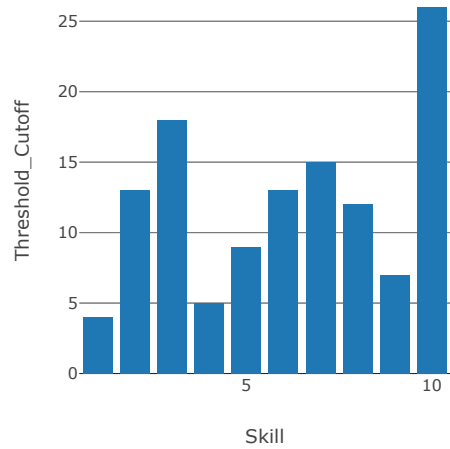


online

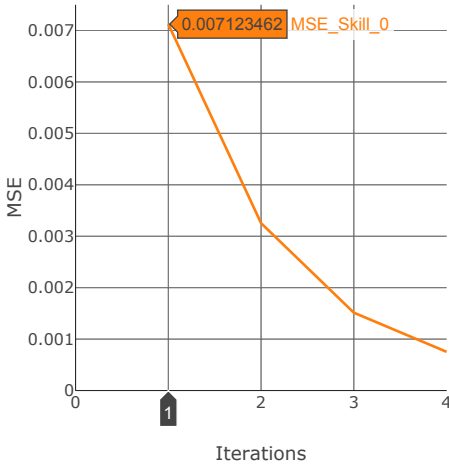
Cutoff\_Threshold



x

MNIST Skill 0

CAE\_MSE\_skills1



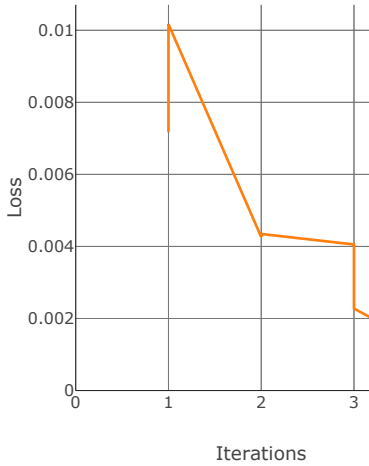
Iterations

CAE\_MSE\_skills1

x

↓

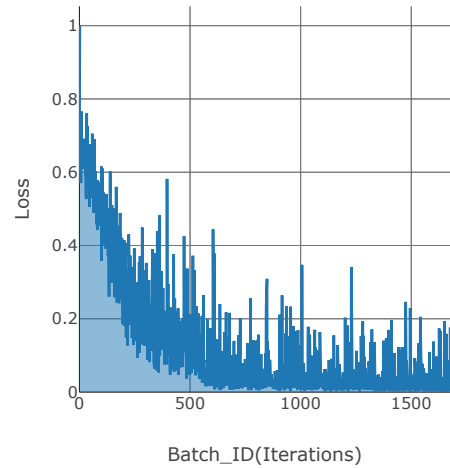
CAE\_skills1



Iterations

CAE\_MSE

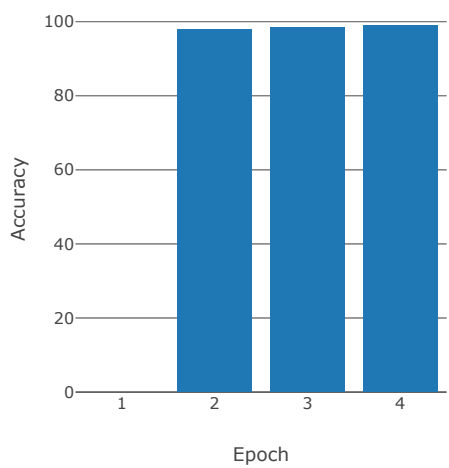
MNIST Skill 0



x

CAE\_skills1

MNIST Skill 0



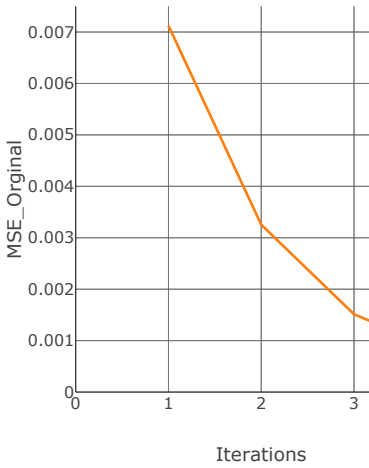
Epoch

MNIST Skill 0

x

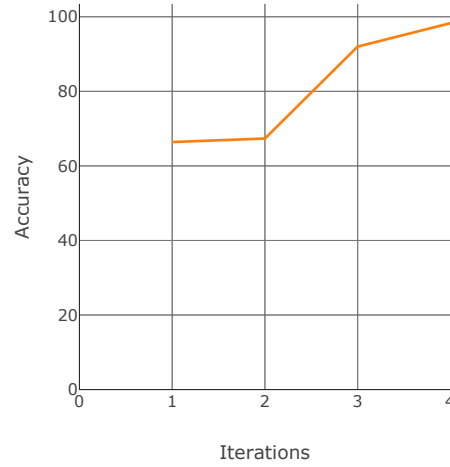
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CAE\_MSE\_WRT\_Original\_



