

## Motivation and Context

- Underwater images often suffer from poor quality due to wavelength-dependent absorption and scattering, resulting in color casts, low contrast, and blurred details.
- Enhancing these images is crucial for applications in ocean exploration, underwater engineering, and robotics.
- Traditional deep learning models require reference images, which are scarce, limiting their effectiveness in diverse underwater scenes.

## State of the Art

- Physical Model-Based Methods:
  - Estimate parameters modeling degradation mechanisms to restore clear images.
  - Methods include robust color recovery and backscatter correction techniques.
- Non-Physical Model-Based Methods:
  - Enhance visual quality by directly manipulating pixel values.
  - Techniques include adaptive frameworks, retinex-inspired corrections, and variational methods.
- Deep Learning-Based Methods:
  - Use end-to-end learning processes to map underwater scenes to clear images.
  - Incorporate semantic attention, hierarchical attention mechanisms, and unsupervised enhancement methods.

## The Proposed Approach

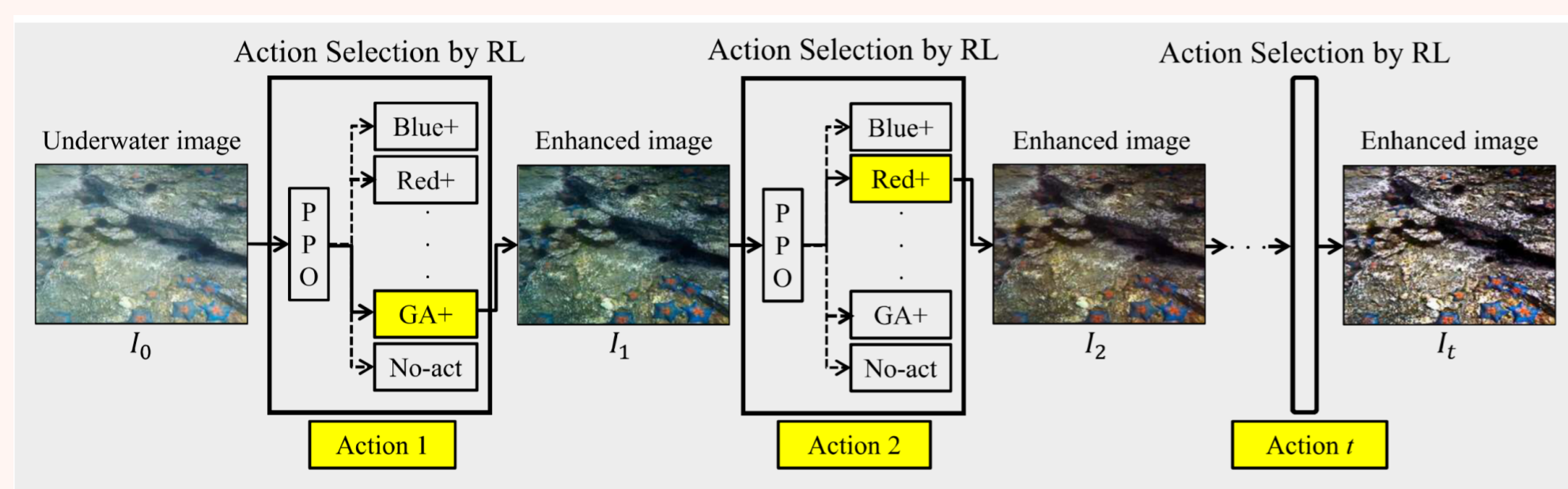


Figure 1. The overview of the paradigm's enhancement process.

- Utilizes reinforcement learning (RL) driven by human visual perception for image enhancement.
- Employs a residual-enhancement network for feature extraction and proximal policy optimization (PPO) for RL.
- No need for reference images during training or implementation.
- Constructs rewards based on human visual perception metrics like UIQM, UCIQE, and MCL.
- Selects and organizes image enhancement algorithms in a step-wise process to align enhanced images with human visual perception.

#	Action description	#	Action description
	<b>Basic attribute adjustment</b>		<b>Color component balance</b>
1	Brightness adjustment ↑	8	Red channel adjustment ↑
2	Brightness adjustment ↓	9	Red channel adjustment ↓
3	Contrast adjustment ↑	10	Green channel adjustment ↑
4	Contrast adjustment ↓	11	Green channel adjustment ↓
5	Saturation adjustment ↑	12	Blue channel adjustment ↑
6	Saturation adjustment ↓	13	Blue channel adjustment ↓
7	High-pass fusion	14	Gray world assumption
	<b>Attenuated channel compensation</b>		<b>Linear/nonlinear transformation</b>
15	Blue-green channel compensation	18	Rescale intensity
16	Green-red channel compensation	19	Gamma correction ↑
17	Color channel compensation (3C)	20	Gamma correction ↓
	<b>Termination</b>		
21	No-action option		

Figure 2. The actions.

