

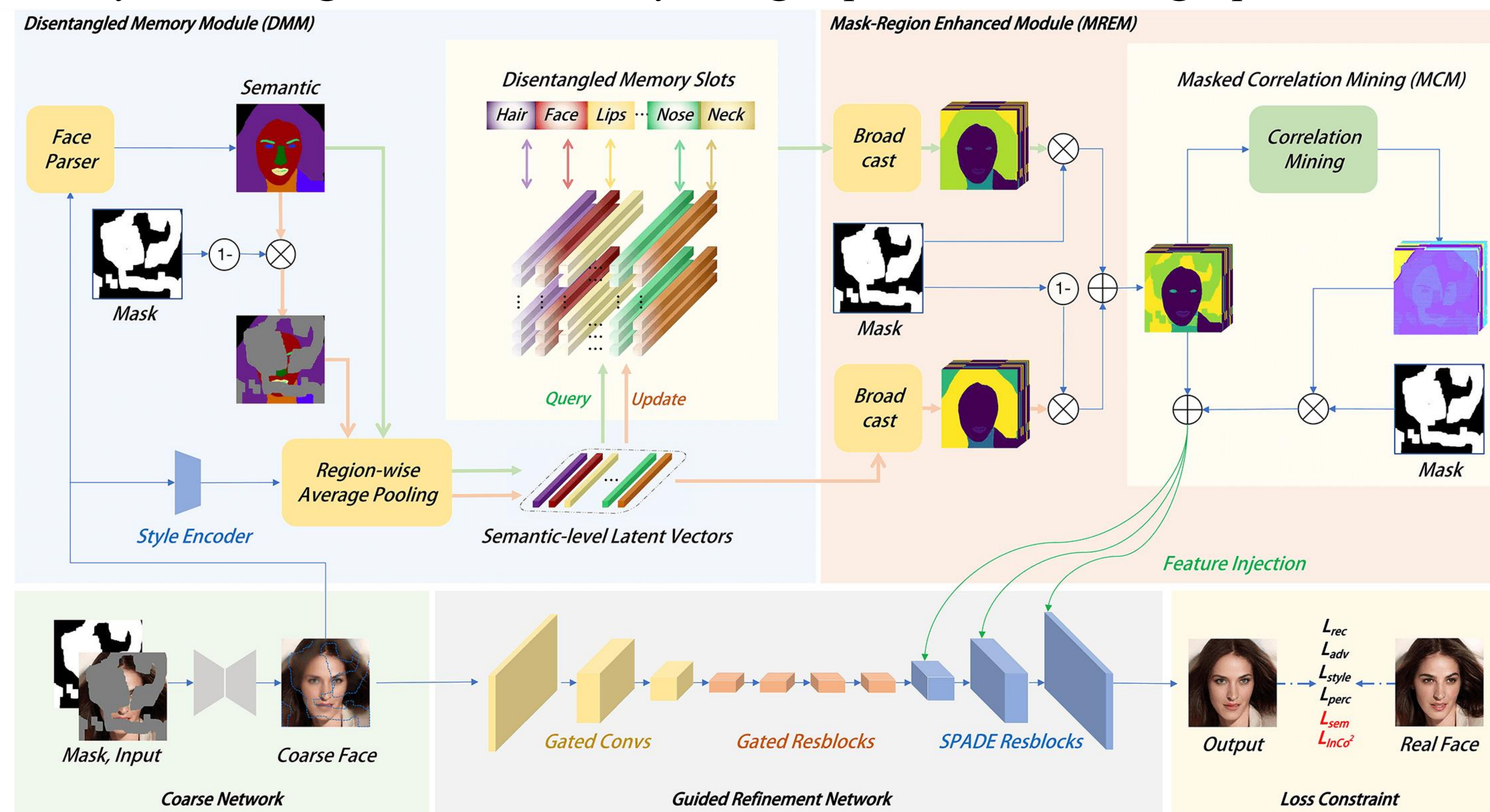
Motivation

- Face inpainting aims to complete the corrupted regions of the face images, which requires coordination between the completed areas and the non-corrupted areas.
- Recently, memory-oriented methods illustrate great prospects in the generation related tasks by introducing an external memory module to improve image coordination.

