

Image Inpainting: An Overview

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With C. Ballester, V. Caselles, J. Verdera, M. Bertalmio, A. Bertozzi

A Vancouver/ICCV example

An aerial photograph of Vancouver, British Columbia, showing the city skyline, the harbor, and the surrounding mountains. The text is overlaid on the image.

A Variational Model for Filling-In Gray Level and Color Images

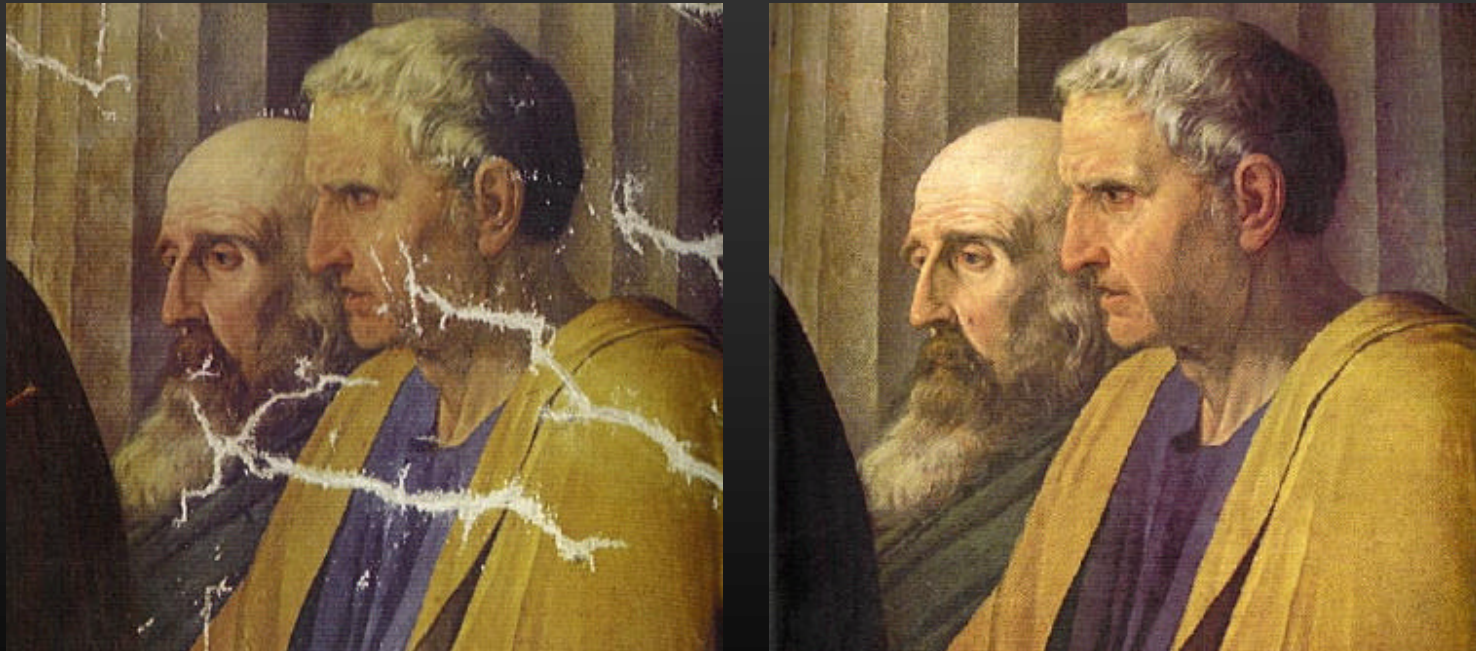
C. Ballester, V. Caselles, J. Verdera
M. Bertalmio, and G. Sapiro

Overview

- **Goal**
- **Related work**
- **Filling-in**
- **Examples**
- **Concluding remarks**

What is inpainting?

- **Modifying an image in a non-detectable form**



Detail of "Cornelia, Mother of the Gracchi" by J. Suvee (Louvre).
Taken from Emile-Male "The Restorer's Handbook of easel painting".

