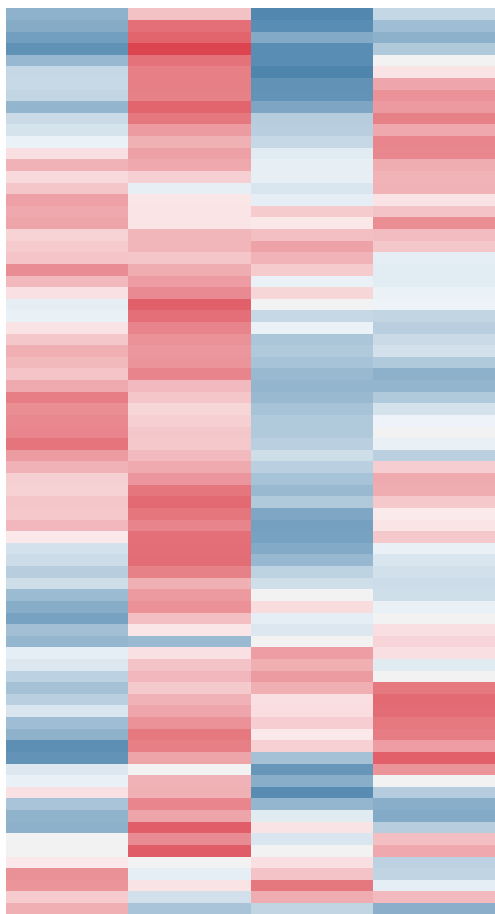


# BLCA



0 1 2 3  
latent dimension - z