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An efficient level set model with self-similarity for texture segmentation

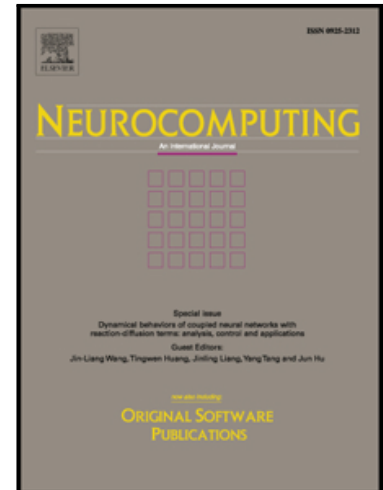
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Highlights

- A texture energy term based on the local self-similarity texture descriptor is introduced to the LGDF model, which could effectively snap to the textures boundary.
- A lattice Boltzmann method (LBM) is deployed as a new numerical scheme to solve the level set equation, which can break the restriction of the Courant-Friedrichs-Lewy (CFL) condition that limits the time step of iterations in former numerical schemes.
- GPU acceleration further improves the efficiency of our model.

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