

ARTI-FUSE: INTELLIGENT IMAGE INPAINTING WITH DEEP LEARNING

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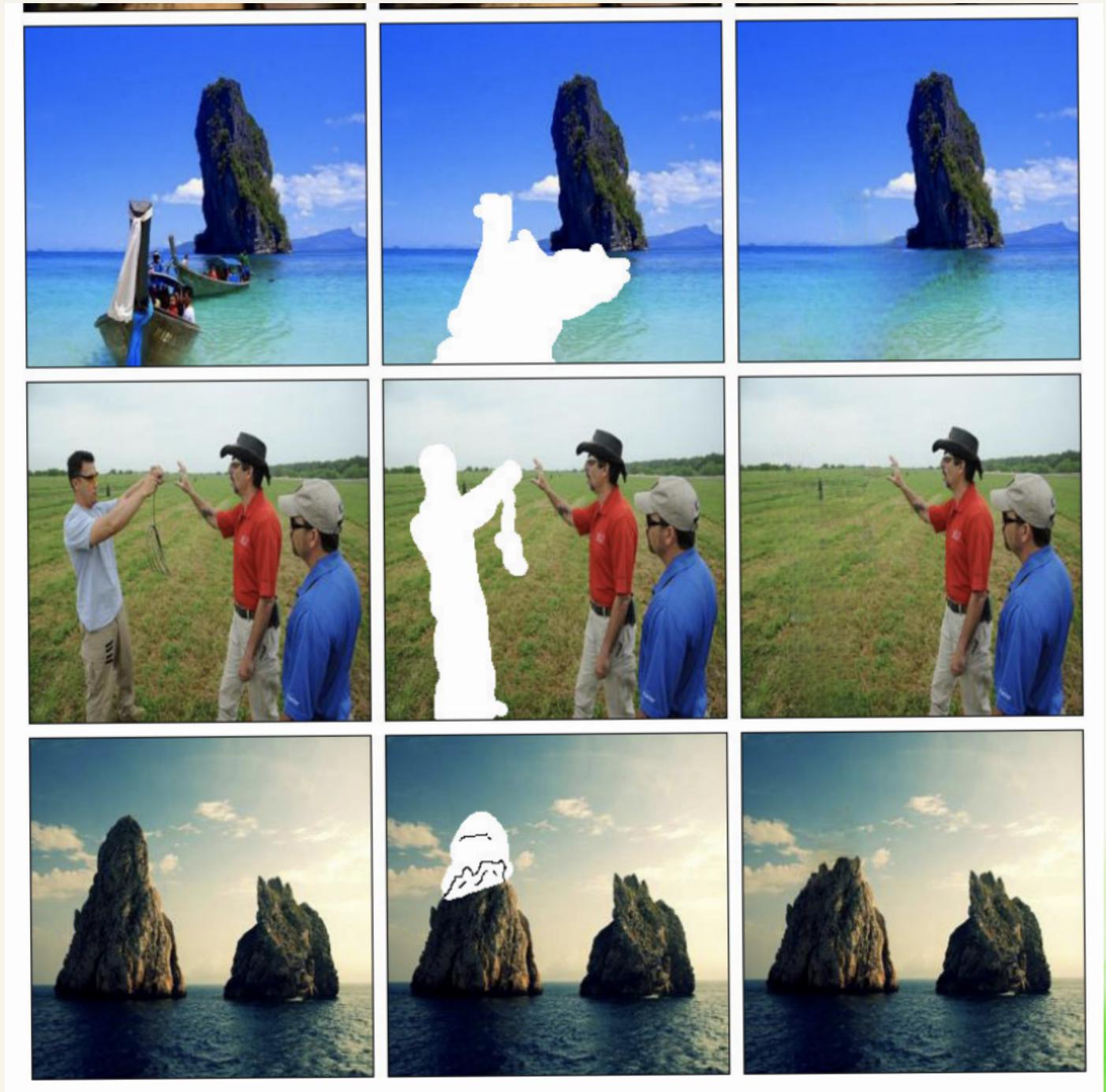
INTRODUCTION

Introduction to image inpainting:-

- Restoring/reconstructing missing parts in an image.

Introduction to GAN:-

- Neural network for generating realistic data.



PROJECT OVERVIEW

Restoring the small damaged, missing or corrupted part of facial features in an image for enhanced visual quality.

Arti Fuse

Remove small deformities from your image



Brush Size: 5

Re-Upload Fix Image Undo



Download Image

OBJECTIVE

- Create GAN model for facial image inpainting with diverse dataset, integrate into user-friendly web app for interactive custom mask inpainting.

LITERATURE REVIEW

1

Phillip Isola, Jun-Yan Zhu, Tinghui Zhou, and Alexei A Efros. Image-to-image translation with conditional adversarial networks. In Proceedings of the IEEE conference on computer vision and pattern recognition, pages II25–II34, 2017

2

Sangharsha Bidari and Bal krishna Nyaupane. An approach for damaged facial image restoration using gan. 2021

3

Omar Elharrouss, Noor Almaadeed, Somaya Al-Maadeed, and Younes Akbari. Image inpainting: A review. Neural Processing Letters, 51:2007–2028, 2020.

METHODOLOGY

Data Collection

- **Diverse Dataset Compilation:** Ensuring dataset diversity
- **CelebA Dataset Utilization:** utilizing 34,000 facial images.
- **Additional Dataset:** 500 old photographs
- **Additional Dataset:** 500 primary data collected across social media

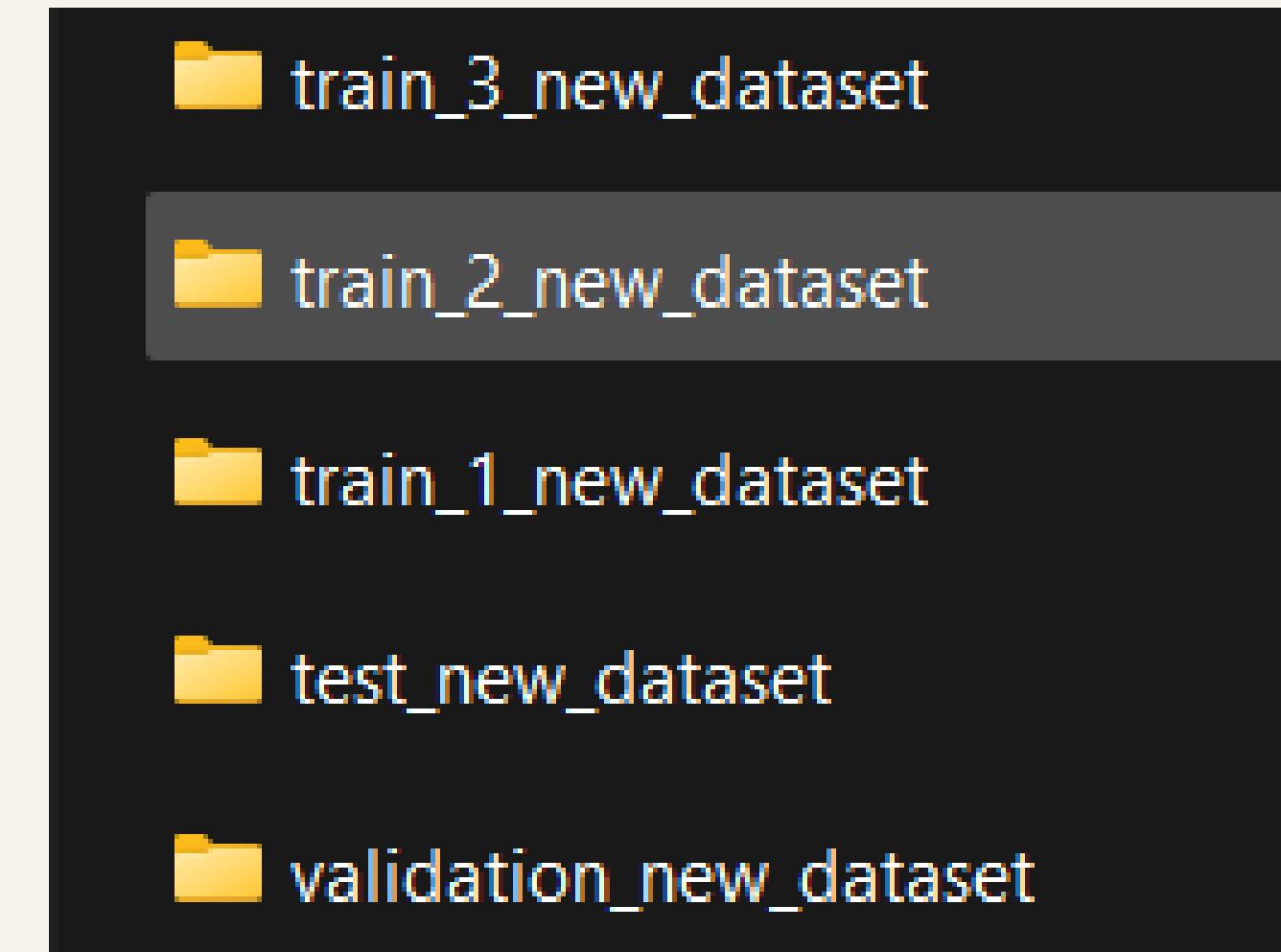


Figure 4.1: Celeb-A Dataset

METHODOLOGY

Data Preprocessing

- **Facial Region Focus:** Raw images resized to emphasize facial regions for preprocessing.
- **Subset Division:** Dataset segmented into training, testing, and validation subsets for model development.



