20171056_Assignment3_up

March 17, 2020

1 Grabcut assignment

1.1 Grabcut class defined here

1.1.1 Implementation details

- The code has classes
 - class 0 background
 - class 1 probably background
 - class 2 probably foreground
 - class 3 foreground
- First select the bounding box which becomes the probable foreground class.
- Learn two GMM models
 - Foreground (class 2 and class 3)
 - Background (class 0 and class 1)
- Depending on the class labels edges from source, sink and neighboring nodes are weighted.
- We first construct the graph with number of image pixels + 2 nodes (source and sink).
- We know the probable foreground nodes and background nodes in the first iteration.
- Edge weights assigned given class
 - class 0
 - * Sink pixel K
 - * Source pixel 0
 - * pixel pixel 0 (if class 0 or 1)
 - * pixel pixel neigboring penalty

```
class 1
* Sink - pixel - negative log likelihood (foreground)
* Source - pixel - negative log likelihood (background)
* pixel - pixel - 0 (if class 0 or 1)
* pixel - pixel - neigboring penalty
class 2
* Sink - pixel - negative log likelihood (foreground)
* Source - pixel - negative log likelihood (background)
* pixel - pixel - 0 (if class 3 or 2)
* pixel - pixel - neigboring penalty
class 3
* Sink - pixel - 0
* Source - pixel - K
* pixel - pixel - 0 (if class 2 or 3)
* pixel - pixel - neigboring penalty
```

- Once the graph is constructed with edge weights we perform source terminal mincut. This partitions the graph into 2 parts.
- The above is repeated until convergence.

```
In [5]: class GrabCut:
            def __init__(self, image, gamma = 50, option = 0, num_components = 5, conv_threshold
                Class constructor
                Input:
                    image - H x W x 3 - input image
                    conv_threshold - scalar - convergence threshold for grabcut
                    bbox - list - bounding box coordinates
                    gamma - scalar - gamma value for grabcut
                    option - scalar
                        0 - 4 neighborhood
                        1 - 8 neighborhood
                    num_components - scalar - number of gaussian components
                    disp_output - scalar - 1) shows intermediate outputs
                                            0) does not show intermediate results
                Returns:
                    None
                self.threshold = conv_threshold
                self.disp = disp_output
                self.image = image
                if bbox is None:
                    r = cv2.selectROI(self.image)
                    bbox = [r[0], r[1], r[0] + r[2], r[1] + r[3]]
                    self.bbox = bbox
```

```
else:
        self.bbox = bbox
    self.option = option
    self.x1 = int(bbox[0])
    self.x2 = int(bbox[2])
    self.y1 = int(bbox[1])
    self.y2 = int(bbox[3])
    self.gamma = gamma
    self.mask = None
    self.graph = None
    self.num_components = num_components
    self.bg_gmm = None
    self.fg_gmm = None
    self.create_mask_init()
    self.create_graph_image()
    cv2.destroyAllWindows()
def create_mask_init(self):
    Creates initial mask
        0 - bg
        1 - probably bq
        2 - probably fg
        3 - fg
    mask = np.zeros((self.image.shape[0], self.image.shape[1]))
    mask[ self.y1:self.y2, self.x1:self.x2] = 2
    self.mask = mask
def GMMPrediction(self):
    Function to cluster images sections using gaussian mixture models
    image = self.image
    mask = self.mask
    bg_mask = np.logical_or(mask == 0 , mask == 1)
    fg_mask = np.logical_or(mask == 2 , mask == 3)
    image_mask_vector_bg = image[bg_mask, :]
    image_mask_vector_fg = image[fg_mask, :]
```

```
gmm_model_bg = sklearn.mixture.GaussianMixture(n_components = self.num_component
         gmm_model_fg = sklearn.mixture.GaussianMixture(n_components = self.num_component
         image_vector = image.reshape((-1, 3))
         neg_log_likelihood_bg = -gmm_model_bg.score_samples(image_vector)
         neg_log_likelihood_fg = -gmm_model_fg.score_samples(image_vector)
         self.bg_gmm = neg_log_likelihood_bg.reshape((image.shape[0], image.shape[1]))
         self.fg_gmm = neg_log_likelihood_fg.reshape((image.shape[0], image.shape[1]))
def create_graph_image(self):
          111
         Function to create graph of image
         self.graph = igraph.Graph()
         self.graph.add_vertices(self.image.shape[0] * self.image.shape[1] + 2)
def calc_beta_value(self):
          111
         Function to calculate beta value used in neighboring edge weight
         image = self.image
         height = image.shape[0]
         width = image.shape[1]
         diff_up = np.sum(np.sum(np.square(image[1:height - 1, :] - image[:height - 2, :]
         diff_side = np.sum(np.sum(np.square(image[:, 1:width - 1] - image[:, :width - 2]
         diff_diag = np.sum(np.sum(np.square(image[1:height - 1, 1:width - 1] - image[:he
         diff_lower_diag = np.sum(np.sum(np.square(image[:height - 2, 1:width - 1] - imag
         \# 2 * (h - 1)(w - 1) + (h - 1)w + (w - 1)h = 4hw - 3h - 3w + 2
         beta = (1 / 2) * (2 * (height - 1) * (width - 1) + height * (width - 1) + (height - 1) + (heig
         return beta
def add_graph_edges(self):
         Function to add edges and their respective weights to th graph
          111
         beta = self.calc_beta_value()
         image = self.image
```

