

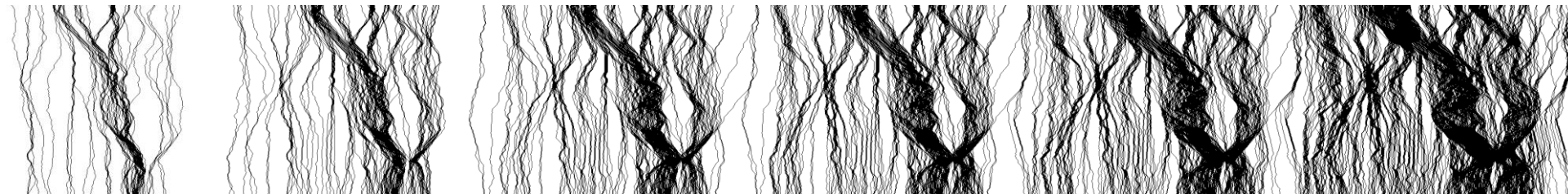
# Visibility Maps for Improving Seam Carving

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ETH Zürich, Switzerland

<sup>2</sup>ESAT-PSI  
KU Leuven, Belgium

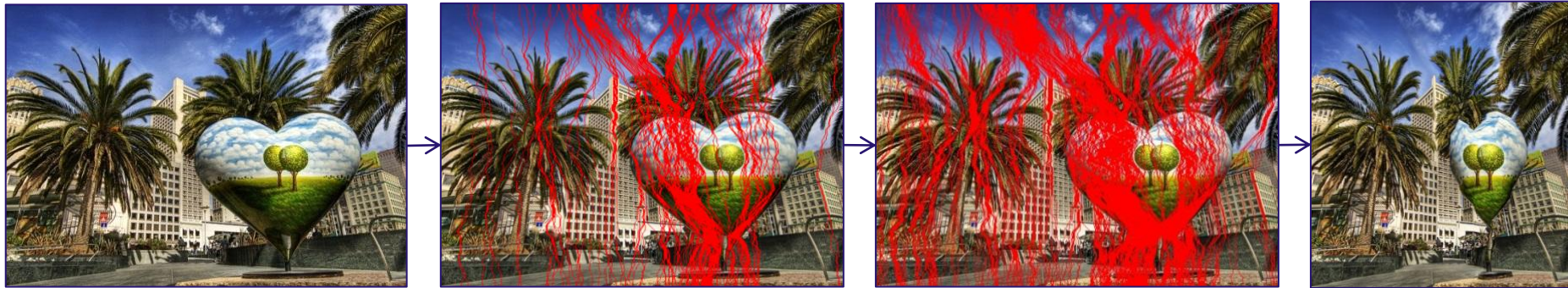
<sup>3</sup>Microsoft Research  
Cambridge, UK



# Outline

- Motivation
- Visibility map
- General energy model for visibility map
- Energy terms
- Optimization
- Results
- Conclusions

# Seam carving



**2007**

Avidan and Shamir

**2008**

Rubinstein et al., Chen et al.

**2009**

Rubinstein et al., Dong et al., Han et al., Pritch et al.

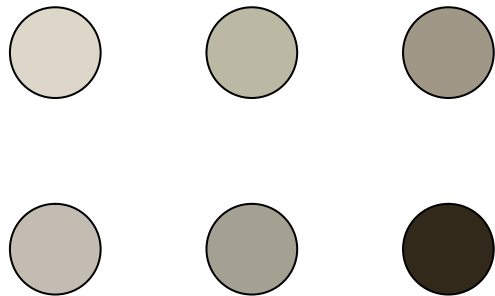
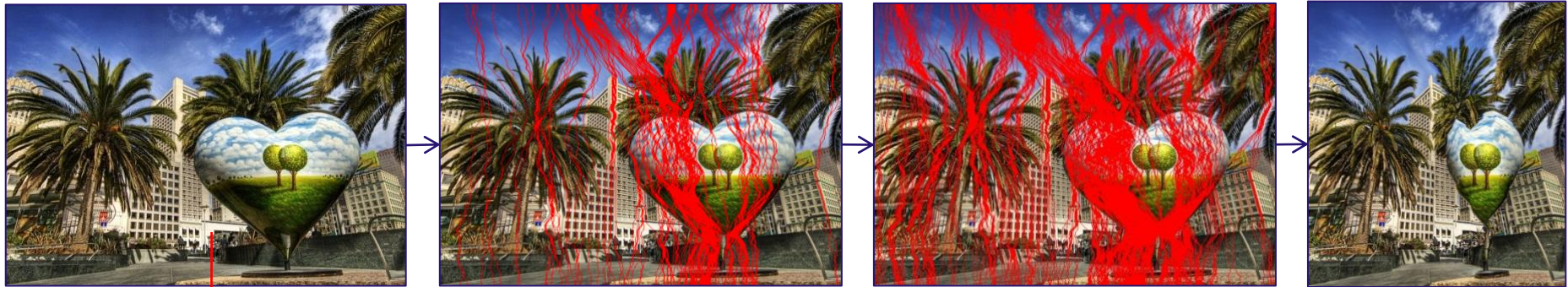
**2010**

Grundmann et al., Zhang et al., Mansfield et al., ...

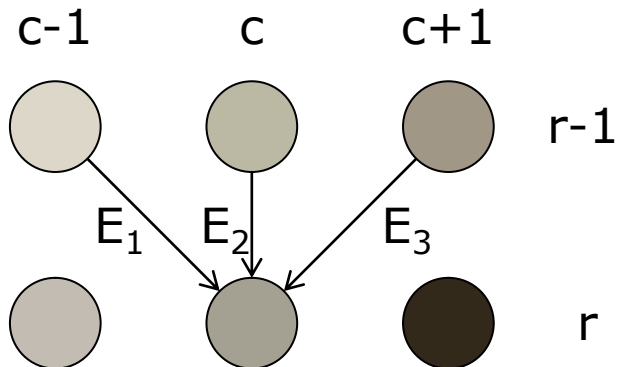
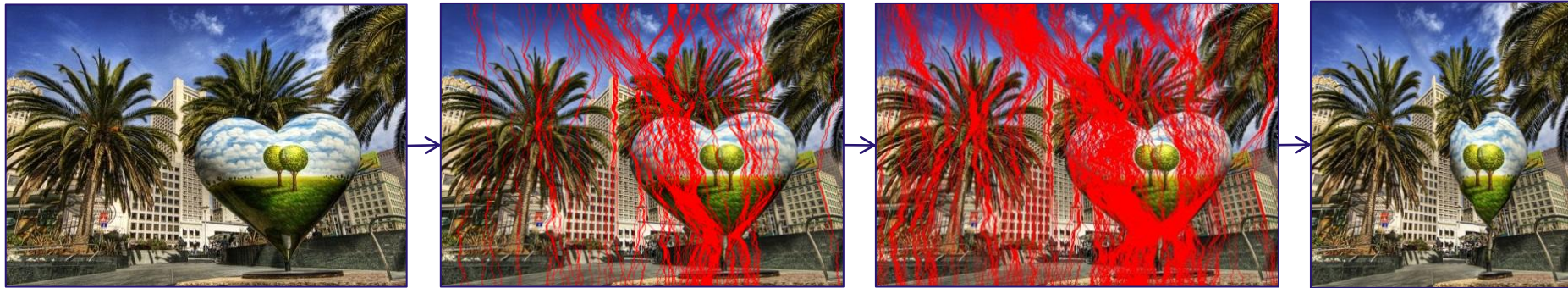
# Seam carving



# Seam carving



# Seam carving



## •Dynamic programming

•**Unary term:** cost of removing pixel, saliency (Avidan and Shamir 2007)

•**Contact term:** cost of bringing pixels into contact (Rubinstein et al. 2008)

# Motivation

- Could seam carving be better?

