

# Geometric Constraints and Variational Approaches to Image Analysis

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# Motivation

## *Image analysis*

The problems we are interested in come from *Image Analysis*.

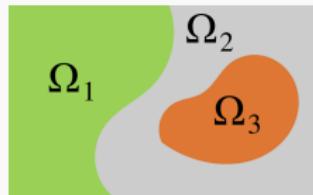
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**Segmentation:** Given input image  $f_I : \Omega \rightarrow [0, 1]$ , find natural number  $n$  and partition  $\mathcal{I}^* = \{\Omega_i \subset \Omega \mid i \leq n\}$  such that  $f_{\hat{\mathcal{I}}}$

$$\mathcal{I}^* = \arg \min_{\mathcal{I}} E_{seg}(\mathcal{I}, f_I) \quad \text{subject to} \quad \begin{array}{l} \forall i \neq j : \Omega_i \cap \Omega_j = \emptyset \\ \bigcup_i^n \Omega_i = \Omega \end{array}$$



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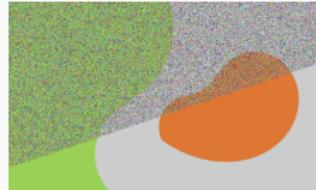
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**Segmentation:**  $\mathcal{I}^* = \arg \min_{\mathcal{I}} E_{seg}(\mathcal{I}, f_I)$



**Denoising:** Given a noisy image  $f_{\tilde{I}}$  corrupted, find an estimation  $f_{\hat{I}}$  of the original image such that

$$f_{\hat{I}} = \arg \min_f E_{den}(f, f_{\tilde{I}})$$

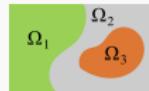


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**Inpainting:** Given an image  $f_{\tilde{I}}$  and a collection of missing patches  $\mathcal{P}$ , complete the patches such that

$$f_{\tilde{I}} = \arg \min_f E_{inp}(f, f_{\tilde{I}}) \quad \text{subject to } f(\Omega \setminus \mathcal{P}) = f_{\tilde{I}}(\Omega \setminus \mathcal{P}).$$



In the theory of a certain energy functional, A method is local if the information from the known part of the image is only used by that part. That is, when starting with infinitely many random initializations, the process converges in some suitable sense to a unique solution. In the code, one disadvantage, image inpainting methods can be roughly separated in two categories. Image inpainting methods can be roughly separated in two categories. Image inpainting methods can be roughly separated in two categories. Actually there is a lot to be discussed about image inpainting methods. They can be local or global, they can be based on PDEs, they can be based on optimization, they can be based on machine learning, they can be based on deep learning, etc. The most important thing to do is "What is?". The other idea of methods is using methods take into account all the information from the image.

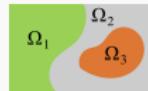


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**Inpainting:**  $f_{\tilde{I}} = \arg \min_f E_{inp}(f, f_{\tilde{I}})$



Energies are defined according to assumptions made about the solution, e.g.,

- ▶ *Data fidelity*. The solution should not differ much from the input.
- ▶ *Spatial coherence*. Images are composed of regions with low variability in color.

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## Geometric priors

The *Mumford Shah* is a model for segmentation and denoising.

$$\min_{f, \mathcal{K}} \alpha \int_{\Omega} \|f_I - f\|^2 dx + \beta \int_{\Omega \setminus \mathcal{K}} \|\nabla f\|^2 dx + \lambda Per(\mathcal{K}).$$

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- ▶ *Geometric priors* as length, area or curvature are useful due to its flexibility and its well established results.

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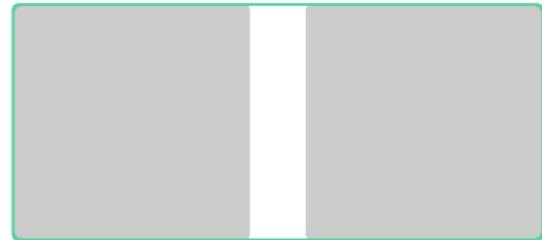
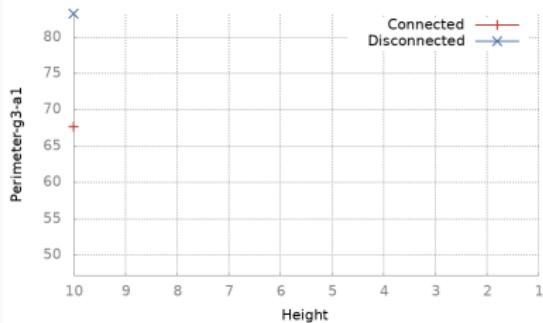
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In this thesis, we are interested in the combined use of *length* and *squared curvature* as geometric priors.

# Motivation

## Completion property

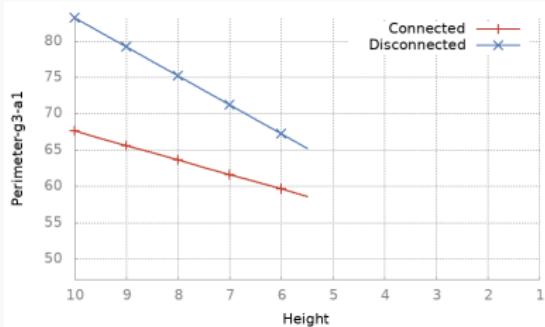
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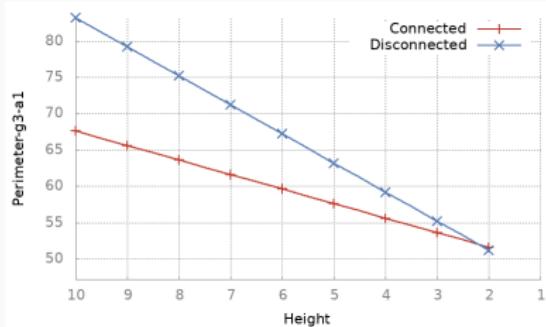
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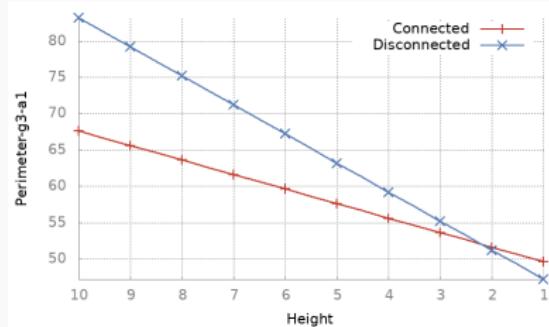
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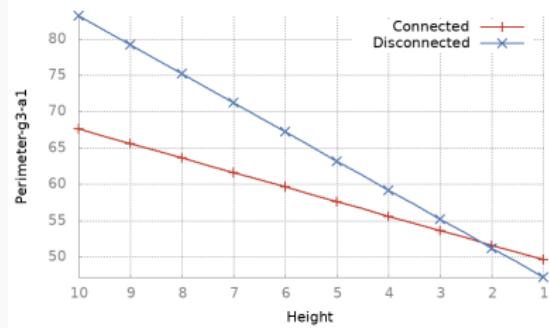
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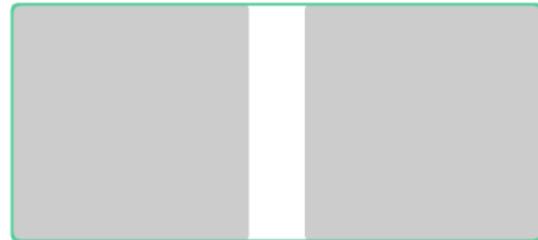
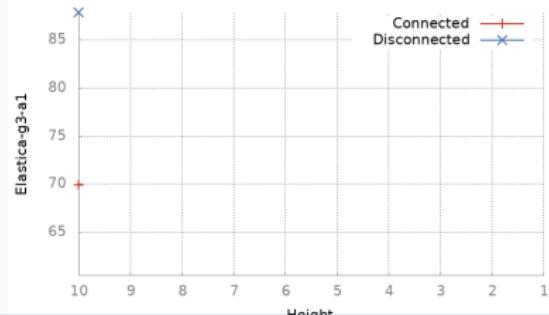
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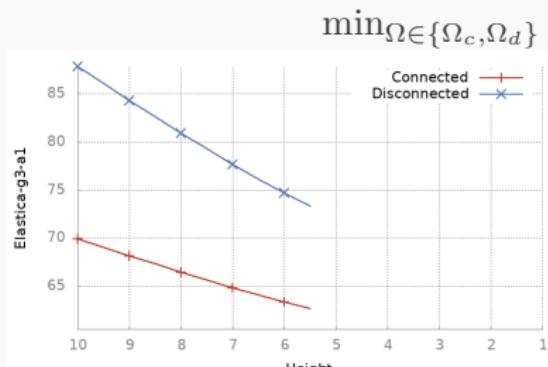
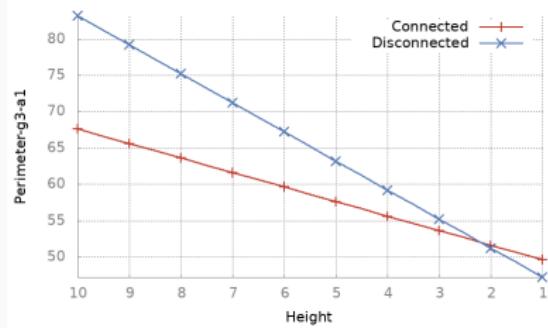
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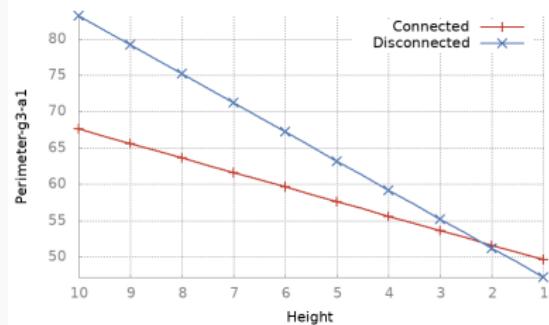
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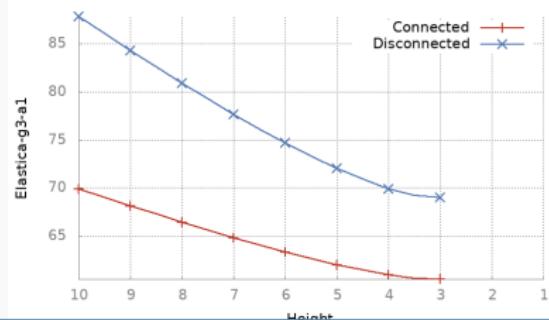
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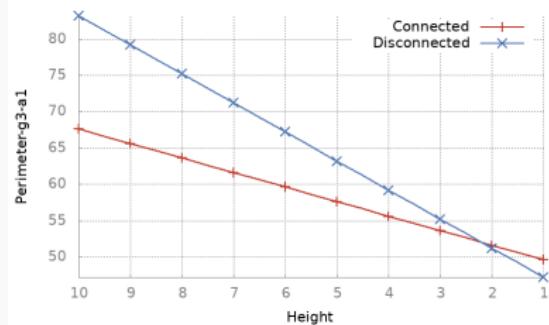
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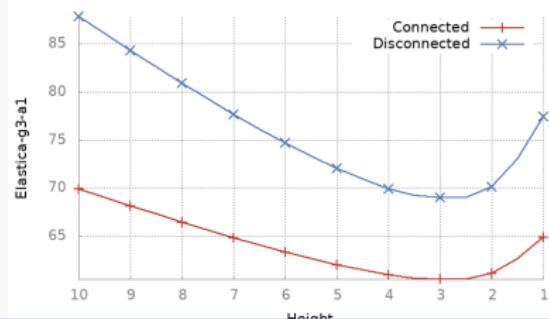
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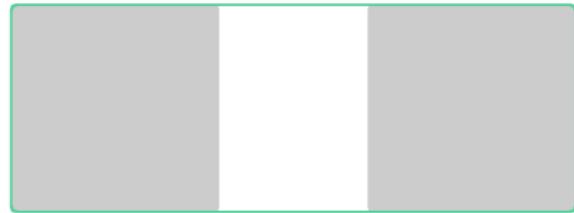
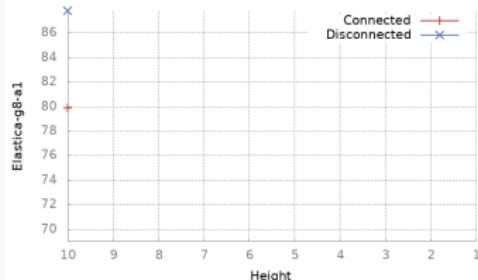
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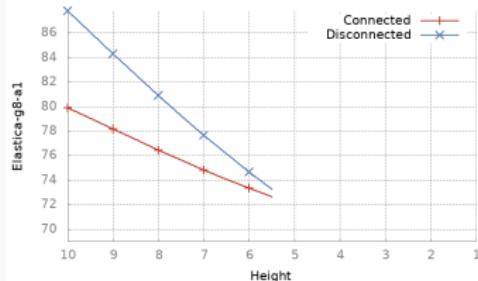
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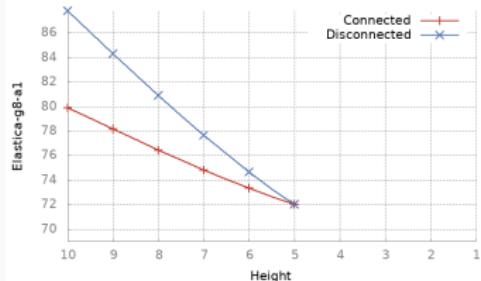
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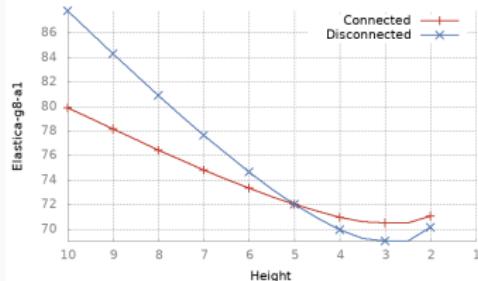
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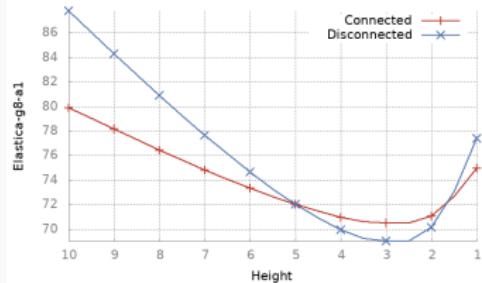
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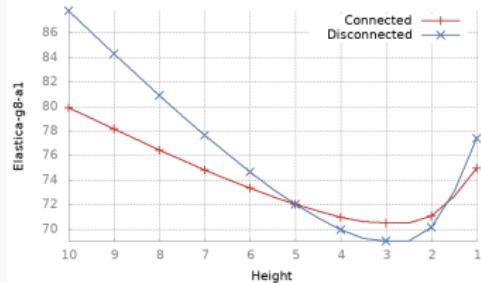
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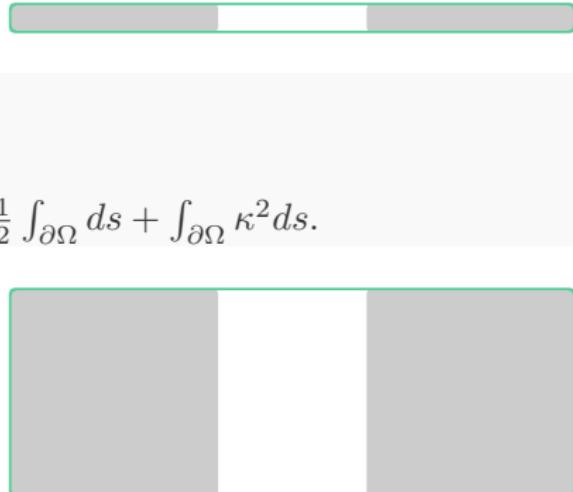
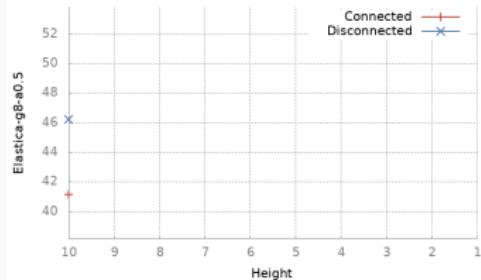
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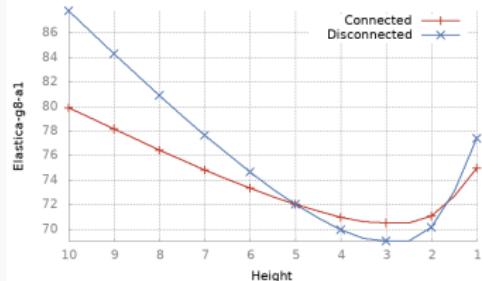
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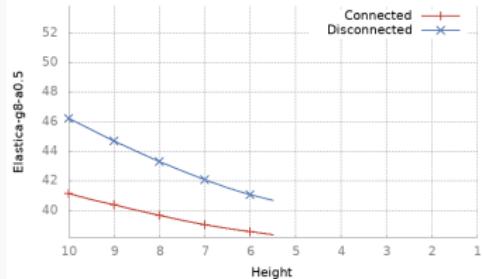
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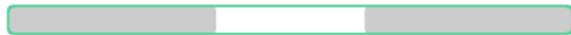
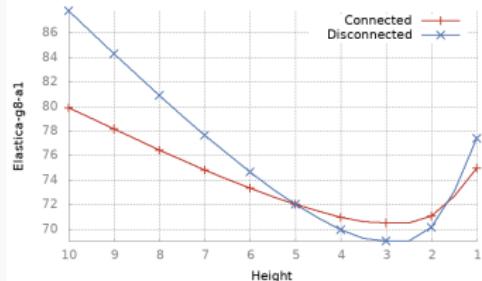
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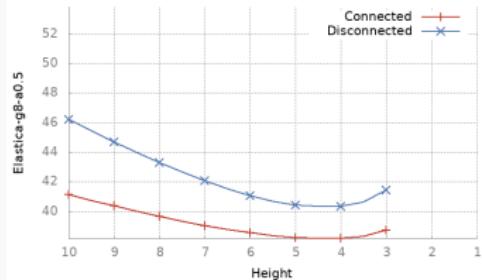
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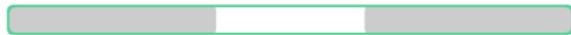
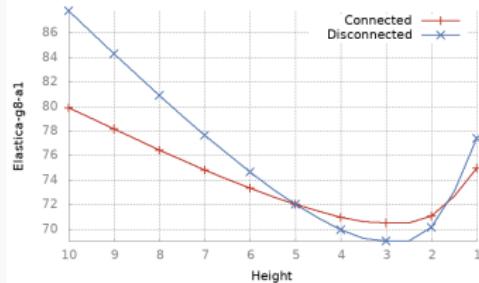
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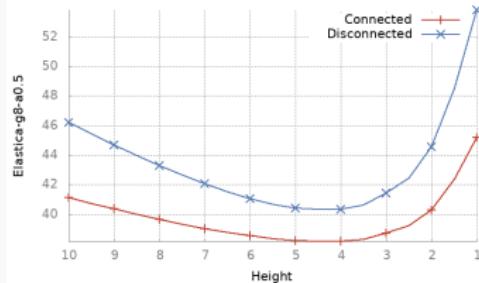
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## State-of-art

**Continuous world:** Define the energy over the whole domain and minimize the elastica with respect the level-curves.

$$\int_{\Omega} \left( \alpha + \beta \nabla \cdot \left( \frac{\nabla f_I}{\|\nabla f_I\|} \right)^2 \right) \|\nabla f_I\| d\Omega.$$

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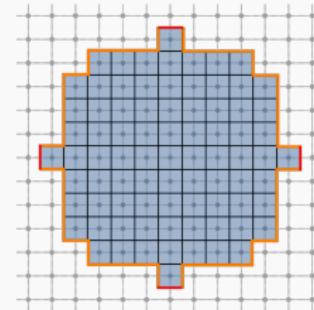
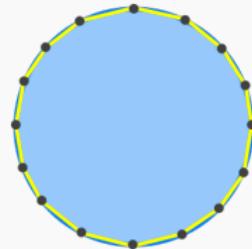
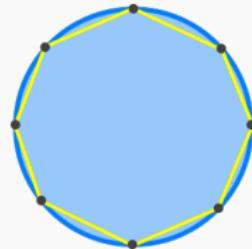
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- ▶ Triple cliques: global optimization, non-submodular energy. Limited precision.

