

Characterization and selection of light field content for perceptual assessment

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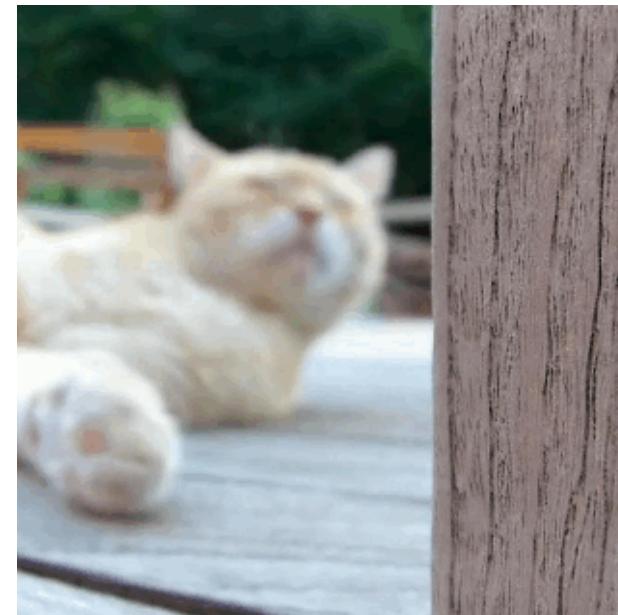
Introduction and motivation

- Light field imaging provides two main applications to immersive media:

Changing View-point

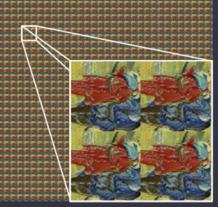
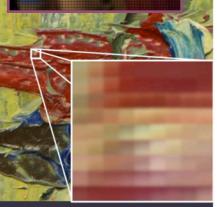
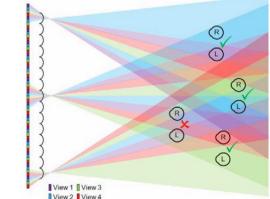


Refocusing



Introduction and motivation

- Light field technology introduces novelties in the whole processing chain:

Content acquisition	Representation	Pre/post-processing	Coding	Rendering
   	<ul style="list-style-type: none"> • Plenoptic image • Elemental images • Multiview • Epipolar images <p>R. Ng, 2005</p>  <p>Sub-aperture image view of acquired light field (major: UV ; minor: XY) 32x32x512x512</p>  <p>Microlens view of acquired light field (major: XY ; minor: UV) 512x512x32x32</p>	<ul style="list-style-type: none"> • Demosaicking, vignetting, rectification, ... • Depth map estimation. • Super-resolution. • View synthesis. 	<ul style="list-style-type: none"> • DCT-based • Wavelet-based • Multiview-video-based • Standard encoders: HEVC 	<ul style="list-style-type: none"> • Light Field Displays • HMDs • Applications in normal displays.  
L. Baboulaz, 2014			D. Liu, ICME2016	

Introduction and motivation

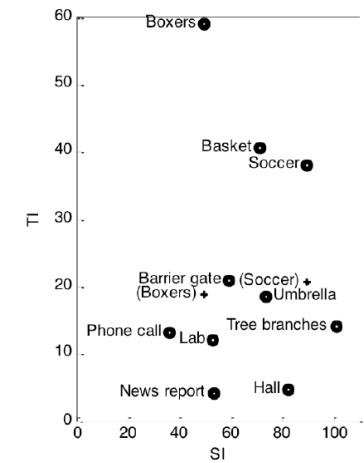
- New considerations are required to evaluate perceptual aspects with light field technologies:
 - Study of appropriate techniques to evaluate Quality of Experience (QoE).
 - Methodologies for **subjective evaluation**.
 - Development of **objective metrics**.
 - Evaluation of perceptual impact of **degradations**.
 - Generation of **datasets** for perceptual quality evaluation.
- 1st step: Proposed framework for light field content characterization and selection.
 - Paper in QoMEX 2017.

Content characterization

- Appropriate selection of content for QoE evaluation is crucial:
 - Image/Video characteristics
 - Application under study
 - Purpose of the evaluation

2D content

- Type of content:
 - Natural vs. animation
 - Realistic application (e.g., movies, sports, ...) vs. system-performance evaluation (standard tests).
- Coding complexity:
 - Spatial, temporal, and color properties: SI, TI, ...
- Duration, resolution, framerate...



