

UNIVERSITI TEKNOLOGI MALAYSIA

PRESENTATION SLIDE

Image Restoration Browser Extension to Reverse Image Filtering

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Video Link: https://youtu.be/R4dwVPu4Ej8

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Overview

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|--------------|--------------------|
| | PROBLEM BACKGROUND |
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- 02 PROJECT AIM
- 03 PROJECT OBJECTIVES
- ()4 PROJECT SCOPES
- 05 LITERATURE REVIEW
- 06 SYSTEM DEVELOPMENT METHODOLOGY
- 07 REQUIREMENTS ANALYSIS AND DESIGN
-) 8 PSM2 EXECUTIVE PLAN
- 9 CONCLUSION



CHAPTER 01 INTRODUCTION

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Problem Background



On social media, images are often enhanced and filtered to create a favorable impression, which can hide information and damage authenticity. This manipulation can facilitate deceptive behaviors, such as spreading fake information and false advertisements. Individuals and businesses use these filtered images to attract more engagement and customers, respectively. However, this makes it challenging for users to identify tampered images and reverse image filtering systems are not widely available or understood. To address this, a browser extension for reverse image filtering is proposed to help users verify image authenticity on social media.



Project Aim

This project aims to develop an image restoration browser extension to reverse image filtering.

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Project Objectives



To investigate a mathematical algorithm that can reverse the image filtering and restore the original image.



To design an image restoration browser extension based on the requirements collected from the social media users.

-OoO

To test and evaluate the accuracy of the image restoration browser extension in reversing the image filtering.

Project Scopes



The users can download the resultant image from the browser.

The system applies a mathematical algorithm on the images to recover the original unfiltered image.

This project will create a prototype of social media for the evaluation of the reverse image filtering system.

SCOPES

The target users of the system are social media users.

The reverse image filtering can be applied to convolution-based linear image filtering

- Gaussian Filter
- Disk Filter
- Laplacian of Gaussian Filter
- Motion Blurring
- Unsharp Masking Filter.

The system allows users to perform reverse image filtering on the images of the social media.



CHAPTER 02 LITERATURE REVIEW

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Reverse Image Filtering Techniques

| Techniques | Strengths | Limitations |
|-------------------------------|------------------------------------|---|
| Zero-Order Reverse Filtering | Easy to implement, fast speed, low | Not accurate for complex filters or |
| | computational cost | significant distortions, less adaptable |
| Iterative First-Order Reverse | High accuracy, good adaptability | High computational cost |
| Image Filtering | | |
| Total Derivative | High precision, high efficiency | High complexity |
| Approximation (TDA) and | | |
| Accelerated Gradient | | |
| Descent (AGD) | | |
| | | |
| Landweber-like Iteration | High robustness, high versatility | High complexity |
| Method | | |

Current Existing System

| Systems | Strengths | Limitations |
|----------|---|---|
| Snapseed | Free of cost, User-friendly interface, Comprehensive editing tools | No web version, Storage and performance |
| BunnyPic | Easy to be access from any device | Performance depends on Internet, Need Internet connection, Free and premium feature |
| Fotor | Cross-platform devices, Easy to use, Variety of templates and filters | Free and premium feature, Lack of precision of more advanced editing tools |

Comparison of Strengths and Limitations between the Current Existing System.





Browser Extensions



01 02

Browser extension is written in HTML, CSS, or JavaScript. It aims to enhance web browsers by adding features like content translation, ad blocking, and website functionality improvements, thereby enriching the browsing experience.

Google Chrome extension is available from the Chrome Web Store and can enhance user experience and security by adding functionalities to the browser. It run in a secure, sandboxed environment and utilize the Chrome Extension API for development.

The Pixlr Editor extension illustrate how browser extensions can offer advanced tools, such as image editing, directly within the browser. It allows users to edit images with professional-level capabilities without needing standalone software.

