

<<Interface>>

## LossFunction

compute(x: Float, z: Float): Float

<<Interface>>

## ActivationFunction

compute(x: Float): Float

## Autoencoder

- layers: List<Int>
- activations: List<ActivationFunction>
- loss: LossFunction
- weights: Map<Int, Map<Float, Float>>
- bias: List<Float>
- learnrate: Float

- + train (features: List<Feature>): void
- encode (features: List<Feature>): List<Feature>
- decode (features: List<Feature>): List<Feature>

## Feature

coordinates: List<Float>