## Nonlocal Inpainting of Manifold-valued Data on Finite Weighted Graphs

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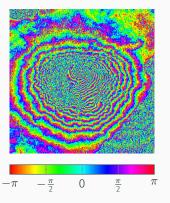


<sup>&</sup>lt;sup>a</sup>joint work with D. Tenbrinck (WWU Münster)

## Manifold-valued image processing

#### New data aquisition modalities $\Rightarrow$ non-Euclidean range of data

- Interferometric synthetic aperture radar (InSAR)
- Surface normals
- Diffusion tensors in magnetic resonance imaging (DT-MRI)
- Electron backscattered diffraction (EBSD)
- Directional data: wind, flow, GPS,...

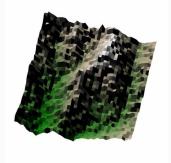


InSAR data of Mt. Vesuvius [Rocca, Prati, Guarnieri 1997]

phase valued data,  $\mathbb{S}^1$ 

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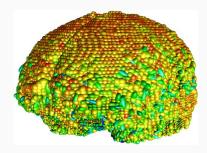


National elevation dataset [Gesch, Evans, Mauck, 2009]

directional data,  $\mathbb{S}^2$ 

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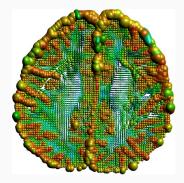


the Camino data set http://cmic.cs.ucl.ac.uk/camino

sym. pos. def. Matrices,  $\mathcal{P}(3)$ 

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Slice # 28 from the Camino data set http://cmic.cs.ucl.ac.uk/camino

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EBSD example from the MTEX toolbox [Bachmann, Hielscher, since 2005]

rotations (mod. symmetry), SO(3)/S.

New data aquisition modalities  $\Rightarrow$  non-Euclidean range of data

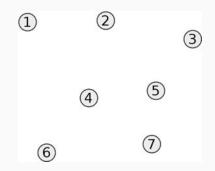
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Common properties

- The values lie on a Riemannian manifold
- tasks from "classical" image processing
- e.g. inpainting

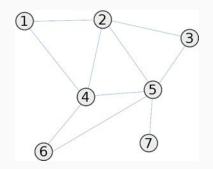
# Finite weighted graphs for data processing

## Finite weighted graphs



- A finite weighted graph G = (V, E, w) consists of
  - $\cdot$  a finite set of nodes V

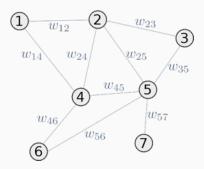
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- $\cdot$  a finite set of nodes V
- a finite set of directed edges  $E \subset V \times V$
- a (symmetric) weight function  $w: V \times V \to \mathbb{R}^+$ ,

w(u,v) = 0 for  $v \not\sim u$ .

#### How can we apply graphs for image processing?

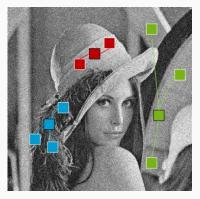


Local neighborhood of a pixel

#### How can we apply graphs for image processing?



Local neighborhood of a pixel



Nonlocal neighborhood of a pixel

#### How can we apply graphs for polygon mesh processing?



Image courtesy: Gabriel Peyré

Polygon mesh approximation of a 3D surface.

#### How can we apply graphs for point cloud processing?



Image courtesy: François Lozes

Colored 3D point cloud data of a scanned chair.

