1. Please describe the influence of window size on depth map in window-based stereo algorithm.

Answer: Window must be large enough to contain sufficient texture and yet small enough so that do not straddle depth discontinuities.

1. Please explain why global matching stereo algorithm usually has a smoothness term but local matching stereo algorithm doesn’t.

Answer: Because the local matching stereo algorithm usually use a window to estimate depth, it refer to surrounding disparities in the window, so the final depth map is smooth but the global matching stereo algorithm usually use an energy-minimization formula to minimize the cost, so we need to add a smoothness term to smooth the final depth map.