



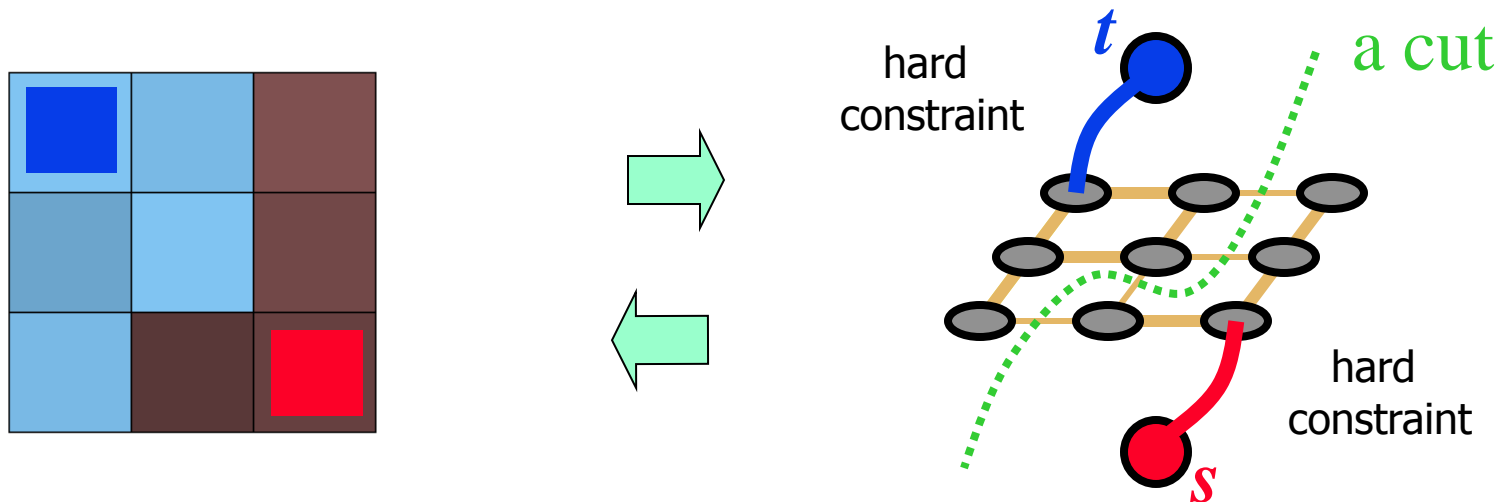
# Markov Random Fields in Image Processing: Graph Cut - Part 3

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# Graph cuts

(simple example à la Boykov&Jolly, ICCV'01)



Minimum cost cut can be computed in polynomial time  
(max-flow/min-cut algorithms)

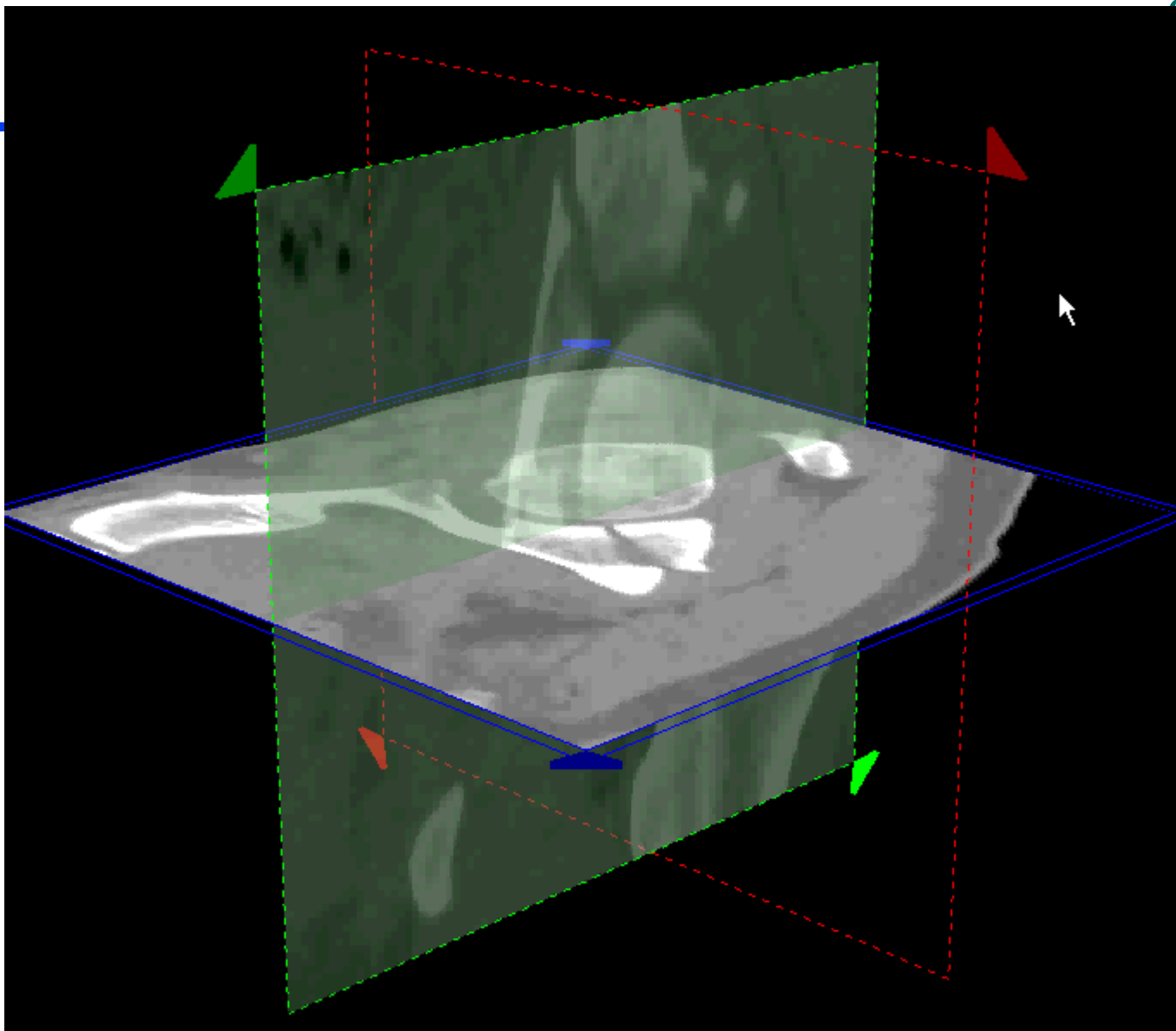
# Standard minimum $s$ - $t$ cuts algorithms

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- Augmenting paths [Ford & Fulkerson, 1962]
- Push-relabel [Goldberg-Tarjan, 1986]

adapted to N-D grids used in computer vision

- Tree recycling (dynamic trees) [B&K, 2004]
- Flow recycling (*dynamic cuts*) [Kohli & Torr, 2005]
- Cut recycling (*active cuts*) [Juan & Boykov, 2006]
- Hierarchical methods
  - in search space [Lombaert et al., CVPR 2005]
  - in edge weights (*capacity scaling*) [Juan et al., ICCV07]



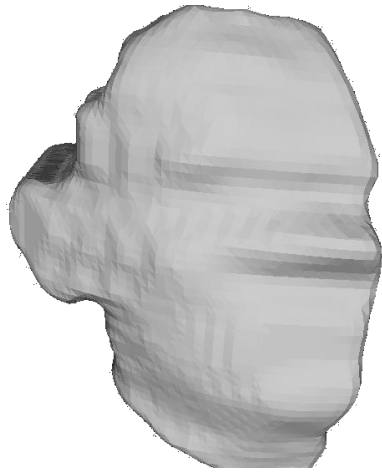
3D bone segmentation (real time screen capture)

Slide credit: Yuri Boykov

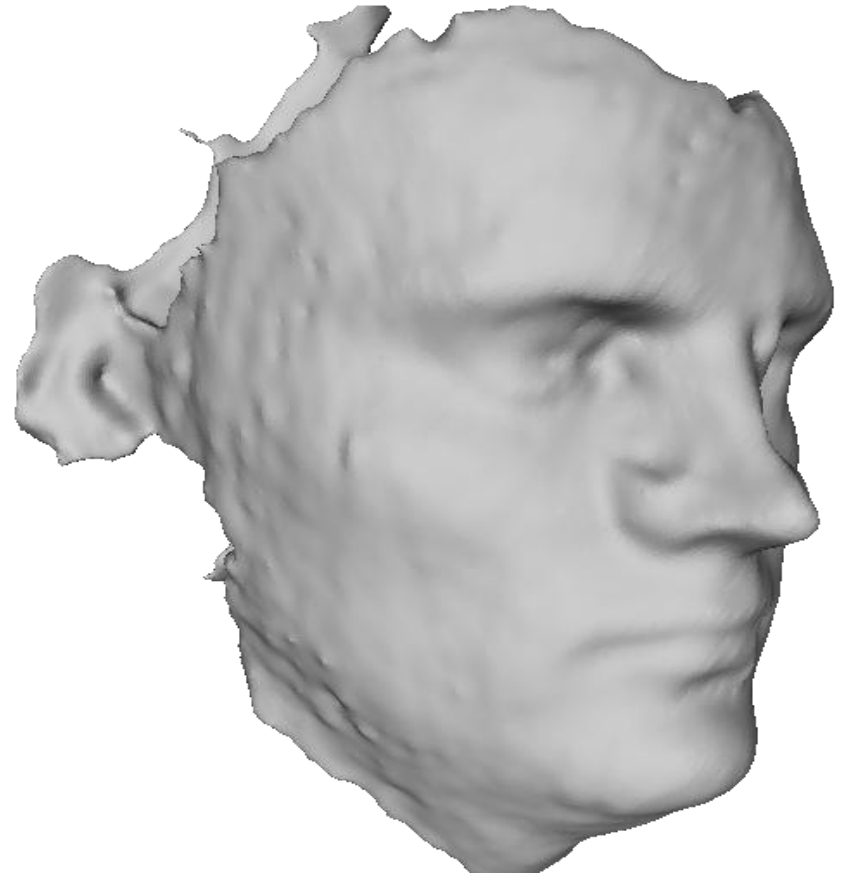
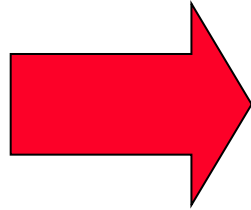
# Graph cuts applied to multi-view reconstruction

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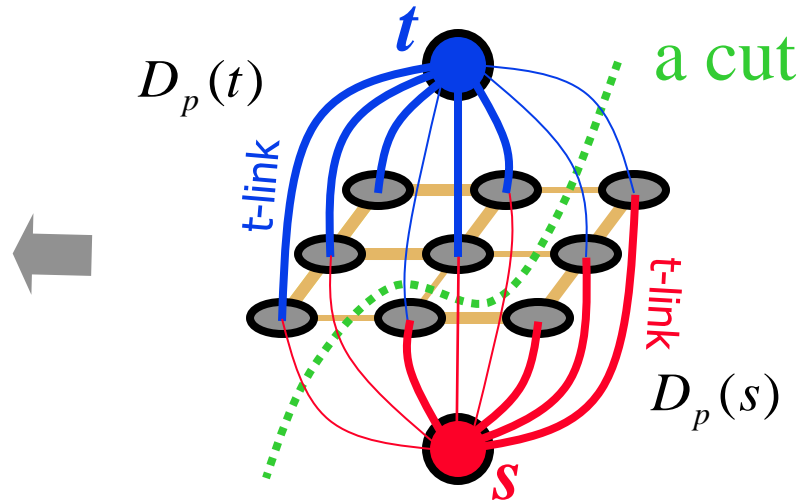
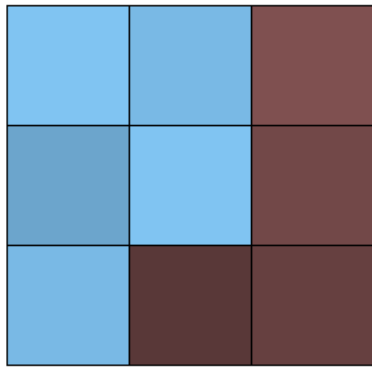
surface of good photoconsistency



visual hull  
(silhouettes)