# Motivation

## Digital set peculiarities

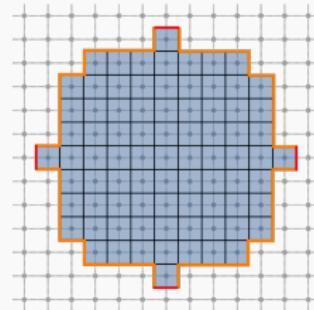
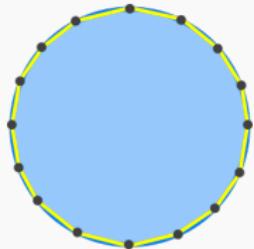
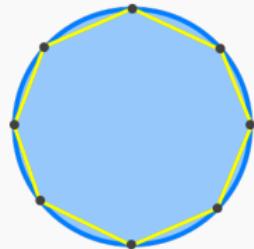
### Exact sampling x digitization



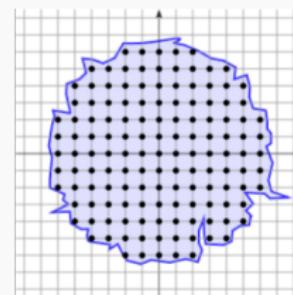
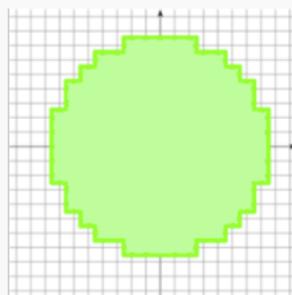
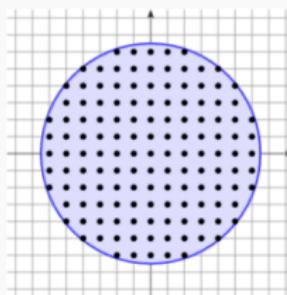
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## Digital set peculiarities

### Exact sampling x digitization



### Digitization ambiguity



# Motivation

## Multigrid convergent estimators

### Definition (Multigrid convergence)

Let  $\mathcal{X}$  be a family of shapes in  $\mathbb{R}^n$  and  $u$  a geometric quantity that is defined for every shape  $X \in \mathcal{X}$ . Further, let  $D_h(X)$  denote the digitization of  $X$  with grid step  $h$ . The estimator  $\hat{u}$  is multigrid convergent for  $\mathcal{X}$  if and only if, for any  $X \in \mathcal{X}$  there exists  $h_X > 0$  such that for every  $0 < h < h_X$

$$|\hat{u}(D_h(X)) - u(X)| \leq \tau(h), \quad \text{with } \lim_{h \rightarrow 0} \tau(h) = 0$$

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Multigrid convergent estimator of area

$$\widehat{\text{Area}}(X) = h^2 |D_h(X)|$$

# Motivation

## *Multigrid convergent estimators*

Examples of multigrid convergent estimators of perimeter (for piecewise 3-smooth convex shapes).

- ▶ Minimum Length Polygon (MLP)  
Sloboda, Zatko, and Stoer (1998)

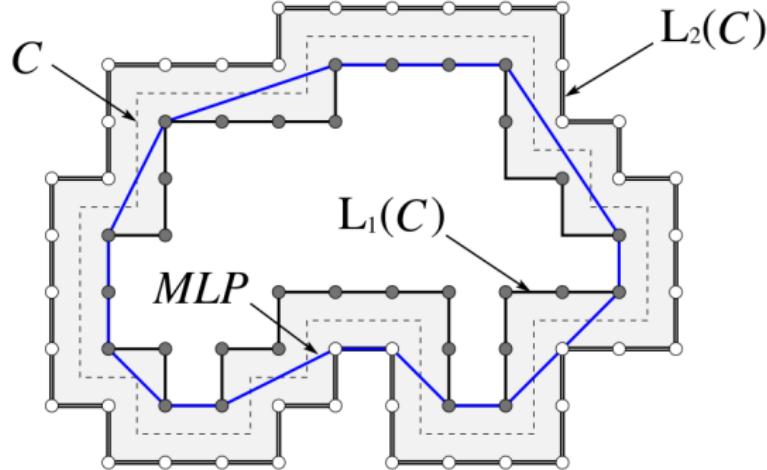
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## Multigrid convergent estimators

Example  
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otherwise

► Minimiza-  
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- ▶  $\lambda$ -Maximal Segment Tangent ( $\lambda$ -MST)  
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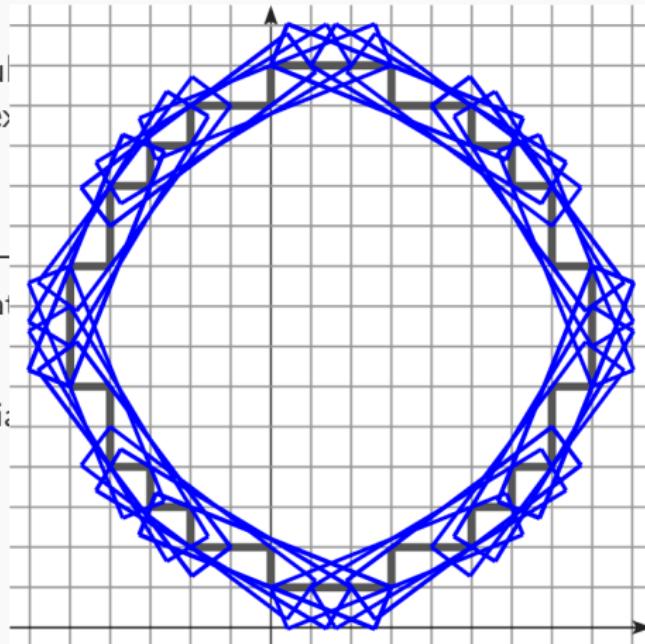
(for piecewise

- ▶ Minimum L

Sloboda, Zai

- ▶  $\lambda$ -Maximal

Lachaud, Vi



# Motivation

## Digital geometric estimator

Examples of multigrid convergent estimators of curvature:

- ▶  $\lambda$ -Maximal Digital Circular Arcs ( $\lambda$ -MDCA)
  - Roussillon and Lachaud (2011)
  - Schindele, Massopust, and Forster (2017)
  - ▶ Proved multigrid convergent for convex shapes with continuous curvature.

# Motivation

## Digital geometric estimator

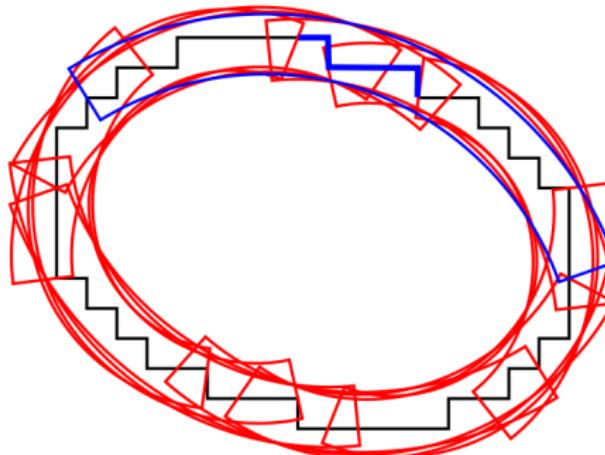
Examples of multigrid convergent estimators of curvature:

- ▶  $\lambda$ -Maximal Digital Circular Arcs ( $\lambda$ -MDCA)

Roussillon ;

Schindelin,

- ▶ Provenzano et al. (2010) prove that the curvature estimator is continuous



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## Digital geometric estimator

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Roussillon and Lachaud (2011)  
Schindelle, Massopust, and Forster (2017)
  - ▶ Proved multigrid convergent for convex shapes with continuous curvature.
- ▶ Integral Invariant (II)  
Coeurjolly, Lachaud, and Levallois (2013)
  - ▶ Proved multigrid convergent for  $C^2$  convex shapes with bounded curvature.

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## Digital geometric estimator

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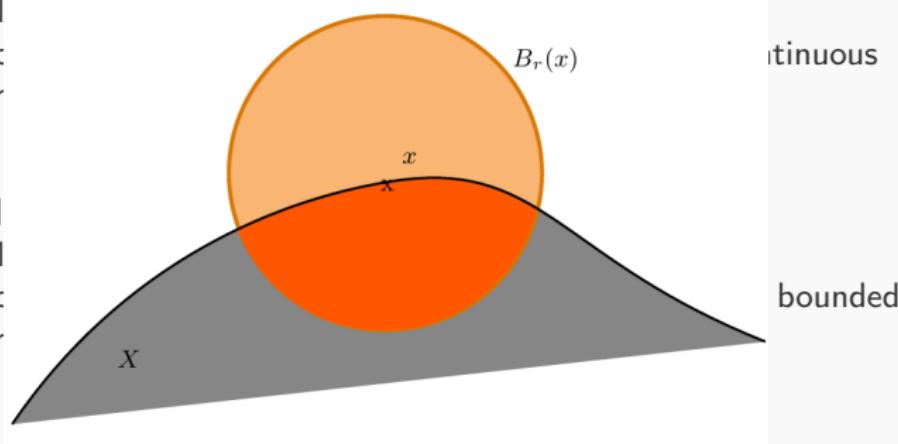
Roussillon and Lachaud (2011)

Schindel

- ▶ Proc  
cur

- ▶ Integral  
Coeurjol

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cur



$$\hat{\kappa}(p) = \frac{3}{r^3} \left( \frac{\pi r^2}{2} - |B_r(p) \cap X| \right)$$

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- ▶ Can we define an elastica-based model for image analysis using multigrid convergent estimators?

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## Goals

- ▶ Can we define an elastica-based model for image analysis using multigrid convergent estimators? Yes!
- ▶ Can we recover the completion property of elastica? Yes!
- ▶ Can we escape bad local minima? Yes!

# Presentation plan

## 1. Motivation

- ▶ Image analysis and Geometric priors
- ▶ Elastica and completion property
- ▶ State-of-art
- ▶ Multigrid convergent estimators

## 2. Contribution

- ▶ A combinatorial model for elastica
- ▶ A quadratic non-submodular formulation for elastica
- ▶ Elastica minimization via graph-cuts

## 3. Conclusion and perspectives

# A combinatorial model for elastica

# Combinatorial Elastica

## Digital elastica

### Definition (Digital elastica energy)

Let  $\hat{s}$  and  $\hat{\kappa}$  multigrid convergent estimators of local length and curvature. The digital elastica energy of a digital shape  $S \subset \Omega \subset \mathbb{Z}^2$  is defined as

$$\hat{E}(S) = \sum_{e \in \partial_h(S)} \hat{s}(e) \left( \alpha + \beta \hat{\kappa}^2(e) \right).$$

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- ▶ *Local search*: set a local neighborhood  $\mathcal{N}(S)$  of  $S$  and pick the shape  $X^* \in \mathcal{N}(S)$  among those of minimum digital elastica value.