METHODOLOGY

Data Preprocessing..

- **Mask Generation:** Python scripts employed to generate masks, aiding in the training process.

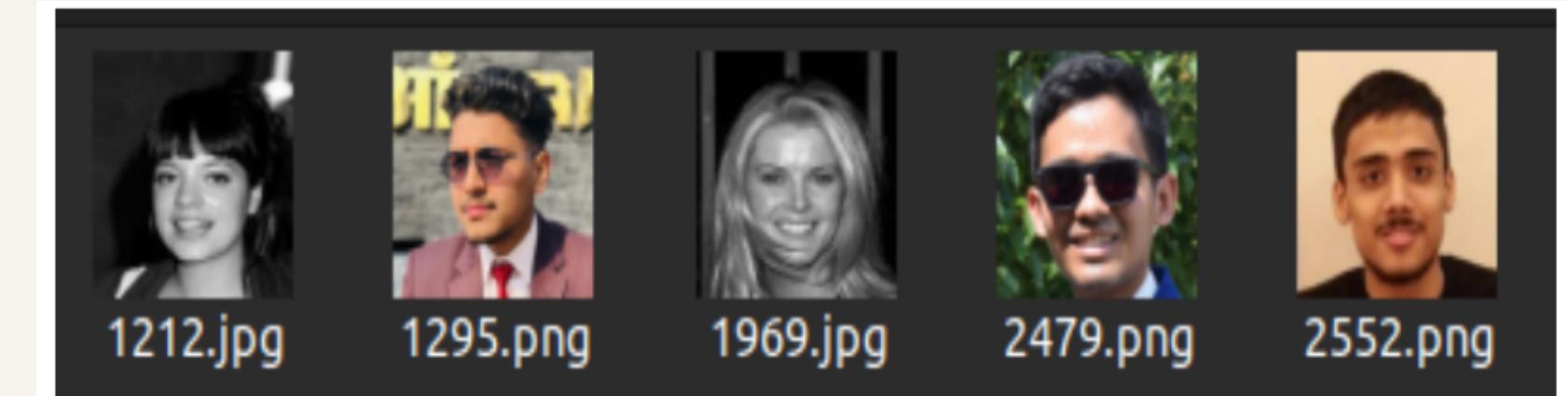


Figure 4.3: Original Images

- **Mask type:** random patches of circle or squares, lines with different length and thickness.

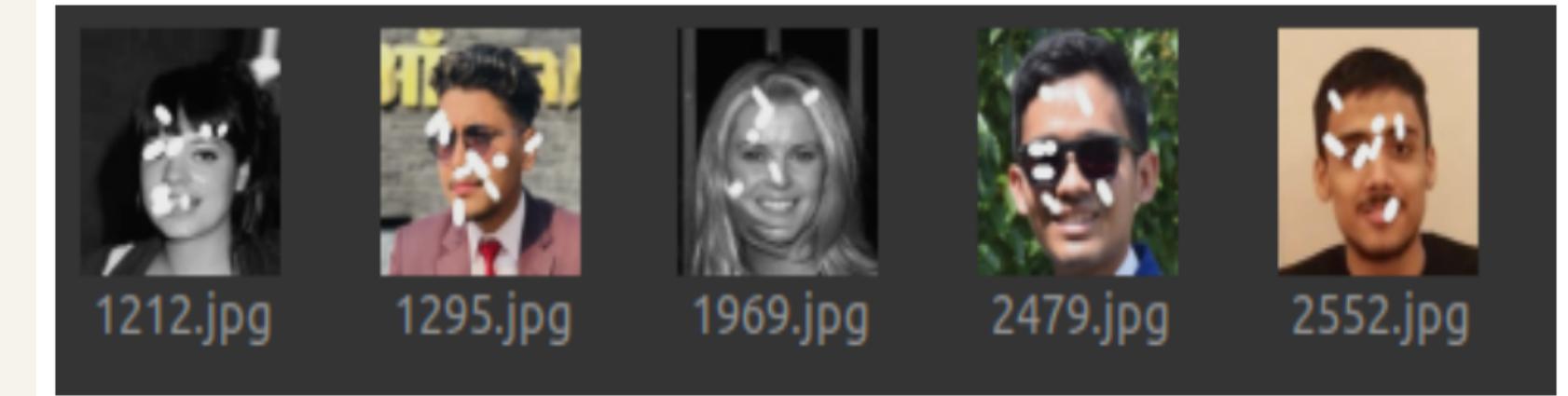
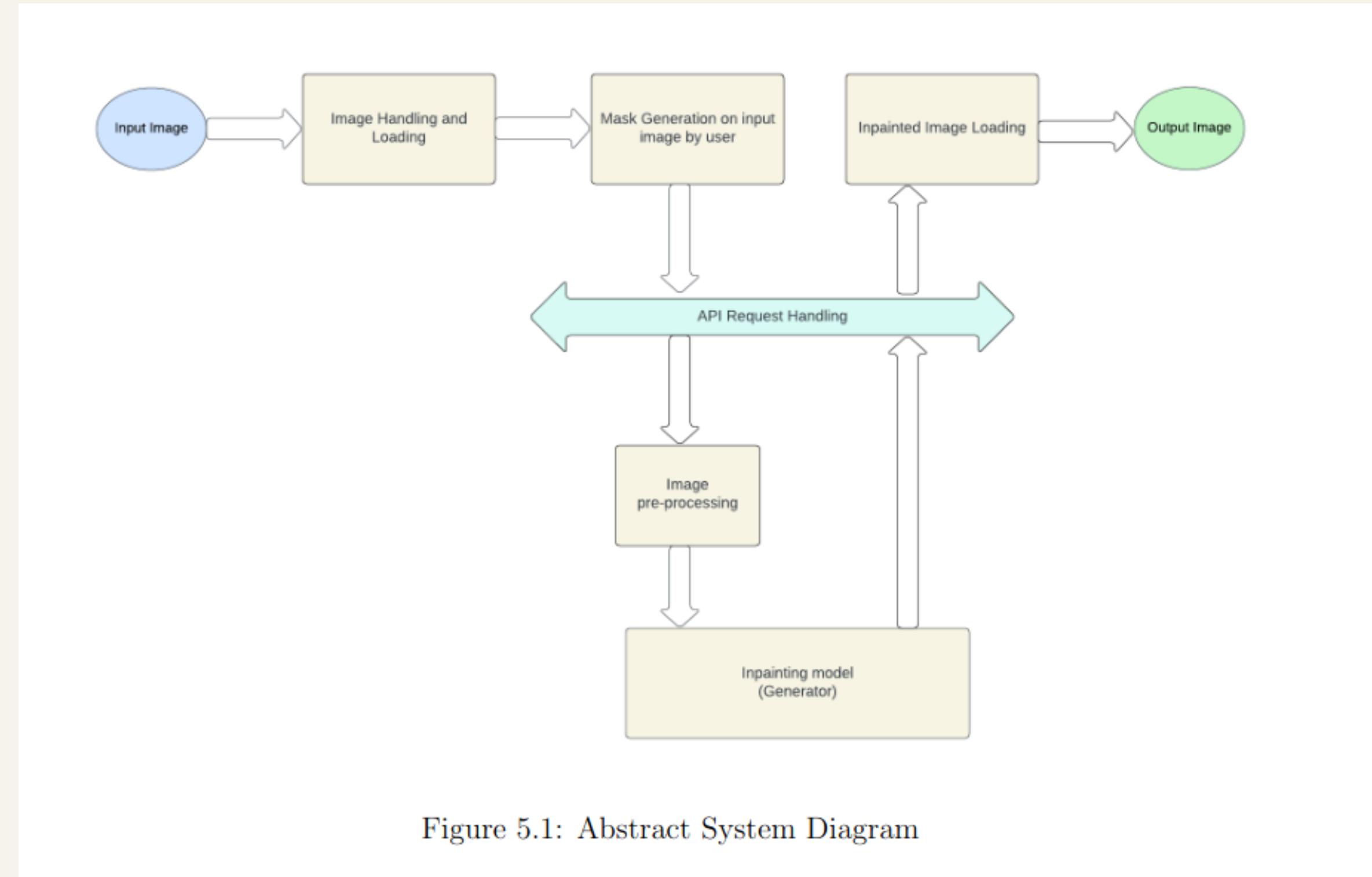


