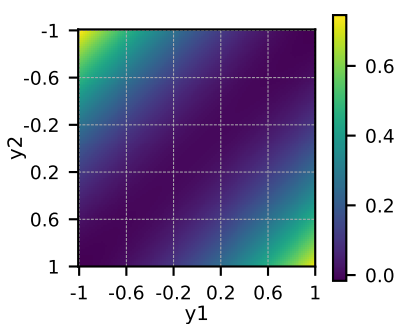


(a) Bounded vs. Unbounded Scenes



(b) Generalization Bound Diff.