# Graph-Cut for Image Reconstruction and Segmentation

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# Outline of the Talk

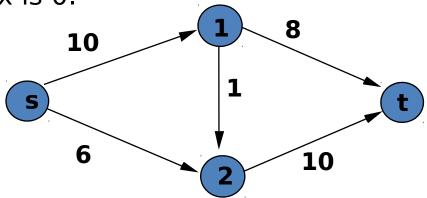
- Flow Network
- Ford-Fulkerson Algorithm to Compute Max-Flow
- Max-Flow Min-Cut Theorem
- Graph Vs. Image
- Image Reconstruction using Max-Flow
- Image Segmentation using Min-Cut
- Summary

# Flow Network

### Definition of flow network

Flow network is a directed weighted graph G=(V,E,c) such that

- 1) Weight(capacity)  $c(u,v) \ge 0$ .
- 2) Two distinguished vertices exist in G namely:
  - Source (denoted by s): In-degree of this vertex is 0.
  - Sink (denoted by t) : Out-degree of this vertex is 0.



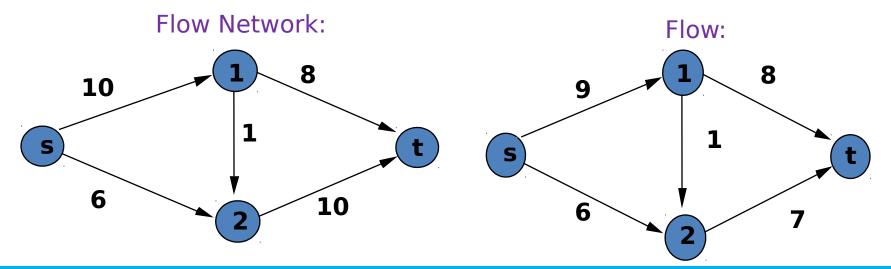
# Flow

### Definition of flow

Flow in a network is an integer-valued function f defined on the edges of G satisfying

- 1)  $0 \le f(u,v) \le c(u,v)$ , for every edge (u,v) in E.
- 2) Capacity Constraint :  $\forall u,v \in V$ ,  $f(u,v) \leq c(u,v)$
- 3) Skew Symmetry :  $\forall u,v \in V$ , f(u,v) = -f(v,u)
- 4) Flow Conservation : For each vertex v, inflow(v)=outflow(v)

Skew symmetry condition implies that f(u,u)=0.



