

GrabCut

Interactive Foreground Extraction using Iterated Graph Cuts

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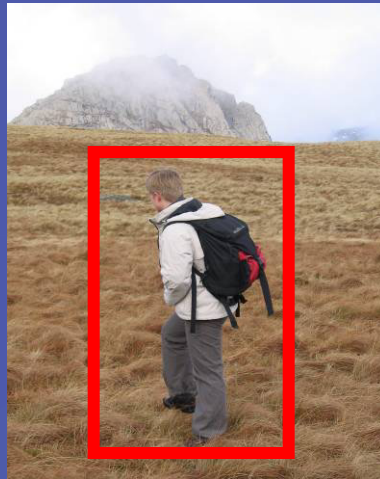


Microsoft Research Cambridge-UK

Photomontage



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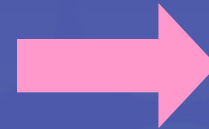




Problem



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Fast &
Accurate ?

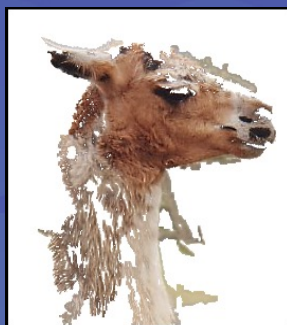


What GrabCut does



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Magic Wand
(198?)



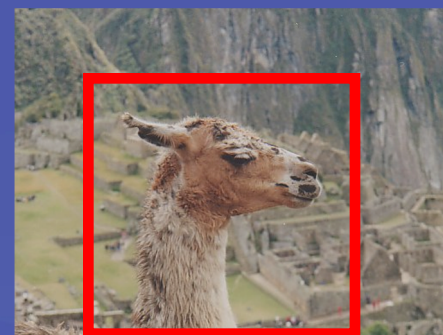
Regions

Intelligent Scissors
Mortensen and Barrett (1995)



Boundary

GrabCut



Regions & Boundary

User
Input

Result

Framework



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- **Input:** Image $\mathbf{x} \in \{\mathbf{R}, \mathbf{G}, \mathbf{B}\}^n$
- **Output:** Segmentation $\mathbf{S} \in \{0, 1\}^n$
- **Parameters:** Colour Θ , Coherence λ
- **Energy:** $E(\Theta, \mathbf{S}, \mathbf{x}, \lambda) = E_{Col} + E_{Coh}$
- **Optimization:** $\arg \min_{\mathbf{S}, \Theta} E(\mathbf{S}, \Theta, \mathbf{x}, \lambda)$

