

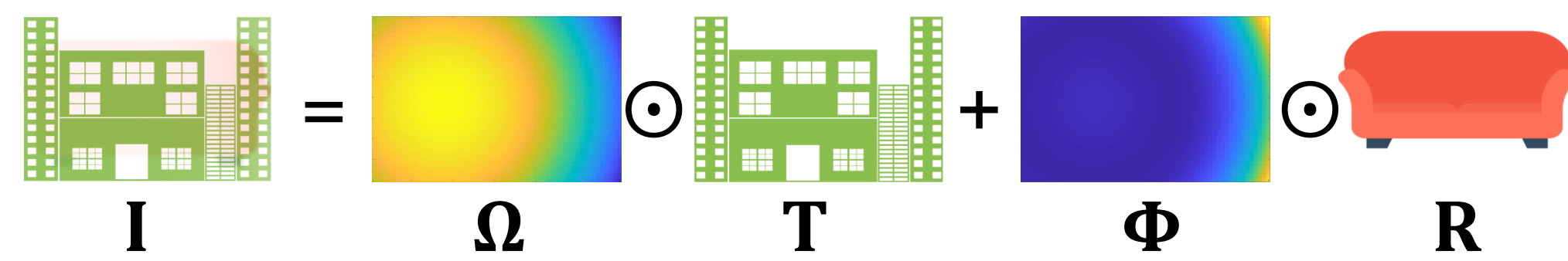
MOTIVATION

- Absorption effect **varies** with different colors, thicknesses, and orientations of glass in the real-world.
- Absorption effect **darkens** the transmission image.
- Existing single reflection removal methods assume the image formation model **without** absorption effect.

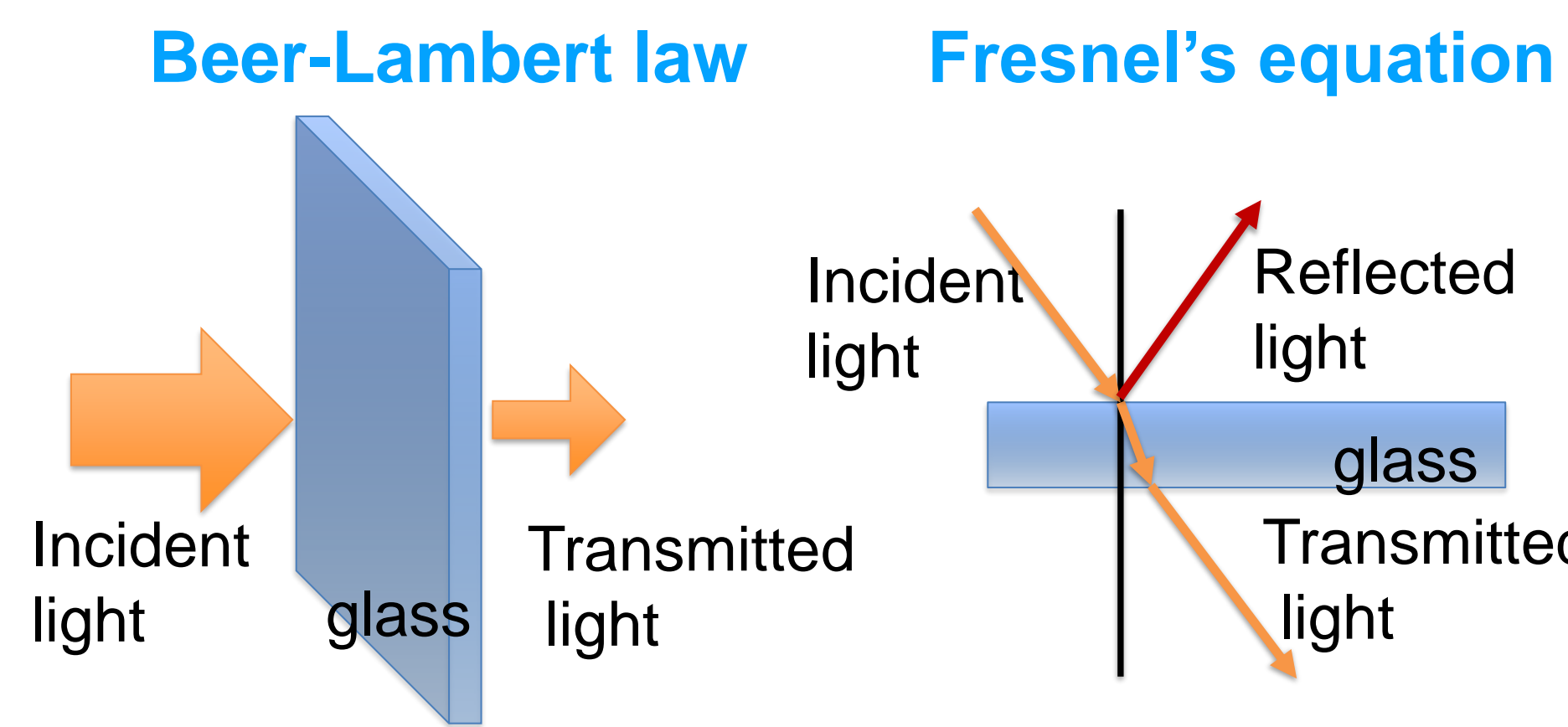
Explicitly considering the absorption effect helps recovery transmission image with more accurate overall intensity.

