

# From Enhancement to Understanding: Build a Generalized Bridge for Low-light Vision via Semantically Consistent Unsupervised Fine-tuning (Supplementary Material)

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## A. Implementation details

### A.1. Hyper Parameters

We use the AdamW optimizer to train our model, the weight decay and epsilon are set to 1e-2 and 1e-8, respectively. During training, the weights of  $\lambda_{idt}$  and  $\lambda_{GAN}$  are 0.5 and 1, respectively, we use gradient clipping with a max norm of 10, and low light and normal light images are randomly paired to ensure the generalization of the model.

### A.2. Algorithm Flow

We use pseudo code as shown in Algorithm 1 to illustrate the process of our method more fully, and Algorithm 2 describes in more detail the specific process of the proposed caption consistency and reflectance consistency.

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**Algorithm 1** Pipeline of the Proposed Method SCUF

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```
1: Input:
   (1) the low-light image  $I_l$  and normal-light image  $I_n$ 
   (2) the V channel image  $I_{l,v}$ ,  $I_{n,v}$  and reverse image  $I_{l,v}^r$ ,  $I_{n,v}^r$  from  $I_l$  and  $I_n$  in HSV color space, respectively.
   (3) the text prompt  $T_l$  and  $T_d$  for lightening and darkening, respectively.
2: Networks: The lighten encoder  $E_l$  and decoder  $D_l$ , the draken encoder  $E_d$  and decoder  $D_d$ , and initial fixed Unet  $U$ ,
   lighten and darkening discriminators  $Dis_l$  and  $Dis_n$ 
3: for  $i$  in 1 : iterations do
4:   for the cycle generation do
5:     Input  $I_l$  and obtain the generated normal-light image  $\hat{I}_n$  and low-light image  $I'_l$  by:
        $\hat{I}_n = D_l(U(E_l(I_l), (T_l, I_{l,v}^r)))$ 
        $I'_l = D_d(U(E_d(\hat{I}_n), (T_d, I_{l,v})))$ 
6:     Do caption and reflectance consistency
7:     Input  $I_n$  and obtain the generated low-light image  $\hat{I}_l$  and normal-light image  $I'_n$  by:
        $\hat{I}_l = D_d(U(E_d(I_n), (T_d, I_{n,v}^r)))$ 
        $I'_n = D_l(U(E_l(\hat{I}_l), (T_l, I_{n,v})))$ 
8:     Do caption and reflectance consistency
9:     Compute the L1 loss  $\mathcal{L}_{l1}$  for  $\mathcal{L}_{l1}(I_l, I'_l)$  and  $\mathcal{L}_{l1}(I_n, I'_n)$ 
10:   end for
11:   for the identity regularization do
12:     Input  $I_l$  and obtain the generated low-light image  $\hat{I}_l$  by:
        $\hat{I}_l = D_d(U(E_d(I_l), (T_d, I_{l,v})))$ 
13:     Do caption and reflectance consistency
14:     Input  $I_n$  and obtain the generated normal-light image  $\hat{I}_n$  by:
        $\hat{I}_n = D_l(U(E_l(I_l), (T_l, I_{n,v})))$ 
