

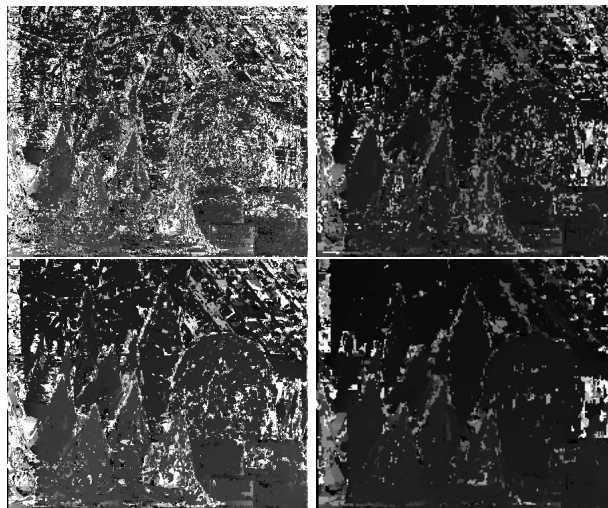
# BonusCV

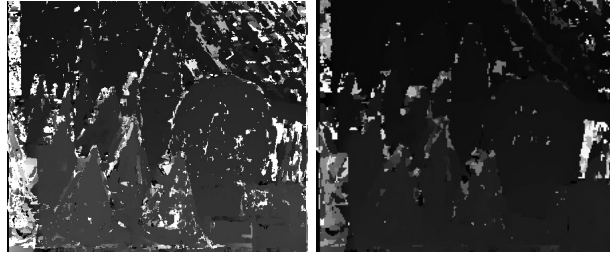
kshitiz16051

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## 1 Scratch Implementation

- Padding of images with kernel size 3
- For each pixel, a window of size 3x3 is stored so as it can be matched with the pixels in other image.
- Assuming that the cameras have only translation effect, the epipolar line should be in the horizontal direction, hence the matching pixel should be in the same row as pixel.
- The window obtained from above pixel is now matched with each pixel window in other image and coordinate of pixel with best match is returned.
- Disparity is calculated between them and intensity values (to that pixel co-ordinate) are assigned to new image (depth map).
- Results with normal and downsampled ( $1/2$ ) images are noted with different kernel values (3,5,7).





## 2 Inbuilt Library

- `cv2.StereoBM_create(numDisparities = 48, blockSize = 5)` is used for setting up the stereo library, where number of disparities are 48 and block size is 5.
- `stereo.compute(imgL, imgR)` is used to generate the final depth image. Results are as follow :

