LoCoPalettes: Local Control for Palette-based Image Editing

Cheng-Kang Ted Chao

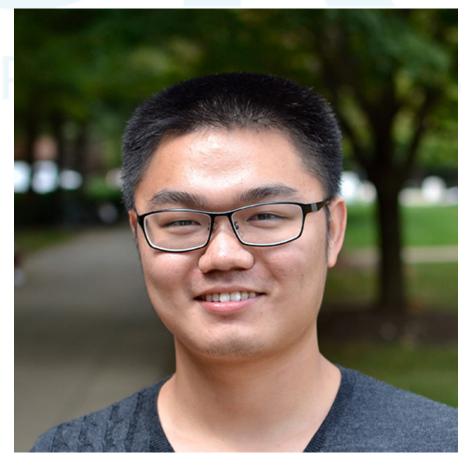




Jason Klein







KUAISHOU

Jianchao Tan

Jose Echevarria





Yotam Gingold







- Palette selection and image editing



• [Chang et al. 2015], [Tan et al. 2016], [Tan et al. 2018], [Chao et al. 2021]



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Photo by <u>Tobi</u>

Palette-based Image Recoloring

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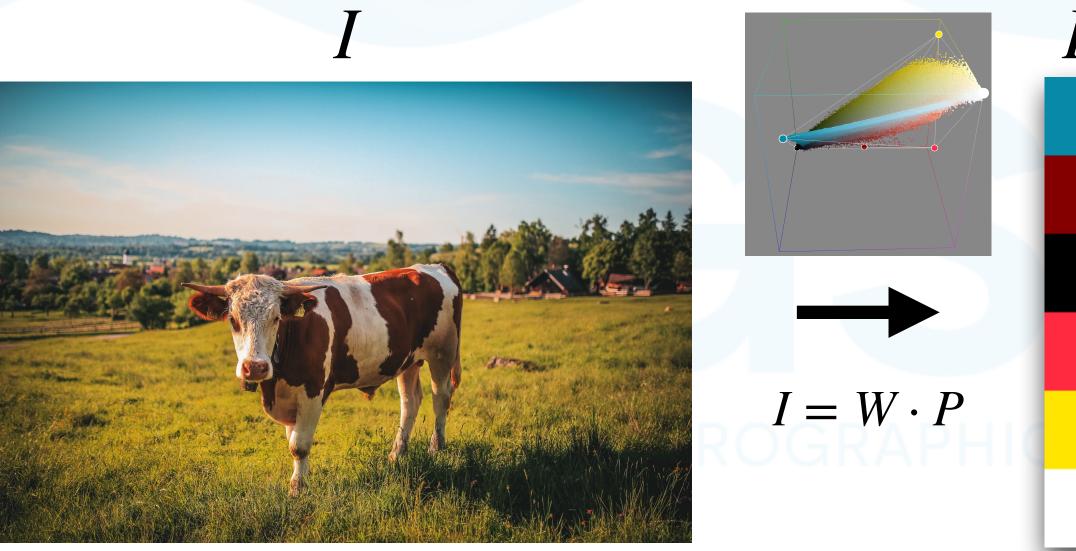


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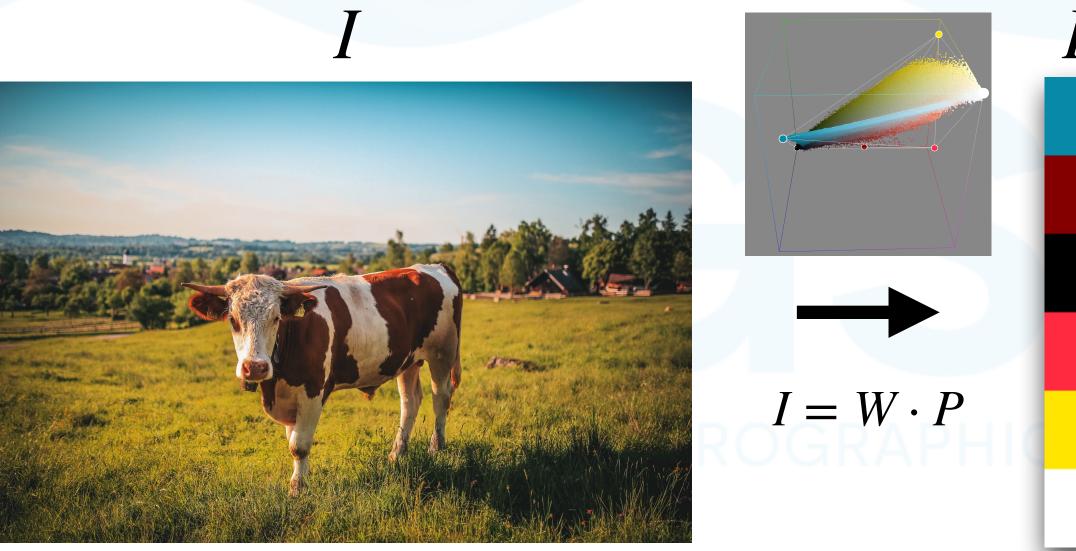


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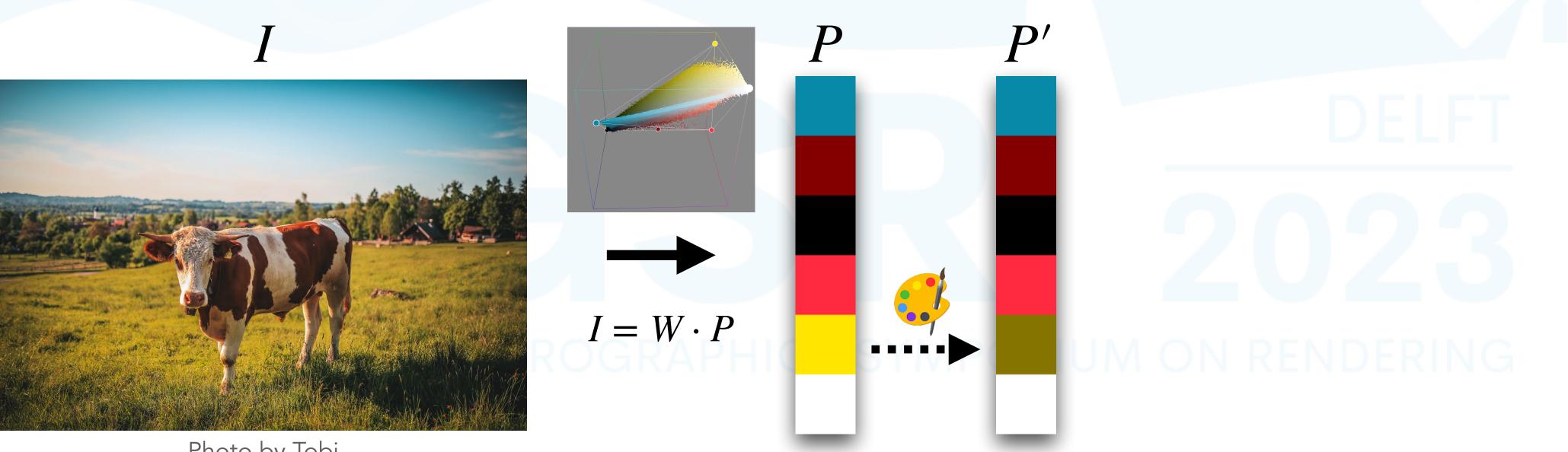


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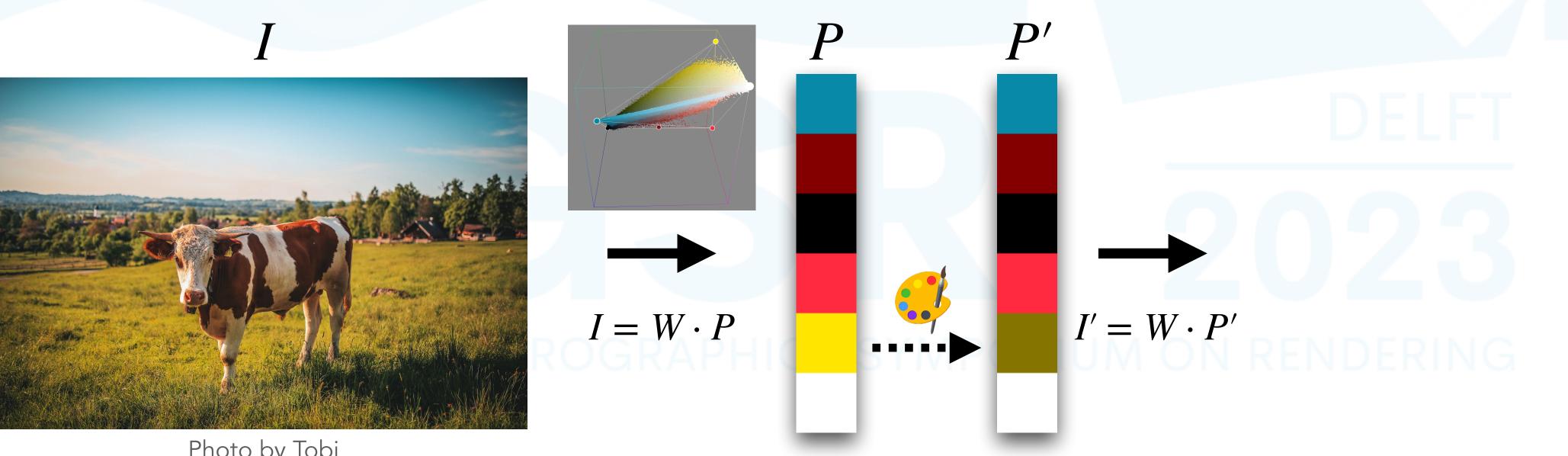


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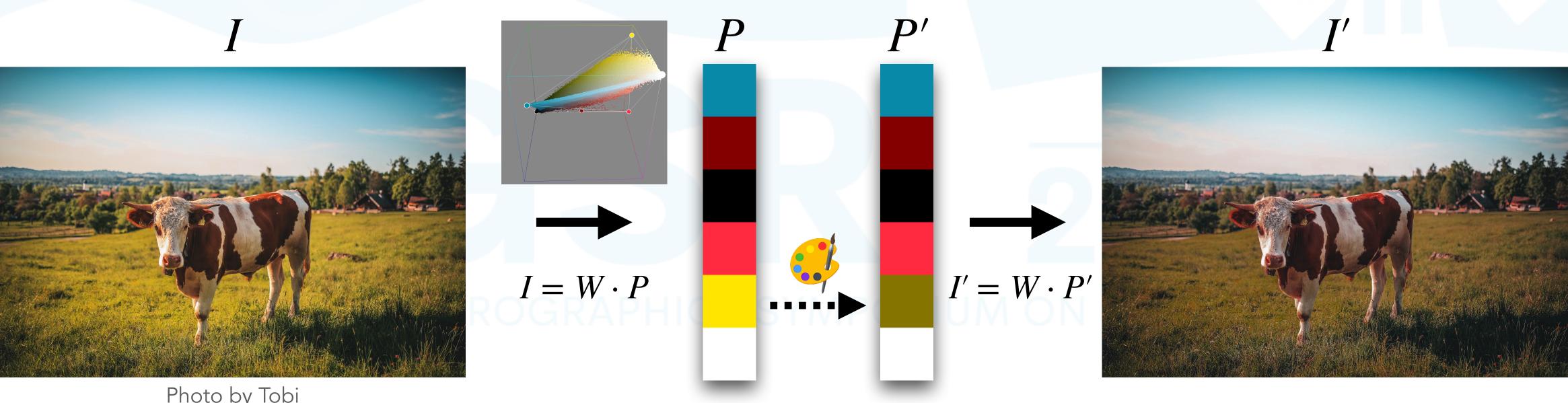


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• How to change a color of a specific pixel into another color?



- How to change a color of a specific pixel into another color?
 - It's **tedious** when the color mixture of the pixel is nonobvious



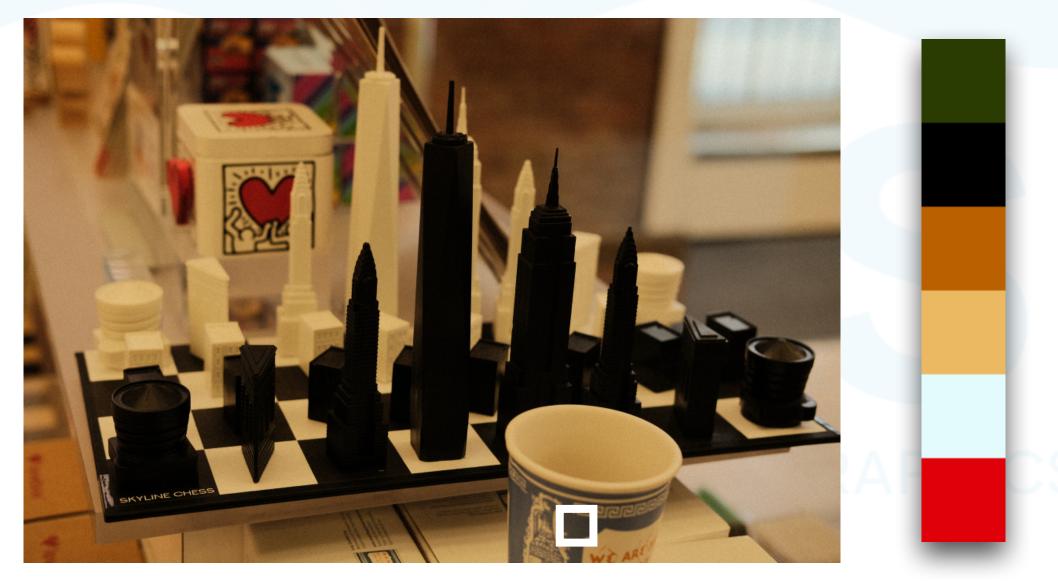


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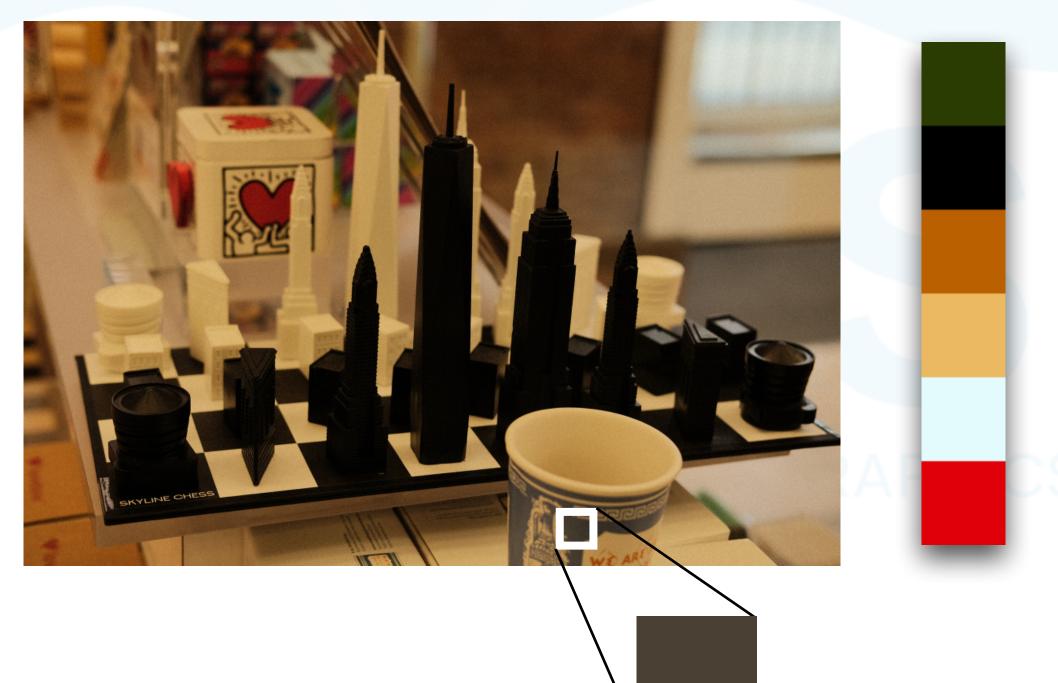


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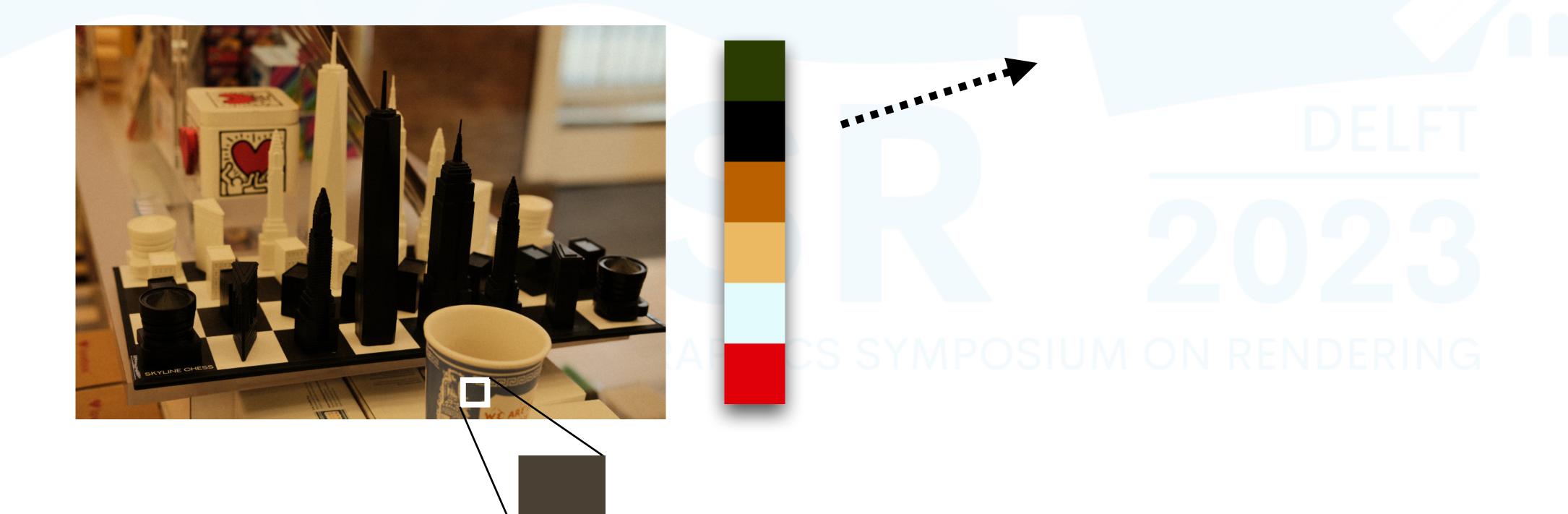


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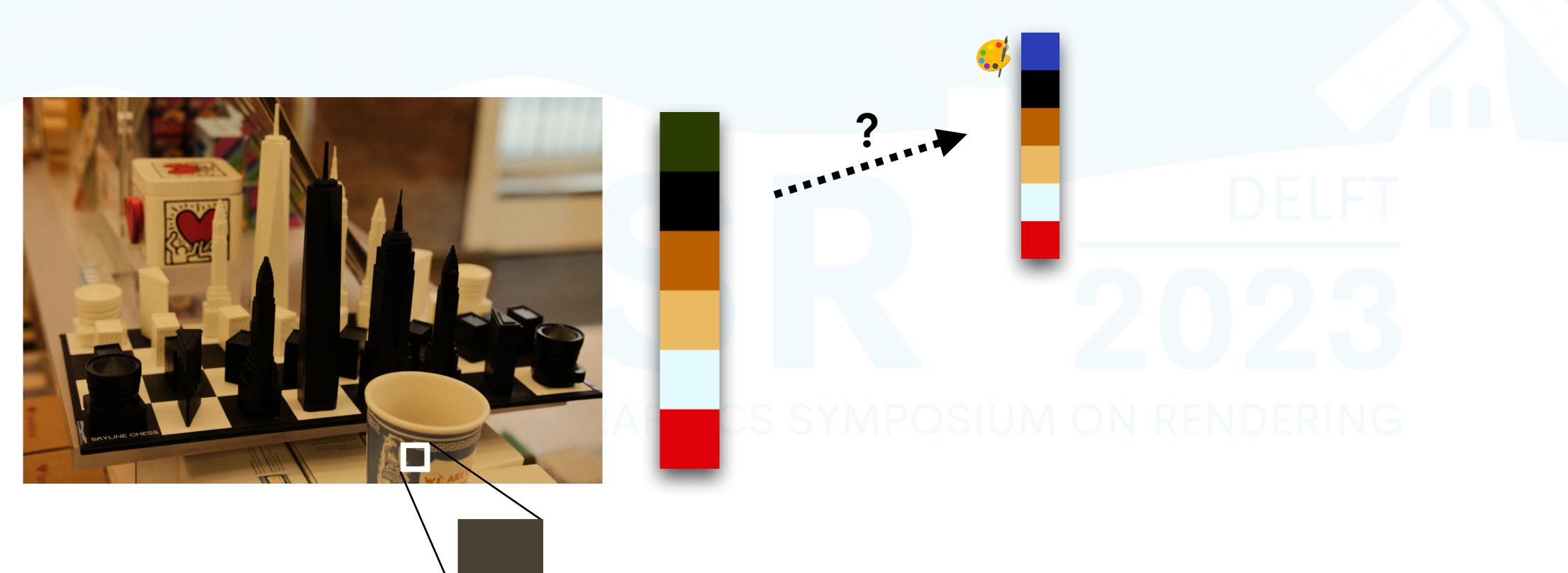


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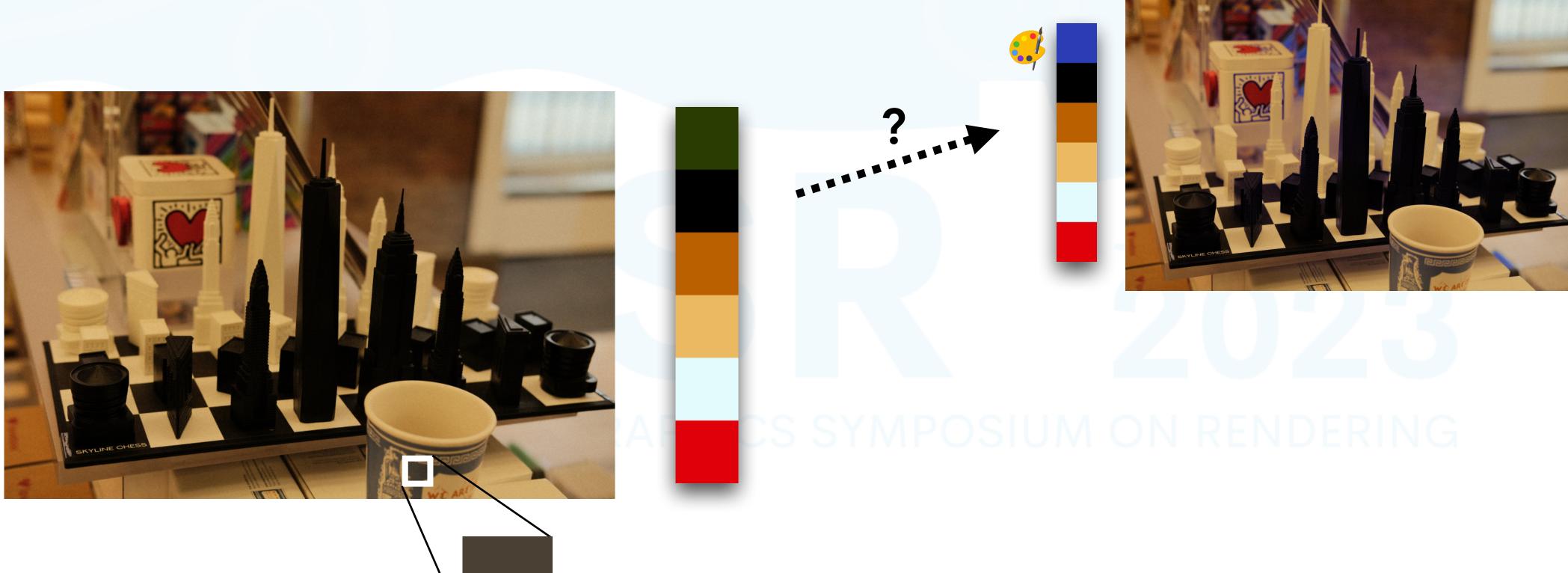


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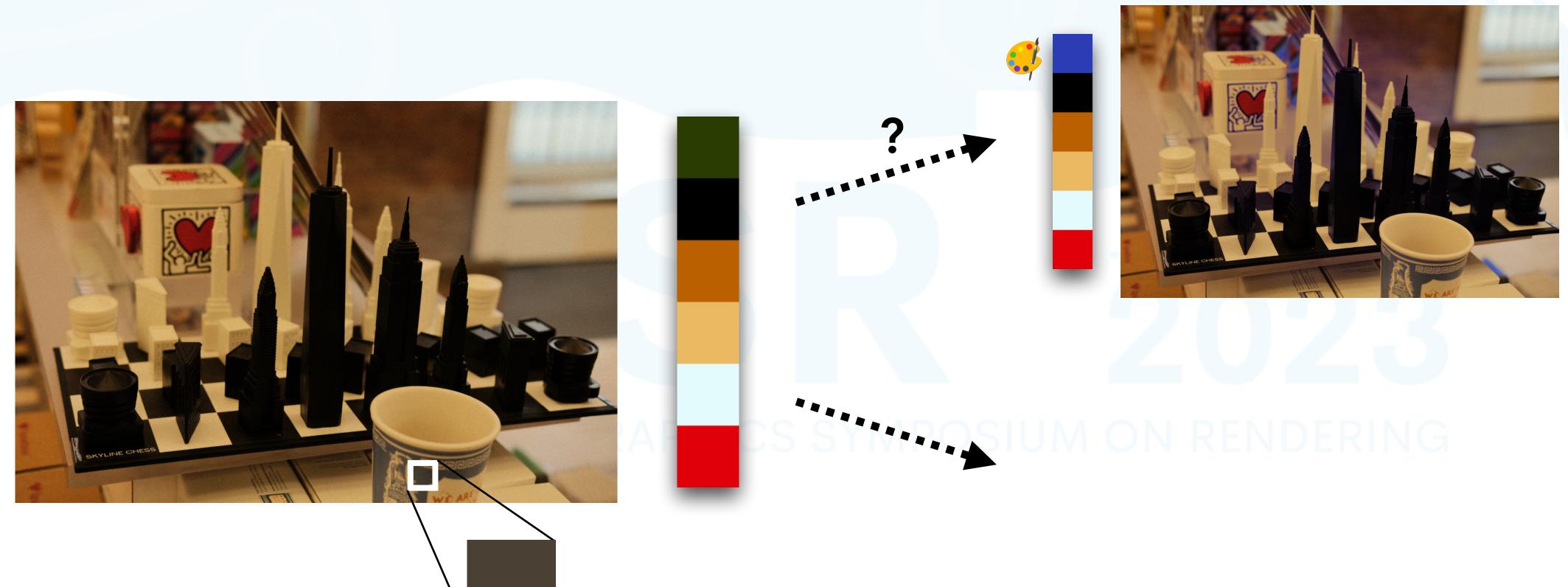


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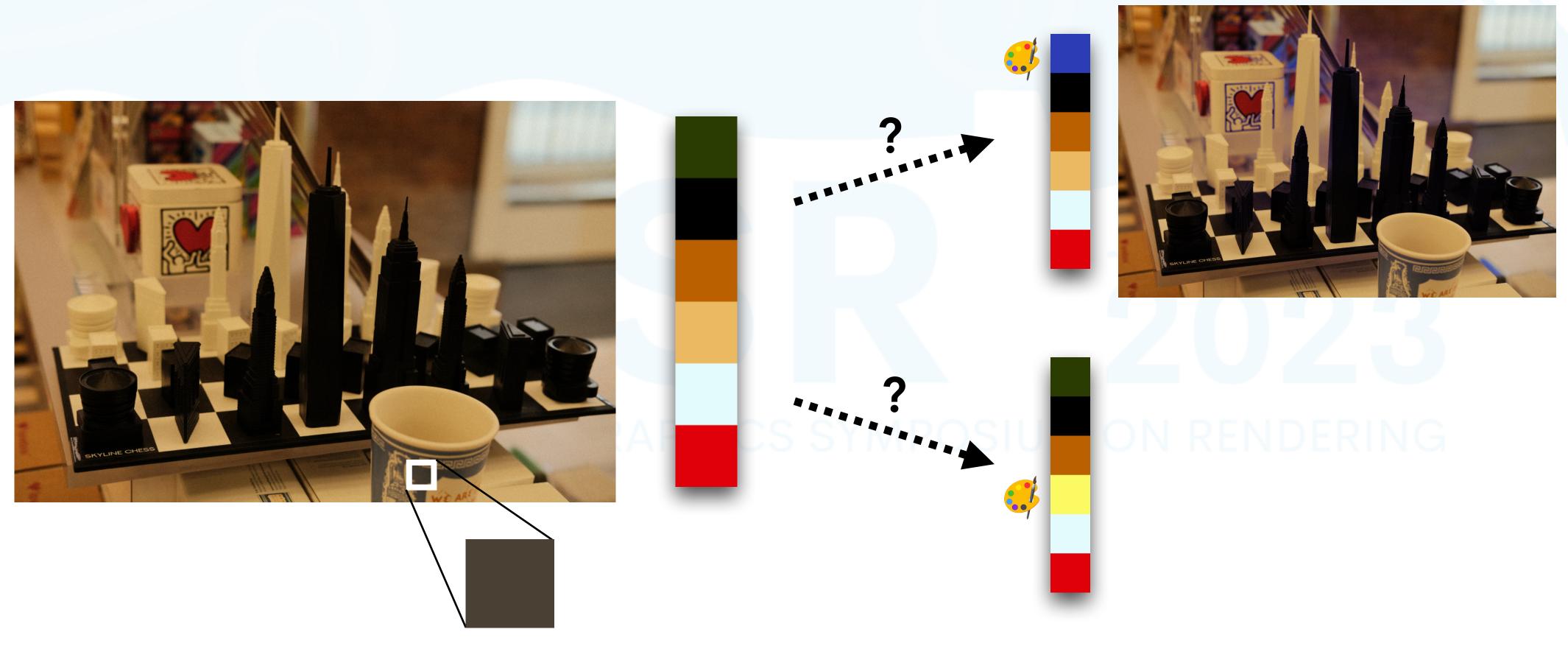


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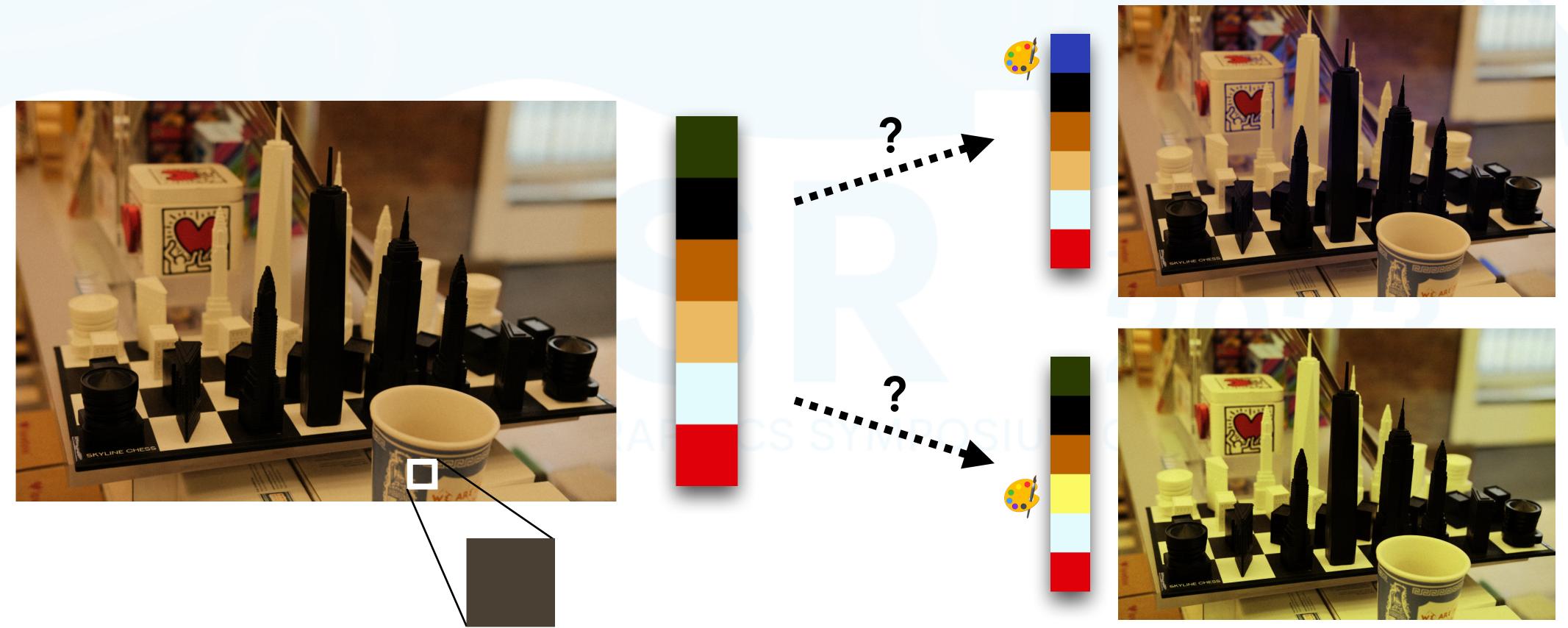


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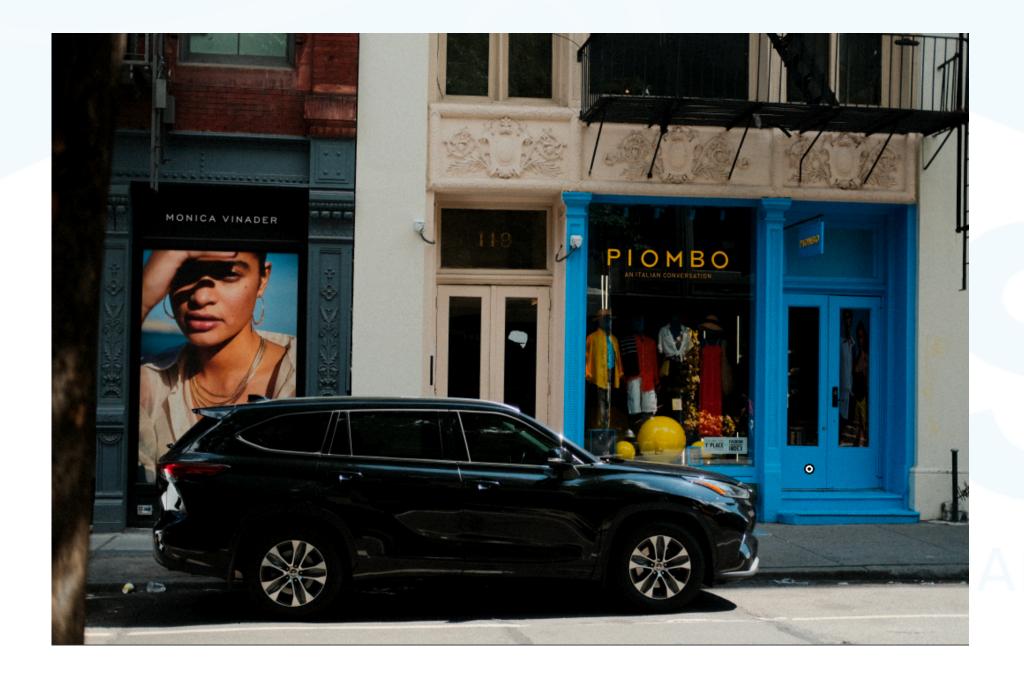




change via an L_{2,1} sparse optimization

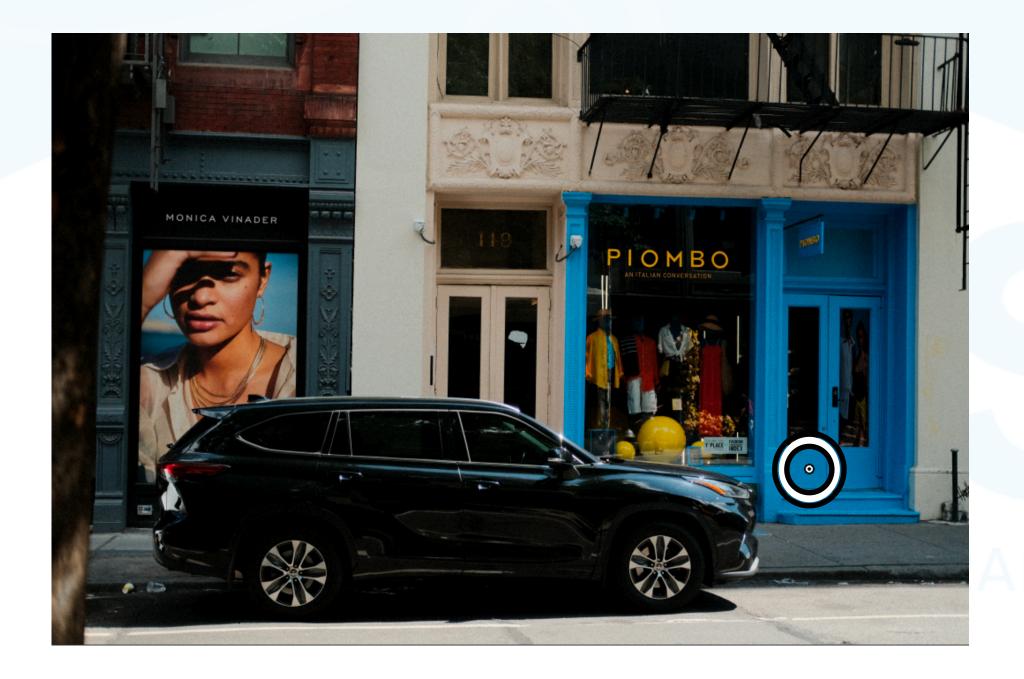


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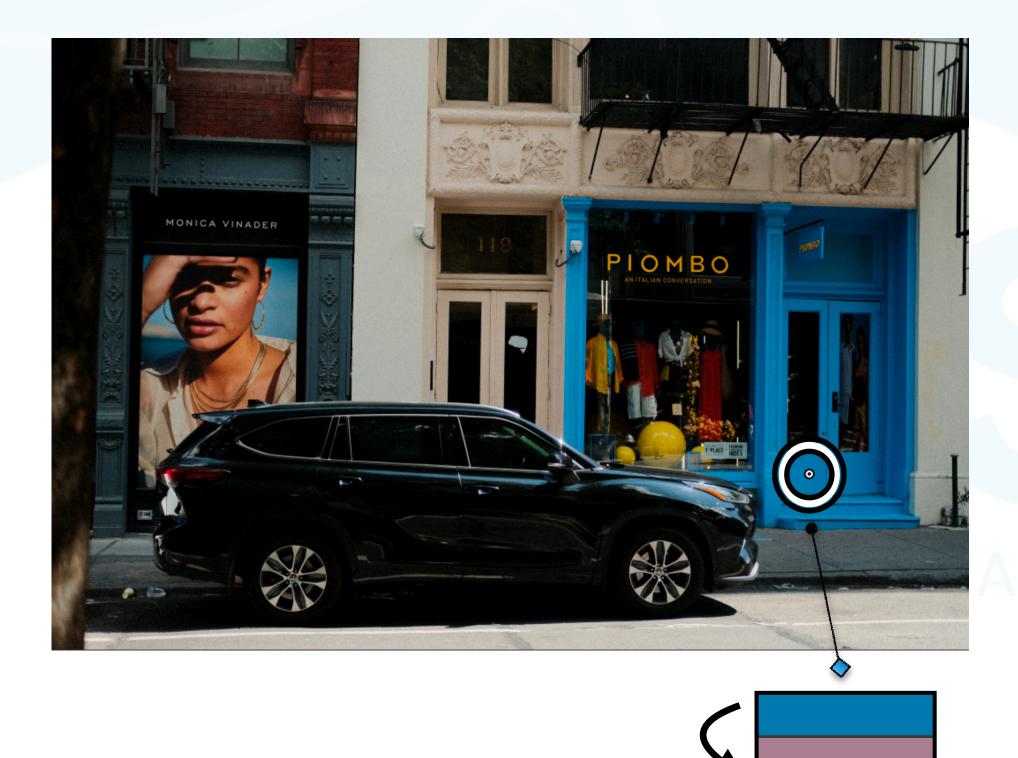


change via an L_{2,1} sparse optimization



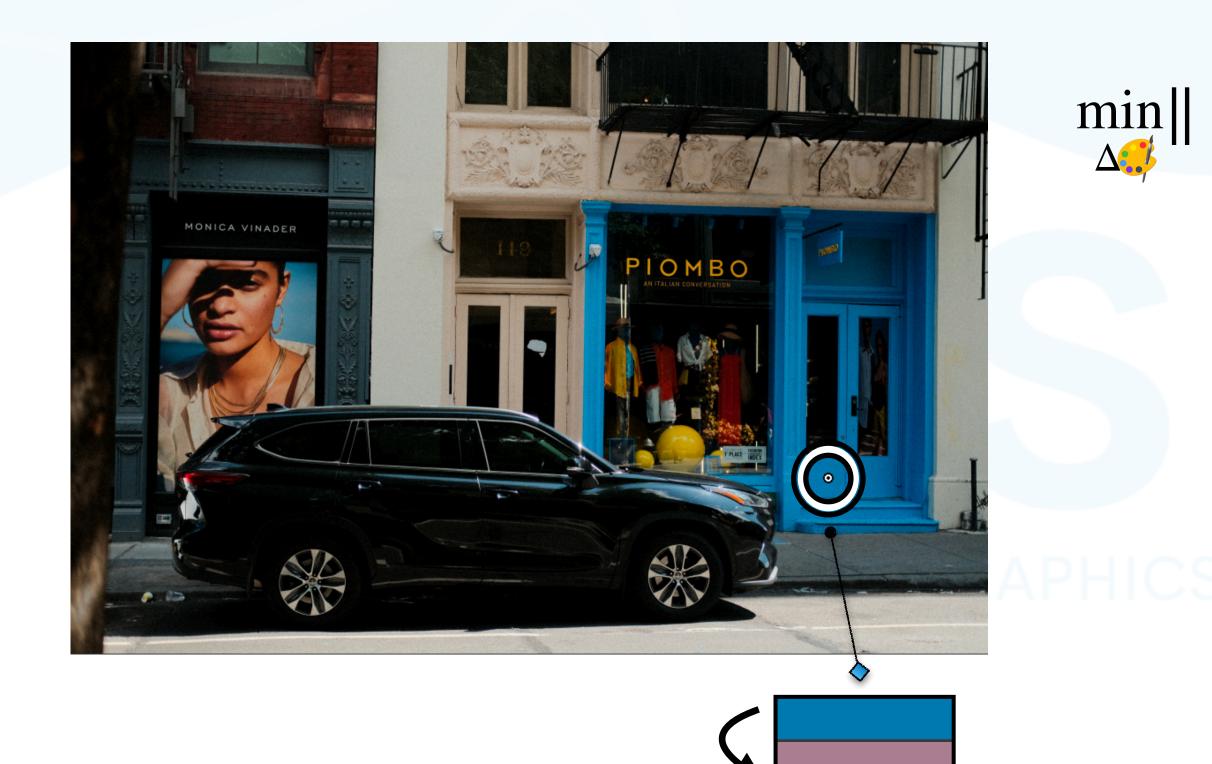


change via an L_{2,1} sparse optimization





• The indirect editing problem can be solved by finding the **sparsest** palette change via an L_{2,1} sparse optimization

