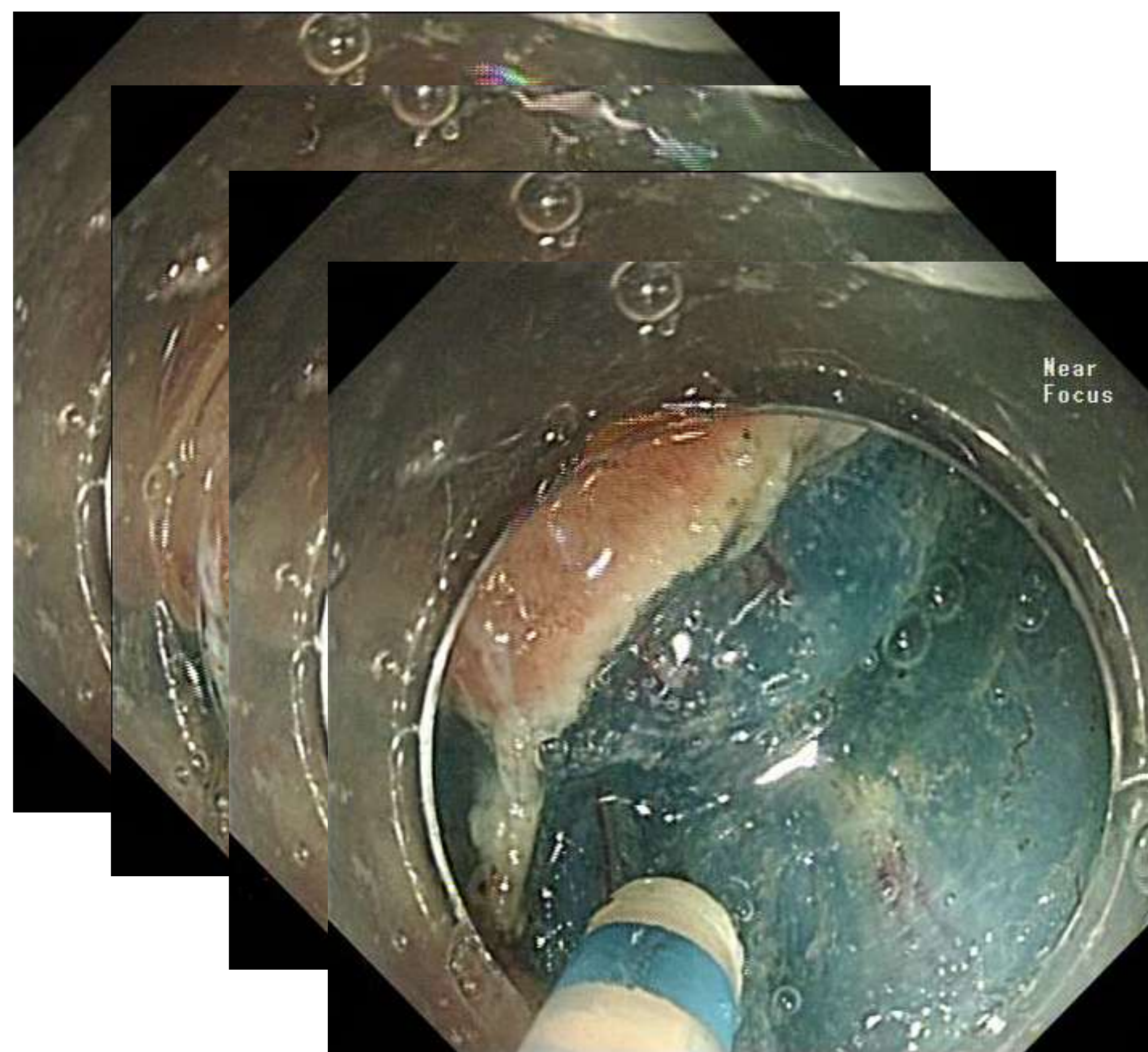
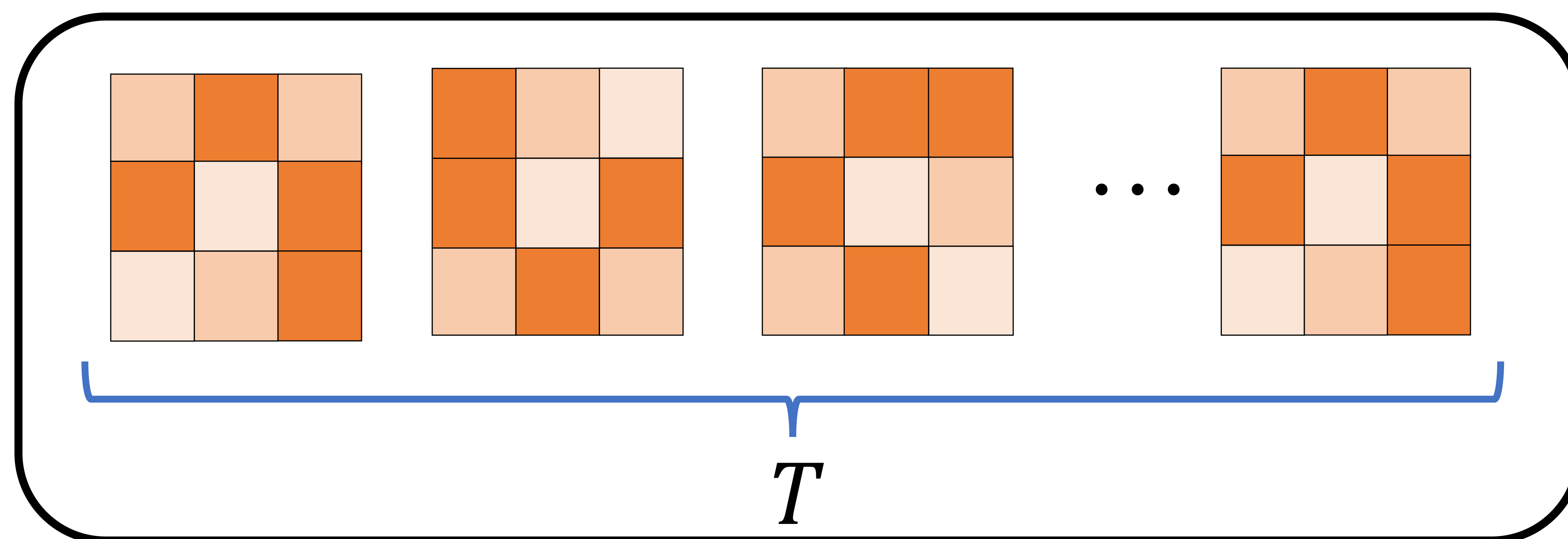


## Previous Frames



## Local Memory with Fixed Time Range



## Current Frame



**Image  
Encoder**

**Memory  
Fusion**

**Mask  
Decoder**