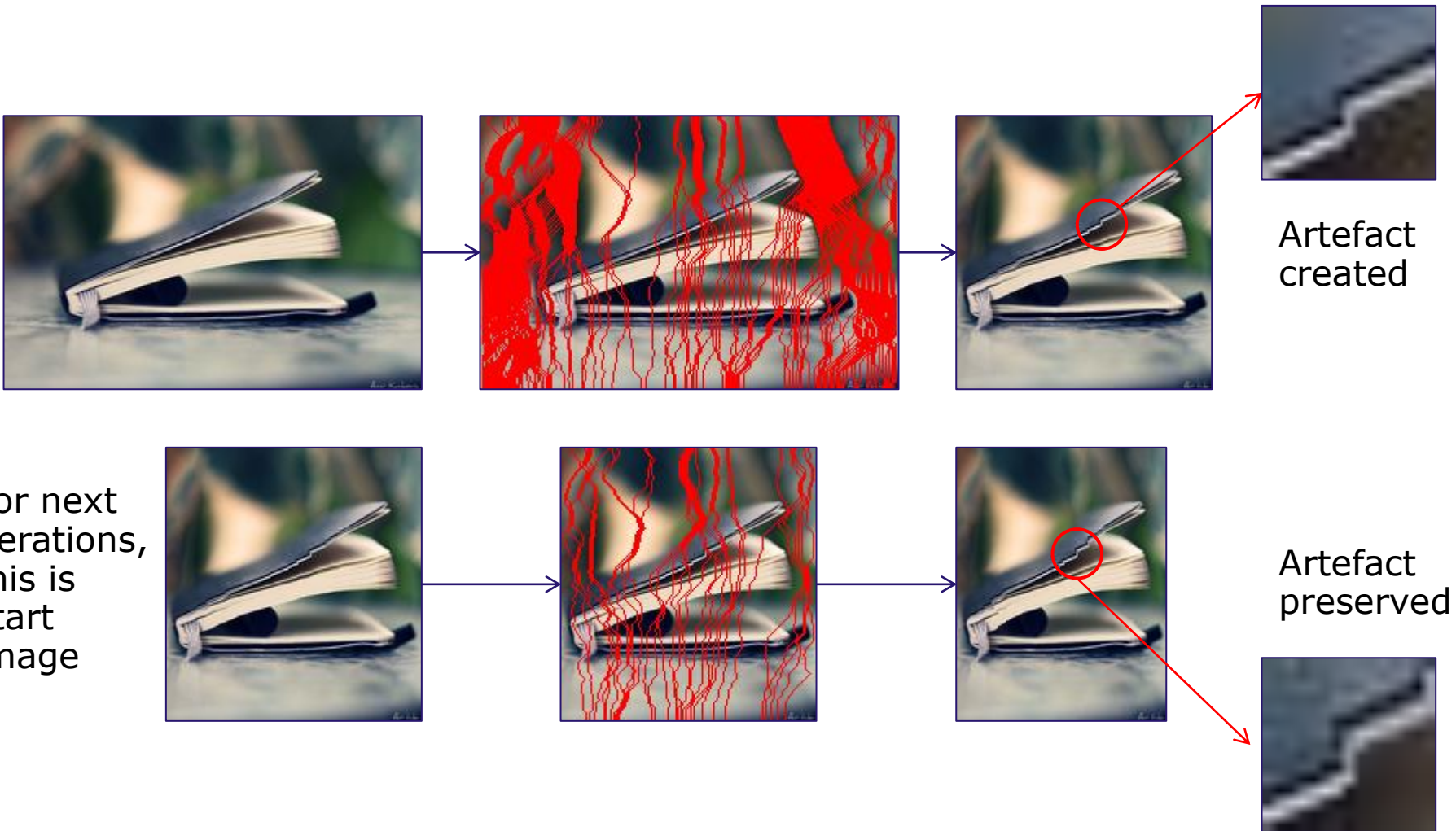
## Pros

- Simple
- Processing efficient
- Memory efficient
- Produces range of retarget sizes

## Cons

- Distortion of lines and structure
- Greedy optimization  
⇒ Han et al. 2009
- Seam carving with contact term does not optimize an energy defined directly between input and output

# Energy minimized by seam carving



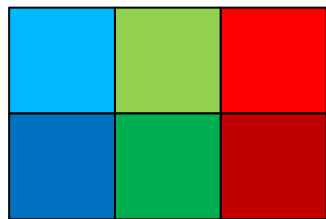


# Outline

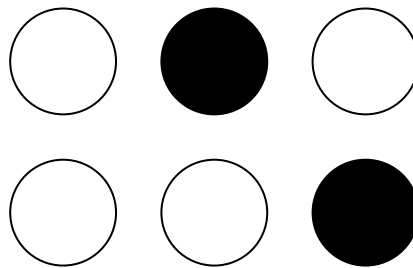
- Motivation
- **Visibility map**
- General energy model for visibility map
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# Visibility map

