

An Algorithm for Minimizing the Mumford-Shah Functional

Michael Bauer

Technische Universität München
Department of Informatics
Computer Vision Group

October 5, 2015

Outline

- 1 Related Work
- 2 Primal-Dual Algorithm
- 3 Demo



Outline

1 Related Work

2 Primal-Dual Algorithm

3 Demo

Related work and further References

- T. Pock and D. Cremers and H. Bischof and A. Chambolle, An Algorithm for Minimizing the Piecewise Smooth Mumford-Shah Functional, ICCV, 2009.
- <https://www.github.com/BauerMichael>
- <http://www.mik-e.com>
- Tuesday, 20th October, 10 am, Department of Mathematics, University of Regensburg

Outline

1 Related Work

2 Primal-Dual Algorithm

3 Demo

Primal-Dual Algorithm

Algorithm

Choose $(x^0, y^0) \in C \times K$ and let $\bar{x}^0 = x^0$. We choose $\tau, \sigma > 0$.
Then, we let for each $n \geq 0$

$$\begin{cases} y^{n+1} = \Pi_K(y^n + \sigma A \bar{x}^n) \\ x^{n+1} = \Pi_C(x^n - \tau A^* y^{n+1}) \\ \bar{x}^{n+1} = 2x^{n+1} - x^n. \end{cases}$$

The Projection onto C

$$C = \{x \in X : x(i, j, k) \in [0, 1], x(i, j, 1) = 1, x(i, j, M) = 0\} \subseteq X.$$

Algorithm (Clipping)

$$x^{n+1} = \min\{1, \max\{0, x^n\}\}.$$

The Projection onto K

$$K = \{y = (y^1, y^2, y^3)^T \in Y : \\ y^3(i, j, k) \geq \frac{y^1(i, j, k)^2 + y^2(i, j, k)^2}{4} - \lambda \left(\frac{k}{M} - f(i, j) \right)^2, (1)$$

$$\left| \sum_{k_1 \leq k \leq k_2} (y^1(i, j, k), y^2(i, j, k))^T \right| \leq \nu \} \quad (2)$$

Boyle-Dykstra Algorithm

Algorithm ([pami11])

Choose u_i^k, v_i^k and initialize $u_p^0 = u_{cur}$ and $v_i^0 = 0$ for all $i = 1, 2, \dots, p$.

$$\begin{aligned} u_0^k &= u_p^{k-1}, \\ u_i^k &= \Pi_i(u_{i-1}^k - v_i^{k-1}), \quad i = 1, 2, \dots, p, \\ v_i^k &= u_i^k - (u_{i-1}^k - v_i^{k-1}), \quad i = 1, 2, \dots, p. \end{aligned}$$

Minimization with Lagrange-Multipliers

Algorithm

Choose $(x^0, y^0, \lambda^0, p^0) \in C \times K_p \times \mathbb{R}^{2 \times N \times N \times M} \times \mathbb{R}^{2 \times N \times N \times M}$ and let $\bar{x}^0 = x^0, \bar{\lambda}^0 = \lambda^0$. We choose

$\tau_x = \frac{1}{6}, \tau_\lambda = \frac{1}{2+k_2-k_1}, \sigma_y = \frac{1}{3+M}, \sigma_p = 1$. Then, we let for each $n \geq 0$

$$\left\{ \begin{array}{l} y^{n+1} = \Pi_{K_p}(y^n + \sigma_y(A\bar{x}^n + \tilde{y})) \\ p_{k_1, k_2}^{n+1} = \Pi_{\|\cdot\|_2 \leq \nu}(p_{k_1, k_2}^n + \sigma_p \bar{\lambda}_{k_1, k_2}^n) \\ x^{n+1} = \Pi_C(x^n - \tau_x A^* y^{n+1}) \\ \lambda_{k_1, k_2}^{n+1} = \lambda_{k_1, k_2}^n - \tau_\lambda (p_{k_1, k_2}^{n+1} - \sum_{k_1 \leq k \leq k_2} (y_1(i, j, k), y_2(i, j, k))^T) \\ \bar{x}^{n+1} = 2x^{n+1} - x^n \\ \bar{\lambda}_{k_1, k_2}^{n+1} = 2\lambda_{k_1, k_2}^{n+1} - \lambda_{k_1, k_2}^n. \end{array} \right.$$



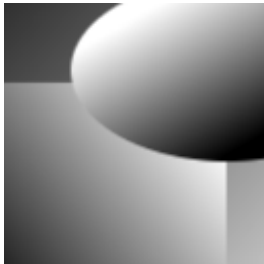
Outline

1 Related Work

2 Primal-Dual Algorithm

3 Demo

Synthetic Image (Size: 128×128)



Synthetic Image
Size: 128×128
grayscale

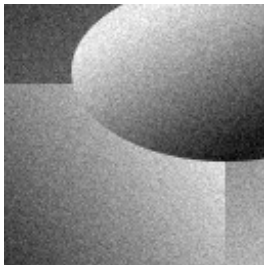


Boyle-Dysktra
Level: 16
Memory Used: 1.33 GB
Runtime: 4505 s
Iterations: 1000



Lagrange-Multipliers
Level: 16
Memory Used: 0.155 GB
Runtime: 10.39 s
Iterations: 1000

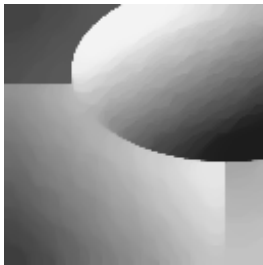
Synthetic Image With Gaussian Noise (Size: 128 x 128)



Noisy Image

Size: 128 x 128

grayscale



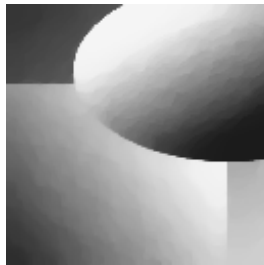
Boyle-Dysktra

Level: 16

Memory Used: 1.33 GB

Runtime: 4495 s

Iterations: 1000



Lagrange-Multipliers

Level: 16

Memory Used: 0.155 GB

Runtime: 10.47 s

Iterations: 1000

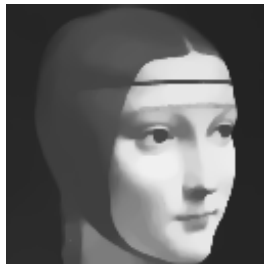
La dama con l'ermellino (Size: 128 x 128)



La dama Image
Size: 128 x 128
grayscale



Boyle-Dysktra
Level: 16
Memory Used: 1.33 GB
Runtime: 4495 s
Iterations: 1000



Lagrange-Multipliers
Level: 16
Memory Used: 0.155 GB
Runtime: 10.42 s
Iterations: 1000

Crack Tip Inpainting (Size: 128 x 128)

*Crack Tip Problem**Size: 128 x 128**grayscale**Boyle-Dysktra**Level: 16**Memory Used: 1.33 GB**Runtime: 4501 s**Iterations: 1000**Lagrange-Multipliers**Level: 16**Memory Used: 0.155 GB**Runtime: 10.49 s**Iterations: 1000*

Special Thanks To

- Prof. Dr. Daniel Cremers
- Evgeny Strelakovsky
- Thomas Moellenhoff

Bibliography I

- [[iccv09](#)] T. Pock and D. Cremers and H. Bischof and A. Chambolle, An Algorithm for Minimizing the Piecewise Smooth Mumford-Shah Functional, iccv, 2009.
- [[pami11](#)] D. Cremers and K. Kolev Multiview Stereo and Silhouette Consistency via Convex Functionals over Convex Domains, pami, 2011.