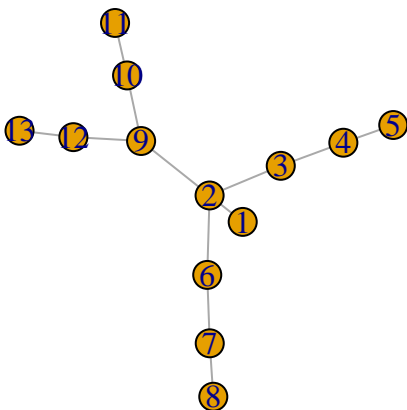
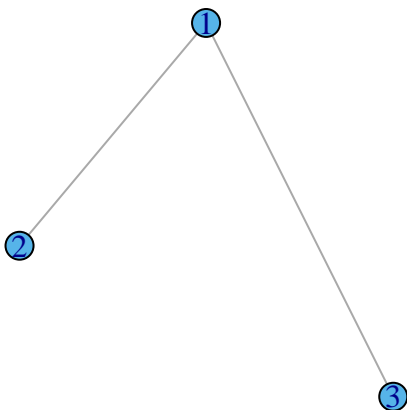


g1 : more complex skeleton



g2 : skeleton used as a template



Edge Constraint

