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类脑赋能视觉增强: 原理、方法与前沿进展

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摘要: 类脑视觉感知仿生生物大脑处理视觉信息的机制, 通过构建神经形态视觉模型来完成视觉感知任务。事件相机作为一种新型类脑神经形态视觉传感器, 仅感知场景光强的动态变化, 输出表示场景光强变化的事件脉冲(或简称“事件”)。这种特殊的成像方式使得事件相机不仅具有高动态范围特性, 还能对运动引发的场景亮度变化进行几乎连续(μs 级)的异步响应。因此, 融合事件脉冲不仅可以有效补偿由于目标运动过快导致的帧内和帧间信息缺失, 还能填补过曝光区域的饱和失真, 缓解真实复杂场景中的运动模糊、视频插帧、卷帘畸变和过曝光等视频降质问题。本报告将深入探讨以事件相机为代表的类脑脉冲视觉成像方法在视频增强任务中的理论原理和技术手段, 总结和归纳近年来融合类脑视觉脉冲的视频增强算法的国内外最新进展。同时, 针对该领域所面临的诸如数据处理效率较低、暗光条件性能不佳与空间分辨率不足等瓶颈和挑战做出了相对应的分析与讨论。

关键词: 事件相机; 类脑脉冲视觉; 视频增强; 高动态范围(HDR); 运动模糊消除

Neuromorphic-enabled visual enhancement: principles, methods and recent advances

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Abstract: In the field of computer vision, event cameras, a revolutionary class of neuromorphic visual sensors, have emerged as a transformative alternative to traditional frame-based cameras. While conventional cameras are constrained by fundamental limitations, such as fixed exposure times and limited dynamic range, often resulting in motion blur, rolling shutter distortion, and compromised performance in challenging lighting conditions, event cameras operate on an entirely different paradigm. These innovative sensors specifically detect and respond to dynamic changes in scene luminance, generating asynchronous events (spike signals) with remarkable microsecond-level temporal resolution. This bio-inspired

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design, which evolved from silicon retinas developed in the 1990s through several generations of technological advancement (including DVS, ATIS, and DAVIS architectures), enables event cameras to achieve exceptional dynamic range characteristics, effectively overcoming the inherent limitations of traditional imaging systems. The unique operating principle of event cameras, which mimics the human visual system's ability to respond to changes rather than capture complete frames, represents a fundamental shift in visual sensing technology. The high temporal resolution and ultra-low latency characteristics of event cameras enable them to effectively complement the missing intra-frame/inter-frame information during traditional camera capture. In tasks such as motion deblurring, video frame interpolation, and rolling shutter correction, researchers have used an evolving array of methods from early physics-based methods to modern deep learning approaches, which fully utilize the visual texture and geometric motion information in event streams to enhance reconstruction effects. Representative works include the event-based double integration (EDI) model, event-fused video interpolation method (Timelens), and rolling shutter correction framework (EvUnroll). As research progresses, researchers have gradually extended single-task methods to joint tasks addressing multiple video degradations simultaneously. These joint tasks include combinations of deblurring and frame interpolation (EVDI), deblurring and rolling shutter correction, and rolling shutter correction with frame interpolation (SelfUnroll). Recent studies have achieved the joint processing of three tasks, demonstrated by neural network-based image re-exposure frameworks and the lightweight network UniINR. These methods effectively address the ill-posed problems caused by coupled degradations by fully using the temporal information provided by event streams, significantly improving video enhancement results. Beyond temporal compensation, event streams can also enhance image and video quality through spatial compensation. To achieve reconstruction of clear high-resolution image sequences from single blurry low-resolution images, researchers leverage the spatiotemporal correlation characteristics between event streams and images in super-resolution tasks. As demonstrated by the EHDR method and HDRRev-Net, the high dynamic range characteristics (120 dB) of event cameras have also been used to improve imaging effects under extreme lighting conditions. Recent research has successfully combined events' high dynamic range and temporal resolution characteristics, as exemplified by the Self-EHDRI framework, thereby achieving significant progress in handling mixed degradation problems, such as motion blur and rolling shutter effects. These advances in event-based enhancement techniques have yielded impressive results through model- and learning-based approaches. While physical models have established explicit mathematical relationships between events and image formation processes, deep learning methods have demonstrated remarkable ability in learning complex mappings from event data to enhanced images, particularly in challenging scenarios involving rapid motion, extreme lighting variations, and complex dynamic scenes. Research trends in event-based vision enhancement reveal several significant developments and promising directions. Over the years, the field has evolved from single-task solutions to sophisticated multitask frameworks capable of addressing multiple image degradation problems simultaneously. This advancement is complemented by a growing interest in self-supervised and unsupervised learning approaches, which significantly reduce dependence on paired training data — a crucial development given the unique nature of event data. Furthermore, the integration of event cameras with traditional vision systems has become increasingly sophisticated, leading to hybrid solutions that effectively combine the advantages of both sensing modalities. The field has also witnessed substantial hardware progress, with major technology companies, including Inivision, Prophesee, Samsung, and Sony, introducing advanced commercial event cameras. Such a technology has catalyzed widespread adoption across various applications from industrial automation and robotics to intelligent monitoring systems and autonomous vehicles. Current challenges in event-based vision span multiple technological aspects that require innovative solutions. At the hardware level, event cameras face ongoing challenges in achieving higher spatial resolution while maintaining temporal precision, managing sensor noise, and optimizing power consumption. Among these, a critical challenge lies in the efficient processing of massive event data streams, especially in high-speed scenarios where millions of events per second must be processed in real-time. This necessitates sophisticated data management strategies and highly efficient processing algorithms. Real-time processing requirements pose additional challenges, as algorithms must carefully balance computational complexity with processing speed to maintain temporal accuracy. Furthermore, the field continues to grapple with the need for standardized evaluation metrics and robust benchmarks that enable the fair comparison of different approaches and spur further technological advancement. Looking forward, several promising research directions have

emerged that could address these challenges and further advance the field: the development of next-generation event sensors with enhanced resolution and improved noise characteristics, the exploration of specialized neural architectures optimized for event processing, and the integration of event-based vision in emerging applications, such as augmented reality and autonomous systems. The unique advantages of event cameras in temporal resolution and dynamic range, combined with ongoing advancements in hardware capabilities and algorithmic innovations, position them as crucial components of next-generation visual processing systems, particularly in challenging dynamic scenarios in which conventional cameras face fundamental limitations. This survey looks into the theoretical principles and technical approaches of neuromorphic spike vision imaging methods, which are represented by event cameras in video enhancement tasks. In particular, this work summarizes and reviews the latest domestic and international developments in video enhancement algorithms that integrate neuromorphic visual spikes. It also provides corresponding analysis and discussion on the bottlenecks and challenges faced in this field, such as low data processing efficiency, poor performance under low-light conditions, and insufficient spatial resolution.

Key words: event camera; neuromorphic spike vision; video enhancement; high dynamic range(HDR); motion deblurring

0 引言

随着数字摄影技术的发展,特别是手机等消费级移动设备的普及,拍一张好的照片、录制一段精彩的视频,人们可以随时随地记录下日常生活中的美好瞬间,已逐渐成为日常生活和工作中不可缺少的一部分(Delbracio等,2021)。高质量的图像和视频不仅能解决人们的日常生活需求,也为后续高层机器视觉任务提供了可靠的数据源(Nah等,2017,2019)。除了图像的分辨率、对比度、锐度、噪声水平和色彩准确性之外,图像的动态范围、视频的帧率和运动模糊程度等因素,也共同决定了图像和视频的整体质量。

传统光学相机基于固定帧获取曝光图像,可能存在信息缺失、数据冗余和低动态范围等问题:1)每帧图像的输出取决于曝光时间内场景的亮度积分,缺少像素快速变化的信息,使其在高速运动的应用场景中受到限制(Kim等,2013;Kim和Lee,2014;Mao等,2023);2)每次曝光得到的图像包含该时刻场景的所有信息,在研究运动对象时具有较大的数据冗余,进而增加在数据的获取和处理中传输带宽、功耗和内存等方面的负担,限制了相机帧率(Lichtsteiner等,2006;Pan等,2019);3)由于传统光学相机需要获取场景的绝对亮度信息,当场景过亮或过暗时,很容易出现过曝光或欠曝光的问题(Han等,2023;Li等,2024a;Yang等,2023)。因此,当拍摄诸如高速、亮度差异较大的动态场景时,传统基于帧的相机往往会产生包含运动模糊和大量过/欠曝光区

域的降质图像或视频,这不仅影响了精彩瞬间的高质量记录,也给高可靠性的视觉感知带来了挑战(Chen等,2022;Fang等,2020)。

由于传统相机成像过程导致帧内/帧间的信息缺失,从包含诸如运动模糊、低帧率和低动态范围等严重降质的图像/视频中重建高质量的清晰结果是一个严重不适定问题(Jin等,2018;Kim等,2013;Kim和Lee,2014;Mao等,2023;Purohit等,2019)。传统图像/视频增强方法一般通过引入人为假设物理先验(如线性、均匀、刚体等)(Kim等,2013;Kim和Lee,2014)或数据驱动的先验(如基于学习的方法)(Jin等,2018;Mao等,2023;Purohit等,2019)对该问题进行求解。因此,受限于上述先验的准确性,传统方法在真实复杂场景中的性能提升很容易遇到瓶颈(Lin等,2020;Zhang和Yu,2022)。

