

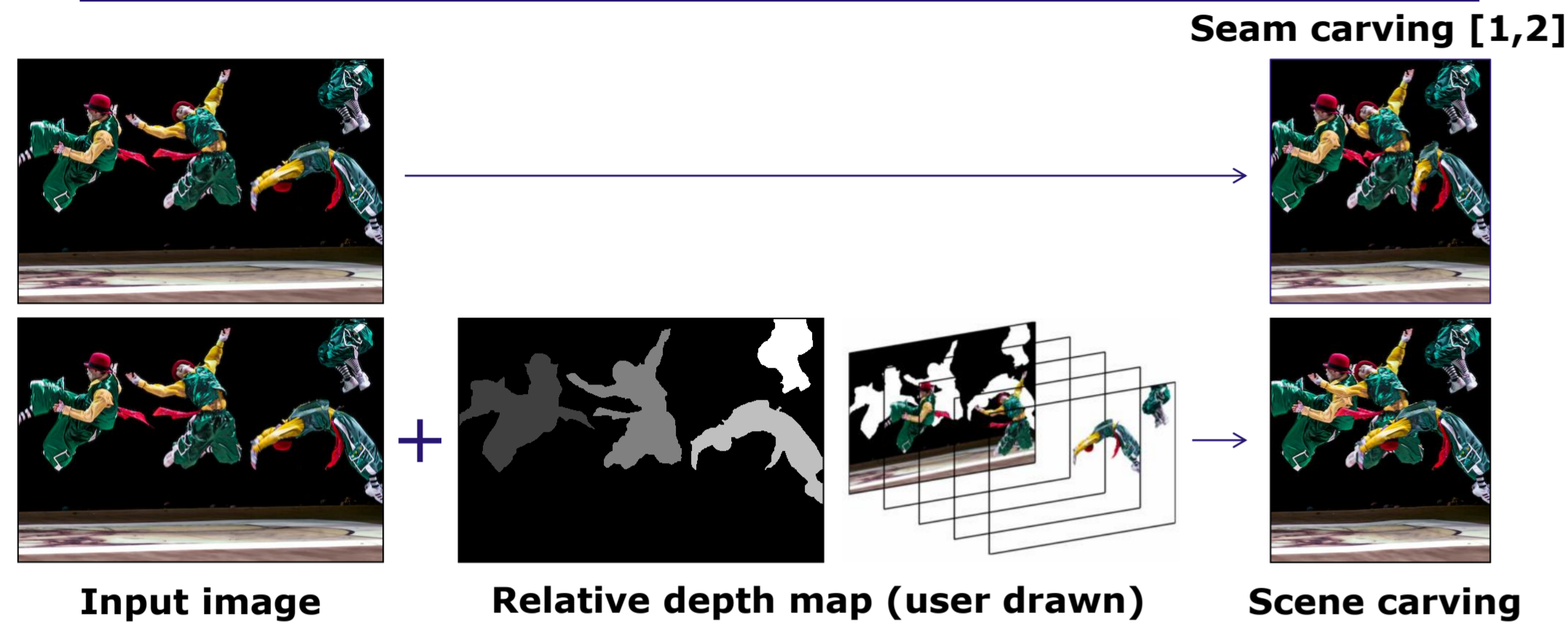
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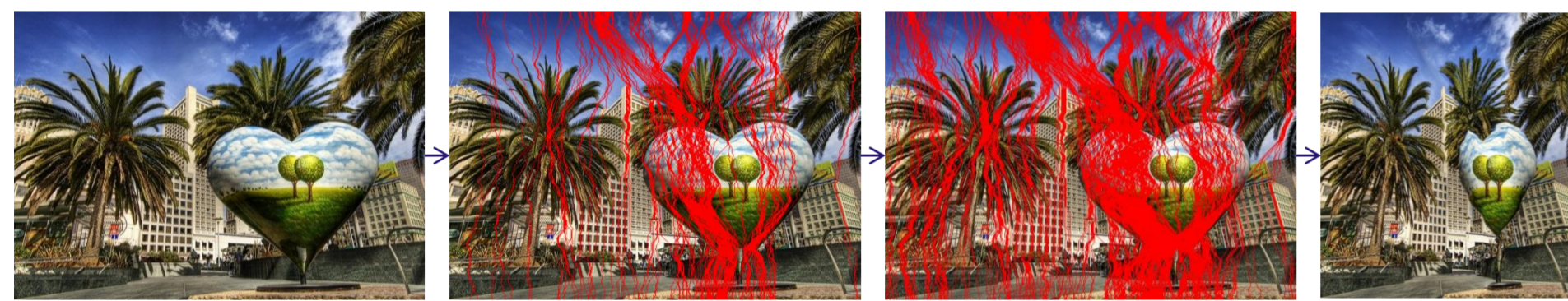
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KU Leuven, Belgium

