

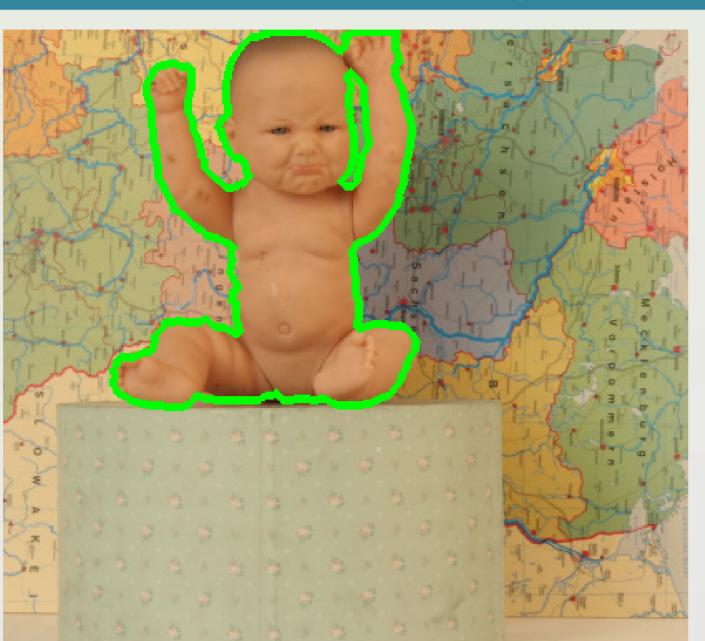
# StereoSnakes: Contour Based Consistent Object Extraction For Stereo Images

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## Consistent Object Extraction For Stereo Images



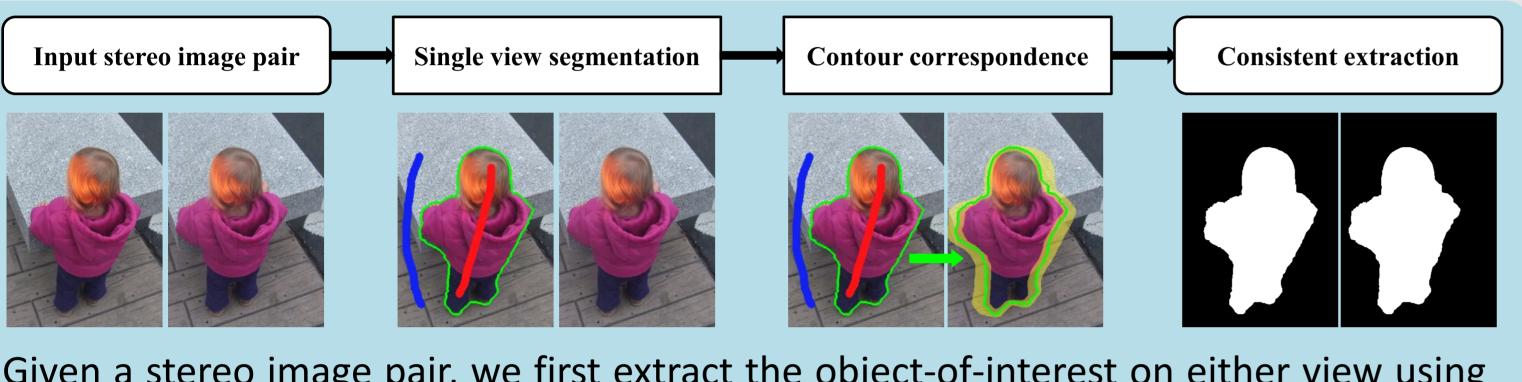






- A method for consistent object extraction in stereo images
- Search for consistent contours instead of regions
- Effortlessly make single-image segmentation methods work for stereo scenarios
- Only one view interaction
- Better accuracy and much higher efficiency
- Examples of Graph cuts (left) and GrabCut (right) combined with StereoSnakes

