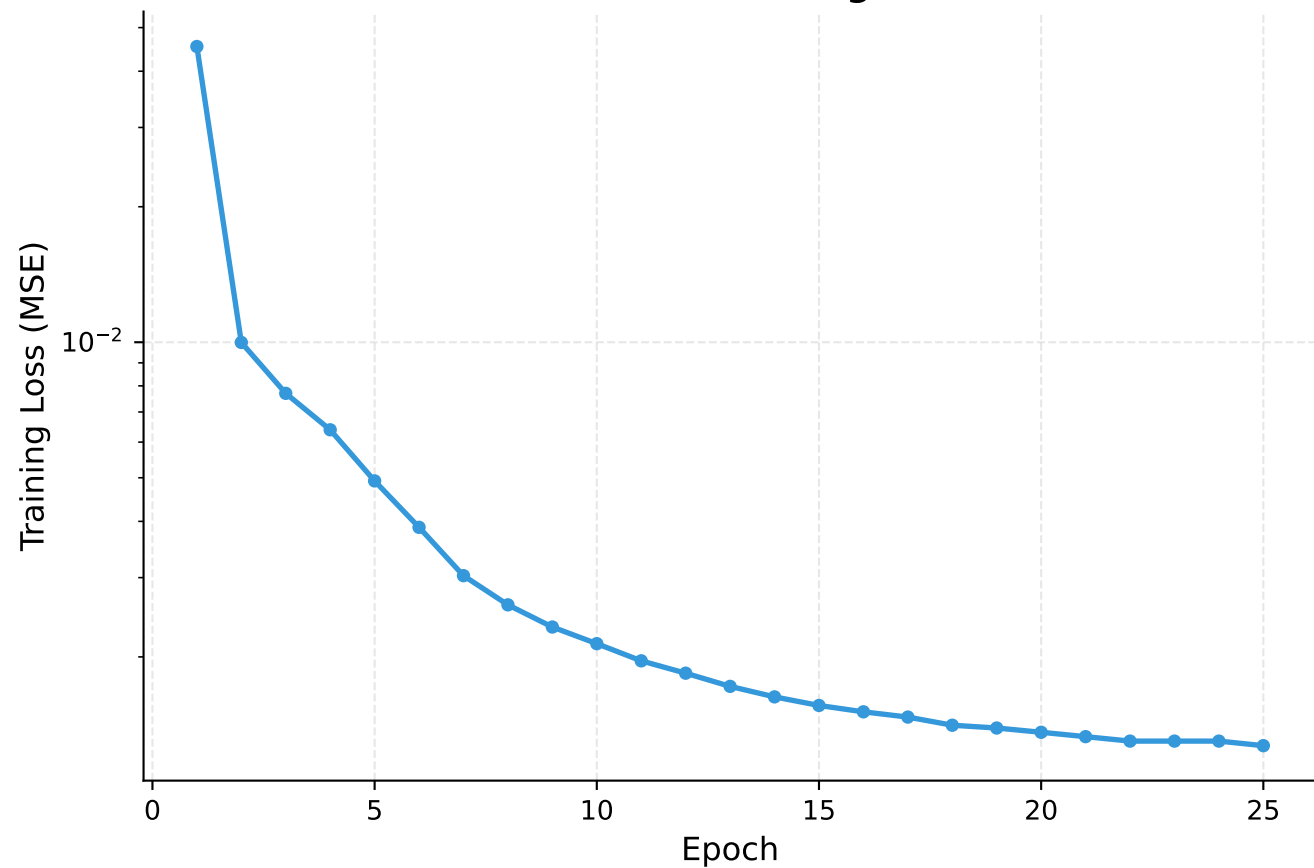


TileFormer Training Loss



TileFormer Validation MSE

