

A new numerical algorithm for TV-based image inpainting with its applications for restoring ancient Thai painting images and removing subtitles from animes

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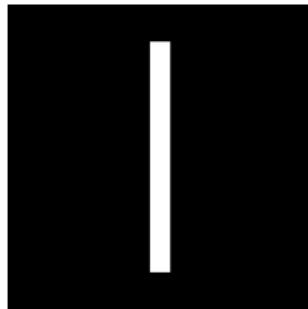
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DPST Student Conference on Science and Technology
June 21-23,2019

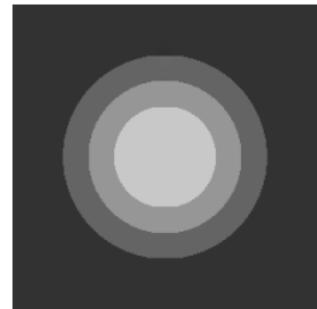
Image inpainting



(a) Damaged image



(b) Inpainted domain



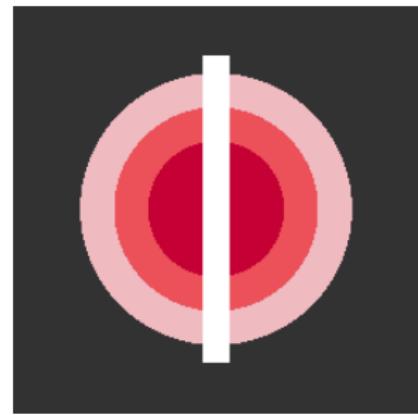
(c) Restored image

Figure 1: Example of image inpainting

Image inpainting problem



grayscale image



color image

grayscale image

- image domain $\Omega \subset \mathbb{R}^2$
- inpainting domain $D \subset \mathbb{R}^2$
- physical position $\mathbf{x} = (x, y) \in \Omega$
- image intensity $V \subset [0, \infty)$
- grayscale image $u : \Omega \rightarrow V$, $z : \Omega \rightarrow V$
- without lose of generality $\Omega = [1, n]^2$ and $V = [0, 1]$ which $n > 0$ is positive integer

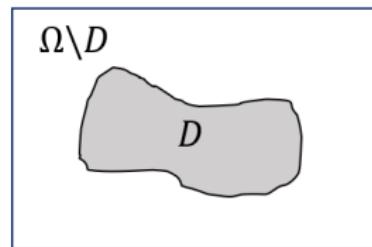


Figure 3: D is an inpainting domain

Total variation model for grayscale image inpainting

$$\min_u \{ \mathcal{J}(u) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |\nabla u| d\Omega \}$$

$$\lambda = \lambda(x) = \begin{cases} \lambda_0, & x \in \Omega \setminus D \\ 0, & x \in D \end{cases}$$

T.F. Chan and J. Shen , “Mathematical models of local non-texture inpaintings”, SIAM Journal on Applied Mathematics, vol. 62, no. 3, pp. 1019–1043, 2001.

Numerical method

- (1) Explicit time marching
- (2) Fixed point iteration
- (3) Split Bregman

Explicit time marching

$$\min_u \{ \mathcal{J}(u) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |\nabla u| d\Omega \}$$



$$\begin{cases} -\nabla \cdot \left(\frac{\nabla u}{|\nabla u|} \right) + \lambda(u - z) = 0, & x \in (1, n)^2 \\ \frac{\partial u}{\partial n} = 0, & x \in \partial\Omega \end{cases}$$

Explicit time marching

$$u(\mathbf{x}, t_{k+1}) = u(\mathbf{x}, t_k) + \tau \left(\nabla \cdot \left(\frac{\nabla u(\mathbf{x}, t_k)}{|\nabla u(\mathbf{x}, t_k)|} \right) + \lambda(\mathbf{x})(u(\mathbf{x}, t_k) - z(\mathbf{x})) \right)$$

$$u(\mathbf{x}, t_0) = z \quad t_k = t_0 + k\tau \ (\tau > 0) \quad t_0 = 0$$

$$u(\mathbf{x}, t_0), u(\mathbf{x}, t_1), u(\mathbf{x}, t_2), u(\mathbf{x}, t_3), \dots, \color{red}{u(\mathbf{x}, t^*)}$$

Limitation of explicit time marching

$$u(\mathbf{x}, t_{k+1}) = u(\mathbf{x}, t_k) + \tau \left(\nabla \cdot \left(\frac{\nabla u(\mathbf{x}, t_k)}{|\nabla u(\mathbf{x}, t_k)|} \right) + \lambda(\mathbf{x})(u(\mathbf{x}, t_k) - z(\mathbf{x})) \right)$$

$$\tau < 1$$

Fixed-point iteration

$$-\nabla \cdot \left(\frac{\nabla u^{[\nu+1]}}{|\nabla u|^{[\nu]}} \right) + \lambda(u^{[\nu+1]} - z) = 0, \quad u^{[0]} = z$$

