HSV Shader M_1 , Squared Bin Loss 0.50 \longrightarrow T_{11} - Adam 0.48 - T_{11} - RMSprop **- → -** T₁₂ - Adam 0.46 -- T_{12} - RMSprop 0.44 \$\$0 0.42 0.40 0.38 0.36 0.12 0.10 0.08 0.06 0.04 0.02 0.00 2 1 5 6 Iteration