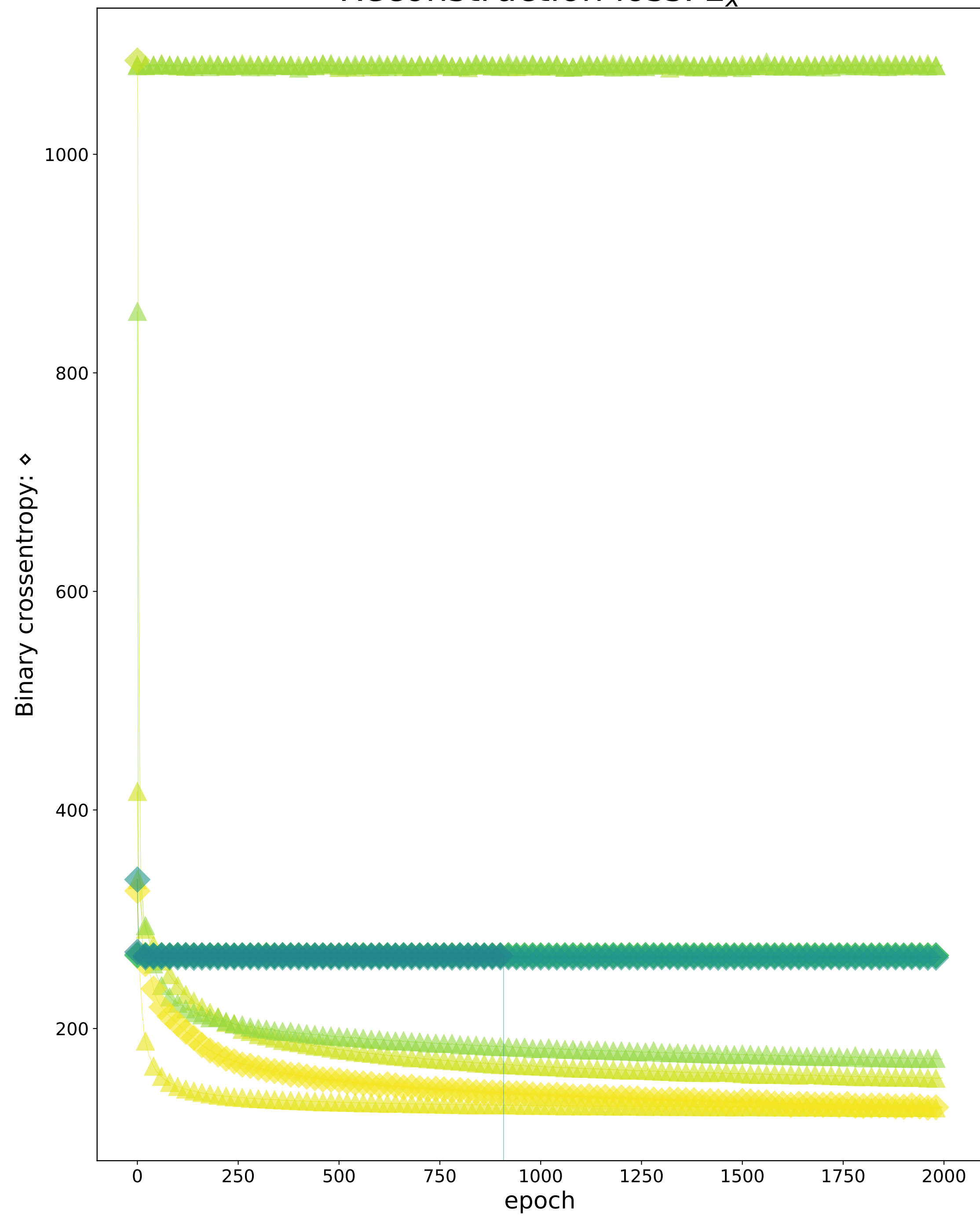


Reconstruction loss: L_x Latent loss: L_z 