

# Copying and Editing Images

*Bill Freeman,  
Google Research and MIT  
June 18, 2018*



Research at **Google**

# Copying and Editing Images

## *Photoscan*

*Ce Liu, Michael Rubinstein, Mike Krainin, Bill Freeman, 2016*

## *Securing Visible Watermarks*

*Tali Dekel, Michael Rubinstein, Ce Liu, Bill Freeman, CVPR17*

## *Smart, Sparse Contours to Represent and Edit Images*

*Tali Dekel, Chung Gan, Dilip Krishnan, Ce Liu, Bill Freeman, CVPR18*



Research at **Google**



# Google Cambridge



MIT



MIT Stata Center



Google offices, Cambridge



# Google Cambridge Vision Team

VisCam Group members



Ce Liu

Miki Rubinstein

Dilip Krishnan

Inbar Mosseri

Forrester Cole

Aaron Sarna

team members:

Bill Freeman, Ce Liu, Miki Rubinstein, Dilip Krishnan, Inbar Mosseri, Forrester Cole, Aaron Sarna, Tali Dekel, Mike Krainin, Aaron Maschinot, Daniel Vlasic

We take summer interns!

# Dereflection: from research paper to product

Summer, 2015

**A Computational Approach  
for Obstruction-Free  
Photography.** T. Xue, M.  
Rubinstein, C. Liu and W.  
Freeman. Siggraph 2015





# Google Photos came to us with a critical problem: glare

January, 2016



Photos in albums, in frames, or with glossy finishes suffer from glare.



# We modified dereflection for on-phone glare removal



Input five frames



Output cropped glare-free image



<https://www.youtube.com/watch?v=MEyDt0DNjWU>

# How does the system work?

- Assume the glare-free version of a pixel is visible in one of the captures
- Register the five images
- Remove glare by treating it as outliers



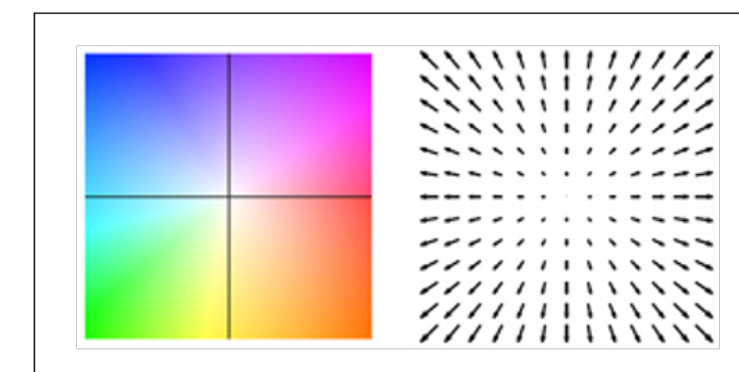


# Reliable registration

Sparse feature points detection and matching



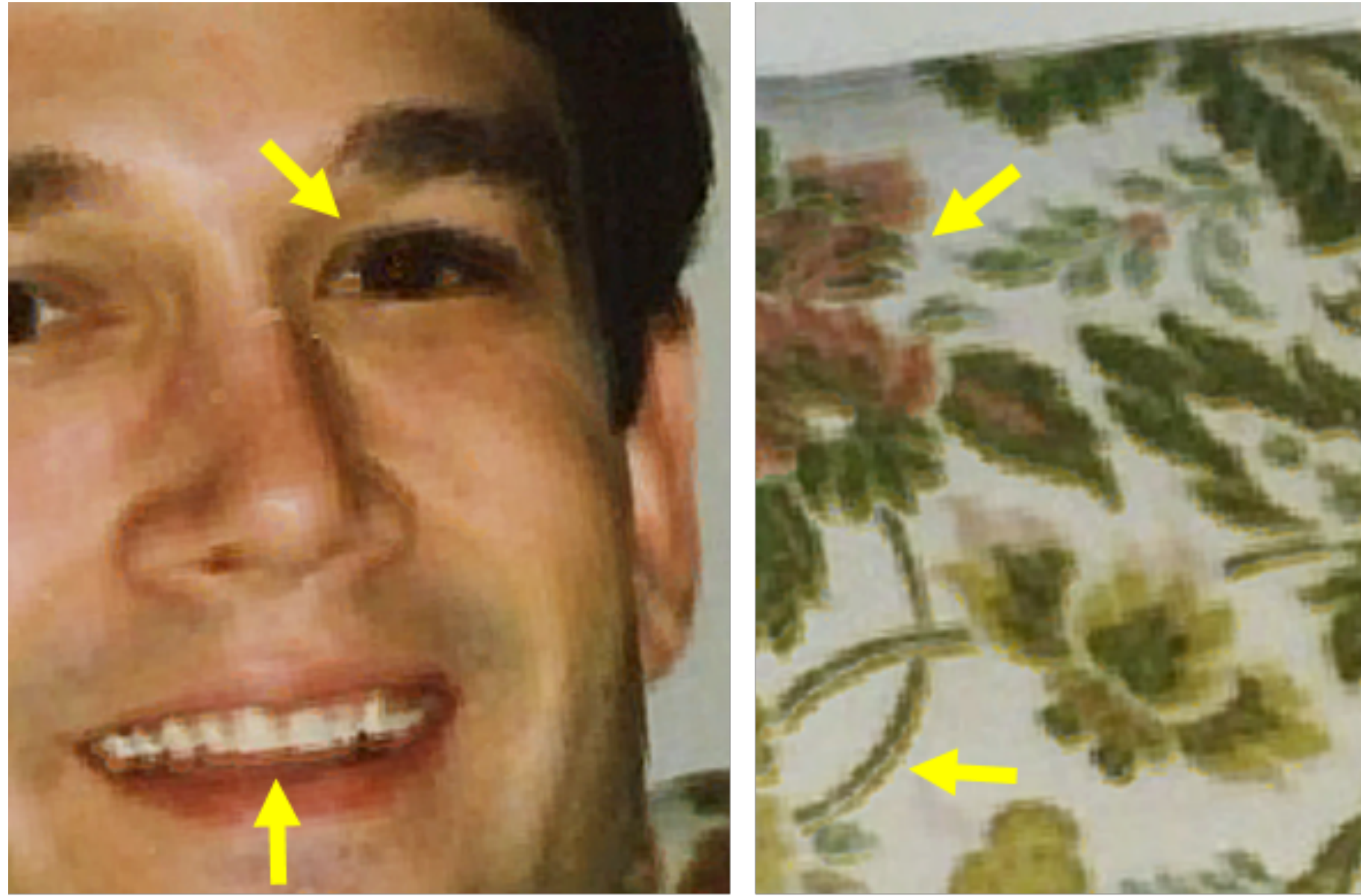
Refinement using optical flow



Flow color coding



# Accurate registration is key



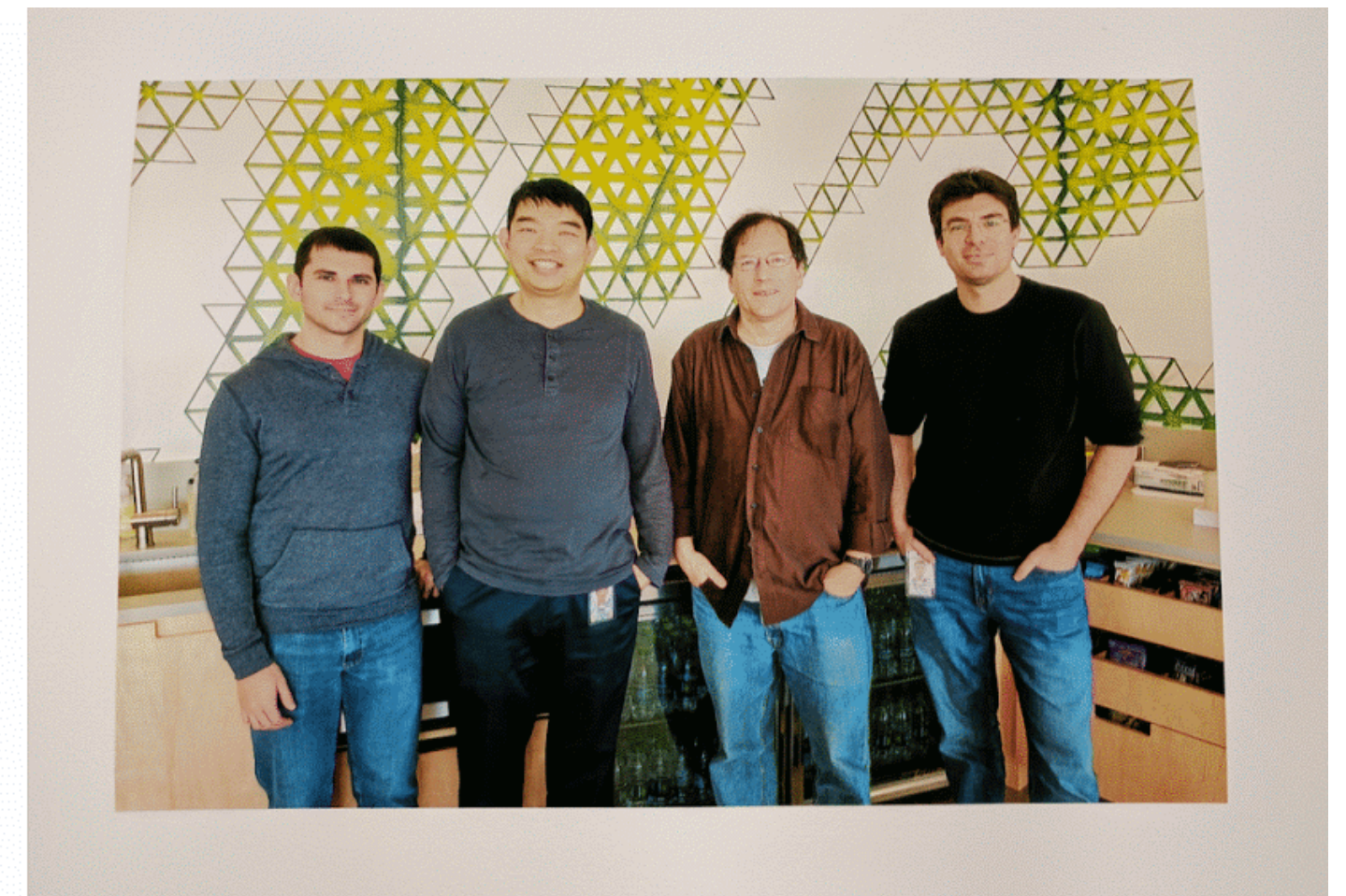
Homography-based registration only



With optical flow refinement



# Some results

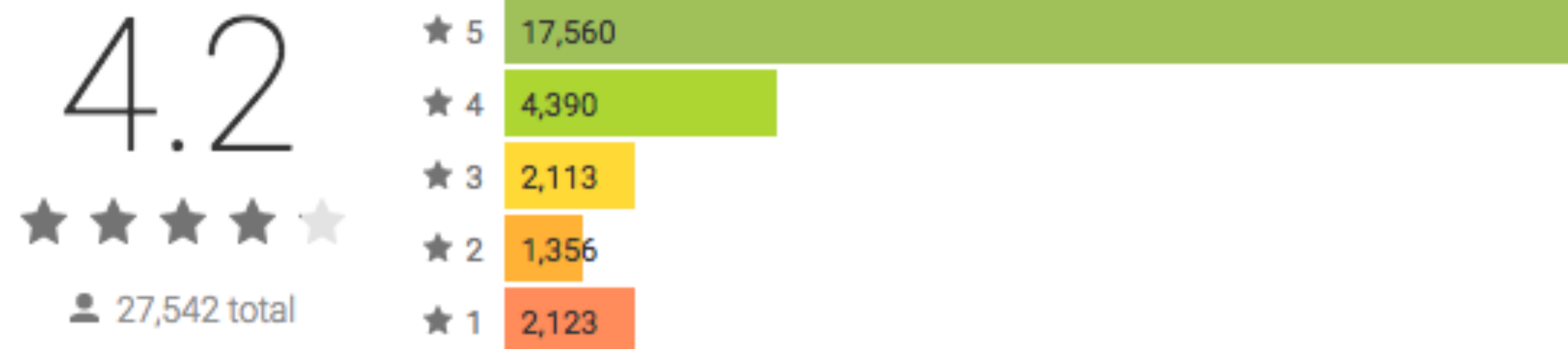




# PhotoScan, released Nov. 2016, metrics and reviews

Glare removal was a prominent, enabling feature in the release.

## REVIEWS



PhotoScan has created **tremendous impact**:

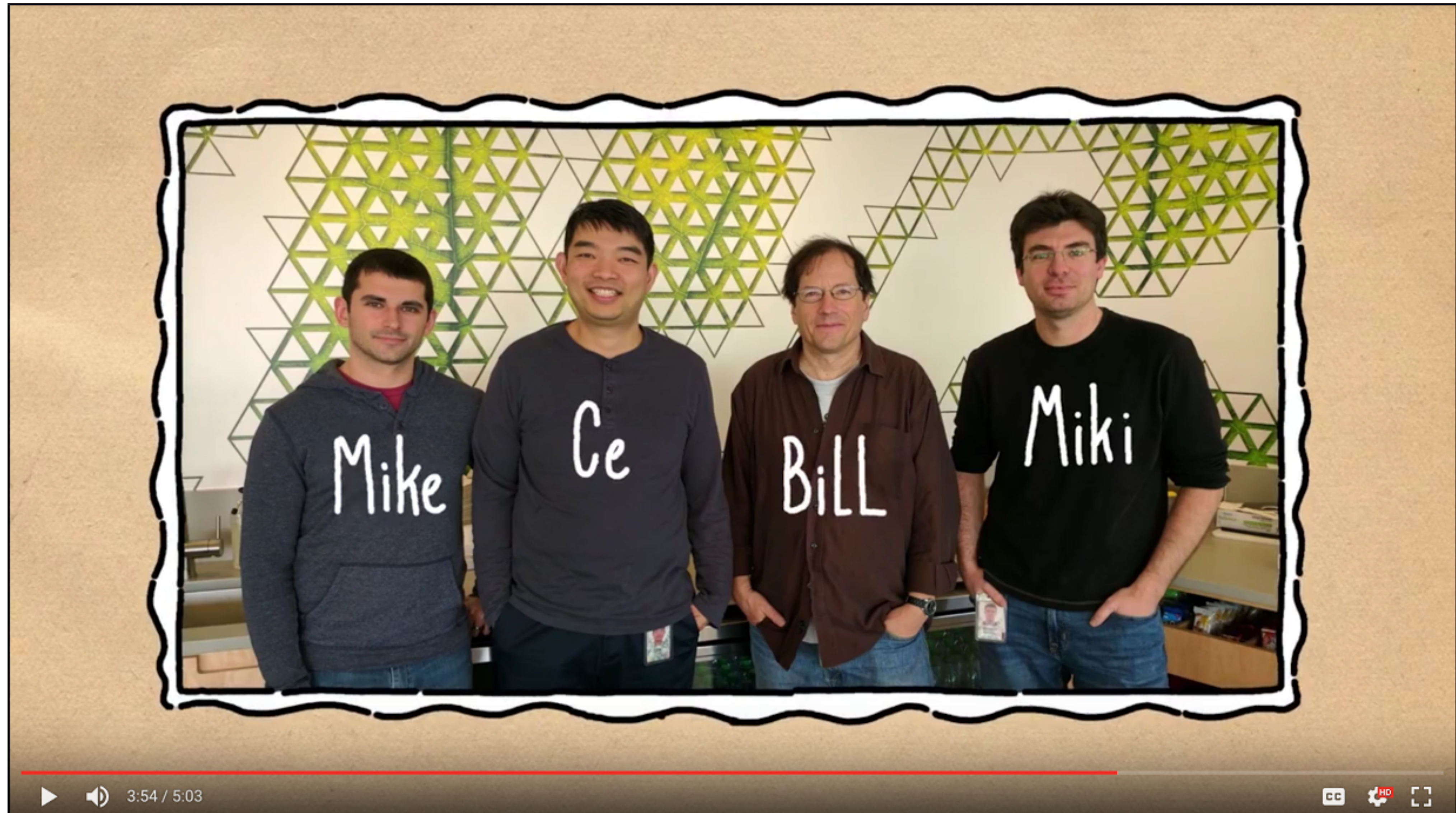
- As of 2/25/2017, the app has been downloaded **4.5 million** times. **32 million** photos scanned (more stats on [this page](#)).
- Received enthusiastic reviews, **5.0** on iOS (version 1.3) and **4.2** on Android.
- Much media coverage: [CNN](#), [NYTimes](#), [Engadget](#), [TheVerge](#)
- Ranked among the top 10 apps of the year by [Fast Co \(#6\)](#) and [Mashable \(#9\)](#)