# Combinatorial Elastica

## Local search algorithm

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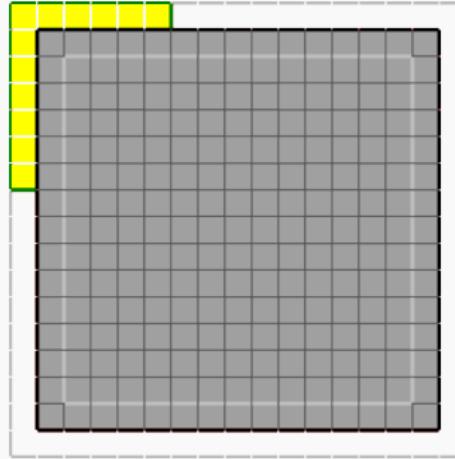
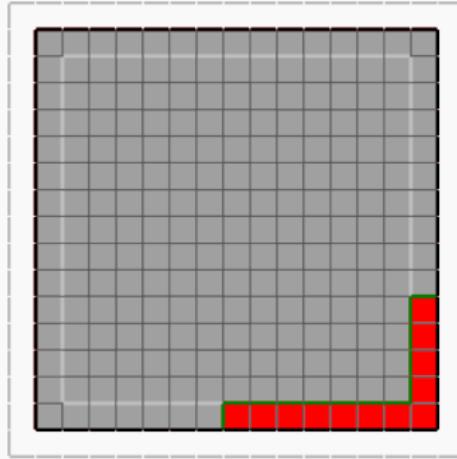
**input** : A digital set  $S$ ; coefficient  $\alpha, \beta$ ; the maximum number of iterations `maxIt`; and a stop condition tolerance

```
1 delta ← tolerance +1;  
2 i ← 0;  
3  $S^{(0)} \leftarrow S$ ;  
4  $X^* \leftarrow S$ ;  
5 while  $i < \text{maxIt}$  and  $\delta > \text{tolerance}$  do  
6   for  $X \in \mathcal{N}(S^{(i)})$  do  
7     if  $\hat{E}(X) < \hat{E}(X^*)$  then  
8        $X^* \leftarrow X$   
9    $i \leftarrow i + 1$ ;  
10   $S^{(i)} \leftarrow X^*$ ;  
11   $\delta \leftarrow \hat{E}(S^{(i-1)}) - \hat{E}(S^{(i)})$ ;
```

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# Combinatorial Elastica

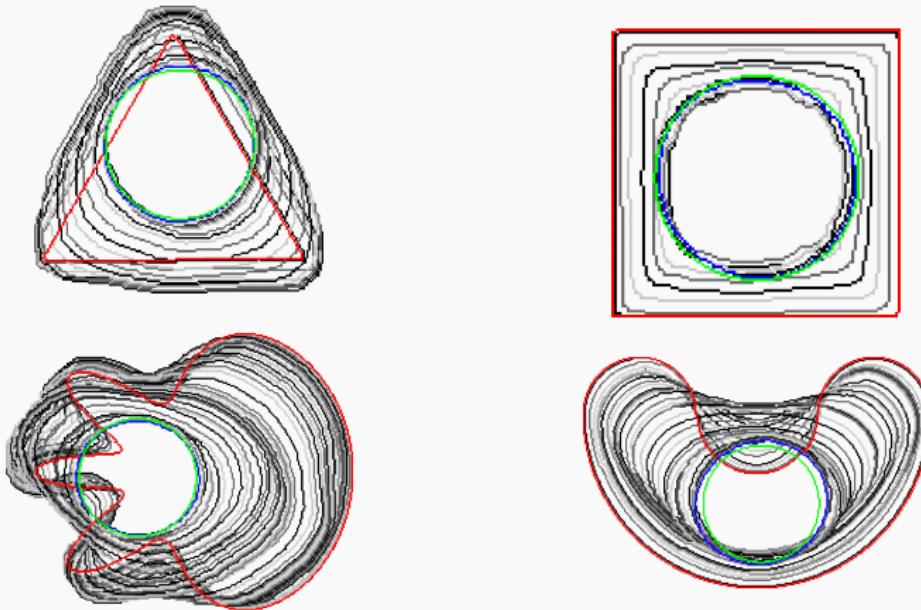
## Neighborhood of shapes



# Combinatorial Elastica

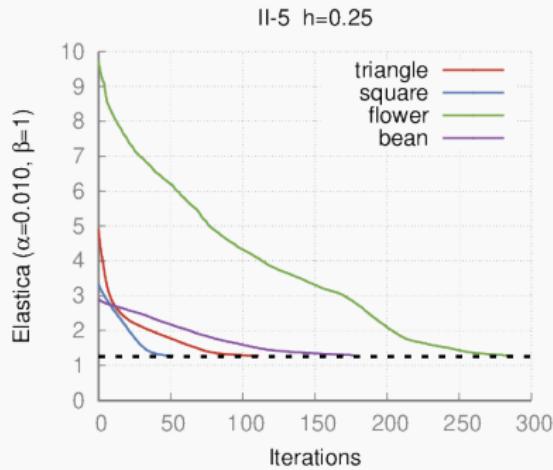
## Shape evolution

$$\alpha = 0.01, \beta = 1$$



# Combinatorial Elastica

## Energy evolution



$$\begin{aligned} \min E(X) &= \int_{\partial X} \alpha + \beta \kappa^2 ds \\ &= 4\pi\beta \frac{1}{r} = 4\pi\beta \left(\frac{\alpha}{\beta}\right)^{1/2} \end{aligned}$$

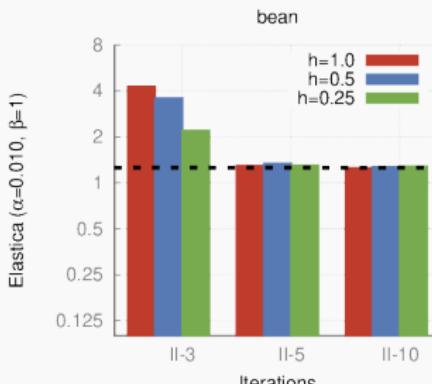
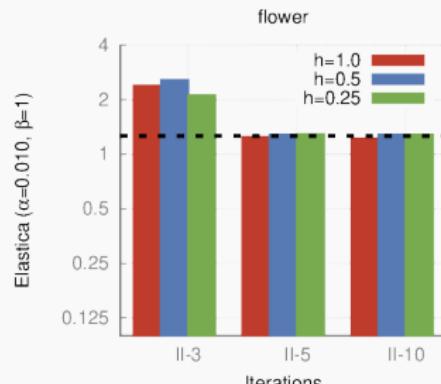
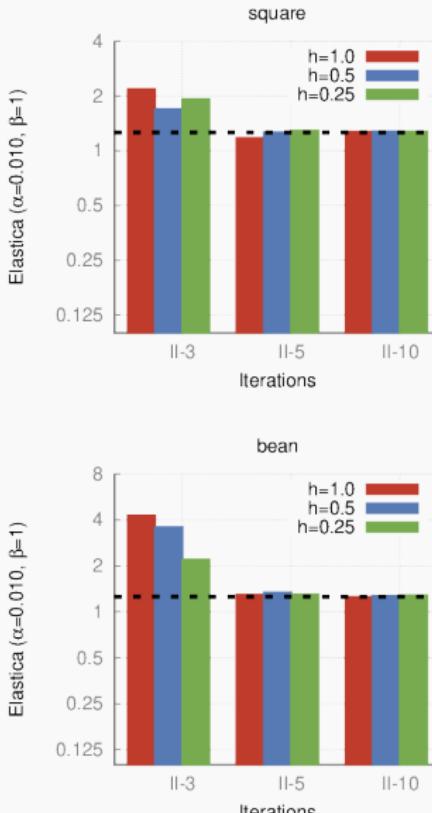
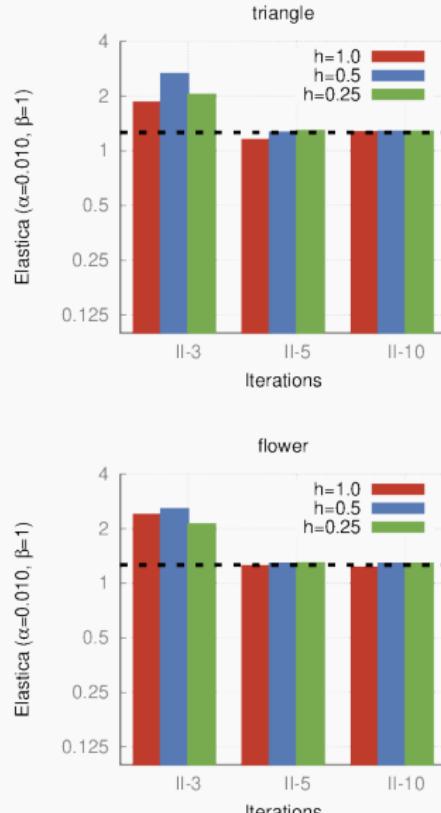
, where  $\frac{\partial}{\partial r} 2\pi(\alpha r + \frac{\beta}{r}) = 0$

For  $\alpha = 0.01$ ,  $\beta = 1$

$$\min E(X) \approx 1.2566$$

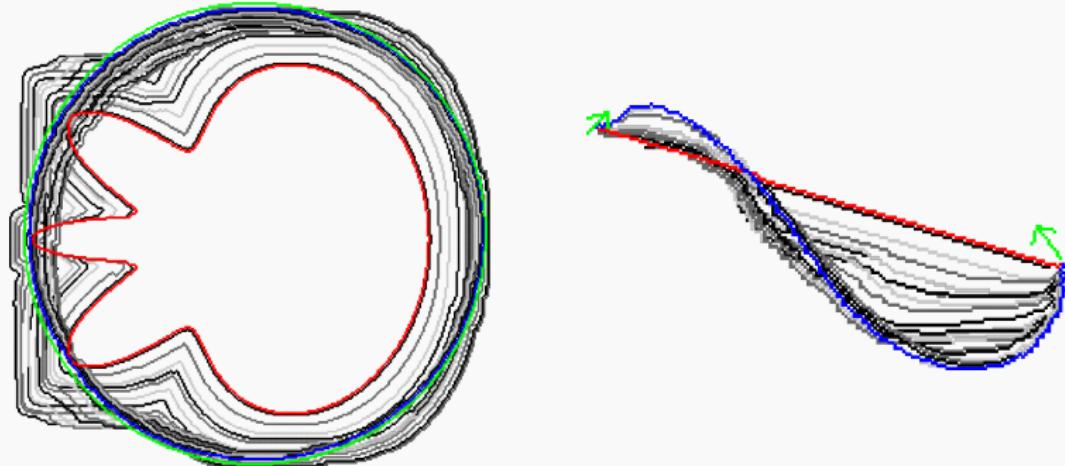
# Combinatorial Elastica

## Radius and grid resolution



# Combinatorial Elastica

## Other experiments



# Combinatorial Elastica

## Running time

	$h = 1.0$		$h = 0.5$		$h = 0.25$	
	Pixels	Time	Pixels	Time	Pixels	Time
Triangle	521	2s (0.07s/it)	2080	43s (0.81s/it)	8315	532s (4.8s/it)
Square	841	0.9s (0.09s/it)	3249	8s (0.3s/it)	12769	102s (2s/it)
Flower	1641	13s (0.24s/it)	6577	209s (1.68s/it)	26321	3534s (12.3s/it)
Bean	1574	7s (0.16s/it)	6278	88s (1.08s/it)	25130	1131s (6.4s/it)
Ellipse	626	1s (0.14s/it)	2506	16s (0.44s/it)	10038	286s (3.1s/it)

**Table: Running time of LocalSearch.** The running times for the free elastica problem are displayed. Notice that even having a similar number of pixels, the square (bean) shape evolves much faster than the triangle (flower).

# Combinatorial Elastica

## Conclusion

- ▶ Multigrid convergent estimators are suitable for elastica minimization

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Some solutions very close to global optimum.