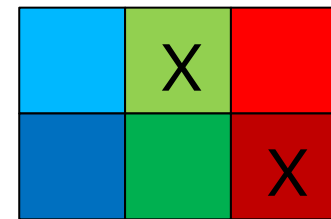
$$X_{r,c} \in \{0,1\}$$



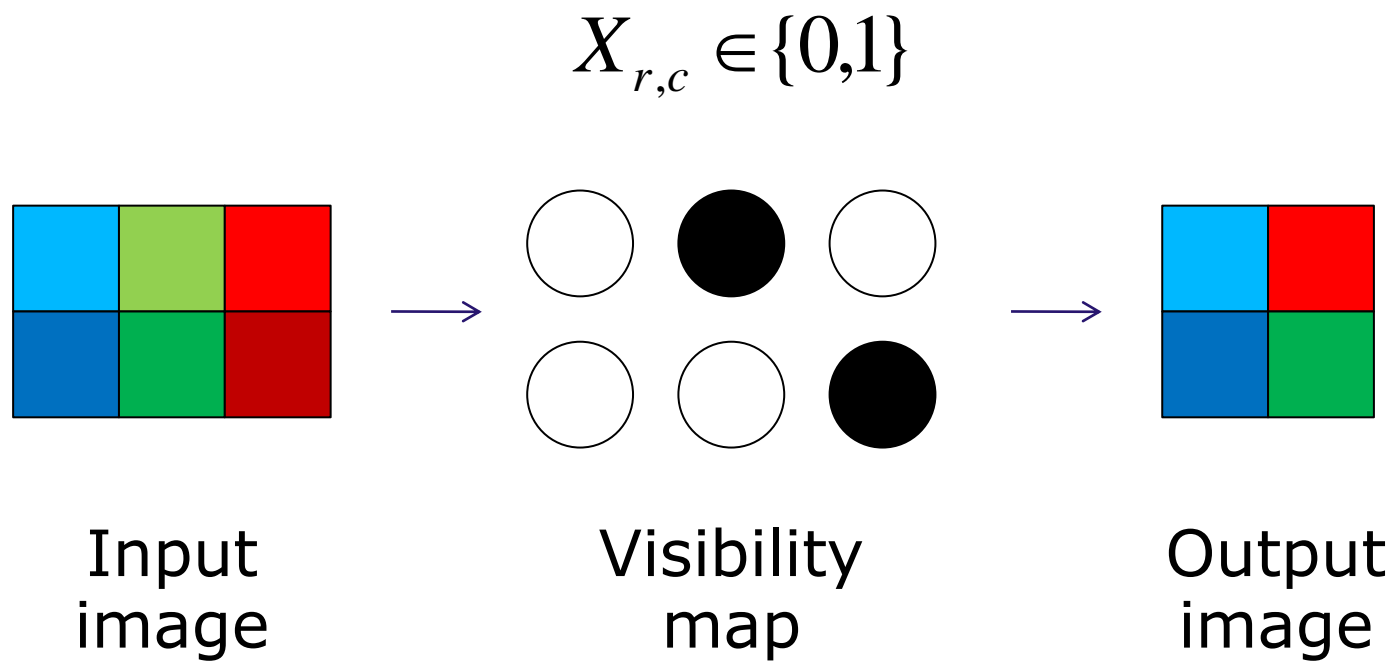
Input  
image



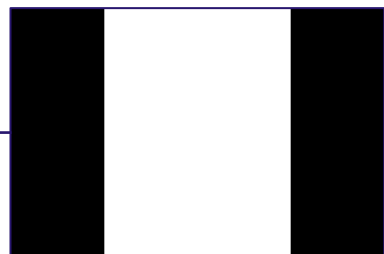
Visibility  
map



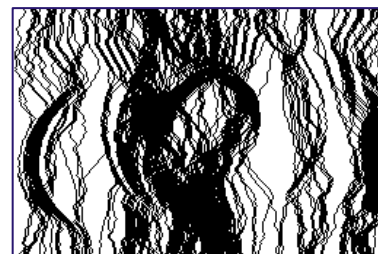
# Visibility map



# Visibility map



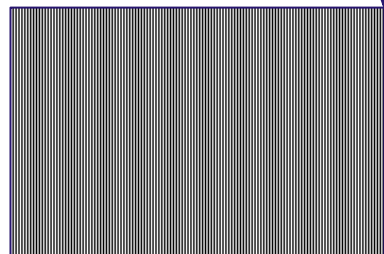
Crop



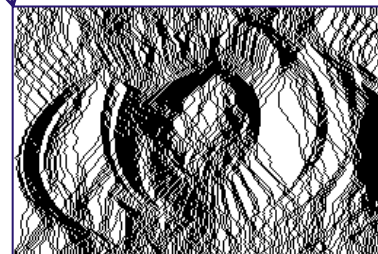
Seam carving  
Rubinstein et al. 2008



Down sample



Improved  
seam carving



# Outline

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# Energy model

Visibility map  $X_{r,c} \in \{0,1\}$

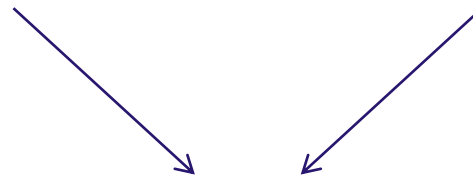
$$E(\mathbf{X}) = \sum_{r,c} \psi_{r,c}^U(\mathbf{X}) + \sum_{r,c_1 < c_r} \psi_{r,c_1,c_r}^H(\mathbf{X}) + \sum_{r > 1, c_u, c_d} \psi_{r,c_u,c_d}^V(\mathbf{X})$$



Unary terms

$$\psi_{r,c}^U(X_{r,c}) = E_{r,c}^U[X_{r,c} \neq 0]$$

[.] is indicator function



Higher order cliques

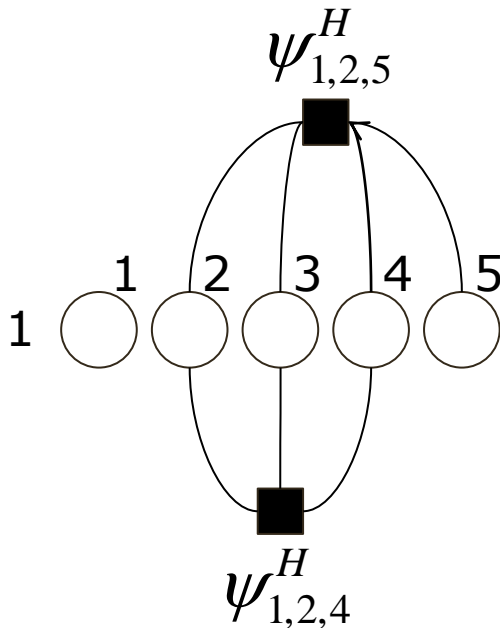
Sparse structure

# Higher order cliques

## Horizontal contact term

$$\psi_{r,c_l,c_r}^H(X_{r,c_1}, \dots, X_{r,c_r}) = \begin{cases} E_{r,c_l,c_r}^H, & X_{r,\{c_l,c_r\}} = 1, X_{r,\{c_l+1,\dots,c_r-1\}} = 0 \\ 0, & \text{otherwise} \end{cases}$$

$E_{r,c_l,c_r}^H$  only a function of visibility map row  $r$

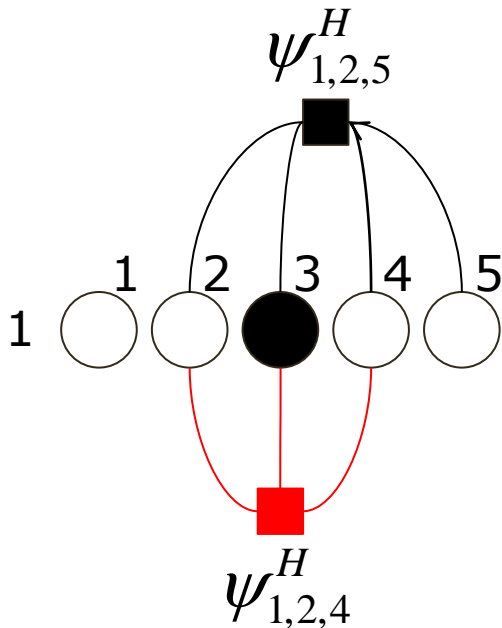


# Higher order cliques

## Horizontal contact term

$$\psi_{r,c_l,c_r}^H(X_{r,c_1}, \dots, X_{r,c_r}) = \begin{cases} E_{r,c_l,c_r}^H, & X_{r,\{c_l,c_r\}} = 1, X_{r,\{c_l+1,\dots,c_r-1\}} = 0 \\ 0, & \text{otherwise} \end{cases}$$

$E_{r,c_l,c_r}^H$  only a function of visibility map row  $r$



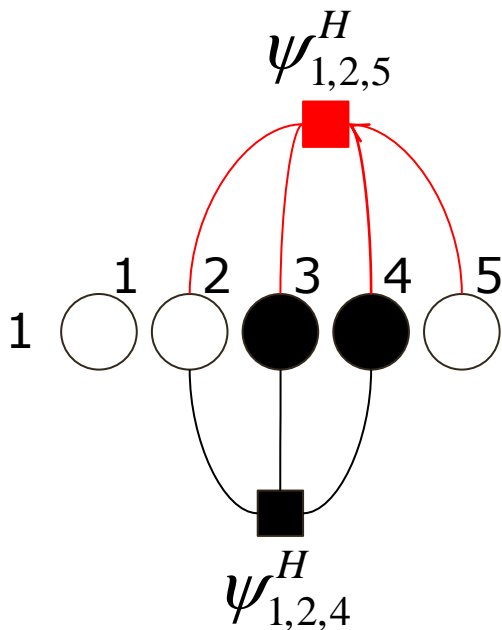


# Higher order cliques

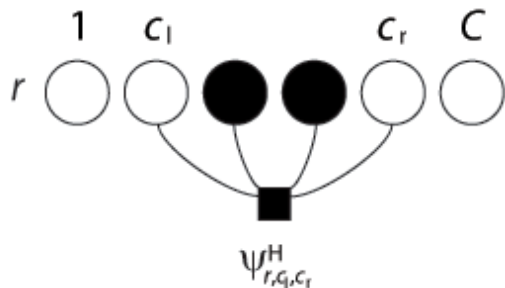
## Horizontal contact term

$$\psi_{r,c_l,c_r}^H(X_{r,c_1}, \dots, X_{r,c_r}) = \begin{cases} E_{r,c_l,c_r}^H, & X_{r,\{c_l,c_r\}} = 1, X_{r,\{c_l+1,\dots,c_r-1\}} = 0 \\ 0, & \text{otherwise} \end{cases}$$

