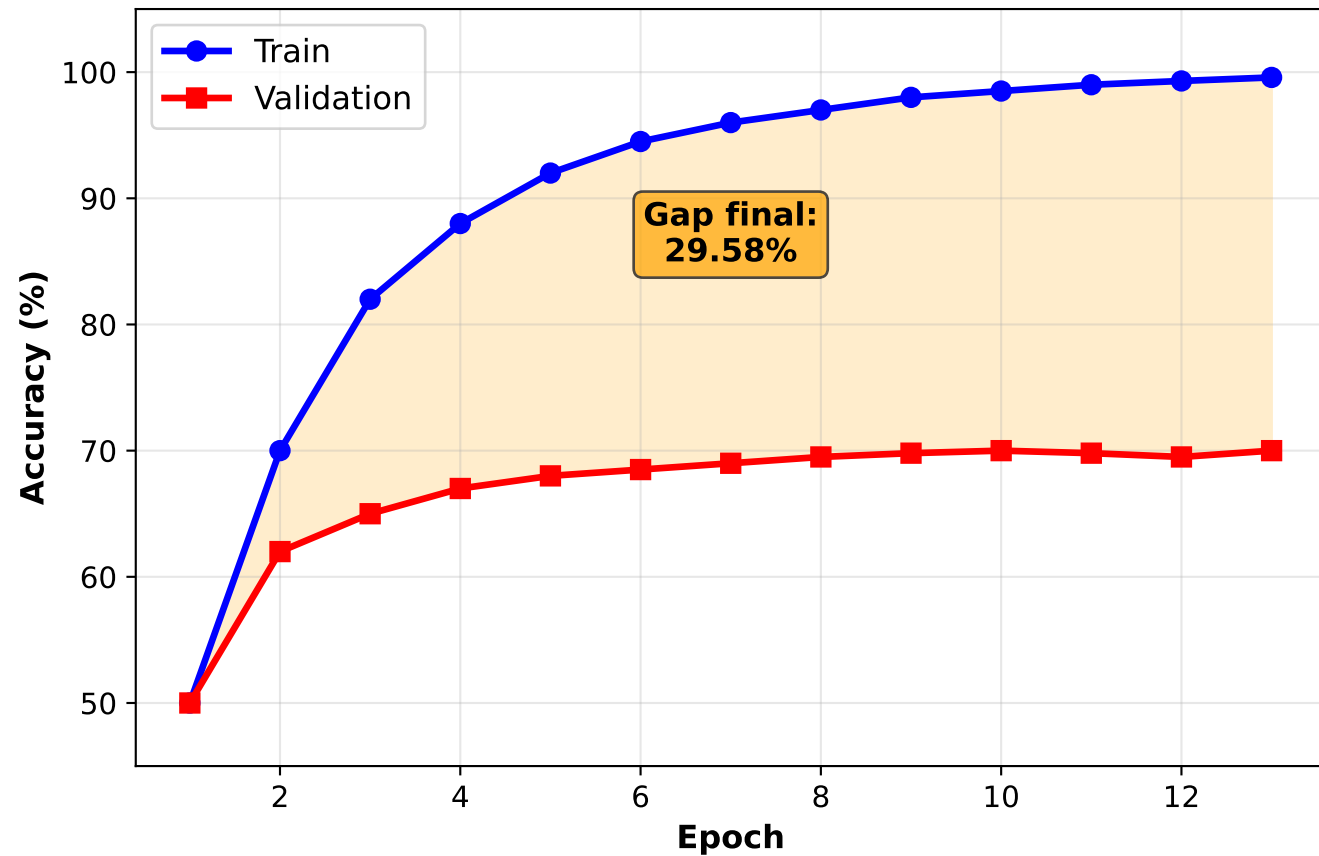


I3D - Évolution Train vs Validation



I3D - Évolution de l'Overfitting