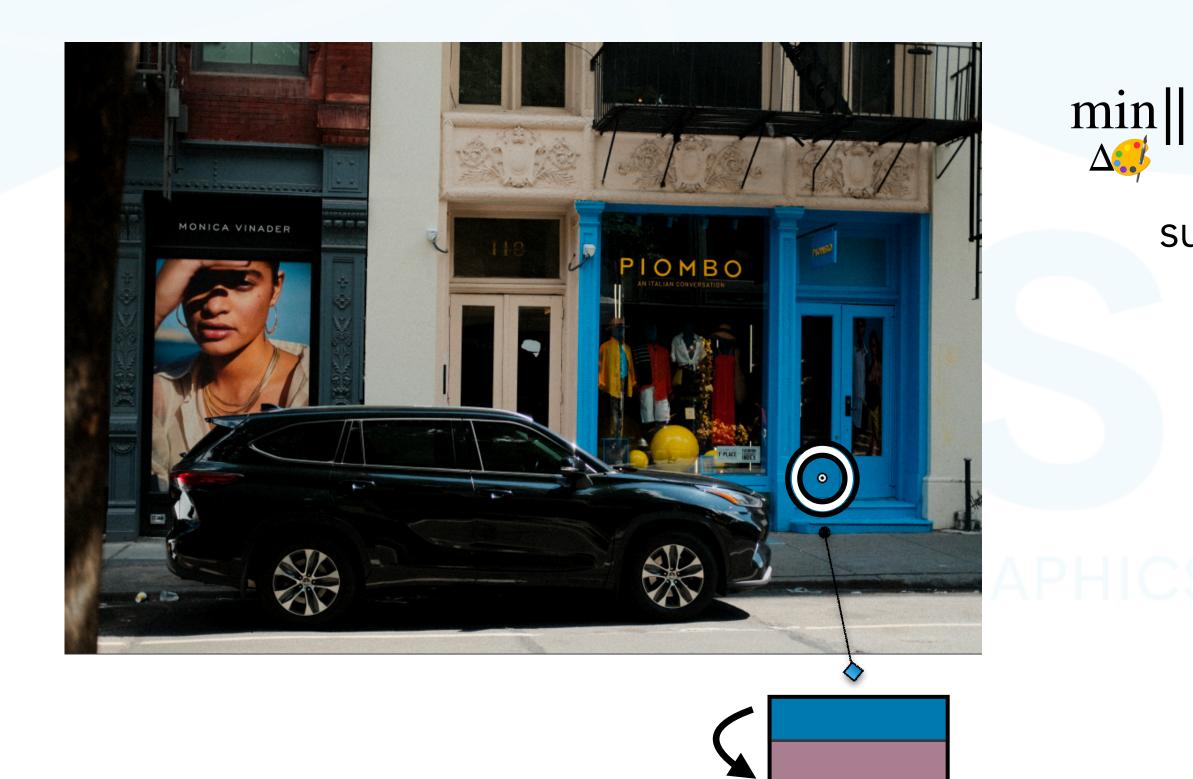




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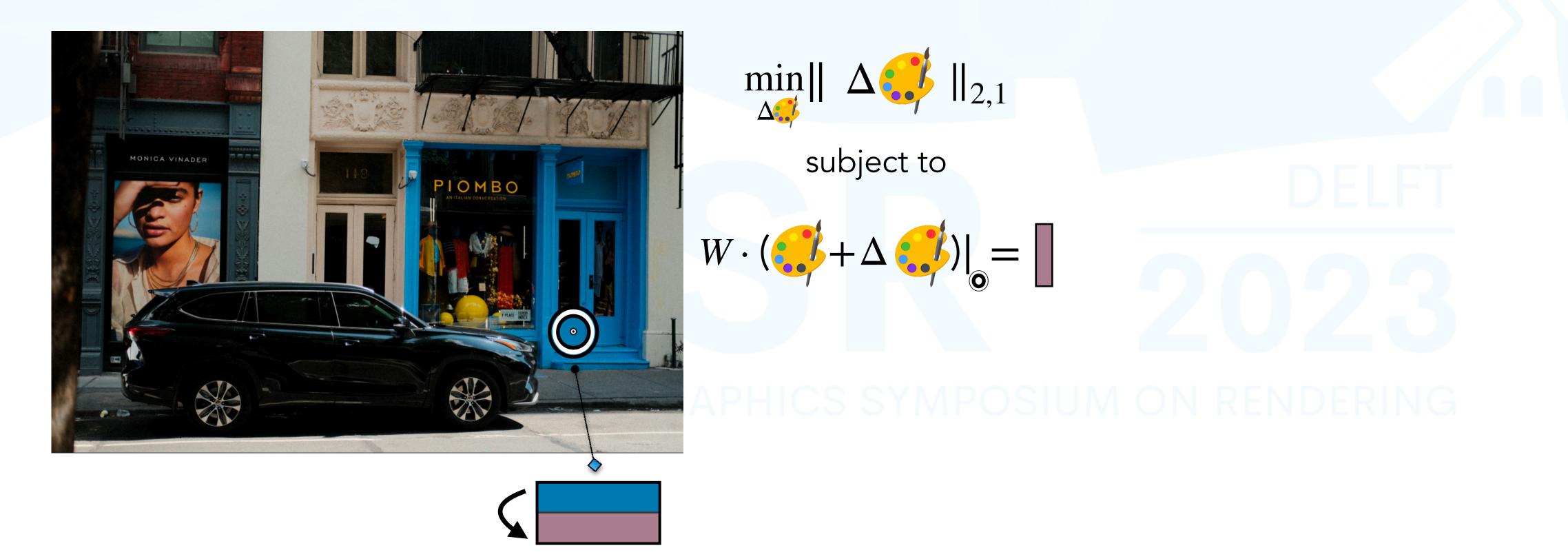


$$\Delta \bigotimes \|_{2,1}$$

subject to

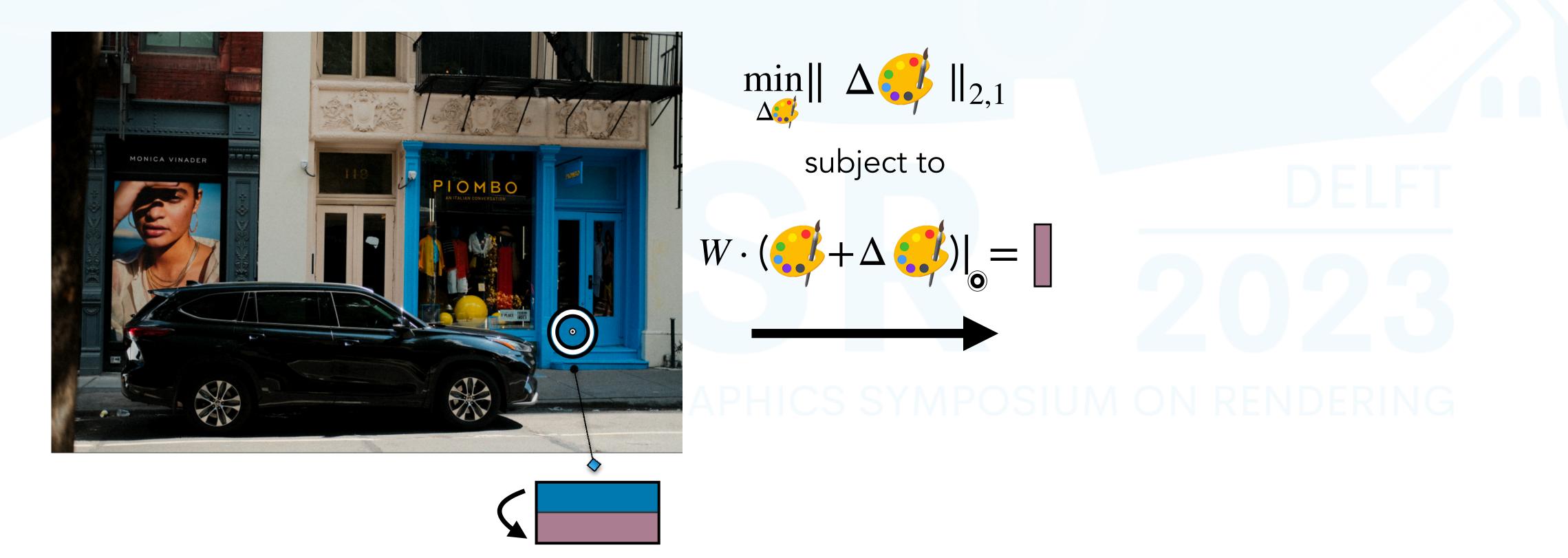


change via an $L_{2,1}$ sparse optimization



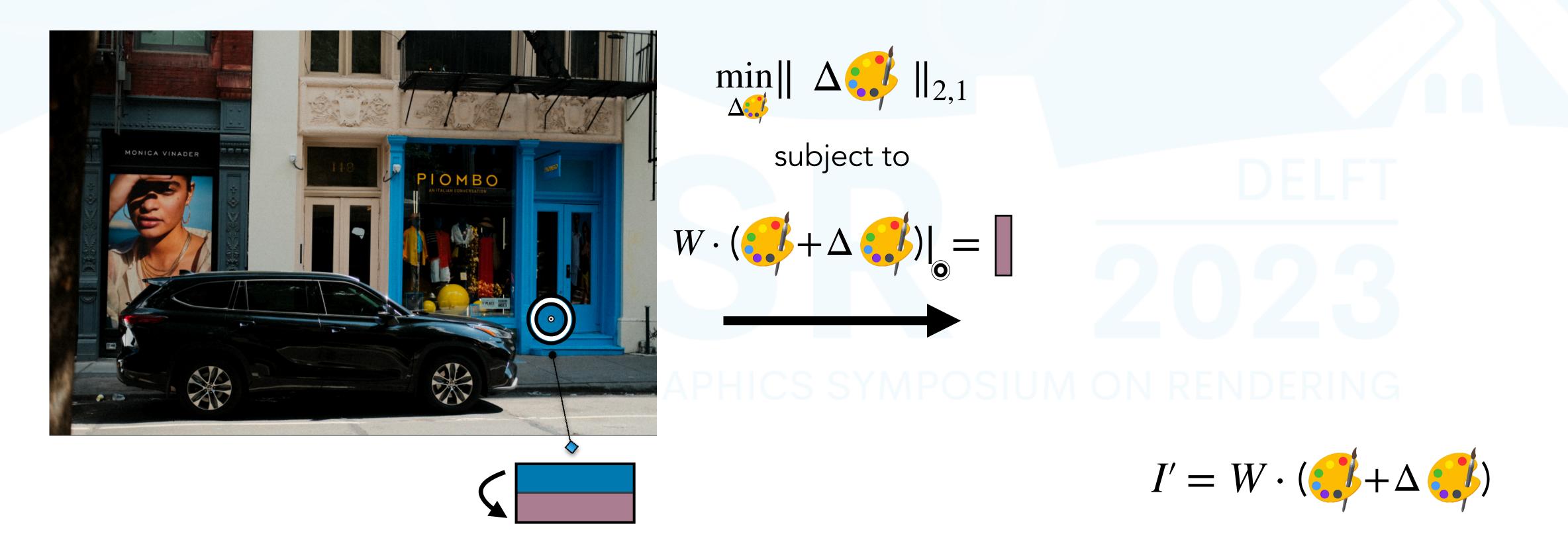


change via an L_{2,1} sparse optimization



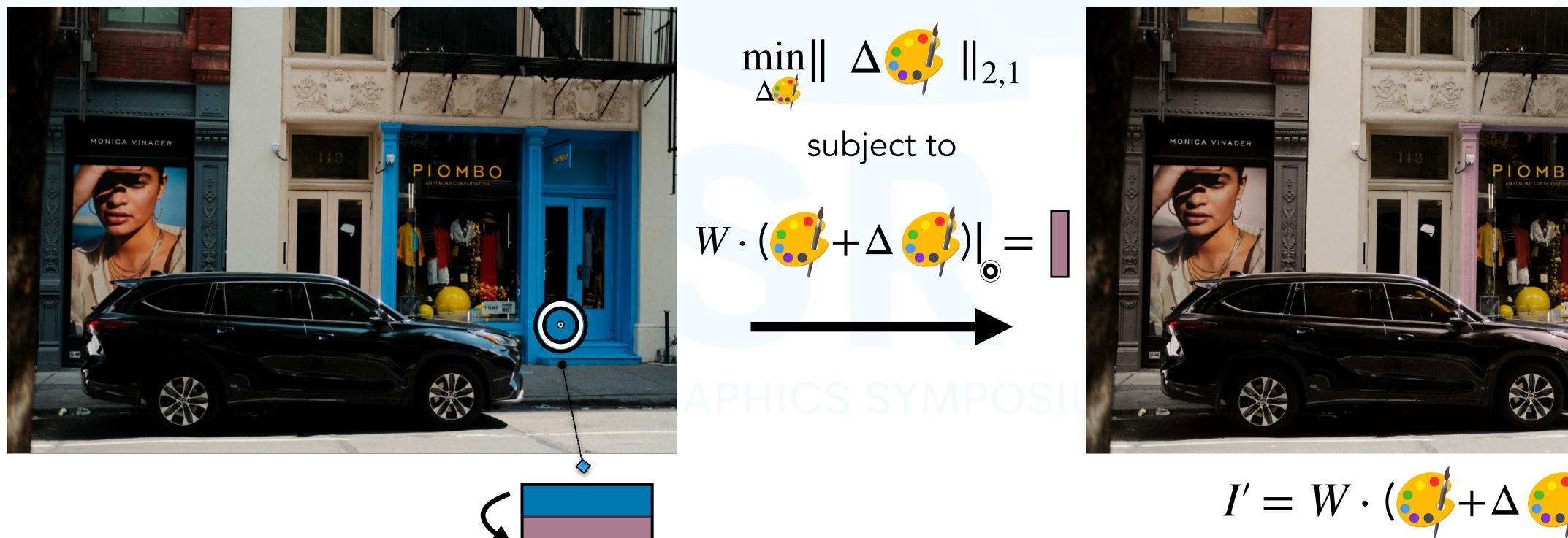


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 $I' = W \cdot (+ \Delta ())$





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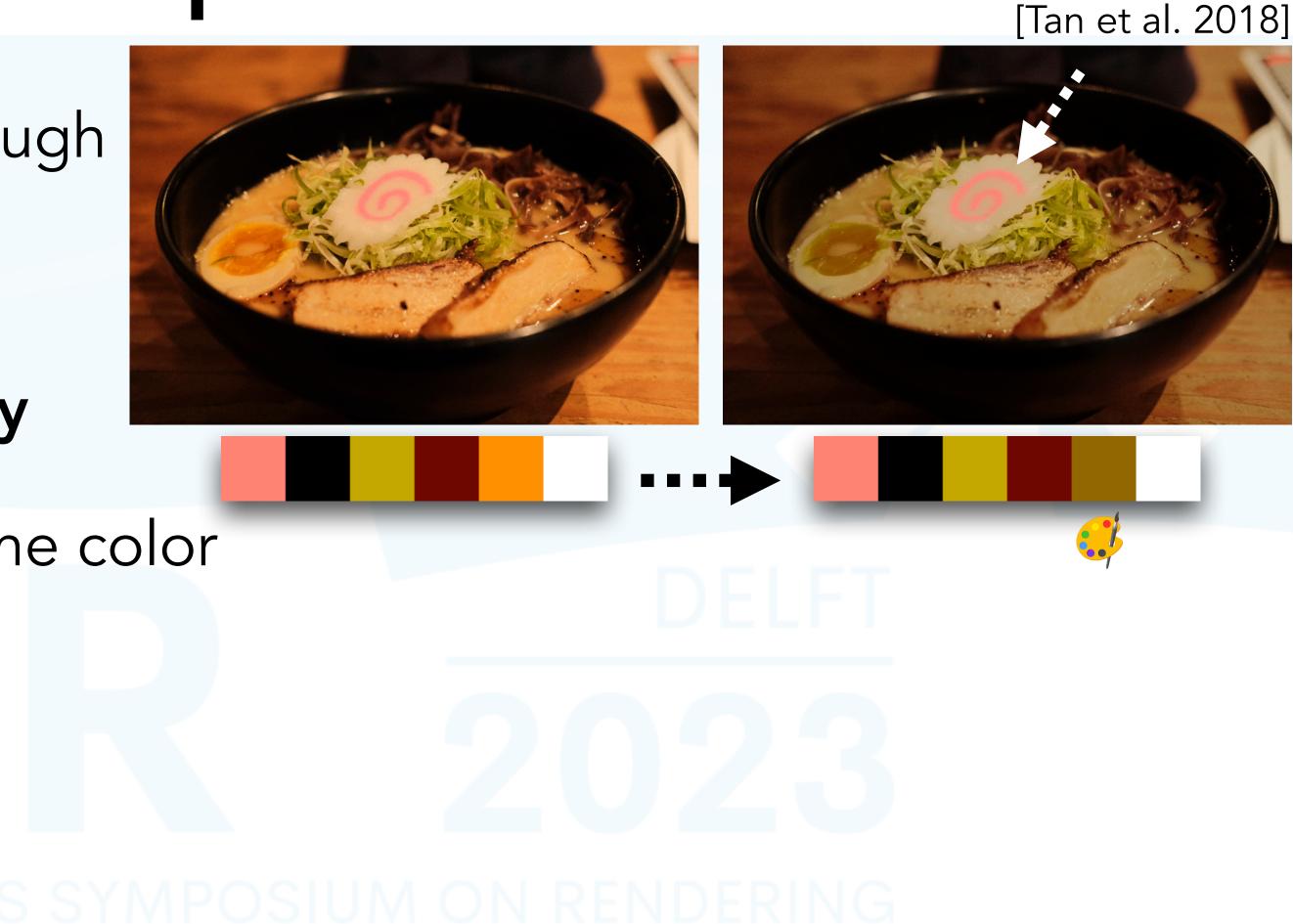
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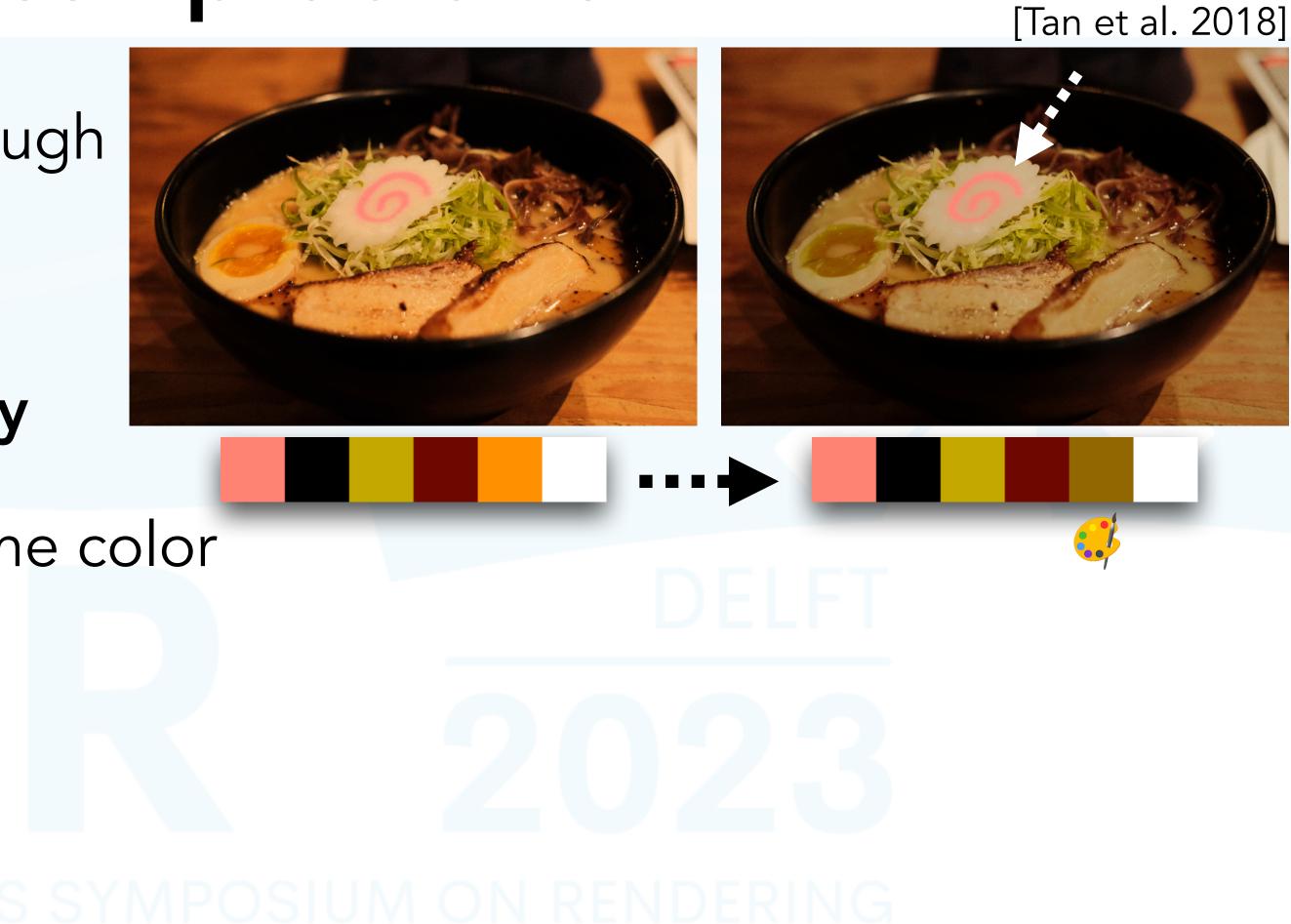


- The applied edits are not sparse enough
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- It's impossible to recolor **semantically**
 - Two different objects share the same color



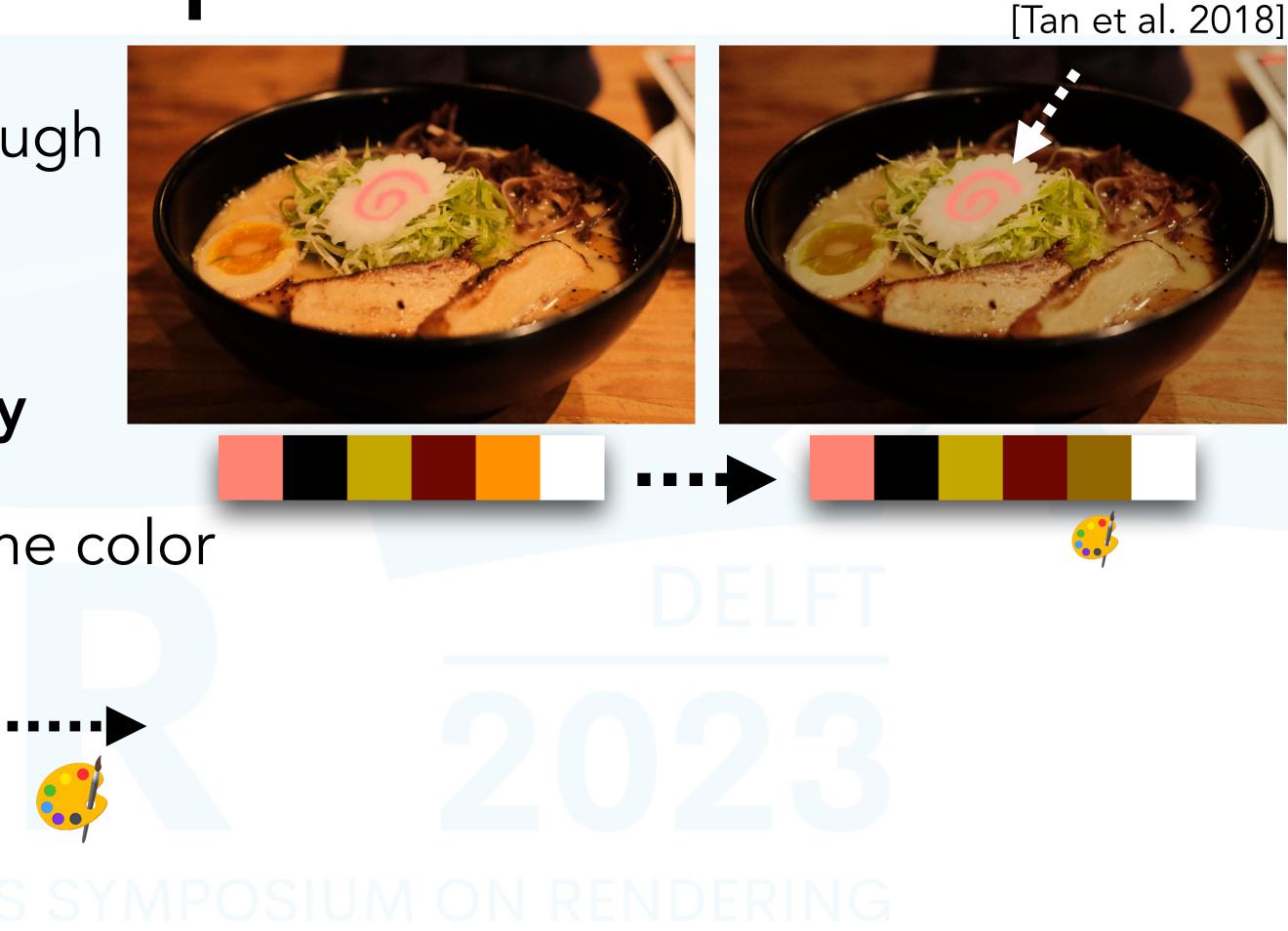
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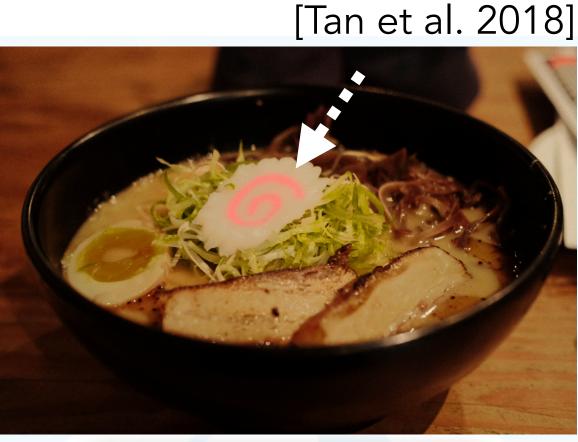


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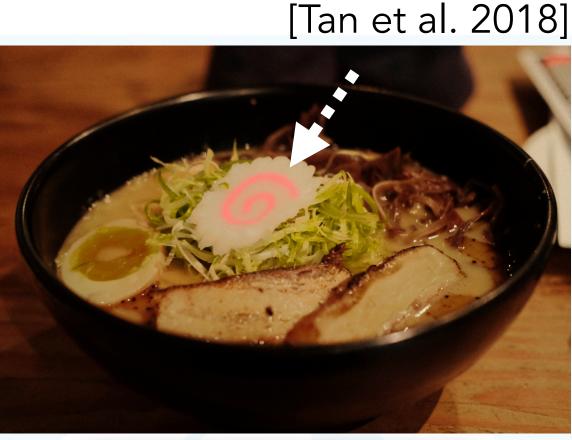




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[Tan et al. 2018], [Chao et al. 2023]







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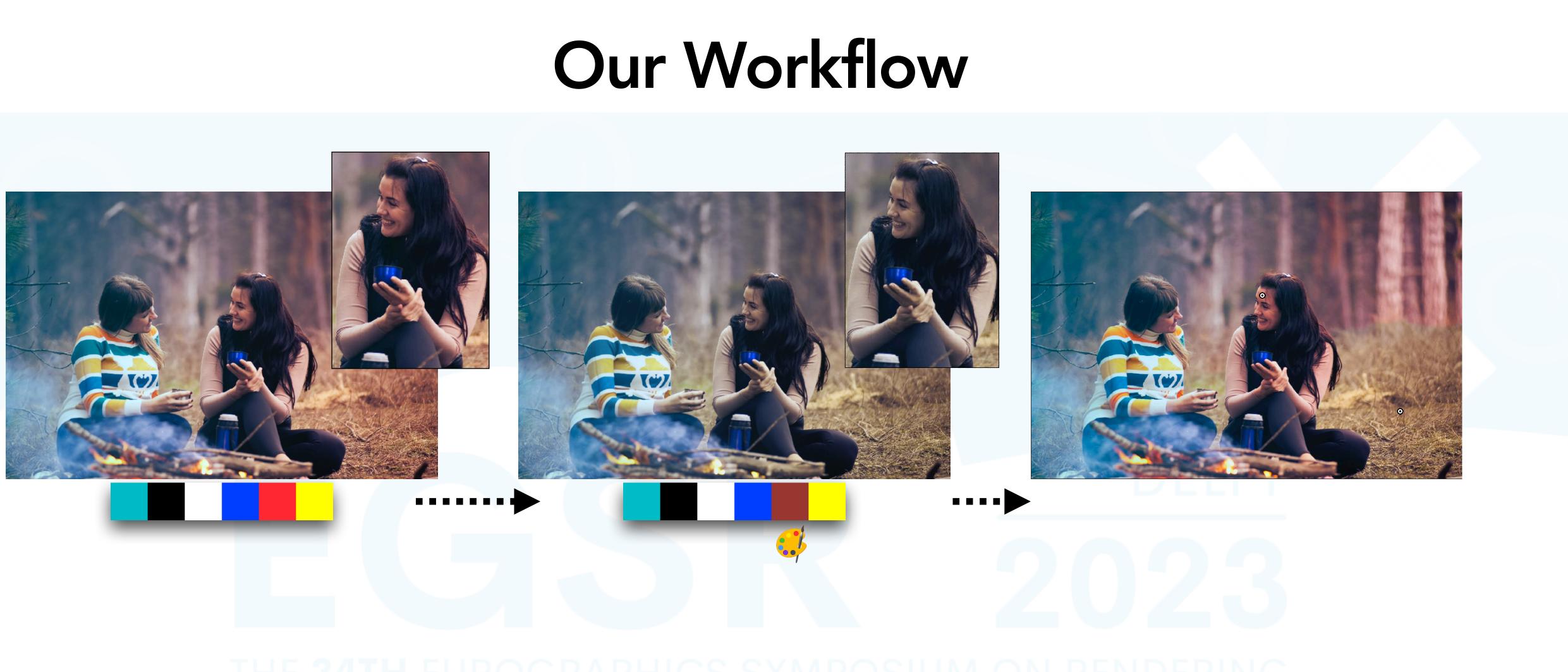


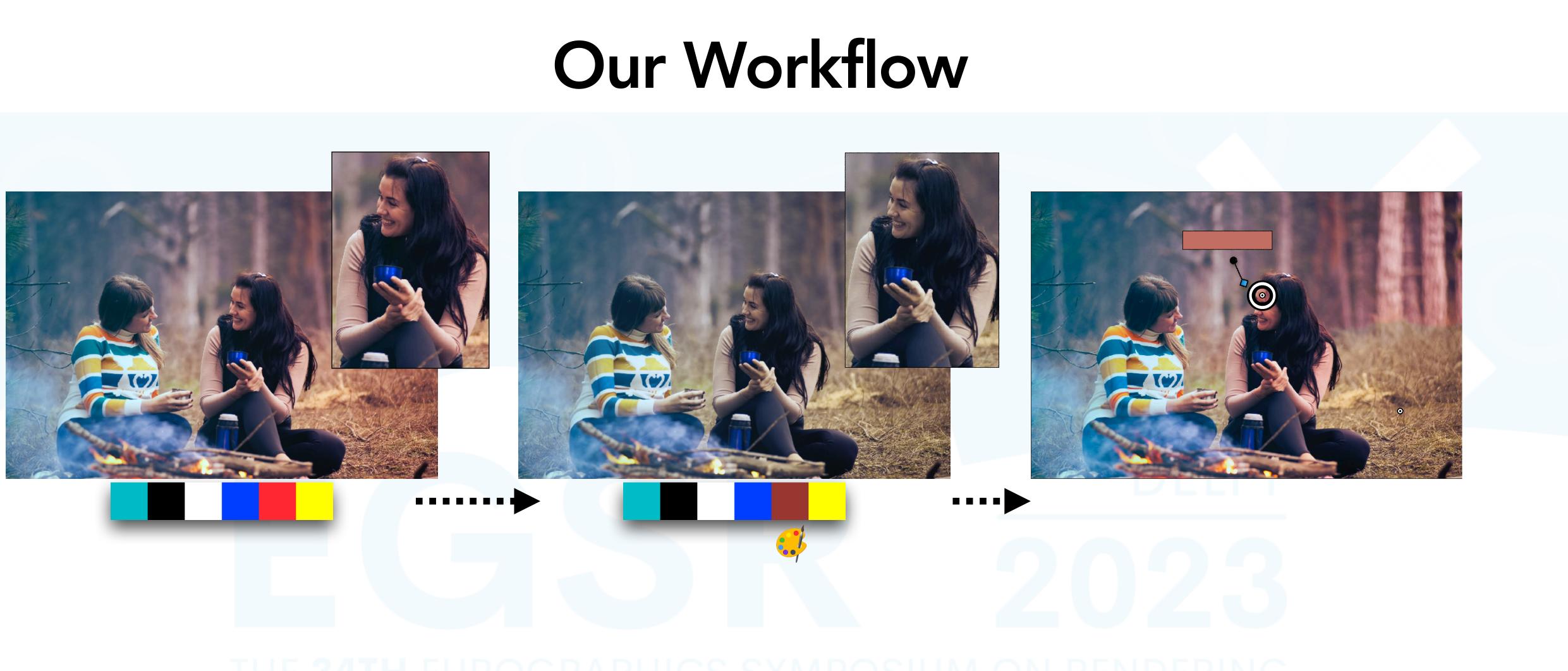


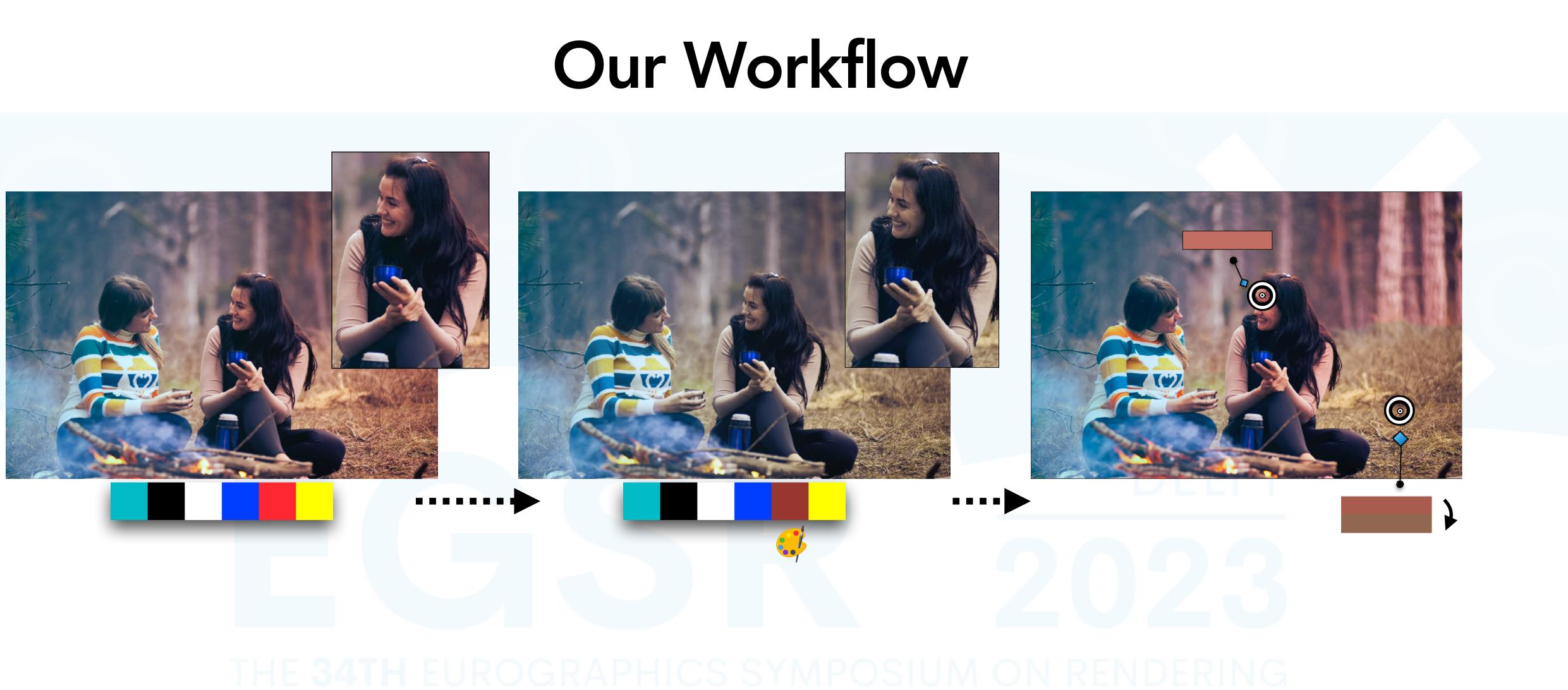


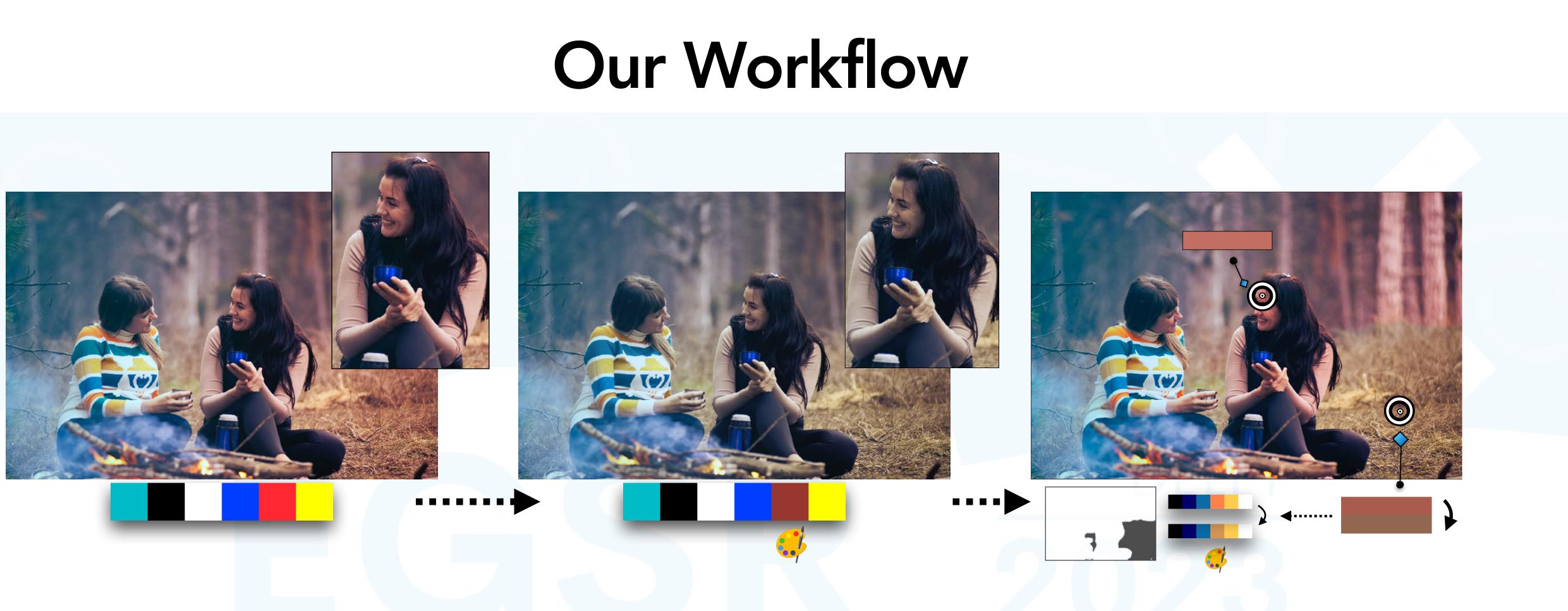


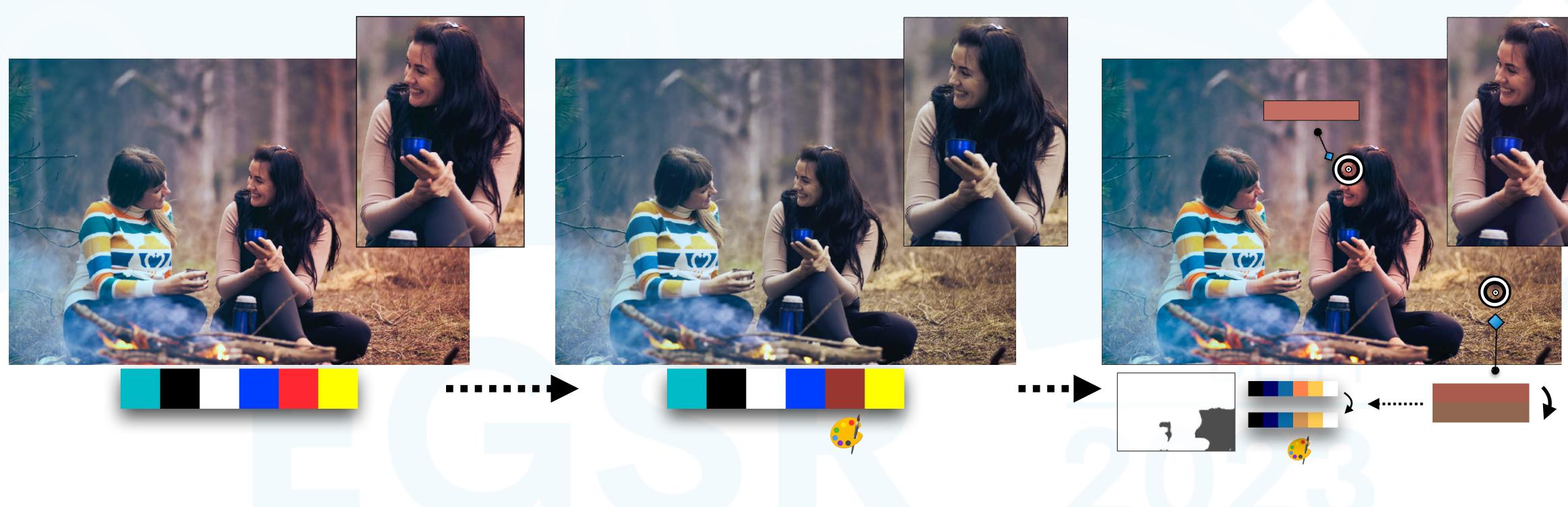






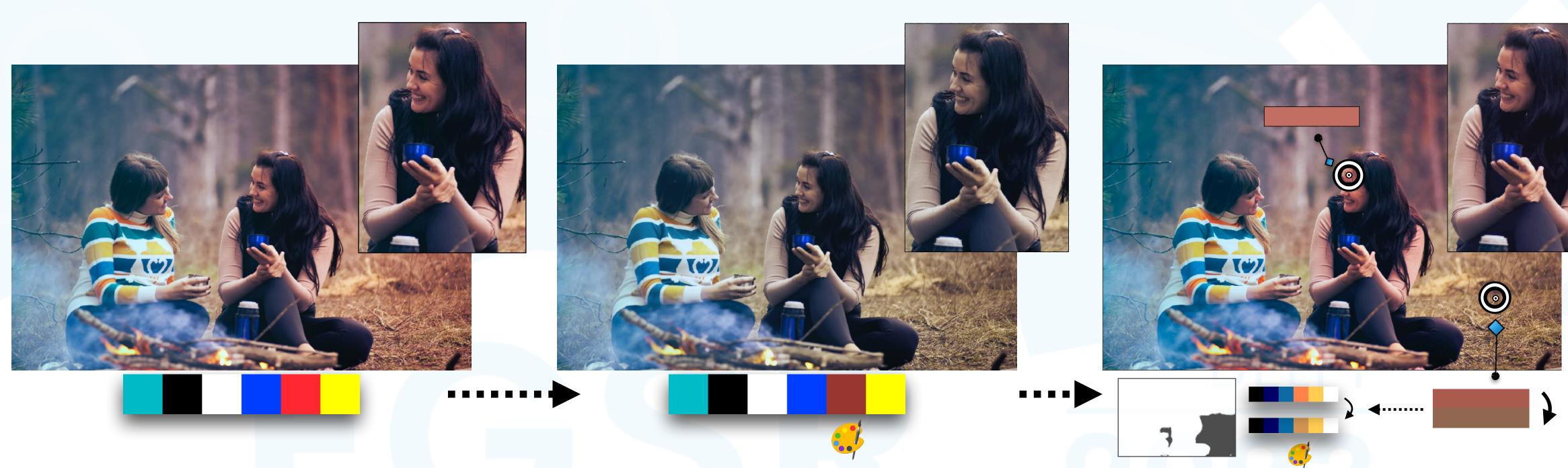






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Each edit needs to be applied in a sparse way





- Each edit needs to be applied in a sparse way
- Each image-space constraint must be satisfied

sparse way oe satisfied



Sparser Weights

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• Two-level decomposition [Tan et al. 2018]



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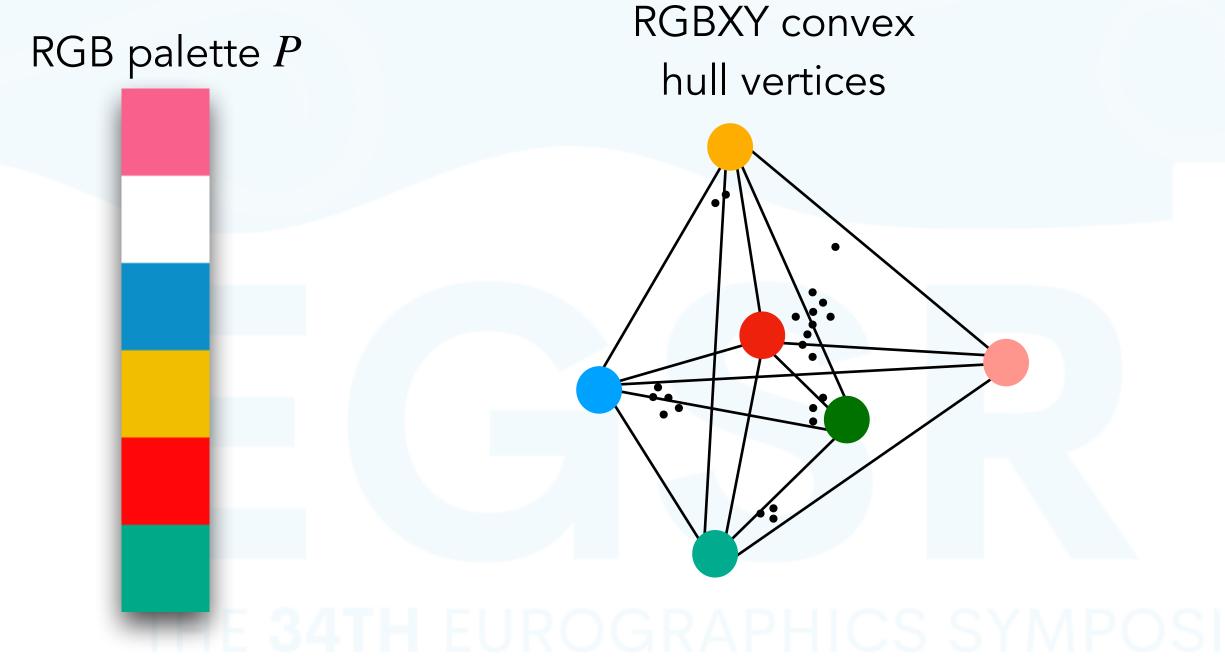
RGB palette P



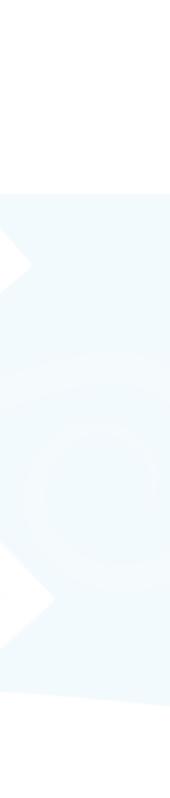




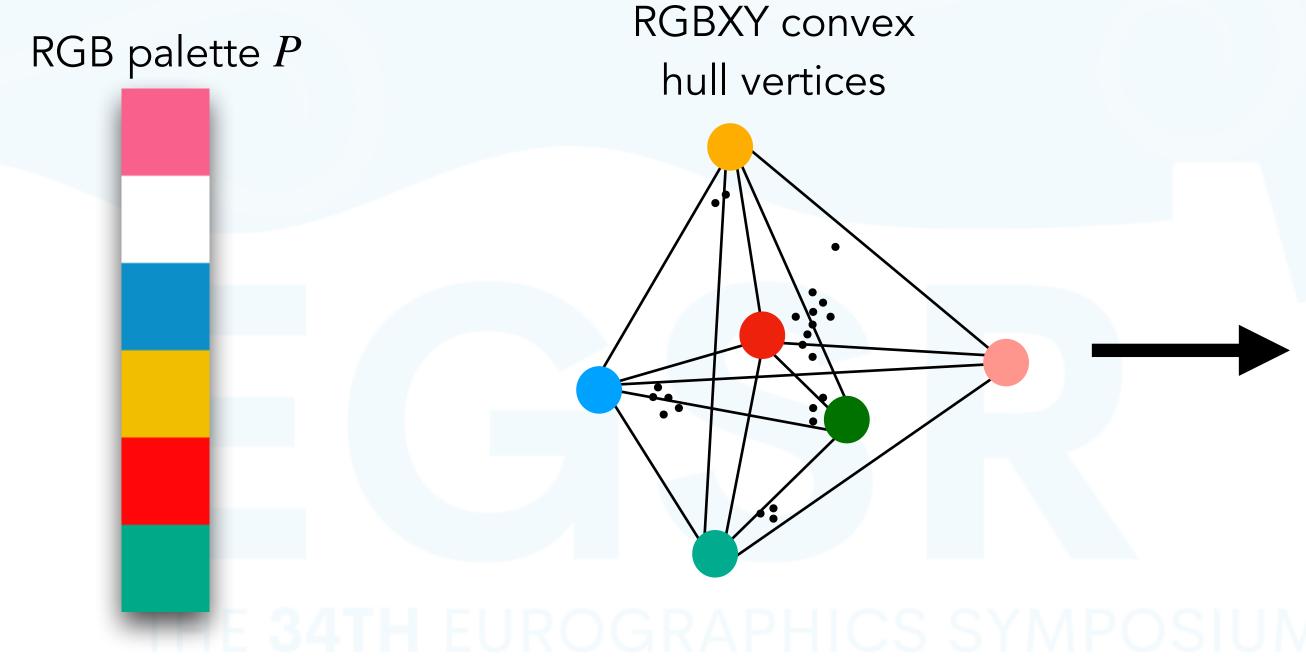
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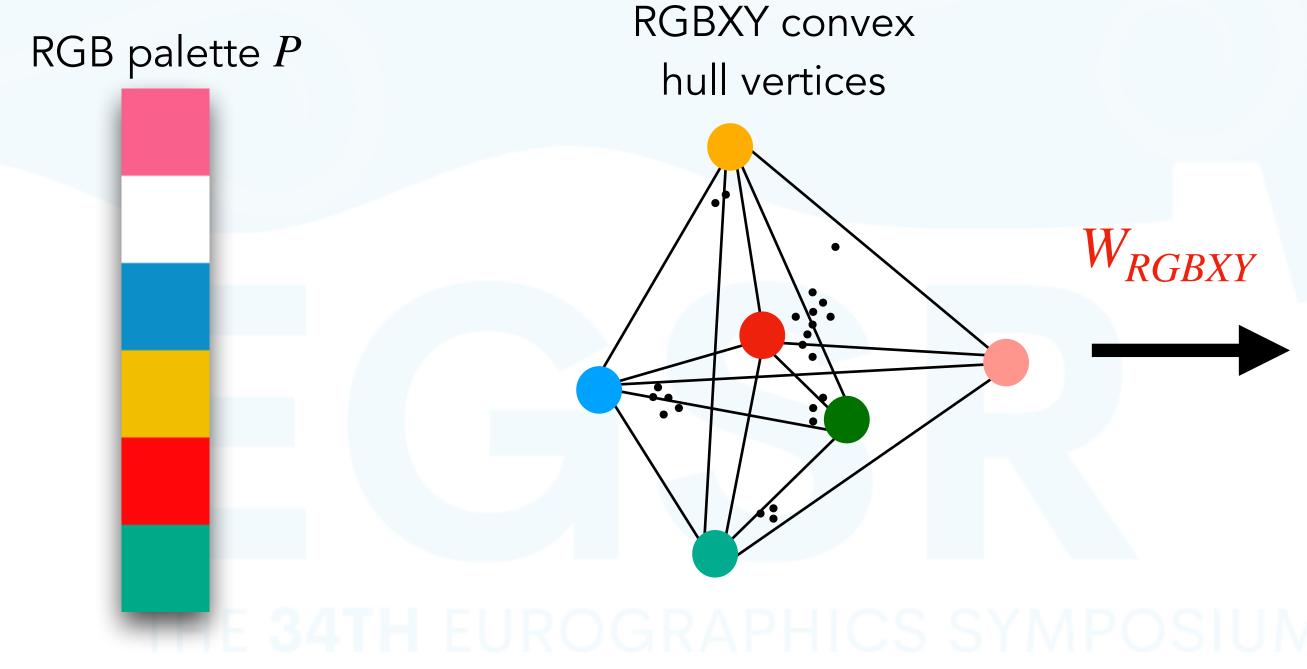
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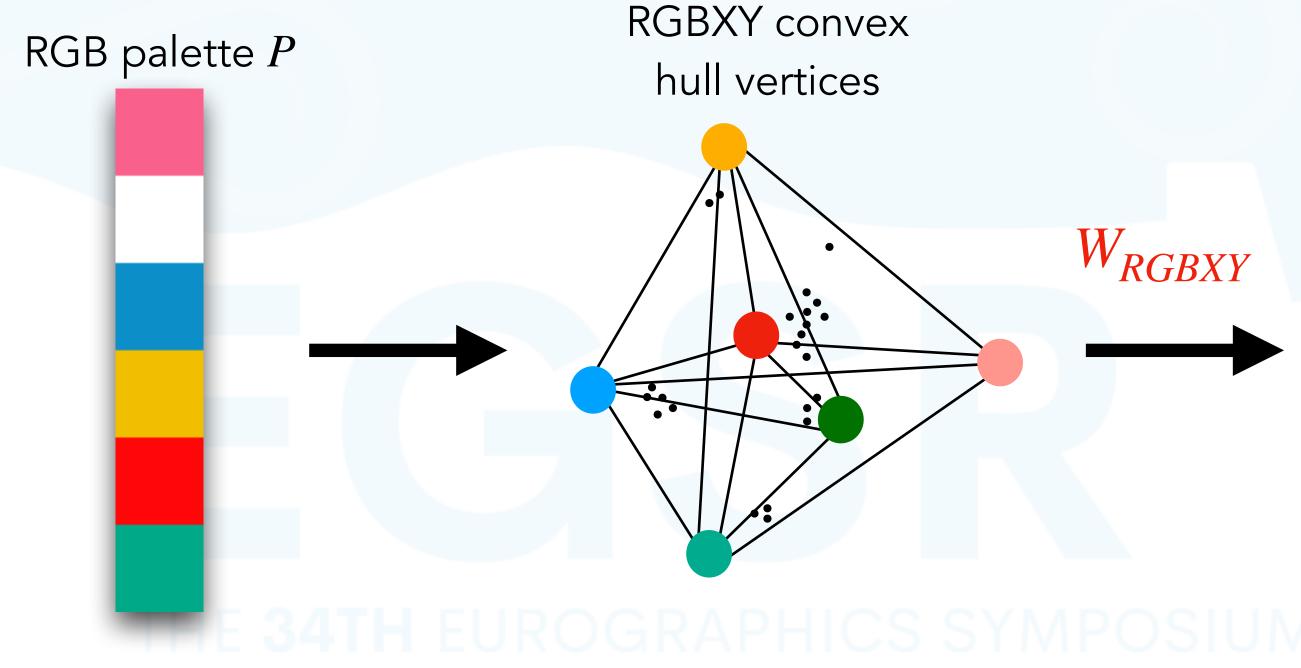