$u^{[0]}, u^{[1]}, u^{[2]}, u^{[3]}, \dots, u^*$

Numerical problem

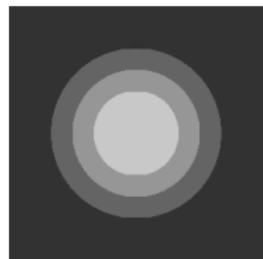


Figure 4: Example of image which has numerical problem

$$\frac{1}{|\nabla u|} = \frac{1}{\sqrt{u_x^2 + u_y^2}} \rightarrow \infty$$

$$|\nabla u| \approx |\nabla u|_\beta = \sqrt{u_x^2 + u_y^2 + \beta}, \quad 0 < \beta \ll 1$$

Split Bregman

$$\min_u \{ \mathcal{J}(u) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |\nabla u| d\Omega \}$$



$$\min_{u,w} \{ \mathcal{J}(u, w) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |w| d\Omega \} \quad \text{เมื่อ } w = \nabla u$$



$$\min_{u,w} \{ \mathcal{J}(u, w) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |w| d\Omega + \frac{\theta}{2} \int_{\Omega} (w - \nabla u + b)^2 d\Omega \}$$

T. Goldstein and S. Osher, "The Split Bregman Method for L1-Regularized Problems", SIAM Journal on Imaging Sciences. vol. 2, issue 2, pp. 323-343, 2009.

Split Bregman

$$\min_{u,w} \{ \mathcal{J}(u, w) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |\nabla w| d\Omega + \frac{\theta}{2} \int_{\Omega} (w - \nabla u + b) d\Omega \}$$



$$u^{\text{New}} = \arg \min_u \{ \mathcal{J}_1(u) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \frac{\theta}{2} \int_{\Omega} (w^{\text{old}} - \nabla u + b^{\text{old}}) d\Omega \}$$

$$w^{\text{New}} = \arg \min_w \{ \mathcal{J}_2(w) = \int_{\Omega} |\nabla w| d\Omega + \frac{\theta}{2} \int_{\Omega} (w - \nabla u^{\text{New}} + b^{\text{old}}) d\Omega \}$$

$$b^{\text{New}} = b^{\text{old}} + \nabla u^{\text{New}} - w^{\text{New}}$$

Color image

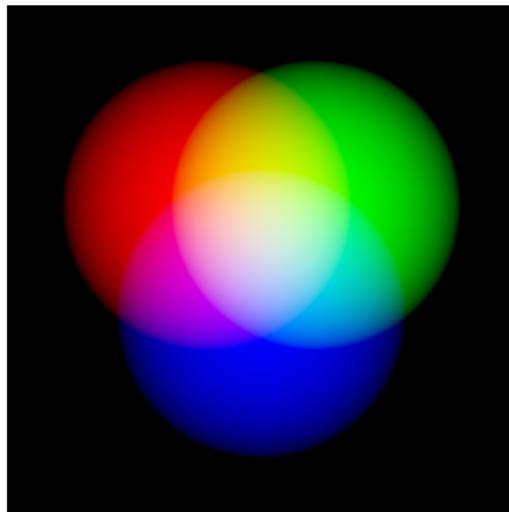


Figure 5: Color image create from red,green and blue color¹

¹ ภาพจาก https://commons.wikimedia.org/wiki/File:Additive_RGB_Circles+48bpp.png สืบคันเมื่อวันที่ 25 กันยายน 2561

Color image

$$u, z : \Omega \rightarrow V$$



$$u = \begin{bmatrix} u_1 \\ u_2 \\ u_3 \end{bmatrix}, z = \begin{bmatrix} z_1 \\ z_2 \\ z_3 \end{bmatrix} : \Omega \rightarrow V^3$$

Total variation model for color image inpainting

$$\min_u \{ \mathcal{J}(u) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |\nabla u| d\Omega \}$$



$$\min_u \{ \mathcal{J}(u) = \sum_{l=1}^3 \left(\frac{1}{2} \int_{\Omega} \lambda(u_l - z_l)^2 d\Omega + \int_{\Omega} |\nabla u_l| d\Omega \right) \}$$

Split Bregman for Color image

$$\min_{u,w} \{ \mathcal{J}(u, w) = \frac{1}{2} \int_{\Omega} \lambda(u - z)^2 d\Omega + \int_{\Omega} |\nabla w| d\Omega + \frac{\theta}{2} \int_{\Omega} (w - \nabla u + b) d\Omega \}$$



$$\begin{aligned} \min_{u, w_1, w_2, w_3} \{ \mathcal{J}(u, w_1, w_2, w_3) &= \sum_{l=1}^3 \left(\frac{1}{2} \int_{\Omega} \lambda(u_l - z_l)^2 d\Omega + \int_{\Omega} |\nabla w_l| d\Omega \right. \\ &\quad \left. + \frac{\theta}{2} \int_{\Omega} (w_l - \nabla u_l + b_l) d\Omega \right) \end{aligned}$$

Quality measurement

- (1) Peak Signal Noise Ratio (PSNR)
- (2) Structural Similarity (SSIM)

Peak Signal Noise Ratio (PSNR)

$$\text{PSNR} = 10 \cdot \log_{10}\left(\frac{1}{\sqrt{\text{MSE}}}\right)$$

- MSE is mean square error which is $\text{MSE} = \frac{1}{nx \times ny} \sum (u - \tilde{u})^2$
- u is original image.
- \tilde{u} is restored image from numerical method.
- The unit of PSNR is the decibel (dB).