**Press Coverage:**

- *“Google is doing more interesting things with photography than Apple”* - [AppAdvice](#)
- *“By and large, PhotoScan is **simple and quick, with almost no learning curve**”* - [The New York Times](#)
- *“Goodbye to the glare and that awkward surface you used to shoot the photo on. Simply put, **this is a lifesaver**”* - [TechRadar](#)
- *“PhotoScan’s **interface is admirably simple**”* - [The Verge](#)



# Dereflection team (from Nat and Lo video)





# *Securing Visible Watermarks*

*Tali Dekel, Michael Rubinstein, Ce Liu, Bill Freeman, CVPR17*

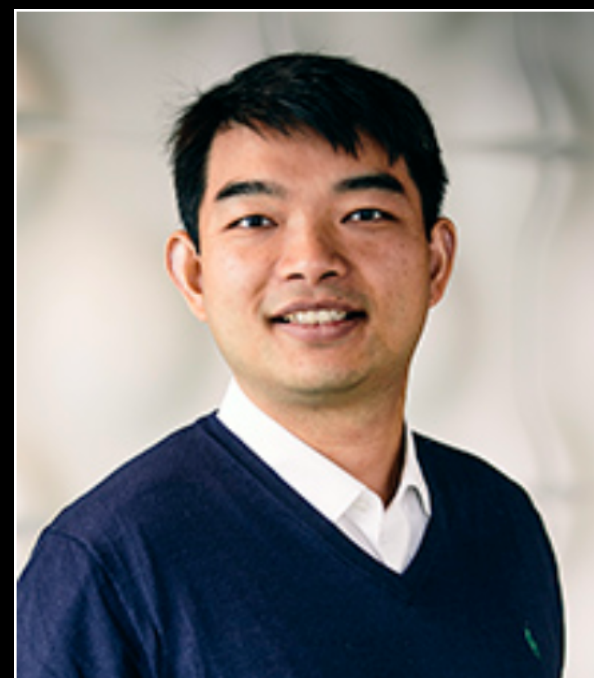
Tali Dekel



Miki Rubinstein



Ce Liu





# Visible watermarks are all over the Web

- Reveal the **vulnerabilities** of visible watermarks
- Propose solutions to improve their **security**





# Watermarks are all over the Web

- Reveal the **vulnerabilities** of visible watermarks
- Propose solutions to improve their **security**

*Pretty similar to....*

“...Google shows how to break watermarks...?”



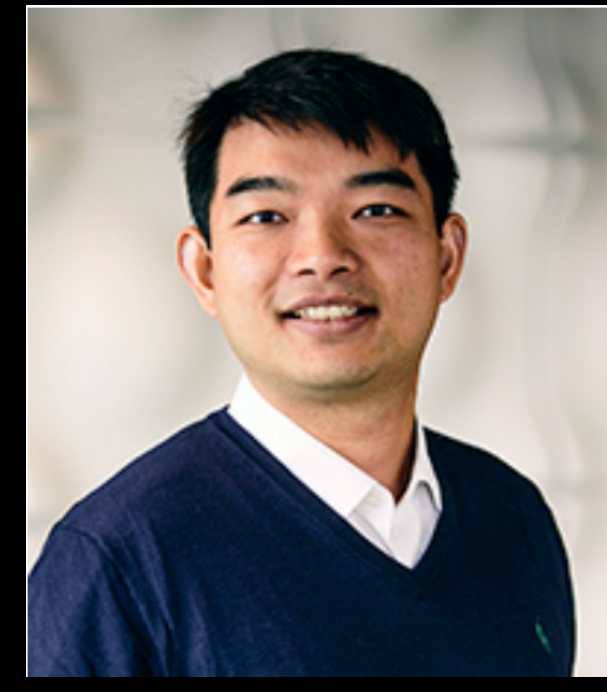
Tali Dekel



Miki Rubinstein



Ce Liu



Reflections

Watermark

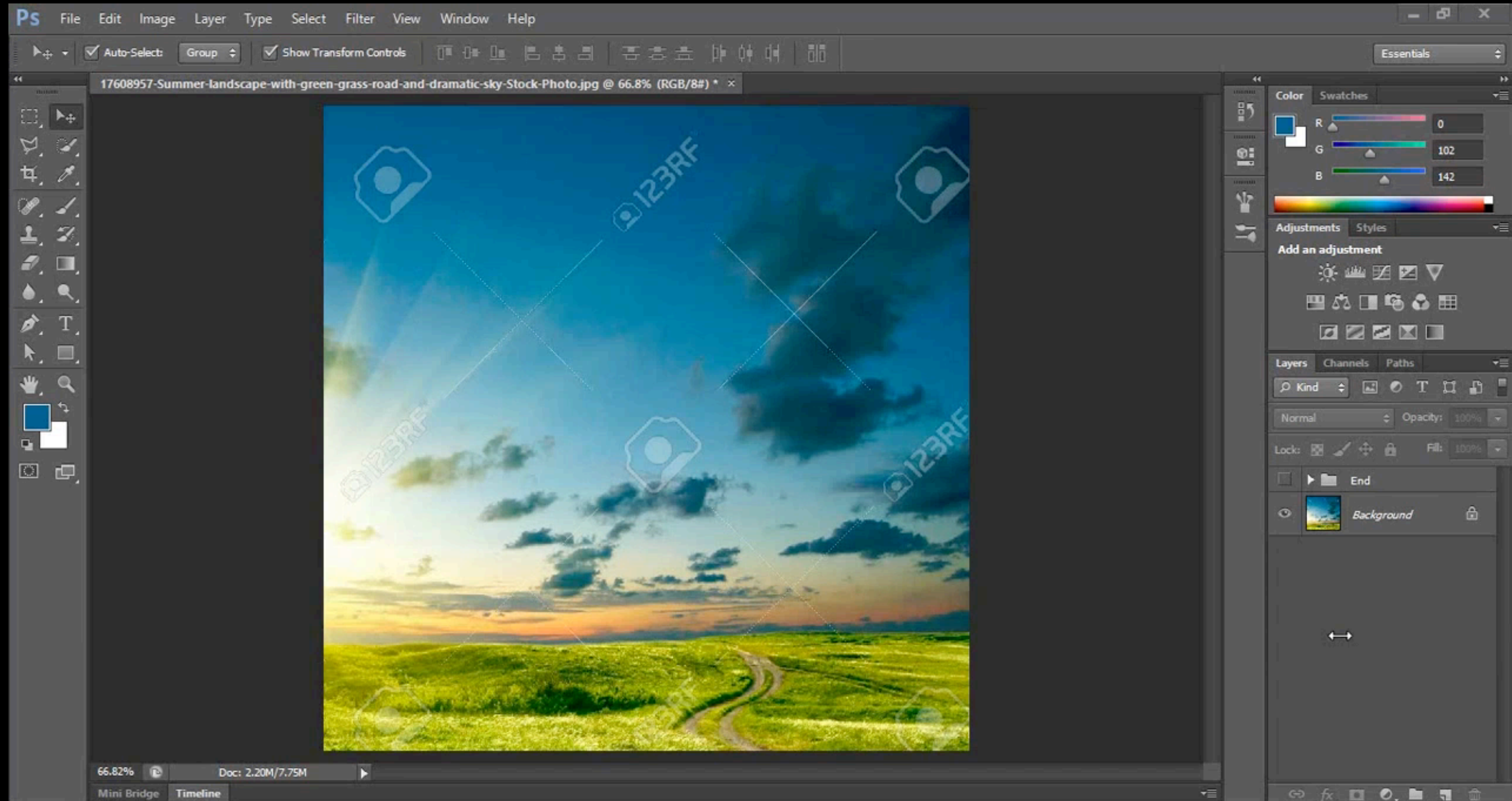


**Removing a watermark in an image is hard!**





# Removing a watermark in an image is hard!



~9 minutes of editing (played at x10 speed)