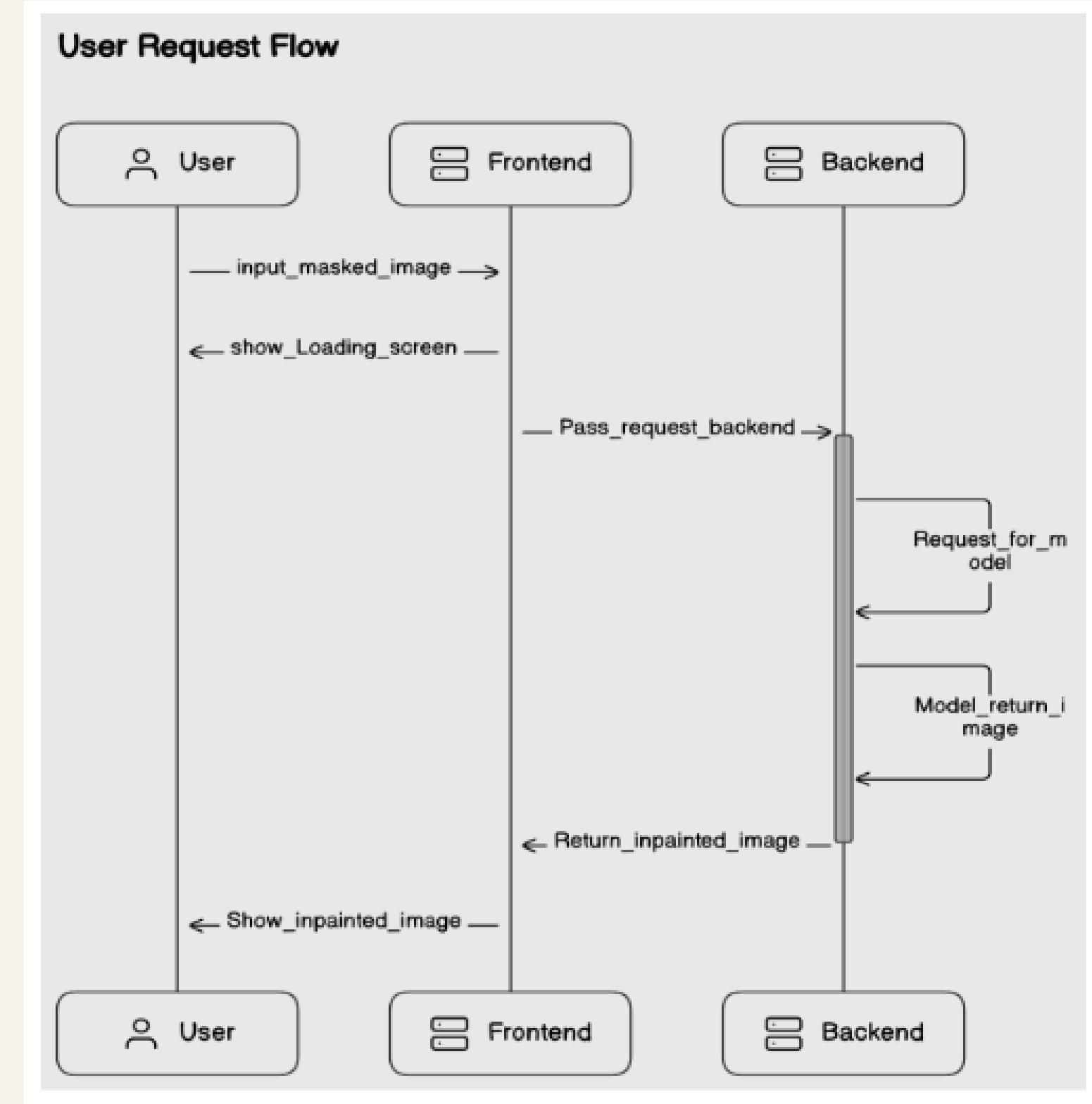
Figure 4.4: Maked Images

SYSTEM DESIGN



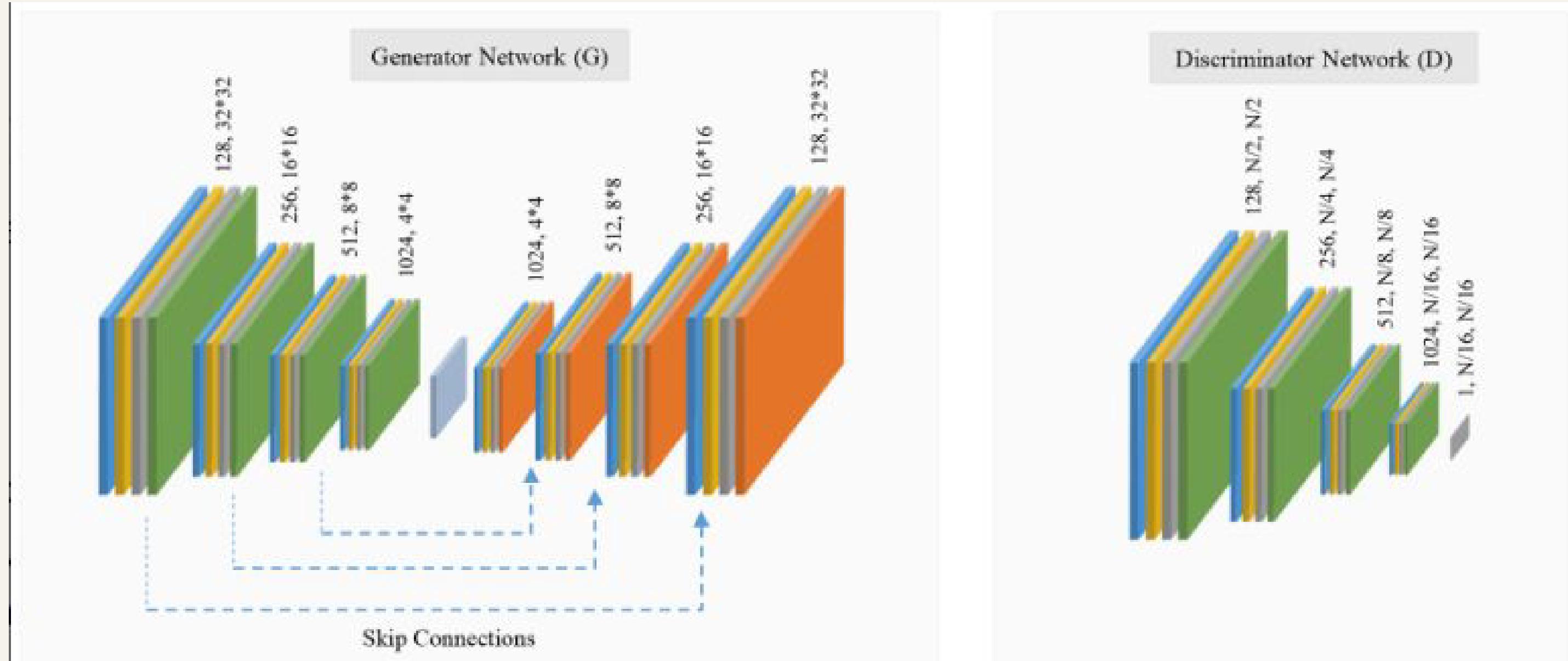
SYSTEM DESIGN

Sequence Diagram



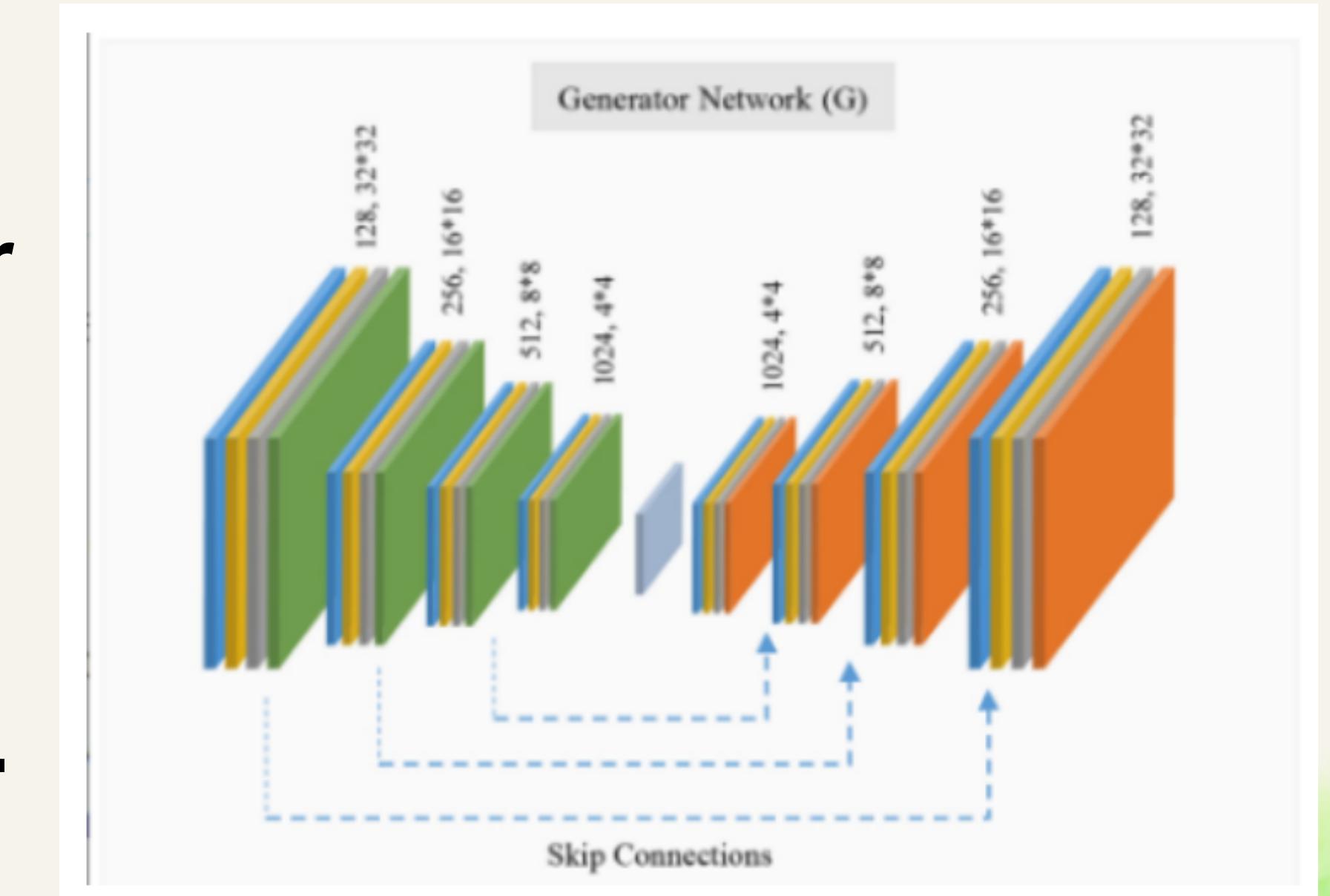
MODEL ARCHITECTURE

- **PIX2PIX GAN, a variant of c-gan**



GENERATOR

- U-NET architecture
- Encoder, bottleneck and decoder sections.
- Output: 128*128
- a total of 41,841,283 parameters.



GENERATOR

Two types of losses:

- Adversarial loss:- Distinguish between real and generated images.

$$\mathcal{L}_{adv} = -E_{x,y}[\log D(x, y)]$$

