

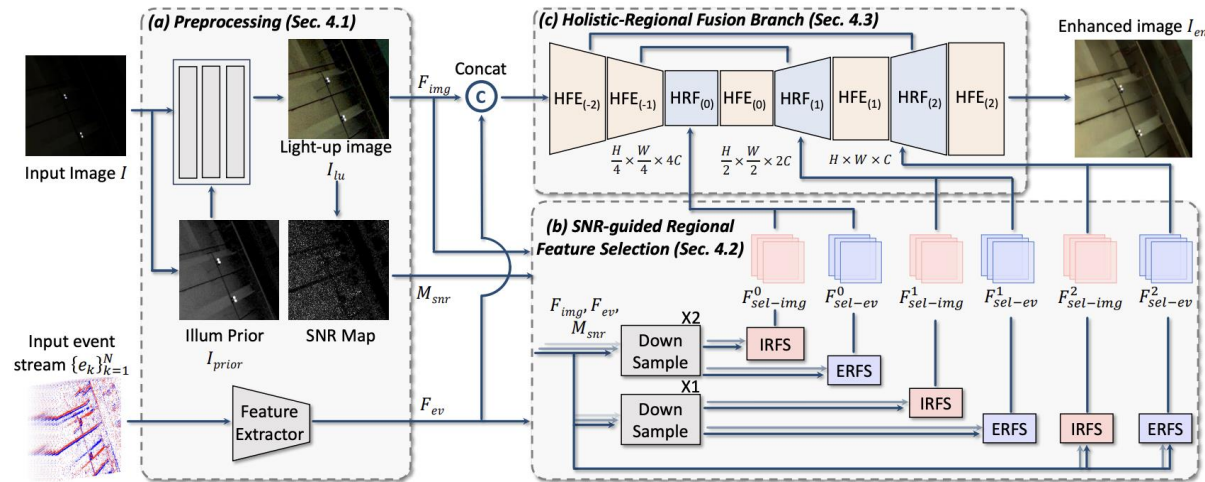
Learnable Feature Patches and Vectors for Boosting Low-light Image Enhancement without External Knowledge

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Low-light Image Enhancement

Motivation:

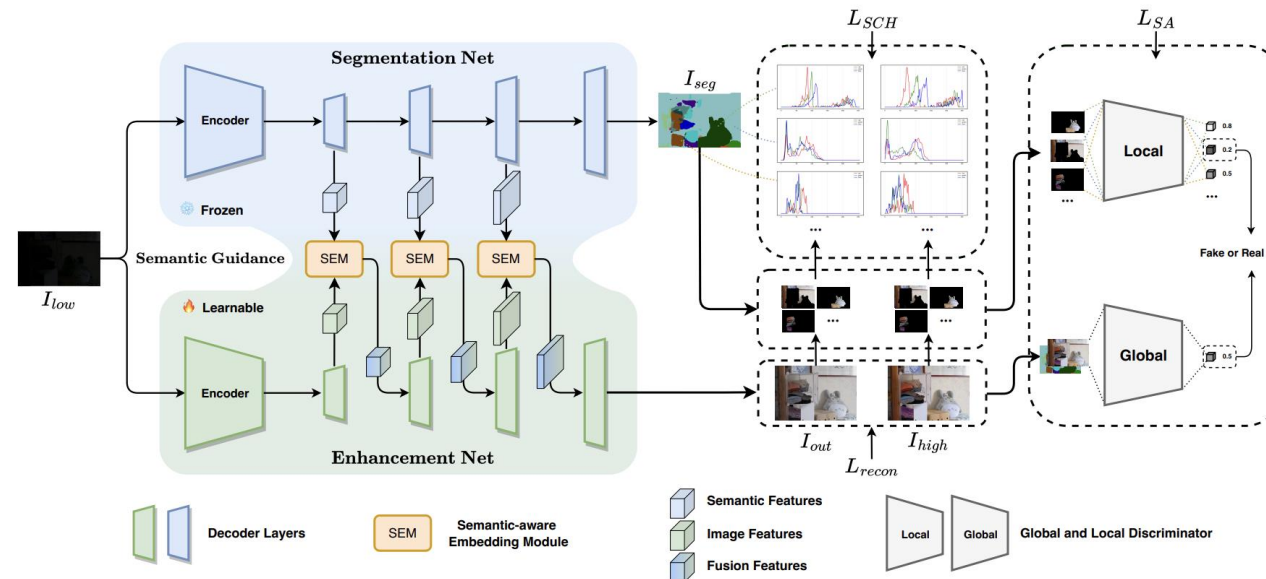
- Low-light image Enhancement is a highly ill-posed task.
- Additional information can help the performance, so-called “reference”.
- Data collected from other devices, but it’s not very practical, e.g., [1].