15:     Do caption and reflectance consistency
16:     Compute the L1 loss  $\mathcal{L}_{l1}$  for  $\mathcal{L}_{l1}(I_l, \hat{I}_l)$  and  $\mathcal{L}_{l1}(I_n, \hat{I}_n)$ 
17:   end for
18:   for the discriminator learning do
19:     learn from the fake predictions  $Dis_l(\hat{I}_n)$  and  $Dis_d(\hat{I}_l)$ 
20:     learn from the real inputs  $Dis_d(I_l)$  and  $Dis_l(I_n)$ 
21:   end for
22: end for
```

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**Algorithm 2** Caption and Reflectance Consistency

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```
1: Input:  
   (1) the caption prompt  $Cap_l$  and  $Cap_n$  from  $I_l$  and  $I_n$ , respectively.  
   (2) the reflectance map  $I_{ref,l}$  and  $I_{ref,n}$  from  $I_l$  and  $I_n$ , respectively.  
2: Networks: The reflectance decoder  $D_r$ .  
3: Loss: The cosine similarity loss  $\mathcal{COS}$ , L1 loss  $\mathcal{L}_{l1}$ , and MSE loss  $\mathcal{L}_{mse}$ .  
4: for  $i$  in 1 : iterations do  
5:   for the cycle generation do  
6:     Input  $I_l$  and compute the caption consistency loss  $\mathcal{L}_{cap,I_l}$  and reflectance consistency loss  $\mathcal{L}_{ref,I_l}$  by:  
        $Z_l = U(E_l(I_l), (T_l, I_{l,v}^r))$   
        $Z_d = U(E_d(\hat{I}_n), (T_d, I_{l,v}))$   
        $\mathcal{L}_{cap,I_l} = \mathcal{COS}(U(E_l(I_l), Cap_l), Z_d)$   
        $\mathcal{L}_{ref,I_l} = \mathcal{L}_{mse}(D_r(Z_l), D_r(Z_d)) + \mathcal{L}_{l1}(D_r(Z_d), I_{ref,l})$   
7:     Input  $I_n$  and compute the caption consistency loss  $\mathcal{L}_{cap,I_n}$  and reflectance consistency loss  $\mathcal{L}_{ref,I_n}$  by:  
        $Z_d = U(E_d(I_n), (T_d, I_{n,v}^r))$   
        $Z_l = U(E_l(\hat{I}_l), (T_l, I_{n,v}))$   
        $\mathcal{L}_{cap,I_n} = \mathcal{COS}(U(E_d(I_n), Cap_n), Z_l)$   
        $\mathcal{L}_{ref,I_n} = \mathcal{L}_{mse}(D_r(Z_d), D_r(Z_l)) + \mathcal{L}_{l1}(D_r(Z_l), I_{ref,n})$   
8:   end for  
9:   for the identity regularization do  
10:    Input  $I_l$  and compute the caption consistency loss  $\mathcal{L}_{cap,I_l}$  and reflectance consistency loss  $\mathcal{L}_{ref,I_l}$  by:  
       $Z_d = U(E_d(I_l), (T_d, I_{l,v}))$   
       $\mathcal{L}_{cap,I_l} = \mathcal{COS}(U(E_l(I_l), Cap_l), Z_d)$   
       $\mathcal{L}_{ref,I_l} = \mathcal{L}_{l1}(D_r(Z_d), I_{ref,l})$   
11:    Input  $I_n$  and compute the caption consistency loss  $\mathcal{L}_{cap,I_n}$  and reflectance consistency loss  $\mathcal{L}_{ref,I_n}$  by:  
       $Z_l = U(E_l(I_n), (T_l, I_{n,v}))$   
       $\mathcal{L}_{cap,I_n} = \mathcal{COS}(U(E_d(I_n), Cap_n), Z_l)$   
       $\mathcal{L}_{ref,I_n} = \mathcal{L}_{l1}(D_r(Z_l), I_{ref,n})$   
12:   end for  
13: end for
```

