

PhD Defense

# Data-Driven Visual Quality Estimation Using Machine Learning

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- ▶ mobile phones, camera/screen technology, internet
- ▶ more content + consumption [45]
- ▶ higher resolutions (4K/8K screens, recordings)
- ▶ traditional 2D videos and images

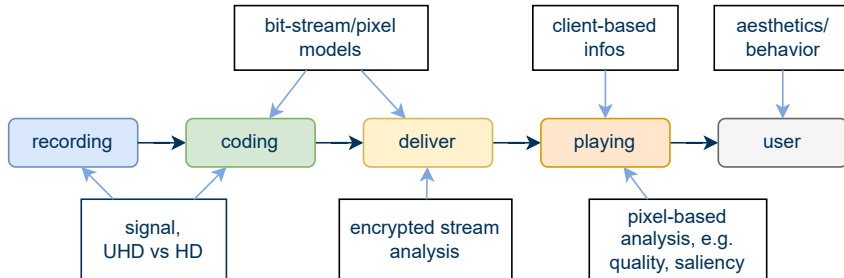


- ▶ internet:
  - **higher demand for video streaming**, up to 80% video streaming [5]
  - **increase of uploaded images**, e.g., up to 95M per day for Instagram [1]
  - internet bandwidth not necessarily adapting to trends
- ▶ new image/video compression methods

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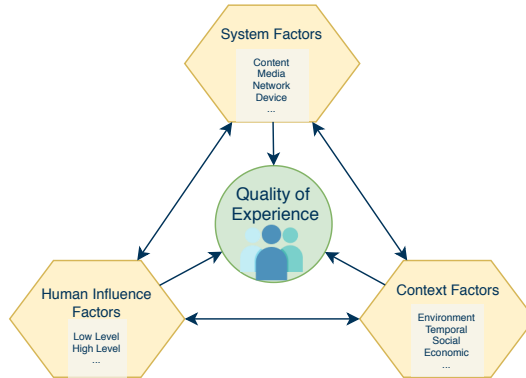
image: [https://matrix.fandom.com/wiki/The\\_Architect](https://matrix.fandom.com/wiki/The_Architect)

- ▶ 10 s UHD-1 raw video<sup>1</sup>  $\approx$  12 GB vs. Wikipedia-text-only-zip  $\approx$  14 GB [48]
- ▶ lossy image/video compression  $\rightarrow$  quality evaluation required



<sup>1</sup>(YUV, 4:2:2, 10bit, 60 fps)

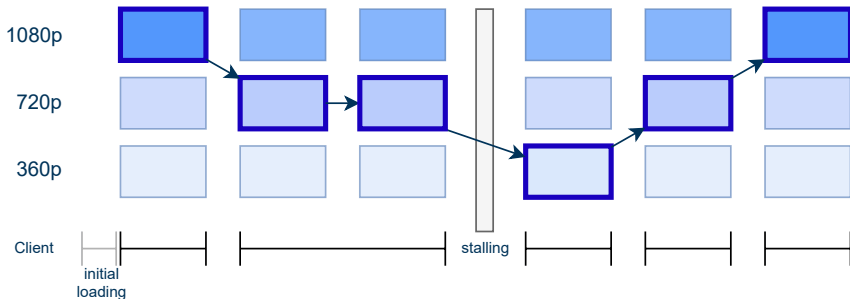
# Context – Quality of Experience



- ▶ system factors, context factors, human factors<sup>2</sup>
- ▶ quality perceived by users; overall media experience

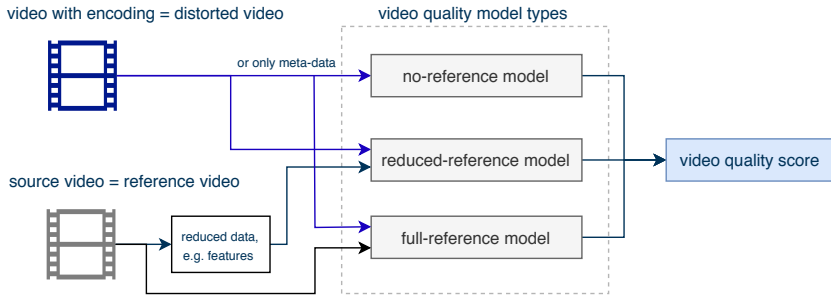
<sup>2</sup>Le Callet et al. 2012: "Qualinet white paper on definitions of quality of experience"

