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# Single Image Haze Removal Using Dark Channel Prior

Team4

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# Outline

- Motivation
- Problem Definition
- Introduction
- Algorithm
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- Reference

# Motivation

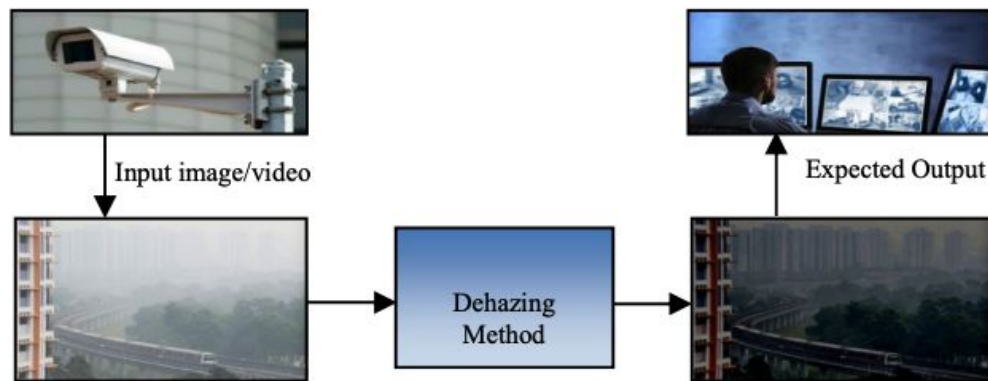
Haze removal can improve the quality of images, making them more useful for various applications

- **surveillance**
  - object detection & recognition
  - identification of people or vehicles
- **aerial photography**
  - the clarity of the terrain
  - detect changes or anomalies in the landscape
- **computer vision**
  - image classification, segmentation, or tracking
  - improve the accuracy



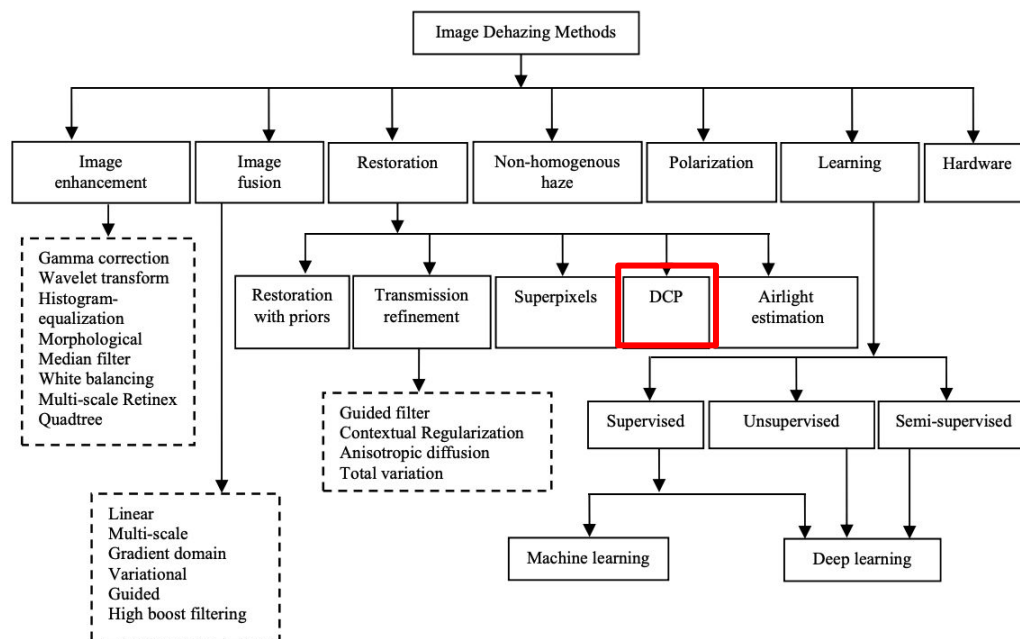
# Problem Definition

**Goal:** Produce a visually pleasing and natural-looking haze-free image that enhances the details and colors of the scene while preserving its overall appearance.



