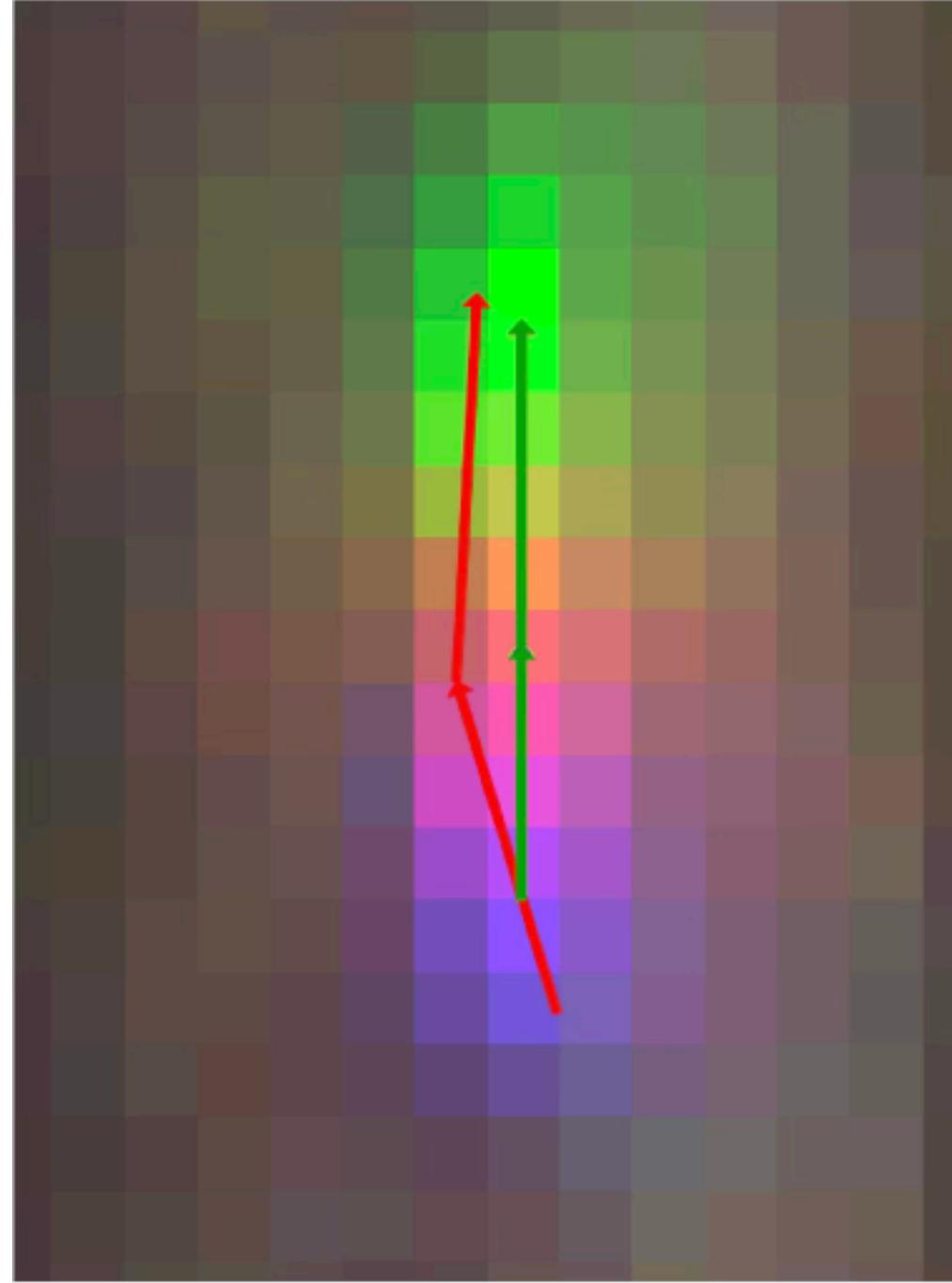