#### How can we apply graphs for point cloud processing?

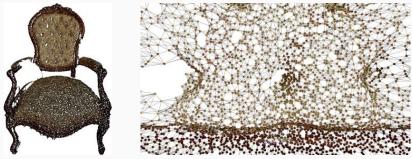
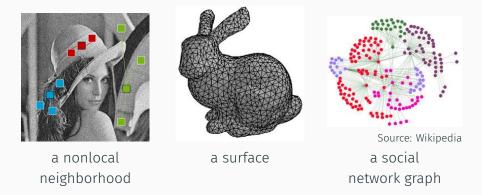


Image courtesy: François Lozes

Graph construction on a 3D point cloud

## Euclidean graph framework

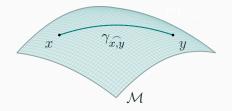
#### Application data on



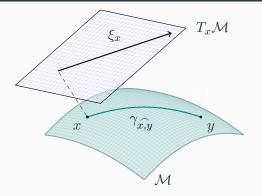
is represented by a vertex function  $f \colon V \to \mathbb{R}^m$ 

"Anything can be modeled as a graph"

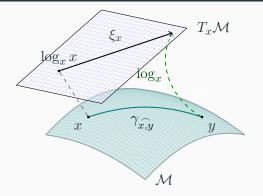
## A manifold-valued graph framework & The $\infty$ -graph Laplace



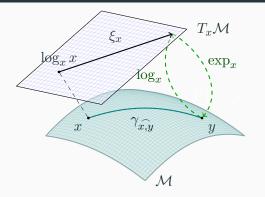
**geodesic**  $\gamma_{\widehat{x,y}}$  shortest path (on  $\mathcal{M}$ ) connecting  $x, y \in \mathcal{M}$ .



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**geodesic**  $\gamma_{\widehat{x,y}}$  shortest path (on  $\mathcal{M}$ ) connecting  $x, y \in \mathcal{M}$ . **tangential plane**  $T_x\mathcal{M}$  at  $x, T\mathcal{M} := \bigcup_{x \in \mathcal{M}} T_x\mathcal{M}$  **logarithmic map**  $\log_x y = \dot{\gamma}_{\widehat{x,y}}(0)$ , "velocity towards y" **exponential map**  $\exp_x \xi_x = \gamma(1)$ , where  $\gamma(0) = x, \dot{\gamma}(0) = \xi_x$  Let  $\Omega \subset \mathbb{R}^d$  be a bounded, open set and  $f \colon \Omega \to \mathbb{R}$  smooth.

The infinity Laplacian  $\Delta_{\infty}f$  in  $x\in\Omega$  is defined as [Crandall, Evans, Gariepy '01]

$$\Delta_{\infty}f(x) = \sum_{j=1}^{d} \sum_{k=1}^{d} \frac{\partial f}{\partial x_j} \frac{\partial f}{\partial x_k} \frac{\partial^2 f}{\partial x_j x_k}(x).$$

Applications in image interpolation and (stucture) inpainting. [Caselles, Morel, Sbert '98] Based on a simple approximation by min- and max-values in a neighborhood [Obermann, '04]

$$\Delta_{\infty} f(x) = \frac{1}{r^2} \left( \min_{y \in B_r(x)} f(y) + \max_{y \in B_r(x)} f(y) - 2f(x) \right) + \mathcal{O}(r^2).$$

a real-valued graph-based variant reads [Elmoataz, Desquensnes, Lakhdari '14]

$$\begin{aligned} \Delta_{\infty} f(u) &= ||\nabla^{+} f(u)||_{\infty} - ||\nabla^{-} f(u)||_{\infty} \\ &= \max_{v \sim u} |\min(\sqrt{w(u, v)}(f(v) - f(u)), 0)| \\ &- \max_{v \sim u} |\max(\sqrt{w(u, v)}(f(v) - f(u)), 0)| \end{aligned}$$

#### Observation

[Aronsson '67; Jensen '93]

Any (unique) viscosity solution  $f^*$  of the Dirichlet problem

$$\begin{cases} -\Delta_{\infty} f(x) = 0, & \text{ for } x \in \Omega, \\ f(x) = \varphi(x), & \text{ for } x \in \partial\Omega, \end{cases}$$

is an absolutely minimizing Lipschitz extension (AML) of  $\varphi$ , i.e.,

$$f^*(x) = g(x) \text{ for } x \in \partial \Sigma \Rightarrow ||Df^*||_{L^{\infty}(\Sigma)} \le ||Dg||_{L^{\infty}(\Sigma)},$$

for every open, bounded subset  $\Sigma\subset \Omega$  and every  $g\in C(\overline{\Sigma})$ 

- $\Rightarrow \text{ minimize locally the discrete Lipschitz constant [Obermann, '04]}$  $\min_{f(x_0)} L(f(x_0)) \quad \text{with} \quad L(f(x_0)) = \max_{x_j \sim x_0} \frac{|f(x_0) f(x_j)|}{|x_0 x_j|}$
- $\Rightarrow$  consistent scheme for solving  $-\Delta_{\infty}f = 0$ .

