

Denoising And Inpainting Techniques for Restoration of Images

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Abstract—

Digital inpainting is the technique of filling in the missing regions of an image using information from the surrounding area in a visually indistinguishable way. In this paper, we try to improve the Exemplar based method [2] by manipulating the values of various parameters like patch size, shape and size of the mask. We present an analysis of the impact of various geometric parameters on the quality of inpainted images. Image denoising refers to the removal of unwanted noise from the images. In most cases, the images which need to be inpainted are noisy, which makes it necessary to eliminate noise and fill in the missing regions from neighboring pixels. Therefore, filling in of missing regions and removal of noise are the two very important topics in image processing. This paper addresses the issue of performing both inpainting and denoising simultaneously using two different approaches: pipelined approach and interleaved approach. The effectiveness of these approaches is demonstrated with a number of results on various images.

Index Terms—Image inpainting, Denoising, Restoration, Exemplar, User interaction, Image completion.

1. INTRODUCTION

The concept of image inpainting was first introduced by Bertalmio et al. [1]. The method was based on the use of PDEs and diffusion process. Bertalmio et al. [6] introduced another method using the framework of the Navier-Stokes equations. Masnou and Morel [7] proposed an inpainting algorithm based on level lines. Chan and Shen described image inpainting algorithms [8] based on the TV model. Oliveira [9] inpaints by repeatedly convolving a filter mask with the inpainting domain. Wan et al. [10] described an inpainting technique that is based on the propagation of isophotes. Later, Bertozzi et al. [11] proposed an inpainting technique based on the Cahn-Hilliard equation.

Exemplar based approach proposed by Criminisi et al. [2] fills in large regions by combining the use of both texture synthesis and isophote driven inpainting. This approach is based on first propagating image structure (regions boundaries) in the target region and then propagating texture information from surrounding areas constrained by this structure. Structure reconstruction is performed in order to preserve the global structure of the image, by creating regions in the hole with well defined boundaries such that they match the surroundings. It also gives higher priority of synthesis to those regions of target area which lie on the continuation of image structures. While the texture synthesis stage is important, the structure completion aspect is a vital component in improving the perceptual image inpainting quality. There are a number of approaches which are based on the Exemplar based inpainting algorithm. Some of these techniques pose some constraints on the Exemplar based

algorithm while others have modified few steps of the algorithm. Here, we describe some of the techniques based on Exemplar approach.

Wu and Ruan [12] introduced a cross-similarity patch-based inpainting method. Nie et al. [13] proposed an improved similarity-based image inpainting method. Kuo et al. [14] described an adaptive restored approach based on gradient-

based analysis inspired by the advantages of the color interpolation and the exemplar-based inpainting methods. Wong and Orchard [15] described the use of nonlocal image information from multiple samples within the image. Hung et al. [16] proposed a novel algorithm based on mean shift segmentation and Bezier curves. Qin and Wang [17] tried to address the shortcomings of Exemplar-based approach. Xu and Sun [18] introduced two novel concepts of sparsity at the patch level for modeling the patch priority and patch representation, which are two crucial steps for patch propagation in the exemplar-based inpainting approach.

In this paper, we have addressed the drawback of Exemplar-based approach by manipulating some of the geometric parameters which play a vital role in the process of inpainting. We have analyzed the effect of manipulating the values of various geometric parameters like patch size, mask size, mask shape, type of the image on the final outcome of inpainting.

Also, most of the images comprising of some lost or deteriorated regions which require fill-in, generally are corrupted with noise. Hence, image inpainting and denoising are quite related topics in the field of image processing. This paper presents approaches for simultaneously performing inpainting and denoising on given noisy degraded images. Inpainting of the images has been performed by following the approach of Exemplar based method [2] and Fields of Experts model [3],[4]. Denoising of images has been performed based on the Fields of Experts model [3], [4]. User interaction is extremely important for our system which takes all the above parameters as input and performs inpainting and denoising operation on the image. In the next section, we describe the purpose of user intervention in the process of inpainting and denoising.