Structural Similarity (SSIM)

$$\text{SSIM}(u, \tilde{u}) = \frac{(2\mu_u\mu_{\tilde{u}} + 0.0001)(2\sigma_{u\tilde{u}} + 0.0009)}{(\mu_u^2 + \mu_{\tilde{u}}^2 + 0.0001)(\sigma_u^2 + \sigma_{\tilde{u}}^2 + 0.0009)}$$

- u is original image.
- \tilde{u} is restored image from numerical method.
- μ_u is average of u
- $\mu_{\tilde{u}}$ is average of \tilde{u}
- σ_u is variation of u
- $\sigma_{\tilde{u}}$ is variation of \tilde{u}
- SSIM has range between 0 to 1.

Synthetic image



Figure 6: Original image



Figure 7: Damaged image

iteration $\leq 10,000$ round

$$\frac{\|u_{new} - u_{old}\|}{\|u_{new}\|} \geq 10^{-4}$$

Restoration result



Figure 8: Explicit time marching

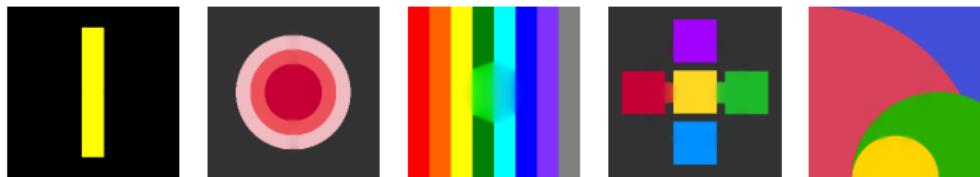


Figure 9: Fixed point iteration

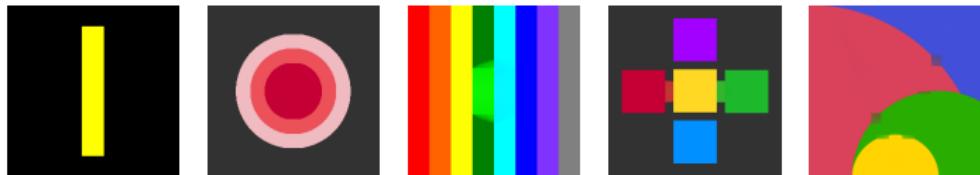


Figure 10: Split Bregman

Performance of numerical method

Method	Processed time (Second)	PSNR (dB)	SSIM
Explicit time marching	120.68	16.72	0.9960
Fixed point iteration	74.81	38.67	0.9999
Split Bregman	14.06	39.42	0.9999

Table 1: Average image restoration result of numerical method
 $\lambda = 250, \beta = 10^{-5}, \tau = 10^{-5}, \theta = 5$

