



**Trinity College Dublin**

Coláiste na Tríonóide, Baile Átha Cliath

The University of Dublin

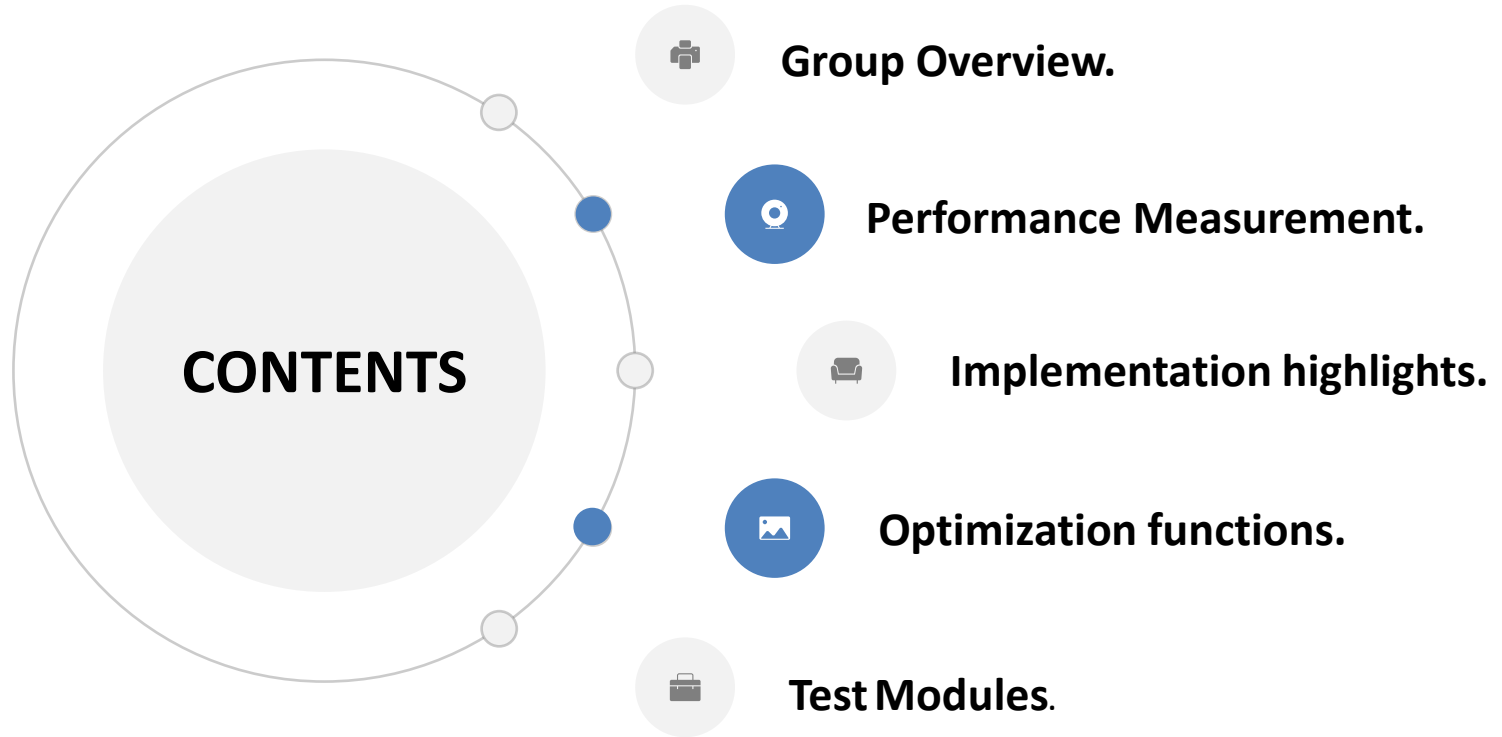