#70306536



# Watermarks are added **consistently** to **many** images





**AdobeStock**



Estimated (matted) watermark



Watermarked Image



**AdobeStock**



Estimated (matted) watermark



Reconstruction



**AdobeStock**



Estimated (matted) watermark



Watermarked Image



# AdobeStock



Estimated (matted) watermark



## Reconstruction



**AdobeStock**



Estimated (matted) watermark



Original Input Image



# AdobeStock



Estimated (matted) watermark



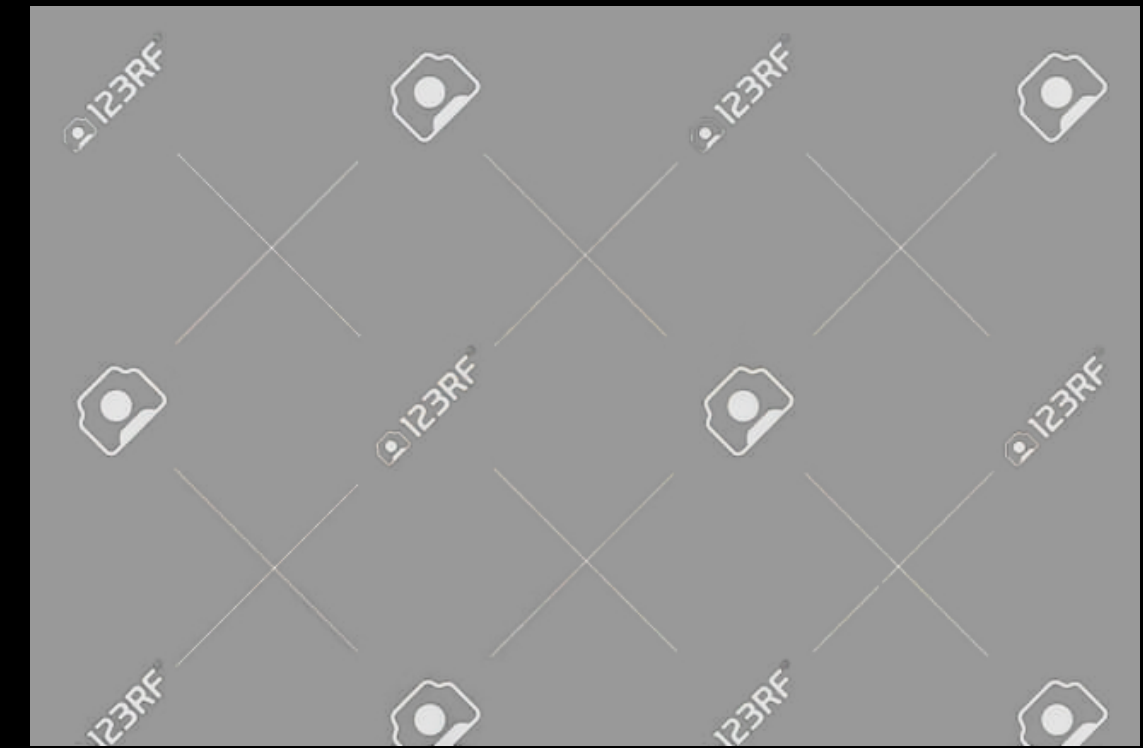
## Reconstruction



# 123RF



Reconstruction



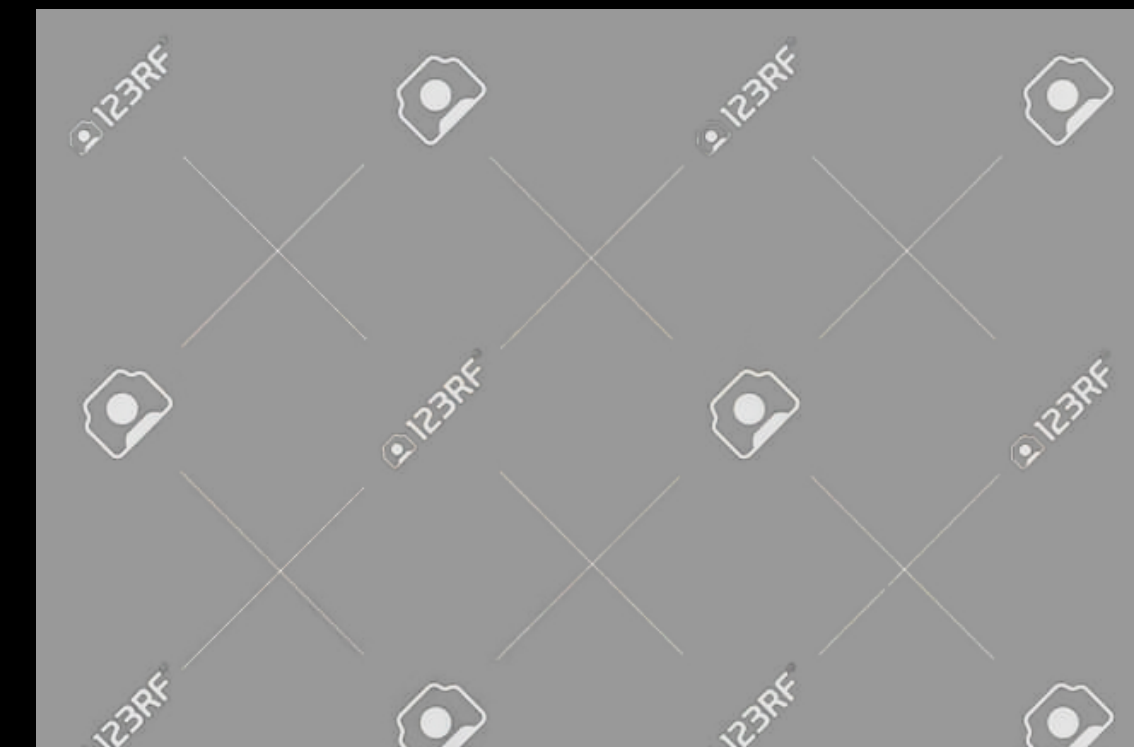
Estimated (matted)  
watermark



# 123RF



Original Input Image



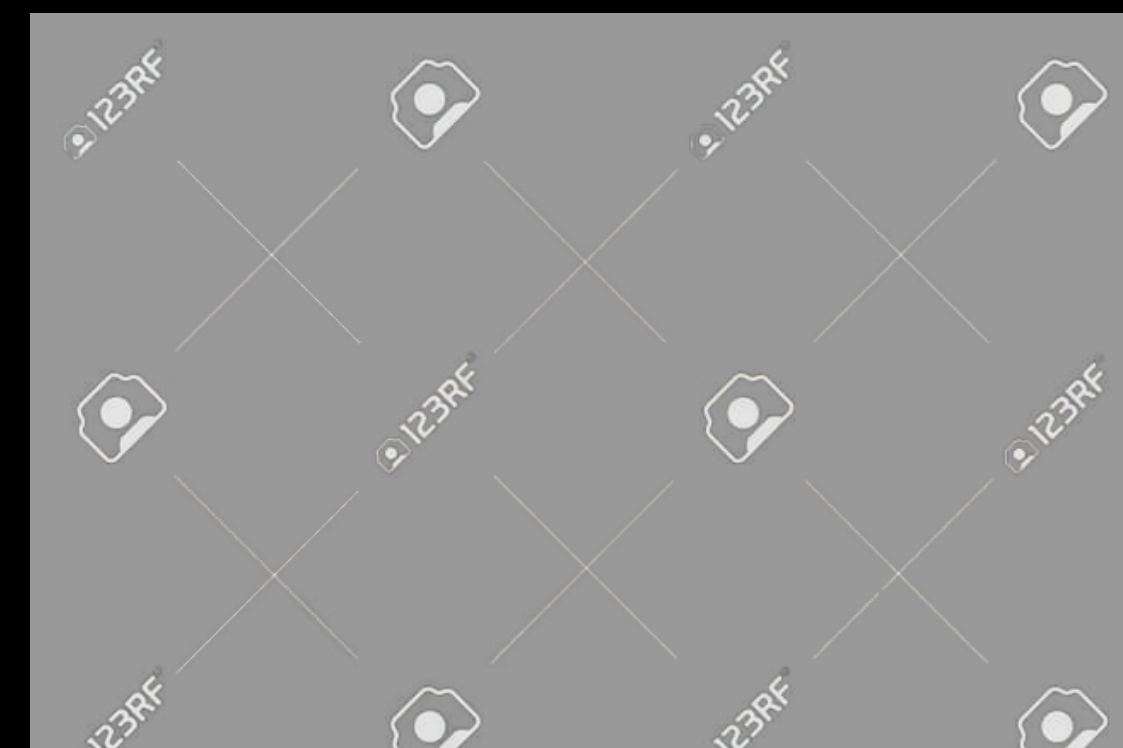
Estimated (matted)  
watermark



123RF



Reconstruction



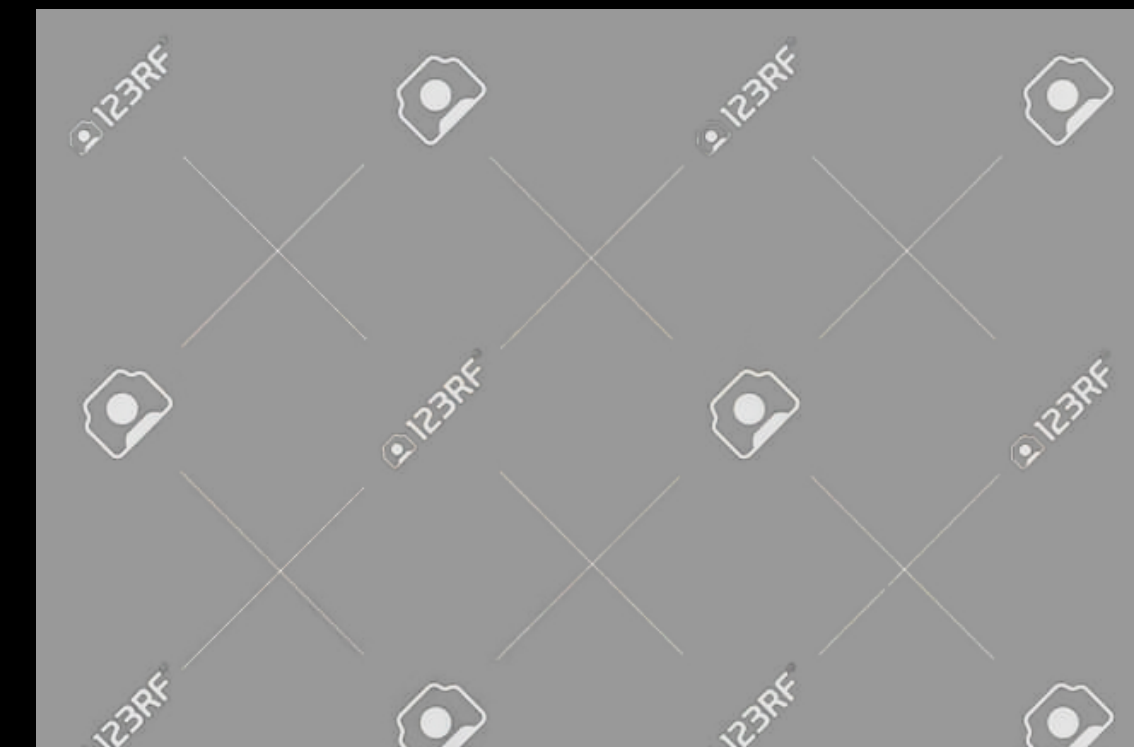
Estimated (matted)  
watermark



# 123RF



Original Input Image



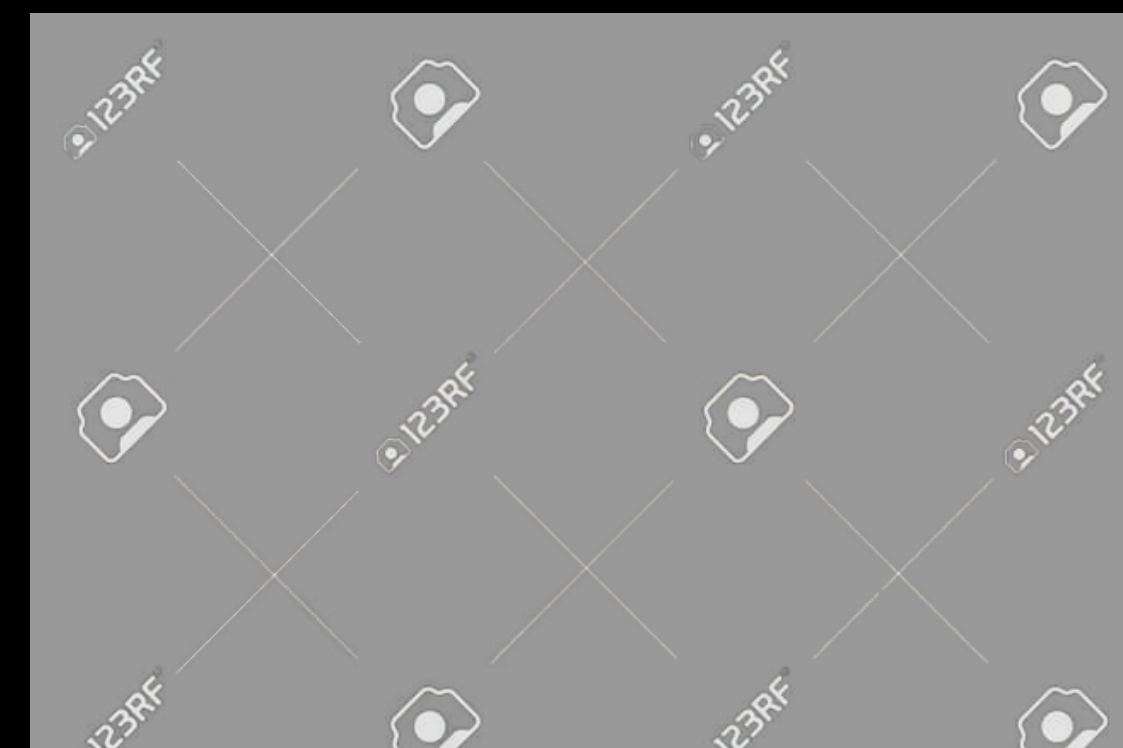
Estimated (matted)  
watermark



123RF



Reconstruction



Estimated (matted)  
watermark



# Hatzalmania (הצלמניה)

הצלמניה

Estimated (matted)  
watermark



Reconstruction

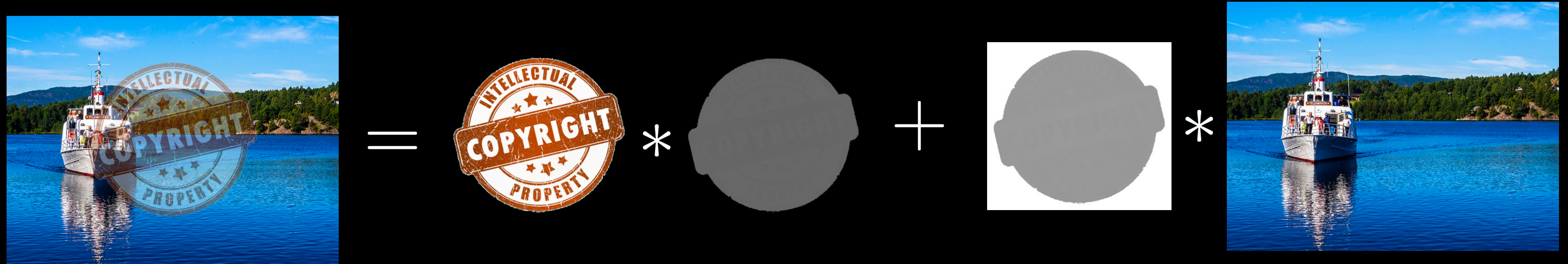
**WARNING**

**NO DEEP NETWORKS**





# Formation Model



$$J(p) = W(p) \cdot \alpha(p) + (1 - \alpha(p)) \cdot I(p)$$

Under-determined —  $(W, \alpha, I)$  are unknowns, single constraint

Compared to natural image matting:

- All pixels are either background or mixed
- Low opacity
- No user input



# Formation Model

For a watermarked image collection:

Still under-determined!  
 3K equations  
 3K + 3 + 1 unknowns

$$\begin{array}{c}
 \begin{array}{c}
 \text{Image of boat with watermark} \\
 J_1(p)
 \end{array}
 =
 \begin{array}{c}
 \text{Watermark} * \text{Mask} \\
 W(p) \cdot \alpha(p)
 \end{array}
 +
 \begin{array}{c}
 \text{Mask} * \text{Image of boat} \\
 (1 - \alpha(p))I_1(p)
 \end{array} \\
 \vdots \\
 \begin{array}{c}
 \text{Image of shepherd with watermark} \\
 J_K(p)
 \end{array}
 =
 \begin{array}{c}
 \text{Watermark} * \text{Mask} \\
 W(p) \cdot \alpha(p)
 \end{array}
 +
 \begin{array}{c}
 \text{Mask} * \text{Image of shepherd} \\
 (1 - \alpha(p))I_K(p)
 \end{array}
 \end{array}$$

$$J_k = \alpha W + (1 - \alpha)I_k, \quad k = 1, \dots, K$$



# Initial Watermark Estimation

- Identify which image structures are repeating in the collection
- Assume for now consistent watermark (position, opacity, geometry)
- Estimate the median of gradients, apply Poisson Reconstruction



Image 1



Initial Estimation of Watermark



# Direct Image Reconstruction

$$I(p) = \frac{J(p) - \alpha(p)W(p)}{1 - \alpha(p)}$$

CanStock

Estimated, matted (!)  
watermark,  $\alpha W$



Input



Direct Subtraction

- Every little error in the  $W$  or alpha matte shows up as visual artifacts



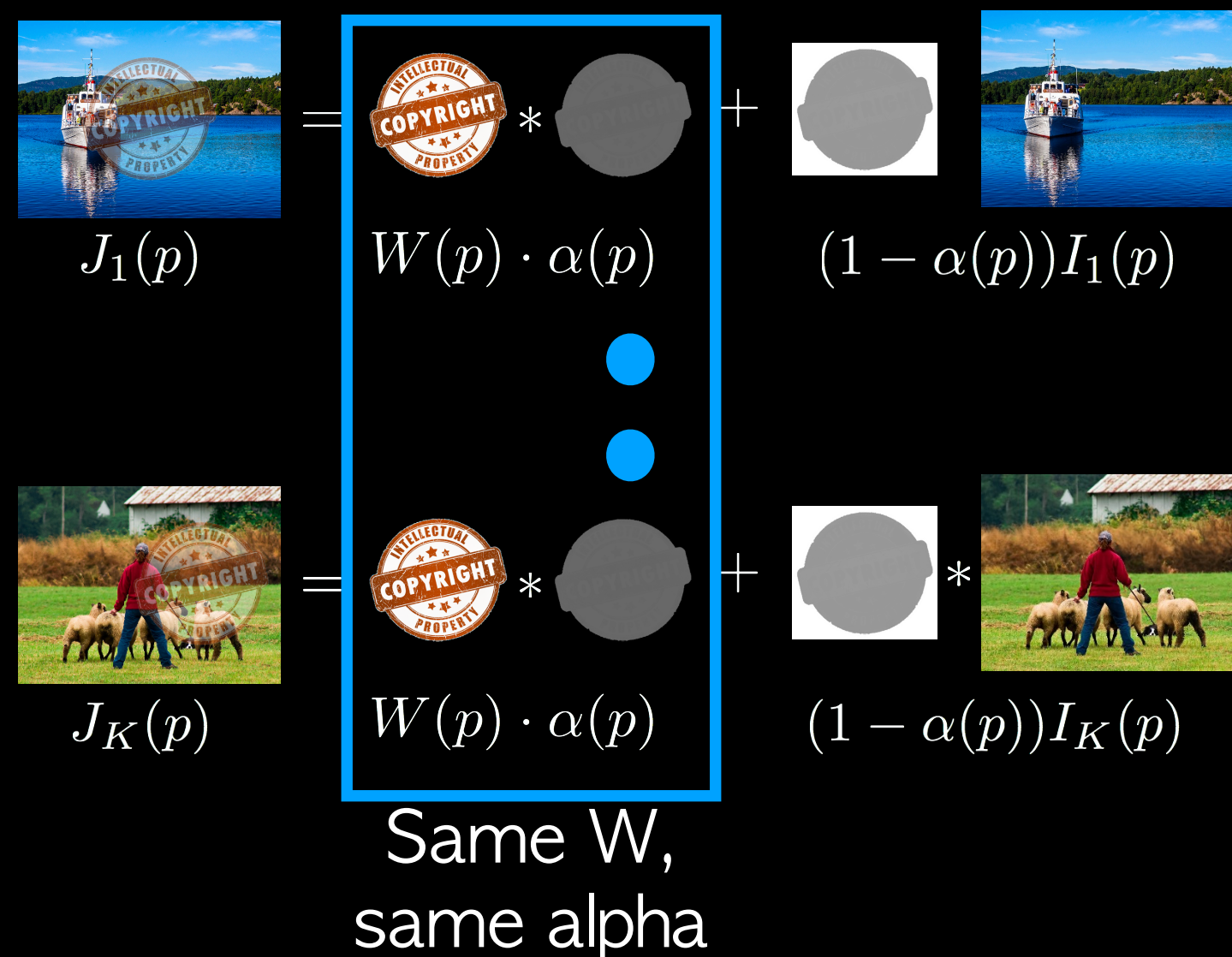
# Multi-Image Matting

- Formulate the inversion problem as a multi-image matting problem
- Solve jointly for  $(W, \alpha, \{I_k\})$

$$+ \beta E_f(\nabla(\alpha W)) + \lambda_w E_{\text{reg}}(\nabla W) + \lambda_\alpha E_{\text{reg}}(\nabla \alpha)$$

