

Image Combination with Machine Learning

In this section, we introduce our method to linearly combine M lower-resolution inpainted images using a machine learning method.

For each image labeled i , where $i \in [1, M]$, we assign a weight w_i to it. We approximate the ground-truth output image with a linear combination of all input images, that is,

$$\hat{y} = w_0 + w_1x_1 + w_2x_2 + \dots + w_Mx_M$$

where \hat{y} is an approximation of the output image, x_i is the input image, and w_0 is a constant weight. Since each time the set of input images are completely different, it makes sense to first set $w_0 = 0$.

Here we use the least-square regression. The sum-of-squares error function is defined as

$$E = \frac{1}{2}(\hat{y} - y)^2 = \frac{1}{2}(w_1x_1 + w_2x_2 + \dots + w_Mx_M - y)^2$$

The optimal solution minimizes the the error.

$$w = \operatorname{argmin}_w \sum_{i=1}^N \frac{1}{2}(w_1x_1^{(i)} + w_2x_2^{(i)} + \dots + w_Mx_M^{(i)} - y^{(i)})^2$$

Taking the gradients of the error function and setting them to 0, we have the following set of equations

$$\frac{\partial E}{\partial w_j} = \sum_{i=1}^N (w_1x_1^{(i)} + w_2x_2^{(i)} + \dots + w_Mx_M^{(i)} - y^{(i)})x_j^{(i)} = 0$$

where $j \in [1, M]$. This is equivalent to

$$\begin{aligned} \sum_{i=1}^N y^{(i)}x_j^{(i)} &= \sum_{i=1}^N [w_1 \ w_2 \ \dots \ w_M] \cdot [x_1^{(i)} \ x_2^{(i)} \ \dots \ x_M^{(i)}]x_j^{(i)} \\ &= \sum_{i=1}^N \sum_{k=1}^M w_k x_k^{(i)} x_j^{(i)} \\ &= \sum_{k=1}^M w_k \sum_{i=1}^N x_k^{(i)} x_j^{(i)} \end{aligned}$$

Denoting

$$\begin{aligned} M_{k,j} &= \sum_{i=1}^N x_k^{(i)} x_j^{(i)} \\ z_j &= \sum_{i=1}^N y^{(i)} x_j^{(i)} \end{aligned}$$

our minimization problem is equivalent to solving this linear system:

$$Mw = z \iff \nabla E(w) = 0$$

For simplicity, the analysis above uses 1 variable to denote each image (x for the input and y for the output). When implementing the algorithm, however, we need to expand x and sum over all pixels. M and z can be rewritten as

$$M_{k,j} = \sum_{i=1}^N \sum_{pixel} x_k^{(i)} x_j^{(i)}$$

$$z_j = \sum_{i=1}^N \sum_{pixel} y^{(i)} x_j^{(i)}$$

The runtime is $O(N \cdot M^2 \cdot R)$, where R is the resolution of the image.