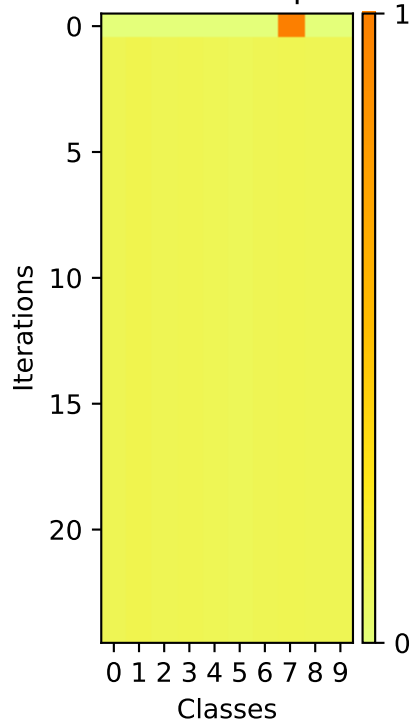


A pixelated, low-resolution image of the number 4. The number is rendered in a bright yellow color with a green outline or shadow effect. It is set against a dark purple background. The image has a very low resolution, with large, visible square pixels. The number 4 is positioned in the center of the frame.

Image



Softmax Outputs



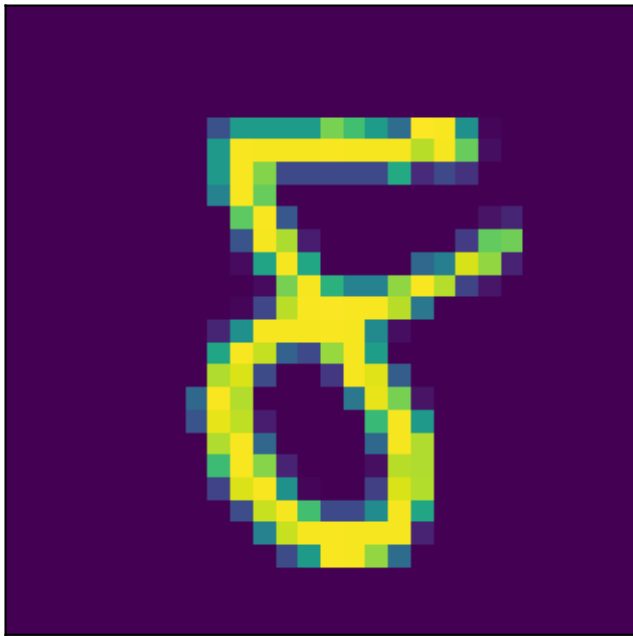
A pixelated, low-resolution image of a yellow and green abstract shape, possibly a stylized letter or logo, set against a black background. The shape is composed of small squares in various shades of yellow, green, and blue, creating a jagged, digital appearance. It resembles a stylized 'S' or a similar character, with a horizontal bar extending to the right. The overall aesthetic is reminiscent of early computer graphics or a low-quality scan of a printed image.

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 small, colored squares (yellow, green, and blue) arranged in a pattern that suggests a stylized 'A' or a similar character. The overall aesthetic is reminiscent of early digital art or a low-quality scan of a printed image.

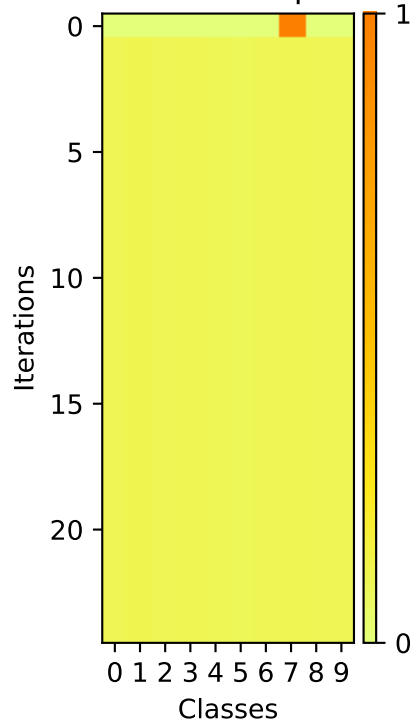
A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of small squares in shades of yellow, light green, and dark green, forming a curved, hook-like structure. The background is a solid dark purple.

Heatmap visualization showing the evolution of the probability distribution over 22 iterations for 10 classes (0 to 9). The y-axis represents Iterations (0 to 22), and the x-axis represents Classes (0 to 9). 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 18, reaching 1.0 by iteration 22.

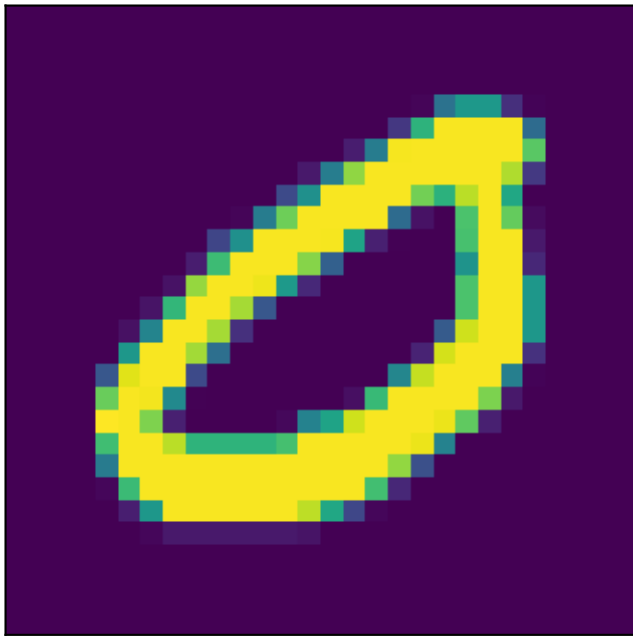
Image



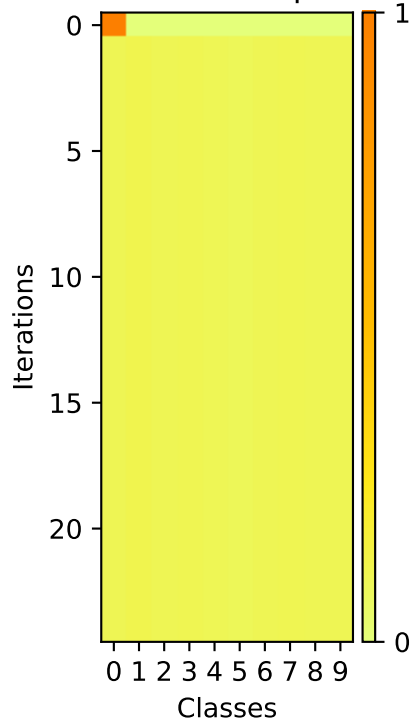
Softmax Outputs



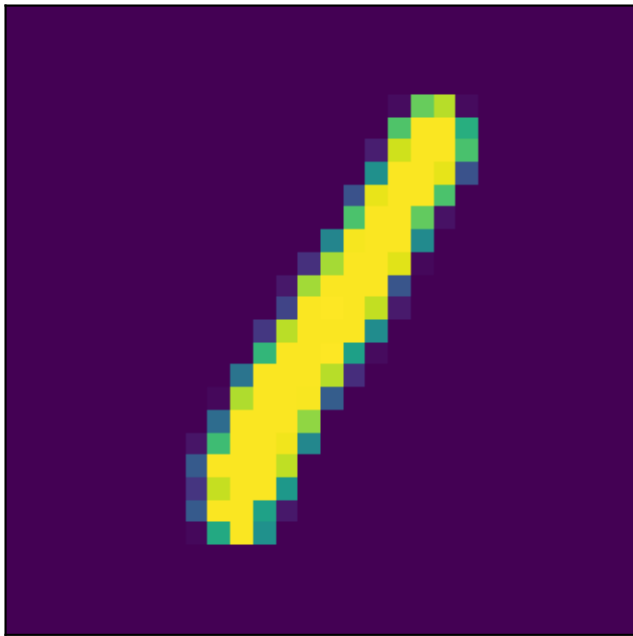
Image



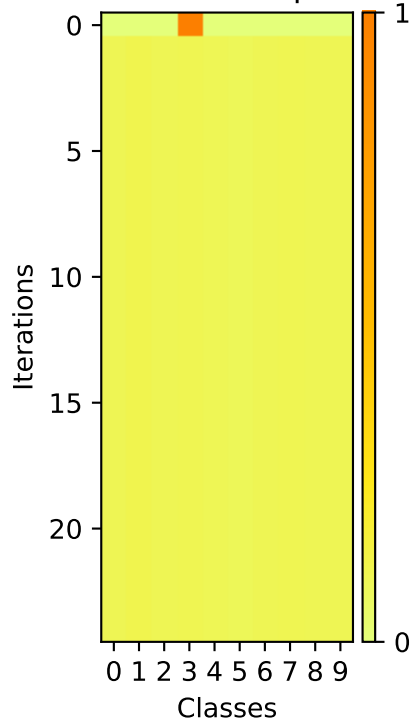
Softmax Outputs



Image



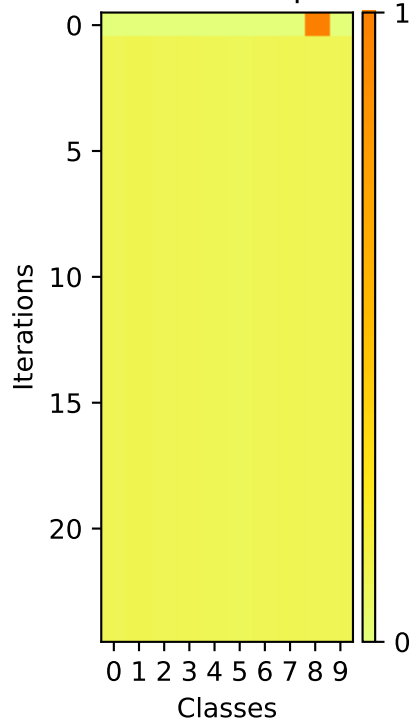
Softmax Outputs



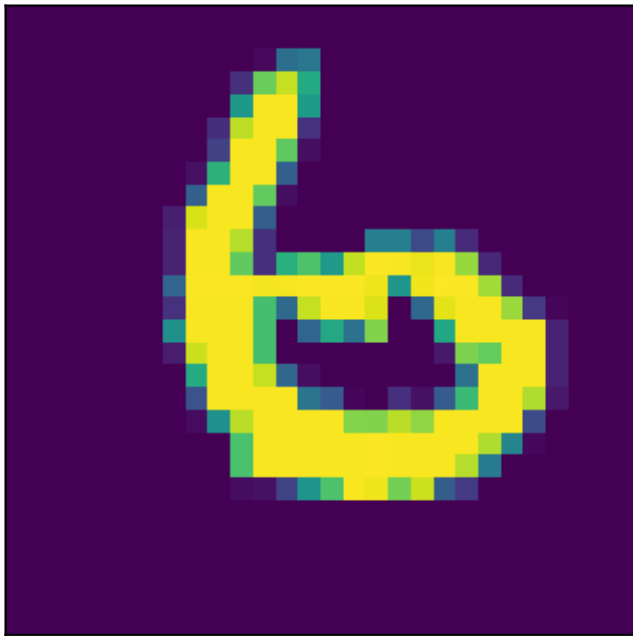
Image



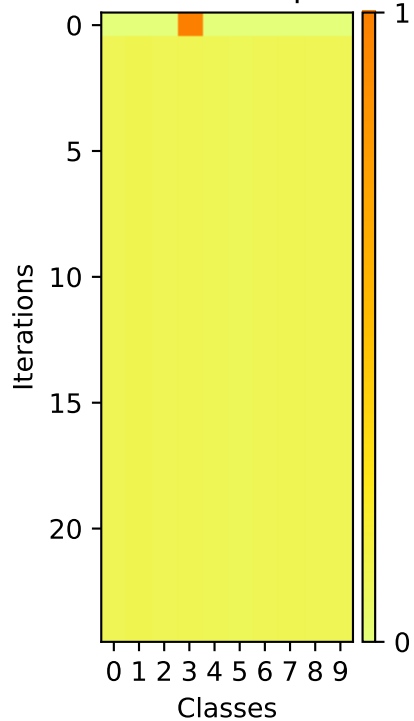
Softmax Outputs



Image



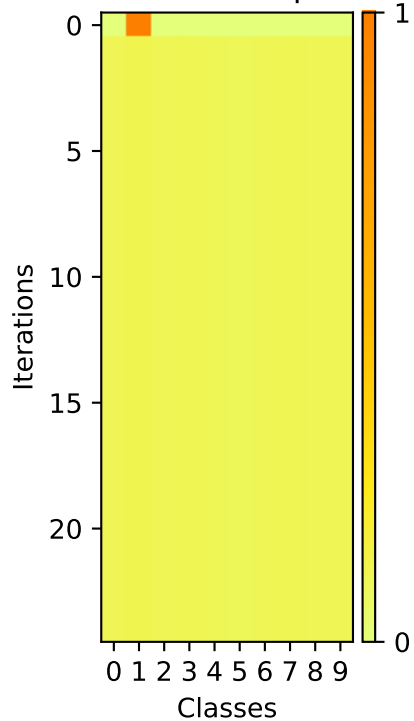
Softmax Outputs



Image



Softmax Outputs

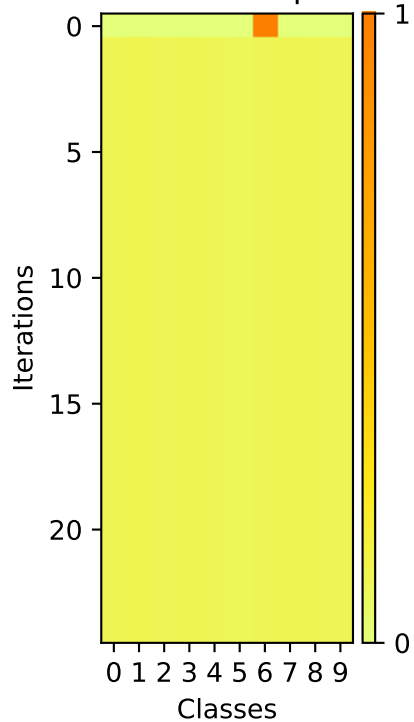


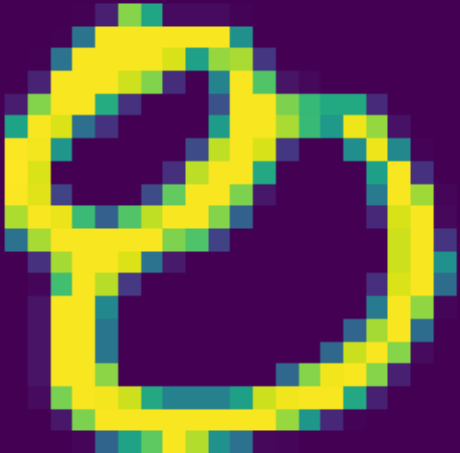
A pixelated yellow symbol on a dark purple background. The symbol consists of a central vertical bar with a horizontal bar intersecting it. The horizontal bar is positioned slightly above the center of the vertical bar. The symbol has a jagged, pixelated appearance with some darker purple and blue pixels around the edges of the yellow shape.

Image



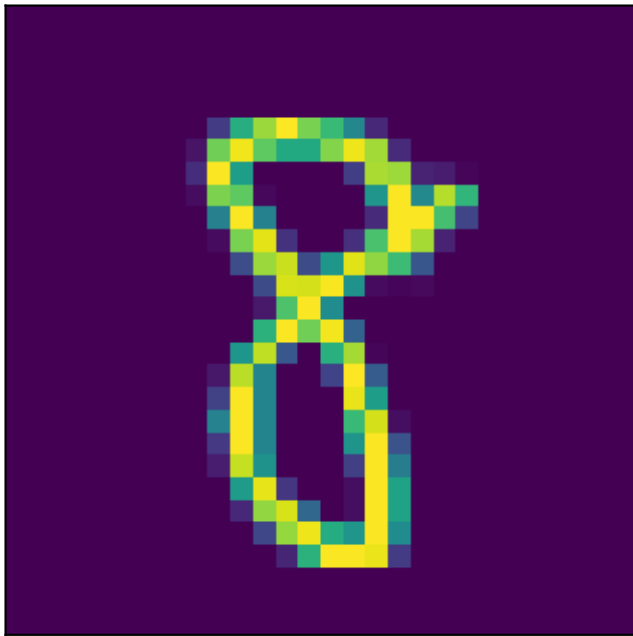
Softmax Outputs



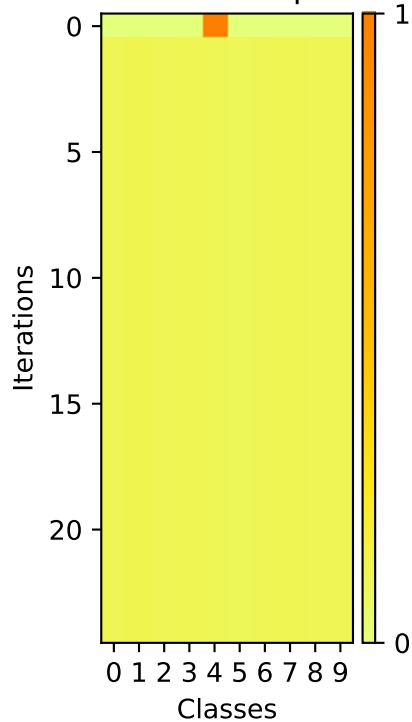
A large, pixelated yellow question mark is centered on a dark purple background. The question mark is composed of many small squares, giving it a blocky, digital appearance. The color of the question mark is a bright yellow, while the background is a deep, dark purple. The overall style is reminiscent of early computer graphics or video game sprites.

Heatmap visualization showing the evolution of the probability distribution over 20 iterations for 10 classes (0-9). The color scale ranges from 0 (yellow) to 1 (orange). Class 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

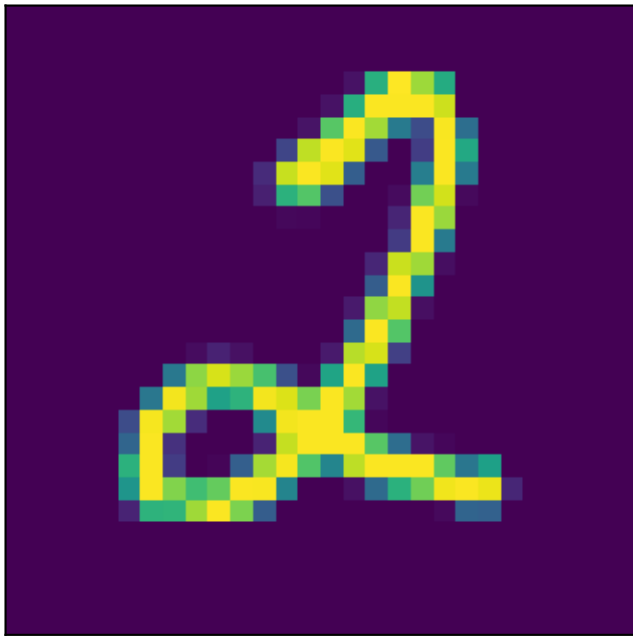
Image



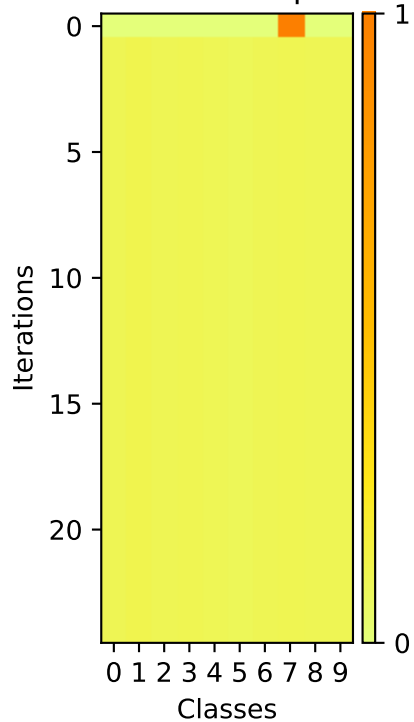
Softmax Outputs



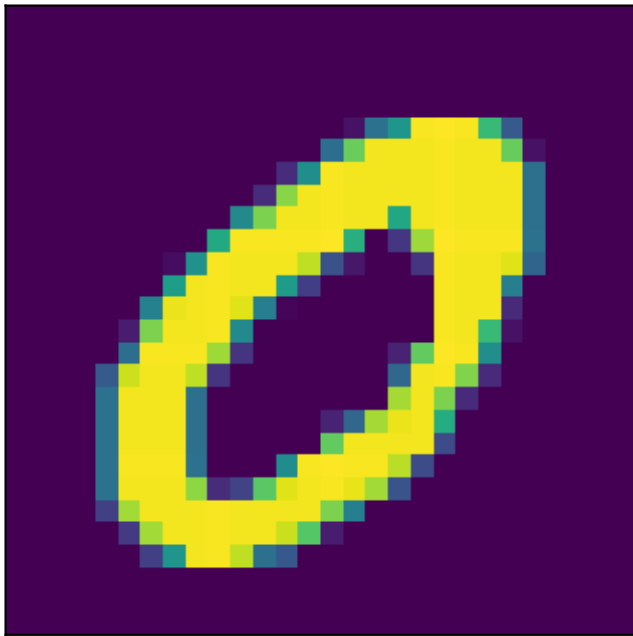
Image



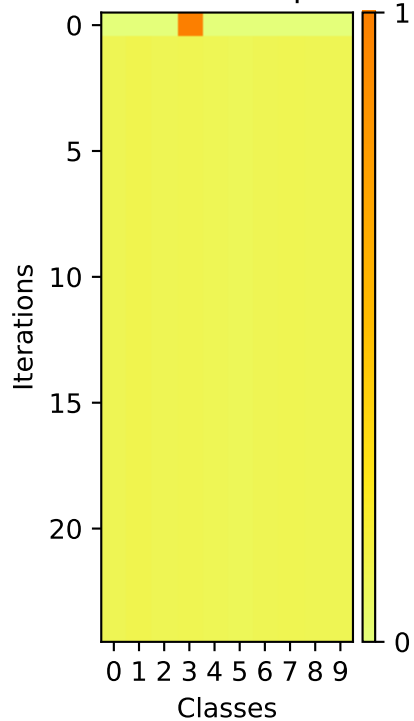
Softmax Outputs



Image



Softmax Outputs



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 8 shows a sharp increase in probability starting around iteration 15, reaching 1.0 by iteration 20.

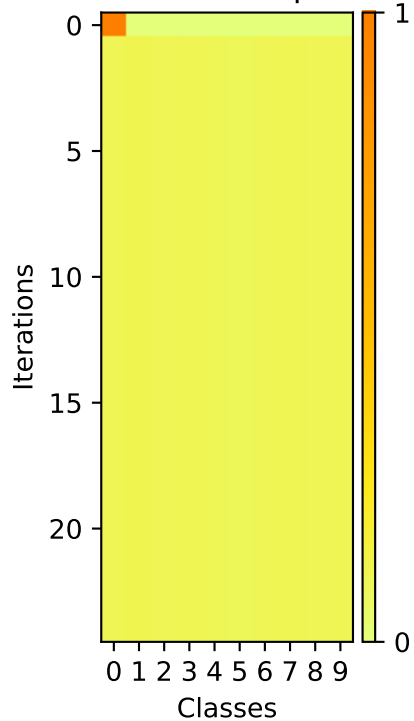
A pixelated, low-resolution image of a yellow and orange figure-eight shape on a black background. The shape is composed of many small squares, giving it a blocky, digital appearance. The colors are primarily yellow and orange, with some darker orange or brownish tones at the edges, suggesting a gradient or shadow effect. The figure-eight is centered and occupies most of the frame.

A pixelated yellow ring, resembling a donut or a thick circle, centered on a black background. The ring is composed of many small yellow squares, with some squares in the outer and inner edges being slightly darker or lighter, giving it a textured, hand-drawn appearance. The center of the ring is a solid black circle.

