

# 恶劣场景下视觉感知与理解

Visual perception and understanding in degraded scenarios

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# Visual Degradation



## Degradation before Data Acquisition

- Heavy Rain/Snow
- Underwater
- Low Light
- Haze/Sandstorm



## Degradation in Data Acquisition

- Downsample
- Motion Blur
- System Noise
- Optical Distortion



## Degradation after Data Acquisition

- Scratches
- Watermark
- Package Loss
- Compression Loss

# Visual Restoration and Enhancement



Underwater Enhancement



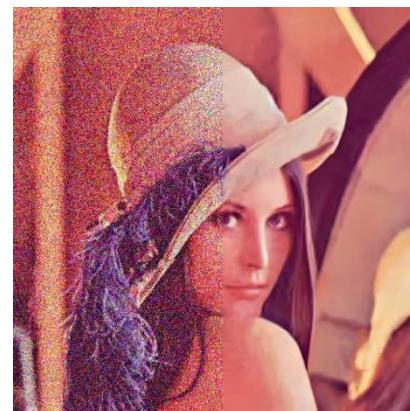
Dehazing



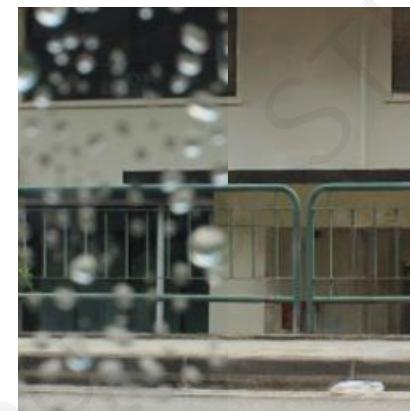
Sand Dust Removal



Rain Streak Removal



Denoising



Rain Drop Removal



Low Light Enhancement

# Visual Restoration and Enhancement

- Human vision perspective
- The visual information in images and videos



Smartphone Camera



Digital Camera



Surveillance Camera

# Visual Restoration and Enhancement

- Machine vision perspective
- Performance of downstream visual analysis



Autonomous driving

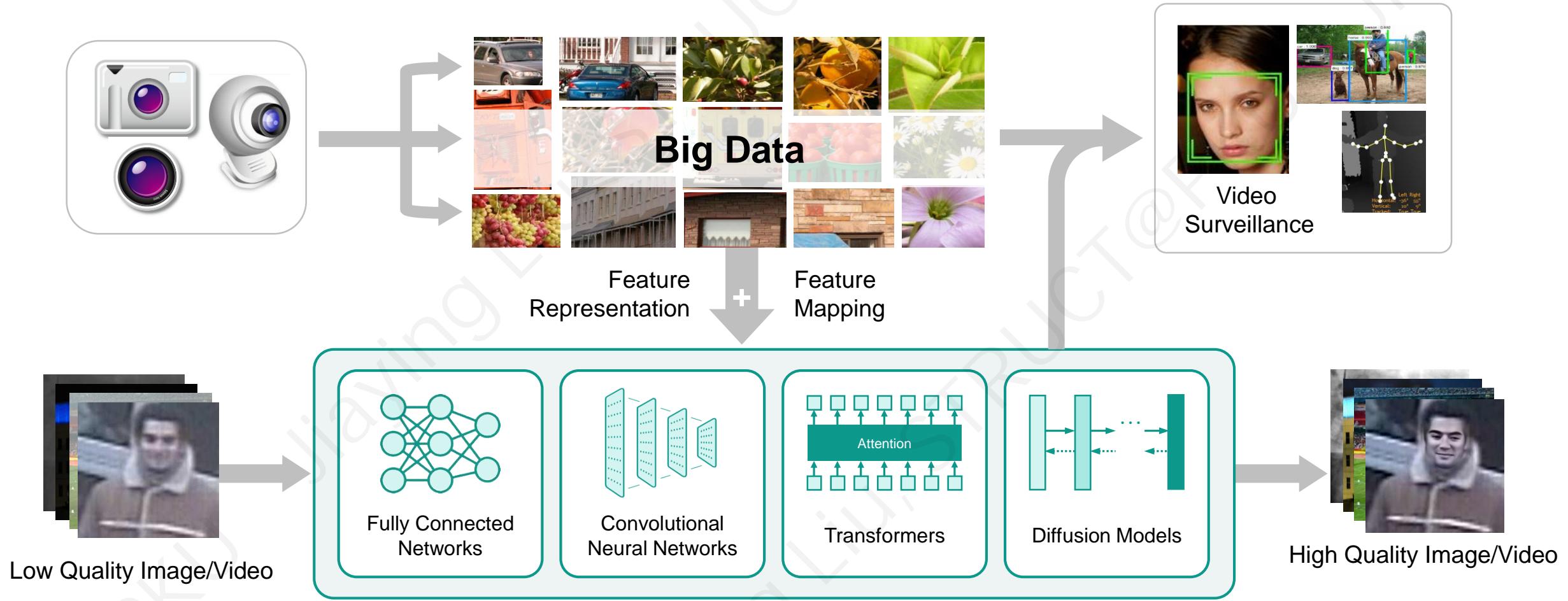


Smart security



Search engine

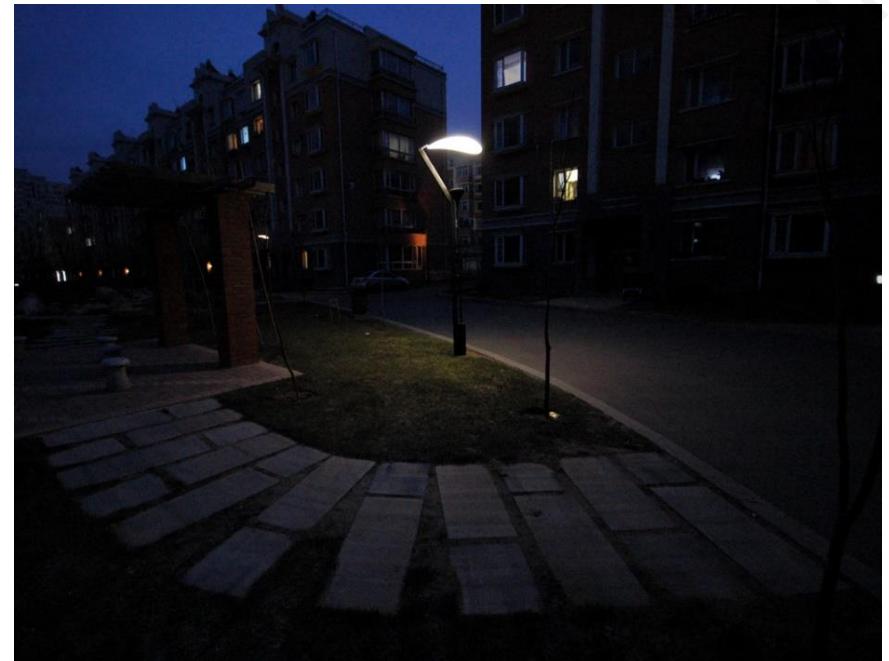
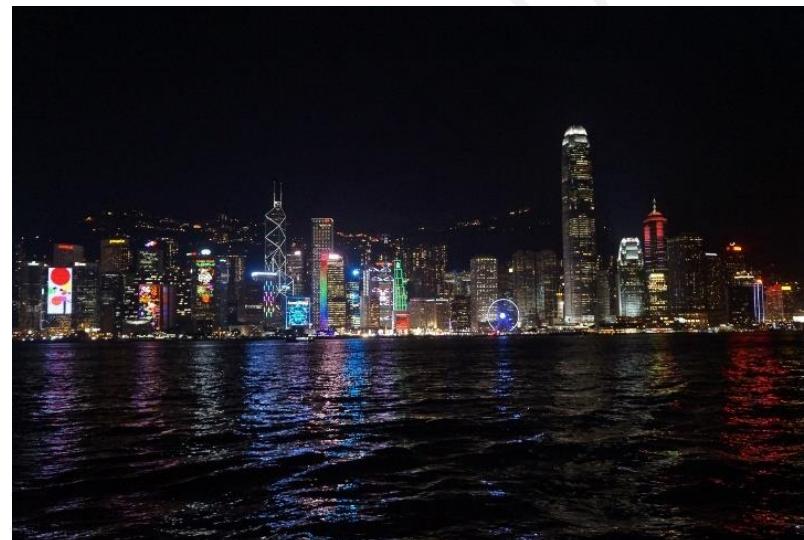
# Visual Restoration and Enhancement



Data-Driven Solution

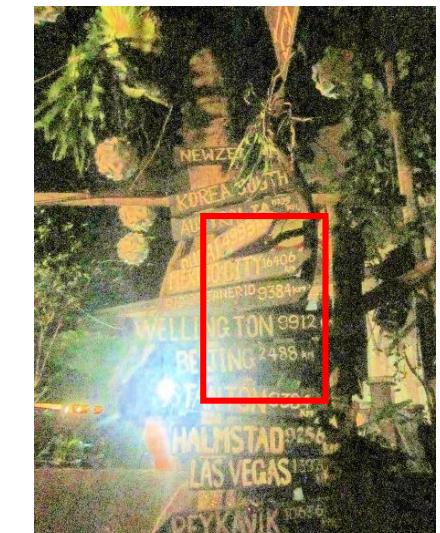
# Low-light Degradation

- **Low visibility**
  - Details are buried due to degraded contrast and low illumination



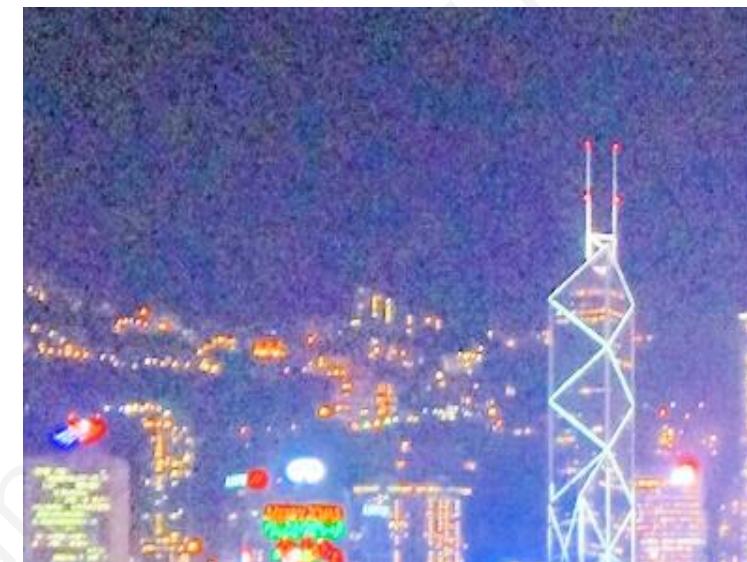
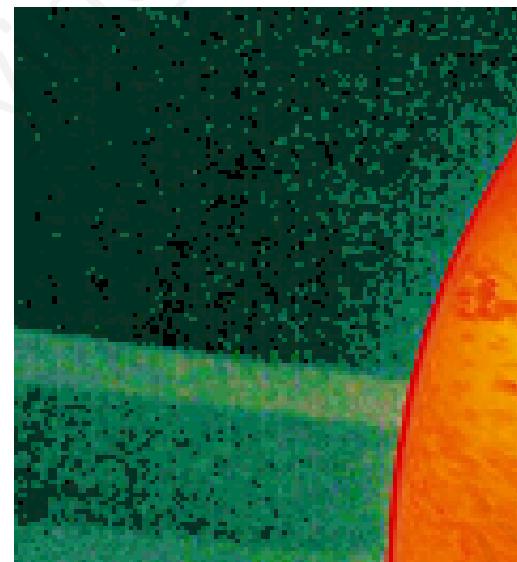
# Low-light Degradation

- **Intensive noises**
  - After simple operations,  
e.g. histogram equalization, noises  
become visible



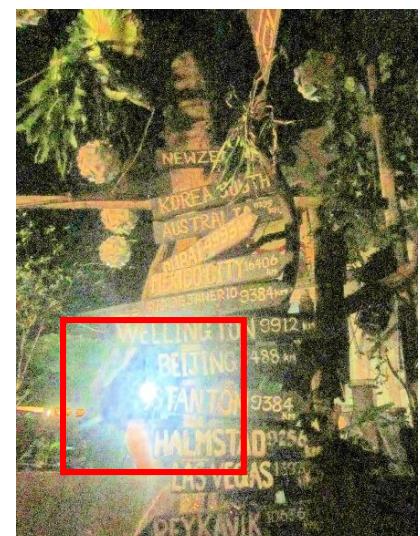
# Low-light Degradation

- **Intensive noises**
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e.g. histogram equalization, noises  
become visible



# Low-light Degradation

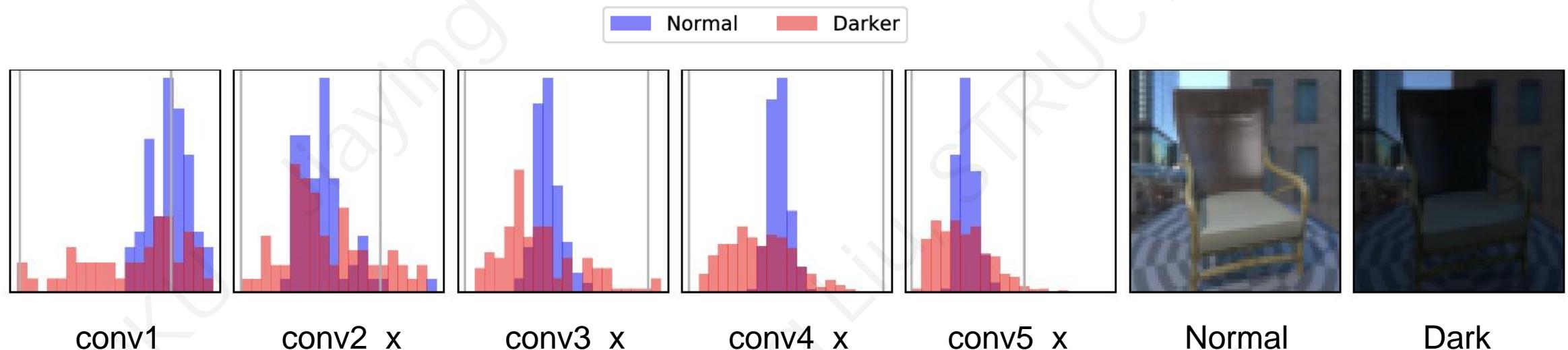
- Non-uniform illumination
  - Under-exposures
  - Over-exposures



# Low-light Degradation

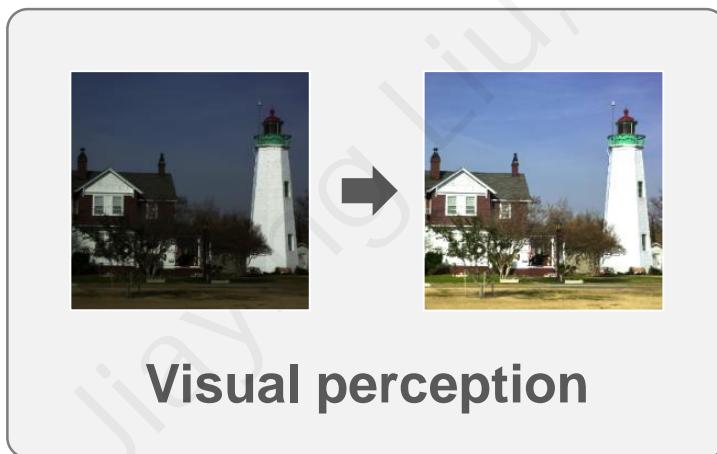
- **Visual feature distribution shift**
  - Models pretrained in general scenarios give incorrect predictions

Feature map activations in various layers of a baseline ResNet-18

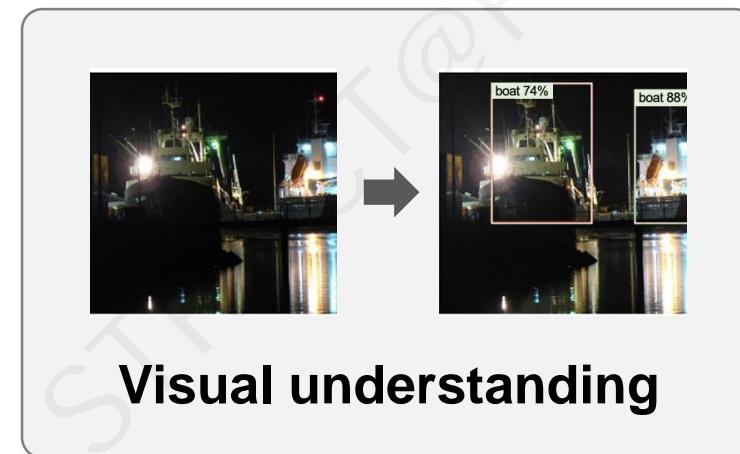


# Visual perception and understanding

Human vision

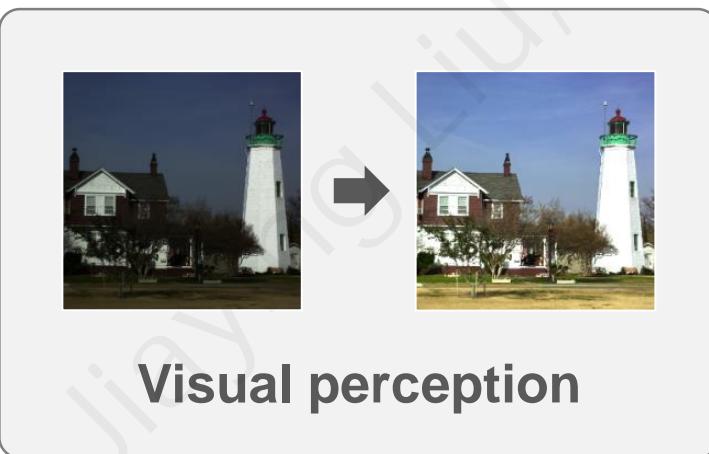


Machine vision

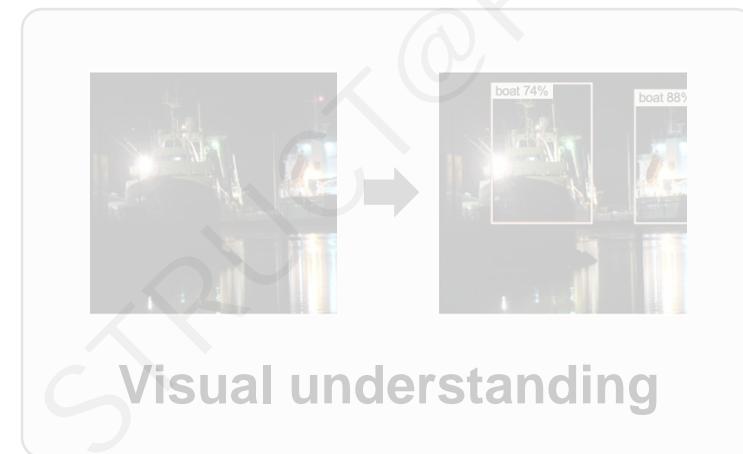


# Visual perception and understanding

Human vision



Machine vision



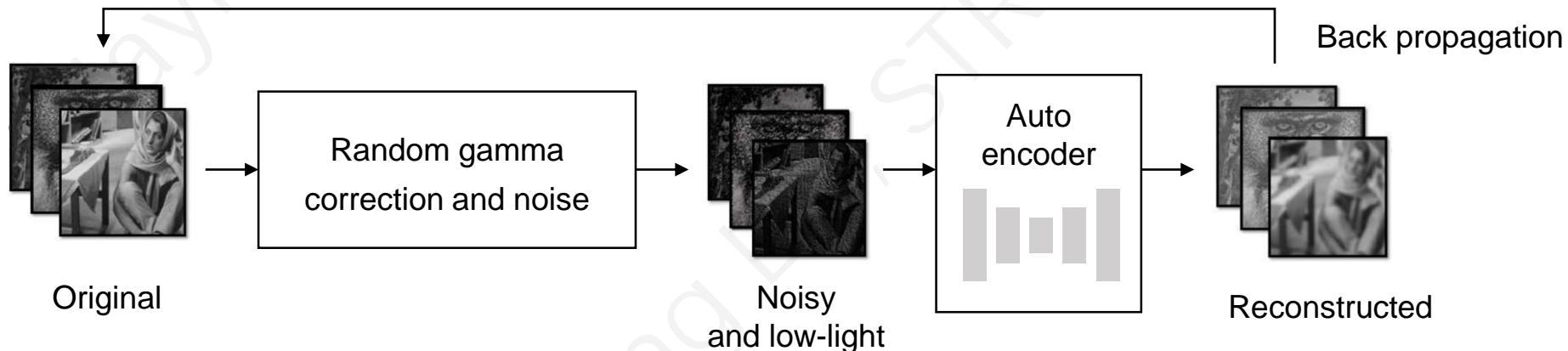
# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference