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

## Main Idea



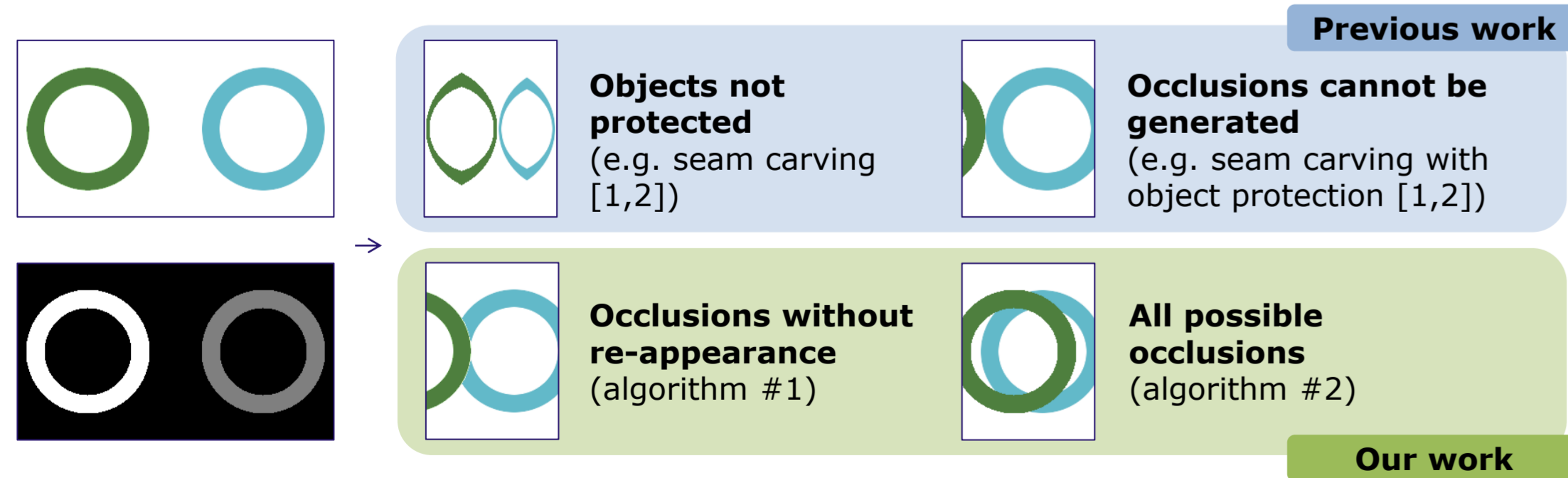
## Seam Carving



- Seam carving iteratively removes seams of pixels, minimizing visual distortion using dynamic programming
- Other retargeting methods commonly use image warping, which can be effective but harder to optimize

