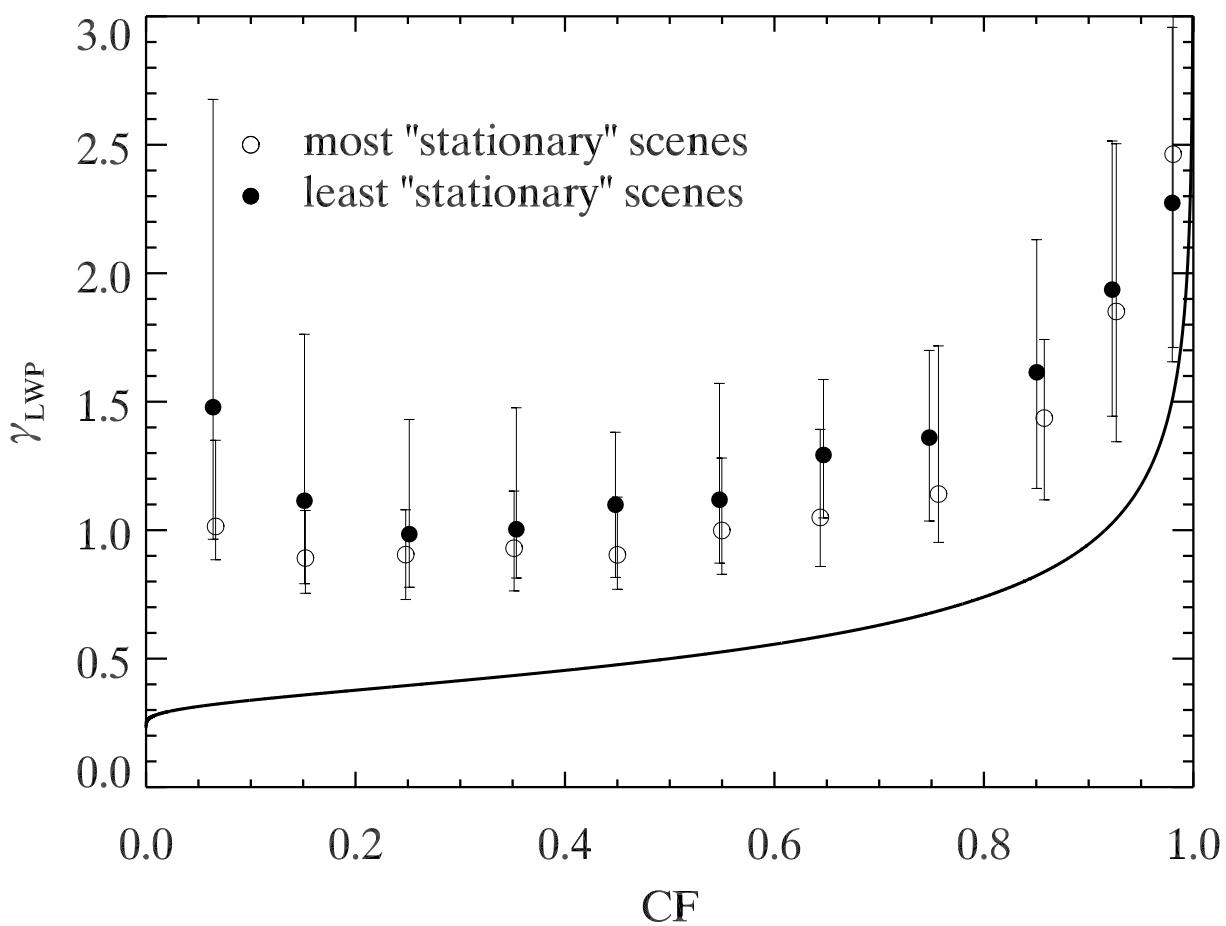
3.0
2.5
2.0
1.5
1.0
0.5
0.0
γ_{LWP}
most "stationary" scenes
least "stationary" scenes
0.0
0.2
0.4
0.6
0.8
1.0
CF