随着事件相机、脉冲相机等类脑视觉成像传感器技术的不断进步,这些传感器在高动态范围和高速运动场景中展现出的卓越性能,为突破传统相机在动态范围和帧率方面的局限性提供了新的解决思路(Berner等,2013;Brandli等,2014;Culurciello等,2003;Cristobal等,2015;Lichtsteiner等,2006,2008;Posch等,2014)。事件相机能够以 μs 级的时间分辨率捕捉场景中亮度的变化,输出稀疏事件流数据(Lichtsteiner等,2006);而脉冲相机则通过每个像素点对光强度的积分产生脉冲信号(Dong等,2017)。这两种相机都能以非常高的时间分辨率和极低的延迟异步感知场景光场信息,从而解决了传统帧式摄像机在处理快速动态场景时的不足(Lin等,2020;Pan等,2019;Xu等,2021;Zhang等,2022;Zhao等,

2021)。结合类脑视觉技术,可以显著改善视频质量,如去模糊(Kim等,2024;Pan等,2019;Xu等,2021;Zhang等,2023b)、视频插帧(Tulyakov等,2022;Xiao等,2022;Yu等,2021)及卷帘畸变校正(Erbach等,2023;Wang等,2024)等任务中均取得了优异的效果。

本文重点探讨融合事件相机的这一典型类脑视觉成像方法在视觉增强任务中的理论原理和应用技术。从事件相机基本原理、优势和发展历程开始,着重介绍融合事件相机的视频增强任务的理论原理,并结合国内外相关学术研究分析目前该领域的发展现状,最后总结和分析目前面临的技术瓶颈和未来的研究趋势。

1 事件相机简介

事件相机通常称为动态视觉传感器(dynamic vision sensor, DVS^①),其灵感来源于人类视网膜的神经机制,最初以硅视网膜的形式被少量研究者采用。Mead(1989,1990)提出神经形态概念以来,通过模拟生物神经系统设计传感器成为可能,这一概念最终演化为硅视网膜,也就是“事件相机”的最初形态。早期的硅视网膜虽然具备基本的事件检测能力,但早期的DVS相机由于分辨率低、功耗高及存在噪声等问题,未能广泛应用。直到2006年,ETH Zurich团队发布的DVS芯片标志着事件相机进入了实用化阶段(Lichtsteiner等,2006)。DVS采用了异步事件触发机制,显著提高了对快速运动物体的捕捉能力和系统响应速度,但仍面临分辨率不高和噪声处理能力有限的挑战。随后,在2011年推出的ATIS芯片通过集成事件触发与灰度成像功能,克服了DVS的部分局限性(Posch等,2011)。Delbruck等人(2013)提出的DAVIS(dynamic and active-pixel vision sensor)传感器继承了DVS和APS(active pixel sensor)的优点,实现了事件与图像信息的同步输出,极大地提升了系统的综合性能,是事件相机技术发展的里程碑(Berner等,2013;Brandli等,2014)。随后,事件相机技术逐步从分辨率(Chen和Guo,2019;Guo等,2023;Sony,2024)、稳定性(Prophesee,2024a)和带宽(Prophesee,2024b)等多方面进行了技

术改进,正逐步应用于更广泛的领域,包括自动驾驶(Gehrig和Scaramuzza,2024)、机器人(He等,2024)等,展现出巨大的商业潜力和应用前景。

作为一种生物启发式的视觉传感器,事件相机工作原理完全不同于传统图像帧光学相机(Cristobal等,2015),如图1所示。事件相机的每个像素单独检测场景中的亮度变化并根据亮度变化输出事件信号。事件相机输出的事件流包含触发时间、像素位置和亮度变化极性,所有事件在发生时即输出,通过连续时间的脉冲数据流而不是一系列静态帧来反映场景的亮度信息。事件相机各像素的独立异步处理机制使其无需被动读取图像帧内的每个像素信息,而是在亮度变化达到阈值时立即触发事件,并通过地址事件表示协议(address event representation, AER)(Boahen,2000)输出事件所包含的信息。采用这种工作方式,事件信息只包含场景亮度变化的信息,因此通信带宽只被触发事件的像素所占用。

由于事件相机独特的工作原理,事件相机与传统光学图像帧相机相比具有许多优势,主要体现在以下方面:1)高动态范围。事件相机的像素针对亮度变化是对数响应的,因此对于亮度变化的感知具有更高的灵敏度。事件相机可以达到非常高的动态范围(120 dB左右),并且能够在极端光照条件下有效检测到亮度变化并输出相应的事件。相比之下,传统光学相机由于曝光时间的限制,在这种情况下容易产生欠曝光或过曝光的问题,损失场景中的大量细节。因而事件相机不易受到光照条件的限制,相较于传统相机更容易采集极端光照条件下的场景信息。2)低延时与高时间分辨率。事件相机的时间戳精度通常可以达到 μs 级,具有极低延迟,这使得事件相机可以在高速运动中精确捕捉场景的动态变化。在高速运动场景中,传统光学相机往往会因为帧率和曝光时间的限制,出现严重的动态模糊,丢失大量的场景细节。而事件相机能有效采集场景中的每一个运动变化,使其在高速目标检测等领域中具有独特的优势。3)低功耗和低带宽。事件相机的像素异步检测光强变化,在对数域上的光强变化值超过阈值时输出事件。在大多数情况下只有少量像素产生事件,这种特性大大减少了计算量和数据量,进而减少功耗和传输带宽。而传统相机以固定帧率和

①事件相机也称为EVS(event vision sensor),Prophesee、Sony、豪威等发布产品均称其为EVS。

同步曝光时间对整个场景进行成像,不可避免地采集了大量冗余数据,在某些应用场景中造成了不必要的资源消耗。相比之下,对于依赖电池供电的设备,如移动设备、可穿戴设备(如智能眼镜)、物联网终端以及无人机等,事件相机能够有效提升其在多种应用场景下的实用性和灵活性。

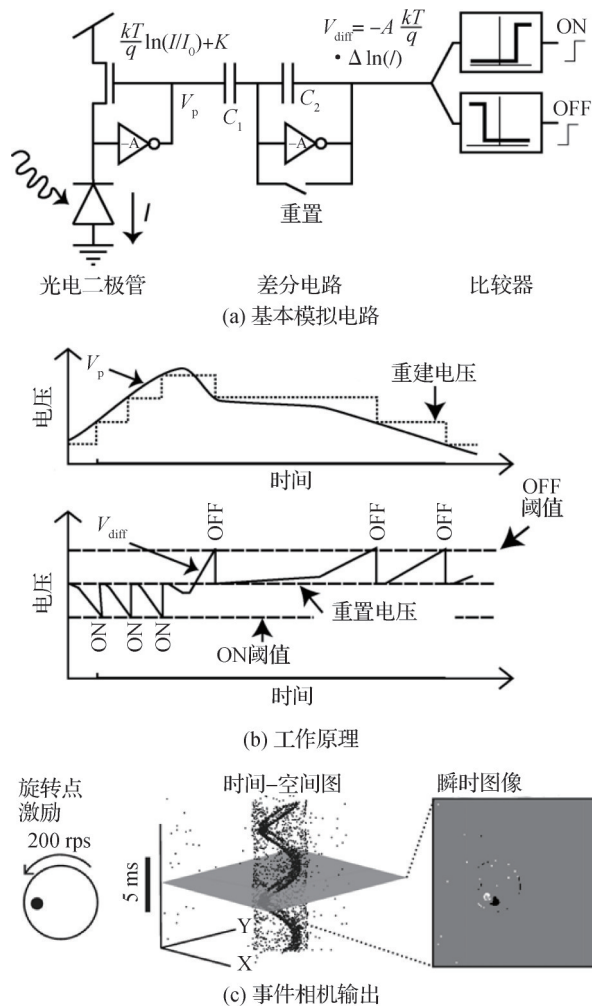


图1 事件相机工作原理(Lichtsteiner等,2008)

Fig. 1 Working principle of event camera(Lichtsteiner et al., 2008)((a) basic analog circuit; (b) working principle; (c) event camera output)

2 融合事件相机的图像/视频增强

由于普通光学相机硬件性能的限制(如较长的曝光时间和较低的动态范围)以及拍摄场景的复杂性,常常导致捕获的图像/视频出现多种形式的降质。传统的图像/视频增强方法因为缺乏运动、纹理细节及光照等信息,在真实场景下的泛化性大幅下

降。而事件相机具备低延时、高时间分辨率和高动态范围等优势,能够捕获复杂场景中的更多信息,这是传统相机所不具备的。尽管如此,事件相机的异步脉冲流数据与传统图像的二维矩阵数据截然不同,这导致事件数据无法直接应用传统图像/视频处理方法。因此,通过物理模型和网络框架建立事件、低质量图像/视频和潜在高质量图像/视频三者之间的联系,以充分利用事件的特性,是融合事件相机的图像/视频增强拟解决的重要问题。

针对图像/视频增强任务,事件相机能够为传统帧相机在时间、空间和纹理等3个层面提供有效的补偿信息。一方面,具有低延时和高时间分辨率性质的事件流可以几乎连续完整地记录传统帧相机在曝光时间内/外的场景动态信息,对帧率和曝光受限条件下拍摄的图像/视频进行有效补充;另一方面,事件相机高动态范围性质也能够给传统帧相机提供极端光照场景下过曝/欠曝区域的有效纹理补偿。如图2所示。

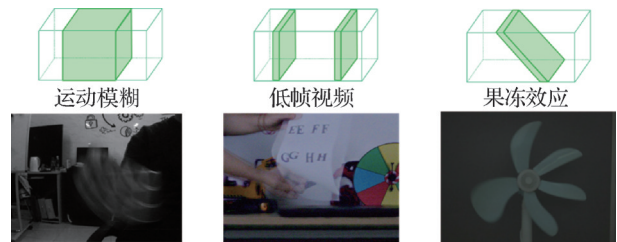


图2 传统帧相机成像过程曝光时序示意与不同降质图像
Fig. 2 Exposure timing diagram and different types of degraded images in traditional frame camera imaging process

