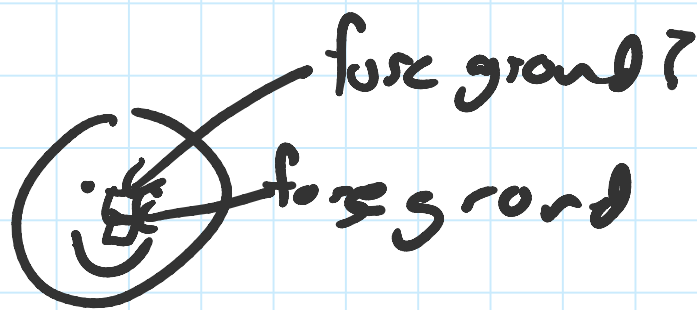


Others

# Image Segmentation

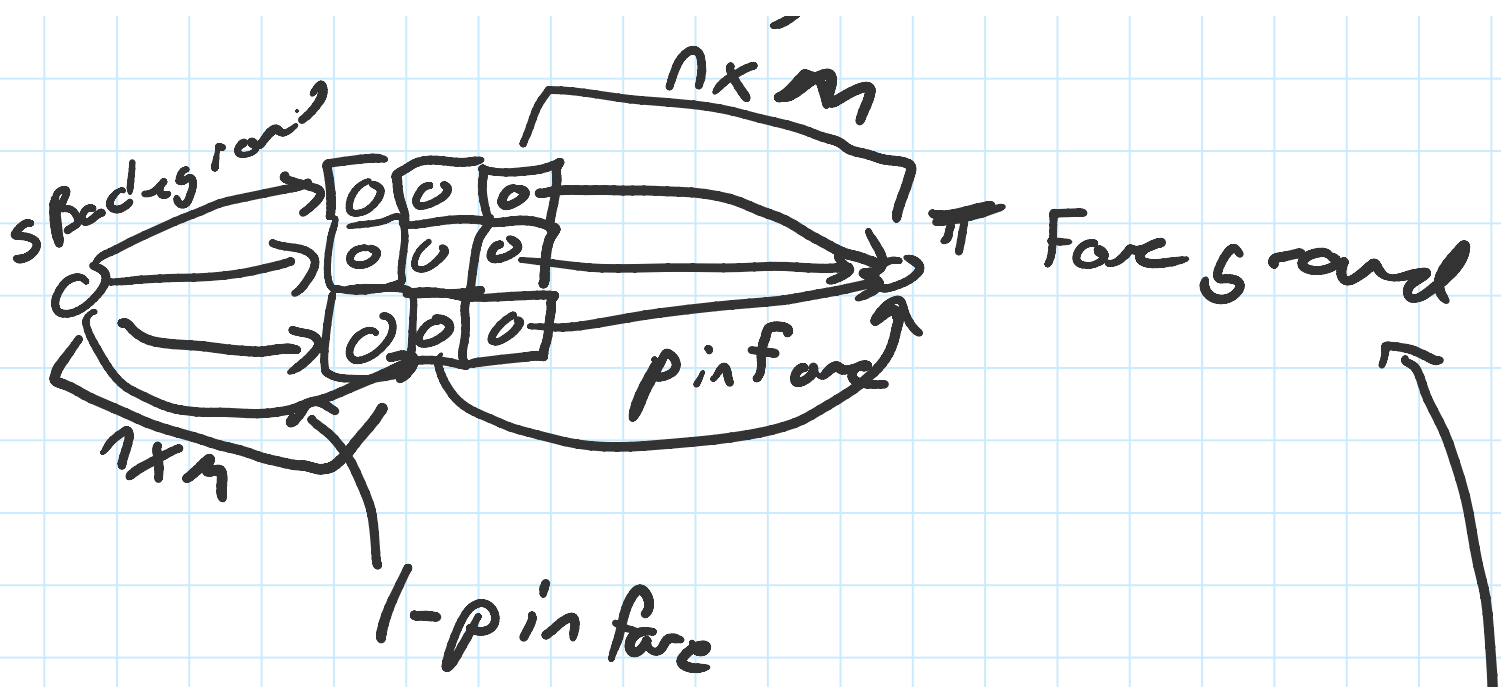
Given the probability that a pixel belongs to the background/foreground, Maximize the probability that a set of pixels belongs to the foreground



