

RVDNET: A TWO-STAGE NETWORK FOR REAL-WORLD VIDEO DESNOWING WITH DOMAIN ADAPTATION



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ABSTRACT

Video snow removal is an important task in computer vision, as the snowflakes in videos reduce visibility and negatively affect the performance of outdoor visual systems. However, due to the complexity of real snowy scenarios, it is difficult to apply existing supervised learning-based methods to process real-world snowy videos. In this paper, we propose a novel two-stage video desnow network for the real world, called **RVDNet**. The first stage of RVDNet utilizes Spatial Feature Extraction Modules (SFEM) to extract the spatial features of the input frames. In the second stage, we design Spatial-Temporal Desnowing Modules (STDM) to remove snowflakes via spatio-temporal learning. Furthermore, we introduce the unsupervised domain adaptation module, which is embedded for aligning the feature space of real and synthetic data in the spatial and spatio-temporal domains, respectively. Experiments on the proposed SnowScape dataset prove that our method has superior desnow performance not only on synthetic data, but also in the real world.

Proposed Method

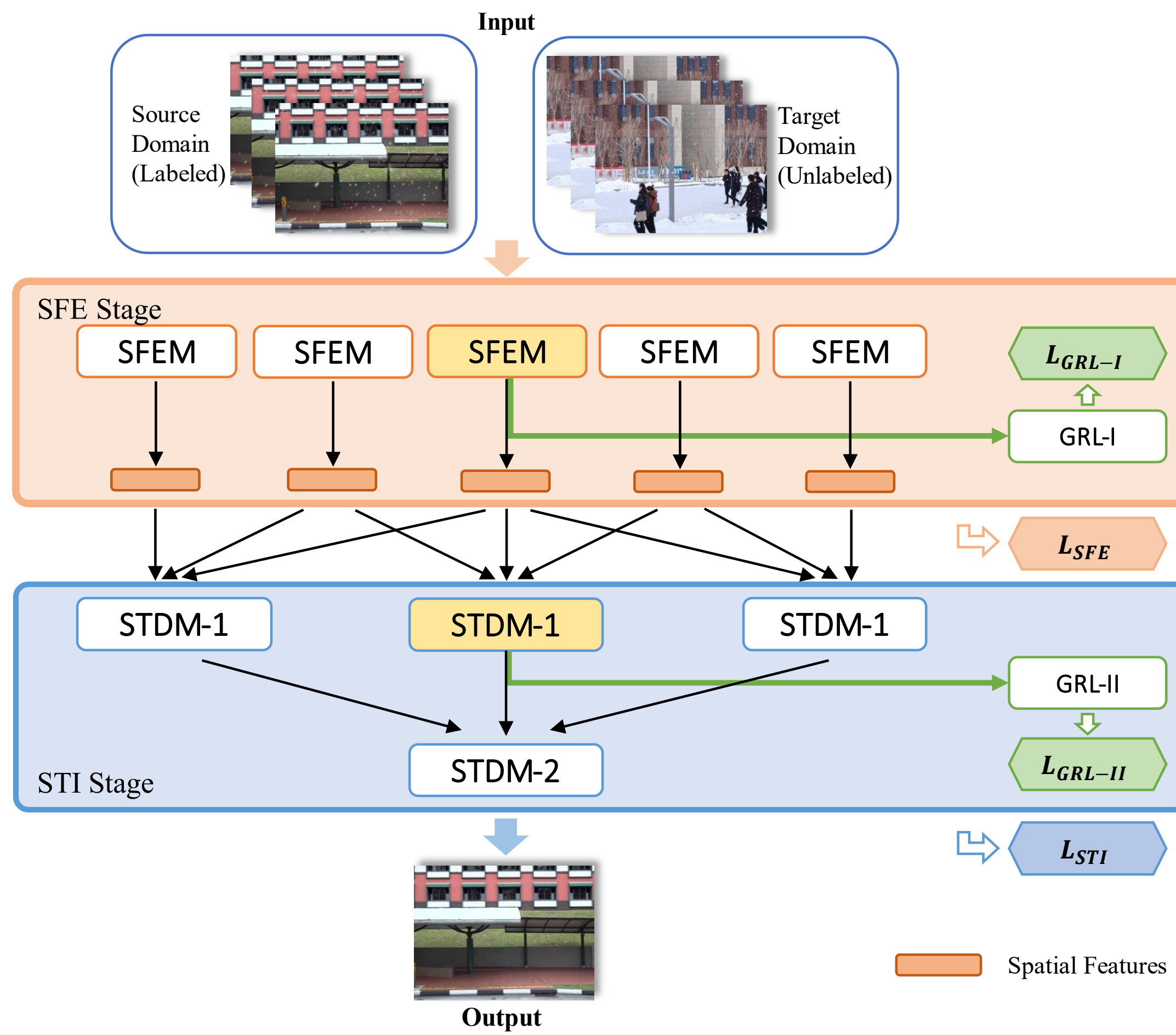


Fig. 1. Overall architecture of RVDNet

In order to remove snowflakes from real-world videos, we propose a novel **Two-stage Network for Real-world Video Desnowing with Domain Adaptation (RVDNet)**.

- The first stage of RVDNet is the **Spatial Feature Extraction (SFE)** Stage, which inputs the adjacent frames into the network in parallel to obtain the spatial domain features of each frame.
- The second stage is the **Spatio-Temporal Interaction (STI)** Stage, which concatenate the results of the first stage as inputs and processes them through two layers to obtain a snow free video.
- Furthermore, RVDNet embeds **Domain Adaptation (DA)** modules into the two stages to achieve the goal of multi-stage feature alignment.