$E_{r,c_l,c_r}^H$  only a function of visibility map row  $r$



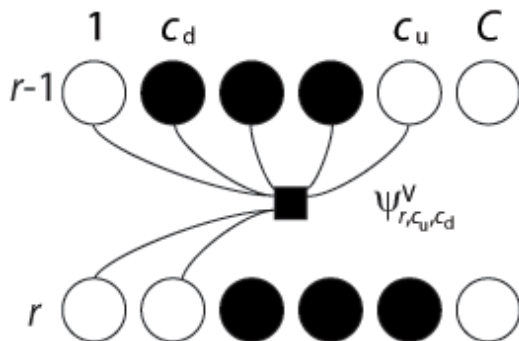
# Higher order cliques



Horizontal contact term

$$\psi_{r,c_l,c_r}^H(X_{r,c_l}, \dots, X_{r,c_r}) = \begin{cases} E_{r,c_l,c_r}^H, & X_{r,\{c_l,c_r\}} = 1, X_{r,\{c_l+1,\dots,c_r-1\}} = 0 \\ 0, & \text{otherwise} \end{cases}$$

$E_{r,c_l,c_r}^H$  only a function of visibility map row  $r$



Vertical contact term

$$\psi_{r,c_u,c_d}^V(X_{r-1,1}, \dots, X_{r-1,c_u}, X_{r,1}, \dots, X_{r,c_d}) = \begin{cases} E_{r,c_u,c_d}^V, & X_{r-1,c_u} = 1, X_{r,c_d} = 1, \sum_{c=1}^{c_u-1} X_{r-1,c} = \sum_{c=1}^{c_d-1} X_{r,c} \\ 0, & \text{otherwise} \end{cases}$$

$E_{r,c_u,c_d}^V$  only a function of visibility map rows  $r-1$  and  $r$

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# Energy terms

## Unary term

$$E_{r,c}^U = \left( \left| \left( \frac{\partial}{\partial x} \mathbf{I} \right)_{r,c} \right| + \left| \left( \frac{\partial}{\partial y} \mathbf{I} \right)_{r,c} \right| \right)^{n_U}$$

Unary term of  
Avidan and  
Shamir 2007

# Energy terms

$$E_{r,c_l,c_r}^H = D_{r,c_l,c_r}^H + S_{r,c_l,c_r}^H$$

$$E_{r,c_u,c_d}^V = D_{r,c_u,c_d}^V + S_{r,c_u,c_d}^V$$

## Distortion terms

1. Magnitude distance

$$D_{r,c_l,c_r}^H = ||I|_{r,c_l} - |I|_{r,c_r}|^{n_D}$$

$$D_{r,c_u,c_d}^V = ||I|_{r-1,c_u} - |I|_{r,c_d}|^{n_D}$$

Measure created distortion

2. RGB distance

$$D_{r,c_l,c_r}^H = \sum_{x \in \{R,G,B\}} |I_{r,c_l}^x - I_{r,c_r}^x|^{n_D}$$

$$D_{r,c_u,c_d}^V = \sum_{x \in \{R,G,B\}} |I_{r-1,c_u}^x - I_{r,c_d}^x|^{n_D}$$

3. Relative RGB distance

$$D_{r,c_l,c_r}^H = \sum_{x \in \{R,G,B\}} |I_{r,c_l}^x - I_{r,c_r-1}^x|^{n_D} + |I_{r,c_r}^x - I_{r,c_l+1}^x|^{n_D}$$

$$D_{r,c_u,c_d}^V = \sum_{x \in \{R,G,B\}} |I_{r-1,c_u}^x - I_{r-1,c_d}^x|^{n_D} + |I_{r,c_d}^x - I_{r,c_u}^x|^{n_D}$$

# Energy terms

$$E_{r,c_l,c_r}^H = D_{r,c_l,c_r}^H + S_{r,c_l,c_r}^H$$

$$E_{r,c_u,c_d}^V = D_{r,c_u,c_d}^V + S_{r,c_u,c_d}^V$$

## Seam terms

1. Repeat cost

$$S_{r,c_l,c_r}^H = (c_r - c_l - 1)D_{r,c_l,c_r}^H$$

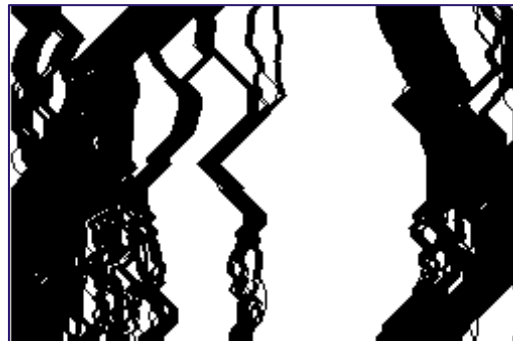
$$S_{r,c_u,c_d}^V = (c_u - c_d - 1)D_{r,c_u,c_d}^V$$

2. Average unary cost

$$S_{r,c_l,c_r}^H = \frac{(c_r - 1) - (c_l + 1)}{(c_r - 1) - (c_l + 1) + 1} \sum_{c=c_l+1}^{c_r-1} E_{r,c}^U$$

$$S_{r,c_u,c_d}^V = (c_u - c_d - 1)D_{r,c_u,c_d}^V \cdot$$

Regularize spatial distribution of seams to prevent 'clumping'



# Energy model

## Unary terms

$$\psi_{r,c}^U(X_{r,c}) = E_{r,c}^U[X_{r,c} \neq 0]$$

$$\uparrow$$

$$E(\mathbf{X}) = \sum_{r,c} \psi_{r,c}^U(\mathbf{X}) + \sum_{r,c_l < c_r} \psi_{r,c_l,c_r}^H(\mathbf{X}) + \sum_{r > 1, c_u, c_d} \psi_{r,c_u,c_d}^V(\mathbf{X})$$

$$\downarrow$$

Non-zero value

$$E_{r,c_l,c_r}^H$$

$$\downarrow$$

Non-zero value

$$E_{r,c_u,c_d}^V$$

Sparse higher order cliques

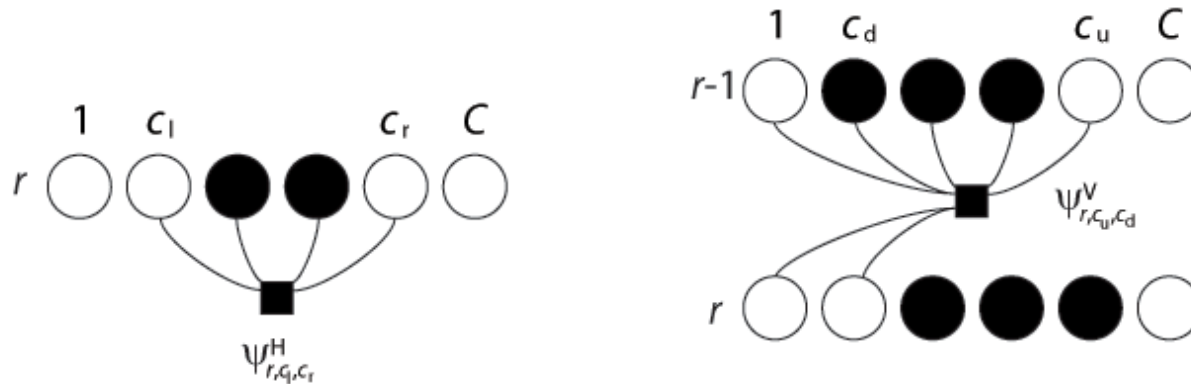
# Outline

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# Optimization

- Higher order cliques built over pixels on one or two rows



# Optimization

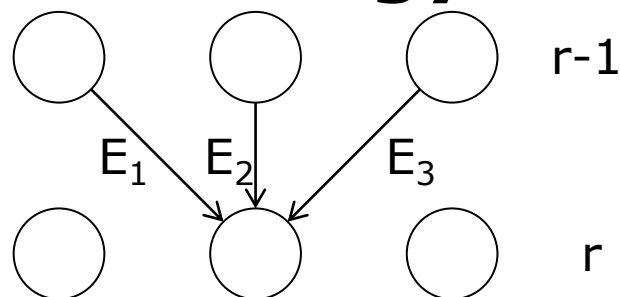
- Higher order cliques built over pixels on one or two rows
- Non-zero values of cliques depend on visibility map of same one or two rows