Intial solution

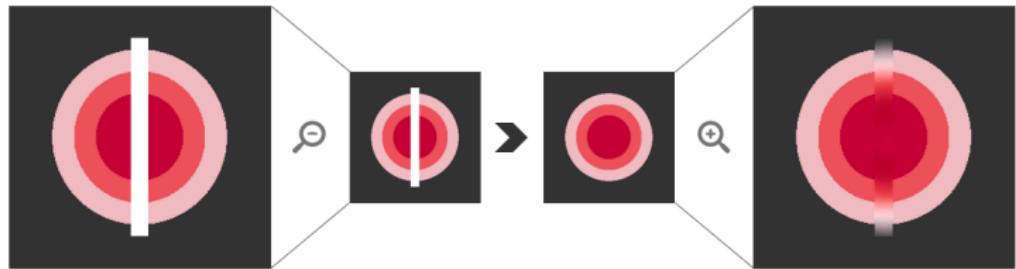


Figure 11: Find intial solution by using image pyramid

Image pyramid

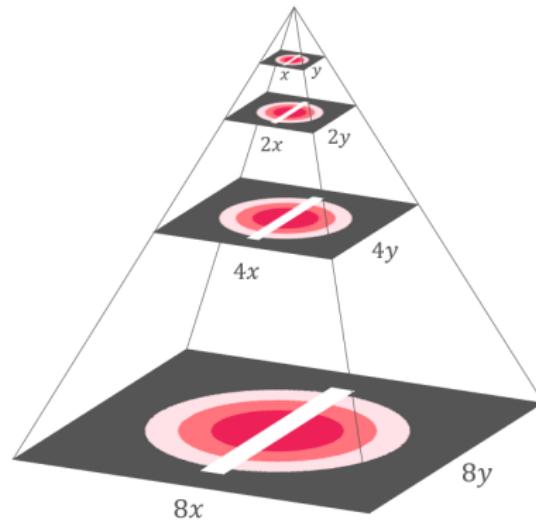


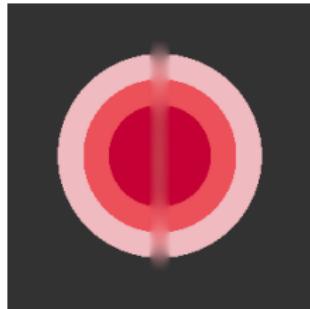
Figure 12: Image pyramid method

Restoration result with image pyramid

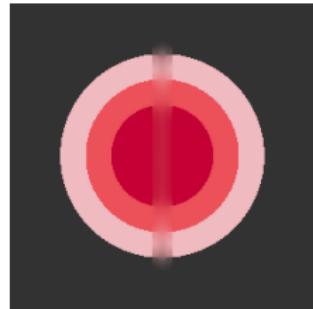
Iteration step	Processed time (Second)	PSNR (dB)	SSIM
Without Image pyramid	17.38	39.42	0.9999
10/1/1/10000	13.52	39.38	0.9999
10/3/3/10000	11.86	39.54	0.9999
10/10/10/10000	9.26	40.17	0.9999
100/1/1/10000	10.28	39.04	0.9999
100/3/3/10000	10.28	39.80	0.9999
100/10/10/10000	9.27	40.12	0.9999

Table 2: Average result of Split Bregman method with Image pyramid

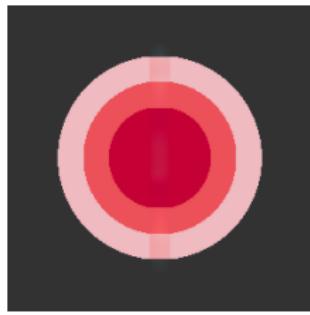
Iteration on Finest level



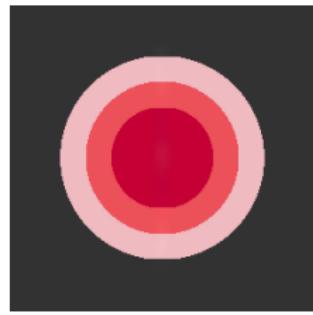
(a) 5 times



(b) 10 times



(c) 50 times



(d) 100 times

Figure 13: image pyramid with iteration 10/10/10 but have difference iteration on finest step

Restoration result with only 10 iteration on finest step

Iteration step	Processed time (Second)	PSNR (dB)	SSIM
Without Image pyramid	0.37	17.26	0.9963
10/1/1/10	0.40	28.54	0.9993
10/3/3/10	0.33	29.83	0.9994
10/10/10/10	0.38	32.56	0.9995
100/1/1/10	0.34	31.50	0.9999
100/3/3/10	0.36	31.99	0.9999
100/10/10/10	0.38	33.39	0.9998