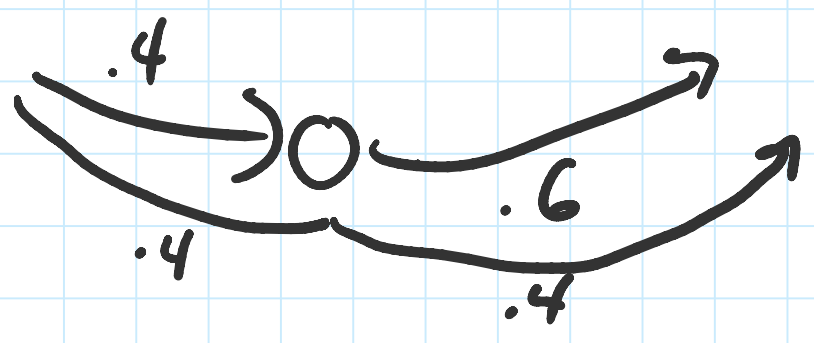
all in foreground

center pixel most likely belongs to foreground

$p_{ij}$  if  $i$  and  $j$  are adjacent and similar  $p_{ij}$  is some value.  
 $n \times m$

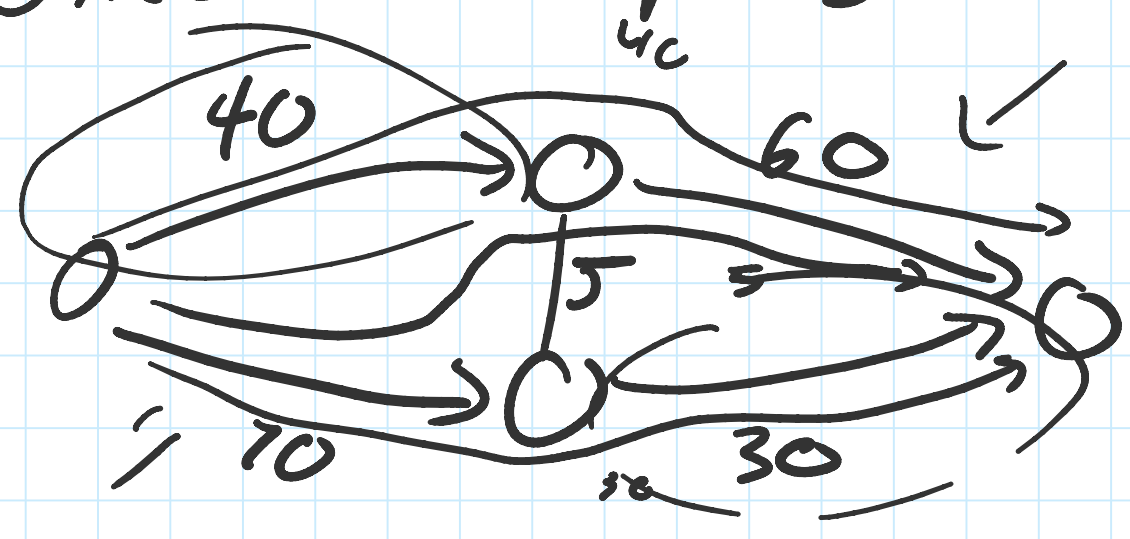


add pixel to the fore ground  
 if its edge to sink  
 is not saturated

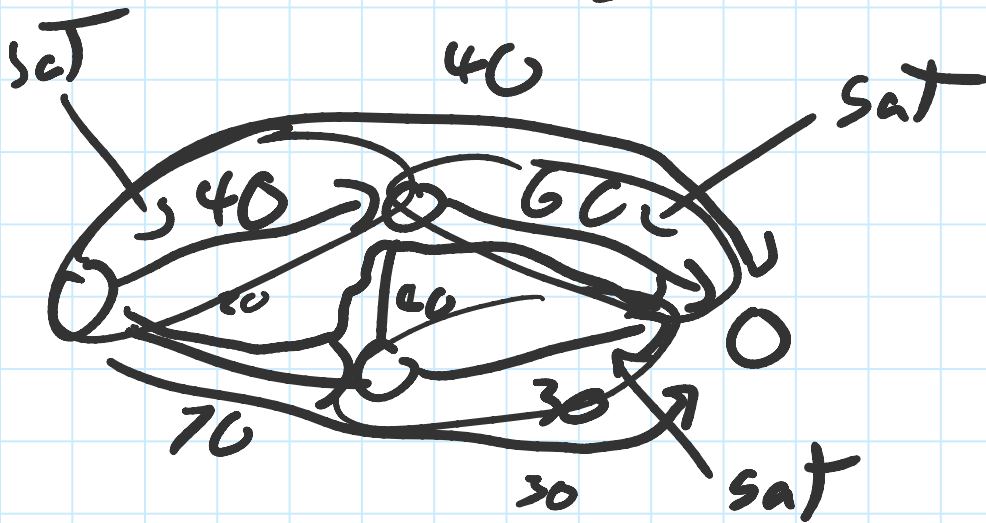
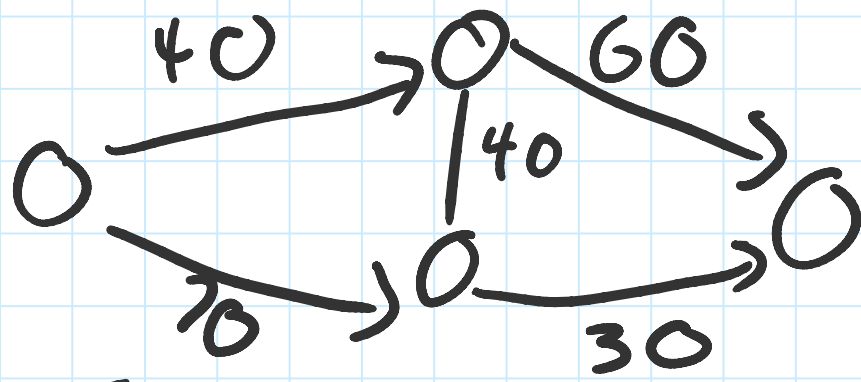


connect each node with  
 each other using their  
 correlated probabilities

