VOL. 1, NO. 3, JULY 2017 0000000

# Sensor Applications \_

# Multi-view Scene Image Inpainting Based on Conditional Generative Adversarial Networks

Michael Shell<sup>1\*</sup>, John Doe<sup>2</sup>, and Jane Doe<sup>2\*\*</sup>

Manuscript received June 7, 2017; revised June 21, 2017; accepted July 6, 2017. Date of publication July 12, 2017; date of current version July 12, 2017.

Abstract—Multi-views systems have been widely used in robots, ADAS(Advanced Driver Assistance Systems), monitor systems and so on, using multi-views, the machine can better perceive the surrounding scenes. The exposed lens and the camera are easily contaminated by the outside, resulting in abnormal images. Image inpainting technology can utilize the prior information of the image structure, texture and other information provided by the surrounding pixels of the abnormal area to recover the damaged image, which can reduce the loss of visual information, providing as much information as possible for the machine's decisions. In order to achieve the above purposes, considering the characteristics of multi-vision system, a novel image inpainting method is proposed. The basic idea is that using conditional generative adversarial networks(CGAN) to amend defect images, in which the priori condition is the synchronization frame from other cameras in different viewpoints. The generator in the CGAN is a autoencoder which has skip connected from encoder to decoder. We also integrate spatial transform networks, group convolution and channel switching technology in our network structure to better fusion the multi-views information. Experimental results show the advantage of our method.

Index Terms—Image inpainting, generative adversarial networks, convolutional neural network, deep learning.

## I. INTRODUCTION

Image inpainting means to restore the defective image according to the image texture, structure and other information. It has been broad applied in many field, such as defect images restoration[1], [2], video communication error repairing[3], [4] and photo editing[5], [6]. With the development of image and video processing technology, visual information has played a key role in the field of automation. Due to the limited information available from monocular cameras, the multi-views system is widely used. Fig 1 show a typical multiviews system—a vehicle equipped with four cameras to detection objects[7]. Some reasons easily cause abnormal images. First, the camera lens were blocked by rain, snow or mosquitoes; Second, losing some information in the process of image signal compression, transmission and decompression. When the autonomous vehicles are running and these unexpected things happened, would lead to traffic accidents. In order to automatically restore the abnormal images on driving, we propose a novel image inpainting method based on multi-views. Our method can be used on other multi-views systems.

Image inpainting has made tremendous progress in the past nearly two decades. Many methods has been proposed which can be divided into two sets. The first set of approaches relies on texture synthesis techniques, which fills in the hole by extending the textures of the

Corresponding author: M. Shell (e-mail: nospam@nospam.org). (For the real e-mail address, see http://www.michaelshell.org/contact.html). Associate Editor: Alan Smithee.
Digital Object Identifier 10.1109/LSENS.2017.000000

surrounding area[1], [8]–[10]. What these techniques have in common is the use of patches with similar textures to synthesize the content of the hole region from coarse to fine. Drori et al.[8] and Wilczkowiak et al.[9] introduced multiple scales and orientations to find better matching patches. Barnes et al.[10] used the fast approximate nearest neighbor algorithm to search the match patches. Such methods are good at propagating high-frequency texture details. When part ot the object is missing, using these methods can perfect restore, but it's hard to use these methods to reproduce the small object when the whole object is missing. Fig 2d show the result using Barnes et al.[10] method to restore the defective image (Fig 2a). Compare the result with the target (Fig 2c), we can find part of the black coat is restore and some small pedestrians fall in the blank region is not reproduce. The second set of approaches solve this problem in a data-driven way[11], involving a cut-paste formulation using nearest neighbors from a dataset of millions of images. This approach is very effective when it finds an example image with sufficient visual similarity to the query but could fail when the query image is not well represented in the database. A serious problem is that the image restored with this method seems reasonable, but the image content is quite different from the target image. Furthermore, it is struggles to fill arbitrary holes, e.g. objects are partially missing. Additionally, the data-driven way restricts application scenarios.

With the continuous updating and development of convolutional neural network, various tasks of computer vision have been breakthrough. Image inpainting technology has also been improved.

This demo file is intended to serve as a "starter file" for *IEEE Sensors Letters* papers produced under LaTeX [1] using IEEE\_lsens.cls version 1.0 and later.

I wish you the best of success.

