

# Applications

- Image shrinking



- Image Enlargement

Seam Carving → Seam Insertion



Note : Find seams **in order of removal**

# Applications

- Object Removal

Set certain region of the Energy map to a **low value**



Original



Mask



Result

## Energy Function

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L1

$$e_1(\mathbf{I}) = \left| \frac{\partial}{\partial x} \mathbf{I} \right| + \left| \frac{\partial}{\partial y} \mathbf{I} \right|$$

L2

$$e_2(\mathbf{I}) = \sqrt{\left| \frac{\partial}{\partial x} \mathbf{I} \right|^2 + \left| \frac{\partial}{\partial y} \mathbf{I} \right|^2}$$

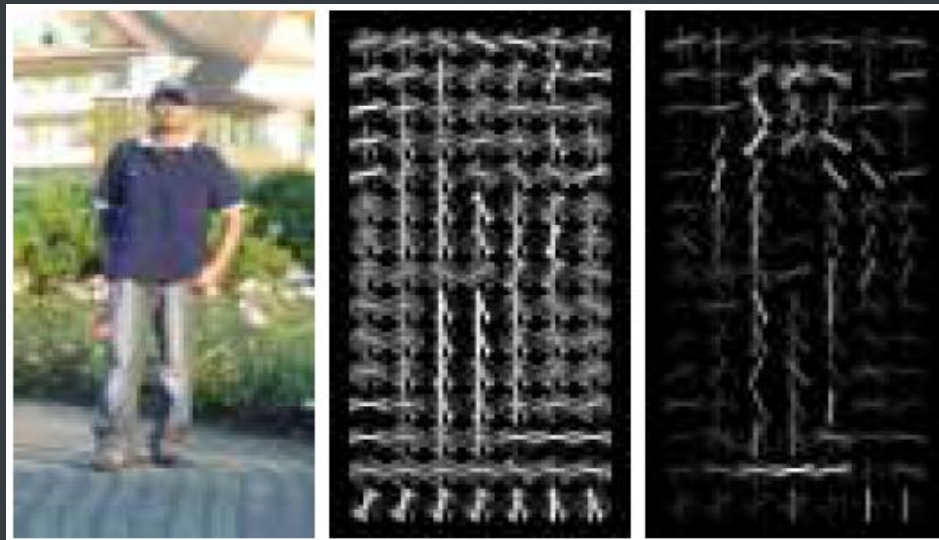
HoG

$$e_{HoG}(\mathbf{I}) = \frac{\left| \frac{\partial}{\partial x} \mathbf{I} \right| + \left| \frac{\partial}{\partial y} \mathbf{I} \right|}{\max(HoG(\mathbf{I}(x,y)))}$$

# HoG

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$HoG(\mathbf{I}(x, y))$  Histogram of oriented Gradients<sup>1</sup>  
at every pixel



[1] DALAL, N., AND TRIGGS, B. 2005. Histograms of oriented gradients for human detection. In International Conference on Computer Vision & Pattern Recognition, vol. 2, 886–893.

# Use Protection

- Object Removal with protection

Set certain region of the Energy map to a **high value**



Original



Without  
Protection



With  
Protection

- Image resizing with object protection

# Accelerate Seam Localization

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- Motivation

Calculating cumulative map is time-consuming

- Target

Implement a one-shot method for pinpointing seams

- Restrictions

Seam removal or addition influences cumulative energy map

Same number of pixels removed or added at each row/column



# Accelerate Seam Localization

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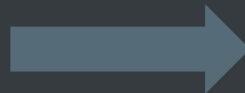
- Improved method