Iterations

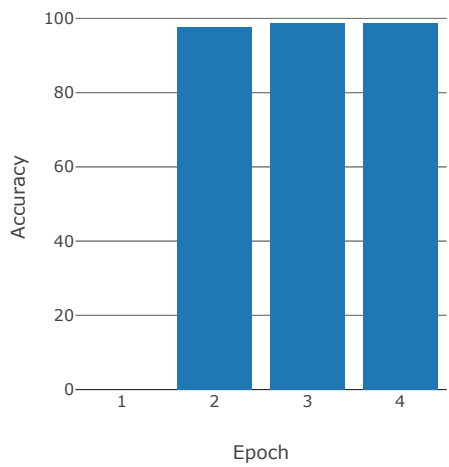
CAE\_skills1



x

MNIST Skill 1

MNIST Skill 1



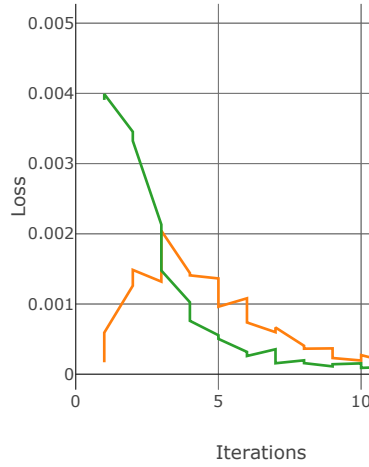
Epoch

MNIST Skill 1

x

↓

CAE\_skills2



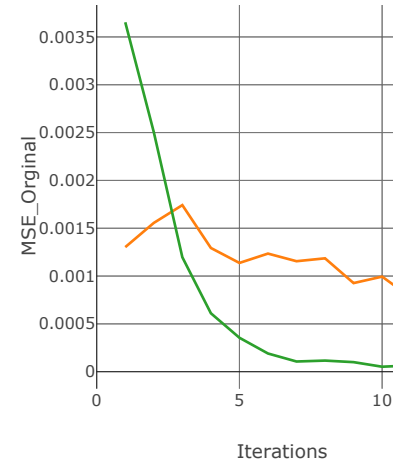
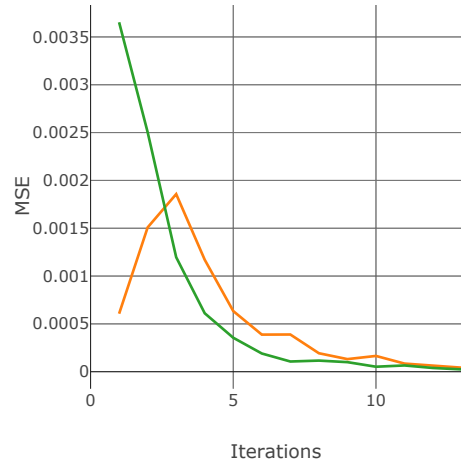
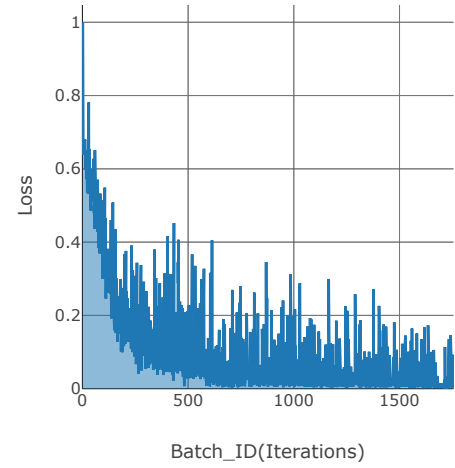
Iterations