# Adding regional properties (B&J, ICCV'01)



## regional bias example

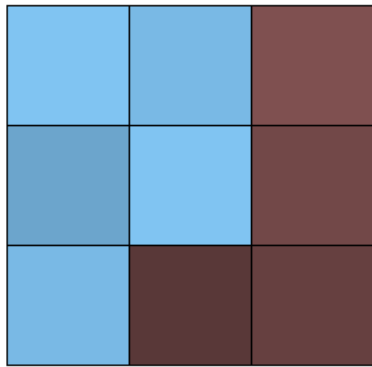
suppose  $I^s$  and  $I^t$  are given  
"expected" intensities  
of **object** and **background**

$$D_p(s) \propto \exp \left( -\|I_p - I^s\|^2 / 2\sigma^2 \right)$$

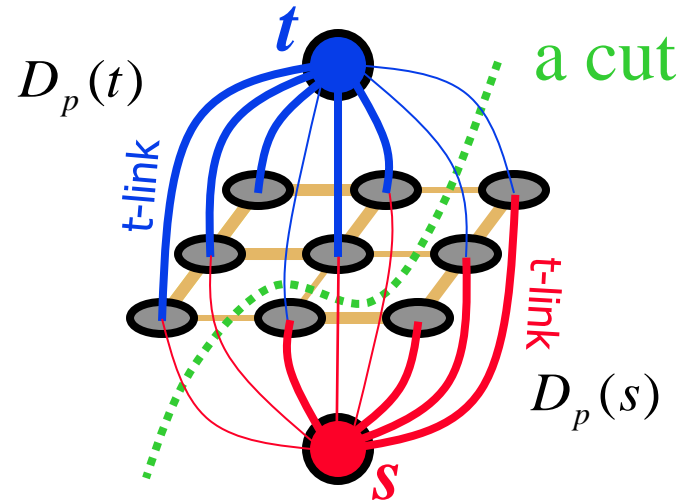
$$D_p(t) \propto \exp \left( -\|I_p - I^t\|^2 / 2\sigma^2 \right)$$

**NOTE: hard constraints are not required, in general.**

# Adding regional properties (B&J, ICCV'01)



“expected” intensities of  
**object** and **background**  
 $I^s$  and  $I^t$   
 can be re-estimated



$$D_p(s) \propto \exp \left( -\|I_p - I^s\|^2 / 2\sigma^2 \right)$$

$$D_p(t) \propto \exp \left( -\|I_p - I^t\|^2 / 2\sigma^2 \right)$$



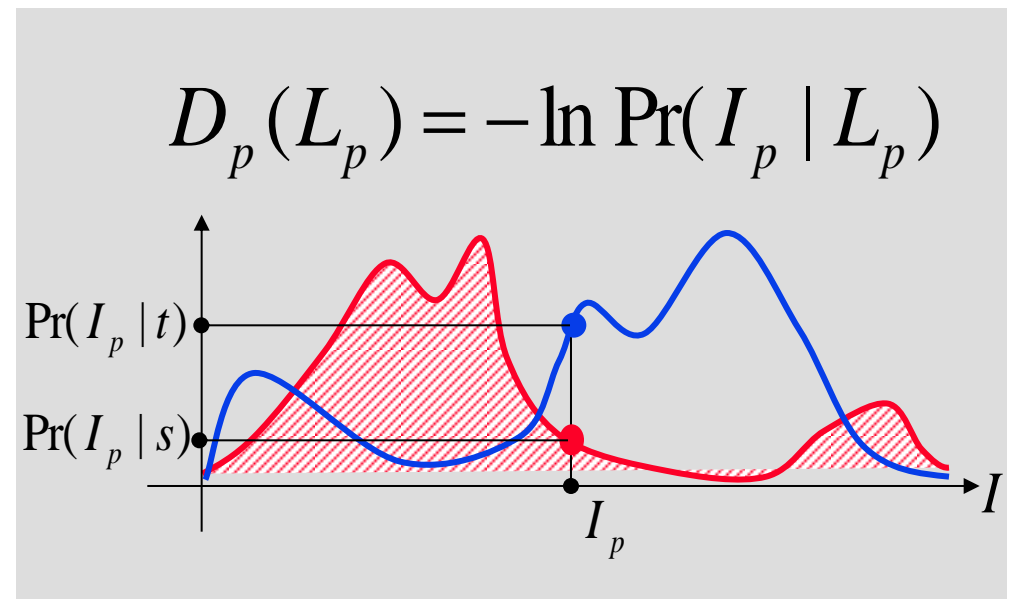
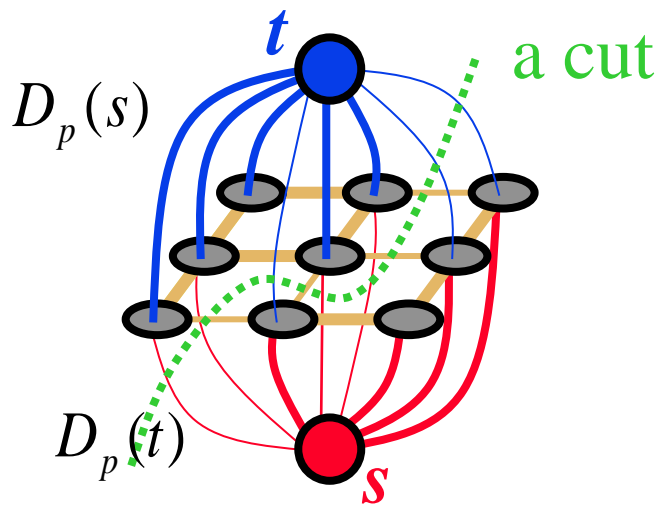
EM-style optimization of piece-wise constant *Mumford-Shah* model

# Adding regional properties

(B&J, ICCV'01)

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More generally, regional bias can be based on any intensity models of object and background

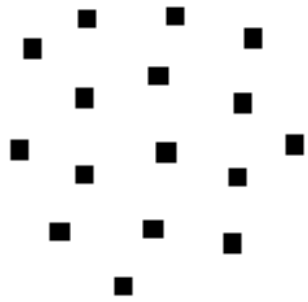


given object and background intensity histograms

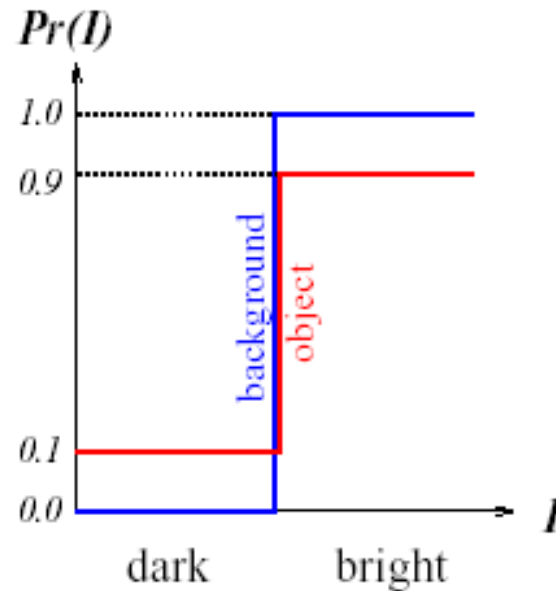


# Adding regional properties (B&J, ICCV'01)

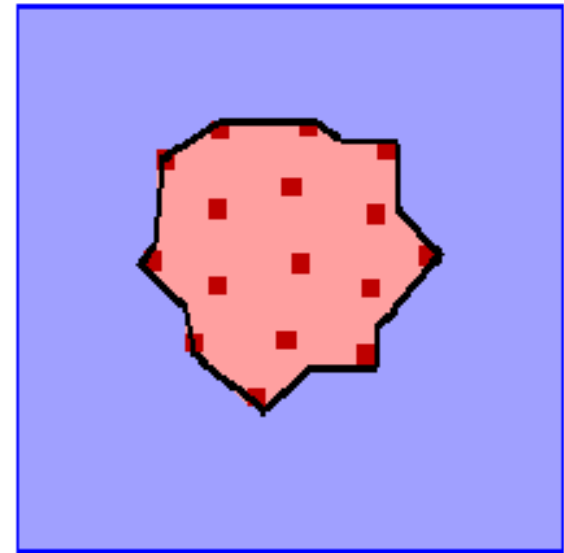
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(a) Original image



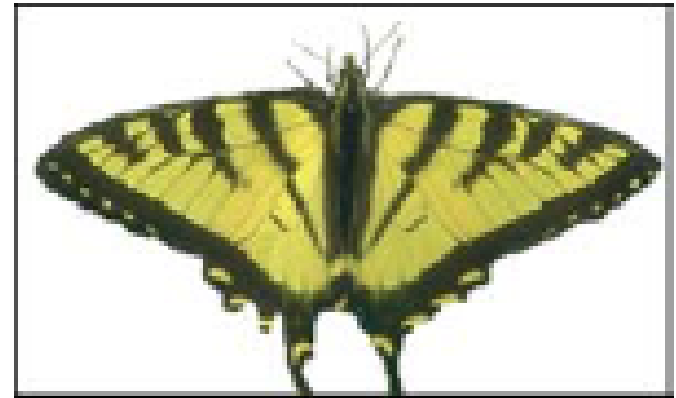
(b) Intensity histograms



(c) Optimal segmentation

# Iterative learning of regional color-models

- GMMRF cuts (Blake et al., ECCV04)
- Grab-cut (Rother et al., SIGGRAPH 04)



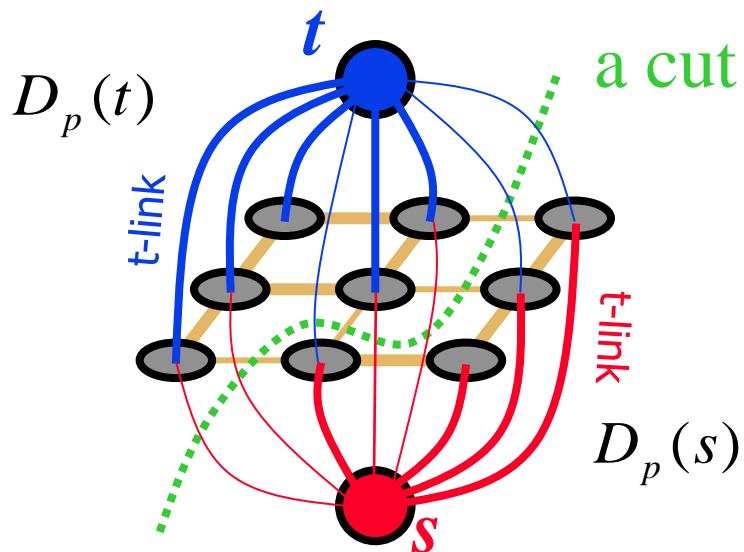
**parametric regional model – Gaussian Mixture (GM)**  
designed to guarantee convergence

# Simple example of energy

$$E(L) = \sum_p D_p(L_p) + \sum_{pq \in N} w_{pq} \cdot \delta(L_p \neq L_q)$$

Regional term
Boundary term

**t-links**
**n-links**



$$L_p \in \{s, t\}$$

**binary object  
segmentation**

# Graph cuts for minimization of submodular binary energies I

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$$E(L) = \sum_p E_p(L_p) + \sum_{pq \in N} E(L_p, L_q)$$

