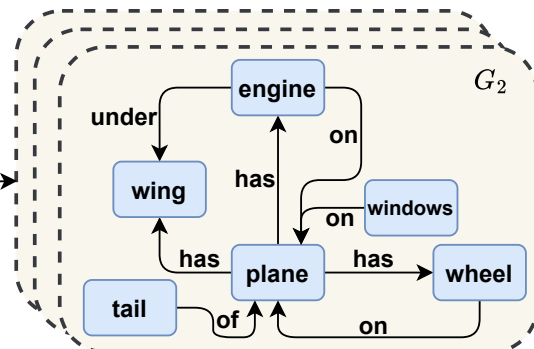
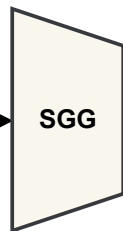
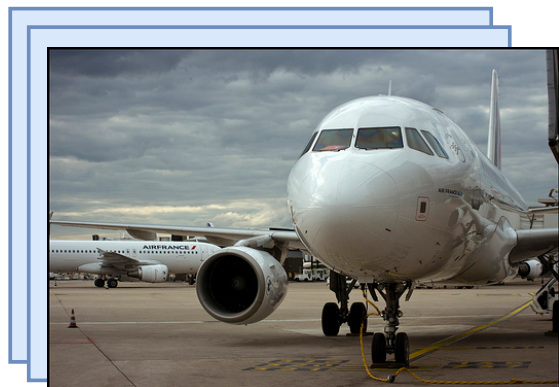
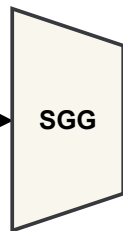
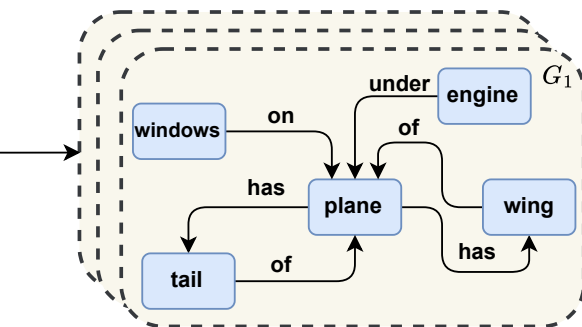
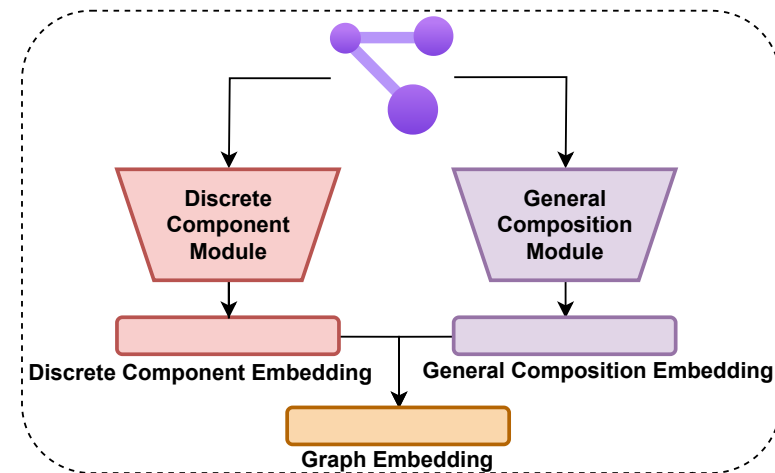


(a) Scene Graph Generation



(b) Graph Embedding



(c) Relational Matrix Construction