Low-light Image Enhancement

Motivation:

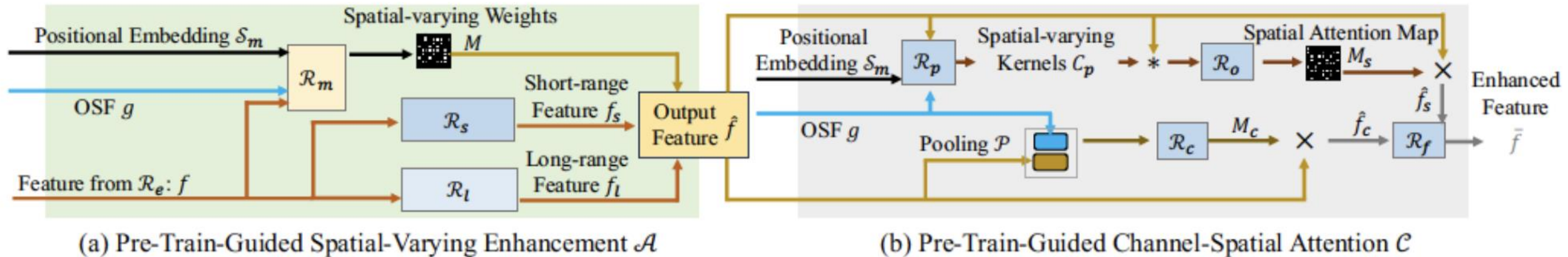
- Low-light image Enhancement is a highly ill-posed task.
- Additional information can help the performance, so-called “reference”.
- Pre-trained models, e.g., [2].



Low-light Image Enhancement

Motivation:

- Low-light image Enhancement is a highly ill-posed task.
- Additional information can help the performance, so-called “reference”.
- Learnable features, e.g., [3].



Low-light Image Enhancement

Motivation:

- Low-light image Enhancement is a highly ill-posed task.
- Additional information can help the performance, so-called “reference”.
- *Existing methods overlook the valuable references hidden within the training dataset itself.*

Learnable Feature Patches and Vectors (LFPVs)

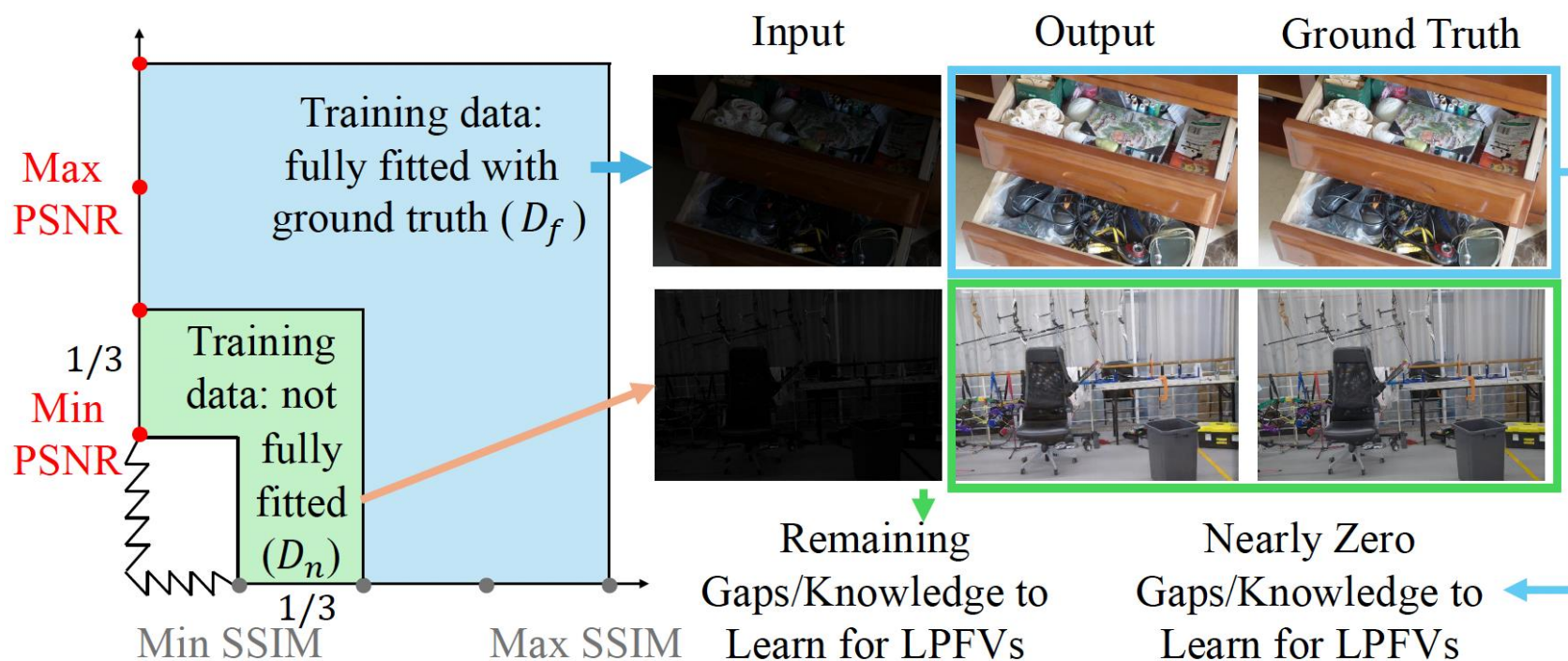
LFPVs:

- The training set can be divided into two subsets.
- “images that are fully fitted by the network” D_f : loss approaching zero in the supervised setting.
- “images that are not fully fitted” D_n
- The network F has totally learned the mapping relationships for D_f and only partial relationships for D_n

Learnable Feature Patches and Vectors (LFPVs)

LFPVs:

- LFPVs mainly capture knowledge from D_n that has not be totally learned by LLIE network.



Learnable Feature Patches and Vectors (LFPVs)

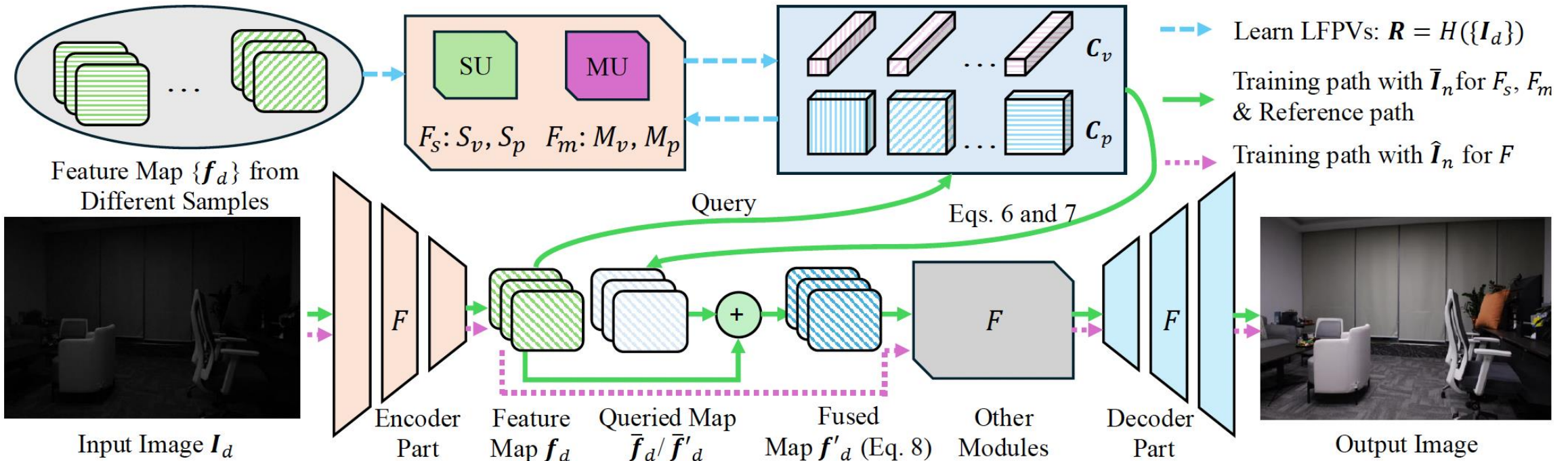
LFPVs:

- Different feature vectors or patches in LFPVs are treated as nodes in a graph structure with mutual connections.
- Each node is updated via a Sample Updater (SU, F_s), and information can be propagated among LFPVs via a Mutual Updater (MU, F_m).
- SU and MU are implemented with additional lightweight networks.

