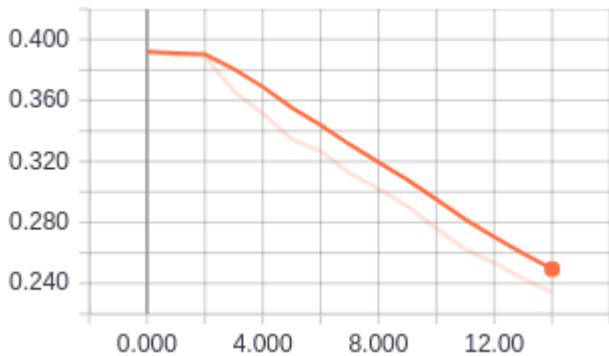


loss



epoch