


LSTMLayer::Train



```
graph LR; A[LSTMLayer::Train] --> B[EnvironmentData::getInstance]
```

A diagram showing a dependency between two code elements. On the left, a gray rectangular box contains the text 'LSTMLayer::Train'. A blue arrow points from this box to a white rectangular box on the right, which contains the text 'EnvironmentData::getInstance'. Both boxes have a thin black border.

EnvironmentData::getInstance