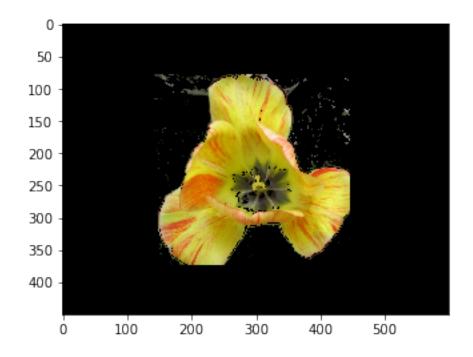
```
height = image.shape[0]
width = image.shape[1]
sink_node = int(image.shape[0]*image.shape[1] + 1)
source_node = int(0)
gamma = self.gamma
edges = []
weights = []
mask = self.mask
for row in range(height):
    for column in range(width):
        # bottom pixel weight
        if (row + 1) < height:
            edges.append((row*width + column + 1, (row + 1)*width + column + 1))
            if mask[row + 1, column] == mask[row, column] or (mask[row + 1, column]
                weights.append(0)
            else:
                weights.append(gamma*np.exp(-beta * np.sum(np.square(image[row +
        #right pixel
        if (column + 1) < width:
            edges.append((row*width + column + 1, (row)*width + column + 2))
            if mask[row, column + 1] == mask[row, column] or (mask[row, column +
                weights.append(0)
            else:
                weights.append(gamma*np.exp(-beta * np.sum(np.square(image[row,
        # diagonal pixel
        if (column + 1) < width and (row + 1) < height and self.option == 1:
            edges.append(((row + 1)*width + column + 2, (row)*width + column + 1
            if mask[row + 1, column + 1] == mask[row, column] or (mask[row + 1,
                weights.append(0)
            else:
                weights.append(gamma*np.exp(-beta * np.sum(np.square(image[row +
K = 1 + max(weights)
for row in range(height):
```

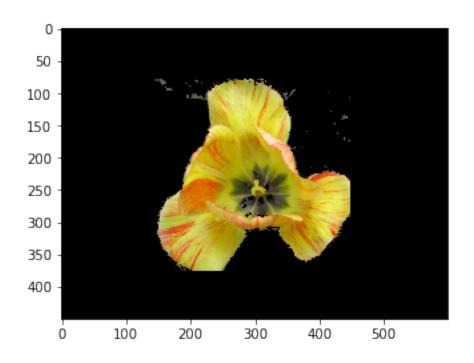
```
for column in range(width):
            if mask[row, column] == 1 or mask[row, column] == 2:
                edges.append((source_node, int(row*width + column + 1)))
                weights.append(self.bg_gmm[ row, column])
                edges.append((sink_node, int(row*width + column + 1)))
                weights.append(self.fg_gmm[ row, column])
            elif mask[row, column] == 0:
                edges.append((source_node, int(row*width + column + 1)))
                weights.append(0)
                edges.append((sink_node, int(row*width + column + 1)))
                weights.append(K)
            else:
                edges.append((source_node, int(row*width + column + 1)))
                weights.append(K)
                edges.append((sink_node, int(row*width + column + 1)))
                weights.append(0)
    self.graph.add_edges(edges)
    self.graph.es['weight'] = weights
def update_mask(self, partition_source):
    Update mask after st mincut
    init_mask = self.mask
    mask = np.zeros((self.image.shape[0], self.image.shape[1]))
    mask[ self.y1:self.y2, self.x1:self.x2] = 1
    mask2 = mask.copy()
    mask2[self.y1:self.y2, self.x1:self.x2] = 1
    bbox_width = image.shape[1]
    # removing source node from partition
    partition_source = np.array(partition_source, dtype = int)
    partition_source = partition_source - 1
    mask_partition = partition_source >= 0
    partition_source = partition_source[mask_partition]
```

