

Video Multimethod Assessment Fusion (VMAF) on 360VR contents

VQEG Mountain View 2018

Marta Orduna*, César Díaz*, Lara Muñoz*, Pablo Pérez†, Ignacio Benito†, and **Narciso García***

narciso@gti.ssr.upm.es

* Grupo de Tratamiento de Imágenes (GTI)
Universidad Politécnica de Madrid

† Nokia Bell Labs
Madrid

Presentation scheme



- Introduction
- Review of quality metrics on 360VR contents
- Work approach
- Test material
- VMAF computation
- Subjective assessment
- Results
- Conclusions

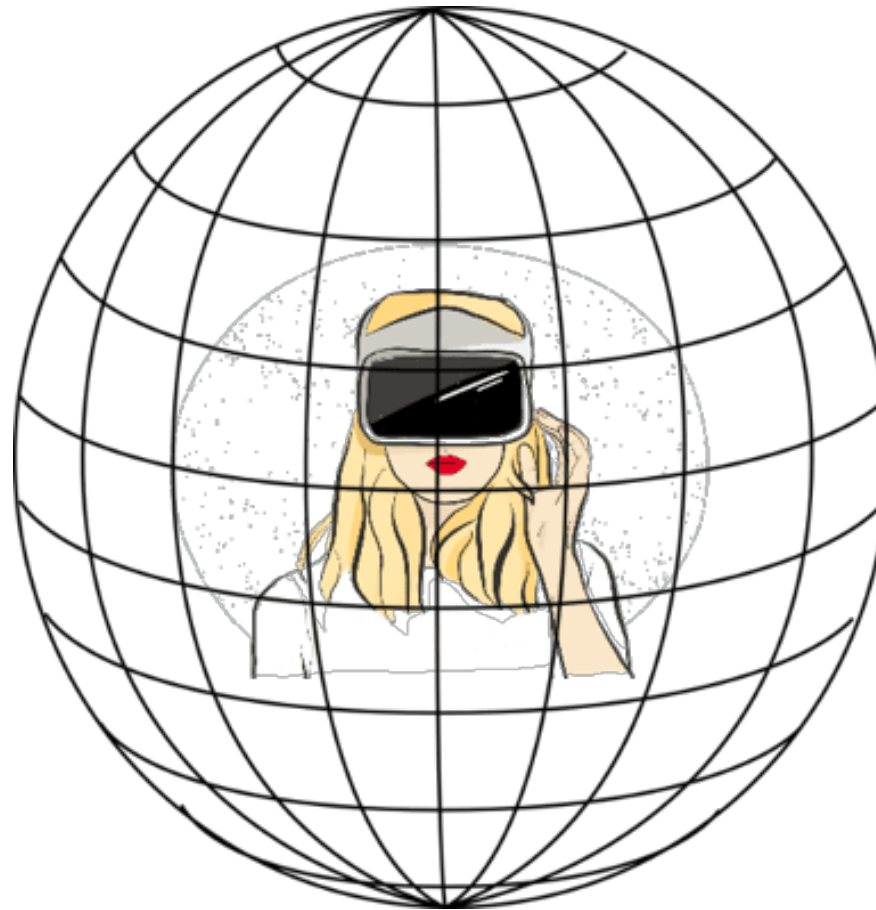


Introduction

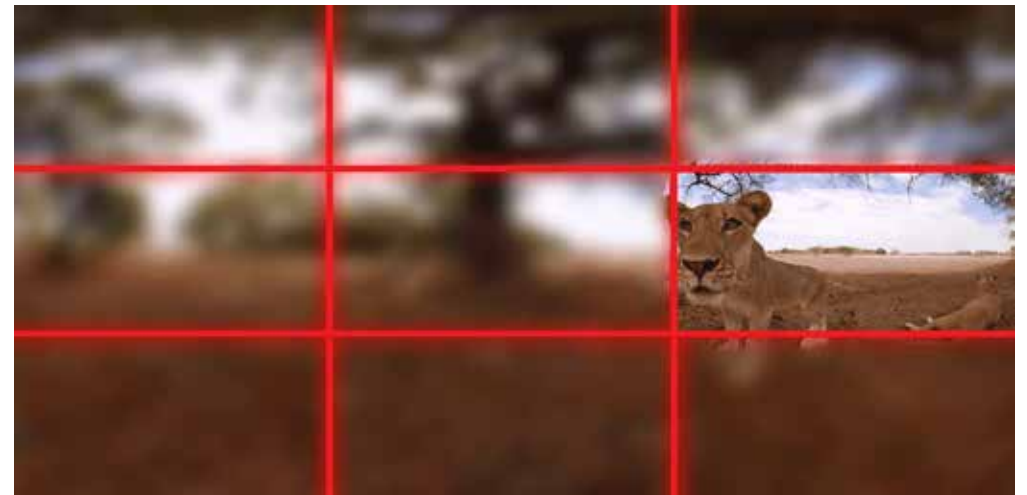
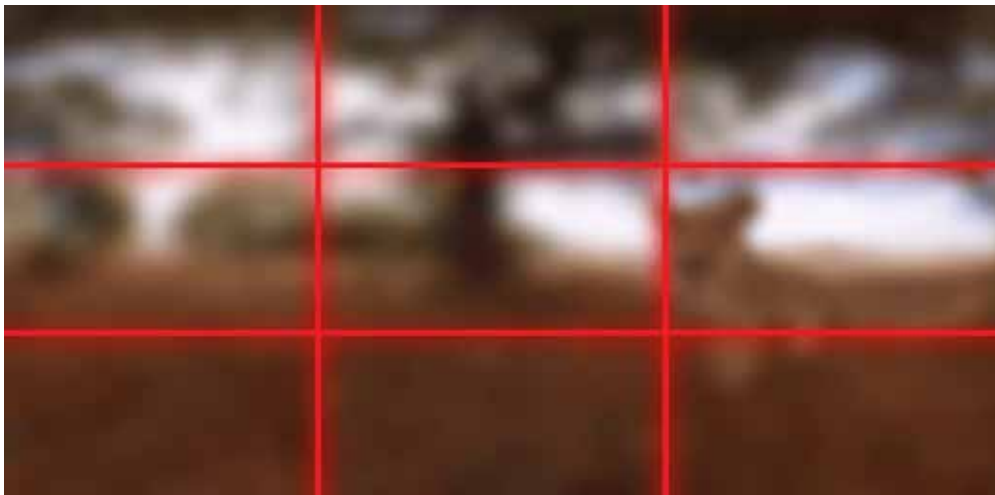


- Main challenge:
 - to provide omnidirectional content guaranteeing an immersive experience and saving bit rate
- Main solutions:
 - Definition of different perceptible levels of quality
 - Efficient delivery schemes
 - Users' behavior → Attention maps
 - Exploitation of peculiarities of the type of projection
- → All these solutions require **a quality metric**

Introduction – 360VR (omnidirectional) video



Introduction – Video tiling



Review of quality metrics on 360VR contents



- Spherical - PSNR (S-PSNR)
- Weighted to Spherically - PSNR (WS-PSNR)
- Craster Parabolic Projection - PSNR (CPP-PSNR)
- Uniformly Sampled Spherical (USS-PSNR)
- Multi-Scale SSIM (MS-SSIM)
- **VMAF**
- SpatioTemporal - VMAF (ST-VMAF)

Work approach



- VMAF has provided significantly good results on different types of non-immersive contents and viewing conditions
- Research question: can VMAF be applied to omnidirectional content without making any specific adjustments?
- Underlying hypothesis:
There is a monotonic relationship between 2D-VMAF and 360VR-VMAF (non-existing)
- If it is true, we can avoid:
 - generating a large and rich specific 360VR video dataset
 - carrying out numerous subjective quality assessments
 - performing the corresponding training and testing stage