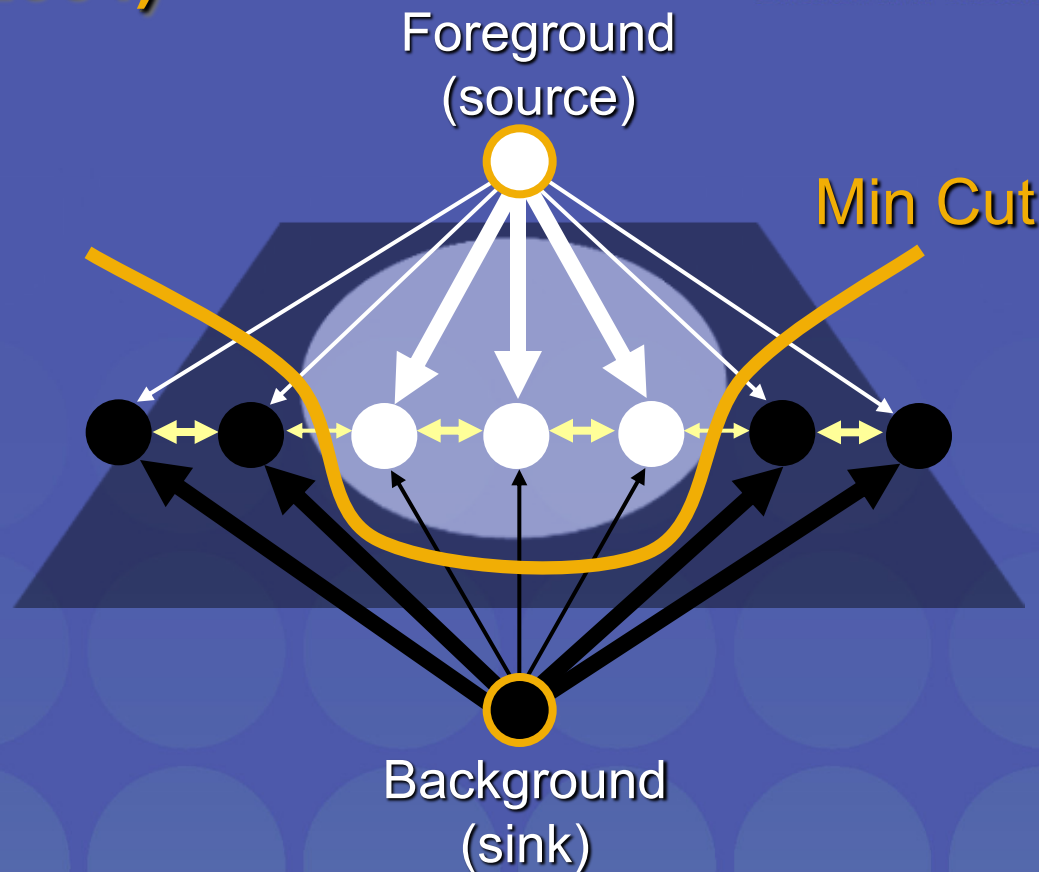
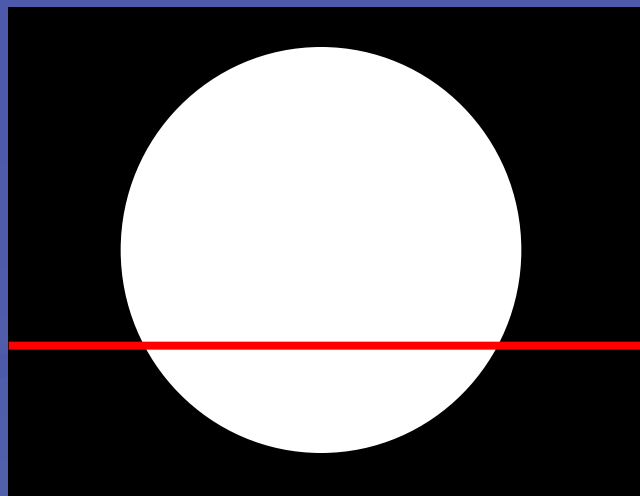
Graph Cuts

Boykov and Jolly (2001)



