

Errata

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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 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 intersect the set of quadrics with the sweeping plane]_r^{1:4}
6. In the captions of Figure 5 and Figure 6: [intersection]_r^{1:5}

^{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 project the set of quadrics onto the sweeping plane

^{1:5}was: projection