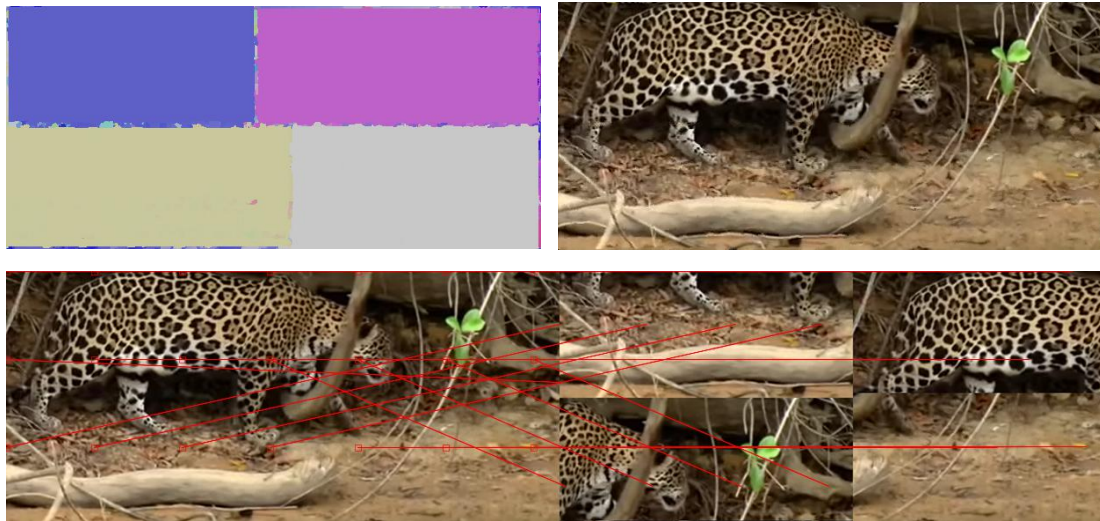


Here are the results of my work:

For test image jaguar2 my algorithm gives

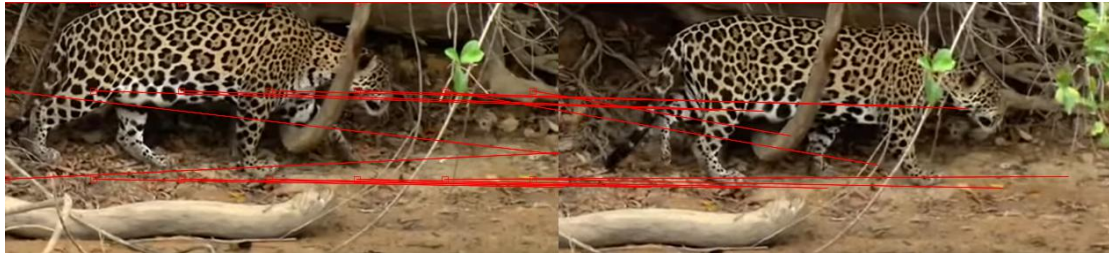
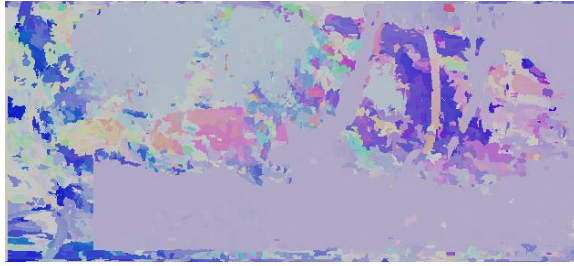


From the NNF we can see that the algorithm finds good patches in the target. The reconstructed source (top-right) is almost the same as the source except some artifacts at the borders where the target is divided into four patterns. For large images, see ../results/jaguar2/

