# Improving Maximum Likelihood Difference Scaling Method to Measure Inter Content Scale

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# Outline

- Motivation
- Maximum Likelihood Difference Scaling (MLDS)
- Proposed modifications for inter content scaling
- Simulation setup and results

# **Motivation**

### Quick overview of thesis subject

"Lightweight Localized Video Quality Metric: A Perceptual Approach Boosted by Computer Vision"

Development of a metric for a localized spatial-time horizon to lead decision in codecs.

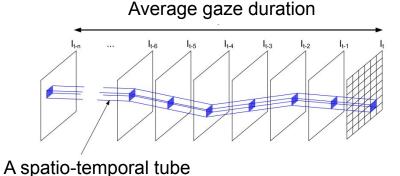
Existing metrics (VMAF ...) developed for large horizons, entire video shot

Current distortion evaluation metrics for Codec are pixel based or not tuned on local perception of HVS

#### Perceptually optimized video coding

- Video encoders take decision at Coding Unit size
- Rules of human eye perception is:
  - spatially located, 1° of visual angle (= CU size)
  - temporally located: gaze fixation movement, (100 to 200ms)
  - aligned along the direction of an object: pursuit gaze

 $\rightarrow$  Interesting to work with tubes for local decision based on short spatio-temporal perception

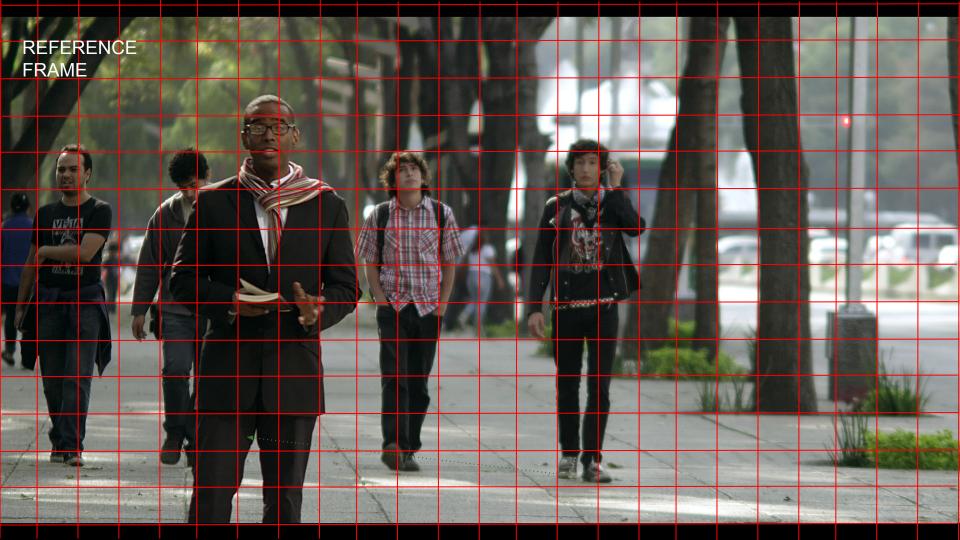


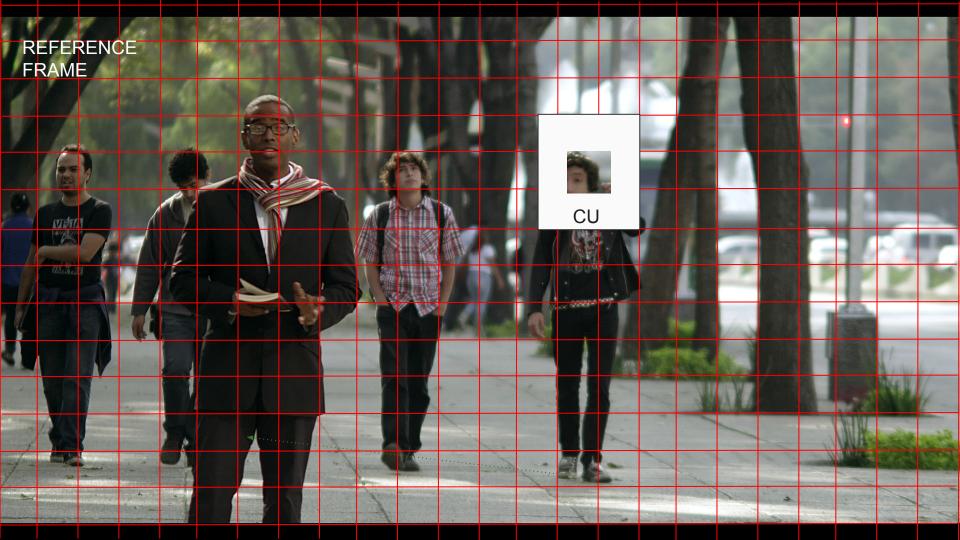


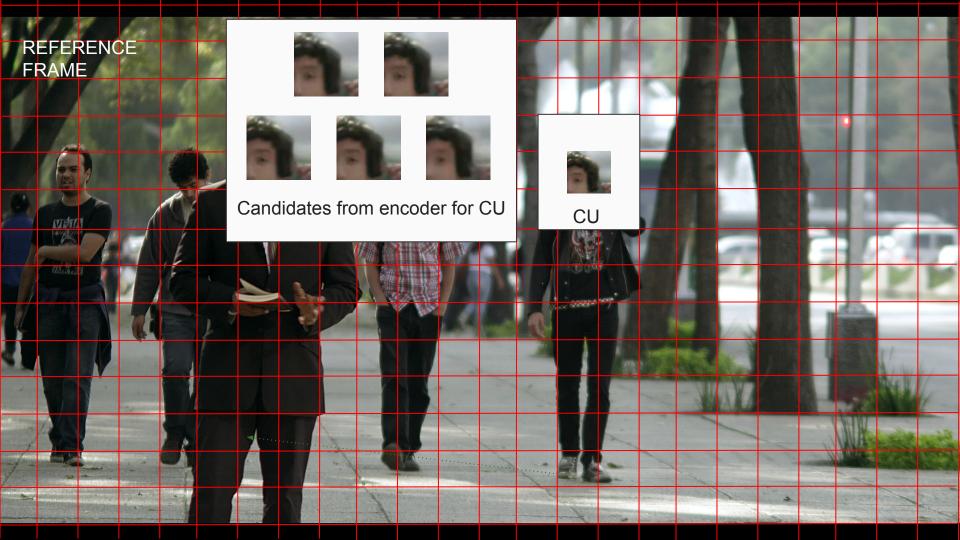
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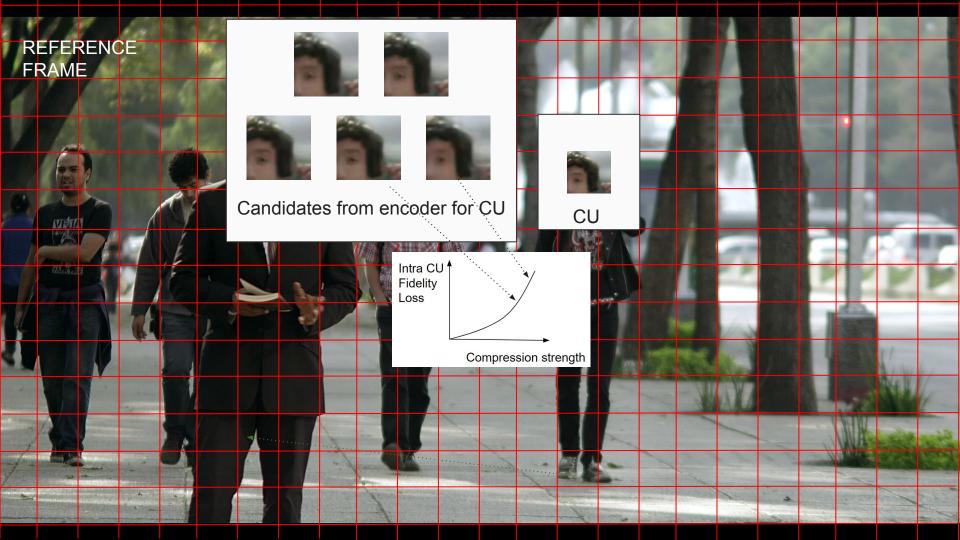
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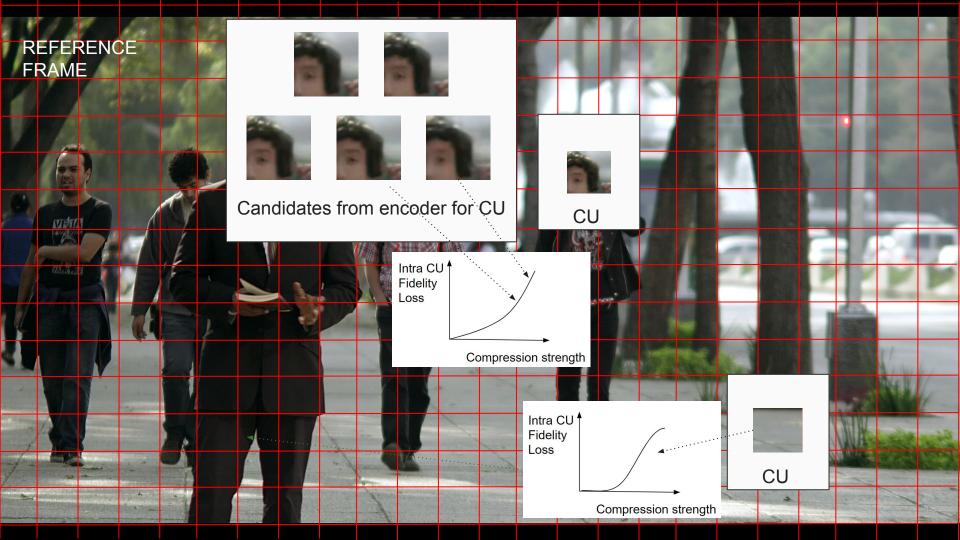
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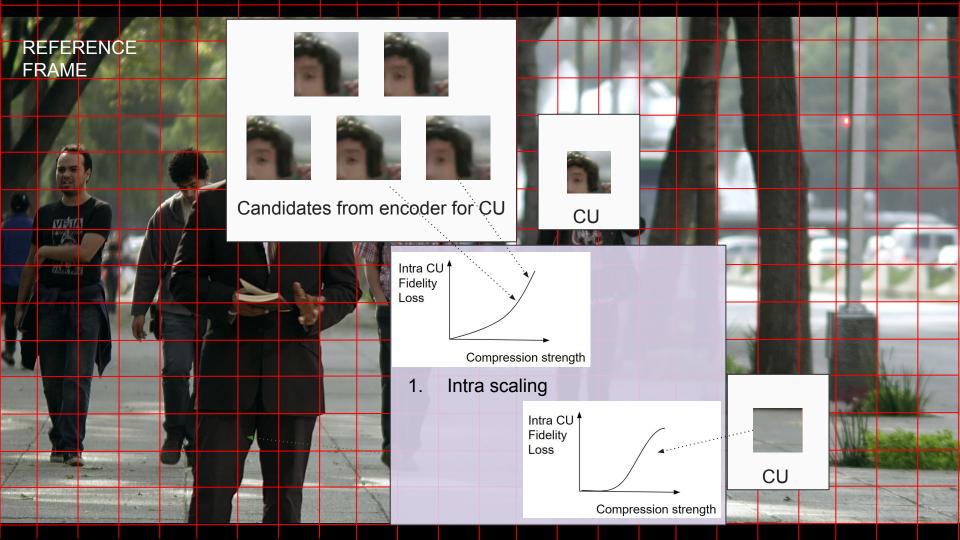