Image



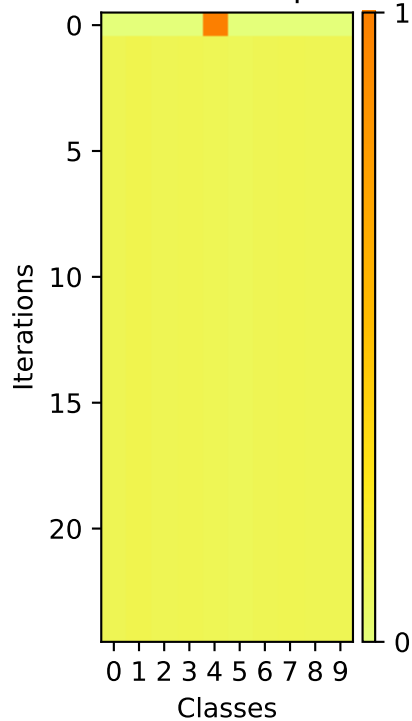
Softmax Outputs



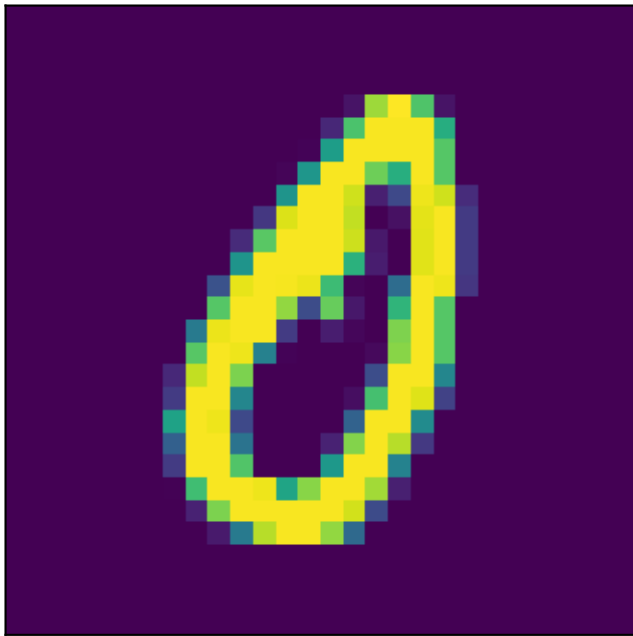
Image



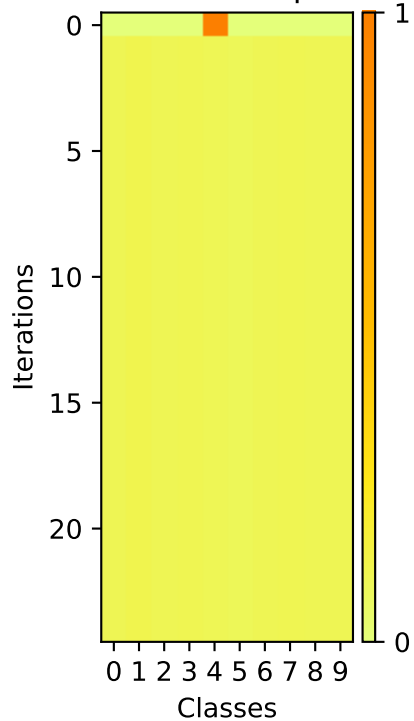
Softmax Outputs



Image



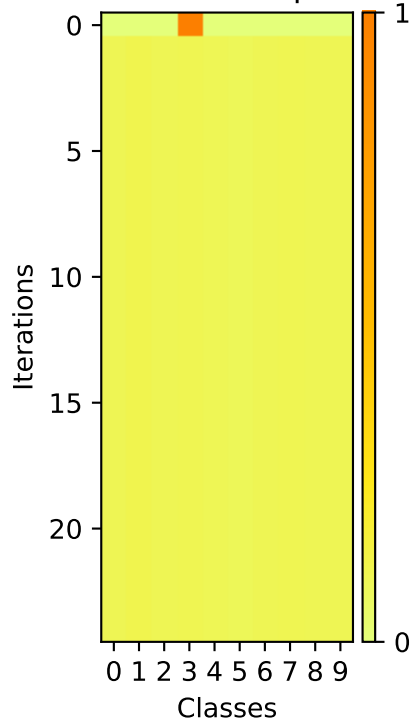
Softmax Outputs



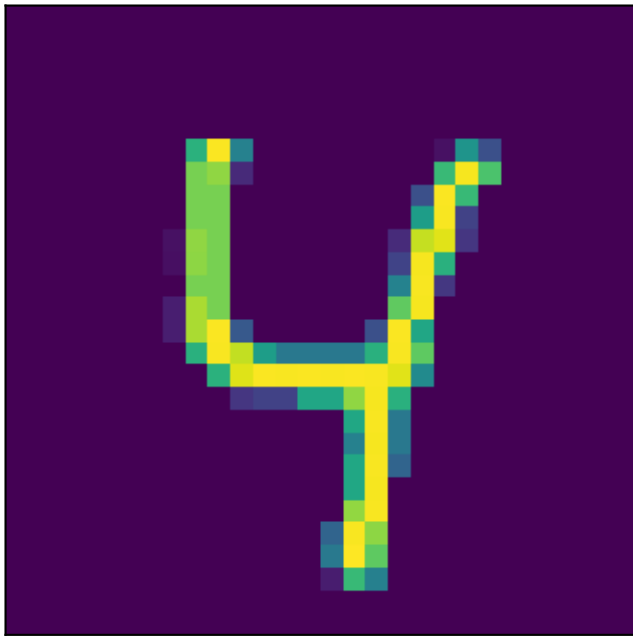
Image



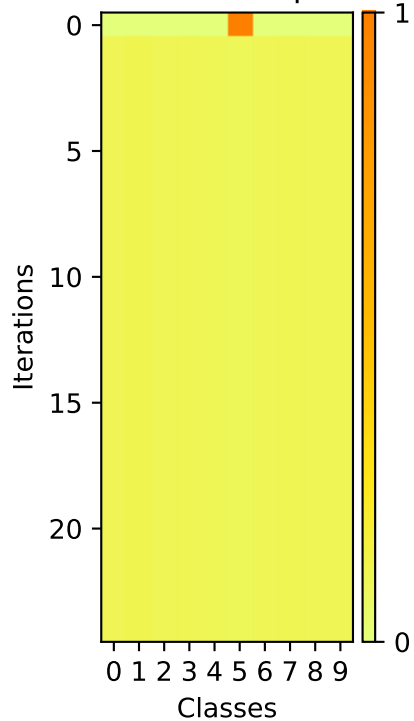
Softmax Outputs



Image



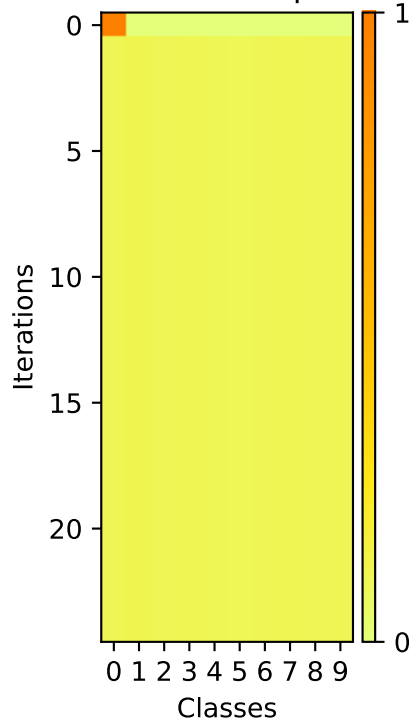
Softmax Outputs



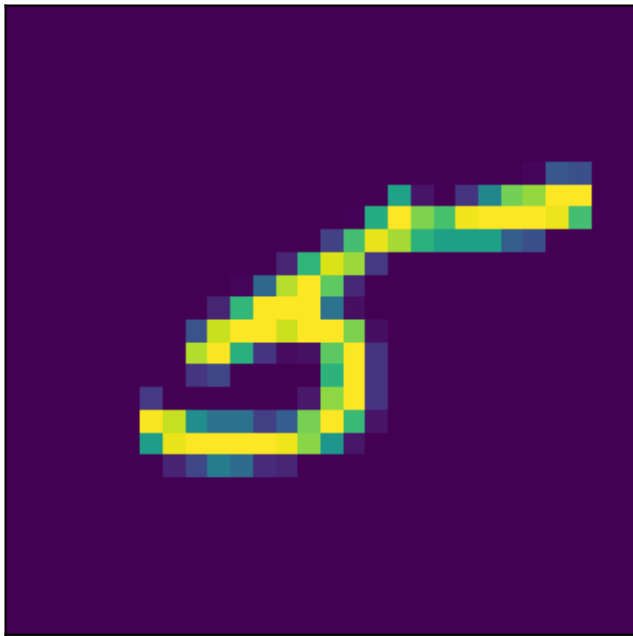
Image



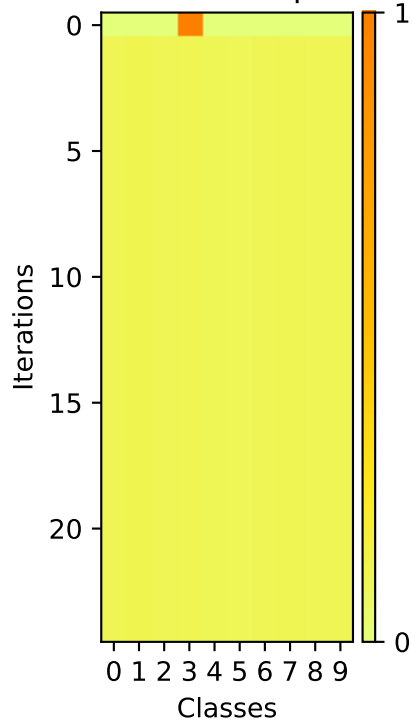
Softmax Outputs



Image



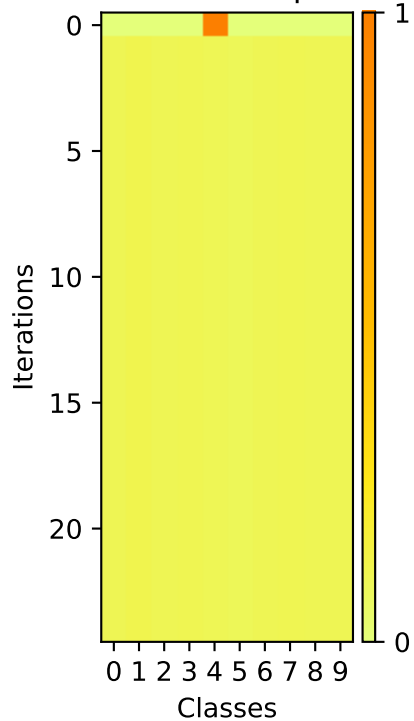
Softmax Outputs



Image



Softmax Outputs

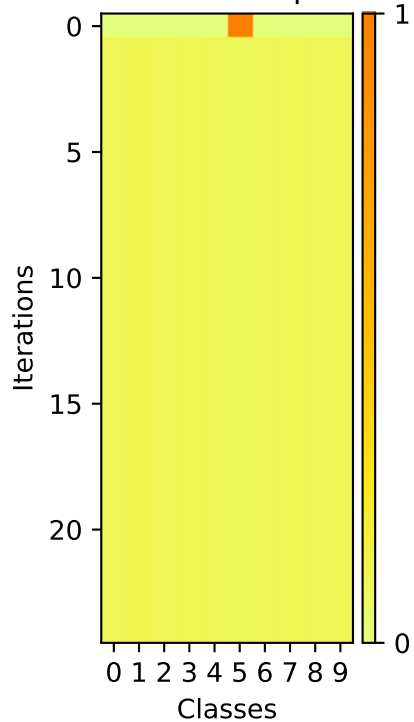


A pixelated yellow number 3 on a dark purple background. The number is composed of several small squares, giving it a blocky, digital appearance. It is centered in the upper half of the image.

Image



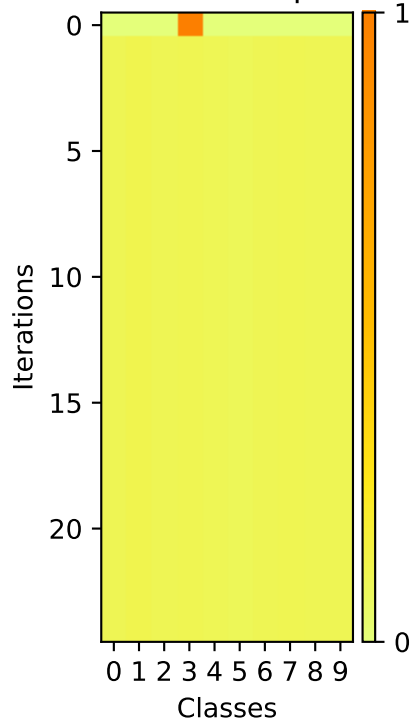
Softmax Outputs



Image



Softmax Outputs

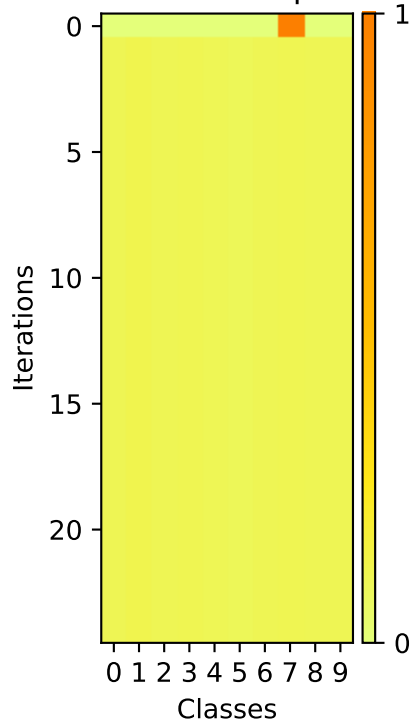


A pixelated yellow number 3 on a dark purple background. The number is composed of small squares, giving it a blocky, digital appearance. The background is a solid dark purple.

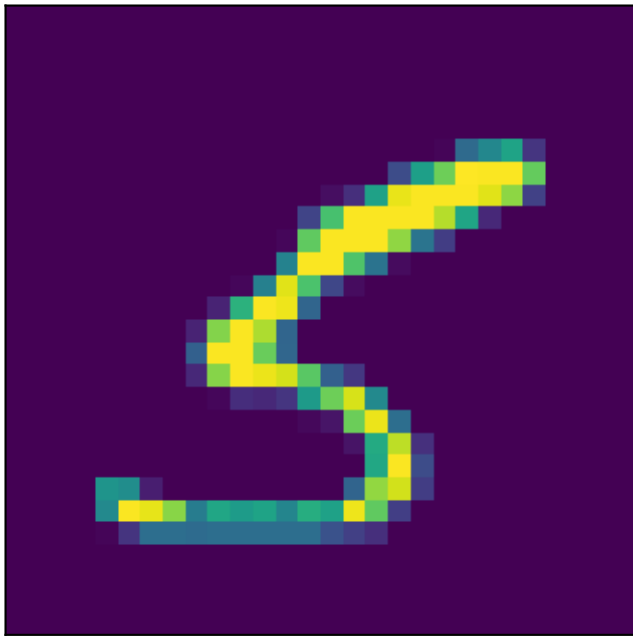
Image



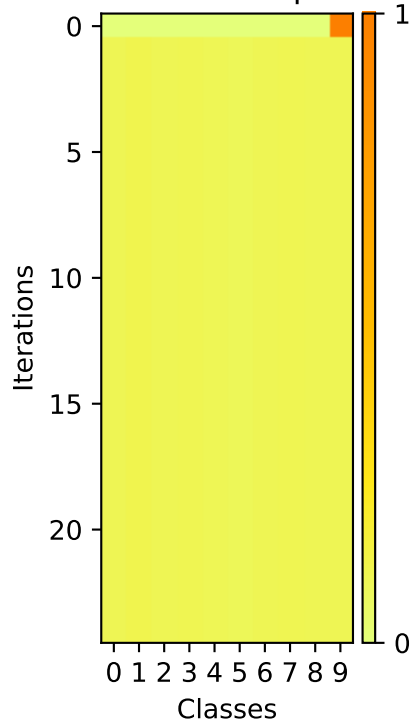
Softmax Outputs



Image



Softmax Outputs

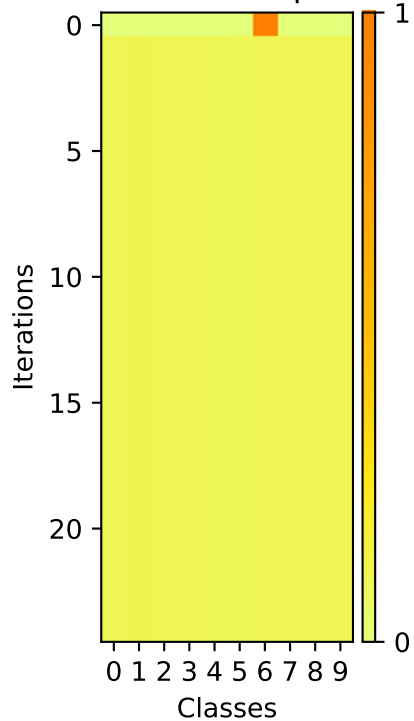


A pixelated, low-resolution image of a yellow and green shape, possibly a stylized letter or logo, set against a dark purple background. The shape is composed of many small squares, with yellow being the primary color and green used for highlights or outlines. The overall form is somewhat abstract, resembling a stylized 'P' or a similar character.

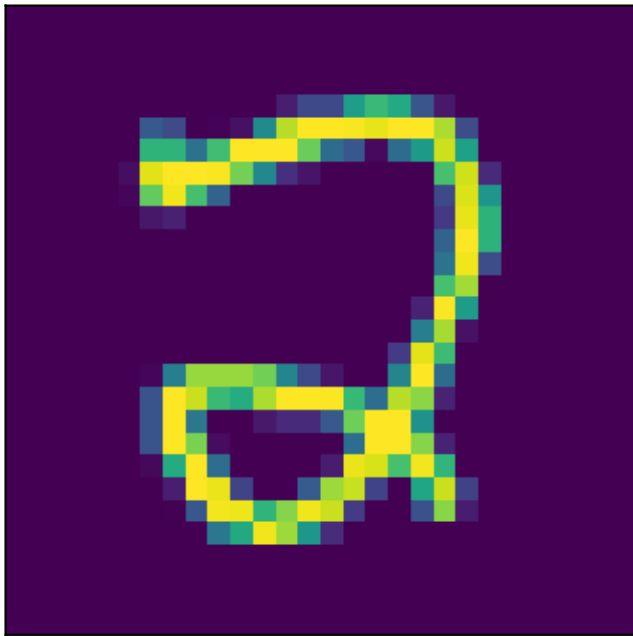
Image



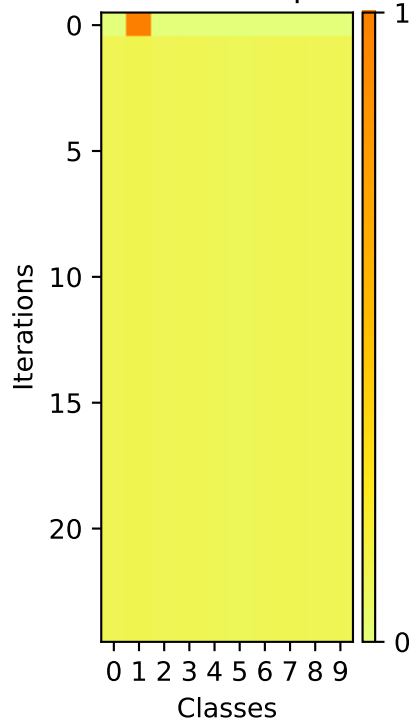
Softmax Outputs



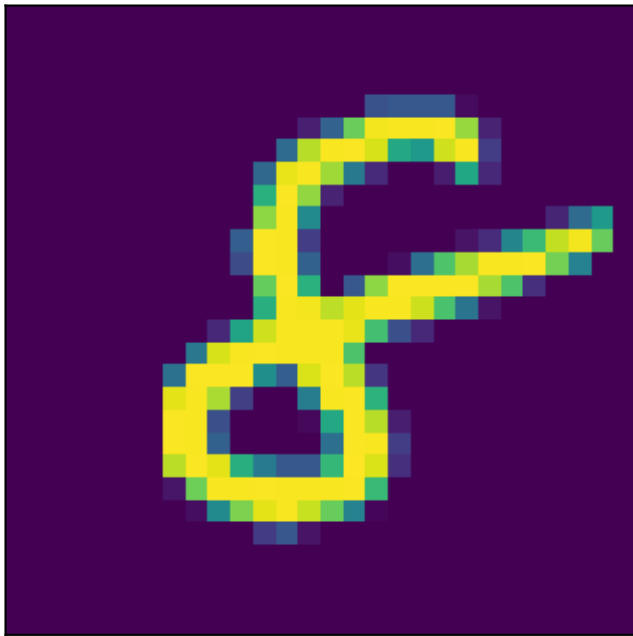
Image



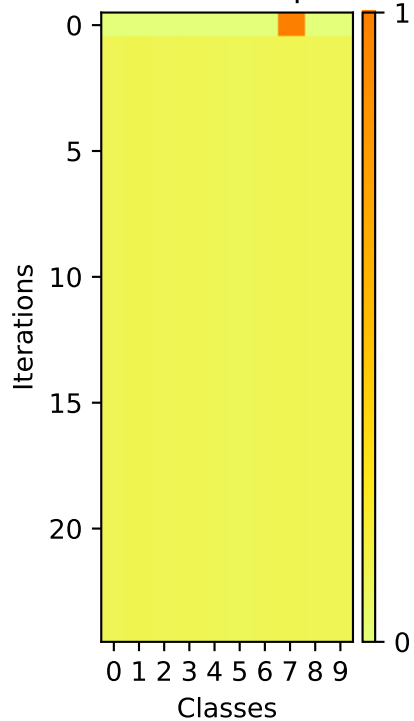
Softmax Outputs



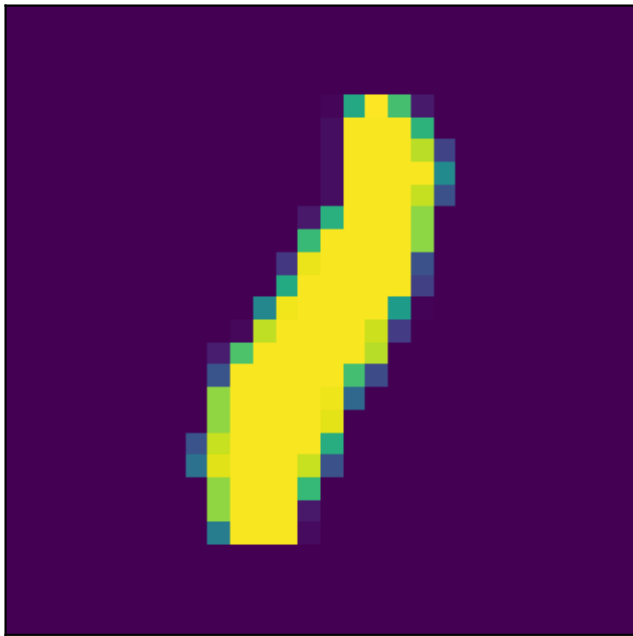
Image



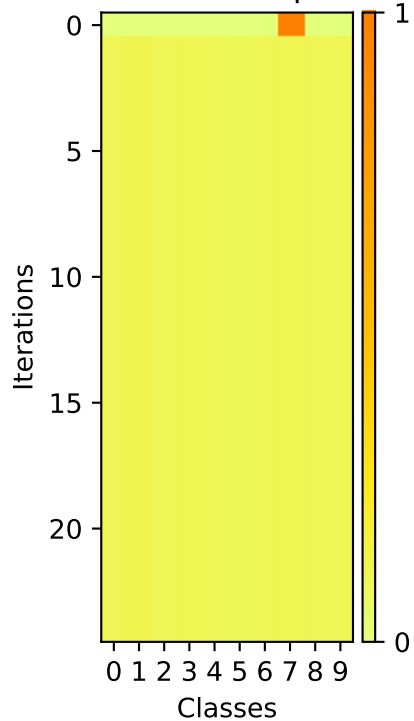
Softmax Outputs



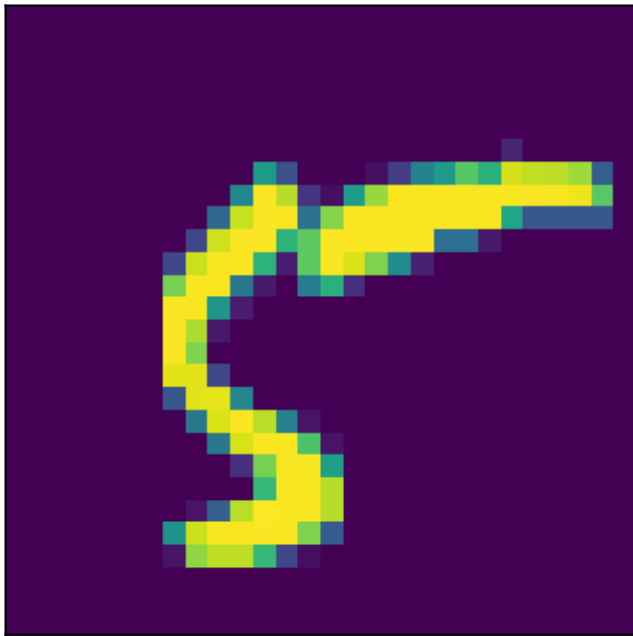
Image



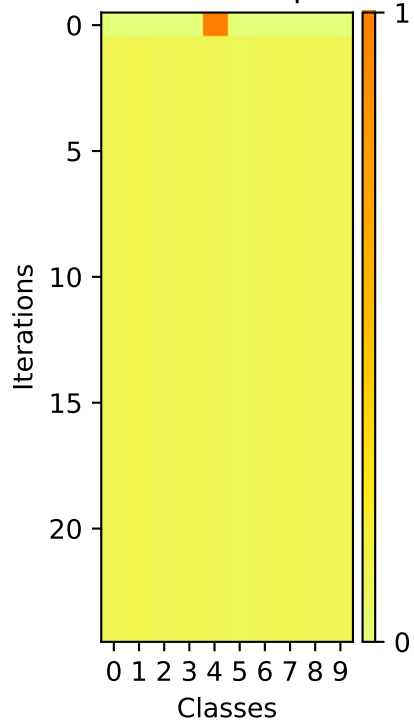
Softmax Outputs



Image



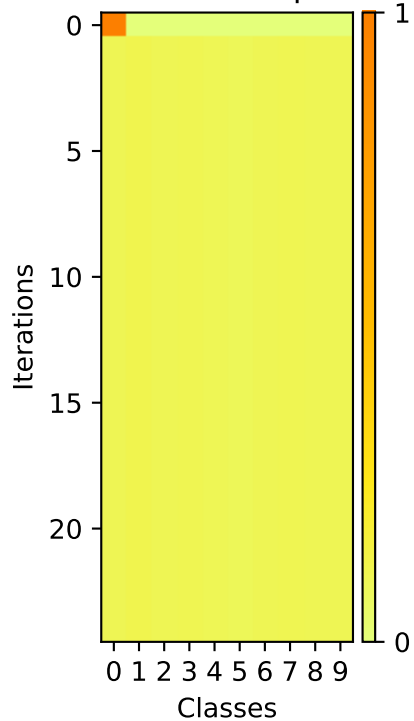
Softmax Outputs



Image



Softmax Outputs

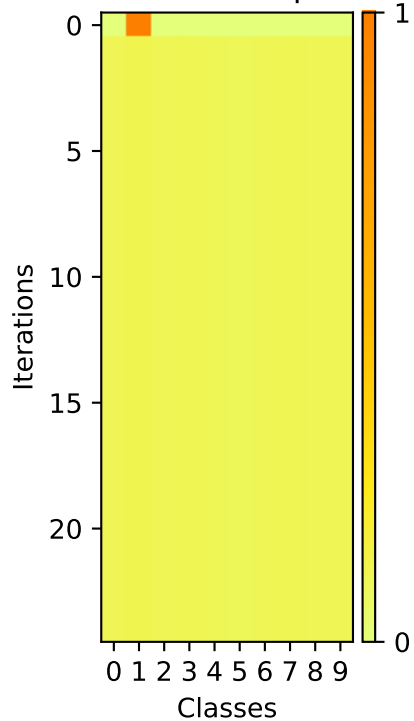


A large, pixelated number 3 is centered on a dark purple background. The number is composed of yellow and light green pixels, with a slight shadow or outline of darker purple and blue pixels around its edges, giving it a 3D or embossed appearance. The style is reminiscent of early digital art or video game graphics.