Table 3: Average result of Resotration with only 10 itearation on finest step

Algorithm for Thai painting restoration

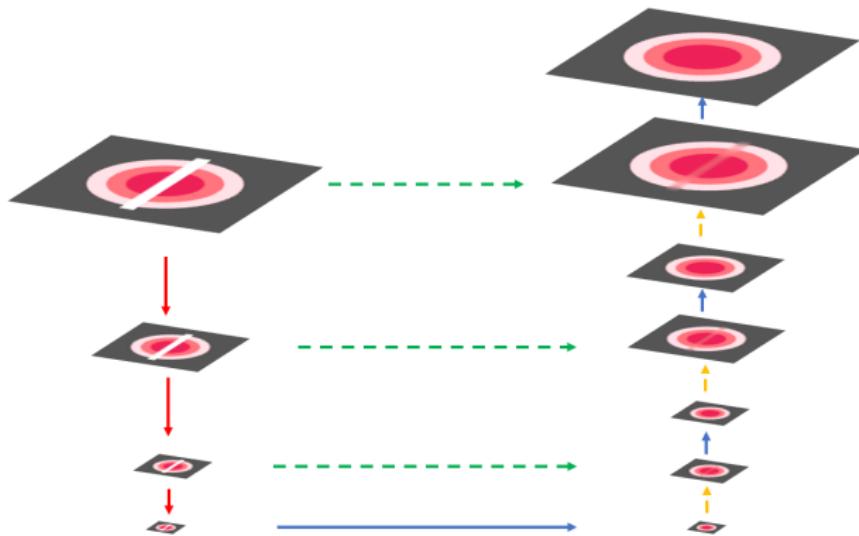


Figure 14: Our method for Thai painting restoration

Algorithm for Thai painting restoration

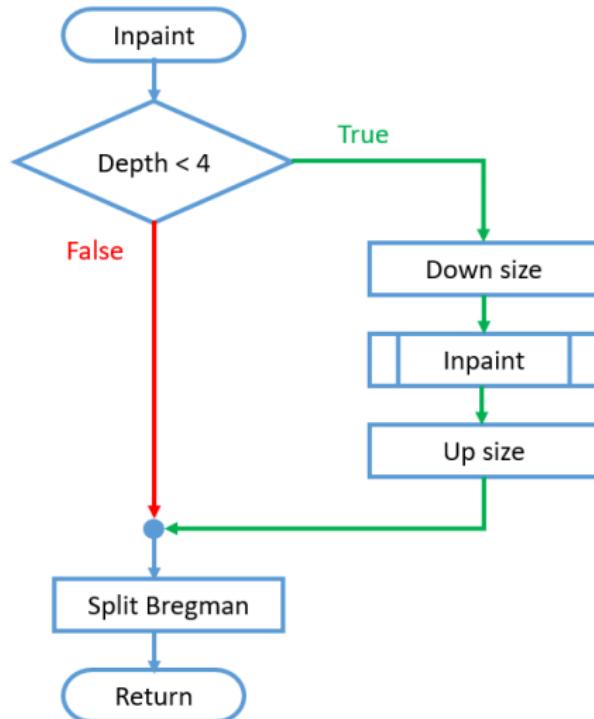


Figure 15: Our method's flow chart

Thai painting restoration



Figure 16: Original Thai painting

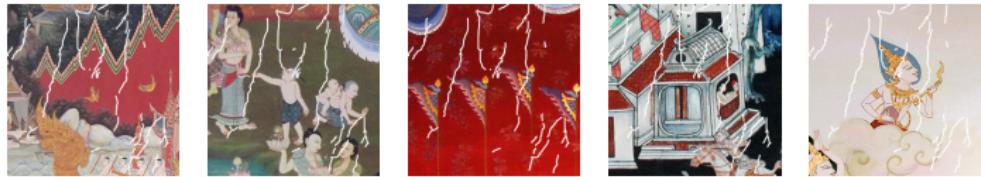


Figure 17: Damage Thai painting

Thai painting restoration result



Figure 18: Split Breman



Figure 19: ผลการซ่อมแซมโดยวิธีการที่พัฒนาขึ้น

Comparison between 2 methods



(a) Original image



(b) Damaged image



(c) Split Bremgan



(d) Our method

Figure 20: Comparison of images that have been expanded 4 times

Thai painting restoration result

Method	Processing time (Second)	PSNR (dB)	SSIM
Split Bregman	2.72	34.89	1.0000
Our method	0.39	35.30	1.0000

Table 4: Average Thai painting restoration

Anime subtitle removal



Figure 21: Festival Asia Special Video - feat. Inori Aizawa

Lorem Ipsum

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

But I must explain to you how all this mistaken idea of denouncing of a pleasure and praising pain was born and I will not give you a complete account of the system, and expound the actual teachings of the great explorer of the truth, the master-builder of human happiness. No one rejects, dislikes, or avoids pleasure itself, because it is pleasure

しかし私は、喜びを非難して苦痛を賞賛するという誤ったこの考えがすべてどのようにして誕生したかをあなたに説明しなければならないから、私はあなたにその体系を完璧に説明し、真実を求める偉大な探究家、人間の喜びを築く建築家の実践的な教えを詳しく説明しよう

หากแต่ข้าพเจ้าต้องขอ忠告ต่อท่านในเหตุที่มิโนคดีอันความซึ้งอันหลงผิดทั้งหลาย ในการไฟห้าและสุดีบากแผล
ร่างบ่มเพาะขึ้นได้เยี่ยงไรแล้ว ข้าพเจ้าจักให้สามารถแห่งระบบอันครบถ้วนแต่ท่าน และประดิษฐ์คำสอนที่แท้แห่งการแสวงหาอัน
ยิ่งใหญ่ในความจริง ซึ่งเป็นบูรพคณานารย์ผู้สร้างความผาสุขแห่งมวลมนุษย์ ทุกวีผู้ได้มิรับ มิชอบ หรือเลียงหลอก
ความสุข ด้วยเพราบมันเป็นสุขก็ทำไม่

Figure 22: Lorem Ipsum ทั้ง 4 ภาษา²

² Lorem ipsum in difference language https://en.wikipedia.org/wiki/Lorem_ipsum, https://ja.wikipedia.org/wiki/Lorem_ipsum and <https://th.wikipedia.org/wiki/ລອມເມືອັ້ນ>, 25 November 2018