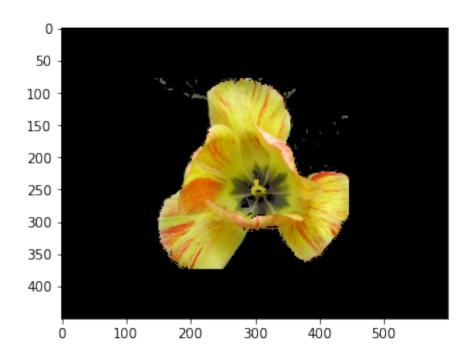
```
fg_row = partition_source // bbox_width
    fg_col = partition_source % bbox_width
    mask[fg\_row, fg\_col] = 2
    mask[np.where(init_mask) == 3] = 3
    self.mask = mask * mask2
def generate_image_mask(self):
    Generate segmented image
    111
    masked_image = np.zeros(self.image.shape)
    mask = np.logical_or(self.mask == 2, self.mask == 3) * 1
    for i in range(3):
        masked_image[:, :, i] = self.image[:, :, i] * mask
    masked_image = masked_image.astype('uint8')
    return masked_image
def grabCut(self):
    Function performs grabcut
    Input:
        Class object
    Returns:
        masked_image - H x W x 3 - image containing foreground only
    running = True
    i = 0
    while running:
        self.GMMPrediction()
        self.add_graph_edges()
        mc = self.graph.st_mincut( int(0), image.shape[0]*image.shape[1] + 1, self.g
        if i != 0:
            threshold = (mc.value - E_init) / mc.value
            print(threshold)
            if threshold < self.threshold:</pre>
                running = False
        E_{\text{init}} = mc.value
        partition_source, partition_terminal = mc.partition
        self.update_mask(partition_source)
        i = i + 1
        masked_image = self.generate_image_mask()
```

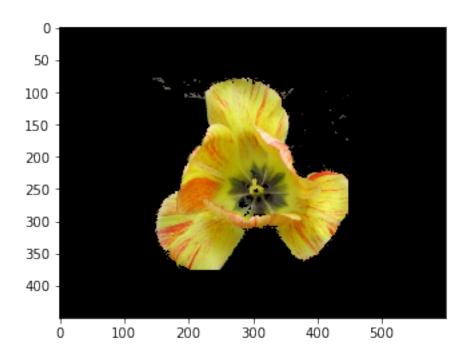
```
masked_image = cv2.cvtColor(masked_image, cv2.COLOR_BGR2RGB)
if self.disp == 1:
    plt.imshow(masked_image)
    plt.show()
```

