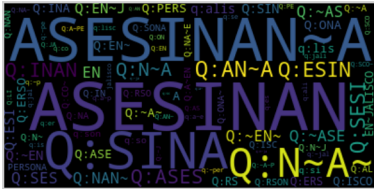


# BoW



# DenseBoW

