

Referências Bibliográficas

- [01] Middlebury Stereo. <http://vision.middlebury.edu/stereo/>.
- [02] BLEYER, M.; GELAUTZ, M.. Graph-cut-based stereo matching using image segmentation with symmetrical treatment of occlusions. *Image Communication*, 22(2):127–143, 2007.
- [03] BOYKOV, Y.; KOLMOGOROV, V.. An experimental comparison of min-cut/max-flow algorithms for energy minimization in vision. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 26(9):1124–1137, Setembro 2004.
- [04] BOYKOV, Y.; VEKSLER, O. ; ZABIH, R.. Fast approximate energy minimization via graph cuts. *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 23(11):1222–1239, Novembro 2001.
- [05] COLLINS, T.. *Graph cut matching in computer vision*, 2004.
- [06] FORD, L.; FULKERSON, D.. *Flows in Network*. Princeton University Press, 1962.
- [07] FORSTMANN, S.; KANOU, Y.; OHYA, J.; THUERING, S. ; SCHMITT, A.. Real-time stereo by using dynamic programming. In: *IEEE COMPUTER SOCIETY CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION WORKSHOP*, volumen 3, 2004.
- [08] GONG, M.; YANG, R.; WANG, L. ; GONG, M.. A performance study on different cost aggregation approaches used in real-time stereo matching. *International Journal of Computer Vision*, 75(2):283–296, 2007.
- [09] KOLMOGOROV, V.; ZABIH, R.. Computing visual correspondence with occlusions via graph cuts. In: *8TH IEEE INTERNATIONAL CONFERENCE ON COMPUTER VISION*, volumen 2, p. 508–515, 2001.
- [10] KOLMOGOROV, V.; ZABIH, R.. What energy functions can be minimized via graph cuts? *IEEE Transactions on Pattern Analysis and Machine Intelligence*, 26(2):147–159, Janeiro 2004.

- [11] KOSOV, S.; THORMAHLEN, T. ; SEIDEL, H.-P.. Accurate real-time disparity estimation with variational methods. In: 5TH INTERNATIONAL SYMPOSIUM ON VISUAL COMPUTING, 2009.
- [12] PALOMO, C.. Interactive image-based rendering for virtual view synthesis from depth images, 2009.
- [13] SCHARSTEIN, D.; SZELISKI, R.. A taxonomy and evaluation of dense two-frame stereo correspondence algorithms. International Journal of Computer Vision, 47(1-3):7–42, 2002.
- [14] VEKSLER, O.. Reducing search space for stereo correspondence with graph cuts. In: BRITISH MACHINE VISION CONFERENCE, volumen 2, p. 709–718, Setembro 2006.
- [15] VINEET, V.; NARAYANAN, P. J.. Cudacuts: Fast graph cuts on the gpu. In: COMPUTER VISION AND PATTERN RECOGNITION WORKSHOPS, 2008. CVPRW '08. IEEE COMPUTER SOCIETY CONFERENCE, 2008.
- [16] WANG, L.; LIAO, M.; GONG, M.; YANG, R. ; NISTER, D.. High-quality real-time stereo using adaptive cost aggregation and dynamic programming. In: 3RD INTERNATIONAL SYMPOSIUM ON 3D DATA PROCESSING, VISUALIZATION, AND TRANSMISSION, volumen 2, p. 798–805, 2006.
- [17] WANG, Z.-F.; ZHENG, Z.-G.. A region based stereo matching algorithm using cooperative optimization. In: IEEE CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, p. 1–9, 2008.
- [18] WORBY, J. A.. Multi-Resolution Graph Cuts for Stereo-Motion Estimation. PhD thesis, Computer Engineering, University of Toronto, 2007.
- [19] WORBY, J.; MACLEAN, W. J.. Establishing visual correspondence from multi-resolution graph cuts for stereo-motion. In: 4TH CANADIAN CONFERENCE ON COMPUTER AND ROBOT VISION, p. 313–320, 2007.
- [20] YANG, Q.; WANG, L.; YANG, R.; WANG, S.; LIAO, M. ; NISTER, D.. Real-time global stereo matching using hierarchical belief propagation. In: THE BRITISH MACHINE VISION CONFERENCE, p. 989–998, 2006.

- [21] YOON, K.-J.; KWEON, I.-S.. Locally adaptive support-weight approach for visual correspondence search. In: IEEE COMPUTER SOCIETY CONFERENCE ON COMPUTER VISION AND PATTERN RECOGNITION, volumen 2, p. 924–931, 2005.
- [22] ZITNICK, C. L.; KANG, S. B.; UYTTENDAELE, M.; WINDER, S. ; SZE-LISKI, R.. High-quality video view interpolation using a layered representationg. SIGGRAPH '04: ACM SIGGRAPH 2004 PAPERS, 23(3):600–608, 2004.