On  $\mathbb{R}^m$  the infinity Laplace operator can be approximated by

$$\Delta_{\infty}f(x_0) = \frac{1}{|x_0 - x_j^*| + |x_0 - x_i^*|} \left(\frac{f(x_0) - f(x_j^*)}{|x_0 - x_j^*|} + \frac{f(x_0) - f(x_i^*)}{|x_0 - x_i^*|}\right)$$

where the neighbors  $(x_i^st, x_j^st)$  are determined by [Obermann, '04]

$$(x_i^*, x_j^*) = \operatorname*{argmax}_{x_i, x_j \sim x_0} \frac{|f(x_i) - f(x_j)|}{|x_0 - x_i| + |x_0 - x_j|}$$

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#### We define the graph- $\infty$ -Laplace operator for manifold valued data $\Delta_{\infty}f$ in a vertex $u \in V$ as

$$\Delta_{\infty} f(u) := \frac{\sqrt{w(u, v_1^*)} \log_{f(u)} f(v_1^*) + \sqrt{w(u, v_2^*)} \log_{f(u)} f(v_2^*)}{\sqrt{w(u, v_1^*)} + \sqrt{w(u, v_2^*)}},$$

where  $v_1^*, v_2^* \in \mathcal{N}(u)$  maximize the discrete Lipschitz constant in the local tangent space  $T_{f(u)}\mathcal{M}$  among all neighbors, i.e.,

### $(v_1^*, v_2^*)$

$$= \underset{(v_1,v_2)\in\mathcal{N}^2(u)}{\operatorname{argmax}} \left\| \sqrt{w(u,v_1)} \log_{f(u)} f(v_1) - \sqrt{w(u,v_2)} \log_{f(u)} f(v_2) \right\|_{f(u)}$$

### Numerical iteration scheme

to solve

$$\begin{cases} \Delta_{\infty} f(u) = 0 & \text{for all } u \in U, \\ f(u) = g(u) & \text{for all } u \in V/U. \end{cases}$$

we introduce an artificial time dimension t, i.e.

$$\begin{cases} \frac{\partial f}{\partial t}(u,t) = \Delta_{\infty}f(u,t) & \text{for all } u \in U, \ t \in (0,\infty), \\ f(u,0) = f_0(u) & \text{for all } u \in U, \\ f(u,t) = g(u,t) & \text{for all } u \in V/U, t \in [0,\infty). \end{cases}$$

and propose an explicit Euler scheme with step size  $\tau > 0$  using  $f_k(u) \coloneqq f(u, k\tau)$  we obtain

$$f_{k+1}(u) = \exp_{f_k(u)} (\tau \Delta_{\infty} f_k(u)), \text{ for all } u \in V$$

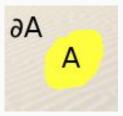
## Numerical examples

#### Goal

#### Inpaint $A \subset V$ using information in $\partial A = V/A$ .

[Elmoataz, Toutain, Tenbrinck '16]





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Inpaint  $A \subset V$  using information in  $\partial A = V/A$ .

[Elmoataz, Toutain, Tenbrinck '16]

1. Build a graph using image patches and local neighbors:





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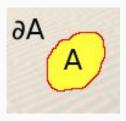
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[Elmoataz, Toutain, Tenbrinck '16]

Build a graph using image patches and local neighbors:

 → nonlocal relationships for vertices in border zone (red)
 → local connection for inner nodes in A





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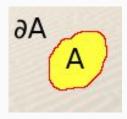
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- 1. Build a graph using image patches and local neighbors:
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- 3. Add border nodes to  $\partial A$  and repeat until  $A = \emptyset$ .