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Image



Cut: separating source and sink; Energy: collection of edges

Min Cut: Global minimal energy in polynomial time

Iterated Graph Cut



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User Initialisation

↓

$$\arg \min_{\Theta} E(S, \Theta, \mathbf{x}, \lambda)$$

**K-means for learning
colour distributions**

$$\arg \min_S E(S, \Theta, \mathbf{x}, \lambda)$$

**Graph cuts to
infer the
segmentation**

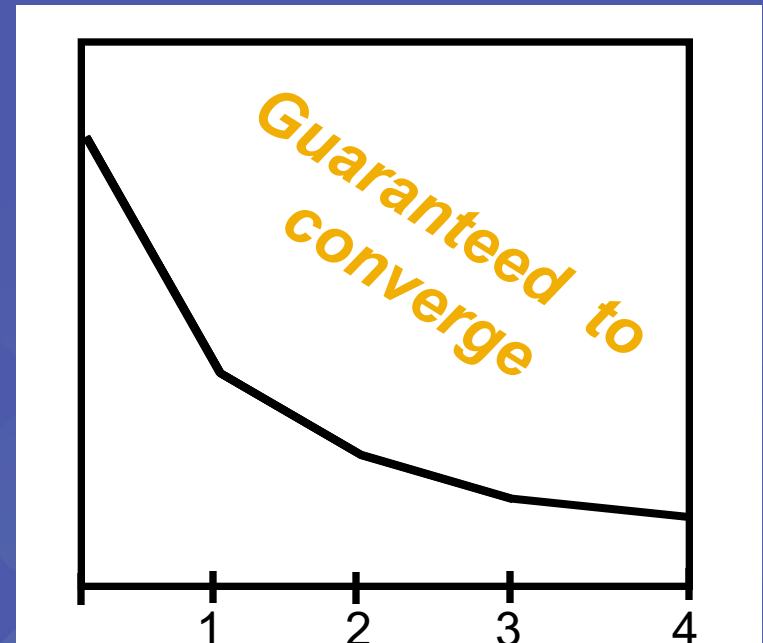
Iterated Graph Cuts



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Result

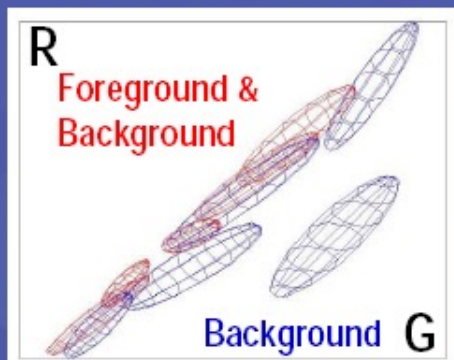


Energy after each Iteration

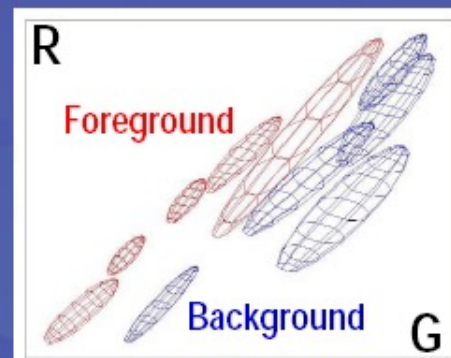
Colour Model



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Iterated
graph cut



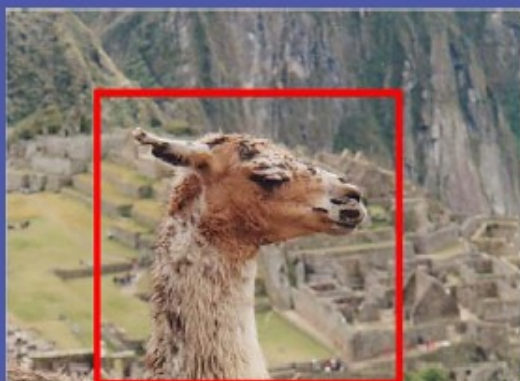
Gaussian Mixture Model (typically 5-8 components)

$$E_{Col}(\Theta, S, x) = \sum_n D(S_n, \Theta, x_n)$$

Coherence Model



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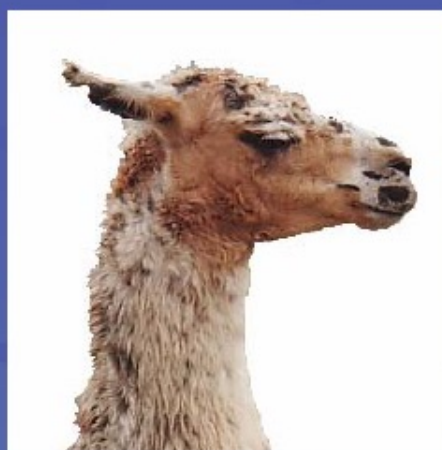


An object is a coherent set of pixels:

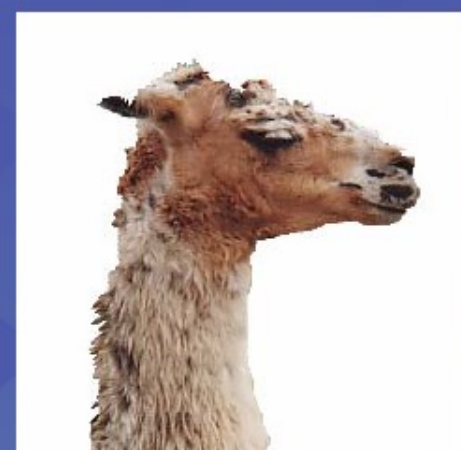
$$E_{coh}(\mathbf{S}, \mathbf{x}, \lambda) = \lambda \sum_{i,j \text{ adj.}} (S_i \neq S_j) \exp\left\{-\frac{1}{2\sigma^2} \|x_i - x_j\|^2\right\}$$



$\lambda = 0$



$\lambda = 50$



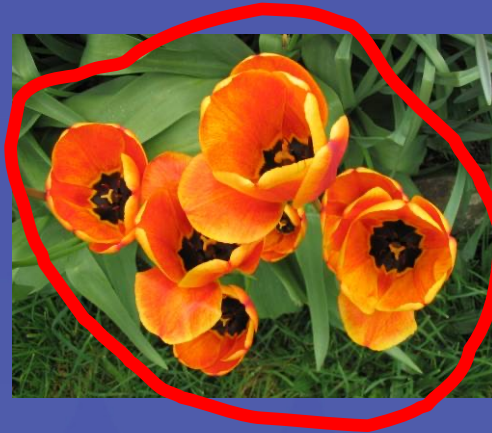
$\lambda = 1000$

Blake et al. (2004): Learn Θ , λ jointly

Moderately straightforward examples



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... GrabCut completes automatically

Difficult Examples



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Camouflage &
Low Contrast



Initial
Rectangle



Initial
Result

Fine structure



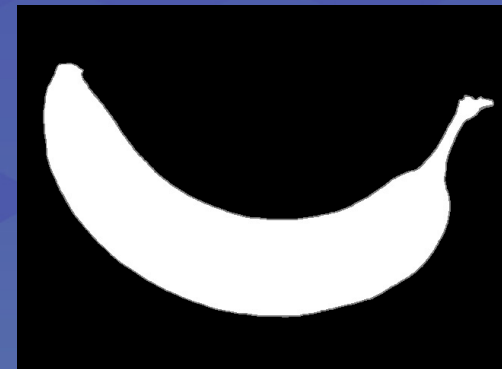
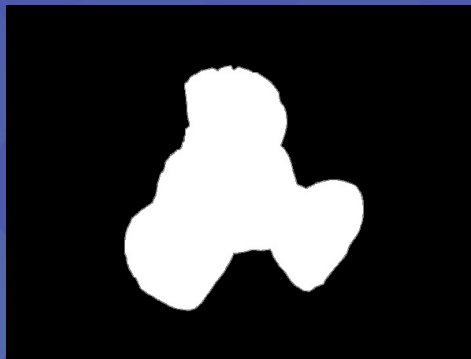
No telepathy



Evaluation – Labelled Database



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Available online: <http://research.microsoft.com/vision/cambridge/segmentation/>

