

Image inpainting

Outline

- Why inpaint?
- Image filtering (convolution), simplest inpainting
- Heat flow, diffusion process, diffusion equation
- Anisotropic diffusion
- Further development

Inpainting applications

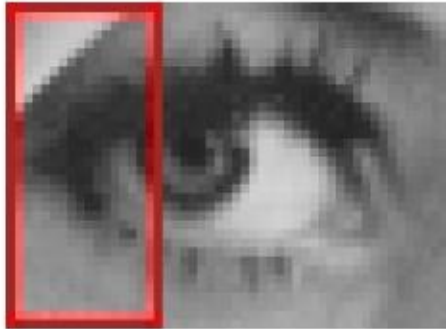
- Image restoration
- Object removal
- Text removal
- Special effects



Image courtesy Andrea Baczynski

Simplest inpainting

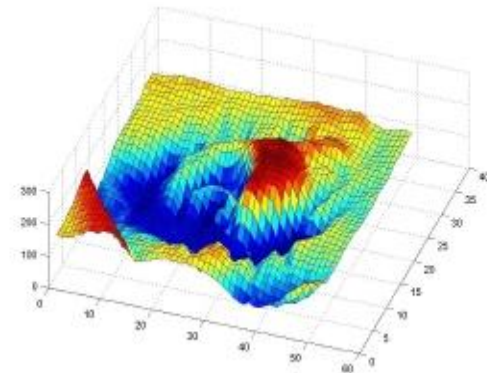
- Image is 2D discrete function



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155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186
150 150 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180
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35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75
25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70
20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55
5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49

```



- Form an iterative algorithm
- Each update gets you closer to the desired result

$$I_{i,j}^{n+1} = I_{i,j}^n + \Delta t I_{t,i,j}^n \quad \forall (i, j) \in \Omega$$

Simplest inpainting

- Smooth image (using Gaussian filter)
- Replace missing pixels by smoothed version
- Repeat until the result stops changing

(MATLAB demo)

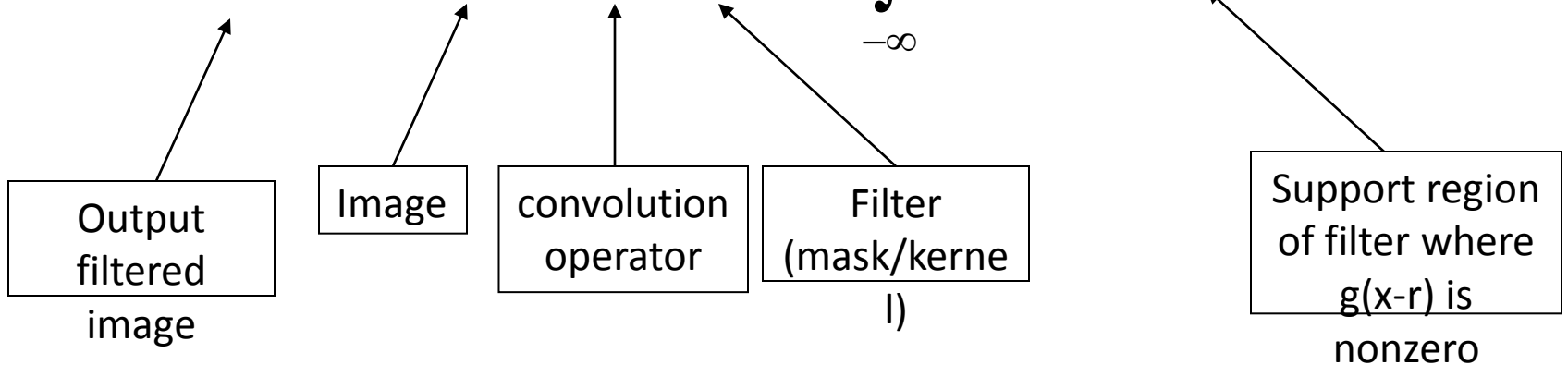


conv_intro.m

Convolution

Convolution of two functions $f(x)$ and $g(x)$

$$h(x) = f(x) \otimes g(x) = \int_{-\infty}^{+\infty} f(r)g(x-r)dr$$



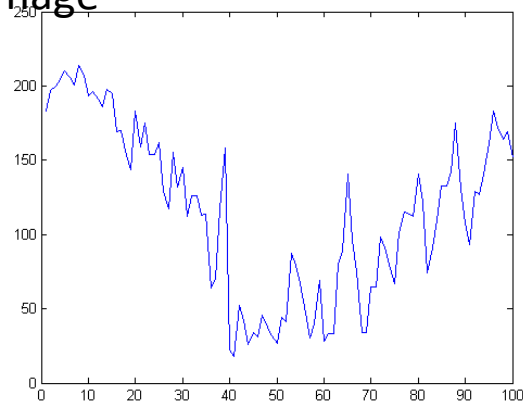
Discrete image processing 2D form

$$H(x, y) = \sum_{j=1}^{height} \sum_{i=1}^{width} I(i, j)M(x-i, y-j)$$

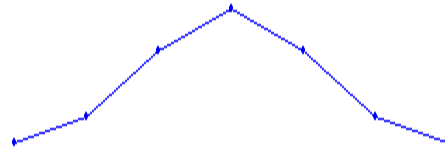
Compute the convolution where there are valid indices in the kernel

