Detail Preserving Contrast Reduction for still cameras

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It was a landscape with an ominous shadow



God said, "Let there be light", and there was light !!



Objective

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Contrast Reduction

• Enhance the visibility of detail in the dark areas (*shadows*) *by globally reducing large contrasts*

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• Preserve detail in the bright areas (*highlights*) *by reintroducing detail*

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Motivation Wide Dynamic Range (WDR)

• Cannot expose simultaneously for shadows and highlights

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Outline

Existing Techniques

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- Existing Techniques
- Proposed Framework

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Outline

- Existing Techniques
- Proposed Framework
- Results

Existing Techniques Original Image



Existing Techniques Photoshop Shadow/Highlight Plugin



Existing Techniques *Photo Flair (Retinex)*



Existing Techniques Shadow Illuminator



Existing Techniques *Proposed Framework*



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- Linear Model for Image Formation GrayIntensity = Illumination . Reflectance I(x, y) = L(x, y) R(x, y)
 - Illumination : spatial distribution of light in the scene
 - Reflectance : describes the appearance of surfaces & objects

- Inspired by ideas from dynamic range compression
- Linear Model for Image Formation

$$\label{eq:GrayIntensity} \begin{split} & \text{GrayIntensity} = Illumination \ . \ \text{Reflectance} \\ & I(x,y) = L(x,y) \ \ \text{R}(x,y) \end{split}$$

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- WDR images exhibit significant changes in Illumination
- Changes in the Reflectance are perceived as image detail
- CCD imaging sensors are linear devices
- RAW images captured by CCD sensors contain more detail than the corresponding 8-bit images

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- Image Enhancement Model
 - Enhance the visibility of *shadow detail* by reducing the contrast in the Illumination component
 - Reintroduce the lost *highlight detail* using the Reflectance component

Estimating the Illumination and Reflectance

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Estimating the Illumination using TV Regularization

We solve for L(x, y) as

$$L = \underset{L^n}{argmin} \int_{\Omega} \left[\lambda (L^n - I)^2 + |\nabla L^n| \right] d\Omega$$

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Gradient Descent Scheme

$$L_{t+1}(x,y) = L_t(x,y) + \Delta t \left[2\lambda (I(x,y) - L_t(x,y)) + \nabla . \left(\frac{\nabla L_t(x,y)}{|\nabla L_t(x,y)|} \right) \right]$$

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Detail Preserving Contrast Reduction

• Reducing the contrast in the Illumination component

$$L_{\text{new}} = \frac{\text{log}(1+\mu L)}{\text{log}(1+\mu)}$$

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	Scene	μ	E.C.V	Lavg
$L_{new} = \frac{\log(1 + \mu L)}{\log(1 + \mu L)}$	Night	L	L	S
$log(1+\mu)$	Sunset	Μ	L	Μ
	Daylight	S	Μ	L

 $E.C.V = 2^{\Delta Z} = 2^{|ZnPk - ZnL_{avg}|}$

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• Ideal Recombination Strategy



Detail Preserving Contrast Reduction for Gray Images



Detail Preserving Contrast Reduction for Gray Images





Original Image

Illumination

Reflectance

ce New Illumination Enhanced Image

Detail Preserving Contrast Reduction for Gray Images





Original Image

Illumination

Reflectance

ce New Illumination Enhanced Image

- Enhanced visibility of shadow detail
- But, highlight detail may appear washed out

Detail Preserving Contrast Reduction for Color Images



• Reintroduce the lost detail in the *highlight areas* using the estimated Reflectance

Original Image



Enhanced Image using the Proposed Approach

Enhanced Image using Shadow Illuminator (8b DPCR)

Enhanced Image using Photo Flair (*Retinex*)

Original Image

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Conclusions

The proposed DPCR scheme

- succeeds in reducing contrast while still preserving detail
- produces an aesthetically pleasing image and
- does not induce color shifts