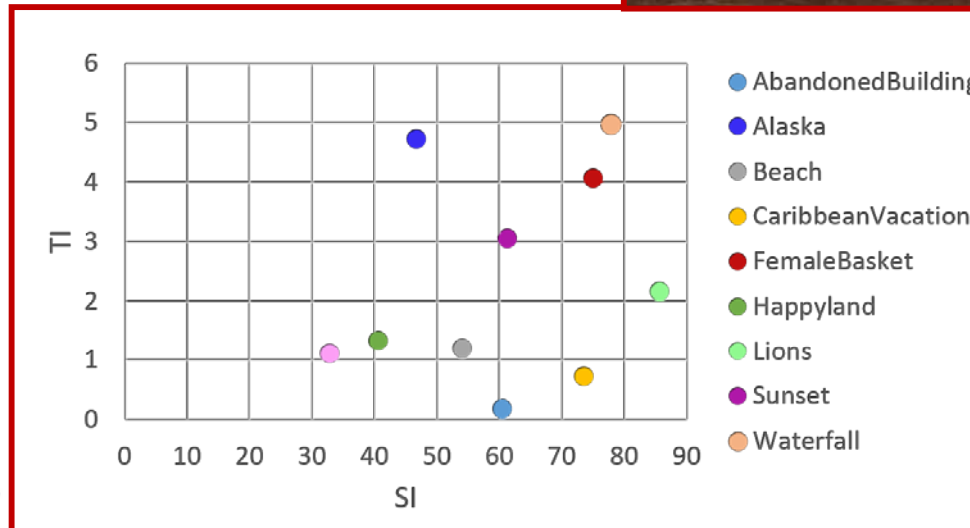
Work approach



- The validation of VMAF on 360VR contents is carried out in two steps:
 - VMAF application to omnidirectional sequences encoded with constant QP in the whole range of possible values to obtain the variation of the score with the encoding parameter
 - VMAF scores validation through a subjective assessment
VMAF-vs-QP curve is monotonically decreasing by the nature of the encoding
→ adjustment with a finite number of key operating points

Test material

- A wide range of contents selected with different features in terms of color, texture, camera motion, composition, and content in the scenes

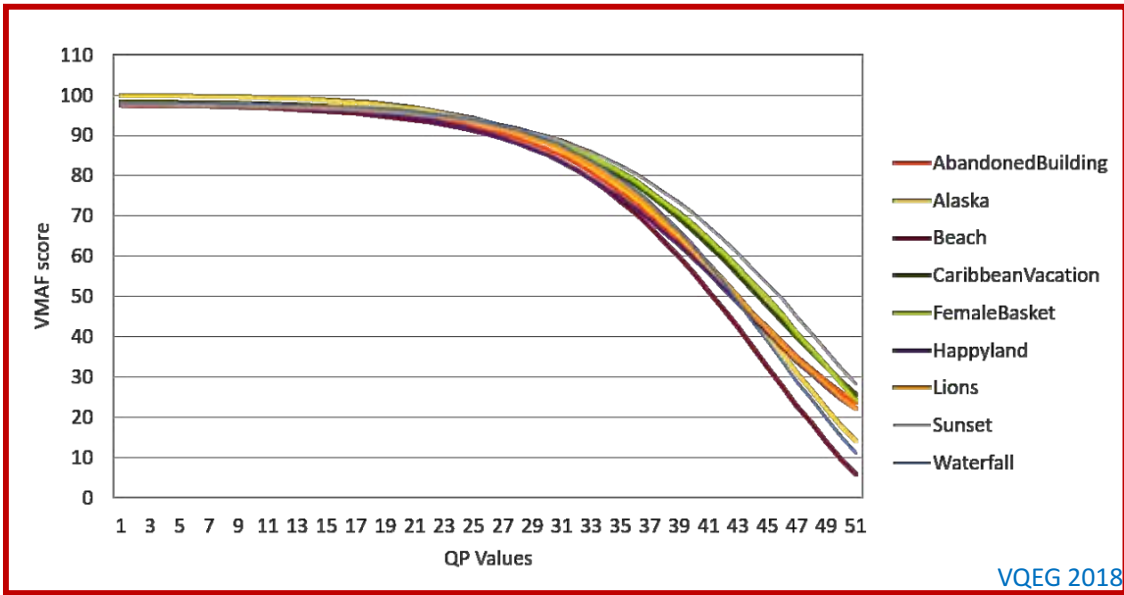


Spatial (SI)
and
Temporal (TI)
information

VMAF computation

Number of reference videos	9
Duration	10 seconds
Encoding	H.265/HEVC
Resolution	4K (3840x1920)
Hypothetical Reference Circuits (HRCs)	QP range (1-51)
Framerate	25 fps
Total number of videos: 459	

