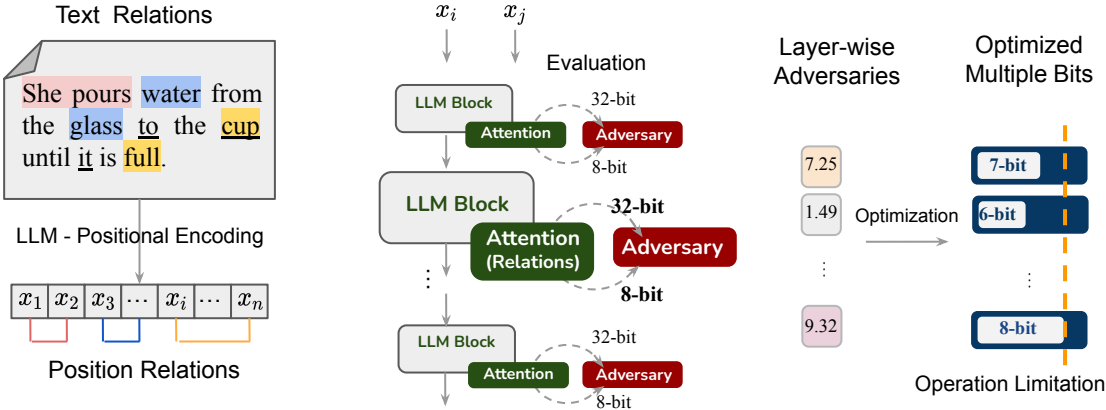

(a) Text & Position Relations (b) Adversary (Relation Distortion) (c) Bit Allocation (Optimization)