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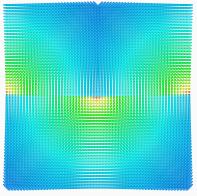
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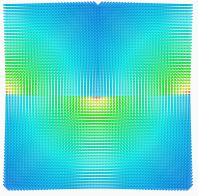


#### manifold $\mathcal{M} = \mathcal{P}(2)$ , graph construction from previous slide

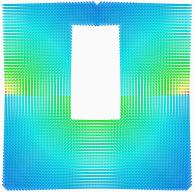


Original data

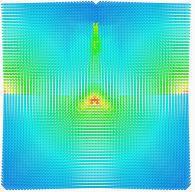
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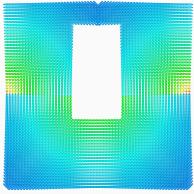
Original data



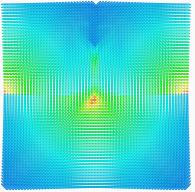
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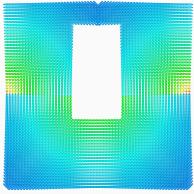
Inpainting with 25 neighbors, patch size 6



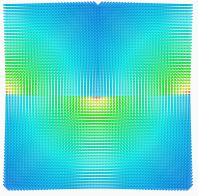
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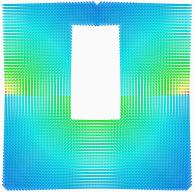
Inpainting with 5 neighbors, patch size 6



#### manifold $\mathcal{M} = \mathcal{P}(2)$ , graph construction from previous slide



Original data



## Inpainting of directional data

#### manifold $\mathcal{M} = \mathbb{S}^2$ , graph construction from previous slide.



Original data

## Inpainting of directional data

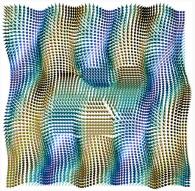
manifold  $\mathcal{M} = \mathbb{S}^2$ , graph construction from previous slide.



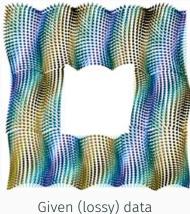
Original data



#### manifold $\mathcal{M} = \mathbb{S}^2$ , graph construction from previous slide.



Inpainting with first and second order TV



## Inpainting of directional data

manifold  $\mathcal{M} = \mathbb{S}^2$ , graph construction from previous slide.



# Inpainted with graph $\infty$ -Laplace



## Inpainting of directional data

manifold  $\mathcal{M} = \mathbb{S}^2$ , graph construction from previous slide.



Original data



## Conclusion

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- $\cdot$  manifold-valued graph  $\infty$ -Laplacian for inpainting
- model local and nonlocal features
- inpaint structure on manifold-valued data

- $\cdot\,$  manifold-valued graph  $\infty\text{-Laplacian}$  for inpainting
- model local and nonlocal features
- inpaint structure on manifold-valued data

#### Future work

- consistency
- other graph based PDEs
- other image processing tasks (segmentation)
- other numerical schemes

#### Literature

- **RB and D. Tenbrinck. "A Graph Framework for manifold-valued Data".** In: SIAM J. Imaging Sci. (2017). accepted. arXiv: 1702.05293.
- RB and D. Tenbrinck. Nonlocal Inpainting of Manifold-valued Data on Finite Weighted Graphs. GSI'17. 2017. arXiv: 1702.05293.
- A. Elmoataz, M. Toutain, and D. Tenbrinck. "On the *p*-Laplacian and ∞-Laplacian on Graphs with Applications in Image and Data
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- Adam M. Oberman. "A convergent difference Scheme for the Infinity Laplacian: Construction of absolutely minimizing Lipschitz extensions". In: Math. Comp. 74.251 (2004), pp. 1217–1230.

#### Open source Matlab software MVIRT: www.mathematik.uni- kl.de/imagepro/members/bergmann/mvirt/