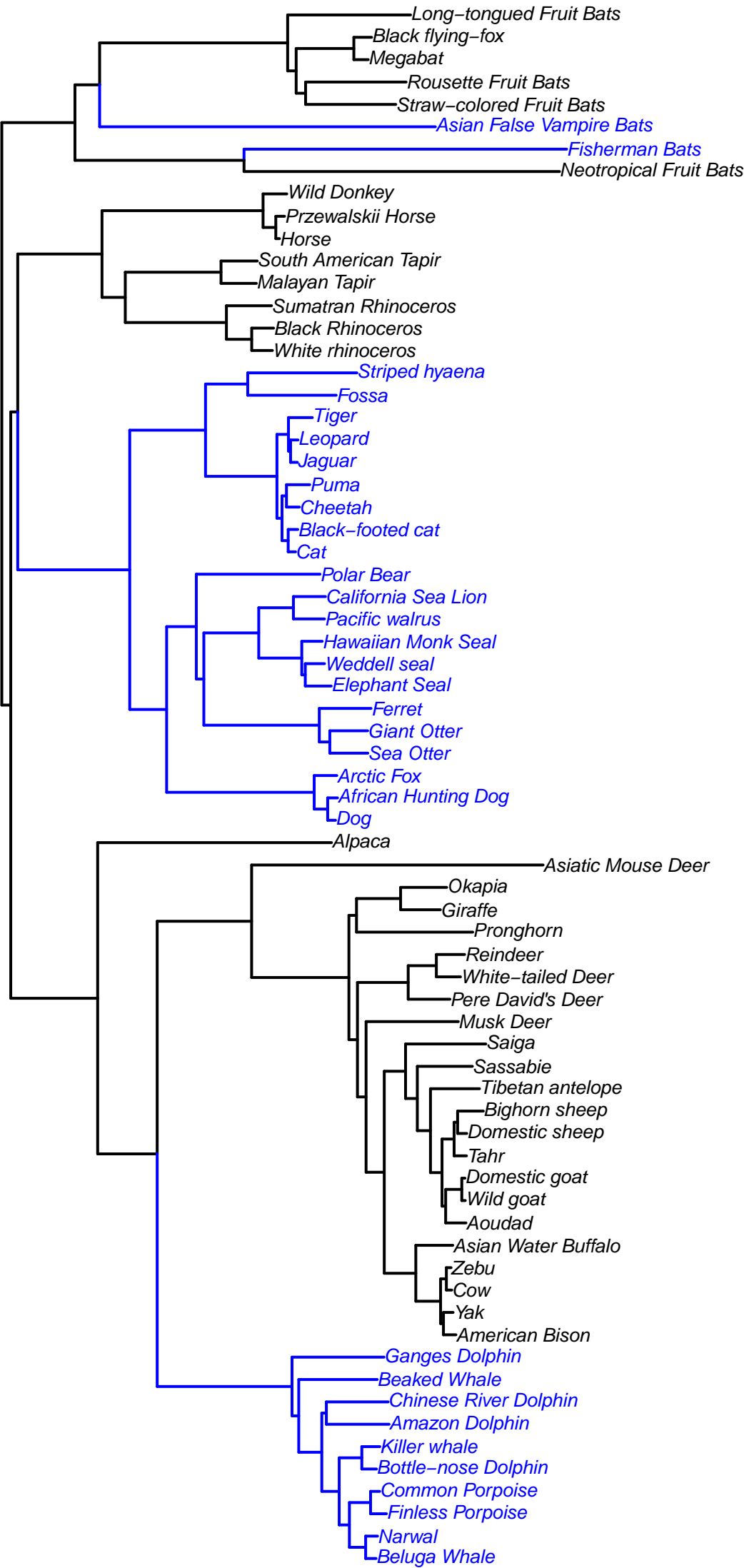


CvHNew Binary Foreground Tree



CvHNew Binary Foreground Tree