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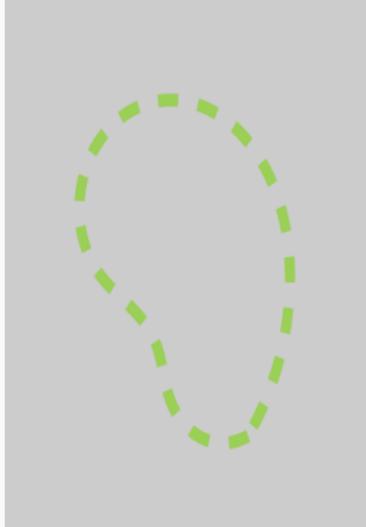
## Conclusion

- ▶ Multigrid convergent estimators are suitable for elastica minimization
- ▶ A simple neighborhood is sufficient to escape bad local minima.  
Some solutions very close to global optimum.
- ▶ Too slow. It cannot be used in practice.

# A quadratic non-submodular formulation for elastica

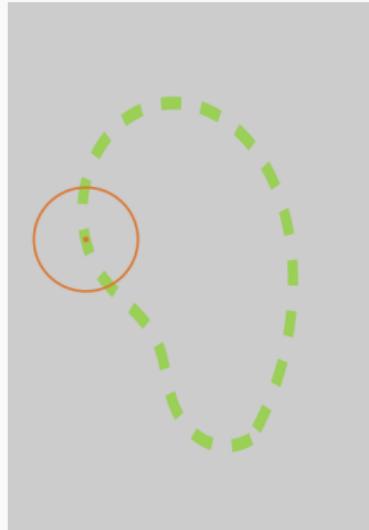
# Non-submodular elastica

*Difficulties with a global model*



# Non-submodular elastica

## Difficulties with a global model

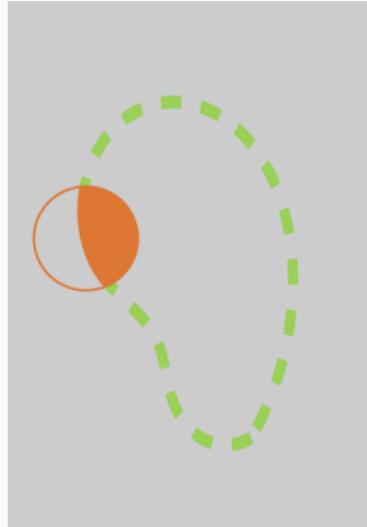


- ▶ Center of the estimation disk

$$\sum_{\ell_i \in \mathcal{L}} y_i \left( \alpha + \beta \hat{\kappa}_r^2(D, \ell_i) \right)$$

# Non-submodular elastica

*Difficulties with a global model*



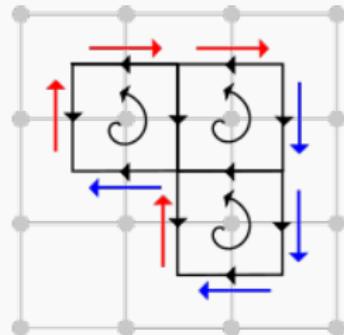
- ▶ Center of the estimation disk
- ▶ Pixel counting and estimation of curvature squared

$$\sum_{\ell_i \in \mathcal{L}} \mathbf{y}_i \left( \alpha + \frac{9}{r^6} \beta (c^2 - 2c\mathbf{A}_i^T \mathbf{x} + \mathbf{x}^T \mathbf{A}_i \mathbf{A}_i^T \mathbf{x}) \right)$$

subject to  $\mathbf{x} \in \{0, 1\}^m, \mathbf{y} \in \{0, 1\}^n$ .

# Non-submodular elastica

## Difficulties with a global model



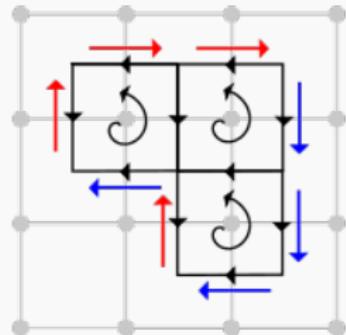
- ▶ Center of the estimation disk
- ▶ Pixel counting and estimation of curvature squared
- ▶ Topological constraints

$$\sum_{\ell_i \in \mathcal{L}} \mathbf{y}_i \left( \alpha + \frac{9}{r^6} \beta (c^2 - 2c\mathbf{A}_i^T \mathbf{x} + \mathbf{x}^T \mathbf{A}_i \mathbf{A}_i^T \mathbf{x}) \right)$$

subject to  $\mathbf{x} \in \{0, 1\}^m, \mathbf{y} \in \{0, 1\}^n, T(\mathbf{x}, \mathbf{y}).$

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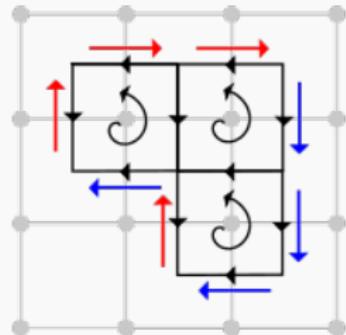
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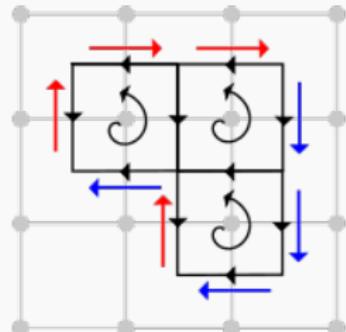
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- ▶ Center of the estimation disk
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- ▶ Level 1 linearization: non semi-definite positive matrix
- ▶ Level 2 linearization:  $O(m^3)$  variables

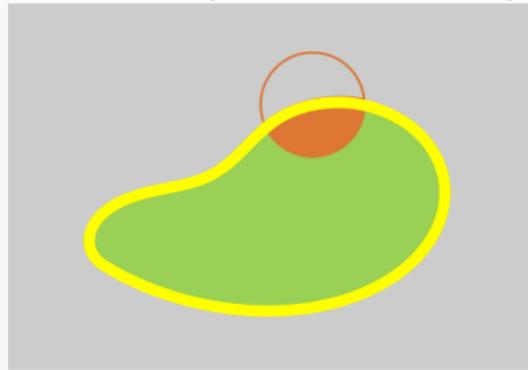
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## Simplification

$$\hat{\kappa}(p) = \frac{3}{r^3} \left( \frac{\pi r^2}{2} - |B_r(p) \cap X| \right)$$

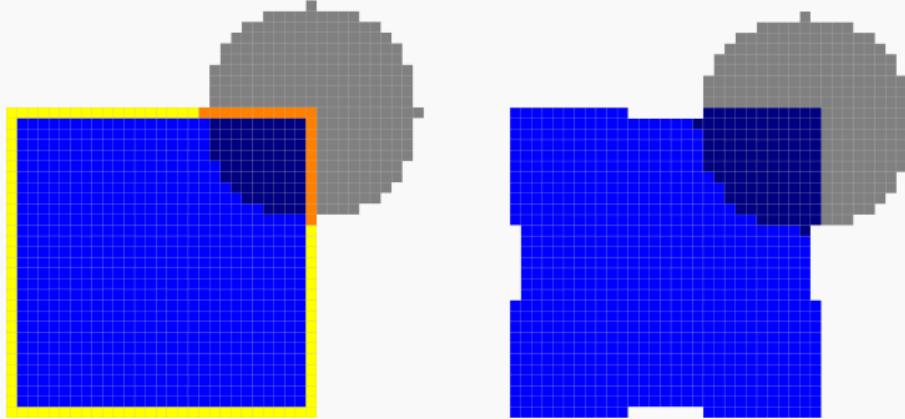


- ▶ Define an optimization band (yellow) as the inner contour of the shape, denoted  $I$ .
- ▶ Set pixels such that the curvature estimation is reduced

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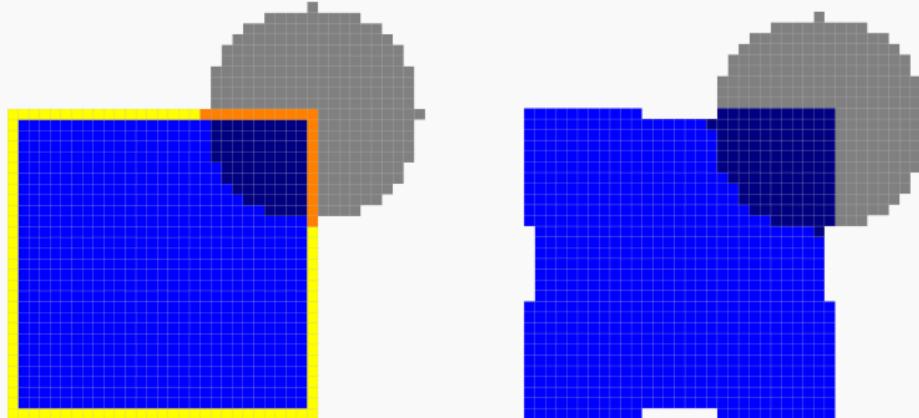


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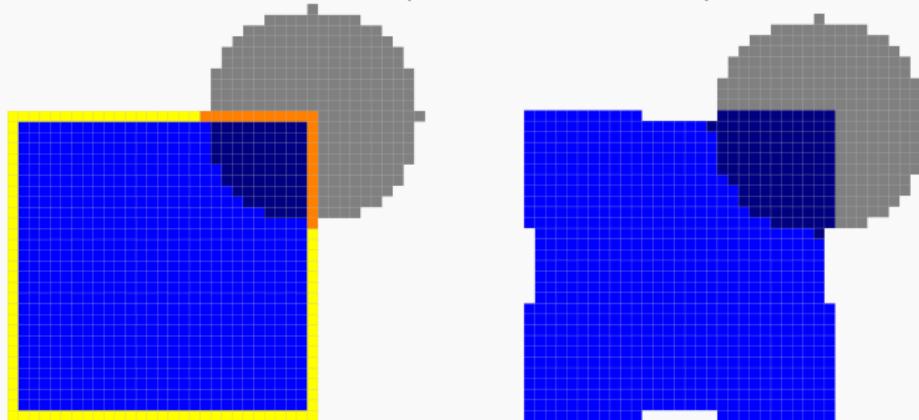


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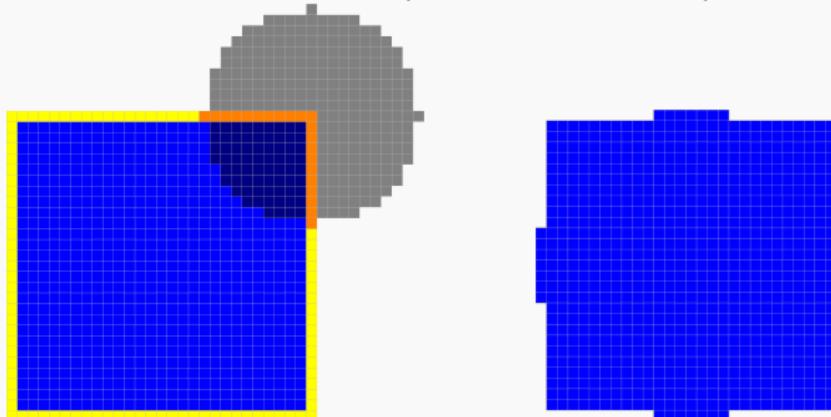