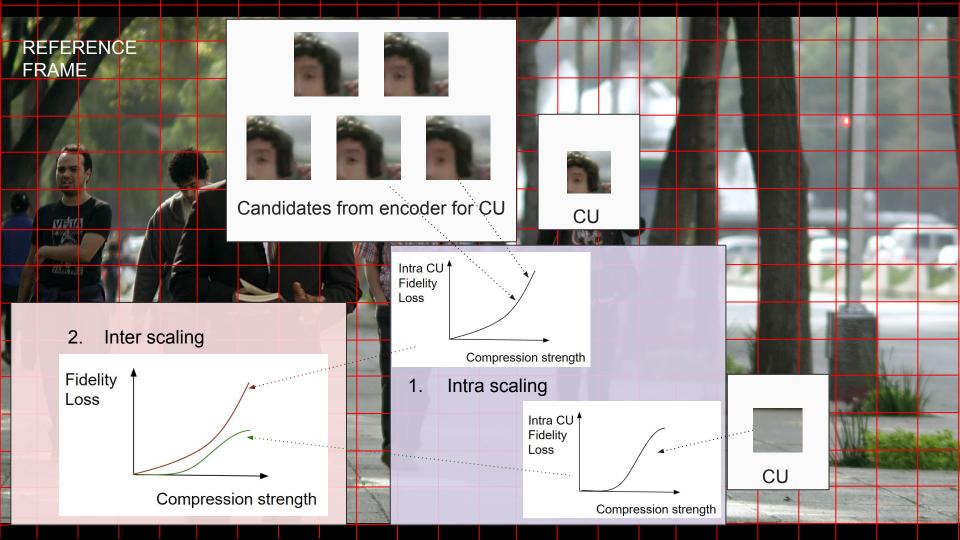












# Collecting Ground Truth Efficiently

how can we collect ground truth data? which are the available subjective methodologies? Which one is the most efficient?

- Available subjective methodologies:
  - Pairwise comparison, (with boosting strategies as ARD, Hybrid-MST[1], ASAP[2] ...)
  - Quadruplets, triplets, 2-AFC, ...
- From subjective judgments to perceptual continuum:
  - Bradley-Terry, Thurstonian models, ...
  - Maximum Likelihood Difference Scaling MLDS[3] solvers

[1] Li, J., Mantiuk, R., Wang, J., Ling, S., & Le Callet, P. (2018). Hybrid-MST: A hybrid active sampling strategy for pairwise preference aggregation. *Advances in neural information processing systems*, *31*.

