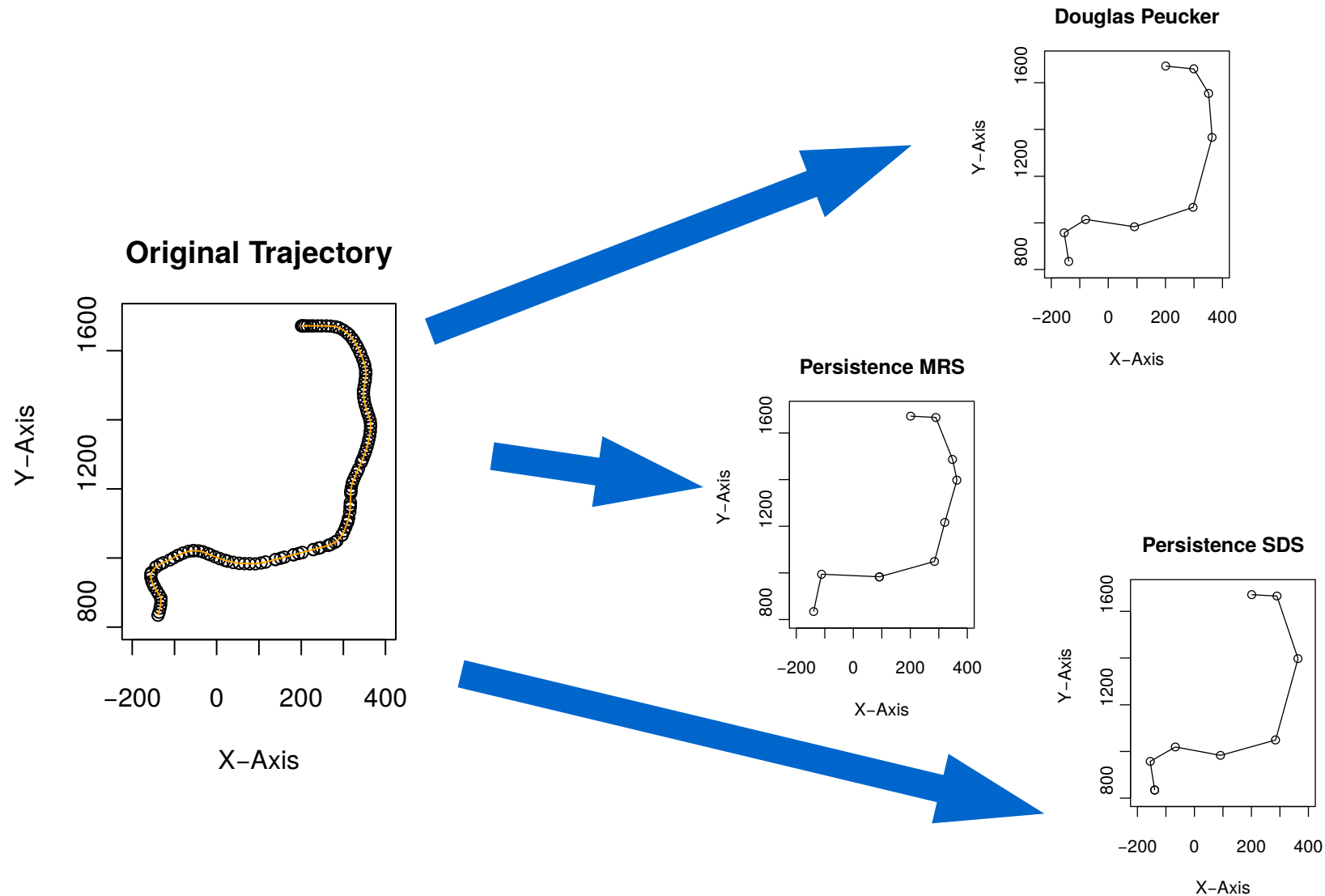


Simplification



Trajectory simplification using Persistence