2.1 利用事件相机的高时间分辨率性质

2.1.1 时域补偿:从事件流提取帧内/帧间信息

在普通光学相机进行拍摄时,由于快门存在一定的曝光时间,镜头与被拍摄物体之间的相对位移会导致运动模糊的产生,同时擦除物体运动信息与纹理细节;此外,普通光学相机拍摄视频时,每一帧之间都会有曝光时间间隔,导致拍摄的运动场景不连贯,无法记录完整的动态过程。而在手机摄像头最常用的CMOS(complementary metal-oxide-semiconductor)传感器(Fan等,2023;Janesick等,2006)通常采用卷帘快门(rolling shutter,RS)机制,即平面上的像素通常以逐行方式从上到下曝光,且具有恒定的行间延迟。因此,当CMOS传感器的镜头和物体之间存在相对运动时,拍摄的图像和视频

会出现所谓的果冻效应(例如偏斜、拉伸和摆动),极大影响视觉观感。

因为缺失了帧内/帧间的运动与纹理细节等信息,去模糊、插帧和卷帘快门矫正这些图像处理任务是严重不适定的,因此对潜在帧进行高质量的重建是很困难的。传统方法一般通过引入人为假设物理先验(如线性、均匀和刚体等)或数据驱动的先验(如基于学习的方法)(Chen等,2019;Cho等,2007;Grundmann等,2012;Liu等,2020;Purkait等,2017),缓解上述问题的病态与不恒定。但是上述先验假设和现实场景中的复杂运动情况不尽符合,使传统方法泛化性受限。而在实际应用中,这些任务往往相互耦合,导致传统方法的局限性更加明显。

事件相机是一种新型仿生视觉传感器,区别于传统的光学相机,事件相机实现了成像过程从传统图像帧格式到异步仿生脉冲序列的范式转换,其各像素点以高时间分辨率和极低延迟异步地响应场景的亮度变化(Chakravarthi等,2024;Gehrig和Scaramuzza,2023),因此能够记录场景的连续运动信息和纹理变化。得益于上述特性,事件相机可以补充传统相机在拍摄过程中缺失的帧内/帧间信息,如图3所示。事件相机在视频增强领域具有巨大潜力。

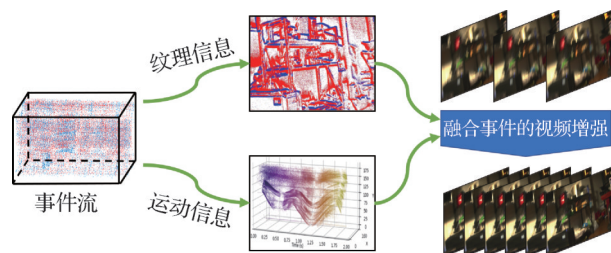


图3 事件相机提供纹理和运动信息赋能视频增强任务
Fig. 3 Video enhancement with texture and motion information from event cameras

1)融合事件的运动去模糊。目前融合类脑视觉脉冲的运动去模糊研究已经取得了很大突破(Chen等,2023a;Cho等,2023;Ji等,2022;Jiang等,2020;Kim等,2022,2024,2025;Lin等,2020;Low和Lee,2025;Nakabayashi等,2023;Pan等,2019,2022;Qi等,2023;Song等,2022;Sun等,2022,2023a;Vitoria等,2023;Wang等,2020;Xu等,2021;Yang等,2024a;Yang等,2024b;Zhang等,2023a;Zhang等,2023b;Zhang等,2024a;Zhang等,2024b,c;Zhang和Yu,2022)。事件流和模糊图像在纹理信息和

几何运动信息两个方面均具有潜在关联,以此为基础利用事件相机极高的时间分辨率,补偿图像运动模糊导致的视觉纹理缺失和几何运动模糊问题。

早期的研究从视觉纹理信息方面开展(Kim等,2024;Scheerlinck等,2019a,b;Wang等,2021),在事件和图像之间构建显式关系,并在此基础上构建运动去模糊的物理模型。事件相机逐像素感知场景亮度变化,以“事件”脉冲的形式输出,与场景亮度的时间微分相关(Lichtsteiner等,2006),而模糊图像近似于场景亮度的时间平均(Kim等,2018),二者在视觉纹理层面存在紧密关联。Pan等人(2019,2022)提出的基于事件的双重积分(event-based double integral, EDI)模型是早期研究中的代表,如图4所示。EDI充分利用了在曝光时间内捕获的事件所提供的细节纹理信息,提升去模糊效果,为后续融合事件的运动去模糊提供了基础理论支撑。

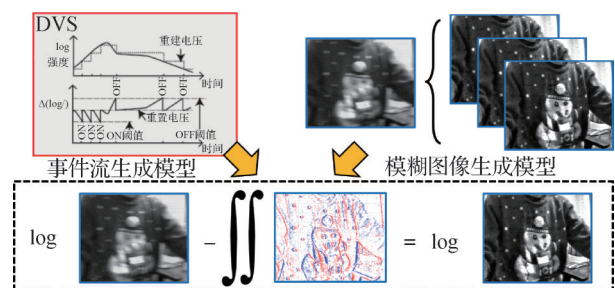


图4 EDI基本原理示意图(Pan等,2019,2022)
Fig. 4 Schematic diagram of EDI basic principles (Pan et al., 2019, 2022)

然而,基于事件的物理模型在现实场景中常常受到噪声事件的干扰(iniVation,2020),使得重建结果很难避免出现模糊和伪影。与基于物理模型的方法相比,基于深度学习的方法可以学习到接近真实场景下的数据分布,具有更强的噪声抑制能力,泛化能力有较大提升,并逐渐成为目前研究的主流。

此外,除了利用视觉纹理信息进行去模糊工作,借助事件中几何运动信息,还可以额外对网络进行指导与约束,提升网络在真实场景的泛化性。Jiang等人(2020)在网络中构建一个运动补偿模块并从事件中预测流场(flow field),并在网络中引入关于流场平滑性的损失监督,提升序列去模糊效果。Xu等人(2021)从事件中预测光流,利用模糊过程一致性和光度一致性,利用真实事件数据对去模糊网络进

行半监督训练,并提出一种分段线性运动模型来考虑复杂的场景运动,以弥合模拟仿真和真实运动模糊之间的差距。Zhang等人(2023b)构造了一个自监督训练的尺度感知网络,突破了输入事件与模糊图像的分辨率限制,能够利用不同空间和时间尺度的运动信息,进一步提升去模糊的泛化性能。

2)融合事件的视频插帧。目前融合事件的视频插帧技术蓬勃发展,研究人员提出许多新的插帧方法(Chen等,2023b;Cho等,2024;Gao等,2023;He等,2022;Jiang等,2024;Kim等,2023;Kılıç等,2023;Lin等,2023;Lin等,2020;Liu等,2024b;Lu等,2023a;Paikin等,2021;Sun等,2023a;Tulyakov等,2021,2022;Weng等,2023;Wu等,2022;Yang等,2024b;Yu等,2021;Zhang和Yu,2022),其中Tulyakov等人(2021)的Timelens极具代表性,如图5所示。Timelens利用两幅图像帧以及各自到预测帧之间的事件流,通过一个卷积神经网络生成预测帧。不同于Lin等人(2020)使用事件来估计清晰潜在帧恢复的残差,Timelens充分利用事件中的视觉纹理信息和几何运动信息,由此分别构建基于合成的插帧模块与基于扭曲的插帧模块,并互补融合输出预测帧。相比传统的方法,Timelens在运动模糊和非线性运动等情况中预测结果更具有鲁棒性,如图5所示。

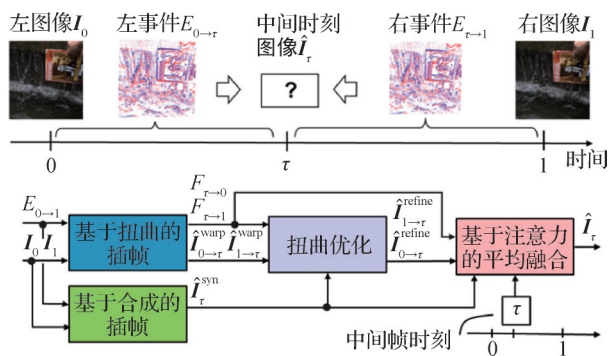


图5 Timelens的插帧网络框架(Tulyakov等,2021)

Fig. 5 Timelens frame interpolation framework
(Tulyakov et al., 2021)

此外,Tulyakov等人(2021)在Timelens的基础上进一步提出Timelens++(Tulyakov等,2022)。该方法引入多尺度特征融合,可以有效地基于事件和帧的图像扭曲计算推理非线性帧间运动;Paikin等人(2021)提出Efi-net,实现了利用低分辨率事件流对高分辨率视频进行插帧,拓展了事件的可用性;

Yu等人(2021)提出基于弱监督训练的事件插帧方法,展示了基于事件的插帧可以直接从低帧率视频和事件流数据中直接学习并生成高帧率视频;He等人(2022)提出的TimeReplayer以循环一致约束对网络进行无监督训练,不仅可以对复杂的非线性运动进行建模,而且避免了对大量配对的高速帧和事件的数据需求。

3)融合事件的卷帘快门校正。受到基于事件的图像重建任务(Han等,2021;Pan等,2019;Rebecq等,2021;Tulyakov等,2021)的启发,研究人员将RS图像与具有物体运动和纹理信息的事件相结合,在卷帘快门畸变校正的技术研究方面取得了重大突破(Erbach等,2023;Jiang等,2024;Lin等,2023;Lu等,2023a;Wang等,2023,2024;Zhang等,2024d;Zhou等,2022)。

