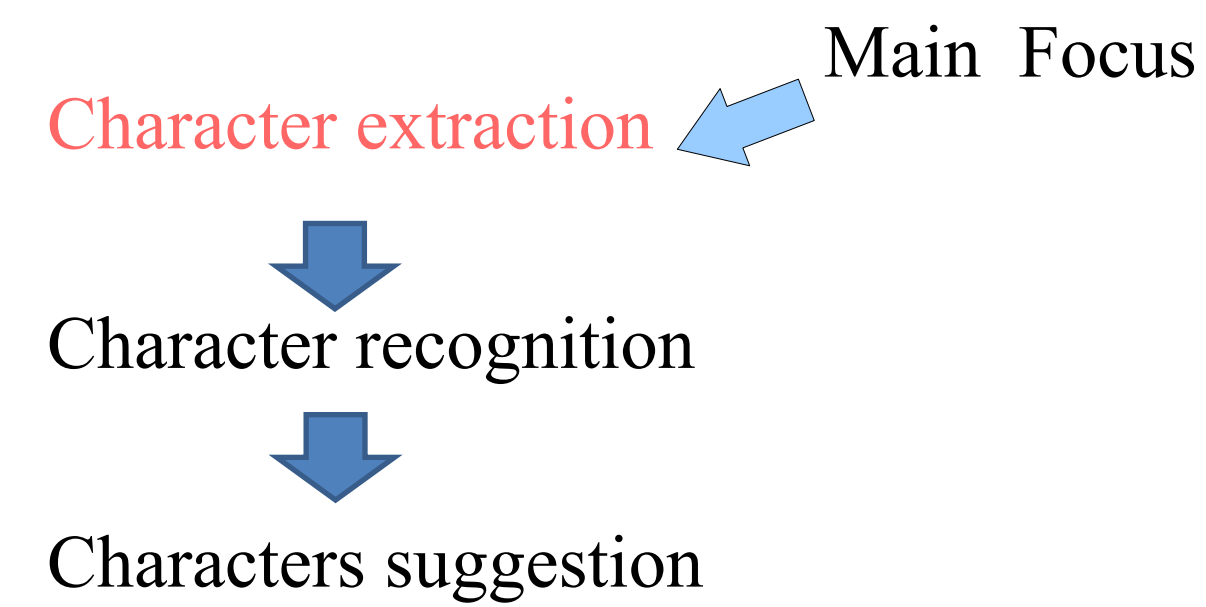


Principal Noiseless Color Component Extraction by Linear Color Composition with Optimal Coefficients