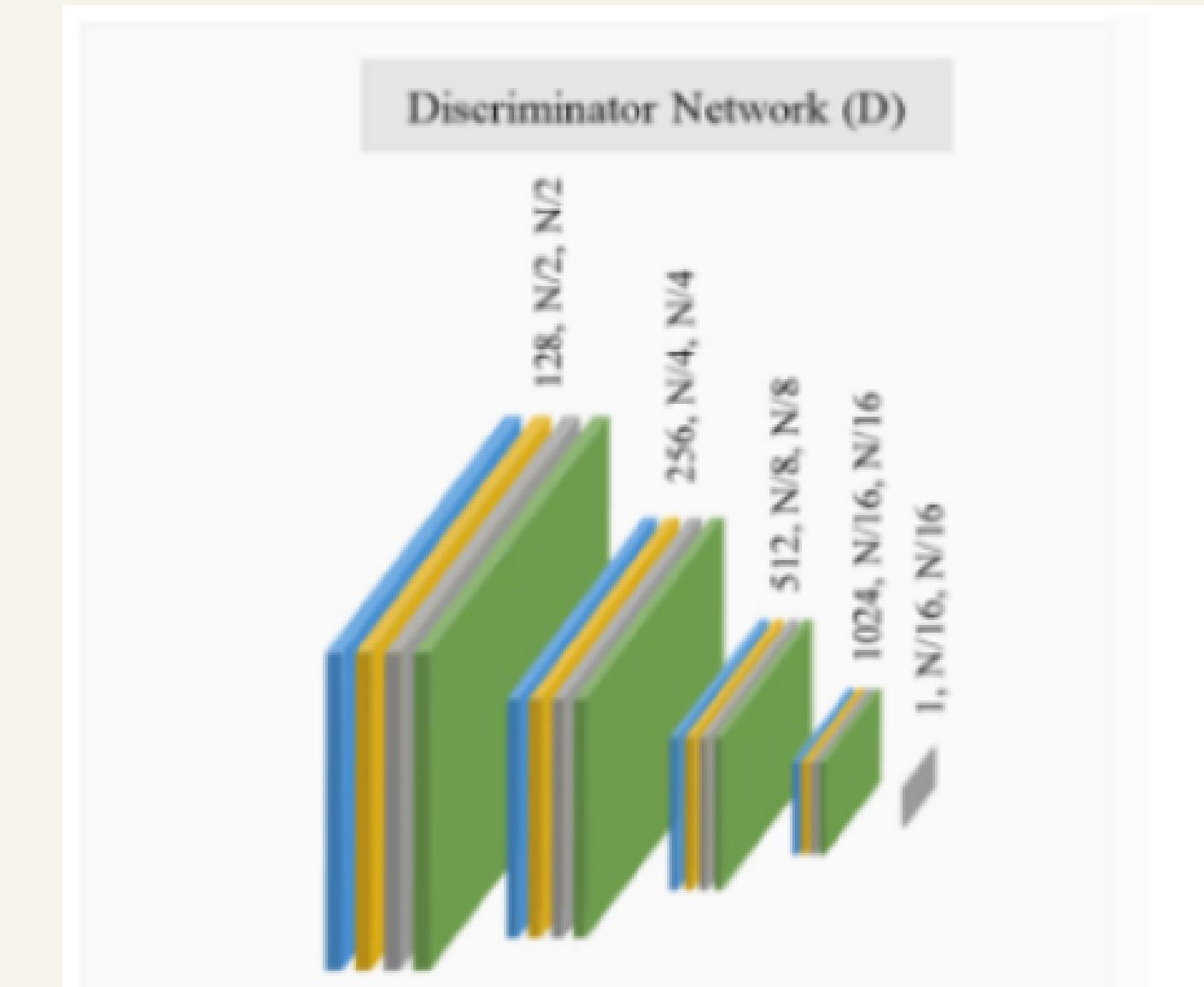
- Regularization loss:- Also known as Mean Absolute Error(MAE), enforce pixel-wise similarities between inpainted and original image.

$$\mathcal{L}_{reg} = \frac{1}{N} \sum_{i=1}^N |G(x_i) - y_i|$$

DISCRIMINATOR

- Global discriminator
- Binary classification
- a total of 6,968,257 parameters
- Binary cross entropy:

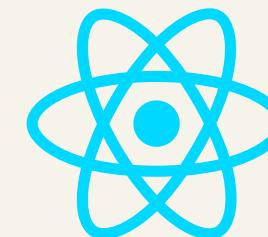
$$\mathcal{L}_{\text{binary}} = -\frac{1}{N} \sum_{i=1}^N [y_i \log(p_i) + (1 - y_i) \log(1 - p_i)]$$



