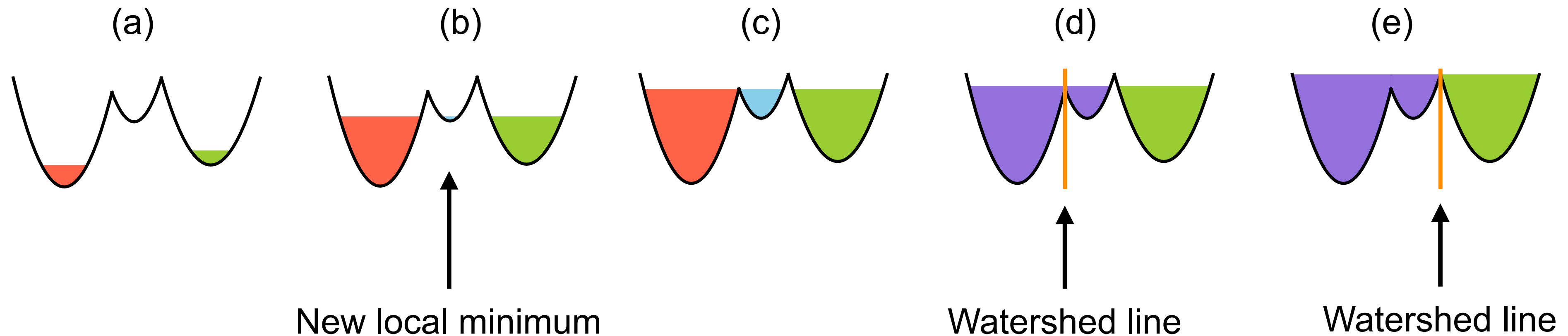


- Analogy: topographic relief
- Immersion Algorithm: Sorting & Flooding



- Idea: minimise the *Energy Function*

$$E_{\text{snake}} = \sum_{x \in \mathcal{C}} E_{\text{int}}(\mathbf{x}) + E_{\text{image}}(\mathbf{x})$$