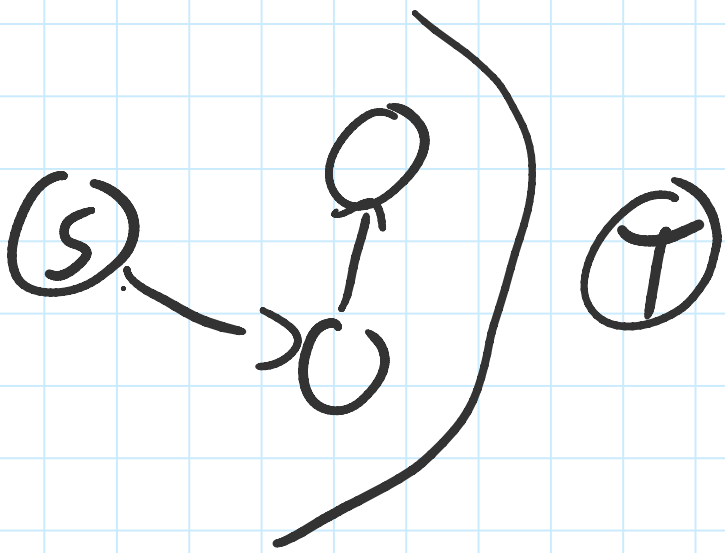
Uncorrelated pixels



75  
Correlated pixels



$$30 + 20 + 40 = 90$$



Pass ball / elimination

Set of teams

Set of games played

$T_1, T_2$       $T_1$

$T_2, T_4$       $T_2$

$T_4, T_3$       $T_3$

Set of games yet to be played

no of matches

T<sub>1</sub> T<sub>4</sub>

T<sub>3</sub> T<sub>4</sub>

T<sub>2</sub> T<sub>3</sub>

Find all teams that cannot possibly have the highest number of wins regardless of the result of the remaining games

