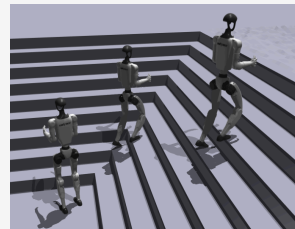
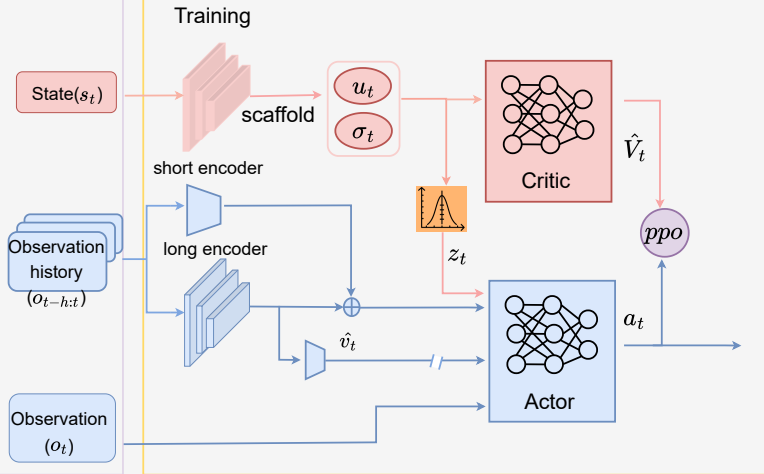
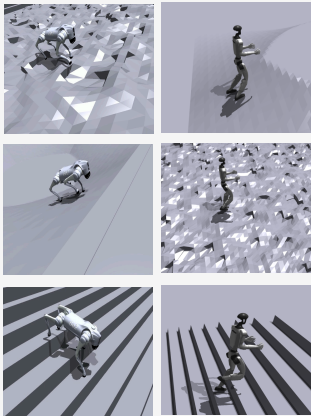


Environments



zero-shot