Another example



From Geary Gallery

Real world example: Photo restoration



www.image-enigma.com



- Restorations courtesy of Photo Imaging Studio, Image Enigma, Alleycat Designs

Real world example: Object removal



- From D. King, “The Commissar vanishes”.

Real world example: Object removal



Lenin and friend Trotsky



Where is Trotsky?

- From www.newseum.org

Real world example: Object removal and missing information



- From ProSpec-UK.

Related work: Films

- e.g. Kokaram et al.



- Doesn't work for stills or static objects

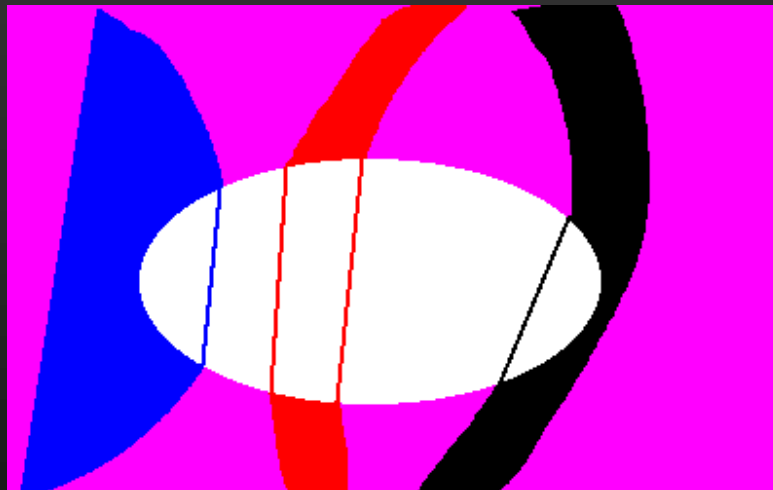
Related work: Texture synthesis



- Hirani, Efros, Heeger, DeBonet, Simoncelli, Zhu, etc.
- Not practical for rich regions
- Not designed for structured regions
- “Copy” information instead of “see and interpolate”

Related work: Disocclusion

- **Masnou-Morel, Nitzberg-Mumford, etc.**



- **Limitations: Topology, angles**

See also Jacobs, Basri, Zucker, etc, and Chan-Shen '00, Zhu-Mumford

Our Contribution

- User only selects region to inpaint
- Rich background and topology not an issue
- Less than 1 minute on a PC



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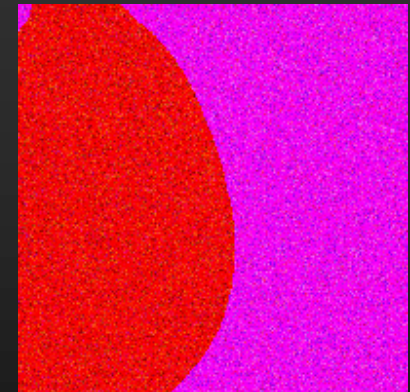
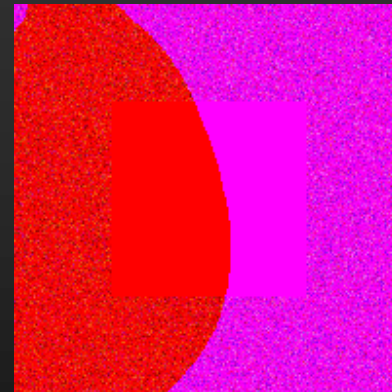
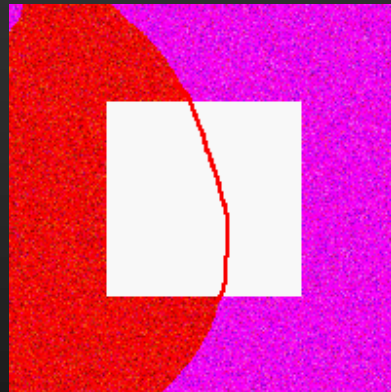
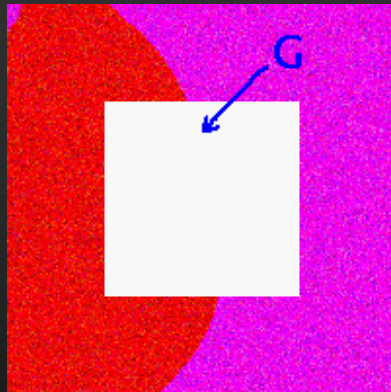


