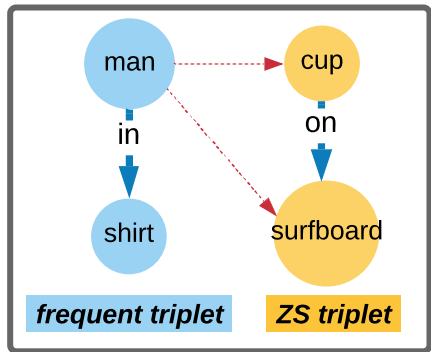


Scene Graph  
Generation  
Model



*Scene graph*