2017 PR  
LLNet

- The **first** deep-based method for low-light enhancement
- End-to-end, synthetic training data

Kin Gwn Lore, Adedotun Akintayo, Soumik Sarkar:  
LLNet: A deep auto-encoder approach to natural  
low-light image enhancement. PR 2017

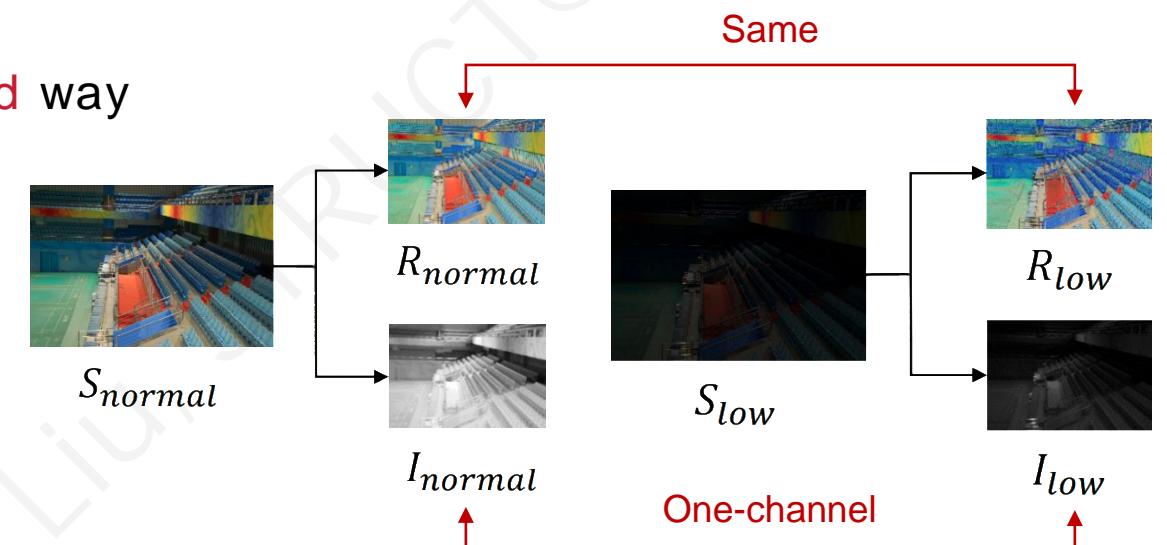


# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference



- Introduce **Retinex** into deep models
- Learn Retinex decomposition in an **unsupervised** way
  - R is the same
  - L is different
- Real-captured dataset
  - 500 image pairs
  - Support training and evaluation

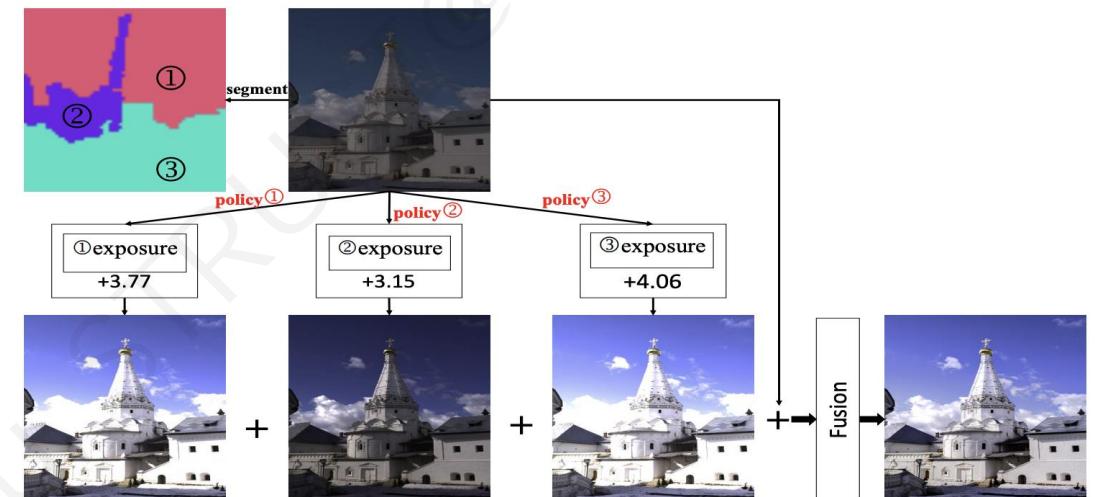


# Data-Driven Low-Light Enhancement

- Semi-supervised
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- Zero-Reference



- **Reinforcement Learning + adversarial learning**
- Segment an image into sub-images
  - Learn a local exposure for each sub-image
  - Reward: a balance of overall exposures
  - Aesthetic evaluation by a discriminator



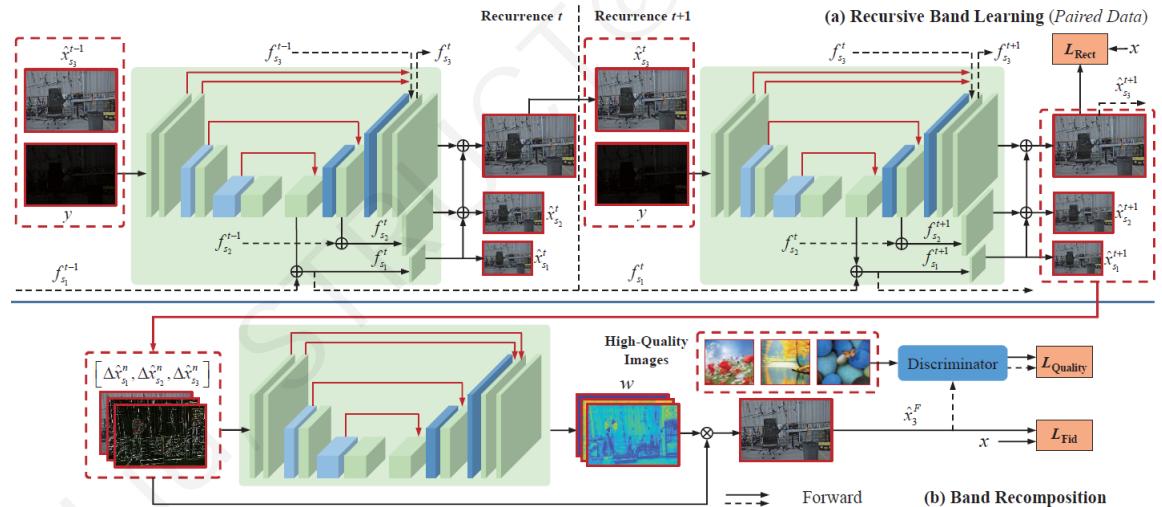
Runsheng Yu, Wenyu Liu, Yasen Zhang, Zhi Qu, Deli Zhao, Bo Zhang: DeepExposure: Learning to Expose Photos with Asynchronously Reinforced Adversarial Learning. NeurIPS 2018

# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference

2017 PR  
LLNet      2018 BMVC  
Retinex-Net      2018 NeurIPS  
DeepExposure      2020 CVPR  
DRBN

- Semi-supervised learning
  - **Supervised**: recover a linear band representation of an enhanced normal-light image
  - **Unsupervised**: recompose the given bands via another learnable linear transformation



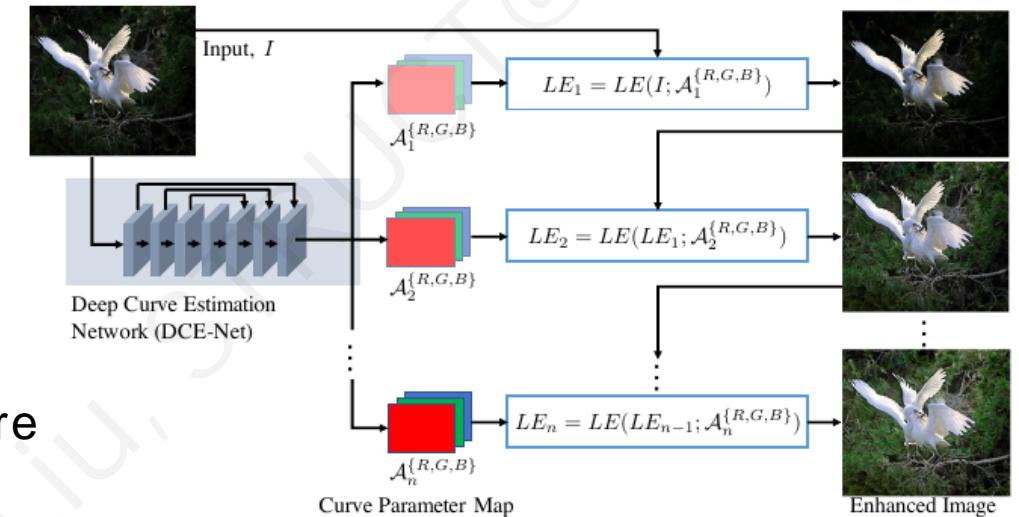
# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference



- **Nonlinear curve mapping**
  - Pixel-wise and high-order curves
$$LE(x, A) = x + Ax(1 - x)$$

$$LE_n = LE(LE_{n-1}; A_n)$$
- No need for paired normal/low light data
  - **Non-reference loss functions** for exposure control, color constancy, etc.



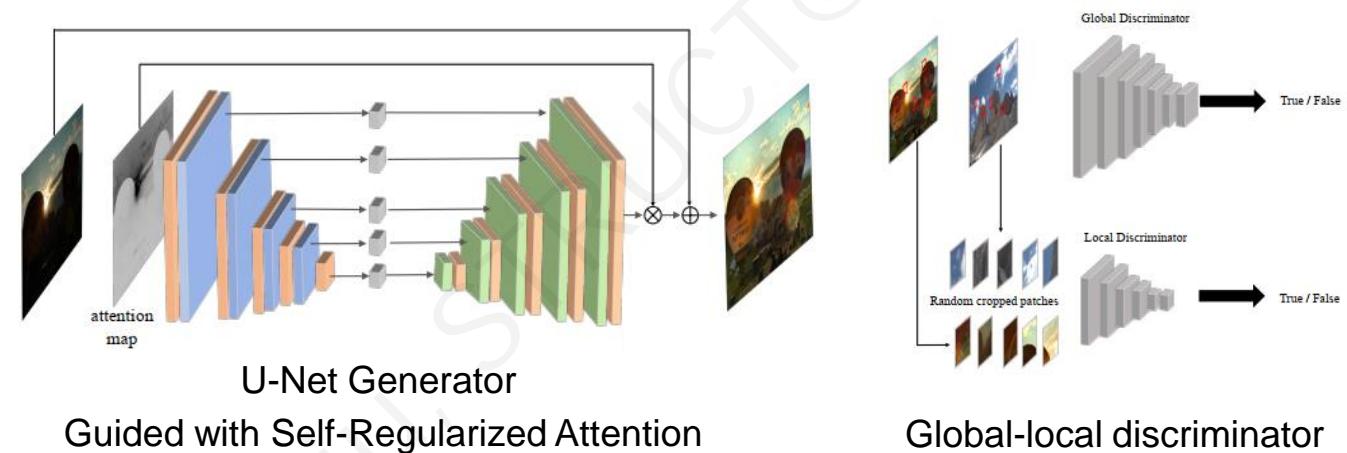
Chunle Guo, Chongyi Li, Jichang Guo, Chen Change Loy, Junhui Hou, Sam Kwong, Runmin Cong: Zero-Reference Deep Curve Estimation for Low-Light Image Enhancement. CVPR 2020

# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference



- **Unpaired** normal/low light data
- **Adversarial learning**
  - Generator
    - Low-light enhancement
  - Discriminator



Yifan Jiang, Xinyu Gong, Ding Liu, Yu Cheng, Chen Fang, Xiaohui Shen, Jianchao Yang, Pan Zhou, Zhangyang Wang:  
EnlightenGAN: Deep Light Enhancement Without Paired Supervision. IEEE TIP 2021

# Data-Driven Low-Light Enhancement

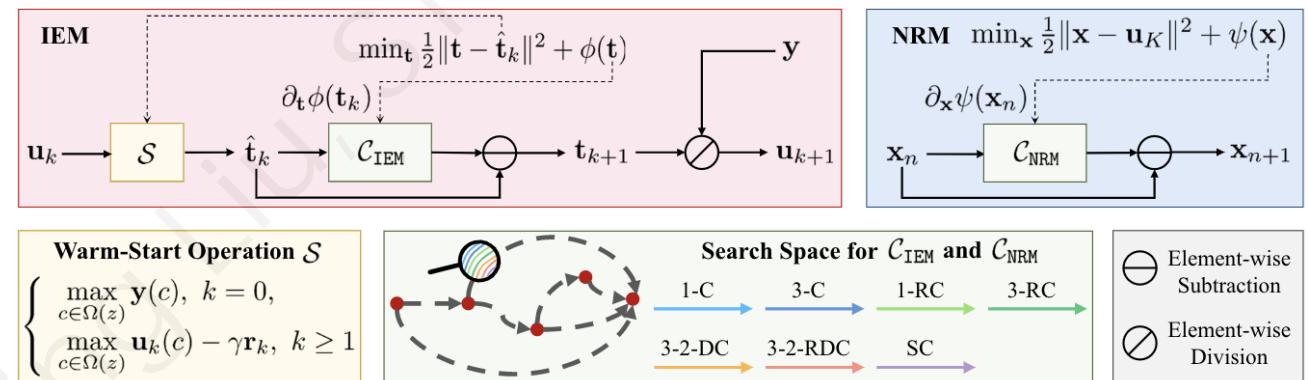
- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference



## Retinex-inspired Unrolling with Architecture Search

- Unroll the optimization of Retinex-inspired models
  - Illumination Estimation Module (IEM)
  - Noise Removal Module (NRM)
- Cooperative Architecture Search
  - For both illumination estimation and noise removal

Risheng Liu, Long Ma, Jiaao Zhang, Xin Fan, Zhongxuan Luo: Retinex-Inspired Unrolling With Cooperative Prior Architecture Search for Low-Light Image Enhancement. CVPR 2021

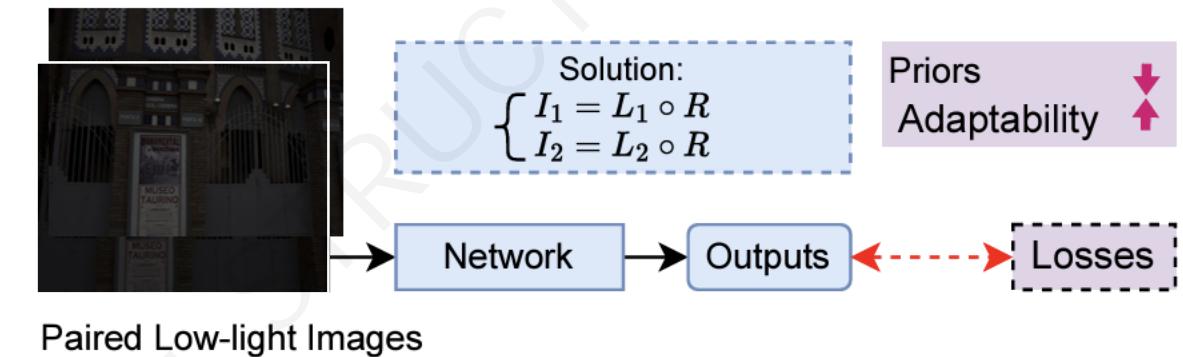


# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference



- Learn from **paired low-light** images
  - Given paired low-light inputs, the model should produce the same results
  - **Retinex theory**, two reflectance components are consistent
- Remove inappropriate features in the raw image with a simple self-supervised mechanism



Zhenqi Fu, Yan Yang, Xiaotong Tu, Yue Huang, Xinghao Ding, Kai-Kuang Ma: Learning a Simple Low-Light Image Enhancer from Paired Low-Light Instances. CVPR 2023

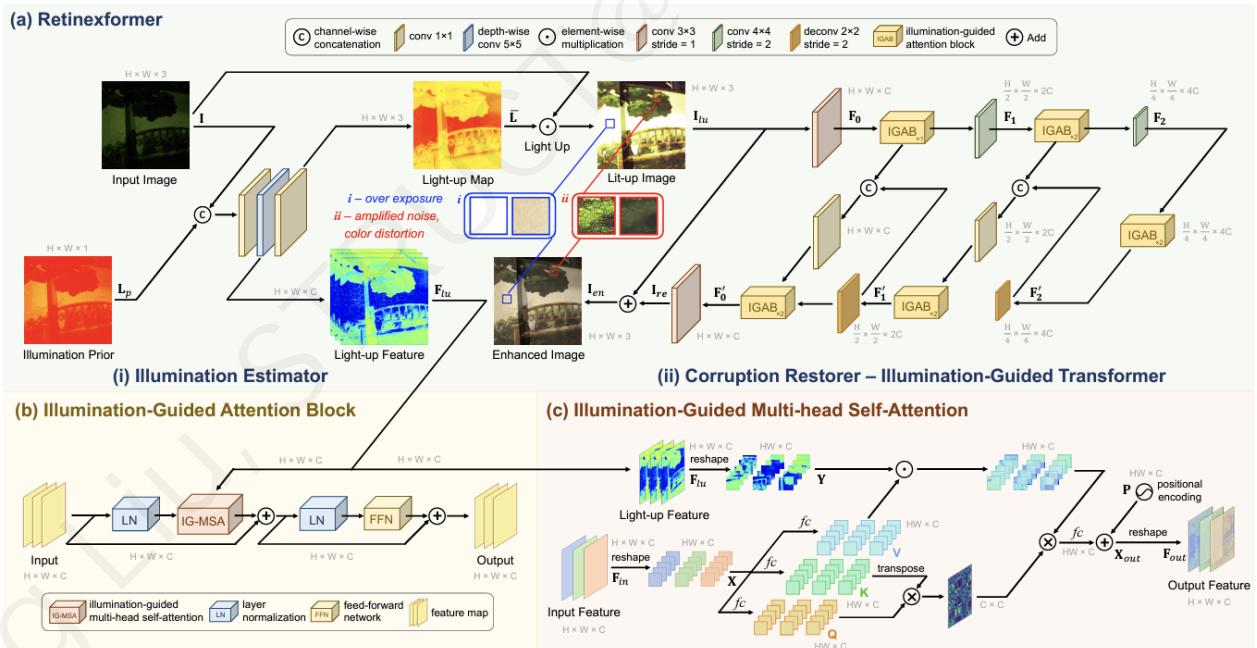
# Data-Driven Low-Light Enhancement

- Semi-supervised
- Supervised
- Unsupervised
- Reinforcement
- Zero-Reference



## One-stage Retinex-based Transformer

- One-stage Retinex-based Framework
  - Estimate the illumination information
  - Restore the corruption
- Illumination-Guided Transformer
  - Model non-local interactions of regions with different lighting conditions

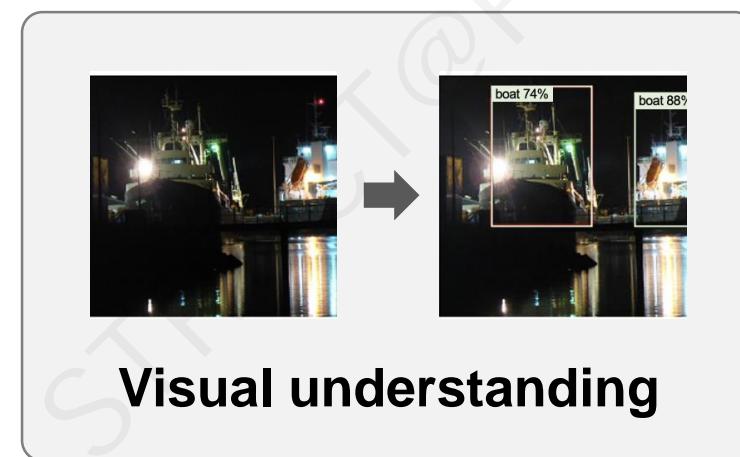


# Visual perception and understanding

Human vision



Machine vision

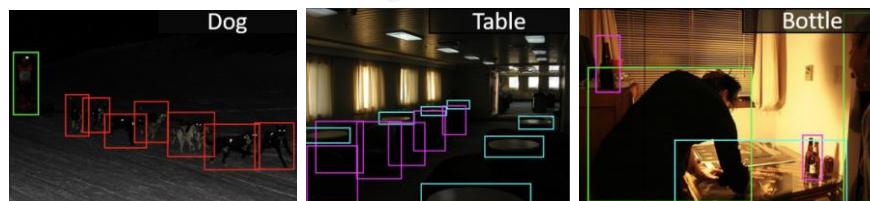


# Visual understanding

- Visual understanding datasets in low-light scenarios



CODaN: Image Classification [1]



ExDark: Object Detection [2]



Dark Zurich: Semantic Segmentation [3]

