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get4possibleP - Given an essential matrix, compute 4 possible camera
                matrices
Usage:
          P4 = get4possibleP(E)

Given the essential matrix, it is decomposed and 4 possible camera
matrices are calculated for the second camera with the SVD decomposition

Input  - E   - 3x3 essential matrix

Output – P4  - 3x4x4 Camera matrices (rotation and translation)
```