

# Specularity Factorization for Low Light Enhancement

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# Overview



- **Image Factorization:**
  - Specularity based
  - Interpretable
  - Simple & low-cost

- **Core Idea:**
  - Recursively extract specularity
  - Identify illuminated regions
  - Enhance individually

# Image Factorization

## WHAT :

*Disentangle the image into two or more meaningful factors .*

*Combined multiplicatively or additively.*

## WHY :

- Common and Crucial Step
- Interpretable Editing

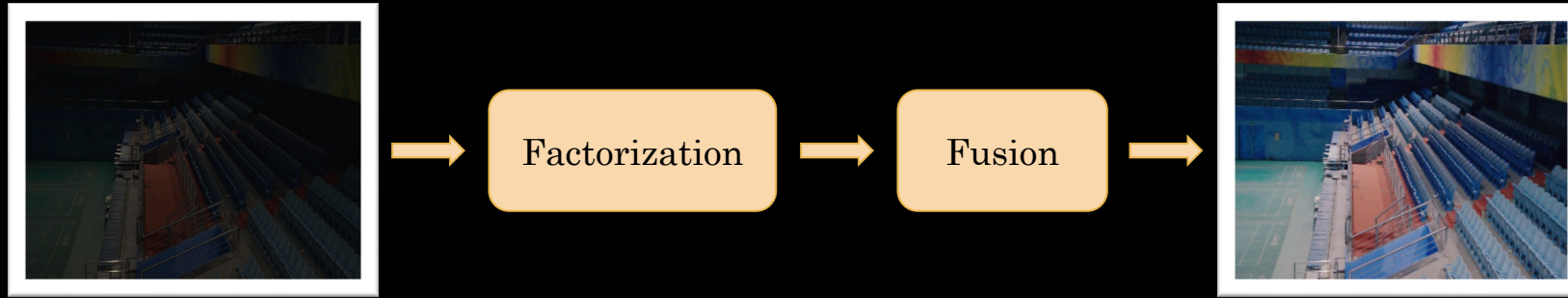
## WHEN :

- Single Image
- Multiple Images

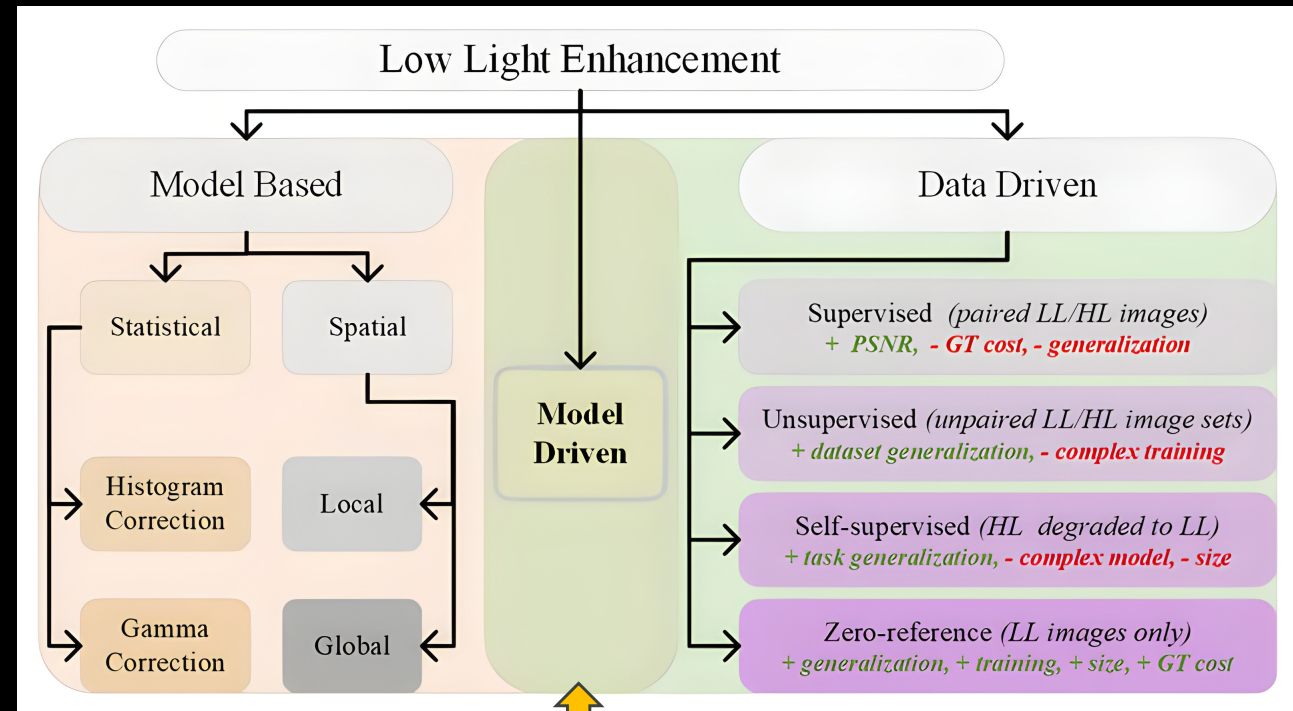
Criteria	Type	#Factors
Retinex	$I = R.S$	2
Details	$I = \text{High} + \text{Low pass}$	2
Spectral	$I = F (\text{phase*amp.})$	2
Rank	$I = L + e$	2
Wavelets	$I = HL + LL + LH + HH$	$2^n$
Spatial	$I = \text{Pymd}(I)$	var.
Intensity	$I = I^1 + I^2 + .. + I^k$	var.
Specularity	$I = E^1 + E^2 + .. + E^k$	var.



# Low Light Enhancement



- Factorization + Fusion
- Model Driven
- Zero-reference  
(no paired/unpaired dataset)



# Specularity Factorization

Dichromatic reflection model:  $\mathbf{X} = \mathbf{A} + \mathbf{E}$

Specular

Simple L1 minimization

$$\operatorname{argmin}_{\mathbf{E}, \mathbf{A}} \|\mathbf{A}\|_* + \lambda \|\mathbf{E}\|_1 \quad \text{s.t. } \mathbf{X} = \mathbf{A} + \mathbf{E},$$

Sparse

ADMM update (T iterations)

$$\mathbf{E}_{t+1} = \delta_{\alpha_t}^1 (\mathbf{X} - \mathbf{A}_t - \mathbf{Y}_t^T / \mu_t)$$

$$\mathbf{A}_{t+1} = \delta_{\beta_t}^* (\mathbf{X} - \mathbf{E}_{t+1} - \mathbf{Y}_t^T / \mu_t)$$

$$\mathbf{Y}_{t+1} = \mathbf{Y}_t + \mu_t (\mathbf{A}_{t+1} + \mathbf{E}_{t+1} - \mathbf{X})$$

Soft  
thresholding

$\alpha, \beta$  functions  
of  $\lambda$

$\mu$  step size

X



E



A



- [Convex Optimization](#). Stephen Boyd and Lieven Vandenberghe. Cambridge University Press, 2004.
- [Distributed optimization and statistical learning via the alternating direction method of multipliers](#). Boyd et al. Foundations and Trends in ML, 2011.
- [Proximal algorithms](#). Neal Parikh and Stephen Boyd. Foundations and Trends in Optimization, 2014.

