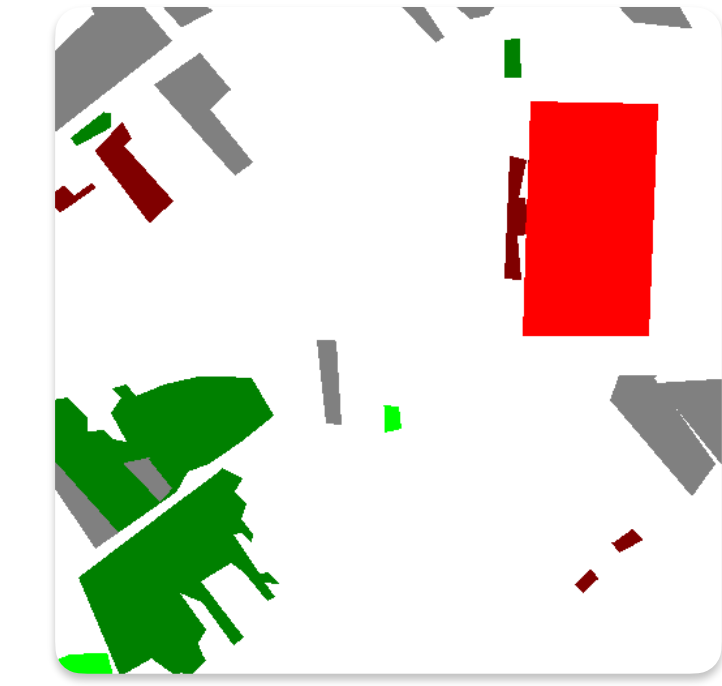


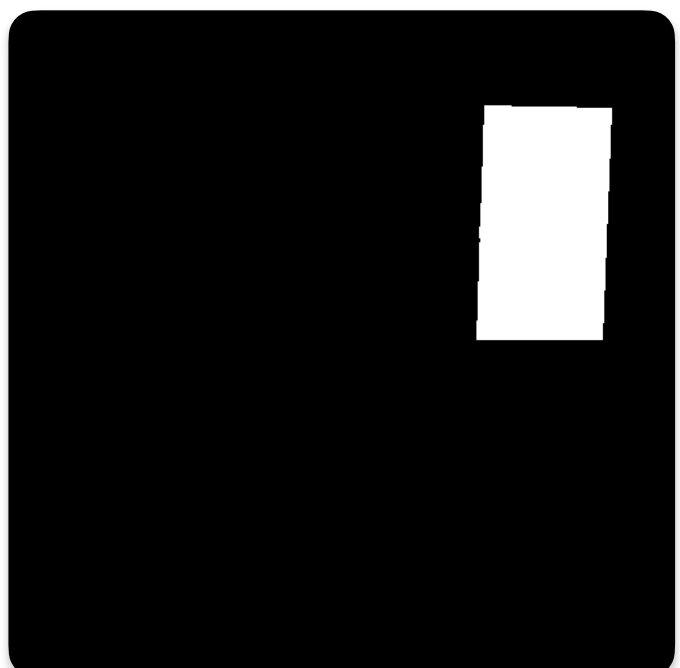
Semantic Change Map



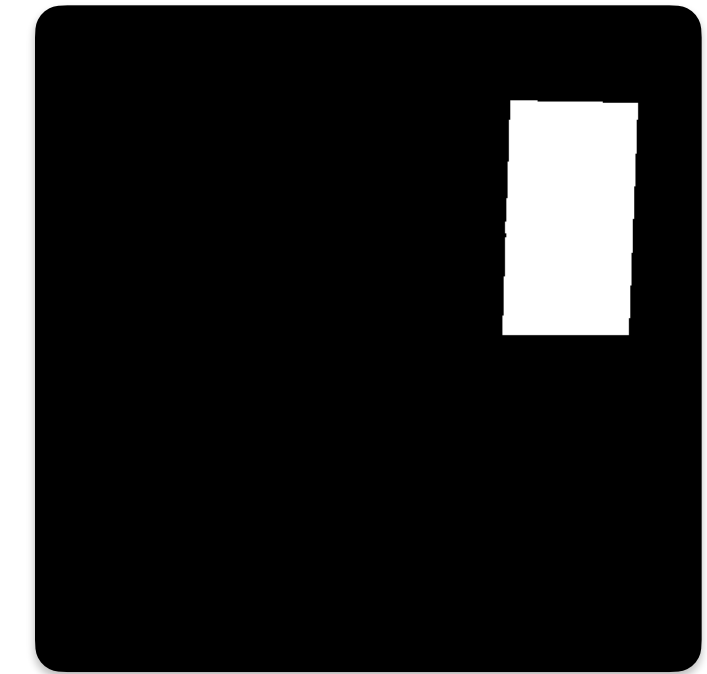
H x W x 3

"Playground"  
Randomly select a class  
and binarize the change map

Target Change Map



Target Change Map



H x W

Binary Cross Entropy Loss

Change Map



H x W

T1-Image

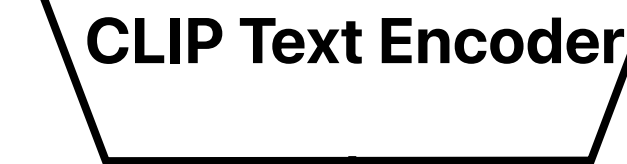
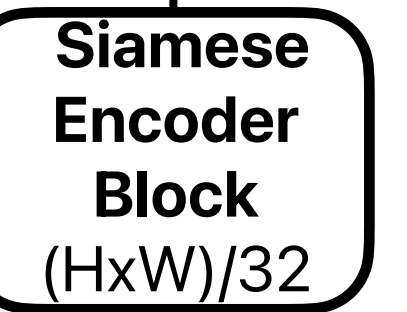
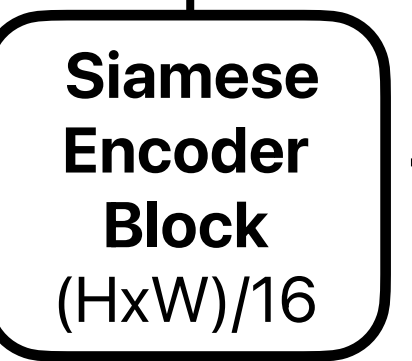
