

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

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**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. Provide 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 network structure is generative adversarial networks conditional on the other camera's synchronized images which are from different viewpoints at the same time. The whole method combines reconstruction loss and confrontation loss, integrating spatial transform networks, group convolution and channel switching technology to achieve high quality inpainting results.

Index Terms—IEEE, IEEE Sensors Letters, LaTeX, paper, template.

## I. INTRODUCTION

This demo file is intended to serve as a “starter file” for *IEEE Sensors Letters* papers produced under L<sup>A</sup>T<sub>E</sub>X [1] using IEEE\_lsens.cls version 1.0 and later.

I wish you the best of success.

mds

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## II. CONCLUSION

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## REFERENCES

- [1] H. Kopka and P. W. Daly, *Guide to L<sup>A</sup>T<sub>E</sub>X*, 4th ed. Boston, MA: Addison-Wesley, 2004.

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