

# Single Image Haze Removal Using Dark Channel Prior

**AVD862 - Digital Image Processing**  
**Literature review**

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# Haze

- ❑ Physical layer of white noise added to the image
- ❑ Suspended particles (dust, mist, fumes) scatter light
- ❑ Reduces contrast and visibility

## Challenge of Haze Removal

- ❑ Outdoor images captured in bad weather (fog, haze, smog) suffer from low contrast, faint colors, and loss of detail

# Haze Imaging Model

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

where

$I(x)$ : The Hazy Image (input)

$J(x)$ : The Clean Radiance (output/goal)

$t(x)$ : Transmission Map (how much light reaches the camera)

$A$ : Atmospheric Light (color of the haze/sky)

- ☐ We only know  $I$
- ☐ We need to find  $J$ ,  $t$  and  $A$
- ☐ 1 Equation, 3 Unknowns!

# Dark Channel

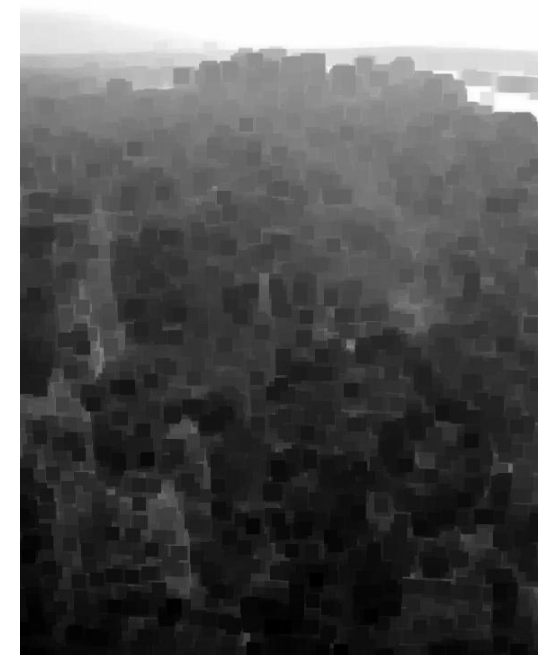
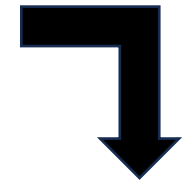
- ❑ In non-sky patches of haze-free images, at least one color channel (R, G or B) has very low intensity (close to 0).

$$J^{dark}(x) \approx 0$$

- ❑ If a patch is not dark ( $>0$ ), it must be due to Haze (whiteness)

If  $t=1$ , no haze

If  $t=0$ , totally opaque fog



# Dark Channel Calculation

- ❑ Minimum filter:

$$J^{\text{dark}}(\mathbf{x}) = \min_{\mathbf{y} \in \Omega(\mathbf{x})} \left( \min_{c \in \{r, g, b\}} J^c(\mathbf{y}) \right)$$

At every pixel and its neighbours (15 x 15 window) and pick the lowest value among all colour channels (R, G, B) and all neighbours

- ❑ Using “erosion” as a local minimum filter

# Atmospheric Light Estimation

- ❑ From dark channel, pick the top 0.1% brightest pixels, which represent the 'haziest' part of the image
- ❑ Select highest intensity pixel from original Image at those locations
- ❑ This gives  $A$  (Atmospheric Light)

# Transmission Estimation

- Using the haze equation and the Dark Channel theory

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

$\omega = 0.95$ , a small amount of haze for depth perception

- **Refinement:**

- Min-filter creates blocky "halos" around edges
- Use **Guided Filter**: Acts as an edge-preserving smoothing filter

# Image Recovery

- ❑ Using the original haze modelling equation:

$$J(x) = \frac{I(x) - A}{\max(t(x), 0.1)} + A$$

- ❑  $\max(t(x), 0.1)$  is to prevent dividing by zero if transmission is extremely low



# Demonstration



# Demonstration





# Demonstration



- ❑ **Paper Implemented:** Single Image Haze Removal Using Dark Channel Prior by Kaiming He, Jian Sun, and Xiaoou Tang (IEEE)
- ❑ **Paper Link:** <https://ieeexplore.ieee.org/document/5567108>
- ❑ **Python code on GitHub:** <https://github.com/saurabhkr132/image-haze-remover>

# Thank You