CAE\_MSE

MNIST Skill 1

CAE\_MSE\_skills2

CAE\_MSE\_WRT\_Original\_



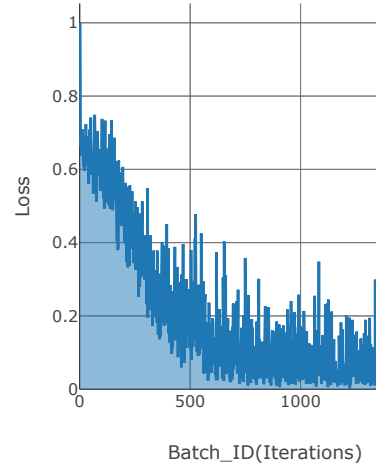
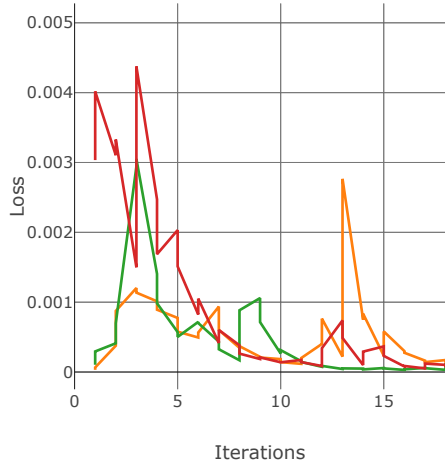
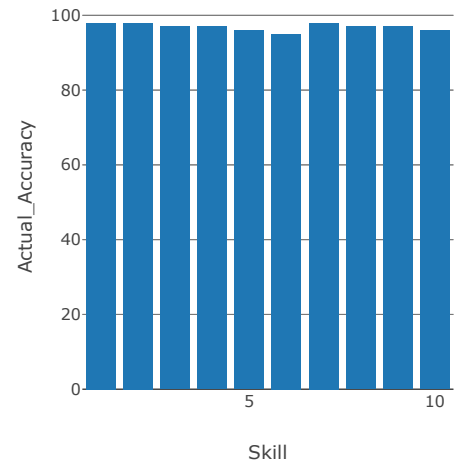
Actual\_Accuracy

CAE\_skills3

Actual\_Accuracy

CAE\_skills3

MNIST Skill 2



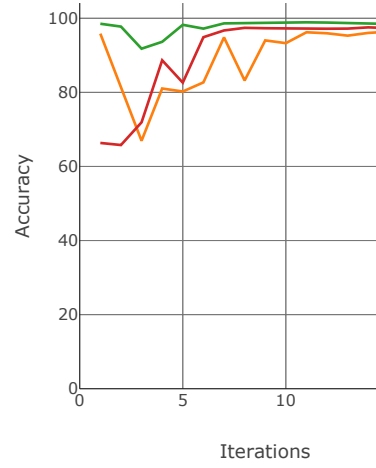
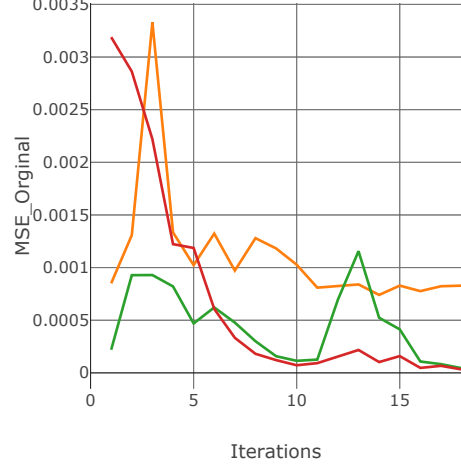
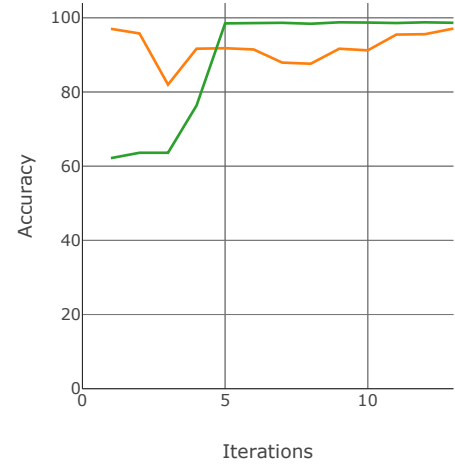
CAE\_skills2

CAE\_MSE\_WRT\_Original\_skills3

CAE\_skills2

CAE\_MSE\_WRT\_Original\_skills3

CAE\_skills3



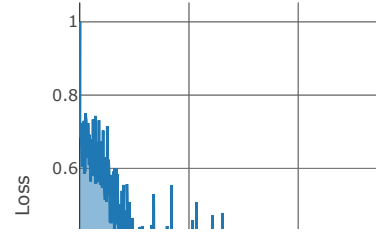
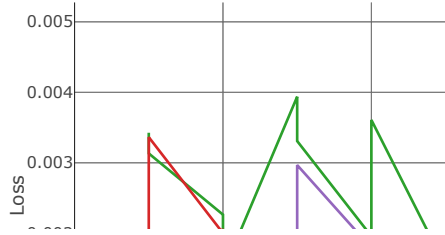
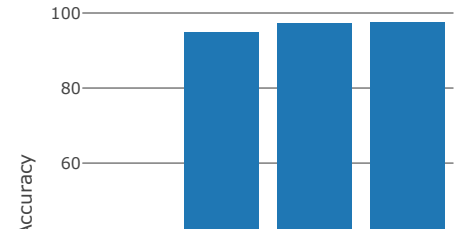
MNIST Skill 2