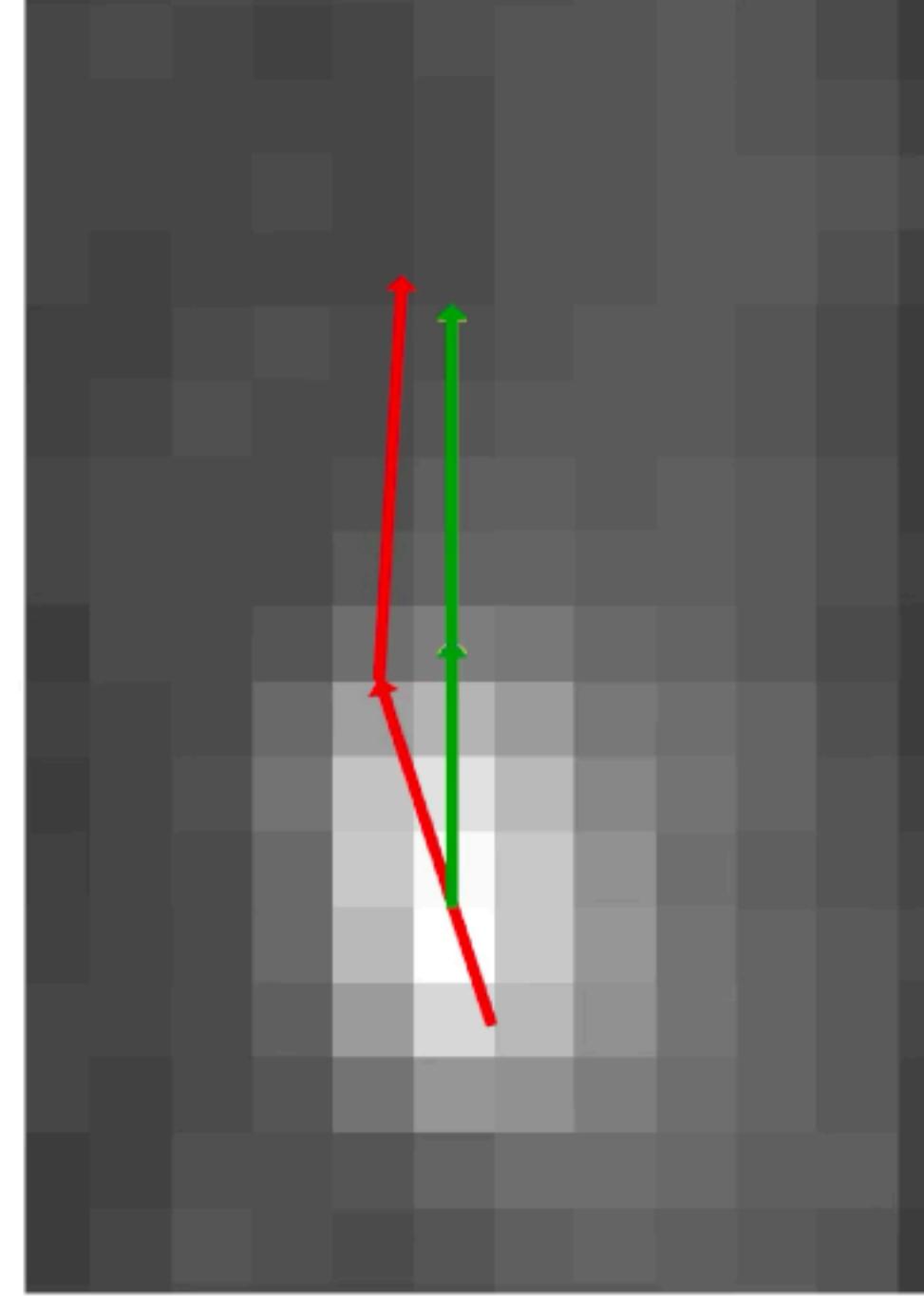