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# Non-submodular elastica

*FlipFlow*

$$E_{(\theta, m)}^{flip}(D^{(k)}, X^{(k)}) = \sum_{x_j \in X^{(k)}} \alpha s(x_j) + \sum_{p \in R_m(D^{(k)})} \beta \hat{\kappa}(p)^2$$

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$$R_m(D) := \{p \mid m - 1 < d_D(p) \leq m\} \cup \{p \mid -m + 1 > d_D(p) \geq -m\}$$

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*FlipFlow*

$$\begin{aligned}
 E_{(\theta, m)}^{flip}(D^{(k)}, X^{(k)}) &= \sum_{x_j \in X^{(k)}} \alpha s(x_j) + \sum_{p \in R_m(D^{(k)})} \beta \hat{\kappa}(p)^2 \\
 &= \sum_{x_j \in X^{(k)}} \alpha s(x_j) \\
 &\quad + \sum_{\substack{p \in \\ R_m(D^{(k)})}} 2c_1\beta \left( (1/2 + |F_r^{(k)}(p)| - c_2) \cdot \sum_{\substack{x_j \in \\ X_r^{(k)}(p)}} x_j + \sum_{\substack{j < l, \\ x_j, x_l \in \\ X_r^{(k)}(p)}} x_j x_l \right)
 \end{aligned}$$

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 \end{aligned}$$

$$s(x_j) = \sum_{q_i \in \mathcal{N}_4(p_j)} t(q_i), \quad \text{where } t(q_i) = \begin{cases} (x_j - x_i)^2, & \text{if } q_i \in I^{(k)} \\ (x_j - 1)^2, & \text{if } q_i \in F^{(k)} \\ (x_j - 0)^2, & \text{otherwise.} \end{cases}$$

# Non-submodular elastica

## FlipFlow

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 E_{(\theta, m)}^{flip}(D^{(k)}, \mathbf{1} - \mathbf{X}^{(k)}) &= \sum_{x_j \in X^{(k)}} \alpha s(x_j) + \sum_{p \in R_m(D^{(k)})} \beta \hat{\kappa}(p)^2 \\
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# Non-submodular elastica

## FlipFlow

$$\begin{aligned}
 E_{(\theta, m)}^{flip}(D^{(k)}, 1 - X^{(k)}) &= \sum_{x_j \in X^{(k)}} \alpha s(x_j) + \sum_{p \in R_m(D^{(k)})} \beta \hat{\kappa}(p)^2 \\
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 \end{aligned}$$

Shrink mode (convexities)

$$a^{(k)} \leftarrow \arg \min_{X^{(k)}} E_{\Theta, m}^{flip}(D^{(k)}, 1 - X^{(k)});$$

$$D^{(k+1)} \leftarrow F^{(k)} + a^{(k)}.$$

# Non-submodular elastica

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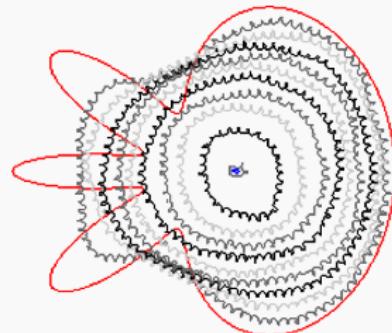
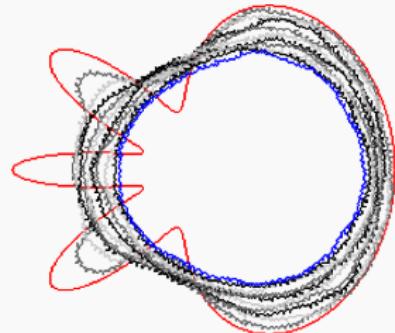
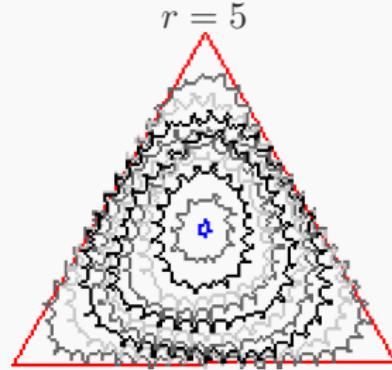
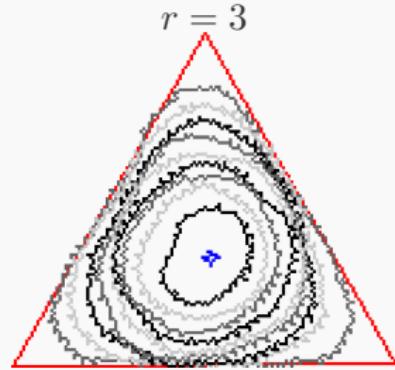
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 D^{(k+1)} &\leftarrow F^{(k)} + a^{(k)}.
 \end{aligned}$$

Expansion mode (concavities)

$$\begin{aligned}
 a^{(k)} &\leftarrow \arg \min_{\overline{X}^{(k)}} E_{\Theta,m}^{flip}(\overline{D}^{(k)}, 1 - \overline{X}^{(k)}); \\
 D^{(k+1)} &\leftarrow \overline{F^{(k)} + a^{(k)}}.
 \end{aligned}$$

# Non-submodular elastica

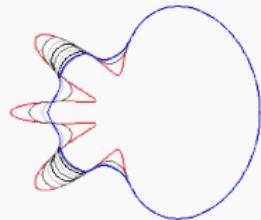
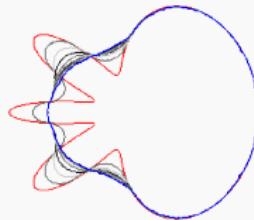
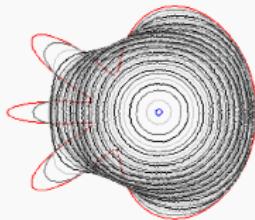
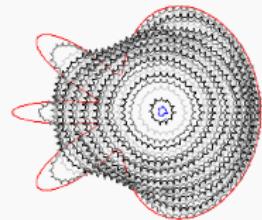
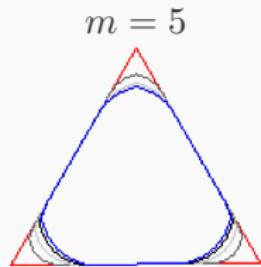
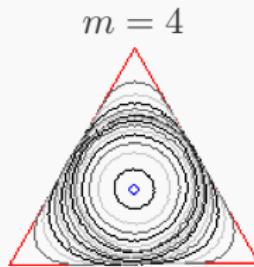
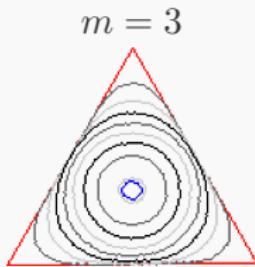
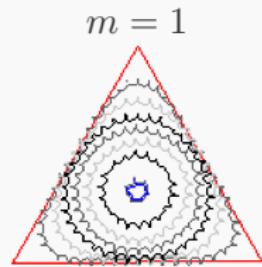
Evaluation on farther rings



# Non-submodular elastica

Evaluation on farther rings

$r = 5$



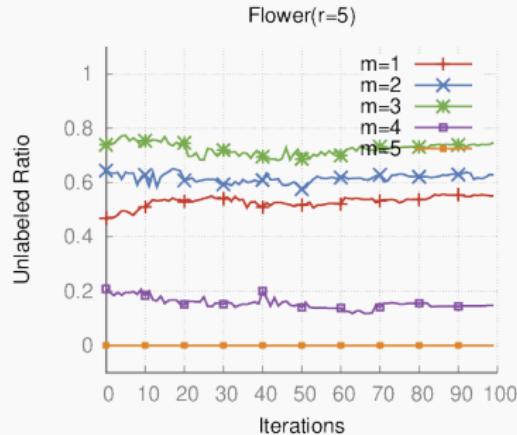
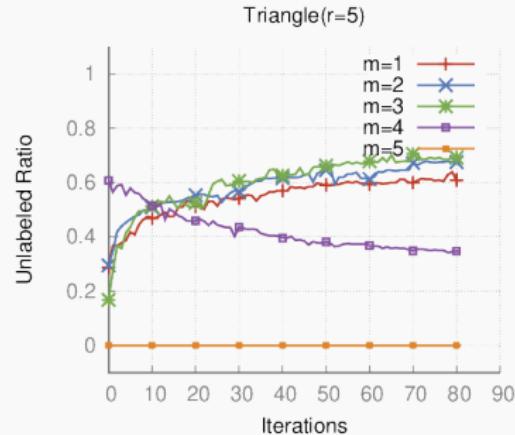
# Non-submodular elastica

Contour correction



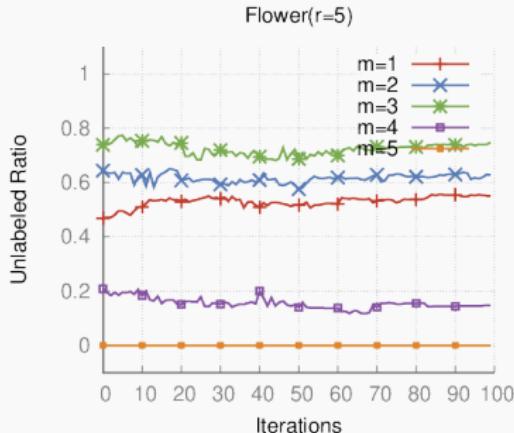
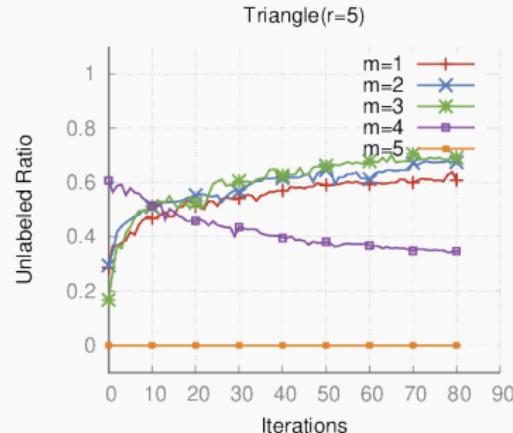
# Non-submodular elastica

## Unlabeled ratio



# Non-submodular elastica

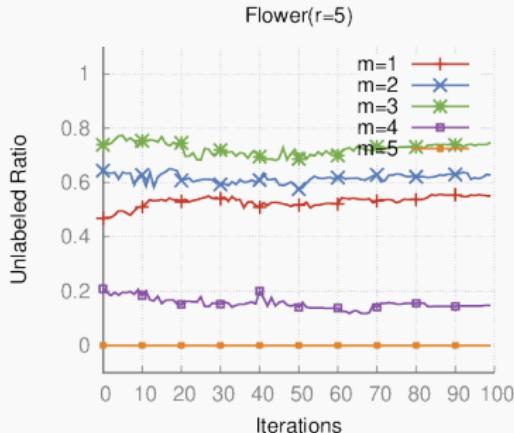
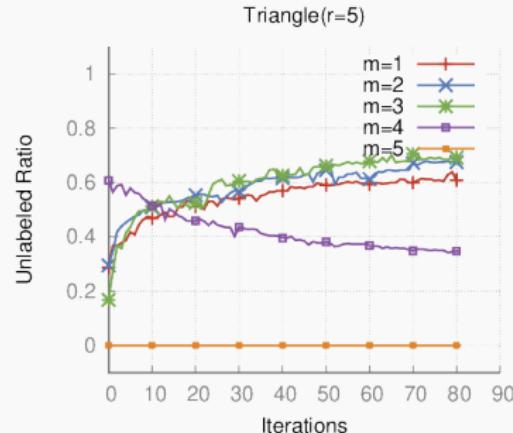
## Unlabeled ratio



- Given that we evaluate the curvature estimator on the initial contour, how to change the pixels in this contour to reduce the difference of inner and outer pixels?

