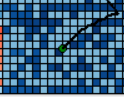
* Introduction
  + Goal: predict dbh values
  + Objective of paper (swarm to efficiently get dbh values with limited fuel)
  + Transition to methods
* Methods
  + Simulation Setup
    - Forest Database
  + Threshold Based
  + Gaussian Regression
    - Gaussian Kernel Tuning?
      * Many different hyperparameters tried before final set was decided on
  + Random Walk
* Results & Discussion
  + Compare metrics
    - 3d graphs from each type along with mean metrics over hundreds of runs
    - Include number of selected points
  + Show 3D graphs from different methdos
    - Std large in threshold and randomwalk
  + Explain other patterns/trends
    - Lots of noise, can cause false trends
    - Density did not have much effect on DBH, mainly height
    - Limiting access to collectable points improves performance of gaussian
* Conclusion
  + Gaussian > threshold > randomwalk
  + Gaussian is effective in reducing information entropy, which minimizes MSE
  + 
  + 