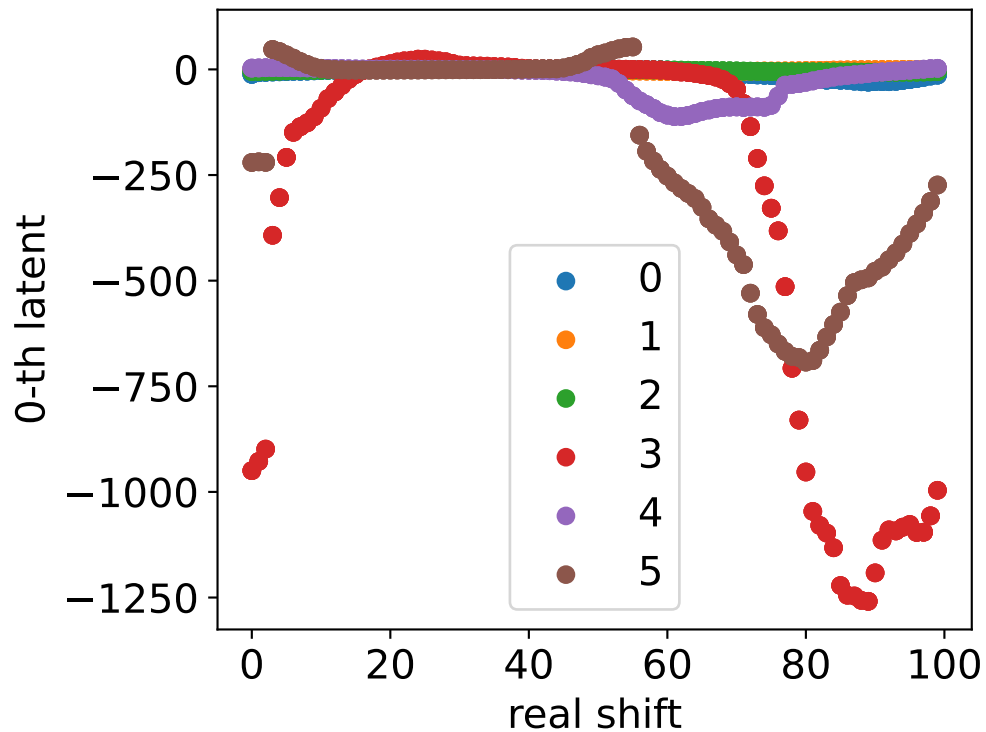


# latent nuisance space

## 0-th dim



## 1-th dim