# Non-submodular elastica

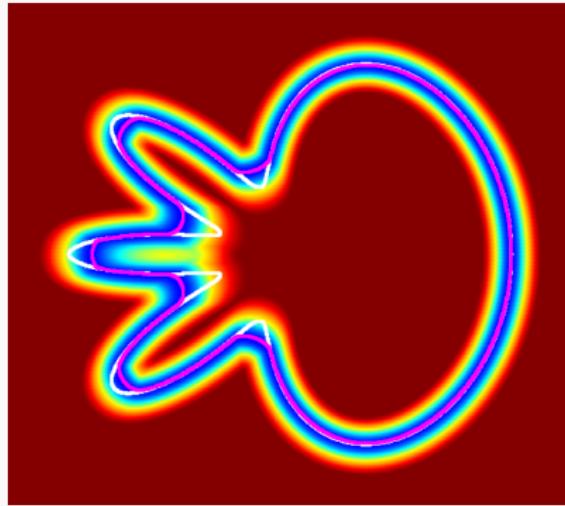
## Unlabeled ratio



- ▶ Given that we evaluate the curvature estimator on the initial contour, how to change the pixels in this contour to reduce the difference of inner and outer pixels?
- ▶ Given that the shape does not change, where the estimation disks should be centered in order to reduce the difference of inner and outer pixels?

# Non-submodular elastica

## Balance coefficient



- ▶ Balance coefficient

$$u_r(D, p) = \left( \frac{\pi r^2}{2} - |B_r(p) \cap D| \right)^2$$

- ▶ White contour: contour of the shape
- ▶ Pink contour: zero level set of the balance coefficient

# Non-submodular elastica

## Conclusion

- ▶ Change pixels in the contour in order to reduce the difference between inner and outer pixels.
- ▶ Quadratic non-submodular energy.

# Non-submodular elastica

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## Conclusion

- ▶ Change pixels in the contour in order to reduce the difference between inner and outer pixels.
- ▶ Quadratic non-submodular energy.
- ▶ Farther rings: better results when disks are evaluated farther from the contour.
- ▶ Post-processing procedure: contour correction.

# Non-submodular elastica

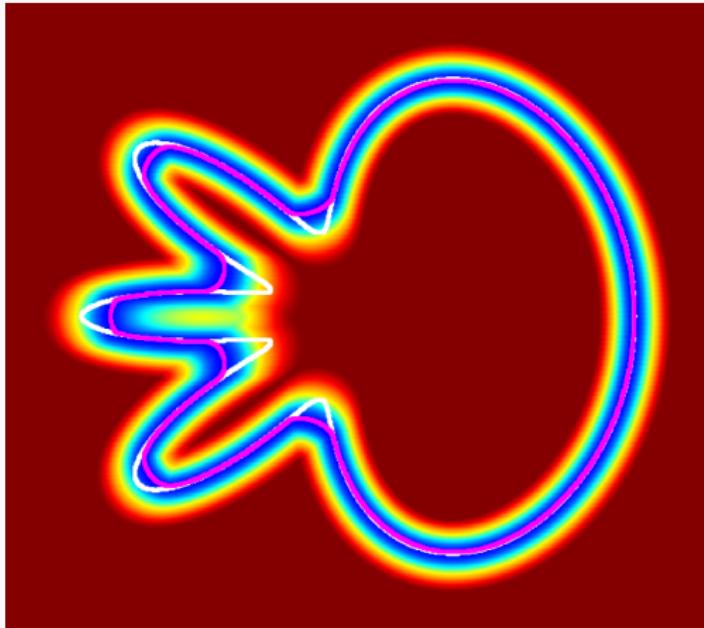
## Conclusion

- ▶ Change pixels in the contour in order to reduce the difference between inner and outer pixels.
- ▶ Quadratic non-submodular energy.
- ▶ Farther rings: better results when disks are evaluated farther from the contour.
- ▶ Post-processing procedure: contour correction.
- ▶ Unstable hypothesis: fixing the contour (dimension 1) is more sensitive than fixing the shape (dimension 2).
- ▶ Make the shape evolve to the zero level set of its balance coefficient.

# Elastica minimization via graph-cuts

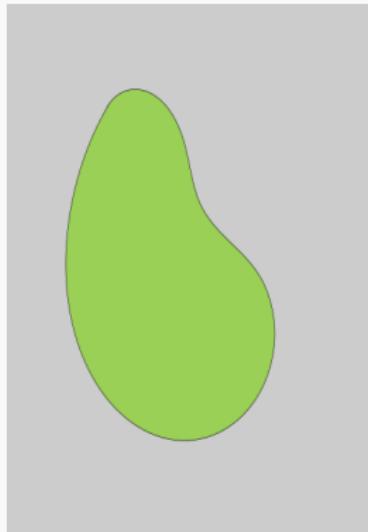
# Elastica minimization via graph-cuts

*Zero level set of balance coefficient*



# Elastica minimization via graph-cuts

## *Building the graph*

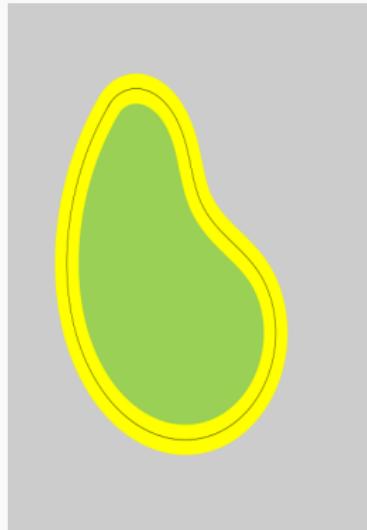


# Elastica minimization via graph-cuts

## Building the graph

- ▶ Optimization band

$$O_n(D) := \{p \in D \mid -n \leq d_D(p) \leq n\}$$

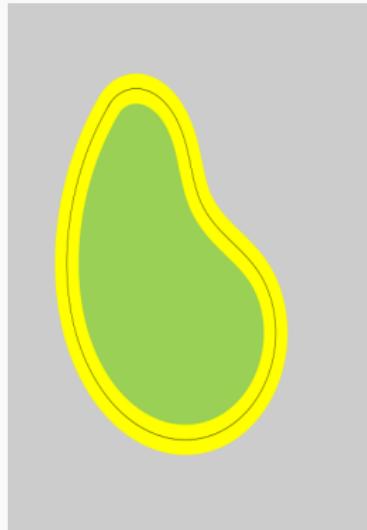


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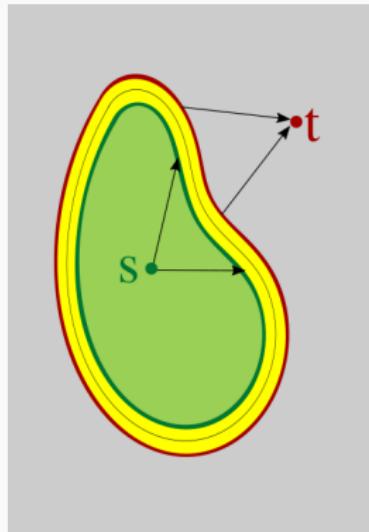


# Elastica minimization via graph-cuts

## Building the graph

- ▶ Optimization band

$$\begin{aligned}O(D) &:= \{p \in D \mid -n \leq d_D(p) \leq n\} \\F(D) &:= D \setminus O(D)\end{aligned}$$

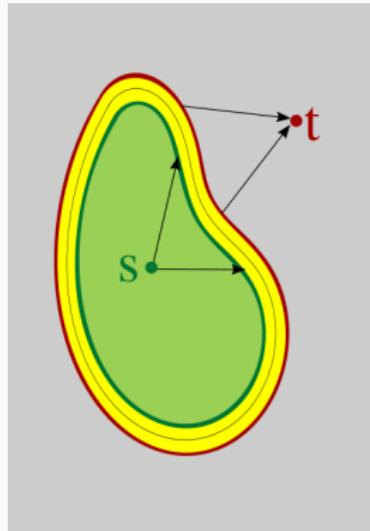


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- ▶ Graph  $\mathcal{G}_D(\mathcal{V}, \mathcal{E}, c)$

$$\mathcal{V} = \{v_p \mid p \in O(D)\} \cup \{s, t\}$$

$$\mathcal{E} = \{\{v_p, v_q\} \mid p, q \in O(D) \text{ and } q \in \mathcal{N}_4(p)\} \cup \mathcal{E}_{st}$$

