

A Review on Design, Implementation and Performance analysis of the Image Inpainting Technique based on TV model

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ABSTRACT: This paper is a review of an image inpainting method by which we can reconstruct a damaged or missing portion of an image. A fast image inpainting algorithm based on TV (Total variational) model is proposed on the basis of analysis of local characteristics, which shows the more information around damaged pixels appears, the faster the information diffuses. The algorithm first stratifies and filters the pixels around damaged region according to priority, and then iteratively inpaint the damaged pixels from outside to inside on the grounds of priority again. By using this algorithm inpainting speed of the algorithm is faster and greater impact.

Index Terms—Image inpainting, TV model, priority, peak signal to noise ratio(PSNR).

I. INTRODUCTION

Image inpainting is an ancient art. In renaissance of Europe, people have repaired the cracks of the work of fine art. They can resume the damaged portions of a work of fine art and keep it whole by this way. Followed by development of computer technology, digital image inpainting was introduced into the field of image inpainting by Bertalmio[1]. Image inpainting is to fill in the image information on a blank domain based on the information available outside. In order to make it more legible, essentially, it is an interpolation problem. It has been widely applied in restoring scratched old photos and old movies, text removal from images, digital zooming and especial effects in movies now it is also applied in add or remove object in photos.

In general, image inpainting methods can be divided into two categories: structure-based inpainting and texture-based inpainting. Structure-based inpainting refers to the process of image inpainting which employs information around damaged region to estimate isophote from coarse to fine and diffuses information

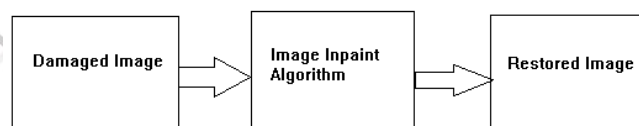


Figure 1: Image inpainting process flow

By diffusion mechanism. The method includes the following models: BSCB model[1], TV model[2], CDD model[3] and elastic model[4] and so on. These models have a good inpainting effect on the small-scale and on-texture damaged region such as the scratches, the creases and the spots and so on, but it is easy to cause the blurriness when they are used to inpaint relatively large damaged region. The above essentially solve partial differential equations (PDE) describing information diffusion, while the numerical solution of PDEs requires a large number of iterations, so that the inpainting speed is very slow. Therefore, how to improve the solution speed of these models has become a very valuable research. At present, the fast structure-based image inpainting algorithm has fast marching method [5] and Oliveira method [6] and so on. Fast marching method uses the weighted-average method to inpaint damaged image so that the edge-preserving is not ideal. Oliveira method is faster, but does not maintain the isopods' directions in the inpainting process, and therefore it was almost no ability to restore the details of the edges. The methods of texture-based inpainting are to fill missing information by texture synthesis techniques, and are suitable for inpainting relatively larger damaged region. It can also be divided into image inpainting based on decomposition and image inpainting based on texture synthesis.

It is well-known that image inpainting is an ill-posed Problem[3], which manifested information around damaged region, is insufficient to fully restore missing information. In image processing, the most commonly used method to eliminate morbidity is to join regularization items, whose basic idea is to use prior knowledge of physical problems, adding more constraint to the problem, which makes the solution

of the problem continuously depend on the observational data, and additional items must be in line with prior knowledge of physical meaning[7]. Inspired by the above, I make full use of information around damaged region to iteratively inpaint the damaged region quickly in the inpainting template fixed-size case. The basic idea is as follows:

Step 1. Segment the damaged region.

Step 2. Find the edge of damaged region.

Step 3. Calculate the priority of the pixels on the edge and sort in accordance with the priority, if the priority of the pixel is greater than a certain threshold T , then reserve the pixel, else delete it.

Step 4. Store the reserved pixels according to the order of priority as a layer.

Step 5. Update the damaged region.

Step 6. Repeat the Step 2, the Step 3, the Step 4, and the Step 5 until the area of damaged region is zero.

Step 7. Iteratively inpaint according to the size of priority from outside to inside.

The next section of this paper presents related work. Section III provides some basic ideal about TV model and the state of the art in the area of image inpainting. Section IV describes the proposed mode based on TV model, and some experimental results are illustrated in Section V. Finally, in Section VII some conclusions are drawn.