Regional term
Boundary term

**t-links**
**n-links**
 $L_p \in \{s, t\}$

- Characterization of **binary** energies that can be globally minimized by  $s$ - $t$  graph cuts [Boros&Hummer, 2002, K&Z 2004]

$E(L)$  can be minimized by  $s$ - $t$  graph cuts



$E(s, s) + E(t, t) \leq E(s, t) + E(t, s)$

**Submodularity** ("convexity")

- **Non-submodular cases** can be addressed with some optimality guarantees, e.g. **QPBO** algorithm

- (see Boros&Hummer, 2002, Tavares et al. 06, Rother et al. 07)

Slide credit: Yuri Boykov

# The Problem

$$E(\mathbf{x}) = \sum_i f_i(x_i) + \sum_{ij} g_{ij}(x_i, x_j) + \sum_c h_c(\mathbf{x}_c)$$

*Unary*

*Pairwise*

*Higher Order*

$$\sum_i c_i x_i + \sum_{i,j} d_{ij} |x_i - x_j|$$

$E: \{0, 1\}^n \rightarrow \mathbb{R}$   
 $n = \text{number of pixels}$



**Image**

Slide credit: Pushmeet Kohli



**Segmentation**

# Submodular Functions: Definition

Pseudo-boolean function  $f:\{0,1\}^n \rightarrow \mathbb{R}$  is submodular if

$$f(A) + f(B) \geq f(A \vee B) + f(A \wedge B) \quad \text{for all } A, B \in \{0,1\}^n$$

(OR)                      (AND)

**Example:**  $n = 2$ ,  $A = [1, 0]$ ,  $B = [0, 1]$

$$f([1, 0]) + f([0, 1]) \geq f([1, 1]) + f([0, 0])$$

**Property :** Sum of **submodular** functions is **submodular**

**Binary Image Segmentation Energy is submodular**

$$E(x) = \sum_i c_i x_i + \sum_{i,j} d_{ij} |x_i - x_j|$$

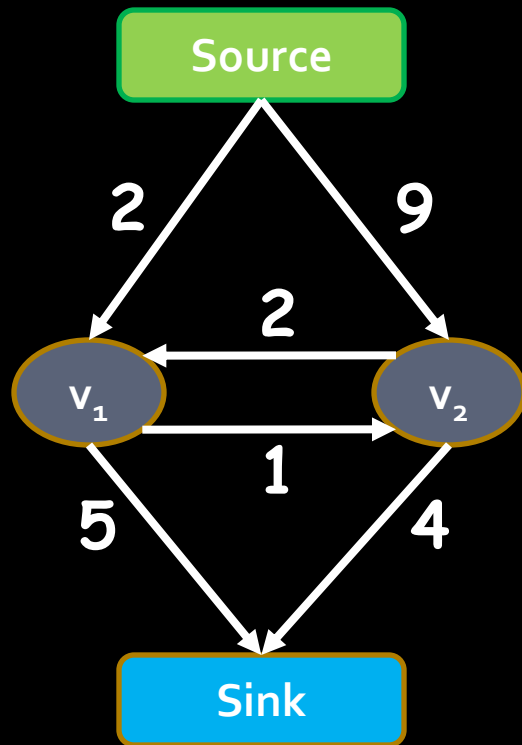
# Minimizing Submodular Functions

- Polynomial time algorithms
  - Ellipsoid Algorithm: [Grotschel, Lovasz & Schrijver '81]
  - First strongly polynomial algorithm: [Iwata et al. '00] [A. Schrijver '00]
  - Current Best:  $O(n^5 Q + n^6)$  [Q is function evaluation time] [Orlin '07]
- Symmetric functions:  $E(x) = E(1-x)$ 
  - Can be minimized in  $O(n^3)$
- Minimizing Pairwise submodular functions
  - Can be transformed to st-mincut/max-flow [Hammer, 1965]
  - Very low empirical running time  $\sim O(n)$

$$E(\mathbf{X}) = \sum_i f_i(\mathbf{x}_i) + \sum_{ij} g_{ij}(\mathbf{x}_i, \mathbf{x}_j)$$

Slide credit: Pushmeet Kohli

# The st-Mincut Problem



**Graph  $(V, E, C)$**

Vertices  $V = \{v_1, v_2 \dots v_n\}$

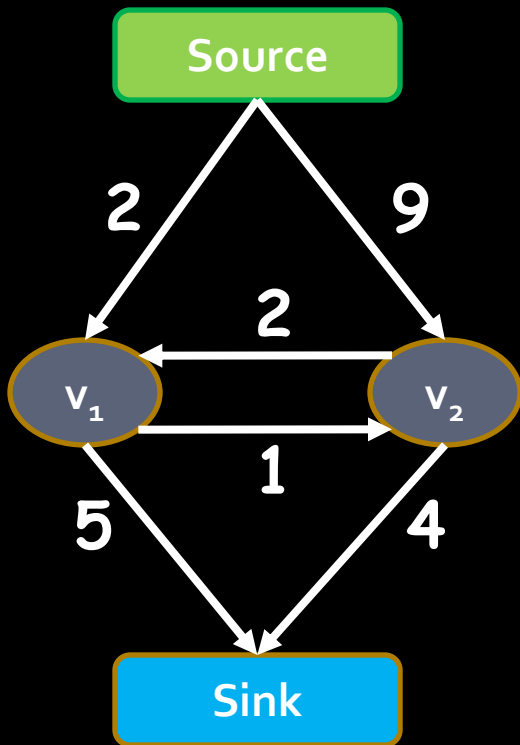
Edges  $E = \{(v_1, v_2) \dots\}$

Costs  $C = \{c_{(1,2)} \dots\}$



# The st-Mincut Problem

What is a st-cut?



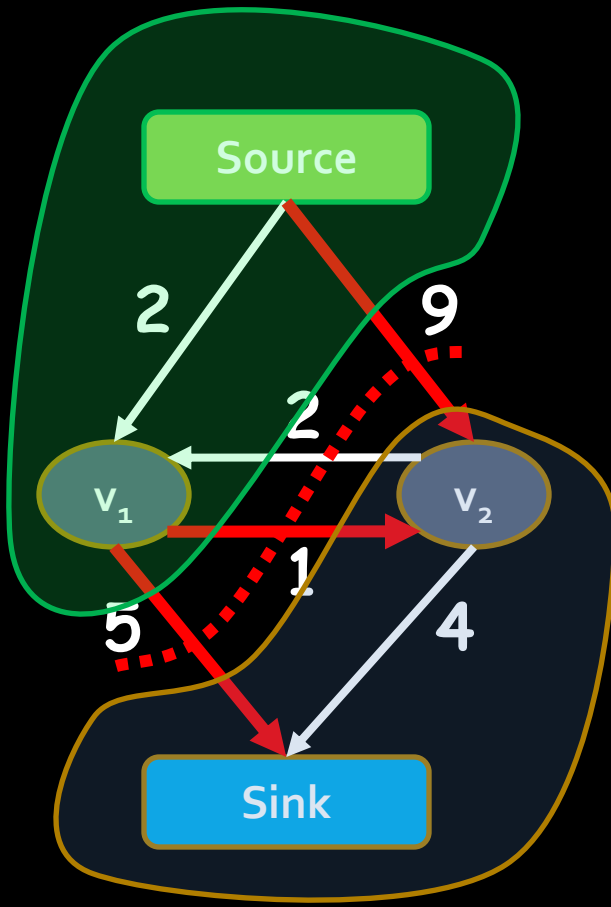
# The st-Mincut Problem

## What is a st-cut?

An st-cut  $(S, T)$  divides the nodes between source and sink.

## What is the cost of a st-cut?

Sum of cost of all edges going from  $S$  to  $T$



$$5 + 1 + 9 = 15$$

# The st-Mincut Problem

## What is a st-cut?

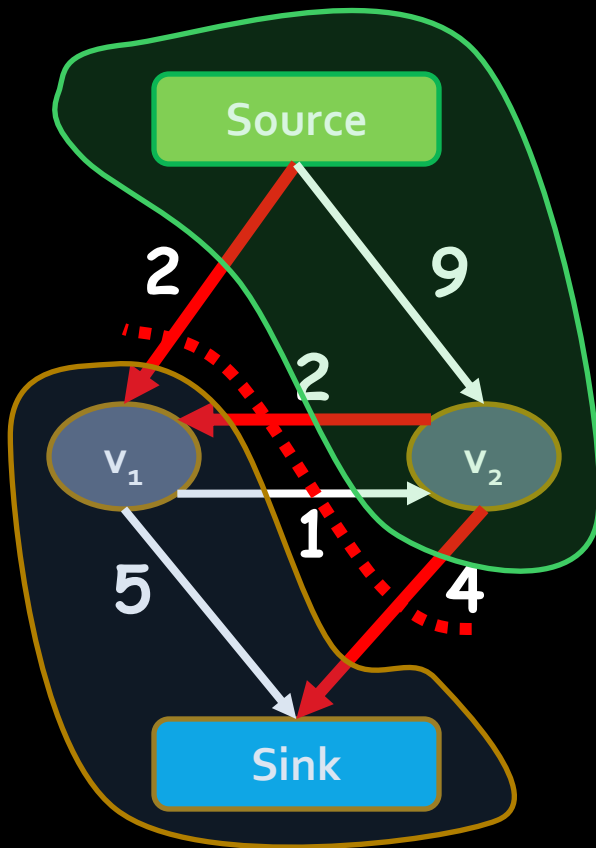
An st-cut  $(S, T)$  divides the nodes between source and sink.

## What is the cost of a st-cut?

Sum of cost of all edges going from  $S$  to  $T$

## What is the st-mincut?

st-cut with the minimum cost

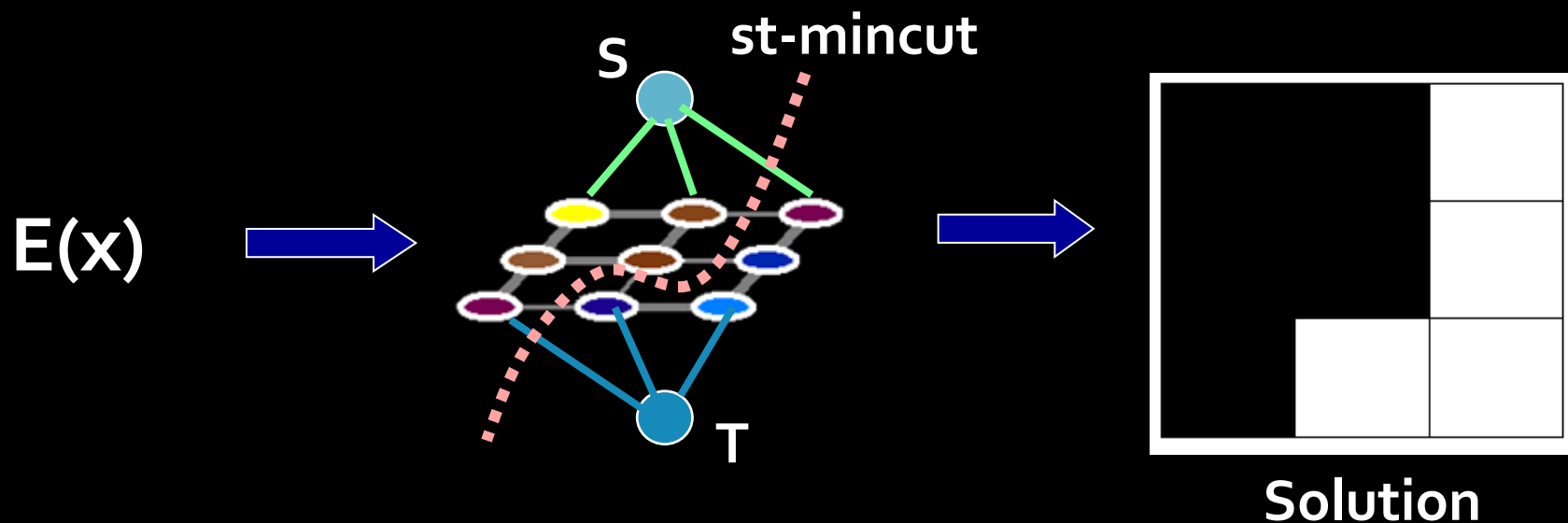


$$2 + 2 + 4 = 8$$

# So how does this work?

Construct a graph such that:

1. Any *st*-cut corresponds to an assignment of  $x$
2. The cost of the cut is equal to the energy of  $x$  :  $E(x)$



# St-mincut and Energy Minimization

$$E(\mathbf{x}) = \sum_i \theta_i(x_i) + \sum_{i,j} \theta_{ij}(x_i, x_j)$$

For all  $ij$   $\theta_{ij}(0,1) + \theta_{ij}(1,0) \geq \theta_{ij}(0,0) + \theta_{ij}(1,1)$



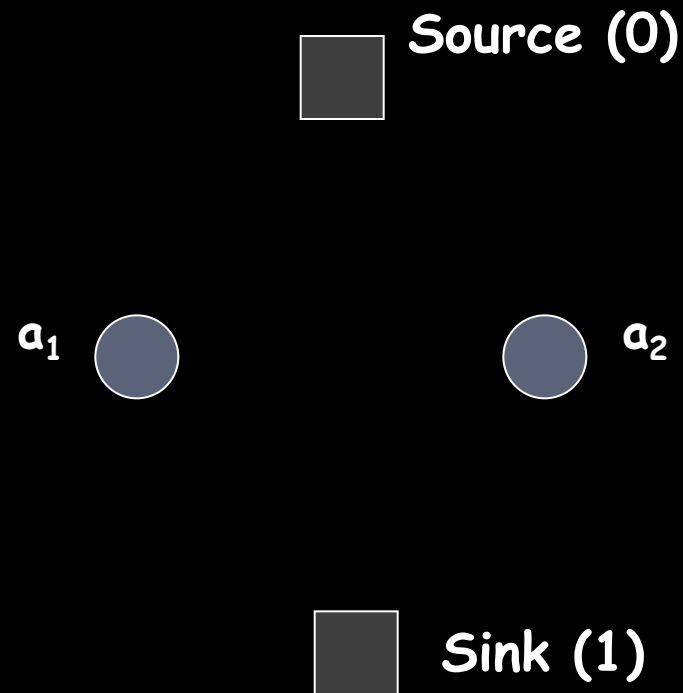
Equivalent (transformable)

$$E(\mathbf{x}) = \sum_i c_i x_i + \sum_{i,j} c_{ij} x_i(1-x_j)$$

$$c_{ij} \geq 0$$

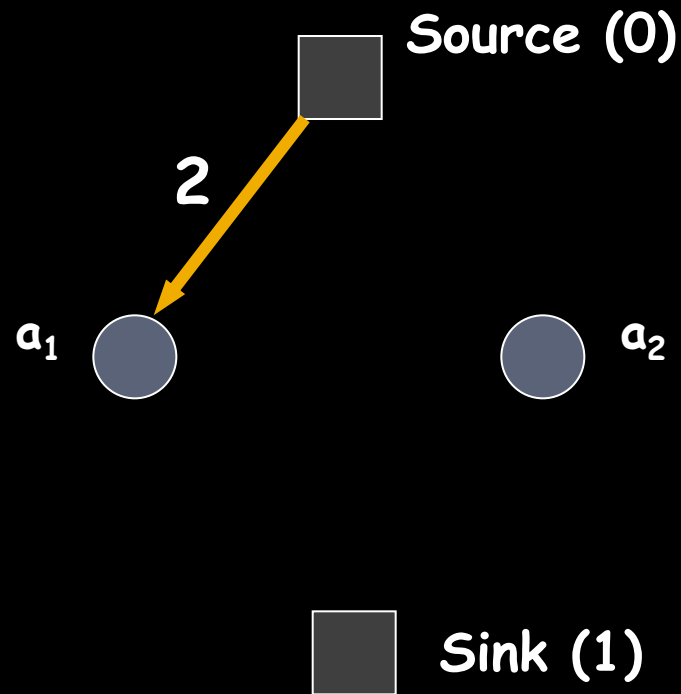
# Graph Construction

$E(a_1, a_2)$



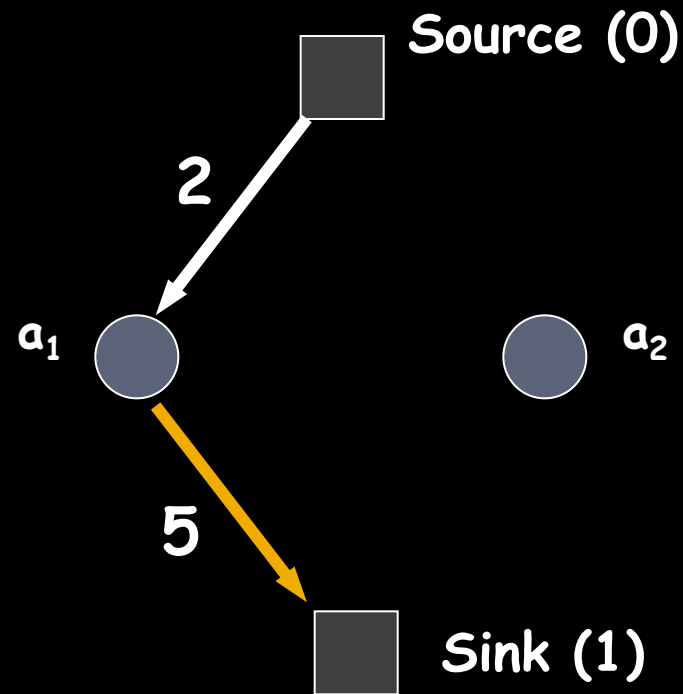
# Graph Construction

$$E(a_1, a_2) = 2a_1$$



# Graph Construction

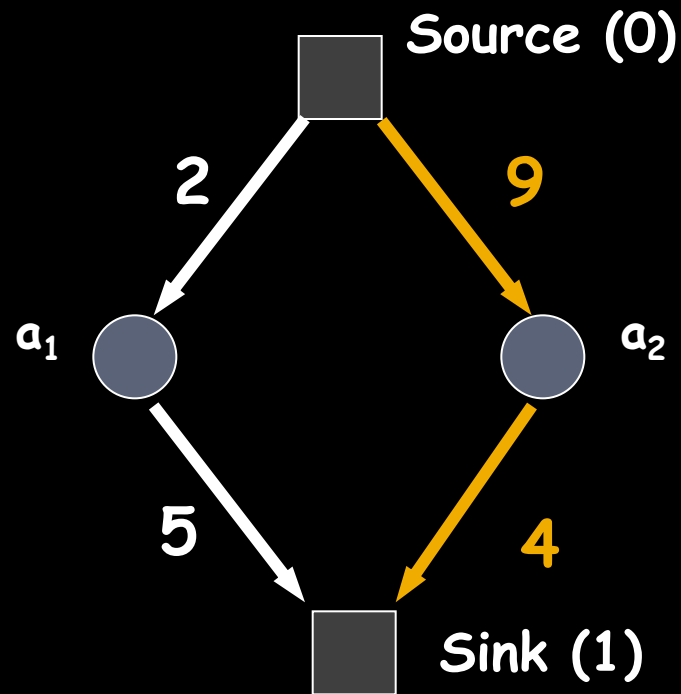
$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1$$