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How conservators inpaint

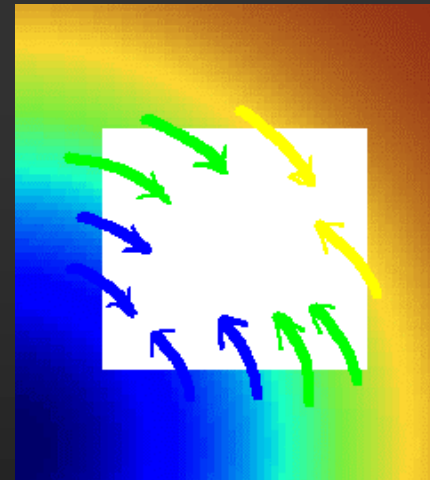
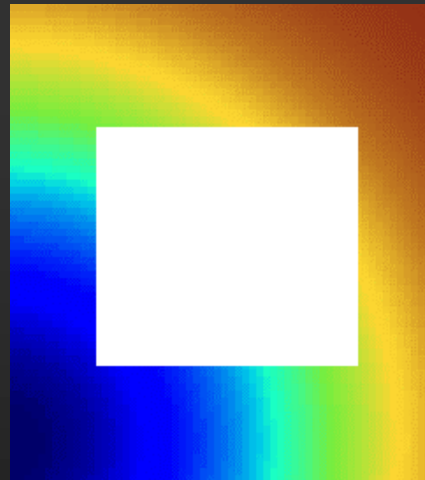
- Minneapolis Institute of Art



Approach 1

*Bertalmio, Sapiro, Caselles, Ballester,
SIGGRAPH 2000*

Automatic digital inpainting



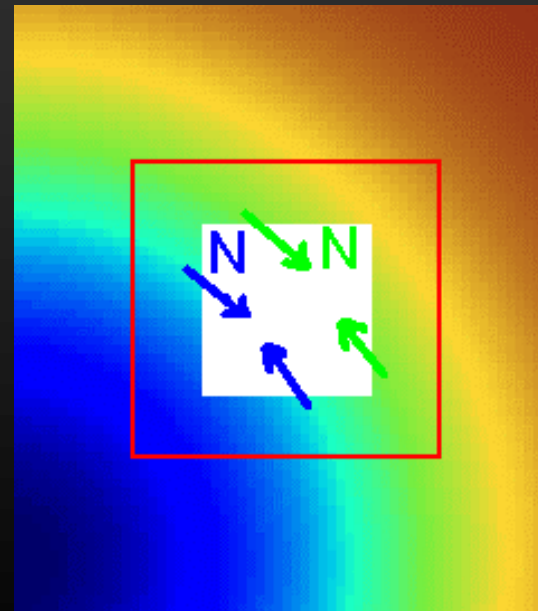
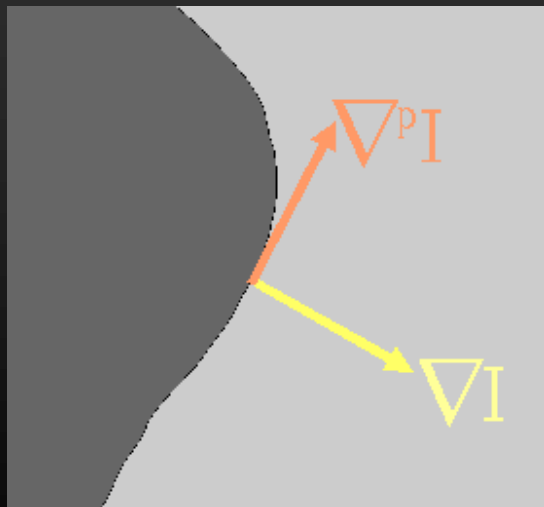
- **Propagate information**
- **Evolutionary form**

$$\nabla \mathbf{L} \cdot \vec{\mathbf{N}} = 0$$

$$\frac{\partial \mathbf{I}}{\partial \mathbf{t}} = \nabla \mathbf{L} \cdot \vec{\mathbf{N}}$$

