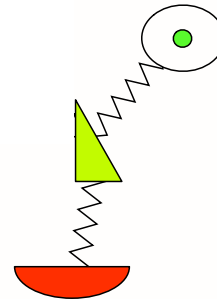
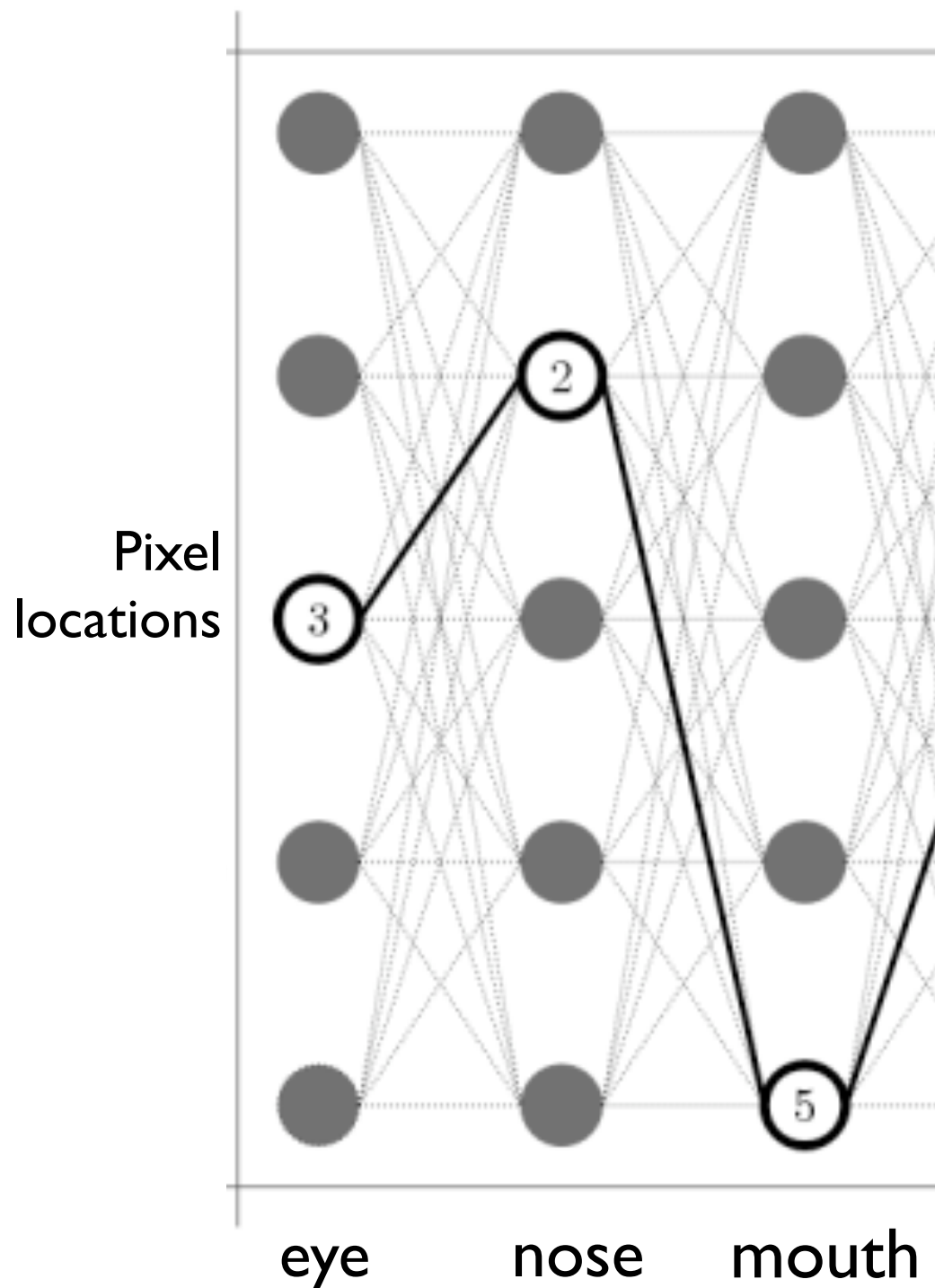


Example: assume a “chain” part model



- Initialize nodes with match cost
- Initialize edges with spring cost
- Find lowest-cost path from left to right with dynamic programming

If we have n parts and k pixel locations, what is the complexity?

What is complexity when we truncate spring cost (eg, there are only v valid eye offsets for each nose)?

“Secret”: In practice, truncation can reduce computation so that local match cost dominates