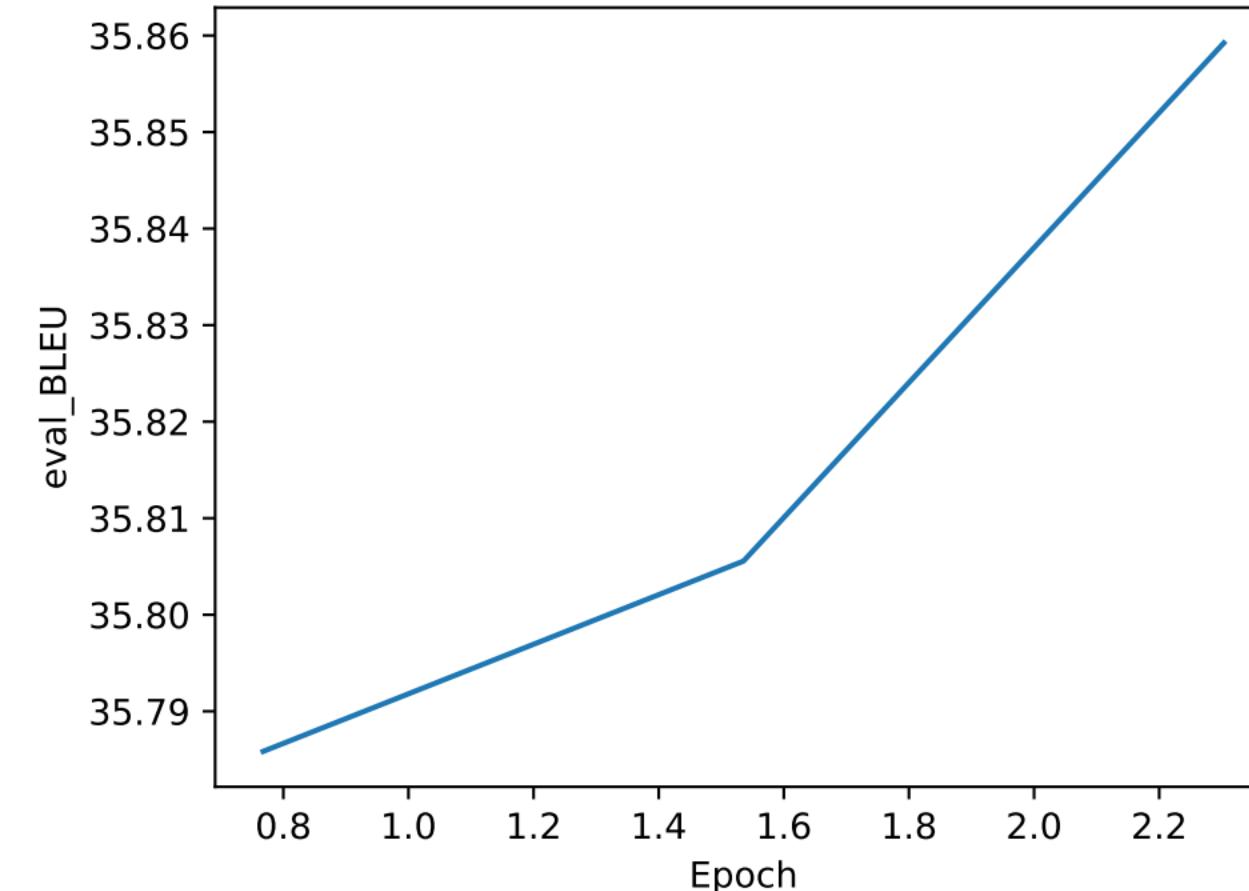


eval\_BLEU vs Epoch



eval\_loss vs Epoch