Learnable Feature Patches and Vectors (LFPVs)

LFPVs:

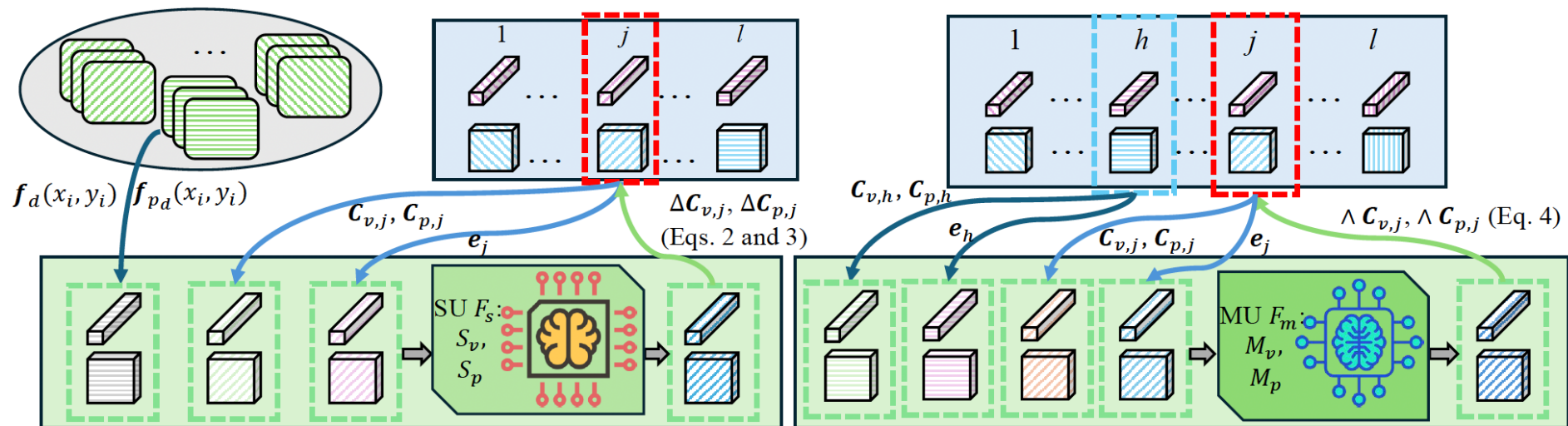
- The learning can be incorporated into existing LLIE frameworks.
- During inference, SU and MU are removed.



Learnable Feature Patches and Vectors (LFPVs)

LFPVs:

- SU will utilize the extracted features from different samples and produce the update for LFPVs with the corresponding identity embedding.
- MU builds the bridge between arbitrary two nodes of LFPVs, mutually propagating their information with LFPVs content and identity embeddings.

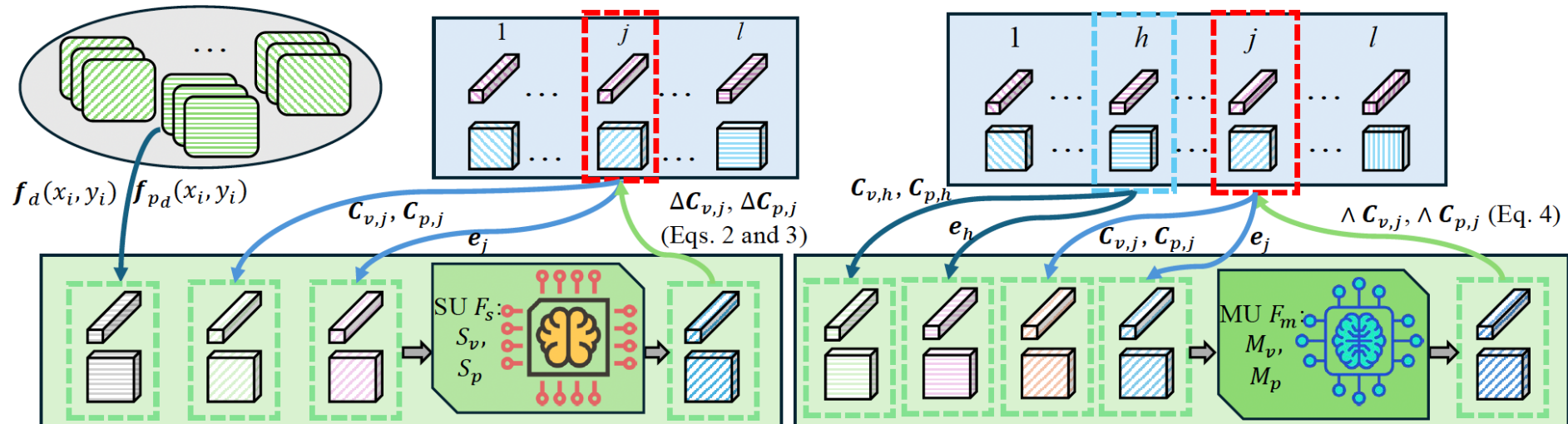


Learnable Feature Patches and Vectors (LFPVs)

