**Written Assignment 3**

1. Open “conesNoise.txt”. What combination of match cost functions and smoothing give you the best error score? Why do these work best?

2. Open “conesGainOffset.txt”. What combination of match cost functions and smoothing give you the best error score? Why do these work best?

3. Open “SouthSister.txt”. What combination of match cost functions and smoothing give you the best results when rendering? Do the same parameters work best for “Garfield.txt”?

4. Download and read the following papers:

[Large Occlusion Stereo](http://x86.cs.duke.edu/courses/spring06/cps296.1/handouts/Bobick%20Intille%201999.pdf), IJCV 1999

Aaron F. Bobick and Stephen S. Intille

[Stereo Matching Using Belief Propagation](http://research.microsoft.com/pubs/64220/stereo_pami.pdf), PAMI 2003

Jian Sun, Nan-Ning Zheng, Heung-Yeung Shum

[Adaptive Support-Weight Approach for Correspondence Search](http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.106.118&rep=rep1&type=pdf), PAMI 2006

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Write a paragraph (6-8 sentences) on each paper describing the benefits and drawbacks of each approach. Which approach would be best for realtime applications? Which paper is best for image-based rendering? Which produces the lowest disparity errors?

Finally, write a paragraph on how you might improve upon their results by either using a new idea, or by combining the approaches.