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## B. Experimental Comparisons

### B.1. Detailed Quantitative Analysis Results.

Since training datasets used by unsupervised low-light enhancement methods are different, we follow [14] to explain training sets of all methods. In the paper, we only show results of RUAS[11] and SCI[12] trained on LOL[19]. We can see from Tab. 1 that our method performs best on high-level vision tasks and shows the best generalization. We also show the result of the model trained on the LSRW[5] dataset, where we can see that its performance on high-level vision tasks is not as good as that trained on EnlightenGan[7], but still outperforms most existing low-light enhancement methods.

Table 1. Compare with existing low-light enhancement methods. ‘T’, ‘S’, and ‘U’ indicate traditional, supervised, and unsupervised methods, respectively. \* denotes our re-implementation with the same training data we use. The best results are highlighted in **bold**.

Type	Method	Venue & Years	Train Set	LSRW[5]			LOL[19]			CODaN[8]	DARK FACE[18]	BDD100K-night[21]
				PSNR $\uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$	PSNR $\uparrow$	SSIM $\uparrow$	LPIPS $\downarrow$	Top-1(%)	mAP(%)	mIoU(%)
T	LIME [4]	TIP’16	N/A	14.88	0.3487	0.4030	16.90	0.4917	0.4022	14.09	11.0	14.2
	DUAL [22]	CGF’19	N/A	13.76	0.3532	0.4150	16.76	0.4911	0.4060	14.67	11.0	14.1
S	RetinexNet [15]	BMCV’18	LOL	15.59	0.4176	0.3998	17.68	0.6477	0.4433	47.48	13.2	13.2
	Retinexformer [1]	ICCV’23	LOL	17.19	0.5093	0.3314	22.79	0.8397	0.1707	52.81	16.4	15.9
	CIDNet [16]	CVPR’25	LOL	18.00	0.5198	0.2962	20.68	0.8411	0.1156	58.32	14.5	17.4
U	EnlightenGan [7]	TIP’21	own data	17.59	0.4867	0.3117	18.68	0.6728	0.3013	56.42	14.2	16.6
	Zero-DCE [3]	CVPR’20	own data	15.86	0.4536	0.3176	18.06	0.5736	0.3125	57.76	15.9	16.6
	Zero-DCE++ [9]	TPAMI’21	own data	16.21	0.4571	0.3266	17.37	0.4373	0.3118	59.88	15.2	17.7
	RUAS_upe [11]	CVPR’21	MIT	13.00	0.3442	0.3989	13.97	0.4656	0.3401	57.26	12.8	18.6
	RUAS_lol [11]	CVPR’21	LOL	14.33	0.4841	0.4800	15.33	0.4876	0.3097	51.60	14.0	15.2
	RUAS_dark [11]	CVPR’21	DARK FACE	14.11	0.4183	0.3811	14.89	0.4553	0.3722	55.42	12.0	16.5
	SCI_easy [12]	CVPR’22	MIT	11.79	0.3174	0.4004	11.98	0.3986	0.3543	59.76	14.0	17.5
	SCI_medium [12]	CVPR’22	LOL	15.24	0.4240	0.3218	17.30	0.5335	0.3079	58.84	14.7	18.0
	SCI_difficult [12]	CVPR’22	DARK FACE	15.16	0.4080	0.3259	17.25	0.5462	0.3171	59.56	14.8	17.4
	PairLIE [2]	CVPR’23	own data	17.60	0.5118	0.3290	19.88	0.7777	0.2341	52.29	16.0	16.4
	SADG [23]	AAAI’23	own data	16.32	0.4564	0.3471	16.93	0.5372	0.3513	56.80	14.9	14.8
	CLIP-LIT [10]	ICCV’23	own data	13.47	0.4089	0.3572	15.18	0.5290	0.3689	54.64	14.1	17.3
	NeRCO [17]	ICCV’23	LSRW	<b>19.46</b>	0.5506	0.3052	19.66	0.7172	0.2705	54.15	12.4	18.1
	QuadPrior [14]	CVPR’24	COCO	16.90	0.5429	0.3459	20.30	0.7909	<b>0.1858</b>	59.48	15.7	14.9
	ZERO-IG.LSRW [13]	CVPR’24	LSRW	18.21	<b>0.5665</b>	0.4946	18.65	0.4819	0.3819	47.60	15.6	14.9
	ZERO-IG.LOL [13]	CVPR’24	LOL	16.44	0.5033	0.3744	18.13	0.7455	0.2478	53.48	15.2	14.7
	LightenDiffusion [6]	ECCV’24	own data	18.42	0.5334	0.3209	22.79	0.8540	0.1666	57.40	16.3	16.0
	LightenDiffusion*	ECCV’24	EnlightenGan data	16.92	0.5250	0.3824	18.27	0.7944	0.2457	57.32	16.4	16.8
	Ours		EnlightenGan data	18.41	0.5341	0.2974	<b>21.32</b>	<b>0.8073</b>	0.1928	<b>60.92</b>	<b>16.9</b>	<b>20.1</b>
	Ours-LSRW		LSRW	18.96	0.5438	<b>0.2673</b>	20.22	0.7649	0.2157	60.56	16.3	18.0

## B.2. Visual Quality Comparison.

We also show enhancement results of different low-light enhancement methods, as shown in Fig. 1, Fig. 2 and Fig. 3. Our model achieves relatively high-fidelity results.

