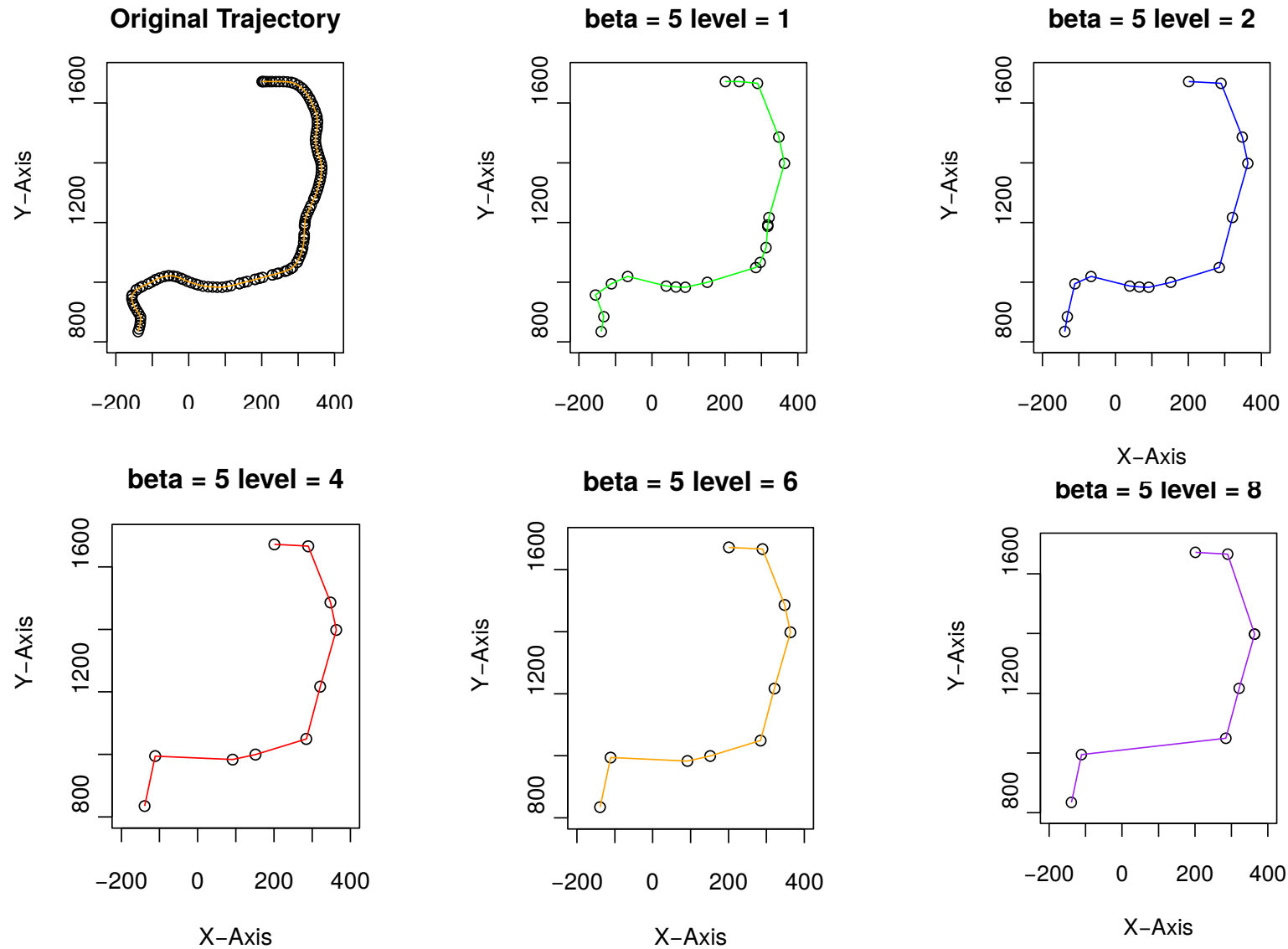


Persistence MRS



Trajectory simplification using Persistence