

Bundling Chains





Nv



G

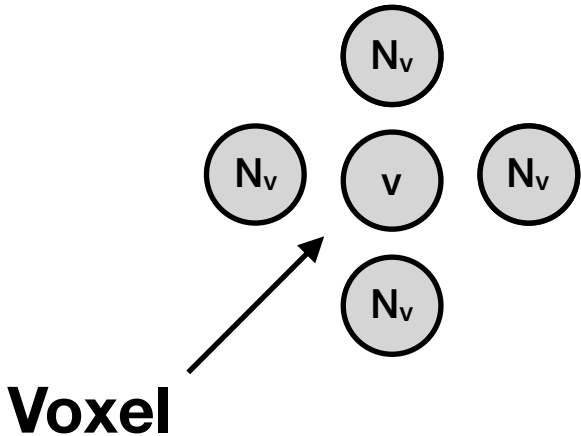


Nv

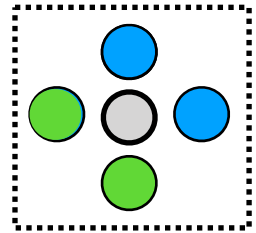
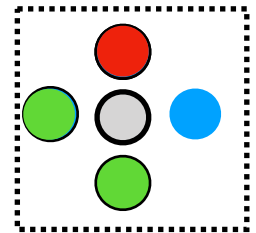
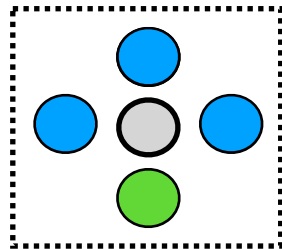
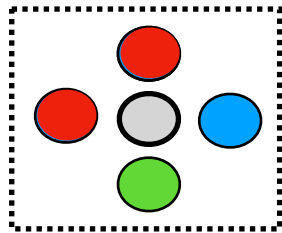
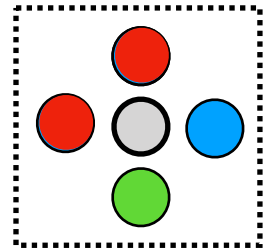
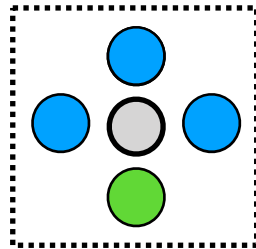
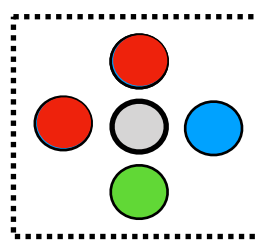
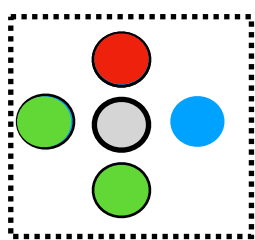
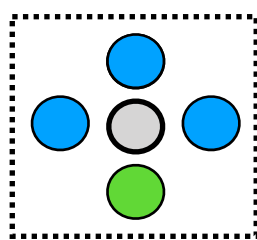
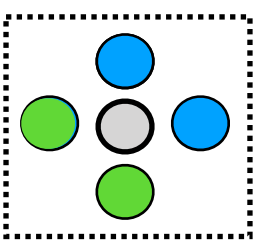


G

**For each possible colour at voxel v ,
find maximum and minimum probability**







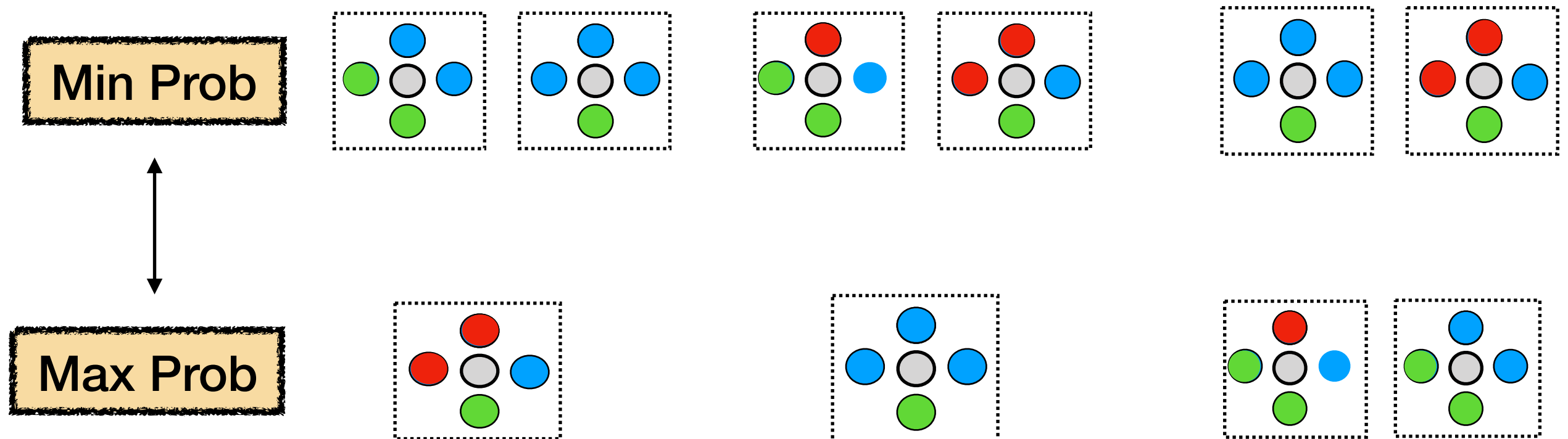
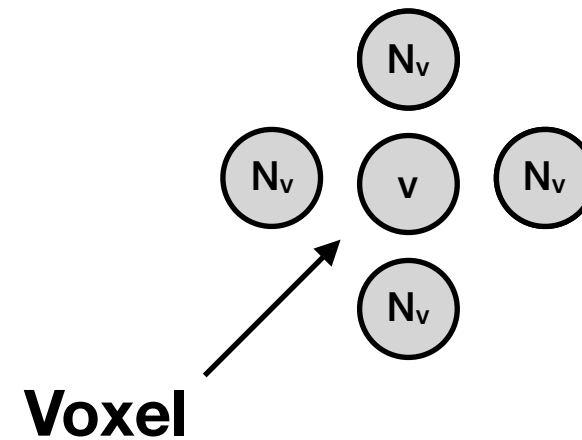
Min Prob



Max Prob

Bounding Chains

For each possible colour at voxel v , find maximum and minimum probability



Fills Algo + Bounding Chains

Earlier

Fills algorithm can only (practically) work for monotone chains

Now

We extended Fills algorithm to general chains using the principle of Bounding chains