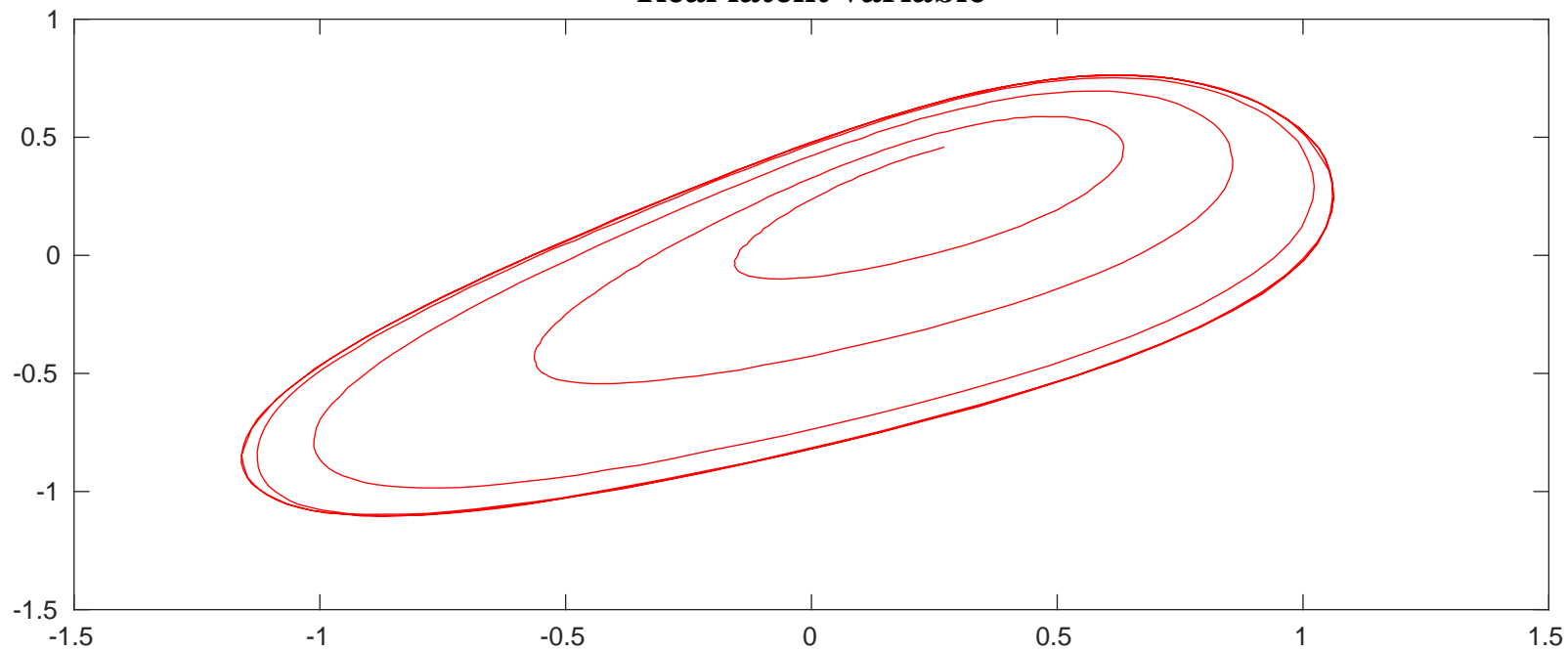


Real latent variable



Reconstructed latent variable

