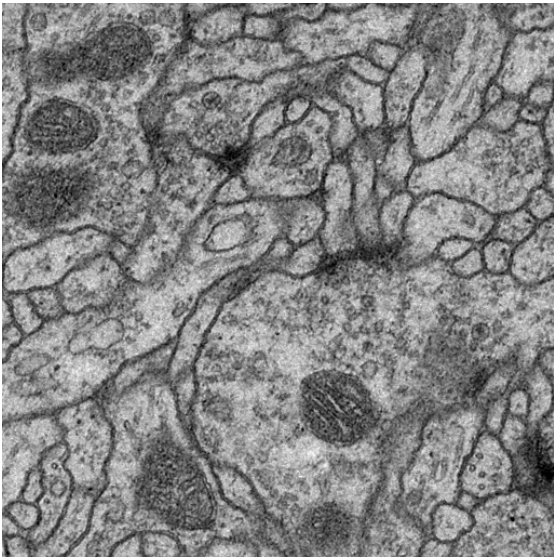# Foreground segmentation using Unet

input   prediction   result