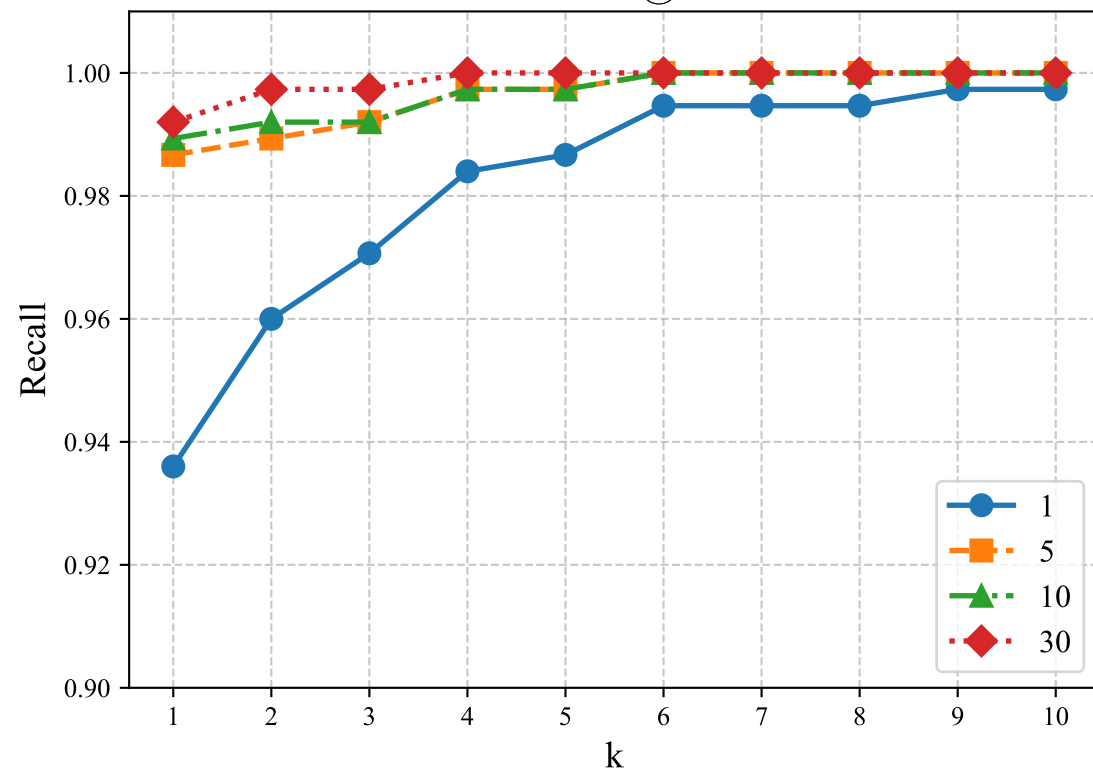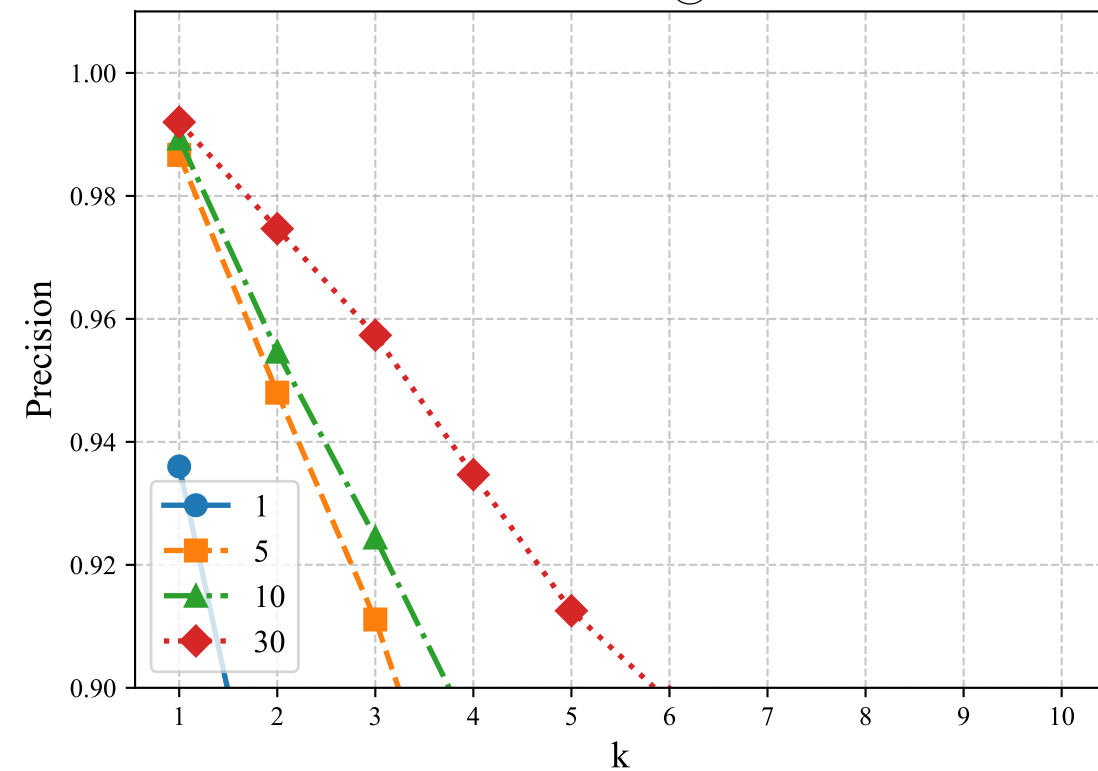Recall@k and Precision@k for ARKitScenes