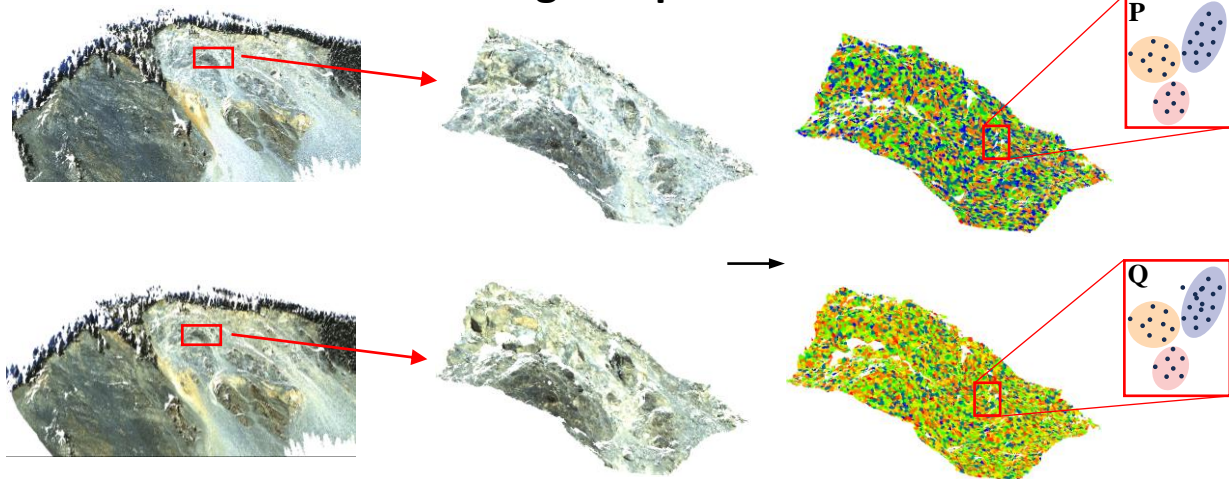
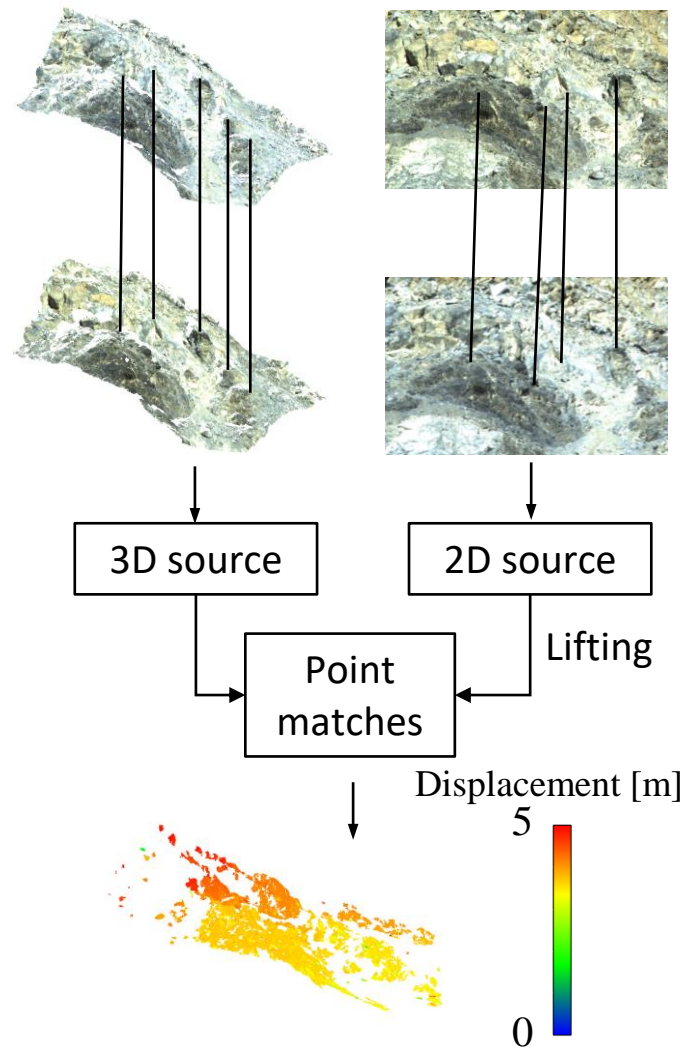


### 1&2. Tiling and partition



### 4&5. Refinement and fine matching



### 3. Coarse matching

