## CS6640 Computational Photography

## 13. Graph Cut Optimization

## Stitching a wide-angle view

## Texture synthesis with graph cuts



Synthesized Texture (Initialization)


Step 4


Step 3


Step 5
Seam Costs


Synthesized Texture (After 5 steps of Refinement)

## Accounting for existing seams


[Kwatra et al. 2005]

## Graph cut texture results

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## Segmentation with graph cuts


(a) Image with seeds.

(b) Graph.

(d) Segmentation results.

(c) Cut.
[Boykov \& Funka-Lea 2006]

## a-Expansion



## a-Expansion algorithm

1. Start with an arbitrary labeling $f$
2. Set success := 0
3. For each label $\alpha \in \mathcal{L}$
3.1. Find $\hat{f}=\arg \min E\left(f^{\prime}\right)$ among $f^{\prime}$ within one $\alpha$-expansion of $f$
3.2. If $E(\hat{f})<E(f)$, set $f:=\hat{f}$ and success := 1
4. If success $=1$ goto 2
5. Return $f$

## Multi-way cuts: Photomontage



Figure 1 From a set of five source images (of which four are shown on the left), we quickly create a composite family portrait in which everyone is smiling and looking at the camera (right). We simply flip through the stack and coarsely draw strokes using the designated source image objective over the people we wish to add to the composite. The user-applied strokes and computed regions are color-coded by the borders of the source images on the left (middle).

## Multi-way cuts: Photomontage


[Agarwala et al. 2004]

