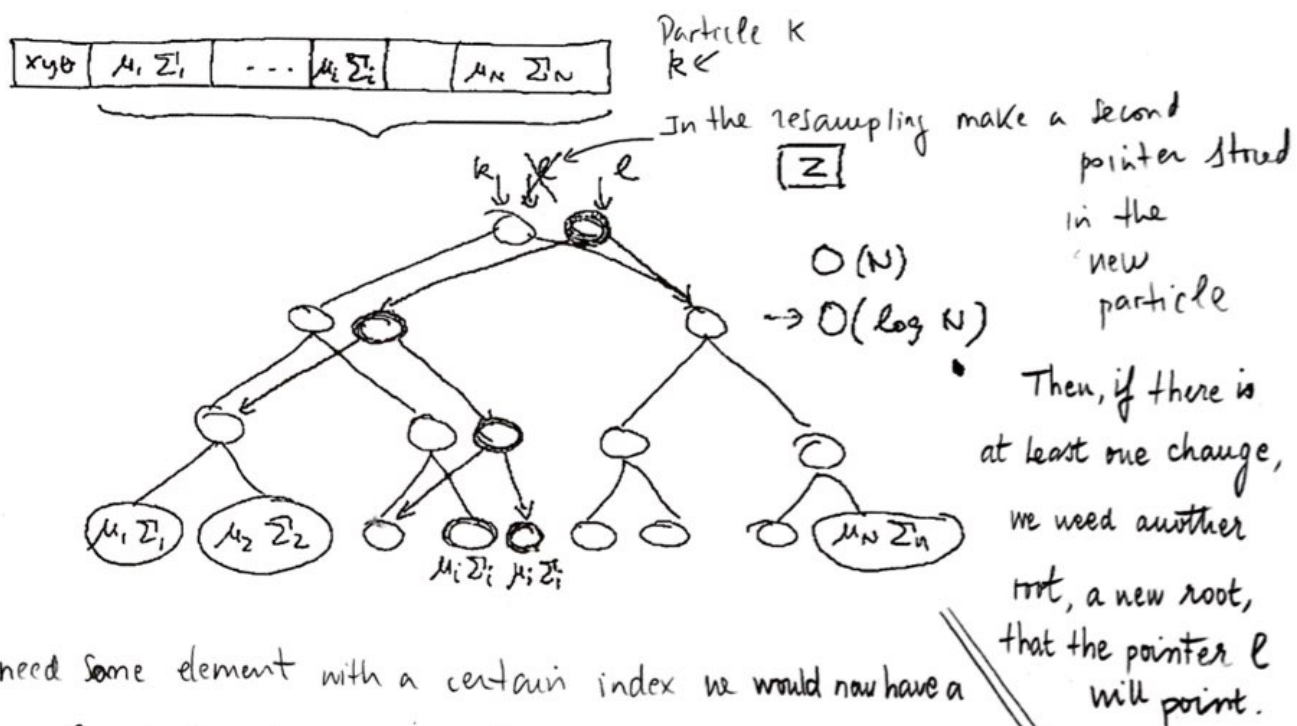


Let's think about putting all the landmarks into a balanced tree 5-7@7.2



Whenever we need some element with a certain index we would now have a logarithmic time complexity for accessing it.

Efficiency

$$O(MN) \rightarrow O(M \log N)$$

$\uparrow$  # particles       $\uparrow$  # map features