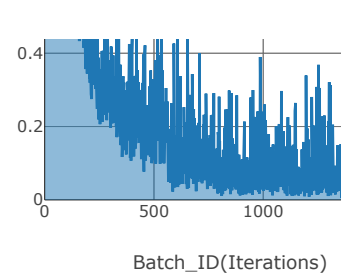
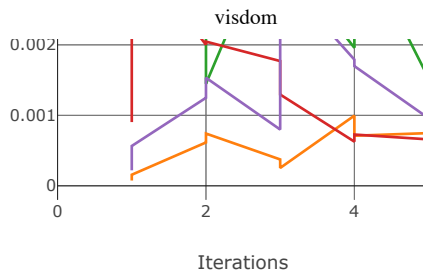
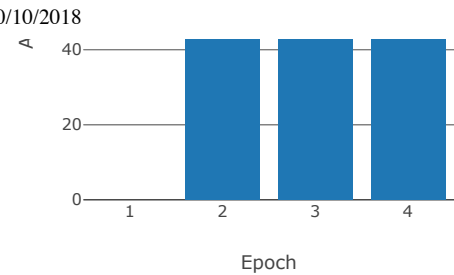
CAE\_skills4

MNIST Skill 2

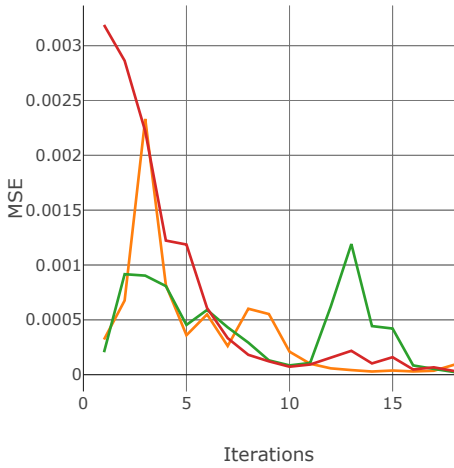
CAE\_skills4

MNIST Skill 3

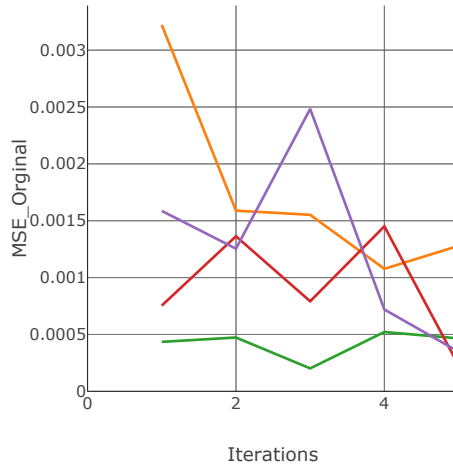




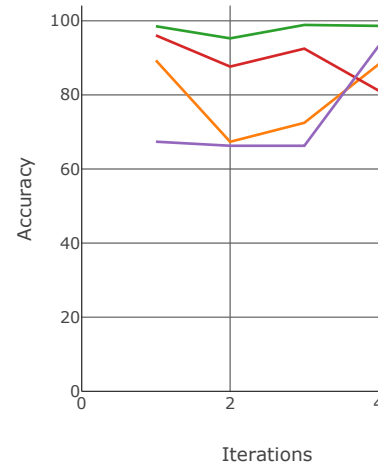