In this paper, we have included the images/figures from the original sources required for the explanation of the background work and have cited the references wherever required.

I. PURPOSE OF USER INTERVENTION

Since some of the geometric parameters like patch size, mask size and shape and the given image type play a vital role in the image inpainting process (as would be discussed in detail in the next section) and parameter tweaking yields better results than using the default parameters as mentioned in the Exemplar approach, hence, their values must be altered by the user to obtain nearly accurate inpainted results. In this paper, we have dealt with this issue of analyzing the impact of parameter manipulation on the Exemplar-based inpainting approach. We have compared the results obtained by setting various patch sizes and we observed that at a particular value of patch size or for a particular range of patch sizes, the results obtained were satisfactory and very poor, otherwise. Hence, user interaction is extremely important for our system to generate praiseworthy results. Also, we have simultaneously performed inpainting and denoising on a given noisy degraded image. This also requires considerable amount of user interaction since for inpainting, he has to specify the above mentioned parameters and then, both inpainting and denoising can be performed in an interleaved manner. Also, user has the freedom to perform inpainting first followed by denoising or vice-versa or both inpainting and denoising simultaneously. Now, this parallel approach requires that the values of above mentioned parameters need to be specified, also, the number of iterations of inpainting, denoising and the total number of iterations should be mentioned by the user. The number of

these iterations depends on the given image, level of noise present in the image, inpainting region to be filled-in. In such parametric centric system, user intervention plays a significant role.

II. EFFECT OF PARAMETER ON INPAINTING

Some of the geometric parameters play a vital role in the process of inpainting. Parameter tweaking results in fairly better quality inpainting than obtained by applying the Exemplar based approach.

Factors which have a great impact on the quality of the inpainted images are: (i) Patch Size which refers to the size of the patch selected for filling in the target region, (ii) Shape and Size of the mask which means the number of the pixels covered by the target region which need to be filled in using the inpainting algorithm, shape of the mask implies the polygonal boundary of the target region selected by the user, (iii) Type of the given image which refers to the kind of image to be inpainted, comprising of natural scenes or geometric shapes.

The above 3 factors are not independent of each other. One factor influences the others. Now, we describe the impact of these various parameters on the quality of the inpainted result.

A. Type of the image

Images can be broadly classified into two types: (i) images comprising of natural scenes which have a high smoothness factor, and (ii) images of geometric objects comprising of various geometric shapes, geometric objects. The edges of these objects are linear (straight lines).

B. Patch size

For images of natural scenes, generally a smaller patch size is selected so that it can closely approximate the curved structures. In case, if a larger patch size is selected, then the staircase artifact will be more pronounced and for images of geometric objects, patch size selected should be generally larger because the geometric objects are composed of linear structures (straight line segments).

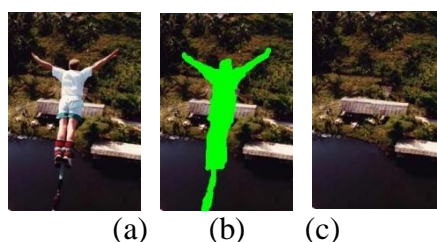


Fig. 1: Result of image inpainting of an image comprising of geometric shapes requires a smaller patch size of 9 by 9 pixels.

Moreover, in addition to the above facts, appropriate selection of patch size is further dependent on the size of the target region or mask size (or in other words, the ratio of the source region to the target region).

Following results have been obtained by manipulating the values of the parameters in the Exemplar based approach. In Figure 2 and Figure 4, various results are obtained by varying the patch size.