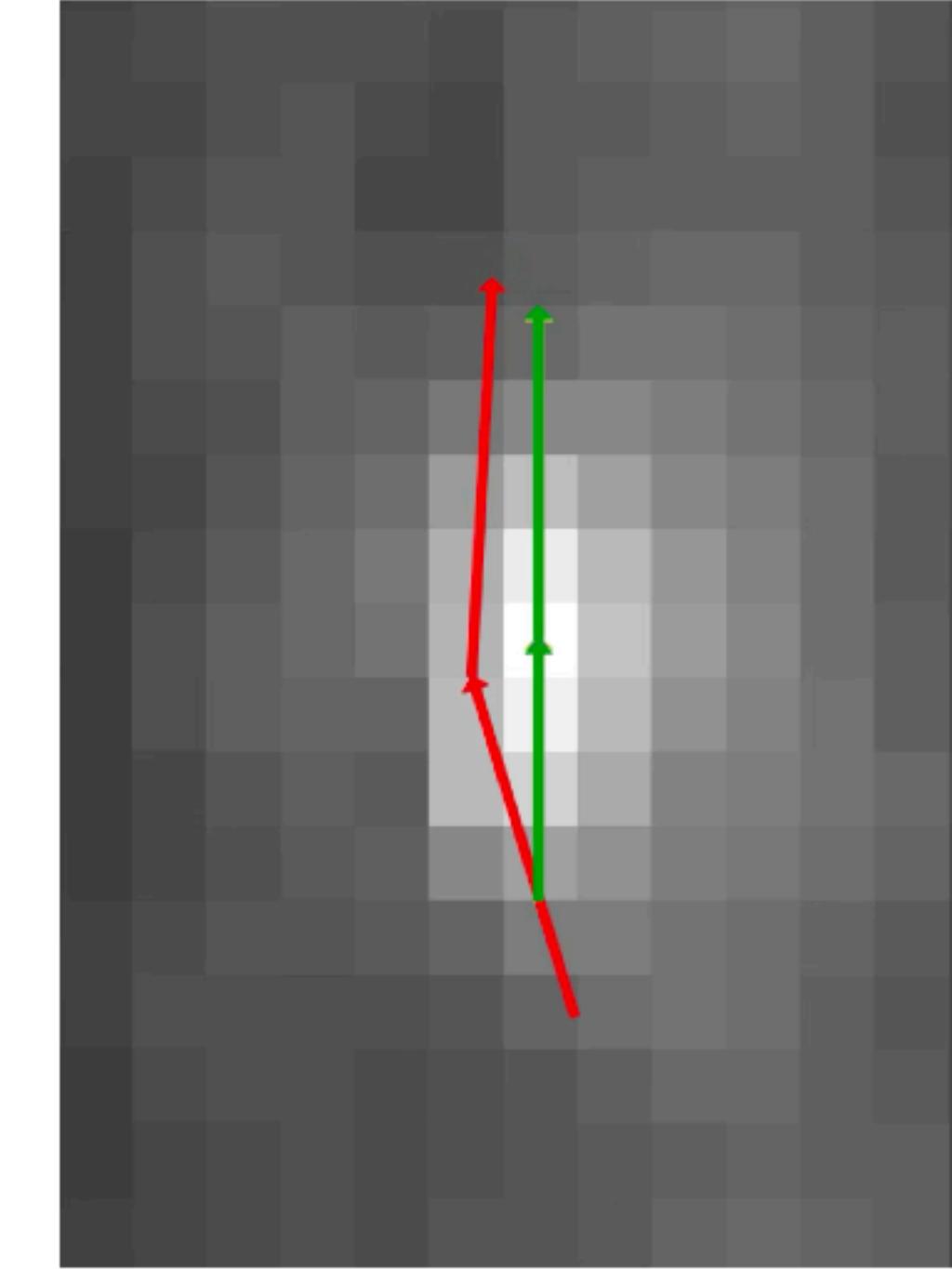
## Shift towards h-maxima