此外,融合事件的卷帘快门校正也在研究中不断完善。如图6所示,Zhou等人(2022)通过构建基于事件流的卷帘快门图像和全局快门图像之间的运动相关性和强度相关性,提出了EvUnroll算法。Wang等人(2023)提出基于事件的帧间/帧内补偿器(event-based inter/intra-frame compensator,E-IC)预测任意时间间隔之间的像素动态,从单幅RS图像和并发事件中恢复高帧率GS(global shutter)视频;同时提出一个基于事件的自监督学习框架SelfUnroll,该框架可以使用真实事件和RS图像进行训练,提高了泛用性。Erbach等人(2023)在其提出的EvShutter中首次引入一种新的基于流的去模糊模块,用于去除重建结果中残存RS伪影;同时提出一个基于自适应插帧的RS图像模拟器,相比具有固定插值速率的模拟器,其生成的仿真RS图像质量更高,有利于促进相关领域研究的发展。

4)融合事件的联合图像/视频增强。在实际场景中,受拍摄设备的帧率、曝光模式(如全局快门GS和滚动快门RS)以及被拍摄物体的运动情况等多种因素的影响,去模糊、视频插帧和卷帘快门校正等任务往往可能会相互叠加和耦合,进一步加剧了视频增强任务的不适用性。事件流具有 μs 级时间分辨率,可以提供几乎连续任意时刻的纹理和运动信息,因此近期的工作逐渐将单一任务的方法扩展到多种视频降质的联合任务中,利用事件有效解决上述多种降质耦合导致的不适用性问题,如图7所示。

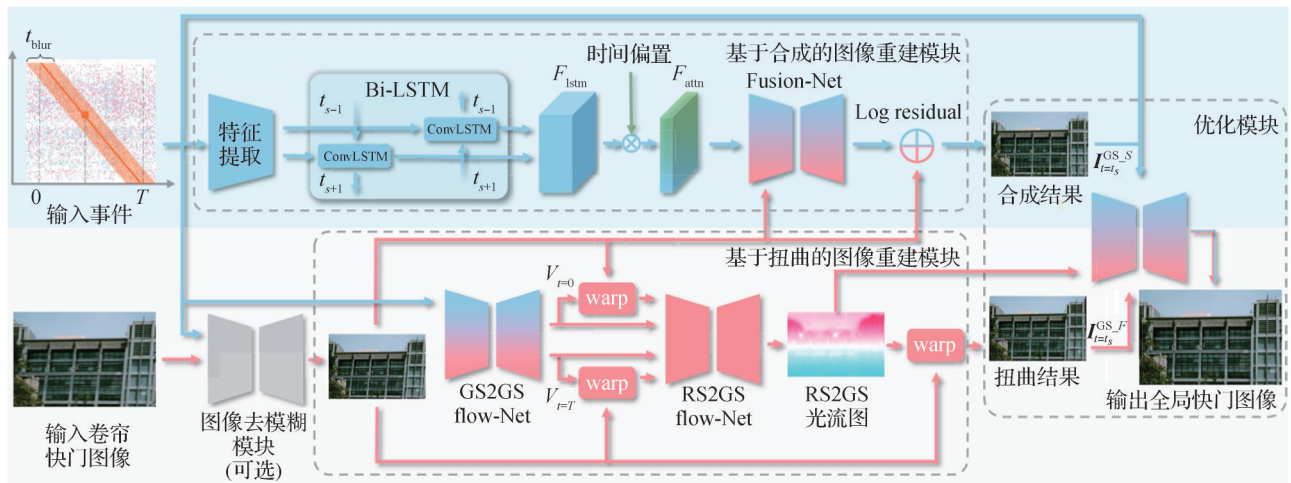


图6 EvUnroll的网络框架(Zhou等,2022)

Fig. 6 EvUnroll network framework(Zhou et al., 2022)

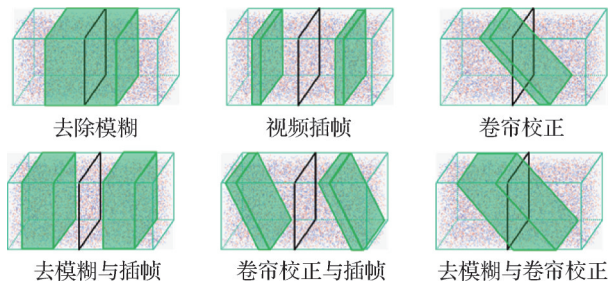


图7 融合事件的图像/视频增强任务类型

Fig. 7 Event-fused image/video enhancement tasks

(1)联合去模糊与插帧。Zhang和Yu(2022)提出的EVDI(event-based video deblurring and interpolation)是融合事件的联合去模糊与插帧方法的代表,如图8所示。受EDI(event-based double integral)(Pan等,2019)启发,EVDI通过可学习的双积分网络预测模糊帧与清晰潜在图像之间的映射关系,并利用前后两帧连续模糊输入和并发事件的信息,融合输出目标潜在清晰图像。此外,他们通过探索模糊帧、潜在清晰图像和事件流之间的相互约束,进一步提出一种自监督学习框架,利用真实的模糊视频和事件实现网络训练。

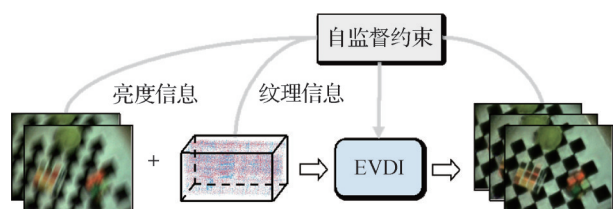


图8 自监督联合去模糊与插帧(Zhang和Yu,2022)

Fig. 8 Self-supervised joint deblurring and frame interpolation (Zhang and Yu, 2022)

(2)联合去模糊与卷帘快门矫正。Wang等人(2024)提出一种用于卷帘快门去模糊的事件表示,使用事件对输入RS模糊帧和潜在图像之间的转换关系进行显式建模,将卷帘快门校正和去模糊整合到一个统一的单级网络中。与传统的两阶段方法相比,这种精简的方法减轻了累积误差并减少推理时间。此外,为了增强图像和事件信息的融合,Wang等人(2024)提出一个时间引导的跨模态注意模块,并通过结合多尺度上下文感知的Transformer来有效地解决不同程度的失真和模糊。

(3)联合卷帘快门矫正与插帧。Wang等人(2023)在SelfUnroll-S从单幅RS图像和并发事件中恢复高帧率GS视频的基础上,构造SelfUnroll-M框架,结合前后两幅RS图像和并发事件,各自生成到目标时间的预测GS图像,并融合输出目标GS图像。SelfUnroll-M实现了从帧内矫正到帧间插帧的模式转换,网络使用范围从单一RS图像拓展到连续RS视频,更有利于连续动态场景下的高帧率视频生成与处理。

(4)联合去模糊、插帧与卷帘快门矫正。Zhang等人(2024d)从快门的角度出发,提出一种基于神经网络的图像重曝光框架。该研究提出一个使用所需快门策略将信息聚合到“神经胶片”的重曝光模块,使用自注意力层和交叉注意力层,促进“神经胶片”与视觉潜在内容之间的交互和信息聚合,最终重建目标清晰图像。Lu等人(2025)提出一个轻量级的网络UniINR(unified implicit neural representation),从RS模糊帧和配对事件中恢复任意帧率的清晰GS

帧,其关键思想是统一时空隐式神经表征(implicit neural representation, INR),将位置和时间坐标直接映射到颜色值,以解决互锁退化问题,并且可以通过输入曝光时间查询特定的清晰帧(GS或RS)。Jiang等人(2024)考虑到基于事件的视觉传感器(EVS)非理想性(例如像素或读出延迟)会显著影响增强图像的质量,将EVS像素延迟、读出延迟和传感器的不应期等因素纳入测量模型,并使用基于优化的框架以逐像素方式解决此反函数问题,最终从120 FPS(frames per second)的RS模糊视频重建出10 000 FPS的清晰GS视频。

2.1.2 融合事件流的图像/视频超分辨率

事件流代表了场景亮度的时域梯度,基于光流一致性假设,可以进一步通过运动光流场与图像的空域梯度场建立关联,进而将事件流在时域中的高时间分辨率优势扩展到图像的空域部分。基于此,在图像超分辨率(super-resolution, SR)的应用中,结合事件相机获取的时间序列数据,可以不仅有效降低由于运动模糊引起的失真,增强重建图像的细节,还可以利用事件信息使SR重建更加精确和有效。Wang等人(2020)提出一种事件增强SR算法,从单幅模糊低分辨率(low-resolution, LR)图像中生成一系列清晰高分辨率(high-resolution, HR)图像;Han等人(2021)提出一个由潜在帧重建和多图像融合组成的网络框架,重建出具有更高动态范围的HR图像;Jing等人(2021)观察到高帧率导致更小的像素位移可以提供良好的超分辨率结果,并利用事件流重建相邻帧之间具有均匀和微小的像素位移的高帧率视频流,再恢复所需的HR视频。

基于事件流和图像之间的时空关联特性,还能够利用图像对事件进行反向增强。Duan等人(2022)提出EventZoom算法,利用高分辨率图像对事件进行引导超分辨率重建和噪声抑制;而Zhang等人(2024a)进一步提出CrossZoom算法,利用模糊HR图像与LR事件流之间的跨模态时空关联进行互补增强,既解决HR图像的去模糊问题,又利用HR图像的空间纹理提升LR事件的空间分辨率。

