

1 Results

1.1 Sparse scenes

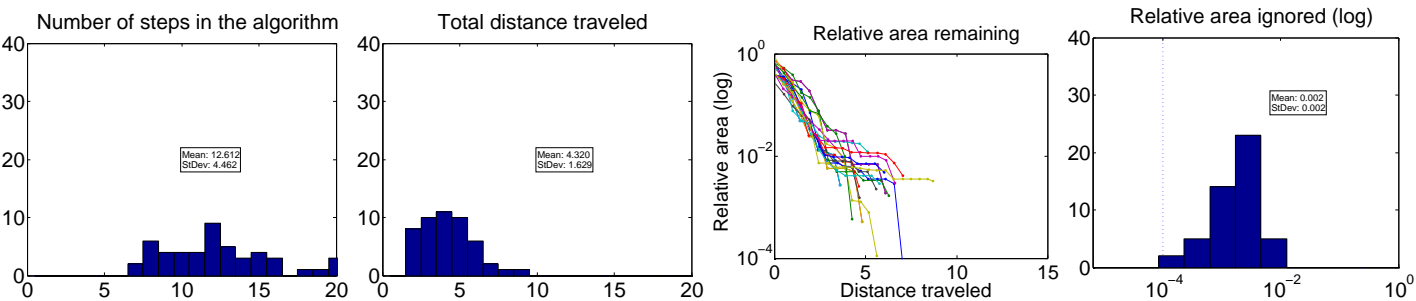


Figure 1: Old Algorithm

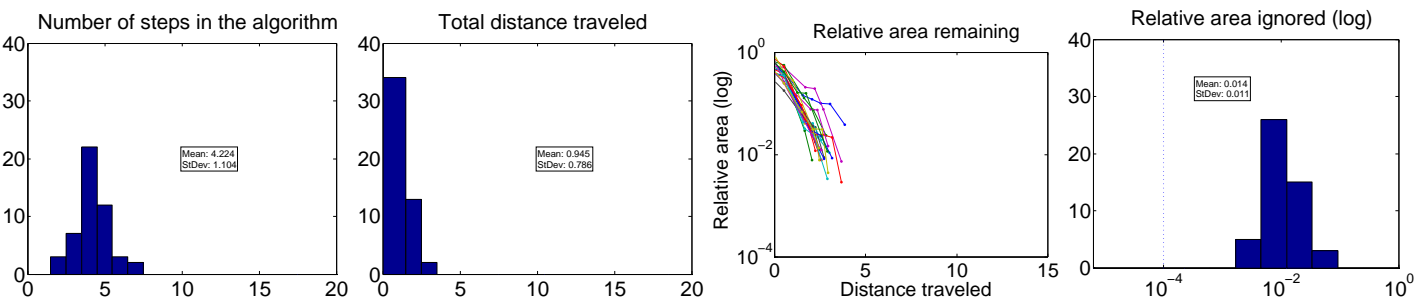


Figure 2: New Algorithm (thresh=20)