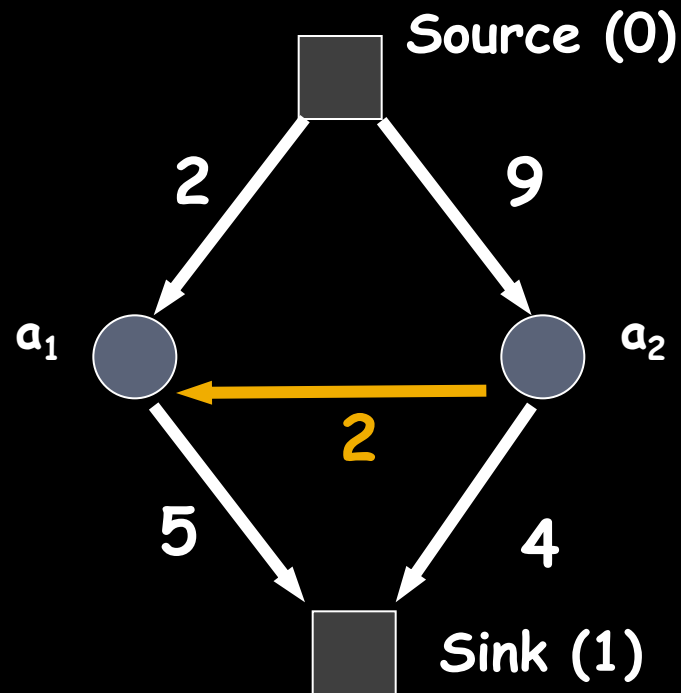
# Graph Construction

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2$$



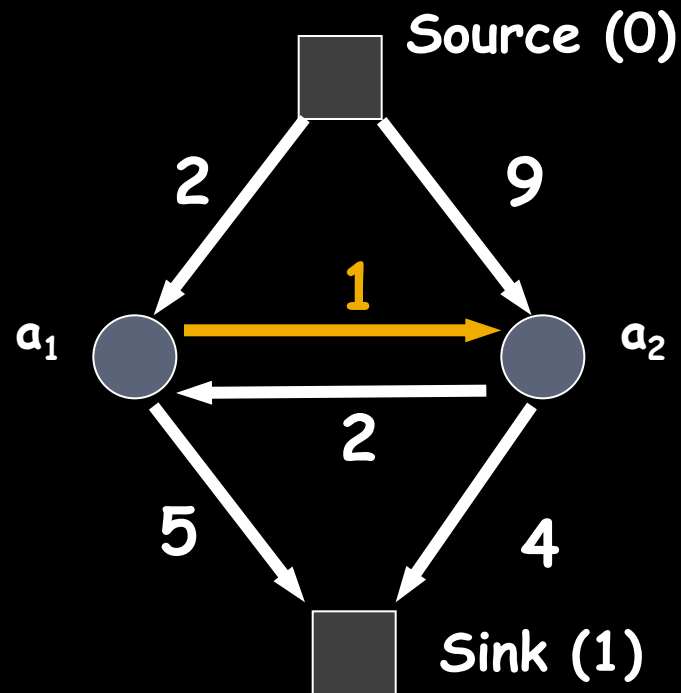
# Graph Construction

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2$$



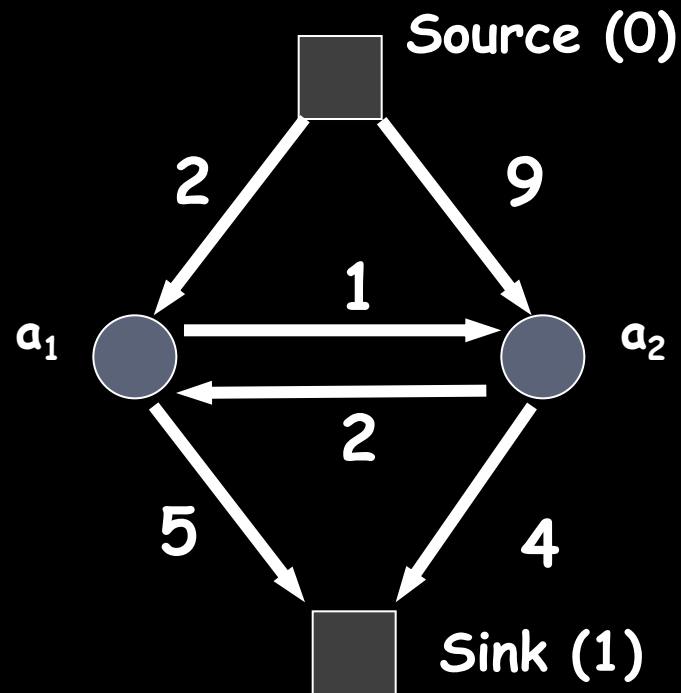
# Graph Construction

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



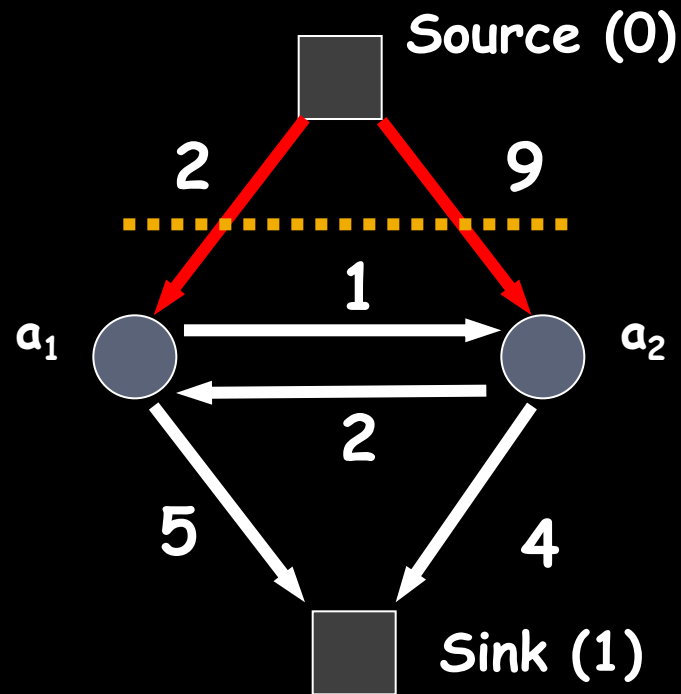
# Graph Construction

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



# Graph Construction

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



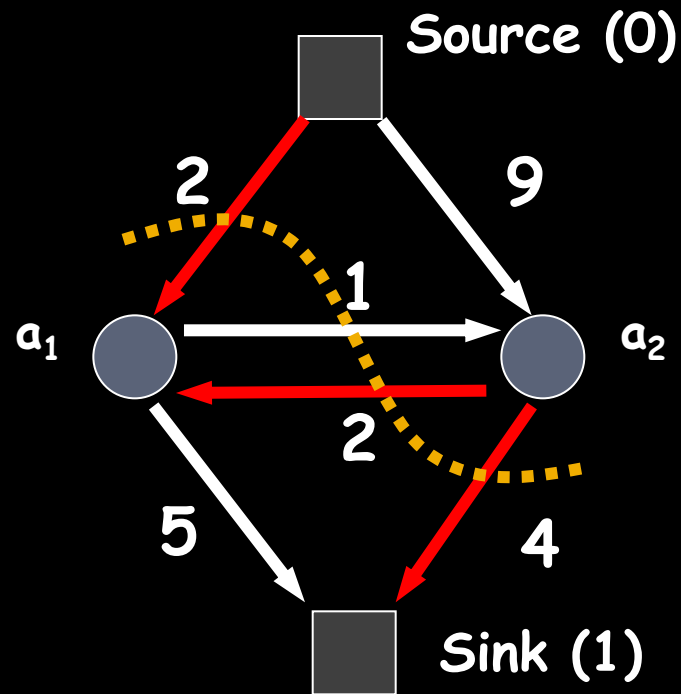
Cost of cut = 11

$$a_1 = 1 \quad a_2 = 1$$

$$E(1,1) = 11$$

# Graph Construction

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



st-mincut cost = 8

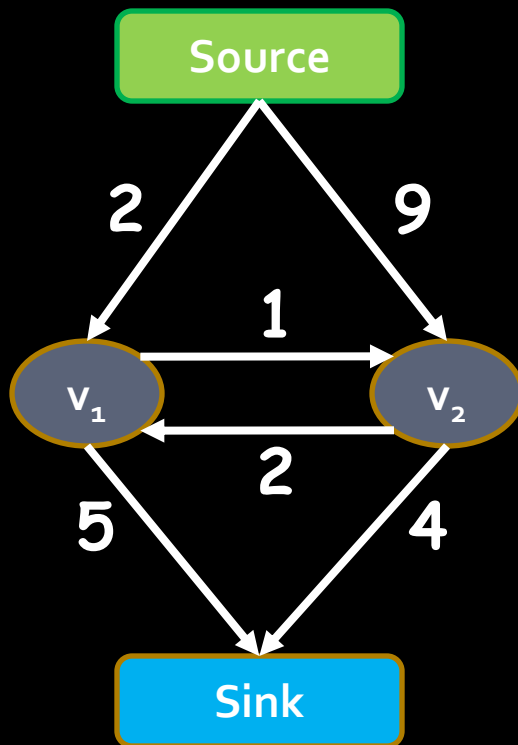
$$a_1 = 1 \quad a_2 = 0$$

$$E(1, 0) = 8$$

# How to compute the st-mincut?

Solve the dual maximum flow problem

Compute the maximum flow between Source and Sink s.t.



Edges: Flow < Capacity  
Nodes: Flow in = Flow out

## Min-cut \ Max-flow Theorem

In every network, the maximum flow equals the cost of the st-mincut

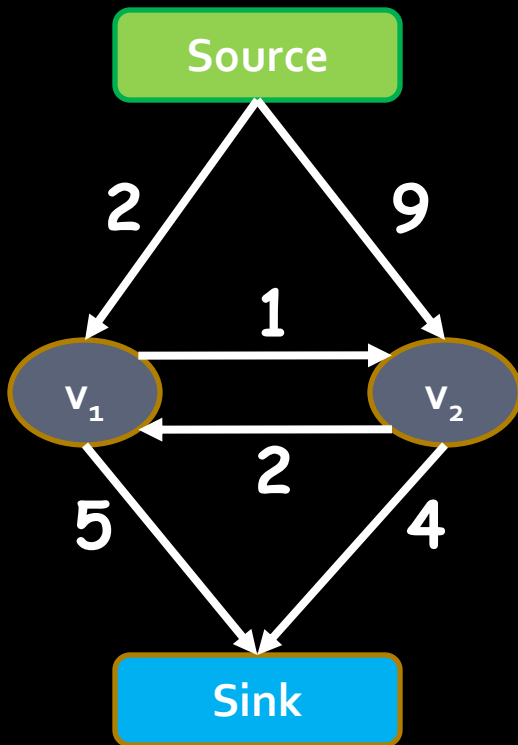
**Assuming non-negative capacity**

Slide credit: Pushmeet Kohli

# Maxflow Algorithms

Flow = 0

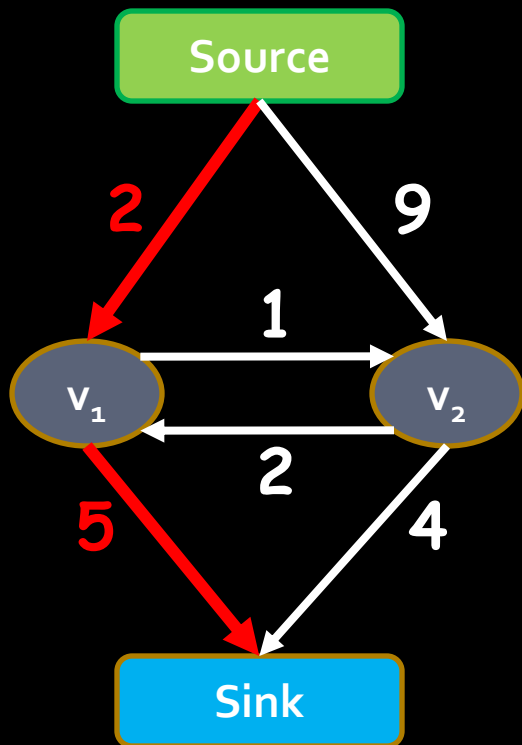
## Augmenting Path Based Algorithms





# Maxflow Algorithms

Flow = 0



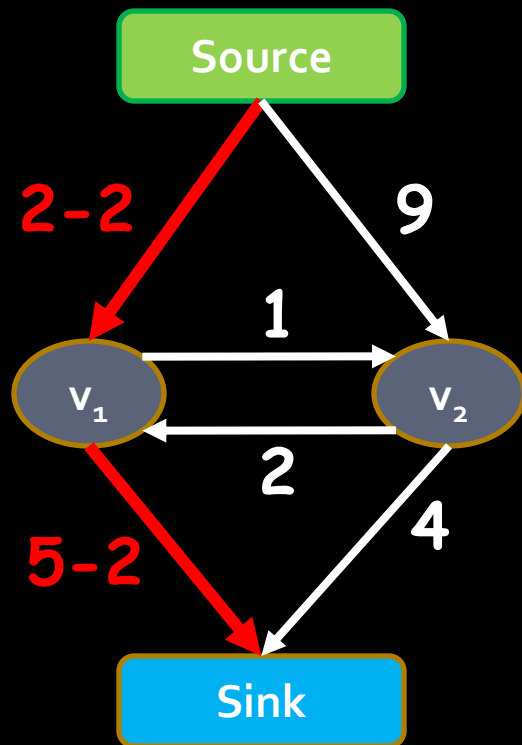
## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity

# Maxflow Algorithms

Flow = 0 + 2

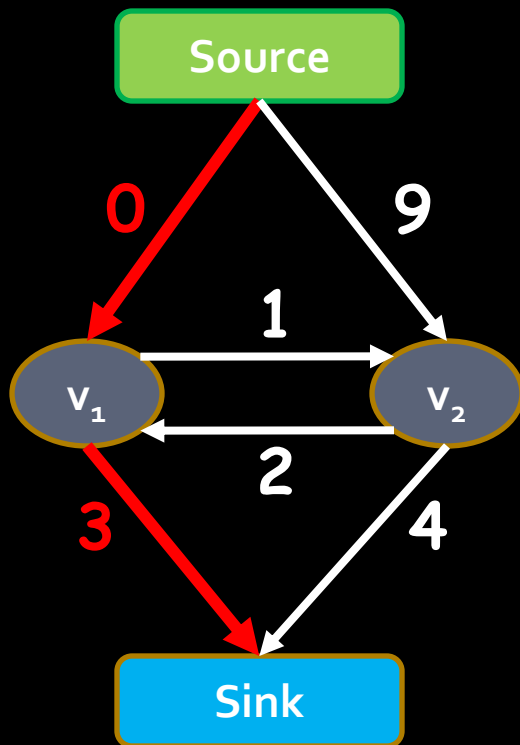
## Augmenting Path Based Algorithms



1. Find path from source to sink with positive capacity
2. Push maximum possible flow through this path

# Maxflow Algorithms

Flow = 2

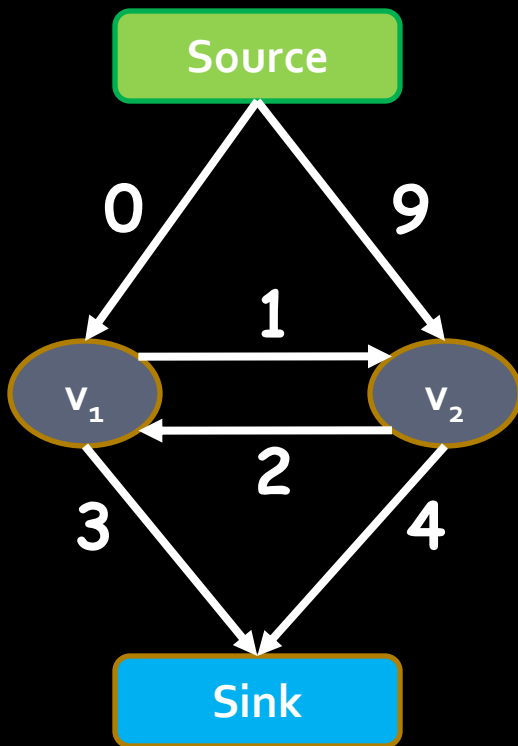


## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
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Flow = 2