# Introduction

Different categories of image dehazing methods [2]



# Haze Imaging Equation

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

medium  
transmission

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

observed intensity



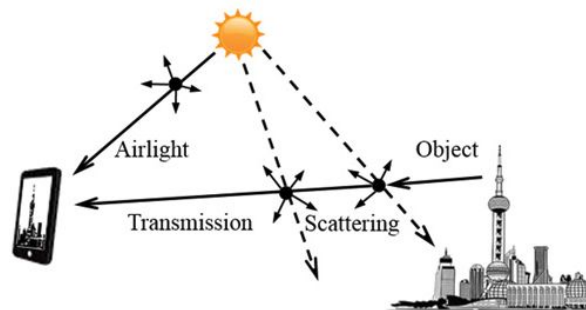
hazy

scene radiance



haze-free

atmospheric  
light



# Dark Channel Prior (DCP)<sup>[1]</sup>

In outdoor haze-free images, pixels with low intensity in at least one RGB channel are commonly found in local regions not covering the sky.



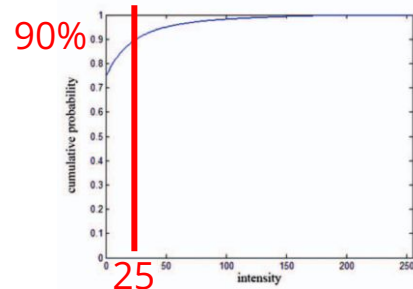
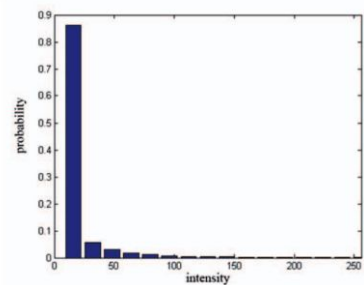
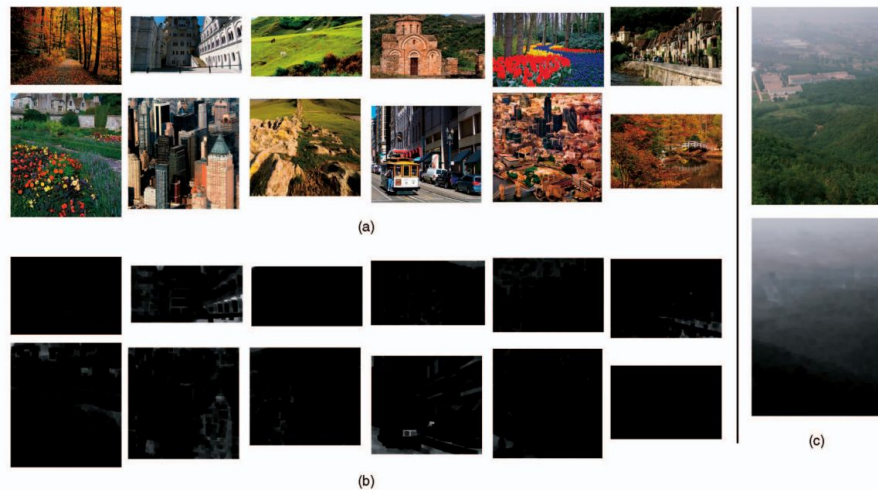
haze-free image

dark channel

# Dark Channel Prior (DCP)<sub>[1]</sub>

Mainly result from three factors:

- shadows
- colorful objects or surfaces
- dark objects or surfaces





# Dark Channel Prior (DCP)<sub>[1]</sub>

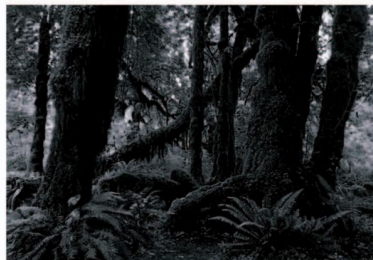
$$J^{\text{dark}}(\mathbf{x}) = \overset{3}{\min_{\mathbf{y} \in \Omega(\mathbf{x})}} \left( \overset{2}{\min_{c \in \{r, g, b\}}} \overset{1}{J^c(\mathbf{y})} \right) \sim 0 \text{ if haze-free}$$