<sup>&</sup>lt;sup>1</sup> Department of Electrical and Computer Engineering, Georgia Institute of Technology, Atlanta, GA, 30332, USA

<sup>&</sup>lt;sup>2</sup>Indian Institute of Engineering Science and Technology, Shibpur, Howrah 711103, India

<sup>\*</sup> Member, IEEE

<sup>\*\*</sup> Senior Member, IEEE

0000000 VOL. 1, NO. 3, JULY 2017

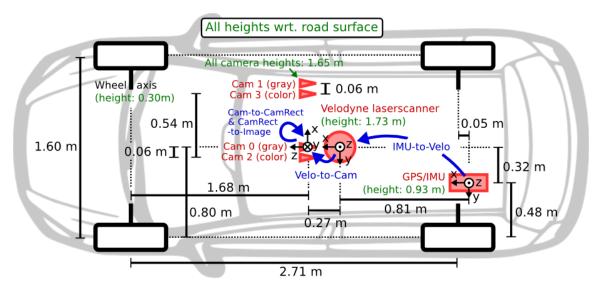


Fig. 1. A vehicle equipped with four cameras(Cam0~Cam3).

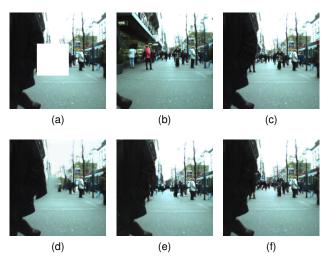


Fig. 2. Qualitative illustration of the different image inpainting methods. (a) Given an image with a missing region captured by left camera. (b) Given the same scene image captured by right camera. (c) The target of the left image inpainting. (d) PatchMatch method result. (e) Image-to-Image method result. (f) Our method result.

mds July 12, 2017

# A. Subsection Heading Here

Subsection text here.

1) Subsubsection Heading Here: Subsubsection text here.

## II. CONCLUSION

The conclusion goes here.

### **ACKNOWLEDGMENT**

This work was supported by the IEEE. The authors would like to thank ... Note that the Acknowledgment section of *IEEE Sensors Letters* is rendered in scriptsize.

### **REFERENCES**

- A. A. Efros and T. K. Leung, "Texture synthesis by non-parametric sampling," in *Proc. Seventh IEEE Int. Conf. Computer Vision*, vol. 2, 1999, pp. 1033–1038 vol 2
- [2] Z. Lu, H. Huang, L. Li, and D. Cheng, "A novel exemplar-based image completion scheme with adaptive TV-constraint," in *Proc. Fourth Int. Conf. Genetic and Evolutionary Computing*, Dec. 2010, pp. 94–97.
- [3] S. D. Rane, J. Remus, and G. Sapiro, "Wavelet-domain reconstruction of lost blocks in wireless image transmission and packet-switched networks," in *Proc. Int. Conf. Image Processing*, vol. 1, 2002, pp. I–309–I–312 vol.1.
- [4] S. D. Rane, G. Sapiro, and M. Bertalmio, "Structure and texture filling-in of missing image blocks in wireless transmission and compression applications," *IEEE Transactions on Image Processing*, vol. 12, no. 3, pp. 296–303, Mar. 2003.
- [5] M. Bertalmio, G. Sapiro, V. Caselles, and C. Ballester, "Image inpainting," in Proceedings of the 27th annual conference on Computer graphics and interactive techniques. ACM Press/Addison-Wesley Publishing Co., 2000, pp. 417–424.
- [6] T. K. Shih and R.-C. Chang, "Digital inpainting survey and multilayer image inpainting algorithms," in *Proc. Third Int. Conf. Information Technology and Applications (ICITA'05)*, vol. 1, Jul. 2005, pp. 15–24 vol.1.
- [7] A. Geiger, P. Lenz, and R. Urtasun, "Are we ready for autonomous driving? the kitti vision benchmark suite," in *Proc. IEEE Conf. Computer Vision and Pattern Recognition*, Jun. 2012, pp. 3354–3361.
- [8] I. Drori, D. Cohen-Or, and H. Yeshurun, "Fragment-based image completion," in ACM Transactions on graphics (TOG), vol. 22, no. 3. ACM, 2003, pp. 303–312.
- [9] M. Wilczkowiak, G. J. Brostow, B. Tordoff, and R. Cipolla, "Hole filling through photomontage," in BMVC 2005-Proceedings of the British Machine Vision Conference 2005, 2005.
- [10] C. Barnes, E. Shechtman, A. Finkelstein, and D. B. Goldman, "Patchmatch: A randomized correspondence algorithm for structural image editing," ACM Transactions on Graphics-TOG, vol. 28, no. 3, p. 24, 2009.
- [11] J. Hays and A. A. Efros, "Scene completion using millions of photographs," in ACM Transactions on Graphics (TOG), vol. 26, no. 3. ACM, 2007, p. 4.

### REFERENCES

 H. Kopka and P. W. Daly, Guide to ETeX, 4th ed. Boston, MA: Addison-Wesley, 2004.