

# **IMAGE INPAINTING VIA WEIGHTED SPARSE NON-NEGATIVE MATRIX FACTORIZATION**

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### **MOTIVATION**

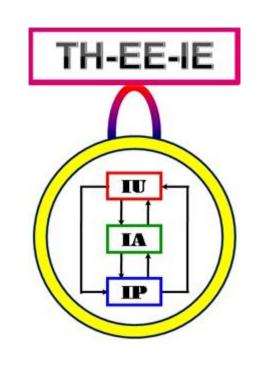
- > **Drawback** of exemplar-based inpainting approaches single exemplar-based (SE) (Criminisi et al.) most similar candidate patch  $\rightarrow$  dominant role sparse representation based (SR) (Shen et al.) less similar candidate patches  $\rightarrow$  little effect **Greedy & Information Lost**
- **Reformulate** inpainting task
  - sequential low-rank matrix recovery and completion
- analogous to **Collaborative Filtering**
- > **Higher** level incomplete signal
- single target patch target patch + several similar intact candidate patches **Simultaneously Fitting** & Information from candidate patches all combined

#### **EM procedure based WSNMF**

- $\succ$  Weighted NMF  $\rightarrow$  matrix completion
- $\succ$  sparseness constraint on coefficient matrix  $V \rightarrow$  enforce sharp inpainting results
- > objective function to be minimized

$$WSNMF}(\boldsymbol{X}, \boldsymbol{U}\boldsymbol{V}) = \frac{1}{2} \sum_{ij} \boldsymbol{W}_{ij} (\boldsymbol{X}_{ij} - [\boldsymbol{U}\boldsymbol{V}]_{ij})^2 + \lambda \sum_{ij} \boldsymbol{V}_{ij}$$

- $\succ$  WSNMF  $\rightarrow$  maximum-likelihood problem
- $\succ$  **Expectation step**: compute filled-in matrix **Y** from the current model estimation  $Y \leftarrow W \otimes X + (\mathbf{1}_{M \times N} - W) \otimes (UV)$



#### > Assumption

low-dimensional additive sparse linear model

#### **Domain** change

**self-adaptively** constructed basis set image patch bases transformed domain original image domain

# FRAMEWORK

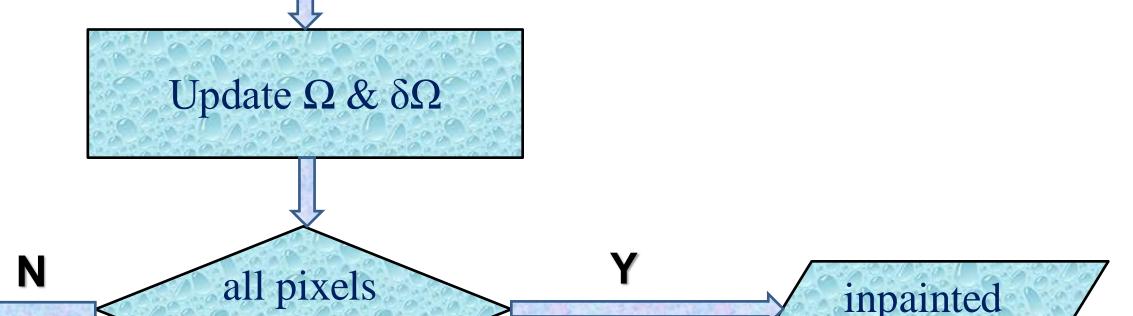
select  $\Psi_{pm}$  with the highest

priority as the target



Find N-1 candidate patches most similar to  $\Psi_{pm}$ , construct incomplete data matrix X & weight matrix W

