



Kalman Filter

Camera Projection Matrix

Essential Matrix

Texture and Region-based Segmentation Segmentation by Histogram

Nearest Neighbours

SVM (Linear, Non-linear, and multiclass ones)

Region Merging

Region Splitting

Bag of Features for Image Classification

Co-occurrence Matrices

Texture Matching – Other Properties

Fractal Dimension

Geometric properties in 3D and 2D after projection in camera

Orthographic Projection

Computational Steps for Estimating F

Stereo Constraints and Priors

Global Methods of Recovering p, q

Rectification

Weak Perspective Projection

Perspective vs Orthogonal Projection

Lambertian Surfaces

Camera Calibration

Challenges in Scene Matching

Basic Stereo Matching

Optical Flow

Photometric Stereo

Internal Coordinates

Camera Transformation

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