$E_{r,c_l c_r}^H$  only function of visibility map row  $r$

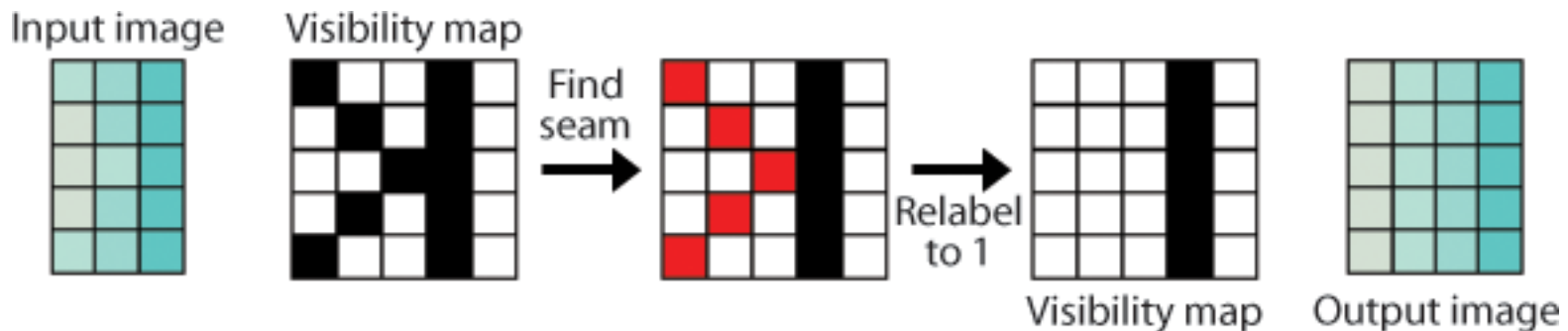
$E_{r,c_u c_d}^V$  only function of visibility map rows  $r$  and  $r-1$

# Optimization

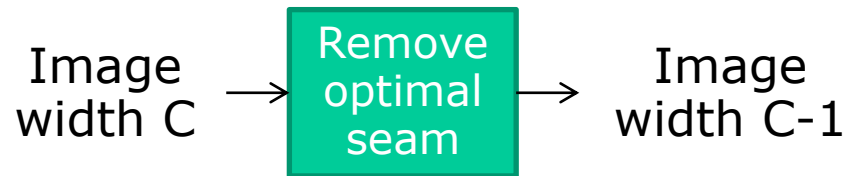
- Higher order cliques built over pixels on one or two rows
- Non-zero values of cliques depend on visibility map of one or two rows
- **⇒ can optimize with dynamic programming for seam to remove that minimizes this energy**



# Refinement

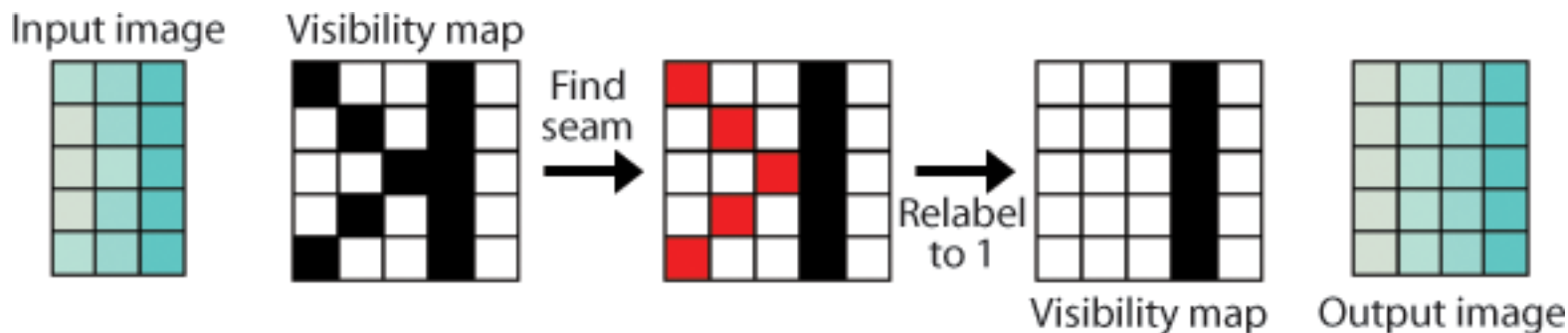


- Same algorithm, but labelling to 1 (visible) instead of labelling to 0 (non-visible)

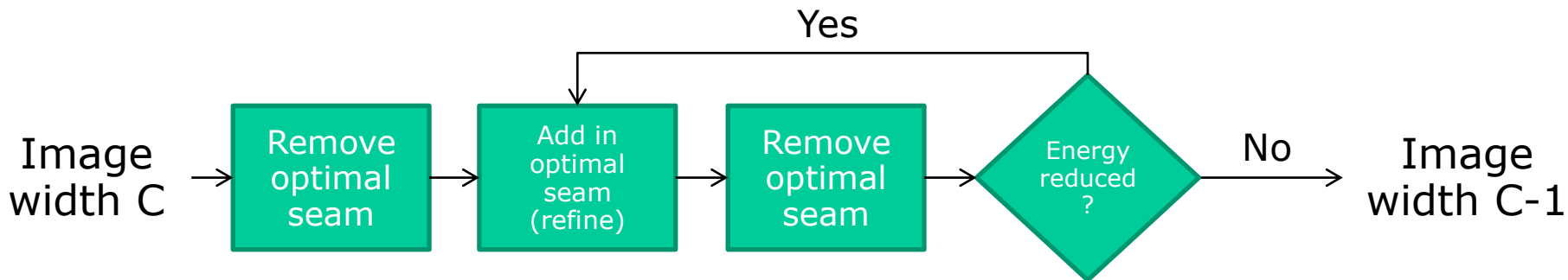


Without refinement

# Refinement



- Same algorithm, but labelling to 1 (visible) instead of labelling to 0 (non-visible)

