|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Model | Accuracy | Precision | Recall | F-1 Score |
| LSTM (hidden =32, layers =1, batch= 32) |  |  |  |  |
| LSTM (hidden =64, layers =1, batch= 32) |  |  |  |  |
| LSTM (hidden =128, layers =1, batch= 32) |  |  |  |  |
| LSTM (hidden =256, layers =1, batch= 32) |  |  |  |  |
| LSTM (hidden =64, layers =2, batch= 64) |  |  |  |  |
| LSTM (hidden =64, layers =4, batch= 128) |  |  |  |  |
| LSTM (hidden =128, layers =4, batch= 128) |  |  |  |  |

Oscam razer + Universal theorem