Image Adjustment for Multi-Exposure Images Based on Convolutional Neural Networks

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SUMMARY

In this paper, we propose an image adjustment method for multi-exposure images based on convolutional neural networks (CNNs). We call image regions without information due to saturation and object moving in multi-exposure images lacking areas in this paper. Lacking areas cause the ghosting artifact in fused images from sets of multi-exposure images by conventional fusion methods, which tackle the artifact. To avoid this problem, the proposed method estimates the information of lacking areas via adaptive inpainting. The proposed CNN consists of three networks, warp and refinement, detection, and inpainting networks. The second and third networks detect lacking areas and estimate their pixel values, respectively. In the experiments, it is observed that a simple fusion method with the proposed method outperforms state-of-the-art fusion methods in the peak signal-to-noise ratio. Moreover, the proposed method is applied for various fusion methods as pre-processing, and results show obviously reducing artifacts.

key words: high dynamic range imaging, multi-exposure image fusion, artifact removal, convolutional neural networks

1. Introduction

A set of multi-exposure images consists of ones that capture the same scene with different exposure-settings of digital cameras, and is variously utilized in image applications. Since the images are taken by ordinary digital cameras with low dynamic range (LDR), they respectively have over- and under-exposure regions for high dynamic range (HDR) scene, where are called saturated regions in this paper. The images have the information in saturated regions of each other, and therefore the fusion of the sets produces a fine image without saturated ones. The sets are utilized in image applications such as HDR imaging, multi-exposure image fusion, and so on [1]–[15].

The ghosting artifact occurs in an image produced by fusing a set of multi-exposure images in which locations of objects and details are different. Since ordinary digital cameras cannot take multi-exposure images at exactly the same time, the difference generally occurs for natural scenes. When images with the difference are fused, the same object appears at different locations in resultant one, which is the ghosting artifact. Figure 1 shows an example of multi-exposure image fusion, where (a)–(c) show an input set of multi-exposure images, an image fused by the conventional method [15], and (c) by the simple fusion method [6] with the proposed method, where the top-right of (a) is defined as standards for location of objects and details in fusion process.

For avoiding the ghosting artifact, various image fusion and correction methods have been proposed [10]–[12], [15]. The traditional methods use the patch matching [7], [8]. For a local region of an image, they effectively choose patches in other ones that have the information of its same location without saturation, and fuse them to produce a fine image. The recent methods often use convolutional neural networks (CNNs) [11], [14], [15]. They use CNN models for refining multi-exposure images, fusing them, and estimating weights for the fusion. CNN-based methods generally show superior

Fig. 1 Results of multi-exposure image fusion. (a) input images, (b) image fused by the conventional method [15], and (c) by the simple fusion method [6] with the proposed method, where the top-right of (a) is defined as standards for location of objects and details in fusion process.
fused images to the traditional ones.

Unfortunately, the methods still produce the artifact in areas where the set has no-information due to the saturation and the object moving, which are called lacking areas in this paper. For example, the lacking area is shown at the wall of the building in Fig. 1 (a) that are highlighted with the red frame. It is observed that these images have no-information in that area. Almost all methods use the matching of image features for avoiding the artifact. However, they induce failed matchings in lacking areas, because they cannot obtain image features of there.

In this paper, we propose a method that adjusts objects and details in multi-exposure images with adaptive inpainting based on CNN for reducing the bad influence of lacking areas. The proposed method adjusts a set of multi-exposure images and estimates the lacking areas via adaptive inpainting by three CNNs, warping and refining, detection, and inpainting networks. The first network provides pre-refinement for the set, the second one detects its lacking areas, and finally, the third one restores there. Fusing multi-exposure images adjusted by the proposed method derives a fine image without not only the ghosting artifact but also other artifacts, and thus it can be used as pre-processing for HDR imaging, multi-exposure image fusion, and so on. Figure 1 (c) shows a natural image that has no ghosting artifacts on the lacking area. In the experiments, the proposed method shows fused images compared with state-of-the-art ones [12], [15]. For general datasets of multi-exposure images, the simple fusion method [6] with the proposed one shows better scores in peak signal-to-noise ratio (PSNR). Moreover, through showing images fused by several methods [9], [12], [13] with and without the proposed one, it is recognized that the proposed one obviously reduces artifacts. The contribution of this paper is as follows: The definition of lacking areas is introduced, and it is shown that the specific estimation of their information is effective for fusion of multi-exposure images as pre-processing through experiments. Based on this knowledge shown in this paper, fusion methods are expected to reduce the artifact more efficiently.