CAE\_MSE\_skills3



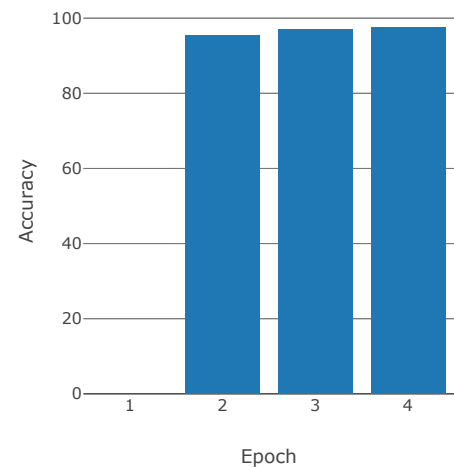
CAE\_MSE\_WRT\_Original\_skills4



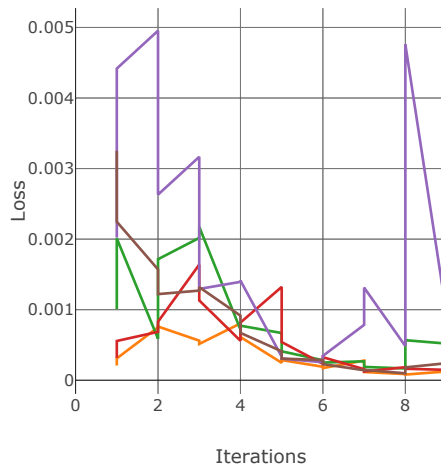
CAE\_skills4



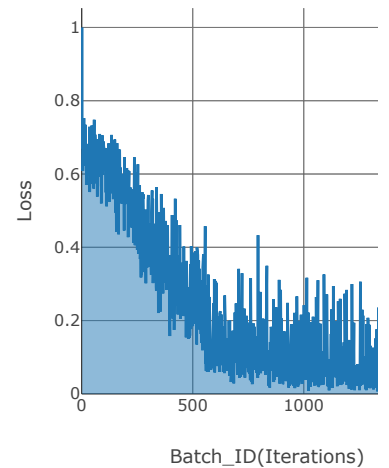
MNIST Skill 3



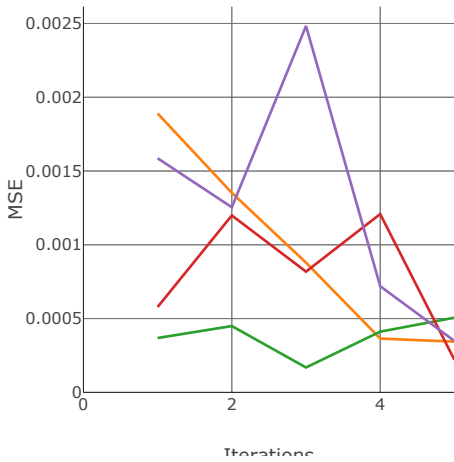
CAE\_skills5



