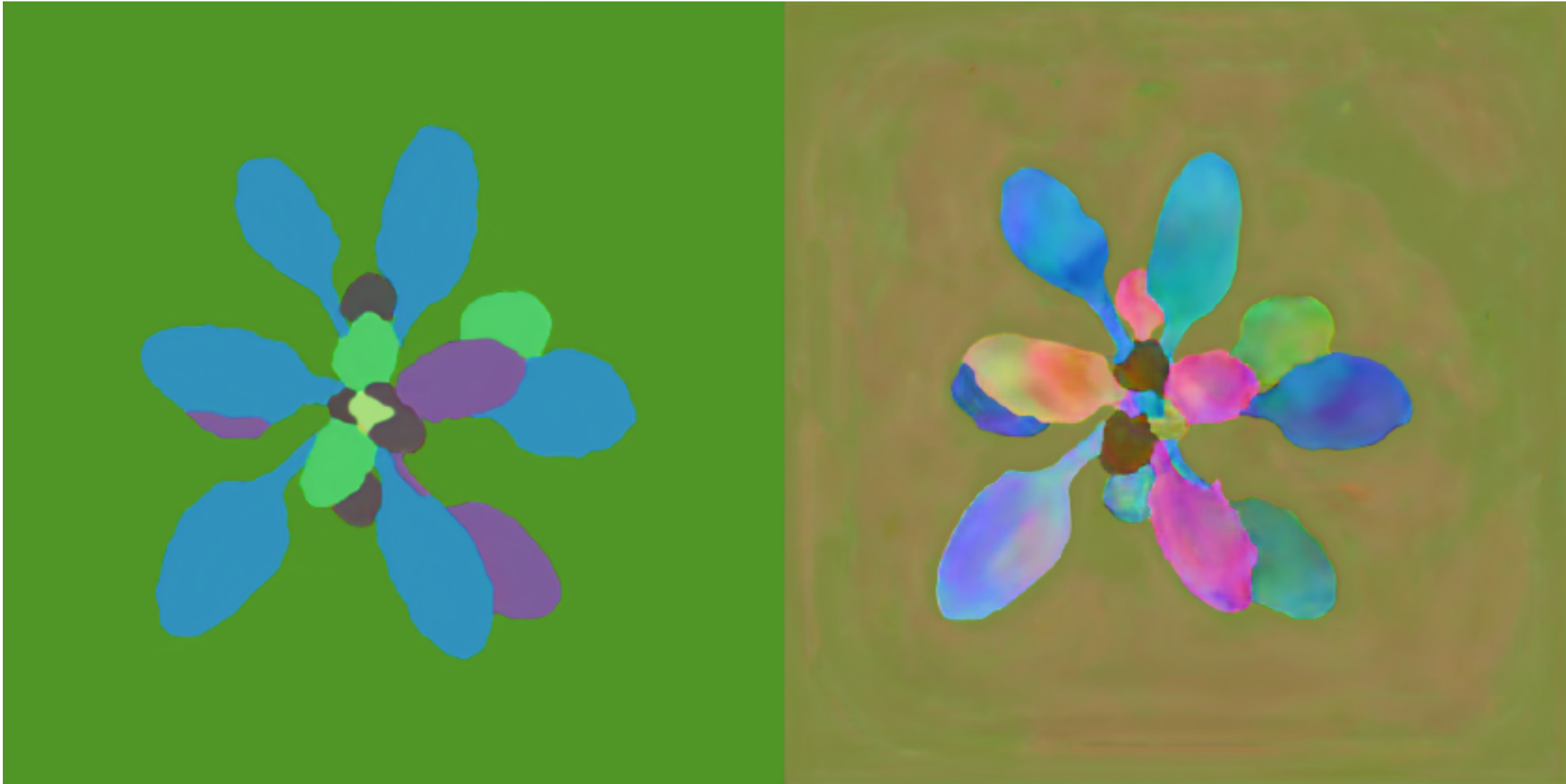


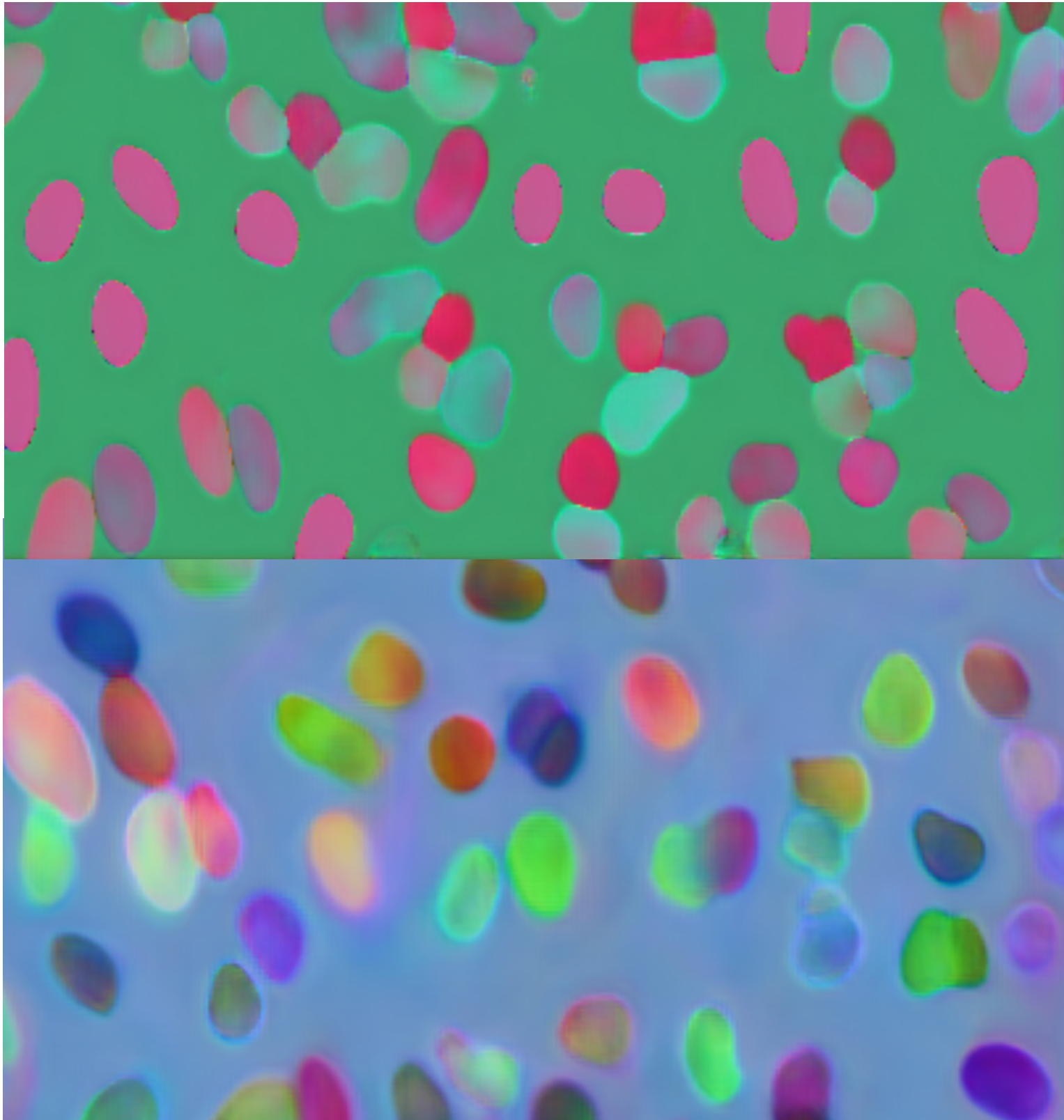
# Local vs. Global Constraints

