

# A VMAF Model for 4K

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*Netflix*

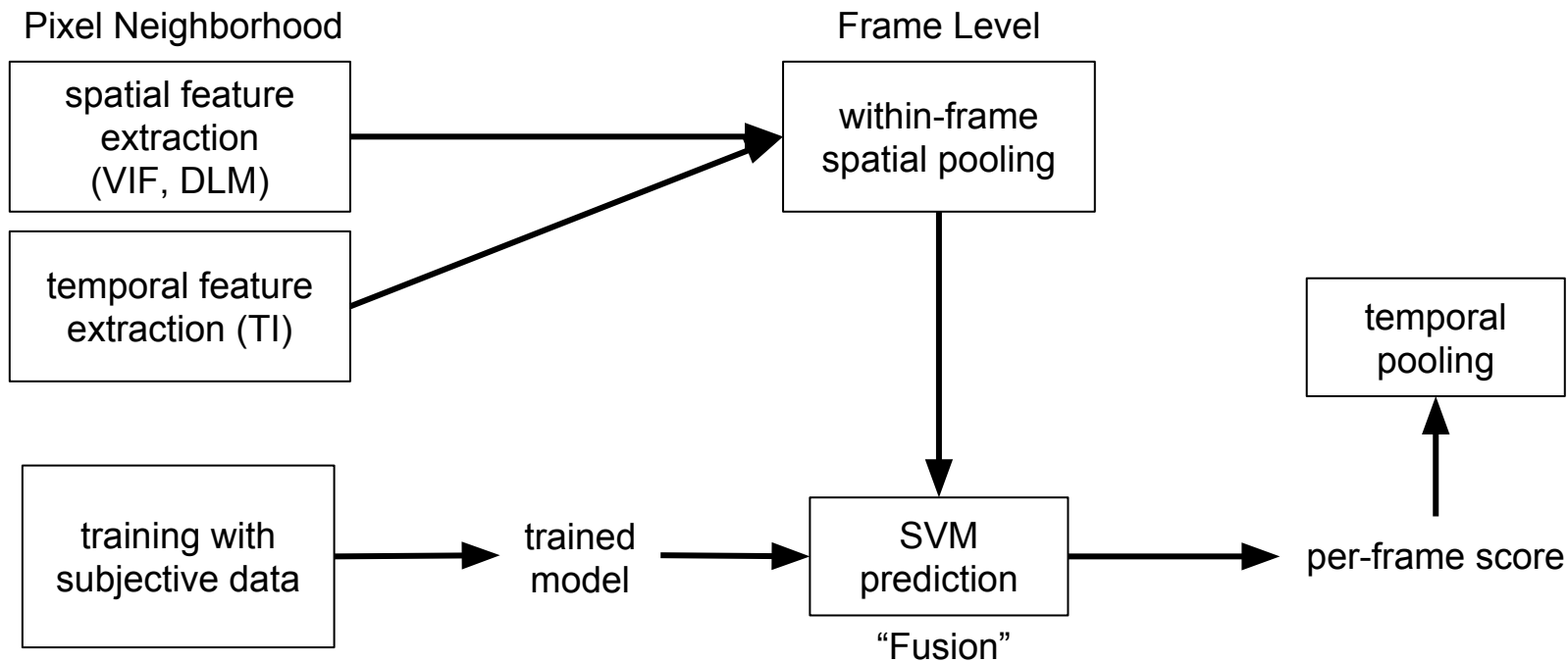
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VQEG Madrid 2018

# Acknowledgements

- Special thanks to Lukas Krasula and Yoann Baveye of University of Nantes, for helping design and conduct the subjective experiment.

# VMAF framework



# Why do we need a 4K model?

- VMAF v0.6.1 seems to work fine in terms of subjective data correlation

Pearson Correlation

	PSNR (Lin)	VMAF (Lin)	SSIM (poly)	MS-SSIM (poly)	VIF (exp)	VQM (poly)
Class A	0.7212	<b>0.9389</b>	0.8873	0.8319	0.8887	<b>0.9019</b>
Class B	0.663	<b>0.9216</b>	0.5755	0.601	0.6779	<b>0.8163</b>

Class A: 3H for HD videos  
Class B: 1.5H for UHD videos

Spearman Correlation

	PSNR (Lin)	VMAF (Lin)	SSIM (poly)	MS-SSIM (poly)	VIF (exp)	VQM (poly)
Class A	0.7756	0.9539	0.8997	0.8376	0.8764	0.8997
Class B	0.7276	0.958	0.5578	0.6185	0.667	0.8125