Image I





• Two-level decomposition [Tan et al. 2018]

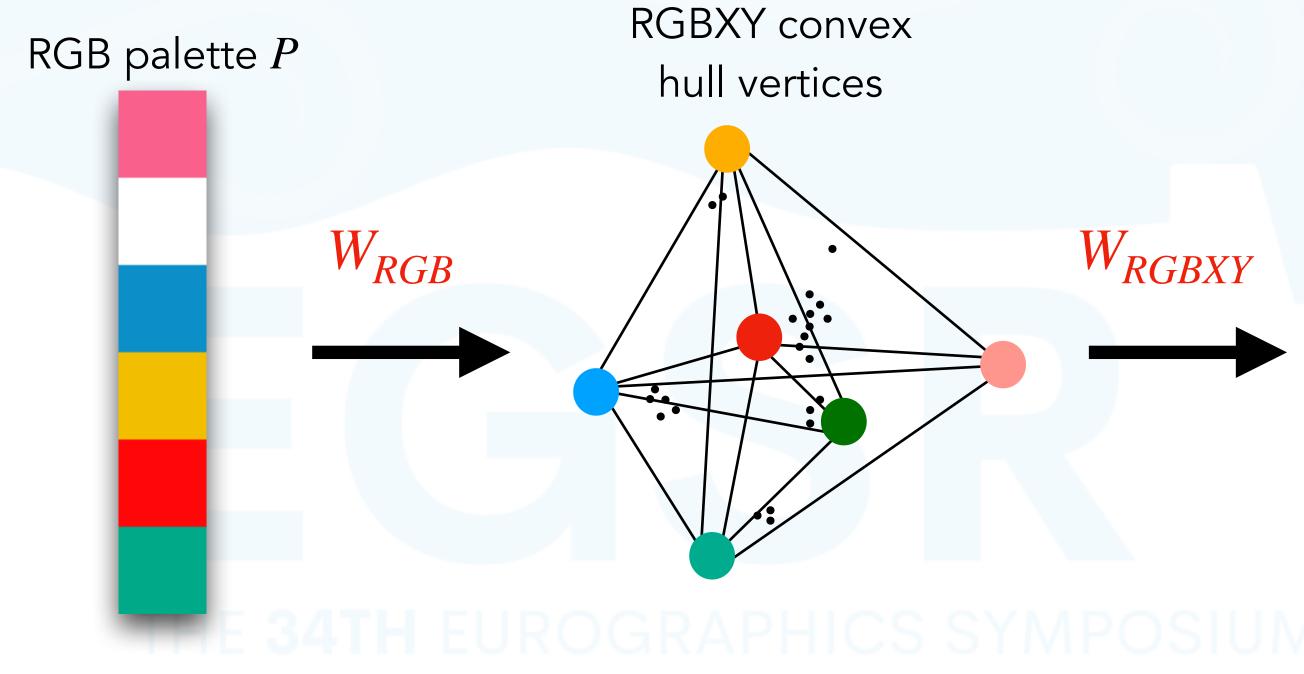
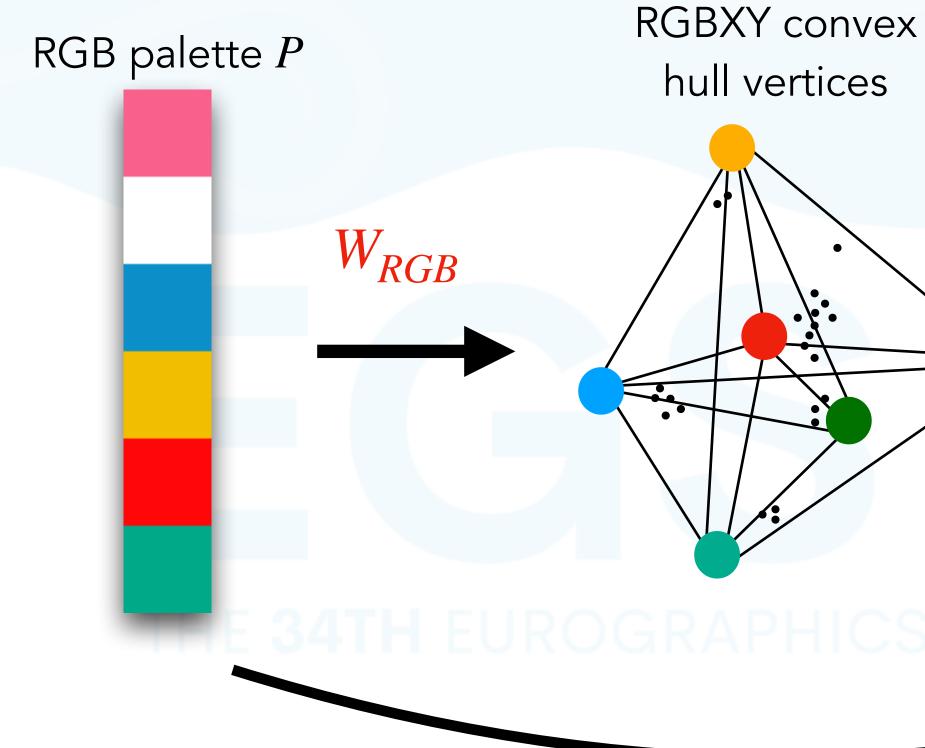


Image I





• Two-level decomposition [Tan et al. 2018]



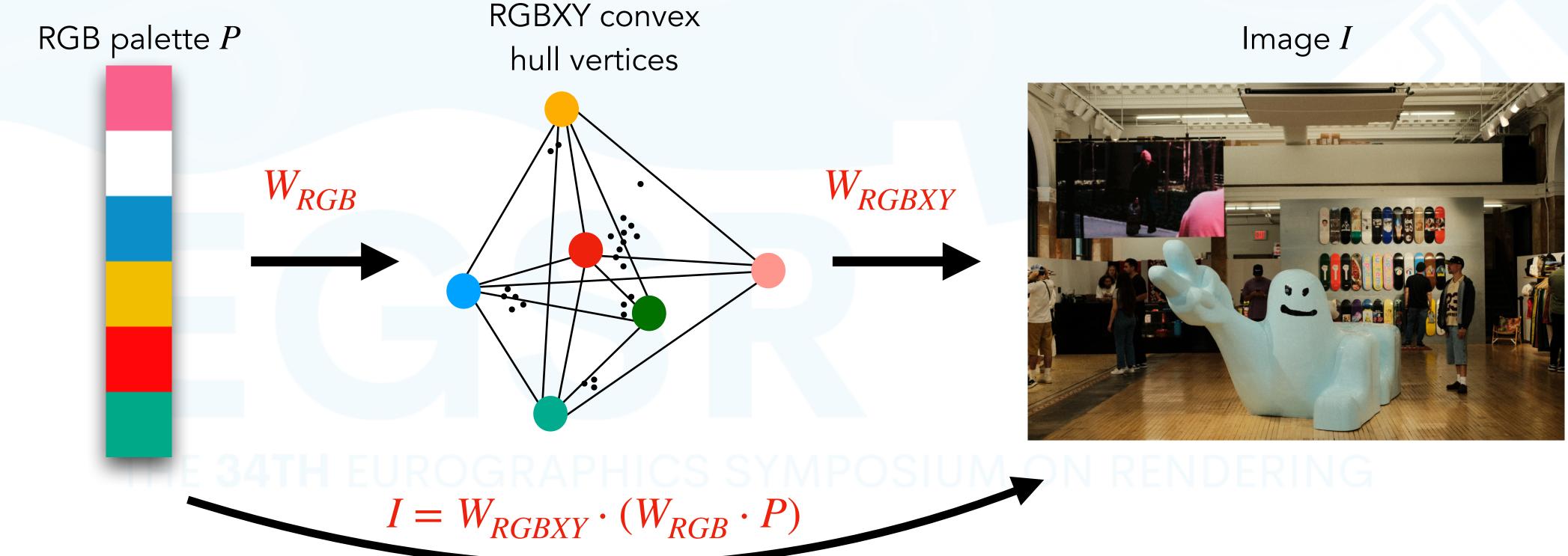
W_{RGBXY}

Image I





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• Observation: how to achieve maximum sparsity?



- Observation: how to achieve maximum sparsity?
 - Compute generalized barycentric coordinates with respect to RGB palette

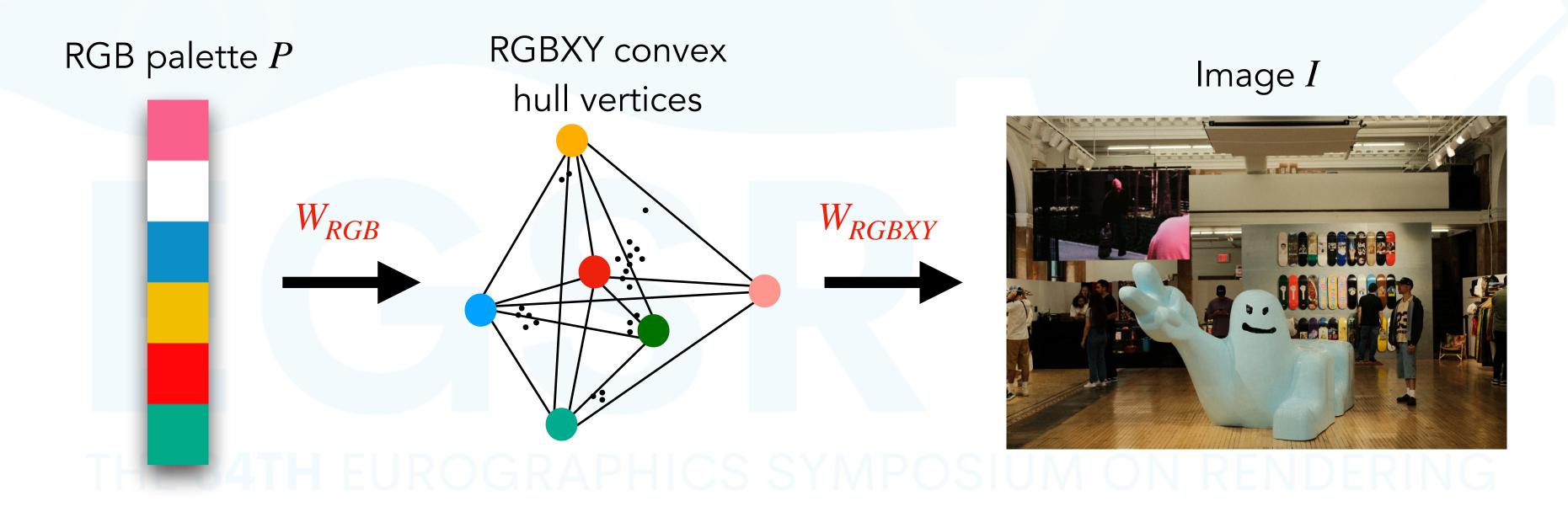


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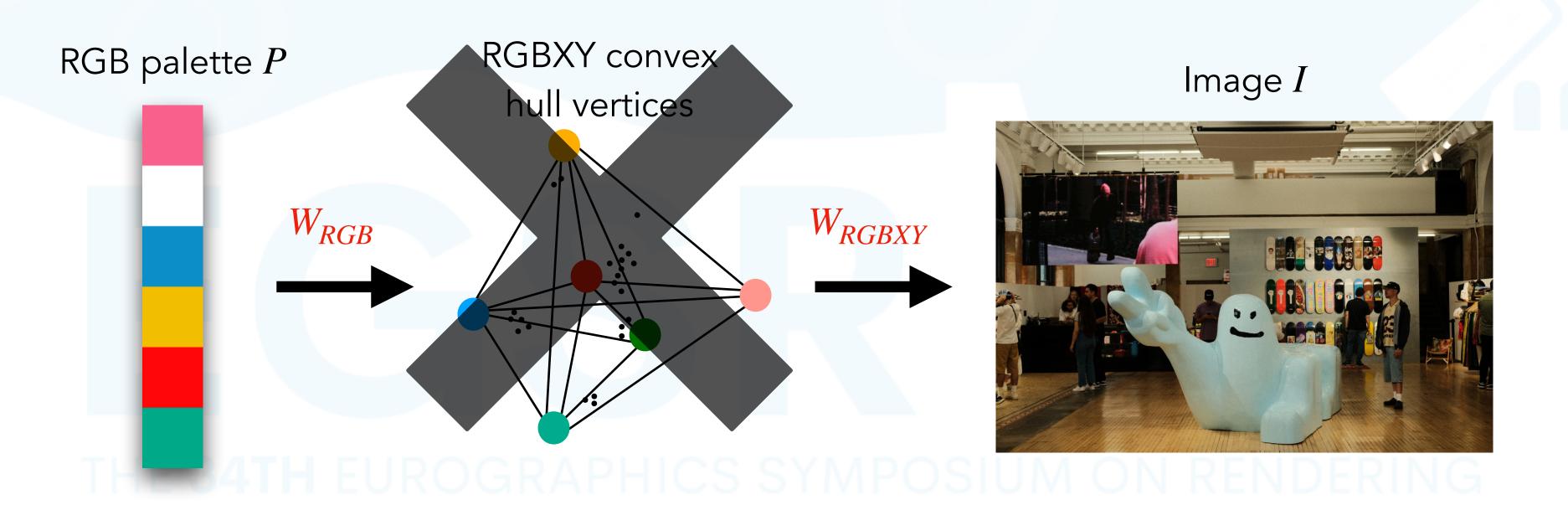


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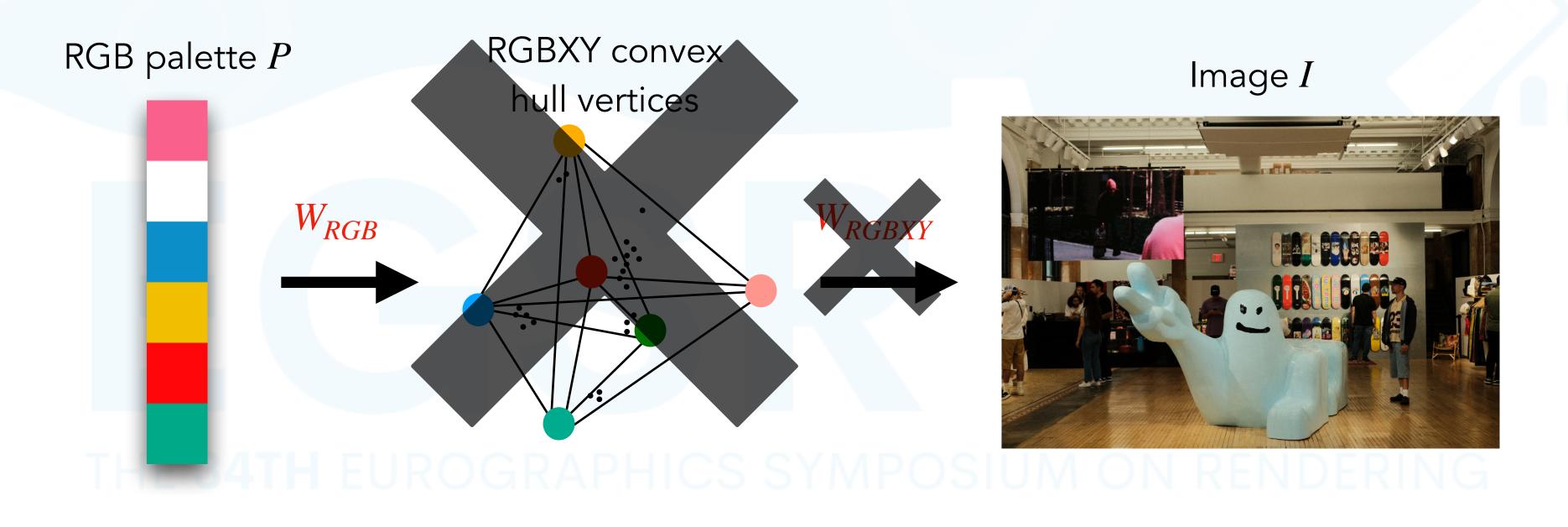


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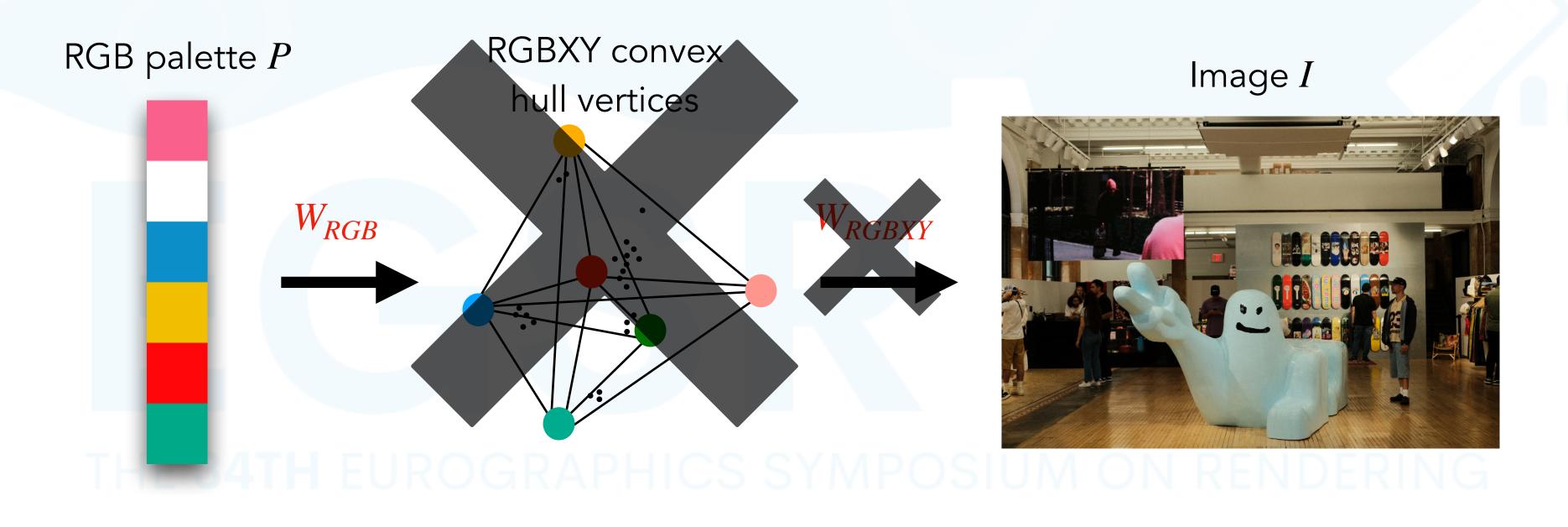


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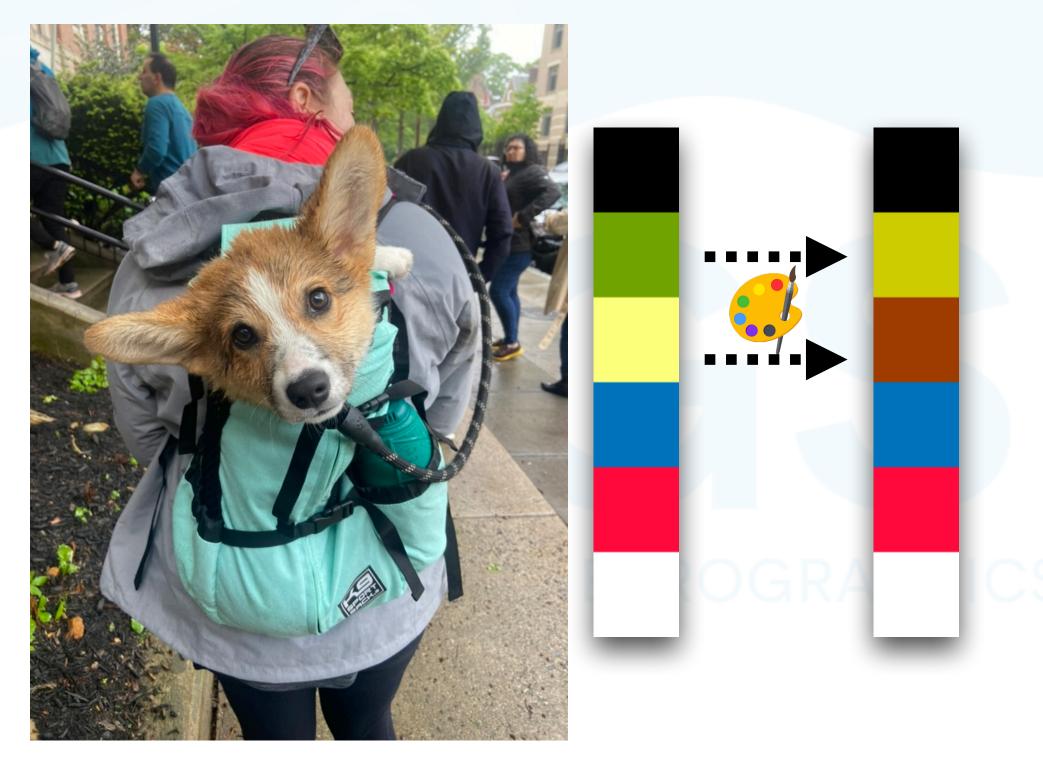


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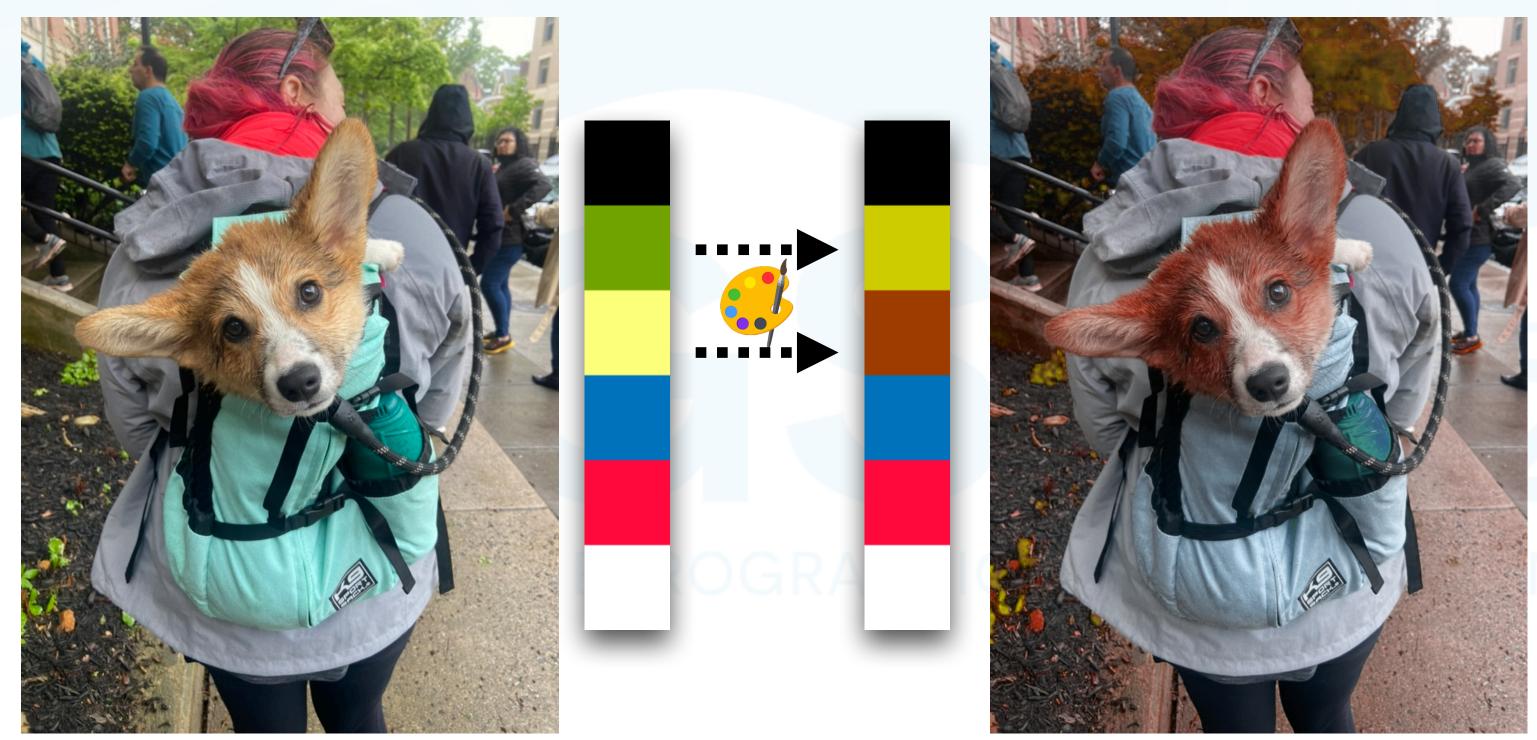


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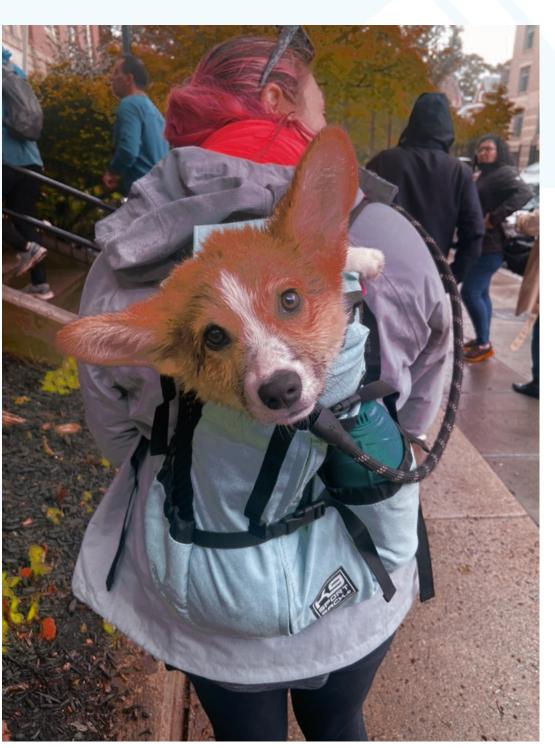
Only RGB palette



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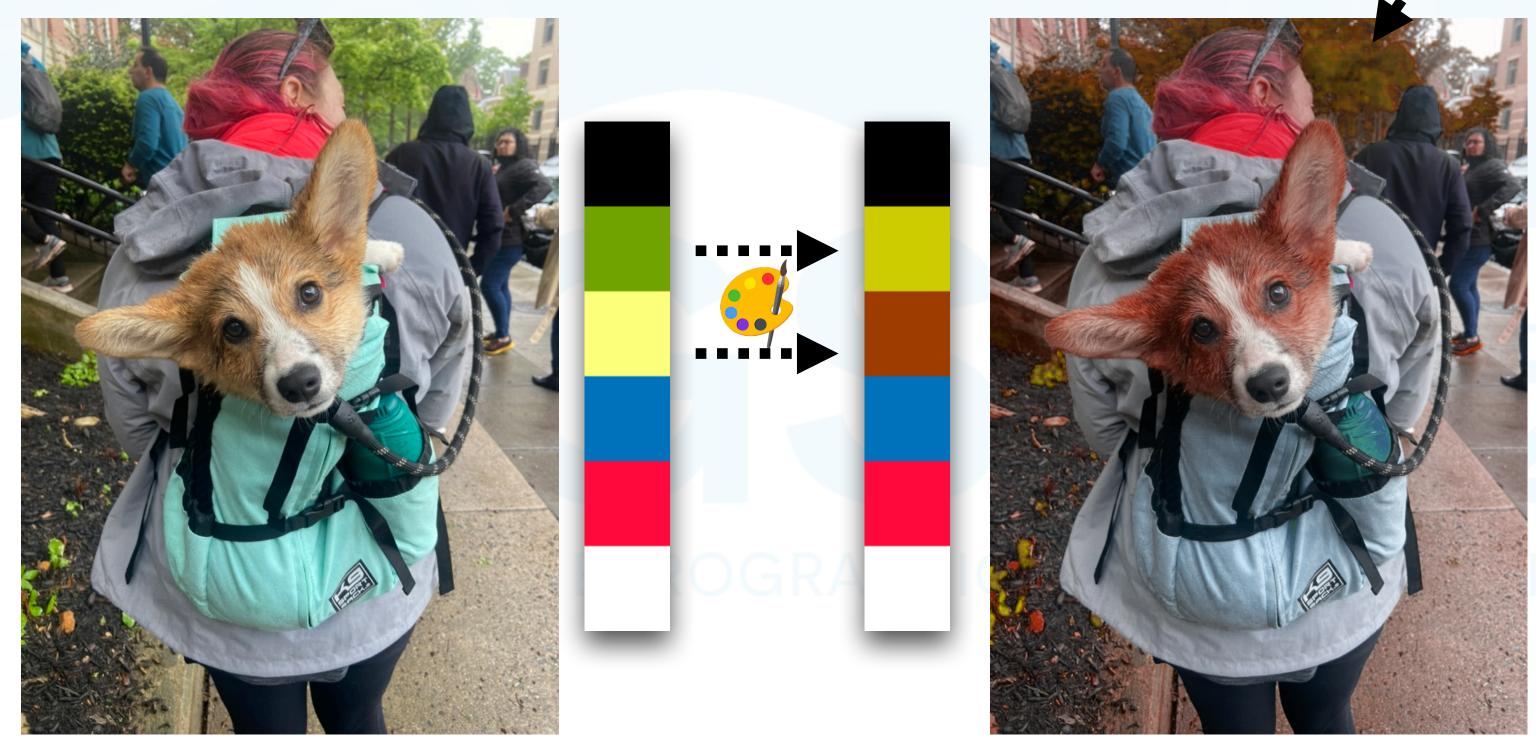


Only RGB palette

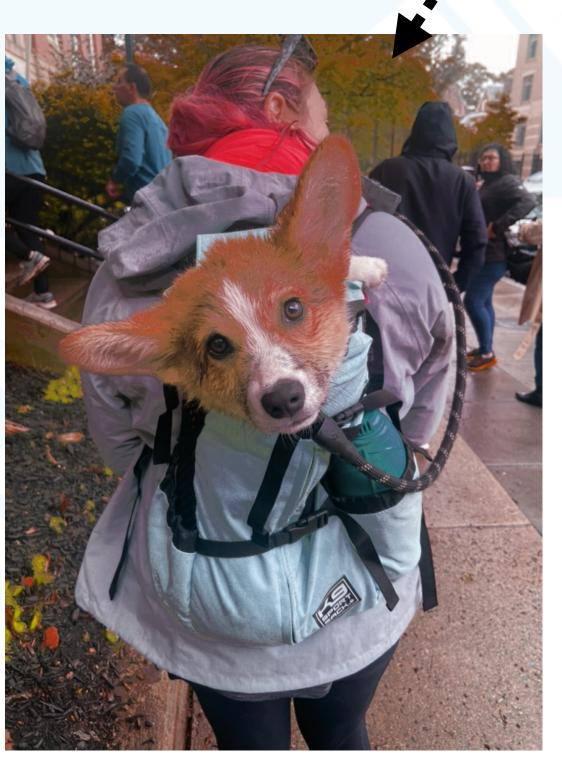




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Add <u>some</u> internal vertices to the RGBXY convex hull



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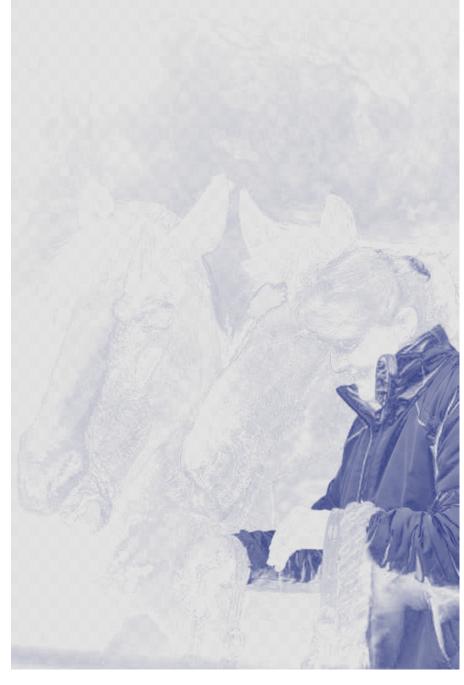


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 - Internal vertices are V_A = ConvexHull(PCA($I_{RGBFEAXY}$, dim=5))|_{RGBXY}



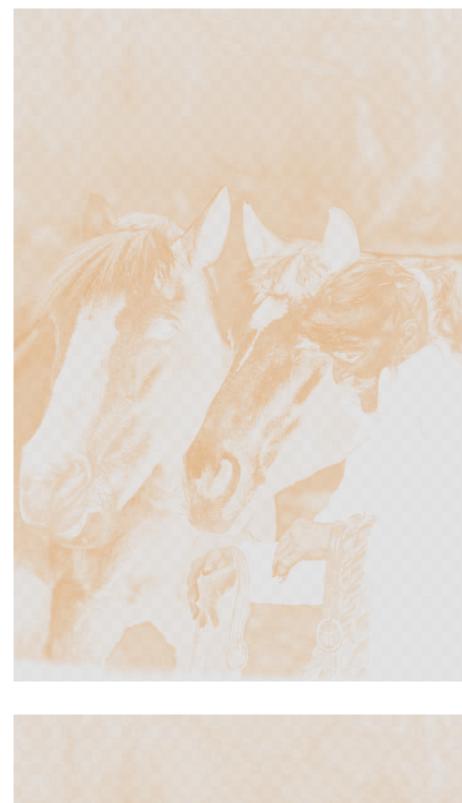










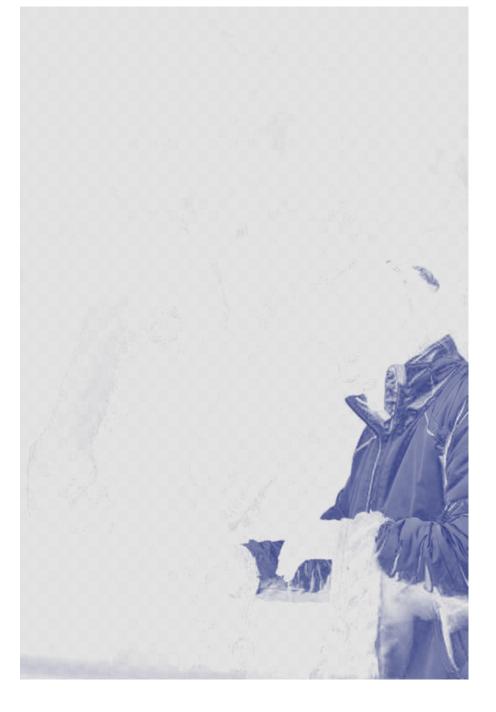








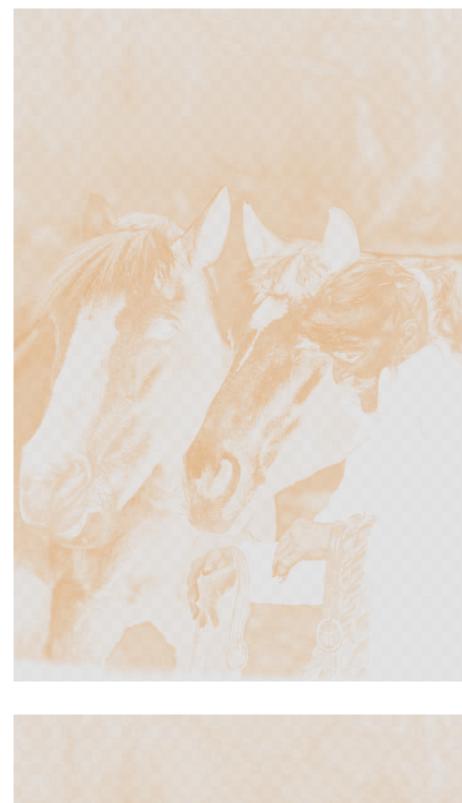


















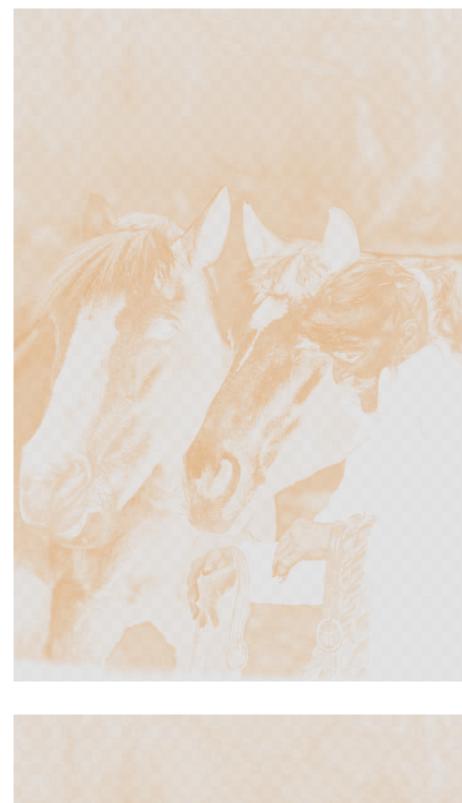


















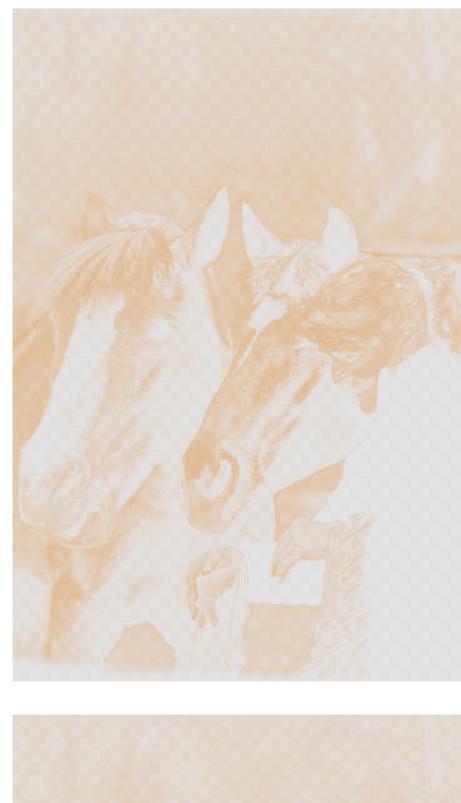


















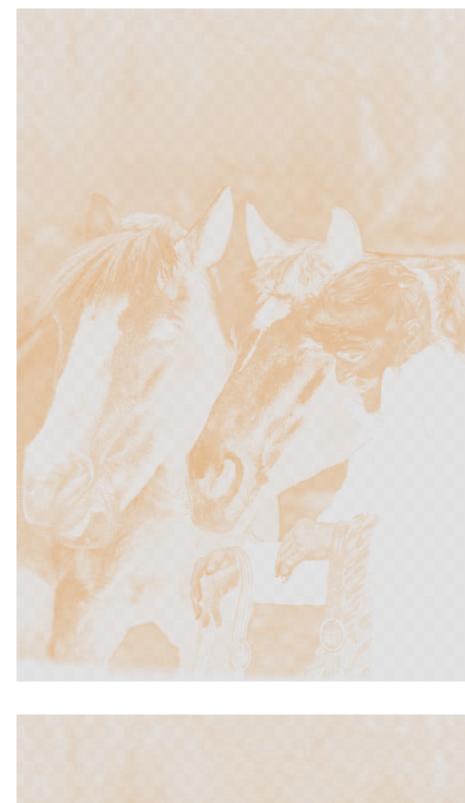
















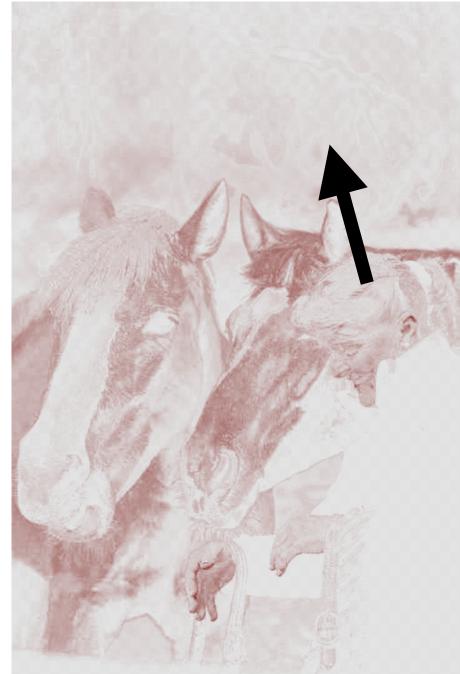


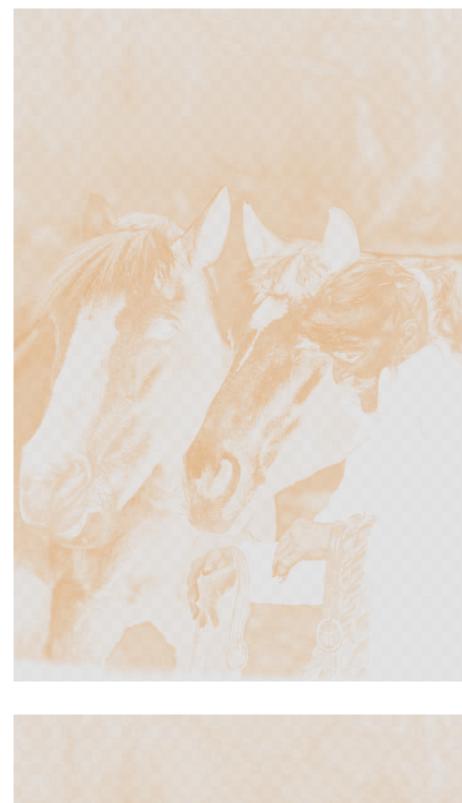


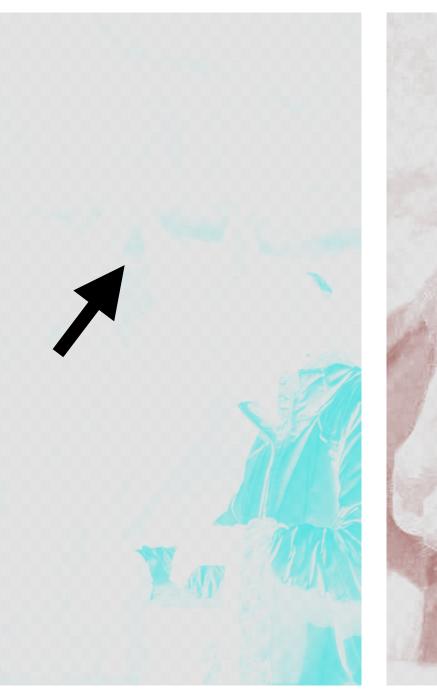
















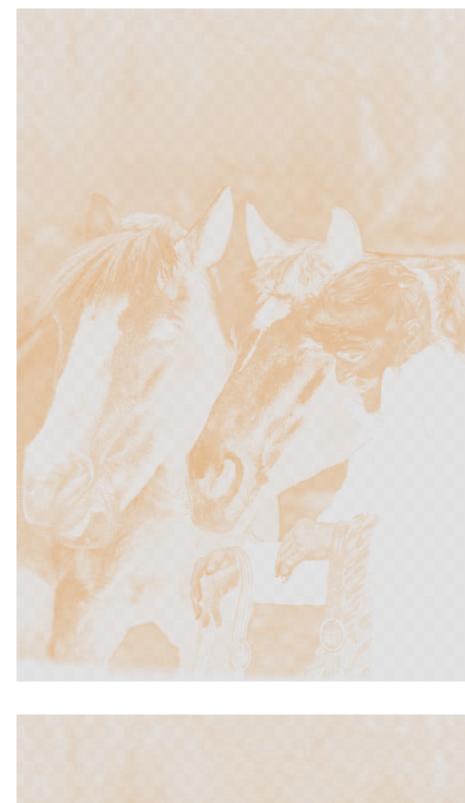


















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• Follow [Chao et al. 2023]: Solve for minimum palette change



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• image-space constraints: $\|LAB(w_x \cdot (P + \Delta P)) - LAB(c_x)\|_2 \leq JND$



Sparse Editing



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 - palette constraints: $(P + \Delta P)[j] = c_P$
- All together:
 - $\min_{\Delta P} \|\Delta P\|_{2,1}$
 - Subject to $0 \le P + \Delta P \le 1$ and (1)

• image-space constraints: $\|LAB(w_x \cdot (P + \Delta P)) - LAB(c_x)\|_2 \leq JND(1)$