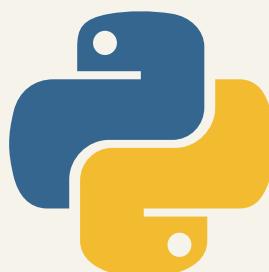
TECH STACKS AND LIBRARIES

- Backend: fastAPI

- frontend: React



- cv2, PIL python library for mask generation



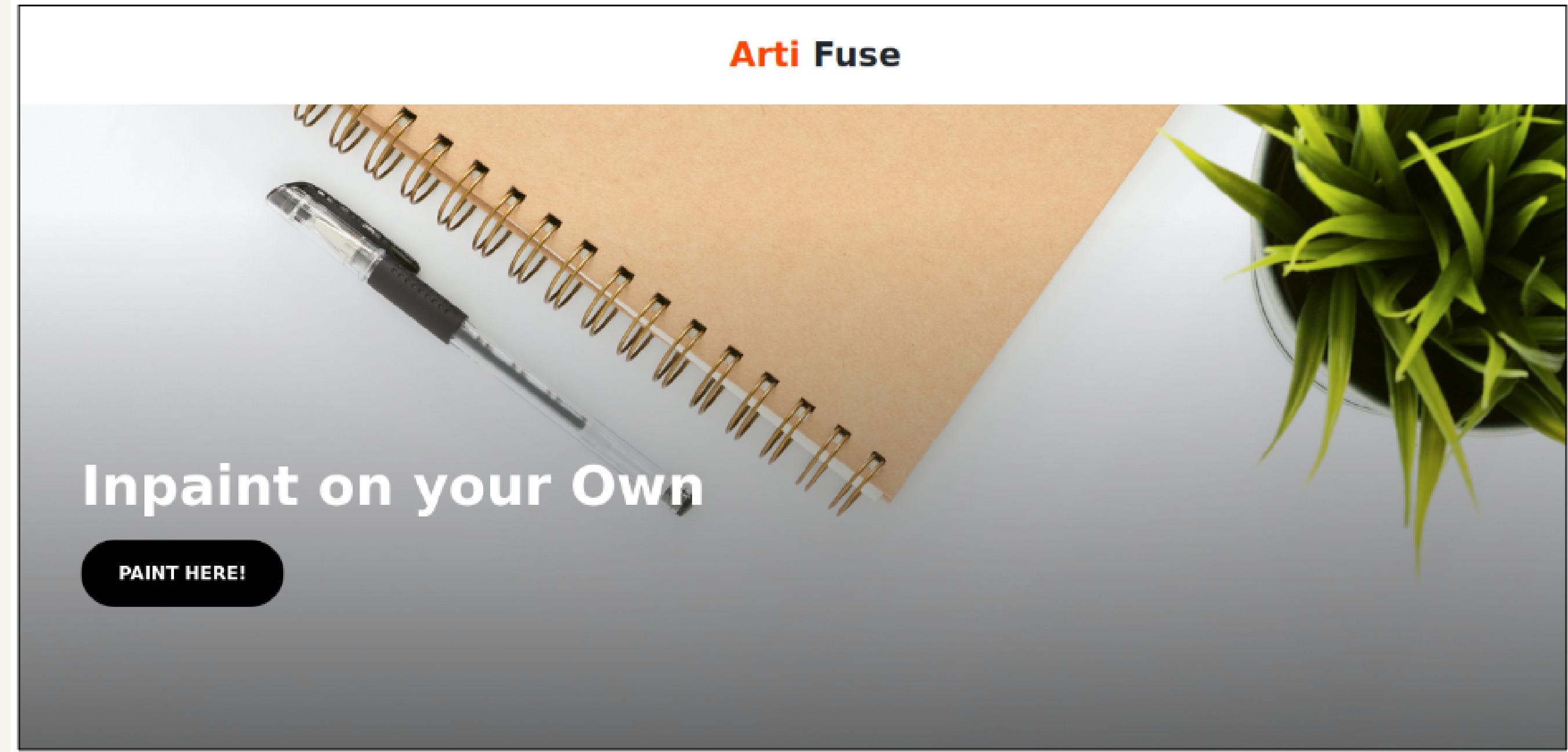
- Trained on Goggle Collab on T4 GPUs

- keras library for training the model



WEB DESIGN

Landing Page



WEB DESIGN

Inpainting Page

Arti Fuse

Remove small deformities from your image

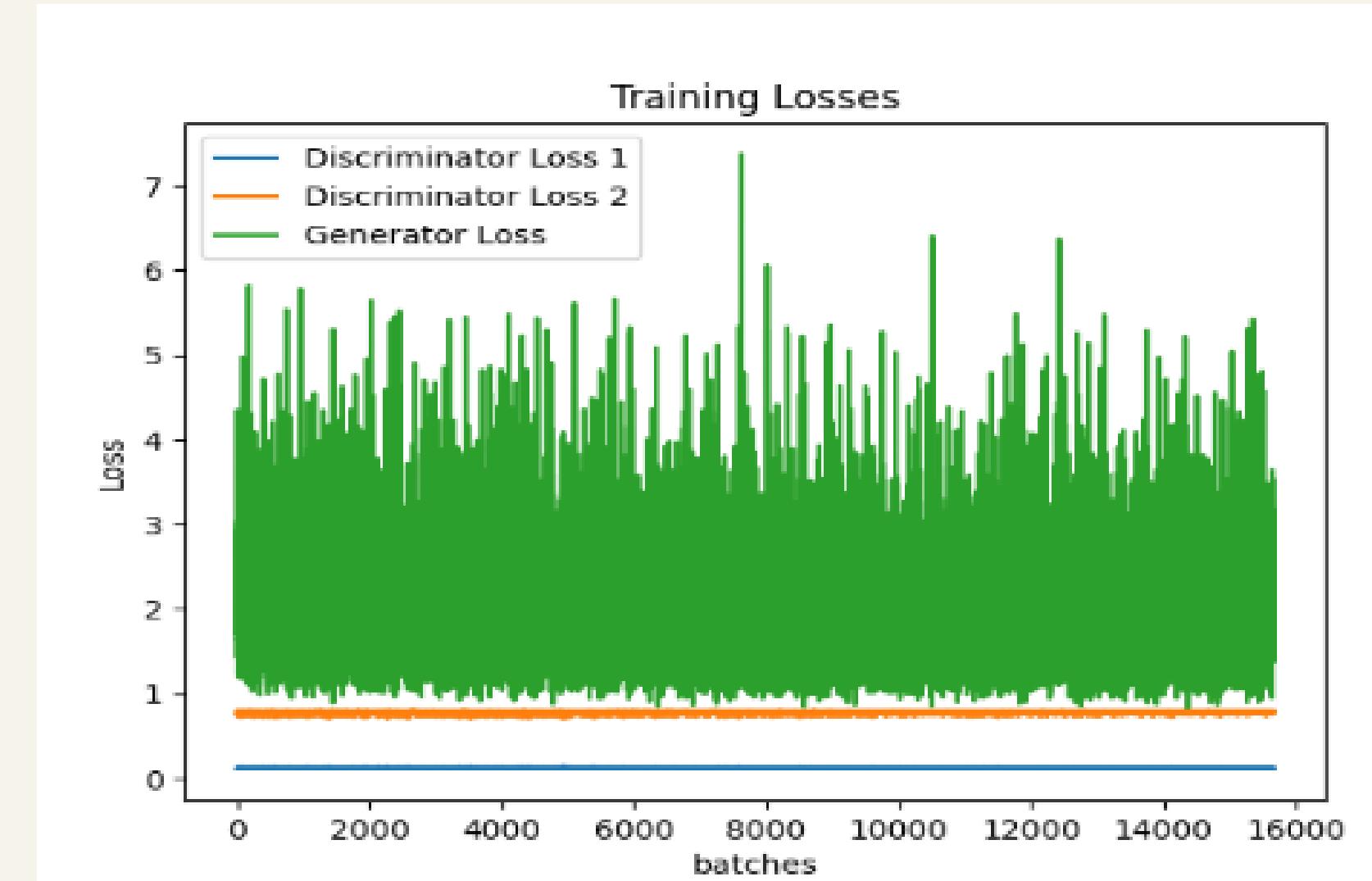
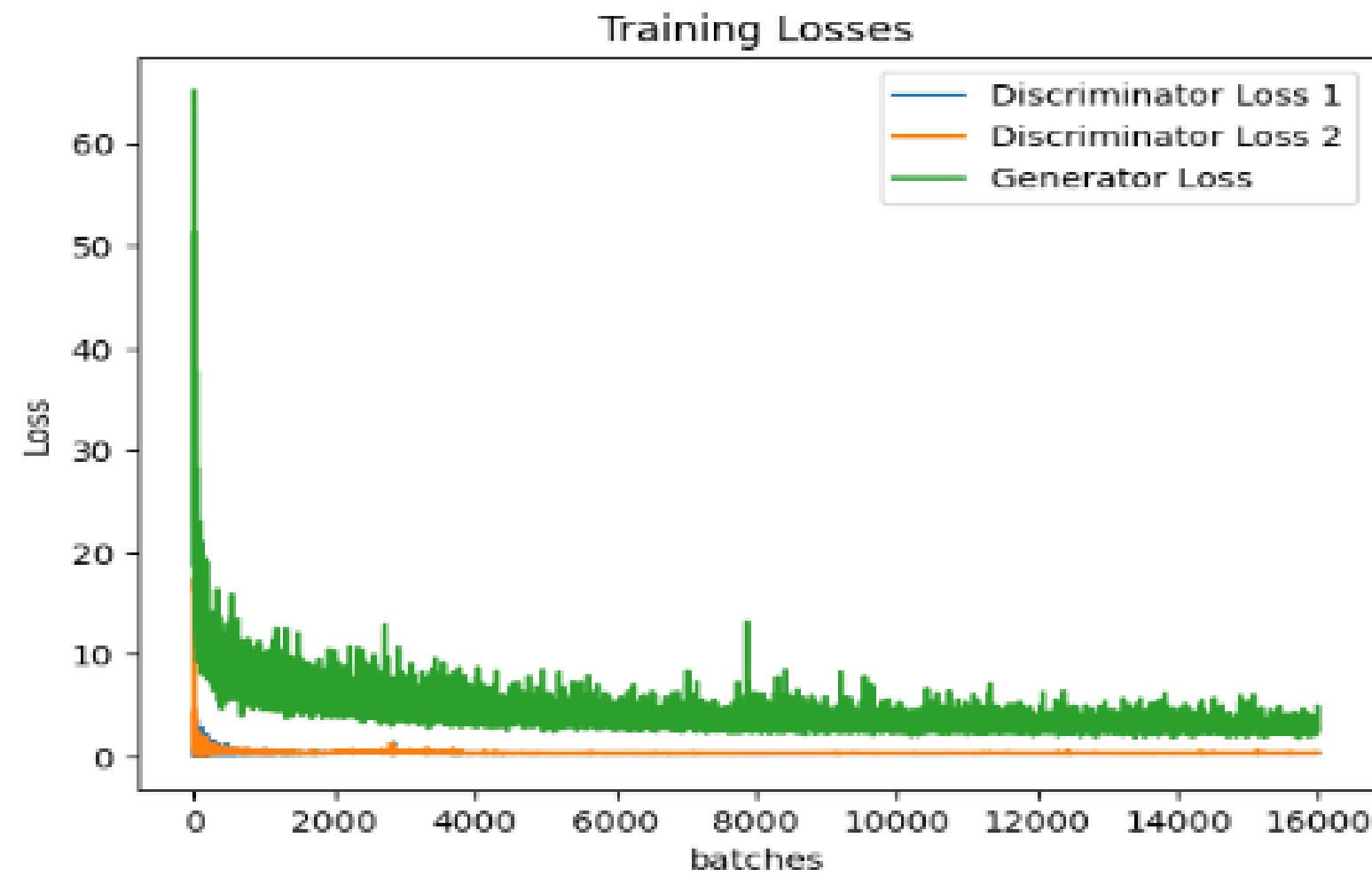
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PERFORMANCE



