

➤ **UDCP**

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https://github.com/bilityniu/underwater_dark_channel

➤ **RB**

- [2] Xueyang Fu, Peixian Zhuang, Yue Huang, Yinghao Liao, Xiao-Ping Zhang, and Xinghao Ding, “A retinex-based enhancing approach for single underwater image,” in 2014 IEEE International Conference on Image Processing (ICIP). IEEE, 2014, pp. 4572–4576.

<https://github.com/IsaacChanghau/OptimizedImageEnhance/blob/master/matlab>

➤ **FB**

- [3] Codruta O Ancuti, Cosmin Ancuti, Christophe De Vleeschouwer, and Philippe Bekaert, “Color balance and fusion for underwater image enhancement,” IEEE Transactions on Image Processing, vol. 27, no. 1, pp. 379–393, 2017.

<https://github.com/fergaleto/Color-Balance-and-fusion-for-underwater-image-enhancement.->

➤ **UGAN**

- [4] Cameron Fabbri, Md Jahidul Islam, and Junaed Sattar, “Enhancing underwater imagery using generative adversarial networks,” in 2018 IEEE International Conference on Robotics and Automation (ICRA). IEEE, 2018, pp. 7159–7165.

<https://github.com/cameronfabbri/Underwater-Color-Correction>

<https://github.com/xahidbuffon/FUnIE-GAN>

➤ **Sea-thru**

- [5] Derya Akkaynak and Tali Treibitz, “Sea-thru: A method for removing water from underwater images,” in Proceedings of the IEEE Conference on Computer Vision and Pattern Recognition, 2019, pp. 1682–1691.

<https://github.com/hainh/sea-thru>

(Previously it was officially maintained, and part of the content has been deleted. The modified effect is not very good)

➤ **FUnIEGAN**

- [6] Md Jahidul Islam, Youya Xia, and Junaed Sattar, “Fast underwater image enhancement for improved visual perception,” IEEE Robotics and Automation Letters, vol. 5, no. 2, pp. 3227–3234, 2020.

<https://github.com/xahidbuffon/FUnIE-GAN>