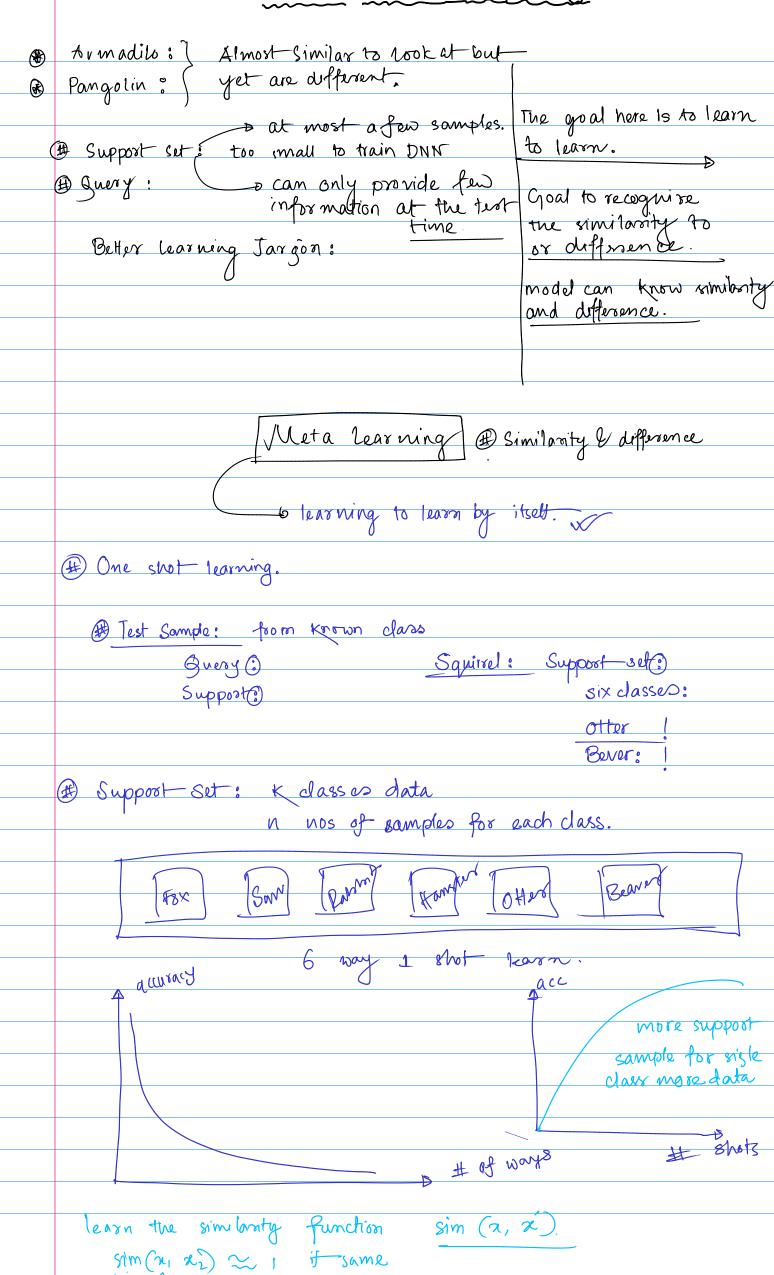
## FSL: Few Shot learning



Sim (a) x) ~ 0 if different.