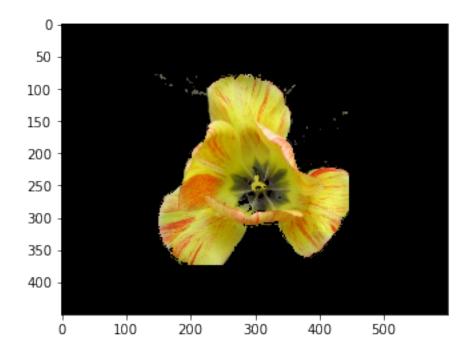
return masked_image

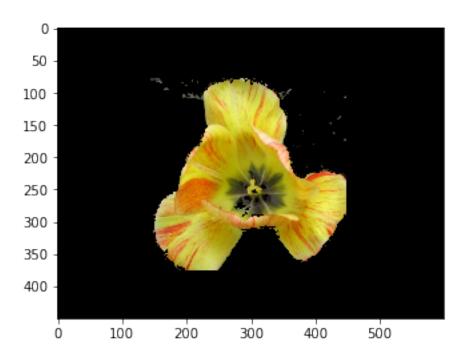


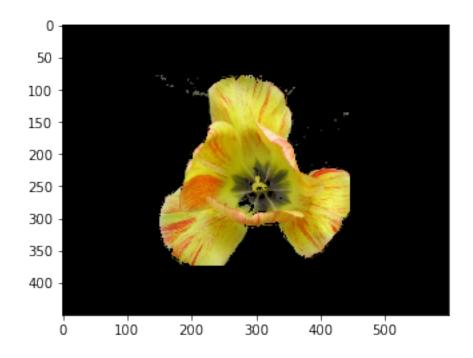


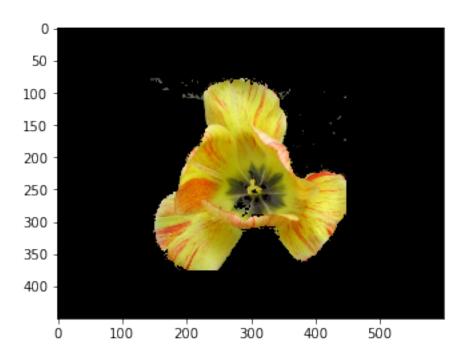


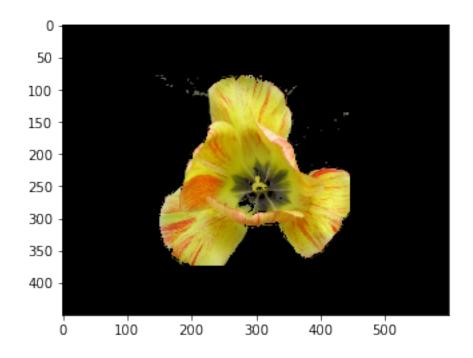


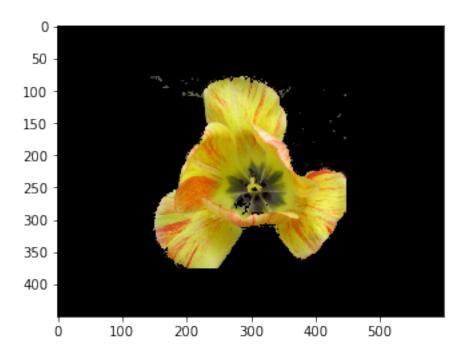


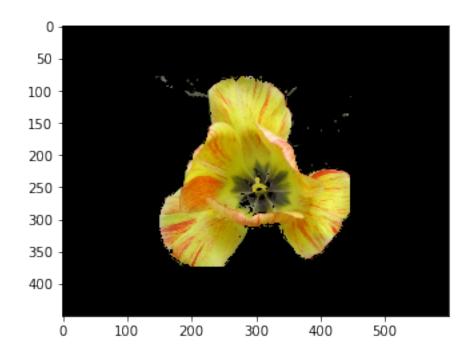