Comparison

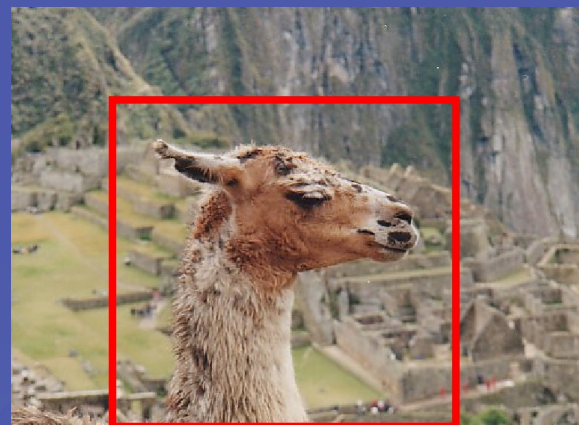
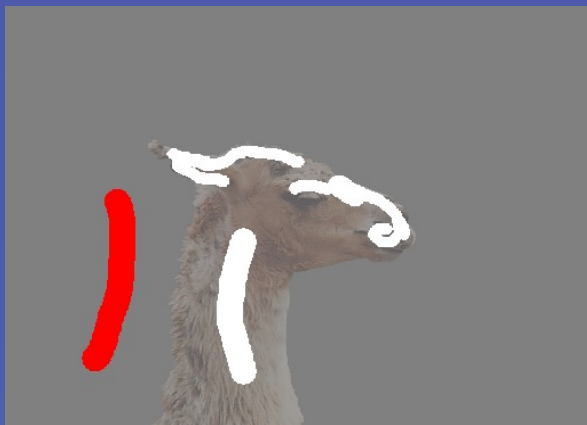


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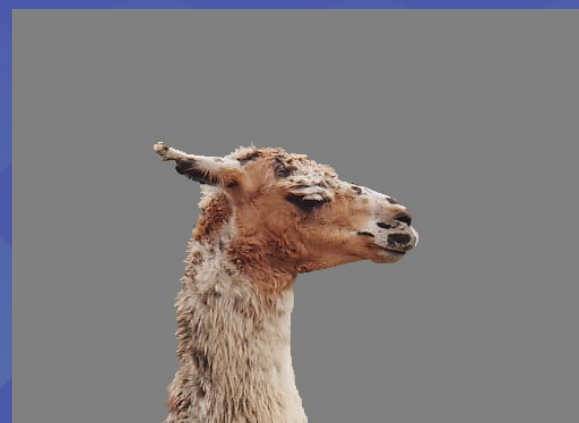
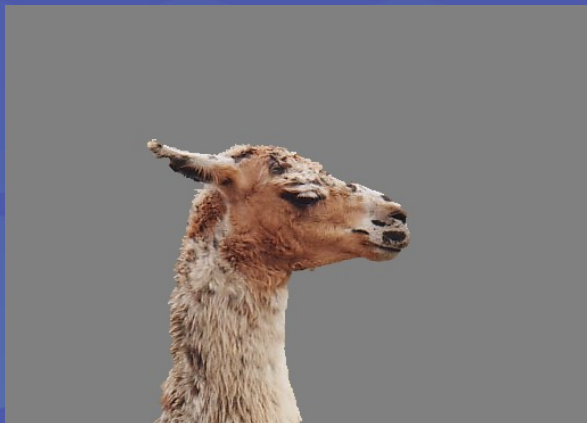
Boykov and Jolly (2001)

GrabCut

User
Input



Result



Error Rate: 0.72%

Error Rate: 0.72%

Summary



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Magic Wand
(198?)



Intelligent Scissors
Mortensen and
Barrett (1995)



Graph Cuts
Boykov and
Jolly (2001)



LazySnapping
Li et al. (2004)



GrabCut
Rother et al.
(2004)

Conclusions



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- ✿ GrabCut – powerful interactive extraction tool
- ✿ Iterated Graph Cut based on colour and contrast
- ✿ Regularized alpha matting by Dynamic Programming



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Comparison



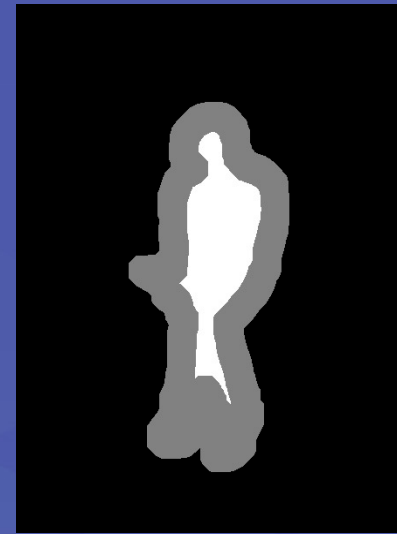
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Input Image

