

Binary Cross-Entropy Loss

Loss Function:

$$L = -[y \log(\hat{y}) + (1-y)\log(1-\hat{y})]$$



Penalizes wrong predictions heavily



Convex function: Guaranteed global minimum



Asymmetric penalty: Confident wrong predictions costly

If $y = 1$

Loss:

$$-\log(\hat{y})$$

Minimized when $\hat{y} \rightarrow 1$

If $y = 0$

Loss:

$$-\log(1-\hat{y})$$

Minimized when $\hat{y} \rightarrow 0$



Asymmetric penalty structure



Confident wrong predictions are costly



Interactive 3D Loss Surface

Drag to rotate • Scroll to zoom

 **Reset View**

 **Toggle Wireframe**

 **Auto Rotate**

 Interact with the 3D surface: Click and drag to rotate, scroll to zoom in/out

3D Surface Visualization: This interactive plot shows the Binary Cross-Entropy loss landscape with

X-axis: y (True Label, 0 or 1)

Z-axis: \hat{y} (Predicted Value, 0-1)

Y-axis: Loss (BCE)

The surface is **not convex** in the traditional sense when visualized this way. Note the two "valleys" at (0,0) and (1,1) where predictions match true labels. Colors: **Blue (low loss)** → **Yellow** → **Red (high loss)**