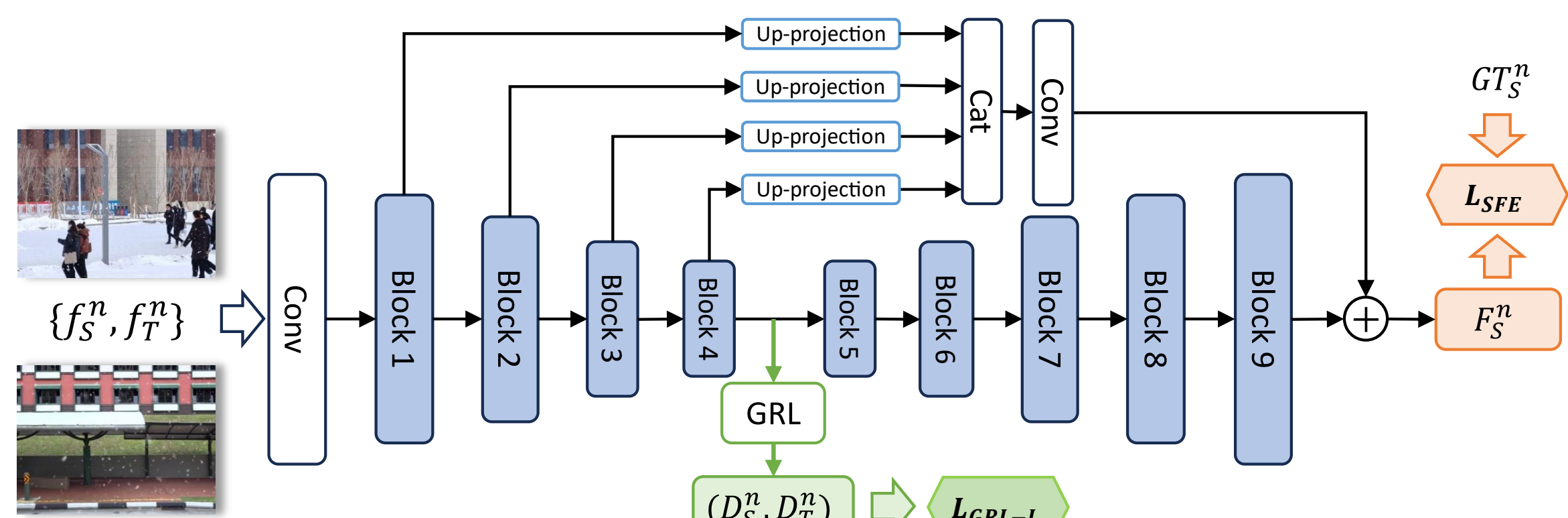


Fig. 2. SFEM with DA module

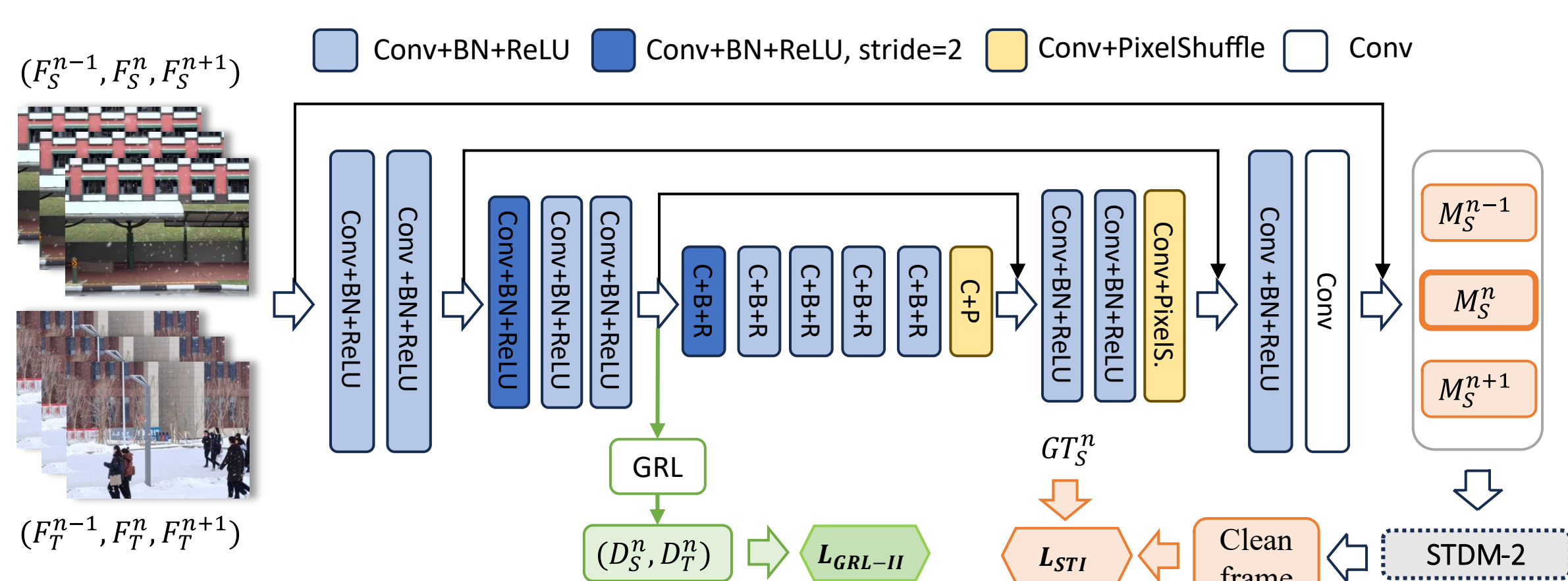


Fig. 3. STDM with DA module

Experiments



Fig. 4. Visual comparison of different methods on synthetic snowy sequences

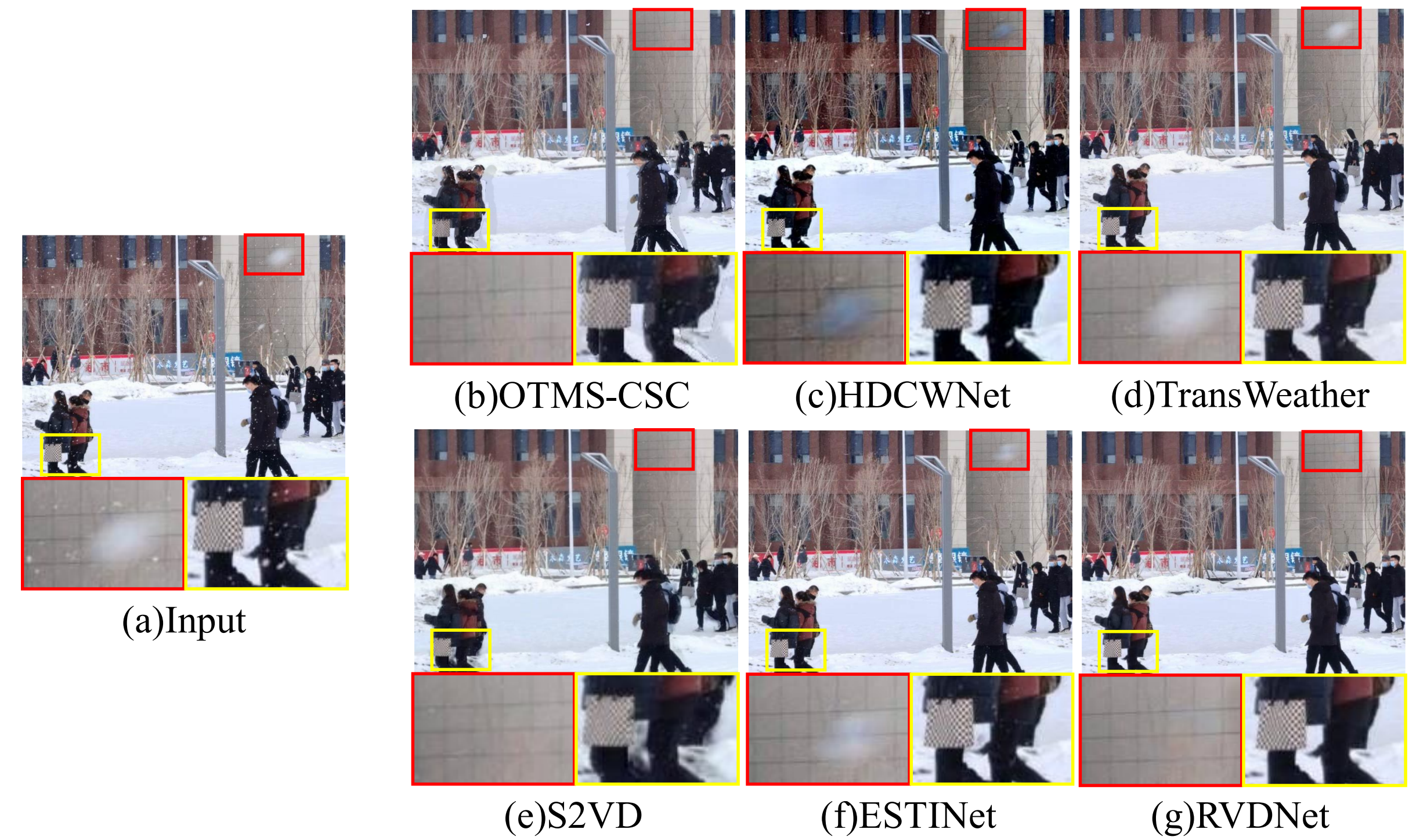


Fig. 5. Visual comparison of different methods on real-world snowy sequences

Table 1. Performance comparison with state-of-the-art methods.

| Methods | Synthetic Dataset | | Real Dataset | | |
|---------------|-------------------|---------------|---------------|---------------|---------------|
| | PSNR↑ | SSIM↑ | NIQE↓ | BRISQUE↓ | PIQE↓ |
| OTMS-CSC | 29.75 | 0.9122 | 2.6380 | 28.084 | 39.069 |
| HDCWNet | 21.59 | 0.8493 | 2.7235 | 33.189 | 36.721 |
| TransWeather | 34.72 | 0.9638 | 2.7318 | 30.044 | 39.701 |
| S2VD | <u>35.56</u> | <u>0.9644</u> | 2.9460 | 20.470 | 42.696 |