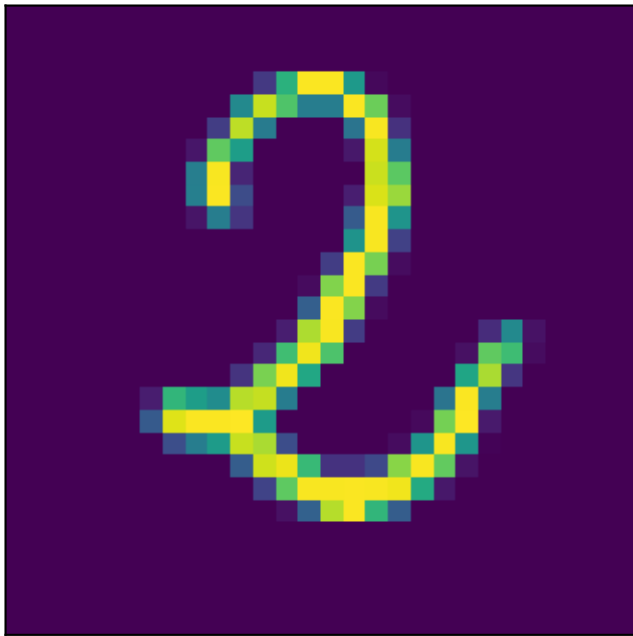
Image



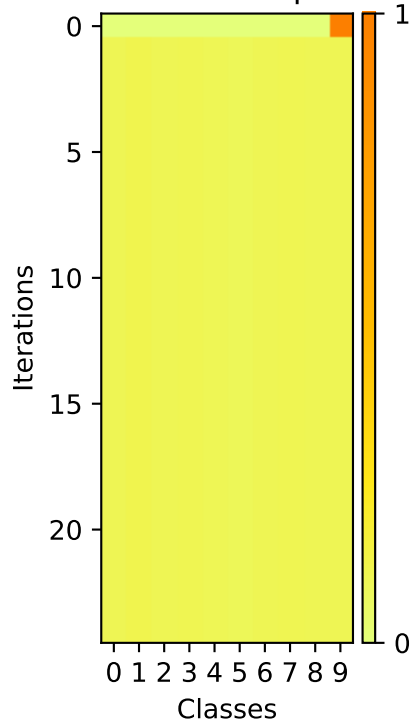
Softmax Outputs



Image



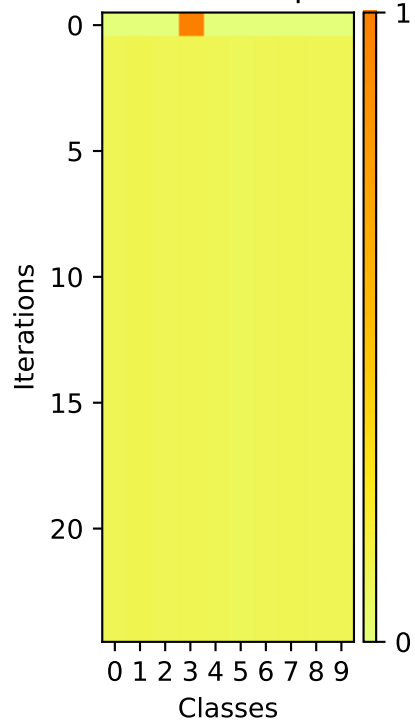
Softmax Outputs



Image



Softmax Outputs



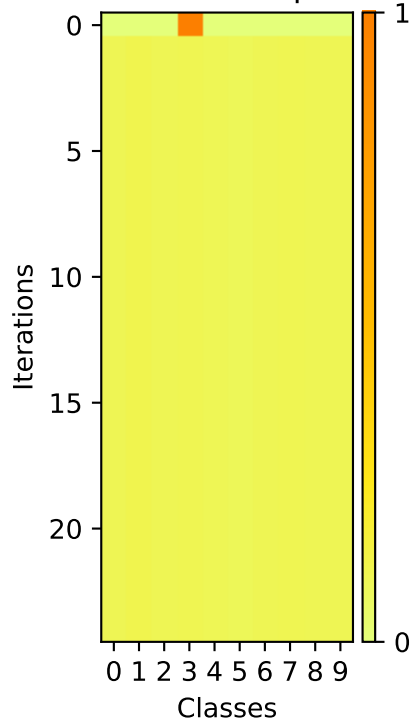
A pixelated yellow ring, resembling a donut or a thick circle, centered on a black background. The ring is composed of many small, square pixels in various shades of yellow and light green, giving it a jagged, digital appearance. The center of the ring is a solid black circle.

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 (red). Class 9 shows a sharp increase in probability starting around iteration 18, reaching 1.0 by iteration 22.

Image



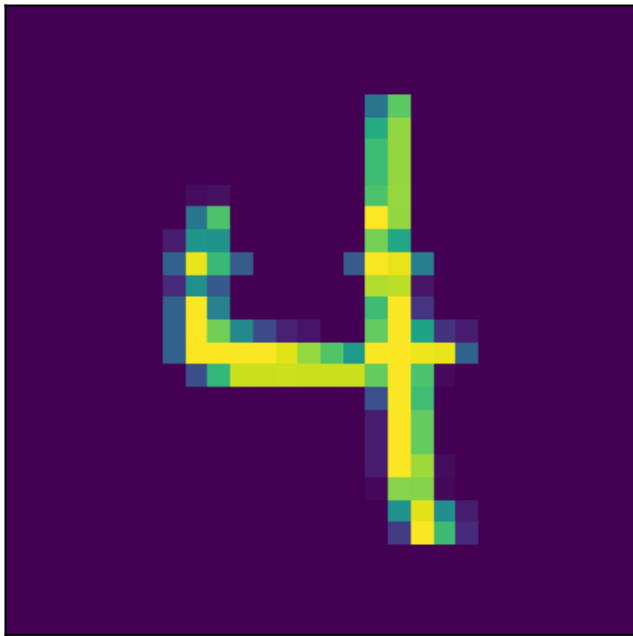
Softmax Outputs



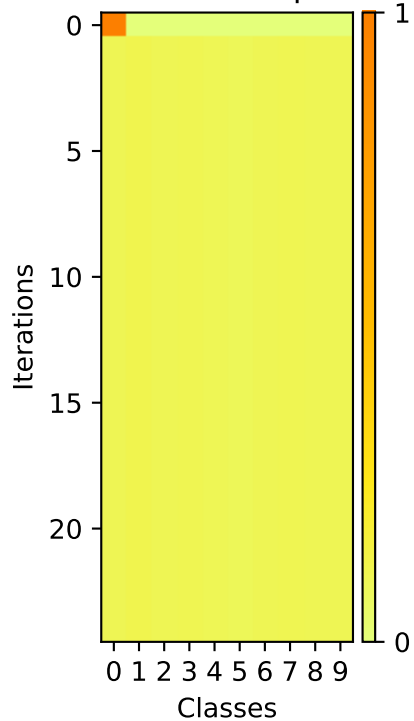
A pixelated yellow number 8 on a black background. The number is composed of small squares, giving it a blocky, digital appearance. It is centered in the lower half of the image.

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



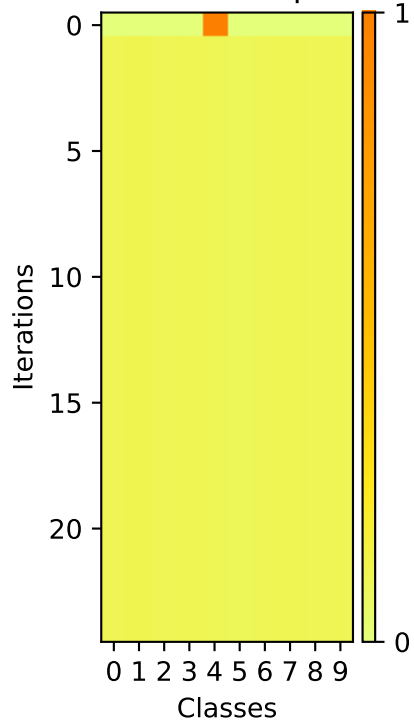
Softmax Outputs



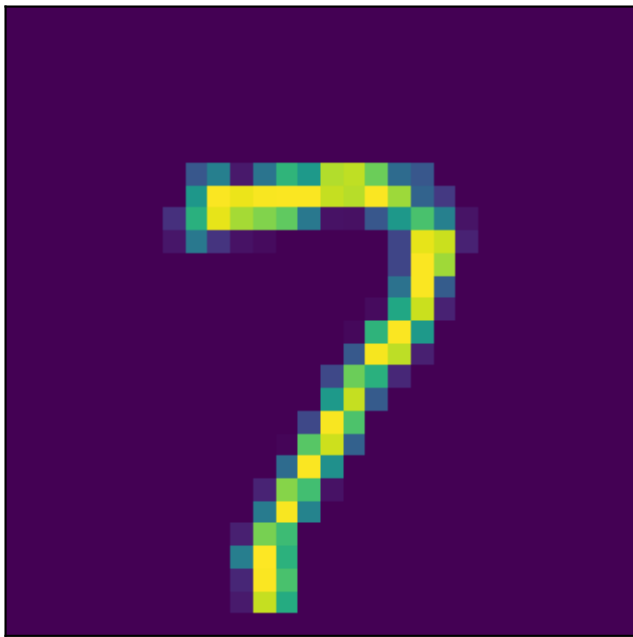
Image



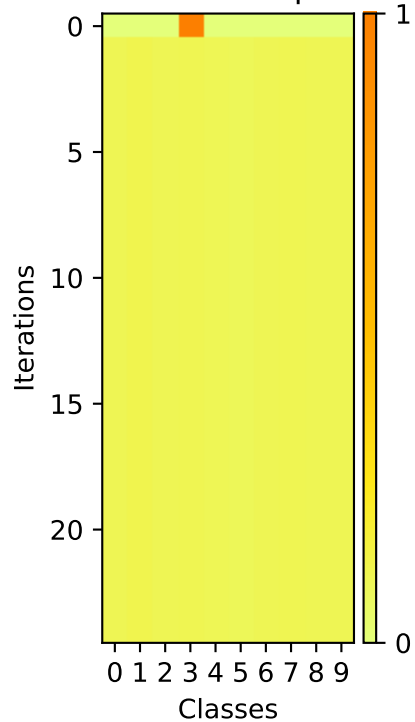
Softmax Outputs



Image



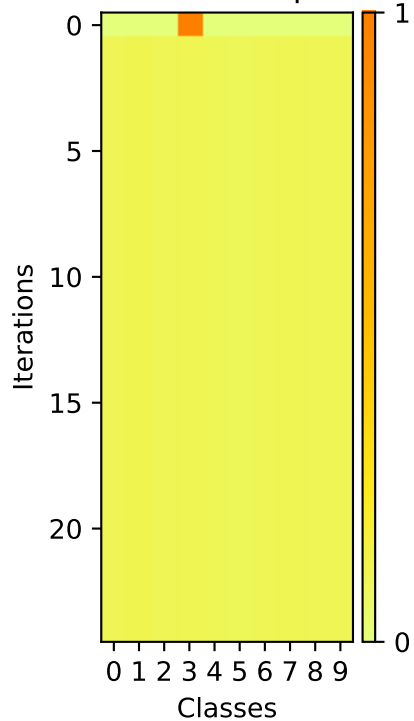
Softmax Outputs



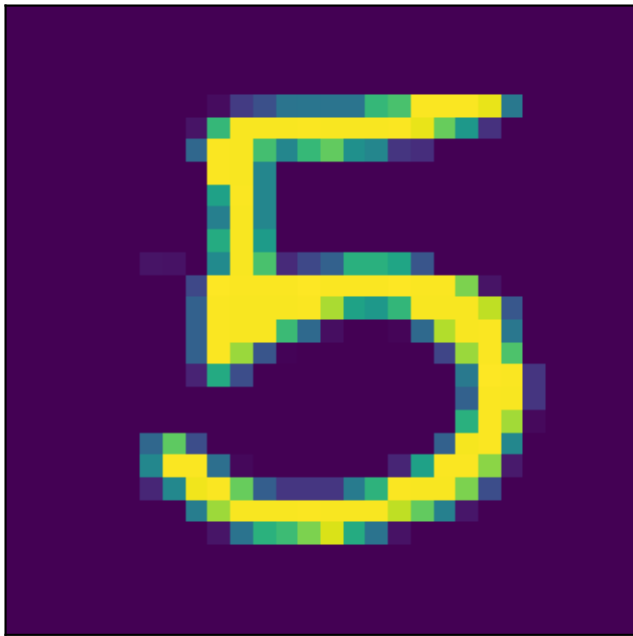
Image



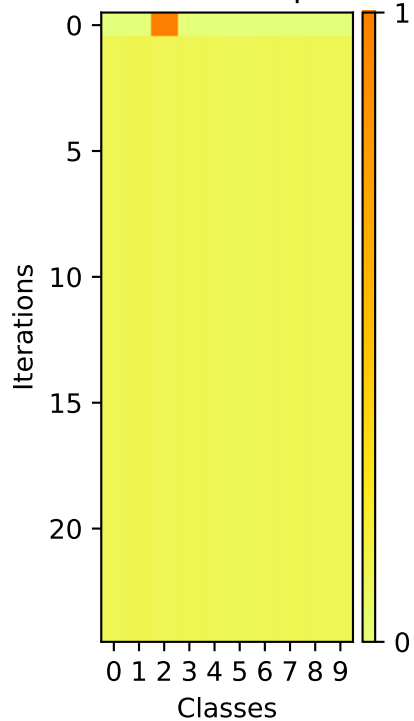
Softmax Outputs



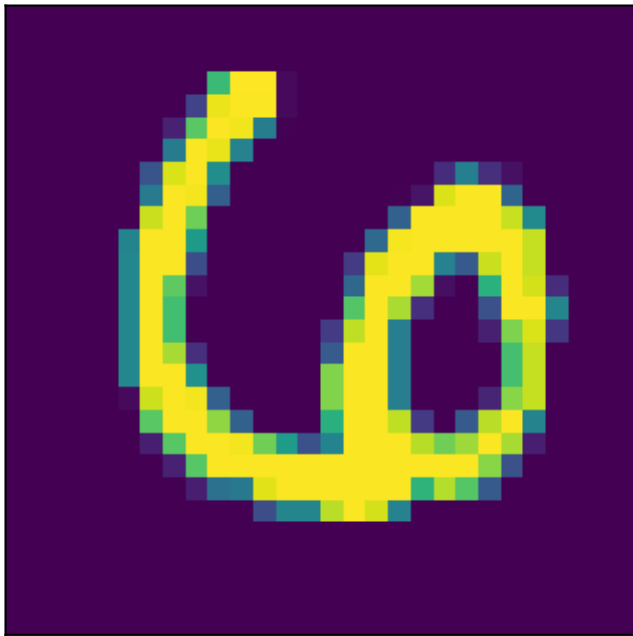
Image



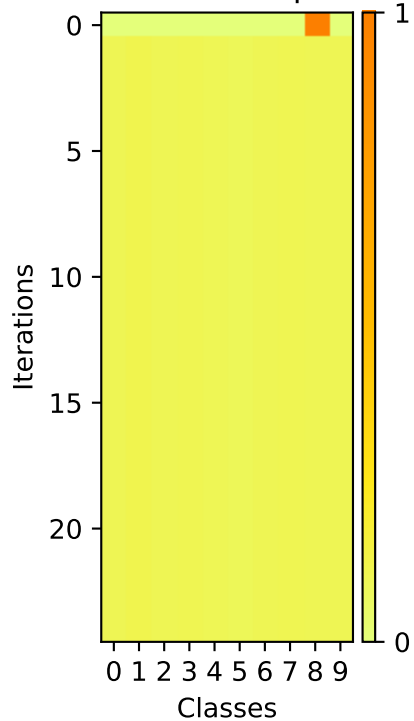
Softmax Outputs



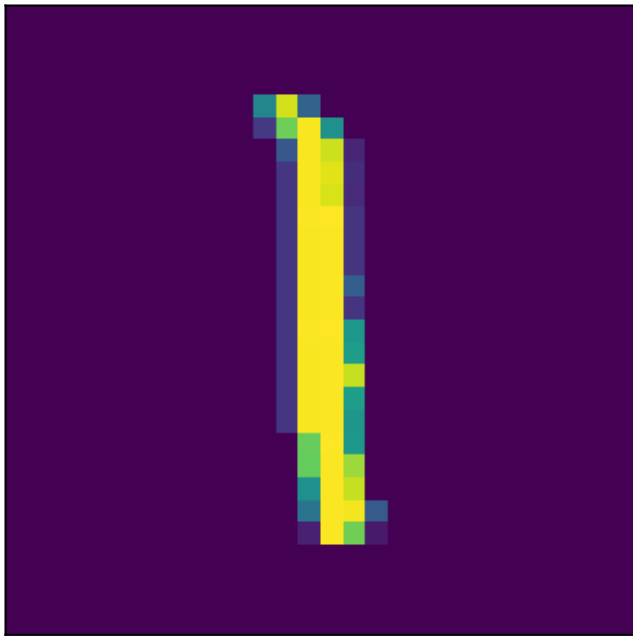
Image



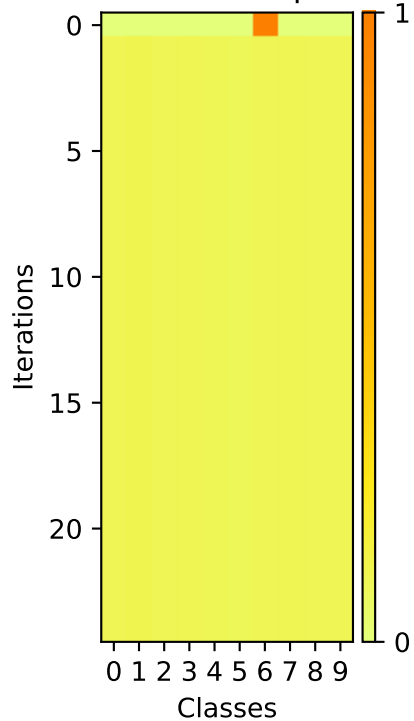
Softmax Outputs



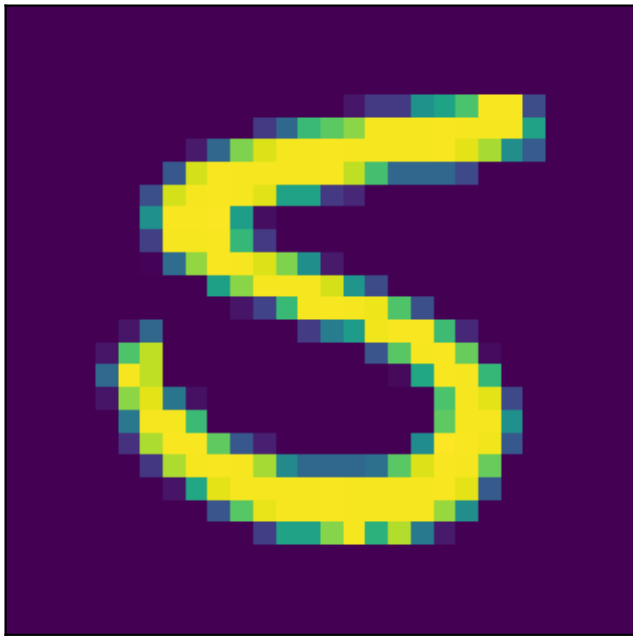
Image



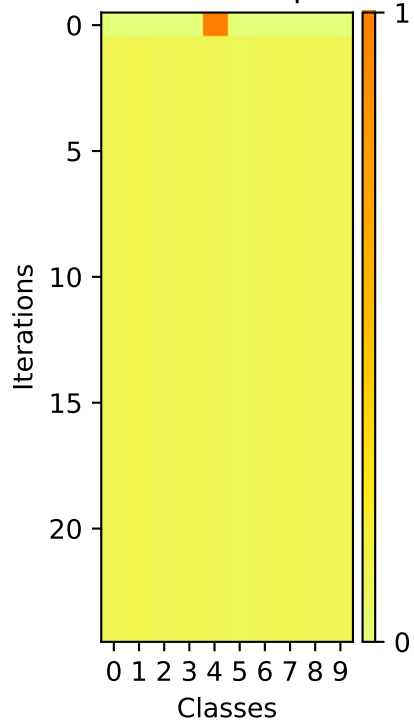
Softmax Outputs



Image



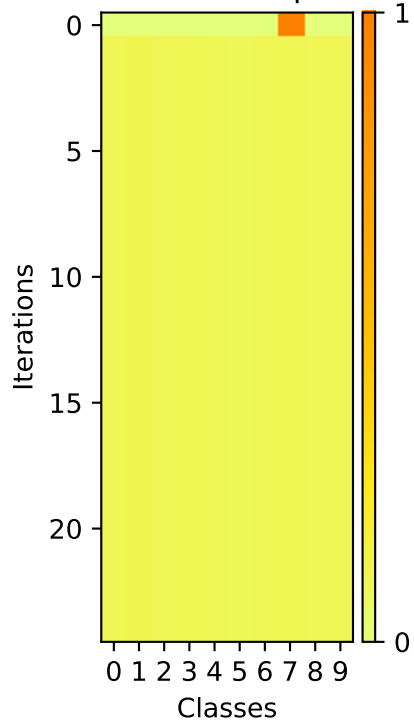
Softmax Outputs



Image



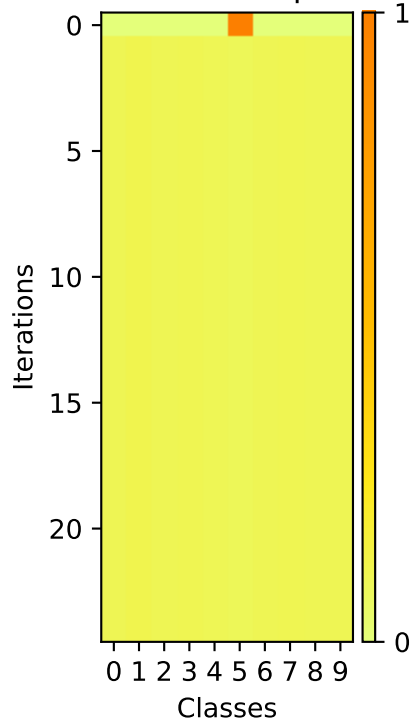
Softmax Outputs



Image

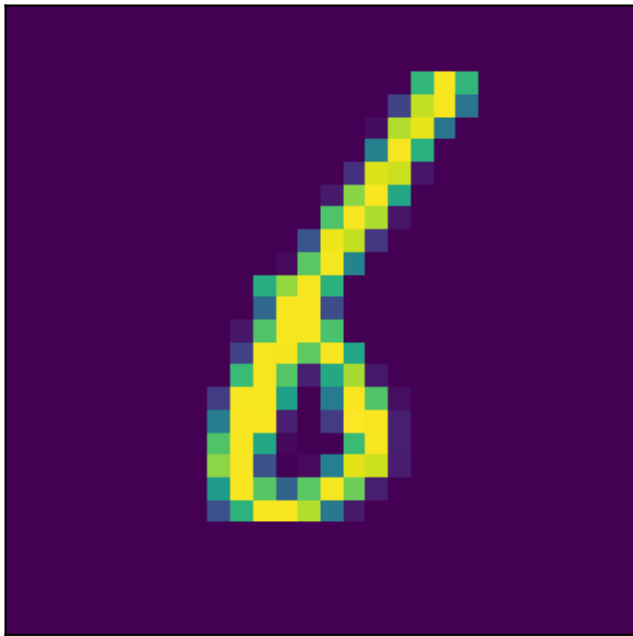


Softmax Outputs

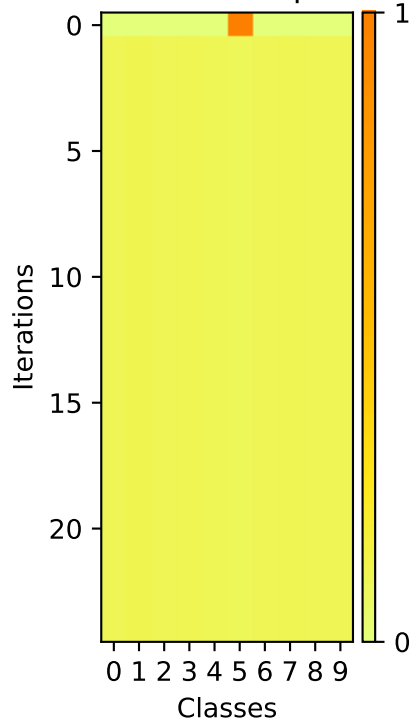


A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure is composed of large, distinct pixels in shades of yellow, orange, and brown, giving it a retro, digital appearance. It has a rounded, somewhat abstract shape with some internal detail suggested by darker pixels. The background is a solid, dark grey or black.