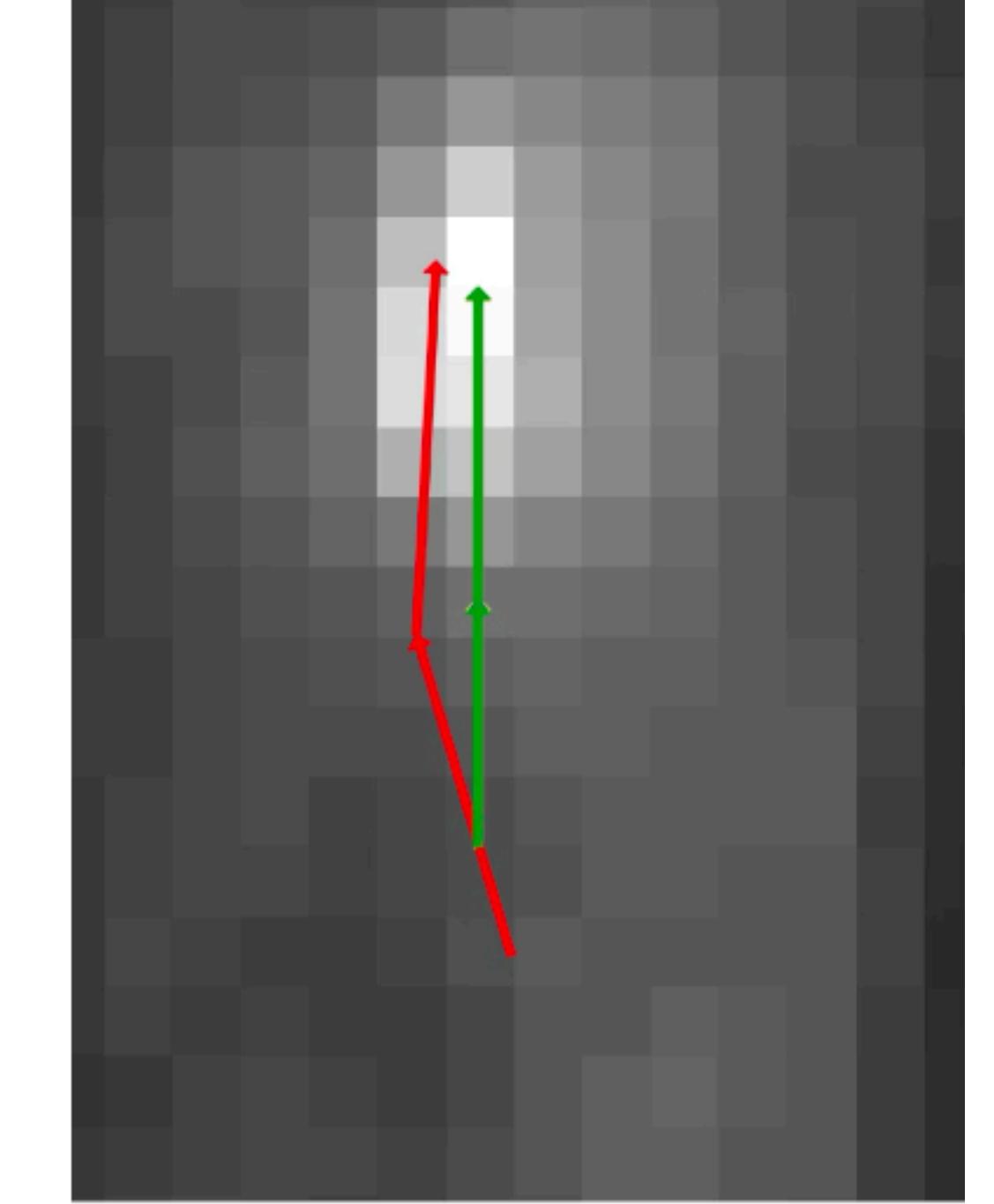
RGB band



blue band



Red band



Green band

