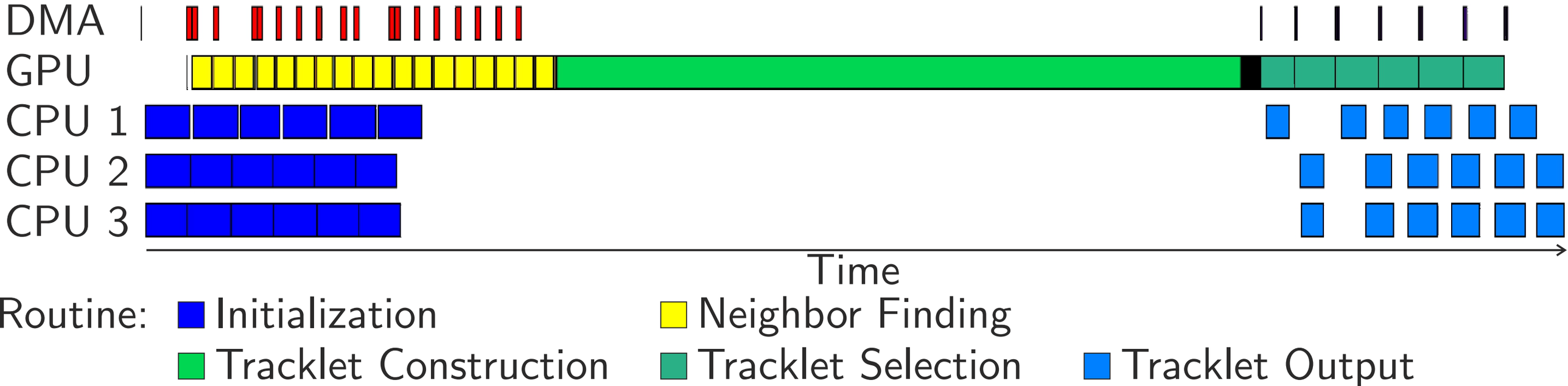
DMA
GPU
CPU 1
CPU 2
CPU 3
Time
Routine:
Initialization
Neighbor Finding
Tracklet Construction
Tracklet Selection
Tracklet Output