Monday December 10, 2012

Singapore

**Thanks to Margaret Pinson for taking the meeting notes.**

**Note:** VQEG dinner is Wednesday, December 12 at 6:30pm, VQEG Dinner, Palm Beach Seafood Restaurant, near One Fullerton

# Projects summaries

* ILG is focused on assisting the Hybrid effort. Scene selection nears completion.
* Multimedia 2 has split their test plan into seven documents, for clarity: abbreviations, synopsis, test conditions, subj. methods, model requirements, data analysis, test plan (references other docs). Audiovisual quality measurements for HDTV are the focus of this test.
* HDTV 2has a test plan in good shape. Proposals at last meeting would expand the scope to potentially include other formats (e.g., see the KDDI proposal). We expect to discuss this issue under “other business.”
* Hybridvalidation is underway. Model submission is complete; validation test day is underway; test design is distributed and perhaps 80% done; source scene selection is mostly done, with some scenes needing replacement or reconversion. Issues remain with the common set, to be discussed this week. Estimation for completion is summer 2013.
* Tools & Subjective Labs Setup has nothing new to report. See the VQEG website for available tools.
* Project for Collaborative Development (JEG) promotes the idea of joint collaboration within VQEG. Discussions are underway on how to increase visibility. Proposal is to change VQEG group names to reflect whether or not the effort is currently collaborative, through a “JEG-” prefix.
* 3DTV has three activities: (1) viewing environments, (2) ground truth for subjective testing methodologies and scales, and (3) objective model validation. 3DTV subjective tests to address (1) and (2) are being run in different laboratories, under the coordination of IRCCyN.
* QART Co-Chair is delayed due to poor weather.
* JEG-Hybrid progress is delayed due to overlap with the Hybrid validation test. An automated algorithm is being developed to automate source selection (e.g., amount of movement). HRC encoding parameters have been discussed, and HRC creation is underway. Tool development improvements have occurred, as a defect in the packet loss algorithm was detected by Acreo. Several students are working toward a Hybrid metric. PVSs will be available to run models soon.
* RICE has nothing to report, due to the Co-Chair’s travel restrictions. Kjell Brunnstrom is newly assigned as the 2nd Co-Chair.
* MOAVI is a collaborative effort. Discussions are underway to develop a plan. The next step will be subjective test methodology design.
* HDR will be summarized later.

# Liaison Reports

* MPEG is working on HEVC and newer technologies.
  + **Action:** We would like to send a liaison on 3DTV to ITU-T SG9 and MPEG, informing them of VQEG’s progress on 3DTV; Marcus and Quan will draft it.
* ITU-T SG12 has not met since the last VQEG meeting. P.NAMS and P.NBAMS proponents are integrating models (i.e., Technicolor, Ericson, DT, NTT, Huawei), and a set of Recommendations are being written.
* ITU-T SG9 continues with the previous organization (i.e., no merger). Approval was received for intersectoral Rapporteaur Groups. This will allow ITU-T SG9, ITU-T SG12 and ITU-R WP6C to form a joint group on video quality issues. The intention would be to have that group meet as part of VQEG, and give portions of VQEG an official ITU-T / ITU-R status.
* 3D@Home has merged with the international 3D society (based out of Hollywood), making it a much larger group. The focus has shifted.
  + **Action:** We would like to send a liaison indicating interest in their findings. Phil will draft it.
* Cost Action IC1003 Qualinet a previous liaison proposed a joint VQEG / Qualinet reflector. One of Qualinet’s reflectors could be used (e.g., vqeg.qualinet@listes.epfl.ch); for discussions of issues of interest to both VQEG and Qualinet. Progress within Qualinet includes a whitepaper on quality of experience, written by quite a few experts in the field (go to [www.qualinet.eu](http://www.qualinet.eu), and select “Qualinet white paper” at the bottom of the list on the left side). Other efforts are to make a listing of 90 open multimedia subjective databases; validating objective measurement algorithms on a variety of video quality issues (e.g., audio quality, video quality, 3D depth quality, QoE); and developing crowdsourcing methods for subjective quality assessment (e.g., at home using an interactive website).
  + **Decision:** Proceed with Qualinet’s proposal on a joint reflector.
  + **Action:** We would like to send a liaison indicating interest in their findings. Kjell will draft it.
* QoMex 2013 will meet July 2013 in Austria.
* IEEE P.3333 liaison needed.
* ICDM sent a liaison, need to reply.

# Other

* Feedback on this meeting’s schedule would be appreciated
* Other business will begin at 8:30am with whoever is present, so that technical sessions can begin at 9:00am.

# HDR (High Dynamic Range)

Presentation by Patrick Le Callet. For slides, see [meeting files directory](ftp://vqeg.its.bldrdoc.gov/Documents/VQEG_Singapore_Dec12/MeetingFiles/), file VQEG\_HDR\_2012\_106\_IRRCyN\_status.pptx

Proposal: IRCCyN wants to produce tone-mapped PVSs, and run previously validated FR models on them. There is a problem: what should be used as the original video? The desire is to use this as a starting point (e.g., model in its entirety, or individual parameters).

Query: What proponents are willing to let their models be run on this data?

# 3DTV

Presentation by Quan Huynh-Thu. For slides, see [meeting files directory](ftp://vqeg.its.bldrdoc.gov/Documents/VQEG_Singapore_Dec12/MeetingFiles/), file VQEG\_3DTV\_2012\_115\_Technicolor\_VQEG\_Singapore\_meeting\_201212\_v1.0.pdf

3D Scenes: Technicolor can share 4 sequences of 3DTV, each 1-minute duration, ≈270Gb of data, 1080p full resolution each view. Restriction is research and development and standards development purposes only (i.e., no commercial applications).

3D Scenes: Also available are some 3D-Life project sequences can be shared (30 to 40 Gb of data) in 1080i 50fps. Restriction is research and development and standards development purposes only (i.e., no commercial applications).

Presentation by Margaret Pinson (no slides). ITS has commissioned the filming of some professionally produced 3D content. Margaret will be seeking labs interested in doing small collaborative projects with the content, similar to those already underway by the 3DTV project. The goal will be to publish results. This content will be released for any research, development or standards purpose afterward.

Presentation by Marcus lead a discussion based on a document The edited document can be found in [meeting files directory](ftp://vqeg.its.bldrdoc.gov/Documents/VQEG_Singapore_Dec12/MeetingFiles/), file ‘VQEG\_3DTV\_2012\_113\_grotruqoe3d1\_IRRCyN\_draft\_100\_v1.pdf’ Key issues are:

* The distribution of the IRCCyN 3DTV GroTruQoE3D1 dataset.
* Definitions of visual fatigue and visual discomfort
* Definitions of depth quantity and depth quality

Problems exist with the above terms, stemming from differences in how people use these terms, and how people categorize these 3D issues. Further discussion will be needed. The dataset will be distributed at this meeting.

Labs able to help with subjective testing:

* Acreo: run viewers in spring, passive or active technology (or passive projector), sequential paired comparison using a PC
* FUB: run viewers in spring, passive glasses, can participate, 47” LG display (47LM620S)
* NTIA: run viewers in spring, 55”, sequential paired comparison using a PC.
* Intel: maybe
* KDDI: maybe, 100” active shutter or Sony 42” passive glasses display
* AGH: probably can run viewers in spring, passive & active options
* Yonsei University: not present
* Orange labs: maybe

Next steps

* Player software
* Check display conditions
* Work on subjective assessment questionnaires
* Algorithm for splitting the experiment