- Follow [Chao et al. 2023]: Solve for minimum palette change

 - palette constraints: $(P + \Delta P)[j] = c_P(2)$
- All together:
 - $\min_{\Delta P} \|\Delta P\|_{2,1}$
 - Subject to $0 \le P + \Delta P \le 1$ and (1)

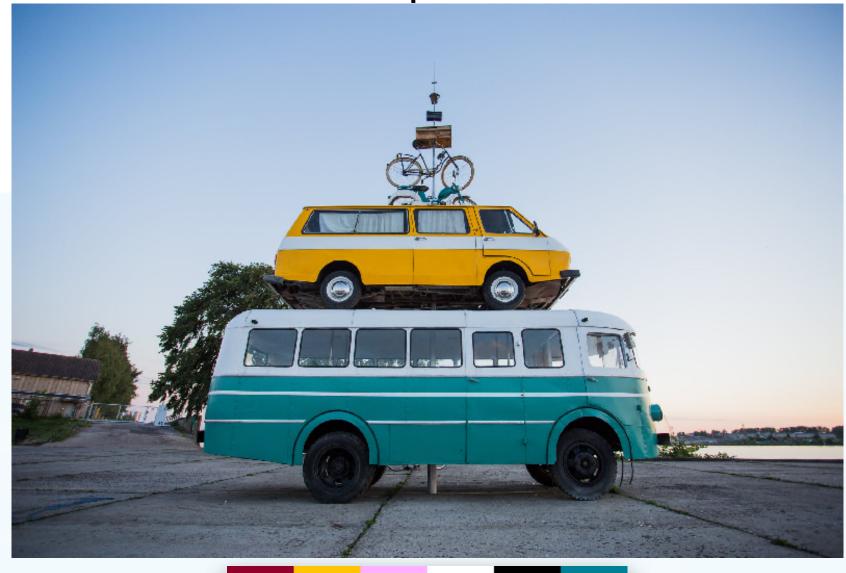
• image-space constraints: $\|LAB(w_x \cdot (P + \Delta P)) - LAB(c_x)\|_2 \leq JND$ (1)

2





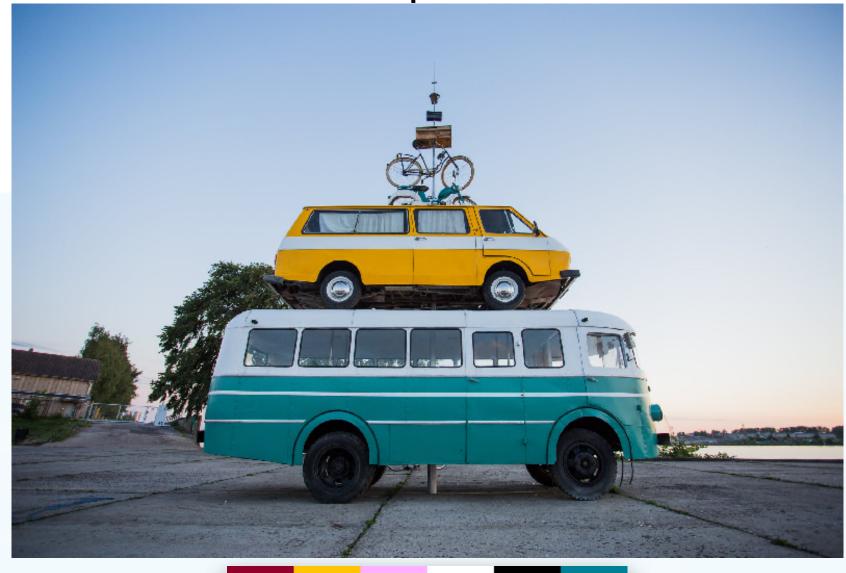
Input







Input





[Tan et al. 2018]





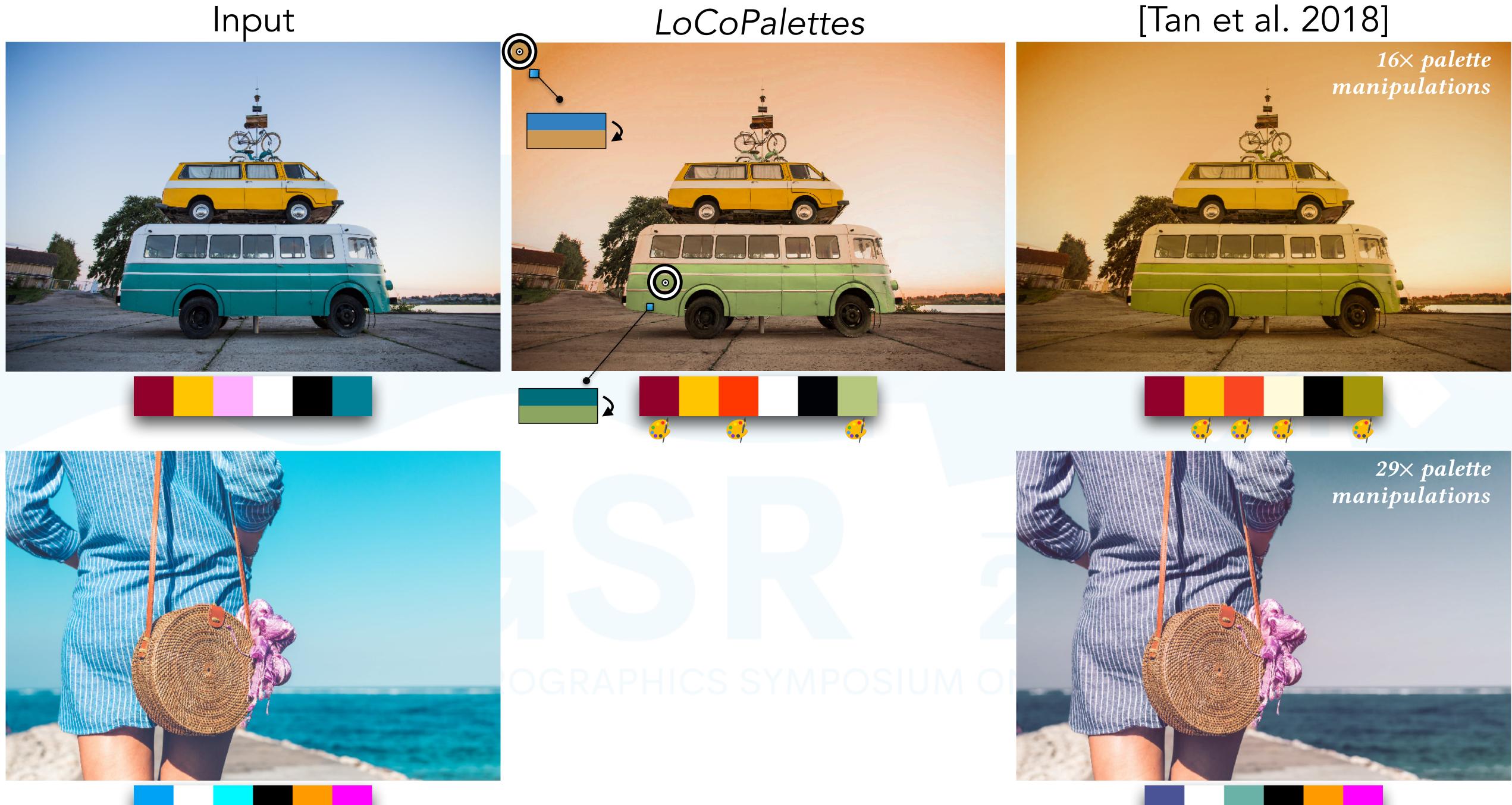


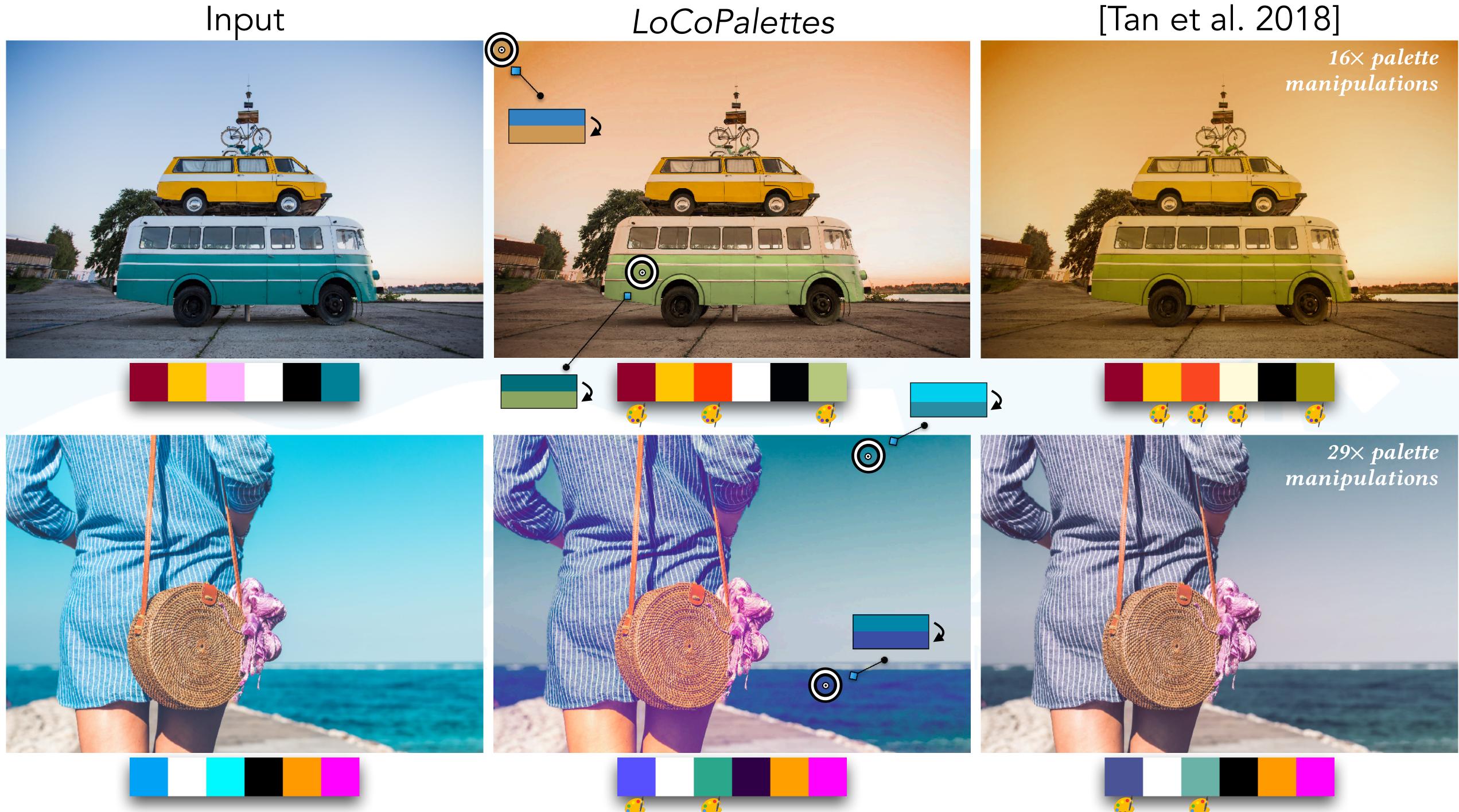
[Tan et al. 2018]











Local Control







• Hierarchical data structure to support local edits



- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask



DELFT DELFT 2023



- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation





- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root → Classes → Instances

THE 34TH EUROGRAPHIC



- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root → Classes → Instances

THE 34TH EUROGRAPHIC



- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root → Classes → Instances

THE 34TH EUROGRAPHIC



DELFT 2023 SYMPOSIUM ON RENDERING



- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root → Classes → Instances

THE 34TH EUROGRAPHIC





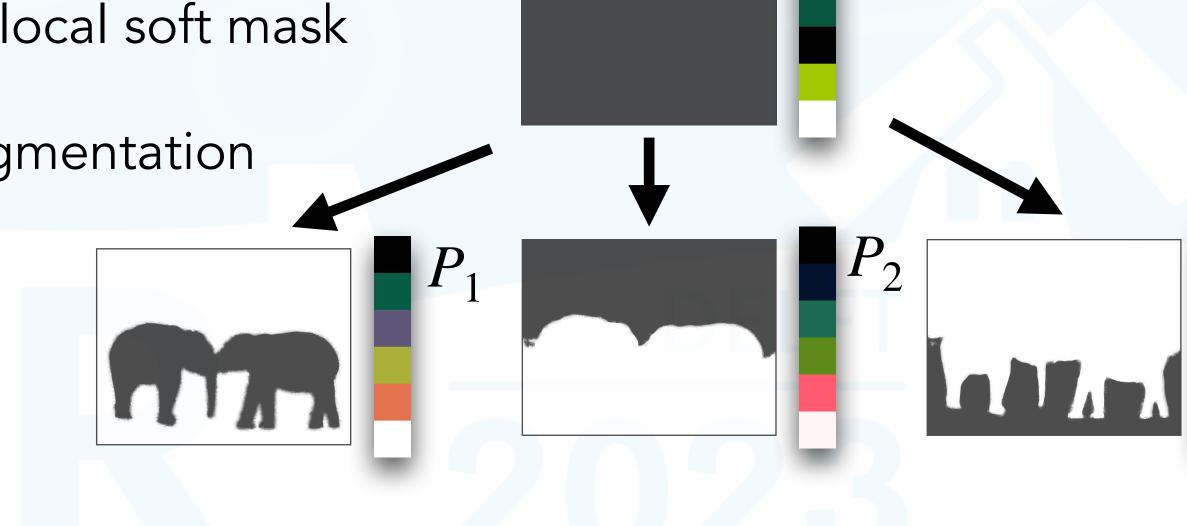
 P_0

- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root \rightarrow Classes \rightarrow Instances

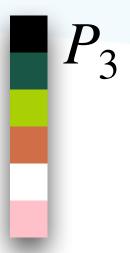




 P_0





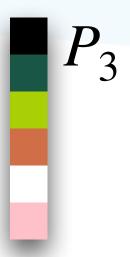


- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root \rightarrow Classes \rightarrow Instances





 P_0



 P_4

- Hierarchical data structure to support local edits
 - Each node: local palette, local weights, local soft mask
 - DETR [Carion et al. 2020]'s panoptic segmentation
 - Root → Classes → Instances



 P_0

ľ 5

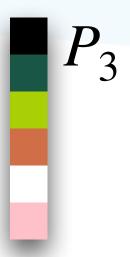
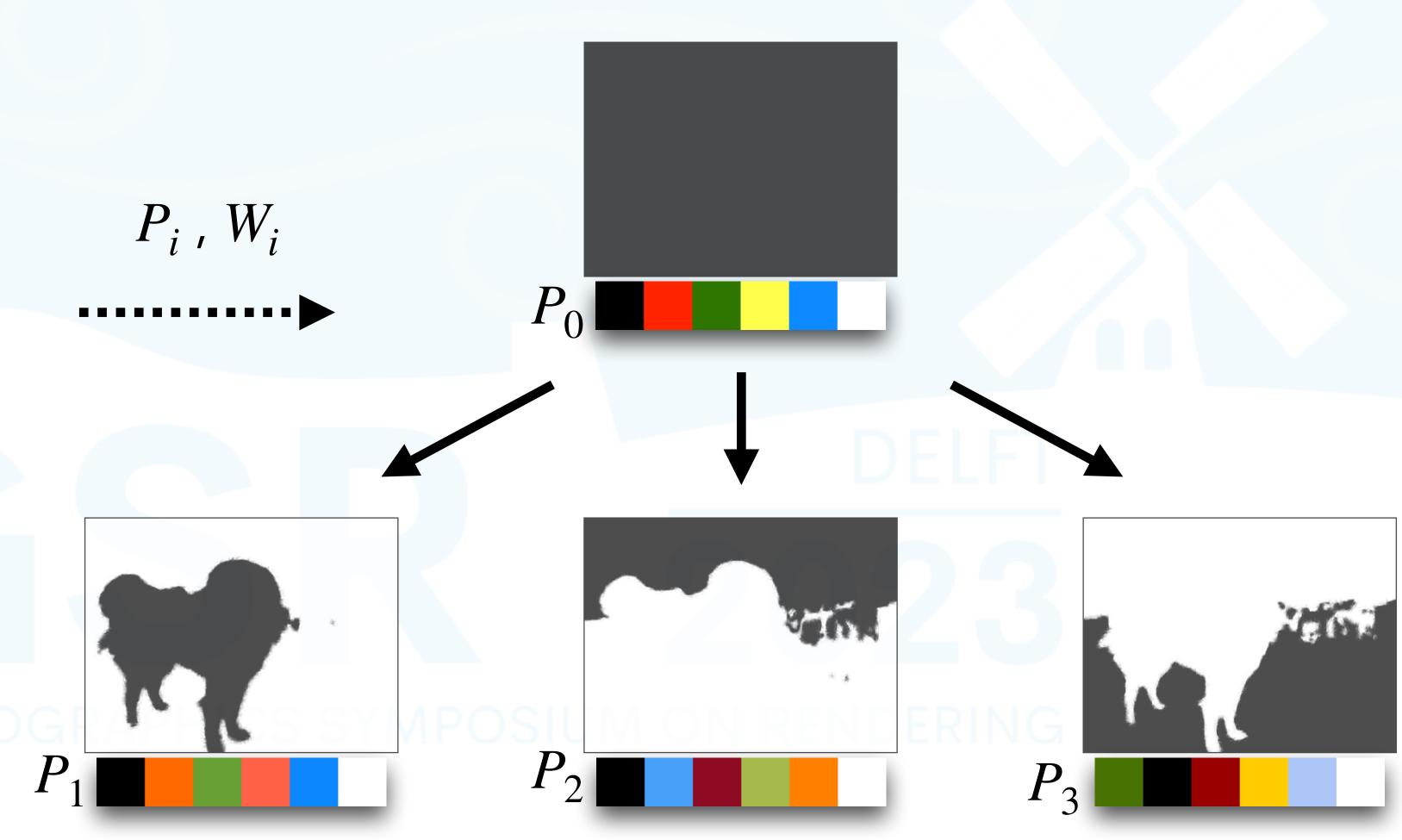
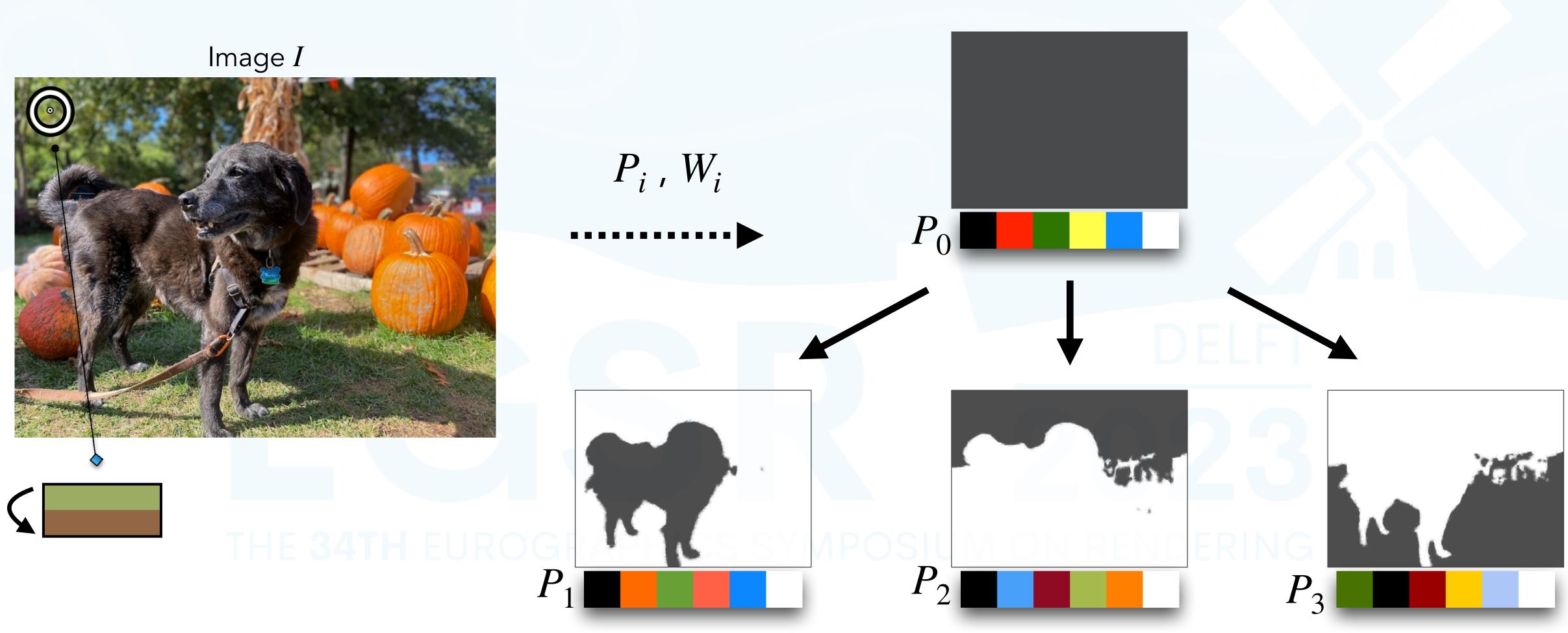
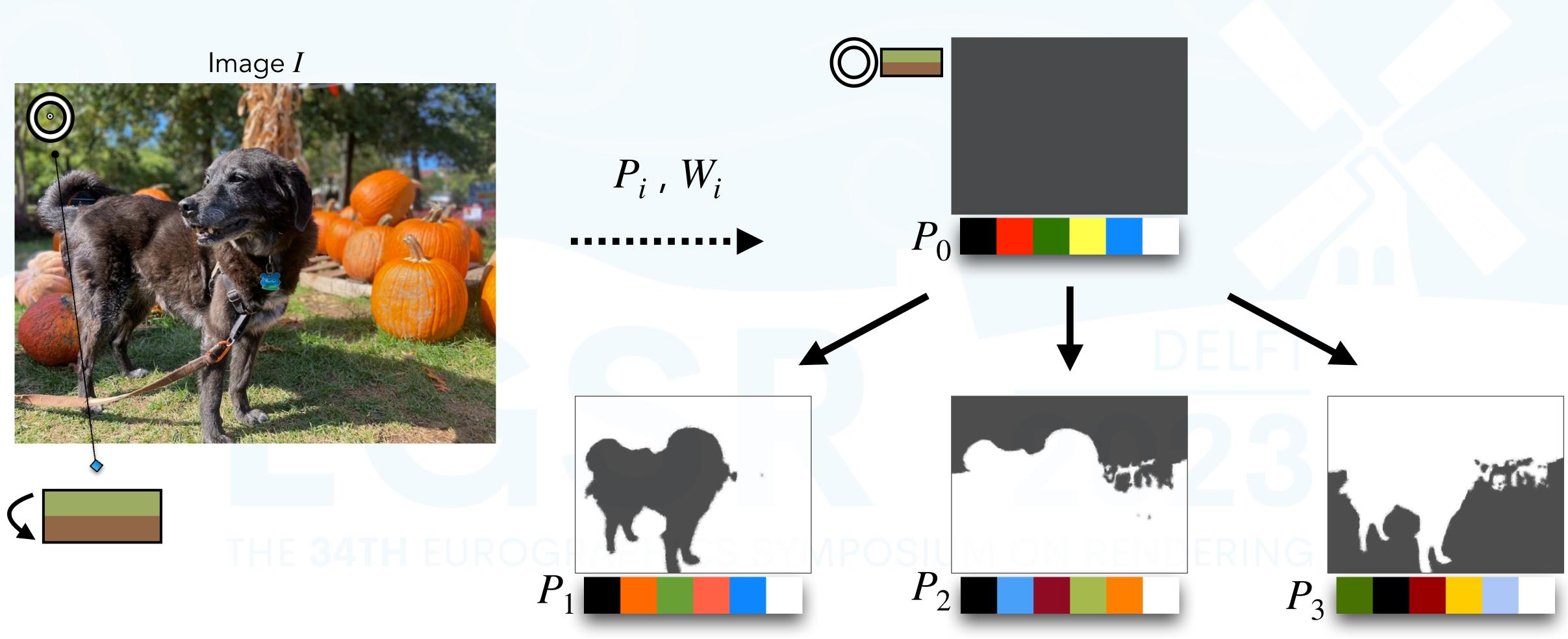


