Correction: Computing the T-matrix of a scattering object with multiple plane wave illuminations

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Correction

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In the original publication, the unnumbered equation that appears in the top right corner on page 624 before Equation 23 contains an error. The order of the svd vectors should be as follows:

\[ \sigma = \text{svd} \begin{bmatrix} \mathbf{T}^{\text{belicity}} \\ \mathbf{T}^{\text{belicity}} \end{bmatrix} \]

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