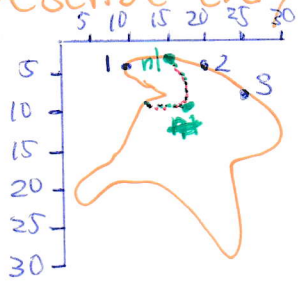
Matching neighbor shape position in next frame-2

Describe every pixel as distances from every other pixels



) n pixels

→ 1 (x10, y5) (0,0) → 2 (x20, y5) (0,0) → 3 (x25, y9) (0,0)
2 (x20, y5) (10,0) 1 (x10, y5) (-10, 0) 1 (x10, y5) (-15, -4)
3 (x25, y9) (15, 4) 3 (x25, y9) (5, 4) 2 (x20, y5) (-5, -4)

shape changes figure so that top left position now becomes n1

n pixels get most of the pixels (excluding pixels that happen to overlap) relative distances different from before.

For 2, 3 pixels, the different relative distances are n pixels. All other relative distances are same as before.

If pixelA gets most of the relative distances different from before, then pixelA is on the figure that has changed.

It is very probable that pixels positions change only a bit in unnoticeable amount. yet if you measure with exact position value, they would not be hit.