Convolution example in 1D

Horizontal slice from Mandrill image

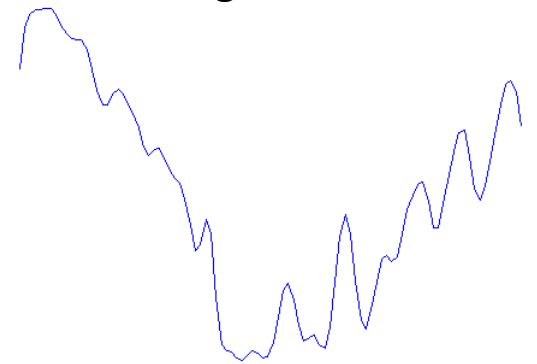


1D Gaussian filter



=

Filtered Signal



0.01	0.08	0.24	0.34	0.24	0.08	0.01
------	------	------	------	------	------	------

Common convolution kernels

0.11	0.11	0.11
0.11	0.11	0.11
0.11	0.11	0.11

Arithmetic mean filter (smoothing)
>>fspecial('average')

-0.17	-0.67	-0.17
-0.67	3.33	-0.67
-0.17	-0.67	-0.17

Laplacian (enhance edges)
>>fspecial('laplacian')

-0.17	-0.67	-0.17
-0.67	4.33	-0.67
-0.17	-0.67	-0.17

Sharpening filter
>>fspecial('unsharp')

0.01	0.08	0.01
0.08	0.62	0.08
0.01	0.08	0.01

Gaussian filter (smoothing)
>>fspecial('gaussian')

1	0	-1
2	0	-2
1	0	-1

Sobel operators (edge detection in x and y directions)

>>fspecial('sobel')
>>fspecial('sobel')

1	2	1
0	0	0
-1	-2	-1



Investigate the listed kernels in Matlab by performing convolutions on the Mandrill and Lena images. Study the effects of different kernel sizes (3x3, 9x9, 25x25) on the output.

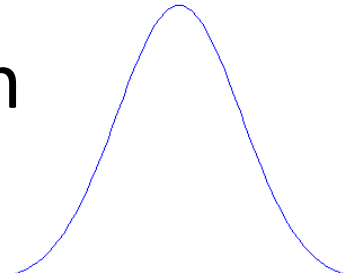


The median filter is used for noise reduction. It works by replacing a pixel value with the median of its neighbourhood pixel values (vs the mean filter which uses the mean of the neighbourhood pixel values). Apply Matlab's median filter function `medfilt2` on the Mandrill and Lena images. Remember to use different filter sizes (3x3, 9x9, 16x16).

Useful functions for convolution

- Generate useful filters for convolution

```
>>fspecial('gaussian',[kernel_height kernel_width],sigma)
```

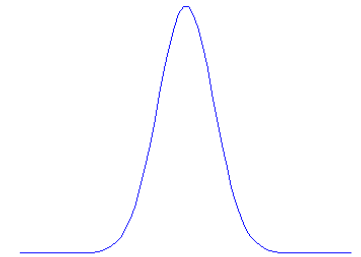
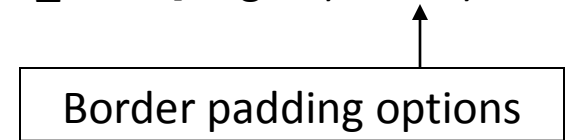
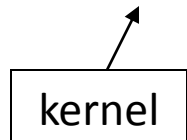
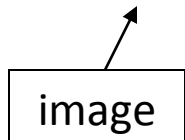


- 1D convolution