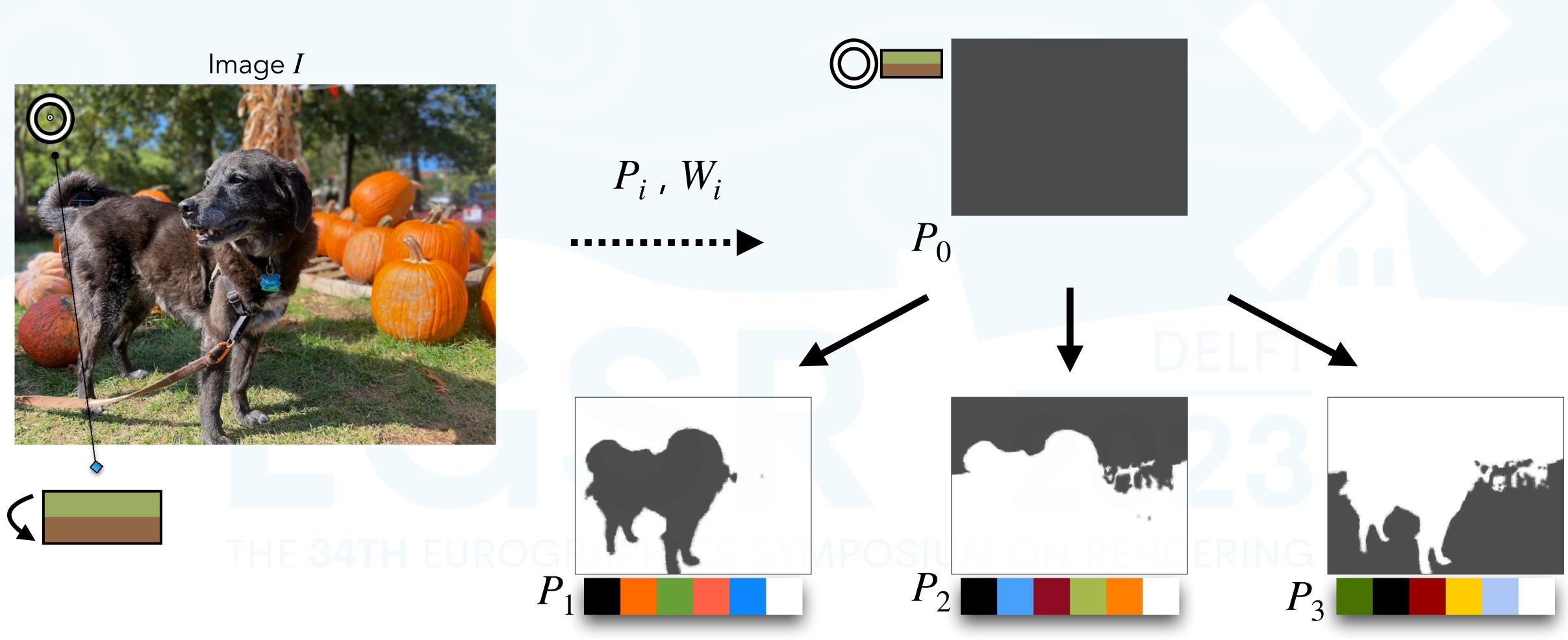
Image I

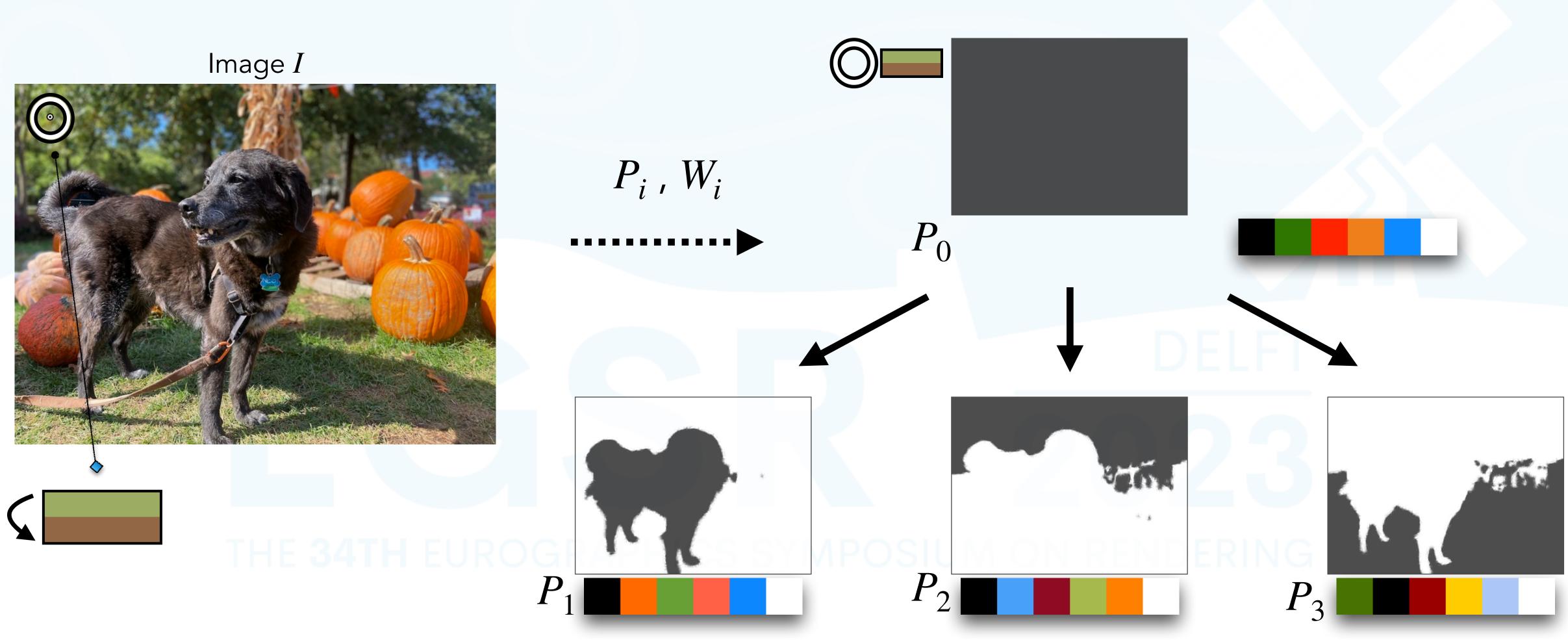




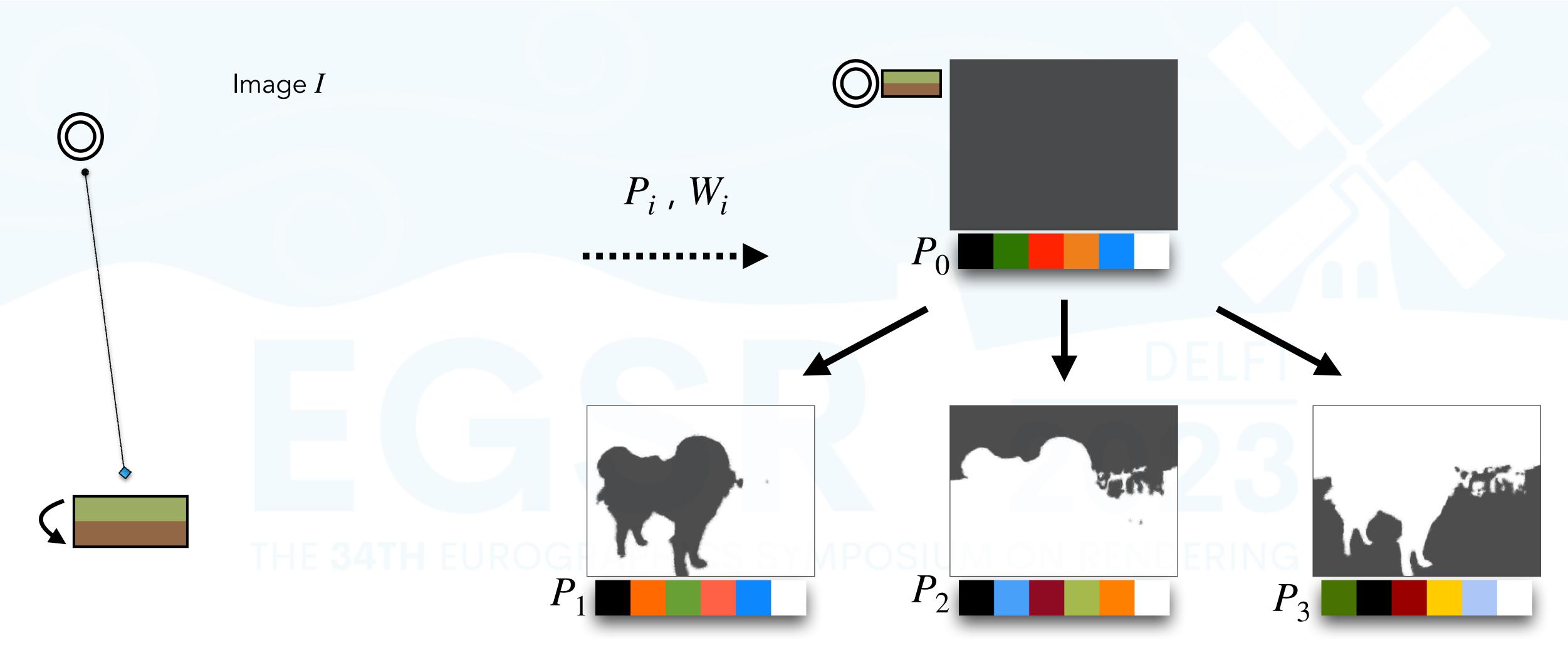


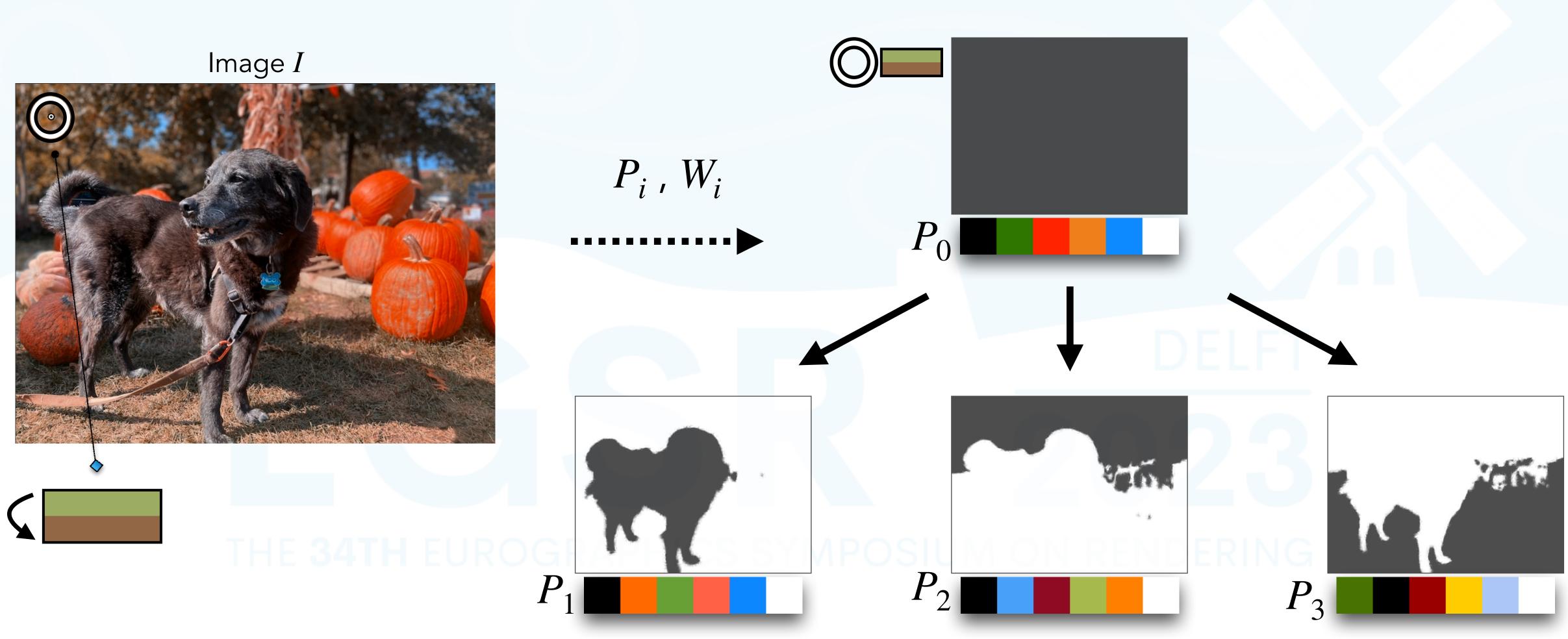


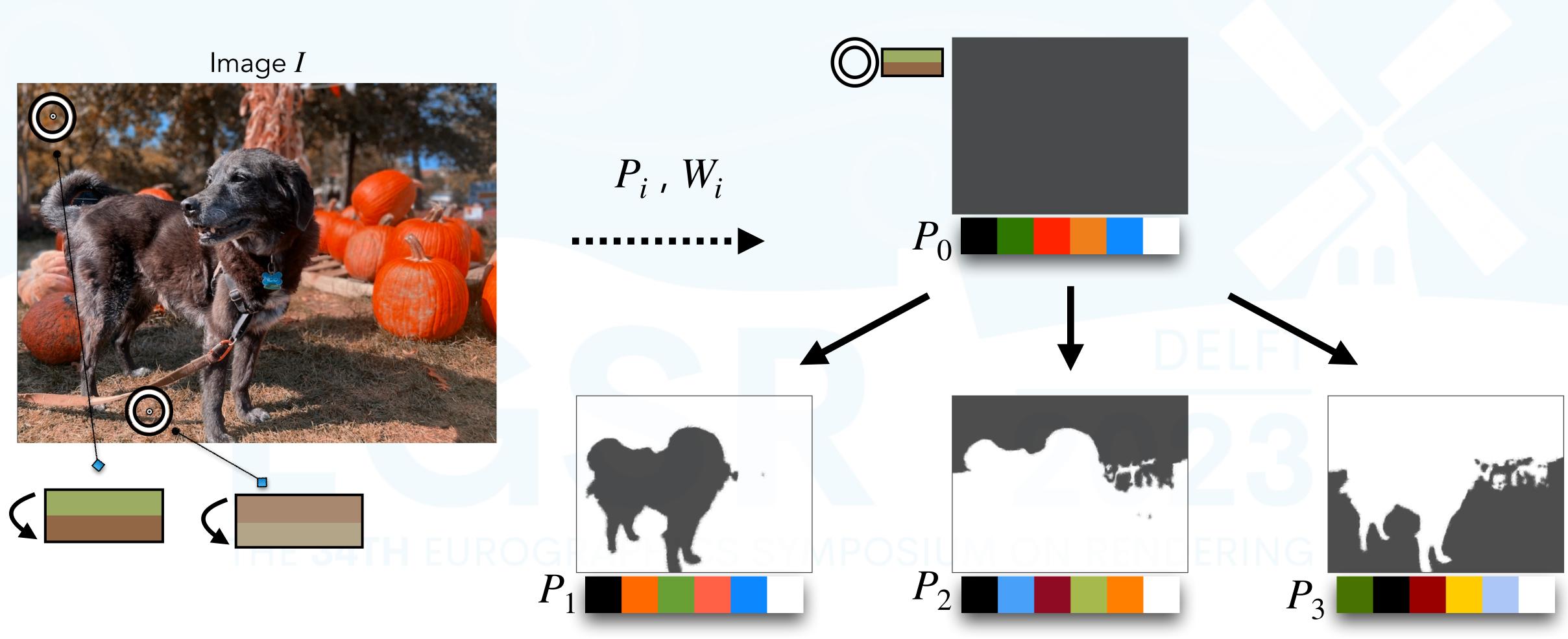


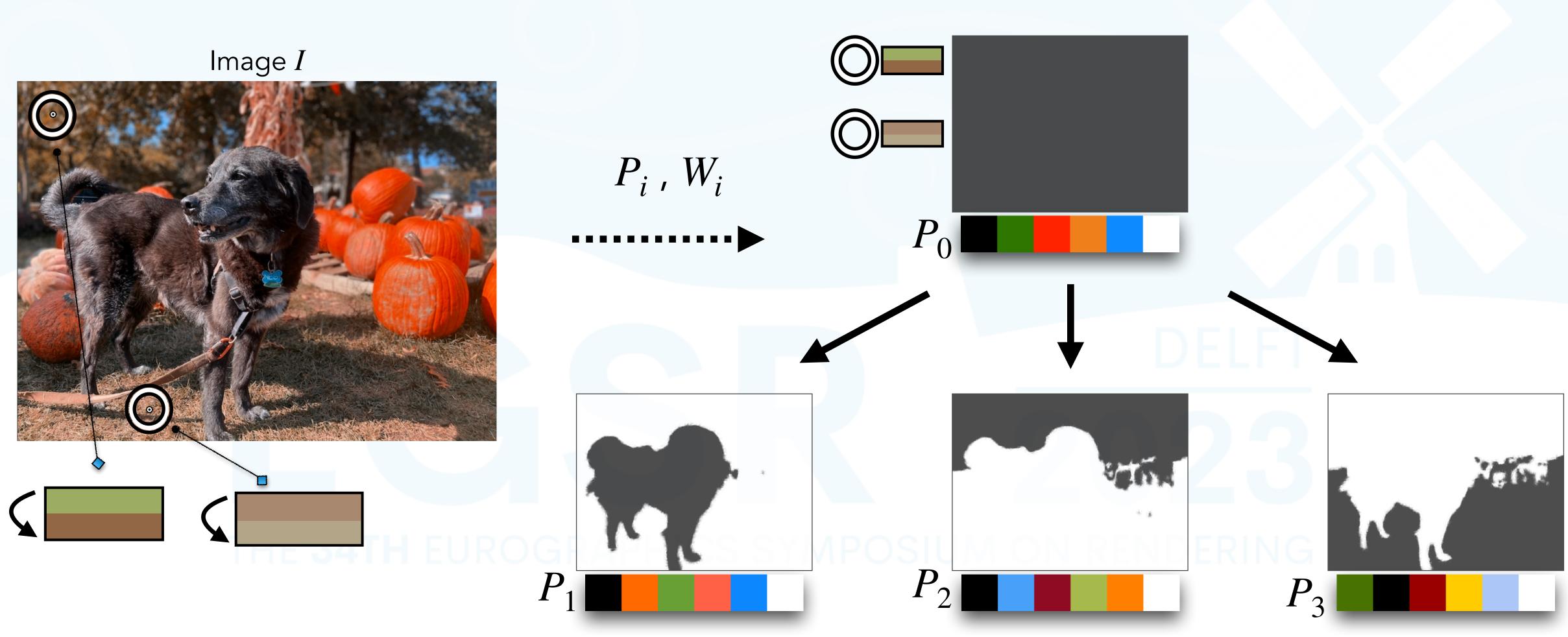


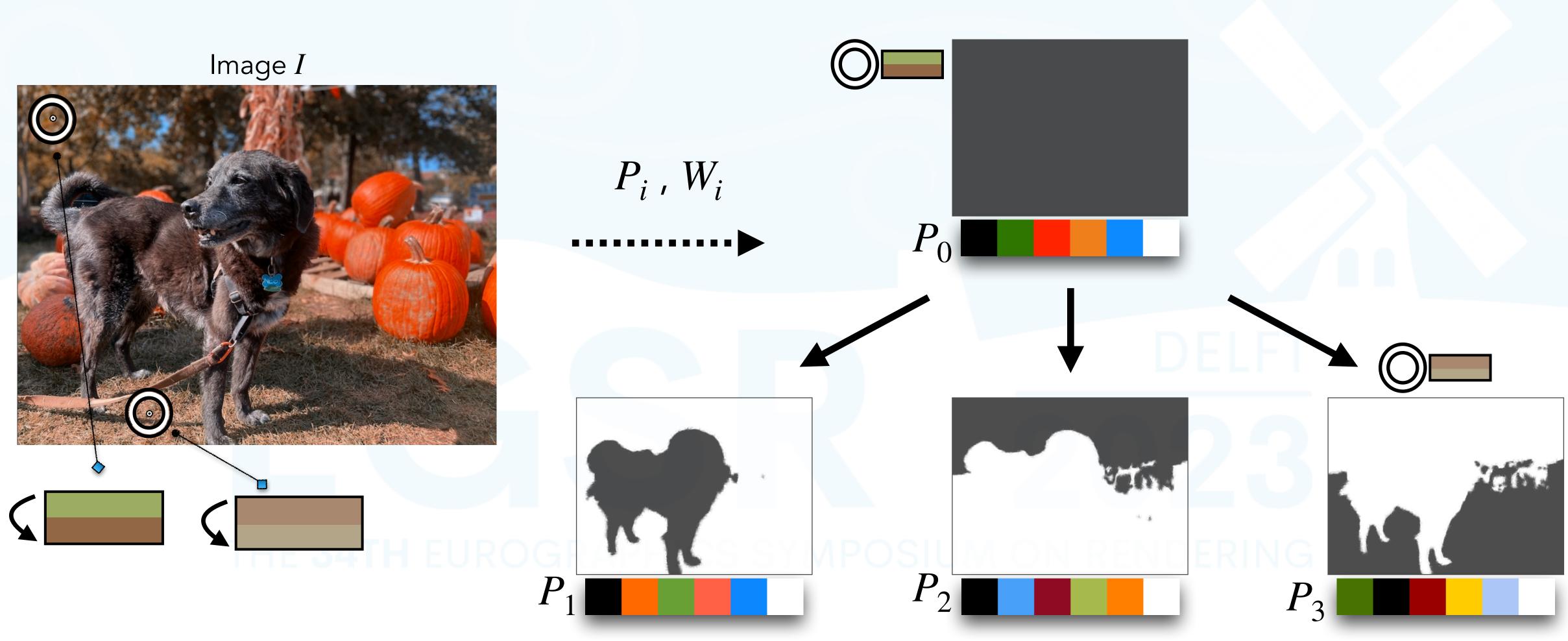


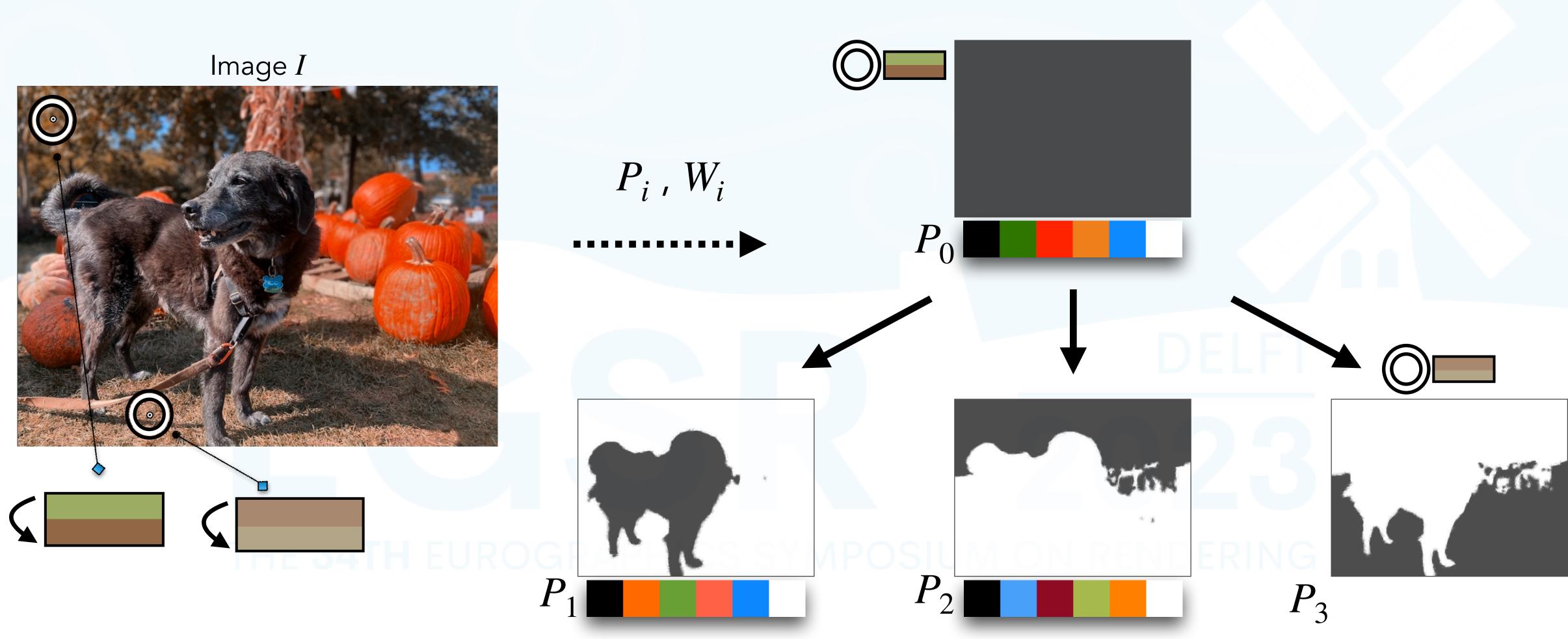


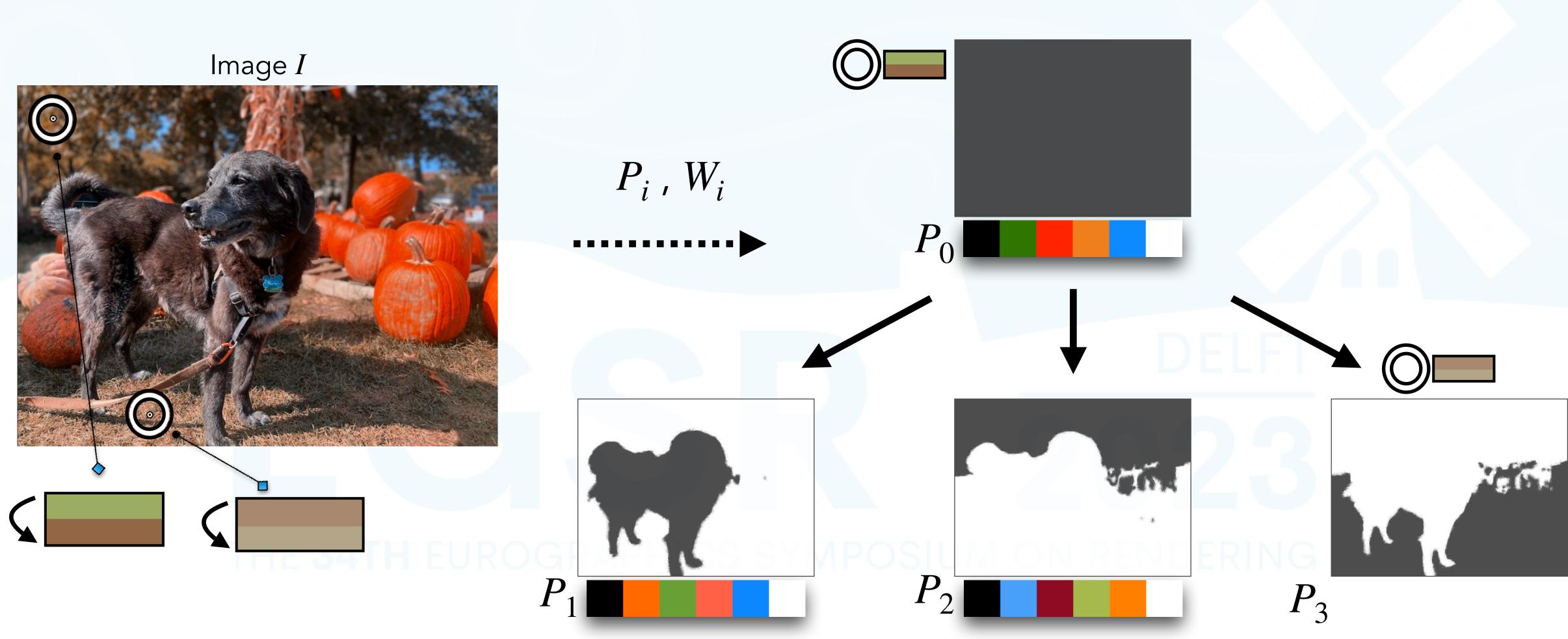


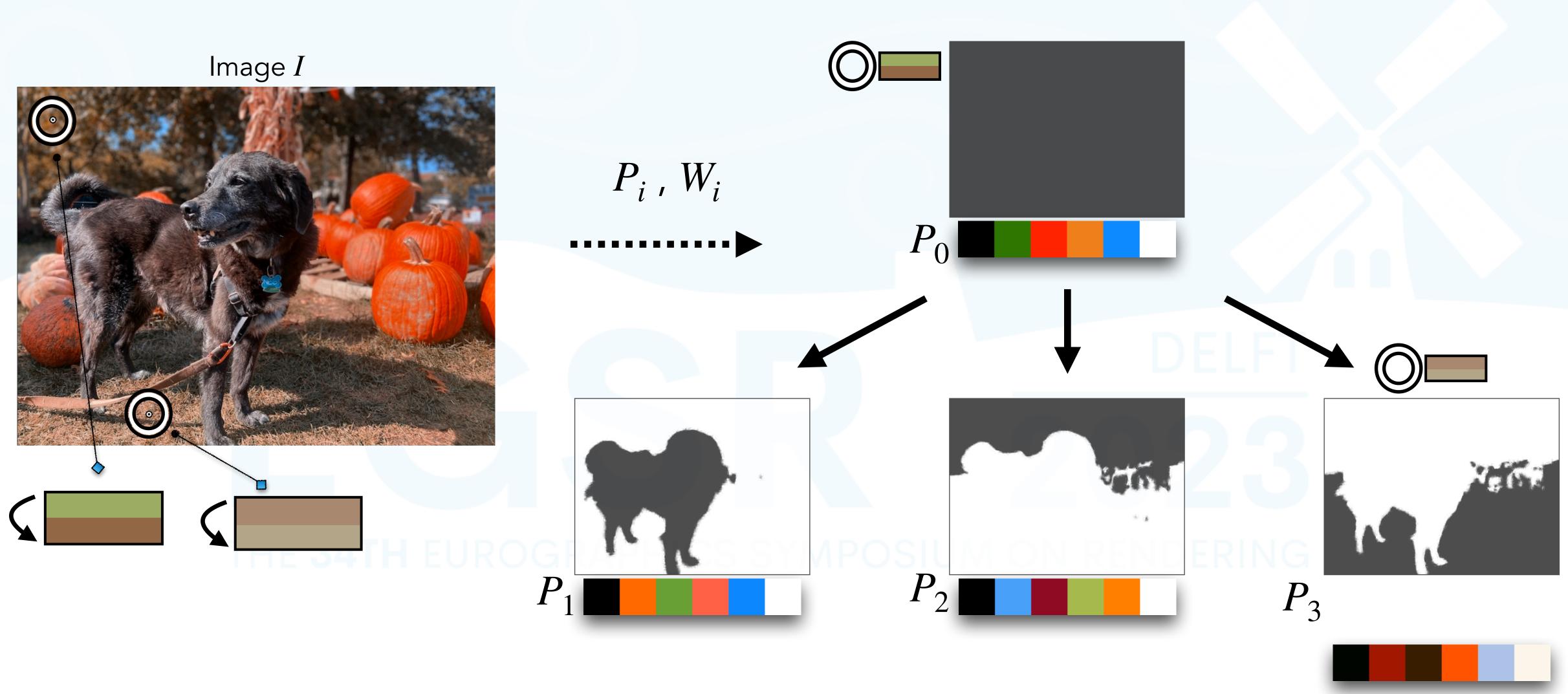












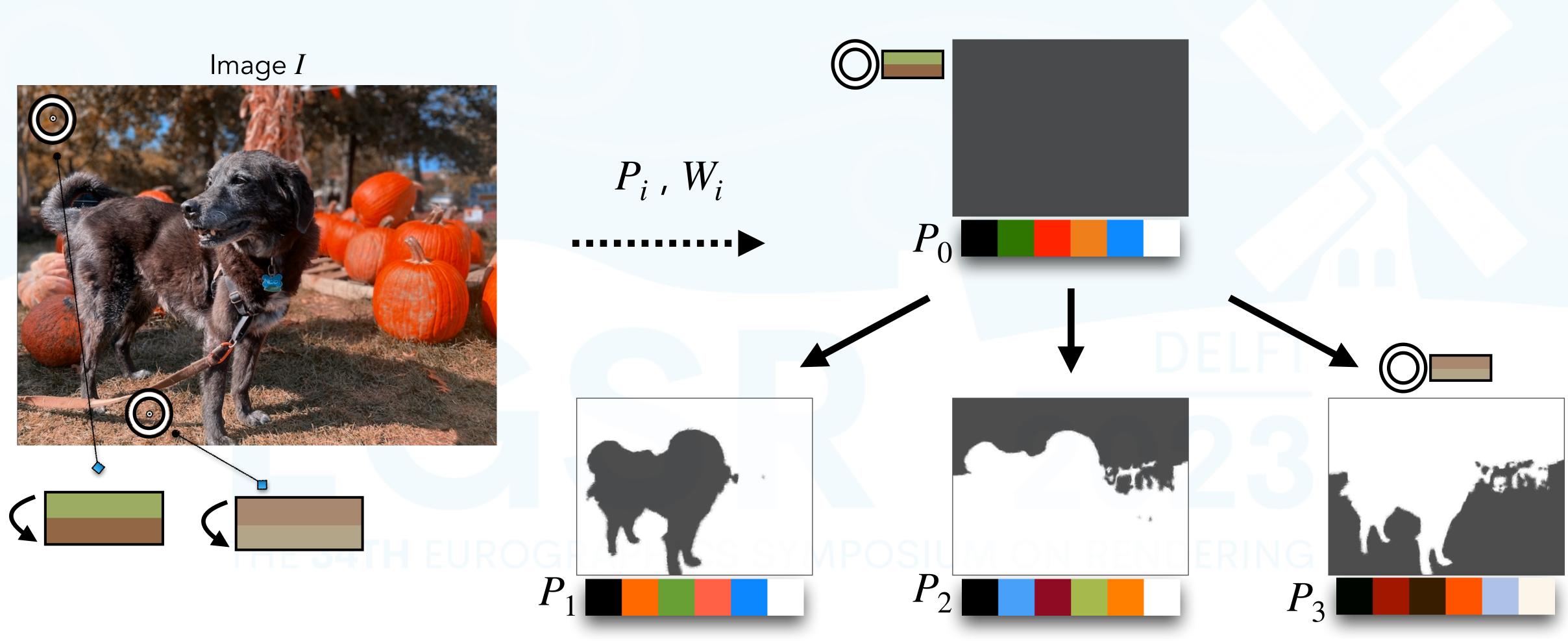
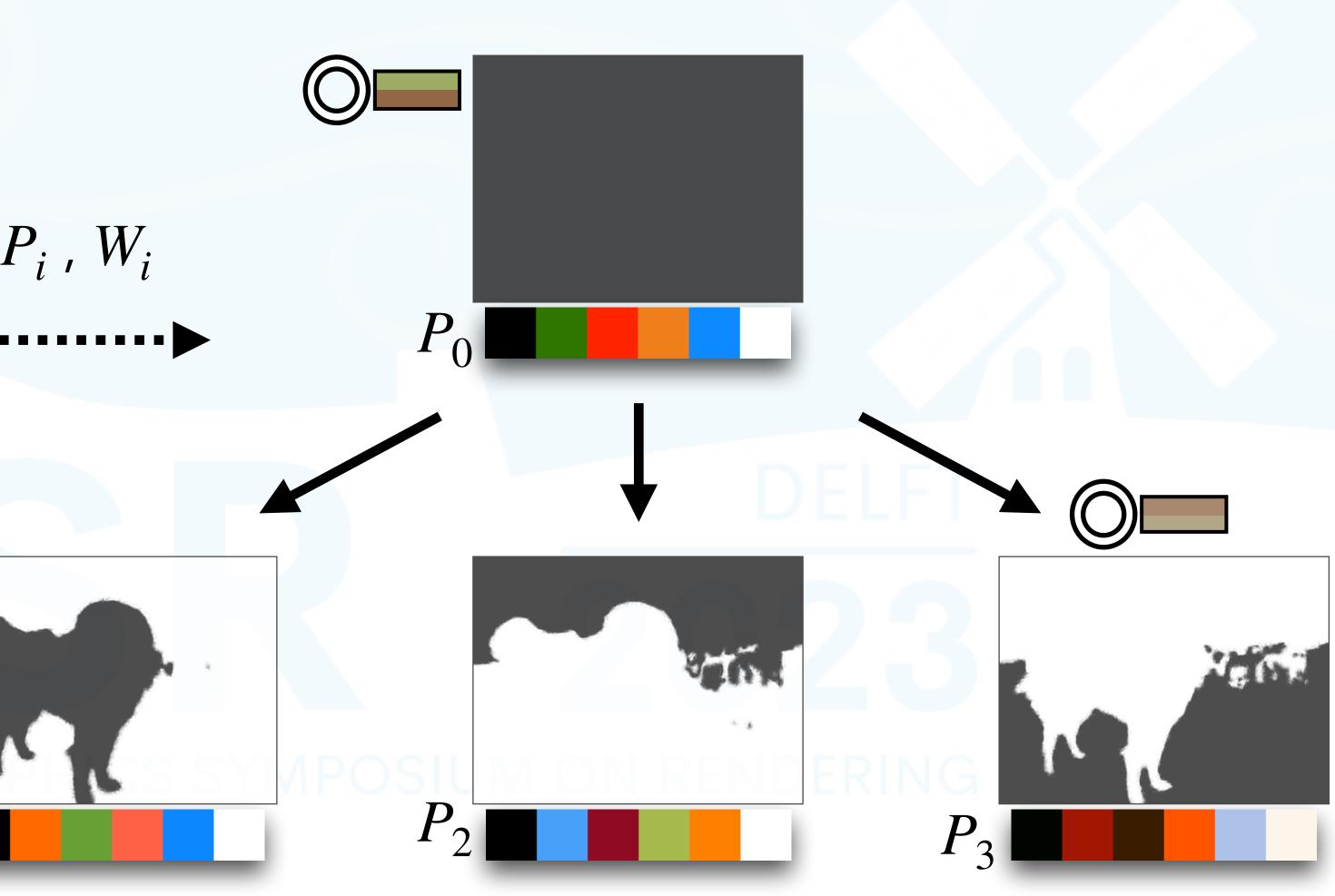


Image I



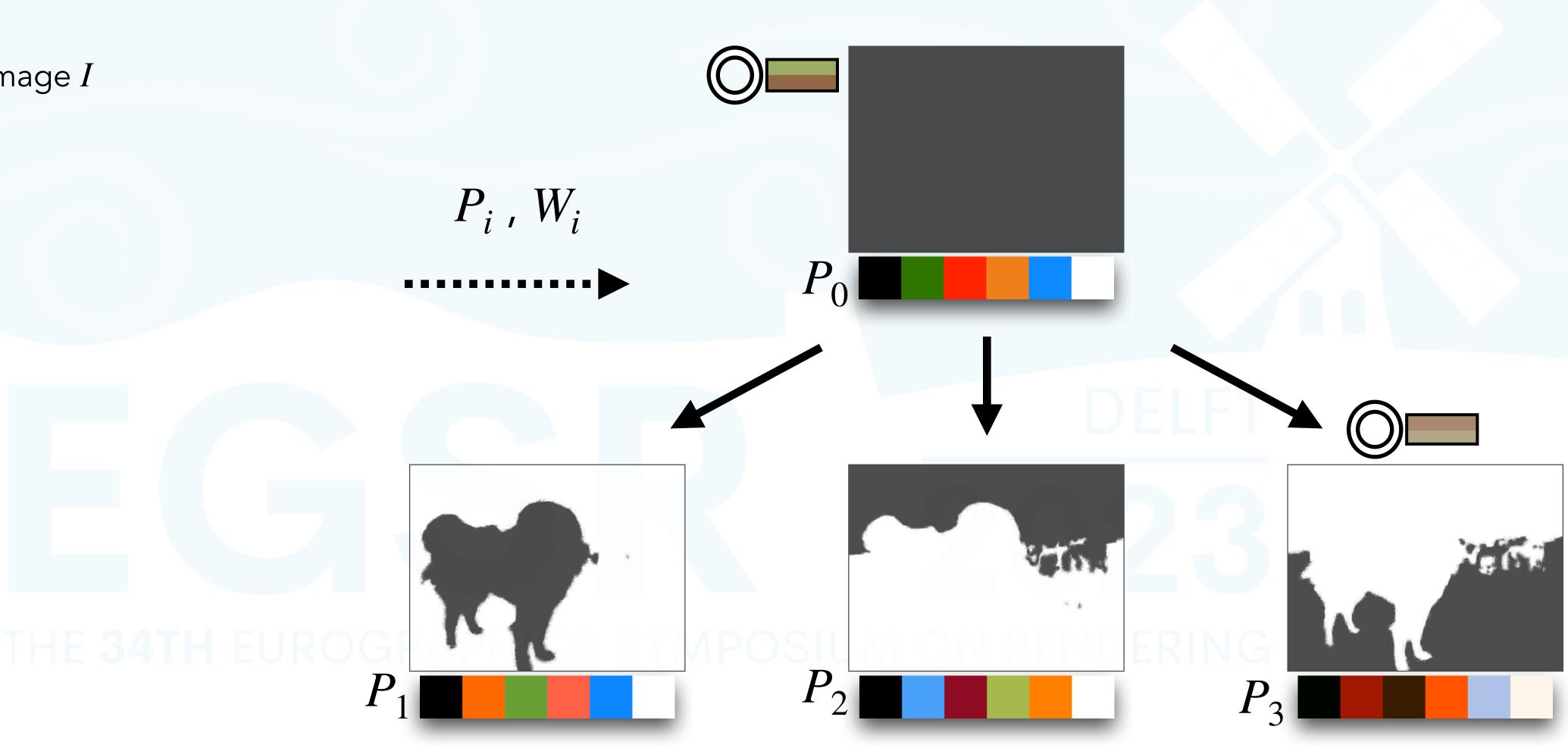
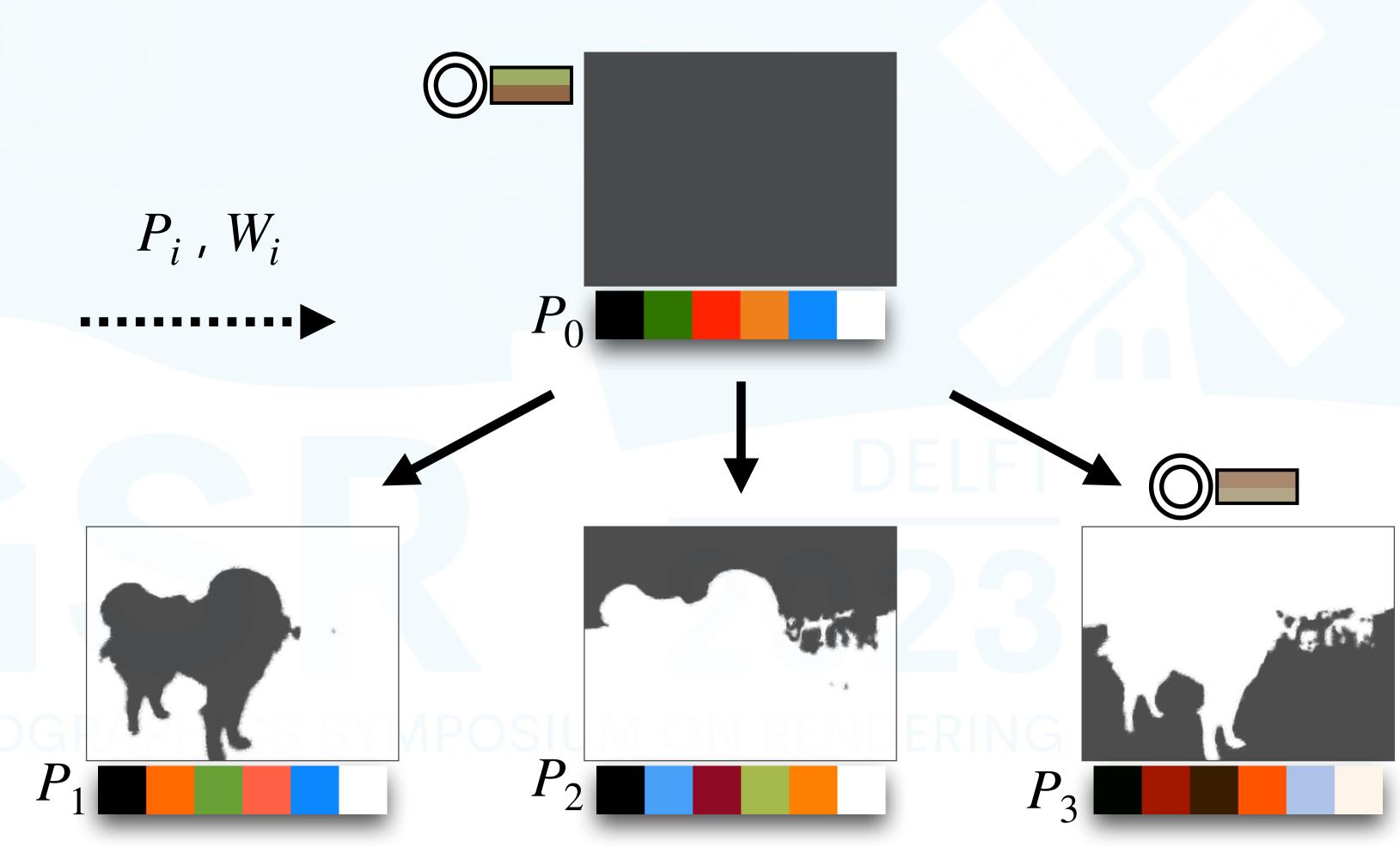
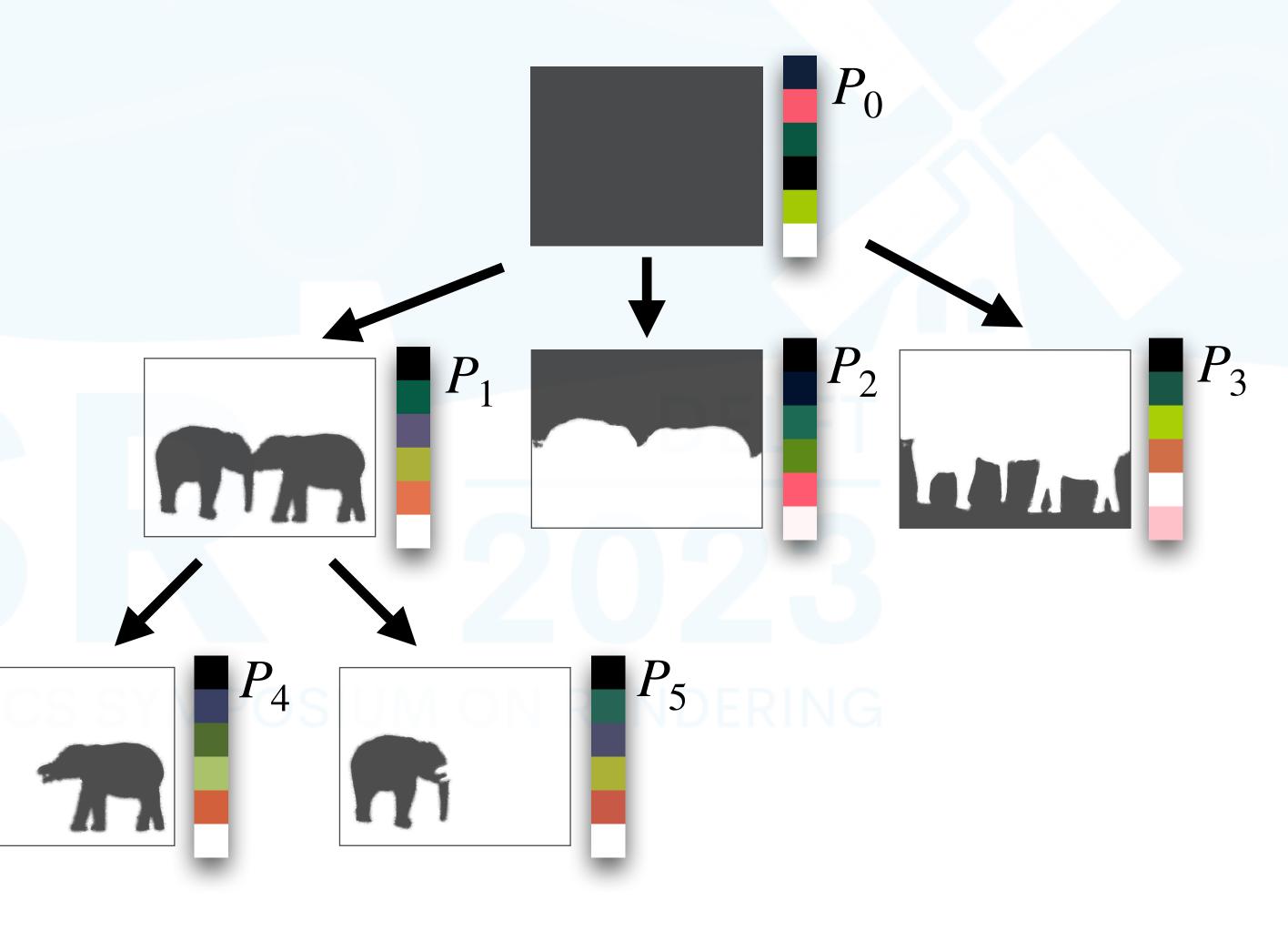


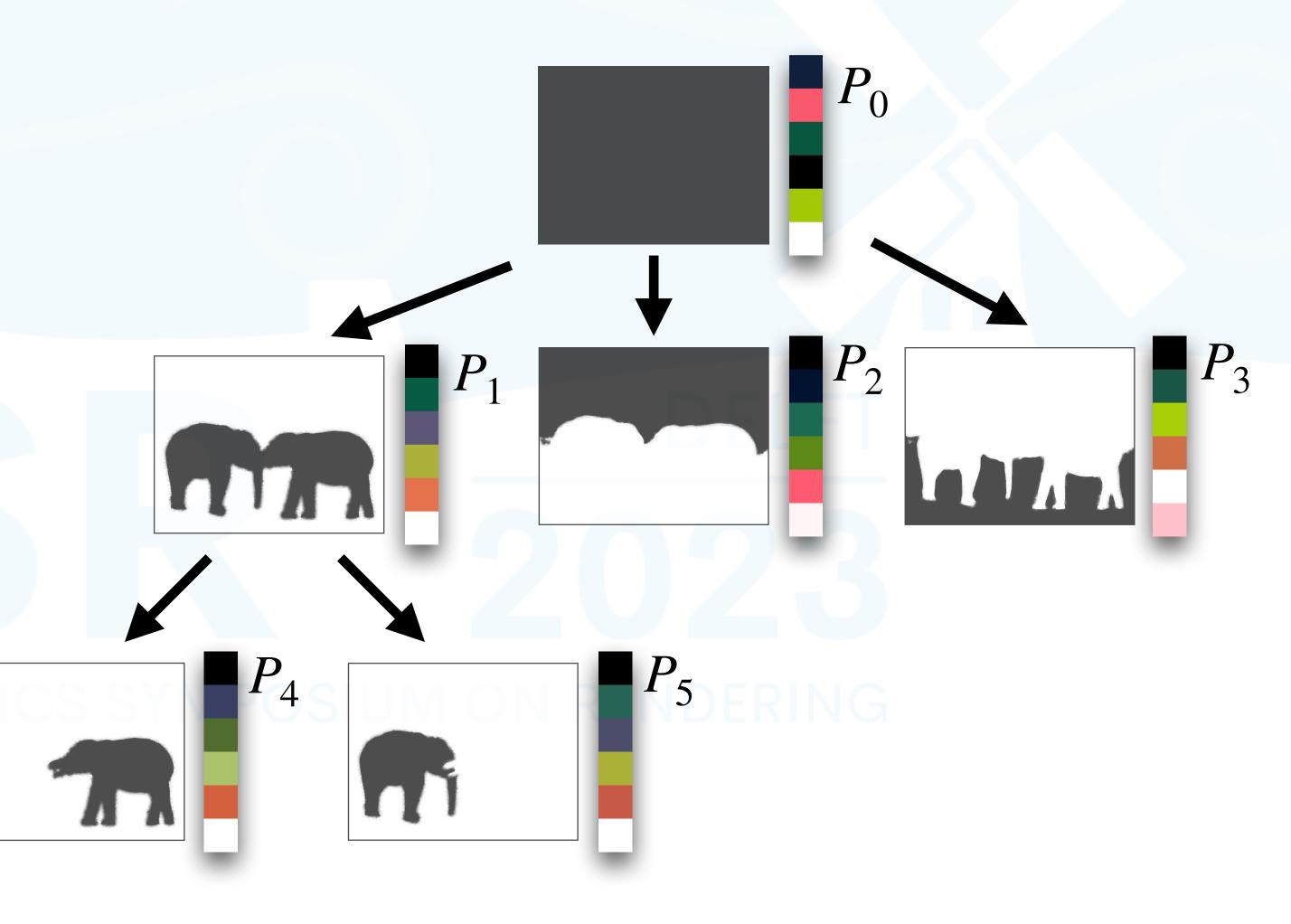
Image I





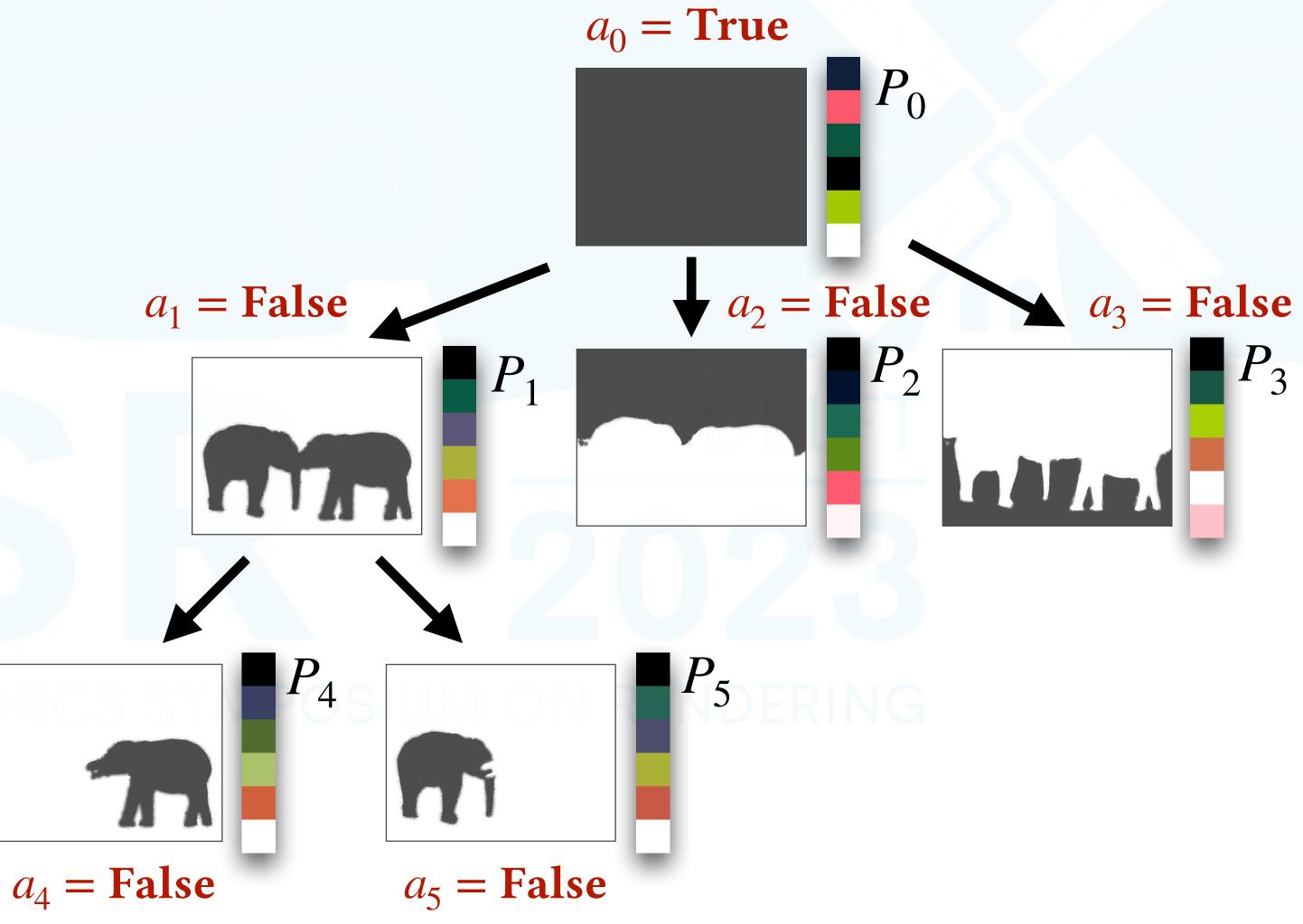


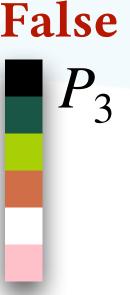
• Store booleans to track node activations



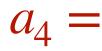
Store booleans to track node activations

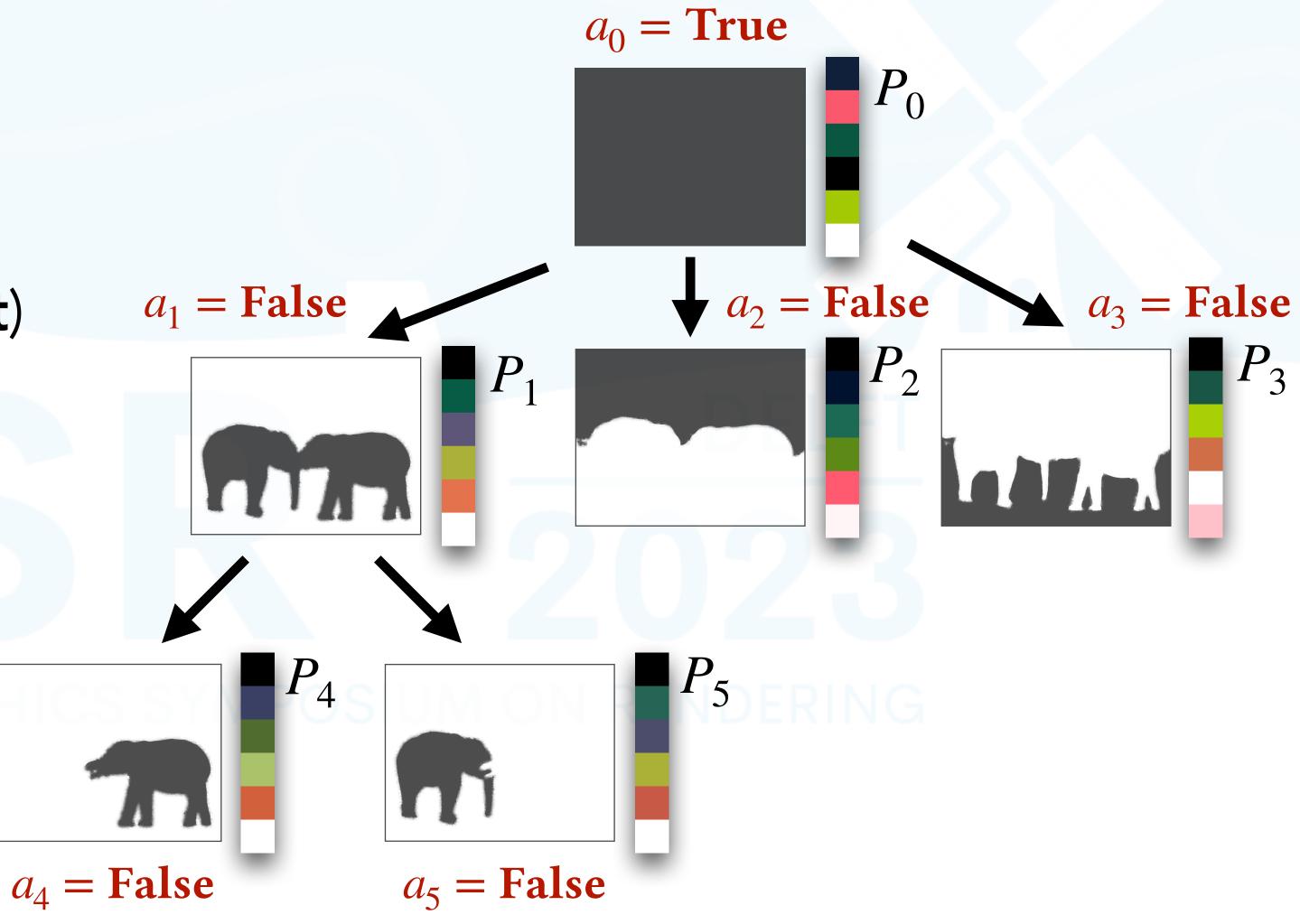


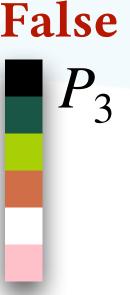




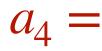
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it

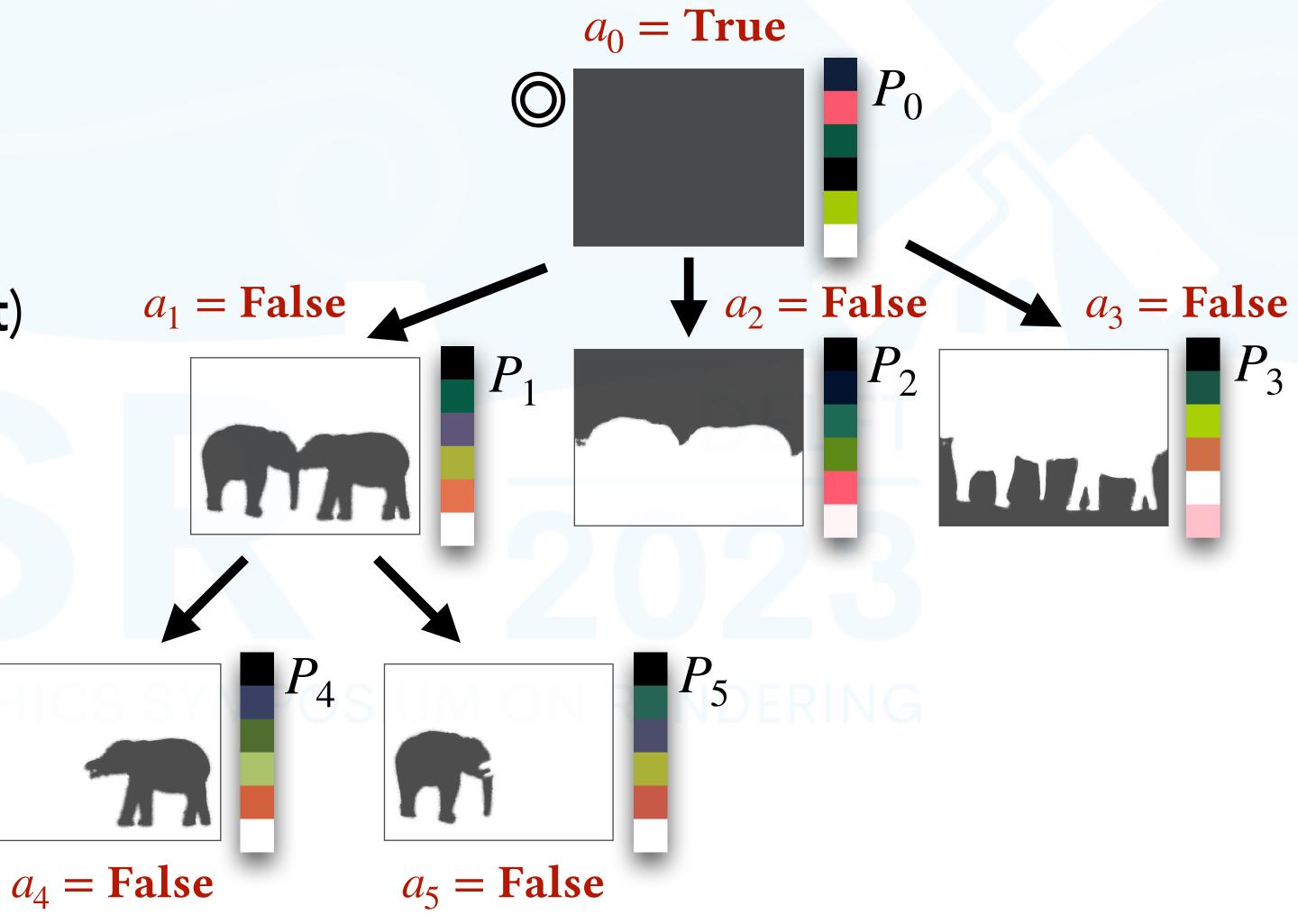


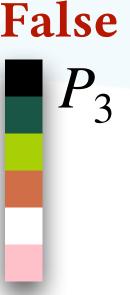




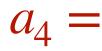
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it

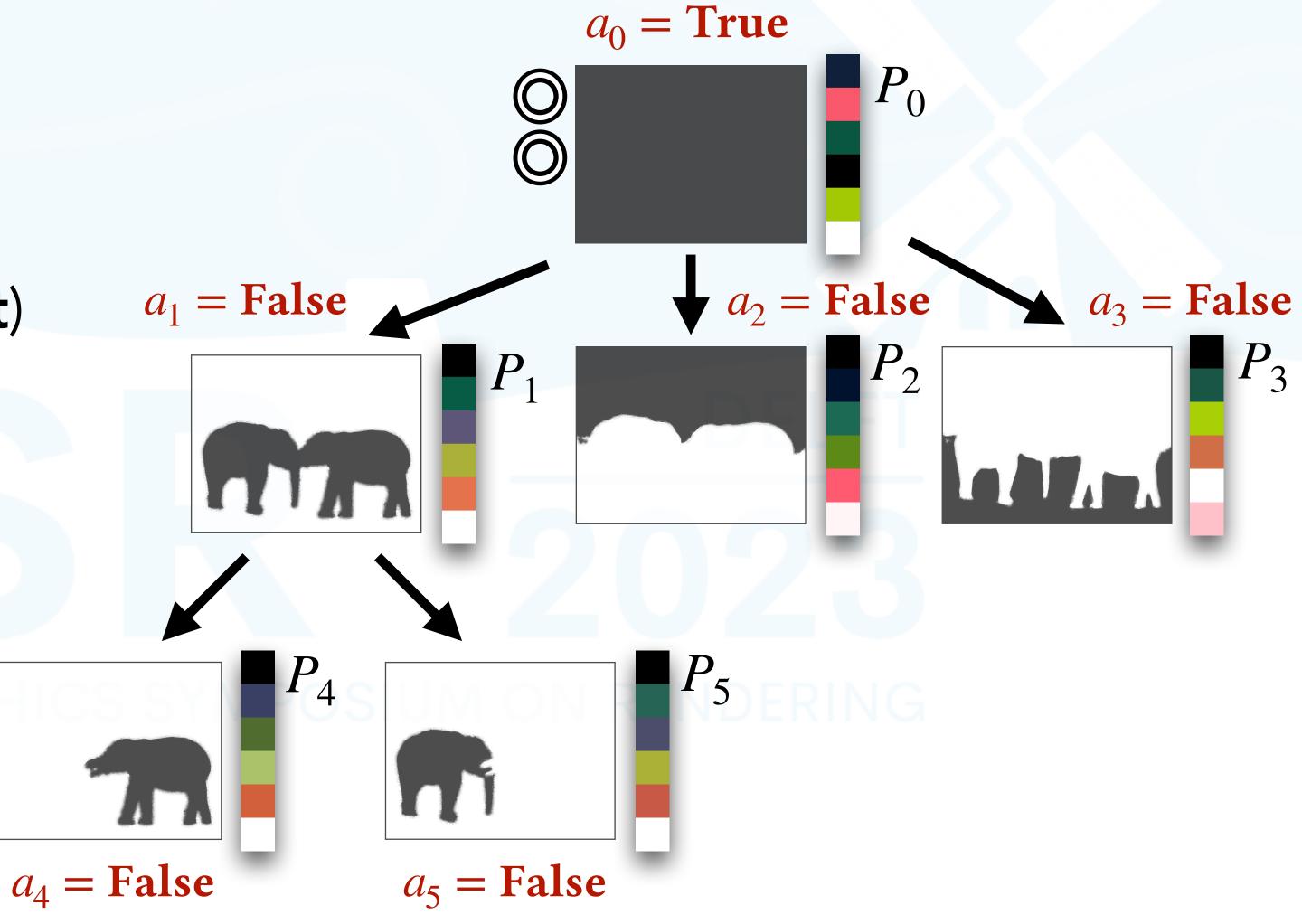


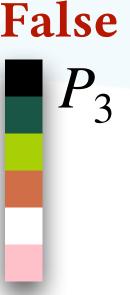




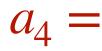
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it

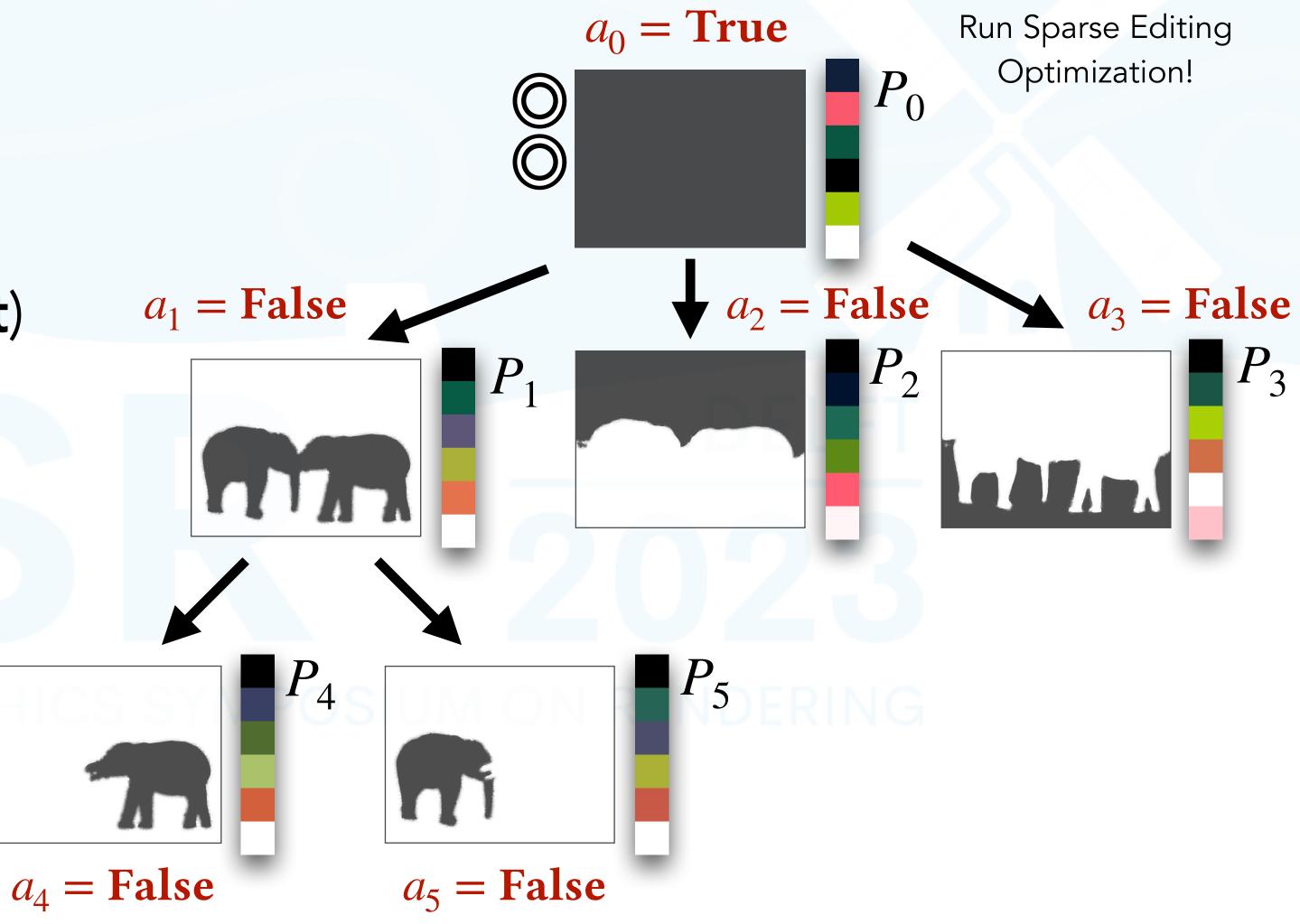






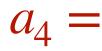
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it