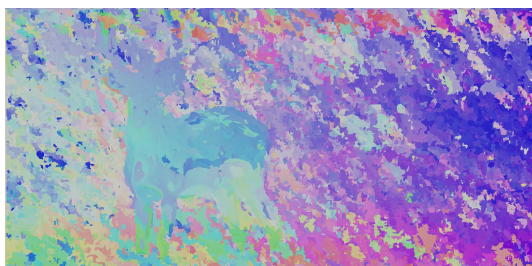


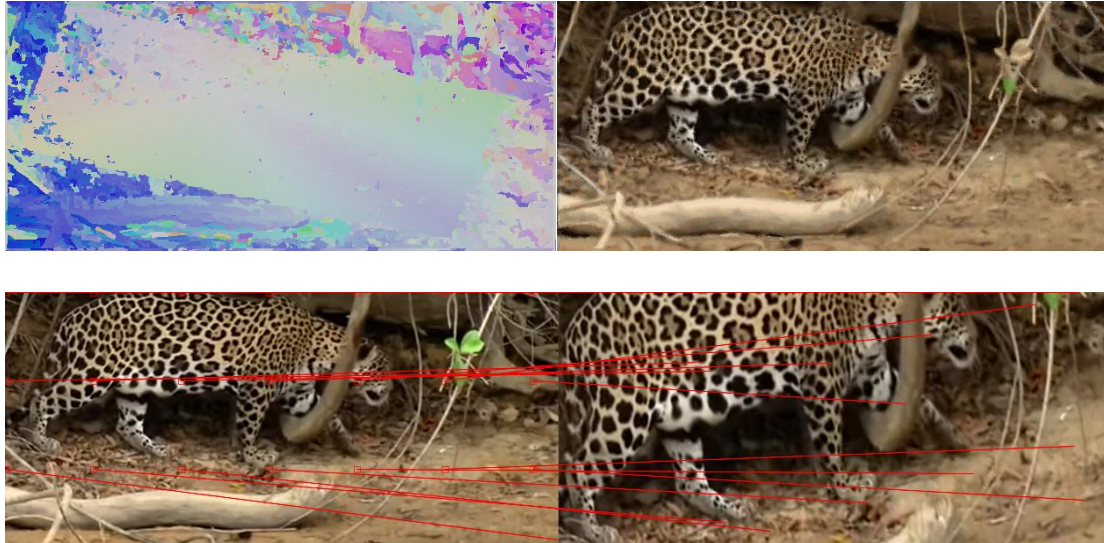
The algorithm also works well on image pair canyon.





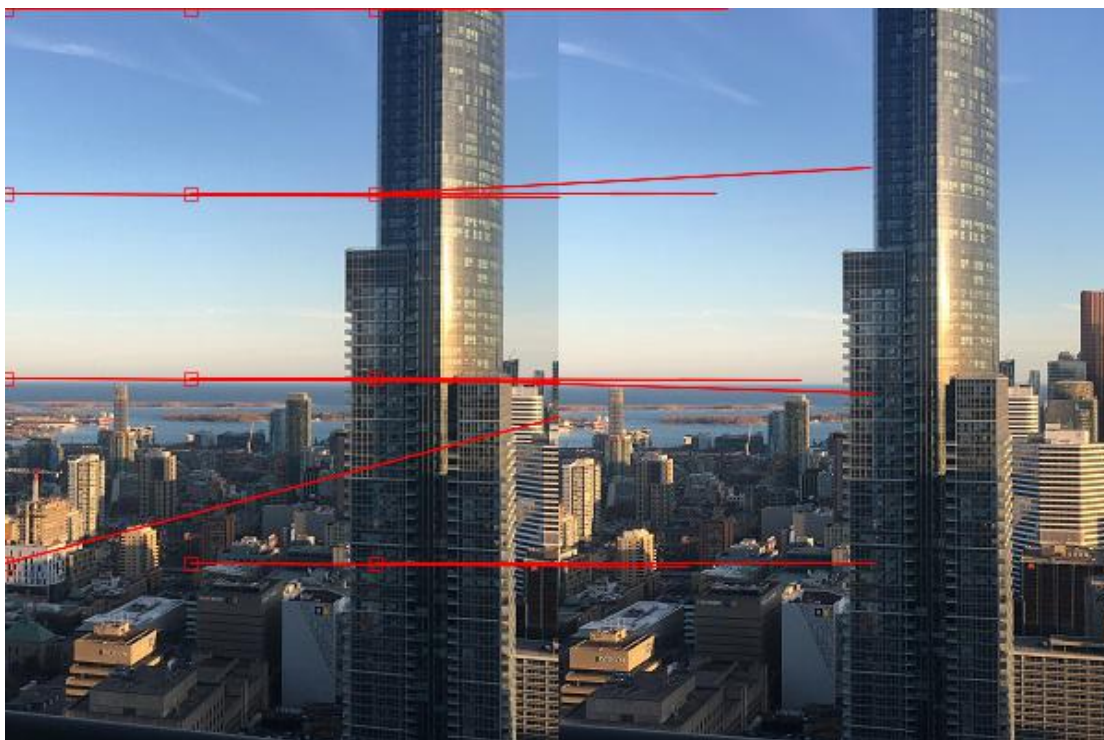
Artifacts can be seen from the reconstructed source of jaguar. This may due to the lack of information around the jaguar's neck in the target (covered by the plant).