## Scene Consistency

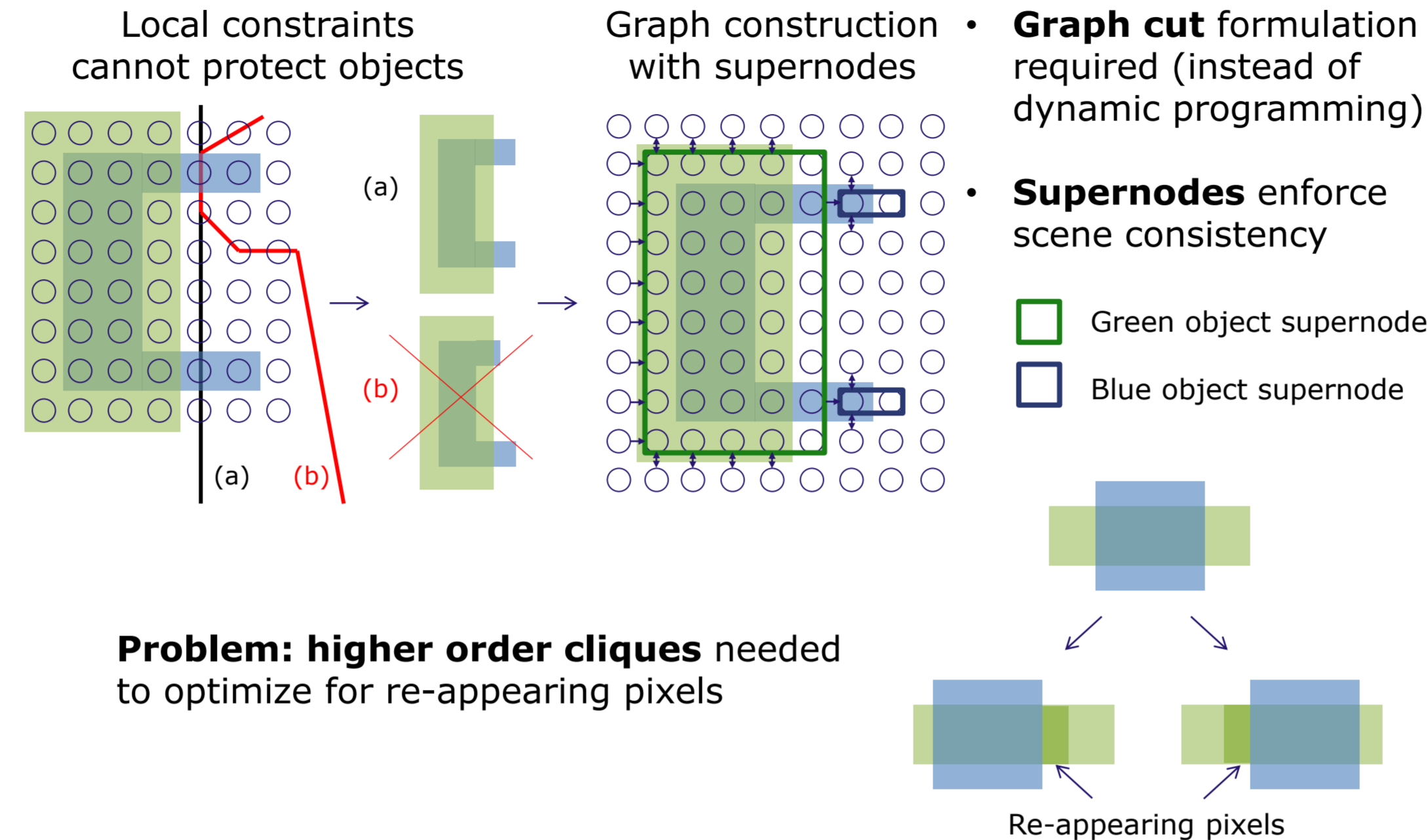
- 1) Objects are protected (i.e. not distorted from original image)
- 2) Object depth ordering is preserved as in the original image