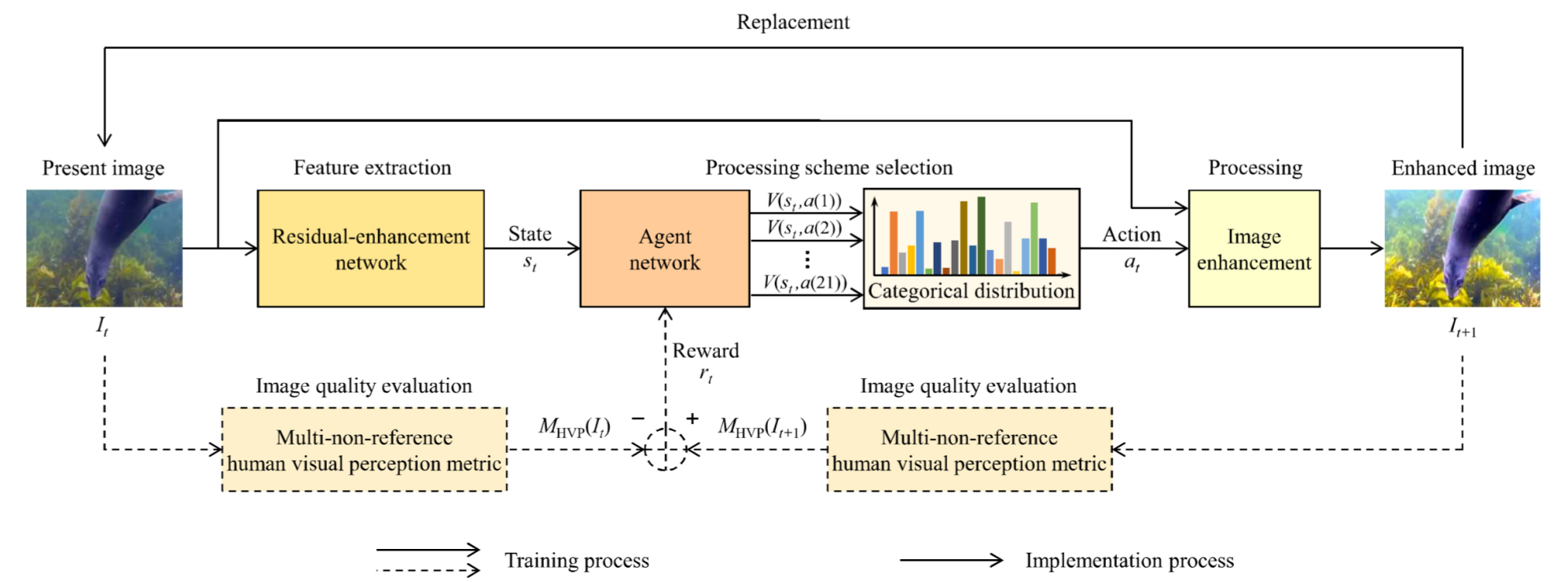


Figure 3. The training and implementation processes of the reinforcement learning-based paradigm.

## Results

- compared to nine state-of-the-art methods.
- Tested on three underwater image datasets (U45, RUIE, UIEB)

### Efficiency and Applicability:

- Faster processing times across different image resolutions.
- Potential advantages as a preprocessing step in other underwater computer vision applications.