Image



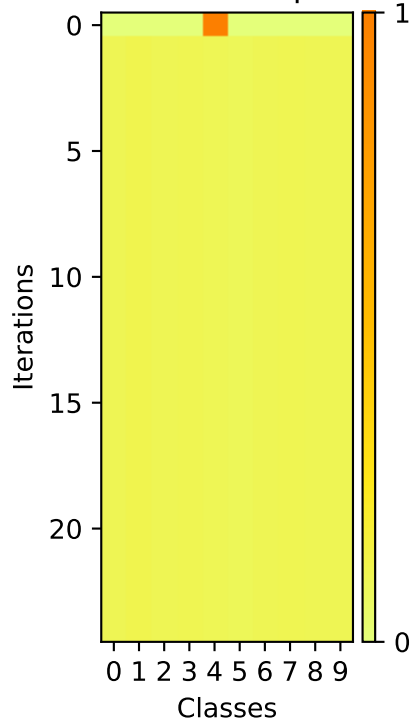
Softmax Outputs



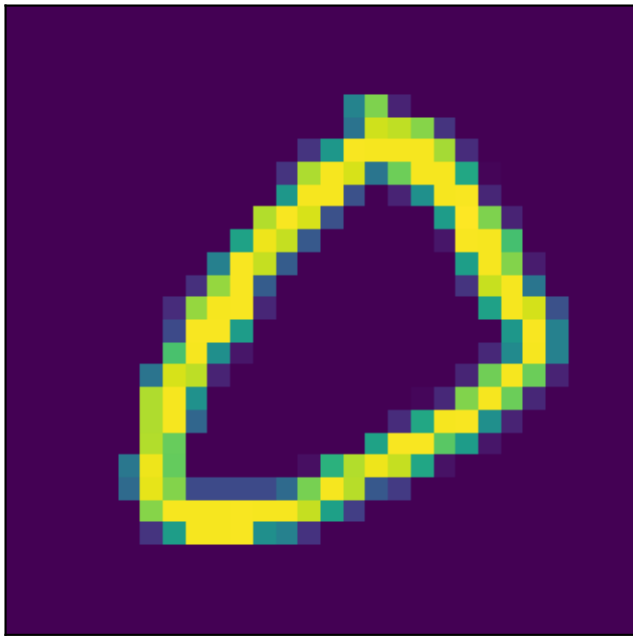
Image



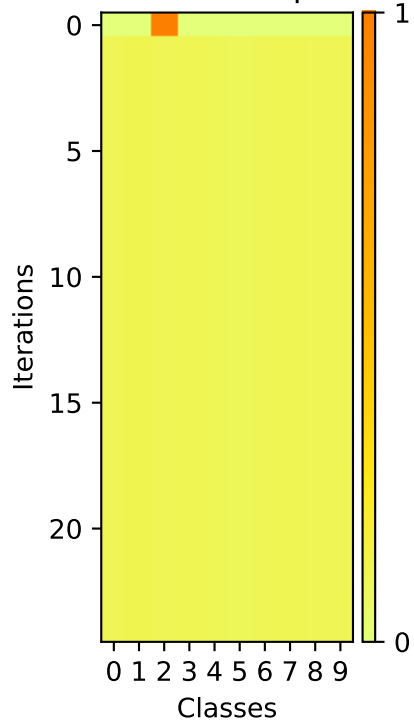
Softmax Outputs



Image



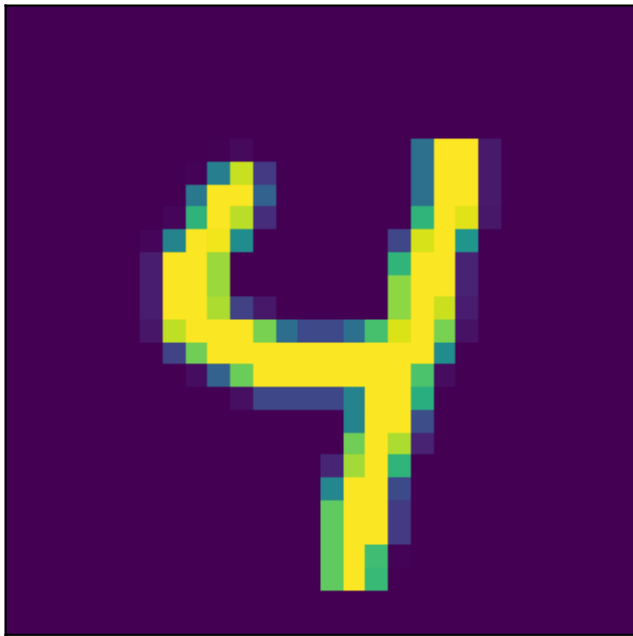
Softmax Outputs



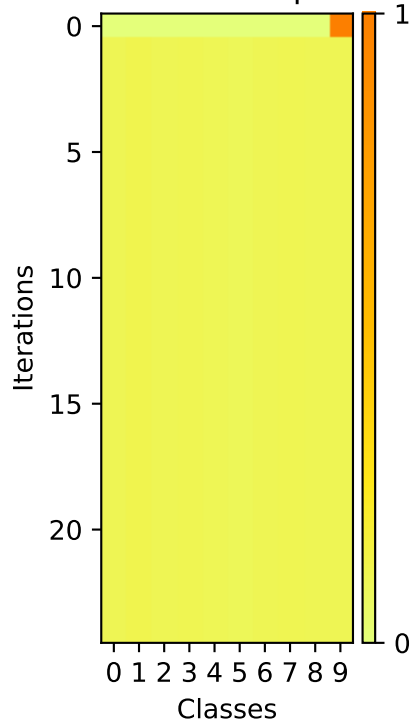
A pixelated, low-resolution image of the number 7, rendered in yellow and green against a dark purple background. The image is framed by a thick black border.

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.

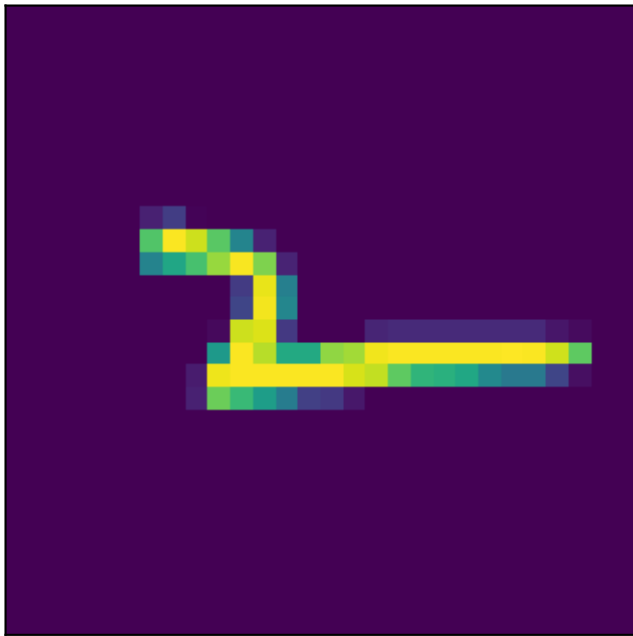
Image



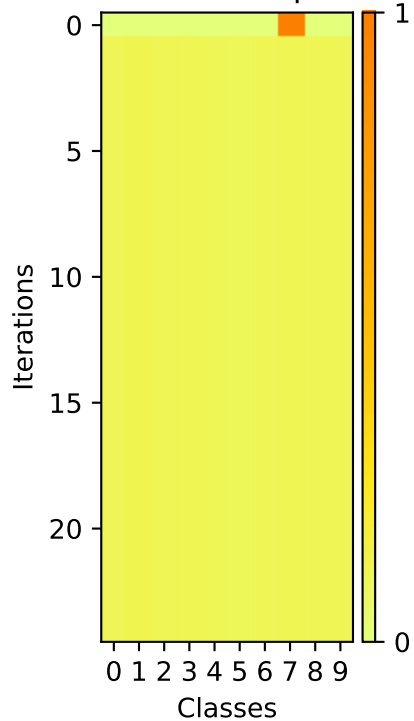
Softmax Outputs



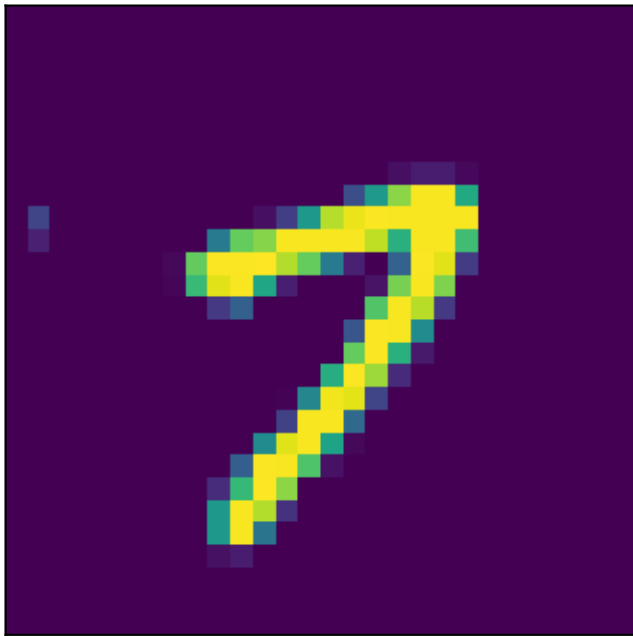
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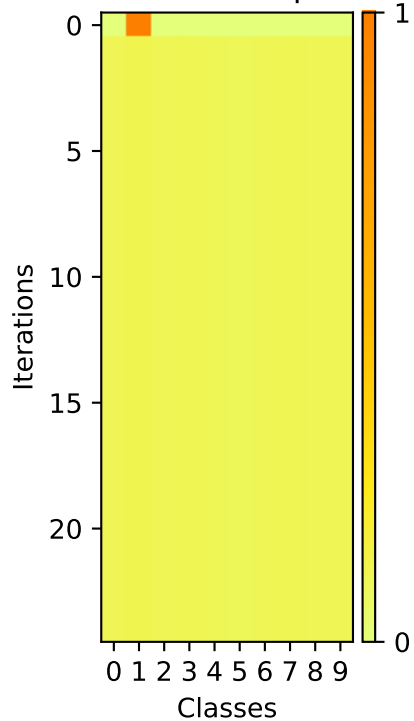
Softmax Outputs



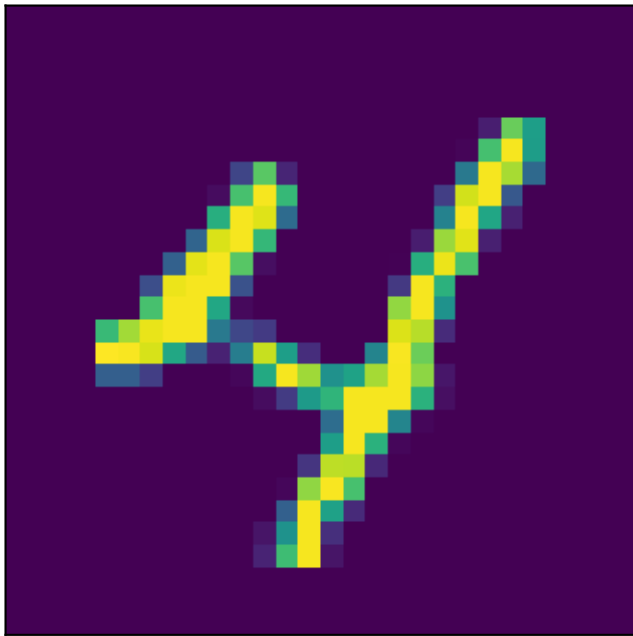
Image



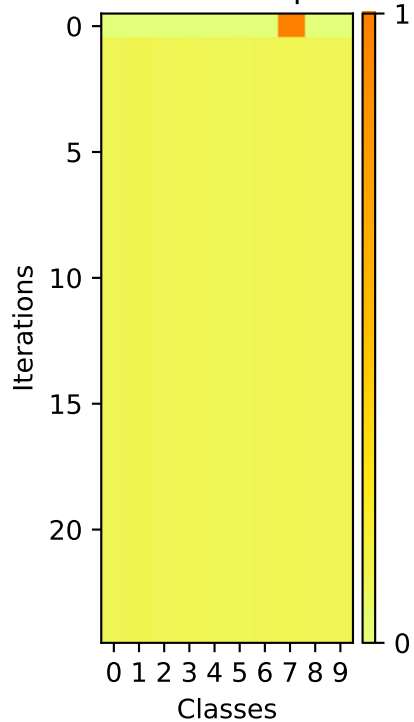
Softmax Outputs



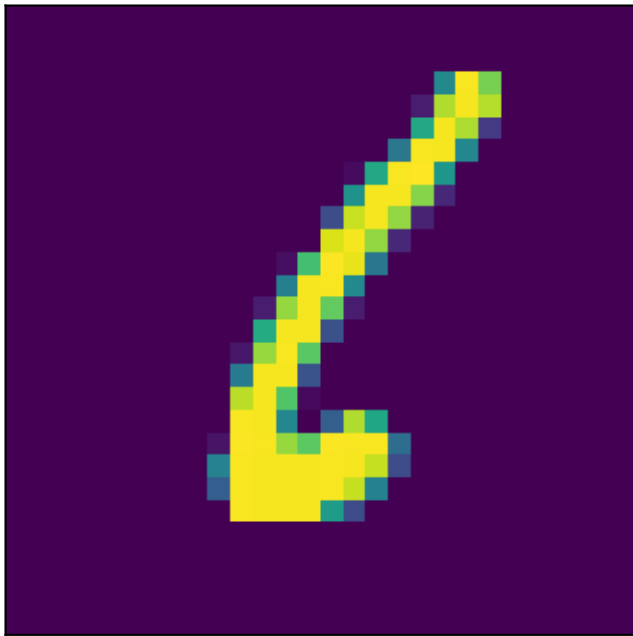
Image



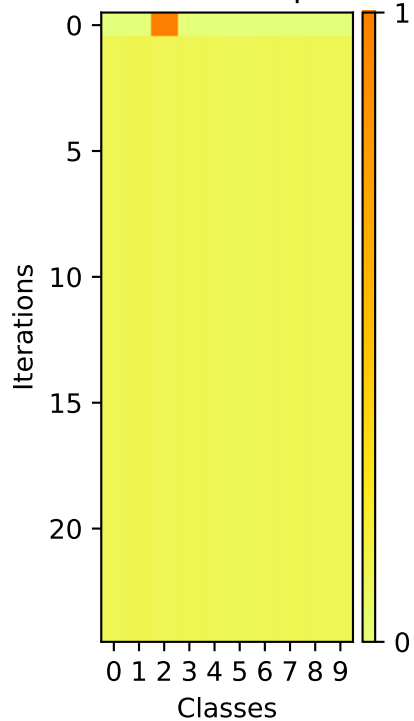
Softmax Outputs



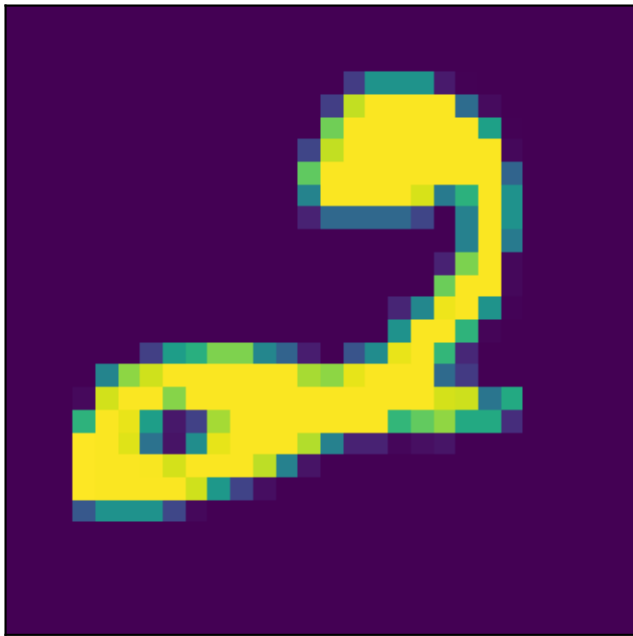
Image



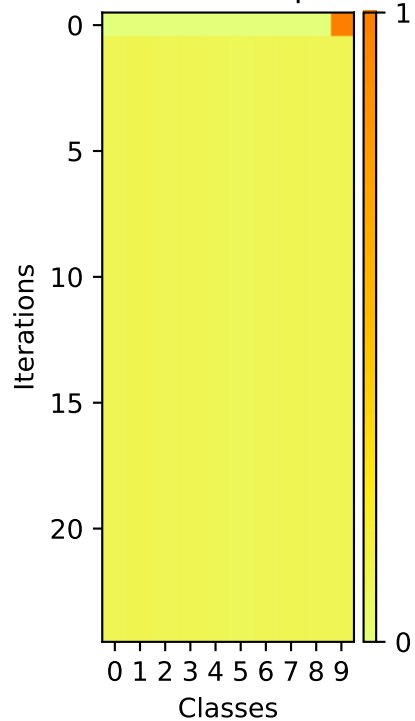
Softmax Outputs



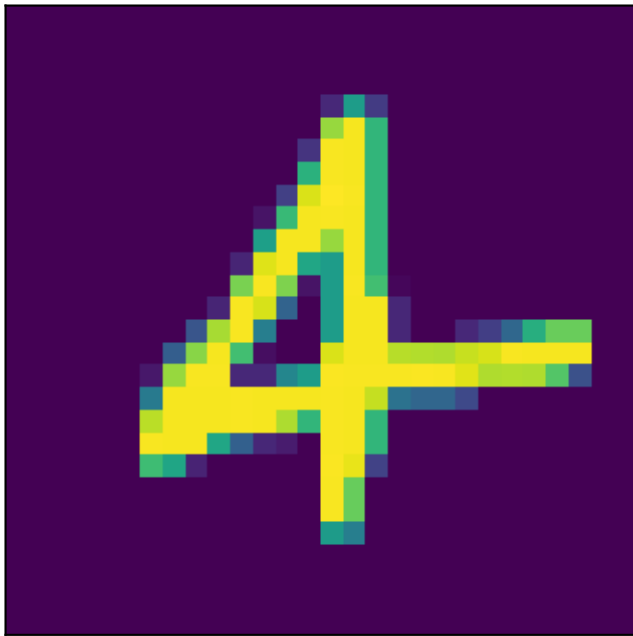
Image



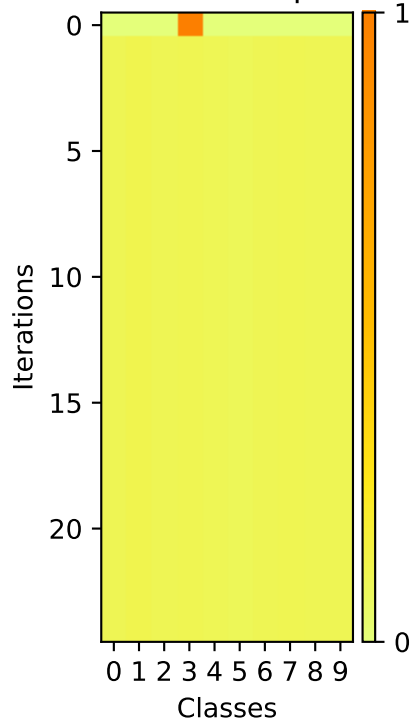
Softmax Outputs



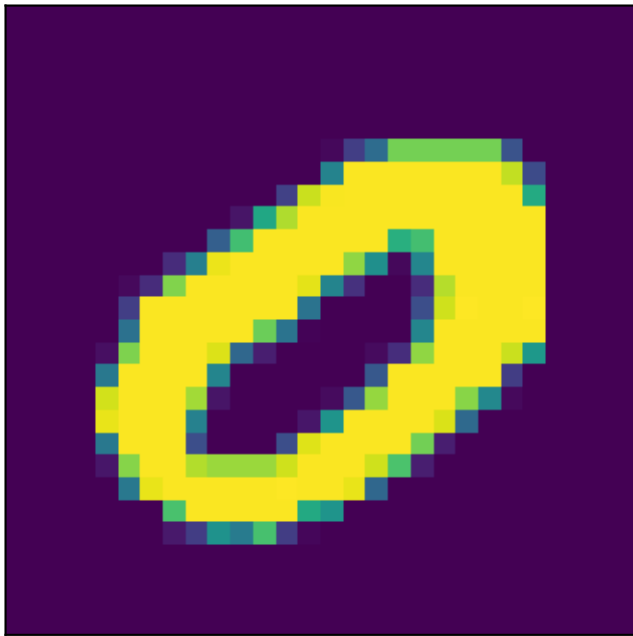
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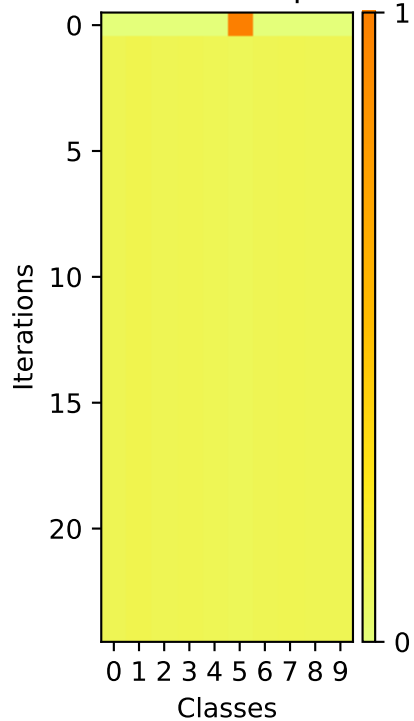
Softmax Outputs