The rest of the paper is organized as follows: Section 2 describes related work of image adjustment methods for multi-exposure images, fusion methods with artifact removal, and inpainting methods. Section 3 presents the fundamentals of inpainting and CNN. Section 4 describes details of the proposed method. Section 5 shows evaluation results with the proposed method and state-of-the-art methods for the ghosting artifact removal, and evaluation results with the proposed method as pre-processing. In Sect. 6, we conclude this paper.

2. Related Work

Image Adjustment for Multi-exposure Images

Methods of image adjustment for multi-exposure images take a reference image from a set of multi-exposure images, and then adjust objects and details of others to it [2]–[5]. The traditional methods use matching algorithms with features based on edges and key-points in images such as SIFT [2], [3]. Tomaszewska and Mantiuk have proposed a method that globally adjusts images based on SIFT features [3], and Hu et al. have also proposed one based on patch matching [16]. Unfortunately, there are no methods that tackle lacking areas.

Fusion of Multi-exposure Images with Artifact Removal

Fusion methods with artifact removal for multi-exposure images produce a fine image without artifacts from a set of multi-exposure ones [10], [11], [14], [15], [17]. Sen et al. have proposed a fusion method based on the optimization of a patch-wise objective function [8]. A method that uses dense SIFT features for measuring the spatial consistency between each exposure image has been proposed by Liu et al. [9]. Recently, several methods based on CNN have been proposed [11], [14], [15]. Kalantari and Ramamoorthi have proposed a method that uses alpha blending and estimates its weights by a CNN model [11]. A method proposed by Prabhakar et al. has a two-step network consisting of a refinement step of input images and a fusion step of resultant ones [15]. Unfortunately, they induce miss-adjustments in their adjustment and fusion processes due to lacking areas, and therefore the artifacts still occur in their fused images.

Image Inpainting

Methods of image inpainting restore missing regions in images [18]–[26]. The traditional methods use the diffusion of pixel values and the matching of image patches [20]–[22]. Criminisi et al. have proposed a method that copies patches based on residual structures and textures [20]. State-of-the-art methods of image inpainting are usually based on CNNs with supervised learning algorithms and generative adversarial networks (GANs) [18], [23]–[26]. Pathak et al. firstly used GANs to restore large missing regions [23]. Iizuka et al. have proposed a method that has two discriminator networks calculating the global and local consistency of output images for training [18]. The method has been developed by Yu et al. based on the contextual attention layer, and it can restore fine details [25]. Therefore, the proposed inpainting network is realized based on it and uses the contextual attention layer.

3. Fundamentals for Proposed Method

3.1 Dilated Convolution Layer

The dilated convolution layer is one of the famous convolutional one for increasing receptive fields of CNNs [27]. Dilated convolution layers apply filters that have fixed spaces between each filter elements for input signals. The operation of dilated convolution layers is written as

\[ y_{i,j} = \sum_{u=-k^i_d}^{k^i_d} \sum_{v=-k^j_d}^{k^j_d} W_{u,v} x_{i+lu,j+lv}, \]

where \( y \), \( x \), \( W \), and \( l \) denote output and input signals, values
of filter elements, and a factor of fixed spaces,
\[ k_h' = \frac{k_h - 1}{2}, \]
and \( k_w' = \frac{k_w - 1}{2}, \)
and \( k_h \) and \( k_w \) denote the size of filter kernels along two directions, respectively [18]. Note that \( l \) is called a dilation factor in this paper. Dilated convolution layers with \( l = 1 \) are normal convolution ones. Dilated convolutional layers with an exponential increase of dilation factors exponentially grow the size of their receptive fields. Therefore, CNNs with the layers can refer to image features in a large region.

3.2 Contextual Attention Layer

The contextual attention layer reconstructs detailed features of the output image from feature maps of input images [25]. The layer uses two feature maps of images, where one image is called target and another is a source. Firstly, the layer extracts 3 × 3 patches from a feature map of the source image. The layer calculates the normalized inner product of the target patch \( t_{i,j} \) and the source patch \( s_{i,j} \) with the softmax operation as
\[ p_{i,j} = \text{softmax} \left( \frac{s_{i,j}}{\|s_{i,j}\|} \frac{t_{i,j}}{\|t_{i,j}\|} \right), \]
where \( p_{i,j} \) denotes the attention score of each pixel. The operations are easily implemented by convolutional layers and channel-wise softmax operations. Finally, the layer applies the transposed convolution that uses the source patches as filters to the feature map of the target image. Thanks to the above operations, features of the source image that is most similar to the target patch of the target image are chosen, and are copied to the target image.

