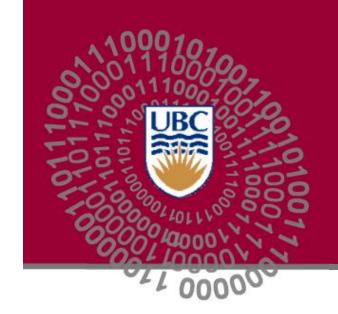
#### UNIVERSITY OF BRITISH COLUMBIA



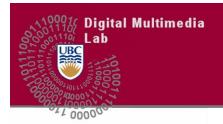
#### **Evaluation of HDR Coding Pipelines**

Maryam Azimi<sup>1</sup>, Ronan Boitard<sup>1</sup>, Mahsa Pourazad<sup>1,2</sup>, and Panos Nasiopoulos<sup>1</sup>

<sup>1</sup>University of British Columbia, Vancouver, Canada <sup>2</sup>TELUS Communications Inc., Canada

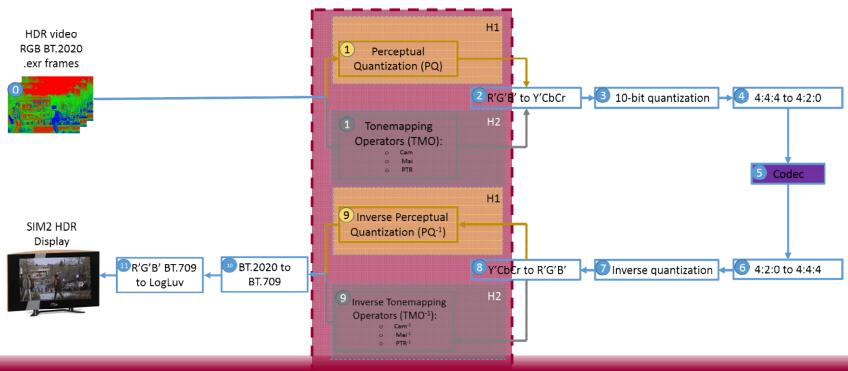






### **Our Objective**

- Scenario 1: Perceptually uniform HDR video compression (H1)
- Scenario 2: Tonemapped HDR content compression (H2)
- Our objective: Compare the performance of H1 and H2





# Single Layer HDR Video Coding Pipeline

- The tone mapping operator (TMO):
  - Temporally coherent
  - □ Invertible
- So, we selected:
  - Camera TMO
  - □ The Photographic Tone Reproduction (PTR)
  - ☐ Histogram equalization method (Mai)



# Test Set up: HDR Video Database

| Sequence   | Resolution | Frame Rate<br>(fps) | Number of<br>Frames | Scene Type         |
|------------|------------|---------------------|---------------------|--------------------|
| FireEater2 | 1920×1080  | 25                  | 200                 | Outdoor/Night      |
| Market3    | 1920×1080  | 50                  | 400                 | Outdoor/Day light  |
| Tibul2     | 1920×1080  | 30                  | 240                 | Computer-generated |

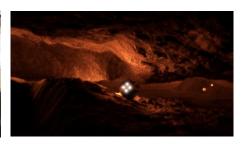
FireEater2



Tibul2



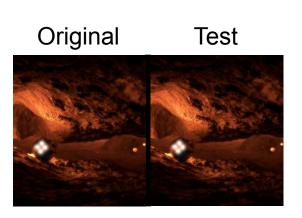






- We performed one set of subjective test
- Objective: Compare transmission pipeline H1 with pipeline H2
  - The subjective quality of original HDR videos is compared with that of the decoded HDR using pipeline H1 and H2 at four different bit rate levels







### At four different QP levels:

```
□ Market3 QP= {'29','33','37','41'}; CFE QP= {'21','25','29','33'}
```

- □ Tibul2 QP =  $\{'19','24','29','34'\}$ ; CFE QP=  $\{'19','24','29','34'\}$ ;
- □ BallonFestival QP= {'18','26', '34', '38'}; CFE QP = {'18','22','26','30'};

### Why not MPEG QPs?

- □ No noticeable visual quality levels when viewed on a SIM2 display.
- The random access high efficiency (RA-HE) configuration of HEVC was used to ensure achieving the highest compression performance

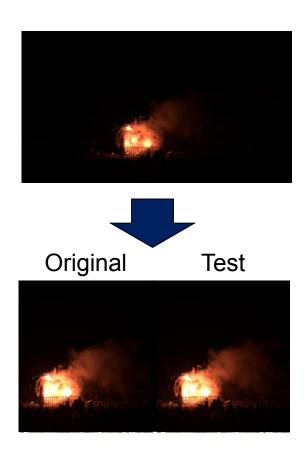


- Subjective test methodology:
  - □ 4 HDR videos × (1 PQ + 1 Camera TMO + 1 PTR TMO + Mai TMO) × 4 QPs = 64 test videos
  - □ Comparison of the original video to itself was also inserted in the test resulting in 64 + 4 = 68 test videos
- Discrete rating scale ranging from 1 being the worst quality to 10 being the best quality matching the original video





- Side-by-side presentation
  - □ Videos need to be cropped to avoid reducing the resolution





