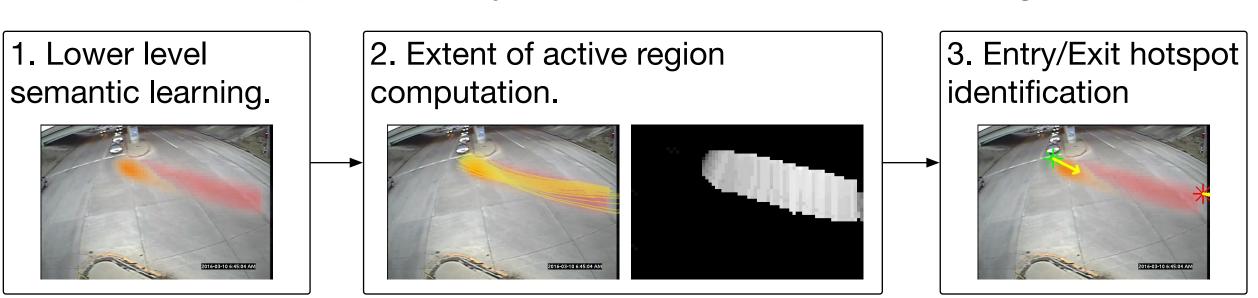
## Unsupervised any-scene semantic understanding



Unsupervised any-scene tracking