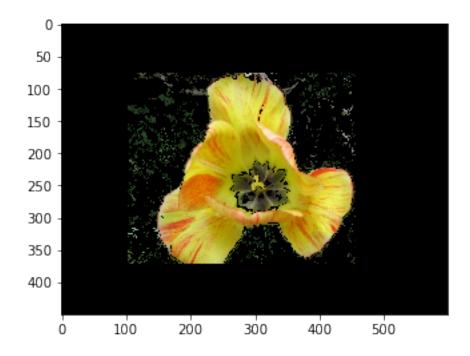


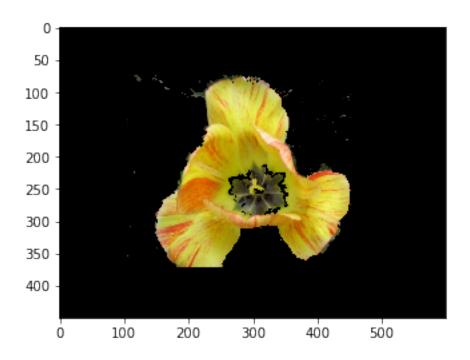


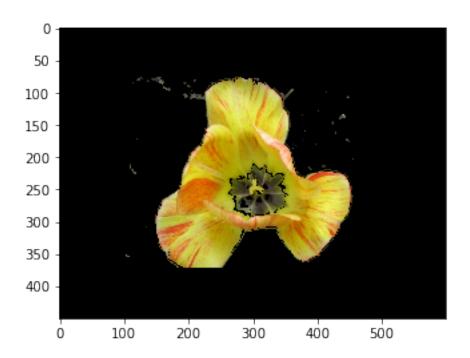
1.1.2 Testing with 8 neighbors

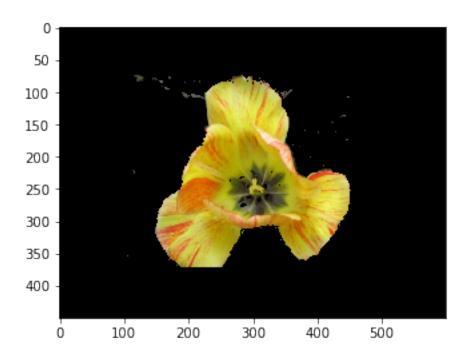
Inference

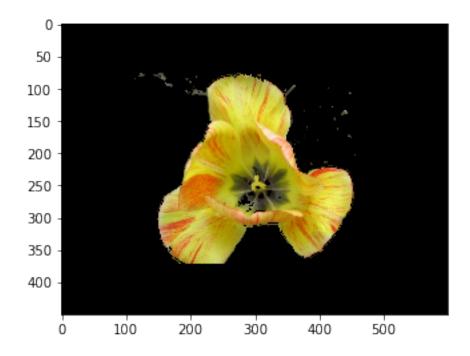
- With 8 neighbors the foreground segmentation is more uniform diagonally