# Recursive Specularity Factorization Model

Single L1 minimization

$$\operatorname{argmin}_{\mathbf{E}, \mathbf{A}} \|\mathbf{A}\|_* + \lambda \|\mathbf{E}\|_1 \quad \text{s.t. } \mathbf{X} = \mathbf{A} + \mathbf{E},$$

Update Input & relax sparsity constraint

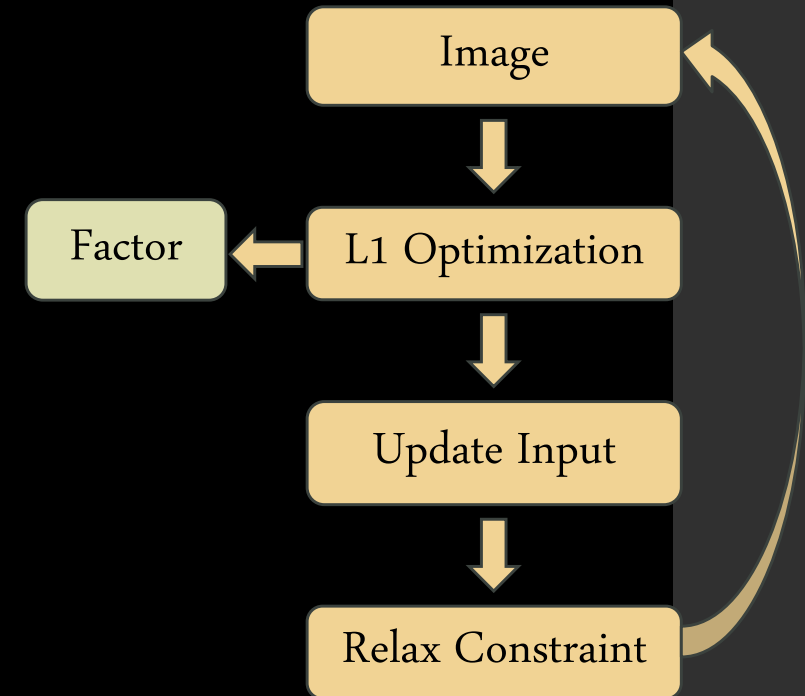
$$\mathbf{X}^{k+1} = \mathbf{X}^k - \mathbf{E}^k$$

$$\lambda^{k+1} < \lambda^k$$

Recursive optimization

Repeat K times

$$\mathbf{I} = \mathbf{E}^1 + \mathbf{E}^2 + \dots + \mathbf{E}^K = \sum_{k=1}^K \mathbf{E}^k$$

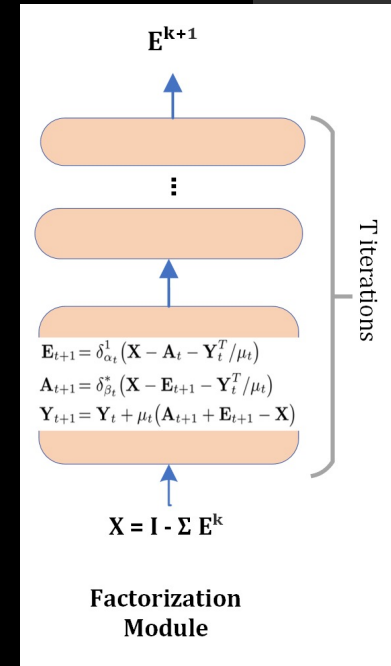
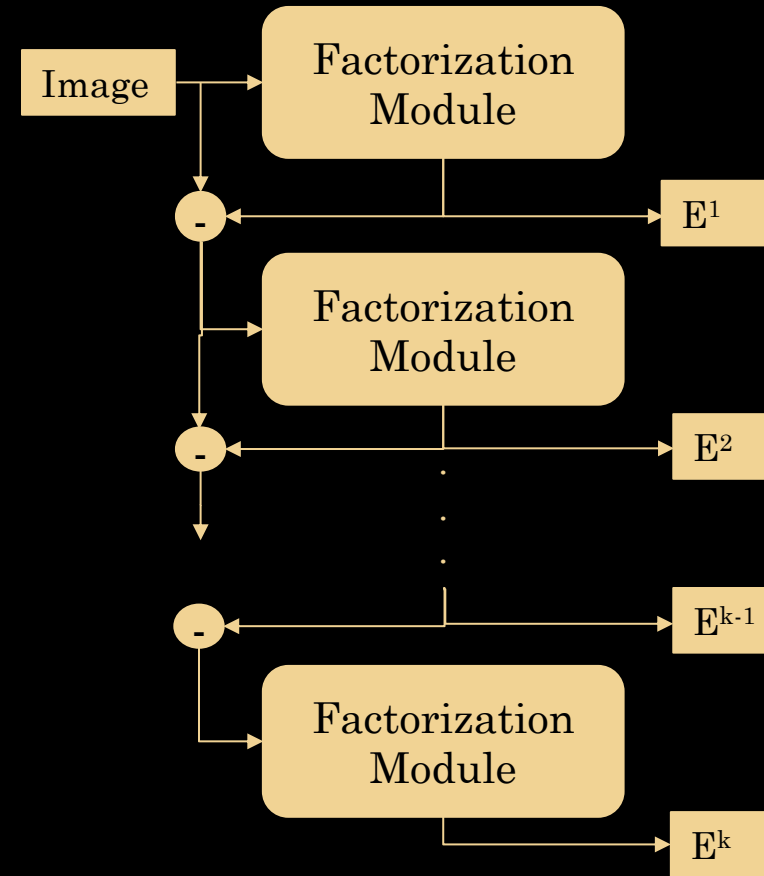


## Core Idea:

Decompose an image into K factors by recursively optimizing with gradually relaxed sparsity.

# Unrolling (RSFNet)

- Recursive Specularity Factorization Network
- Learn 3 params per iteration
  - $\alpha \beta \mu$
- For K factors (T iterations each):
  - $3KT$  parameters only !



