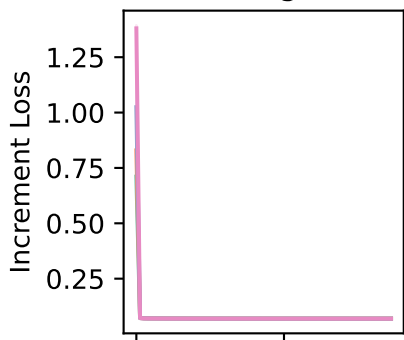
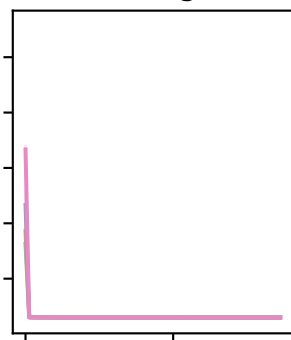


# Math Noise Loss

3000 Augment



10000 Augment



20000 Augment