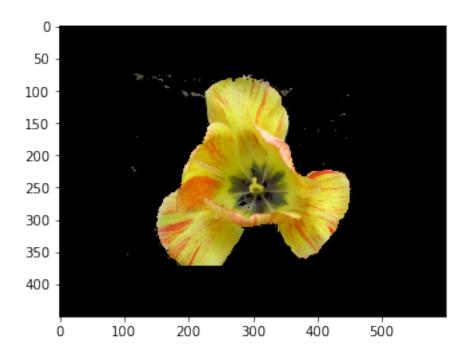


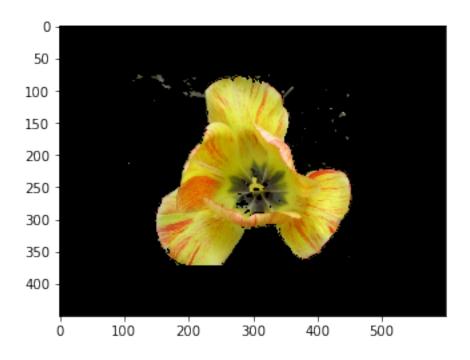


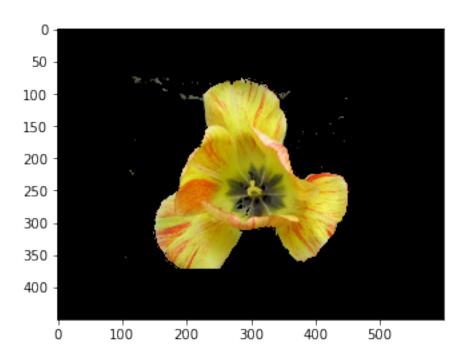


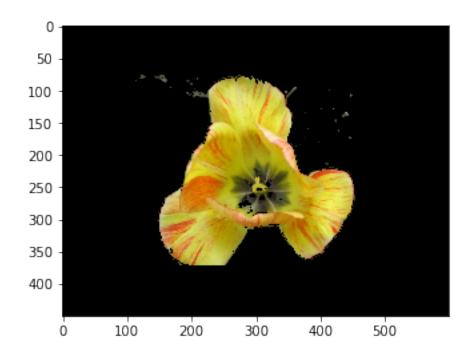


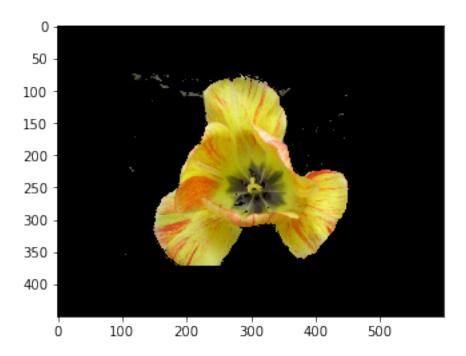


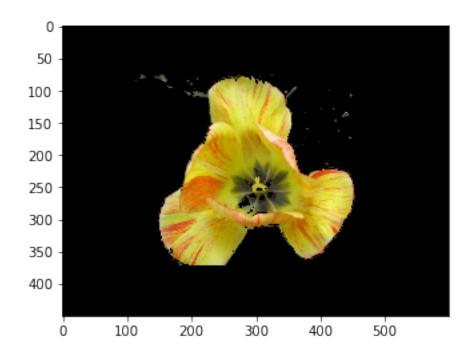












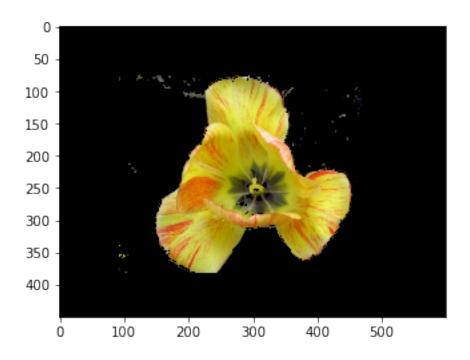
1.1.3 Testing with higher value of gamma

Inference

- Giving high gamma value means we are stressing over the neighbors to belong to same class this

```
In [8]:
            name = 'flower'
            image_name = './data/images/%s.jpg' % (name)
            bbox_name = './data/bboxes/%s.txt' % (name)
            bbox = np.loadtxt(bbox_name, delimiter = ' ')
            image = cv2.imread(image_name)
            gamma = 100
            option = 0
            num\_components = 5
            convergence_threshold = 0.1
            print_output = 0
            grabcut_object = GrabCut(image, gamma, option, num_components, convergence_threshold
            image_output = grabcut_object.grabCut()
            plt.imshow(image_output)
            plt.show()
0.48722826367366456
0.3291582149590456
0.25005990914366905
0.19816484687373787
0.16708732594467054
```

- 0.14145399023205224
- 0.12576589261663812
- 0.11056142690712724
- 0.10080799818767916
- 0.09000614041396057

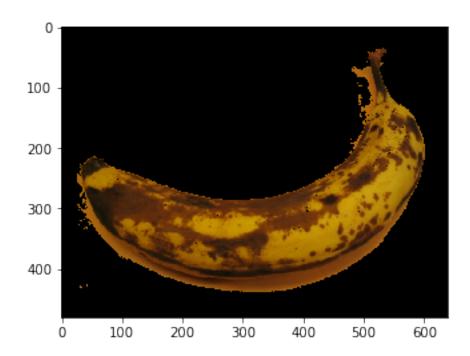


1.1.4 Varying GMM components

GMM component = 1

- 0.48004695255834995
- 0.2984890645589716
- 0.24272279553262927
- 0.20011467122571516
- 0.16666146315652355
- 0.1429198643140213
- 0.12496023499405283

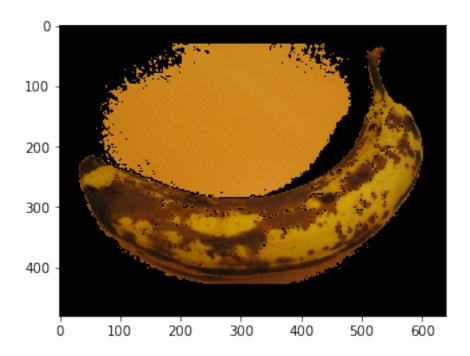
0.0999602300614365



GMM components = 5

- 0.4835244309625366
- 0.32738216641414775
- 0.24934476851369308
- 0.19871776637329905
- 0.1666412551857611