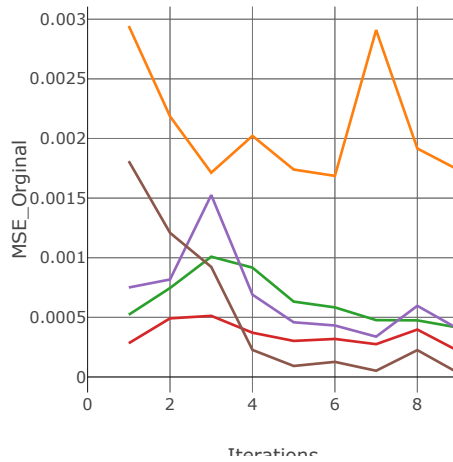
MNIST Skill 4



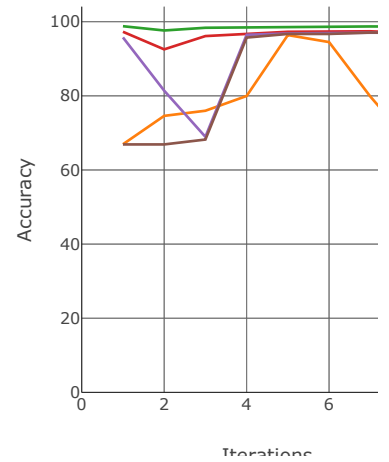
CAE\_MSE\_skills4

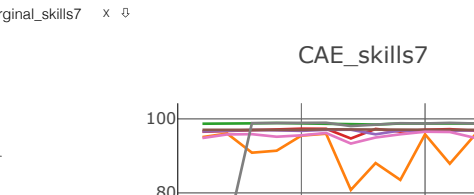
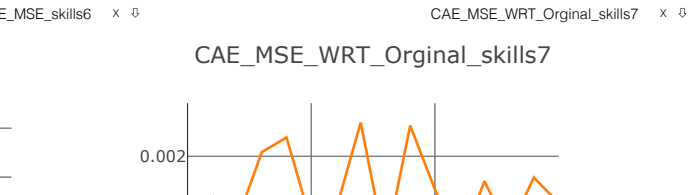
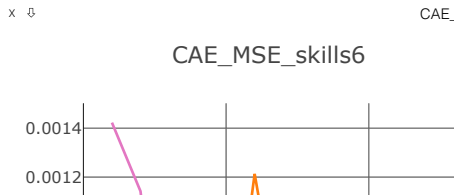
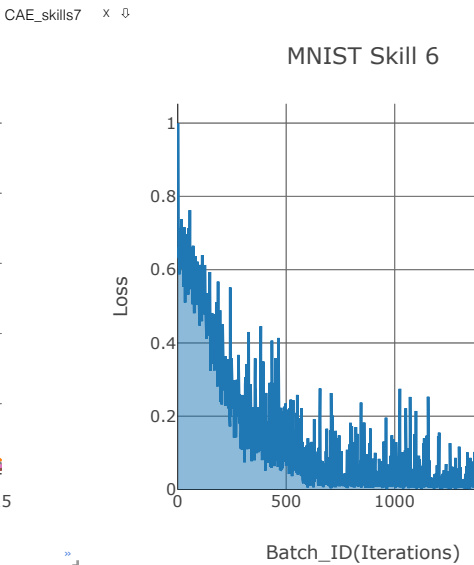
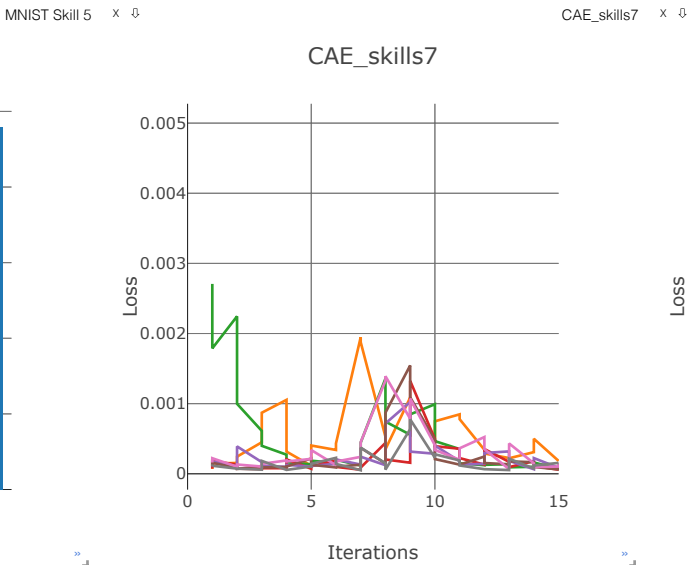