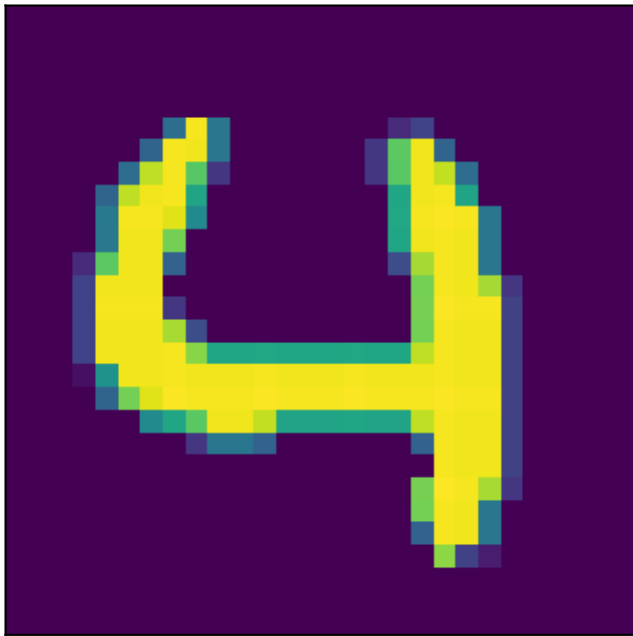
Image



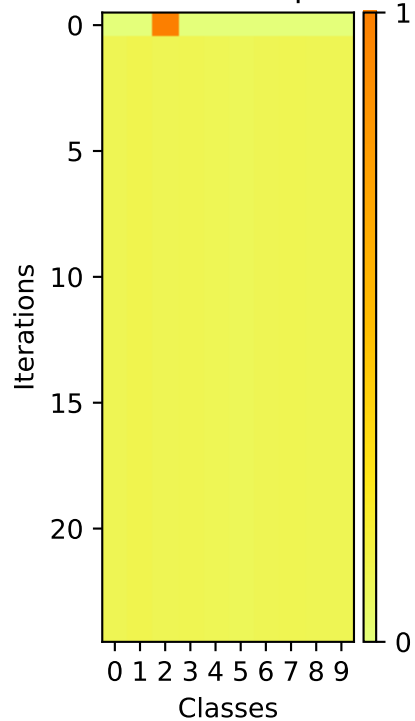
Softmax Outputs



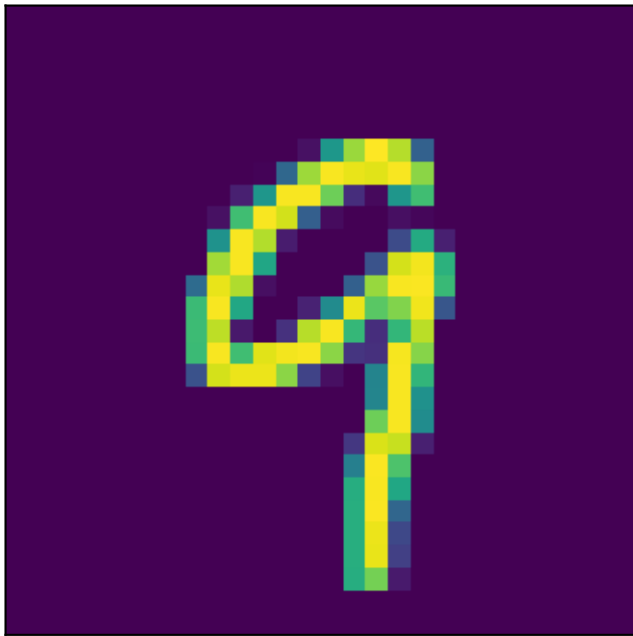
Image



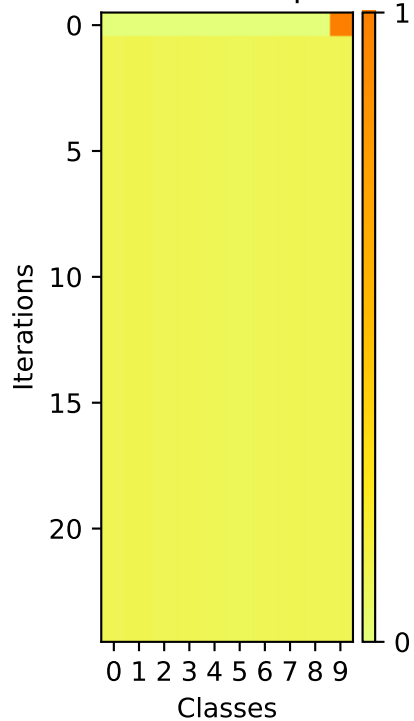
Softmax Outputs



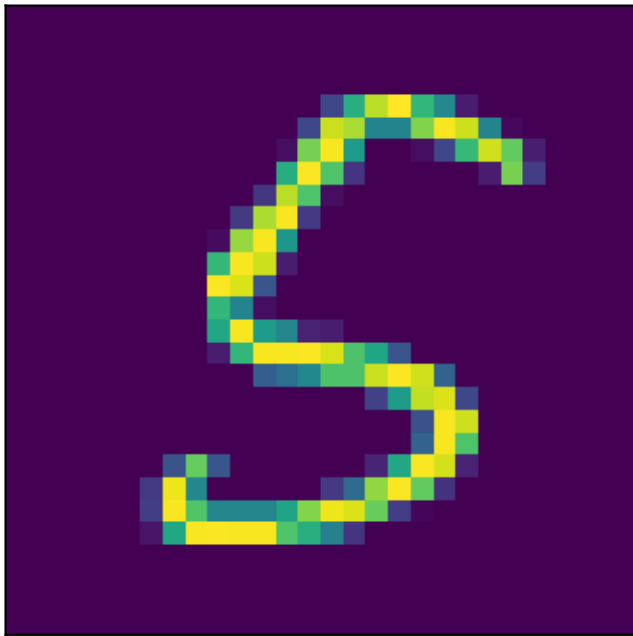
Image



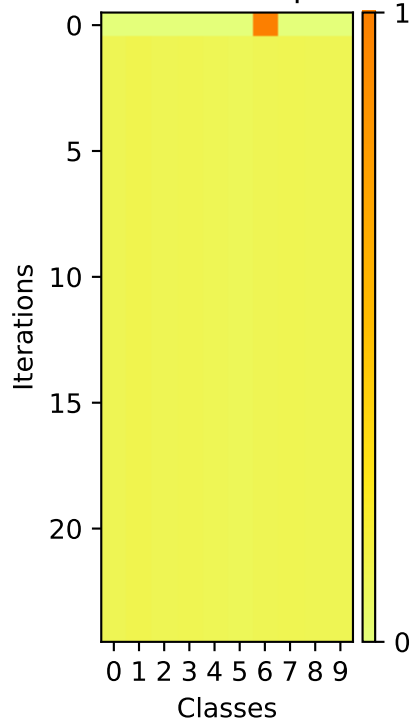
Softmax Outputs



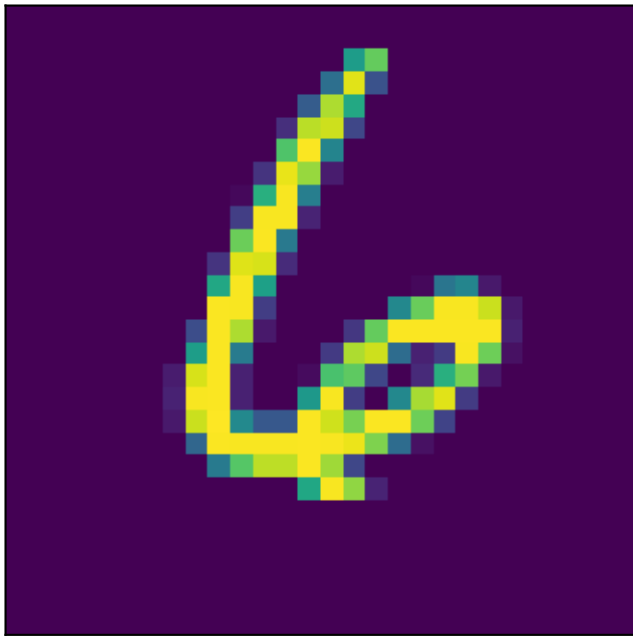
Image



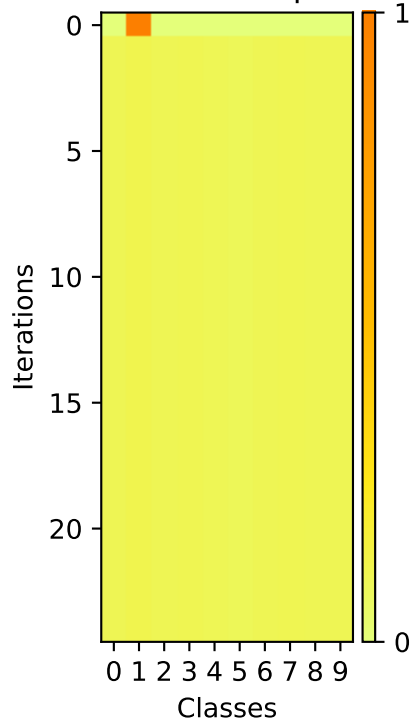
Softmax Outputs



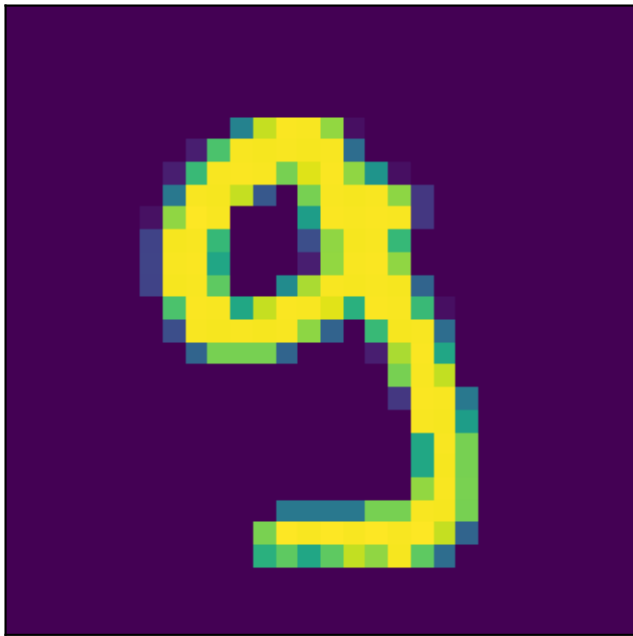
Image



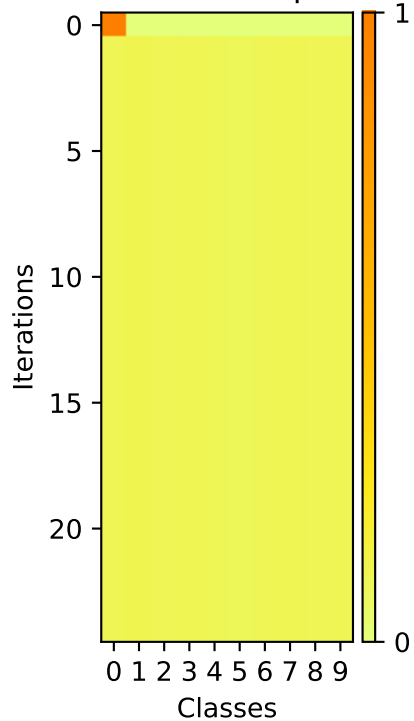
Softmax Outputs



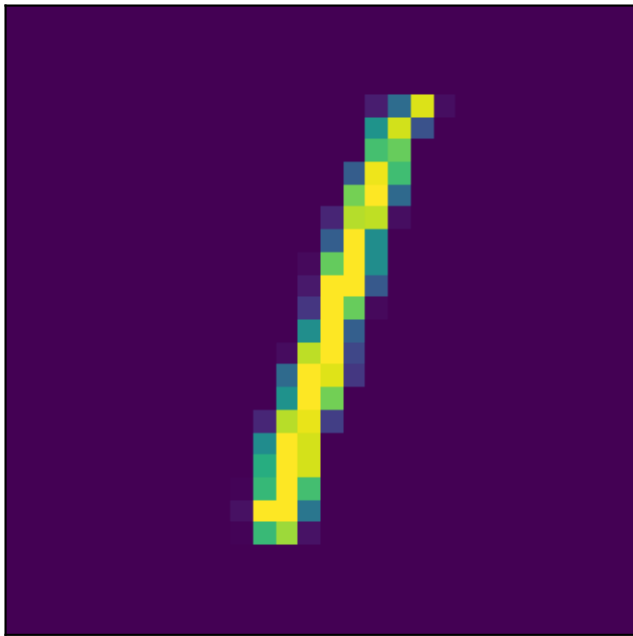
Image



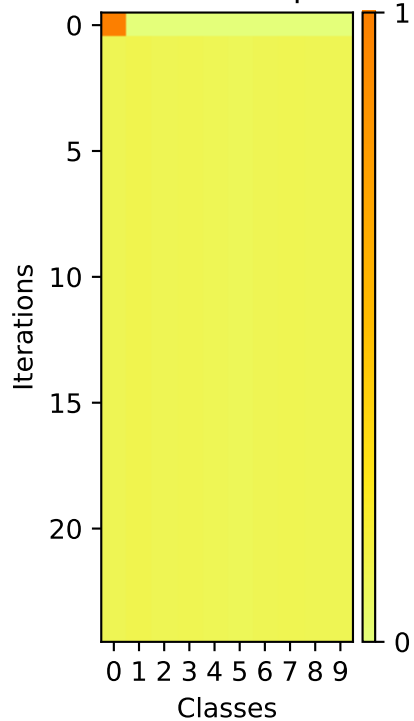
Softmax Outputs



Image



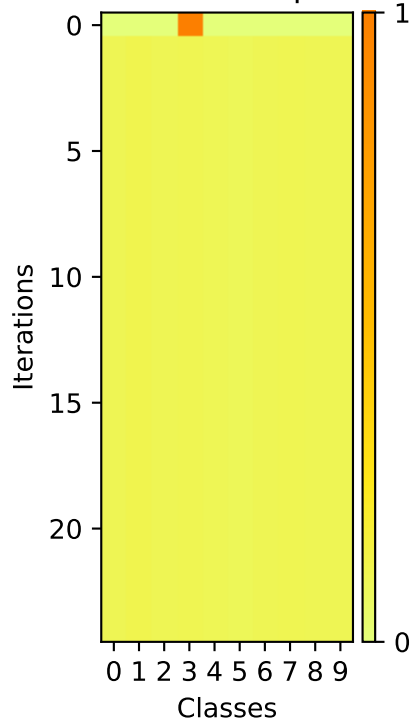
Softmax Outputs



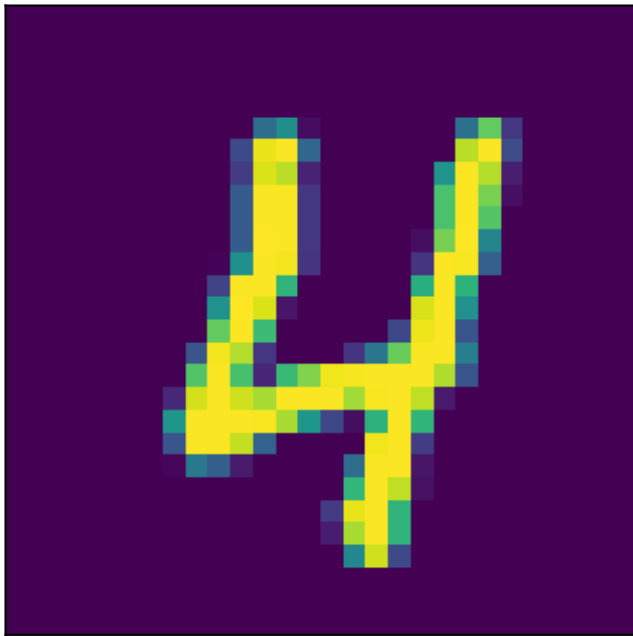
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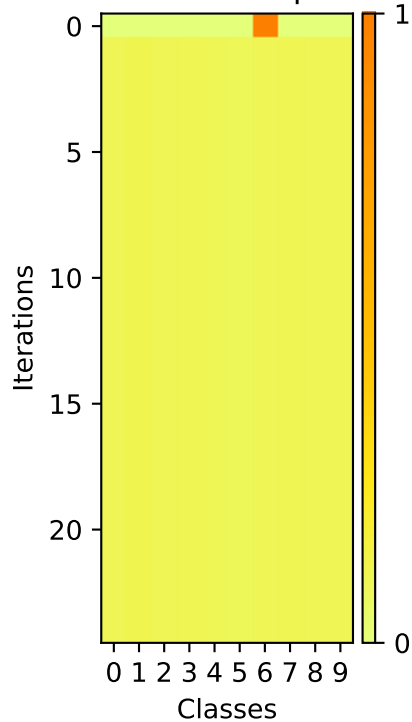
Softmax Outputs



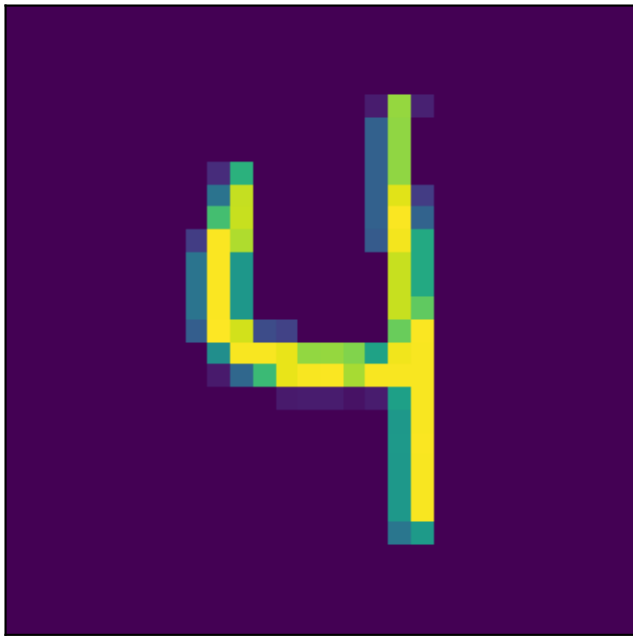
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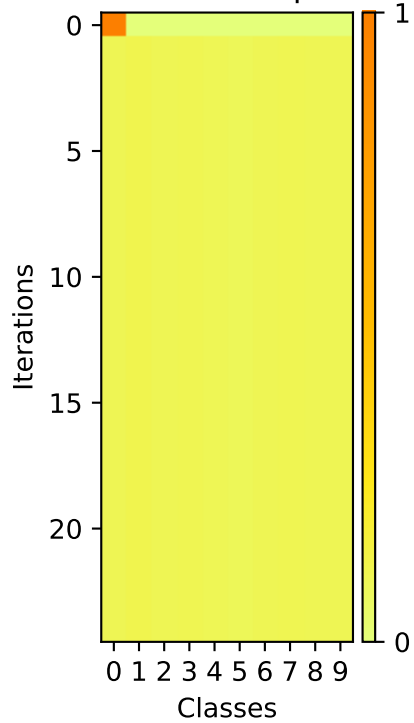
Softmax Outputs



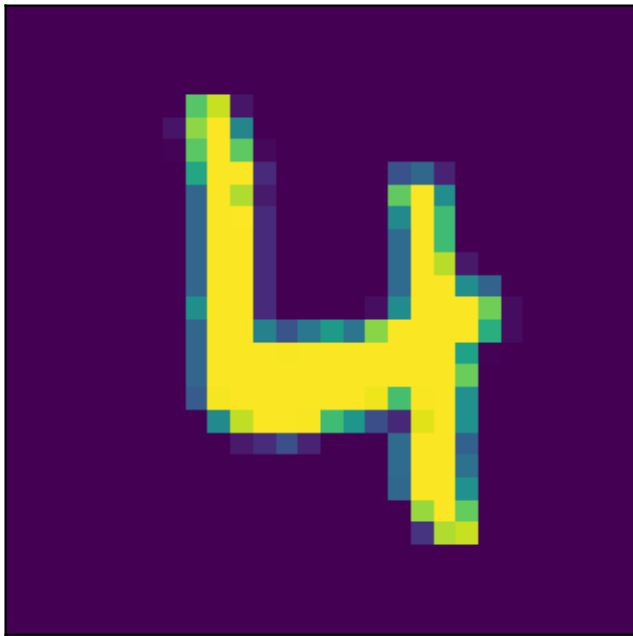
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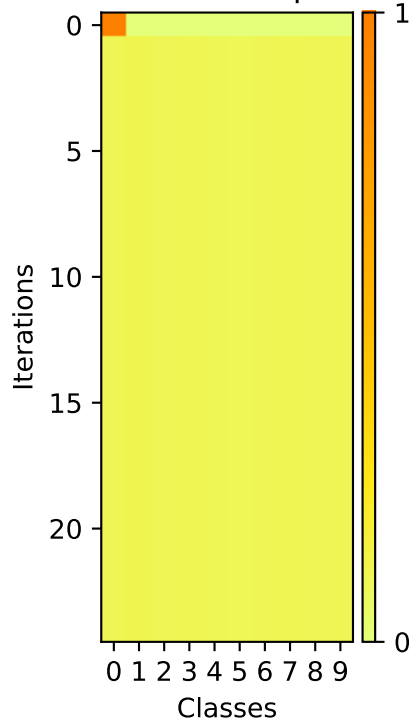
Softmax Outputs



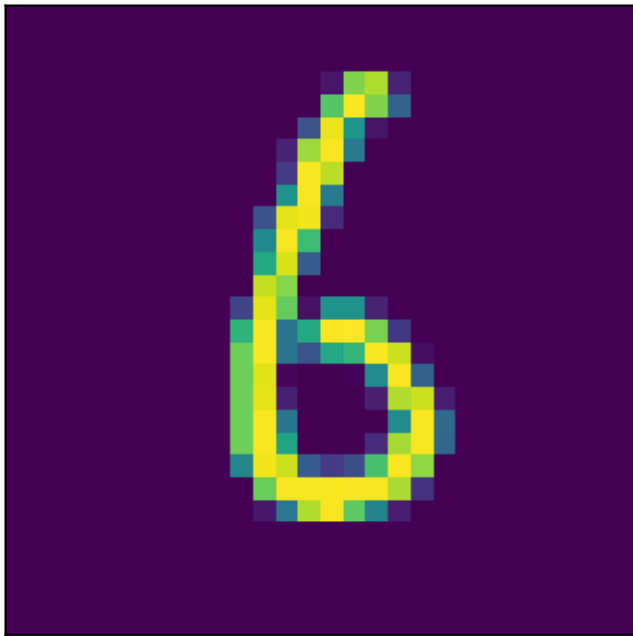
Image



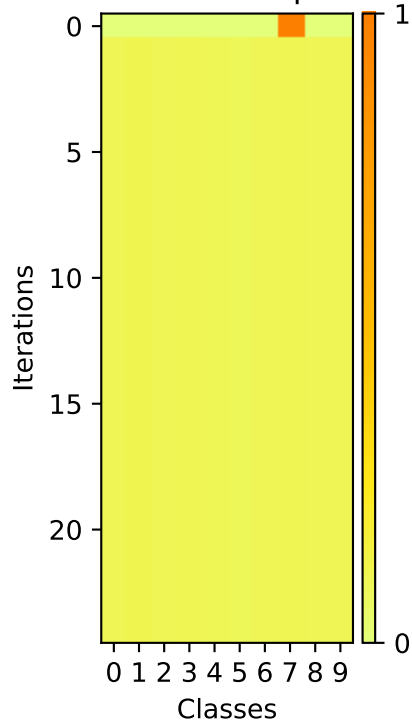
Softmax Outputs



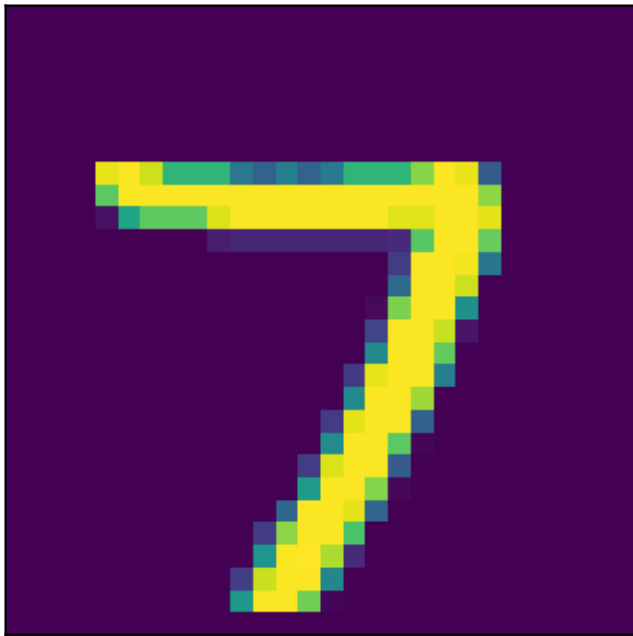
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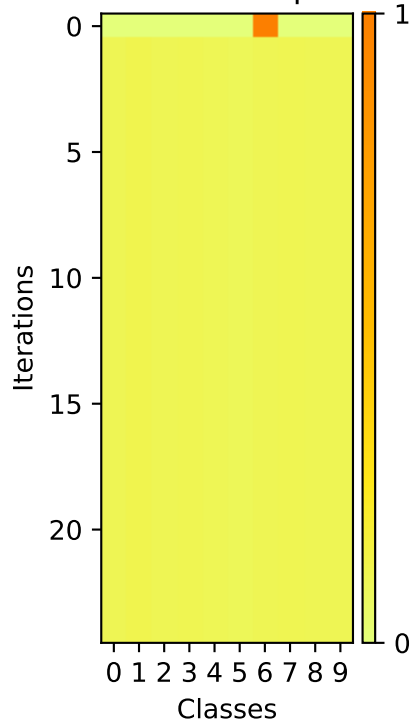
Softmax Outputs



Image



Softmax Outputs

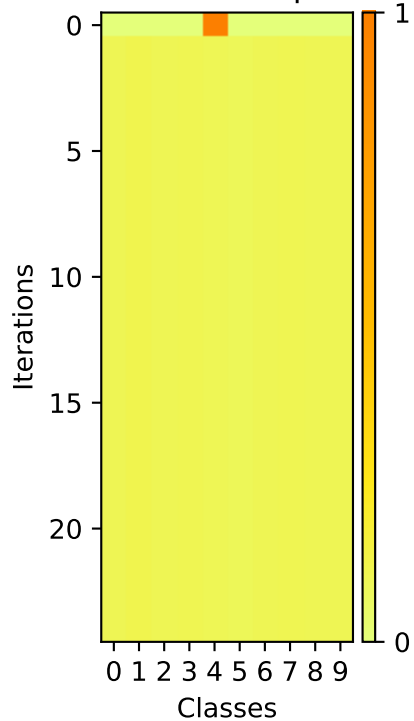


A pixelated, low-resolution image of a yellow and orange figure, possibly a character or object, set against a dark background. The figure is composed of large, distinct pixels in shades of yellow, orange, and brown, giving it a retro, digital appearance. It has a rounded, somewhat abstract shape with a small protrusion on the right side. The background is a solid, dark grey or black.