	T <sub>1</sub> T <sub>2</sub>	T <sub>1</sub>	
	T <sub>2</sub> T <sub>4</sub>	T <sub>2</sub>	
	T <sub>4</sub> T <sub>3</sub>	T <sub>3</sub>	
to play	T <sub>1</sub> T <sub>4</sub>	T <sub>4</sub>	1-4
	T <sub>3</sub> T <sub>1</sub>		1-3
	T <sub>2</sub> T <sub>3</sub>		2-3

Consider team 1  
can it win enough



can it win enough

Brute force approach

G Left to play

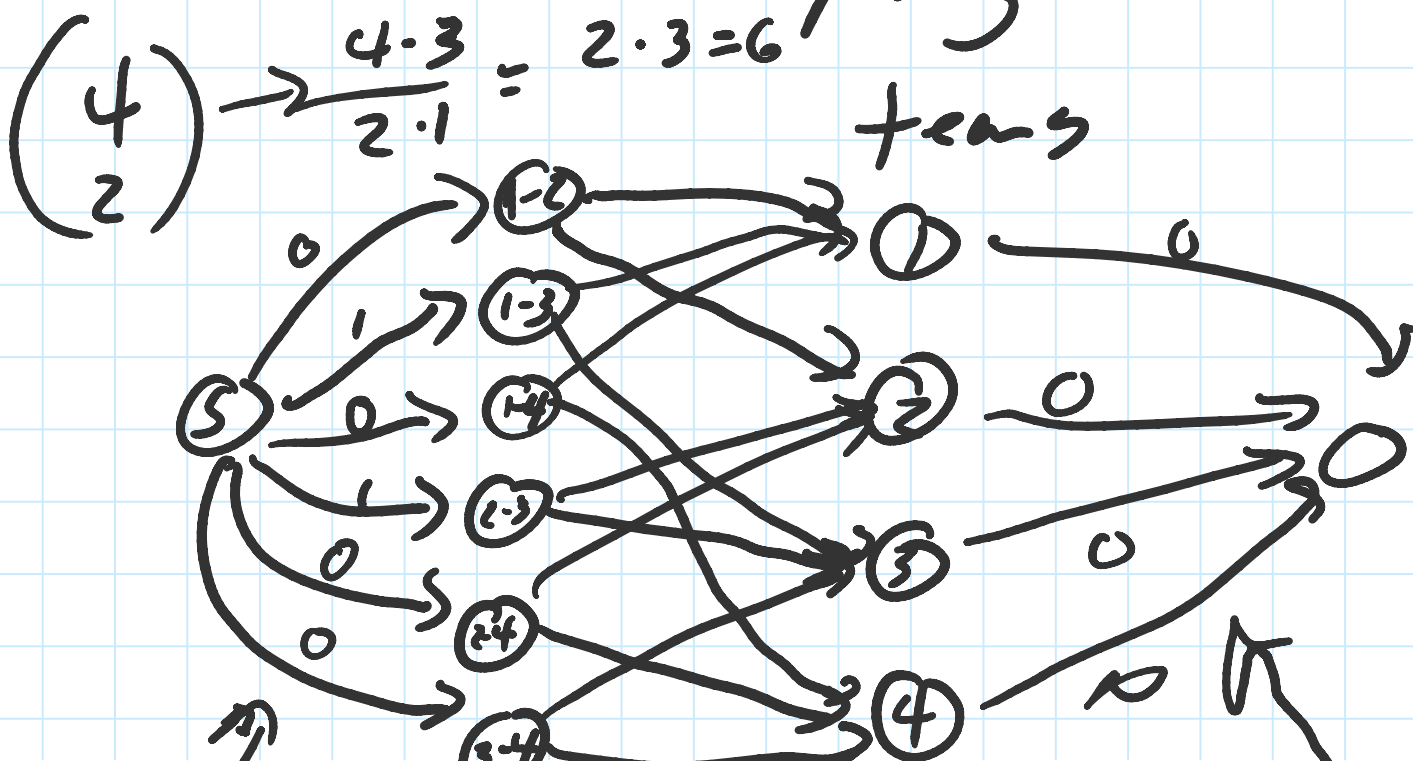
$2^G$  maybe prune bad paths using backtracking