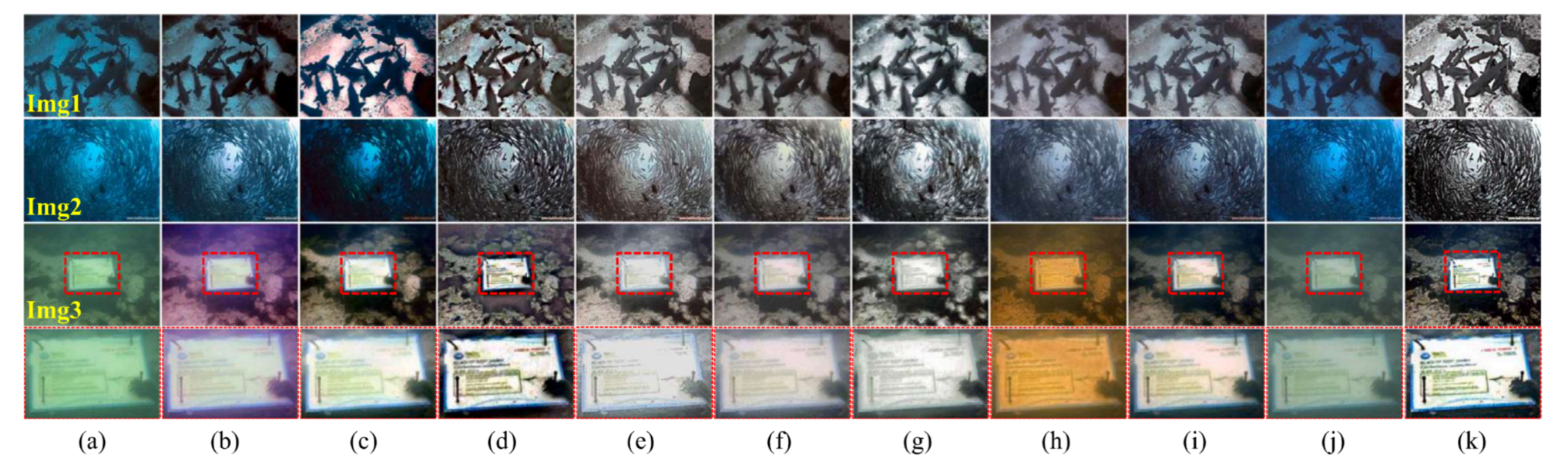
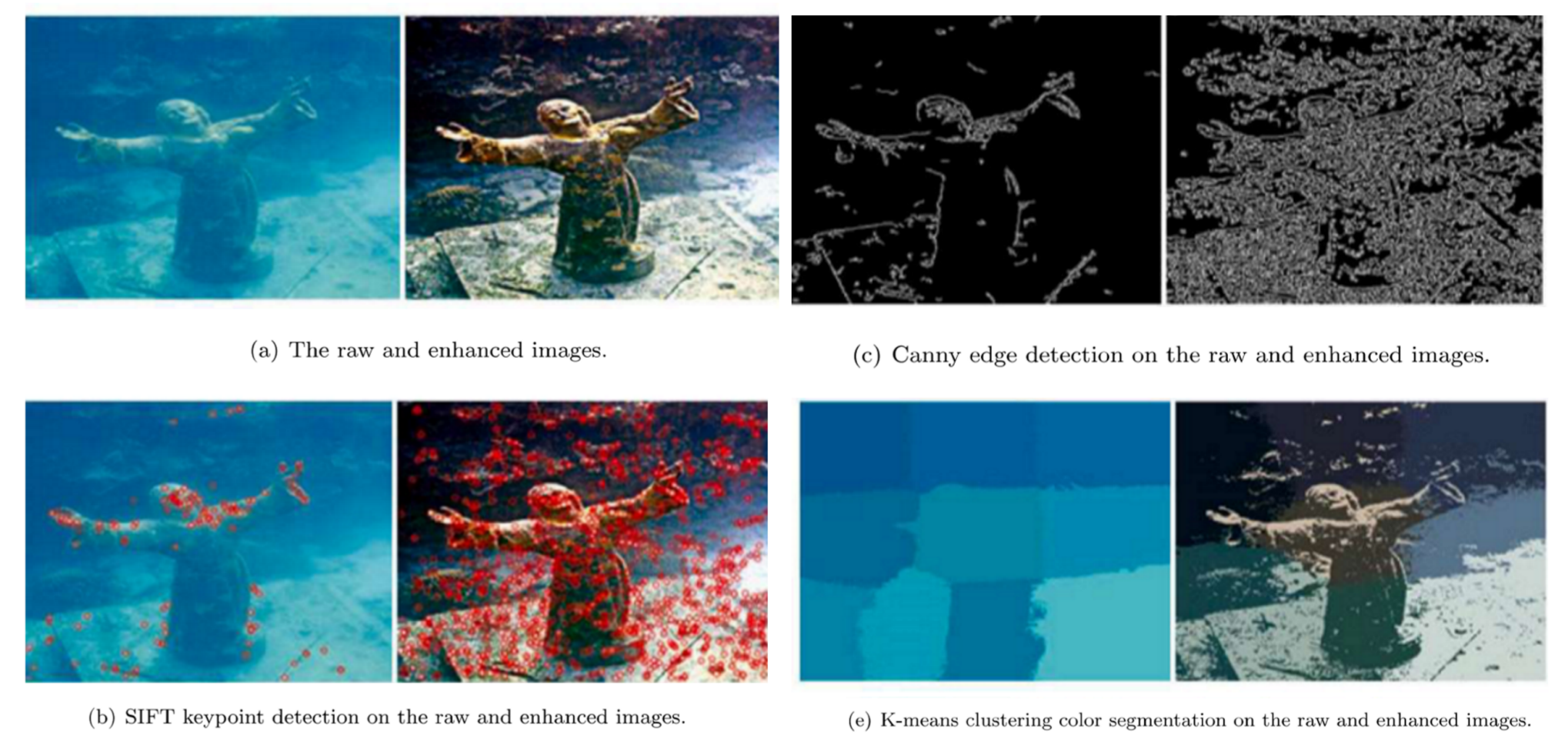


Figure 4. Qualitative evaluation results on the UIEBR subset.



## Limitations and Future Work

- Current Limitations:**
  - Model retraining needed when the list of actions (image enhancement algorithms) is extended.
  - Focuses on enhancing images to align with human visual perception but does not address effectiveness for tasks like classification and object detection.
- Future Directions:**
  - Explore solutions for extending the action list on a well-trained model.
  - Develop training strategies to enhance images for both human visual perception and other tasks like object detection.
  - Explore more efficient feature extractors, image enhancement algorithms, underwater image quality measures, and reinforcement learning models to optimize the paradigm's performance.

## References

- [1] Hao Wang, Shixin Sun, Laibin Chang, Huanyu Li, Wenwen Zhang, Alejandro C. Frery, and Peng Ren. Inspiration: A reinforcement learning-based human visual perception-driven image enhancement paradigm for underwater scenes. *Engineering Applications of Artificial Intelligence*, 133:108411, 2024.