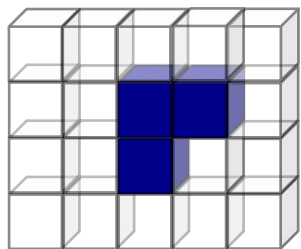


Maximum number of frames

Instance-wise  
Long-term memory bank



Instance-wise Embedding  
of current frame

Instance-wise  
Long-term memory bank

