A Review on Image Inpainting with K-Nearest Neighbor (KNN) Method

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Abstract—Reconstructing and editing of photographs is as old as photography itself. In reality, you, myself, and many majority people need to restore their photographic memories, art work, designs, drawings etc. Damage of the same can be due to many reasons like occlusions, overlaid texts, scratches, graph scaled images etc. We can enhance the visual appearance of the photographs and make it good looking once with the help of inpainting and we can say retouching. In the digital world, in painting (also known as image interpolation or video interpolation) refers to the application of sophisticated algorithms to replace lost or corrupted parts of the image data and majority times to remove the small areas or defected parts of the picture.

Key words: Inpainting, FDE, Texture Synthesis, Exaplar Method, Patch Based, KNN based

I. INTRODUCTION

Image inpainting refers to a specific image restoration task, where missing or damaged portions of an image are reconstructed. For example, cracks on old paintings or letters covering parts of magazine photos would be considered the missing or damaged portions of an image. Inpainting methods use the known image information to recover those missing areas.[7]

Image inpainting is the technique of filling in the missing regions of an image using information from surrounding area. In the conversation of digital inpainting, the missing region is often referred to as hole, and is usually provided by the user in the form of mask or can be obtained by automatic or semi-automatic means. Some of the earlier nomenclature referred small region filling as inpainting and large area inpainting as image or video completion. Image inpainting has found widespread use in many applications such as restoration of damaged old paintings and photographs, removal of undesired objects and writings on photographs, transmission error recovery in images and videos, computer-assisted multimedia editing and replacing large regions in an image or video for privacy protection. The goal of the inpainting technique is to modify the damaged region in an image or video in such a way that the inpainted regions undetectable to a neutral observer.

The major objective of inpainting procedure is to rebuild damaged parts or missing parts of image Inpainting technique has set up an extensive use in many applications such as restoration of old films, object removal in digital photos, red eye correction, super declara ratio, compression, image coding and communication [12]. Image Inpainting restructure the damaged region or mislaid parts in an image utilizing spatial information of neighboring region. In image inpainting would like to create original image but it is absolutely not viable without prior knowledge about the image.

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II. RELATED WORK

In [1] Exploring contour and texture features for context-aware patch-based inpainting paper, they explore the use of contour and texture features for context-aware patch-based image inpainting. Both of these features are obtained by analyzing the image filtered with the bank of filters at multiple orientations and scales, specifically Gabor filters. The priority is used to determine the filling order of the missing region, which is crucial for the success of the algorithm. They have use texture features, together with color features, as contextual descriptors of image regions. The benefit of the context-aware approach is twofold: the chance of choosing wrong matches is reduced and the search for candidate patches is accelerated.

In [2] A patch-based image inpainting based on structure consistence they have design a patch-based inpainting based on structure and texture as our main framework. To keep the structure consistency between the damaged areas and the non-damaged areas, we redefine two factors, confidence and illumination variation, which use to determine the priority of the filling order of target (damaged) regions. With these two defined factors, they propose an algorithm to obtain the best patch in each filling step for the target region. To solve the challenging problem of repairing structure in image completion, they design a novel image completion approach based on automatic salient structure propagation.

In [3] Image Completion Approaches Using the Statistics of Similar Patches n this paper the problem through novel statistics of similar patches. They observe that if we match similar patches in the image and obtain their offsets (relative positions), the statistics of these offsets are sparsely distributed. They further observe that a few dominant offsets provide reliable information for completing the image. Such statistics can be incorporated into both matching-based and graph-based methods for image completion.

In [4] In this paper, they first introduce a general approach for context-aware patch-based image inpainting, where textural descriptors are used to guide and accelerate
the search for well-matching (candidate) patches. A novel top-down splitting procedure divides the image into variable size blocks according to their context, constraining thereby the search for candidate patches to nonlocal image regions with matching context. This approach can be employed to improve the speed and performance of virtually any (patch-based) inpainting method.

Here with we tried to discuss all the major state of art methods along with the problems. Work need to be done on the above discussed and extracted problems so as to achieve more accuracy and quality results.

III. DIFFERENT METHODS

Image inpainting techniques can be broadly classified or categorized in detail as under. Here we have discussed all inpainting methods with different problem.