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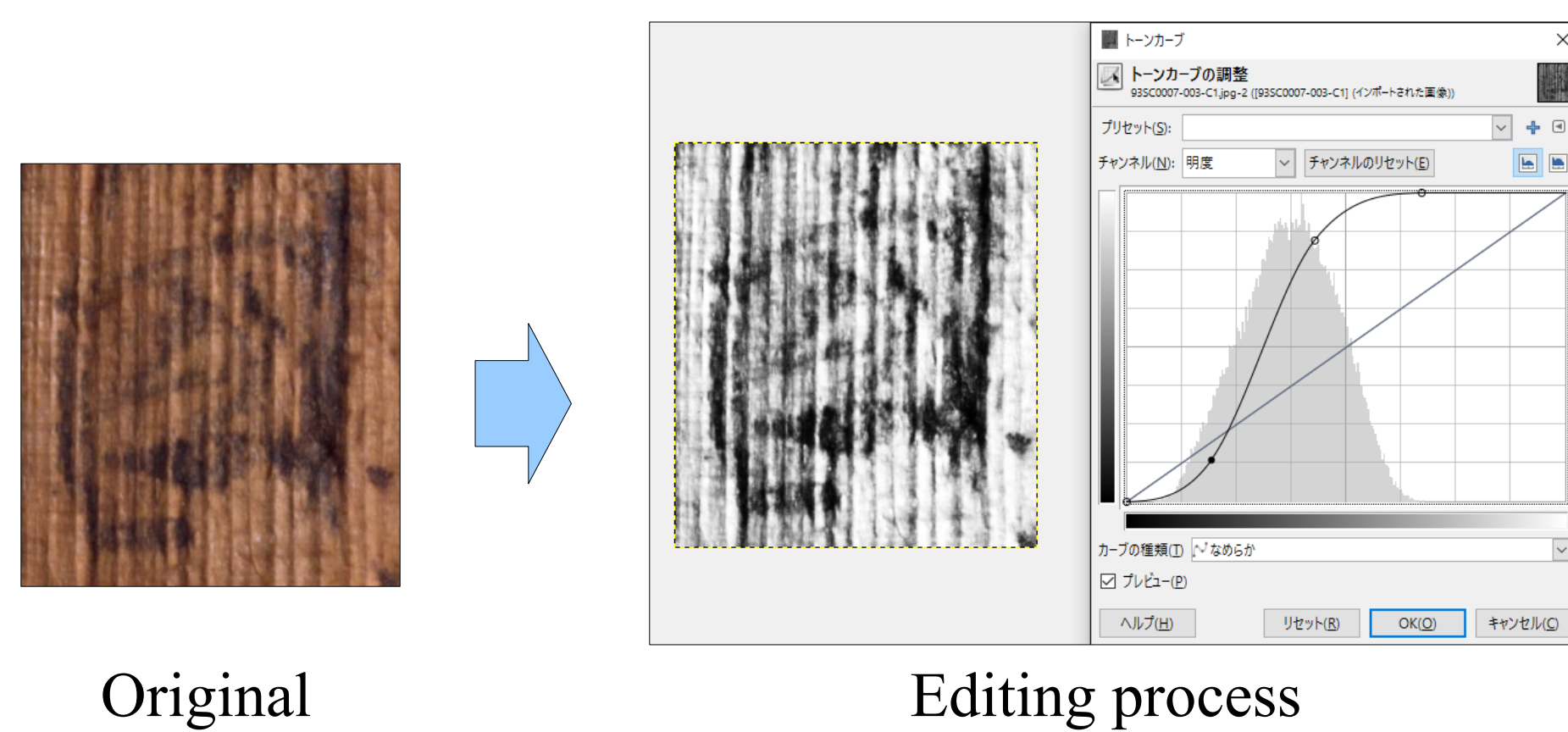
Background

Character reading support system from ancient wooden tablets



The difficulty of generating clear input image

- Although query images should be clean, they consist of faint characters and noisy wood grain textures.
- Manual adjustment requires parameters to control luminance and chrominance contrast.



