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| --- | --- | --- | --- |
|  | Equations/recipes available | C-Code available | CUDA code available |
| Stereo disparity | Y | Y | N |
| Light Field depth estimation | Y | N | N |
| Face detector | Y (in CUDA) | Y | N |
| Bilateral filtering | Y | Y | Y |
| Mutual Information Registration | Y | Y | N |
| 2D wavelet transform | Y | Matlab | OpenCL |
| Sound wave propagation | Y | N | Y/N |
| 3D wavelet transform | Y | N | N |
| Least square 3D object fitting | Y (in CUDA) | N | N |
| Surface normal estimation | Y | N | N |
| Almost rigid deformations | Y | N | N |
| Geodesic distances | Y | N | N |
| Simple ray tracer | Y | Y | Y/N |
| Volume ray tracer | Y | N | Y |