FINGERPRINT INPAINTING

WITH GENERATIVE MODELS

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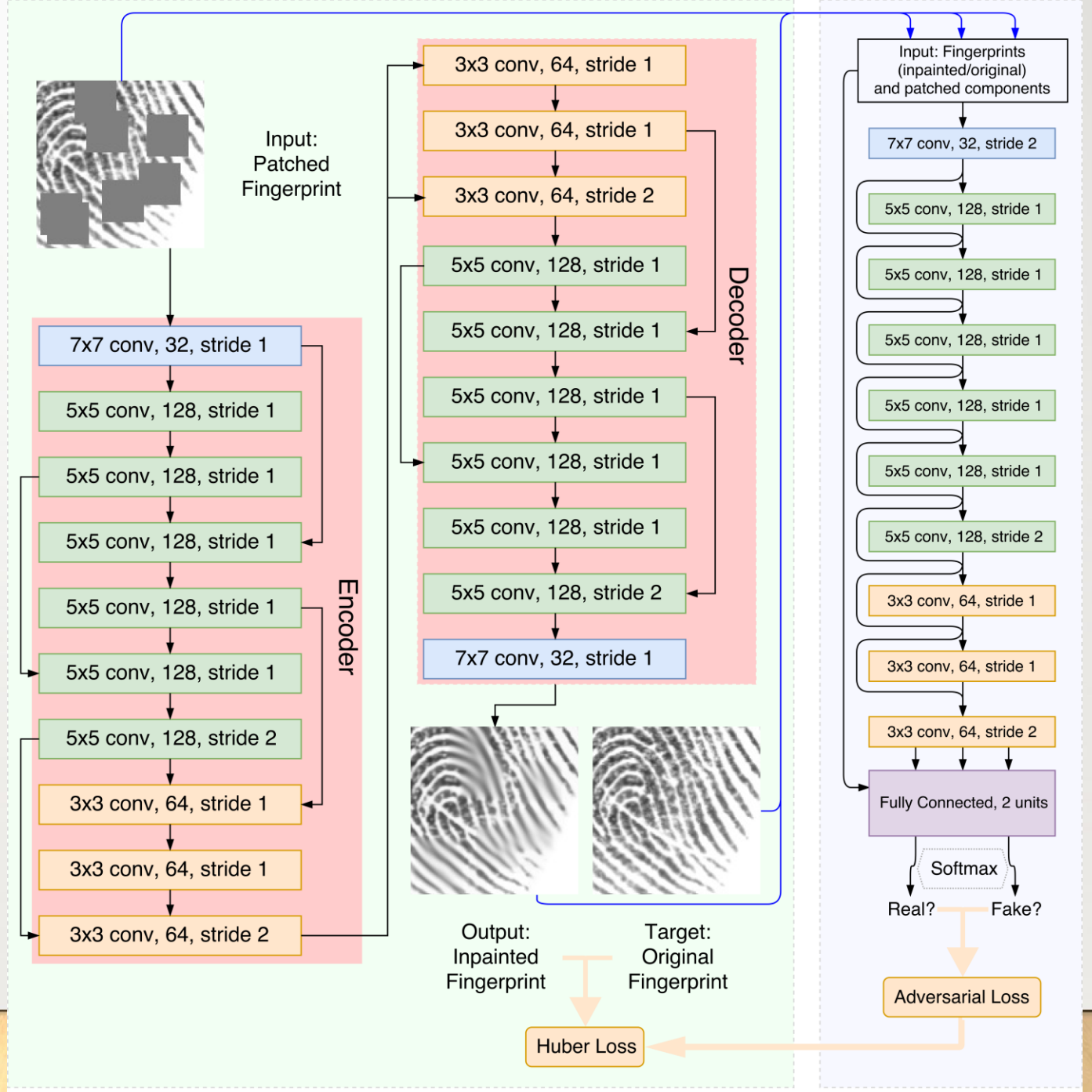
Motivation