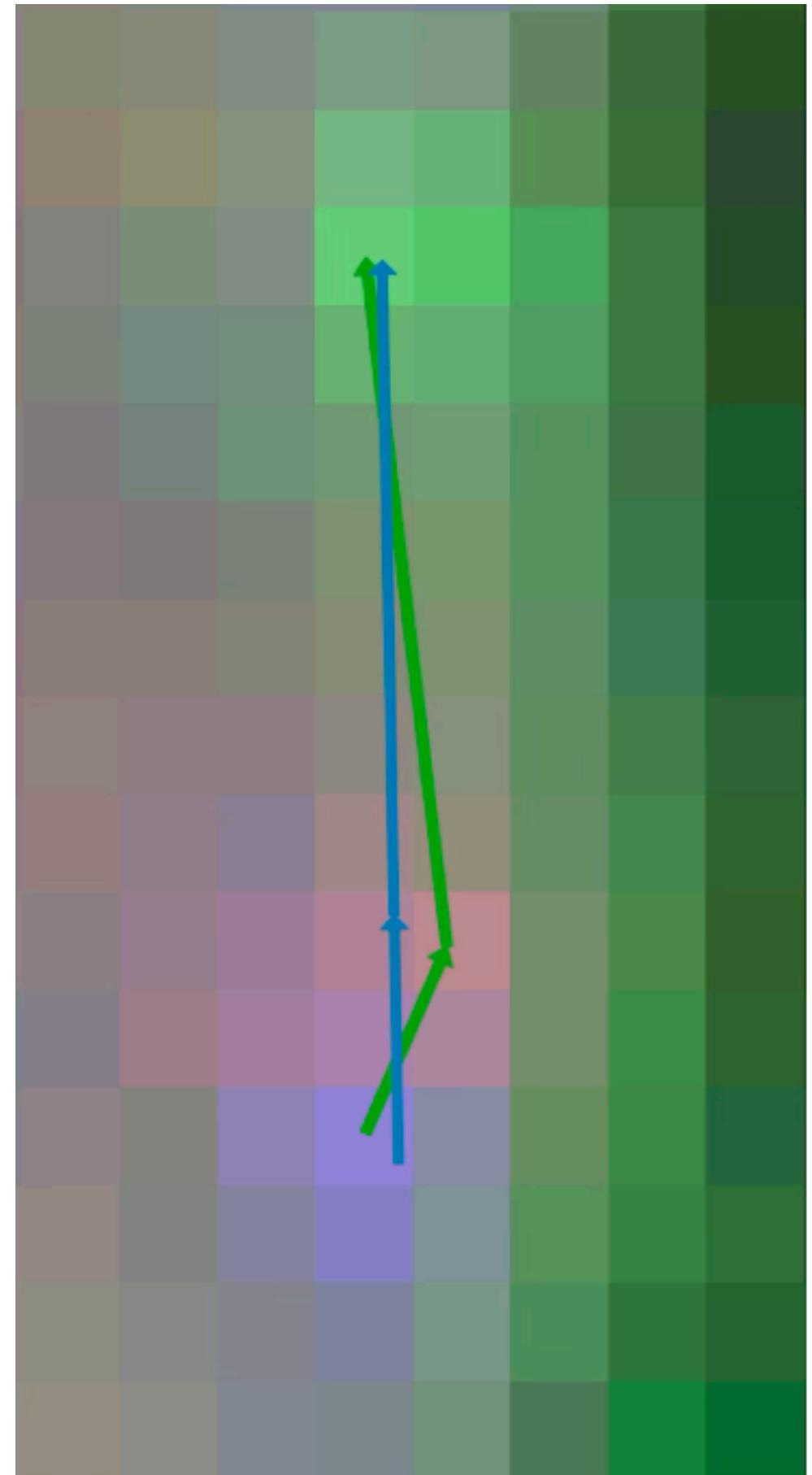


Ground Truth

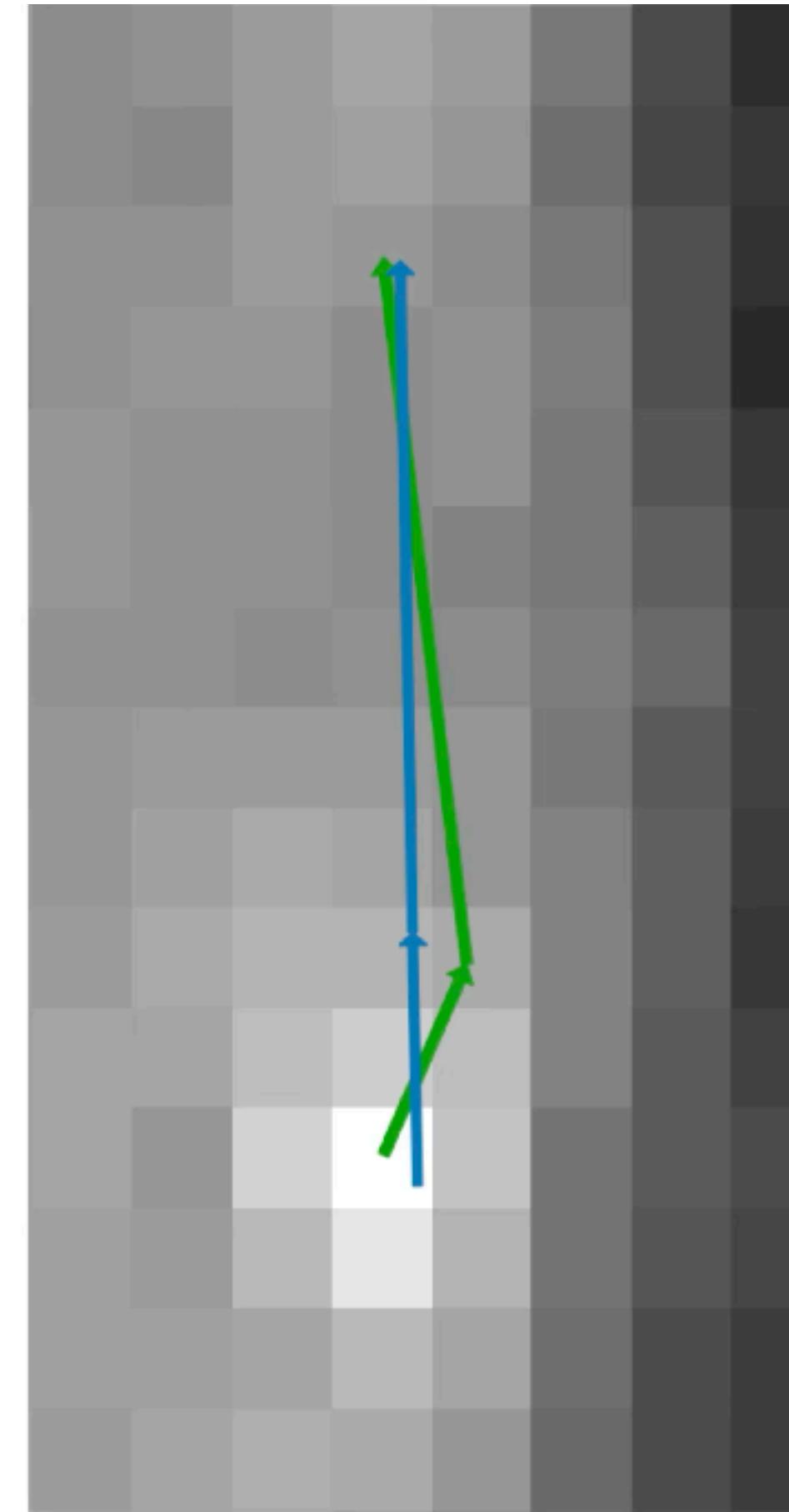