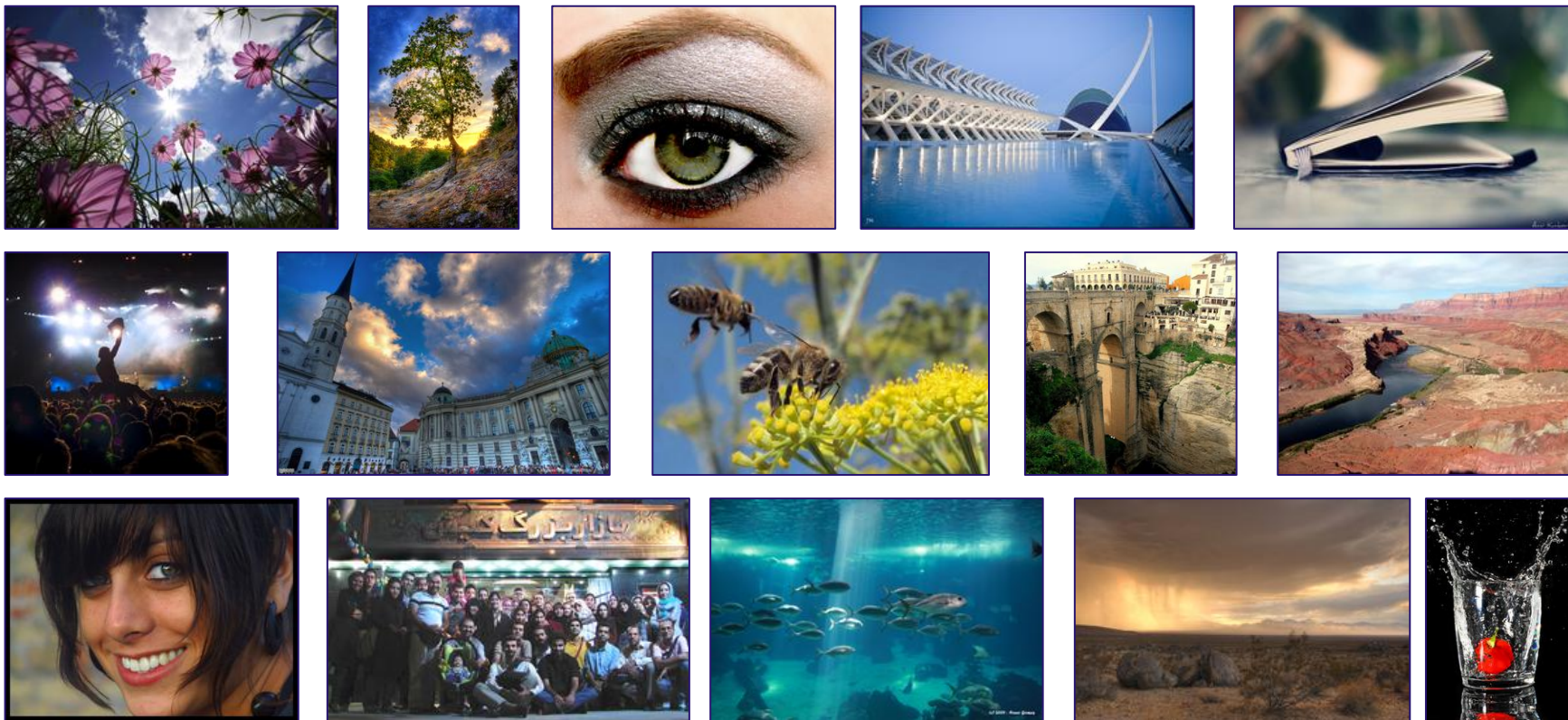


With refinement

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# Dataset



- 100 images from flickr
- Will be available online [www.vision.ee.ethz.ch/~mansfiea/improvingsc/](http://www.vision.ee.ethz.ch/~mansfiea/improvingsc/)
- Performed tests with 288 parameter combinations

# Improved Seam Carving

- We found bidirectional similarity measures to correlate poorly with human judgement
- By human judgement found the best parameters to be:
  - Unary of Avidan and Shamir 2007
  - Contact term of Rubinstein et al. 2008
  - Average unary cost seam term
  - No refinement



# Results



Input image



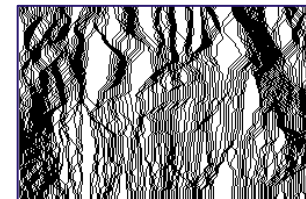
Improved SC



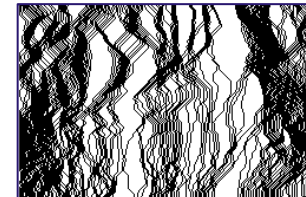
No seam term



No unary



+ refinement



Reduced energy in 68.2% of results, average increase 2.3%

# Results - Improvement



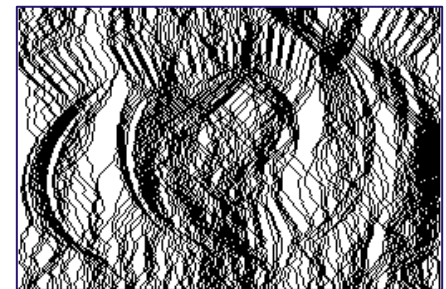
Input image



Seam carving  
Rubinstein et al. 2008



Improved seam  
carving



# Results – No improvement



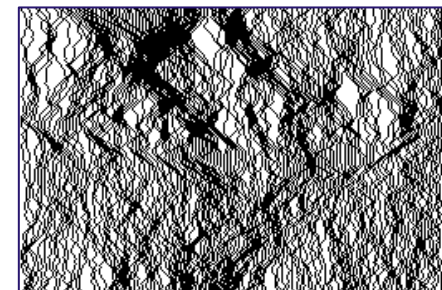
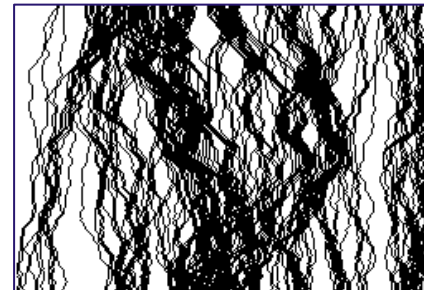
Input image



Seam carving  
Rubinstein et al. 2008



Improved seam carving



# Results - Worse



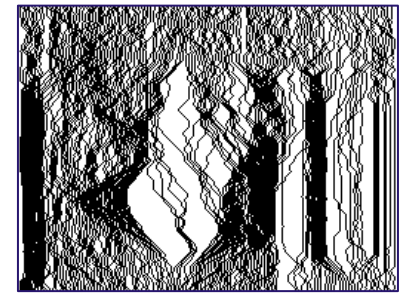
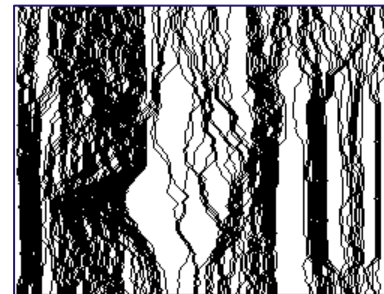
Input image



Seam carving  
Rubinstein et al. 2008



Improved seam carving



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# Conclusions

- Defined a general form of energy over a visibility map
- Increased flexibility of modeling and optimization
- Can be optimized with the same complexity as seam carving

# Future directions

- Why is retargeting not yet ubiquitous?
  - No guarantees on quality of result
  - Speed
  - Insufficient user control
- Future approaches
  - User input  
(e.g. Barnes et al. 2009, Mansfield et al. 2010)
  - Structure detection
  - Lots of data  
(such as in Hays and Efros 2007)
  - Hierarchical approaches  
(e.g. Pritch et al. 2009)

# Future directions

- Pixel removal
  - Avidan and Shamir 2007
- Pixel re-arrangement
  - Pritch et al. 2009
- Image warping
  - E.g. Wang et al. 2008, Krähenbühl et al. 2009
- Pixel estimation from generative model
  - Simakov et al. 2008

Increasing  
flexibility



Increasing  
complexity



**All code and images will be available at**

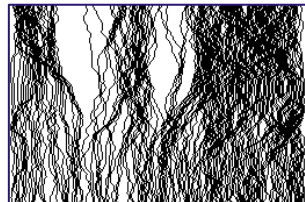
<http://www.vision.ee.ethz.ch/~mansfiea/improvingsc/>

# ANY QUESTIONS?

## **Acknowledgements**

Images from Flickr users Stuck in Customs, Amir K., Telmo32, code poet, pheanix300, J, drurydrama, Dimit@I, druidabruxux, Sverrir Thor, Rikki Nadir, carlotardani, antonychammond, jimpg2\_2010, amanky, Tambako the Jaguar, Reinante El Pintor de Fuego, papalars, \*Zephyrance, Jenna Carver, Seattle Miles, Paulo Brandão, James Jordan, gin\_able, Orangeya, pareeerica, Panoramas, stephcarter, Chuck "Caveman" Coker, Pierluigi Riccio, yamiq, Gianni D., Gabriela Camerotti, muha..., wolfpix, Nrbelex, papalars, Bill & Mavis, Elina Nilsson, Hamed Saber, visualpanic, mikebaird, joiseyshowaa, SF Brit, Mr Theklan, ~dolfi, Jule\_Berlin, liber, chris bartnik photography, Claude Renault, yewenyi, Brandon Christopher Warren, Jaye, Kivanç Niş, robokow, Al\_HikesAZ, Trois Têtes, law\_kewen, Michal Osmenda, Ben Chau, Dark L. Hacedor, mathias-erhart, N Gomes, millzero, aussiegall, pumpkincat210, Rev Dan Catt, Eneas, Eduardo Amorim, Cláudia\*~Assad, .: sandman, Wagman\_30, paul (dex), tochis, John Steven Fernandez, crsan, Anna Gay, SergioTudela, Thomas Hawk, ecstaticist, MorBCN, magdalar