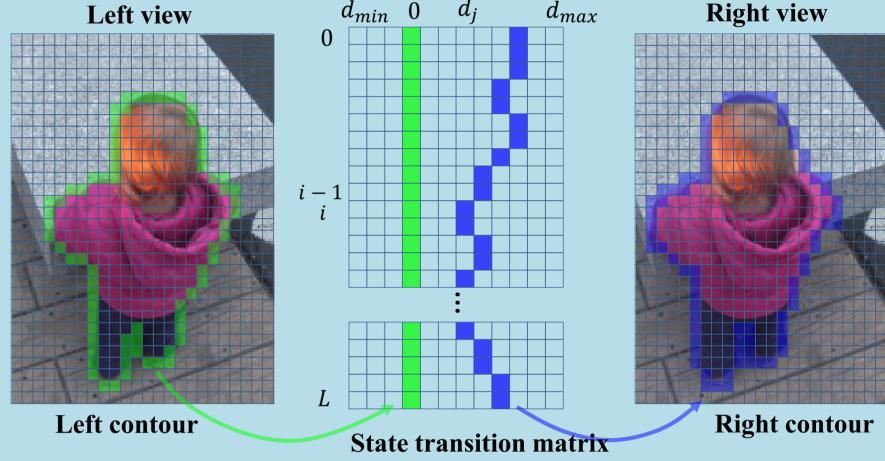
#### Framework



Given a stereo image pair, we first extract the object-of-interest on either view using single image methods (take graph cuts for example here). Next we transform the extraction result into contours and search for the corresponding contours on the other view. At last, we recover the extraction masks from the contours.

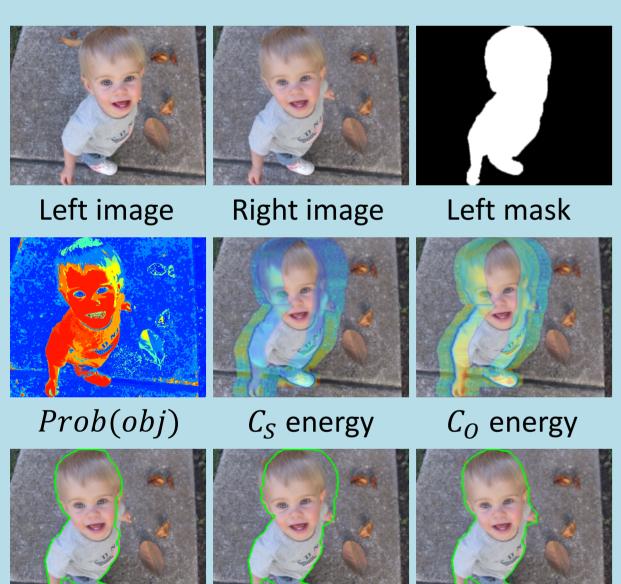
## Algorithm

- Extract the object contour on one view, as shown in green in the left image.
- Solve (1) using dynamic programming. The state transition matrix is shown in the middle.
- Search for the minimum weight path in the state transition matrix.

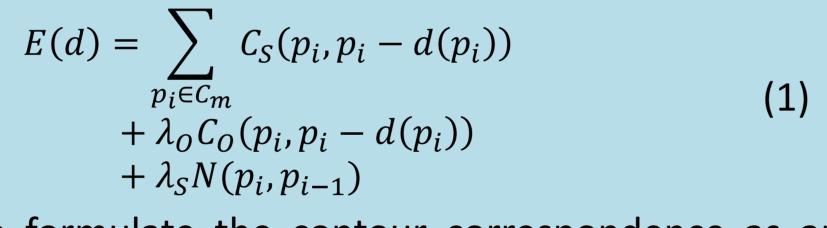


- Map the minimum weight path backward to the other view.
- Extract the object mask according to the contour.

## Formulation



 $C_O$  contour



We formulate the contour correspondence as an energy minimization problem in the disparity space. E(d) is the objective energy and d stands for the required disparities.  $C_S$  denotes the matching cost between corresponding.  $C_O$  stands for the object boundary cost which pulls contours towards real object boundaries. The last term is a smoothness function between adjacent pixels.  $\lambda_O$  and  $\lambda_S$  are two weighting parameters.