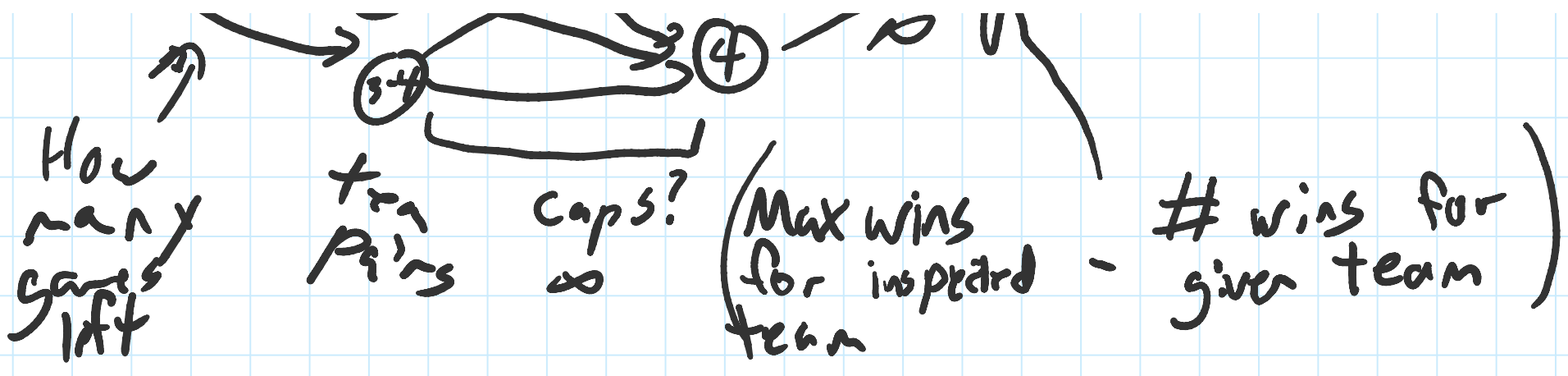
Large G this becomes infeasible

Max Flow approach

We can greedily assign wins to the team

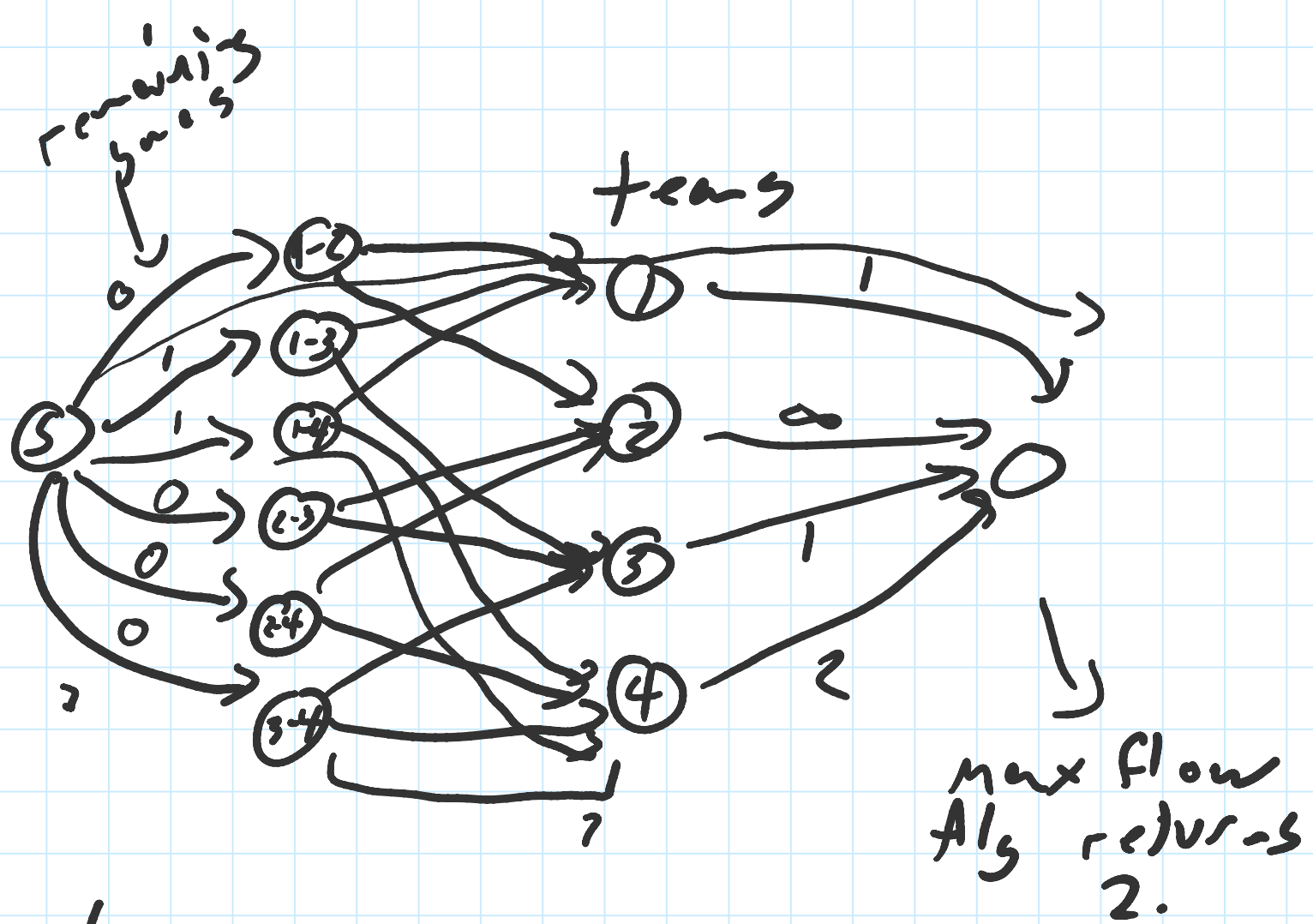
we are trying to consider





Example with team 4 assume 4 wins game 1-4

What flow do we need such that the chosen is not eliminated



$T_1 = 1$   
 $T_2 = 1 (+1)$  ← target + each wins remaining games  
 $T_3 = 1$   
 $T_{total}$

$T_4 = 0$

To check for elimination

Verify that the remaining  
games is not equal to  
the flow.

Make a flow for each  
team and check the  
flow.

Project Assignments  
task management

have a list of tasks  
each task has a cost  
and a reward!

