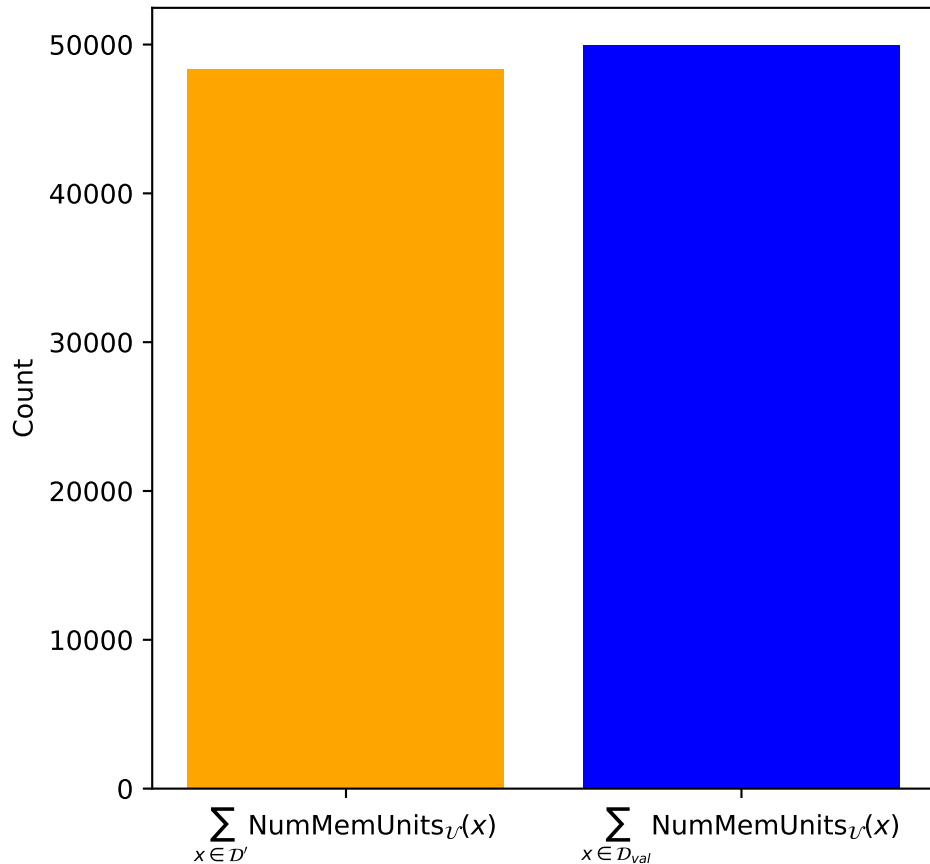


Train + Val with NumMemUnits over all Units



Train + Val with NumMemUnits for top 10%ile Units