No temporal pooling challenge
4K throughout the process



Quality degradation vs QP



QP = 29



QP = 36



QP = 40

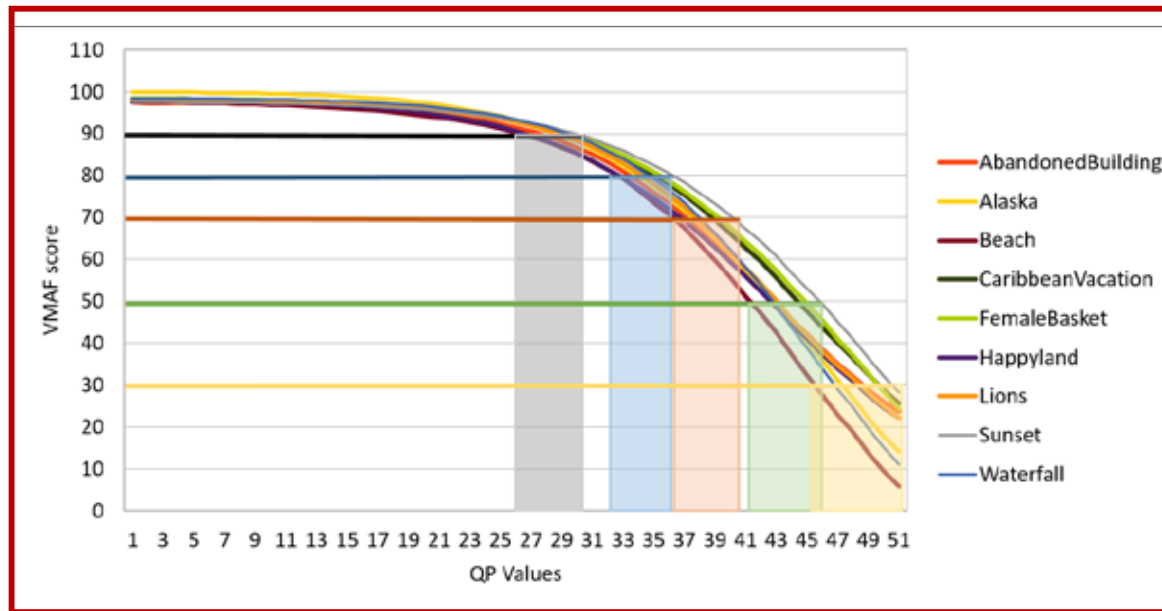


QP = 46



QP = 50

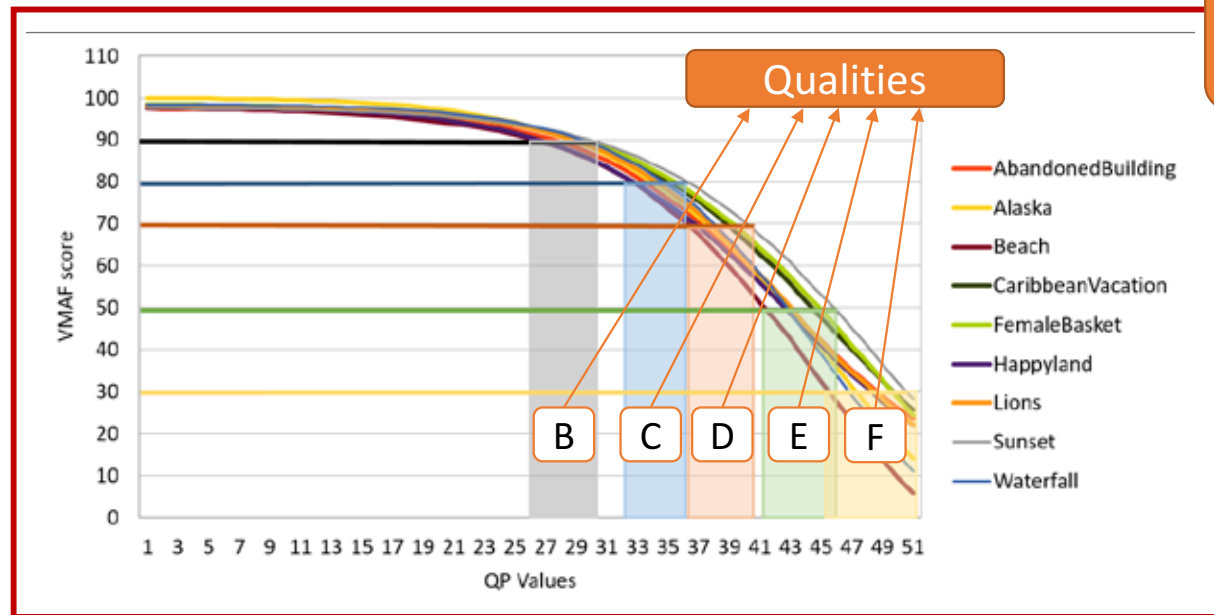
Subjective assessment – Test material



DATASET CHARACTERISTICS	
Number of source videos	9
Duration	10 seconds
Encoding	H.265/HEVC
Resolution	4K (3840x1920)
Number of QP values	6
Total of videos: 54	

Subjective assessment – Test material