MSE

	PSNR (Lin)	VMAF (Lin)	SSIM (poly)	MS-SSIM (poly)	VIF (exp)	VQM (poly)
Class A	0.6652	0.3304	0.4429	0.5328	0.4403	0.4147
Class B	0.7188	0.3728	0.7852	0.7674	0.7245	0.5546

\* VMAF framework performance on UHD videos,  
by Jesus Gutierrez et al, VQEG Meeting 08/05/2017

# Why do we need a 4K model? (Cont'd)

- VMAF v0.6.1 is trained on 1080p, for 1080p
  - Video source: mix of 4K and 1080p
  - PVS: mix of encoding resolutions 1080p, 720p, 480p etc.
  - Trained on subjective data collected on 1080p device at distance 3H
  - Mapped to score range of [0, 100]
- When applied to 4K videos:
  - Predicts quality at 60 pixels/degree - 1.5H for 4K display
  - What it does NOT capture:
    - Viewing angle (1.5H for 4K has wider viewing angle)
    - Not calibrated to viewer expectation of 4K experience

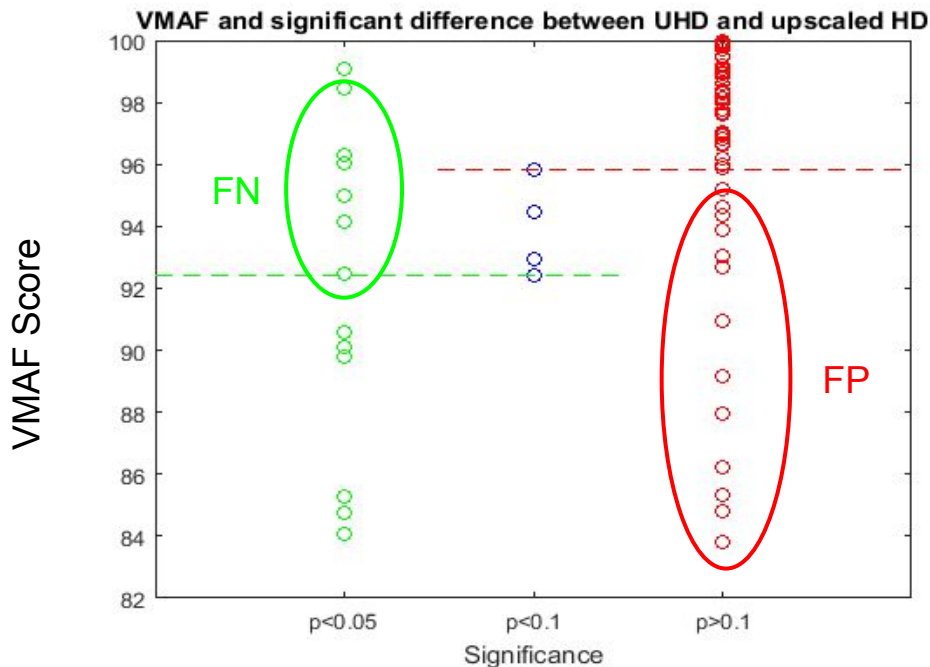
# Subjective experiment setup

- Content selection
  - 8 new clips based on **false positive / false negative analysis** of v0.6.1
  - 18 old clips reused from training VMAF v0.6.1
  - In total, 26 clips, 13 are 4K source, 13 are 1080p source
- Impairment generation
  - X264 main profile, 2-sec GoP, 3 CRF values: 21, 25, 29
  - Resolutions 3840x2160, 1920x1080, 1280x720, 960x540, 640x360, 480x270, 384x216, PAR 1:1
  - Encoded video to be upscaled to 4K using bicubic before display
  - With hidden reference, total #PVS  $13 * 22 + 13 * 19 = 533$

# Subjective experiment setup (Cont'd)

- Experiment size
  - Methodology: ACR with hidden reference
  - 533 PVS and 24 scores / PVS
  - Fit into 7 sessions, each approximately 20 minutes
- Lab setup
  - 43" 4K TV (Sony FW-43XD8001)
  - Standardized room environment
  - Controlled lighting (ITU-R BT.500-13)
  - Viewing distance 1.5H
  - Two parallel sessions (with two TVs) to speed up data collection

