

Define map warped_2_fixed = empty

Define bool finished = false

While not finished

Define list fixed_sets = empty

For warped **in** warped_keypoints

Define keypoint closest_fixed = none

For fixed **in** fixed_keypoints

Define float distance = get_distance(warped, fixed)

distance < closest_fixed.distance

true

false

Assign closest_fixed = fixed

Do nothing

Assign warped **to** S_i **from** closest_fixed **and append** S_i **to** fixed_sets

For S_i **in** fixed_sets

Define keypoint closest_warped = pop_closest_out_warped_keypoints(S_i)

Define keypoint fixed = pop_out_fixed_keypoints(S_i)

Assign warped_2_fixed[closest_warped] = fixed

is_warped_keypoints_empty()

true

false

Assign finished = true

Do nothing

Return warped_2_fixed