

# Flows in Networks: Image Segmentation

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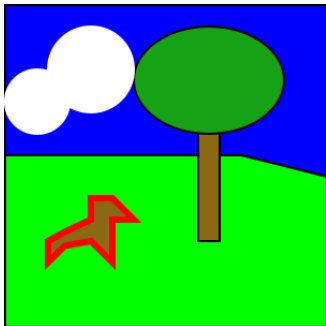
Advanced Algorithms and Complexity  
Data Structures and Algorithms

# Learning Objectives

- Understand the image segmentation problem.
- Relate this problem to finding minimum cuts in an appropriate network.
- Write an algorithm to solve the image segmentation problem.

# Image Segmentation

Given an image separate the foreground from the background.

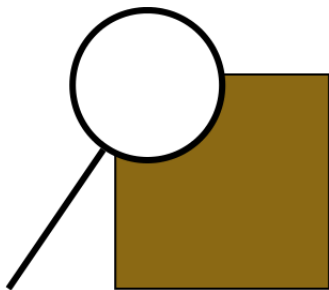


# Setup

- Image is a grid of pixels.
- Need to decide which pixels are in the foreground.
- Have some ideas about which pixels are in foreground/background.

# Pixel

Some other algorithm judges each pixel to guess whether in foreground or background.



- $a_v$  - likelihood pixel in foreground.
- $b_v$  - likelihood pixel in background.

# Simple Version of Problem

## Simple Image Segmentation

Input: Values  $a_v$ ,  $b_v$

Output: Partition pixels into sets  $\mathcal{F}$  and  $\mathcal{B}$   
so that

$$\sum_{v \in \mathcal{F}} a_v + \sum_{v \in \mathcal{B}} b_v$$

is as large as possible.

# Problem

What is the best value for the following problem?

$v$	1	2	3
$a_v$	3	5	6
$b_v$	4	3	5

# Solution

This version is easy to solve:

- If  $a_v > b_v$ , put  $v$  in  $\mathcal{F}$ .
- If  $b_v > a_v$ , put  $v$  in  $\mathcal{B}$ .



# Solution

This version is easy to solve:

- If  $a_v > b_v$ , put  $v$  in  $\mathcal{F}$ .
- If  $b_v > a_v$ , put  $v$  in  $\mathcal{B}$ .

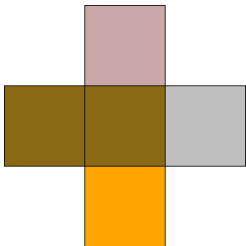
$v$	1	2	3
$a_v$	3	5	6
$b_v$	4	3	5

Answer:

$$4 + 5 + 6 = 15.$$

## Nearby Pixels

Also expect that nearby pixels will be on the same side of divide.



Have penalty  $p_{vw}$  for putting  $v$  in foreground and  $w$  in background.

# Full Problem

## Image Segmentation

Input: Values  $a_v$ ,  $b_v$ ,  $p_{vw}$

Output: Partition pixels into sets  $\mathcal{F}$  and  $\mathcal{B}$  so that

$$\sum_{v \in \mathcal{F}} a_v + \sum_{v \in \mathcal{B}} b_v - \sum_{v \in \mathcal{F}, w \in \mathcal{B}} p_{vw}$$

is as large as possible.

# Algebra

Subtracting the sum over all  $v$  of  $a_v + b_v$ , we want to maximize

$$- \left( \sum_{v \in \mathcal{F}} b_v + \sum_{v \in \mathcal{B}} a_v + \sum_{v \in \mathcal{F}, w \in \mathcal{B}} p_{vw} \right).$$

