

CSC320 A3 PatchMatch

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Based on Connelly Barnes, Eli Shechtman, Adam Finkelstein, Dan B Goldman(2009), [PatchMatch: A Randomized Correspondence Algorithm for Structural Image Editing](#)

Goal

- Find patch correspondences

Image A

Image B



Intuitions

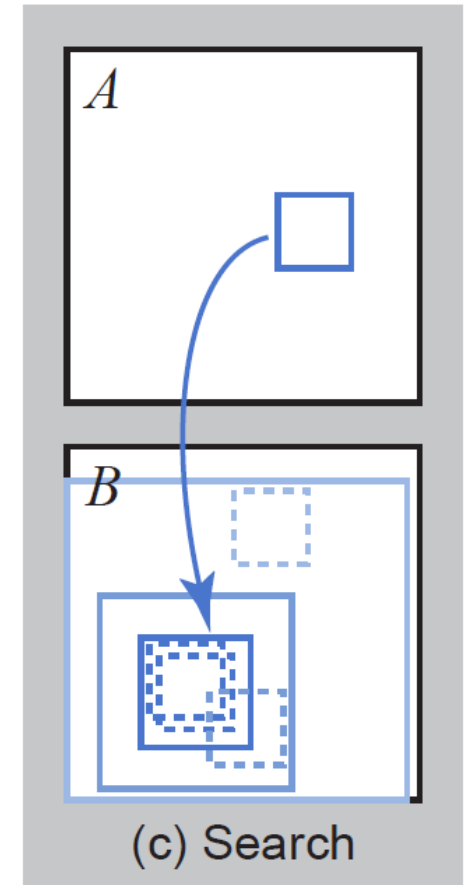
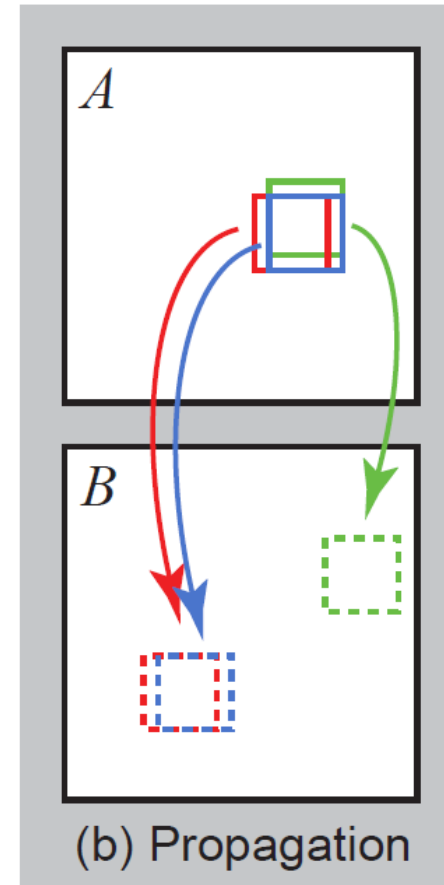
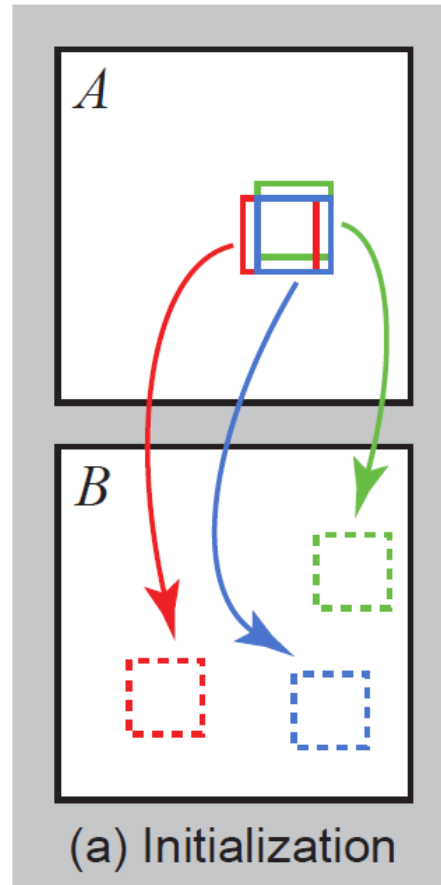
- Neighboring pixels/patches are correlated
- One of many random guesses is likely to be a good guess