3.3 Residual Block

The residual block is one of CNN architectures that enable CNN methods to have a great depth. Residual blocks are constructed with two convolutional layers, activation functions, batch normalizations [28], and a skip connection [29]. It has been reported in [30] that the batch normalization reduces the flexibility of CNNs by its normalizing process. To avoid this problem, a residual block without batch normalizations has been proposed [31]. Therefore, residual blocks in the proposed CNN architectures also avoid batch normalizations.

4. Proposed Method

4.1 Overview

In this paper, we propose a CNN-based adjustment method for a set of multi-exposure images. The proposed method adjusts locations of objects and details in a source image denoted as \( I_{\text{src}} \) to ones in a reference image denoted as \( I_{\text{ref}} \). For more than two images, \( I_{\text{ref}} \) is firstly defined, then the proposed method is applied for each source image, one by one. For example, for three images, \( I_1, I_2, \) and \( I_3 \), if \( I_1 \) is defined as \( I_{\text{ref}} \), the proposed method is applied for \( I_2 \), and then for \( I_3 \). In Fig. 2, a fusion process of the proposed method is shown with multi-exposure images, in which the middle exposure image is determined as \( I_{\text{ref}} \). Thanks to the proposed method as pre-processing of multi-exposure image fusion, fused images avoid artifacts.

The proposed method is shown in Fig. 3 and consists of three steps as follows; (1) warping and refining \( I_{\text{src}} \) based on the conventional method [15], (2) detecting areas for inpainting, and (3) inpainting the detected areas. In the proposed method, we warp \( I_{\text{src}} \) with its calculated optical flows and apply refinement for \( I_{\text{src}} \) based on CNN [15]. Then lacking areas are detected via the detection network, and the detected results are used in the inpainting network as a mask of inpainting.

4.2 Detection of Lacking Areas with CNN

Inputs of the proposed detection network are \( I_{\text{src}}, I_{\text{ref}}, \) and estimated results of occlusion regions \( O_{\text{src}} \). They are concatenated along the color channel. \( O_{\text{src}} \) indicates locations...
of occlusion regions and is calculated from optical flows of input images [32]. $O_{src}$ is a binary map whose size is equal to input images. If a pixel of $I_{src}$ are in occlusion regions, the corresponding element of $O_{src}$ are 1, and otherwise, 0. The d-th element of $O_{src}$ is 1 when the following condition is satisfied:

$$\left| f_{fw}(d) + f_{bw}(d + f_{fw}(d)) \right|^2 < 0.01 \times \left( \left| f_{fw}(d) \right|^2 + \left| f_{bw}(d + f_{fw}(d)) \right|^2 \right) + 0.5,$$

(5)

where $d$ is an index of pixels, and $f_{fw}$ and $f_{bw}$ denote optical flows of $I_{src}$ estimated by $I_{ref}$ and $I_{ref}$ by $I_{src}$, respectively. These optical flows are estimated in the warping process (1) shown in Fig. 3. The proposed detection network is represented as follows:

$$W = F_{dn}(I_{ref}, I'_{src}, O_{src}),$$

(6)

where $F_{dn}$ and $W$ denote the proposed detection network and the map for $I'_{src}$, respectively.

Figure 4 shows an architecture of the proposed detection network, which is based on the U-Net [33], and its parameters are shown in Table 1, where “Output ch.” and “conv.” means the number of output channels and the convolution, respectively. The network has three downsampling and concatenation processes. Different from the U-Net, we use the convolution with stride 2 for the downsampling. Thanks to the process, the proposed detection network uses multi-resolution information of images. The ReLU [34] is used as activation functions in the network except the last layer, and the sigmoid function is applied after the last layer to normalize into [0, 1].