# Context – HAS/DASH Streaming and Encoding



- ▶ long-term audio-visual quality, e.g. P.1203.3 [21]
- ▶ short-term "segment"-level visual quality

# Context – Visual Quality Prediction Models



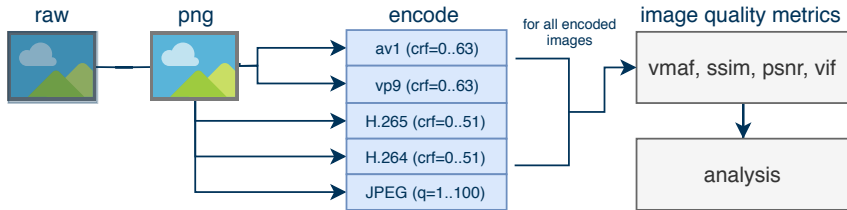
- ▶ parametric models: P.1203.1  $P_v$  [21], P.1204.5 [23], ...
- ▶ machine learning/dnn models: P.1204.3 [22], VMAF [31], NIMA [44], ...
- ▶ common: overall mean opinion score  $VQ_{mos}$ , other:  $VQ_{class}$ ,  $VQ_{prop}$

- ▶ **RQ 1:** robust video quality models using machine learning
- ▶ **RQ 2:** speed up of state-of-the-art quality models
- ▶ **RQ 3:** perceivable difference for higher quality content
- ▶ **RQ 4:** predict more than mean opinion scores
- ▶ **RQ 5:** using video quality models/compression for images
  - image quality, video quality, other applications



- ▶ image formats for web [6]: JPEG, PNG, GIF
  - ▶ recent: AVIF [32], HEIF [26], VVC + DNN [28]: video based
  - ▶ **open:** quality evaluation/models for
    - newer methods, higher resolutions,
    - large + diverse datasets, more than PSNR/SSIM
- pre-analysis for video compression approaches

# Objective Evaluation for Image Compression using Video Encoders



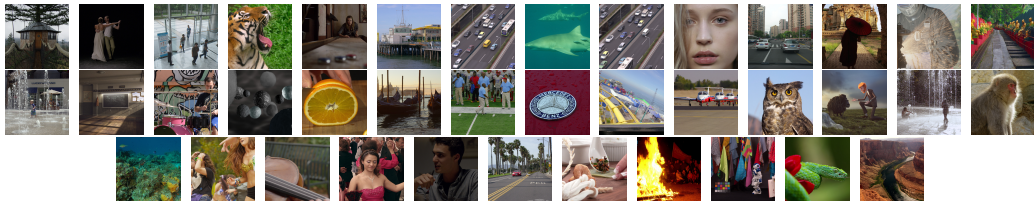
- ▶ AVT-Image-Database<sup>3</sup>: 1133 source images CC0 (wesaturate)<sup>4</sup>
- ▶ 380k encoded images + objective scores: AV1|VP9 > H.265 > JPEG

<sup>3</sup>Görling et al. 2019: "Evaluation of Intra-coding based image compression"

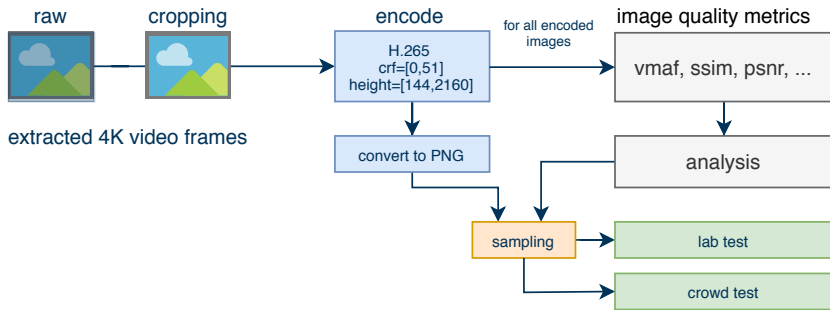
<sup>4</sup>code + data: [http://git.avt-imt.de/image\\_compression](http://git.avt-imt.de/image_compression)

