

---

# Image Reflection Removal

## Computer Vision Project Proposal

Team ID : 18

Project ID : 25

TA : Pranay Gupta

**Team ImageHackers**

Anoushka Vyas (20171057)

Adhithya Arun (20171066)

Meher Shashwat Nigam (20171062)

---

# Introduction

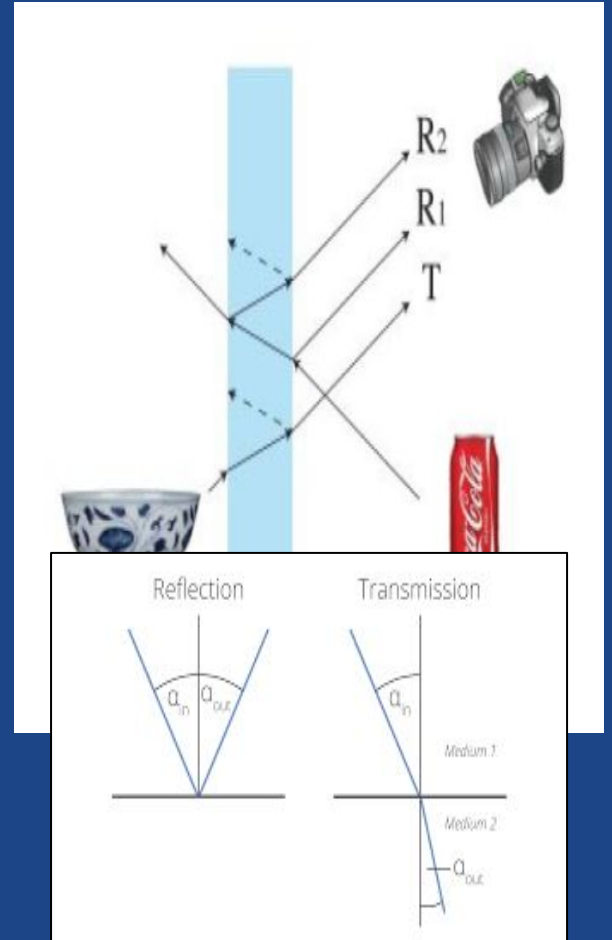
When taking a picture through a window pane, undesirable reflections of objects often cause a hindrance to the captured image.

This raises the need for post-processing to remove reflection artifacts.

Traditional imaging model formulation :

$$I = T + R$$

As both  $T$  and  $R$  are natural images and appear with the same statistical properties, separating them is an ill-posed problem.

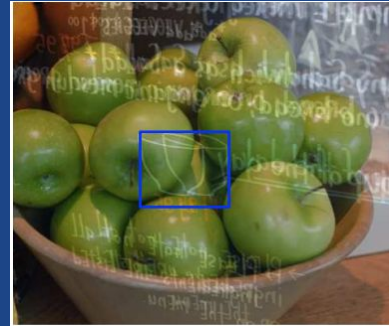


# Key Idea Used

Break the symmetry between transmission and reflection layers using the concept of 'Ghosting cues'.

## What's Ghosting ?

It's the appearance of a secondary reflected image on the captured image, like when window reflections often appear multiple times.



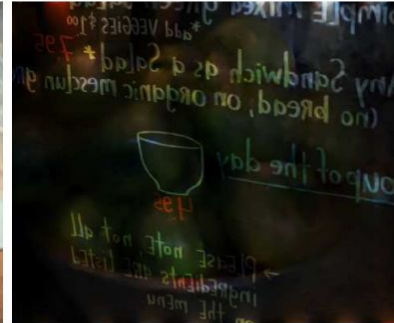
(a) Input



(b) Close-up of ghosting



(c) Recovered Transmission



(d) Recovered Reflection

# Problem Definition

The original image is considered to be composed of a reflection layer (undesirable) and a transmission layer (desirable).

