

# Real Time Image Segmentation

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April 2, 2014

# Overview

- 1 Introduction
- 2 Algorithm
- 3 CUDA Implementation
- 4 Optimizations
  - Texture Memory
  - OpenGL Interoperability

# Problem Definition

# References



John Smith (2012)

Title of the publication

*Journal Name* 12(3), 45 – 678.

# The End