- VMAF-vs-QP curve is monotonically decreasing by the nature of the encoding
→ VMAF can be adjusted with a finite number of QPs, which correspond to anchor VMAF scores in the curve for all the used contents



Quality A =
Hidden Reference

QP (A) chosen to obtain
a bitrate similar to that
of the original video
available in database

Check: $QP(A) < QP(B)$

Subjective assessment – Test session

Methodology

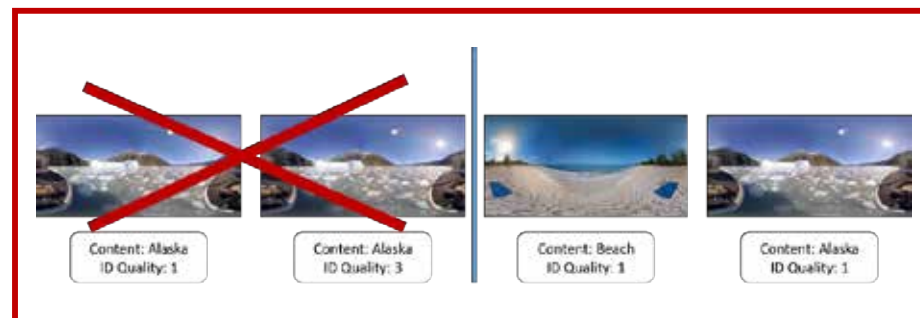
ACR-HR	
Five Grade Scale - Quality	
5	Excellent
4	Good
3	Fair
2	Poor
1	Bad

