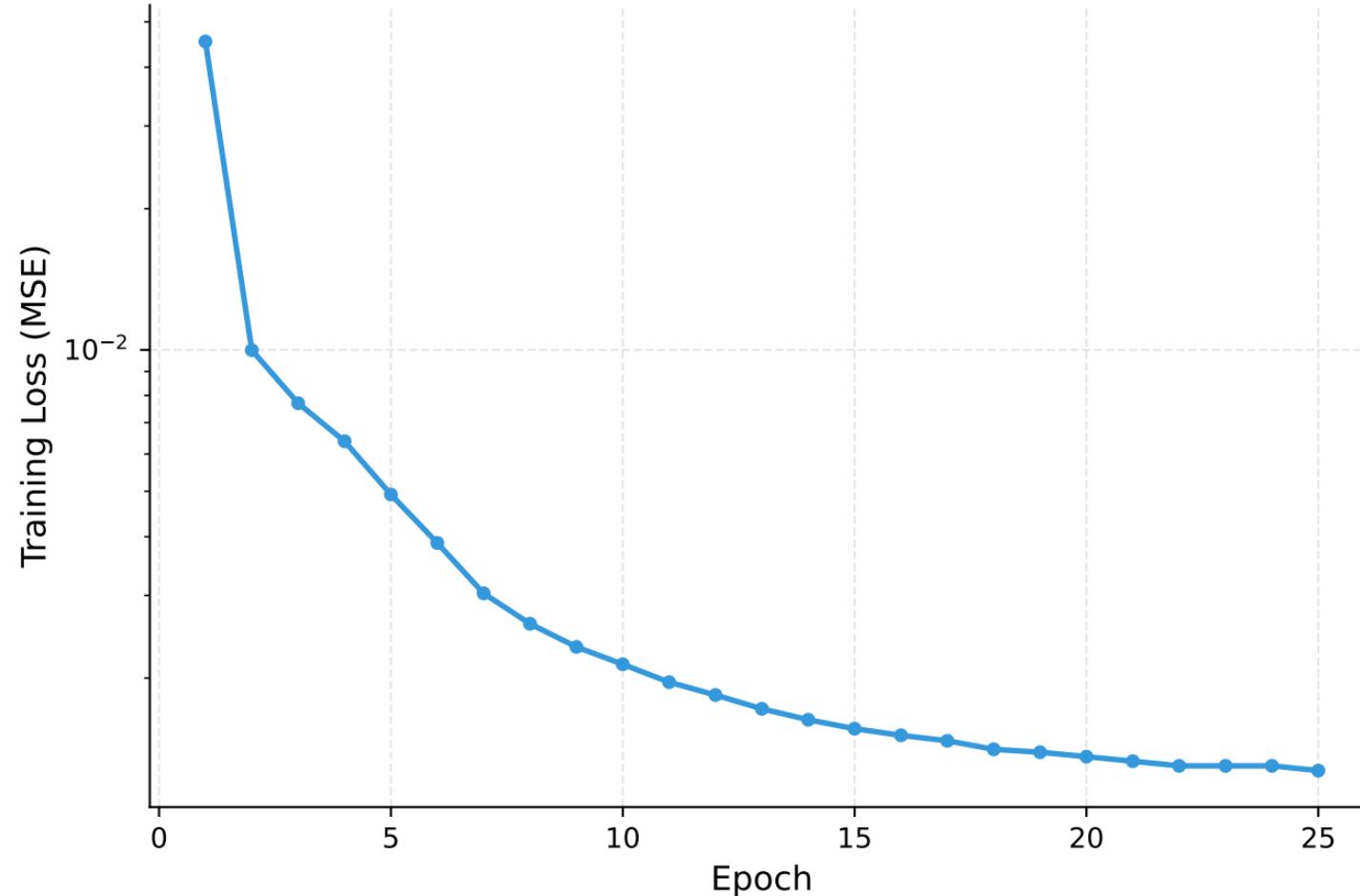


### TileFormer Training Loss



### TileFormer Validation MSE