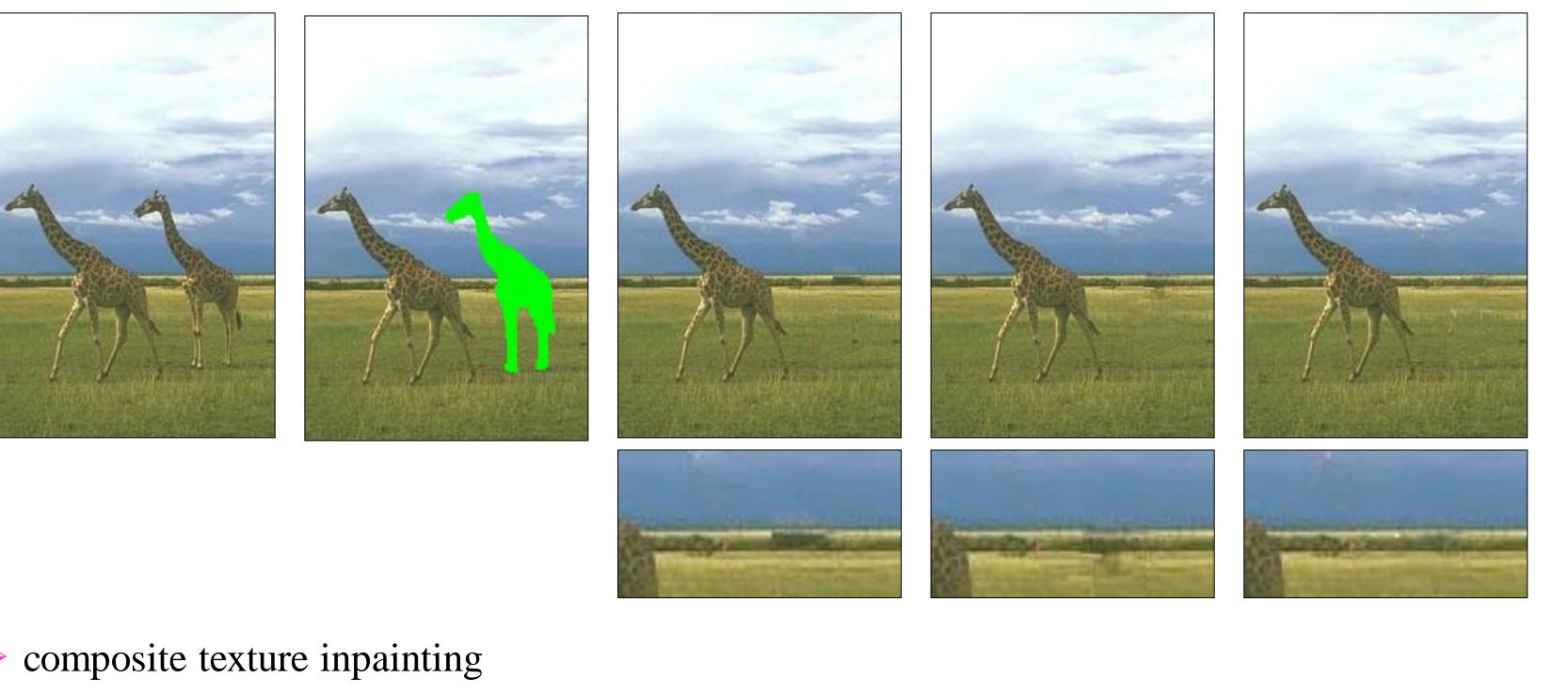
Copy pixel values of  $\Psi_{pm}$ Recover X using WSNMF from recovered X



> Maximization step: utilize unweighted Sparse NMF algorithm(SENSC) on Y to reestimate the decomposition model

### **EXPERIMENTAL RESULTS**

structure and texture inpainting











#### • unwanted artifact prevention



 $\star$  From left to right are original image, target region marked in green, inpainting results by SE, SR, and proposed algorithm

### CONCLUSIONS

- more **adequate exploitation** of available information from multiple exemplars
- capable of inferring **both structure and composite textures** of large missing region
- less greedy to prevent unwanted artifacts
- sharp inpainting results due to the introduction of sparseness prior on the combination

 $\star$  target region Ω | source region Φ | boundary δΩ | patch vector  $\Psi_p$ 

# **APPROACH**

- Construction of data matrix
- target patch  $\Psi_{pm}$  (incomplete)
- > N-1 patches  $\Psi_{qi, j=2,...,N}$  in  $\Phi$  most similar to  $\Psi_{pm}$  (intact)

 $\boldsymbol{\Psi}_{qj} = \arg\min_{\boldsymbol{\Psi}_{q} \in \Phi \setminus \boldsymbol{\Psi}_{qk,k=2,\dots,j-1}} d(\boldsymbol{\Psi}_{pm},\boldsymbol{\Psi}_{q})$ 

distance d(.) is SSD defined in the already filled parts of both patches

data matrix X

 $\boldsymbol{X} = [\boldsymbol{\Psi}_{pm}, \boldsymbol{\Psi}_{q2}, ..., \boldsymbol{\Psi}_{qj}, ..., \boldsymbol{\Psi}_{qN}] = [\boldsymbol{X}_{1}, \boldsymbol{X}_{2}, ..., \boldsymbol{X}_{N}] \in \mathbb{R}_{\geq 0}^{M \times N}$ 

Construction of weight matrix

 $\succ$   $W_1 \rightarrow$  binary weights

 $W_{i1} = \begin{cases} 1 & \text{if } X_{i1} \text{ is in the source region} \\ 0 & \text{if } X_{i1} \text{ is in the target region} \end{cases}$ 

→  $W_2 \sim W_N$  → decreasing function reflecting decay in the confidence from  $\Psi_{q2}$  to  $\Psi_{qN}$ ,