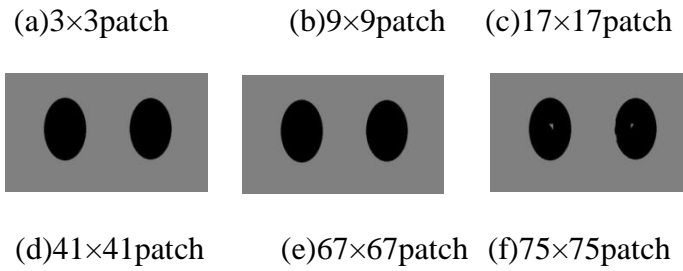


Fig.2:Results of inpainting an image comprising of geometric shapes with different patch sizes.

c. Shape and size of the mask

Given an image, filling a smaller mask would yield more appropriate result than filling a larger mask. This is because for a given image, a smaller mask ensures a larger source region

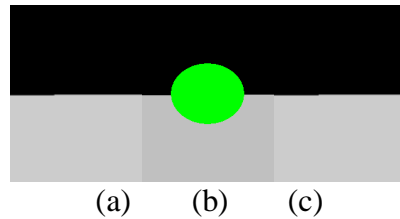


Fig.3:Result of image inpainting with patch size of 47 by 47.



Fig. 4: Result of inpainting an image comprising of natural scene with different patch sizes.

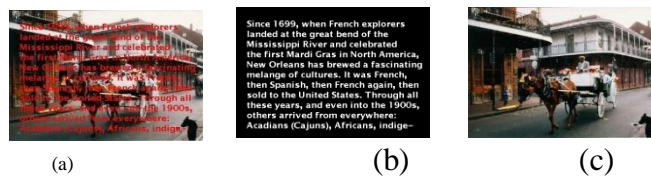


Fig.5:Result of text removal with patch size of 9 by 9.

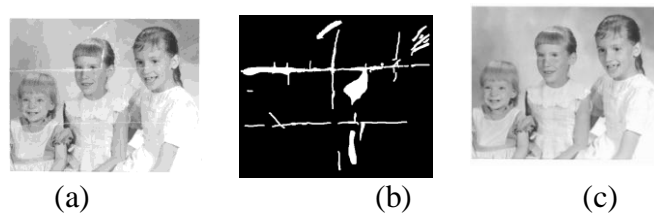


Fig.6:Result of image restoration with patch size of 9 by 9.

which implies more information is available to fill in the target region, the best matching patch can be found out from a wide variety of patches present in the source region, hence,

yielding more accurate result. In contrast, a larger mask would mean comparatively smaller source region i.e. the information used to fill in the target region is not adequate.

Shape of the mask determines the kind of polygonal boundary selected by the user which encloses the target region to be filled in by the algorithm. This factor will ultimately determine the size of the target region.

Also, in inpainting, few more characteristics of the image come into picture i.e. the intensity, and texture. If the image has uniform background or foreground with respect to the color of all its pixels or it has homogeneous texture, then even filling a larger target region would yield a fairly good quality result. But, in contrast, if the image has heterogeneous texture and varied intensities, then selecting a smaller mask would be beneficial as the surrounding pixels will play a major role in filling the area and thus the concepts like locality of reference and the proximity to the specified target region would come into picture.

III. SIMULTANEOUS INPAINTING AND DENOISING

In this section, we address this issue of simultaneous denoising and inpainting.

A. *Inpainting followed by Denoising*

In this approach, the target region is filled in first and then the noise is eliminated from the image.

B. *Denoising followed by Inpainting*

In this approach, denoising and inpainting are carried out in a pipelined manner one after the other. First, noise removal is carried out followed by the fill-in of the missing region. The major disadvantage of following this approach is that carrying out denoising first blurs the image. Because of the application of several filters to remove noise, blurring is introduced in the image. But, the mask has been constructed with respect to the original image. Mask has not been modified by the application of filters, so, it has not undergone any blurring. Hence, inpainting of the blurred image would be performed with the same original image based mask. Therefore, the output obtained is not of supreme quality.

C. *Inpainting and Denoising in Interleaved manner*

Steps followed in this technique are:

- 1) Inpaint the image inside the inpainting region. M iterations of inpainting are performed.
- 2) Smoothing process starts after the completion of M steps of inpainting. N iterations of denoising are performed using the Field of Experts model.
- 3) Repeat the above 1) and 2) steps K times.