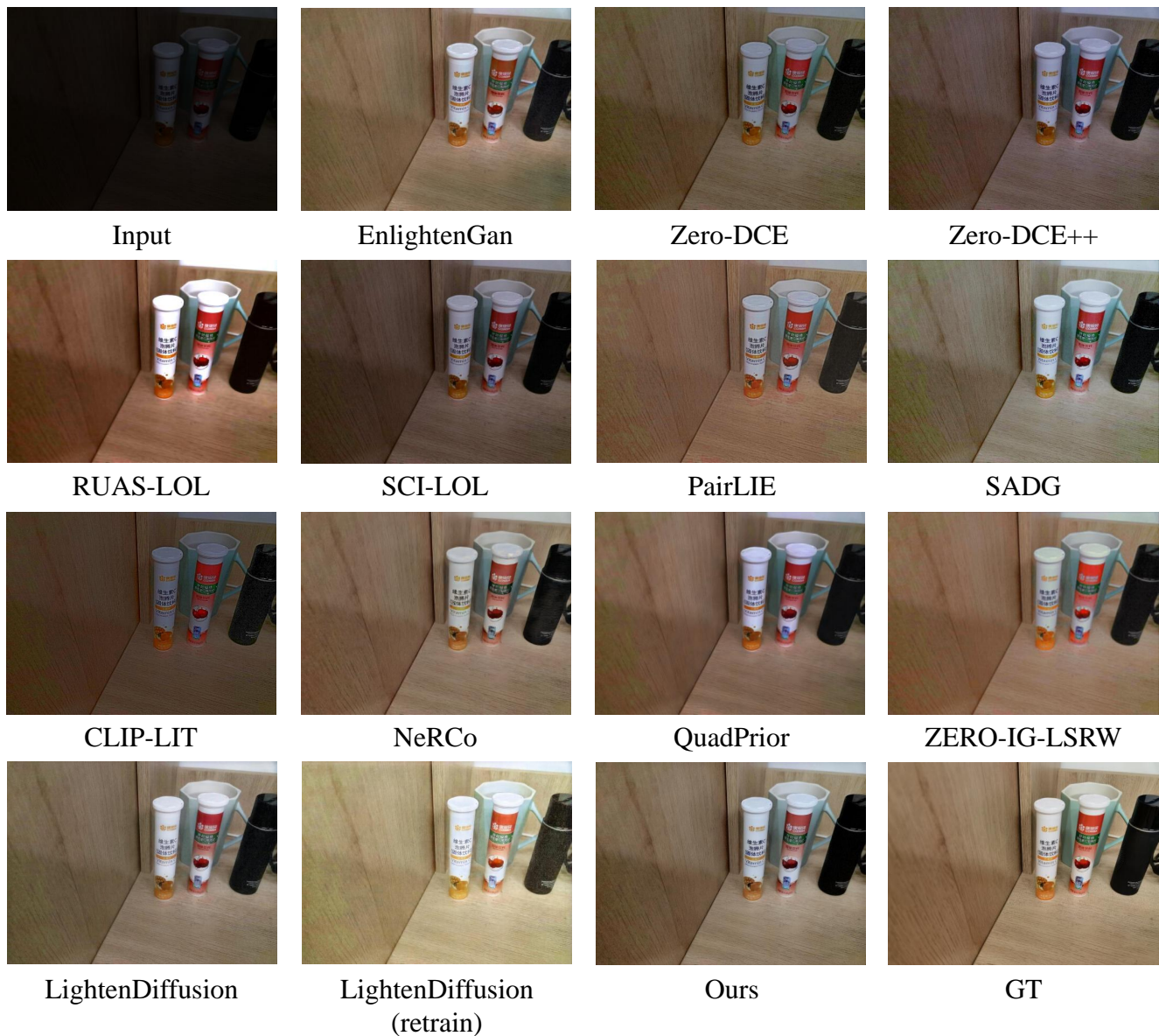


Figure 1. Visual quality comparison between the proposed method and other state-of-the-art methods on the LSRW[5].





Figure 2. Visual quality comparison between the proposed method and other state-of-the-art methods on the LSRW[5].