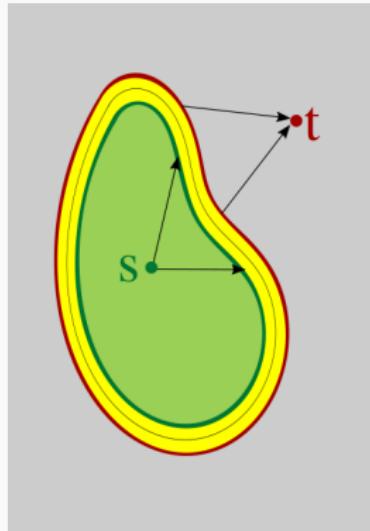
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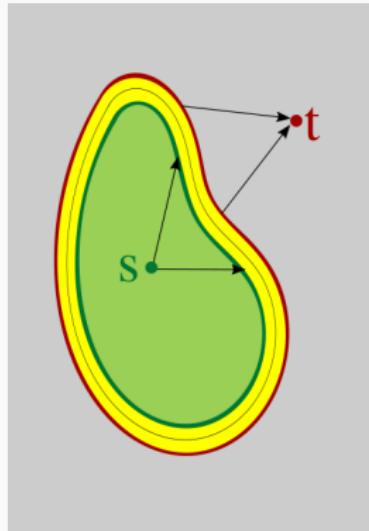
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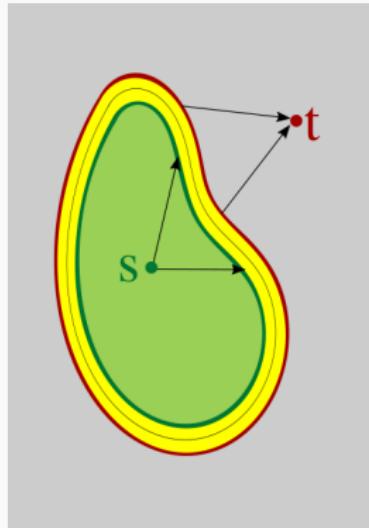
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- ▶ Edge's weight

edge $e$	$c(e)$
$\{v_p, v_q\}$	$u_r(D, p) + u_r(D, q)$
$(s, v_p)$	$M$
$(v_p, t)$	$M$

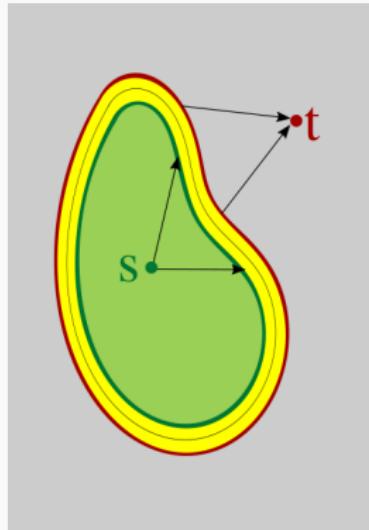
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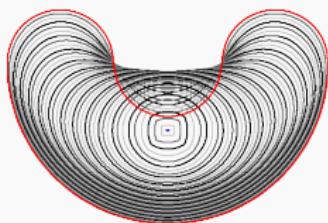
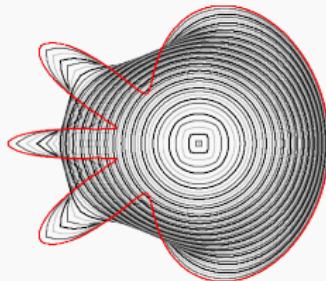
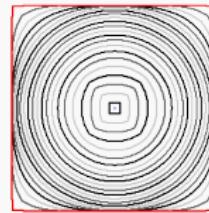
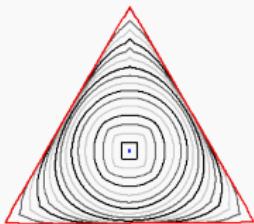
edge $e$	$c(e)$
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$(s, v_p)$	$M$
$(v_p, t)$	$M$

- ▶ Digital shape update

$$D^{(k+1)} = F(D^{(k)}) + S^{(k)}$$

# Elastica minimization via graph-cuts

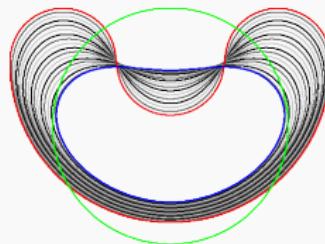
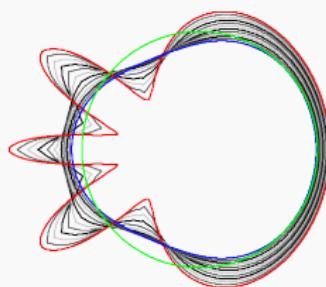
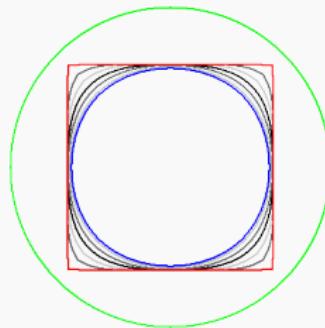
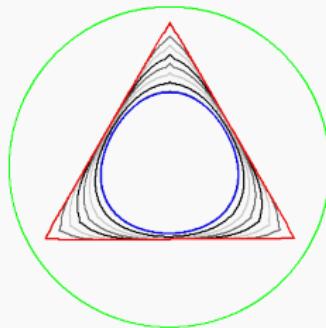
*Shape evolution*



# Elastica minimization via graph-cuts

## Shape evolution

Stop if Elastica increases ( $\alpha = 1/22^2, \beta = 1$ )



# Elastica minimization via graph-cuts

## The $a$ -probe set

### Definition ( $a$ -probe set)

Let  $D \subset \Omega \subset \mathbb{Z}^2$  a digital set and  $a$  a natural number. The  $a$ -probe set of  $D$  is defined as

$$\mathcal{P}_a(D) = D \cup \bigcup_{a' < a} D^{+a'} \cup D^{-a'},$$

where  $D^{+a}$  ( $D^{-a}$ ) denotes a dilation (erosion) by a disk of radius  $a$ .

## Candidate selection

$$sol(D^{(k)}) \leftarrow \bigcup_{D' \in \mathcal{P}_a(D^{(k)})} \left\{ F^{(k)} + S \mid mincut(S, \mathcal{G}_{D'}) \right\}$$

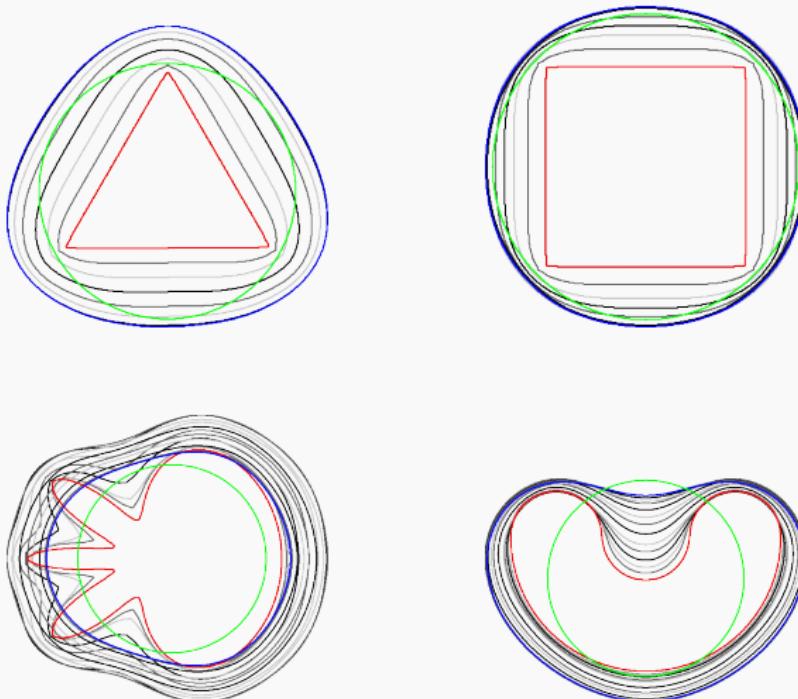
## Candidate validation

$$D^{(k+1)} \leftarrow \arg \min_{D' \in sol(D^{(k)})} \hat{E}_{\theta}(D')$$

# Elastica minimization via graph-cuts

Shape evolution with a-probe set

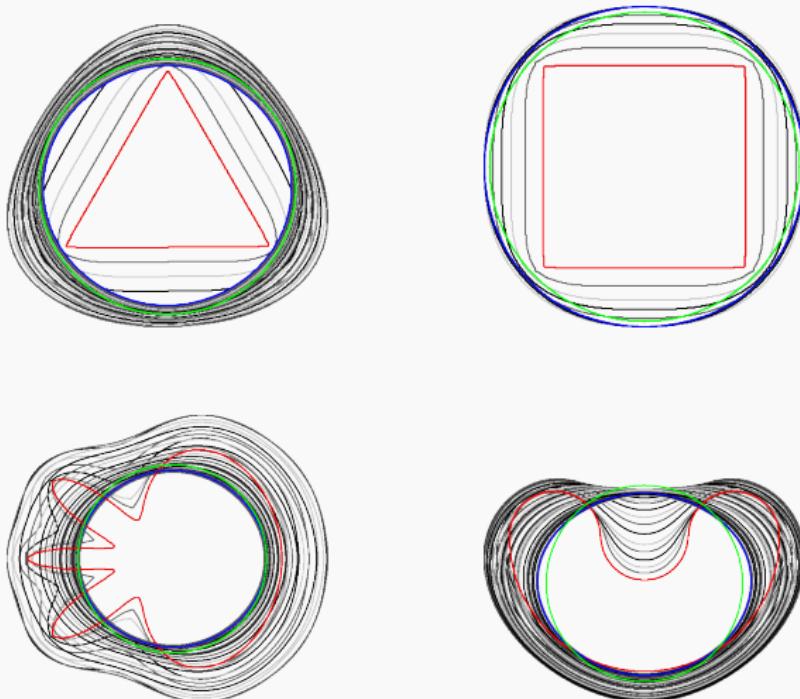
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# Elastica minimization via graph-cuts

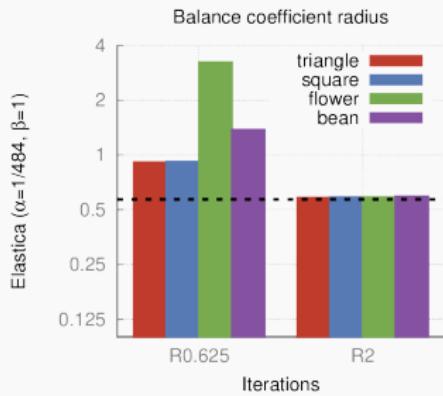
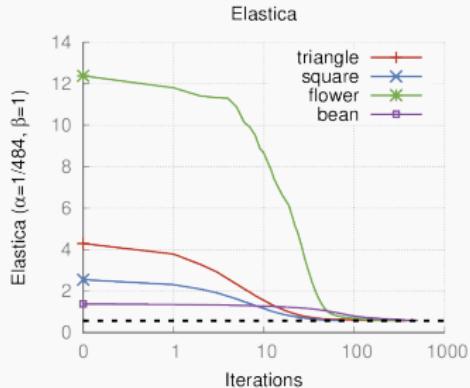
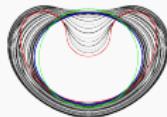
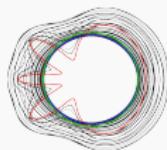
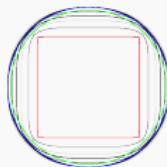
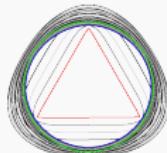
*Shape evolution with a-probe set*

Always update ( $\alpha = 1/22^2$ ,  $\beta = 1$ )



# Elastica minimization via graph-cuts

*Shape evolution with a-probe set*



# References I

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