Image Inpainting via Generative Multi-column Convolutional Neural Networks





Yi Wang¹ Xin Tao^{1,2} Xiaojuan Qi¹ Xiaoyong Shen²

¹The Chinese University of Hong Kong ²YouTu Lab, Tencent

Introduction

Target

• Estimating suitable pixel information to fill holes in images.



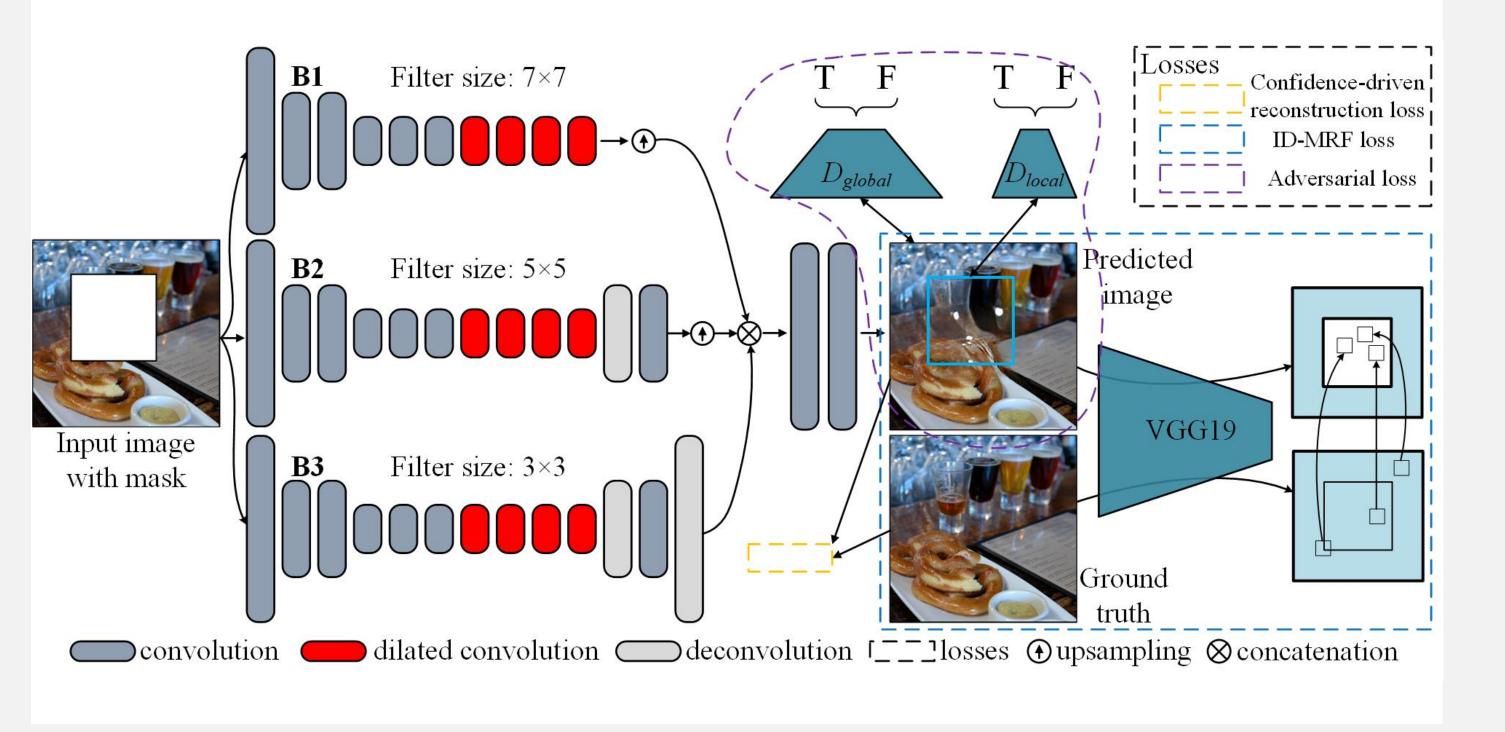
Motivations

A typical inpainting method focuses on

- Features for generation: to consider features as a group of different components and combine both global semantics and local textures.
- Reliable similar patches: using neighboring patches to regularize the generated ones.
- Spatial-variant constraints: pixels close to area boundary are with few choices, while the central part can be less constrained.