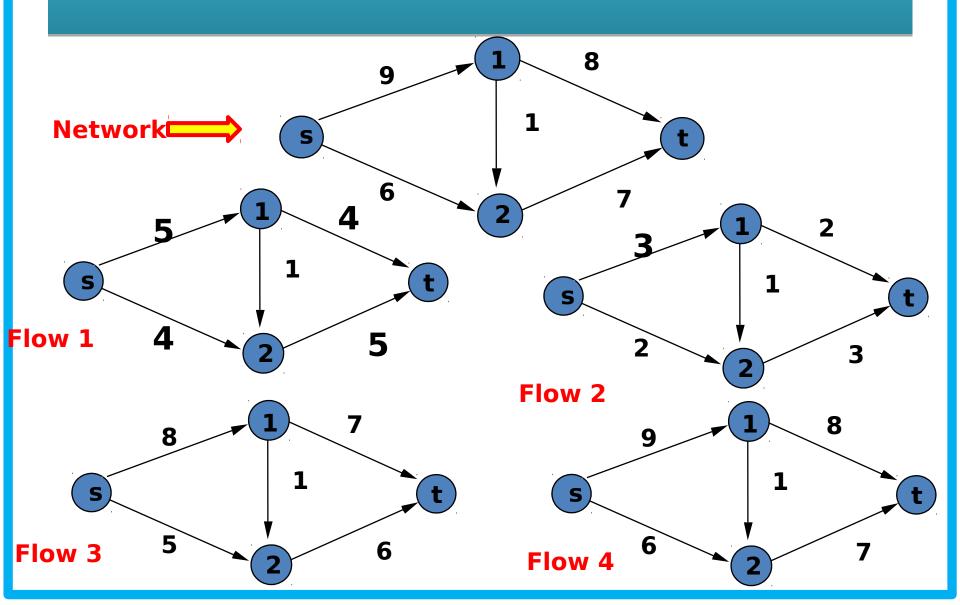
# Max-Flow

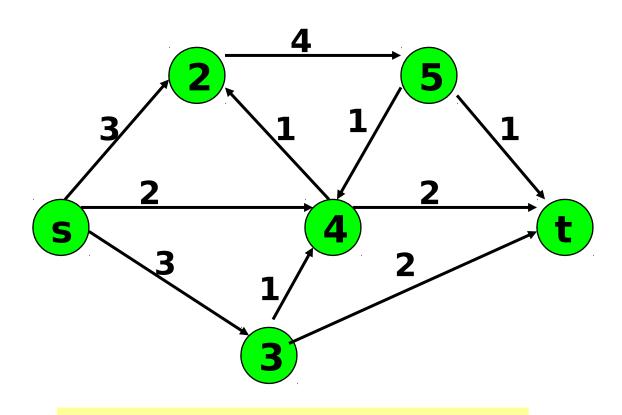
The value of a flow is given by :

$$| f | = \sum_{v \in V} f(s, v) = \sum_{v \in V} f(v, t)$$

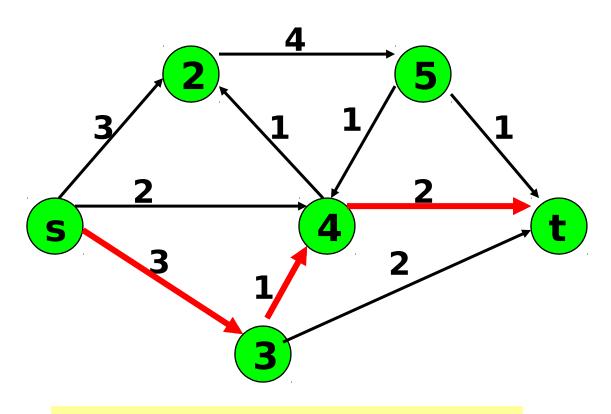
- Definition of Max-flow
  - Given a graph G=(V, E) with capacities on edges, find flow f, such that |f| is maximum.