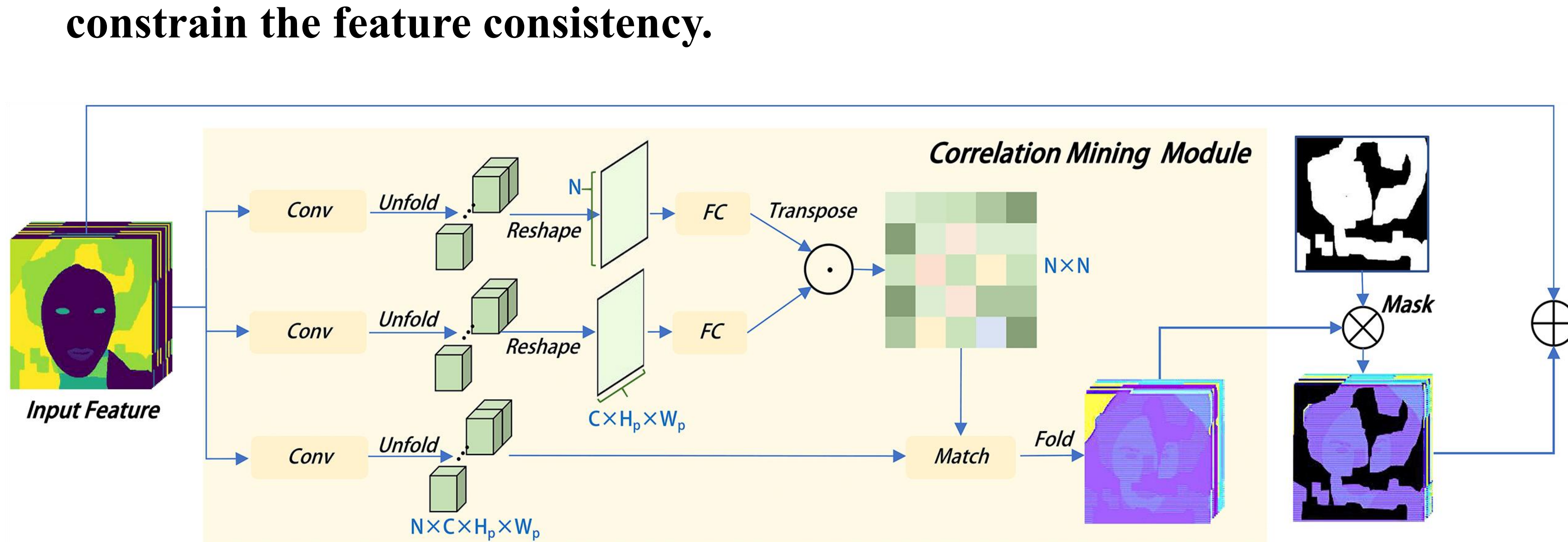
Proposed Method

- We propose the coarse-to-fine Memory-Disentangled Refinement Networks (MDRNs) for coordinated face inpainting, in which two collaborative modules are integrated, Disentangled Memory Module (DMM) and Mask-Region Enhanced Module (MREM).
- The DMM establishes a group of disentangled memory blocks to store the semantic-decoupled face representations. The MREM involves a masked correlation mining mechanism (MCM) to enhance the feature relationships into the corrupted regions.
- Furthermore, to better improve the inter coordination between the corrupted and non-corrupted regions and enhance the intra coordination in corrupted regions, we design InCo² Loss to constrain the feature consistency.