2.2 利用事件相机的高动态范围性

事件相机对场景亮度的动态范围响应可达120 dB(相比传统相机60~70 dB)。针对亮度范围差异较大的极端光照场景,事件流可能包含比图像更多的纹理细节,可以为其提供有效的补偿,提升高

动态范围(high dynamic range, HDR)成像的效果。Messikommer等人(2022)提出EHDR(event-based high dynamic range)。这是首个结合包围曝光LDR(low dynamic range)图像与对应事件的HDR图像重建方法。相较于传统基于图像的方法,EHDR更好地实现颜色饱和度的提升和低对比度细节的重建,即使面对噪声和运动模糊也可以保持稳定的重建性能。

除了在包围曝光图像HDR重建方面具有优势,结合事件的HDR视频重建研究也取得了重大进展。传统的包围曝光LDR图像序列之间的最佳曝光率是根据场景而调整变化的。对于场景动态度高的视频,保持HDR重建结果的性能平衡较为困难,往往存在帧间闪烁。而以极高时间分辨率和高动态范围记录场景亮度变化的事件相机可以突破传统光学相机在曝光时间上的限制。Yang等人(2023)基于此提出HDRRev-Net,用事件引导LDR视频的HDR重建,有效地抑制了闪烁效果。王瑞琳等人(2024)则基于小波变换和动态互补滤波的方法,融合LDR强度图像与事件以实现HDR效果。

2.3 同时利用事件相机的高时间分辨率和高动态范围性质

在真实复杂的动态场景下实现高动态范围成像是一项极具挑战性的任务,因为在拍摄运动物体的过程中,往往会出现低动态范围、运动模糊以及果冻效应等多种退化现象的叠加。

为了应对上述挑战,研究人员尝试同时利用事件的高动态范围和高时间分辨率特性对LDR图像进行补偿,并取得了一定的进展。Li等人(2024b)提出一个基于事件的HDRI和运动去模糊模型,并基于此模型构建一个统一任务框架Self-EHDRI,通过学习从模糊LDR图像到清晰LDR图像的跨域转换,实现了自监督学习策略,即使在缺少真实清晰HDR图像作为参考的情况下,也可以恢复潜在的清晰HDR图像。Lin等人(2023)提出一种基于流的帧插值网络,将事件流与RS图像融合,实现RS校正和插帧;并与基于注意力的融合网络相结合,利用事件流重构的强度值来指导高动态范围增强。

3 其他图像重建相关任务

前文重点讨论了融合事件的去运动模糊、视频

插帧、卷帘快门矫正及高动态范围成像等图像/视频增强任务。除此之外,事件相机还可以单独应用于其他 Low-Level 的重建任务中,包括图像去遮挡(Liao 等,2022;Zhang 等,2021)、密集光流估计(Gehrig 等,2021b)、实时光度立体视觉(Yu 等,2024)和特征跟踪(Messikommer 等,2023),如图9所示。这些应用不仅展示了事件相机在实时处理和动态场景捕捉方面的显著优势,也拓展了其在传统图像增强技术未能充分发挥的场景中的潜力。

基于传统帧相机的合成孔径成像(synthetic aperture imaging, SAI)通过多视角曝光合成模拟大孔径,可以有效处理遮挡干扰问题,但在极端遮挡环境下仍会导致场景亮度信息减少和噪声增加,从而影响重建质量。Zhang 等人(2021)、余磊等人(2023)和 Yu 等人(2023)首次将事件相机引入 SAI 系统,构建了基于事件流的合成孔径成像系统(E-SAI),整体框架如图9(a)所示。E-SAI通过事件流不仅可以连续收集不同视角的光信息,还能有效缓解极端光照导致的过曝光/欠曝光问题,即使存在稠密遮挡干扰,也能有效重建被遮挡的场景。后续的工作(Liao 等,

2022)通过融合事件和图像双模态数据显著提升了合成孔径成像效果。

事件相机能够以极高的时间分辨率记录场景中的瞬时光强变化,从而为高速场景的精准运动估计提供可能(Gehrig 等,2021b;Ye 等,2020;Zhu 等,2018b)。Ye 等人(2020)和 Zhu 等人(2018b)提出一种基于光度一致性损失的半监督方法,从稀疏事件流数据中重建场景的稀疏光流信息。在此基础上,Gehrig 等人(2021b)借鉴 RAFT (recurrent all-pairs field Transforms) 光流估计的思路,提出 E-RAFT 模型,通过结合事件流的时间信息和循环神经网络架构,如图9(b)所示,实现了更高效、更准确的密集光流估计,展现了事件相机在动态场景运动分析中的巨大潜力。付婧祎等人(2023)则融合存在运动模糊的图像帧与事件流,重建出高速运动目标的连续光流,并保证了存在运动模糊情况时光流估计的精度。基于传统帧相机的光度立体视觉数据采集过程复杂且耗时,通常需要多曝光图像合成高动态范围图像,以准确捕获物体表面的镜面反射区域,这使得在动态目标上实现实时三维重建变得困难。相比之下,

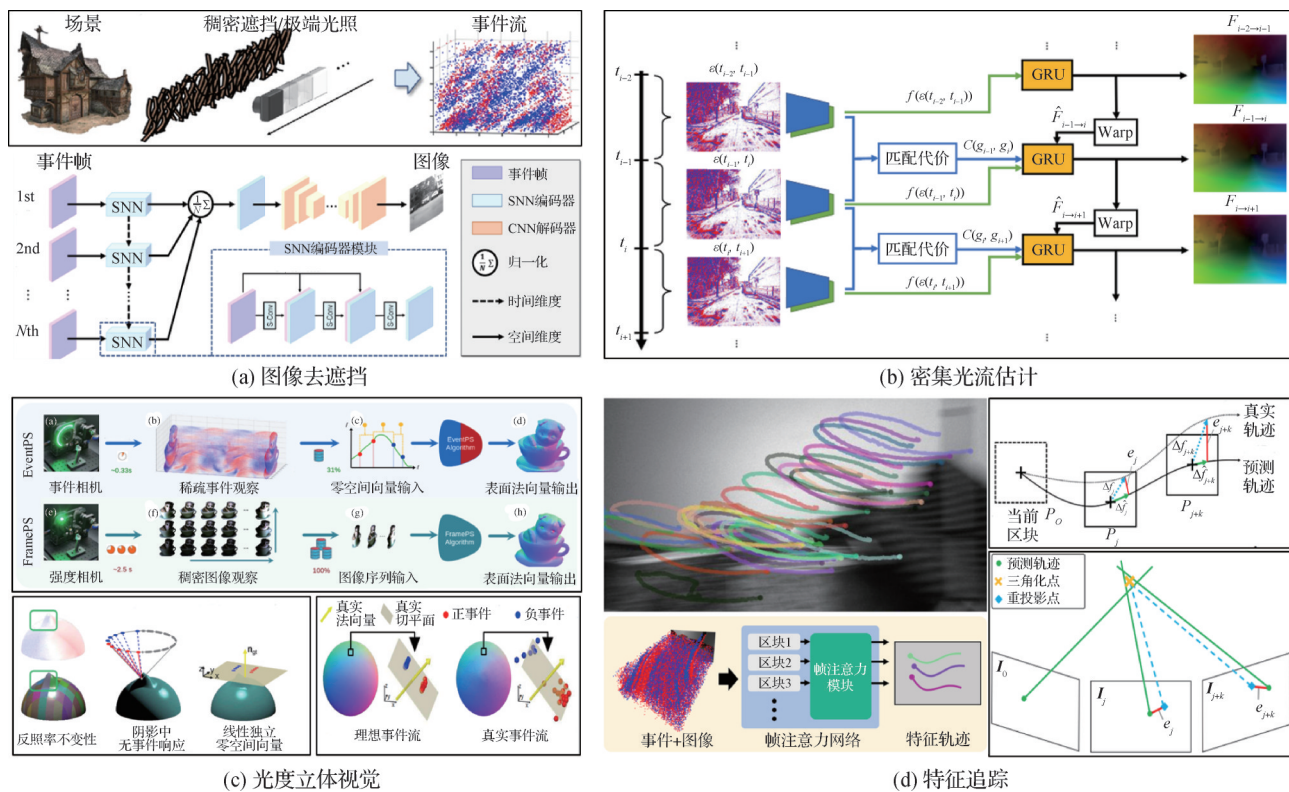


图9 其他图像重建相关任务的框架示意图

Fig. 9 Framework diagram of other image reconstruction related tasks

((a) image deocclusion; (b) dense optical flow estimation; (c) photometric stereoscopic vision; (d) feature tracking)

事件相机凭借其高时间分辨率、高动态范围和低带宽要求,为众多实时计算机视觉任务提供了有效的数据获取方式。Yu等人(2024)提出的EventPS方法,从事件相机的成像模型出发,推导出事件触发与目标表面法线向量之间的“零化向量”关系,结合优化算法与深度学习,成功实现了光度立体表面法线的估计,如图9(c)所示。EventPS达到了超过30帧/s目标表面法线图的重建,为高精度、实时三维数据获取提供了全新的解决方案。

传统的特征跟踪方法往往依赖于帧间信息,受限于运动模糊和光照变化的影响,难以在快速运动或复杂背景下保持稳定。然而,事件相机凭借其高时间分辨率和对动态变化的敏感性,能够捕捉到场景中细微的运动变化,从而显著提升特征跟踪的精度和鲁棒性。Messikommer等人(2023)提出一种基于事件数据驱动的特征跟踪算法,利用事件流中每个事件的时间戳和空间位置信息,建立了一种高效的跟踪机制,框架如图9(d)所示。该算法不仅能够在快速变化的场景中保持稳定且连续的跟踪效果,还有效地解决了传统方法中的模糊问题。

