```
loss::Loss
# custom offset
# use custom offset
# weights
+ definedLoss()
+ definedGradient()
+ constantInitializer()
+ responseTransformation()
+ ~Loss()
    loss::AbsoluteLoss
+ AbsoluteLoss()
+ AbsoluteLoss()
+ definedLoss()
+ definedGradient()
```

+ constantInitializer()
+ responseTransformation()