





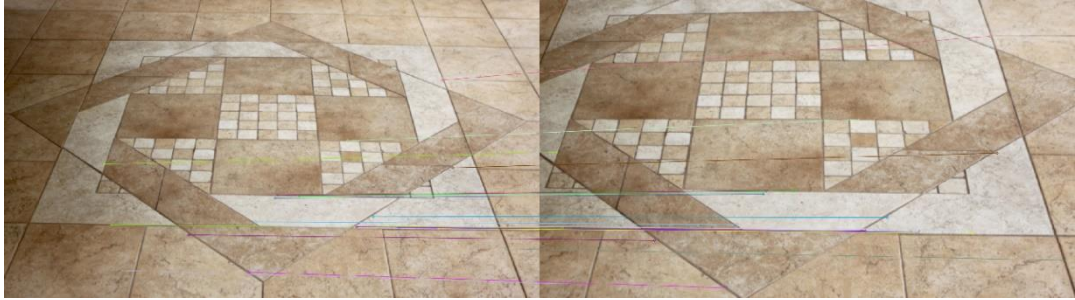


# Report

- Problem 1: Homography estimation



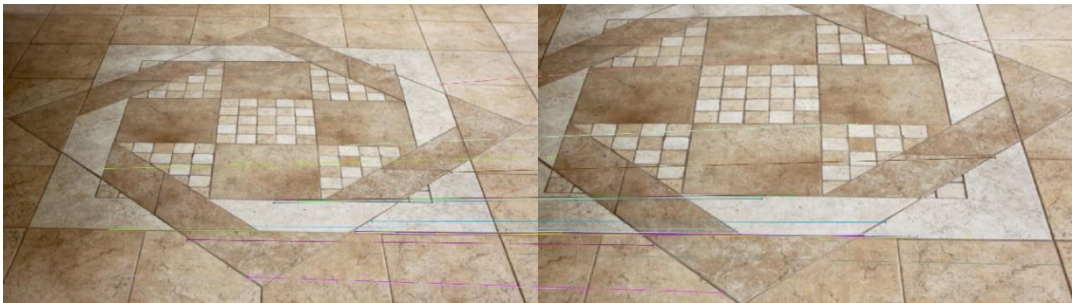
- Screenshots:

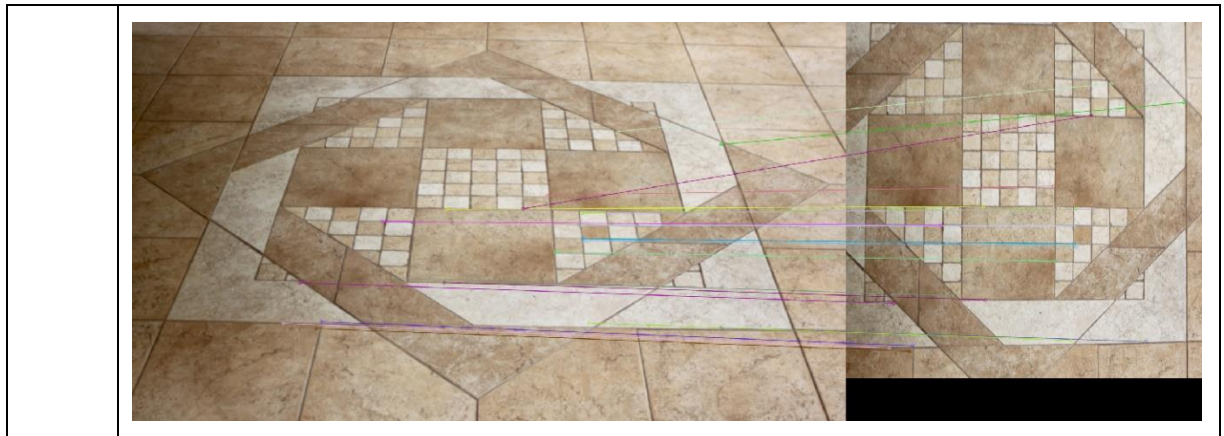
- Sample  $k$  correspondences ( $k = 4, 8, 20$  or even more)

DLT	1-0.png to 1-1.png 1-0.png to 1-2.png
$k = 4$	 
$k = 8$	

	
k = 20	 
<b>NDLT</b>	1-0.png to 1-1.png 1-0.png to 1-2.png
k = 4	



	
k = 8	
k = 20	



- Compare the errors:
  - DLT vs. normalized DLT
  - Sample  $k = 4, 8, 20$  or even more

Note : error1 is 1-0.png to 1-1.png, error2 is 1-0.png to 1-2.png

Error table of DLT vs. normalized DLT			
	$k = 4$	$k = 8$	$k = 20$
DLT	error1 = 138.81 error2 = 3687.49	error1 = 1.50 error2 = 4.94	error1 = 0.28 error2 = 1067.47
Normalized DLT	error1 = 138.81 error2 = 3687.49	error1 = 1.43 error2 = 4.81	error1 = 0.27 error2 = 121.95

- (Bonus)
  - Your method
  - Screenshot: correspondences of other local features
  - Experimental comparisons
- Discussion
 

(interesting finding, difficulties you encountered, insights you observe)

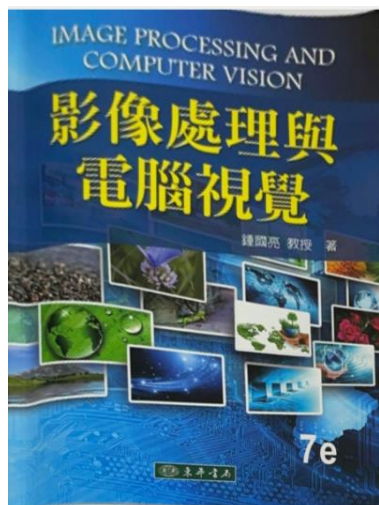
  - $k = 20$  時的 error2 反而比  $k = 8$  時還要高，原因可能是沒有正確的去掉 outliers，導致計算 error 偏高。

- Problem 2: Document rectification

- The input document image (must be captured by yourself)



- Rectified results



- Briefly explain your method (how you choose the corners, warping efficiency)

- 我的 Target image 是 450 \* 600 的圖片，先用選取的 4 個點與  $[[0,0], [449,0], [449,599], [0,599]]$  算出 Homography  $H$ ，再用  $H^{-1}$  做 backward warping，再將求出的點做 bilinear interpolation 後輸出。

- Please tell us how to execute your codes, including the package used and the environment.
  - Problem 1: enter “python3 1.py [source image path] [target image path] [correspondence path] [k\_pairs] [DLT/NDLT]”
  - Problem 2: enter “python3 mouse\_click\_example.py images/book.jpg”
  - Environment: python 3.9.13, numpy 1.23.1, opencv 4.6.0