Fidelity Term

Standard Image piece wise smooth prior



Initial watermark grads

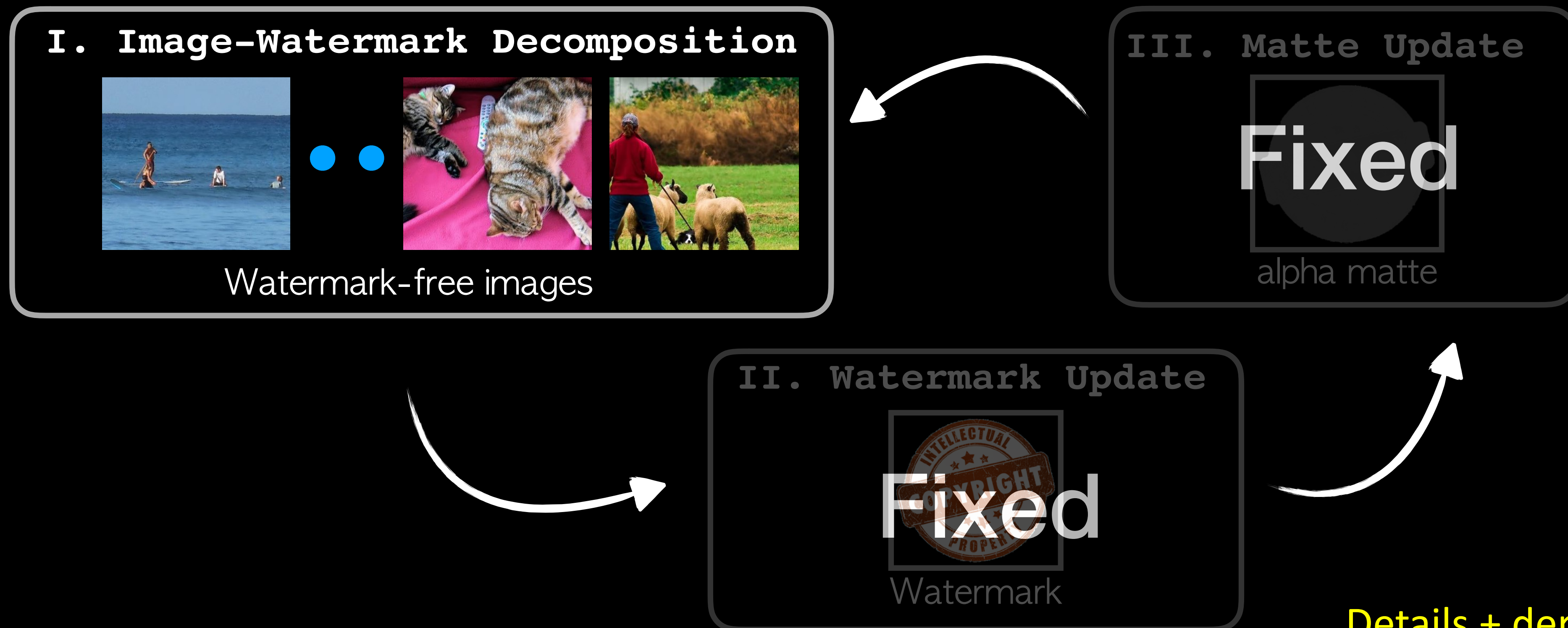


# Optimization

- Non linear, many unknowns
- Alternating minimization — divide the problem into simple subproblems

**Input:** Watermarked images  $\{J_k\}$ , initial matted watermark

**Output:**  $W$ , alpha matte, watermark free images  $\{I_k\}$



Details + derivation in the paper!

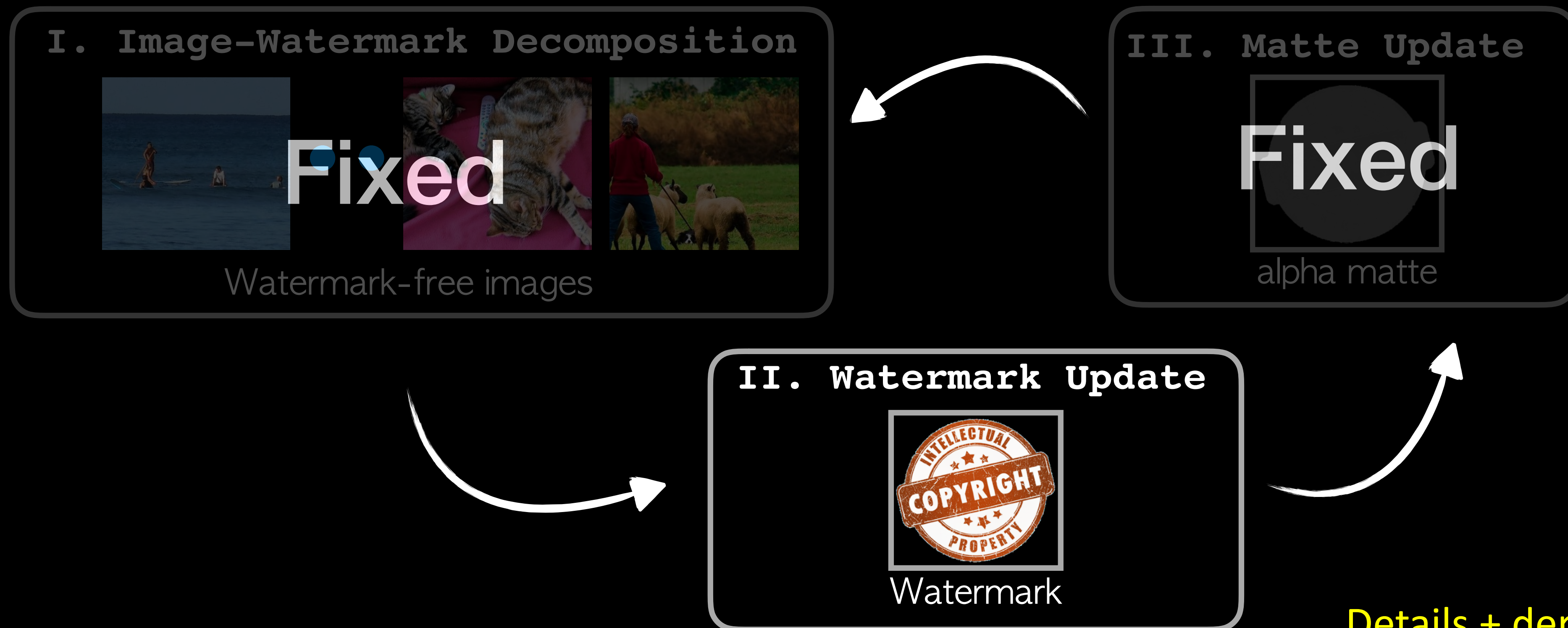


# Optimization

- Non linear, many unknowns
- Alternating minimization — divide the problem into simple subproblems

**Input:** Watermarked images  $\{J_k\}$ , initial matted watermark

**Output:**  $W$ , alpha matte, watermark free images  $\{I_k\}$



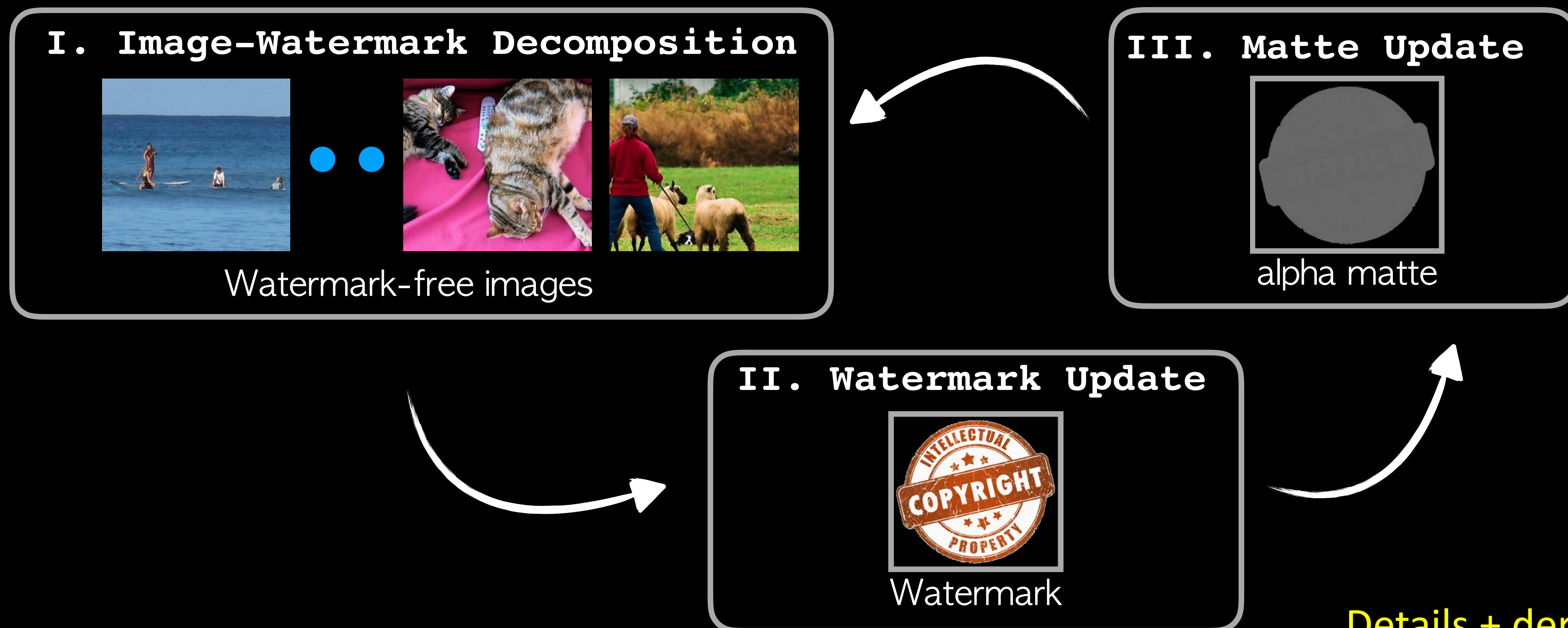


# Optimization

- Non linear, many unknowns
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**Input:** Watermarked images  $\{J_k\}$ , initial matted watermark

**Output:**  $W$ , alpha matte, watermark free images  $\{I_k\}$



Details + derivation in the paper!



# Optimization

Input



Iteration 1



Iteration 2



Iteration 3



Iteration 4





# CanStock

Estimated watermark from  
collection (automatically):



Watermarked image



Watermark removed  
(automatic)



# Adobe Stock

Estimated watermark from  
collection (automatically):



Watermarked image



Watermark removed  
(automatic)



**Not always perfect... but generally very good**





# Securing Visible Watermarks

Attack relies on consistency  $\rightarrow$  break consistency



- Rules: need to use substantially the same watermark design for each image.
- Introduce **per-image variation**:
  - Random location
  - Random opacity
  - Random geometric deformation

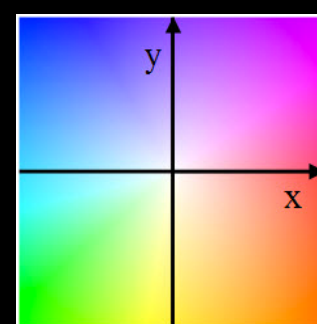
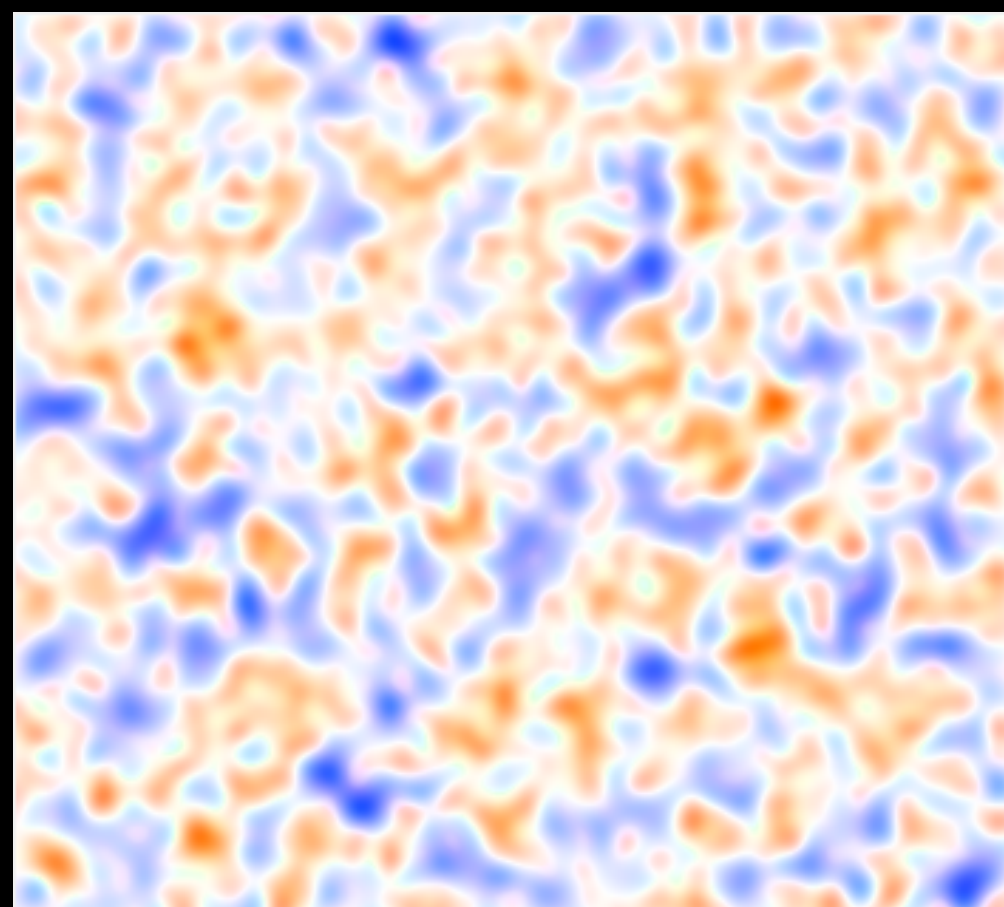


