Multimed Tools Appl (2017) 76:20955–20956
DOI 10.1007/s11042-016-4272-7

ERRATUM

Erratum to: Reversible watermarking for 2D vector maps based on *normalized* vertices

Nana Wang[1]

Published online: 28 December 2016

Erratum to: Multimed Tools Appl
DOI: 10.1007/s11042-016-3970-5

The author regrets that the original version of this article contain four errors. The author did not consider the first vertex and the last vertex of each polygon/polyline during the experiments, the results of proposed method in Table 2, the last column of Tables 7 and 8, and Fig. 5 was wrong. The author, therefore, has corrected errors as follows.

The author would like to apologize for any inconvenience caused.

1. The *Maxd* and *d* values of the proposed method in Table 2

Table 2 The *Maxd* and *d* values between the original vector maps and the recovered ones

Vector maps	*Maxd* (m)	*d* (m)
M1	3.5624×10^{-6}	1.9036×10^{-6}
M2	1.7858×10^{-6}	9.5164×10^{-7}
M3	4.5061×10^{-6}	2.4517×10^{-6}
M4	4.4588×10^{-6}	2.4343×10^{-6}
Average of 50 vector maps	3.9563×10^{-6}	1.6598×10^{-6}

The online version of the original article can be found at http://dx/doi.org/10.1007/s11042-016-3970-5

✉ Nana Wang
wangnana_5@yahoo.com

[1] Present address: School of Computer Science and Technology, Jiangsu Normal University, Xuzhou 221116, People's Republic of China

2. The d values the proposed method in Table 7

Table 7 Invisibility of different methods (m)

Vector maps	Cao et al. [22]	Wang et al. [23]	Wang et al. [24]	Peng et al. [38]	Xiao et al. [39]	Proposed
M1	0.3362	0.1342	0.1235	4.4039×10^{-5}	0.0174	0.1611
M2	3.0849	0.6155	0.6266	0.0002	3.1594	0.8055
M3	2.9274	1.3254	1.2464	0.0003	5.0636	1.6145
M4	93.7668	26.1374	24.7573	0.0060	2.6848	31.6390

3. The capacity the proposed method in Table 8

Table 8 Capacity of different methods (*bpv*)

Vector maps	Cao et al. [22]	Wang et al. [23]	Wang et al. [24]	Peng et al. [38]	Xiao et al. [39]	Proposed
M1	0.2395	1.9827	0.9993	0.9993	1.9991	3.9981
M2	0.5737	1.8182	0.9999	0.9999	1.9998	3.9997
M3	0.5347	1.9569	0.9892	0.9999	1.9998	3.9567
M4	0.6061	1.9165	0.9758	0.9933	1.9987	3.9273
Average of 50 vector maps	0.5210	1.8970	0.9927	0.9988	1.9996	3.9890

4. The Fig. 5

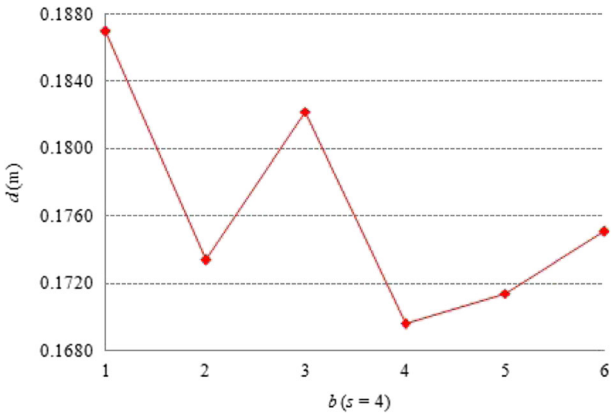

Fig. 5 Relationship between average embedding distortion d and b