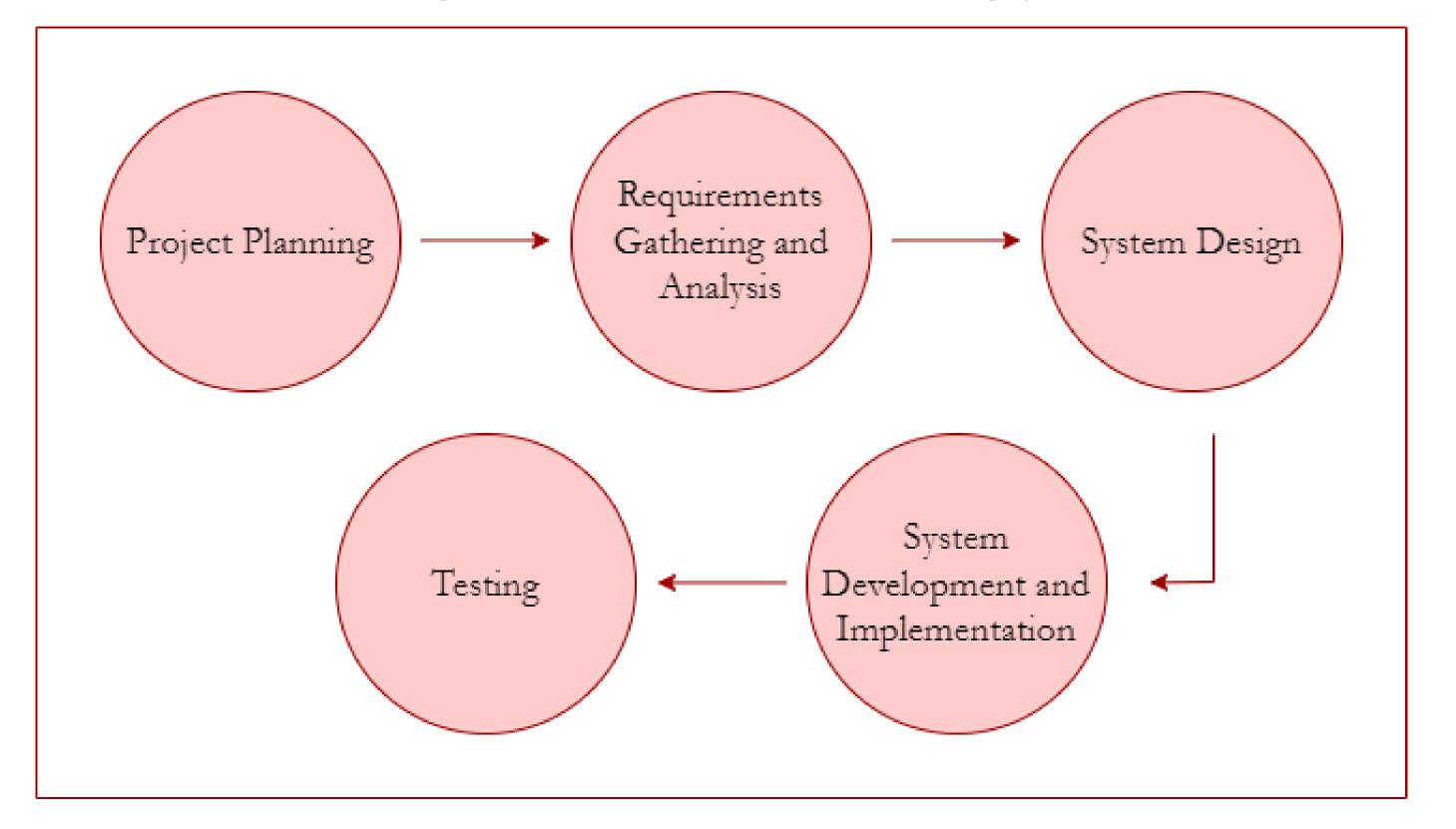


CHAPTER 03 SYSTEM DEVELOPMENT METHODOLOGY

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Agile Methodology



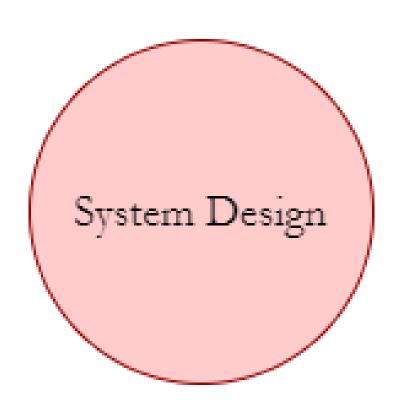




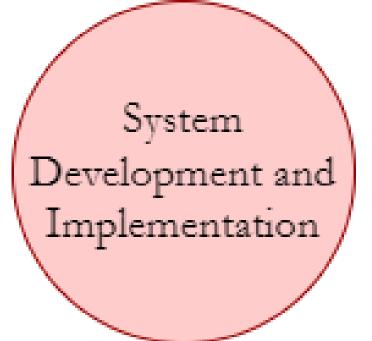
- Project flow is scheduled in Gantt Chart.
- To define the objectives and scope of the project.
- To define problem background and proposed solution.
- To study and research for the techniques required.

- Conduct a survey with social media users to collect their insights and opinion on reverse image filtering techniques.
- To gather users requirements in order to define the functional and nonfunctional requirements.

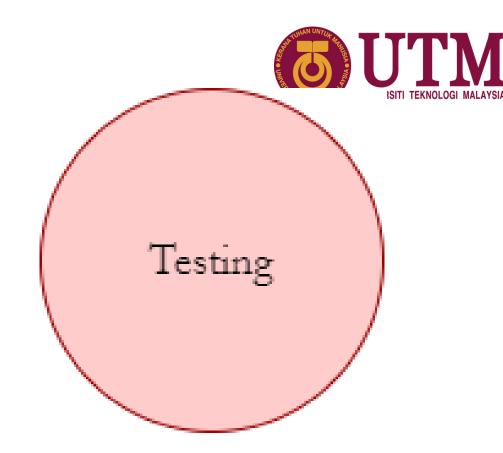
Requirements
Gathering and
Analysis



- Design use case diagram, system architecture, database and user interface (UI).
- Serve as a guideline in the next phase.



- Develop the
 proposed image
 restoration browser
 extension to reverse
 image filtering.
- Develop a social media prototype for testing.



- Test the accuracy of the system by checking the similarity between input and result image.
- Conduct UAT to ensure that the system is accepted by the target users.