# Bayesian Matting Final Presentation

Matting based on Bayesian algorithm

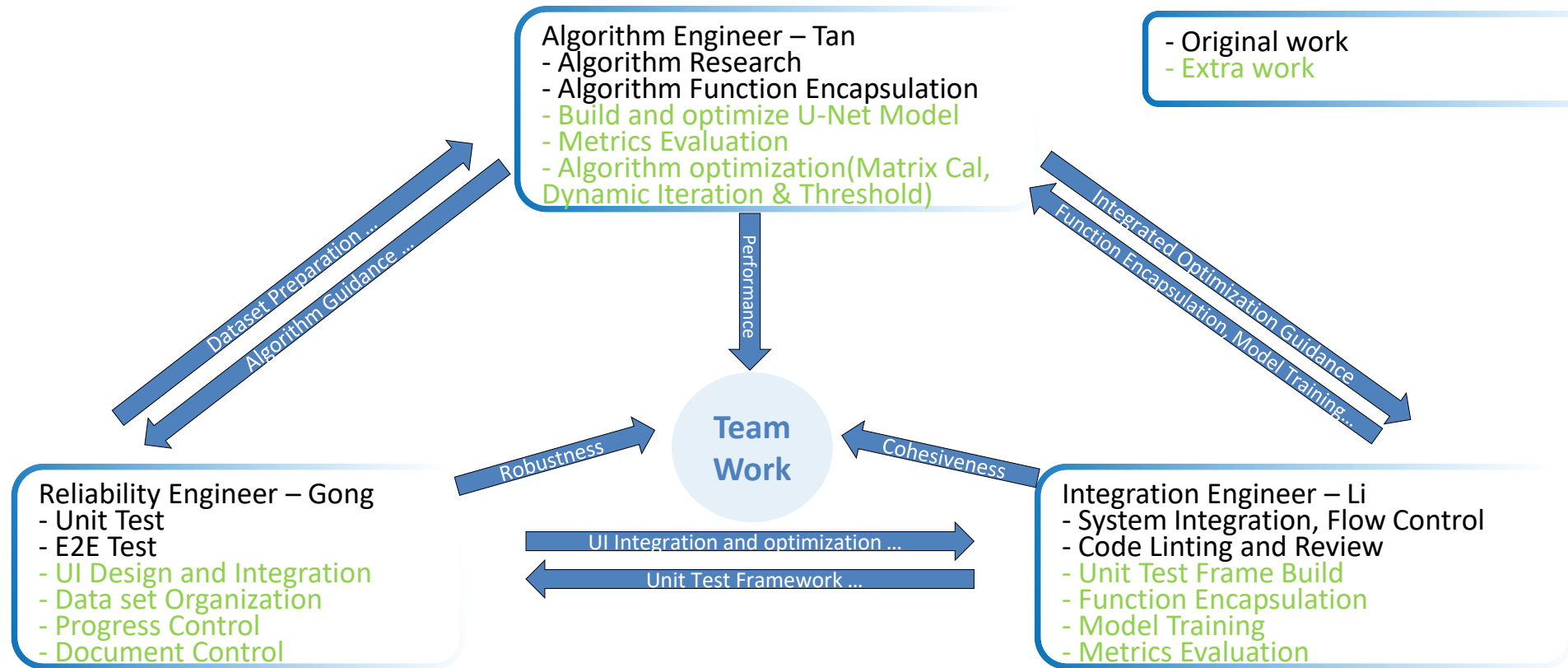
**Lingyu Gong, Changhong Li, Qiwen Tan**