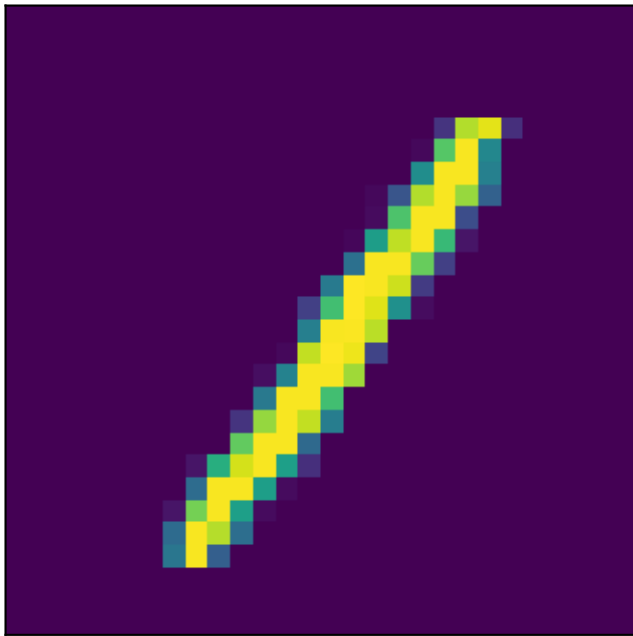
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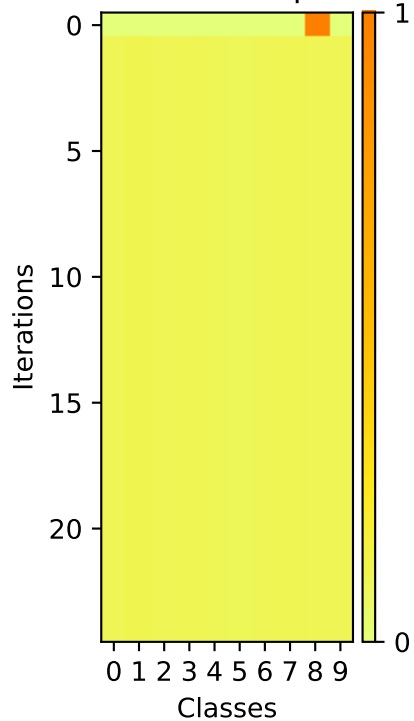
Softmax Outputs



Image



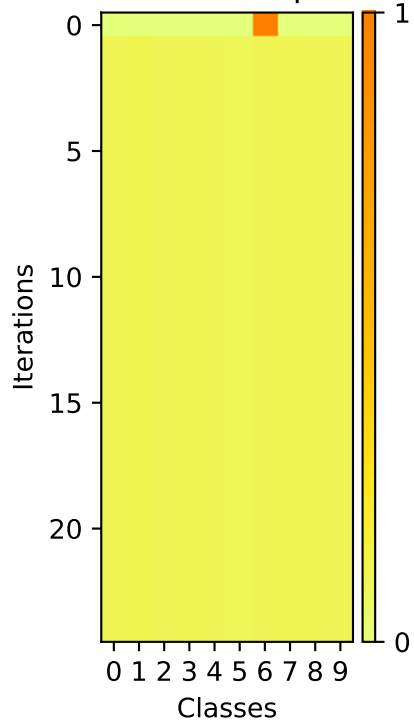
Softmax Outputs



Image



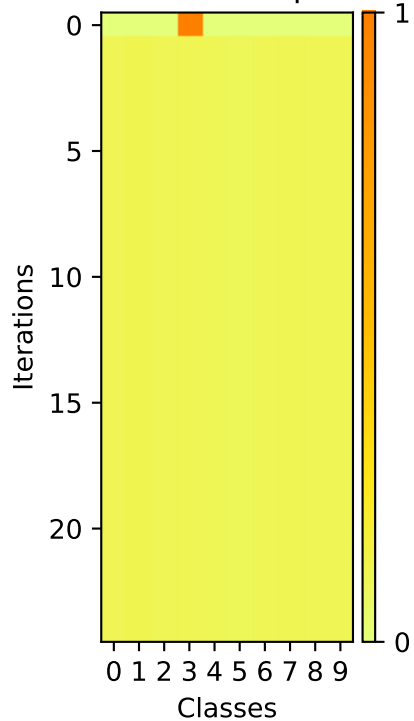
Softmax Outputs



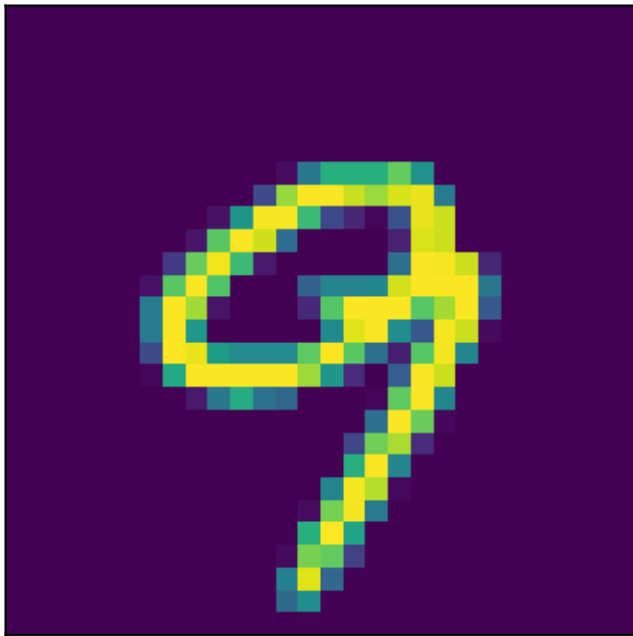
Image



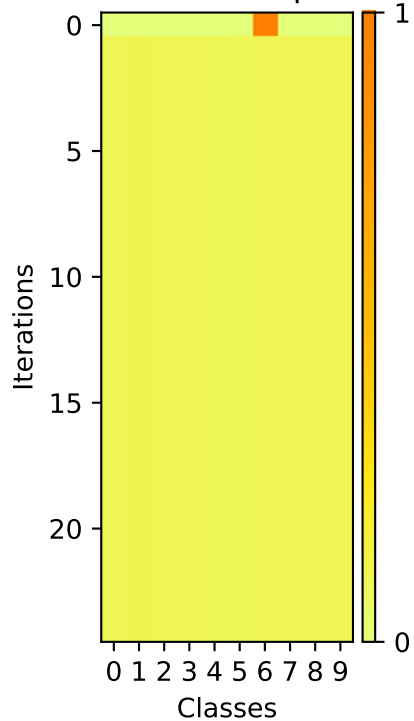
Softmax Outputs



Image

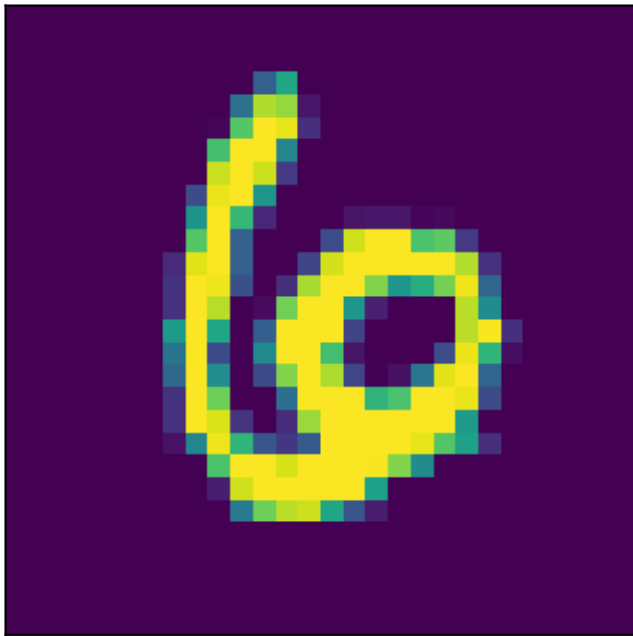


Softmax Outputs

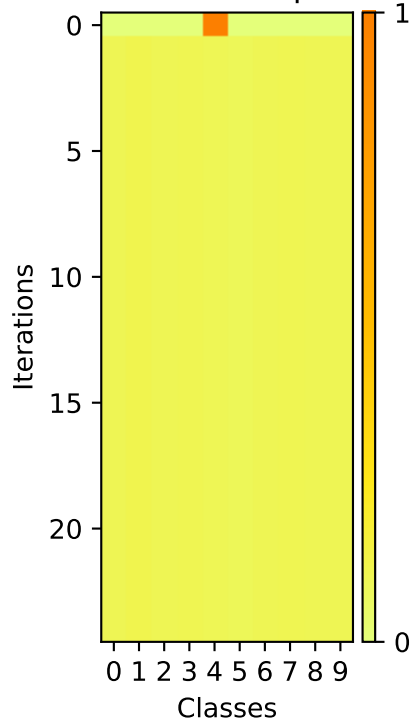


A 10x10 grid with a dark blue background. A diagonal path of squares runs from the bottom-left to the top-right. The path consists of 10 squares: the bottom-left square is blue, followed by 8 squares that are yellow with a green border, and the top-right square is blue. The path is centered horizontally and vertically within the grid.

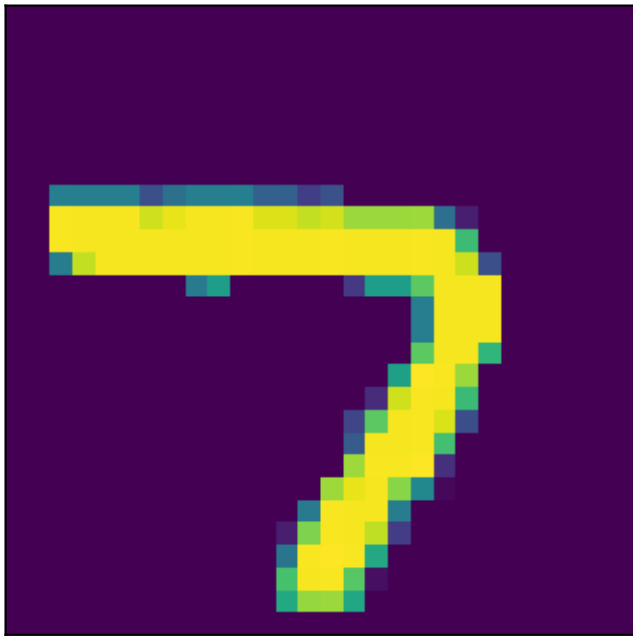
Image



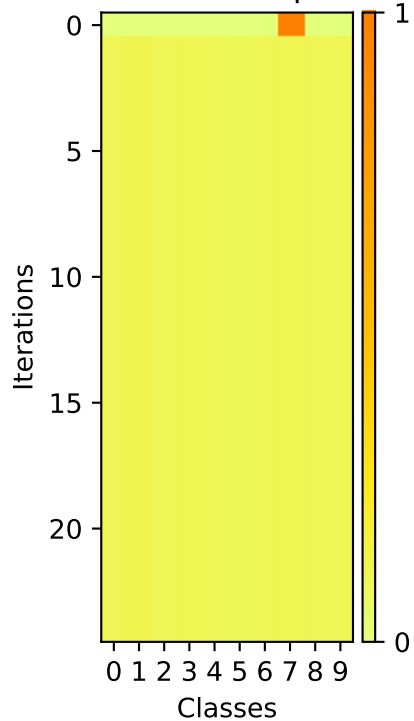
Softmax Outputs



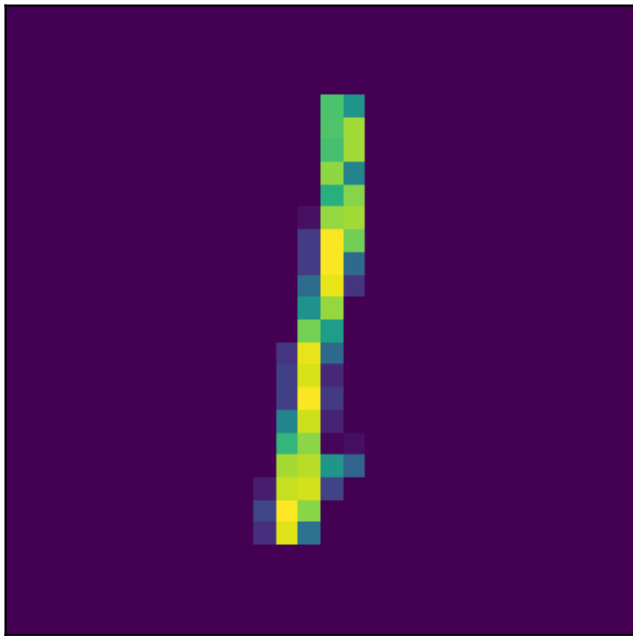
Image



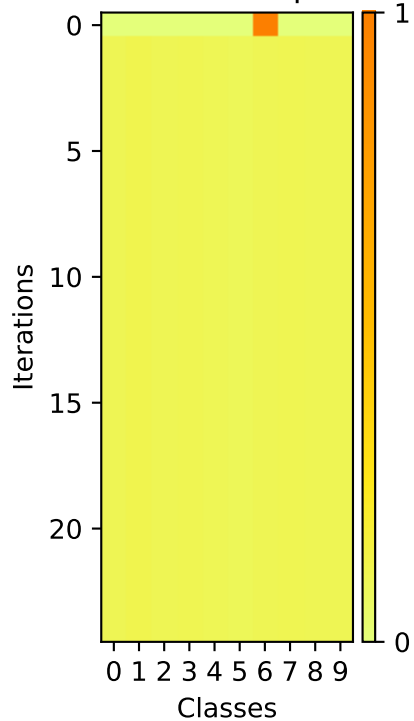
Softmax Outputs



Image



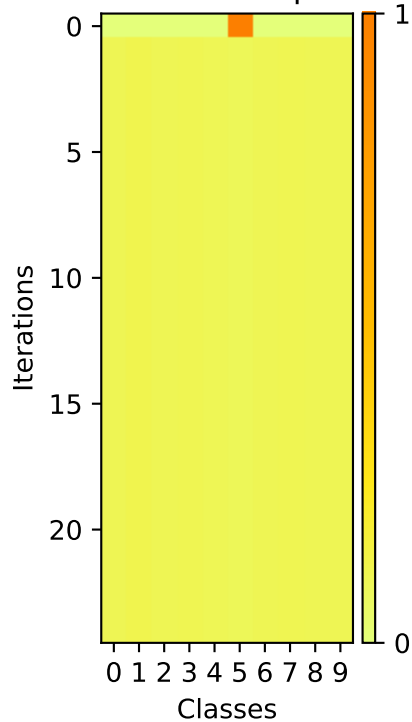
Softmax Outputs



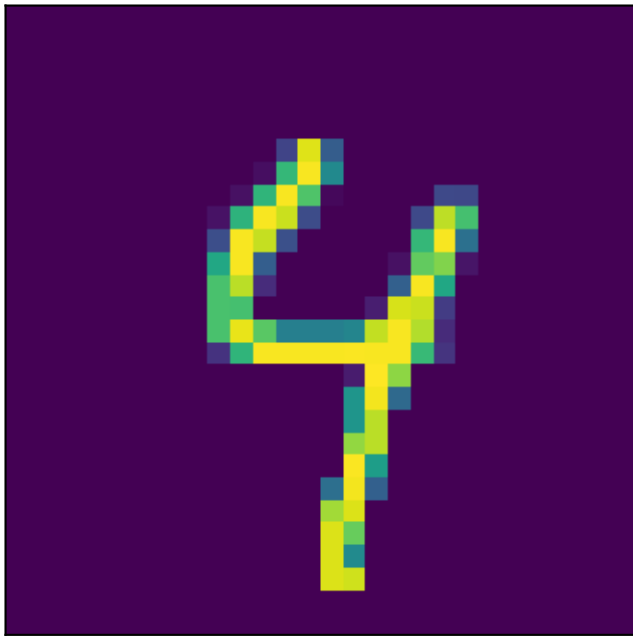
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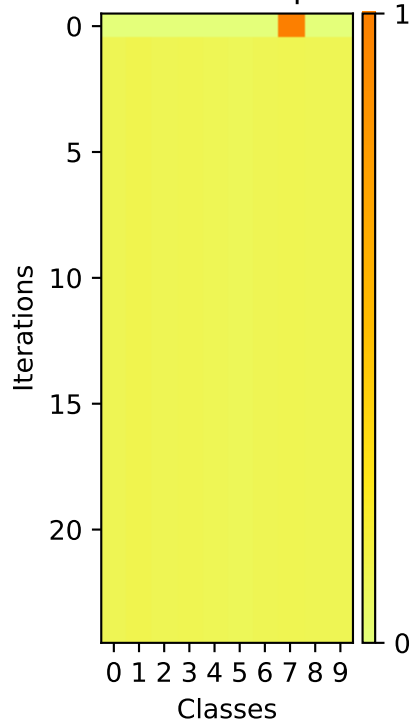
Softmax Outputs



Image



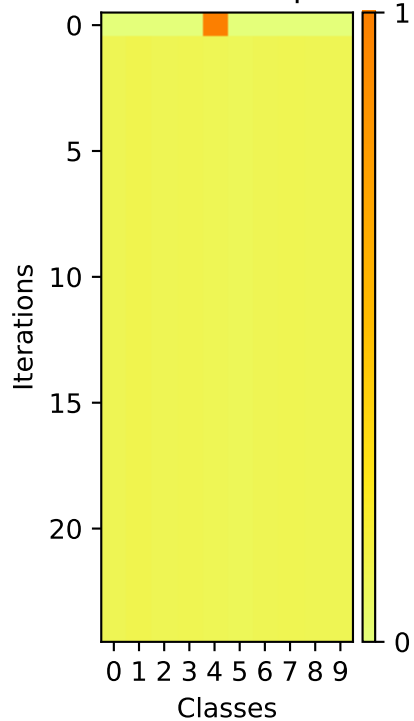
Softmax Outputs



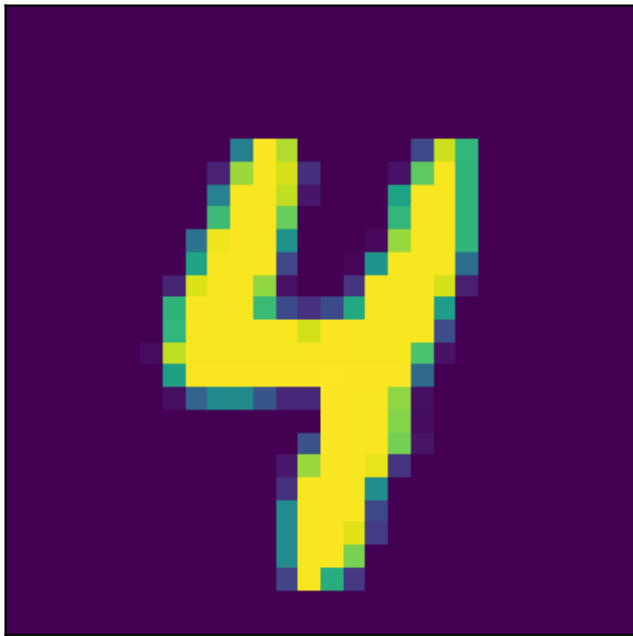
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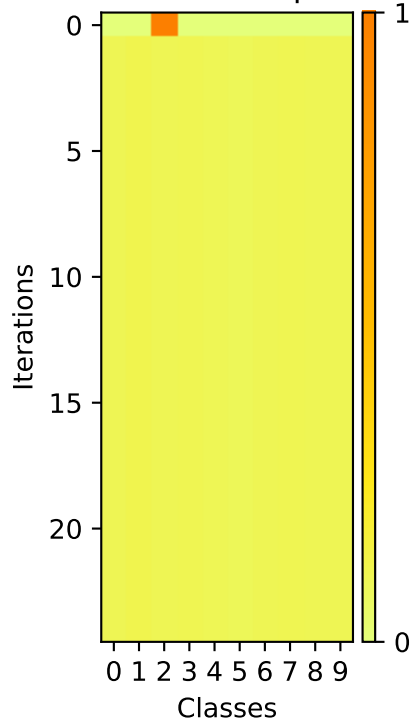
Softmax Outputs



Image

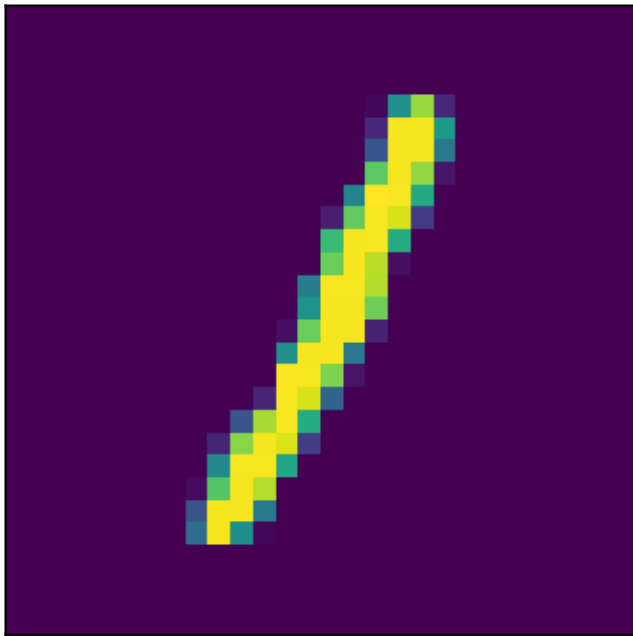


Softmax Outputs

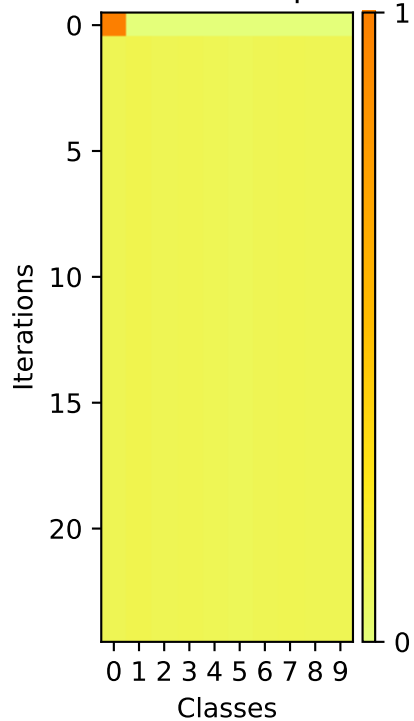


Heatmap visualization showing the evolution of the probability of each class being the predicted class over 20 iterations. The x-axis represents Classes (0 to 9), and the y-axis represents Iterations (0 to 20). The color scale indicates the probability, ranging from 0 (yellow) to 1 (red). Class 8 shows a sharp increase in probability at iteration 0, reaching 1.0, while all other classes remain near 0.0.