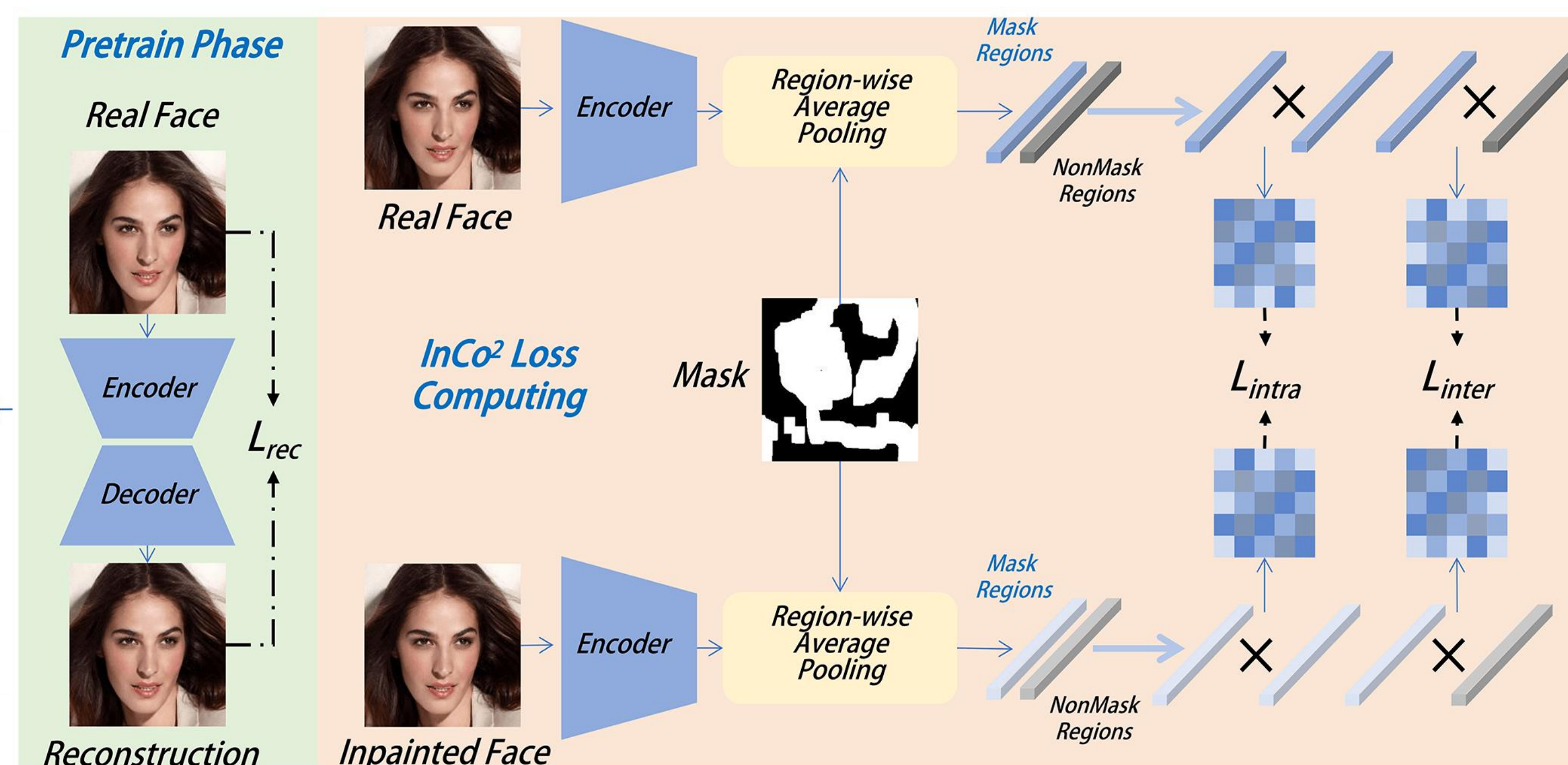
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An overview of MDRNs. The MDRNs mainly consists of four steps: 1) Generate the coarse face. 2) DMM stores the semantic-level latent vectors. 3) MREM fuses the features from the DMM and constructs a correlation map to enhance the correlations into the corrupted regions. 4) The fused features after MREM are injected into the Guided Refinement Network. Furthermore, InCo² Loss is designed to constrain the feature consistency.



Detailed illustration of Masked Correlation Mining.