# Quality Evaluation for HighRes Images

- ▶ VMAF suitable for image quality? → lab or remote/crowd test required
- ▶ H.265 encoding, UHD-1/4K center cropped frames



# Quality Evaluation for HighRes Images – Pipeline



- ▶ 39 source UHD-1/4K frames → 246k compressed images
- ▶ meta-data models: *IMG-h265-rf*, *IMG-h265-para*: VMAF predictions
- ▶ two rounds of sub-sampling → 371 stimuli

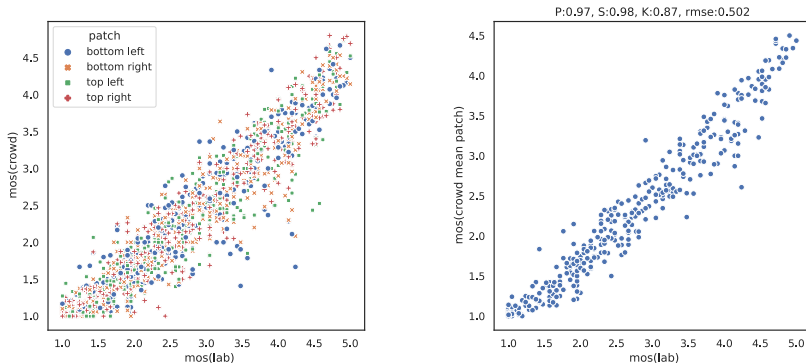
# Quality Evaluation for HighRes Images – Tests

test	tool	environment	#images	to-be-rated	#participants
lab-test	AVRateNG [2]	standardized; 4K screen	full; 371	all	21
online-test	AvrateVoyager-Dev [17]	wide range	1080p-patches; 1488	150 random	238

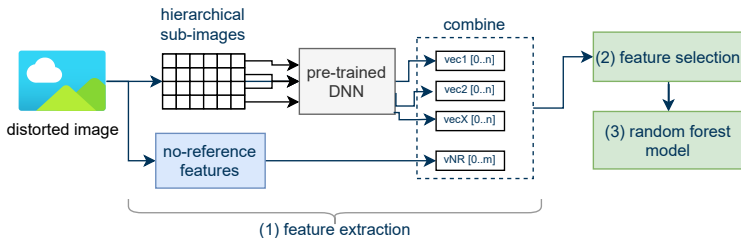
- ▶ lab-test: no outliers → VMAF best
- ▶ online-test: mostly: 720p-900p screens; pre-study, follow up [37]
- ▶ both: quality distribution + SOS-analysis [20] similar results

# Quality Evaluation for HighRes Images – Results

- ▶ lab vs. online test: per patch, mean patch
- ▶ individual patches: high correlation to lab test



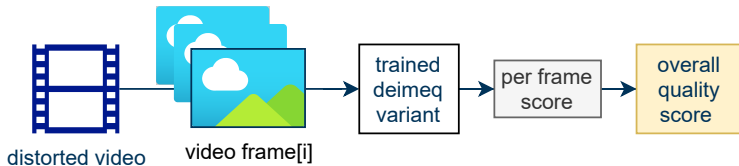
# Pixel-based Image Quality Prediction – deimeq



- ▶ *deimeq*<sup>5</sup>: DNN-based image quality (mid-high resolution) model
  - feature extractor + RF model, **hierarchical sub-images**
  - cross dataset evaluation (TID 2013 [34], Live 2 [43])
  - similar to NIMA [44]

<sup>5</sup>Göring *et al.* 2018: “deimeq – A DNN Based Hybrid No-reference Image Quality Model”

# Pixel-based Image Quality Prediction – deviq



- ▶ *deviq*<sup>6</sup>: extension of *deimeq* to UHD-1/4K video quality prediction
- ▶ **limits**: processing time; trained on VMAF per frame; motion aspects

<sup>6</sup>Göring et al. 2018: “DeViQ – A deep no reference video quality model”