[1] Attila Lengyel, et al.: Zero-Shot Day-Night Domain Adaptation with a Physics Prior. ICCV 2021

[2] Yuen Peng Loh, Chee Seng Chan: Getting to know low-light images with the Exclusively Dark dataset. CVIU 2019

[3] Christos Sakaridis, et al.: Guided Curriculum Model Adaptation and Uncertainty-Aware Evaluation for Semantic Nighttime Image Segmentation. ICCV 2019

# Visual understanding

- Visual understanding datasets in low-light scenarios

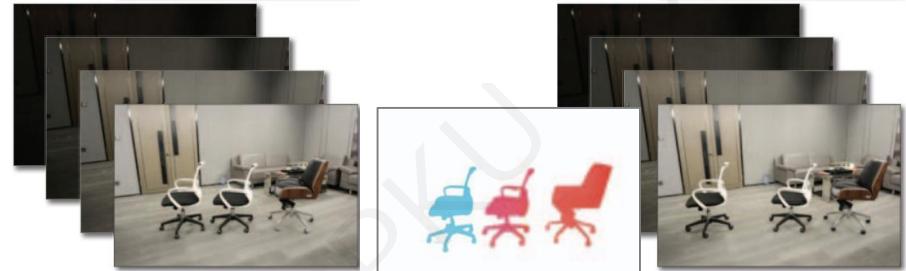


DARK FACE: Face Detection [1]

[1] Wenhan Yang, et al.: Advancing Image Understanding in Poor Visibility Environments: A Collective Benchmark Study. IEEE TIP 2020

[2] Yinqiang Zheng, et al.: Optical Flow in the Dark. CVPR 2020

[3] Yuecong Xu, et al.: ARID: A New Dataset for Recognizing Action in the Dark. DL-HAR 2021



VBOF: Optical Flow Estimation [2]



ARID: Video Action Recognition [3]

# Visual understanding

Normal light vs. low light vision datasets

Task	Illumination	Dataset	Samples	Classes
Image Classification	Normal Light	ImageNet	14M	22K
	Low Light	CODaN	2.5K	10
Object Detection	Normal Light	COCO	123K	80
	Low Light	ExDark	7K	12
Semantic Segmentation	Normal Light	Cityscapes	25K	19
	Low Light	Dark Zurich	5K	19
Face Detection	Normal Light	WIDER FACE	32K	1
	Low Light	DARK FACE	10K	1

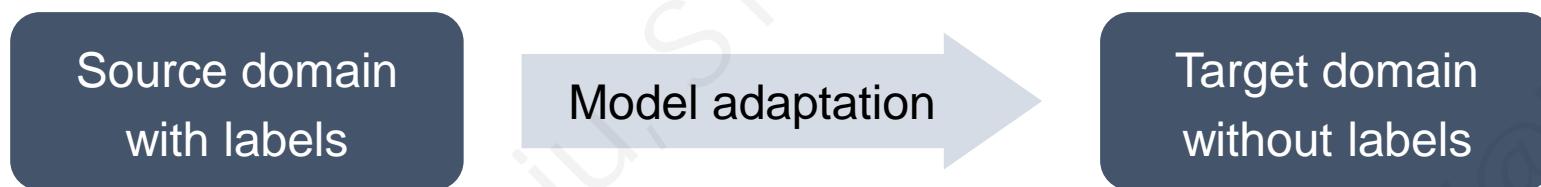
# Visual understanding

Simple strategy: Build a low-light dataset and train the model

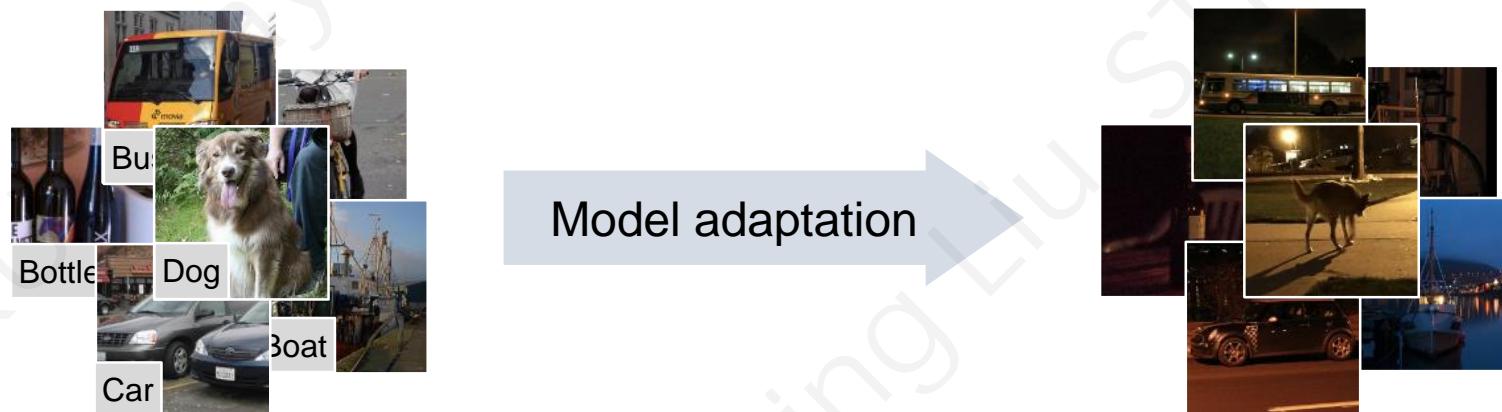
- Shortcoming
  - Building new datasets takes effort and resources
  - Lack of robustness and scalability

# Visual understanding

- Unsupervised domain adaptation



- Normal-to-low light unsupervised domain adaptation



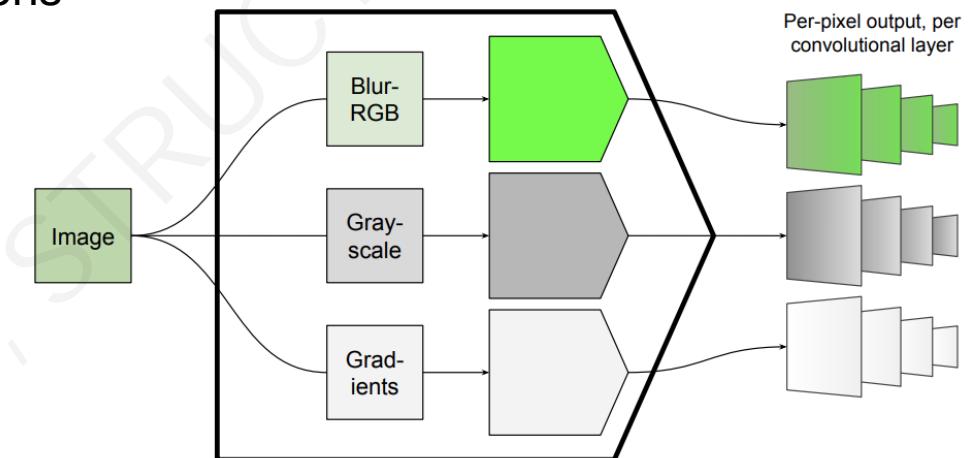
# Low Light Unsupervised Domain Adaptation

2019 IEEE ICRA  
ToDayGAN



Task: image retrieval across different illumination conditions

- **Night-to-day image-translation**
  - Unpaired image-to-image translation
  - Three discriminators:  
Blur-RGB, Gray-scale, Gradients
- Provide enhanced images to downstream models



# Low Light Unsupervised Domain Adaptation

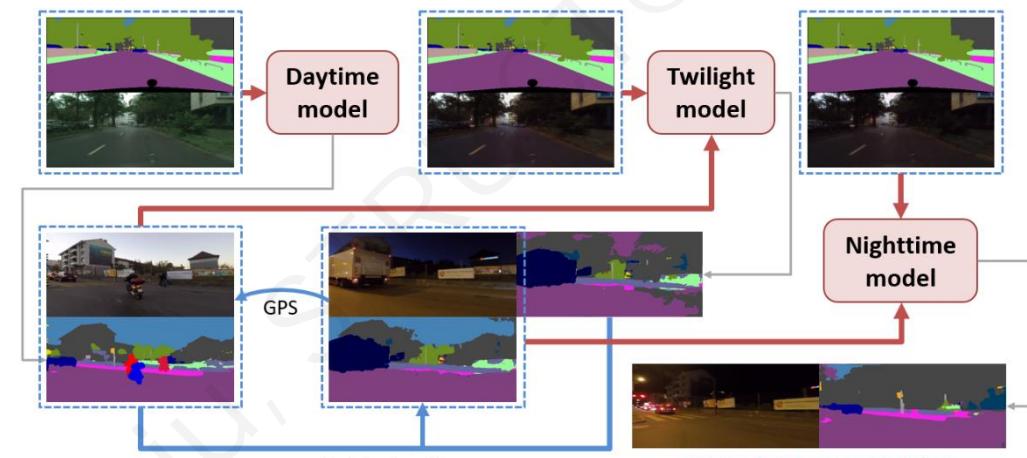
●	Detection
●	Segmentation
●	Others
●	Multiple

2019 IEEE ICRA  
ToDayGAN      2019 ICCV  
GCMA



Task: nighttime semantic segmentation

- **Gradual adaptation**
  - Source domain: Daytime
  - Middle domain: Twilight time
  - Target domain: Nighttime
- GPS-based nearest neighbor assignment



Red: model training

Gray: model prediction

# Low Light Unsupervised Domain Adaptation

●	Detection
●	Segmentation
●	Others
●	Multiple

2019 IEEE ICRA  
ToDayGAN      2019 ICCV  
GCMA      2020 ECCV  
YOLO-in-the-Dark

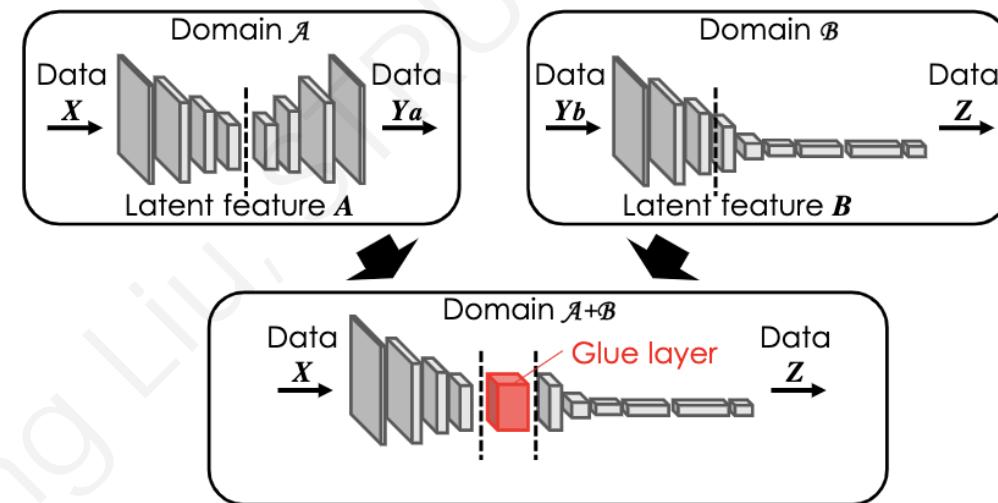


Task: low-light object detection

- Merge two models trained in different domains**
  - Glue layer
  - Knowledge distillation

Yukihiro Sasagawa, Hajime Nagahara: YOLO in the Dark - Domain Adaptation Method for Merging Multiple Models. ECCV 2020

Domain  $\mathcal{A}$ : train by RAW image with annotation based on RGB image  
Domain  $\mathcal{B}$ : train by RGB image with annotation (object label, bounding boxes)



# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation    ● Multiple

2019 IEEE ICRA ToDayGAN      2019 ICCV GCMA      2020 ECCV YOLO-in-the-Dark      2021 ICCV MAET

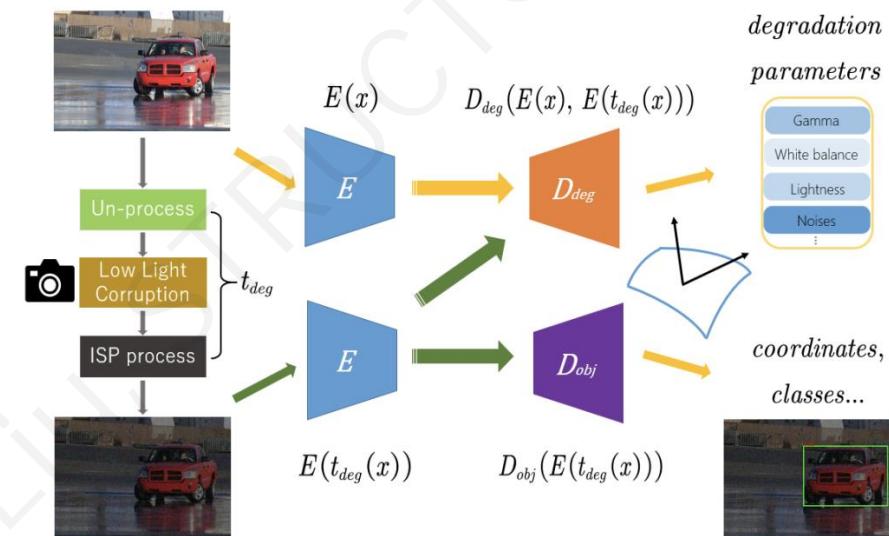


Task: low-light object detection

- **Multi-Task auto-encoding transformations**

$$\hat{t} = D[E(x), E(t(x))]$$

- Decode low-light degradation
- Decode object position and categories



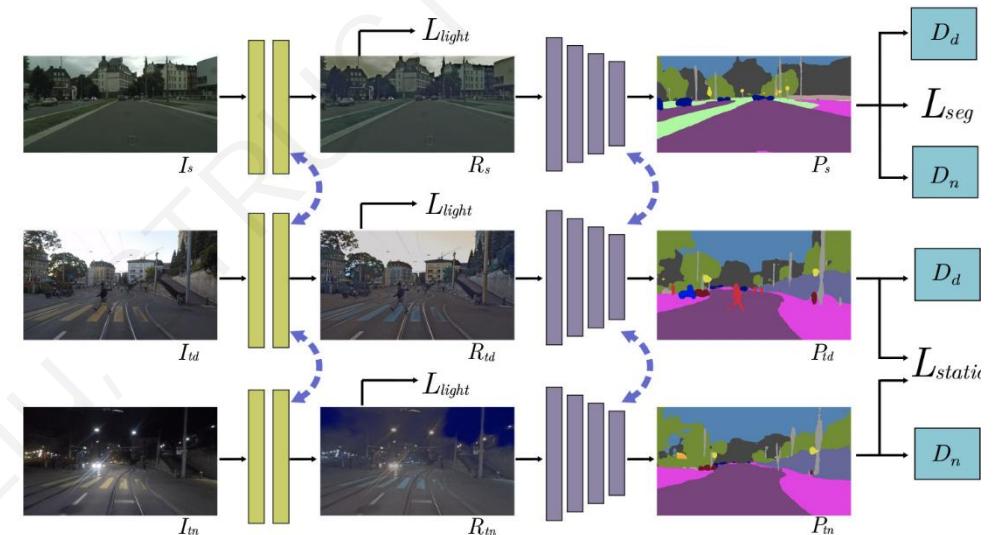
# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation    ● Multiple



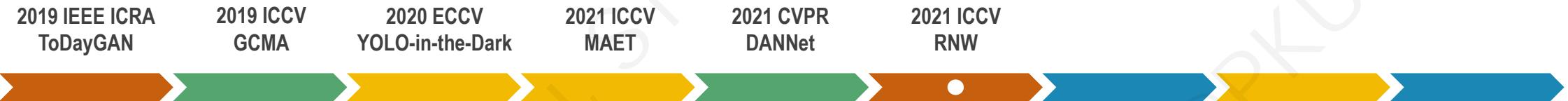
Task: low-light semantic segmentation

- **Gradual adaptation**
  - Source domain: Daytime
  - Middle domain: Twilight time
  - Target domain: Nighttime
- **Adversarial training** with labeled daytime and unlabeled coarsely aligned day-night pairs.



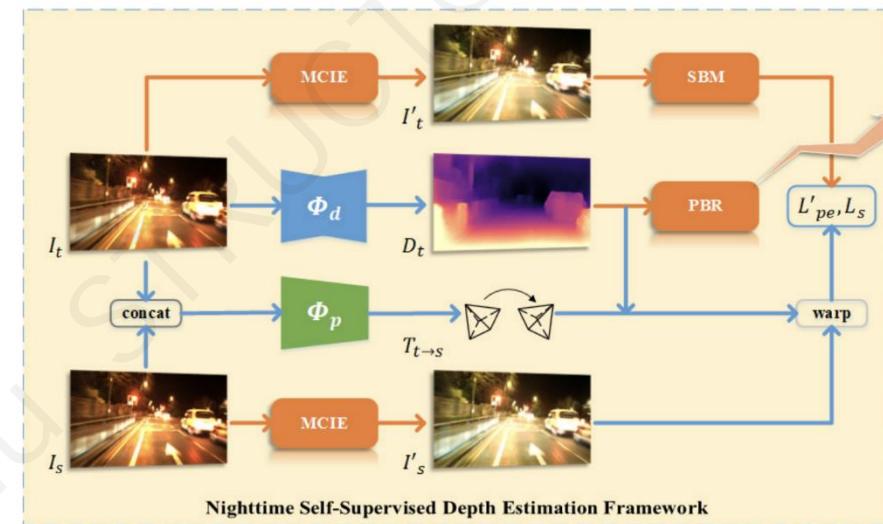
# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation      ● Multiple



Task: depth estimation in the dark

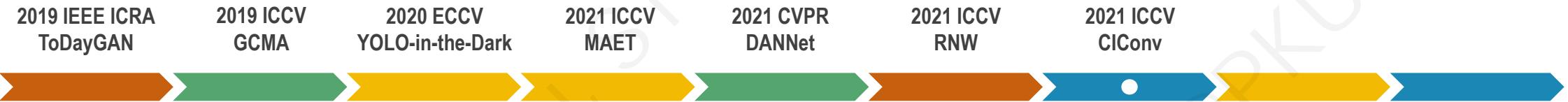
- Low-light enhancement based on CLHE
- Priors-Based Regularization
  - Learn from unpaired references in an adversarial manner
- Statistics-based masking strategy



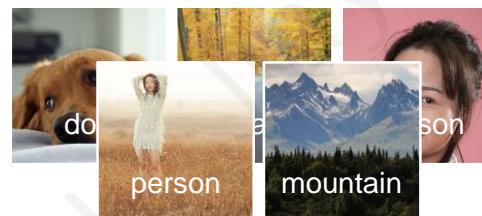
Kun Wang, Zhenyu Zhang, Zhiqiang Yan, Xiang Li, Baobei Xu, Jun Li, Jian Yang: Regularizing Nighttime Weirdness: Efficient Self-supervised Monocular Depth Estimation in the Dark. ICCV 2021

# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation    ● Multiple



- Unsupervised adaptation



+



adapt

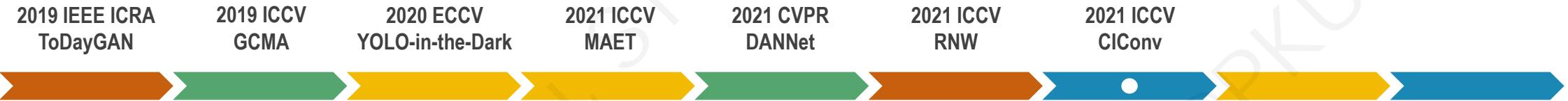
Nighttime conditions

Labeled daytime data

Unlabeled nighttime data

# Low Light Unsupervised Domain Adaptation

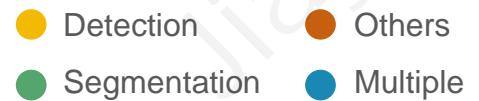
● Detection      ● Others  
● Segmentation    ● Multiple



- Unsupervised adaptation
- **Zero-shot adaptation**



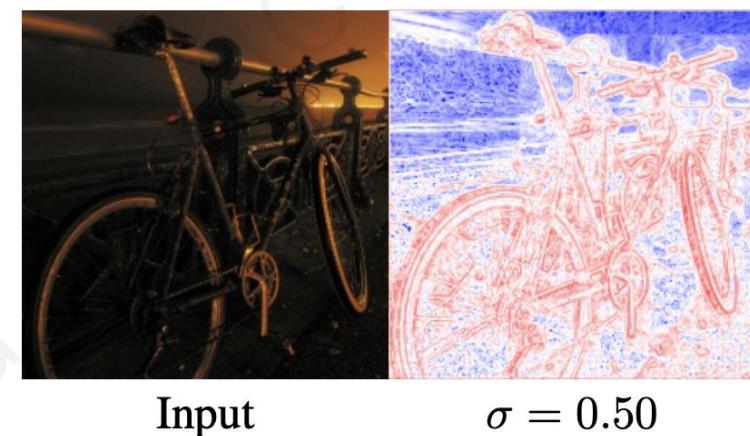
# Low Light Unsupervised Domain Adaptation