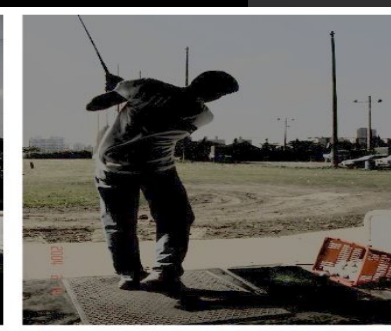
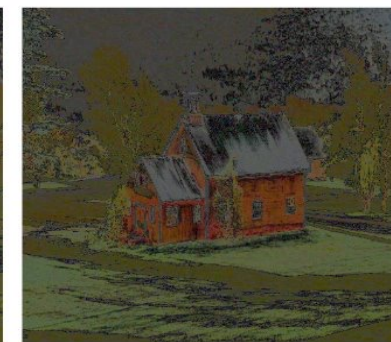
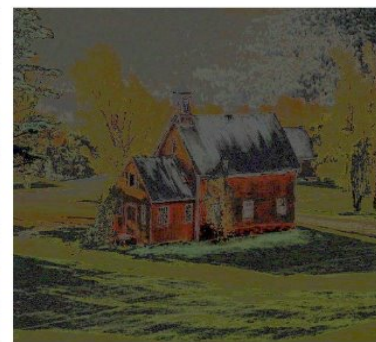
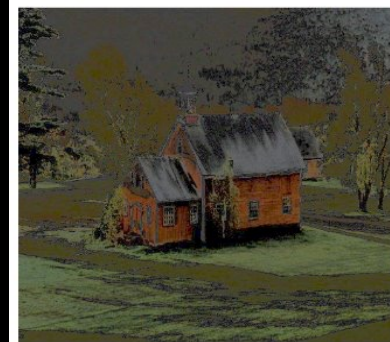
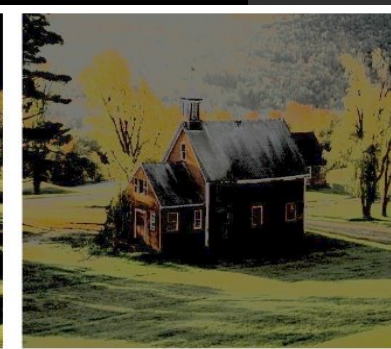
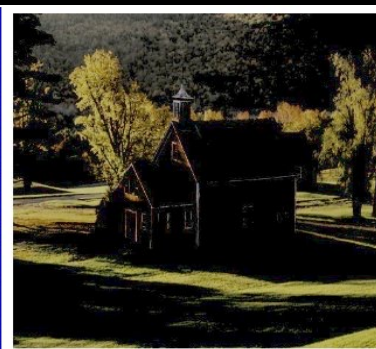
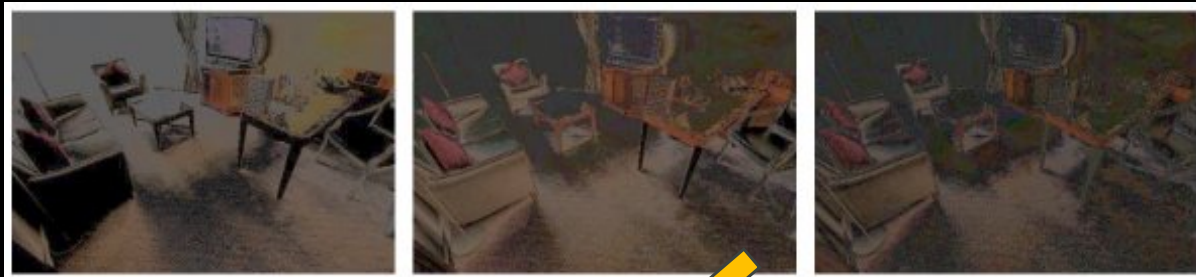
## Factorization Loss

Total intensity ratio

$$L_f^k = \left| \frac{E^k}{X^k} - \frac{k}{K} \right|$$

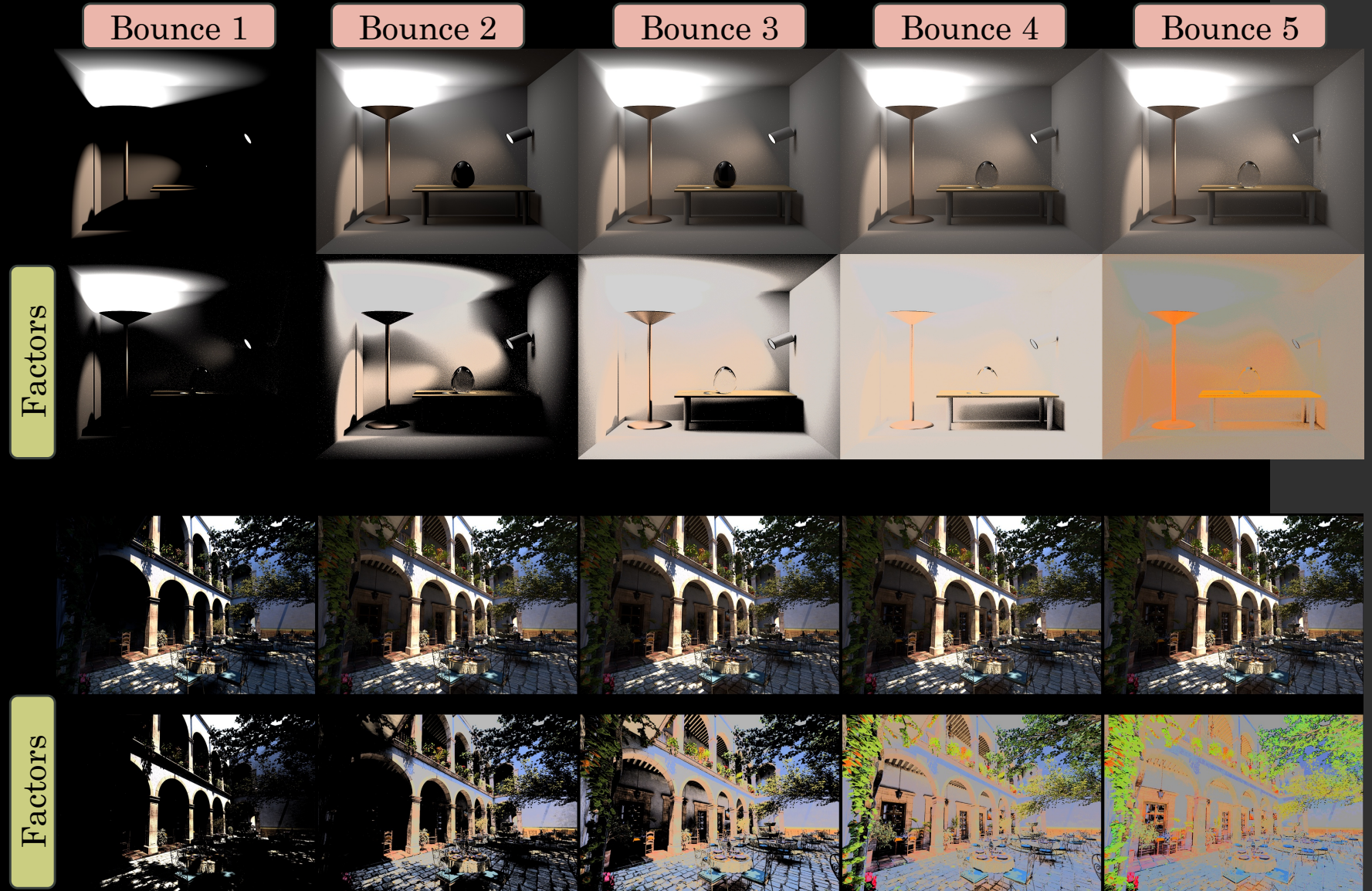
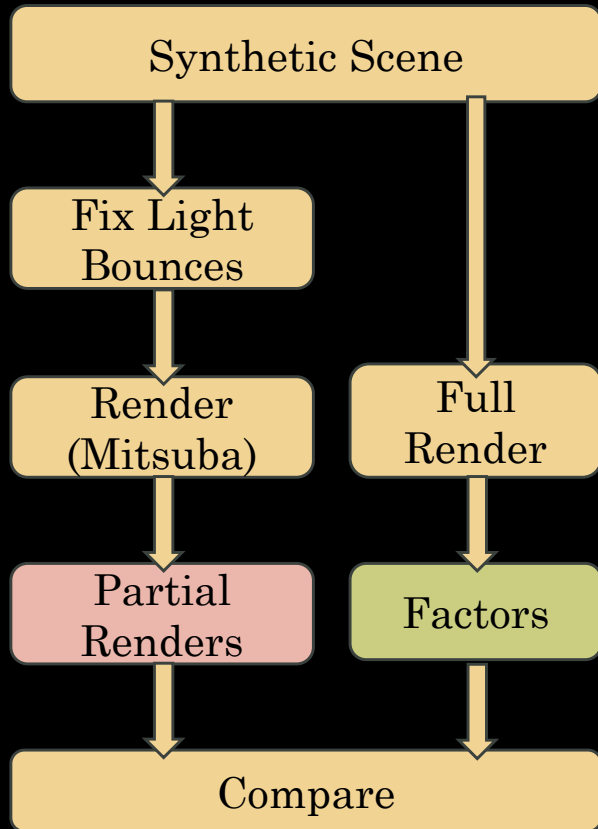
$$L_f = \sum_{k=1}^K L_f^k$$