E3 School

Date 21/03/2024



# Group Overview - Group Roles & Changes



Flexible roles, Proactive advancement, Mutual assistance

# Group Overview - Implementation vs plan

No	Period	Task	Result	Res	1	2	3	4	5	6	7	8	9	10	11	12	Plan
1	PLAN(1-4)	Group Name and Membership	Project Membership structure map	/	Finish												Plan
2		Roles of everyone in the group[algorithms, i/o, testing]	Project Membership structure map	/	Finish												Finish
3		Describe the key mathematical steps in easy-to-understand terms	3-5 pages slides handcraft	Tan		Finish											Delay
4		Show how that leads to a flow diagram of the implementation				Finish											Advance
5		Present a plan showing the core algorithmic functions and development				Finish											MileStone
6		Define an e2e test and how it will be implemented				Finish											
7		Define unit tests for your core functionality	unit test instances list	Gong			Finish										
8		Declare some milestones and timeline	This plan	Li	Finish												
9		Slides integration	Plan slides	Gong				MileStone									
10	MATLAB IMP(5-6)	Implement Core Algorithm function block	Functional Code block	Tan				Finish									
11		Integrate the code and compare the result with Laplacian matting	Matlab Project	Li				Finish	Delay								
12		Code Linting and review	Matlab Project	Li					Finish								
13		Unit Test and e2e test							Finish	Delay							
14	PYTHON IMP & PROGRESS UPDATE(7-9)	Implement Core Algorithm function block								Finish							
15		Integrate the code								Finish							
16		Code Linting and review								Finish							
17		Unit Test and e2e test	Test Report	Gong							Finish						
18		Slides update Algo	3 pages slides	Tan							Finish						
19		Slides update Inte	3 pages slides	Li							Finish						
20		Slides update Test	3 pages slides	Gong							Finish	MileStone					
21	FINAL PRESENTATION(10-11)	Slides update Algo	5 pages slides	Tan								Finish					
22		Slides update Inte	5 pages slides	Li								Finish					
23		Slides update Test	5 pages slides	Gong								Finish					
24	TEST OTHER CODE(12)	Lint check	Lint Report	Li											Finish		
25		Unit Test	Unit test Report	Tan											Finish		
26		E2E Test	E2E test report	Gong											Finish		
27		Test Report	Integrated Test Report	Li											Finish	MileStone	

**Problem: Task seriality is high**  
**Solution: Redistribute and collaborate to drive progress**

**Problem: Milestone node requirements in advance**  
**Solution: Re-plan and carry out the next phase of work in advance**

Benchmark plans on time, Modify plans in time

# Performance Measurement

## Accuracy

### **MSE(Mean Squared Error): 0.02169**

The average squared difference between estimated and ground truth matting results in Bayesian matting

### **PSNR(Peak Signal-Noise Ratio): 16.63610**

The quality of the matting result by comparing the signal power to the noise power.

## Algorithm Comparison (Laplacian vs Ori Bayesian vs Our Bayesian)

### **Laplacian Matting:**

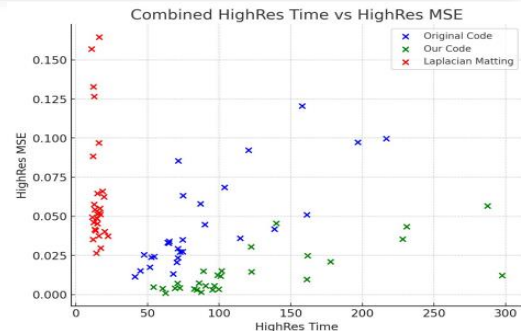
Time advantage, not suitable for complex tasks

### **Original Bayesian Matting:**

Relatively balanced

### **Our Bayesian Matting:**

Relatively long time, but the effect is the best



## Complexity

### **Elapsed Time: 4.66284 s**

Time consumption of Bayesian algorithm in specified operating environment

### **Memory Usage: 555567 bytes**

Memory resource usage of Bayesian algorithm in specified operating environment

## Algorithm Comparison (Bayesian + U-Net vs Bayesian + Tri-map)

### **Bayesian + U-Net:**

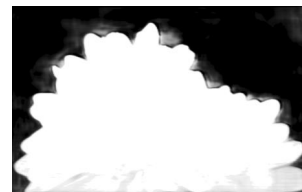
- Any image input, no need to manually annotate Tri-map
- More time consumption(< 2s) and accuracy loss (PSNR = 14.31230)