Technologies Used



- () 1 Visual Studio Code (VS Code)
- 02 HTML, JavaScript, CSS
- 03 Python
- 04 OpenCV
- () 5 Git Hub
- 6 Firebase

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Hardware and Software

Hardware Requirements

| Hardware | Usage |
|----------|------------------------|
| Laptop | Research |
| | Documentation |
| | Coding |
| | Project implementation |
| | |

Software Requirements

| Software | Functionality |
|--------------------|----------------------|
| Visual Studio Code | Project development |
| Jira | Project management |
| Draw.io | Creating UML diagram |
| Microsoft Word | Documentation |
| Google Chrome | Browser extension |





CHAPTER 04

Requirement Analysis and Design



Survey Results

01

- Google Form
- 10 questions

02

Target respondents: Social Media Users

03

receive 30 responses (social media users of different age) 04

83.3% of respondents experienced online image fraud.

05

only 36.7% respondents experienced with remove image filters application or system before (eg: Snapseed, Photo Editor Pro, Fotor, Adobe Photoshop).

06

96.7% of respondents agree with the system role of checking the authenticity of online image.

07

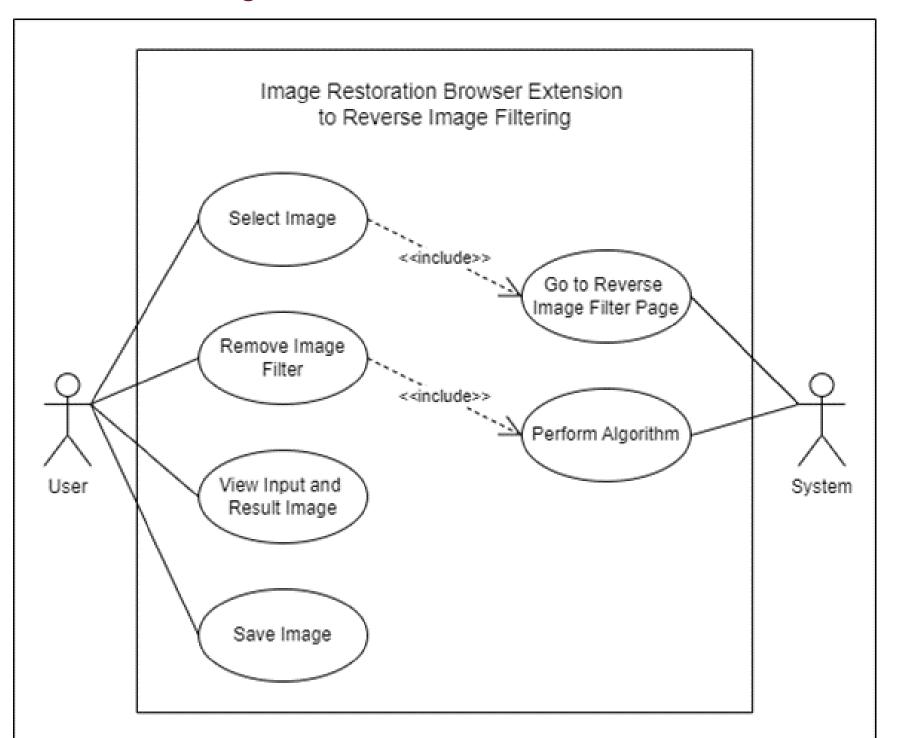
96.6% of respondents are likely to use the reverse image filtering system if they access to such a tool. 08

This questionnaire results suggest a strong interest and need for the reverse image filtering system that can remove or undo the image filters

