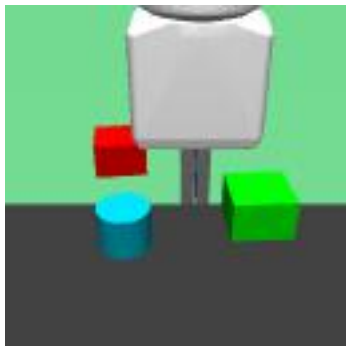
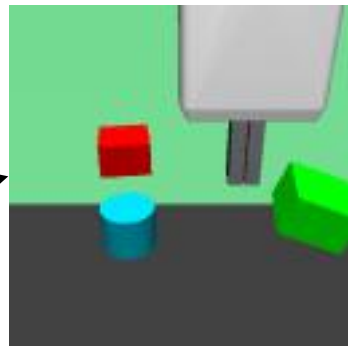


**frame t**



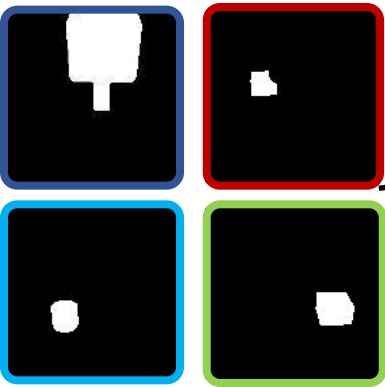
**frame t+1**



**optical flow**



**object representations**



**object representations**