II. LITERATURE REVIEW

In 2000 Bertalmio completed the inpainting region by applying a diffusion scheme based on partial differential equations (PDE) over the boundary of the area to be filled. The new algorithm called BSBC was proposed for removing large objects from digital images. The target regions were marked in color which is manual. It filled in the areas to be inpainted for three separate channels (R, G and B) by propagating information from the outside of the masked region along isophotes. Inspired by Bertalmio, Chan and Shen proposed two image inpainting algorithms [2, 3]. The Total Variational (TV) inpainting model [2] used an Euler Lagrange equation. This model was designed for inpainting small regions and good for removing noise, which did not connect broken edges. The Curvature-Driven Diffusion (CDD) model [3] extended the TV algorithm to aim at realizing the Connectivity Principle. The CDD inpainting model, like the TV and BSBC models, is based on the PDE method. Therefore it is directly applicable only to non-texture images. Igehy[9] integrated a composition step into texture synthesis algorithm, a smooth transition between real and synthetic grain may be realized. Texture synthesis can be considered useful in images which need replacing large areas with stochastic textures. However, it is useless for images that need replacing areas with structured texture. Criminisi et al.[10] presented a novel algorithm for removing large objects from digital photographs. Their approach employed an exemplar-based texture synthesis technique modulated by unified scheme for determining the filling order of the target region and it is time consuming.

III. SOME IDEA OF IMAGE INPAINTING METHOD BASED ON TV MODEL

As a PDE inpainting method, TV model is introduced as follows due to its simplicity in theory and its efficiency in computation and applications.

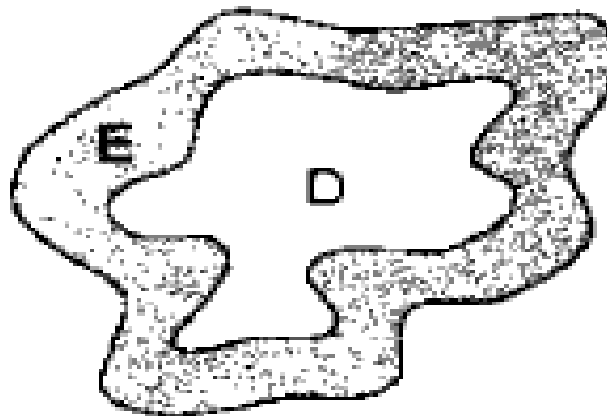


Figure 2: Region to be inpainted

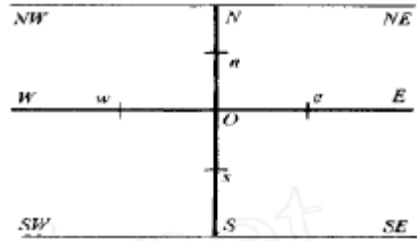


Figure 3: Target pixel and its neighborhood pixel

In Fig 2, D is defined as region to be inpainted, and it is generally a ring, E is the outer neighborhood of D. Now in this method we assume that u is contaminated by homogeneous white Gaussian noise. The Total variation inpainting model is to find function u on the extended inpainting domain $E+D$.

According to Euler-Lagrange equation we can see that u minimizing $L(u)$ should meet the following condition:

$$-div\left(\frac{\nabla u}{|\nabla u|}\right) + \lambda_e(u - u^0) = 0, \lambda_e = \begin{cases} \lambda, & (x, y) \in E \\ 0, & (x, y) \in D \end{cases}$$

Here λ plays a role of Lagrange multiplier. So this is total variation model of image inpainting, and the difference method is adopted for its numerical solution.

Let Ω be the region to be inpainted and $d\Omega$ be its boundary. The structure of the area surrounding Ω is added via isophotes and filled with colour via $d\Omega$. Then texture is added. The purpose of inpainting is to restore the unity of the work. For the case of missing or damaged areas, one can only hope to produce a plausible rather than an exact reconstruction.

