

















Algorithm		
from start after init	N pixels	
	color array	$\underline{z} = (\underline{z}_1, \dots, \underline{z}_N)$
	initial trimap	$T = \{T_B, T_U, T_F\}$
	initial alpha matte	$\underline{\alpha} = (\alpha_1, \dots, \alpha_N), \alpha \in \{0, 1\}$
	GMM components	$f_1,,f_K$ $b_1,,b_K$
	GMM array	$\underline{k} = (k_1,, k_n,, k_N), k_n \in \{1,, K\}$
graphics.ethz.ch/teaching/former/seminar/handouts/Caluori_GrabCut.pdf		





























Background becomes Foreground

