LFPVs:

- Suppose LFPVs are $C_v \in \mathbb{R}^{l \times c}$ for vector and $C_p \in \mathbb{R}^{l \times (c \times k \times k)}$ for patch
- SU will utilize the extracted features from different samples and produce the update for LFPVs with the corresponding identity embedding, e.g., e_j .

$$\Delta C_{v,j} = S_v(\mathbf{f}_d(x_i, y_i) \oplus C_{v,j} \oplus e_j), j \in [1, l], \quad \Delta C_{p,j} = S_p(\mathbf{f}_{p_d}(x_i, y_i) \oplus C_{p,j} \oplus e_j),$$

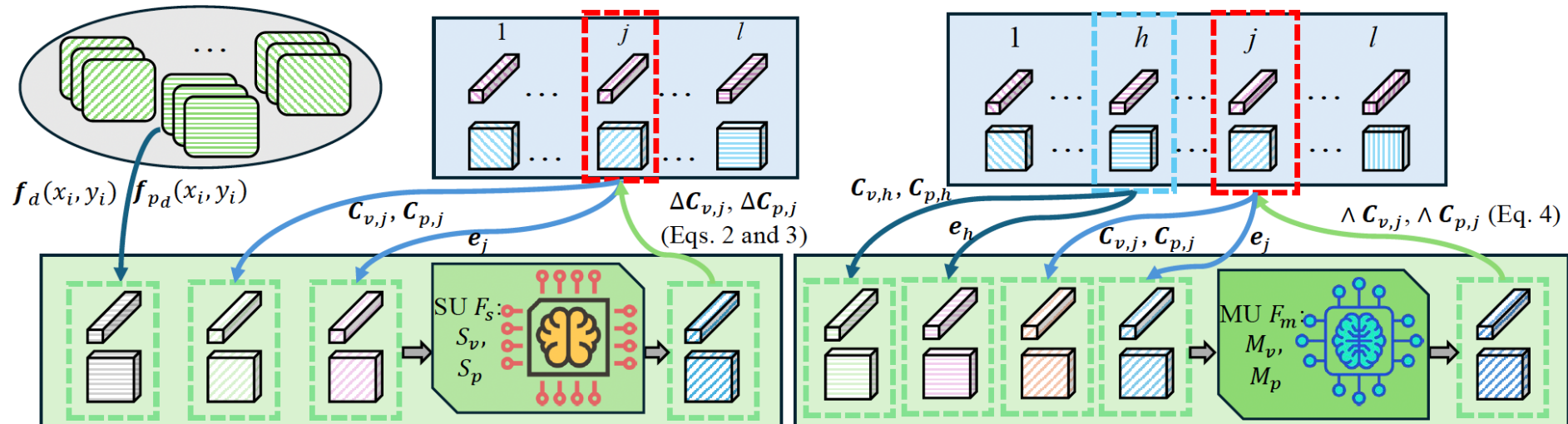


Learnable Feature Patches and Vectors (LFPVs)

LFPVs:

- Suppose LFPVs are $\mathbf{C}_v \in \mathbb{R}^{l \times c}$ for vector and $\mathbf{C}_p \in \mathbb{R}^{l \times (c \times k \times k)}$ for patch
- MU builds the bridge between arbitrary two nodes of LFPVs, mutually propagating their information with LFPVs content and identity embeddings.

$$\wedge \mathbf{C}_{v,j} = M_v(\mathbf{C}_{v,j} \oplus \mathbf{C}_{v,h} \oplus \mathbf{e}_j \oplus \mathbf{e}_h), \quad \wedge \mathbf{C}_{p,j} = M_p(\mathbf{C}_{p,j} \oplus \mathbf{C}_{p,h} \oplus \mathbf{e}_j \oplus \mathbf{e}_h),$$



Learnable Feature Patches and Vectors (LFPVs)

LFPVs:

- *Overall update is the sum of SU and MU*

$$\mathbf{C}_{v/p,j}^{o+1} = \mathbf{C}_{v/p,j}^o + \Delta_j^o + \wedge_j^o,$$

$$\Delta_j^o = \sum_{\mathbf{f}_d / \mathbf{f}_{p_d}, x_i, y_i} (\Delta \mathbf{C}_{v/p,j}),$$

$$\wedge_j^o = \sum_h (\wedge \mathbf{C}_{v/p,j}),$$

Use LFPVs

- *Querying with C_v* (Res. and S.M. denote the feature reshape and softmax operations)

$$\hat{\mathbf{f}}_d = \text{Res.}(\mathbf{f}_d) \in \mathbb{R}^{(h \times w) \times c}, \mathbf{W}_v = \text{Res.}(\mathbf{C}_v) \in \mathbb{R}^{c \times l},$$

$$\mathbf{T}_v = \hat{\mathbf{f}}_d * \mathbf{W}_v \in \mathbb{R}^{(h \times w) \times l}, \hat{\mathbf{T}}_v = \text{S.M.}(\mathbf{T}_v, \text{dim} = 1),$$

$$\bar{\mathbf{f}}_d = \hat{\mathbf{T}}_v * \mathbf{C}_v \in \mathbb{R}^{(h \times w) \times c},$$

Use LFPVs

- *Querying with C_p* (Res. and S.M. denote the feature reshape and softmax operations)

$$\begin{aligned}\hat{\mathbf{f}}'_{p_d} &= \text{Res.}(\mathbf{f}_d) \in \mathbb{R}^{(h' \times w') \times c'}, \mathbf{W}_p = \text{Res.}(\mathbf{C}_p) \in \mathbb{R}^{c' \times l}, \\ \mathbf{T}_p &= \hat{\mathbf{f}}'_{p_d} * \mathbf{W}_p \in \mathbb{R}^{(h' \times w') \times l}, \hat{\mathbf{T}}_p = \text{S.M.}(\mathbf{T}_p, \dim = 1), \\ \bar{\mathbf{f}}'_d &= \hat{\mathbf{T}}_p * \mathbf{C}_p \in \mathbb{R}^{(h \times w) \times c},\end{aligned}\tag{7}$$

where $h' = h/k$, $w' = w/k$, $c' = c \times k \times k$.

Use LFPVs

- *The final results are the fusion of three features*

$$\mathbf{f}'_d = \bar{\mathbf{f}}_d + \bar{\mathbf{f}}'_d + \mathbf{f}_d,$$

- *The final loss function*

$$\mathcal{L} = \mathcal{L}(\hat{\mathbf{I}}_n, \mathbf{I}_n) + \lambda \mathcal{L}(\bar{\mathbf{I}}_n, \mathbf{I}_n) = \|\hat{\mathbf{I}}_n - \mathbf{I}_n\| + \lambda \|\bar{\mathbf{I}}_n - \mathbf{I}_n\|,$$

Encourage F to learn as much knowledge as possible

Guide F_s and F_m in formulating LFPVs to capture the remaining knowledge

Experiments

- *The enhancement for existing methods*

	SID		SMID		SDSD-Indoor		SDSD-Outdoor	
Methods	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM	PSNR	SSIM
MIRNet [34]	20.84	0.605	25.66	0.762	24.38	0.864	27.13	0.837
MIRNet +Ours	21.98	0.629	26.48	0.774	26.60	0.882	28.28	0.859
SNR [29]	22.87	0.625	28.08	0.801	28.47	0.882	25.70	0.804
SNR+Ours	23.15	0.648	28.35	0.807	29.09	0.894	26.01	0.816
R.M. [35]	22.27	0.649	26.97	0.758	25.67	0.827	24.79	0.802
R.M.+Ours	23.60	0.664	28.63	0.775	27.06	0.846	26.77	0.814
LLFlow [25]	21.72	0.618	27.84	0.803	26.51	0.883	26.02	0.859
LLFlow +Ours	23.16	0.639	28.56	0.815	28.44	0.901	28.82	0.873
R.F. [1]	24.44	0.680	29.15	0.815	29.77	0.896	29.49	0.877
R.F.+Ours	24.66	0.697	30.07	0.826	31.52	0.914	31.61	0.901
Diff-L [6]	21.45	0.571	27.57	0.783	23.93	0.836	24.19	0.832
Diff-L+Ours	22.30	0.603	28.72	0.808	26.38	0.859	26.86	0.857
Event [12]	-	-	-	-	28.52	0.913	26.67	0.836
Event+Ours	-	-	-	-	28.87	0.925	27.36	0.847