PERFORMANCE

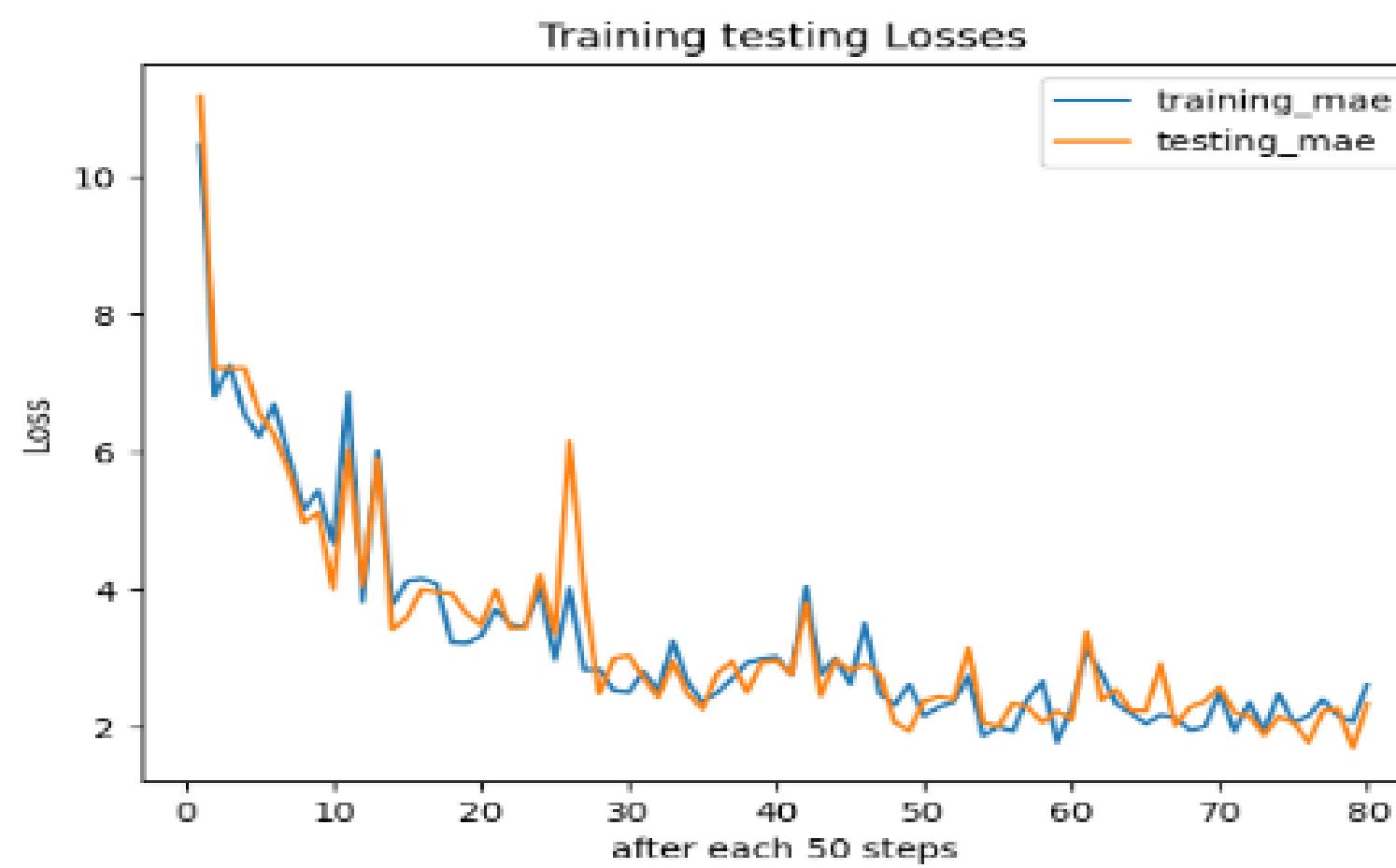
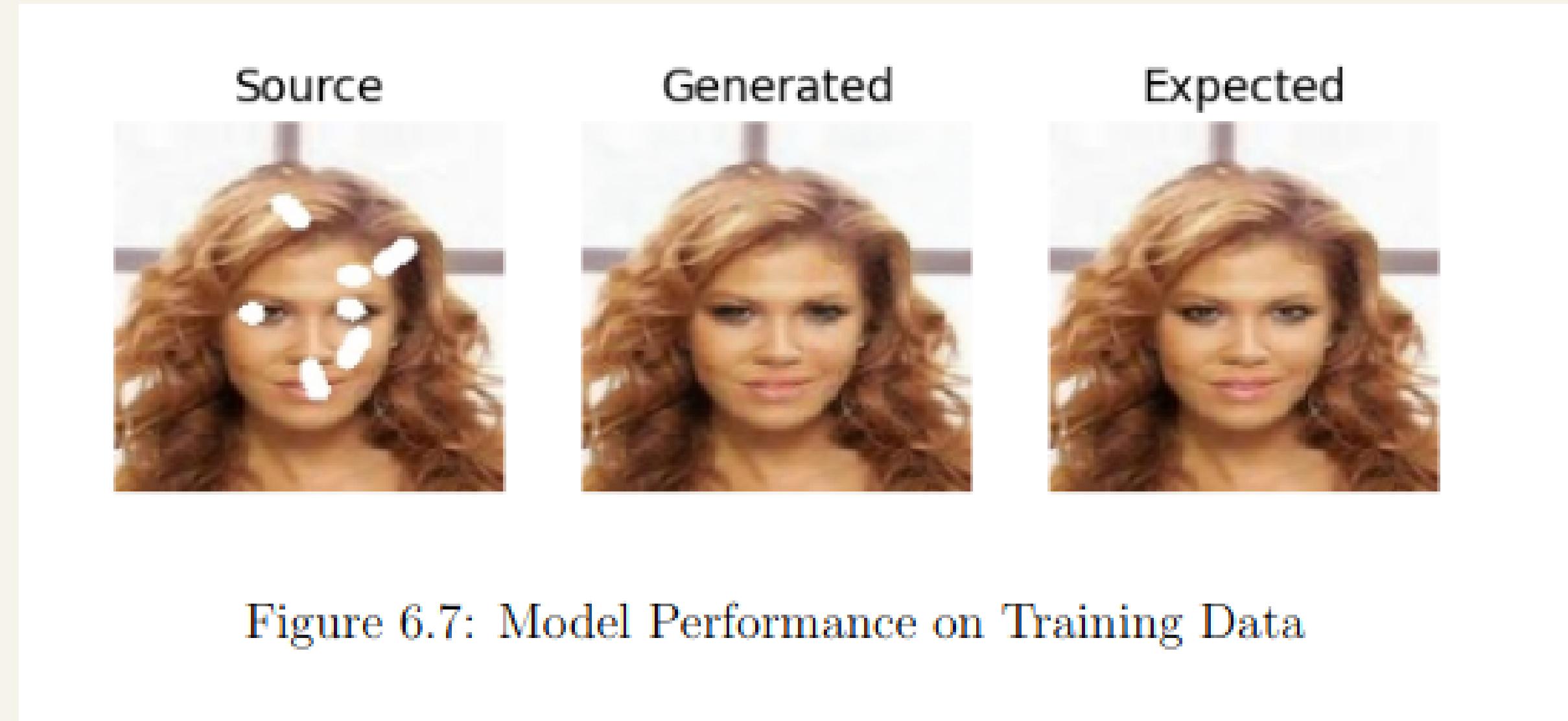