Input



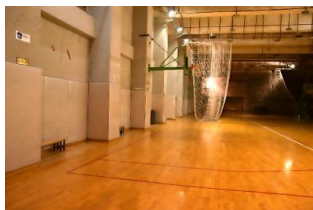
EnlightenGan



Zero-DCE



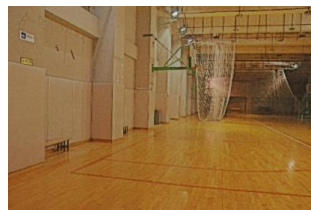
Zero-DCE++



RUAS-LOL



SCI-LOL



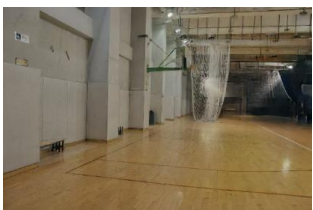
PairLIE



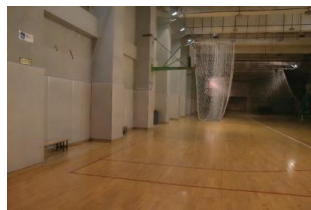
SADG



CLIP-LIT



NeRCO



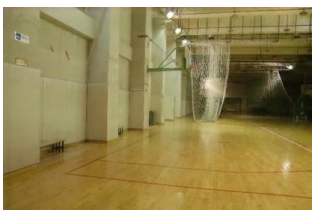
QuadPrior



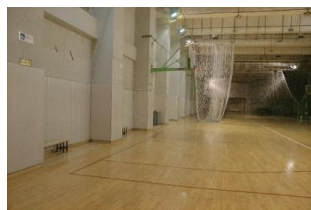
ZERO-IG-LOL



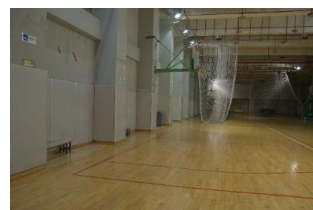
LightenDiffusion



LightenDiffusion  
(retrain)



Ours



GT

Figure 3. Visual quality comparison between the proposed method and other state-of-the-art methods on the LOL[19].



### B.3. High-level Vision Comparison.

We show results of existing low-light enhancement methods on night image classification in Fig. 4, low-light face detection in Fig. 5 and Fig. 6, and nighttime semantic segmentation in Fig. 7. We can see that our method achieves the best performance.