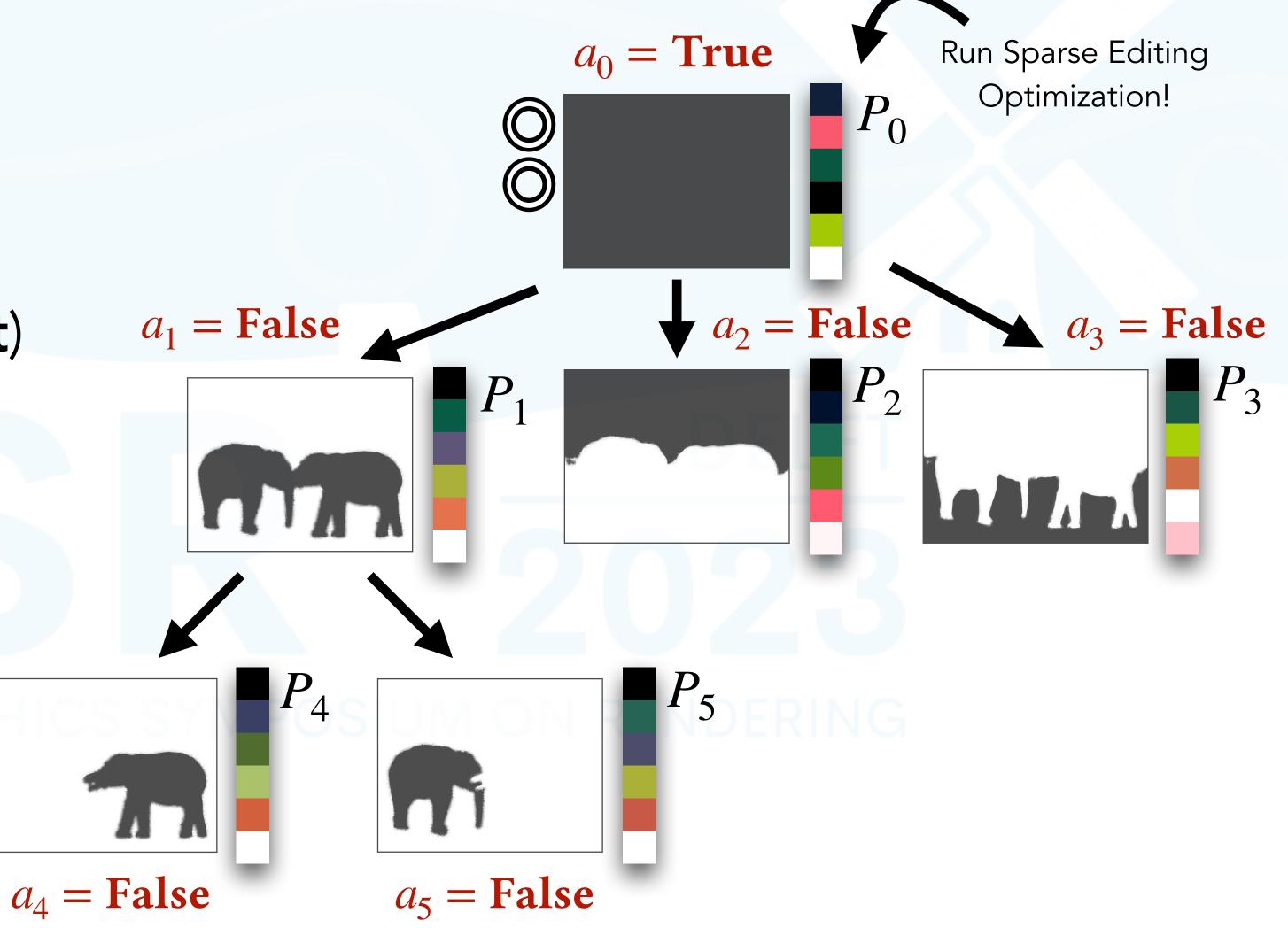






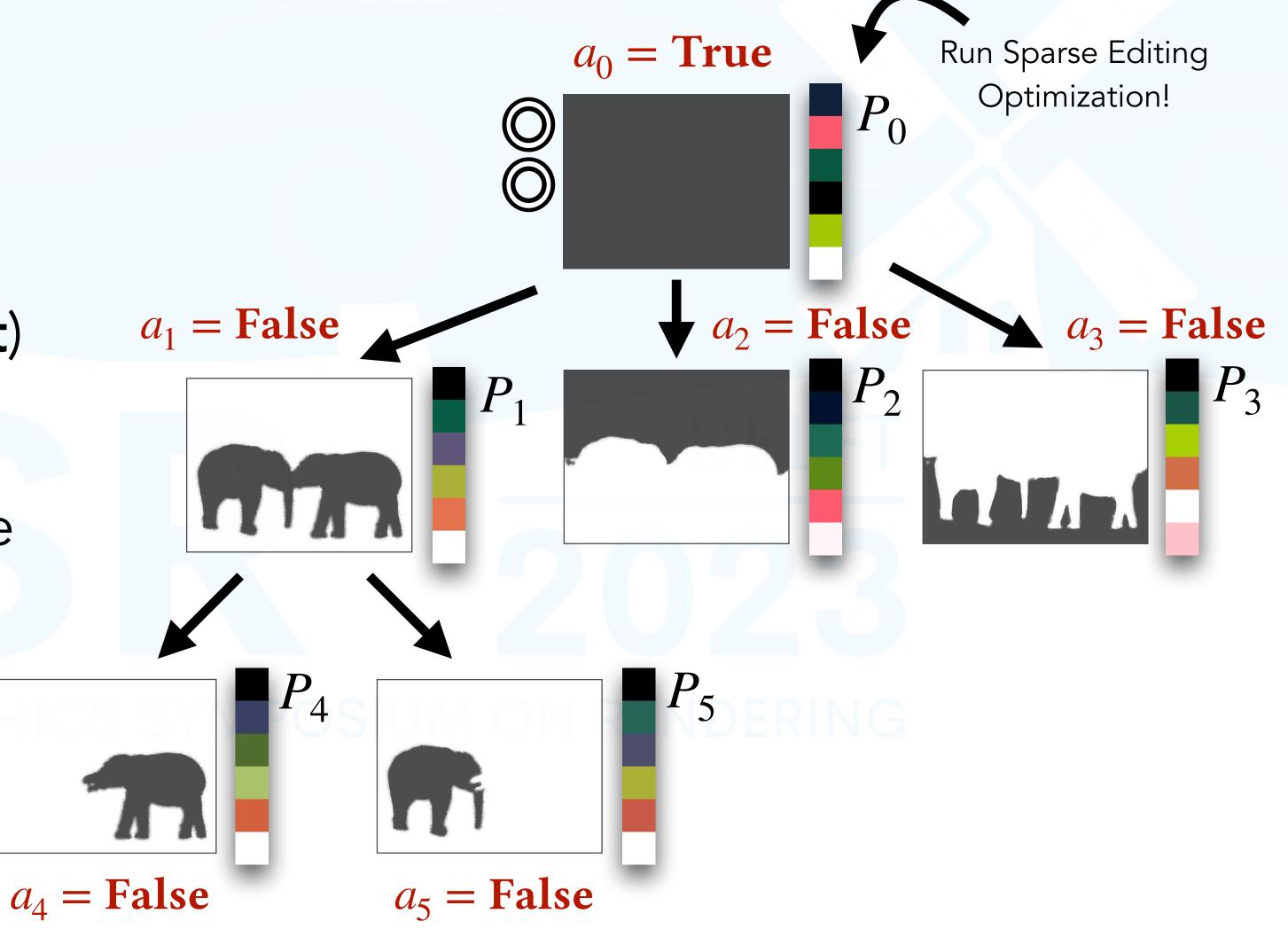
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it





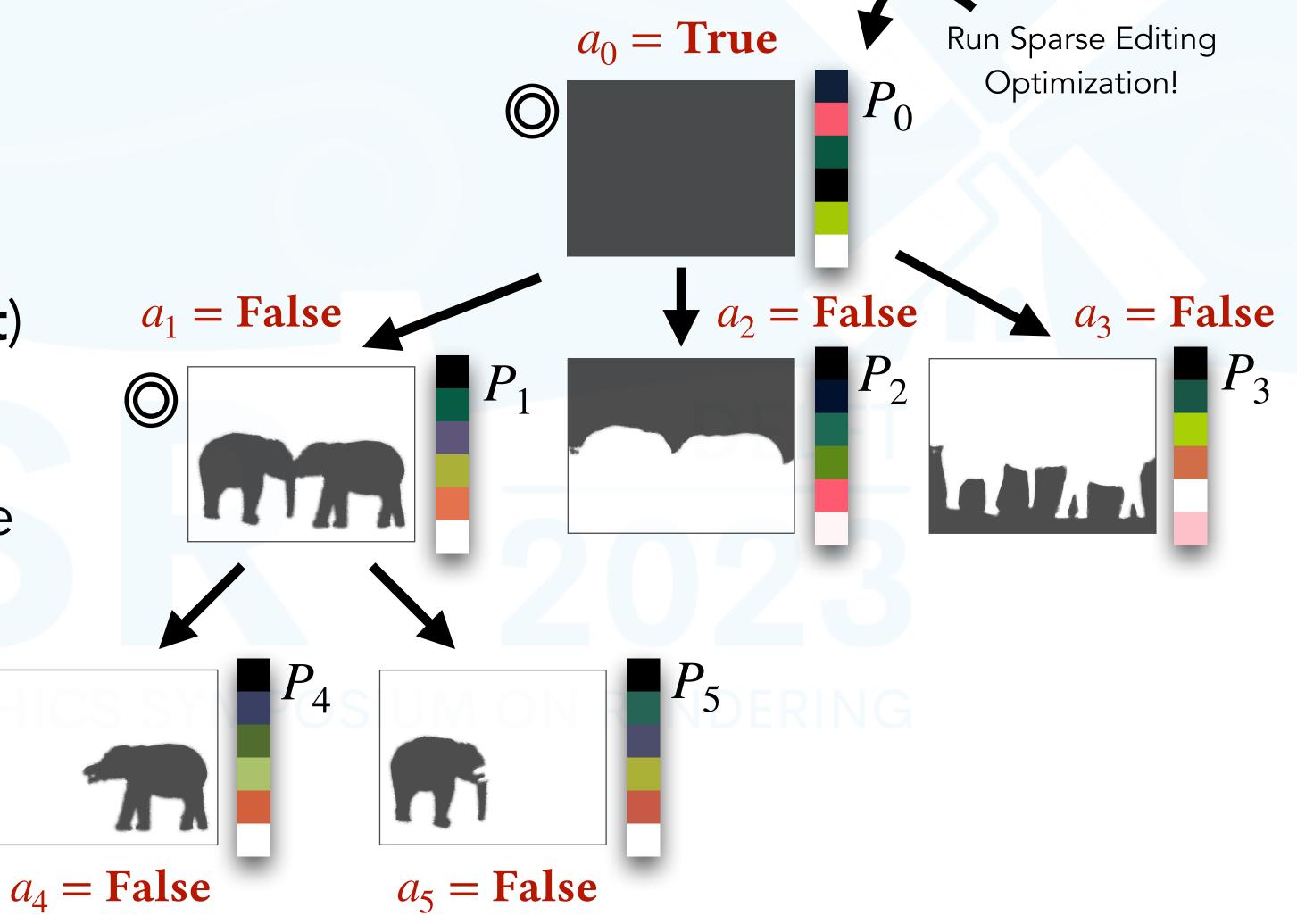
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- Optimization fails \rightarrow activate the next deeper node containing it





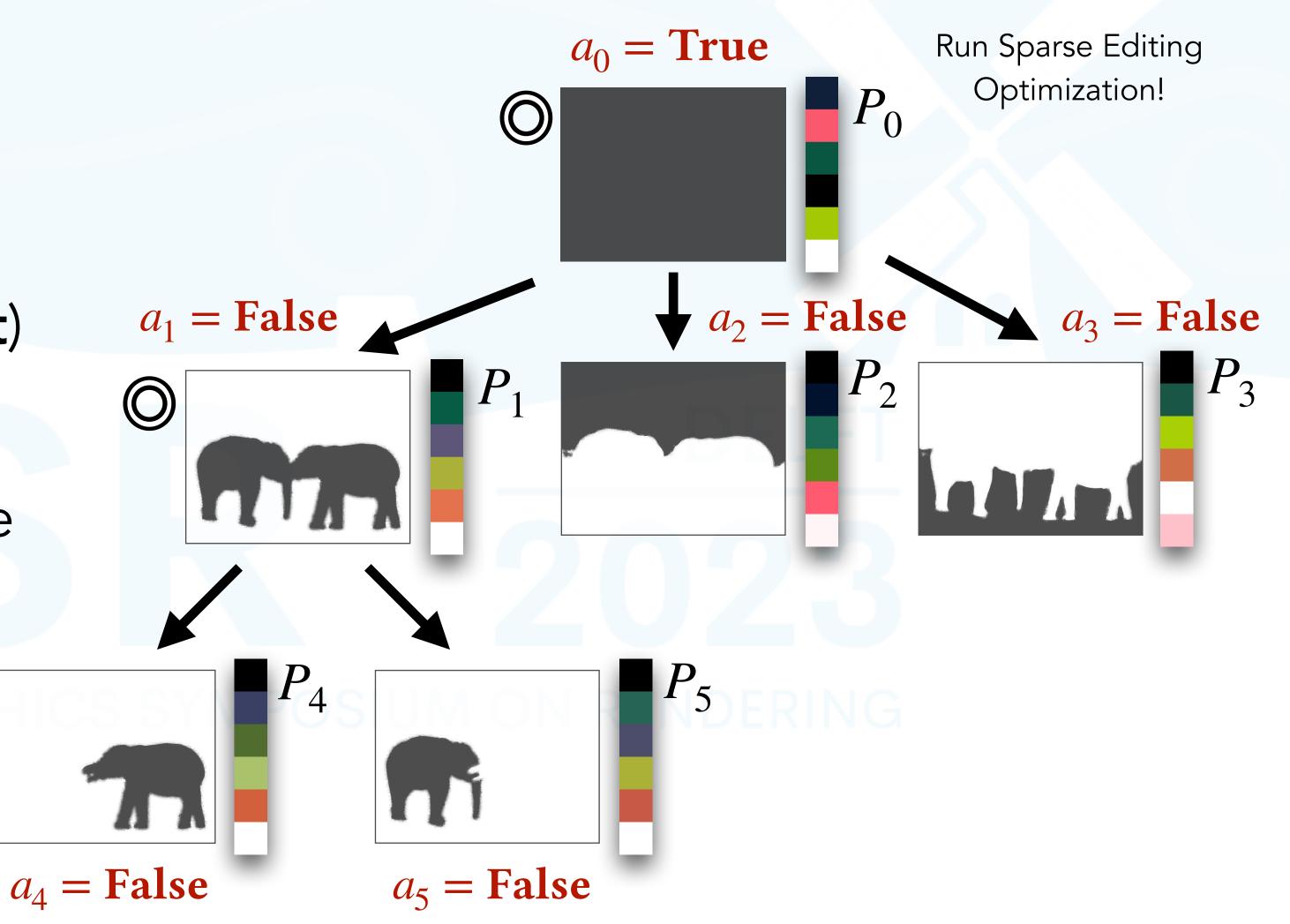
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- Optimization fails \rightarrow activate the next deeper node containing it





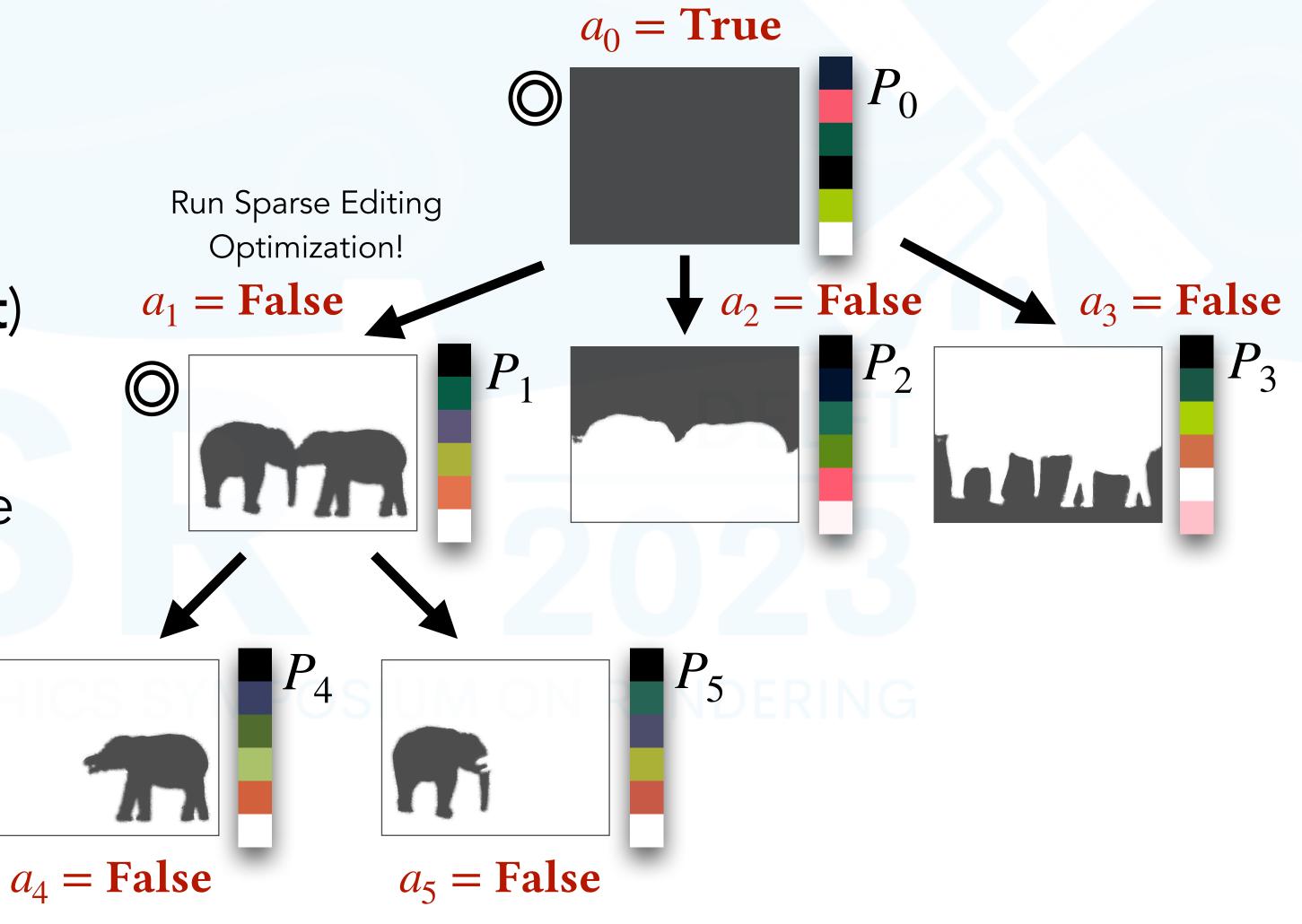
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- Optimization fails \rightarrow activate the next deeper node containing it





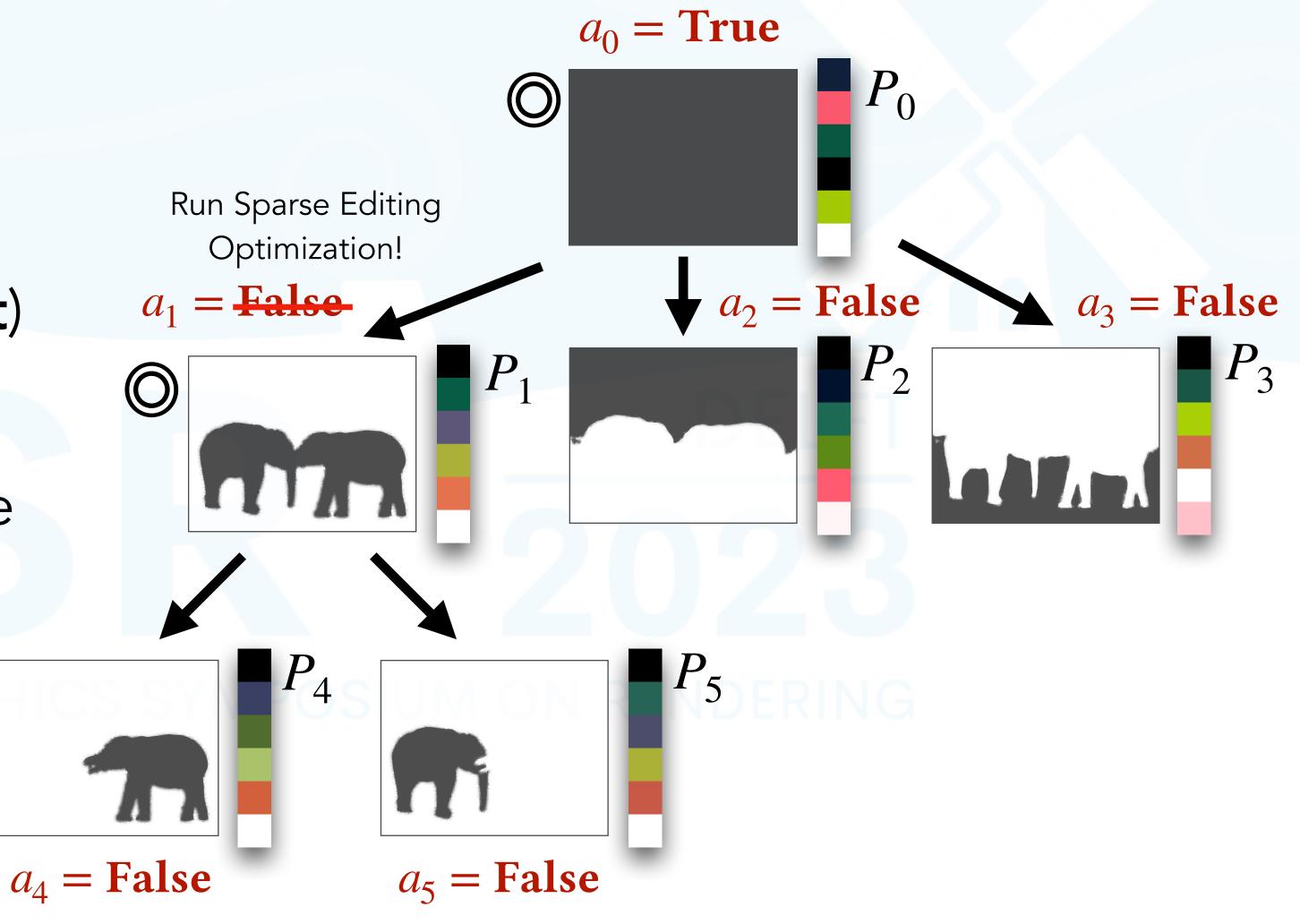
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- next deeper node containing it





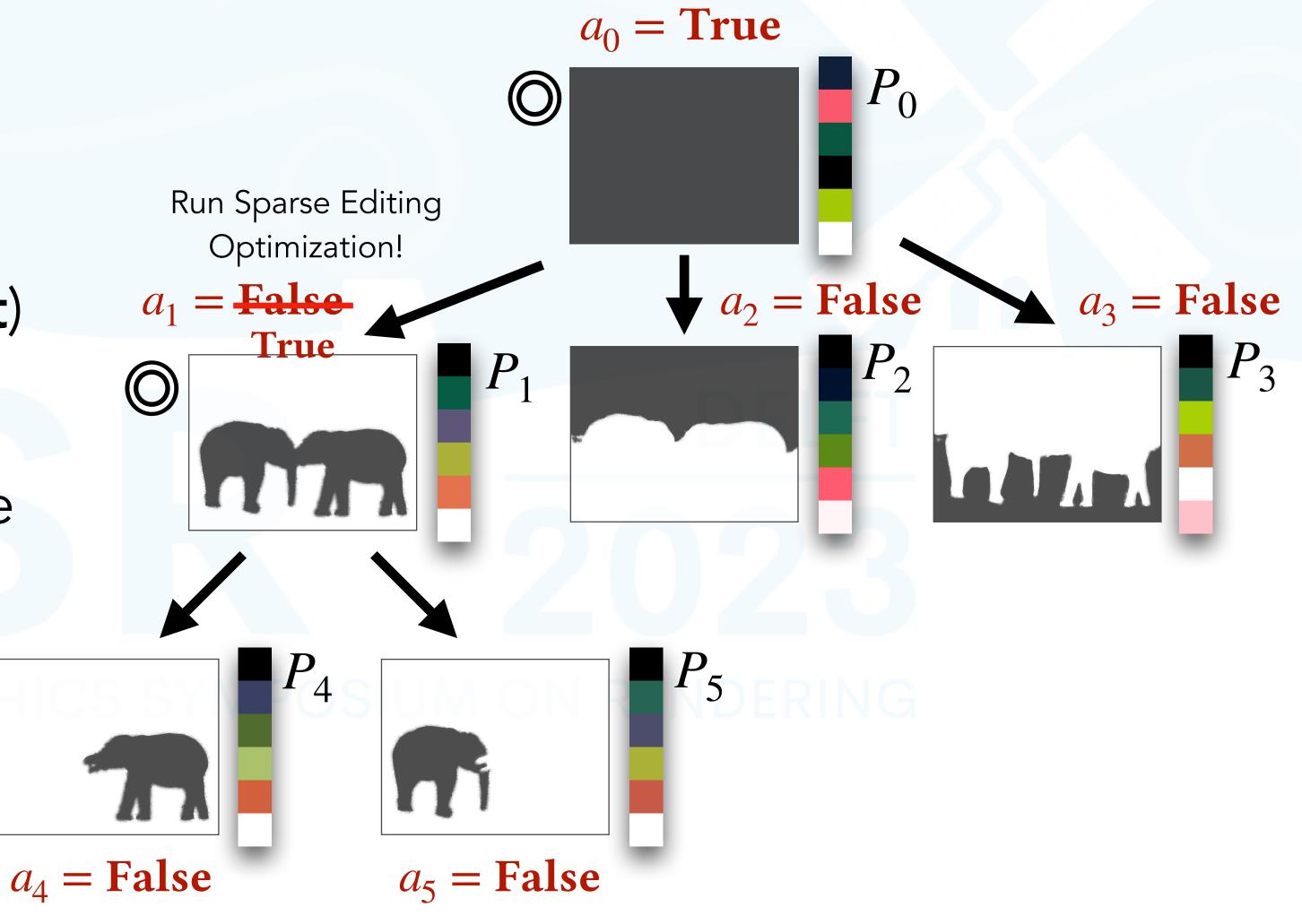
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- next deeper node containing it





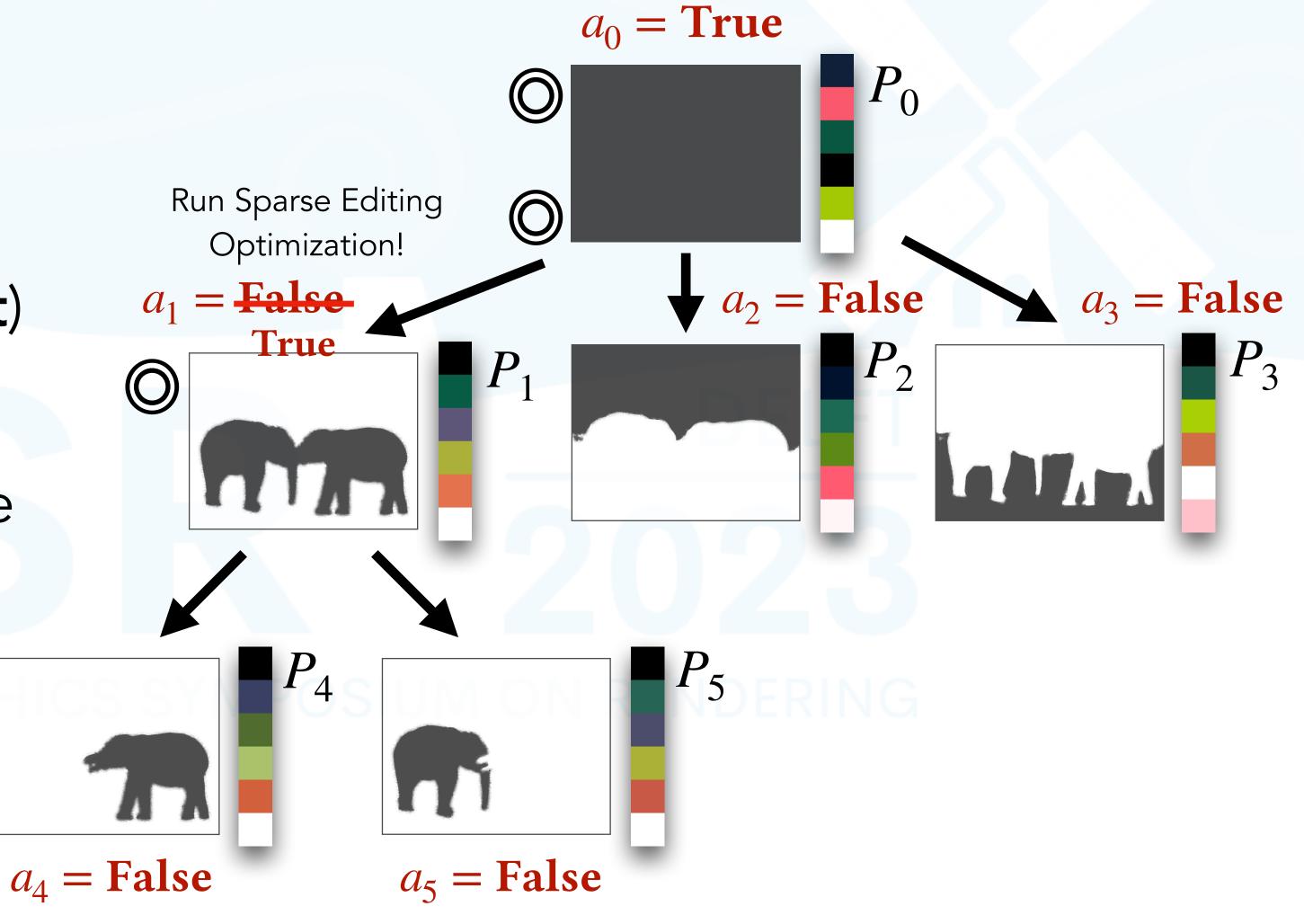
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- Optimization fails \rightarrow activate the next deeper node containing it





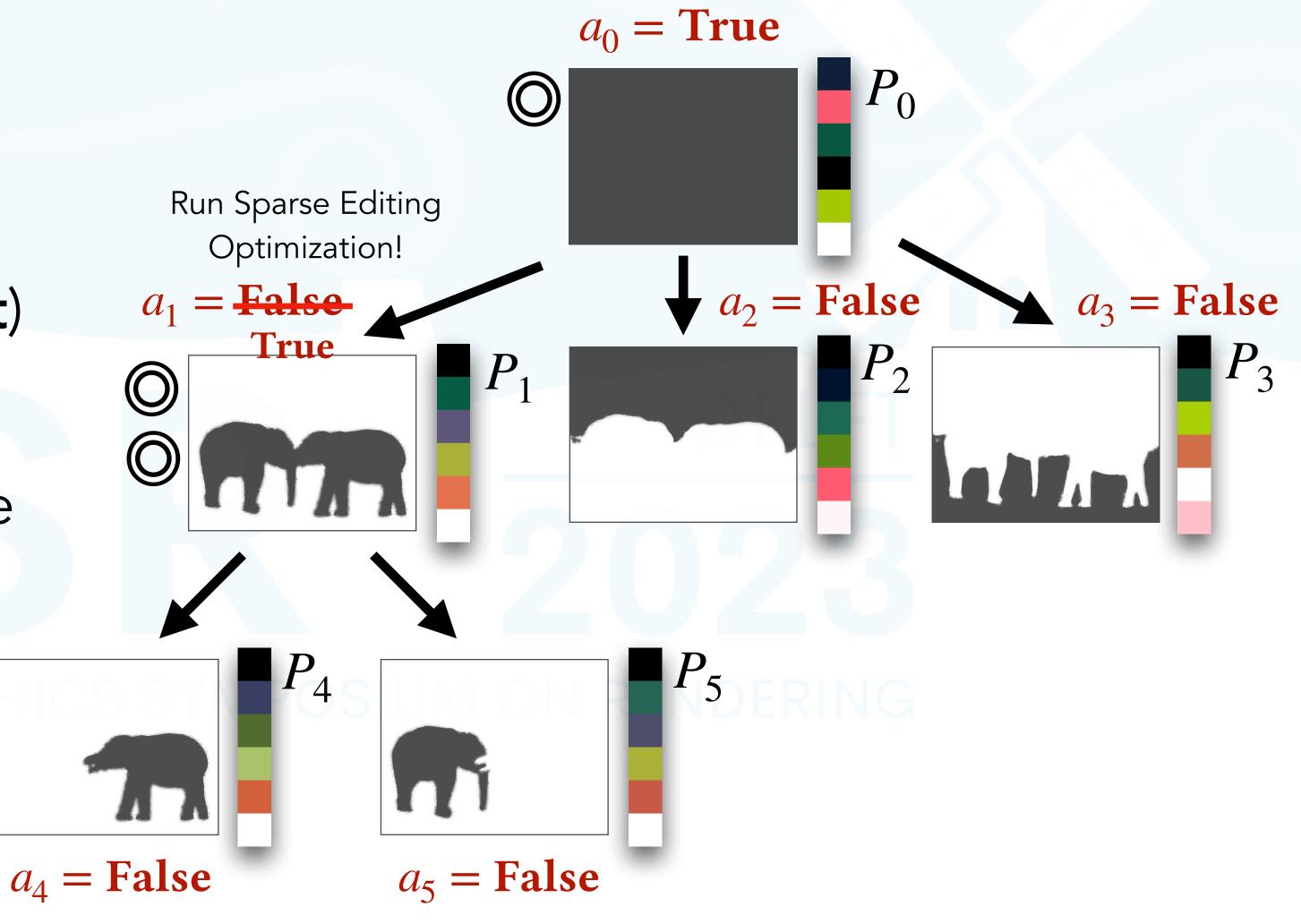
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- Optimization fails \rightarrow activate the next deeper node containing it

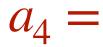


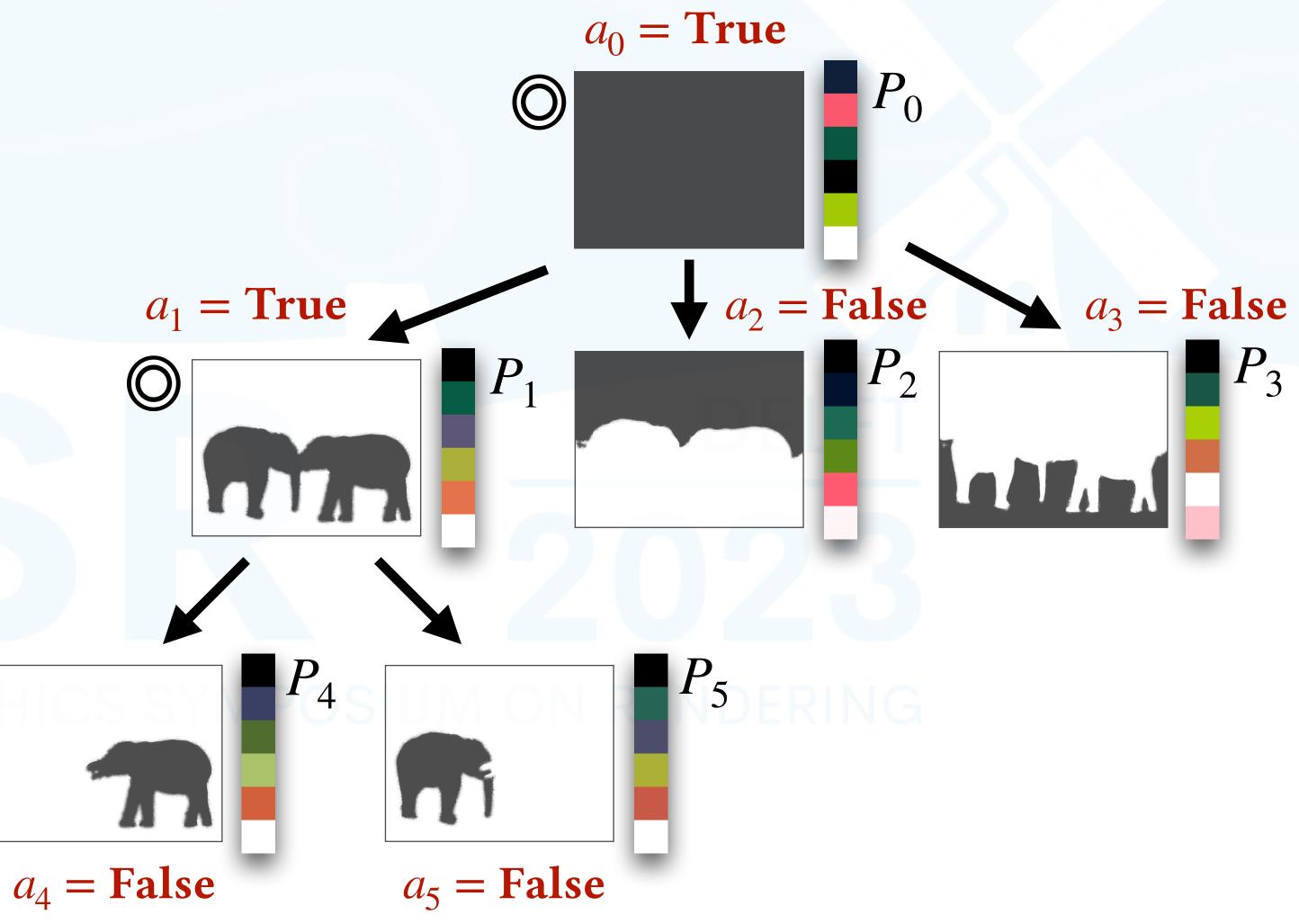


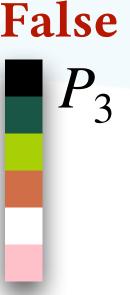
- Store booleans to track node activations
- A new image-space constraint starts at the most local (deepest) active node containing it
- Optimization fails \rightarrow activate the next deeper node containing it





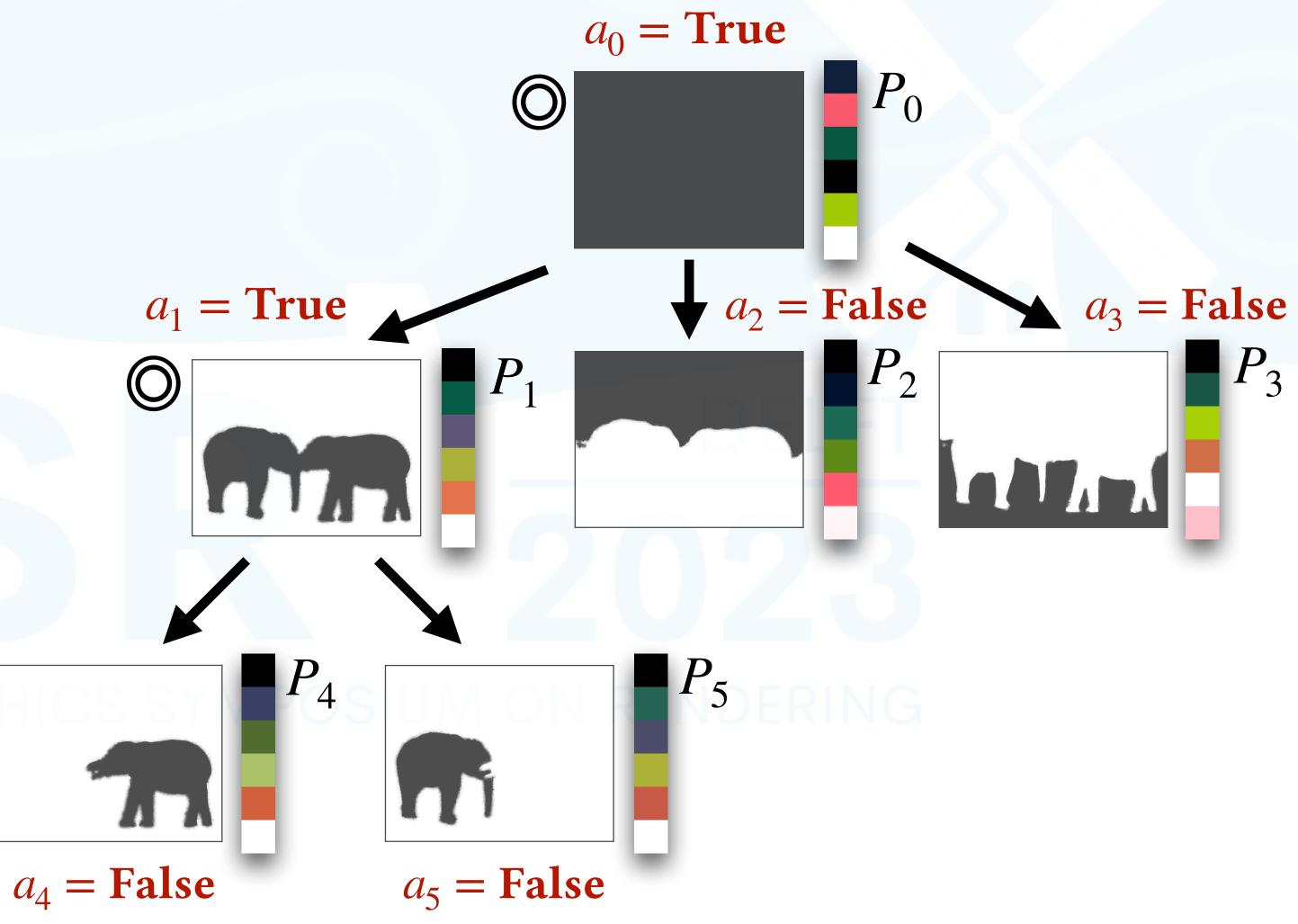


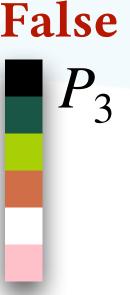




How to reconstruct the edited image under the hierarchy?