shifting towards h-maxima

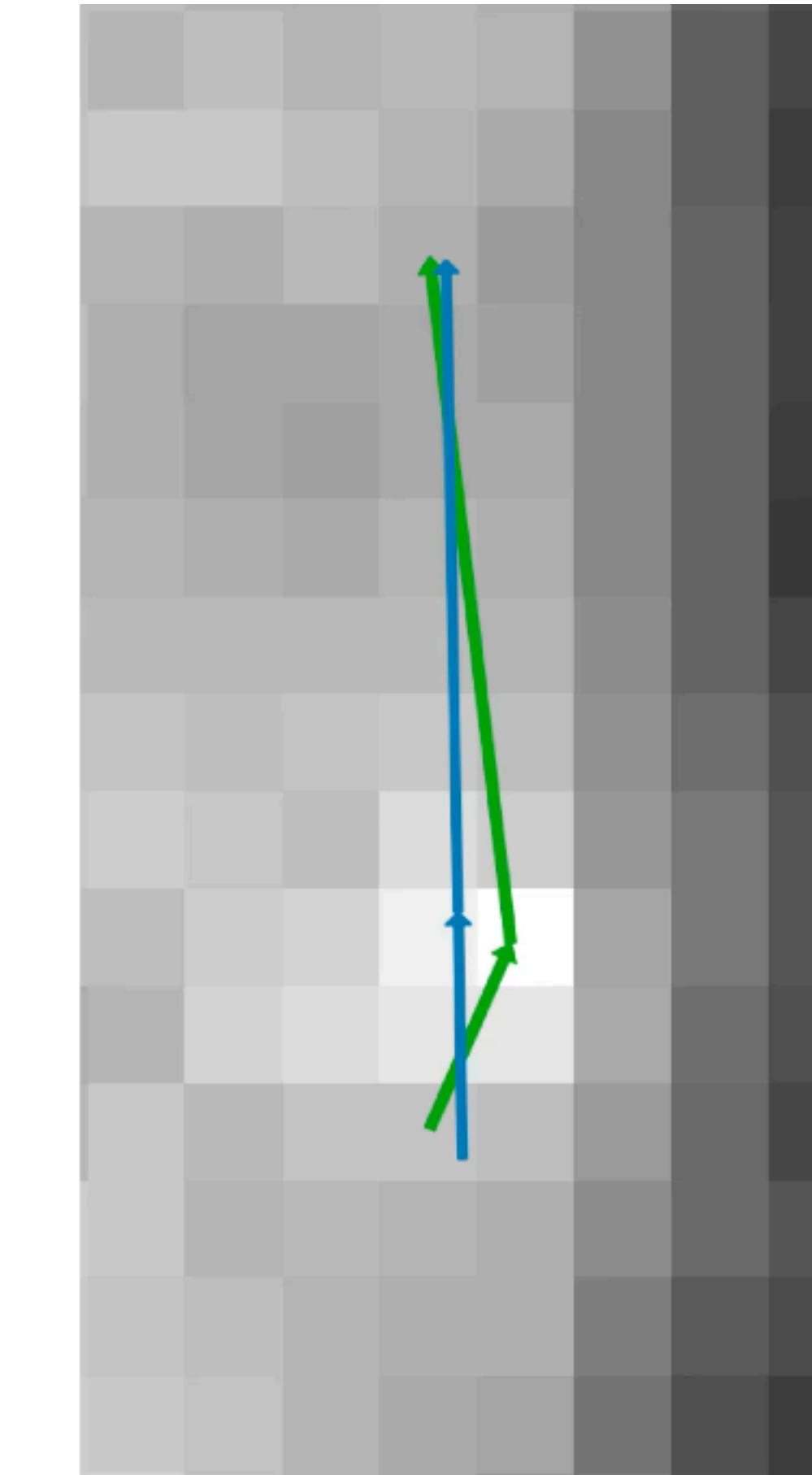
