

Assignment-2

Image warping in a pair of RGB-D stereo images

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M. Tech CSE

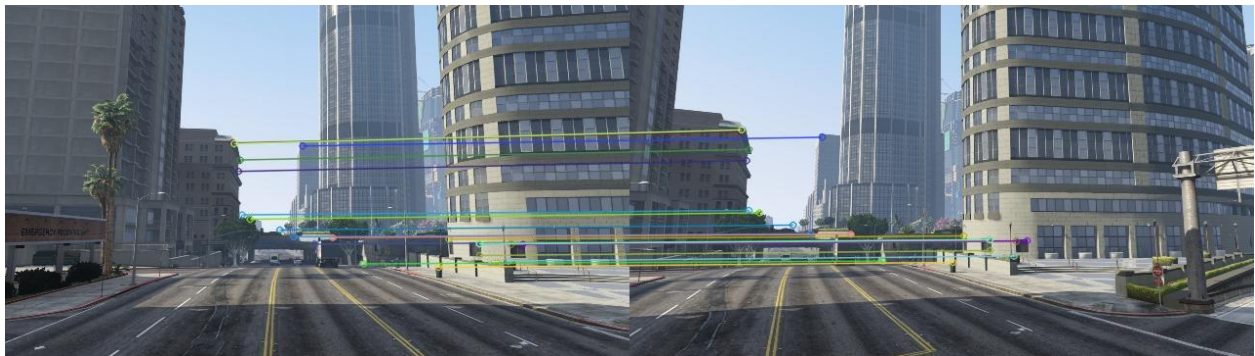
Quantized levels (m) = 11

Top-3 Results

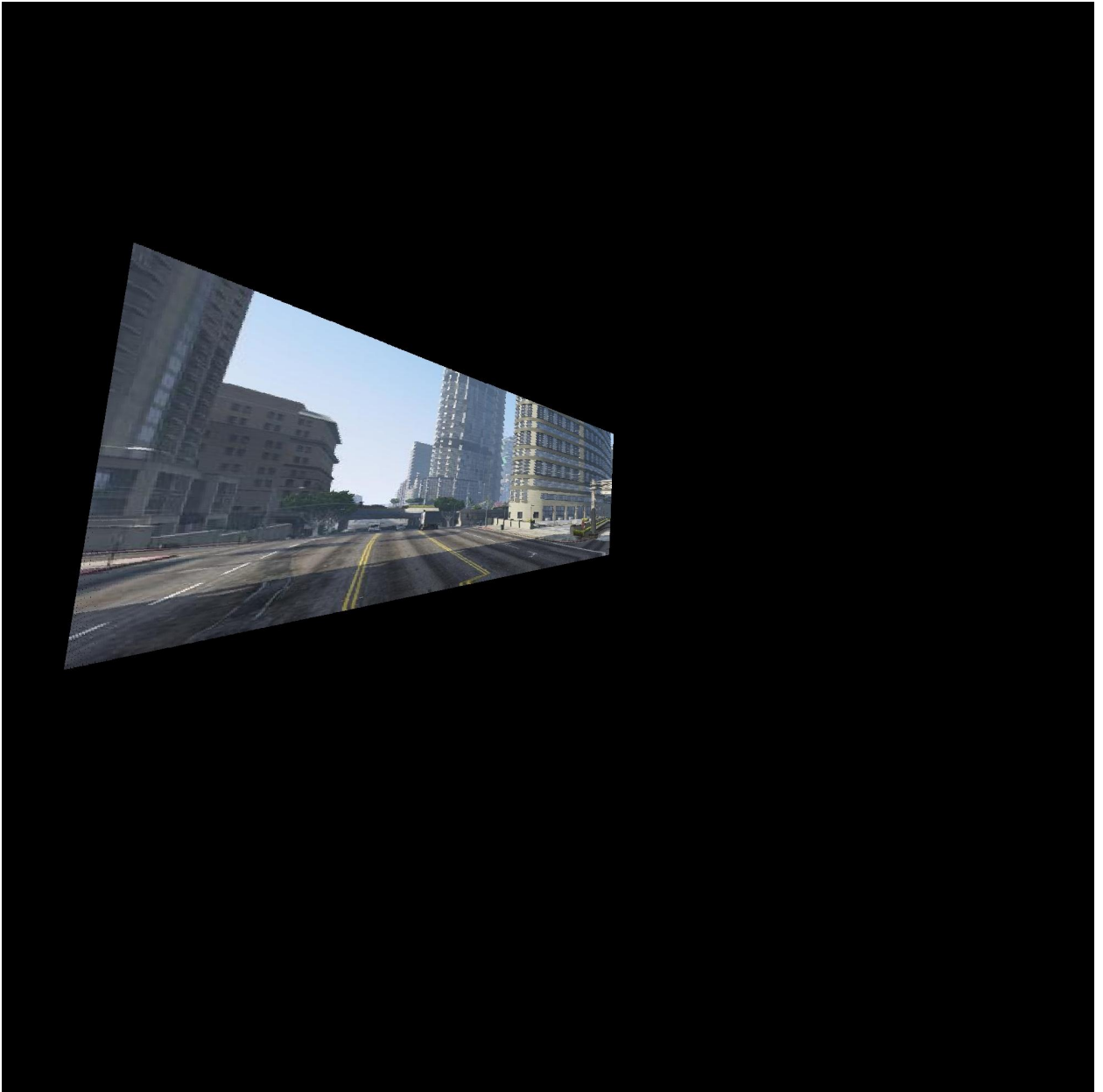
The top 3 best results for 3 folders are given below:

> Folder - 5 (Source image - im_2.jpg, Reference image - im_1.jpg)

- (a). Matches drawn.



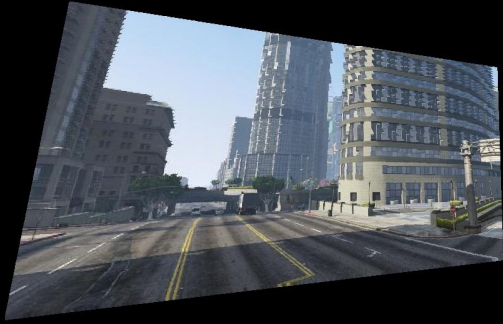
- (d,e - 1). Warped image using own homography (with depth)



- (d,e - 2). Warped image using inbuilt homography (with depth).



- (f-1). Warped image using inbuilt homography (without depth).

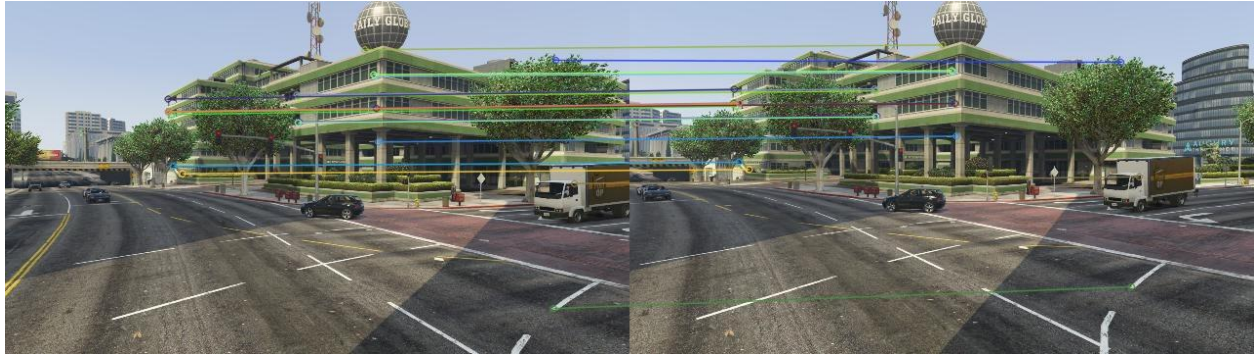


- (f-2). Warped image using own homography (without depth).



> Folder - 2 (Source image - im_1.jpg, Reference image - im_0.jpg)

- (a). Matches drawn.



- (d,e - 1). Warped image using own homography (with depth)



- (d,e - 2). Warped image using inbuilt homography (with depth).



- (f-1). Warped image using inbuilt homography (without depth).



- (f-2). Warped image using own homography (without depth).



> Folder - 3 (Source image - im_3.jpg, Reference image - im_2.jpg)

- (a). Matches drawn.



- (d,e - 1). Warped image using own homography (with depth)



- (d,e - 2). Warped image using inbuilt homography (with depth).



- (f-1). Warped image using inbuilt homography (without depth).



- (f-2). Warped image using own homography (without depth).



> The warped images using depth is seen to be slightly better than the ones warped without using depth.

> As observed, warping using the inbuilt homography estimation with depth (question-e) and without depth (question-f) is slightly better than the implemented

homography estimation. However, the difference between the two are small and thus the results obtained are satisfactory.