Split video

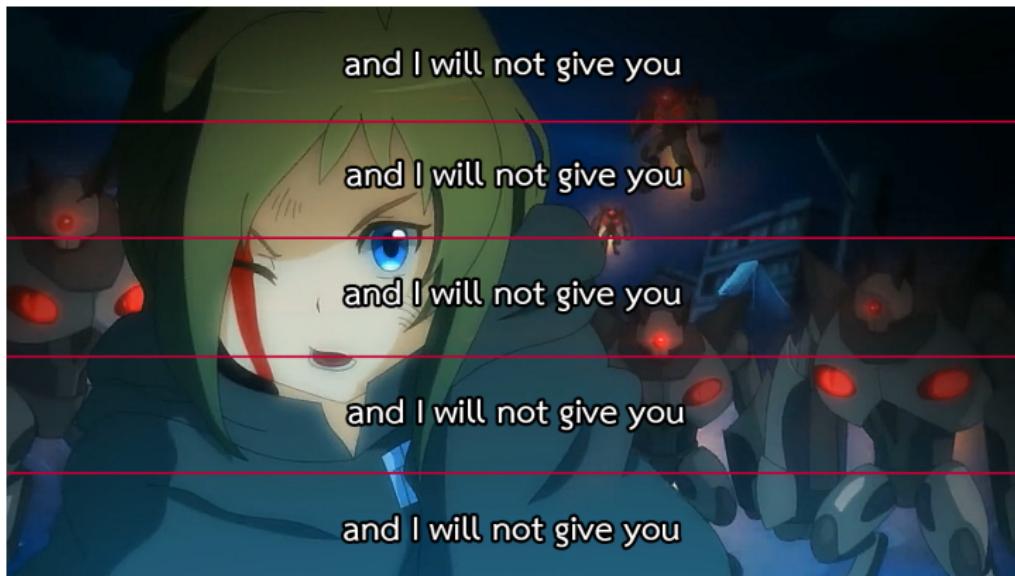


Figure 23: Split video into 5 parts

Video and image

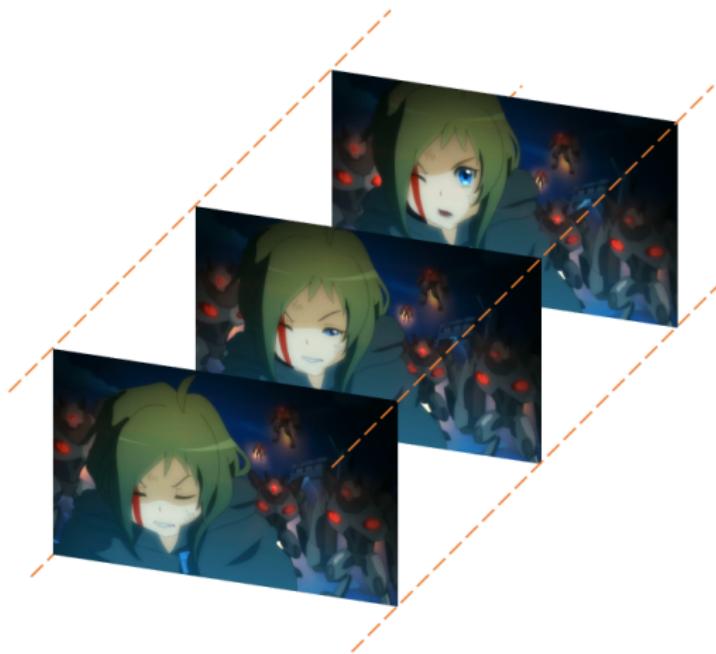


Figure 24: Video is sequences of image

Finding subtitle

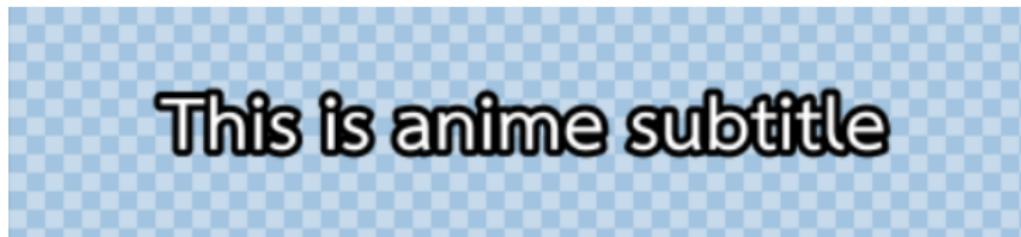
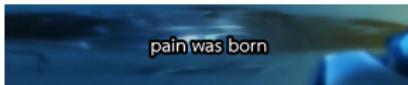
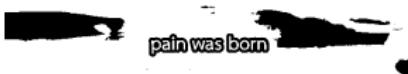


Figure 25: Anime subtitle always has black border

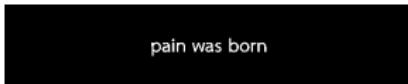
Finding subtitle



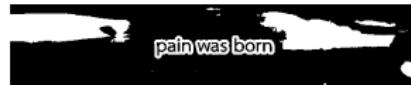
(a) Anime with subtitle



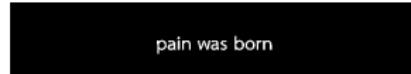
(c) inverse color



(e) remove smaller or larger object



(b) mark black as white



(d) remove white which attach to edge



(f) expand inpaint domain

Figure 26: our method to finding subtitle

Finding subtitle result

Language	Pixel in inpaint domain	Pixel which detected	Pixel which error	Error (percent)
Thai	23,222,220	24,083,125	2,141,201	9.22
English	27,278,745	28,598,424	3,714,321	13.62
Japanese	28,544,173	30,103,466	3,740,971	13.11