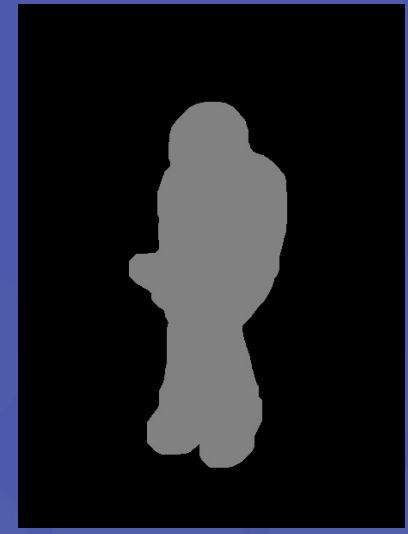


Ground Truth



Trimap
Boykov and Jolly

Error Rate: 1.36%



Bimap
GrabCut

Error Rate: 2.13%



Error rate - modestly increase



User Interactions - considerable reduced

Comparison



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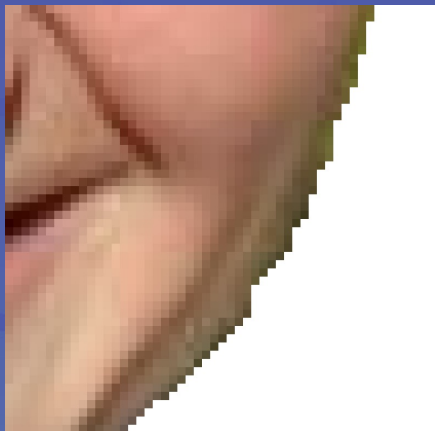
	LazySnapping	GrabCut
Smart Initialisation		Rectangle or Lasso
Editing	Boykov-Jolly Brushing (global) Boundary editing (local)	Boykov-Jolly Brushing (global) Boundary editing (local)
Speed	Interactive, due to segmentation into regions	Interactive, due to multiple image resolution
Pre-processing (Image loading)	Segmentation into regions	

Li et al. (2004), LazySnapping

Border Matting



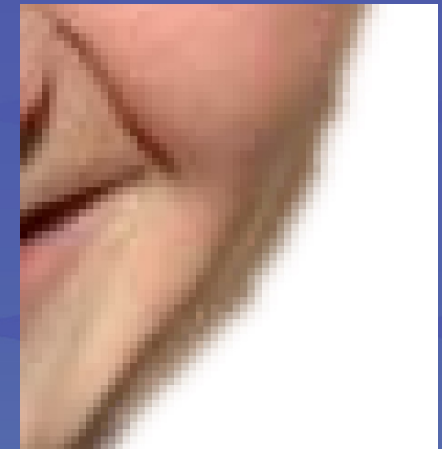
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Hard Segmentation



Automatic Trimap



Soft Segmentation

Natural Image Matting



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Mean Colour
Foreground



Mean Colour
Background

Solve

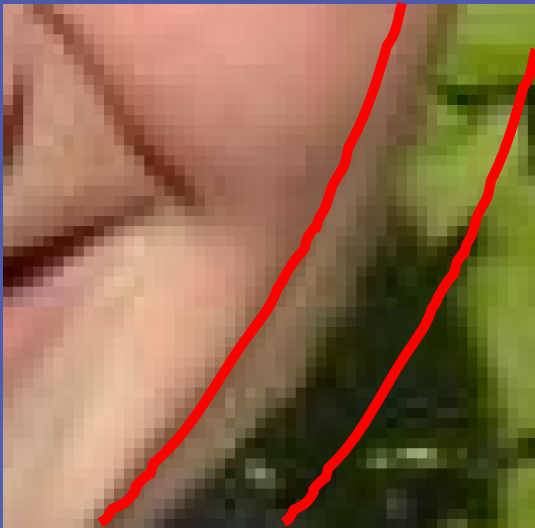
Ruzon and Tomasi (2000): Alpha estimation in natural images