| ESTINet | 34.97 | 0.9547 | <u>2.3391</u> | <u>18.756</u> | 37.794 |
| RVDNet | 37.89 | 0.9773 | 2.2143 | 18.546 | 35.676 |

Table 2. Ablation study of different architectures in our work.

| Methods | Synthetic Dataset | | Real Dataset | | |
|--------------------|-------------------|---------------|---------------|---------------|---------------|
| | PSNR↑ | SSIM↑ | NIQE↓ | BRISQUE↓ | PIQE↓ |
| SFE | 26.92 | 0.8462 | 2.9985 | 31.719 | 40.884 |
| STI | 35.77 | 0.9477 | 3.4886 | 31.703 | 37.363 |
| SFE + STI | 38.01 | 0.9805 | 2.7693 | 28.641 | 38.626 |
| SFE + STI + GRL-I | 37.36 | 0.9745 | <u>2.2538</u> | <u>19.785</u> | <u>36.917</u> |
| SFE + STI + GRL-II | 37.39 | 0.9734 | 2.2639 | 21.063 | 37.807 |
| RVDNet | <u>37.89</u> | <u>0.9773</u> | 2.2143 | 18.546 | 35.676 |

Conclusion

We propose **RVDNet** as a solution to real world video snow removal. Through the two-stages structure, RVDNet makes full use of the information in both spatial domain and spatio-temporal domain, so that snowflakes are effectively removed from the video. Furthermore, the unsupervised domain adaptation module embedded in RVDNet tackles the problem of domain shift between the synthetic and real data, and improves the desnowing performance in real scenes. Experiments on the proposed SnowScape dataset have shown that RVDNet has superior desnow performance not only on synthetic data, but also in the real world. In the future, we will continue our efforts to improve the efficiency of video desnowing and seek more appropriate ways to evaluate video desnowing results, such as utilizing high-level vision tasks.

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