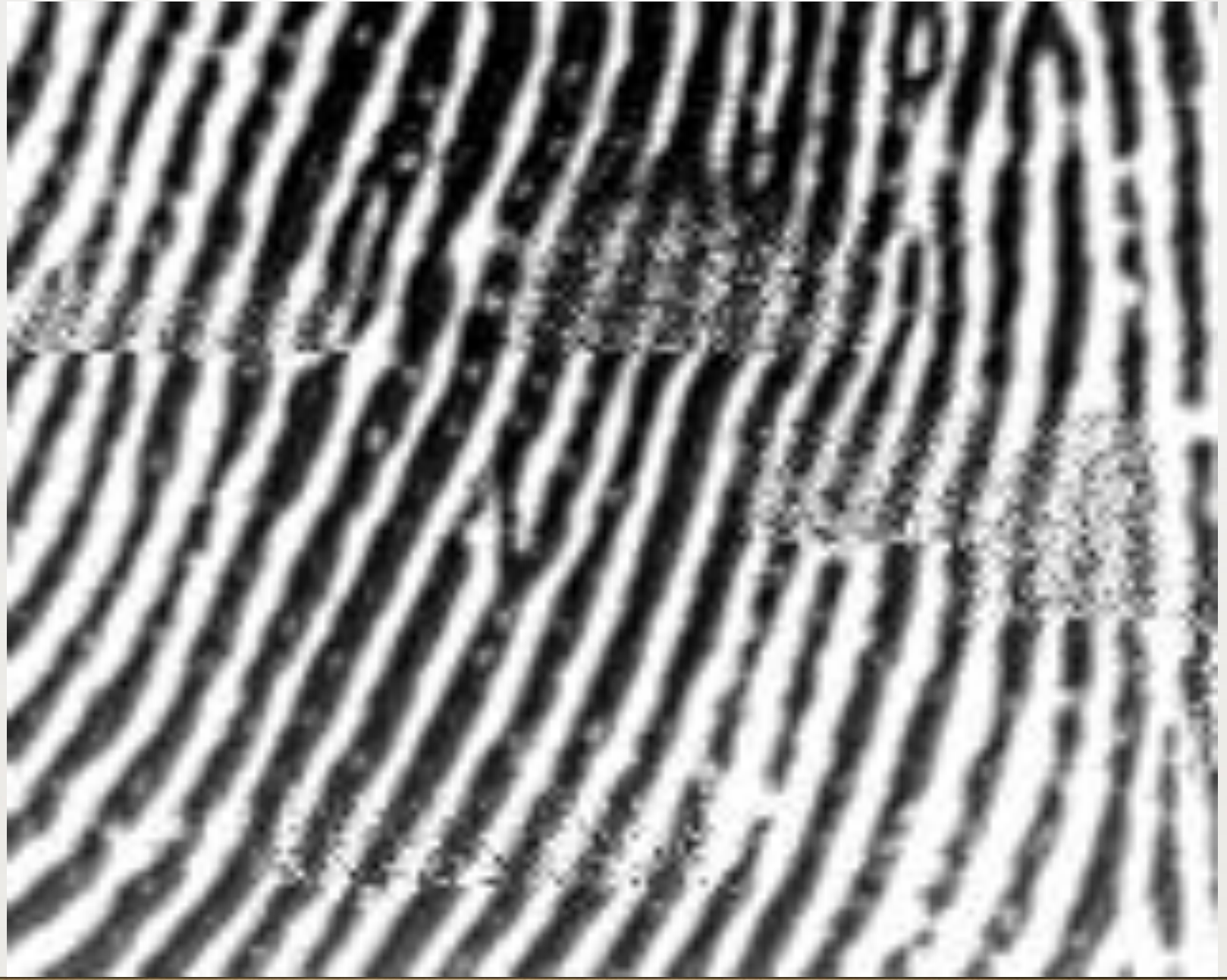
- Fingerprints are the most widely used biometrics
- Challenging datasets
- Unsupervised learning through inpainting
- Practical outcomes

