

ΤΜΗΜΑ ΕΠΙΣΤΗΜΗΣ ΥΠΟΛΟΓΙΣΤΩΝ
Επεξεργασία Ψηφιακού Βίντεο

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Αλγόριθμος επαναλαμβανόμενων τοπικά επικρατούσων τιμών

Initialization:

```
for each pixel p
{
    current_label(p) := init_label(p)
    next_state(p) := active
}
change_pixels := number_of_pixels
```

Iterations:

```
while (change_pixels != 0)
{
    change_pixels := 0
    for each pixel p
    {
        previous_label(p) := current_label(p)
        current_state(p) := next_state(p)
        next_state(p) := inactive
    }
    for each pixel p
    {
        if (current_state(p) == active)
        {
            current_label(p) := find_optimal_label(p)
            if (current_label(p) != previous_label(p))
            {
                change_pixels++
                next_state(neighbour(p)) := active
            }
        }
    }
}
```