Table 5: Average error of finding inpainting domain in various language subtitles

Sequence of image and intial solution

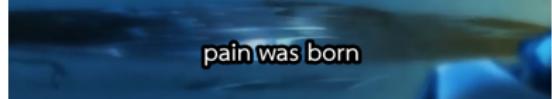


Figure 27: Image sequence in video which has subtitle

Consider similarities with SSIM



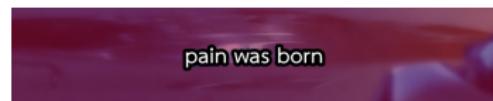
(a) Previous frame



(b) Current frame



(c) Area to calculate SSIM in previous frame



(d) Area to calculate SSIM in current frame

Figure 28: Area to calculate SSIM for skip frame and borrow frame method

Skip frame

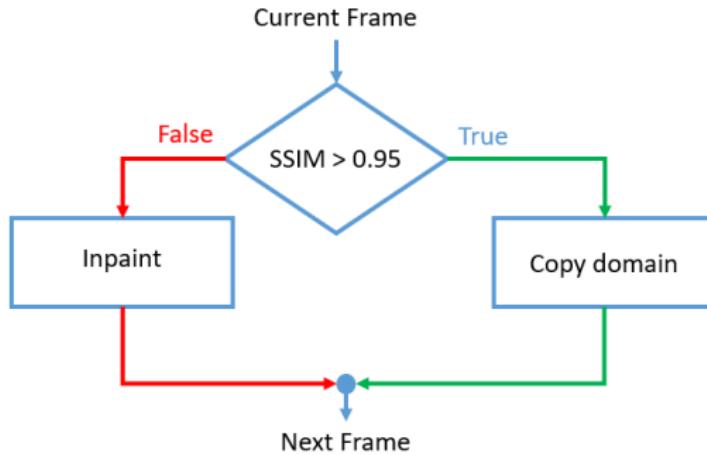


Figure 29: Skip frame method

Borrow frame

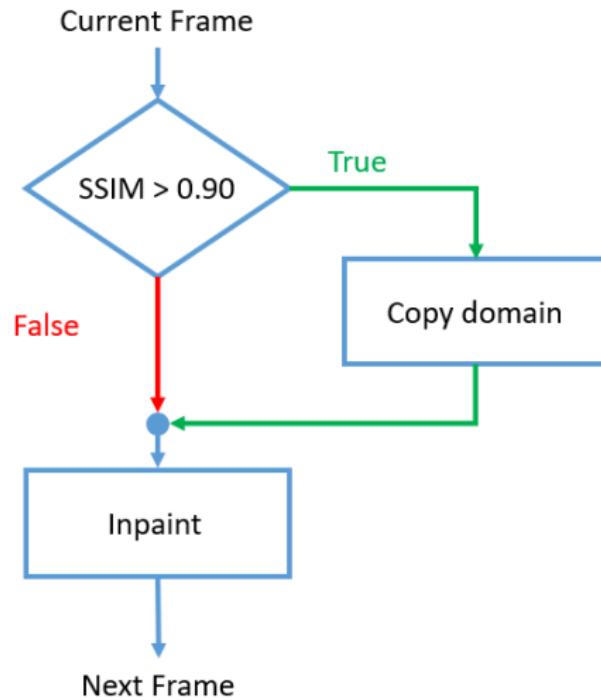


Figure 30: Borrow frame method

Skip and borrow frame

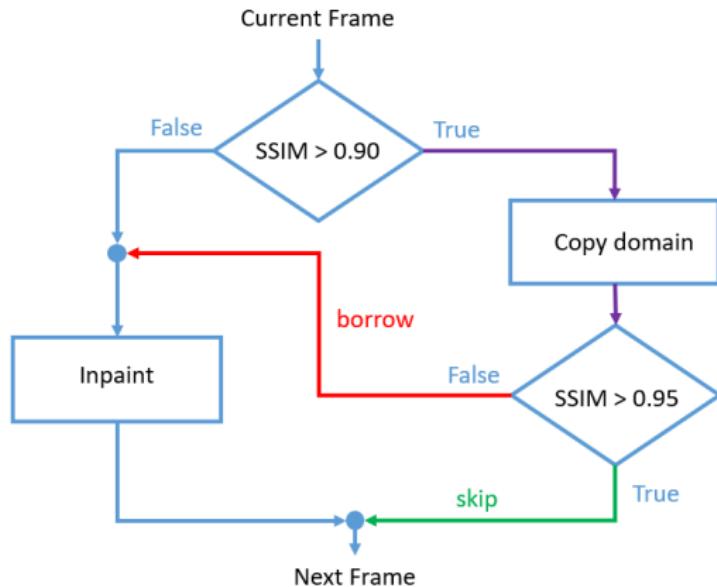


Figure 31: Skip and borrow frame method

Skip/Borrow frame result

Method	Processing time (Second)	PSNR (dB)	SSIM
Split Bregman with image pyramid	141.29	31.39	0.9510
Skip frame	89.29	29.07	0.9408
Borrow frame	132.78	32.20	0.9655
Skip and borrow frame	75.76	29.33	0.9454

