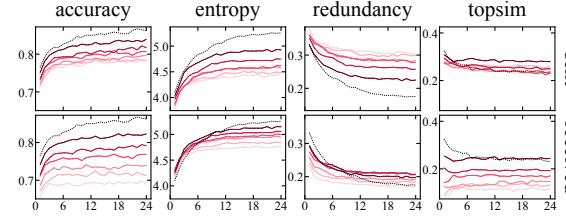
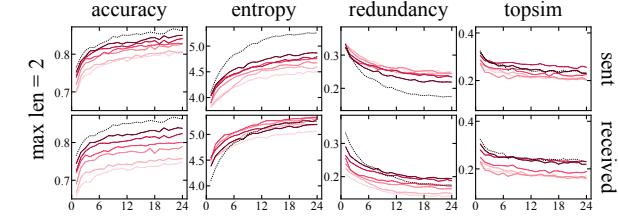
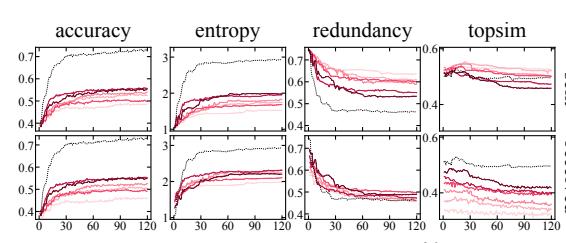
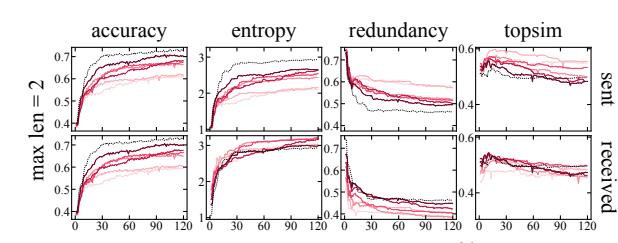
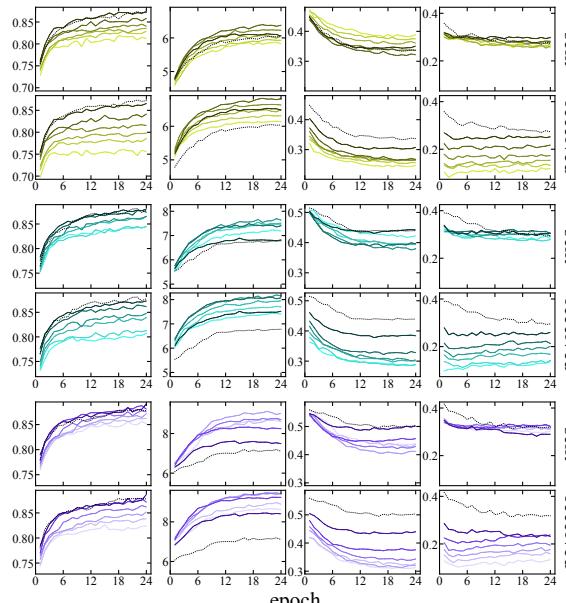
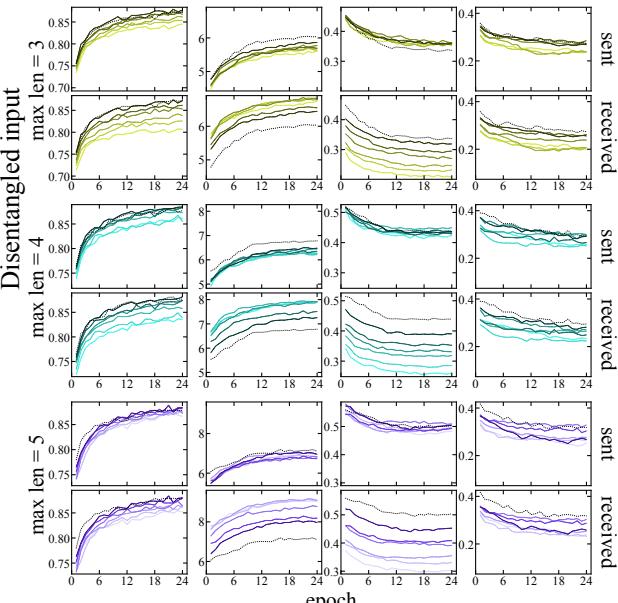


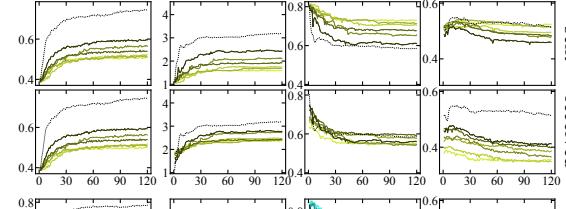
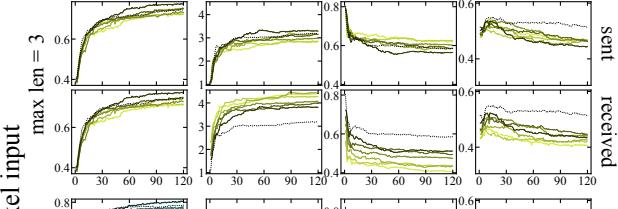
### Erasure channel



Disentangled input



## Pixel input



U