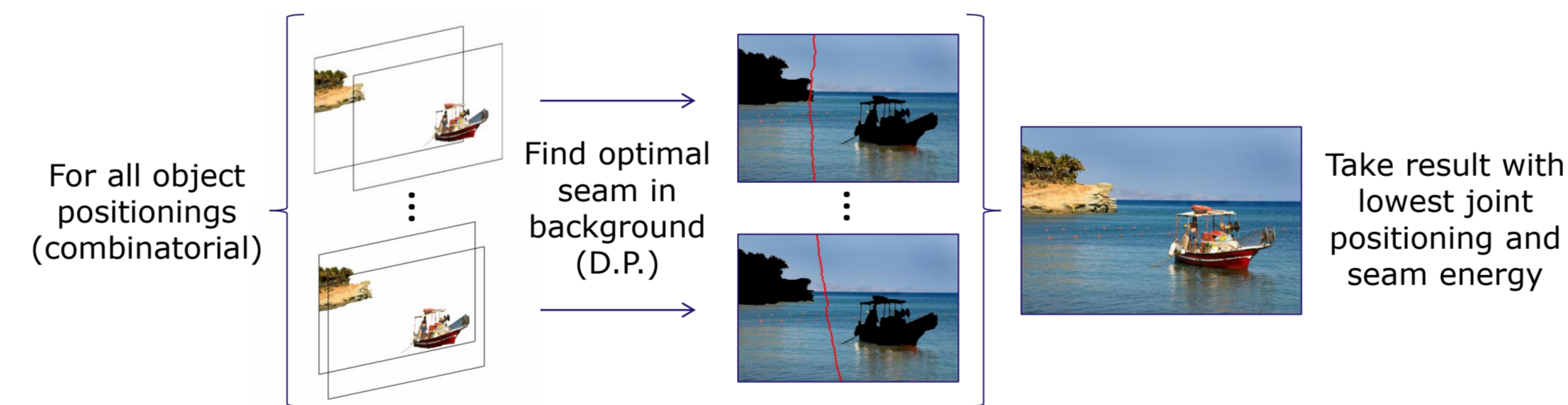
## Our Goal

To extend seam carving to produce the best result subject to scene consistency

## #1 "Flat" formulation

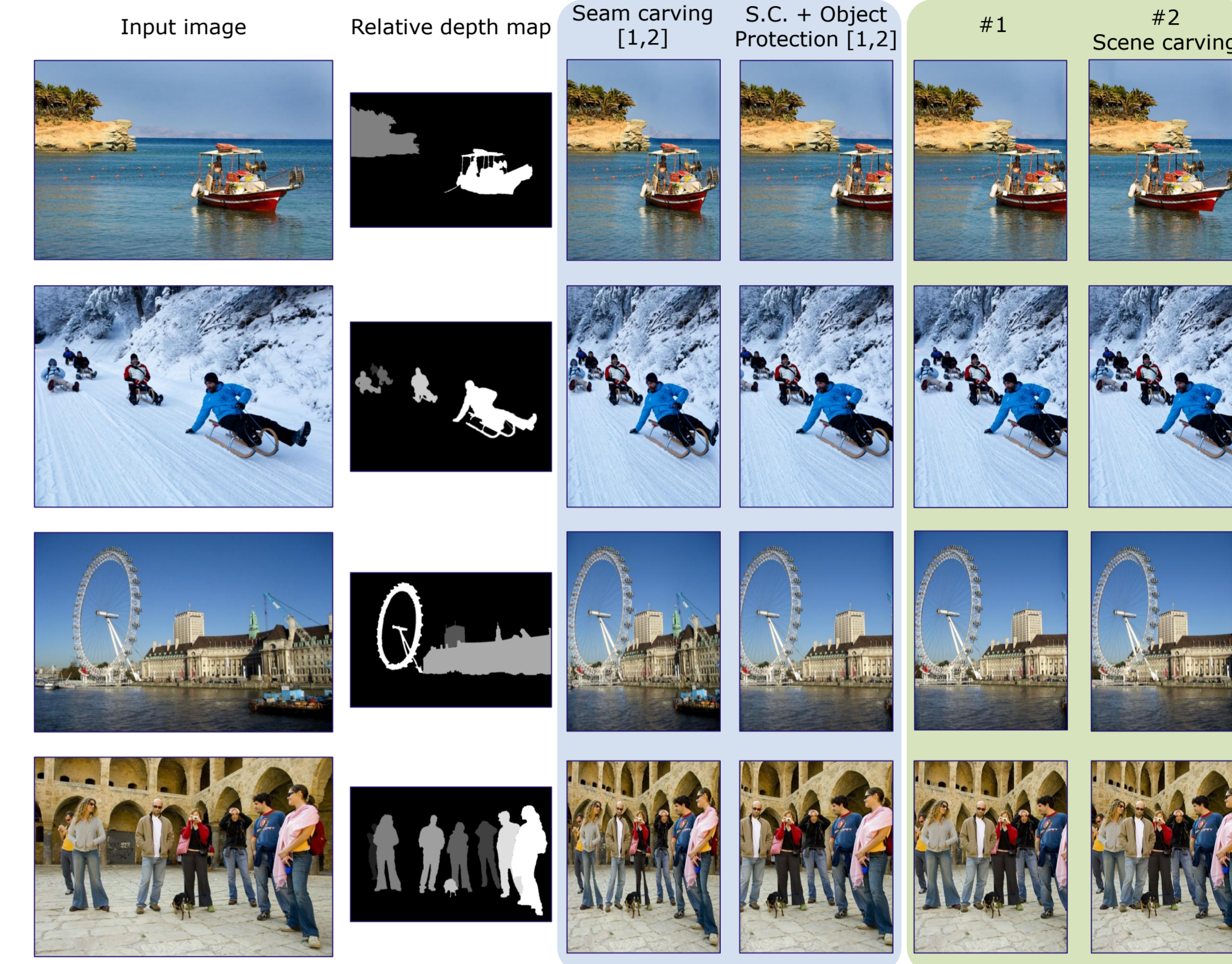


## #2 Layered formulation (scene carving)



- **Translate objects** maintaining position or shifting 1 pixel left
  - Propose all combinations
- **Seam carve** in background using **dynamic programming**
  - Energy minimized when:
    - Fewest object pixels occluded
    - Least visual distortion created
    - Most hole pixels removed
  - Subject to constraint:
    - No hole pixels revealed
- Hierarchical speed-up
  - ~36x faster optimization

## Results



	Boat	Sledge	London eye	People
No. of objects	2	5	3	8
Size	1016 x 677	1024 x 759	1024 x 683	640 x 427
No. seams removed	500	500	500	300
Seam carving [1]	64 s	62 s	49 s	22 s
S.C. + Obj. Prot. [1]	54 s	69 s	60 s	28 s
#1	19941 s	46152 s	2079 s	4515 s
#2 Scene Carving	619 s	596 s	711 s	352 s

**Time taken**  
to produce our results with our Matlab/Mex implementation

## References

- [1] Avidan, S. and Shamir, A. 'Seam carving for content-aware image resizing' SIGGRAPH 2007
- [2] Rubinstein, M., Shamir, A., Avidan, S. 'Improved seam carving for video retargeting' SIGGRAPH 2008