### **Bayesian + Tri-map:**

- Tri-map needed
- Less time consumption and accuracy advantage (PSNR = 16.63610)



Tri-map

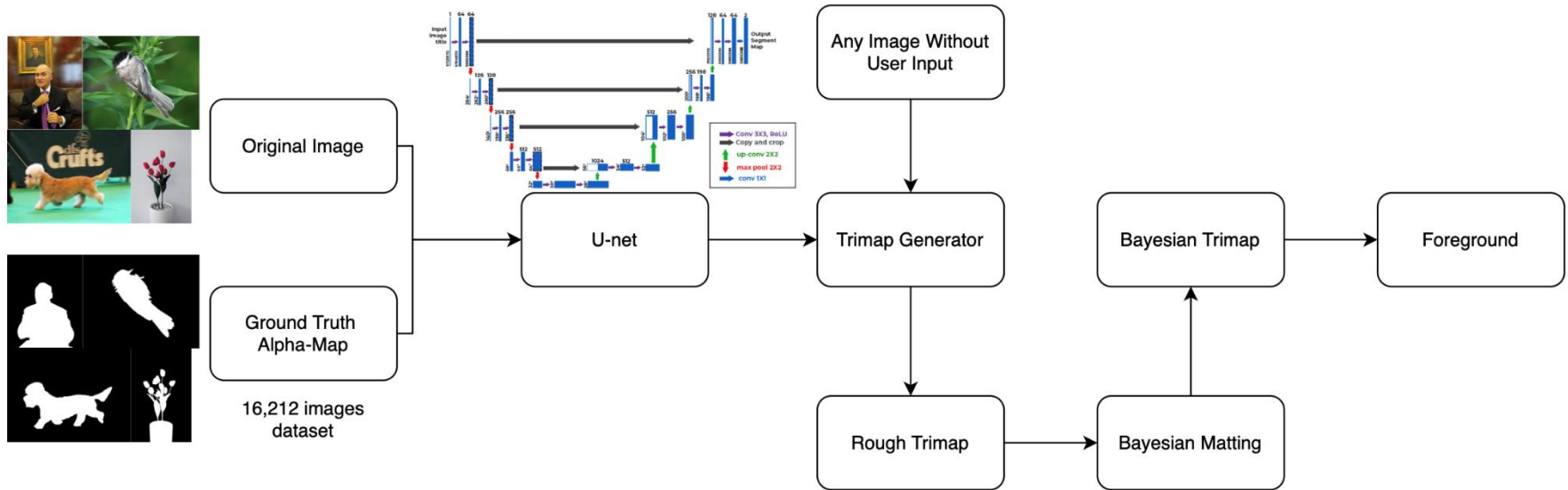


Tri-map by U-Net

The above performance evaluation is based on GT01 low-resolution images using Ori=8, iteration=2 with python scripts.