Table 6: Average result of removing subtitle from anime

Algorithm for removing subtitle from anime

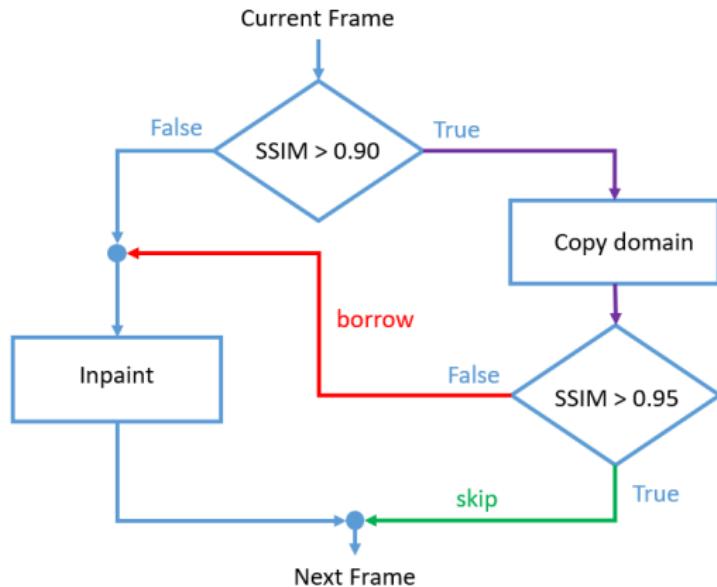


Figure 32: Skip and borrow frame method

removing subtitle result



(a) Before



(b) After

removing subtitle result

Method	Processed time (Second)	PSNR (dB)	SSIM
Split Bregman	5073.08	32.88	0.9654
Our method	75.76	29.33	0.9454

Table 7: ผลการลบบทบรรยายออกจากอนิเมะเฉลี่ย
โดยวิธีการสปริทเบรกแมนและวิธีการที่พัฒนาขึ้น

ลองซ้อมแซมภาพศิลปะ

ก้าวเดินประเมินความต้องการ

ก้าวเดินที่ 1: รูปค่างามๆ (1)

เมื่อเดินทางมาที่แม่น้ำสายน้ำใส่หัวเข้า หาดทรายสีฟ้าและหาดทรายสีขาวที่สวยงาม

พารามิเตอร์ที่ใช้ในการตัดสินใจ

สามารถประเมินค่าความงามของรูปภาพได้โดยประมาณ 20 วิ่งที่ ที่นี่ค่าความงามของภาพจะถูกกำหนดให้ต่ำกว่า 0 ถึงสูงกว่า 20 ตามที่คุณต้องการ แต่ค่าความงามของภาพที่ตั้งไว้ คือ 10 ค่าความงามของภาพที่ตั้งไว้ คือ 3 ค่าความงามของภาพที่ตั้งไว้ คือ 10 ค่าความงามของภาพที่ตั้งไว้ คือ 4

θ: 5

λ: 250

κ: 0.0001

ค่าต่ำสุดของเส้น: 10

ค่าต่ำสุดของวงกลม: 3

ค่าต่ำสุดของเส้น: 10

ความลึกของเส้น: 4

ก้าวเดินที่ 2: การซ้อมแซม



Figure 34: ลองใช้งานได้ที่ <https://bit.ly/demothai>

โปรแกรมลบคำบรรยาย

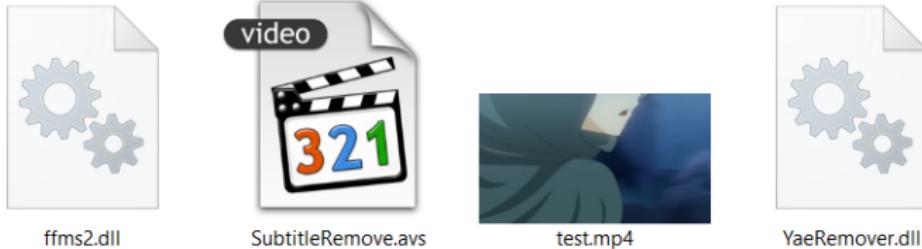


Figure 35: ชุดไฟล์สำหรับลบคำบรรยาย (<https://bit.ly/demo-anime-inpaint>)

```
1 LoadPlugin("ffms2.dll") #https://github.com/FFMS/ffms2
2 LoadPlugin("YaeRemover.dll") #our method
3 Video = FFMS2("test.mp4", ATrack=-1, fpsnum=24000,
               fpsden=1000, ColorSpace="RGB24", UTF8=True)
4
5 Result = Video.YaeRemover(Left = 280, Right = 1000, Top =
                           613, Bottom = 683, StokeWidth = 6)
6 return Result
```

Figure 36: โค้ดภายใน SubtitleRemove.avs

ขอขอบคุณ