Task: various vision tasks, **zero-shot**

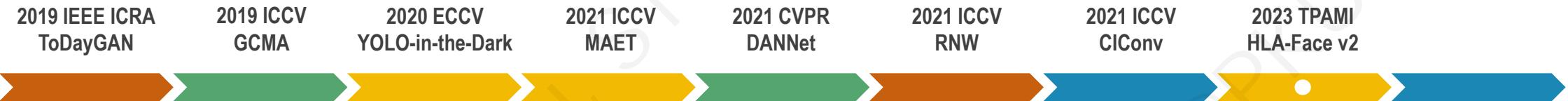
- Physics-based visual inductive prior
  - Illumination invariant
- CIConv layer, learn illumination invariant information

$$\text{CIConv}(x, y) = \frac{\log (\text{CI}^2(x, y, \sigma = 2^s) + \epsilon) - \mu_s}{\sigma_s}$$



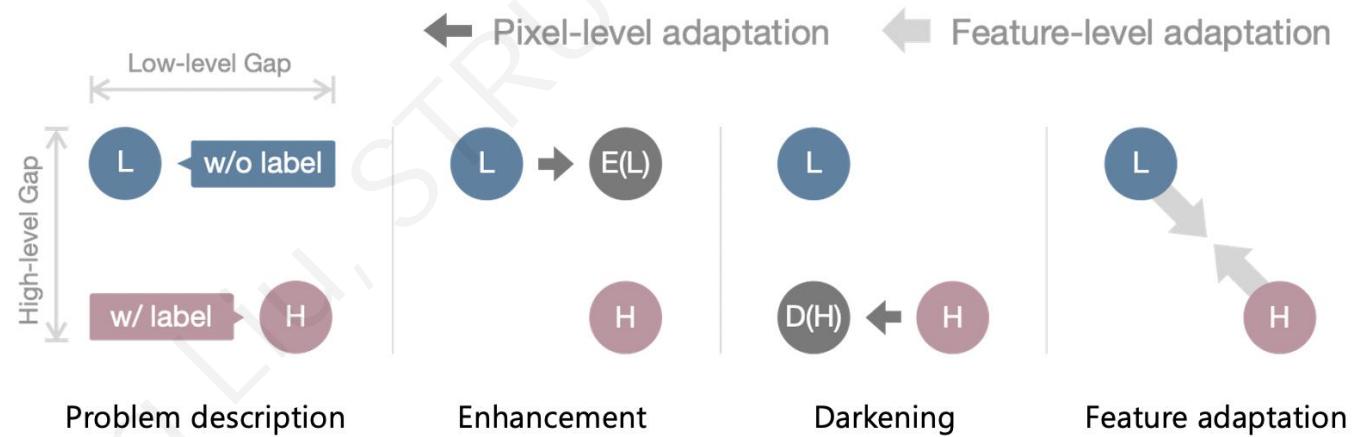
# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation    ● Multiple



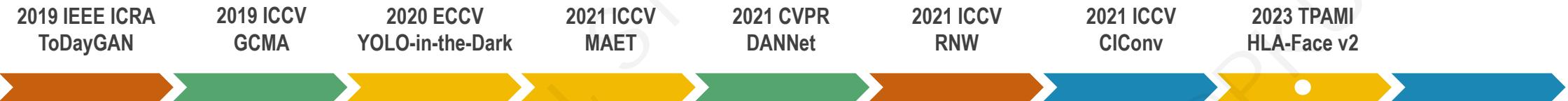
- Categorize adaptive low light techniques into three types

- Enhancement and darkening**  
only consider the pixel-level gap
- Feature adaptation** methods try  
to fill the whole gap in one step

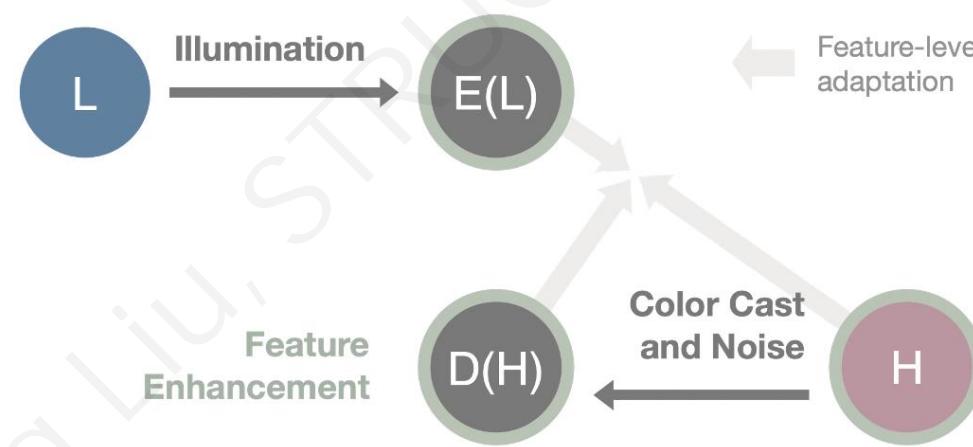


# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation    ● Multiple



- Joint low-level and high-level adaptation
  - Bidirectional low-level adaptation
  - Multi-task high-level adaptation

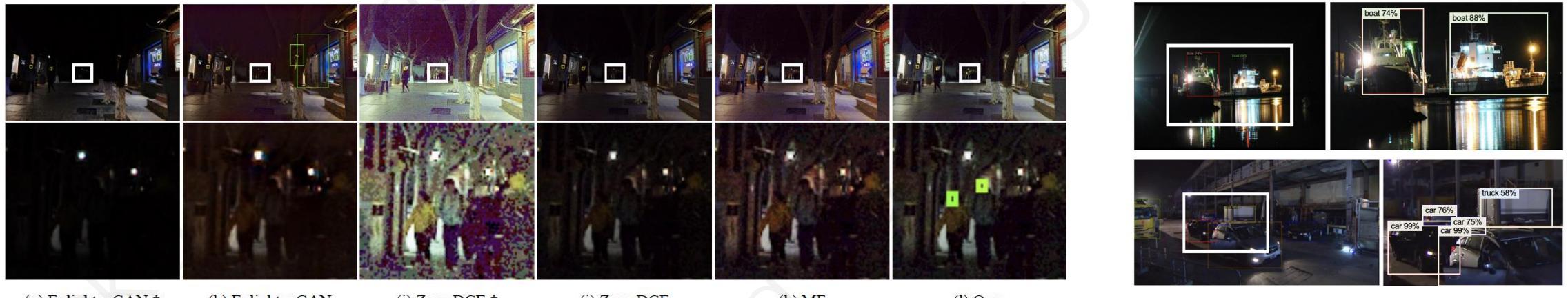


# Low Light Unsupervised Domain Adaptation

● Detection      ● Others  
● Segmentation    ● Multiple

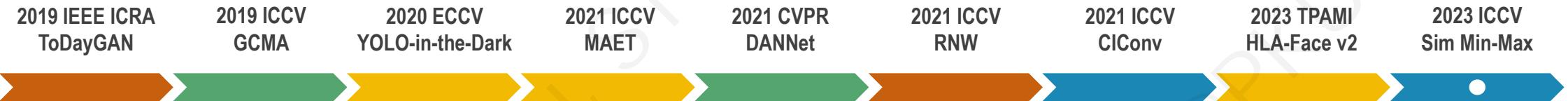


- Joint low-level and high-level adaptation



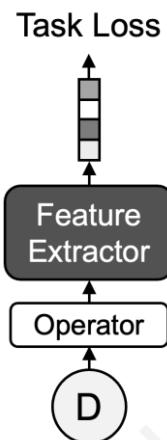
# Low Light Unsupervised Domain Adaptation

● Detection	● Others
● Segmentation	● Multiple

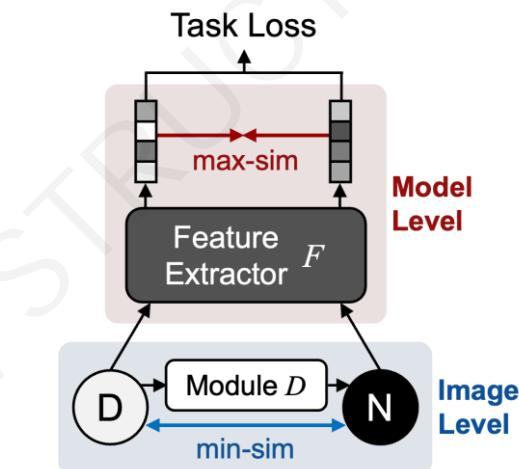


Task: various vision tasks, **zero-shot**

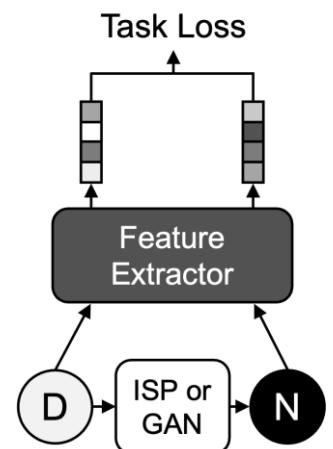
- Feature-level: maximize similarity
- Image-level: minimize similarity



Operator-based  
Example: CICConv

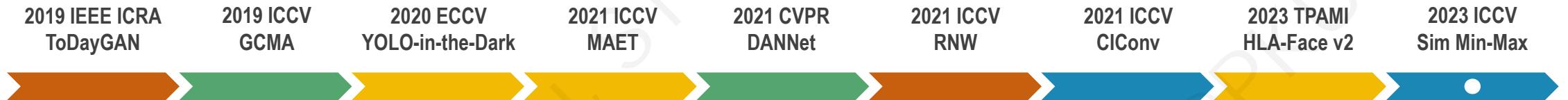


Sim Min-Max



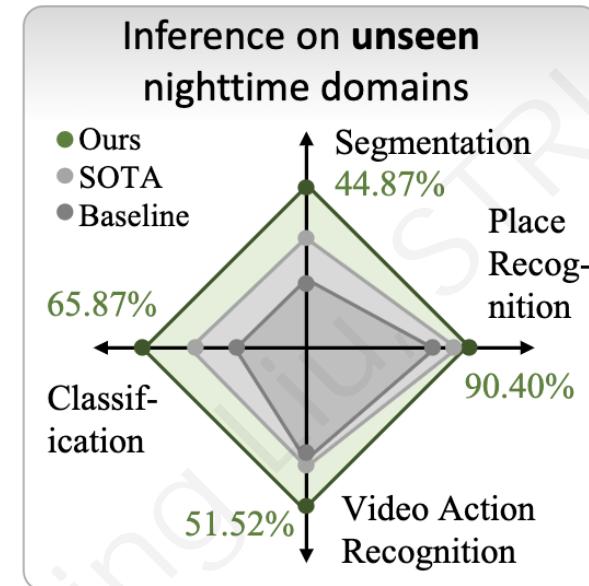
Darkening-based  
Example: MAET

# Low Light Unsupervised Domain Adaptation



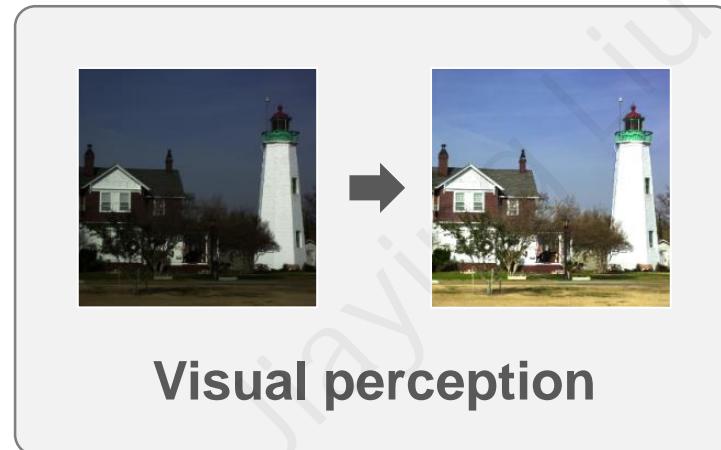
Task: various vision tasks, **zero-shot**

- Feature-level: maximize similarity
- Image-level: minimize similarity

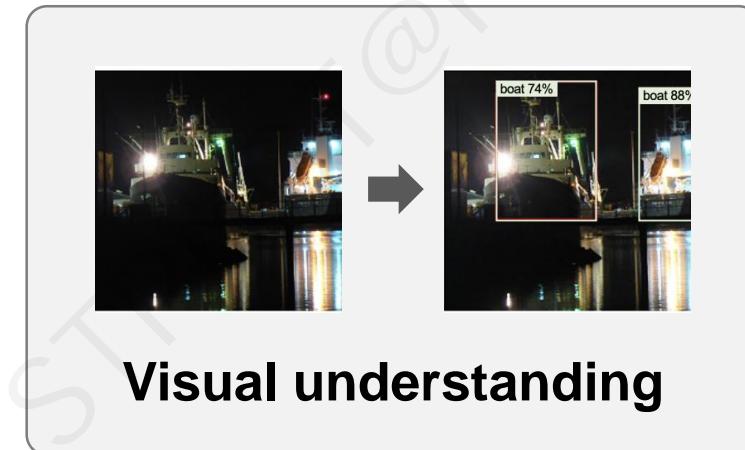


# Visual perception and understanding

Human vision



Machine vision



+

Joint

# Joint visual perception and understanding

## Unsupervised Illumination Adaptation for Low-Light Vision

Wenjing Wang\*, Rundong Luo\*, Wenhan Yang, and Jiaying Liu

IEEE TPAMI 2024

Categories	Illumination Adjustment	High-Level Vision
<b>Low-light enhancement</b> e.g. RUAS (CVPR-21), Retinexformer (CVPR-23)	✓	✗
<b>Domain adaptation</b> e.g. CIConv (ICCV-21), Sim Min-Max (ICCV-23)	✗	✓
<b>Our Target</b>	✓	✓

Our Method: **First** to propose a learnable pure illumination enhancement model for high-level vision

# Joint visual perception and understanding

- **Challenge:** How to restore underexposed images/videos from the perspective of machine vision?

Our approach consists of two aspects:

- **Network:** an illumination enhancement model which can maximize the model's abilities while being easy to learn
- **Training Strategy:** guide the model to adjust illumination from the perspective of machine vision

# Joint visual perception and understanding

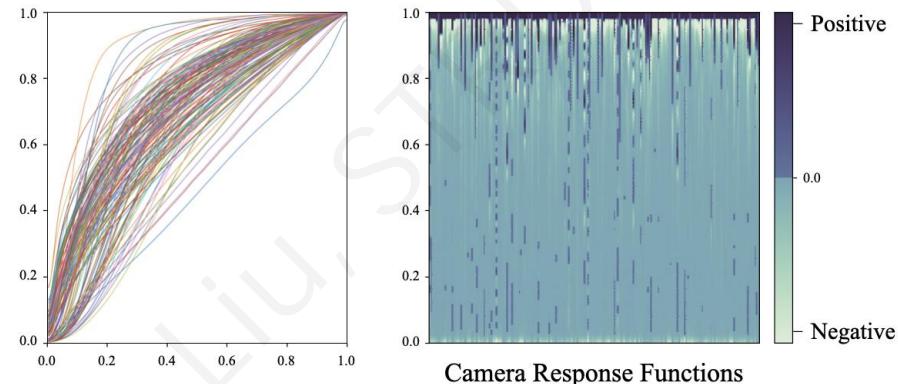
- **Network:** Deep Concave Curve

**Idea:** find a function  $g$  and use it to enhance the low-light input  $I_L$

We assume that  $g(\cdot)$  should:

- Pass  $(0,0)$  and  $(1,1)$
- Increase monotonically
- Be spatially shared
- Be concave

Most camera response functions are concave

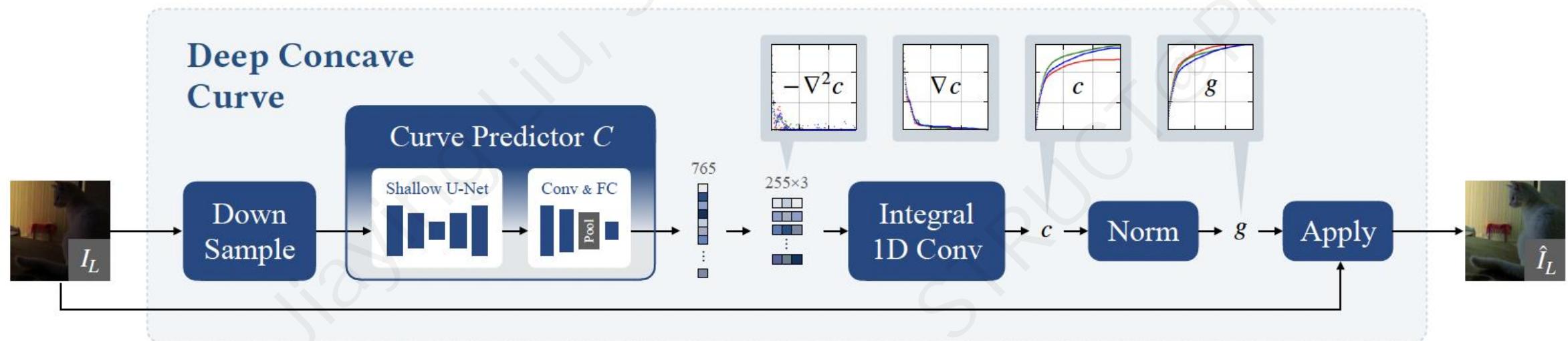


Left figure: real camera CRFs from the DoRF dataset.

Right figure: the heat map of second-order derivatives in DoRF.