Nearest-neighbor field (NNF)

- A mapping: $f: A \rightarrow \mathbb{R}^2$
- “A”: every patch center (pixel) on image A
- \mathbb{R}^2 : the offset (differences between coordinates) of patches that has the smallest L_p distance
 - For a pixel at (x, y) in A, let $v=(\Delta x, \Delta y)=f(x, y)$ denote the current offset of the patch (x, y) in A.
 - Then the patch in B at $(x, y)+v$ is the nearest patch of patch (x, y) in A

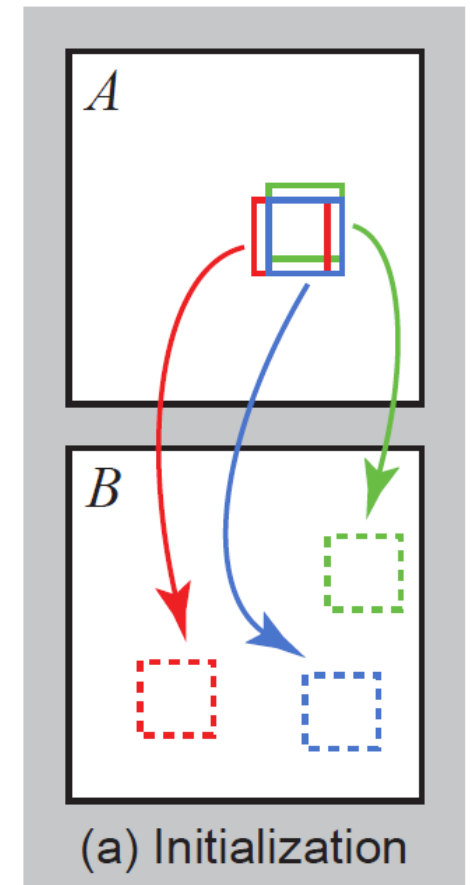
Approximate nearest-neighbor algorithm

1. Initialization
2. Iteration
 - Propagation
 - Random search



Initialization

- Fill NNF with
 - Random offsets
 - Or prior information



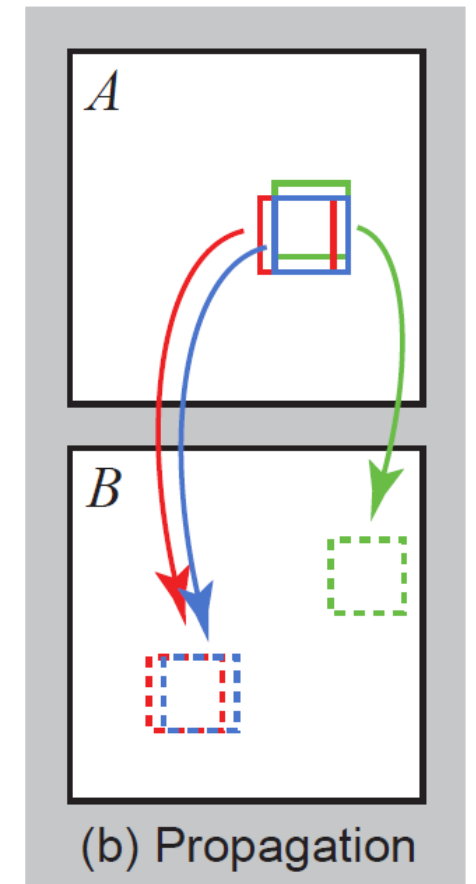
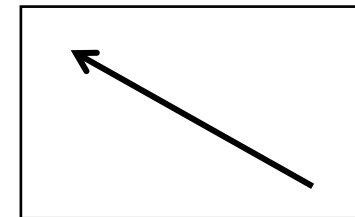
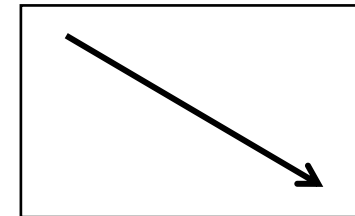
Iteration

