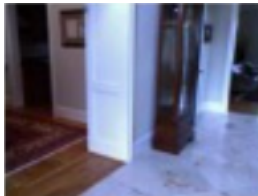
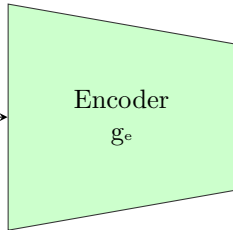


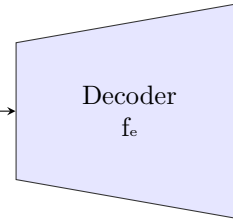
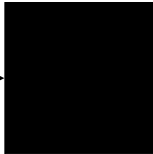
Input Image



x



Latent
Representation



Output Map



y