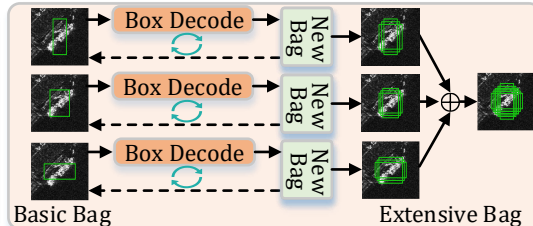
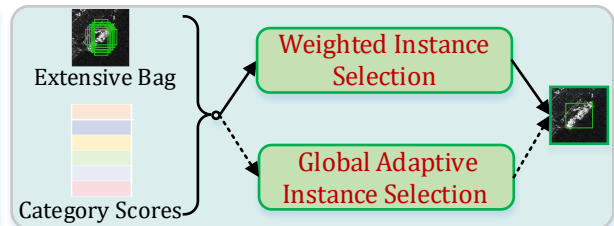


Object Bag Construction



Object Bag Extension



Instance Selection and Reconstruction