SL.No	Keypoints Method	Counts (for front vehicle on each image)	Timing (ms)
1	ShiTomashi	125 + 118 + 123 + 120 + 120 + 113 + 114 + 123 + 111 + 112	~25
2	Harris	20 + 17 + 23 + 23 + 31 + 83 + 19 + 42 + 34 + 51	~18
3	SIFT	138 + 132 + 124 + 138 + 134 + 140 + 137 + 148 + 159 + 137	~ 85
4	BRISK	264 + 282 + 282 + 277 + 297 + 279 + 289 + 272 + 267 + 254	~ 50
5	FAST	419 + 417 + 404 + 423 + 386 + 414 + 418 + 406 + 396 + 401	~5
6	ORB	92 + 102 + 106 + 113 + 109 + 125 + 130 + 129 + 127 + 128	~10
7	AKAZE	166 + 157 + 161 + 155 + 163 + 164 + 173 + 175 + 177 + 179	~70

Matched Keypoints counts

	BRIEF	ORB	FREAK	AKAZE	SIFT	BRISK	Descriptors
Shitomashi	100 - 115	95 - 104	80 - 90	NA	100 - 110	100 - 110	
Harris	15 - 36	14 - 34	14 - 30	NA	15 - 30	13 - 20	
SIFT	70 - 90	80 - 100	60 - 80	NA	85 - 100	60 - 80	
BRISK	180 - 200	160 - 180	160 - 180	NA	180 - 200	~170	
FAST	270 - 320	280 - 300	210 - 240	NA	300 - 330	210 - 240	
ORB	45 - 80	70 - 100	30 - 60	NA	80 - 100	70 - 90	
AKAZE	130 - 150	110 - 149	120 - 140	120 - 150	130 - 160	120 - 150	
Detectors							

1. FAST detector with BRIEF descriptor seems to be better for timing computations with more features which could potential create confusing matches
2. ORB detector with ORB descriptor
3. ORB with BRIEF descriptor

It's good to go with ORB with ORB or FAST with BRIEF.

Run Time (ms)

	BRIEF	ORB	FREAK	AKAZE	SIFT	BRISK	Descriptors
Shitomashi	~25	~28	~60	NA	~45	~30	
Harris	~20	~20	~60	NA	~45	~20	
SIFT	~75	~75	~85	NA	120 - 130	~60	
BRISK	~30	~32	~55	NA	~50	~30	
FAST	~6	~6	~55	NA	~45	~10	
ORB	~12	~18	~45	NA	~40	~12	
AKAZE	~70	~75	~105	~120	~60	~70	
Detectors							