#### Viewers:

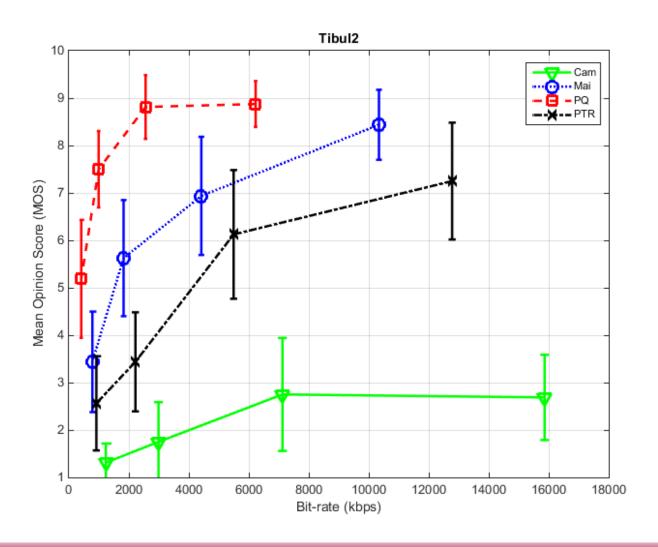
- □ Eighteen adult subjects including 10 males and 8 females
- □ 3 participants at each test session

#### Pre-test training:

□ 2-video training test with 4 compression level, before the actual test

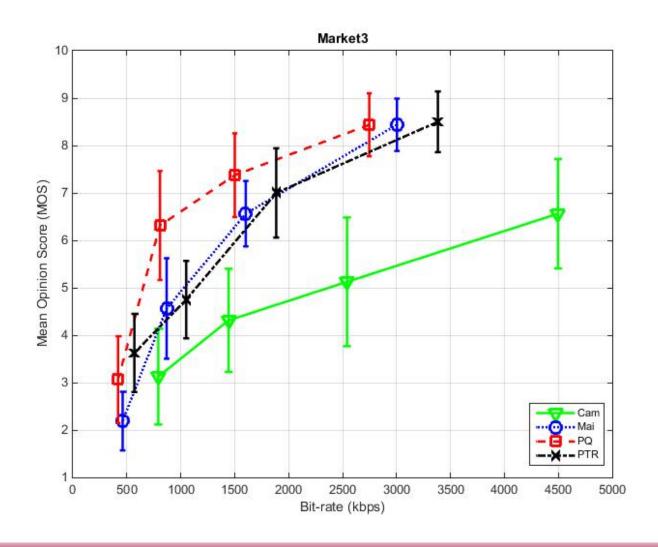


### Results



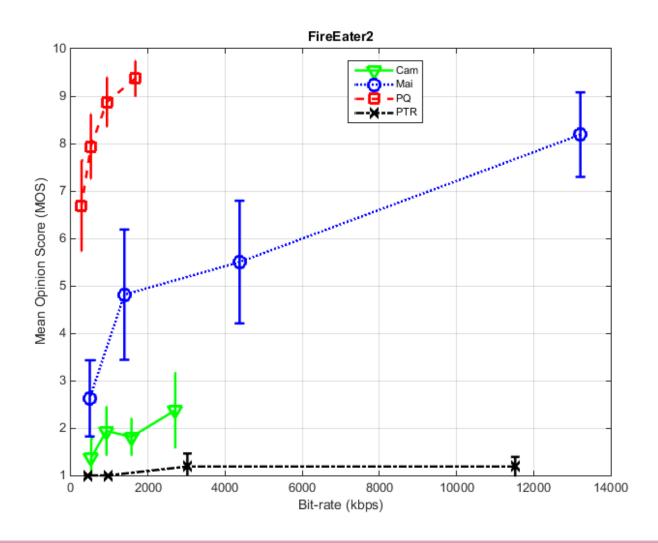


### Results





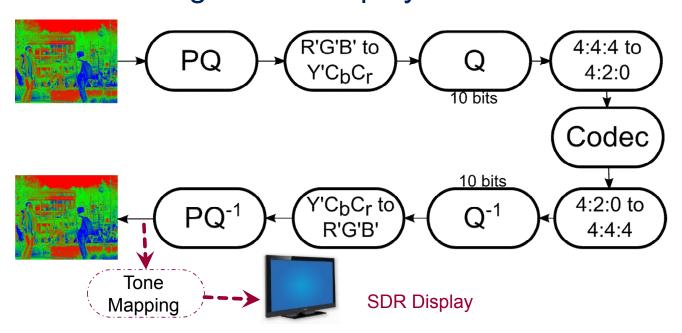
### Results





### Conclusions

- It is preferable to transmit the original HDR stream (PQ) rather than the tone mapped version of the HDR.
  - Lower bitrate at the same subjective quality level
  - Tone mapped version can be generated at the receiver end in case of having a SDR display





### **Contact Information**

#### Contact Us

#### Mailing Address:

Digital Multimedia Lab
Department of Electrical and Computer Engineering
The University of British Columbia
ICICS/CS Building x310, 2366 Main Mall
Vancouver, BC V6T 1Z4
Canada

#### Phone Number:

(604) 827-4878

#### Lab Location:

x310, ICICS/CS Building, UBC

http://dml.ece.ubc.ca