START	VIDEO 1	VOTE 1	...	VIDEO 18	VOTE 18	THE END
-------	---------	--------	-----	----------	---------	---------

x3

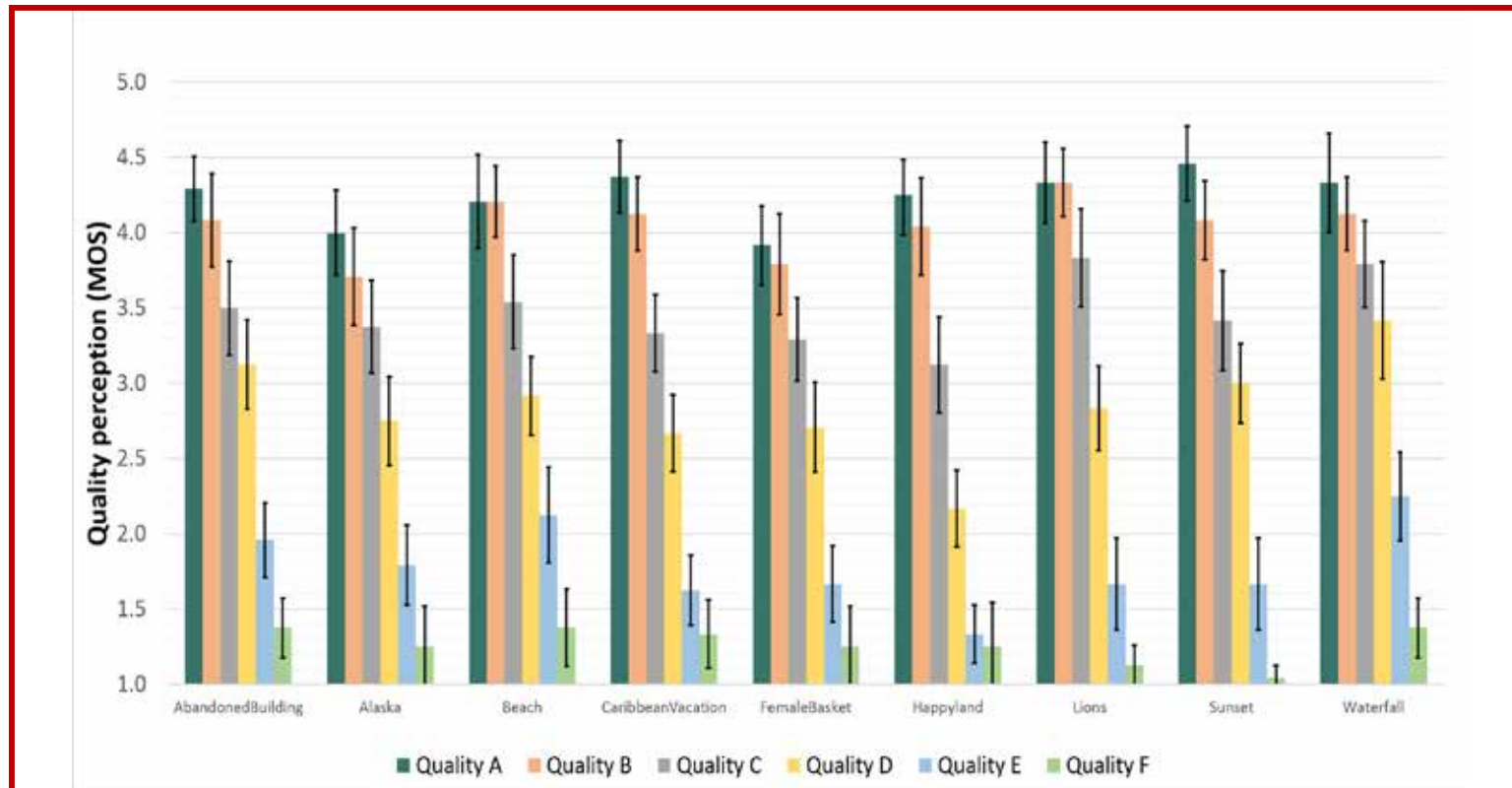
- **No training session** (no reference given about max/min quality)
- All videos viewed and scored by each subject
- Duration around **15 minutes** (assuming 5 seconds for evaluation)
- **24 observers** (age between 21 and 36, average age of 26)
- All observers with normal or corrected vision
- No subject removal because of being considered an outlier