Experiments

- *The comparison with other types of references*

Methods	SNR [29]	+SKF [27]	+SMG(sem.) [30]	+SMG(dep.) [30]	+Pretrain [31]	+ACCA [39]	+Ours
PSNR ↑	21.48	23.05	24.84	24.12	25.50	24.00	24.38
SSIM ↑	0.849	0.853	0.880	0.851	0.892	0.872	0.864
+Params	0	2.15M	16.76M	16.76M	0.67M	0.088M	0.017M
Methods	URetinex [26]	+SKF [27]	+SMG(sem.) [30]	+SMG(dep.) [30]	+Pretrain [31]	+ACCA [39]	+Ours
PSNR ↑	21.16	23.51	23.74	23.25	24.70	23.67	24.15
SSIM ↑	0.840	0.856	0.852	0.849	0.878	0.850	0.862

Table 3. Quantitative comparisons on the LOL-real dataset for various methods that learn references. “+Params” denotes the number of additional parameters employed during inference.

Experiments

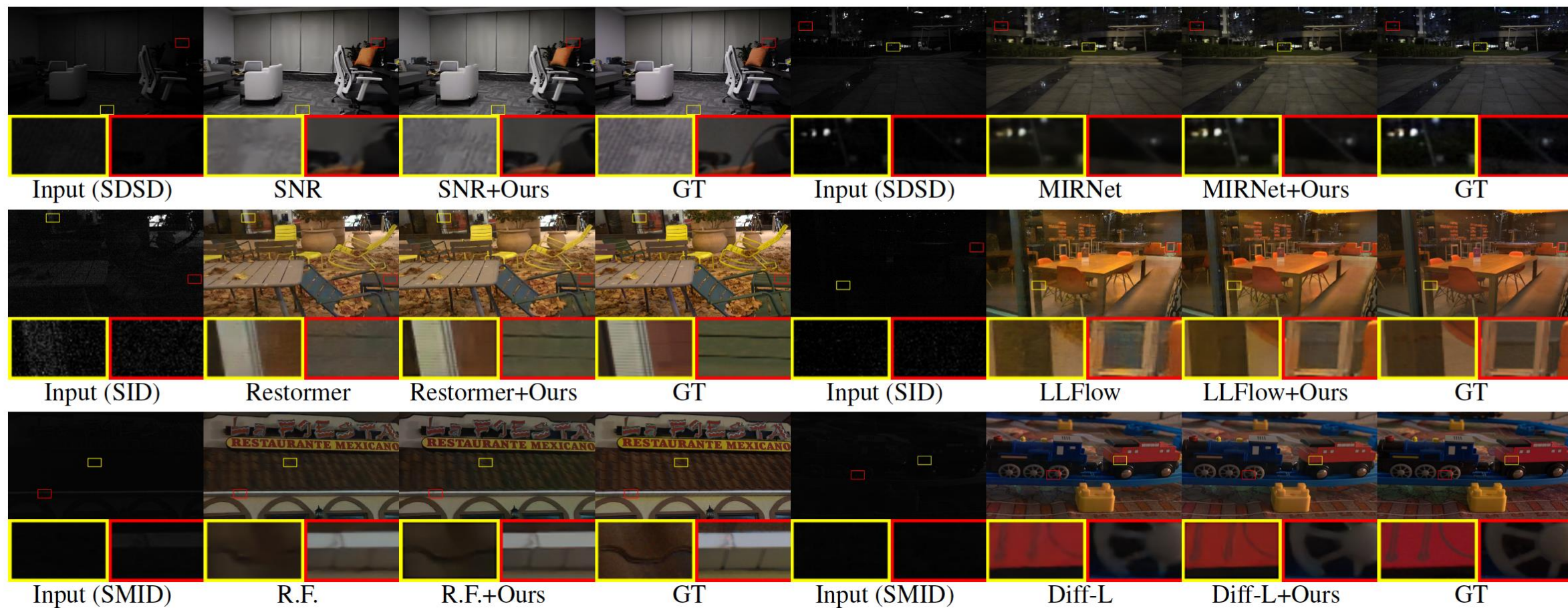
- *The improvement for methods with references*