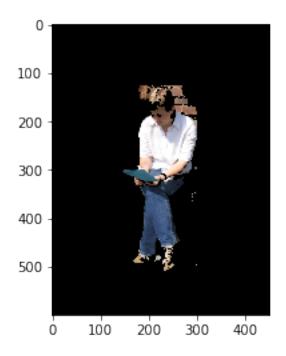
- 0.14235503031675814
- 0.1254341325165165
- 0.11065429747657508
- 0.10010883892281666
- 0.09066831940429741



1.1.5 Tight bounding box

- Tighter bounding box gives higher accuracy
- With loose bounding box we have more pixels that are not in the foreground as probable foregro

```
0.49041299122697846
0.33180842954919404
0.2508846387920136
0.19893331409627926
0.16772006350435364
0.14175244450743651
0.12612353287380462
0.10996793516867336
0.10115597896841295
0.08973993369523252
```

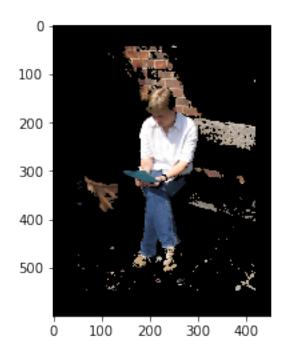


1.1.6 Loose bounding box

```
plt.imshow(image_output)
plt.show()
```

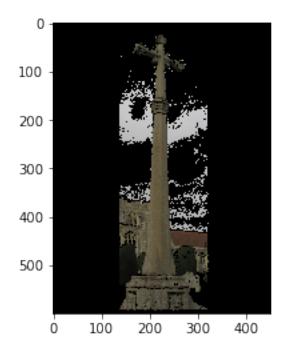
```
{\tt 0.47755721295967557}
```

- 0.33198249241625827
- 0.2503626144980008
- 0.1995347047184657
- 0.16710279546992302
- 0.14240116942188277
- 0.12546287591716515
- 0.11063996167209182
- 0.10047678609044333
- 0.09042723352747796



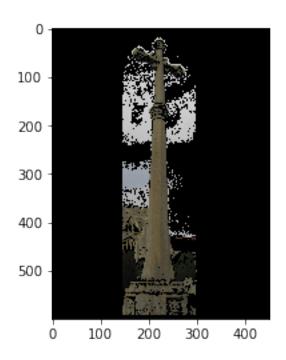
```
image_output = grabcut_object.grabCut()
plt.imshow(image_output)
plt.show()
```

- 0.4848829345713043
- 0.33051042938323094
- 0.24910948967922233
- 0.19954943994714694
- 0.16666297824197926
- 0.14254639411659045
- 0.12506033325816562
- 0.11079659538476527
- 0.10007594768028226
- 0.09047683591795898



```
grabcut_object = GrabCut(image, gamma, option, num_components, convergence_threshol
image_output = grabcut_object.grabCut()
plt.imshow(image_output)
plt.show()
```

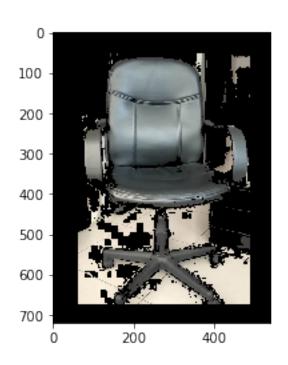
- 0.4939997990455215
- 0.3283214037183475
- 0.2508581012445524
- 0.19707577983056299
- 0.16832506790367133
- 0.14089995889715876
- 0.12613626422670798
- 0.10967879541946883
- 0.10091810145696103
- 0.08960723419817657



1.1.7 testing with my own image

```
num_components = 3
convergence_threshold = 0.1
print_output = 0
grabcut_object = GrabCut(image, gamma, option, num_components, convergence_threshol
image_output = grabcut_object.grabCut()
plt.imshow(image_output)
plt.show()
```

- 0.48405088351616776
- 0.3295249214759268
- 0.2503350275430667
- 0.19816026844742068
- 0.16771554486540816
- 0.14128109328902294
- 0.12618119616672308
- 0.10963334795923246
- 0.10123894504915058
- 0.08944276242329999



In []: