

Detector / Des Features		Result (worked / not worked)	
BRISK	Threshl=60; Octaves=6;	Worked	0.35 Quarry
KAZE	0.001f		
AKAZE	0.001f		
ORB	20000		
STAR	Default		
BRISK	60		
MSER	nfeatures=2000		
GFTTT	Default		
SURF	hessian threshold=100;		
SIFT	Default		
DAISY	Default		
AGAST	Default		
ROOTSIFT	Default		
FAST	Default		
SUPERPOINT	Default		
BRISK	Threshl=60; Octaves=6;	Worked	Industry 0.35
KAZE	0.001f		
AKAZE	0.001f		
ORB	20000		
STAR	Default		
BRISK	60		
MSER	nfeatures=2000		
GFTTT	Default		
SURF	hessian threshold=100;		
SIFT	Default		
DAISY	Default		
AGAST	Default		
ROOTSIFT	Default		
FAST	Default		

SUPERPOINT	Default			
BRISK	Threshl=60; Octaves=6;		Quarry 0.50	
KAZE	0.001f			
AKAZE	0.001f			
ORB	20000			
STAR	Default			
BRISK	60			
MSER	nfeatures=2000			
GFTTT	Default			
SURF	hessian threshold=100;			
SIFT	nfeatures=2000			
DAISY	nfeatures=2000			
AGAST	nfeatures=2000,threshl=50;			
ROOTSIFT	nfeatures=2000			
FAST	nfeatures=2000			
SUPERPOINT	Default			
BRISK	Threshl=60; Octaves=6;		Industry 0.50	
KAZE	0.001f			
AKAZE	0.001f			
ORB	20000			
STAR	Default			
BRISK	60			
MSER	nfeatures=2000			
GFTTT	Default			
SURF	hessian threshold=100;			
SIFT	nfeatures=2000			
DAISY	nfeatures=2000			
AGAST	nfeatures=2000,threshl=50;			
ROOTSIFT	nfeatures=2000			
FAST	nfeatures=2000			

SUPERPOINT	Default			
BRISK	ThreshI=60; Octaves=6;	Worked	Quarry 0.75	
KAZE		Crashed		
AKAZE				
ORB	20000	Worked		
STAR	Default			
BRISK	60			
MSER	nfeatures=1000			
GFTTT	Default			
SURF	hessian threshold=100;			
SIFT	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
DAISY	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
AGAST	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
ROOTSIFT	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
FAST	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
SUPERPOINT		Crashed		
BRISK	ThreshI=60; Octaves=6;	Worked	Industry 0.75	
KAZE		Crashed		
AKAZE				
ORB	20000	Worked		
STAR	Default			
BRISK	60			
MSER	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
GFTTT	Default			
SURF	hessian threshold=100;			
SIFT	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
DAISY	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
AGAST	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
ROOTSIFT	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			
FAST	nfeatures = 1000, contrastThreshold=0.02, edgeThreshold=4			

[illegible]