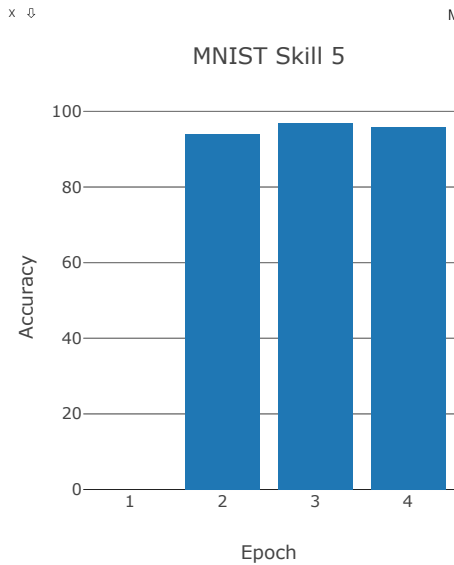
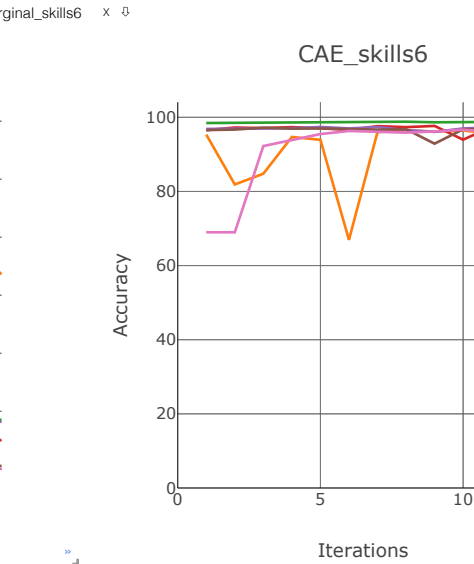
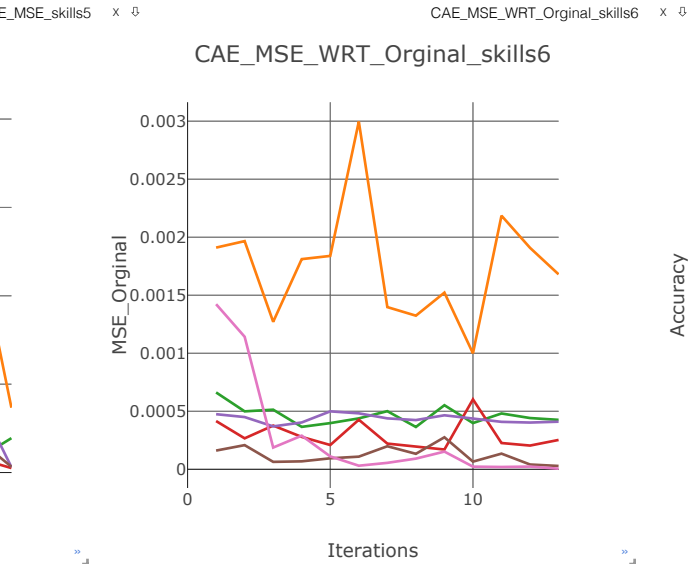
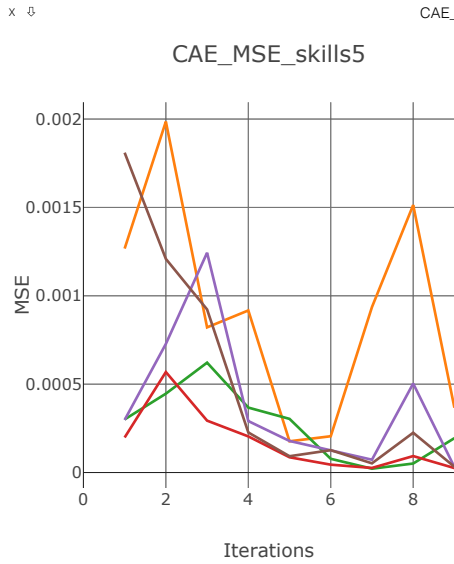
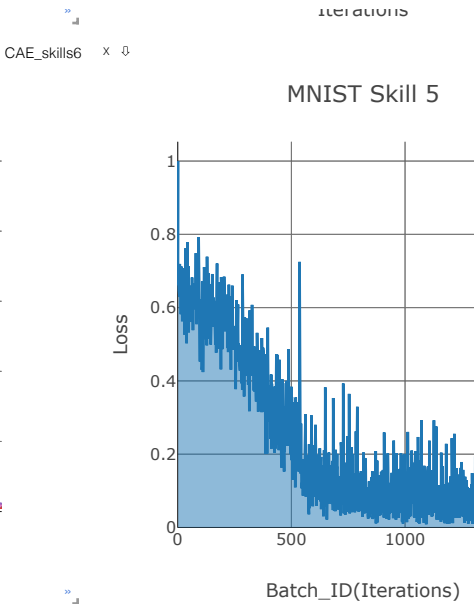
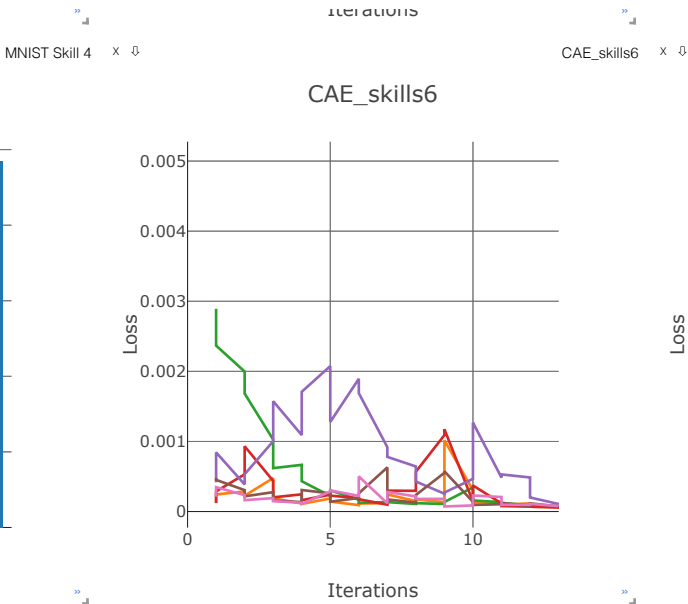
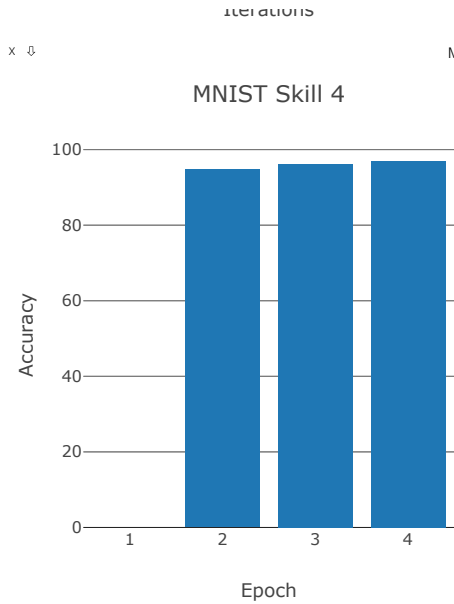