4 事件数据获取和数据集构建

混合图像—事件数据集对于推动融合事件的图像/视频增强领域的算法训练和评估至关重要,该数据集应包含时空完美对齐的降质图像/视频和事件流,同时还应提供相应的清晰高质量图像/视频作为算法的真值(ground-truth, GT)用于模型训练或性能评估。与传统图像/视频增强任务一样,融合事件的图像/视频增强任务中,所需的降质图像/视频和GT获取方式一般也是通过仿真的形式来构造:先通过可靠的方案获取清晰的高质量图像/视频真值,然后根据任务需要,利用物理模型来合成降质的图像/视频数据。事件数据可以通过仿真器合成或真实相机拍摄的方式来获取。事件仿真器可以从高质量的高帧率视频中模拟生成事件流。现有的事件仿真器可分为两类:基于随机过程的方法(Gehrig等,2020; Lin等,2022; Rebecq等,2018)和基于电路物理模型的方法(Han等,2025; Hu等,2021)。

事件相机特殊的成像模式导致事件数据的分布与场景光强、设备型号和运动模式等因素强相关,真实相机输出的事件与模拟器仿真输出的事件之间一

般存在较大的差异。因此,真实事件数据上训练的算法在真实场景中往往具有较好的泛化性能,但是需要事件和图像/视频的严格时空对齐:1)可以通过现有的事件+图像混合模态相机直接获取(Stoffregen等,2020; Sun等,2022; Xu等,2021; Zhang等,2021; Zhu等,2018a),例如iniVation的DAVIS系列,但可能会受制于传感器的空间分辨率(最大 340×260 像素)和成像质量的限制(锐思智芯的ALPIX系列、豪威(OmniVision)的OV60B10等芯片虽然具有较高的空间分辨率,但是生态和产品形态没有DAVIS系列成熟);2)通过分光镜连接事件相机和普通帧图像相机搭建混合模态成像系统,并搭配外触发时钟同步电路实现事件和图像的严格时空对齐(Tulyakov等,2022),虽然可以有效解决空间分辨率和彩色图像采集的问题,但可能会由于分光镜的使用缩小传感器的视野,降低每个像素接收到的光量。

融合事件的图像/视频增强任务部分数据集如表1所示。

5 图像质量评价指标

融合事件相机数据的图像/视频增强和常见的图像/视频增强所使用的图像质量评价指标是相同的,常用的有参考图像质量评价指标包括:峰值信噪比(peak signal-to-noise ratio, PSNR)和结构相似性(structural similarity, SSIM)。PSNR是一种衡量图像质量的指标,表示信号最大可能功率与影响它的表示精度的破坏性噪声功率的比值。其数值越大,表示重建图像越接近于参考图像,失真越小。SSIM衡量两幅图像间的结构相似度,主要衡量3个关键特征:亮度、对比度和结构。SSIM取值范围为 $[0, 1]$,数值越大,则两幅图像的相似性越高。

近年来基于深度学习发展的学习感知图像块相似度(learned perceptual image patch similarity, LPIPS)(Zhang等,2018)逐渐受到越来越多的关注和应用。LPIPS通过学习生成图像与真实图像之间的反向映射,强制生成器从伪图像中重构真实图像的过程,并优先考虑它们之间的感知相似度。与传统方法(如PSNR和SSIM)相比,LPIPS更能反映人类的感知特性。LPIPS值越低,表示两幅图像越相似;反之,差异越大。

同时,为了能够在无参考真值图像的真实场景

表1 融合事件的图像/视频增强任务部分数据集
Table 1 Typical datasets for event-fused image/video enhancement tasks

数据集	任务类型	事件			图像		
		类型	分辨率/像素	采集设备	类型	分辨率/像素	采集设备
DDD17(Binas等,2017)	视频生成		346 × 260	DAVIS346B	灰度	346 × 260	DAVIS346
MVSEC(Zhu等,2018a)	去模糊、深度估计、光流估计		346 × 260	DAVIS346B	灰度	346 × 260	DAVIS346
HQF(Stoffregen等,2020)	去模糊、插帧		240 × 180	DAVIS240	灰度	240 × 180	DAVIS240
HS-ERGB(Tulyakov等,2021)	插帧		1 280 × 720	Prophesee Gen4	彩色	1 440 × 1 080	FLIR BlackFly S
DSEC(Gehrig等,2021a)	去模糊、深度估计、光流估计		640 × 480	Prophesee Gen3	彩色	1 440 × 1 080	FLIR BlackFly S
RBE(Xu等,2021)	去模糊		346 × 260	DAVIS346	灰度	346 × 260	DAVIS346
ESAI(Zhang等,2021)	SAI	真实	346 × 260	DAVIS346	灰度	346 × 260	DAVIS346
REBlur(Sun等,2022)	去模糊		346 × 260	DAVIS	灰度	346 × 260	DAVIS
BS-ERGB(Tulyakov等,2022)	插帧		1 280 × 720	Prophesee Gen4	彩色	4 096 × 2 196	FLIR
HDR-ERGB(Messikommer等,2022)	HDR		1 280 × 720	Prophesee Gen4	彩色	4 000 × 3 000	FLIR Blackfly S
ALPIX-VSR(Lu等,2023b)	SR		1 632 × 1 224	ALPIX-Eiger	彩色	3 264 × 2 448	ALPIX-Eiger
RainVID&SS(Sun等,2023b)	去雨		1 280 × 800	CeleX5	彩色	-	-
EventAid(Duan等,2025)	视频重建、插帧、去模糊、SR、HDR		1 280 × 720	Prophesee Gen4	彩色	1 440 × 1 080 2 448 × 2 048	MV-CA016-10UC MV-CA050-12UC
GoPro(Nah等,2017)	去模糊、插帧		-	仿真	彩色	1 280 × 720	GOPRO4 Hero Black
REDS(Nah等,2019)	去模糊、插帧	合成	-	仿真	彩色	1 280 × 720	GOPRO4 Hero Black
Gev-RS(Zhou等,2022)	卷帘快门重建		640 × 480	仿真	彩色	1 280 × 720	Phantom VEO 640

下有效评价图像/视频增强的质量,无参考图像质量评价指标(方玉明等,2021)也可以用于评价事件驱动的视觉增强方法,包括基于传统机器学习算法(如NIQE(natural image quality evaluator)(Mittal等,2013)、IL-NIQE(integrated local natural image quality evaluator)(Zhang等,2015))和基于深度学习的算法(如BIQA(blind image quality assessment)(Ma等,2019)和DB-CNN(deep bilinear convolutional neural network)(Zhang等,2020b))。

6 国内外研究动态和趋势分析

6.1 成像芯片

事件相机成像芯片正经历从科研探索到商业应

用的快速转型,以显著提升其在自动驾驶、机器人等领域的适用性,如图10所示。瑞士iniVation作为行业先锋,先后推出DVS128、DAVIS240、DAVIS346、DVXplorer及最新的C-DAVIS和DVXplorer HD(SynSense,2024)(本文成稿前,C-DAVIS和DVXplorer HD产品尚未正式销售),引领了事件相机的高性能化发展。法国Prophesee则专注于高分辨率DVS的设计,与Sony合作推出的IMX系列实现了高清分辨率和超低延迟,同时保持了高动态范围和小像素尺寸。在国内,芯仑科技(Chen和Guo,2019)(2019年被豪威收购)、豪威(Guo等,2023)、锐思智芯(AlpsenTek,2024)和时识科技(SynSense,2022)等企业亦取得了显著进展,推出了支持全帧图像输出、高分辨率、低功耗和快速模式切换的事件相机/混合模

态相机芯片。时识科技开发的 Speck 芯片, 作为首款“感算一体”动态视觉智能 SoC, 以低功耗的特

性为事件相机在低功耗嵌入式系统中的应用赋予新的能力。

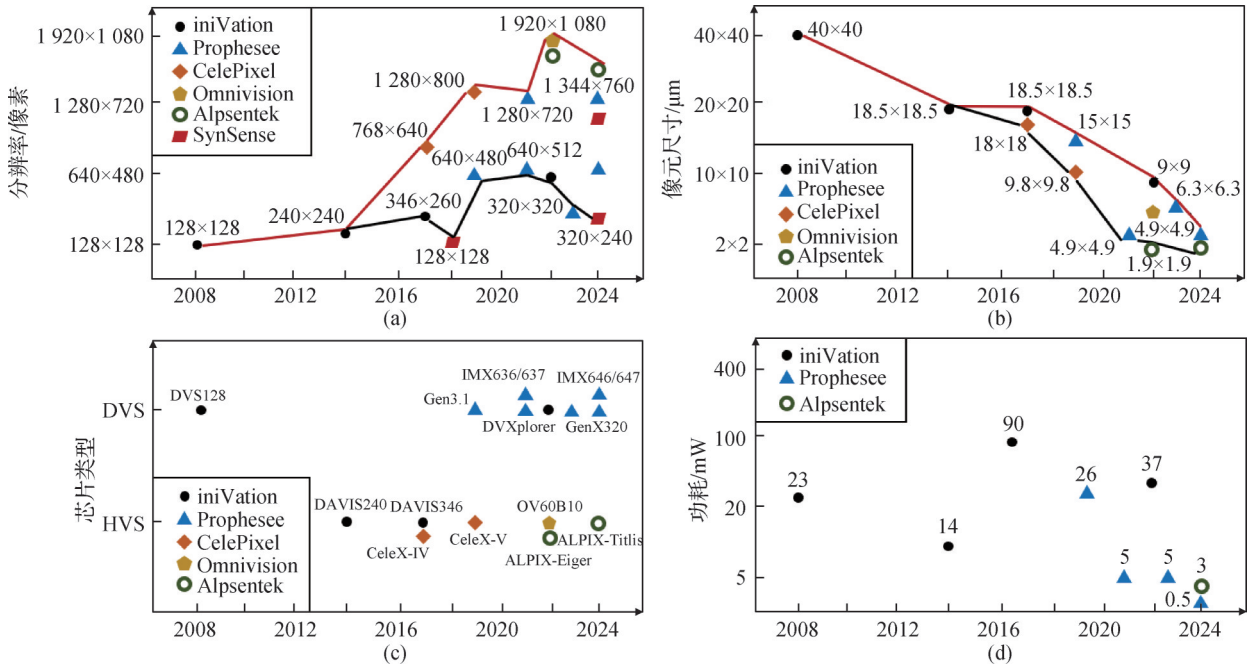


图10 事件相机成像芯片发展趋势(统计到2024年10月)