### 4.3 Inpainting for Lacking Areas

The proposed inpainting network $F_{inp}$ restores lacking areas as follows:

$$I_{src} = F_{imp}(I_{ref}, I'_{src}, W),$$

(7)
Table 2  Parameters of the proposed inpainting network.

| Layer type | Filter size | Stride | Padding | Dilation | Output ch. |
|------------|-------------|--------|---------|----------|------------|
| .5         | Conv.       | 5 × 5  | 1       | 2        | -          | 32         |
| (a)        | Conv.       | 3 × 3  | 2       | 1        | -          | 64         |
|            | Conv.       | 3 × 3  | 1       | 1        | -          | 64         |
|            | Conv.       | 3 × 3  | 2       | 1        | -          | 128        |
| .175       | Contextual attention | -     | -       | -        | -          | 128        |
| (b)        | Residual    | Conv.  | 3 × 3  | 1       | 1        | -          | 128        |
|            | Residual    | Conv.  | 3 × 3  | 1       | 1        | -          | 128        |
| .4         | Conv.       | 5 × 5  | 1       | 2        | -          | 32         |
| (c)        | Conv.       | 3 × 3  | 2       | 1        | -          | 64         |
|            | Conv.       | 3 × 3  | 1       | 1        | -          | 64         |
|            | Conv.       | 3 × 3  | 2       | 1        | -          | 128        |
|            | Residual    | Dilated conv. | 3 × 3  | 1       | 2        | 2          | 128        |
|            | Residual    | Dilated conv. | 3 × 3  | 1       | 4        | 4          | 128        |
|            | Residual    | Dilated conv. | 3 × 3  | 1       | 8        | 8          | 128        |
|            | Residual    | Dilated conv. | 3 × 3  | 1       | 16       | 16         | 128        |
| .4         | Concatination | -     | -       | -        | -          | 256        |
| (d)        | Residual    | Dilated conv. | 3 × 3  | 1       | 2        | 2          | 256        |
|            | Residual    | Dilated conv. | 3 × 3  | 1       | 4        | 4          | 256        |
|            | Transposed conv. | 4 × 4  | 2       | 1        | -          | 128        |
|            | Conv.       | 3 × 3  | 1       | 1        | -          | 128        |
|            | Transposed conv. | 4 × 4  | 2       | 1        | -          | 64         |
|            | Conv.       | 3 × 3  | 1       | 1        | -          | 32         |
|            | Conv.       | 1 × 1  | 1       | 1        | -          | 3          |

Fig. 5  Architecture of the proposed inpainting network.

where \( \hat{I}_{\text{src}} \) and \( I'_{\text{src}} \) are restored and warped source images, respectively. For inputs of the network, \( W \) is concatenated to \( I_{\text{ref}} \) and \( I'_{\text{src}} \) along the color channel. Finally, the adjusted image \( \hat{Y} \) is calculated by

\[
\hat{Y} = I'_{\text{src}} \odot (1 - W) + \hat{I}_{\text{src}} \odot W,
\]

where \( \odot \) denotes the pixel-wise multiplication.

The proposed inpainting network is constructed with contextual attention layers [25] and dilated convolution layers [27] mentioned in Sect. 3, which is shown in Fig. 5, and Table 2 shows its parameters. First, the network extracts feature maps by three parallel encoder networks. The first and second encoder networks extract image features from \( I_{\text{ref}} \) and \( I'_{\text{src}} \) for the contextual attention layer. Since the contextual attention layer uses two features for calculating their similarity, the encoder networks have same parameters of convolutional layers. The third encoder network extracts global features of images using the residual block with the dilated convolution. The resultant features are concatenated and merged by the decoder network to produce the inpainting result. The leaky ReLU [35] is used as activation functions in the network except the last layer and its parameter is set 0.2. A sigmoid function is also applied after the last layer to normalize into [0, 1].

4.4 Training for Proposed Networks

The proposed networks are trained through two steps that are the pre-training of the proposed inpainting network and the main training of the detection and inpainting network. Unfortunately, there are no datasets for the pre-training of the detection network, and therefore the two-step training is used. Note that pixel values of datasets are linearly normalized into [0, 1] in this training.

First, the proposed inpainting network is trained on a large dataset of image inpainting. The input image \( I \), which randomly has lost regions, is produced by

\[
I = x \odot m,
\]

where \( x \) is the raw image of \( I \) without the lost regions and \( m \) is a binary mask that indicates their locations, respectively.
x is also used as a ground truth image for the pre-training. The resultant image \( \hat{x} \) is produced by

\[
\hat{x} = I \ominus (1 - m) + F_{\text{imp}}(I, I, m) \odot m,
\]

where \( I \) is used twice as input instead of \( I_{\text{ref}} \) and \( I'_{\text{src}} \) in the pre-training. For the loss function of the pre-training, the pixel-wise mean absolute error (MAE) is used as

\[
L_{\text{pre}}(\hat{x}, x) = \frac{1}{3wh} \sum_{i=1}^{w} \sum_{j=1}^{h} \| \hat{x}_{i,j} - x_{i,j} \|_1,
\]

where \( w \) and \( h \) denote the width and height of images, and \( x_{i,j} \) and \( \hat{x}_{i,j} \) are vectors of RGB values at \((i, j)\) pixel of \( x \) and \( \hat{x} \) respectively. The ADADELTA algorithm is used in the optimization [36].