# False positive / false negative analysis of VMAF v0.6.1



Paired Comparison on 79 videos:  
UHD vs. upscaled FHD

FP: subjects do not see a significant difference in quality but VMAF yields a low score (thus falsely detects some artifacts)

FN: subjects see a significant difference in quality but VMAF yields a high score (thus falsely ignores some artifacts)



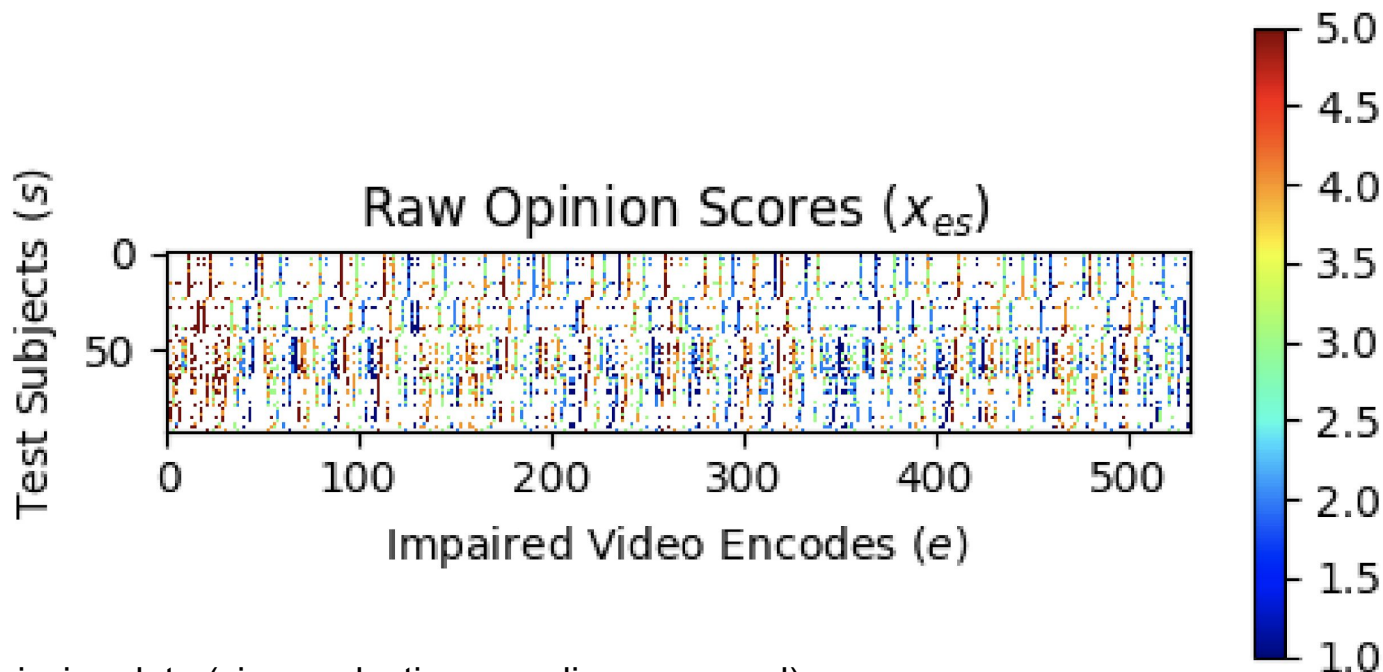
# False positives

Sample images removed due to intellectual property issue

# False negatives

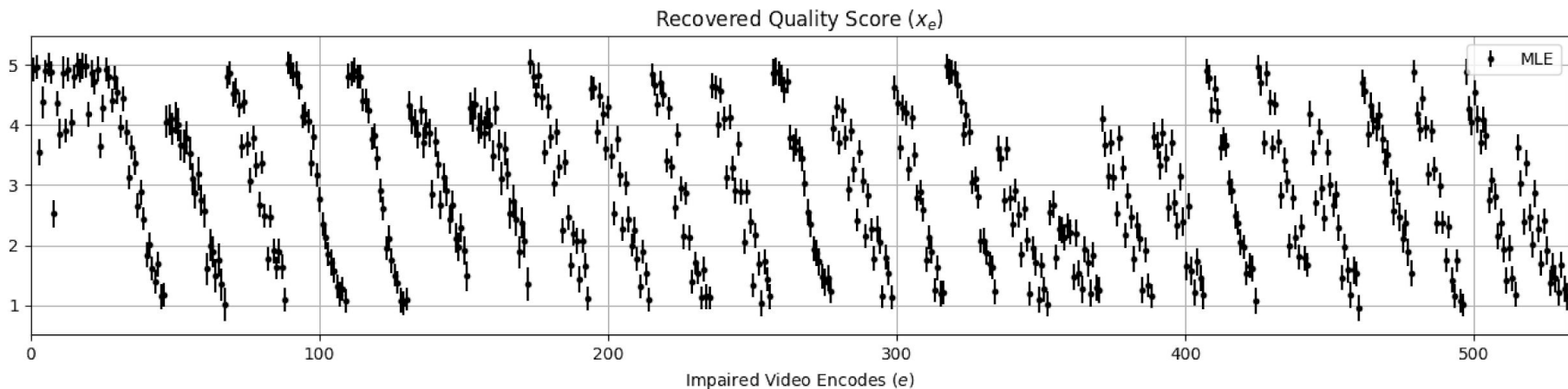
Sample images removed due to intellectual property issue

