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if((meansofvariances4x4 >= 280.86) && (residual16x16 >= 2109)) return HIGH_COMPLEXITY;  
  
if(_vectorlenght >= 2.83) && (meansofvariances4x4 >= 595.22) return HIGH_COMPLEXITY;  
  
if( (meansofvariances4x4 >= 439.07) && (kelastic >= 6.82)) return HIGH_COMPLEXITY;  
  
if(_vectorlenght >= 2) && (meansofvariances4x4 >= 384.40) && (kelastic >= 5.81) return HIGH_COMPLEXITY;  
  
if((meansofvariances4x4 >= 280.86) && (_vectorlenght >= 2) && (residual16x16 <= 1554)&& (residual16x16 >= 1109) && (varianceofmeans4x4 <= 3351.37))return HIGH_COMPLEXITY;  
  
Otherwise: return LOW_COMPLEXITY
```