

Original Input



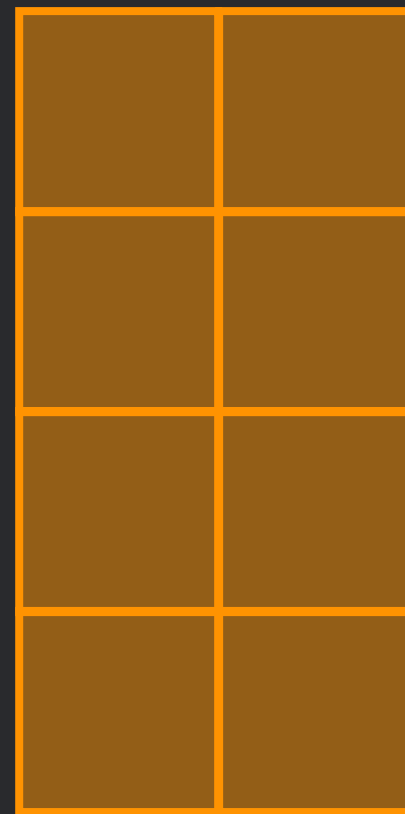
$x$



Encoder



Latent Representation



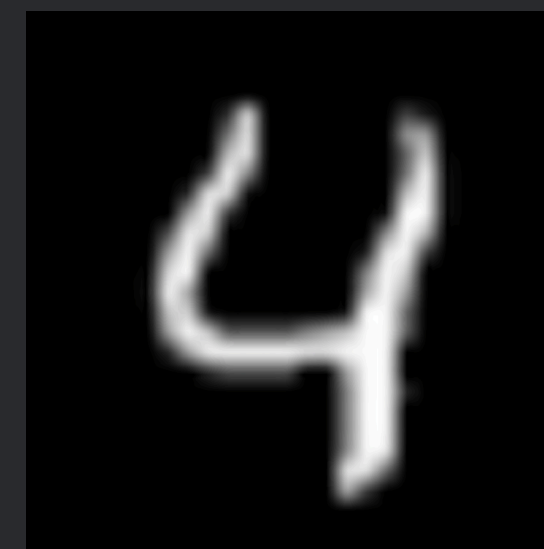
$h$



Decoder



Reconstructed Output



$r$