- ▶ limits of VMAF: framerate: test #4 AVT-VQDB-UHD-1<sup>7</sup>
- ▶ feature-based models + machine learning
  - pixel-based features (no bitstream models)
  - context of P.NATS Phase 2
  - TUIL+DT pixel candidate models
  - framework<sup>8</sup>, extensible, reproducible, open-source<sup>9</sup>
  - extensions to other applications

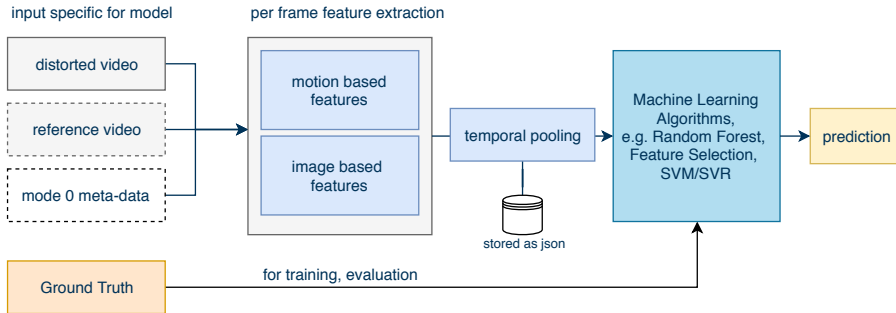
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<sup>7</sup>Rao et al. 2019: “AVT-VQDB-UHD-1: A Large Scale Video Quality Database for UHD-1”

<sup>8</sup>Göring et al. 2021: “Modular Framework and Instances of Pixel-based VideoQM for UHD-1/4K”

<sup>9</sup>library: <http://git.avt-imt.de/quat> | models: <http://git.avt-imt.de/pixelmodels>

# Models for Video Quality Prediction – Architecture



# Models for Video Quality Prediction – Features

Feature	Feature Type	Source	#Values
contrast, blur	img	own [15]	1/F
fft	img	[25]*	1/F
colorfulness	img	[19]*	1/F
tone, saturation	img	[3]*	1/F
scene_cuts	mov	own	1/F
movement, temporal	mov	own [15]	1/F
si, ti	img, mov	[24]	1/F
blockmotion	mov	own [12, 15]	3 /F
cub{row,col}.{0,0.3, 0.5, 0.6,1.0}	mov	own [12]	1/F
staticness	mov	own [12, 15]	1/F
uhdhdsim	img	own [15]	1/F
blockiness	img	own [12]	1/F
noise	img	[7]	1/F
PSNR, SSIM, VIF	img-fr	[47, 46, 42]	1/F
fps_est	mov-fr	own	1/F
framerate , bitrate, codec, resolution, bpp	bs		1/S
log(framerate, bitrate, resolution), norm(framerate, resolution)	bs		1/S
brisque	img-nofu	[30]	36/F

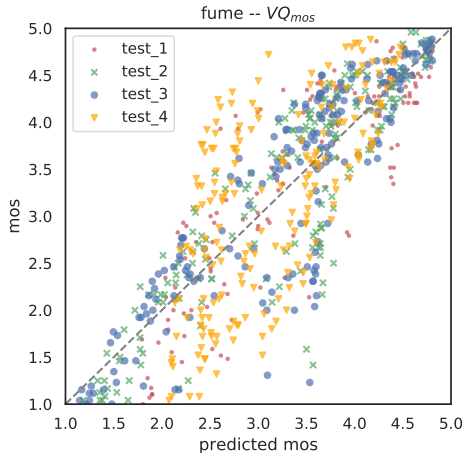
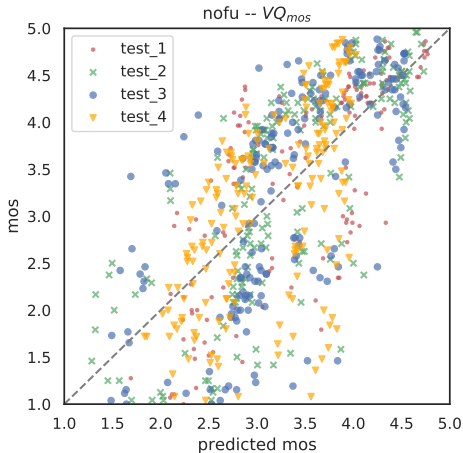
- ▶ instances:
  - **nofu**: no-reference: img + mov + img-nofu features
  - **hyfu**: hybrid no-reference (mode 0): img + mov + bs features
  - **fume**: full-reference: img/mov(dis, ref), img-fr, mov-fr
  - **hyfr**: hybrid-full-reference: fume + bs features
- ▶ all 360p center crop, temporal pooling, RF-based with feature selection
- ▶ trained+validated for  $VQ_{mos}$ ,  $VQ_{class}$ ,  $VQ_{prob}$

