低光照增强算法：模拟去雾

没什么好谈的这个，就是用何凯明的去雾算法来做低光照增强。

Fast efficient algorithm for enhancement of low lighting video, ICME 2011, Xuan Dong, Tsinghua Unviersity
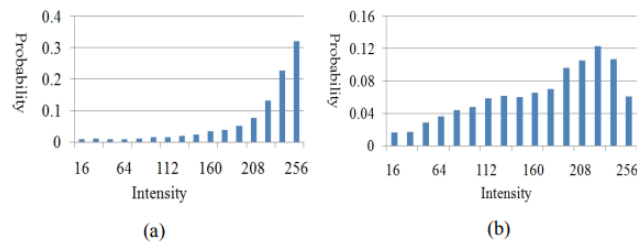
低光照取反（255-原始）和有雾图片的对比：

Fig. 3. histogram of all pixels' color channels' minimum intensities of (a) the 30 inverted low lighting videos/images and (b) the 30 haze videos/images.

Comparing Figures 3(a) and 3(b), we find that the two histograms exhibit great similarities, and that more than 80% of pixels in both the inverted and the haze cases have high intensities in all color channels.

之后就直接套用去雾方法做，当然最后有自己的调整：结果会偏暗，进行了相应的调整。这里都是细节，没看。可以去看论文，就五页。

代码在存储资料 LowLight-01.html 中。