# Tiling Strategy Implemented in Java
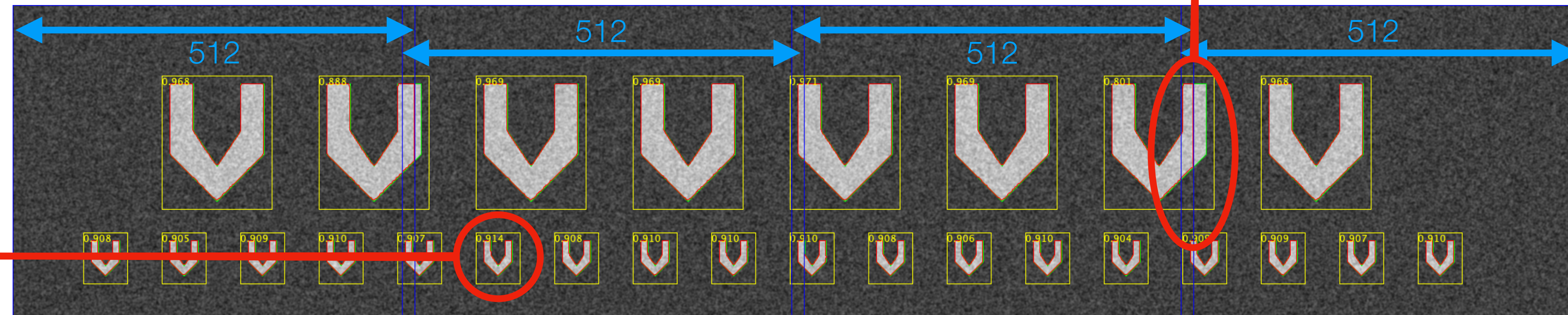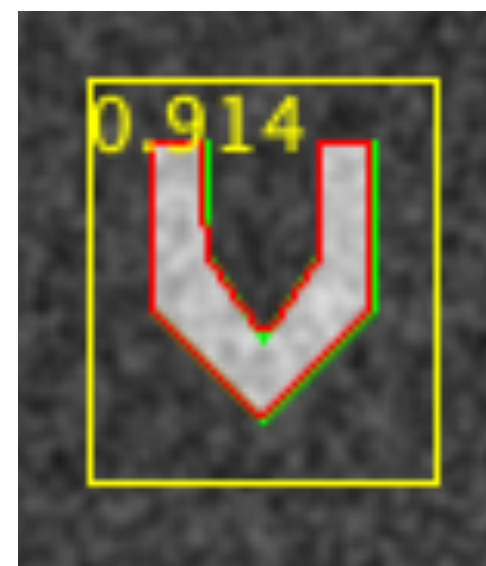
**Tiling on the Java side**

- MacOS 13.15, Intel Chip
- Image size from 2000x400
- Tiling by the minimum number of patches 512x512 to cover the whole image

**Cut on the edges**
Creating larger overlaps is too computationally heavy

**Prompt**
**Ground-truth**
**SAMJ**
**Tile border**

## Tiling

4 tiles
30 sec.
**8 Gb RAM**

## Downsampling

1 tile
7 sec.
1.7 Gb



SAMJ EXPERIMENTS                                            DS EPFL 2024