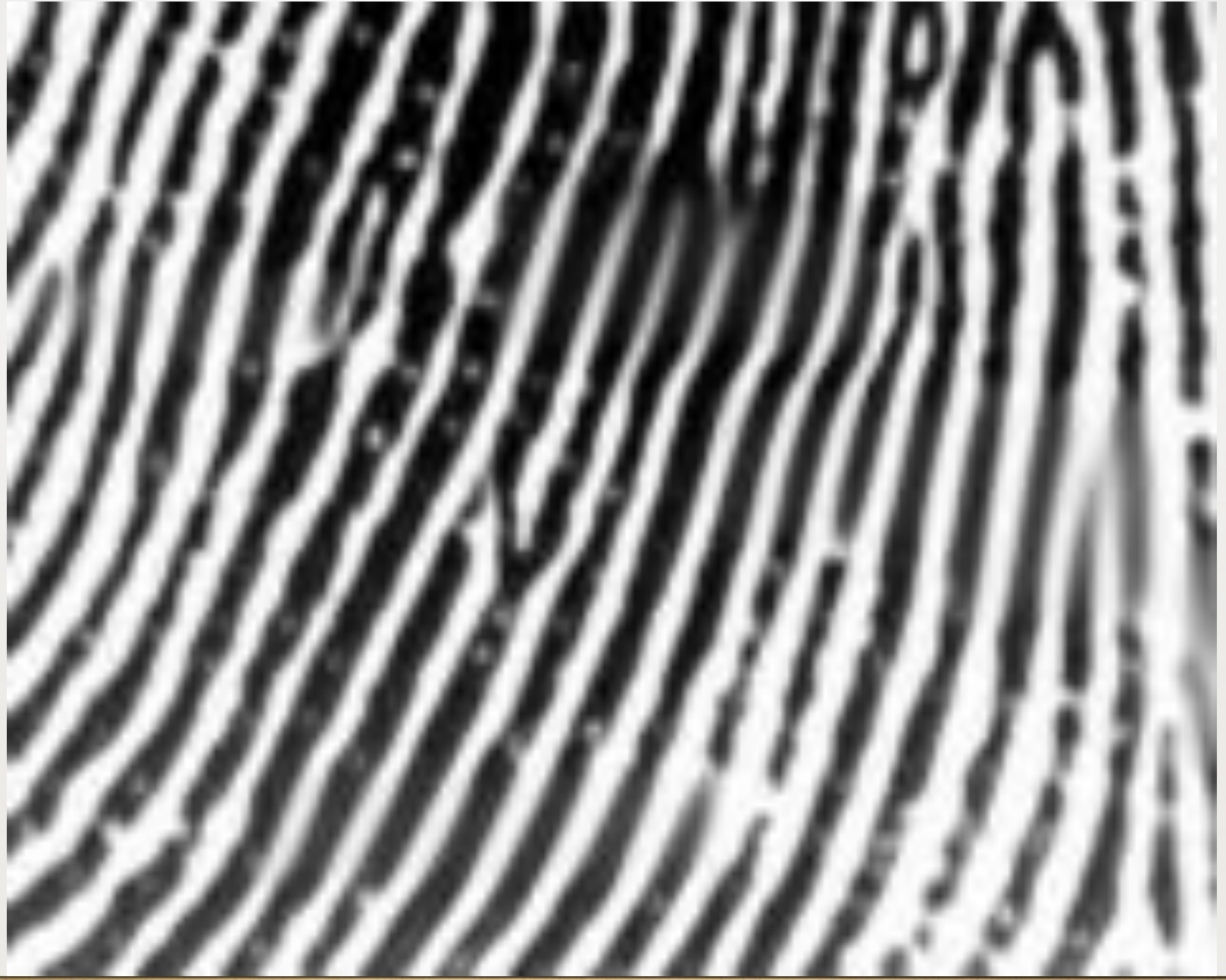
GENERATIVE ADVERSARIAL INPAINTER NETWORK