# Max-Flow



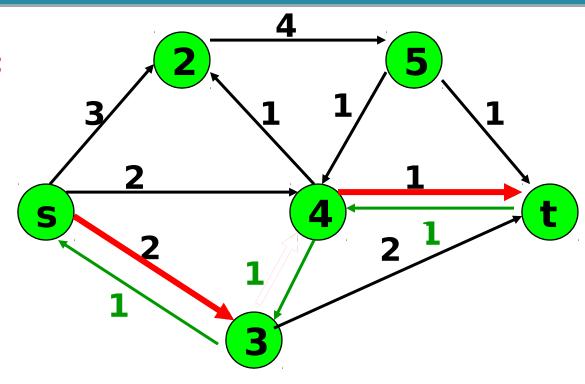


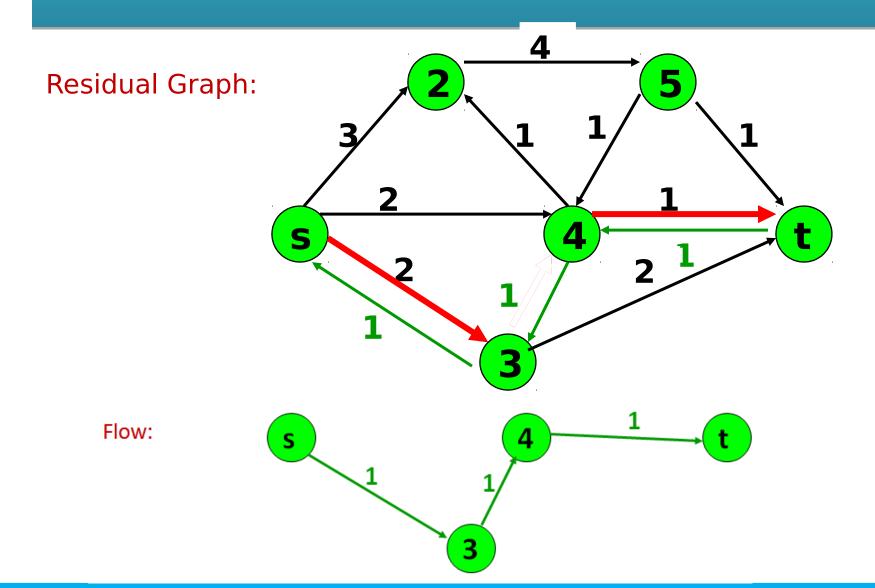
**Flow Network** 

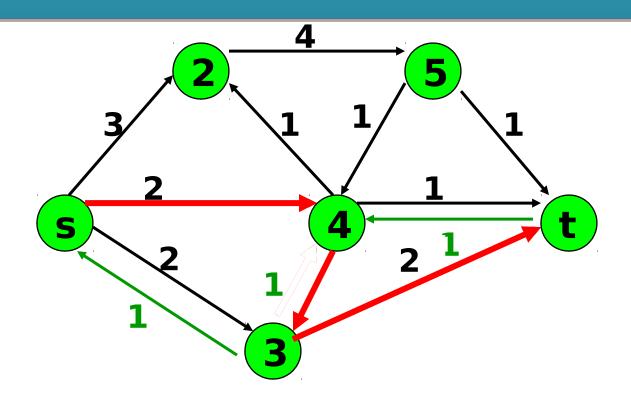


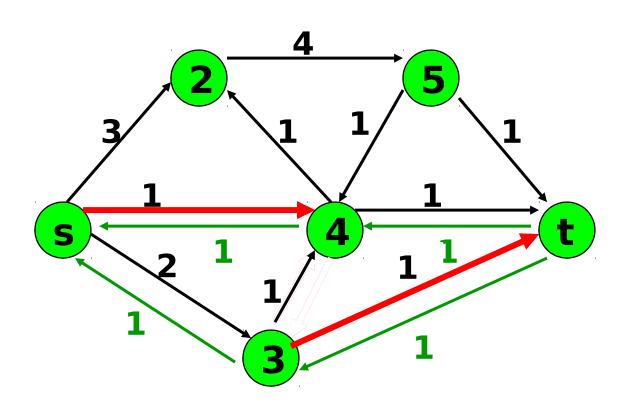
Find any s-t path in G(x)

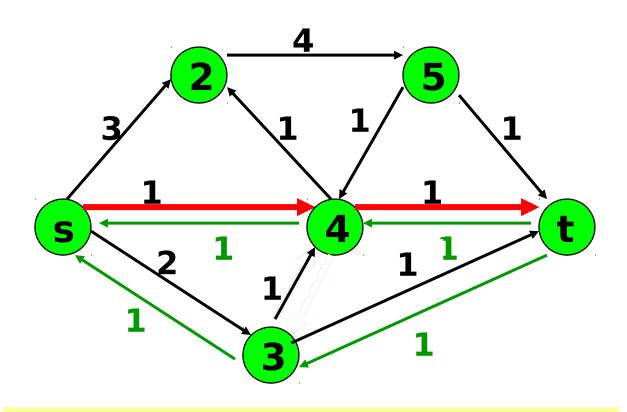
Residual Graph:



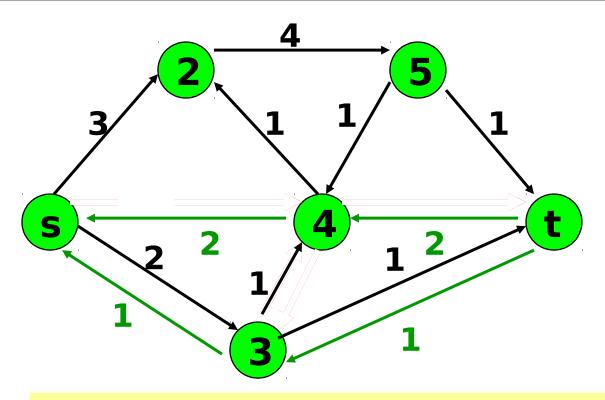






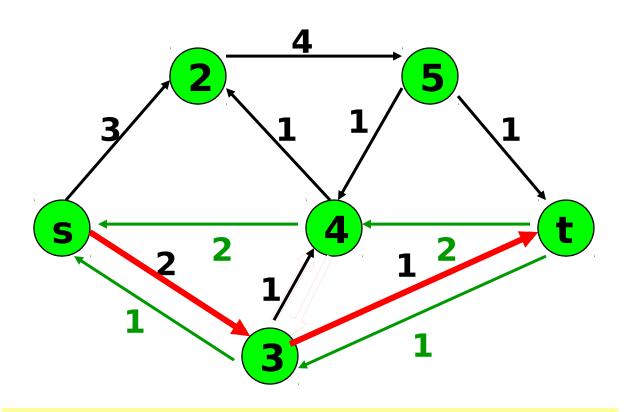


Find any s-t path

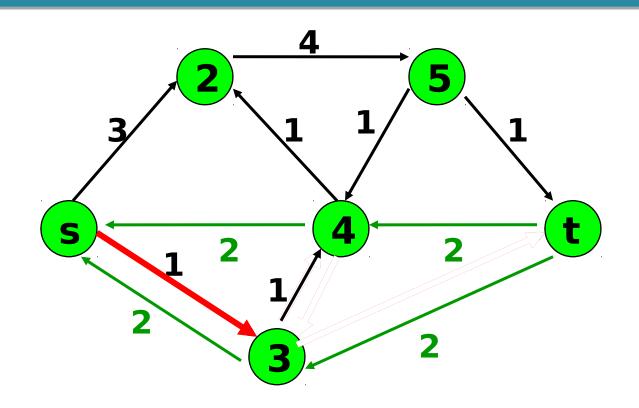


Determine the capacity  $\Delta$  of the path.

Send ∆ units of flow in the path. Update residual capacities.

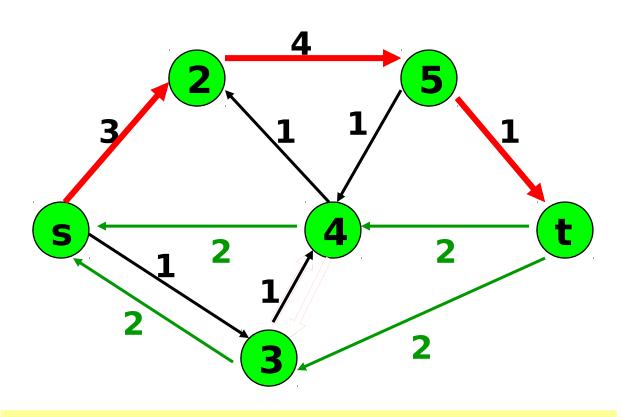


Find any s-t path

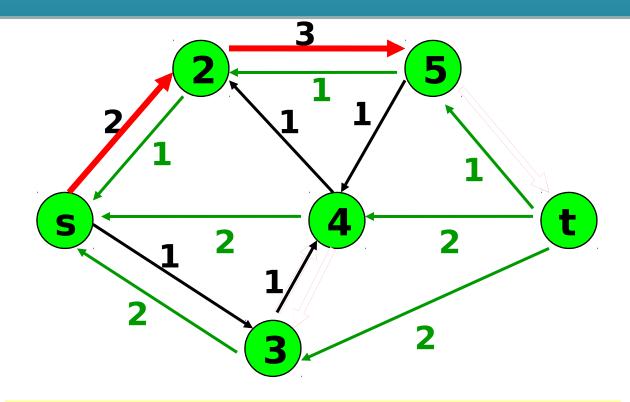


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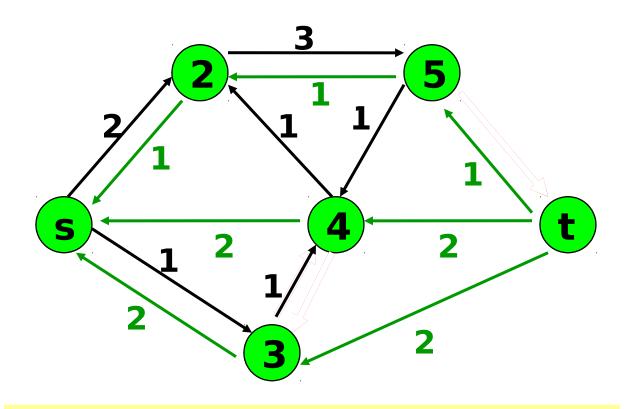


Find any s-t path

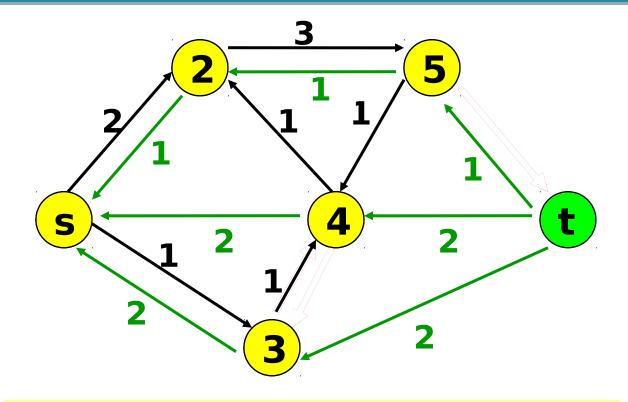


**Determine the capacity △ of the** 

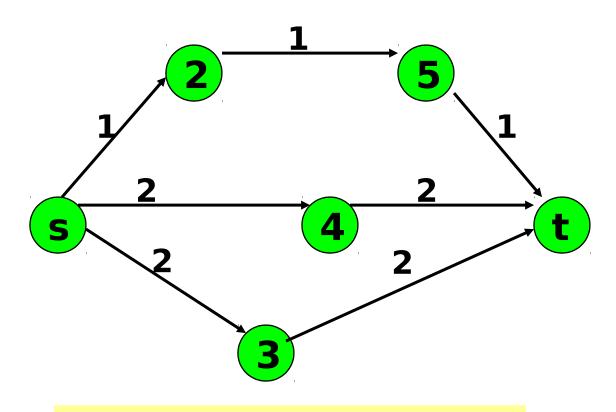
Send ∆ units of flow in the path. Update residual capacities.



There is no s-t path in the residual network. This flow is optimal



These are the nodes that are reachable from node s.

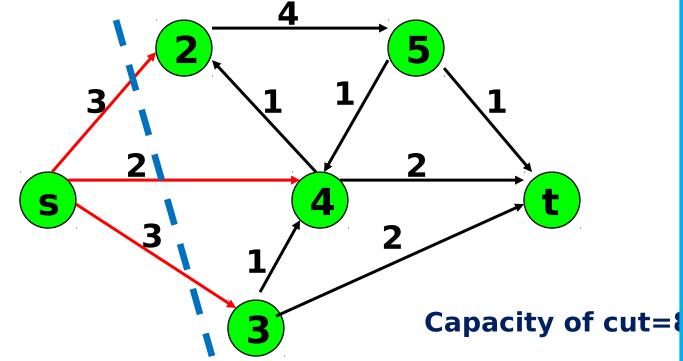


Here is the optimal flow

# Max-Flow Min-Cut Theorem

#### Definition of s-t Cut

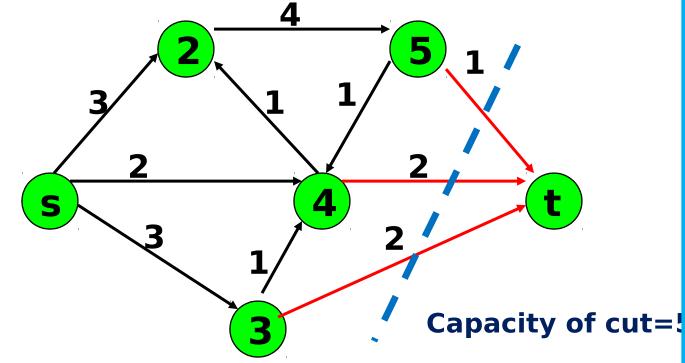
Set of edges is said to be a cut if they are removed from the graph, graph should be disconnected into two components, one with source and the other one with sink.



# Max-Flow Min-Cut Theorem

#### Definition of s-t Cut

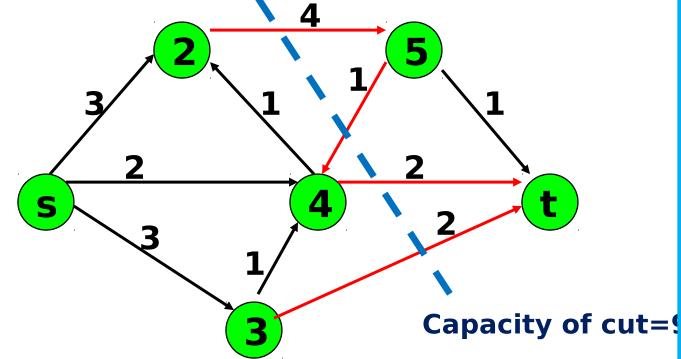
Set of edges is said to be a cut if they are removed from the graph, graph should be disconnected two components, one with source and the other one with sink.



