LAB 4: PANORAMA

Assigment 1:

Code:

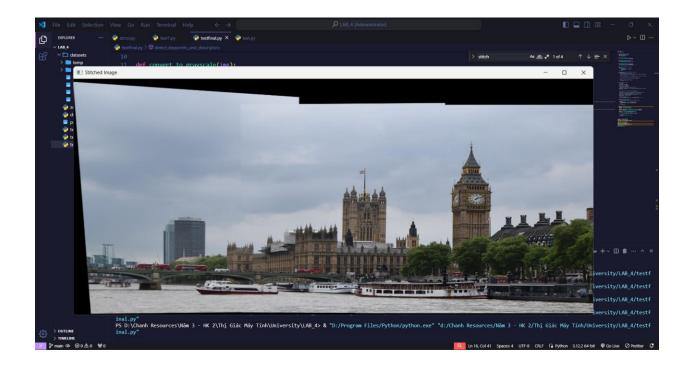
```
import cv2
import numpy as np
def load_images(img_path1, img_path2):
    img1 = cv2.imread(img path1)
    img2 = cv2.imread(img_path2)
    return img1, img2
def convert_to_grayscale(img):
    return cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
def detect keypoints and descriptors(img gray):
    orb = cv2.0RB create(nfeatures=2000)
    return orb.detectAndCompute(img gray, None)
def match keypoints(descriptors1, descriptors2):
    bf = cv2.BFMatcher_create(cv2.NORM_HAMMING)
    return bf.knnMatch(descriptors1, descriptors2, k=2)
def filter_good_matches(matches, ratio=0.6):
    good = []
    for m, n in matches:
        if m.distance < ratio * n.distance:</pre>
            good.append(m)
    return good
```

```
def find_homography(good_matches, keypoints1,
keypoints2):
    MIN MATCH COUNT = 10
    if len(good matches) > MIN MATCH COUNT:
        src pts = np.float32([keypoints1[m.queryIdx].pt
for m in good matches]).reshape(
            -1, 1, 2
        dst pts = np.float32([keypoints2[m.trainIdx].pt
for m in good matches]).reshape(
            -1, 1, 2
        M, _ = cv2.findHomography(src_pts, dst_pts,
cv2.RANSAC, 5.0)
        return M
    else:
        print("Not enough matches are found.")
        return None
def warp images(img1, img2, H):
    if H is None:
        return img2
    rows1, cols1 = img1.shape[:2]
    rows2, cols2 = img2.shape[:2]
    list of points 1 = np.float32(
        [[0, 0], [0, rows1], [cols1, rows1], [cols1, 0]]
    ).reshape(-1, 1, 2)
    temp_points = np.float32([[0, 0], [0, rows2], [cols2,
rows2], [cols2, 0]]).reshape(
       <del>-1,</del> 1, 2
    list_of_points_2 =
cv2.perspectiveTransform(temp_points, H)
```

```
list of points = np.concatenate((list of points 1,
list of points 2), axis=0)
    [x min, y min] =
np.int32(list_of_points.min(axis=0).ravel() - 0.5)
    [x max, y max] =
np.int32(list of points.max(axis=0).ravel() + 0.5)
    translation dist = [-x min, -y min]
    H_translation = np.array(
        [[1, 0, translation_dist[0]], [0, 1,
translation_dist[1]], [0, 0, 1]]
    output img = cv2.warpPerspective(
        img2, H translation.dot(H), (x max - x min, y max
 y_min)
    output img[
        translation dist[1] : rows1 +
translation dist[1],
       translation dist[0] : cols1 +
translation dist[0],
    ] = img1
    return output img
def stitch images(img1, img2):
    img1_gray = convert_to_grayscale(img1)
    img2_gray = convert_to_grayscale(img2)
    keypoints1, descriptors1 =
detect_keypoints_and_descriptors(img1_gray)
```

```
keypoints2, descriptors2 =
detect keypoints and descriptors(img2 gray)
    matches = match keypoints(descriptors1, descriptors2)
    good_matches = filter_good_matches(matches)
    H = find homography(good matches, keypoints1,
keypoints2)
    if H is not None:
        result = warp images(img2, img1, H)
    return result
img1 path = "datasets/img1.jpg"
img2_path = "datasets/img2.jpg"
img1, img2= load images(img1 path, img2 path)
img12=stitch images(img1, img2)
img3_path = "datasets/img3.jpg"
img3 = cv2.imread(img3 path)
imgfinal=stitch images(img12, img3)
imgfinal = cv2.resize(imgfinal, (1280, 580))
cv2.imshow("Stitched Image", imgfinal)
cv2.waitKev(0)
cv2.destroyAllWindows()
```

Result:



Assigment 2:

Code:

```
import cv2
def load_images(img_path1, img_path2, img_path3):
    img1 = cv2.imread(img_path1)
    img2 = cv2.imread(img_path2)
    img3 = cv2.imread(img_path3)
    return img1, img2, img3

def stitch_images(img1, img2, img3):
    stitcher = cv2.Stitcher_create()

    status, result = stitcher.stitch([img1, img2, img3])

if status == cv2.Stitcher_OK:
    result = cv2.resize(result, (600, 400))
    cv2.imshow("Stitched Image", result)
    cv2.waitKey(0)
```

```
cv2.destroyAllWindows()
else:
    print("Stitching failed.")

img1_path = "datasets/img1.jpg"
img2_path = "datasets/img2.jpg"
img3_path = "datasets/img3.jpg"
img1, img2, img3 = load_images(img1_path, img2_path, img3_path)
stitch_images(img1, img2, img3)
```

Result:

