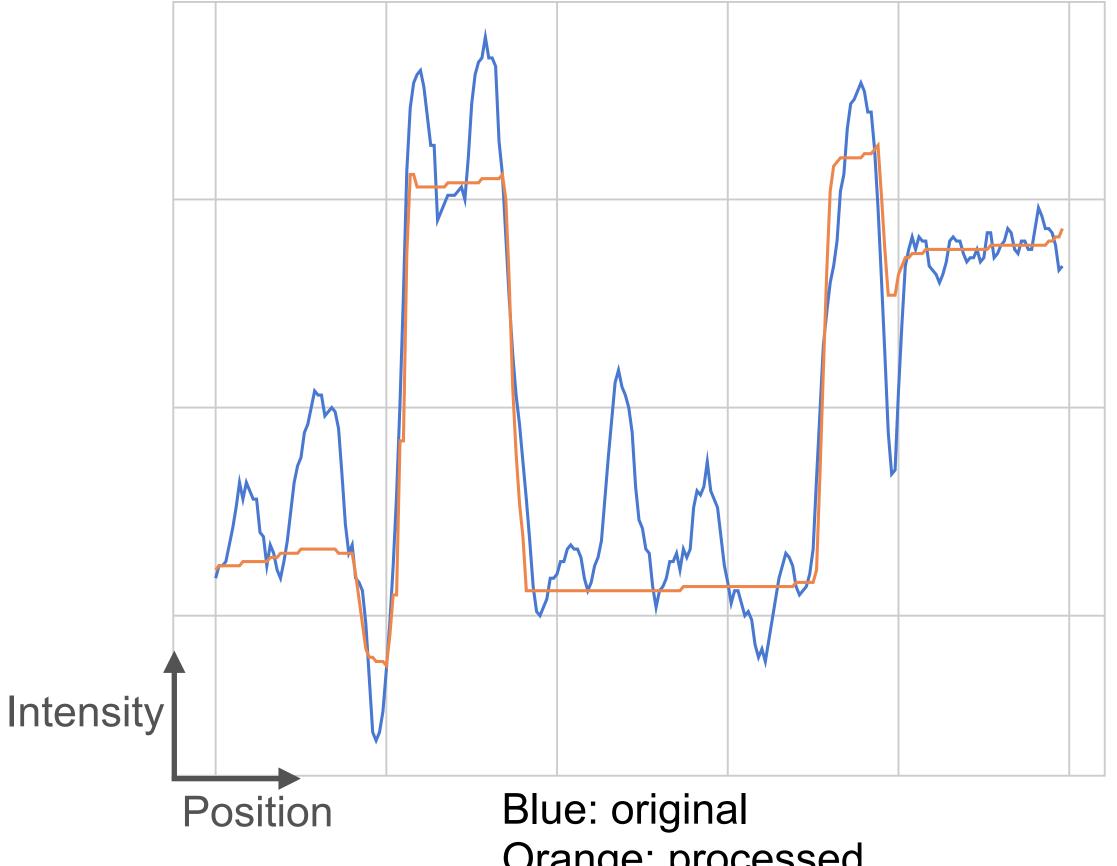
Preprocessing - L0 Gradient Minimisation

Theoretical Background

- ullet Given image I to find smoothed image S
- Counting function non-zero gradients: C(S)
- Add constraint term and weight:

$$\min \left\{ \sum (S - I)^2 + \lambda \cdot C(S) \right\}$$



Orange: processed





- Analogy: topographic relief
- Immersion Algorithm: Sorting & Flooding