Digital inpainting (cont'd)

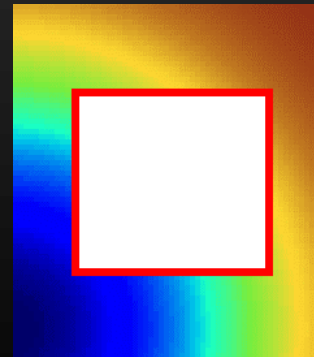
- **L** = smoothness estimator (Laplacian)
- **N** = isophote direction (time variant)



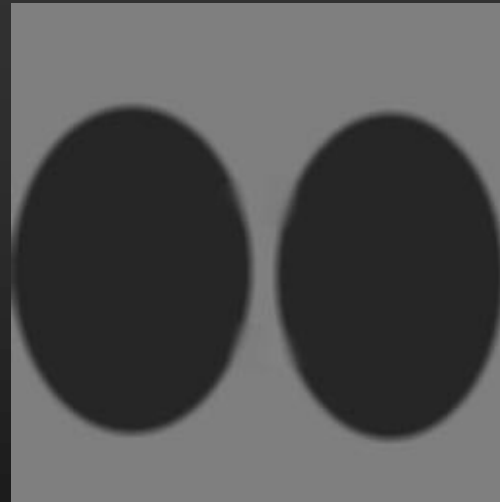
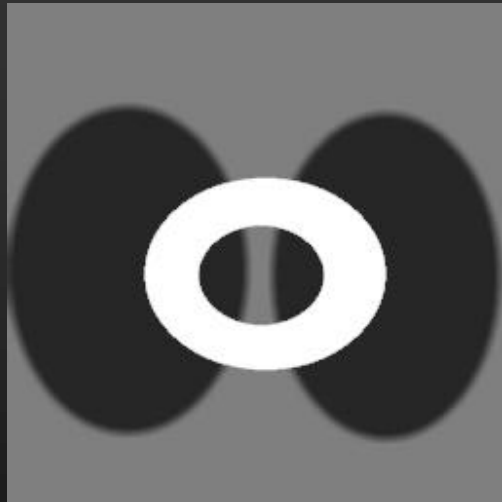
The equation

$$\frac{\partial I}{\partial t} = \nabla(\tilde{I}) \cdot \nabla^\perp I$$

- **Plus numerical schemes (Osher)**
- **Boundary conditions**
 - Gray values (in a band)
 - Directions (in a band)



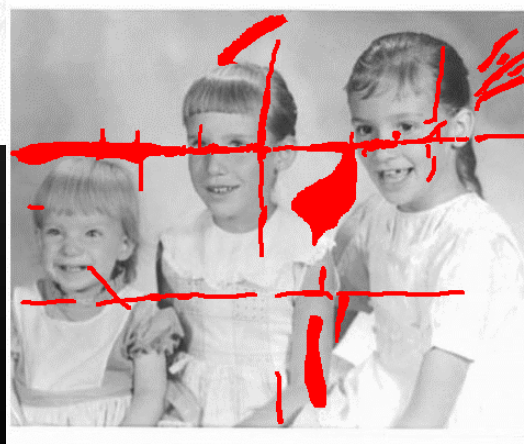
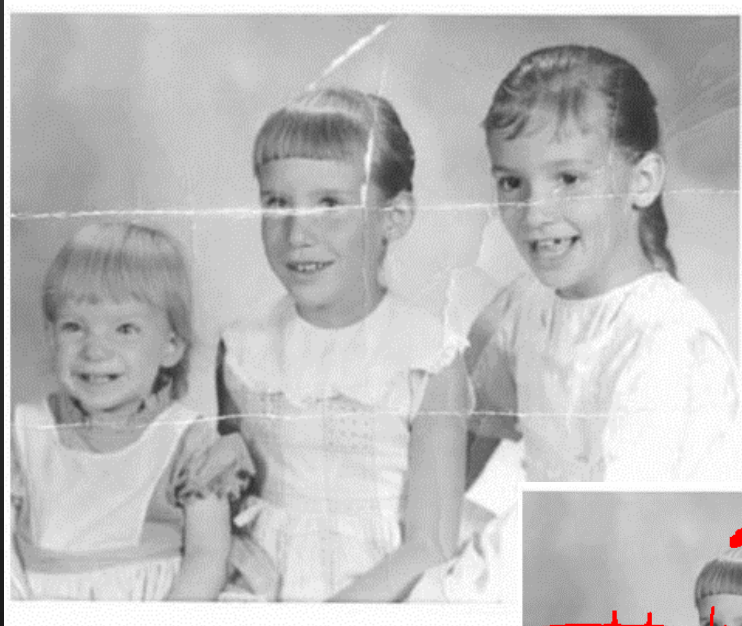
Example