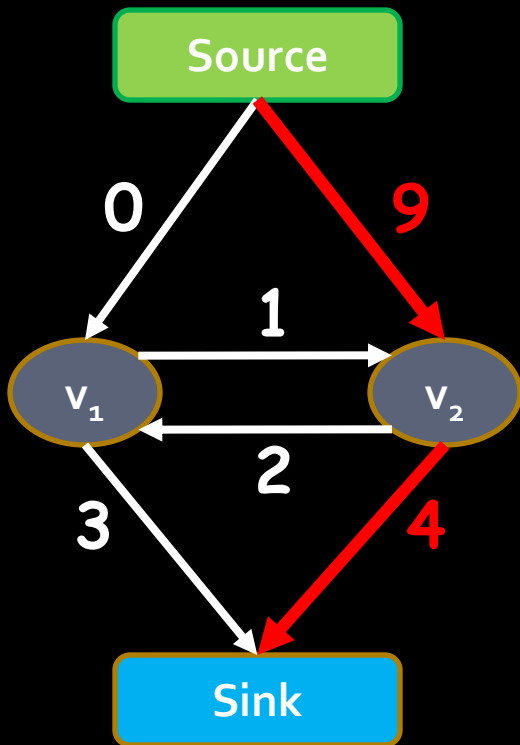


## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
2. Push maximum possible flow through this path
3. Repeat until no path can be found

# Maxflow Algorithms

Flow = 2

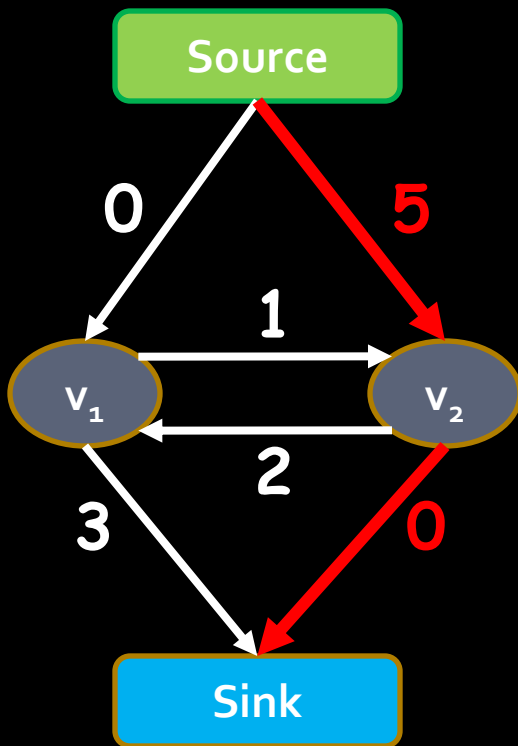


## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
2. Push maximum possible flow through this path
3. Repeat until no path can be found

# Maxflow Algorithms

Flow = 2 + 4

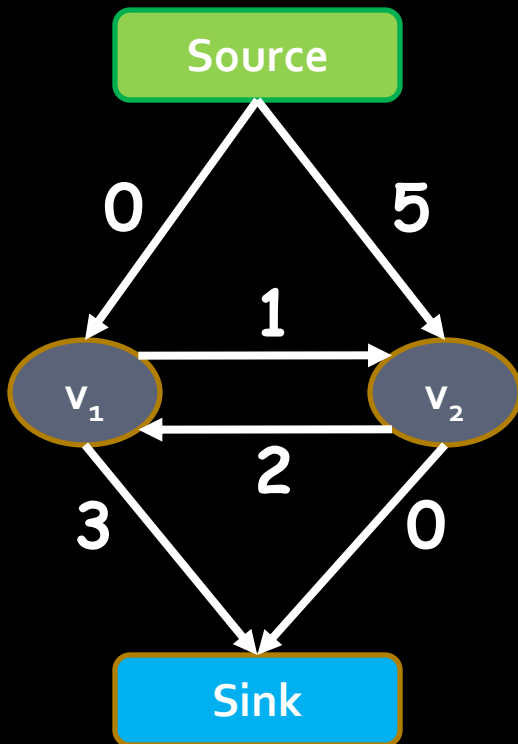


## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
2. Push maximum possible flow through this path
3. Repeat until no path can be found

# Maxflow Algorithms

Flow = 6

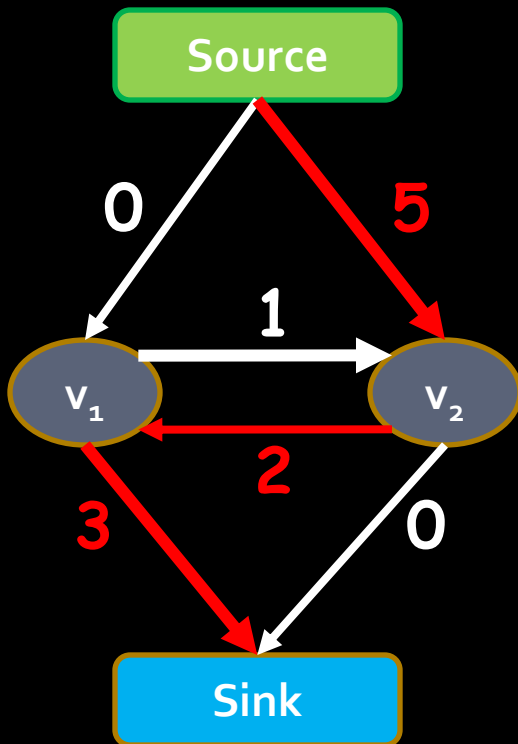


## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
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3. Repeat until no path can be found

# Maxflow Algorithms

Flow = 6



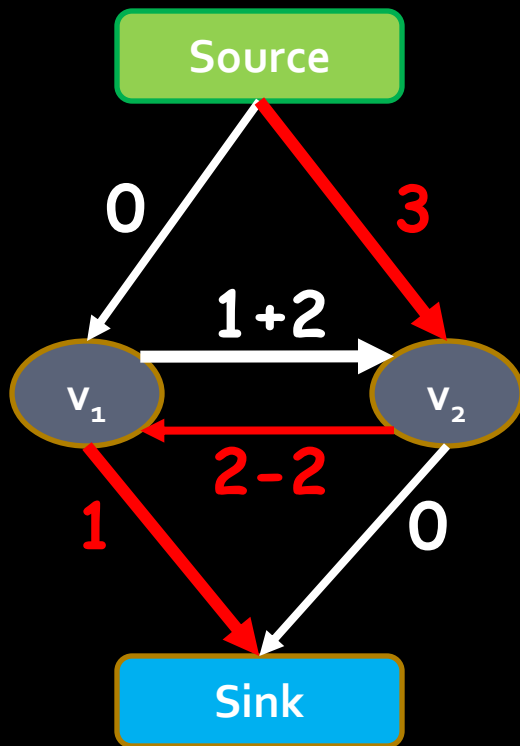
## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
2. Push maximum possible flow through this path
3. Repeat until no path can be found



# Maxflow Algorithms

Flow = 6 + 2

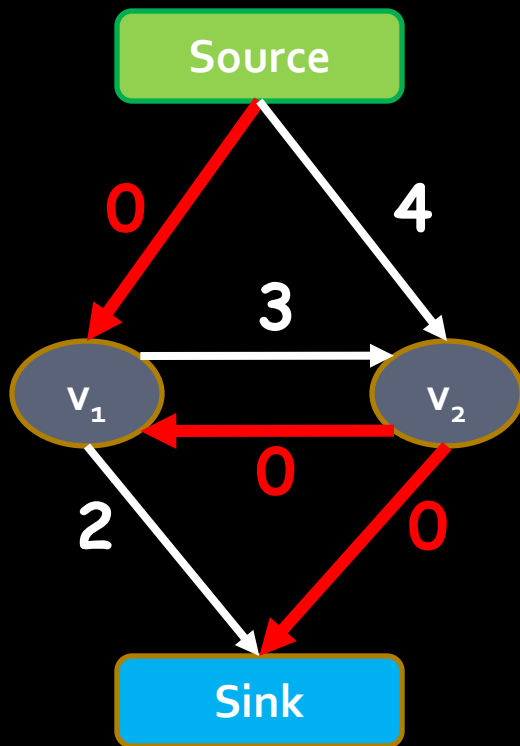


## Augmenting Path Based Algorithms

1. Find path from source to sink with positive capacity
2. Push maximum possible flow through this path
3. Repeat until no path can be found