Equipment & Environment

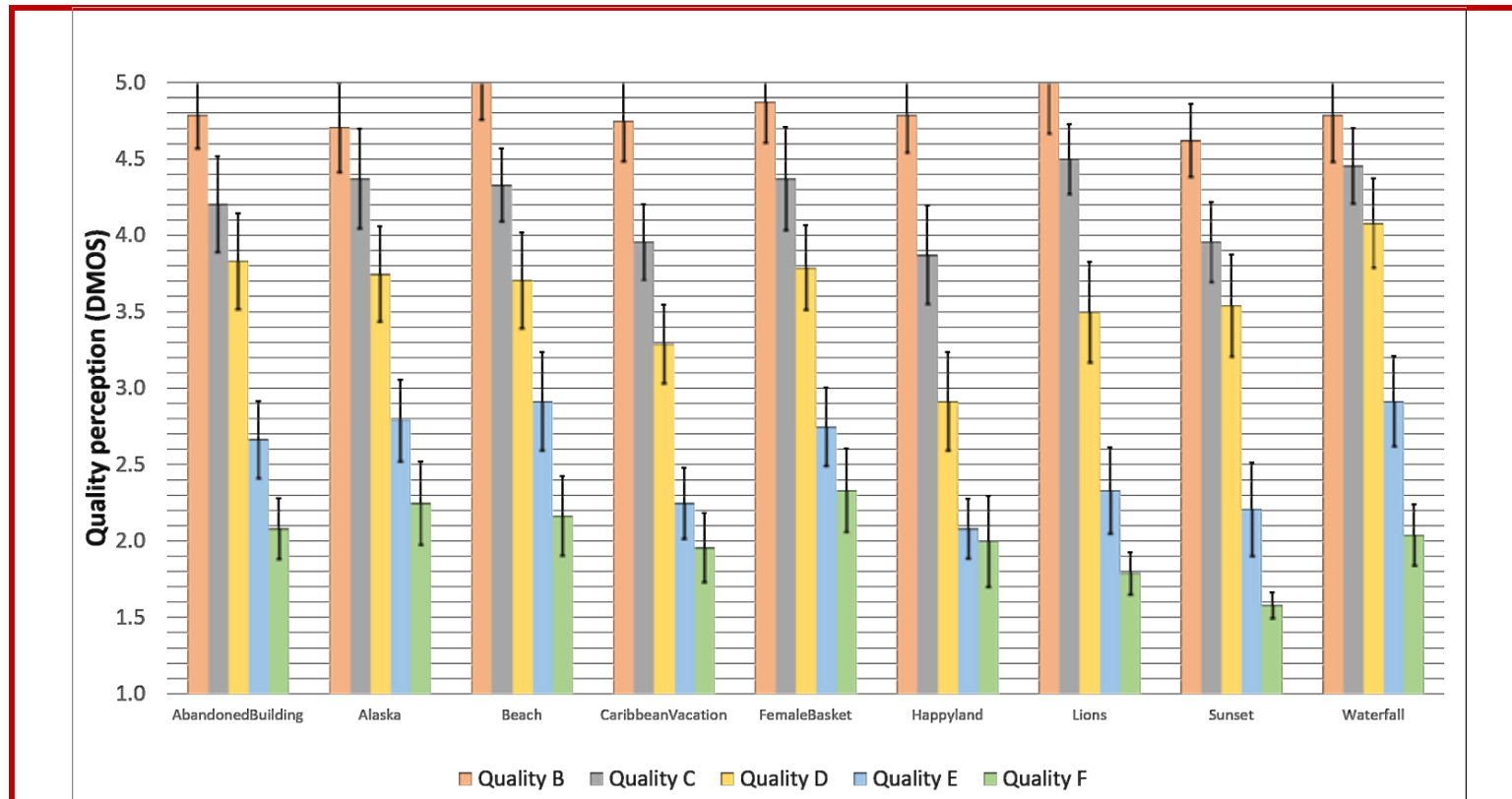


Different randomization for each session

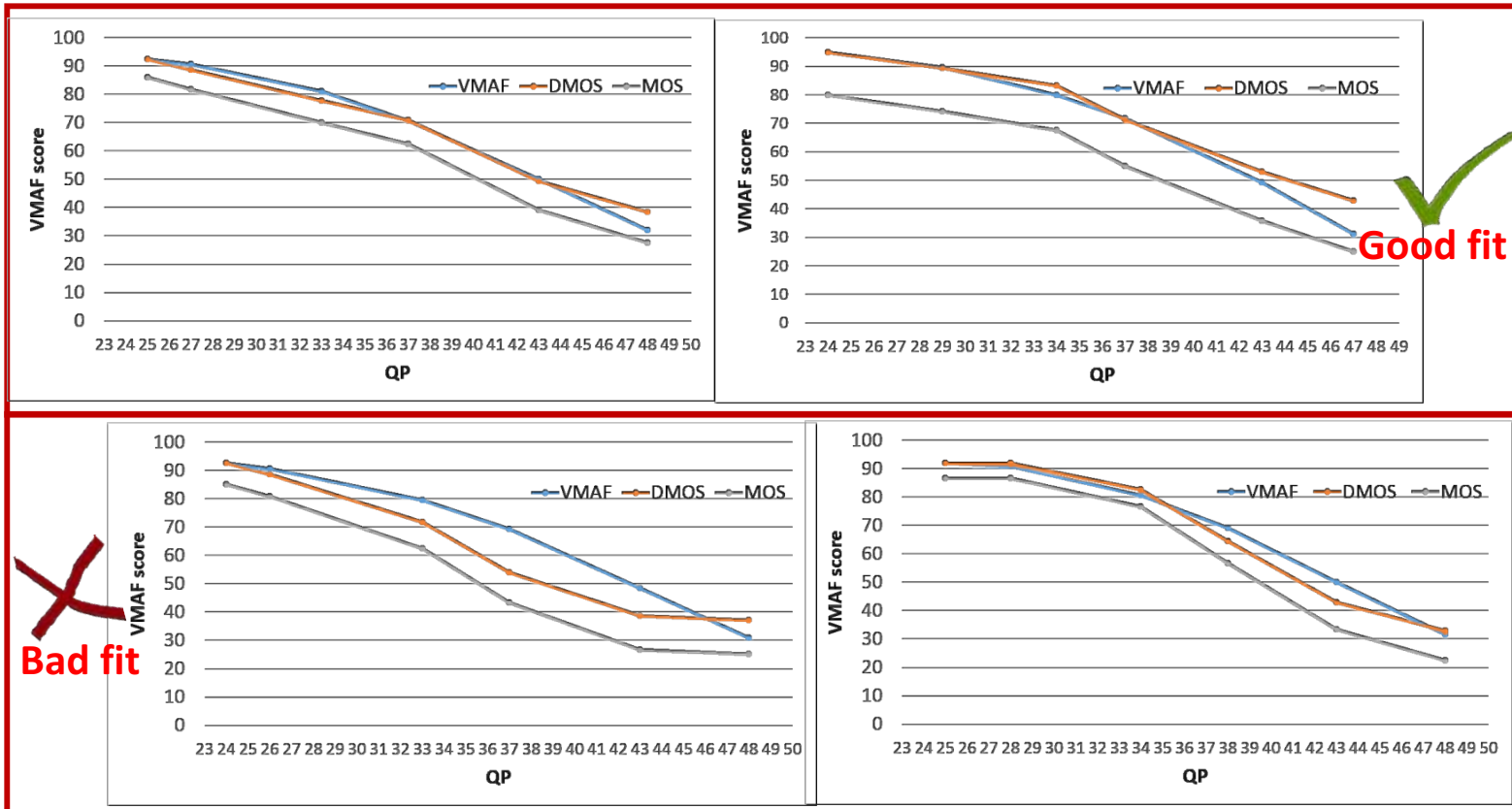
Experimental results - MOS



Experimental results - DMOS



VMAF adjustment for 360VR contents



PLCC and RMSE between VMAF and DMOS



CONTENT	PEARSON (QB, QC, QD, QE, QF)	PEARSON (QB, QC, QD, QE)	RMSE (QB, QC, QD, QE, QF)	RMSE (QB, QC, QD, QE)
<i>AbandonedBuilding</i>	0.995	0.997	3.433	1.983
<i>Alaska</i>	0.992	0.994	5.661	2.488
<i>Beach</i>	0.992	0.991	4.213	2.470
<i>CaribbeanVacation</i>	0.961	0.997	6.982	6.787
<i>FemaleBasket</i>	0.984	1.000	7.097	1.764
<i>Happyland</i>	0.940	0.979	9.338	9.991
<i>Lions</i>	0.987	0.997	4.029	4.446
<i>Sunset</i>	0.996	0.998	5.016	5.490
<i>Waterfall</i>	0.996	0.990	5.511	4.295
AVERAGE	0.983	0.994	5.698	4.413

Conclusions



- Exhaustive study on the feasibility of VMAF on 360VR contents
- VMAF works sufficiently correctly with omnidirectional contents, without performing any particular adjustments
- The creation of a 360VR dataset can be avoided, thus saving computing and time resources



Video Multimethod Assessment Fusion (VMAF) on 360VR contents

Questions – Discussion – Debate - ...

Grupo de Tratamiento de Imágenes (GTI)
Universidad Politécnica de Madrid

Nokia Bell Labs
Madrid

This work has been partially supported by the Ministerio de Ciencia, Innovación y Universidades (AEI/FEDER) of the Spanish Government under project TEC2016-75981 (IVME) and the Spanish Administration agency CDTI under project IDI-20170739 (AAVP)