# Subtle Geometric Perturbation

Generalized Watermarking Model

$$J_k = c_k \alpha(\omega_k) W(\omega_k) + (1 - c_k \alpha(\omega_k)) I_k$$

subtle random spatial  
perturbation



Generated warp field  
max deformation of 1px



Original Watermark



Deformed Watermark



# Random Spatial Perturbation



Consistent Watermark



Subtle spatial perturbation



Reconstruction



Reconstruction w/o flow estimation



# Random Spatial Perturbation

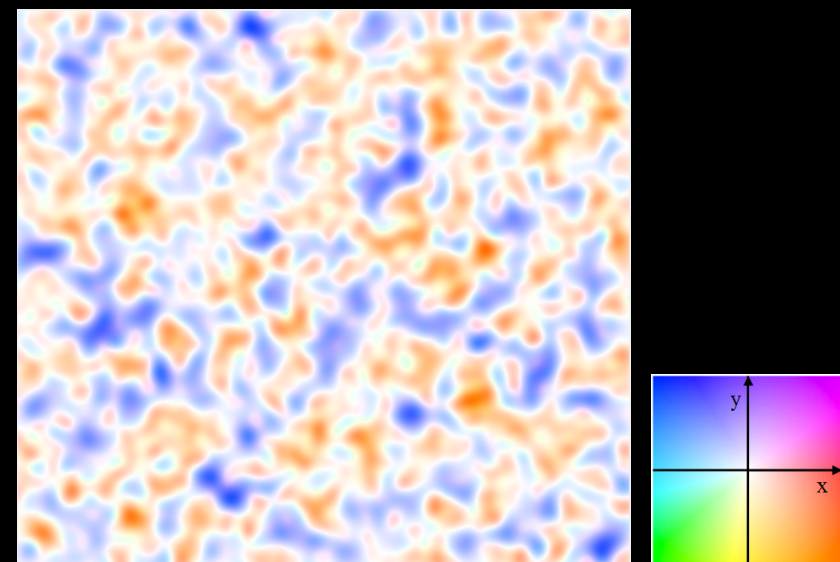


Reconstruction w/o flow estimation



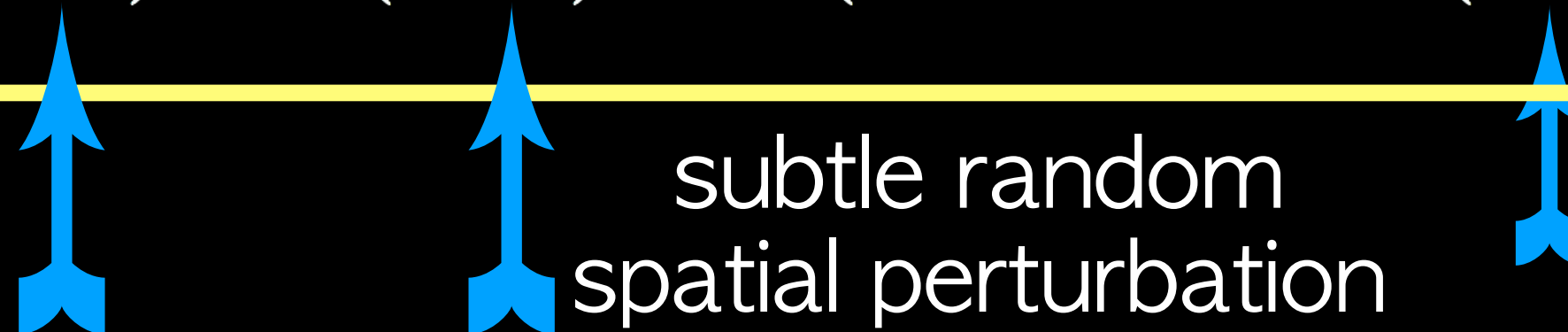
# Subtle Geometric Perturbation

## Generalized Watermarking Model



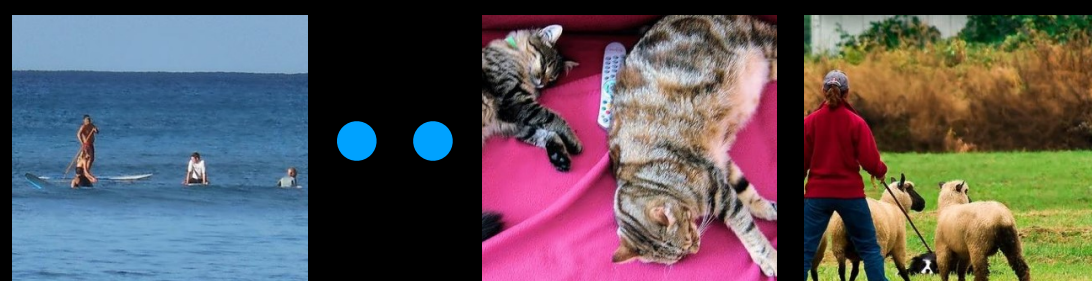
Generated warp field

$$J_k = c_k \alpha_k(\omega_k) W(\omega_k) + (1 - c_k \alpha_k(\omega_k)) I_k$$



subtle random spatial perturbation

### I. Image-Watermark Decomposition



### II. Watermark Update



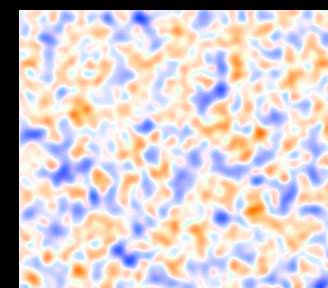
### III. Matte Update (global)



### IV. Opacity Estimation (per Image)



### V. Flow Estimation (per Image)





# Random Spatial Perturbation



Reconstruction w/o flow estimation



# Random Spatial Perturbation



Reconstruction w/ flow estimation



# Random Spatial Perturbation



Reconstruction w/o flow estimation



# Random Spatial Perturbation



Reconstruction w/ flow estimation



# Deployed! (Shutterstock, >150M images)

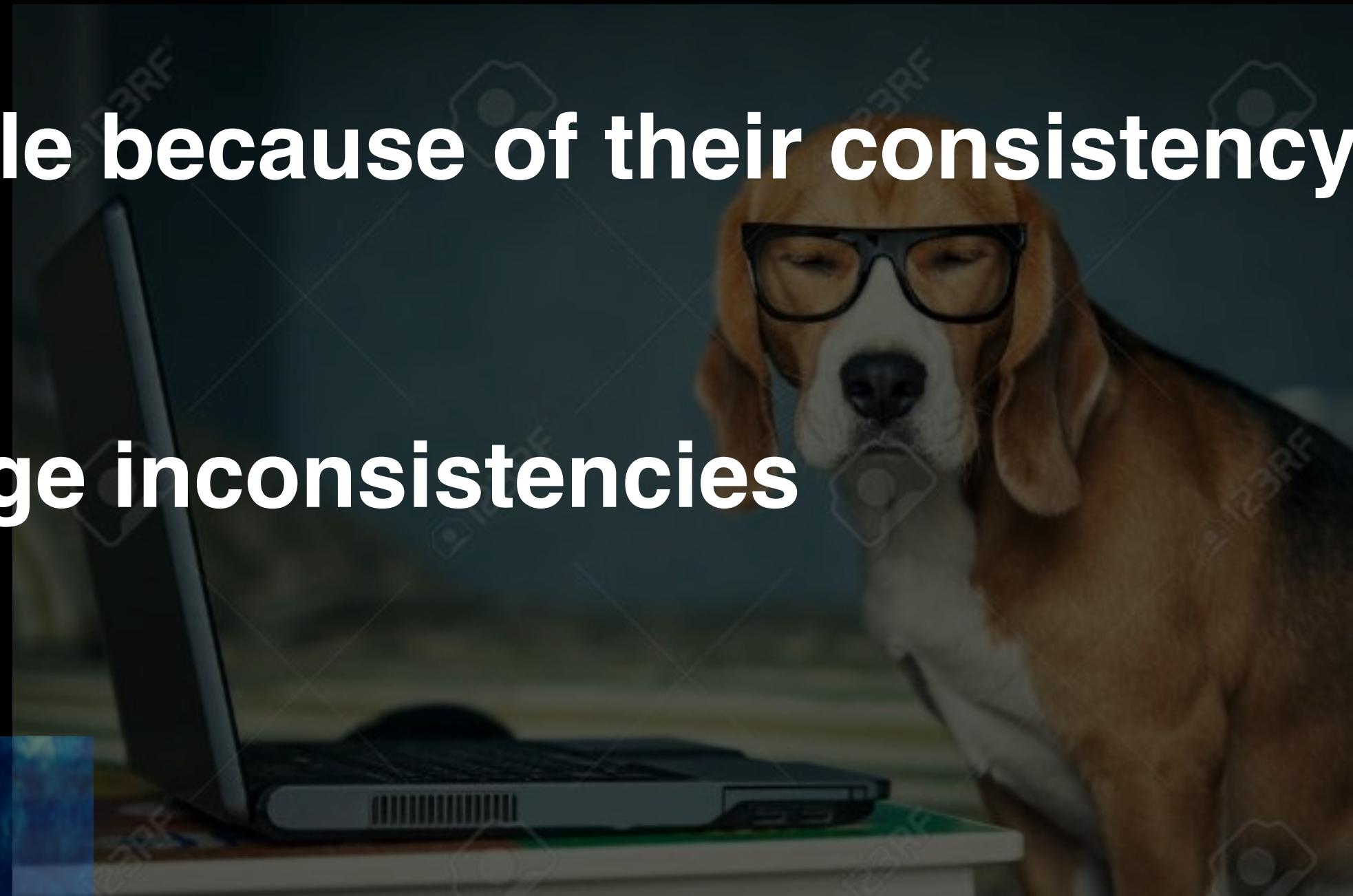


shutterstock®

IMAGE ID: 382879477  
www.shutterstock.com



- **Watermarks as used today are breakable because of their consistency across image collection**
- **Study how robust the attack is per image inconsistencies**
- **Takeaway message:**



**Watermarks should be designed to also be hard to remove from  
Image collections**

Tali Dekel

Miki Rubinstein

Ce Liu





# *Smart, Sparse Contours to Represent and Edit Images*

*Tali Dekel, Chung Gan, Dilip Krishnan, Ce Liu, Bill Freeman, CVPR18*

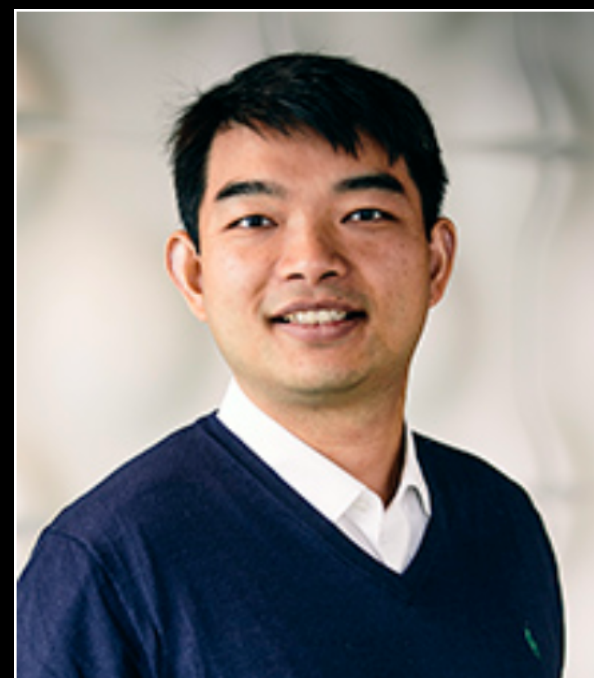
Tali Dekel



Dilip Krishnan



Ce Liu



Chung Gan



Research at **Google**



## Image Editing in the Contour Domain

James H. Elder  
Department of Psychology

Centre for Vision Research  
Human Performance Laboratory, CRESTech  
York University, Toronto, Canada M3J 1P3