# Maxflow Algorithms

Flow = 8

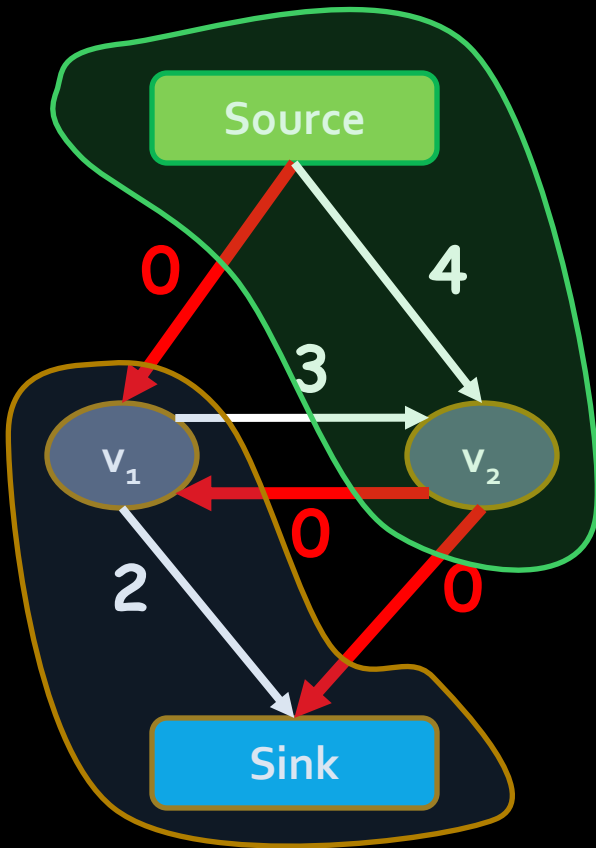


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# Maxflow Algorithms

Flow = 8

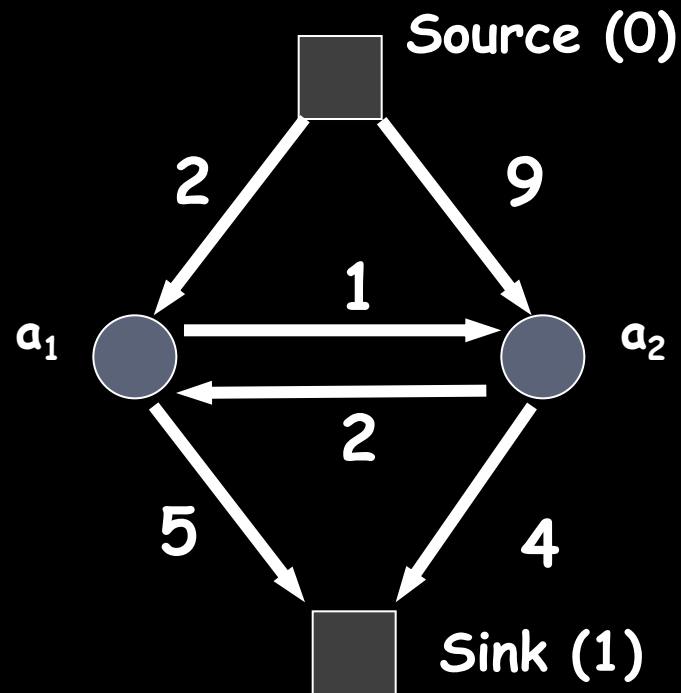


## Augmenting Path Based Algorithms

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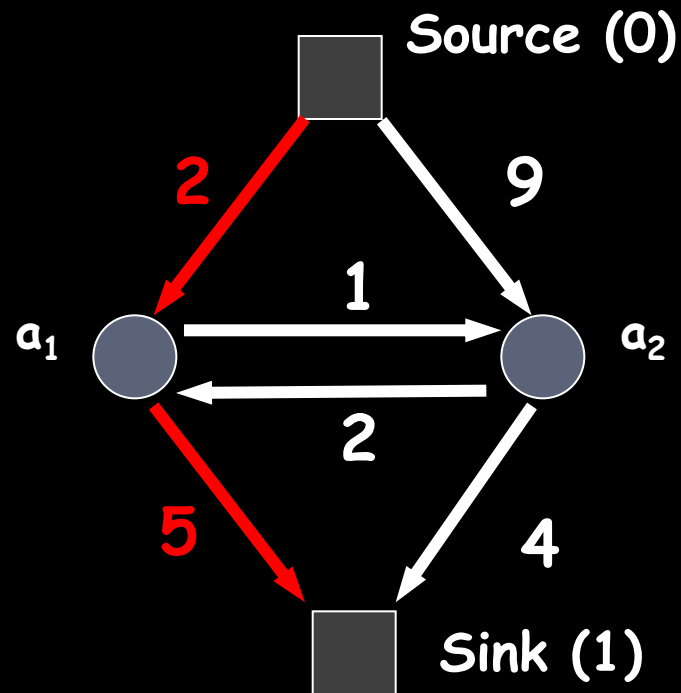
# Flow and Reparametrization

$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



# Flow and Reparametrization

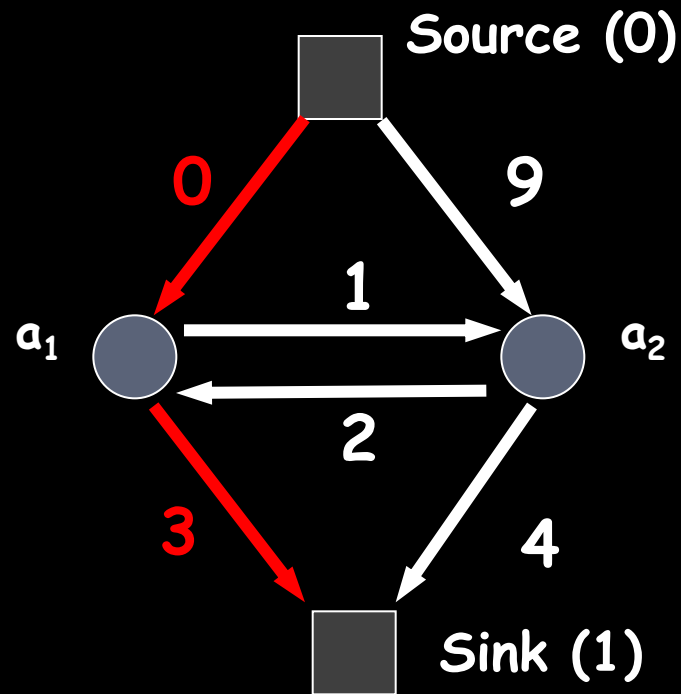
$$E(a_1, a_2) = 2a_1 + 5\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



$$\begin{aligned} & 2a_1 + 5\bar{a}_1 \\ &= 2(a_1 + \bar{a}_1) + 3\bar{a}_1 \\ &= 2 + 3\bar{a}_1 \end{aligned}$$

# Flow and Reparametrization

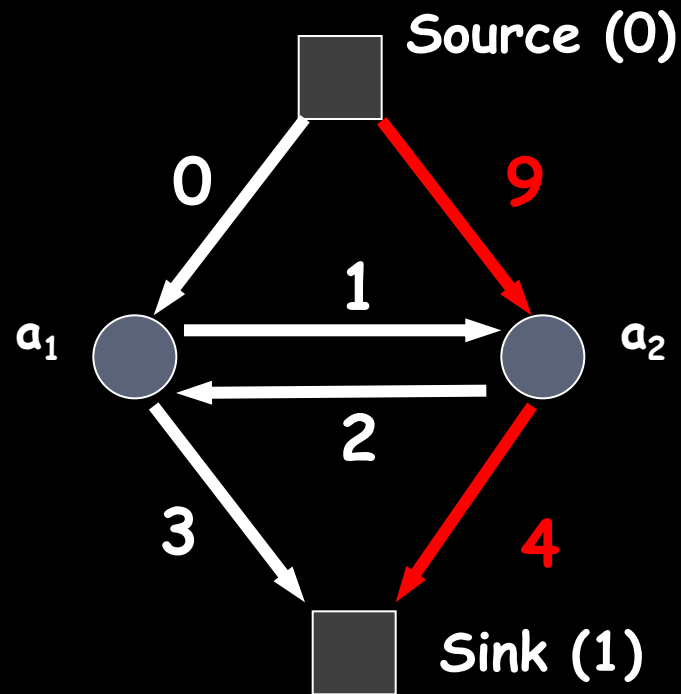
$$E(a_1, a_2) = 2 + 3\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



$$\begin{aligned} & 2a_1 + 5\bar{a}_1 \\ &= 2(a_1 + \bar{a}_1) + 3\bar{a}_1 \\ &= 2 + 3\bar{a}_1 \end{aligned}$$

# Flow and Reparametrization

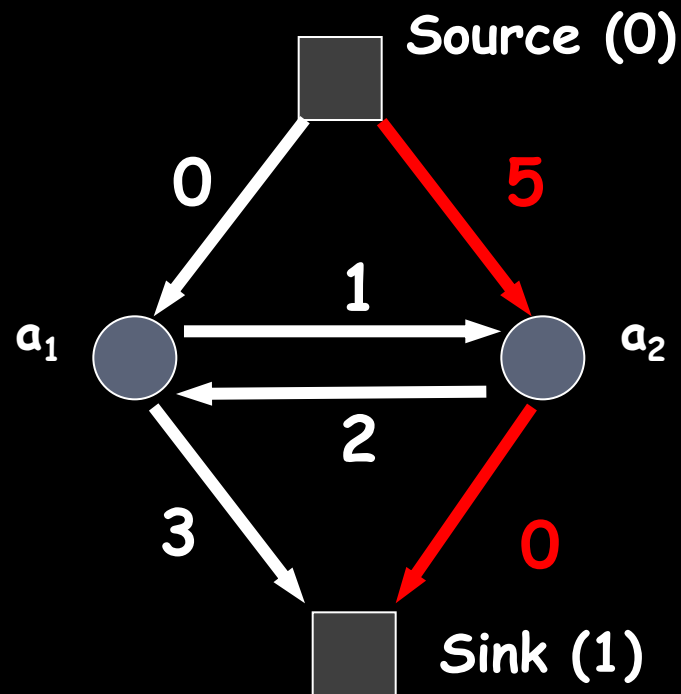
$$E(a_1, a_2) = 2 + 3\bar{a}_1 + 9a_2 + 4\bar{a}_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



$$\begin{aligned} &9a_2 + 4\bar{a}_2 \\ &= 4(a_2 + \bar{a}_2) + 5\bar{a}_2 \\ &= 4 + 5\bar{a}_2 \end{aligned}$$

# Flow and Reparametrization

$$E(a_1, a_2) = 2 + 3\bar{a}_1 + 5a_2 + 4 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$

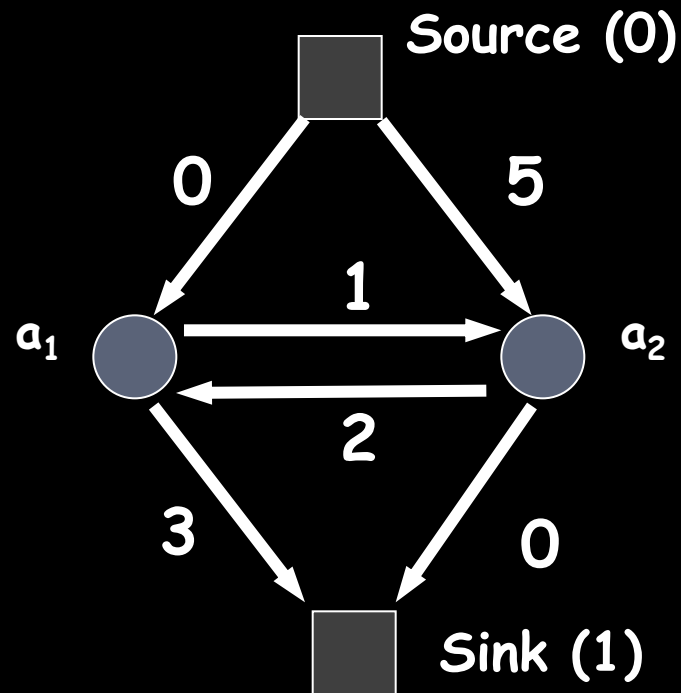


$$\begin{aligned} & 9a_2 + 4\bar{a}_2 \\ &= 4(a_2 + \bar{a}_2) + 5\bar{a}_2 \\ &= 4 + 5\bar{a}_2 \end{aligned}$$



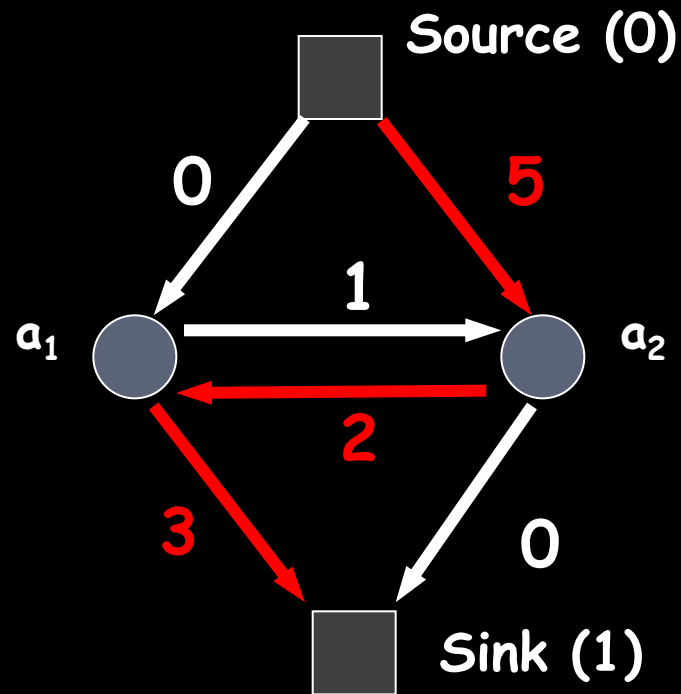
# Flow and Reparametrization

$$E(a_1, a_2) = 6 + 3\bar{a}_1 + 5a_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



