**List Examples that are In The Bag**

1. A single item can be covered by the union of two or more tubes
2. A tube can be swallowed by another tube, making one tube go away
3. A single tube jumps from one entity to another, drastically changing direction
4. Many “tubes” are not long enough to reasonably capture important motion information
5. A tube can split onto two entities, creating issues in subsequent steps
6. Tubes can have gaps in them, making them kind of splotchy (maybe not, that’s how we define tube)

**…see THE\_LIST for more examples to come**

1A. Merge fixes using lookahead variable

1B. Supermerge fixes (to come) using motion/spatial considerations (not yet in bag)

2A. Stage 6 fix… recognizing swallows and tracking relevant tubes

3A. Stage 9 fix… using DBSCAN to identify subtubes and reconnect what makes sense (motion/spatial)

4A. Stage 3 fix… temporal filtering (any tube less than 2/3 of a second)

5A. Stage 2 fix… recognize split and redesignate before one is deleted

6A. Connect a tube across small gaps by interpolating size and location so it exist on every frame (eh… this is more tube definition)