# Morphological Operations Applied to Digital Art Restoration

#### M. Kirbie Dramdahl

Division of Science and Mathematics University of Minnesota, Morris Morris, Minnesota, USA

29 April 2014 UMM CSci Senior Seminar Conference University of Minnesota, Morris

## Why?

Art restoration preserves objects of artistic, cultural, or historical value. However, this process demands many resources.

#### Digital art restoration provides:

- a comparatively inexpensive alternative,
- a nondestructive tool, and
- an approximation of the initial appearance.



Cornelis et al

- Edge Detection
- Morphological Operations
- Methods of Crack Detection
- Inpainting
- Results
- 6 Conclusions

- Edge Detection
- 2 Morphological Operations
- Methods of Crack Detection
- Inpainting
- 6 Results
- 6 Conclusions



#### Criteria

#### Terms

Edge boundaries between areas of varying intensity Intensity brightness or dullness of a color

- Accuracy low error rate
- Localization minimal distance between detected and actual edge
- Uniqueness only one response to a single edge

# Canny Algorithm I

- 1 Smooth image.
- 2 Find jumps in intensity.
- 3 Search regions for local maximum.



Wikipedia

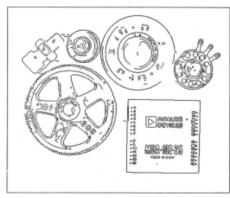
# Canny Algorithm II

4 Compare intensity of remaining pixels to thresholds.

Original Image

Edge Mask





Canny



- Edge Detection
- Morphological Operations
  - Erosion
  - Dilation
  - Opening
  - Closing
- Methods of Crack Detection
- 4 Inpainting
- 6 Results

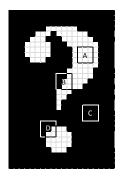


## Morphological Operations

#### Binary and Greyscale Images

#### Two Inputs:

- original image
- structuring element

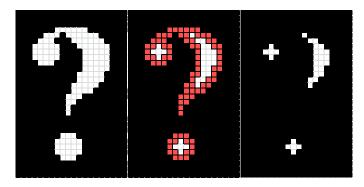


#### **Erosion**

### Note: Make transparency for structuring element.

Erosion removes foreground pixels.

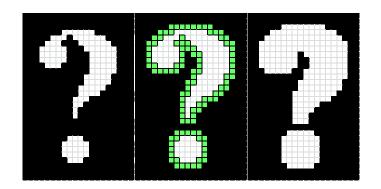
$$g = f \ominus s$$



#### Dilation

### Dilation adds foreground pixels.

$$g = f \oplus s$$

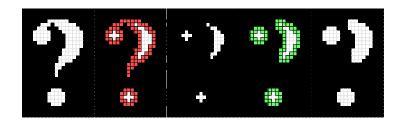


## **Opening**

### Note: Make transparency for structuring element.

Opening removes foreground pixels... neatly.

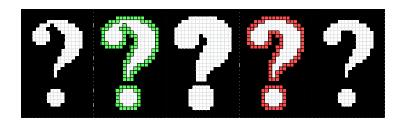
$$g = f \circ s = (f \ominus s) \oplus s$$



## Closing

Closing adds foreground pixels... neatly.

$$g = f \bullet s = (f \oplus s) \ominus s$$



- Edge Detection
- Morphological Operations
- Methods of Crack Detection
  - Top-Hat Transform
  - Alternative Method
- Inpainting
- 6 Results
- 6 Conclusions



## Top-Hat Algorithm

#### Black Top-Hat

darker details on lighter background

$$BTH = (f \bullet s) - f$$



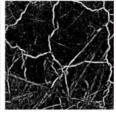


#### White Top-Hat

lighter details on darker background

$$WTH = f - (f \circ s)$$



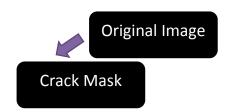


Spagnolo and Somma

Spagnolo and Somma

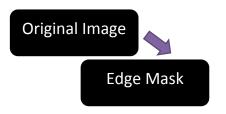
### Alternative Method I

- 1 Compare pixels to threshold.
- 2 Apply closing.



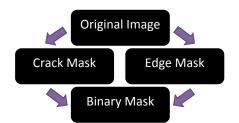
#### Alternative Method II

- 3 Apply edge detection.
- 4 Apply dilation.



### Alternative Method III

- 5 Join to form binary mask.
- 6 Apply erosion.

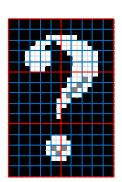


- Edge Detection
- Morphological Operations
- Methods of Crack Detection
- Inpainting
- 6 Results
- 6 Conclusions



## Inpainting Process I

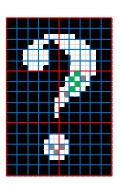
The image is broken down.