Purpose

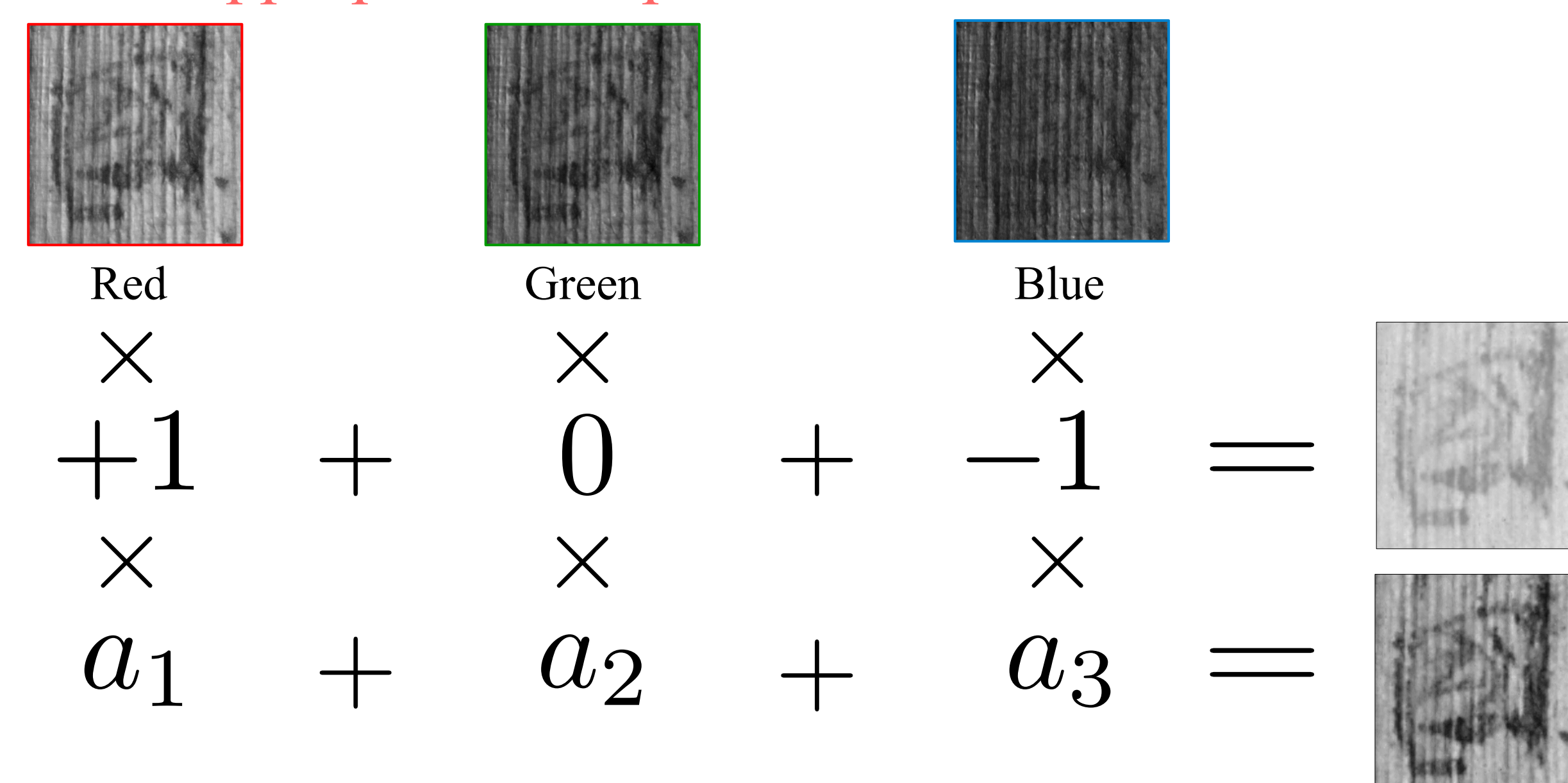
- Using a single color image automatically generates an image with the distinction between characters and background.
- Our method operates fastly.



Main Idea

- The variation is calculated by inner product calculation of an axis $[a_1, a_2, a_3]^T$ and color coordinates (R, G, B) .
- Since characters written with black ink absorb red component, characters tend to emphasize when subtracting blue component.
- Visibility changes with addition and subtraction of color components.

More appropriate composite coefficients should exist.



Proposed method (PCA with TV minimization)

- Characters are difficult to see unless the range of change in value is appropriate, i.e., normalization is required.
- In an RGB color distribution of pixel colors, the variation along each principal axis usually corresponds to luminance and chrominance components.
- Automatic extraction of an axis is desired since proper principal axis can extract characters in color space.

Estimation of the principal axis by PCA

- PCA is often used to analyze the principal axes of colors distribution.
- Principal component axes are necessary to improve the contrast of the luminance of characters and background.

Noise removal by TV minimization

- To reduce noise and wood grain and flattening intensity values, we apply smoothing.

Our model $\arg \min_{\bar{\mathbf{a}}} \|\mathbf{D}\mathbf{X}\bar{\mathbf{a}}\|_1$ result in $\arg \min_{\bar{\mathbf{a}}} \|\mathbf{X}\bar{\mathbf{a}}\|_2^2$ PCA

s.t. $\bar{\mathbf{a}} \in \{\mathbf{a} : \|\mathbf{a}\|_2 = 1\}$ s.t. $\bar{\mathbf{a}} \in \{\mathbf{a} : \|\mathbf{a}\|_2 = 1\}$

N : number of pixels
 $\bar{\mathbf{a}} := [a_1, a_2, a_3]^T$: coefficient vector
 $\mathbf{X} := [\mathbf{r}, \mathbf{g}, \mathbf{b}] \in \mathbb{R}^{N \times 3}$: data matrix (whitened)
 $\mathbf{D} := [\mathbf{D}_h^T, \mathbf{D}_v^T]^T \in \mathbb{R}^{2N \times 3}$: a set of differential matrices for the horizontal and the vertical direction