(a)

arbitrary image  $J$

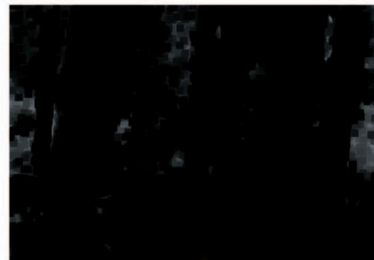
1



(b)

min of (r, g, b)

2

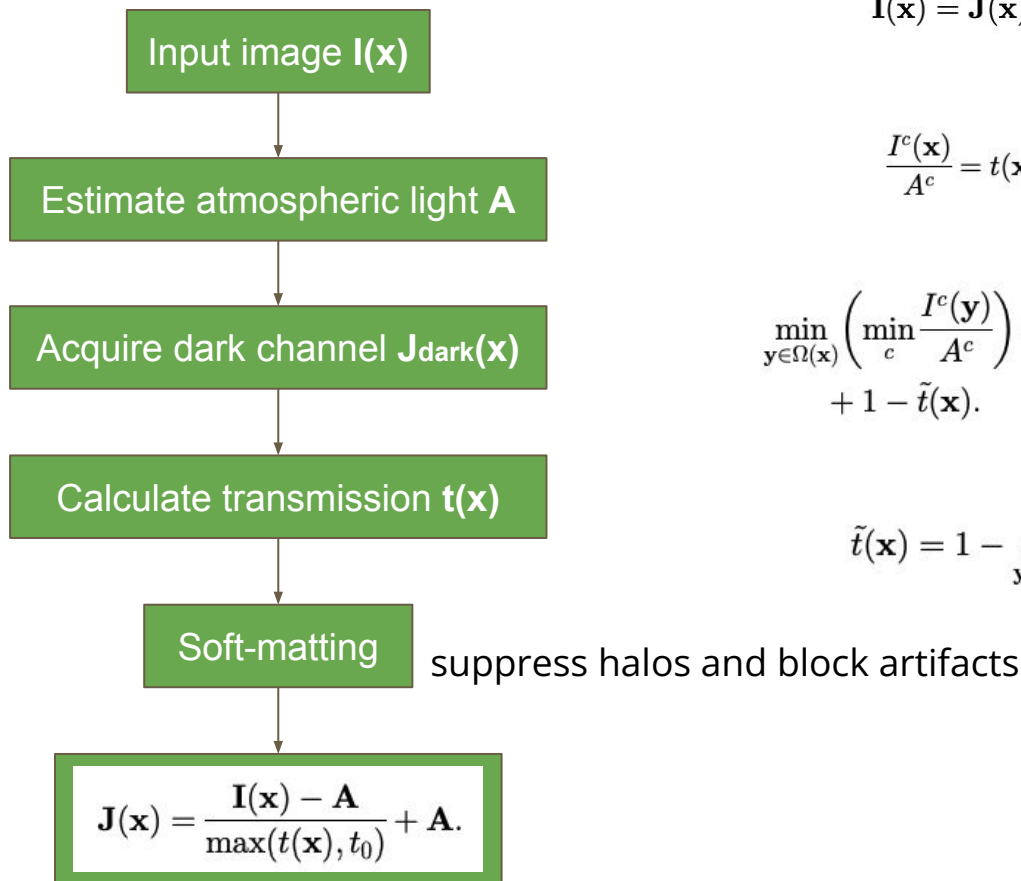


(c)

minimum filter (15x15)

3

# Algorithm



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

$$\frac{I^c(\mathbf{x})}{A^c} = t(\mathbf{x}) \frac{J^c(\mathbf{x})}{A^c} + 1 - t(\mathbf{x}).$$

$$\min_{\mathbf{y} \in \Omega(\mathbf{x})} \left( \min_c \frac{I^c(\mathbf{y})}{A^c} \right) = \tilde{t}(\mathbf{x}) \min_{\mathbf{y} \in \Omega(\mathbf{x})} \left( \min_c \frac{J^c(\mathbf{y})}{A^c} \right) + 1 - \tilde{t}(\mathbf{x}).$$

