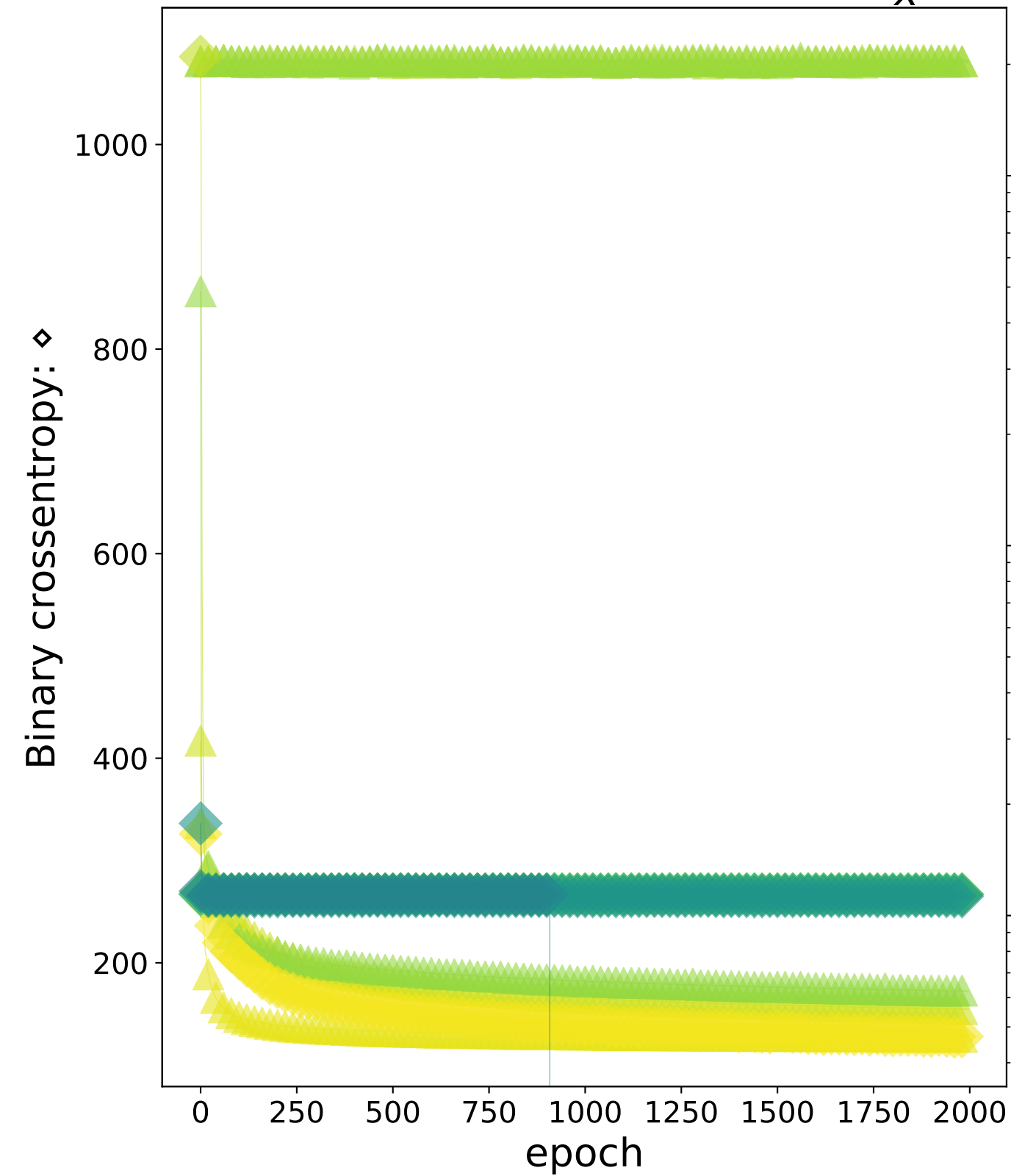


Reconstruction loss: L_x



Latent loss: L_z