A. PDE

Partial Differential Equations (PDE) are mainly designed for filling narrow or small holes (also known as “inpainting” [1]). They work less well for large missing regions due to the lack of semantic texture/structure synthesis.[5] the missing region at the pixel point. Fundamentally these algorithms are based on the variational method and Partial Differential equation (PDE). The algorithm is to continue geometric and photometric information that arrives at the border of the occluded area into area itself. This algorithm will produce good results if missed regions are small one. But when the missed regions are large this algorithm will take so long time and it will not produce good results. Then inspired by this work, Chan and Shen proposed the Total Variational (TV) Inpainting model. This algorithm is good due to isophote driven approach. We find the line of equal gray scale values which contains the more promising information and this used to complete the image with less time. This algorithm also provide some problem.

B. Texture Based

Texture Synthesis based Inpainting [5]: The Texture synthesis is a field of study independent from, but related to inpainting. In the general definition of this problem, an input sample of a texture is given, and the goal is to produce more of that texture. The main objective of texture synthesis based inpainting is to generate texture patterns, which is similar to a given sample pattern, in such a way that the reproduced texture retains the statistical properties of its root texture. Texture synthesis approaches (Efors et al.1999) [7] can be categorized into three categories: Statistical (parametric), pixel-based and patch-based (non-parametric).

Statistical methods are more likely to succeed in reproducing stochastic/irregular textures, but usually it fails to reproduce structured/regular textures. On the other hand, pixel-based methods “build” on the sample texture pixel-by-pixel instead of applying filters on it, and their final outputs are of better quality than those of statistical methods, but they usually fail to grow large structured textures.

C. Exemplar Based

Exemplar based Inpainting [4]: Exemplar based inpainting technique is determining class of inpainting algorithms. Exemplar based inpainting technique is considering structure and texture region. The exemplar based inpainting technique is consists of two basic steps. Priority is given to all the patches. Best matching patch is selected.
We use the combination of texture and color features as contextual descriptors. Texture features are obtained by multi-channel filtering and then averaging the magnitudes of filter responses within square non-overlapping blocks. As a filter bank, we again use a bank of complex Gabor filters, like for extracting contour features. Color features represent the average color estimated by KNN color segmentation algorithm. They are additionally normalized to be within the same range of values as texture features. Finally, contextual descriptor \( g \) represents a \((N + C) \)-dimensional feature vector, where \( N \) is the number of filters (18 in our case) and \( C = 3 \) is the number of color channels.12

iv. Comparison Table

<table>
<thead>
<tr>
<th>Techniques</th>
<th>Advantages</th>
<th>Disadvantages</th>
</tr>
</thead>
<tbody>
<tr>
<td>PDE based inpainting</td>
<td>Smoothly inpainted.</td>
<td>Blurred result. Large texture regions are not reproduced.</td>
</tr>
<tr>
<td>Texture synthesis based inpainting</td>
<td>Edge based good inpainted.</td>
<td>Cannot handle natural scenes effectively.</td>
</tr>
<tr>
<td>Exemplar based inpainting</td>
<td>Handle large hole.</td>
<td>Difficulty in handling curved Structure</td>
</tr>
<tr>
<td>Patch Based</td>
<td>It produce better results when inpainting larger holes</td>
<td></td>
</tr>
<tr>
<td>K-NN</td>
<td>Effective if the training data is large</td>
<td></td>
</tr>
</tbody>
</table>

Table 1: Comparison Table

V. Conclusion

Image inpainting is recently very important research area in the field of image processing. From various studies of different papers related to “Image inpainting” can be used to filling missing part or holes which are created by damage or removal of any unwanted object. Image inpainting is consider spatial and temporal information.

Acknowledgment

I take this opportunity to express my sincere thanks and deep sense of gratitude to Mr. Swapnil Andhariya for imparting me valuable guidance. I am also thankful to all faculties of CSE department, my colleagues and family who encouraged me to do such a research.

References

[3] Kaiming He, Member, IEEE and Jian Sun, Member, IEEE, Image Completion Approaches Using the Statistics of Similar Patches

E. Proposed KNN Based

Fig. 5: Flow of Proposed System
A Review on Image Inpainting with K-Nearest Neighbor (KNN) Method
(IJSRD/Vol. 4/Issue 02/2016/377)


[9] Vector Sparse Representation of Color Image Using Quaternion Matrix Analysis


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