# Implementations

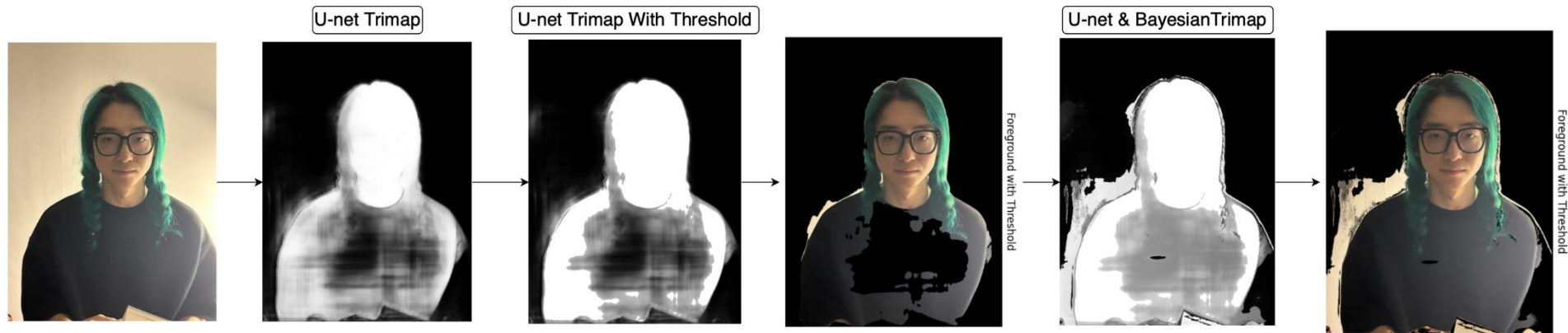
## Trimap Generator



# Implementatons

## Advantage

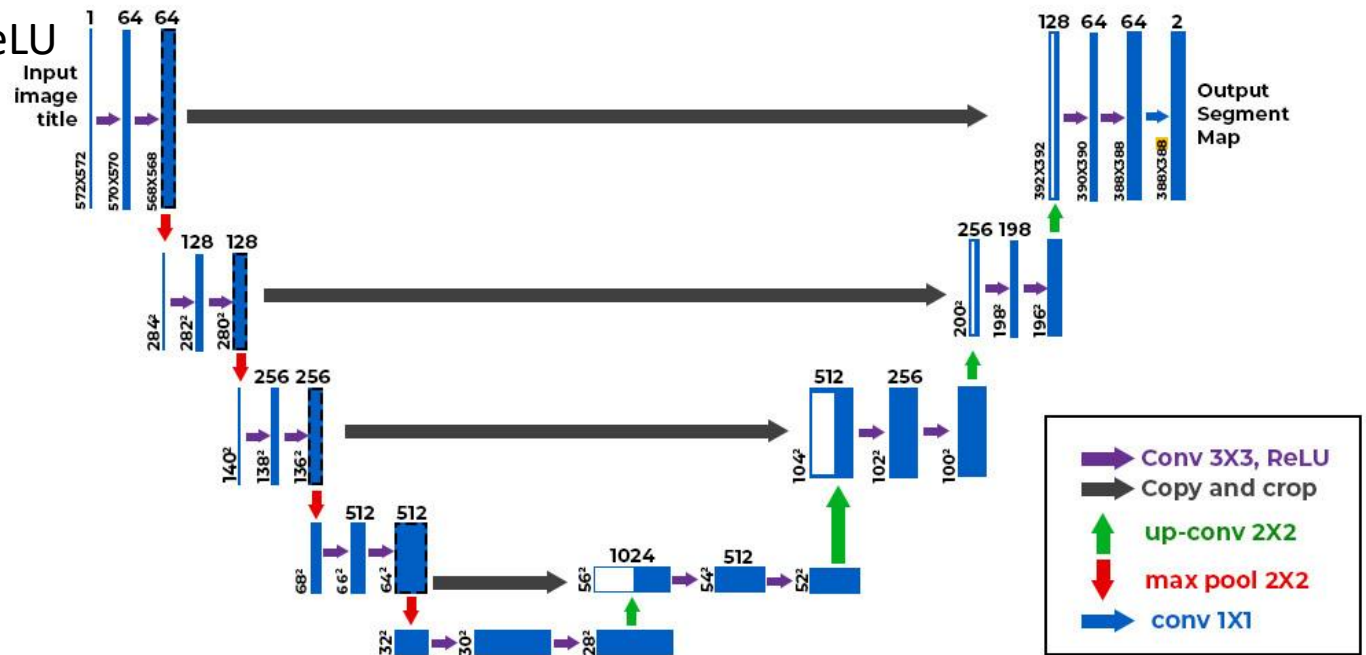
No User Inputs Needed & Can Take in Any Size Image