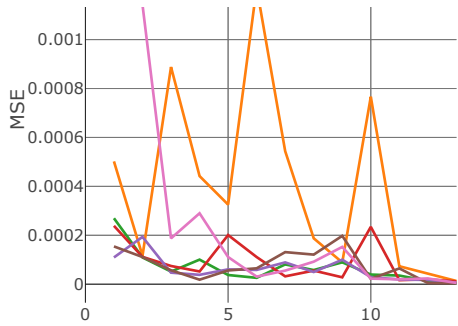
CAE\_MSE\_WRT\_Original\_skills5



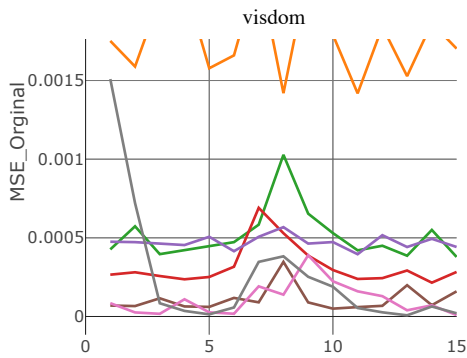
CAE\_skills5



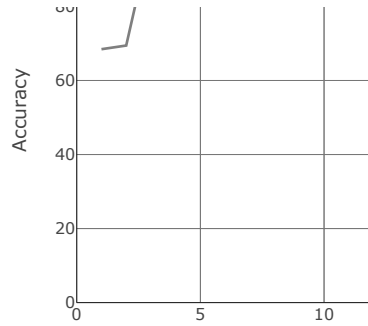




Iterations



Iterations

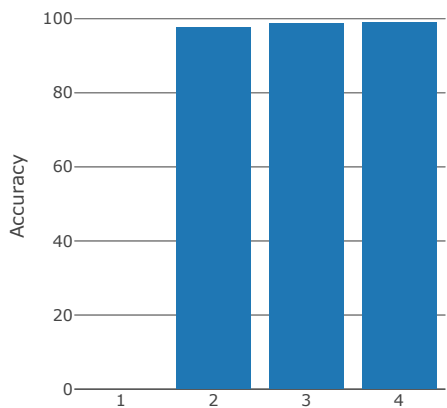


Iterations

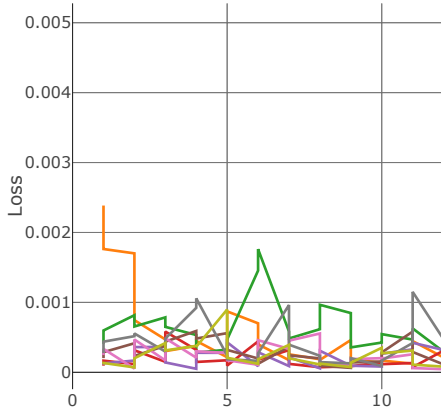
MNIST Skill 6

CAE\_skills8

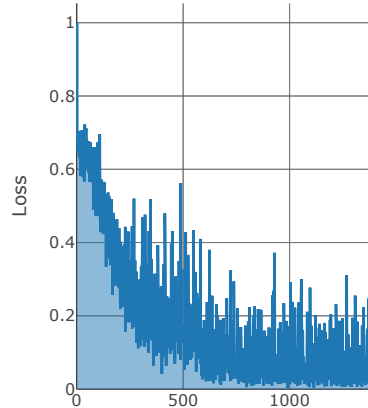
MNIST Skill 7



Epoch



Iterations

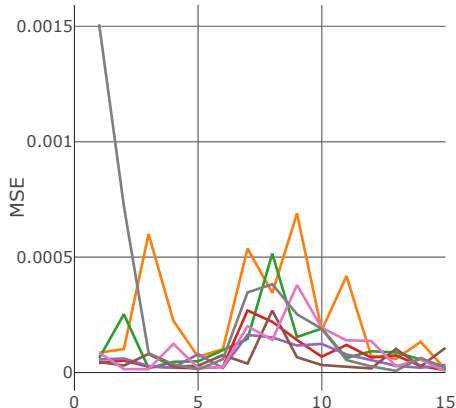


Batch\_ID(Iterations)

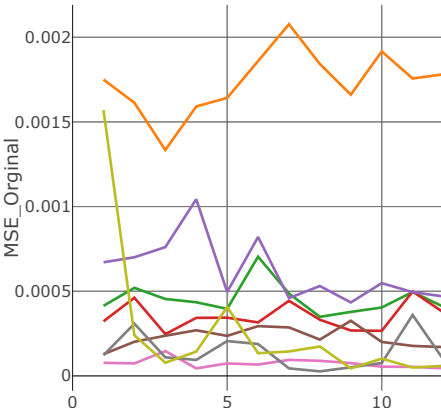
CAE\_MSE\_skills7

CAE\_MSE\_WRT\_Original\_skills8

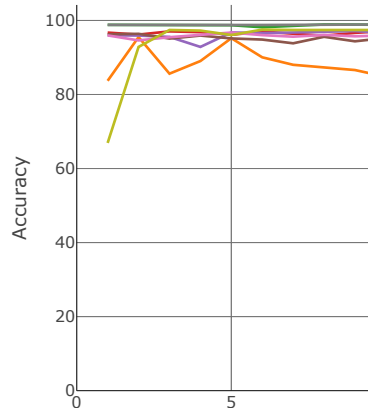
CAE\_skills8



Iterations



Iterations

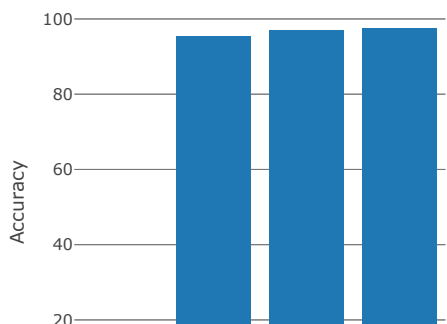


Iterations

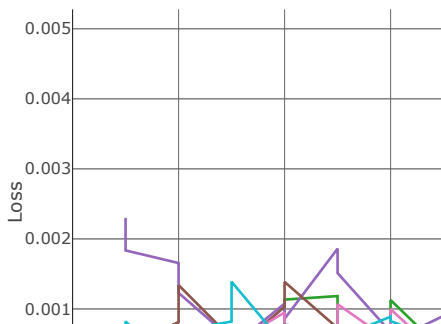
MNIST Skill 7

CAE\_skills9

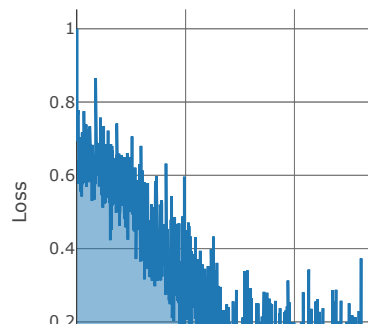
MNIST Skill 8



Epoch



Iterations



Batch\_ID(Iterations)