Example: Text removal



Example: Photo restoration



Example: Special effects



Example: Scratch removal



Example: The evolution



Approach 1:

Concluding remarks

- **Technique imitates professionals**
- **Key concepts**
 - Information propagation
 - Both gray values and directions are needed
 - Use a band surrounding the region
- **Sharp results**
- **Low complexity**
- **Texture is not reproduced**

Concluding remarks (cont.)

- **Connected to fluid dynamics (see next talk, A. Betozzi)**
- **Opens then door to high order PDE's**
- **Extended to a variational formulation:
Approach 2...**

Approach 2

C. Ballester, V. Caselles, J. Verdera, M. Bertalmio, G. Sapiro
IEEE Trans. IP 2001

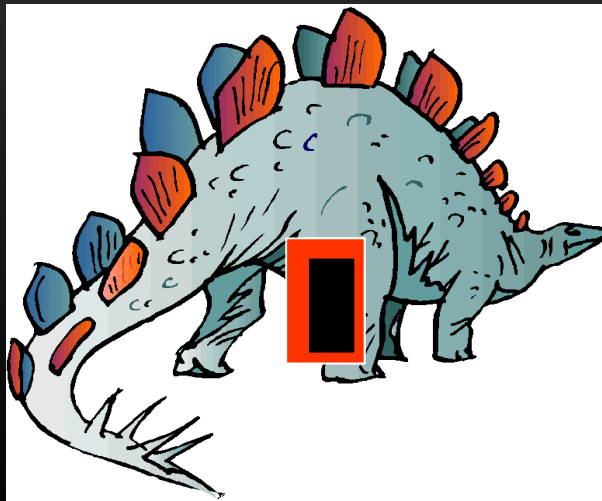
How conservators fill-in

(Minneapolis Institute of Art)



Our approach

- **Jointly continue/interpolate level-lines (geometry) and gray values (photometry) in a smooth fashion**



Interpolate the gray values given the edges



\mathbb{L} = normalized gradient $\Rightarrow \mathbb{L} \cdot \nabla I = \|\nabla I\|$

$$\min(I) \int_{\Omega \cup \text{Band}} (\|\nabla I\| - \mathbb{L} \cdot \nabla I) d\Omega$$

$$\frac{\partial I}{\partial t} = \operatorname{div} \left(\frac{\nabla I}{\|\nabla I\|} \right) - \operatorname{div}(\mathbb{L})$$