**0**

$$\tilde{t}(\mathbf{x}) = 1 - \min_{\mathbf{y} \in \Omega(\mathbf{x})} \left( \min_c \frac{I^c(\mathbf{y})}{A^c} \right).$$

# Expected Result - Qualitative

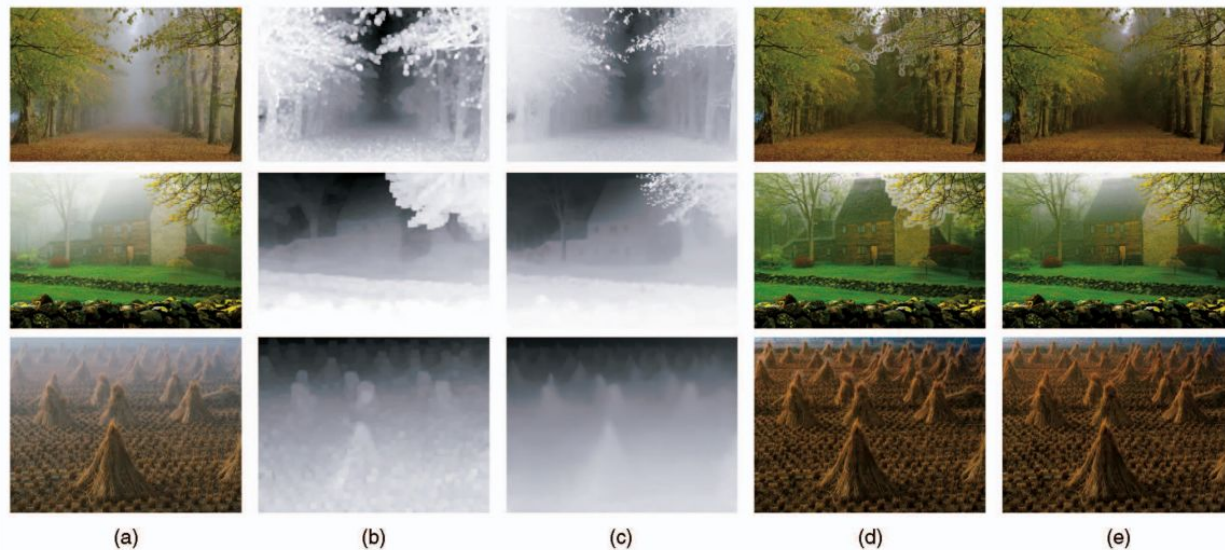


Fig. 6. Haze removal. (a) Input hazy images. (b) Estimated transmission maps before soft matting. (c) Refined transmission maps after soft matting. (d), (e) Recovered images using (b) and (c), respectively.

# Expected Result - Quantitative

Peak Signal-to-Noise Ratio (PSNR)

$$PSNR = 10 \log_{10} \left( \frac{255^2}{MSE} \right)$$

Structural Similarity Index (SSIM)

$$SSIM(r, i) = \left( \frac{2\mu_r\mu_i + c_1}{\mu_r^2 + \mu_i^2 + c_1} \right) \left( \frac{2\sigma_r\sigma_i + c_2}{\sigma_r^2 + \sigma_i^2 + c_2} \right)$$

**Table 17** PSNR and SSIM comparison of existing techniques on RESIDE dataset

Method	SOTS Outdoor		SOTS Indoor	
	PSNR	SSIM	PSNR	SSIM
DCP [63]	19.13	0.82	16.62	0.82

with ground-truth

# Reference

- [1] He, Kaiming, Jian Sun, and Xiaoou Tang. "Single image haze removal using dark channel prior." *IEEE transactions on pattern analysis and machine intelligence* 33.12 (2010): 2341-2353.
- [2] Agrawal, Subhash Chand, and Anand Singh Jalal. "A comprehensive review on analysis and implementation of recent image dehazing methods." *Archives of Computational Methods in Engineering* 29.7 (2022): 4799-4850.