

Project Update

Xitong Yang
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Progress

- Code checking
- Experiment on some static scene images
- Bug fix
 - The number of image pyramid
 - Consistent pixel
 - Patch difference calculation
 - selection should be on level 1

Previous result



Previous result



Previous result



Previous result



Previous result



Previous result



Previous result

Problem

- Local texture missed
- Whole image is slight blurred, compared with the result in the paper