## Inpainting Process II

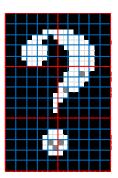
#### For each defective pixel i:

- 1 Find the context of *i*.
- 2 Find most similar neighborhood in region.

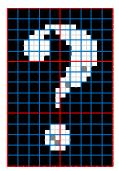


## Inpainting Process III

3 Replace all defective pixels in the neighborhood of i with corresponding pixels or from most similar neighborhood.



3 Replace pixel *i* with the median value of all non-defective pixels within its neighborhood.



- Edge Detection
- Morphological Operations
- Methods of Crack Detection
- Inpainting
- Results
- 6 Conclusions



### **Definitions**

#### Categories:

- true positives (tp)
- false positives (fp)
- true negatives (tn)
- false negatives (fn)

### Equations:

False and True Positive Rate

$$FP = fp/(fp + tn)$$

$$TP = tp/(tp + fn)$$

Precision and Recall

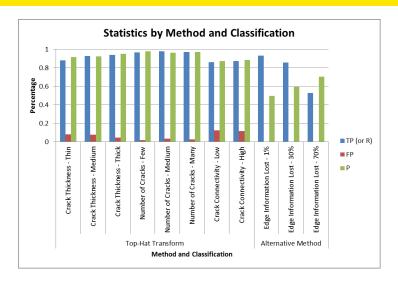
$$P = tp/(tp + fp)$$

$$R = tp/(tp + fn)$$

### Statistics I

Method	Classification	tp	fn	tn	fp	TP (or R)	FP	P
Top-Hat Transform	Crack Thickness - Thin	220	30	230	20	0.880	0.080	0.917
	Crack Thickness - Medium	232	18	231	19	0.928	0.076	0.924
	Crack Thickness - Thick	235	15	238	12	0.940	0.048	0.951
	Number of Cracks - Few	242	8	245	5	0.968	0.020	0.980
	Number of Cracks - Medium	245	5	241	9	0.980	0.036	0.965
	Number of Cracks - Many	243	7	243	7	0.972	0.028	0.972
	Crack Connectivity - Low	215	35	219	31	0.860	0.124	0.874
	Crack Connectivity - High	218	32	221	29	0.872	0.116	0.883
Alternative Method	Edge Information Lost - 1%	-	-	-	-	0.932	-	0.497
	Edge Information Lost - 30%	-	-	-	-	0.857	-	0.594
	Edge Information Lost - 70%	-	-	-	-	0.530	-	0.704

### Statistics II





#### Results

#### Original Image



Cornelis et al

#### Restored Image



Cornelis et al

- Edge Detection
- 2 Morphological Operations
- Methods of Crack Detection
- Inpainting
- 6 Results
- 6 Conclusions



#### Conclusions

The top-hat transform has been demonstrated to outperform the alternative examined here.

#### Further Work:

- Implement other methods of crack detection.
- Examine effects of various forms of edge detection and inpainting.
- Study the detection and removal of other defects.

#### Thanks!

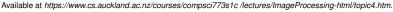
# Questions?



#### References I



Morphological image processing.



B. Cornelis, T. Ružić, E. Gezels, A. Dooms, A. Pižurica, L. Platiša, J. Cornelis, M. Martens, M. D. Mev, and I. Daubechies,



J. Canny.

A computational approach to edge detection.

Pattern Analysis and Machine Intelligence, IEEE Transactions on, PAMI-8(6):679-698, Nov 1986.



Crack detection and inpainting for virtual restoration of paintings: The case of the ghent altarpiece.

Signal Processing, 93(3):605 – 619, 2013. Image Processing for Digital Art Work.



S. Desai, K. Horadi, P. Navaneet, B. Niriksha, and V. Siddeshvar.

Detection and removal of cracks from digitized paintings and images by user intervention.

In Advanced Computing, Networking and Security (ADCONS), 2013 2nd International Conference on, pages 51–55, Dec 2013.



N. Efford.

Digital image processing: a practical introduction using Java.

Addison-Wesley, 2000.



B Green

Canny edge detection tutorial.

Available at http://dasl.mem.drexel.edu/alumni/bGreen /www.pages.drexel.edu/ weg22/can tut.html.



R. Haralick, S. R. Sternberg, and X. Zhuang.

Image analysis using mathematical morphology.

Pattern Analysis and Machine Intelligence, IEEE Transactions on, PAMI-9(4):532-550, July 1987.



#### References II



N. Karianakis and P. Maragos.

An integrated system for digital restoration of prehistoric theran wall paintings.

In Digital Signal Processing (DSP), 2013 18th International Conference on, pages 1-6, July 2013.



A. W. R. Fisher, S. Perkins and E. Wolfart.

#### Morphology.

Available at http://homepages.inf.ed.ac.uk/rbf/HIPR2/morops.htm.



G. S. Spagnolo and F. Somma.

Virtual restoration of cracks in digitized image of paintings.

Journal of Physics: Conference Series, 249(1):012059, 2010.