Public Abstract

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Title:Fast Digital Inpainting Algorithm For Real-time Video Inpainting Problem

The paper examines a simple and efficient method to solve the digital inpainting problem with a reasonale result by processing the information locally around the inpainting area. The method is based on a unique matrix transformation algorithm. It can extract the horizontal and vertical structural information from the surrounding area of the target area which we want to inpaint. By combing the extracted structural information with a simple inpainting algorithm, we can solve the inpainting problem efficiently and apply the featured algorithm in many real-time systems like real-time stream video which may have protential inpainting problems.