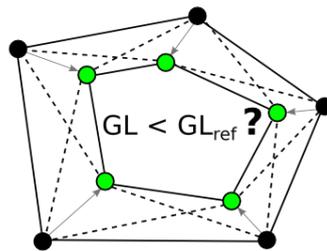
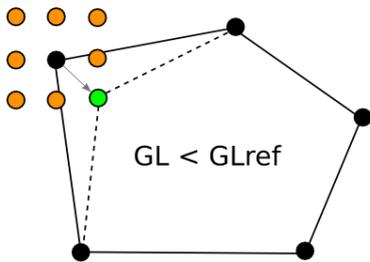
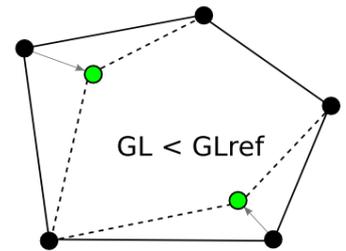


# SEGMENTATION<sup>(15)</sup>

## Parallélisation du *Snake* polygonal sur GPU



tous les noeuds  
en parallèle



les noeuds pairs/impairs  
en parallèle

- position courante
- position envisagée
- position validée