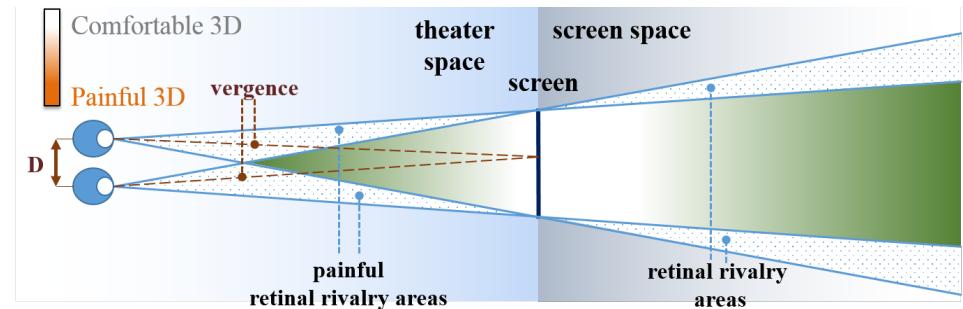
M. Pinson, M. Barkowsky, and P. Le Callet, "Selecting scenes for 2D and 3D subjective video quality tests," *EURASIP J. Image Video Process.*, vol. 2013, no. 1, pp. 50–61, Aug. 2013..

Content characterization

- Appropriate selection of content for QoE evaluation is crucial:
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3D content added:

- Horizontal disparities.
- Depth budget.
- Visual comfort and fatigue.
- Motion in depth plane.
- Disparity changes (e.g., DTI).
- Occlusions.



[1] S. Winkler, "Efficient measurement of stereoscopic 3D video content issues", *Electronic Imaging*, Jan. 2014.

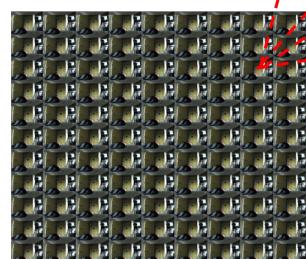
[2] M. Urvoy, J. Gutiérrez, M. Barkowsky, R. Cousseau, Y. Koudota, N. García, V. Ricordel, and P. Le Callet, "NAMA3DS1-COSPAD1: Subjective video quality assessment database on coding conditions introducing freely available high quality 3D stereoscopic sequences", *International Workshop on Quality of Multimedia Experience*, pp. 109–114, Yarra Valley, Australia, Jul. 2012.

Content characterization

- Appropriate selection of content for QoE evaluation is crucial:
 - Image/Video characteristics
 - Application under study
 - Purpose of the evaluation

Light Field content added:

- Vertical disparities.
- Refocusing possibilities.



Content characterization

- Proposed characterization for light field content: **2D features**

- **Spatial Indicator (SI)**

ITU-T, "Recommendation P.910, Subjective video quality assessment methods for multimedia applications", Apr. 2008

- **Colorfulness**

D. Hasler and S. E. Suesstrunk, "Measuring colorfulness in natural images", *Electronic Imaging*, 2003.

- **Contrast**

R. M. Haralick, K. Shanmugam et al., "Textural features for image classification", *IEEE Trans. on systems, man, and cybernetics*, vol. 3, no. 6, pp. 610–621, Nov. 1973.

Content characterization

- Proposed characterization for light field content: **3D features**
 - **Depth map and depth histogram**
 - Various alternatives for dense and sparse light fields: multiview correspondence, epipolar images, etc.
 - For Lytro images: *Lytro Desktop SW*.
 - **Disparity range** S. Wanner, S. Meister, and B. Goldluecke, “Datasets and Benchmarks for Densely Sampled 4D Light Fields,” in *Annual Workshop on Vision, Modeling and Visualization*, 2013, pp. 225–226.
 - **Occlusions** T. Wang, A. Efros, and R. Ramamoorthi, “Depth estimation with occlusion modeling using light-field cameras”, *IEEE Transactions On Pattern Analysis And Machine Intelligence*, 2016.