```
>>conv(signal,filter)
```

- 2D convolution

```
>>conv2(double(I(:,:,2)),fspecial('gaussian',[kernel_height kernel_width] ,sigma),'valid')
```

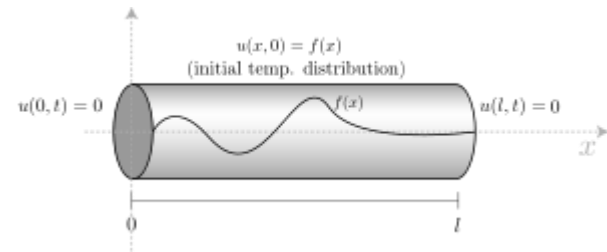


Perform the convolution of an image using Gaussian kernels with different sizes and standard deviations and display the output images.

Heat (diffusion) equation

- 1822 Joseph Fourier: heat propagation in rod

$$\frac{\partial u(x, t)}{\partial t} = a^2 \frac{\partial^2 u(x, t)}{\partial x^2}$$



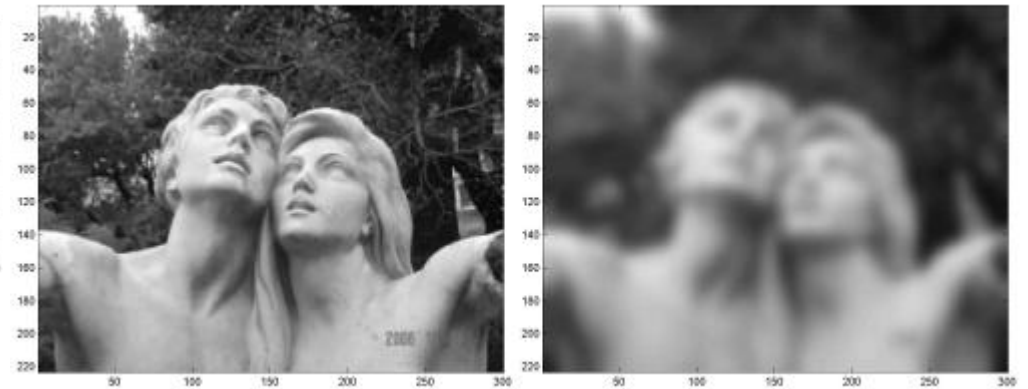
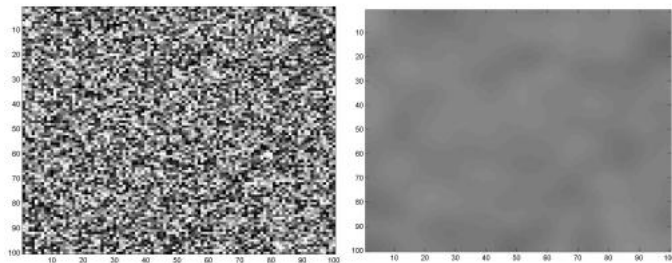
- Same in image (2D)

$$I_t(t, x, y) = a^2 (I_{xx} + I_{yy}) = a^2 \Delta I$$

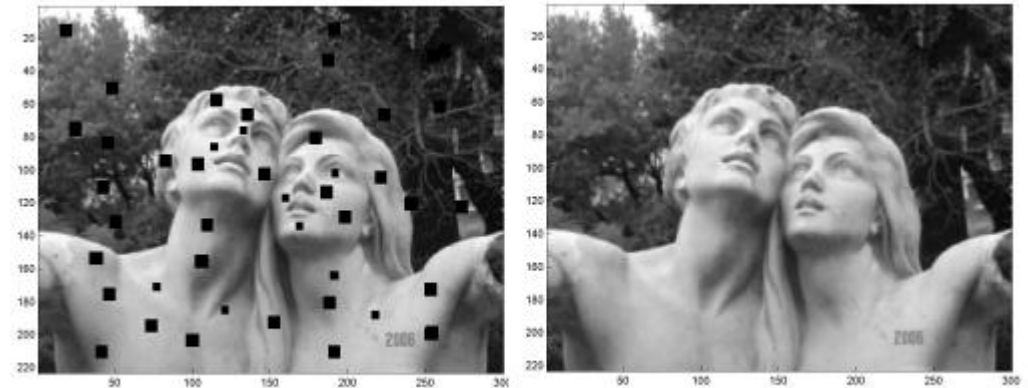
- Model intensity propagation as diffusion

Diffusion equation solution