Next, the proposed networks are trained on a dataset of multi-exposure images. The source image is randomly chosen from several exposure images with different exposures, and hence the proposed model covers images of several exposures for image adjustment. (10) shows that the proposed method only uses differentiable operations for combining results of the proposed networks. Therefore, the computational graph of the detection and inpainting networks is connected, and they are trained at a time. For the loss function, MAE is also used as

\[
L_{\text{main}}(\hat{Y}, Y) = \frac{1}{3wh} \sum_{i=1}^{w} \sum_{j=1}^{h} \| \hat{Y}_{i,j} - Y_{i,j} \|_1,
\]

where \( \hat{Y}_{i,j} \) and \( Y_{i,j} \) denote vectors of RGB values at \((i, j)\) pixel of the output image \( \hat{Y} \) and the ground truth image \( Y \), respectively. The ADADELTA algorithm is also used in the optimization [36].

5. Experiment

5.1 Training Details

Dataset

We used the Places2 dataset [37] for the pre-training shown in Sect. 4. We randomly chose 10000 images from the dataset, and separated them into training and validation sets, which have 9000 and 1000 images, respectively. We used images of resolution 256 \( \times \) 256 with a 128 \( \times \) 128 hole and their masks as inputs, and used raw images without the hole as ground truth.

We used the Kalantari dataset [11] for the main training shown in Sect. 4. The dataset contains 74 sets of three multi-exposure images and their HDR images. We determined middle exposure images in the sets as the reference one. As ground truth, we produced sets of multi-exposure images from the HDR images via several camera response functions and appropriate exposure values [38]. Training images were resized into 384 \( \times \) 256 and clipped to 256 \( \times \) 256 patches with a 64-pixel step, and we applied the rotation and the horizontal flipping for the patches. Finally, the training dataset has 4440 sets of \( I_{\text{src}}, I_{\text{ref}}, \) and \( Y \).

Implementation

We implemented the proposed network on Chainer v7, CUDNN v7, CUDA v10.0, and trained it on Intel(R) Xeon(R) E5-2620 v4 and GeForce(R) GTX1080ti. We used a batch-size of 12 and 225000 iterations for the pre-training, and a batch-size of 10 and 177600 ones for the main training. The method proposed by Mertens et al., which is simple and ignores reducing artifacts, was used for the fusion [6].

5.2 Quantitative Evaluation

Quantitative evaluation for the proposed method is shown here via the test set of the Kalantari dataset. In this section, the proposed method is compared with state-of-the-art ones of multi-exposure image fusion, proposed by Prabhakar et al. [15] and Ma et al. [12]. The dataset has natural sets of multi-exposure images with objects moving and their HDR images. Therefore, for a fair comparison, LDR images are produced as ground-truth by applying the global tone-mapping for the HDR images, where exposure settings are fit to ones of reference images and the Agfacolor Future 100DC, which is modeled in [38], is used as the camera response curve. Table 3 shows their PSNR scores, and Fig. 6 (a), (b)–(d), and (e) show the input of multi-exposure images, resultant images of each method, and the fused ground truth for Image 3 in Table 3, respectively. Images in the bottom row of Fig. 6 show enlarged images of each resultant image. From Table 3, the proposed method achieves the highest score in the average. Unfortunately, Prop. + [6] for Image 1 shows a lower PSNR score compared with the conventional one, but it is observed from Fig. 6 that the proposed method clearly reduces artifacts and hence produces perceptually outperformed images. Thanks to the adaptive inpainting, the proposed method reduces the artifacts and produces better results.