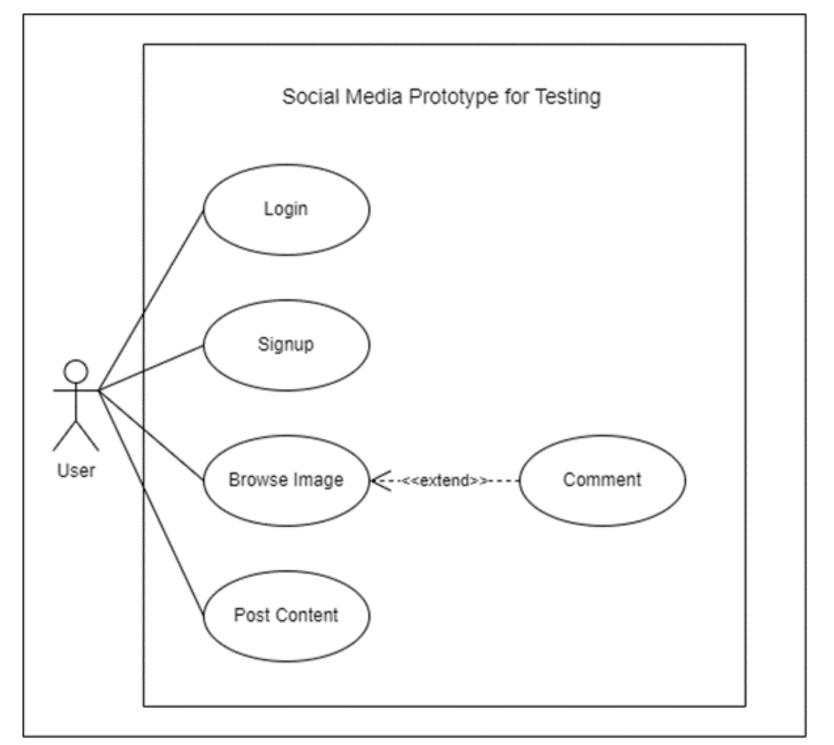


Use Case Diagram

Image Restoration Browser Extension



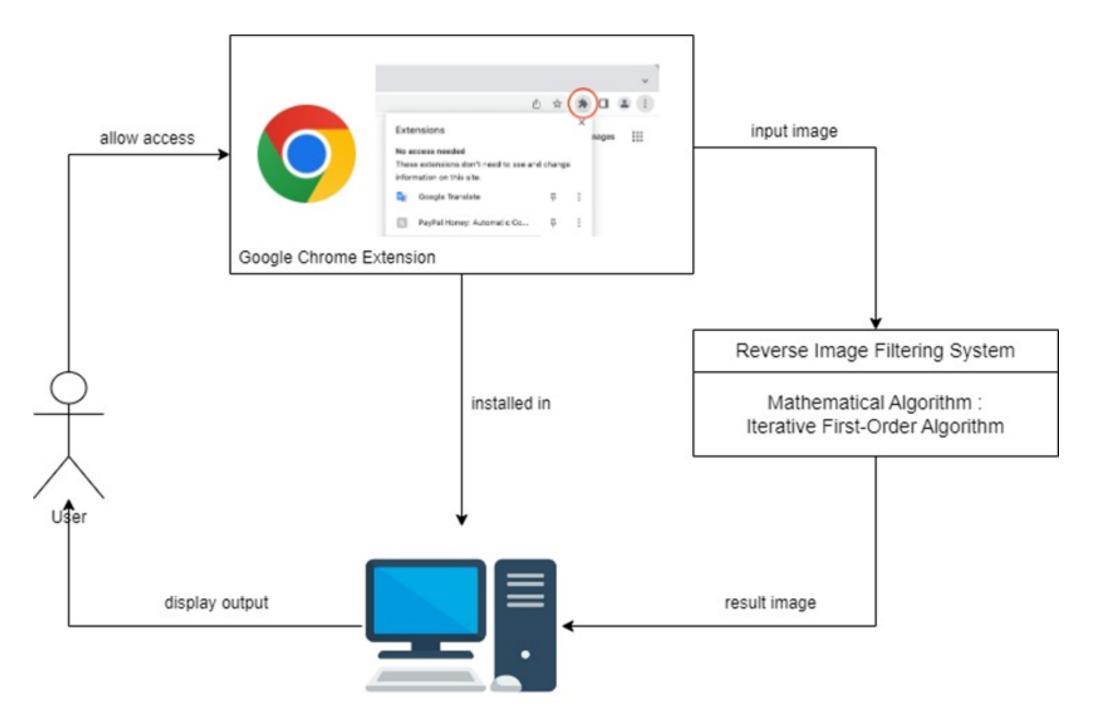
Social Media Prototype for Testing



System Architecture Design

• Image Restoration Browser Extension

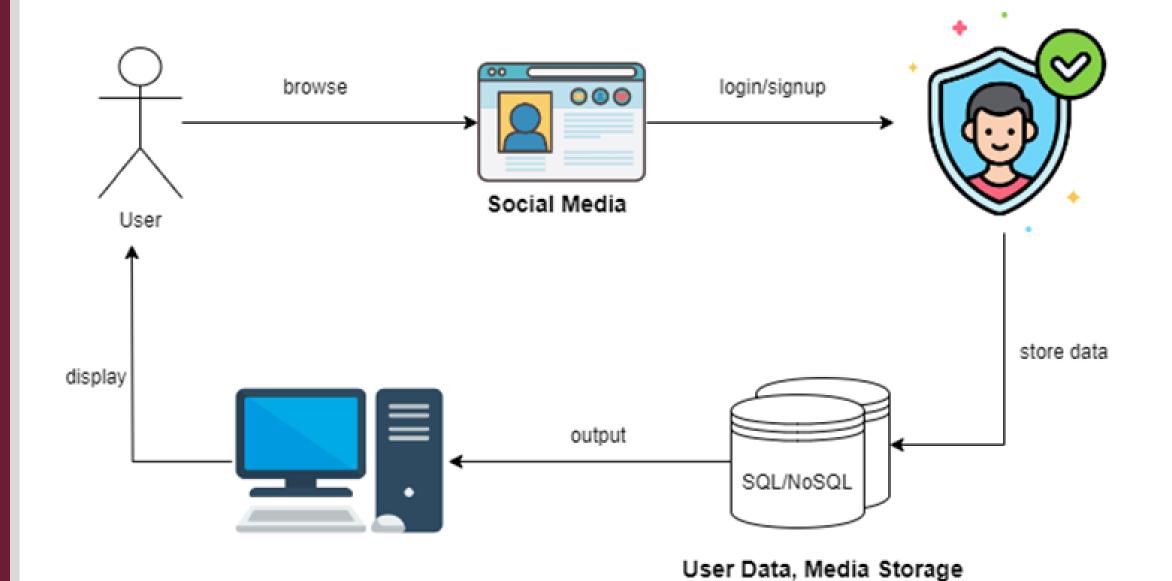




System Architecture Design

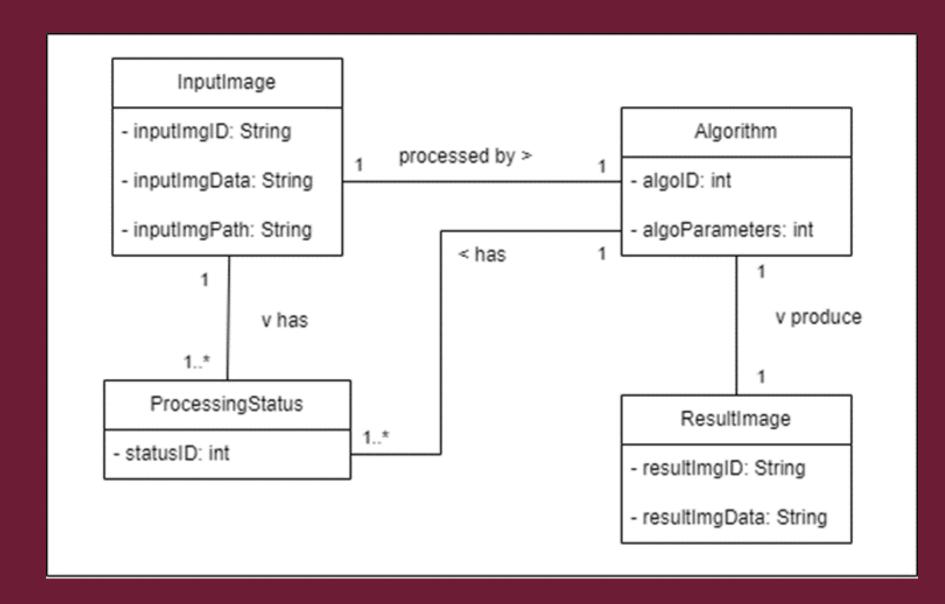
Social MediaPrototype for Testing





ERD





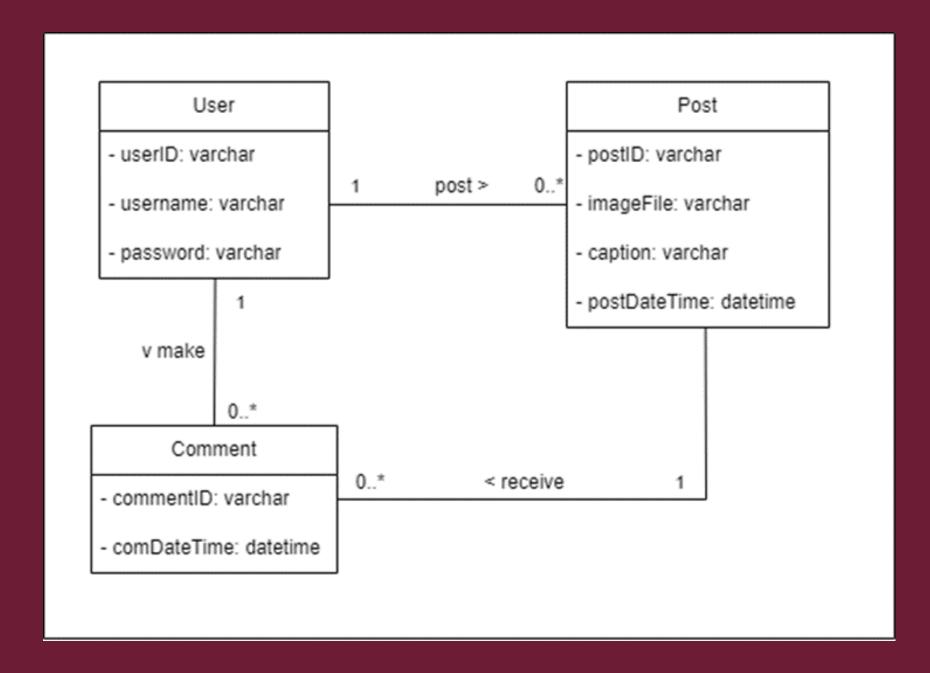


