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Game Theoretic Hypergraph Matching for Multi-source Image Correspondences

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**Research Highlights (Required)**

To create your highlights, please type the highlights against each `\item` command.

It should be short collection of bullet points that convey the core findings of the article. It should include 3 to 5 bullet points (maximum 85 characters, including spaces, per bullet point.)

- Game theoretic hypergraph matching framework for multi-source image correspondences.
- The game evolution guarantees the optimal matching results.
- A coarse to fine strategy for establishing the game association hypergraph.
- Game association hypergraphs of reasonably small sizes.
- Small hypergraphs possibly reduce the computational complexity for matching.

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