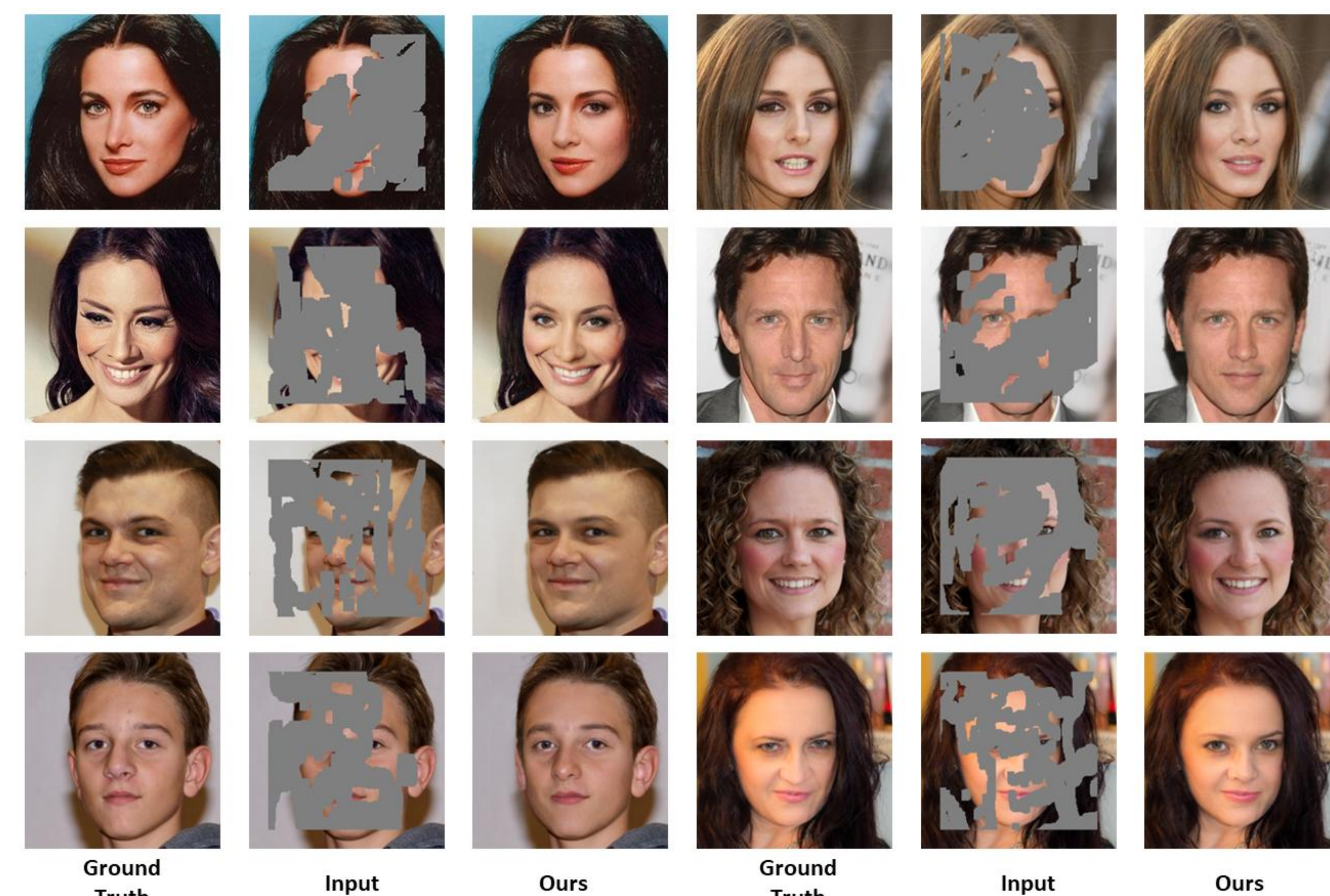
Detailed illustration of InCo² Loss.

Fundings

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Results



Face inpainting results from our proposed method.

Methods	Dataset	L1(%) ↓			FID ↓			PSNR ↑			SSIM ↑		
		1-20%	20-40%	40-60%	1-20%	20-40%	40-60%	1-20%	20-40%	40-60%	1-20%	20-40%	40-60%
PConv [15]	CelebA-HQ [11]	1.131	2.311	4.363	12.716	27.957	42.594	32.240	26.085	21.900	0.941	0.862	0.762
DeepFillv2 [37]		0.788	2.066	3.968	9.766	22.793	29.243	32.700	25.998	21.943	0.944	0.848	0.736
PIC [39]		0.780	2.036	4.311	4.190	11.035	21.360	33.006	25.961	21.263	0.951	0.859	0.730
CTSDG [4]		1.350	2.213	3.900	9.171	14.324	22.889	32.198	26.823	22.490	0.927	0.856	0.747
DSI [22]		0.820	2.077	4.149	9.037	20.327	29.040	32.699	26.107	21.708	0.938	0.831	0.704
ICT [26]		0.949	2.004	3.901	3.136	8.715	16.747	33.416	26.639	22.013	0.959	0.879	0.765
Ours		0.585	1.451	2.937	2.369	6.410	12.086	35.772	28.669	24.177	0.968	0.900	0.800
PConv [15]	FFHQ [12]	0.720	2.178	4.411	12.208	30.403	45.709	32.592	25.422	21.237	0.955	0.867	0.761
DeepFillv2 [37]		0.715	2.104	4.250	12.062	29.276	40.295	32.428	25.470	21.301	0.946	0.845	0.725
PIC [39]		0.709	2.099	4.573	5.411	14.344	27.334	32.640	25.490	20.819	0.952	0.854	0.719
CTSDG [4]		0.419	1.532	3.569	3.916	13.477	28.495	34.946	27.044	22.272	0.968	0.888	0.765
DSI [22]		0.746	2.067	4.340	10.483	25.772	39.127	32.659	25.780	21.241	0.941	0.834	0.702
ICT [26]		0.982	2.085	4.036	3.244	8.360	14.149	33.172	26.373	21.809	0.959	0.877	0.762
Ours		0.470	1.395	3.068	2.473	7.170	13.748	36.046	28.333	23.575	0.972	0.903	0.797

Quantitative comparisons with SOTA methods