# Joint visual perception and understanding

- Network: Deep Concave Curve



Step 1: Predicts a non-negative minus second derivative  $-\nabla^2 c$

Step 2: Integrates and normalizes  $-\nabla^2 c$  into a concave curve  $g$

# Joint visual perception and understanding

- ▶ **Training Strategy:** Self-supervised Alignment

**Idea:** employ high-level vision models as guidance

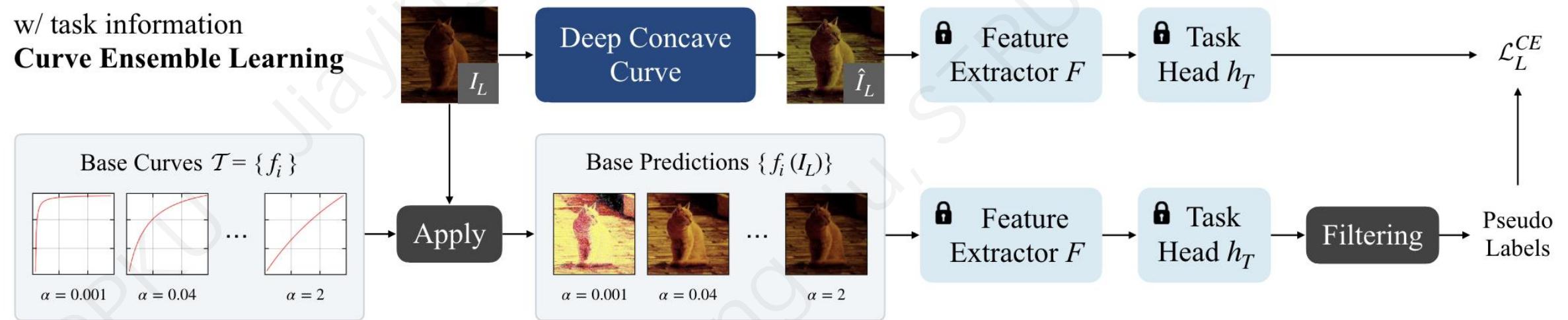
Existing strategies:

- Discrepancy metrics
  - Adversarial learning
- } Bring extra semantic supervision, which can mislead our model and make training hard to converge

We use: **base enhancement curves or pretext tasks**

# Joint visual perception and understanding

- ▶ **Training Strategy**
  - With task information: Curve Ensemble Learning
    - Assembling weak models into a more robust model for supervision

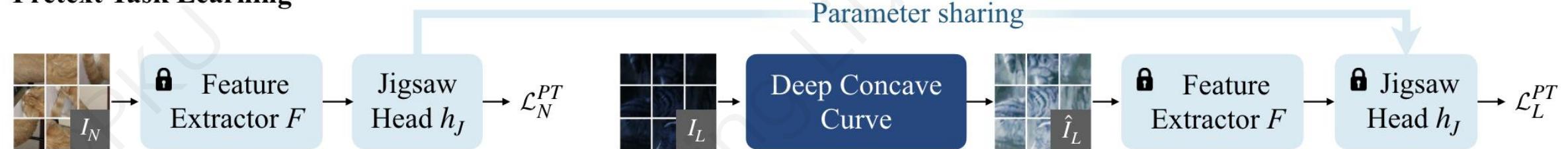


# Joint visual perception and understanding

- ▶ **Training Strategy**
  - With task information: Curve Ensemble Learning
  - Without task information: Pretext Task Learning
    - Train a pretext head on normal light images
    - Guide enhancement model on low-light images

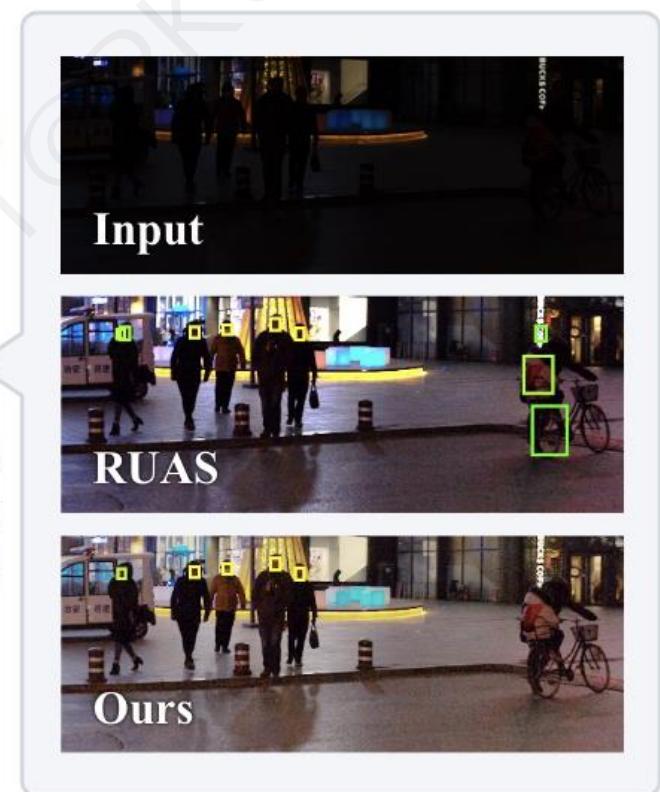
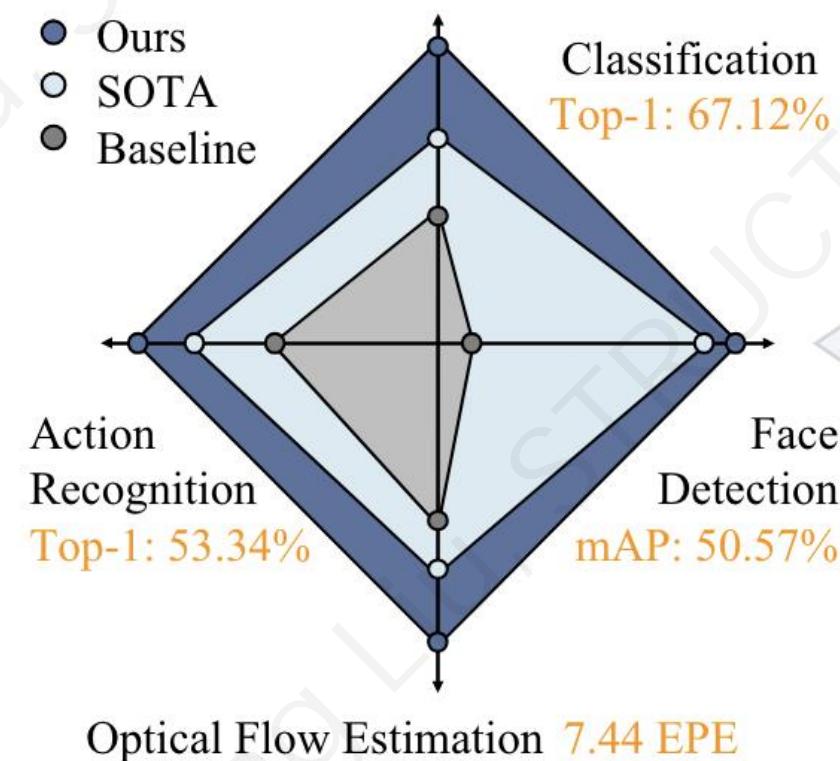
w/o task information

## Pretext Task Learning



# Joint visual perception and understanding

- ▶ **Experimental Results**
- ▶ Outperforming state-of-the-art on multiple downstream tasks



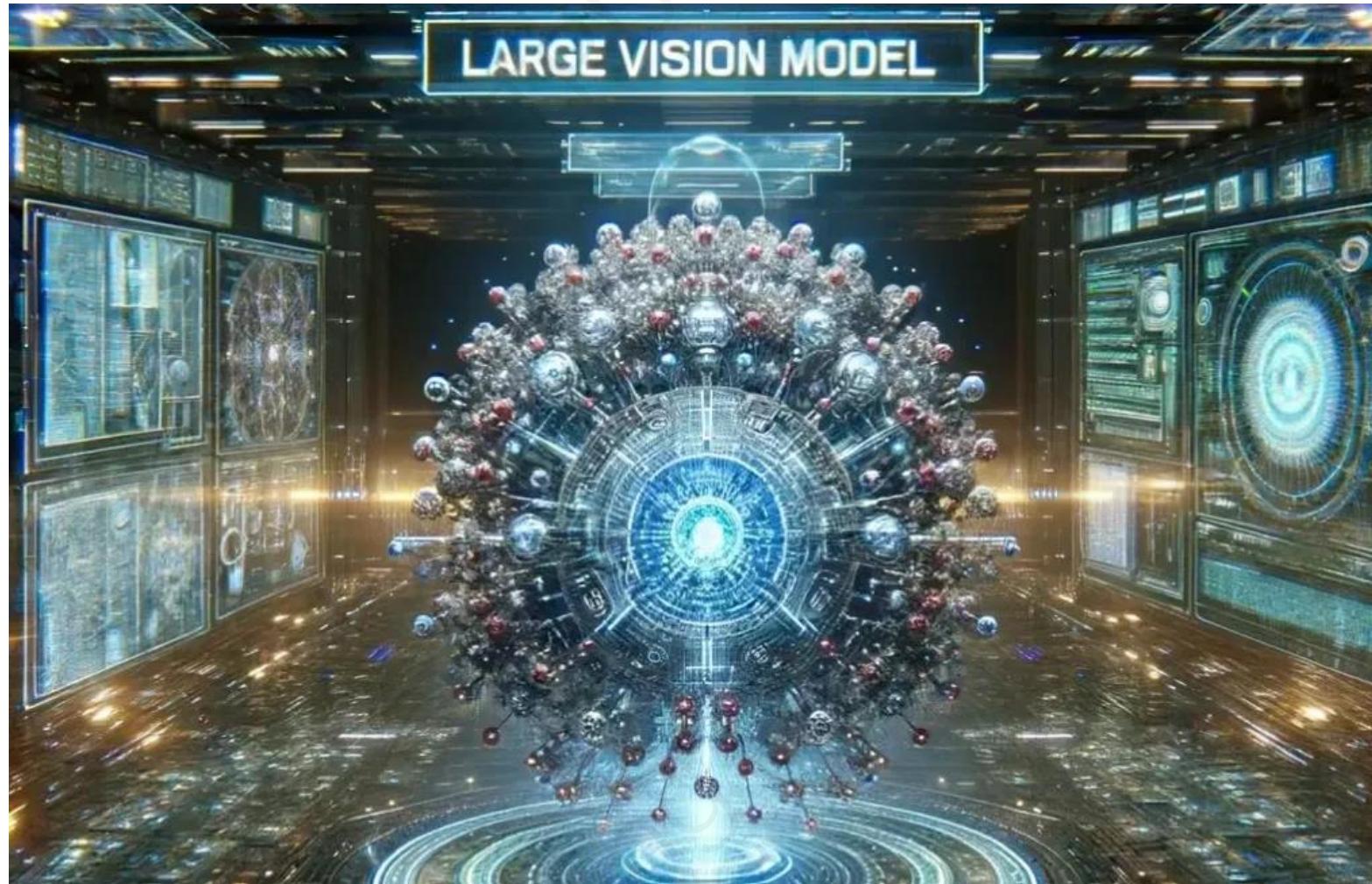
# Joint visual perception and understanding

- ▶ **Experimental Results**
- Subjective Human Vision & Downstream Machine Vision

	Detection mAP (%)				NR-IQA	
	PyramidBox [80]	DSFD [64]	MogFace [81]	Average	NIQE [82]	SSEQ [83]
Original	13.99	16.09	16.36	15.48	8.5	24.1
RetinexNet [13]	11.42	12.04	14.56	12.67	7.7	21.9
KinD [14]	15.61	15.84	21.27	17.57	9.8	42.2
EnlightenGAN† [16]	19.54	20.77	24.02	21.44	9.0	22.6
EnlightenGAN [16]	28.45	31.31	35.79	31.85	9.7	14.1
Zero-DCE† [18]	33.41	37.30	37.75	36.15	6.7	18.4
LLFlow [24]	32.84	37.41	41.08	37.11	8.4	10.3
RUAS† [2]	32.77	38.36	40.71	37.28	6.2	4.4
LIME [73]	35.69	40.71	42.82	39.74	6.5	5.7
Zero-DCE++ [70]	35.56	40.90	43.45	39.97	6.4	6.7
Zero-DCE [18]	35.95	41.27	43.62	40.28	6.4	7.9
MF [72]	37.49	41.43	43.87	40.93	6.5	8.2
<b>SACC-PT (Ours)</b>	<b>39.20</b>	<b>44.57</b>	<b>46.45</b>	<b>43.41</b>	<b>6.3</b>	<b>3.2</b>

The correlation coefficient of NIQE/SSEQ and the average mAP of all detectors is -0.69/-0.84.

# Opportunities and challenges of large vision models



# Diffusion for Image Restoration

Diffusion which creates visual details with high quality can play a role.

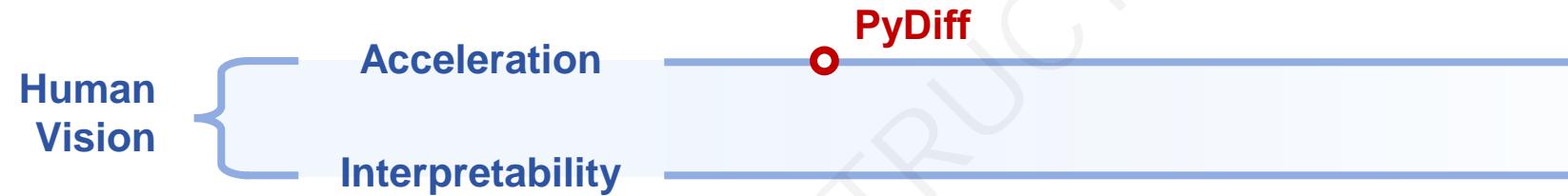
Text:

A gray sketch on paper of a Ferrari car, full car, pencil art



Image synthesis

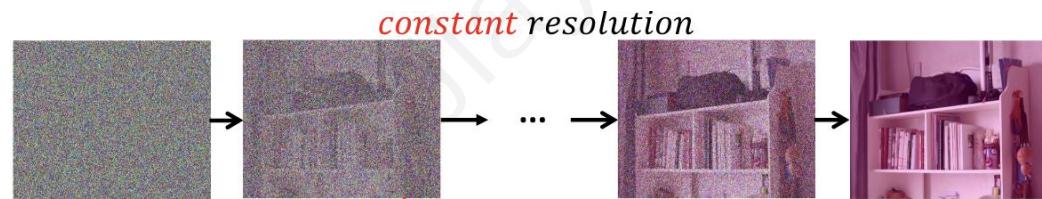
# Diffusion for Low-Light Enhancement



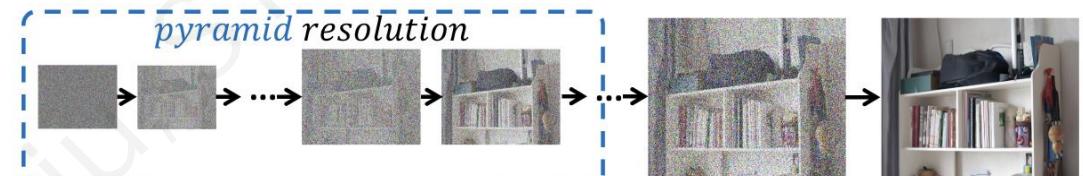
## ■ Pyramid Diffusion Model (PyDiff)

Problems of diffusion-based low-light enhancement

- Slow inference due to high resolution → Sampling in a **pyramid** resolution style

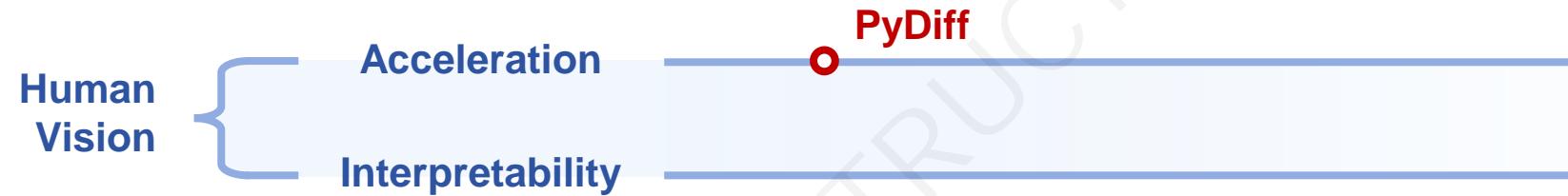


Vanilla diffusion



PyDiff

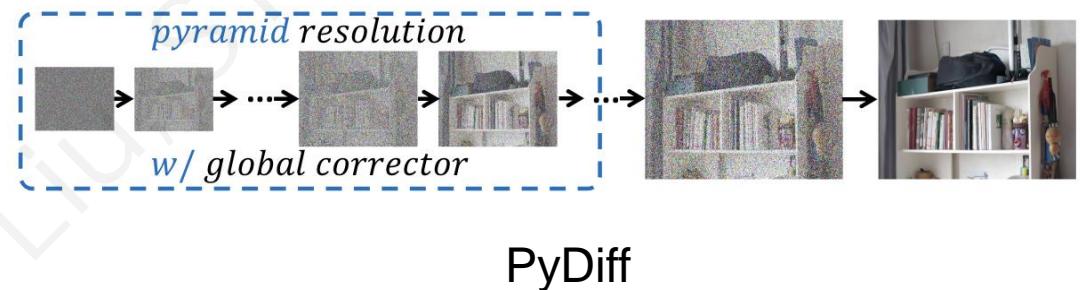
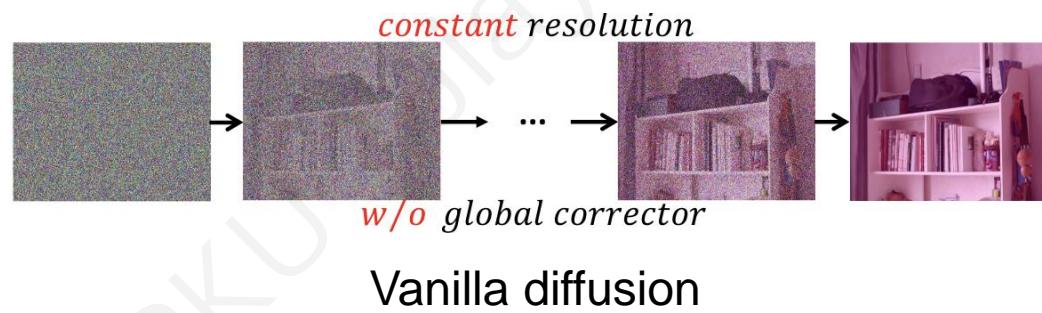
# Diffusion for Low-Light Enhancement



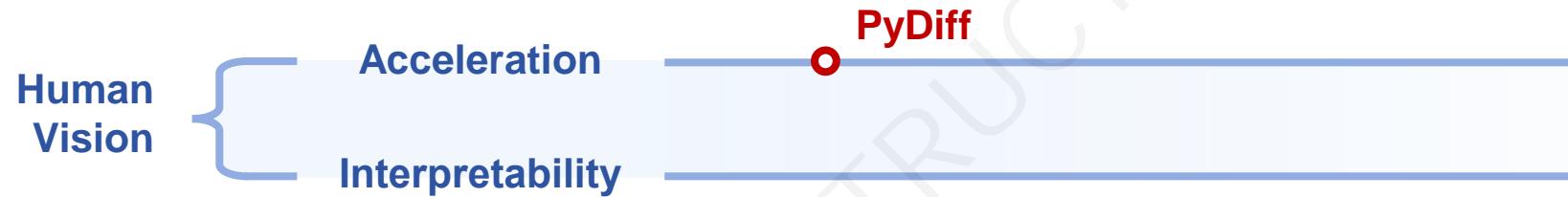
## ■ Pyramid Diffusion Model (PyDiff)

Problems of diffusion-based low-light enhancement

- Slow inference due to high resolution
- Global degradation (e.g., RGB shift)
  - Sampling in a **pyramid resolution style**
  - **A global corrector**



# Diffusion for Low-Light Enhancement

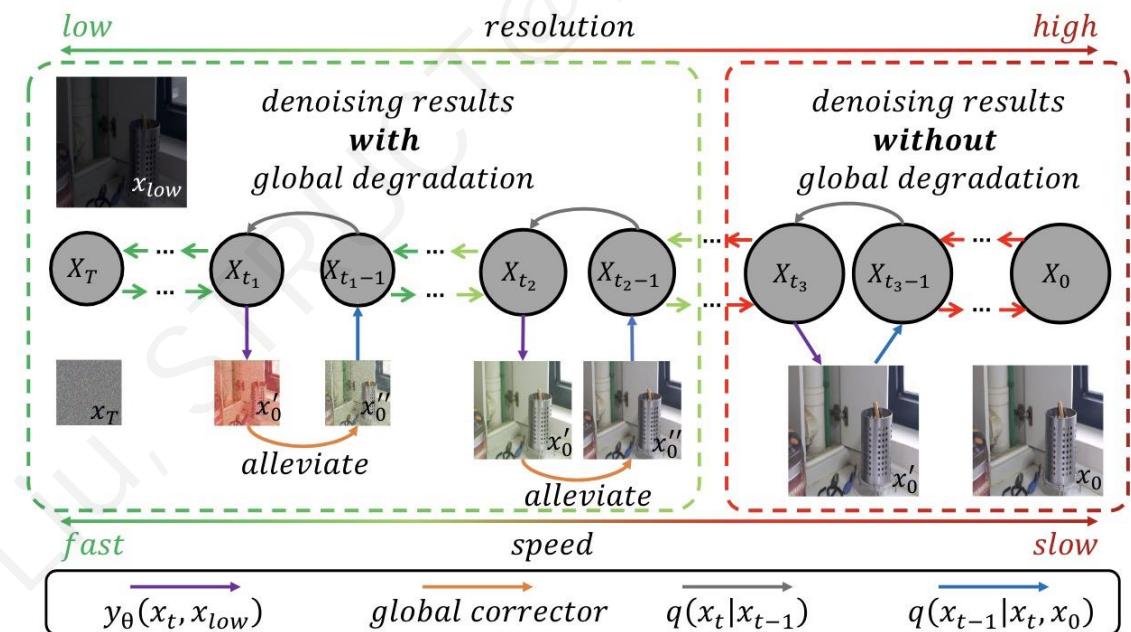
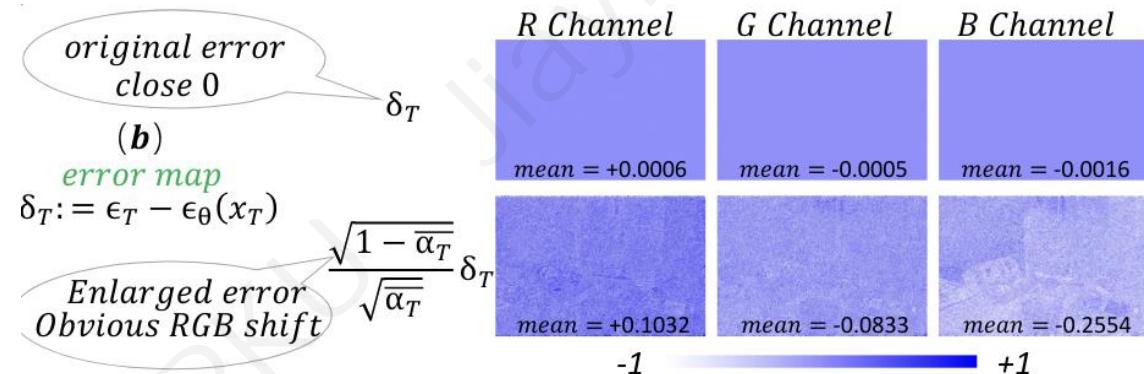


## Pyramid Diffusion Model (PyDiff)

Review the forward process of diffusion:

$$y_\theta(x_t) := x_0 + \frac{\sqrt{1 - \bar{\alpha}_t}}{\sqrt{\bar{\alpha}_t}} \delta_t,$$