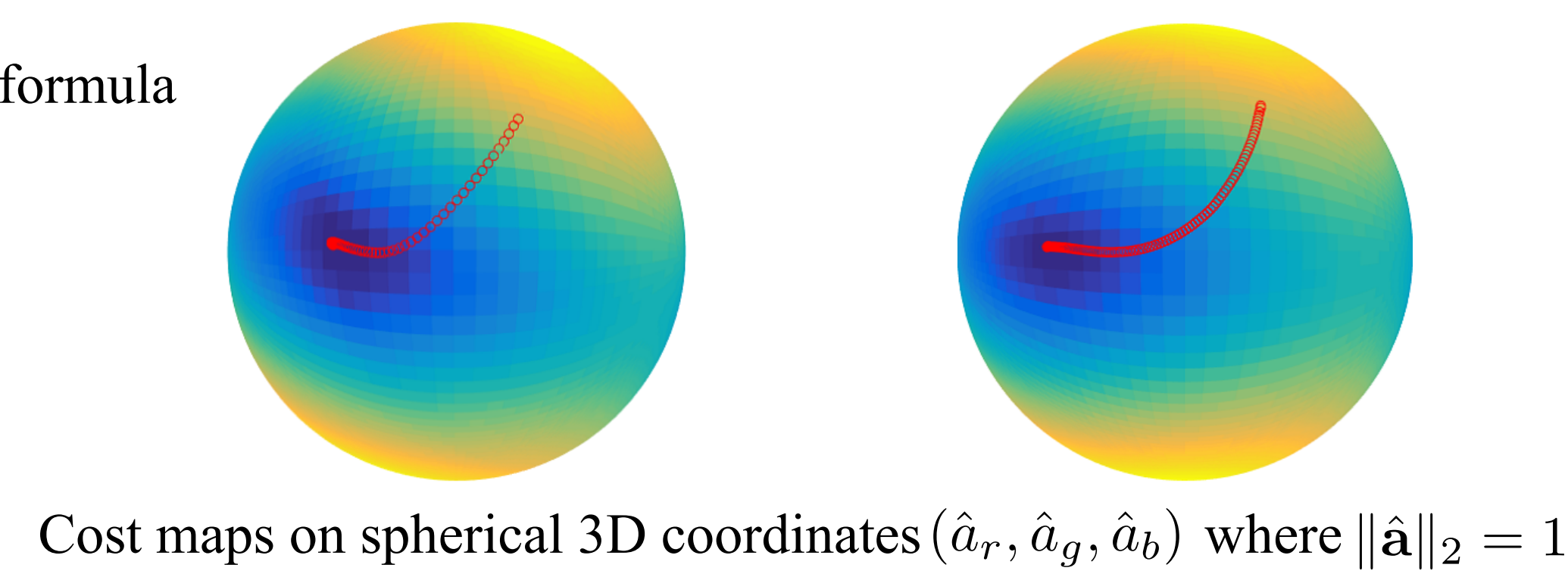
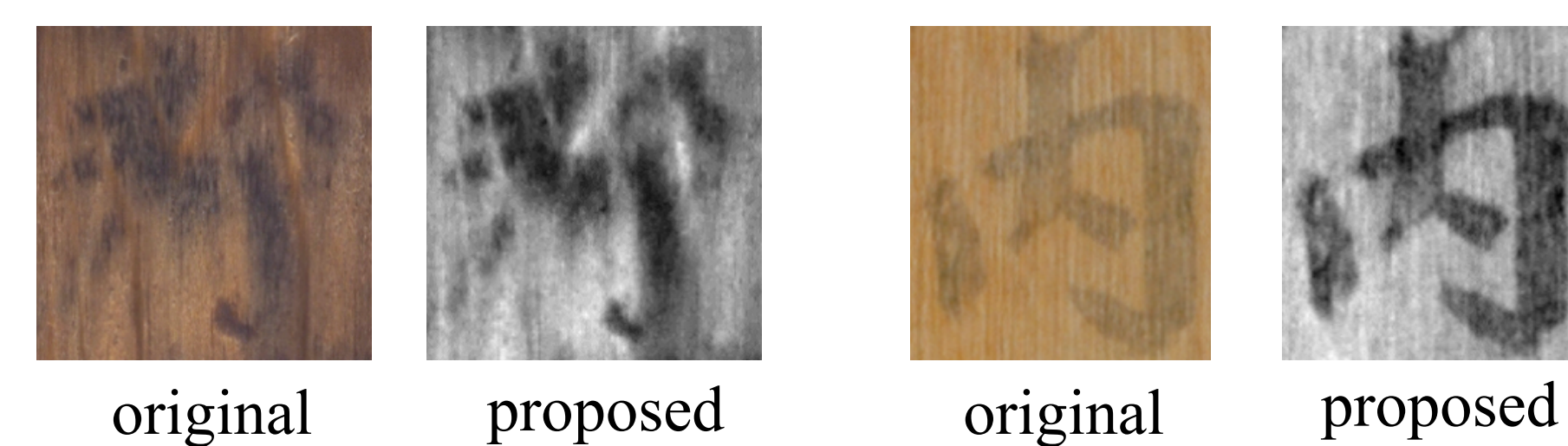
Solution by ADMM