# Factors Visualization





# Hypothesis Validation (synthetic scenes)



# Hypothesis Validation (synthetic scenes)

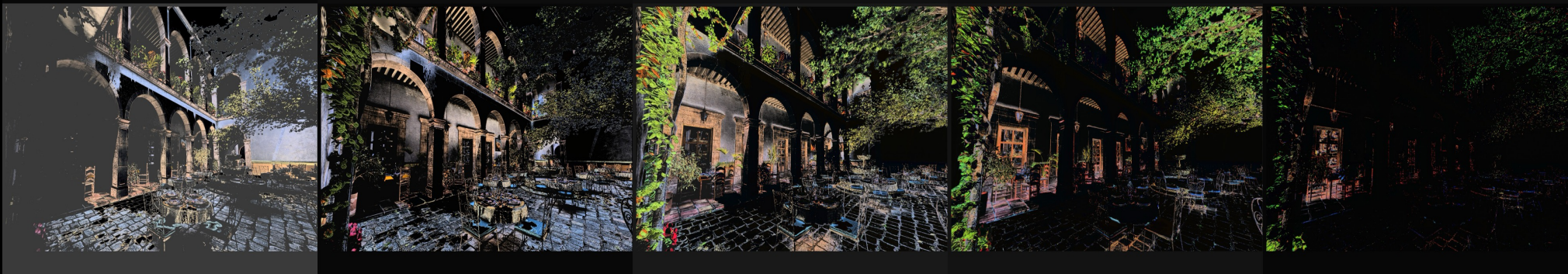
Image



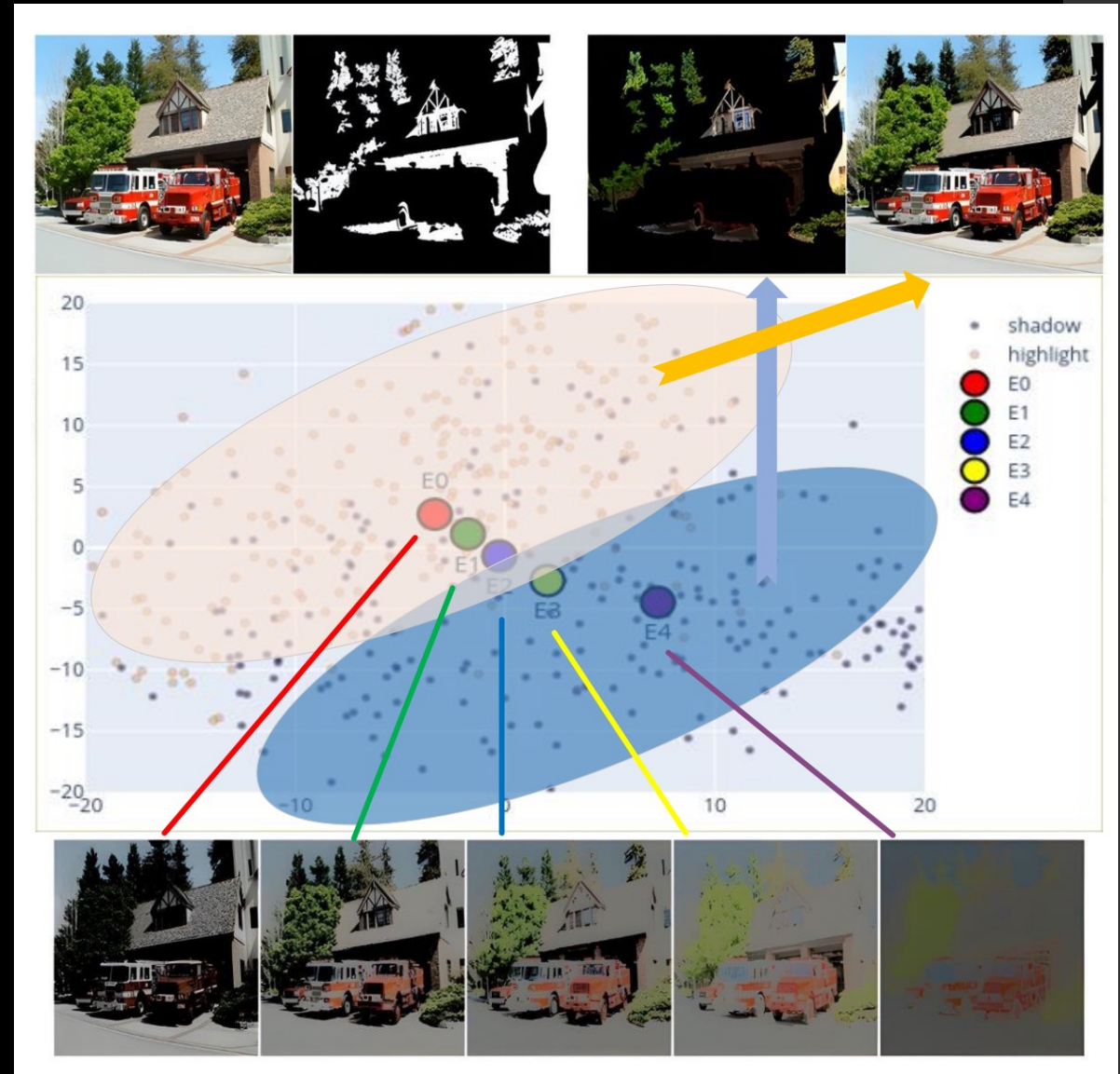
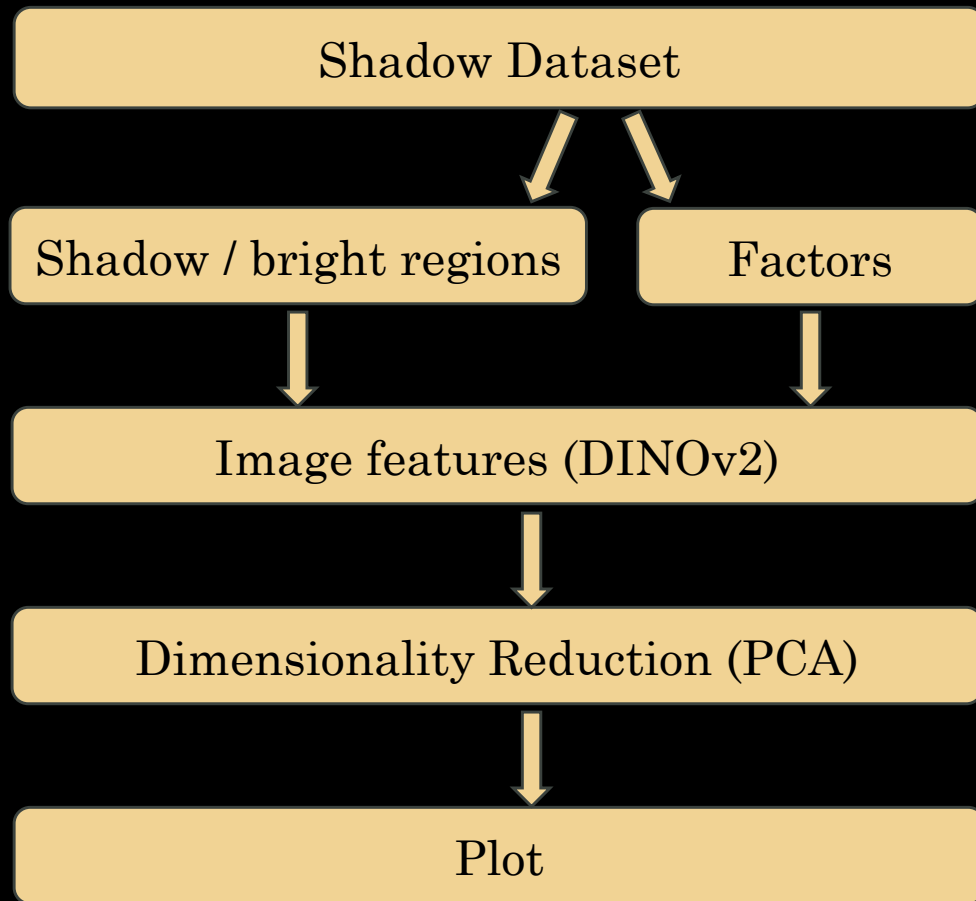
Factors