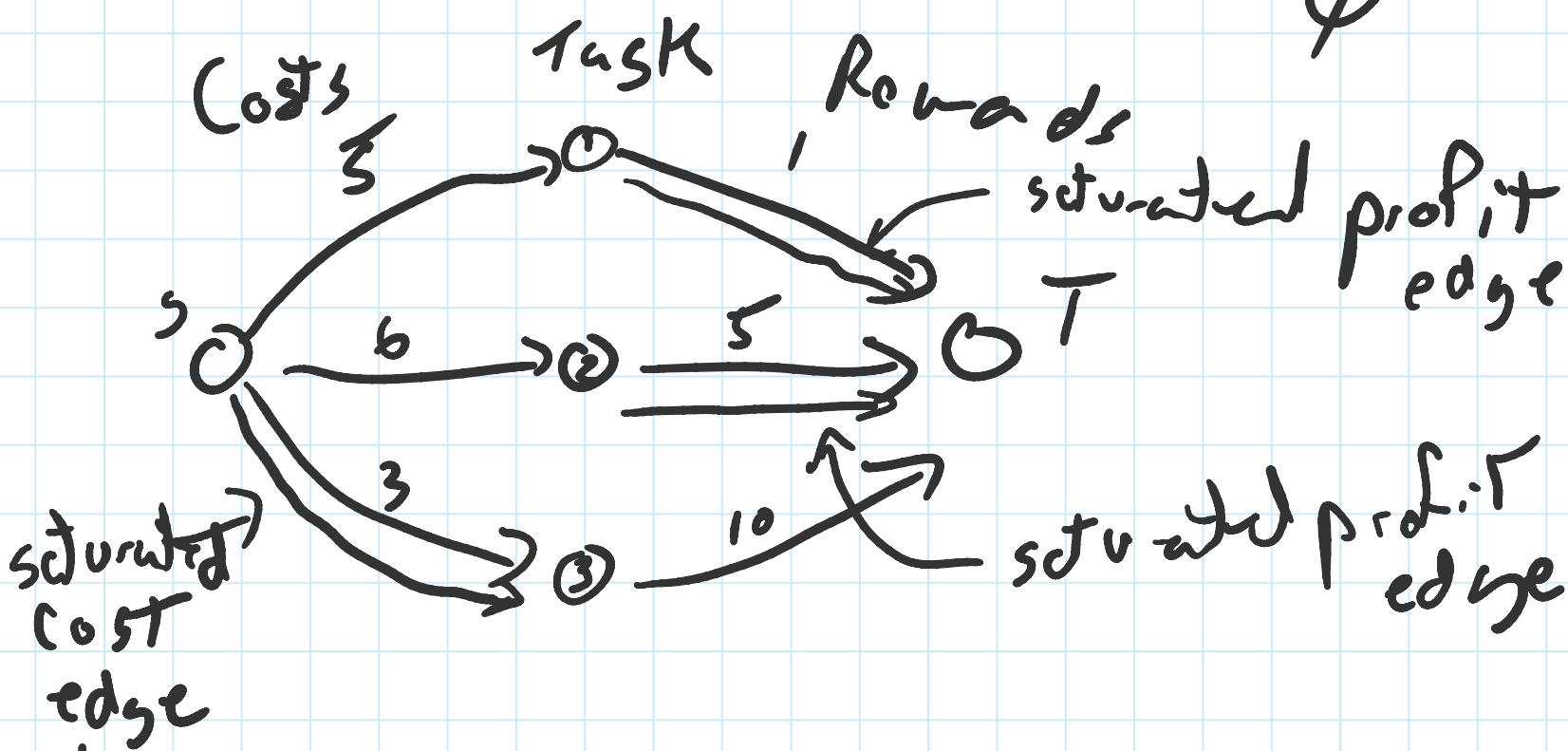
We can perform each  
task once we want  
to maximize the  $\sum \text{reward} -$   
 $\sum \text{cost}$   
at a budget

take (Reward > Cost)

of selected tasks!

Some tasks must be performed before others

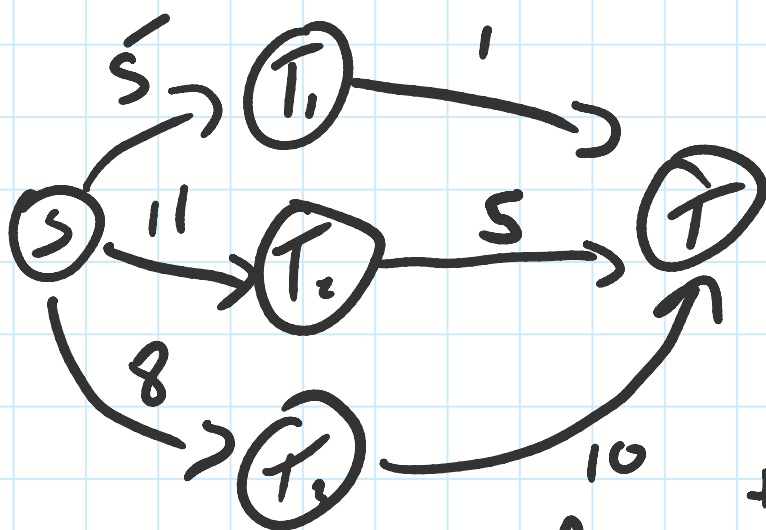
	Cost	Reward	Require
$T_1$	5	1	$\emptyset$
$T_2$	6	5	$\emptyset$
$T_3$	3	10	$\emptyset$



We connect as increasing edges the task or costs associated the the current task

To see if task 3 or task 1's cost

Suppose in the above example both  $T_2$  and  $T_3$  require  $T_1$  as a pre req. We could say  $T_2$  and  $T_3$  have the additional cost of  $T_1$ .