dataset	# tests	# srcs	fps	bitrates	codecs	resolutions
AVT-PNATS-UHD-1	4	>50	15 - 60	100 kbps to 50 mbps	VP9, H.264, H.265	360p - 2160p
AVT-VQDB-UHD-1	4	17	15 - 60 (test #4)	200 kbps to 50 mbps	VP9, H.264, H.265	360p - 2160p

- ▶ training: AVT-PNATS-UHD-1: subset of P.NATS Ph2 data [36]
- ▶ validation: AVT-VQDB-UHD-1<sup>10</sup>: publicly available
- ▶ no common sequences in train/validation

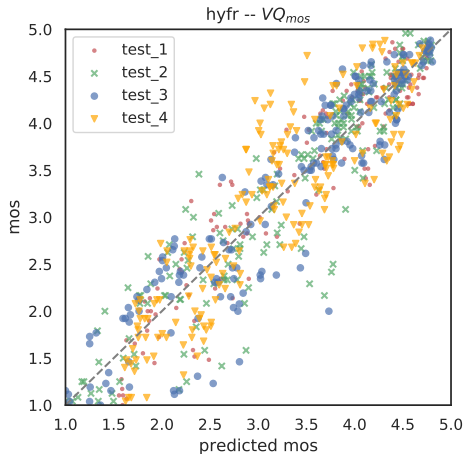
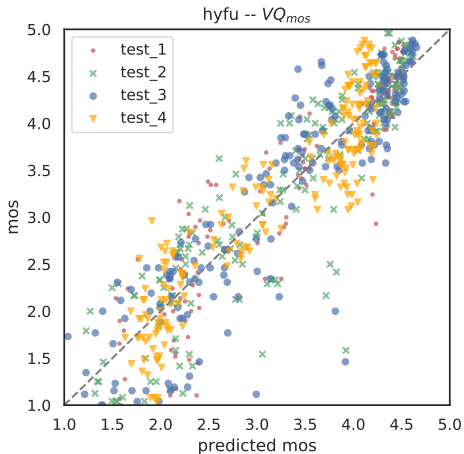
<sup>10</sup>Rao et al. 2019: “AVT-VQDB-UHD-1: A Large Scale Video Quality Database for UHD-1”

# Models for Video Quality Prediction– Evaluation (1)



► **nofu** ( $P=0.701$ ) < **VMAF** ( $P=0.816$ ) < **fume** ( $P=0.835$ )

# Models for Video Quality Prediction– Evaluation (2)



► **fume** ( $P=0.835$ ) < **hyfu** ( $P=0.910$ ) < **hyfr** ( $P=0.922$ )

- ▶  $VQ_{class}$ ,  $VQ_{prob}$ ; other performance metrics; ML-algos: similar results
- ▶ **fume**: problems with test #4 (training: lesser low fps cond.)
- ▶ **nofu**: similar to PSNR/SSIM
  - better for specialized use-cases
  - larger center crop: small improvement
  - pure no-reference models: still challenging
- ▶ switching train/validation: better results; no reproducibility of predictions



- ▶ proposed architecture (features, pooling, ml-aglos) usable for:
  - source video classification for UHD-1/4K [15]
  - gaming video quality [12] and genre prediction [16]
  - encoding parameter estimation [13]
  - speed up approaches [8]

