Proper guidance image generation based on saliency factor for better transmission refinement in image dehazing

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Image Dehazing:

• Restore haze-free images from corresponding hazy images





• The first step before other higher computer vision tasks Object detection, Pedestrian detection, OCR...

Model of hazy image formation

Airlight (eg. (0.9, 0.85, 0.88))

I(x) = J(x) * t(x) + A(1-t(x))





Haze-free image

transmission

 $\overline{t(x)} = e^{-\beta d(x)}$

Model of hazy image formation

$$I(x) = J(x) * t(x) + A(1-t(x))$$
$$J(x) = \frac{I(x) - A(1-t(x))}{t(x)}$$

A: Global airlight, relatively easy (Eg. largest luminance in each channel) t(x): Pixel mapping, hard to estimate $\sqrt{}$

Existing Method:

- Using addition information (multiple image/depth...)
- Single image haze removal $\sqrt{}$

$$I(x) = J(x) * t(x) + A(1-t(x))$$

underdetermined equation

Need prior or supposition

Single image haze removal:

- Dark Channel Prior [He et al. CVPR'08]
- Color Attenuation Prior [Zhu et al. TIP' 15, 24(11)]
- Maximum Reflectance Prior [Zhang CVPR'17]

Eg. Dark channel Prior $\min_{x \in \Omega(y)} (\min_{c \in \{r, g, b\}} J^{c}(y)) \rightarrow 0$ $\widetilde{t}(x) = 1 - \min_{x \in \Omega(y)} (\min_{c \in \{r, g, b\}} \frac{I^{c}(y)}{A^{c}})$



region / neighbor based prior

Single image haze removal – learning based method:

- Random forest [Tang et al. CVPR'14]
- DehazeNet [Cai et al. TIP'16 25(11)]



How to solve blocky artifacts?

Guided image filtering

a filter transferring the structure of guidance image to filtering output

Traditional usage of guided image filtering in image dehazing:







Input p Rough estimated t(x) Guide I Input hazy image Output q Refined transmission t(x)

has exactly the same structures and details

Problem: Contrary to $t(x) = e^{-\beta d(x)}$

Traditional usage of guided image filtering in image dehazing:

- Refined transmission and input hazy image have exactly the same structures and details
- Problem: Contrary to $t(x) = e^{-\beta d(x)}$

Natural idea: better guidance image

texture details are blurred

depth change regions are remained

texture details are blurred

depth change regions are remained

Capture depth change region



Feature of hazy image:

• Neighboring pixels at same depth

Disparity are degraded by haze

similarity Majority

• Neighboring pixels at different depth

Disparity are enhanced by haze







Depth change region

Rarely appeared pixel pairs

co-occurrence histogram based saliency detection



Input single channel image: $Im = \min_{c \in \{r, g, b\}} (I)$

1. co-occurrence histogram COH COH = [coh(m,n)]

co-occurrence histogram based saliency detection

Rarely appeared pixel pairs

Higher saliency value



co-occurrence histogram based saliency detection

Rarely appeared pixel pairs

Higher saliency value

2. normalized co-occurrence histogram NCOH

 $NCOH = \frac{COH}{max (COH)}$



co-occurrence histogram based saliency detection

Rarely appeared pixel pairs

Higher saliency

3. saliency value of each intensity pair $s_p(m, n) = -ln(NCOH)$



co-occurrence histogram based saliency detection 3. saliency value of each intensity pair $s_p(m, n) = -\ln(NCOH)$ $s(m, n) = \min_{(x, y) \in \Omega} s_p(m, n)$



co-occurrence histogram based saliency detection

Rarely appeared pixel pairs

Higher saliency

3. saliency value of each intensity pair $s_p(m, n) = -\ln(NCOH)$ $s(m, n) = \min_{(x, y) \in \Omega} s_p(m, n)$ s(COH = 0) = 0



co-occurrence histogram based saliency detection

4. saliency map of each intensity pair $sa(i, j) = \sum_{i'=i-r}^{i+r} \sum_{j'=j-r}^{j+r} s(Im(i,j), Im(i',j'))$

Rarely appeared pixel pairs

Higher saliency



Proper guidance image generation





Saliency based guidance image generation



$$d(x,y) = \frac{E(x, y)}{\sigma}$$
$$F(x) = \max_{y \in \Psi(x)} \frac{sa(y)}{d(x,y) + 1}$$

 $G = F^*G_1 + (1 - F)G_2$

only marks pixels on the edge Not include pixels around them









e = 1.2548 r = 1.0960



e = 1.5978 r = 1.5588





e = 0.0708 r = 1.3000



e = 0.0741*r* = 1.5084





e = 0.4310 r = 1.4301



e = 0.4890 r = 1.9263





e = 0.2520 r = 1.2365



e = 0.3178 r = 1.4736

Thanks!