- Propagation
- Random Search

(Order: P1, S1, P2, S2, ..., Pn, Sn)

Iteration - propagation

- For a pixel at (x, y) in A , let $v=(\Delta x, \Delta y)=f(x, y)$ denote the current offset of the patch (x, y) in A . Then the patch in B at $(x, y)+v$ is the nearest patch of patch (x, y) in A
- Let $D(v)$ denote the distance
- Odd # iterations:
 - $\operatorname{argmin}(D(f(x, y)), D(f(x-1, y)), D(f(x, y-1)))$
- Even # iterations:
 - $\operatorname{argmin}(D(f(x, y)), D(f(x+1, y)), D(f(x, y+1)))$

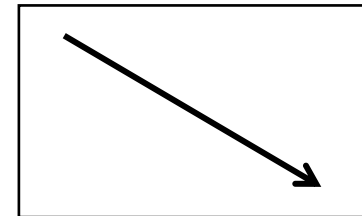


Exercise

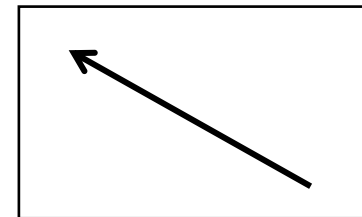
Given 2 identical images A and B both of size $(2n+1) \times (2m+1)$.

If it is known after some initialization the pixel at the center has $f(n+1, m+1) = (0, 0)$, and for all the other pixels $f(x, y) \neq (0, 0)$

- What will happen after P1?
- What will happen after P1, P2 (skipping S1 for now)?



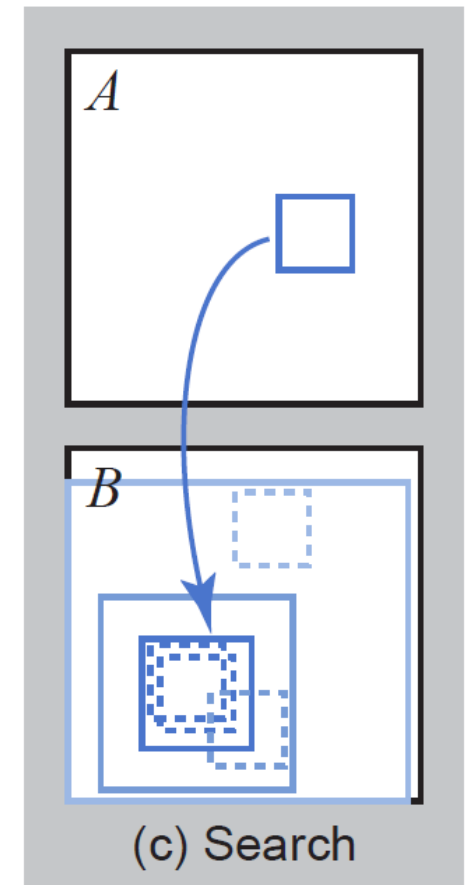
P1



P2

Iteration - random search

- Improve $f(x, y)$ with several candidates:
- $u_i = v_0 + wa^i R_i$
 - $v_0 = f(x, y)$ from last propagation
 - w : maximum image dimension
 - a : fixed ratio between search window sizes
 - R_i : uniform random in $[-1, 1] \times [-1, 1]$
- Update $f(x, y)$ with $\operatorname{argmin}\{D(u_1), D(u_2), \dots, D(u_n)\}$



Questions?