- Although the problem comes down to $\{the\ minimization\ of\ least\ absolute\ deviations\ (LAD)\ on\ a\ spherical\ manifold\}$, i.e., non-convex problem, it can be solved (converged to the global solution) by ADMM for convex optimization.

Cost map

- Dark blue region : the minimum cost of the above formula

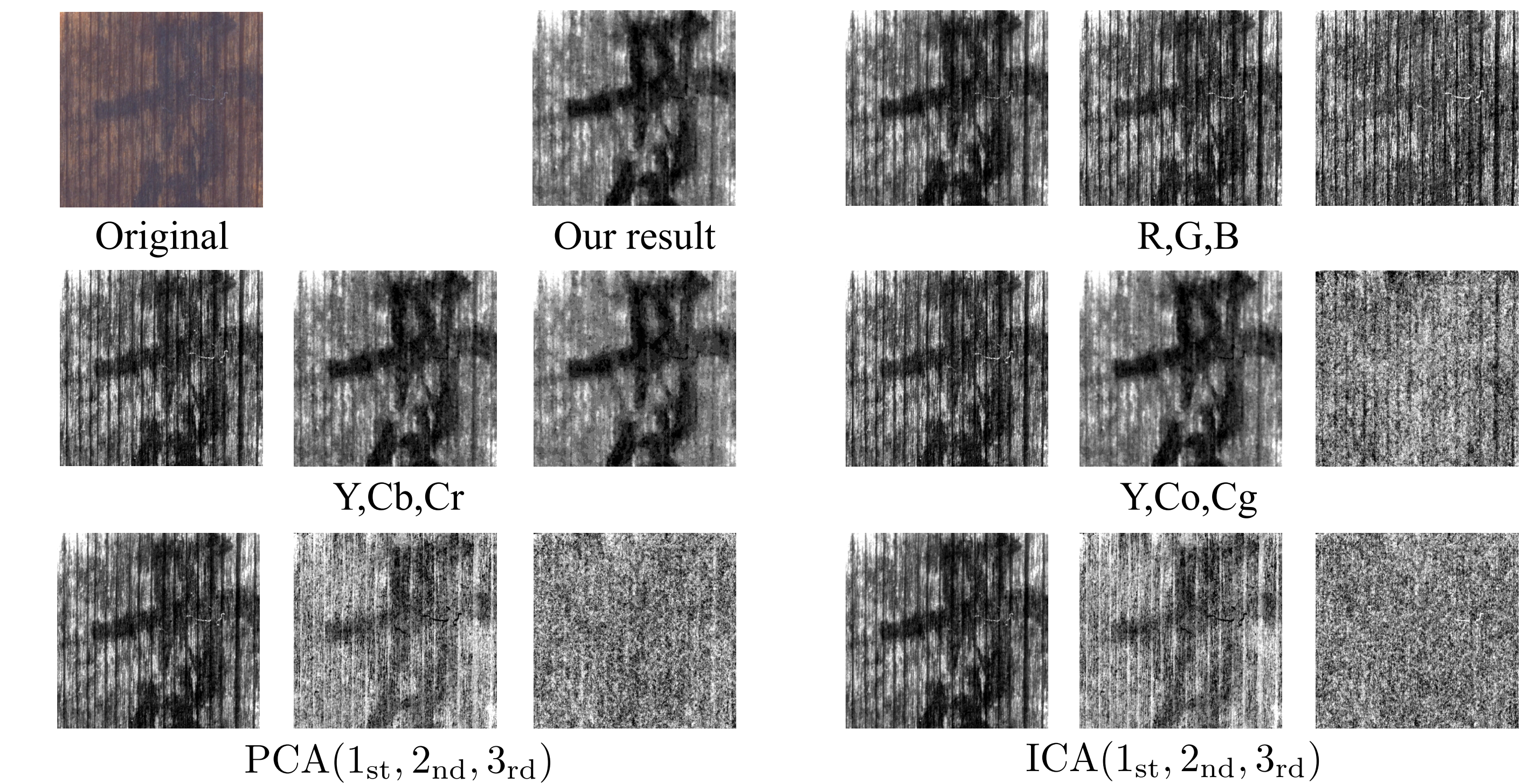
- Red dots : the trajectory of convergence