Rick M. Goldberg  
Department of Computer Science

IEEE PAMI March 2001





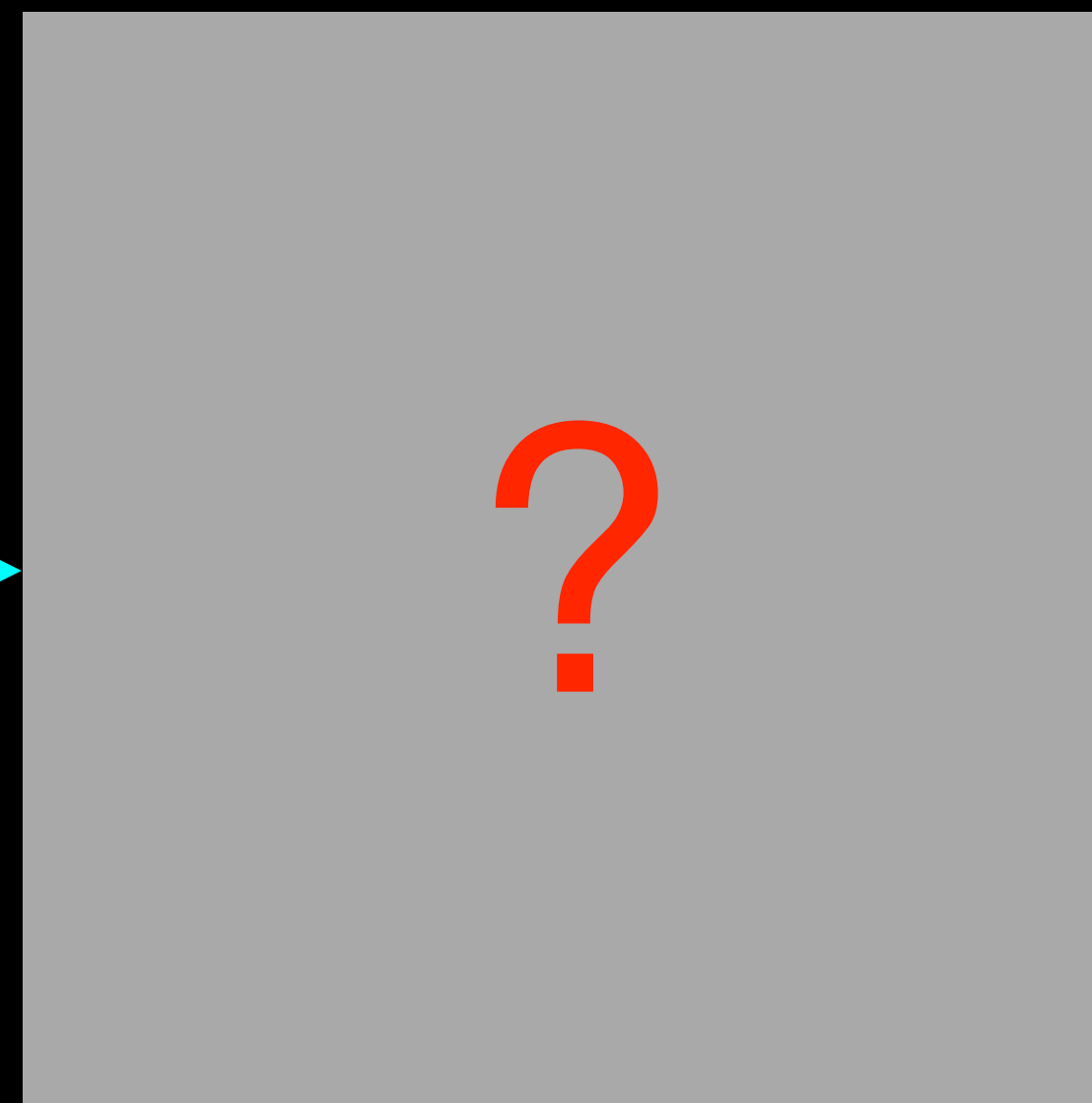
# Motivation



Original image



Extracted contours



Reconstruction



# Motivation



Original image



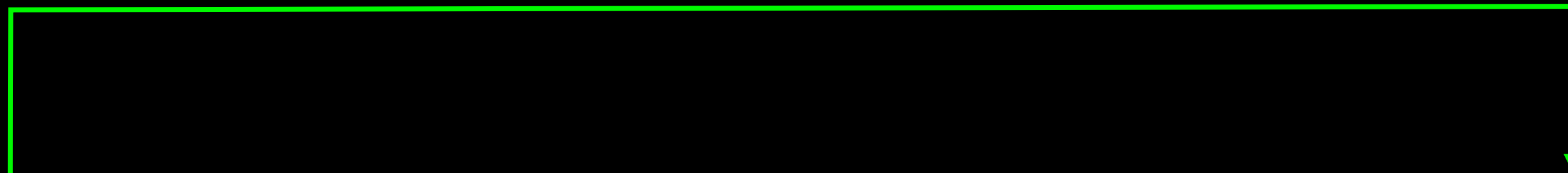
Extracted contours



Contours + gradient



Our reconstruction





# Compare with PDE approach

Contours + gradients



Overlaid on image



Diffusion [12]

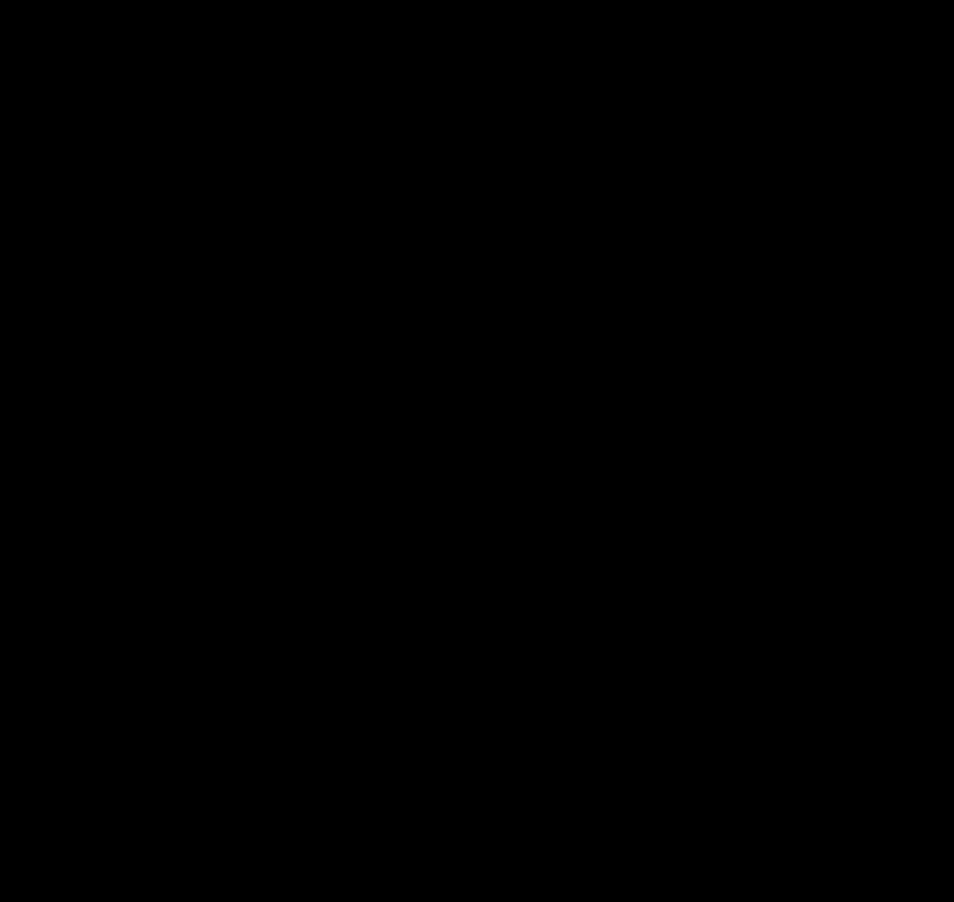


Ours (from 8%)



8% nonzeros

18% nonzeros





# Close-up comparison



Original image



Diffusion [12]



Our reconstruction



18% nonzeros



8% nonzeros



# Compare with Pix2Pix



Original image



Contour + gradient



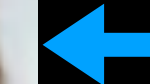
Our reconstruction



Pix2pix [18]

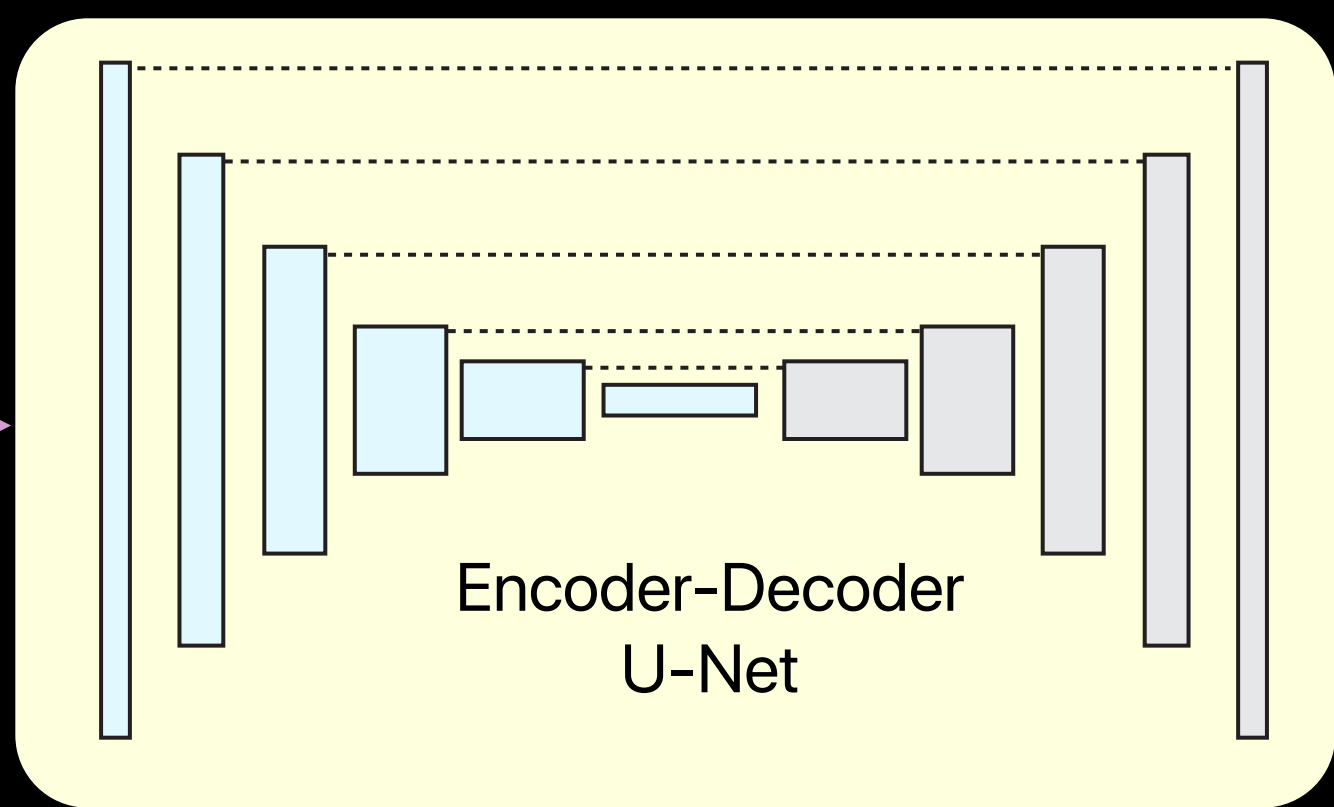


Binary contours





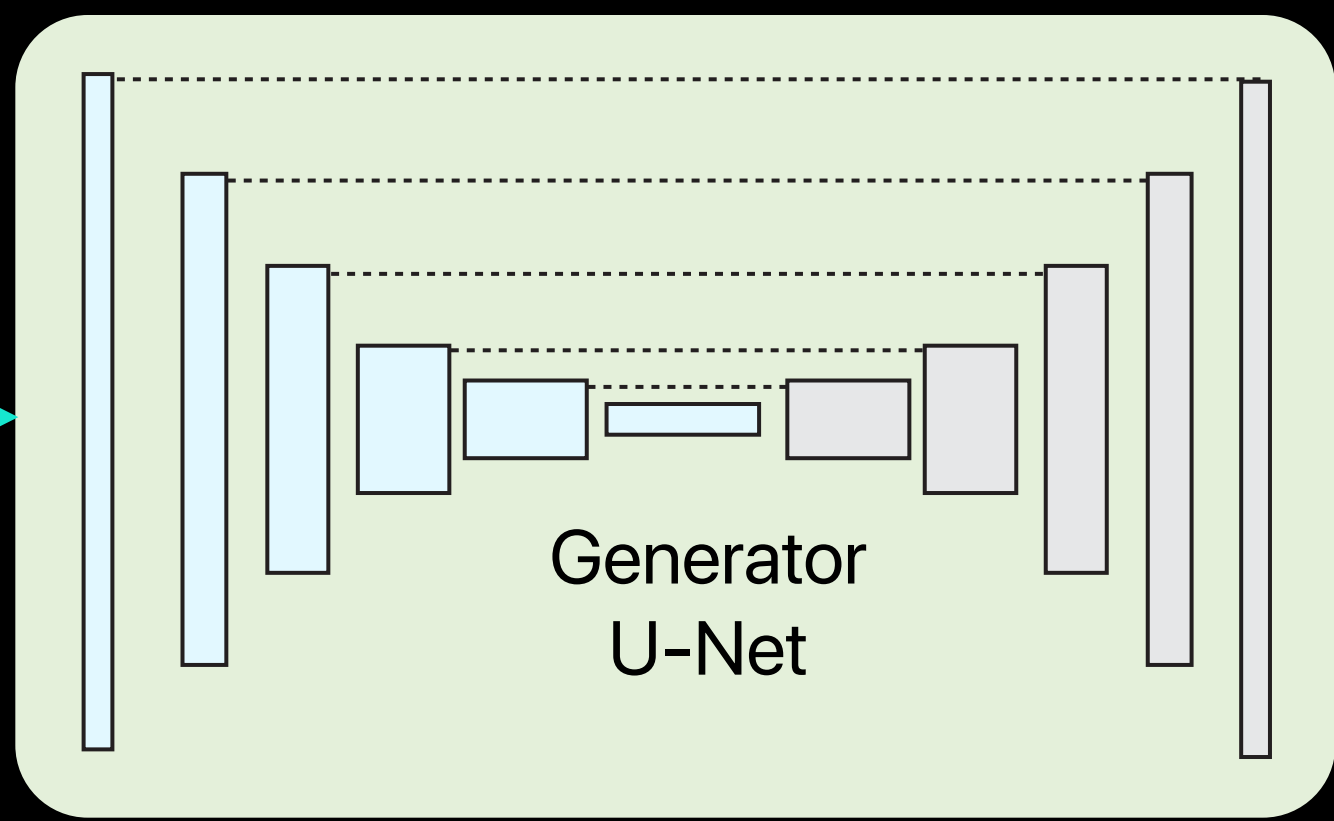
Contour and feature map



Reconstruction (low-frequency)

*System pipeline*

Concat



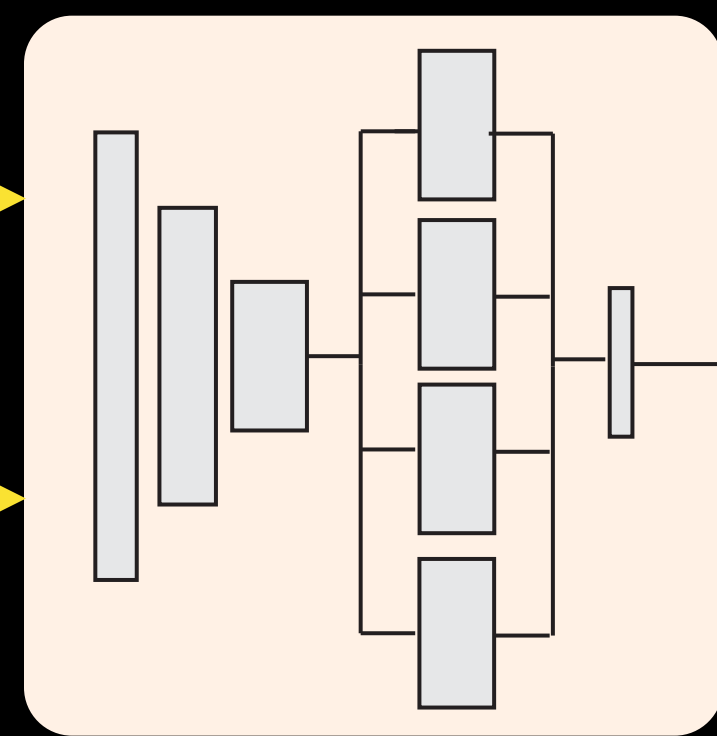
Final reconstruction



Original image

Concat

Concat



Real/Fake?

