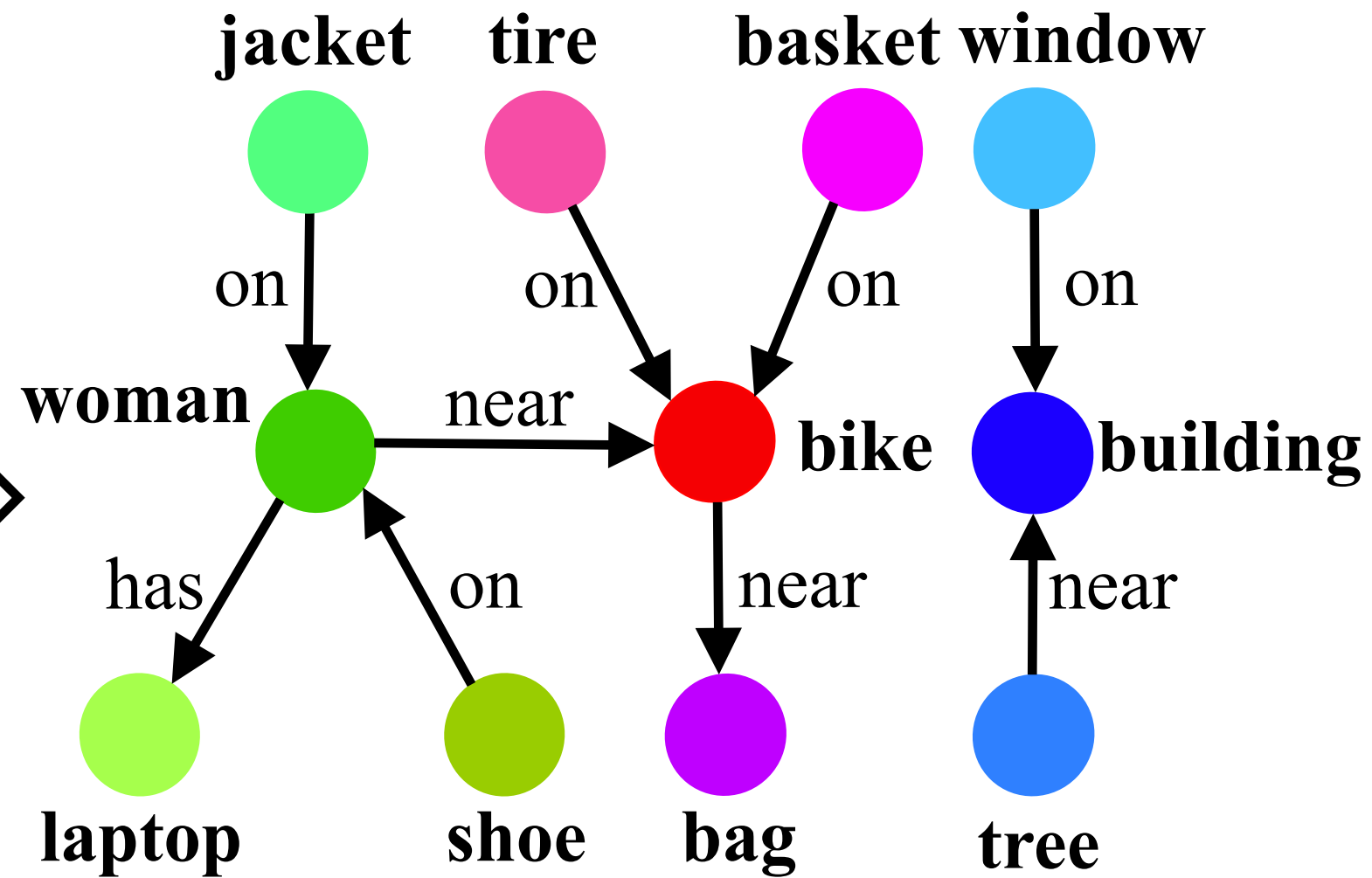


**Scene Graph
Generation**



Ground-Truth Scene Graph