Differences



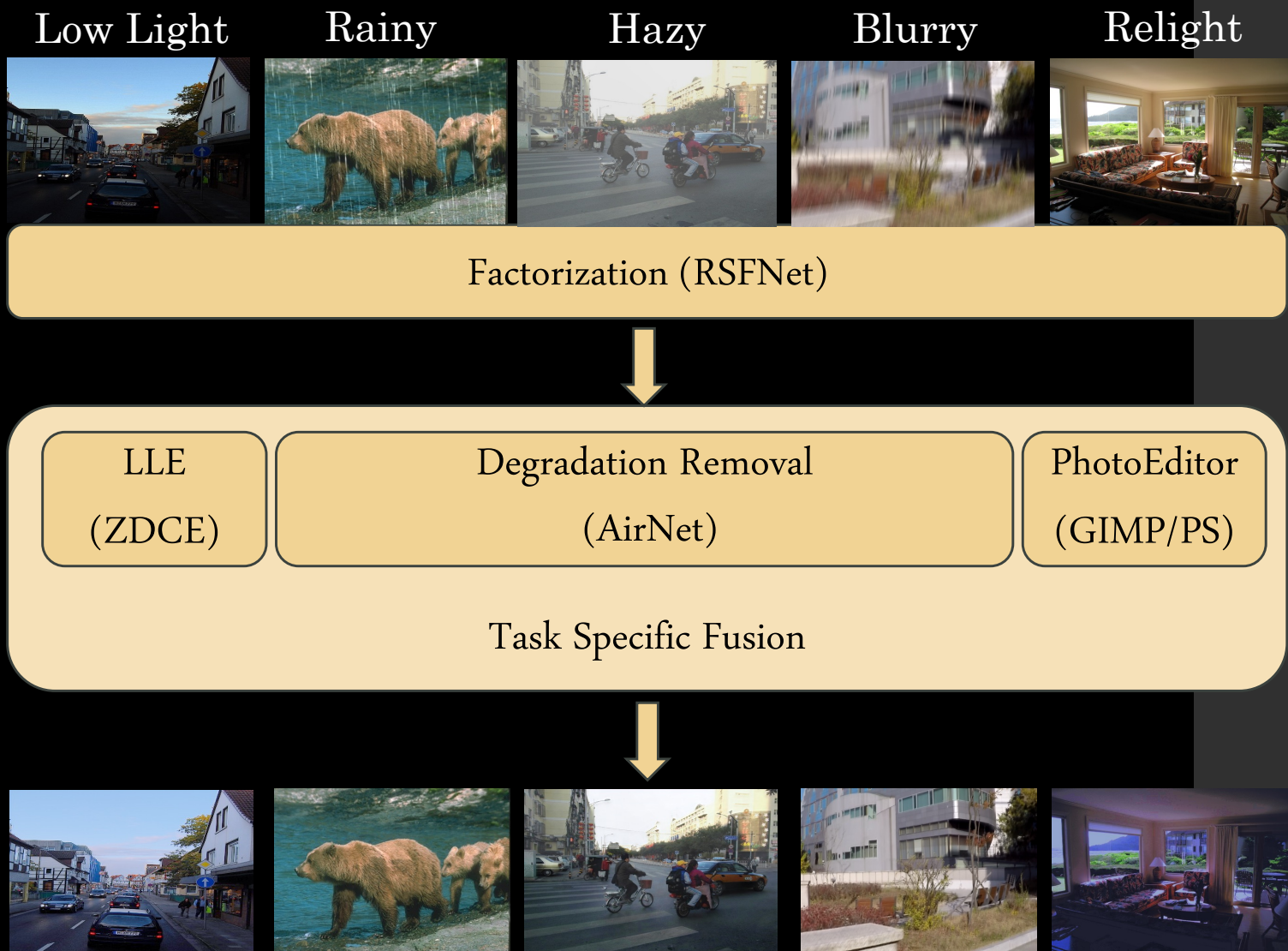
# Hypothesis Validation (real scenes)



- Revisiting shadow detection: A new benchmark dataset for complex world. Hu, Xiawei et al. *IEEE TIP 2021*.
- Emerging properties in self-supervised vision transformers. Caron, Mathilde et al. *ICCV 2021*.