$$I = T + R \otimes k + n$$

where I is Original Image

T is Transmission layer

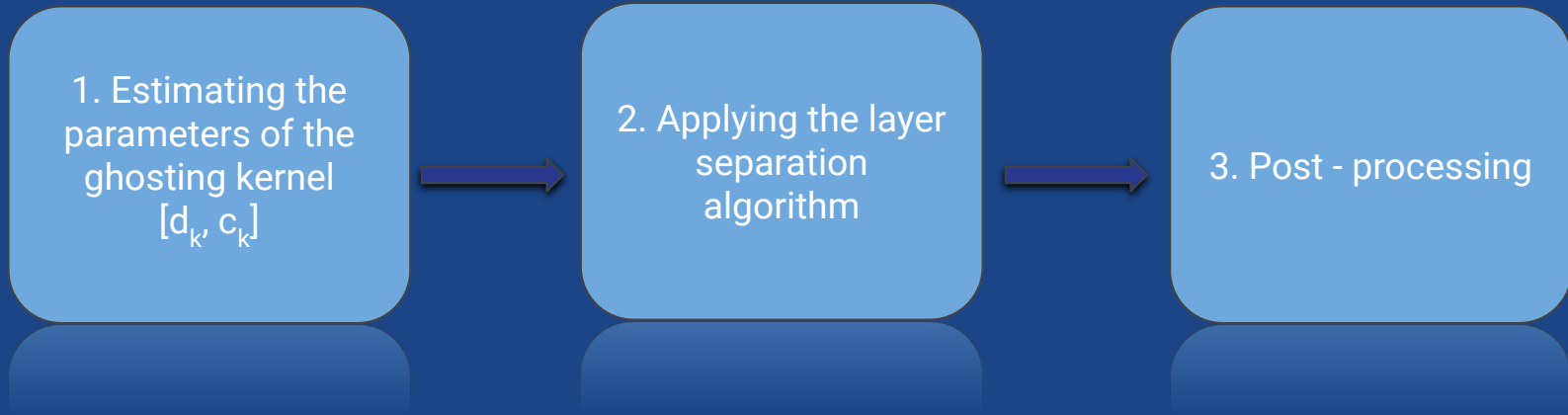
R is Reflection layer

k is a two-pulse kernel

n is additive Gaussian noise


The original image is modeled as a mixture of these layers and the desirable image component is recovered after removing the undesired reflection layer.

# Solution Overview



# Modelling the Ghosting kernel

Using a two pulse kernel  $k$  :

$$I = T + R \otimes k$$


The diagram illustrates the ghosting kernel model. It shows a square image  $I$  on the left, which is the sum of a target image  $T$  (a circle) and a ghosted image  $R \otimes k$ . The ghosted image is formed by a rectangular region  $R$  (a vertical bar) convolved with a kernel  $k$  (a small square with two pixels). A red arrow points from the ghosted region in  $I$  to the  $R$  and  $k$  components in the equation.

Ghosting kernel,  $k$  is parameterized by the spatial offset  $d_k$  and the attenuation factor  $c_k$ .

# Layer Separation Algorithm

Given a ghosting kernel  $k$ , reconstruction loss using  $T$  and  $R$  can be expressed as :

$$L(T, R) = \frac{1}{\sigma^2} \|I - T - R \otimes k\|_2^2$$

To regularize this optimization problem, the research paper applies a patch-based prior using a pre-trained Gaussian Mixture Models (GMM). The final combined cost function :

$$\begin{aligned} \min_{T, R} \quad & \frac{1}{\sigma^2} \|I - T - R \otimes k\|_2^2 - \sum_i \log(\text{GMM}(P_i T)) \\ & - \sum_i \log(\text{GMM}(P_i R)), \text{ s.t. } 0 \leq T, R \leq 1 \end{aligned}$$

The cost function is non-convex due to the use of the GMM prior. We use an optimization scheme based on half-quadratic regularization.

# Post Processing and Results

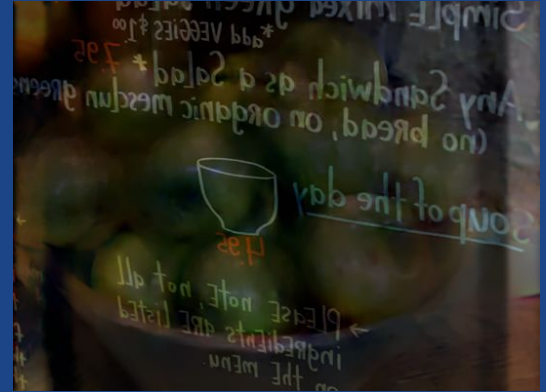
Using the mean and variance of the original image, we adjust the contrast of the transmitted layer to preserve the flavour of the original image.



Original Image



Transmitted Layer



Reflection Layer



# Timeline

Timeline	Milestones
February 14, 2020	<ul style="list-style-type: none"><li>• Project Proposal submission</li><li>• Understand the paper and discussions with the TA.</li><li>• Reading relevant papers in this domain</li></ul>
Mid-February - March, 2020	<ul style="list-style-type: none"><li>• Implementation of the paper with constant TA reviews</li></ul>
April, 2020	<ul style="list-style-type: none"><li>• Finalize implementation and demo preparation</li></ul>