Theorem: The minimizer exists in BV space

Example

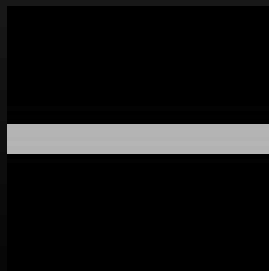
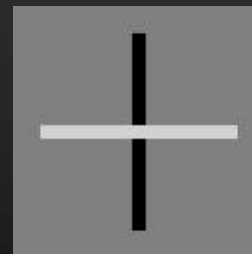
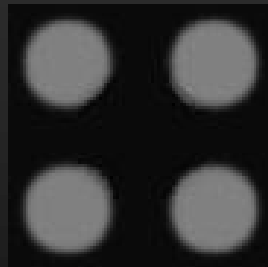
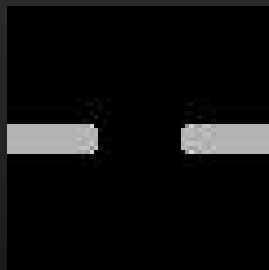
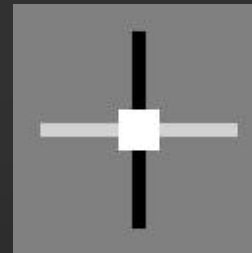
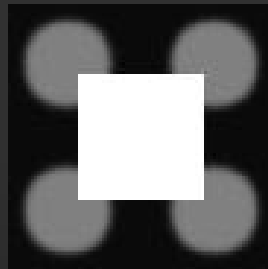
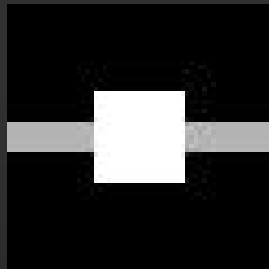


The full functional

$$\min(u, \mathbf{t}) \int_{\Omega \cup \text{Band}} \text{div}(\mathbf{t})^p (a + b \|\nabla G * u\|) + c(\|\nabla u\| - \mathbf{t} \cdot \nabla u)$$

- Solved via E-L: Coupled 2nd order PDE's
- Implicit discretization used
- Connected to Euler's elastica (Mumford)
- **Theorem:** For $p > 1$ the minimizer exists

Examples



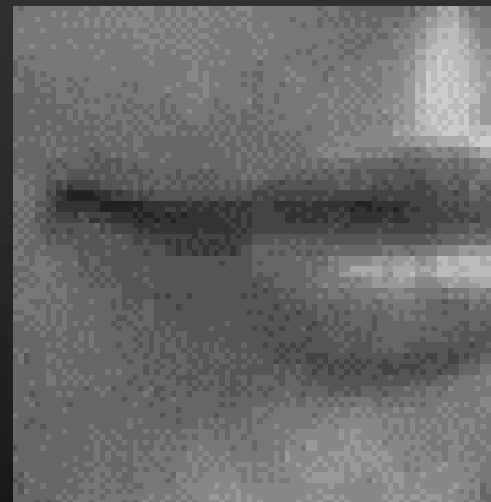
No edge information (just gray values, TV)



Examples



Examples



Examples

Il Castello di Miramare e il suo parco sorsero sul promontorio roccioso d'origine casistica di Grignano, per volontà dell'arciduca Ferdinando Massimiliano d'Asburgo (1832-1867), fratello minore dell'imperatore austriaco Francesco Giuseppe. Progettato nel 1856 da Carlo Macquarri e terminato nell'aspetto esteriore nel 1860. La sistemazione dell'area e la decorazione interna, opera di Julius Hofmann, furono completate dopo la partenza di Massimiliano per il Messico nel 1864. Nell'imperatore del Messico, Massimiliano, venne fucilato a Queretaro nel 1867. Tra i pochissimi esempi di una dimora nobile conservata senza rifacimenti, il Castello di Miramare è considerato uno dei più importanti.



Approach 2:

Concluding remarks

- **Technique imitates professionals**
- **Key concepts**
 - Information propagation
 - Both gray values and directions are needed
 - Use a band surrounding the region
- **Sharp results**
- **Low complexity**
- **Texture is not (yet) reproduced** (Zhu et al, Acton et al.)

Acknowledgments

- Institute Henri Poincare in Paris, France.
- T. Robbins, E. Buschor, S. Betelú, S. Osher, E. Simoncelli, A. Bertozzi, T. Chan, C. Kenney, P. L. Lions, J. M. Morel, J. Shen.
- Supported by ONR-Math, ONR Young Investigator Award, Presidential Early Career Awards for Scientists and Engineers, NSF CAREER Award, NSF-LIS, European project on viscosity solutions, and IIE-Uruguay.

The end

Thank you