Comparison

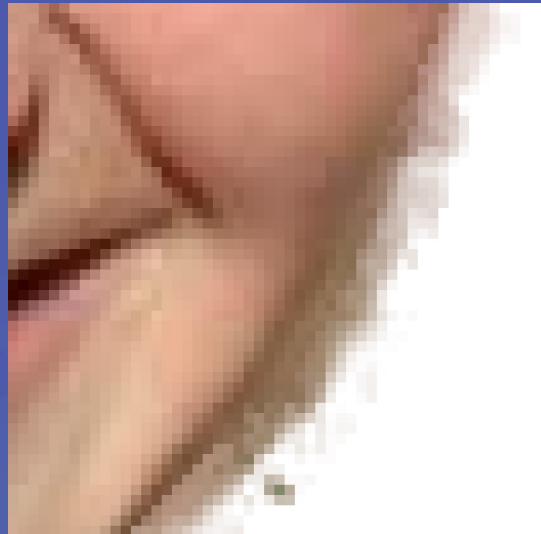


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With no regularisation over alpha

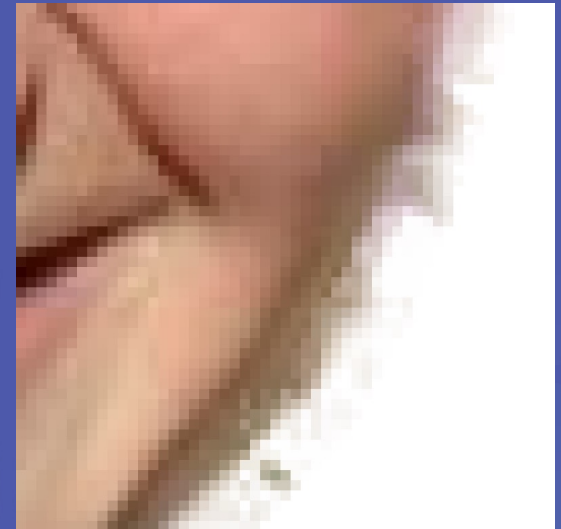


Input



Bayes Matting

Chuang et. al. (2001)