# Fusion

- Off-the-shelf task based fusion
  - Zero-reference LLE network (ZDCE - UNet)
  - Supervised multi-task enhancement (AirNet)
  - Direct fusion (w/o learning)
    - Weighted Average (by intensity)
    - Manual blending
    - Exposure Fusion



- **ZDCE:** Zero-reference deep curve estimation for low-light image enhancement. *CVPR, 2020. Guo et al. CVPR 2020.*
- **AirNet:** All-In-One Image Restoration for Unknown Corruption. *Li et al. CVPR 2022.*
- **Exposure Fusion:** A simple and practical alternative to high dynamic range photography. *Mertens et al. Computer Graphics Forum 2009.*

# Experimentation

- **Datasets: (13)**
  - Full-reference (4)
    - Lol-v1
    - Lol-v2 (real)
    - Lol-v2 (synthetic)
    - VE-Lol
  - No-reference (5)
    - DICM
    - MEF
    - LIME
    - VV
    - NPE
  - Application Datasets (4)
    - Rain100L
    - GoPro
    - RESIDE
    - IIW
- **Metrics: (7)**
  - Full-reference
    - PSNR<sub>c</sub> (rgb)
    - SSIM<sub>c</sub> (rgb)
    - PSNR<sub>y</sub> (Y of YCbCr)
    - SSIM<sub>y</sub> (Y of YCbCr)
    - LPIPS
  - No-reference
    - NIQE
    - LOE
- **Comparisons: (20+)**
  - LLE
    - Traditional (3)
    - Zero-reference (7)
    - Unsupervised (5)
    - Supervised (4)
  - Applications (3)
    - Deraining
    - Dehazing
    - Deblurring

# LLE Results



Input

GT

Reconstruction

Input

GT

Reconstruction

- Lolv1 : Deep retinex decomposition for low-light enhancement. Wei et al. *BMVC 2018*.
- Lolv2 : Sparse gradient regularized deep retinex network for robust low-light image enhancement. Yang et al. *IEEE TIP 2021*.

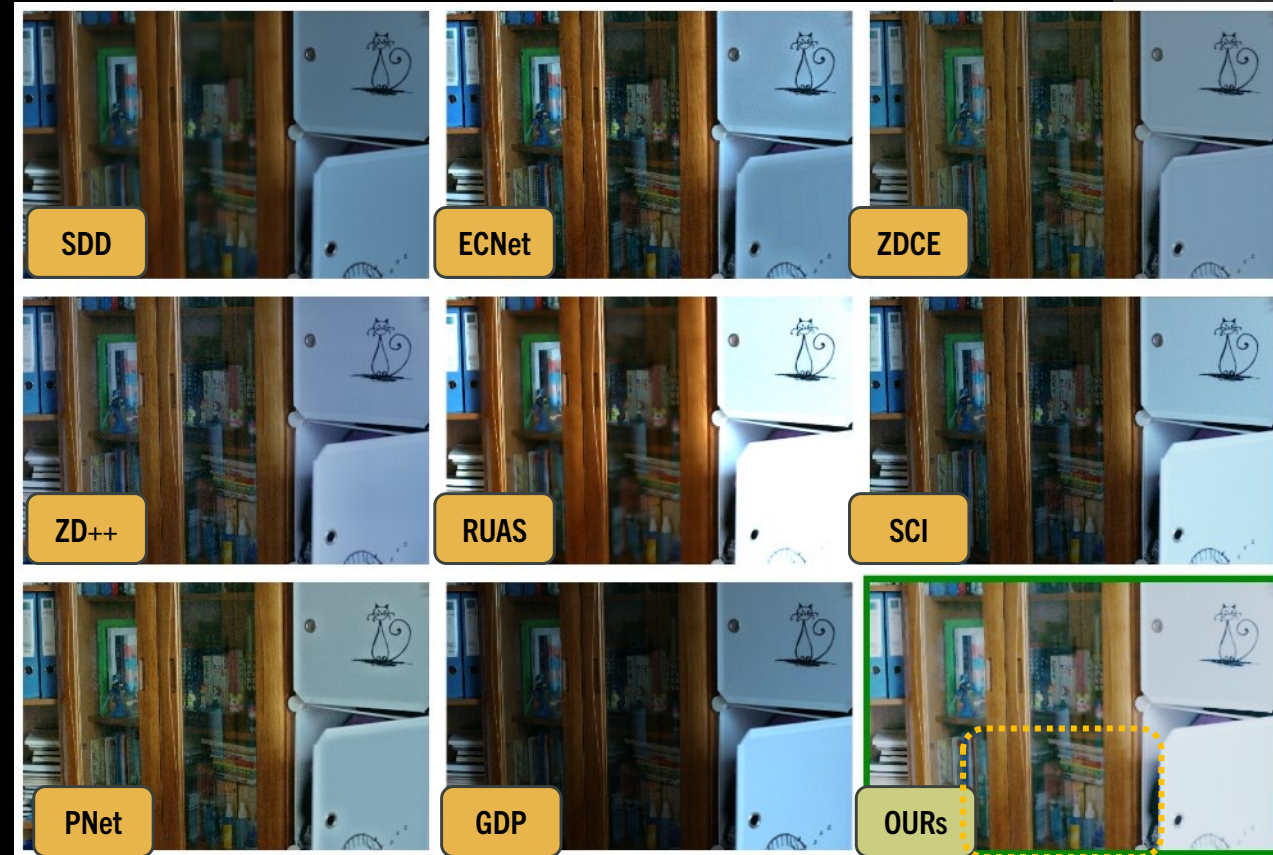
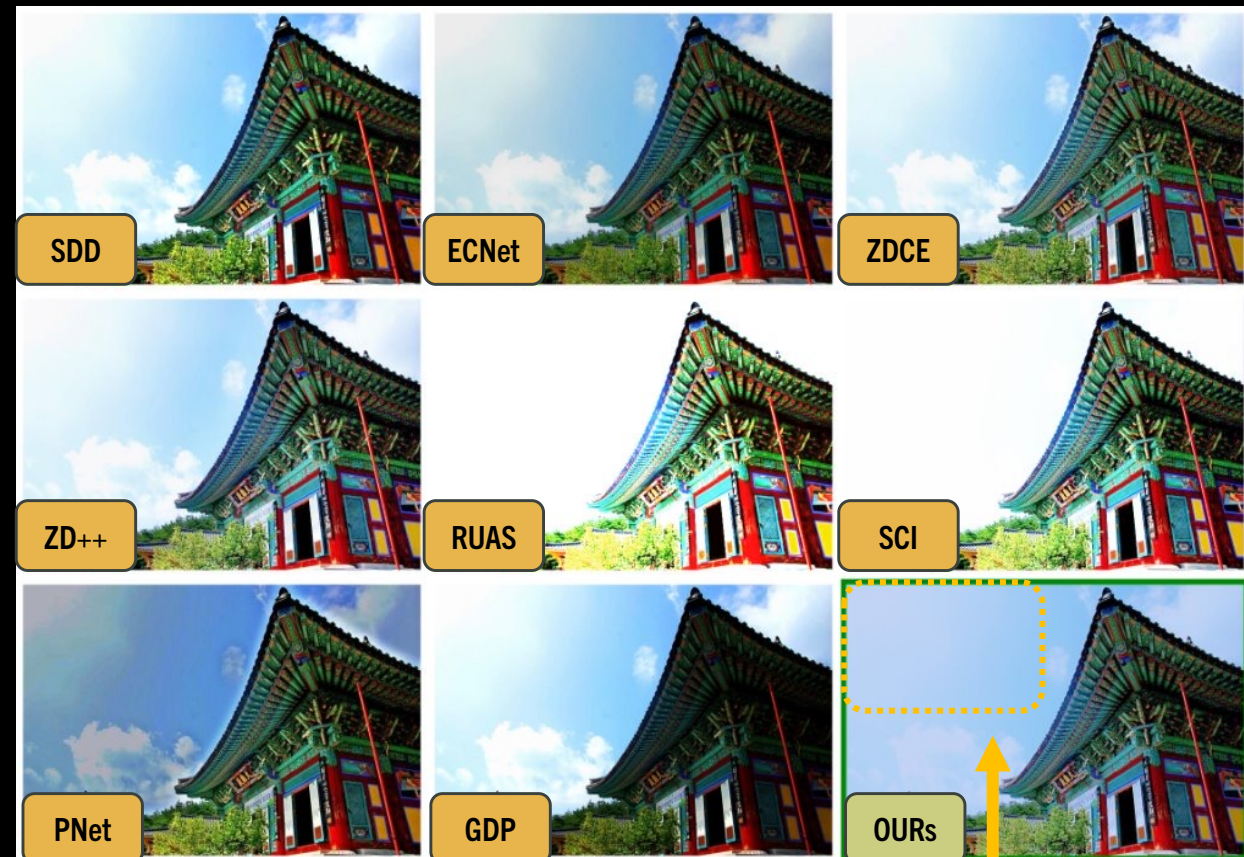
# Quantitative Comparison

