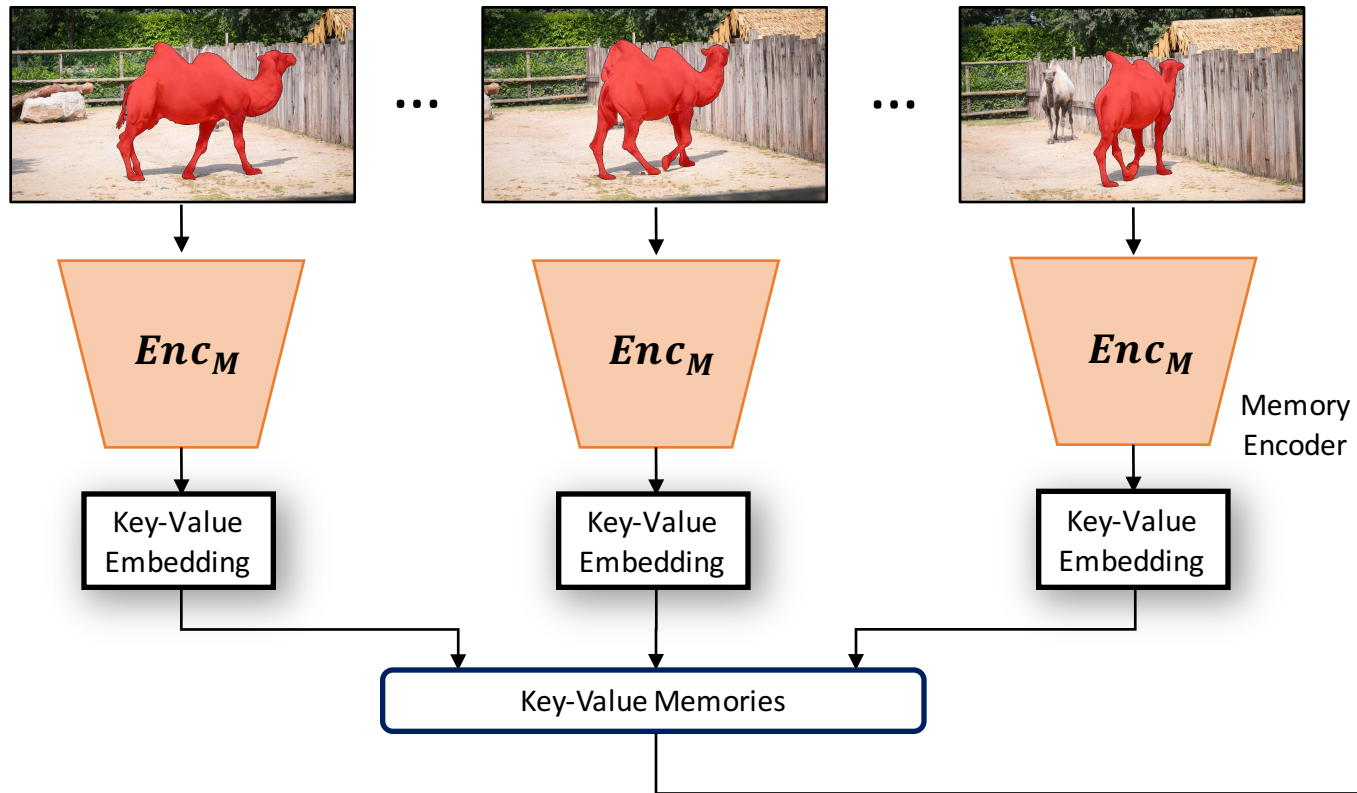


Memory: Past frames with object mask



Query: Current frame

