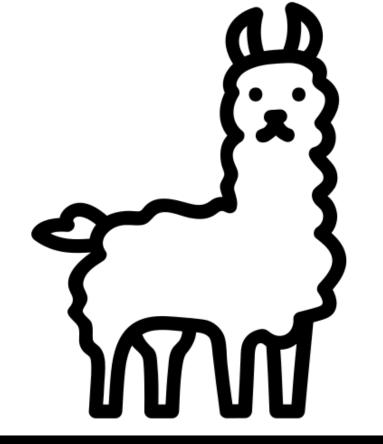
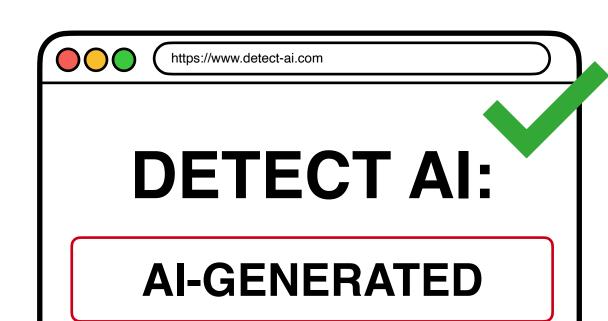
## LLaMA (default)





## LLaMA +sampling +penalty