Knockout 2

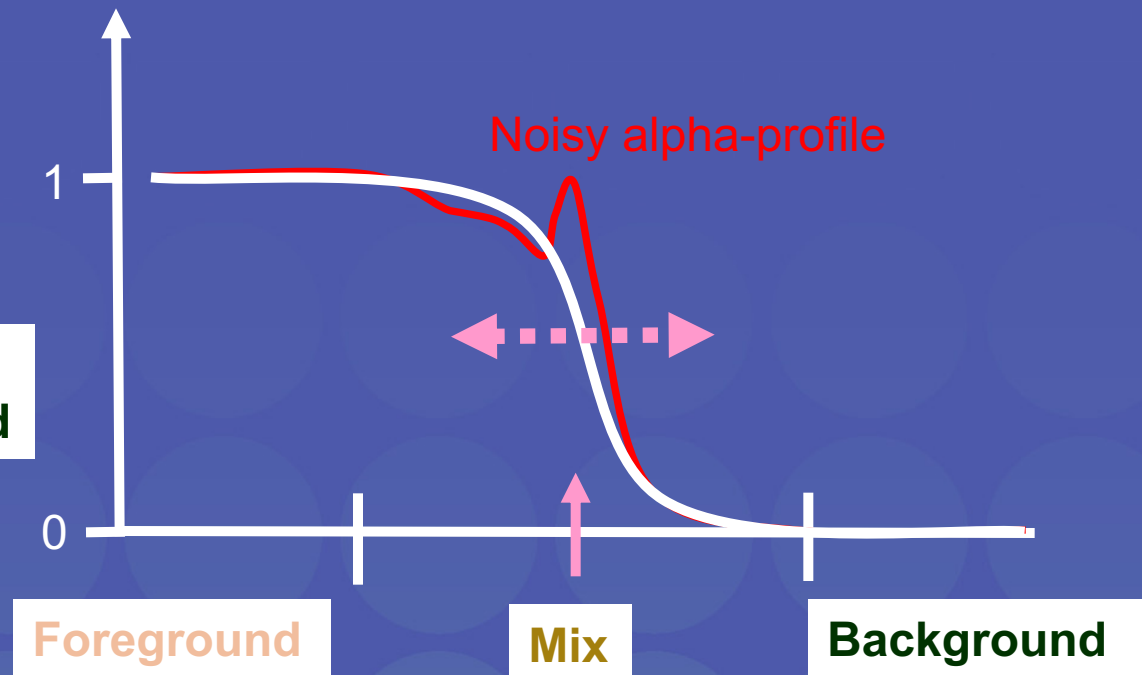
Photoshop Plug-In

Shum et. al. (2004): Coherence matting in “Pop-up light fields”

Border Matting



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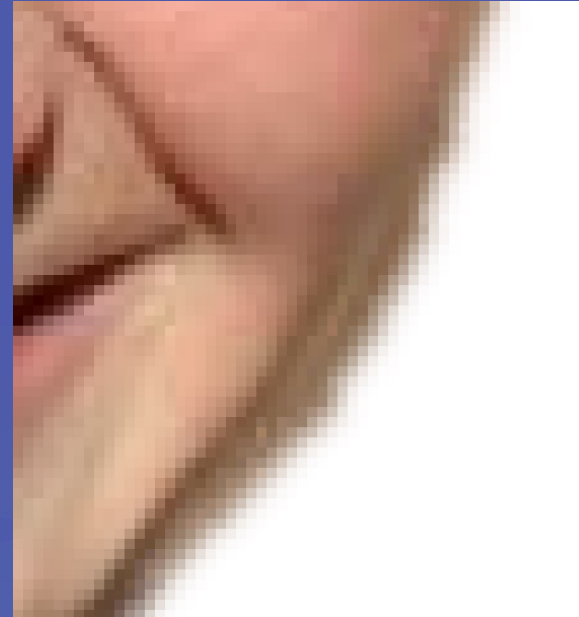
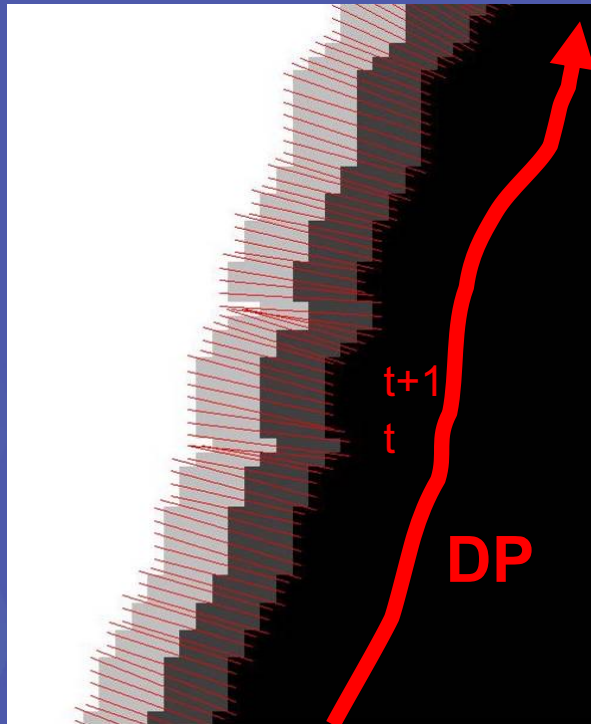


Fit a smooth alpha-profile with parameters

Dynamic Programming



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Result using DP Border Matting

Noisy alpha-profile

Regularisation

Results



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