ABSORPTION EFFECT MODELING

- Image formation model



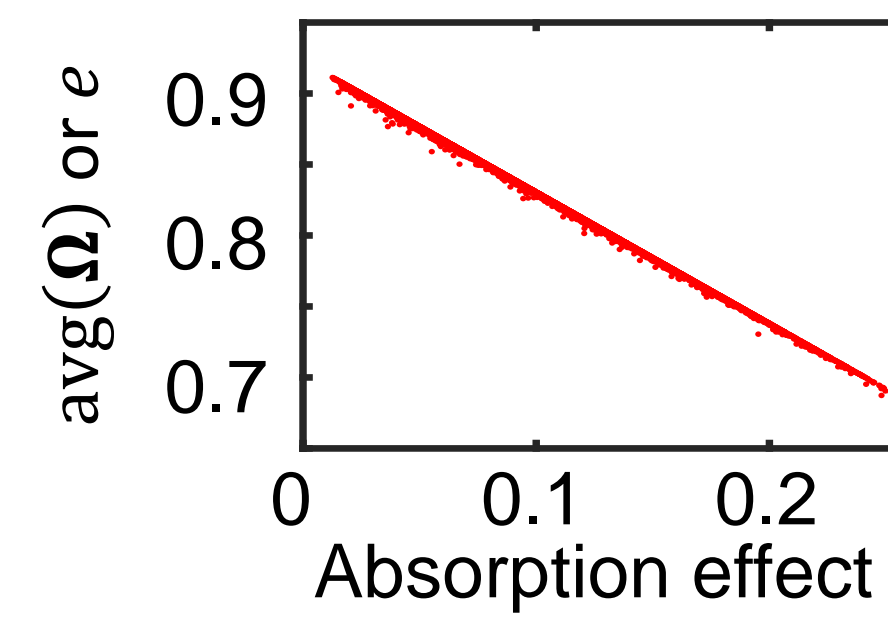
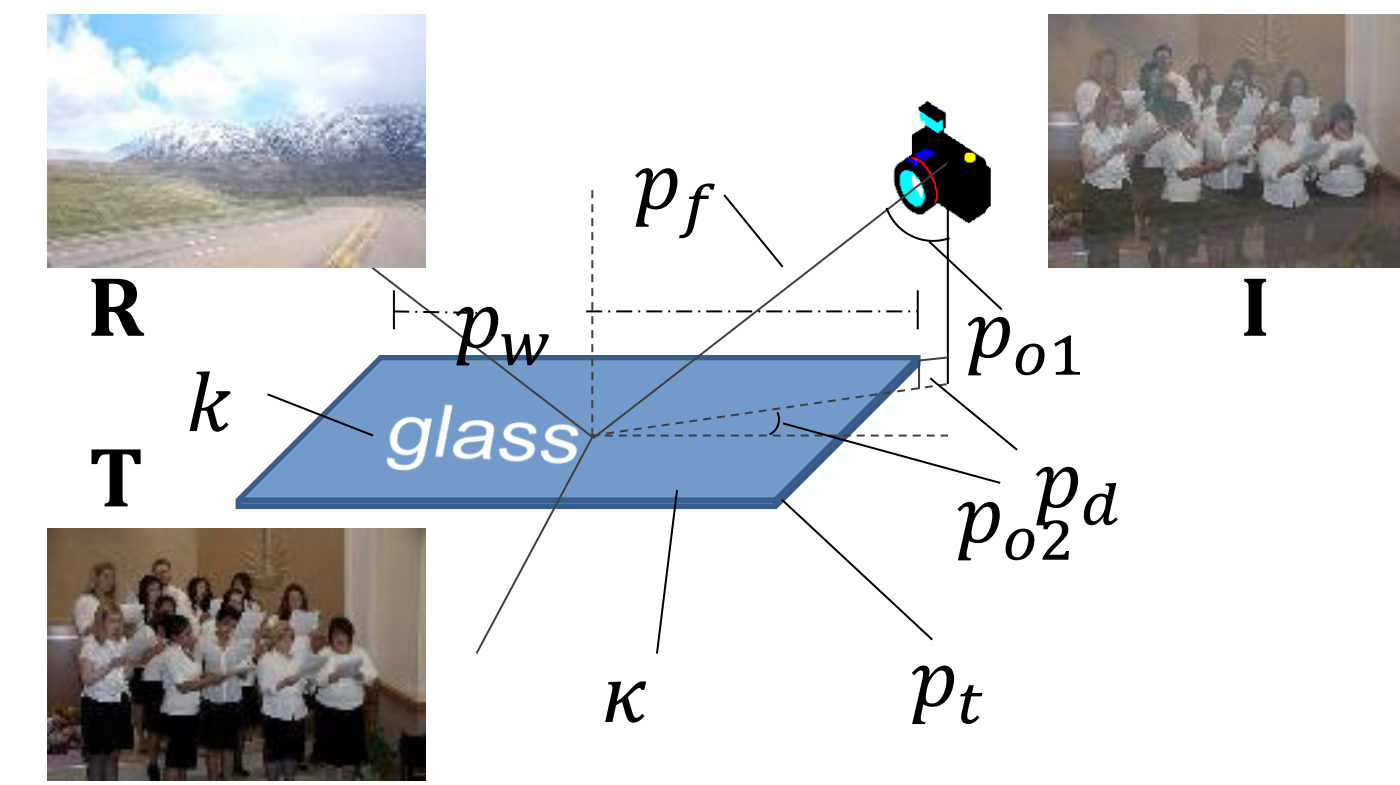
- Formulating Ω and Φ based on Beer-Lambert law and Fresnel's equation, i.e., $\Omega + \Phi \neq 1$