Caused RGB shift



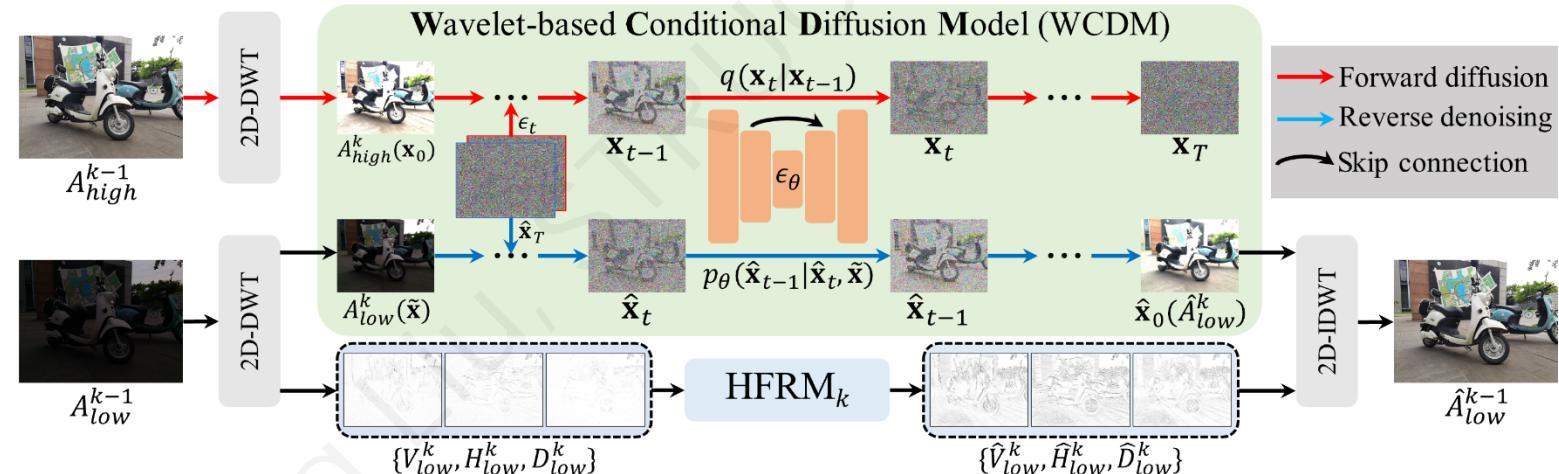
# Diffusion for Low-Light Enhancement



## ■ DiffLL

**Wavelet transformation:** accelerate inference

- *Diffusion-based WCDM*  
restores **the average coefficient**  $A_{low}^k$
- *Conv-based HFRM*  
restores **high-frequency coefficients**  $\{V_{low}^k, H_{low}^k, D_{low}^k\}$

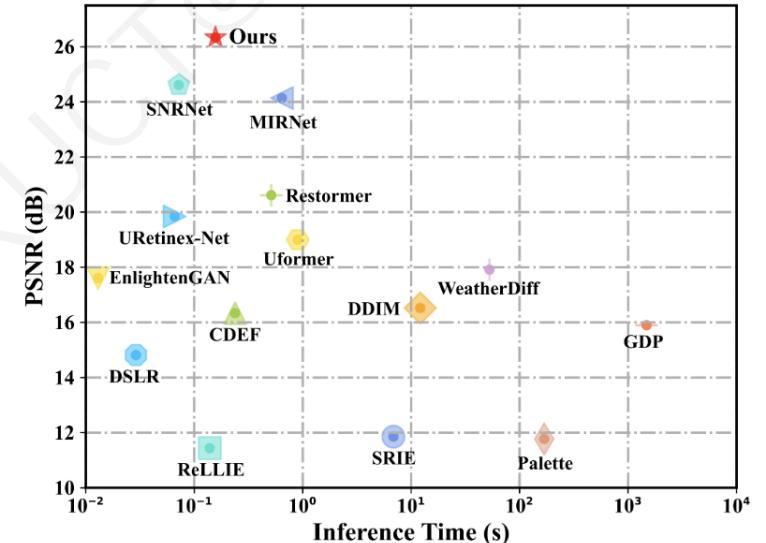


[1] Hai Jiang, et al. Low-light Image Enhancement with Wavelet-based Diffusion Models, TOG 2023.

# Diffusion for Low-Light Enhancement

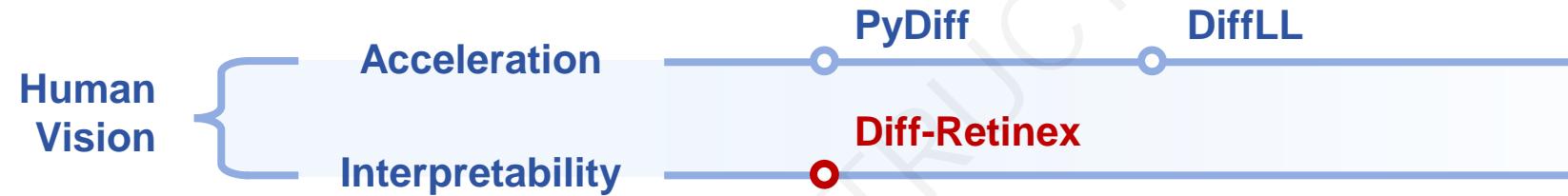


## DiffLL



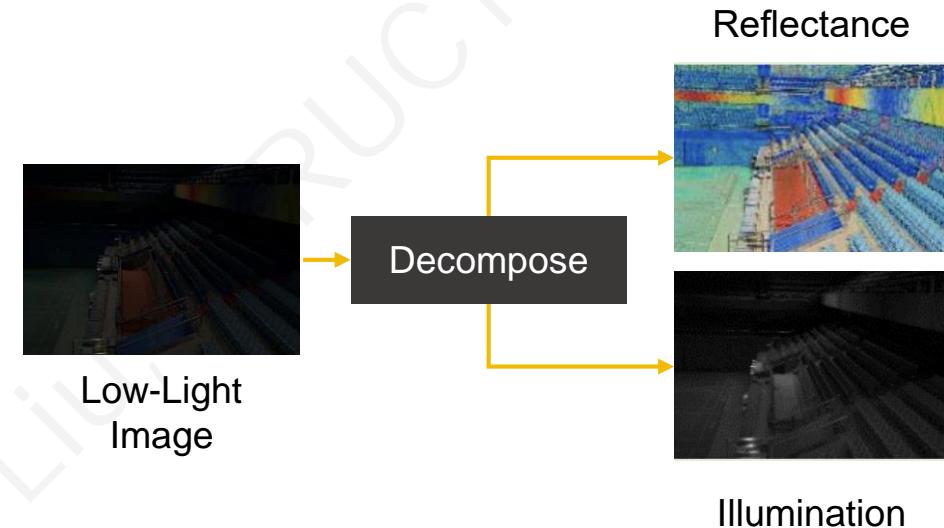
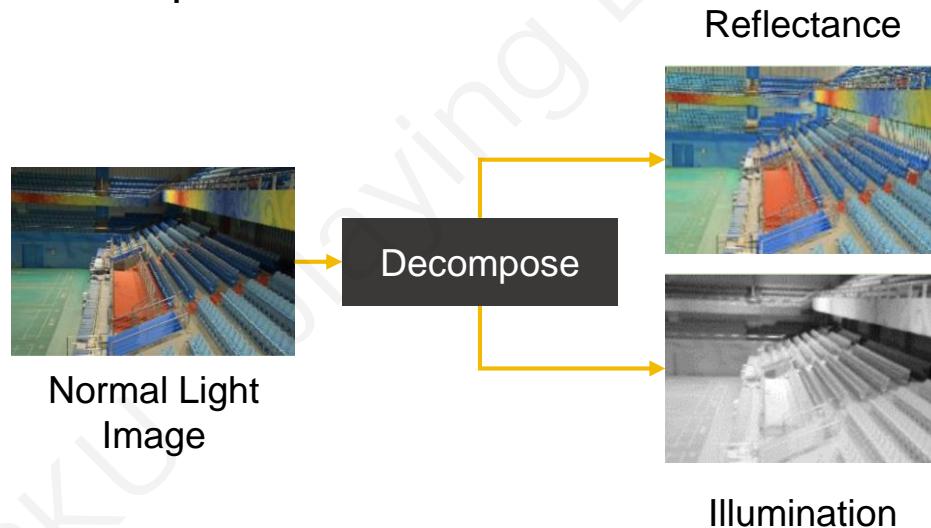
(a) Performance vs. Efficiency

# Diffusion for Low-Light Enhancement



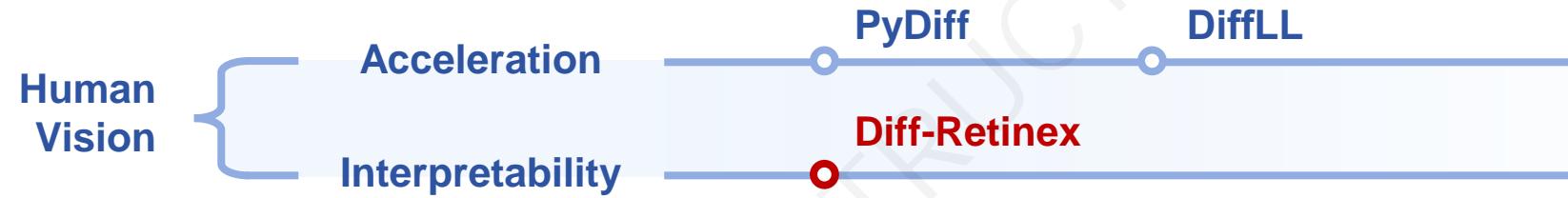
## ■ Diff-Retinex

Retinex decomposition



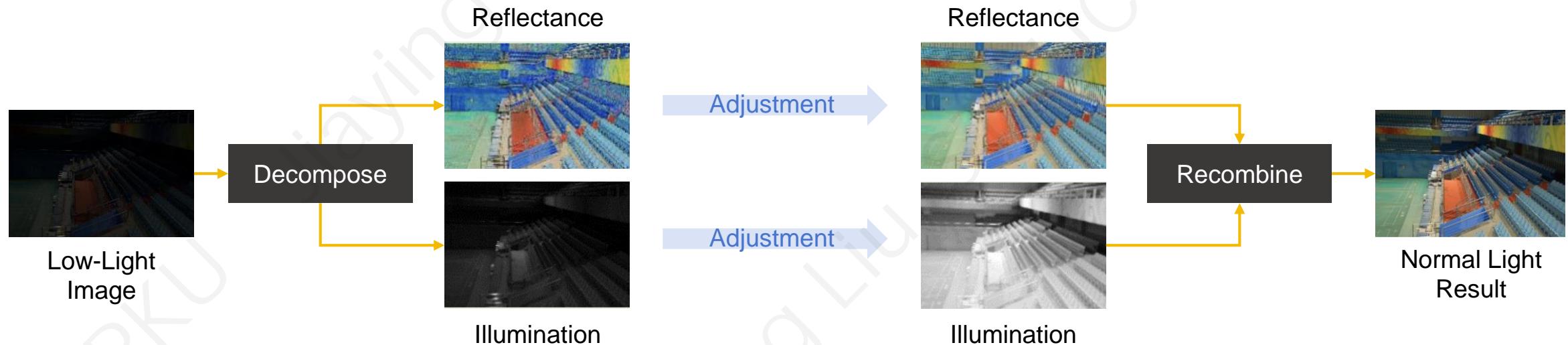
[1] Xunpeng Yi, et al. Diff-Retinex: Rethinking Low-light Image Enhancement with A Generative Diffusion Model, ICCV 2023.

# Diffusion for Low-Light Enhancement



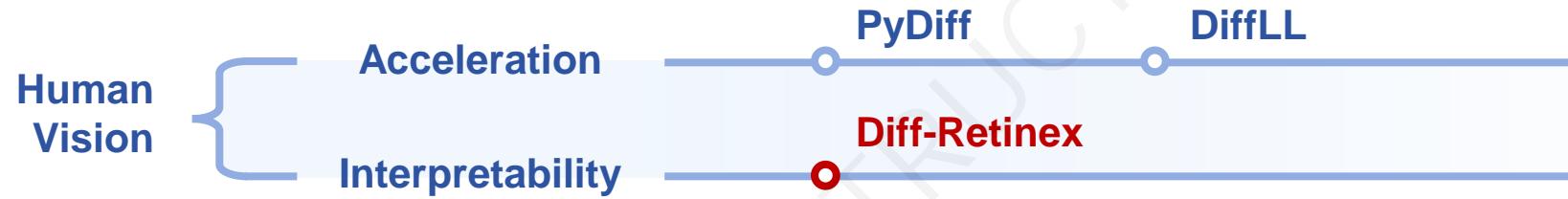
## Diff-Retinex

Retinex-based low-light enhancement



[1] Xunpeng Yi, et al. Diff-Retinex: Rethinking Low-light Image Enhancement with A Generative Diffusion Model, ICCV 2023.

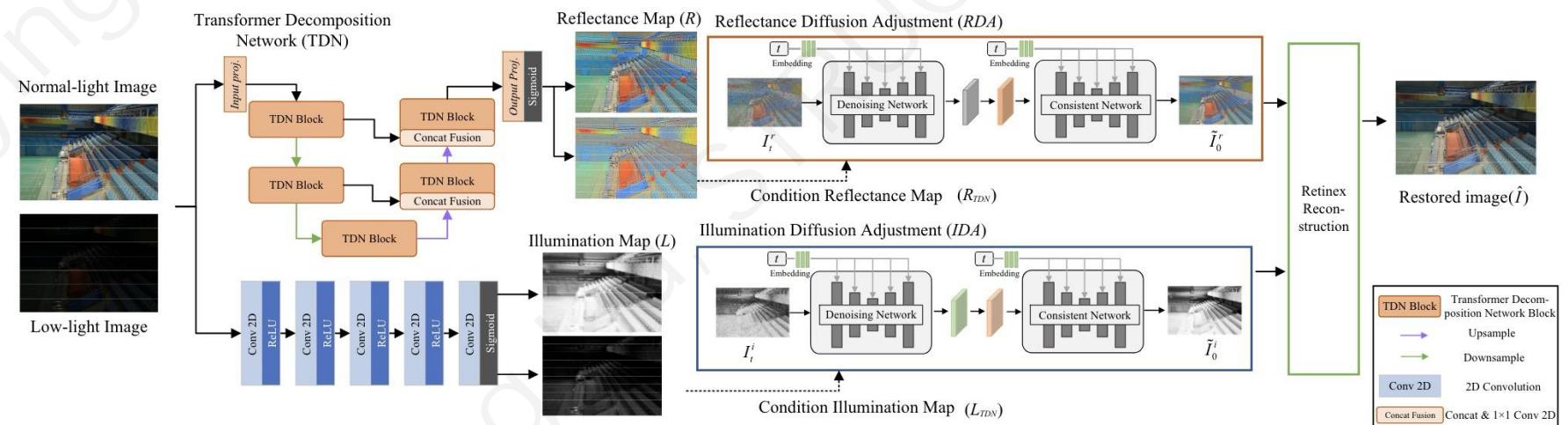
# Diffusion for Low-Light Enhancement



## Diff-Retinex

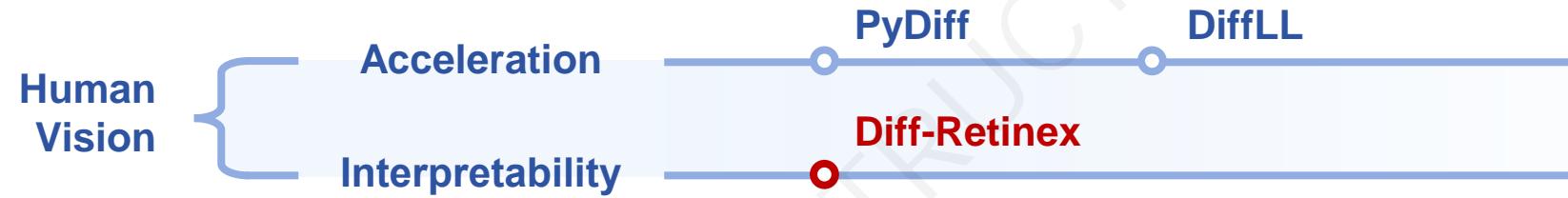
Physically explainable (**Retinex decomposition**) + Diffusion

- Diffusion for adjusting reflectance and illumination

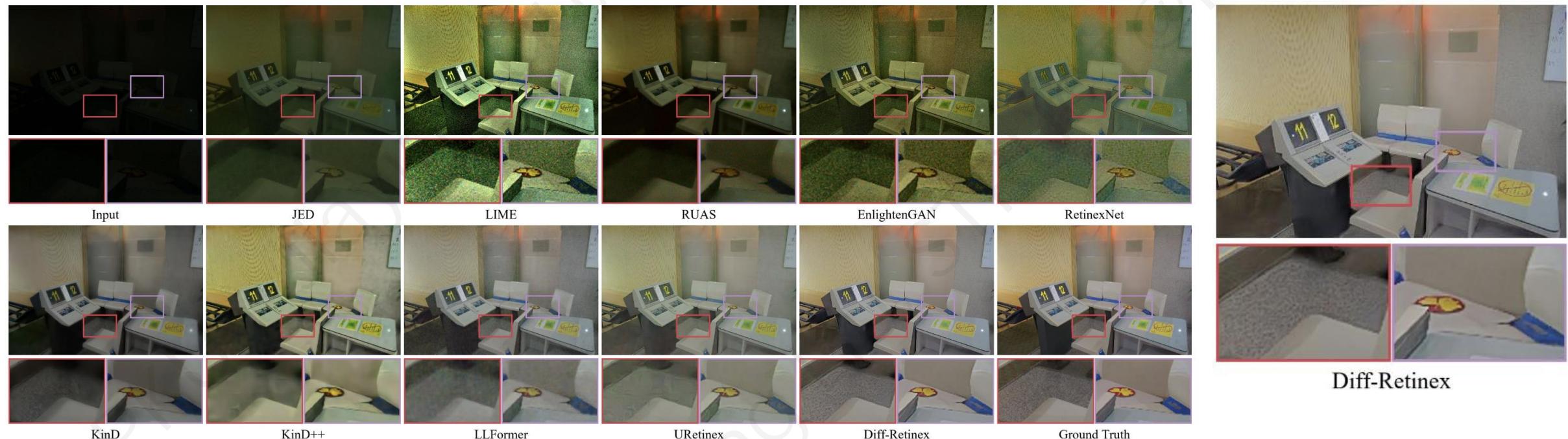


[1] Xunpeng Yi, et al. Diff-Retinex: Rethinking Low-light Image Enhancement with A Generative Diffusion Model, ICCV 2023.

# Diffusion for Low-Light Enhancement

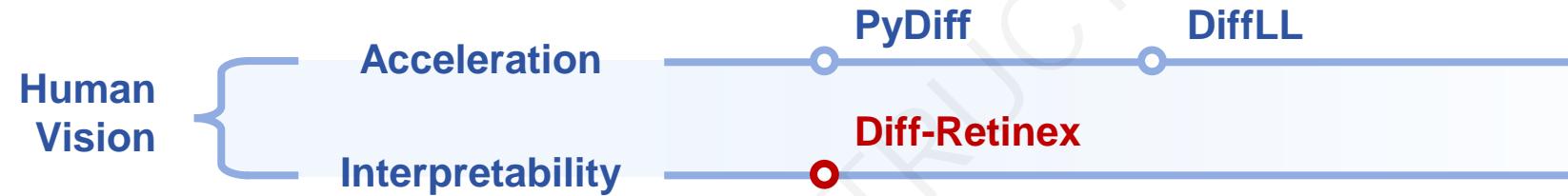


## Diff-Retinex



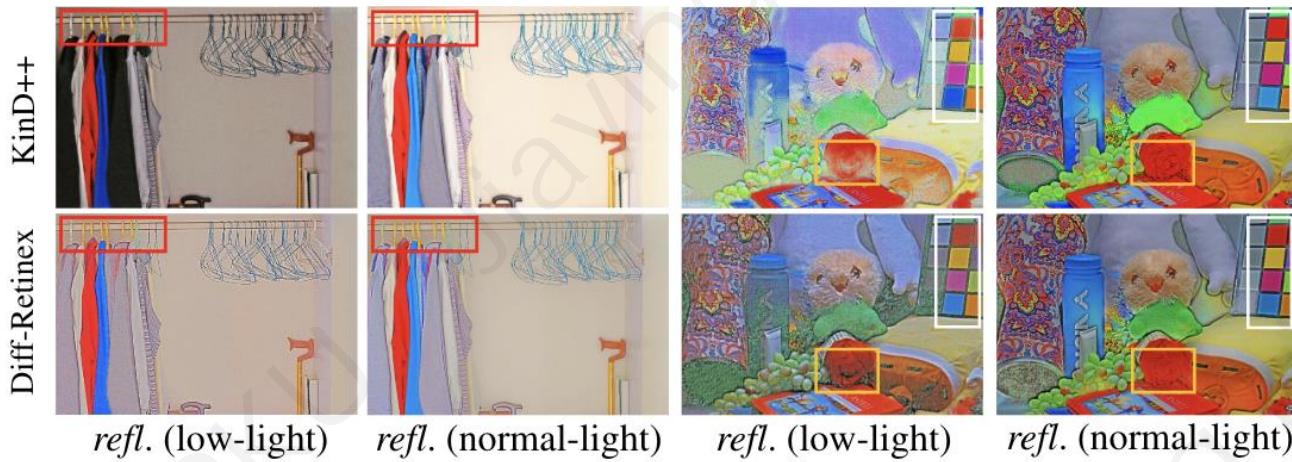
[1] Xunpeng Yi, et al. Diff-Retinex: Rethinking Low-light Image Enhancement with A Generative Diffusion Model, ICCV 2023.

