



Entire Scene  
 $I$



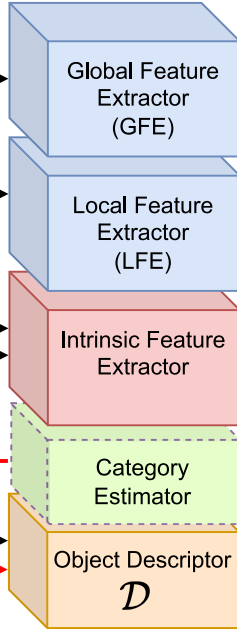
Cropped Image  
 $I_C$



Mask  
 $M$

Category Embedding  
(e.g. floor)

$\hat{\mathbf{c}}$



Complete Features  
 $\mathbf{f}_T \in \mathbb{R}^l$

Attributes vector  
 $\hat{\mathbf{a}} \in \mathbb{R}^{n_c}$

