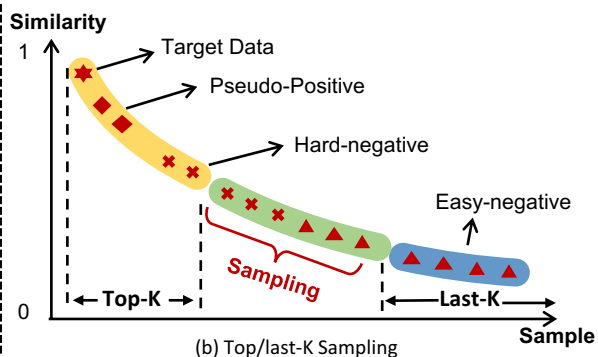


(a) Cross Video Similarity Loss



(b) Top/last-K Sampling