# Results



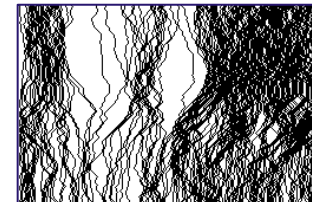
No unary



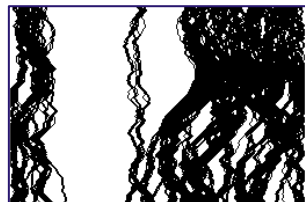
Input image



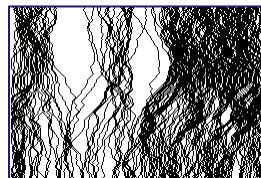
+ blending



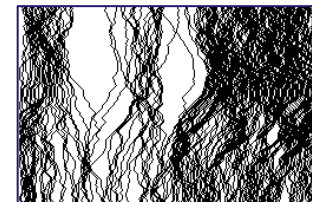
Good terms



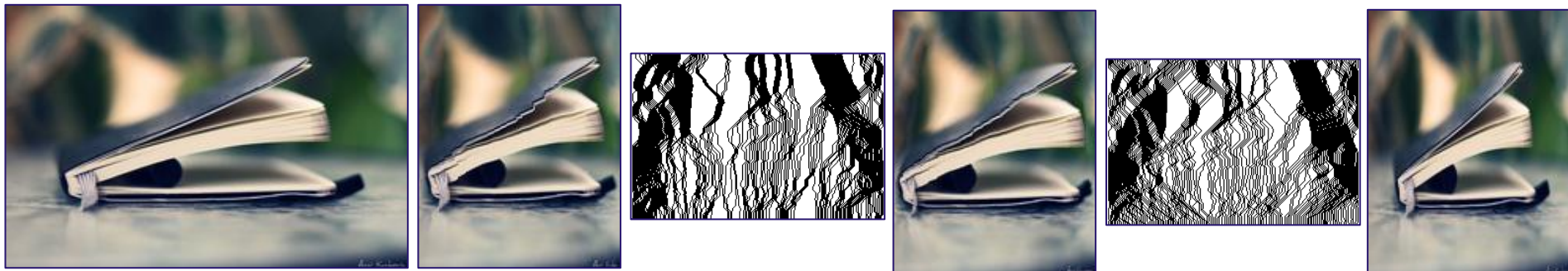
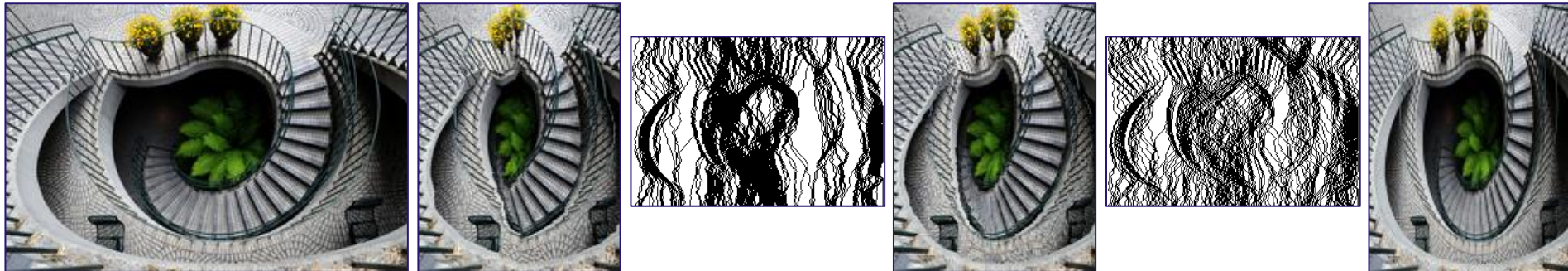
No shift term



+ refinement



# Results



Input image

Seam  
carving

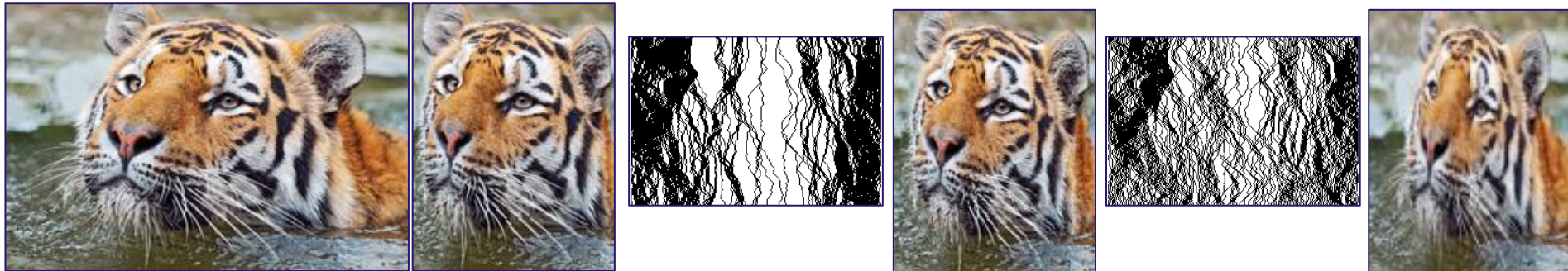
Seam carving  
visibility map

Improved  
seam  
carving

Improved  
seam carving  
visibility map

Scaling

# Results



Input image

Seam  
carving

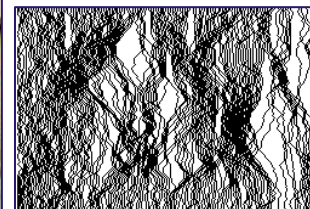
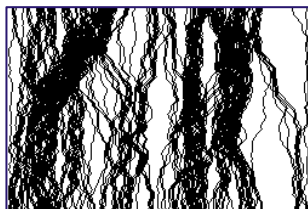
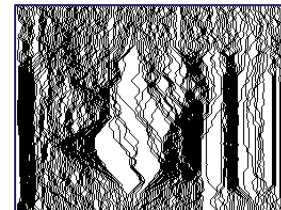
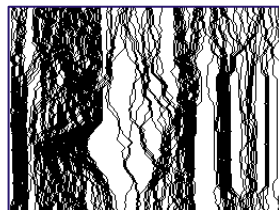
Seam carving  
visibility map

Improved  
seam  
carving

Improved  
seam carving  
visibility map

Scaling

# Results



Input image

Seam carving

Seam carving visibility map

Improved seam carving

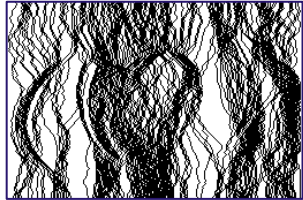
Improved seam carving visibility map

Scaling

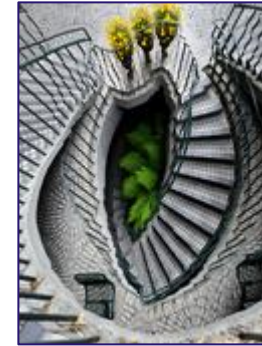
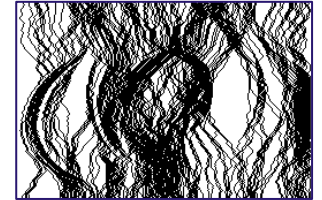
# Results