## Experiments

#### **Quantitative evaluation**

- Adobe open dataset including 31 stereo images and groundtruth masks
- Compared with 4 state-of-the-art methods: stereocut (ST), contour tracking (CT), cosegmentation (CO), snapcut (SN)
- Results given in mislabeled pixels and runtimes

Method	ST	CT	CO	SN	Ours
Error(#)	481	1277	2995	1094	439
Error(%)	0.23	0.61	1.43	0.53	0.21
Runtime(s)	0.650	0.413	0.532	0.715	0.031

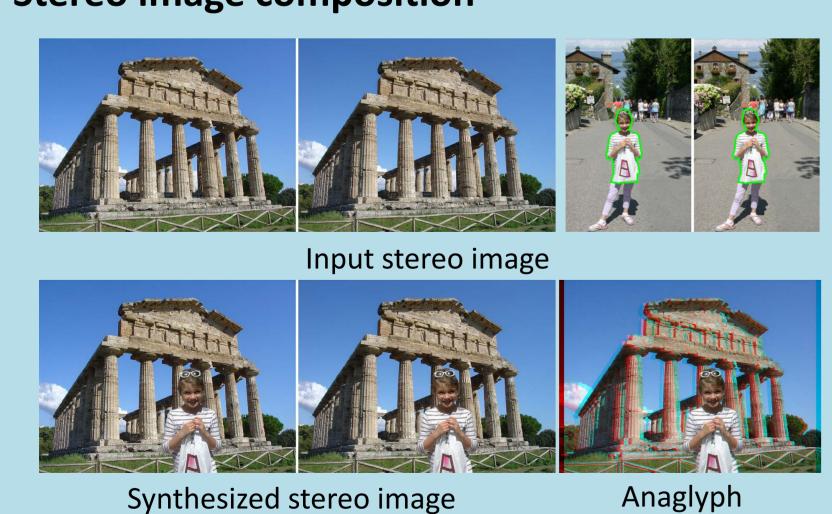
## Applications

Final result

### **Stereo image composition**

Stereo image retargeting

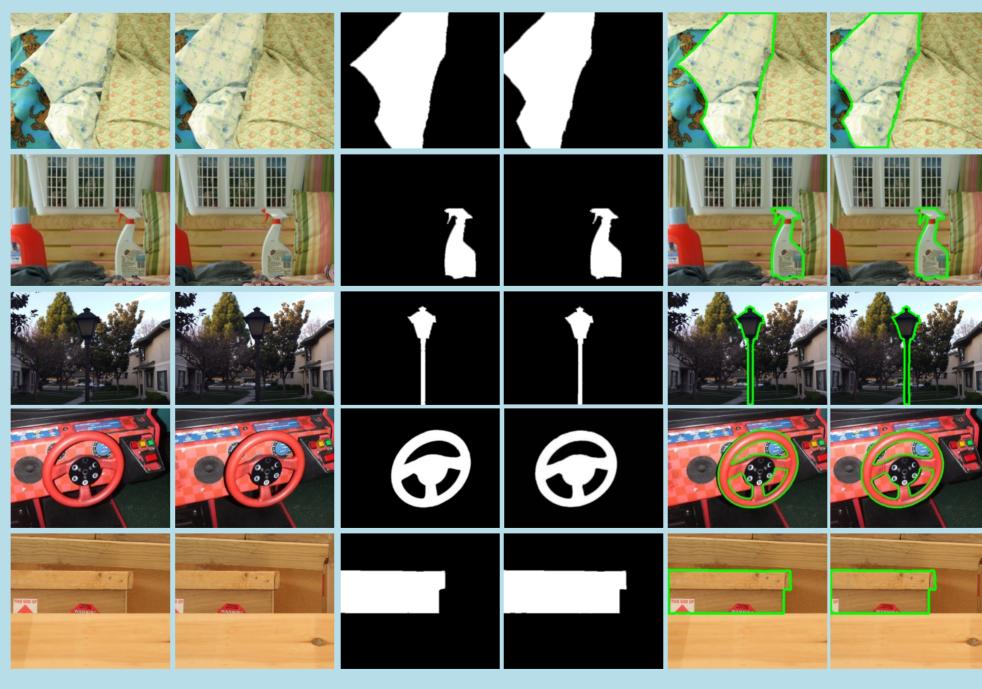
 $C_{\rm S}$  contour



