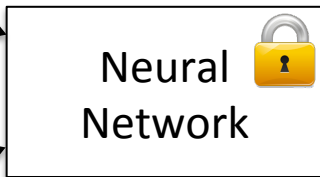




Previous frame



Current frame



Frozen weights



Current frame  
tracking output

**Network tracks novel objects  
(no finetuning)**