Fig. 10 Development trends of event-based imaging sensor chips (data until October 2024)

6.2 学术研究和行业应用

事件相机因其独特的高动态范围、低延迟和低功耗特性,在学术研究和工业应用领域引起了广泛关注。随着新型事件相机(如 iniVation 的 DAVIS346、DVXplorer (iniVation, 2024a, 2024c) 和 Prophesee 的 Gen3、EVK3、EVK4 等系列(Finateu 等, 2020))的推出以及事件仿真器的引入(如 ESIM (Rebecq 等, 2018)和 DAVIS Simulator (Mueggler 等, 2017)),研究门槛显著降低,促进了基于事件相机的视觉感知研究快速发展,特别是在计算机视觉与模式识别领域的顶级会议上,相关研讨会和专题讨论日益增多,推动了该领域技术的扩散与共享,如图 11(a)所示。与此同时,全球范围内事件相机相关专利数量的快速增长,尤其是国内专利数量在 2023 年达到历史新高(专利数据分别来自世界知识产权组织(WIPO)官网和国家知识产权局专利检索与分析网站),超过了全球总量的 50%,反映出该技术在 全球科技公司及国内高校和企业中的重要地位,如图 11(b)(c)所示。尽管如此,与国际领先水平相比,国内在技术创新和市场应用方面仍有差距,主要

以高校科研为主,需要进一步加强产学研合作,探索和挖掘事件相机在重要行业关键领域的“杀手锏”应用,促进事件相机技术的持续进步和广泛应用。

6.3 融合事件相机的视频增强

融合事件相机的图像/视频重建技术已成为当前的研究热点之一,特别是在运动去模糊、视频生成和插帧等方面。这些技术因能显著提升图像质量和视频流畅度而在实际应用中展现出巨大价值,如图 12 所示。此外,基于事件的 HDR、超分辨率重建和卷帘快门重建等技术也逐渐显现出改善图像细节和视觉体验的潜力。最新的研究方向如基于事件的去雨和合成孔径成像,则通过利用事件相机的独特优势,实现了更高效准确的图像恢复结果。国内外多所知名高校和研究机构,如韩国科学技术院、苏黎世联邦理工学院、澳大利亚国立大学以及国内的多所高校,正积极投入到该领域的研究,不仅在论文数量上有所增长,还在技术创新和应用转化上取得显著进展。由此可见,这些多样化的研究和发展趋势预示着基于事件相机的图像重建技术将持续进步,为相关领域的应用拓展带来更多可能性。

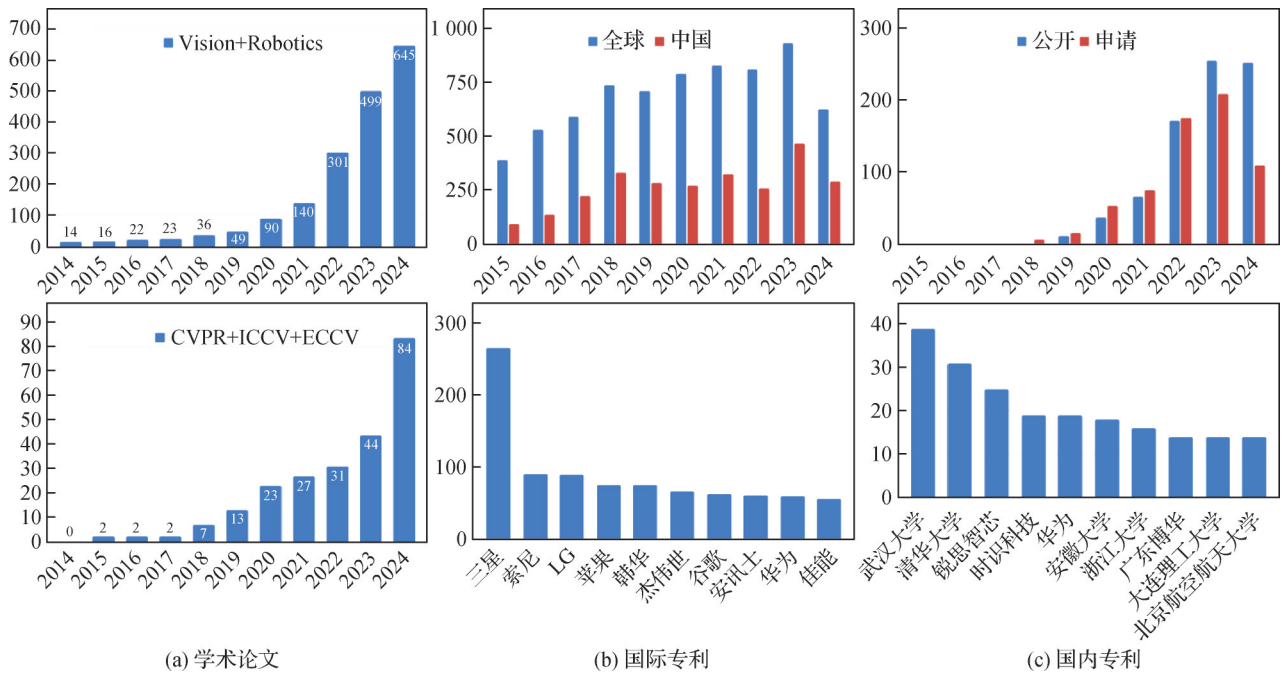


图 11 事件相机国内外研究动态和趋势: 学术论文和专利申请/发表情况 (统计到 2024 年 10 月)

Fig. 11 Global research trends in event cameras: publications and patents analysis (data until October 2024)

((a) academic papers; (b) international patents; (c) domestic patents)

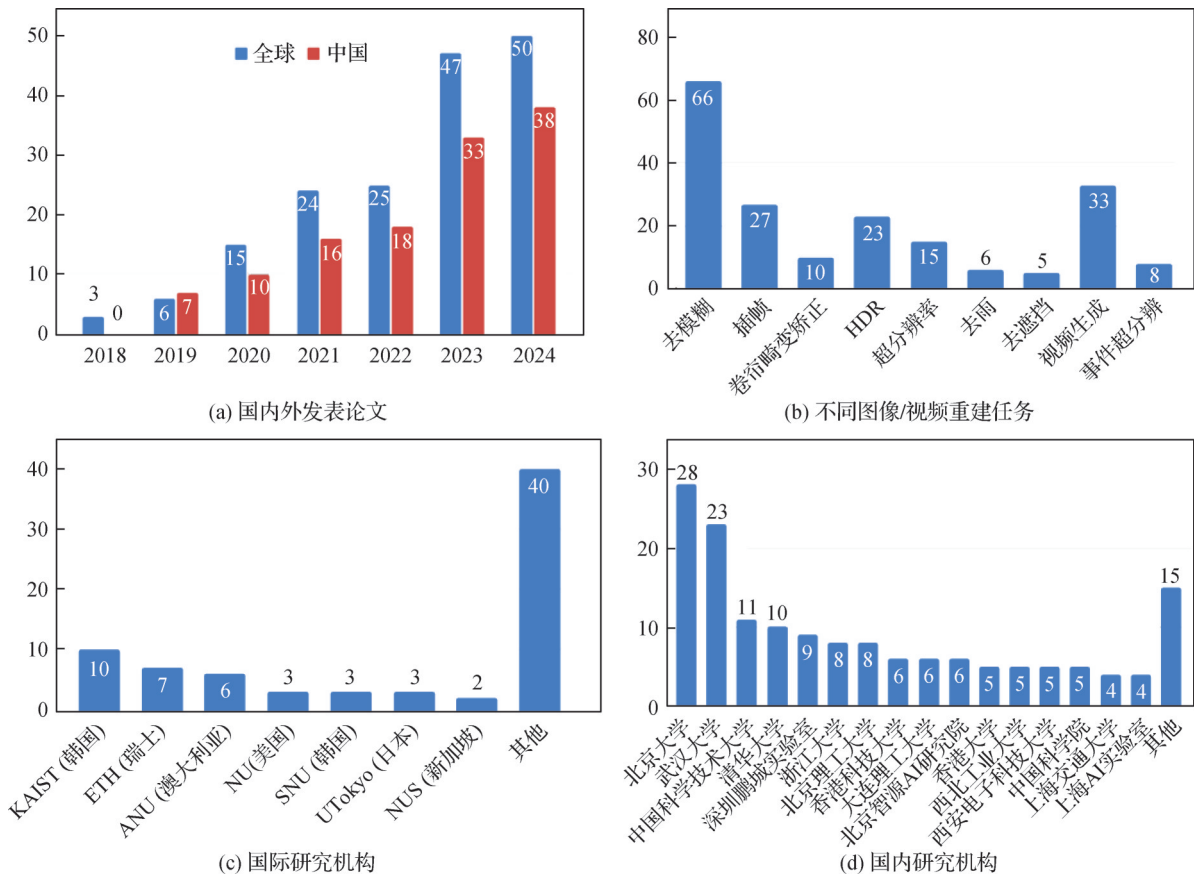


图 12 基于事件相机的图像重建论文数量历年统计 (统计到 2024 年 10 月)