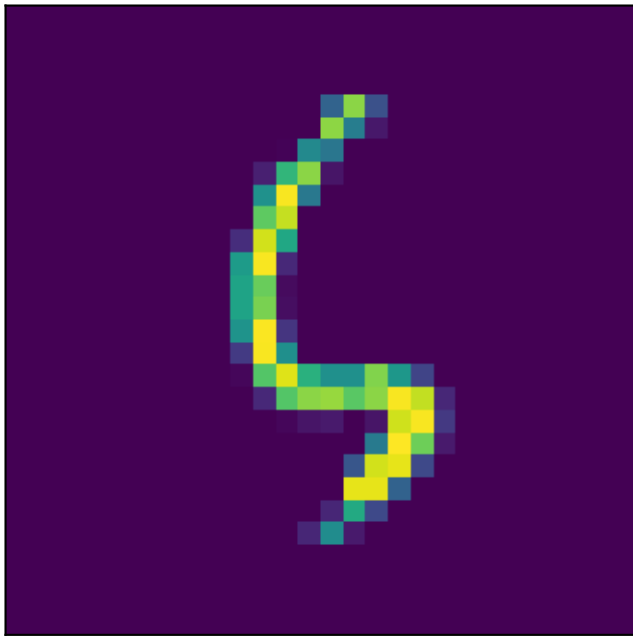
Image



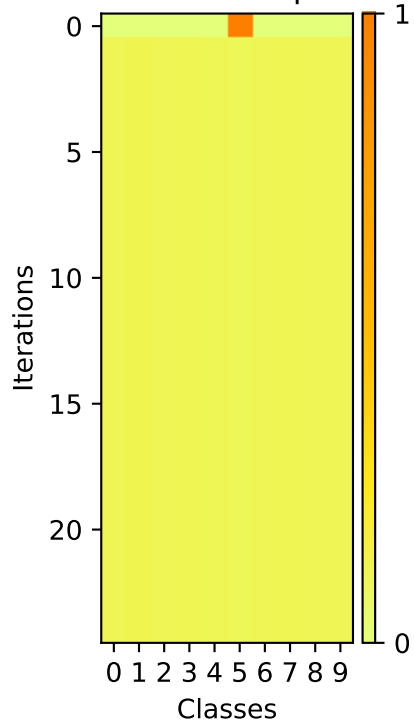
Softmax Outputs



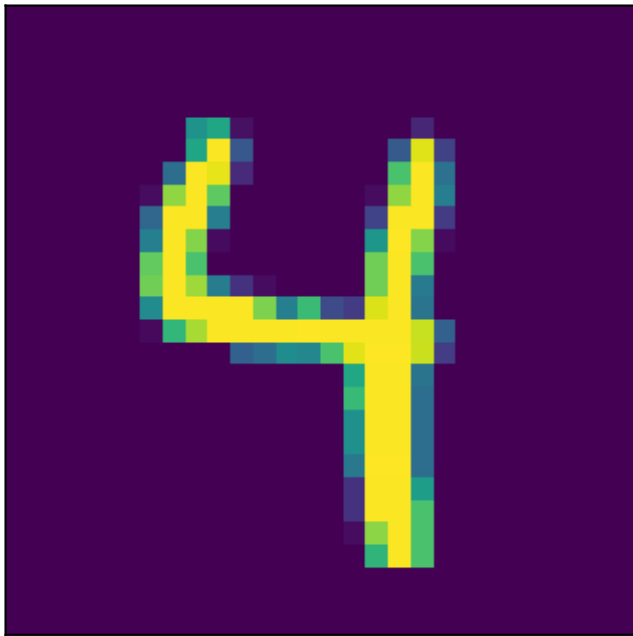
Image



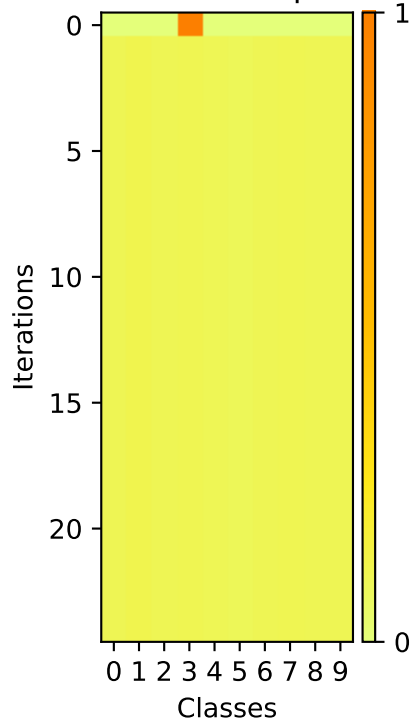
Softmax Outputs



Image



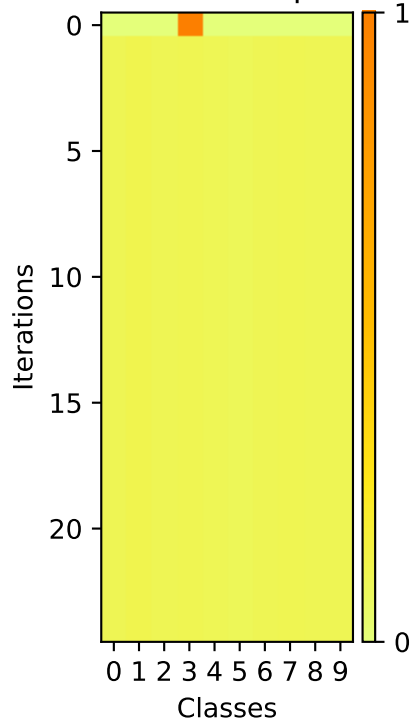
Softmax Outputs



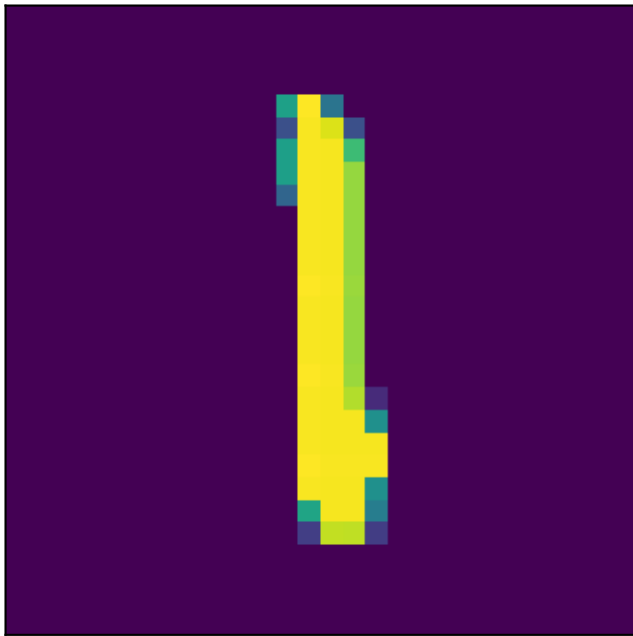
Image



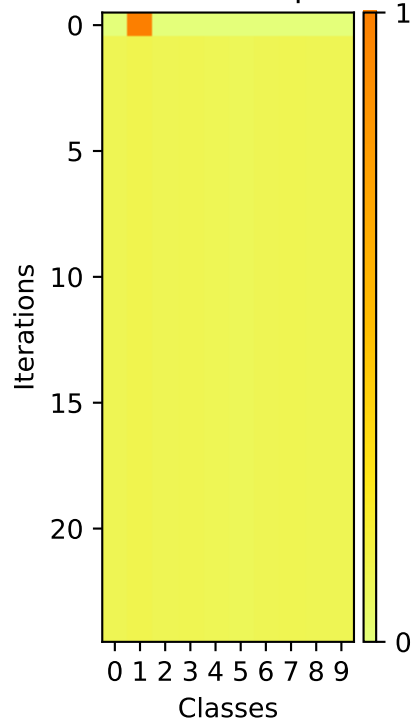
Softmax Outputs



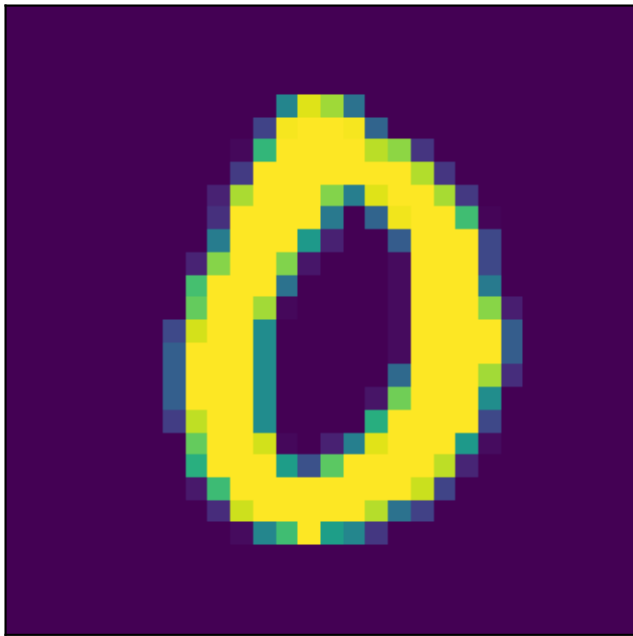
Image



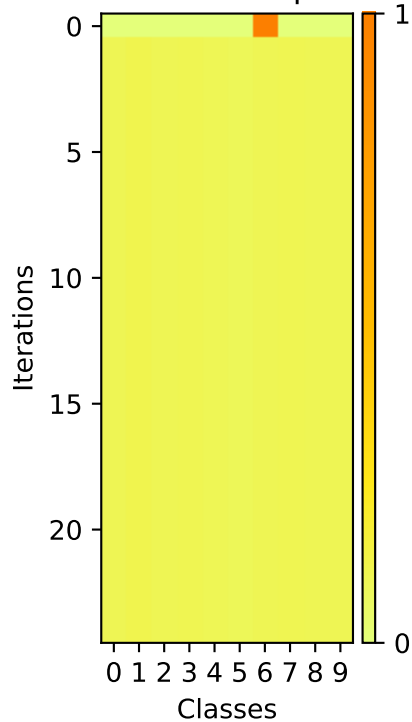
Softmax Outputs



Image



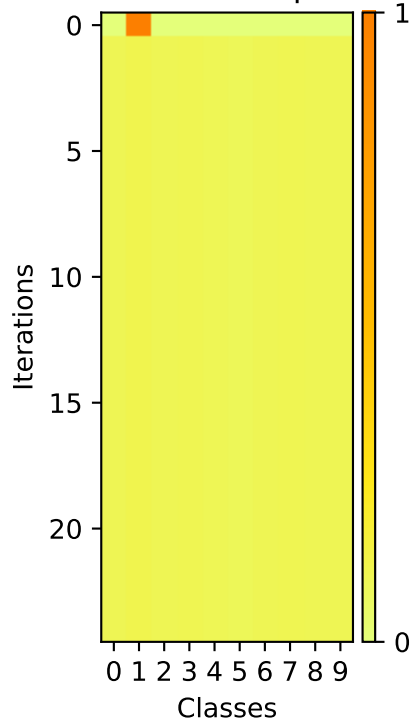
Softmax Outputs



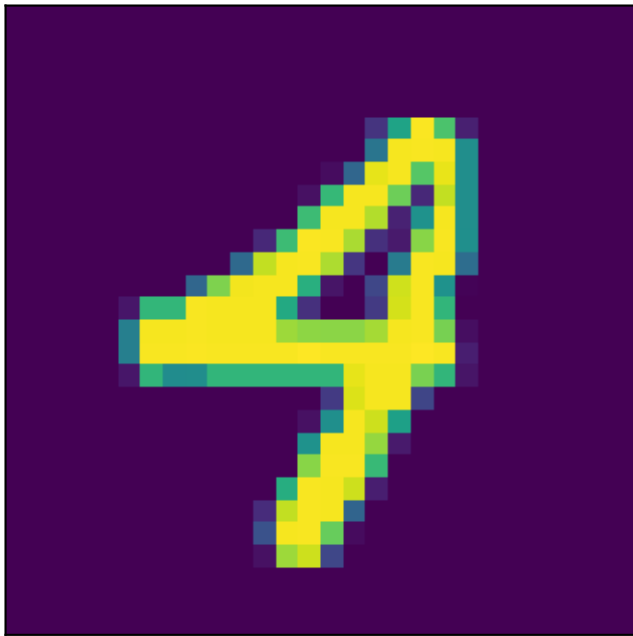
Image



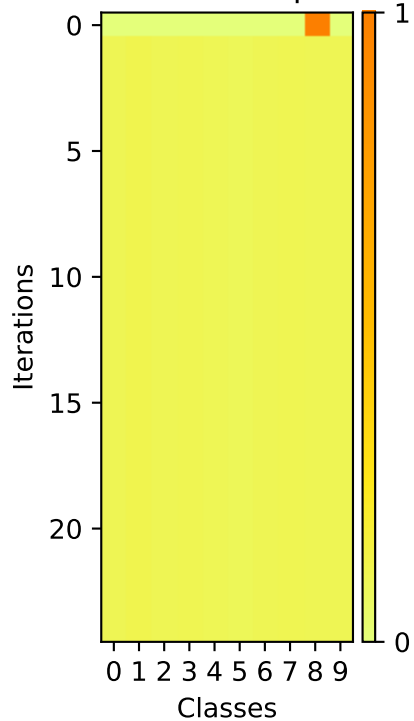
Softmax Outputs



Image

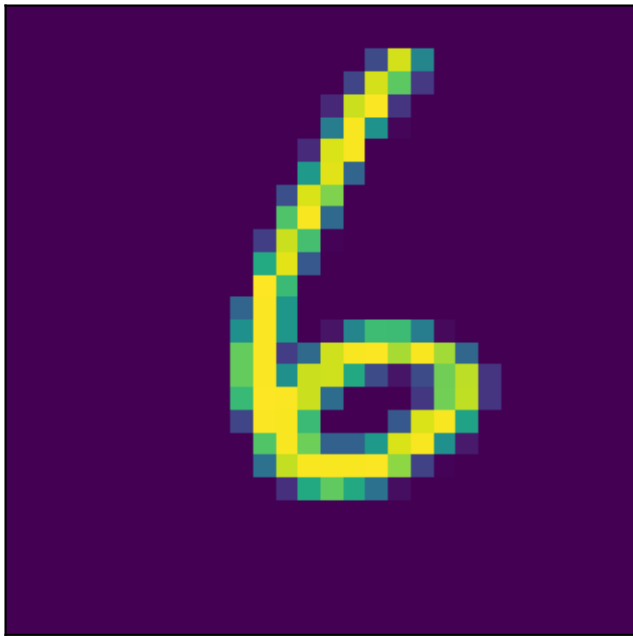


Softmax Outputs

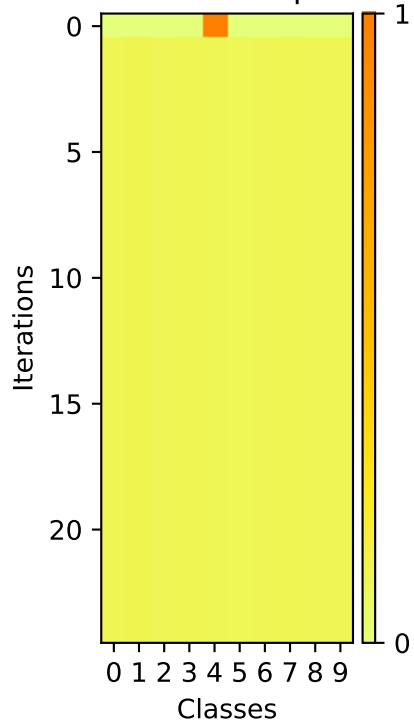


A pixelated, low-resolution image of a yellow and blue abstract shape, possibly a stylized letter or logo, set against a black background. The shape is composed of small squares in yellow, light blue, and dark blue. It has a vertical stem on the right side, a horizontal bar across the middle, and a curved, hook-like structure on the left side. The overall appearance is reminiscent of a digital font or a logo from a retro video game.