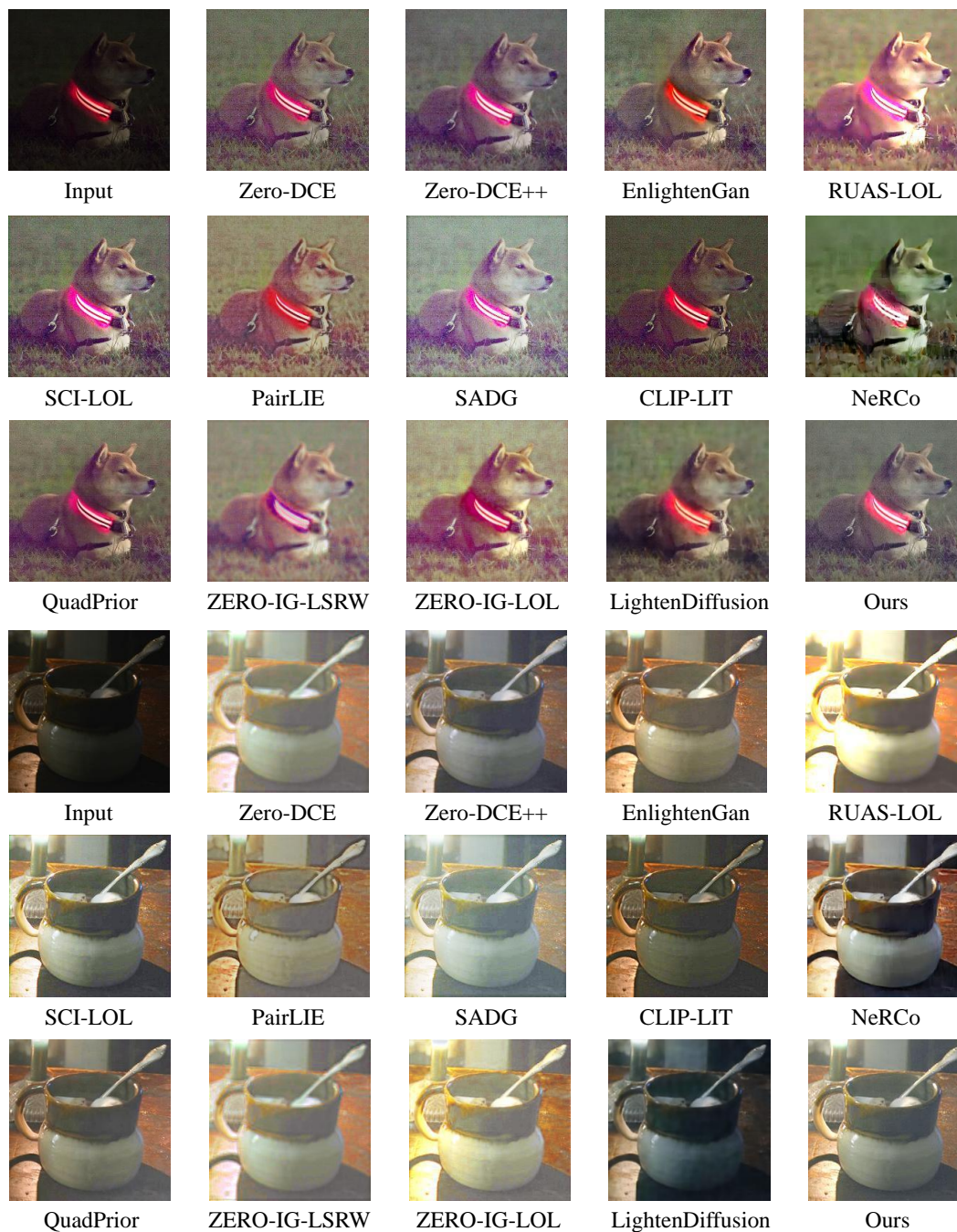


Figure 4. Qualitative comparison of the proposed method with other state-of-the-art low-light enhancement methods on night image classification on CODaN[8].





Figure 5. Qualitative comparison of the proposed method with other state-of-the-art low-light enhancement methods on dark face detection on DARK FACE[18].