In image pairs jaguar3 and deer, the targets are actually zoomed-in copies of the sources. The algorithm reconstructs good approximations of the sources but with lower clearness. This is reasonable as the targets contains less information than the source has, thus some patches can only be matched with a relatively similar patch which may not look the same as the source patch.

I captured several sets of images and here is one pair in which I think the algorithm works well.







Reconstructed image:



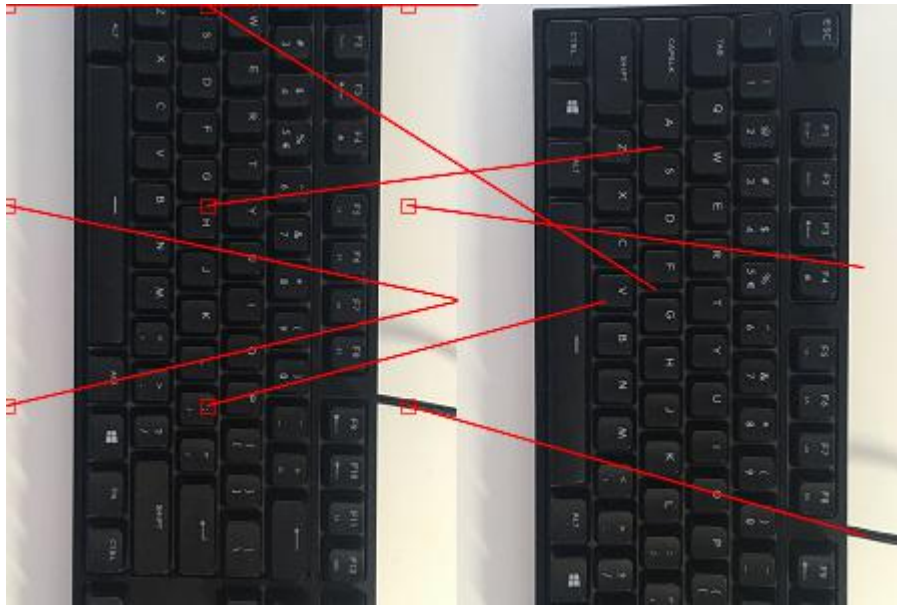
target:

source:



Similar to the test image pair canyon, the remote scenes are matched with proper target patches and the differences can hardly be detected by human eyes. A reasonable explanation for this would be that even the photographer moved his viewpoint slightly, almost the same number of photons from the remote scenes are received and therefore a best target patch can always be found.

Here is a 'bad' example:



Reconstructed image:

source:



The algorithm does not work well on images with specific, easily recognizable patterns such as English characters. Even a slight mismatch on these patterns can cause significant artifacts (e.g. the keyboard 'C','F', etc). Patterns not existing on the target can hardly be matched with a proper patch (e.g. keyboard 'shift' which is not captured in my target image).