Content characterization

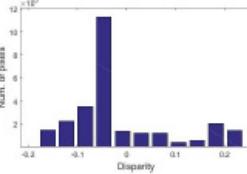
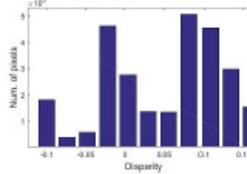
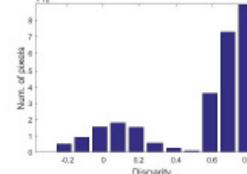
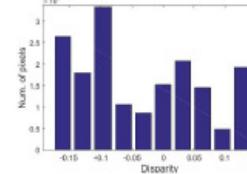
- Proposed characterization for light field content: **Refocusing**
 - Focus metrics W. Wu, P. Llull, I. Tosic, N. Bedard, K. Berkner, and N. Balram, “Content-adaptive focus configuration for near-eye multi-focal displays,” *IEEE Int. Conf. on Multimedia and Expo*, pp. 1–6, Jul. 2016
 - *Focusness* and *objectness* measures N. Li, J. Ye, Y. Ji, H. Ling, and J. Yu, “Saliency Detection on Light Field,” *IEEE Conf. on Computer Vision and Pattern Recognition*, Jun. 2014, pp. 2806–2813.
 - “Shift & sum”:
 - “Refocused images can be obtained by adding shifted sub-aperture images” (Ng. *et al.*)
 - Algorithm implemented in Matlab toolbox: D. G. Dansereau, O. Pizarro, and S. B. Williams, “Decoding, Calibration and Rectification for Lenslet-Based Plenoptic Cameras,” *IEEE Conf. on Computer Vision and Pattern Recognition*, Jun. 2013, pp. 1027–1034.
 - **Refocusing range → Slope parameters to obtain images refocused on the nearest and furthest objects of the scene.**

Datasets

- Existing datasets:
 - Stanford LF dataset [1]
 - Densely sampled 4D light fields [2]
 - EPFL [3]
 - SMART [4]
 - IRISA [5]
- Generation of a **new dataset** according to this characterization:

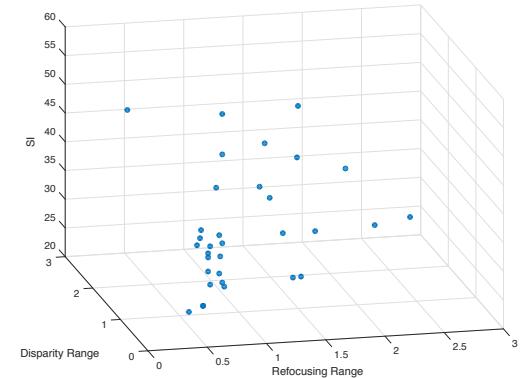
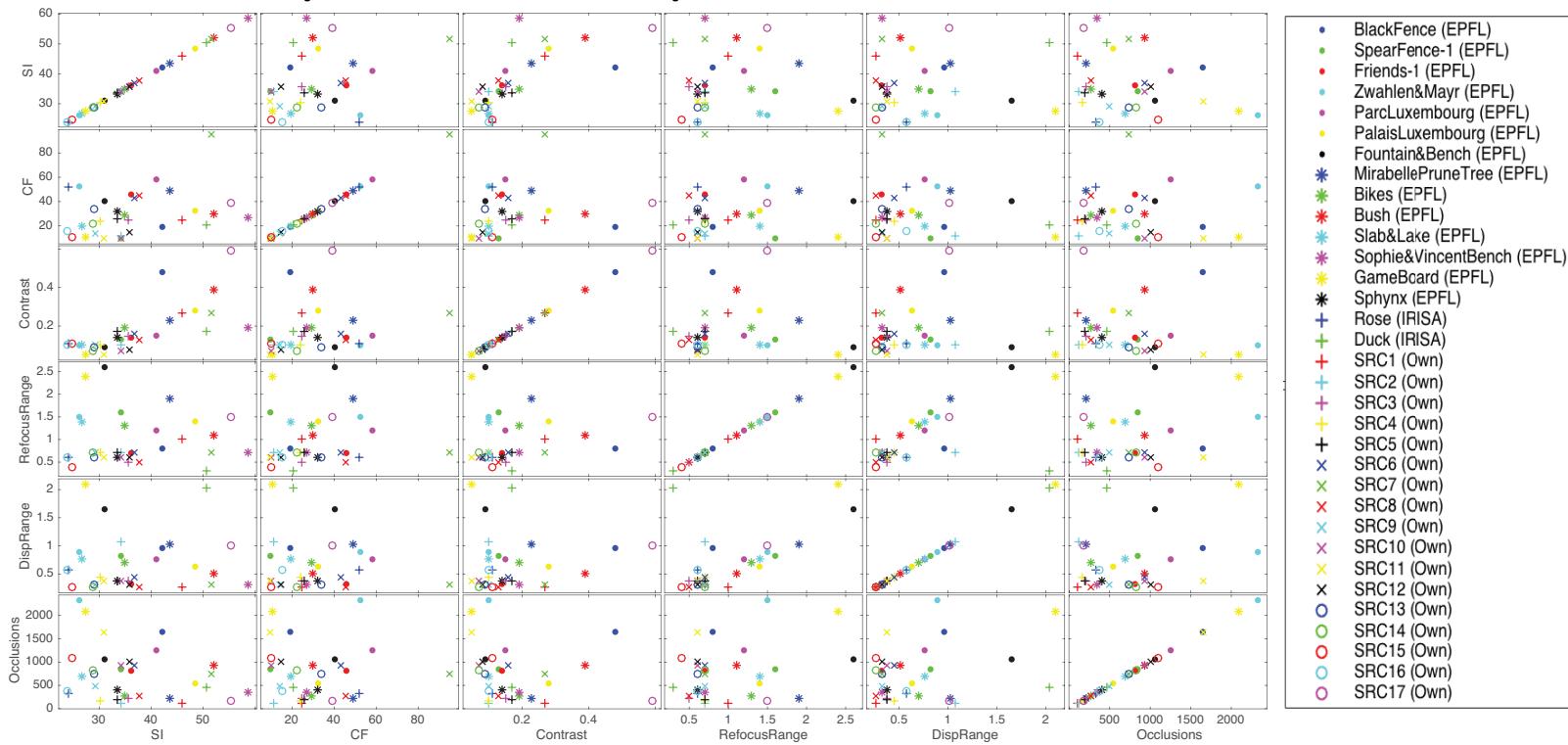