Resized image and anaglyph

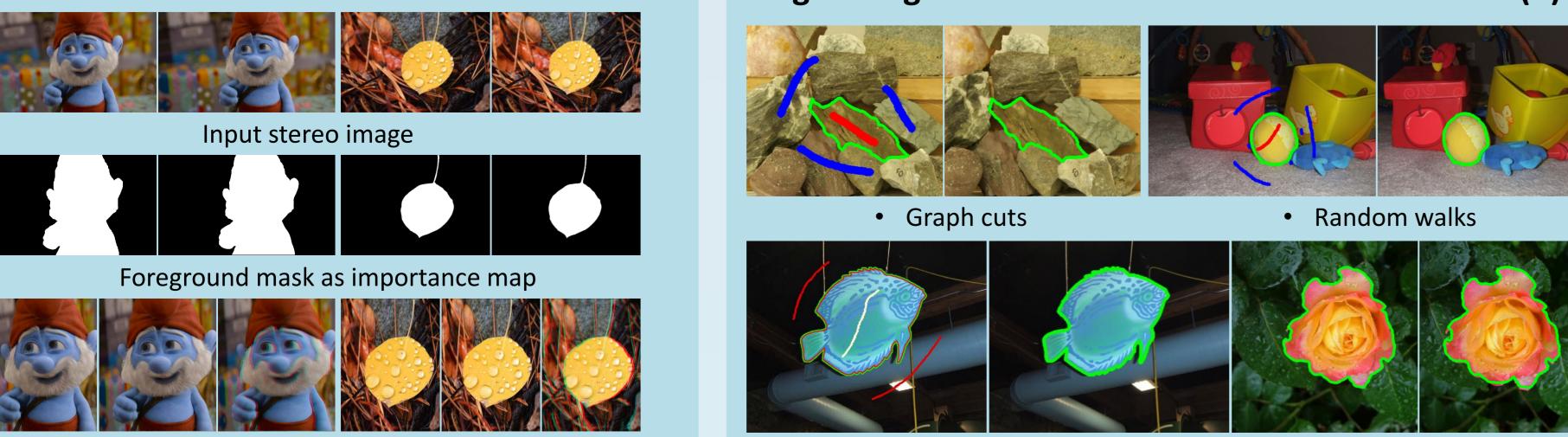


#### **Examples of our results**



Single image methods combined with our method (b)

Branch-and-mincut

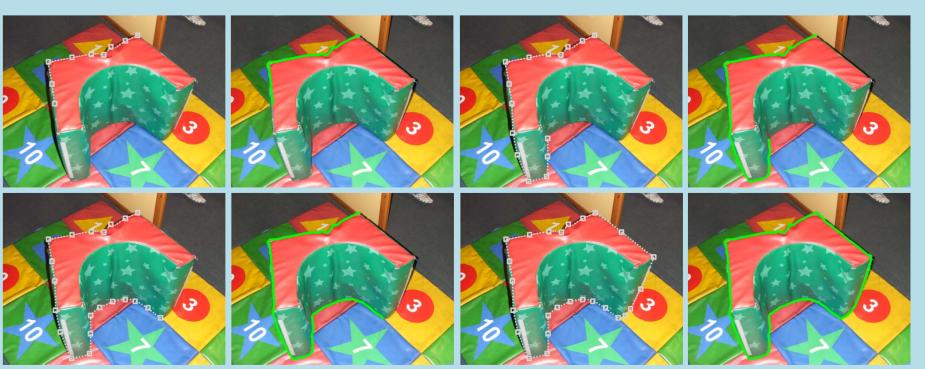


Geodesic star

#### GrabCut

Single image methods combined with our method (a)





## Funds

This work is supported by the National Science Foundation of China under Grant No.61321491 and No.61202320, Research Project of Excellent State Key Laboratory (No.61223003), Natural Science Foundation of Jiangsu Province (No.BK2012304) and Collaborative Innovation Center of Novel Software Technology and Industrialization.