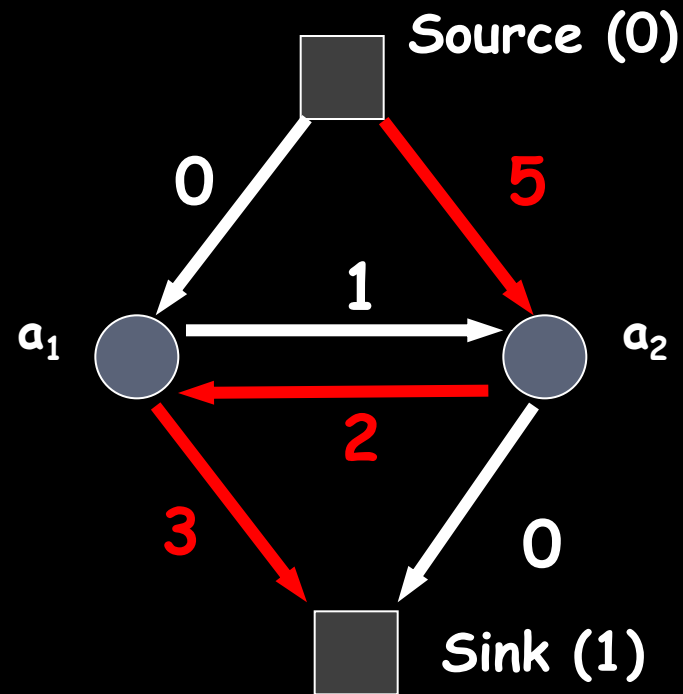
# Flow and Reparametrization

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# Flow and Reparametrization

$$E(a_1, a_2) = 6 + 3\bar{a}_1 + 5a_2 + 2a_1\bar{a}_2 + \bar{a}_1a_2$$



$$\begin{aligned} & 3\bar{a}_1 + 5a_2 + 2a_1\bar{a}_2 \\ &= 2(\bar{a}_1 + a_2 + a_1\bar{a}_2) + \bar{a}_1 + 3a_2 \\ &= 2(1 + \bar{a}_1a_2) + \bar{a}_1 + 3a_2 \end{aligned}$$

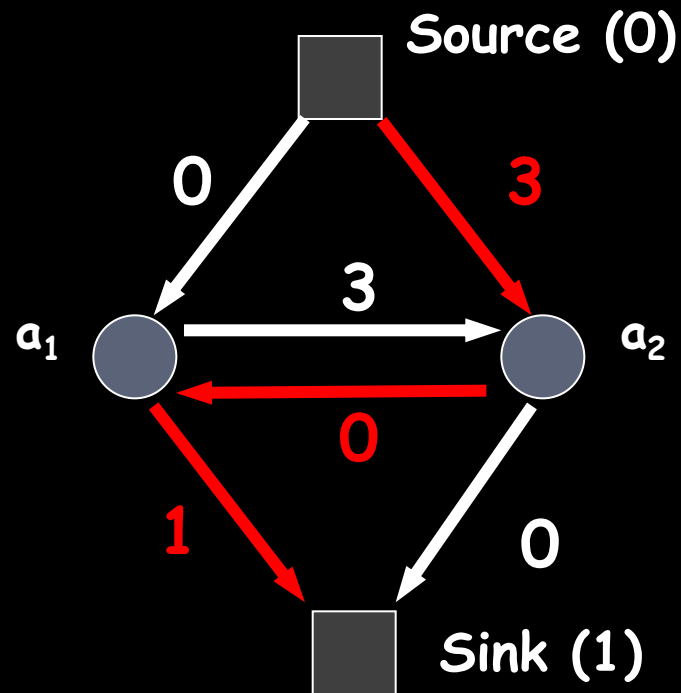
$$F1 = \bar{a}_1 + a_2 + a_1\bar{a}_2$$

$$F2 = 1 + \bar{a}_1a_2$$

$a_1$	$a_2$	F1	F2
0	0	1	1
0	1	2	2
1	0	1	1
1	1	1	1

# Flow and Reparametrization

$$E(a_1, a_2) = 8 + \bar{a}_1 + 3a_2 + 3\bar{a}_1a_2$$



$$\begin{aligned} & 3\bar{a}_1 + 5a_2 + 2a_1\bar{a}_2 \\ &= 2(\bar{a}_1 + a_2 + a_1\bar{a}_2) + \bar{a}_1 + 3a_2 \\ &= 2(1 + \bar{a}_1a_2) + \bar{a}_1 + 3a_2 \end{aligned}$$

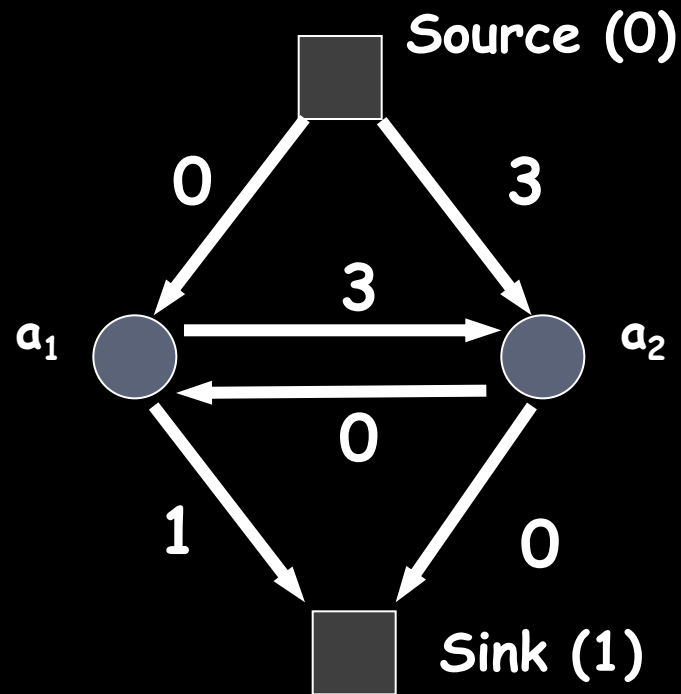
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# Flow and Reparametrization

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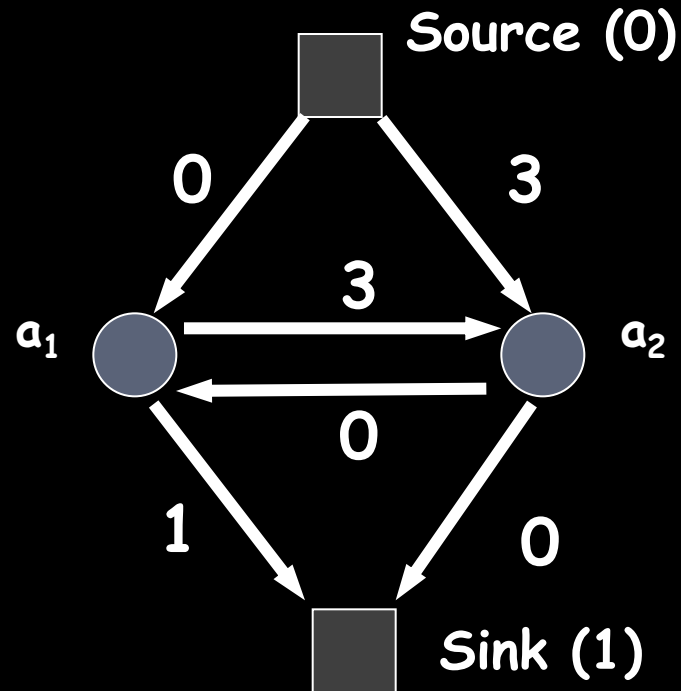


**No more  
augmenting paths  
possible**

# Flow and Reparametrization

$$E(a_1, a_2) = 8 + \bar{a}_1 + 3a_2 + 3\bar{a}_1a_2 \longrightarrow \text{Residual Graph (positive coefficients)}$$

Total Flow  
bound on the  
optimal solution

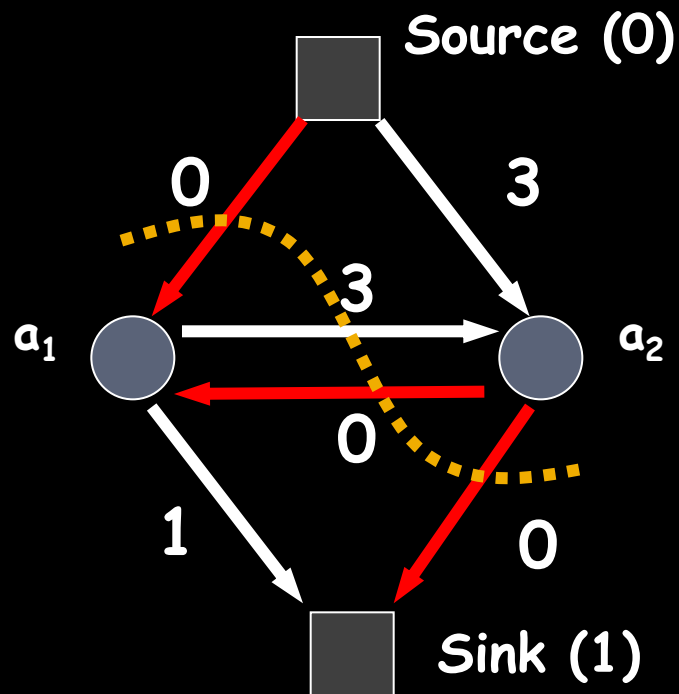


**Tight Bound --> Inference of the optimal solution becomes trivial**

# Flow and Reparametrization

$$E(a_1, a_2) = 8 + \bar{a}_1 + 3a_2 + 3\bar{a}_1a_2 \longrightarrow \text{Residual Graph (positive coefficients)}$$

Total Flow  
bound on the  
optimal solution



st-mincut cost = 8

$a_1 = 1 \quad a_2 = 0$

$E(1,0) = 8$

Tight Bound --> Inference of the optimal solution becomes trivial

# History of Maxflow Algorithms

## Augmenting Path and Push-Relabel

$n$ : #nodes

$m$ : #edges

$U$ : maximum edge weight

year	discoverer(s)	bound
1951	Dantzig	$O(n^2mU)$
1955	Ford & Fulkerson	$O(m^2U)$
1970	Dinitz	$O(n^2m)$
1972	Edmonds & Karp	$O(m^2 \log U)$
1973	Dinitz	$O(nm \log U)$
1974	Karzanov	$O(n^3)$
1977	Cherkassky	$O(n^2m^{1/2})$
1980	Galil & Naamad	$O(nm \log^2 n)$
1983	Sleator & Tarjan	$O(nm \log n)$
1986	Goldberg & Tarjan	$O(nm \log(n^2/m))$
1987	Ahuja & Orlin	$O(nm + n^2 \log U)$
1987	Ahuja et al.	$O(nm \log(n\sqrt{\log U/m}))$
1989	Cheriyani & Hagerup	$E(nm + n^2 \log^2 n)$
1990	Cheriyani et al.	$O(n^3 / \log n)$
1990	Alon	$O(nm + n^{8/3} \log n)$
1992	King et al.	$O(nm + n^{2+\epsilon})$
1993	Phillips & Westbrook	$O(nm(\log_{m/n} n + \log^{2+\epsilon} n))$
1994	King et al.	$O(nm \log_{m/(n \log n)} n)$
1997	Goldberg & Rao	$O(m^{3/2} \log(n^2/m) \log U)$ $O(n^{2/3} m \log(n^2/m) \log U)$

**Algorithms  
assume non-  
negative edge  
weights**



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Algorithms assume non-negative edge weights

# References

- Visit  
<http://www.inf.u-szeged.hu/~kato/>
- Additional slides adopted from:
  - **Yuri Boykov**: *Computing geodesics and minimal surfaces via graph cuts* (ICCV 2003)  
<http://www.csd.uwo.ca/~yuri/Presentations/iccv03.ppt>
  - **Pushmeet Kohli**: *MAP Inference in Discrete Models* (ICCV 2009 tutorial)  
<http://research.microsoft.com/en-us/um/cambridge/projects/tutorial/>