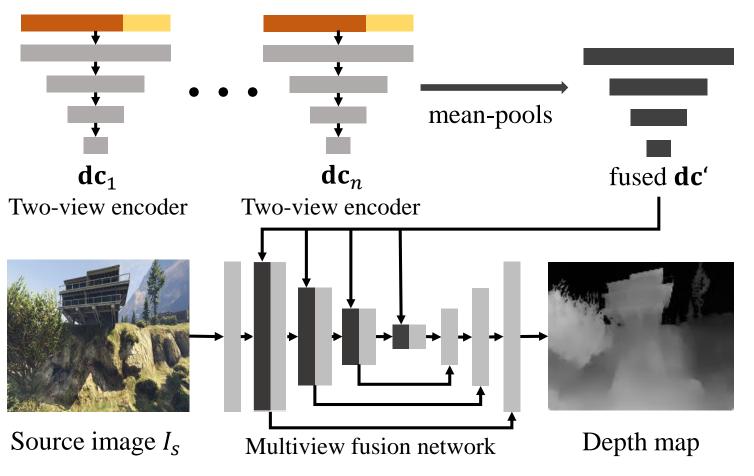


(a) Depth net to solve two-view problems



(b) Extended depth net to solve multiview problems