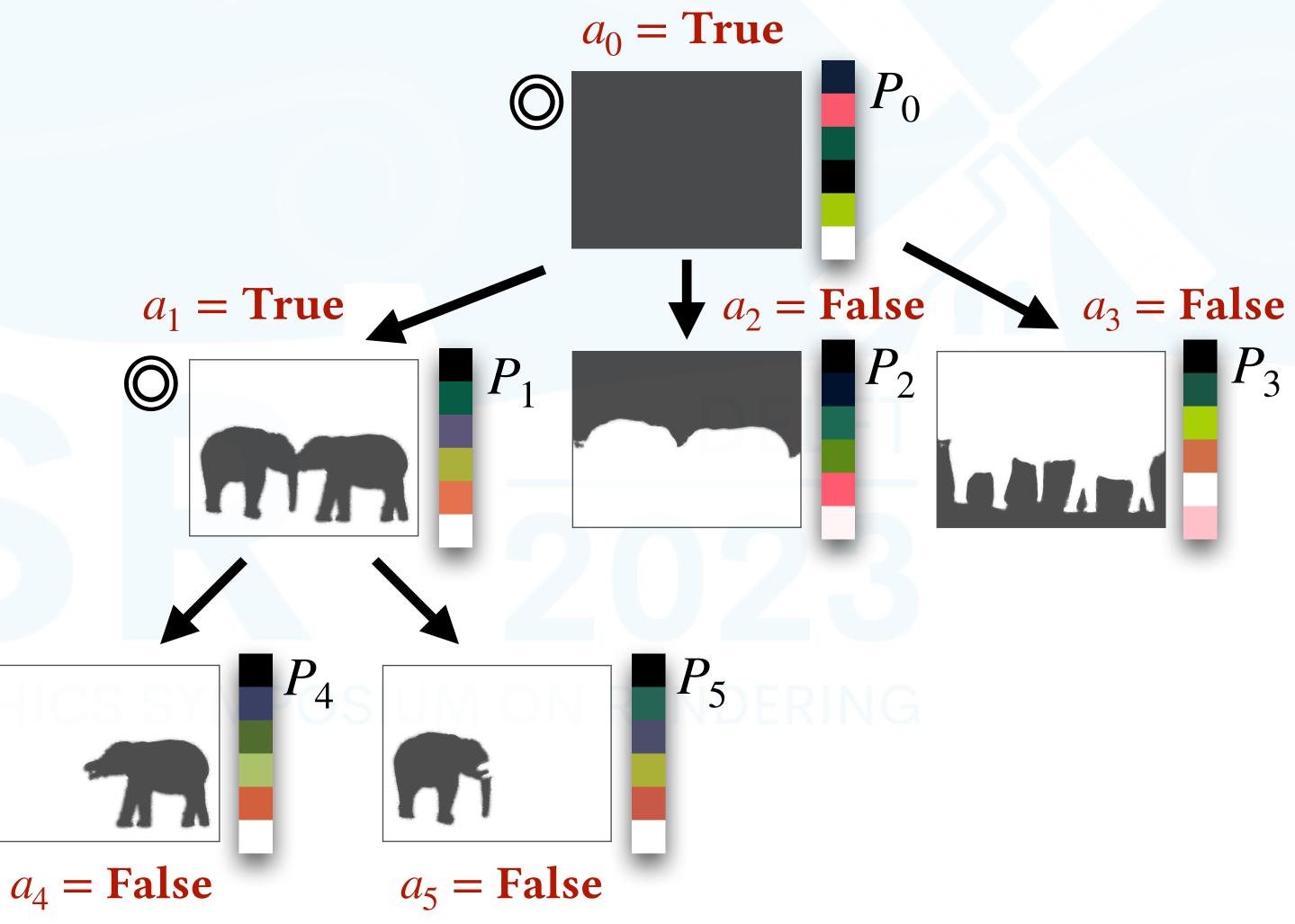


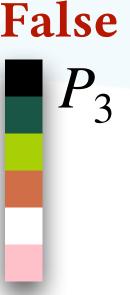




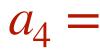
- How to reconstruct the edited image under the hierarchy?
 - Alpha compositing over activated nodes

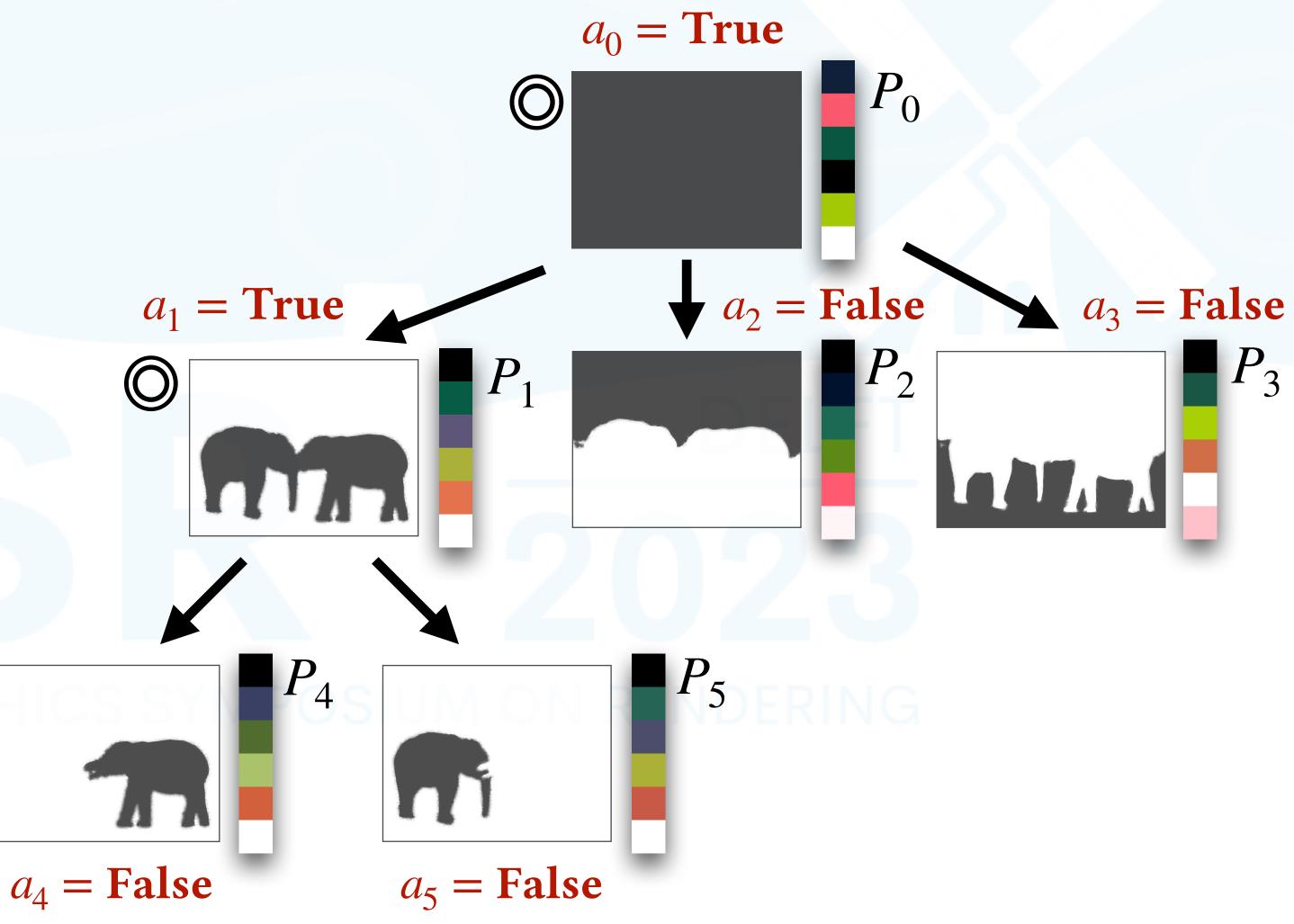


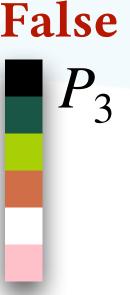




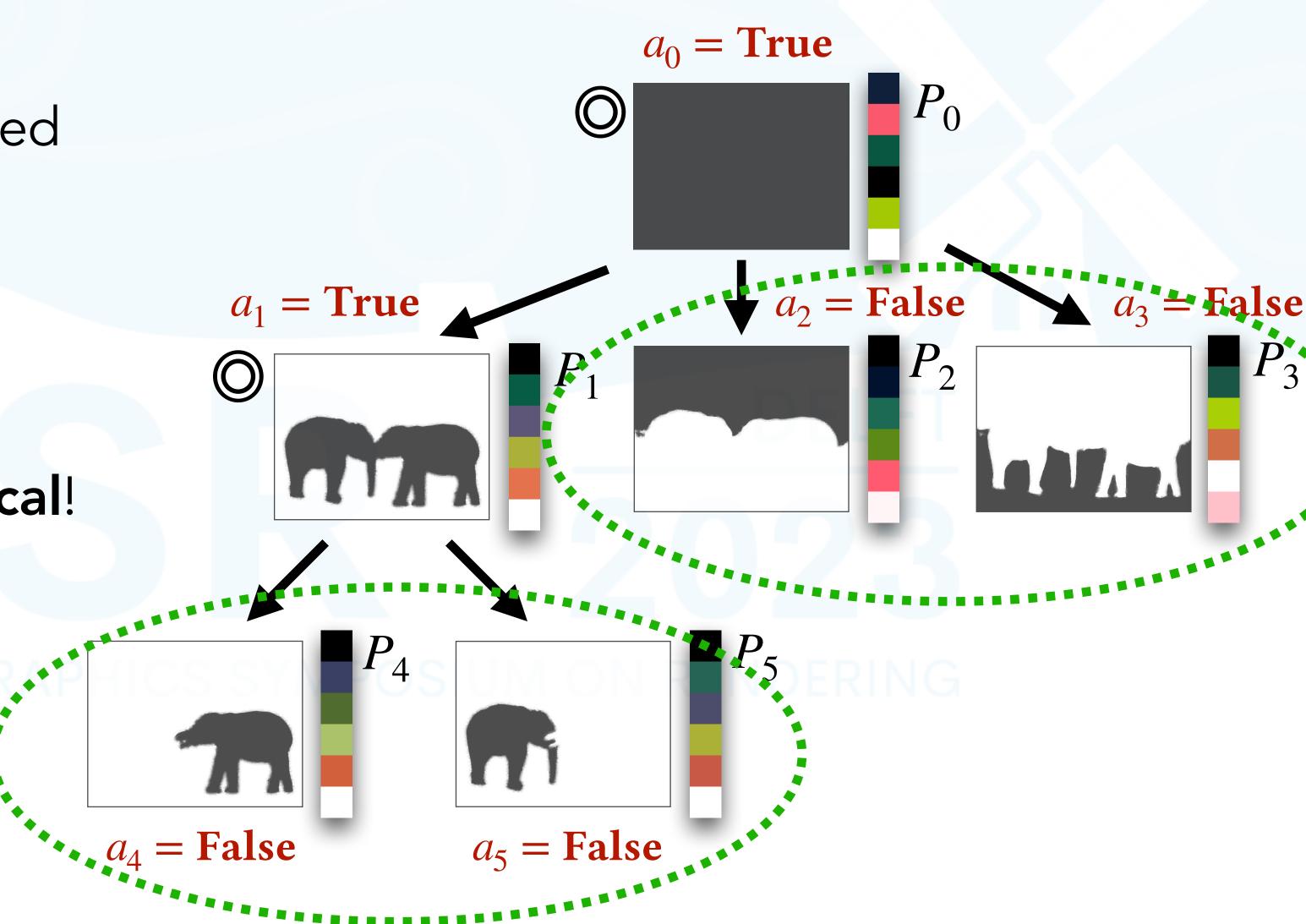
- How to reconstruct the edited image under the hierarchy?
 - Alpha compositing over activated nodes
 - Leaf palettes are more **local**!



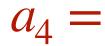


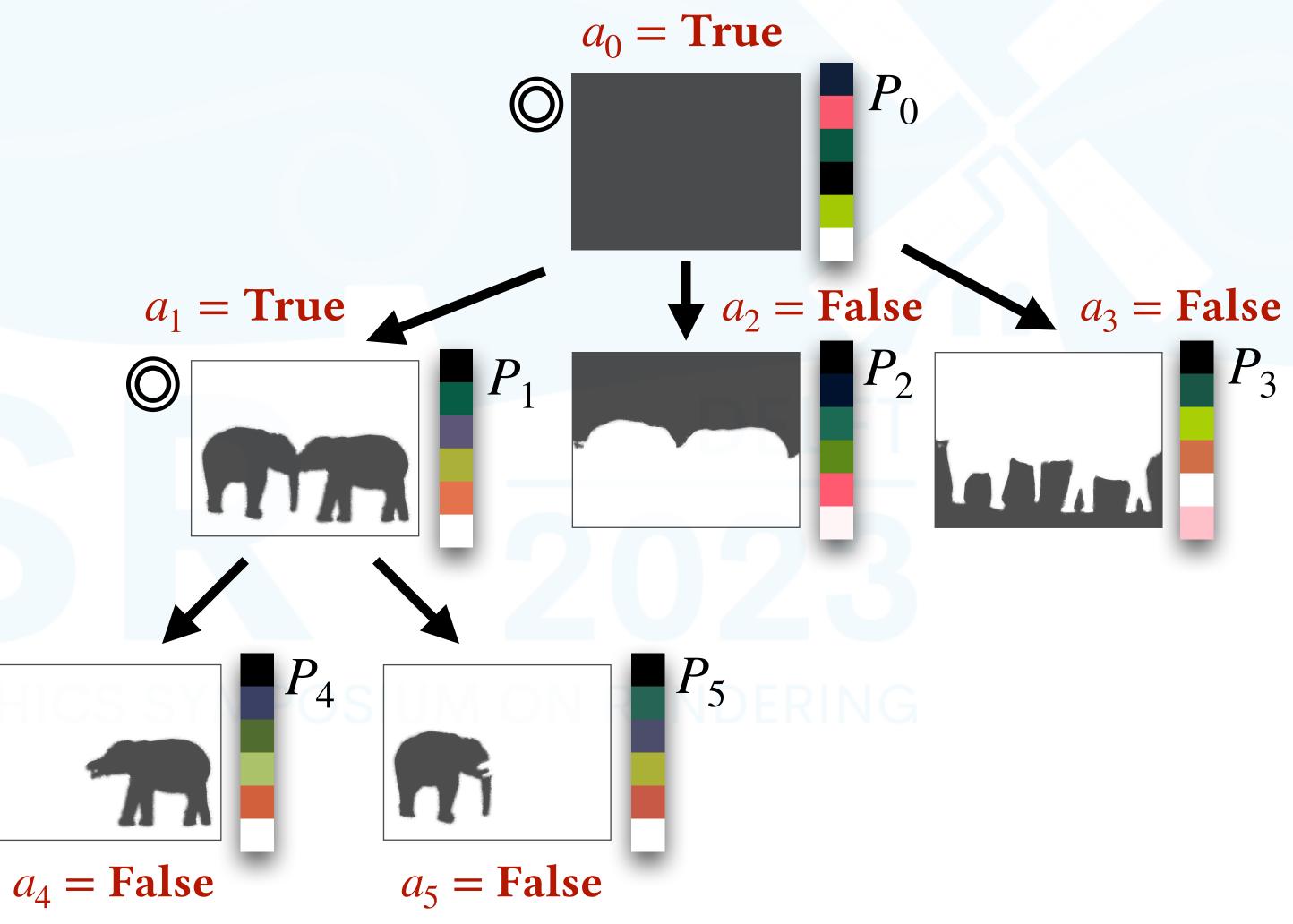


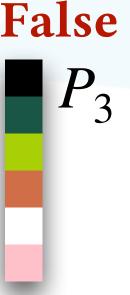
- How to reconstruct the edited image under the hierarchy?
 - Alpha compositing over activated nodes
 - Leaf palettes are more **local**!





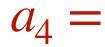


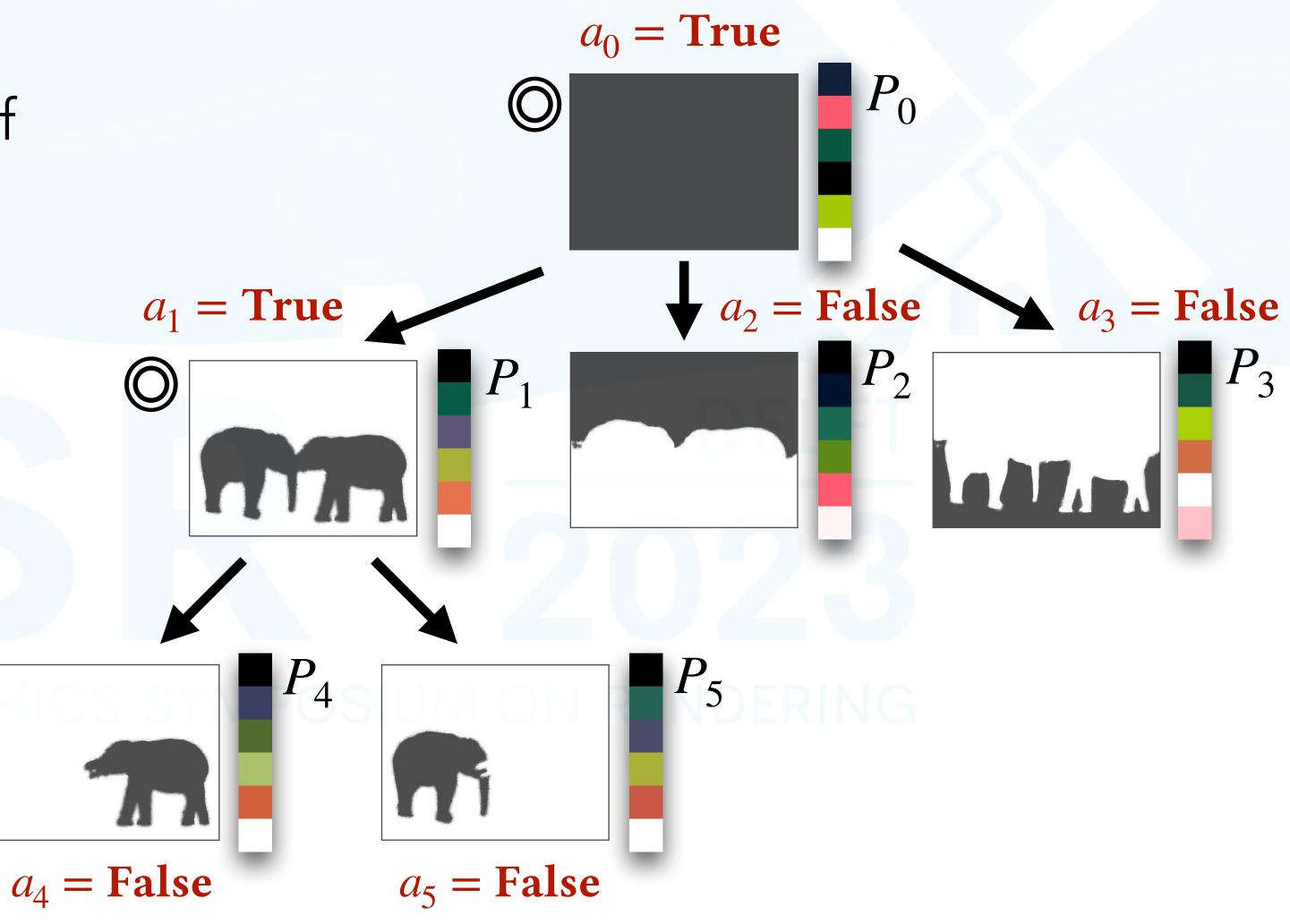


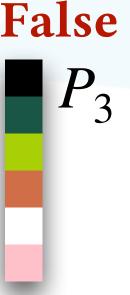


Propagate changes towards leaf palettes if **not activated**



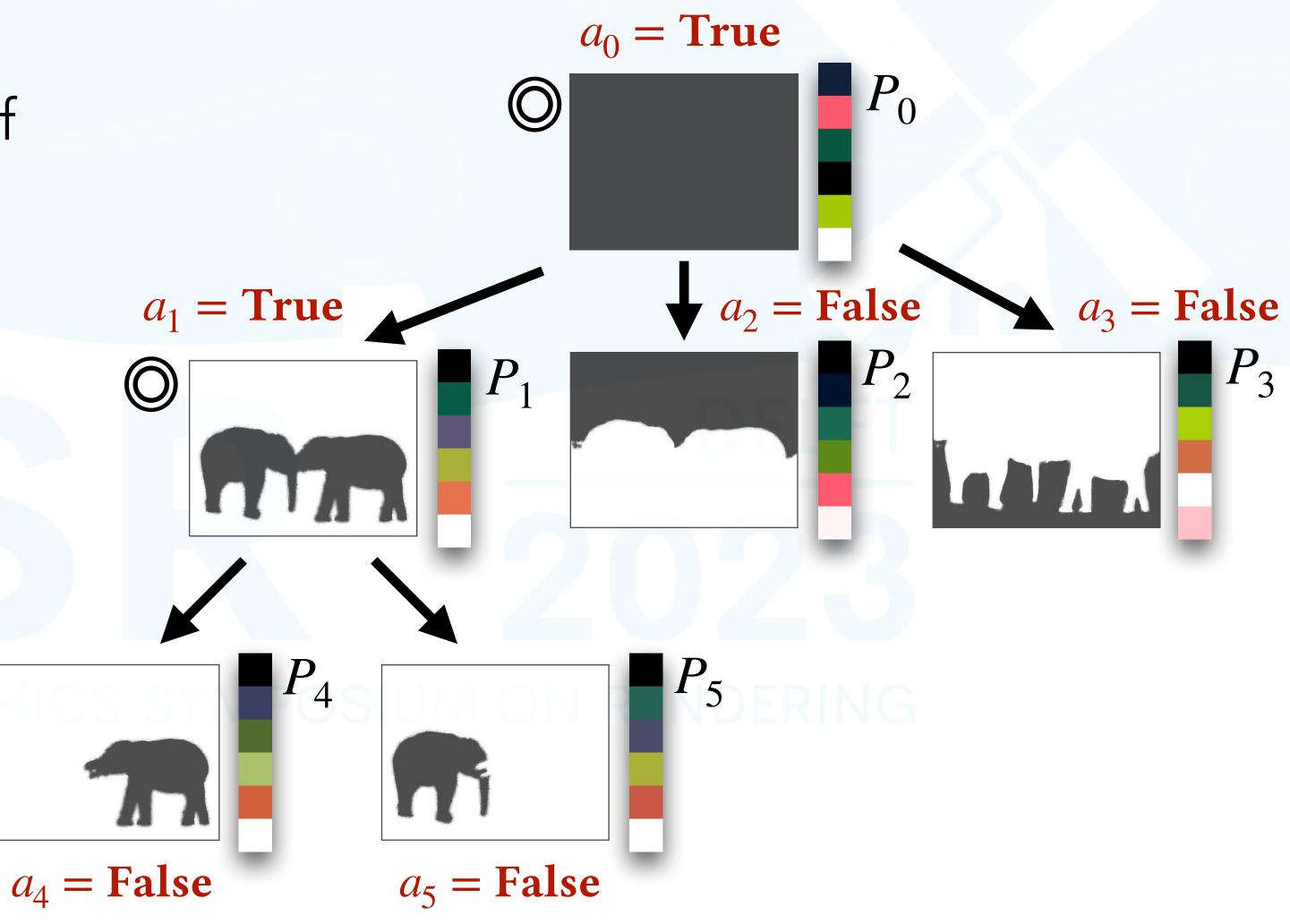


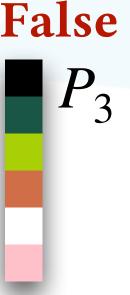




 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

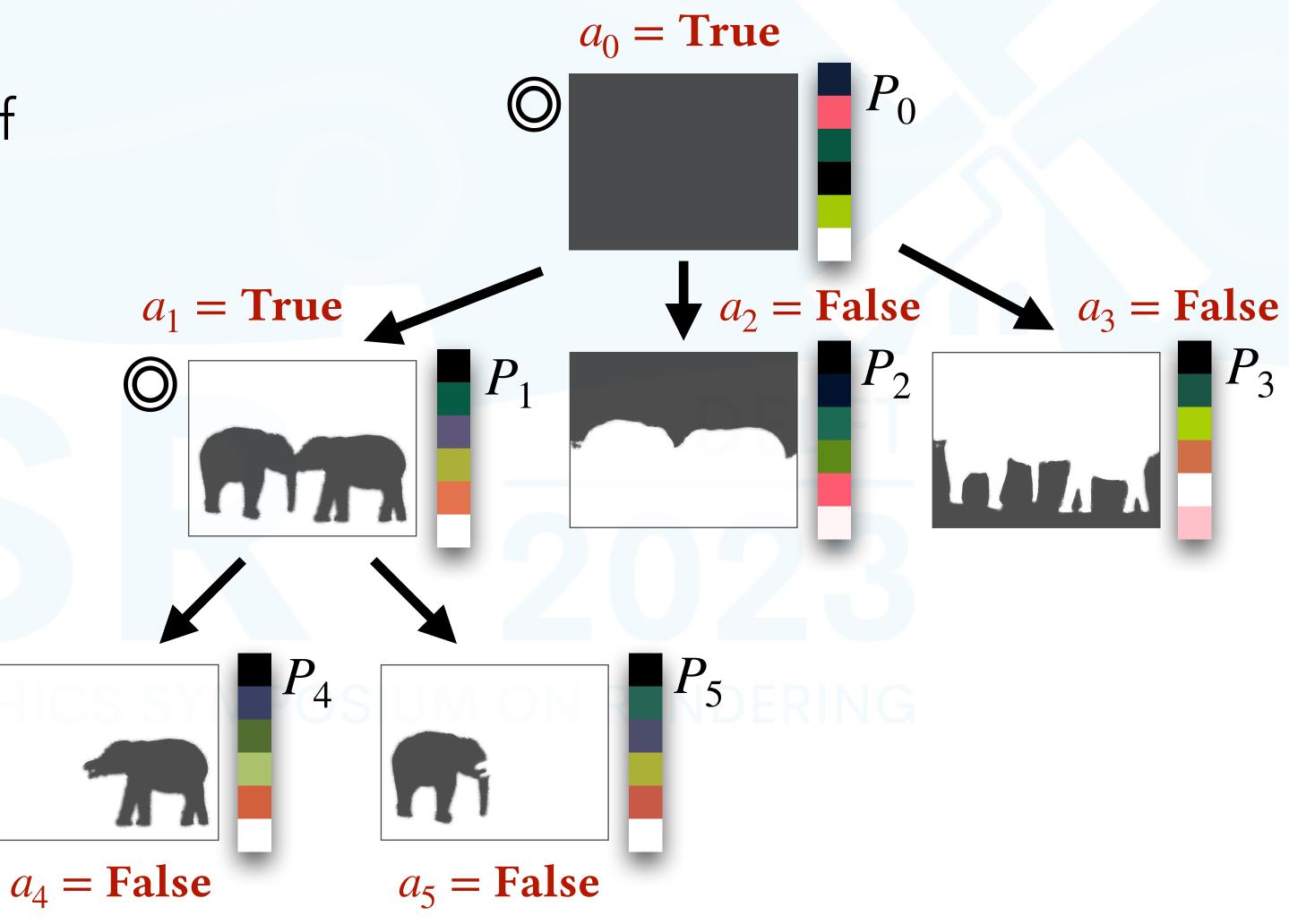


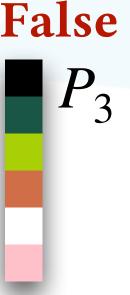


 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to $0 \le P_c \le 1$

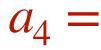


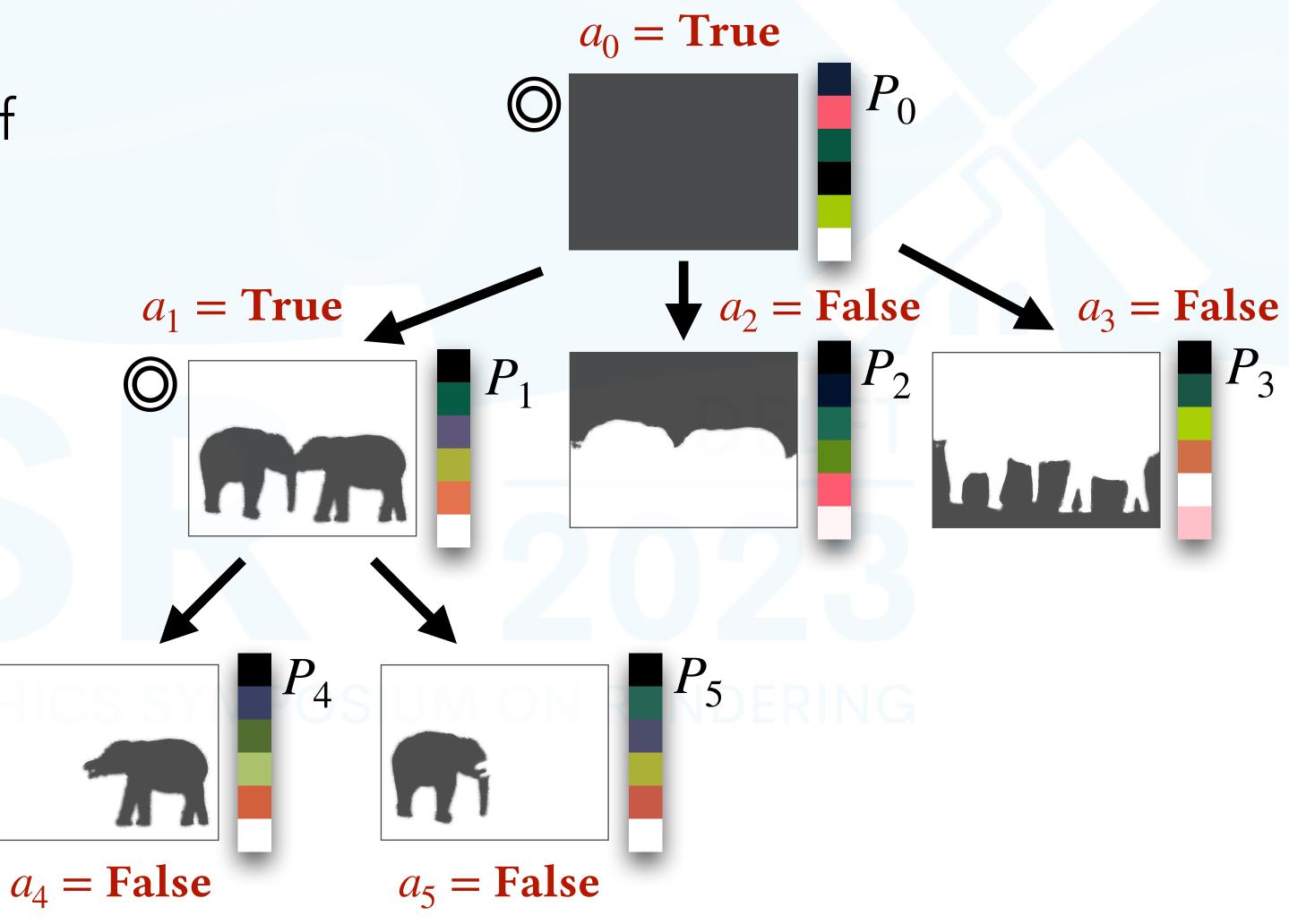


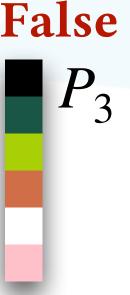
 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to $0 \le P_c \le 1$





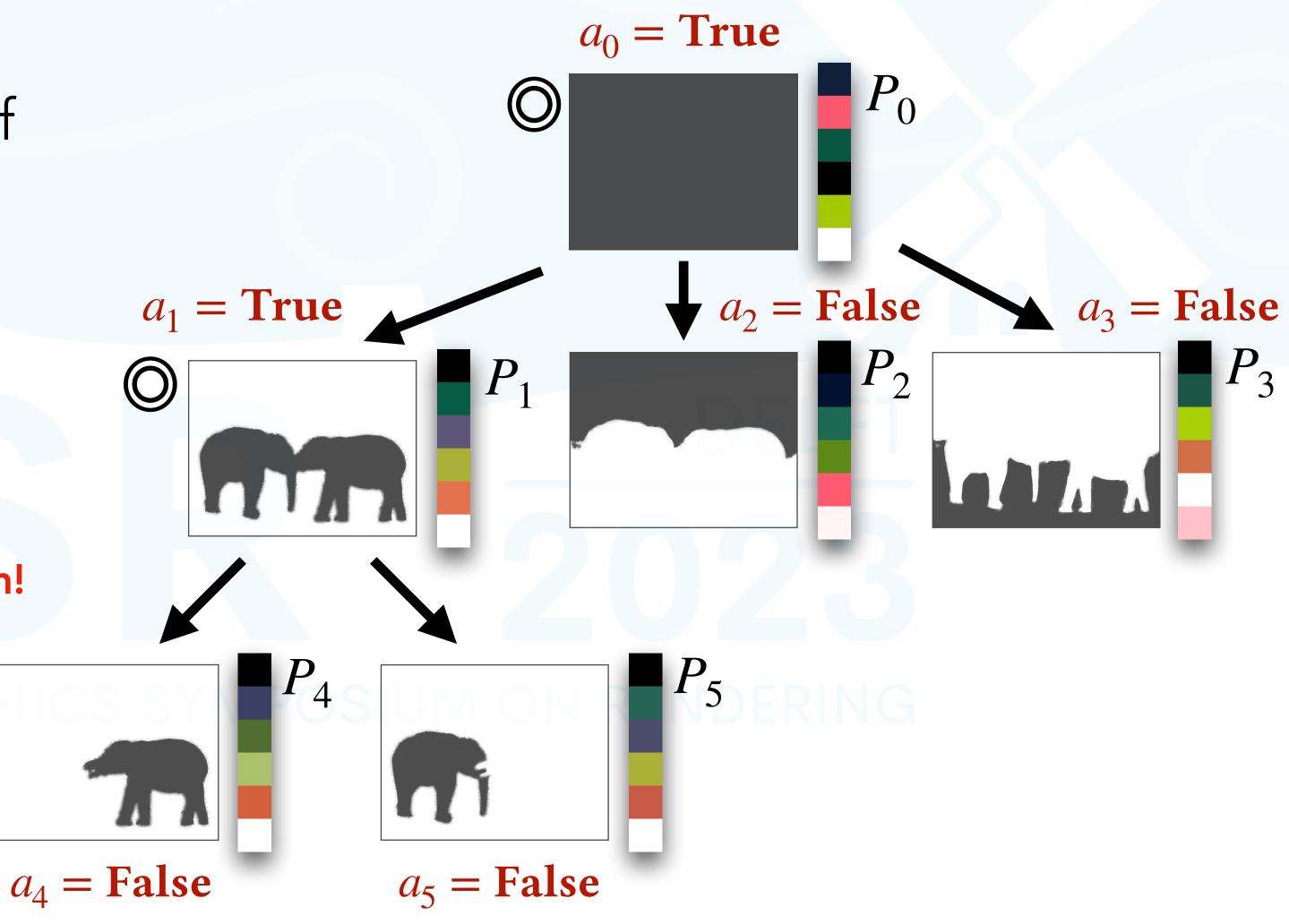


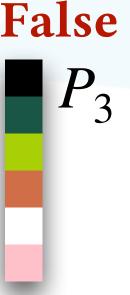
 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to
$$0 \le P_c \le 1$$

Small #p x #p quadratic programming problem!





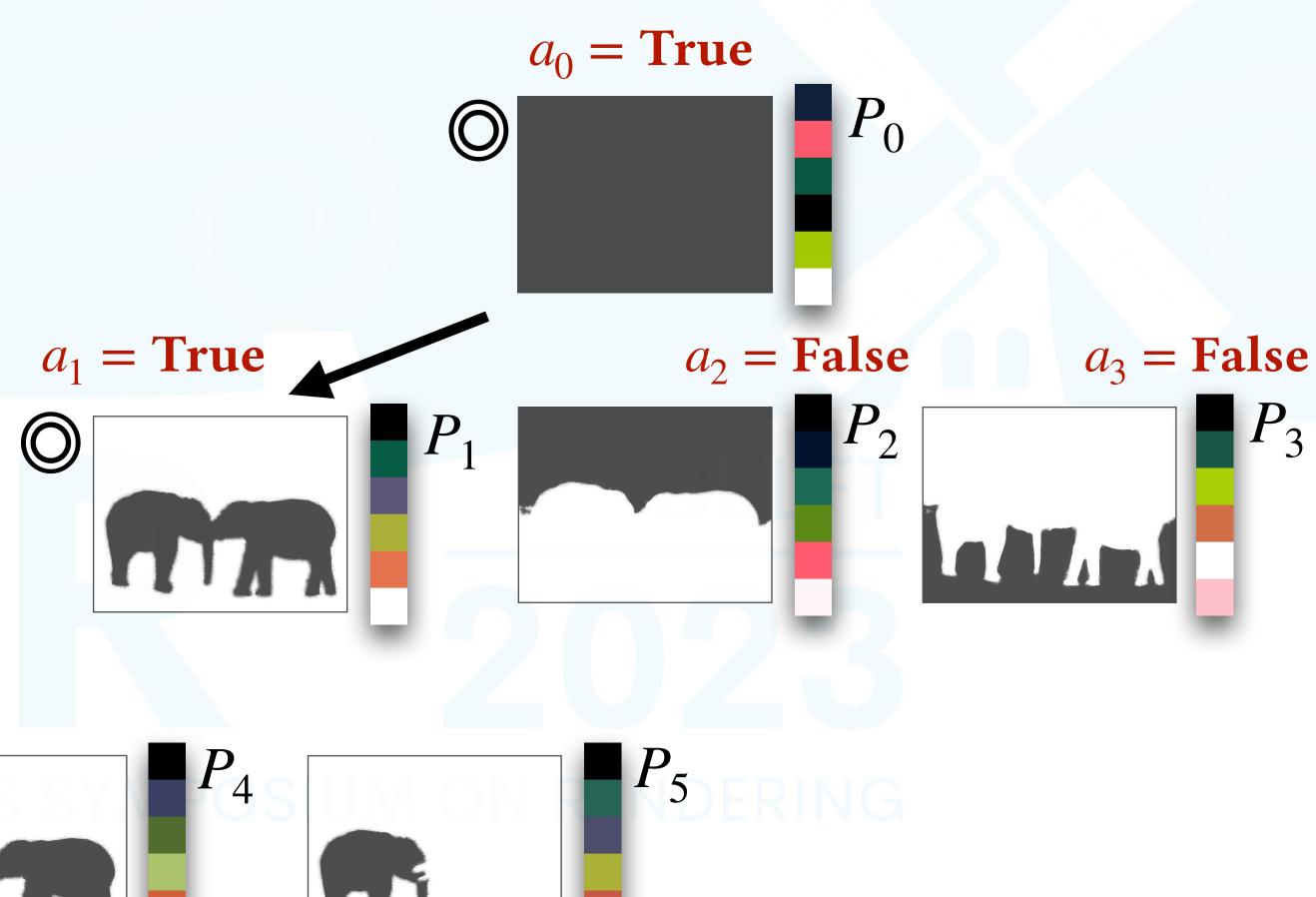
 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

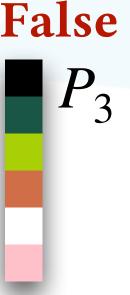
• Subject to
$$0 \le P_c \le 1$$

Small #p x #p quadratic programming problem!

 $a_4 = False$



 $a_5 = False$



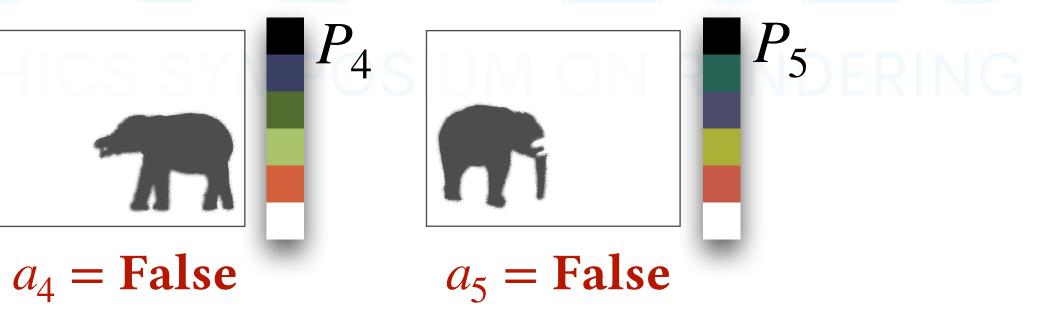
 Propagate changes towards leaf palettes if **not activated**

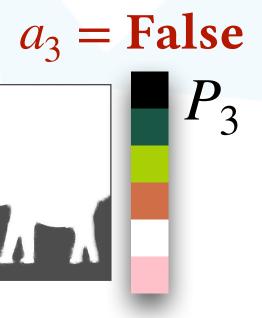
$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to
$$0 \le P_c \le 1$$

Small #p x #p quadratic programming problem!

$a_0 = \mathbf{True}$ P_0 $a_1 = \mathbf{True}$ $a_2 = False$



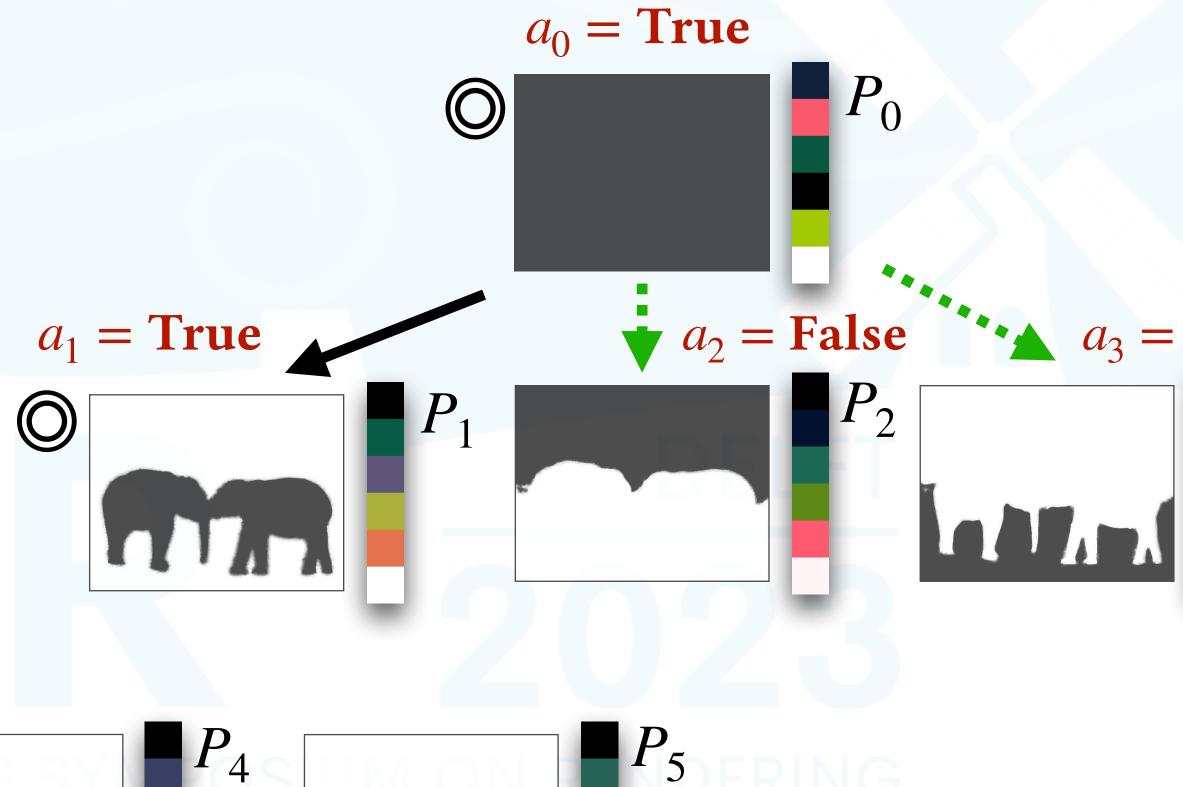


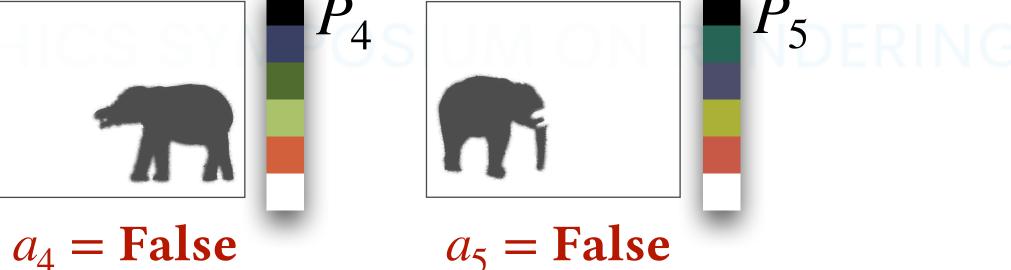
 Propagate changes towards leaf palettes if **not activated**

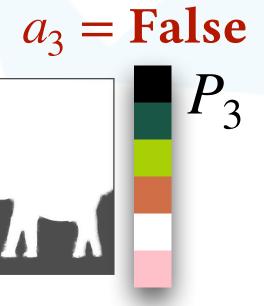
$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to
$$0 \le P_c \le 1$$

Small #p x #p quadratic programming problem!





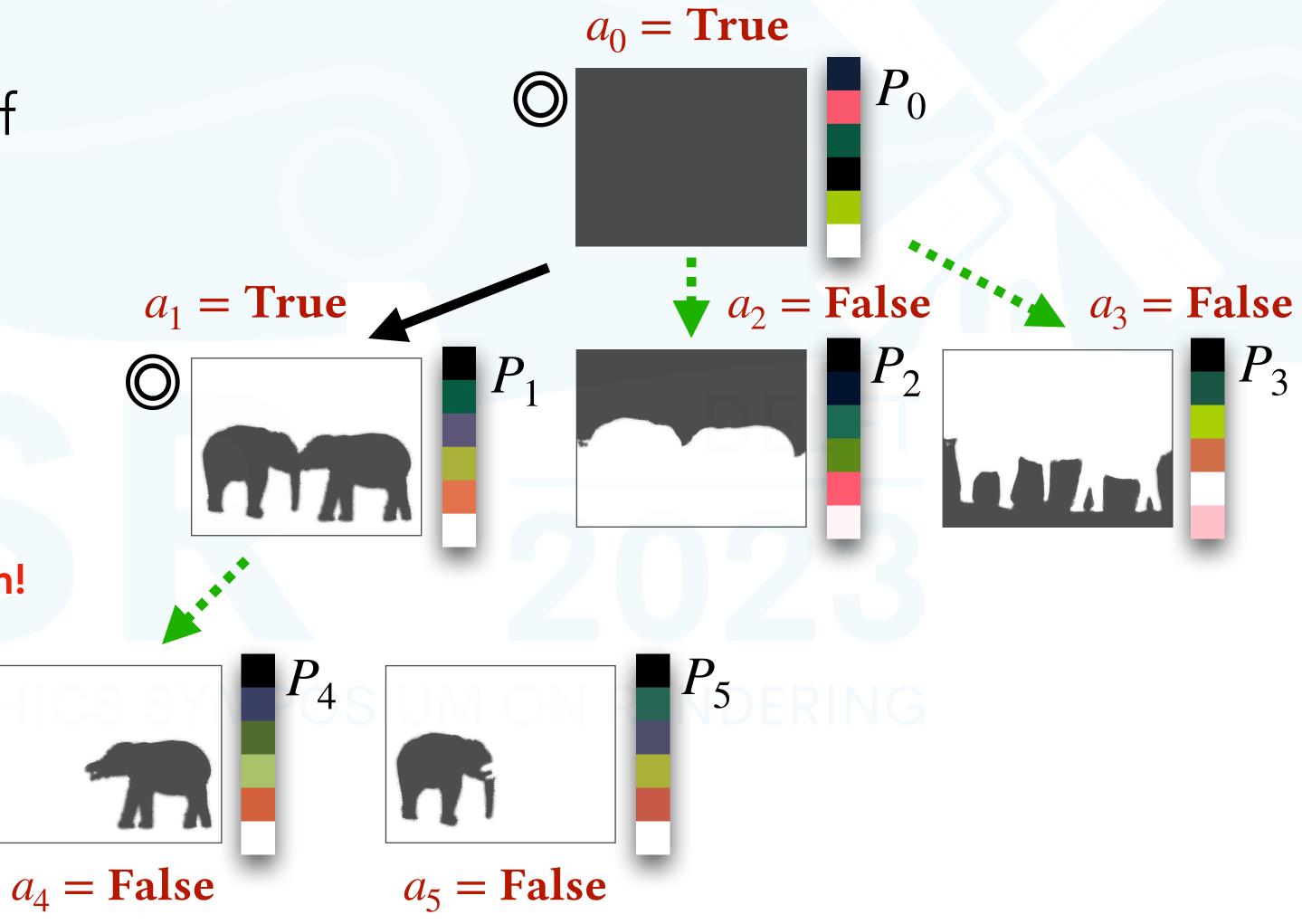


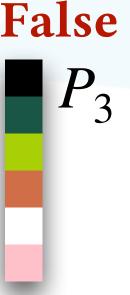
 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to
$$0 \le P_c \le 1$$

Small #p x #p quadratic programming problem!



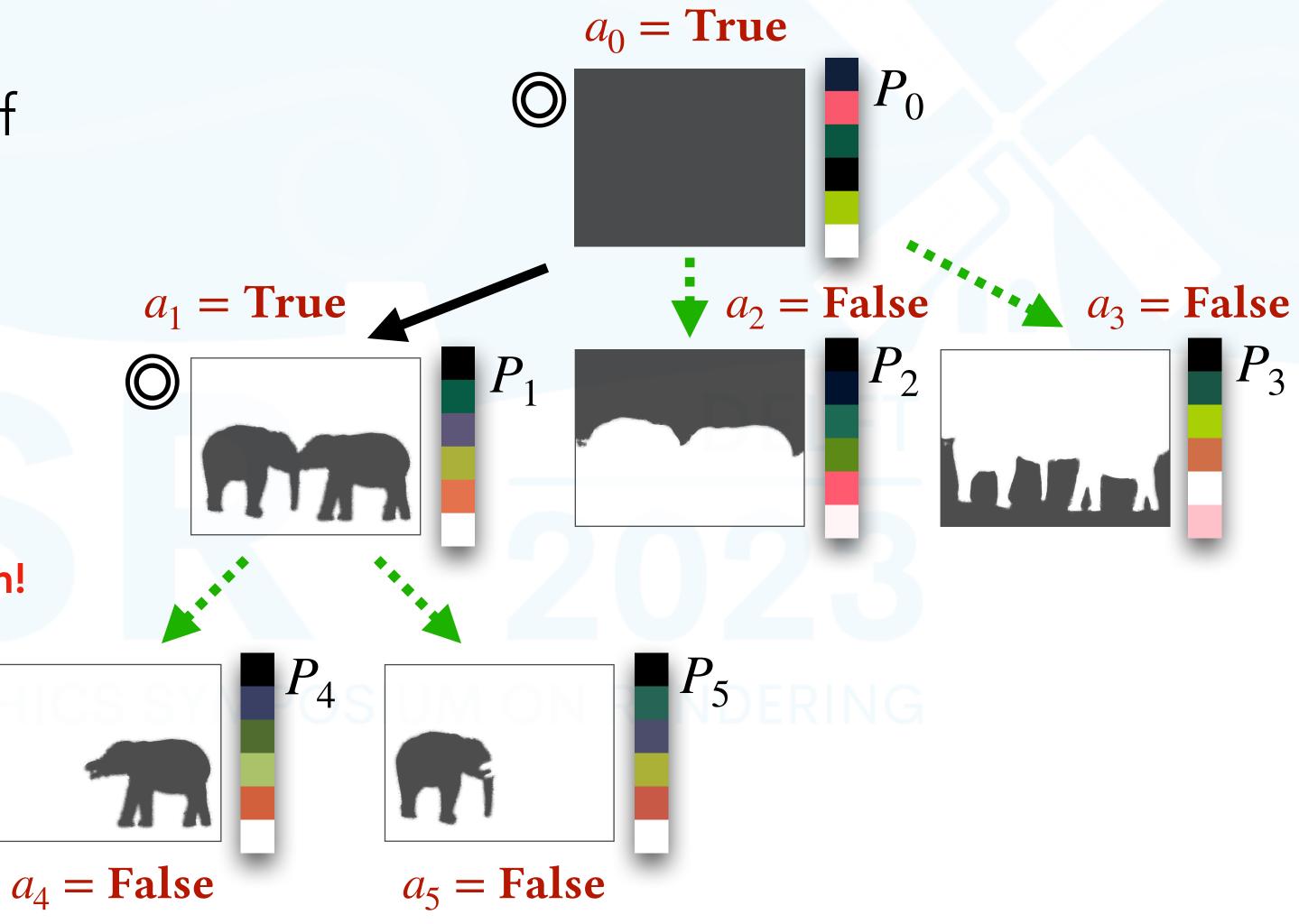


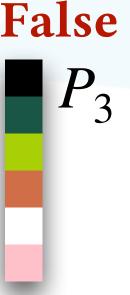
 Propagate changes towards leaf palettes if **not activated**

$$\min_{P_c} \|W_c \cdot P_c - W_p \cdot P_p\|_2^2$$

• Subject to
$$0 \le P_c \le 1$$

Small #p x #p quadratic programming problem!