Pinpoint multiple seams with low energy in ascending order

- Typical condition

Two paths share the same pixel that causes distortion

Find a suboptimal solution within its connected area or do back trace



# Accelerate Seam Localization

- Multiple seams per calculation

Red curves represent final seams, yellow regions show where back trace occurs



Left: one seam per calculation

Middle: multiple seams per calculation

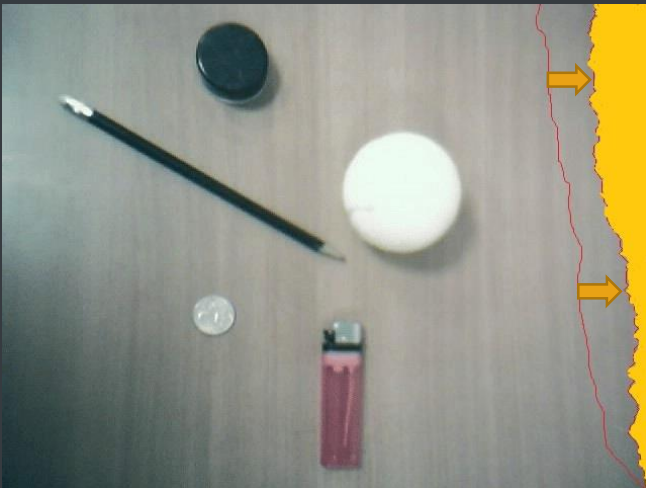
Right: some pixels that cannot be chosen due to pre-defined restrictions



# Accelerate Seam Localization

## Restrictions

- Top-k optimal solutions energy within range
- Energy increment of suboptimal solution exceeds threshold
- Ratio of remaining effective pixels lower than threshold



Two seams occupy bottom right corner

If parallel, the whole yellow triangle region cannot be selected to construct seams, as invalid pixels

# Effect of Protection



## Different Speed

- Conclusions on time consumption

Perform best on simple resize task, comparatively weak on tasks with masks for extra restrictions

Task	Origin	Target/Mask	Original/s	Improve/s	Ratio
Resize	(384,512)	(300,400)	114	14	8.14
Resize	(384,512)	(500,700)	334	63	5.30
Protect	(199,399)	(199,100)	55	21	2.62
Protect	(199,399)	(250, 450)	56	21	2.67
Remove	(320,448)	14935	120	67	1.79
Remove	(320,448)	3337	52	34	1.53
Both	(320,448)	3337/14935	50	60	0.83
Both	(320,448)	14935/3337	137	79	1.73

# Comparison

Due to irregular shape of the mask, the accelerated version tends to remove excessive seams.



Seam Carving 137s



Accelerate version 79s



Original image



Seam Carving 50s



Accelerate version 60s

## Different Restrictions

- Conclusions on restrictions

Suboptimal energy increment imposes stricter restrictions  
Two restrictions are not independent, but promoting mutually

Accelerate	Sub Inc	Eff Ratio	Runtime/s	Ratio
x	/	/	1719	/
✓	x	x	72	23.88
✓	x	✓	109	15.77
✓	✓	x	215	8.00
✓	✓	✓	211	8.15



# Different Restrictions

- Examples for different restrictions



Seam Carving



Top-k



Top-k+Eff-rat



Top-k+Sub-inc



All



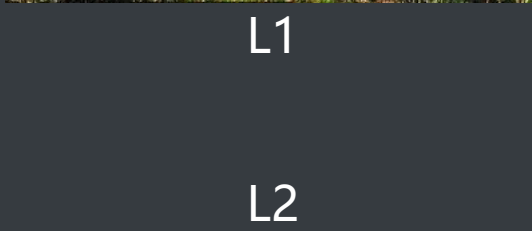
# Different Energy Function



Original



L1



L2



HoG



# Different Energy Function

Original



*the seam will run  
parallel to the edge  
and will not cross it*



L1



L2



HoG

# Visualization of Seam Picking Order



L1



HoG

A seam is **red** means we pick it very **early**;  
yellow means the contrary.



# Visualization of Seam Picking Order



L1



HoG

A seam is **red** means we pick it very **early**;  
yellow means the contrary.

## Failed Scenario



Big Ratio&Crowded



Line Structure