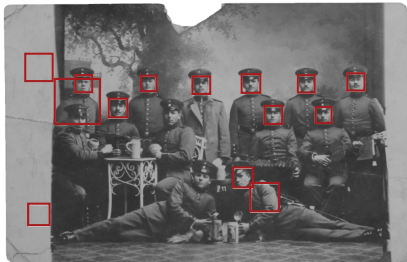
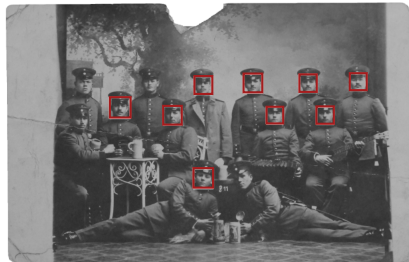




Input Image



Cascade (baseline)



Cascade & adaption