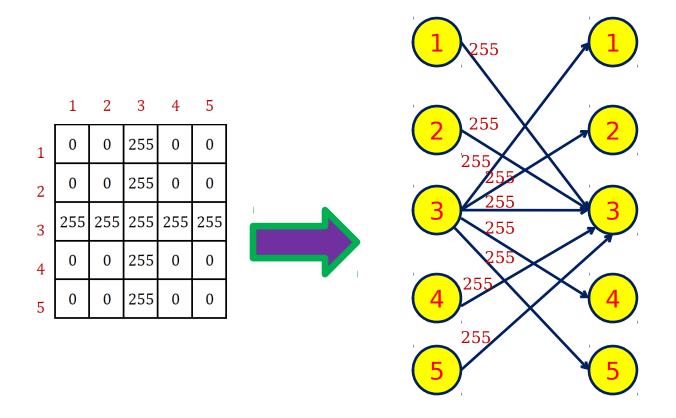
### Max-Flow Min-Cut Theorem

#### Definition of s-t Cut

Set of edges is said to be a cut if they are removed from the graph, graph should be disconnected two components, one with source and the other one with sink.



# Graph Vs. Image



**Image** 

**Graph representation** 

### Image Reconstruction using Max-Flow

Consider following image

				1
1	0	1	1	3
0	1	1	0	2
1	0	1	1	3
0	1	0	1	2
2	2	3	3	•

Given

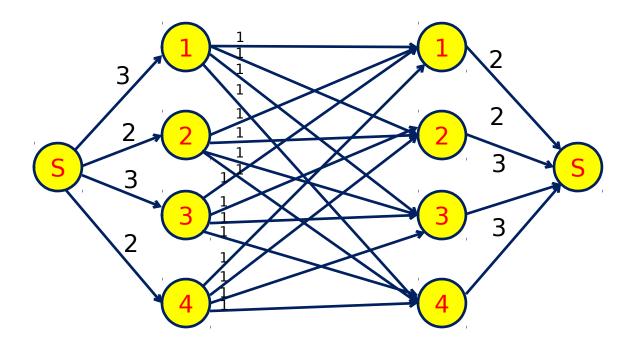
Row sum=3, 2, 3, 2 Column sum=2, 2, 3, 3

Find a binary image A such that the row sum of A is 3, 2, 3, 2 and column sum is 2, 2, 3, 3

# Image Reconstruction using Max-Flow

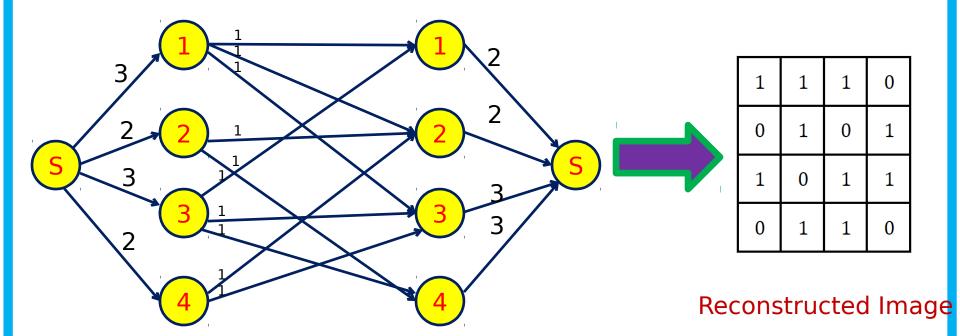
### Solution:

Construct graph



# Image Reconstruction using Max-Flow

### Max-Flow



Row Sum= 3, 2, 3, 2 Column Sum=2, 3, 3, 2

Image Segmentation









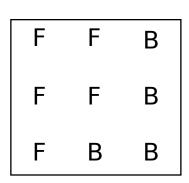


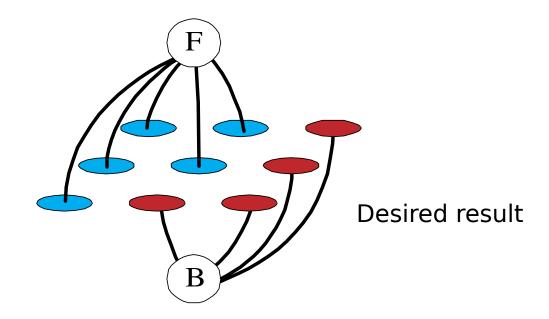


Image Segmentation

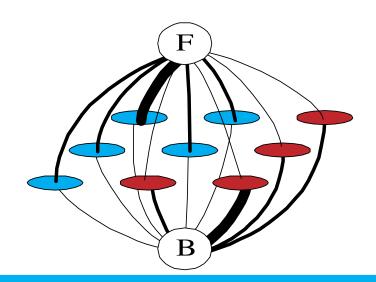


- Each pixel = node
- Add two nodes F & B
- Labeling: link each pixel to either F or B





- Construct graph with data term
  - Put one edge between each pixel and F
  - Put one edge between each pixel and B
  - Weight of edge between i and F:  $w_{iF} = -\lambda \log(P_B(i))$
  - Weight of edge between i and B:  $w_{iB} = -\lambda \log(P_F(i))$

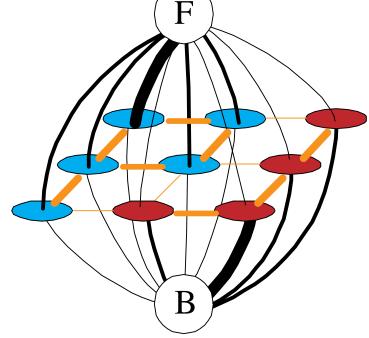


Add Smoothness term to the Graph

Add an edge between each neighbor pair (i,j)

• Weight of edge between i and j:  $w_{ij} = \exp(-(I_i - I_j)^2 / I_j)^2$ 

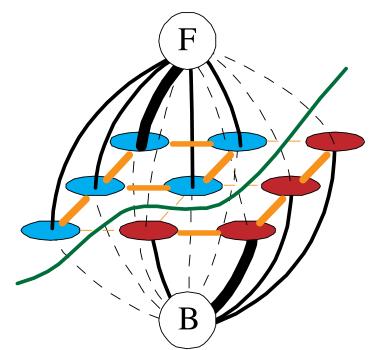
 $2\sigma^2$ )



### Min-cut

Cut: Remove edges to disconnect F from B

Min Cut: Cut with sum of its edge weights is minimum



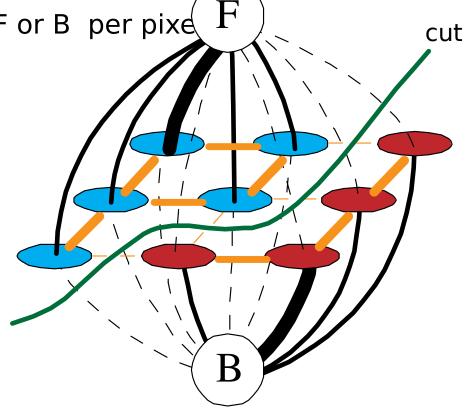
In order to be a cut:

