



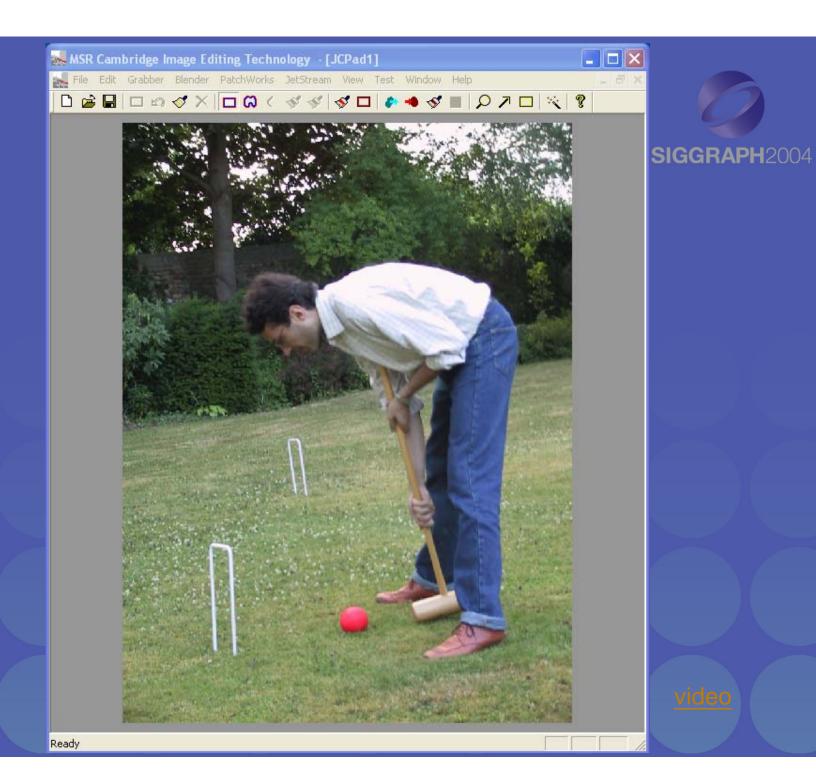
GrabCut Interactive Foreground Extraction using Iterated Graph Cuts



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Problem







Fast & Accurate ?



What GrabCut does



User Input

Magic Wand (198?)

Result



Regions

Intelligent Scissors

Mortensen and Barrett (1995)





Boundary

GrabCut





Regions & Boundary

Framework



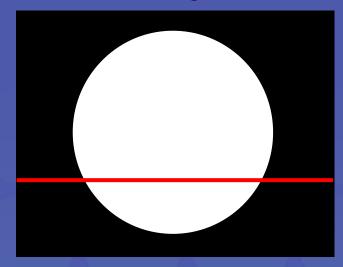
- \bullet Input: Image $\mathbf{x} \in \{\mathbf{R}, \mathbf{G}, \mathbf{B}\}^{\mathbf{n}}$
- \bullet Output: Segmentation $S \in \{0,1\}^n$
- **Parameters:** Colour Θ , Coherence λ
- Energy: $E(\Theta, S, x, \lambda) = E_{Col} + E_{Coh}$
- **Optimization:** arg min $E(S, \Theta, x, \lambda)$

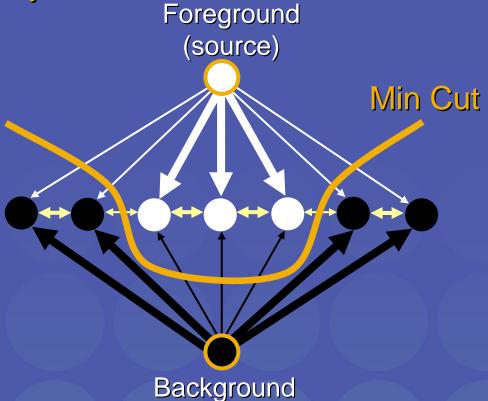
Graph Cuts

Boykov and Jolly (2001)



