Mutual Information and Sparsity Across Multiplexing

Y-axis: Mutual Information (bits per pixel)
X-axis: Object Sparsity (Tamura Coefficient)

Legend:
- One Lenslet
- Two Lenslet
- Three Lenslet
- Four Lenslet
- Five Lenslet
- Six Lenslet
- Seven Lenslet
- Eight Lenslet
- Nine Lenslet