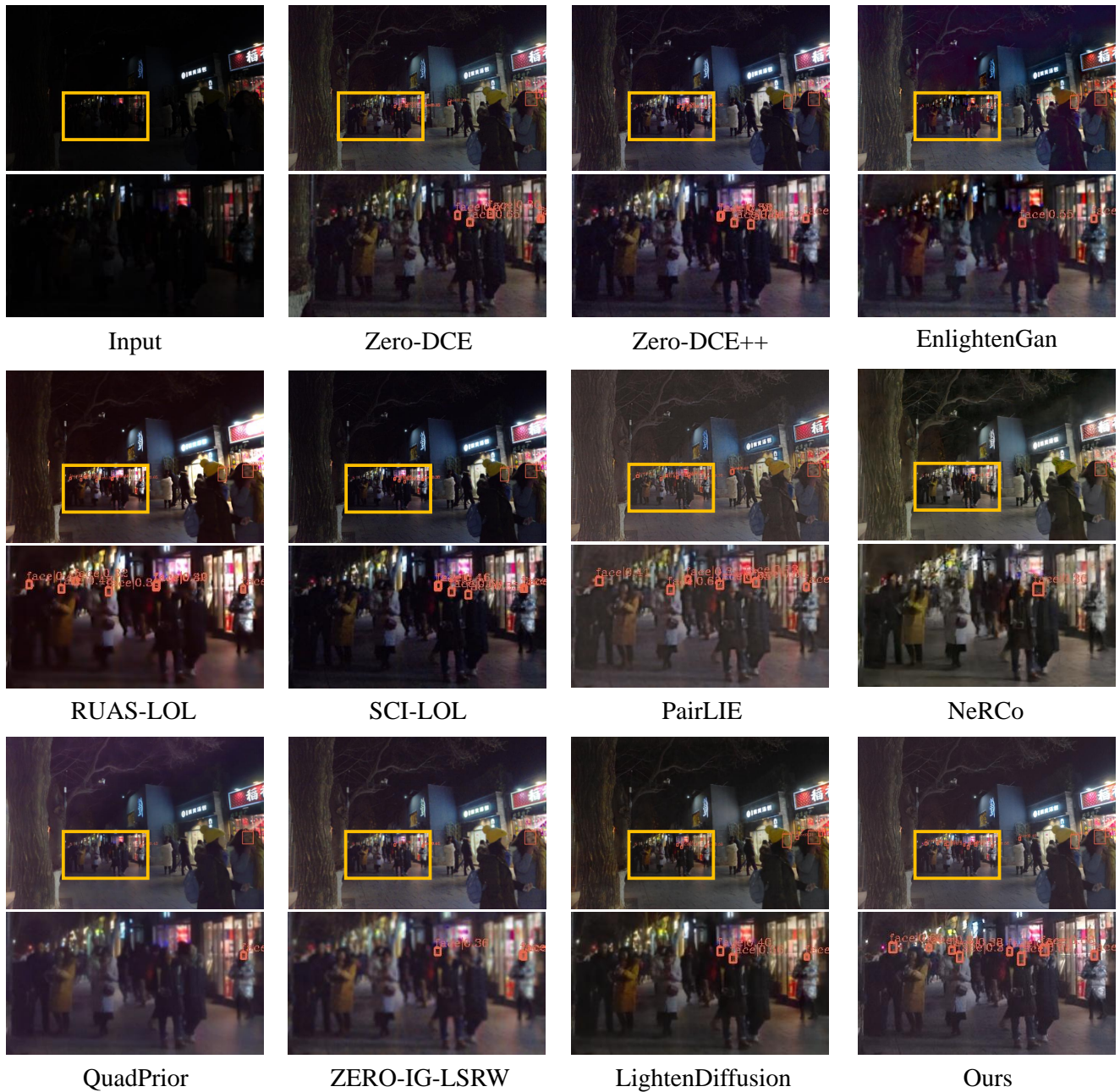


Figure 6. Qualitative comparison of the proposed method with other state-of-the-art low-light enhancement methods on dark face detection on DARK FACE[18].