# Gaming Video Quality Prediction

- ▶ specialized **nofu** model= **nofu-gaming**<sup>11</sup>
  - features: *fft, ti, si, block{iness, motion}, staticness, cub{col,row}-{0,1.0}*
  - pooling: mean value, std, first value,  $n = 3$  temporal groups: mean + std
- ▶ dataset: GamingVideoSET [4]
- ▶ 10-fold cross-validation:  $P=0.91 > \text{re-trained brisque+nique} > \text{vmf}$
- ▶ src-video fold: **nofu-gaming**  $>$  **brisque+nique**

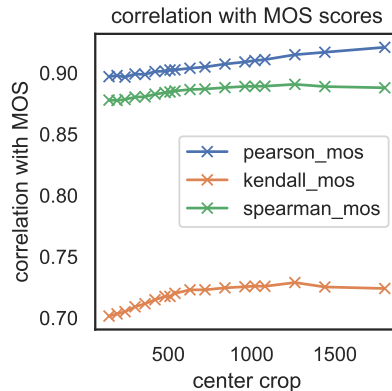
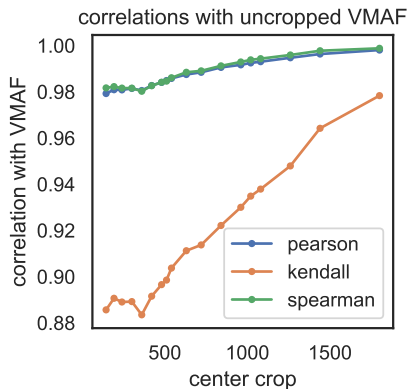
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<sup>11</sup>Göring et al. 2019: "nofu - A Lightweight No-Reference Pixel Based VideoQM for Gaming Content"



# Speed-up Approaches

- ▶ **cencro**<sup>12</sup>: reduce processing time of SoA FR-models; per frame reduction
- ▶ center crop 144p to 1800p: 360p (45 min to 3 min)



<sup>12</sup>Göring et al. 2019: “cencro – Speedup of Video Quality Calculation using Center Cropping”

## ▶ publications

- pixel-based image/video quality models, features, or analysis [18, 12, 15]
- P.1203 [21, 40], P.1204 [39, 36], or bitstream-related [11, 35, 41], ...

## ▶ open source software for video quality

- AVrateNG [2], AVrateVoyager [37, 17]
- P.1203 open source implementation [40], ITU-P.1204.3 reference software [39]
- cencro [8], quat + pixelmodels [18],
- AVT-VQDB-UHD-1 [38], ...

## ▶ presented work = summary of 5 years

- ▶ high resolution image quality + compression:
  - using video codecs > JPEG
  - lab and crowd/remote/online tests for image quality
  - image quality prediction models
- ▶ video quality models for UHD-1/4K
  - general architecture, various model instances
  - other applications of the provided architecture

- ▶ integration of video quality models in long-term quality prediction
- ▶ evaluation of new distortions: bending, compression artifacts (DNNs)
- ▶ UHD-2/8K, HDR, HFR, UGC, 360°, Point Clouds, light field
- ▶ end-to-end chain: encrypted streams; cameras; liking
- ▶ immersive media technology: room lighting, haptic feedback ...



# Thanks to all ..

## colleagues, collaborators, friends, family, ...

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Yamagishi Tim Gubner Nicolas Pachatz Torsten Demmler Petra Göring David Lindero  
Annika Neidhardt Christopher Krämmer Shahid Satti Susann Kohout Stephan Werner  
Eckhardt Schön ...



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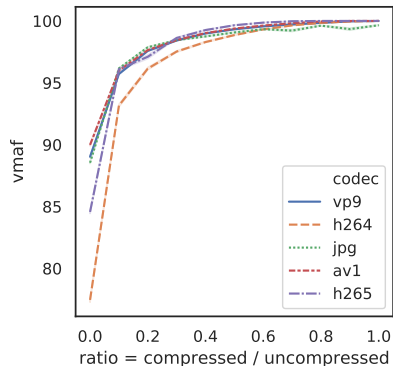
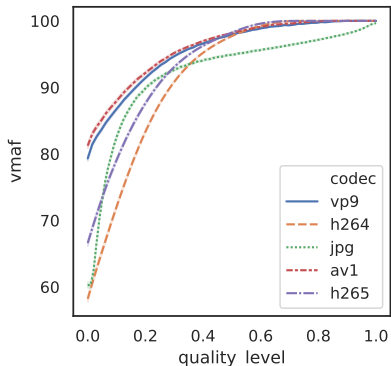
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# Image Compression using Video Encoders – Results



