

7.1.
$$
x = 0.00
$$

\n8. $x = \frac{1}{2} \left[\frac{1}{2} + \frac{1}{2} \$

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Figure 12.1.1	Parameter size	Example 2.1.1
We now assume that \vec{v} as a given other $\$		

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Pseudo code of Branch-And-Mincut ˚ FastPD PD1 PD2 Branch-and-MinCut IN2329 - Probabilistic Graphical Models in Computer Vision 7. FastPD & Branch–and–MinCut – 41 / 48 1: Front Ð H Ź initializing the priority queue 2: "C0, ^t^F i ⁰u, tB i ⁰u, tP ij ⁰ u ‰ ^ÐGetAggregEnergies(Ω0) 3: LB⁰ ÐGetMaxFlowValue(tF i ⁰ u,tB i ⁰u,tP ij ⁰ u)`C⁰ 4: Front.InsertWithPriority(Ω0,´LB0) 5: while true do Ź advancing front 6: Ω Ð Front.PullHighestPriorityElement() 7: if IsSingleton(Ω) then Ź global minimum found 8: ω Ð Ω 9: "C, ^t^F ⁱu, ^t^B ⁱu, ^t^P ij ^u ‰ ^ÐGetAggregEnergies(ω) 10: x ÐFindMinimumViaMincut(tF ⁱu,t^B ⁱu,t^P ij ^u) 11: return px, ωq 12: end if 13: rΩ1, Ω2s ÐGetChildrenSubdomains(Ω) 14: "C1, ^t^F i ¹u, tB i ¹u, tP ij ¹ u ‰ ^ÐGetAggregEnergies(Ω1) 15: LB¹ ÐGetMaxFlowValue(tF i ¹ u,tB i ¹u,tP ij ¹ u)`C¹ 16: Front.InsertWithPriority(Ω1,´LB1) 17: "C2, ^t^F i ²u, tB i ²u, tP ij ² u ‰ ^ÐGetAggregEnergies(Ω2) 18: LB² ÐGetMaxFlowValue(tF i ² u,tB i ²u,tP ij ² u)`C² 19: Front.InsertWithPriority(Ω2,´LB2) 20: end while Segmentation with shape priors FastPD PD1 PD2 Branch-and-MinCut IN2329 - Probabilistic Graphical Models in Computer Vision 7. FastPD & Branch–and–MinCut – 42 / 48 The prior is defined by the set of exemplar binary segmentations tx ω | ω P Ωu, where Ω is a discrete set indexing the exemplar segmentations. We define a joint prior over the segmentation and the non-local parameter: ^Epriorpy, ωq " ^ÿ iPV p1 ´ x ω ⁱ q ¨ ^yⁱ ` ^ÿ iPV x ω ⁱ ¨ p1 ´ yiq . This encourages the segmentation y to be close in the Hamming-distance (dHpa, ^bq " ¹ ^N ^ř^N ⁱ"1Jaⁱ ‰ ^biK) to one of the exemplar shapes. The segmentation energy may be defined by adding a standard contrast-sensitive Potts-model for λ, σ ą 0: ^Epy, ωq " ^Epriorpy, ωq ` ^λ ^ÿ pi,jqPE e´ }Ii´Ij } σ |i ´ j| ¨ |yⁱ ´ y^j | , where Iⁱ denotes RGB colors of the pixel i. Parameterization: multiple templates ˆ translations FastPD PD1 PD2 Branch-and-MinCut IN2329 - Probabilistic Graphical Models in Computer Vision 7. FastPD & Branch–and–MinCut – 43 / 48 The shape prior is given by a set of templates, whereas each template can be located anywhere within the image. Ω " ∆ ˆ Θ, where ■ the set ∆ indexes the set of all exemplar segmentations x^δ and ■ Θ corresponds to translations. Any exemplar segmentation x ω for ω " pδ, θq is then defined as some exemplar segmentation x^δ centered at the origin and then translated by the shift θ. Clustering tree FastPD PD1 PD2 Branch-and-MinCut IN2329 - Probabilistic Graphical Models in Computer Vision 7. FastPD & Branch–and–MinCut – 44 / 48 Source: Lempitsky et al.: Branch–and–MinCut: Global optimization for image segmentation with high–level–priors. JMIV, 2012. For ∆ we use agglomerative bottom-up clustering resulting in a (binary) clustering tree T[∆] " t∆ " ∆0, ∆1, . . . , ∆^N u. To build a clustering tree for Θ, we recursively split along the "longer" dimension. This leads to a (binary) tree T^Θ " tΘ " Θ0, Θ1, . . . , Θ^N u. Branch operation FastPD PD1 PD2 Branch-and-MinCut IN2329 - Probabilistic Graphical Models in Computer Vision 7. FastPD & Branch–and–MinCut – 45 / 48 Each nodeset Ω^t in the combined tree is defined by a pair ∆^t ˆ Θ^t . The looseness of a nodeset Ω^t is defined as the number of pixels that change their mask value under different shapes in Ω^t (i.e. neither background nor foreground): ΛpΩtq " |ti | Dω1, ω² : x ω¹ ⁱ " 0 and x ω² ⁱ " 1u| . The tree is built in a recursive top-down fashion as follows. We start by creating a root nodeset Ω⁰ " ∆⁰ ˆ Θ0. Given a nodeset Ω^t " ∆^t ˆ Θ^t we consider (recursively) two possible splits: 1. split along the shape dimension or 2. split along the shift dimension. The split that minimizes the sum of loosenesses is preferred. The recursion stops when the leaf level is reached within both the shape and the shift trees. Results ˚ FastPD PD1 PD2 Branch-and-MinCut IN2329 - Probabilistic Graphical Models in Computer Vision 7. FastPD & Branch–and–MinCut – 46 / 48 Source: Lempitsky et al.: Branch–and–MinCut: Global optimization for image segmentation with high–level–priors. JMIV, 2012. Yellow: global minimum of E Blue: feature-based car detector Red: global minimum of the combination of E with detection results (detection is included as a constant potential) The prior set ∆ was built by manual segmentation of 60 training images coming with the dataset. Summary ˚ FastPD PD1 PD2 Branch-and-MinCut ■ Primal-dual schema for the multi-labeling problem: ^Epyq " ^ÿ iPV ^Eipyiq ` ^ÿ pi,jqPE wij ¨ dpyi, y^j q ◆ PD1: d is a semi-metric ◆ PD2: d is a metric (PD2^µ " 1 is equivalent to α-expansion) ◆ PD3: d is a non-metric function (this case has not been discussed) ■ For binary image segmentation we learned a global optimal solution, based on branch and bound optimization, when we are provided with (shape) prior information. Literature ˚ FastPD PD1 PD2 Branch-and-MinCut FastPD 1. Nikos Komodakis and Georgios Tziritas. Approximate labeling via the primal-dual schema. Technical report, University of Crete, February 2005 2. Nikos Komodakis and Georgios Tziritas. Approximate labeling via graph-cuts based on linear programming. IEEE Transactions on Pattern Analysis and Machine Intelligence, 29(8):1436–1453, August 2007 Branch-and-MinCut 1. Victor Lempitsky, Andrew Blake, and Carsten Rother. Branch-and-Mincut: Global optimization for image segmentation with high-level priors. Journal of Mathematical Imaging and Vision, 44(3):315–329, March 2012

In the next lecture we will learn about exact inference (probabilistic and MAP) on tree structured factor graphs.

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