# Diffusion for Low-Light Enhancement

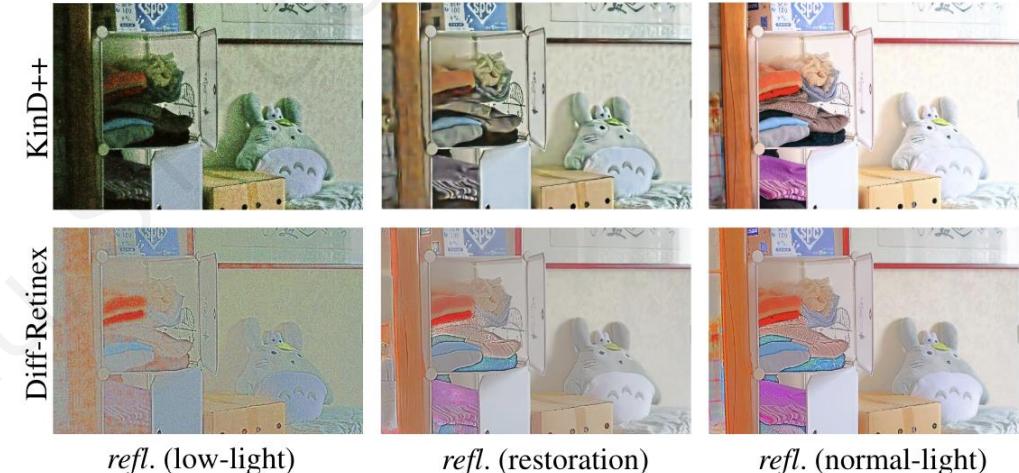


## Diff-Retinex

Results of Retinex-decomposition

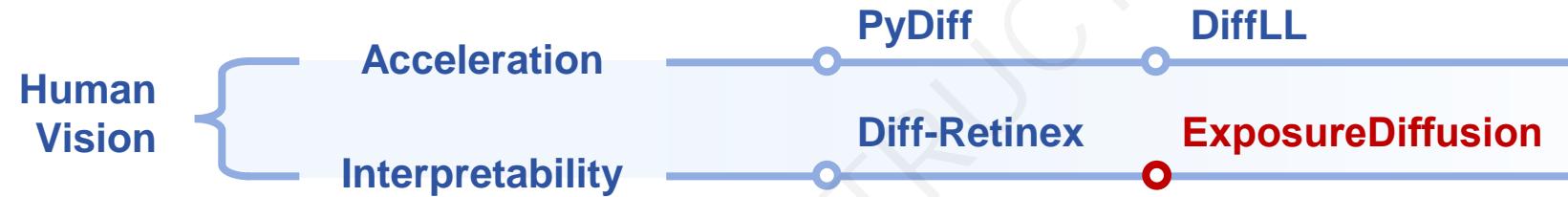


Visualization of restoring the reflectance map



[1] Xunpeng Yi, et al. Diff-Retinex: Rethinking Low-light Image Enhancement with A Generative Diffusion Model, ICCV 2023.

# Diffusion for Low-Light Enhancement



## ■ ExposureDiffusion

Physically explainable (**exposure process**) + Diffusion

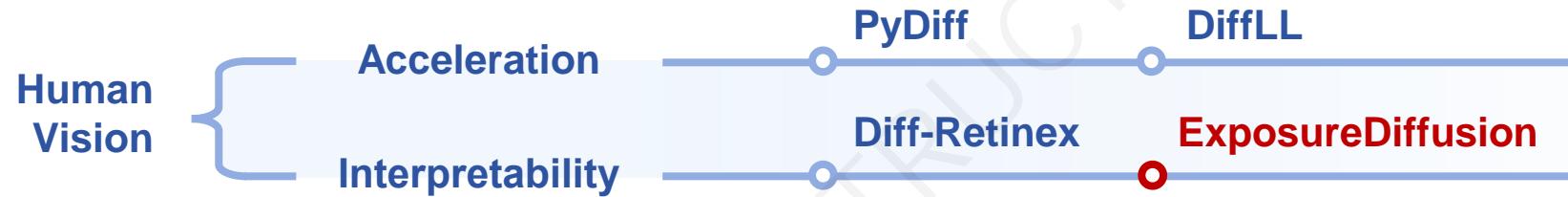
- A raw image can be formulated as

$$X_t = \lambda_t K I + K N_p + N_{ind}$$

- $\lambda_t$  exposure time  $(\lambda_t I + N_p) \sim \mathcal{P}(\lambda_t I)$
- $K$  overall system gain **Poisson distribution**
- $I$  rate of the photoelectrons
- $N_p$  photon shot noise
- $N_{ind}$  signal independent noise

	Conditional diffusion	Exposure diffusion
Objective	maximizing $p_\Theta(X Y)$	minimizing KL divergence with the real exposure process
Initial state $X_T$	$X_T \sim \mathcal{N}(0, 1)$	$X_T \sim q(X_T)$
Assumption	$q(X_t X_{t-1}) := \mathcal{N}(X_t; \sqrt{1 - \beta_t} X_{t-1}, \beta_t \mathbf{I})$	$q(X_{t-1} X_t, X_{ref}) := \mathcal{P}\left(\frac{X_{t-1}-X_t}{K}; \frac{(\lambda_{t-1}-\lambda_t)X_{ref}}{\lambda_{ref}K}\right)$
Reverse process	$p_\Theta(X_{t-1} X_t, Y) := \mathcal{N}(X_{t-1}; \mu_\Theta(X_t, Y, t), \sigma^2 \mathbf{I})$	$p_\Theta(X_{t-1} X_t) := \mathcal{P}\left(\frac{X_{t-1}-X_t}{K}; \frac{(\lambda_{t-1}-\lambda_t)F_\Theta(X_t)}{\lambda_{ref}K}\right)$
Training	The expectation over $q(X_t X_0)$	The expectation over $p_\Theta(X_t X_T)$

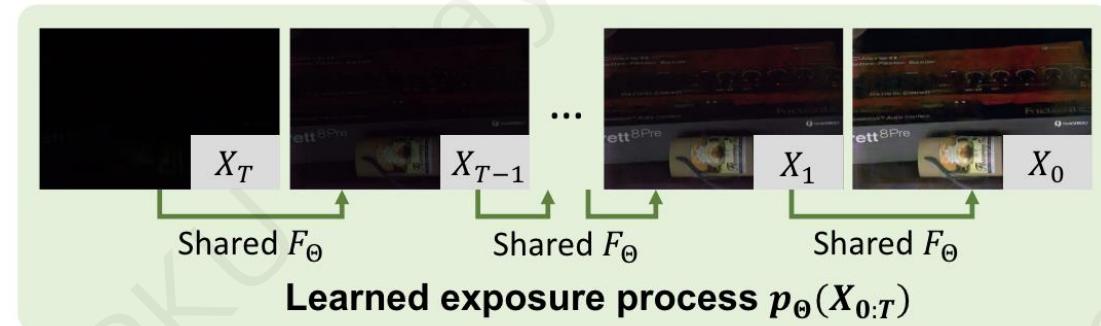
# Diffusion for Low-Light Enhancement



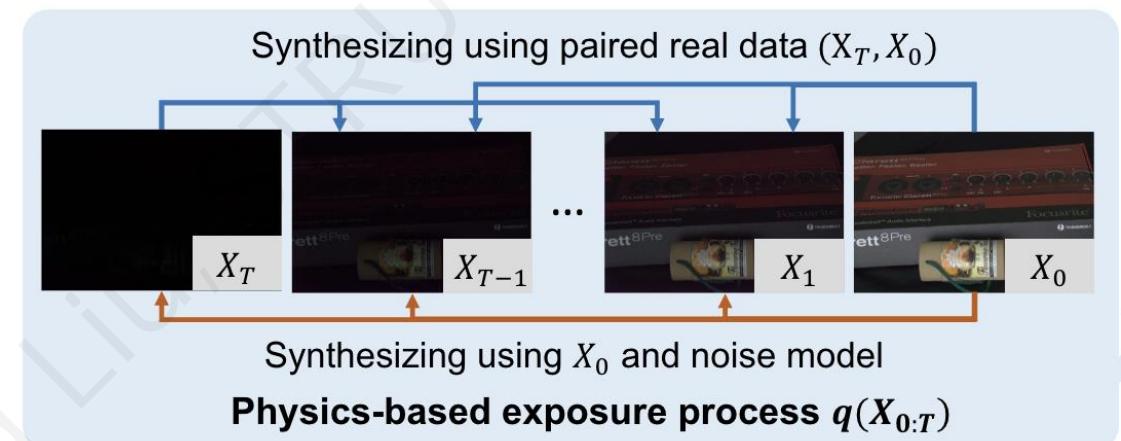
## ExposureDiffusion

Physically explainable (**exposure process**) + Diffusion

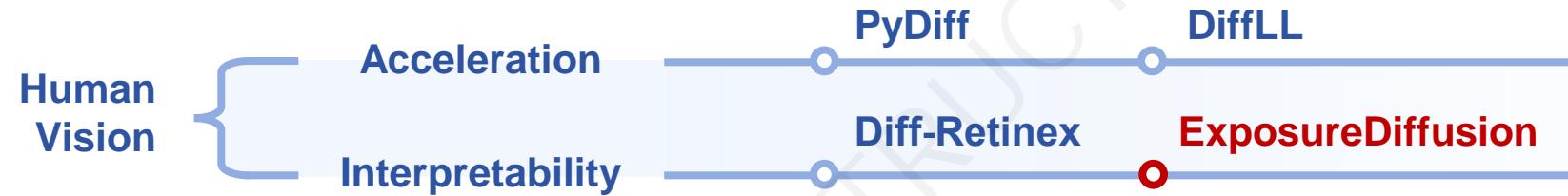
- Simulate using a **shared** neural network
- In a progressive manner



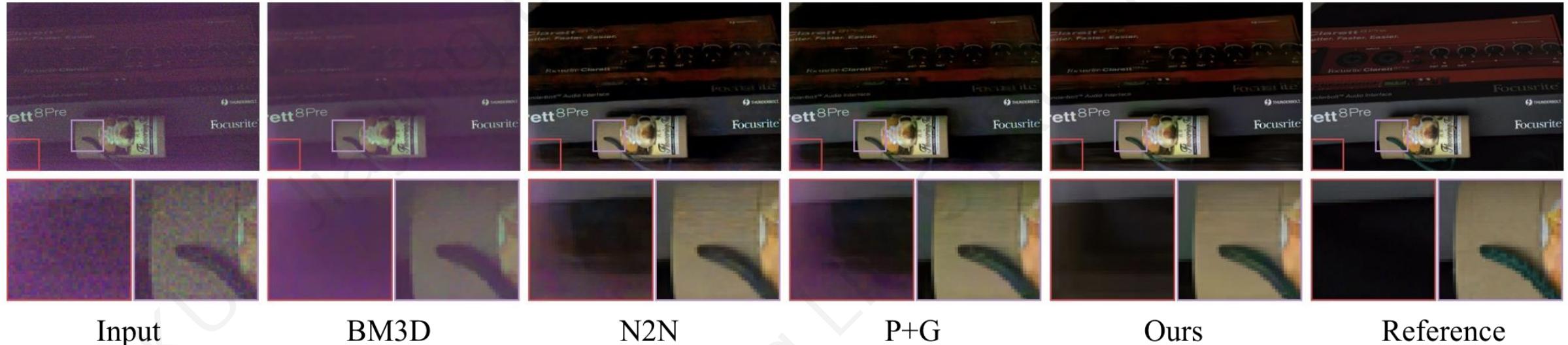
Applicable to both **real-captured** and **synthetic** noise models



# Diffusion for Low-Light Enhancement



## ■ ExposureDiffusion

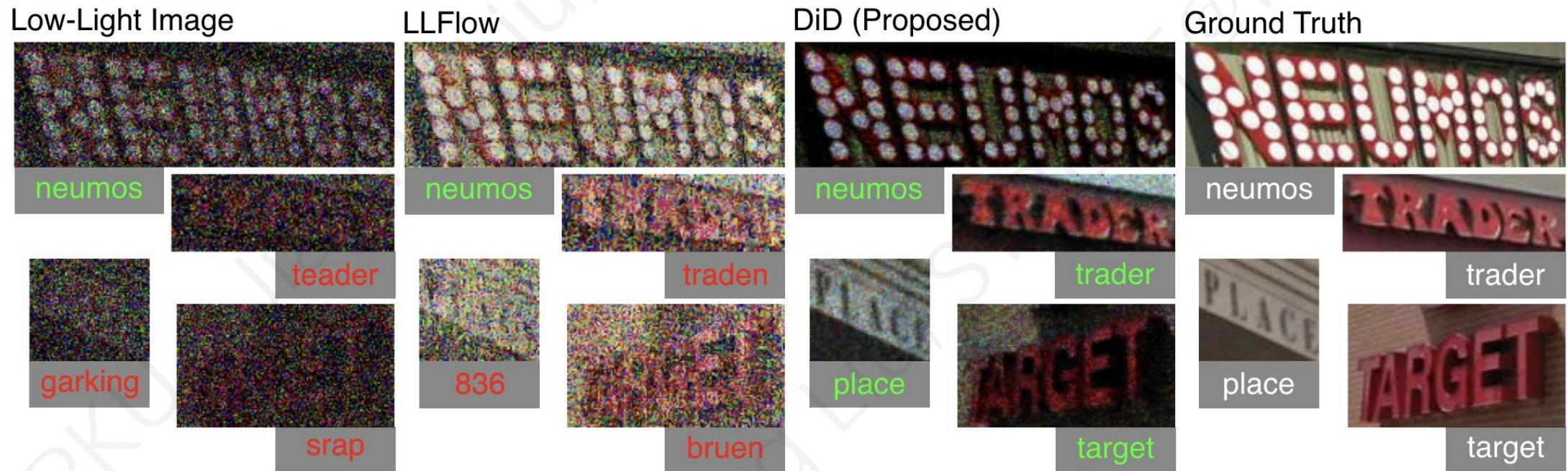


[1] Yufei Wang, et al. ExposureDiffusion: Learning to Expose for Low-light Image Enhancement, ICCV 2023.

# Diffusion for Low-Light Enhancement



## Diffusion in the Dark (DiD) for low-light text recognition

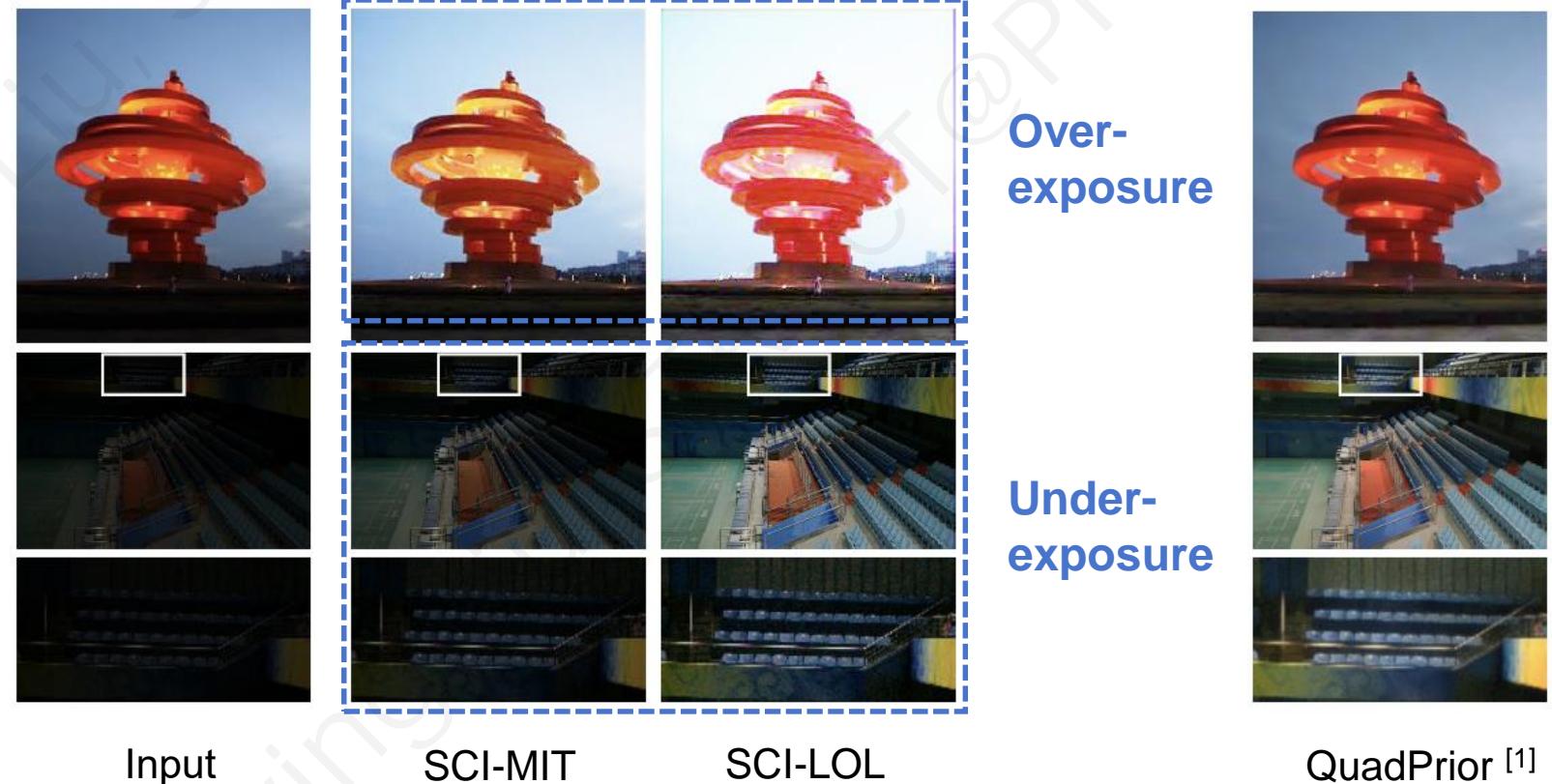


[1] Cindy M. Nguyen, et al. Diffusion in the Dark: A Diffusion Model for Low-Light Text Recognition, WACV 2024.

# Diffusion for Low-Light Enhancement



- Physical Quadruple Priors



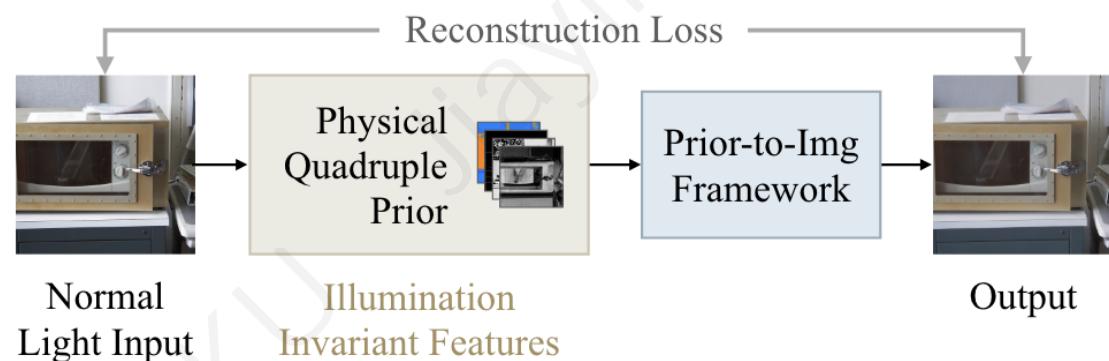
[1] Wenjing Wang, et al. Zero-Reference Low-Light Enhancement via Physical Quadruple Priors. CVPR 2024.