- ▶ quality-level= unified "setting" for compression
- ▶ similar results for other metrics: SSIM, PSNR, VIF
- ▶ higher quality range: video methods better (AV1|VP9; H.265)



# Quality Evaluation for HighRes Images– Results

## Lab vs. obj. metrics

- ▶ lab test vs. objective quality metrics

metric	pearson	kendall	spearman
vmaf	0.919	0.757	0.925
adm2	0.868	0.722	0.901
vif scale2	0.861	0.740	0.911
vif scale3	0.852	0.786	0.941
vif scale1	0.846	0.674	0.859
ms ssim	0.701	0.658	0.851
psnr	0.698	0.524	0.719
ssim	0.658	0.802	0.948
vif scale0	0.619	0.472	0.643

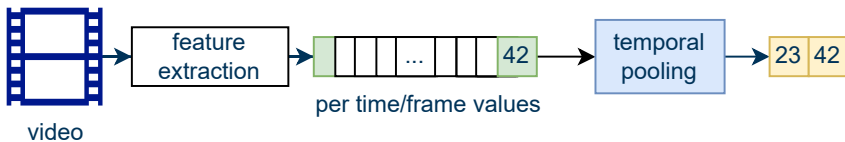
# Models for Video Quality Prediction– Features – Examples (1)

- ▶ staticness: mean frame on all currently played frames + SI measure
- ▶ noise: wavelet-based estimator for noise [7] (skimage)
- ▶ scene\_cuts: 0,1: resized 360p view + threshold-based detection, similar to [33, 49] (skvideo)
- ▶ cube{col,row}: similar to [29]: a sliding window=60 frames as cuboid, slicing planes + SI measure

# Models for Video Quality Prediction– Features – Examples (2)

- ▶ movement: foreground-background % of moving foreground (open-cv)
- ▶ blockmotion: SE3SS algo, 10% of height as blocksize (may be suboptimal, speed tradeoff), counting block movement directions
- ▶ temporal:  $RMSE(f_i, f_{i+1})$ , for RGB
- ▶ blockiness: "guessing" blocksize, canny edge detector, mean on blocklines horizontal, vertical, weighted
- ▶ uhdhdsim: PSNR to rescaled versions (Full-HD – 4K)

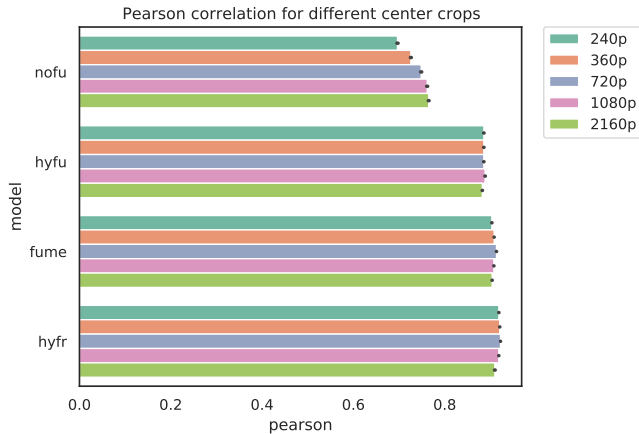
# Models for Video Quality Prediction– Pooling



- ▶ most of the features produce per-frame scores
- ▶ time-independent features for ml-model required: temporal pooling
- ▶ for a given feature value vector  $f \rightarrow$  total 25 statistical values:
  - mean value, std, skewness, kurtosis, IQR, quantiles, last + first value
  - split into  $n = 3$  temporal groups: for each group: mean + std

- ▶ full-frame calculation of all features: time consuming
- ▶ (A) reduction of frames: breaks movement features
- ▶ (B) reduction per frame: focus on 360p center cropped view of videos
  - drastic time reduction, nearly negligible error
  - wider range of features compensate for 360p view

# Models for Video Quality Prediction– Evaluation - cc



- ▶ 32 runs each 10-fold-cross validation