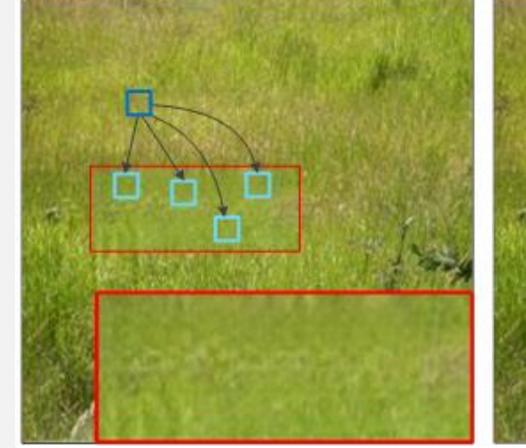
Our Model

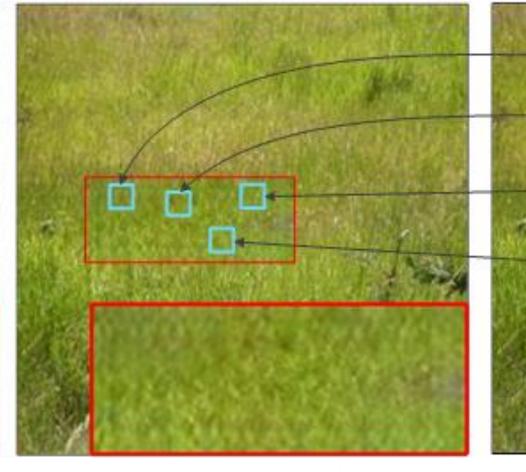
Overall framework

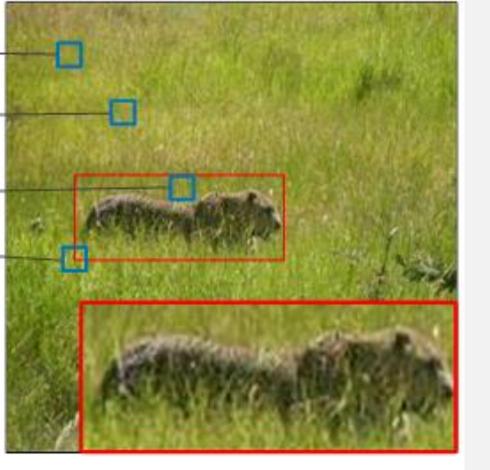


Our Model

ID-MRF regularization







To take MRF-like regularization only in the training phase. For neural patches v and s extracted from $\widehat{\mathbf{Y}}_{g}^{L}$ and \mathbf{Y}^{L} respectively, their relative similarity is: RS(**v**, **s**) = exp($\frac{\mu(\mathbf{v}, \mathbf{s})}{h \times (\max_{\mathbf{r} \in \rho_{\mathbf{v}}(\mathbf{Y}^L)} \mu(\mathbf{v}, \mathbf{r}) + \epsilon)}$), and

it is further normalized as:

$$\overline{RS}(\mathbf{v}, \mathbf{s}) = \frac{RS(\mathbf{v}, \mathbf{s})}{\sum_{\mathbf{r} \in \rho_{\mathbf{v}}(\mathbf{Y}^L)} RS(\mathbf{v}, \mathbf{r})}.$$

The final ID-MRF loss:

$$\mathcal{L}_{mrf} = \mathcal{L}_{M}(conv4_2) + \sum_{\mathbf{t}=3}^{4} conv\mathbf{t}_2,$$
where $\mathcal{L}_{M}(L) = -\log(\frac{1}{Z}\sum_{\mathbf{s}\in\mathbf{Y}^{L}}\max_{\mathbf{v}\in\widehat{\mathbf{Y}}_{g}^{L}}\overline{\mathrm{RS}}(\mathbf{v},\mathbf{s})).$

Spatial variant reconstruction loss

To propagate the confidence of known pixels to unknown ones,

$$\mathbf{M}_{w}^{i} = \left(g * \overline{\mathbf{M}}^{i}\right) \odot \mathbf{M},$$
 where $\overline{\mathbf{M}}^{i} = \mathbf{1} - \mathbf{M} + \mathbf{M}_{w}^{i-1}$ and $\mathbf{M}_{w}^{0} = \mathbf{0}$. Our confidence-driven loss is:
$$\mathcal{L}_{c} = ||(\mathbf{Y} - G([\mathbf{X}, \mathbf{M}]; \theta)) \odot \mathbf{M}_{w}||_{1}$$

Adversarial loss

$$\mathcal{L}_{adv} = -E_{\mathbf{X} \sim \mathbb{P}_{\mathbf{X}}} [D(G(\mathbf{X}; \theta))]$$

+ $\lambda_{gp} E_{\widehat{\mathbf{X}} \sim \mathbb{P}_{\widehat{\mathbf{X}}}} [(|| \Delta_{\widehat{\mathbf{X}}} D(\widehat{\mathbf{X}}) \odot \mathbf{M}_{w}||_{2} - 1)^{2}]$

Experiments

User studies

	Paris street view	ImageNet	Places2	CelebA	CelebA-HQ
GMCNN > CE	98.1%	88.3%	-	-	-
GMCNN > MSNPS	94.4%	86.5%	-	-	-
GMCNN > CA	84.2%	78.5%	69.6%	99.0%	93.8%

GMCNN: generative multi-column convolutional neural network; CE: context encoder; MSNPS: multi-scale neural patch synthesis; CA: contextual attention.

Quantitative Evaluation

