Errata

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May 1, 2017

Abstract

This document tracks the errata of Kacper Pluta, Guillaume Moroz, Yukiko Kenmochi, and Pascal Romon. *Quadric Arrangement in Classifying Rigid Motions of a 3D Digital Image*, pages 426–443. Springer International Publishing, Cham, 2016. ISBN 978-3-319-45641-6. doi: 10.1007/978-3-319-45641-6_27. URL http://dx.doi.org/10.1007/978-3-319-45641-6_27.

1. In the article there we said that the machine has 40 cores. While we should rather say that there are 20 physical and 20 virtual cores.

2. Introduction, in the second paragraph [for a diameter of an image patch]$_r^{1:1}$

3. Section 2.1, in the last paragraph [A digitized rigid motion]$_r^{1:2}$

4. Section 4, in the first paragraph [The sweeping plane stops between two event points and we intersect quadrics related to them with the sweeping plane]$_r^{1:3}$

5. Section 4.4, the first paragraph: [At such a midpoint we project the set of quadrics onto the sweeping plane]$_r^{1:4}$

6. In the caption of Figure 5: [intersection]$_r^{1:5}$

7. In the caption of Figure 6: [intersection]$_r^{1:6}$

[1:1] was: for a diameter of a subset of an image patch

[1:2] was: The digitized rigid motion

[1:3] was: The sweeping plane stops between two event points and we project quadrics related to them onto the sweeping plane

[1:4] was: At such a midpoint we intersect the set of quadrics with the sweeping plane

[1:5] was: projection

[1:6] was: projection