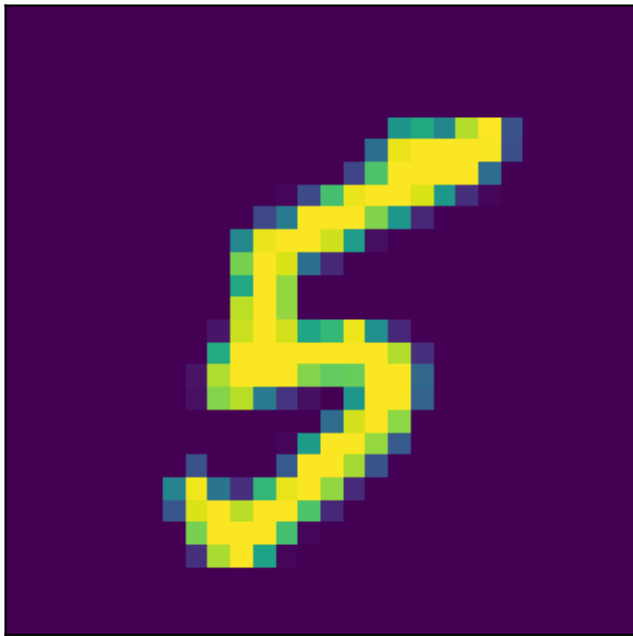
Image



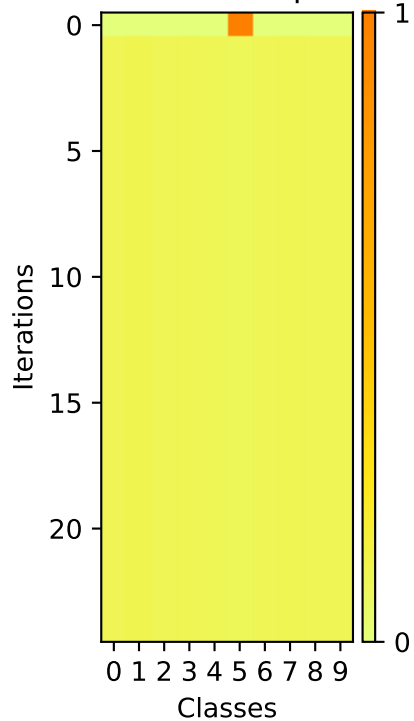
Softmax Outputs



Image



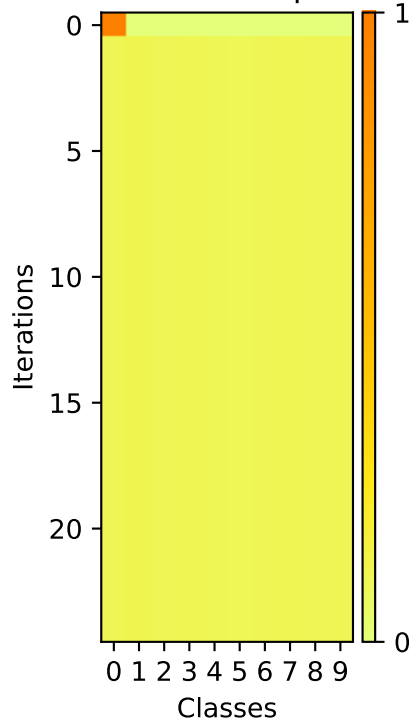
Softmax Outputs



Image



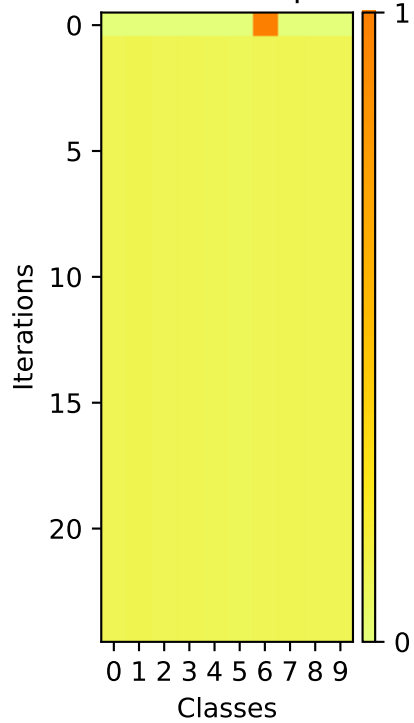
Softmax Outputs



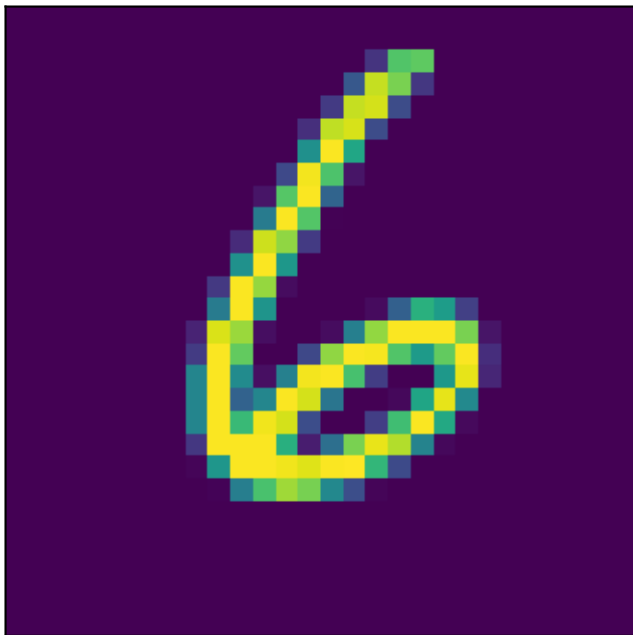
Image



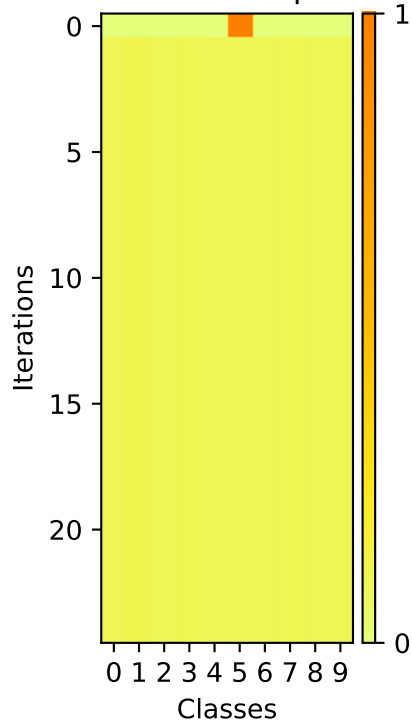
Softmax Outputs



Image



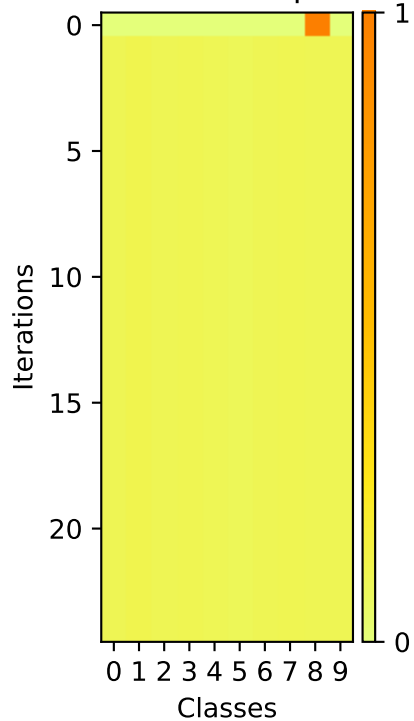
Softmax Outputs



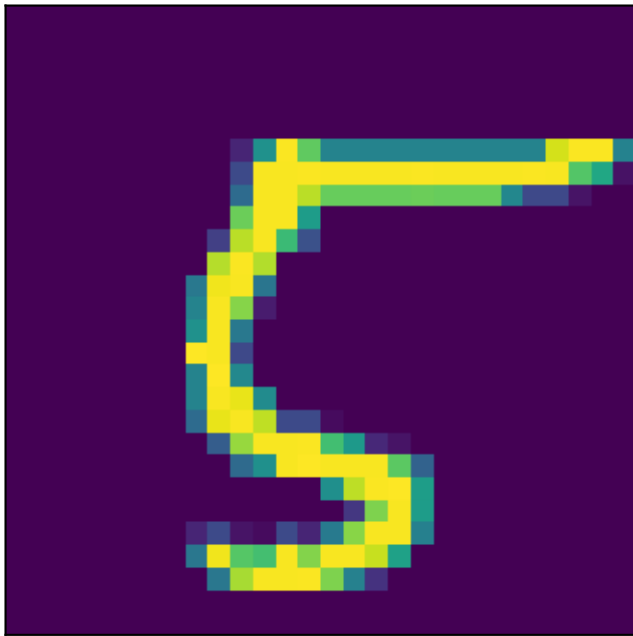
Image



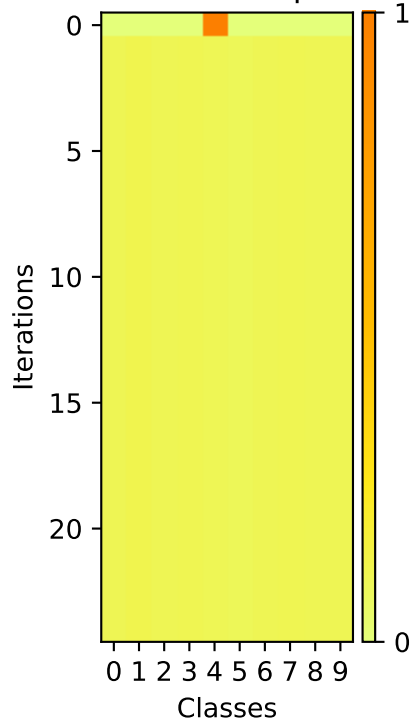
Softmax Outputs



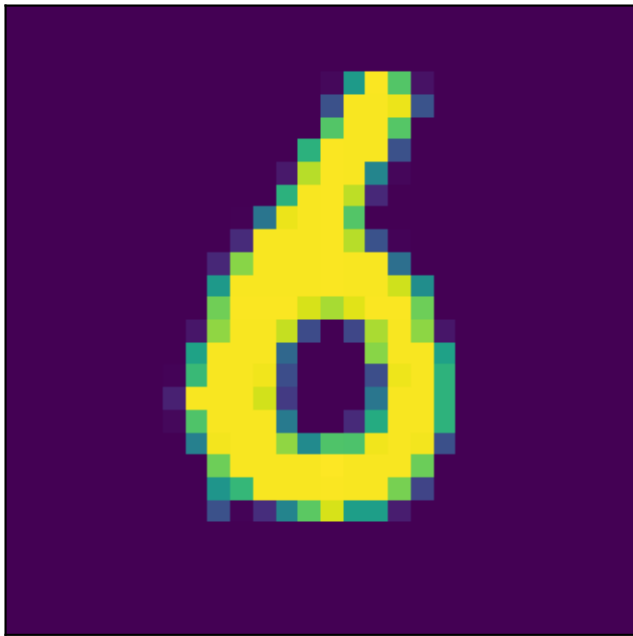
Image



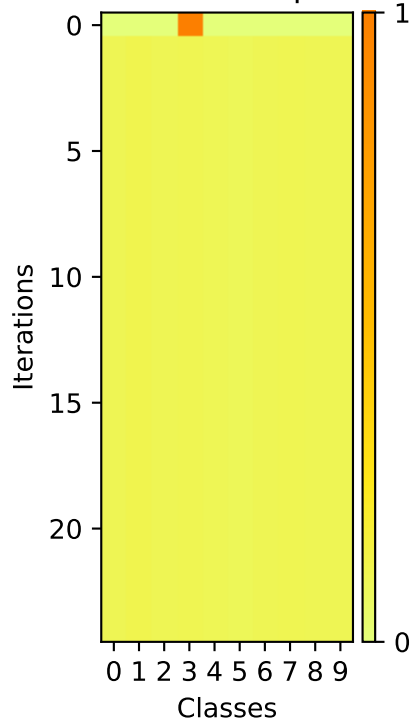
Softmax Outputs



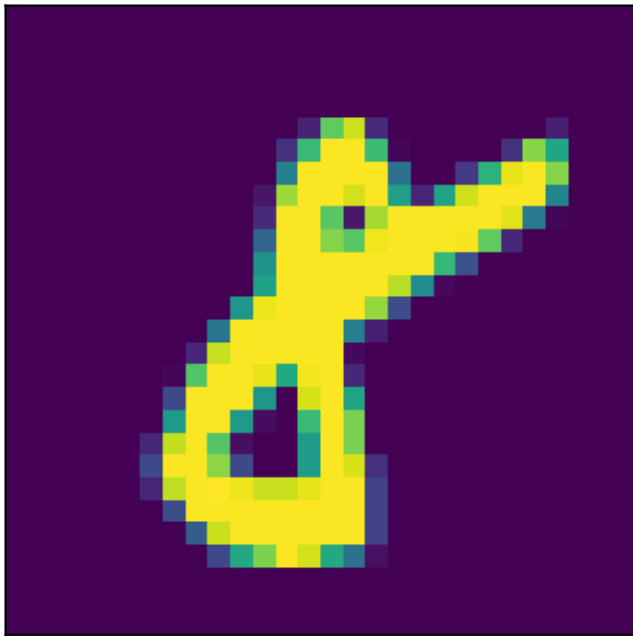
Image



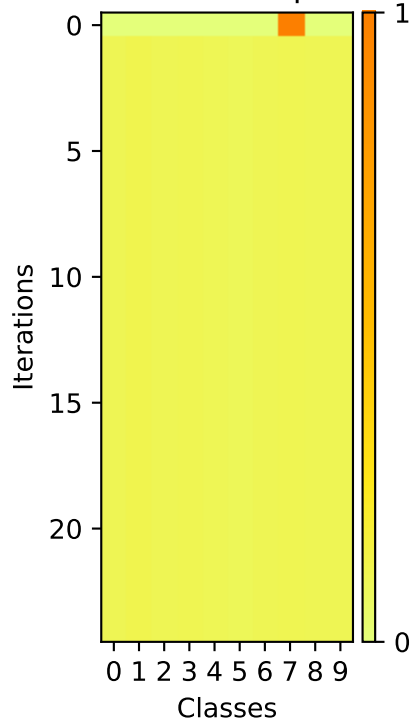
Softmax Outputs



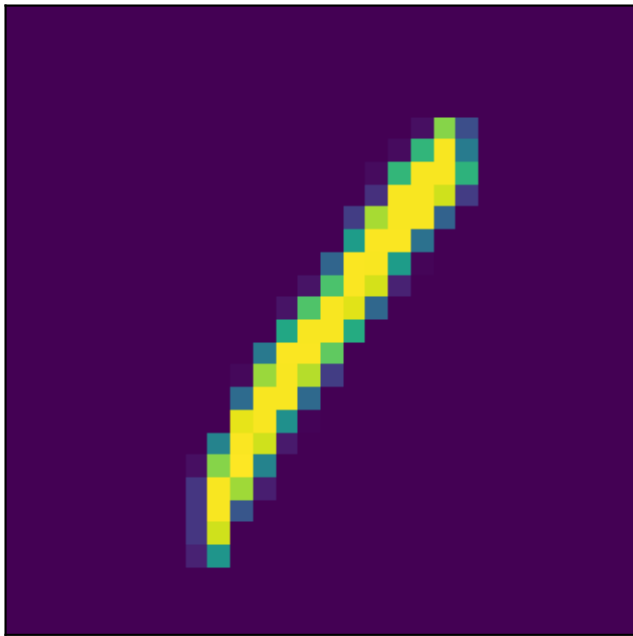
Image



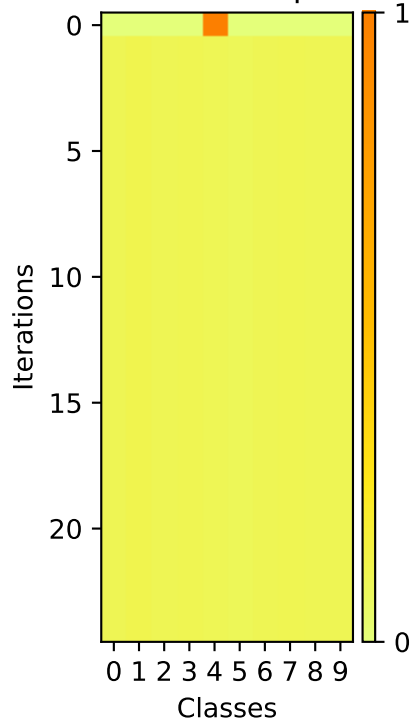
Softmax Outputs



Image

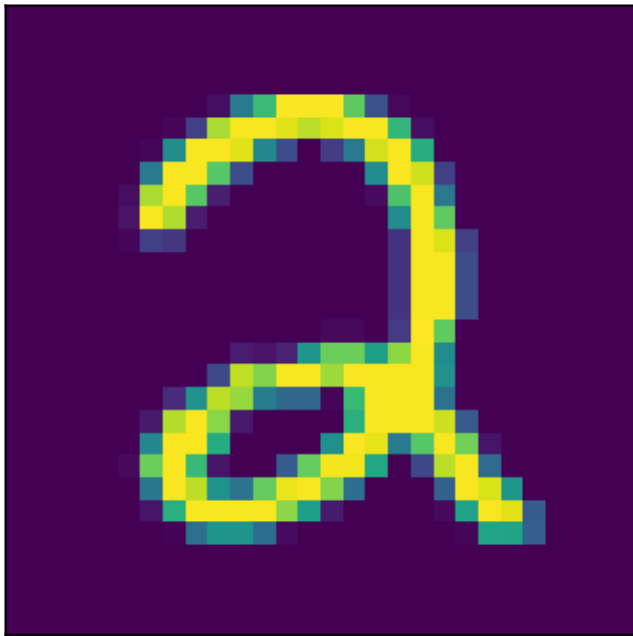


Softmax Outputs

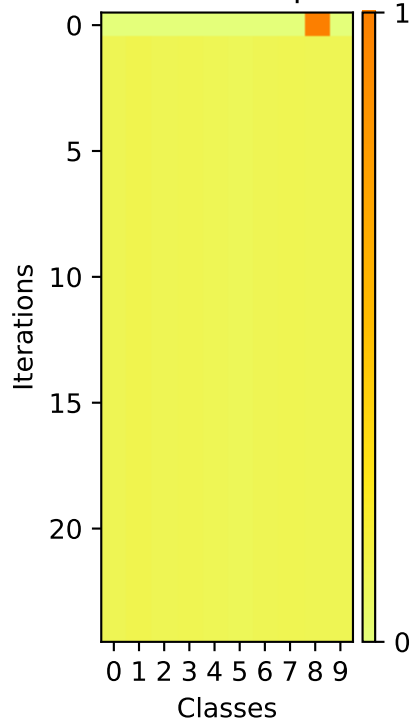


A pixelated, low-resolution image of a yellow and blue flag, possibly a national flag, set against a dark background. The flag features a yellow field with a blue canton containing a white emblem. The image is composed of large, visible square pixels, giving it a retro, digital appearance.

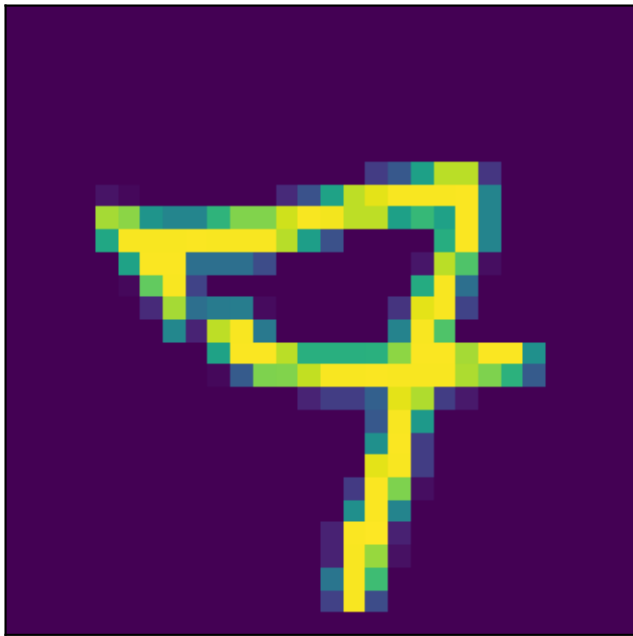
Image



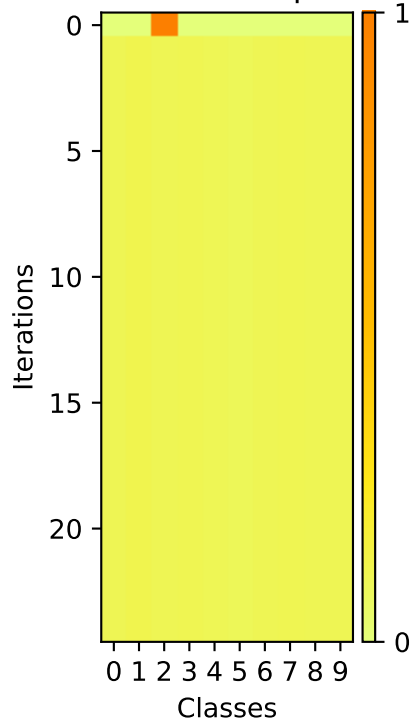
Softmax Outputs



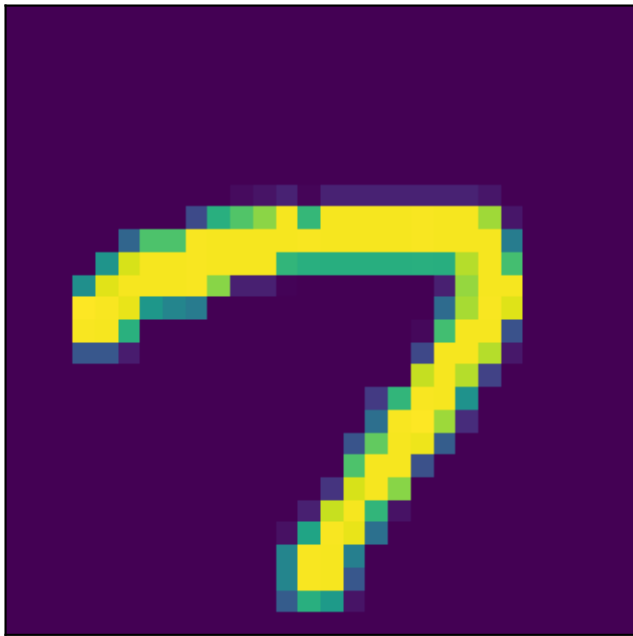
Image



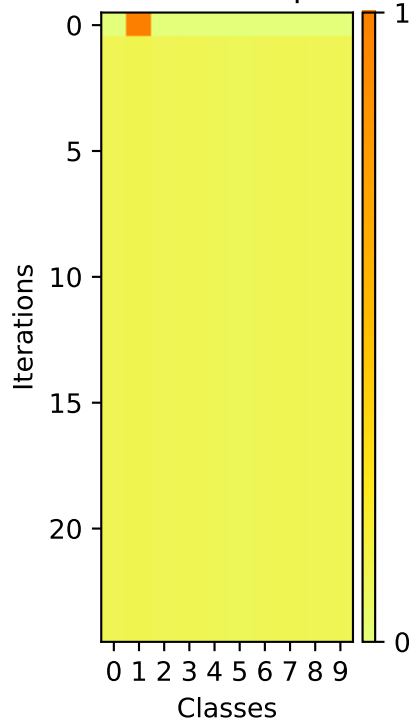
Softmax Outputs



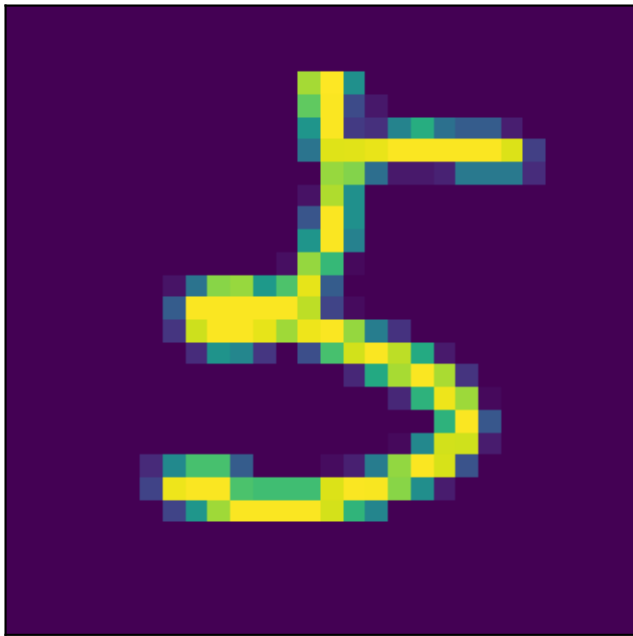
Image



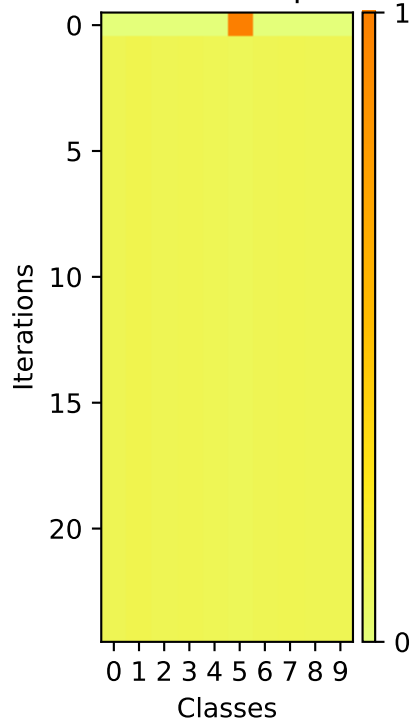
Softmax Outputs



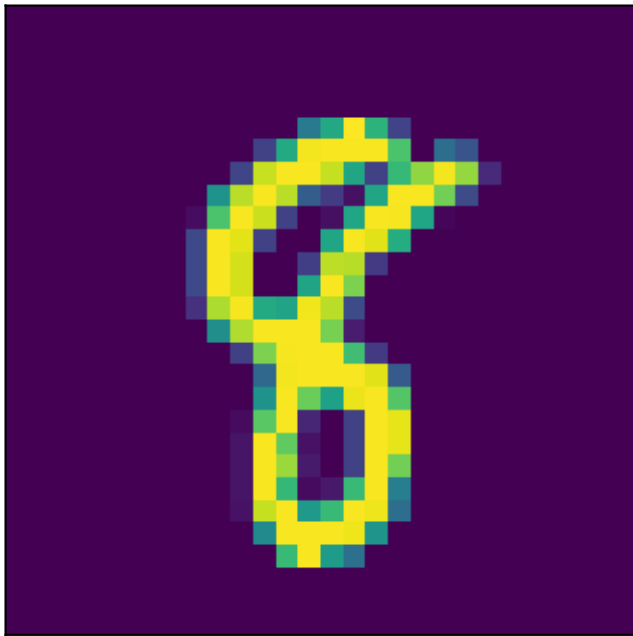
Image



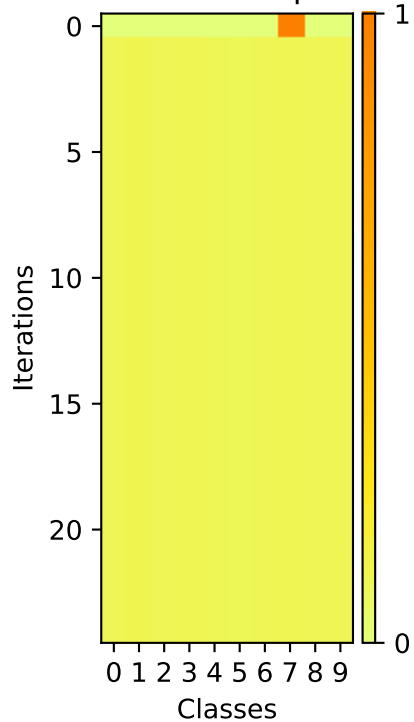
Softmax Outputs



Image



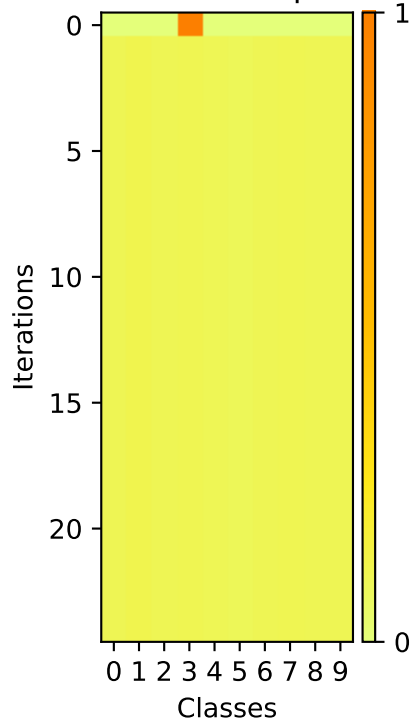
Softmax Outputs



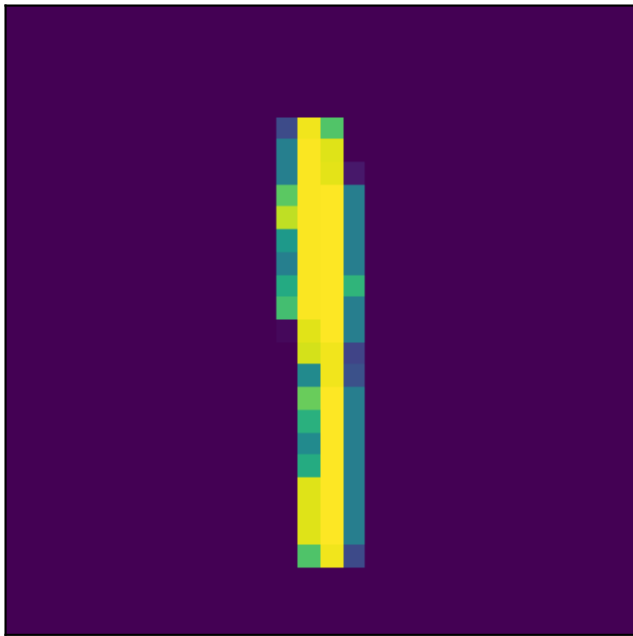
Image



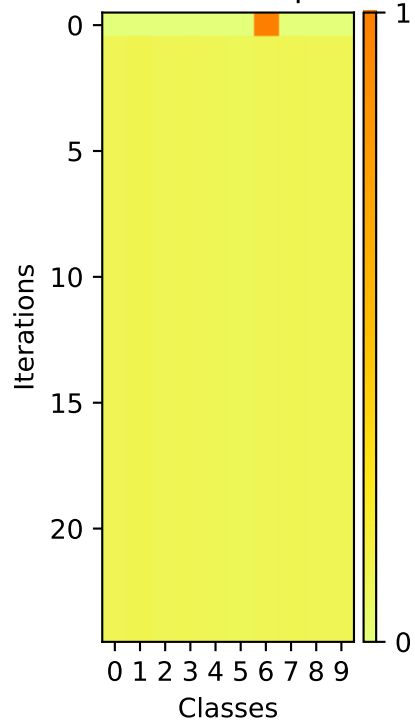
Softmax Outputs



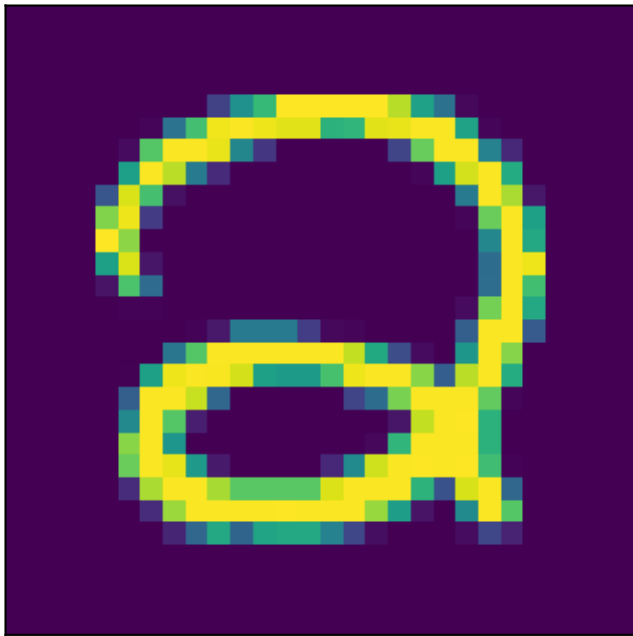
Image



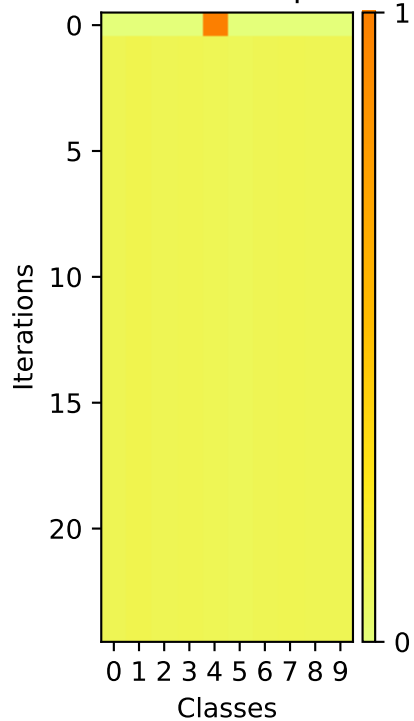
Softmax Outputs



Image



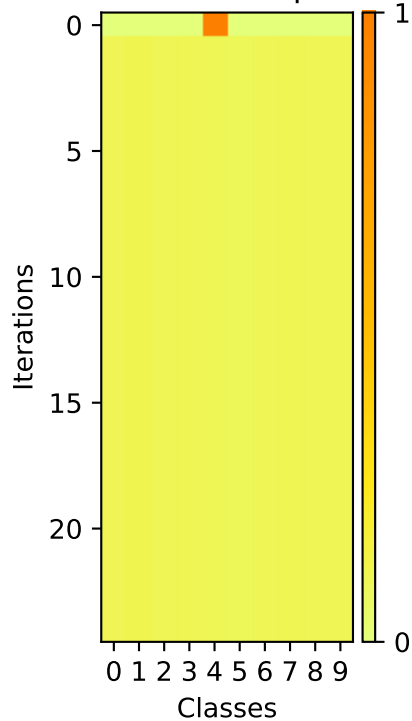
Softmax Outputs



Image

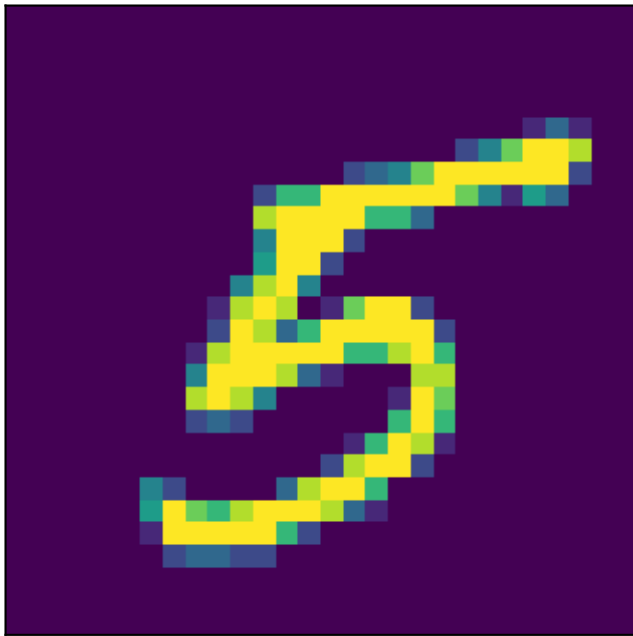


Softmax Outputs

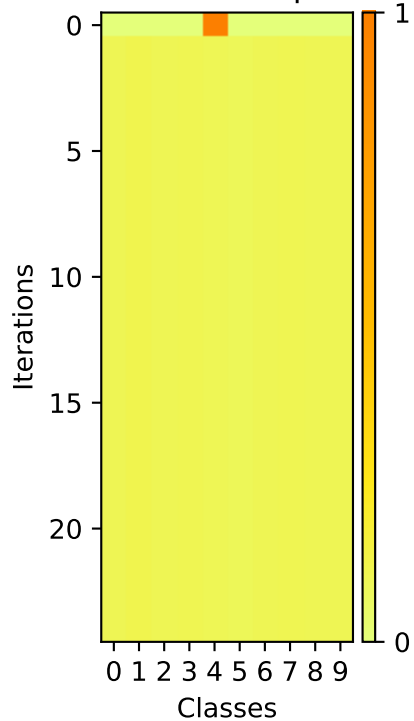


A pixelated yellow number 1 is centered on a dark purple background. The number is composed of several yellow pixels, with some light green and blue pixels visible at the edges, suggesting a low-resolution or dithered image. The background is a solid dark purple.

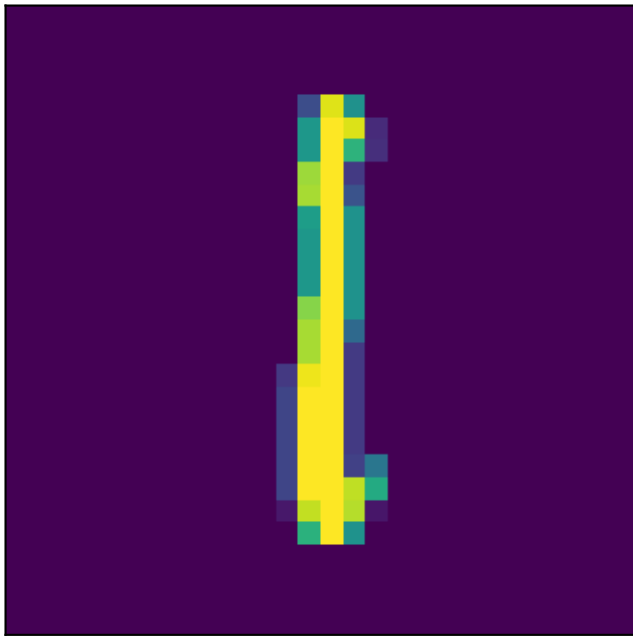
Image



Softmax Outputs



Image



Softmax Outputs