# Raw opinion scores



\*white: missing data (since selective sampling was used)

# MOS scores recovered by maximum likelihood estimation



# Cross-dataset validation (SROCC)

Training	LIVE Video	0.686
	LIVE Mobile	0.832
	CSIQ-VQA	0.788
	NFLX	0.828
	MPEG SHVC	0.762
	VQEG HD3	0.830
	EPFL	0.776
	<b>VMAF v0.6.1</b>	<b>0.838</b>
	<b>VMAF 4K</b>	<b>0.841</b>

\*Training on one dataset and test on the rest, then report the average SROCC

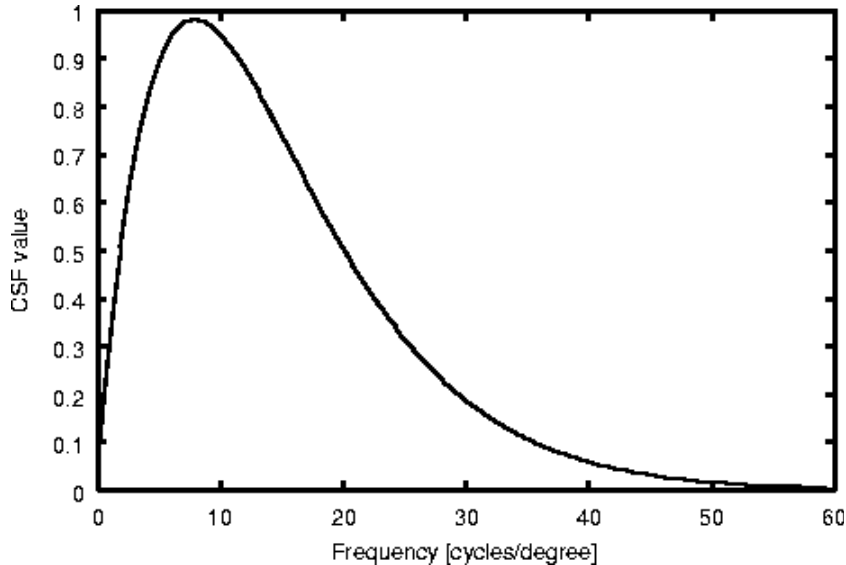
# Coming up next to VMAF open-source repo

- Release of new 4K model (this talk)
- Confidence interval of VMAF model (Wednesday's talk)
- Enhanced temporal features
- New HDR model

# Backup Slides

NETFLIX

# Critical viewing distance per resolution



Optimal horizontal viewing angle, optimal viewing distance in picture heights ( $H$ )

Image system	Reference	Aspect ratio	Pixel aspect ratio	Optimal horizontal viewing angle	Optimal viewing distance
720 x 483	Rec. ITU-R BT.601	4:3	0.89	11°	7 $H$
640 x 480	VGA	4:3	1	11°	7 $H$
720 x 576	Rec. ITU-R BT.601	4:3	1.07	13°	6 $H$
1,024 x 768	XGA	4:3	1	17°	4.5 $H$
1,280 x 720	Rec. ITU-R BT.1543 Rec. ITU-R BT.1847	16:9	1	21°	4.8 $H$
1,400 x 1,050	SXGA+	4:3	1	23°	3.3 $H$
1,920 x 1,080	Rec. ITU-R BT.709	16:9	1	31°	3.2 $H$
3,840 x 2,160	Rec. ITU-R BT.1769	16:9	1	58°	1.6 $H$
7,680 x 4,320	Rec. ITU-R BT.1769	16:9	1	96°	0.8 $H$