Dilated patch discriminator





# Reconstruction as a Function of Sparsity Level

Original image

1%

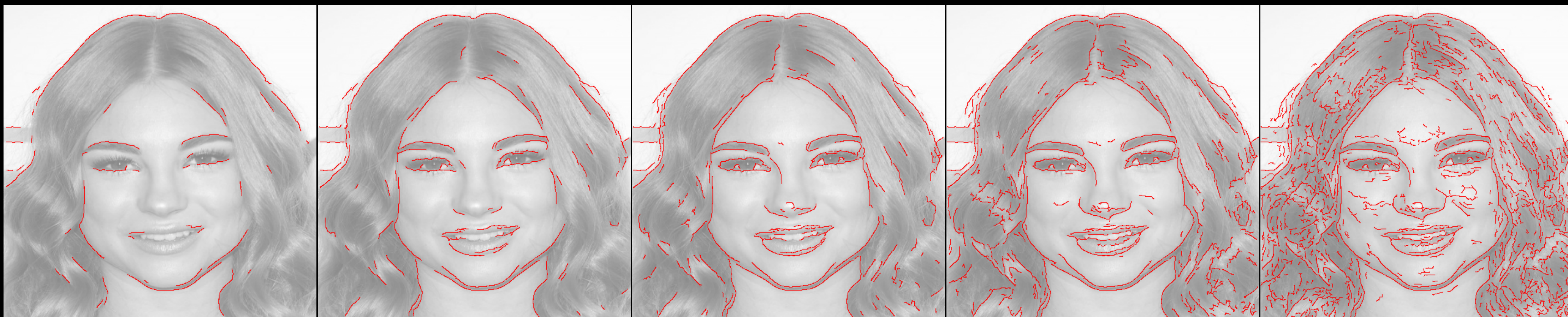
2%

3%

5%

10%

Input contours  
(overlaid on image)

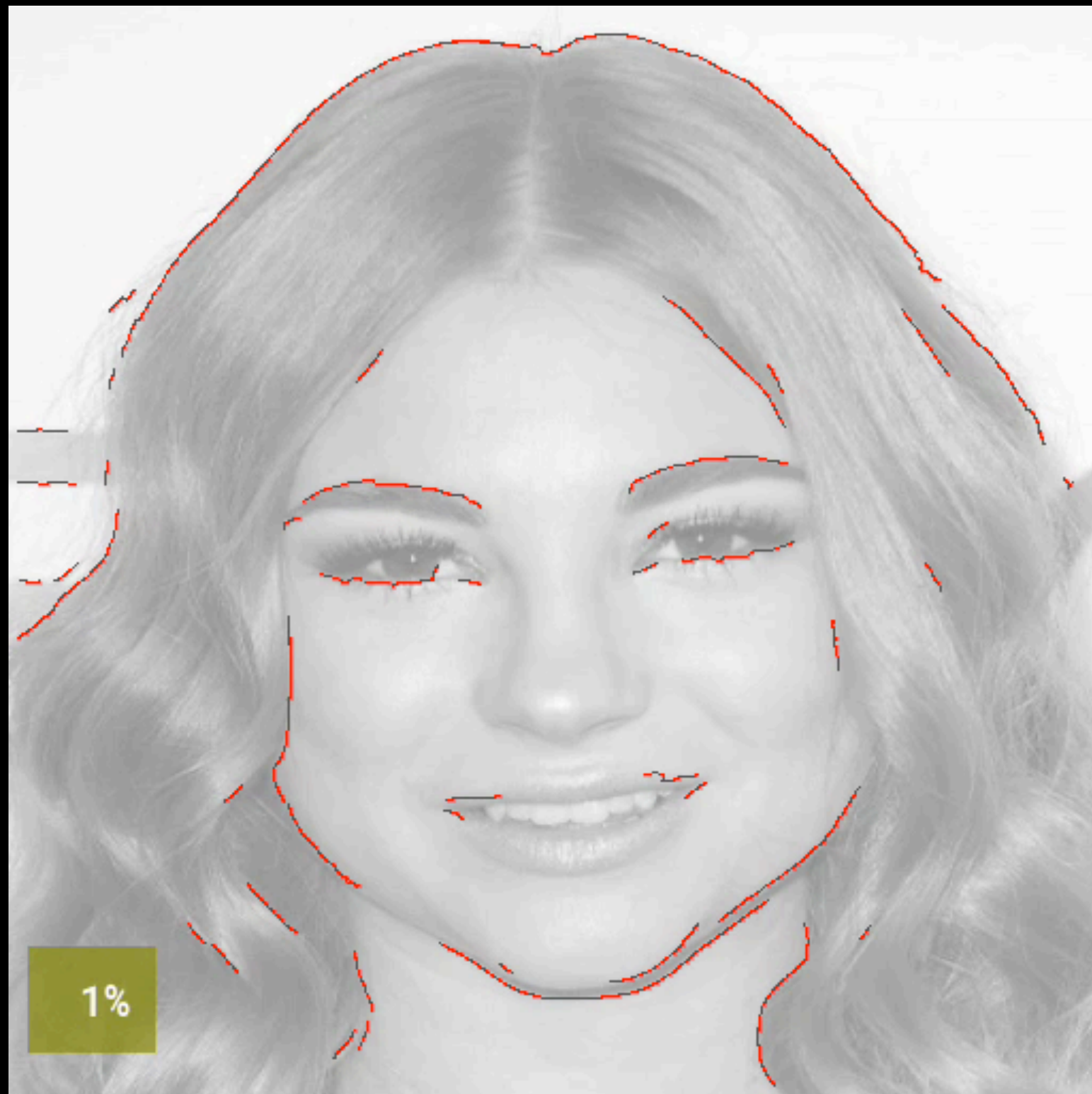


Reconstruction





# Animation of the Reconstructions



Input contours (overlaid on image)