# Diffusion for Low-Light Enhancement

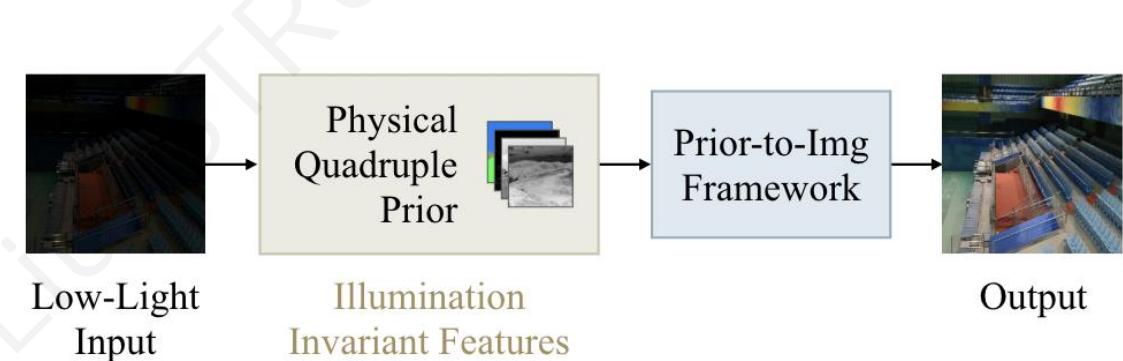


## Physical Quadruple Priors

- Develop an illumination-invariant prior (**Physical Quadruple Prior**)
- Employ it as an intermediary between low-light and normal light images



Training on normal light images



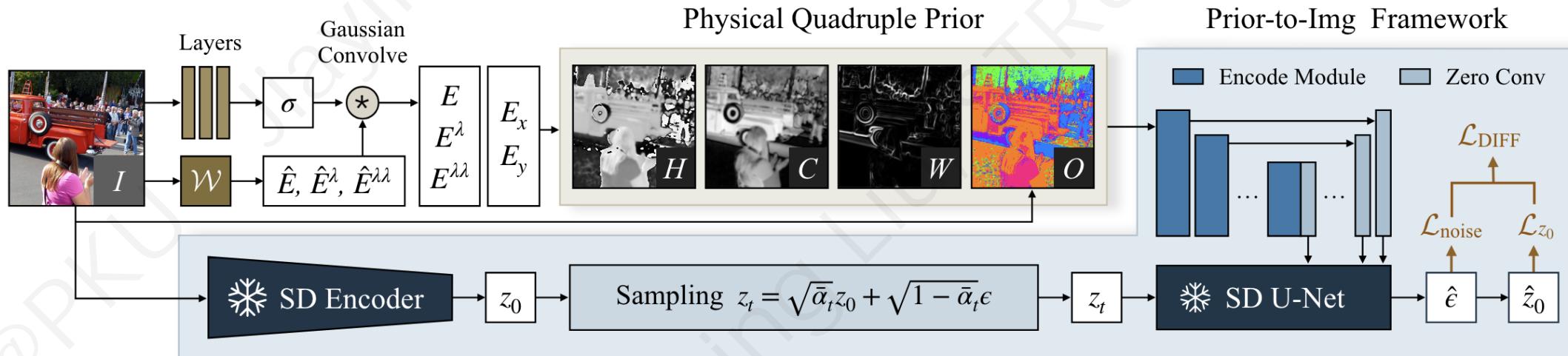
Inference on low-light images

# Diffusion for Low-Light Enhancement



## Physical Quadruple Priors

- Leverage the knowledge of a pretrained image generative model
- Use **Physical Quadruple Prior** as the condition of generation

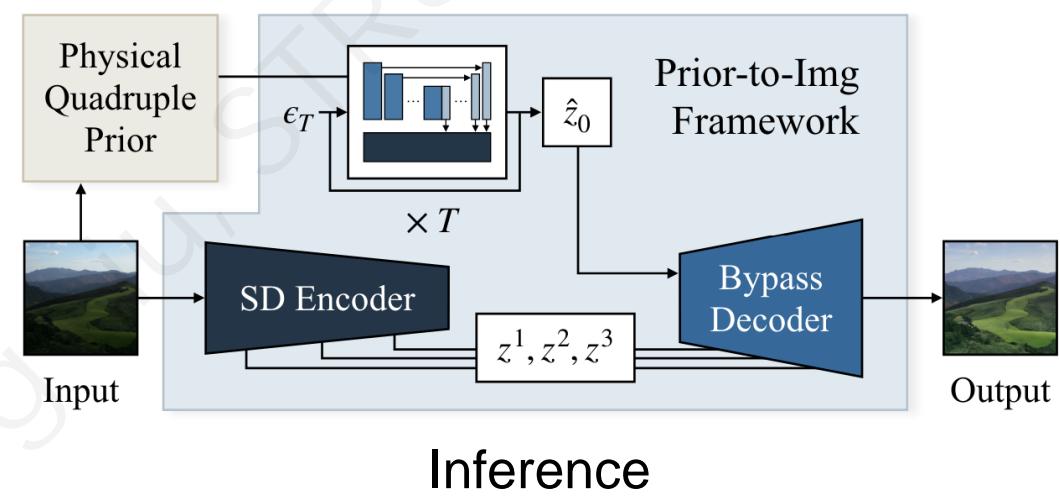
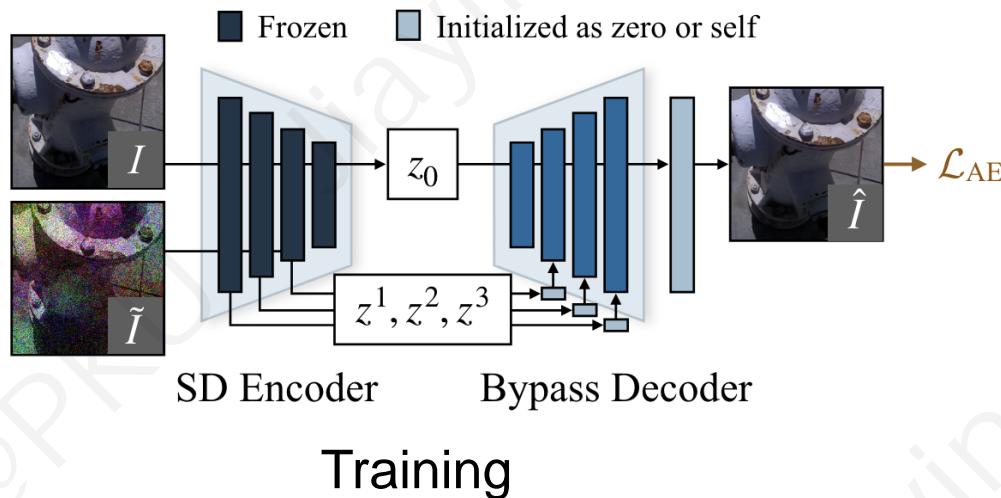


# Diffusion for Low-Light Enhancement



## Physical Quadruple Priors

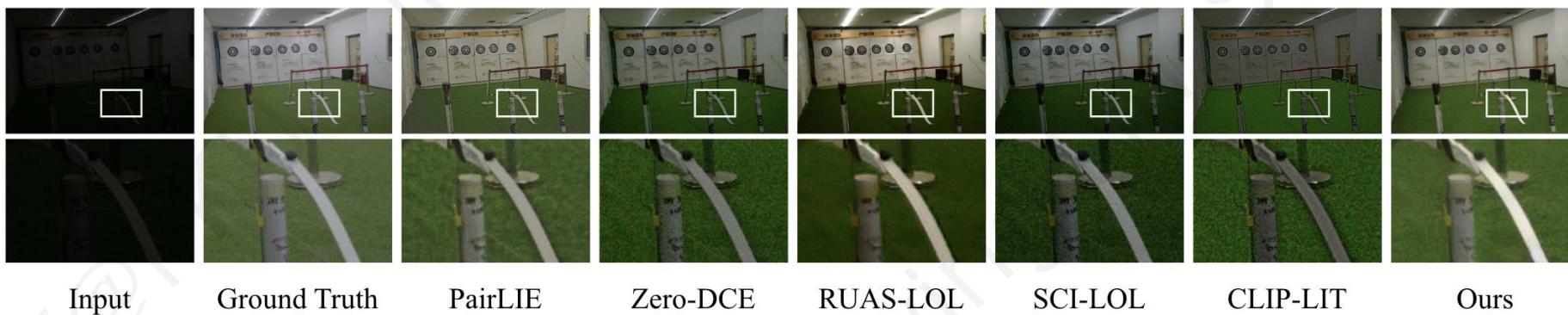
- Improvements to make it more suitable for image restoration task
- Bypass decoder: handle detail distortion through a new deco



# Diffusion for Low-Light Enhancement

Zero-Reference      QuadPrior

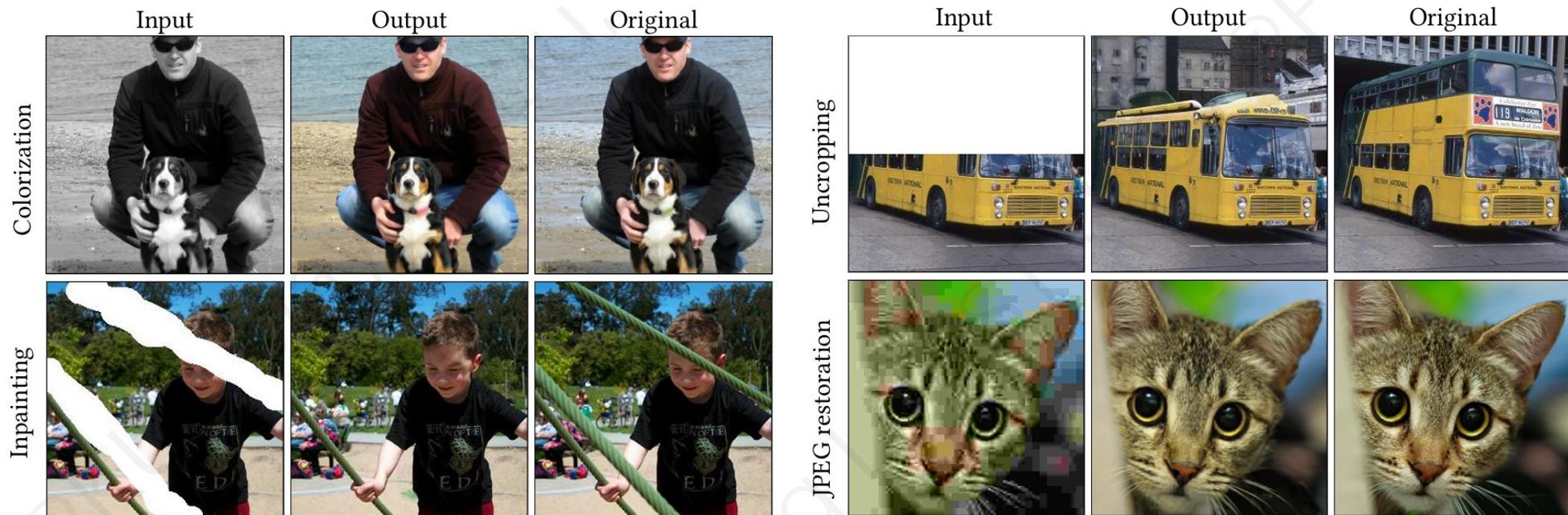
## Physical Quadruple Priors



[1] Wenjing Wang, et al.  
Zero-Reference Low-Light  
Enhancement via Physical  
Quadruple Priors. CVPR  
2024.

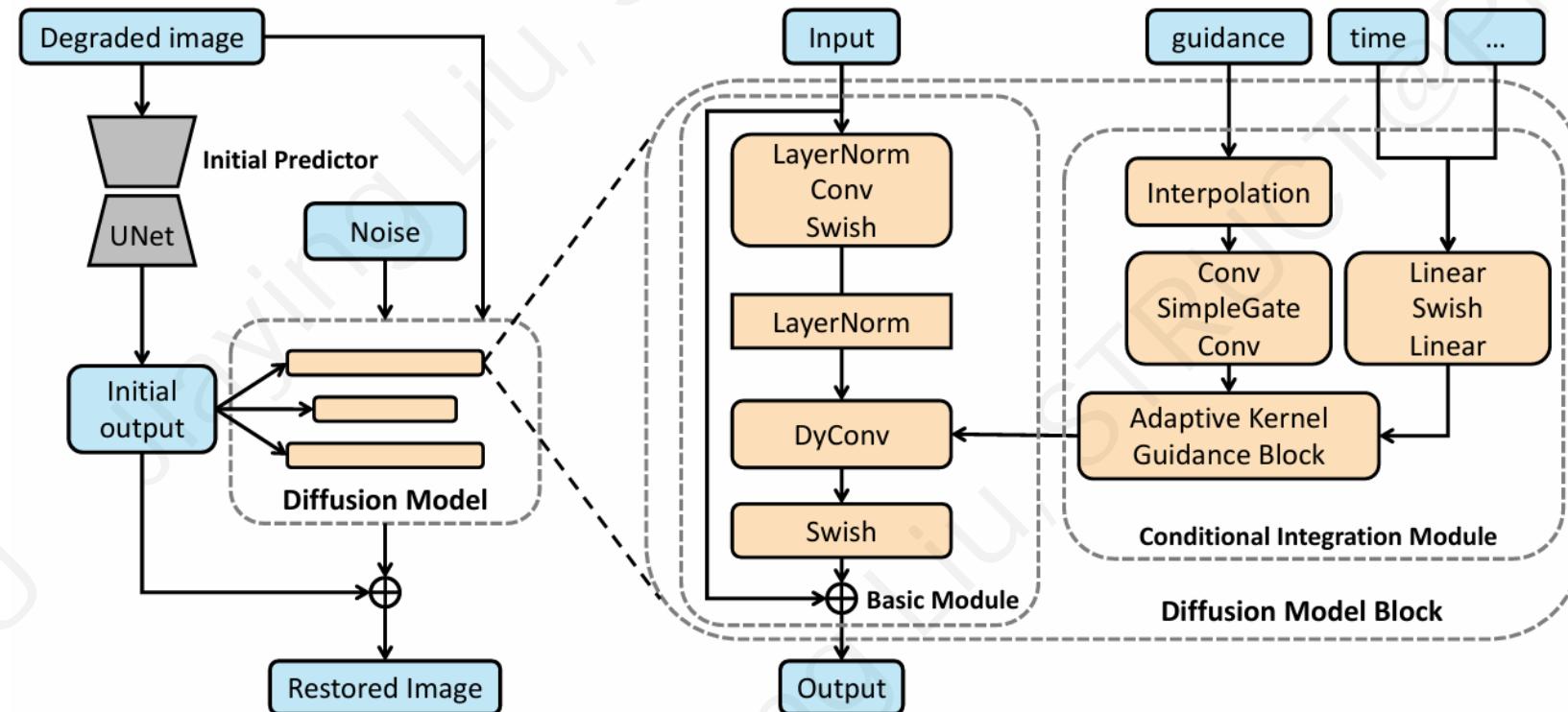
# Unified Image Restoration and Enhancement

- Palette: Image-to-image diffusion models
  - Based on the SR3 structure: U-Net architecture
  - Different type of conditional images



# Unified Image Restoration and Enhancement

- A Unified Conditional Framework for Diffusion-based
  - Same model structure and training hyper-parameters
  - Take different conditional guidance and train on different datasets



# Unified Image Restoration and Enhancement

- A Unified Conditional Framework for Diffusion-based
  - Same model structure and training hyper-parameters
  - Take different conditional guidance and train on different datasets



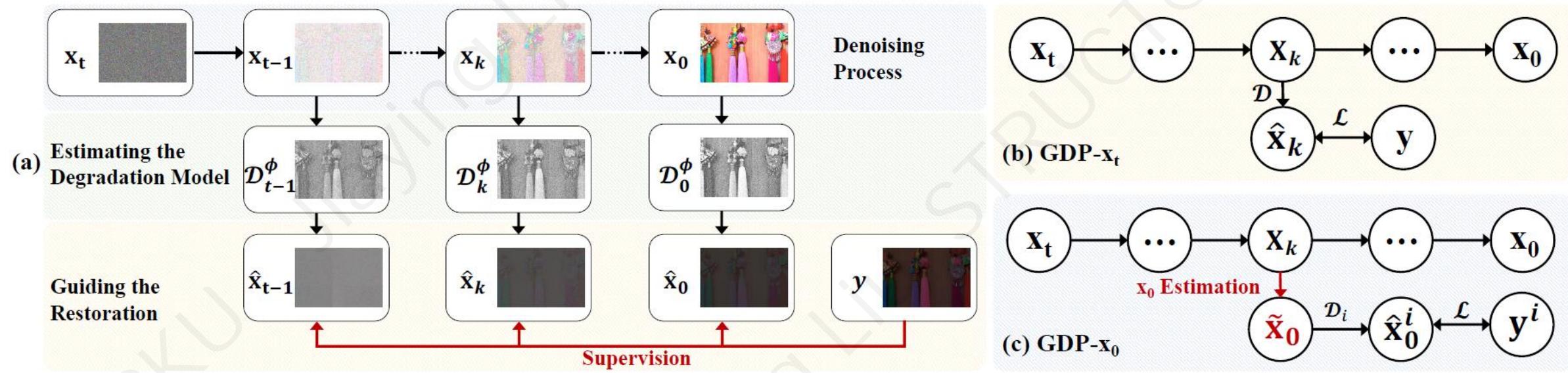
Low-light denoise

Deblur

JPEG restoration

# Unified Image Restoration and Enhancement

- Generative Diffusion Prior (GDP)
  - A unified framework for multiple restoration and enhancement tasks.
  - Use a pretrained unconditional image synthesis diffusion model as prior.



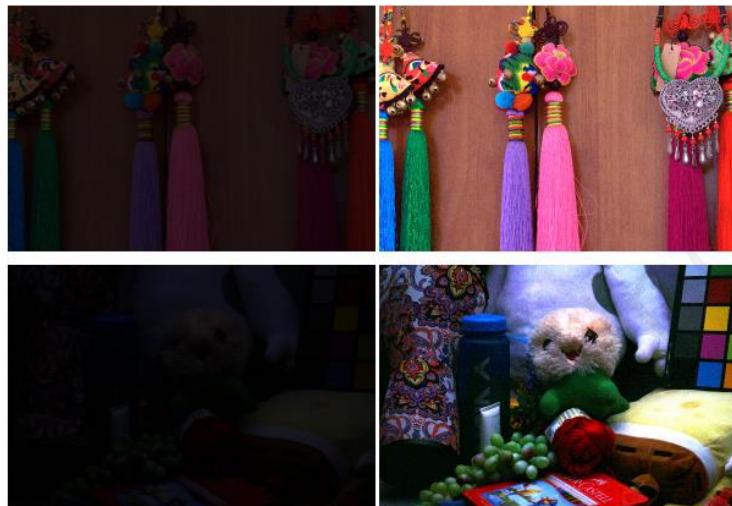
# Unified Image Restoration and Enhancement

- Generative Diffusion Prior (GDP)
  - A unified framework for multiple restoration and enhancement tasks.
  - Use a pretrained unconditional image synthesis diffusion model as prior.
  - Different degradation models learned during the sampling process.



# Unified Image Restoration and Enhancement

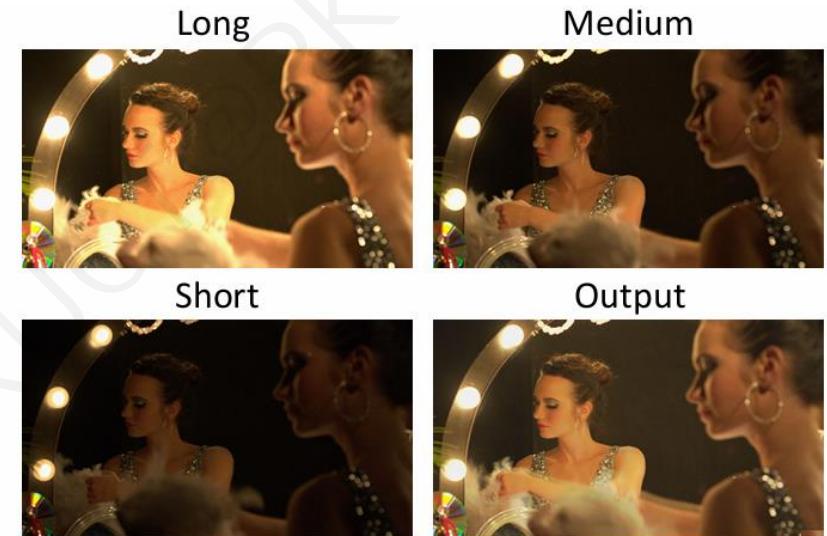
- Generative Diffusion Prior (GDP)
  - A unified framework for multiple restoration and enhancement tasks.



Low-light Image Enhancement



Brightness Control



HDR Image Recovery

# Summary

- Visual enhancement in degraded scenarios
- Challenges:
  - Visual displeasure (**Humans**)
  - System failure (**Machines**)
  - Jointly considering human and machine vision

谢谢！



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