```
1.0000 - val_loss: 0.7873 - val_accuracy: 0.5094
Epoch 18/50
1.0000 - val_loss: 0.8040 - val_accuracy: 0.5283
Epoch 19/50
0.9917 - val_loss: 0.8248 - val_accuracy: 0.5283
Epoch 20/50
1.0000 - val_loss: 0.8174 - val_accuracy: 0.5472
Epoch 21/50
1.0000 - val_loss: 0.8419 - val_accuracy: 0.4717
Epoch 22/50
1.0000 - val_loss: 0.8475 - val_accuracy: 0.4528
Epoch 23/50
1.0000 - val_loss: 0.8757 - val_accuracy: 0.4906
Epoch 24/50
1.0000 - val_loss: 0.8929 - val_accuracy: 0.4717
Epoch 25/50
1.0000 - val_loss: 0.8760 - val_accuracy: 0.5094
Epoch 26/50
1.0000 - val_loss: 0.8872 - val_accuracy: 0.4906
Epoch 27/50
1.0000 - val_loss: 0.9021 - val_accuracy: 0.4906
Epoch 28/50
1.0000 - val_loss: 0.9251 - val_accuracy: 0.4717
Epoch 29/50
1.0000 - val_loss: 0.9116 - val_accuracy: 0.5472
Epoch 30/50
1.0000 - val_loss: 0.9215 - val_accuracy: 0.5660
Epoch 31/50
1.0000 - val_loss: 0.9341 - val_accuracy: 0.4906
Epoch 32/50
1.0000 - val_loss: 0.9431 - val_accuracy: 0.5094
Epoch 33/50
```