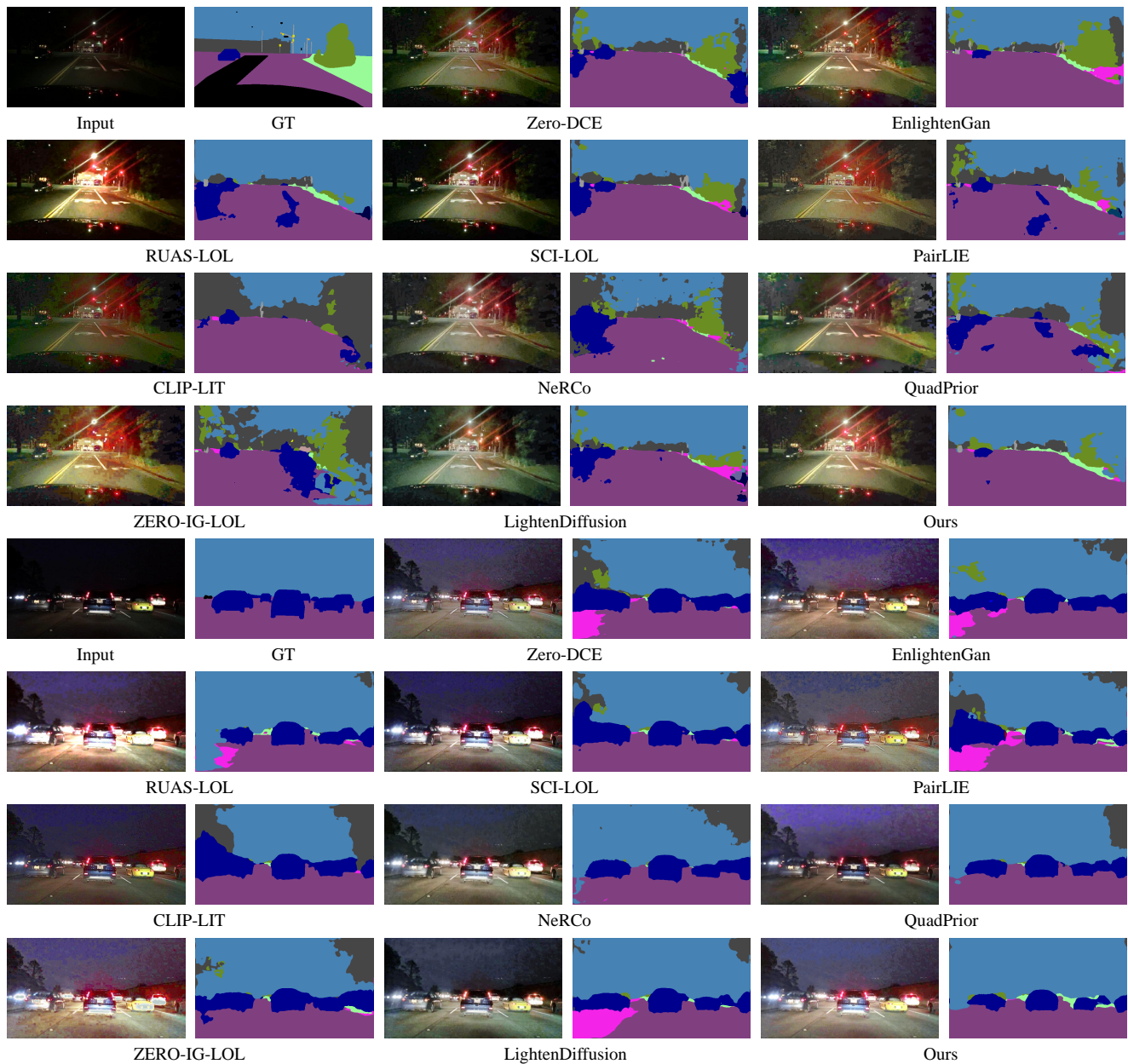


Figure 7. Qualitative comparison of the proposed method with other state-of-the-art low-light enhancement methods on nighttime image semantic segmentation on BDD100k-night[21].

#### B.4. Visual Analysis of Different Adapters.

In the paper, we compared the visual analysis of image feature extraction by different components. We supplement the visual analysis experiments using different adapters. As shown in Fig. 8, results using the IP-Adapter[20] are even worse than the original adapter that directly connects text and image features. This fully demonstrates that the IP-Adapter is not suitable for the illumination-aware image prompt. The cycle-attention adapter we proposed fully exploits the semantic features of the illumination-aware image prompt and achieves the best result.



Figure 8. Visual analysis of the different adapters.

#### B.5. Another Baseline on Normal Light Images.

The pre-trained downstream models tend to overfit on training data, such as classification and detection results as shown in Sec. B.5, while the normal light segmentation results are close to our enhanced low light images because they are tested on BDD100k, which the model has not seen.

Setting	Cls Top-1(%)	Det mAP(%)	Seg mIoU(%)
Pretrained Data	CODaN-day	WIDER FACE	Cityscapes
Normal light Data	CODaN-day	WIDER FACE	BDD100k-day
Baseline (Normal)	82.52	55.9	23.1
Low light Data	CODaN-dark	DARK FACE	BDD100k-night
Baseline (Low)	53.24	10.8	11.4
Ours	60.92	16.9	20.1

#### C. Failure cases.

While our method generalizes better than existing approaches, two challenges remain as shown in Fig. 9. First, due to detail loss in low-light images, small object detection remains difficult, which is a limitation across most methods. Second, under extreme low-light degradation, enhanced outputs may still contain noise and artifacts, hindering complete restoration (e.g., the tree in segmentation). Transferring semantic knowledge from normal-light conditions to guide restoration remains a challenging problem. Future work needs to explore more diverse low-light scenarios and the performance upper bound.

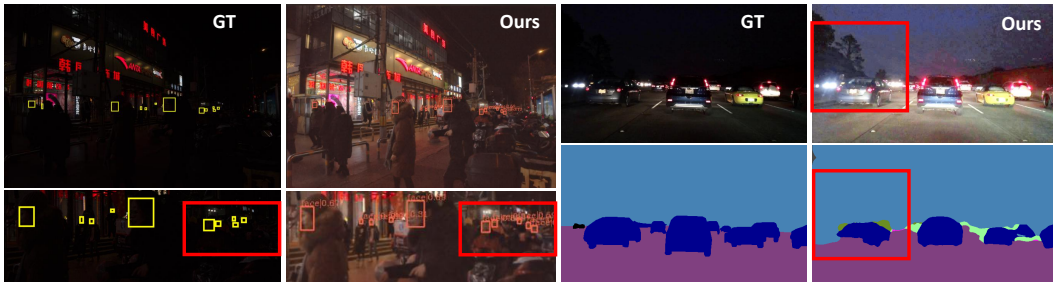


Figure 9. Fail cases.



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