Methods	SNR+SKF	+Ours	SNR+SMG	+Ours	SNR+Pretrain	+Ours	SNR+ACCA	+Ours	SNR+CodeBook [14]	+Ours	SNR+LUT [13]	+Ours
PSNR \uparrow	23.05	24.07	24.84	25.60	25.50	25.77	24.00	24.91	24.05	24.68	23.22	23.74
SSIM \uparrow	0.853	0.865	0.880	0.891	0.892	0.906	0.872	0.886	0.860	0.871	0.858	0.874
Methods	UR.+SKF	+Ours	UR.+SMG	+Ours	UR.+Pretrain	+Ours	UR.+ACCA	+Ours	UR.+CodeBook [14]	+Ours	UR.+LUT [13]	+Ours
PSNR \uparrow	23.51	24.10	23.74	24.23	24.70	25.50	23.67	24.02	23.42	24.19	22.83	23.41
SSIM \uparrow	0.856	0.862	0.852	0.868	0.878	0.890	0.850	0.852	0.854	0.863	0.847	0.854

Table 4. Quantitative comparison on the LOL-real dataset, showing that our method can also improve the performance of existing methods learning references. Note that we employ the strategy of learning codebook [14] and lookup table (LUT) [13] into different LLIE architectures for a fair comparison. U.R. denotes URetinex [26].

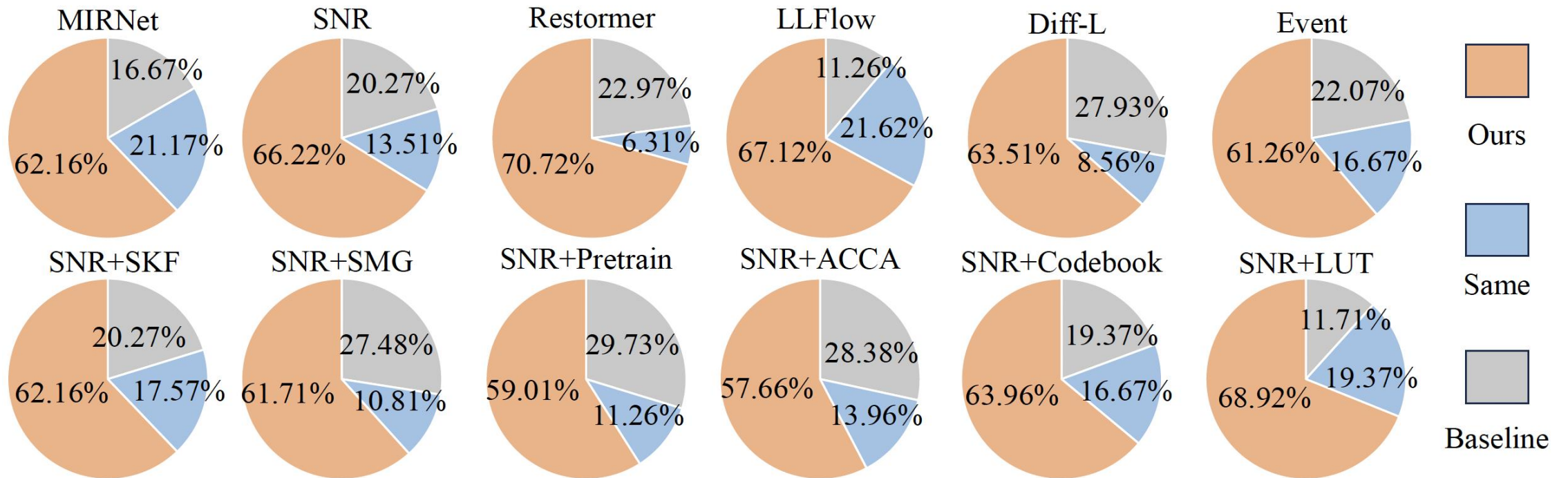
Experiments

- *Visual comparison*



Experiments

- *User Study: AB-test, choose “ours” or “baseline” or “the same”*



Experiments

- *Improvement for downstream tasks*
- *Include nighttime image classification and semantic segmentation*

Methods	E.GAN [7]	+Ours	LEDNet [41]	+Ours	Z.D.+ [11]	+Ours	RUAS [16]	+Ours	SCI [19]	+Ours	UR. [26]	+Ours
Top-1 (%) on CODaN ↑	56.68	58.02	57.40	58.61	57.96	59.08	58.36	59.14	58.68	59.54	58.72	59.87
mIoU on Nighttime Driving ↑	25.2	26.4	27.6	28.2	32.7	33.5	25.1	26.0	28.6	29.3	28.1	29.6
mIoU on Dark-Zurich ↑	24.9	26.0	26.6	27.8	28.3	29.1	23.4	24.7	25.7	26.5	24.0	24.8

Thanks