# Algebra

Subtracting the sum over all  $v$  of  $a_v + b_v$ , we want to maximize

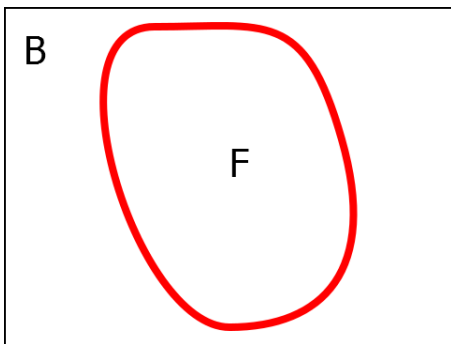
$$- \left( \sum_{v \in \mathcal{F}} b_v + \sum_{v \in \mathcal{B}} a_v + \sum_{v \in \mathcal{F}, w \in \mathcal{B}} p_{vw} \right).$$

Equivalently, we can minimize

$$\sum_{v \in \mathcal{F}} b_v + \sum_{v \in \mathcal{B}} a_v + \sum_{v \in \mathcal{F}, w \in \mathcal{B}} p_{vw}.$$

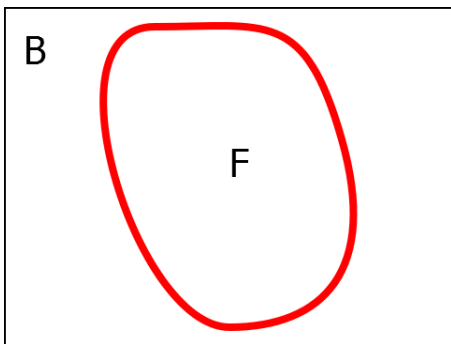
# Idea

Want to split vertices into two sets. Pay cost based on boundary between sets.



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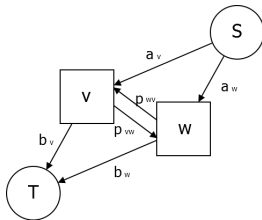


This sounds a lot like computing a mincut!

# Network

Create network:

- New vertices  $s$  and  $t$ .
- Edge  $s$  to  $v$  with capacity  $a_v$ .
- Edge  $v$  to  $t$  with capacity  $b_v$ .
- Edge  $v$  to  $w$  with capacity  $p_{vw}$ .

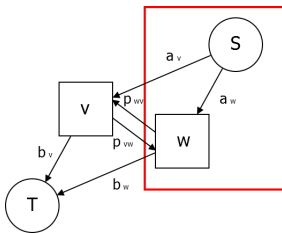




# Cuts

Cut  $\mathcal{C}$  has size

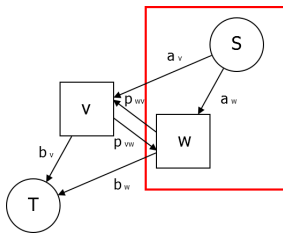
$$\sum_{v \in \mathcal{C}} b_v + \sum_{v \notin \mathcal{C}} a_v + \sum_{v \in \mathcal{C}, w \notin \mathcal{C}} p_{vw}.$$



# Cuts

Cut  $\mathcal{C}$  has size

$$\sum_{v \in \mathcal{C}} b_v + \sum_{v \notin \mathcal{C}} a_v + \sum_{v \in \mathcal{C}, w \notin \mathcal{C}} p_{vw}.$$



Let  $\mathcal{C} = \mathcal{F}$  and  $\bar{\mathcal{C}} = \mathcal{B}$ !

# Algorithm

- Use Maxflow-Mincut!

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- Use Maxflow-Mincut!
- Construct network
- Compute Maxflow
- Find corresponding Mincut

# Pseudocode

ImageSegmentation( $a_v, b_v, p_{vw}$ )

Construct corresponding network  $G$

Compute a maxflow  $f$  for  $G$

Compute residual  $G_f$

Let  $\mathcal{C}$  be the collection of vertices  
reachable from  $s$  in  $G_f$

return  $\mathcal{F} = \mathcal{C}, \mathcal{B} = \bar{\mathcal{C}}$

# Summary

- Basic problem in image processing
- Found mathematical formulation
- Looks like a mincut problem
- Used relationship to maxflow to solve