Datasets	ZN18	WS19	WT19	WY19	KH20	LY20
SIR ² -THICK	11.0	5.20	63.0	13.8	9.08	13.8
ZC20-ORIEN	1.97	28.2	24.7	7.20	16.9	7.02
LY20-DATA	6.13	2.77	65.4	58.4	5.60	/
SIR ²	22.9	-12.4	58.7	-6.02	4.26	11.8
ZN18-DATA	/	-13.3	38.7	/	20.0	10.1

NUMERICAL APPROXIMATION

- Monte Carlo simulation



The mean value of Ω can be used to numerically approximate the absorption effect e .

- Two-Step solution

$$g: \mathbf{I} \rightarrow e, \quad h: (\mathbf{I}, e) \rightarrow \mathbf{T}$$

ESTIMATING e

- Two-branch network g with sharing weights
 - ReLU6: cut off large values produced by **strong reflection** which is **sparse**.
 - Zero-Center: subtract the uniform impact caused by the **weak reflection** which is **dense**.

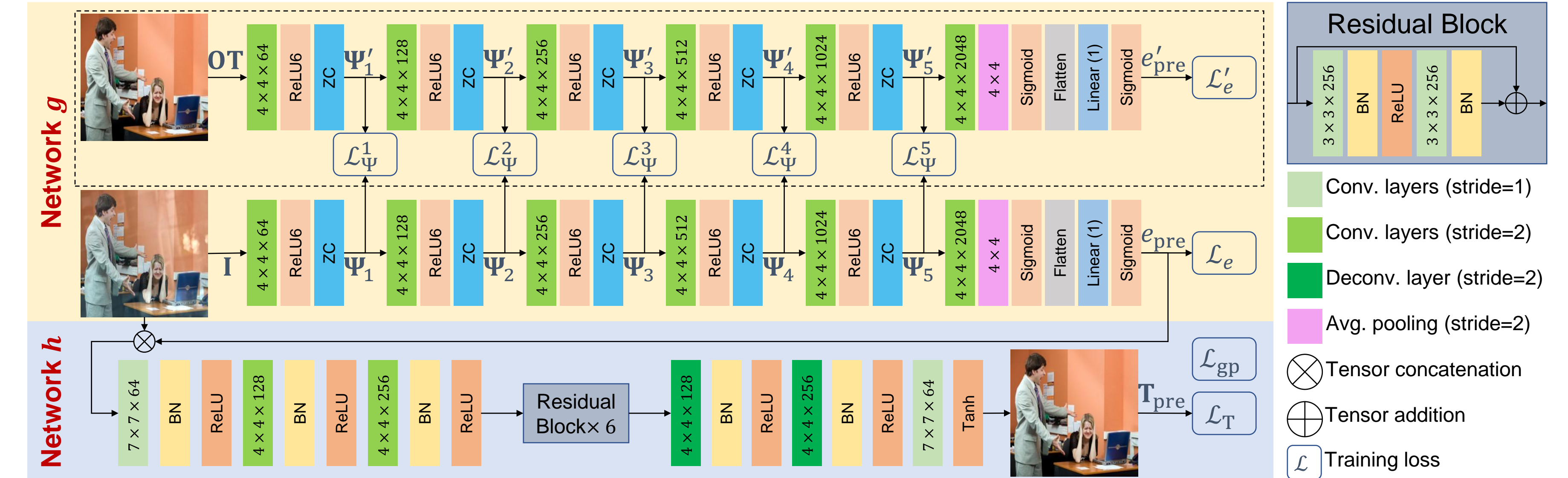
ReLU6 and zero-center help propagate e through layers.

RECOVERING \mathbf{T}

- Gradient penalized network h guided by e
 - Considering e as a variable and reformulate the optimization with the form of **Partial Differential Equations**.
 - Constructing an **initial value problem** and constraining it to have a **unique solution** with the Lipschitz constraint.

Lipschitz constraint reliefs the impact of the perturbation of e when recovering the transmission \mathbf{T} .

FRAMEWORK



EXPERIMENTAL RESULTS

Dataset(size)	Metric	Ours	One-branch	w/o-Con	ZN18[21]	YM19[17]	WS19[23]	WT19[7]	WY19[4]	KH20[25]	LY20[26]
SIR ² -THICK (120)[31]	SSIM	0.8965	0.8877	0.8940	0.8494	0.8598	0.8751	0.8687	0.8864	0.8869	0.8641