Experiments

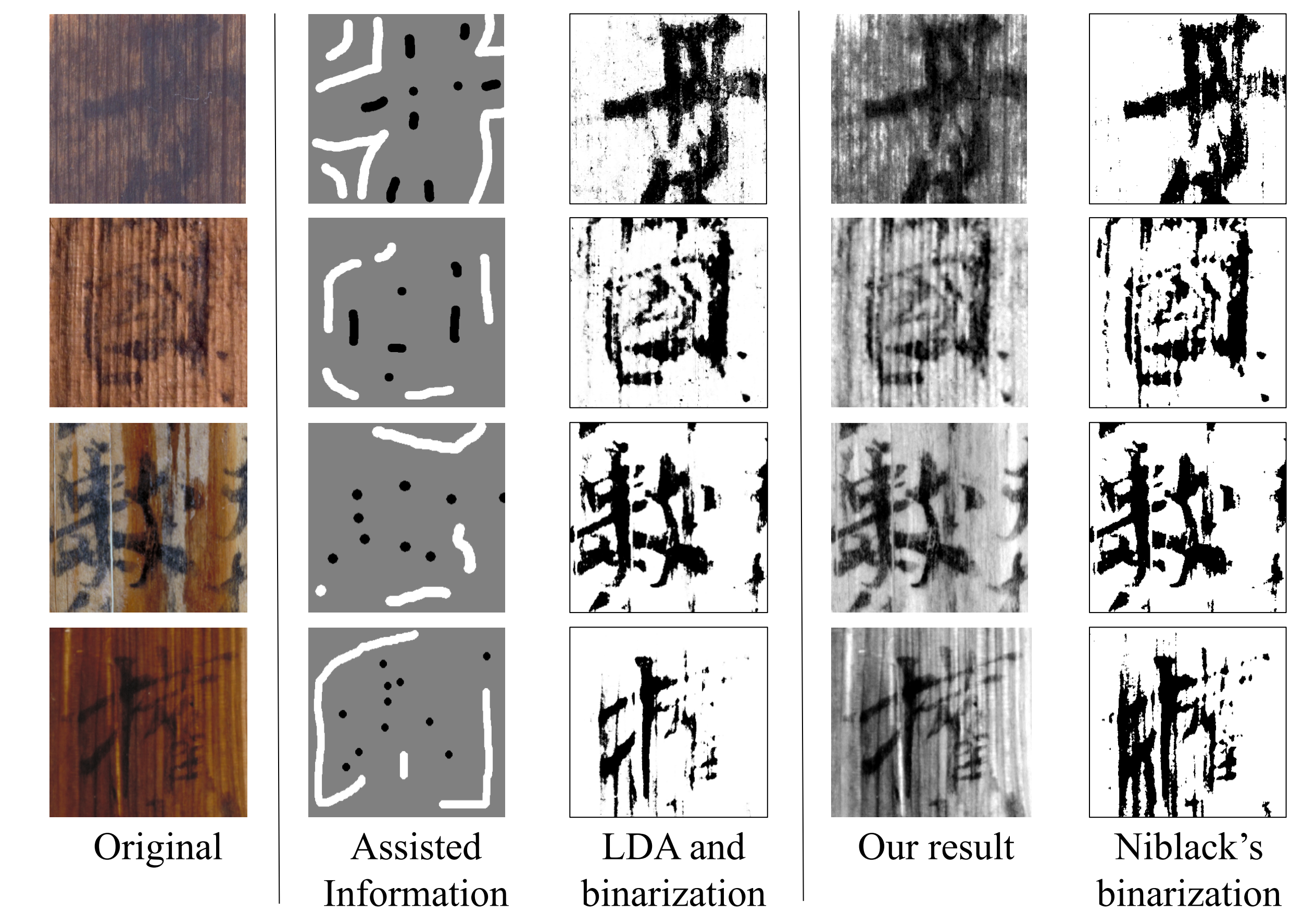
Comparison1 : Color transformation and Decomposition methods