Results

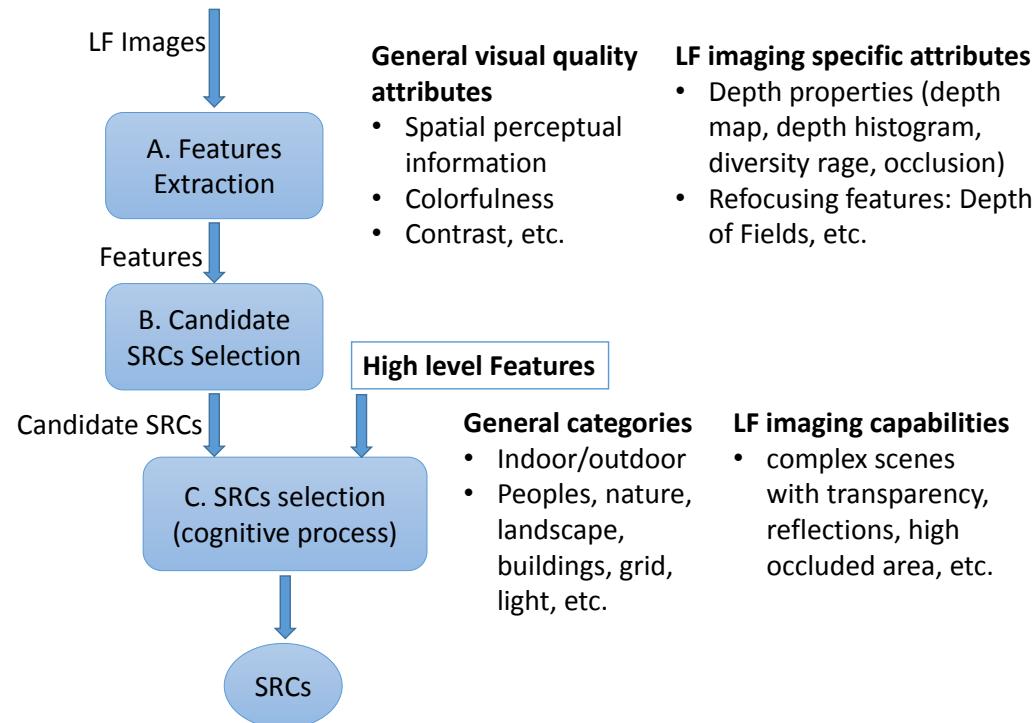
Preview				
Dataset	Own	Own	Own	EPFL
Main application	Viewpoint changing	Refocusing	Viewpoint changing & Refocusing	Refocusing
Spatial Indicator	34.10	24.83	55.21	36.14
Colorfulness	10.12	10.37	38.97	45.85
Contrast	0.07	0.11	0.59	0.14
Refocusing Range	[-0.4, 0.2]	[-0.3, 0.1]	[-1.4, 0.1]	[-0.3, 0.4]
Occluded pixels	930	1091	171	813
Disparity range	[-0.16, 0.22]	[-0.1, 0.16]	[-0.22, 0.79]	[-0.16, 0.16]
Depth Distribution				

Results

- Examples of data representation



Content selection



Future work

- Subjective assessment tests:
 - Coding artifacts.
 - View-synthesis.
 - Performance of refocusing and changing viewpoint.
- Publication of a new annotated dataset:
 - Features from the characterization.
 - Subjective results.

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