	IS	0.9773	0.9711	0.9752	0.9275	0.9520	0.9532	0.9630	0.9646	0.9696	0.9598
	PSNR	24.05	22.85	23.59	18.91	21.85	20.63	22.03	23.00	23.46	22.02
ZC20-ORIEN (160)[50]	SSIM	0.8790	0.8638	0.8663	0.8673	0.8660	0.8244	0.8644	0.8616	0.8757	0.8743
	IS	0.9722	0.9598	0.9720	0.9670	0.9660	0.9142	0.9594	0.9646	0.9712	0.9681
	PSNR	23.93	20.42	23.69	22.61	23.68	19.26	21.40	23.84	23.48	23.56
LY20-DATA (220)[26]	SSIM	0.8732	0.8568	0.8673	0.8354	0.8531	0.8420	0.8244	0.8254	0.8480	0.8568
	IS	0.9552	0.9428	0.9503	0.9410	0.9458	0.9401	0.9368	0.9499	0.9490	0.9414
	PSNR	23.97	22.23	23.72	23.13	21.93	21.35	20.73	22.41	22.85	23.61
SIR ² (454)[31]	SSIM	0.9003	0.8906	0.8934	0.8703	0.8680	0.8961	0.8746	0.8906	0.8916	0.8945
	IS	0.9756	0.9688	0.9733	0.9267	0.9503	0.9500	0.9594	0.9593	0.9666	0.9589
	PSNR	24.34	23.06	23.90	19.24	22.20	20.93	22.05	23.35	23.64	22.76
ZN18-DATA (109)[21]	SSIM	0.7783	0.7653	0.7669	0.7671	0.7395	0.7663	0.6844	0.7668	0.7507	0.7691
	IS	0.8970	0.8846	0.8966	0.8843	0.8703	0.8956	0.8678	0.8727	0.8808	0.8773
	PSNR	19.63	18.32	19.60	18.44	18.69	19.04	17.01	19.22	18.84	19.05

CONTRIBUTIONS

- The **first formulation** to consider the absorption effect in the context of reflection removal and show that the absorption effect can be **numerically approximated** by the average of refractive amplitude.
- A **two-step solution**, with a two-branch training strategy and the constraint of Lipschitz condition, to solve the problem of single image reflection removal with the **consideration of absorption effect**.



Codes Available!