- The result of ICA becomes nearly similar to that of PCA.
- Our result is better extracted than other representative color transformation methods.



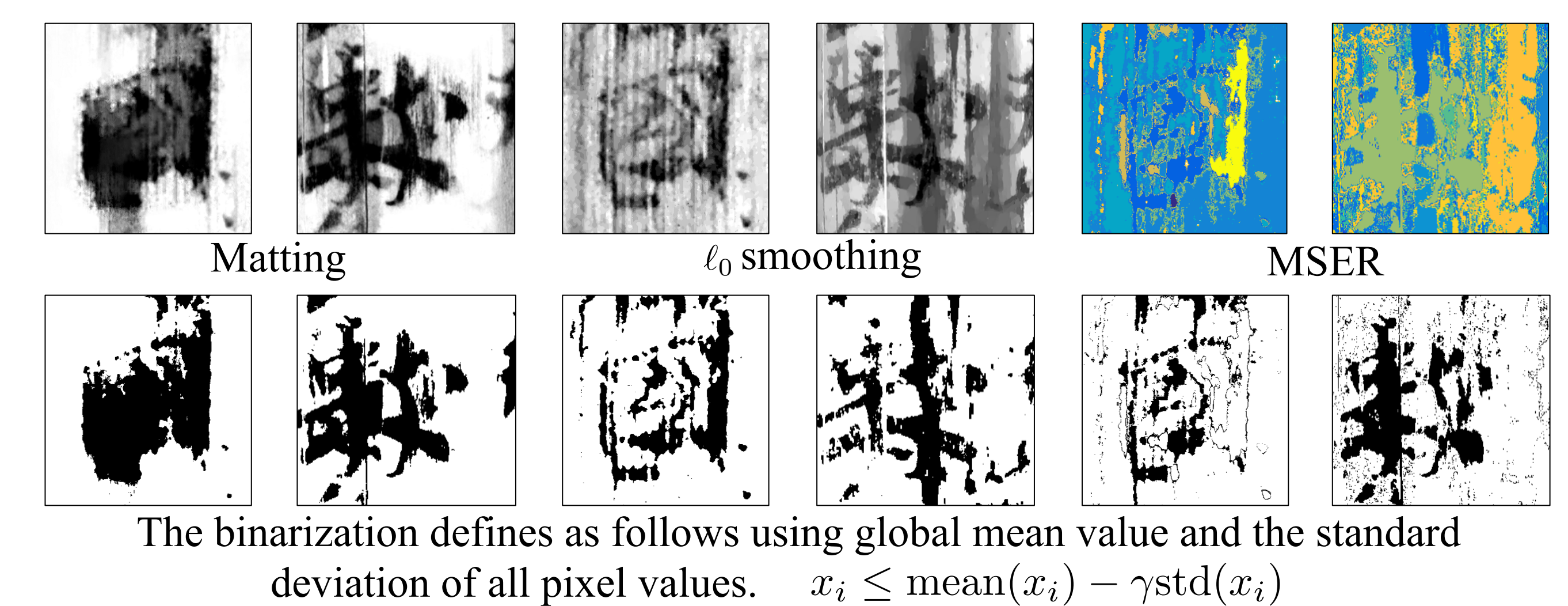
Comparison2 : LDA method with user-assisted information

- We used tri-color map for Linear Discriminant Analysis (LDA) method.
- Burdensome pixel color selection is not required in our method.



Comparison3 : Standard methods

- The following methods are not better than comparison2's methods.



Conclusion

- We proposed a color component extraction method regarded as a PCA method in combination with TV minimization.
- Our method doesn't require user assisted information but has performance equivalent to a LDA method with assisted information.