Input image



No unary



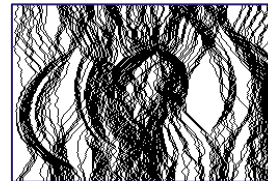
+ blending



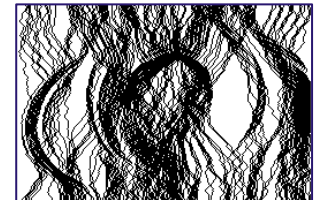
Good terms



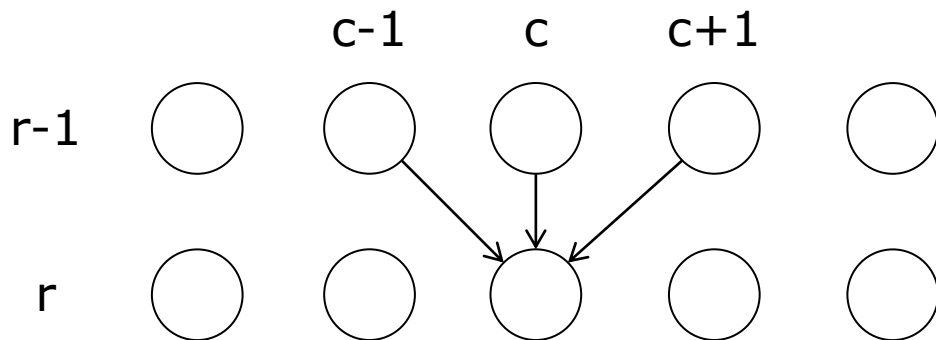
No shift term



+ refinement



# Dynamic programming optimization



The energy term of each path is conditioned on the state of  $(r, c)$  and either  $(r - 1, c - 1)$ ,  $(r - 1, c)$  or  $(r - 1, c + 1)$ .

As only one pixel changes state per row, **the visibility map on rows  $r - 1$  and  $r$  is known.**

$\psi_{r,c_l,c_r}^H$  depends on  $(r, c_l)$  to  $(r, c_r)$

$E_{r,c_l,c_r}^H$  depends on  $(r, 1)$  to  $(r, R)$

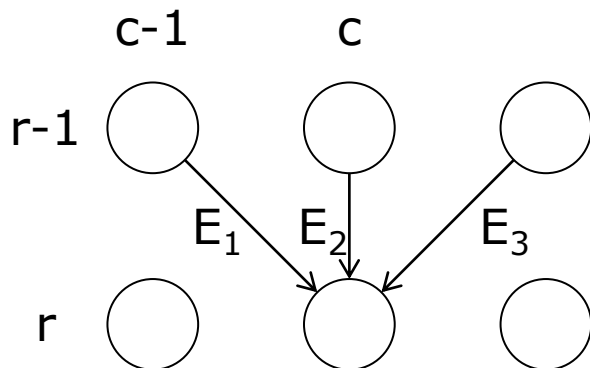
$\psi_{r,c_u,c_d}^V$  depends on  $(r, 1)$  to  $(r, c_d)$  and  $(r - 1, 1)$  to  $(r - 1, c_u)$

$E_{r,c_u,c_d}^V$  depends on  $(r, 1)$  to  $(r, R)$  and  $(r - 1, 1)$  to  $(r - 1, R)$

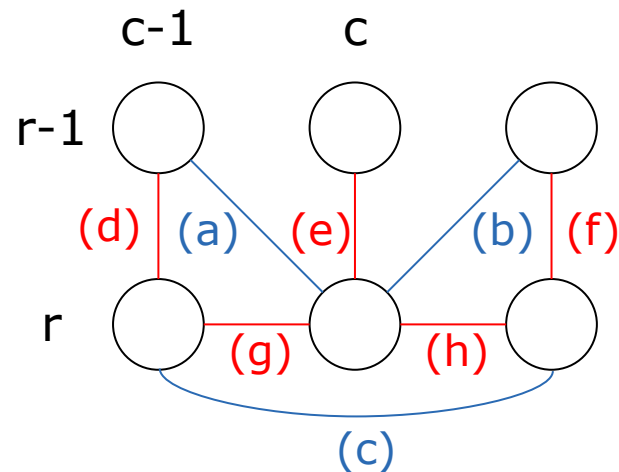
Hence all terms that are affected by this choice of path are known and the energy can be determined.

# Dynamic programming optimization

**Energy terms**



**Contact terms**



$$E_1 = E_2 + E_{r,c,c-1}^{V(a)} - E_{r,c-1,c-1}^{V(d)}$$

$$E_2 = E_{r,c}^U + E_{r,c-1,c+1}^{H(c)} - E_{r,c-1,c}^{H(g)} - E_{r,c,c+1}^{H(h)} - E_{r,c,c}^{V(e)}$$

$$E_3 = E_2 + E_{r,c,c+1}^{V(b)} - E_{r,c+1,c+1}^{V(f)}$$

Contact terms  
turned on

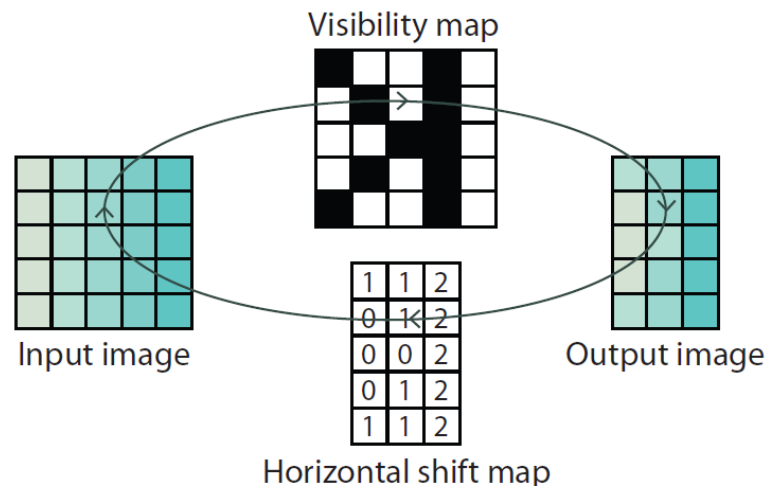
Contact terms  
turned off



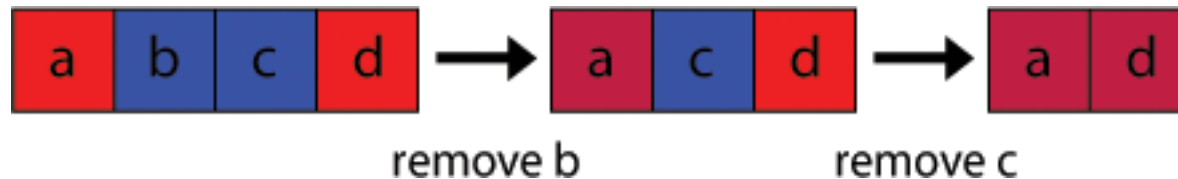
# Relation to shift map

- Given a shift map  $M$  with an ordering constraint, the visibility map  $X$  is given by:

$$X_{r,c} = \begin{cases} 1, & \exists(u, v) \text{ such that } ((u, v) + M_{u,v}) = (r, c) \\ 0, & \text{otherwise} \end{cases}$$



# Blending



- Visibility map assigns a weighting in a linear blending:

$$\begin{aligned} I_{r,c-1}^x &= wI_{r,c}^x + (1-w)I_{r,c-1}^x \\ I_{r,c+1}^x &= wI_{r,c}^x + (1-w)I_{r,c+1}^x \quad \forall x \in \{R, G, B\} \end{aligned}$$

We use  $w = 0.25$