# Model Structure

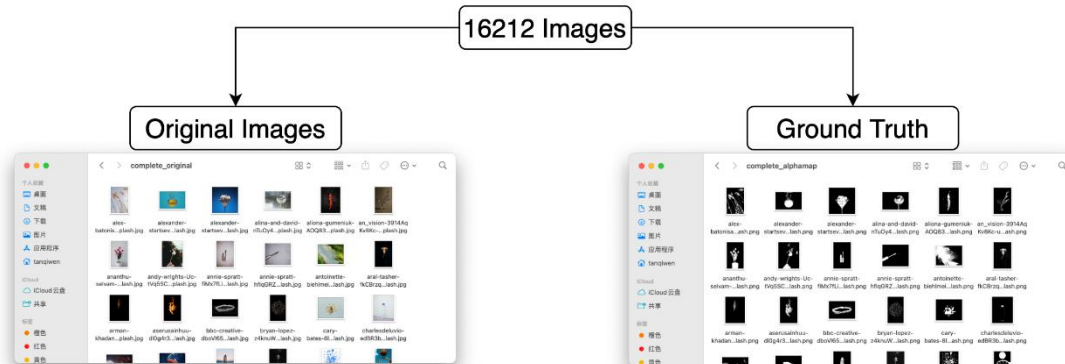
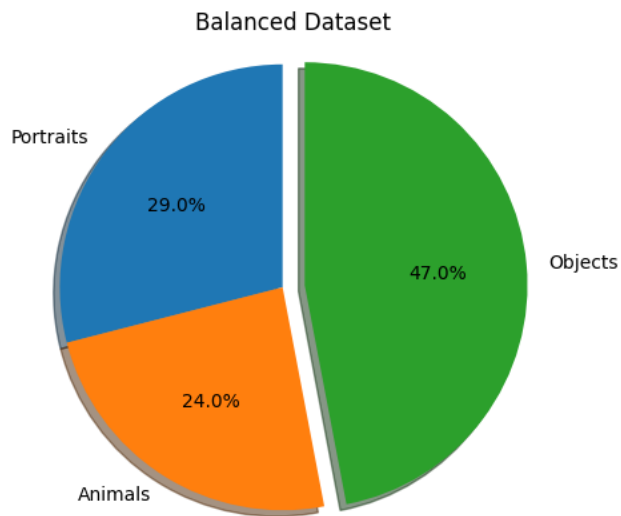
Loss Function: Dice Loss