Figure 6.4: Training and Testing Losses EPOCH-2

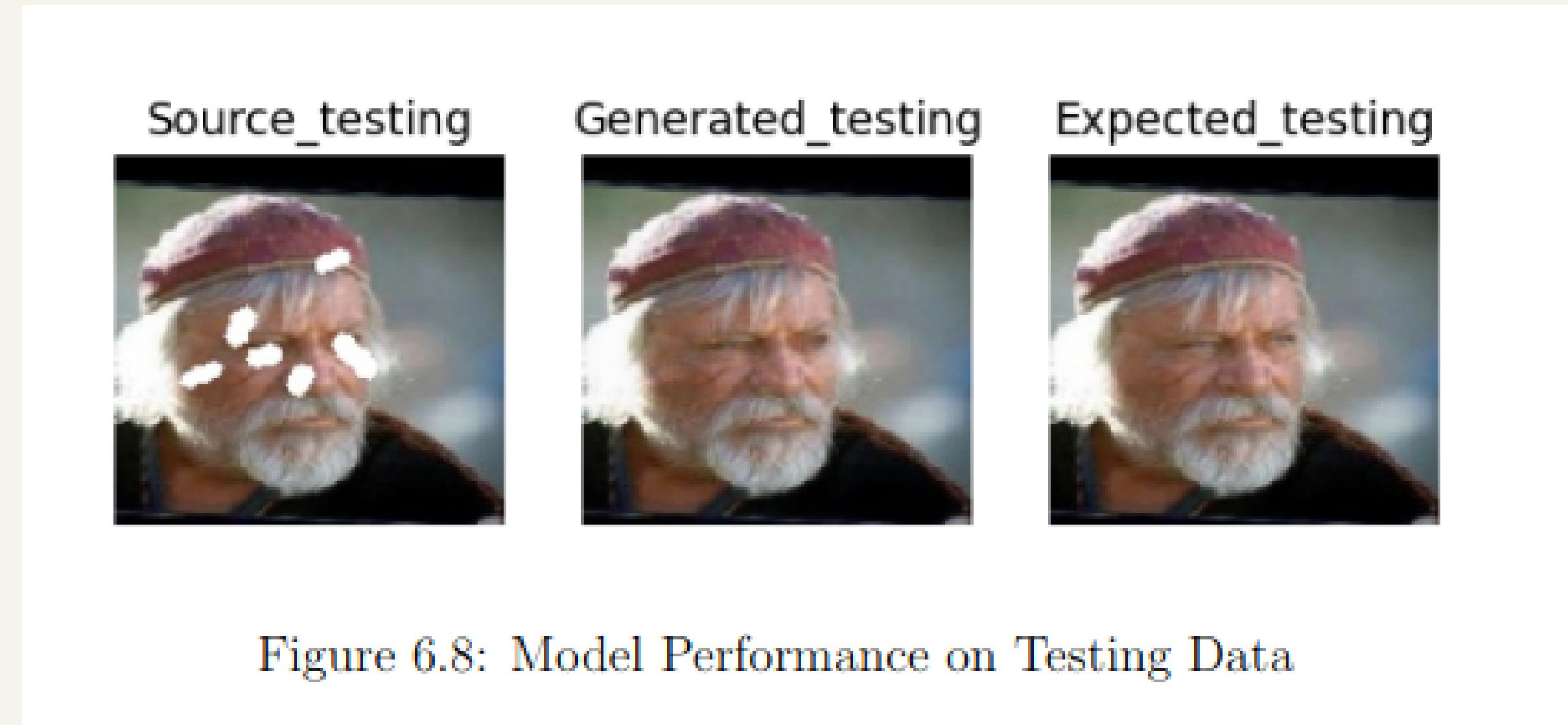


Figure 6.6: Training and Testing Losses EPOCH-20

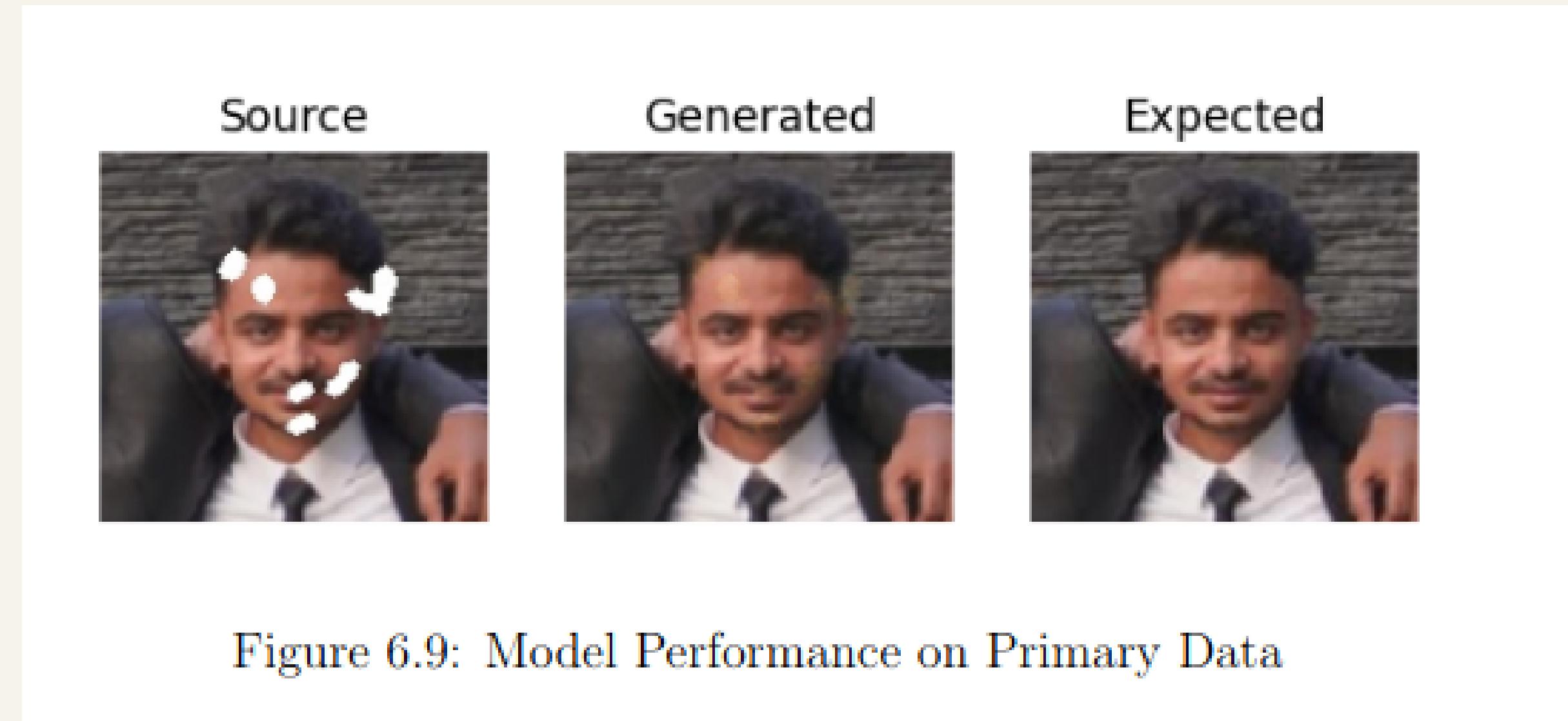
RESULTS



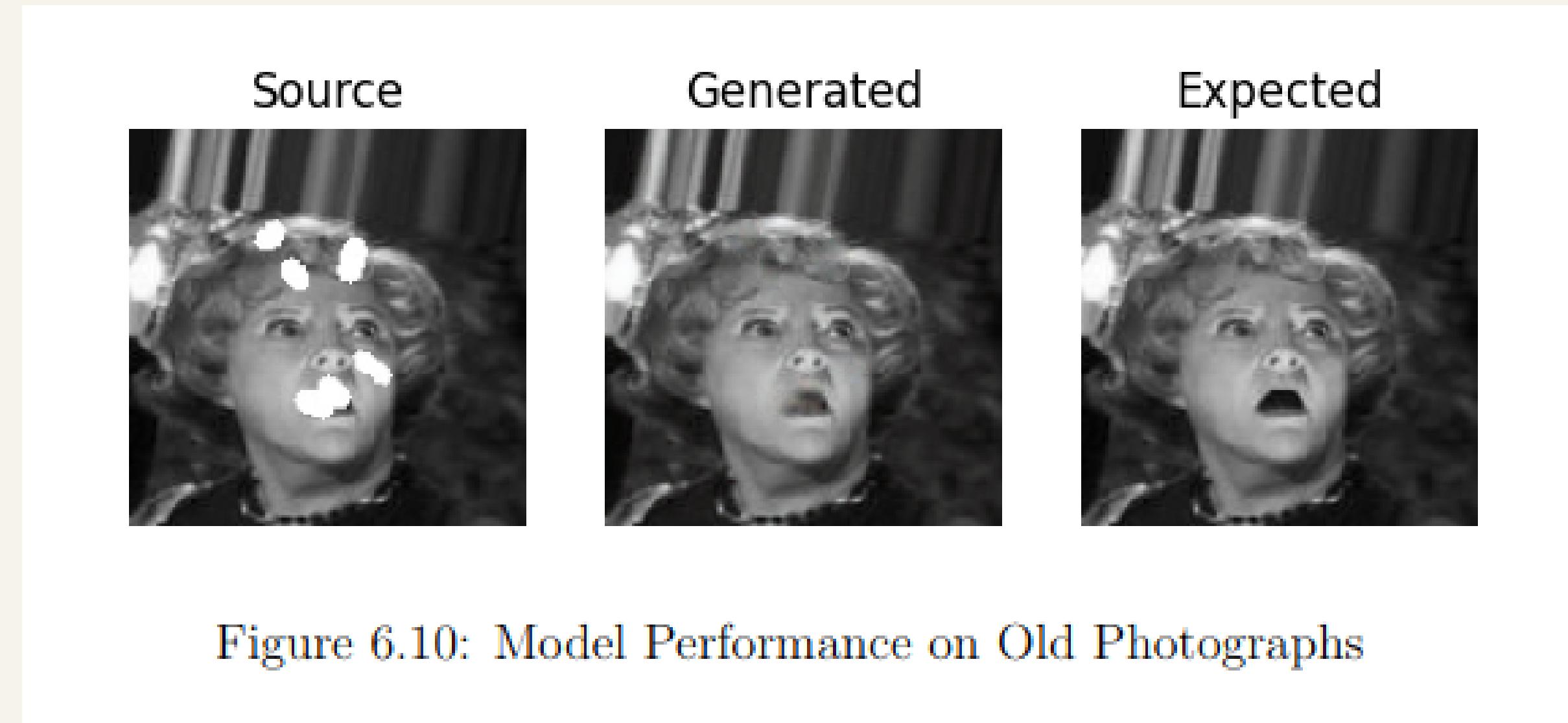
RESULTS



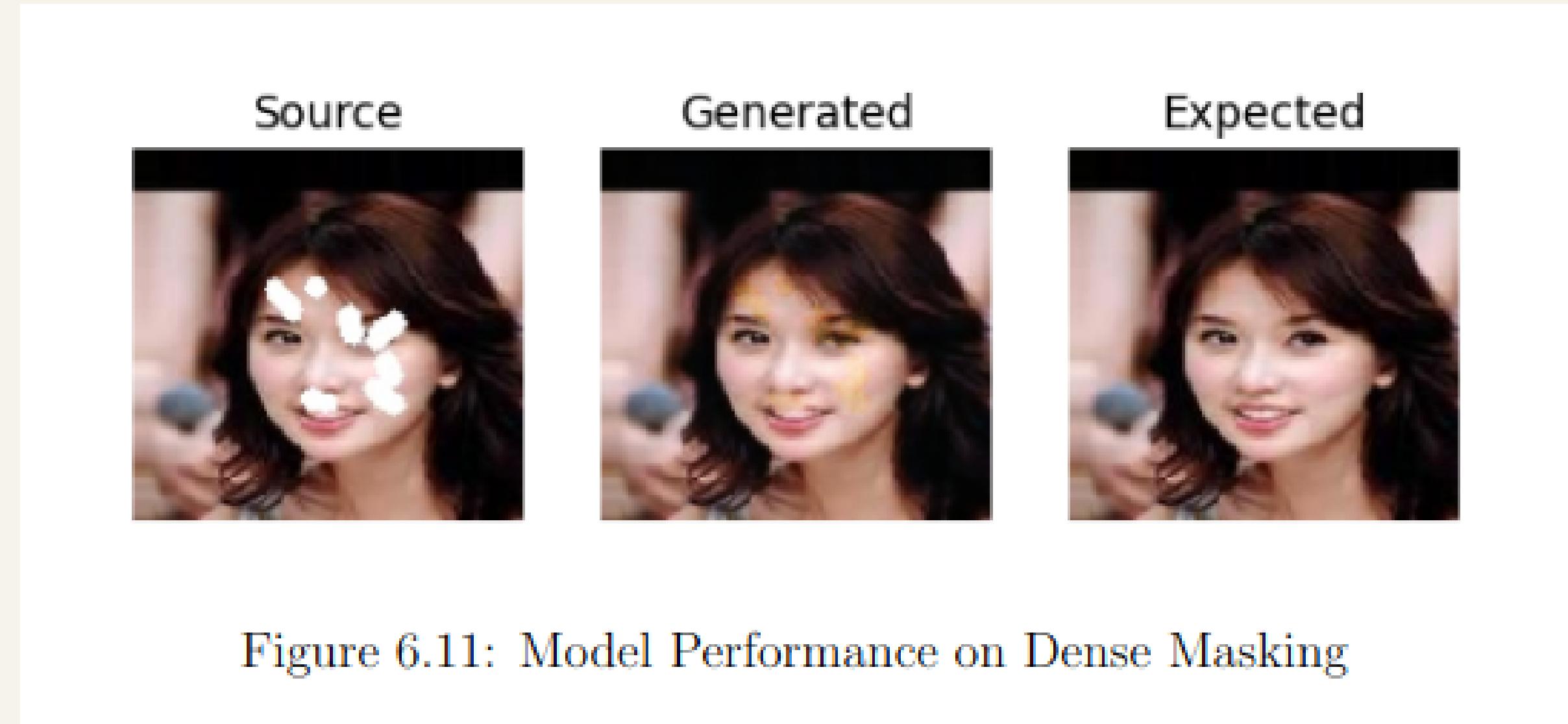
RESULTS



RESULTS



RESULTS



LIMITATIONS

-  **Not promising result for large masks.**
-  **Skin tone matching may be inaccurate.**
-  **Output resolution restricted to 128x128 pixels.**
-  **Model trained primarily on facial images**

FUTURE ENHANCEMENT

- Train at higher resolutions for better quality.
- Explore advanced techniques for diverse masks.
- Add more CelebA data for improved facial inpainting.
- Diverse images from Places Dataset to inpaint wider scenes and objects.



THANK YOU

ANY QUERIES

