

# FancyMc Moves

## Fusion Moves for Multicut Objectives

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### Abstract

*Multicuts rule.*

## 1. Introduction

The tale of the multicut

### 1.1. Related Work

#### 1.1.1 Multicut

- Andres *et al.* [1]
- Kappes *et al.* [5]
- Bagon and Galun [2]
- Yarkony *et al.* [6]
- Beier *et al.* [3]

#### 1.1.2 Fusion Moves

Move making algorithms, in particular fusion moves, have become increasingly popular for energy minimization [?, 4]. For many large scale computer vision applications fusion moves lead to good approximations with state of the art any time performance [4].

## 2. Name of My Method (Union Fusion Cut)

Global optimal solvers for multicut do not scale beyond ??? [?]. Good approximate solvers for planar graphs exist [3, 6] but have difficulties to find good solutions for non planar graphs [3].

### 2.1. Proposal Generators

### 2.2. Fusion Move Solver

## 3. Experiments

## 4. Conclusion

### References

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- [4] J. H. Kappes, T. Beier, and C. Schnörr. Map-inference on large scale higher-order discrete graphical models by fusion moves. In *International Workshop on Graphical Models in Computer Vision*, 2014. Oral. 1
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- [6] J. Yarkony, A. Ihler, and C. C. Fowlkes. Fast planar correlation clustering for image segmentation. In *ECCV*. Springer, 2012. 1