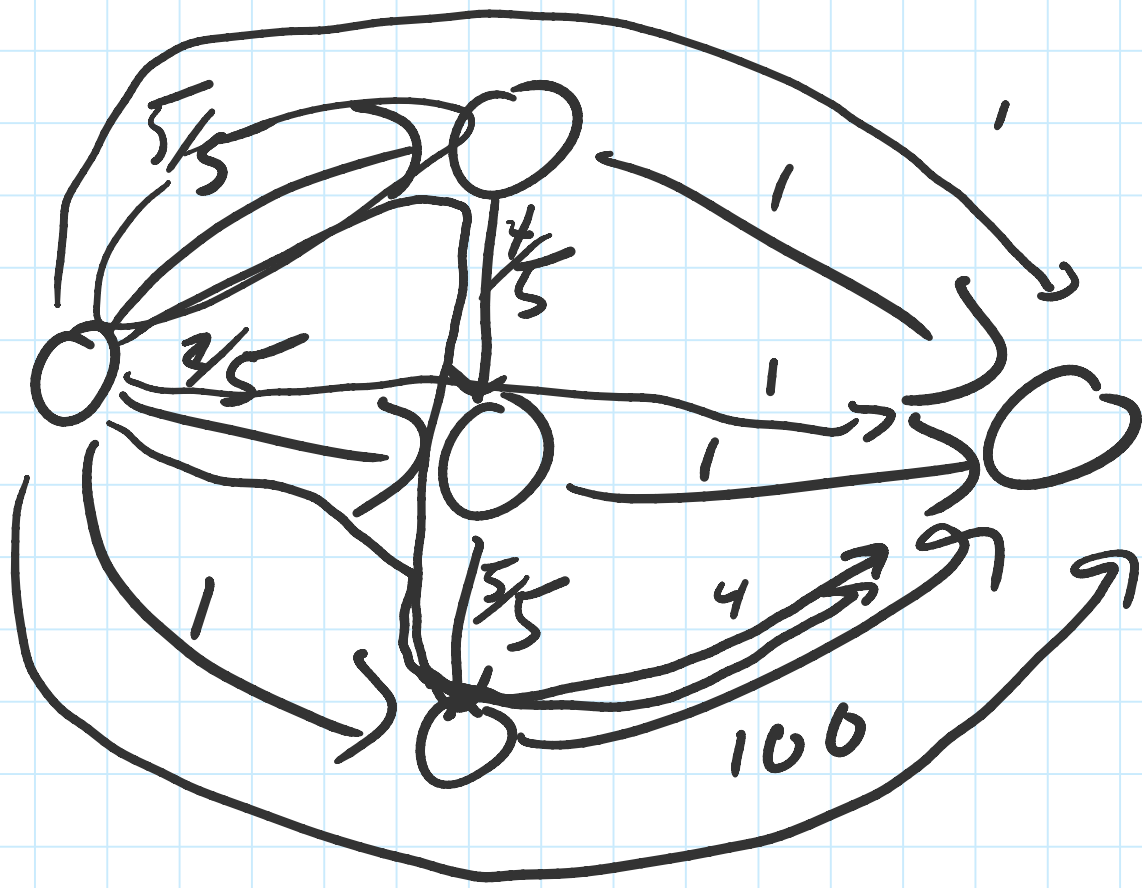


The flow becomes 14. Answer is  $16 - 14 = 2$ .  
 ↑  
 total profit    flow

but we over pay for  $T_1$ .  $T_3$  covers the cost and  $T_1$  "pays" for it as well.

Connect nodes directly to tasks that require the original node.

	Cost	Rewards	Req.
$T_1$	5	1	0
$T_2$	5	1	$\{T_1, 3\}$
$T_3$	1	100	$\{T_2, 3\}$



Finding the Answer

$$162 - 11 = 91 \text{ vs. } 162 - 7 = \boxed{94}$$

Actual answer      total Profit      flow      from flow and wrong

We under paid

don't correct internal edge with just cost. Use sum of all per req. cost or  $\infty$

Actual graph should be