Mean scores on LoLv1, LoLv2-real, LoLv2-syn and VE-LoL datasets

	Traditional LLE			Zero-Reference LLE							
	LIME	DUAL	SDD	ECNet	ZDCE	ZD++	RUAS	SCI	PNet	GDP	<b>RSFNet</b>
#Param (*10 <sup>3</sup> )	-	-	-	16.5k	79.42	10.56	3.43	<u>0.26</u>	15.25	552k	<u>2.11</u>
PSNR <sub>y</sub> ↑	18.50	17.83	17.50	18.45	19.26	18.73	17.09	18.07	<b>19.65</b>	15.88	<u>21.16</u>
SSIM <sub>y</sub> ↑	0.737	0.728	<b>0.781</b>	0.677	0.777	0.674	0.743	0.745	0.743	0.634	<u>0.854</u>
PSNR <sub>c</sub> ↑	16.53	15.88	15.77	16.25	17.19	16.76	15.12	16.20	<b>17.35</b>	14.15	<u>18.45</u>
SSIM <sub>c</sub> ↑	0.596	0.583	<b>0.679</b>	0.538	0.634	0.548	0.532	0.587	0.605	0.504	<u>0.758</u>
NIQE ↓	7.855	7.478	<b>4.077</b>	7.543	4.270	7.468	5.841	7.626	7.791	6.726	<u>3.763</u>
LPIPS ↓	0.291	0.297	<u>0.266</u>	0.329	<b>0.273</b>	0.296	0.346	0.295	0.302	0.379	0.276

- **LIME**: Low- light image enhancement via illumination map estimation. Guo et al. *IEEE TIP* 2016.
- **DUAL**: Dual illumination estimation for robust exposure correction. Zhang et al. *CFG* 2019.
- **SDD**: Low-light image enhancement with semi- decoupled decomposition. Hao et al. *IEEE TMM* 2020.
- **ECNet**: Zero-shot restoration of back-lit images using deep internal learning. Zhang et al. *ACM MM* 2019.
- **ZDCE/ZD++**: Zero-reference deep curve estimation for low-light image enhancement. *CVPR* 2020.
- **RUAS**: Retinex-inspired unrolling with cooperative prior architecture search for low-light image enhancement. Risheng et al. *CVPR* 2021.
- **SCI**: Toward fast, flexible, and robust lowlight image enhancement. Ma et al, *CVPR* 2022.
- **PNet**: Progressive self-enhancement network for unsupervised extreme-light image enhancement. Nguyen et al. *WACV* 2023.
- **GDP**: Generative diffusion prior for unified image restoration and enhancement. Fei et al, *CVPR* 2023

# Qualitative Comparisons



- Preserves Natural-ness
- Over/under exposed regions
- No artifacts



## Generalization (0-Reference)

- 5 no-reference datasets (DICM, LIME, MEF, NPE, VV)
- 2 no-reference metrics (NIQE/LOE)

Generalization (5 no-reference benchmarks)

NIQE↓ & LOE↓	ECNet [89]	ZDCE [24]	ZD++ [42]	RUAS [66]	PNet [57]	SCI [51]	RSFNet (Ours)
DICM [37]	3.37—676.7	3.10—340.8	<b>2.94</b> —511.9	4.89—1421	3.00—590.3	3.61—321.9	3.23—303.1
LIME [26]	<b>3.75</b> —685.1	3.79—135.0	3.89—332.2	4.26—719.9	3.84—223.2	4.14—75.5	3.80—68.3
MEF [50]	3.30—863.3	3.31—164.3	3.18—458.5	4.08—784.2	3.25—363.0	3.43— <b>95.0</b>	<b>3.00</b> —100.7
NPE [76]	<b>3.24</b> —936.1	3.52—312.9	3.27—532.2	5.75—1399	3.29—601.1	3.89—239.8	3.31—221.5
VV [73]	2.15—292.4	2.75—145.4	2.53—222.9	3.82—583.7	2.56—260.2	2.30— <b>109.0</b>	<b>1.96</b> —109.0
<b>Mean</b>	3.16—690.7	3.29—219.7	3.16—411.5	4.56—981.7	3.19—407.5	3.47—168.2	<b>3.06</b> —160.5

- **NIQE**: Making a “Completely Blind” Image Quality Analyzer, Mittal et al. IEEE Signal Processing Letters 2013.
- **LOE**: Naturalness preserved enhancement algorithm for non-uniform illumination images. Wang et al. IEEE TIP 2013.

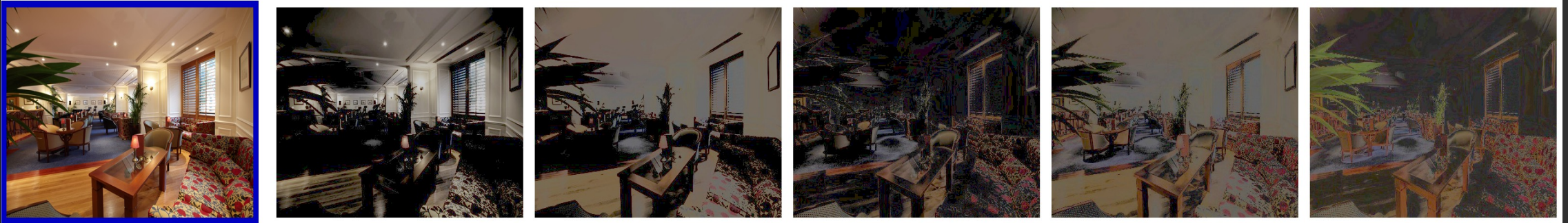
# Generalization (Supervised/Unsupervised LLE)

- 5 No-reference Datasets (DICM, LIME, MEF, NPE, VV)
- 2 Supervised LLE (SNR, RFormer)
- 2 Unsupervised LLE (HEP, NeRCo)