[2] Mikhailiuk, A., Wilmot, C., Perez-Ortiz, M., Yue, D., & Mantiuk, R. K. (2021, January). Active sampling for pairwise comparisons via approximate message passing and information gain maximization. In *2020 25th International Conference on Pattern Recognition (ICPR)* (pp. 2559-2566). IEEE.
[3] Knoblauch, K., & Maloney, L. T. (2008). MLDS: Maximum likelihood difference scaling in R. *Journal of Statistical Software*, *25*, 1-26.

# Why Maximum Likelihood Difference Scaling

- Stimuli are pre-ordered along a physical continuum, with the assumption that larger alterations introduce a higher perceptual difference
- Numerous research works using this methodology for intra content only scaling:
  - $\circ$   $\,$  MLDS can benefits in terms of discriminatory power  $\,$
  - Cognitive load
  - And number of trials required

Disadvantage: MLDS estimated perceptual scale of different source are generally not comparable. (0 to 1 scale)

What we are trying to solve?

Procedure to integrate into the estimation procedure of MLDS the scaling of inter-content

# Maximum Likelihood Difference Scaling

### MLDS Solving Method

- Judgements on quadruplets are asked to observers
- Then stored in a matrix X

$$X = \begin{pmatrix} 0 & 1 & 0 & -1 & -1 & 1 & 0 \\ 1 & -1 & -1 & 0 & 0 & 0 & 1 \\ 1 & 0 & 0 & 0 & -1 & -1 & 1 \\ 1 & -1 & 0 & -1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & -1 & -1 & 1 \end{pmatrix}$$

Where do you perceive a greater difference between the lower two and the upper two patches?

A DESCRIPTION OF TAXABLE PARTY.	
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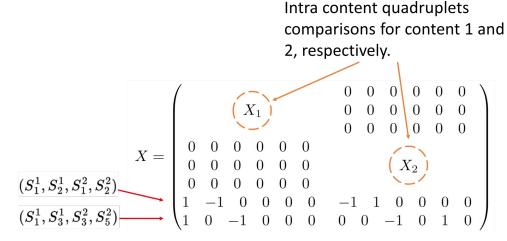


• The obtained judgments are converted to numerical values  $(\phi_1^i, ..., \phi_n^i)$  using a Generalized Linear Model

$$\pi(x) = F(\phi_1 X_1 + \phi_2 X_2 + \dots + \phi_n X_n)$$

#### Solving for Inter Content Scaling

A set of inter-content quadruplets are added, observers are asked to judge where they perceive a greater difference between a pair of stimuli from a first content i and from a second content j.



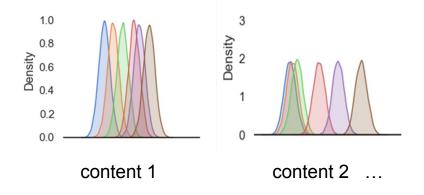
# Simulation setup

How to simulate a group of contents?

- Gaussian distributions with  $\mu$  and  $\sigma$
- Sampling  $\mu$  and  $\sigma$  for L distortion levels of each of the N contents

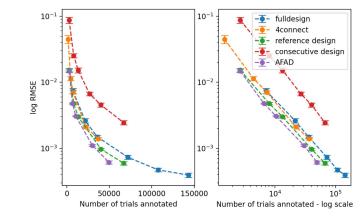
Evaluation of the proposed solver:

• RMSE between simulated ground truths and estimates at different experimental effort levels (number of annotations)

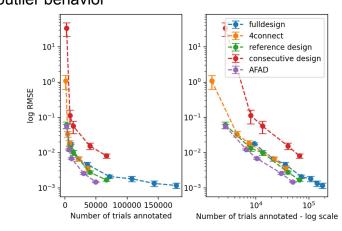


## **Experimental Results**

Proposed method AFAD can save on average 39,7% of the experimental effort compared to full design of inter quadruplet comparisons.



5% of inversion vote to simulate outlier behavior



20% of inversion vote to		
simulate outlier behavior		

	full design
4-connect design	-0.68%
reference design	-26.67%
consecutive design	228%
AFAD	-39.7%

# Conclusion

- Human perception can drive encoding algorithms
- Importance of intra and inter content scaling
- Proposed a extension of MLDS solver for inter content scaling
- In future works, we will benchmark the proposed methodology against other subjective methodologies and solving models on real subjective data.
- Application to collect a large scale dataset

# Thank you for your time and attention

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