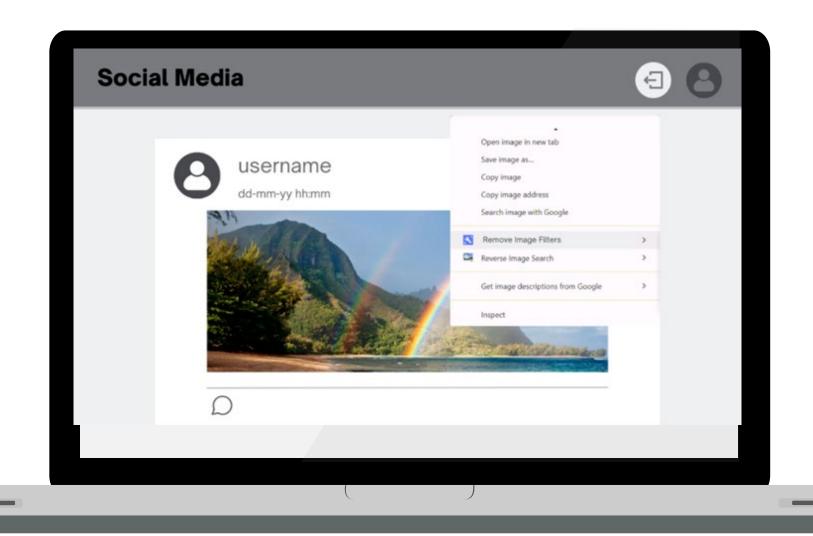
Image Restoration Browser Extension

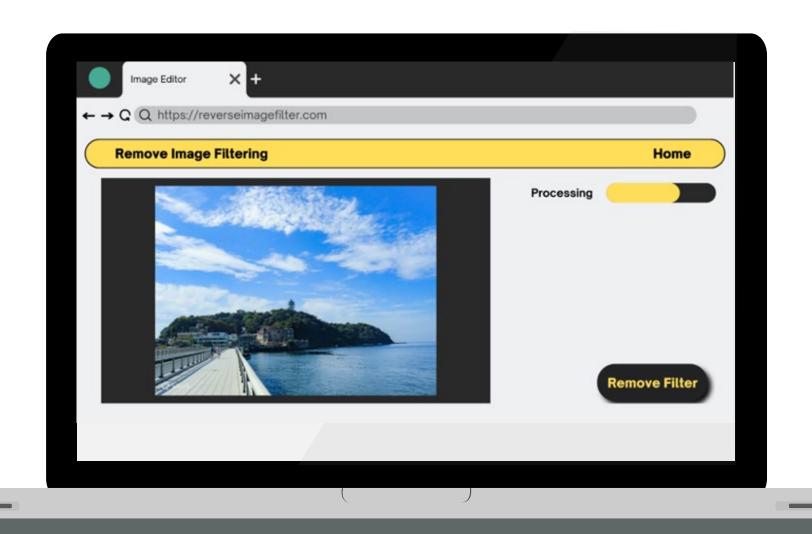
Social Media Prototype for Testing



User Interface Design

Image Restoration Browser Extension





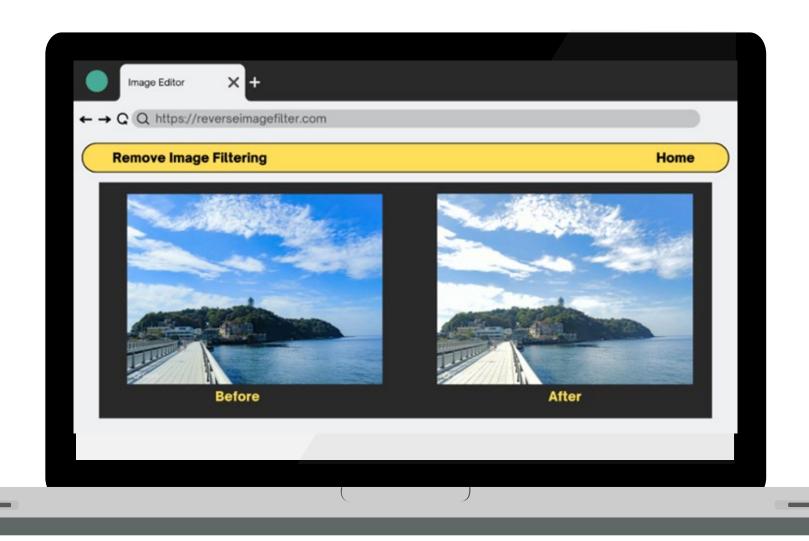
Browse and Select Image Page

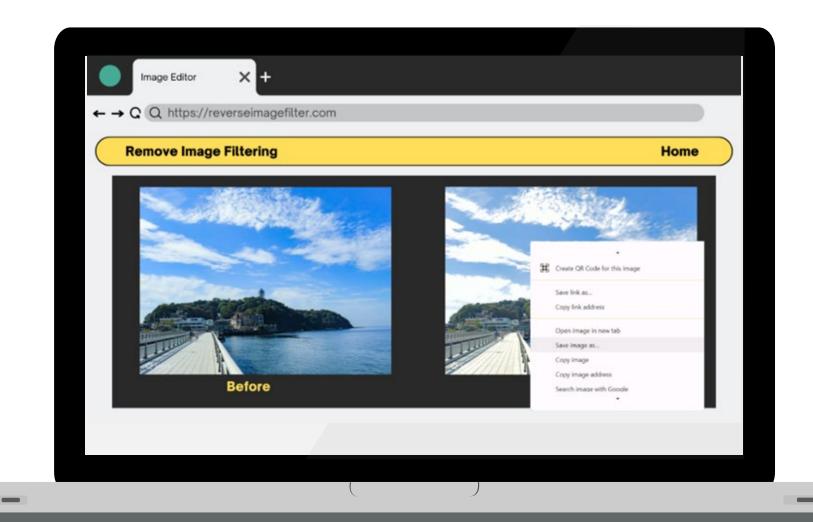
Reverse Image Filtering Page



User Interface Design

Image Restoration Browser Extension





