

Single Image Dehazing

Arico Amaury
BruFace student

Colot Emmeran
BruFace student

Khansir Nima
BruFace student

Abstract—Outdoor images are affected by atmospheric visibility reduction, particularly haze. The hazing effect are influenced by several factors including location, weather, pollution and other geographic and environmental parameters. Visibility degradation is dependant on the distance between the camera and the scene points. Litterature shares various algoritms to dehaze outdoor images. As part of the image processing project, our group will apply an aglorithm preforming a dehazing process requiring one single input developed by scientists from Hebrew University of Jerusalem. By delimiting and exploiting local patches from this single input, the global airlight vector - the atmospheric colour - and the transmission gradient - the hazing reduction coefficient - are extracted. Through this report, we will describe the three steps of the algorithm, validate the dehazing process by showing the after-process results and compare it with the original pictures.

vector determination [a], the airlight magnitude determination [b] and the transmission coefficient regularisation [c].

I. INTRODUCTION

Haze, visibility reduction phenomenom, is coming from the presence in the atmosphere of particules scattering the ambient light, attenuating the contrast for outdoor images and corrupting the true radiance of the scenary by a ambient colour. The dehazing algorithm presented in this report is processing image from on its RGB representation. it operates based on the following pixel colour-based image model :

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

where $I(x)$ is the pixel colour under hazing condition or in other words, the image input, A is the ambient light colour, $J(x)$ the true pixel radiance, $t(x)$ is the transmission function is the scattering coefficient ranging from 0 (airlight colour) to 1 (true radiance colour), distance-dependent is defined by the equation [2]:

$$t(x) = e^{-\beta d(x)} \quad (2)$$

where β is the wave phase number and $d(x)$ the scene pixel distance from the camera. From the equation [2] one can observe $t(x)$ is dependent on the wavelength and thus be different for each colour component. Nevertheless, the dehazing method assume a constant matting gradient $t(x)$ for each colour channel. The used algorithm is operating under this assumption. The contrast attenuation and the ambient colour corruption can be highlited by breaking the equation [1] - $t(x)J(x)$, the attenuation component and $(1 - t(x))A$, the ambient light effect. $I(x)$ being the input, the dehazing process is reduced to find the transmission and the global airlight parameters to recompose the true radiance scenary. This process can be decomposed in three steps : the airlight