	Supervised LLE		Unsupervised LLE		0-ref
NIQE ↓	SNR	RFormer	HEP	NeRCo	RSFNet
DICM	3.62	<b>3.08</b>	4.06	3.55	<b>3.23</b>
LIME	<b>3.75</b>	3.91	3.98	<b>3.42</b>	3.80
MEF	3.92	<b>3.14</b>	3.65	3.15	<b>3.00</b>
NPE	3.54	3.63	<b>2.99</b>	<b>3.24</b>	3.31
VV	2.89	<b>2.18</b>	3.60	3.17	<b>1.96</b>
<b>Mean</b>	3.54	<b>3.19</b>	3.66	3.31	<b>3.06</b>

- **SNR:** Snr-aware low-light image enhancement. *Xu et al. CVPR 2022.*
- **RFormer:** Retinexformer: One-stage retinex-based transformer for low-light image enhancement. *Cai et al. ICCV 2023.*
- **HEP:** Unsupervised low-light image enhancement via histogram equalization. *Zhang et al. arXiv:2112.01766 2021.*
- **NeRCo:** Implicit neural representation for cooperative low-light image enhancement. *Yang et al. ICCV 2023*

# Prior Induction. (beyond LLE)



**Image+Factors**

Concatenate input

**Existing Enhancement Nets**

Edit input channels

**Improvement**

Finetune

- As Structural Priors

- Other Enhancement Extensions

1. DeHazing
2. DeRaining
3. DeBlurring

- Modify Existing Enhancement Models

1. **AirNet**: All-In-One Image Restoration for Unknown Corruption. CVPR 2022.
2. **DePIO**: A general de-coupled learning framework for parameterized image operators. ECCV 2018.
3. **TWeather**: Transformer-based restoration of images degraded by adverse weather conditions. CVPR 2022.
4. **TAPE**: Task-agnostic prior embedding for image restoration. ECCV 2022.



# Image DeHazing

Factors



Results



DeHazing (RESIDE-SOTS)

Method	PSNR	SSIM
DePIO	20.54	0.826
TWeather	21.32	0.885
Tape	22.16	0.861
AirNet	23.18	0.900
AirNet + (Ours)	24.96	0.929
<b>% Improvement</b>	<b>+7.68</b>	<b>+3.22</b>

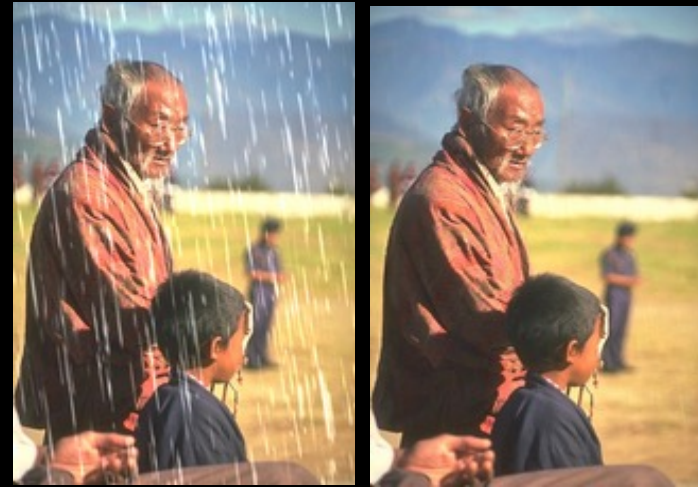
RESIDE Dataset: Benchmarking single-image dehazing and beyond. IEEE TIP 2019.

# Image DeRaining

Factors



Results



DeRaining (Rain100L)

Method	PSNR	SSIM
DePIO	21.96	0.762
TWeather	29.43	0.905
Tape	29.67	0.904
AirNet	34.90	0.966
AirNet + (Ours)	36.19	0.972
<b>% Improvement</b>	<b>+ 3.70</b>	<b>+ 0.60</b>

*Rain100L Dataset: Deep joint rain detection and removal from a single image. CVPR 2017.*

# Image DeBlurring

Factors



Results

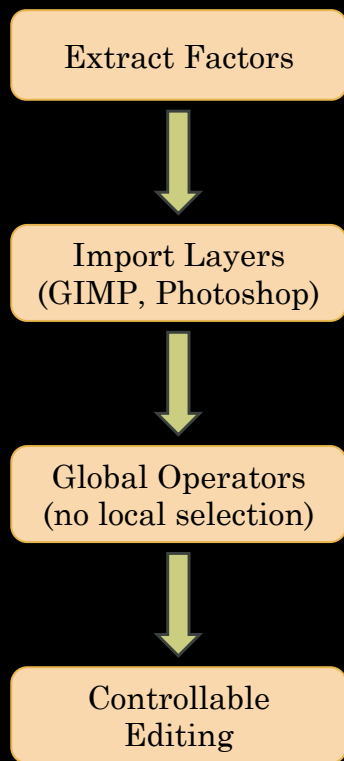


DeBlurring (GoPro dataset)

Method	PSNR	SSIM
DePIO	19.86	0.672
TWeather	25.12	0.757
Tape	24.47	0.763
AirNet	26.42	0.801
AirNet + (Ours)	27.29	0.827
<b>% Improvement</b>	<b>+3.29</b>	<b>+3.25</b>

*GoPro Dataset: Deep multi-scale convolutional neural network for dynamic scene deblurring. CVPR 2017.*

# User Controlled Relighting



Original



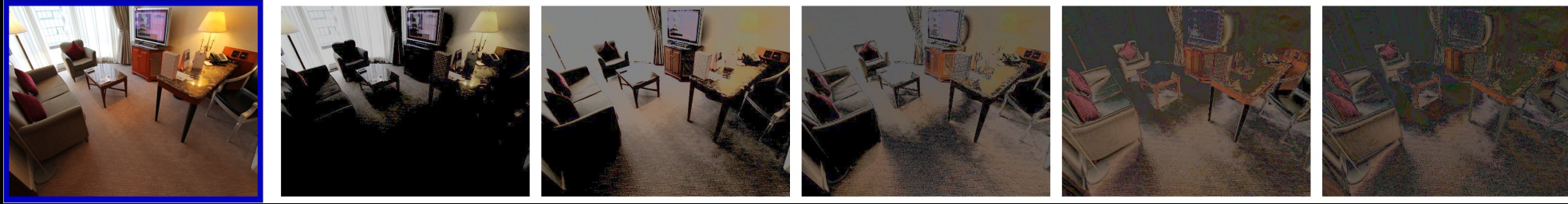
Edited



Low Ambient

Indoor Light Color

Outdoor Light Intensity



## Summary

- Novel image factorization criterion.
- New recursive specularity extraction model.
- Model-driven unrolled framework.
- Zero-reference LLE solution
- SOTA generalization performance.
- Induction as a structural prior
- User-controlled relighting.

## Future Extensions

- Data simulation (~50k images)
- Image Adaptive Factorization ?
- Spatially varying parameterization ?
- Other Signals (hyperspectral, lidar) ?
- Applications :
  - Denoise
  - Reflection removal
  - Shadow Removal
  - Object compositing
  - Fg/Bg matting
  - Retexturing ....



# Thank You

Poster 226  
(Arch-4E)

