Errata for GPU-Efficient Recursive Filtering and Summed-Area Tables

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We have found a few typos in the original descriptions of algorithms 5 and SAT [Nehab et al. 2011]. These mistakes are present only in the textual description, and not in the source code or in the equations. Therefore, no results are affected. Nevertheless, to prevent future confusion, we correct them in red below.

On page 6, the correct text should read as follows.

Algorithm 5

5.2 In parallel for all n, sequentially for each m, compute and store the $P_{m,n}(Y)$ according to (24), using the previously computed $P_{m,n}(\check{Y})$.

5.3 In parallel for all n, sequentially for each m, compute and store $E_{m,n}(Z)$ according to (34) and using the previously computed $P_{m-1,n}(Y)$ and $E_{m,n}(\hat{Z})$.

On page 7, the correct text should read as follows.

Algorithm SAT

S.4 In parallel for all m and n, compute $B_{m,n}(Y)$ then compute and store $B_{m,n}(V)$ according to (41) and using the previously computed $P_{m-1,n}(Y)$ and $P_{m,n-1}^T(V)$.

REFERENCES

D. Nehab, A. Maximo, R. S. Lima, and H. Hoppe. 2011. GPU-efficient recursive filtering and summed-area tables. *ACM Trans. Graph.* 30, 6, Article 176 (Proceedings of ACM SIGGRAPH Asia'11). DOI http://dx.do.org/10.1145/2070781.2024210.