Reconstruction

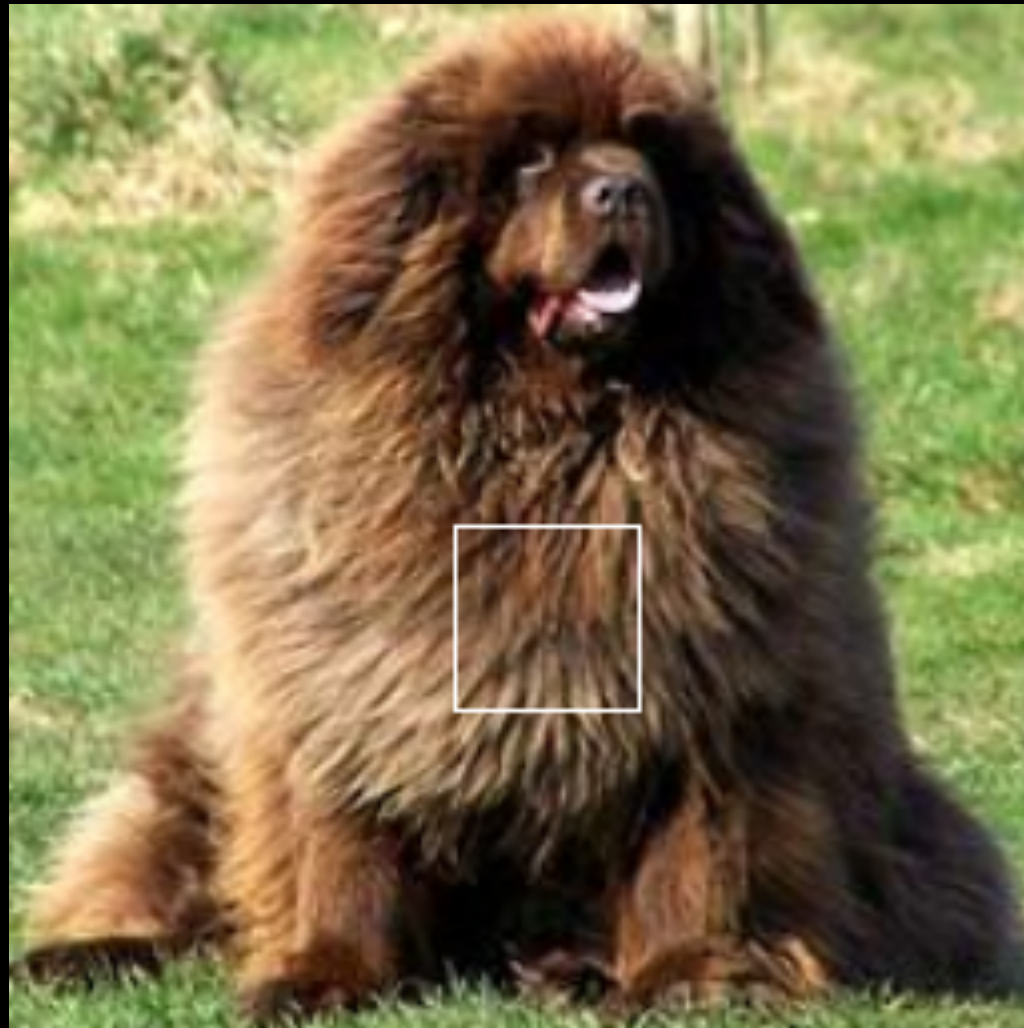


Original image

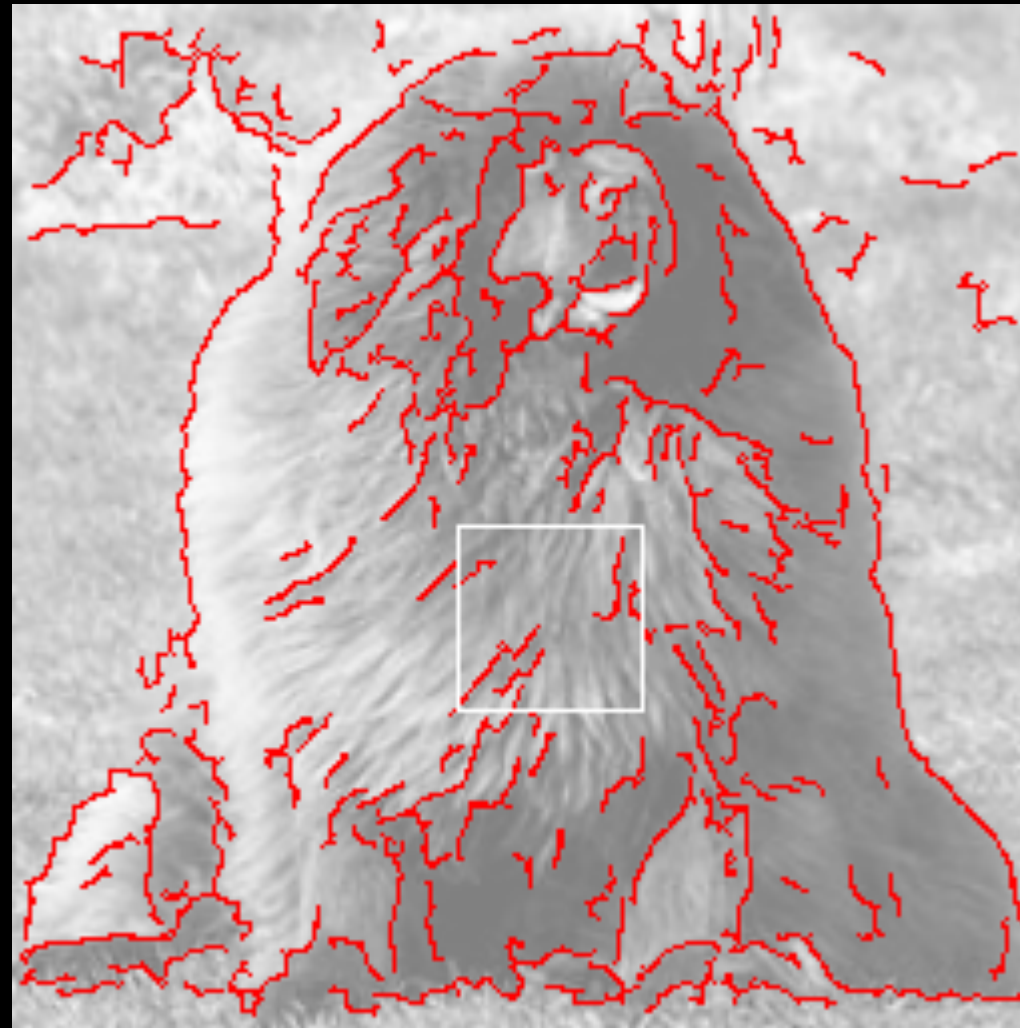


# Able to Synthesize Texture Where Contours Are Absent

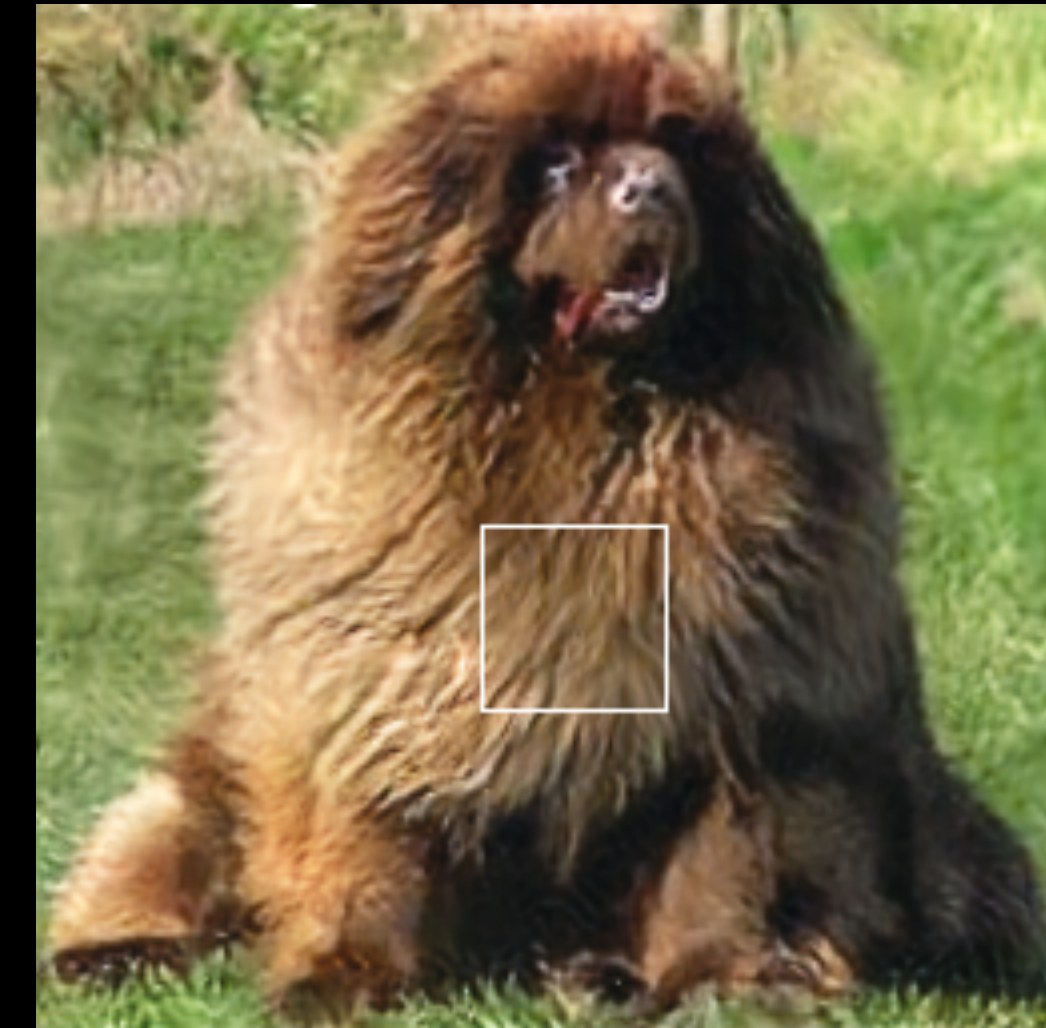
Original image



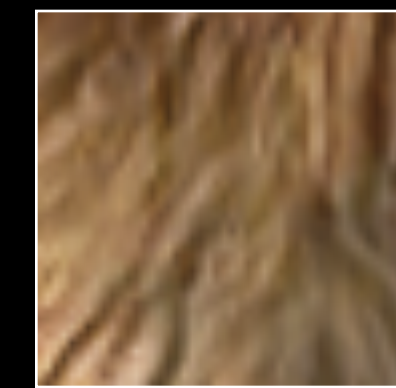
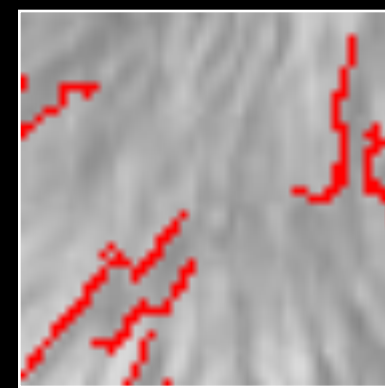
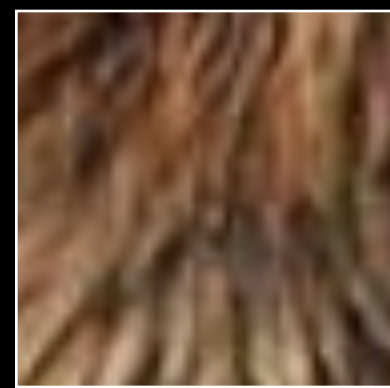
Contours overlaid



Our reconstruction



Close-up





# Able to Synthesize Texture Where Contours Are Absent

Original image



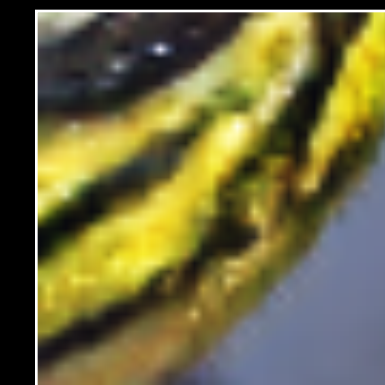
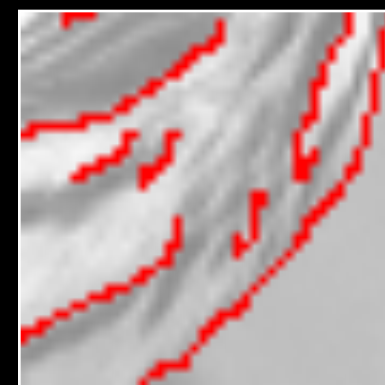
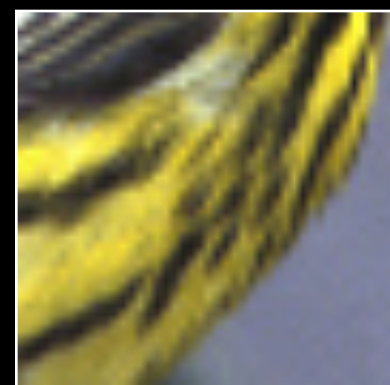
Contours overlaid



Our reconstruction

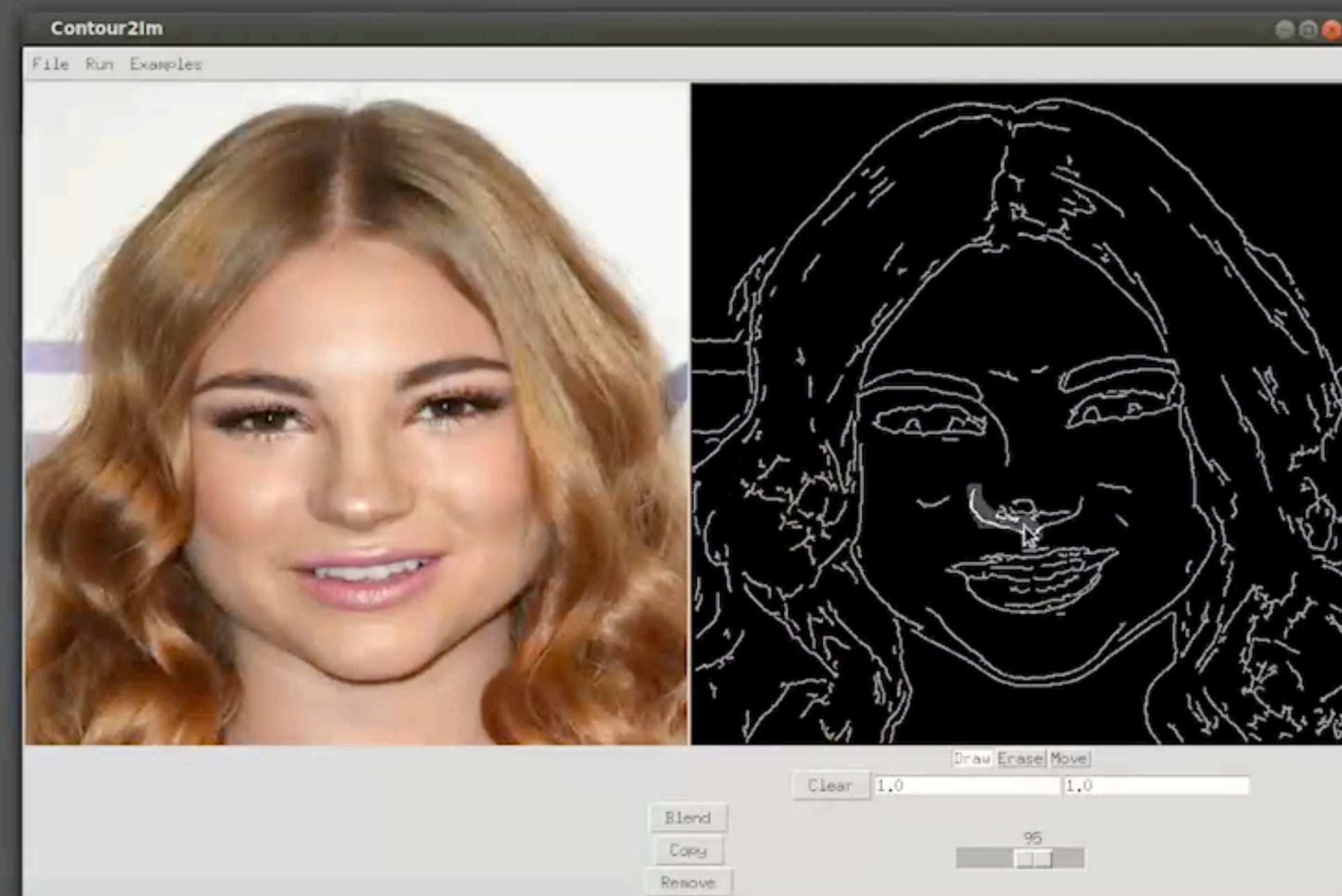


Close-up



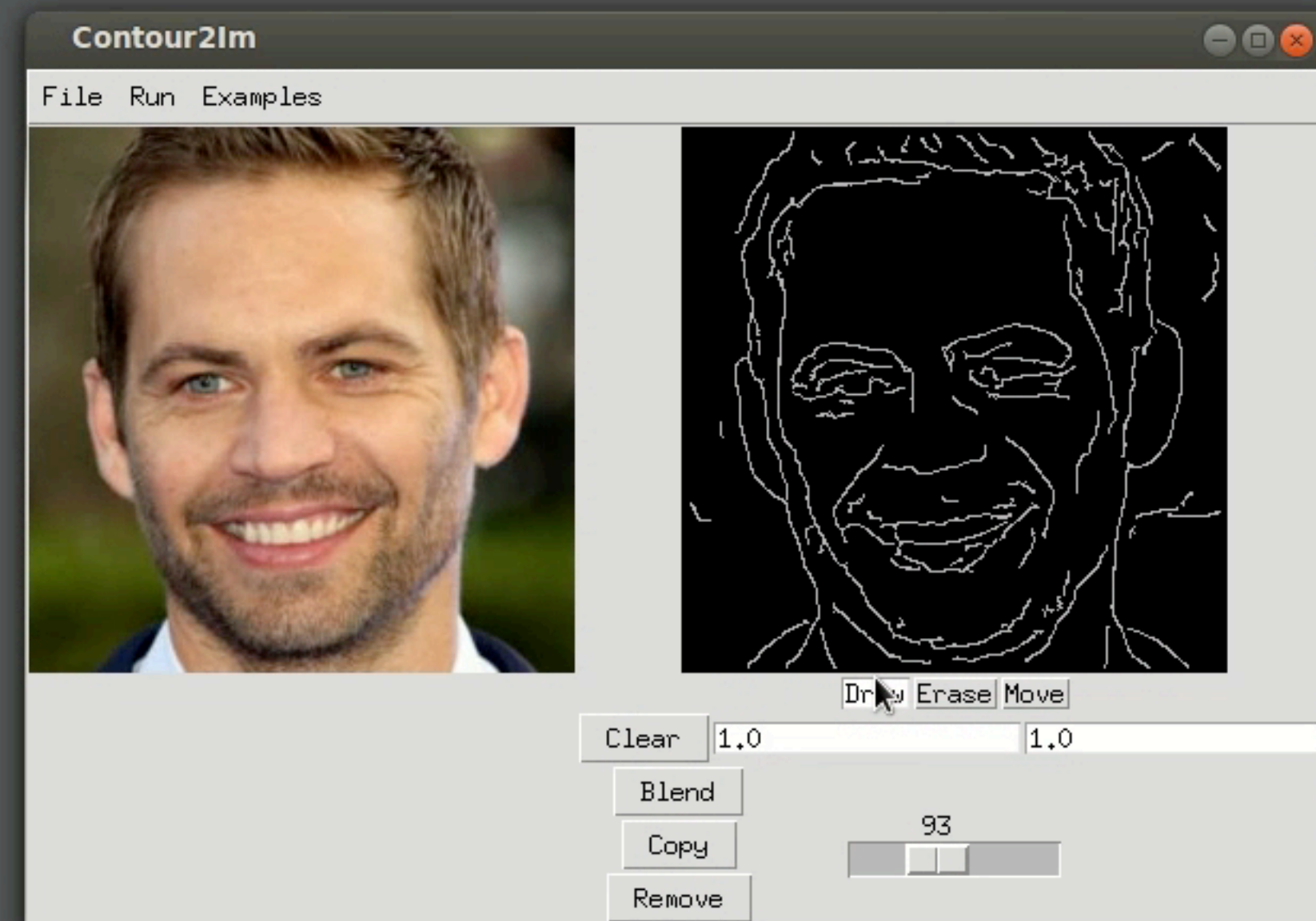


# Semantically Aware Editing in the Contour Domain





# Semantically Aware Editing in the Contour Domain





# Limitations



(a) Recon. using face model



(b) Recon. using dog model



**CVPR 2018**

**Poster 85, Tuesday 4:30-6:30 Halls C-E**

*Smart, Sparse Contours to Represent and Edit Images*

*Tali Dekel, Chung Gan, Dilip Krishnan, Ce Liu, Bill Freeman, CVPR18*

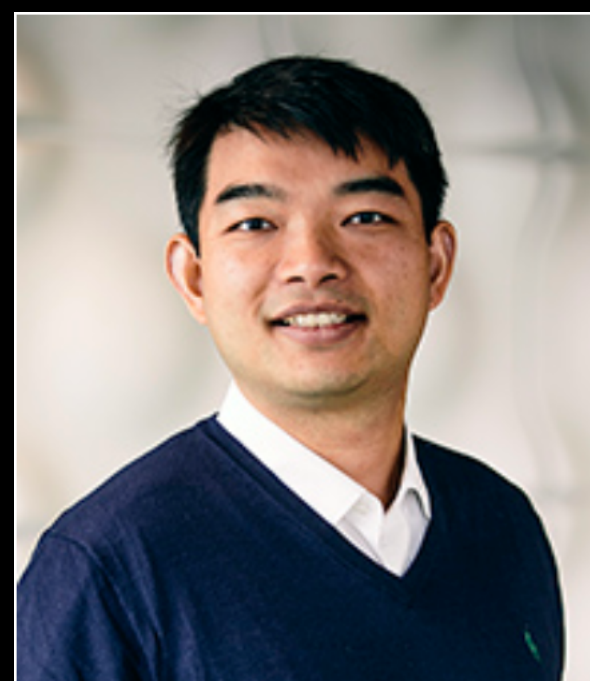
Tali Dekel



Dilip Krishnan



Ce Liu



Chung Gan



Research at **Google**



# Copying and Editing Images

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*Ce Liu, Michael Rubinstein, Mike Krainin, Bill Freeman, 2016*

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