$$\mathcal{L} = \alpha L_{recon} + \beta L_{adv}$$

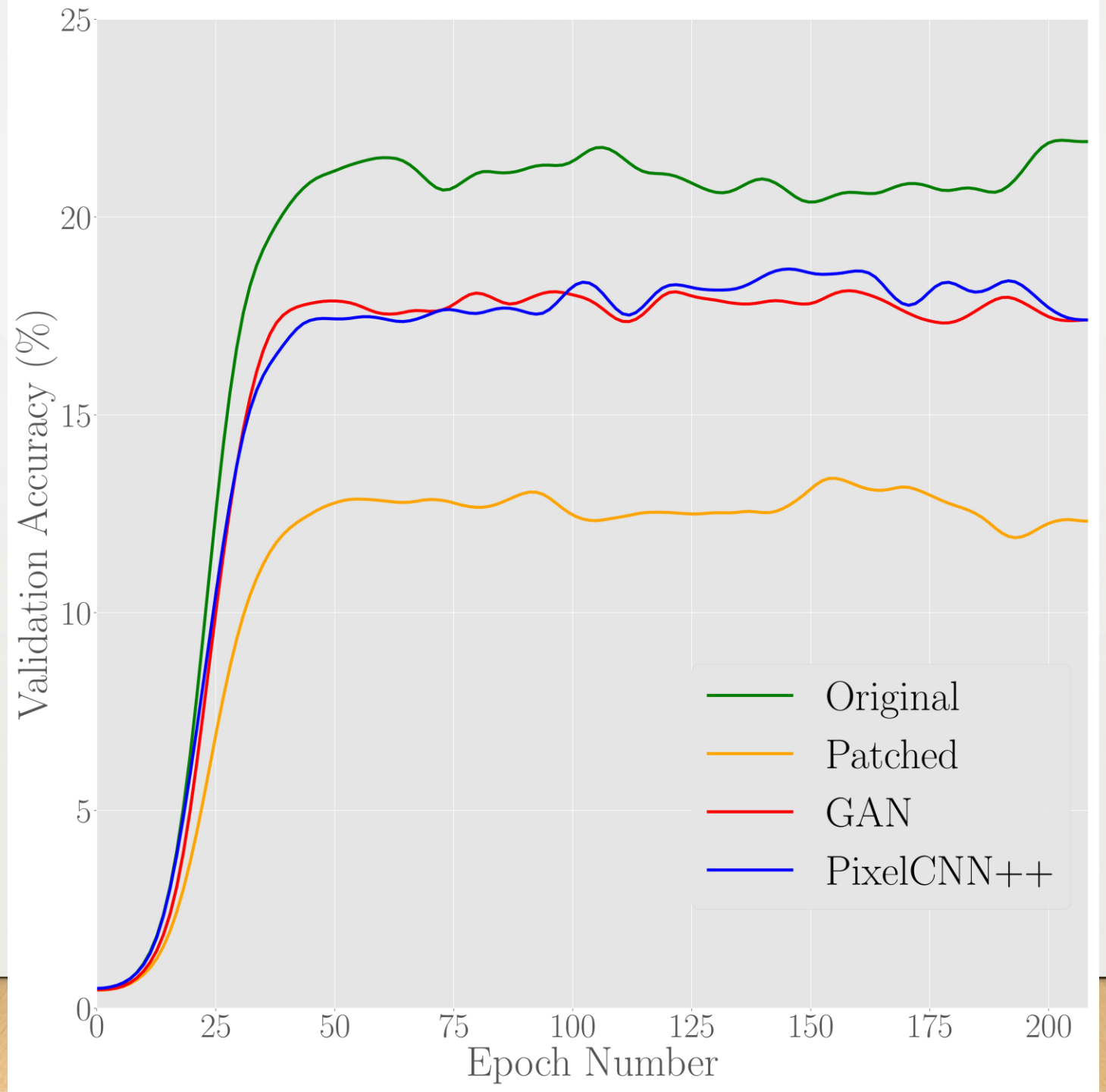


QUALITATIVE RESULTS





QUANTITATIVE RESULTS


Validation Accuracy (%)
Epoch Number
0
5
10
15
20
25
0
25
50
75
100
125
150
175
200
Original
Patched
GAN
PixelCNN++

THANK YOU