

observation

- Larger latent shape(14,14,1) will have smaller construction loss compare to smaller latent shape(7,7,1)
- The smaller the 'image' after encode, the denser the extraction of infomation, therefore loss more information. The image after reconstruct will be noisier
- On the other hand, the surrounding pixels are smoother than the original, I think decoder smoothed it since it doesn't carry much information