Unfortunately, the proposed method sometimes produces inaccurate restorations for large lacking areas, shown in enlarged images of Fig. 6 (d) and (e), and we will tackle this problem in future work since it is caused by the inpainting network. Generally, the restoration of large areas is a challenging task in inpainting [18]. Moreover, the training dataset [11] includes a few sets of images having large lacking areas, because it is constructed without considering lacking areas. In future work, we will try to improve the architecture based on state-of-the-art methods of inpainting that

| Image | PSNR [dB] | [15] | [12] | Prop. + [6] |
|-------|----------|------|------|-------------|
| Image 1 | 27.29 | 21.40 | 26.88 |
| Image 2 | 24.18 | 20.53 | 27.86 |
| Image 3 | 24.32 | 22.07 | 27.56 |
| Image 4 | 29.21 | 25.96 | 31.14 |
| Image 5 | 30.06 | 26.88 | 32.07 |
| Average on the Kalantari dataset (15 sets) | 26.92 | 22.87 | 27.34 |
are effective for various sizes of restored areas and gather enough training sets that have lacking areas with various sizes.

5.3 Evaluation in Natural Scenes

We show resultant images of the methods for other datasets that have multi-exposure images without ground-truth fused images. The Karaduzovic-Hadziabdic dataset [39] and the Tursun dataset [40], which are taken in natural scenes and widely used for the evaluation of artifact removal, are used. Unfortunately, since they only have input images, this experiment skips quantitative evaluation.

Figure 7 and Fig. 8 show results for the Karaduzovic-Hadziabdic and the Tursun dataset, respectively, where (a) and (b)–(d) show input images and ones fused by each method. In Fig. 7, the bottom row shows enlarged images of each resultant image. Since the Karaduzovic-Hadziabdic dataset has very complex motions, unfortunately, Fig. 7 (b) shows the visual artifact that looks like a shadow of the slide.
Fig. 8 Results of multi-exposure image fusion for a set of the Tursun dataset. (a) Input images, and (b)–(d) fused results by [12], [15], and Prop. + [6], respectively, where in (b)–(d), the middle and bottom row shows enlarged images at red and green frames in the top row, respectively.

Fig. 9 Results of multi-exposure image fusion for a set of the Kalantari dataset. (a) Input images, and (b)–(g) fused results by [9], Prop. + [9], [13], Prop. + [12], [13], and Prop. + [12], respectively, where in (b)–(g), the bottom row shows enlarged images at red frames in the top row.

and Fig. 7 (c) also shows several artifacts on the slide. However, Fig. 7 (d) shows no visual artifacts on that region. In Fig. 8, the middle and lower rows are enlarged resultant images. Several artifacts are observed in Fig. 8 (b) and (c), but (d) shows reducing them. It is observed from Figs. 7 and 8 that the proposed method contributes to visually reduce...
5.4 Evaluation as Pre-Processing for Fusion Methods

This evaluation shows the efficacy of the proposed method as pre-processing for conventional fusion methods. Conventional methods used in this section are proposed by Liu and Wang [9], and Li et al. [13], and Ma et al. [12]. They are typical fusion methods, and some of them tackle the ghosting artifact. The Kalantari dataset and the Karaduzovic-Hadziabdic dataset [11], [39] are used.

Figure 9 and Fig. 10 show results for the Kalantari dataset and the Karaduzovic-Hadziabdic dataset, respectively, where (a) shows input images, (b)–(g) shows resultant fused ones by each method without and with the proposed method, and the lower row shows enlarged resultant ones. Figure 9 (b), (d), and (f) show ghosting artifacts that look a translucent hand on the building, and they are visually reduced in Fig. 9 (b), (d), and (f) respectively. Figure 10 (b) and (d) show ghosting artifacts that look a translucent person, and (f) shows artifacts on the floor. It is observed from Figs. 9 and 10 that the proposed method has the efficacy to reduce artifacts as pre-processing for several fusion methods.

6. Conclusion

In this paper, we introduced the lacking areas and proposed a method that adjusts objects and details in multi-exposure images with adaptive inpainting based on CNN for tackling them. The proposed method consists of three CNNs, warping and refining, detection, and inpainting networks. The second and third networks detect and restore the lacking areas, respectively, and the proposed method provides a set of multi-exposure images without object moving and missing information. It is shown through experiment that a simple fusion method with the proposed method objectively outperforms state-of-the-art methods, which tackle the ghosting artifact, and the proposed one is effective as pre-processing in fusion of multi-exposure images. Thanks to the detection and inpainting network, the proposed method estimates information of lacking areas, and reduces artifacts on the area.

Acknowledgments

This work was supported by JSPS KAKENHI Grant Number 18K11260.

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