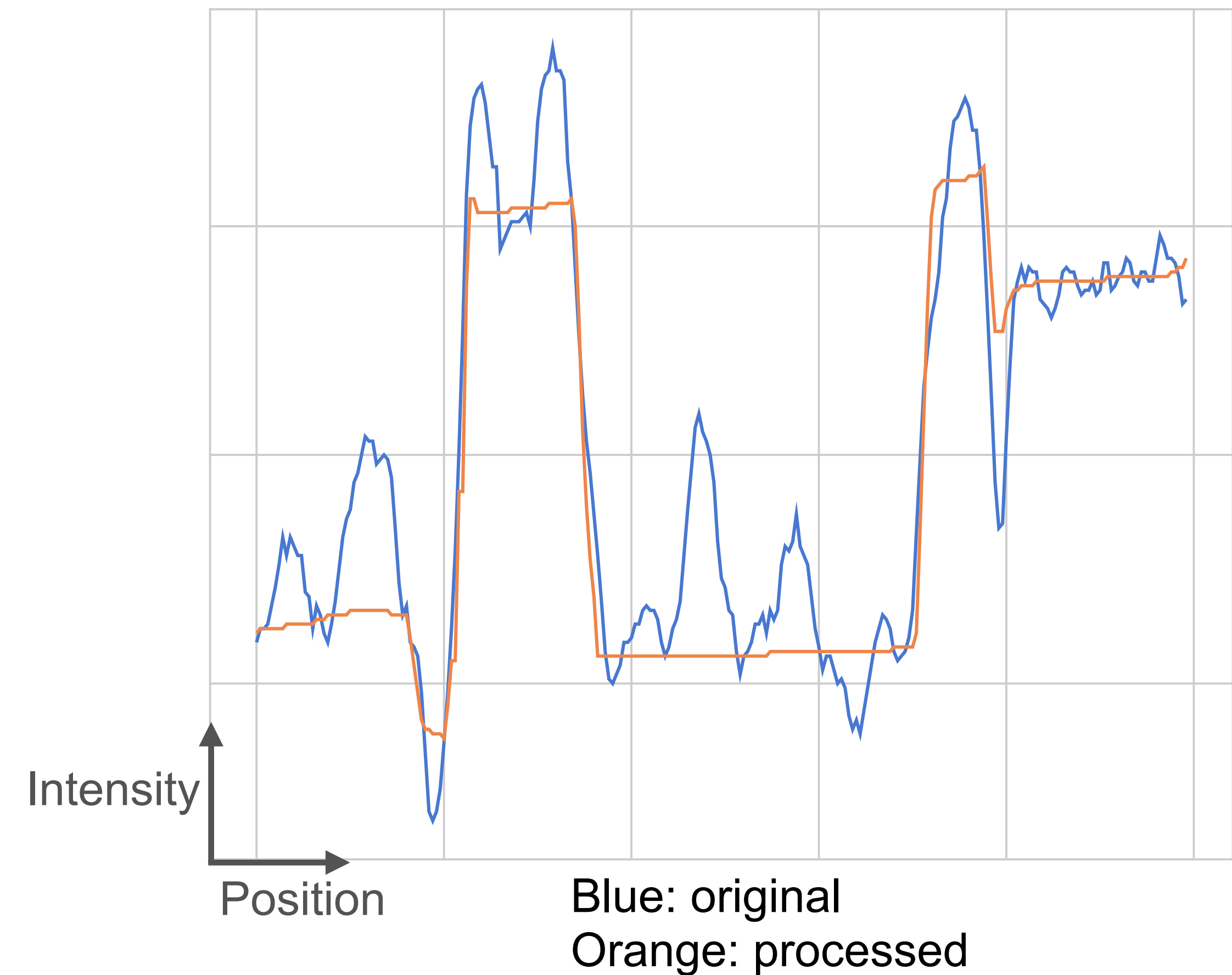


- Given image  $I$  to find smoothed image  $S$
- Counting function non-zero gradients:  $C(S)$
- Add constraint term and weight:

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



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