Following are the advantages and disadvantages of adopting this interleaved approach:

- 1) *Advantages:* If the values of M and N are small and the value of K is quite large, then the results obtained are of good quality. Values of M , N and K are dependent on the given image, the given mask size, the level of noise with which the image is corrupted.
- 2) *Disadvantages:* By increasing the value of K and decreasing the values of M and N , the overhead and the running cost increase tremendously.

2. RESULTS

In this section, results are obtained by performing inpainting followed by denoising, denoising followed by inpainting and inpainting and denoising in an interleaved manner. In Figure 7(b), (c), inpainting is performed using the Exemplar based approach using 9×9 patch followed by

denoising using Fields of Experts model. On the contrary, in Figure 7(d),(e), initially the image is denoised using Fields of Experts model and then, it is inpainted using 13×13 patch by Exemplar based approach. In Figure 8, interleaved manner of performing inpainting and denoising is performed, where 10 iterations of inpainting are followed by 10 iterations of denoising and this loop repeats twice.

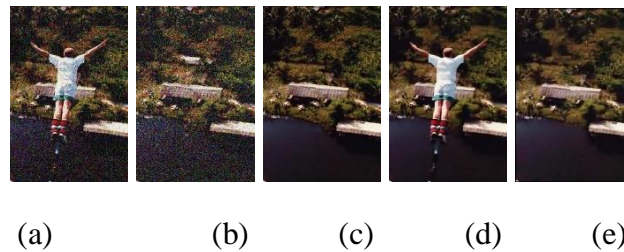


Fig. 7: (a) Noisy image, (b) Inpainting the noisy image, (c) Denoising (b), (d) Denoising the noisy image, (e) Inpainting (d)

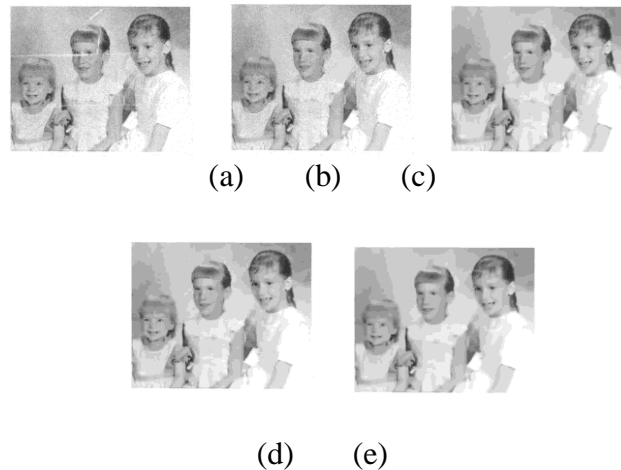


Fig. 8: (a) Noisy image, (b) Inpainting step 1 (10 steps inpainting), (c) Denoising step 1 (10 steps denoising) (d) Inpainting step 2 (10 steps inpainting) (e) Denoising step 2 (10 steps denoising)

3. CONCLUSION

In this paper, we have analyzed the impact of various geometric parameters on the inpainting process while following the Exemplar based approach. As evident from the results, parameter tweaking greatly improves the quality of the results. Along with the given input image which needs to be inpainted, the user also has to specify the mask or the target region to be filled in, the patch size and the fill region color. Hence, user interaction is extremely important for the system which takes all the above parameters as input and performs inpainting and denoising operation on the image. Also, we have proposed two different methodologies of performing both inpainting and denoising simultaneously on a given degraded image: the pipelined approach where inpainting is performed followed by denoising and vice versa and the interleaved approach in which few iterations of inpainting are performed followed by few iterations of denoising. In the pipelined approach, we observed from the results that inpainting followed by denoising yields better results than performing denoising first followed by

inpainting. But, the interleaved manner of performing both inpainting and denoising outperforms the pipelined approach.

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