- Left: initial distribution, right: $t=10$



- Damaged image:



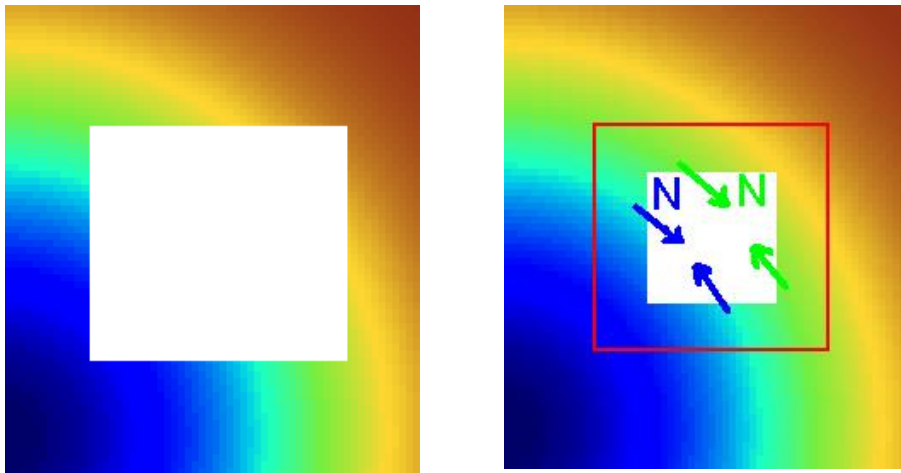
Anisotropic diffusion

- Problem: edges are not preserved
- Do as professional restorator: continue along edges
- Solution: use anisotropic diffusion equation



Anisotropic diffusion (2)

- Fill the hole by isophote direction

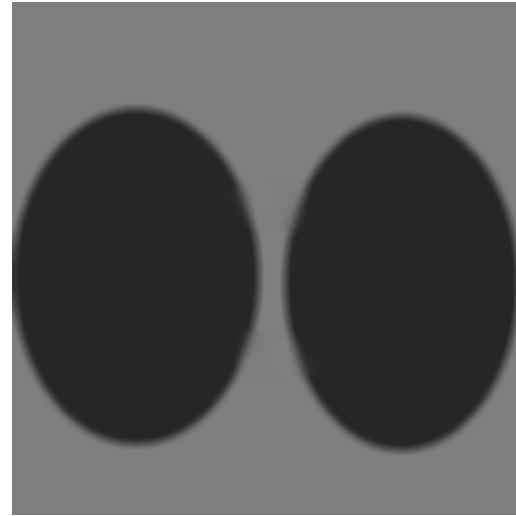
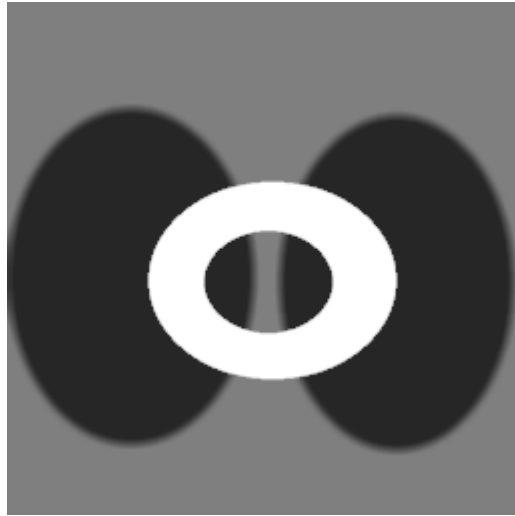


$$\vec{N} = [-I_y, I_x]$$

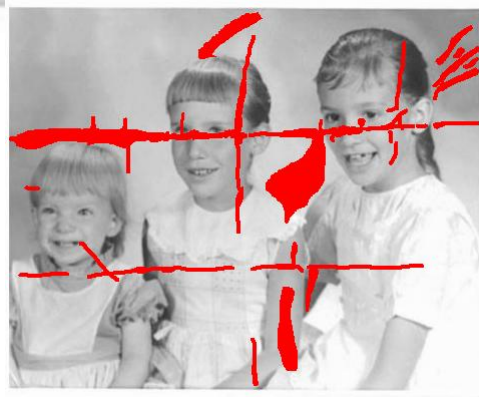
- Anisotropic equation

$$I_t = \nabla(\Delta I) \cdot \vec{N}$$

PDE inpainting examples



Example: photo restoration



Further development

- Higher order equations for curvature minimization (smooth contour joining)
- Texture synthesis for large inpainting areas
- Combined approaches