Image





(sink)

Cut: separating source and sink; Energy: collection of edges

Min Cut: Global minimal enegry in polynomial time



Iterated Graph Cut





User Initialisation

 $\operatorname{arg\,min}_{\boldsymbol{\Theta}} \ E(\mathbf{S}, \boldsymbol{\Theta}, \mathbf{x}, \boldsymbol{\lambda})$

arg min $E(\mathbf{S}, \mathbf{\Theta}, \mathbf{x}, \lambda)$

K-means for learning colour distributions

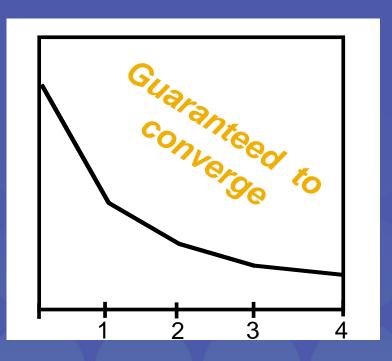
Graph cuts to infer the segmentation



Iterated Graph Cuts







Result

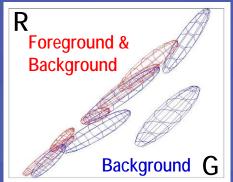
Energy after each Iteration



Colour Model



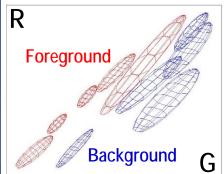






Iterated graph cut





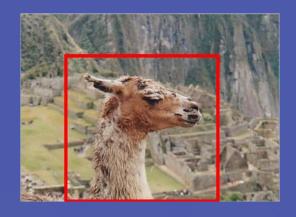
Gaussian Mixture Model (typically 5-8 components)

$$E_{Col}(\Theta, S, x) = \sum_{n} D(S_n, \Theta, x_n)$$



Coherence Model





An object is a coherent set of pixels:

$$E_{coh}(\mathbf{S}, \mathbf{x}, \lambda) =$$

$$\lambda \sum_{i,j \text{ adj.}} (S_i
eq S_j) \ exp\{-rac{1}{2\sigma^2}||x_i-x_j||^2\}$$



$$\lambda = 0$$



$$\lambda = 50$$



 $\lambda = 1000$

Blake et al. (2004): Learn Θ , λ jointly



Moderately straightforward examples















... GrabCut completes automatically



Difficult Examples



Camouflage & Low Contrast

Initial Rectangle



Initial Result



Fine structure





No telepathy







Evaluation – Labelled Database







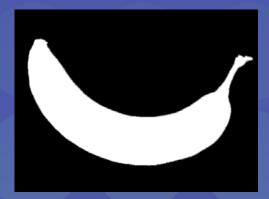












Available online: http://research.microsoft.com/vision/cambridge/segmentation/



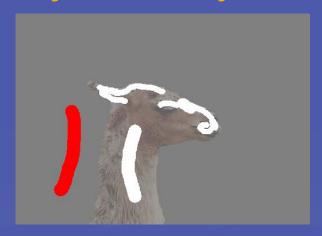
Comparison

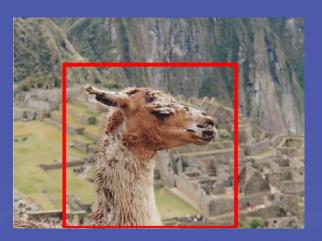


Boykov and Jolly (2001)

GrabCut

User Input





Result





Error Rate: 0.72%

Error Rate: 0.72%

Summary



SIGGRAPH2004

















Intelligent Scissors Mortensen and Barrett (1995)



Graph Cuts Boykov and Jolly (2001)



LazySnapping Li et al. (2004)



GrabCut Rother et al. (2004)

Conclusions



GrabCut – powerful interactive extraction tool

Iterated Graph Cut based on colour and contrast

Regularized alpha matting by Dynamic Programming

