Message

“So it seams”

Description

My algorithm carves seams by picking 1 of the bottom 3 cells adjacent to the lowest energy cell at 0y (for vertical seams) or by picking 1 of the right 3 cells adjacent to the lowest energy cell at 0x (for horizontal seams). Priority for tie breakers are given to the direct neighbors (left or bottom neighbors respectively). These selected cells are then removed from my two dimensional byte arraylist. Vertical seam removal takes shifting because of how my 2d array is setup. Each cell removed needs to have pixels to the right of it shifted to the left. The last arraylist of bytes can then be removed.

Efficiency Classes

Θ getPicture(w\*h) -> Θ(n)

Θ width (1)

Θ height (1)

Θ energy (1)

Θ findHorizontalSeam (h + w) -> Θ(n / 2) -> Θ(n)

Θ findVerticalSeam (w + h) -> Θ(n / 2) -> Θ(n)

Θ removeHorizontalSeam (w + 3c) -> Θ(n / 2) -> Θ(n)

Θ removeVerticalSeam ( h + w – n(y)) -> Θ(n /2) -> Θ(n)

n = number of pixels

Help

I received no help.