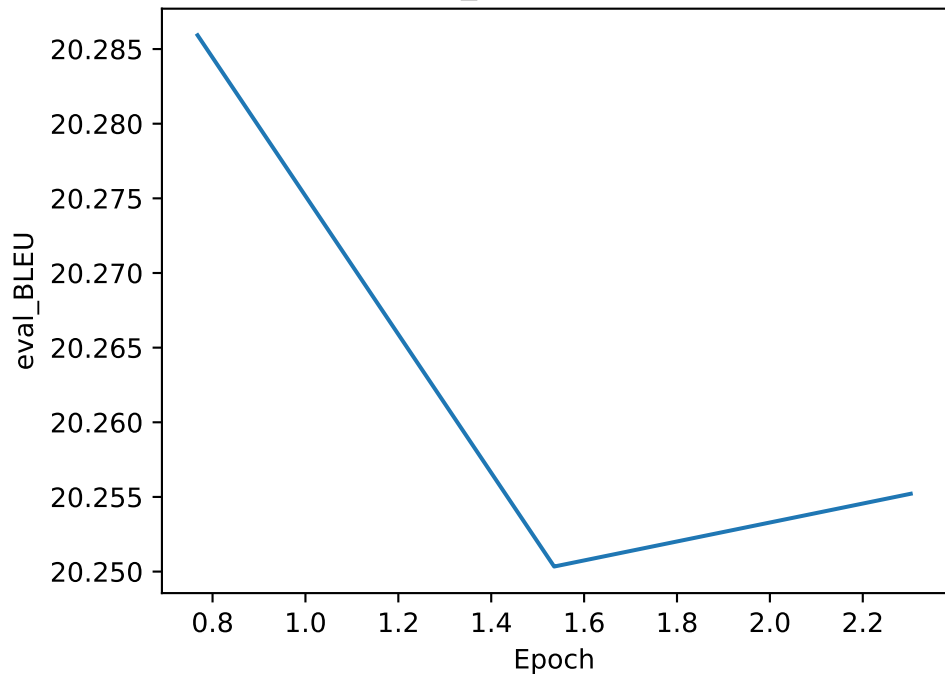


eval_BLEU vs Epoch



eval_loss vs Epoch