View Input and Result Image Page

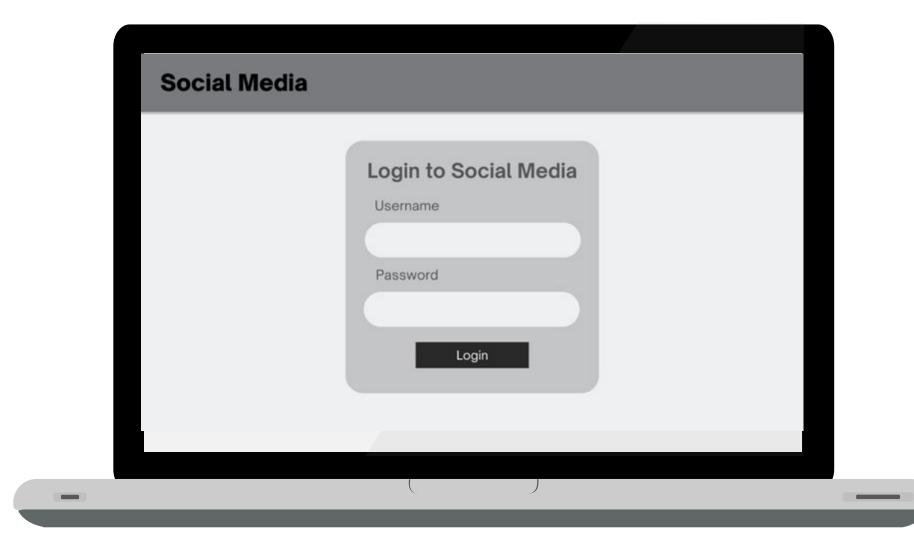
Save Image Page

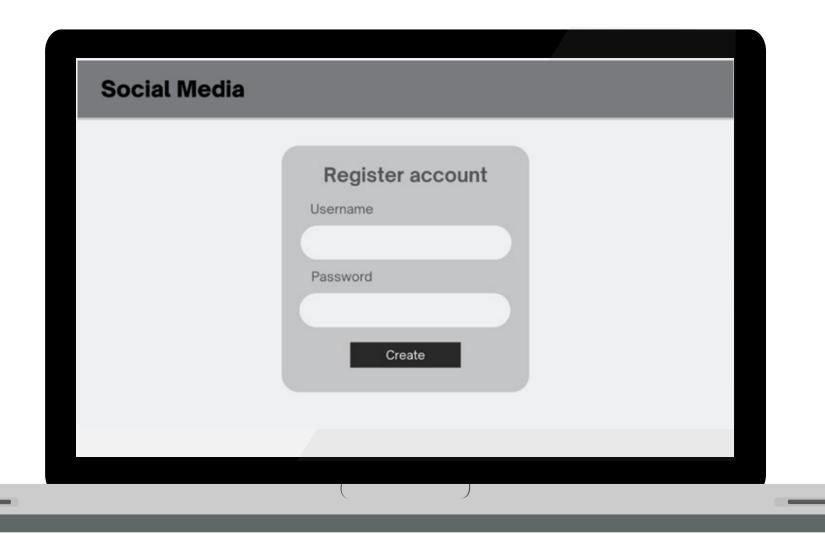


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User Interface Design

Social Media Prototype for Testing





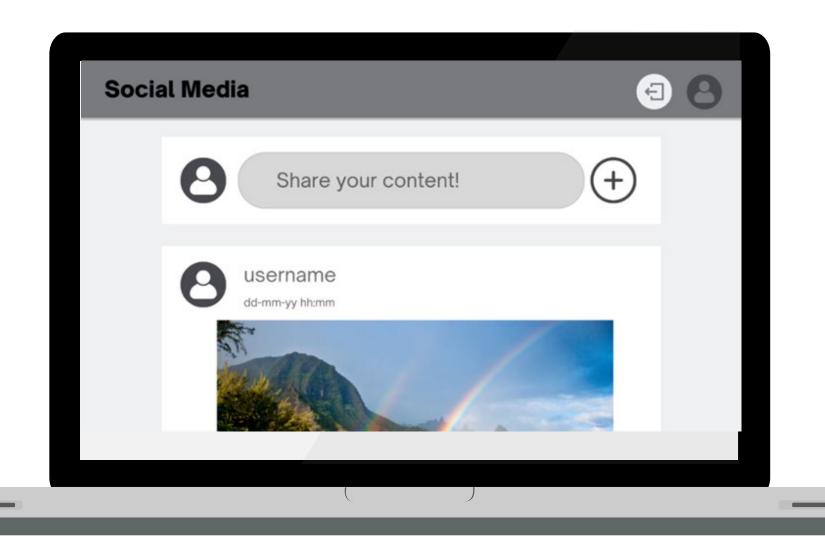
Login Page

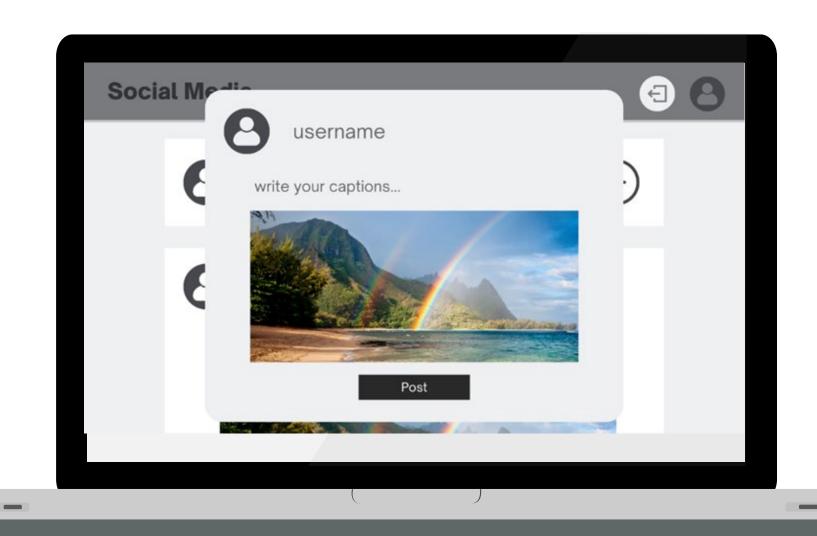
Signup Page



User Interface Design

Social Media Prototype for Testing





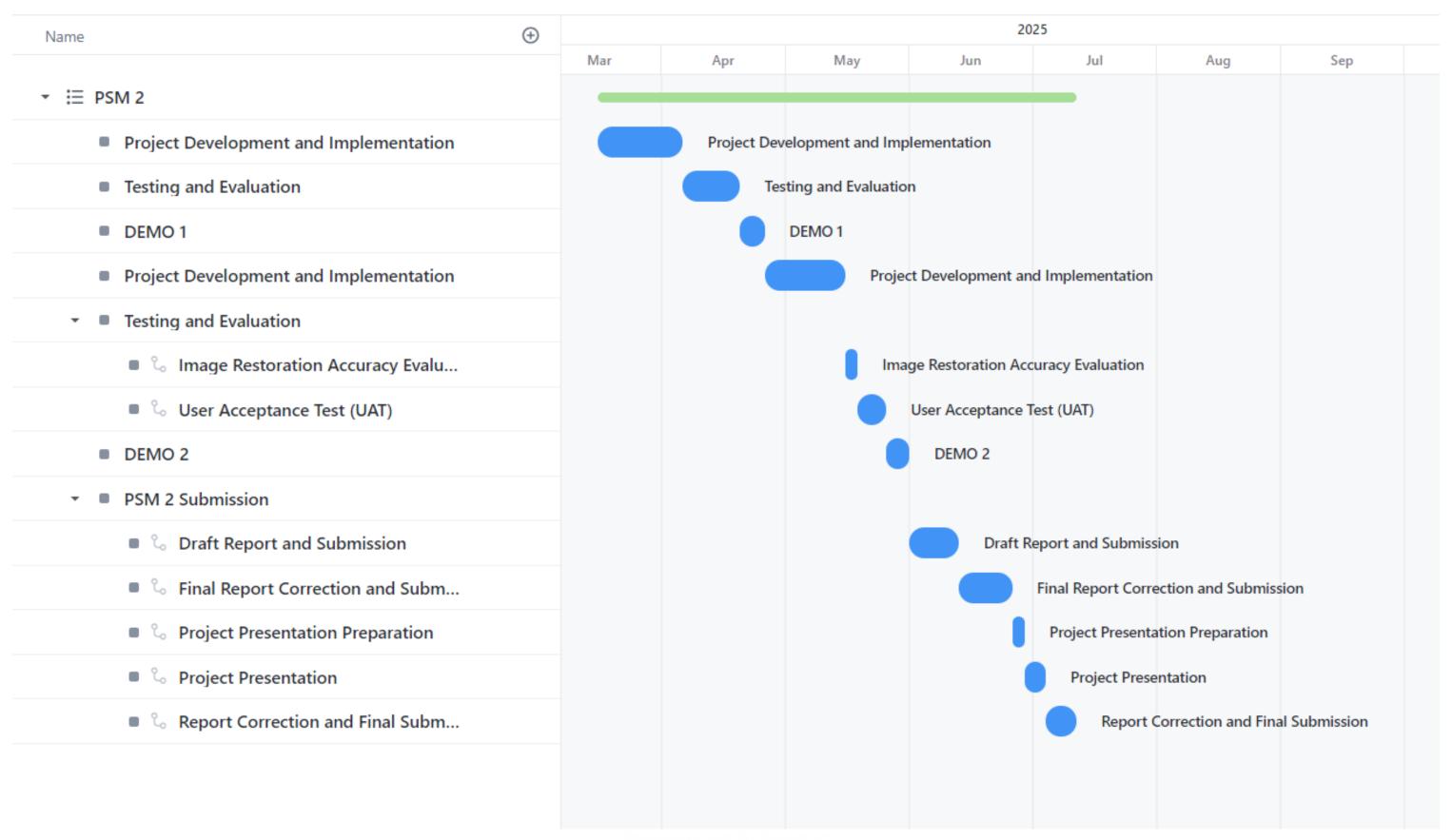
Browse Social Media Page

Post Content Page

Planning for PSM2



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Conclusion

PSM 2 will focus on system development and testing, beginning with the collection of filtered images and implementation of the Iterative First-Order Reverse Image Filtering algorithm. Following the main function's implementation, additional features such as database integration and user interface will also be developed. A social media prototype will be created for testing the system's performance and user satisfaction, ensuring the extension accurately recovers raw images and meets user expectations.

Objective 1 has been achieved, while objective 2 remains partially completed and will continue into 'Projek Sarjana Muda'2 (PSM2). Objective 3 will also be extended into PSM2.

THANKYOU





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