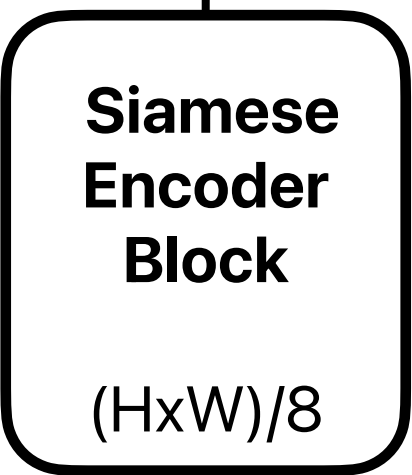
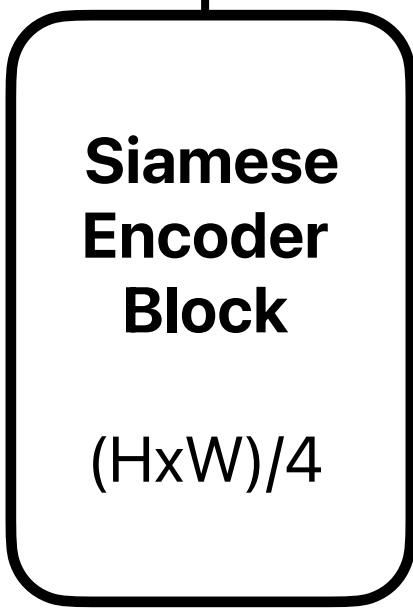
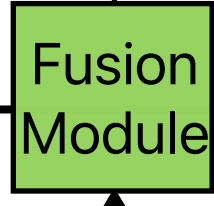
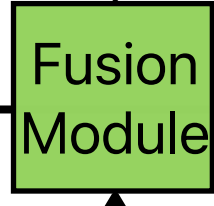
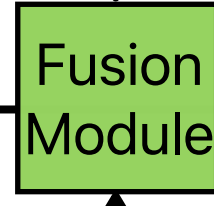
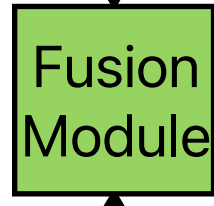
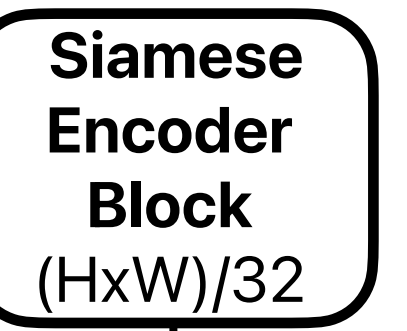
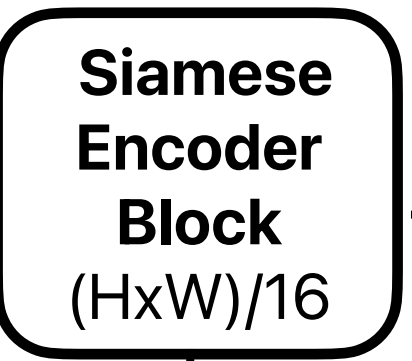
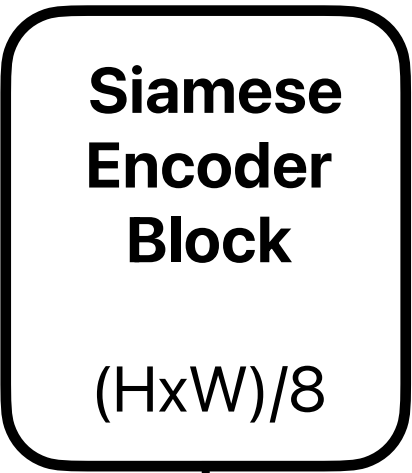
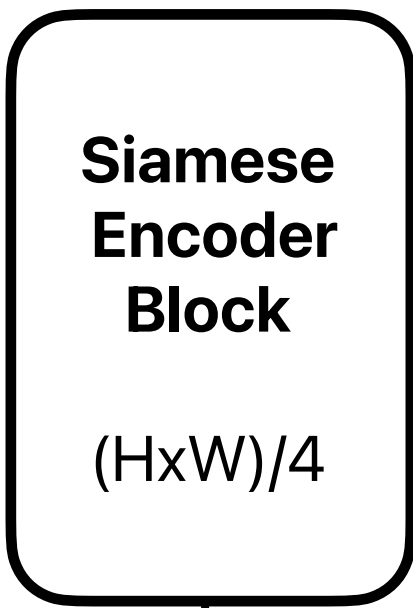


H x W x 3

T2-Image



H x W x 3



Text Embeddings (77 x 512)