IV. IMAGE INPAINTING ALGORITHM BASED ON TV MODEL

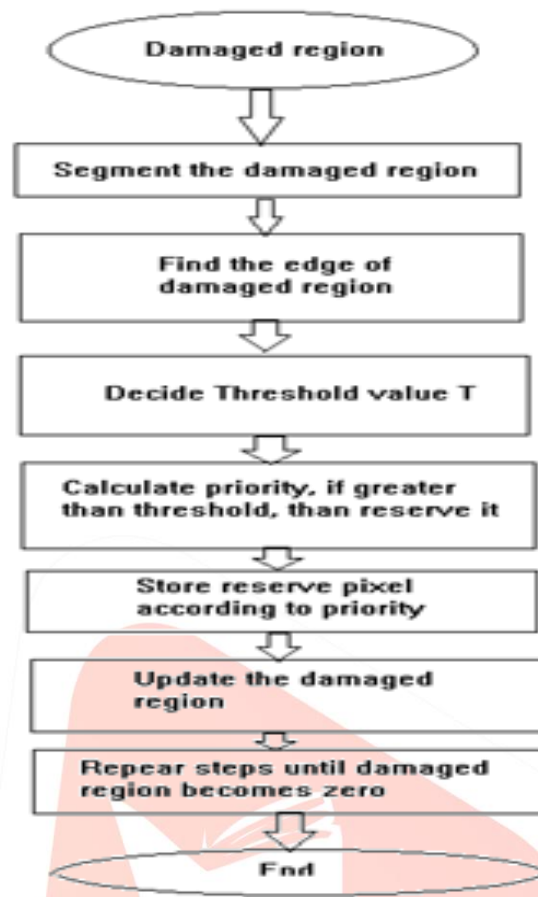
Image inpainting algorithm based on TV model is essentially a weighted-average algorithm. The smaller the difference between target-pixel and neighborhood-pixels is, the greater weight is, on the contrast, the greater the difference is, the smaller the weight is. Iteration is in fact a process of anisotropic information diffusion. Experiments show that there are more non-damaged pixels around damaged pixel, then the speed of the diffusion is faster, which means the converged speed is faster and inpainting is also faster. Thus, this paper try to divide the damaged region of image into a number of layers, and then, doing the inpainting layer by layer. However, there is still a problem that there are some pixels whose non-damaged neighborhood-pixels is less in each layer. Therefore, it will slow down the diffusion speed of information and reduce there liability. In order to solve this problem, a threshold T was set, whose purpose is to filter these pixels that are placed in the next layer of the current layer. At that moment, there will be more available information around the pixel, so information diffusion will be faster and stronger. However, the traditional image inpainting method based on TV model iteratively inpaint damaged pixels line by line, and it did not treat damaged region as a whole, which will inevitably result in the available information around damaged region has not been maximized. In particular, when damaged region is relatively narrow and horizontal, the problem that information diffusion is slow is more prominent. Therefore, image inpainting requires more iteration. The more available information around damaged pixels, the faster information spreading, the convergence speed is also faster.

The inpainting template M of 3×3 is selected in experiments. Priority p is calculated as follows:

$$p = \sum_{s \in M} A$$

A and s denote weight and the pixels in the template, respectively. If s is a damaged pixel, then $A = 0$; else if s is directly adjacent to the core, $A = 2$, and indirectly adjacent to the core, $A = 1$. Fig shows the flowchart of the algorithm.

The more available information around damaged pixels is, the faster information spreading is. This is the reason why computing priority in the paper, to ensure that iterative damaged pixel have more available information, making the diffusing information on each iteration as much as possible. Finally, the convergence is faster.



V. EXPERIMENTAL RESEARCH

Generally speaking, the evaluations of inpainting effectiveness have two ways: objective evaluation and subjective evaluation. The objective evaluation method was used for the evaluation of inpainting effectiveness, which is mainly from the fidelity of image restoration to be measured. At present, The widely used objective evaluation methods are: mean square error(MSE)measurement, signal to peak signal to noise ratio (PSNR) measurement and improved signal to noise ratio (ISNR) measurement and so on. In this paper, peak signal to noise ratio (PSNR) was used to evaluate the inpainting results.

By applying this algorithm for image inpainting we can see than inpainting speed and inpainting accuracy improved.

Because of time consuming, a new image inpainting method based on TV model is presented to further improve the result of TV model. Research is focused on color data since the missing blocks in the different channels need to be inpainted. First, the broken parts which pixel value is greater than 253 are found and the mask pixel value set to 255. The other pixel values of the mask image are set to zero. Then the three mask images are shown for three separate channels (R, G and B). The final mask image is added by the three mask images. The image inpainting method based on TV model is applied.

VI. SUMMARY

Inpainting, a set of techniques for making undetectable modifications to images, is as ancient as art itself. Applications of image inpainting range from the removal of an object from a scene to the retouching of a damaged painting or photograph. For photography and film, inpainting can be used to reverse deterioration (e.g., cracks in photographs, scratches and dust spots in film), or to add or remove elements (e.g., stamped dates, "red-eye," and, famously, political enemies) from photographs. In each case, the goal is to produce a modified image in which the inpainted region is merged into the image so seamlessly that a typical viewer is not aware that any modification has occurred.

VII. CONCLUSION

The traditional model of image inpainting based on TV is essentially solving partial differential equations(PDE) describing the diffusion of information, while its numerical solution requires a large number of iterations, so that the inpainting speed is very slow. I make full use of the information around damaged region in the inpainting template fixed-size in the paper, which can make information diffusion stronger and the inpainting speed faster. In fact, the idea I put forward has certain guidance functions to other model based on partial differential equations.

VIII. ACKNOWLEDGMENT

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IX. REFERENCES

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