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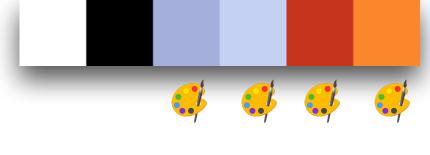




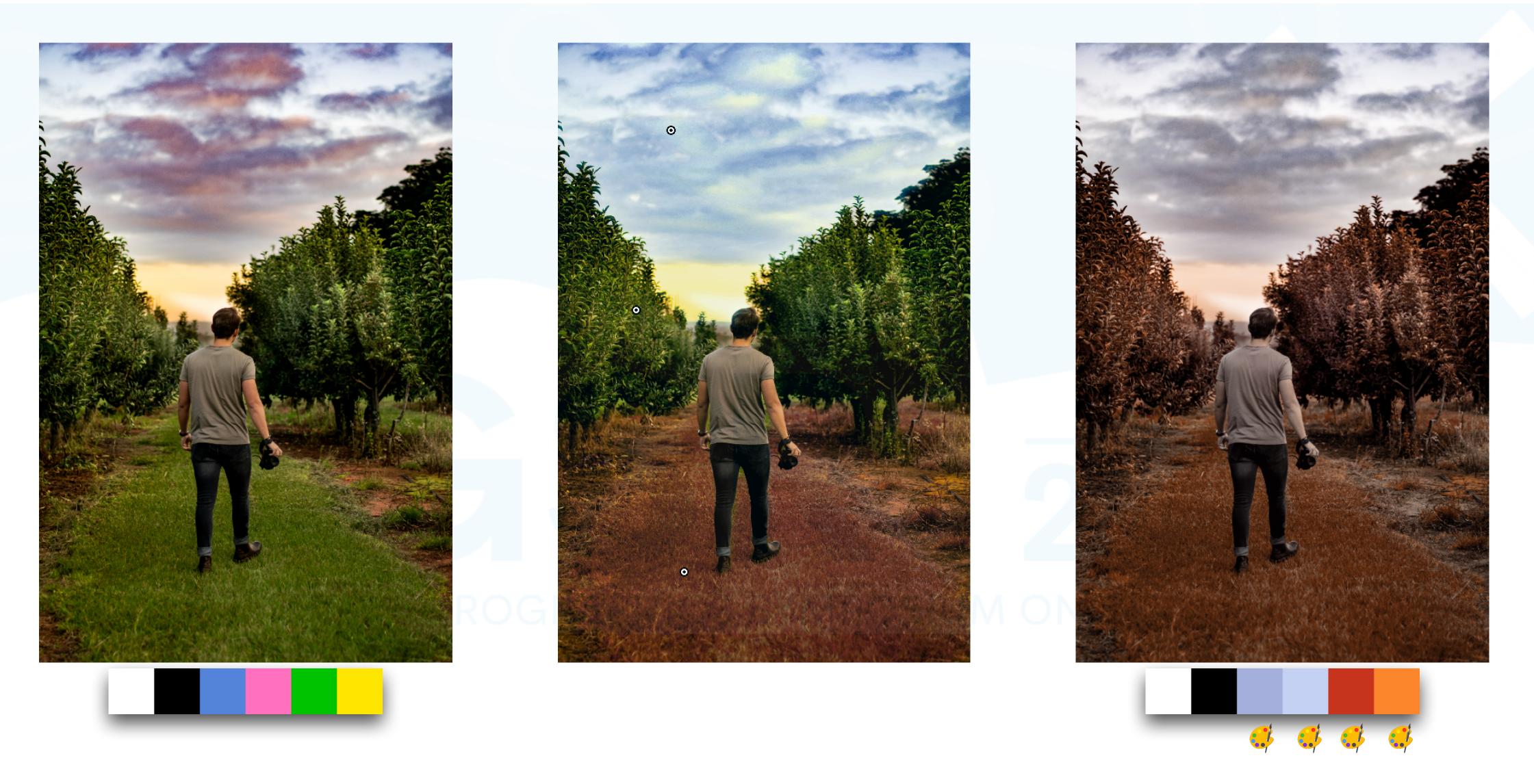
[Tan et al. 2018]



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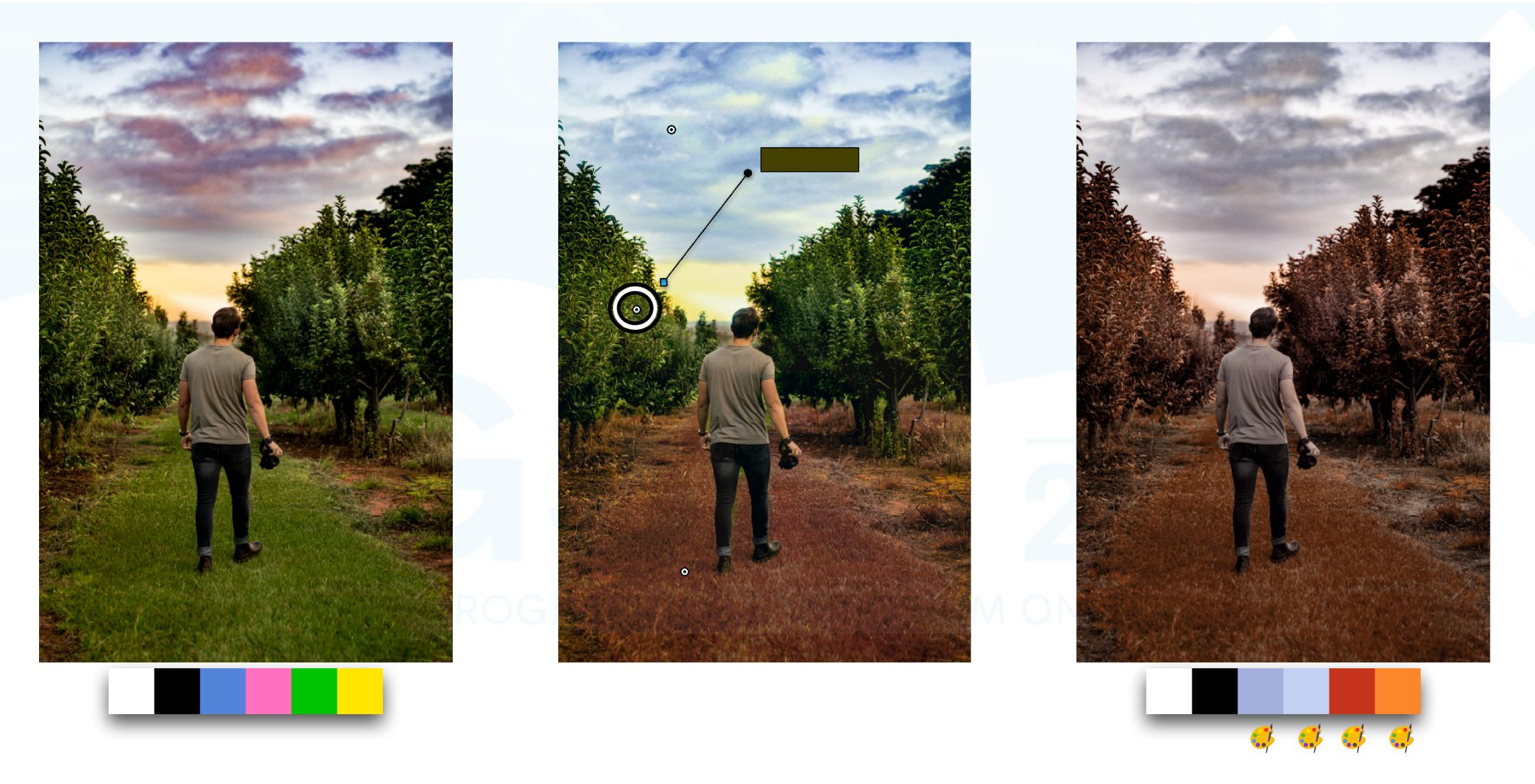






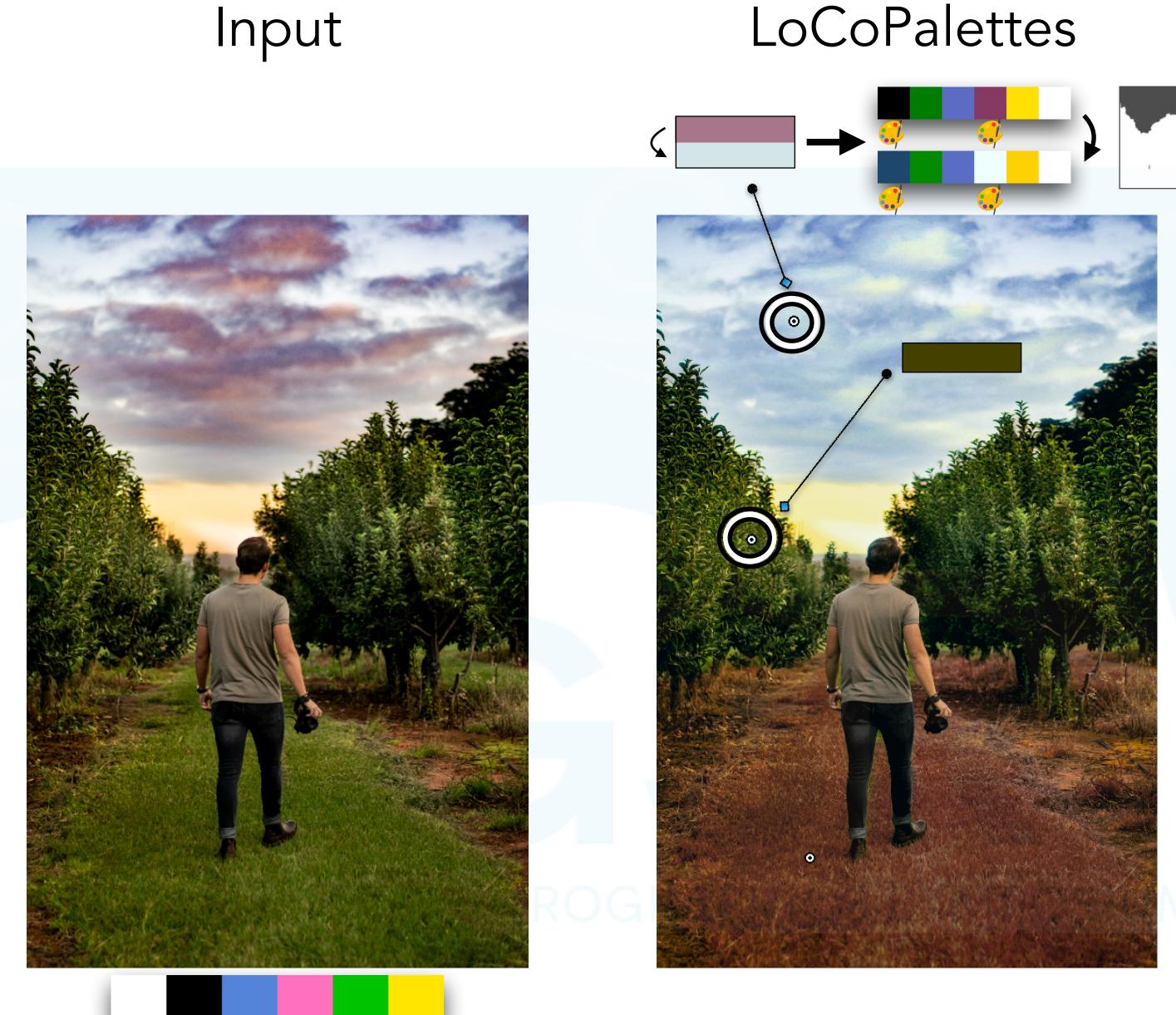
LoCoPalettes





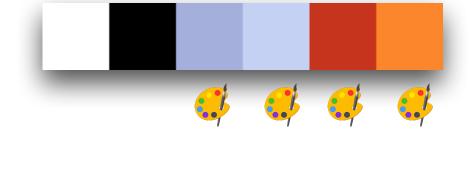
LoCoPalettes



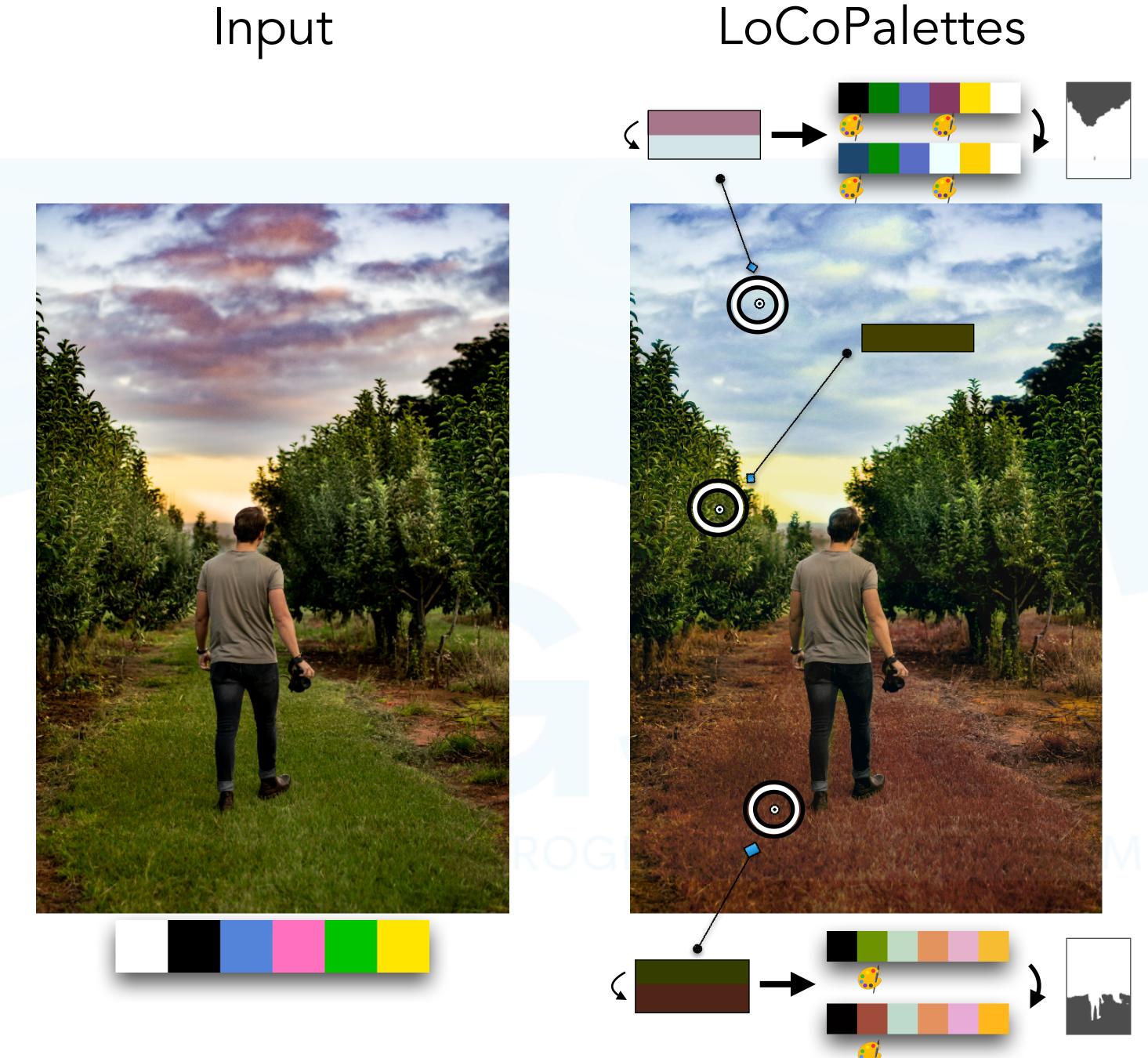


LoCoPalettes

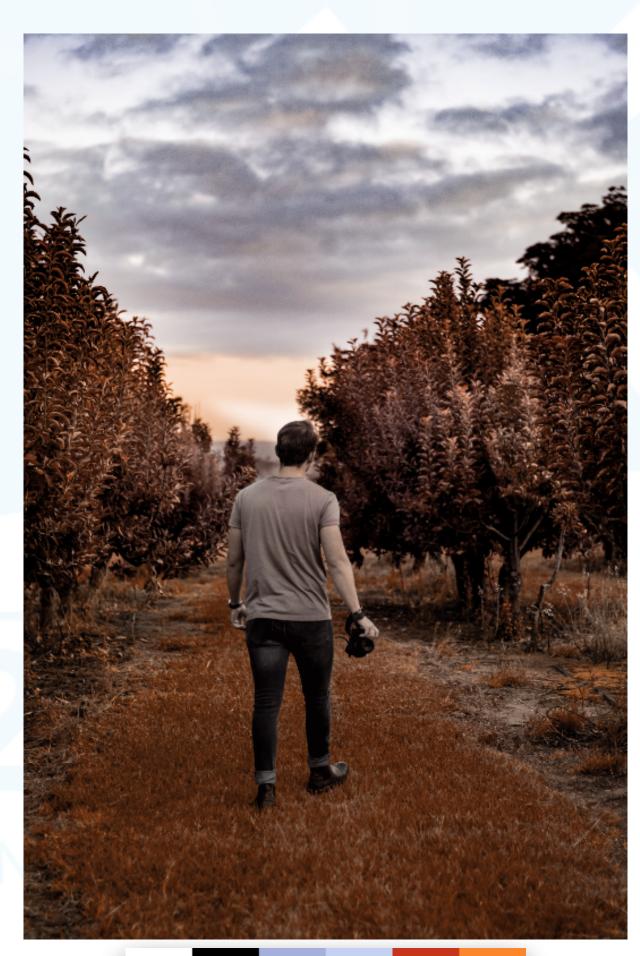


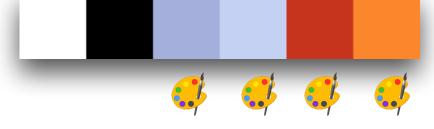




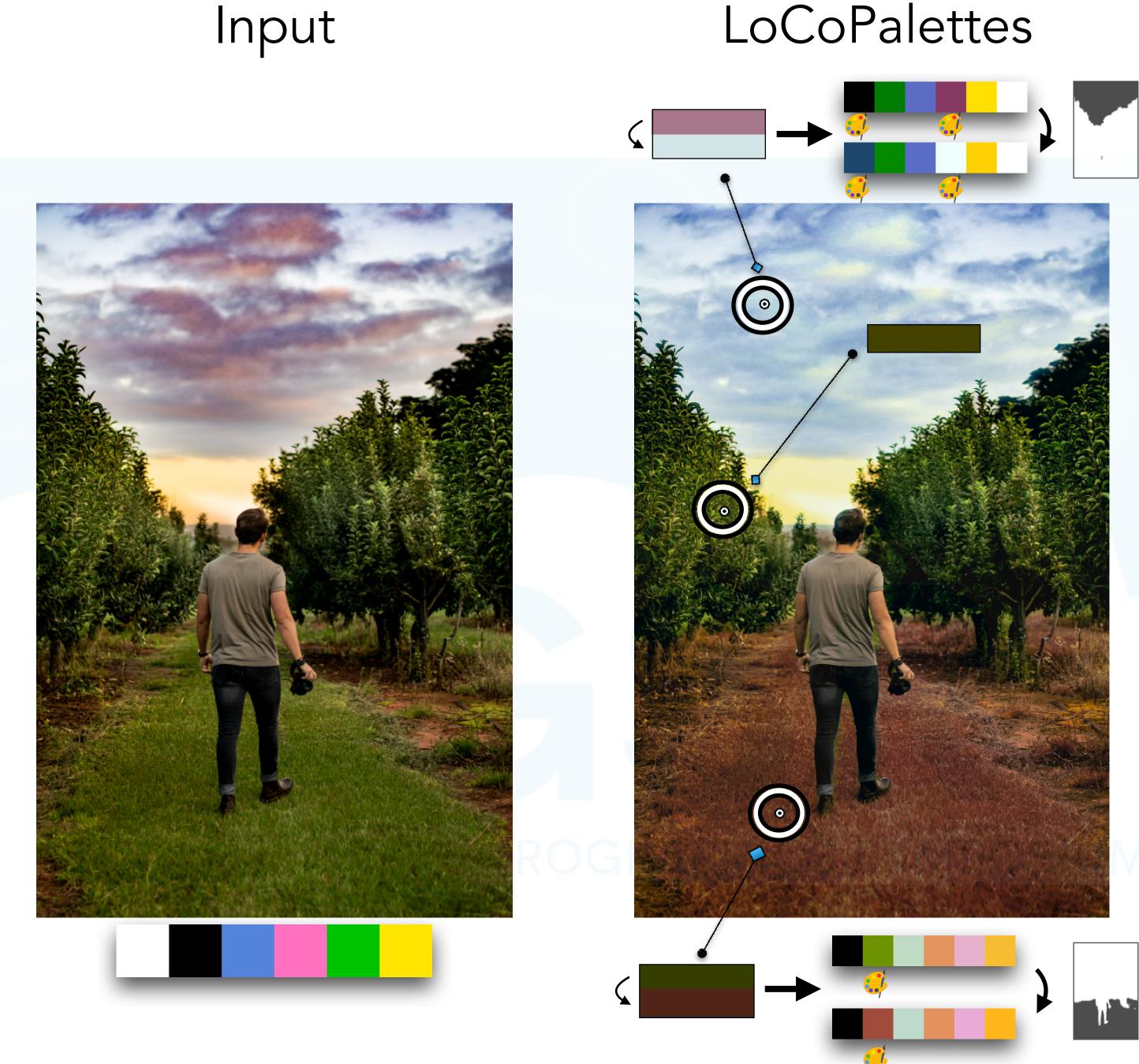


LoCoPalettes







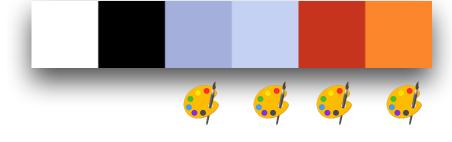


LoCoPalettes

[Tan et al. 2018]

13× palette manipulations















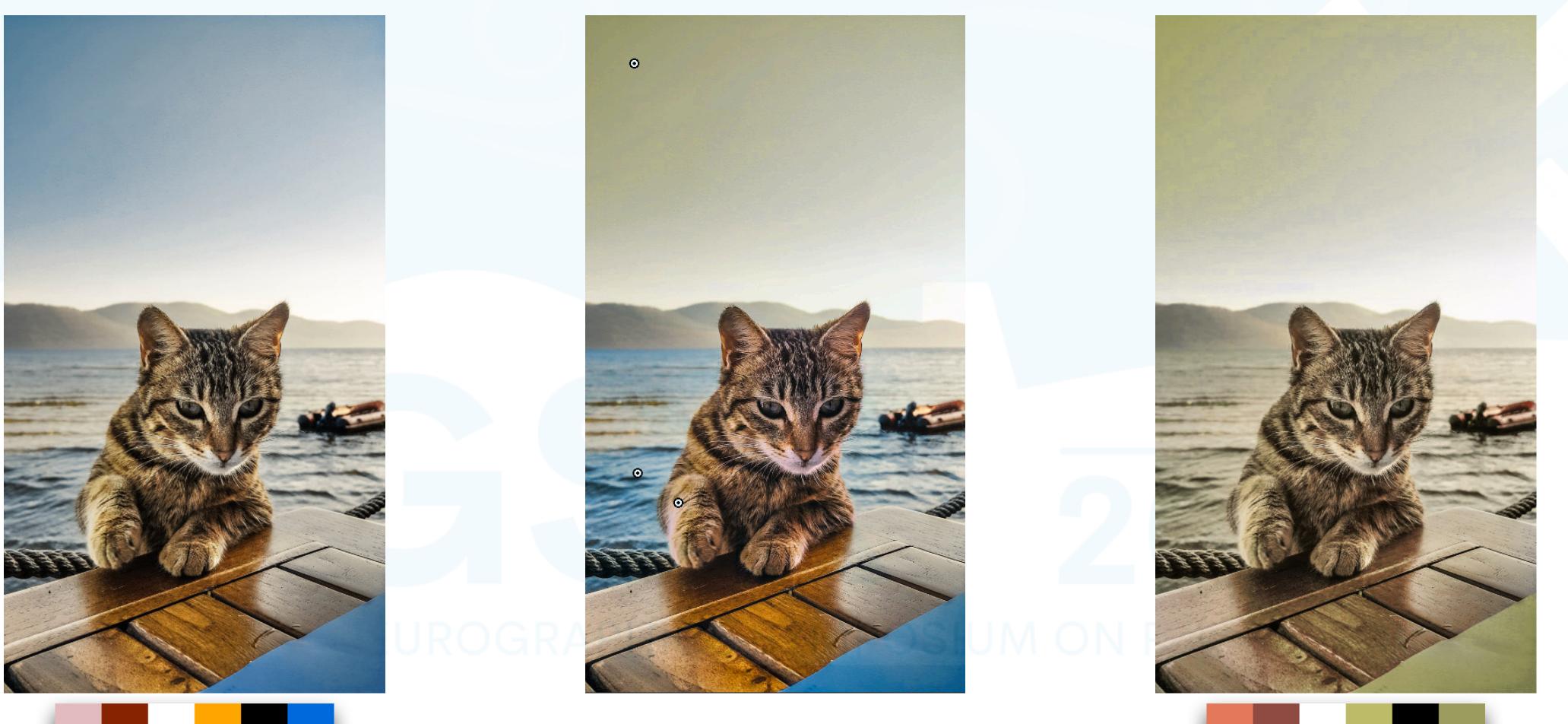








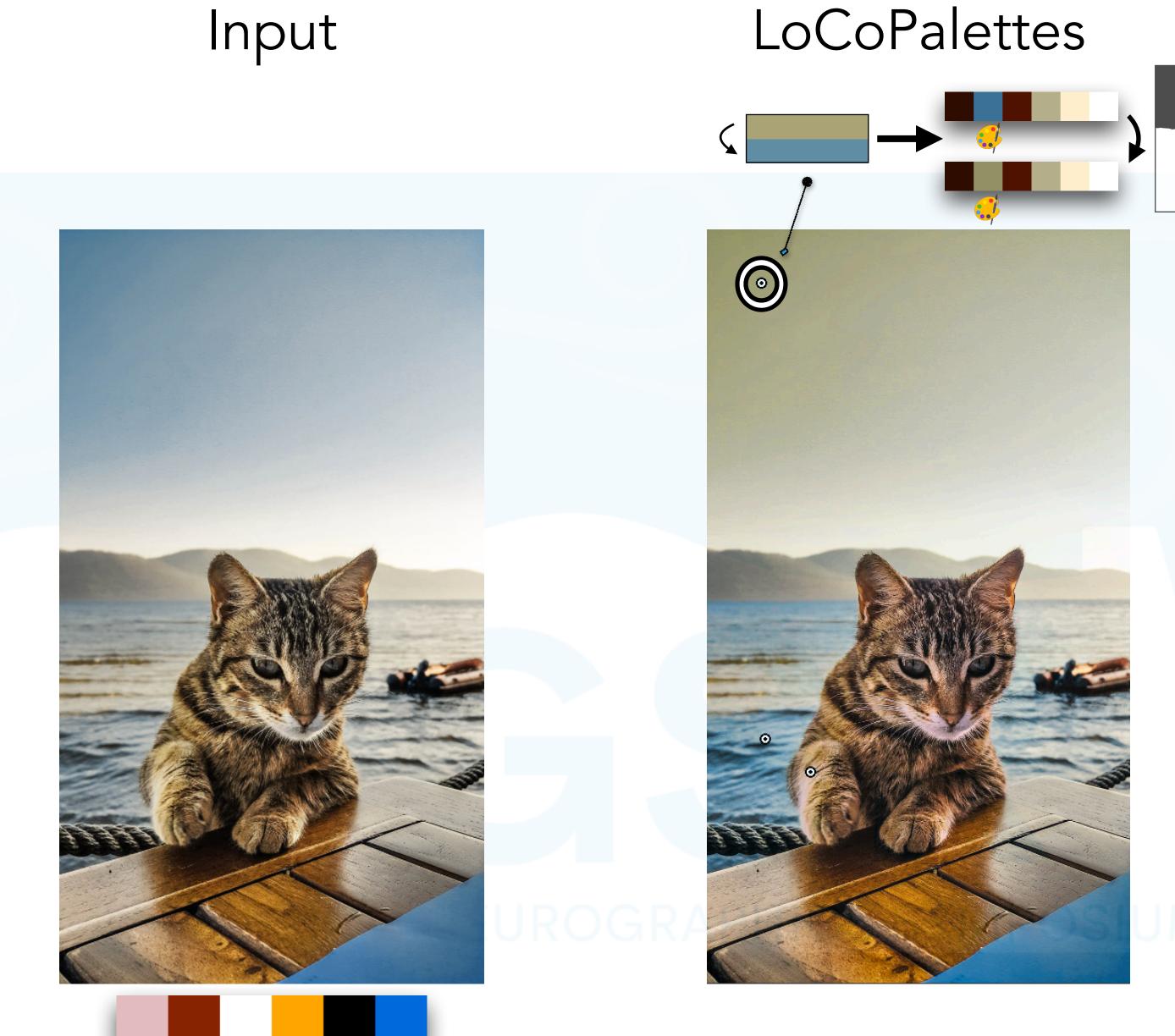




LoCoPalettes



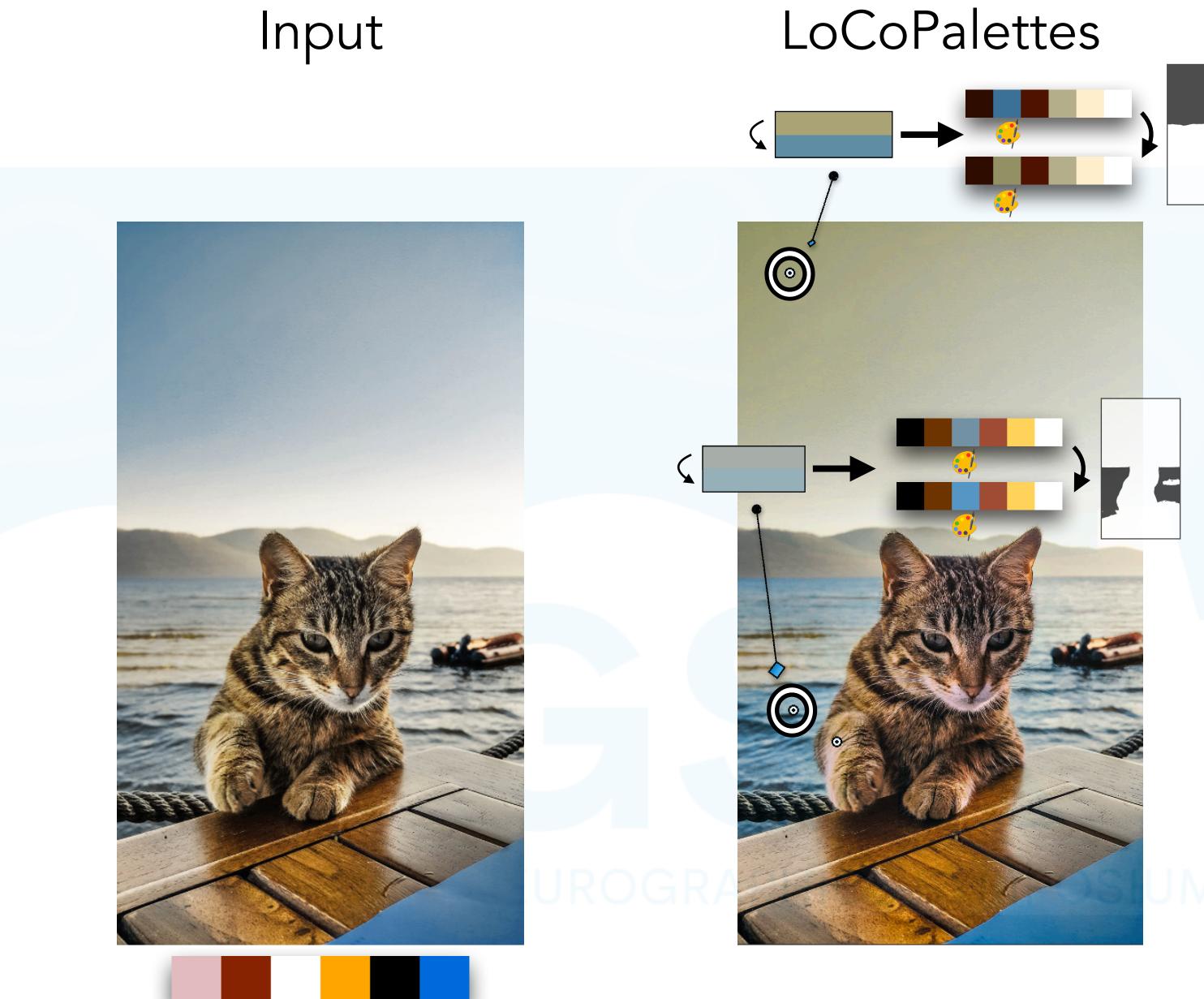








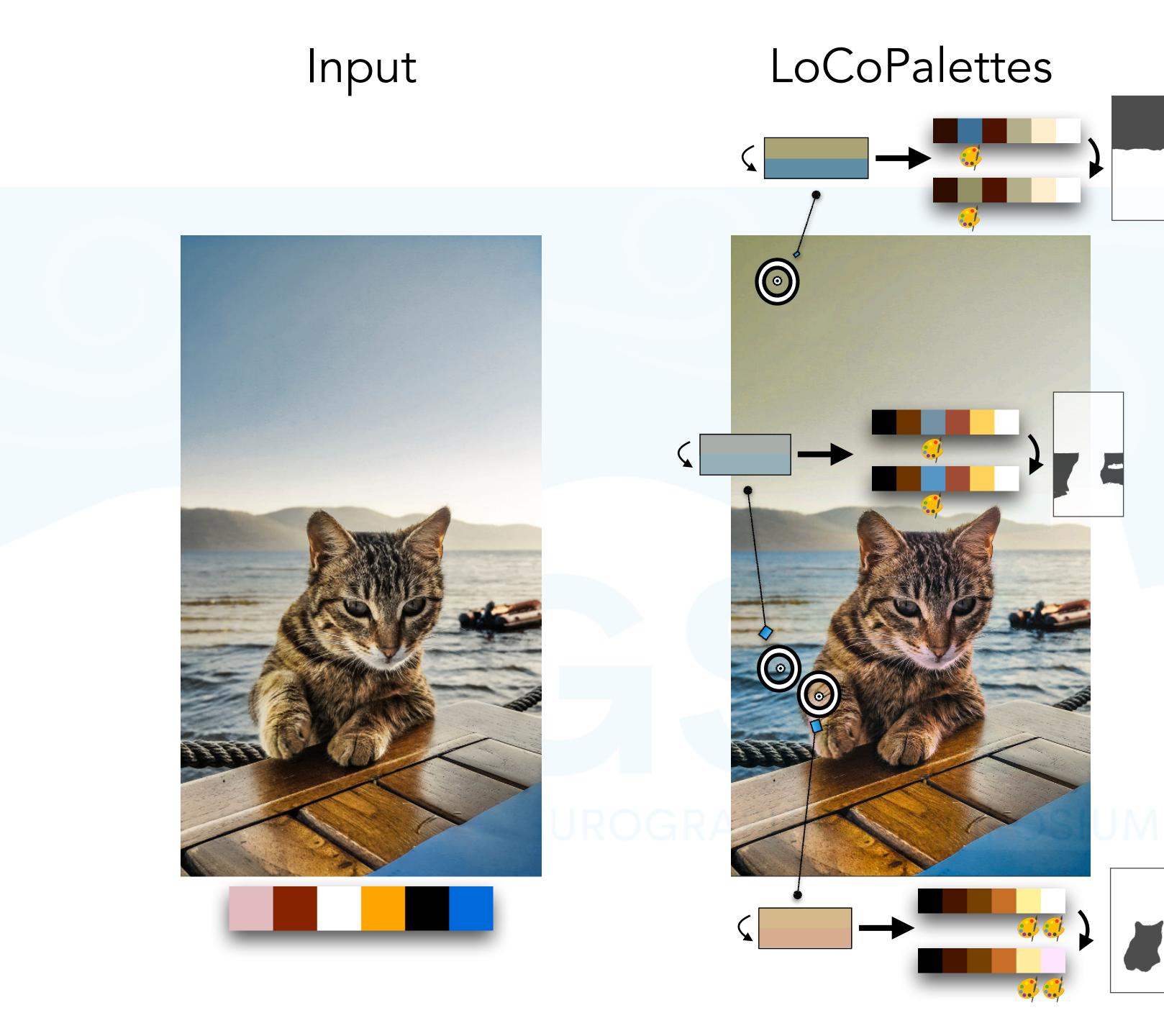








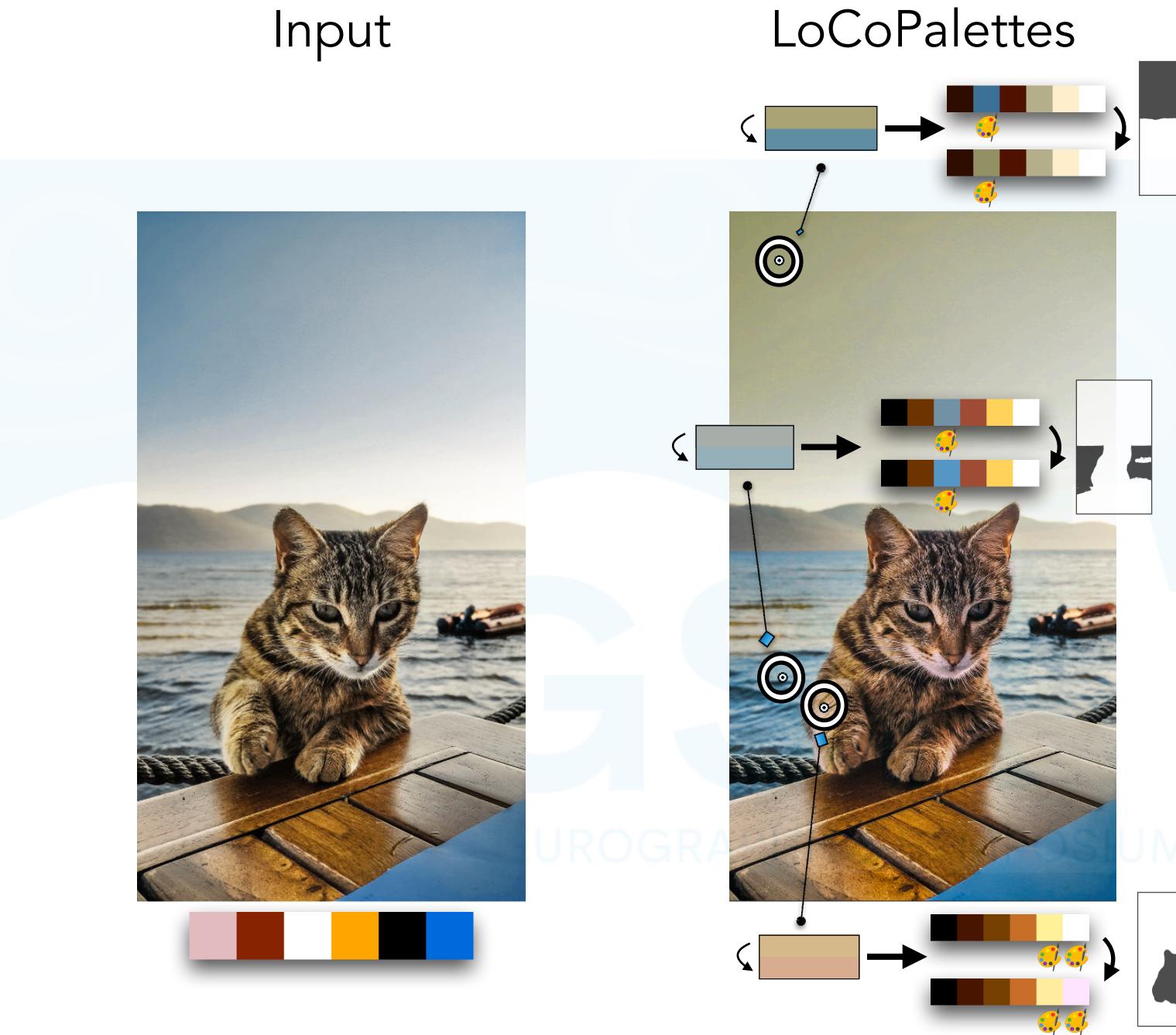












17× palette manipulations







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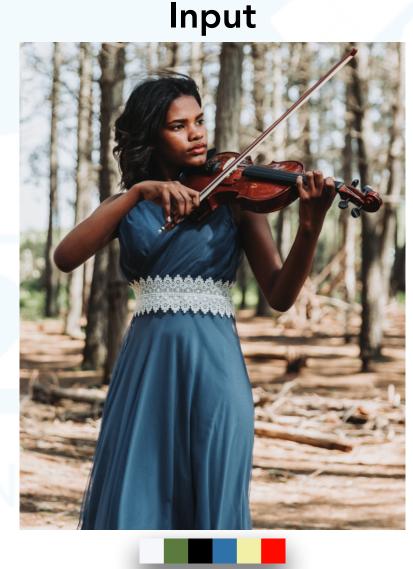
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- Future Work

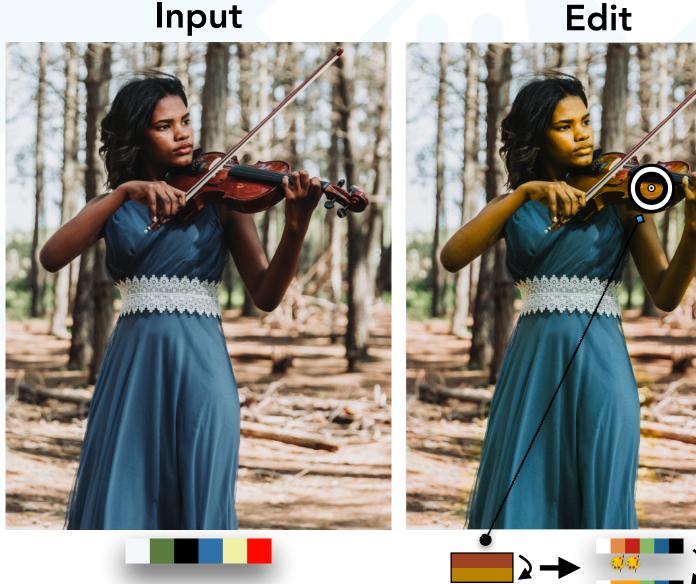


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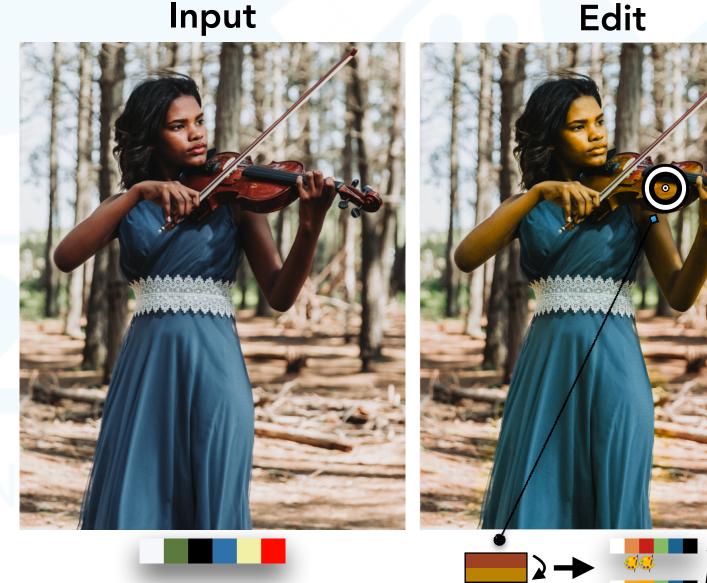






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 - Speed up local palette computation from a global palette
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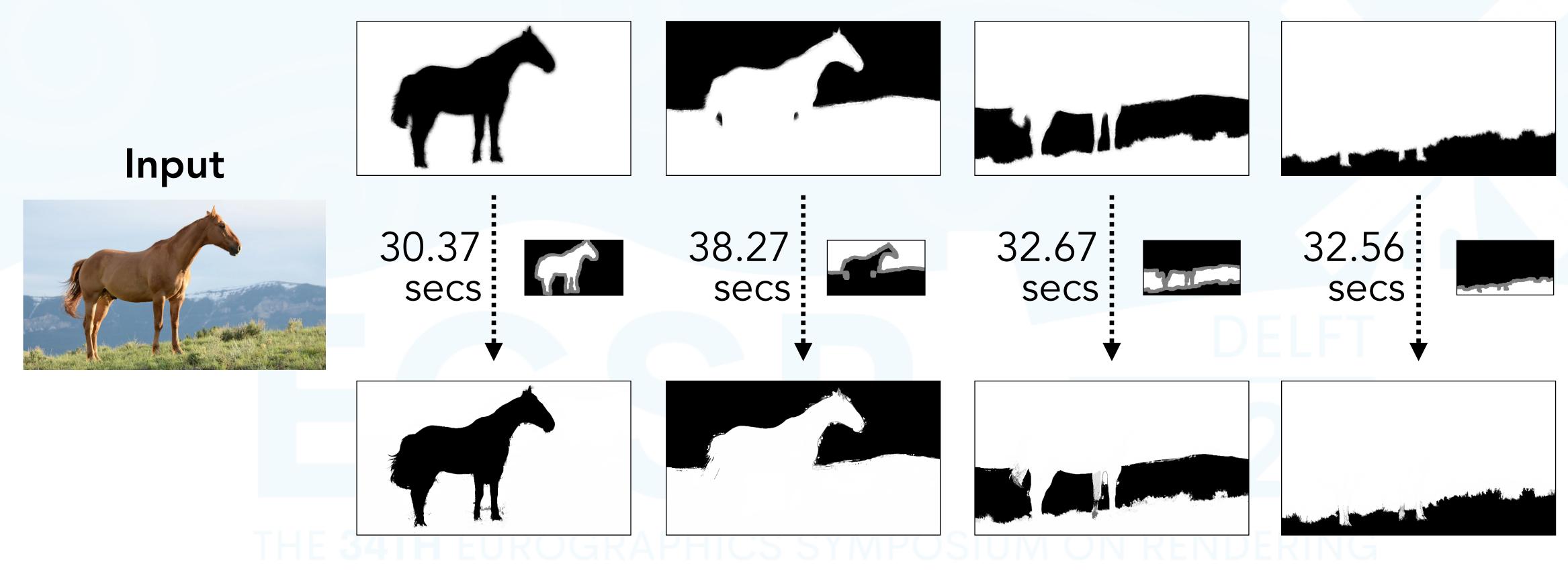




Thank you

- Project page: https://cragl.cs.gmu.edu/locopalettes/
- Code and data: <u>https://github.com/tedchao/LoCoPalettes</u>
- Financial support
 - Adobe





KNN Matting [Chen et al. 2013]

Evaluation



Sparsity Evaluation

Sparsity Estimate:	Tan et al. [2016]		Aksoy et al. [2017]	
Weights:	Tan et al. [2018]	Ours	Tan et al. [2018]	Ours
Mountain	0.2630	0.2586	1.3679	1.2285
Birds	0.2670	0.2614	1.5114	1.3168
Colorful	0.2549	0.2511	1.1242	1.0245
Boy	0.2676	0.2638	1.5325	1.3966

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