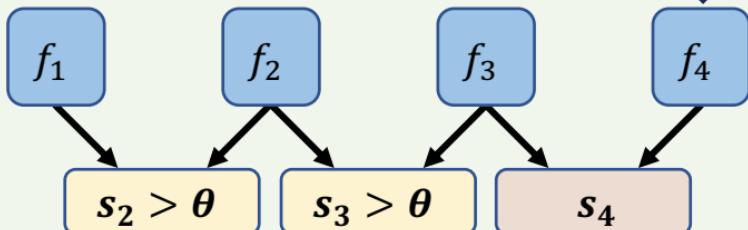


Step 1: Cosine Similarity (Current & Previous)

θ : Partitioning Threshold

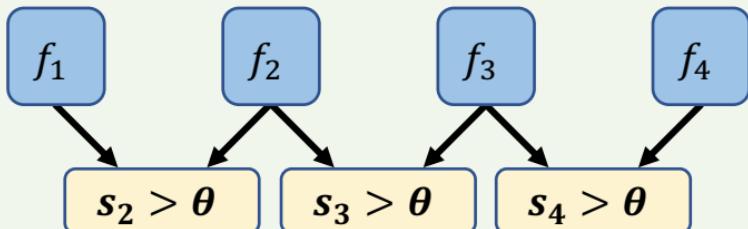


Current Frame

Step 2: Process Based on Similarity Score

$s_4 > \theta$

Waiting for Next Frame



$s_4 \leq \theta$

Divide Segment

