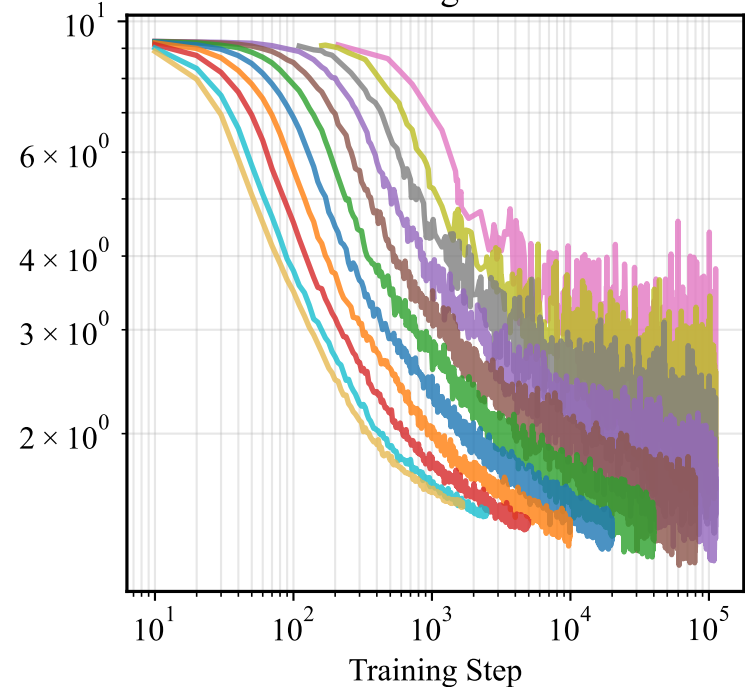
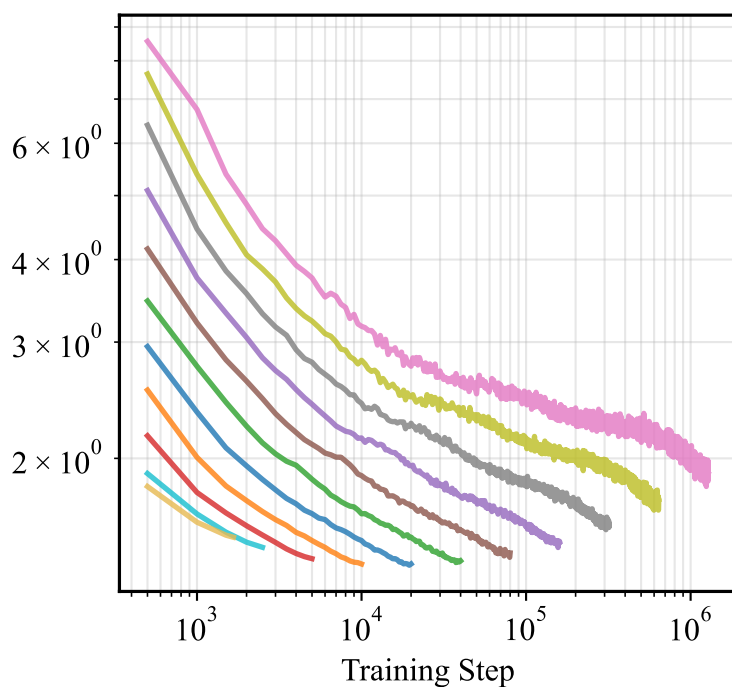


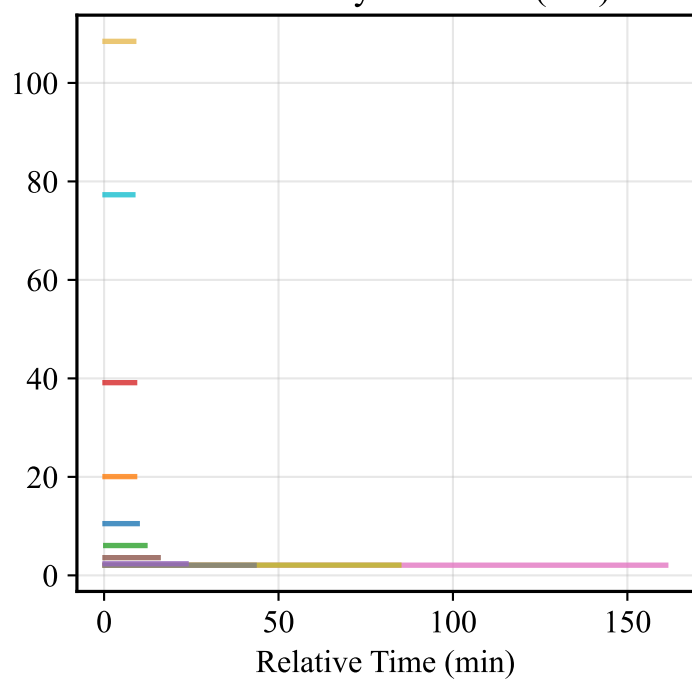
Training Loss



Validation Loss



GPU Memory Allocated (GB)



BS=1 BS=2 BS=4 BS=8 BS=16 BS=32 BS=64 BS=128 BS=256 BS=512 BS=768