Fig. 12 Annual statistics of event-based camera image reconstruction papers (data until October 2024)

((a) published papers domestically and internationally; (b) different image/video reconstruction tasks;

(c) international research institutions; (d) domestic research institutions)

7 结语与展望

本文以事件相机为主要切入点,针对近年来融合类脑视觉脉冲的图像/视频增强方法进行了归纳和总结。得益于事件相机的高时间分辨率、高动态范围和低延迟等优势,融合事件的图像重建相较于传统方法展现出更优异的效果,引起了国内外学者的广泛研究兴趣,并已经成为当前计算机视觉领域的研究热点之一。

与其他新兴技术不同,事件相机的发展从一开始就引起工业界的广泛关注。近年来,随着新的学术科研成果的不断涌现,事件和帧图像混合模态相机芯片技术的日益成熟,以及相关算法的持续进步,事件相机(event vision sensor, EVS)和混合模态相机(hybrid vision sensor, HVS)逐渐成为工业界关注的焦点。三星、索尼、豪威等领先的CMOS成像芯片公司纷纷加大了对EVS和HVS的研发投入,而华为、小米、OPPO等国内手机厂商也对这一领域表现出浓厚兴趣,并予以持续投入。通过研发、产品和市场需求三方面的共同努力,预计未来事件相机将在手机、自动驾驶等相关产业中得到大规模应用,从而进一步推动其成本降低、性能提升和稳定性的增强。

尽管事件相机在工业和学术界都取得了显著进展,但其大规模应用仍然受芯片和处理算法方面的制约。对图像/视频增强任务而言,当下挑战主要包括以下几个方面:

7.1 低光照条件下的事件流降质

事件相机因其高动态范围和对微弱光线变化的敏感性,能够捕捉到传统相机难以获取的运动信息。

然而,面向低照度场景,成像过程同时耦合除图像降质外的其他多种非理想因素,导致融合事件流的图像/视频增强不再是单一的问题,因此仍存在一些尚未解决的难点:

1)事件流噪声干扰问题。高质量、低噪声的事件流是其与图像融合增强的基础。然而,如图13所示,当场景亮度降低时,事件相机的固有硬件噪声大幅增加,这极大地削弱了事件信息的信噪比,使得有效信息难以准确提取。事件噪声分布十分复杂,目前仍无法为其建立准确的噪声模型(Posch等,2014)。基于图像引导的事件噪声抑制方法具有较为鲁棒的性能,但依赖于图像轮廓的清晰程度,因此低照度场景的对比度限制以及运动模糊降质对轮廓提取精度的影响会导致噪声抑制性能的降低(Duan等,2022)。

2)事件流时间戳扰动问题。几何运动信息的精度取决于事件时间戳的准确性,是解决非均匀运动模糊问题的关键。理想的事件模型假设事件会在检测强度变化超过阈值时瞬间触发;然而在真实情况下,事件相机内部的感光电路是由一个光电二极管和电容组成的RC电路,对亮度变化的响应有频率带宽限制。当检测强度变化超过阈值时,需要对电容进行充电,当电容电压达到参考电压才能触发事件(Lichtsteiner等,2006;Posch等,2014)。由于光电二极管的电阻随场景亮度增大而减小,这一额外的充电时间延迟在正常光照条件下几乎可以忽略不计;但在低照度环境中,电容的充放电时间延长,该延迟会显著延长,产生如图13所示的事件拖尾现象,进而导致输出的事件时间戳与真实事件发生时间之间存在明显偏差,严重影响了事件数据的准确性和实

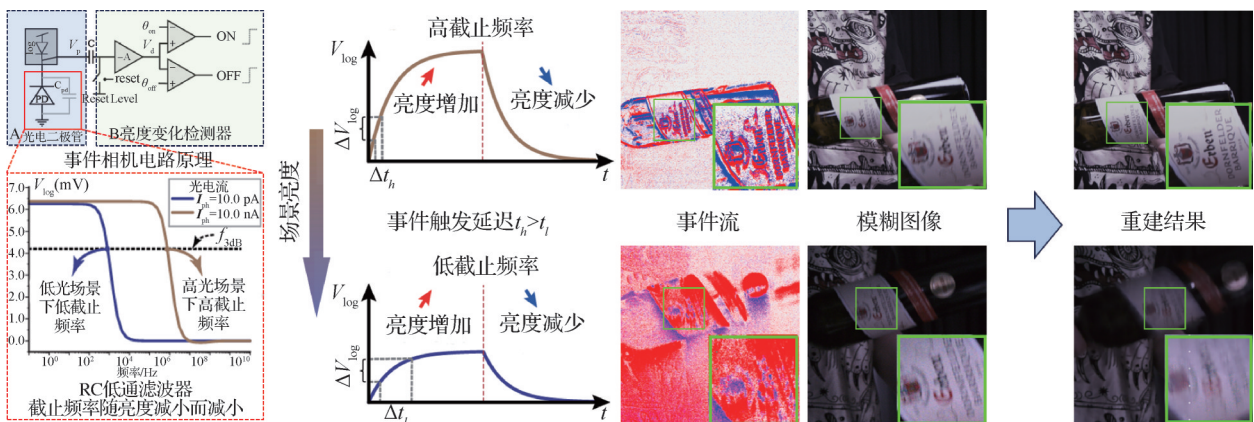


图13 低照度条件下事件降质成因(Zhang等,2020a)及图像去模糊重建结果对比

Fig. 13 Comparison of event degradation(Zhang et al., 2020a)and image deblurring results under low-light conditions

时性(Hu等,2021)。

近两年,越来越多的学者关注到低光照场景下的事件流降质问题,提出多种解决方案,如隐式域迁移(Zhang等,2020a)、基于统计特性的手工标注(Liu等,2024a)以及延迟曲线标定(Yang等,2024b)。然而,目前的方法均是针对特定任务而设计的基于数学统计先验的方法,基于事件触发延迟的物理电路原理而设计通用的延迟标定与校正是一个值得探索的方向。

7.2 高空间分辨率下的海量事件处理

在高速运动场景中,高空间分辨率的事件相机虽然能够捕捉到更多细节,但也会带来生成海量事件数据的挑战。如图14所示,由于硬件的数据传输带宽限制,事件流容易出现丢失、拥塞,甚至时间戳不稳定的情况。具体而言,事件数据的堵塞丢失会导致在时空域上的降质:1)时间域上,事件流所记录的帧内/帧间运动的丢失导致光流估计方法和EDI模型误差增大,使现有的融合事件的图像/视频增强方法失效。2)空间域上,如iniVation推出的DVXplorer相机采用了同步事件读出方案会根据事件点在像素数组中的空间位置顺序进行通信(iniVation,2020),数据传输带宽限制导致空间域上的几何纹理信息丢失,进而导致融合事件的图像重建任务失效。此外,硬件的数据传输带宽限制还会影响事件流与对应图像的时间同步,从而削弱重建的效果。

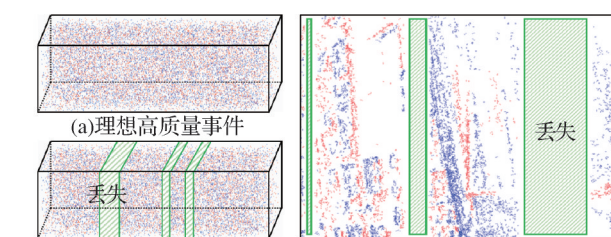


图14 数据传输带宽限制导致的事件流堵塞、丢失现象

Fig. 14 Bandwidth-limited event stream congestion and data loss phenomena ((a) ideal high-quality events;

- (b) event degradation in the temporal domain;
(c) event degradation in the spatial domain)

针对高速运动场景中数据传输带宽限制导致的事件数据堵塞与丢失现象,未来的研究可以考虑结合图像的信息对降质的事件实现补偿和增强。

7.3 算法实时处理与复杂环境适应

随着高速运动和高空间分辨率事件的增加,处

理大量事件流的实时性能显得尤为关键。如图15所示,以基于事件的光流估计方法为例,事件相机中所获取的事件流数据需要切片并打包压缩成数据包后传输到处理器芯片中进行信息处理。由于主流的基于神经网络的事件处理方法均需要将异步事件流转换压帧得到类似图像帧的数据格式,事件数据包需要经过解压缩、事件压帧及光流计算等流程(iniVation,2024b)。因此,算法的高计算复杂度和高耗时导致现有的基于事件的事件重建算法在处理高频率事件流时可能面临延迟和效率不足的问题。此外,目前算法训练的数据集呈现环境较为单一,缺乏多样性的困境,使得算法在复杂环境下的适应能力受到限制。这种局限性可能导致在实际应用中,算法的性能未能达到预期,尤其是在动态场景、光照变化和不同运动模式的情况下。

因此,未来的研究可以考虑融合事件相机的图像增强算法在复杂真实场景中的实时处理与适应方向,不仅关注算法本身的性能与计算复杂度,而且需要关注事件数据预处理方法的耗时与效率。

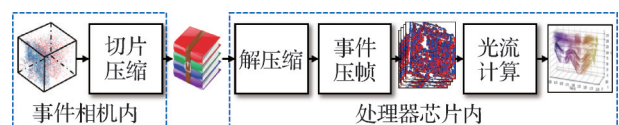


图15 光流估计中事件流处理流程示意

Fig. 15 Schematic of event stream processing pipeline for optical flow estimation

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