Activation Function: ReLU





# Model Dataset



# Model

## Smooth Alpha-Map

**Sigmoid** as the activation function for the output layer.  
Ensuring the smoothness of the trimap.



# Optimization

## Dynamic Foreground / Background Segmentation

### Originally

Foreground:  $>255 \times 0.95$

Background:  $<255 \times 0.05$



### Optimized

Foreground: 25% whitest pixels

Background: 25% darkest pixels

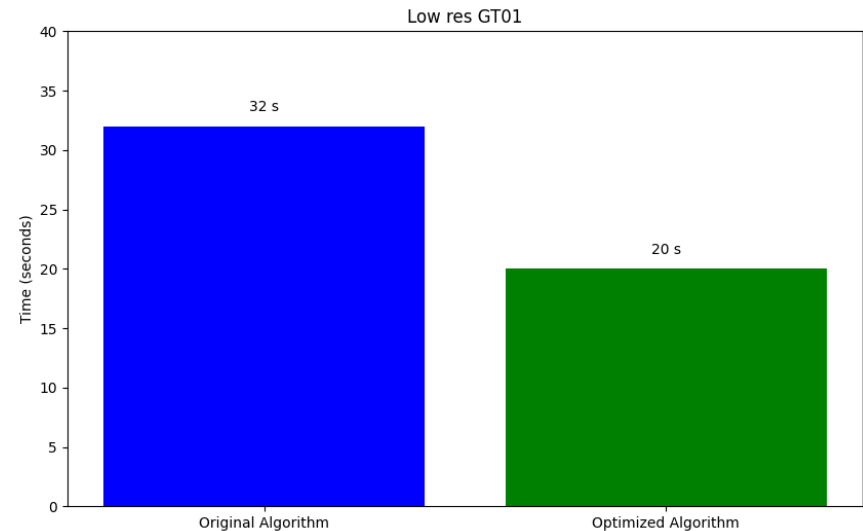
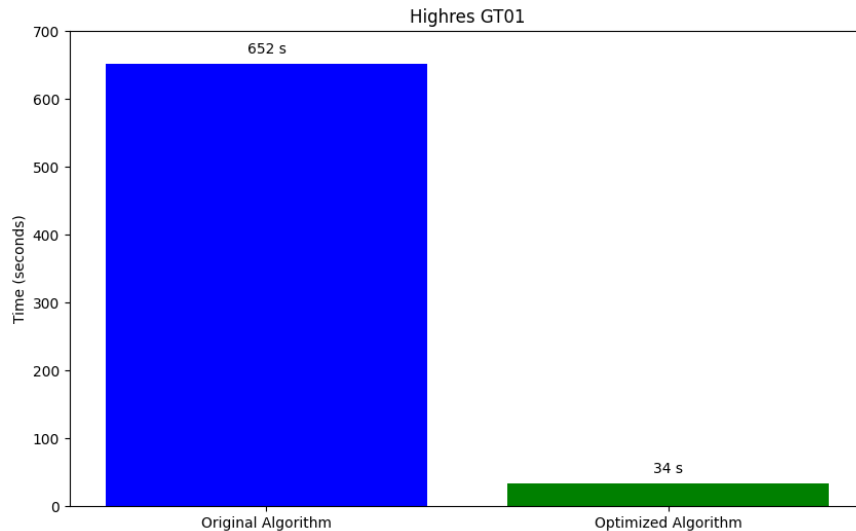


# Optimization

## Operations of For Loop > Matrix

### For Loop > Matrix Operation

Process multiple pixels for foreground and background  
&  
update multiple alpha values



# Optimization

## Dynamic Iteration

Calculate image complexity through three indices

&

Establish the relationship between image complexity and iteration.

$$Iteration = \frac{\sqrt[4]{Pixel\ count \times Entropy \times Grayscale\ Levels \times 100}}{50}$$

**Pixel count** = Width  $\times$  Height

**Entropy** = The average amount of information in the image.

**Grayscale Levels** = The vividness or uniformity of colors within the image.

# Optimization

## Dynamic Iteration

Pixel count = 12,192,768  
Entropy = 7.69  
Grayscale Levels = 256  
Iteration = 25



Pixel Count: 6193265  
Entropy: 7.04  
Grayscale Levels: 223  
Iteration: 20



Highres GT01

Pixel Count = 397600  
Entropy = 7.03  
Grayscale Levels = 217  
Iteration = 10



Lowres GT01

Pixel Count: 7576800  
Entropy: 7.04  
Grayscale Levels: 245  
Iteration: 22



Highres GT04

Pixel Count: 450400  
Entropy: 7.01  
Grayscale Levels: 238  
Iteration: 11



Lowres GT04

# Unittest

## Forward Test

- test\_compute\_mean\_cov — Handles valid input and returns a correctly shaped Numpy array
- test\_update\_alpha — Checking the type and shape of its outputs.
- test\_bayesian\_matting — Ensures the outputs an array of a specific shape.
- test\_compute\_mean\_cov\_values — Check that the output values are within reasonable limits

## Backward Test

- test\_compute\_mean\_cov\_invalid\_input — Handling of invalid inputs (such as None or empty arrays), the function is expected to throw a ValueError in these cases.

## Other Test

- test\_show\_foreground\_with\_threshold — This method tests the display functionality for the foreground image with a threshold

## E2E Test

Environment configuration (setUp method).

Test execution  
(test\_bayesian\_matting\_on\_dataset method).

Resource cleanup (tearDown method).

Script Execution Entry.

— The test verifies that the output of the bayesian\_matting function is as expected





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# Thank You