# Deep Pixel Embedding



Cosine

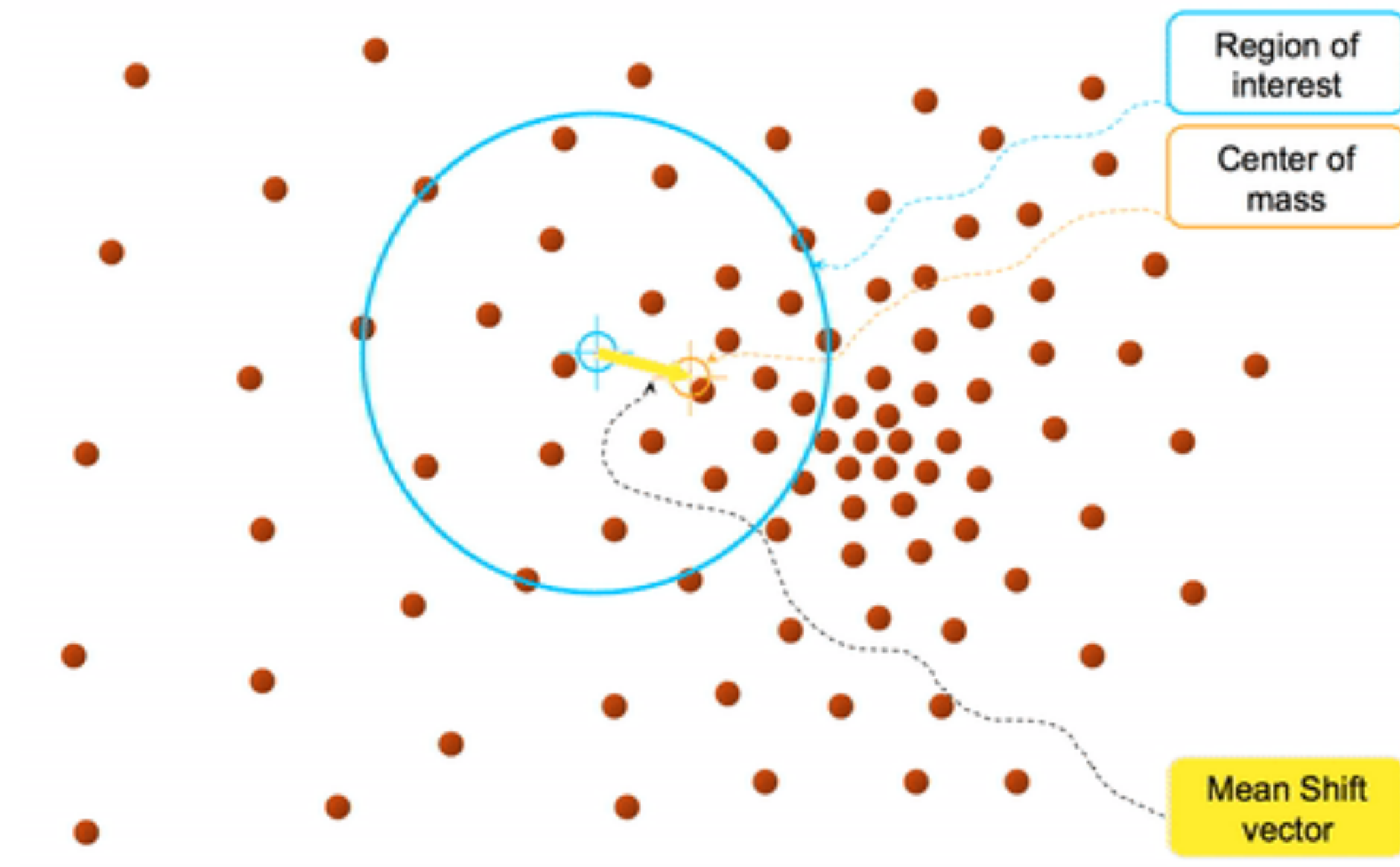
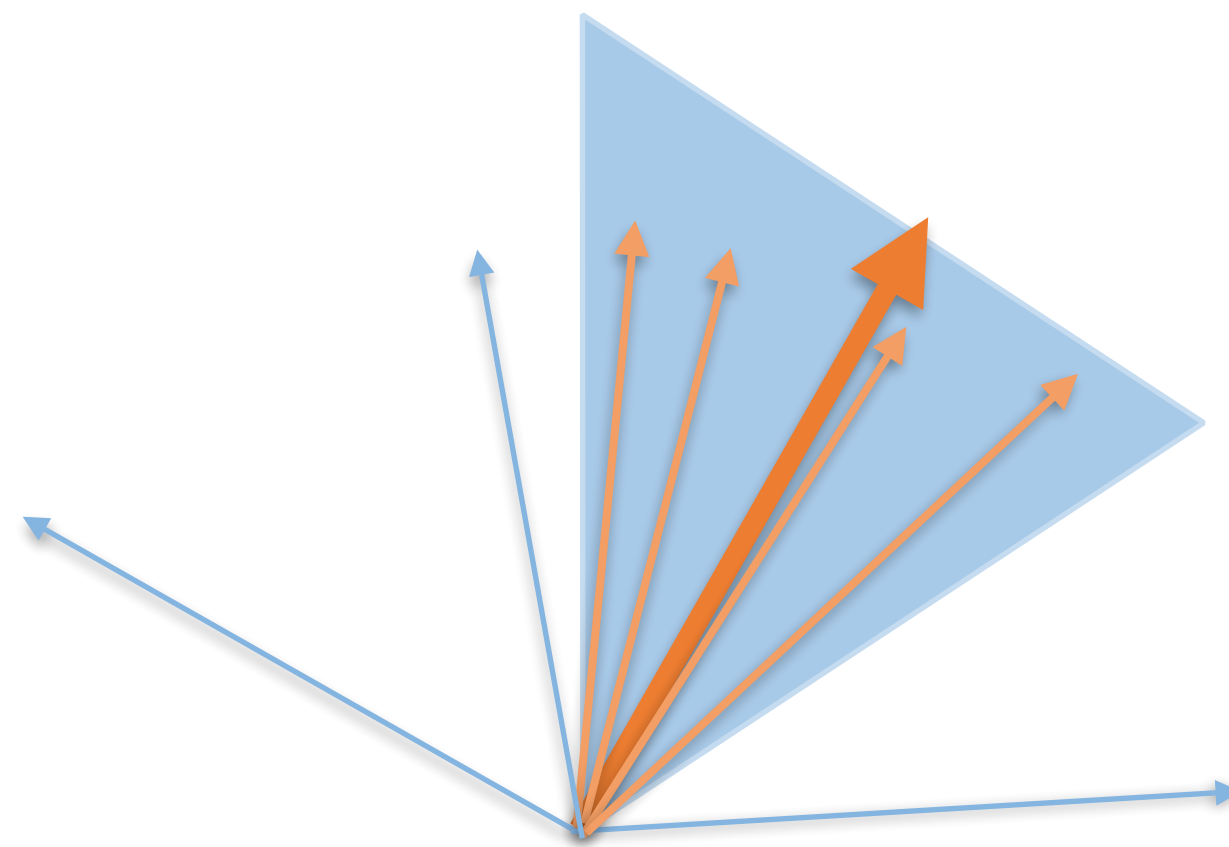
Euclidean



Local

Global

- Mean Shift
- Angular Clustering



<http://ai.stanford.edu/~syueung/cvweb/tutorial3.html>