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| **Source:** | Video |
| **Title:** | Software manual of IV-PSNR for Immersive Video |
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# Introduction

IV-PSNR [1] is a PSNR-based objective quality metric adapted for Immersive Video applications. Compared to PSNR, two major modifications were added: Corresponding Pixel Shift and Global Color Difference. Corresponding Pixel Shift eliminates the influence of a slight shift of objects’ edges caused by reprojection errors. Global Color Difference reduces the influence of different color characteristics of different input views.

IV-PSNR for YUV file is calculated as:

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| --- | --- | --- |
|  |  |  |
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where is the Color Component Weight for each color component and is the IV-PSNR for that component:

where is the maximum value of the color component (e.g. 1023 for 10-bit video) and:

where and are width and height of the image, and are values of color component in the position in the test image and the reference image, respectively, is the maximum Corresponding Pixel Shift between reference and test image, and is the Global Color Difference for component :

where is the Maximum Unnoticeable Difference for color component .

In order to provide better quality assessment for omnidirectional video, WS-PSNR technique [2] was applied (however, in the current version of the IV-PSNR software only the equirectangular projection is supported):

|  |  |  |
| --- | --- | --- |
| WS-IVMSE |  |  |
|  |

where weight is calculated as:

where is a position of the pixel in ERP image and is the height of this image.

, and values are predefined:

* :
  + (luma component),
  + (1st chroma component),
  + (2nd chroma component),
* for all the color components,
* .

IV-PSNR is calculated separately for each frame of the sequence. In the end, the mean IV-PSNR value is returned.

The IV-PSNR quality metric is based on PSNR, therefore, the higher the number, the better is the quality.

# Software manual

IV-PSNR executable requires 9 parameters:

|  |
| --- |
| IV-PSNR ref.yuv test.yuv W H NOF BPS CS ERP? out.txt |

ref.yuv: path to reference .yuv file

test.yuv: path to test .yuv file

W: video width

H: video height

NOF: number of frames

BPS: bits per sample

CS: chroma subsampling format (420 and 444 formats are supported)

ERP?: 0 if perspective, 1if ERP

out.txt: path to output .txt file

When no parameters are used, syntax help is outputted.

# Examples

1. IV-PSNR of SA\_v04\_ref.yuv and SA\_v04\_test.yuv. Sequence resolution is 4096x2048, YUV420, 10 bits per sample. Sequence format is ERP. Mean IV-PSNR calculated for the first 20 frames will be written into IV-PSNR.txt:

|  |
| --- |
| IV-PSNR SA\_v04\_ref.yuv SA\_v04\_test.yuv 4096 2048 20 10 420 1 IV-PSNR.txt |

2. IV-PSNR of SD\_v08\_ref.yuv and SD\_v08\_test.yuv. Sequence resolution is 2048x1088, YUV420, 8 bits per sample. Sequence format is perspective. Mean IV-PSNR calculated for first 100 frames will be written into IV-PSNR.txt:

|  |
| --- |
| IV-PSNR SD\_v08\_ref.yuv SD\_v08\_test.yuv 2048 1088 100 8 420 0 IV-PSNR.txt |

# Software

MPEG Git Repository: <http://mpegx.int-evry.fr/software/MPEG/MIV/RS/IVPSNR>

Public read-only access: <https://gitlab.com/mpeg-i-visual/ivpsnr>

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# References

[1] A. Dziembowski, M. Domański, “[MPEG-I Visual] Objective quality metric for immersive video”, ISO/IEC JTC1/SC29/WG11 MPEG/M48093, Jul. 2019, Göteborg, Sweden.

[2] Y. Sun, A. Lu, L. Yu, “Weighted-to-Spherically-Uniform Quality Evaluation for Omnidire-ctional Video”, IEEE Signal Processing Letters 24.9(2017):1408-1412.