9/13/2022

1. **Make\_synthetic\_9n\_pink.m**:

*This is the code to make a synthetic stimulus sequence containing three leaves distorting, and partially occluding a bear.* Calls **affine\_warp\_big\_mex.m**

2. **solve\_leaf\_9n\_centroids.m**

*This is the code to try to compute diffeomorphisms on each side of a two-sided nbhd for a set of edge points with two-sided nbhds. The edge points are chosen to be as random as possible while sampling all the different two-sided nbhds in the image. Paths etc may need to be modified.*

3. **compute\_diffeon\_mex**

*This is the code that performs diffeomorphism detection.*

4. **Fill\_FrameInfo.m**:

Fill and save FrameInfo.mat with the contents of local FI\_%d.mat saved for each frame.

5. **temp\_classify9n.m**

*This code uses the information about local diffeomorphisms to remove texture borders and stitch surface pieces across successive frames*