For each pixel, either the F or G edge has to be cut

In order to be minimal

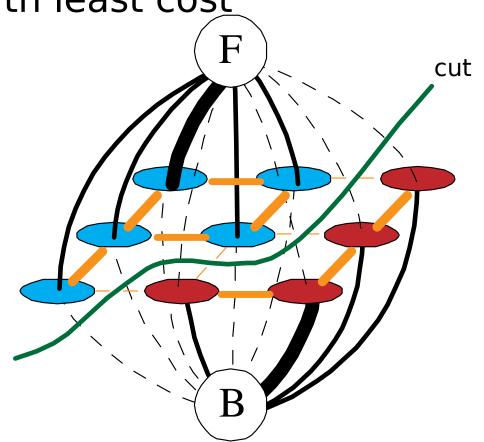
Only one edge to F or B per pixe

can be cut



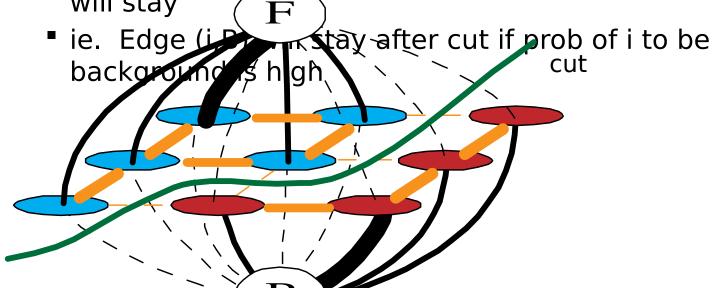
Which edges are to be removed?

Edges with least cost



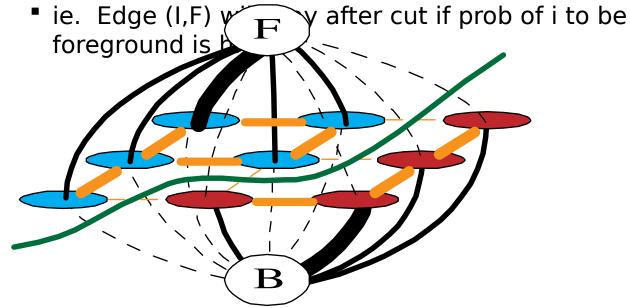
• Since  $w_{if} = -\lambda \log(P_{B}(i))$ , larger value of  $P_{R}(i)$  will lead to smaller value of Wie

> Hence edge (i,F) will be removed, and edge (i,B) will stay

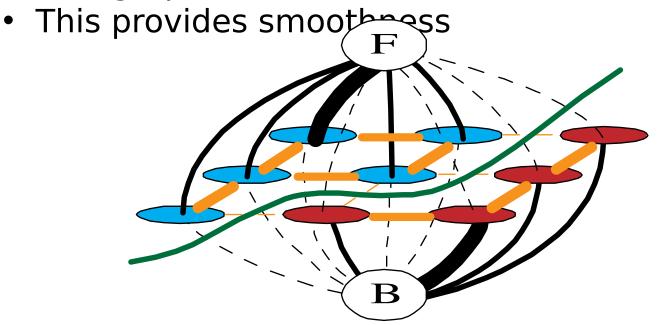


• Since  $w_{iB} = -\lambda \log(P_F(i))$ , larger value of  $P_F(i)$  will lead to smaller value of  $w_{iB}$ 

Hence edge (i,B) will be removed, and edge (i,F) will stay

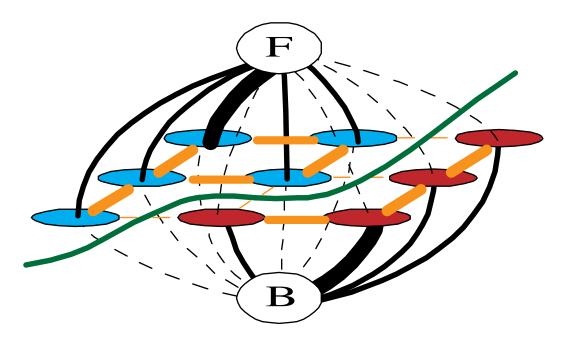


- •Since for neighboring pixels (i,j),  $w_{ij} = \exp(-(I_i I_j)^2 / 2\sigma^2)$ , similar i and j,  $w_{ij}$  is very high.
  - Hence edge between similar pixels will stay after graph cut.



### How to find min-cut

- Apply max-flow algorithm
- The output of max-flow algorithm will result in min-cut (max-flow min-cut theorem)



- How to find P<sub>B</sub> (i) and P<sub>F</sub> (i) for pixel I?
  - User will give some seed of the background and foreground
  - From seed points of background compute P<sub>B</sub>(i)
  - From seed points of foreground compute P<sub>F</sub>(i)







# Summary

- Ford-Fulkerson algorithm to find max-flow is discussed
- Relationship between image and graph is discussed
- Graph-cut was computed using Ford-Fulkerson
- Couple of applications for graph-cut were illustrated
- As computation of graph-cut algorithm is polynomial, the applications discussed require only polynomial time.

# **???**

# Thank You...