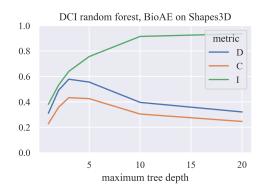
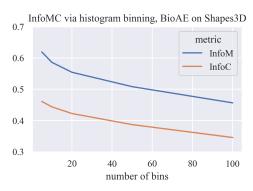
Table 1: DCI evaluation. Note the re-ordering of C and I.

Table 2: InfoMEC evaluation.

	$DCI := (D, I, C) \uparrow$				
model	Shapes3D	MPI3D	Falcor3D	Isaac3D	
AE	(0.11 0.83 0.08)	(0.15 0.82 0.14)	(0.08 0.76 0.07)	(0.13 0.85 0.11)	
β -VAE	(0.61 1.00 0.47)	$(0.31\ 0.82\ 0.27)$	$(0.32\ 0.85\ 0.28)$	$(0.22\ 0.88\ 0.19)$	
β-TCVAE	(0.47 0.99 0.39)	$(0.23\ 0.77\ 0.21)$	$(0.36 \ 0.90 \ 0.32)$	$(0.19\ 0.83\ 0.17)$	
BioAE	$(0.32\ 0.94\ 0.25)$	$(0.23\ 0.79\ 0.19)$	$(0.22\ 0.81\ 0.17)$	(0.38 0.91 0.31)	
VQ-VAE	(0.40 0.83 0.34)	$(0.10\ 0.63\ 0.14)$	$(0.30\ 0.80\ 0.28)$	$(0.33 \ 0.89 \ 0.31)$	
QLAE	$(0.80\ 1.00\ 0.61)$	(0.360.850.35)	(0.500.970.39)	(0.701.000.55)	
InfoWGAN-GP	(0.23 0.80 0.19)	(0.09 0.64 0.08)	(0.10 0.74 0.08)	(0.13 0.71 0.11)	
QLInfoWGAN-C	SP (0.38 0.84 0.30)				

		foM InfoE InfoC) ↑		
model	Shapes3D	MPI3D	Falcor3D	Isaac3D
AE	(0.43 1.00 0.27)	(0.38 0.72 0.35)	(0.38 0.75 0.21)	(0.42 0.82 0.21)
β -VAE	$(0.58 \ 1.00 \ 0.49)$	$(0.46 \ 0.71 \ 0.50)$	$(0.71 \ 0.73 \ 0.70)$	(0.60 0.81 0.52)
β-TCVAE	$(0.62\ 0.83\ 0.63)$	$(0.52 \ 0.61 \ 0.57)$	(0.64 0.74 0.71)	$(0.53 \ 0.71 \ 0.47)$
BioAE	$(0.56 \ 0.98 \ 0.44)$	$(0.45 \ 0.66 \ 0.36)$	$(0.54 \ 0.72 \ 0.31)$	(0.62 0.66 0.35)
VQ-VAE	$(0.71 \ 0.98 \ 0.46)$	$(0.45 \ 0.57 \ 0.23)$	(0.61 0.83 0.42)	$(0.58 \ 0.87 \ 0.44)$
QLAE	$(0.941.00 \ 0.55)$	(0.61 0.63 0.50)	(0.71 0.77 0.44)	(0.780.97 0.50)
InfoWGAN-GF	(0.61 0.77 0.41)	(0.44 0.39 0.20)	(0.45 0.60 0.30)	(0.52 0.51 0.24)
	-GP (0.74 0.74 0.47)			





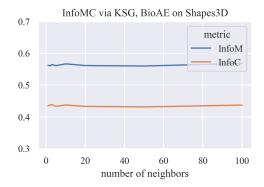
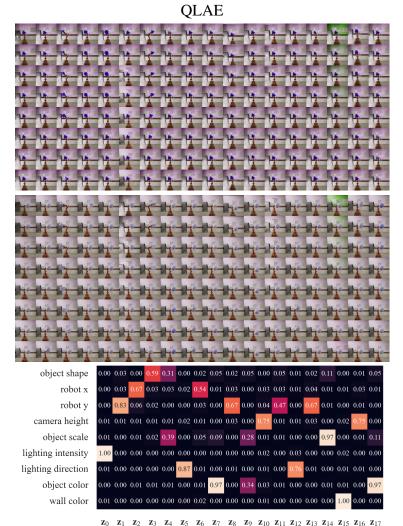
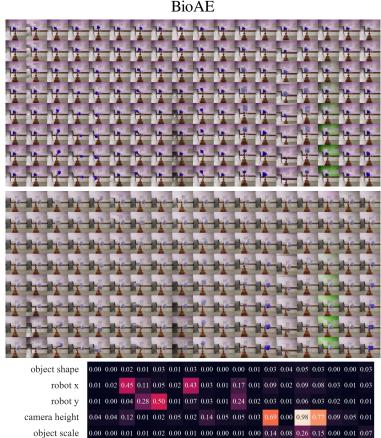


Figure 1: Computing random forest DCI is highly sensitive to the maximum tree depth hyperparameter, and it is easy to overestimate D and C if this is not tuned w.r.t. I.

Figure 2: Computing metrics for a model with continuous latents with mutual information estimated via histogram binning results in high sensitivity to the binning strategy.

Figure 3: Computing metrics for a model with continuous latents with mutual information estimated via k-neighbors based KSG results in high robustness to k.

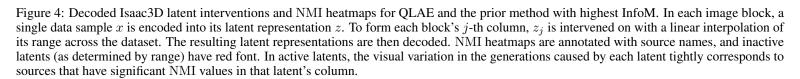




0.20 0.01 0.02 0.01 0.27 0.00 0.19 0.79 0.02 0.06 0.00 0.00 0.01 0.01 0.11 0.31

0.00 0.03 0.00 0.81 0.00 0.00 0.31 0.00 0.25 0.00 0.00 0.01 0.00 0.17

 z_2 z_3 z_4 z_5 z_6 z_7 z_8 z_9 z_{10} z_{11} z_{12} z_{13} z_{14} z_{15} z_{16} z_{17}



lighting intensity

lighting direction

object color

wall color