|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Model | Accuracy | Precision | Recall | F-1 Score |
| LSTM (hidden =32, layers =1, batch= 32) | 0.59 | 0.63 | 0.57 | 0.52 |
| LSTM (hidden =64, layers =1, batch= 32) | 0.60 | 0.63 | 0.58 | 0.54 |
| LSTM (hidden =128, layers =1, batch= 32) | 0.60 | 0.63 | 0.58 | 0.55 |
| LSTM (hidden =256, layers =1, batch= 32) | 0.58 | 0.58 | 0.58 | 0.58 |
| LSTM (hidden =64, layers =2, batch= 64) | 0.61 | **0.66** | **0.62** | 0.55 |
| LSTM (hidden =64, layers =4, batch= 128) | **0.62** | 0.63 | 0.61 | **0.60** |
| LSTM (hidden =128, layers =4, batch= 128) | 0.56 | 0.60 | 0.43 | 0.45 |

Oscam razer + Universal theorem