# Smoothing



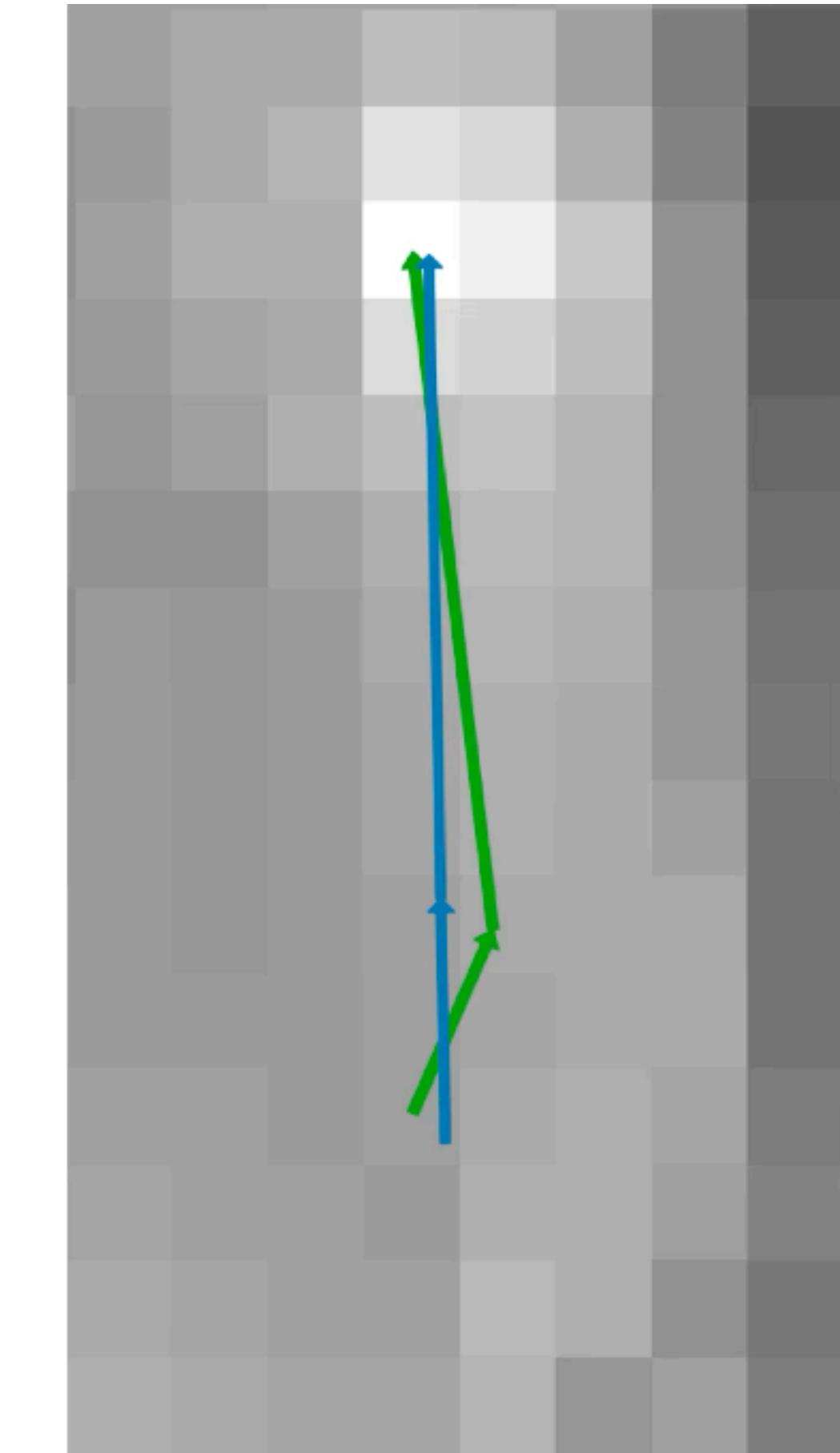
RGB band



blue band



Red band



Green band



→ corrected ground truth towards h-maxima



→ applying smoothing