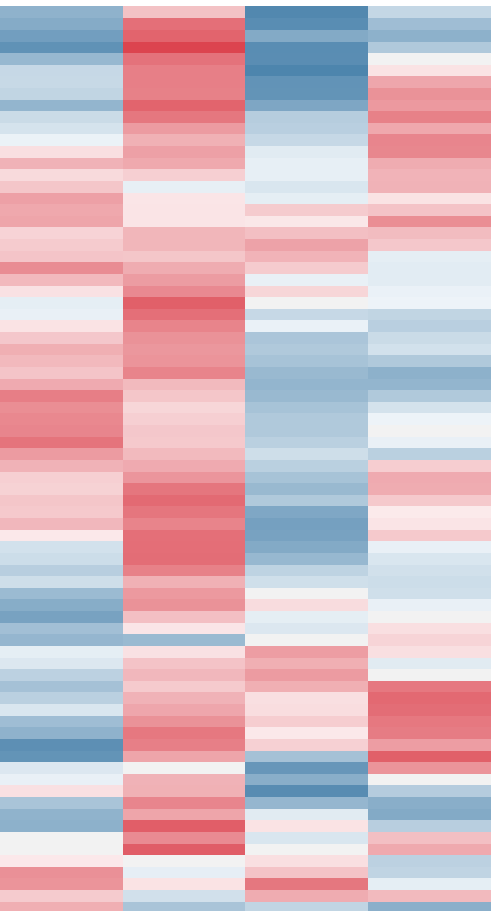


# BLCA



0

1

2

3

latent dimension - z